

Stepping stones 1

3: How does the rook move?

- 1) drawing
- 2) +: a4, b4, c4, d4, f4, g4, h4, e1, e2, e3, e5, e6, e7, e8,
- 3) +: a1, b1, c1, d1, e1, f1, h1, g2, g3, g4, g5, g6, g7, g8
- 4) +: b8, c8, d8, e8, f8, g8, h8,
- a1, a2, a3, a4, a5, a6, a7
- 5) +: b5, c5, d5, e5, f5, g5, h5, a1, a2, a3, a4, a6, a7, a8
- 6) +: a5, b5, d5, e5, f5, g5, h5, c1, c2, c3, c4, c6, c7, c8

4: How does the bishop move?

- 1) +: a1 b2, c3, d4, f6, g7, h8, b8, c7, d6, f4, g3, h2
- 2) +: a1 b2, c3, e5, f6, g7, h8, a7, b6, c5, e3, f2, g1
- 3) +: c1, d2, e3, f4, h6, d8, e7, f6, h4
- 4) +: b7, c6, d5, e4, f3, g2, h1
- 5) +: d1, e2, f3, h5, c8, d7, e6, f5, h3
- 6) +: a1 b2, d4, e5, f6, g7, h8, a5, b4, d2, e1

5: How does the queen move?

- 1) +: a2, b2, c2, d2, e2, f2, h2, g1, g3, g4, g5, g6, g7, g8, a8, b7, c6, d5, e4, f3, h1, f1, h3
- 2) +: a5, b5, c5, d5, f5, g5, h5, e1, e2, e3, e4, e6, e7, e8, a1 b2, c3, d4, f6, g7, h8, b8, c7, d6, f4, g3, h2
- 3) +: a1, b2, c3, e5, f6, g7, h8, d1, d2, d3, d5, d6, d7, d8, a4 b4, c4, e4, f4, g4, h4, a7, b6, c5, e3, f2, g1
- 4) +: b1, b2, b3, b4, b5, b7, b8, a6, c6, d6, e6, f6, g6, h6, a5, c7, d8, a7, c5, d4, e3, f2, g1
- 5) +: a2, a3, a4, a5, a6, a7, a8, b1, c1, d1, e1, f1, g1, h1, b2, c3, d4, e5, f6, g7, h8
- 6) +: a6, b6, c6, d6, e6, f6, g6, h1, h2, h3, h4, h5, h7, h8, c1, d2, e3, f4, g5, f8, g7

6: How does the queen move?

- 1) +: d3, d4, d5, e5, f5, f4, f3, e3
- 2) drawing
- 3) +: b8, b7, a7
- 4) +: a1, a2, a3, b3, c3, c2, c1, b1
- 5) +: d5, d6, d7, e7, f7, f6, f5, e5
- 6) +: g4, g5, g6, h6, h4

7: How does the knight move?

- 1) +: a4, c4, d3, d1
- 2) +: b6, c7
- 3) +: e2, e4, f5, h5, h1, f1
- 4) +: a5, a7, b8, d8, e7, e5, d4, b4
- 5) +: c3, c5, d6, f6, g5, g3, f2, d2
- 6) +: f3, f5, g6, g2

8: *How does the knight move?*

- 1) +: b4, b6, c7, e7, f6, f4, e3, c3
- 2) +: b3, b5, c6, e6, f5, f3, e2, c2
- 3) +: b6, b8, f8, f6, e5, c5

- 4) +: b3, c2
- 5) +: b4, c3, c1
- 6) +: d2, d4, e5, g5, h4, h2, g1, e1

9: *Choose the quickest route*

- 1) Rd1-d6-b6 ; Rd1-b1-b6
- 2) Bc1-g5-d8
- 3) Qa1-d4-d6 many routes

- 4) Nd3-b4-d5; Nd3-f4-d5
- 5) Kd4-c5-b6
- 6) Nc2-d4-f5; Nc2-e3-f5

10: *Choose the quickest route*

- 1) Rc6-h6-h2; Tc6-d2-h2
- 2) Bd7-c6-h1
- 3) Qg5-c5-a7 many routes

- 4) drawing
- 5) Kh4-g3-f2
- 6) Nd5-b6-a8; Nd5-c7-a8

11: *Moving and capturing*

- 1) example
- 2) +: c4, e6, f7, g8, e4
x: c6, f3
- 3) +: b5, c5, d5, d4, d3
x: b3
- 4) +: a1, b2, c3, e5, e3, f2

- x: g1
- 5) +: b1, b5
x: c4
- 6) +: a2, a3, a4, b1, b2, c3
x: a5, d4

12: *Moving and capturing*

- 1) +: b6, d6, e6, f6, c3, c4, c5, c7, c8
x: c2, g6
- 2) +: a2, c4, d5, e6, a4, c2, d1
x: f7
- 3) +: b3, c6, f5, f3, e2
x: b5, e6

- 4) +: d6, e7, g7, h6, h4, e3
x: d4, g3
- 5) +: d1, d2, d3, d4, d6, a2, b3, c4, e6, f7, a8, b7, c6, e4
x: c5, e5, f3
- 6) +: b3, c2
x: b5, c6, e6, f5, f3, e2

13: *Good and bad moves*

- 1) example
- 2) +: a8, e4, g2, h1, e2, h5
-: b7, c6, d5, d1, g4
- 3) +: a7, b7, d7, g7, h7, f1, f3, f5, f6, b3, d5, e6, g8, e8, g6, h5
-: c7, e7, f2, f4, f8, a2, c4
- 4) +: a4, b4, c4, e4, g4, d1, d2,

- d3, d5, d7, a1, b2, c3, f6, g7, h8, a7, c5, f2, g1
-: b6, d6, d8, e5, f4, h4, e3
- 5) +: a5, b6, d2, b2
-: a3, d6, e5, e3
- 6) +: a3, a5, d2, b2
-: b6, d6, e5, e3

14: *Good and bad moves*

- 1) +: a4, c4, f4, g4, h4, e2, e8
-: b4, d4, e1, e3, e5, e6, e7
- 2) +: c1, d2, f4, h4
-: e3, h6, d8, e7, f6
- 3) +: b3, b5, f5, e2, c2
-: c6, e6, f3

- 4) +: e5, f4, g5
-: e4, e6, g6, g4 (f6)
- 5) drawing
- 6) +: d1
-: a4, c4, f3

15: Attack safely

- 1) 1. Bg1-c5
- 2) 1. Rb8-b3
- 3) 1. ... Qe2-c4 (b2, b5, e4, g4)

- 4) 1. Ba4-d7
- 5) 1. Nh4-f5
- 6) 1. Qg1-d4; Qg1-a1

16: Attack safely

- 1) 1. Bd2-e3
- 2) 1. Bd3-g6
- 3) 1. ... Nd5-f4

- 4) 1. ... Kf4-e4
- 5) 1. Nb7-c5
- 6) 1. Ra4-d4; Ra4-d4

17: Choose the safe route

- 1) Rb2-b6-g6
- 2) Be2-g4-c8
- 3) Nc3-e4-f6

- 4) Qb2-h8-h6 or Qb2-d2-h6
- 5) Ke2-f3-f4
- 6) Nb6-a8-c7

18: How does the white pawn move ↑

- 1) +: e4
- 2) +: b3, b4
- 3) drawing

- 4) x: f5
- 5) +: e6; x: d6, f6
- 6) +: g3, g4

19: How does the black pawn ↓

- 1) +: f6, f5
- 2) +: b3
- 3) +: g5; x: f5

- 4) +: f4; x: e4, g4
- 5) +: d5; x: e5
- 6) +: b6, b5; x: c6

20: Promotion

- 1) +: d7 Q
- 2) +: b1 Q
x: c1 Q
- 3) 1. drawing

- 4) 1. drawing
- 5) 1. drawing
- 6) 1. drawing

21: Good and bad moves

- 1) +: a2, b2, c2, f2, g2, e1, e4
-: d2, h2, e3, e5, e6, e7, e8
- 2) +: d7, e6, d3, b3

- : a4, a6, b7, e4
- 3) +: a1, f6, h8, e3
-: b2, c3, e5, g7, a7, b6, c5,

- f2, g1
- 4) +: d6, h6, h4
-: d4, e7, g7, g3, e3
- 5) +: a5, c5, e5, g5, d6, d8, a2,
c4, f7, g8, a8, c6, g2
-: b5, f5, h5, d1, d2, d3, d4,

22: Good and bad moves

- 1) +: b5, b4
-: a5, a3
- 2) +: c4, g8, b7, c6
-: e6, f7, e4, f3, g2, h1
- 3) +: xb7, c8, f5, e4, c4
-: e8, f7
- 4) drawing

23: Attack

- 1) 1. g4-g5
2) 1. f2-f4
3) 1. Nd2-e4

24: Attack safely

- 1) 1. b2-b4
2) 1. Bf3-c6
3) drawing

25: Attack safely

- 1) 1. ... Nd6-e4
2) 1. Nc3-e4
3) 1. ... c7-c5

26: Choose the safe route

- 1) Kc3-d4-c5-b6
2) Kd6-e5-d4-d3
3) Bc2-e4-c6-b5

27: Choose the safe route

- 1) Nc1-e2-f4-d5; Nc1-d3-f4-d5
2) Ne2-d4-f5-g7
3) Bh2-d6-a3-b2

- d7, b3, e6, b7, e4, f3, h1
- 6) +: b1, b2, b5, d6, e7, d2, e1
-: a4, c4, d4, e4, f4, g4, h4,
b3, b6, b7, b8, a3, c5, f8, a5,
c3

- 5) +: c3, d1, d5, d7
-: e3, f3, g3, d2, d4, d6
- 6) +: b4, c4, e4, f4, h4, xd1, d2,
d3, d5, d6, d7, d8, c5, xf2, e5,
h8
-: a4, g4, f6, g7, e3

- 4) 1. ... Nd6-c4
5) 1. Rh1-a1
6) 1. ... c7-c5

- 4) 1. Bd7-c8
5) 1. Ng2-e3
6) 1. Kh2-g3

- 4) 1. ... Kh7-g6
5) 1. Bd2-f4
6) 1. Bf1-h3

- 4) Nf3-d4-b5-a7
5) Ra1-a6-h6-h5
6) drawing

- 4) Bc8-h3-g2-h1
5) Kb2-a3-b4-c5
6) Tc7-a7-a4-h4

28: *Attack the correct piece*

- 1) 1. ... Ra7-a4
- 2) 1. ... Qf4-f3
- 3) 1. ... Rb4-b5

- 4) 1. ... Qh8-h3; 1. ... Qh8-g8
- 5) 1. Qc1-b1; 1. Qc1-b2
- 6) 1. Qa8-d8

29: *Capture a piece*

- 1) 1. Be4xg6
- 2) 1. Nd4xf5
- 3) 1. ... Rd8xd4

- 4) 1. ... Kd5xc6
- 5) 1. ... Qg6xc2
- 6) 1. e3xf4

30: *Capture a piece*

- 1) 1. Bh3xd7
- 2) 1. Re3xe8
- 3) 1. ... Ke5xf4

- 4) 1. d4xe5
- 5) 1. Nc4xa5
- 6) 1. Qg2xa8

31: *Which piece is in danger?*

- 1) drawing
- 2) drawing
- 3) drawing

- 4) drawing
- 5) Bd4: 1. Bd4-e3
- 6) Ra8: 1. ... Ra8-d8

32: *Which piece is in danger?*

- 1) Nc5: 1. ... Nc5-e6
- 2) Be3: 1. Kg1-f2
- 3) Ng4: 1. Ng4xe5

- 4) Rf4: 1. Rf4-f3
- 5) Ne5: 1. ... Ne5-c6
- 6) Nd6: 1. ... Kb7-c7

33: *Which piece is in danger?*

- 1) Rd5: 1. ... Rd5-d2
- 2) Nf6: 1. ... Nf6-d7
- 3) Ne4: 1. ... Rh5-e5

- 4) 1. Bb5: 1. ... c7-c6
- 5) 1. Nd4: 1. Nd4-c6
- 6) 1. Bc6: 1. Bc6-b7

34: *Move away safely*

- 1) 1. e4-e5
- 2) 1. ... Re5-e7
- 3) 1. Nd4-c2

- 4) 1. ... Ne4-g5
- 5) 1. ... Bg5-h6
- 6) 1. ... Qa7-b8

35: *Protecting*

- 1) 1. Bc4-e2
- 2) 1. Kb3-a4
- 3) drawing

- 4) drawing
- 5) drawing
- 6) drawing

36: *Protecting*

- 1) 1. ... Rg3-g7

- 2) 1. Rh1-a1

- 3) 1. Ng1-f3
- 4) 1. ... b7-b5

- 5) 1. b2-b4
- 6) 1. ... c7-c6

37: *Attack safely*

- 1) 1. ... c7-c5
- 2) 1. ... Ra7-a2
- 3) 1. Ne3-g4

- 4) 1. ... Nd7-f6
- 5) 1. Rh1-c1
- 6) 1. ... Qg7-c3

38: *Capture an unprotected piece*

- 1) 1. Ne3xg4
- 2) 1. ... Kd5xe4
- 3) drawing

- 4) 1. ... Nd4xc2
- 5) 1. ... Bg6xe4
- 6) 1. Rf4xa4

39: *Capture the piece which is attacking*

- 1) 1. ... Ng4xe3
- 2) 1. ... c5xd4
- 3) 1. ... Bb6xd4

- 4) 1. ... Ra2xe2
- 5) 1. Bh3xd7
- 6) 1. Rh5xd5

40: *Move away safely*

- 1) 1. Nf3-d2
- 2) 1. ... Be5-d6
- 3) 1. Rd6-d3

- 4) drawing
- 5) 1. b3-b4
- 6) 1. ... Nb5-d6

41: *Capture an unprotected piece*

- 1) 1. Be3xh6
- 2) 1. Kd3xc3
- 3) 1. Rb5xf5

- 4) 1. ... Qf5xc2
- 5) 1. ... Nd5xf4
- 6) 1. c4xd5

42: *Where can the king go?*

- 1) example
- 2) +: d3, e4, e2
- 3) +: d3, d4, e5, e3

- 4) +: a2
- 5) +: f2, h3
- 6) +: e1

43: *Where can the king go?*

- 1) example
- 2) xg7
- 3) +: f3, h3, xh4

- 4) +: b3, d5, xc5
- 5) +: f1, h1, xh3
- 6) +: a4, c5, xc5

44: *Show all the possible ways to give check*

- 1) example
- 2) Qb4+, Qd4+, Qd8+, Qf2+,
Qf6+, Qh6+

- 3) Qa5+, Qd2+, Qd5+, Qg2+,
Qg8+
- 4) Qa3+, Qa8+, Qc3+, Qd1+,

- 3) 1. ... Nf6xe4
- 4) 1. ... Nc5xe4

- 5) 1. ... Ke6xd6
- 6) 1. ... Nc7xd5

53: *Getting out of check: interposing*

- 1) 1. Rf2-f1
- 2) 1. Ba3-b2
- 3) 1. g2-g3

- 4) 1. ... Bf8-g7
- 5) 1. Ng1-h3
- 6) 1. Bd6-a3

54: *Getting out of check: interposing*

- 1) 1. drawing
- 2) 1. ... Rd8-d7
- 3) 1. ... Ne5-g6

- 4) 1. g4-g5
- 5) 1. ... Rc8-c7
- 6) 1. ... Bg5-d8

55: *Getting out of check: interposing*

- 1) 1. Rc3-c1
- 2) 1. g2-g4
- 3) 1. Bg1-h2

- 4) 1. ... Nb4-d5
- 5) 1. ... Qg3-g7
- 6) 1. ... c7-c6

56: *Choose the quickest route*

- 1) Ba2-e6-g4-d1
- 2) Rh2-h1-b1-b7
- 3) drawing

- 4) drawing
- 5) drawing
- 6) drawing

Stepping stones 2

2: *Planning mate*

- | | |
|--------|--------|
| 1) Qe7 | 4) Qg5 |
| 2) Qg7 | 5) Qd2 |
| 3) Qg6 | 6) Qg2 |

3: *Mate in one*

- | | |
|-------------------|-------------------|
| 1) 1. Qd4-g7# | 4) 1. ... Qg2-g5# |
| 2) 1. Qb5-b7# | 5) drawing |
| 3) 1. ... Qg3-f2# | 6) drawing |

4: *Mate in one*

- | | |
|---------------|-------------------|
| 1) 1. Qb6-c7# | 4) 1. ... Qb2-b4# |
| 2) 1. Qg4-g7# | 5) 1. Qf7-d7# |
| 3) 1. Qg8-g6# | 6) 1. Qc6-b5# |

5: *Mate in one*

- | | |
|-------------------|-------------------|
| 1) 1. ... Rc6-c1# | 4) 1. Qe7-f8# |
| 2) 1. Bg3-e5# | 5) 1. ... Qh5-d1# |
| 3) 1. Rd5-a5# | 6) 1. ... Ne4-g3# |

6: *Planning mate*

- | | |
|-------------|--------|
| 1) Qb2 | 4) Qh7 |
| 2) Qb1, Qc1 | 5) Qb8 |
| 3) Qg2 | 6) Qf1 |

7: *Mate in one*

- | | |
|-------------------|---------------|
| 1) 1. ... Rf8xf1# | 4) 1. Qf4xh6# |
| 2) Drawing | 5) 1. Qd5xf7# |
| 3) 1. Qe5xc8# | 6) 1. Ne5xg6# |

8: *Castling*

- | | |
|---|-------------------------------------|
| 1) + | 4) + |
| 2) – (the king has moved) | 5) – (the rook has moved) |
| 3) – (the bishop is in between king and rook) | 6) – (the king and rook have moved) |

9: Rokade

- 1) – (the knight is in between king and rook)
- 2) +
- 3) – (the king and rook have

- moved)
- 4) – (the rook has moved)
- 5) – (the king has moved)
- 6) drawing

10: Castling

- 1) – (White is in check)
- 2) – (the king must pass f1 and there he would be in check)
- 3) +
- 4) +

- 5) – (after castling White would be in check)
- 6) – (the king must pass f1 and there he would be in check)

11: Rokade

- 1) – (White is in check)
- 2) – (after castling Black would be in check)
- 3) +
- 4) – (after castling Black would

- be in check)
- 5) +
- 6) – (the king must pass f8 and there he would be in check)

12: Mate in one

- 1) 1. Rh5-h8#
- 2) 1. Rc7-c1#
- 3) 1. Rg1-h1#

- 4) 1. ... Rh3-h1#
- 5) 1. Qd4-h8#
- 6) 1. ... Qf6-a1#

13: Mate in one

- 1) 1. Re3-e8#
- 2) 1. Re5-h5#
- 3) drawing

- 4) drawing
- 5) drawing
- 6) drawing

14: Mate in one

- 1) 1. Ba4-c6#
- 2) 1. Qb6-d8#
- 3) 1. Bb5-a6#

- 4) 1. Be6-f5#
- 5) 1. Bc5-d4#
- 6) 1. ... Nf4-h3#

15: Planning mate

- 1) Ra8
- 2) Ra3
- 3) Qa8

- 4) Qe1
- 5) Qc1
- 6) Qf6

16: Mate in one

- 1) 1. ... Qa4xa2#

- 2) 1. ... Rh6xh2#

- 3) 1. Qg3xg7#
- 4) 1. ... Qe4xg2#

- 5) drawing
- 6) 1. Qd5xb7#

17: Mate in one

- 1) 1. ... Qh2-e2#
- 2) 1. Rd8-a8#
- 3) 1. Rg4-g8#

- 4) 1. Rh8-a8#
- 5) 1. Rh7-h8#
- 6) 1. ... Qe2-g4#

18: Exchanging

- 1) drawing
- 2) 1. Ne3xf5+ g6xf5
- 3) 1. Qc3xg7+ Kh7xg7

- 4) 1. Rd5xd8 Ke7xd8
- 5) 1. ... Nd5xf4 2. g3xf4
- 6) 1. ... e5xf4 2. e3xf4

19: The advantageous exchange

- 1) 1. ... Bf6xd4 2. Rd2xd4
- 2) 1. Nd3xf4 g5xf4
- 3) 1. ... Nd4xe2 2. Kf2xe2

- 4) 1. a4xb5+ Ka6xb5
- 5) 1. Rd3xd6 Ke7xd6
- 6) 1. Bc3xf6 Kg6xf6

20: The advantageous exchange

- 1) 1. Bf3xd5 c6xd5
- 2) 1. Ng5xh7 Kg7xh7
- 3) 1. ... Re6xe3 2. Kf2xe3

- 4) 1. e4xf5 g6xf5
- 5) 1. Bb3xe6 f7xe6
- 6) 1. ... g5xf4 g3xf4

21: The advantageous exchange

- 1) 1. Bf3xc6 Kd6xc6
- 2) 1. Bd4xf6+ Kg7xf6
- 3) drawing

- 4) 1. ... Bf6xd4 2. Kd3xd4
- 5) 1. d4xc5 d6xc5
- 6) 1. Nd4xf5 g6xf5

22: The advantageous exchange

- 1) drawing
- 2) 1. ... Nd5xe3+ 2. Re1xe3
- 3) 1. d4xe5 Re8xe5

- 4) 1. Bc3xf6 Kf7xf6
- 5) 1. Rc6xc2 Rb2xc2
- 6) 1. ... Bf3xa8 2. Ra1xa8

23: The advantageous exchange

- 1) 1. Nd5xe7 Kf8xe7
- 2) 1. d5xc6 b7xc6
- 3) 1. ... Re5xe3 2. Kf2xe3
- 4) 1. f5xe6 f7xe6 (1. Be4xc6

- Be6xf5+)
- 5) 1. ... Nd5xc3 2. Bb4xc3
- 6) 1. Bf3xc6 b7xc6

24: Get out of check in a cunning way

- 1) 1. ... Ke8-d7

- 2) 1. ... Bf8-g7

- 3) 1. ... Nc6-e7
- 4) 1. ... Ka7xa6

- 5) 1. ... Qf5xd3+ 2. Kd2xd3
- 6) 1. ... Nf6-d7

25: *Get out of check in a cunning way*

- 1) 1. Ka3xa4
- 2) 1. Bg4-h3
- 3) 1. Ke2-f3

- 4) 1. Nf3xe1
- 5) 1. Ne3xc4
- 6) 1. Nc3-b1

26: *Planning mate*

- 1) g6
- 2) Nc3
- 3) Bc2

- 4) Ka3
- 5) Ng4
- 6) Rc7

27: *Planning mate*

- 1) drawing
- 2) drawing
- 3) drawing

- 4) drawing
- 5) Bc7
- 6) Bf6

28: *Planning mate*

- 1) c6
- 2) Bf6
- 3) Rb7

- 4) Ne6
- 5) Re7
- 6) Qf6

29: *Mate (#) or stalemate (=)*

- 1) =
- 2) #
- 3) =

- 4) #
- 5) #
- 6) =

30: *Mate (#) or stalemate (=)*

- 1) #
- 2) =
- 3) drawing

- 4) =
- 5) drawing
- 6) =

31: *Mate (#), stalemate (=) or play on (→)*

- 1) 1. b4
- 2) 1. b3xa4
- 3) =

- 4) 1. ... Ka8xb7
- 5) =
- 6) 1. Nc3xb1

32: *Mate (#), stalemate (=) or play on (→)*

- 1) 1. ... Qg3-g2#
- 2) 1. ... Ra7xg7
- 3) =

- 4) 1. Ka3xb4
- 5) =
- 6) #

33: Mate in one with the queen

- | | |
|---------------|---------------|
| 1) 1. Qc7-g7# | 4) drawing |
| 2) 1. Qa2-e2# | 5) 1. Qg5-d8# |
| 3) 1. Qf5-c8# | 6) 1. Qe1-a5# |

34: Mate in one with the queen

- | | |
|-------------------|-------------------|
| 1) 1. ... Qd3-c2# | 4) 1. ... Qh5-e2# |
| 2) 1. ... Qa8-h1# | 5) 1. ... Qd2-h2# |
| 3) 1. ... Qe4-a8# | 6) 1. ... Qc7-c1# |

35: Where is the king mated?

- | | |
|--------|------------------|
| 1) Kh5 | 4) Ka4, Ka5 |
| 2) Ka1 | 5) Kg8, Kh8 |
| 3) Ka6 | 6) Kh1, Kh2, Kh3 |

36: Capture a piece which is attacked twice

- | | |
|---------------------------|---------------------------|
| 1) 1. Re4xe5 or 1. Bc3xe5 | 4) 1. Be3xc5 or 1. Nd3xe5 |
| 2) 1. Rc4xc6 or 1. Re6xc6 | 5) 1. Ng4xe5 or 1. Nd3xe5 |
| 3) 1. Qd5xf7 or 1. Bh5xf7 | 6) 1. Rb4xf4 or 1. Nd3xf4 |

37: Capture a piece which is attacked twice

- | | |
|---------------------------|-----------------------------------|
| 1) drawing | 4) 1. Bb3xf7 or 1. Rf4xf7 |
| 2) drawing | 5) 1. ... Qd7xb5 or 1. ... Rf5xb5 |
| 3) 1. Qd3xf5 or 1. Bd3xf5 | 6) 1. Ng4xe5 or 1. Nc4xe5 |

38: Capture a piece which is attacked twice

- | | |
|---------------------------------|----------------------------|
| 1) 1. Ne3xd5 | 5) 1. ... Rf8xf4 |
| 2) 1. Bg3xe5 | 6) 1. ... Bg6xd3 2. Nf2xd3 |
| 3) 1. Nc3xd5 c6xd5 2. Rg5xd5 | Rd6xd3 |
| 4) 1. ... d6xe5 2. d4xe5 Nc6xe5 | |

39: Capture a piece which is attacked twice

- | | |
|-------------------------------|---------------------------------|
| 1) 1. Bg2xd5 Be6xd5 2. Rd1xd5 | 4) 1. ... e5xd4 2. e3xd4 Ne6xd4 |
| 2) 1. Bf3xb7 | 5) drawing |
| 3) 1. ... Be7xh4 | 6) 1. f5xe6 f7xe6 2. Ba2xe6+ |

40: Mate in one

- | | |
|-------------------|-------------------|
| 1) 1. ... Qc2-g2# | 4) 1. Qe7-f8# |
| 2) 1. ... Qc2-h2# | 5) 1. ... Qh3xh2# |
| 3) 1. Qe7-g7# | 6) 1. ... Qh3-f1# |

41: Mate in one

- | | |
|---------------|---------------|
| 1) 1. Nh6-f7# | 4) 1. Rg7-h7# |
| 2) 1. Rg4-g8# | 5) 1. Rh7-h8# |
| 3) 1. Rg1-h1# | 6) 1. Rh7-g7# |

42: Mate in one

- | | |
|-------------------|-------------------|
| 1) 1. ... Qc3-a1# | 4) 1. g6-g7# |
| 2) 1. ... Qc3xc2# | 5) 1. ... Nf4-e2# |
| 3) 1. Rb7-f7# | 6) 1. ... Nf4-h3# |

43: Defending (previous editions)

- | | |
|---------------------|------------------|
| 1) 1. a3-a4 | 4) 1. ... Rg6xg4 |
| 2) 1. Bd4-b2 | 5) drawing |
| 3) 1. Ne4xf6+ g7xf6 | 6) drawing |

43: Defending (latest edition)

- | | |
|--------------|------------------|
| 1) 1. a3-a4 | 4) 1. ... Rg6xg4 |
| 2) 1. Bd4-b2 | 5) drawing |
| 3) 1. Rh3xa3 | 6) drawing |

44: Defending (previous editions)

- | | |
|-------------------|-------------------|
| 1) 1. ... Kf8-g7 | 4) 1. Nf3-g1 |
| 2) 1. ... Bf5xd3+ | 5) 1. ... Ne8-f6 |
| 3) 1. ... Rc8-c5 | 6) 1. ... Na2-c1+ |

44: Defending (latest edition)

- | | |
|-------------------|-------------------|
| 1) 1. ... Kf8-g7 | 4) 1. b2-b4 |
| 2) 1. ... Bf5xd3+ | 5) 1. e3-e4 |
| 3) 1. ... Rc6-c5 | 6) 1. ... Na2-c1+ |

45: Defending

- | | |
|---------------------------------|------------|
| 1) 1. Bc4-d3 | 4) drawing |
| 2) 1. ... Ng8-h6 (old 1. d2-d4) | 5) drawing |
| 3) drawing | 6) drawing |

46: Win material

- | | |
|--|------------------------------|
| 1) 1. Qf2xc5 | 4) 1. Bg2xc6 d7xc6 2. Kb6xc6 |
| 2) 1. g5xf6 | 5) 1. ... Ne3xf5 |
| 3) 1. ... Qe6xg6 2. Qc2xg6+
Kg7xg6+ | 6) 1. Bg4xc8 |

47: *Win material*

- 1) 1. Nd4xe6
- 2) 1. Rd3xg3
- 3) 1. Ne3xd5

- 4) 1. Be4xb7
- 5) 1. Be3xc5
- 6) 1. Qd5xg5

48: *Win material*

- 1) 1. Ne6xd8
- 2) 1. Qd2xd7 or 1. Bh3xd7
- 3) 1. ... Qb7xg2

- 4) drawing
- 5) 1. ... Nh6xg4 2. Bh3xg4
- 6) 1. Nb5xa3

49: *Win material*

- | | |
|------------------------------------|------------------|
| 1) 1. g5xh6 | 4) 1. ... Bg7xh6 |
| 2) 1. ... d5xe4 | 5) 1. Nf4xd5 |
| 3) 1. Bb2xd4 Bg7xd4+ 2.
Qd2xd4+ | 6) 1. ... Ne6xc5 |

50: *Win material*

- | | |
|------------------|-------------------------------|
| 1) 1. ... Bg7xa1 | 4) 1. Ba5xb6 Bc7xb6 2. Rb2xb6 |
| 2) 1. d5xe6 | 5) 1. Nc4xd2 Rd6xd2 |
| 3) 1. Qh5xh4 | 6) 1. ... Qg5xe3 |

51: *Mate in one*

- | | |
|---------------|---------------|
| 1) 1. Qg5-h6# | 4) 1. Qb7xa7# |
| 2) 1. Qg5-g8# | 5) 1. Qf7xf6# |
| 3) 1. Qb7-b5# | 6) 1. Qf7xg8# |

52: *Mate in one*

- | | |
|---------------|------------|
| 1) 1. Qg6-g8# | 4) drawing |
| 2) 1. Qg6-h6# | 5) drawing |
| 3) drawing | 6) drawing |

53: *Mate in one*

- | | |
|---------------|---------------|
| 1) 1. Nd4-c6# | 4) 1. Rd1-d5# |
| 2) 1. f7-f8Q# | 5) 1. Nd5-c7# |
| 3) 1. Be6-f5# | 6) 1. Qh2-h6# |

54: *Mate in one*

- | | |
|-------------------|-------------------|
| 1) 1. ... Bd5-b3# | 4) 1. ... Qe2-h5# |
| 2) 1. g6-g7# | 5) 1. b2-b4# |
| 3) 1. Qc6-a8# | 6) 1. ... Nd4-e2# |

55: *Mate in one*

- | | |
|-------------------|-------------------|
| 1) 1. ... Be5xg3# | 4) 1. ... Ng4-h2# |
| 2) 1. Qa4-e8# | 5) 1. Qc5-c8# |
| 3) 1. Qd7-d6# | 6) 1. Qf7-e8# |

56: *Mate in one*

- | | |
|-------------------|------------------|
| 1) 1. Nf6-h7# | 4) 1. Bb2-a3# |
| 2) 1. ... Ne4-g3# | 5) 1. h6-h7# |
| 3) 1. Ne5-g6# | 6) 1. ... b7-b5# |