

`Typical Chess Combination Puzzles`

by Bohdan Vovk

Part I

Typical Chess Combinations Covered:

- 1. Destroy the Defense around the King to Checkmate**
- 2. Lock the King to Checkmate**
- 3. Block the Squares around the King to Checkmate**
- 4. The Fork**
- 5. The Double Strike**
- 6. Free Space for the Checkmater**
- 7. Open the Line for the Checkmater**
- 8. The Discovered Check**
- 9. The Discovered Attack**
- 10. The Mill**

Learn Typical Chess Combinations
with Examples and Puzzles
Selected from Real Chess Games



Contents

Introduction	=====	3
The Examples and Puzzles	=====	4-13
on the Following Typical Chess Combinations:		
1. Destroy the Defense around the King to Checkmate	==	4
2. Lock the King to Checkmate	=====	5
3. Block the Squares around the King to Checkmate	==	6
4. The Fork	=====	7
5. The Double Strike	=====	8
6. Free Space for the Checkmater	=====	9
7. Open the Line for the Checkmater	=====	10
8. The Discovered Check	=====	11
9. The Discovered Attack	=====	12
10. The Mill	=====	13
11. The Answers to the Puzzles	=====	14-15

Introduction

Dear Chess Player:

You can use this ebook to learn the main typical chess combinations. Each one contains 1 example to learn and 1 - 2 puzzles to solve. The ebook covers 10 main typical combinations of total 20.

Please remember that a chess combination is a forced variation with **a sacrifice, which leads to a positive result**. Because of the sacrifice, always do calculate all your moves before you begin a combination.

With the answers, all the combinations have been selected from the real chess games. They are on the following topics:

1. Destroy the Defense around the King to Checkmate
2. Lock the King to Checkmate
3. Block the Squares around the King to Checkmate
4. The Fork
5. The Double Strike
6. Free Space for the Checkmater
7. Open the Line for the Checkmater
8. The Discovered Check
9. The Discovered Attack
10. The Mill

The second part of the ebook will be ready later. It can be downloaded at www.chesselo.com. On the website, you can also find information on the Elo rating system, valuable chess links, Chess Top Players, Chess Web Directory, and best endgame Chess Puzzles.

The Site Address: <http://www.chesselo.com>

Enjoy!

1. Destroy the Defense around the King to Checkmate

[Diagram 1 - **Example**. Diagram 2 - **Puzzle**.]

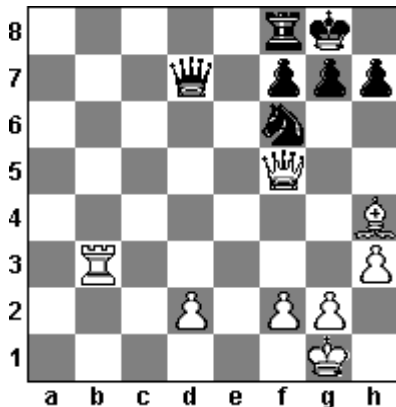


Diagram 1 - **Example** on the Destroy the Defense... Combination.

1. Qxf6 gf 2. Rg3+ Kh8 3. Bxf6#

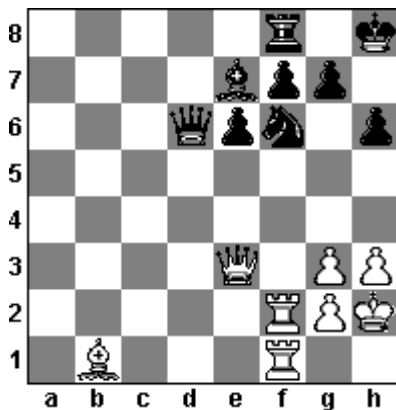


Diagram 2 - **Puzzle** Destroy the Defense...

See the Answer to Diagram 2 on Page 14.

2. Lock the King to Checkmate

[Diagram 3 - **Example**. Diagrams 4, 5 - **Puzzles**.]

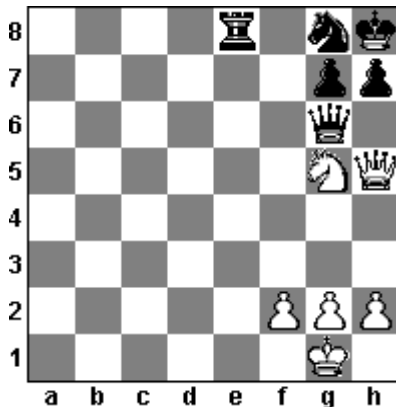


Diagram 3 - Example on the Lock the King Combination.
 1. Qxh7+ Qxh7 2. Nf7#

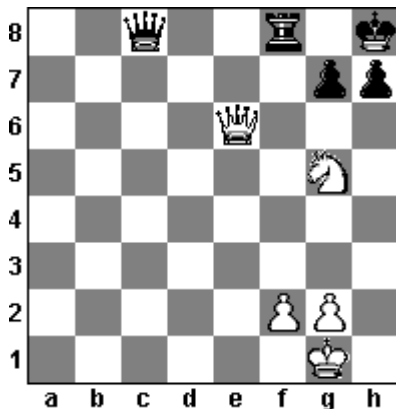


Diagram 4 - Puzzle Lock the King

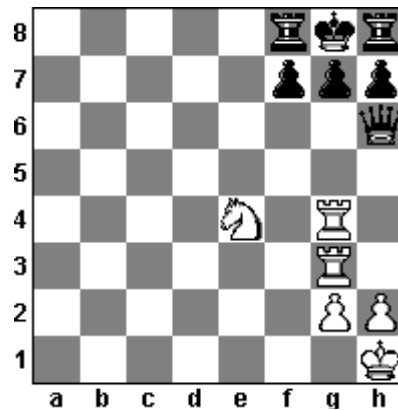


Diagram 5 - Puzzle Lock the King

See the Answers to Diagrams 4, 5 on Page 14.

3. Block the Squares around the King to Checkmate

[Diagram 6 - **Example**. Diagrams 7, 8 - **Puzzles**.]

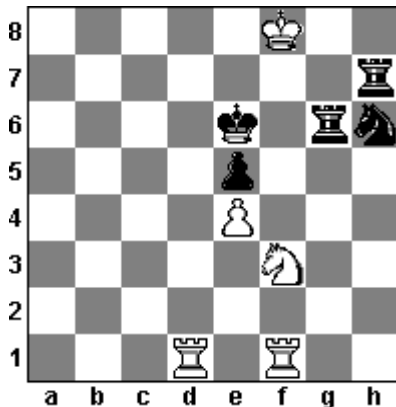


Diagram 6 - Example on the Block the Squares... Combination.
 1. Ng5+ Rxcg5 2. Rf6+ Kxf6 3. Rd6#

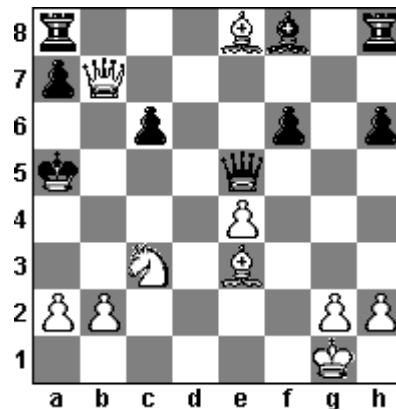
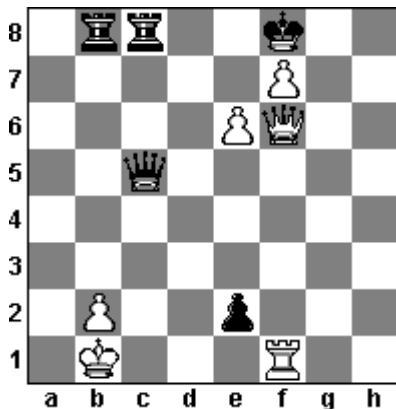


Diagram 7 - Puzzle Block the Squares... **Diagram 8 - Puzzle** Block the Squares...
 See the Answers to Diagrams 7, 8 on Page 14.

4. The Fork

[Diagram 9 - **Example**. Diagrams 10, 11 - **Puzzles**.]

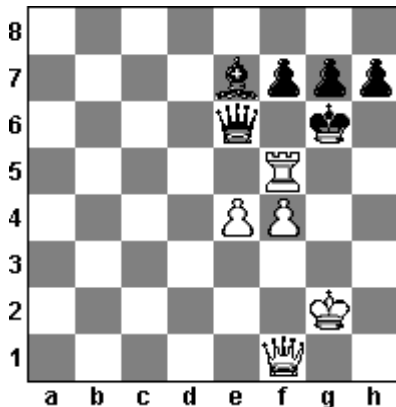


Diagram 9 - Example on the Fork Combination.

1. Rg5+ Bxg5 2. f5+

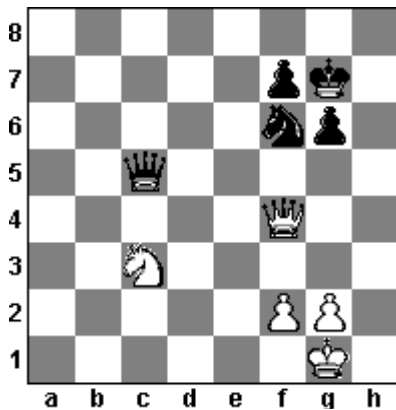


Diagram 10 - Puzzle The Fork

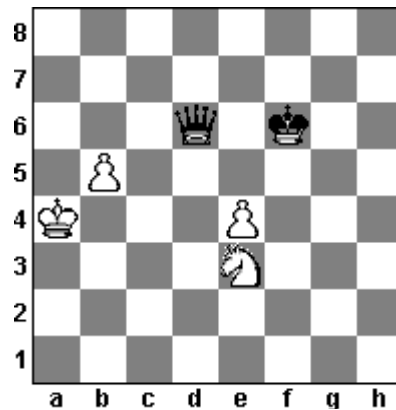


Diagram 11 - Puzzle The Fork

See the Answers to Diagrams 10, 11 on Page 14.

5. The Double Strike

[Diagram 12 - **Example**. Diagrams 13, 14 - **Puzzles**.]

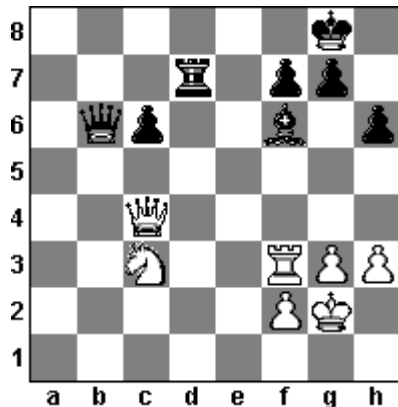


Diagram 12 - Example on the Double Strike Combination.
 1. Rxf6 gf 2. Qg4+ Kf8 3. Qxd7

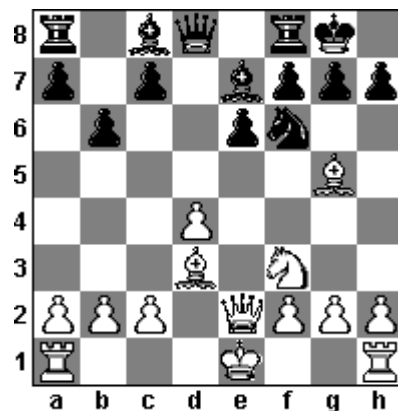
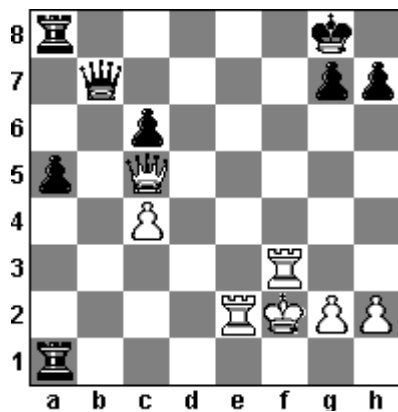


Diagram 13 - Puzzle The Double Strike **Diagram 14 - Puzzle** The Double Strike
 See the Answers to Diagrams 13, 14 on Page 14.

6. Free Space for the Checkmater

[Diagram 15 - **Example**. Diagram 16 - **Puzzle**.]

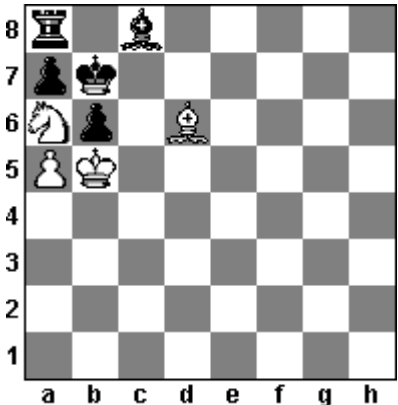


Diagram 15 - Example on the Free Space... Combination.
 1. Nc5+ bc 2. a6#

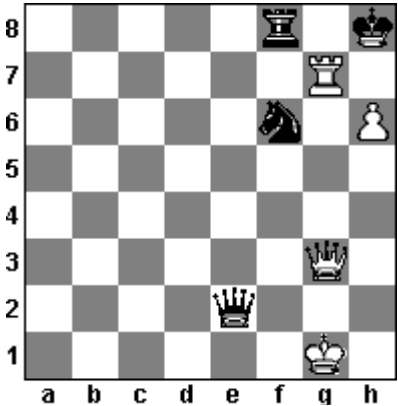


Diagram 16 - Puzzle Free Space for the Checkmater
 See the Answer to Diagram 16 on Page 15.

7. Open the Line for the Checkmater

[Diagram 17 - **Example**. Diagrams 18, 19 - **Puzzles**.]

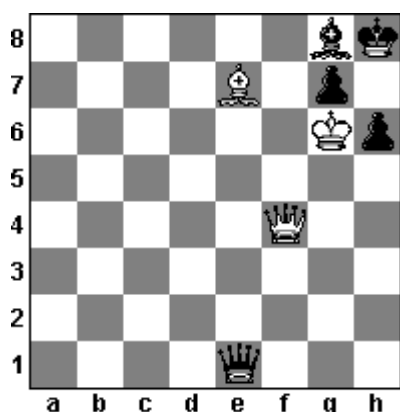


Diagram 17 - **Example** on the Open the Line... Combination.

1. Qh6+ gh 2. Bf6#

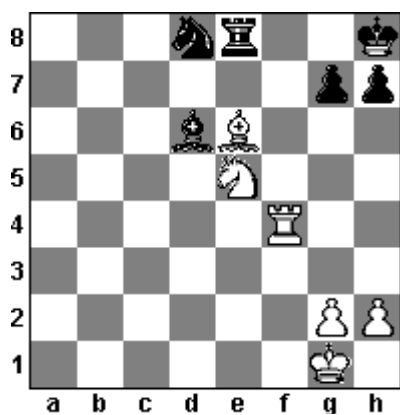


Diagram 18 - **Puzzle** Open the Line...

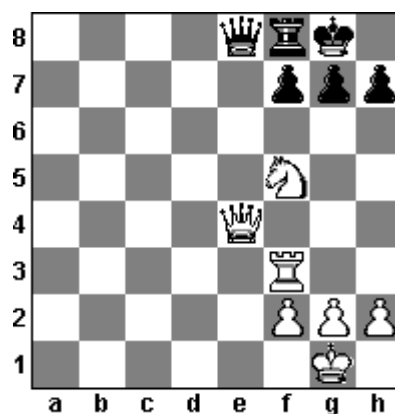


Diagram 19 - **Puzzle** Open the Line...

See the Answers to Diagrams 18, 19 on Page 15.

8. The Discovered Check

[Diagram 20 - **Example**. Diagrams 21, 22 - **Puzzles**.]

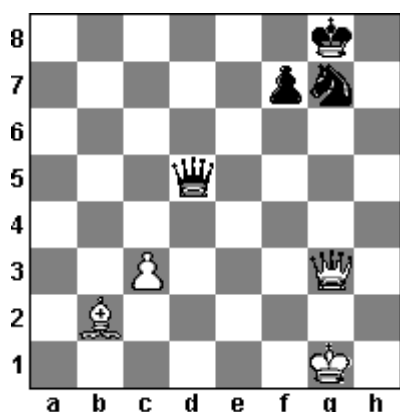


Diagram 20 - Example on the Discovered Check Combination.

1. Qxg7+ Kxg7 2. c4+

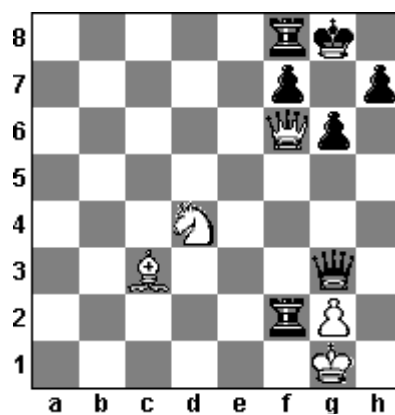
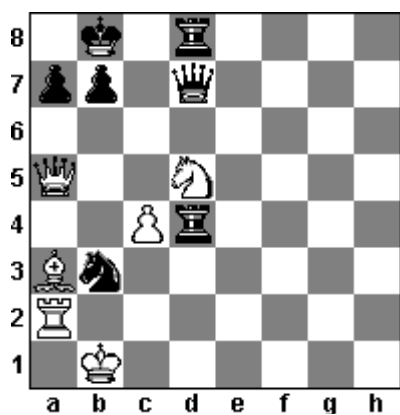


Diagram 21 - Puzzle The Disc... Check **Diagram 22 - Puzzle** The Disc... Check
See the Answers to Diagrams 21, 22 on Page 15.

9. The Discovered Attack

[Diagram 23 - **Example**. Diagrams 24, 25 - **Puzzles**.]

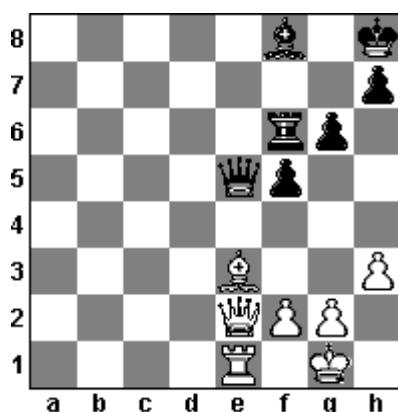


Diagram 23 - **Example** on the Discovered Attack Combination.

1. Bg5 Qd6 2. Bxf6+

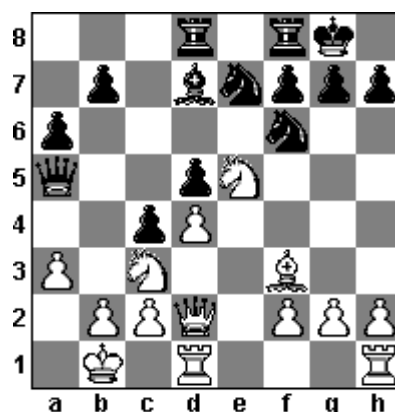
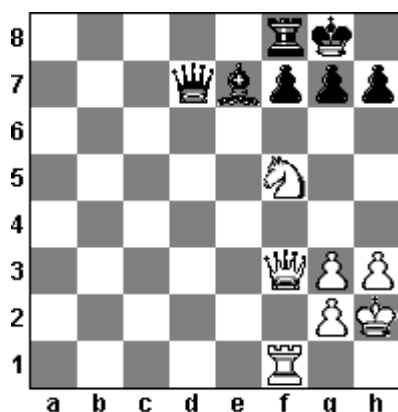


Diagram 24 - **Puzzle** The Disc... Attack Diagram 25 - **Puzzle** The Disc... Attack
See the Answers to Diagrams 24, 25 on Page 15.

10. The Mill

[Diagram 26 - **Example**. Diagram 27 - **Puzzles**.]

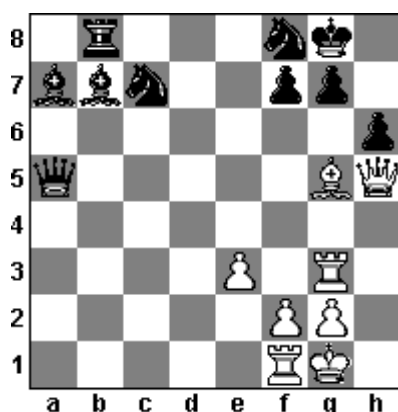


Diagram 26 - Example on the Mill Combination.

1. Bf6 Qxh5 2. Rxc7+ Kg8 3. Rxf7+ Kg8 4. Rg7+ Kh8
5. Rxc7+ Kg8 6. Rg7+ Kh8 7. Rxb7+ Kg8 8. Rg7+ Kh8
9. Rxa7+ Kg8 10. Rg7+ Kh8 11. Rg5+ Kh7 12. Rxh5

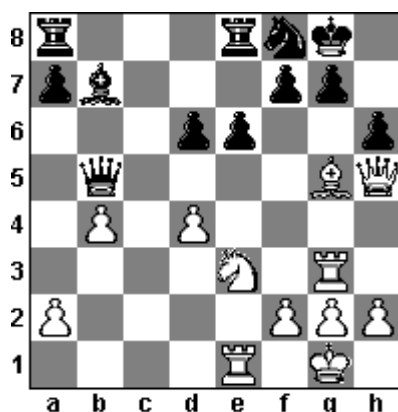


Diagram 27 - Puzzle The Mill

See the Answer to Diagram 27 on Page 15.

11. The Answers to the Puzzles

Destroy the Defense around the King to Checkmate

Diagram 2 (see Diagram 2 on Page 4)

1. Rxf6 Bxf6 2. Rxf6 gf 3. Qxh6+ Kg8 4. Qh7#

Lock the King to Checkmate

Diagram 4 (see Diagram 4 on Page 5)

1. Nf7+ Kg8 2. Nh6++ Kh8 3. Qg8+ Rxc8 4. Nf7#

Diagram 5 (see Diagram 5 on Page 5)

1. Rxc7+ Qxc7 2. Nf6#

Block the Squares around the King to Checkmate

Diagram 7 (see Diagram 7 on Page 6)

1. e7+ Qxe7 2. Qh8#

Diagram 8 (see Diagram 8 on Page 6)

1. b4+ Bxb4 2. Bb6+ ab 3. Qxa8#

The Fork

Diagram 10 (see Diagram 10 on Page 7)

1. Qxf6+ Kxf6 2. Ne4+ Ke5 3. Nxc5

Diagram 11 (see Diagram 11 on Page 7)

1. e5+ Kxe5 2. Nc4+ (or 1. ... Qxe5 2. Ng4+)

The Double Strike

Diagram 13 (see Diagram 13 on Page 8)

1. Qe5 Rb1 2. Qe8+ Rxe8 3. Rxe8#

Diagram 14 (see Diagram 14 on Page 8)

1. Bxf6 Bxf6 2. Qe4 g6 3. Qxa8

The Answers to the Puzzles

Free Space for the Checkmater

Diagram 16 (see Diagram 16 on Page 9)

1. Rh7+ Kxh7 2. Qg7# (or 1. ... Nxb7 2. Qg7#)

Open the Line for the Checkmater

Diagram 18 (see Diagram 18 on Page 10)

1. Ng6+ hg 2. Rh4#

Diagram 19 (see Diagram 19 on Page 10)

1. Ne7+ Kh8 2. Qxh7 Kxh7 3. Rh3#

The Discovered Check

Diagram 21 (see Diagram 21 on Page 11)

1. Qxa7+ Kxa7 2. Bd6+

Diagram 22 (see Diagram 22 on Page 11)

1. Qg7+ Kxg7 2. Nf5++ Kg8 3. Nh6#

The Discovered Attack

Diagram 24 (see Diagram 24 on Page 12)

1. Qg4 Bf6 2. Nh6+ Kh8 3. Qxd7

Diagram 25 (see Diagram 25 on Page 12)

1. Nxd5 Qxd2 2. Nxe7+ Kh8 3. Rxd2

The Mill

Diagram 27 (see Diagram 27 on Page 13)

1. Bf6 Qxh5 2. Rxb7+ Kh8 3. Rxf7+ Kg8 4. Rg7+ Kh8
 5. Rxb7+ Kg8 6. Rg7+ Kh8 7. Rg5+ Kh7 8. Rxh5 Kg6
 9. Rh3 Kxf6 10. Rxh6+