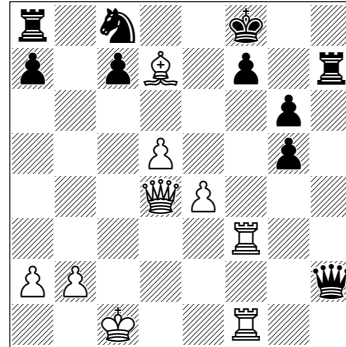


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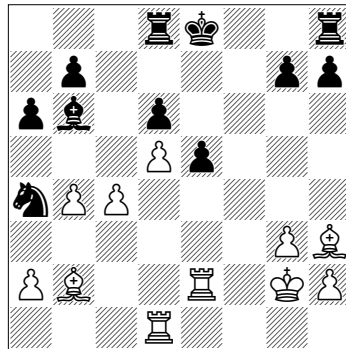
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**Puzzle 62: White to play****David Howell – Ivan Sokolov***London 2009*

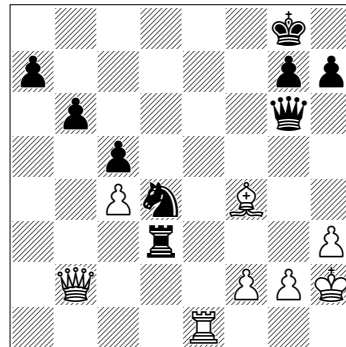
I really like this puzzle and haven't seen any with similar ideas. I asked David about this afterwards and despite being a keen puzzle solver himself, he also wasn't familiar with the concept. Nonetheless, at the board he had no problems finding the correct solution; can you do the same?

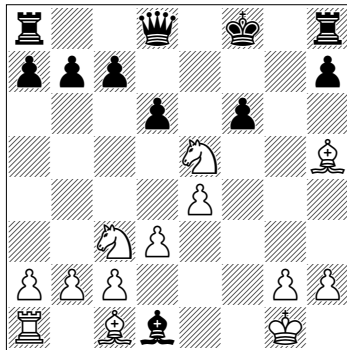
**Puzzle 63: White to play****Aleksandr Betaneli – Michael Song***Toronto 2010*

Black is aiming to swap the bishop on b2. How should White react to this?

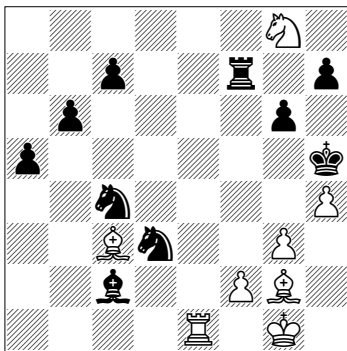
**Puzzle 64: Black to play****Ivan Morović Fernandez –  
Sergei Rublevsky***FIDE World Cup, Khanty-Mansiisk 2009*

Black is a pawn up with well-placed pieces, but his king could prove a little exposed if the game drags on. How did Rublevsky finish crisply?

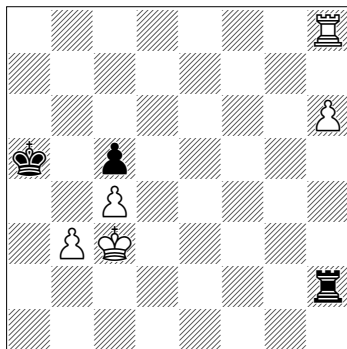


**Puzzle 65: White to play****Johannes Zukertort – NN***Leipzig (blindfold simul.) 1877*

A typical rollicking nineteenth-century game. Zukertort played this game blindfold, but still mated his opponent handily with his rampant minor pieces. How exactly did he achieve this?

**Puzzle 66: White to play****Maxime Vachier-Lagrave –****Jon Ludvig Hammer***Stavanger blitz 2015*

Black has two extra pawns, but his king is very awkwardly placed. How did MVL exploit this?

**Puzzle 67: Black to play****Tigran Gharamian – Romain Edouard***French Ch (rapid playoff), Nîmes 2018*

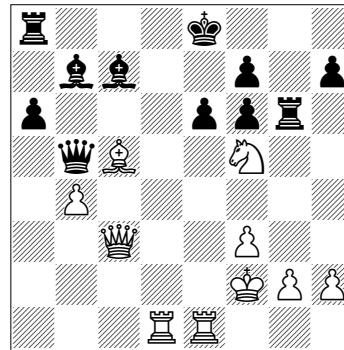
I watched this exciting tiebreak game that decided the French Championship online. With both players having only seconds remaining, matters were developing rapidly. However, I managed to spot an unlikely save for Black as the moves flashed by. What is it?

**Puzzle 68: White to play**

**Alexander Moiseenko –  
Stanislav Bogdanovich**

*Russian Team Ch, Olginka 2011*

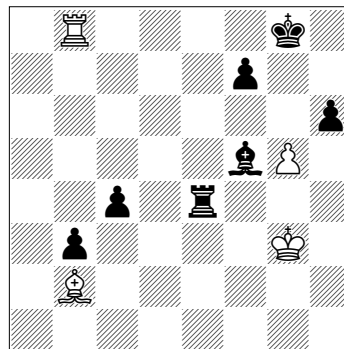
Is 28 ♖xf6 a good idea here, or should White look for another way to continue the attack?

**Puzzle 69: Black to play**

**Csaba Berczes – Tamas Banusz**

*Zalakaros 2010*

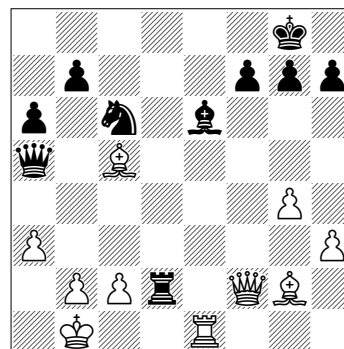
Black has a lot of extra pawns, but his king is in danger. What is the best move and the assessment of the position?

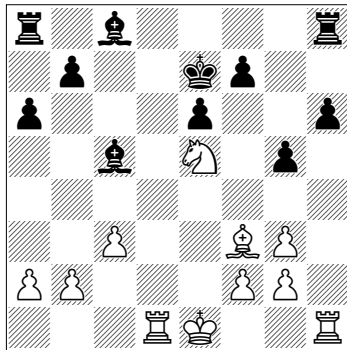
**Puzzle 70: White to play**

**Michael Adams – John Nunn**

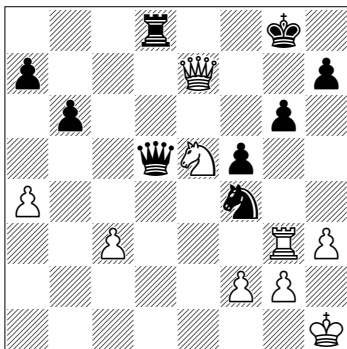
*European Internet Ch blitz 2003*

John has just moved his rook to its seventh rank. Why was this not a good idea?

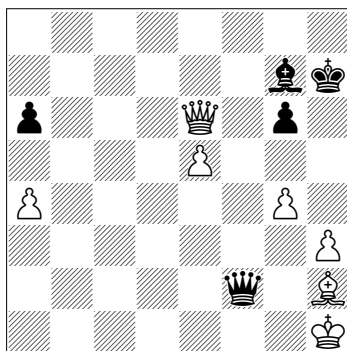


**Puzzle 71: White to play****Michael Adams – Vladimir Akopian***Moscow (team event) 2004*

Black's development is lacking here, but is there a way to exploit this immediately?

**Puzzle 72: White to play****Michael Adams –****Ehsan Ghaem Maghami***Turin Olympiad 2006*

Black's kingside looks a bit open, but there is only one move to take advantage of the situation. What is it?

**Puzzle 73: Black to play****Robert Hungaski – Michael Adams***Los Angeles 2011*

I only needed a draw to win the tournament, and there are plenty of ways to secure that result. Is there any reason to look for more here?

After 29...♖xf7 White can force mate with 30 ♖e8+! (30 ♖xf7+ ♕xf7 31 ♖xh2 also wins) 30...♔d6 31 ♖e6+ ♕c5 32 ♖c6+ ♔d4 33 ♖c3+ ♕xe4 34 ♖e1+ ♕xd5 35 ♖c6+ ♔d4 36 ♖e4+ ♔d3 37 ♖c4#, while after 29...♔d6 the quickest finish is 30 ♖f6+ ♕c5 31 ♖c3+ ♔d6 32 ♖1f6#.

**Solution 63**

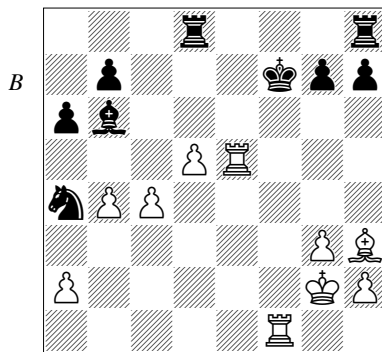
25 ♕xe5!

Once the knight has been sidelined, this sacrifice runs like clockwork.

25...dxe5

Now White just has to keep on giving check to corner Black's king. 25...0-0 at least avoids mate, but after 26 ♕a1 White has an overwhelming advantage with the extra pawn and dominating bishop-pair.

26 ♖xe5+ ♕f7 27 ♖f1+



27...♕g6

Or 27...♕g8 28 ♕e6#.

28 ♖e6+ ♕h5 29 ♖f5+ g5 30 g4+ 1-0

Black resigned since it is mate after 30...♕h4 31 ♖h6#.

**Solution 64**

39...♖xh3+! 0-1

White resigned because if the rook is captured, it is either mate, or the rook is regained with interest: 40 gxf3 (40 ♕xh3 leads to a neat mate: 40...♖h5+ 41 ♕g3 ♕f5#) 40...♕f3+ 41 ♕h1 ♕xe1, threatening ...♖g2# and ...♖e4+.

**Solution 65**

13 ♕h6+! ♕e7

13...♕g8 allows mate by 14 ♕f7#.

14 ♕d5+ ♕e6 15 ♕f7+ ♕xe5 16 c3! 1-0

After a series of checks now is the moment to draw breath, and take time out for a classy quiet move. Black called it a day in view of the inevitable 17 ♕f4#.

**Solution 66**

31 ♖e7!

Luring away the only defender.

31...♖xf2

After 31...♖xe7, 32 ♕f3# snares the black monarch.

32 ♕h3!

Another key move, preventing the king from running. After the mistake 32 ♖xh7+? ♕g4, matters are far from clear.

32...h6 33 ♖h7! 1-0

The cleanest. Black resigned as ♖xh6# can't be delayed for long.

**Solution 67**

The game continued with the mistake 58...♖h3+? and White later won after various adventures.

Instead **58...♖xh6!** draws since **59 ♖xh6** is stalemate! **59 b4+??** gives the white king some room but fails completely as the capture **59...cxb4+** is also check. White can continue the game with **59 ♖b8** but **59...♔a6** is a fairly easy draw.

### Solution 68

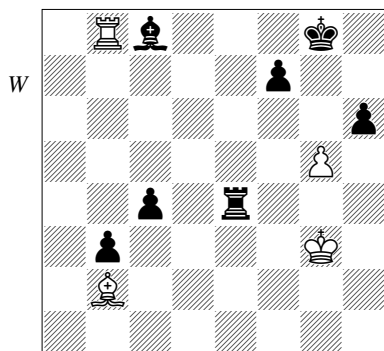
No, **28 ♖xf6?** is bad. White is hoping for **28...♖xf6?** **29 ♘g7#**, but Black can turn the tables with **28...♖xc5+!**.

The correct **28 ♘g7+!** forced resignation as **28...♖xg7** **29 ♖xf6** is an easy win due to the twin threats of **♖e7#** and **♖xg7**.

### Solution 69

**50...♙c8!**

In the game Black chose **50...♔h7?**, but this was a big mistake due to **51 ♖h8+!** **♔g6** **52 ♖xh6+**, when Black resigned, having spotted **52...♔xg5** **53 ♙c1+** **♖f4** **54 ♙xf4#**.



**51 ♖xc8+ ♔h7**

The point is that the king now has a key flight-square on f5.

**52 ♖h8+ ♔g6** **53 ♖xh6+**

**53 gxh6 c3!** leaves White looking to hold.

**53...♔xg5** **54 ♔f3**

The game should end in a draw.

### Solution 70

Black's back rank is simply too weak: **26 ♖xe6! fxe6** (**26...♖xf2** **27 ♖e8#**; **26...♖d1+** **27 ♔a2**; **26...♖d8** **27 ♖xd2!**) **27 ♖f8# (1-0)**.

### Solution 71

**17 ♙xb7!**

White can also win by first attacking the c5-bishop with **17 b4 ♙a7**, and then carrying out the same combination as in the actual game: **18 ♙xb7!** **♙xb7** **19 ♖d7+** **♔f6** **20 f4!** **♔f5** **21 ♖xb7** (**21 ♖xf7+** **♔e4** **22 ♖xb7** **gxf4** **23 ♘f3** is also good) **21...f6** (**21...gxf4** **22 ♖h5+** **♔e4** **23 ♘xf7** **♖hf8** **24 ♔e2** threatening **♖e5#** is a typical line – Black is leading with his jaw) **22 g4+** **♔e4** **23 ♘f7** **♖hb8** **24 ♖d7** **gxf4** **25 ♖xh6**. Black's king is in trouble, pawns are dropping off and his pieces are huddled on the queenside.

**17...♙xb7** **18 ♖d7+** **♔f6** **19 f4!**

This is the key move. By threatening **♖xf7#**, White gains time to secure his e5-knight before capturing the bishop on b7.

**19...gxf4** **20 gxf4** **♔f5** **21 ♖xf7+** **♔e4** **22 ♖xb7**

White is a couple of pawns ahead and the game was soon wrapped up.

**22...♖ag8**

**22...♔xf4?** **23 ♘d3+**.

**23 ♖c7!**

Black's bishop and king are both insecurely placed.

**23...♙e3**

Or: 23...♞c8 24 ♞xc8 ♞xc8 25 ♞xh6; 23...♙d6 24 ♞c4+ ♟f5 25 ♞f7.

**24 ♞c4+ ♟d5 25 ♞h5! 1-0**

Black resigned due to **25...♞xg2 26 ♞g4+! ♟xc4 27 ♞xe3+ ♟d3 28 ♞xg2**.

### Solution 72

**33 ♞f7!**

The threat of ♞h6+ is amazingly strong.

**33...♞d1+**

After 33...♞xf7 34 ♞xd8+ ♞f8 (34...♟g7 35 ♞d4+) 35 ♞d2 ♞e6 36 ♞d3 White wins easily.

**34 ♟h2 1-0**

Black is mated after **34...♞e2 35 ♞h6+** (35 ♞xd8+ is also good enough) **35...♟h8 36 ♞e5#**.

### Solution 73

**41...♞f1+!**

Forcing the bishop to a poor square.

**42 ♙g1 ♞f3+!**

42...♞xh3+? is much less impressive: Black should leave the pawn on h3 as it will trap White's king. 43 ♙h2 ♞f1+ 44 ♙g1 ♞f3+ 45 ♟h2 ♞e2+ and now with 46 ♟h3 the king uses this key flight-square.

**43 ♟h2 ♞e2+ 44 ♟h1**

Or 44 ♟g3 ♙xe5+ 45 ♟h4 ♞e1+! (45...♙g3+ wins the queen) 46 ♟g5 ♞d2+ 47 ♟h4 ♞h6#.

**44...♞e4+! 0-1**

White resigned as my queen has got to the perfect square. Now **45 ♟h2 ♙xe5+** costs White his queen.

### Solution 74

**21...♙d3+!** forced resignation. The line continues **22 ♞xd3 ♞h3+ 23 ♟g1 ♞e1+! 24 ♞xe1 ♙xh2+ 25 ♟h1 ♙g3+! 26 ♟g1 ♞h2+ 27 ♟f1 ♞xf2#** and my last two pieces have got the job done.

### Solution 75

**22...♞h2!**

Creating room for the queen on g4, and threatening ...♞h3#.

**23 ♙e3**

After 23 ♞xh2 a series of checks drives the king to his doom: 23...♞g4+ 24 ♟f1 ♞g1+ 25 ♟e2 ♞xh2+ 26 ♟d3 ♞d8+ 27 ♞d6+ ♞xd6+! 28 exd6 ♞g3+ 29 ♟d2 ♞e3+! 30 ♟d1 ♙g4+ 31 ♞e2 ♞xe2#.

**23...♞h3+ 24 ♟g1**

24 ♟f2 ♞f3+ 25 ♟g1 (25 ♟e1 ♙b4+ 26 ♙d2 ♞xh1+) 25...♙xc4! leads to total collapse: 26 ♙xc5 (26 ♟xh2 ♙xe3 27 ♞xc4 ♟e7 leaves White without a good check and ...♞h8# menaced) 26...♞g3+ 27 ♞g2 ♞f3#.

**24...♙xc4! 25 ♞xh2**

Or 25 ♙xc5 ♞g3+ 26 ♞g2 ♞f3#.

**25...♞xe3+ 26 ♟h1**

26 ♟g2 is met by 26...♙d3.

**26...♙d3! 0-1**

White resigned as 27 ♞g2 ♙xe4 paralyses White's queen and 27 ♞h8+ ♟e7 doesn't help.