



ENTERRO CHESS

1001 Chess Endgame Tactics Manual

Contents

Explanation of symbols	6
Preface	7
Part I Basic tactical patterns	9
Chapter 1 Mate in one move.	10
Test 1	67
Chapter 2 Win a piece in two moves.	70
Test 2	123
Part II The preparatory move	129
Chapter 3 Mate in two moves.	130
Test 3	173
Chapter 4 Win a piece in three moves	180
Test 4	216
Part III Defend	225
Chapter 5 Defend your king	226
Test 5	239
Chapter 6 Defend your pieces	250
Final Test	261
Part IV Chess Endgame Exercises for Club Players	275
Solutions	278
Bibliography	312

Preface

Where should you go if you want to become a **tactical wizard**? To the ending! With enough space and minimal distraction from other pieces, the ending is the perfect environment for **learning tactical patterns** and **extending your calculation horizon**. Once you have mastered the tactics in endings, you will become unstoppable in all phases of the game.

Three-step plan

This book teaches you tactical combinations that are at most **three moves** deep and it is divided into three separate parts that comprise a clear **three-step plan**:

The **first part** explains and trains the **basic tactical patterns** and consists of two chapters:

1. **Mate in one move;**
2. **Win a piece in two moves.**

In the **second part**, we add a **preparatory move** to these basic combinations, leading to the following chapters:

3. **Mate in two moves;**
4. **Win a piece in three moves.**

In the last stage of this course (**Part III**), we will learn how to **defend** ourselves against our opponent's threats. Most tactics books focus on attack; however, chess players must attack and defend equally well. This defending part consists of the following chapters:

5. **Defend your king;**
6. **Defend your piece.**

Each chapter is broken down into different sections, starting with a **single queen** and gradually building up the complexity until we are able to solve exercises in which we have to **coordinate three different pieces**.

The aim of this book is to teach you the most important tactical weapons available and make sure that you can apply them in your games.

Take it slow

This book starts with basic mate in one combinations and increases in complexity until we approach the three-move barrier. Learning new skills is always hard, especially when you are a relatively inexperienced chess player. That is why I recommend that you to **take it slow** and always prefer **accuracy over speed** when

solving exercises. To guide you along the way, I added **summarizing flash cards** and **tests** to each chapter. The test should tell you whether you are ready for the next step and are a mix of all the different topics in the preceding chapters. This enables you to **repeat** the most important topics and solve exercises without knowing what to look out for. **Just like in your games.**

The Steps Method

Chess training experts will recognize the terminology from the **Steps Method** in this book. This famous Dutch training method is part of my chess DNA, and both founders, Cor van Wijgerden and the late Rob Brunia profoundly influenced my career as a chess player and trainer.

I sincerely hope you will enjoy this book and you will feel the tactical boost right after finishing it. If you have any comments or stories you want to share, please feel free to reach out to me at chesstoolbox@outlook.com.

Thomas Willemze
Haarlem, July 2022

1.3 Knight jumps

So far, we have only discussed positions where we could **mate the enemy king** along a **file**, **rank**, or **diagonal**. It is now time to add more dynamics to our training by introducing the most special piece around: the **knight**. The knight moves very differently to the other pieces and is, therefore, the most challenging one to learn for beginning players. The good news is that the hard work will definitely pay off. Once you master the odd knight movements, you will appreciate its ability to **jump over blockages** and discover that the knight can be very **complementary** to the other pieces.

This section demonstrates the **mating potential** of a knight in three parts. First, we will look at positions in which a **single knight delivers the mate**. We will see how it is able to **ignore obstacles** to mate a king in the corner or in the centre. Second, we will **add other pieces** to illustrate how well they can collaborate. We end this section by repeating the **double check** and discover that a knight can function as a **front piece** in this extremely powerful tool.

This brings us to the following outline:

1.3.1 Single knight mates;

1.3.2 Adding a second piece;

1.3.3 The double check;

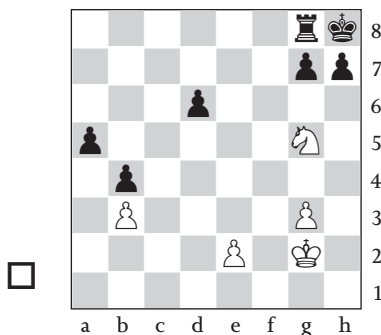
1.3.4 Conclusion;

1.3.5 Exercises.

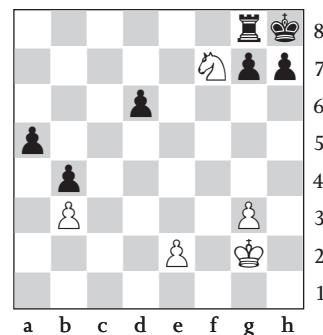
1.3.1 Single knight mates

The knight is only a short-range piece, but one with a very powerful feature: it can jump over other pieces. This enables us to mate a well-guarded king in the corner.

Smothered mate



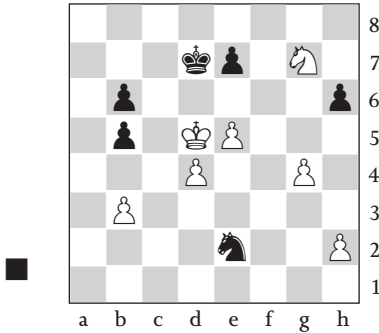
The black king is unable to move and a single check decides the game. White can ignore the black defenders and deliver the mate with **1.♞f7#**.



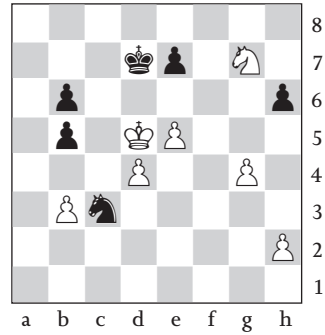
This mating pattern is called the **smothered mate**. Remember it well. It is often the finale of longer combinations and returns in the **mate in two** chapter.

Mate in the centre

The knight is also capable of mating a king in the centre.



Black needs to attack the white king and control its only **escape square** (e4). The knight fulfils both tasks on its own with 1...♞c3#. **1...♞c3#.**



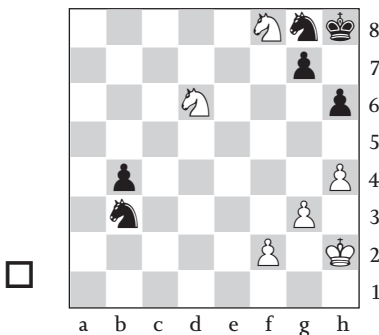
Note that very often, there are **two different squares** from which the knight can give a check. **It is important to pick the right one** to make sure the king has no escape square available. 1...♞f4+ allows the white king to escape with 2.♔e4.

1.3.2 Adding a second piece

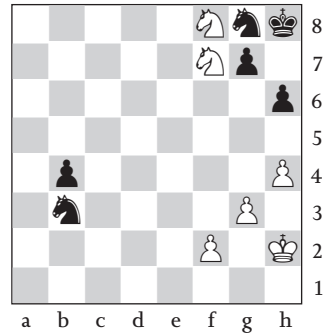
A knight moves fundamentally differently from the other pieces, which makes it very complementary. This is just like in real life, where diversity in your team is an important ingredient for success. In this section, I will discuss the possible two-piece teams one by one.

Mate with two knights

A well-coordinated team of two knights is the worst nightmare for a king that wants to hide in the corner. The following diagram was taken from a 2006 game between **Alexandar Panchenko** and **Igor Moiseev**.



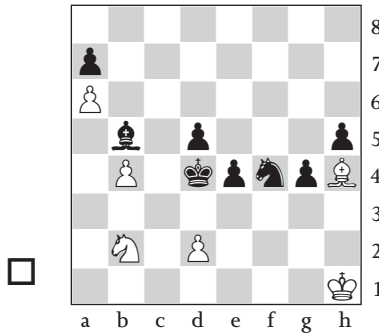
The black king is unable to move, which means that White can decide the game with a single check: **58.♞f7#.**



Knights tend to coordinate really well when they are standing right next to each other. The most important feature of this set-up is that they are able to control a **different colour-complex**. The f8-knight is responsible for controlling the **light squares** (the escape square h7), whereas its partner moves to f7 to attack a **dark square** (the king on h8).

Mate with bishop and knight

The bishop and knight should position themselves on the **same colour** to bring their cooperation to a higher level.



The knight controls two important **light-coloured** escape squares (c4 and d3) around the enemy king. It is the bishop's task to deliver the mate along a **dark-coloured** diagonal.

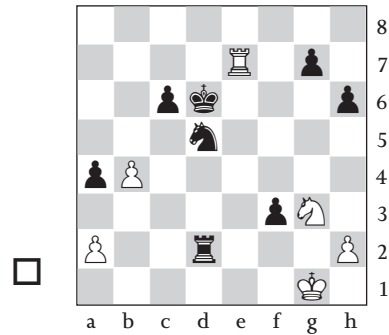
Earlier, we discovered that the knight often has to choose between **two different checks**, with only one being the right one. The same holds true for this bishop, who has to **pick the right diagonal**.

The right solution to this position is **1. ♖f6#**.

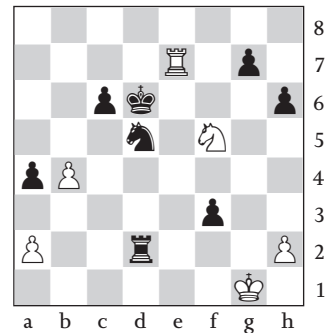
1. ♖f2+ is only a check since the king can escape with 1... ♖e5.

Mate with rook and knight

The most effective way to mate a king with the knight and rook is to **control a maximum amount of escape squares** with the rook and assign your knight the task of **defending the rook** and **attacking the king** in one go. This is a technique that we already encountered in the previous section.



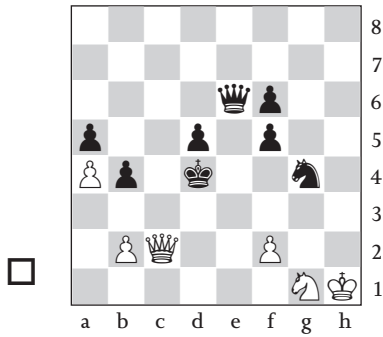
It seems like Black is successfully expelling the white rook by attacking it with two different pieces. However, White can simply ignore the threats and finish the game with the powerful blow **1. ♖f5#**.



A very cute finish that highlights the potential of well-coordinated pieces. The black king is mated in the middle of the board by only the rook, knight and pawn.

Queen and knight

The queen is already a very powerful piece on its own with its ability to control complete ranks, files and diagonals. You can imagine that our mating attack would become almost unstoppable if we were allowed to add a piece with distinctive qualities to our squad.



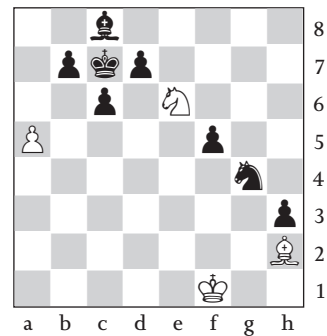
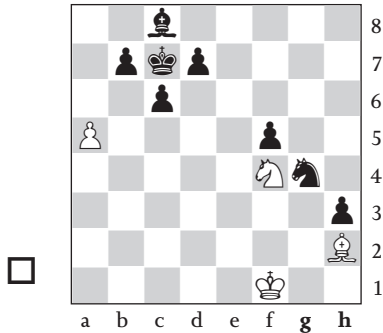
The infamous queen and knight tandem is on its way to mate a centralized king without any help from the white king and pawns. We have to **attack the king** and **control the e5-square** with $1.\text{♕f3}\#$. Again, the knight had to choose between two different squares. $1.\text{♞e2}+$ would be a mistake due to $1...\text{♙e5}!$.

1.3.3 Double check

We finish this introduction with two extra examples of the **double check**. This is one of the most complex tactical tools because it requires optimal coordination between the two pieces that are forming a **battery**. It is, therefore, useful to repeat this topic a couple of times.

A knight is only a short-range piece and can therefore only be the **front piece** in the **battery**. I will show you two examples. One with the **bishop and knight** and one with the **rook and knight** combination.

Knight and bishop

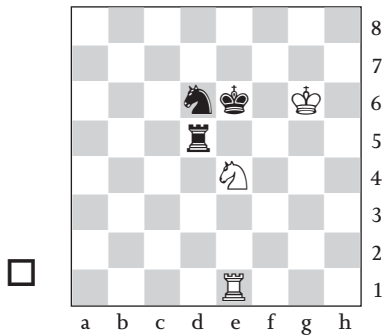


The king is attacked twice, which means that Black has no time to capture our back piece. It was again important to **pick the right square** for the knight since $1.\text{♞d5}+$ allows $1...\text{♙d8}$.

Knight and rook

The double check with **rook and knight** works in a similar fashion as the one with rook and bishop. The only difference is that we have to execute it along a **file or rank** instead of a diagonal.

White has a **battery** in place with the bishop as the **back piece** and the knight as the **front piece**. Black threatens to capture our bishop (with check!), but we can simply ignore this and deliver the mate with $1.\text{♕e6}\#$.



This is the final piece of a study that was composed by **Rezvov** in 1986. White

has a **battery** in place with the rook as the **back piece** and the knight as the **front piece**. The knight has to create the mating pattern by simultaneously **attacking the king** and **controlling the escape square c7**. The right answer is **1.♞c5#**.

This is the only solution, because the king escapes after 1.♞g5+ ♔d7 and 1.♞f6+ is not a double check and allows the black rook to defend with 1...♖e5.

1.3.4 Conclusion

This section taught us the most important **mating patterns** that involve at least one **knight**. We have learned that its special features enable it to cooperate really well with other pieces.

Pick the right square

We came across a few useful techniques that can help you to solve mate in one combinations. The most important one is to **pick the right square** for your knight. Very often, it can attack the enemy king from two different squares, with only one being the right one.

Pick the right colour-complex

In addition, we learned that a knight cooperates best with another piece if they both pick a different colour-complex for their attack. For instance, a knight should focus on controlling the dark squares when it is teamed up with a light-squared bishop.

Knight in a battery

We finished with two examples of the **double check** and learned that a knight can form a **battery** with a rook or bishop, as long as it is assigned the role of the **front piece**.

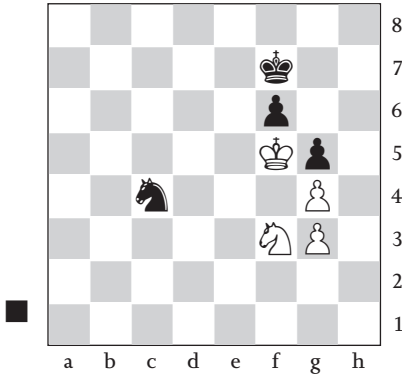
Exercises

There will be 60 exercises waiting for you in the next section that can help you to train your **knight skills**.

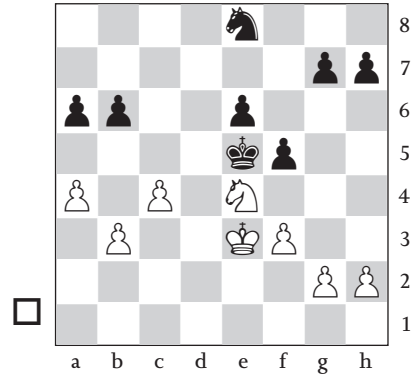
Good luck!

Mate in 1 –

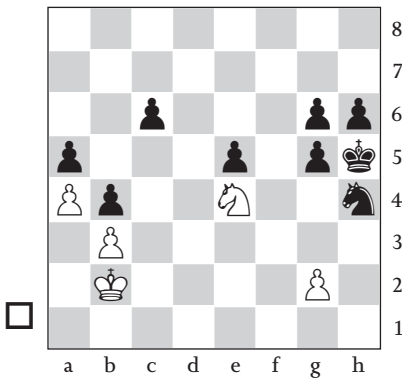
61



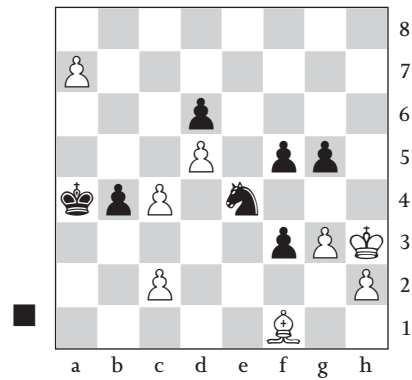
62



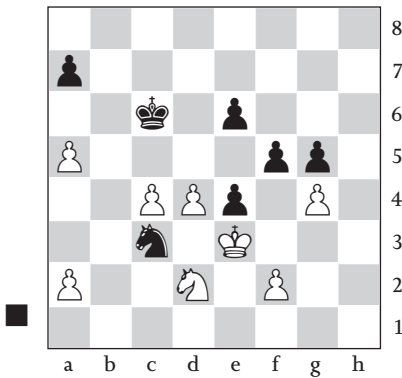
63



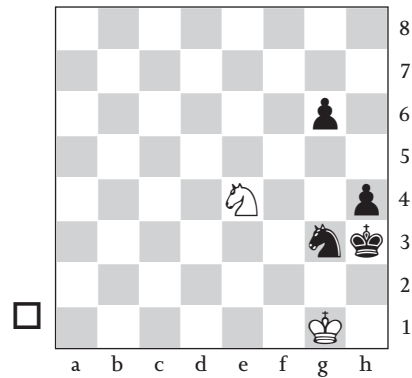
64



65

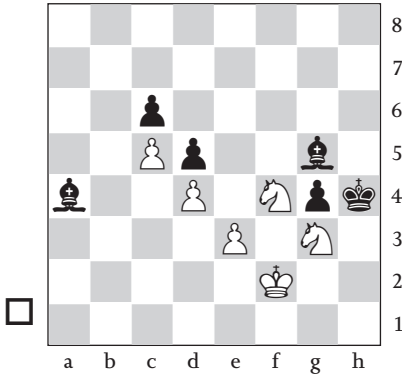


66

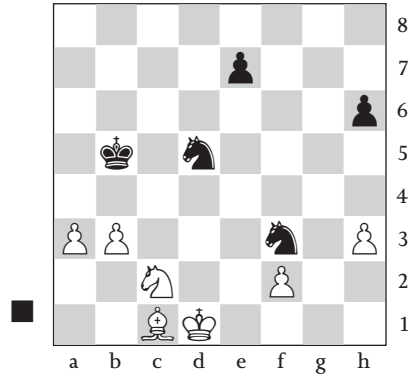


Mate in 1 – ♘♘

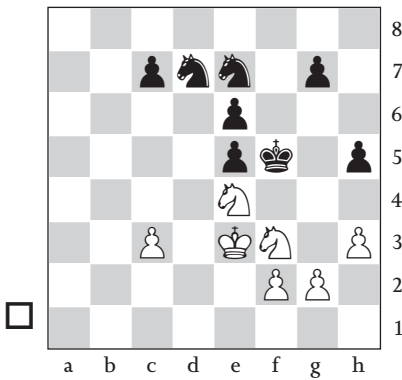
67



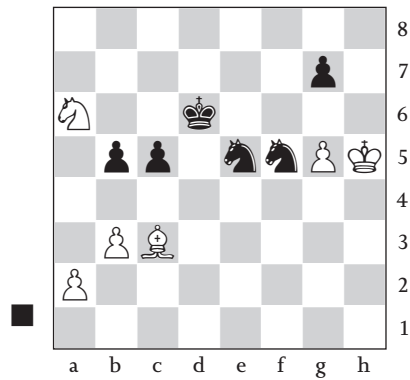
68



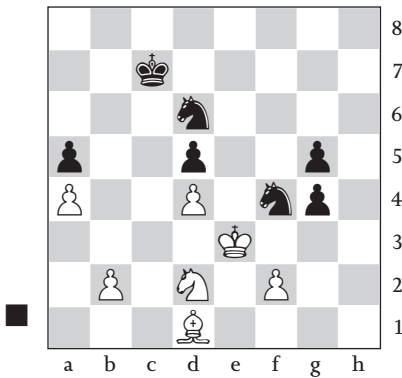
69



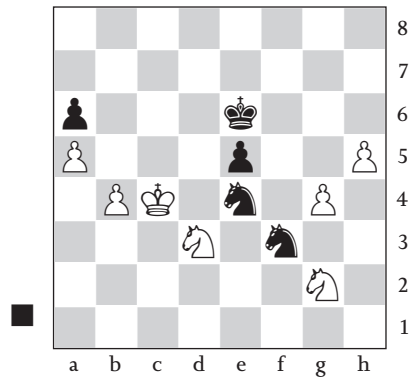
70



71

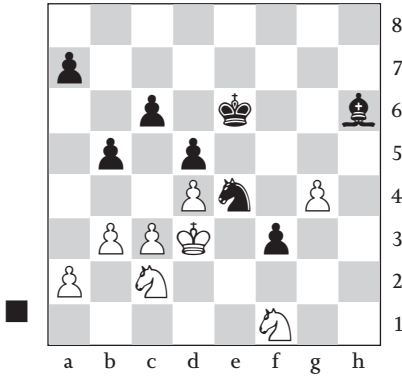


72

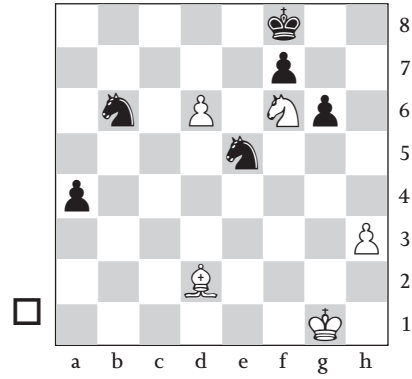


Mate in 1 – ♖♘

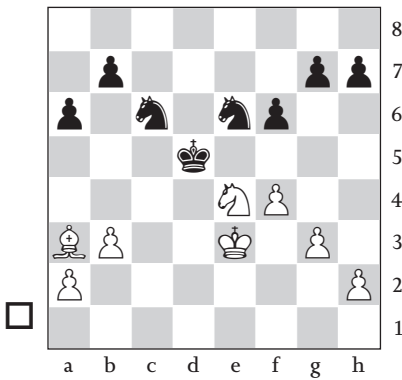
73



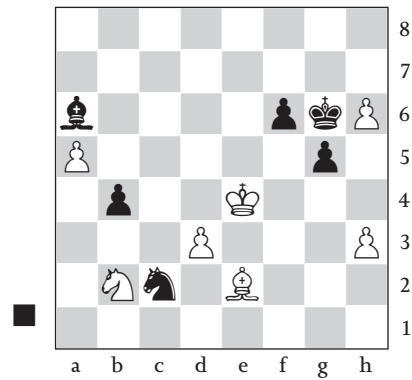
74



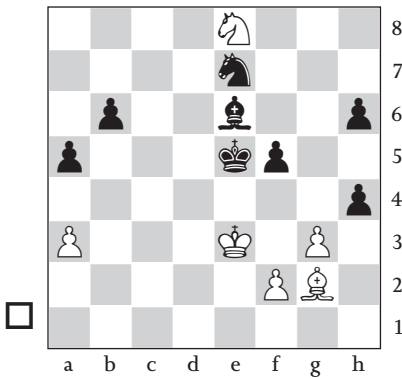
75



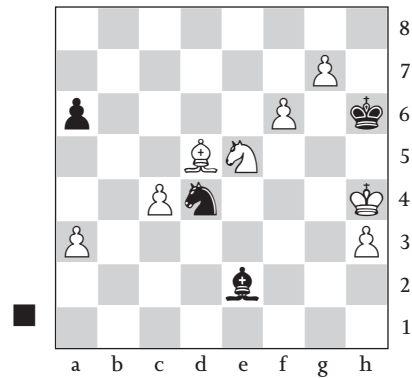
76



77

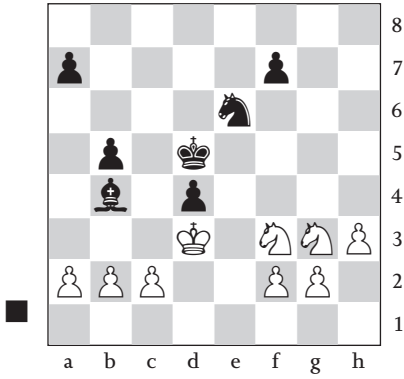


78

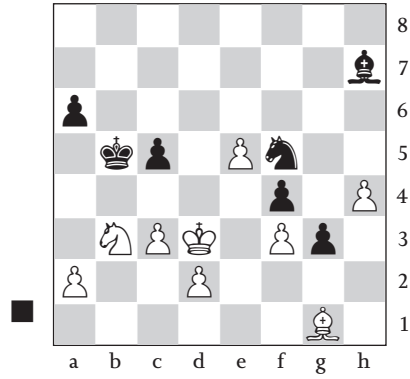


Mate in 1 –

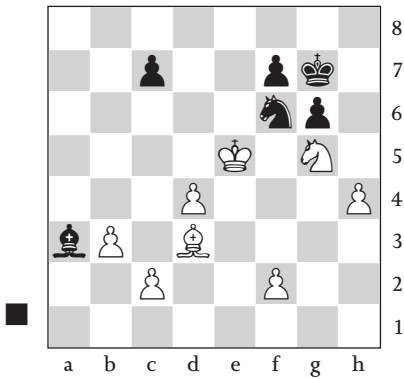
79



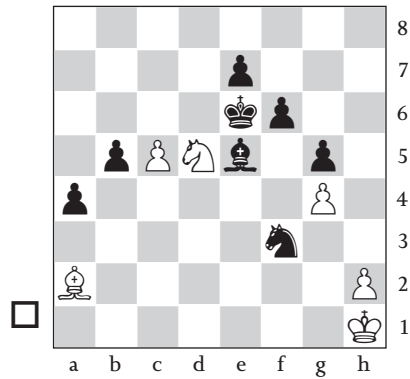
80



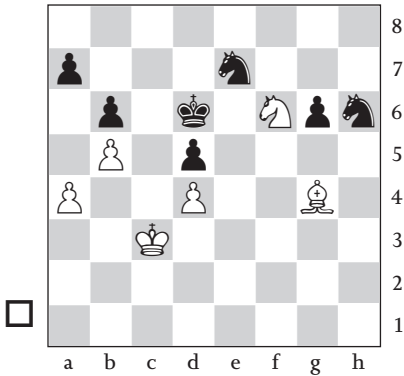
81



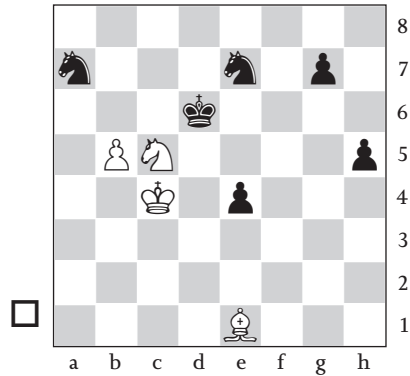
82



83

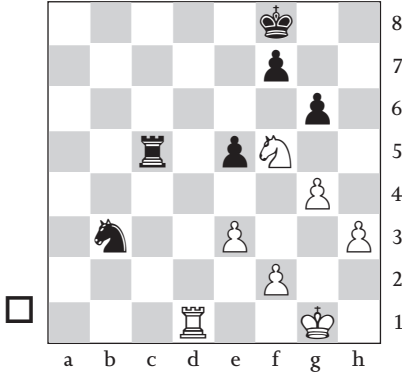


84

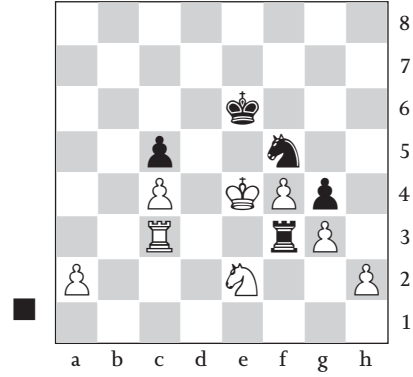


Mate in 1 - ♖♞

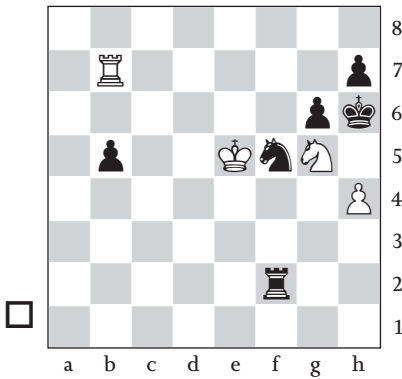
85



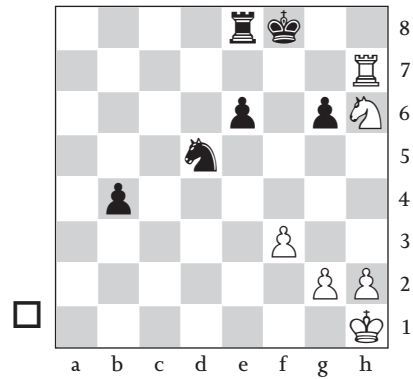
86



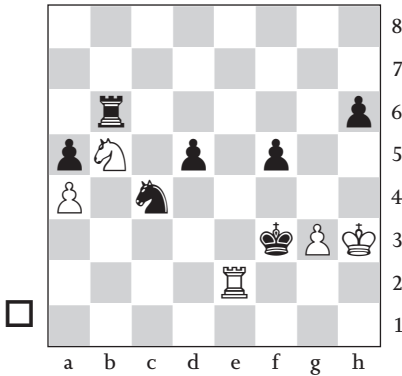
87



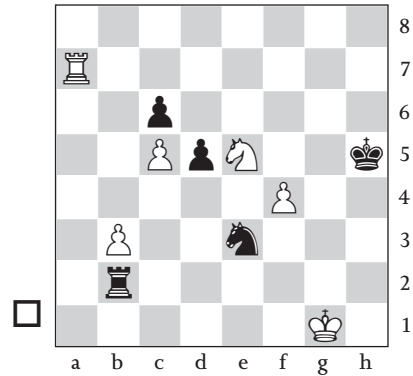
88



89

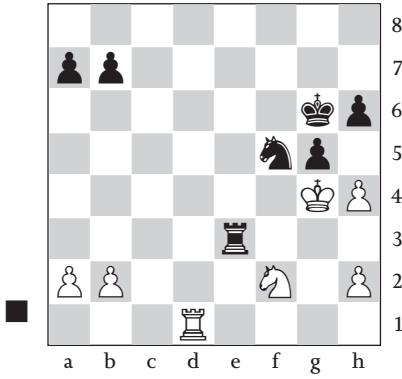


90

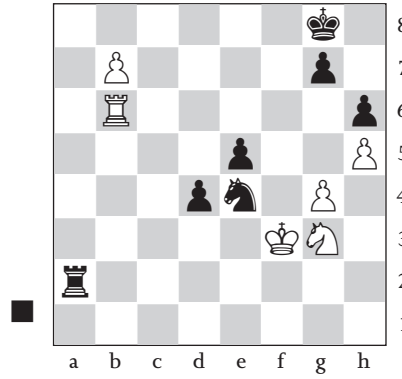


Mate in 1 – ♖♘

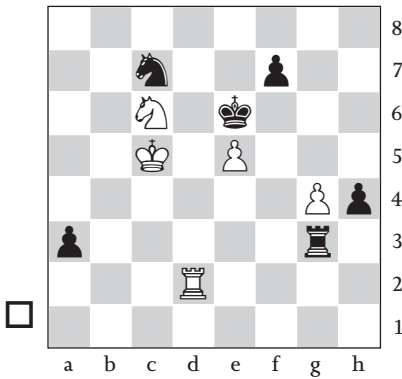
91



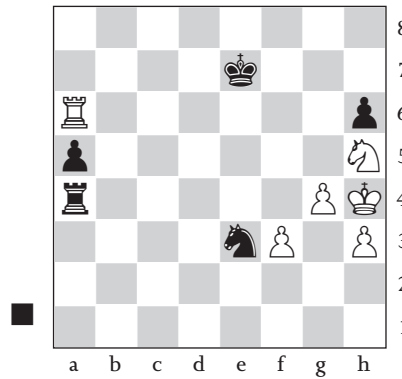
92



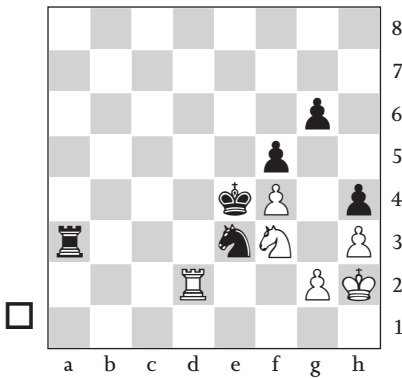
93



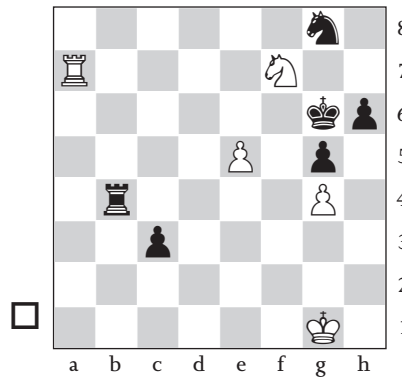
94



95

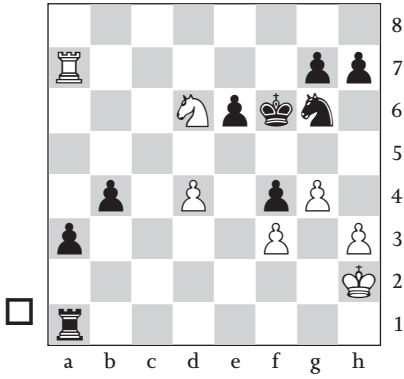


96

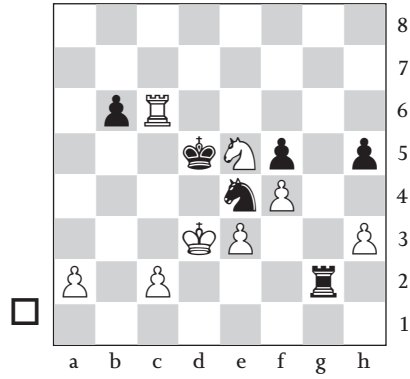


Mate in 1 - ♖♘

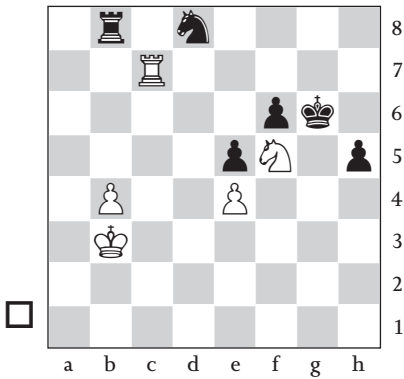
97



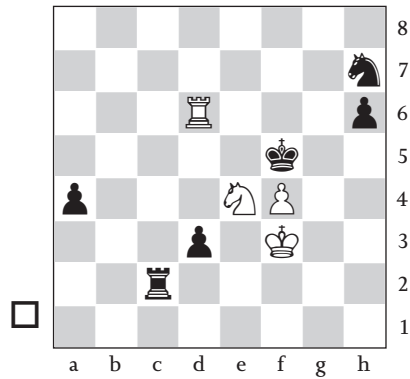
98



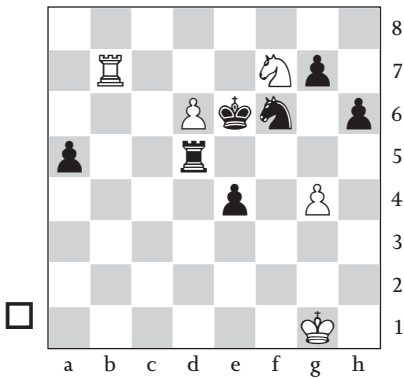
99



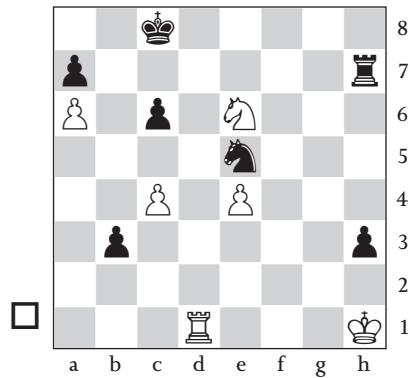
100



101

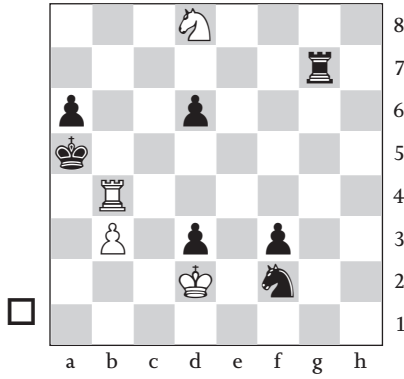


102

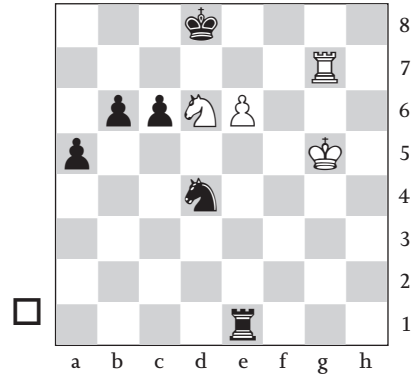


Mate in 1 – ♖♘

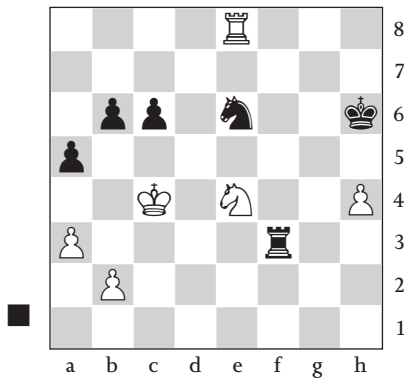
103



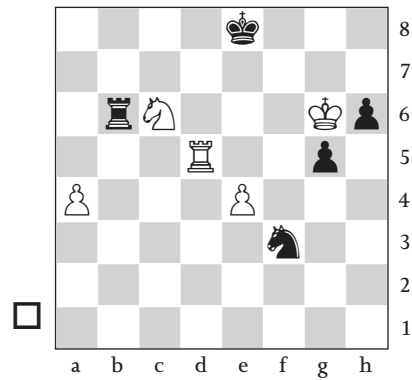
104



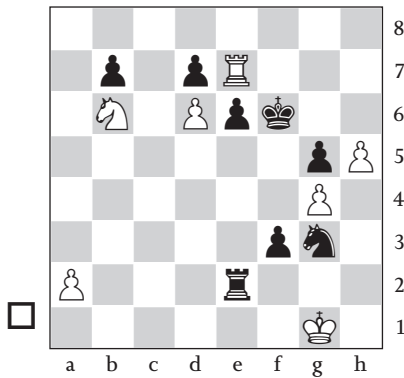
105



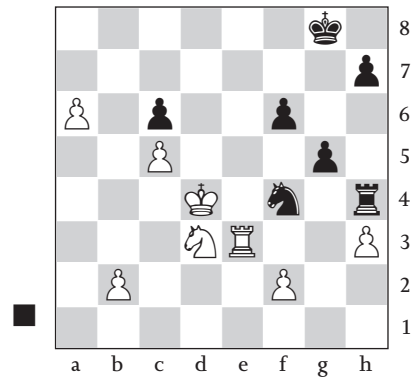
106



107

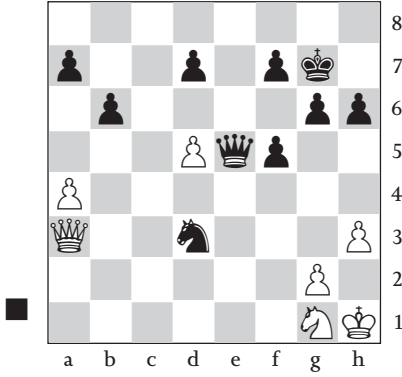


108

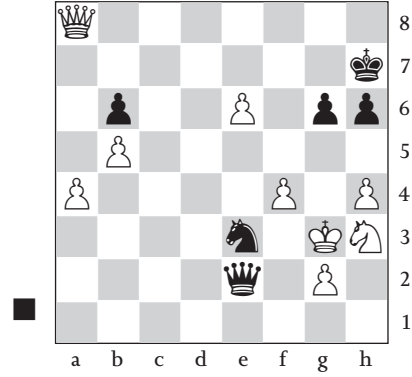


Mate in 1 – ♔ ♘

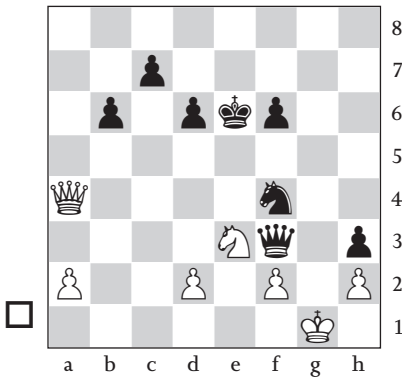
109



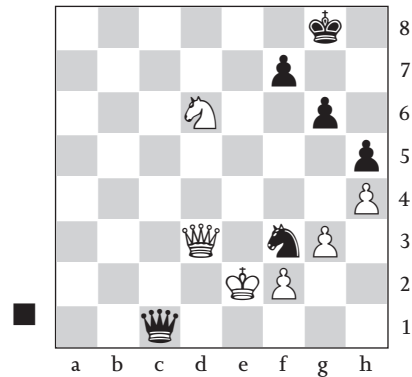
110



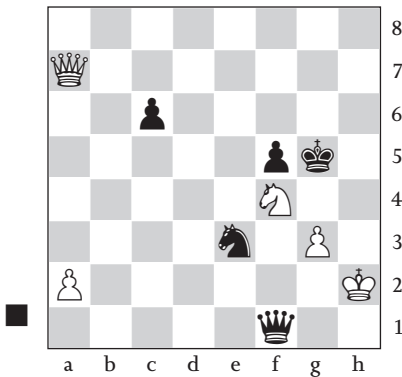
111



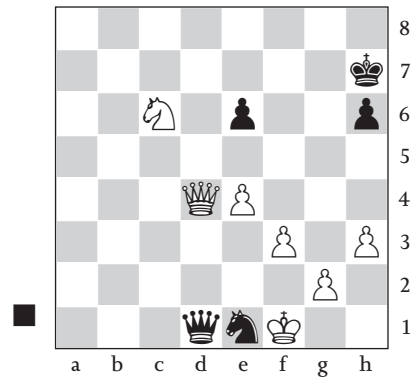
112



113

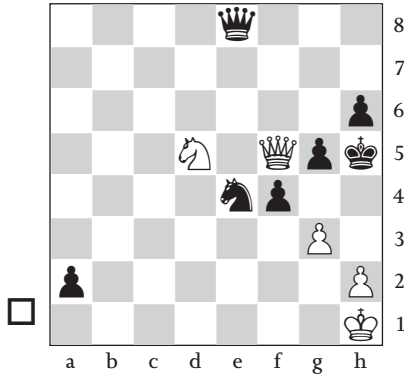


114

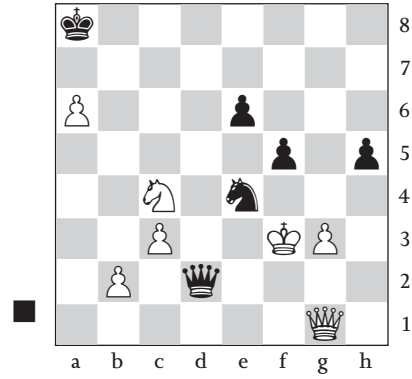


Mate in 1 – ♔♘

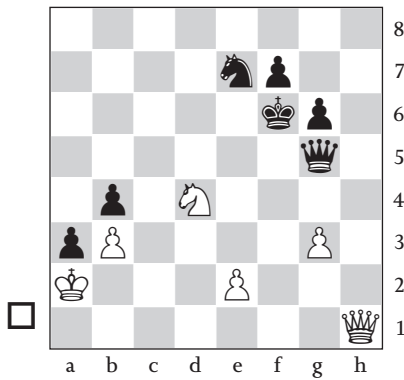
115



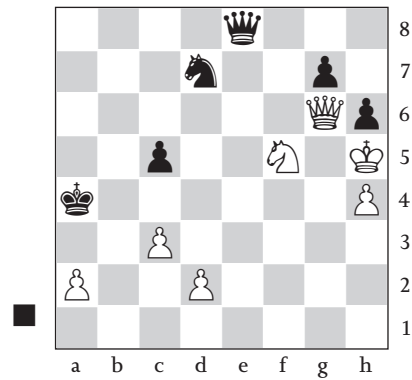
116



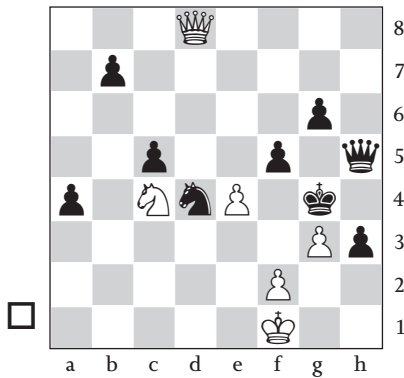
117



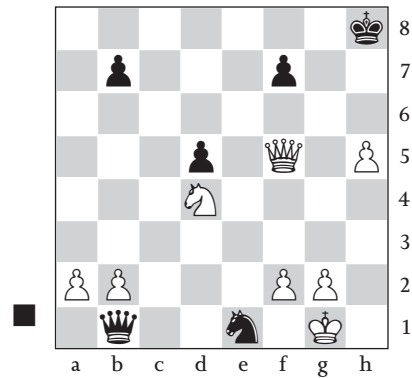
118



119



120



- 45** 1...♖h3# A pinned knight is a poor defender!
- 46** 1...♖a7# The pawn is pinned (1...♙xb6+ 2.♚a4)! 0-1 Magklaras-Tzikas, ch-GRE U12 2018.
- 47** 1.d4#
- 48** 1.♖f8# Mussanti-Flores, Villa Tehuelches 2019.
- 49** 1...♙c3# Another double check!
- 50** 1...♖xh4#
- 51** 1.♙xg6# The pinned pawn is a poor defender!
- 52** 1...♙g5# (1...♙c7+ 2.♙d6)
- 53** 1.♖f5# Double check!
- 54** 1...♙e6# (1...♙d1+ 2.♚a2)
- 55** 1.♙f6# The discovered attack! The bishop (front piece) attacks the king, whereas the back piece (rook) controls the escape squares on the back rank.
- 56** 1...♙e2# (1...♙b3+ 2.♚d3)
- 57** 1.♖e5# Langrock-Jorgensen, Hamburg 2018.
- 58** 1.♙d8# 1.♙c3+ does not lead to mate, because 1...♖d4! promises Black more than enough pawns for the exchange.
- 59** 1...♖h4#
- 60** 1...♙b2# This discovered attack leads to mate. Black had to be precise, because the back piece (rook) was under attack. 1...♙f4+ is a nice double check, but not enough for a win due to 2.♚f6.
- 61** 1...♙d6# Sultana-Ahmed, Dhaka rapid W 2021. The knight had to pick the right square: 1...♙e3+ is not mate, because of 2.♚e4.
- 62** 1.f4# Szoboszlai-Domany, Hungary tt 2002/03.
- 63** 1.♙f6# (1.♙g3+ ♙g4 wins for Black)
- 64** 1...♙f2# (1...g4+ 2.♚h4 wins for White)
- 65** 1...f4# (1...♙d1+ 2.♚e2) Jodorcovsky-Amburgy, Titled Tuesday blitz 2021.
- 66** 1.♙f2# (1.♙g5+ ♙g4) Pak-Kolpakov, Kimry 2004.
- 67** 1.♙f5# (1.♙g6+ ♙h3) Cupid-Cuevas, Titled Tuesday blitz 2021.
- 68** 1...♙c3#
- 69** 1.♙h4# Suarez Uriel-Einarsson, Titled Tuesday blitz 2021.
- 70** 1...g6# (1...♙g3+ 2.♚h4) Evans-Sivarajasingam, Penarth ch-WLS U18 2015.
- 71** 1...♙f5# Smuk-Samovojska, Hum na Sutli 2015.
- 72** 1...♙fd2#
- 73** 1...♙f2# Neshan-Nematollahi, ch-IRI U10 online 2021.
- 74** 1.♙h6#
- 75** 1.♙c3# Szekely-Suleymanov, Cappelle la Grande 1994.
- 76** 1...♙b7#
- 77** 1.f4# Budisavljevic-Havanecz, Titled Tuesday blitz 2021.
- 78** 1...♙f5# Kamsky-Martirosyan, Titled Tuesday blitz 2021.
- 79** 1...♙f4# (1...♙c5+ 2.♚e2 wins for White) 0-1 Pavlushova-Chistova, Moscow Time of the First U09 W 2019.
- 80** 1...♙d4# This discovered attack was the only road to victory (1...♙e3+ allows the king to escape with 2.♚e2).
- 81** 1...♙d6#
- 82** 1.♙b6# (1.♙f4+ ♙d7)
- 83** 1.♙e8# Mickiewicz-Dalecky, Novy Bor 2011.
- 84** 1.♙g3#
- 85** 1.♖d8# Gubala-Pannu, England 4NCL U18 online 2019/20.
- 86** 1...♙d6#
- 87** 1.♖xh7# Fier-Mareco, Iberoamericano blitz online 2020.
- 88** 1.♖f7# Hofstadler-Bakalarz, ch-AUT U14 Rapid online 2020.
- 89** 1.♙d4# Myshakov-Tarnovetsky, ch-UKR sf U12 1999.
- 90** 1.♖h7# Luo-Vysochin, Titled Tuesday blitz 2020.
- 91** 1...h5# Horvath Szombathy-Semenov, Hannibal Online U12 2020.
- 92** 1...♙g5# (1...♖f2+ 2.♚xe4)
- 93** 1.♖d6#
- 94** 1...♙f5# (1...♙g2+ 2.♚g3) Prucha-Sefc, Prague 1954.
- 95** 1.♖d4# (1.♙g5+?? ♙xf4 wins for Black!)
- 96** 1.♙h8#

- 97** 1.♖e4# (1.♙f7+ ♘g5 2.♗e4+ ♘h4 wins for Black)
- 98** 1.c4# Colter-Fellowes, England 4NCL online 2019/20.
- 99** 1.♖g7#
- 100** 1.♗g3# (1.♙f6+ ♗xf6)
- 101** 1.♖e7#
- 102** 1.♖d8#
- 103** 1.♗c6#
- 104** 1.♖d7# (1.♖g8+ ♘e7) Hu Zehua-Ning Kaiyu, RBI qual blitz online 2020.
- 105** 1...b5# Martinez Reyes-Priasmoro, Titled Tuesday blitz 2020.
- 106** 1.♖d8# Takano-Shvedova, BRA-RUS Online Battle blitz 2020.
- 107** 1.♗xd7#
- 108** 1...♗e2# This double check is the only win (the king escapes after 1...♗e6+ 2.♚c3).
- 109** 1...♗f2# Zadorozhy-Zhukov, Moscow 2021.
- 110** 1...♗f1# (1...♗f5+ 2.♚h2! wins for White)
- 111** 1.♚e8#
- 112** 1...♗g1# Ernst-Kravtsiv, Berlin Wch blitz 2015.
- 113** 1...♗g4# Frübing-Berchtenbreiter, Germany Bundesliga 2021/22.
- 114** 1...♗d3# was the only successful discovered attack, because the back piece was under attack! 1...♗xf3+ would be a mistake, because of 2.♚xd1!.
- 115** 1.♗xf4# The pinned pawn is a poor defender (1.♗f6+ ♗xf6! wins for Black!)
- 116** 1...♗g5#
- 117** 1.♚h8#
- 118** 1...♗f6# It is mate. The pinned white queen is a lousy defender. 1...♚e2+ does not work, because 2.♚g4+ interposes the queen with check!
- 119** 1.♗e5# (1.♗e3+ allows the king to escape with 1...♚f3)
- 120** 1...♗f3# The double check!
- 121** 1...♗b5# Hockenjos-Rodriguez Klasen,ch-GER Net Amateur blitz online 2020.
- 122** 1.♗f3# (1.♗d3+ ♗d5) Kuybokarov-Blübaum, Riga blitz 2021.
- 123** 1.♗e7# Ismagambetov-Kalashian, Titled Tuesday blitz 2020.
- 124** 1...♗c2# (1...♗h5+ 2.♗g4!)
- 125** 1.c7#
- 126** 1...♗c5# (1...♗c1+ 2.♚f2) Jogstad-Kaminski, Titled Tuesday blitz 2021.
- 127** 1...♖8e4# Kaminski-Bosselmann, Kiel 2014.
- 128** 1...♖f3# (1...♖e5+ 2.♚xf6! wins for White) Aketayeva-Martin, Titled Tuesday blitz 2022.
- 129** 1.e4# The pinned pawn is a poor defender! Pichot-Ruiz Gutierrez, Anti Cheating blitz cup 2020.
- 130** 1...♖c2# Bermejo Arruego-Sanchez Gonzalez, Madrid tt 2012.
- 131** 1.♖h5# (1.♙f5 is not possible, because the rook is pinned!)
- 132** 1...♖e5#
- 133** 1.♚g7#
- 134** 1.♚e5# (1.♚e8+ ♘g7 2.♚f7+ ♘h6 doesn't pose Black any problems) Mustafayev-Skrbec, Batumi Wch U10 2016.
- 135** 1.♚a4#
- 136** 1...♗c5#
- 137** 1...♚e4#
- 138** 1.♚d5#
- 139** 1.♚h8# (the black king escapes after 1.♚g8+ ♚f6)
- 140** 1...♖f3# (White survives after 1...♚f3+ 2.♚g1 ♖d1+ 3.♖e1)
- 141** 1...♚e5# (1...♖h1+ 2.♚g3 ♚e5+ 3.♚xf3 ♖xh3+ 4.♚e2 wins for White)
- 142** 1...♚e5#
- 143** 1...♚h8# (1...♖xh2+ 2.♚xh2)
- 144** 1...♖xe4# The pinned pawn is a poor defender!
- 145** 9.♗b3# Vlasenko (1988).
- 146** 8.♗f5# Makhno (1981).
- 147** 8.♗f3# Rusinek (1978).
- 148** 5.♗b7# Jonsson (1973).
- 149** 9.♗c4# (9.♗c2+ ♗d2) 1-0 Pervakov (1995).
- 150** 8.♗f4# Arestov (2022).
- 151** 6.♗g6# Birnov (1936).