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Arkadij Naiditsch

CHESSGAMER

TACTICS AWAKEN

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INTRODUCTION

Dear Reader!

This book covers 10 important chess topics. Each topic is separated into its own chapter and each chapter is constructed in the following way: 2 illustrative positions with solutions, an explanation of the topic and some help and hints to help the reader solve the exercises. There are 40 exercises, growing in difficulty, starting with the easy ones and finishing with the most complicated. The solutions for each chapter can be found at the very end of the book.

After you have worked through the 10 topics, you will find yourself at the test section, where you can challenge your new-found knowledge. There are 8 tests, each consisting of 10 positions, with one position from each of the topics that we covered in this book. However, you won't know which position belongs to which topic!

The solutions to the tests can also be found at the very end of the book. The book contains 500 educational positions: 20 exemplary positions, 400 exercises and 80 test positions.

While you are going through the exercises,
you will sometimes run into the following smiley:

When you meet with this smiley, it means that you must take a deeper look into the position. It could be that the most obvious move is not the best one, or the key move comes later, not on the first move, and you need to foresee it. In each position White is to move. When you see "1. +-", it means White to move and win. When you see "1. =" , it means White to move and make a draw.

We wish you a lot of fun reading our book, and we hope that the motifs you will learn in this book will prove very useful in your own games as well!

EDITORIAL PREFACE

The first chess game your authors played against each other was at the World Junior under 10 championship, now more than 22 years ago. Since then a lot of time may have passed, but one thing has remained — we both still love chess and are both still involved in playing and training!

With our first book in the series ChessGamer — "Tactics awaken" — we would like to introduce a learning concept, one which we think is the best among many and which places the emphasis on an effective and practical chess education.

To us, chess is a combination of sport, art and science. To be a good chess player and show improvement, you need to have a feel for the game, combined with being passionate about it — and there is nothing that brings young players more fun and enjoyment than solving chess puzzles.

By having 10 different topics, the current book will improve your various tactical skills and imagination a lot.

Every professional player knows that the most important factor in chess is good, stable calculation. You can play a great game and reduce all your efforts to dust in just one move, so precise, fast calculation helps you to avoid big errors — a major factor in every game you play.

As in every sport, chess is about winning. A game that might last up to 7 hours straight is very emotional, and a tournament win stays forever in the memory (as well as some losses!) but this is what chess is about. We all play with the same pieces, with the same rules, and the better player wins having no influence from outside.

We tried to give our very best here to create educational material that combines fun and the learning process into one. Enjoy solving the puzzles, learning new ideas and using them in your practical games!

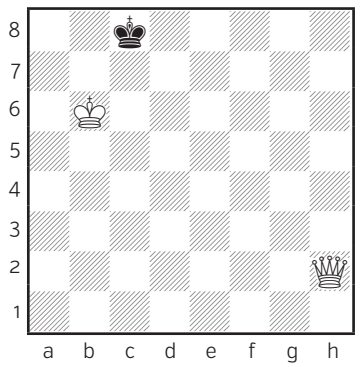
Arkadij Naiditsch
International Grandmaster

Faik Aleskerov
International Master (elect)

CHAPTER 1.
MATE IN ONE MOVE

In this chapter, we are going to solve 'mate in one move' problems. Checkmate occurs when a player's king is directly attacked by an opponent's piece or pawn and has no possible move to escape the check. There are three escape possibilities: Moving away from the check with the king, capturing the piece which is giving the check, or moving a piece in-between the king and the piece which is giving the check. If none of these is possible, the side who gives checkmate wins the game.

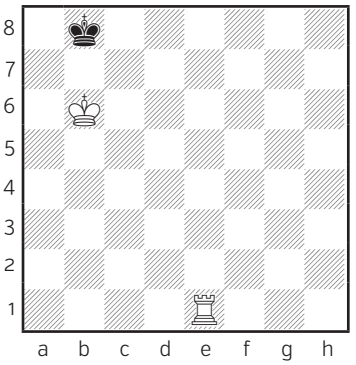
Example 1



1.♕c7#

There is no way to escape from the check, therefore it is checkmate.

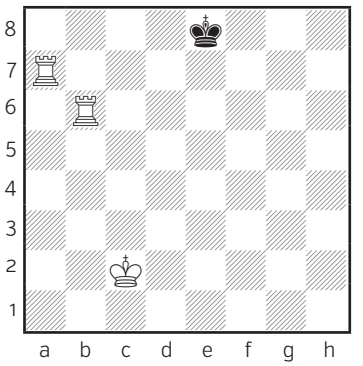
Example 2



1.♖e8#

After this rook check the king has no square to move to, so it is checkmate! In this chapter you need to deliver such checkmates in one move, but in more-and-more complicated positions as the chapter progresses.

PUZZLE 1



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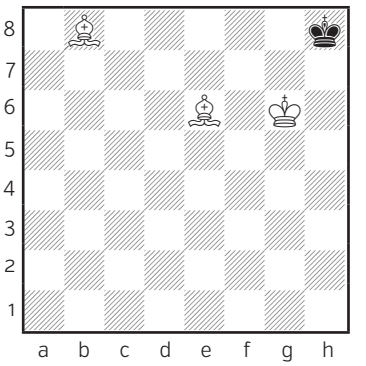

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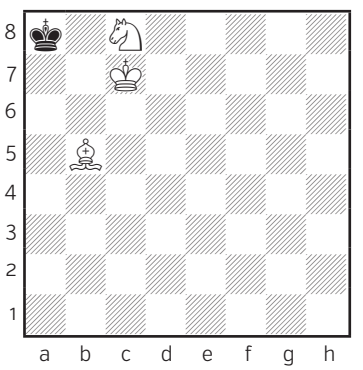

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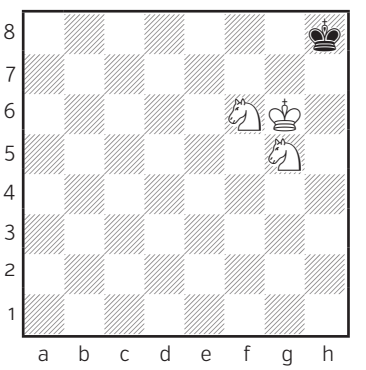

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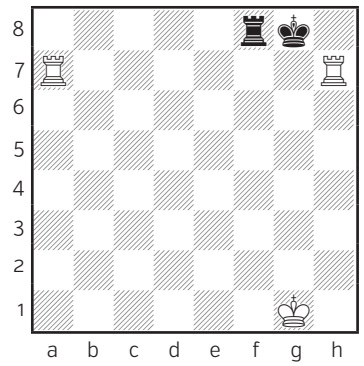

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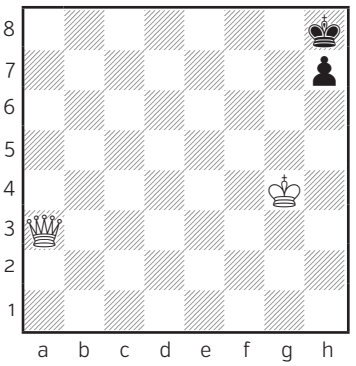

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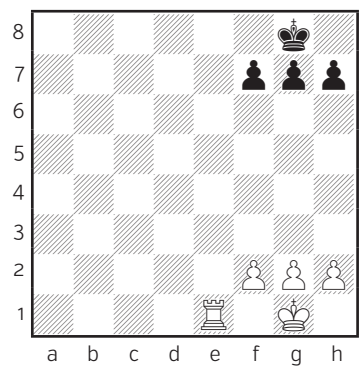

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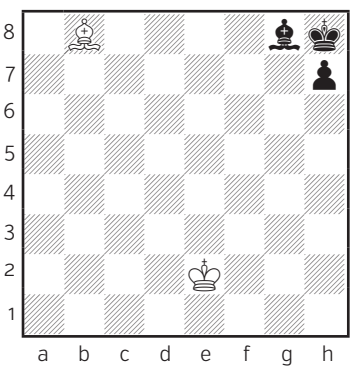

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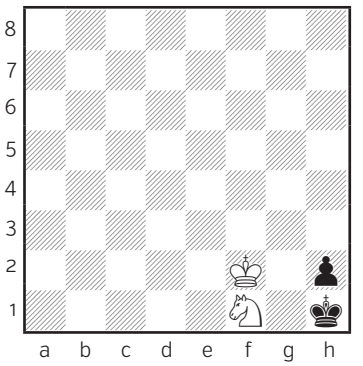

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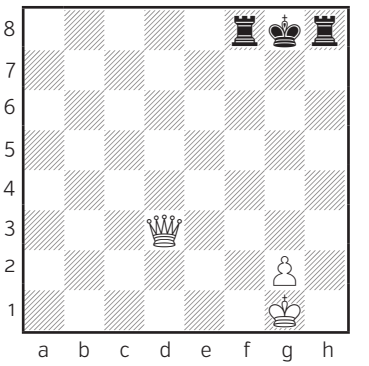

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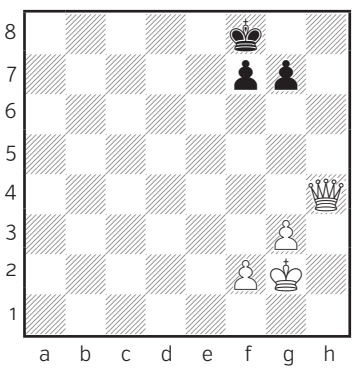

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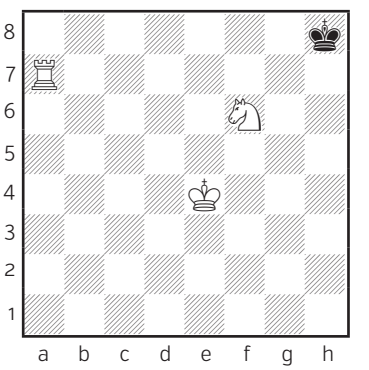

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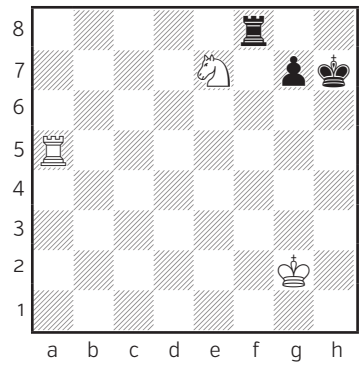

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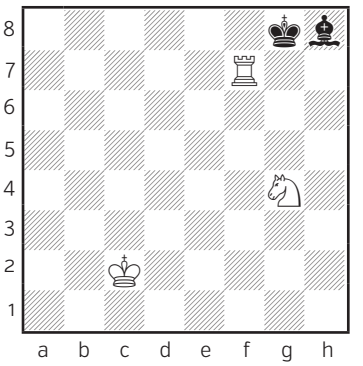

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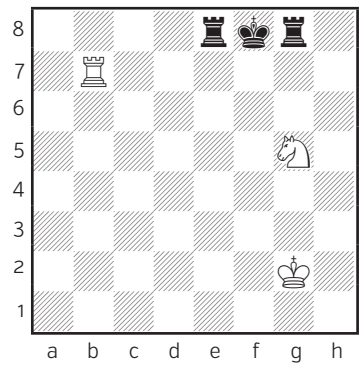

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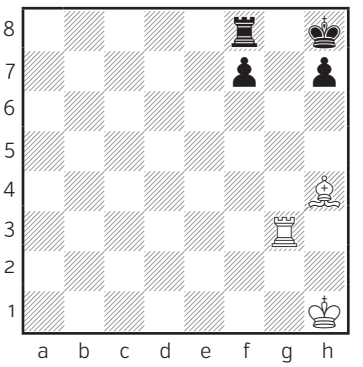

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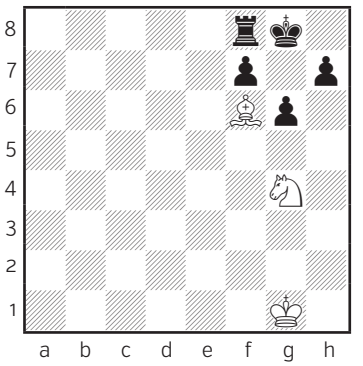

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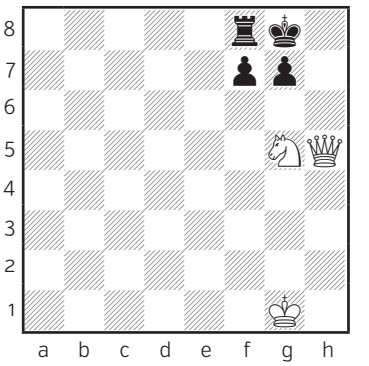

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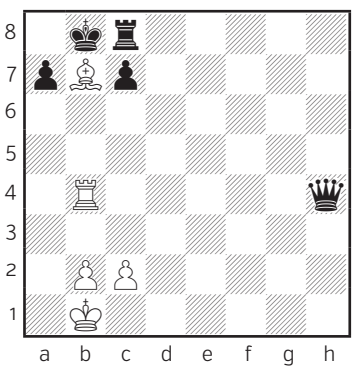

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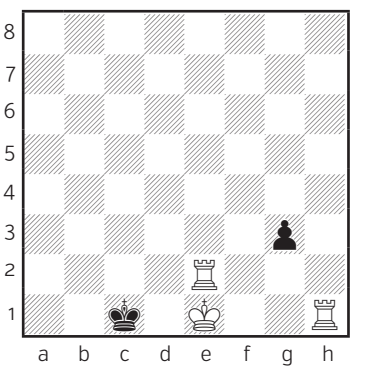

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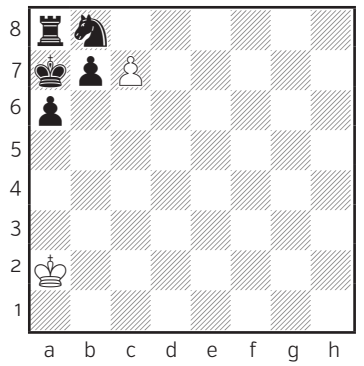

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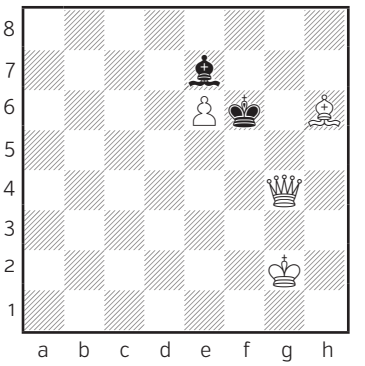

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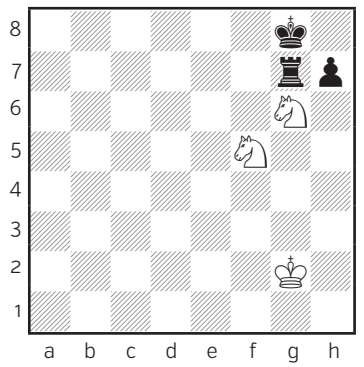

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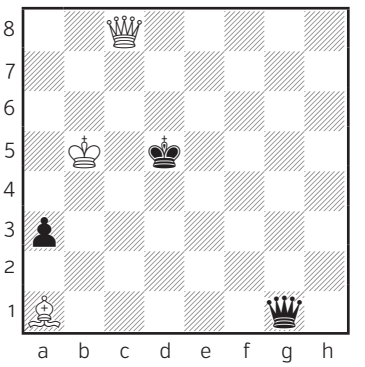

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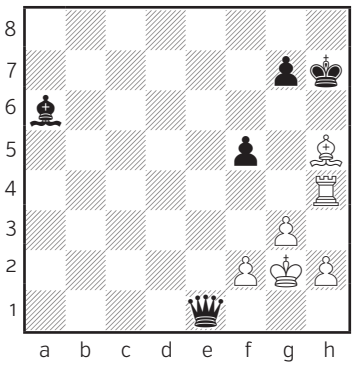

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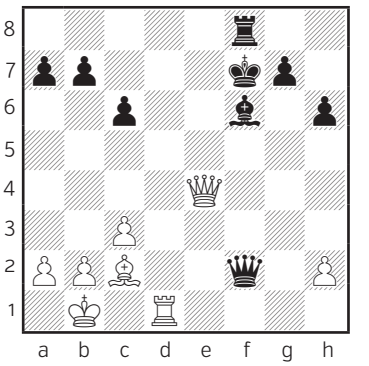

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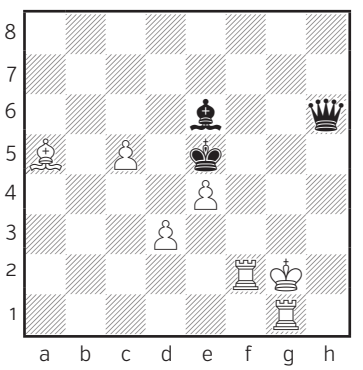

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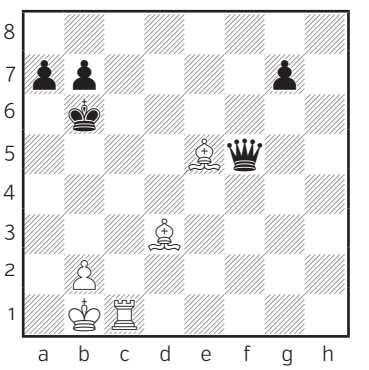

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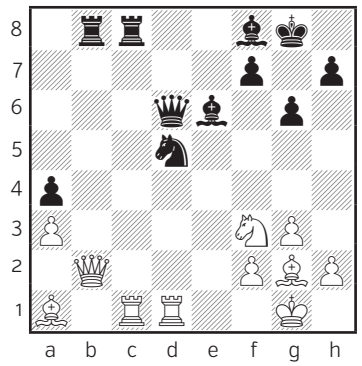

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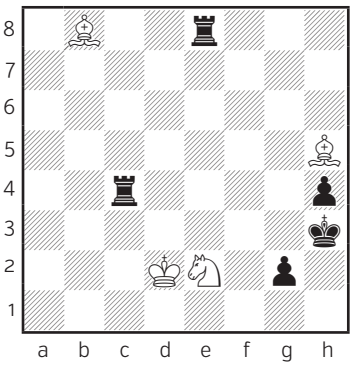

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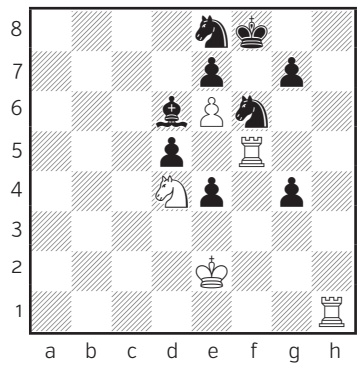

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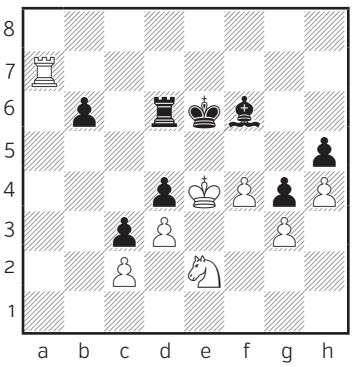

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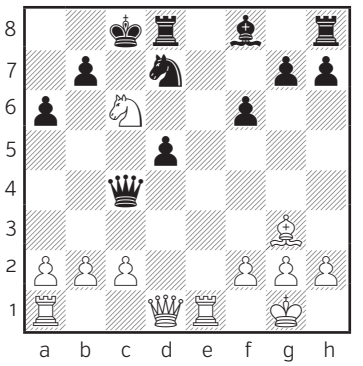

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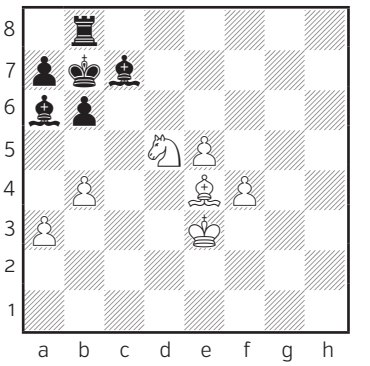

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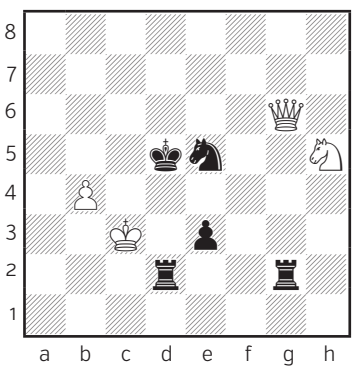

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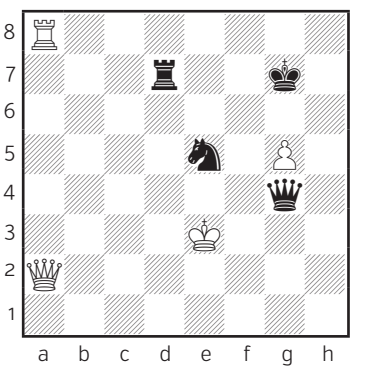

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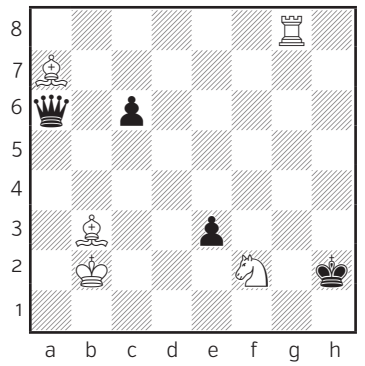

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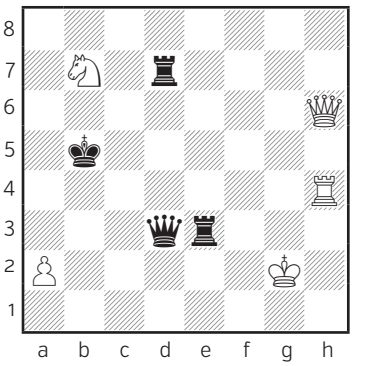

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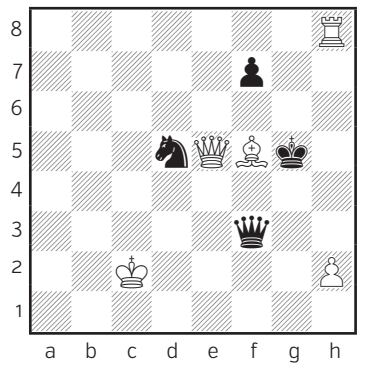

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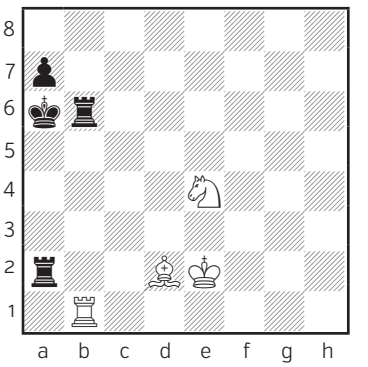

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