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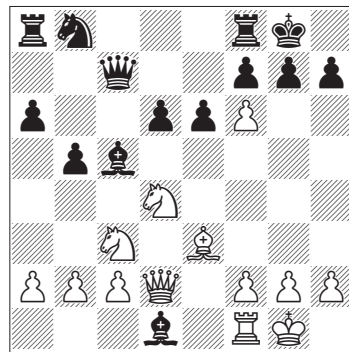
## Puzzles 3

The following group of 50 puzzles is new to the expanded edition of this book and consists entirely of positions from games played after the publication of the original *John Nunn's Chess Puzzle Book* in 1999. The general format is the same as the puzzles in the earlier chapters. There are fewer really tough puzzles in this section, but there are also fewer very simple ones, with the result that the average difficulty has climbed to 2.94. In this section there are more puzzles which depend on imagination rather than calculation, and although these may be only two or three moves deep, you will still have to work to solve them.

### 203 White to play

In this position White played the unexpected move 1 ♘f5!, which left Black with a bewildering array of possible captures. Which of the following moves is best?

- 1) 1...exf5
  - 2) 1...♙xc2
  - 3) 1...♙xe3
  - 4) 1...gxf6 (the game continuation)
- (Hint: see p.130; solution: see p.259)



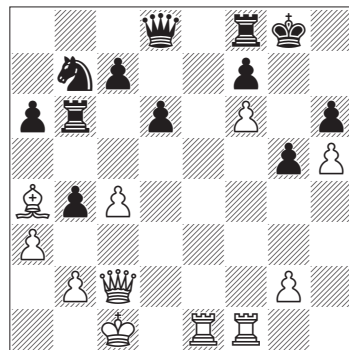
**Ortega – Khenkin**

*Lido Estensi 2003*

### 204 White to play

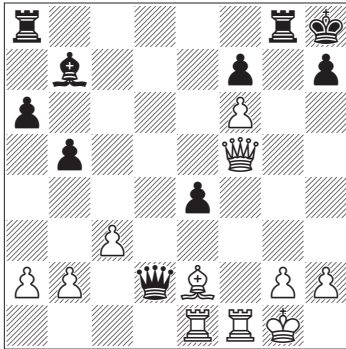
White is a pawn down, but the advanced pawn on f6 and Black's airy king position suggest that a tactical solution might be possible. Can you find it?

(Hint: see p.130; solution: see p.261)



**Maksimenko – Komandini**

*Italy 2003*

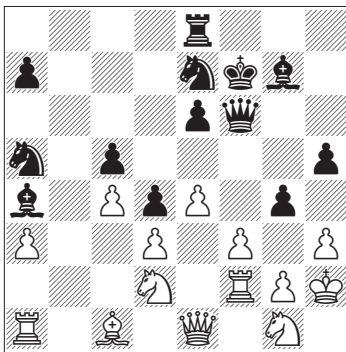


**Gonzalez Perez – Espinosa**  
*Cuba 2004*

**205** Black to play

Black is a pawn down but several of his pieces are in attacking positions. How can he utilize his active pieces to force a win?

(Hint: see p.130; solution: see p.262)

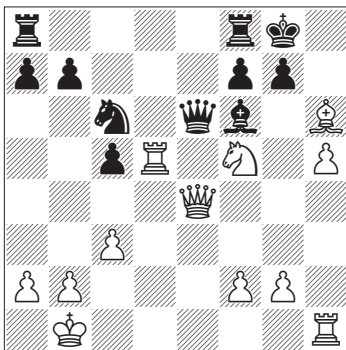


**Illas – H.Blanco**  
*Cuba 2004*

**206** Black to play

Black has sacrificed the exchange and a pawn to reach this position. If White can consolidate, then his material advantage will prove decisive. How can Black exploit his temporary initiative?

(Hint: see p.130; solution: see p.262)



**Milman – Fang**  
*Mashantucket 2005*

**207** White to play

White is currently a pawn ahead and has attacking chances on the kingside, but several of his pieces are either hanging or potentially hanging. He can't even exchange queens, since then rook, knight and bishop would all be threatened. What is White's best continuation?

(Hint: see p.130; solution: see p.263)

We've already seen some tricky king and pawn endings in this book; here is another one. Some subtle opposition play and careful calculation of who promotes first are necessary in the main line.

**198** Difficulty: 2

The basic plan is to transfer the white knight to a better square which both defends the e-pawn and prevents Black exchanging it by ...f6. Which square is this, and how should White implement his plan?

**199** Difficulty: 2

Sometimes it is possible to be too subtle. If there is a simple fork, maybe that will do the trick...

**200** Difficulty: 4

An excellent combination by White shattered Black's kingside. If you correctly calculate the first five moves, you will even have the luxury of a choice of wins at move six.

**201** Difficulty: 1

Straightforward, even though Mr Perlis had a bit of trouble with it.

**202** Difficulty: 4

White must bring his remaining pieces into the attack, and without loss of time. Forceful play is essential and should give White the advantage.

### Puzzles 3

**203** Difficulty: 4

It is possible to start with general principles. Black's main aims are to reduce White's attacking force, try to get some pieces to the beleaguered kingside, and to keep White's knight out of d5. However, the concrete analysis still requires some work.

**204** Difficulty: 2

This puzzle is really only two moves deep but requires a certain amount of imagination. A couple of sacrifices are necessary to activate White's f-pawn.

**205** Difficulty: 2

The first sacrifice is quite obvious, but it has to be followed up by a second, larger, sacrifice.

**206** Difficulty: 4

The initial sacrifices are not difficult to spot, but it is harder to calculate the combination right to the end, since at least one quiet move is necessary.

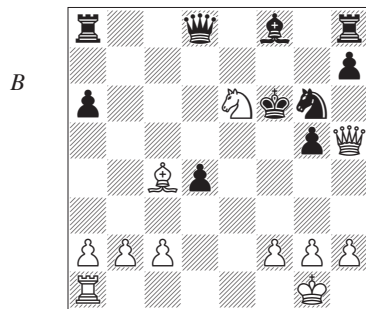
**207** Difficulty: 4

The problem here is that Black appears to have an adequate defence to White's main attacking idea. It is necessary to spot an unusual mating pattern in order to justify White's play.

**208** Difficulty: 3

to Black's defence. Of course, such general considerations have to be supported by concrete analysis, but they at least provide a hint that the move is worth looking at. It turns out that even against the best defence White obtains some advantage. Black can continue:

1) 1...fxg5? 2 ♖xe5 ♔d7 3 ♖xe6 ♔xe6 4 ♕f4+++! ♔f6 5 ♕e6 (D). Now White takes the g5-pawn with check, after which Black's king is again driven into the path of the bishop and knight battery:



1a) 5...♗b8 6 ♗xg5+ ♔f7 7 ♕xd4+ ♔e8 8 ♖e1+ ♔e7 9 ♕c6 ♗c7 10 ♗d5 ♖c8 11 ♗f7+ ♔d7 12 ♕xe7 wins.

1b) 5...♗a5 6 ♗f3+ and the a8-rook hangs.

1c) 5...♗c8 6 ♗xg5+ ♔f7 7 ♕b3 ♕e7 8 ♗f5+ ♕f6 9 ♕xd4+ ♔g7 10 ♕e6+ ♔f7 11 ♕f4+ ♔g7 12 ♕h5+ ♔h6 13 ♕e6 ♗b7 14 ♕xf6 wins.

2) 1...♕xd5 (the only chance, although White is better even here) and now:

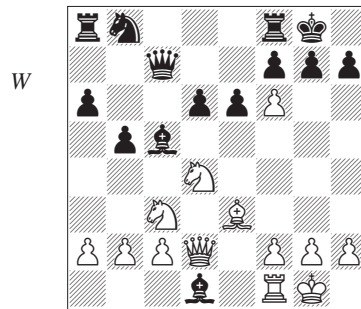
2a) 2 ♕xd5 ♕e7 (2...fxg5 3 ♖xe5+ ♔d7 4 ♖xg5 wins) 3 ♕xa8 ♗xa8 4 ♕h6 ♖g8 5 ♖ad1 with advantage to

White; he has ♖+2♗ vs 2♕ and once he can play f4 Black will be in trouble.

2b) 2 ♖xe5+ fxe5 3 ♕xd8 ♖xd8 (3...♕xc4 4 ♕f6 ♖g8 5 ♕xe5) 4 ♕xa6 ♕g7 5 ♕b5+ with some advantage for White.

### Puzzles 3

#### Puzzle 203



1 ♕f5 gxf6?

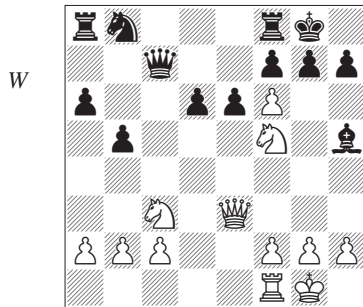
The game continuation is one of the worst of Black's options and allows White a forced win.

1...exf5? is equally bad and loses after 2 ♕d5 ♗d8 3 ♕e7+ ♔h8 (3...♗xe7 4 fxe7 ♖e8 offers more resistance but is hopeless in the long run after 5 ♖xd1 ♕c6 6 ♕xc5 dxc5 7 ♗d5) 4 fxg7+ ♔xg7 5 ♕h6+ ♔f6 (5...♔h8 6 ♕g7+ ♔xg7 7 ♗g5+ ♔h8 8 ♗f6#) 6 ♗g5+ ♔e6 7 ♗xf5+ ♔xe7 8 ♖e1+ and White mates.

1...♕xc2 is a better choice, but White can still retain some advantage: 2 ♕e7+ ♔h8 3 fxg7+ ♔xg7 4 ♕h6+ ♔h8 5 ♗g5 ♕d4 6 ♕xf8 ♕g6 7 ♖d1 (7 ♕e4 ♕c6 8 ♕xg6+ fxg6 9 ♕xd6 ♗f7 gives White very little) 7...♕d7 8

♖xd4 ♜xf8 9 ♘xg6+ fxg6 10 ♜e7 d5 (10...e5 11 ♜xd6 ♜c5 12 ♘d1 ♜f7 13 ♜xf7 ♜xd6 14 ♘e3 is awkward for Black in view of his more exposed king) 11 ♜xe6 ♘b6 12 h4 and White is slightly better thanks to his superior pawn-structure and more secure king.

1...♙xe3! 2 ♜xe3 ♙h5! (D) is the best defence. White can force perpetual check, but any attempt to play for a win is likely to rebound:



1) 3 fxg7? ♜c8! 4 ♜d4 (4 ♘d5 exd5 5 ♜d4 h6 6 ♘xh6+ ♙h7 7 ♘f5 ♜d8 and Black defends) 4...exf5 5 ♘d5 ♘c6! (5...♜d8? 6 ♘f6+ ♜xf6 7 ♜xf6 ♜xc2 8 ♜xd6 ♙xg7 9 ♜e5+ is unpleasant for Black in view of his poor development) 6 ♘f6+ ♙xg7 7 ♘xh5++ ♙f8 8 ♜g7+ ♙e7 and White doesn't really have enough for the rook. The key point is that 9 ♜f6+ ♙d7 10 ♜xf7+ ♘e7 11 ♜e1 may be met by 11...♙c6! 12 ♜xe7 ♜xe7! 13 ♜xe7 ♜e8 and Black wins.

2) 3 ♘xg7?! ♘d7! 4 ♘d5 (4 ♘xh5 ♙h8 5 ♜h6 ♜g8 is good for Black) 4...exd5 5 ♜h6 ♘xf6 6 ♘f5 ♘e8 7 ♜e1 f6 8 ♜e7 (8 ♘e7+ ♜xe7 9 ♜xe7 ♜f7 certainly favours Black) 8...♙g6

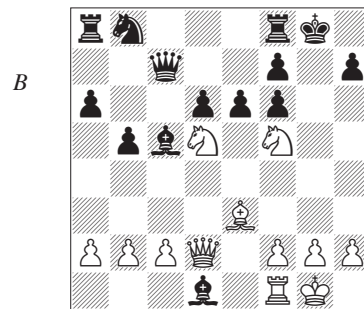
9 ♜xc7 ♙xf5 and only Black can be better.

3) 3 ♘e7+ ♙h8 4 ♘cd5 exd5 5 fxg7+ ♙xg7 6 ♜g5+ leads to the same draw as in line '4'.

4) 3 ♜g5 is a safe continuation. After 3...♙g6 4 ♘d5 exd5 5 ♘h6+ ♙h8 6 fxg7+ ♙xg7 7 ♘f5+ ♙g8 8 ♘h6+ White forces an immediate draw.

The game continuation was drastic.

2 ♘d5! (D)



A decisive blow. Black must decline the knight owing to the attractive line 2...exd5 3 ♙d4! (not 3 ♙xc5? ♜d7! and Black defends) 3...♜d7 4 ♜g5+ fxg5 5 ♘h6#, but giving White a free tempo is also hopeless.

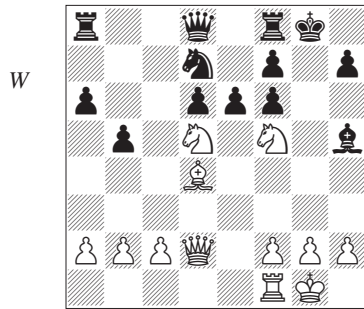
2...♜d8 3 ♙xc5 ♘d7

Poor Black is unable to capture any of the three hanging pieces, since 3...exf5 4 ♙b6 costs Black his queen, while 3...dxc5 4 ♘de7+ ♙h8 5 ♜h6 leads to mate.

4 ♙d4 ♙h5 (D)

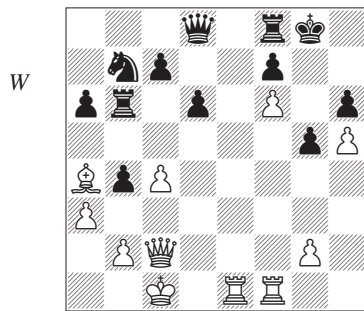
After 4...exf5 White doesn't even have to play 5 ♘xf6+ immediately, since if he first plays 5 ♜xd1, Black cannot prevent the capture on f6; e.g.,

5...♖e8 6 ♘xf6+ ♘xf6 7 ♖g5+ ♔f8 8 ♖h6+ ♔g8 9 ♕xf6.



5 ♘de7+ ♖xe7  
 5...♔h8 6 ♖h6 mates, so Black must give up his queen. The rest is easy.  
 6 ♘xe7+ ♔g7 7 g4 ♕g6 8 g5 ♖fe8  
 9 gxf6+ ♘xf6 10 ♖g5 e5 11 ♘f5+ ♔g8 12 ♖xf6 ♕xf5 13 ♕e3 1-0

**Puzzle 204**



White won with an unusual combination.

1 ♕e8!

It is perhaps even stronger to play 1 ♖f5! (threatening 2 ♕c2) 1...♖c8 (if 1...b3 then 2 ♕e8) 2 ♕d7 ♖d8 (2...♖b8 loses to 3 ♖e8! ♖xe8 4 ♖g6+!, an idea

which recurs in the analysis) and only then 3 ♕e8! because in this case the defence 3...♔h8 4 ♖e7 ♖xe8 5 ♖xe8 ♖xe8 is impossible due to 6 ♖d7. However, both moves win comfortably, so there isn't a lot to choose between them.

1...♘c5

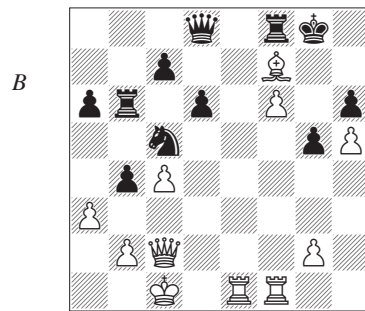
Other moves:

1) 1...♔h8 2 ♖e7 ♖xe8 3 ♖xe8 ♖xe8 4 ♖a4 and White wins the pawn on b4, after which exploiting his material advantage should be easy enough since Black's king is still exposed.

2) 1...♖xe8 2 ♖xe8 ♖xe8 gives White the choice between 3 ♖a4, as in line '1', or 3 ♖g6+ fxg6 4 f7+ ♔f8 5 fxe8♖++ ♔xe8 6 hxg6 d5 7 g7 ♖g6 8 ♖f8+ ♔d7 9 g8♖ ♖xg8 10 ♖xg8 bxa3 11 bxa3 dxc4 12 ♖g6, which is a fairly easy win as Black's knight will not be able to defend his scattered pawns.

3) The key line is 1...♖xe8 2 ♖g6+! fxg6 3 f7+ ♔f8 4 fxe8♖++.

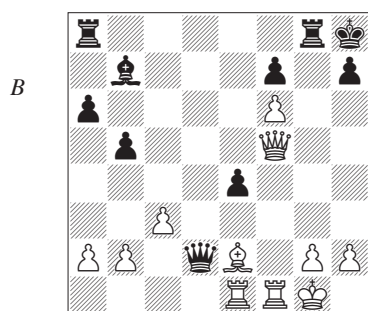
2 ♕xf7+! (D)



This sacrifice proves rapidly decisive.

2...♖xf7 3 ♖g6+ ♔f8 4 ♖xh6+ ♔g8 5 ♖f5 ♘d3+ 6 ♔b1 ♖h7 7 f7+ 1-0

## Puzzle 205



Black won in spectacular style.

**1...♖xg2+**

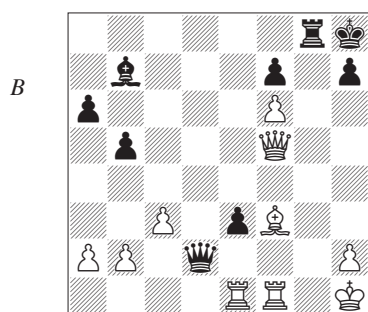
This typical sacrifice blasts the white king's defences apart. Although a sacrifice on g2 to utilize the long diagonal is a standard theme, there is a neat point later on which raises Black's combination out of the ordinary.

**2 ♕xg2 ♖g8+ 3 ♖h1**

**3 ♖h3 ♗c8** is decisive, while **3 ♖f2 e3#** is an attractive mate.

**3...e3+ 4 ♗f3 (D)**

**4 ♖f3 ♗xf3+ 5 ♗xf3 ♖xb2** leaves White too far behind on material, so this is the only chance.



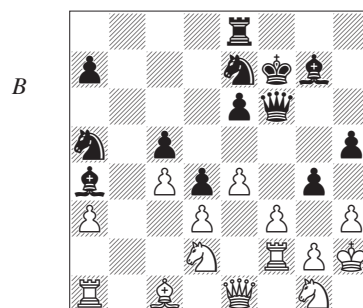
**4...♖g2+!**

The queen sacrifice is an essential point of Black's combination, since otherwise it would be White and not Black who would win.

**0-1**

White resigned as **5 ♗xg2 ♗xg2+ 6 ♖g1 ♗f3+** leads to mate next move.

## Puzzle 206



Black struck so forcefully that White had no chance to consolidate his material advantage.

**1...g3+!**

The only move to cause White any problems. In order to avoid losing a rook, White must move his king forward.

**2 ♕xg3 ♖f4+!**

The second sacrifice dwarfs the first. Black is willing to offer a whole queen to pull the white king into the centre of the board. **2...♖e5+?** doesn't work as White can simply reply **3 f4**.

**3 ♕xf4 ♗e5+!**

Black's generosity with his pieces knows no bounds. Each sacrifice drags the king one rank further up the board.

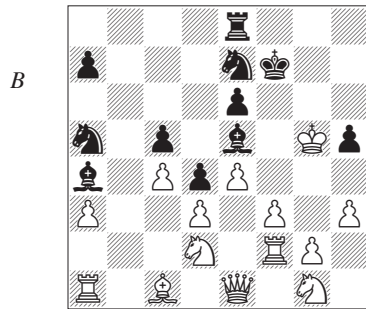
**3...♖g8!** also forces mate quickly; for example: **4 g4 ♗e5+ 5 ♕xe5 ♖g6+**



6 ♖d6 ♜c8 as in the following note, or 4 ♖g3 ♙e5++ 5 ♖h4 ♙f6+ 6 ♖xh5 ♜g5+ 7 ♖h6 ♘g8+ 8 ♖h7 ♜h5#. In general, it is better to conduct a king-hunt with checks if possible, as this gives the opponent fewer options and reduces the chances of a miscalculation. However, this combination depends on quiet moves for its soundness, and such combinations need to be checked carefully before you commit yourself.

**4 ♖g5 (D)**

Or 4 ♖xe5 ♘g6+ 5 ♖d6 ♜c8! (the threat is 6... ♘b7#) 6 ♜b1 ♙e8 (now the threat is 7... ♜c6#) 7 ♜b6 axb6 and mate next move.



**4... ♙f6+**

4... ♜h8! mates more quickly, because there is no defence to the threat of 5... ♘g6 followed by ... ♙f4# or ... ♙f6#, but the move played is also effective.

**5 ♖f4**

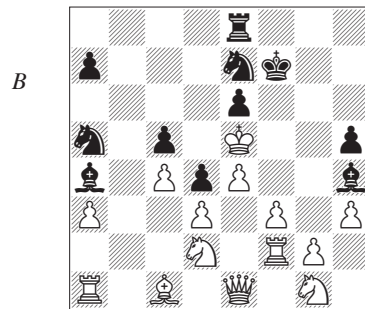
Or 5 ♖xh5 ♜h8+ 6 ♖g4 ♜g8+ 7 ♖h5 ♜g5+ 8 ♖h6 ♘g8+ 9 ♖h7 ♜h5#.

**5... ♙h4!**

If you can't give check, threatening mate in one is not a bad alternative, since this limits the opponent's options.

**6 ♖e5 (D)**

6 e5 ♘g6+ 7 ♖e4 ♙c6# makes use of the other bishop.



**6... ♘g6+**

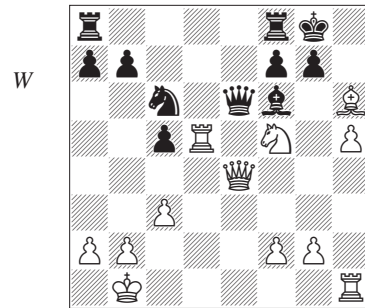
6... ♜d8 followed by ... ♘g6# is another method.

**7 ♖d6 ♙e7+ 8 ♖c7 ♙d8+ 9 ♖b8**

Or 9 ♖d6 ♘b7#.

**9... ♙b6# (0-1)**

**Puzzle 207**



This is quite a tricky puzzle since White's combination involves an unusual mating pattern.

**1 ♜g4!**

White can win by sacrificing his rook, but it requires imaginative play