

CHESSEBASE CBV

2-BEGINNER TACTICS



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CONCEPT: BEGIN WITH THE END IN MIND.	

>CALCULATE THE FASTEST MATE	[1104-1113]
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>MISSING PIECE, SET UP A PIN	[1114-1120]
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>MATES IN 2 MOVES "VARIEDS"	[1121-1144]
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>ATTACKING THE CASTLED KING	[1145-1153]
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>ATTACK THE DEFENDER, WIN MATERIAL	[1154-1159]
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>WIN MATERIAL	[1160-1205]
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>OPENING TRAPS WE SHOULD KNOW [1206-1213]

>GMs SACRIFICE QUEEN [1214-1218]

>SHORT GAMES & TRAPS [1219-1274]

>ANALYZING AND EVALUATION OF SHORT GAMES [1275-1280]

>CHECKMATE WITH ONE PIECE [1281-1292]

In this lesson you will need to checkmate the opposing king with a series of moves made by one piece. Only a major piece can achieve that, most often it's a queen, sometimes a rook is enough. Minor pieces are usually unable to force the king into a mating net on their own. You won't need to deliver any tactical blows to solve the puzzles in this lesson.

>CHECKMATE WITH MORE THAN ONE PIECE [1293-1299]

In this lesson you will again need to checkmate the opposing king without using tactical techniques. This time, moving only one piece will not be enough, and white will have to coordinate his forces in some way. Pieces working together can often create a mating net around the king.

>CHECK & MATE [1-81] [1300-1305]

>CHECK, CHECK & MATE [1306-1312]

>DOUBLE ATTACK [1313-1328]

>TIPS TO IMPROVE YOUR GAMES [1329-1427]

>FORCE HIM INTO A PIN [1428-1433]

>ZUGZWANG [1434-1439]

>ATTACK THE DEFENDER [1440-1445]