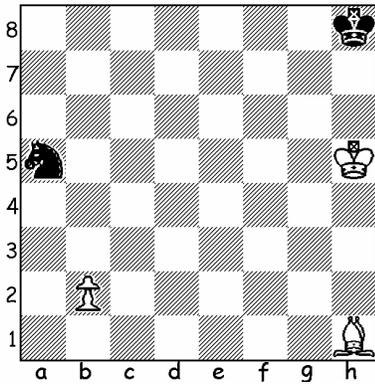
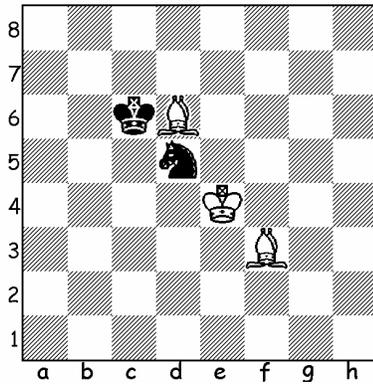


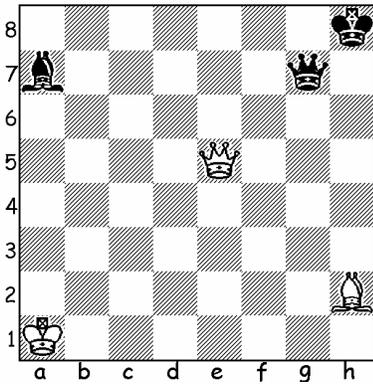
Mixed Tactics



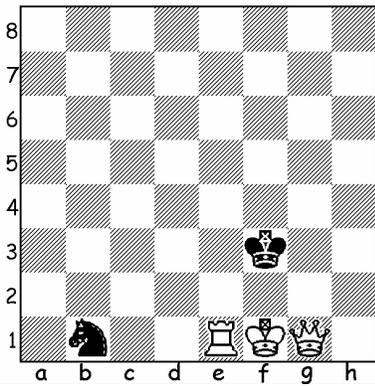
Bd5 Trapping N, then b4



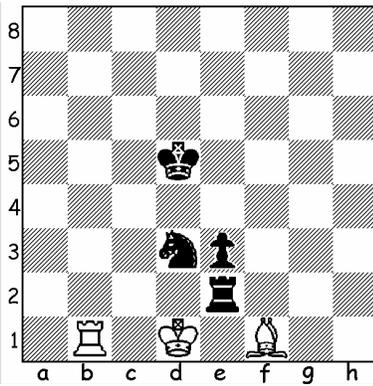
Ke5 Pinning N



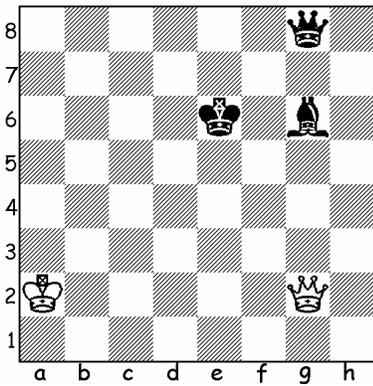
Black Bd4+ Forking Q



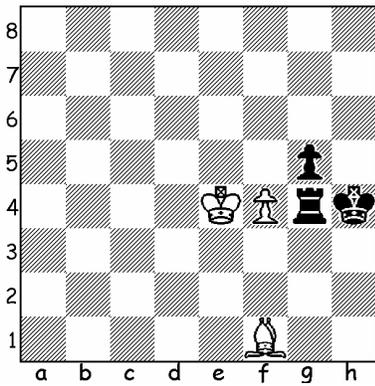
Black Nd2++



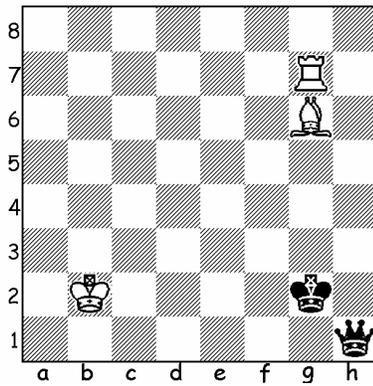
Black Rd2++



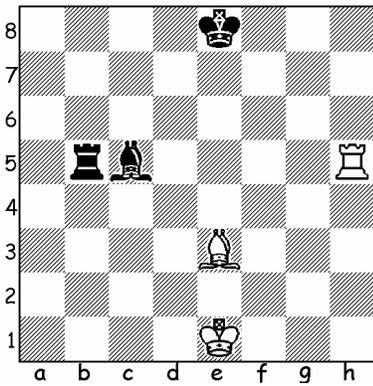
Black Bb1+ Discovery



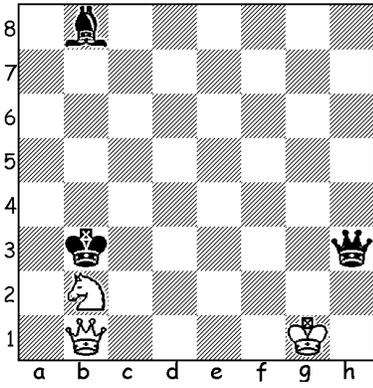
Black Rxf4+ Fork



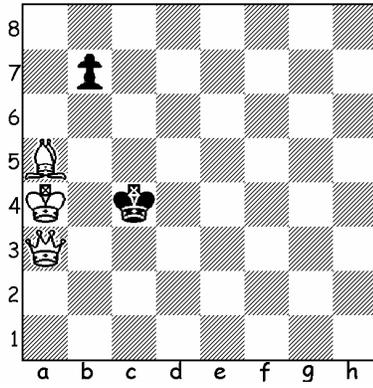
Black Qh8 Pinning the R



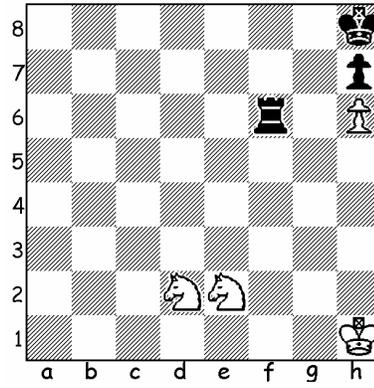
Black Bb4+ Discovery



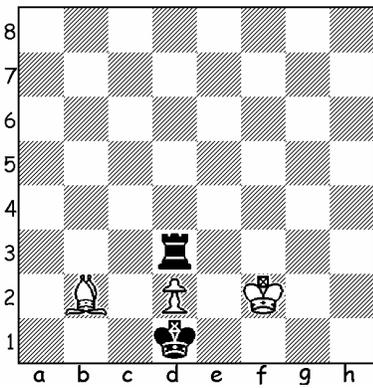
Black Ba7++



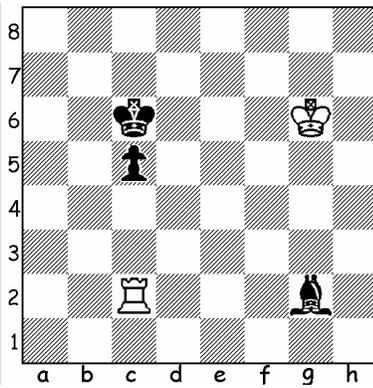
Black b5++



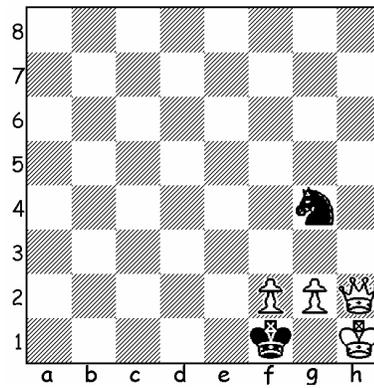
Black Rf2 Skewering a N



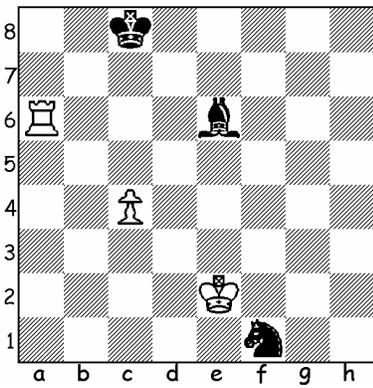
Black Rxd2+ Forking the B



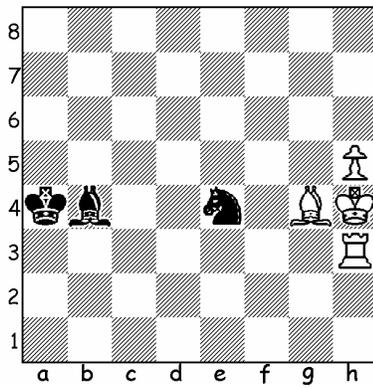
Black Be4+ Forking the R



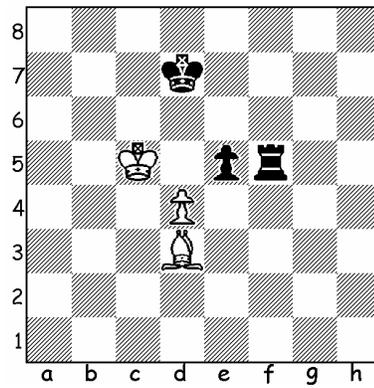
Black Nxf2++



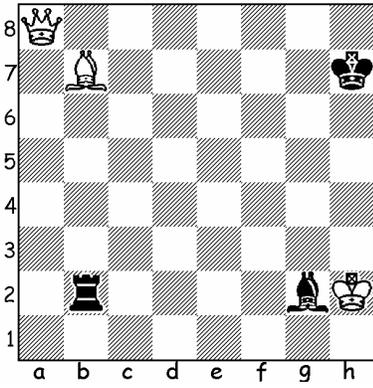
Black Bxc4+ Forking the R



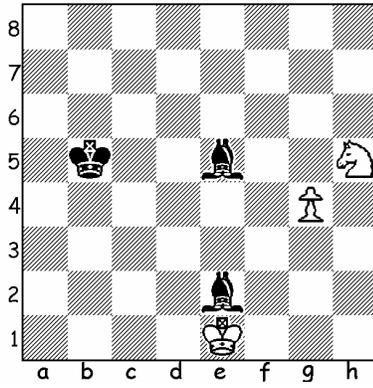
Black Be7++



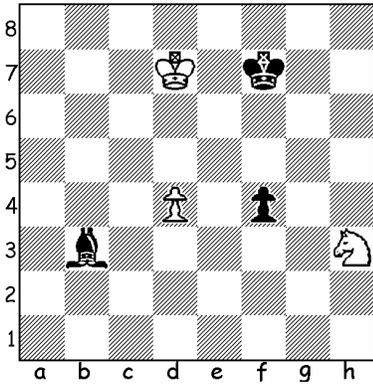
Black e4+ Discovery



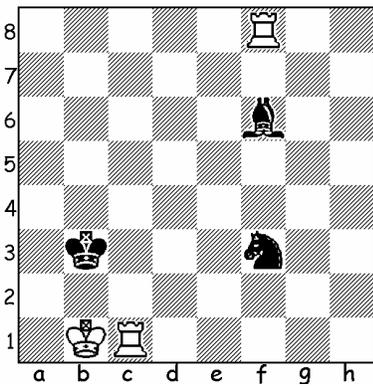
Black Bxb7+ Discovery



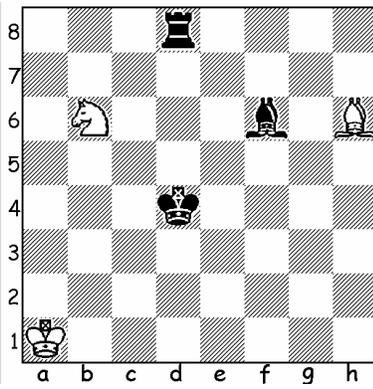
Black Bxg4 wins Trapped N



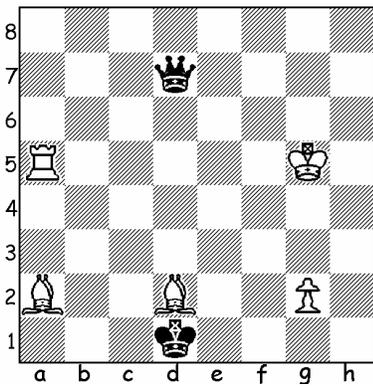
Black Be6+ Forking the K



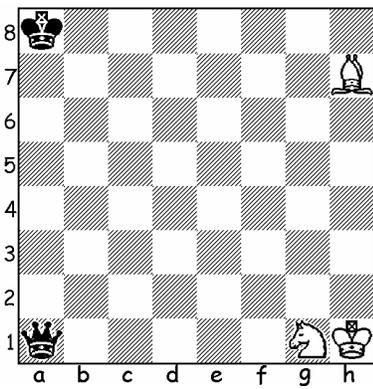
Black Nd2++



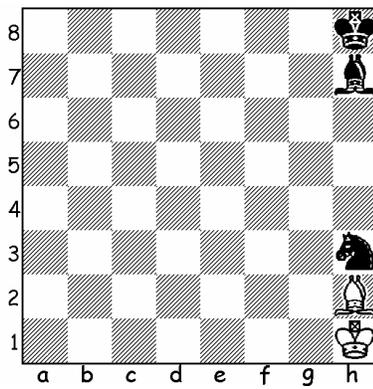
Black Kc5+ Discovery



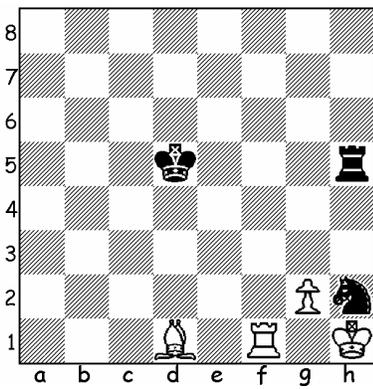
Black Qxd2+ Forking R and B



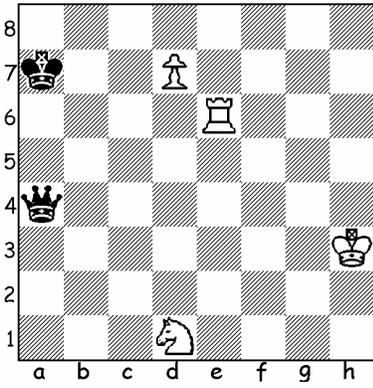
Black Qh8 Pinning the B



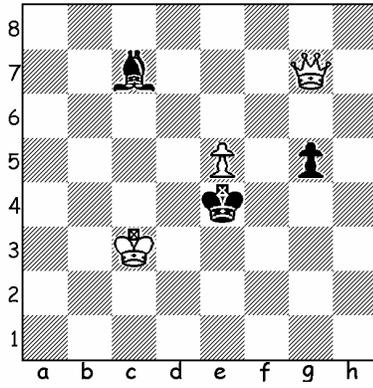
Black Be4++



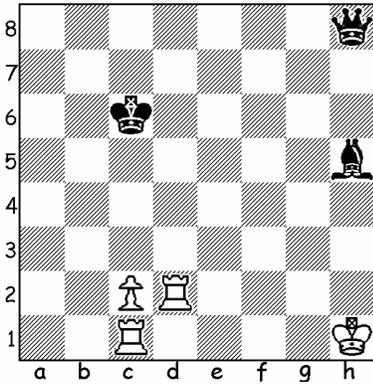
Black Nf3++



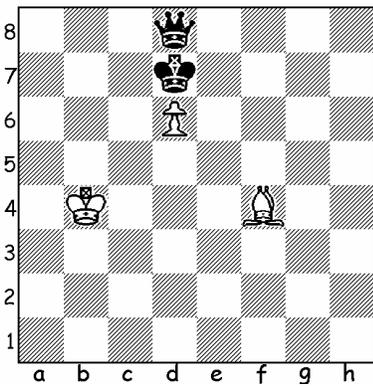
Black Qxd7 Pinning the R



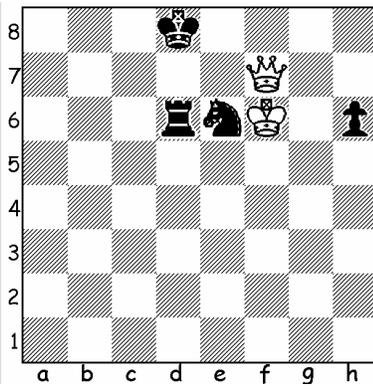
Black Bxe5+ Forking the Q



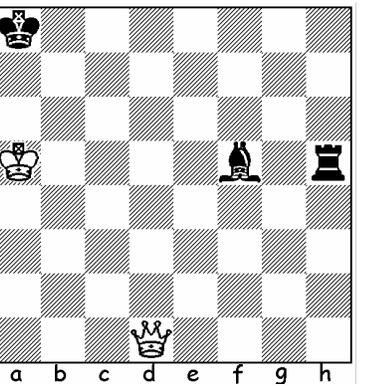
Black Qh6 Skewering a R



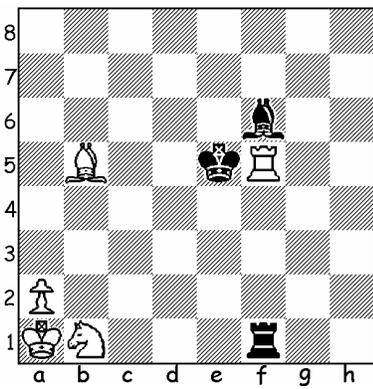
Black Qh4 Pinning the B



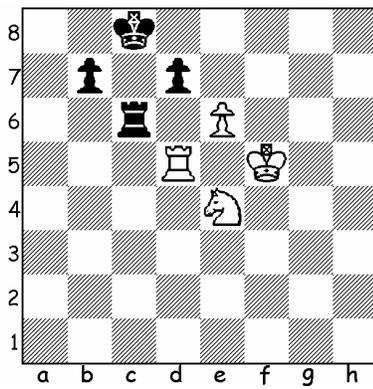
Black Ng5+ Discovery



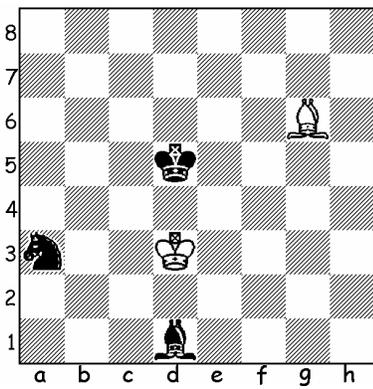
Black Bg4+ Discovery



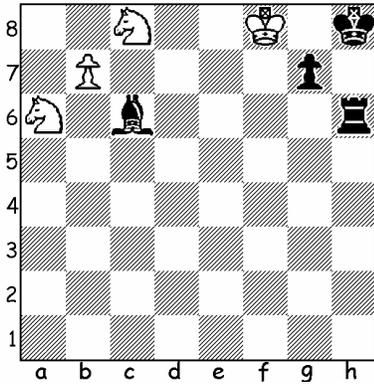
Black Kxf5++



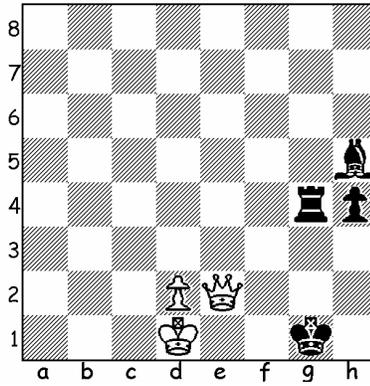
Black dxe+ Forking the R



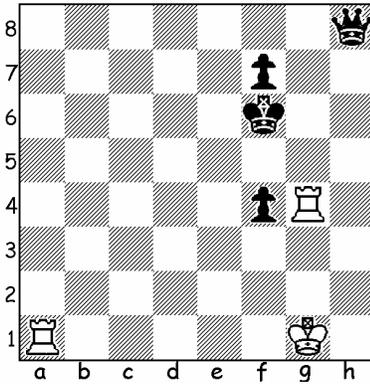
Black Bc2+ Skewering the B



Black Bxb7 Forking a N



Black Rg5 Pinning the Q



Black Kf5 Discovery

THE ENDGAME

Overview:

1. Try to **force your opponent's King to the edge** or to a corner if possible. It is generally more difficult to Checkmate the King if he is in the middle. Conversely, if you are losing, try to get your King to the center!
2. **Try to promote one of your Pawns** to another piece, generally a Queen. If you have a "passed" Pawn, which cannot be attacked by opposing Pawns on a File to his left or right, that is probably the one to try to promote.
3. **Create an outlet for your King** if he is at risk of being trapped, e.g. on the back Rank.
4. **Activate your King.** His role changes entirely in the end game. Although he moves only one square at a time, he is often crucial to winning during the end-game, protecting advancing Pawns and other pieces.
5. If you are **advancing a Pawn with your King next to it for protection**, try to keep your King ahead of or even with the Pawn (not behind it).
6. **Know how much strength is needed to get your opponent into Checkmate.** For example, if your opponent has only a King left, you can win easily with a King and a Queen or with a King and a Rook. You can also gain Checkmate with a King and two Bishops, or with a King, a Bishop, and a Knight, but these games are very difficult. A King and two Knights is not enough to win unless your opponent makes a big mistake.
7. Try to reduce the **number of squares your opponent's King can move to**, to make mating easier. For example, try to put your opponent's King in a box, and then make it smaller.