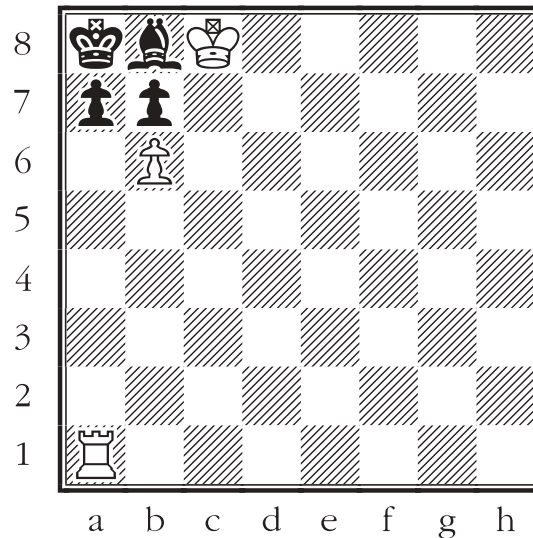


Tip # 10: Put 'em in Zugzwang



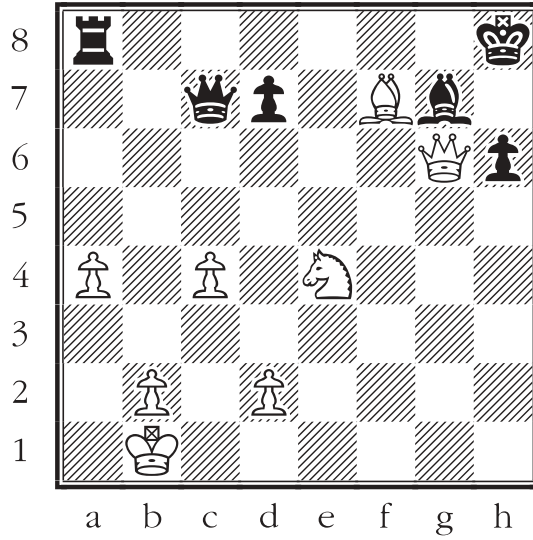
White to move

One particularly devilish strategy is to get your opponent into a position where *any* move he makes hurts his position. This is known in chess by the German word **zugzwang**, and means “the compulsion to move.” In other words, if you had your choice, you would prefer not to move, but since the rules of chess say you must make a move when it is your turn, you are forced into weakening your position.

In the above diagram, White has the ingenious move **1. Ra6!** Now it's Black's turn to move and he must move either his Bishop or his b7 pawn. Unfortunately, both moves lead to mate in two: 1...Bd6 (or to any other square) allows 2. Rxa7#. And 1...bxa6 allows 2. b7#!

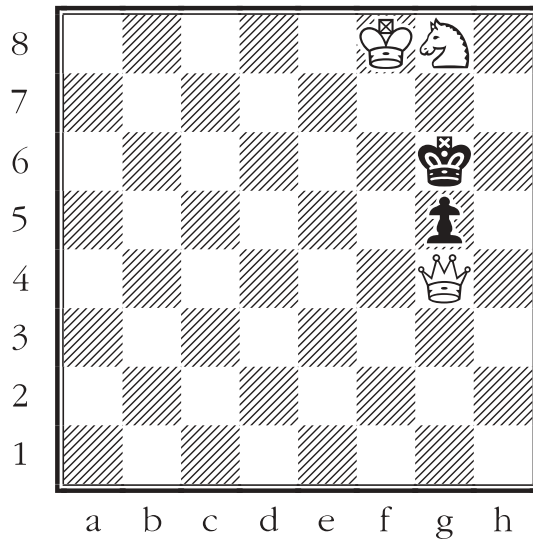
Chess is such an amazing game because there are often so many unexpected and surprising moves that can be played. As you begin to solve these puzzles, one final tip I can give you is always consider *every* possible move, no matter how silly or impossible it may initially look. It just might be *that* move which solves the puzzle!

99.
Mate in two



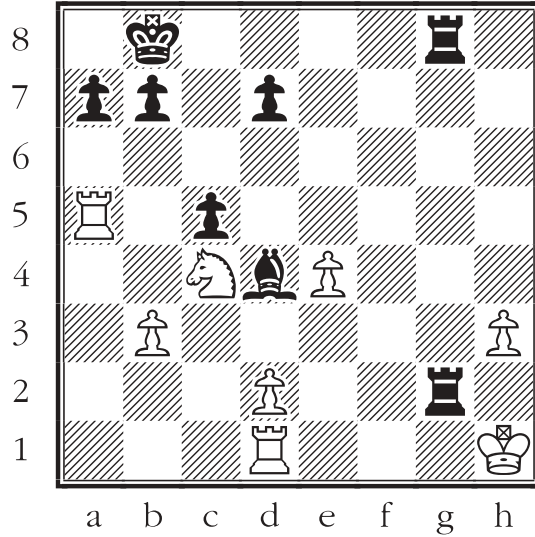
White to move

100.
Mate in two



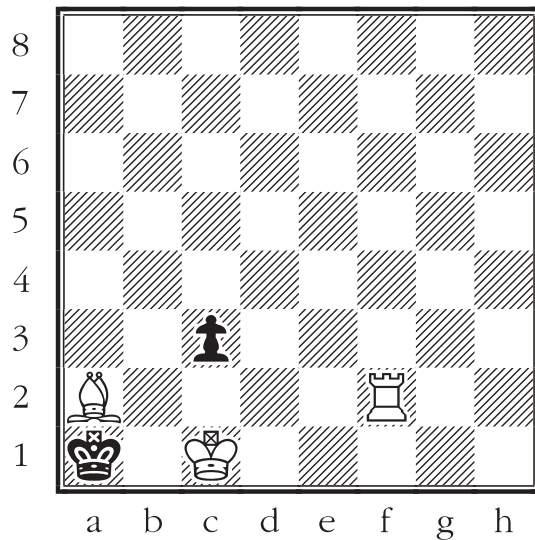
White to move

192.
Mate in three



Black to move

(Diagram from cover)
Mate in three



White to move

For the solutions or to get more great problems like these, please purchase the book and it will be sent out to you within 48 hours!