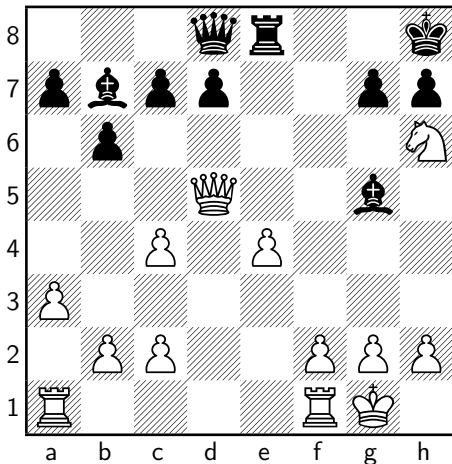
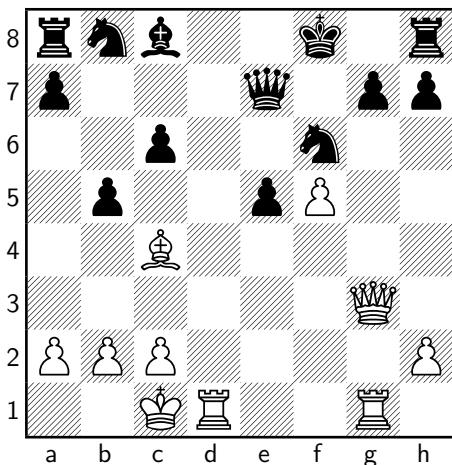


1. White to move and mate in 2!

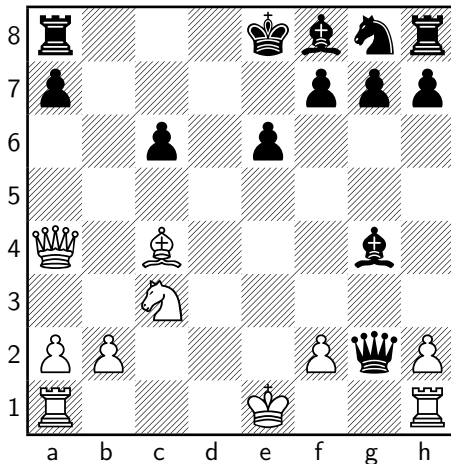


2. White to move and win!



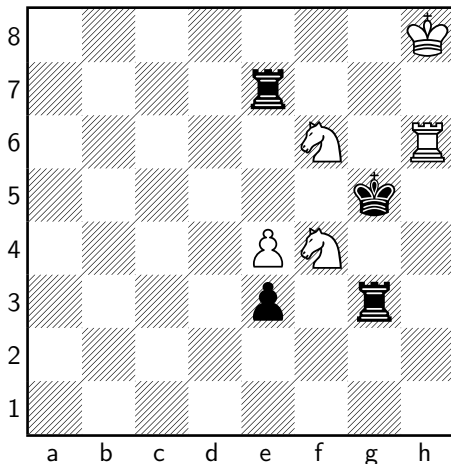
Solution: 1. Rd8 + Ne8 2. f6! ...

3. White to move!



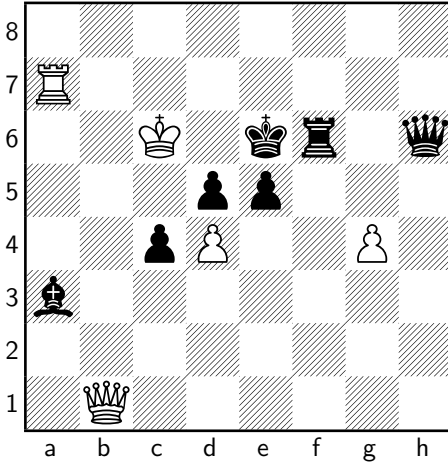
Solution: 1. Bd5 ed5 2. Qc6+ ...

4. White to move and mate in 2.



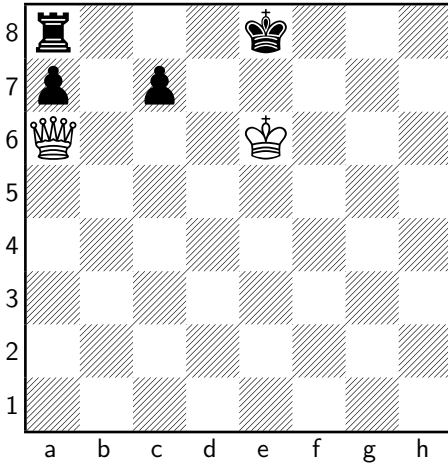
Solution: 1. Rh5+ ... 2. Rf5#

5. White to move and mate in 2.



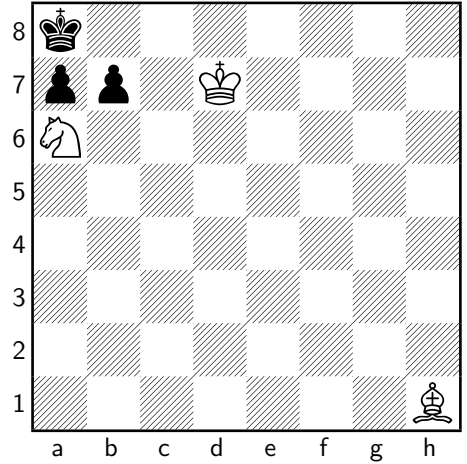
Solution: 1. Qe4 ...

6. White to move and mate in 2.



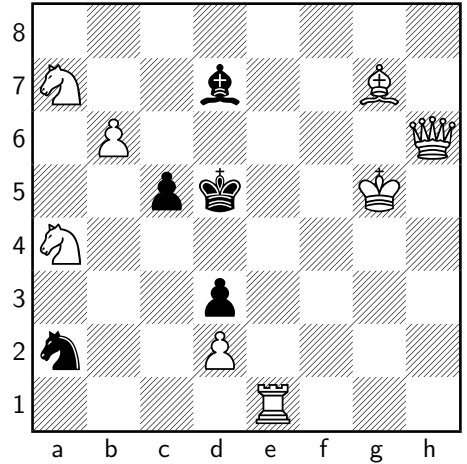
Solution: 1. Qa1 ... 2. Qh8# ♠

7. White to move and mate in 3.



Solution: 1. Bc6 bc6 2. Kc8 c5 3. Nc7#

8. White to move and mate in 2.

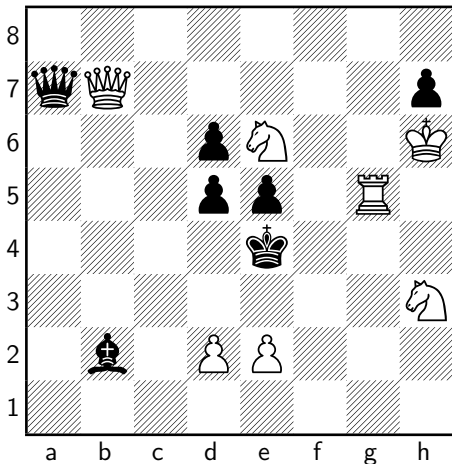


Solution: 1. Re4 ...

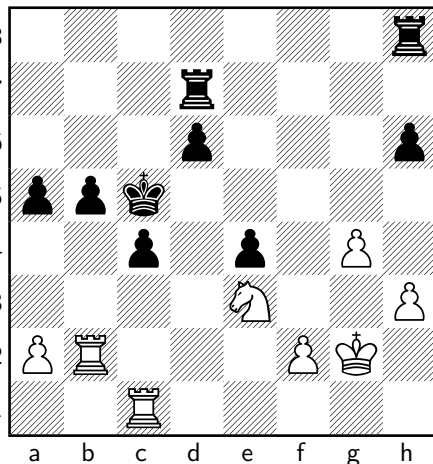
♠ **Food for thought:**

The basic idea here is to exclude the possibility that Black can castle. So, why can't Black castle?

9. White to move and mate in 2. 11. White to move and win!

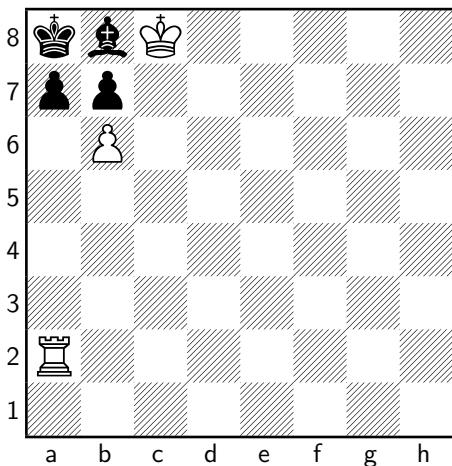


Solution: 1. Nd4! ...



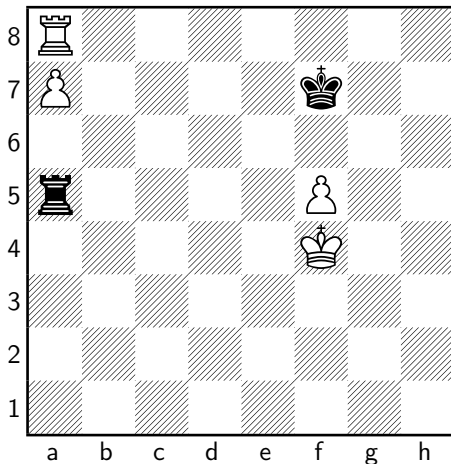
Solution: 1. a4! ...

10. White to move and mate in 2.



Solution: 1. Ra6! ... ♠

12. White to move and win!

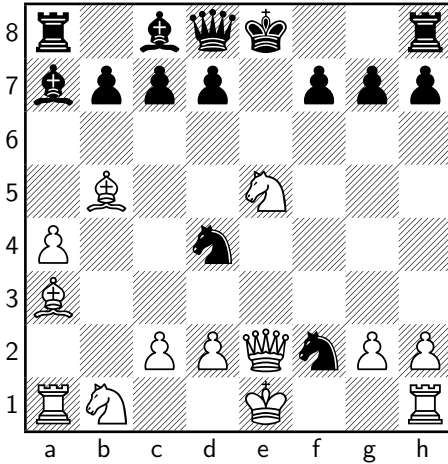


Solution: 1. Ke4 ... ♠

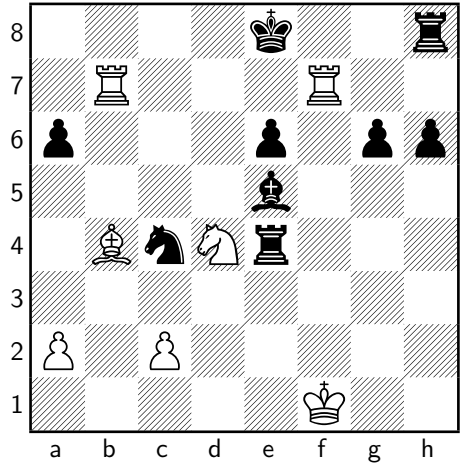
♠ Try to force Black into Zugzwang.

♠ The tempting move 1. Rh8 will result in a draw because of the continuation 1. ... Ra7 2. Rh7 + Kf6 3. Ra7 and Black cannot move. If White does not capture the Rook he will have lost a pawn for nothing!

13. White to move and mate in 2. 15. White to move and win in 4.

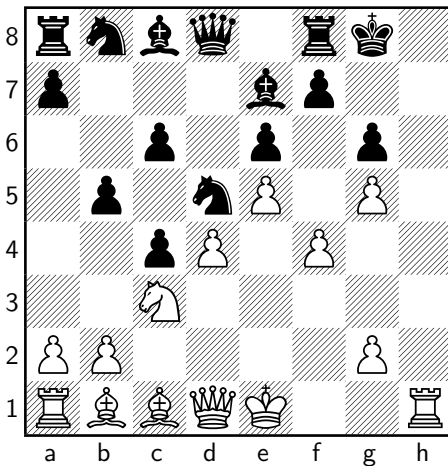


Solution: 1. Nd7+ Ne2 2. Nf6#



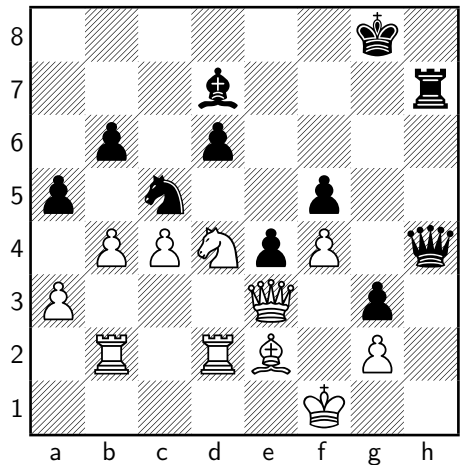
Solution: 1. Rfe7+ Kd8 2. Nc6 + Kc8 3. Na7+ Kd8 4. Rbd7#

14. White to move.



Solution: 1. Kf1! (The question is why ?)

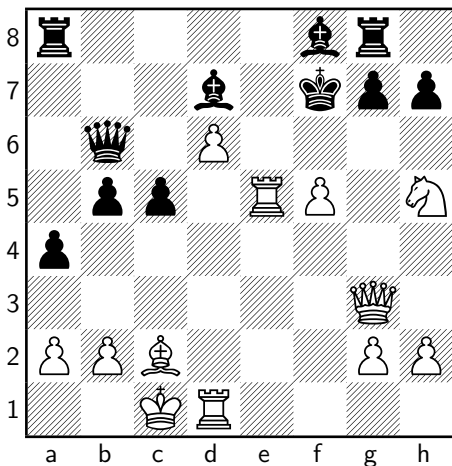
16. Black to move and win in 5.



Solution: 1. ... Qf4+ 2. Bf3 Qe3 3. Bh5 Rh5 4. Nf3 Rh1 5. Ng1 Rg1#

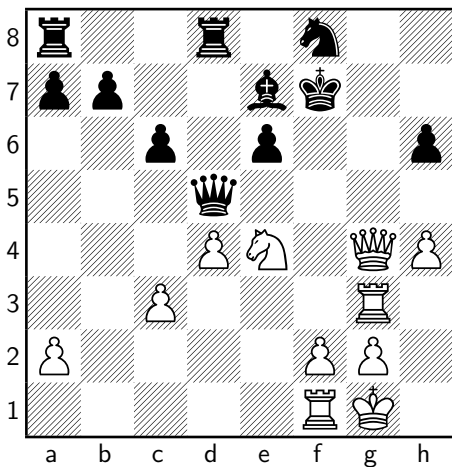
✿ This problem was played between Guyla Breyer and Johannes Esser. Try to find the move of white.

17. White to move and win in 2.



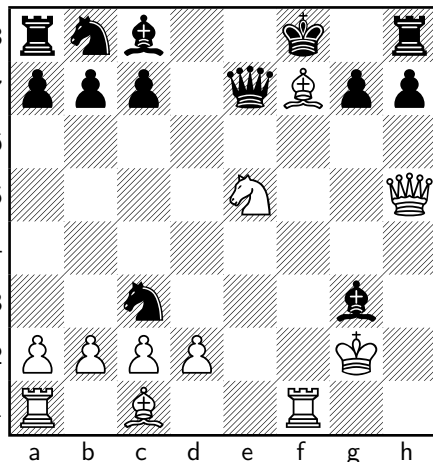
Solution: 1. Qg6+ ...

18. White to move and win in 4.



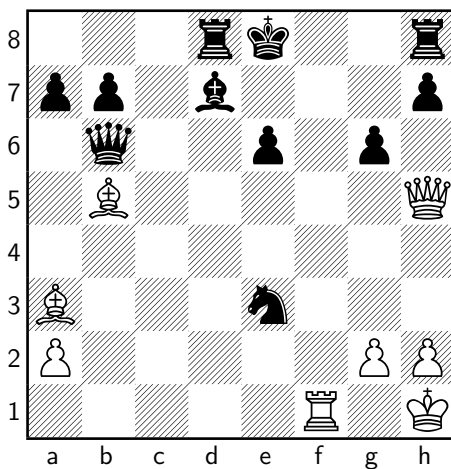
Solution: 1. Qg7 + Ke8 2.
Qe7 Ke7 3. Rg7+ Ke8 4.
Nf6#

19. White to move and checkmate in 2.



Solution: 1. Ng6+ hg6 2.
Qh8#

20. White to move and checkmate in 2.



Solution: 1. Qh7