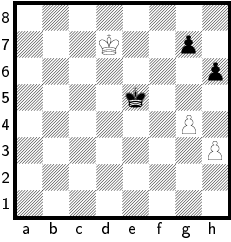
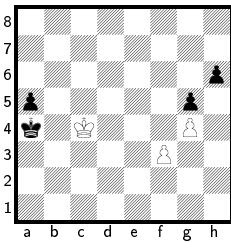
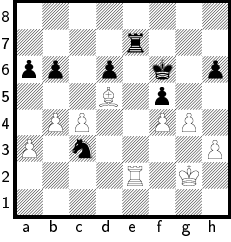
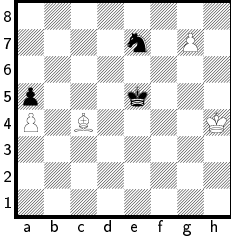
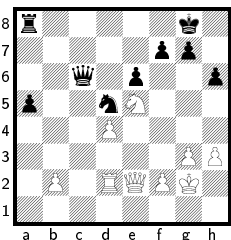


<p>Example tasks 1/5</p>  <p>In this position Black tried 46. ... ♔f6? but this leads to a draw! How can he win instead?</p>	<p>Example tasks 2/5</p>  <p>How can Black win this game?</p>
<p>Example tasks 3/5</p>  <p>Black's last move was 40. ... ♘e4-c3 . How can White win material now?</p>	<p>Example tasks 4/5</p>  <p>Black's last move was 58. ... ♔f5-e5 . Which is the fastest way to win for White?</p>
<p>Example tasks 5/5</p>  <p>How does Black checkmate in two moves?</p>	<p>Example tasks</p>
<p>Example tasks</p>	<p>Example tasks</p>

<p>Example tasks 2/5</p> <p>59. ..., ♖a3 60. ♜c3 a4! and then either 61. ♜c2 ♜b4 or 61. ♜c4 ♜b2 . The black king leaves his a-pawn and while White captures it, Black has enough lead to take both white pawns.</p>	<p>Example tasks 1/5</p> <p>By playing 46. ..., ♜f4 Black does not lose any time and after 47. ♜e6 g5 48. ♜f6 ♜g3 49. ♜g6 ♜xh3 50. ♜xh6 ♜xg4 51. ♜g6 ♜f4 52. ♜h5 g4 53. ♜h4 ♜f3 the pawn promotes very soon.</p>
<p>Example tasks 4/5</p> <p>White should play 59. ♜g5! . After 59. ..., ♜d6 60. ♜f6 ♜d7 61. ♜f7 ♜d8 62. ♜e6 the knight has to move—otherwise he is lost—and the g-pawn promotes.</p>	<p>Example tasks 3/5</p> <p>After 41. g5+ hxg5 42. fxg5+ ♜xg5 43. ♜xe7 White has won a rook for a pawn!</p>
<p>Example tasks</p>	<p>Example tasks 5/5</p> <p>After 40. ..., ♘f4+ or 40. ..., ♘e3+ White can try 41. ♜h2 or 41. ♜g1 . Both times, Black checkmates with 41. ..., ♜g2# . If White tries to escape with 41. ♜f1 then 41. ..., ♜h1# follows.</p>
<p>Example tasks</p>	<p>Example tasks</p>