

Board setup: White has pawns at a2, b2, c3, c4, f2, g2 and h2 – The King at g1, a Knight at f3 and a Rook at a1
Black has pawns at a7, b6, c7, d7, f7, g7 and h7 – The King at g8, a Bishop at b7 and a Rook at a8

The end game: Chess can be divided into three phases which each requires a different ways of thinking: 1. The opening – in which you fight for control of the center of the board and get your “big guys” into positions where they have movement and power. 2. The middle game – in which you look for weaknesses and attack them, make good trades which give you an advantage, get your pieces in good positions and win pawns and pieces so you have a material advantage. 3. The end game – in which you try to press your advantage into checkmate usually by pushing pawns to promote them into pieces with more power and then trap your opponents King. The game can be won by checkmate in any of the three phases.

Some ideas as they appear in this exercise: ©M.G.Moody

1. Re1 Kf8 **Take an open file** - (White takes a position where he can easily attack some unprotected pawns).
Defend with King - (In the end game the King becomes a defender of territory & a protector of pieces).
2. Nd4 c5 **Knight to center** - (White's Knight is in the center protected by a pawn and looking to fork two pawns).
Attack with pawn - (Black's Pawn attacks the Knight & blocks White's doubled pawns).
3. Nb5 Bc6 **Good Place** - (White's Knight is trying to find a powerful place in enemy territory that is safe).
Attack & Protect - (Black's Bishop attacks the Knight & protects the Pawn which is also protecting it).
4. Nd6 g6 **Unusual Outpost** - (White's Knight is in a wonderful spot that Black can't attack at all).
Escape Square - (Black starts a pawn advance & provides an escape square if White moves Re8).
5. h4 h5 **Pawn advance** - (White starts his King-side advance & provides an escape square as well).
Pawn advance - (Black advances another pawn & creates a 3-pawn chain to protect the pawns).
6. a3 a5 **Prepare** - (White prepares to offer a trade at b4 which would un-double his pawns).
Respond to a threat - (Black get another pawn into the coming trade at b4).
7. b4 axb4 **Offer a trade** - (White offers a trade – if there is no trade Black's Bishop is trapped with b5).
Open a file - (Black takes with the Pawn which opens the “a” file and preserves his good pawn structure).
8. cxb4 Rxa3 **Offer a Pawn** - (White offers Black the Pawn on the “a file” to get his Rook off the back rank).
Accept a Pawn - (Black wins a pawn and give his Bishop a place to move after White's next move).
9. b5 Ba8 **Attack with Pawn** - (White's Pawn attacks the Bishop which has only one place to move).
Long diagonal - (Black's Bishop is on the long diagonal attacking the pawn in front of Black's King).
10. Re8+ Kg7 **Force a move** - (White forces the King to move away so White's Rook can end up at e7).
Protect Pawns - (Black's King is protecting the base of the 3-pawn chain).
11. Re7 Ra1+ **Double Attack** - (White's Rooks is attacking two pawns – Black can only protect one of them).
Counter Attack - (In stead of trying to defend, Black uses his Rook to go on the attack).
12. Kh2 Ra2 **Forced Move** - (White is forced to move leaving an unprotected pawn at f2).
Attack unprotected - (If the pawn moves to f3 for protection, it can be taken by the Bishop [find the pin]).
13. Rxf7+ Kh6 **Capture** - (White take the pawn which is attacked by two pieces and only protected by the King).
Prevent a Fork - (Black doesn't move to the 8th rank which prevents a future fork of the King & Bishop).
14. Rxd7 Rxf2 **Offer a Pawn** - (White takes a pawn but offers one of its own with a double attack on another at g2).
Accept Offer - (Black happily accepts the pawn & looks to taking the one in front of the King).
15. Nf7+ Kg7 **Set up a Discovered Attack** - (White forces Black King to move onto the 7th rank).
Forces move - (Black King has only two options & both put he in a position for a discovered check).
16. Ng5+ Kf8 **Discovered Check** - (White's Knight moves to a great position & also checks the King with the Rook).
Bad Options - (If Kh6 White moves Rh7 mate, If Kf6, then Rf7 wins Blacks Rook, the third option is best).
17. Rd8+ Ke7 **Fork** - (White forks Black's King and Bishop – better than checkmate or losing a Rook).
Switch sides - (Black's King heads toward the pawns on the Queen's side of the board).
18. Rxa8 Kd6 **Take** - (White's takes the Bishop giving him a big advantage in material – he's one piece ahead).
Bob & weave - (Black's King must avoid the squares attacked by White's Knight and Pawn).
19. Rg8 Ke5 **Attack unprotected** - (White aims at an unprotected pawn on the King's side of the board).

20. Rxc6 Kd4 **Queen's side** - (Black's King will try to capture White's queen-side pawns so his pawns can move).
Pawn Gobbling - (White take a pawn and now has a pawn majority on the King's side).
Attack unprotected - (Black's King becomes a major fighter and protector in the end game).
21. Rxb6 Kxc4 **Pawn Gobbling** - (White can take one of Black's pawns on the Queen's side but one will be left).
Pawn Gobbling - (Black takes one White pawn and protects his own).
22. Rh6 Kxb5 **Attack unprotected** - (White will clear off Black's pawns from the Kings side so his can move forward).
Set up Pawn Race - (Black takes White's last queen-side pawn & prepare for his pawn to advance).
23. Rxh5 Rf5 **Pawn Gobbling** - (Black's Rook takes White's pawn but is blocking his own pawn from moving).
Avoid a discovered attack - (If Black moves c4, then White would move Ne4 winning Black's Rook. Black pins White's knight – White would lose his Rook if he moved his Knight).
24. Rh7 c4 **Prepare** - (White get his Rook in place so he can attack Black lone pawn).
Pawn run on the "c" file - (Black's Pawn heads for the "end zone", but will need help).
25. Rc7 Kb4 **Prevent advance** - (White's Rook prevents e3 & is in position to prevent a new Queen).
Protect with King - (Black's King moves along to protect the Pawn).
26. Nf3 c3 **Stop running pawn** - (White's Knight gets in position to help with the advancing pawn).
Pawn advance - (Black advances one more square – must avoid Kb3 because of a Knight fork).
27. Kh3 Rd5 **King advance** - (White starts his run on the King's side of the board).
Prepare - (Black takes away the possibility of a Knight fork at d4 – now the King can advance).
28. Kg4 Rc5 **King advance** - (White's King get in a position to protect his pawns as they advance).
Offer a Trade - (Black see that the only way to save his pawn is to trade Rooks).
29. Rxc5 Kxc5 **Accept Trade** - (White figures his can stop Black from getting a Queen & get one himself).
Recapture - (Black take White's Rook and heads off to get in front of White's pawns).
30. Ne1 Kd6 **Prevent Pawn Advance** - (White's Knight is attacking c2 – Black's King doesn't have time to help out).
Get in front of Pawns - (Black will try to head off the running pawns).
31. Kf5 Ke7 **Lead with King** - (With only Black's King in the way, White can lead with his King).
Block advance - (Black will try to block the advance of White's pawns).
32. g4 Kf7 **Pawn advance** - (White's pawns & King work together as Black King tries to get in the way).
33. g5 Kg7 **Pawn advance** - (White moves the pawn forward while Black's King stays in front.)
34. h5 Kh7 (same as above)
35. h6 Kg8 **Force Back** - (White forces Black's King to the back rank).
36. g6 Kh8 **Restrict Space** - (White leave Black less and less room to move).
37. Kf6 Kg8 **Restrict Space** - (Because Black can move his pawn, White can easily avoid a stalemate).
38. h7+ Kh8 **Block Pawn** - (Black can either try to run away – won't get far – or block the pawn becoming a Queen).
39. Kf7 c2 **Force a move** - (Black's King can't move, but his Pawn can).
40. g7+ Kxh7 **Force a move** - (Instead of getting a Queen, Black must get out of check).
41. g8(Q)+ Kh6 **Promote a Pawn** - (Black's Pawn becomes a Queen with a "check" on Black's King).
42. Qg6++ **Checkmate!**

Note: This exercise shows you some of the interesting moves that belong to the end game. You might notice that there are lots of possibilities to get forks, skewers, discovered attacks and other fun things even though there aren't very many men left on the board, so you've got to look around carefully before you move, so you can use these chess tricks on your opponent rather than have him use them on you. Also, these moves may not be the best move you have, so it would be good to look around and see if you can find even better moves.

If you're good at the end game, you can take a very small advantage that you get in the opening and middle game and turn it into a strong win in the end game. The end game is a very fun and important part of chess!