

THE PIN

- 94) 1...Rxc5 2.Qc5 Rc8! and if 3.Qxb6, Rxc1+ followed by 4.axb6 winning a whole Rook.
- 95) 1.Rb1! and Black Resigns, for if 1...Qxc5 2.Rxb7#.
- 96) 1...Bg5! 2.f4 Bxf4! and White Resigns, as 3.Qxf4 is met with 3...Qxb2#.
- 97) 1...Qxg3! 2. Kxg3 gxf6 White resigns.
- 98) 1...Bxf2+! 2.Kf1 (on 2.Kxf2, Qxe5 wins the Queen since the Nf3 is pinned) 2...Bxe1 and wins.
- 99) 1...Bxg2! 2.Rxe8 (or 2.Qxg2 Rxe2) 2...Bc6+! winning an important pawn.
- 100) 1...Re1! 2.Qxe1 Nxf3+ 3.Rxf3 Qxe1+.

- 101) 1.Bh7+ Kxh7 2.g8=Q+! Kxg8 3.Qxh2.
- 102) 1...Rxe2+! 2.Kd1 (2.Nxe2 drops the Queen) 2...Rxd2+! 3.Kxd2 Ne4+ and wins.
- 103) 1...Nc3 wins since 2.Nxc3 Rxe1 wins the exchange, while 2.Bf3 allows 2...Qxh3.
- 104) 1...Ne4! (the "relative" pin is broken) 2.Be3 (after 2.Bxd8 Black has 2...Bxf2#) 2...Bxe3 3.fxe3 Qh4+ 4.g3 Nxc3 winning easily.
- 105) 1...Rd8! 2.Qxf5 Rxd1#.
- 106) 1...Qxg2+! 2.Qxg2 Rxe2 wins the exchange.
- 107) 1.Ng6! and wins the Black Queen.
- 108) 1.Rxd3!! cxd3 2.Ne6+! fxe6 3.Rc7+ and wins Black's Queen.
- 109) 1.Rdxd7+ Rxd7 2.Qb5! wins.
- 110) 1.Qxh7+! Kxh7 2.Rh5#.
- 111) 1.Bc4!
- 112) 1.Bd4 Qxd4 (1...e5 2.Bxe5) 2.Qh6#.
- 113) 1.Qf6#.
- 114) 1...Rc2! 2.Bxc2 (or 2.Qe3 Ne2+ 3.Kf2 Ng4+ winning) 2...Ne2#.
- 115) 1.Bxd5! Bxd5 (not 1...cxd5 2.Rxa6) 2.Qxf6+ followed by 3.Qxe7.
- 116) 1.f6! Bg4 (if 1...gxf6 then 2.Qg6+ Kh8 3.Qh7#) 2.Qg6! and mate next.
- 117) 1...Rxf3 2.Qxf2 Rfxh3+ 3.Kg1 Rh1#.
- 118) 1.Bc5! Kf8 2.Qf6! winning the Bishop since 2...Bxc5 allows 3.Qxf7#.
- 119) 1.c6! Rxh6! (a nice try... now if 2.Rxh6 it's stalemate) 2.c7! Rc6 3.Rh6 Rxh6 4.c8=B#.
- 120) 1.f6! (threatening 2.Qh7#) 1...hgx5 2.Qg6! and wins.
- 121) 1.Ne7+! Qxe7 2.Qxc8+ Qf8 3.Bh7+! wins the Queen.
- 122) 1.Nxe5! dxe5 2.Qd8#.
- 123) 1.Nxe6! Nxe6 2.Qg4! Qc6 3.Qxg7+.
- 124) 1.Nc7! Qxc7 2.Qxb5 wins the exchange.
- 125) 1.Be7! Qxg4 2.Rxd8#.
- 126) 1.g4+! Kxg4 2.Be6.
- 127) 1.Rd1! Qxc4 2.Rxd8+ K moves 3.bxc4 wins a Rook.
- 128) 1.c4! Ne7 (1...Nxc4 2.Rxd5) 2.c5 winning a piece.
- 129) 1.Bxe5 Qxe5 2.Qxe5 dxe5 3.Bxe6.
- 130) 1.Rxf4! exf4 2.Bh8!! and 3.Qg7# cannot be prevented.
- 131) 1.Qh4+! Kg8 2.Qg3+ Kh8 3.Bc3 wins the Queen.
- 132) 1...Qe7! and wins the Ne4 since 2.Ng3 allows 2...fxg3+.
- 133) 1.Nxd7 Rxd7 2.Bxd5! Rxd5 3.b6 wins a piece.
- 134) 1...Rxd2! 2.Qxd2 Nxe4 (Threatening 3...Ng3# and 3...Nxd2) 3.Qg2 Nf2#.
- 135) 1...Bg4 2.Qxg4 Nxf2+.
- 136) 1.Rxg7+!! Kxg7 (or 1...Qxg7 2.Rg1) 2.Rg1 winning.
- 137) 1...h4! 2.Nf1 (or 2.Nh1) 2...h3 and wins the Bishop.
- 138) 1...Nxc3! 2.bxc3 Rxc3+! 3.Qxc3 Rxb1#.
- 139) 1.Be4! Qxb7 2.Bxb7 wins material.

- 140) 1...Qxd7! 2.Nxd7 Bxc4.
- 141) 1.Qa8! retains the extra piece after 1...Qxc6 2.Qxb8+.
- 142) 1.Ne7+! Qxe7 2.Rxe7 and now 2...Rxf6 loses to 3.Re8#.
- 143) 1.Nc6 Qd7 2.Ne7+! Qxe7 3.Qxd5 wins the Exchange.
- 144) 1...Rg4! (threatening simply 2...Bxf3+) 2.Bxg4 Qxf1#.
- 145) 1.Rxf6! gxf6 2.Rg1.
- 146) 1.Bf4! wins the pinned Nb8.
- 147) 1.Rg4! wins the Queen as 1...Qxg4 allows 2.Qxf7+ and 3.Qxh7#.