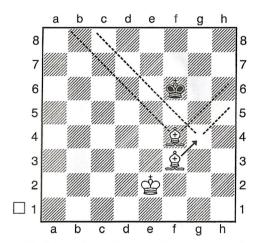
Från boken John Nunn: Chess Endgame Workbook for Kids



The idea of creating a barrier or box works just as well with \$\ddots+2\ddots vs \ddots. 1 \ddots g4 (this controls the h3-c8 diagonal so that the two bishops can confine the black king to the top-right corner) 1... \$\diggeq g6 2 \$\diggeq e3\$ (once the enemy king is trapped in a box, White has unlimited time to bring his own king up to assist) 2... \$\dip f6 3 \dip e4 \dip g6 4 \dip e5 (the king's influence starts to be felt and the area accessible to Black's king gradually shrinks) 4... \$17 (now that ... \$\displays f6 is impossible, White can nudge his bishops forwards without any fear of them being attacked by the enemy king) 5 皇f5 曾g7 6 曾e6 曾f8 (Black has no choice but to move to the edge of the board; now White must force the king into the corner) 7 \$\displaystyle{c} \displaystyle{c} \disp sneaking away via d8) 8... \$\delta f8 9 \delta d7 (the two bishops cooperate perfectly to usher the king towards h8) 9...\$\doc{\psi}g8 10 \doc{\psi}g6 \doc{\psi}f8 11 **≜d6+** (now it just remains for the king to be checked to its doom) 11... \$\documeng 8 12 \documeng e6+ 當h8 13 臭e5#.