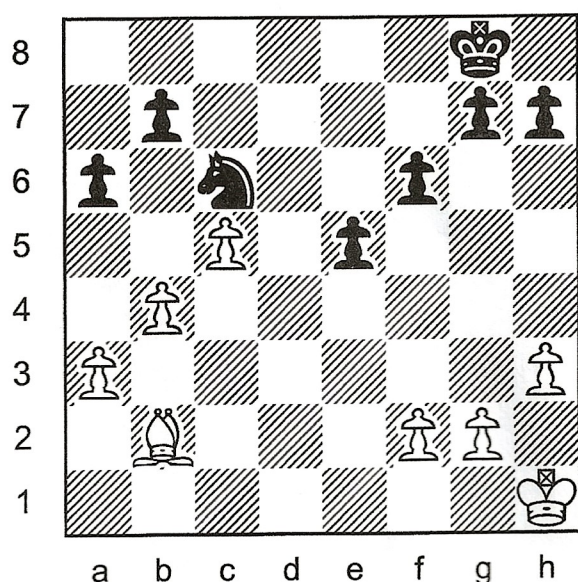


Ooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooo

Ställning från boken: Coakley *Winning Chess Strategy for Kids*



Like a knight, the king is a short range piece. He has to be developed to show his strength. He can't help us much if he's sitting on the back rank.

One of the first things we should do in an endgame is activate our king.

The position above looks fairly even. But white loses because the black king can come to the centre so quickly.

1. ... Kf7!

2. Kg1

If white tries to advance some pawns by 2.Bc3 Ke6 3.a4, black plays 3...Nd4! and wins after 4.Kg1? Ne2+ 5.Kf1 Nxc3 or 4.Bxd4 exd4 5.Kg1 Kd5 6.Kf1 Kc4.

2. ... Ke6

3. Kf1 Kd5

4. Ke2 Kc4!

Checking with 4...Nd4+? is a needless complication which lets the white king advance. 5.Kd3 e4+ 6.Ke3 Nf5+ 7.Kf4

5. Kd2 Kb3!

The king is very good at attacking a group of pawns. Once he gets beside them or behind them, the pawns have trouble defending themselves.

5...a5!? was also an excellent move. (6.b5 Kxb5 or 6.bxa5 Nxa5 7.Kc2 Kxc5)

6. Kc1

6.Bc1 Nd4 7.Kd3 Nc2 8.Ke4 Nxa3

6. ... Nd4

7. h4

Exchanging pieces leaves a hopeless pawn ending. 7.Bxd4 exd4 8.Kd2 Kxa3 9.Kd3 Kxb4 10.Kxd4 a5

7. ... Nc2

And now the white pawns will start to disappear. 8.h5 Nxa3 9.g3 Kxb4 0-1