

Rxe8 16.Bg6 Rf8  
 17.Nf7+ Kg8 18.Nxd6  
 Nxc6 19.Nb5 c6⌘ )  
 14...Bf5!↑ 15.Bxf5 Nxf5  
 16.Rfe1 Qd7 17.g4  
 Kg8 18.gxf5□ Qxf5!  
 You've got pins all over  
 the place. The knight  
 isn't going anywhere!  
 ( 18...hxc5?! 19.Qxc5  
 f6 20.Qg4 Rae8  
 21.Re6 Re7= ) 19.Qf3  
 Qg6 20.Qxd5 hxc5  
 21.Qxc5⌘ ]  
 [ 11...f5 12.Nh3 Qe8  
 13.Qf3 Qf7 14.Nf4 Ne7  
 15.h3 g5⌘ ]

**12.Nxf7?** White has just  
 missed a forced mate in  
 12. These patterns get  
 easier to see when you  
 solve checkmate puzzles,  
 read games from the  
 openings you play, and  
 you stay as cool as ice  
 when things on the board  
 heat up! It's never over  
 til it's over!

[ 12.Qxf7+ Kh8 13.Qg6  
 and black is in net. It's  
 mate in 12! ]

[ 12.Qxf7+ Kh8 13.Qg6  
 Bxh2+ 14.Kh1 Kg8  
 15.Qh7+ Kf8 16.Qh8+  
 Ke7 17.Qxc7+ Kd6  
 18.Nf7+ Ke6 19.Nxd8+  
 Rxd8 20.Ba3 Nb4  
 21.Rfe1+ Be5 22.Bxb4  
 c5 23.Bxc5 any move  
 then 24.Re5#! ]

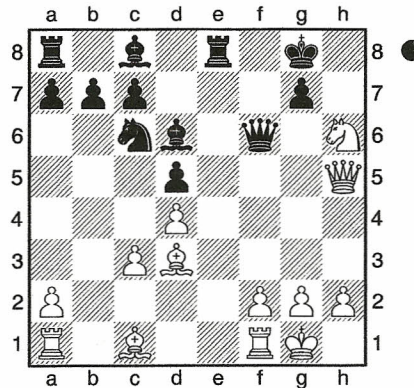
**12...Qf6??**

[ 12...Qd7 13.Nxd6

cxd6 14.Qxd5+ Qe6  
 15.Qh5 Bd7 16.Bf4  
 White has a pawn but  
 the game has a long  
 way to go. ]

**13.Nxh6+?! Diagram**

[ 13.Nxd6! Rf8 14.Nxc8  
 Qf7 15.Qg4+- ]



The mate threats are over,  
 it's time to change gears!

**13...Kf8??**

[ 13...gxf6 14.Qxe8+  
 Kg7 15.Re1 Rb8  
 16.Qh5 Bd7 17.Qxd5  
 Rf8 18.Be3±  
 and there's still a lot of  
 game left! ]

**14.Bg5 Qe6**

[ 14...Qxh6 15.Bxh6  
 gxf6 16.Qxh6+  
 and again black is in a  
 net! ]

**15.Qf3+ Qf5 16.Bxf5**

**Bxf5 17.Qxf5#**

**1-0**