



## ENDGAME STUDIES

Combining beauty and practicality, the Endgame Study is one of the unique and subtle wonders of the Royal Game. **The Chess Cafe** is pleased to present, on a weekly basis, a selected endgame study for your enjoyment.

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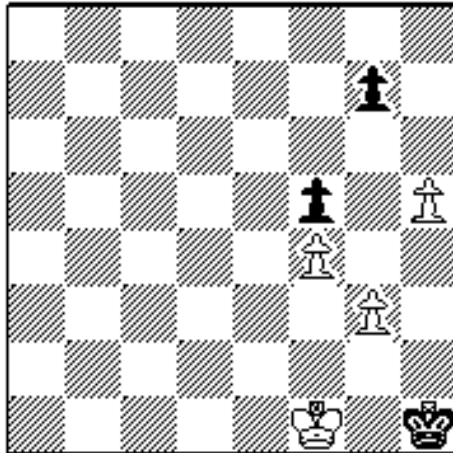
A.J. Roycroft, editor

This 300+ page softcover edition contains all known 545 studies by the one of the greatest endgame study composers of all time. Biographical information, photographs and additional material by John Roycroft supplement the studies. The result is one of the outstanding collection of endgame studies ever published. Suggested retail

Unless specifically designated otherwise, it is always White to move. Unlike problems, studies usually do not require a solution in a pre-determined number of moves. Simply look for the best moves and replies to work out the win or draw. And don't be discouraged if at first you don't succeed - working out the solution will be satisfying - even instructive!

The current study is presented immediately following. Items in our Archives, including this week's selection, are available for you to download.

**The solution to this week's Endgame Study  
may be found farther down the page.**



J. Behting

1905

*Win*

price is \$39.95, but it is offered directly from the publisher at the special price of \$34.95. For more ordering information, we invite you to visit [The Chess Cafe Bookstore](#).



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### Solution to This Week's Endgame Study

**1 Ke1!/i Kg2/ii 2 g4 fxg4 3 f5 g3 4 f6/iii gxf6 5 h6 f5 6 h7 f4/iv 7 h8Q f3 8 Qa8** and wins.

**i)** 1 Kf2 Kh2 2 Kf3 Kh3 and Black prevent White's g4; 1 g4? fxg4 2 f5 g3 and Black gets there first. For 1 Ke2, see the note to Black's sixth move.

**ii)** 1...Kh2 2 Kf2 Kh3 3 Kf3 Kh2 and 4 g4 will win. After 1...Kg2 however, the Black King blocks his g-pawn's route to the queening square.

**iii)** Assuring that the h-pawn will queen with check if the Black King goes to the h-file.

**iv)** Underscoring the subtle difference between 1 Ke1 and 1 Ke2. If the White King were now on e2, Black's f-pawn could advance with check and White would not be able to win.



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