



White to play and win

1. **g7 g2** or Rb8 2. Nf8 g2 and now not 3. 0-0-0!? Rd8! 4. Re1 Re8! with repetition, since after 5. Rg1!? Kxg1 6. g8Q Re3 White can hope for no more than a draw, but 3. Kd2! Rb2+ 4. Kc3! (against Rb3+ and Rg3) and wins after Rf2 5. g8Q Rf1 6. Ra2. **2. g8Q** We know already that 2. 0-0-0? fails to Rb8 3. Nf8 Rd8! Now White anticipates g1Q+ 3. Qxg1+ Kxg1 4. 0-0-0+! winning; but Black has **2. ... Rc2!!** not Rb8?! (trying to get the rook out of harm's way with tempo) because 3. Qxb8 is check, which is why 2. g8R was not sufficient. But with Rc2!! Black stops the castling, and White can do nothing to halt the g-pawn (3. Ra2 Rxa2 4. Qxa2 Kh1, or 3. Qb8+ Kh1, and Nh7 is in the way of Qh8+ while the c6 pawn prevents a diagonal pin with Qa8(d5); 3. Kd1 Rf2 is also useless). And yet... **3. Nf6! g1Q+** (what else?) **4. Qxg1+ Kxg1 5. Ng4!** and Black's king and rook are caught in a unique domination. White threatens 6. Ne3!, nabbing the rook after Rb2 7. 0-0-0+, Rc3 7. Kd2+, or Rf2(h2) 7. 0-0-0+ Kh2(f2) 8. Ng4+, and Black has no good defense: Rb2 or Rc3 again runs into 6. 0-0-0+ or 6. Kd2+; Kg2 6. Ne3+ or Rc4 6. Ke2(d2)+ Kg2 7. Ne3+ forks king and rook; and **Rg2** (or Kh1 6. Ne3 Rh2) runs into the thematic **6. 0-0-0**, checkmate!