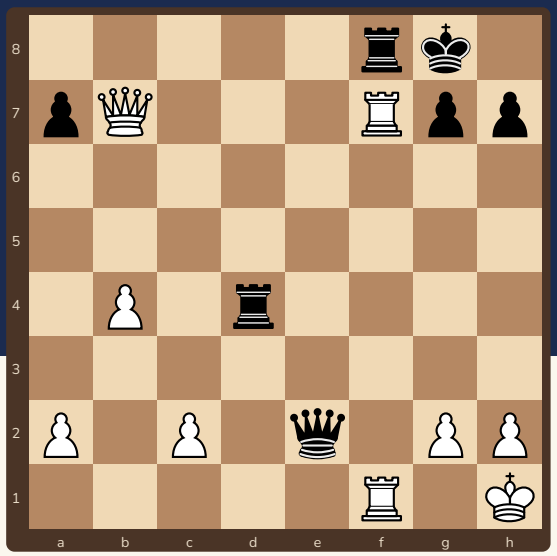
Taktik Kitabı

1300'den 1600'e · 18 tema · gerçek oyunlardan bulmacalar





1300–1600 arasında puanı en hızlı artıran çalışma taktiktir. Her gün birkaç bulmaca, tahtada gözü keskinleştirir.

Bu kitapçıkta

s.2 Kitap nasıl kullanılır?

s.3 Çatal, Bağlama, Şiş

s.6 Açarak saldırı, Çifte şah, Saptırma

s.9 Çekme, Yol açma, Araya girme

s.12 Ara hamle, Savunucuyu alma, Kapana kısılan taş

s.15 Röntgen saldırısı, Son sıra matı, İki hamlede mat

s.18 Terfi, Sessiz hamle, Savunma hamlesi

s.21 Karışık test

Sevgili veli,

Bu kitap 1300 UKD ve üzeri çocuklar için 18 taktik temasını sırayla çalıştırır. Her tema bir sayfada: kısa bir tanım, bir ipucu ve kolaydan zora 9 bulmaca. Bulmacalar gerçek oyunlardan alınmış Lichess bulmacalarıdır (CC0 lisanslı); oyuncu adları yer almaz. Günde bir sayfa yeterlidir.

Bulmacalar: Lichess bulmaca veritabanı (CC0), lichess.org. Her bulmacanın çözümü Lichess tarafından satranç motoruyla üretilmiştir; kitapta bütün hamleler yazılımla ayrıca kontrol edildi.

2 Kitap nasıl kullanılır?



Bir bulmacayı çözmek, hamleyi bulmak değil, **devamını da görmektir**. Cevabı yazmadan önce rakibin en iyi cevabını düşün.

Her bulmacada üç soru (Ş-A-T)

1. **Şah çekmeler:** Bütün şah çekme hamlelerini tek tek düşün.
2. **Almalar:** Bütün alma hamlelerini düşün; korumasız taş var mı?
3. **Tehditler:** Bir sonraki hamlede büyük bir şey tehdit eden hamle var mı?

Zorlayıcı hamleler önce gelir, çünkü rakibin cevaplarını sınırlar. Cevabın bu üçünden biri değilse “Sessiz hamle” temasına bak.

Nasıl çalışmalı?

- Günde bir tema sayfası (9 bulmaca), yaklaşık 20–30 dakika.
- Önce tahtaya dokunmadan çöz, cevabı yaz, sonra tahtada kontrol et.
- Yanlış çözdüğün bulmacayı işaretle ve bir hafta sonra yeniden çöz.

Bulmacalar hakkında

Her bulmaca gerçek bir oyundan geliyor. Diyagramdaki taraf hamle yapar (○ beyaz, ● siyah). Zorluk sayfa içinde kolaydan zora sıralıdır; Lichess puanları yaklaşık 1100–1800 arasıdır. Cevaplar kitabın sonunda, ilk hamleler ve devamıyla.

Taktik bir “desen”dir

Ustalar taktikleri hesapladığı kadar **tanır**. Aynı temayı arka arkaya çözmek, o deseni hafızaya yerleştirir. Sonra karışık testte desenleri temasını bilmeden bulmaya çalış: maçta da kimse tema söylemez!

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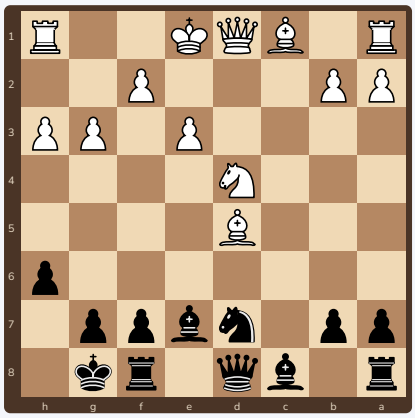
3 1. Çatal

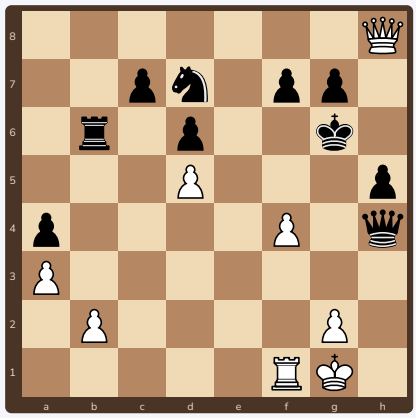
Çatal nedir?
Bir taş aynı anda iki (ya da daha fazla) rakip taşa saldırır. Rakip yalnızca birini kurtarabilir.

İpucu
At çatalları en sık görülenidir; şahla birlikte bir taşa saldıran “şahlı çatal” en güçlüsüdür.

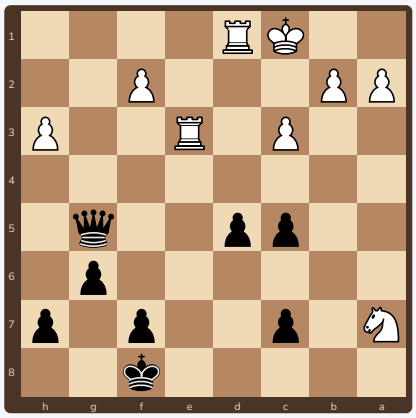
1 • Siyah



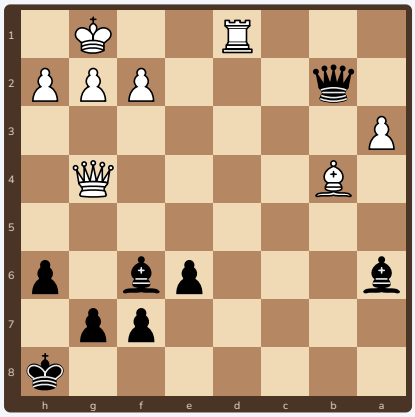
2 ○ Beyaz



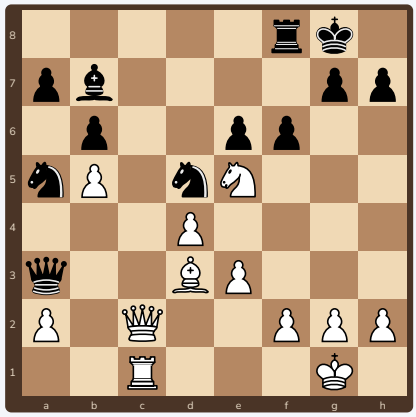
3 • Siyah



4 • Siyah



5 ○ Beyaz



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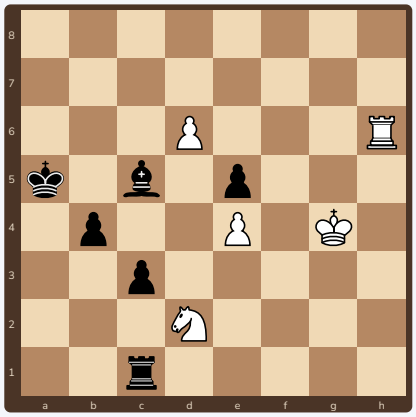

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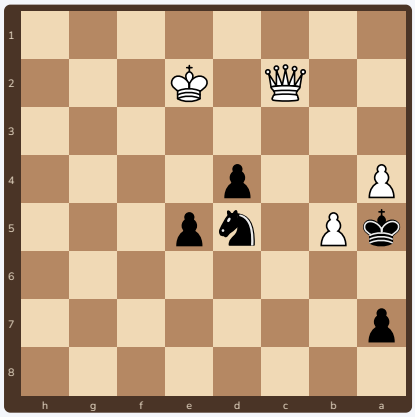

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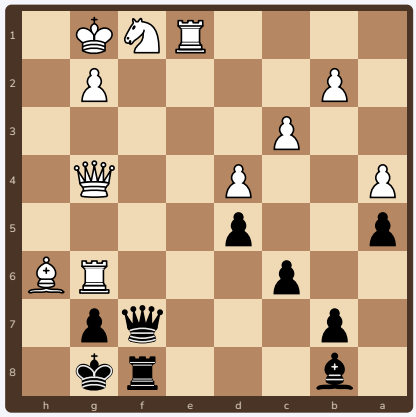
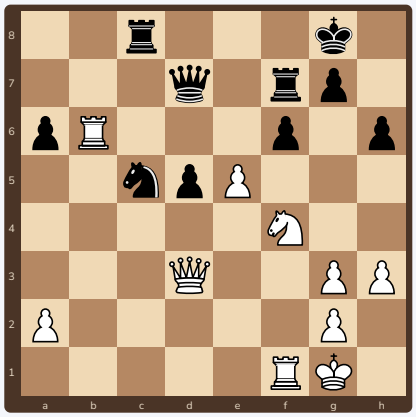


9 ○ Beyaz



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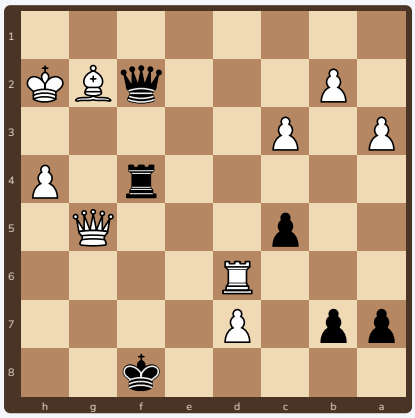
4 2. Bağlama

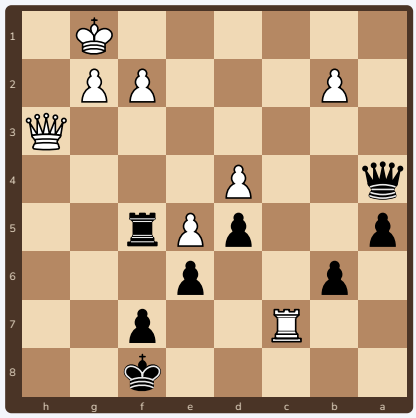
Bağlama nedir?
Bir taş, arkasındaki daha değerli taşı (ya da şahı) açıkta bırakacağı için hareket edemez.

İpucu
Bağlı taşa ikinci kez saldır: kaçamaz, korunması yetmeyebilir.

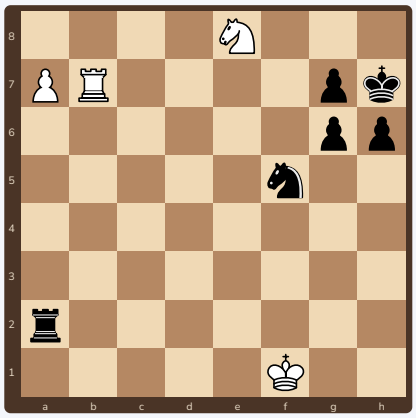
10 • Siyah



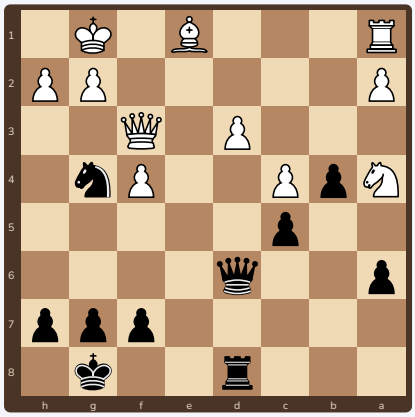
11 • Siyah



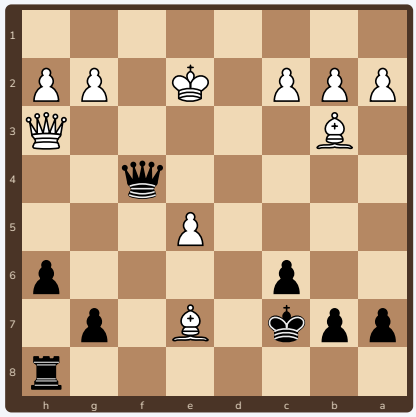
12 ○ Beyaz



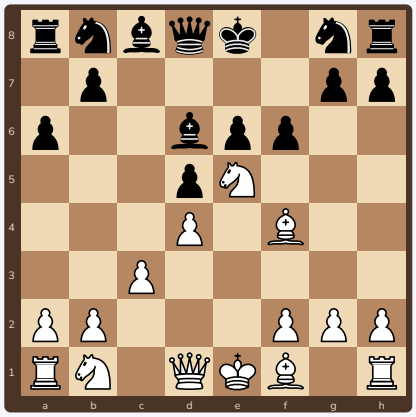
13 • Siyah



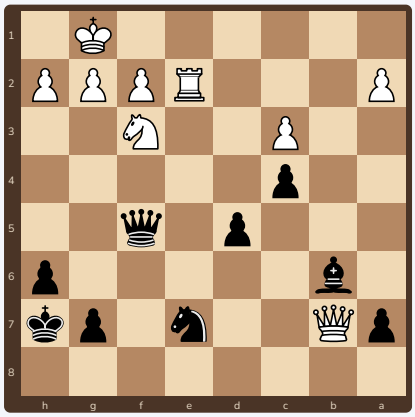
14 • Siyah



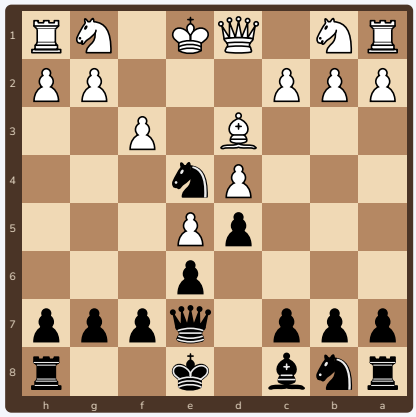
15 ○ Beyaz



16 • Siyah



17 • Siyah



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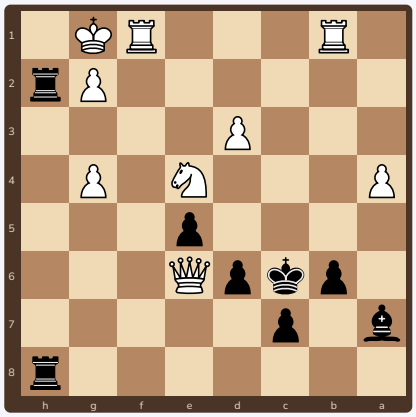

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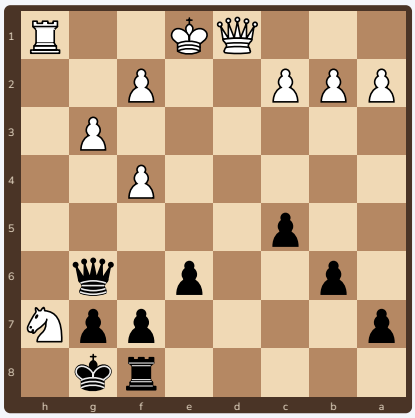
5 3. Şiş

Şiş nedir?
Bağlamanın tersi: değerli taş öndedir; o kaçınca arkasındaki taş alınır.

İpucu
Şahla aynı çizgide duran kale ya da vezir hedefin olabilir.

19 • Siyah



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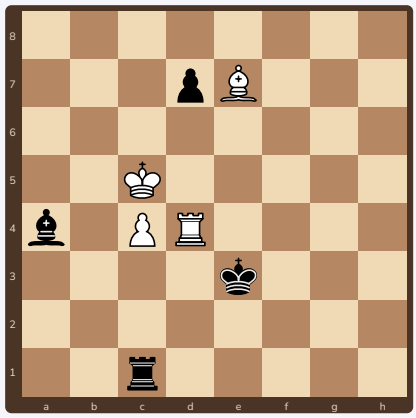

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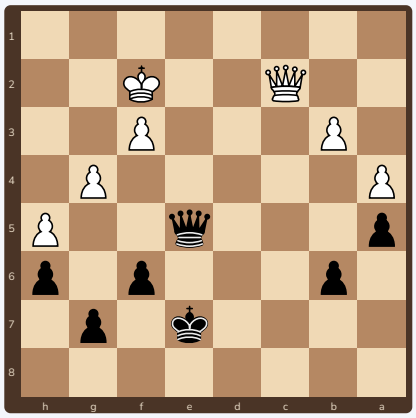

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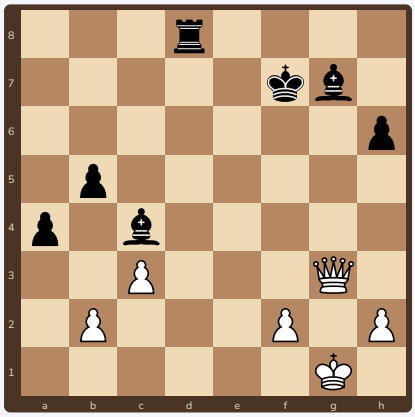

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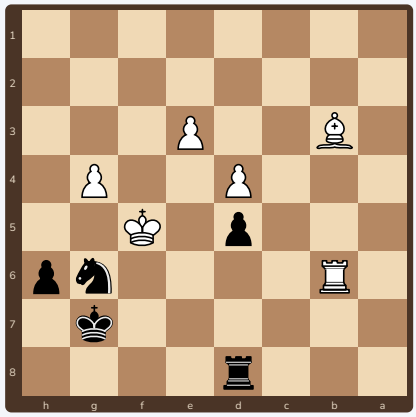

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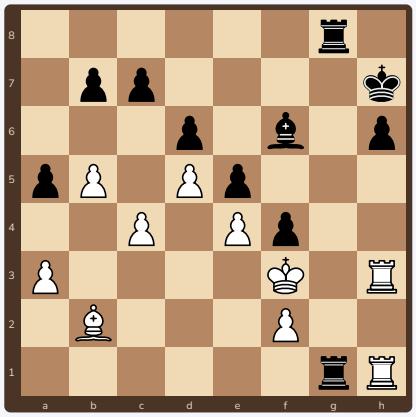
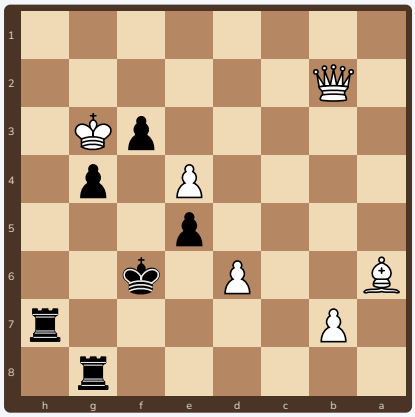


25 • Siyah



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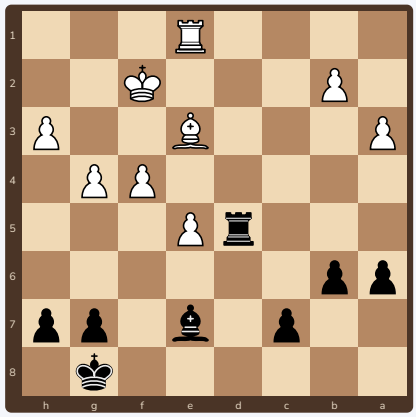

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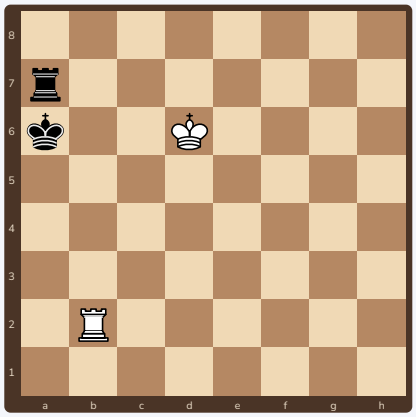

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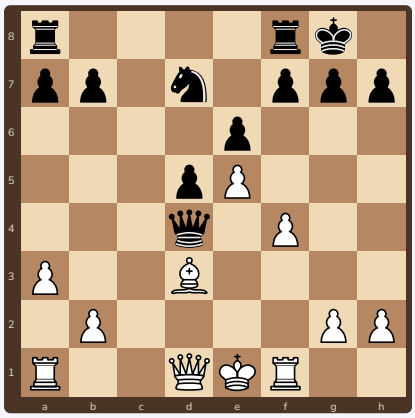
6 4. Açarak saldırı

Açarak saldırı nedir?
Bir taş çekilir ve arkasındaki taşın saldırısını açar. Çekilen taş da ayrıca saldırabilir: iki tehdit birden.

İpucu
Önündeki taşı tehditle oynat: rakip iki tehdide birden cevap veremez.

28 ○ Beyaz



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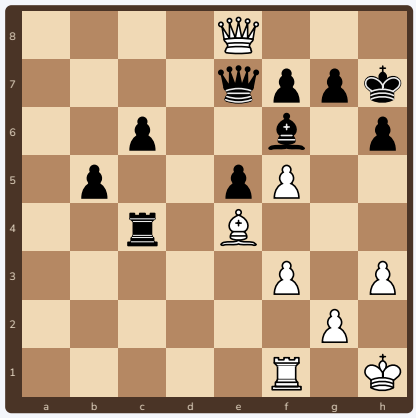

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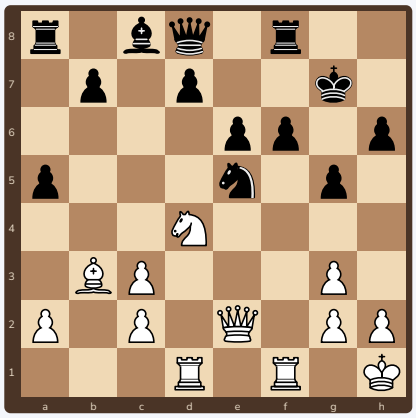

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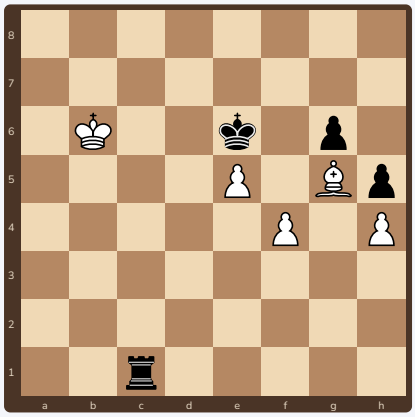

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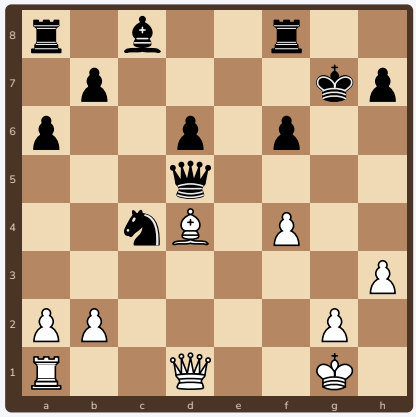

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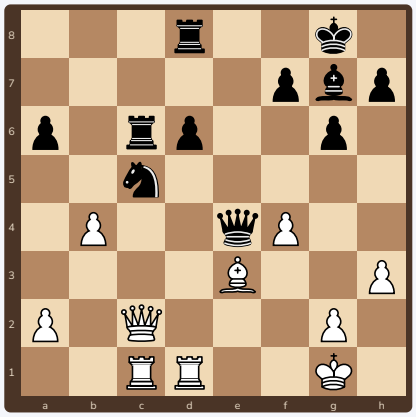

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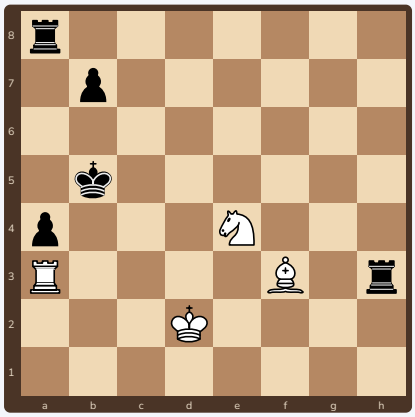

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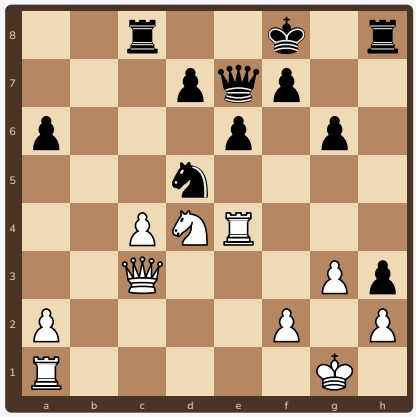

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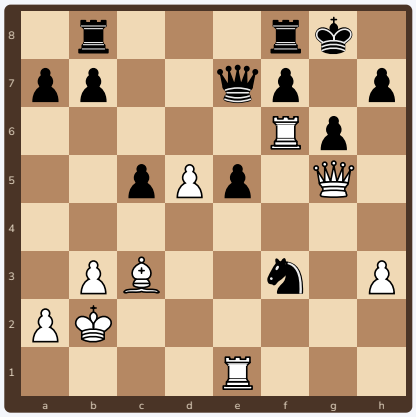

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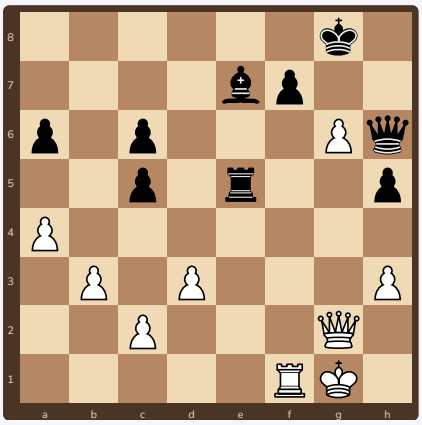
7 5. Çifte şah

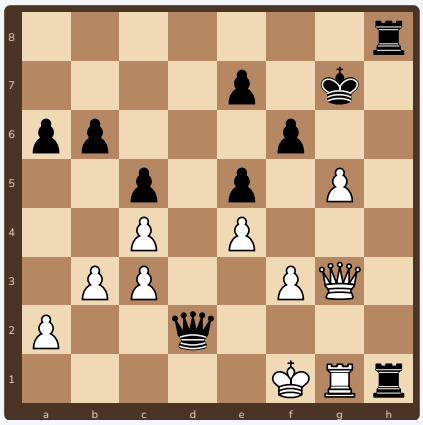
Çifte şah nedir?
Açarak saldırının en güçlüsü: iki taş birden şah çeker. Şah kaçmak zorundadır; araya girme ya da alma işe yaramaz.

İpucu
Çifte şahta çekilen taş korumasız kareye bile gidebilir.

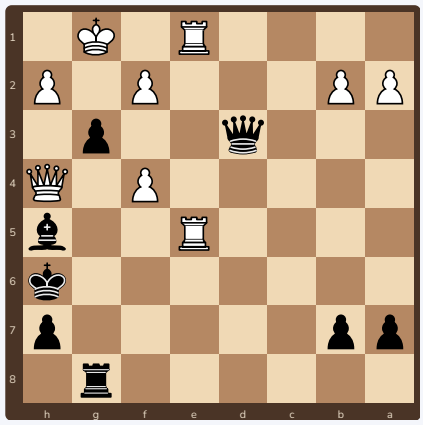
37 ○ Beyaz



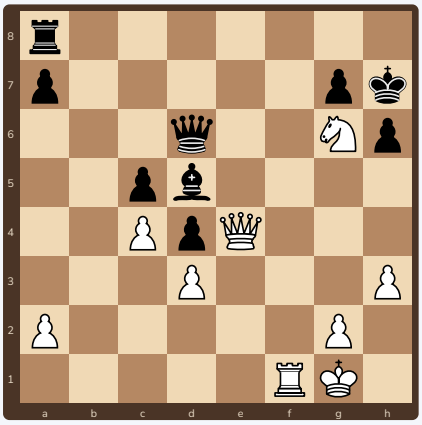
38 ○ Beyaz



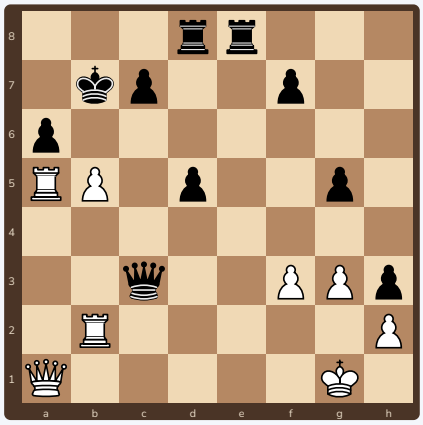
39 ● Siyah



40 ○ Beyaz



41 ○ Beyaz



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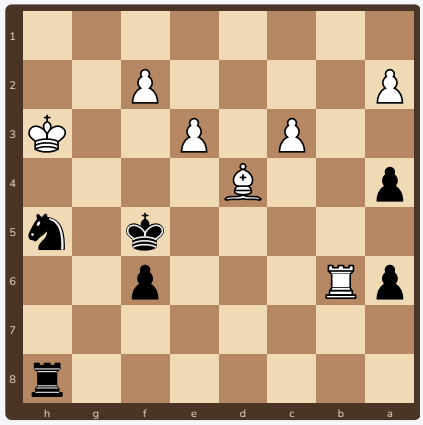

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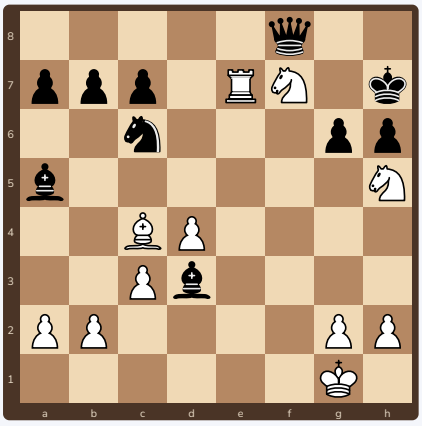

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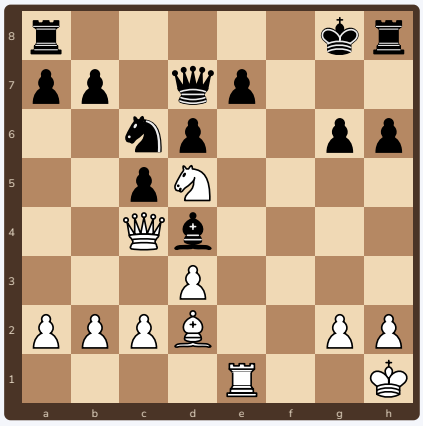
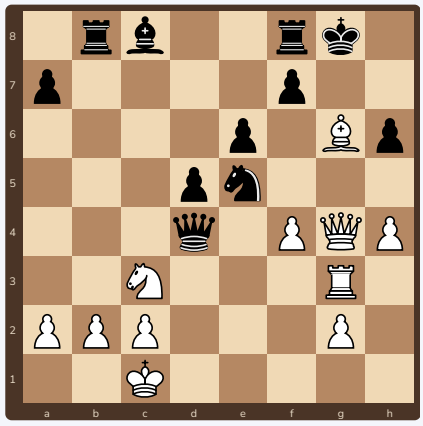


45 ○ Beyaz



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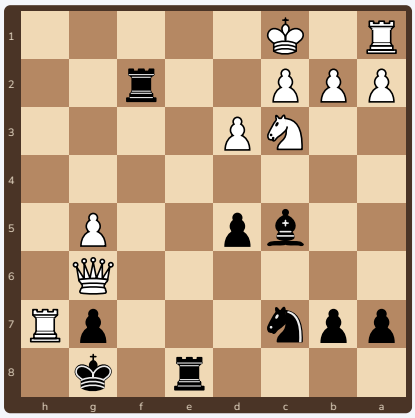
8 6. Saptırma

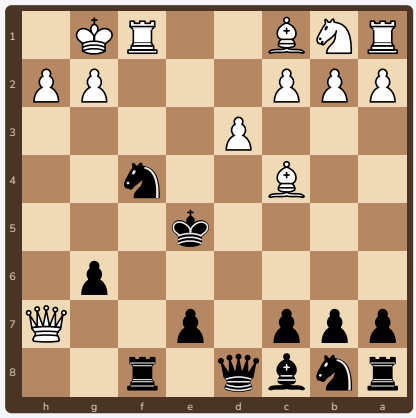
Saptırma nedir?
Önemli bir kareyi ya da taşı koruyan rakip taşı, oradan uzaklaştırmak.

İpucu
Savunucuyu sor: “Bu taş neyi koruyor? Onu oradan nasıl çekerim?”

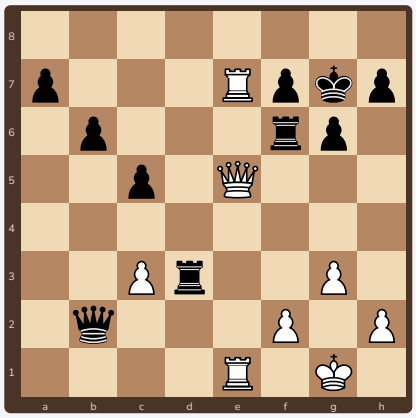
46 • Siyah



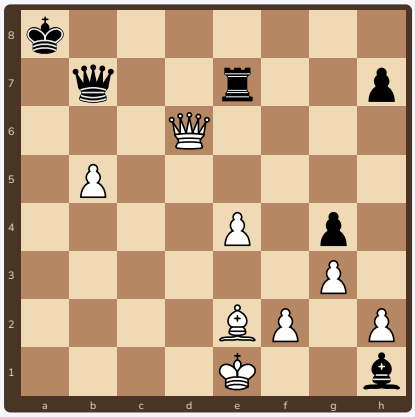
47 • Siyah



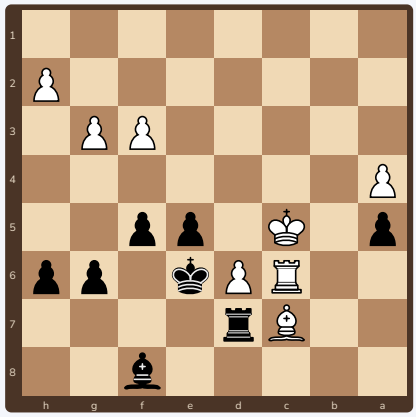
48 ○ Beyaz



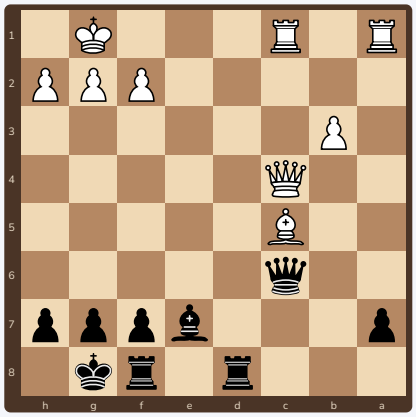
49 ○ Beyaz



50 • Siyah



51 • Siyah



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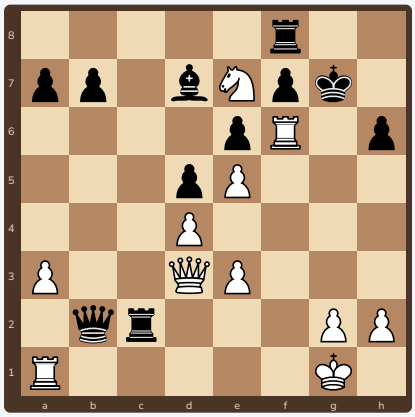
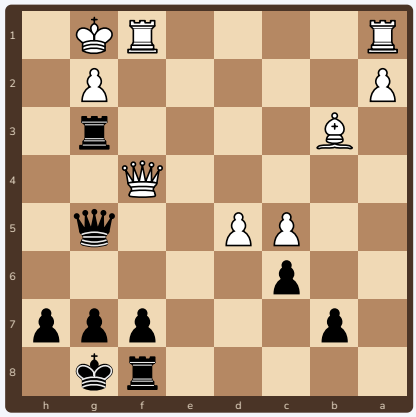
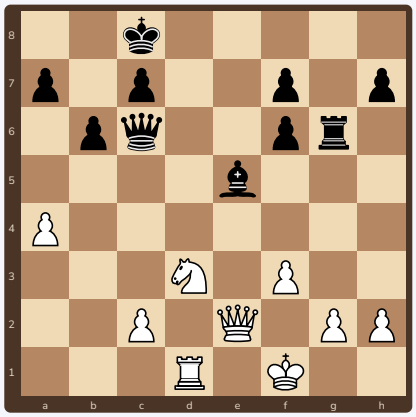


53 • Siyah



54 ○ Beyaz



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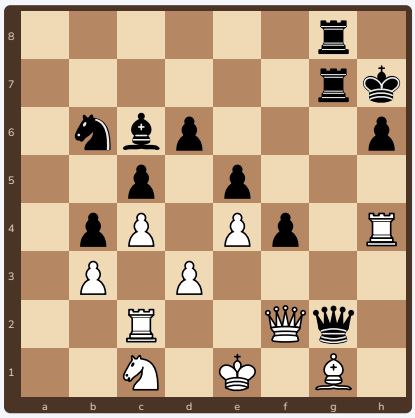
9 7. Çekme

Çekme nedir?
Rakip taşı (çoğu zaman şahı) bir fedayla istenmeyen bir kareye çekmek.

İpucu
Şahı çatal ya da mat karesine çeken fedaları ara.

55 ○ Beyaz



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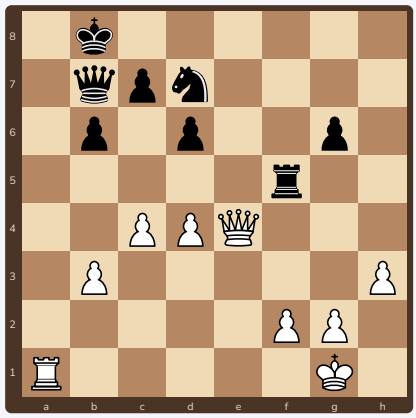
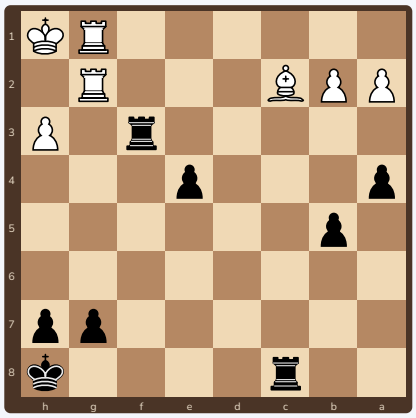
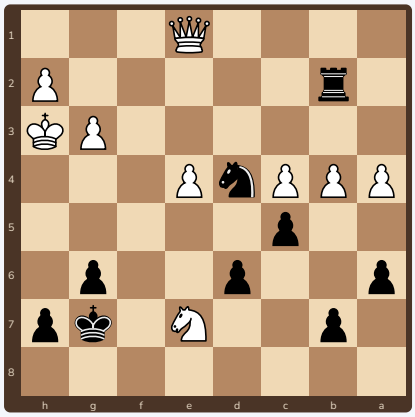


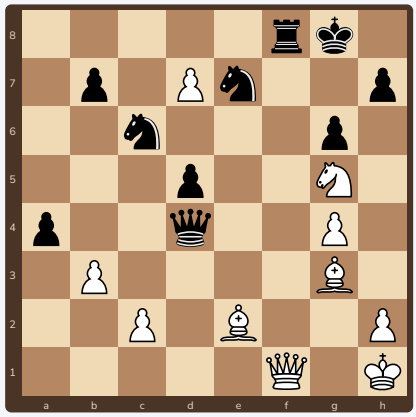
57 ● Siyah



58 ● Siyah



59 ○ Beyaz



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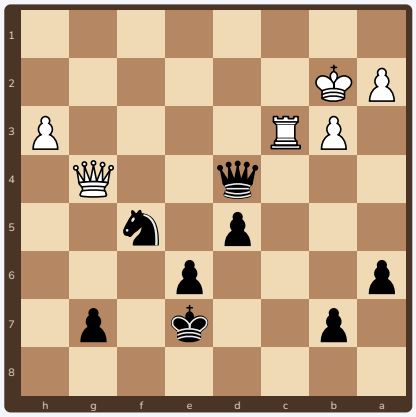
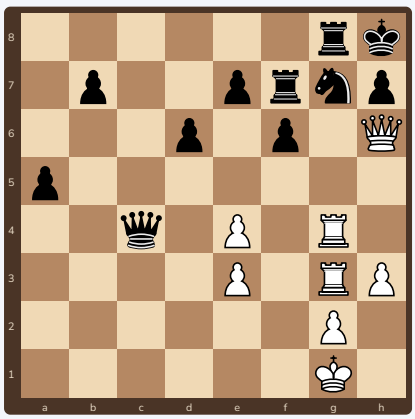
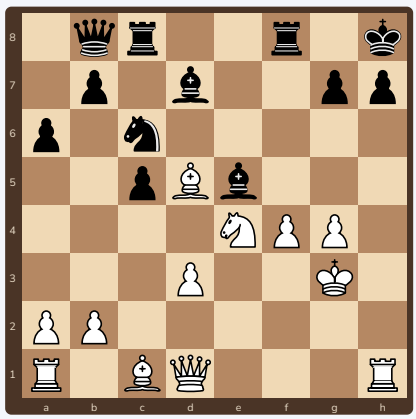


61 ○ Beyaz



62 ○ Beyaz



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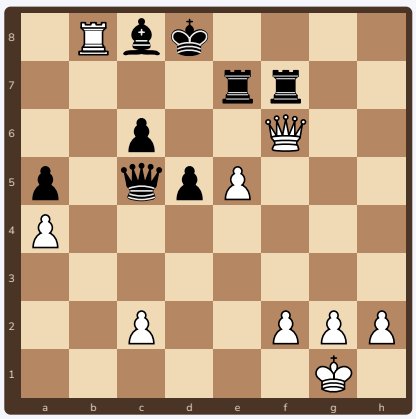

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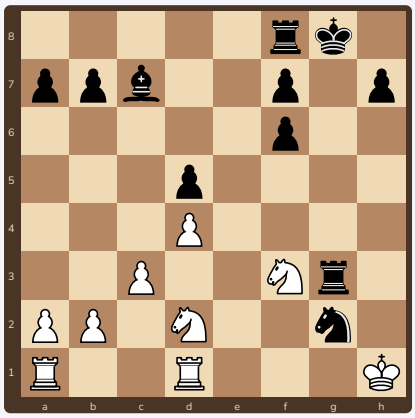
10 8. Yol açma

Yol açma nedir?
Kendi taşını bir kareden ya da çizgiden çekerek başka bir taşına yol açmak.

İpucu
Hangi taşın önündeki kare ya da çizgi boşalırsa güçlü bir hamle gelir?

64 ○ Beyaz



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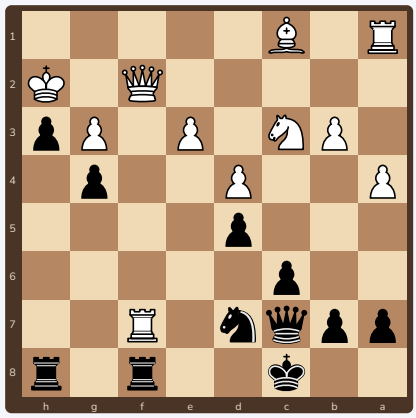
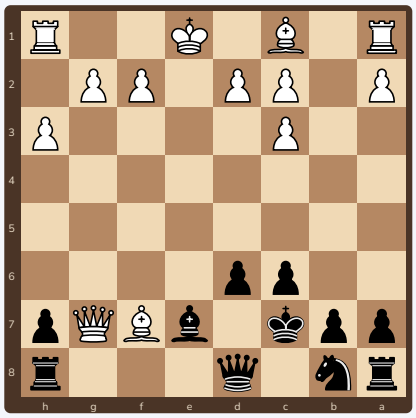
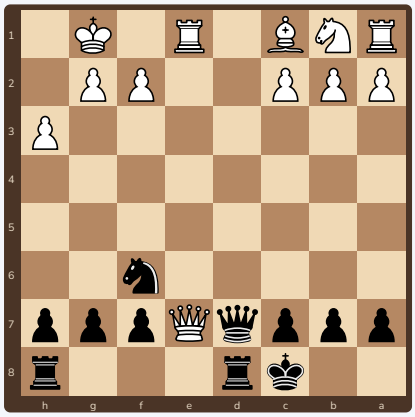


66 ● Siyah



67 ● Siyah



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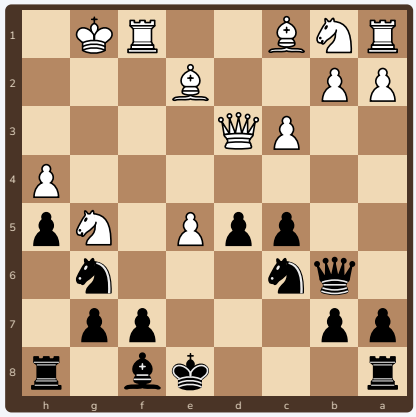
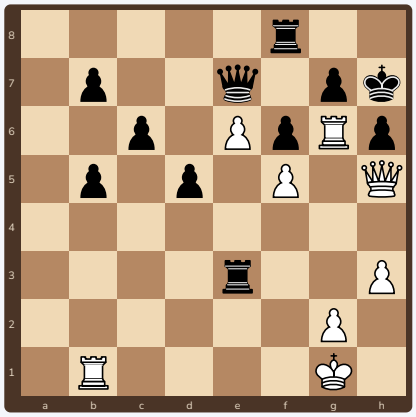


69 ○ Beyaz



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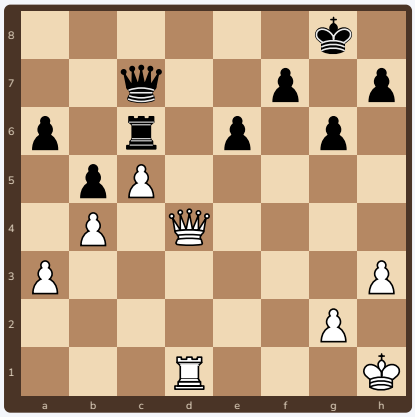

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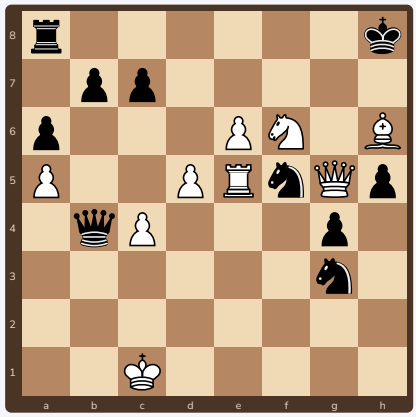
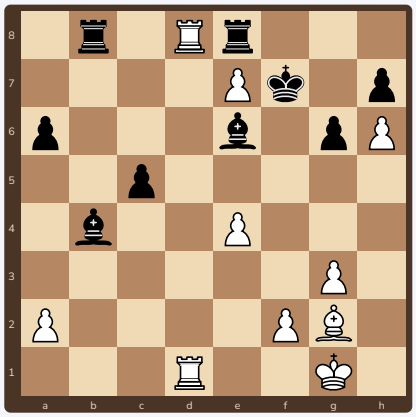


72 ○ Beyaz



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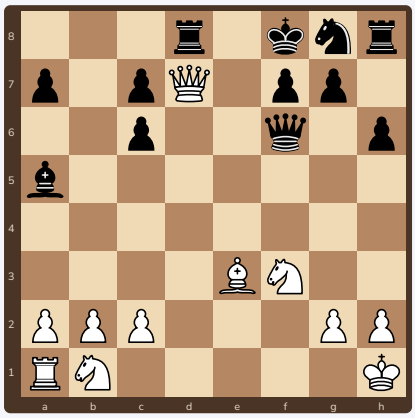
11 9. Araya girme

Araya girme nedir?
Rakibin iki taşı arasındaki bağlantıya bir taş koyarak savunmayı kesmek.

İpucu
Rakibin bir taşı ötekini bir çizgi boyunca koruyorsa, o çizgiye taş koy.

73 ○ Beyaz



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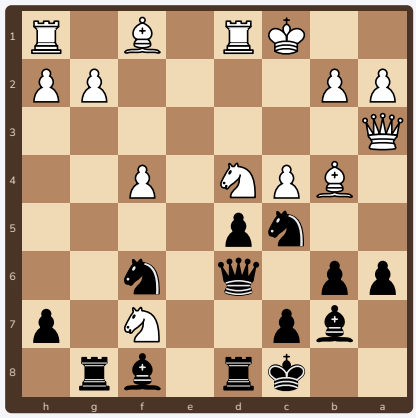

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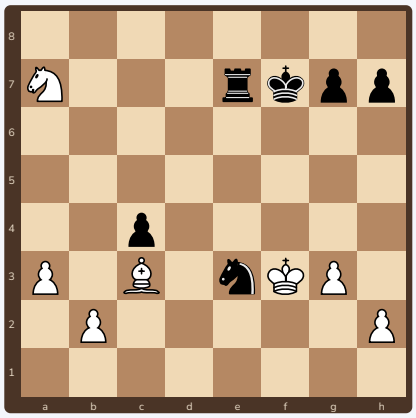
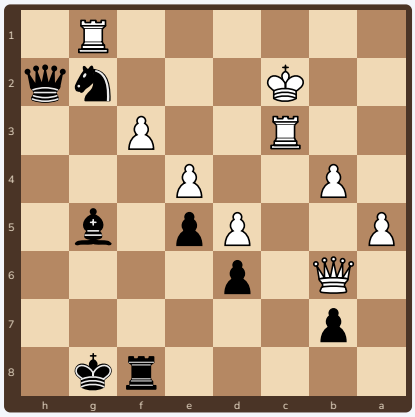


76 ● Siyah



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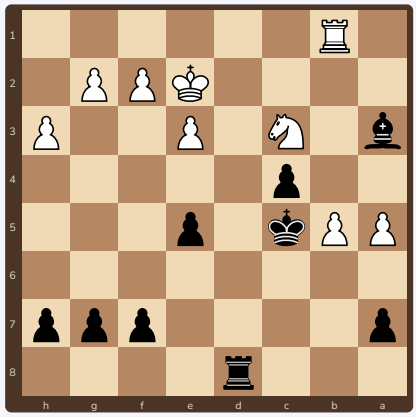
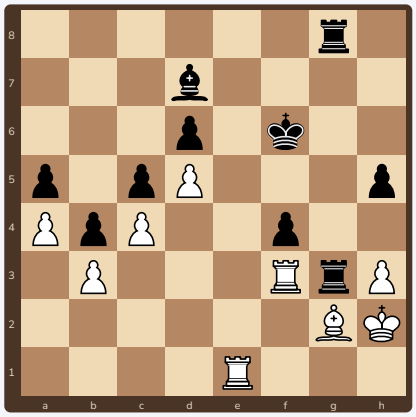


78 ○ Beyaz



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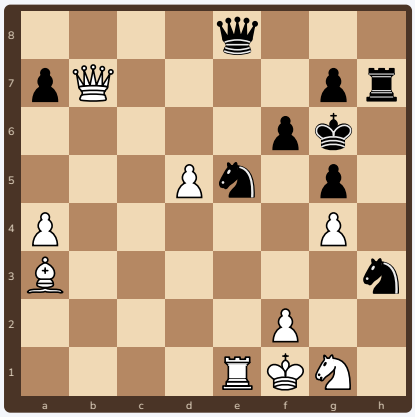
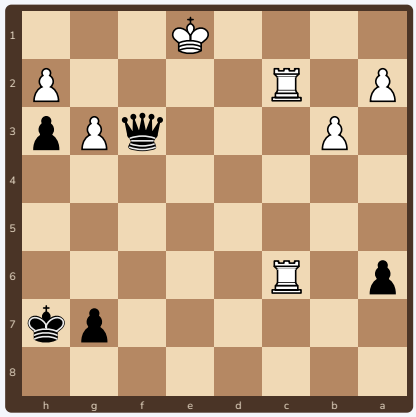


80 ● Siyah



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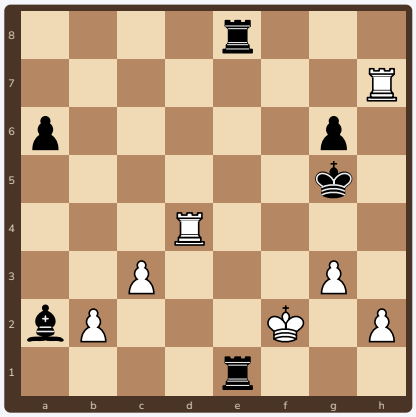

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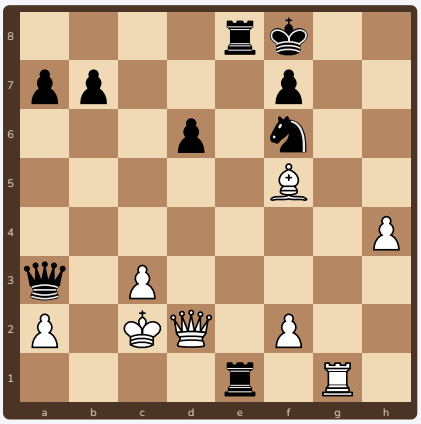
12 10. Ara hamle

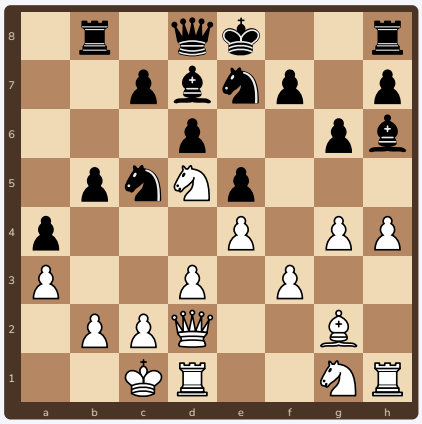
Ara hamle nedir?
Beklenen hamleyi (örneğin geri alma) yapmadan önce araya daha güçlü bir hamle (şah, tehdit) sokmak.

İpucu
Geri almadan önce sor: “Önce şah çekebilir miyim? Daha büyük bir tehdit var mı?”

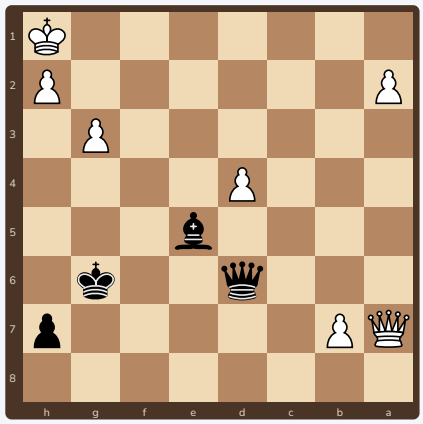
82 ○ Beyaz



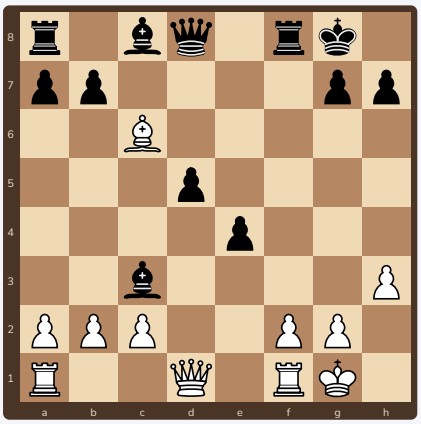
83 ○ Beyaz



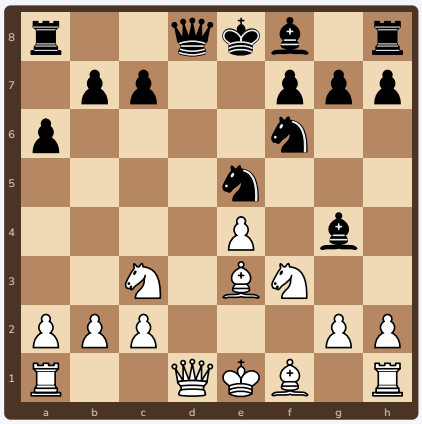
84 ● Siyah



85 ○ Beyaz



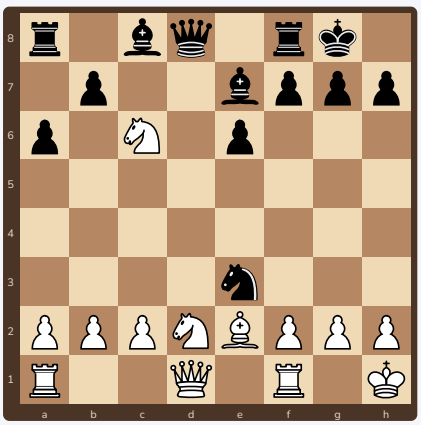
86 ○ Beyaz



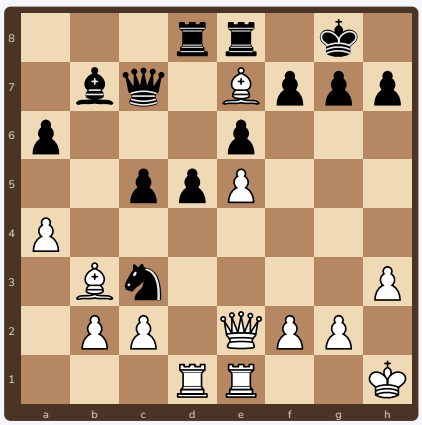
87 ○ Beyaz



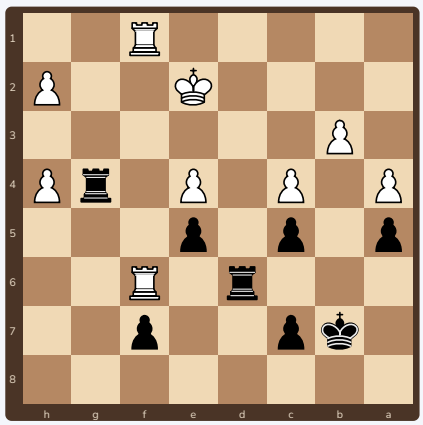
88 ○ Beyaz



89 ○ Beyaz



90 ● Siyah



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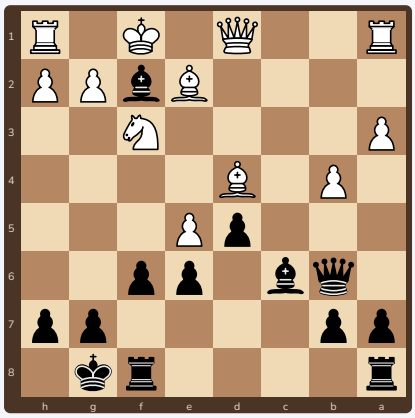
13 11. Savunucuyu alma

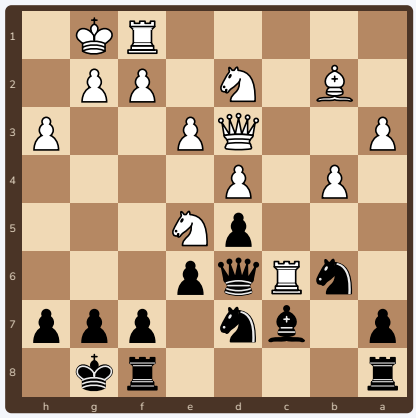
Savunucuyu alma nedir?
Bir taşı ya da kareyi koruyan rakip taşı almak; ardından korunmayan hedef düşer.

İpucu
Hedefi değil, önce onu koruyan taşı al.

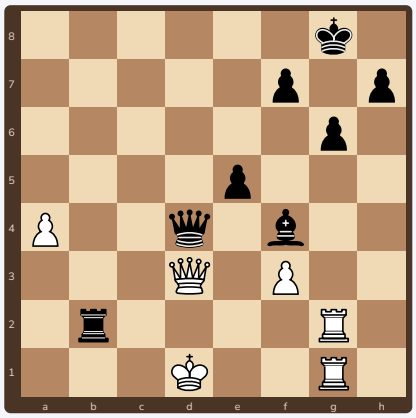
91 • Siyah



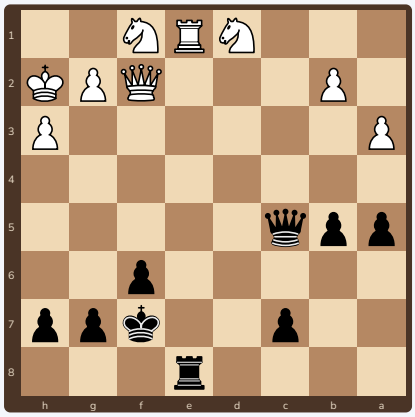
92 • Siyah



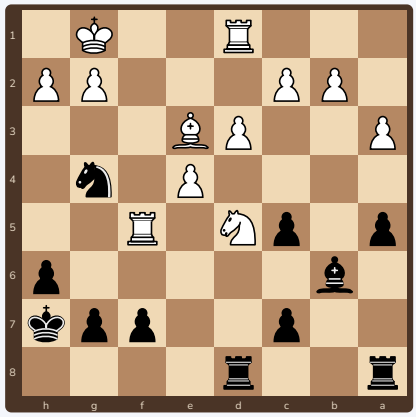
93 ○ Beyaz



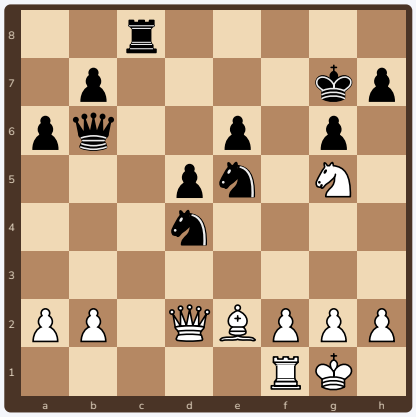
94 • Siyah



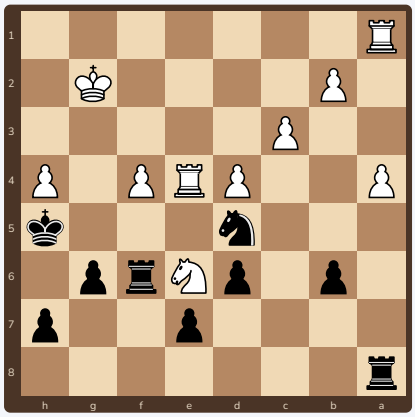
95 • Siyah



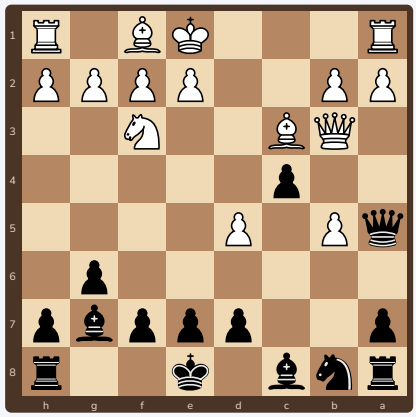
96 ○ Beyaz



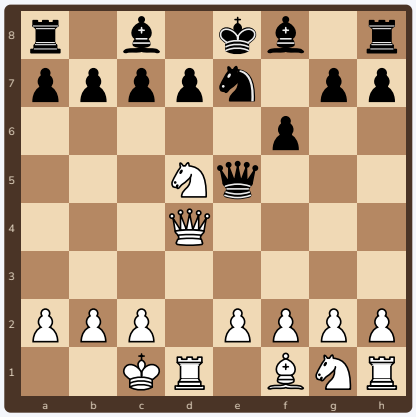
97 • Siyah



98 • Siyah



99 ○ Beyaz



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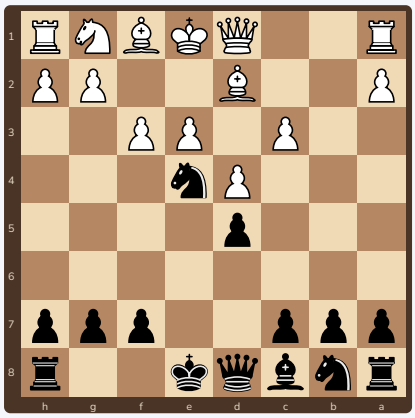
14 12. Kapana kısılan taş

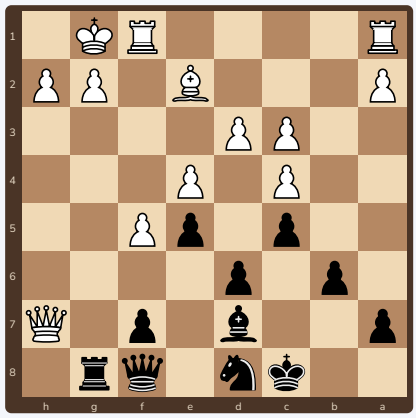
Kapana kısılan taş nedir?
Rakip taşın kaçacak güvenli karesi kalmaz ve kazanılır.

İpucu
Kenardaki ve rakip yarısına derin giren taşlara dikkat: kaçış karelerini say.

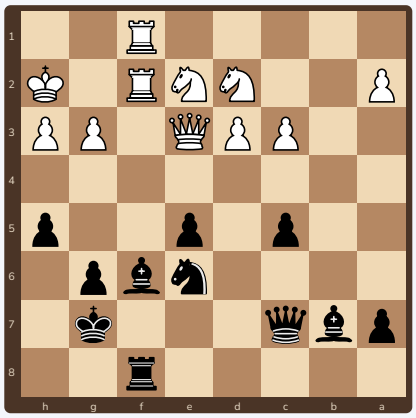
100 • Siyah



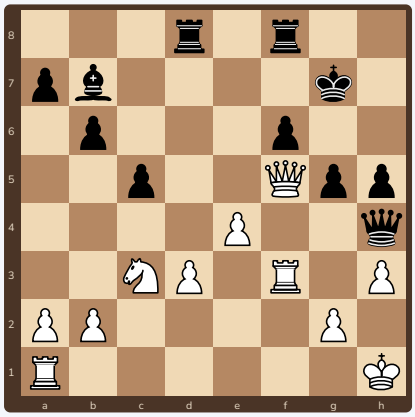
101 • Siyah



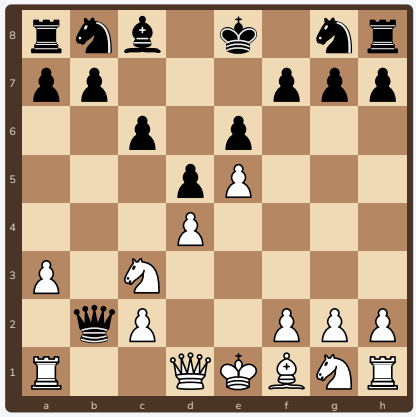
102 • Siyah



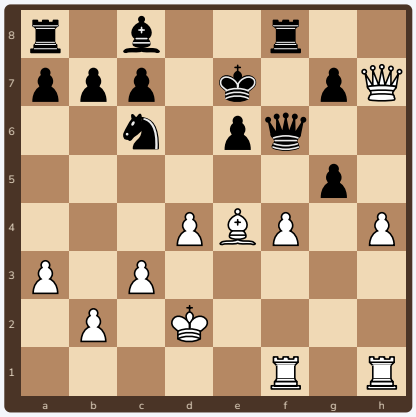
103 ○ Beyaz



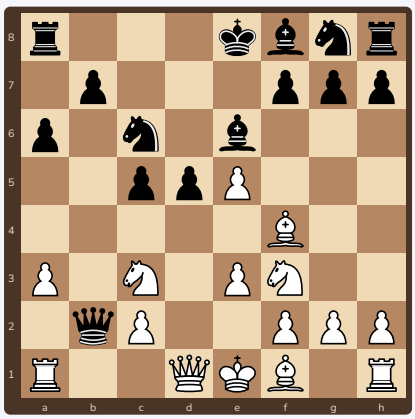
104 ○ Beyaz



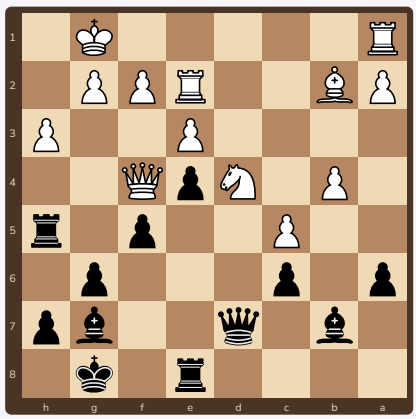
105 ○ Beyaz



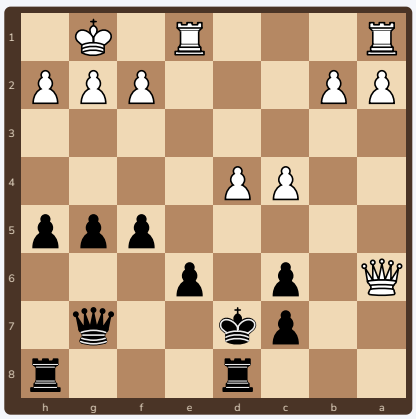
106 ○ Beyaz



107 • Siyah



108 • Siyah



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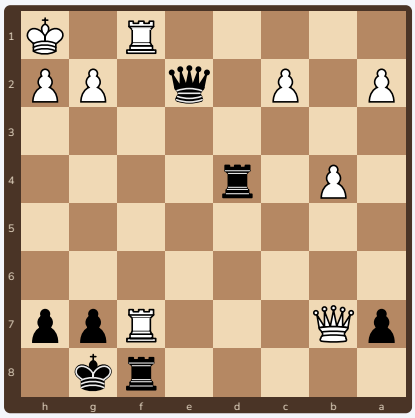
15 13. Röntgen saldırısı

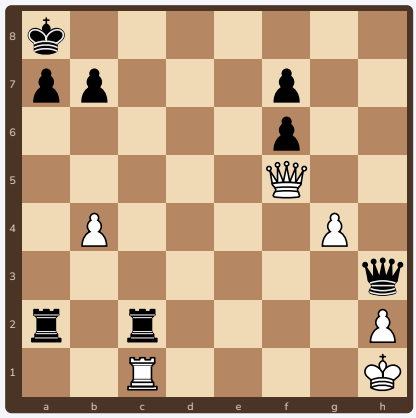
Röntgen saldırısı nedir?
Bir taş, araya giren bir taşın “içinden geçerek” arkadaki kareyi korur ya da ona saldırır.

İpucu
Aynı çizgide arka arkaya duran taşlarda alma sırası değişir.

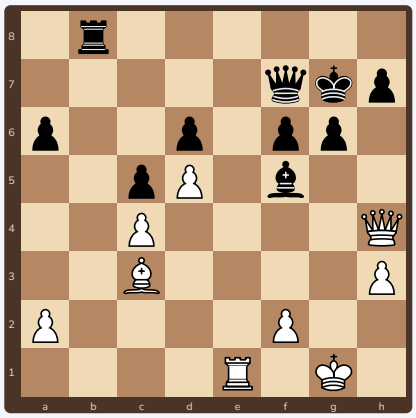
109 • Siyah



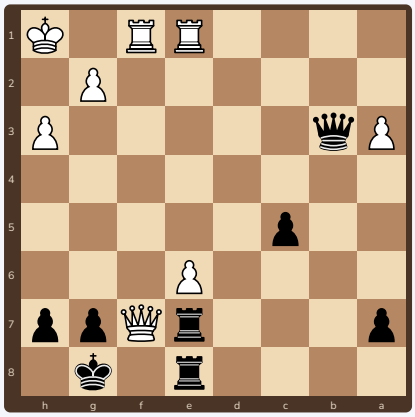
110 ○ Beyaz



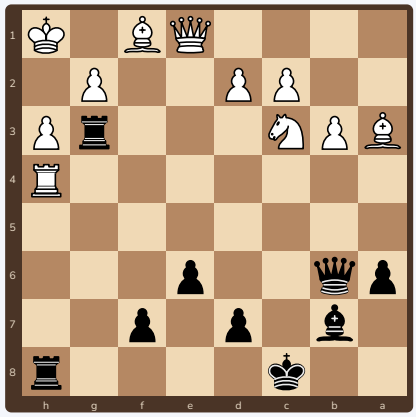
111 ○ Beyaz



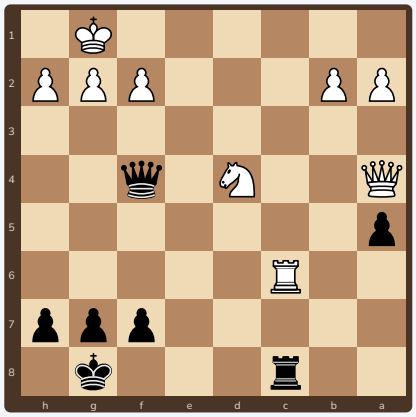
112 • Siyah



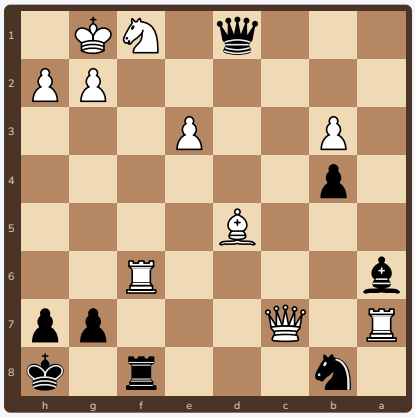
113 • Siyah



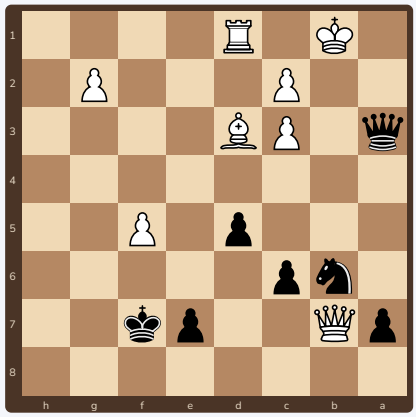
114 • Siyah



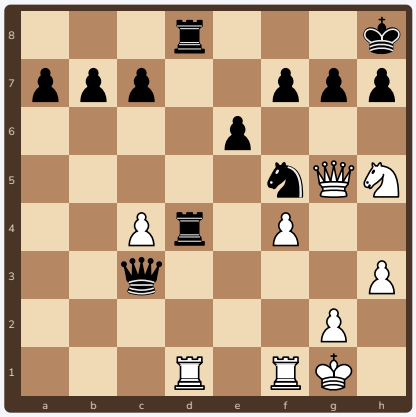
115 • Siyah



116 • Siyah



117 ○ Beyaz



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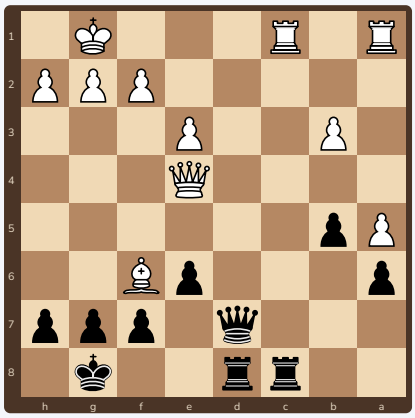
16 14. Son sıra matı

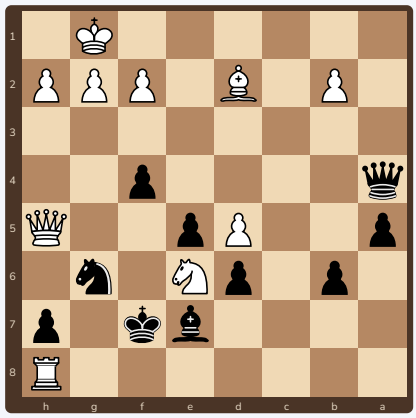
Son sıra matı nedir?
Şah kendi piyonlarının arkasında hapsolur; kale ya da vezir son sırada mat eder.

İpucu
Rok yapmış şahın önünde “nefes deliği” (h3 ya da h6) yoksa son sırayı kontrol et.

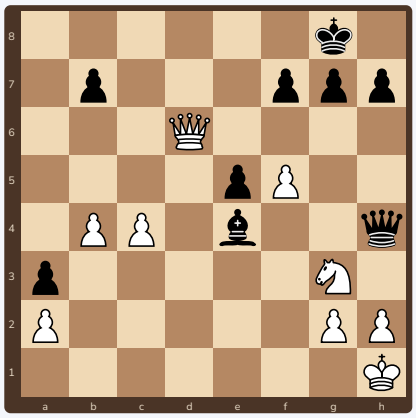
118 • Siyah



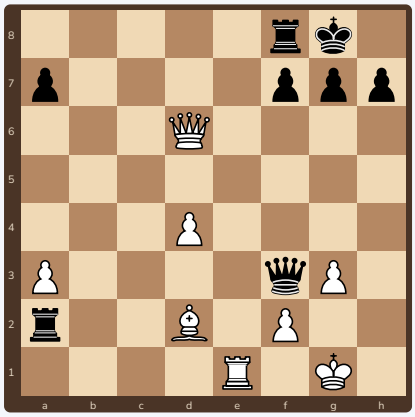
119 • Siyah



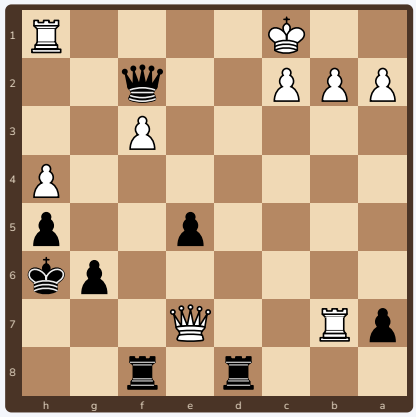
120 ○ Beyaz



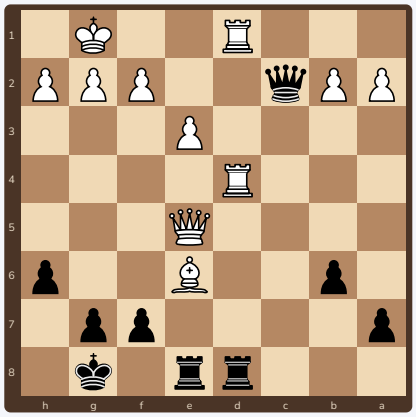
121 ○ Beyaz



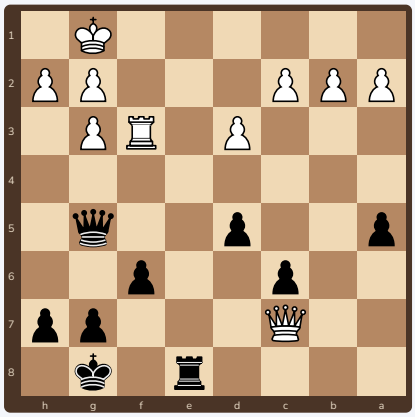
122 • Siyah



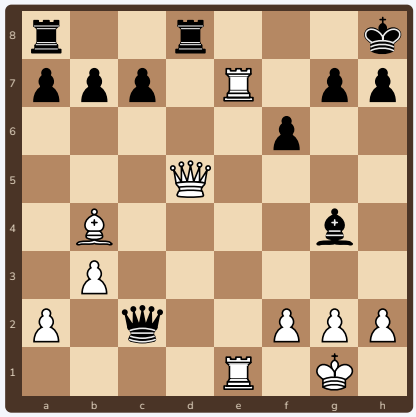
123 • Siyah



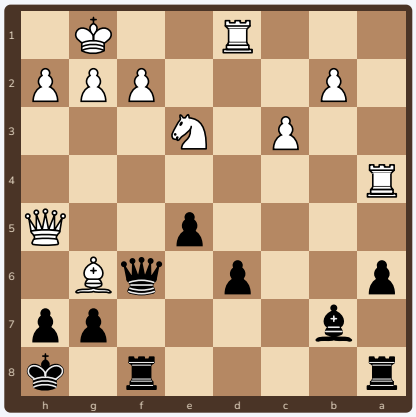
124 • Siyah



125 ○ Beyaz



126 • Siyah



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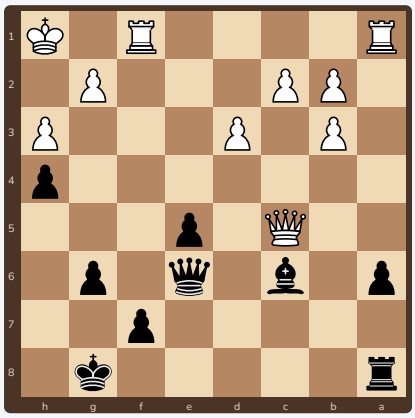
17 15. İki hamlede mat

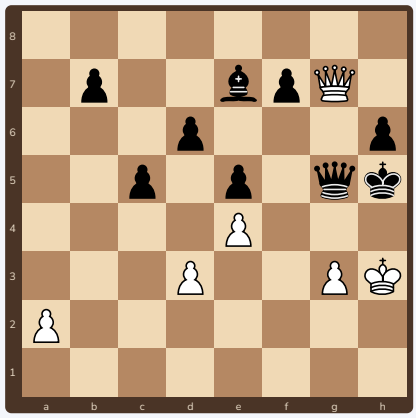
İki hamlede mat nedir?
İlk hamle zorlayıcıdır (şah, alma, tehdit); ikinci hamle mattır.

İpucu
Önce bütün şah çekmeleri dene. Sonra fedaları.

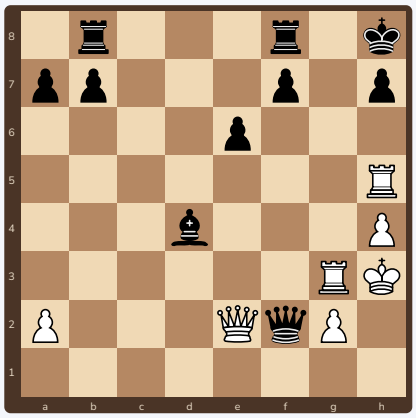
127 • Siyah



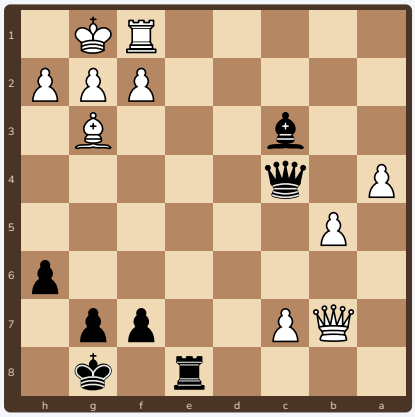
128 ○ Beyaz



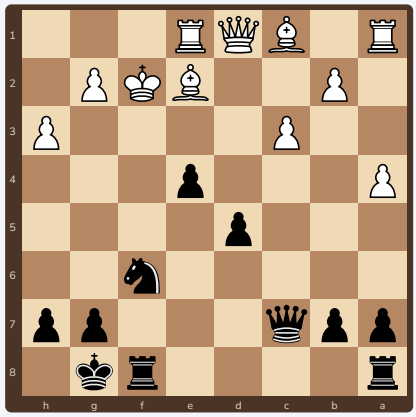
129 ○ Beyaz



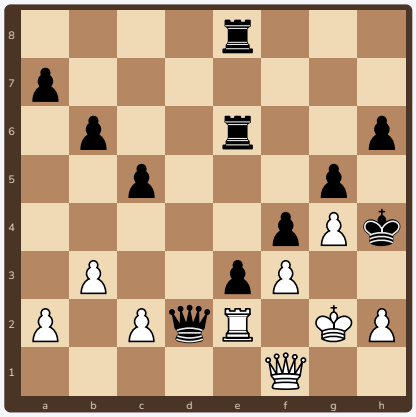
130 • Siyah



131 • Siyah



132 ○ Beyaz



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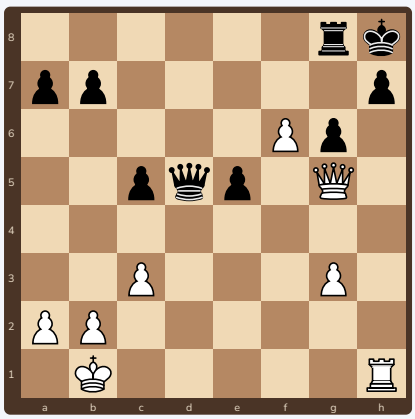
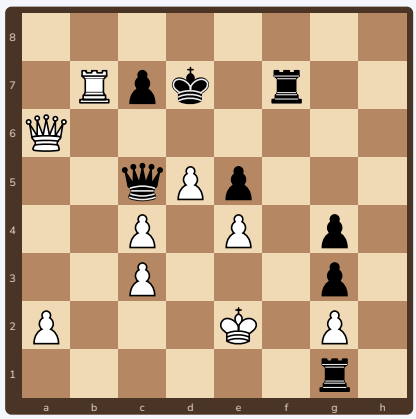
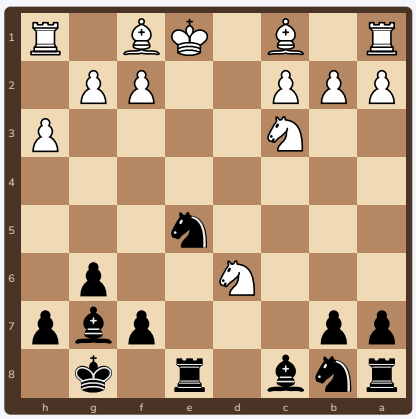


134 ○ Beyaz



135 • Siyah



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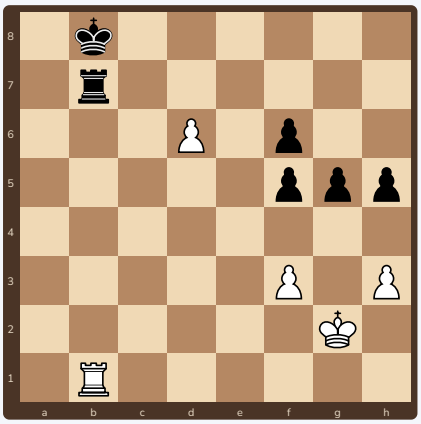
18 16. Terfi

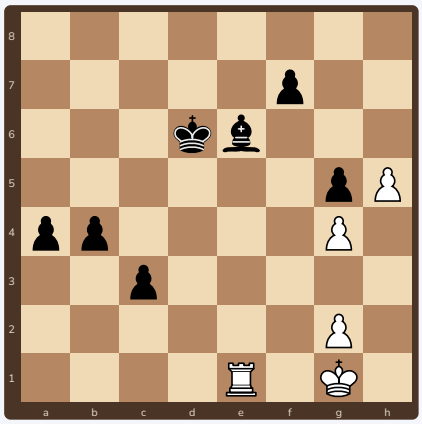
Terfi nedir?
Piyonu son sıraya ulaştırıp vezir (ya da başka bir taş) yapmak; taktik çoğu zaman terfi karesini açmak içindir.

İpucu
Terfiyi engelleyen taşı saptır ya da al.

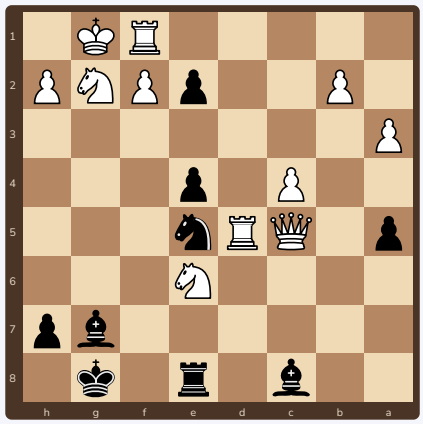
136 ○ Beyaz



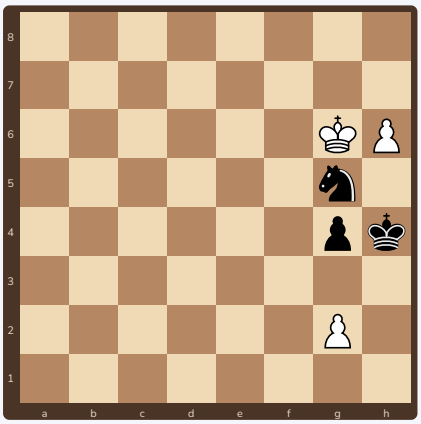
137 ○ Beyaz



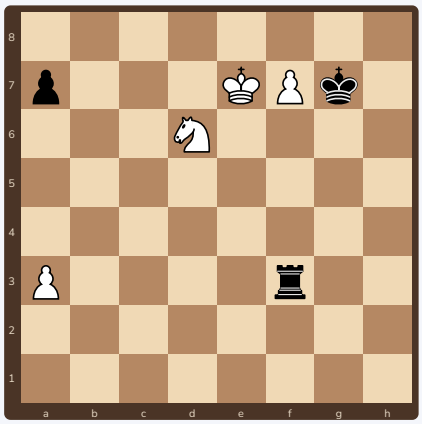
138 ● Siyah



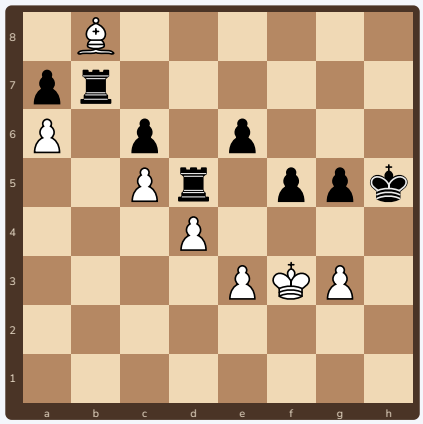
139 ○ Beyaz



140 ○ Beyaz



141 ○ Beyaz



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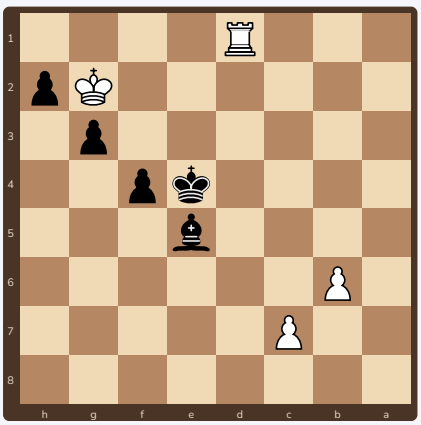
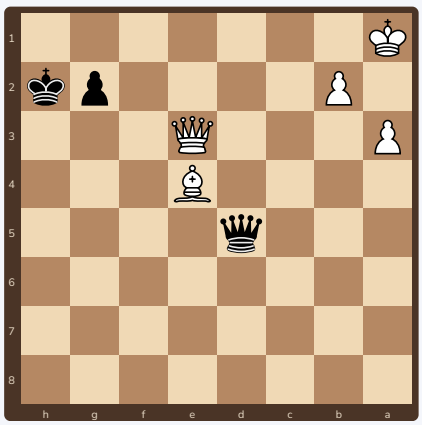
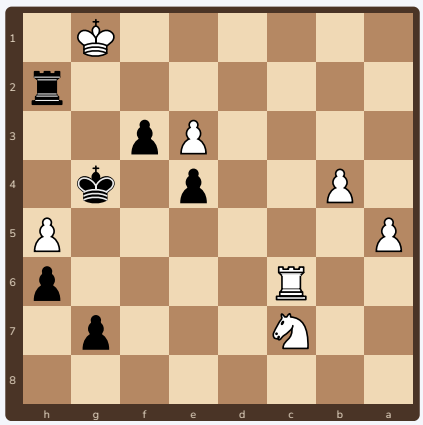


143 ● Siyah



144 ● Siyah



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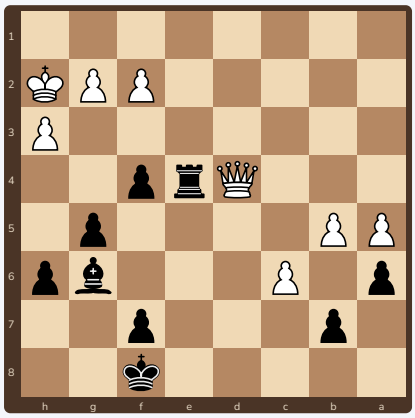
19 17. Sessiz hamle

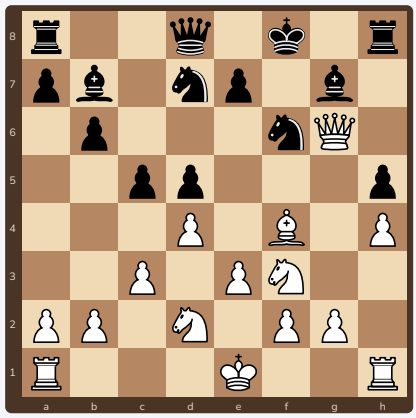
Sessiz hamle nedir?
Şah çekmeyen ve bir şey almayan, ama karşı konulamaz bir tehdit hazırlayan hamle.

İpucu
Zorlayıcı hamleler işe yaramıyorsa bir “hazırlık” hamlesi ara: kaçış karesini kapat, tehdidi büyüt.

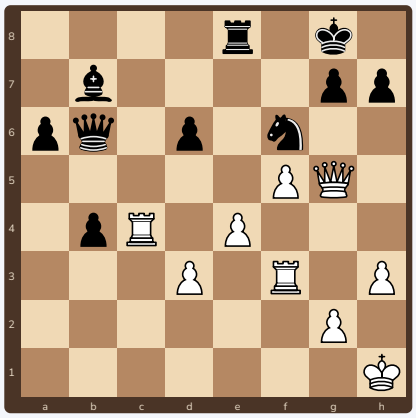
145 • Siyah



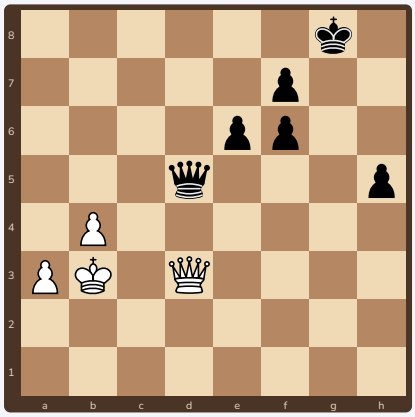
146 ○ Beyaz



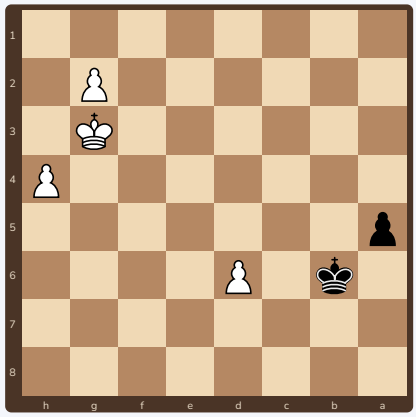
147 ○ Beyaz



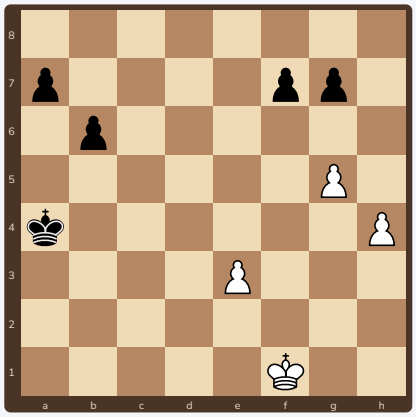
148 ○ Beyaz



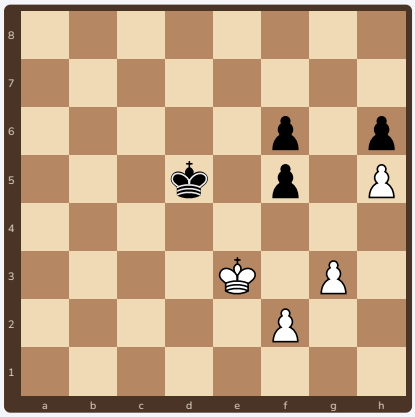
149 • Siyah



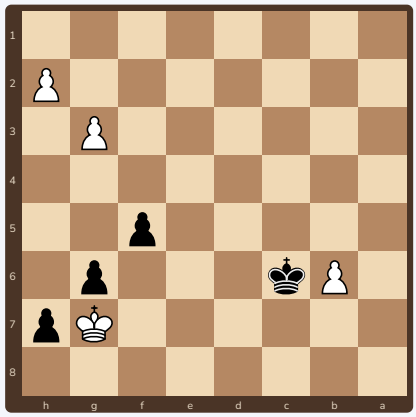
150 ○ Beyaz



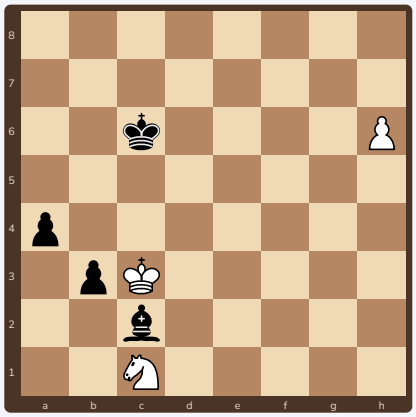
151 ○ Beyaz



152 • Siyah



153 ○ Beyaz



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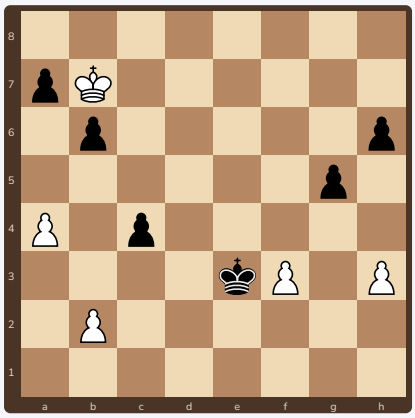
20 18. Savunma hamlesi

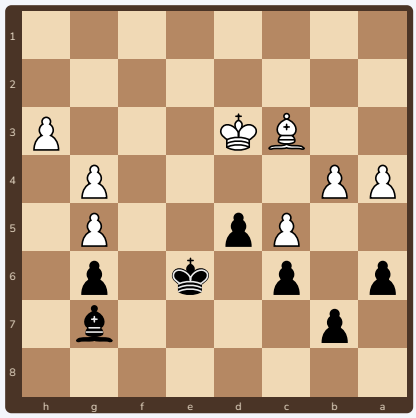
Savunma hamlesi nedir?
Rakibin tehdidini durduran tek hamle. Bazen en iyi hamle saldırı değil, doğru savunmadır.

İpucu
Önce rakibin tehdidini bul; sonra onu durduran ve karşı tehdit yaratan hamleyi ara.

154 ○ Beyaz



155 ● Siyah



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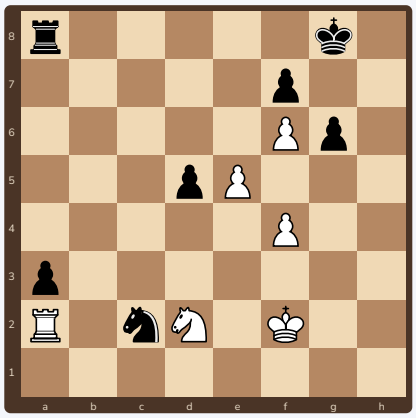

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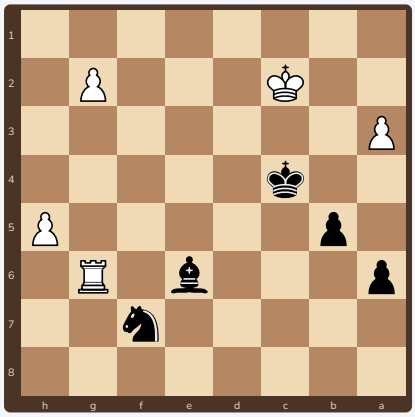

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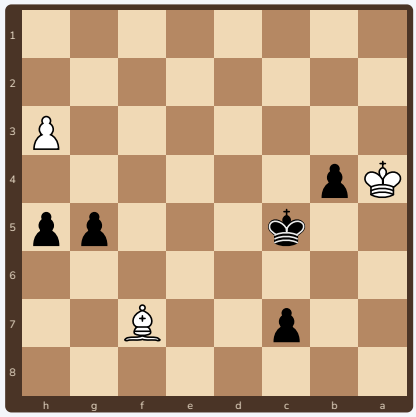

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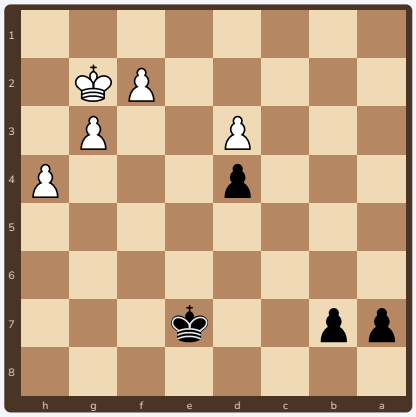

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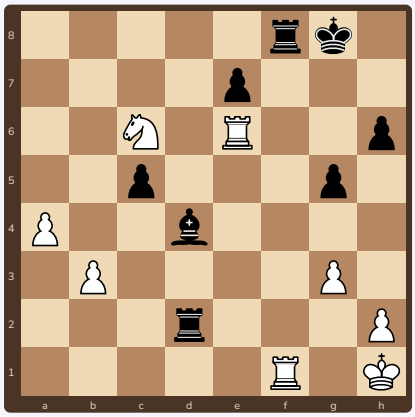

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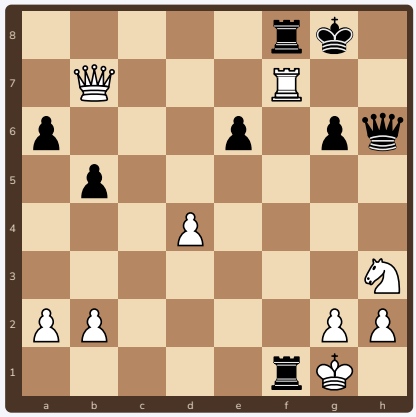

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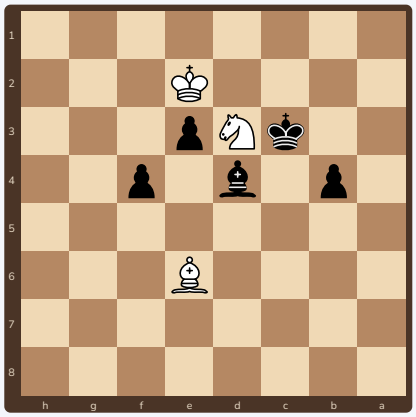

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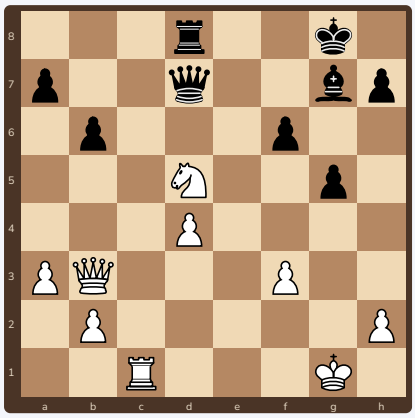
21 Karışık test (1)

Bu bulmacalarda tema yazmıyor: maçtaki gibi. Her konumda önce Ş-A-T sorularını sor.

163 ○ Beyaz



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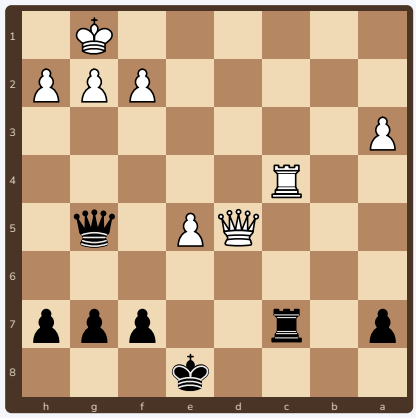

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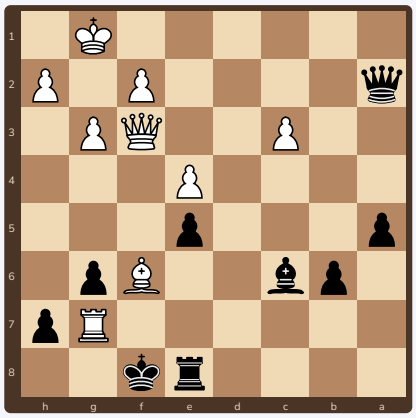

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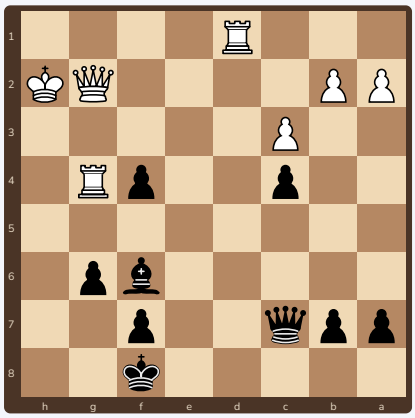

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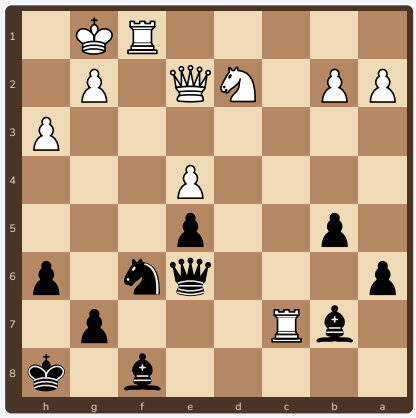
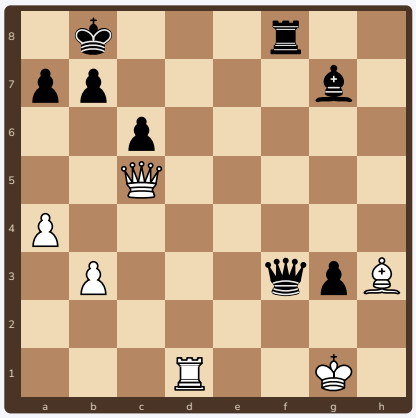


168 ○ Beyaz



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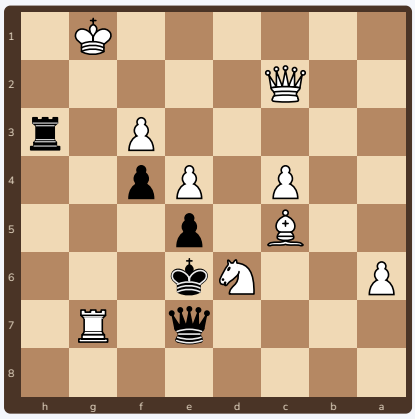

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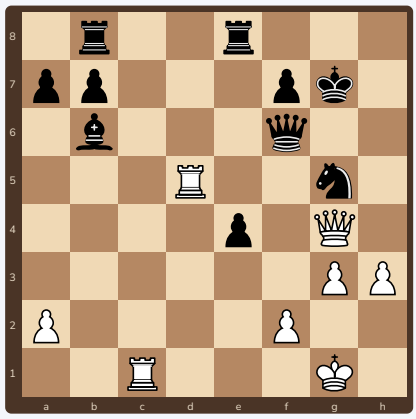

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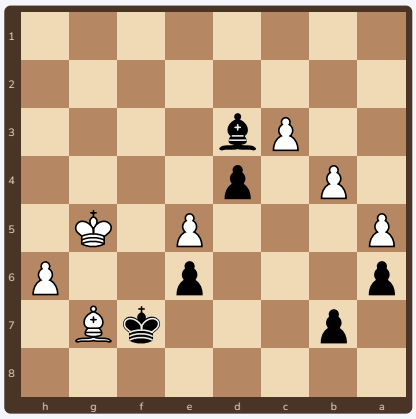

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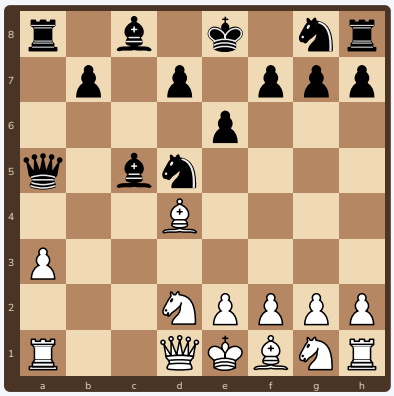
22 Karışık test (2)

172 ○ Beyaz



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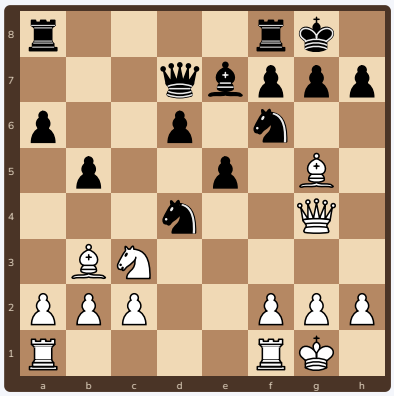
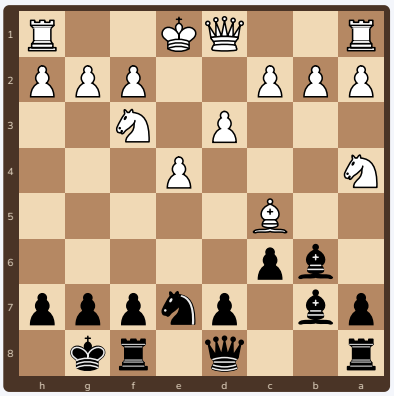


174 ● Siyah



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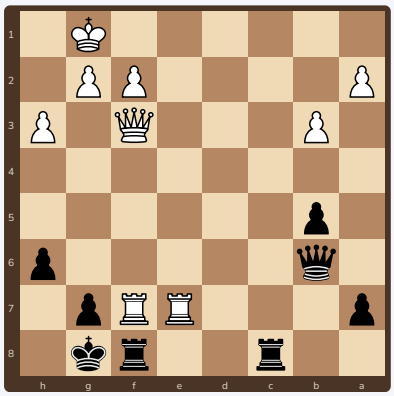

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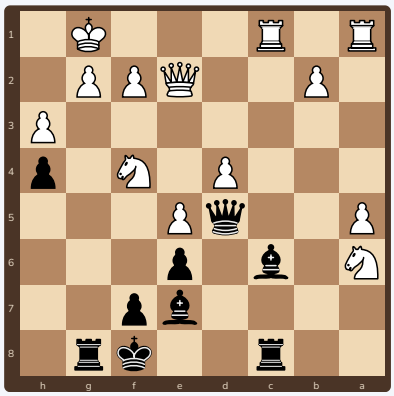

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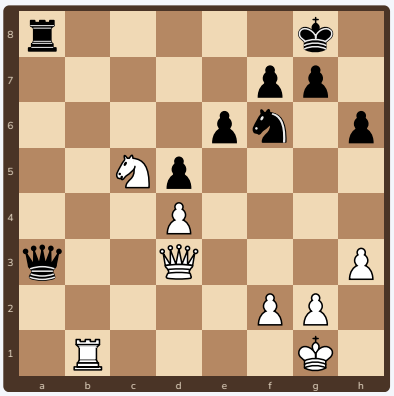

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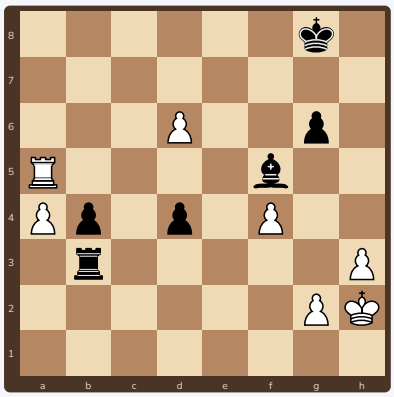

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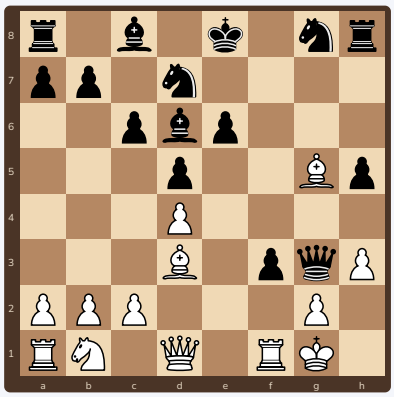

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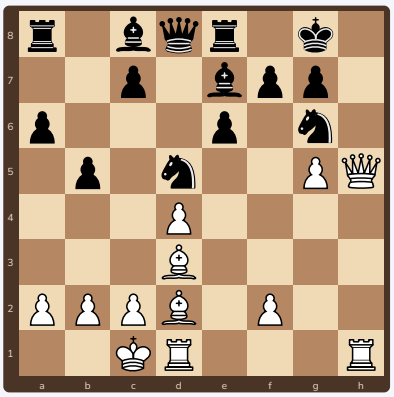

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23 Cevaplar (1)

1. 1...Va5+ 2.Fd2 Vxd5 (çatal; 1241)

2. 1.f5+ Şf6 2.Vd8+ Şe5 3.Vxh4 (çatal, şiş; 1264)

3. 1...d4 2.cxd4 cxd4 3.Kxd4 Vc5+ 4.Kc3 Vxd4 (çatal, yol açma, çekme; 1312)

4. 1...Fe2 2.Ve4 Fxd1 3.Va8+ Şh7 (çatal, araya girme; 1441)

5. 1.Fxh7+ Şh8 2.Ag6+ Şxh7 3.Axf8+ (çatal, açarak şah, çifte şah; 1461)

6. 1.Ab3+ Şb5 2.Axc1 (çatal; 1487)

7. 1...d3+ 2.Şxd3 Ab4+ 3.Şe4 Axc2 (çatal, açık şah, çekme; 1528)

8. 1...Vf2+ 2.Şh1 Vxf1+ 3.Kxf1 Kxf1# (çatal, saptırma, 3 hamlede mat; 1586)

9. 1.e6 Axd3 2.exd7 Kxd7 3.Axd3 (çatal, ileri piyon, ara hamle; 1626)

10. 1...Kxh4+ 2.Vxh4 Vxh4+ 3.Fh3 Vf4+ 4.Şg2 Vxd6 (bağlama, açık şah, çatal; 1266)

11. 1...Vd1+ 2.Şh2 Kh5 (bağlama; 1276)

12. 1.Af6+ Şh8 2.Kb8# (bağlama, 2 hamlede mat; 1289)

13. 1...Vd4+ 2.Şh1 Vxa1 (bağlama, çatal; 1309)

14. 1...Vxe5+ 2.Ve3 Vxe3+ 3.Şxe3 Ke8 4.Şf4 Kxe7 (bağlama, açık şah, çatal; 1363)

15. 1.Vh5+ g6 2.Axg6 hxg6 3.Vxh8 (bağlama, kapana kısılan taş; 1366)

16. 1...Vb1+ 2.Ke1 Fxf2+ 3.Şxf2 Vxb7 (bağlama, saptırma, açarak saldırı; 1405)

17. 1...Vh4+ 2.g3 Axg3 3.hxg3 Vxh1 (bağlama, kapana kısılan taş; 1533)

18. 1...b5+ 2.Ac5 Fxc5+ 3.d4 Fxd4+ 4.Kf2 Kh1# (bağlama, açarak şah, açarak saldırı; 1626)

19. 1...Ve4+ 2.Şd2 Kd8+ 3.Şc1 Kxd1+ (şiş, çatal; 1241)

20. 1.Fg5+ Şf2 2.Fxc1 (şiş; 1248)

21. 1...Vh2+ 2.Şe3 Vxc2 (şiş, vezir oyun sonu; 1264)

22. 1.Vc7+ Şe8 2.Vxg7 (şiş, saptırma, çatal; 1307)

23. 1...Kf8+ 2.Şe6 Kf6+ 3.Şxd5 Kxb6 (şiş; 1366)

24. 1.Kxh6+ Şg7 2.Kxg1+ Şxh6 3.Kxg8 (şiş, çatal, araya girme; 1394)

25. 1...Kh3+ 2.Şf2 Kh2+ 3.Şe3 Kxb2 (şiş, açık şah; 1425)

26. 1...Fh4+ 2.Şe2 Fxe1 (şiş; 1450)

27. 1.Şc6 Şa5 2.Ka2+ Şb4 3.Kxa7 (şiş, açık şah, kale oyun sonu; 1505)

28. 1.Fxh7+ Şxh7 2.Vxd4 (açarak saldırı, şah kanadı saldırısı; 1251)

29. 1.Vxe7 Fxe7 2.f6+ Kxe4 3.fxe7 (açarak saldırı, ileri piyon, açarak şah; 1271)

30. 1.Axe6+ dxe6 2.Kxd8 (açarak saldırı; 1293)

31. 1.f5+ Şd5 2.Fxc1 (açarak saldırı; 1300)

32. 1.Fxf6+ Şxf6 2.Vxd5 (açarak saldırı; 1470)

33. 1.Vxe4 Axe4 2.Kxc6 (açarak saldırı, savunucuyu alma; 1506)

34. 1.Fe2+ Şc6 2.Kxh3 (açarak saldırı; 1596)

35. 1.Axe6+ fxe6 2.Vxh8+ (açarak saldırı; 1605)

36. 1.Kxg6+ hxg6 2.Vxe7 Axe1 3.Fxe1 (açarak saldırı, şah kanadı saldırısı; 1644)

37. 1.gxf7+ Şh8 2.Vg8# (çifte şah, ileri piyon, açarak şah; 1181)

38. 1.gxf6+ Şf7 2.Vg7+ Şe6 3.Vxe7# (çifte şah, açarak şah, 3 hamlede mat; 1259)

39. 1...gxf2+ 2.Şxf2 Vf3# (çifte şah, ileri piyon, çekme; 1342)

40. 1.Af8+ Şg8 2.Vh7# (çifte şah, açarak şah, 2 hamlede mat; 1342)

41. 1.bxa6+ Şa8 2.Kb8+ Kxb8 3.Vxc3 (çifte şah, açarak saldırı, açarak şah; 1359)

42. 1...Af4+ 2.Şg3 Kh3# (çifte şah, 2 hamlede mat; 1422)

43. 1.Ag5+ Şh8 2.Kh7# (çifte şah, 2 hamlede mat, açarak şah; 1470)

44. 1.Af6+ Şg7 2.Axd7 (çifte şah, açarak şah; 1495)

45. 1.Fh7+ Şxh7 2.Vg7# (çifte şah, 2 hamlede mat, açarak şah; 1552)

46. 1...Ke1+ 2.Ad1 Fe3+ 3.Şb1 Kxd1# (saptırma, vezir kanadı saldırısı, 3 hamlede mat; 1251)

47. 1...Ae2+ 2.Şh1 Kxf1# (saptırma, 2 hamlede mat, açarak saldırı; 1313)

48. 1.Kxf7+ Şxf7 2.Ve7+ Şg8 3.Vxf6 (saptırma, çekme, feda; 1433)

49. 1.Vd8+ Şa7 2.b6+ Vxb6 3.Vxe7+ (saptırma, açık şah; 1451)

50. 1...Kxc7 2.Kxc7 Fxd6+ 3.Şc6 Fxc7 (saptırma, çekme, çatal; 1524)

51. 1...Fxc5 2.Vxc5 Kd1+ 3.Kxd1 Vxc5 (saptırma; 1553)

52. 1.Kg6+ fxg6 2.Vxg6+ Şh8 3.Vxh6# (saptırma, 3 hamlede mat, feda; 1568)

53. 1...Kxg2+ 2.Şh1 Kg1+ 3.Kxg1 Vxf4 (saptırma; 1577)

54. 1.Axe5 fxe5 2.Va6+ Vb7 3.Kd8+ Şxd8 4.Vxb7 (saptırma, yol açma, vezir kanadı saldırısı; 1611)

55. 1.Kxh6+ Şxh6 2.Vh4+ Şg6 3.Kxg2+ (çekme, feda, açarak saldırı; 1227)

56. 1.Ve8+ Vc8 2.Ka8+ Şxa8 3.Vxc8+ (çekme, saptırma, çatal; 1258)

57. 1...Kxh3+ 2.Kh2 Kxh2+ 3.Şxh2 Kxc2+ (çekme, açık şah; 1311)

58. 1...Kxh2+ 2.Şxh2 Af3+ 3.Şh3 Axe1 (çekme, çatal, feda; 1333)

59. 1.Vxf8+ Şxf8 2.Ae6+ Şf7 3.Axd4 (çekme, çatal, feda; 1464)

60. 1...Vd2+ 2.Kc2 Vxc2+ 3.Şxc2 Ae3+ 4.Şc3 Axg4 (çekme, çatal, feda; 1488)

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24 Cevaplar (2)

61. 1.Vxh7+ Şxh7 2.Kh4+ Ah5 3.Kxh5# (çekme, 3 hamlede mat, feda; 1507)

62. 1.Kxh7+ Şxh7 2.Vh1+ Şg6 3.Vh5# (çekme, 3 hamlede mat, feda; 1538)

63. 1.Vh8+ Ke8 2.Kxc8+ Şxc8 3.Vxe8+ Şc7 4.Vxf7+ (çekme, açık şah, çatal; 1575)

64. 1.Kg1 Ae3 2.Kxg3+ Fxg3 3.Kg1 (yol açma, bağlama; 1278)

65. 1...Kxf7 2.Vxf7 Kf8 (yol açma; 1402)

66. 1...Ff6 2.Vg4 Ve7+ (yol açma; 1412)

67. 1...Vxe7 2.Kxe7 Kd1+ 3.Şh2 Kxc1 (yol açma, çatal; 1425)

68. 1...c4+ 2.Ve3 Fc5 3.Vxc5 Vxc5+ (yol açma, açarak saldırı, bağlama; 1448)

69. 1.Kxh6+ gxh6 2.Vg6+ Şh8 3.Vxh6+ Şg8 4.Vxe3 (yol açma, çatal, feda; 1516)

70. 1.Vf6 e5 2.Kd8+ Vxd8 3.Vxd8+ (yol açma; 1572)

71. 1.Fg7+ Axg7 2.Vh6# (yol açma, 2 hamlede mat, feda; 1609)

72. 1.Kxb8 Kxb8 2.Kd8 Şxe7 3.Kxb8 (yol açma, çekme; 1619)

73. 1.Fc5+ Ae7 2.Vxd8# (araya girme, 2 hamlede mat; 1188)

74. 1...Vxf4+ 2.Fd2 Vxd4 (araya girme; 1243)

75. 1.Ac6 Ke8 2.Ae5+ Şe6 3.Şxe3 (araya girme; 1377)

76. 1...Ae3+ 2.Şb3 Vxg1 (araya girme, çifte şah, açarak şah; 1394)

77. 1...Fb4 2.Ae4+ Şxb5 (araya girme; 1412)

78. 1.Kxf4+ Şg5 2.Şxg3 (araya girme; 1438)

79. 1.Vb1+ Şh6 2.Axh3 (araya girme, ara hamle; 1581)

80. 1...Vh1+ 2.Şd2 Vxh2+ (araya girme, vezir ve kale oyun sonu; 1626)

81. 1.h4+ Şf6 2.Kf4+ Şe5 3.Şxe1 (araya girme; 1683)

82. 1.Vh6+ Şe7 2.Kxe1+ (ara hamle, çatal, araya girme; 1291)

83. 1.Af6+ Şf8 2.Vxh6# (ara hamle, 2 hamlede mat; 1313)

84. 1...Vd5+ 2.Şg1 Fxd4+ 3.Vxd4 Vxd4+ (ara hamle, çatal; 1332)

85. 1.Fxd5+ Şh8 2.bxc3 (ara hamle; 1360)

86. 1.Vxd8+ Kxd8 2.Axe5 (ara hamle; 1414)

87. 1.Fxf6 Fxf6 2.Vxe4 Vd5 3.Vxd5 (ara hamle, savunucuyu alma; 1492)

88. 1.Axe7+ Vxe7 2.fxe3 (ara hamle; 1598)

89. 1.Fxd8 Kxd8 2.bxc3 (ara hamle; 1615)

90. 1...Kxe4+ 2.Şf3 Kxf6+ 3.Şxe4 Kxf1 (ara hamle, açık şah, araya girme; 1694)

91. 1...Fxd4 2.Vxd4 Vxd4 3.Axd4 fxe5+ (savunucuyu alma, açarak şah, açarak saldırı; 1385)

92. 1...Axe5 2.dxe5 Vxc6 (savunucuyu alma, ara hamle; 1410)

93. 1.Vxd4 exd4 2.Kxb2 (savunucuyu alma; 1425)

94. 1...Vxf2 2.Axf2 Kxe1 (savunucuyu alma; 1431)

95. 1...Kxd5 2.exd5 Axe3 (savunucuyu alma; 1448)

96. 1.Vxd4 Vxd4 2.Axe6+ Şh8 3.Axd4 (savunucuyu alma, saptırma, çekme; 1451)

97. 1...Kxe6 2.Kxe6 Axf4+ 3.Şf3 Axe6 (savunucuyu alma, açık şah, saptırma; 1469)

98. 1...cxb3 2.Fxa5 Fxb2 3.axb3 Fxa1 (savunucuyu alma, şiş, bağlama; 1500)

99. 1.Vxe5 fxe5 2.Axc7+ (savunucuyu alma; 1508)

100. 1...Vh4+ 2.g3 Axg3 3.hxg3 Vxh1 (kapana kısılan taş; 1324)

101. 1...Kh8 2.Vxh8 Vxh8 (kapana kısılan taş; 1346)

102. 1...Fg5 2.Kxf8 Fxe3 3.K8f7+ Vxf7 4.Kxf7+ Şxf7 (kapana kısılan taş; 1364)

103. 1.g3 Vxh3+ 2.Vxh3 (kapana kısılan taş; 1367)

104. 1.Aa4 Vxa1 2.Vxa1 (kapana kısılan taş; 1396)

105. 1.fxg5 Vxf1 2.Kxf1 (kapana kısılan taş, bağlama; 1422)

106. 1.Aa4 Vxa1 2.Vxa1 (kapana kısılan taş; 1497)

107. 1...Fe5 2.Vxe5 Kxe5 (kapana kısılan taş; 1511)

108. 1...Ka8 2.Vb7 Khb8 3.Vxb8 Kxb8 (kapana kısılan taş, yol açma; 1569)

109. 1...Vxf1+ 2.Kxf1 Kxf1# (röntgen, son sıra matı, 2 hamlede mat; 1233)

110. 1.Vc8+ Kxc8 2.Kxc8# (röntgen, feda, son sıra matı; 1286)

111. 1.Fxf6+ Vxf6 2.Ke7+ Vxe7 3.Vxe7+ (röntgen, feda; 1307)

112. 1...Kxf7 2.exf7+ Vxf7 (röntgen; 1494)

113. 1...Kxh3+ 2.Kxh3 Kxh3# (röntgen, 2 hamlede mat, şah kanadı saldırısı; 1495)

114. 1...Vc1+ 2.Kxc1 Kxc1+ 3.Vd1 Kxd1# (röntgen, 3 hamlede mat, feda; 1496)

115. 1...Vxf1+ 2.Kxf1 Kxf1# (röntgen, 2 hamlede mat, Opera matı; 1525)

116. 1...Aa4 2.Vb3 Axc3+ 3.Vxc3 Vxc3 (röntgen, çatal; 1538)

117. 1.Vxd8+ Kxd8 2.Kxd8# (röntgen, 2 hamlede mat, şah kanadı saldırısı; 1604)

118. 1...Kxc1+ 2.Kxc1 Vd1+ 3.Kxd1 Kxd1# (son sıra matı, 3 hamlede mat, feda; 1265)

119. 1...Va1+ 2.Fc1 Vxc1+ 3.Vd1 Vxd1# (son sıra matı, 3 hamlede mat; 1286)

120. 1.Vb8+ Vd8 2.Vxd8# (son sıra matı, 2 hamlede mat; 1316)

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25 Cevaplar (3)

121. 1.Vxf8+ Şxf8 2.Fb4+ Şg8 3.Ke8# (son sıra matı, çekme, 3 hamlede mat; 1347)

122. 1...Vd2+ 2.Şb1 Vd1+ 3.Kxd1 Kxd1# (son sıra matı, 3 hamlede mat, feda; 1368)

123. 1...Vxd1+ 2.Kxd1 Kxd1# (son sıra matı, 2 hamlede mat, röntgen; 1495)

124. 1...Ke1+ 2.Kf1 Ve3+ 3.Şh1 Kxf1# (son sıra matı, saptırma, 3 hamlede mat; 1596)

125. 1.Vxd8+ Kxd8 2.Ke8+ Kxe8 3.Kxe8# (son sıra matı, 3 hamlede mat, feda; 1618)

126. 1...Vxf2+ 2.Şh1 Fxg2+ 3.Axg2 Vf1+ 4.Kxf1 Kxf1# (son sıra matı, feda, 4 hamlede mat; 1722)

127. 1...Vxh3+ 2.Şg1 Vxg2# (2 hamlede mat, bağlama; 1237)

128. 1.g4+ Vxg4+ 2.Vxg4# (2 hamlede mat, röntgen; 1302)

129. 1.Kxh7+ Şxh7 2.Vh5# (2 hamlede mat, çekme, feda; 1327)

130. 1...Vxf1+ 2.Şxf1 Ke1# (2 hamlede mat, Opera matı, çekme; 1334)

131. 1...Ag4+ 2.Şg1 Vh2# (2 hamlede mat, açarak şah, çifte şah; 1353)

132. 1.Kxd2 e2 2.Ve1# (2 hamlede mat, savunucuyu alma; 1402)

133. 1.Kxh7+ Şxh7 2.Vh4# (2 hamlede mat, çekme, feda; 1503)

134. 1.Ve6+ Şd8 2.Kb8# (2 hamlede mat, çatal; 1521)

135. 1...Af3+ 2.Şd1 Ke1# (2 hamlede mat, açarak şah, çifte şah; 1528)

136. 1.d7 Kxb1 2.d8=V+ (terfi, ileri piyon, kale oyun sonu; 1280)

137. 1.h6 c2 2.h7 b3 3.h8=V (terfi, ileri piyon; 1416)

138. 1...Af3+ 2.Şh1 exf1=V# (terfi, saptırma, 2 hamlede mat; 1417)

139. 1.g3+ Şxg3 2.Şxg5 Şf3 3.h7 g3 4.h8=V (terfi, ileri piyon, at oyun sonu; 1427)

140. 1.Ae8+ Şg6 2.f8=V Kxf8 3.Şxf8 (terfi, saptırma, ileri piyon; 1428)

141. 1.axb7 Kd7 2.Fc7 Kxc7 3.b8=V (terfi, yol açma, ileri piyon; 1549)

142. 1...f3+ 2.Şh3 g2 3.c8=V h1=V+ 4.Kxh1 gxh1=V+ (terfi, açık şah, ileri piyon; 1577)

143. 1...Vd1+ 2.Şa2 g1=V 3.Vf4+ Vg3 (terfi, ileri piyon; 1578)

144. 1...f2+ 2.Şxh2 f1=V (terfi, saptırma, ileri piyon; 1626)

145. 1...Kxd4 2.cxb7 Kd8 3.bxa6 Fe4 (sessiz hamle; 1425)

146. 1.Ag5 Ve8 2.Ae6+ Şg8 3.Vxg7# (sessiz hamle, 3 hamlede mat; 1439)

147. 1.Kg3 Ke7 2.Vxf6 (sessiz hamle, bağlama; 1455)

148. 1.Vxd5 exd5 2.b5 Şf8 3.b6 (sessiz hamle, vezir oyun sonu; 1472)

149. 1...a4 2.d7 Şc7 3.d8=V+ Şxd8 (sessiz hamle, piyon oyun sonu; 1472)

150. 1.h5 b5 2.h6 gxh6 3.gxh6 b4 4.h7 b3 5.h8=V (sessiz hamle, terfi, piyon oyun sonu; 1533)

151. 1.Şf4 Şe6 2.f3 Şd6 3.Şxf5 (sessiz hamle, zugzwang, piyon oyun sonu; 1562)

152. 1...g5 2.Şxh7 f4 (sessiz hamle, piyon oyun sonu; 1600)

153. 1.Ad3 Fb1 2.h7 (sessiz hamle, ileri piyon; 1651)

154. 1.Şxa7 Şxf3 2.Şxb6 h5 3.a5 (savunma hamlesi, piyon oyun sonu; 1162)

155. 1...Fxc3 2.Şxc3 Şe5 (savunma hamlesi, fil oyun sonu; 1186)

156. 1.Kxc2 a2 2.Ab3 (savunma hamlesi, korumasız taş; 1265)

157. 1...Ff5+ 2.Şd1 Fxg6 3.hxg6 Ah6 (savunma hamlesi, çatal; 1344)

158. 1...g4 2.hxg4 hxg4 3.Fe6 g3 4.Fh3 Şc4 (savunma hamlesi, fil oyun sonu; 1345)

159. 1...a5 2.Şf3 a4 (savunma hamlesi, sessiz hamle, piyon oyun sonu; 1406)

160. 1.Axe7+ Şh7 2.Kxf8 Kd1+ 3.Şg2 (savunma hamlesi, saptırma; 1445)

161. 1.Kxf1 Ve3+ 2.Af2 (savunma hamlesi; 1593)

162. 1...f3+ 2.Şxf3 Şxd3 3.Ff5+ Şd2 (savunma hamlesi, saptırma; 1633)

163. 1.Axf6+ Şh8 2.Axd7 (çifte şah, açarak şah; 1227)

164. 1...Vc1+ 2.Kxc1 Kxc1+ 3.Vd1 Kxd1# (röntgen, 3 hamlede mat, feda; 1268)

165. 1...Vb1+ 2.Şg2 Fxe4 3.Vxe4 Vxe4+ (bağlama; 1285)

166. 1...f3+ 2.Vg3 Fe5 (açarak şah, açarak saldırı, bağlama; 1302)

167. 1...Vb6+ 2.Şh2 Vxc7 (çatal; 1335)

168. 1.Vd6+ Şa8 2.Vd8+ Kxd8 3.Kxd8# (3 hamlede mat, feda, son sıra matı; 1364)

169. 1...Vxg7+ 2.Vg2 Kg3 3.Vxg3 Vxg3+ (bağlama, korumasız taş; 1400)

170. 1.Kxg5+ Şf8 2.Kg8+ Şe7 3.Vxe4+ (araya girme; 1413)

171. 1...dxc3 2.Şf4 c2 3.Şe3 c1=V+ (ileri piyon, terfi, fil oyun sonu; 1417)

172. 1.Fxg7 Agf6 2.Fxh8 (kapana kısılan taş; 1428)

173. 1.Vxd7 Axd7 2.Fxe7 (savunucuyu alma; 1448)

174. 1...Fxc5 2.Axc5 Va5+ 3.Vd2 Vxc5 (yol açma, çatal; 1458)

175. 1...Kc1+ 2.Şh2 Vd6+ 3.Vf4 Vxf4+ 4.Kxf4 Kxf4 (röntgen; 1490)

176. 1...Kxg2+ 2.Şf1 Kg1+ 3.Şxg1 Vh1# (çekme, 3 hamlede mat, feda; 1524)

177. 1.Kb8+ Kxb8 2.Vxa3 (saptırma; 1551)

178. 1.Kxf5 gxf5 2.d7 Şf7 3.d8=V (ileri piyon, feda, terfi; 1569)

179. 1.Fg6+ Şf8 2.Kxf3+ Şg7 3.Kxg3 (açık şah, çatal, ara hamle; 1601)

180. 1.Vh7+ Şf8 2.Vh8+ Axh8 3.Kxh8# (3 hamlede mat, feda, son sıra matı; 1683)

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26 Taktik kontrol kartı

Her hamleden önce (maç çantası için)

Ş: Şah çekmeler	Benim ve rakibimin bütün şah çekmeleri
A: Almalar	Korumasız taş var mı? Kaç kez saldırı, kaç kez koruma?
T: Tehditler	Rakibimin tehdidi ne? Benim en büyük tehdidim ne?
Desenler	Aynı çizgide iki taş (bağlama, şiş), at çatalı kareleri, son sıra, f7/f2
Son kontrol	Hamlemden sonra rakibin en iyi cevabı ne?

18 tema, tek cümleyle

Çatal	Bir taş aynı anda iki (ya da daha fazla) rakip taşa saldırır.
Bağlama	Bir taş, arkasındaki daha değerli taşı (ya da şahı) açıkta bırakacağı için hareket edemez.
Şiş	Bağlamanın tersi: değerli taş öndedir; o kaçınca arkasındaki taş alınır.
Açarak saldırı	Bir taş çekilir ve arkasındaki taşın saldırısını açar.
Çifte şah	Açarak saldırının en güçlüsü: iki taş birden şah çeker.
Saptırma	Önemli bir kareyi ya da taşı koruyan rakip taşı, oradan uzaklaştırmak.
Çekme	Rakip taşı (çoğu zaman şahı) bir fedayla istenmeyen bir kareye çekmek.
Yol açma	Kendi taşını bir kareden ya da çizgiden çekerek başka bir taşına yol açmak.
Araya girme	Rakibin iki taşı arasındaki bağlantıya bir taş koyarak savunmayı kesmek.
Ara hamle	Beklenen hamleyi (örneğin geri alma) yapmadan önce araya daha güçlü bir hamle (şah, tehdit) sokmak.
Savunucuyu alma	Bir taşı ya da kareyi koruyan rakip taşı almak; ardından korunmayan hedef düşer.
Kapana kısılan taş	Rakip taşın kaçacak güvenli karesi kalmaz ve kazanılır.
Röntgen saldırısı	Bir taş, araya giren bir taşın “içinden geçerek” arkadaki kareyi korur ya da ona saldırır.
Son sıra matı	Şah kendi piyonlarının arkasında hapsolur; kale ya da vezir son sırada mat eder.
İki hamlede mat	İlk hamle zorlayıcıdır (şah, alma, tehdit); ikinci hamle mattır.
Terfi	Piyonu son sıraya ulaştırıp vezir (ya da başka bir taş) yapmak; taktik çoğu zaman terfi karesini açmak içindir.
Sessiz hamle	Şah çekmeyen ve bir şey almayan, ama karşı konulamaz bir tehdit hazırlayan hamle.
Savunma hamlesi	Rakibin tehdidini durduran tek hamle.

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