

Write the symbols:

 : King

 : moves to

 : Queen

 : captures on

 : Rook

 : check

 : Bishop

 : mate

 : Knight

 : Kingside castling

For question 2, you must associate the resulting position (diagrams) with the moves list.

a) Game 1:

1. e4 e5
2. Nf3 Nc6
3. Bb5 a6
4. Bxc6 bxc6
5. Nxe5 Nf6



b) Game 2:

1. d4 Nf6
2. c4 e6
3. Nc3 Bb4
4. Qc2 d5
5. Bd2 Nc6



c) Game 3:

1. Nf3 d5
2. g3 Nc6
3. Bg2 e5
4. O-O Bg4
5. d4 exd4



d) Game 4:

1. Nf3 Nf6
2. Nc3 d5
3. Nd4 Nc6
4. Ndb5 e5
5. d4 exd4



e) Game 5:

1. e4 f6
2. d4 d5
3. Nc3 Nd7
4. Bf4 g5??
5. Qh5# 1-0

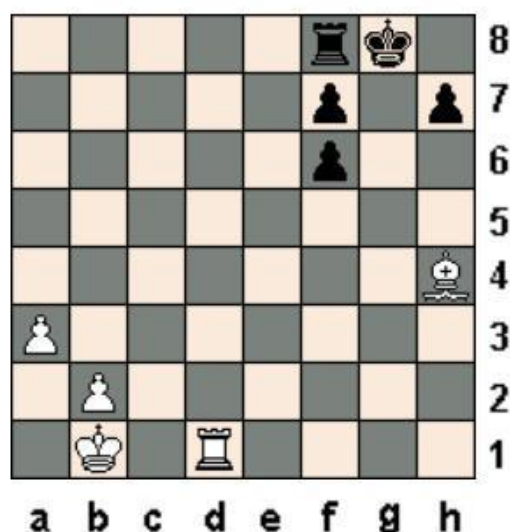


In the following diagrams, one of the player can checkmate his opponent in 2 moves. You have to find the checkmate and indicate the moving sequence in algebraic notation in the appropriate text boxes. Do not forget to use all the necessary symbols (to note the checks and the checkmate).

White to move.

1.
2. 1 - 0

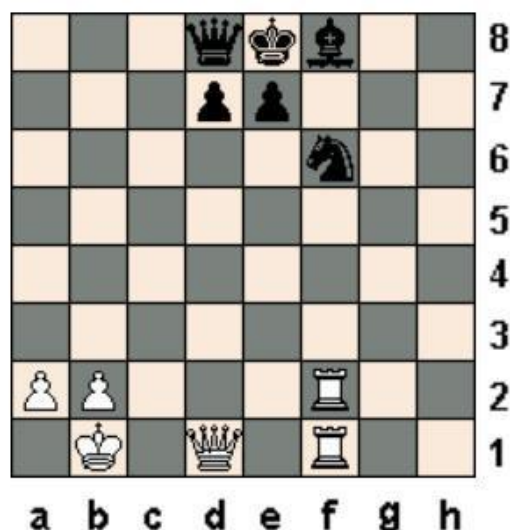
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White to move.

1.
2. 1 - 0

[Click here to have a clue](#)



Black to move.

1. ...
2.
3. 0 - 1

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