



Chess Puzzles

Volume 2

Medium



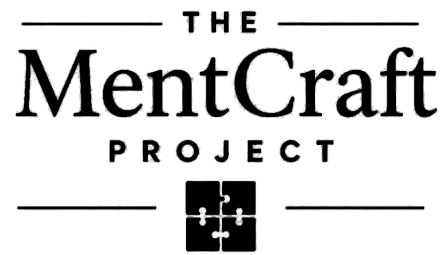
400 Puzzles + 50 Bonus Puzzles

Find the Best Move - Complete Answer Key

Legal Positions - Carefully Graded

GREAT FOR ALL AGES

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Chess Puzzles

Medium - Volume 2

Find the Best Move

450 Puzzles Including 50 Bonus Puzzles

For David

My son, you have a wonderful mind.
Always remain curious and never assume you know everything.

How to Get the Most Out of This Book

Every MentCraft collection starts from a simple idea: different minds grow stronger in different ways. Chess has a special place in that family. A single position can ask you to notice a hidden threat, compare tempting ideas, calculate a few moves ahead, and then trust the line that survives your own questions. It brings together pattern recognition, calculation, imagination, and the quiet satisfaction of seeing a position clearly.

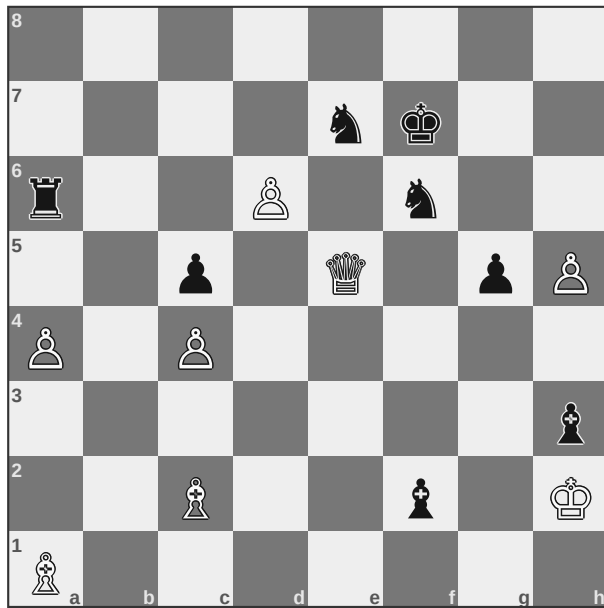
Each puzzle in this book asks one simple question: What is the best move? White is always shown at the bottom of the board, and the label beneath the diagram tells you whose turn it is. Before you turn to the solutions, give the position a little time. Look for checks, captures, threats, loose pieces, vulnerable kings, and tactical patterns - but don't stop at the first move that looks good. Ask what your opponent would play next.

This Medium volume is designed to strengthen calculation and pattern recognition as the positions become less immediate. Some ideas will still appear quickly; others will ask you to compare two or three plausible moves and follow the consequences a little further. The aim is not only to solve more puzzles, but to become more systematic, more accurate in your calculation, and more comfortable rejecting attractive moves that do not survive a careful reply. If a puzzle resists the first idea you see, that resistance is part of the training.

You'll find 400 main puzzles and 50 bonus puzzles, followed by complete solutions in standard algebraic notation. In the solutions, x marks a capture, + a check, # checkmate, and O-O / O-O-O castling. Every published position is carefully checked for legality and a clear best move. Use the My Notes line whenever it helps you compare ideas, remember a pattern, or capture the reason a move works. Take your time, enjoy the process, and let every position make the next one a little easier to see.

Puzzle 001

EASY

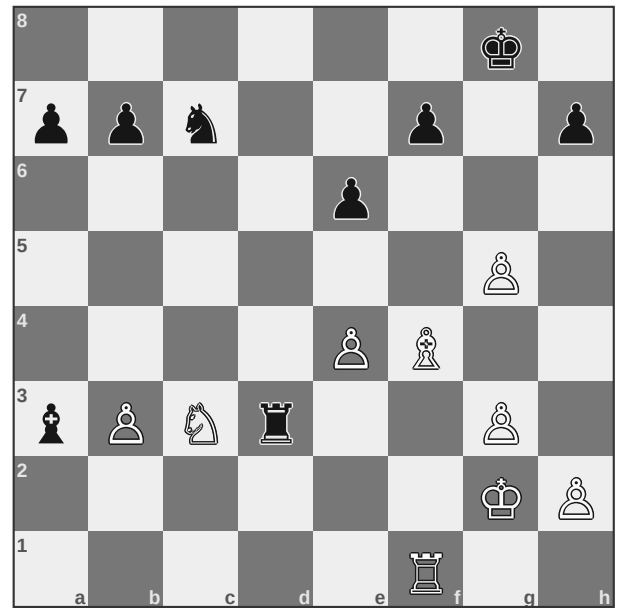
**BLACK TO MOVE**

Find the best move.

My Notes: _____

Puzzle 002

EASY

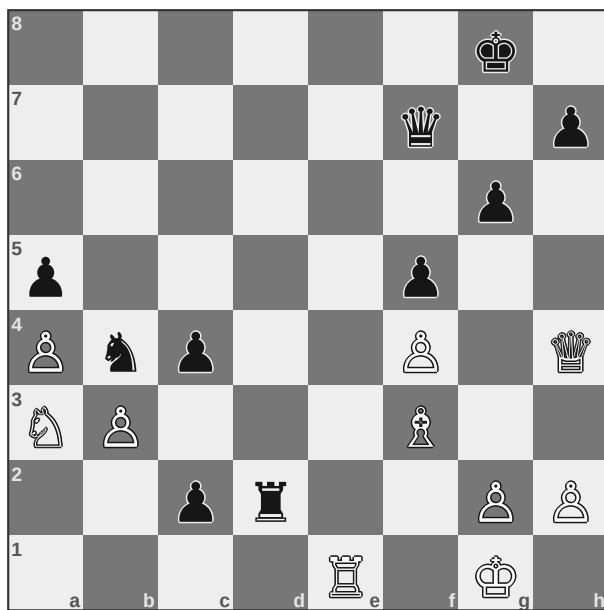
**BLACK TO MOVE**

Find the best move.

My Notes: _____

Puzzle 003

EASY

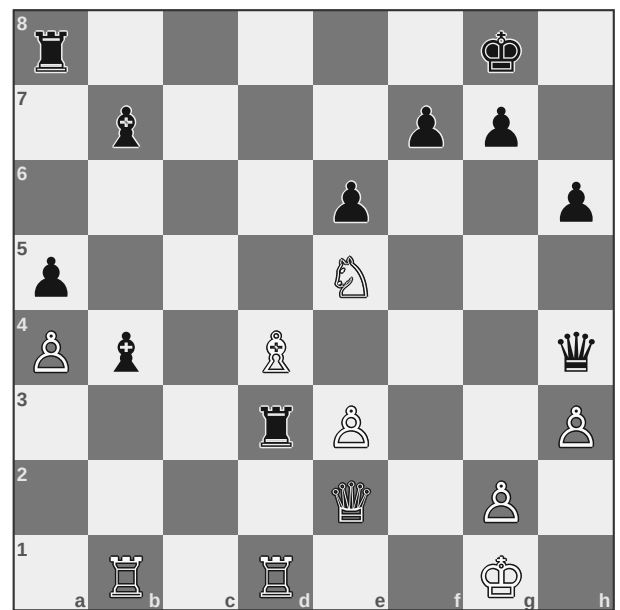
**BLACK TO MOVE**

Find the best move.

My Notes: _____

Puzzle 004

EASY

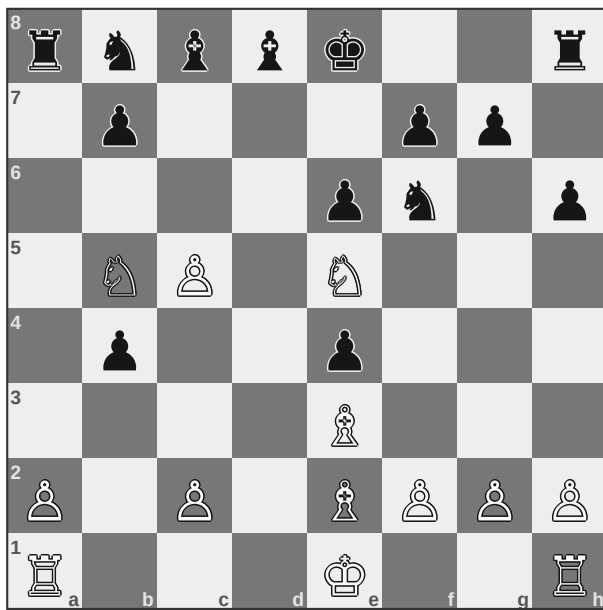
**BLACK TO MOVE**

Find the best move.

My Notes: _____

Puzzle 005

EASY

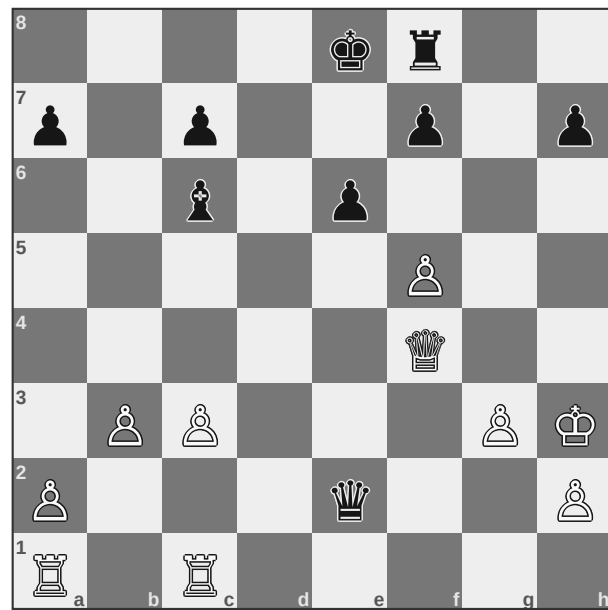
**WHITE TO MOVE**

Find the best move.

My Notes: _____

Puzzle 006

EASY

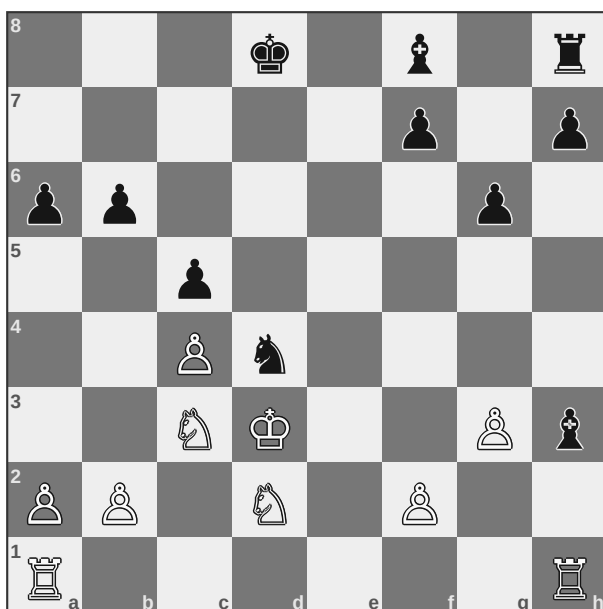
**BLACK TO MOVE**

Find the best move.

My Notes: _____

Puzzle 007

EASY

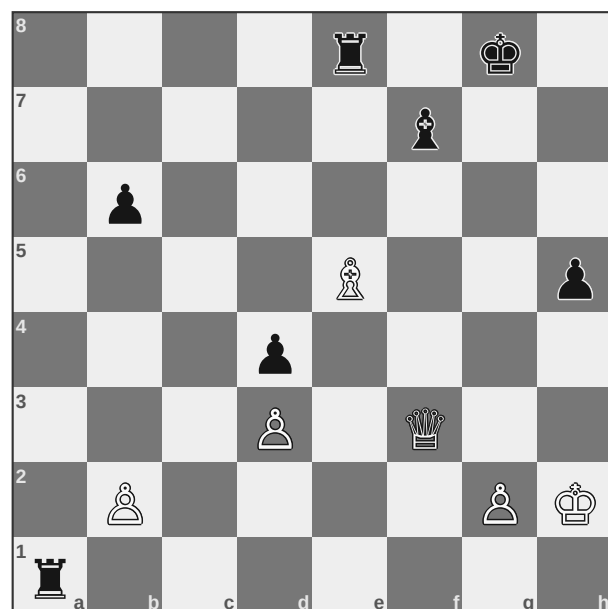
**WHITE TO MOVE**

Find the best move.

My Notes: _____

Puzzle 008

EASY

**WHITE TO MOVE**

Find the best move.

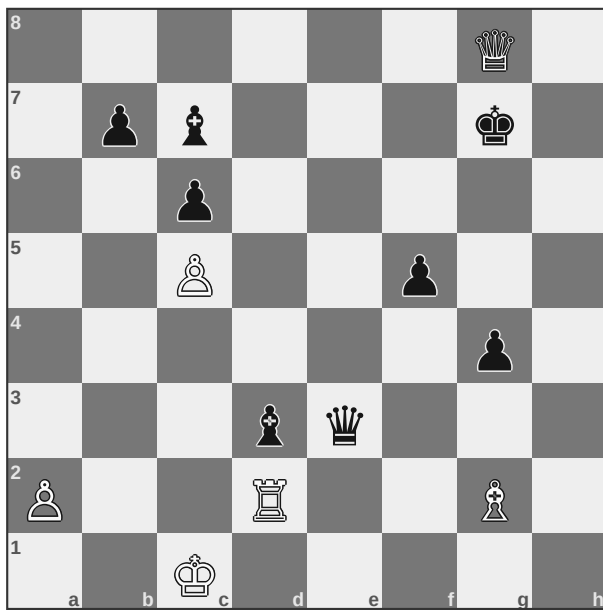
My Notes: _____

BONUS PUZZLES

Our gift to you for choosing this book.
50 extra Medium positions to keep your momentum going.

Puzzle 401

EASY

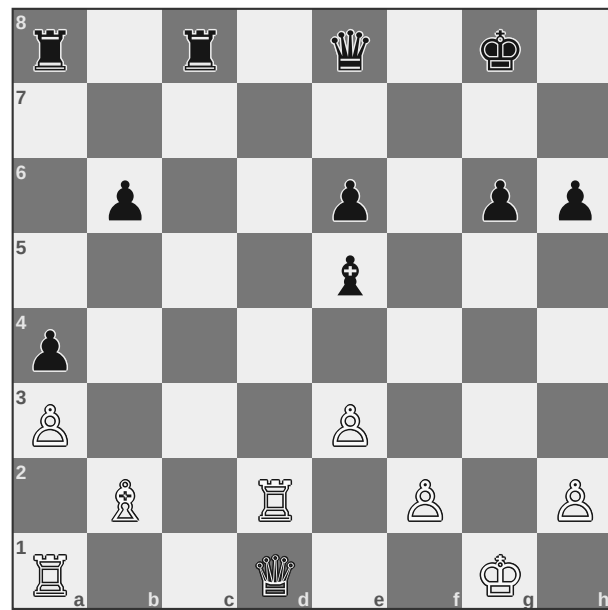
**BLACK TO MOVE**

Find the best move.

My Notes: _____

Puzzle 402

EASY

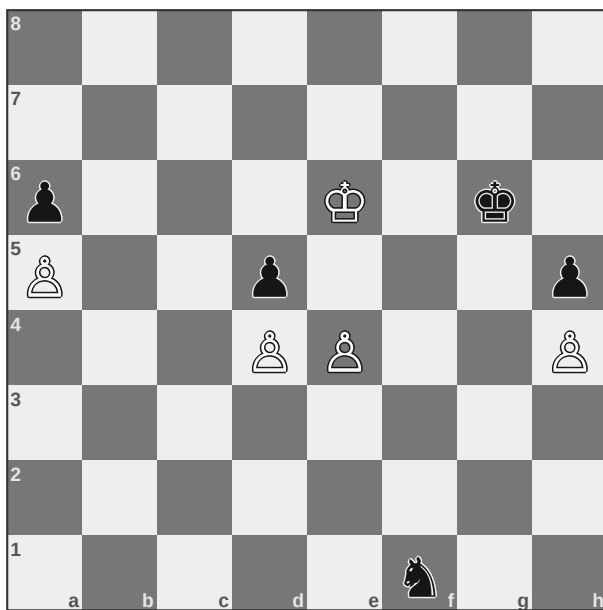
**WHITE TO MOVE**

Find the best move.

My Notes: _____

Puzzle 403

EASY

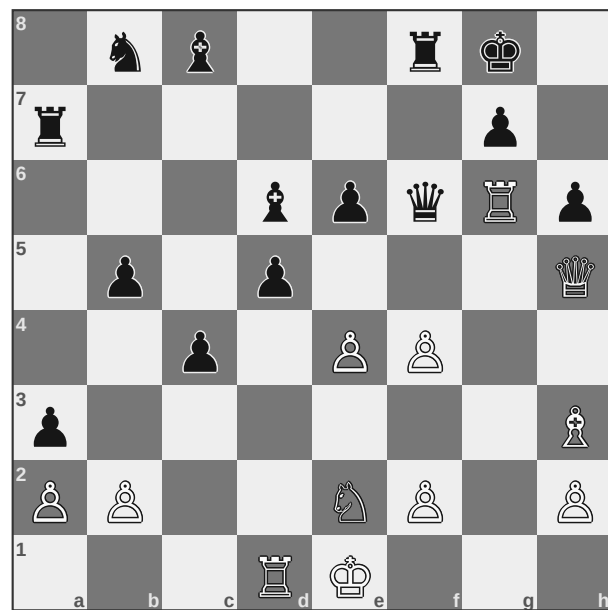
**BLACK TO MOVE**

Find the best move.

My Notes: _____

Puzzle 404

EASY

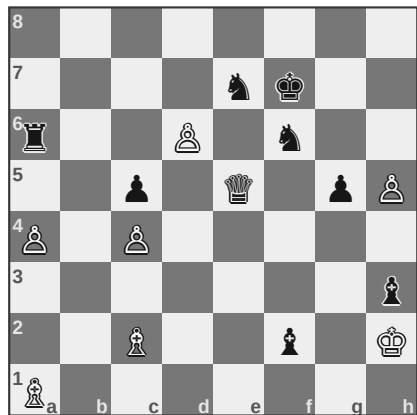
**WHITE TO MOVE**

Find the best move.

My Notes: _____

Puzzle 001

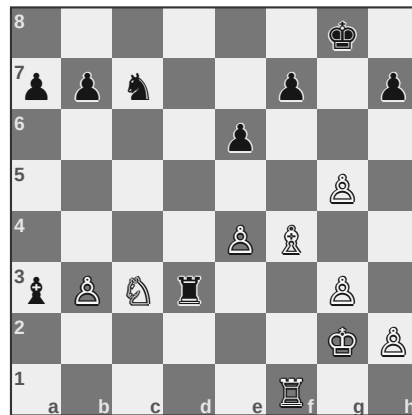
E



44... Ng4+ 45. Kxh3 Nxe5 46. Bxe5

Puzzle 002

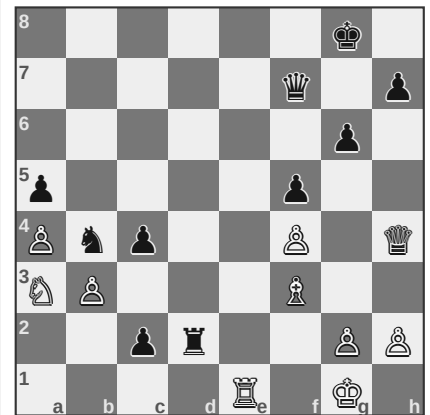
E



32... Rxc3 33. Rd1 Rc2+ 34. Kh3

Puzzle 003

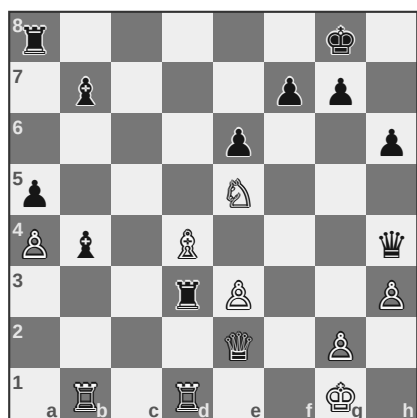
E



35... cxb3 36. h3 b2 37. Nxc2

Puzzle 004

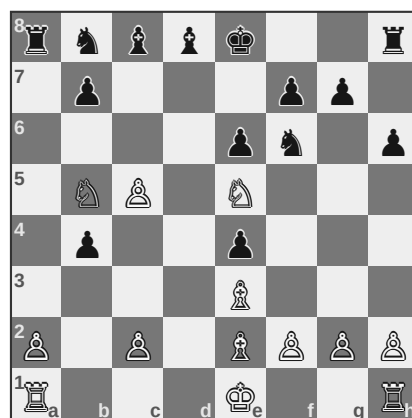
E



26... Rxd1+ 27. Rxd1 Rc8 28. Qf1

Puzzle 005

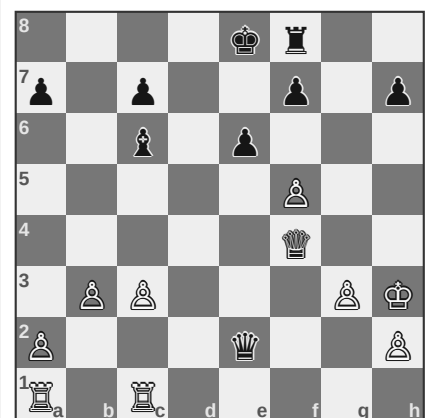
E



12. Nd6+ Kf8 13. Nxf7 Nc6

Puzzle 006

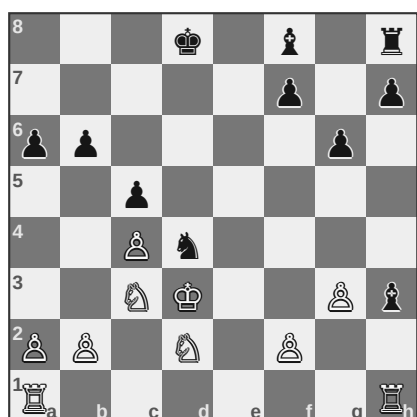
E



29... Qg2+ 30. Kh4 Qxh2+ 31. Kg4

Puzzle 007

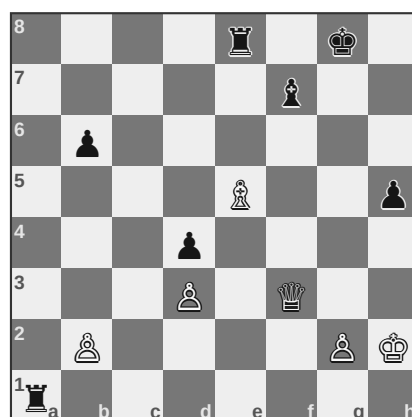
E



22. Rxh3 Bg7 23. Nb3 Nf3

Puzzle 008

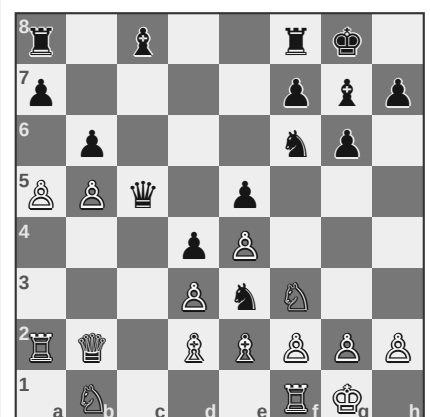
E



42. Qg3+ Kf8 43. Qg7+ Ke7

Puzzle 009

E



17... Nxf1 18. Bb4 Qxb5 19. Bxf8

Puzzle 442

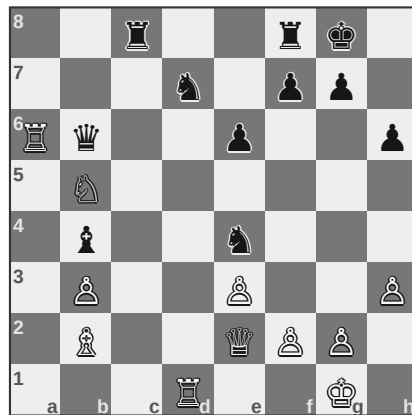
E



21. cxd5 g5 22. f3 Kf7

Puzzle 443

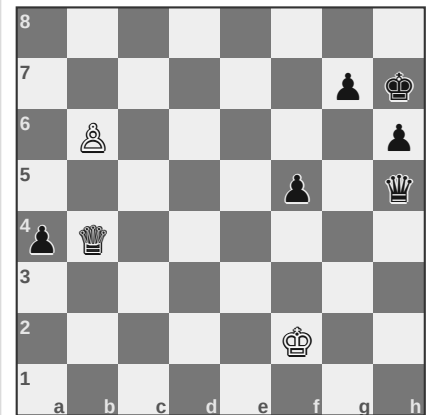
E



25... Qxa6 26. Rxd7 Qa2 27. Kh2

Puzzle 444

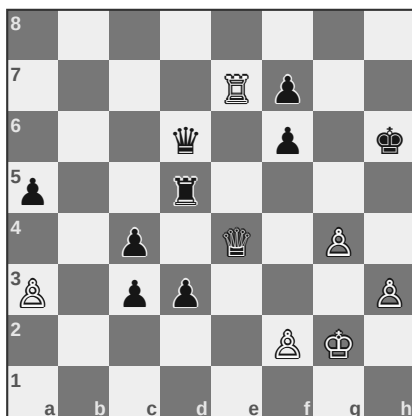
E



52... Qh2+ 53. Kf1 Qh3+ 54. Kf2

Puzzle 445

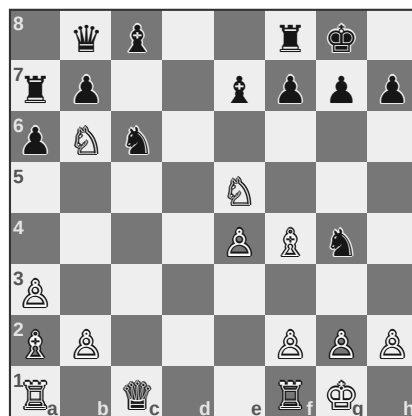
E



37. Rxf7 f5 38. Qe8 Re5

Puzzle 446

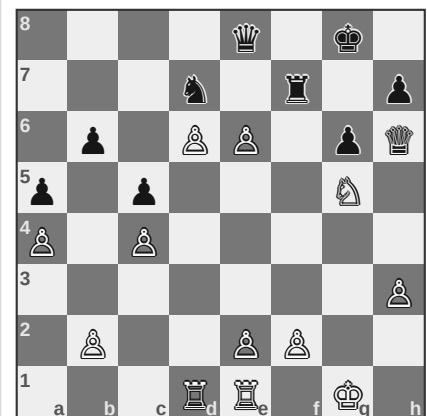
E



17... Ngxe5 18. Kh1 Re8 19. Bg3

Puzzle 447

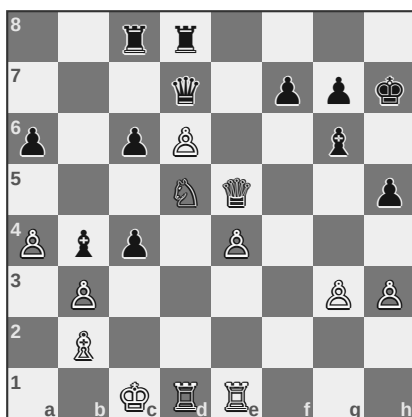
E



33. exf7+ Qxf7 34. Nxf7 Kxf7

Puzzle 448

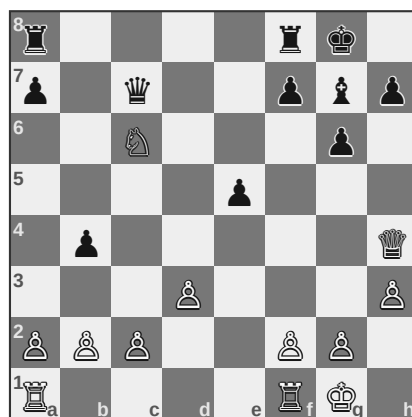
E



31... f6 32. Nxf6+ gxf6 33. Qxf6

Puzzle 449

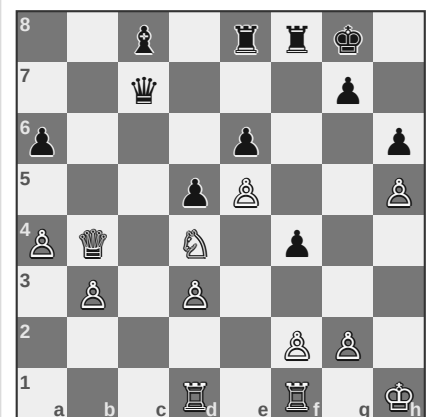
E



21... Qxc6 22. Qxb4 Qxc2 23. Rac1

Puzzle 450

E



26... Qxe5 27. f3 Qxh5+ 28. Kg1

The MentCraft Project starts from a simple idea: a mind that's exercised regularly stays sharper, more curious, and more capable — but not every mind sharpens the same way. Some people think best in words, others in numbers, others in shapes and spatial patterns, others in sequences of logical steps. That's why MentCraft builds puzzle collections across many different formats, each one training a different kind of mental muscle.

Chess rewards the player who can pause, notice what matters, and calculate one move further. This Medium volume is designed to build that habit one position at a time.

Each puzzle asks one simple question: What is the best move? Look for checks, captures, threats, loose pieces, vulnerable kings, and tactical patterns - then test your idea against your opponent's best reply.

Inside you'll find 400 main puzzles, 50 bonus positions, and complete solutions in standard algebraic notation. Every published position is carefully checked for legality and a clear best move.

