

How to lead to fundamental brinkmate(必至)

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0 Introduction

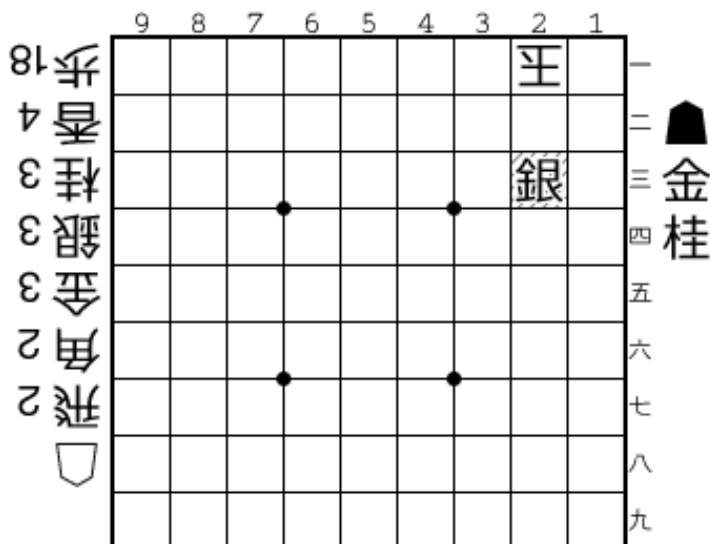
ひっし【必至／必死】 *n.* *Brinkmate.* A threatmate, in which there is no way for the king's side to avoid the forced mate in the next move.

HIDETCHI(Kawasaki, Tomohide), "Japanese-English SHOGI Dictionary"

For kyu-ranked players, the most efficient way of improving winning rate is to learn endgame because it is very rare that have no chance to turn around at endgame. The key concept of endgame next to 詰み=mate is 必至. You may know some typical 必至 positions but can you visualise scenario toward them in a game? Let's try the puzzles below which can appear in actual games!

1 Place a weight on the king

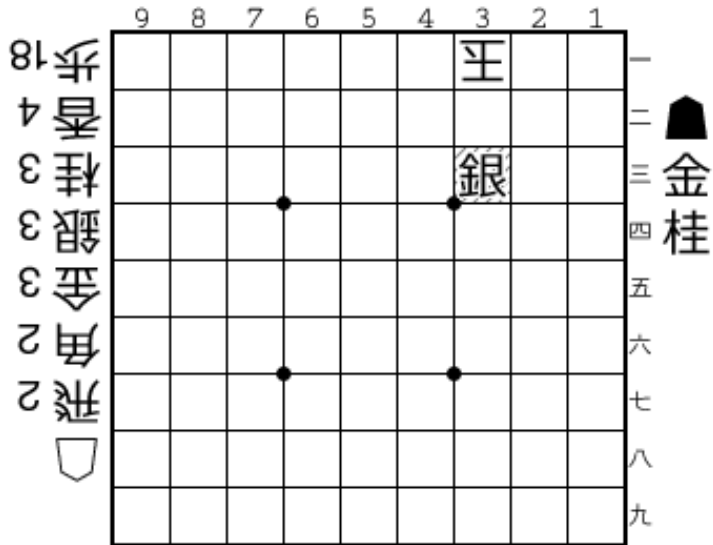
1.1 (fundamental)



Make sure that the position is 必至 precisely, that any gote(white)'s effort to avoid mate is no use. Can you mate after \triangle 金-32 or \triangle 飛-42 or \triangle 角-77?

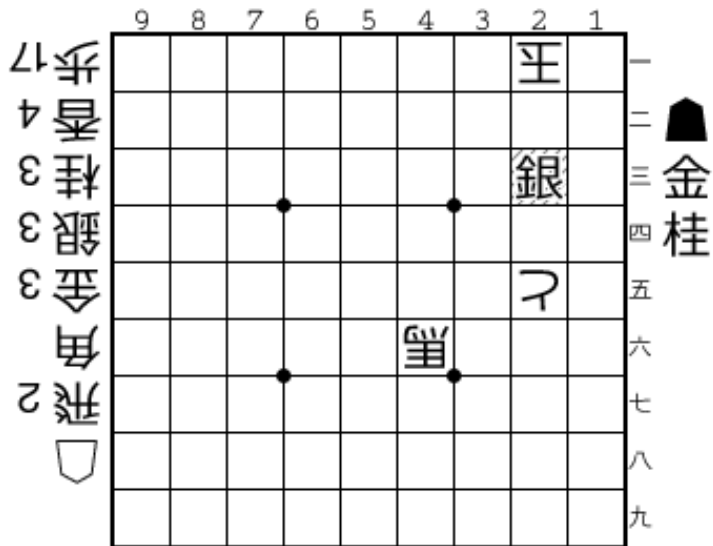
(Difficulty:★)

1.2



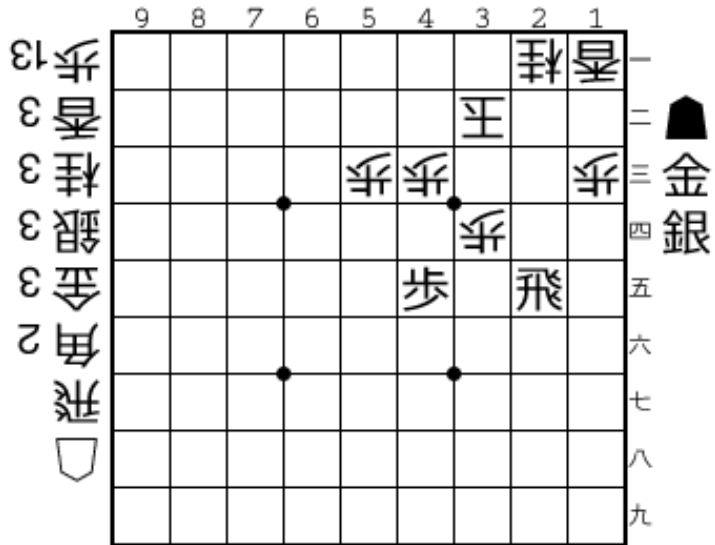
Is this position 必至? If not, show a good defense for white.
 (Difficulty:★)

1.3



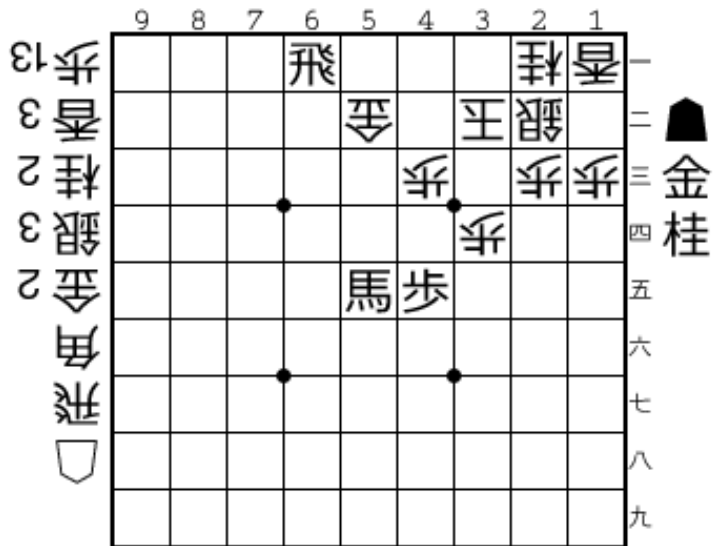
Find the most resistant move for gote, then solve 必至 from that.
 (Difficulty:★★★)

1.4



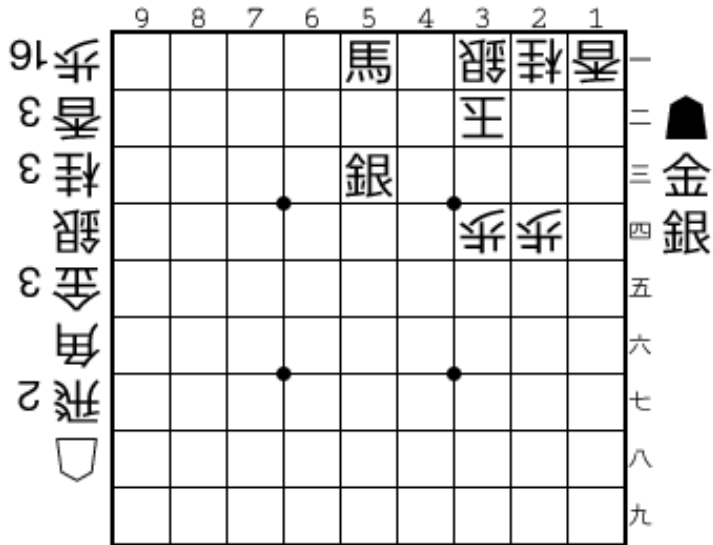
Solve 必至. Hint: remember the fundamental position!
 (Difficulty:★★)

1.5



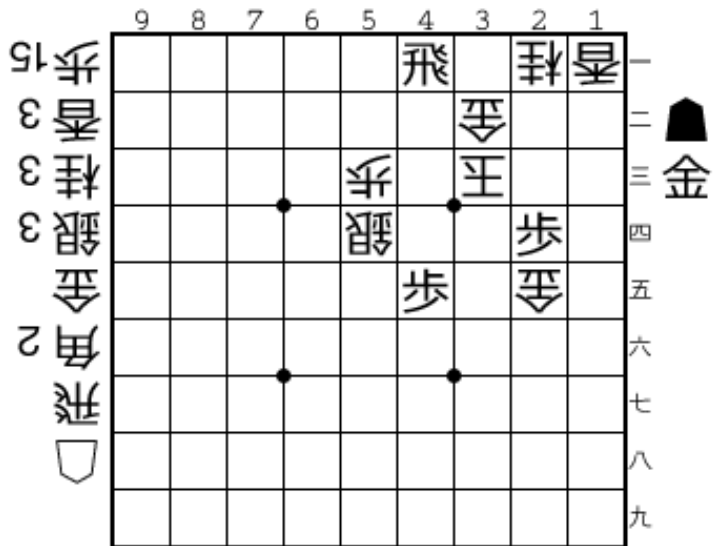
Solve 必至. Hint: a little more complicated but the same idea above.
 (Difficulty:★★★★)

1.6



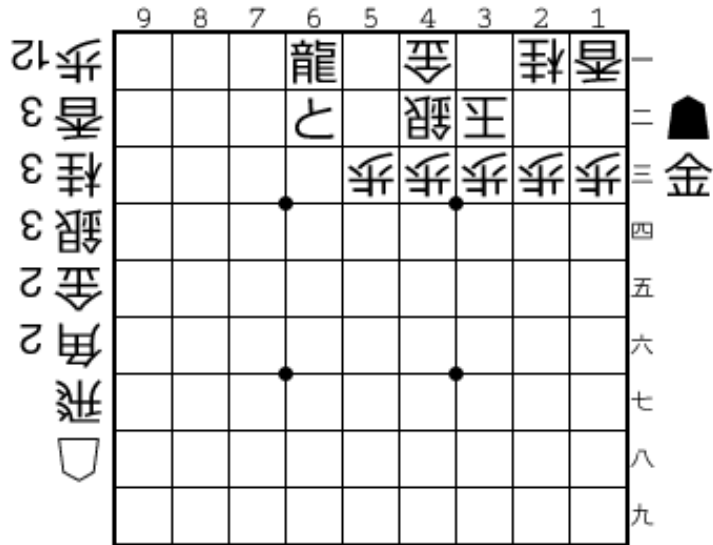
Solve 必至.
(Difficulty:★★)

1.7



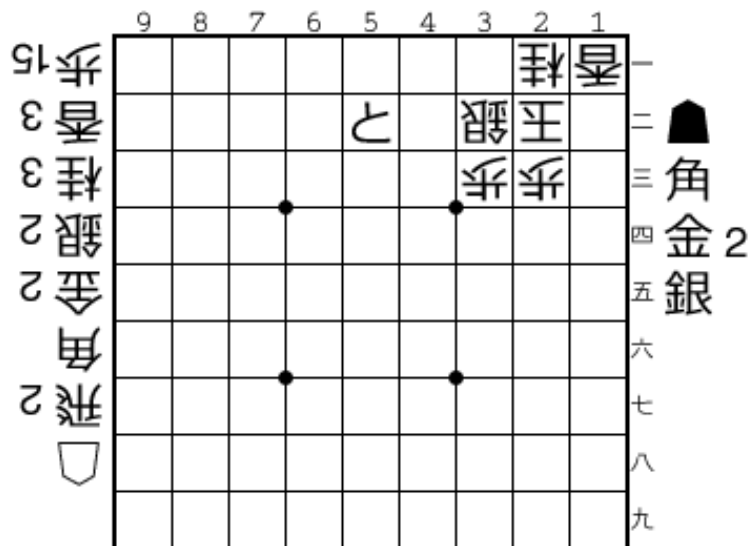
Solve 必至. Hint: Strong move first.
(Difficulty:★★★★)

2.3



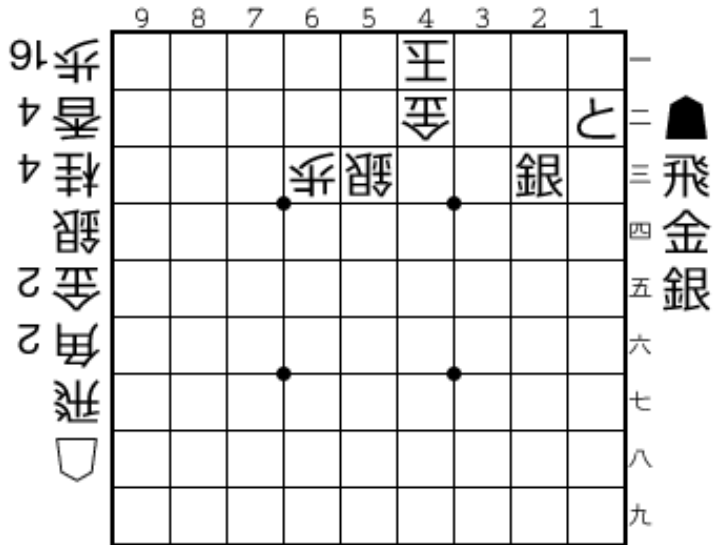
Solve 必至.
(Difficulty:★★)

2.4



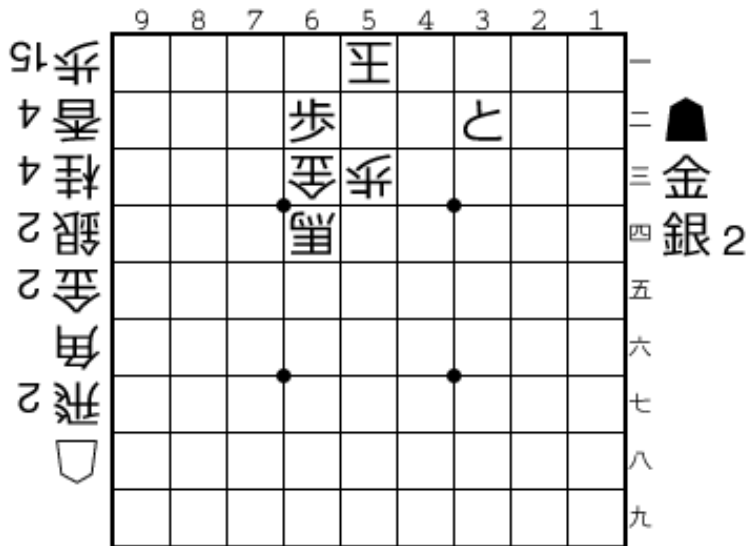
Solve 必至. Hint: sacrifice to get pincer position.
(Difficulty:★★★)

2.5



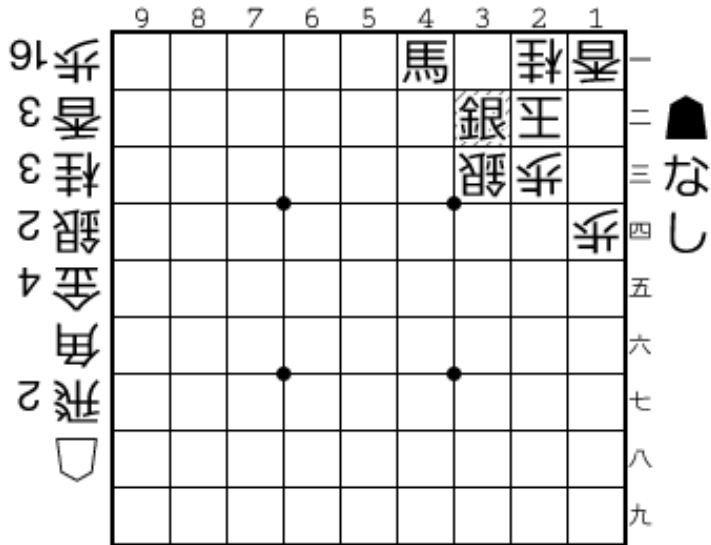
Solve 必至. Hint: attack severely so that the king cannot escape from the left side.
(Difficulty:★★★)

2.6



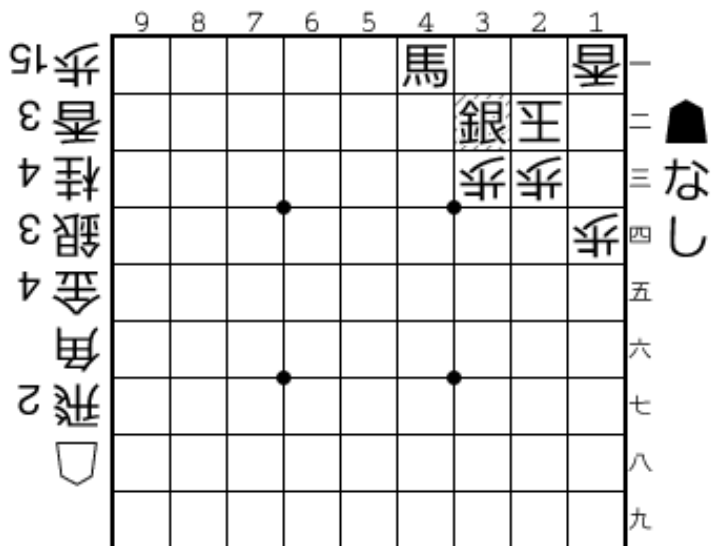
Solve 必至. Hint: simple ▲金-72 does not work. Devise a plan keeping 金 for finishing blow.
(Difficulty:★★★★)

3.2



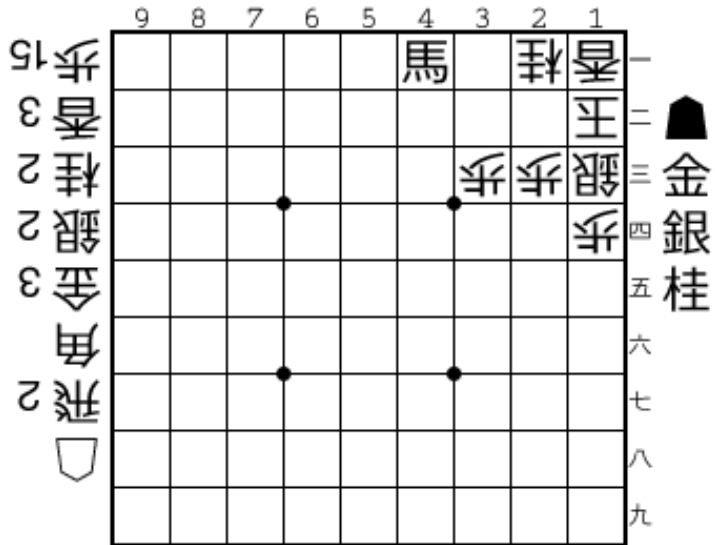
Is this position 必至? If not, show a good defense for gote.
(Difficulty:★)

3.3



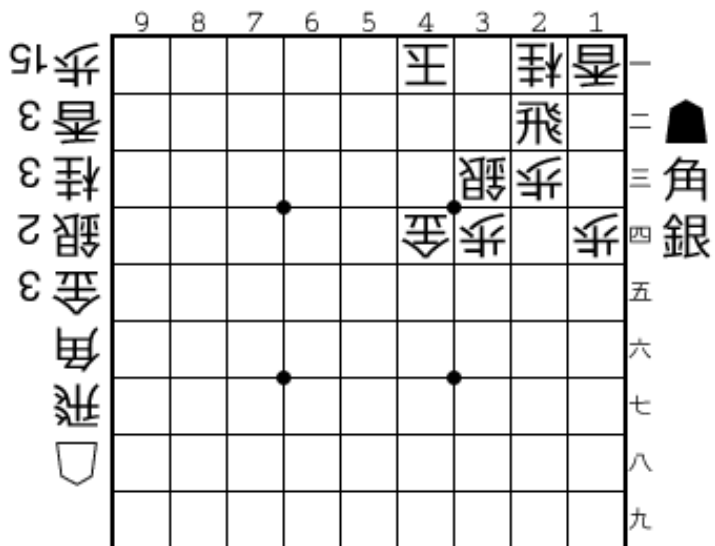
Is this position 必至? If not, show a good defense for gote.
(Difficulty:★★★)

3.4



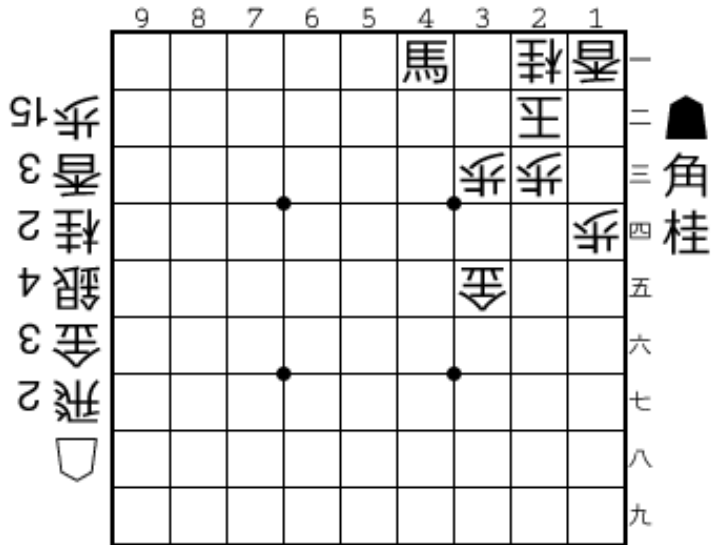
Solve 必至.
(Difficulty:★★★)

3.5



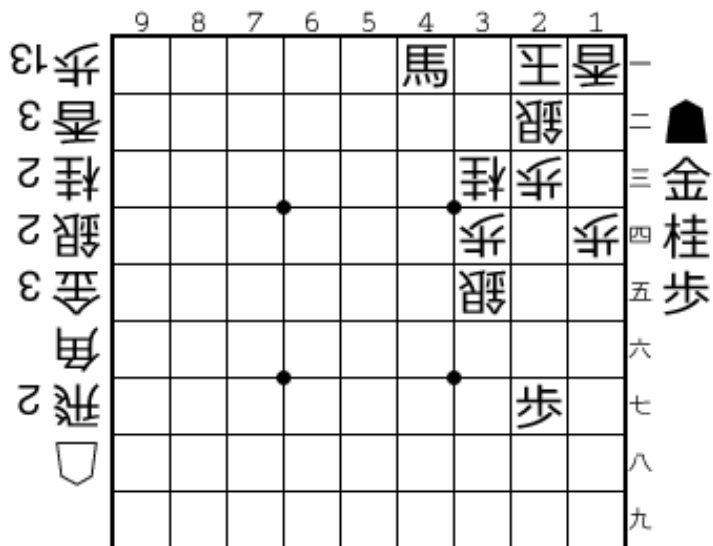
Solve 必至. Hint: the maneuver that is likely to miss.
(Difficulty:★★★★)

3.6



Solve 必至. Hint: shut down the king's escape route.
 (Difficulty:★★★★)

3.7



Solve 必至. Hint: remember 3.3.
 (Difficulty:★★★★★)