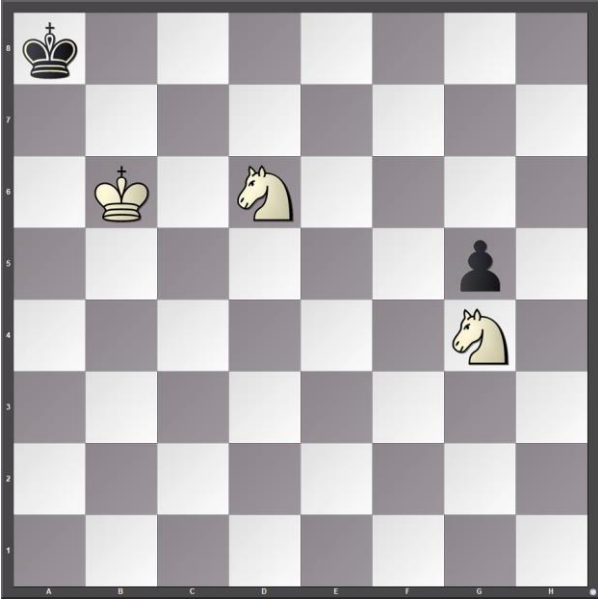
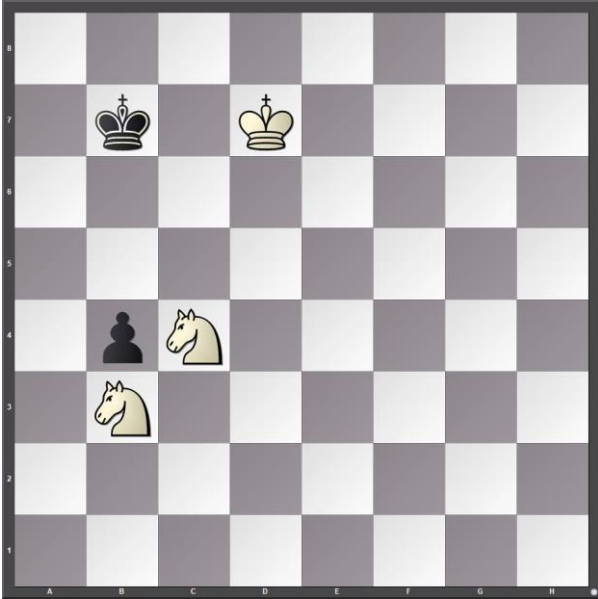


Class 4: 2 Knights vs. pawn – understanding the most complex ending.

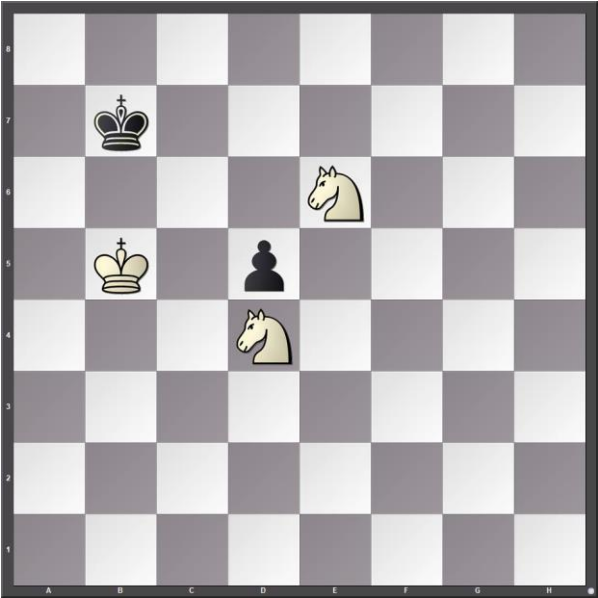
(Note: White is always at the lower end of the board, moving upwards.)



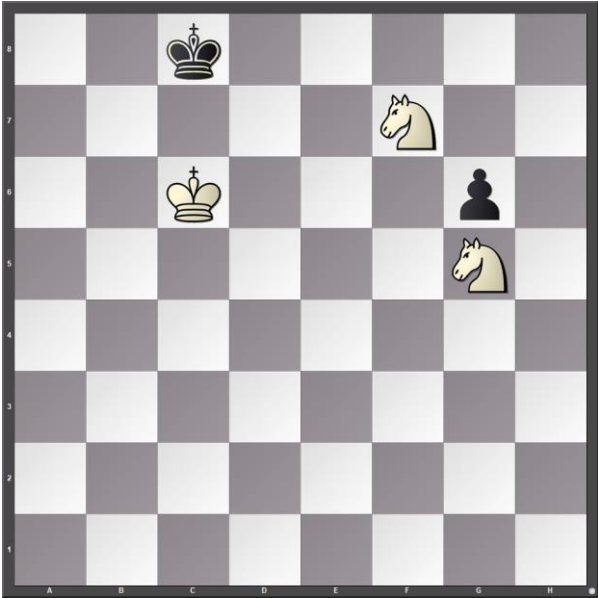
1. White to move and win.



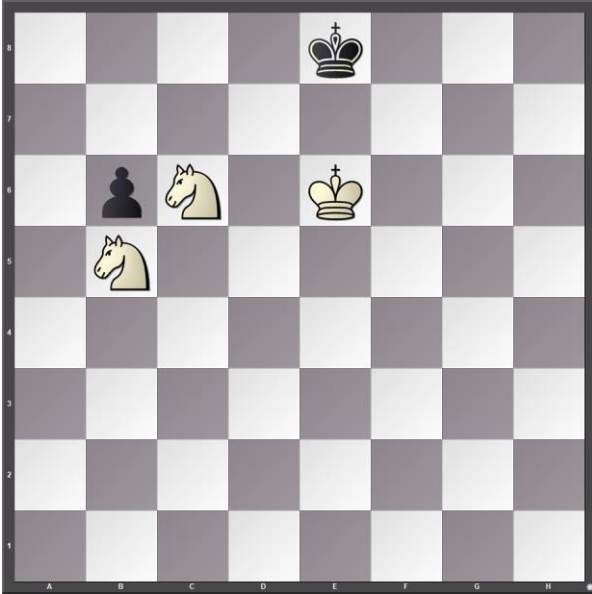
2. White to move and win.



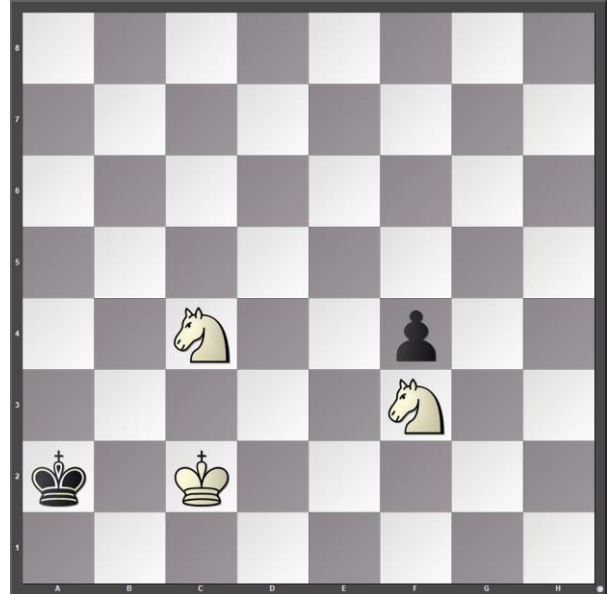
3. White to move and win.



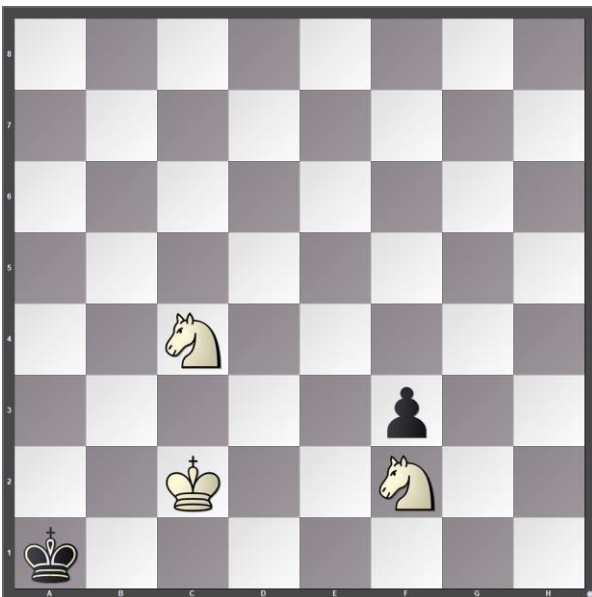
4. White to move and win.



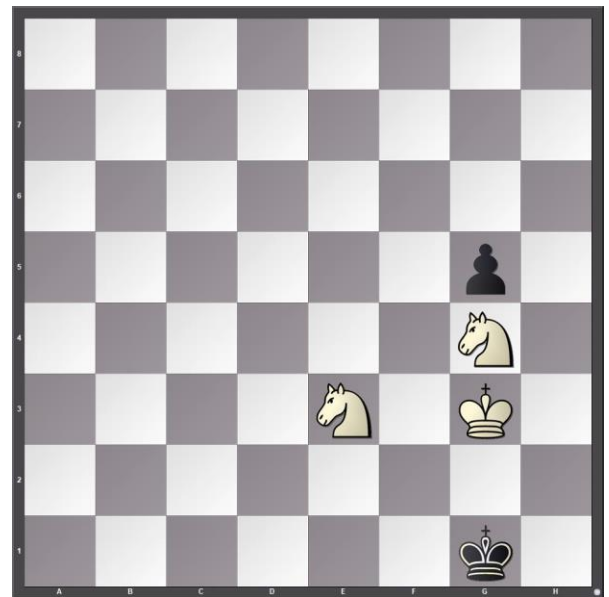
5. White to move and win.



6. White to move and win.



7. White to move and win.



- 8.1 White to move and win. How to lose a move and get this position with Black to move first?
- 8.2 If Black moves first, White has a mate in 4 moves. Find it.