

TRY IT!

THE MAGICAL WORLD OF CHESS

AUGMENTED REALITY BOOK

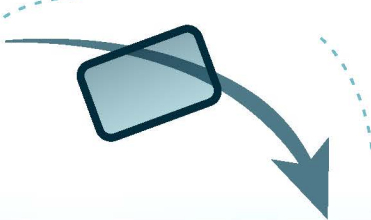
DEAR INQUIRER,

With the help of this test page you can try the augmented reality experience for free. We have brought one of our 40 topics as a sample, so you can get an idea of what awaits you in the book.

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38 SACRIFICE

The queen left in capture; a protected rook; a knight in exchange for a pawn. Not at all, as long as the sacrifices bring advantage or victory.

ALL IN!

We call it a sacrifice when we offer a **material advantage** to our opponent during the game, i.e. we give our piece to it for a piece of lesser value or for no consideration. We can sacrifice any of our pieces: there are pawn, knight, bishop, rook, and even queen sacrifices.

POWER OF SURPRISE

In itself, every sacrifice seems to be **unexpected** and **surprising**. It is revealed only in the following: a momentary disadvantage into an advantage. It does not happen in all cases. You must take in the calculations and the consequences to be the wrong decision later on.

FORCING OR NON-FORCING

In the case of a **forcing sacrifice**, our opponent is forced to capture our sacrificed piece, if it does not want to lose material. On the other hand, in the case of a **non-forcing sacrifice**, our opponent can decide at will whether or not to accept the piece left in capture.

forcing sacrifice

- taking the sacrificed piece is necessary

non-forcing sacrifice

- taking the piece left if capture is optional

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