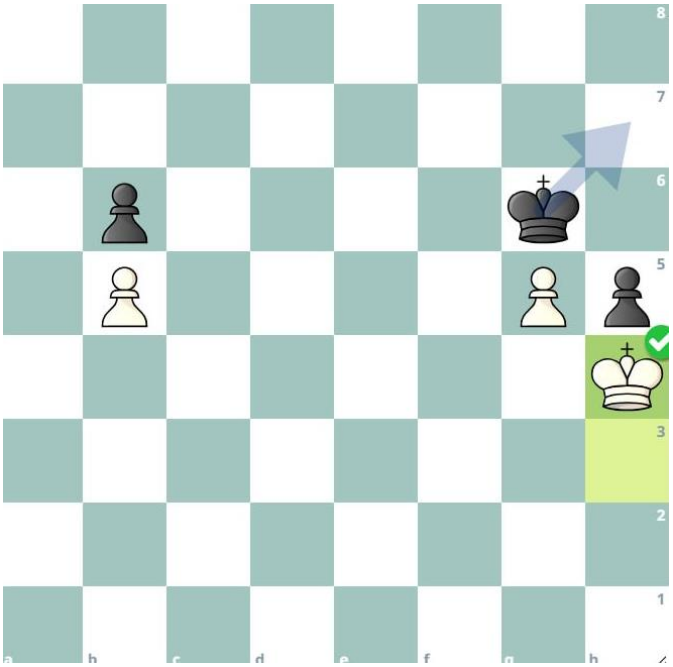
How the Pass Changes Games - ChessWithPass™

Game 1

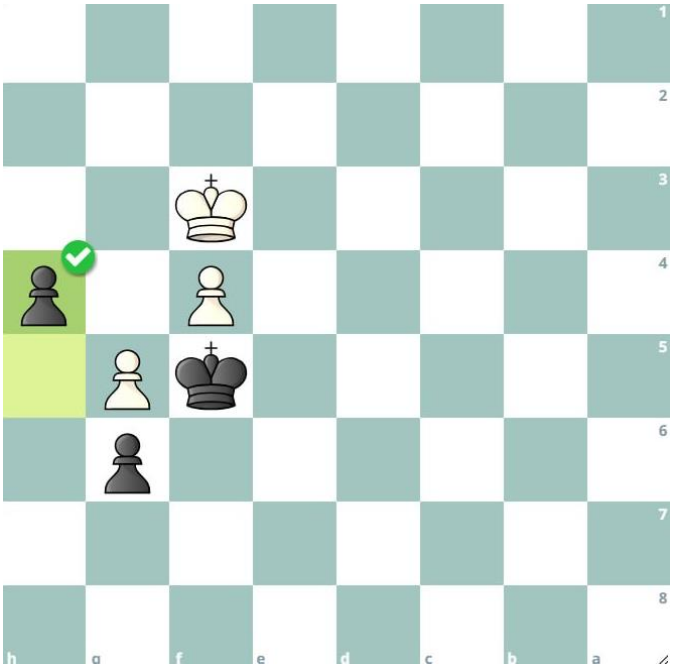


A very interesting position.

If White uses the pass, they win.

If Black uses the pass, they win.

Game 2

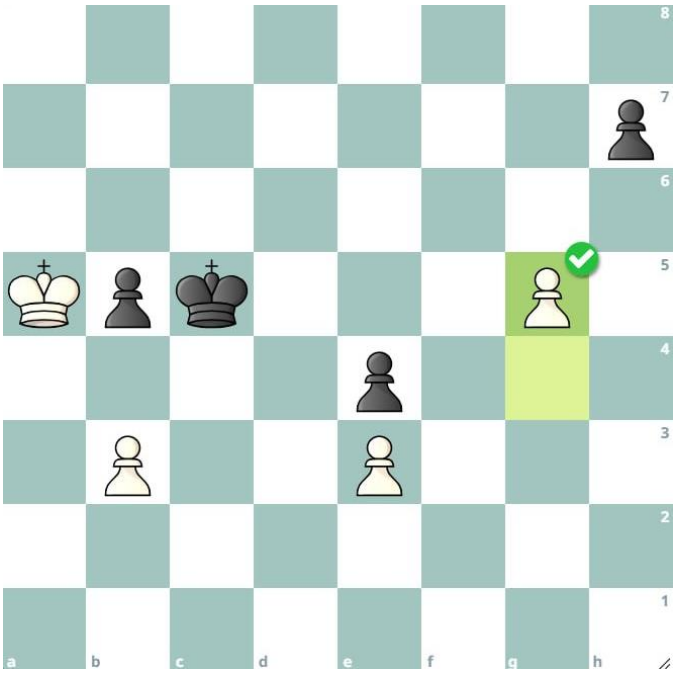


Again, a position in Black's favor,

but White uses the pass and the game ends in a draw.

1. Black plays a6, White responds Kb6.
2. Black continues advancing the pawn to a7.
3. The White King captures it: Kxa7, Black captures on c5
4. White plays Kb7, and after the capture on b4 by the King,
5. The White King goes to b6, and it is a draw.
   All thanks to the Pass.

Game 3



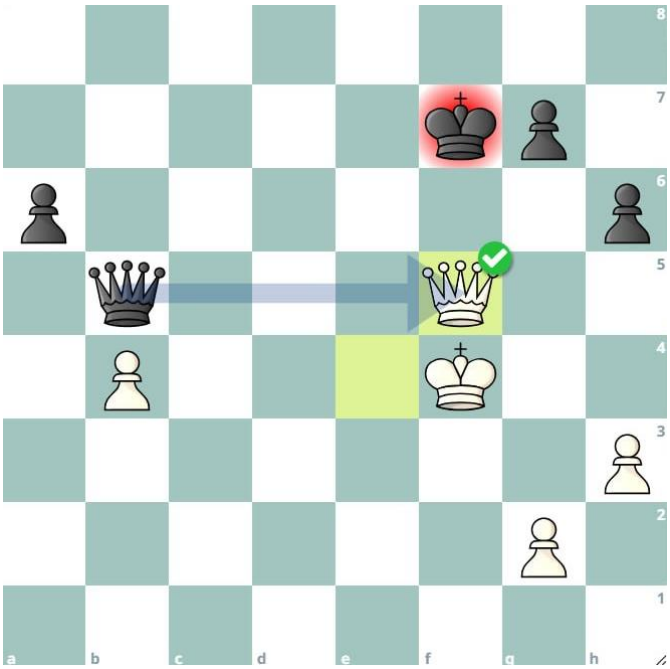
A very beautiful position.

Black to move, and they use the Pass and win.

White is forced to give up material.

1. b4+, to which Black responds Kc4.
2. After Kb6, Black captures on b4 and wins.

Game 4



White gives check to the Black King and exchanges queens,

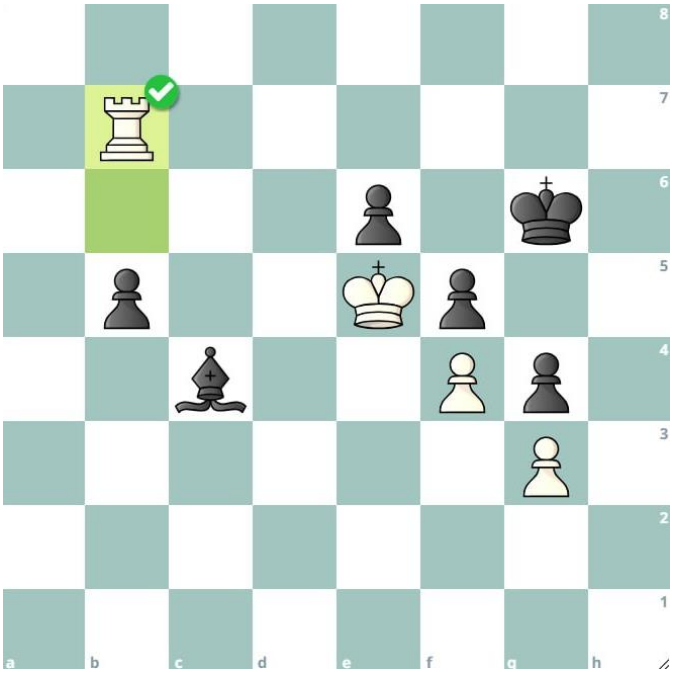
reaching a winning position.

But Black has the Pass, and this leads to a draw.

After Qxf5, the white King captures on f5, creating a symmetrical position.

Black uses the Pass - and it is a draw.

Game 5



In this position, White to move, and they use the Pass and win.

A very beautiful position.

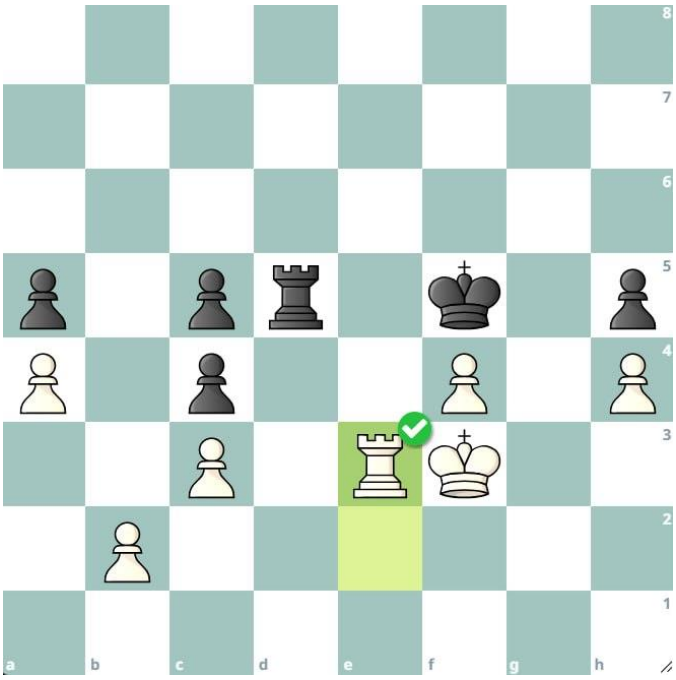
White does not rush to win - they Pass the move to Black.

If Black plays Kh6,

White plays Kf6, and Black is forced to move the bishop,

losing one of the pawns.

Game 6



Black to move, and they are losing.

But they have the Pass.

Now it becomes White's move - and White is losing.

A very interesting position:

on Black's move, the position is losing,

but by using the Pass, they turn it into a win.

How should Black play?

If the King leaves the third rank, the f4 pawn is lost.

If the King stays and plays Kg3, Black plays Rd3.

The rook creates a pin,

and either an exchange happens

or Black forces it - and the f4 pawn is lost.

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Designed by Alexey Fomin
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