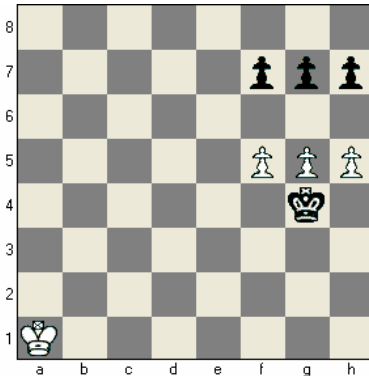


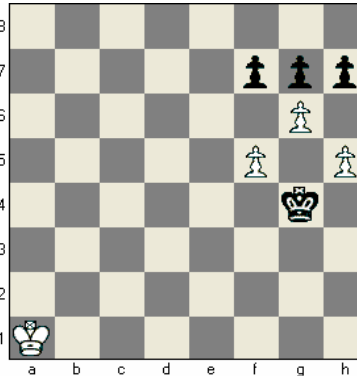
Name \_\_\_\_\_

## Pawn Breakthrough: The Courageous Warrior

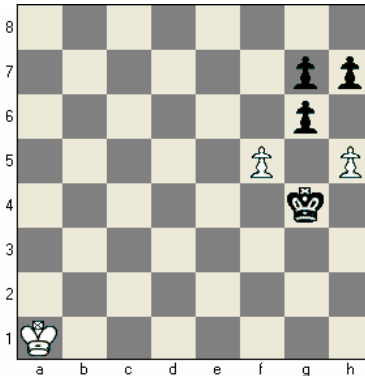
Even when you think your position is hopeless, don't give up! Sometimes, you can find an amazing move (or series of moves) that can save the game, as in this classic example.



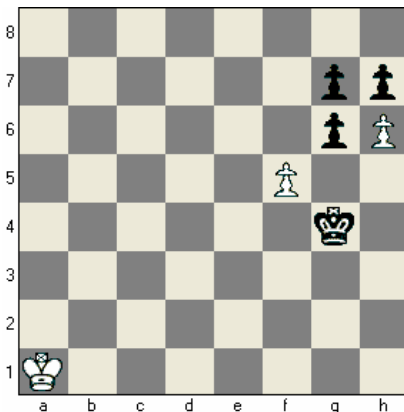
In this position, White is in big trouble. Black's King on g4 is threatening to simply eat all of White's Pawn. White's King is far away from the scene of the battle; it is sitting on a1 doing nothing.



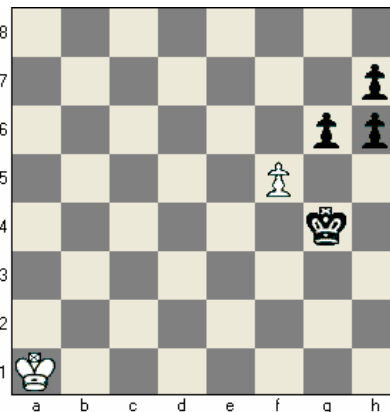
Not willing to give up, the Pawns shout to their King: "We'll save you!" They come up with a brilliant plan: two will sacrifice themselves so that the last one can become a Queen. White plays **1.g6!**



Black realizes that the Pawn on g6 must be captured; otherwise, it will capture a Black Pawn on the next move and turn into a Queen after that. Black decides to take the White Pawn with **1. ...fxg6.**



The first warrior has preformed his duty; now its time for the next sacrifice! White gives away another Pawn with **2. h6!**



Again, Black must recapture this Pawn, because otherwise White would capture the Pawn on g7 next turn. So Black plays **2. ...gxh6.** But now White has cleared the way for the last soldier to come home.

White can win the game! How does White win in diagram 5? \_\_\_\_\_