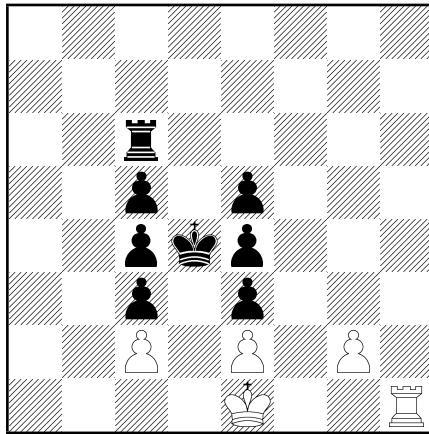


Mate in two (T.R. Dawson, 1934).



Note that the assignment does not state which player mates, and that is exactly the point here. If it is white's turn, then white plays 1. 0—0 and, irrespective of what black does, mates with 2. ♖d4-d1.

Should it, however, be black's turn, then black plays 1. ... ♜c6-a6! threatening 2. ... ♜a6-a1 mate. White is unable to do anything against this because castling (which helped white win just yet!) is illegal now since white's previous move *must* have been with either with the king or the rook.