



CrownTales

Find the Winning Move

A Spark & Anvil Strategy Book

Crowntales – Find the Winning Move

A *Story Time-style strategy puzzle workbook – every position is drawn from the app's shipped, engine-verified tactics bank. No position is made up.*

About this book

Part of the **Crowntales** Companion Book Program. Free to download and print under **CC BY-NC-SA 4.0**. Every puzzle is a real, engine-verified tactic – solve it, then turn the page to check your move and the reason it works.

Contents

1. Find the Winning Move
2. Spot the Forced Jump

How to use this book

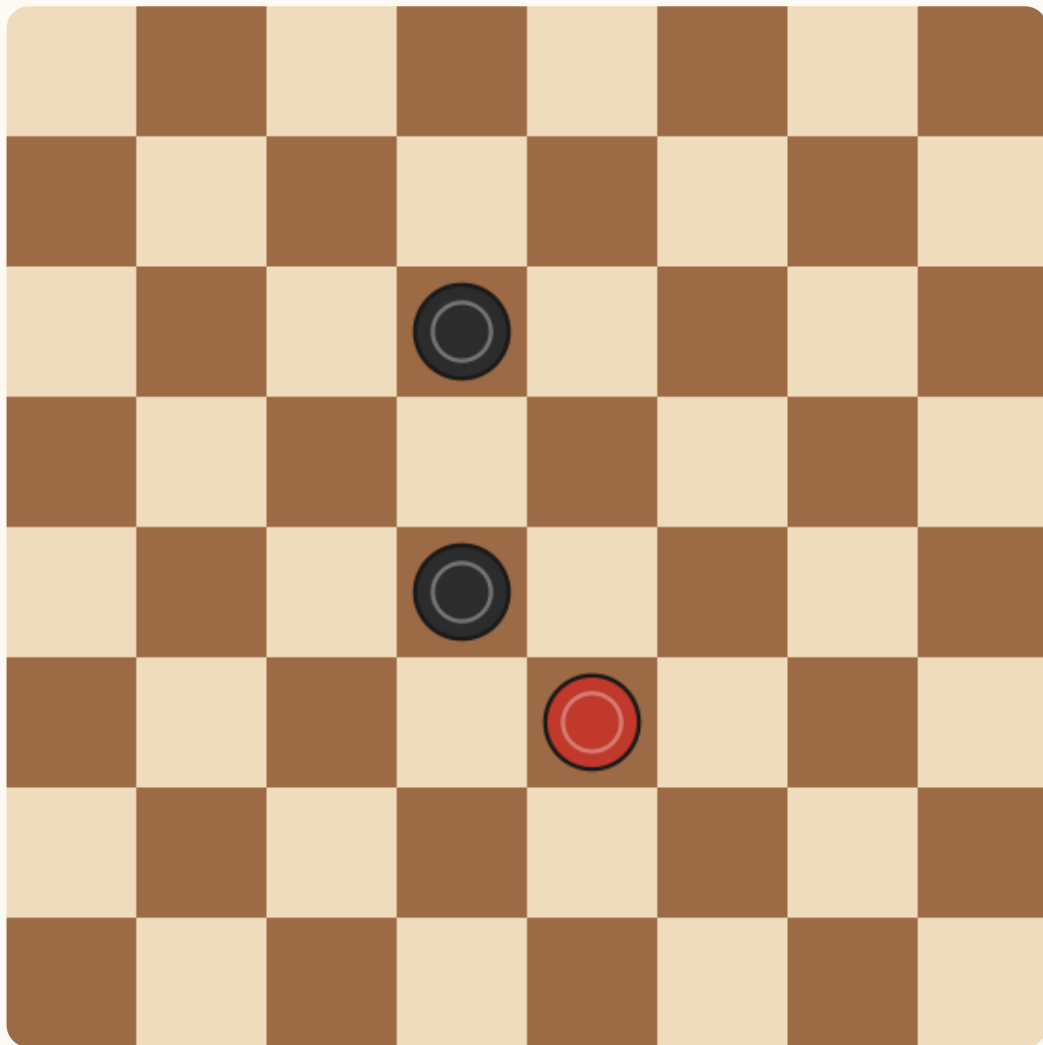
1. Look at the board. The side to move is written above it.
2. Find the strongest move – the winning tactic.
3. Say your move out loud, then **turn the page** to check it and read *why* it wins.
4. Puzzles get harder as you go. Take your time.

Find the Winning Move

Puzzle 1

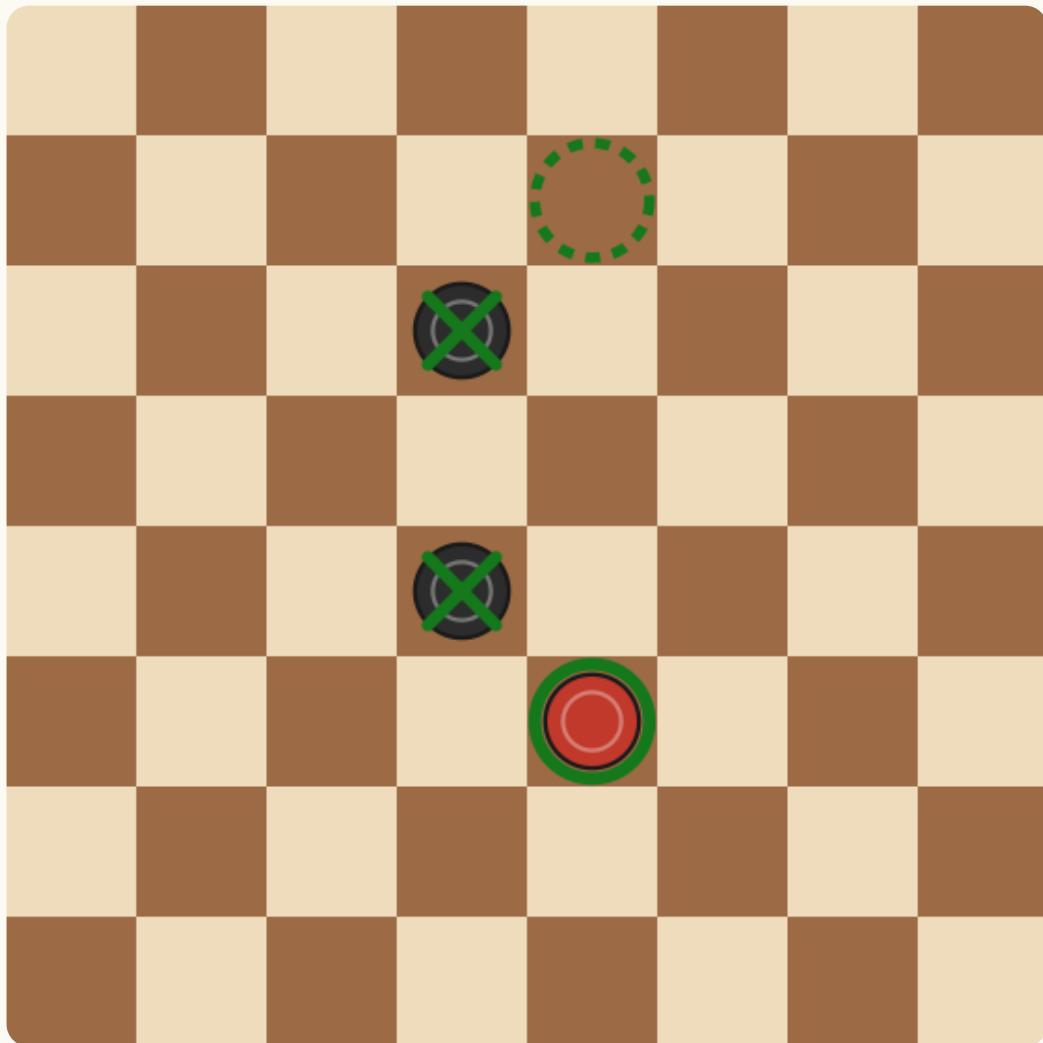
Red to move – find the winning move.

Red to move – a jump is on the board. What must you do?



Hint: Land where the next enemy man becomes jumpable.

Puzzle 1 – Answer



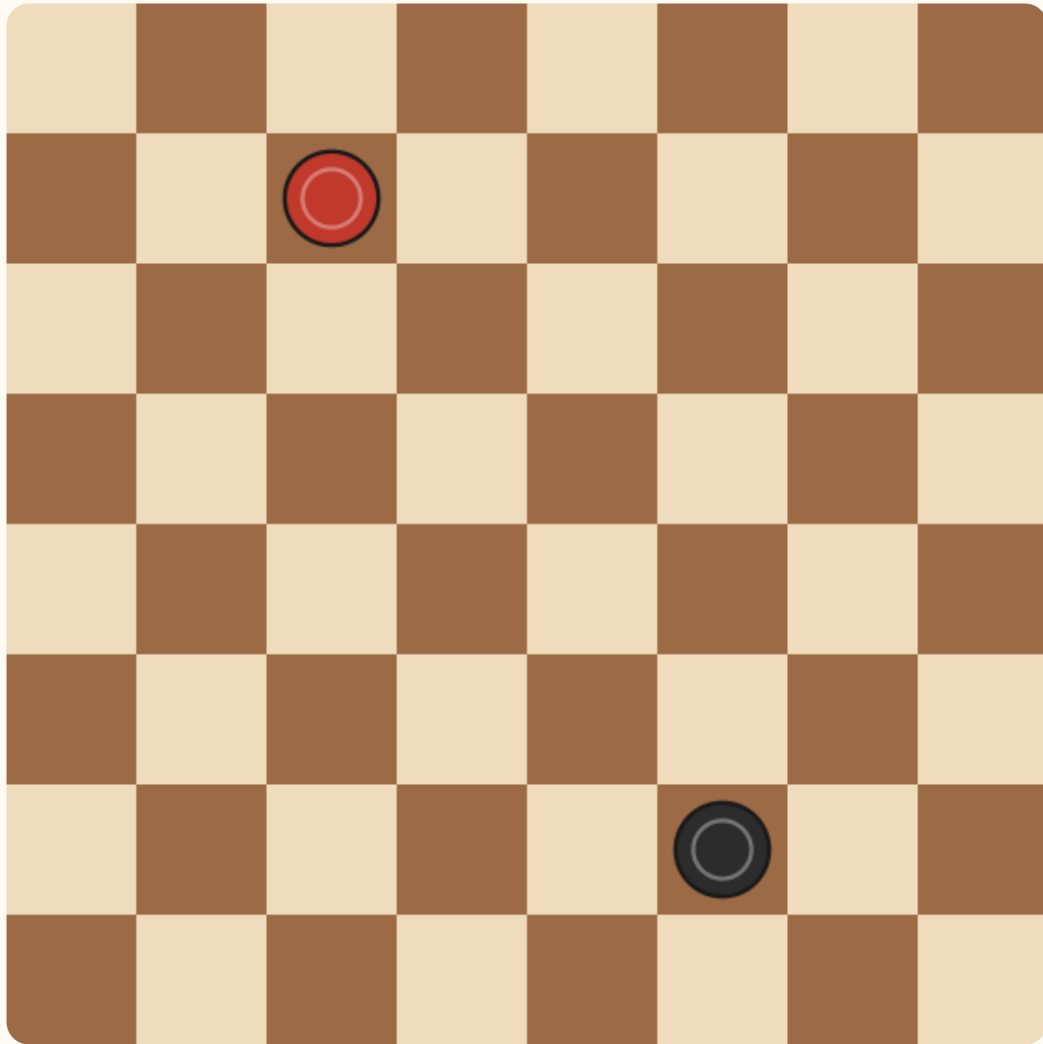
Play the winning capture shown by the arrow.

Leapford's law: when a jump is available you **MUST** take it – and Skipjack's chain keeps going, so one landing square lines up the next jump. You win two men for nothing. You can never "refuse" a forced jump.

Puzzle 2

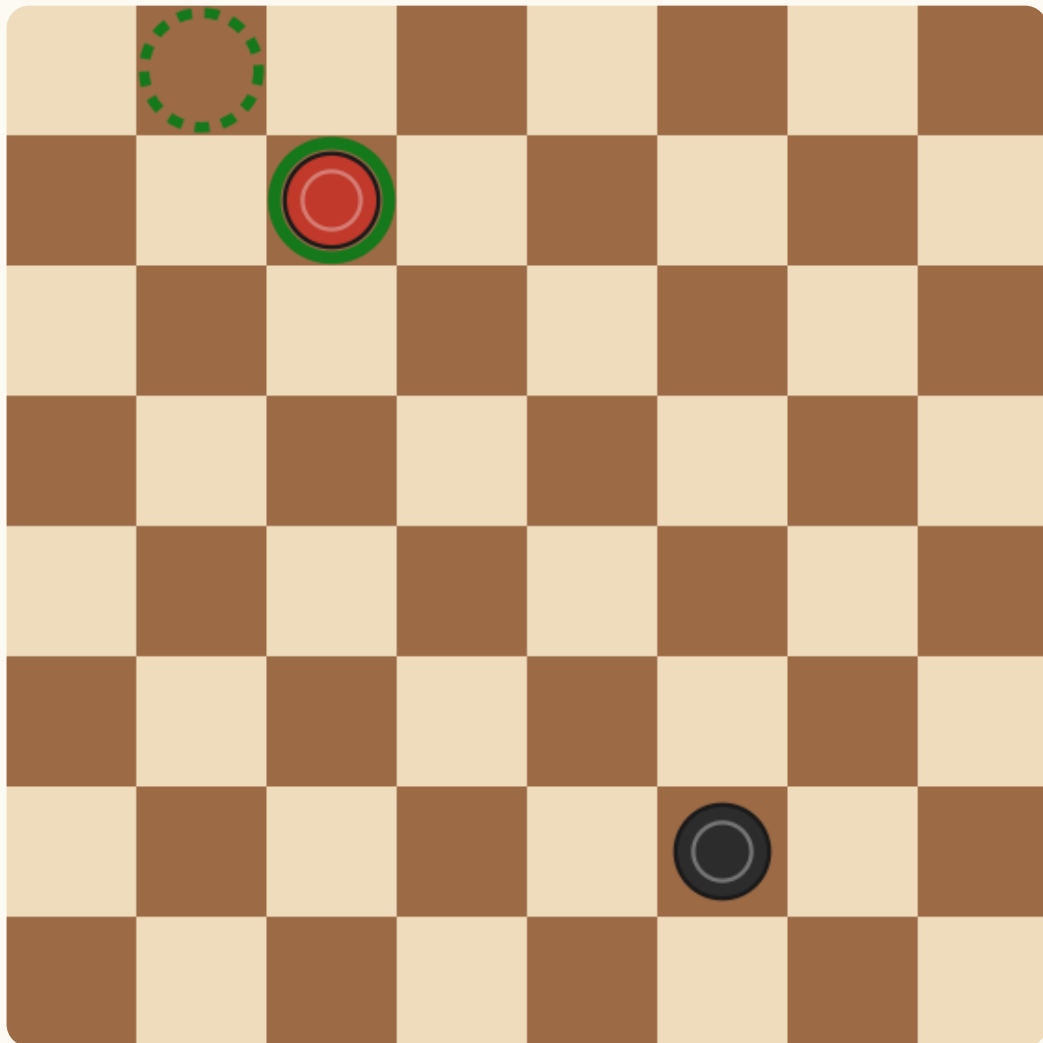
Red to move – find the winning move.

No captures anywhere. Your man is one row from the far side. Priority?



Hint: What happens to a man that reaches the last row?

Puzzle 2 – Answer



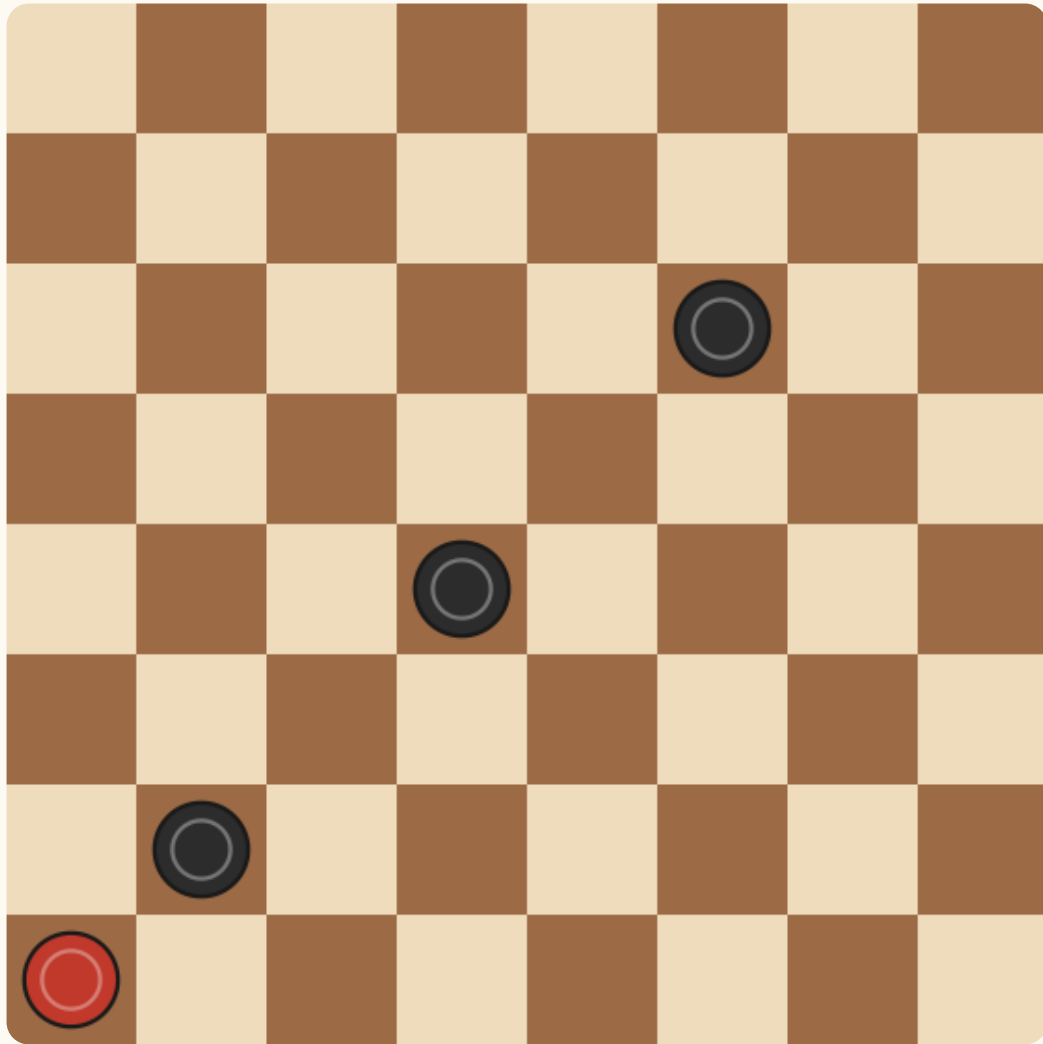
Play the winning capture shown by the arrow.

Every piece is one row from a crown. Kingsley's king moves BOTH directions, so racing a man to the far rank roughly triples its value. With no forced jump, crowning is the priority.

Puzzle 3

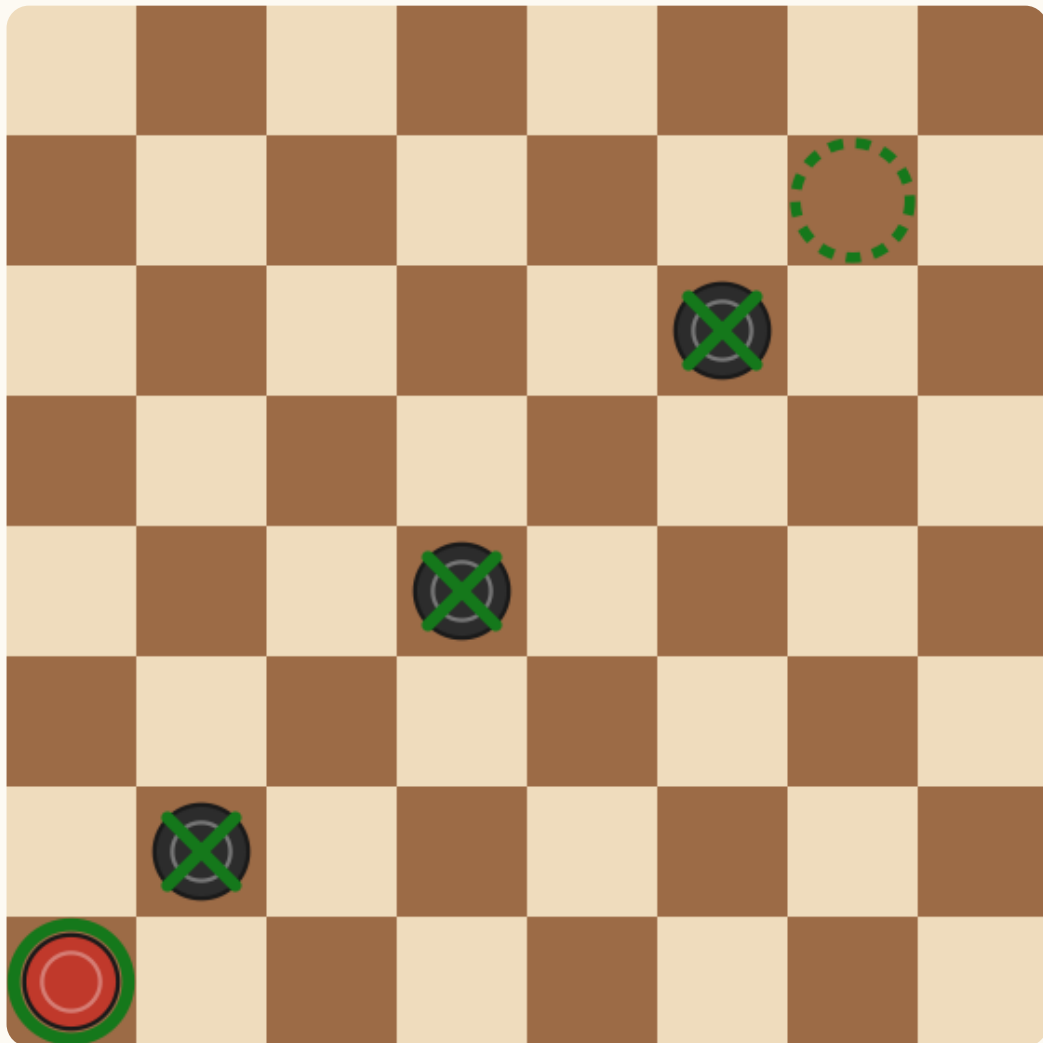
Red to move – find the winning move.

Red to move. Count the jumps before you leap – how far does the chain go?



Hint: After each landing, look diagonally forward for the next jumpable man.

Puzzle 3 – Answer



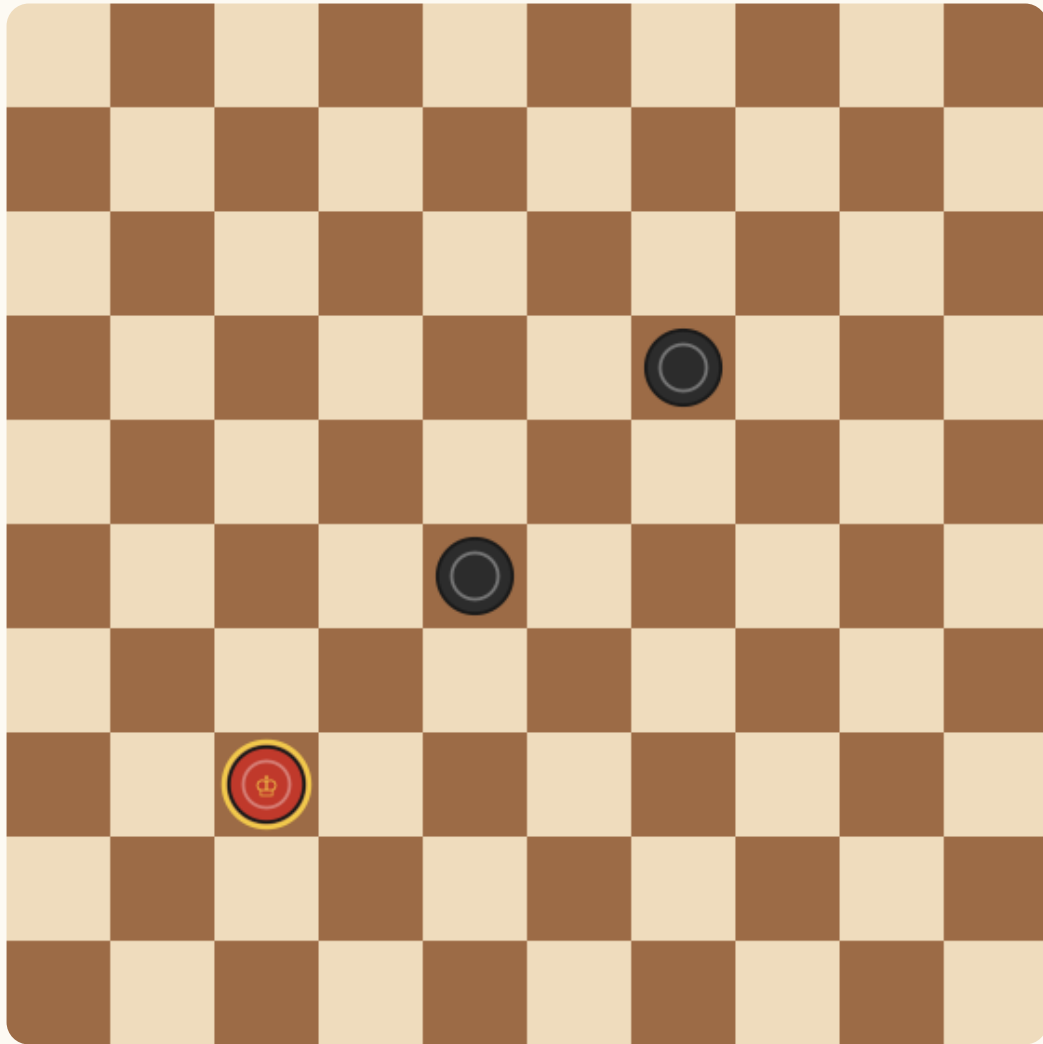
Play the winning capture shown by the arrow.

Skipjack's chain: each landing square $(5,2) \rightarrow (3,4) \rightarrow (1,6)$ lines up the next jump. Reading the whole chain before committing is the skill – three men captured in one forced move.

Puzzle 4

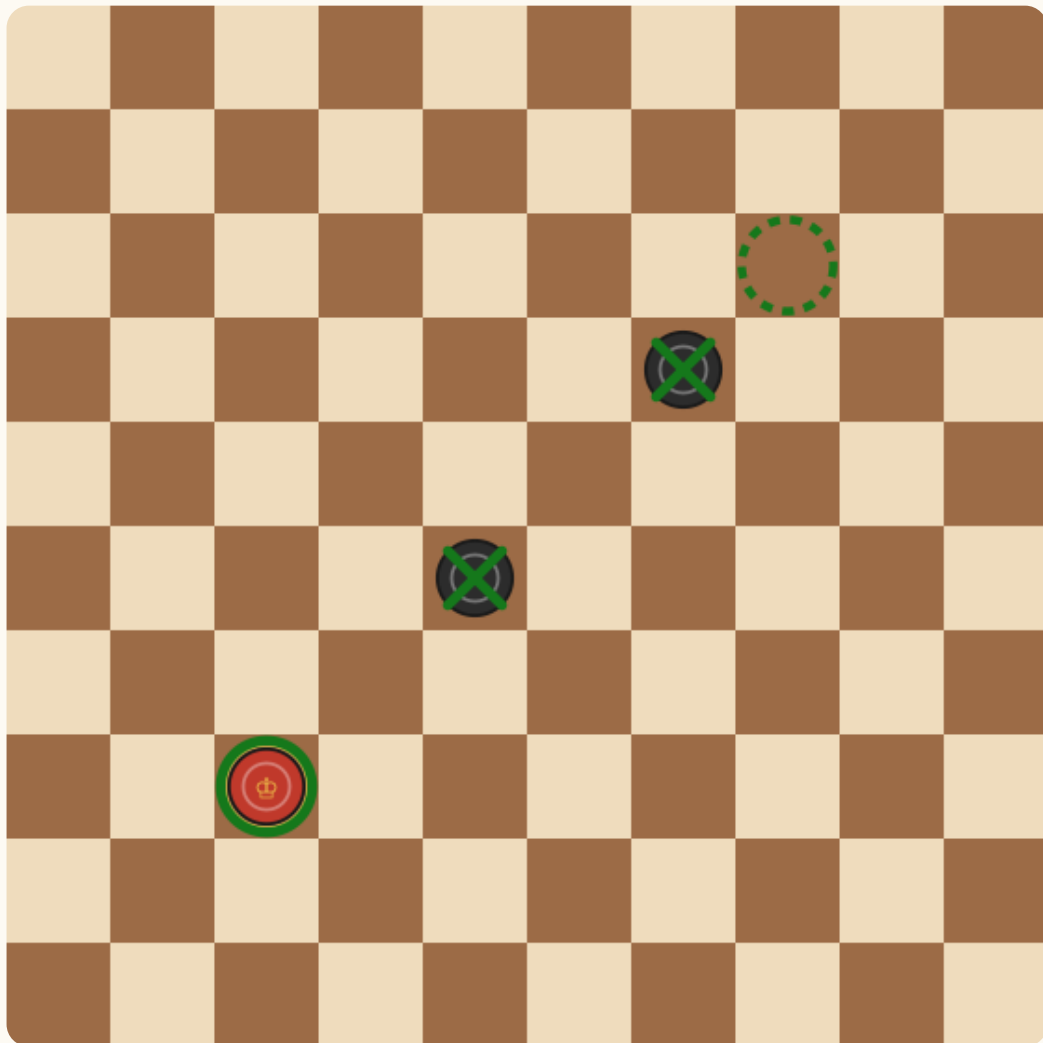
Red to move – find the winning move.

International 10×10 – your flying king rules the diagonal. What's the shot?



Hint: A flying king does not have to land right next to the man it jumps.

Puzzle 4 – Answer



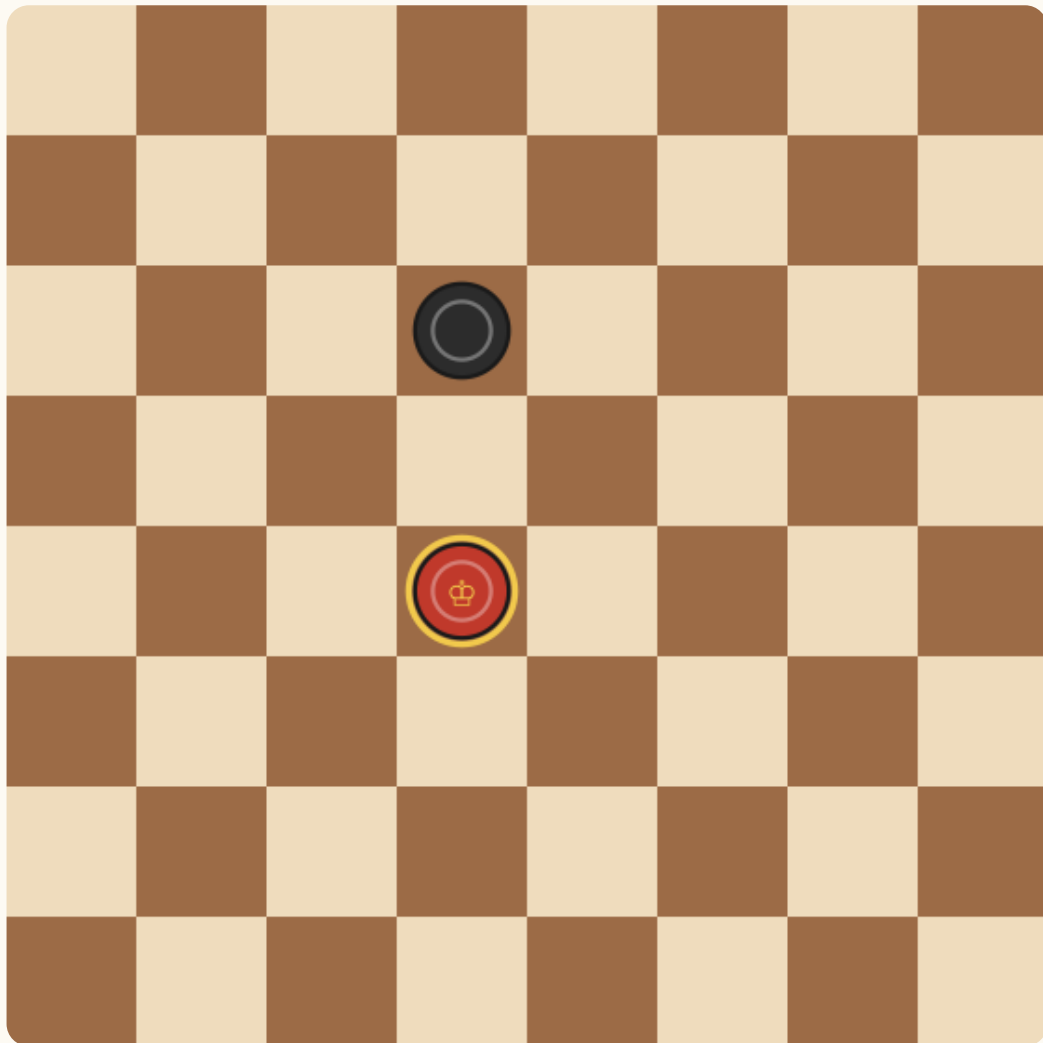
Play the winning capture shown by the arrow.

A flying king slides any distance and can land beyond a jumped man, then continue – so it sweeps both men on the long diagonal in one move. This long-range power is what makes the 10×10 king so strong (and why it does not exist in the 8×8 game).

Puzzle 5

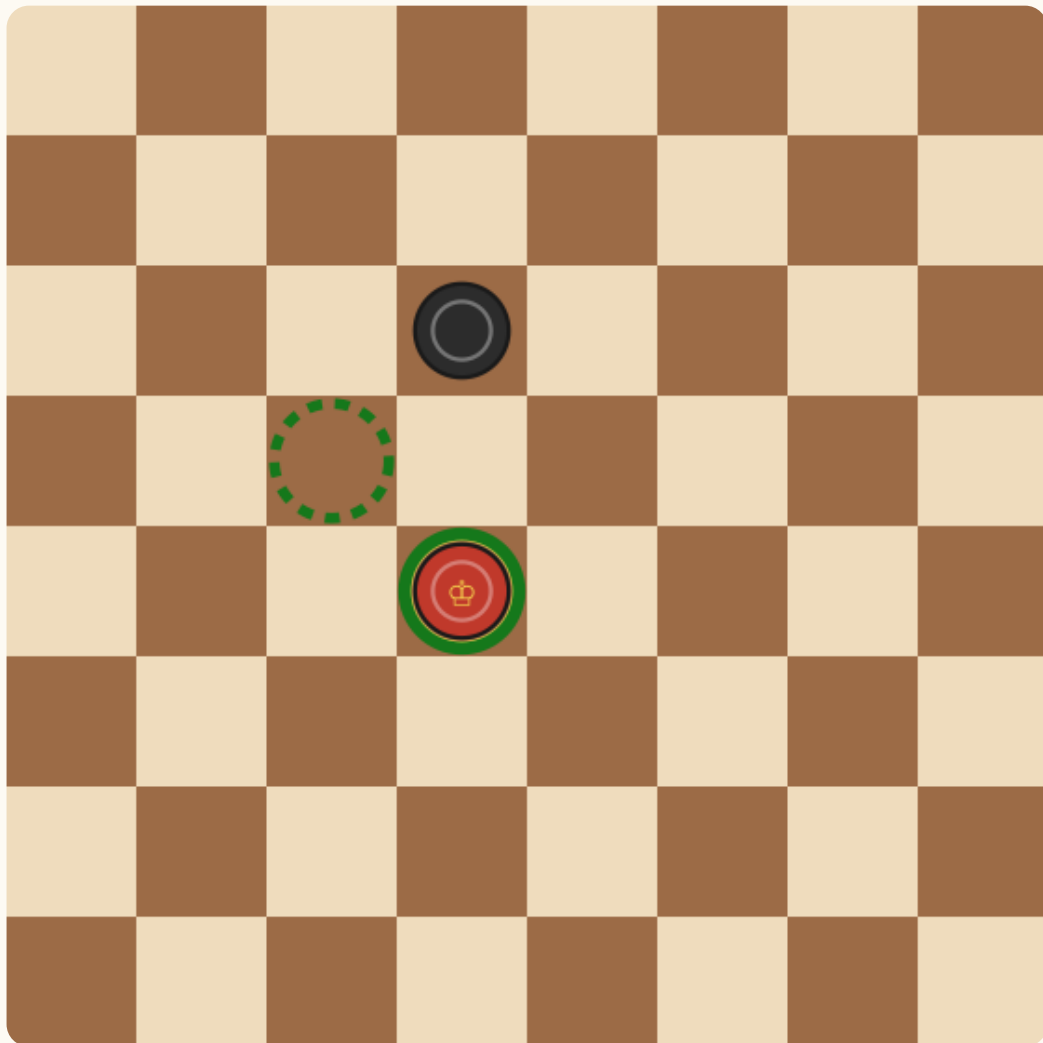
Red to move – find the winning move.

King-and-man endgame. Black's man wants to reach row 7 and crown. Your plan?



Hint: Get IN FRONT of the runner, not behind it.

Puzzle 5 – Answer



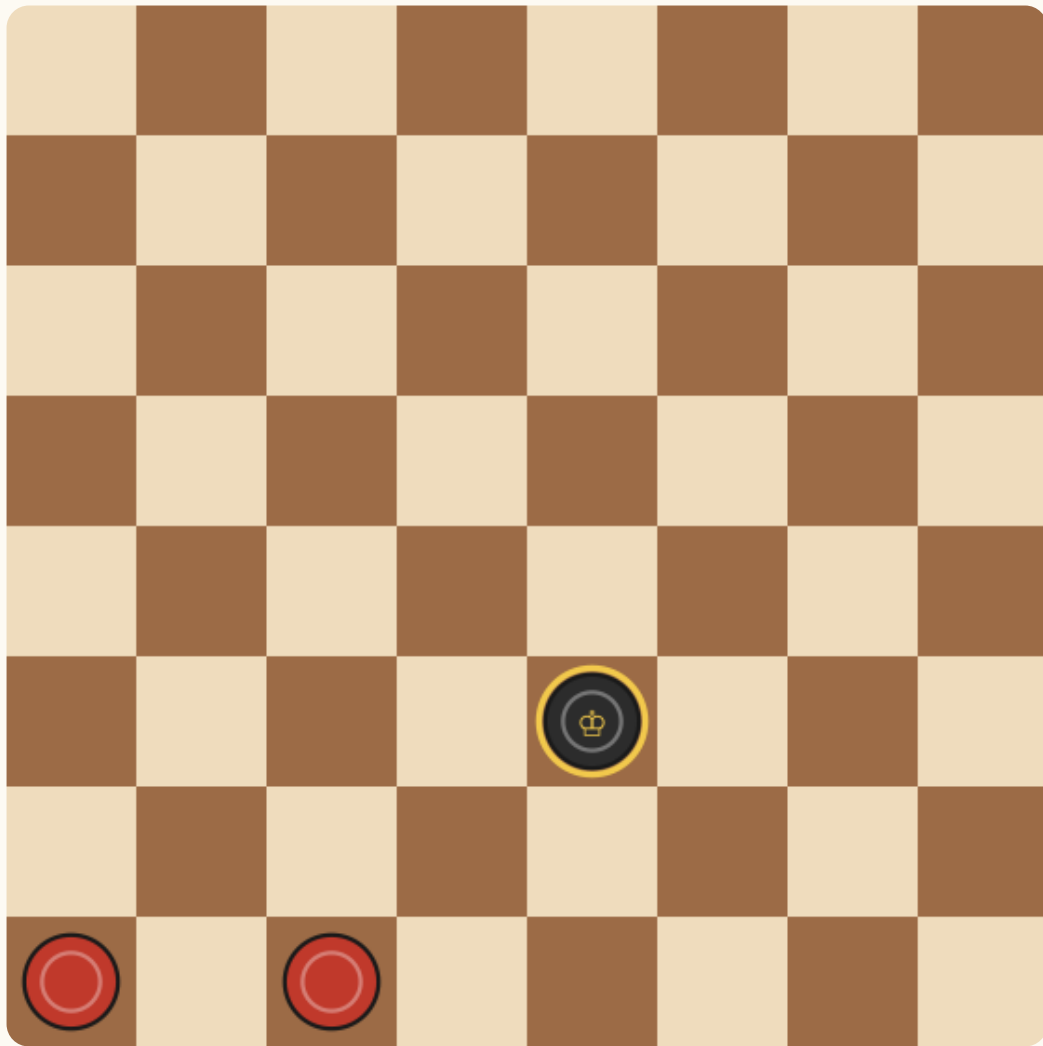
Play the winning capture shown by the arrow.

Regina's endgame: the opposition means stepping to the square that puts the move-burden on your opponent, so the running man is forced sideways and can't promote. Controlling tempo, not chasing, is how a king stops a runner.

Puzzle 6

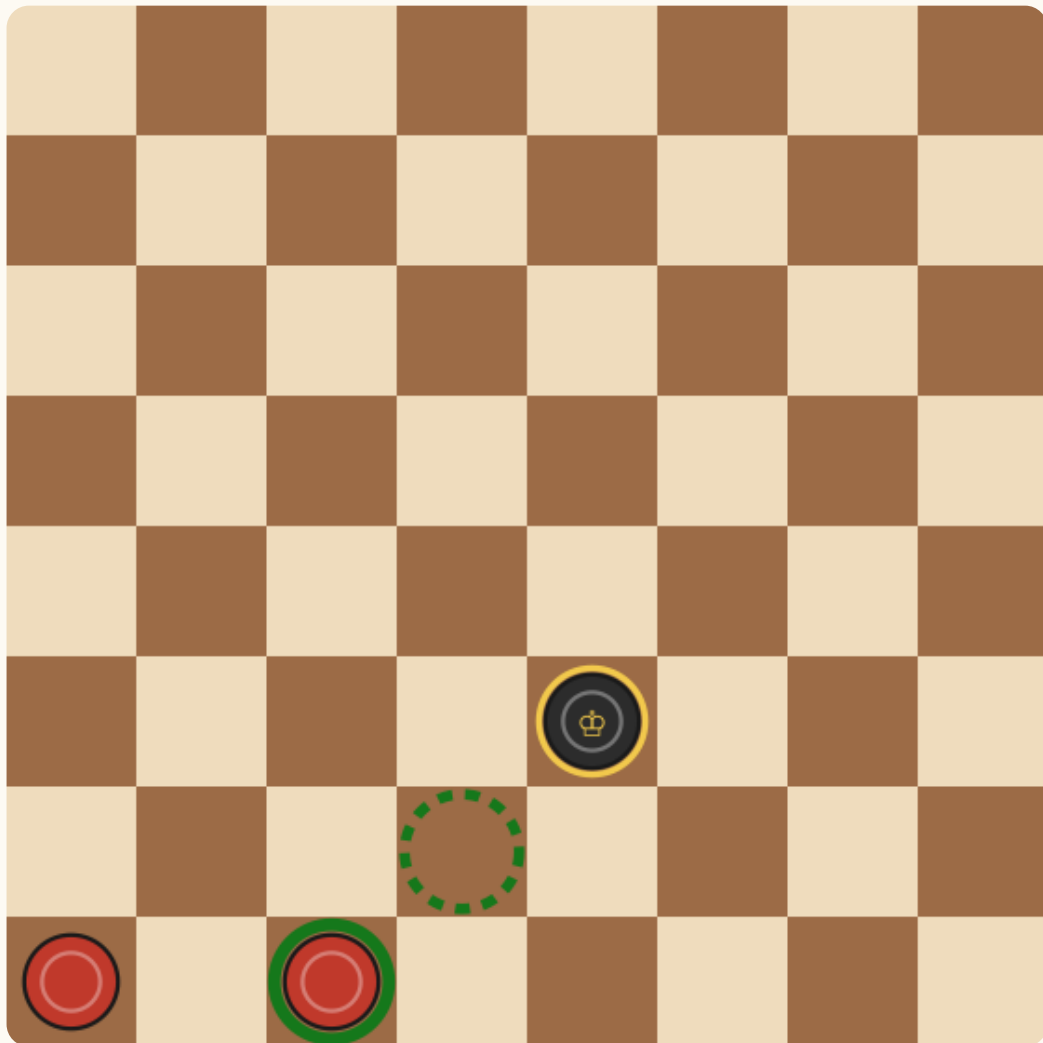
Red to move – find the winning move.

Two men hold the double-corner. Black's king probes. What keeps the draw?



Hint: Keep one man anchored in the corner while the other shuffles.

Puzzle 6 – Answer



Play the winning capture shown by the arrow.

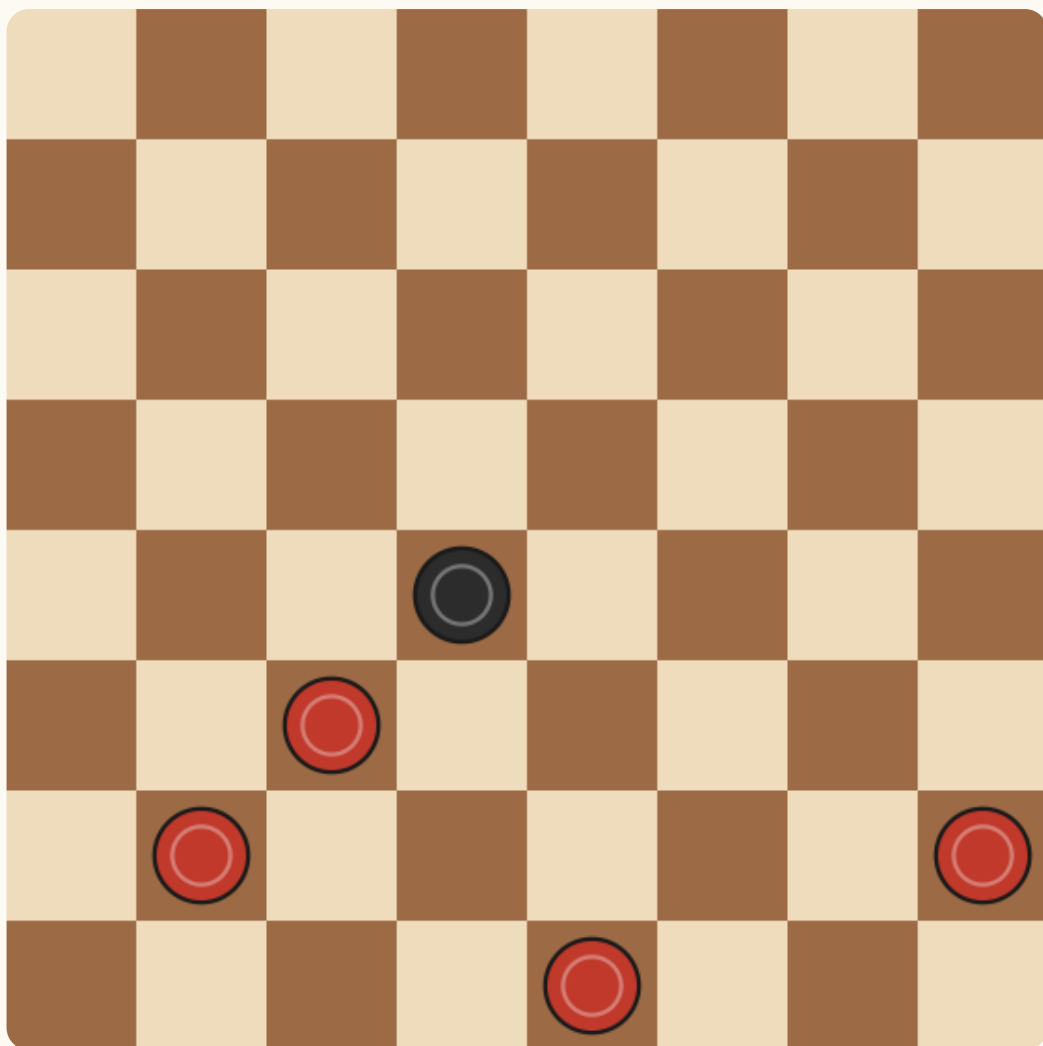
The double-corner fortress: two men on the corner diagonal can hold against a lone king forever IF they never both leave the shape. Draughtsmith's rule – move the front man, keep the anchor. Structure, not force, saves the game.

Spot the Forced Jump

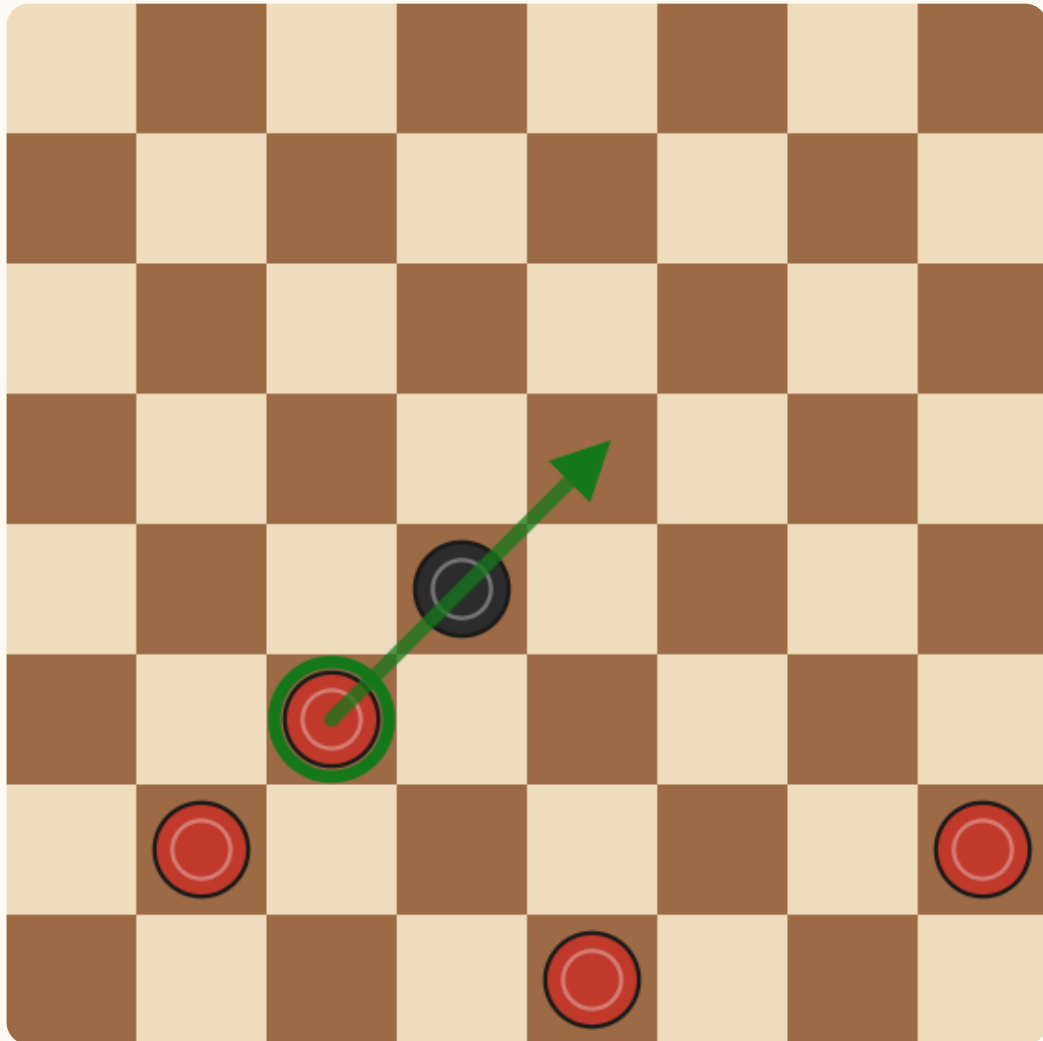
Puzzle 7

Red to move – find the winning move.

Which of your red pieces has the forced jump? You must take a jump when one is on the board.



Puzzle 7 – Answer



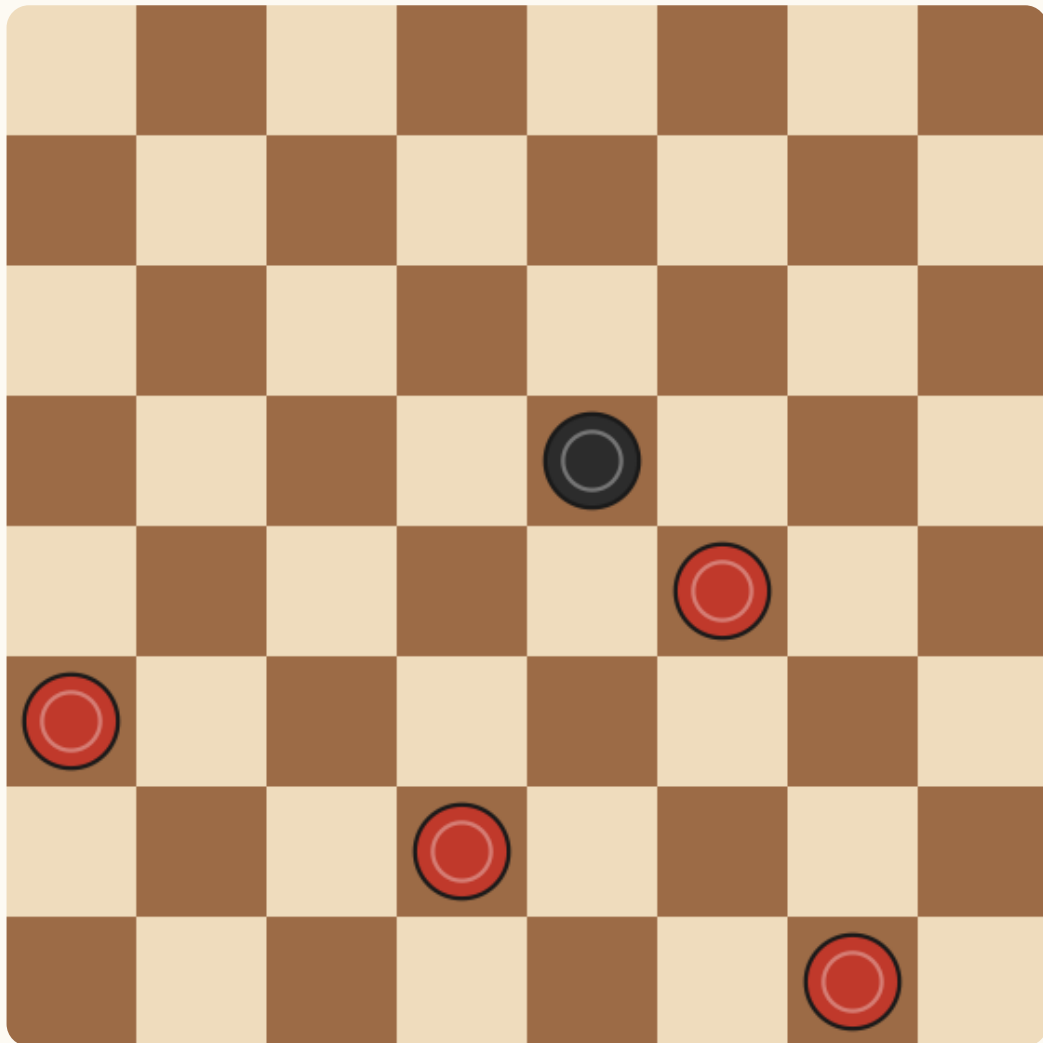
The circled red piece must jump (shown).

When any jump is on the board you cannot refuse it – spotting the forced piece is the first board-vision skill.

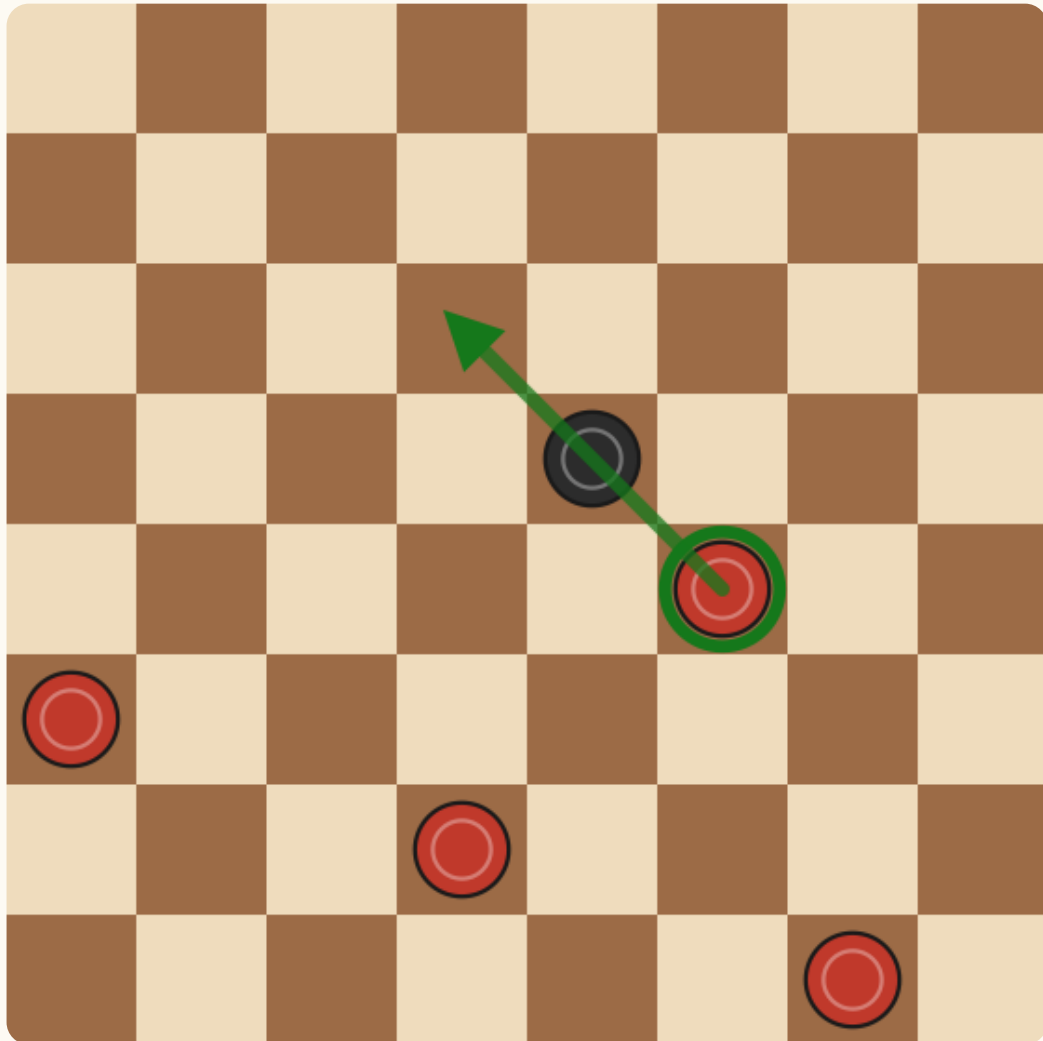
Puzzle 8

Red to move – find the winning move.

Which of your red pieces has the forced jump? You must take a jump when one is on the board.



Puzzle 8 – Answer



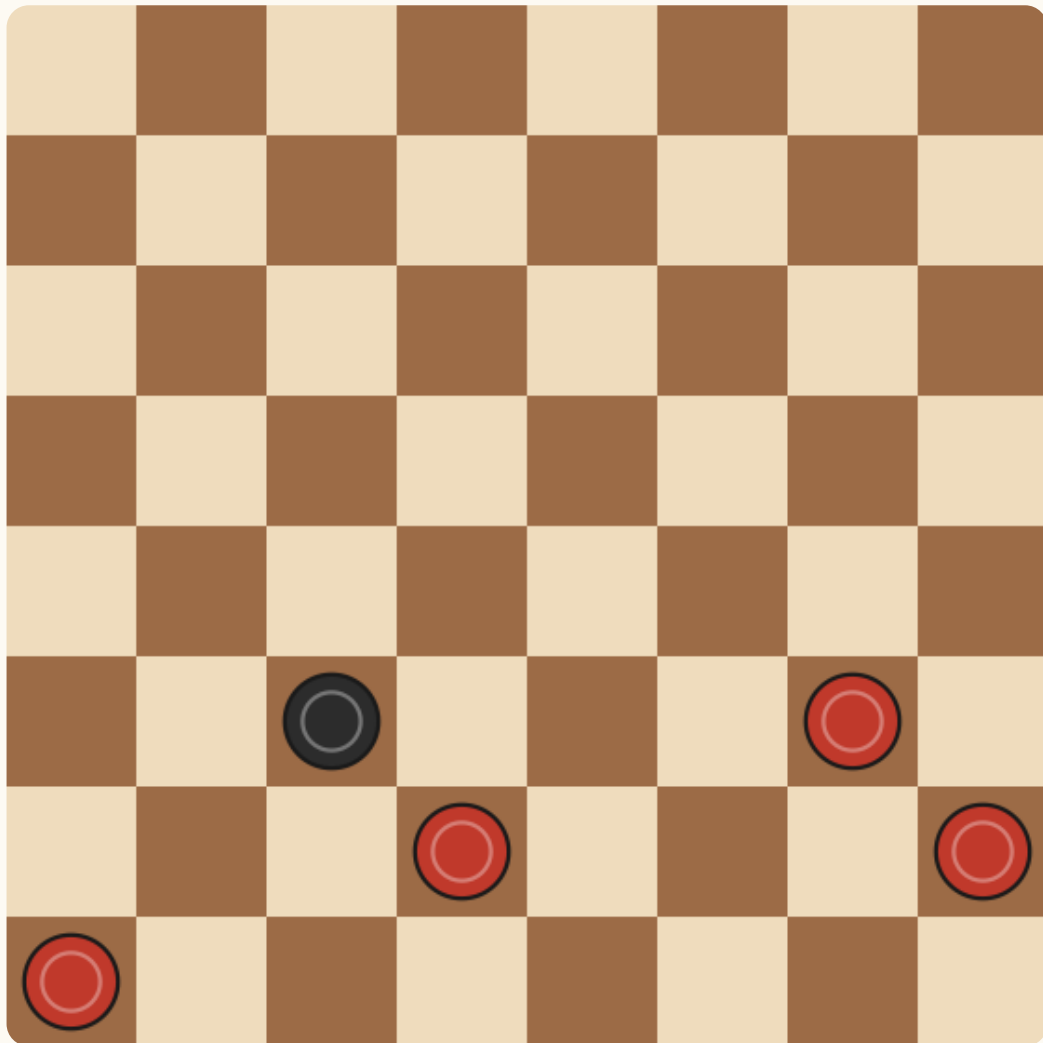
The circled red piece must jump (shown).

When any jump is on the board you cannot refuse it – spotting the forced piece is the first board-vision skill.

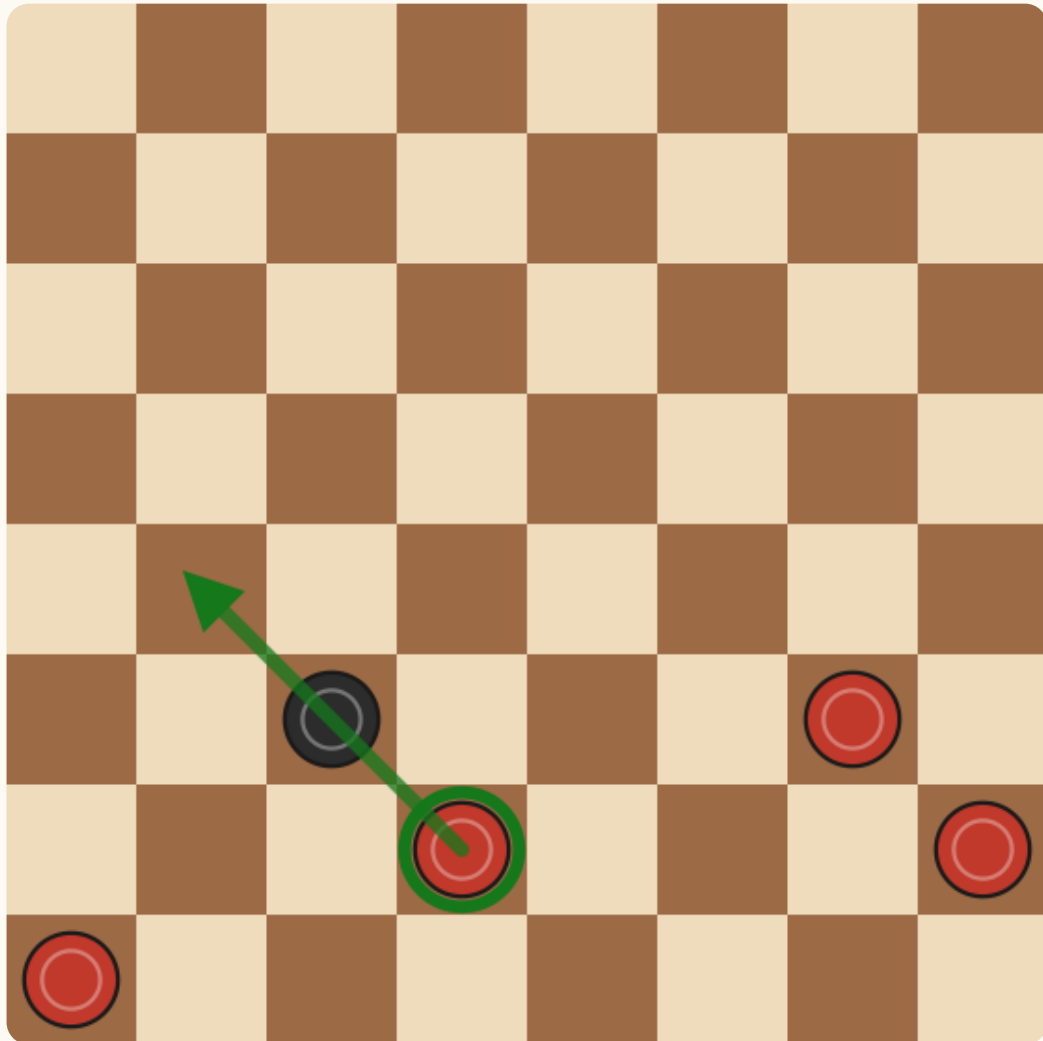
Puzzle 9

Red to move – find the winning move.

Which of your red pieces has the forced jump? You must take a jump when one is on the board.



Puzzle 9 – Answer



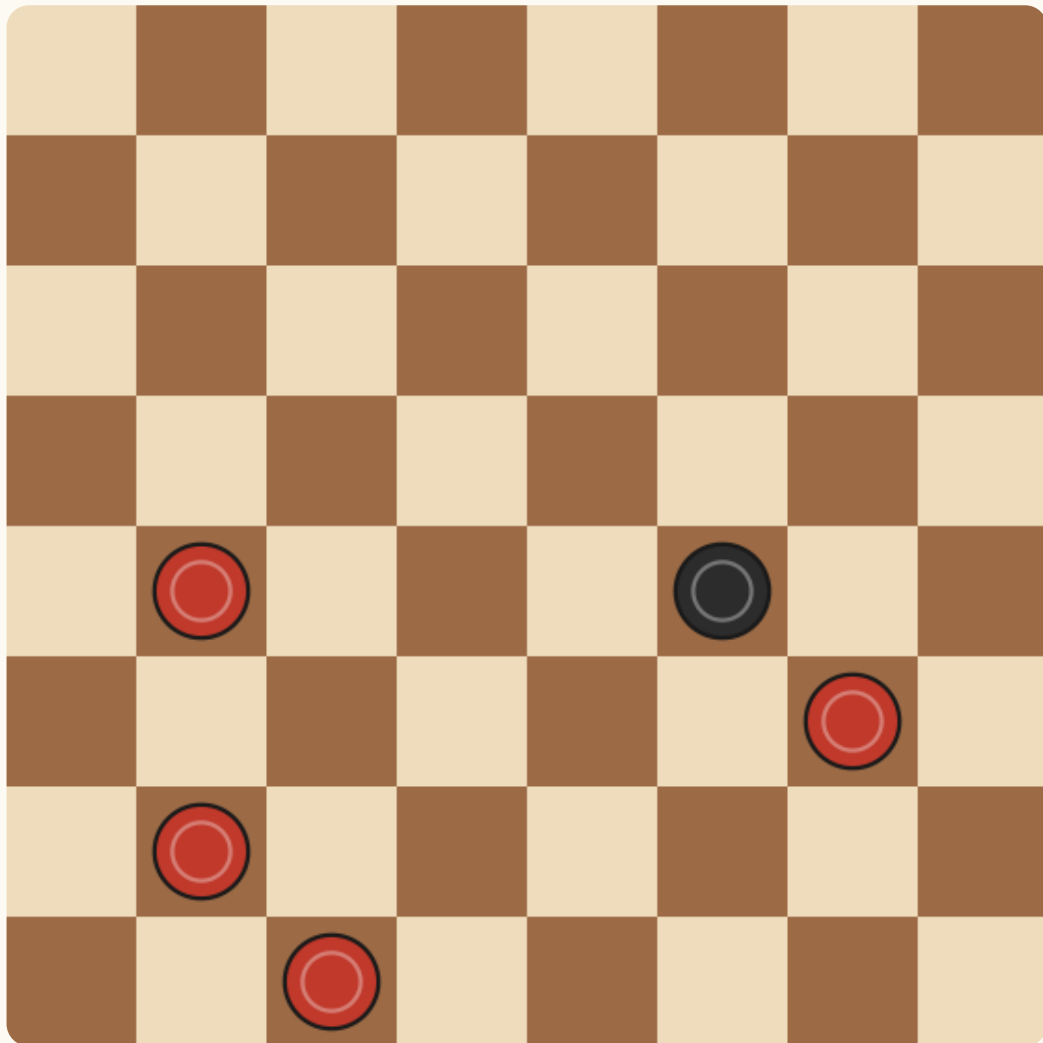
The circled red piece must jump (shown).

When any jump is on the board you cannot refuse it – spotting the forced piece is the first board-vision skill.

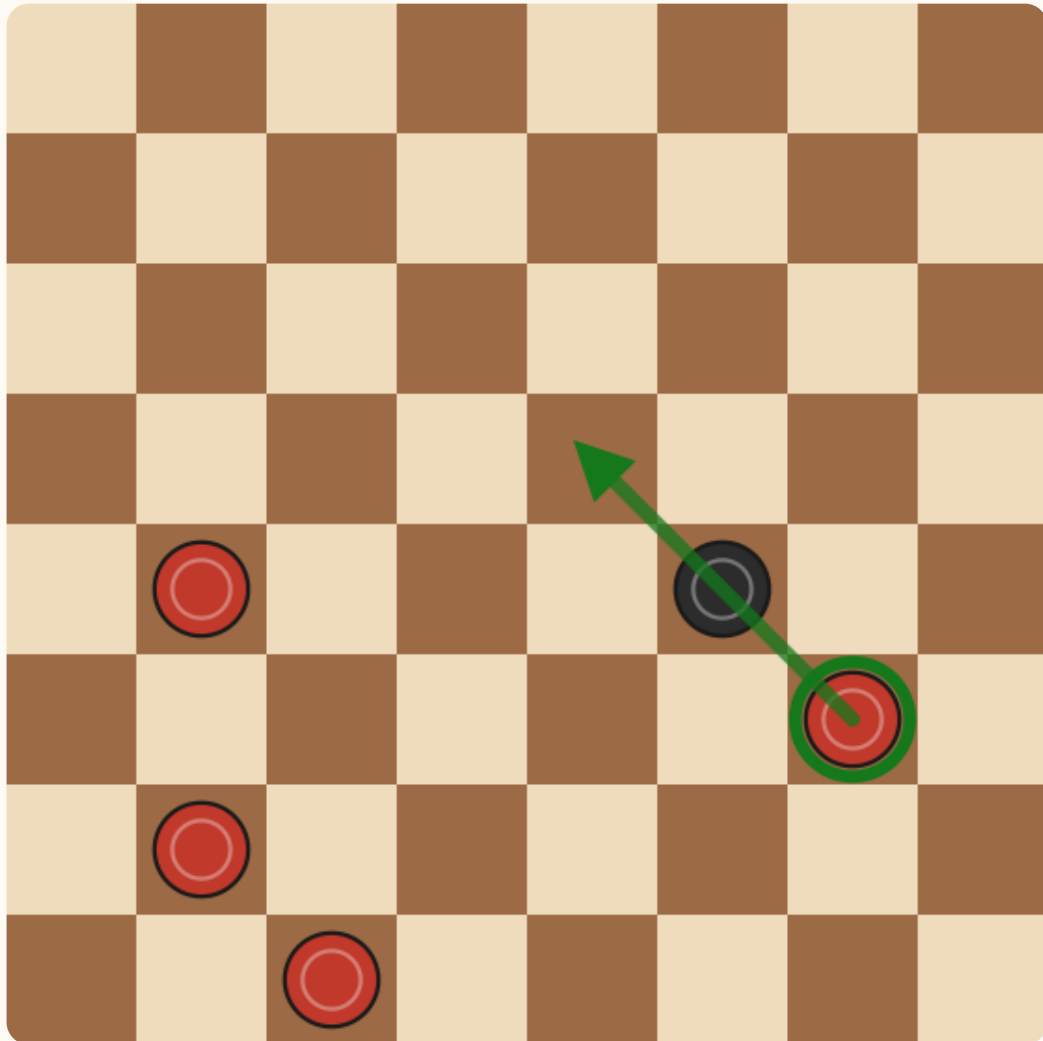
Puzzle 10

Red to move – find the winning move.

Which of your red pieces has the forced jump? You must take a jump when one is on the board.



Puzzle 10 – Answer



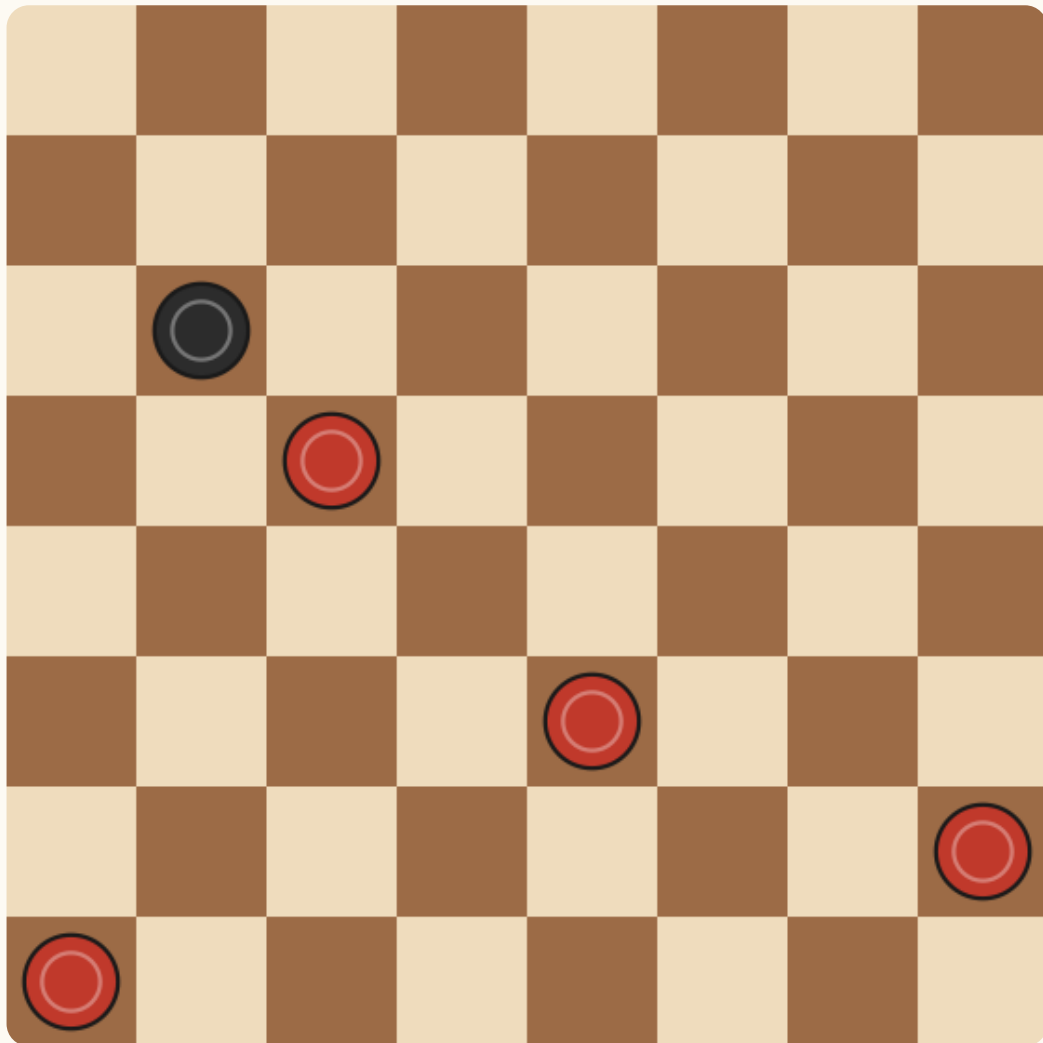
The circled red piece must jump (shown).

When any jump is on the board you cannot refuse it – spotting the forced piece is the first board-vision skill.

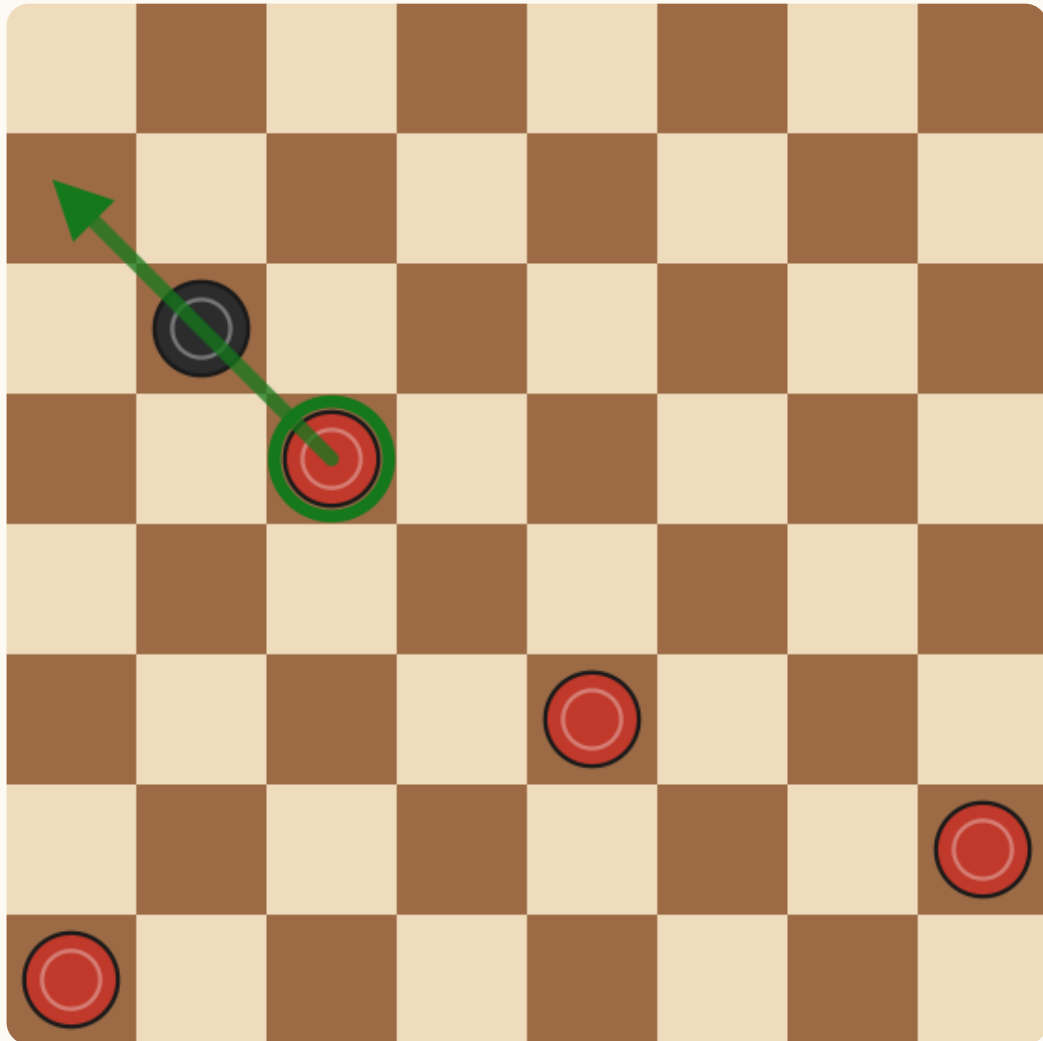
Puzzle 11

Red to move – find the winning move.

Which of your red pieces has the forced jump? You must take a jump when one is on the board.



Puzzle 11 – Answer



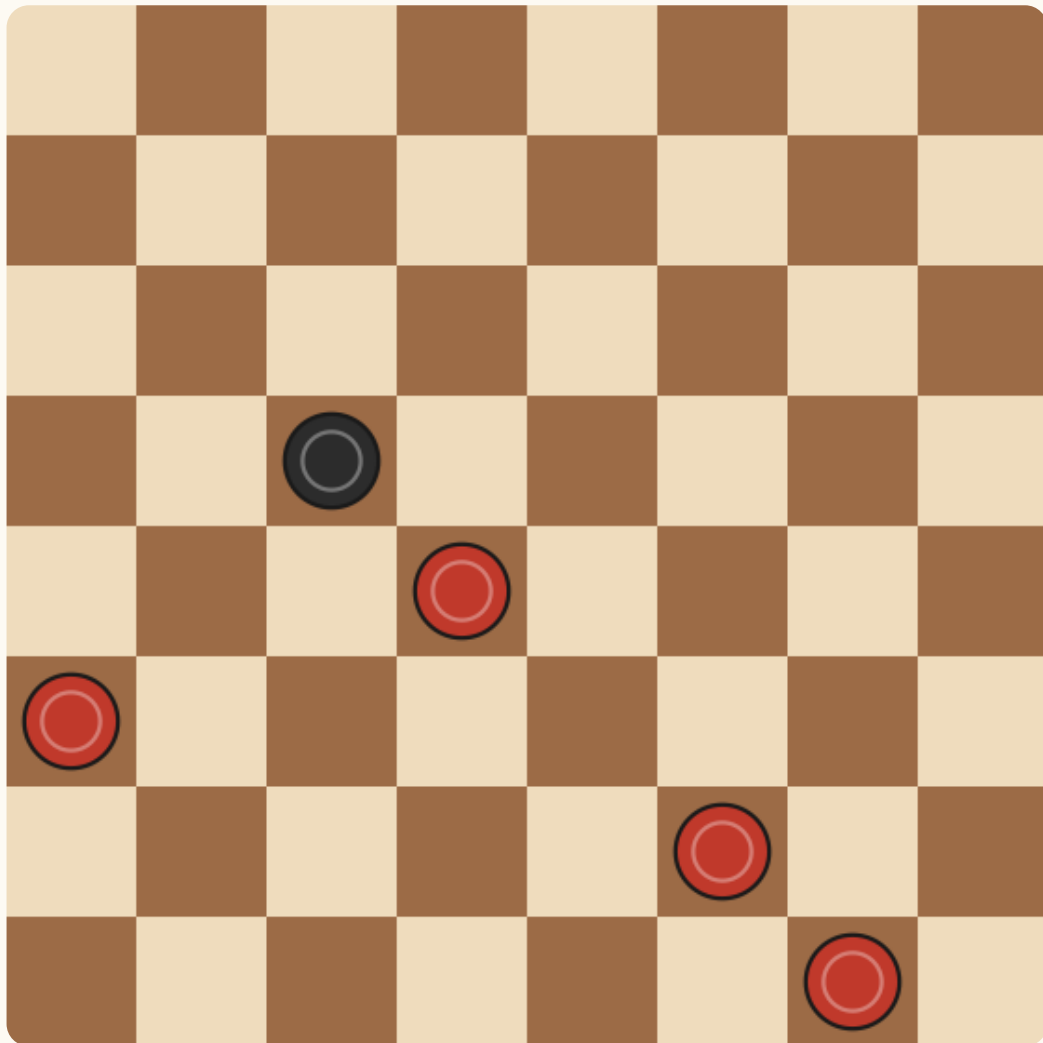
The circled red piece must jump (shown).

When any jump is on the board you cannot refuse it – spotting the forced piece is the first board-vision skill.

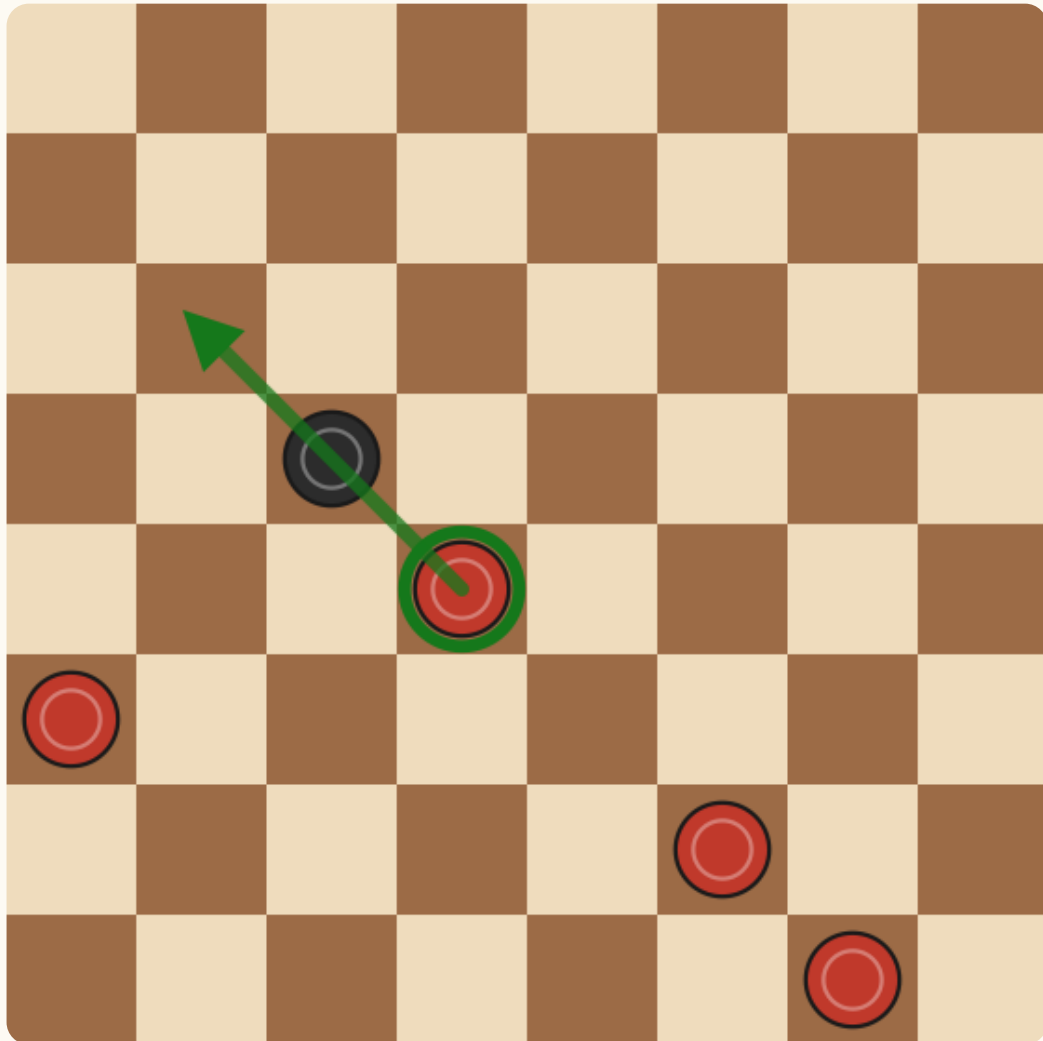
Puzzle 12

Red to move – find the winning move.

Which of your red pieces has the forced jump? You must take a jump when one is on the board.



Puzzle 12 – Answer



The circled red piece must jump (shown).

When any jump is on the board you cannot refuse it – spotting the forced piece is the first board-vision skill.

Keep playing

Play the live tactics trainer at spark-and-anvil.org/play/crowntales and read the cast's strategy stories at spark-and-anvil.org/cast/crowntales.