

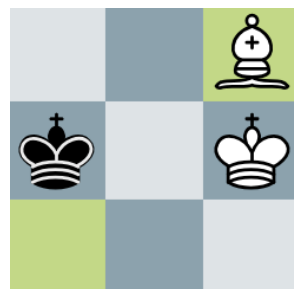
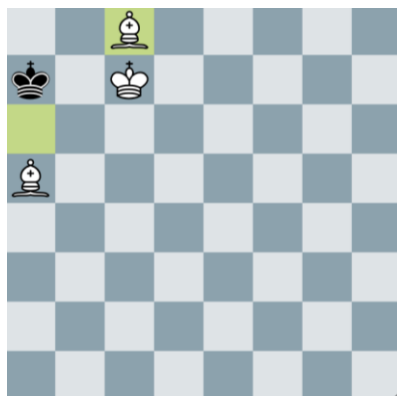
In this position, there are two ways to start.

One is to go first with the bishop and create a solid wall for the opponent's king. Let's see.

1. ♖d3 ♔d4 2. ♔d2 ♖e5 3. ♖e3 ♔d5 4. ♖b2 ♔c5 5. ♖c3 ♔d5 6. ♖d4 ♖e6 7. ♔e4 ♔d6 8. ♖c4 ♔c6 9. ♔e5 ♔d7 10. ♖c5 ♔c6 11. ♖b4 ♔b6 12. ♔d6 ♔b7 13. ♖a5 ♔a7

Now, when we have come to the end of the board, our aim is to put the opponent's king in a "prison". As we are in the white corner, we are using the white bishop and the king.

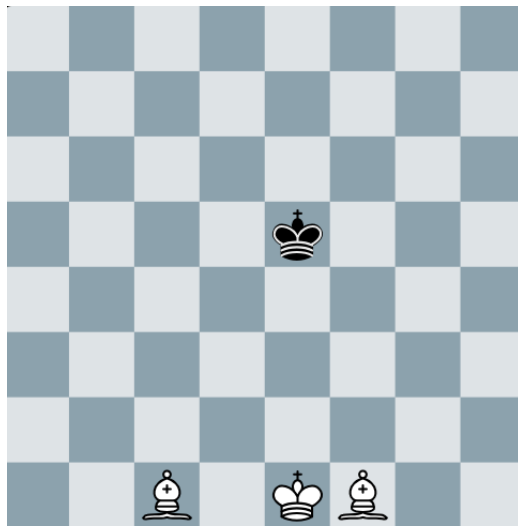
14. ♔c7 ♔a8 15. ♖a6 ♔a7 16. ♖c8:



...where his king can go only on two squares.

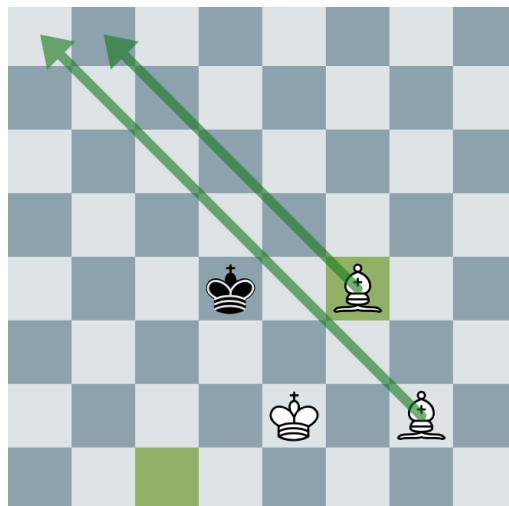
Now it's easy to deliver a checkmate.

16...♔a8 17. ♖b7+ ♔a7 18. ♖b6#



Another path is to go with the king first.

1. ♖e2 ♜e4 2. ♙g2+ ♜d4 3. ♙f4 and again - create a wall and restrict the king move by move.



3...♜c4 4. ♙e5 ♜b3 5. ♜d3 ♜a2 6. ♜c2 ♜a3 7. ♙c3 ♜a4 8. ♙c6+ ♜a3 9. ♙d2 ♜a2 10. ♙c1 ♜a1 11. ♙b2+ ♜a2 12. ♙d5#