

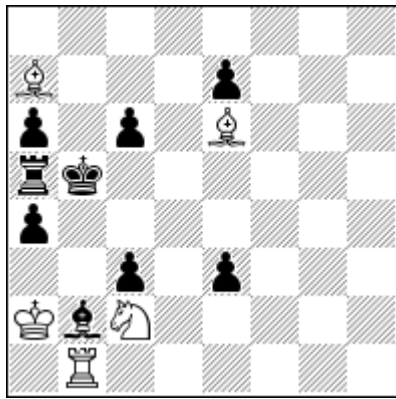
SECTION C: MOREMOVERS

Judging countries: Finland, Germany, Israel, North Macedonia, Switzerland

Reserve:

Theme (proposed by Germany): A black pawn refutes a try by leaving square X. This pawn is captured by a white piece on square X in the foreplan. This white piece leaves square X afterwards and the black king moves to square X (black Kniest).

C01



#9

5+9

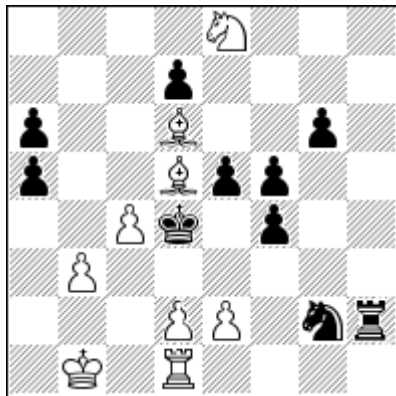
1.Re1? c5 2.Sxe3 c2, etc.

1.Sxe3? Kb4! (or 1...c5 2.Bd7+ Kb4 – mate only on W10) 2.Sc2+ Kb5, etc.

1.Rd1?! c5! 2.Bd7+ Kc4 3.Sxe3+ Kb4 4.Bb6 e6 5.Sc2+ Kc4 6.Bxe6+ Kb5 7.Rd6! and mate only on W10.

1.Sd4+! Kb4 **2.Sxc6+** Kb5 **3.Sd4+** Kb4 4.Sc2+ Kb5 and 5.Rd1! **Kc6!** 6.Rd7! (6.Sb4+? Kb7 7.Rd7+ Ka8 – mate only on W10) 6...Rd5 7.Sb4+! Kb5 8.Rb7+! Kc4 (8...Ka5 9.Sc6#) 9.Bxd5#

C02



#6

9+10

1.Bc7? A [2.Bb6#]

1...Kc5? 2.Bxa5 [3.d4+ exd4 4.b4# or 3.b4+ Kd4 4.Bb6#]

2...e4 3.b4+ Kd4 4.Bd8 [5.Bf6#]

1...**e4!** (bPe5 leaves e5) 2.Bb6+ Ke5 3.d4+ exd3 e.p.!

or 3.Bd8? [4.Bf6#] f3! 2.Bxa5? [3.Bc3+ Kc5 4.b4+ Kb6 5.Bd4#]

2...Kc5 3.b4+ Kd4 4.Bd8 [5.Bf6#] 2...Rh3!

1.b4! [2.Bc5#]

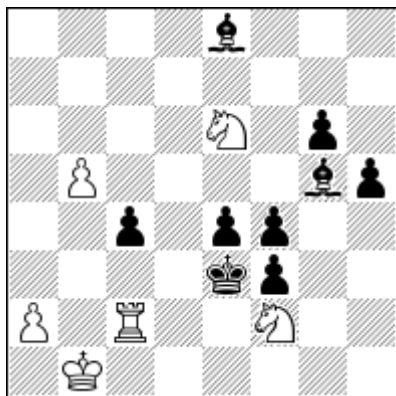
1...axb4 **2.Bxe5+** (wB captures the bP on e5) (2.Bb8? [3.Ba7#] e4!)

2...Kc5 **3.Bc7!** A (wB leaves e5 and threatens with 4.d4#) 3...b3 4.Ba5 [5.d4#] 4...Kd4 5.Bb6+ **Ke5** (the bK moves to e5) 6.d4#

1...e4? 2.Bc5+ Ke5 3.d4+ exd3 e.p. 4.Bd6+ Kd4 5.Rxd3#

The main plan fails because, after the thematic vacation of e5 by the bP, it further refutes on B3 by e.p. capture of the white d-pawn. After the sacrifice of a wP and distant self-block on b4, the white thematic moves show a zig-zag of wB on the e5-c7 line and another zig-zag takes place on the c7-a5 line.

C03



#10

6+9

1.Kc1? [2.Rd2/Sd1 [3.Sd1/Rd2#]]

but 1...**c3!**

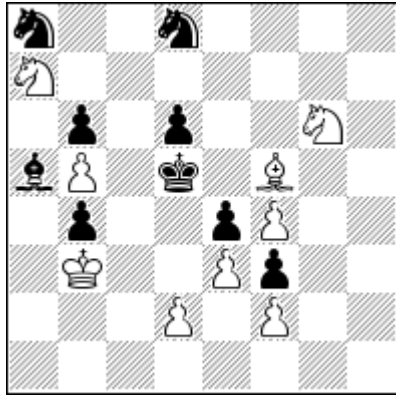
1.Sd1+ Kd3 2.Sb2+ Ke3 3.**Sxc4+** Kd3 4.**Sb2+** Ke3 5.Sd1+ Kd3

6.Sf2+ Ke3 7.Kc1! [8.Rd2 [9.Se1#]] Bxb5 8.Sd1+ Kd3 9.Rd2+ **Kc4** 10.Rd4#

7...Bh4 8.Rd2 Bxf2 9.Sd4 [10.Sc2#]

7...Bf6/Be7 8.Rd2 Bb2+/Ba3+ 9.Kc2 [10.Sd1#]

C04



#11

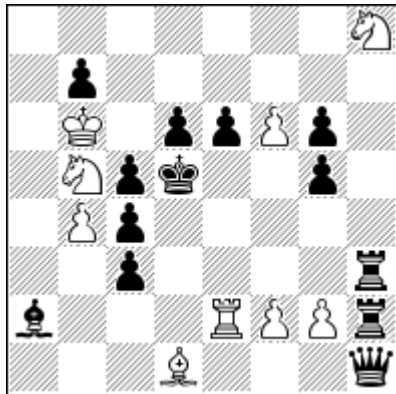
9+9

Main plan: 1.d4? [2.Se7#] but 1...**e×d3 e.p.!**
The thematic square is e4.

1.Sf8! [2.Bh3 Kc5 3.Bf1 d5 4.Sc8 d4 5.Sd7+ Kd5 6.Bc4#]
1...Sc7 2.Bh7! Sce6 3.Bg8! Kc5 4.Sd7+ Kd5
5.f5? waiting (5...Sd~? 6.Be6#) 5...Sf7! 6.B×f7= stalemate
5.d4? [6.Sf6#] 5...**e×d3 e.p.!**
5.Sf6+! Kc5 **6.S×e4+** (the thematic P is captured on e4) Kd5 **7.Sf6+** Kc5
8.Sd7+ Kd5 9.d4! **Ke4** (the bK moves to e4) 10.Bh7+ Kd5 11.Sf6#

Change of main plan, stalemate, Black Correction, e.p. capture.

C05



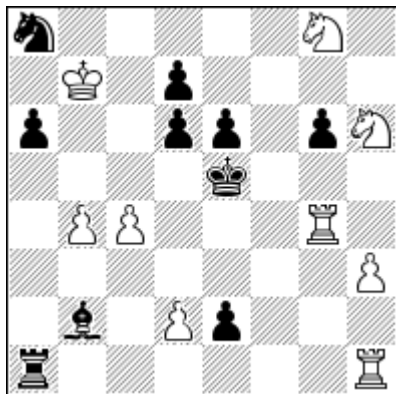
#11

9+13

1.S×g6? [2.Se7#] but 1...e5!

1.Bc2! [2.Sc7+ Kd4 3.Re4#]
1...Q×g2 2.Sc7+ Kd4 3.S×e6+ Kd5 4.Sc7+ Kd4 5.Sb5+ Kd5 6.S×g6!
[7.Se7#] 6...Rh7 7.f7! R×f7 8.S×c3+ Kd4 9.Sb5+ Kd5 10.Rd2+ Ke6
11.R×d6# (MM)

C06



#8

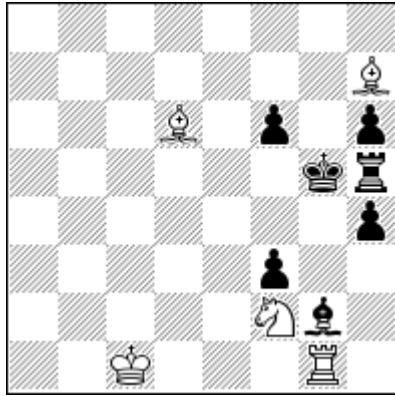
9+10

Tries:

1.Sf7+? Kf5! 2.S×d6+ (2.Re1 g5!) Ke5 3.Re1 K×d6! 4.Rg5 Be5
5.d4 Ra5!
1.Rh2? [2.R×e2#] but 1...e1=Q!
1.d3? [2.Re4#] but 1...**d5!**
1.Re1!? R×e1 2.d3? [3.Re4#] **d5!**

1.Re1! [2.R×e2#] R×e1 2.Sf7+ Kf5 **3.S×d6+** Ke5 4.d3 [5.Re4+ K×d6
6.c5+ Kd5 7.Se7#] Bd4,Rc1 **5.Sf7+** Kf5 6.Sfh6+ Ke5 7.Re4+ **Kd6** 8.Sf7#
4...K×d6 5.Rg5 [6.c5#] Be5 (5...Bd4/Rc1 6.c5+ B×c5/R×c5 7.b×c5#)
6.d4 [7.d×e5#] B×d4 7.c5+ B×c5 8.b×c5#
4...Sc7 5.K×c7 [6.Re4#]

C07



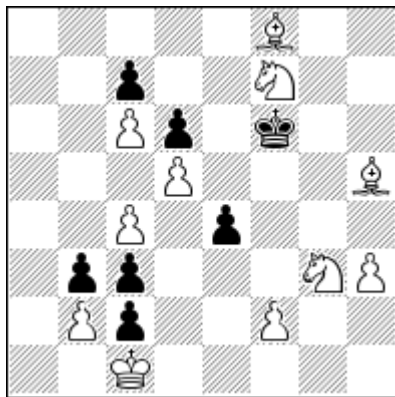
#11

5+7

1.Rd1? f5! 2.Be5 h3!
1.Re1?! h3 2.Re7 f5! 3.Be5 Kh4!

1.Se4+ Kg4 2.Sxf6+ Kg5 (Kh3? 3.Bg8) **3.Se4+ Kg4 4.Sf2+ Kg5**
5.Re1! (5.Rd1?) Bf1! (5...h3,Bh1 6.Re5,Re4 **Kf6** 7.Sg4+ Kg7 8.Re7+ Kh8
9.Be5+ Rxe5 10.Sxe5 h2 11.Sg6#) 6.Re5+! Kf6 7.Se4+ Kg7 8.Re7+ Kh8
9.Bb4! Rg5 10.Sxg5 hxg5 11.Bc3#

C08



#6

11+7

1.f4? [2.Sh6,Sg5] but 1...**exf3 e.p.!**

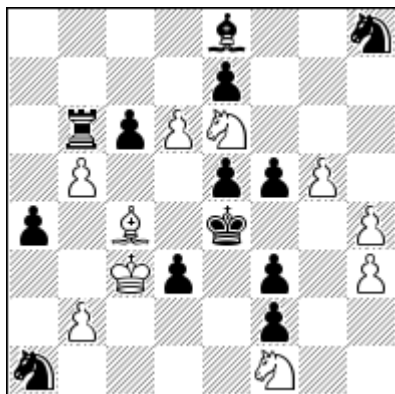
Thematic refutation. Thematic square e4. If:

1...cxb2+ 2.Kxb2 c1=Q+ 3.Kxc1 b2+ 4.Kxb2,Kb1 e3 5.Sg5/Sh6 d2
6.Se4,Sh7/Sg4,Sg8#

1.Sxe4+! Thematic capture. 1...Kf5 2.Sxc3 Kf4 3.Bg7 Kf5 4.Se2 **Ke4**
Thematic move to the thematic square e4. 5.Sg3+ Kd3/Kf4 6.Be2/Bh6#
2...Kf6 3.Se2 Kf5 4.Bg7 **Ke4** Thematic move to the thematic square e4.
5.Sg3+ Kd3/Kf4 6.Be2/Bh6#

There are two variations after W2. In both variations, the bK passes through the thematic square e4. A wS roundtrip is embedded in the first solution (1.Sxe4+ 2.Sxc3 4.Se2 5.Sg3+). The position is legal. The bPs captured the 5 missing white pieces.

C09



#18

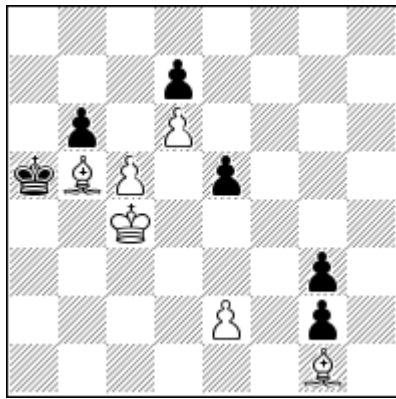
10+13

1.Kd2? [2.Sg3#] but 1...f4!,Sb3+!

1.Sg3+? Ke3 2.Sxf5+ Ke2!
1.b4? [2.Sc5+ and mate on W9]
1.Bxd3+? Kd5 2.Bc4+ Kxd6!

1.Sc5+! Kf4 2.Sxd3+ Ke4 3.Sc5+ Kf4 4.Se6+ Ke4
5.Sg3+ (5.b4? [6.Sg3+ and mate on W9]) 5...Ke3
6.Sxf5+ Ke4 7.Bd3+ Kd5 8.Sc7+ Kc5 9.b4+ axb3 e.p. 10.Se6+ Kd5
11.Bc4+ Ke4 12.Sg3+ Ke3 13.Sf1+ Ke4 14.Kd2 Kf5 (14...f4?!,Sb3+??)
15.Sg3+ Kg6 16.Sf8+ Kg7 17.Sf5+ Kxf8 18.dxe7#

C10



#5

6+6

1st try 1.Be3? [2.Bd2#]

1...g1=Q(B)? 2.Bd2#

but 1...bxc5! (wPb6 refutes the try by freeing b6: 2.Bd2+ Kb6!

and if 2.Kxc5 [3.Bd2#] g1=Q(B)! 3.Bxg1 g2 4.Be3 g1=B(Q) – this move becomes a good one after the preliminary defence 1...bxc5!

The thematic bP is bPb6 (square X).

2nd try 1.c6? (prevents the vacation of b6): 1...e4? 2.Be3! [3.Bd2#]

but 1...dxc6! 2.d7 cxb5+ 3.Kb3 [4.d8=Q and 5.Qxb6#] but Ka6!

4.d8=Q Kb7,Ka7

1.cxb6! (takes the thematic bP – wPc5 is the thematic white unit)

1...e4 2.b7 (leaves the b6-square) e3 3.Bxe3! g1=Q 4.Bd2+ Kb6 (the bK moves to b6) 5.b8=Q#

(not 3.Bf2? exf2,gxf2,Kb6 4.b8=Q!

but 3...g1=Q(R) 4.b8=Q Qc1+!,Rc1+!)

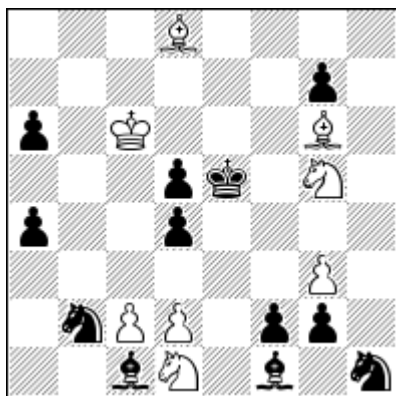
Meredith.

Keller Paradox.

White sacrifice.

Promotion.

C11



#9

8+12

The main plan 1.d4+?? does not work because there is a bP on d4.

The 1st foreplan (thematic try) is to immediately force Black to shift bPd4 to e3 by means of 1.Sf3+ Ke6 2.Se3? [3.Sg5+ Ke5 4.Sg4#] dxe3 3.Sg5+ Ke5 4.Sf7+ Ke6 5.d4 Bb5+ 6.Kc7 e2 7.Bh4 Bf4+ (7...Bg5 8.Bxg5 [9.Sd8#]) 8.gxf4 f1=Q 9.Sd8#, but 2...Bb5+! 3.Kc7 **dxe3!**

Thus, the 2nd foreplan (thematic try) is to close the f1-b5 diagonal by means of 1.Sf3+ Ke6 2.c4? dxc4 and next capturing bPd4: 3.Sxd4+ Ke5 4.Sf3+ Ke6 5.Se3 c3 (5...Bb5+??) (5...Be2 6.Sd4+ Ke5 7.Sxe2 f1=Q 8.Sg4+ Ke6 9.Sd4#) and then 6.Sg5+ Ke5 7.d4+ Kxd4 8.Bb6+ Ke5 9.Sg4# but 2...dxc3 e.p.!

Therefore, White must first capture the pawn on d4. Then all three moves not working because of this pawn – c4, Se3 and d4 – will be effective in respective order.

1.Sf3+! Ke6 **2.Sxd4+** Ke5 **3.Sf3+** (switchback) 3...Ke6 **4.c4** dxc4 (4...d4 5.Se3 Be2 6.Sxd4+ Ke5 7.Sxe2 f1=Q 8.Sg4+ Ke6 9.Sd4#)

Now, not yet 5.Sg5+? Ke5 6.d4+ Kxd4 7.Sf3#, but 6...cxd3 e.p.!

First, White must force Black to shift Pc4 to c3.

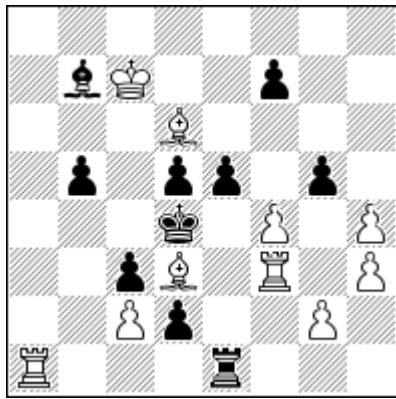
Therefore, **5.Se3** [6.Sc2,Sd5,Sg4,Sf5] c3 (5...Bb5+??)

(5...Be2 6.Sd4+ Ke5 7.Sxe2 f1=Q 8.Sg4+ Ke6 9.Sd4#)

6.Sg5+ (switchback) Ke5 and now the main plan works:

7.d4+ Kxd4 8.Bb6+ Ke5 9.Sg4#

C12



#9

10+10

Try 1.Kb6? [2.Bc5#] but 1...**exf4!** (gxf4?)
1.Bxe5+? but 1...Rxe5!

1.Rb1! [2.Rb4#] Rxb1 **2.Bxe5+** Kc5 **3.Bd6+** Kd4 4.Kb6! gxf4!

Nested thematic try:

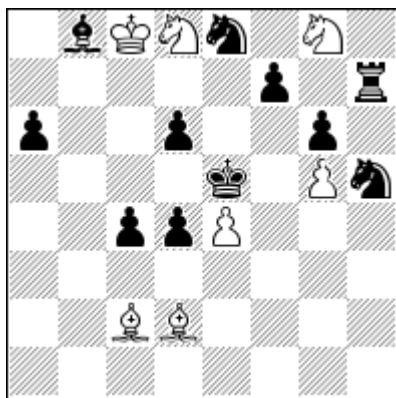
5.Bc5+? **Ke5!** 6.Re3+ (Kf6? 7.Bd4#) **fxe3!** **5.Rxf4+!** Ke3 **6.Rf3+** Kd4

7.Bc5+ **Ke5** 8.Re3+ **Kf4** 9.g3# 8...Kf6 9.Bd4#

(7.Rf5? [8.Bc5#] Ke3! 8.Bc5+ d4 9.Rf3+ Bxf3!)

Two consecutive realisations of the theme (thematic squares e5 and f4). Switchbacks by wB (3.Bd6) and wR (6.Rf3).

C13



#10

7+11

Try 1.Se7? [2.Sec6#]
but 1...**d3!** (thematic square X=d4)

1.Sc6+! Ke6 **2.Sxd4+** (captures d4) Ke5 **3.Sc6+** (leaves d4) Ke6

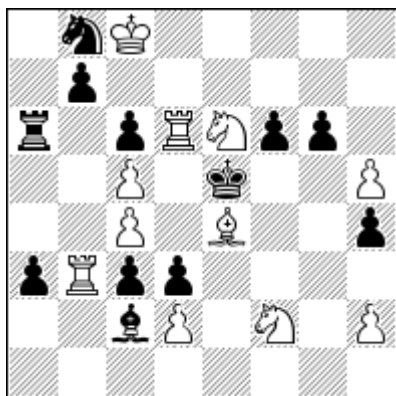
4.Sd8+ Ke5 5.Se7 [6.Sec6#] **Kd4** (bK moves to d4) 6.Sec6+ Kc5 7.Sb7+

Kb5! 8.Ba5! c3 9.Bb3 [10.Sd4#] MM

9...Ba7 10.Sxa7# MM 9...Kxc6 10.Ba4#

(7...Kxc6 8.Ba4+ Kb6 9.Be3#)

C14



#8

11+12

Tries:

1.Bxg6? but 1...**f5!**

1.Sf8? Kf4! 2.Rxf6+ (2.Rb1!? Bd1!) Ke5 3.Rd6 Kf4

4.Se6+ (4.Rb1 Bd1!) Ke5 5.Bxg6 Bd1!

1.Rb1!? Bxb1 2.Bxg6? [3.Sg4#] **f5!**

1.Rb1! [2.Sg4+ Kxe4 3.Rf1] Bxb1 2.Sf8 [3.Sxg6#] Kf4 **3.Rxf6+** Ke5

4.Rd6 Kf4 5.Se6+ Ke5 6.Bxg6 [7.Sg4#] **Kf6** 7.Kd8 [8.Sg4#]

3...Kg5 4.Rxg6+ Kf4 5.Se6+ Ke5 6.Sg4+ Kxe4 7.Rf6 [8.Rf4#]

Defences leading to short variations:

1...f5 2.Sf8 [3.Sxg6#] fxe4 (2...Kf4 3.Sxg6+ Kg5 4.Rg1+ Kh6 5.Sf8+ Kxh5 6.Bf3#) 3.Sxg6+ Kf5 4.Rg1 [5.Sxh4+ Kf4 (5...Ke5 6.Rg5+ Kf4 7.Sh3#)] 6.Sh3+ Ke5 7.Rg5#

1...Bd1 2.Bxg6 [3.Sxd3#] f5 3.Sg5 [4.Sxd3#] Be2 4.Re1 [5.Sxd3#] Kf4 5.Sfh3+ Ke5 6.Rxe2+ dxe2 7.d4#

1...Sd7 2.Sg4+ Kxe4 3.Rf1 Sb6+ (3...Ra8+ 4.Kxd7 Rd8+ 5.Kxd8)

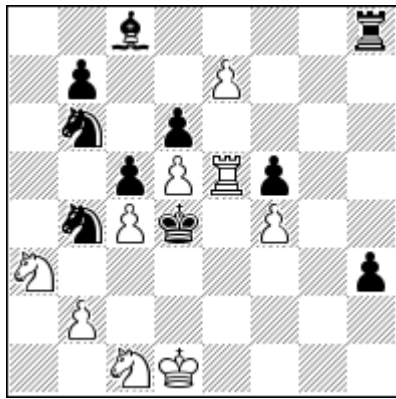
4.Kc7 Sd5+ 5.Rxd5

1...Ra8 2.Sg4+ Kxe4 3.Rf1 Sa6+ 4.Kd7 Sb8+ 5.Ke7 4...Rd8+ 5.Kxd8

1...gxh5 2.Sf8 [3.Sg6#] Kf4 3.Sg6+ Kg5 4.Rg1+ Kh6 5.Sf8

1...g5 2.Sf8 [3.Sg6#]

C15



#13

9+10

1.Ke2? [2.Sb3#] but 1...dxe5! X=d6

1.Sb5+! Kxc4 **2.Sxd6+** Kd4 3.Sb5+ Kc4 4.Sa3+ Kd4 5.Sb3+!

(5.Ke2? [6.Sb3#]

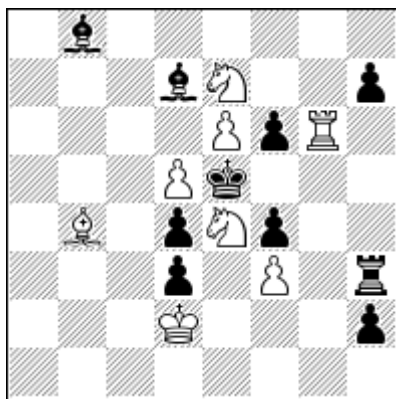
but 5...c4! Y=c5)

5...Kd3 **6.Sxc5+** Kd4 7.Sb3+ Kd3 8.Sc1+ Kd4 9.Ke2! [10.Sb3#] **Kc5**

10.Sb3+ **Kd6** 11.Sb5+ Kd7 12.Sc5+ Ke8 13.Sd6#

Double black Kniest with two consecutive foreplans. Additionally, the thematic white pieces come back to the thematic squares c5 and d6. Model mate.

C16



#7

8+10

1.Rg5+? **A** but 1...fxg5! (bPf6 leaves the f6-square) (1...f5 2.Rxf5#)

1.Sxf6? **B** [2.Sg4# **D**, Sxd7# **E**]

1...Rxf3? 2.Sxd7+ Ke4 3.Sc5+ Ke5 4.Rg5+ Kf6/Kd6 5.Se4#/Sa6#

but 1...Bxe6!

1.Sc5? **C** [2.Sxd7# **E**, Sxd3# **F**]

1...Rxf3 2.Sxd7+ Ke4 3.Sxf6+ Ke5 4.Sd7+ Ke4 5.Sc5+ Ke5

6.Rg5+ Kf6/Kd6 7.Se4#/Sa6#

1...Kd6? 2.exd7 [3.d8=Q+] Kxe7 3.Rg7+ Kd6 4.d8=Q+ Ke5

5.Qe7+ Kxd5 6.Qe6#

but 1...Bb5!

1.Sf2! [2.Sxd3# **F**, Sg4# **D**]

1...Rxf3 2.Sg4+ (2.Rg5+? **A** fxg5!) Ke4 3.Sxf6+ **B** (wS captures bP on f6)

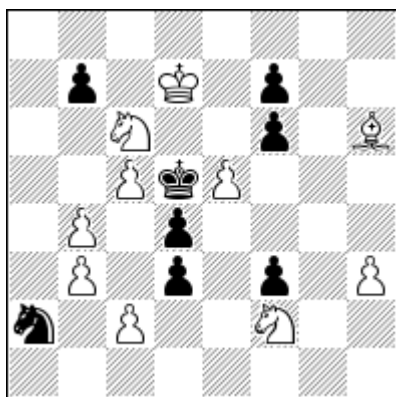
3...Ke5 4.Sxd7+ (wS leaves f6) (4.Sg4+? Ke4 5.Sf2+ Rxf2!, 4.Rg5+? Kxf6!)

4...Ke4 5.Sc5+ **C** Ke5 6.Rg5+ **A** Kf6 (the bK moves to f6) 7.Se4#, 6...Kd6

7.Sa6#

The required theme is combined with a roundtrip (wSe4-f2-g4-f6-d7-c5-e4); two tries that reappear as W3 & W5 in the solution (B, C), cycle of double threats (DE-EF-FD) and duel wSe4/bBd7; and change of W2 after 1...Rxf3 between the try 1.Sc5? and the solution.

C17



#11

10+8

Try 1.e6!? fxe6 2.Se7+ Ke5 3.cxd3? **f5!**

Try 1.Se7+? Kxe5 2.Sg4+ (2.cxd3? **f5!**) Ke4 3.Sxf6+ Ke5

4.Sg4+ Ke4 5.Sf2+ Ke5 6.cxd3 f5!

1.e6! [2.exf7 bxc6 3.f8=Q Ke5 4.Qe7+] fxe6 2.Se7+ Ke5 3.Sg4+ Ke4

4.Sxf6+ Ke5 **5.Sg4+** Ke4 6.Sf2+ Ke5 7.cxd3 [8.Sg4#] **Kf6**

8.Ke8 [9.Sg4#] e5 9.Se4+ Ke6 10.Bg7 [11.Sg5#]

Defences leading to short variations:

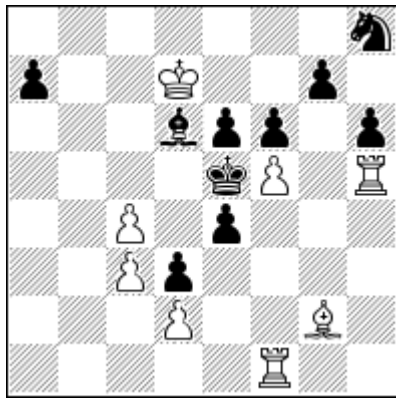
1...Sxb4 2.Sxb4+ Kxc5 (2...Ke5 3.exf7 Kf5 4.f8=Q Kg6 5.Qg7+ Kf5/Kh5

6.Qg4+/Qxf6, 3...d2,dxc2 4.f8=Q d3 5.Qe7+ Kd4 6.Bd2) 3.Sfxd3+ Kb5

4.exf7 [5.f8=Q Ka5/b6 6.Qc5+/Qa8], 3...Kb6 4.exf7 [5.f8=Q Ka7 6.Kc7]

1...Sc1 2.exf7 Sxb3 3.cxb3 bxc6 4.f8=Q Ke5 5.Qe7+ [6.Qe4#]

C18



#6

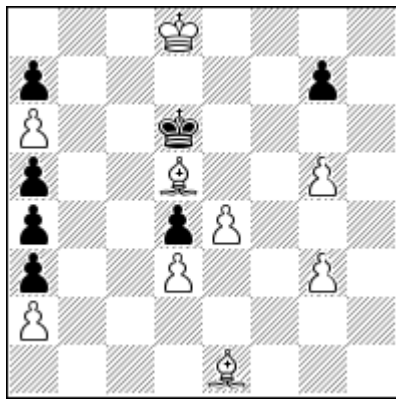
8+10

1.Rh4! [2.Rxe4#]

1...exf5 2.Rhf4 [3.Rxf5#] g6 (Foreplan 3.Bh3? e3!) 3.Bxe4! [4.Bxd3 [5.Rxf5+ gxf5 6.Rxf5#]] Bb4 4.Bxf5! gxf5 5.Rxf5+ Ke4! 6.R1f4# (3...fxe4 4.Rxf6 [5.Re6#])

Thematic square X=e4, active play of all white pieces.

C19



#7

9+7

Try 1.Bb4+? Ke5 2.Bxa5 Kd6 3.Bb4+ Ke5 4.Bb3! axb3 5.Ke7 [6.Bd6#] but 1...**axb4!** Thematic refutation. Thematic square: a5.

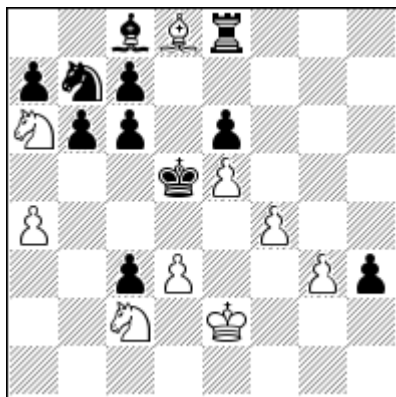
1.Bxa5! Thematic capture. 1...Kc5 2.Kc7 Kb5 3.Be1 (switchback) Kc5 4.Bc4 g6 5.Bf2 Kb4 6.Bxd4 **Ka5** (move to the thematic square) 7.Bc3# 3...g6 leads to the same mate.

3...Ka6 4.Bc4#

1...g6 leads to a faster mate 2.Bb4+ Ke5 3.Bb3! axb3 4.Kd7 [5.Bd6#]

The position is legal. The bPs captured the 7 missing white pieces.

C20



#11

9+11

1st try 1.Ke3? [2.Sb4#] but 1...c5!

2nd try 1.Sc4+ Kd4 2.Sxc6+ Kd5 3.Sc4+ Kd4 4.Sc2+ Kd5 5.Ke3 Kc6? 6.Sc4+ Kd7 7.Sb8+ Kxd8 8.S4c6# but 5...c5!

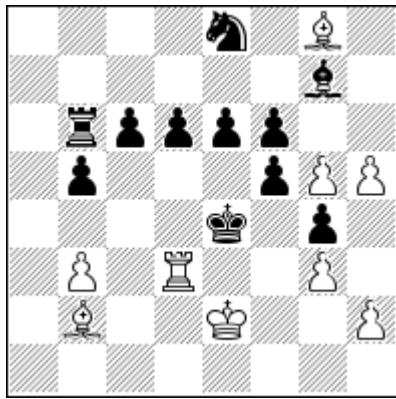
3rd try 1.Sxc7+ Kc5 2.Sa6+ Kd5 3.Sc4+ Kd4 4.Sxc6+ Kd5 5.Sc4+ Kd4 6.Sc2+ Kd5 7.Ke3? Kc6 8.Sc4+ Kd7 9.Sb8+ Kxd8 10. S4c6+ Kc7!

1.Bh4! [2.Sxc7+,Sab4+ Kc5 3.g4 [4.Bf2#] Rd8 4.Bf2+ Rd4 5.Bxd4#] h2 The planned threat is refuted by 3...h1=S!

2.Sxc7+ Kc5 3.Sa6+ Kd5 4.Sc4+ Kd4 5.Sxc6+ Kd5 6.Sc4+ Kd4

7.Sc2+ Kd5 8.Ke3 [9.Sc4#] Kc6 9.Sc4+ Kd7 10.Sb8+ Kc7 11.S4a6#

C21



#13

9+11

Main plan: 1.Bxe6? [2.Re3#], but 1...f4! (f5 is the 1st thematic square). The obstacle to be eliminated is the bPf5.

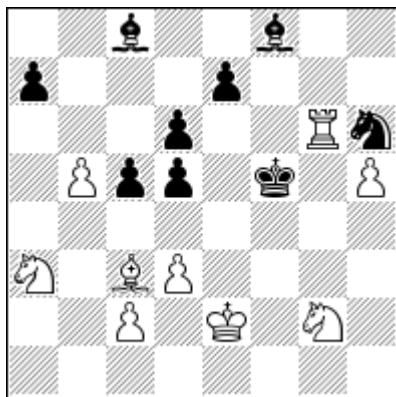
1.Rd4+! Ke5 Foreplan: 2.Rf4+!? Kd5 **3.Rxf5+** (capturing the f5-pawn) Ke4 4.Rf4+ Kd5 5.Rd4+ Ke5 6.Rd3+ **Kf5** (bK moves to f5) 7.Bh7+ Kxg5 8.Bg6 f5 9.h4+ Kh6 10.Bc1+ f4 11.Bxf4#, but 9...g×h3 e.p.! The foreplan fails because of the **g4**-pawn (g4 is the 2nd thematic square). White must capture the **g4**-pawn first.

2.Rxg4+ (capture of the obstacle pawn **g4**) Kd5 3.Rd4+ Ke5 4.Rf4+ Kd5 Time has come to eliminate the other obstacle, pawn **f5**. **5.Rxf5+** (capture of the obstacle pawn **f5**) Ke4 6.Rf4+ Kd5 (6.Bxe6? [7.Rf4#] but 6...fxg5!) 7.Rd4+ Ke5! 8.Rd3+ **Kf5!** (bK moves to **f5**) (8...Ke4 9.Bxe6 [10.Re3#]) 9.Bh7+ and then:

9...Kg4! (bKf5 moves to **g4**) 10.Rd4+ Kh3 11.Rh4+ Kg2 (11.Kf2? fxg5!) 12.Be4+ Kg1 13.Bd4#
9...Kxg5 10.Bc1+ **Kg4!** (bKg5 moves to **g4**) 11.Rd4+ Kh3 12.Kf2! Kxh2 13.Rh4#

In the variations of the solution and in the foreplan, the bK moves twice to the thematic square f5 and twice to the thematic square g4. Play of Rehm battery Rd4+Bb2.

C22



#9

9+9

1.Kf3? [2.Sh4,Se3#]

1...Sg4 2.Sh4#

but 1...d4!

1.Se3+! Kf4 2.Sxd5+ Kf5 3.Se3+ Kf4 4.Sg2+ Kf5 5.Sh4+ Kf4 6.Bd2+ Ke5 7.Sf3+ **Kd5** 8.c4# 7...Kf5 8.Sc4 [9.Sh4#]

3.Sc4? [4.Sce3#] but 3...Sg4!

4.Sc4? [5.Sg2+,Sd5+ Kf5 6.Sce3#] but 4...Sg4!

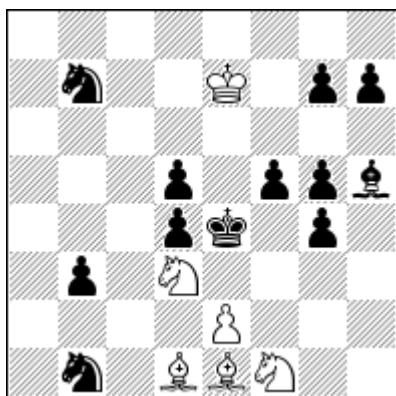
5.Sc4? [6.Sce3#] but 5...Sg4!

5.Be1? [6.Bg3 [7.Sh4, Se3#]] but 5...Sg4!

6.Sc4? [7.Bd2#] but 6...Sg4!

7.Sc4+? Kd4 8.Sf3+ **Kd5** 9.Se3# but 7...Kd5!

C23



#8

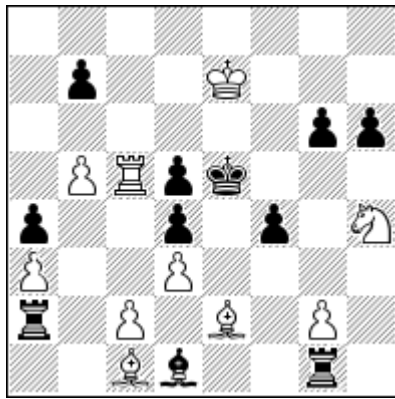
6+12

1.Bg3? [2.Sf2#] but 1...f4!

1.Bf2? [2.Sg3#] but 1...f4!

1.Sg3+ Ke3 **2.Sxf5+** Ke4 3.Sg3+ Ke3 4.Sf1+ Ke4 5.Bf2 [6.Sg3#] **Kf5** 6.Sg3+ Kg6 7.Se5+ Kh6 8.Sf5#

C24



#9

10+11

1.c4? but 1...dxc3 e.p.!

1.g3? but 1...Rxg3! (1...Rf1? 2.g4!)

1.g4! [2.Sf3,Sxg6#] fxg3 e.p. (1...Rxg4 2.Sf3+ Kf5 3.Rxd5#)

2.Sf3+ Kf5 **3.Sxd4+** Ke5 4.Sf3+ Kf5 5.Sh4+ Ke5

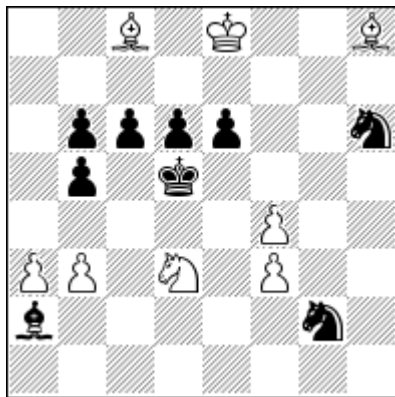
6.c4! [7.Rxd5#] **Kd4** 7.Sf3+

7...Kxc5 8.Be3+ d4 9.Bxd4#

7...Kc3 8.cxd5+ Kb3 9.Sd4#

Two en passant captures, two mates on the thematic square d4.

C25



#13

8+9

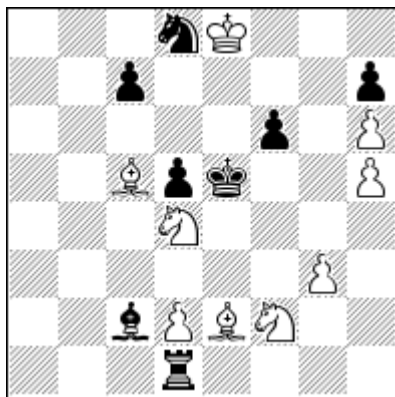
1.f5? [2.Bxe6#] but 1...e5!

1.Sb4+ Kc5 2.Sa6+ Kd5 3.Sc7+ Kc5 **4.Sxe6+** Kd5 **5.Sc7+** Kc5 6.Sa6+ Kd5

7.Sb4+ Kc5 8.Sd3+ Kd5 9.f5! [10.Be6#] Sxf5 10.Sb4+ Kc5 11.Sa6+ Kd5

12.Be6+! **Kxe6** 13.Sc7# (MM)

C26



#13

9+8

1.Kxd8? but 1...Rxd2!

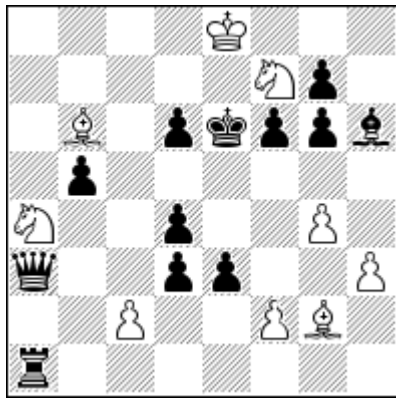
1.d3? Rxd3! 2.Bxd3 Bxd3 3.Sxd3+ Ke4 4.Sf2+? Ke3!

1.Bg4? f5! (not 1...Ba4+? 2.Kxd8 f5 3.Bxf5 with mate on W7) 2.Sf3+ Kf6 3.Be7+ Ke6, etc.

1.Sg4+ Ke4 **2.Sxf6+** Ke5 **3.Sg4+** Ke4 4.Sf2+ Ke5 5.Bg4! Bf5! 6.Bxf5! (not 6.Sf3+? Ke6 7.Sg5+ Ke5 8.d4+ Rxd4 9.Sf3+ and mate only on W14)

6...**Kf6** 7.Sg4+ Kg5 8.Be7+ Kxh5 9.Sf6+! Kxh6 10.Se6! (10.Bf8? or 10.Sg8+?) Sxe6 11.Sg8+! Kg7 12.Bf6+ Kxg8 13.Bxe6#

C27



#11

9+12

The main plan 1.Sd8+? Ke5 2.Bxd4+ Kxd4 3.Sc6+ fails because the c4-square isn't blocked.

Thus, the 1st foreplan is to block the c4-square.

1.c4? bxc4? 2.Sd8+ Ke5 3.Bxd4+ Kxd4 (3...Kf4 4.Se6#) 4.Sc6# fails due to 1...dxc3 e.p.!

The 2nd (thematic) foreplan is to remove the d4-pawn:

1.Sd8+? Ke5 2.Sc6+ Ke6? 3.Sxd4+ Ke5 4.Sc6+ Ke6 (4...Kf4 5.Bxe3#) 5.Sd8+ (5.c4? Qc5! 6.Sxc5+ dxc5 7.Bc7 Ra8+!) 5...Ke5 6.Sf7+ Ke6 (6...Kf4 7.Bxe3#) 7.c4! bxc4 8.Sd8+ Ke5 9.Bd4+! Kxd4 10.Sc6# (9...Kf4 10.Bxe3#) but 2...Kf4!

Therefore, the 3rd foreplan is to block the f4-square:

1.f4! Bxf4

(1...d5 2.Bc5 Bxf4 3.Bxa3 bxa4 (3...Bd6 4.Sb6 f5 5.Bxd5+ 3...f5 4.Sc5+) 4.Sd8+ Ke5 5.Ke7 Rxa3 6.Sf7# 1...f5 2.Sd8+ Kf6 3.Bxd4#)

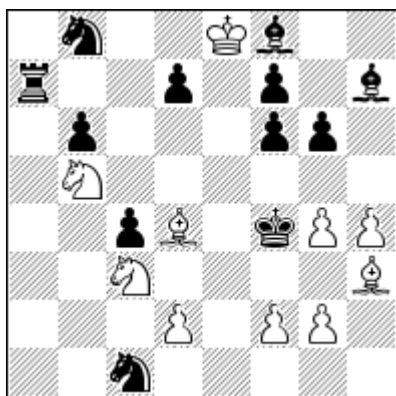
2.Sd8+ Ke5 3.Sc6+ Ke6 **4.Sxd4+ Ke5 5.Sc6+ Ke6 6.Sd8+!**

(6.c4? Qc5! 7.Sxc5+ dxc5 8.Bd5+ Kd6!) 6...Ke5 7.Sf7+ Ke6 8.c4! bxc4 (8...Qc5 9.Sxc5+ dxc5 10.Bd5# 8...f5 9.Bd5+ Kf6 10.Bd8#)

and now the main plan works:

9.Sd8+ Ke5 10.Bd4+! **Kxd4 11.Sc6#** (MM)

C28



#10

10+12

Try 1.Be3+? Ke5 2.f4+ Ke6 3.g5+ **f6-f5!** (thematic square X=f6)

1.d3! [2.Sd5#] cxd3 (1...Sxd3 2.Se2+ Ke4 3.Sbc3#) 2.Sd5+ Ke4

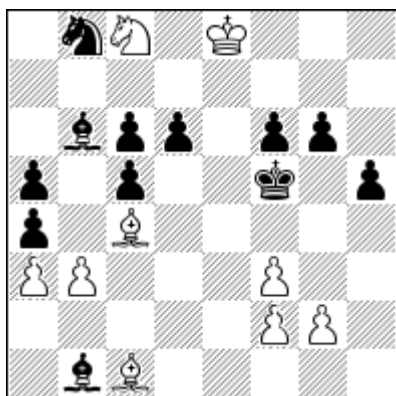
3.Sxf6+ (captures f6) Kf4 4.Sd5+ (leaves f6) Ke4 5.Sc3+ Kf4

And now: 6.Be3+ Ke5 7.f4+ Kf6 (bK moves to f6) 8.Bd4+ Ke6

9.g5+ f7-f5 10.gxf6 e.p.#

(7...Ke6 8.g5+ f5 9.gxf6+ e.p. Kf6 10.Bd4#)

C29



#7

9+12

1.g3? [2.Se7+ Ke5 3.Bb2#] but 1...**d5!**

1.g4+? **A** hxg4 **2.Sxd6+ B** Ke5 3.Sf7+ **C** (3...Kd4 4.Bb2#)

3...Kf5 4.Sh6+ Ke5 5.Sxg4+ Kd4 6.Bb2#

5...**Kd6** 6.Bf4#

5...Kf5 6.Kf7 [7.Be6#]

but 1...Ke5!

1.Sxd6+! B Ke5 2.Sf7+ **C** (2...Kd4 4.Bb2#) Kf5 3.g4+ **A**

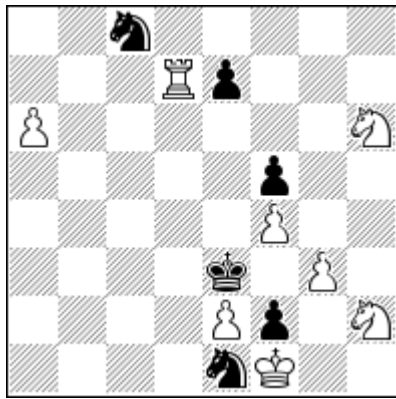
3...hxg4 4.Sh6+ Ke5 5.Sxg4+ Kd4 6.Bb2#

5...**Kd6** 6.Bf4#

5...Kf5 6.Kf7 [7.Be6#]

Cycle of moves.

C30



#9

8+6

1.S2g4+? Ke4 2.Sxf2+ Ke3 3.Sxf5#
but 1...fxg4!

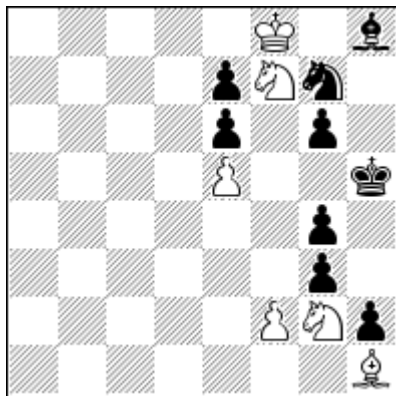
1.Sxf5+? but 1...Ke4!

1.Rd1! [2.Sf7 [3.Se5 [4.Shf3 [5.Sc4+]]] 5...Ke4 6.Sg5,Rd4+]
1...Sa7 2.Sxf5+! Ke4 3.Sxe7! [4.Sg4 [5.Sxf2+] 5...Ke3 6.Sd5,Sf5#]
3...Sg2 4.Kxg2 [5.Sg4 [6.Kxf2 [7.Sf6#]]] 4...Sc6,Sc8 5.Sg4 [6.Sxf2+]
5...f1=Q+ 6.Kxf1 [7.Sf2+] Sxe7 7.Sf2+ Kf5! 8.Rd6 [9.e4#] (7...Ke3 8.Rd3#)
4...f1=Q+ 5.Kxf1 [6.Sg4]
5...Sc6 6.Sg4 [7.Sf2+] Sxe7 7.Sf2+ Kf5! 8.Rd6 [9.e4#]
(7...Ke3 8.Rd3#)

Thematic square X=f5.

The try 1.S2g4? is refuted by the bP leaving the f5-square (1...fxg4). Subsequently, this P is captured on the f5-square (2.Sxf5+), from which the capturing piece later departs (3.Sxe7), and the bK arrives on this square (7...Kf5). Model mate.

C31



#10

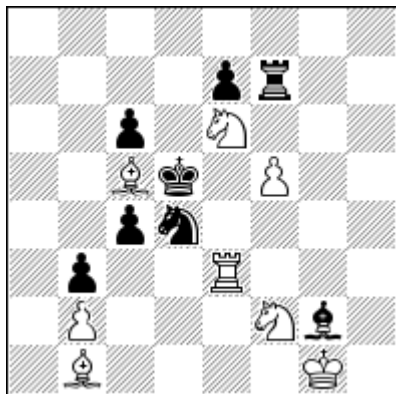
6+9

1.fxg3? [2.Sf4#] but 1...g5!

1.Sf4+! Kh4 2.Sxg6+ Kh5 3.Sf4+ Kh4 4.Sg2+ Kh5 5.fxg3 Kg6
6.Kg8! waiting 6...Se8 7.Sh4+ Kh5 8.Be4 Sf6+ 9.exf6 Bxf6 10.Bg6#

Thematic square X=g6, switchback of the wS; after a surprising tempo move, a model mate follows with the participation of all white pieces.

C32



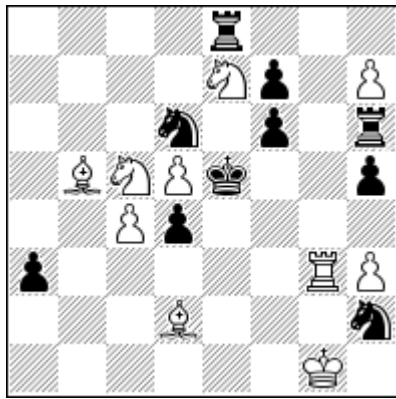
#8

8+8

Try 1.Sg4? [2.Re5#] but 1...c3! (thematic square X=c4)

1.Re5+! Kxe5 2.Sg4+ Kd5 3.Se3+ Ke5 **4.Sxc4+** (capture c4) Kd5
5.Sb6+ (leaves c4) Ke5 6.Sd7+ Kd5 7.Sf4+ **Kc4** (bK moves to c4) 8.Bd3#

C33



#10

10+10

1.Re3+? Se4 2.Rxe4+ Kd6 3.Sa6! and mate on W7, but 1...dxe3!
 1.Rg5+? Sf5 2.Rxf5+ Kd6 3.Bb4! and mate on W10, but 1...fxg5!
 1.Sc6+? Kf5 2.Sxd4+ Ke5 3.Sc6+ Kf5 4.Se7+ Rxe7!
 1.Sd7+? Ke4 2.Sxf6+ Rxf6!

1.h8=Q! [2.Qxh6 Sf3+ 3.Kh1 Sxd2 4.Sd3+ Ke4 5.Qf4#
 3...Sg5 4.Rf3 Se4/Rxe7 5.Bf4/Qxf6#]

1...Rexh8 2.Sc6+ Kf5 3.Sxd4+ Ke5 4.Sc6+ Kf5 5.Se7+ Ke5 6.Sd3+ Kd4!
 7.Sc6+ Ke4 8.Re3+ Kf5 9.Se7+ Kg5 10.Re4#

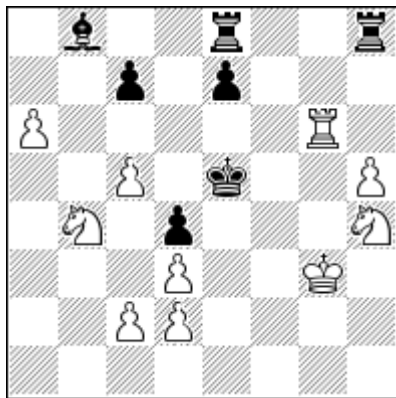
6...Ke4 7.Re3+ Kd4 8.Sc6#

1...Rhxh8 2.Sd7+ Ke4 3.Sxf6+ Ke5 4.Sd7+ Ke4 5.Sc5+ Ke5 6.Sc6+ Kf6!
 7.Sd7+ Kf5 8.Rg5+ Ke4 9.Sc5+ Kf3 10.Sxd4#

6...Kf5 7.Rg5+ Kf6 8.Sd7#

2 x substitute defence after bP annihilation.

C34



#8

10+7

1.c4? [2.Sc6#] but 1...dxc4 e.p.!

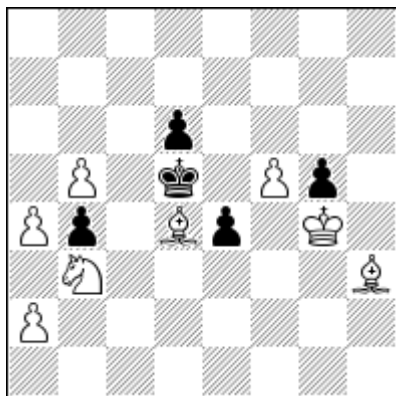
1.Sf3+? Kf5 2.Sxd4+ Ke5 3.Sf3+ Kf5 4.Sh4+ Ke5 5.c4 Kd4!
 6.Sf3+ Kxc5!

1.a7! [2.a8=Q [3.Qd5,Qe4#] c6 3.Qxc6,Qa1,Qa2, etc.] Bxa7 2.Sf3+ Kf5
3.Sxd4+ Ke5 **4.Sf3+** Kf5 5.Sh4+ Ke5 6.c4 [7.Sc6#] **Kd4** 7.Sf3+ Kxc5
 8.Sa6#

1...Rhg8,Rh6 2.axb8=Q [3.Qxc7#] Rxb8 3.Sf3+ Kf5 4.Sxd4+ Ke5
 5.Sdc6+ Kf5 6.Sxe7+ Ke5 7.Sbc6#

2...Rxc6+ 3.Sxc6+ K~ 4.Qxe8 and mate on W7.

C35



#5

8+5

1.Bf1? waiting
 but 1...e3! (leaves e4)

1.Kxg5? waiting

1...Kc4 2.Bf1+ Kd5 3.Be3 Ke5 4.Bc4 d5 5.Bf4#
 but 1...e3! (leaves e4)

Also: 1.Be3? waiting

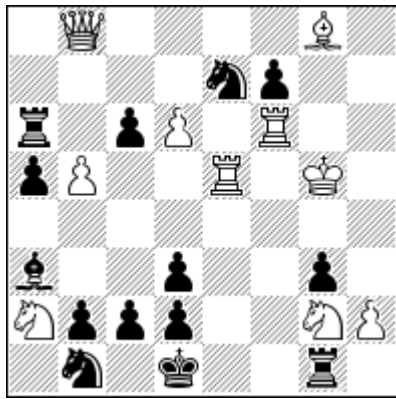
1...Ke5 2.Kxg5 Kd5 3.Bf1 Ke5 4.Bc4 d5 5.Bf4#
 but 1...Kc4!

1.Bg2! waiting

1...Kc4 2.Bxe4 (thematic capture) d5 3.Bf3 (leaves e4) Kd3 4.Bd1 Ke4
 (moves to e4) 5.Bc2# 4...Kc4 5.Be2#

Lone bishop.

C36

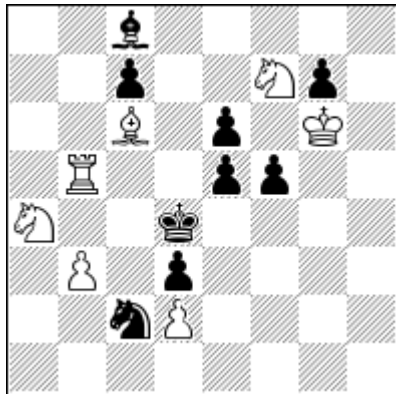


#9

10+14

The main plan 1.Bxf7? is defeated by 1...c1=S! 1...c1=Q? 2.Bb3+ with mate on W5. 1...Sg6? 2.Qc8! and mate on W7.
Therefore, the 1st foreplan (try) is to remove the c2-pawn immediately: 1.Se3+? Ke1! (but not 1...Ke2? 2.Bxf7 and mate on W6 because of the threat Bh5+) 2.Sxc2+ Kd1 3.Se3+ Ke1! (not 3...Ke2 4.Qc8 with mate on W8) 4.Sg2+ (4.Sf5+? Kd1 5.Bxf7 g×h2+!) 4...Kd1 5.Bxf7 a4? 6.Se3+ **A** Ke1 7.Sf5+! Kd1 (7...Kf1, Kf2 8.Sh4+ Sf5 9.Rxf5#) 8.Bh5+! Kc2 9.Sd4# but 5...Sd5!
Therefore, the 2nd foreplan is to draw the b5 away with the wQ's sacrifice. **1.Qc8!** Sxc8 (1...Sc3 2.Qg4+ Se2 3.Qf3 with mate on W7; 1...c1=S 2.Qg4+ and mate on W4) and now not yet 2.Bxf7? c1=S! but the 1st foreplan: 2.Se3+ Ke1 **3.Sxc2+** Kd1 **4.Se3+** Ke1 5.Sg2+ (5.Sf5+? Kd1 6.Bxf7 g×h2+!; 5.Sg4+? Kd1 6.Bxf7 a4 and 7.Bh5 is no check) 5...Kd1 and now the main plan 6.Bxf7! a4 7.Bh5+ **B** (changed continuation) 7...**Kc2** 8.Se3+ Kb3 9.Bf7#

C37



#5

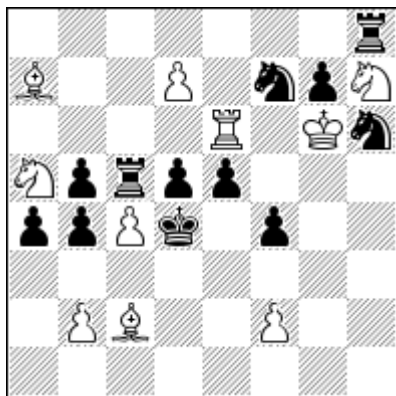
7+9

Main plan:
1.Sg5? [2.Sf3#]
(1...Se1? 2.Rb4#)
but 1...e4! (thematic pawn e5)

Foreplan:
1.Sxe5! [2.Sf3#] (thematic capture)
1...Se1 2.Sf7 [3.Rb4#] (leaves the thematic square) Sc2 (2...Ba6? 3.Rb4+ Bc4 4.Rxc4#) 3.Sg5 [4.Sf3#] Se1 4.Rb4+ Ke5 (thematic flight) 5.Sf7#

Black vs. White duel. White switchback.
Black switchback. Knight's switchback. Logic. Kniest.

C38



#7

10+12

1...dxc4 2.Sg5 **A** [3.Sc6+ Kd5 4.Be4#]
2...c3 3.b3! [4.Sc6+ Kd5 5.Be4#] 3...axb3 4.Bxc5+ Kxc5
5.Rc6+ **B** Kd4/Kd5 6.Sxb3+ **C**/Be4+ **D** Kd5/Kd4 7.Be4# **D**/Sxb3# **C**
4...Kd5 5.Be4+ **D** Kxc5 6.Rc6+ **B** Kd4 7.Sxb3# **C**

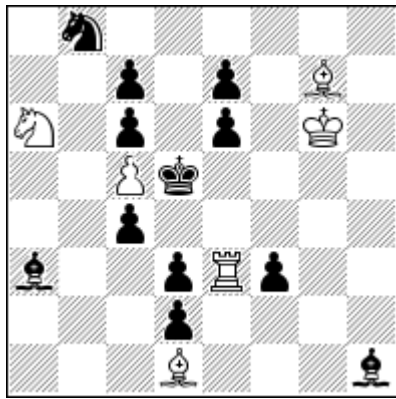
1.Sg5? **A** [2.Sf3#]
1...Sxg5!? 2.Rd6 [3.Rxd5#] bxc4 3.Sc6#
1...dxc4!? 2.Sc6+ Kd5 3.Be4#
but 1...e4! (bPe5 refutes by leaving the e5-square)

1.Sc6+? Kxc4 2.Sxe5+ Kd4 3.Bxc5+ Kxc5 4.Rc6+ Kd4 5.Sf3#, 2...Sxe5+!

1.Rd6! [2.Rxd5#]
1...Sxd6 2.Sc6+ [2.Sg5? dxc4!? 3.Sc6+ Kd5 4.Se7+ Kd4 5.Sf3, Se6# but 2...e4!] 2...Kxc4 **3.Sxe5+** (wS captures the bP on e5) Kd4 **4.Sf3+** (the wS leaves the e5-square) (4.Sg5? Kxe5!) 4...Kc4 5.Sd2+ Kd4 6.Sg5 **A** [7.Sgf3#] 6...**Ke5** (the bK moves to e5) 7.Sdf3#

Dresden theme (replacement of the thematic refutation by bPe5 with a thematic "bad" defence by the bK) and mates by the wSs on the same square, including switchback on f3. The non-thematic set play allows a cycle of W5, W6 & W7 and also exchange of W6 & W7.

C39



#11

6+12

1.Re5+! Kd4

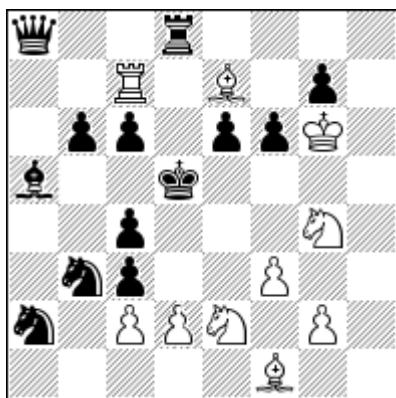
Try 2.Rg5+? Ke4? 3.Rg4+ Kd5 4.Rd4#
but 2...e5!

2.Rxe6+! (a thematic pawn is captured) Kd5 **3.Re5+** Kd4

Try 4.Rg5+? Ke4? 5.Rg4+ Kd5 6.Rd4+ **Ke6** (e6 is the 1st thematic square)
7.Sxc7#
but 4...e5!

4.Rxe7+! (another thematic pawn is captured, on the 2nd thematic square e7) Kd5 **5.Re5+** Kd4 6.Rg5+ (6.Rh5+? Ke4 (6...Ke3!) 7.Rh4+ Kd5 8.Rd4+ **Ke6** 9.Sxc7+ **Ke7** 10.Bf6+ Kf8 11.Rd8#) Ke4 (6...Ke3 7.Rg4 Bb2 8.Bxb2 c3 9.Bxc3 Kf2 10.Bd4+ Kf1,Ke1 11.Rg1#) 7.Rg4+ Kd5 8.Rd4+ **Ke6** First implementation of the theme in the solution, on the e6-square. 9.Sxc7+ **Ke7** Second implementation of the theme in the solution, on the e7-square. 10.Bf6+ Kf8 11.Rd8#

C40



#11

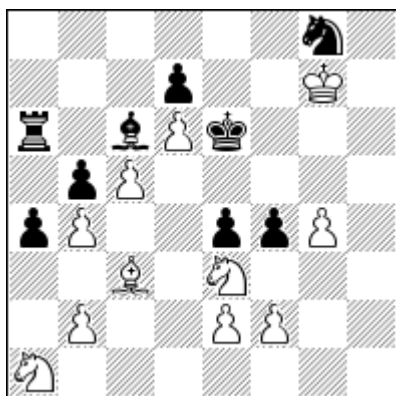
10+13

1.d4? [2.Se3#]
but 1...cxd3 e.p.! X=c4
(1...e5!? leads to mate on W9: 2.g3 [3.Se3+ Ke6 4.Bh3+ f5 5.Bf5#])

1.Se3+! Ke5 2.Sxc4+ Kd5 3.Se3+ Ke5 4.Sg4+ Kd5 5.Sf4+!
(5.d4? [6.Se3#] **5...e5!** Y=e6 Too late for 6.g3??)
5...Kd4 **6.Sxe6+** Kd5 **7.Sf4+** Kd4 8.Se2+ Kd5
9.d4! [10.Se3+ Ke6 11.Sf4#]
9...**Kc4** 10.Se3+ Kb5 11.Sxc3#

Twofold consecutive presentation of the theme in logical form.

C41



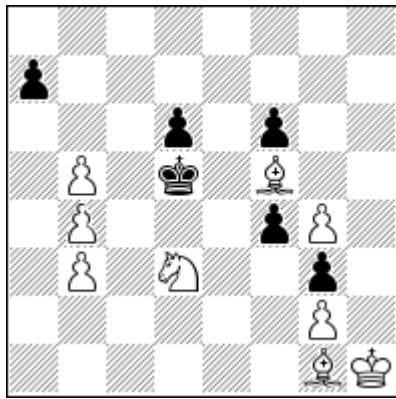
#8

11+9

1.Sac2? [2.Sd4+ Ke5 3.Sf3+ Ke6 4.Sg5# or 3.Sxb5+,Sxc6+]
but 1...fxe3!

1.Sg2! [2.Sxf4#] Kd5 **2.Sxf4+** Kc4 **3.Sg2** [4.Se3#] Kd5 4.Se3+ Ke6 5.Sac2
[6.Sd4+ Ke5 7.Sf3+ Kf4/Ke6 8.Be5/Sg5#
or 6.Sg2 Kd5 7.Sce3+ Ke6 8.Sf4#]
5...Ba8 6.Sd4+ Ke5 7.Sf3+ **Kf4**/Ke6 8.Be5/Sg5#

C42



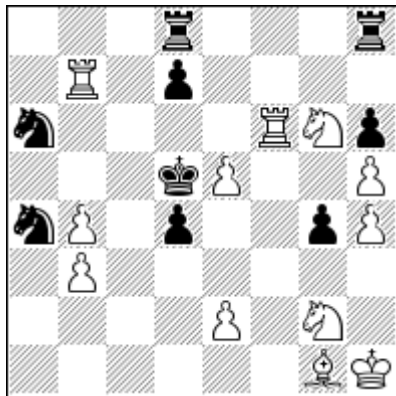
#6

9+6

Try 1.Bxa7? [2.Sxf4+ Ke5 3.Be3 d5 4.Sg6+ Kd6 5.Bf4#]
but 1...f3! (thematic square X=f4)

1.Sxf4+! (capture of bPf4) Ke5 **2.Sg6+** (leaves f4) Kd5 3.Se7+ Ke5
4.Bxa7 **Kf4** (king moves to f4) 5.Sg6+ Kg5 6.Be3#
4...d5 5.Sg6+ Kd6 6.Bb8#

C43



#8

12+9

Try 1.Se3+? (1...Ke4? 2.Rf4#) but 1...dxe3!

1.Rbb6? (1...Sxb6? 2.Rd6+, etc. as in solution (mate on W8)) d6!

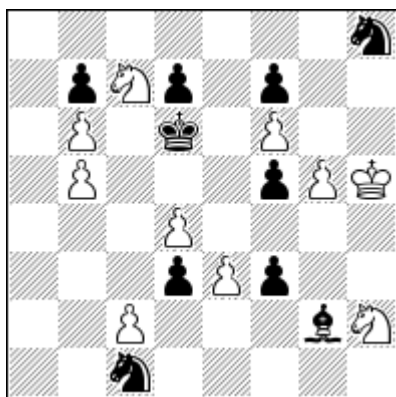
1.Rb5+? (1...S4c5? 2.Rd6+, etc. as in solution (mate on W8)) S6c5!

1.Rd6+! Ke4 2.Rbb6! [3.Rxd4+ Kf5 4.e4,Se3,Rf4,Rf6#] Sxb6
3.Rxd4+ Kf5 **4.Rf4+** Ke6 5.Rf6+ Kd5 6.Se3+ **Kd4** (Ke4 7.Rf4#)
7.Sd1+ Kd5,Ke4 8.Sc3#

2.Rxd4+? Kf5 3.Rf4+ Ke6 4.Rf6+ Kd5 5.Rb5+? (5...S4c5? 6.Se3+ Kd4!
7.Sd1+ Kd5,Ke4 8.Sc3#) S6c5! 5.Se3+? (5...Ke4? 6.Rf4#) Kd4!
6.Rd6+ (6...Ke4? 7.Sf1! [8.Sg3# as above] Kc3!

Circuits of wRf6 and bK.

C44



#9

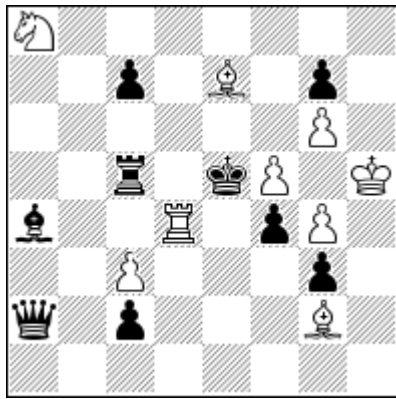
10+10

Try 1.e4? [2.e5#]
but 1...fxe4! (thematic square X=f5)

1.Sg4? [2.Se5 [3.Sc4#]]
but 1...fxg4! (thematic square X=f5)

1.c4! Sb3 2.Se8+ Ke6 (3.d5+? Ke5 4.Sg4+ **fxg4!** (thematic square X=f5))
3.Sg7+ Kd6 **4.Sxf5+** (capture of bPf5) Ke6 **5.Sg7+** (leaves f5) Kd6
6.Se8+ Ke6 7.d5+ **Kf5** (K moves to f5),Ke5 8.Sg4 [9.Sd6#]

C45



#8

9+9

1.Sb6? [2.Re4#] but 1...f3!

1.Re4+!

1...Kd5 **2.Rxf4+** Ke5 3.Re4+ Kd5 4.Rd4+ Ke5 5.Sb6 [6.Re4#]

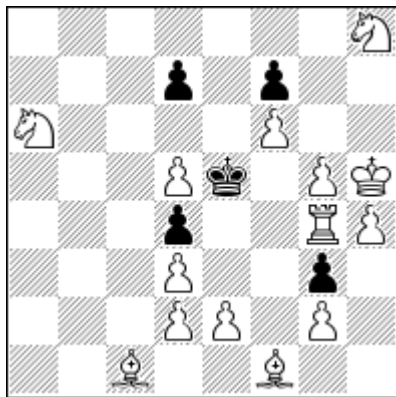
5...Qc4 6.Sxc4+ Rxc4 7.Rd5+ **Kf4** 8.Bg5# (MM)

5...Qd5 6.Rxd5+ Rxd5 7.Sc4+ **Kf4** 8.Bg5#

5...cxb6 6.Bd6+ Kf6 7.g5+ Kxf5 8.Bh3#

5...Bc6 6.Bxc6 [7.Sd7,Re4#] Qd5/Rd5 7.Sd7+ Qxd7/Rxd7 8.Re4#

C46



#4

14+5

Try: 1.e4? but 1...dxe3 e.p.! (thematic square X=d4)

1.Rxd4! (captures bPd4)

1...Kf5 **2.Rg4** (leaves d4)

2...Ke5 3.e4 **Kd4** (the bK moves to d4) 4.Bb2#

3...d6 4.Bb2#

3...Kd6 4.Sxf7#

2...d6 3.e4+ Ke5 4.Bb2#

1...Kxd4 2.e4 Ke5 3.Kg4

3...Kd4 4.Bb2#

3...d6 4.Bb2#

3...Kd6 4.Sxf7#

1...d6 2.Kg4 Kxd4 3.e4 Ke5 4.Bb2#