

SECTION D: ENDGAME STUDIES

Judging countries: Azerbaijan, Great Britain, Hungary, Norway, Spain

Reserve: Armenia

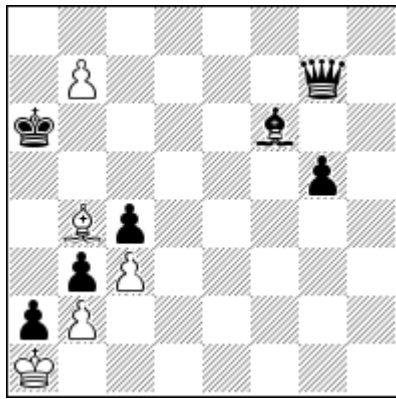
Theme (proposed by Israel): A white sacrifice appears in a try, and it is refuted by a black sacrifice, instead of accepting the sacrifice. Therefore, White does something else, and instead of the failed try, White sacrifices the same piece – either immediately on a different square, or later on the same or a different square.

Black can accept the sacrifice in the try only after he makes his own sacrifice.

The sacrifice in the try may appear immediately when the try starts, or after a few moves.

Definition of “sacrifice”: a sacrifice is a move by a piece X such that the other side can immediately capture the sacrificed piece X with piece Y in such a way that piece Y cannot be immediately captured. The sacrifice move can be a capture only if the captured piece is a pawn. Piece X cannot be a pawn.

D01



= 5+7

1.b8=Q Qb7!

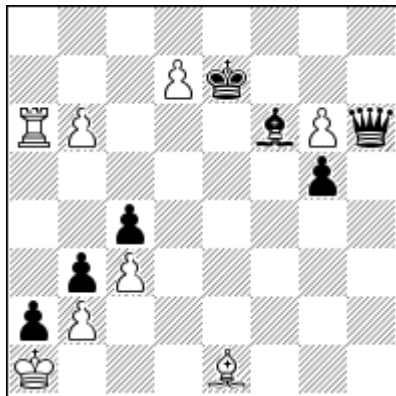
1...Bxc3 2.Bxc3 Qb7 3.Qd6+ (3.Qxb7+?) 3...Qb6! 4.Qa3+ Kb7 5.Qe7+ Qc7 6.Qxg5

1...Qd7 2.Qa8+!=, for example 2...Qa7 (2...Kb6 3.Ba5+ (3.Qa5+? Kb7) 3...Kb5 4.Qb8+ Kxa5 5.Qb4+ Ka6 6.Qa4+) 3.Qxa7+ (3.Qc6+)

2.Qd6+! Foreplan 2.Qxb7+ Thematic try 2...Kxb7 3.Be7 Thematic white sacrifice 3...Bxc3! Thematic black counter-sacrifice. The sacrifice move can be a capture only if the captured piece is a pawn. 4.Bxg5 (4.Bf6 g4 5.Bxc3 g3 6.Bd4 Kc6 7.Bf2 g2 8.Be3 Kd5 9.Bf2 Ke4 10.Bg1 Kd3 11.Bf2 Kc2 12.Bd4 c3) 4...Bh8!! Refutation (4...Ba5 5.Bd8 Be1 6.Bh4) 5.Bf6 c3! 6.Bxh8 c2

2...Qb6 3.Qxb6+! Kxb6 4.Be7! Thematic sacrifice. **4...Bxc3** Black counter-sacrifice does not work here. **5.Bxg5 Bh8!? 6.Bf6! c3 7.Bxh8! c2 8.Bd4+ Kb5 9.Be3=**

D02



= 8+7

1.d8=Q+!

1.g7? Kf7! 2.b7 Qh7 3.g8=Q+ Kxg8 4.b8=Q+ Kg7 5.Rxa2 Qc2

1...Kxd8 2.g7!

2.b7 Be5 3.g7 Qxg7 4.Ra8+ Kd7

2...Qxg7!

2...Bxg7 3.b7! Qxa6 4.b8=Q+=, for example 4...Kd7 5.Qg8!? (or 5.Bd2 Qc6 6.Qa7+! Kc8 7.Qe3=) 5...Qg6 6.Qd5+ Ke7 (6...Ke8 7.Qa8+) 7.Qxg5+ (7.Qb7+)

3.Ra8+ Kd7 4.Ra7+ Kc6 5.Rc7+!!

5.Rxg7?! Thematic try 5...Bxg7 6.b7 Kxb7 7.Bh4 Thematic white sacrifice 7...Bxc3! Thematic black counter-sacrifice 8.Bxg5 Bh8!! Refutation 9.Bf6 c3 10.Bxh8 c2+-

5...Kxb6

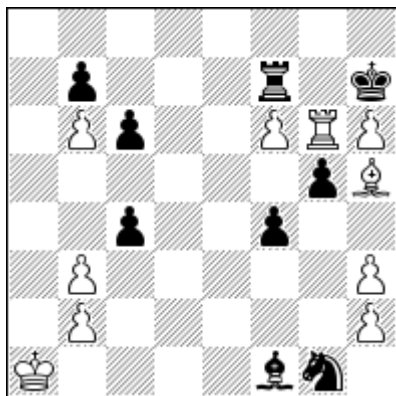
5...Qxc7 6.bxc7 Kd7 7.Bg3 g4 8.Be5 Be7 9.Bd6 Bh4 10.Bg3

6.Rxg7 Bxg7 7.Bh4 Thematic sacrifice **7...Bxc3** Counter-sacrifice does not work here.

7...g4 8.Bf6 Bf8 9.Be7 Bh6 10.Bg5

8.Bxg5 Bh8 9.Bf6 c3 10.Bxh8 c2 11.Bd4+ Kb5 12.Be3=

D03



+ 10+9

1.Rg7+ Rxg7 2.fxg7! 2.hxg7? Kg8 3.Be8 cxb3 4.Bxc6 Bg2! 5.Bxg2 f3 6.Bf1 (6.Bh1 Kf7! 7.Kb1 f2 8.Bg2 Sf3 9.Kc1 Sxh2 10.Bd5+ Kxf6) Se2

7.h4 gxh4! (7... g4 8.h5+- with zugzwang) 8.Bh3 Sf4! 9.Bd7 f2

10.Bb5 Sd5 11.Bc4 f1=Q+! 12.Bxf1 Sxf6= **2...Kg8 3.Be8 cxb3** 3...Bg2 4.Bd7 Bd5 5.bxc4! Bxc4 6.Bxc6 f3 7.Bxb7 f2 8.Bg2+- **4.Bd7!** 4.Bxc6? Bg2! Theme

5.Bxg2 f3 6.Bf1 (6.Bh1 Kh7! 7.Kb1 f2 8.Bg2 Sf3 9.Kc1 Sxh2 10.Be4+ Kxh6 11.g8=Q f1=Q+) Se2 7.h4 g4!= **4...Bxh3**

4...Bc4 5.Bxc6 **5.Bxc6!** Theme **5...Bg2 6.Bxg2 f3 7.Bf1 Se2 8.Bh3! Sf4**

8...Sd4 9.Kb1 g4 10.Bxg4 f2 11.Bh3 Sf5 12.Kc1 Sxh6 13.Kd2 Sf5

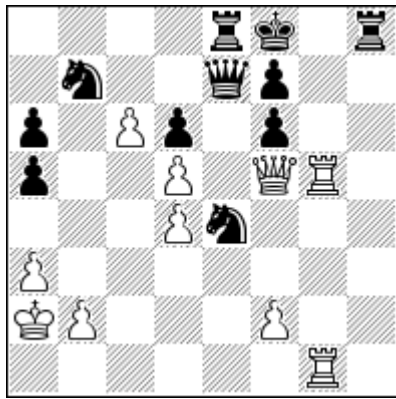
14.Ke2 Sd6 15.Kxf2 Kxg7 16.Be6 Kf6 17.Bxb3+-

9.Bd7 f2 10.Bb5 Sd5 Threat 11.Se3 **11.Bc4 Kh7** Threat 12.Se7/f6

12.g8=Q+! Kxg8 13.Bxd5+-

Theme with square vacation. Analogical and different play with pawn formations f6-g7 and h6-g7. Pb3 and Pc4 duelling.

D04



+

10+11

Try 1.Qh3? Sc3+

1.Qh7! Sc3+ 2.Kb3 Qe2 3.Qxh8+ Ke7 4.Qxe8+ Kxe8

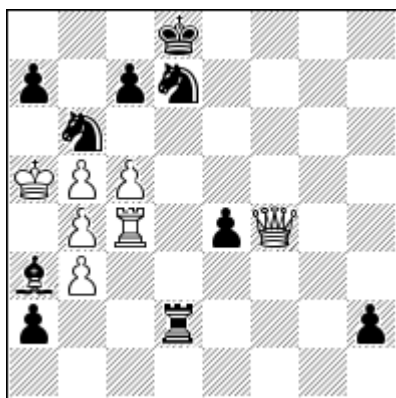
5.Rg8+ Ke7 6.c7

6...Sc5+ 7.dxc5 Qb5+ 8.Kc2+-

6...Sd1 7.Re8+ Kxe8 8.c8=Q+-

6...Sa4 7.Re8+ Kxe8 8.c8=Q+ Sd8 9.Rg8+ 9...Ke7 10.Qc7/Qd8#

D05



=

7+10

1.Qh4+! logical try 1.Qg5+? Kc8 2.Qg8+ Sf8! 3.cxb6 axb6+ 4.Ka4

position X with Qg8. 4...h1=Q—

1...Kc8 2.Qh8+ Sf8! 2...Kb7? 3.c6#

3.cxb6! 3.Qxf8+? Rd8—

3...axb6+ 4.Ka4!! position X with Qh8.

try 4.Ka6? Bb2 5.Qxf8+ Rd8 6.Rxc7+ Kxc7 7.Qf4+ Kd7! 8.Qf7+ Kd6

9.Qg6+ Kd5 10.Qg5+ Ke6 11.Qg6+ Bf6—

4...h1=Q! 5.Qxh1 Bb2 6.Qh3+!

thematic try 6.Rxc7+? Kxc7 position X2 with Qh1 – no stalemate and three thematic lines:

a) 7.Qc1+? theme 7...Bc3! thematic move (7...Bxc1? stalemate after BxQ capture) 8.Qxc3+ Kb8! 9.Qe5+ Ka8 10.Qxe4+ Ka7 11.Qe7+ Sd7—;

b) 7.Qh2+? theme 7...Be5! thematic move (7...Rxc2? stalemate after Rxc2 capture) 8.Qxe5+ Kb7! 9.Qxe4+ Ka7 10.Qe7+ Sd7—;

c) 7.Qh7+? theme 7...Bg7! thematic move (7...Sxh7? stalemate after SxQ capture) 8.Qxg7+ Sd7 (Rd7)—

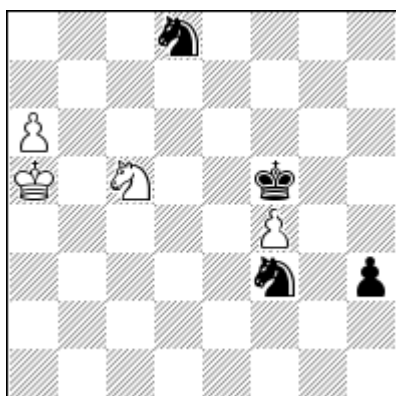
6...Kb8 6...Rd7 7.Rxc7+! Kb8! 8.Rc8+! Kxc8 9.Qxd7+! Sxd7 stalemate

7.Qc8+! theme **7...Kxc8 8.Rxc7+ Kd8!** 8...Kxc7 position X2 without Qh1, stalemate

9.Rd7+! Ke8 10.Re7+ Kd8 11.Rd7+! Rxd7 stalemate 11...Ke8 12.Re7+ positional draw.

Threefold implementation of the theme in try play: in three tries, White sacrifices his Q to three different pieces; in response, Black avoids capturing her and, in his turn, sacrifices his B on echo squares on the a1-h8 diagonal.

D06



=

4+4

1.Kb6! Sc6! 2. Kxc6 Sd4+ 3. Kb6!

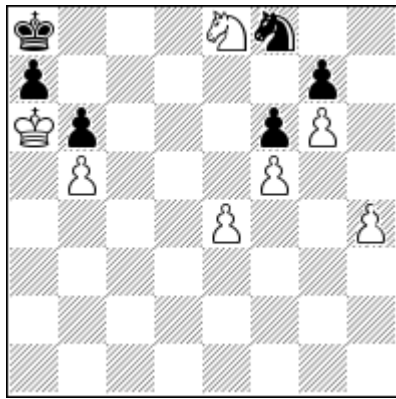
(Thematic try: 3. Kd7? h2! (3...Sb5? Sd3! 3...Sc6? Kxc6!) 4.Se4?!

Thematic 4...Sc6! Thematic refutation 5.Sf2 Sb8+ —)

3...h2 4.Se4! Thematic Kxe4 (4...Sc6 5.Sf2 or 5.Sg3=)

5.a7=

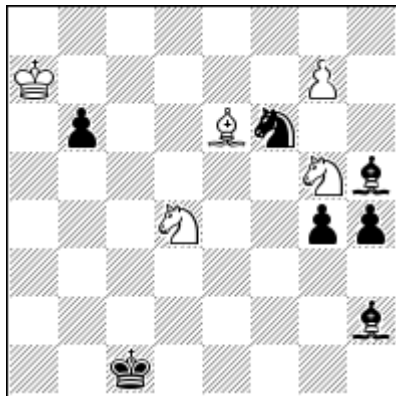
D07



+ 7+6

1.Sc7+! White must counter the black threat 1...Sd7 – not 1.Sxf6? Sd7 2.Sxd7 stalemate. **1...Kb8 2.Sd5 Sd7 3.Sxb6!** Sacrifice on a different square **3...Sc5+ 4.Ka5 axb6+ 5.Kxb6 Sxe4 6.h5 Sd6 7.h6 gxh6 8.g7 Sc8+ 9.Kc6 Se7+ 10.Kd7 Sg8 11.Ke6 (Ke8) h5 12.Kf7 Sh6+ 13.Kxf6 13.Kg6? Sg8 14.Kxh5? Se7= 13...h4 14.Kg6 Sg8 15.f6+-**

D08



+ 5+7

1.Se2+!

Thematic try: 1.Se4? Sg8! 2.Se2+ (2.Bxg8 Be5 3.Se2+ Kb2! 4.Sf4 Bxg7= 2...Kb2! 3.Bxg8 Be5 4.Sf4 Bxg7=

Thematic try: 1.Sh7? Sg8! 2.Bxg8 Be5 3.Se2+ Kd2!= (3...Kb2? 4.Sf4+-)

a) 1...Kb2! 2.Sh7! dual avoidance

Thematic try: 2.Se4? Sg8! 3.Bxg8 Be5 4.Sf4 Bxg7 5.Sxh5 Be5 6.Ka6 g3 7.Sg5 (7.Bd5? g2+- (8.Bxg2??)) 7...g2 8.Sh3 Bd4=

2...Sg8! 3.Bxg8 Be5 4.Sf4 Bxg7 5.Sxh5 Be5

5...Bd4 6.Ka6! (6.Bd5? b5+ 7.Ka6 b4=) 6...g3 7.Bd5+-

6.Ka6!

6.Kxb6? g3 7.Bd5 h3 8.Sg5 g2 9.Sxh3 Bd4+= This is a check.

6.Bd5? b5 7.Ka6 b4=

6...g3 7.Bd5 h3

7...g2 8.Bxg2+-

8.Sg5 g2 9.Sxh3 Bd4

This is not a check.

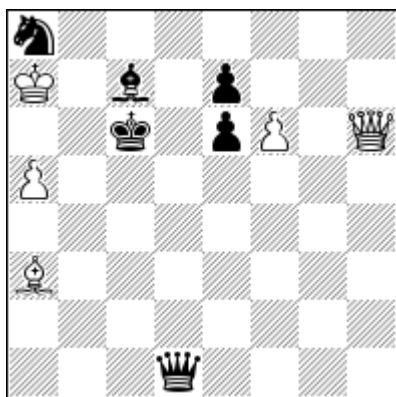
10.Bxg2+-

b) 1...Kd2 2.Se4+! dual avoidance

Thematic try: 2.Sh7? Sg8! 3.Bxg8 Be5=

2...Sxe4 3.g8=Q+- (but not 3.g8=R?+-)

D09



+ 5+6

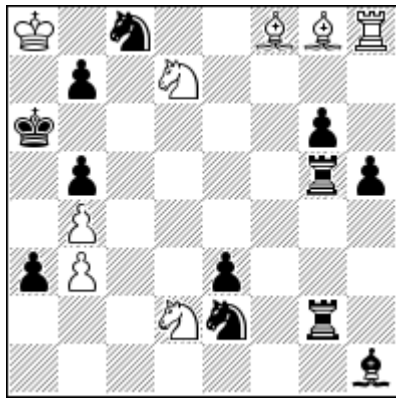
1.fxe7

And in case of 1...Bb8+!? 2.Kxa8 Qd5, White can win in two ways: after both 3.Qd2 Qxd2 4.e8=Q+ and 3.Qg5 Be5 4.Qxe5 Qxe5 5.e8=Q+, etc.

Therefore, **1...Bb6+!** is stronger. **2.Kxa8** It is clear that after 2.Kb8?! Qd7! 3.Qc1+ Kb5 4.axb6 Sxb6! Black is rescued. **2...Qd5!** after 2...Qd7?! 3.Qh1 or 3.Qc1+- Now the thematic try 3.Qg5! e5! 4.Qc1+ Kd7+ 5.Kb8 Ba7+!! Counter-sacrifice 6.Kxa7 and Black is saved by perpetual check: 6...Qxa5+ 7.Kb7 Qb5+= No win either after 3.Qc1+?? Kd7+ 4.Kb8 Ba7+, etc. Only **3.Qd2!!** leads to the goal. **3...Bd4 3...Qxd2 4.e8=Q+- 4.Qxd4 Qxa5+ 5.Qa7! Qxa7+ 6.Kxa7 Kd7 7.Kb6(a6)+-**

In the try, Black saves himself with perpetual check after a counter-sacrifice of his B.

D10



+

8+12

1.Sb8+ Kb6 2.Rh7

a) 2...Rf2 3.Sf3! Nowotny

Thematic try: 3.Bd5? Nowotny 3...Se7! Nowotny 4.Bxe7 Rxd5 5.Bf8 (5.Sf3 Kc7 (5...Bxf3? 6.Bf8 with mate in 2) 6.Bc5+ Kd8=) 5...Rf7! 6.Rxf7 Rf5+–

3...Bxf3 4.Bd5! Nowotny 4...Se7! Nowotny 5.Bxe7 dual avoidance

5.Rxe7? Bxd5 6.Rd7 Rxf8 Black+–

5...Rxd5 6.Bf8 Re5 6...Rf7?? 7.Bd6 Rc5 7...a2 8.Bc7# 8.Bxc5#

b) 2...R2g4 3.Se4! Nowotny

Thematic try: 3.Bd5? Nowotny 3...Se7! Nowotny 4.Bxe7 Rxb4! 5.Bxh1 (5.Bxb4 Bxd5 6.Sd7+ Kc6=) 5...a2 6.Bf6 a1=Q+ 7.Bxa1 exd2 8.Rxb7+ Kc5=

3...Bxe4 4.Bd5! Nowotny 4...Se7! Nowotny 5.Bxe7! dual avoidance

5.Rxe7? Bxd5+–

5...Rxd5 5...Rxb4?? 6.Bf8 Re5 7.Bd6 Rc5 7...a2 8.Bc7# 8.Bxc5#

c) non-thematic 2...Rg1 3.Bd5! Nowotny – in this variation, this sacrifice must be immediate.

3.Sf3? Bxf3 4.Bd5!? Nowotny 4...Se7! Nowotny 5.Rxe7 Bxd5 6.Rd7 Rc1 7.Be7 Rc8 8.Bxg5 Rxb8+! (8...Re8 9.Rd6+ Kc7=) 9.Kxb8 Kc6+–

3.Se4? Bxe4 4.Bd5 Nowotny 4...Se7! Nowotny 5.Rxe7 Bxd5 6.Rd7 Rc1!=

3...Se7! Nowotny 4.Rxe7! dual avoidance

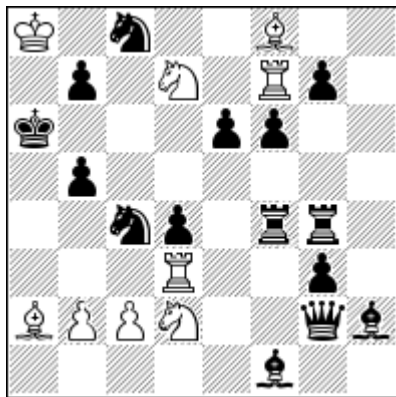
5.Bxe7? Rxd5 6.Bf8 Re5 7.Bd6 Rc1+–

4...Bxd5 5.Rd7 Rc1 6.Be7 Rc8 7.Bxg5

7...Re8 7...Rxb8+ 8.Kxb8 Kc6 9.Rd8 exd2 10.Be7!+–

8.Se4! 8.Rxd5? a2! 8...Bxe4 9.Bxe3+–

D11



+

9+15

1.Ra3+!

1.Sb8+? Kb6!=

1...Sxa3 2.Sb8+ Kb6

2...Ka5 3.b4+ Ka4 4.Bb3# Mate with a S self-block.

3.b4!

A) 3...Rf5 4.Sf3! dual avoidance

Thematic try: 4.Bd5? Nowotny 4...Se7! Nowotny

xg2 (5.Sf3? Qxc2!+–) 5...Bxg2!=

Try: 4.Se4? Qxe4 5.Bd5!? Nowotny 5...Se7! Nowotny 6.Bxe4 Kc7

7.Rxe7+ (7.Bxe7 Rd5! 8.Bc5+ Kd8 9.Kxb7 Rxc5 10.Rd7+ Ke8 11.Bg6+ Rxc5+–) 7...Kd6! 8.Rd7+ Ke5 9.Bd6+ Kxe4!+–

4...Qxf3 5.Bd5! Nowotny 5...Se7! Nowotny 6.Bxf3 Kc7 7.Rxe7+! dual avoidance

7.Bxe7? Rd5! 8.Bc5+ Kd8 9.Kxb7 Rxc5 10.Rd7+ Ke8+– 11.Bg6+??

7...Kd6 8.Rd7+ Ke5 9.Bd6#

9...Ke4??, 9...Kf5??

B) 3...Rg5 4.Se4! dual avoidance

Thematic try: 4.Bd5? Nowotny 4...Se7! Nowotny 5.Bxg2

(5.Se4? Qxc2!+–) 5...Bxg2!=

Try: 4.Sf3? Qxf3 5.Bd5!? Nowotny 5...Se7! Nowotny 6.Bxf3 Kc7! 7.Bxe7

(7.Rxe7+ Kd6! 8.Rd7+ Ke5 9.Bd6+ Kf5!+–) 7...Rd5! 8.Bc5+ Kd8

9.Kxb7 Rxc5 10.Rd7+ Ke8+– 11.Bg6+??

4...Qxe4 5.Bd5! Nowotny 5...Se7! Nowotny 6.Bxe4 Kc7 7.Bxe7! dual avoidance

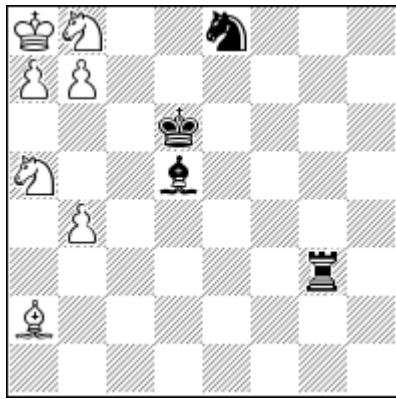
7.Rxe7+? Kd6! 8.Rd7+ Ke5 9.Bd6+ Kxe4+–

7...Rd5

7...Sc4 8.Bxf6+ Kd6 (8...Kc8 9.Bxb7#) 9.Rd7#

8.Bc5+ Kd8 9.Kxb7 Rxc5 10.Rd7+ Ke8 11.Bg6+!+–

D12



= 7+4

1.Sc4!

1.Sa6? Sc7+ 2.Sxc7 Rg8+; 1.Sbc6? Sc7+ 2.Kb8 Rg8+

1...Bxc4 2.Sa6! Bxa6 3.b5!!

Thematic try: 3.Bd5? Thematic sacrifice 3...Sc7+! (3...Rg7? 4.Kb8! Bxb7 5.Bxb7 Sc7 6.a8=Q Sxa8 7.Bxa8=) 4.Kb8 Bxb7! Thematic counter-sacrifice 5.Bxb7 Rg8+

3.Kb8 Bxb7 4.Kxb7 Rg7+! 5.Kb8 Sc7! 6.a8=Q Sxa8 7.Kxa8 e.g. 7...Kc7+ 3.b8=Q+ Sc7+

3...Rg7!

3...Bxb5?? 4.b8=Q+ Sc7+ 5.Kb7; 3...Bxb7+ 4.Kxb7 Rg7+ 5.Kb8=

4.bxa6 Sc7+ 5.Kb8 Re7! 6.Be6! Thematic sacrifice.

6.a8=S? Sxa6+ 7.Ka7 Sc5; 6.Bf7!? Rxf7 7.a8=S Sxa6+ 8.Ka7 Sc5; 6.a8=Q Sb5! 7.Bf7 Rxf7

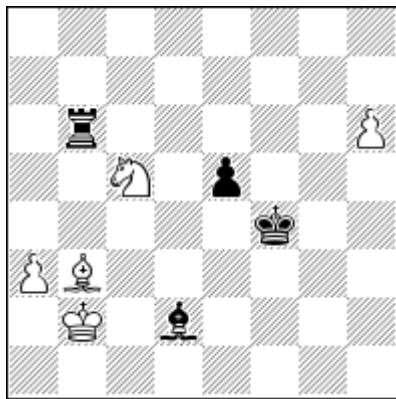
6...Rxe6 7.a8=S! Phoenix 7...Sxa6+ 8.Ka7 Re3!?

8...Kc5 9.Sc7! Sxc7 10.b8=Q Ra6+ 11.Kb7=;

8...Kc6 9.Kxa6 Re1 10.b8=S+! 2nd Phoenix

9.Kxa6 Ra3+ 10.Kb6 Rb3+ 11.Ka7 Kc6 12.b8=S+! = 2nd Phoenix

D13



+ 5+4

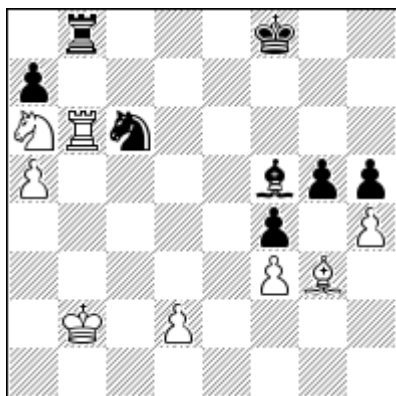
1.Se6+ Prepares White's plan: to play h6-h7, sacrifice the S on the back rank, play Bg8 and promote the h-pawn. Whether d8 or f8 is the right square for the S depends on where the bK moves. 1.h7 Rh6= **1...Ke4** main 1...Ke3 main C 2.h7 Rb8 3.Sf8! (thematic try 3.Sd8? Bc3+!

(3...Rxd8? 4.Bg8 Bc3+ 5.Kb3!; but not 3...Bc1+? 4.Kb1!) 4.Kxc3 Rxd8 (/Rc8+ Bc4 with transposition) 5.Bg8 Rd3+ 6.Kc4 or Kc2 with symmetrical play 6...Rd4+ 7.Kc5 Rh4=) 3...Bc1+!? (3...Bc3+ 4.Kxc3 Rxf8 5.Bg8 Rf3 no check, compare try 3. Sd8? 6.h8=Q) 4.Kb1! Kd2 (4...Rxb3+ 5.Kxc1) 5.Ka2 Ra8 6.a4! 6. Be6 Kc2 7. Bb3+ is loss of time 6...Rxf8 7.Bg8+-; 1...Kg4 main B 2.h7 Rb8 3.Sd8! (thematic try 3.Sf8? Bc1+! (but not 3...Bc3+? 4.Kxc3 Rxf8 5.Bg8 Rf3+ 6.Kb4 Rh3 7.Be6+!) 4.Ka1!?

(4.Kxc1 Rxf8 5.Bg8 Rf1+ 6.Kd2 Rh1=) 4...Bb2+! /Rxf8 Bg8 transposes 5.Ka2! Rxf8 6.Bg8 e4! 7.Kxb2 Rf2+ 8.Kc3 Rh2=) 3...Bc1+ 4.Kxc1 Rxd8 5.Bg8 no Rf1+, compare try 3. Sf8? 5...Rd1+ 6.Kxd1!; 1...Rxe6 2.Bxe6 Be3 e.g. 3.Kc3 Bd4+ 4.Kc4 Ba1 5.a4 e4 6.a5 **2.h7 Rb8 3.Sd8!** thematic try 3.Sf8? Bc3+! (but not 3...Bc1+? 4.Ka1! Bb2+ 5.Ka2! Rxf8 6.Bg8+-) 4.Kxc3 Rxf8 5.Bg8 Rf3+ 6.Kc4 Rh3= Black plays Kf5, Kf6 and Kg7 and stops the a-pawn with the R. **3...Bc3+! 4.Kc1!** 4.Kxc3 Rxd8 5.Bg8 Rd3+ 6.Kb4 Rh3= **4...Bb2+!** /Bd2+ with transposition **5.Kc2** 5.Kxb2 Rxd8 6.Bg8 Rd2+ 7.Kc3 Rh2= **5...Rc8+ 6.Bc4! Rxd8** 6...Rxc4+ 7.Kxb2 **7.Bg8 Rc8+ 8.Kxb2+-**

Three thematic lines with change of solution and try. Non-trivial choice of counter-sacrifice (Bc3+ vs. Bc1+).

D14



= 8+8

1.Bxf4! 1.Sxb8? fxg3 2.Rxc6 g2 3.Rf6+ Ke8 4.Rxf5 g1=Q 5.Rxg5 Qd4+ 6.Kc2 Qxh4+-; 1.Rxb8+? Sxb8 2.Bxf4 Sxa6+-

1...Rxb6+ 2.axb6 gxf4 3.b7!

3.Sb8? Be4! Theme (3...Sxb8 4.bxa7) 4.fxe4 f3

(4...axb6? 5.Sd7+ Ke7 6.Sxb6) 5.Sxc6 axb6+-

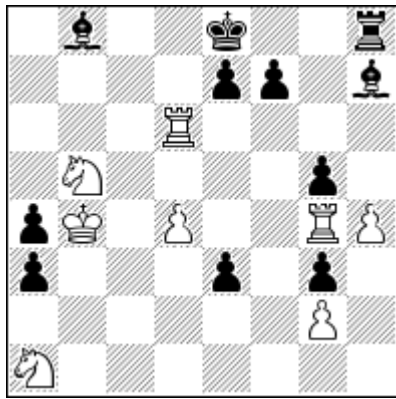
3.Sb4? Bd7+ (3...Sxb4 4.bxa7) **3...Bg4 4.d4**

4.fxg4? f3 5.d4 (5.Sb4 Sb8 6.Sd3 hxg4) f2 6.d5 f1=Q 7.dxc6

Qb5+!+- **4...Bxf3 5.d5! Bxd5 6.Sb4!** Theme **6...Sb8 7.Sxd5=**

Three attempted sacrifices by the wS and two by the bB.

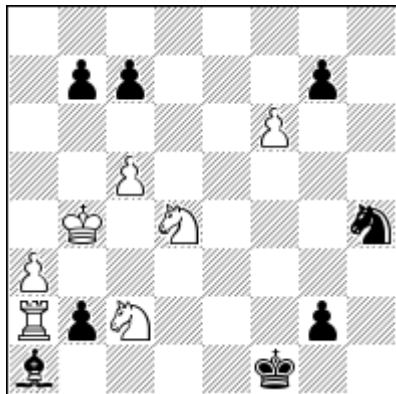
D15



= 8+11

1.Rb6! 1.Rxg3? Bxd6+! 2.Sxd6+ exd6 3.Rxe3+ Kd7—+
1...Ba7! 1...Bf4 2.Sc3 0-0 3.hxg5!=; 1...e2 2.Rxb8+ Kd7 3.Rb7+ Kd8 4.Rb8+=
2.Sxa7! 2.Rc6? e2! 3.Rc8+ Kd7 4.Rc7+ Ke6 5.Rc1 (5.Rc6+ Kf5 6.Rxg5+ Kf4 7.Re5 Rb8! 8.Rxe2 Rxb5+! 9.Kxb5 Bd3+ 10.Kxa4 Bxe2 11.Rc1 Bxd4 12.Kxa3 Bf2—+) 5...Bb8 6.d5+ Kf5! 7.Rgc4 gxh4 8.Rxh4 Kg5 9.Rd4 Be5 10.Re1 Rb8! 11.Rd2 Bf4 12.Rxe2 Bf5! 13.Kc4 Bxd2 14.Rxd2 Rc8+ 15.Kd4 Rc1 16.Ra2 Rd1+ 17.Kc5 Rxd5+! 18.Kxd5 Be6+ 19.Kd4 Bxa2—+
2...e2 3.Rb8+ Kd7 4.Rb7+ Ke6! 5.d5+! 5.Rb6+? Kf5! 6.Rxg5+ Kf4 7.Re5 Be4—+
5...Kf5 6.Rxg5+! 6.Rxe7? Kxg4 7.hxg5 Rb8+ 8.Kxa3 Rb1 9.Sc2 Bxc2 10.Rxe2 Bf5 11.Sc6 Ra1+ 12.Kb4 a3 13.Kb3 Rd1 14.Se5+ Kxg5 15.Sxf7+ Kf4! 16.d6 Bg6 17.Se5 Be4—+
6...Kf6 7.Rxe7! 7.Re5? Theme 7...Rb8!! Theme (7...Be4? Theme, but 8.Rxe4 Rxh4! 9.Sc2=) 8.Sc6 Rxb7+ 9.Kxa3 Rb1 10.Rxe2 Rxa1—+
7...Be4! 8.Sc2! 8.Rxe4? Rxh4! 9.Rxh4 e1=Q+—+
8...Rxh4! 8...Bxc2 9.Kxa3! Kxe7 10.Re5+ Kd6 11.Rxe2 Bb3 12.Re3 Rxh4 13.Rxg3 Kxd5 14.Rf3=; 8...a2 9.Rxe4 Rxh4! 10.Rxh4 a1=Q 11.Sxa1 e1=Q+ 12.Kc5! Kxg5 13.Rxa4 Qg1+ 14.Rd4! Qxg2 15.d6=
9.Rh5!! Theme 9.Kxa3? Kxe7! 10.Sc6+ Kf6 11.Re5 Bxg2 12.Rxe2 Bxd5 13.S6b4 Be4 14.Se1 Kg5! 15.Sa2 f5 16.Sc3 Bc6! 17.Re3 g2 18.Sxg2 Bxg2 19.Sxa4 f4 20.Re5+ Kf6! 21.Re2 f3—+
9...Bxc2+ 10.Rxh4 Kxe7 10...a2 11.Rh1 Bd1 12.Rxe2 a1=Q 13.Rd2 Qb1+ 14.Ka5!=
11.Rh1 a2 12.Kc3! 12.Ka3? a1=Q+ 13.Rxa1 Bd1—+
12...Bd1 13.Kb2=

D16

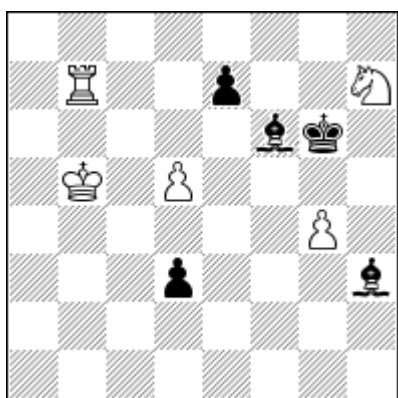


+ 7+8

1.Se3+! 1.Rxb2? Bxb2 2.f7 Sg6= **1...Kg1 2.Rxb2** 2.Sf3+? try Sxf3 3.Rxb2 Bxb2 4.f7 Bd4! 5.f8=Q Bxe3 6.Qxf3 Kh2 7.Qxe3 g1=Q 8.Qxg1+ Kxg1 9.c6 b6= **2...Bxb2 3.Sxg2!** 3.fxg7? Bxd4; a) 4.Sxg2 Bxg7 5.Sxh4 Kf2= (5...Bc3+=; 5...Bf6=); b) 4.g8=Q Bxe3=] (3.f7? Sg6 4.Se6 Bc1! 5.Sxg2 Kxg2= **3...Bxd4 4.f7 Sg6** Sxg2 5.f8=Q+—
5.Sh4! Right place to sacrifice the S. 5.Sf4?? Wrong place to sacrifice the S, thus complying with the thematic requirement. Bxc5+! 6.Kxc5 Sxf4+ **5...Bxc5+ 6.Kxc5 Sf8 7.Sf3+! Kf2** 7...Kg2 8.Sg5 Kg3 — same as the main line **8.Sg5 Kg3** Ke3 9.Kd5+— **9.Kd5!** Centralization Part 1 **9...Kg4** 9...Kh4?! The K is farther from the key f5-square, so in some cases White harbours the additional idea of getting the K to f5. 10.Se6 Sh7 11.Ke5+— (11.Ke4+—This wins independently (compared to the main line) without any transpositions to Ke5's lines due to the additional threat of Kf5), for example: 11...c5 12.Kf5 c4 13.Kg6 c3 14.Kxh7 c2 15.f8=Q c1=Q 16.Kxg7 **10.Se6 Sh7 11.Ke5!** Centralization Part 2 11.f8=Q? Sxf8 12.Sxf8 Kf5= (12...g5=), 11.Sxc7? Kf5= 12.Se6 g5; 11.Sxg7? Kg5 12.Se6+ Kf6 13.f8=Q+ Sxf8 14.Sxf8 Ke7!= 15.Se6 c6+ 16.Ke5 Kd7! 17.a4 b6! The bK will run toward the a-pawn (c7/c8-b7-a6-a5) securing draw, 11.Ke4. White wouldn't be able to make any progress without playing Ke5 at some point. After 11...Sf6+ 12.Kd4 Sh7 13.Ke5 transposition to W10. **11...g5** 11...Kh5 12.f8=Q Sxf8 13.Sxf8 g5 **12.a4!!** This move is a winning one because it is a better improving move than any improving move Black can make. The problem is that Black is prevented from Kf3, the most ideal improving move. White's

improvement is modest, but still it is better than anything Black can do at this exact moment and that makes a difference in winning vs drawing. 12.Sc5? Kh5 13.Ke6 (13.Sxb7 Kg6=) 13...g4= (13...Kh4=), 12.Sxc7? Kh5 13.Se6 g4= (13...Kg6=), 12.f8=Q? Sxf8 13.Sxf8 Kf3 **12...Kh5** 12...b6 13.Sxc7 Kh5 (13...Kh4 14.Se6+- g4 15.Kf4 g3 16.Ke3) 14.Se6+-, 12...Kh4 13.Kf5! Reverse of the main line – promotion does not win here due to the slightly better position of the bK after promotion. 13.f8=Q? Sxf8 14.Sxf8 g4= **13.f8=Q** 13.Kf5 Compared to 11...Kh4, the sideline does not do anything with K on h5 g4= **13...Sxf8** **14.Sxf8** White's winning plan is to use the S and the K to stop the g-pawn while simultaneously attacking black queenside Ps with the S. **14...g4** 14...Kg4!? Equally good try. 15.Se6 Kf3 Black gives up the g-pawn immediately but races to the queenside. 16.Sxg5+ Ke3 17.Kd5! The wK has to race first toward the a4-pawn (17.Se6? Kd3 18.Sxc7 Kc4 19.Sd5 Kc5= Mutual zugzwang using opposition! 20.Ke4 Kc4 21.Ke5 Kc5 22.Ke6 Kc6) 17...Kd3 18.Kc5 Kc3 19.Kb5 Kb3 20.a5!+- **15.Kf4! b6!** 15...Kh4 16.Se6!+-g3 17.Kf3 **16.Se6 c6** **17.Ke3!!** 17.Sd4? Kg6!+=; a) 18.Kxg4 Kf6= (18...Kf7=); b) 18.Sxc6 Kf6!, 17.Kg3? c5!= **17...Kh4** **18.Kf2!+-** Now that the g-pawn is stopped, there are multiple winning ways (getting the S to f6 is the best winning plan. For example:) **18...Kh3** **19.Sg5+ Kh2** **20.Se4 Kh3** **21.Sf6+-** Black loses the b-pawn while the c- and g-pawns are not going anywhere.

D17

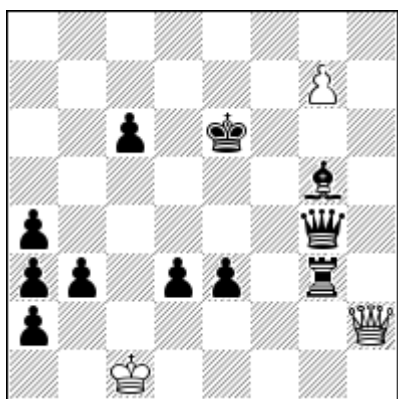


=

5+5

1.d6! exd6 **2.Sf8+ Kg5** **3.Sh7+ Kh6** **4.g5+!** 4.Sxf6? d2—+ **4...Bxg5** **5.Sxg5 d2** **6.Rb6! Bd7+!** 6...d1=Q? 7.Rxd6+!= **7.Ka5!!** 7.Kc4? Thematic try 7...d1=Q 8.Rxd6+ Thematic 8...Be6+! Thematic refutation; 7.Ka6/Kb4? d1=Q 8.Rxd6+ Qxd6+—+ **7...d1=Q** **8.Rxd6+!** Thematic **8...Qxd6** **9.Sf7+ =**

D18

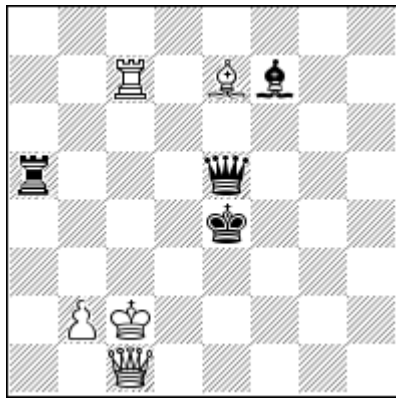


=

3+11

1.g8=Q+ Ke5 **2.Qe8+ Kd5** Main: 2...Kd6 3.Qh6+! White's immediate sacrifice on a different square. Tries: 3.Qxc6+? Kxc6 4.Qg2+ white try sacrifice (4.Qc2+? white try sacrifice 4...Qc4! black sacrifice) 4...Qe4! black sacrifice); 2...Qe6 3.Qxg3+ Kd4 4.Qh8+ Kc4 5.Qg4+ Qxg4 6.Qc3+ Kd5 7.Qe5+! (7.Qxc6+? Ke5! 8.Qd6+ Ke4! 9.Qd5+ Kf4! 10.Qe5+ Kf3!) **3.Qg2+!** White's immediate sacrifice on a different square. Tries: 3.Qxc6+? Kxc6 4.Qh6+ white try sacrifice (4.Qc2+ white try sacrifice 4...Qc4! black sacrifice) 4...Qe6! black sacrifice **3...Qf3** 3...Rxg2 4.Qe5+! (4.Qxc6+? Ke5! 5.Qd6+ Ke4! 6.Qd5+ Kf4! 7.Qe5+ Kf3! 8.Qxe3+ Bxe3+ **4.Qxc6+ Kxc6** **5.Qc2+!** White later sacrifices on the same or a different square.

D19



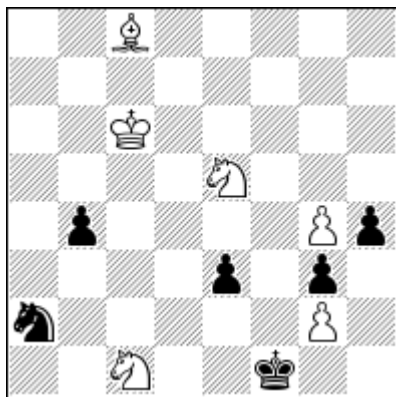
+

5+4

1.Qh1+! 1.Bd6? Qf5! 2.Rxf7 Qxf7 3.Qe1+ Kd5 4.Qxa5+ Kxd6; 1.Qe1+? Kf5 **1...Kf4 2.Qh4+** the fastest logical try 2.Rc4+? Bxc4 3.Bd6! theme 3...Bb3+! theme 4.Kxb3 Rb5+ 5.Kc4 Rb4+! theme 6.Bxb4 Qxb2 7.Bd2+! position X with wQh1 7...Kg3!=; loss of time 2.Qf1+?! Kg4 3.Qg2+ Kf5 4.Qg5+ Ke6 5.Qh6+ Kf5 6.Qh3+ Kf4; loss of time 2.Qh2+?! Ke4 3.Qg2+ Kf5 4.Qh3+ Kf4; loss of time 2.Qh6+?! Kg4 3.Qh4+ Kf5 4.Qh3+ Kf4 **2...Kf5 3.Qh3+ Kf4 4.Rc4+!!** thematic try 4.Bd6? theme 4...Bg6+! 5.Kb3 Rb5+! 6.Kc4 Rb4+! theme 7.Kxb4 (7.Bxb4 Qxc7+) 7...Qxd6+ 8.Rc5 Qb6+= **4...Bxc4 5.Bd6!** theme **5...Bb3+!** 5...Qxd6 6.Qh2+ **6.Kxb3 Rb5+ 7.Kc4 Rb4+!** theme **8.Bxb4 Qxb2 9.Bd2+!** position X with wQh3. 9...Kg3 is impossible, therefore Black must accept the sacrifice: **9...Qxd2 10.Qh6+-**

Two thematic tries. Two black counter-sacrifices before accepting the white sacrifice. Double skewer on diagonals h2-b8 and c1-h6.

D20



+

6+6

White has a considerable material advantage, but Black has more passing pawns. How can White stop them?

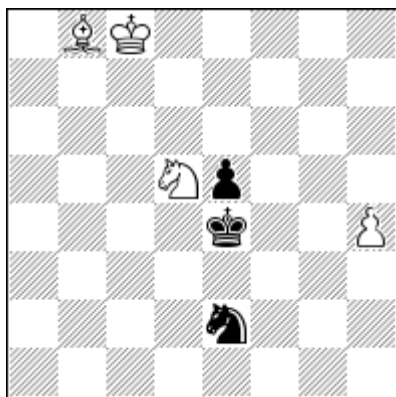
1.Ba6+! 1.Sxa2? h3!; 1.g5? Sxc1! **1...Kxg2 2.g5 b3!** 2...h3 3.g6 h2 4.Kc5 The wB will prevent the promotion of the black h-pawn, so Black commences a combination to exchange the B. **3.Sxb3 Sb4+ 4.Kd6!**

White does not exchange his B; he sacrifices it instead. **4...Sxa6 5.g6 e2!** If both sides promote now, White will quickly mate Black with his new Q; so Black implements a logical foreplan to prevent this. 5...h3

6.g7 h2 7.g8=Q h1=Q 8.Qd5+ Kg1 9.Qd1+- **6.Sd3 h3 7.Sf4+!** Since promoting the pawns does not win now, White goes another way, sacrificing his both Ss for bPs. 7.g7? h2 8.g8=Q h1=Q 9.Qd5+ Kh2! 10.Qh5+ Kg1!= If both sides promote their Ps now, it will be a draw, so instead of that White is going to sacrifice his both Ss for bPs. **7...Kf3 7...Kf2!** Another variation 8.Sxh3+ Ke3 9.Sd4! Kxd4 (9...e1=Q 10.Sc2+ +-) 10.Sg1 Ke3 (10...e1=Q 11.Sf3+-) 11.Sxe2! Kxe2 12.g7+- This variation is not thematic, but White still sacrifices his Ss to win.

8.Sd4+! Kxf4 9.Sxe2+ Kf3 10.Sg1+! 10.Sxg3? Thematically wrong sacrifice 10...Sc7! Thematic counter-sacrifice 11.Kxc7 (11.g7 Se8+) 11...Kxg3 Black got rid of his S and the ending with rook pawn is drawn. **10...Kg2 11.Sxh3** Thematically correct sacrifice. **11...Kxh3 12.g7+-** With knight pawn left and a tempo down, Black loses.

D21



+

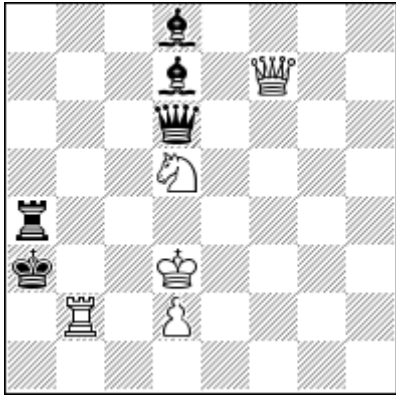
4+3

1.h5? Kf5 2.Bxe5 Kxe5 3.h6 Sf4 4.Sxf4 (4.h7 Sg6=) Kf6 5.Kd7 Kf7 6.Kd6 Kg8 7.Ke6 Kh7=

1.Kd7 Kxd5 2.h5 Sf4 3.h6 Sg6 4.Ba7 e4 5.Ke8 Ke6 6.Bd4 e3 7.Bxe3 Kf6 8.Bd4+ Kg5 9.Bg7 Kh5 10.Kf7 Se5+ 11.Kg8 Kg6 12.h7 Sf7 13.Bf8 Kf6 14.Bb4 Sh6+ (14...Kg6 15.Bd2 Kf6 16.Bc1 Kg6 17.Bg5) 15.f8 Sf7 16.Bd2 Kg6 17.Bg5+-

1...Sd4 2.h5 Kf5 3.Bxe5 Kxe5 4.h6 Se6 5.Ke7 Sg5 6.Se3 Kf4 7.Kf6 Sh7+ 8.Kg7 Sg5 9.Kg6 Se6 10.Kf6 Sf8 11.Sc4 Ke4 12.Se5 Kd5 13.Sf3 1...Kf5 2.Se3+ Kf6 3.Sg4+ Kg6 4.Sxe5+ Kh5 5.Sf3+-

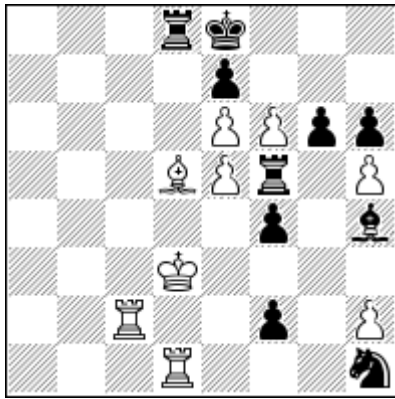
D22



= 5+5

1.Kc2! Rc4+ 1...Qc5+ 2.Sc3 Bf5+ 3.Kc1 Qg1+ 4.Sd1 Qc5+ 5.Sc3; 1...Bf5+ 2.Qxf5 Qc5+ 3.Kb1 Qg1+ 4.Kc2 Rc4+ 5.Sc3 **2.Kb1** 2.Sc3 Rxc3+ with a decisive attack **2...Qf6!** 2...Bf6 3.Ra2+ Kb3 4.Qg6! Qxd5 5.Qg3+ Rc3 (5...Kb4 6.Qa3+ Kb5 7.Qa6+ Kb4 8.Qa3+=; 5...Bc3 6.Rb2+ Ka4 7.Ra2+ Kb5 8.Qb8+ Kc5 9.Qf8+ Kb6 10.Qb8+ Qb7 11.Qxb7+ Kxb7 12.dxc3=) 6.Qb8+ Bb5 7.Qxb5+! Qxb5 8.Rb2+ Kc4 9.Rxb5= **3.Sxf6 Bf5+** **4.Se4!** 4.d3? Bxd3+ 5.Rc2 Bxc2+ 6.Ka1 Bd3! 7.Qf8+ Kb3! 8.Qa3+ Kxa3+ no stalemate; 4.Rc2? Bxc2+ 5.Ka1 Bd3 6.Qa7+ Ra4+ **4...Bxe4+ 5.d3!** thematic try 5.Rc2? Bxc2+ 6.Ka1 Bd3! 7.Qe7+!? (7.Qf8+ Rb4 8.Qe7 Kb3! 9.Qf7+ Kc2 10.Qa2+ Kd1 11.Qe6 Bb6 12.Qc6 Be4+) 7...Rb4! 8.Qa7+ (8.Qd6 Bf6+! 9.Qxf6 Rb1#) 8...Ra4 9.Qb6! theme 9...Bf6+! theme 10.Qxf6 Kb3# **5...Bxd3+ 6.Rc2 Bxc2+** 6...Rxc2 7.Qa7+= **7.Ka1 Bd3 8.Qf8+!** thematic try 8.Qe7+? Rb4! ?? 9.Qa7+ (9.Qd6 Bf6+! 10.Qxf6 Rb1#) 9...Ra4 10.Qb6 theme 10...Bf6+! theme 11.Qxf6 Kb3# **8...Rb4** 8...Kb3 9.Qa3+! Kxa3 stalemate **9.Qe7!** theme **9...Bc7! 10.Qd6!** theme 10.Qxc7 Rb1# **10...Bxd6** stalemate.
Two thematic tries. Double sacrifice of the wQ in the solution. 10...Be4 11.Qd3+/Qg3+ 11...Bxd3 stalemate.

D23



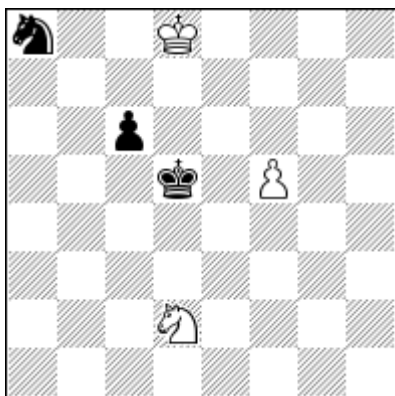
= 9+10

White is one piece down, his Bd5 is pinned and en prise, and bPf2 is about to promote. How can White draw?

1.f7+! 1.Ke4? exf6 **1...Kf8 2.Ke4 Sg3+** Black sacrifices his S to create another passing pawn. **3.hxg3 fxg3 4.Ba8** White sacrifices his B, otherwise the bR will hide behind it. 4.Bb7? Rb8 **4...Rxa8** 4...Rxd1 5.Rc8+ Kg7 6.Rg8+ Kh7 7.hxg6# Black cannot accept any R sacrifice under threat of mate. **5.Ra2** Correct sacrifice #1. 5.Ra1? Wrong sacrifice #1. 5...Rxe5+ Counter-sacrifice #1. 6.Kxe5 Bf6+ 7.Ke4 Bxa1 **5...Rb8 6.Rb1** Correct sacrifice #2. 6.Rb2? Wrong sacrifice #2. 6...Rxe5+ Counter-sacrifice #1. **6...Rc8 7.Rc2** Correct sacrifice #3. 7.Rc1 Wrong sacrifice #3. 7...Rf4+ Counter-sacrifice #2. 8.Kxf4 Bg5+ 9.Kxg3 Bxc1 **7...Rd8 8.Rd1** Correct sacrifice #4. 8.Rd2 Wrong sacrifice #3. 8...Rf4+ Counter-sacrifice #2. **8...Rb8** Black is preparing a set of traps. **9.Rb1 Ra8 10.Ra2 Rf4+ 11.Ke3** 11.Kxf4 f1=Q+ 12.Rxf1 Rxa2 **11...Rf3+ 12.Ke4** 12.Kxf3 f1=Q+ **12...Rf4+ 13.Ke3 Rd8 14.Rd1** 14.Rd2 f1=S+ Beware of Phoenix **14...Rc8 15.Rc2=**

Positional draw by perpetual R sacrifice. White had four pairs of correct and wrong R sacrifices with two black counter-sacrifices in response to wrong sacrifices.

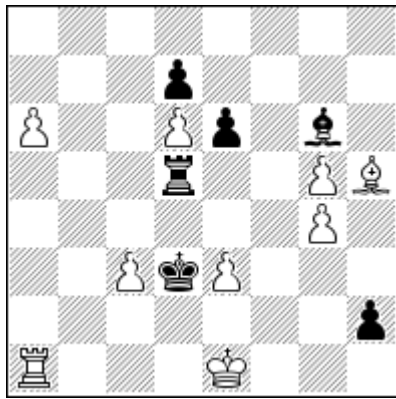
D24



+ 3+3

1.Se4!! Thematic sacrifice. Thematic try: 1.Sc4? sacrifice 1...Sb6! counter-sacrifice (1...Kxc4? 2.f6+—) 2.f6 (2.Sxb6+ Ke5=) 2...Ke6! =; 1.Ke7? Sb6 2.f6 Sc8+ 3.Kd7 Sd6= **1...Ke5** 1...Sb6 2.f6 Ke6 3.Ke8 Sd7 4.f7 c5 5.Sxc5+!+— **2.f6 Ke6 3.Ke8 Sc7+ 4.Kf8 Ke5 5.f7! Se6+** 5...Kxe4 6.Ke7 Sd5+ 7.Kd6+— **6.Ke7 Sf4! 7.Ke8** 7.f8=Q? Sg6+=; or the transposition 7.Sd2 Sg6+ 8.Ke8, etc. as in the main line. **7...Sg6 8.Sd2!** 8.Sg5? Kf4 9.Se6+ Ke4! (9...Ke5? 10.Sf8 Sh8 11.Sd7+—) 10.Sc5+ Kd5 11.Sd3 Ke4 12.Se1 c5 13.Sg2 c4 and the Sh4! sacrifice comes too late. **8...c5** If Black defends against the threat Sf3—Sh4! by 8...Kf4, then the wS tries to get to e7 to attack the bS. 9.Sc4 c5 10.Sd6! (10.Sb6? Ke4! 11.Sc8 c4=) 10...Ke5 11.Sc8! Ke6 12.Se7!+— **9.Sf3+ Kf4 10.Sh4!+—**

D25



+ 9+6

1.Kf2! 1.Bxg6+? Kxe3 2.Be4! Theme Ra5! Theme (2...Kxe4? 3.Kf2! Ra5 4.Rh1! Kf4 5.Rxh2 Ra2+ 6.Kg1 Ra1+ 7.Kg2 Kxg5 8.Rh7! Rxa6 9.Rxd7+-; 2...Rxb5? 3.a7 Rxb4 4.0-0-0!+-) 3.Rxa5 Kxe4 4.Ke2 h1=Q 5.Ra4+ Ke5(Kd5)=

1...Be4 2.Bg6! Theme **2...Bxg6 3.a7 h1=Q!** 3...Ra5 4.Rxa5 h1=Q 5.a8=Q Qh4+ 6.Kf1! Be4 7.Qa6+ Kxe3 8.Qe2+ Kf4 9.Qf2+-

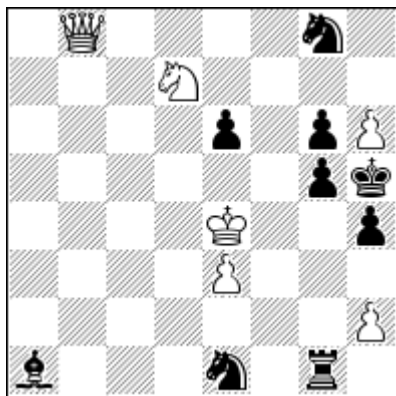
4.Rxh1 Ra5 5.Rh6 Be4 6.g6! 6.Rxe6? Rxa7! 7.Re7 Ra6 8.Rxd7 Ra2+ 9.Kg3 Kxe3 10.Re7 Rg2+ 11.Kh3 Rd2! 12.g6 Rxd6 13.g7 Rh6+ 14.Kg3 Rg6=

6...Rg5 7.Kg3! Kxe3 8.c4! 8.Rh7? Rxb6 9.Rxd7 Bf3! 10.Rf7 Rxb6+ 11.Kh3 Rg8!÷; 8.Rh8? Rxb6 9.a8=Q Bxa8 10.Rxa8 e5=; 8.Kh3? Kf4!=

8...Bf3! 9.Kh3! Kf2 10.a8=Q! 10.c5? Rxb6!=

10...Bxa8 11.Kh4+-

D26



= 6+9

Threatens 1...Rg4+, so **1.h3! Sxh6** Or 1...g4 2.h7! Sf6+ 3.Sxf6= Now the attempt 2.Qe5?! loses: 2...Sg4! 3.Sf6+ Sxf6 4.Qxf6 Sc2! etc. -+ No rescue comes from the thematic try 2.Qh8!? Sd3! 3.Qxa1 Sc5+! 4.Kf3 Rg3+! 5.Ke2 Sxd7 etc. -+, for example 6.Qd4 g4! 7.Qxd7 gxh3+- **2.Qb2!!** The right move! After 2...Bxb2!? 3.Sf6+! Bxf6 – stalemate (N1) **2...Sg4!** (*) Or 2...Sf7 3.Sf6+ Kh6 4.Sg8+= **3.Qe2!!** But not 3.Sf6+!? Sxf6 4.Qxf6 Sc2! and Black gradually wins, for example 5.Qf2 Rc1 6.Qf7 Kh6 7.Qc7 Bb2 8.Qb8 Re1 9.Kd3 Rxe3 10.Kxc2 Bg7, etc. -+ **3...Rg3! 4.Sf6+!** Now it saves! White loses after 4.Qxe1?! Rxe3+ 5.Qxe3 Sxe3 6.Kxe3 g4+- **4...Bxf6 5.Qxg4+!** But not 5.hxg4+?! Kh6 6.Qxe1 Rxb6+-.

And after

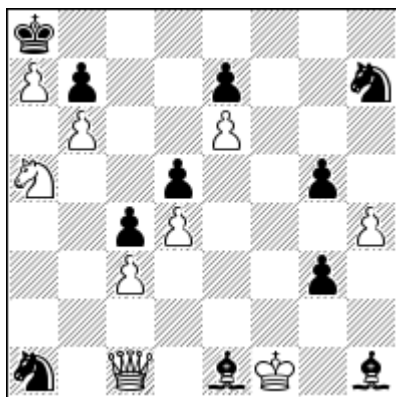
A) **5...Kh6!! 6.Qh5+!!** sacrifice **6...gxh5 (Kxh5)** – stalemate (N2)

B) **5...Rxb6+ 6.hxb6+ Kxb6 (Kxh6)** – stalemate (N3)

There is some more: (*) 2...Sf5! 3.Sf6+! Kh6 4.Sg8+! Kh7 5.Sf6+ Kh6 (5...Kg7 6.Qb7+!! sacrifice Kxf6 7.Qf7(e7,g7) – stalemate (N4) 6.Sg8+ perpetual check.

Four stalemates after sacrifices of the wQ in the solution variations.

D27

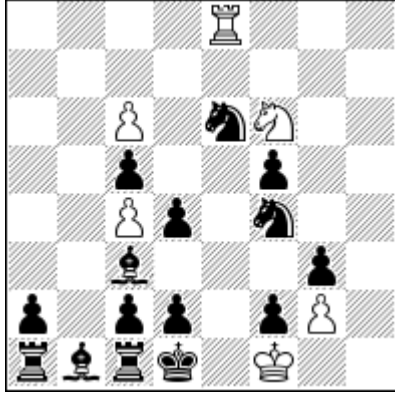


= BTM 9+11

1...g2+ Black buries his Bh1 and hopes it will get out. **2.Kg1 Bg3 3.hxg5** 3.Qe3? Bf4; try: 3.Sxb7? Sb3! (3...Bf4?? 4.Qxf4 gxf4 5.Sc5 f3 6.Sa6) 4.Sc5 Sxc1 mutual dance **B 3...Sc2! 4.Sc6!** theme (White sacrifices the same piece immediately on a different square); mutual sacrifice. Thematic try (mutual sacrifice: 4.Sxb7? Se1 5.Qe3 Sxg5! 6.Qxg3 Sef3+; Try: 4.g6? Sf6 (4...Se1?? 5.Qxe1 Bxe1 6.gxh7) 5.Qg5! (5.g7 Se1 6.Qe3 Sf3+ or Bh2+ firstly 7.Qxf3 Bh2+ 8.Kxh2 g1=Q+ 9.Kxg1 Bxf3 The buried bB gets out and rules the world! But that is only a dream...; 5.Qxc2 Sg4 6.g7 Bh2#; 5.Qh6 Bf2+! 6.Kxf2 Sg4+) 5...Se4! (5...Bf2+?? 6.Kxf2 Se4+ 7.Ke2!) 6.Qf5 Bf2+ 7.Qxf2 Sxf2 8.Kxf2 Se3! 9.g7 Sg4+ 10.Kg1 Sf6 or Sh6 11.Sxc4 dxc4 12.d5 Sg8 (mutual) zugzwang B 13.d6 exd6 14.e7 Sxe7; Logical try: 4.Qxc2? Bf4! (4...Sxg5?? 5.Qf5) 5.Qf2 Sxg5 6.Qg3 Bxg3 non-stalemate: the wSa5; Logical try: 4.Sxc4? dxc4! (4...Se1? 5.Se5 Bxe5 6.Qxe1 Sxg5 7.Qe3 Bf4 8.Qd3 Bc1 9.Qg3 Bf4 10.Qd3) 5.Qxc2 Bf4! 6.Qf2 Sxg5 7.Qg3 Bxg3 non-stalemate: the wPd4 **4...Se1** 4...bxc6 5.g6! (5.b7+? Kxa7! 6.Qb1 Se1 7.Qa1+ Kxb7 8.Qa7+ Kxa7 non-stalemate: wPg5) 5...Sf6 6.g7 future stalemate (6.b7+? Kxa7! 7.Qxc2 Sg4 8.Qa4+ Kxb7 9.Qa7+ Kxa7 non-stalemate: the wPg6) **5.Se5** mutual dance **A 5...Bxe5 6.Qxe1 Sxg5!** Logical line: 6...Bf4 7.Qf2 Sxg5 8.Qg3! (mutual) zugzwang A 8...Bxg3 (mutual) stalemate **7.Qe3!** Thematic try (mutual sacrifice: 7.Qg3? Bf4! mutual zugzwang **A 8.Qe3 Bxe3+ 7...Bf4!** echoing 3.Qe3? Bf4!, but this time **8.Qg3!** theme (White sacrifices the same piece later

on the same square); mutual sacrifice; mutual zugzwang **A 8...Sf3+ 8...Be3+ 9.Qxe3 Sf3+ 10.Qxf3 mutual stalemate 9.Qxf3 Bh2+ 10.Kxh2 g1=Q+ 11.Kxg1 Bxf3=** After lots of mutual plays, the buried bB finally gets out, but nothing more than a positional draw is left for it. So, if you have a dream, please do not bury it from the start. Just let it all out.

D28

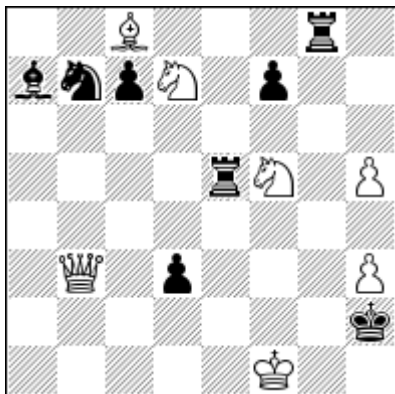


= 6+15

1.Rxe6!*1 Sxe6 2.c7!*2 Sxc7*3 3.Sg4!*4 thematic 3...Sd5 4.cxd5 fxc4 5.d6=

*1 1.Sg4?(A) thematic try 1.Rg8? (1.c7? Sxg2--; 1.Sd5? Sxg2!
2.Rxe6 Se3+--+) Ba5!! 2.Sd5 (2.Rxg3 Bc7 3.Kxf2 Sd5--+) Sd3 3.Rxg3 Se5
4.Rf3 Sg4 5.Rxf5 Bd8 6.g3 (6.Rh5 Sg7!--; 6.c7 Bxc7 7.Sxc7 Sxc7
8.Rf4 Sh2+ 9.Kxf2 Se8! 10.g4 Sf6 11.g5 Sfg4+ 12.Rxg4 Sxg4+ 13.Kf1 Se5
14.Kf2 Sg6 15.Kf1 Sf4 16.Kf2 Sh3+--+) 6...Sh2+ 7.Kxf2 Bg5 8.Rf4 Bxf4
9.gxf4 Sg4+ 10.Kf1 Se3+ 11.Kf2 Sxc4 12.c7 Sd6 13.Kf1 Sg7-- 1...Sc7!
1...fxg4? (1...Sxg2? 2.Sxf2+ gxf2 3.Rxe6 Se3+ 4.Kxf2 Ba5 5.Re7! Bd8
6.Rh7!)=) 2.Rxe6! Ba5 3.Re4 Sd3 4.Rxg4 Bc7 5.Rxd4! Se5 6.Re4=
2.Rf8 Sxg2!--+ thematic refutation 2...Sce6? 3.Rxf5 Sxg2 4.Rf3! Se3+
5.Sxe3+ dxe3 6.Rxe3=; 2...Sfd5? 3.cxd5 fxc4 (3...Sxd5 4.Rd8!)=)
4.Rf5! Sb5 5.d6! Sxd6 6.Rxc5 Bb4 7.c7!=
*2 2.Sh5? (2.Sg4? f4! 3.c7 f3 4.c8=Q fxg2+ 5.Kxg2 Sf4+ 6.Kf1 g2+
7.Kxf2 g1=Q+ 8.Kxg1 Ke2+--+) Sg5! 3.Sxg3 [3.c7 Sf3! 4.Sxg3 Sh2+
5.Kxf2 Sg4+ 6.Kf1 Se3+! (6...d3? 7.Sxf5!)=) 7.Kf2 d3 8.c8=Q Sg4+
9.Kf1 Bd4--; 3.Sf4 Se4 4.c7 (4.Sd5 f4! 5.Sxf4 Sd6--+) 4...Sf6! 5.Se2 Sg4
6.Sxg3 Se3+ 7.Kxf2 d3 8.c8=Q Sg4+-- 3...Ba5!--+ 3...Se4? 4.Sh5!!
(4.Sxf5? Ba5!--+; 4.Se2? Bb2! 5.c7 (5.Sf4 d3 6.Se6 Be5 7.c7 Bh2
8.c8=Q Sg3+ 9.Kxf2 Bg1+ 10.Kxg3 Ke1--+) 5...d3 6.Sf4 Sg3+ 7.Kxf2 Bd4+
8.Kxg3 Ke1--+) Ba5 5.Sf4 d3 6.Sd5=
*3 2...Sf4 (2...Sg5 3.c8=Q Sf3 4.Sg4!) 3.Sg4 [3.c8=Q? Sxg2 4.Kxg2
(4.Sg4 Se3+ 5.Sxe3+ dxe3 6.Qe6 g2+--+) 4...Ke2 5.Qe6+ Kd3 6.Qxf5+
Kxc4 7.Qe6+ Kb4 8.Sd5+ Ka3 9.Qa6+ Kb2 10.Qb5+ Bb4+--] 3...Sxg2
4.Sxf2+=
*4 3.Se4? thematic try 3...Sd5! thematic refutation (3...Sb5? 4.Sg5!!
(4.Sd6? f4!--+; 4.Sxg3? Sd6! 5.Sh1 Se4--+ 4...Sd6 (4...Sc7 5.Se6!)=)
5.Se4!= 3.Sh5? Se6! 4.Sf4 thematic try Sg5 5.Se2 Sf3!--+ thematic
refutation 5...Sh3 6.Sf4 Sg1 7.Se2 Sf3--+

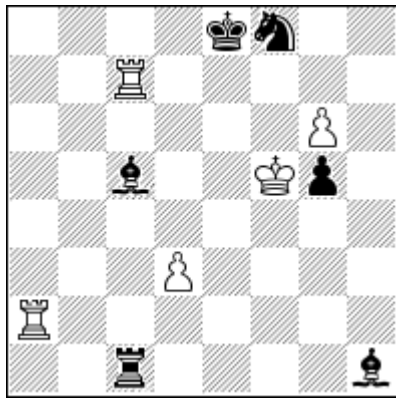
D29



+ 7+8

1.Qa2+! 1.Qb2+? Re2!--+
1...Kxh3 1...Re2 2.Qxa7+-
2.Sb6!! Theme 2.Sc5? Theme Re1+! Theme 3.Kxe1 d2+! 4.Ke2 (4.Qxd2
Rg1+ 5.Ke2 Rg2+ 6.Ke3 Rxd2 7.Kxd2 Sxc5 8.h6 Se4+ 9.Kd3 Sg5=)
4...Rg2+ 5.Kd1 Rg1+ 6.Kxd2 Rg2+ 7.Kc3 Rxa2 8.h6 Rh2! 9.h7 Kg2=
Thematic try: 2.Sg7?! Theme 2.Sg3(e3)? Theme Rf5+! Theme 3.Sxf5
Rg1# 2...Rf5+! 3.Ke1 Rxg7? (but 3...d2+! 4.Qxd2 Rxg7 5.Qd3+ Kh4!
6.Qe4+ Rg4 7.Qxf5 Rg1+ 8.Kd2 Rg2+ 9.Kc3 Rg3+ 10.Kb4 Rg4+ 11.Kb3
Rg3+= positional draw) 4.Qxa7 Sd6 5.h6! Rg2 6.Qe3+ Kh4 7.Qd4+! Kh5
8.Qxd3 Rg1+ 9.Kd2 Kxh6 10.Qe3+! Rfg5 11.Ba6! R1g2+ 12.Ke1 Rg1+
13.Bf1!+-
2.Qxa7? Rxf5+ 3.Ke1 Sd6!=
2...Re1+! 3.Kxe1 Rg1+ 4.Kf2! 4.Kd2? Rg2+ 5.Kc3 Rxa2 6.h6 Rh2 7.h7
Kg2!=
4...Rg2+ 5.Kf3! Rxa2 6.h6 Bxb6 6...d2 7.Se3+ Kh2 8.h7+-
7.h7 Rf2+ 8.Ke4 Re2+ 8...Sc5+ 9.Kd5! Se6 10.h8=Q+--
9.Kxd3! 9.Se3+? Kg3 10.h8=Q Rxe3+=
9...Re8 10.Sd6+ Rxc8 11.Sxc8+-

D30



= 5+6

1.g7 Rf1+ 2.Ke5!

2.Kg4? Bf3+ 3.Kg3 Bd6+

2...Sg6+

2...Re1+ 3.Kf5

3.Ke6 Sf4+ 4.Kf5 Sxd3+ 5.Kxg5!

Logical try: 5.Kg4! Bf3+ 6.Kxg5 Rg1+ 7.Kf5 Be7! 8.Rg2 Rxg2

9.Rxe7+ Kxe7 10.g8=Q thematic sacrifice Be4+! Thematic counter-sacrifice! 11.Kxe4 Rxg8+

5...Rg1+ 6.Kf5 Be7!

6...Bd5 7.Re2+! Kd8 8.Rxc5! Sxc5 9.Rd2 Rg5+ 10.Kxg5 Se4+ 11.Kg6 Sxd2 12.Kh7= 6...Kd8 7.Ra1!=

7.Rg2!! Nowotny, thematic **7...Rxg2**

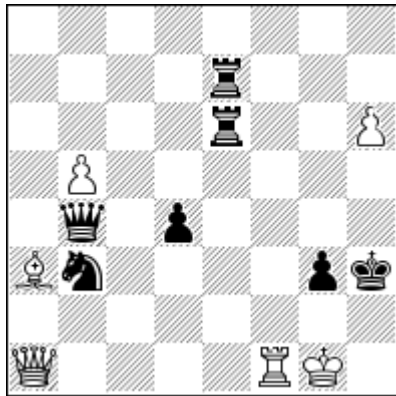
7...Bxg2? 8.g8=Q+

8.Rxe7+!

8.g8=Q+? Rxg8 9.Rxe7+ Kd8 10.Rd7+ Kxd7

8...Kxe7 9.g8=Q thematic **Rxg8** Ideal stalemate.

D31



= 6+7

1.Qb1! 1.Qd1? Qxb5—+; 1.Bxb4? Sxa1 2.Bxe7 Rxe7 3.Rxa1 d3!—+

1...Qxb5 2.h7 Re8 2...Rh6 3.Bxe7=

3.Bf8 Rh6 4.Bxh6 d3! 5.Rf3! d2

5...Sd2 6.Rxg3+! Kxg3 7.Bf4+!—; 5...Qc5+ 6.Be3 Sd2 7.Qd1=

6.Bxd2 Sxd2 7.h8=Q+! Rxh8 8.Rxg3+! 8.Qh7+? Rxh7 9.Rxg3+ Kh4!—+

8...Kxg3

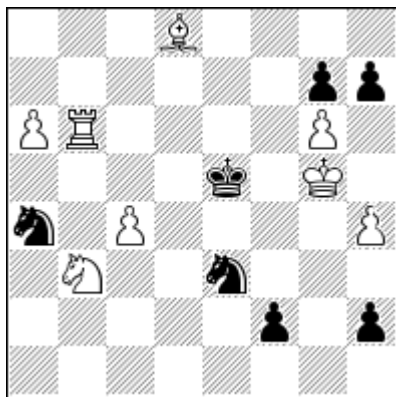
9.Qd3+! Thematic 9.Qb3+? Thematic try 9...Qd3!! Thematic refutation

10.Qxd3+ Sf3+ 11.Kf1 Rh1+ 12.Ke2 Re1# Ideal mate;

9.Qxb5? Sf3+ 10.Kf1 Rh1+ 11.Ke2 Sd4+!—+

9...Sf3+ 10.Qxf3+! Kxf3 Ideal stalemate.

D32



= 8+7

1.Bc7+ 1.gxh7? h1=Q 2.h8=Q Qg1+ 3.Kh5 Qg4#

1...Ke4 2.Sd2+! Try 2.a7? Sxb6 3.Bxb6 h6+ 4.Kh5 f1=Q 5.a8=Q Kd3!

6.Sc5+ Ke2 7.Qa2+ Kf3 8.Qxh2 Sd5! 9.cxd5 Qd1! battery 10.Se6 Ke4+ 11.Qe2+ Qxe2#; 2.Sc5+? Sxc5 3.a7 Kd3! 4.a8=Q Se4+! 5.Kh5 h1=Q—+

2...Kd3 3.Rb1 h6+ 4.Kh5!!

4.Kf4? Kxd2 5.a7 Sd1 6.a8=Q f1=Q+ 7.Kg3 h1=Q—+

4...f1=Q 5.Rxf1 5.Sxf1? h1=Q—+

5...Sxf1 6.Bxh2 Sxh2 7.Sb3! switchback

Try 7.a7? Sb6 8.Sb3 Ke4! (8...Kxc4? 9.a8=Q Sxa8 10.Sc5! Theme, see the main line) 9.c5 Kf4 10.Sd4 Sd5 11.Se6+ Kg3 12.Sxg7 Sg4! 13.Sf5+ Kf4

14.g7 Kxf5 15.g8=S Sf4#

7...Kxc4! 7...Ke4 8.c5! Kf4 9.Sd4 Sxc5 10.a7 Sg4 11.Se2+=

8.a7!

Thematic try 8.Sd2+? Kd4! 9.Se4?! Theme 9...Sg4! Theme

10.Kxg4 Kxe4—+

8...Sb6 9.a8=Q Sxa8 10.Sc5! Theme

Thematic try 10.Sd4?! Theme 10...Sg4! Theme 11.Kxg4 (11.Se6 Sf6#)

11...Kxd4—+

10...Sg4! 10...Kxc5 stalemate

11.Sd7 Se3! switchback **12.Sf6!** 12.Sf8? Sd5 13.Se6 Sf6# **12...Sc7**

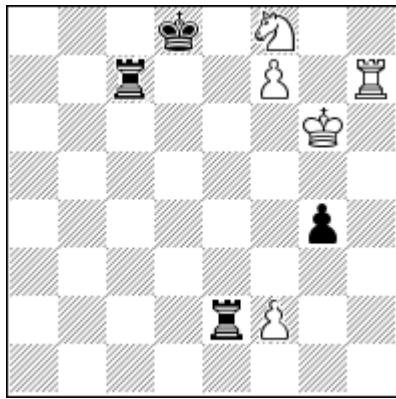
12...gxf6 13.g7 +-

13.Se8! Theme **13...Se6** 13...Sxe8 stalemate **14.Sxg7!** Theme **14...Sxg7+**

15.Kxh6 Sef5+ 16.Kg5! switchback 16.Kh7? Sh5! 17.g7 Sfxf7—+

16...Sg3 17.h5!+—

D33



+

5+4

1.f4!

Thematic try – trying to sacrifice the S in another way does not succeed: 1.Kh5? moving the K from 6th rank with the idea of subsequent Se6. 1...Kc8! (1...Rxf2? 2.Se6+ Kc8 3.Sxc7) 2.Se6! thematic sacrifice (2.f4 Re7 3.Se6 Rxf7 4.Rh8+ Kd7=) 2...Rxf7! thematic sacrifice 3.Rxf7 Rxe6= 1.Se6+? Rxe6+ with check

1...gxf3 (1...g3 2.Sd7 g2 3.f8=Q+--)

2.Sd7! Thematic sacrifice **2...Rc6+!**

2...Re8 3.fxe8=Q+ Kxe8 4.Sf6+ Kd8 5.Rh8+ Ke7 6.Sd5+--

3.Sf6

3.Kg5? Re8! 4.fxe8=Q+ Kxe8 5.Sf6+ Kd8 6.Rd7+ Kc8=; 3.Kh5? Re8

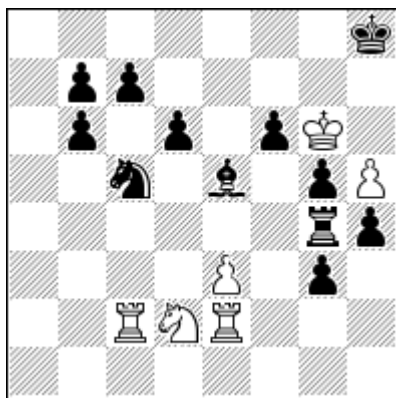
3...Rg2+ 4.Kf5 Ke7 5.Sd7! Switchback, sacrifice **5...Rf6+!**

Black's counter-sacrifice. 5...Rc5+ 6.Kf4 Rc4+ 7.Ke3 Rc3+ 8.Kd4+--

6.Sxf6 f2 7.f8=Q+! 7.Sd5+? Kf8 8.Rh8+ Kxf7= **7...Kxf8 8.Ke6! f1=Q 9.Rf7#**

Or 8...Rg7 9.Rh8+ with mate.

D34



+

6+12

1.Rxc5! bxc5 1...dxc5 2.Se4! **A** [2.Sc4? **B** Bc3! (2...Kg8? 3.h6! Rxc4

4.h7+! Kh8 5.Ra2+--) 3.Ra2 Ba5 4.Sxa5 Re4! 5.Rd2 Re8 6.Sxb7 h3

7.Sd8 h2 8.Rd7 Rg8+ 9.Kh6 (9.Kxf6 Rxd8=) Re8 10.Sf7+ (10.Rh7+ Kg8

11.Rg7+ Kf8 12.Rf7+ Kg8=) 10...Kg8 11.Kg6 Ra8 12.Sh6+ Kf8

13.Sg4 h1=Q 14.Sxf6 Qb1+ 15.e4 Qb3=] 2...Kg8 (2...Rxe4 3.Ra2+--;

2...Bc3 3.Sxc3+--) 3.h6 (3.Ra2? Kf8) 3...f5 (3...Kf8 4.h7+--; 3...Rxe4

4.h7+ Kh8 5.Ra2+--) 4.h7+ Kf8 (4...Kh8 5.Ra2+--) 5.Sf6+--

2.Sc4! B 2.Se4? **A** thematic try 2...Bb2! thematic refutation [2...Kg8?

3.h6! (3.Ra2? Kf8) 3...Bb2 4.Sxf6+ Bxf6 5.Ra2 Kf8 6.Kxf6 Kg8 7.Kg6 Kf8

8.h7+--] 3.Sxc5 (3.Sxf6 Rb4; 3.Sc3 Rb4; 3.Rxb2 Rxe4) 3...Rb4! [3...Kg8?

4.h6! Rb4 (4...dxc5 5.h7+ Kh8 6.Rd2+--) 5.Rxb2 Rxb2 6.Se6+--] thematic

2...Bb2 2...Kg8 3.h6+-- (3.Ra2? Kf8 4.Sxe5 dxe5/fxe5 5.h6 h3;

3.Sxe5? Ra4) **3.Rxb2 Re4 4.Rxb7 Re8 5.Rxc7 f5** 5...g2 6.Sxd6!+--

(6.Rh7+? Kg8 7.Rg7+ Kf8=) **6.Sb6!** 6.Sxd6? Re6+; 6.Rh7+? Kg8

7.Rg7+ Kh8!= (7...Kf8? 8.Rf7+ Kg8 9.Rf6!+--) **Rg8+** 6...Re6+ 7.Kf7 Rh6

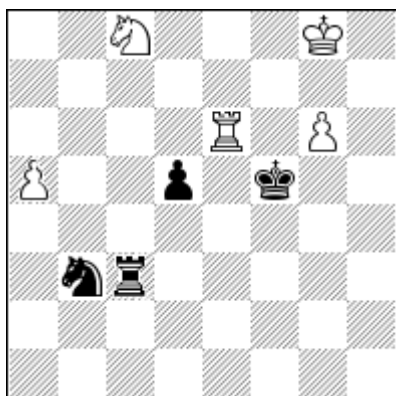
8.Rc8+ Kh7 9.Sd7+--

7.Kh6 Re8 8.Rh7+ Kg8 9.Rg7+ Kh8 10.Sd5 Re6+ 11.Rg6 Re8 11...Rxcg6+

12.hxcg6+-- **12.Sf6 Rf8 13.Kxcg5 Rxf6 14.Rxf6 g2 15.Rh6+ Kg7**

16.Rg6+ Kh7 17.Kxh4+--

D35



+

5+4

1.Rc6! White is a pawn up, but his both pieces are attacked. The

natural way to save them would be by 1.Re8, but that move turns out

to be a mistake. 1.Re8? Kxc6. White loses an important pawn, and the

other pawn has no time to promote due to the swift counter-attack by

the bR. 2.a6 Rc7! 3.a7 Rg7+ 4.Kf8 Rf7+ 5.Kg8 Rg7+ 6.Kh8 Rh7+ 7.Kg8

Rg7+ perpetual check.

1...Rxc6 2.Se7+ Kf6 3.Sxc6 Sxa5! 3...Kxc6 4.a6+--

4.Se5!! thematic sacrifice. Thematic try: 4.Se7? sacrifice 4...Sc6!

counter-sacrifice 5.Sxc6 Kxc6=

4...Sc6! 5.g7! Se7+ 5...Sxe5 6.Kh7+--

6.Kf8 d4 6...Kxe5 7.Kxe7+--

7.Sc6! The third sacrifice on this square in the main line. The two Ss are

on the same two squares (c6 and e7) as in the thematic try, but now

their roles are reversed. Now it is White, and not Black, who sacrifices

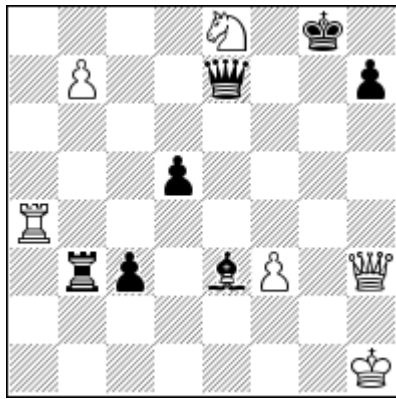
the S.

7.Sg4+? Kg6! 8.Se5+ Kh7! 9.Sc6! Sg6+! 10.Kf7 Sh8+! 11.Kf8 Sg6+

perpetual check.

7...Sg6+ 8.Kg8 d3 9.Kh7 d2 10.g8=Q d1=Q 11.Qxcg6# After a miraculous survival, the g6-pawn returns triumphantly as a Q (switchback).

D36

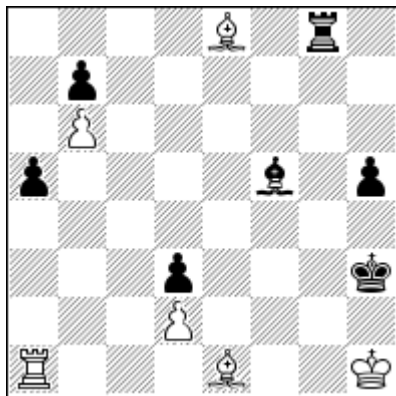


+

6+7

- 1.Qf5 c2 1...Rxb7 e.g. 2.Sf6+ Kh8 3.Sxd5
- 2.Rg4+ 2.Qxc2 Rxb7 3.Rg4+ Bg5=
- 2...Kh8 3.Qxc2 Rxb7 3...Qxb7 4.Sd6!+-
- 4.Sf6 Rb8 4...Qxf6 5.Qc8+
- 5.Qb2! Qe8! 5...Qa7 6.Qe5+-; 5...Qc7 6.Rg8+ Rxb8 7.Se8+-
- 6.Qa1! Thematic try 6.Rg7!? Qh5+! Thematic refutation (6...Kxg7?? 7.Sxe8+-; 6...Rxb2 7.Rxh7#) 7.Sxh5 (7.Kg2?? Rxb2+ compare to 6.Qa1!) 7...Rxb2 8.Re7 Rb1+ 9.Kh2 (9.Kg2 Rg1+ 10.Kh2 Bd4= (10...Bc5=) 9...Bg1+ 10.Kg2 Kg8=; Correction try 6.Qc3? Rc8 as in the main line (6...Rb1+! 7.Kg2 (7.Kh2 Qb8+) 7...Rg1+ 8.Kh3 Rh1+=) 7.Rg7; 6.Sxe8+? Rxb2 7.Sf6 Rb8
- 6...Ra8 6...Qb5 7.Sxd5+ Qb2 8.Qxb2+ Rxb2 9.Sxe3 Rb3 10.Re4+-
- 7.Qc3 7.Rg7?? Rxa1+-+
- 7...Rc8 7...d4 8.Qc7+-
- 8.Rg7!! Qh5+!? Mirroring the Q sacrifice 5...Qe8
- 8...Kxg7 9.Sxe8+ Double check; 8...Rxc3 9.Rxh7#
- 9.Kg2! 9.Sxh5 Rxc3?=-
- 9...Rxc3 Compared to 6. Rg7?, the capture of the Q is without check. 9...Kxg7 10.Sxh5+ Double check
- 10.Rg8#

D37

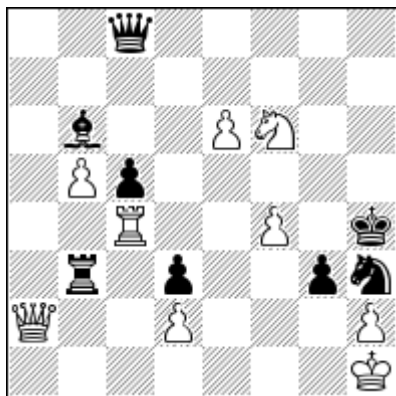


+

6+7

- 1.Ra4 Bg4 1...Rg4?+- e.g. 2.Bf2 Be4+ 3.Rxe4 Rxe4 4.Bd7+ Rg4 5.Bc8
- 2.Bd7! thematic sacrifice. Thematic try: 2.Bxh5? sacrifice 2...Bf3+! counter-sacrifice (2...Bxh5? 3.Rh4#) 3.Bxf3 Rg1+ 4.Kxg1 stalemate
- 2...Rf8 3.Kg1 3.Bxg4+? hxb4 4.Kg1 Re8=
- 3...Rg8 4.Kf1 4.Bxg4+? Rxb4+ 5.Rxb4 Kxb4= (5...hxb4=)
- 4...Rf8+ 5.Bf2 Bxd7 6.Rh4#

D38

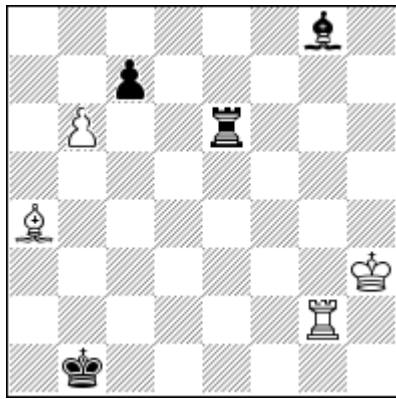


+

9+8

- 1.f5+ Sf4 1...Kg5 2.Se4+- 2.Rxf4+ Kh3 3.hxg3! Qa8+ 3...c4 e.g. 4.Se4
- 4.Se4 4.Qxa8?? Rb1+-+
- 4...Bd8 4...Qxa2 5.Rh4#
- 5.e7! 5.Rg4? Thematic try 5...Rc3! Thematic counter-sacrifice, opening the line a2-f2. 6...Kxg4=; 5.f6? Bxf6 6.Rg4 Rb2! 7.Qxb2 Kxg4=
- 5...Bxe7 6.f6! 6.Rg4? Rc3! as before
- 6...Bxf6 7.Rg4! c4 7...Rc3 8.Rh4+ (8.Qb1+-) 8...Bxh4 9.Qe6#; 7...Rb2 8.Rh4+ Bxh4 9.Qe6#; 7...Qxa2 8.S.f2#; 7...Kxg4 8.Qxa8;
- 7...Rb1+ 8.Qxb1 Kxg4
- 8.Kg1! Bd4+ 8...Rb1+ 9.Qxb1 Bd4+ 10.Kf1 (Kh1) Kxg4 11.Qd1+-
- 9.Kf1 Qxa2 9...Qf8+ 10.Rf4+-
- 10.Rh4#

D39

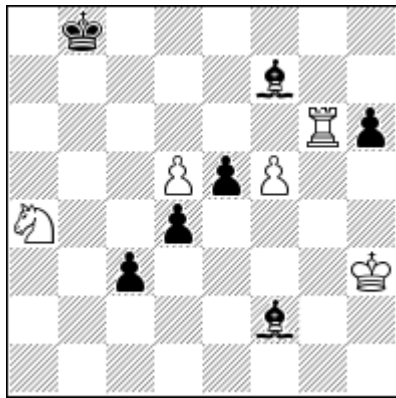


+

4+4

1.Bc2+! refutation to capture 1.b7? Rh6+! 2.Kg3 (2.Kg4 Rb6 3.Bc2+) 2...Rb6 3.Bc2+ (3.Bc6? Bc4!=) 3...Kb2! 4.Be4+ Kc3! 5.Kf4 c6! 6.Rc2+ Kd4 7.Bxc6 Bc4!=
1...Kc1 1...Ka1 2.b7 Re8 3.Rg5 Rb8 4.Ra5+ Kb2 5.Be4+-
2.b7 2.bxc7? Rc6=
2...Rb6 2...Re8 3.Be4 Bb3 4.Rg1+ Kb2 5.Rb1+ Ka2 (5...Kc3 6.Ra1+-) 6.Rc1+-; 2...Re3+ 3.Kh2! Re8 4.Be4 Bb3 5.Rg1+ Kb2 6.Rb1+ Kc3 7.Ra1+-; 2...Rh6+ 3.Kg3! Rb6 4.Be4 Bh7 5.Bf3 Bd3 6.Ra2 c5 7.Kf4 c4 8.Ke3+-
3.Be4 Bh7! 3...Bb3 4.Rg6 Rb4 5.Rg5 Kd2 6.Ra5 Ke3 7.Bc6 Bc4 8.Kg3 Rb6 9.Ra8+-; 3...Be6+ 4.Kg3 Bf5 5.Bf3 Bd3 6.Ra2+-
4.Rg1+! thematic try 4.Bc6? white sacrifice 4...Bf5+! 5.Kh2 (5.Kg3 Bd3 6.Ra2 (6.Rg1+ Kb2=) 6...Bb5=) 5...Bd7! black refutation to the sacrifice 6.Be4 (6.Bd5 c6!=) 6...Bf5! (6...c6? 7.Rg1+ Kd2 8.Rb1+-) 7.Bf3 (7.Bc6 Bd7=) 7...Bd3 8.Rg8! (8.Ra2 c5=) 8...c5! 9.Kg3 (9.b8=Q Rxb8 10.Rxb8 c4=) 9...Kd2! (9...c4? 10.Kf4 Kd2 11.Rg2+ Kc3 12.Ra2 Kd4 13.Ra6! Rb1 14.Rd6++-) 10.b8=Q Rxb8 11.Rxb8 c4 12.Rd8 Ke3 13.Rc8 Kd2=
4...Kd2 **5.Bc6!** white thematic sacrifice 5.Rb1? Rxb7! 6.Rxb7 Bxe4=
5...Bf5+ **6.Kg3!** 6.Kh2? Bd7! 7.Be4 Bf5 8.Bd5 c5=
6...Bd7 6...Bd3 7.Ra1 Bb5 8.Rb1+- **7.Be4!** 7.Bf3? Ba4! 8.Ra1 c6!=
7...Bb5 7...Bf5 8.Bf3 Bd3 9.Ra1+-; 7...c6 8.Rb1+- **8.Rb1 c6** **9.Bxc6!+-**
 In the thematic try 4.Bc6? White offers a B sacrifice. Black does not accept it and after 5...Bf5+ 6.Kh2 Bd7! he sacrifices his own B. However, in this try he must play accurately until the 13th move, after which his P in the position with one R less saves him. White therefore inserts an important intermediate check 5.Rg1+! and then, one move later, the offer of a thematic B sacrifice on the same square after 5.Bc6! ensures White's win.

D40



=

5+7

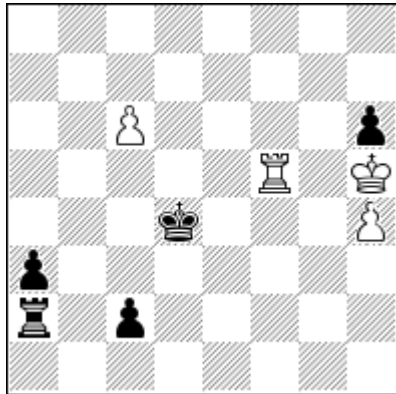
1.d6 Be3 1...Bxg6 2.fxg6 c2 3.d7 Kc7 4.g7 c1=Q 5.d8=Q+ Kxd8 6.g8=Q+ Ke7 7.Qg7+=; 1...c2? 2.d7 Kc7 3.Rd6+-
2.d7 Kc7 3.Rd6! **Bg5** **4.f6!** **Bxf6!** 4...Kd8? 5.Sc5+-; 4...Be6+ 5.Rxe6 c2 6.Re8 Kxd7 7.f7 Be7 8.Sb6+=
5.Rxf6 c2 **6.Rc6+!** thematic sacrifice. Thematic try 6.Rd6? white sacrifice 6...Be6+! black refutation to the sacrifice 7.Rxe6 a) 7.Kh4 Bxd7+- (7...Kd8? 8.Sc5 Bxd7 9.Sd3=) ; b) 7.Kg3 Bxd7+- (7...Kd8? 8.Sc5 Bxd7 9.Sb3=); 7...c1=Q+-
6...Kxc6 **7.d8=Q Be6+!** 7...c1=Q? 8.Qc8+ Kd5 9.Qxc1+-
8.Kg2!! foresight. Try 8.Kg3? c1=Q 9.Qb6+ Kd5 10.Qb3+ Kd6 11.Qb4+ Kd7! (11...Kc6 waste of time) 12.Sc5+ Ke8 13.Qb8+ Kf7 14.Qc7+ Kg6 15.Sxe6 (15.Qxe5 (compare with the main line after 15.Qxe5) 15...Qg1+ 16.Kf3 Qg4+ 17.Kf2 Qf5+-) 15...Qc3+!+-; 8.Kh4? c1=Q 9.Qb6+ Kd5 10.Qb3+ Ke4 11.Qxe6 Qf4+ 12.Kh3 Qf5+ 13.Qxf5+ Kxf5+-; 8.Kh2? c1=Q 9.Qb6+ Kd5 10.Qb3+ Ke4 11.Qxe6 Qc2+ 12.Kg3 Qxa4+-
8...c1=Q **9.Qb6+** 9.Qe8+? Bd7 10.Qxe5 Qc2+-; 9.Qa8+? Kb5+-
9...Kd5 9...Kd7 10.Sc5+=
10.Qb3+! 10.Qb5+? Ke4 11.Sc5+ Kf5 12.Qd3+ Kf6+-
10...Kd6 10...Ke4? 11.Qf3#
11.Qb4+! 11.Qb6+? Qc6+- **11...Kd7** 11...Kc6 12.Qb6+ Kd7 13.Sc5+=
12.Sc5+ Ke8! 12...Kc8 13.Qb7+=
13.Qb8+! refutation to capture 13.Sxe6? Qc6+-
13...Kf7 13...Ke7 14.Qc7+=
14.Qc7+! refutation to capture 14.Qxe5? Qg5+-; 14.Qb7+? Kf6 15.Se4+ (15.Qf3+ Qf4+-) 15...Kg6+-
14...Kg6 14...Kf6? 15.Se4+- **15.Qxe5!** 15.Sxe6? Qxc7 16.Sxc7 h5+-
15...Qd2+ **16.Kf3!** 16.Kg3? Bf5 17.Kf3 Qd1+ 18.Kf2 Qg4+-; 16.Kf1? Bh3+ 17.Kg1 Qg2#; 16.Kg1? or Kh1? 16...Bf5+-

16...Qc3+ 17.Kf2! 17.Kg2? Qh3+ 18.Kg1 Qg4+ 19.Kh2 Bf5—+; 17.Kf4? Qc1+ 18.Kg3 Qg1+ as after 8.Kg3?...15.Qxe5 Qg1+

17...Qd2+ 18.Kf3 positional draw.

In the key position after B5, White can accept the offered sacrifice in two ways. The offer of the sacrifice in the thematic try 6.Rd6? is refuted by Black with the counter-sacrifice 6...Be6+! Therefore, the thematic sacrifice 6.Rc6+! is correct, after which an endgame with a new Q on each side is created. Black still gives an intermediate check 7...Be6+!, after which the wK has only one correct move with a foresight for 10 moves ahead, leading to a positional draw.

D41

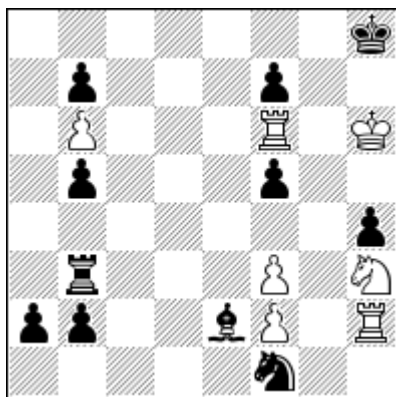


= 4+5

Try: 1.Rc5? thematic Rb2 2.c7 Rb5! thematic

1.Rf4+ Kd3 2.Rc4! thematic **Rb2 3.c7 Rb5+ 4.Kg6!** 4.Kxh6? a2 5.c8=Q a1=Q—+ **4...Rb6+ 5.Kh5!** 5.Kh7? Rb7; 5.Kf5? a2 6.c8=Q (6.Rd4+ Kxd4 7.c8=Q Kd3! (7...a1=Q? 8.Qh8+) 8.Qd8+ Ke2!—+) 6...a1=Q—+ **5...a2** 5...Kxc4 6.c8=Q+ Kb3 7.Qc5!= (7.Qg8+? Kb2 8.Qg7+ Ka2 9.Qg2 (9.Qg1) Rb5+! 10.Kg6 Kb2—+ **6.c8=Q** 6.Rd4+? Kxd4 7.c8=Q Rb5+! 8.Kxh6 a1=Q 9.Qh8+ Re5—+ **6...a1=Q 7.Rd4+!!** thematic 7.Qc5? Qd1+ 8.Rg4 Rb3!! 9.Qc4+ (9.Qd5+ Ke2 10.Qg2+ Ke1 11.Qg1+ Kd2 12.Qd4+ Rd3 13.Qf4+ Ke1 14.Qe4+ Qe2 15.Qxe2+ Kxe2 16.Rg2+ Kd1 17.Rg1+ Kd2 18.Kxh6 Rg3!—+ tablebase) 9...Kd2 10.Qxb3 c1=Q 11.Qd5+ Kc2 12.Qe4+ Kb2 13.Qb7+ Ka1 14.Qa6+ Kb1 15.Qb6+ Qb2 16.Qg6+ (16.Qxh6—+ tablebase) 16...Ka2 17.Qf7+ Qbb3 18.Qf2+ Ka3 19.Qf8+ (19.Qc5+ Kb2 20.Qe5+ Qc3 21.Qg7 Kc2 22.Qxh6—+ tablebase (22.Kxh6—+ tablebase) 19...Kb2 20.Qf6+ Qc3 21.Qb6+ c2 22.Qg6+ Qcd3 23.Qc6+ Kd2 24.Qxh6—+ tablebase **7...Qxd4** 7...Kxd4 8.Qh8+ **8.Qxc2+ Ke3 9.Qe2+ Kf4 10.Qe3+=**

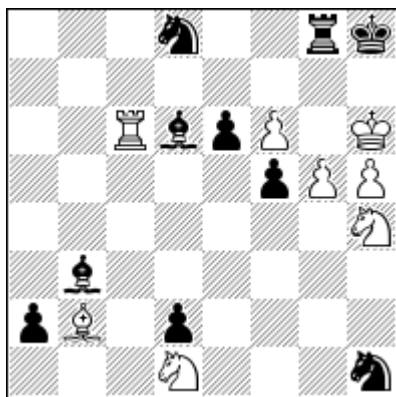
D42



+ 7+11

1.Rg2! 1.Rc6? Rc3! Theme 2.Rxc3 Bc4 3.Re3 Sxe3!; 1.Sg5? Kg8 2.Rxf7 a1=Q! 3.Rxb7 Kf8 4.Sh7+ Ke8 5.Sf6+ Kd8 6.Rd7+ Kc8 7.Rc7+ Kd8= **1...Sg3** 1...Bc4 2.Rc6; 1...b1=Q 2.Rxf7 Qc1+ 3.Rg5 Qc6+ 4.Rg6 Qxg6+ 5.Kxg6 Kg8 6.Rxb7 Kf8 7.Rf7+ Ke8 8.b7+- **2.Rxg3!** 2.Rc6? Rc3! Theme 3.Rxc3 Bc4 4.Re3 Se4! **2...hxg3 3.Rc6!** Theme **3...Rc3** 3...bxc6 4.b7 **4.Rxc3 Bc4** **5.Re3!** Be6 **6.Rd3 f6 7.Rd8+ Bg8 8.Sf4 b1=Q 9.Sg6#** Theme twice.

D43



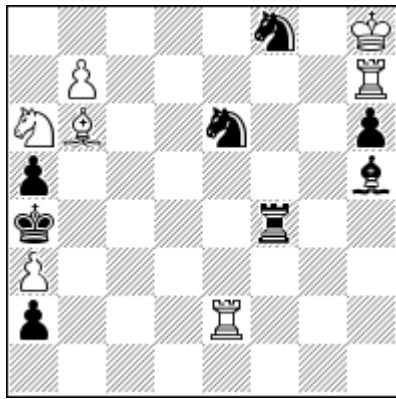
= 8+10

1.Sg6+! 1.f7?! e5! 2.fxgQ+ Kxg8 3.Rc8 (or 3.Rxd6 Sf7+ 4.Kg6 Sxd6 5.h6 Bf7+ 6.Kf6 Sg3—+) also 3...Bf8+ 4.Kg6 Bxd1 5.Rxd8 Sg3!—+, for example 6.h6 Bh5+ 7.Kf6 Se4+ 8.Kxe5 Sd6 etc.—+

1...Rxc6+ 2.hxc6 not 2.Kxc6?? Sxc6 3.f7+ e5!—+ **2...Sf7+! 3.gxf7** 3.Kh5?? Bxd1—+ **3...Bf8+ 4.Kg6 Bxd1** threatens 5.Rc8 or 5.Rc3 **5.Rc8! Bh5+!** **6.Kxh5 d1=Q+** 6...Sg3+?? 7.Kg6 d1=Q 8.Rxf8# **7.Kg6 Qd6!** Here, an attempt to play for stalemate arises: 8.Ba3?! Qxa3 9.Rc2 Qh3! (not 9...Sf2?? 10.Rxf2 Qh3 with stalemate after 11.Rh2! Qxh2) 10.Rh2 Sf2!—+ **8.Be5!!** is right. **8...Qa3** after 8...Qb4 there is also 9.Bc3 Qd6 10.Bb4= **9.Bd6!!** But not 9.Bb2?! a1=Q!—+ — nothing saves 10.Bxa1? 10.Bxa3? 10.Rxf8? Forcing **9...Qxd6** and now **10.Rc2!** White is saved! After **10...Sf2! 11.Rxf2 a1=Q** or 11...Bh6! 12.Rxa2!= Interesting: 12.Rf1?? f4! 13.Kxh6 Qa3!, etc.—+ **12.Rh2+ Qxh2** stalemate.

The wB's precise play in the final part of the study allows White to escape.

D44



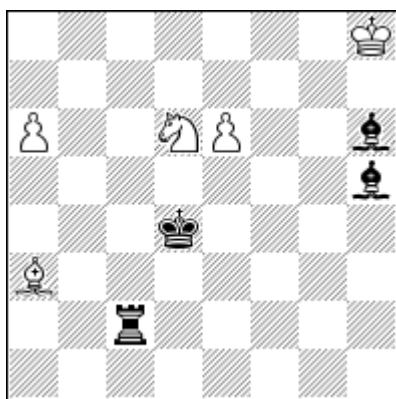
=

7+8

1.Sc5+! Sxc5 2.Rxa2 Sg6+ 3.Kg7! 3.Kg8? Rf8+ 4.Kg7 Se6+ 5.Kxh6 Sgf4+
3...Se6+ switchback **4.Kxh6 Rh4 5.Bf2!** thematic try 5.Re2? switchback, white sacrifice 5...Se5! black refutation sacrifice 6.Re4+ Rxe4 7.Kxh5 Rg4! 8.Be3 Rg2!+; try 5.Bd8? Se7! 6.Bxe7 Rh3 7.Rh2 Rxh2 8.b8=Q Rh3 9.Bh4 (9.Qg3 Rxg3 10.Kxh5 Sf4+ 11.Kh4 Rh3+!) 9...Rxh4 10.Qg3 Rh1 11.Qg2 Bf3+ 12.Qxh1 Bxh1+; 5.b8=Q? Se5! (5...Se7? 6.Qf4+! Sxf4 7.Rxe7=) 6.Qxe5 Be8+ 7.Qh5 Rxh5#
5...Rh3 6.Re2! switchback, thematic sacrifice 6.Rg7? Se7+
6...Bxe2+ 6...Se5? 7.Re4+-
7.Kxg6 Sf8+ 7...Bd3+ 8.Kf6 Rxh7 9.b8=Q=
8.Kf5 Rf3+ 8...Sxh7 9.b8=Q=
9.Ke5!= 9.Ke4? Sxh7 10.b8=Q Sf6+ 11.Kd4 (11.Ke5 Sd7+ fork) 11...Rd3+ 12.Kc5 Sd7+ fork

Black has two mate threats: 1...Sg6+ and 1...a1=Q+. White stops the first threat with a S sacrifice on his 1st move. Then he can capture the bP on a2. The key position arises after 4...Rh4 with further mate threats by Black. The thematic try with the offer of a R sacrifice with its return after 5.Re2? is refuted by Black with his own offer of a S sacrifice after 5...Se5!, in order to gain a winning position at the end of the combination. Even 5.b8=Q? is not enough, which leads to mate. White still has the opportunity to attack the R with his B. However, the try 5.Bd8? leads to a losing position. It is only after the inserted 5.Bf2! Rh3 that the thematic R sacrifice with the R's return 6.Re2! is played, which can no longer be rejected. Black still tries to mislead White after 8...Rf3+, so that after the wrong move 9.Ke4? he can also win his new Q with a fork. However, after the K's only correct move 9.Ke5 White draws, e.g.: 9...Sxh7 10.b8=Q= or 9...Rb3 10.Rh4+ Kxa3 11.Bc5+=

D45

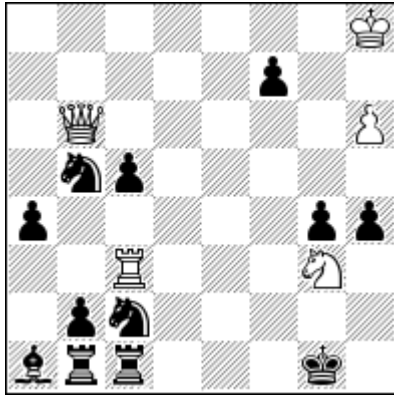


+

5+4

1.a7 1.e7? Rc6 2.a7 Ra6
1...Bf3 1...Bg7+ 2.Kxg7 Rc7+ (2...Bf3 3.e7 Re2 4.e8=Q Rxe8 5.Sxe8) 3.Kf6 Rxa7 4.Sb5+
2.e7 Re2 3.Bb2+! Thematic white sacrifice: B.
 3.Se4?! Thematic try 1 – sacrifice of a S. 3...Bg7+! Black counter-sacrifice. 4.Kg8 (4.Kxg7 Rxe4 5.a8=Q Rxe4+) 4...Bxe4 draw, for example 5.e8=Q Bh7+ (or 5...Bd5+ 6.Qf7 Re8+ 7.Kxg7 Bxf7 8.Kxf7 Ra8) 6.Kf7 Bg6+ 7.Kxg6 Rxe8.
 3.Bc5+?! Thematic try 2 – sacrifice of B. 3...Kd3! (3...Kxc5? 4.Se4+ Rxe4 (4...Bxe4 5.e8=Q) 5.a8=Q+- Syzygy 5...Bg7+ (5...Bd2 6.Qxe4) 6.Kg8 Bc3 7.Qxe4 Bxe4 8.e8=Q) 4.Se4 Thematic white sacrifice of S. 4...Bg7+! Black counter-sacrifice 5.Kg8 Bxe4 6.e8=Q Bd5+
3...Kd3 4.Se4! Thematic white sacrifice of S. **4...Bg7+** Again a good defence, but not sufficient. **5.Bxg7! Rxe4** 5...Bxe4 more easily 6.e8=Q Rh2+ 7.Kg8 Bd5+ 8.Kf8 Rf2+ 9.Bf6 Rxf6+ 10.Kg7
6.a8=Q Rh4+ 7.Bh6! 7.Kg8? Bxa8 8.e8=Q Bd5+ 9.Kf8 Rf4+ 10.Ke7 (10.Bf6 Rxf6+ 11.Kg7 Re6) 10...Re4+
7...Rxh6+ 8.Kg7 Bxa8 9.e8=Q Ra6 10.Qb5+-

D46



=

5+12

1.Se2+! 1.Qxc5+? Scd4 2.Se2+ Kf1 3.Sxd4 Sxd4 4.Qxd4 Rxc3—

1...Kf2 1...Kf1 2.Qxb5+-

2.Rxc5 2.Qxb5? Se3! 3.Qd3 Rxc3 4.Sxc3 Re1—

2...Scd4! 2...Sbd4 3.Rxc2! Rxc2 4.Qxd4+ Kxe2 5.Qxg4+ perpetual check

3.Rxb5! 3.Rf5+? Kxe2—

3...Rc8+ 4.Kh7! logical try 4.Kg7? Rd1 5.Sxd4 b1=Q! 6.Rxb1 Bxd4+ position X with wKg7. 7.Qxd4+ Rxd4—

4...Rd1 5.Sxd4 b1=Q+! **6.Rxb1 Bxd4** position X with wKh7. 6...Rh8+ 7.Kxh8 Bxd4+ 8.Kg8! Bxb6 9.Rxd1+-

7.Rb2+ Kg1 8.Rg2+!!

thematic try-1 8.Qf6? theme 8...Rh8+!! theme (8...Bxf6? 9.Rg2+! Kf1

10.Rf2+ Ke1 11.Re2+ Kxe2 stalemate) 9.Kxh8 Bxf6+— **8...Kh1!** 8...Kxg2

9.Qb7+ perpetual check

9.Rh2+! 9.Qb7?? Rh8#

9...Kxh2 10.Qd6+!

thematic try-2 10.Qb2+? theme 10...Bf2!! theme (10...Bxb2? stalemate)

11.Qxf2+ Kh3 12.Kg7 Rdc1! 13.h7 g3 14.Qf5+ (14.Qf3 a3 15.Qxa3 f5—)

14...Kh2 15.h8=Q R×h8 16.Kxh8 Rc3—

thematic try-3 10.Qb8+? theme 10...Rc7!! theme (10...Rxb8?

stalemate; 10...Be5? 11.Qb2+! theme 11...Kh3 12.Qg2+! theme

12...Kxg2 stalemate) 11.Qxc7+ g3 12.Qf4 h3!—

10...Be5! 10...g3 11.Qxg3+! theme 11...h×g3 stalemate

11.Qd2+! theme 11.Qxe5+? Kh3 12.Kg7 a3—

11...Rxd2 stalemate.

Three thematic tries.