



**WORLD FEDERATION  
FOR CHESS COMPOSITION**

**10<sup>th</sup> WORLD CHESS COMPOSITION  
TOURNAMENT 2016-2017**

**ENTRIES**  
**SECTION G: FAIRIES**

**July 2016**

## Judging countries

Belarus, Bulgaria, Japan, Slovenia, Switzerland  
(India as reserve)

### Theme

In a solution of a helpmate ( $h\neq 2$ ,  $h\neq 2.5$  or  $h\neq 3$ ) with Take & Make fairy condition an "invisible capture" takes place.

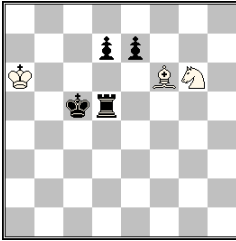
An "invisible capture" occurs when a unit standing on a square **A** can move to a square **B**, but in fact it arrives to square **B** in the "make" part of the move. The result looks like an orthodox move with the additional effect of disappearance of the captured piece. The theme may be implemented by White and/or Black. It is also considered thematic if **A** and **B** are the same square. The move which would have been illegal without the "invisible capture" is also considered thematic.

Set play, multi-solutions and twins are allowed, but not duplex, Polish-type twins (all units change color) or zero-positions. Only an orthodox set without extra ("promoted") pieces may be used. Any side may have two bishops on squares of the same color in the diagram position.

**Take & Make:** Having captured, a piece must immediately, as part of its move, play a non-capturing move in imitation of the captured unit from the capture square ("make" move). If no such move is available, the capture is illegal. Promotion by capture occurs only when a pawn arrives on the promotion rank as the result of a "make" part of move. Checks are as in normal chess: after the notional capture of the checked King, the checking unit does not have to move away from the King's square.

Pawns can never move to the first rank of their own colour and cannot be placed on such rank in diagram position.

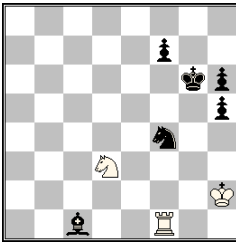
G001



1. ♖c6 ♜xe7-e5 (♜e5?) 2. ♖c5 ♜e7# (♜xe7-e6?)  
 1. ♖d4 ♜xe7-e5 (♜e5?) 2. d5 ♜e7# (♜xe7-e6?)

h#2 (3+4)  
 Take & Make  
 2.1...

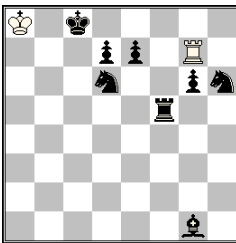
G002



1. h4 ♜xf4-g2+ 2. ♖h5 ♜xc1-f4#  
 1. ♖g5 ♜xf4-e6+ 2. ♖h4 ♜xc1-f4#

h#2 (3+6)  
 Take & Make  
 2.1...

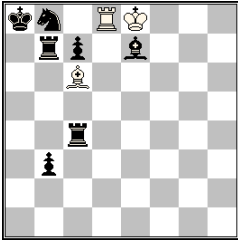
G003



1. ♖c5 ♜xe7-e6 2. ♖c7 ♜xd6-e8#  
 1. ♖f8 ♜xg6-g5 2. ♖d8 ♜xg1-c5#

h#2 (2+8)  
 Take & Make  
 2.1...

G004

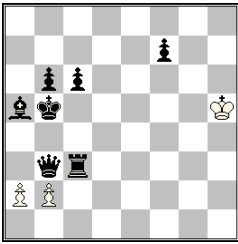


h≠2 (3+7)  
 Take & Make  
 2.1...

1. ♖a4 ♜xb8-d7 2. ♖aa7 ♜xe7-d8♯  
 1. ♙c5 ♜xb7-b5 2. ♙a7 ♜xc4-c6♯

Double invisible capture  
 Switchback in orthodox sense (♜d8-d7-d8 and ♙c6-b5-c6), roundtrip of parallelogram shape by fairy effect (♜d8-b8-d7-e7-d8 and ♙c6-b7-b5-c4-c6)  
 Interchange of functions of the black pieces ♜c4/♙e7 (passive sacrifice/self-block)  
 Pin mate  
 Model mate  
 Meredith

G005

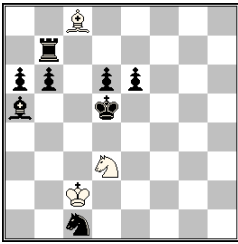


h≠2 (3+7)  
 Take & Make  
 b) ♙a5 ↔ ♜c3

- a)  
 1. ♙a4 axb3-a3 2.b5 bxc3-b3♯  
 b)  
 1. ♜a6 axb3-a4+ 2. ♙a5 bxc3-b4♯

All white moves are thematic  
 Mates are enabled by a negative form of the theme, because black king must not move to the b-file, either directly, or in the „make“-part and remains under attack, either actually, or after the „make“-part of its move

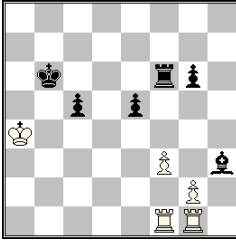
G006



h≠2 (3+8)  
 Take & Make  
 2.1...

1. ♙d2 ♜xd2-c3 2. ♜d7 ♙xd7-b7♯  
 1. ♙c6 ♜xc1-b3 2. ♙b5 ♙xb7-d7♯

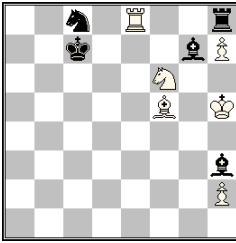
G007



1. ♖xg2-g4 ♜xg4-d7 2. ♜xf3-f4+ ♜xf4-f6#  
 1. ♜xf3-f4+ ♜xf4-f7 2. ♖xg2-g4 ♜xg4-e6#

h#2 (5+6)  
 Take & Make  
 2.1...

G008

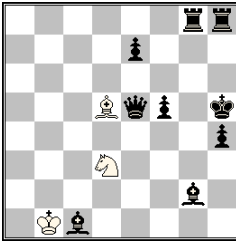


1. ♖xf5-e4 ♜xh8-d8 2. ♔xd8-h8 ♜xe4-g6#  
 1. ♜xe8-e4 ♖xh3-d7 2. ♔xd7-h3 ♜xe4-f4#

Two pairs of reciprocal captures  
 Orthogonal/diagonal transformation  
 Model mates

h#2 (6+5)  
 Take & Make  
 2.1...

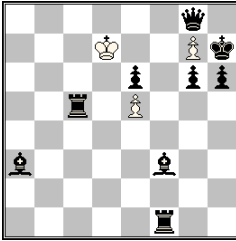
G009



1. ♜h6 ♜xe5-h8 2. ♖g5 ♖xg2-f3#  
 1. ♖h6 ♖xg2-h3 2. ♖g5 ♜xe5-f4#

h#2 (3+9)  
 Take & Make  
 2.1...

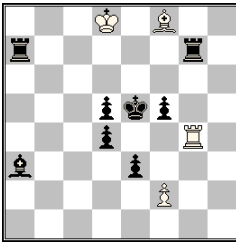
G010



1. ♖c7+ (♖c~?) ♔xc7-d7 2. ♘d6 exd6-f8 ♘†  
 1. ♘c6+ (♘f~?) ♔xc6-d7 2. ♖f6 exf6-f8 ♖†

h≠2 (3+9)  
 Take & Make  
 2.1...

G011

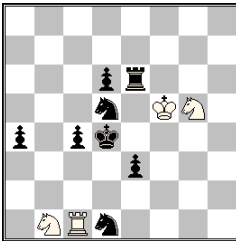


1. ♘xf8-c5 f4+ 2. ♔d6 ♖xg7-g6†  
 1. ♖xg4-g5 f3 2. ♔f4 ♘xa3-d6†

Theme by Black and White  
 Zilahi  
 Model mates

h≠2 (4+8)  
 Take & Make  
 2.1...

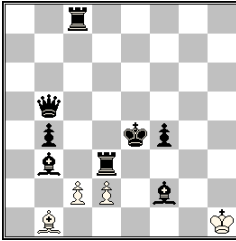
G012



1. ♖e4 ♖c3 2. ♗1xc3-d3 ♘xe4-e6†  
 1. ♗1c3 ♗e4 2. ♖xe4-c5 ♖xc3-d1†

h≠2 (4+8)  
 Take & Make  
 2.1...

G013

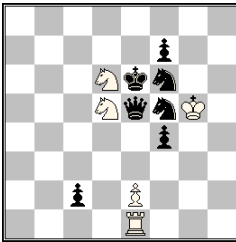


1. ♖f3 d4 2. ♙e3 **cx**b3-c4#  
 1. ♚e5 ♘g2 2. ♙d5 **cx**d3-c3#

"Invisible albino"

h#2 (4+8)  
 Take & Make  
 2.1...

G014

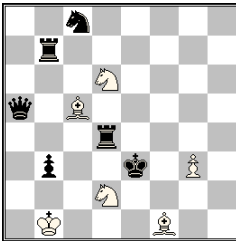


1. ♚xe2-e4 ♘xf6-h5 2. ♙xd5-f6 ♘xe4-e8#  
 1. ♚xe2-e3 ♘xf5-h4 2. ♙xd6-f5 ♘xe3-e7#

All moves are thematic  
 Zilahi  
 Kniest  
 Chameleon echoed model mates

h#2 (5+7)  
 Take & Make  
 2.1...

G015

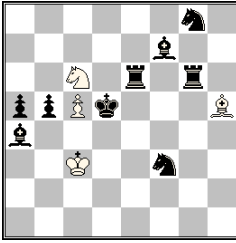


1. ♖f7 ♙xd4-b4 2. ♖f3 ♙xa5-c5#  
 1. ♚a8 ♘xb7-b5 2. ♚f3 ♘xd4-d6#  
 1. ♘xd2-f3 ♘c4 2. ♚g4 ♘xa5-d2#

In the first 2 solutions, both with pseudo-Rundlauf, f3 must be blocked so that the B♖ cannot capture on d2; in the 3rd solution Black deliberately plays this capture so that d2 can be occupied by the mating unit

h#2 (6+6)  
 Take & Make  
 3.1...

G016



h±2 (4+9)

Take & Make  
See solution

a) Diagram

1. ♖xc6-e5 ♗xg6-a6 2. ♗e6 ♗b7#  
1. ♖d6 cxd6-d8 ♔+ 2. ♗e6 ♗xg6-g4#

b) ♗c6 → e5

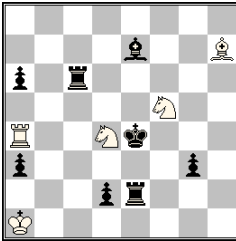
1. ♗f6 ♗xf3-e5 2. ♗d7 ♗f3#  
1. ♗e8 ♗xg6-g4 2. ♗e6 ♗xe8-a8#

c) ♗h5 → d1

1. ♗e5 ♗xa4-c2 2. a4 ♗b4#  
1. ♖xc6-e5 ♗d3 2. ♖c6 ♗xa4-b3#

7 thematic moves in 3x2 solutions

G017



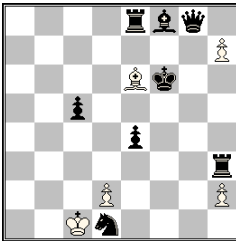
h±2 (5+8)

Take & Make  
2.1...

1. ♖g6 ♗xg6-b6 2. ♗xd4-f3 ♗xe7-h4#  
1. ♗b4 ♖xb4-f8 2. ♗xf5-e3 ♗xc6-c2#

Orthogonal-Diagonal theme

G018



h±2 (5+8)

Take & Make  
See solution

a) Diagram

1. ♗xe6-a2 hxg8-h8 ♖ 2. ♗a1 ♖xh3-a3#

b) ♗e6 → f5

1. ♗e7 hxg8-h8 ♖ 2. ♗d8 ♖xf8-d6#

c) =b) ♗f5 ↔ ♗d1

1. ♗g5 hxg8-h8 ♗ 2. ♗h4 ♗f6#

d) =c) ♗c5 → g5

1. ♗e5 hxg8-h8 ♗ 2. ♗f4 ♗g6#

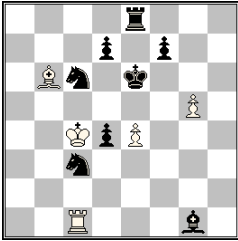
e) =d) ♗d1 → g6

1. ♗g7 ♗f7 2. ♗h6 hxg8-h8 ♖#

AUW in W1 in a-b-c-d, star of B♗ in b-c-d-e



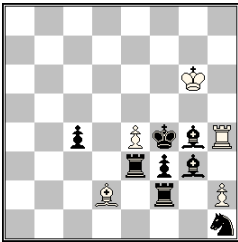
G019



1. ♖e5 ♜xd4-d3 2. ♜e6 ♘g1-h2#  
 1. ♖e7 ♜xc3-d5 2. ♜f8 ♜xc6-e5#

h#2 (5+8)  
 Take & Make  
 2.1...

G020

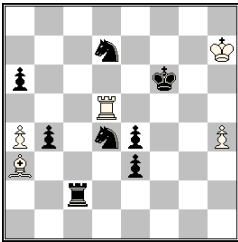


1. ♘h4-h8 ♜xe3-e1 2. ♘e5 ♜xf2-d2#  
 1. ♜xd2-a5 ♜xg4-h3 2. ♜e5 ♜xg3-h4#

Zilahi  
 Switchback  
 Mutual self-blocks on e5  
 2x2 thematic moves

h#2 (5+8)  
 Take & Make  
 2.1...

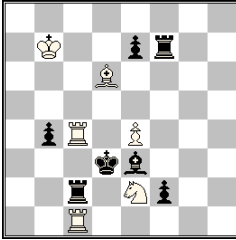
G021



1. ♜b2 ♜xd4-f5+ 2. ♖xf5-h5 ♘xb2-e2#  
 1. ♜c1 ♜xd7-e5 2. ♖xe5-a5 ♘xc1-c7#

h#2 (5+8)  
 Take & Make  
 2.1...

G022

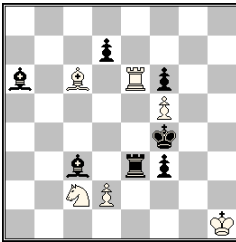


1. **exd6-e5+** ♖4xc2-c7 2. ♔xe2-d4 ♜xf7-d7+

All moves are thematic

h≠2 (6+7)  
Take & Make

G023

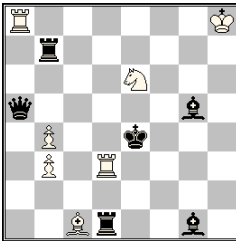


a) 1. **dxex6-d6** ♗xe3-e2+ 2. ♔e5 **dxex3-d4+**  
b) 1. **dxex6-d5** ♜xa6-f1+ 2. ♔e4 **dxex3-d3+**

Pseudo-Pickaninny and pseudo-Albino with the black ♔ mated on adjacent e-file squares; two thematic captures in each phase

h≠2 (6+7)  
Take & Make  
b) ♜f3 → e5

G024

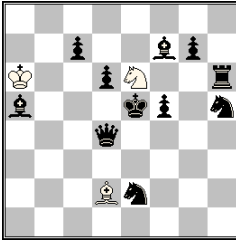


1. ♜xb4-b5 ♜xd1-d4+ 2. ♔xd4-b4 ♜xg5-d2+  
1. ♜xa8-a7 ♜xg5-f4 2. ♔xf4-b8 ♜xd1-d8+

2x3 thematic moves  
Zilahi  
Distant blocks  
Reciprocal change of function W ♜d3/W ♜c1  
All moves are Take&Make

h≠2 (7+6)  
Take & Make  
2.1...

G025

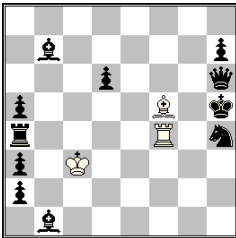


- 1. ♖ef4 ♜xd4-c5 2. ♙d5 ♜xa5-c3#
- 1. ♙d5 ♜xh6-h8 2. ♖hf4 ♜xg7-g5#
- 1. ♖f6 ♜xc7-c5 2. d5 ♜xa5-c7#

3 thematic captures by W ♖  
 W ♙ mating on 3 different squares  
 3 different black self-blocks on d5

h#2 (3+11)  
 Take & Make  
 3.1...

G026

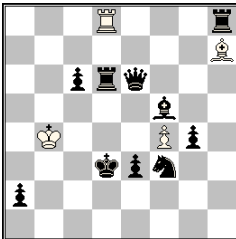


- 1. ♙f8 (♙~?) ♜xb1 -g6+ 2. ♚xg6-b1 ♜xf8-f1#
- 1. ♜c8 (♜~?) ♜xa4-g4 2. ♚xg4-a4 ♜xc8-d7#

Zilahi  
 Paradoxical move at B1  
 Annihilation to evacuate the mate square for the B ♚  
 Mate by thematic invisible capture  
 Model mates

h#2 (3+11)  
 Take & Make  
 2.1...

G027

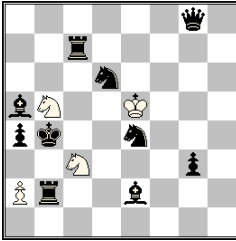


- 1. ♙h6 ♜xf5-g6+ A (♜d7?) 2. ♚d4 ♜xd6-d7# B
- 1. ♙c8 ♜xd6-d7+ B (♜g6?) 2. ♚e4 ♜xf5-g6# A

Double presentation of the theme with exchanged white play,  
 interference of a black Queen's line after her critical move and full  
 orthogonal-diagonal transformation of the play

h#2 (4+10)  
 Take & Make  
 2.1...

G028

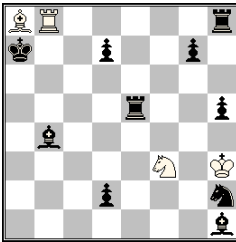


- a)  
**1. ♖xb5-a3 ♔xd6-f5 2. ♗b4 ♜xe2-b5#**  
 b)  
**1. ♜xc3-a4 ♔xe4-f6 2. ♖b4 ♜xc7-c3#**

Grimshaw

h#2 (4+10)  
 Take & Make  
 b) ♗a4 → a3

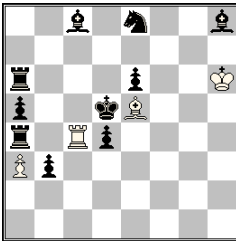
G029



- a)  
**1. ♖xb8-g8 ♜xe5-g5 2. ♗f8 ♜xh1-d5#**  
 b)  
**1. ♖xa8-f3 ♜xb4-c3 2. ♖e3 ♜xh8-f8#**

h#2 (4+10)  
 Take & Make  
 b) ♗f3 → a2

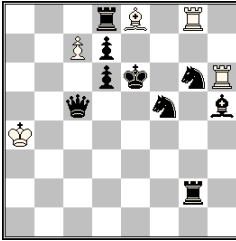
G030



- 1. ♖d6 ♜xa4-c4 2. ♖xc4-a4 ♜xd6-c6#**  
**1. ♗c7 ♜xh8-e5 2. ♖xe5-h8 ♖xc7-e8#**

h#2 (4+10)  
 Take & Make  
 2.1...

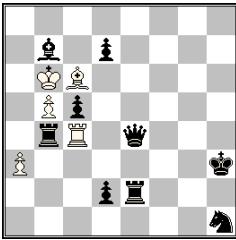
G031



h#2 (5+9)  
 Take & Make  
 b) ♞f5 → f8

- a)  
 1. ♞e5 ♞xg6-h4+ 2. ♜g8-g6 cxd8-g8 ♞#  
 (2...cxd8-g8 ♞#+? 3. ♜g8-g6!)
- b)  
 1. ♞d5 ♜xg6-f4+ 2. ♞xe8-g6 cxd8-e8 ♞#  
 (2...cxd8-e8 ♞#+? 3. ♞xe8-g6!)

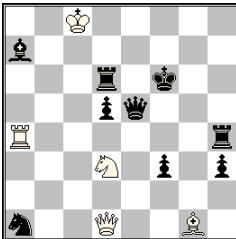
G032



h#2 z (5+9)  
 Take & Make  
 b) ♞h1 → h4

- a)  
 1. ♞h4 ♞xb7-g2+ 2. ♞xg2-a8 ♞xh4-d8#
- b)  
 1. ♞h1 ♞xb4-g4 2. ♞xg4-a4 ♞xh1-d1#

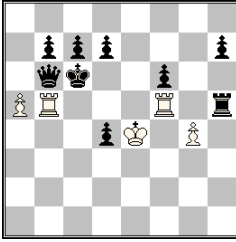
G033



h#2 (5+9)  
 Take & Make  
 2.1...

1. ♜xa4-d4 ♞xe5-e7 2. ♞xe7-c6 ♞xd4-a4#  
 1. ♞xg1-d4 ♞xe5-f5 2. ♞xf5-g3 ♞xd4-g1#
- Orthogonal-diagonal transformation

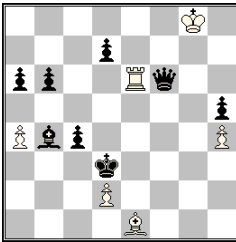
G034



h#2 (5+9)  
 Take & Make  
 b) ♖e4 → a4

- a)  
 1. ♜xf5-h5 gxh5-c5 2. ♛xb5-b6 axb6-b5#  
 b)  
 1. ♛xb5-b6 axb6-c5 2. ♜xf5-h5 gxh5-d5#

G035

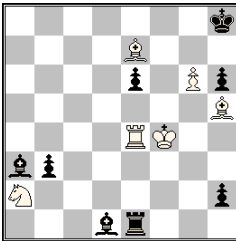


h#2 (6+8)  
 Take & Make  
 2.1...

1. ♖xd2-d3 ♜xb4-d2 (♜d2?) 2. ♖xd2-h6 ♜xf6-d6#  
 1. ♖xd2-d4 ♜xf6-e5 (♜e5?) 2. ♖xe5-a5 ♜xb4-c3#

Dual avoidance on W1 move  
 Zilahi & Model mates  
 Exchange of functions between two pairs of pieces: W♜/W♜ (active sacrifice vs. mating), B♛/B♜ (self-pin & sacrifice for mating line clearance vs. sacrifice to unguard mating square)  
 All 4 moves in each solution are T&M specific

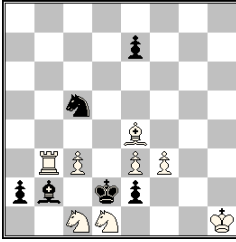
G036



h#2 (6+8)  
 Take & Make  
 b) ♖a2 → c1

- a)  
 1. ♜xe7-b4 ♖xb4-e7 2. ♜xe4-e2 ♜xe2-e5#  
 b)  
 1. ♜xh5-e2 ♖xe2-h5 2. ♜xe7-b4 ♜xb4-f8#

G037

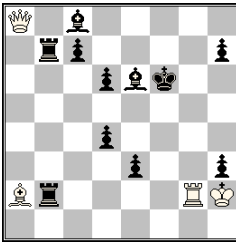


- a)  
 1. ♖xe4-b7 ♜xb2-a3 2. ♚xc1-d3 ♜xb7-d8♯  
 b)  
 1. ♖xb3-b7 ♜xa2-a1 2. ♚xd1-c3 ♜xb7-a5♯

Zilahi. The black moves are thematic

h♯2 (8+6)  
 Take & Make  
 b) ♖c3 → d3

G038

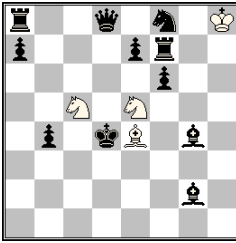


1. ♚e5 ♜xb2-b3 2. ♚d5 ♜xb7-b5♯  
 1. ♚f7 ♜xe6-g4 2. ♚g8 ♜xc8-e6♯

Triple-check mates

h♯2 (4+11)  
 Take & Make  
 2.1...

G039

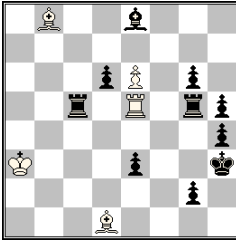


- a) Diagram  
 1. ♜b8 ♜xg4-e6+ 2. ♚xe4-a8 ♜xd8-c7♯  
 b) ♜g4 → a4  
 1. ♜b3 ♜c4 2. ♚xc5-a4 ♜xg2-c6♯  
 c) ♜e7 → e6  
 1. ♜e7 ♜b7 2. ♚xe5-f7 ♜xd8-d6♯

Cyclic Zilahi in B2 (♚xe4/♚xc5/♚xe5)

h♯2 (4+11)  
 Take & Make  
 See solution

G040

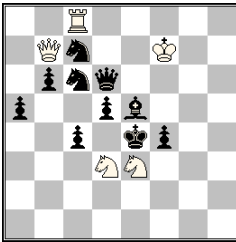


- a)  
 1. d5 ♖xe3-e2 2. ♖e5 ♜xe5-e3♯  
 b)  
 1. ♜xg3-g4 ♙xg4-a4 2. dxe5-d5 ♙xe8-d7♯

Five thematic moves  
 The twin solution shows the theme in all 4 half-moves

h♯2 (5+10)  
 Take & Make  
 b) ♙e6 → g3

G041

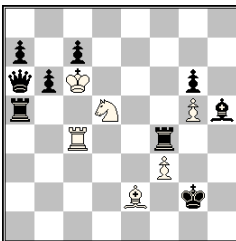


1. d4 ♙xc7-a8 2. ♙xe3-d5 ♜xc6-d8♯  
 1. ♙d4 ♙xc6-b8 2. ♙xd3-e5 ♜xc7-e8♯

Chameleon echo pin-mates  
 Self-blocks on d4 with FLM effects  
 3 pairs of thematic moves

h♯2 (5+10)  
 Take & Make  
 2.1...

G042

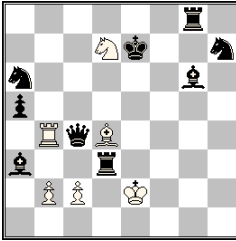


1. ♜xc4-f4 ♙xa6-f1+ 2. ♙xf1-a6 ♙xf4-b4♯  
 1. ♜xf3-f4 ♙xh5-f3+ 2. ♙xf3-h5 ♙xf4-f6♯

h♯2 (6+9)  
 Take & Make  
 2.1...



G043

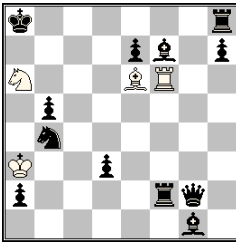


h#2 (6+9)  
 Take & Make  
 b) ♖d7 ↔ ♔e7

- a)  
 1. ♖xb4-b3 cxb3-f7 2. ♔xd7-f8 bxa3-e7#  
 b)  
 1. ♖xd4-c3 bxc3-c7 2. ♔xe7-c8 cxd3-d7#

Double presentation of the theme  
 Invisible capture in B1 is anticipatory line-opening for W2

G044

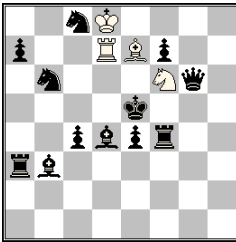


h#2 (4+12)  
 Take & Make  
 2.1...

1. ♖xf6-f3 ♖xb4-a6 2. ♔a7 ♖xf7-d5#  
 (1. ♖f3? ♖xb4-a6 2. ♔a7 ♖xf7-d5 is not mate because of ♖xf6-c6!)
1. ♖xa6-b4 ♖xb4-a6 2. ♔xe6-g8 ♖xf2-f8#  
 (1. ♖xa6-b4 ♖xb4-a6 2. ♔g8? ♖xf2-f8 is not mate because of ♔xe6-c8!)

"Invisible" reciprocal bishop captures  
 "Invisible" reciprocal rook captures  
 "Invisible" reciprocal knight captures  
 Model mates  
 Dual avoidance in both variations  
 Zilahi

G045

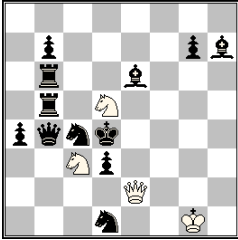


h#2 (4+12)  
 Take & Make  
 See solution

- a) Diagram  
 1. ♖xe7-d6 (♖d6?) ♖xe4-e3 2.f6 ♖e7#
- b) ♔b3 → g8  
 1. ♖xd7-d5 (♖d5?) ♔xa3-h3 2. ♖d6 ♖d7#
- c) ♔e4 → e6  
 1. ♖xf6-e4 (♖e4?) ♔f8 2.f5 ♔g7#

Each thematic black move captures a white piece controlling a square adjacent to the B♖ and self-blocks this square (Bukovina theme)  
 Cyclic change of functions of the ♔e7/♖d7/♖f6 (capture/mating/guard of square) with cyclic Zilahi; three pairs of black self-blocks

G046

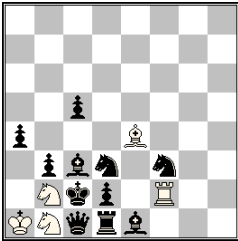


- 1. ♖d2 ♜xe6-g4+ 2. ♔xd5-e3 ♘xb5-d5♯
- 1. ♖e5 ♜xd1-f2+ 2. ♔xc3-e4 ♘xb4-c3♯

2x3 thematic moves  
Zilahi  
D-O transformation of strategy

h♯2 (4+12)  
Take & Make  
2.1...

G047

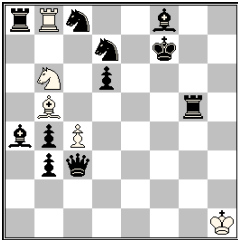


- a) 1. a3 ♜xf3-d4 2. ♘xb2-d3+ ♜xd3-b2♯
- b) 1. c4 ♘xf3-g5 2. ♘b1-d2+ ♘xd2-b1♯

Distant self-blocks by the black pawns  
White batteries (with the roles of rook and bishop reciprocally changed) are forming and acting through the mediation of black knights  
Square-clearance (annihilation) by the black thematic moves and cross-checks

h♯2 (5+11)  
Take & Make  
b) ♜d2 ↔ ♞d3

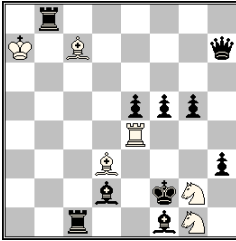
G048



- a) 1. ♘dx6-d5 ♜xa4-e8+ 2. ♔xe8-a4 ♜xa8-a6♯
- b) 1. ♘cx6-c4 ♜xa8-e8 2. ♔xe8-a8 ♘xa4-c6♯

h♯2 (5+11)  
Take & Make  
b) ♖c4 → a7

G049

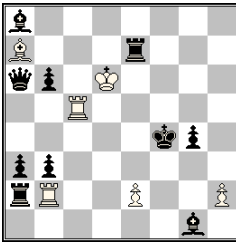


1.fxe4-f4 ♖xh7-c2 2.♔xg2-e3 ♜xb8-b6#  
 1.♔xg1-f3 ♜xe5-e4 2.♔xe4-g4 ♜xf1-e2#

2x4 invisible captures

h#2 (6+10)  
 Take & Make  
 2.1...

G050

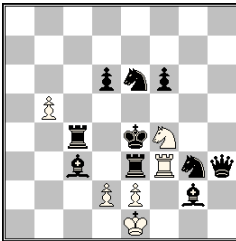


1.bxc5-g5+ ♜xg1-b6 2.♜xe2-e4 ♜xa2-f2#  
 1.♔e3 ♔xe7-e5 2.b5 ♜c3#

Self-blocks, batteries

h#2 (6+10)  
 Take & Make  
 2.1...

G051

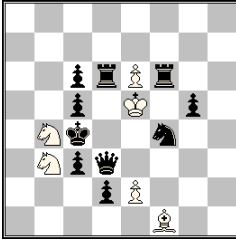


1.♙d4 dxe3-d3+ 2.♔xf3-e3 ♖xg2-d5#  
 1.♔xf4-d5 dxc3-d4 2.♖e4 ♜xh3-f5#

2x3 thematic moves  
 „Invisible Albino“  
 Zilahi

h#2 (6+10)  
 Take & Make  
 2.1...

G052

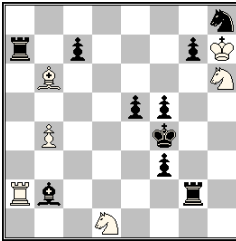


1. ♖f5+ ♔xf5-f6 2. ♘b4-d5 exd3-e4♯  
 1. ♚f3 ♘xf6-f5 2. ♘b3-d4 exf3-e3♯

3 thematic moves in both solutions  
 Take&Make-Albino on the mating moves

h♯2 (6+10)  
 Take & Make  
 2.1...

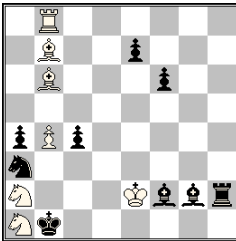
G053



1. ♖f2 ♘h8-g6 2. e4 ♙xf2-h2♯  
 1. ♖g3 ♘b2-c3 2. ♖xa2-f2 ♙xf2-d2♯

h♯2 (6+10)  
 Take & Make  
 2.1...

G054

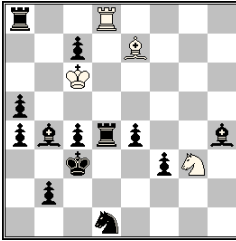


- a)  
 1. ♙xb6-c5 bxc5-f2 2. ♔xa1-c2 ♙xg2-e4♯  
 b)  
 1. ♙xb7-c6 bxc6-g2 2. ♔xa2-c1 ♙xf2-e3♯

2x3 thematic moves; all moves are Take&Make

h♯2 (7+9)  
 Take & Make  
 b) ♙b4 → b5

G055

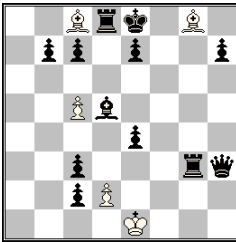


1. ♖bxe7-a3 (♙a3?) ♗e2+ 2. ♔b4 ♜xa8-b8♯ (2... ♖b8+? 3. ♜xb8!)  
 1. ♜dxd8-d3 (♜d3?) ♗f1 2. ♙d4 ♙xh4-f6♯ (2... ♙f6+? 3. ♙xf6!)

White and black thematic moves in each phase  
 Zilahi  
 Black square vacation and self-blocks

h♯2 (4+13)  
 Take & Make  
 2.1...

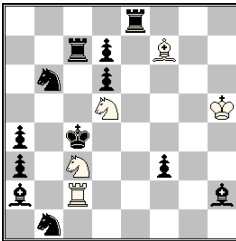
G056



1. ♖e3+ dxe3-d3 2. ♙xg8-c4 dxc4-g8♙♯  
 1. ♜d6 cxd6-c6 2. ♜xc8-d7 cxd7-c8♜♯

h♯2 (5+12)  
 Take & Make  
 2.1...

G057

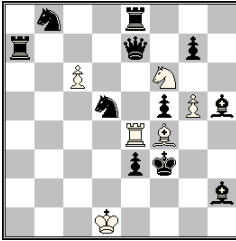


1. ♙xc3-b5 ♙xe8-e1 2. ♜c3 ♗xc3-c7♯  
 1. ♗xd5-b4 ♜xh2-e5 2. ♙d5 ♗xd5-a2♯

After the first move white has mate in one in orthodox chess, but black needs to make a Take&Make sacrifice to allow it

h♯2 (5+12)  
 Take & Make  
 2.1...

G058

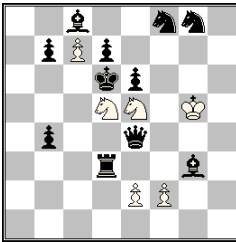


1. ♖f7 ♜xh2-c7 2. ♔xe4-e6 ♝xd5-f4#  
 1. ♚c5 ♜xe8-e4 2. ♜xf4-d6+ ♝xh5-e8#

Black distant blocking and black king's captures of the „invisible capture“ from the second phase

h#2 (6+11)  
 Take & Make  
 2.1...

G059

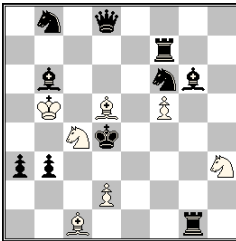


a)  
 1. ♚xe5-f3 exf3-f7 2. ♜xd5-e7 fxg3-d6#  
 b)  
 1. ♚xd5-e3+ fxe3-c5+ 2. ♜xe5-c6 exd3-d5#

"Invisible capturing" in the first black move opens the line for the mating move. Only white pawns in the final positions

h#2 (6+11)  
 Take & Make  
 b) ♜e6 → b5

G060

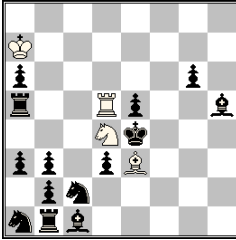


a)  
 1. ♜xd5-e4 ♜xb6-c5 2. ♚xd2-d3 ♝xg1-g5#  
 b)  
 1. ♜xc4-e5 ♜xf7-b7 2. ♚xd2-d4 ♝xg6-f7#

8-fold rendering of the theme where each move is thematic  
 Line-openings for and by the black queen who "makes" two different pawn moves

h#2 (7+10)  
 Take & Make  
 b) ♝h3 → h8

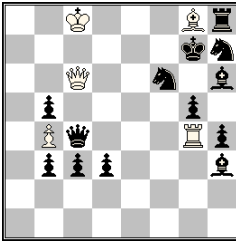
G061



- a) Diagram  
 1. ♖d1 ♜xc2-d4 2. ♙xd4-c2 ♜xa5-c5#
- b) ♜b2 → a4  
 1. ♜e1 ♜xa5-d5 2. ♙xd5-a5 ♜xc1-d2#
- c) ♜d3 → f4  
 1. ♙f3 ♜xc1-e3 2. ♙xe3-c1 ♜xf3-e2#

h#2 (4+14)  
 Take & Make  
 See Solution

G062

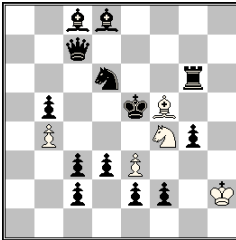


- a)  
 1. ♙d4 ♜xf6-e8 2. ♙xg8-c4 ♜xh8-g8#
- b)  
 1. ♙d5 ♜xf6-d7+ 2. ♙xg4-c4 ♜xh3-g4#

Exchange of roles between three pairs of pieces:  
 W ♙ & W ♙: sacrifice to b ♙ vs. pinning b ♙  
 B ♜h8 & B ♙h3: sacrifice to unguard mating square vs. static pin of white  
 Unpinning, square vacation & anticipatory self-pin by B ♙  
 Check preventing shut-off by W ♙  
 Line clearance by B ♙ for W ♙  
 Pin mates  
 Three out of four moves are Take&Make moves

h#2 (5+13)  
 Take & Make  
 b) ♙g7 → f5

G063

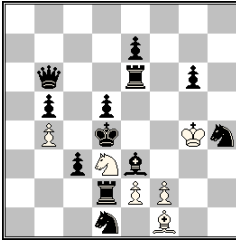


1. ♙xf4-d5 ♜xc8-f5 2. ♙c4 ♜xg6-e6#  
 1. ♙xf5-e4 ♜xg6-e6 2. ♙f3 ♜xd8-g5#

Three thematic moves in every phase

h#2 (5+13)  
 Take & Make  
 2.1...

G064

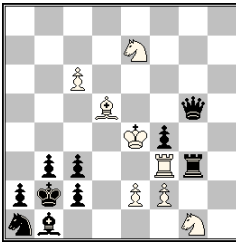


- a)  
 1. ♖b2 fxe3-f4 2. ♜exe2-e4 ♘xb2-c2+  
 b)  
 1. ♙c5 fxe3-f3 2. ♜xe2-e3 ♘xc5-c6+

Theme by Black and White  
 Model mates

h±2 (6+12)  
 Take & Make  
 b) ♜d2 ↔ ♙e3

G065

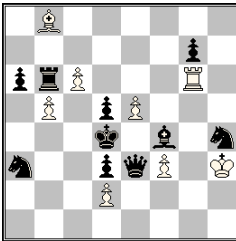


1. ♜xe7-g8 ♘g8-f8 2. ♜xf3-h3 ♘h3-d3+  
 1. ♜xg1-h3 ♘h3-h1 2. ♜xd5-g8 ♘g8-c4+

Extended Zilahi with reciprocal captures and unified double line openings (pairwise reciprocal)

h±2 (8+10)  
 Take & Make  
 2.1...

G066



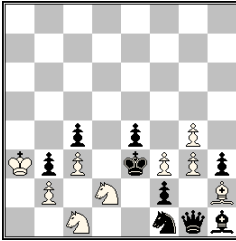
- a)  
 1. ♙e5-e6+ ♜xe6-g4+ 2. ♜xf3-f4 ♙xf4-d6+  
 (2. ♜f4? ♙xf4-d6+ 3. ♘xf3-f4)  
 b)  
 1. ♜xc6-c7 ♙xc7-a7+ 2. ♜xb5-b6 ♜xb6-c6+  
 (2. ♜b6? ♜xb6-c6+ 3. ♘b5-b6)

Thematic captures on W1, B2 and W2 moves

h±2 (8+10)  
 Take & Make  
 b) ♜e3 → a5



G067

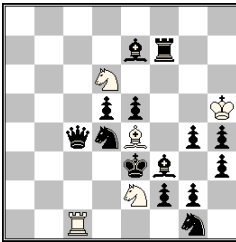


h#2 (9+9)  
 Take & Make  
 b) - ♠f2

- a)  
 1. ♖xh2-g1 ♜xf1-d2 2. ♖h2 ♜f1#  
 b)  
 1. ♜xd2-f1 ♜xg1-h2 2. ♜d2 ♜g1#

2x2 thematic move; reciprocal captures followed by switchbacks

G068

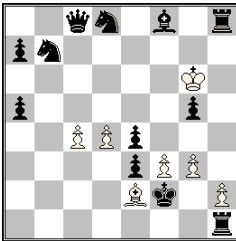


h#2 (5+14)  
 Take & Make  
 2.1...

1. ♜f4 ♜xf3-e4 2. ♜xe4-f3 ♜xc4-c3#  
 1. ♖d3 ♜xd4-e2 2. ♜xe2-d4 ♜xf7-f5#

Active self-blocks (d3&f4) and distant passive self-blocks (on f3&d4) on seemingly guarded squares  
 "White self-blocks" of Take&Make type (on e4&e2)  
 3 pairs of thematic moves  
 4 pairs of pieces interchange functions (♖c4&♜f7, ♜e2&♜e4, ♜d4&♜f3, ♜d6&♜c1)

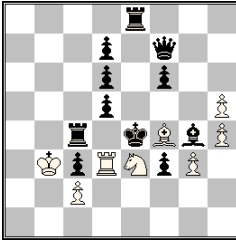
G069



h#2 (7+12)  
 Take & Make  
 2.1...

1. ♖xc4-c5 dxc5-c8 ♖ 2. ♖xe2-a6 ♖xd8-c6#  
 1. ♜8xh2-h4 gxh4-h8 ♖ 2. ♜xf3-f4 ♖xh1-h2#

G070

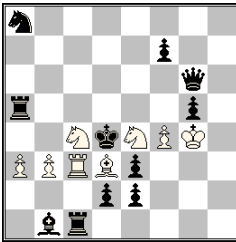


1. ♖xd3-d4 ♜xc4-b4 2. ♜e4 ♜xg4-f5#  
 1. ♜xe3-f5 ♜e3 2. ♜xh5-h6 ♜xh6-h7#  
 1. ♜xf4-e5 ♜xd5-d4 2. ♜e6 ♜xc4-e4#

7-fold rendering of the theme with cyclic Zilahi  
 In the third solution: cross-like moves by the white rook with anticipated self-pin and unpin by the black king

h#2 (8+11)  
 Take & Make  
 3.1...

G071

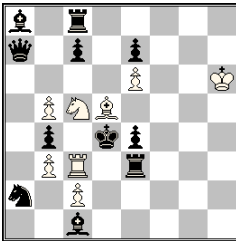


1. ♜xd3-c2 ♜xa5-b5+ 2. ♜xc3-d3 ♜c5#  
 1. ♜xc3-c2 ♜xa5-c5 2. ♜xe4-c3 ♜xg6-f6#  
 1. ♜xe4-d6 ♜xd6-b4 2. ♜xd3-e4 ♜xc1-c4#

Extended cyclic Zilahi  
 Triple play of W ♜c4  
 Specific Take&Make cyclic movement of the black king

h#2 (8+11)  
 Take & Make  
 3.1...

G072

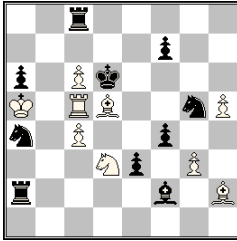


1. ♜xc3-d3+ ♜xe4-e3+ 2. ♜c3 ♜xd3-d1#  
 1. ♜xc5-b7 ♜d3+ 2. ♜c5 ♜xb7-a7#  
 1. ♜xd5-c6 ♜d3 2. ♜d5 ♜xc6-d7#

Cyclic Zilahi

h#2 (8+11)  
 Take & Make  
 3.1...

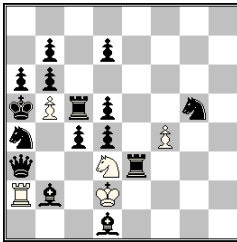
G073



h#2 (9+10)  
Take & Make  
2.1...

1. ♖xc6-c7 ♔xa4-b6 2. ♕xd5-a8 ♜xc7-c8#  
1. ♕xd5-h1 ♞xf2-e1 2. ♞xh2-g1 ♜xc7-c8#

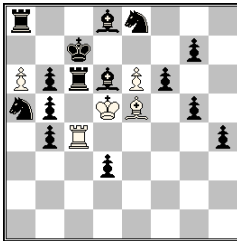
G074



h#2 (5+15)  
Take & Make  
See solution

- a) Diagram  
1. ♕xd3-e5 fxe5-h8 ♙ 2.d3 ♜xb2-c3# (2... ♙c3 +? ♙xc3-~!, 1...fxe5-h8 ♙? 2.d3 ♙xb2-c3+ 3. ♙xc3-a3!)
- b) ♖f4 ↔ ♜b6  
1. ♜c6 bxc6-c8 ♜ 2. ♙f8 ♜xf8-c5# (2. ♙f8 ♜c5+? ♙xc5-~!, 1...bxc6-c8 ♙? 2. ♙f8 ♙xf8-c5+ 3. ♙xc5-a3!)
- c) ♜a2 → h3  
1. ♜xd3-e5 fxe5-e2 2. ♞xh3-d3 exd3-b4#  
(1. ♜e5? fxe5-e2 2. ♞xh3-d3? - illegal!)
- d) ♜a2 ↔ ♜b6  
1.d6 ♜c6 2.bxc6-b6 ♞xc5-c6# (2.b6? ♞xc5-c6? - illegal!)

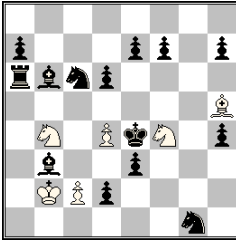
G075



h#2 (5+15)  
Take & Make  
2.1...

1. ♜c8 ♜xd6-h2+ 2. ♞d6 ♜xd6-e4# (2... ♜xd6-f5? 3. ♜xc4-f4!)
1. ♜b8 ♜xc6-c1+ 2. ♞c6 ♜xc6-d4# (2... ♜xc6-a7? 3. ♙xe5-c3!)
- Dual avoidance pin-mates by move of W ♙  
W ♙ mating moves shut of prospective black line (available due to T&M effect) - not possible in orthodox chess  
Exchange of functions between two pairs of pieces: W ♜ & W ♙, B ♜c6 & B ♙d6  
Active sacrifice by black knights

G076

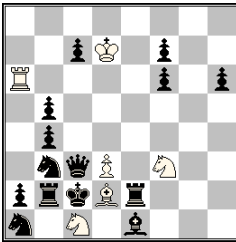


- a)  
**1. ♖xb4-c6 ♜xf7-f5+ 2. ♜xf4-d5 cxb3-c4#**  
 b)  
**1. ♜xc2-c4 ♖xa6-a4 2. ♜xf4-d3 ♖xb6-c5#**

Three theme moves in every solution  
 All moves are Take & Make moves

h#2 (6+14)  
 Take & Make  
 b) ♜d6 → d5

G077

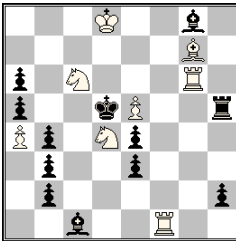


- 1. ♜e5 ♖xb3-c1 2. ♜xc1-b3 ♖xe5-d4#**  
**1. ♖a5 ♜xc3-d2 2. ♜xd2-c3 ♜xa5-c6#**  
 1. ♖~? ♜xc3-d2 2. ♜xc1-b3 ♖d4#  
 1. ♖~? ♜xc3-d2 2. ♜xd2-c3 ♜c6#  
 1. ♜~? ♖xb3-c1 2. ♜xd2-c3 ♜c6#  
 1. ♜~? ♖xb3-c1 2. ♜xc1-b3 ♖d4#

Thematic Black corrections determine anti-dual effects  
 Three pairs of thematic moves

h#2 (6+14)  
 Take & Make  
 2.1...

G078

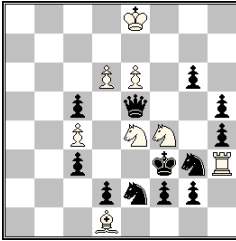


- a)  
**1. ♜xe5-e6 ♖xe6-f6+ 2. ♜xc6-e5 ♖xg8-d5# (2... ♖d5? 3. ♜xd5-f6!)**  
 b)  
**1. ♜xe6-e7+ ♖xe7-f6+ 2. ♜xd4-e6 ♖xh5-d5# (2... ♖d5? 3. ♜xd5-f6!)**

Creation and play of white batteries  
 Interchange of functions of three pairs of pieces  
 Diagonal-orthogonal echo play

h#2 (8+12)  
 Take & Make  
 b) ♖e5 → e6

G079

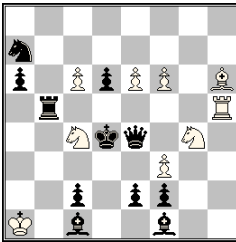


h#2 (8+12)  
Take & Make  
2.1...

1. ♖xd6-d7+ ♜xd7-d3 2. ♘xe4-g3 ♘xe2-f4#  
(3. ♘xf4-e6??, 3. ♘xf4-d3??)  
1. ♖xe6-e7+ ♜xe7-g5 2. ♘f4-e2 ♘g3-e4#  
(3. ♘e4-d6??, 3. ♘e4-g5??)

Interchange of functions of four pairs of pieces (W ♘e4/W ♘f4,  
W ♘d1/W ♞h3, W ♖d6/W ♖e6, B ♘e2/B ♘g3)  
Reciprocal thematic captures of pieces with switchbacks

G080

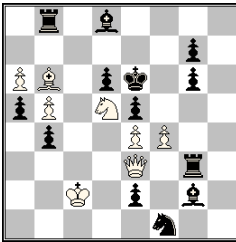


h#2 (9+11)  
Take & Make  
2.1...

1. ♖e4xg4-e3! (-h2?) ♙h6xe3-g5 2. ♘d4xc4-e5 ♙g5xc1-e3#  
(2... ♙g5-e3+? 3. ♙c1xe3-g5!)  
1. ♖e4xg4-e5! (-h2?) ♞h5xe5-g5 2. ♘d4xc4-e3 ♞g5xb5-d5#  
(2... ♞g5-d5+? 3. ♞b5xd5-g5!)

Task: only thematic moves  
Orthogonal-diagonal transformation  
Antizielelement

G081

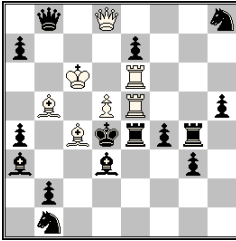


h#2 (8+13)  
Take & Make  
2.1...

1. ♞xe3-f3 ♙xd8-c7 2. ♘xd5-e3 ♙xb8-b6#  
1. ♙xb6-c7 ♞xg3-f3 2. ♘xd5-b6 ♞xf1-e3#

Reciprocal captures of black and white pieces  
Play on same squares (f3&c7)  
Zilahi  
Orthogonal-diagonal correspondence of solutions  
Take&Make specific switchbacks by white

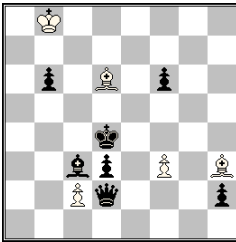
G082



1. ♖xe5-e1 ♜xb8-g8 2. ♙xc4-e2 ♜xg4-g7#  
 1. ♙xc4-f1 ♜xb8-d6 2. ♜xe5-e2 ♜xa3-b4#

h#2 (7+15)  
 Take & Make  
 2.1...

G083

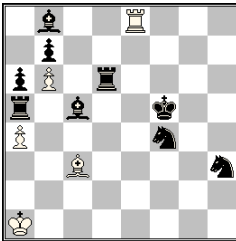


a) 1... ♙e6 2. ♙b4 ♙xb4-d6 3. ♜e3 c3#  
 b) 1... ♙g3 2. ♜g2 ♙xg2-f1 3. ♙d4 cxd3-d2#

Theme by White  
 Specific model mates by ♙

h#2.5 (5+7)  
 Take & Make  
 b) ♜d4 → e3

G084

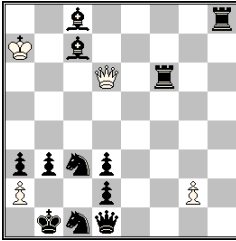


a) 1... ♙e5 2. ♜d8 ♙xb8-e5 3. ♙xe5-b8 ♜xd8-e8#  
 b) 1... ♜e5 2. ♙b4 ♜xa5-e5 3. ♙xe5-a5 ♙xb4-c3#

Zilahi  
 Orthogonal-diagonal transformation  
 Two switchbacks of white pieces in each solution

h#2.5 (5+9)  
 Take & Make  
 b) ♜f5 ↔ ♞f4

G085

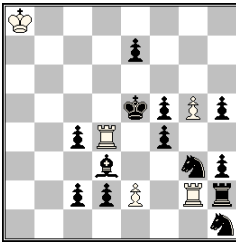


- a)  
**1... ♖xc7-e5 2. ♗h3 gxh3-c8 ♜3. ♔a1 ♜xc3-b1♯**  
 b)  
**1... ♜xf6-c6 2. ♜h3 gxh3-h8 ♗3. ♔c2 ♗xc3-b1♯**

Foresight theme: the motivation of the capture in the first move is understood only in the last move. Sacrifices, minor promotions

h±2.5 (4+12)  
 Take & Make  
 b) ♞c1 → b2

G086

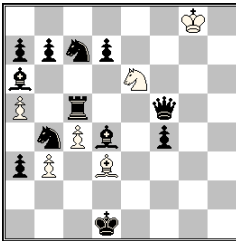


- 1... ♜xh2-g2 2. ♗xe2-♗e4+ ♜xe4-d3 3.c3 ♜gxg3-e2♯**  
**1... exd3-e2 2. ♗xe2-e4 ♜xh2-e2 3.d1 ♜ ♜dxe4-d2♯**

4 thematic captures in each solution, the first being of the A=B type

h±2.5 (5+13)  
 Take & Make  
 2.1...

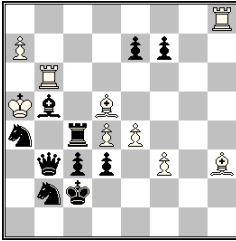
G087



- a)  
**1... ♗xc7-e6 2. ♜xc4-c5 ♗xa6-e2+ 3. ♔xe2-a6 ♗xc5-c7♯**  
 b)  
**1... ♗xc5-e6 2. ♜xb3-b4 ♗xf5-c2+ 3. ♔xc2-a4 ♗xd4-c5♯**

h±2.5 (6+12)  
 Take & Make  
 b) ♜c5 ↔ ♞b4

G088

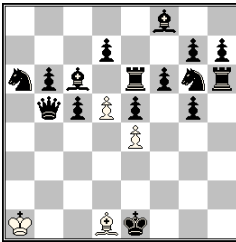


1... ♖xb5-c6 2. ♗b8 ♖xb8-b3 3. ♕xb3-b7) ♜xc4-c7#  
 (3... ♜xc4-b4#? 4. ♕c7!, 3... ♜c7#? 4. ♜xc7-c6!)  
 1... ♙xc4-c6 2. ♗e6 ♙xe6-b3+ 3. ♕xb3-e6 ♙xb5-d7#  
 (3... ♙xb5-c4#? 4. ♕d7!, 3... ♙d7#? 4. ♙xd7-c6!)

Grimshaw, black sacrifice, white sacrifice. The theme appears twice in the white moves and once in the refutation of the try in the mating move

h#2.5 (9+10)  
 Take & Make  
 2.1...

G089

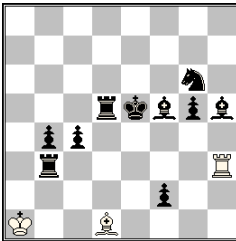


a)  
 1... dxe6-e8 ♗ 2. ♕xd1-h5 ♗xg6-e7 3. ♕g6 ♗e8#  
 b)  
 1... dxc6-a8 ♗ 2. ♕xe1-a5 ♗xa6-b8 3. ♕a6 ♗a8#

The thematic requirement is based on Kniest theme. Rundlauf of the promoted Queen in both phases

h#2.5 (4+16)  
 Take & Make  
 b) ♙d1 ↔ ♗e1

G090



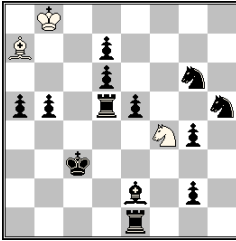
1. ♕d4 ♙xb3-f3 2. ♕c3 ♙xh5-f3 3. ♕b3 ♙xd5-d1#  
 1. ♕f4 ♙xh5-f3+ 2. ♕g4 ♙xb3-f3 3. ♕h5 ♙xf5-h3#

B♖ walks in two directions  
 "Windscreen wipers" theme

h#3 (3+10)  
 Take & Make  
 2.1...



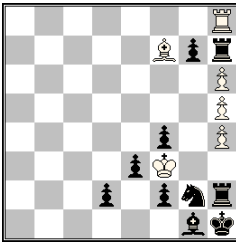
G091



1. ♖d2 ♜xe2-d3 2. ♕e2 ♜f4+ 3. ♖f1 ♜xh5-g3#  
 1. ♖c4 ♜xd5-d3 2. ♕d5 ♜f4+ 3. ♖c6 ♜xg6-e7#

h#3 (3+13)  
 Take & Make  
 2.1...

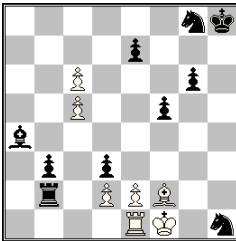
G092



1. ♜xh6-h7 ♕xf4-f3 2. ♜xh5-h6 ♕xg2-f4 3. ♜6xh4-h5 ♜xh5-d5#  
 6 invisible captures

h#3 (6+10)  
 Take & Make

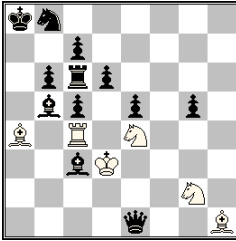
G093



1. dxe2-e4 ♜xe4-e3 2. ♜xd2-d4 ♜h3+ 3. ♜h4 ♜xh4-d4#  
 1. dxe2-e3 ♜xe3-e2 2. ♜xc6-c7 ♜d4+ 3. ♜e5 ♜xe5-h2#

h#3 (7+10)  
 Take & Make  
 2.1...

G094

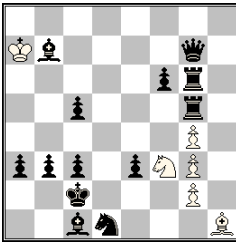


h#3 (6+12)  
Take & Make

1. ♖xe4-f2 ♜xc5-c4 2. ♖xg2-e1 ♜xc6-c4+ 3. ♙xa4-c6 ♜xc6-a4#  
(2. ♖xg2-f4,h4? ... 4. ♖xa4-e4!)

6 successive thematic moves in the solution; 7 in the try  
Roundtrip by the black queen

G095



h#3 (6+13)  
Take & Make

1. ♜xg4-g5 ♜xg5-e5 2. ♜xg3-g4 ♜xg4-c4 3. ♖xg2-g3 ♙xb7-e4#

Only one solution, but a maximum task: all six moves are thematic