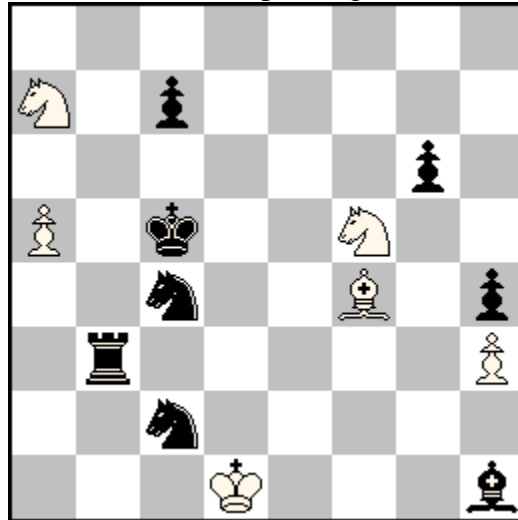


**No.1**

Kostas Prentos

KoBulChess.com, 2013 (No.228, 06.08.2013)

(Award pending)



hs#4½      b) ♞c2→f7      (6+8) C+

[8/S1p5/6p1/P1k2S2/2s2L1p/1t5P/2s5/3K3l]

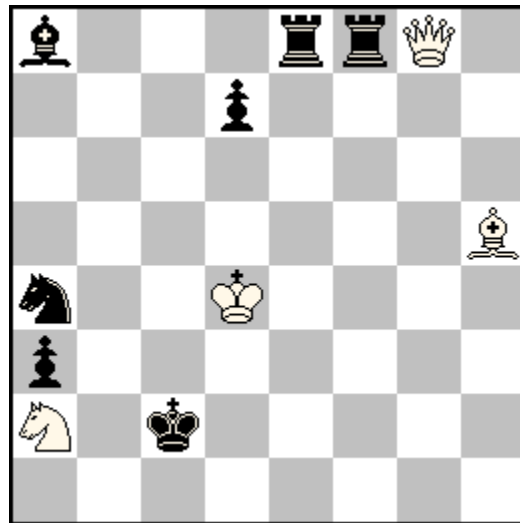
- a) 1...Tb8 2.Kc1 Lb7 3.Kb1 Ld5+ 4.Ka2 c6 5.Ld6+ Sxd6#
- b) 1...La8 2.Ke2 Tb7 3.Kf3 Tb4+ 4.Kg4 Ld5 5.Le3+ Sxe3#

Reciprocal battery creation with critical play allows the white King to pass through.  
Indian.  
Zabunov.  
Anderssen.

C+ Popeye

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**No.2**  
 Kostas Prentos  
 Tzuica TT, WCCC Ostroda 2015  
 2<sup>nd</sup> Prize



hs#3½      b) - ♘a2      (4+7) C+

[l3ttD1/3p4/8/7L/s2K4/p7/S1k5/8]

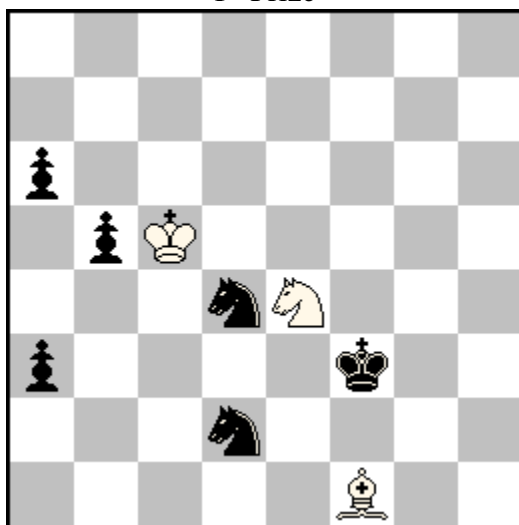
- a) 1...Lh1 2.Dg2+ Kb3 3.Kd5 Tf1 4.Ld1+ Txd1#  
 b) 1...Te1 2.Le2 Sb2 3.Ke3 Kc3 4.Dc4+ Sxc4#

Creation of pins, with long critical moves, in a very economical setting.  
 Pin mates.

C+ WinChloe

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**No.3**  
 Kostas Prentos  
 Bulgarian Wine TT, WCCC Batumi 2013  
 1<sup>st</sup> Prize



h#2      b) ♞d4→b4      (3+6) C+

c) ♞d2→e3

Anti Take & Make

Take & Make

[8/8/p7/1pK5/3sS3/p4k2/3s4/5L2]

- a) 1.Kxe4→g3(+wSg5) Kxd4→f5(+bSf3) 2.Sxf1→g2(+wLe2) Lxf3→h4(+bSh2)#  
 b) 1.Sxf1→d3(+wLc4)+ Kxb4→d5(+bSc2) 2.Kxe4→c3(+wSc5) Lxd3→b4(+bSb2)#  
 c) 1.Kxe4→d2(+wSf2) Kxd4→f3(+bSc2) 2.Sxf1→d3(+wLc4) Lxd3→e1(+bSc1)#

Three specific echo model mates.  
 Priority to Anti Take & Make.

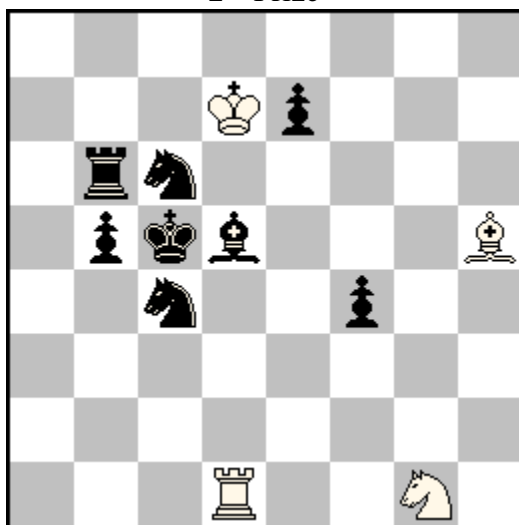
C+ WinChloe

**Anti Take & Make:** When a capture takes place (*take*), the **captured** unit (Kings excluded) must be reborn by playing a non capturing move (*make*), from the square on which it was captured. If the captured unit is unable to move, the capture is illegal.

**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. If no such move is available, the capture is illegal.

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**No.4**  
 Kostas Prentos  
 Sake TT, WCCC Batumi 2013  
 2<sup>nd</sup> Prize



h#2      b) ♔d7→c7      (4+8) C+  
 Face-to-Face

[8/3Kp3/1ts5/1pkl3L/2s2p2/8/8/3T2S1]

- a) 1.Sb4! (1.Sd4?) Se2 2.Th6 Sd4#  
 b) 1.Sd4! (1.Sb4?) Lf7 2.Lg2 Td3#

In the first solution, the wS pins the bS on the diagonal, and the wT gives mate by assuming the move powers of the pinned black Knight. In the second solution, the wL pins the bL on the rank, and the wS gives mate by assuming the move powers of the pinned black Bishop. In both phases, the black thematic pieces cannot move to parry the check, because they are pinned. Specific pin-mates.

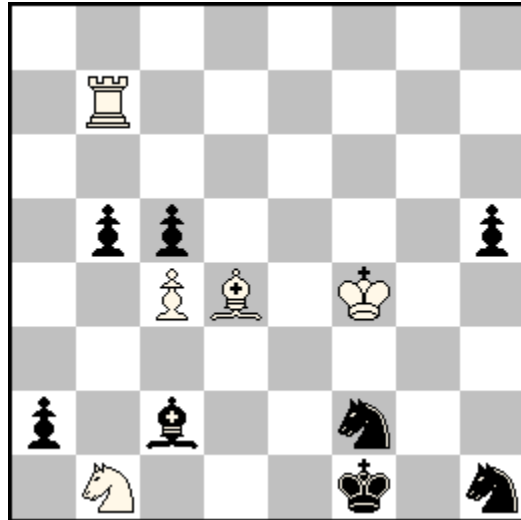
Dual avoidance: Depending on the white King's position, one of the mates fails due to illegal self-check, which is caused by the white mating move (2...Td3?? is illegal when the wK stands on d7 and 2...Sd4?? is illegal when the wK stands on c7).

C+ WinChloe

**Face-to-Face:** When pieces of opposite colors directly confront with each other on the same file, they exchange their roles.

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**No.5**  
 Kostas Prentos  
 Bulgarian Wine TT, WCCC Bern 2014  
 6<sup>th</sup> Prize



h#2                      2.1.1.1                      (5+8) C+  
 SneK Chess

*[8/1T6/8/1pp4p/2PL1K2/8/p1l2s2/1S3k1s]*

- i) 1.cxd4(Lb1) Lxc2(Lh1) 2.Lxb7(Tc2) Txf2(rSf1)#
- ii) 1.bxc4 Lxf2(rSf1) 2.Lxb1(rSf4) Txb1(rLf1)#

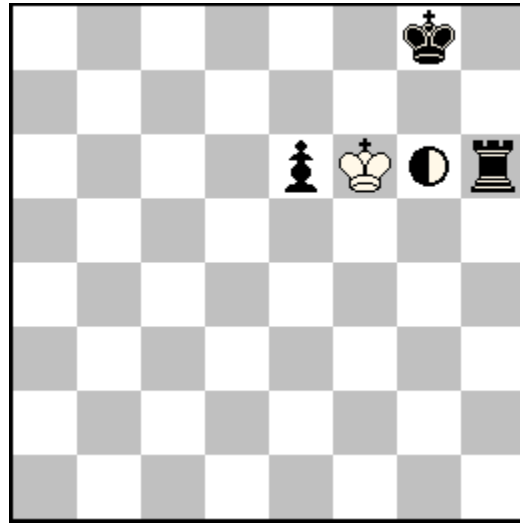
Complicated combination of transformations to reach the final mating positions, each time by a different wT forming a Zhilahi: In i) the original Rook is captured and the Sb1 transforms into Rook and delivers mate on f2, by transforming the black King into Royal Knight. In ii) the two Kings transform into Royal pieces and the original Rook gives mate on b1, while the wSb1 is captured. The wTb1 is protected through the transformation into Rook of wLf2.

C+ WinChloe

**SneK Chess:** When a piece is captured, another piece of the same color and immediately below in the sequence (Pawn)>King>Knight>Bishop>Rook>Queen transforms into a piece of the same type as the captured one. If no such piece exists, the capture is normal. When there is a choice, the capturing side decides which piece will be transformed.

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**No.6**  
 Kostas Prentos  
 Christmas Blitz Tourney, Julia's Fairies 2014  
 (juliasfairies.com, 31.12.2014)  
 1<sup>st</sup>-2<sup>nd</sup> Prize e.a.



hs#3½      2.1.1...      (1+3+1) C+  
 ●=Imitator

*[Kf6 – Kg8, Th6, Pe6 - Ig6]*

- i) 1...Th7{Ig7} 2.Kg5{Ih6} Tf7{If6} 3.Kh6{Ig7} Tg7{Ih7} 4.Kh7{Ih8} Kf8{Ig8}#
- ii) 1...Kh7{Ih5}+ 2.Ke7{Ig6} Tg6{If6} 3.Kf8{Ig7} Tg7{Ig8} 4.Kg8{Ih8} Kh6{Ih7}#

A single white King, with the help of the Imitator, forces two echo-selfmates, by means of Zugzwang.

C+ WinChloe

**Imitator (I)**: When any piece moves, the Imitator (or a set of Imitators) moves simultaneously in an identical manner. The Imitator cannot move on its own. A move is illegal, if the Imitator cannot imitate the move. The Imitator may only pass through or enter an unoccupied square and cannot move off the board.

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