Thesis „Chess in works of Vladimir Nabokov – world and destiny modelling as a chess game“ does not observe specific author's work (novel of „russian period“) only with chess game aspect, but also from angle creating and solving chess problems. Especially in this activity Nabokov viewed analogy between writer and his readers. All these relationships in his works we tried to cipher out, analyze and aplicate in a wider criterion in his writting.

If we describe chess and chess problems as a fable of this thesis, then we find its topic as a creation and all difficulties connected to it: creation of brand new worlds with its specifics codes, author's uneasy inheritance and recipients edification.

At first, we evolved all these aspects in allready mentioned novels of russian period („from Mary to The Gift“), so we could deal with these aspects in details in Nabokov´s novel The Defence, something like Nabokov´s manifest of creative approaches.

Each thesis's chapter is lead with chess inclosure, where is not only simple commentary of chess history and rules of this king's game, but we also analyze author's one chess problem. And in its composition we find parallel with constructive principels in his novels.