

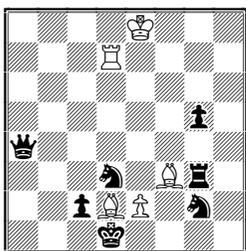
FAIRINGS...

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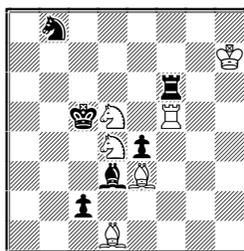
Another issue in the same month?! Well, recent weather has been pretty bad here... For convenience, all the necessary definitions appear on a second page. Thanks to a reader for suggesting this. Best wishes to all.

1.



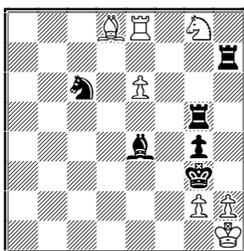
h#2 2 solutions
DiagramCirce

2. à Pierre: merci!



h#2 2 solutions
Take&Make

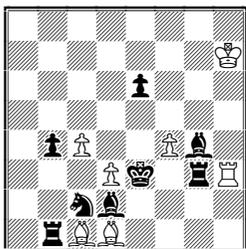
3.



h#2 2 solutions
antiCirce Cheylan

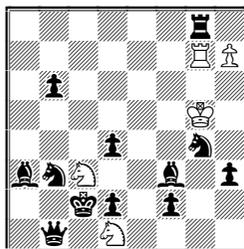
1 1.Sf2 Bxg2 2.Rxg2[Bf3] e3# (e4?) & 1.Sb4 Bxg5 2.Rxg5[Bd2] e4# (e3?) Short h#s are really not suited to DiagramCirce. 2 1.Bf1 Rxf1-b5+ 2.Kxd4-f5 Sc7# (Sf4?) & 1.Rh6 Bxh6-b6+ 2.Kxd5-e3 Sb3# (Sf3?) It was Pierre Tritten who introduced me to T&M. 3 1.Rxg8[>a8] Rh8 2.Kxh2[>e8] Kh2# & 1.Sxd8[>b8] Rc8 2.Kxg2[>e8] Kg2# If you prefer the usual antiCirce (Calvet) then you can adjust it by Rg5>g6, Rh7>h6, Pg4>g5 & +BPh7, but I cannot see why you would!

4.



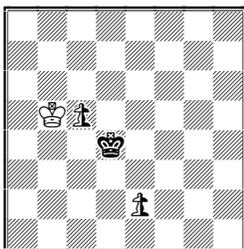
h#2 2 solutions
Take&Make

5.



h#2 2 solutions
Take&Make

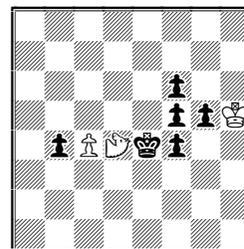
6.



h#2½ neutral **super**-Ps
a) Mirror- b) anti-Circe

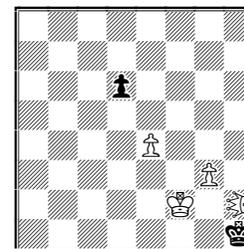
4 1.Kxd3-d4 Bxg4-f5 2.Ra3 Bxa3-a7# & 1.Kxf4-f5 Bxc2-d4 2.Bh6 Rxh6-f8# My favourite "action behind the BK" idea. Well done if you solved it! 5 1.Kxc3-a2 hxg8-f8=S 2.Bxf8-d7 Rxd7-a4# & 1.Kxd1-e3 hxg8-a8=S 2.Bxa8-c7 Rxc7-g3# Phoenix slaughter. 6 a) 1...nSPe5 2.Kc3 nSPc8=nQ+ 3.nQh8 nSPxh8=nB[nQd1]# b) 1...nSPe8=nR 2.nSPc1=nS nSe2+ 3.Kd5 Kc5# Not so usual an AUW, perhaps.

7.



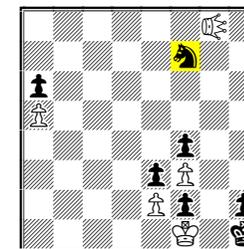
h#3½ PWC dragon
b) rotate a1=>a8 (♙e1)

8.



h#4* T&M+PWC
b) ♙f2>f1 contraG♗

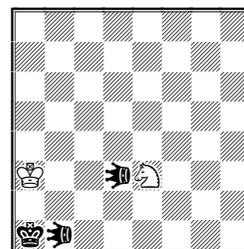
9.



h#4 2 sols chameleon
G2 ♘e b) ♘g8>c5

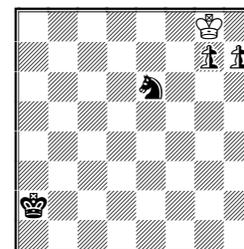
7 a) 1...DRe2 2.Ke5 DRe4 3.Ke6 DRxf5[Pe4]+ 4.Kxf5[DRe6] DRd4# b) 1...DRxe3 [Pd5]+ 2.Kxe3[DRd4] DRxe2[Pd4] 3.Ke4 DRe3 4.Kxe3[DRd4] DRxd5[Pe4]# Round and round we go. 8 Set: 1...CGxd6-d5[Ph2]# in both. Sol: a) 1.d5 Kf3 2.dxe4-e5 [Pd5] CGxe5-e4[Ph2]+ 3.Kg1 CGc6 4.Kh1 Kf2# b) 1.d5 CGe5 2.d4 CGe3 3.dxe3-e5 [CGd4] CGf4 4.exf4-h2[CGe5] CGe1# 9 a) 1.cSg5=cB G2g3 2.cBh6=cR G2d6 3.cRf6=cQ G2h6 4.cQe6=cS G2c6# & 1.cSd8=cB G2b8 2.cBb6=cR G2b4 3.cRb5=cQ G2b7+ 4.cQc6=cS G2e4# b) 1.cSd6=cB G2f8 2.cBe7=cR G2c5 3.cRe5=cQ G2g5 4.cQf5=cS G2d5# & 1.cSe5=cB G2g5 2.cBf6=cR G2d8 3.cRf8=cQ G2h8 4.cQc8=cS G2a8# 4 chameleon cycles, and 23 squares visited, but mate from b7 eluded me.

10.



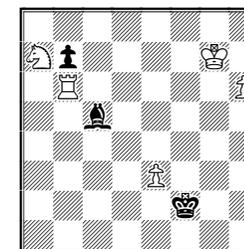
h#7 a) AssassinCirce
b) PWC locust ♗

11.



ser-h#7 a) PWC
b) VerticalMirrorCirce

12.



ser-h#7 PWC
b) ♗c5 <-> ♗e3

10 a) 1.Lxe3-f3[Sg1] Se2 2.Lxe2-d1[Sb1;-bL] Kb4 3.Ka2 Kc4 4.Lxb1-a1[Sb1] Sc3+ 5.Kb2 Sa2 6.Lxa2-a3[Sb1] Sc3 7.Ka1 Kb3# b) 1.Lxe3-f3[Sd3] Sc1 2.Lxc1-d1[Sb1] Kb4 3.Kxb1[Sa1] Sb3 4.Lxb3-a3[Sf3]+ Kxa3[Lb4] 5.Ka1 Sd2 6.Lxd2-d3[Sd1] Sb2 7.Lxb2-b1[Sb4] Sc2# Mates in which Ls are immobilised next to the mating unit. 11 a) 1.Sf8 2.Sxh7[nPf8=nB] 3.nBb4 4.nBc3 5.nBxg7[nPc3] 6.nPc2 7.nPc1=nQ Kxg7 [nBg8]# b) 1.nPg5 2.Sxg5[nPb2] 3.Kxb2[nPg2] 4.nPg1=nQ 5.nQc5 6.Ka1 7.nQc2 nPh8=nB# A sort of echo. EquipollentCirce fans can try that here too, but it was not intended! 12 a) 1.Kf3 2.Ke4 3.Ke5 4.Bd4 5.Bxb6[Rd4] 6.Bc5 7.Bxa7 [Sc5] Rd5# b) 1.Ke1 2.Bg1 3.Bxc5 [Pg1] 4.Bf2 5.Bxb6[Rf2] 6.Be3 7.Bxa7[Se3] Re2#

Definitions

Circe: Captured units (not Ks) reappear on their game-array squares, of the same colour in the case of pieces, on the file of capture in the case of pawns, and on the promotion square of the file of capture in the case of fairy pieces. If the rebirth square is occupied the capture is normal.

DiagramCirce: Captured units (not Ks) reappear on their diagram squares, provided that they are vacant.

antiCirce (Calvet, the default type): After a capture the capturing piece (Ks included) must immediately be removed to its game array square (necessarily vacant, else the capture is illegal). Captures on the rebirth square are allowed. Game array squares are determined as in Circe.

antiCirce Cheylan: as antiCirce Calvet except that captures on the rebirth square are *not* allowed.

PWC(PlatzWechselCirce): Captured units reappear on the square just vacated by the capturing unit. Pawns appearing on their 1st rank have no moving or checking power until reactivated by being captured again; those appearing on their 8th rank are promoted instantly, at the choice of their own side.

AssassinCirce: As Circe, but when a captured piece reappears it displaces a unit occupying its rebirth square. Thus a K standing on such a square may be checked by attacking a unit which must reappear there.

MirrorCirce: The rebirth squares are those where in Circe the equivalent unit of the *other* colour would be reborn.

VerticalMirrorCirce: Rebirth squares are the left-right reflections of the usual Circe ones.

Take&Make: Every capture ("take") must be complemented by a further step ("make": *not* a capture) by the capturing piece, using the movement of the captured unit, otherwise the capture is illegal. Pawns

may not end up on their own first rank. Captures on the promotion rank lead to promotions only if the pawn is still on the promotion rank after the "make" part of the move. Promotions at the end of the "make" element are normal.

Neutrality: A unit with this characteristic may be regarded as of either colour by the side whose turn it is to play. Neutral pawns promote to neutral pieces.

Chameleon: At the completion of every move, a unit with this characteristic changes type. The types form a cycle which may theoretically be predefined in any way but is usually taken to be the default option S-B-R-Q-S... Promotion may be to a chameleon at any stage in the cycle.

Grasshopper G: Hops on Q-lines over any one unit (the hurdle) to the next square beyond. Q-hopper would be a more sensible name.

Grasshopper-2 G2: As G, but hopping 2 squares past the hurdle.

ContraGrasshopper CG: As G, but in reverse: the hurdle must be adjacent to the CG, which may land anywhere on the line beyond.

Locust L: a piece which moves only to capture. It lands on the same squares as a grasshopper, but the arrival square must be empty, because the locust captures its hurdle.

Dragon DR: a leaper/rider combining S and P; it may be blocked (as a rider) only on a double-step P-move. It may not promote.

SuperPawn SP: behaves exactly as a P except that (when moving or capturing) it may go as far as desired along the usual lines, provided that they are clear, e.g. SPe2-e8=S or SPg2xb7.