Unusually, we have some help-stalemate (h=) or -double stalemate (h= =) problems in this issue. We also have two more imitator (◉) problems, but they will be the last for a while. For convenience Circe / antiCirce is abbreviated to C / aC. I have rightly been taken to task for confusing set mates in one (now marked *) with full set play (now indicated by numbers) – sorry. As usual, definitions are at the end. Thanks for all the letters! Best wishes to all.
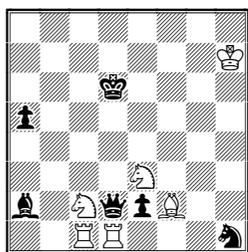
| 1. T&M	2. PWC+Antipodean aC	3. by **Juraj Lörinc**
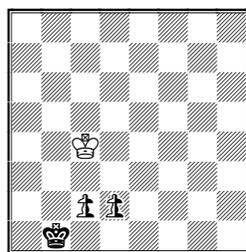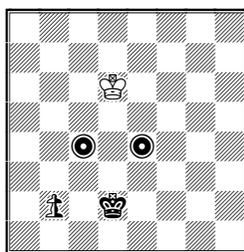
| h#2 b) ♔h7>h3	h#2½ b) ♚b1>e1	h#3½ 3 solutions

1 a) 1.Qxc2-d4 Rc5 2.Kxc5-h5 Rxd4-e5# b) 1.Qxe3-d5 Bc5+ 2.Kxc5-f2 Rxd5-f5#
2 a) 1...nPc3 2.nPd1=nS nSxc3>g7[nPd1=nR]+ 3.Kc2 Kc3# b) 1...Kd3 2.nPc1=nB nBxd2>h6[nPc1=nQ]+ 3.nQf4 Kd2# Each nP promotes and then captures the other so as to set up a WK mate. **3** 1...Ke5[Id3,f3] 2.Kd3[Id4,f4] Kf4[Ie3,g3] 3.nPb1=nQ [Ie2,g2] Kf3[Ie1,g1] 4.nQb2[Ie2,g2] Ke2[Id1,f1]#, 1...Kd5[Ic3,e3] 2.nPb1=nB[Ic2,e2] Ke4[Id1,f1] 3.Kc3[Ic2,e2] Ke3[Ic1,e1] 4.nBc2[Id2,f2] Kd2[Ic1,e1]# and 1...Kc5[Ib3,d3] 2.Ke3[Ic4,e4] Kb4[Ib3,d3] 3.nPb1=nB[Ib2,d2] Ka3[Ia1,c1] 4.Ke4 [Ia2,c2] Ka2[Ia1,c1]# An amazing concept with striking unity. I do hope it is sound!

| 4. Diagram aC	5. Diagram C	6. Diagram aC
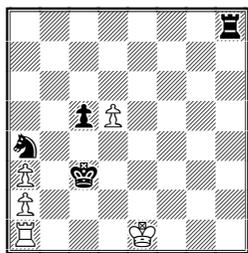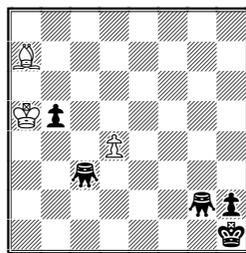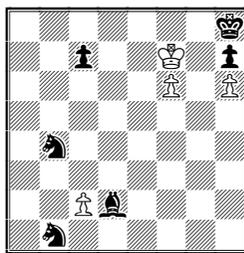
| h=3½	a)h#3½ b)h#4 ♜=G	h=5

4 1...0-0-0 2.Rh1 Rxh1>a1 3.Sb2 Kxb2>e1 4.c4 0-0-0= Well, I *will* have my little joke. **5** a) 1...d5 2.Gc6 dxc6[Gg2] 3.Gb7 cxb7[Gg2] 4.Ga8 bxa8=G[Gg2]# b) 1.Ge5+ dxe5 [Gc3] 2.Gf6 exf6[Gc3] 3.Gg7 fxg7[Gc3] 4.Gh8 gxh8=G[Gc3]# Many thanks to the reader who wrote at length advocating this a/b format as the clearest way of stipulating problems with full length set play – I agree! **6** 1.Sd3 cxd3>c2 2.Bb4 c3 3.Sd2 cxb4 >c2 4.Sb3 cxb3>c2 5.c5 c4= A DiagramantiCirce-specific albino.

7. Diagram aC	8. T&M+Symmetry C	9. T&M+Antipodean C
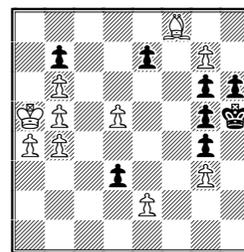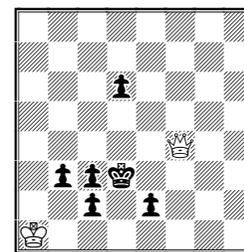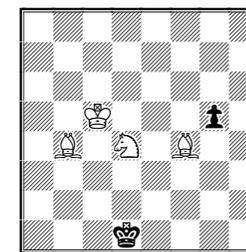
h= =5	ser-h#3 *	ser-h#5 *

7 1.e6 Bd6 2.exd5>e7 g8=S 3.exd6>e7 Sf6+ 4.exf6>e7 exd3>e2 5.e5 e4 = = And this time we have the four possible first moves of a single black pawn, again in a DiagramantiCirce-specific sequence. For the stalemate, the Ks must not be next to capturable units. **8** Set: 1...Qxd6-d5[Pe3]# Solution: 1.c1=B 2.Bxf4-f7[Qc5] 3.dxc5-e3[Qf4] Qxf7-d5[Bc2]# Mutual captures (Q/Pe6 and Q/B) plus a change of route to d5. **9** Set: 1...Bxg5-g4[Pc1=B]# Solution: 1.gxf4-h2[Bb8] 2.h1=R 3.Rh8 4.Rxb8-a7[Bf4] 5.Ra5+ Bxa5-a4[Re1]# Change of rebirth-block with side-to-side switch.

10. Couscous	11. Symmetry C	12. Symmetry aC
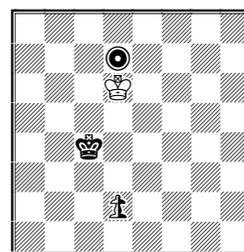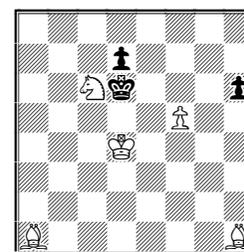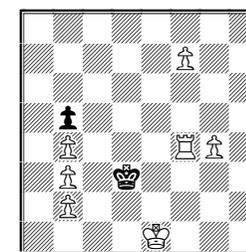
ser-h#6 2 solutions	ser-h#17	ser-h#20

10 1.Kb3[Ic6] 2.Kb2[Ic5] 3.nPd1=nQ[Ic4] 4.nQg4[If7] 5.Kc1[Ig6] 6.nQe6[Ie8]+ Kxe6 [nQe1][If8]# & 1.Kd3[Ie6] 2.Ke2[If5] 3.nPd1=nR[If4] 4.nRc1[Ie4] 5.Kf1[If3] 6.nRc6 [If8]+ Kxc6[nRe1][Ie8]# Balanced solutions with promotion change. **11** 1.Kc7 2.d5 3.Kd7 **7**.Kxf5[Pc4] 8.Ke6 9.Kd6 10.dxc4[Pf5] 11.c3 **13**.c1=R 14.Rxh1[Ba8] (Rxa1?) 15.Rxa1[Bh8] 16.Ra7 17.Rd7 Be5# Circuits (BK, BP=R). If the B is left on

h1 then Black eludes the mate by Kxc6[Sf3]!   **12** 1.Kc2 2.Kxb3>g6 3.Kxf7 >c2 4.Kb3 5.Kxb4>g5 6.b4 7.Kxg4>b5 8.Ka4 9.Kb3 10.Kxb2>g7 <u>13</u>.b1=S 14.Sc3 15.Kf6 16.Ke5 17.Sd5 18.Ke4 19.Kd3 20.Se7 Kd2# A complicated BK circuit.

This issue's originals

     In the T&M h#2 the mating unit may not be the most obvious one. Yes, **2** shows what you expect, but beyond that I have aimed to include some balance in the thematic play. If you cannot solve **3**, at least please "read" it: the WK play is remarkable. Unfortunately it seems there is no way to computer-test this problem; if you know better, please inform Juraj or me. The h=3½ seems to break the rules, but Popeye and Alybadix do not demur! In the grasshopper problem a great deal of the board is used. Problems **6** and **7** make sequences out of what is usually seen in parallel. The idea behind **8** lies in the relationships between the units which move. In **9** the two bishops of the same colour are of course perfectly usual in T&M; the set play and the solution form a kind of echo. The main idea behind **10** was mate by a distant move. Possibly you may already have seen problem **11** in a magazine, for it was sent for publication some considerable time ago; however I have heard nothing. If you have any information about this do please let me know. Once again this problem uses a lot of the board space. The questions to ask yourself in **12** are how the BP can be put to use and where. Once you have spotted the mate (which can almost be played in the diagram!) the rest is quite solver-friendly

     Except for problem **3** all these problems have been tested by Popeye.

Definitions

Problem types:

Helpmate/helpstalemate (h#/h=): Black plays and helps White to mate him in the stated number of moves, unless that number ends in "½", when it is White who starts. In the case of helpdoublestalemate **(h= =)** the final white move stalemates both sides.

Serieshelpmate (ser-h#): Black plays the stated number of helpful moves while White remains still; then White mates in one. Black may check only on the last move.

Conditions:

T&M (Take&Make): Capturing moves consist of two steps. The capturing step ("take") is complemented by a further step ("make": <u>not</u> a capture) by the capturer, using the movement of the captured unit, else 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" step. Promotions at the end of the "make" step are normal.

PWC (**P**latz**W**echsel**Circe**): 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, while those appearing on their 8th rank are promoted instantly, at the choice of the capturing side.

Circe (rebirth squares): Captured units are reborn on their game array square. R, B & S go to the square of the same colour as the capture; Ps stay on the file of capture; fairy pieces go to the promotion square of the file of capture. (NB: Orthodox neutrals are not fairy pieces!) If the rebirth square is occupied the capture is normal.

antiCirce: After a capture the capturing piece (Ks included) must immediately be removed to its Circe rebirth square (see above). This square must be vacant, else the capture is illegal.

Antipodean antiCirce: As antiCirce but the rebirth square for the capturing piece is the one at a distance of 4,4 from the square where a unit is captured (its "antipodes"). For c5 the antipodes is g1, for e2 it is a6 and so on. This square must be vacant, else the capture is illegal. Pawns reborn on promotion squares promote immediately.

Imitator I: All moves must be exactly imitated in length and direction by the I, else they are illegal. In the case of two imitators, they must both imitate the moves. The I may be blocked by the board edge or by a unit of any colour. However it is not blocked by the moving piece. Thus with If3 and any unit on d1 on an otherwise empty board, a Be4 may play all its usual moves *except* to b1, c2, g2, h1 and h7 – these moves being blocked by the unit on d1 or by the board edge. Note that Be4-f3(Ig2) is perfectly legal. Pawns may not be promoted to imitators, at least never in *Fairings*!

DiagramantiCirce: As antiCirce except that the rebirth square for the capturing unit is the one where it stands in the diagram. Reborn kings and rooks are allowed to castle.

SymmetryCirce: Captured units are reborn on the square which lies at an equal distance (in a straight line) beyond the midpoint of the board. If the rebirth square is occupied the capture is normal.

DiagramCirce: Captured units are reborn on the square which they occupied in the diagram position. If the rebirth square is occupied the capture is normal.

SymmetryantiCirce: Capturing units are reborn on the square which lies at an equal distance (in a straight line) beyond the board's midpoint. Thus a capture on c4 produces a rebirth on f5, and so on. This square must be vacant, else the capture is illegal.

Antipodean Circe: As Circe but the rebirth square for the captured piece is the one at a distance of 4,4 from where a unit is captured (its "antipodes"). Thus a capture on c1 produces a rebirth on g5. If the rebirth square is occupied the capture is normal. Pawns reborn on promotion squares promote immediately.

Couscous: Captured units reappear on the Circe rebirth square (see above) of the capturer. If the rebirth square is occupied the capture is normal. Pawns reborn on promotion squares are promoted instantly, at the choice of the capturing side.

Piece characteristics:

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. For rebirths neutrals are (temporarily) of the colour opposite to that of the capturing piece.

Unorthodox pieces:

Grasshopper G (better: Queenhopper): Hops on Q-lines over any one unit (the hurdle) to the next square beyond.