FAIRINGS…   Nº 41: December 2014

Seasonal greetings to all! And best thanks to all our loyal adherents. Please see page 2 for introductory comments. As usual, definitions are near the end, just before some nostalgia. For **10** please first see the definition of hunters.

1. Phantom Chess
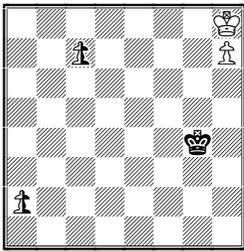
h#2 2sols ♙=neutral P

**2.** Couscous
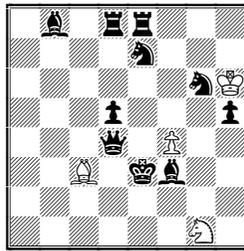
h#2 b) ♙ f4>e5

3. Isardam
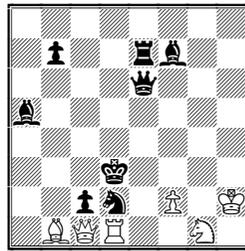
h#2 2 solutions

1 1.nPa1=nS nS-g1-f3 2.Kh3 nPc8=nB# & 1.nPa1=nB+ nB-c1-g5 2.nBd8 nPc8=nQ# Double check mates from a single piece. The Ph7 guards g3.   **2** a) 1.Se5 fxe5[Se2] 2.Bxe5[Pf8=Q] Qxf3[Bd1]# b) 1.Bd6 exd6[Bd2] 2.Rxd6[Ph8=Q] Qxd4[Qd1]# Cf. *Fairings* 40/3.   **3** 1.Qd7 Qxd2 2.Be6 Qb4# & 1.Qg6 Qxc2 2.Re6 Qc5# Interferences.

4. Take and Make
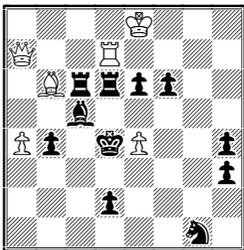
h#2 b)♕a7>d8

5. Take and Make
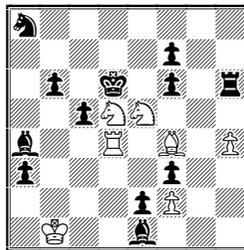

h#2 b) ♟ f6>f5

6. Phantom Chess
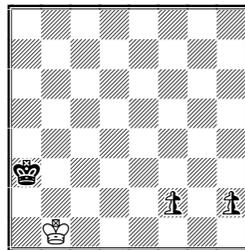
h#2½ b) ♙ f2>g2

4 a) 1.Ke5 Bxc5-d4+ 2.Rxd4-f2 Qxf2-h2# b) 1.Kc4 Rxd6-d4+ 2.Bxd4-d3 Qxd3-c2# Capture chains and line openings.   **5** a) 1.Kxe5-g4 Rxa4-d7 2.Kxf4-d2 Sxb6-b5# b) 1.Kxd5-c3 Bxh6-d6 2.Kxd4-f4 Sxf7-f6# Battery-reversal: novel may be the fact that all the moves are captures.   **6** a) 1...Kc2 2.nPh1=nR nRb1 3.nPf1=nS nR-h1-h4# b) 1...Kc1 2.nPh1=nQ+ nQh4 3.nPg1=nB Kb1# AUW with Phantom-specific "battery-opening" mates.   **7** 1...nP-c2-c3 2.nP-f7-f6 nPf7 3.nPc2 nPf8=nQ 4.nQc5 nPc4# & 1...nP-f2-f3 2.nPf2+ Kd1 3.nPf1=nQ+ Kc2 4.nQe1 Kb2# Different batteries opened from c2; mate without double check by a mobile neutral which also guards squares.

7. Phantom Chess
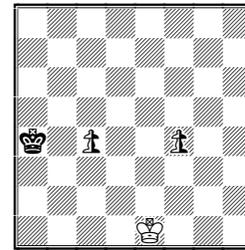
h#3½ 2 solutions

8. Phantom Chess
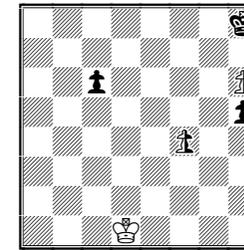

h#3½ duplex

9. Phantom Chess
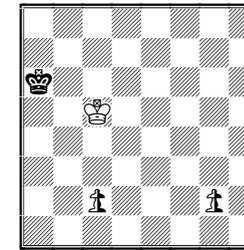
series-h#8

8 Black mated: 1...nPh7 2.nP-f7-f6 nPf7 3.Kg7 nPf8=nS 4.Kh6 nPh8=nB# White mated: 1...nPf3 2.nPh7 Kg7 3.nPh8=nR nPf2 4.nR-a1-a2 nPf1=nQ#. This AUW type is harder to show. Condition-specific mates.   **9** 1.Kb7 2.nPg1=nR 3.nR-h8-f8 4.nPc1=nB 5.nBb2 6.nBa1 7.Ka6 8.Ka5 nB-c1-d2# Underlinings show each neutral piece temporarily blocking the other's square so as to prevent check to one of the kings.

10.   PWC
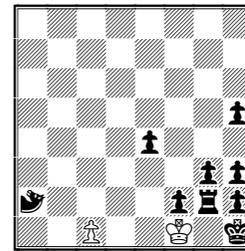
ser-h#12 ♜=a) RF/5L-hunter b) 5L/RF-hunter

11.   PWC
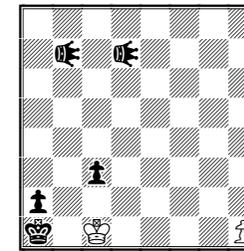
ser-h#16 2 solutions ♘= moose

12. PWC+T&M
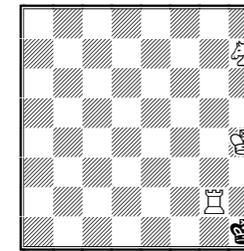
series-h#19

10 a)1.Xe5 2.Xa8 3.Xf3 4.Xf8 5.Xe1 6.Xa4 7.Xd8 8.Xxc1[Pd8=X] 9.Xg4 10.Xxd8[Xg4] 11.Xc1 12.Xxg4[Xc1] Xh6# b) 1.Yf7 2.Yc3 3.Yh8 4.Yd5 5.Ya1 6.Yb8 7.Yf5 8.Yxc1[Pf5] 9.Yb8 10.Yxf5[Pb8=Y] 11.Yc1 12.Yxb8[Yc1] Yc6# In each part of the problem the promoted P returns to c1 as a hunter.   **11** 1.Me6 2.Me5 3.Mf4 4.Mf3 5.Mg2 6.Mb2 7.Mxh1[Pb2] 8.Mg3 9.Mf4 10.Mf5 11.Me6 12.Me7 13.Md8 14.Mc8 15.Mxb2[Pc8=M] 16.Mc4 Mb3# & 1.Ma6 2.Ma5 3.Md3 4.Me3 5.Mf2 6.Mg2 7.Mxh1[Pf2] 8.Mg3 9.Mf4 10.Mf5 11.Mb1 12.Mf6 13.Mg7 14.Mc2 15.Mg3 16.Mxf2[Pg7] g8=M# The pair of moose exchange their roles.   **12** 1.Kxg2-g7[Rh1] 2.Kxh7-f6[Sg7] 3.Kxg7-f5[Sf6] 4.Kxf6-e4[Sf5] 5.Kxf5-e3[Se4] 6.Kxe4-d2[Se3] 7.Kxe3-g2[Sd2] 8.Kxh1-c1[Rg2] 9.Kxd2-f3[Sc1] 10.Kxg2-d2[Rf3] 11.Kxc1-e2[Sd2] 12.Kxd2-e4[Se2] 13.Kxf3-f5[Re4] 14.Kxe4-e6 [Rf5] 15.Kxf5-f7[Re6] 16.Kxe6-g6 [Rf7] 17.Kxf7-h7[Rg6] 18.Kxg6-g2[Rh7] 19.Kh1 Kg3# The idea was to create a BK circuit in which every move was a capture, but as you can see this economical scheme falls one move short of the goal.
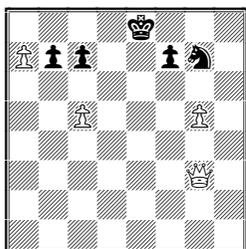
h#2½   b) ♗ a7>h7
white anti-Andernach
Madrasi   (no ♔)
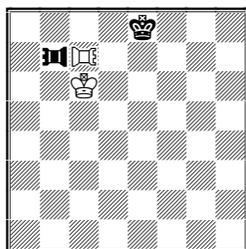
h#6 PWC   b)🩼e7
c)shift a8=>d3
🩼=rook-locust
🩼=contrarookhopper
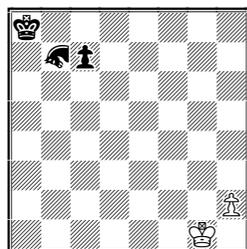
h#7   ♞=gnu

13. a) 1…a8=BR 2.b5 cxb6*ep* 3.0-0-0 Qxc7# b) 1…h8=BR 2.f5 gxf6*ep* 3.0-0 Qxg7# A very unusual double Valladão using Madrasi to force the black Ps' double-step moves.
**14** a) 1.LRxc7-d7[CRHb7] Kc5 2.LRxb7-a7[CRHd7] Kd6 3.Kd8 CRHd5+ 4.Kc8 CRHd8 5.Kb7 Kd7 6.Ka8+ Kc8#   b) 1.Kf7 Kd7 2.Kf8 Kc8 3.Kxe7[CRHf8] Kxb7 [LRc8] 4.LRxf8-g8[CRHc8] Kc6 5.Kd8 CRHf8 6.Kc8 CRGh8#   c) 1.Kh2 Kxe2[LRf1] 2.Kg1 Kd2 3.Kxf2[CRHg1] CRHc1 4.LRxc1-b1[CRHf1] Kd3 5.Ke1 CGc1 6.Kd1 CGa1# As I hope the recent BCPS tourney showed, contrahoppers are fascinating, underused pieces. Sébastien and I certainly think so!   **15** 1.c5 h4 2.c4 h5 3.c3 h6 4.c2 h7 5.c1=GN h8=GN 6.GNb4 GNg6 7.GNa7 GNd7# This is supplemental to Hans Gruber's articles in *feenschach* on double excelsiors with fairy promotions. Klaus has already made a number of fine contributions to this field.

This issue's originals

Please do not think that the Phantom Chess problems are merely about promotions, although you will find a couple of 4-promotion problems among them. Readers to whom this type is new may enjoy playing through the solutions to see why they work. For clarity, moves from rebirth squares are shown as two-stage play. Thus in **1** a possible white move is to play the h7 pawn from its rebirth square h2 to h4. For this, rather than write simply "h4" or the odd-looking "h7-h4", I would write "h7-h2-h4". However, this is just a helpful notation: the move itself of course contains no step from h7 to h2.

The h#2s show matching strategy rather than aiming for any kind of task. In **2** if you think you have found a cook then you are well on the way to understanding what happens. Considering what the WP does from f4 the twinning may be considered paradoxical!

The hunter is a 1943 invention by K.Schulz. The usual form involves rooks and bishops but as early as 1949 T.R.Dawson was predicting further

developments. Does anyone know whether the √25- and √50-leapers have been combined as hunters before? To me this seems an interesting combination because on the 8x8 board they are the only two leapers with differing leaps of equal length. If solving, please remember that the potential horizontal move of the fiveleaper element is not allowed!

In **10** and **11** the white pawns on the first rank are normal in PWC. It allows them to go far afield even though in a ser-h# White himself has almost no moves. In **12**, please do not tell me that the two conditions are underused!

In the visitors' corner you will find a couple of currently popular tasks, the position of the BK in **13** being significant, as is that of the two pawns in **15**.

All these problems have been tested by Popeye, except **13** and **14**, where WinChloe & Alybadix were used.

Definitions

Problem types:
Helpmate (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.
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:
Circe (its rebirth squares are also used in other conditions): A captured unit is reborn on its 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.
Phantom Chess: Any unit except a king may move either normally (from its current square) or as though from its Circe rebirth square if the latter is vacant.
Couscous: A captured unit reappears on the Circe rebirth square of its capturer. If the rebirth square is occupied the capture is normal. Pawns reborn on promotion squares are promoted instantly, at the choice of the capturer.
Isardam: Any move creating a Madrasi-style paralysis (see below) is illegal. Thus a check may be countered by guarding the king using a unit of the same type as the checking piece, and if a piece stands between two line pieces which would otherwise paralyse each other, that piece may not leave the line.
Take&Make (T&M): Capturing moves consist of two steps. The capturing step ("take") must be complemented by a further step by the capturer ("make": <u>not</u> a capture), 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 on the promotion rank after the "make" step. Promotions at the end of the "make" step are normal.
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, while those appearing on their 8th rank are promoted instantly, at the choice of the capturing side.
anti-Andernach: All units except kings change colour when they make non-capturing moves. In the case of **13** this applies only to white units.
Madrasi: Mutually attacking black and white units of the same type (kings excluded) paralyse each other, so that they may no longer move or give check. Moves creating paralysis are legal, and the paralysis may be removed, for example by interference (in the case of line pieces), or by capture of either of the paralysed units.

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:

√50-leaper RF: Moves directly to any square at a distance of (5,5) or (1,7/7,1). Thus a RFa1 guards b8, f6 and h2.
Fiveleaper (or √25-leaper) 5L: Moves directly to any square at a distance of (0,5/5,0) or (3,4/4,3). Thus a 5La1 guards a6, d5, e4 and f1.
Hunter: In the name "A/B-hunter" two different pieces are indicated as A and B. The hunter moves as the first-named piece when going towards the opponent (i.e. down the board for Black, up the board for White) and as the second piece when retreating (i.e. down the board for White, up the board for Black). Horizontal moves such as those otherwise possible with a Q, R, 5L etc. are not allowed. This limitation makes good sense since vertical movement is required in order to determine the current type of piece. The usual notations for hunters can be very clumsy. In problem **10a** the hunter would normally be designated by "RF/5L-hunter" as shown under the diagram. For simplicity in the solutions "X" (**10a**) and "Y" (**10b**) are used for these hunters.
Moose M: Hops on Q-lines using a hurdle (any one unit) at any distance provided that the line is otherwise clear. Beyond the hurdle it lands on the next square at an angle of 45º to either side. Thus with hurdles on b7 and g6 a Mb1 guards a8, c8, g7 and h6, unless the path to the hurdles is blocked.
Contrarookhopper CRH: A hopper on R-lines which hops over an adjacent hurdle (any one unit) and lands on any square beyond, provided that the line is otherwise clear. Thus with a hurdle on b1, a CRH on a1 may move to (or

capture on) c1,d1,e1,f1,g1 or h1 unless a further unit blocks its path. The "contra" element in the name indicates that, contrary to hoppers like the moose, which can use a hurdle at any distance but must then land adjacently[to it, the CRH can use only an adjacent hurdle, but may go any distance beyond it.
Locust L: Uses Q-lines but moves **only** to capture, by hopping over and removing an adverse unit at any distance and landing on the next (necessarily empty) square on the line.
**Rook-locust/Bishop-locust LR/LB**: Locusts using R-lines/B-lines only.
Gnu GN: A combined (1,2/2,1)- and (1,3/3,1)-leaper, e.g. GNa1 to b3, b4, c2 or d2. This may also be expressed as "gnu = knight + camel".

Afterthought

Recently I needed to look up a problem of mine published in 2004. It happened to be my 204th fairy composition, which was odd, as I had just made my **1**204th (problem **4** above). The following locust problems are typical of what I was doing a thousand compositions ago. Are they still of interest? They should at least be new to some readers, since *Fairings* started only in 2009.

16. *StrateGems* 2004   **17.** *Broodings* 2004 v   **18.** *Pat a Mat* 2004
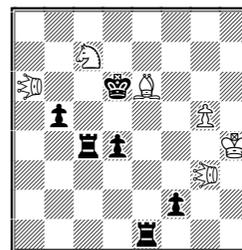
h#2	2 solutions
♝ = locust	
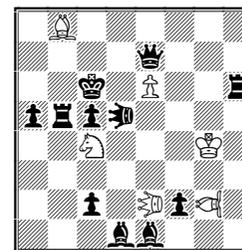
h#2 2 sols ♝♞=locust
♝ = B-locust
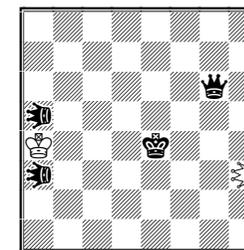
h#6 Circe 2 solutions
♝♞ = locust

16. 1.Rxe6 Lxf2-e1 2.Ke5 Lxe6-f6# & 1.Rxc7 Lxb5-c4 2.Kc6 Lxc7-b8# The initial captures set up locust-specific discovered-check mates.   **17**. 1.Rb7 Kg3 (Kf4?) 2.Lxe6-f7 Lxe7-e8# & 1.Qb7 Kf4 (Kg3?) 2.Lxc4-b3 Lxb5-a6# In those days I thought using only one kind of fairy piece increased accessibility; now I prefer to use only the force which is strictly necessary, so I have replaced the original locust g2 with a bishop-locust.   **18**. 1.Qh5 Lxh5-h6[Qd8] 2.Qb6 Lxb6-a6[Qd8] 3.Qg8 Kxa5[La1] 4.Kd4 Kb5 5.Lxa6-a7[La8] Kb4 6.Qd5 Lxd5-e4[Qd8]# & 1.Qh7 Lxh7-h8[Qd8] 2.Qd4+ Lxd4-c3[Qd8] 3.Lxc3-d2+[Lc8] Kb5 4.Kd5 Lxd8-e8[Qd8] 5.Qc8 Lxc8-b8 [Qd8] 6.Qd6 Lxd6-e5[Qd8]# Chameleon echo mates.