

FAIRINGS...

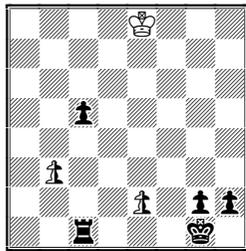
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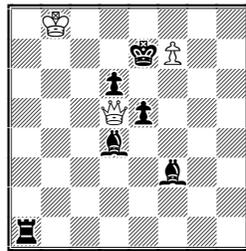
It was good to have such a positive response to the Phantom Chess problems last time. Now France provides two more examples (13 & 14) – merci beaucoup! Circe & antiCirce are abbreviated to "C" & "aC"; ♁ indicates a neutral pawn. As usual, definitions are at the end. Best wishes to all.

1. Super C



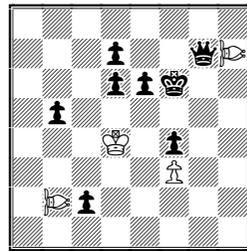
h#2 2 solutions

2.Couscous aC (Cheylan)



h#2 4 solutions

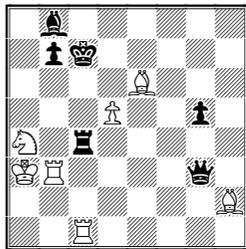
3.



h#2 3 sols cardinal ♁

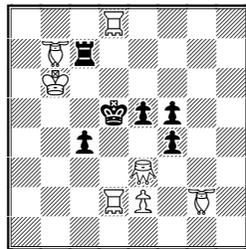
1 1.nPe1=nB nPb4 2.cxb4[nPd1=nQ] nQxe1[nBe3]# & 1.c4 nPxc4[bPf2] 2.Rxc4 [nPe1=nS] nSxe2[nPd1=nR]# The idea was to give some unity to the nAUW with the b- & c-file P-play. 2 1.Bd1 f8=S 2.Kxf8-g1 Qg2#, 1.Rd1 f8=R 2.Kxf8-a1 Qa2#, 1.Bb2 f8=B+ 2.Kxf8-c1 Qd1# & 1.Bxd5-d1 f8=Q+ 2.Ke6 Qf7# 3 1.Qf8 Cd1 2.Ke7 Ch4#, 1.Qg6 Cc3 2.Kf5 Ch3# & 1.Qh6 Ca4 2.Kg5 Cd8# Anticipatory selfpins on three lines, with a static white pinner and no twinning – not possible in the orthodox h#2.

4. Symmetry aC



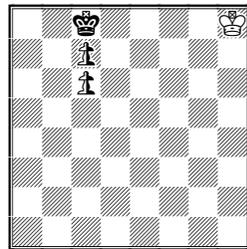
h#2 2 solutions

5.



h#2½ 2 sols Q-/R-/B-
hoppers ♁/♁/♁

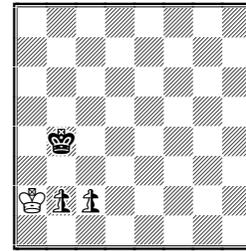
6.PWC+ChecklessChess



h#3 2 solutions

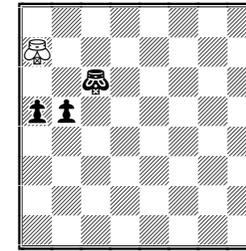
4 1.Qf4 Bxf4-c5 2.Rxa4-h5 Be7# & 1.Rc5 Rxc5-f4 2.Qxb3-g6 Rf8# Unpin>battery, with hideaways. 5 1...BHe4+ 2.Kd4 Ge1 3.fxe4 Rhd3# & 1...RHd4+ 2.Ke4 Gg5 3.exd4 BHf3# 6 1.Kxc7[nPc8=nB] nBb7 2.Kd8 nBa8 3.Ke8 nBxc6[nPa8=nQ]# & 1.Kxc7[nPc8=nS] nSa7 2.nSxc6[nPa7] nSb8 3.Kc8 nPxb8=nR[nSa7]# See next.

7. PWC+ChecklessCh.



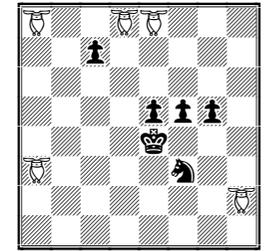
h#3 b) rotate a1=>h8

8. magic Kings



h#5 b) shift a8=>b7

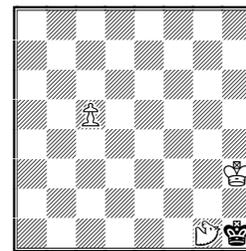
9.CJF & Pierre Tritten



h#6 B-hopper ♁ (see text)

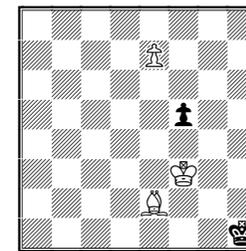
7 a) 1.Ka4 Kxb2[nPa2] 2.nPa1=nS Kc3 3.Ka3 nSxc2[nPa1=nR]# b) 1.Kf6 nPg8=nR 2.Ke7 nRd8 3.Kxf7[Pe7] nPxd8=nS[Re7]# Promotion switch but no nAUW this time! 8 a) 1.mKc5[b5W] b6[no change] 2.a4 b7[b7B] 3.mKb4[a4W] mKa8[b7W] 4.mKa5 [a4B] b8=S[b8B] 5.Sc6 mKb7[c6W]# b) 1.c3 mKa5[b4W] 2.c2 b5[b5B] 3.c1=Q mKb4[b5W] 4.Qc3[c3W] Qc7 5.mKc6[b5 & c7B] mKc4[b5W]# 9 1.c6 BHb5 2.cxb5-c7[BHg4] BHd6 3.cxd6-c7[BHe3] BHb6 4.Kf4 BHg2 5.cxb6-c7[BHg3] BHe4 6.c5 BHd6# The "consecutive" pickanniny is hard as a h#, but the BH suits it well.

10. T&M+PWC



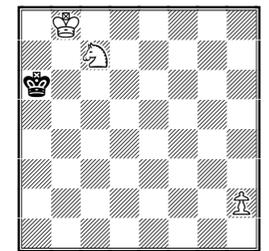
ser-h#20 rose ♁

11. T&M+PWC



ser-h#44

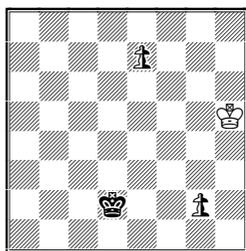
12. Geoff Foster & CJF



ser-h=27 T&M+PWC

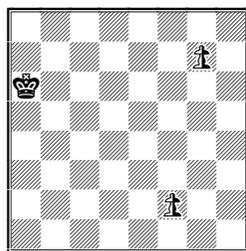
10 1.Kxg1-e2[ROh1] 4.Kxh1-f2[ROg1] 5.Kxg1-f3[ROf2] 6.Kxf2-e4[ROf3] 7.Kxf3-d4[ROe4] 8.Kxc5-c6[Pd4] 10.Kxe4-d6[ROd5] 11.Kxd5-e3[ROd6] 12.Kxd4-d5[Pe3] 14.Kxd6-e4[ROe5] 15.Kxe5-f3[ROe4] 16.Kxe4-f2[ROf3] 17.Kxe3-e4[Pf2] 18.Kxf3-g1[ROe4] 19.Kxf2-f4[Pg1] 20.Kxe4-h1[ROf4] ROh5# A paradoxical WP regression. 11 1.Kh2 6.Kxe7-e8[Pf6] 10.Kxf6-f7[Pg5] 14.Kxg5-g6[Ph4] 20.Kxe2-f1[Bd2] 24.Kxh4-h5[Ph3] 30.Kxd2-c3[Bd3] 32.Kxd3-c4[Bd4] 33.Kxd4-g1[Bc4] 35.Kxh3-h4 [Ph2] 40.Kxc4-d5[Bd4] 41.Kxd4-g1[Bd5] 42.Kxh2-h3[Pg1] 44.Kh1 Kg3# The same idea but a battery mate. 12 1.Kb6 3.Kxc7-d5[Sc6] 4.Kxc6-e5[Sd5] 5.Kxd5-f4[Se5] 6.Kxe5-g4[Sf4] 7.Kxf4-g2[Sg4] 8.Kxh2-h4[Pg2] 9.Kxg4-f2[Sh4] 10.Kxg2-g4[Pf2] 11.Kxh4-f3[Sg4] 13.Kxf2-f4[Pe2] 14.Kxg4-e3[Sf4] 16.Kxe2-e4[Pd2] 17.Kxf4-d3 [Se4] 19.Kxd2-d4[Pe2] 20.Kxe4-c3[Sd4] 22.Kxc2-c4[Pb2] 23.Kxd4-b3[Sc4] 25.Kxb2-b4[Pa2] 27.Ka6 a4= BK round trip. The P-trajectory was Geoff's inspiration. Eighteen captures. That the BK is in check seems irrelevant to us since he is the only black unit.

13. Pierre Tritten



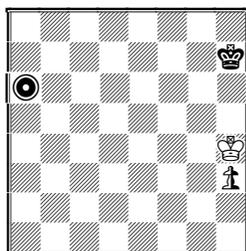
h#2 duplex
Phantom Chess

14. Sébastien Luce



h#2 b) ♔a1
Phantom Chess (no ♔)

15. Geoff Foster



h#3½ Couscous
b) reflect a1<=>h1
Imitator a6

13 1.nPg1=nS nSh3+ 2.Ke1 nPe8=nR# & 1.Kh4 Kc3 2.nPe8=nB nPg1=nQ# Promotion mates. The duplex form allows splendid use of all the material; 1...Kc3 is a fine hideaway.

14 a) 1.nPf1=nR nPg8=nB 2.nBd5 nR-h1-h6# b) 1.nPf1=nS nS-b1-c3 2.nSa4 nPg8=nQ# A minimum-material nAUW with very interesting play and mates.

15 a) 1...Kxh3 [nPe1=nQ][Ia5] 2.nQg3+[Ic7] Kg4[Ib8] 3.Kh6+[Ib7] Kf5 [Ia8] 4.Kh5[Ia7] Kg6[Ib8]# b) 1...Kxa3 [nPe1=nB][Ih5] 2.Ka6[Ih4] nBd2[Ig5] 3.Kb5 [Ih4] Ka2[Ih3] 4.Ka4[Ig2] Ka2-b3[Ih3]# A fascinating promotion switch using one of the prettiest and most difficult forms of twinning.

This issue's originals

Little need be said about the short problems, all easy to solve and to understand. I hope that there are not too many 4-promotion (AUW) problems: not everything which looks as though it provides an AUW actually does so! In **6** and **7** all the mates exploit ChecklessChess: note 4.nSxa1?? in the first part of **7**. The twinning shift in **8** gives Kb6 / Kd5 Pb4 Pc4. There was no room with the diagram for all the details about the bishopper problem (**9**): It uses the Symmetry Circe and Diagram antiCirce (Cheylan) conditions and omits the WK. In Pierre's clever construction it is remarkably tidy for what it shows.

Problems **10** and **11** present a paradoxical idea which is further exemplified in the extras. While **10** aims at a maximum of captures, **11** goes for overall length. I made some other examples but these 5 are my favourites.

The visitors' corner is strongly influenced by previous *Fairings* examples. Many thanks to these three friends for their contributions.

All these problems have been tested by Popeye. In the case of T&M + PWC please be aware that WinChloe uses a different priority (PWC + T&M), which affects whether a hurdle is available for the "make" step. Both

interpretations are of course possible and potentially useful. In future I will make sure that the order given indicates the priority, and I suggest that it might be useful if other publications did the same. Unfortunately testing programs do not usually offer alternative priorities. No doubt that will come in time, as composers experiment further. One can imagine (if not easily compose!) a problem with twinning by priority reversal between two conditions.

Definitions

Problem types:

Helpmate (h#): Black plays and helps White to mate him in the stated number of moves, unless that number ends in "1/2", when it is White who starts. **Duplex** means that either side can start and be mated in the stated number of moves.

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

Conditions:

Circe (its rebirth squares are used in several 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.

antiCirce (a basis for several conditions): 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.

SuperCirce: Captured units (not Ks) are reborn on *any* vacant square, or none. Pawns on their first rank are immobile. Pawns reborn on a promotion square promote at once. Rebirth squares and promotions are chosen by the capturer.

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.

CouscousantiCirce: As antiCirce except that the rebirth square for the capturing unit is the Circe rebirth square of the unit which it captures. Pawns reborn on promotion squares are promoted instantly, at the choice of the capturer. The **Cheylan** sub-type has the additional provision that a capture by a unit on its own rebirth square is not allowed.

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.

SymmetryantiCirce: As antiCirce except that the rebirth square for the capturing unit is the one 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.

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 capture, while those appearing on their 8th rank are promoted instantly, at the choice of the capturing side.

Checkless Chess: Check is illegal unless it is also mate.

DiagramantiCirce: As antiCirce except that the rebirth square for the capturing unit is the one where it stands in the diagram. In the **Cheylian** sub-type a capture by a unit on its own rebirth square is not allowed.

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": not 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.

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.

Imitator I: All moves must be exactly imitated in length and direction by the I, else they are illegal. The I may be blocked by the board edge or by a unit of any colour. However it is not blocked by the moving unit. As the imitator is not a piece, promotion to imitator is not allowed (at least never in *Fairings!*).

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 take the colour opposite to that of the capturing piece.

Magicality: At the end of a move, a magic piece changes the colour of any unit (except a K) to which it is newly adjacent or adjacent with a different aspect. Thus in **8**, Kc6-c5 would make b5 white (Notation "[b5W]"). If a move brings a unit next to two magic pieces there is no change (the magics cancel out!). Magic pieces never change colour, but other units may do so more than once.

Unorthodox pieces:

Cardinal C: Moves as a bishop but may reflect (once per move only) at the board edge, so as to continue on the adjacent diagonal of the other colour, e.g. Ca5-g6 via d8 and e8.

Q-/R-/B-hopper G/RH/BH: Hops on Q-/R-/B-lines over any one unit (the hurdle) to the next square beyond. Q-hoppers are often called grasshoppers.

Rose RO: A rider along a deflecting line of knight moves, e.g. ROb4-c6/e7/g6/h4/g2/e1/c2, deflecting always to the same side. This has been described as circular but of course two circles (radii $\sqrt{8}$ and $\sqrt{9}$) are involved. Null moves are not allowed. For further help see *Fairings* 40.

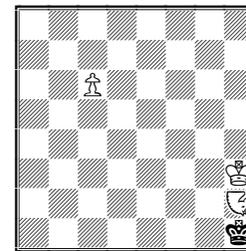
Nightrider N: a rider along a straight line of S-moves e.g. Na1-b3/c5/d7.

Fiveleaper 5L (but BU in Popeye!!): Moves directly to any square at a distance of (0,5/5,0) or (3,4/4,3). A 5La1 guards a6, d5, e4 and f1.

Eagle EA: A Q-hopper (cf. above) which pivots 90° (to either side) at the hurdle, e.g. EAa1 over a hurdle on d4 to c5/e3, or over a hurdle on a7 to b7.

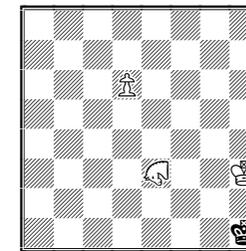
Extras

16. T&M+PWC



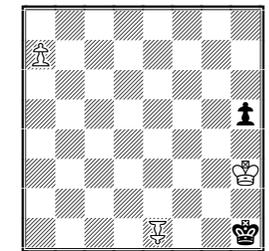
ser-h#20 nightrider ♞

17. T&M+PWC



ser-h#27 5-leaper ♞

18. T&M+PWC



ser-h#40 eagle ♞

[In the solutions after the first moves only the captures and mates are indicated.]

16 1.Kg1 2.Kxh2-f1[Ng1] 3.Kxg1-e2[Nf1] 4.Kxf1-e3[Ne2] 5.Kxe2-d4[Ne3] 6.Kxe3-d5[Nd4] 7.Kxc6-c7[Pd5] 10.Kxd4-f5[Ne5] 12.Kxd5-d6[Pe4] 13.Kxe5-f3[Nd6] 14.Kxe4-e5[PF3] 15.Kxd6-f2[Ne5] 16.Kxf3-f4[PF2] 18.Kxe5-g1[Nf5] 19.Kxf2-f4[PG1] 20.Kxf5-h1[Nf4] Nd3# I started with a S (Kh3 Se3 Pa6 Pg2 / Kh1 in 29) but with 9 moves fewer the N saves a P while still giving 15 captures.

17 1.Kg1 5.Kxe3-b7[5Le4] 8.Kxe4-a7[5Ld5] 11.Kxd6-d7[PC5] 15.Kxc5-c6[PD4] 16.Kxd5-g1[5Lc6] 20.Kxd4-d5[PE3] 21.Kxc6-f2[5Ld5] 22.Kxe3-e4[PF2] 24.Kxd5-g1[5Le5] 25.Kxf2-f4[PG1] 26.Kf5 27.Kxe5-h1[5Lf5] 5Lc1# Regular readers will know that the fiveleaper is one of my favourite fairy pieces.

18 1.Kg1 7.Kxa7-a8[PB6] 11.Kxb6-b7[PC5] 15.Kxc5-c6[PD4] 19.Kxd4-d5[PE3] 25.Kxe1-f3[EAF2] 26.Kxf2-d2[EAF3] 29.Kxe3-e4[PF2] 31.Kxf3-g6[EAF4] 33.Kxf4-e2[EAG5] 36.Kxf2-f4[PG1] 39.Kxg5-h6[EAG6] 40.Kxg6-h1[EAH6] EAG5# Maximum distance between the BK and the thematic P. It is surprising that the idea can be shown with a hopping piece, and even more so that there is no cook by promotion on a8.