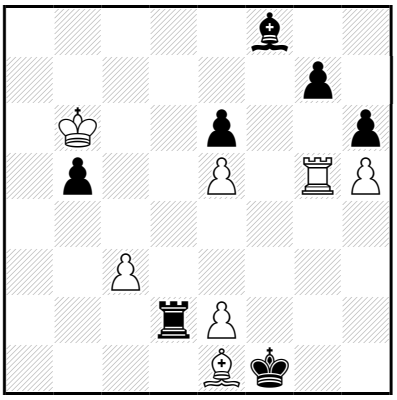
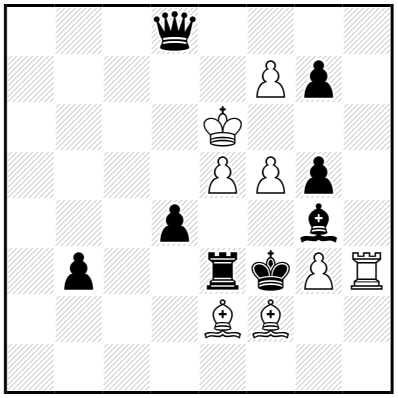
# 14th TZUICA TOURNEY AWARD – Belgrade 2016

**Theme:** Help-selfmates **(hs#n/hs=n) with at least two Rundlaufs of at least 4 moves.**
The Rundlaufs may be presented in two different solutions or in the same solution, for one side or more. Linear circuits are not allowed.

**Definitions:**
1. In a **help-selfmate** problem in 'n' moves (denoted hs**#**n), White starts and Black collaborates with White in order to reach a position of s#1 (selfmate in one move) at move 'n' (the last move). Helpselfstalemates are also accepted.
2. **Rundlauf**: A piece returns to a previously occupied square after it occupied at least 2 other squares.
In a Rundlauf of 4 moves, 3 other squares are occupied consecutively.

| **Example 1 for Orthodox section**<br>Bo LINDGREN<br>feenschach 1997 (v) | **Example 2 for Fairy Section**<br>Mario PARRINELLO<br>2nd Prize, Xmas TT, France-Echecs 2011 |
|---|---|
|  <br>hs#7 ( 7 + 7 ) |  <br>hs#4 2.1.1.1.1.1.1 ( 8 + 8 )<br>Isardam |
| 1.Rf5+ Kg2 2.Rf2+ Kg3 3.Rg2+ Kf4 4.Rg5 Rd6+ 5.Kc5 Ra6+ 6.Kd4 Ra2 7.Bd2+ Rxd2#<br><br>Rundlauf of wR and bR during the same solution. | 1.Rh6 Rxe5 2.Be3 Rc5 3.Rh2 Rc3 4.Rf2+ Rxe3#<br>1.Bc4 Bxf5 2.g4 Bg6 3.Bf1 Bh5 4.Bg2+ Bxg4#<br><br>Rundlauf of bR and bB in two different solutions. |

32 problems by 27 composers from 13 countries have taken part in this tourney. We were quite surprised by this high number of entries, considering the difficulty of the imposed theme.

Our first decision as judges was to establish some assessment criteria.

- In the first place and according to our thematic requirement, the composition must show long rountrips. It does not mean that the whole solution must be composed of circuits. The same Rundlauf unit may play a move out of the Rundlauf (see 2nd HM, Orthodox section for a preliminary move). This year we did not receive non-thematic entries.
- We valued highest the originality of the motivation for the Rundlauf and generally appreciated multi-solution presentations compared with single-line problems. We preferred compositions featuring less King play, with deeper strategic motivations.
- In the orthodox section, strategic elements and perfect presentation were essential for obtaining a prize. Two Rundlaufs were necessary (but not sufficient) to secure a prize.
- In the fairy section, on the one hand we favored intensive presentations of the theme (triple Rundlaufs for a prize), but on the other hand we also demanded other specific fairy aspects (fairy density) and formal aspects (for instance, useless units are frowned upon).

We praised good and pleasant construction, with all white or black officers used in the solutions. Interplay must also play a role in the solution.

Due to the high level of the tournament, the problems with small constructional blemishes, such as unused white / black figures in at least one phase, or repeated mates have been sadly left out of the present award. We hope, however, their authors will be able to find out improved settings and even win prizes in other tournaments.

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## ORTHODOX SECTION

This section is well represented with 21 problems by 21 authors (several joints are included). The level of the section was very good and the top 4 compositions are really excellent.

Several problems did not make it into the award because the motivation for the Rundlauf was merely constituted of line openings through captures (especially captures of pawns scattered on the board). Most of these problems were not as interesting as Geoff Foster's single-lined hs#4 published in Probleemblad 2011, see **Appendix A**: two S circuits with such pawn captures, line-openings, battery creations and selfpin.

We propose the following ranking:

| **Mark ERENBURG**<br>**1st Prize, Orthodox Section Tzuica 2016** | **Ofer COMAY**<br>**2nd Prize, Orthodox Section Tzuica 2016** |
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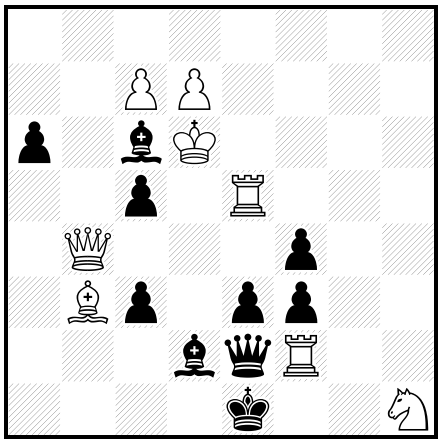
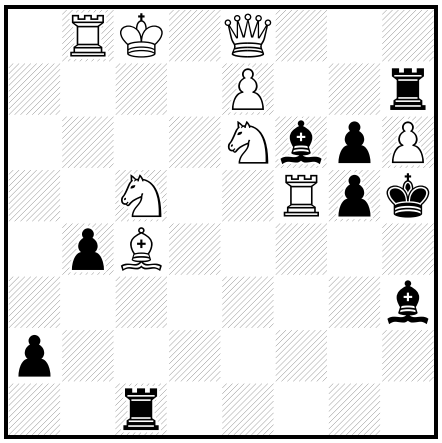
|  |  |
| HS#4 (8+10) C+<br>2.1.1… | HS#4 (9+9) C+<br>B: bKh5→a1 |
| 1.Qxc3 Bd5 2.Qxe3 Ba5 3.Qxc5 Qe4 4.Qb4+ Bxb4#<br>1.Rxe3 Ba4 2.Rxc3 Qe8 3.Rxc5 Bc3 4.Re5+ Qxe5# | a) 1.Rf1! Bxe6+ 2.Qd7 Bxc4 3.e8=S Bxf1 4.Qh3+ Bxh3#<br>b) 1.Bf1! Rxc5+ 2.Qc6 Rxf5 3.e8=R Rxf1 4.Qc1+ Rxc1# |

**1st Prize: Mark ERENBURG (Israel)**

Both white Rundlaufs pass by the same squares and are motivated by the need to open black lines and pin a black officer. Although B1 has a different motivation in the two solutions, the critical move (B2), the Pelle move putting a second guard on the mating field (B3) and the capture of white thematic piece (B4) enhance the overall unity. All this impressive strategy is shown without resorting to King moves and in a superb two-solutions presentation, featuring an exquisite diagonal-orthogonal correspondence. A clear first prize winner.

**2nd Prize: Ofer COMAY (Israel)**

The whole strategy is based on the complete annihilation of the initially half-pinned disturbing pieces: during the play, Black performs 4 captures and subsequently leaves the 5th white piece pinned. As a result, a Rundlauf of broad area is realized (c1-f1-f5-c5-c1 and h3-e6-c4-f1-h3).
The diagonal-orthogonal correspondence is subtle, with an elegant "neutral" promotion 3.e8=S/R that simultaneously opens two black lines on W3.

| **Petko PETKOV**<br>**3rd Prize, Orthodox Section Tzuica 2016** | **Dmitri TUREVSKI**<br>**1st HM, Orthodox Section Tzuica 2016** |
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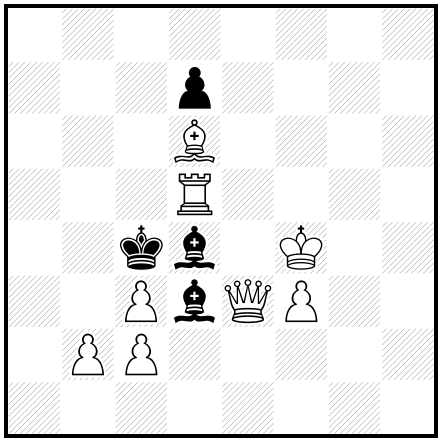
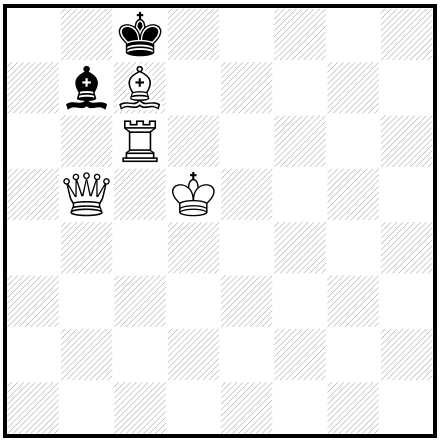
|  |  |
| HS#4 (8+4) C+<br>2.1.1… | HS#7.5 (4+2) C+ |
| 1.Ra5! Bc5! (1...Be2?) 2.Ke5 Bb4 3.f4 Bxc3+ 4.Qd4+ Bxd4#<br>1.Rb5! Be2! (1...Bc5?) 2.Ke4 Bd1 3.Bf4 Bxc2+ 4.Qd3+ Bxd3# | 1...Kd7 2.Bb8 Bc8 3.Rd6+ Ke7 4.Kc6 Bd7+ 5.Kb7 Kd8 6.Ka8 Kc8 7.Ba7 Bc6+ 8.Qb7+ Bxb7# |

**3rd Prize: Petko PETKOV (Bulgaria)**

A first-class Meredith in which the homogeneous play and the unified solutions are most conspicuous. Each black Rundlauf comprises two captures: one at the first move, the other at the last move.
As usual with Petko, the artistic presentation is at superlative: model mates with chameleon echo motives and a certain dual avoidance in bB play.
With the same number of moves, we slightly preferred the richer strategy and the wider Rundlaufs presented in the 2nd Prize, although it has twice the number of captures.

**1st Honorable Mention: Dmitri TUREVSKI (Russia)**

The best miniature! Though a single-phase composition, it just has everything to be enjoyed: all pieces are active, the interplay is very rich and two black Rundlaufs are subtly motivated with just one capture at the end.
It even has a paradoxical element: the black Bishop occupies c8 on the 2nd move, although this square must be the final destination of the bK (AntiZielElement).
We can only express our hopes this problem will eventually find its deserved place in the future FIDE Album, thanks to its truly outstanding quality.

| **Petko PETKOV**<br>**2nd HM, Orthodox Section Tzuica 2016** | **Christopher JONES**<br>**3rd HM, Orthodox Section Tzuica 2016** |
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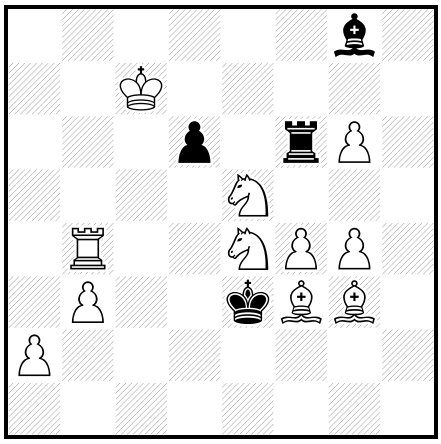
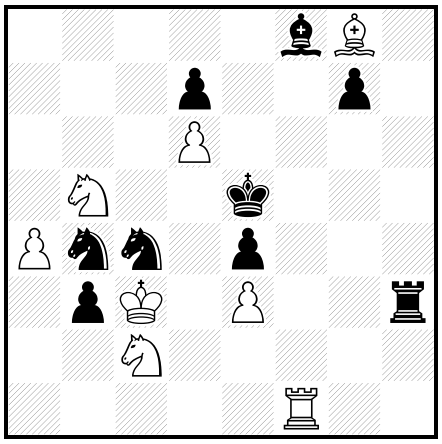
|  |  |
| HS#4.5 (11+4) C+<br>b) wKc7→h3 | HS#4 (8+9) C+<br>2.1.1… |
| a) 1...Bxb3 2.Kc6 Bc2 3.Kd5 Bb1 4.Sc6 Bxa2+ 5.Rb3+ Bxb3#<br>b) 1...Rxf4 2. g5 Rf7 3.Kg4 Rh7 4.Kf5 Rh4 5.Bf4+ Rxf4# | 1.Kxb4 Sxe3 2.Ka3 Sf5 3.Se3 Sxd6 4.Sc4+ Sxc4#<br>1.Kxb3 Sxd6 2.Ka3 Sf5 3.Sd6 Sxe3 4.Sc4+ Sxc4# |

**2nd Honorable Mention: Petko PETKOV (BULGARIA)**

A new and seemingly original conception: the black piece arrives on the departure square of the Rundlauf after a first introductory move. The construction is elegant, without wQ on the board, and the twinning by moving the wK is not too disturbing.
However, the different number of captures (3 in a and 2 in b) as well as the as little white discrepancies between solutions prevent a higher ranking.

**3rd Honorable Mention: Christopher JONES (Great-Britain)**

Aesthetic presentation of the theme with two different Rundlauf executed by bSc4 clockwise and counterclockwise. The interplay is reduced to a FML effect on W3. But the three pairs of pieces mutually changing their roles wSb5 - wSc2, bSb4 - bPb3 and bRh3 - bBf8 provide a more than satisfactory compensation. Very appealing!

| **Paz EINAT**<br>**1st Comm., Orthodox Section Tzuica 2016** | **Ralf KRÄTSCHMER**<br>**2nd Comm., Orthodox Section Tzuica 2016** |
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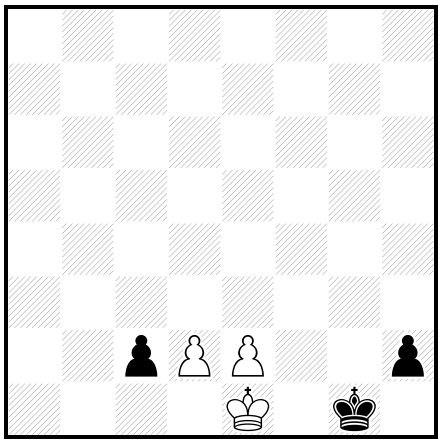
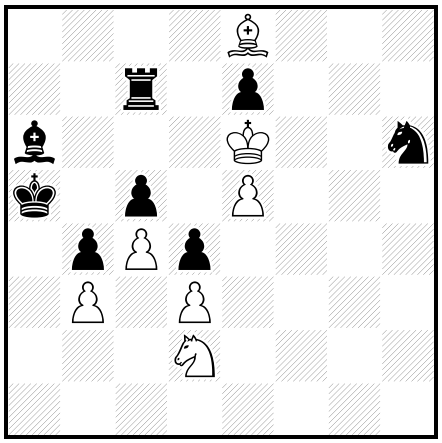
|  |  |
| HS#6.5 (3+3) C+ | HS#6 (7+8) C+ |
| 1...Kh1 2.Kf2 c1=R 3.Ke3 Kg2 4.Kd3 Rh1 5.Kc2 Kf1! 6.Kd1 Kg1 7.Ke1 Kg2# | 1.Bc6 Bxc4+ 2.Bd5 Bxb3 3.Bc4 Bc2 4.Bb5 Bxd3 5.Be8 Ba6 6.Sc4+ Bxc4# |

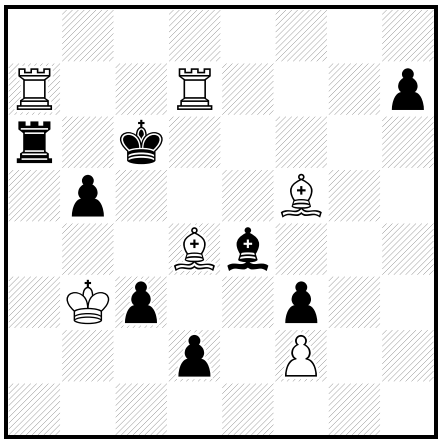
**1st Commendation: Paz EINAT (Israel)**

Many composers tried to show 1 Black and 1 White Rundlaufs in single-phase problems. This features a 6 move wK and 4 move bK Rundlaufs with an amazing economy. Royal Indian with black tempo in a captureless presentation. The minor promotion and zugzwang are just the icing on the cake!

**2nd Commendation: Ralf KRÄTSCHMER (Germany)**

Nice 5-moves long Rundlaufs by both Bishops. The captureless Rundlauf of the white Bishop is motivated by the need to parry the check upon capture of wPc4. A nice Pelle move to c4 ensues. Construction is quite clever.

**Michel CAILLAUD**
**3rd Comm., Orthodox Section Tzuica 2016**



HS#3.5 (6+8) C+
2.1.1…

1...Rb6 2.Ka2 Rb8 3.Ka1 Ra8 4.Ra6+ Rxa6#
1...Bd5+ 2.Kc2 Bf7 3.Kb1 Bg6 4.Be4+ Bxe4#

**3rd Commendation: Michel CAILLAUD (France)**

The elegant and economical presentation of a black pericritical manoeuvre has allowed the two black Rundlaufs in diagonal-orthogonal correspondence, with a single capture - on the mating move. The exchanges of functions between wRa7-wBf5 and bRa6-bBe4 compensate for the otherwise rather poor white strategy.

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## FAIRY SECTION

This section is not as well represented: 11 problems composed by 10 authors from 8 countries.

In this section we expected the authors' imaginations to take over, because theoretically in fairy chess many things, such as a 4-move Rundlauf executed in less than 4 moves, are possible! This was shown in the 2nd Commendation with Chameleons and AntiAndernach condition.

We had hoped to see this achieved with fairy rebirths, as is shown in the scheme of **Appendix B**: the white Rook moves twice but is captured also twice and thus concludes a 4-move Rundlauf in only 4 half-moves. A worthy challenge for composers?

We have reached the following ranking for the fairy section:

| **Petko PETKOV**<br>**1st Prize, Fairy Section Tzuica 2016** | **Juraj LÖRINC**<br>**2nd Prize, Fairy Section Tzuica 2016** |
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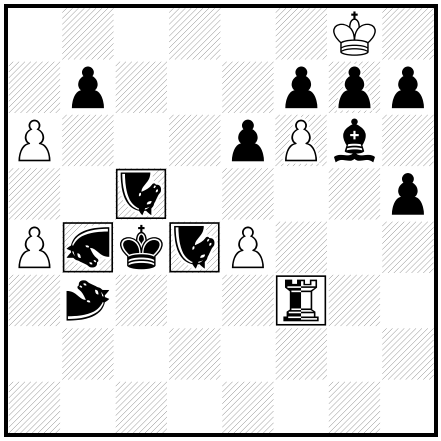
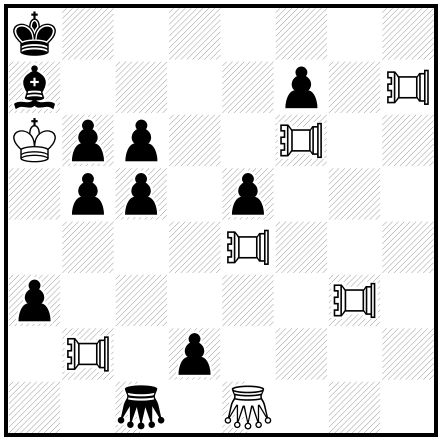
|  |  |
| HS#3.5 (5+12+1) C+<br>Sentinelles MaximumTotal 14<br>Nightrider c5, d4 ; Zebrarider b4; Kangaroo b3<br>Halfneutrals: nRf3, bZRb4, bNc5, bNd4<br>B: wPe4→e2<br>C: nRf3→c6 | HS#33 (7+11) C+<br>Wazir b2e4f6g3h7<br>Grasshopper e1, c1<br>DoubleMaximummer |
| A: 1...hnNd4-b5=nh[+bPd4]<br>2.nhnNb5-c7=wh[+wPb5] nhnRf3-f2=bh[+bPf3]<br>3.hnNc7xe6=nh[+wPc7] hnRf2-d2=nh[+bPf2]<br>4.nhnRd2xd4=wh[+wPd2]+ nhnNe6xd4=bh#<br><br>B: 1...hnNc5-e4=nh[+bPc5]<br>2.nhnNe4-g5=wh[+wPe4] nhnRf3-f4=bh[+bPf3]<br>3.hnNg5xe6=nh[+wPg5] hnRf4-f5=nh[+bPf4]<br>4.nhnRf5xc5=wh[+wPf5]+ nhnNe6xc5=bh #<br><br>C: 1...hnZRb4-e2=nh[+bPb4]<br>2.nhnZRe2-h4=wh[+wPe2] nhnRc6-b6=bh[+bPc6]<br>3.hnZRh4xe6=nh[+wPh4] hnRb6-b5=nh[+bPb6]<br>4.nhnRb5xb4=wh[+wPb5]+ nhnZRe6xb4=bh # | 1.Ge1-h4 Gc1-e3 2.Gh4-e7 Ge3-h3 3.Ge7-b4 Gh3-h8 4.Gb4-e1 *(1st White RT finished)* Gh8-h6 5.Ge1-h4 Gh6-c1 *(1st Black RT finished)* 6.Gh4-e7 Gc1-e3 7.Ge7-b4 Ge3-h3 8.Gb4-e1 *(2nd White RT finished)* Gh3-h8 9.Ge1-h4 Gh8-h6 10.Gh4-e7 Gh6-c1 *(2nd Black RT finished)* 11.Ge7-b4 Gc1-e3 12.Gb4-e1 *(3rd White RT finished)* Ge3-h3 13.Ge1-h4 Gh3-h5 14.Gh4-e7 Gh5-e8 15.Ge7-b4 Ge8xe4 16.Gb4-e1 *(4th White RT finished)* Ge4-b7 17.Ge1-e6 Gb7-g7 18.Ge6xb6 Gg7-g2 19.Gb6-d4 Gg2-b7 20.Gd4-a1 Gb7-g7 21.Ga1-a4 Gg7-g2 22.Ga4xa7 Gg2-b7 23.Ga7-d4 *(5th White RT finished)* Gb7-g7 24.Gd4-a1 Gg7-g2 25.Ga1-a4 Gg2-b7 26.Ga4-a7 Gb7-g7 27.Ga7xg7 a3xb2 28.Gg7-g2 d2-d1=G!! 29.Gg2-b7 b2-b1=R! 30.Gb7-g7 Gd1-a1 31.Gg7-g2 Ga1xf6 32.Gg2-b7 Rb1-h1 33.Gb7-g7 Rh1-a1#<br>*See page 10 detailed solution with author comments.* |

**1st Prize: Petko PETKOV (Bulgaria)**

The only problem of the tourney that realizes the theme threefold in three solutions, which ensured it the highest ranking.

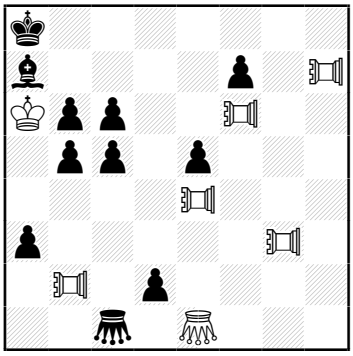
The strategy is unified: the black pieces each arrive on e6 from where they capture the halfneutral white Rook that is sacrificed on their initial square. The white King is mated by the activation of the black battery and the presence of the 14 allowed pawns on the board, which prevents adding another black pawn on e6 on the last move.

The careful choice of the side that must move each halfneutral piece suggests the technical difficulties that the author had to solve in order to achieve this impressing task.

## 2nd Prize: Juraj LÖRINC (Slovakia)

First of all, please enjoy the detailed solution below with the author's comments. They are worth your time. During the long solution, three thematic Rundlaufs are repeated thanks to the Maximummer condition and the handy Grasshoppers. The tempo promotion 28…d1=G has some spice to the events, as well as the short 3-move Rundlauf b7-g7-g2-b7.
The Double-Maximummer condition does facilitate the amazing achievement, but each side has many possible moves during the play, which makes the play less forced and more intriguing.

**Juraj LÖRINC**
**2nd Prize, Fairy Section Tzuica 2016**



HS#33 (7+11) C+
Wazir b2e4f6g3h7
Grasshopper e1, c1
DoubleMaximummer

*Everything is ready at the beginning, if he was to move, Black would be forced to checkmate by 1...Gc1-f1 #*
*But it is White to move. And there are prepared two roundtrips - 4 moves long for White e1-h4-e7-b4, 5 moves long for Black c1-e3-h3-h8-h6-c1. This way the position of wG and bG slightly changes over time...*
***1.Ge1-h4 Gc1-e3 2.Gh4-e7 Ge3-h3 3.Ge7-b4 Gh3-h8 4.Gb4-e1 (1st White RT finished) Gh8-h6 5.Ge1-h4 Gh6-c1*** *(1st Black RT finished)* ***6.Gh4-e7 Gc1-e3 7.Ge7-b4 Ge3-h3 8.Gb4-e1*** *(2nd White RT finished)* ***Gh3-h8 9.Ge1-h4 Gh8-h6 10.Gh4-e7 Gh6-c1*** *(2nd Black RT finished)* ***11.Ge7-b4 Gc1-e3 12.Gb4-e1*** *(3rd White RT finished)* ***Ge3-h3 13.Ge1-h4***
*Here we have got to the situation of collision between two round trips and the Black one becomes derailed.*
***13...Gh3-h5 14.Gh4-e7 Gh5-e8 15.Ge7-b4 Ge8xe4***
*Black annihilates the unit preventing longer move from e1 than to h4, derailing in effect the White original round trip.*
***16.Gb4-e1*** *(4th White RT finished)* ***Ge4-b7***
*And from here Black starts a new round trip - non-thematical for Tzuica in as it is only 3 moves long b7-g7-g2-b7.*
***17.Ge1-e6 Gb7-g7 18.Ge6xb6***
*White annihilates piece standing on the line a7-d4, allowing a new White round trip d4-a1-a4-a7-d4.*
***18...Gg7-g2 19.Gb6-d4 Gg2-b7 20.Gd4-a1 Gb7-g7 21.Ga1-a4 Gg7-g2 22.Ga4xa7***
*The square b6 is no longer guarded, this guard will be replaced later.*
***22...Gg2-b7 23.Ga7-d4*** *(5th White RT finished)* ***Gb7-g7 24.Gd4-a1 Gg7-g2 25.Ga1-a4 Gg2-b7 26.Ga4-a7 Gb7-g7 27.Ga7xg7***
*White captured the key black piece, stripping Black of all "long" moves, now it is White`s turn to rotate in the triangle g7-g2-b7-g7.*
***27...a3xb2 28.Gg7-g2***
*Suddenly Black has a wealth of moves available, especially both pawns on the second row can promote immediately to anything. What should Black promote?*
***28...d2-d1=G!! 29.Gg2-b7***
*Grasshopper promotion on d1 means that Black can promote once again as Gd1 has no moves available!*
***29...b2-b1=R! 30.Gb7-g7 Gd1-a1 31.Gg7-g2 Ga1xf6***
*Guard on b6 is replaced and thus Black can be "forced" to mate on the a-file.*
***32.Gg2-b7 Rb1-h1 33.Gb7-g7 Rh1-a1#***

| **Petko PETKOV**<br>**1st HM, Fairy Section Tzuica 2016** | **Franz PACHL**<br>**2nd HM, Fairy Section Tzuica 2016** |
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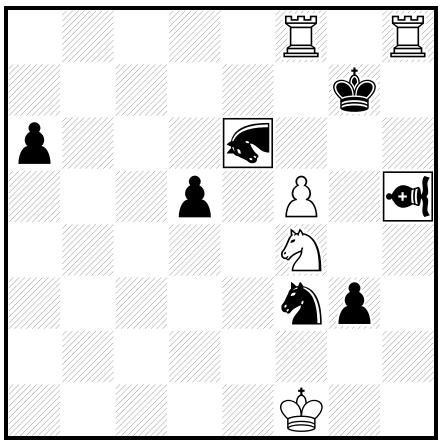
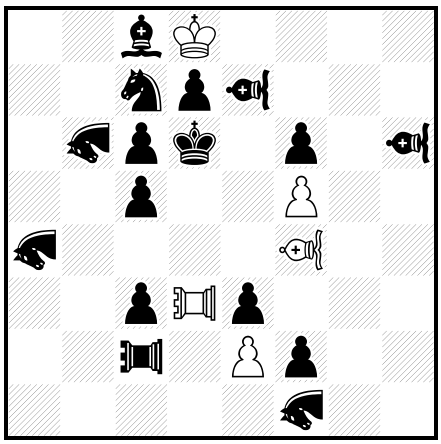
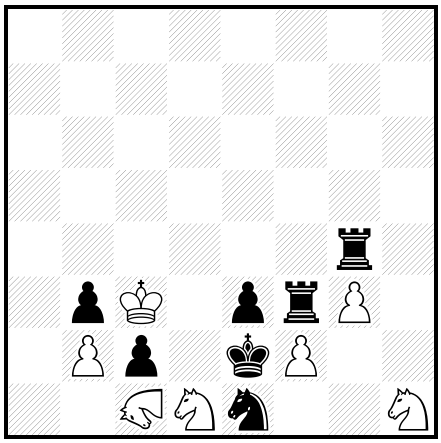
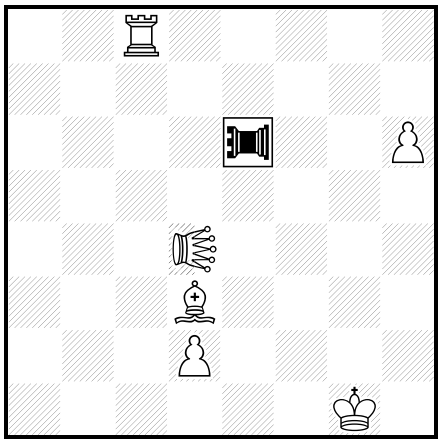
|  |  |
| HS#3.5 2.1.1… (5+7) C+<br>Sentinelles MaximumTotal 6<br>Halfneutral NAOe6, VAOh5 | HS#4 (5+16) C+<br>B: wKd8→b8<br>PAO d3, c2<br>VAO f4, e7h6<br>NAO a4b6f1 |
| 1...hVAh5-e8=nh[+bPh5] 2.nhVAe8-b5=wh d5-d4!! 3.hVAb5-e2=nh[+wPb5] a6xb5 4.Sf4xh5[+wPf4]+ nhVAe2xh5=bh[+bPe2]#<br><br>II. 1...hNAe6-a8=nh[+bPe6] 2.nhNAa8-c4=wh a6-a5 !! 3.hNAc4-g2=nh[+wPc4] d5xc4 4.Sf4xe6[+wPf4]+ nhNAg2xe6=bh[+bPg2]# | a) 1.PAd1 VAg5 2.PAe1 PAd2 3.PAxe3 PAd5 4.PAd3+ Ke5# (4… PAe5??)<br><br>b) 1.VAh2 PAa2 2.VAg1 VAf4 3.VAxe3 VAe5 4.VAf4+ Kd5# (4… VAd4??) |

**1st Honorable Mention: Petko PETKOV (Bulgaria)**

An economical and convincing presentation of the requested theme, which uses as motive the possibility of appearance of the last Sentinel, as in the 1st Prize.
The first move of the half-neutral pieces is intelligently chosen on the 8th rank, thus economizing the premature appearance of a Sentinel, which also determines the unique ulterior path of that piece. The black tempi are also impressive, as well as the model mates.

**2nd Honorable Mention: Franz PACHL (Germany)**

Although bPe3 is already a hurdle for NAOf1, it must be eliminated because another black piece will serve as hurdle on d5 for NAOf1: this is a very nice touch of paradox (AntiZielElement).
In fact, the battery and anti-battery strategy is so interesting that the white Rundlauf seems to be only subsidiary, a further embellishment found by the author.

| **Michel CAILLAUD**<br>**3rd HM, Fairy Section Tzuica 2016** | **Mario PARRINELLO**<br>**1st Comm., Fairy Section Tzuica 2016** |
|---|---|
|  |  |
| HS=5 (7+7) C+<br>MAOc1 | HS#4 (6+1) C+<br>KoBulKings<br>Royal Triton e6<br>ContraGrasshopper d4<br>B: black royal Nereid e6 |
| 1.MAc1-a2 c2-c1=MA 2.MAa2-b4 MAc1-a2<br>3.MAb4-d3 MAa2-b4 4.MAd3-c1 MAb4-d3<br>5.Sd1xe3 + MAd3xc1 = | A: 1.Bf5+ rTRe5 2.CGf6 rTRxf5-g5[g1=rB]<br>3.rBb6 rTRg64.Rg8 + rTRxf6-e6[b6=rCG]#<br>B: 1.Rc6+ rNDd5 2.CGd7 rNDxc6-b7[g1=rR]<br>3.rRg4 rNDc84.Ba6 + rNDxd7-e6[g4=rCG]# |

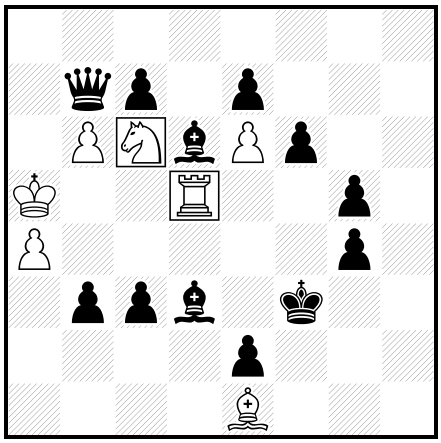
**3rd Honorable Mention: Michel CAILLAUD (France)**

Two Rundlaufs on the exact same squares are executed consecutively by two pieces of different color. This is a funny Follow-My-Leader achieved with good economy.

**1st Commendation: Mario PARRINELLO (Italy)**

A convincing miniature. If it had been possible to make it without the two white pawns, it would have been a great ODT.

**Julia VYSOTSKA**
**2nd Comm., Fairy Section Tzuica 2016**



HS#3 B: cSc6→e4 (7+12) C+
AntiAndernach
Chameleons c6d5

A: 1.cSc6-a7=cB=b cBa7-b8=cR=w 2.cRb8-e8=cQ=b Qb7-c6=w 3.cRd5xg5=cQ+ cQe8xc6=cS#

B: 1.cRd5-d4=cQ=b cQd4-e3=cS=w 2.cSe3-c4=cB=b Qb7-d5=w 3.cSe4xg5=cB+ cBc4xd5=cR#

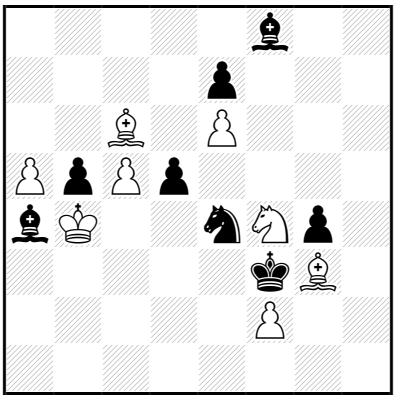
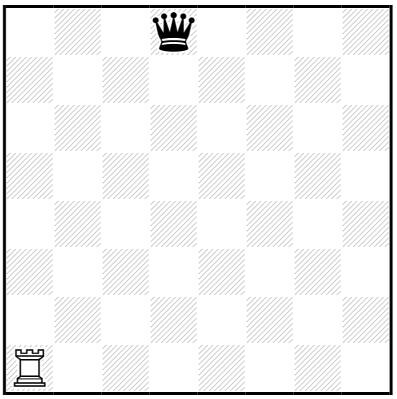
## 2nd Commendation: Julia VYSOTSKA (Latvia)

This is the shortest presentation of the theme in the whole tourney (3 moves only for the 4-move Rundlauf!), using a piece that changes color thanks to the AntiAndernach condition and also thanks to the chameleonic properties.
The major difficulty in this kind of problems is to ensure that the chameleon circuit is unique, which unfortunately requires much material. We liked very much the creation of the white battery during the play.

We conclude this award with our congratulations to the winners and our thanks to all participants for the time spent studying their problems.

Vlaicu Crișan & Eric Huber
August 4th, 2016, Cluj-Napoca & Bucharest

# Appendixes

| Appendix A | Appendix B |
|---|---|
| **Geoffrey FOSTER**<br>**Probleemblad 2011** | **Example scheme** |
|  <br>HS#4 (8+8) C+<br><br>1.Sg6 Sg5 2.Sxe7 Sxe6 3.Sxd5 Sxc5 4.Sf4+ Se4# |  <br>(1+1)<br>Circe<br><br>1.Ra8 Qxa8(Rh1) 2.Rh8 Qxh8(Ra1) |

# Fairy definitions

**AntiAndernach**: A piece (excluding King) changes its color after any non-capturing move. After capture, the piece retains its color. Rooks on a1, h1, a8 and h8 can be used for castling, provided the usual other rules for that move are satisfied. After castling, Rooks do not change color, If White makes a non-capturing move with neutral or halfneutral piece, that piece becomes black and vice versa.

**Chameleon**: On completing a move, a Chameleon (from classical standard type) changes into another piece, in the sequence Q-S-B-R-Q… Promotion may be to a chameleon at any stage in the cycle.

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

**Grasshopper**: Moves along Q-lines over another unit of either colour to the square immediately beyond that unit. A capture may be made on arrival, but the hurdle is not affected.

**Half-neutral piece**: It can exist in black, white or neutral state. A piece in the neutral state may be moved by Black or White, after which it changes into black or white state respectively. A piece in the black state may be moved only by Black, after which it changes into its neutral state, and similarly for White. By the notation: "h" = half-neutral piece, states are marked with "w"(white), "b"(black) and "n"(neutral). Castling is possible with orthodox (or Circe- reborn) Rooks and half-neutral King (in white phase by white castling and in black phase by black castling). After such castling move, the Kings becomes half-neutral, and could be checked or even mated. This is a special rule for the half-neutrals.

**Kangaroo**: Moves along Queen-lines like a Grasshopper, but over 2 hurdles (which may or may not stand on adjacent squares) to the square immediately beyond the second hurdle. A capture may be made on arrival, but the hurdles are not affected.

**KoBul Kings**: When a piece (not a pawn) of his own side is captured, a King transforms into a Royal piece of the same type as the captured one. When the King is in the form of any Royal piece and there is a capture of one of the pawns of his own side, he becomes a normal King again. Captures are illegal if their result is self-check because of the transformation of the Kings according to KoBul rules. Castling is allowed only if the KoBul King is on his initial square in the form of a normal King and if he has not already moved; however he may already have been transformed. In the case of capture by a King in AntiCirce he is reborn on his initial square and may castle. If the capture is by a King which is in the form of some Royal piece, he is reborn on the initial square of that piece.

**Locust**: (0,1)+(1,1) Locust. Moves along Queen lines only by capturing an enemy unit, arriving on the square immediately beyond that unit, which must be vacant.

**Mao**: Decomposed Leaper(0,1 ; 1,1) Knight with a decomposed walk : a Mao makes first an orthogonal step (to a square which must be empty), then a diagonal step.

**Maximummer**: A Maximummer is a problem where Black is under the obligation of always playing the (geometrically) longest legal move. (He picks one of the longest when he has a choice.) There also exist **Double-maximummers**, where the rule applies to both sides.

**Nao**: (1,2) Chinese. Chinese piece operating along the lines of Nightrider.

**Nereid**: (1,1) Marine. Marine piece operating along Bishop lines: without capture moves as Bishop, with capture – as Locust.

**Pao**: (0,1) Chinese. Chinese piece operating along Rook lines: moves as Rook, but captures only by hopping over a hurdle to any square beyond.

**Sentinelles**: When a piece (Pawn excluded) leaves a square outside the first and last rows, it leaves a Pawn of the color of the side that played unless 8 Pawns in this color are already on the board.

**Sentinelles Totalmax=n**: When a piece (not a Pawn) moves, a Pawn of the colour of its side appears on the vacated square if it is not on the first or the last rank, and if there are less than n Pawns on the board.

**Triton**: (0,1) Marine. Marine piece operating along Rook lines: without capture moves as Rook, with capture – as Locust.

**Vao**: (1,1) Chinese. Chinese piece operating along Bishop lines: moves as Bishop, but captures only by hopping over a hurdle to any square beyond.

**Wazir**: (0,1) Leaper

**Zebrarider**: (2,3) Rider (like a Nightrider, but on Zebra lines)