ANDA FAIRY PLANET

No.3 – March 2021

EDITORIAL

The worldwide viral pandemic turned out to be much stronger than my plans for the regular release of ANDA FAIRY PLANET and the publication of results from the international DANKA PETKOVA 100 MT, which aroused great interest – I received over 60 originals from world-famous masters!

In particular, due to my complete isolation at home and the inability to do my usual preventive procedures and medical tests, I was forced to greatly reduce the pace of my chess work, being "immersed" in other worries. Against the background of all these imbalances, I still can't get a vaccine here because there are no vaccines for my age group …

For these reasons, ANDA FAIRY PLANET no.3, which was to be published in November 2020, is now being published four months later. The award for DANKA PETKOVA 100 MT is also late and I now plan to publish the results by April 30, 2021.

I apologise to readers and now I live with the hope that despite the inclement weather, I will be able to follow a precise release schedule in the future.

As some readers ask why I publish so many of my problems and articles in this magazine, I would like to explain again, that unfortunately I do not have the opportunity to publish a contemporary book with my selected problems. Therefore I must use (in a slightly different way) the idea of my very good friend Chris Feather, the author of the famous *Fairings* series.

A check that changes colour:

ANDA CHESS (ANDA)

I. INTRODUCTION

In the spring of 2019, I suggested to Christian Poisson that he program a new idea of mine related to the changing of colour of a piece that gives check. As always, Christian reacted kindly to this proposal, and he programmed the conditions *Anda*, *Anda Inverse* and *Piece Anda*, which were included in WinChloe version 3.44.

So far (during the period April 2019 - February 2021), several dozen problems of this kind have been published, and here I will offer an abbreviated version of this series.

Definitions:

ANDA : If a piece (except king or other royal piece) gives a direct check to the enemy king, then as part of its move this piece immediately changes its colour: from white (black) to neutral or from neutral to white (black), depending on which side gives the check. The rules for castling are orthodox (the castling rook does not change colour, even if it gives check after castling). Castling with a Circe-reborn rook is allowed if the other orthodox rules for castling are fulfilled.

ANDA INVERSE: A piece (except king or other royal piece) changes its colour when it moves *without* giving direct check: when it is white or black it becomes neutral; when it is neutral it becomes white if it has been moved by White and black if it has been moved by Black. A piece that gives a direct check retains its colour. The rules for castling are orthodox (the castling rook does not change colour). Castling with a Circe-reborn rook is allowed if the other orthodox rules for castling are fulfilled.

PIECE ANDA: A piece (except king or other royal piece) that gives a direct check to the enemy king immediately changes its colour, from white (black) to neutral or from neutral to white (black), depending on which side gives the check.
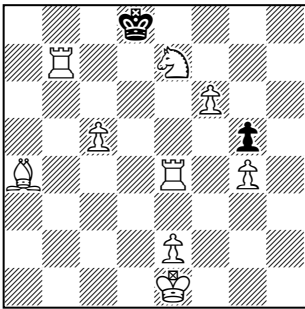
A) ANDA

At first glance, there is a significant analogy between the Anda condition and the half-neutral pieces that have long been known (I first defined them in 1989 in *The Problemist*). In fact, such an analogy exists, but there is a most important difference: in Anda a piece changes its colour only when giving a direct check!
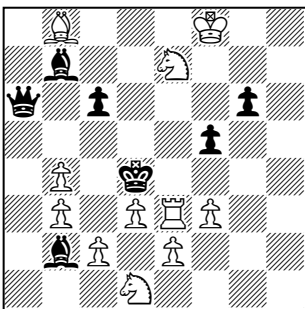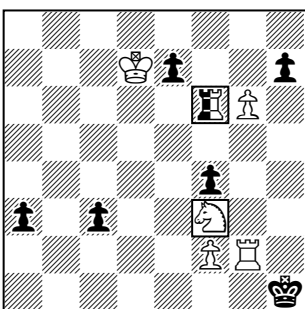
1 Scheme
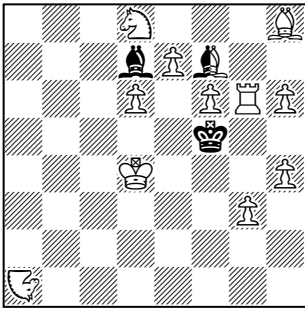
#2 Anda
♘ Nightrider

2 Scheme

#2 Anda & Circe

3 Petko A. Petkov
KoBulChess 2019

#3 Anda

4 Petko A. Petkov
KoBulChess 2019
ded. to Christian Poisson

HS#3 (b) Kd7>b5
Anda   Chameleons f6, f3

During the period April 2019 - January 2021, more than 60 problems of this kind were published. Here I offer a short selection, which perhaps demonstrates well enough the great practical possibilities of Anda.

1 This scheme demonstrates some interesting Anda effects that have important practical applications. In the try 1.Ne3=nN+?, the Nightrider gives a direct check and so changes its colour from white to neutral. Now after 1…nNe3~ there follows a switchback of the nN to e3, which again gives check and again changes its colour – this time from neutral to white: 2.nNe3=wN#. But Black has a strong defence: 1…nNc2=bN+!, in which the Nightrider gives check and becomes black! In the quoted variations below we see a combination of the *Correction* and *Switchback* themes, which is paradoxical, but very typical for Anda! A similar try is: 1.Rg5=nR+? nR~ 2.nRg5=wR#; 1…nRxg3! 2.nRf3=wR#; but 1…nRg4=bR+! Correct is **1.Rg8!** (>**2.nBg6=wB#**) **1…nBa2 2.nBb1=wB#; 1…nBb3 2.nBc2=wB#; 1…nBc4 2.nBd3=wB#; 1…nBd5 2.nBe4=wB#; 1…nBxg8 2.nBh7=wB#**; (1…Bde8 2.nBe6=wB#). If 1.Rg4? there follows 1…nBb3! (2.nBc2=wB+ Kxg4!).

2 We can start with the already known trick: 1.Rd4=nR+? nR~ 2.nRd4=wR#; 1…nRxa4(Bf1)! 2.nRa8=wR#; but 1…nRd1=bR+! Correct is **1.Rf4!** (-) **gxf4(Ra1)**, and now castling with the reborn rook on a1 is allowed. According to the definition castling is an orthodox move, so the castling rook does not change colour, even though it gives check to the enemy king – **2.0-0-0#**.

A series of published problems follows, revealing the wide range of possibilities of the new idea.

3 An interesting try with a logical character is 1.Be5=nB+!? with the idea of 1…nBe5~ 2.nBe5=wB# with switchback (Main plan). However, Black can refute with the now familiar checking move 1…nBg7=bB+! A preliminary plan is required, so **1.Re6!**, with the threat of 2.Pe3=nP+! nPe2 3.nPe3=wP#! – another switchback with colour change! Similarly 1…Bc1 2.Pc3=nP+! nPc2 3.nPc3=wP#! After 1…Qxd3 it is possible to realise the Main plan because the move 2.Ba7=nB+! turns the bishop into a neutral piece, for 2…nBb8 3.nBe5 =wB#! (2…c5 3.nBxc5=wB#). After 1…f4 a new "neutral correction" arises, this time in the play of the white rook: 2.Re4=nR+! nRe4~ 3.nRe4=wR#! (again with switchback!) and 2…nRxe7! 3.nRd7=wR#! (1.Re5? Qxd3!).

4 (a) Logical try: 1.Ke8? and if 1…nCRe6=nCQ 2.CSg1=CB hxg6 3.CBh2=nCR+!! nCRh8=bCQ+!? and White has the strong defence 4.nCQg8=nCS!! Therefore the Chameleon must go to "e6" but in black colour! An "Anda check" is needed and White must make the move Ke8 later! The correct way is: **1.CSg1=CB! nCRe6=bCQ+! 2.Ke8! hxg6 3.CBh2=nCR+! nCRh8=bCQ#!** (b) Logical try:1.Ka5? and if 1…nCRc6=nCQ 2.CSh2=CB c2 3.CBg1=nCR+ nCRe1=bCQ+; but 4.nCQc3=nCS! **1.CSh2=CB! nCRc6=bCQ+! 2.Ka5! c2 3.CBg1=nCR+! nCRe1=bCQ#!** Unexpected finales with two black chameleons, line opening, model mates, in Meredith form.

5 Logical tries: 1.d8=nR+? nR~ 2.nrRd8=wR#; but 1…nRg8=bR+!; 1.b8=nB+? but 1…nBa7=bB+! There are also paradoxical tries in which White closes black lines with the idea of preventing black counter-checks: 1.Bg2? (>2.d8=nR+) but 1…Sf7!; 1.Bd4? (>2.b8=nB+) but 1…Rb2!; **1.e7! (>2.e8=nS+! nS~ 3.nSe8=wS#!) 1…Bg2! 2.d8=nR+! nRd8~ 3.nRd8=wR#! (2.d8=nQ+? nQb6+!); 1…Sd4 2.b8=nB+! nBa7 2.nBb8=wB#! (2.b8=nQ+? nQg8=bQ+!)**. The white AUW theme is presented here for the first time with many special effects: a) The logical tries show promotions to R and B, the threat is a promotion to S, and the thematic anti-dual tries are Q promotions! b) After 1…Bg2 and 1…Sd4 Black simultaneously closes two lines: white (of Bg2/Bc3), and black – for the promoted neutral pieces that cannot give counter-checks to the wK! c) All variations are realised using switchback. An interesting try that also has a promotion (although it does not belong to the main theme) is: 1.c7? (>2.c8=nS+! nS~ 3.nSc8=wS#), but 1…Sd4!

6 a) A logical try is 1.d6?, but 1…Bf1=nB+?? is an illegal self-check. White must close the line so that the black bishop can keep its colour on the first move: **1.Rg2! Bf1! 2.d6 Bxg2=nB+!** – an annihilation capture and change of colour of the bishop from black to neutral. **3.nBf1=w+! Rc4 4.B7xc4=nB+! nBxf1=bB#!**; b) 1.Bb4? but 1…Rh6=nR+?? is an illegal self-check. **1.Bh5! Rh6! 2.Bb4 Rxh5=nR+!** – an annihilation capture and change of colour of the rook from black to neutral. **3.Rnh6=wR+! Bc6 4.Rcxc6=nR+! nRxh6=bR#!**

A helpselfmate in logical style with rich thematic effects: preventive line-closings by W1 moves with the goal of keeping the colour of Bf1/Rh6; play of two pairs of pieces: Rc2/Bf7 and Rc6/Bb5 with reciprocal change of functions; Bristol motives in the movements of the bishops and rooks; Umnov motives; pin of the neutral R/B on the W4 move; diagonal/orthogonal correspondence; and model mates. The final mates by Black are given by the pieces Bf7 and Rc2, which in the starting position are white!

7 [Note that checks by the white R/B battery do not result in a colour change of Bd8 because the checks are indirect.] The Re7/Bd8 makes logical thematic tries with corrections: 1.Re7~+? but 1…Be7!. If now 2.Bxe7=nB+ then 2…nBe7~ 3.nBe7=wB#, but 2…nBc5=bB+!. Also weak is 2.Rxe7? (>3.R~#) because of 2…Kh4! 3.Re4=nR+ nRe7=bR+!. The correction try 1.Re5=nR+? is refuted by the checking defence 1…nRe7=bR+!, with the Re7 becoming black. The wK has to leave a7, but where should it go? Not 1.Ka6? Kf6! and 2.Re6=nR+?? is illegal because of self-check. If 1.Kb8? then 1…Bxe7! 2.Bxe7=nB+ nBd6=bB+! **1.Ka8! (>2.Re5=nR+! nRe7 3.nRe5=wR#) 1…Kf6 2.Re6=nR+! nRe7 3.nRe6=wR#, 1…Kh4 2.Re4=nR+! nRe7 3.nRe4=wR#, 1…gxh5 2.Reg7=nR+! nRe7 3.nReg7=wR#**. Four variations with multiple play of the white R/B battery and switchbacks! (1…Bxe7 2.Bxe7=nB+! nB ~ 3.nBe7=wB #!)

8 I. **1.c1B Kc2 2.b1Q=nQ+ nQb3=wQ#**; II. **1.c1S=nS+ Kc3 2.bxc1R=nR+ nRxa1=wR#**. A light but nice demonstration of AUW using two black pawns in miniature.
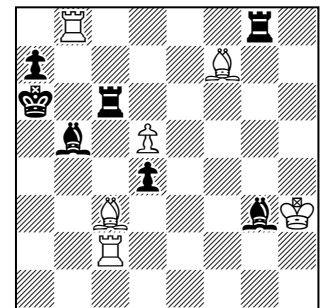
9 I. **1.Bd6=nB+ nBc5 2.Ra4 nBxd4 3.Rxd4=nR+ nRxd5=bR#**; II. **1.Rf2=nR+ nRg2 2.Bh6 nRxg5 3.Bxg5=nB+ nBxf6=bB#**. A nice and instructive example of the Zilahi theme using two pieces of the same colour (white, in this case) in the starting position, which further change their colour and functions. Diagonal/orthogonal echo.
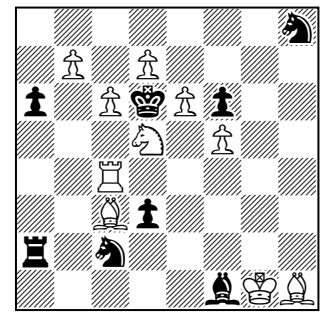
#3 Anda

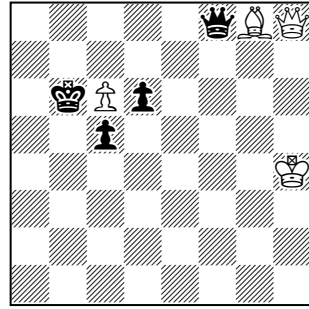HS#4 (b) –Bg3
Anda
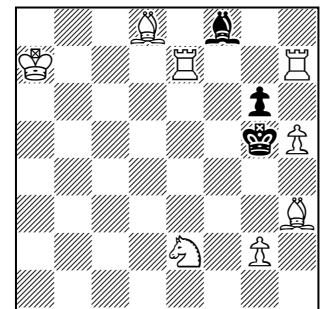
#3 Anda
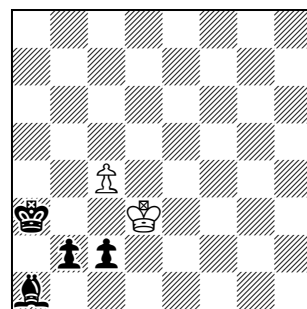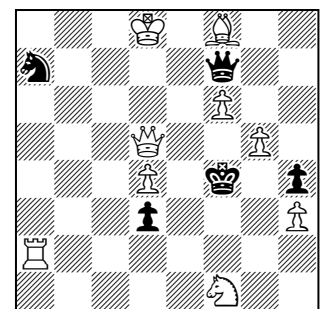
H#2 2 solutions
Anda

HS#3 2 solutions
Anda

10 Vlaicu Crişan
StrateGems 2020
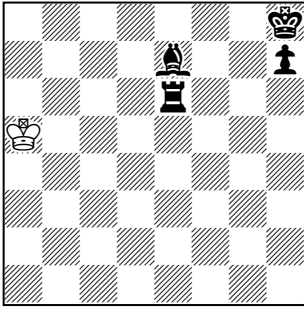
H#2 2 solutions
Anda

11 Petko A. Petkov
The Problemist 2020
*in memoriam Danka Petkova*

HS#4½ 2 solutions
Anda

10 I. **1.Ra6=nR+ nRa8=wR+ 2.Bd8=nB+ nBf6=wB#**; II. **1.Bb4=nB+ nBc3=wB+ 2.Re5=nR+ nRe8=wR#**. Reciprocal formation of batteries, with checks and Anda effects on each half-move! A wonderful, patented Tanagra task problem! Note one important feature: with H#2 it is not possible to use half-neutral pieces (Be7, Re6) in black phase! In this case, the problem would have a huge number of cooks. This is an instructive example of the difference between the fairy condition Anda and half-neutral units.

11 I. **1…Ka7! 2.Be6 Ka8 3.Bc8 Qf2=nQ+ 4.Kh3 c4 5.Bb7=nB+ nBc8=bB#** (5.Qxc8=nQ+?? is an illegal self-check). Logical tries: 1…Qf2=nQ+? 2.Kh3 Ka7 3.Be6 and 3…c4?? is illegal because Pc5 is pinned!; 1…c4? 2.Be6 Ka7 3.Bc8 and 3…Qf2=nQ+?? is self-check!; II.**1…Kc7! 2.Bf7 Kc8 3.Be8 Qf4=nQ+ 4.Kh5 d5 5.Bd7=nB+ nBe8=bB#** (5.Qxe8=nQ+?? is self-check). Logical tries: 1…Qf4=nQ+? 2.Kh5 Kc7 3.Bf7 and 3…d5? is illegal because Pd6 is pinned!; 1…d5? 2.Bf7 Kc7 3.Be8 and 3…Qf4=nQ+?? is self-check!
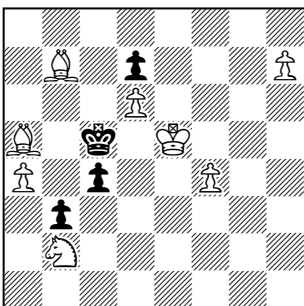
12 Petko A. Petkov
StrateGems 2019
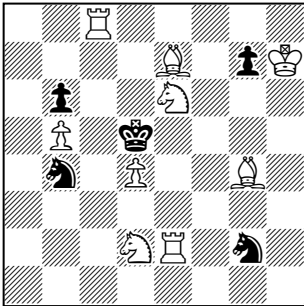
#3 Anda

13 Christian Poisson
*562 Parties Justificatives
Homebase* 2019
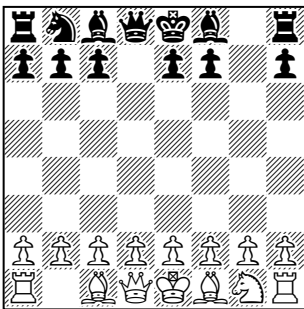
PG in 5 moves   Anda

14 Petko A. Petkov
KoBulChess 2019

#3 Anda Inverse

A logical helpselfmate with transformation of the white masked battery Bg8/Qh8 into new Bc8/Qh8 and Be8/Qh8 batteries along the same line. Unpins of the bQ and openings of lines by the moves 4…c4 and 4…d5. Umnov theme, switchbacks by the bishop, echo model mates.

12 Logical tries: 1.Bf3=nB+? nB~ 2.nBf3=wB#; 1…nBxe2! 2.nBc4=wB# (guarding e6); but 1…nBe4=bB+!); 1.Re5=nR+? nR~ 2.nRe5=wR#; 1…nRxe6! 2.nRd6=wR# (guarding d4); but 1…nRh5=bR+!; 1.Rd8+? nR~ 2.nRd8=wR#; but 1…nRh8=bR+!. Another interesting try is 1.Bf8? (>2.Rd8=nR+ nR~ 3.nRd8=wR#) after which the thematic defences 1…g6 and 1…g5 defeat the threat (2.Rd8=nR+? nRd7=bR+!) but lead to the same play as after the key (see below). This try is refuted by 1…Sc6!; **1.Rc7! (>2.Rd7=nR+! nR~ 3.nRd7=wR#) 1…g6!** and now 2.Rd7=nR+? nRxe7=bR+! because of line-opening along e7-h7 but at the same time the diagonal b1-h7 is closed (**bivalve theme!**) and Black cannot give a counter-check with the bB: **2.Bf3=nB+! nB~ 3.nBf3=wB#, 2…nBxe2! 3.nBc4=wB#**; Analogously: **1…g5!** (e5-h5 is now closed) **2.Re5=nR+ nR~ 3.nRe5=wR#; 2…nRxe6! 3.nRd6=wR#**. A very rich logical content with corrections of neutral pieces, counter-checks, switchbacks, and bivalves. (1.Sc4? (>2.Sxb6=nS+ nS~ 3.nSb6=wS#); but 1…Se3!; 1.Rc4? Sa6!).

13 1.Sc3 d5 2.Sxd5 Sf6 3.Sxf6=nS+ nSh5 4. nSxg7=wS+ Kd7 5.Se8 Kxe8. Surprising switchback of the black king after a long raid of wSb1, who sacrifices himself on his last move.

B) ANDA INVERSE

Here, after each move, a piece (except for a king or a royal unit) changes colour, unless it gives a direct check to the enemy king. By definition, castling is orthodox (there is no change to the colour of the castling rook). Also, castling with a Circe-reborn rook is possible.

The first published problem of this kind was **14**.

Set play: 1…c3=nP 2.Sd3+ Kc4 3.Ba6#. However, White has no tempo-move, for example: 1.Pf5=nP? nPf4=bP! Similarly, every move of the white Bb7 changes its colour to neutral: 1.Bb7~=nB? nB~= bB!; Some illegal moves are 1.h8B=nB?? and h8Q=nQ?? due to self-check. Also weak is 1.h8R=nR? due to 1…nR~=bR! (but not 1…nRh5+? 2.nRh8=wR! c3=nP 3.Rc8#!, or 2.nRh3=wR! c3=nP 3.Rxc3#!). **1.h8S=nS!** (-) 1…nSf7+ 2.nSg5=wS! c3=nP 3.Se4#; 1…nSg6+ 2.nSf8=wS! c3=nP 3.Sxd7#. (1…c3=nP 2.Sd3+ Kc4 3.Ba6#). A curious role of the promoted S, which in the process of play makes 6 different moves!

15 **1…Kh2 2.Kb8 d1R=nR 3.Ka8 nRg1=bR 4.b8Q+ Kh1** (a switchback) **5.nPb7=wP!** Now Black is in zugzwang and the only move is **5…Ra1**#!, because all other moves of the Rg1 change its colour to neutral and are illegal self-checks. The white Q promotion is interesting. 4.b8B+? also gives check and so the piece retains its white colour, but then White can defend with 6.Ba7=nB! (with white *queen* on b8, 6.Qa7=nQ?? is self-check).

Anda Inverse was the theme of the French theme tourney at Saint-Germain au Mont d'Or in 2019. Below are two interesting examples from this tournament, organised as part of the RIFACE festival.

16 I. **1.Rh6=nR nRxh4+ 2.nRh5=wR Bf3+ 3.Kh4 Rxh5#**; II. **1.Bf1=nB nBxh3+ 2.nBg2=wB Rg5+ 3.Kh3 Bxg2#**. Very original annihilation captures on h4 and h3 to make free squares for the white king (the Kniest theme)! The judge remarked that he would have awarded this version a prize.

17 Black to move: **1.nPb1Q=bQ nPd8B=wB 2.Qb5=nQ Bf6#** (3.Qe5=nQ?? is illegal self-check); White to move: **1.nPd8B=wB nPb1Q=bQ 2.wBh4=nB Qe4#**. In both solutions the white and black first moves are the same, but they lead to different mate pictures. A light but instructive 4-unit work.

18 I. **1.Be7=nB nBd8=wB 2.Rb8=nR Bf6#**: II. **1.Rf7=nR nRf6=wR 2.Be5=nB Rf8#**. Reciprocal formation of batteries with typical thematic effects. Diagonal/orthogonal echo. Extreme economy – a Tanagra! At first sight there is a great analogy in position and battery play with **10** from Vlaicu, but in reality the batteries are formed in a completely different way.

19 **1…nBh3=wB! 2.nRg8=bR nKe6+ 3.Rg4=nR nRf4=wR#**; II. **1…nRh8=wR 2.nBh7=bB nKe8+ 3.Bg8=nB nBe6=wB#**. A special kind of Indian theme using the so-called Distant Grimshaw on g4/g8. Author's comment: "Reciprocal battery creation with critical play of the rear piece. The seemingly interchangeable move order is forced by the specific properties of the fairy condition." Diagonal/orthogonal correspondence. It is interesting to note that this strange content cannot be done with half-neutral pieces nRe8/nBf5 due to a huge number of cooks!

20 **1.Sa3=nS Pc6=nP 2.bxa3=nP Sxc6=nS 3.Bxa3=nB nSb8=bS 4.nBc1=wB**. A small but pleasant example of a double switchback of bSb8 and wBc1 after three thematic captures of Sb1, Pb2 and Pc7.

C) **ANDA PIECE**

Sometimes it is necessary to use the "Anda" effect only in the play of one or several pieces. First of all, this can be necessary when a large number of other pieces on the board only play in an orthodox way. Also, the use of Anda pieces allows them to be combined in a problem with other pieces that have similar functions. For example, the combination of half-neutral pieces and Anda pieces is possible and seems very interesting!
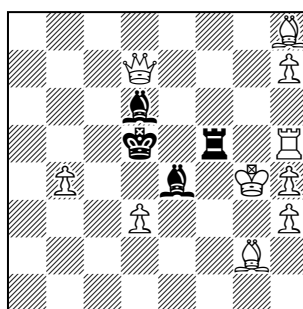
Despite the complete symmetry in the position, problem **21** is a light, instructive example. Here only two Anda pawns demonstrate a thematic effect, so it makes no sense to apply the "whole condition" Anda.
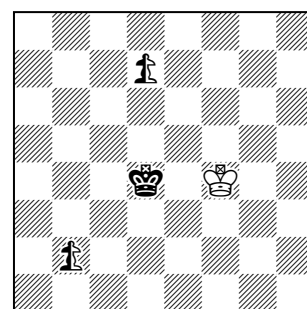
15 Petko A. Petkov
The Problemist
Supplement 2019
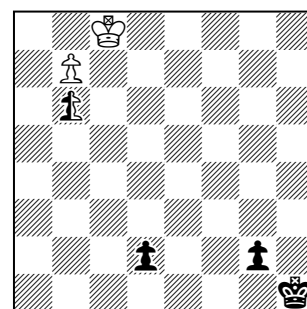
HS#4½　Anda Inverse

16 Michel Caillaud &
James Quah
2 HM Saint-Germain au
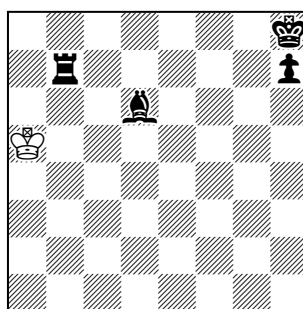Mont d'Or 2019
(version post RIFACE)

HS#3 2 solutions
Anda Inverse

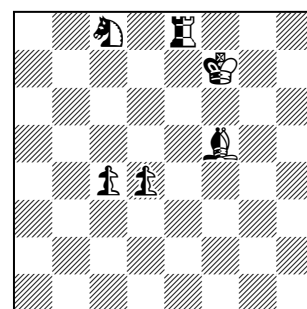**17 Sébastien Luce**
3 HM Saint-Germain au
Mont d'Or 2019

H#2 Duplex
Anda Inverse

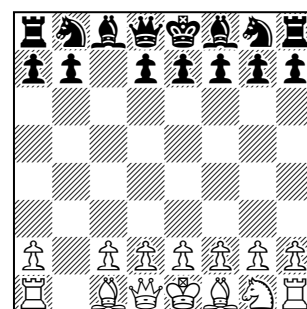**18 Eric Huber**
StrateGems 2020

H#2 2 solutions
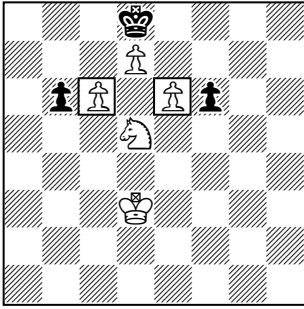Anda Inverse

19 Kostas Prentos
StrateGems 2019

H#2½ 2 solutions
Anda Inverse

20 Christian Poisson
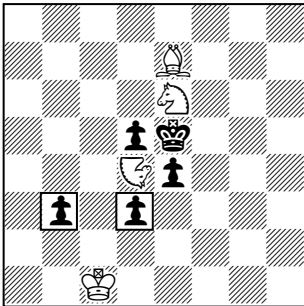*562 Parties Justificatives*
Homebase 2019

PG in 3.5 moves
Anda Inverse

21 Petko A. Petkov
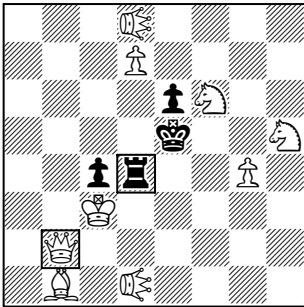*StrateGems* 2020

#4   Anda pawns c6, e6

22 Petko A. Petkov
StrateGems 2019

H#2 2.2.1.1
Anda pawns b3, d3
♘ Nightrider

23 Petko A. Petkov
Original

#2   ♗ Lions
Anda pieces d4, b2

21 Logical tries (Main plans): 1.APe7=nAP+? and if 1…nAPe6 there follows 2.nAPe7=wAP#, but 1…nAPe5!; Similarly: 1.APc7=nAP+? and if 1…nAPc6 2.nAPc7=wAP#, but 1…nAPc5!; Other tries: 1.Kc4? (-) but 1…f5!; 1.Ke4? (-) but 1…b5!; **1.Kd4! (-) 1…f5 2.Ke5!** and **3.APe7=nAP+ nAPe6 4.nAPe7=wAP#**; **1…b5 2.Kc5!** and **3.APc7=nAP+ nAPc6 4.nAPc7=wAP#**. In my opinion, the idea of blocking the Anda pawns with the white king, combined with switchbacks, is very unusual and fruitful and can be used in a number of other logical problems.

22 Here the main actors are also only two Anda pawns, but in black initial phase. There are 2 solutions, each with 2 variations. The rich content is presented with 4 different promotions of the pawns, 4 different moves of the white king and anti-dual tries! I. **1.Pd2 =nP+! Kb2 2.nPd1=nQ! nQh5=wQ#** (not 2.nPd1=bN+?) and **1…Kb1 2.nPd1=nN! nNa7=wN#** (not 2.nPd1=bQ+?); II. **1.Pb2=nP+ Kd2 2.nPb1=nQ nQb8 =wQ#** (not 2.nPb1= bN+?) and **1…Kd1 2nPb1=nN nNa3=wN#** (not 2.nPb1=bQ+?).

23 There will be a very dynamic and rich duel between the two Anda pieces: white AQb2 and black ARd4. In the beginning only one thematic variation is obvious: 1…ARd3=nAR+ 2.nARe3=wAR#. Giving checks with the white queen in advance is useless, as it will go into neutral phase and Black can respond with numerous counter-checks, in which the queen goes into black phase. Only the formation of a masked white K/LI battery works: **1.LIa1! (-)**. If now 1…ARd4~ (for example 1…ARd1) it seems that White can give 4 deadly double checks: 2.AQb5=nAQ+!? (A), 2.AQb8=nAQ+!? (B), 2.AQh2=nAQ+!? (C), 2.AQe2= nAQ+!? (D), but in each case there is a wonderful black defence – the counter-check 1…nAQb2=bAQ+!! Therefore, on **1…ARd4~ (Rd1,Rd2)** only **2.AQd2#**, with interference of the bAR, is correct. There follow 4 black correction moves after which we see mates with pins of the bAR by the wAQ and anti-dual tries in cyclical form: **1…ARd5! 2.AQb5#!** (A); **1…ARd6! 2.AQb8!** (B); **1…ARf4! 2.AQh2#!** (C); **1…ARe4! 2.AQe2#!** (D). These variations demonstrate a specific Anda super-paradox: a check with a pin turns out to be stronger than double check! Other variations are the already-known check **1…ARd3=nAR+! 2.nARe3=wAR#**, and two correction moves without thematic effects: 1…ARxd7! 2.Sxd7#, 1…ARxg4! 2.Sxg4#.

NOTE: Of course, it is also possible to define an **ANDA INVERSE PIECE**, by analogy with the Anda piece, but using the rules of the the Anda Inverse condition. I suggest that the **ANDA INVERSE PIECE** be marked with the **AI** symbol. So far, the Anda Inverse piece has not been programmed.

Originals Of My Friends

I am glad to note that in this issue I can offer readers 8 nice originals. The numbering of the originals follows the one you saw in issue No.2 , so now we start from no.8. But the tournament for 2020-2021 will also include, of course, all three originals from Geoff Foster (no.17-19) published in issue 1 on pages 6-7.

I remind composers that for the 2021-2021 tournament I will only accept problems that use fairy conditions and/or fairy pieces invented by me, as follows: Fairy conditions: Anti-Andernach, Anti Super Circe, Chameleon Chess, Eiffel, BGL, Disparate PY, Masand, Anda, Anda Inverse, Pepo Chess, Bolero (all types), Cast, Cast Inverse. Fairy pieces: Chameleon (the standard type Q>S>B>R>Q and all other modifications), half-neutral pieces, half-neutral king, Anda pieces, all types of Bul pieces and Dob pieces. Another important requirement is that only problems that have been checked with the WinChloe, Popeye or Jacobi programs are acceptable.
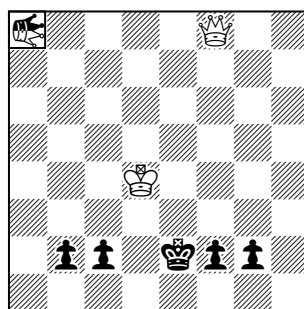
8 Pierre Tritten
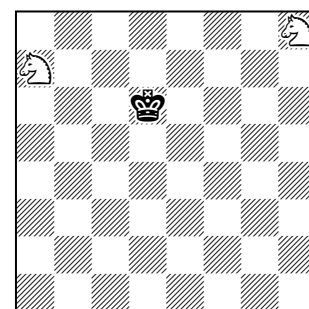(France)
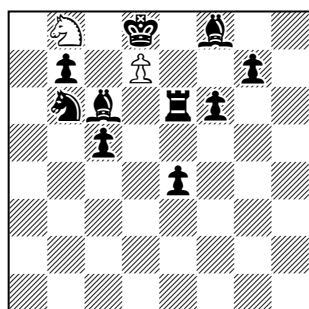
H#2 3 solutions
Anti-Andernach

9 Pierre Tritten
(France)
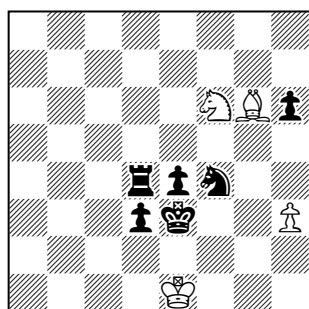
H#2 2 solutions
Bolero Inverse

10 Eric Huber
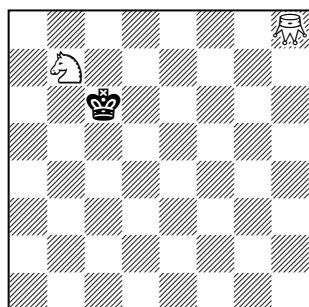(Romania)

H=2 (b) Ke2>d2
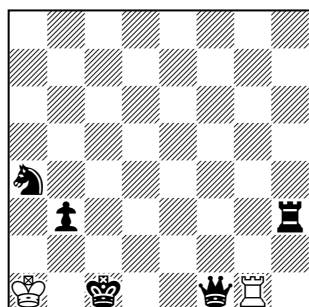♘ Dob Lion

11 Sébastien Luce
(France)

H#2½ 2 solutions
Bolero Inverse RexIncl.
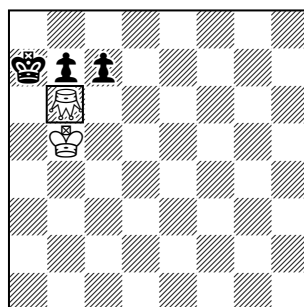
12 Sébastien Luce
(France)

H#2½ 2 sol. (b) Sb7>f6
Bolero Inverse RexIncl.
♞ Grasshopper

13 Karol Mlynka
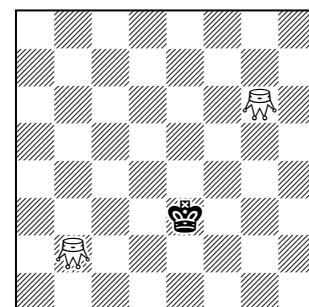(Slovakia)

HS#3 Masand
(b) Sa4>d5 (c) Ka1>a3
(d) Rh3>h4

14 Sébastien Luce
(France)
dedicated to Pierre Tritten

H#4½ (b) shift h8=h5
⬚ Bul Grasshopper

15 Geoff Foster
(Australia)

H#5 4 solutions
Bolero Inverse
♞ Grasshoppers

Anti-Andernach: A unit (not K) when moving without capturing, changes colour.

Bolero: A piece "x" (except for all kinds of kings and pawns) making capturing moves plays in the usual way. If making a non-capturing move, "x" plays as follows: if located on the files "a" and "h" like a rook, on the files "b" and "g" like a knight, on the files "c" and "f" like a bishop, on the file "d" like a queen and on the file "e" like a king (to all neighbouring squares, but without acquiring royal status). Castling is permitted if the king and the rook are on their starting positions (or with Circe-reborn K and R).

Bolero Inverse: A piece "x" (except for all kinds of kings, Royal pawns and usual pawns) making non-capturing moves plays in the usual way. If making capturing moves, "x" plays as follows: if located on the files "a" and "h" like a rook, on the files "b" and "g" like a knight, on the files "c" and "f" like a bishop, on the file "d" like a queen and on the file "e" like a king (to all neighbouring squares, but without acquiring royal status).

Bolero Inverse RexInclusive: A piece "x" (including kings and Royal pawns but excepting all other kinds of pawns) making non-capturing moves plays in the usual way. If making captures moves, "x" plays as follows: if located on the files "a" and "h" like a rook, on the files "b" and "g" like a knight, on the files "c" and "f" like a bishop, on the file "d" like a queen and on the file "e" like a king (to all neighbouring squares, but without acquiring royal status). By making captures a Royal pawn can play in all directions but on its last row it

promotes to a Royal piece, while on its first row it becomes an immovable Royal pawn: it cannot play but can capture according to Bolero rules.

Bul Grasshopper: Definition (according to WinChloe, where the French name is Sauterelle Bul, code SB): Moves like a Grasshopper ((0,1)+(1,1) Hopper), but the hurdle must also make a non-capturing Grasshopper move (the move is impossible if it cannot).

Dob Lion: Definition (according to WinChloe, where the French name is Lion Dob, code LD): Moves like a Lion ((0,1)+(1,1) Prolonged Hopper), but the hurdle must also move (the move is impossible if it cannot). A neutral hurdle is considered to have the colour of the moving side.

Masand: When a piece gives a direct check, all the pieces (own or enemy) it controls or threatens (except the kings) change colour. A rook becoming white on a1 or h1, or black on a8 or h8, can castle.

Solutions

8 (Tritten) I. **1.Bd6=w Bxc5 2.Re5=w Bxb6#**; II. **1.Rd6=w Rxf6 2.Sd5=w Rxf8#**; III. **1.Sa4=w Sxc5 2.Bd6=w Sxe6#**. Cyclic interchange of function between bS/bR/bBf8 (captured by mating piece / active guard / mate). Diagonal-orthogonal correspondence (Author).

9 (Tritten) I. **1.Sh5 Sd7 2.Sxh3 Sxh3#**; II. **1.Rd7 Bh5 2.Rxh3 Bxh3#**. Interchange of function between white and black pieces. Interchange of squares between black and white first moves. All specific captures on h3 at black and white second move (Author).

10 (Huber) (a) **1.nDLIh8(Qh6) nDLIxb2(Ke5)+ 2.nDLIh8(Ke4) nDLIh2(Qc1)=**; (b) **1.nDLIg8(Qg7) nDLIxg2(Qb7)+ 2.nDLIa8(Qa6) nDLIa2(Qf1)=**. Chameleon echo pin stalemates. Rundlauf nDLIa8-g8-g2-a8, switchback nDLIh8-b2-h8 (Author).

11 (Luce) I. **1…Sc8 2.Ke7 Sg6+ 3.Ke8 Sce7#**; II. **1…Sc6 2.Kc7 Sf7 3.Kc8 Sfd8#**. The knight on the left mates as a king and the knight on the right mates as a queen! Without RexInclusive, only the variation with 1…Sc8 would work (Author).

12 (Luce) (a) I. **1…Sc5 2.Kd5 Sd7+ 3.Ke5 Gd4#**; II. **1…Sd6+ 2.Kb7 Sc8+ 3.Kb8 Sa7#**; (b) I. **1…Ge5 2.Kc7 Gb8 3.Kc8 Sd7#**; II. **1…Sg8 2.Kd7 Gf8 3.Ke8 Se7#**. Four different mates here : in the first one (Gd4#), the two pieces capture as queens. In the second (Sa7#), they capture as rooks. In the third (Sd7#), the white knight captures as queen protected by grasshopper capturing as knight. In the last one (Se7#), the white knight captures as king, protected by grasshopper capturing as bishop.

13 (Mlynka) (a) **1.Rg3 Qa6 2.Rxb3 Rd3 3.Rc3[d3=w]+ Sxc3#**; (b) **1.Rg5 Qf8 2.Rxd5 Qh8[h3=w]+ 3.Rc3[b3=w]+ Qxc3[b3=b]#**; (c) **1.Rg2 Sc3 2.Kxb3 Qf4 3.Rc2[c3=w]+ Rxc3[c2=b]#**; (d) **1.Rg4 Qg1 2.Rxa4 Rd4 3.Rc4[d4=w]+ Qxd4[c4=b]#**. White minimal miniature. Unpin by the wR-keys, battery creation, 3 mates on the same square (Author).

14 (Luce) (a) 1…**BGb4(Kb3) 2.c5 BGd6(Pe7) 3.e6 BGf6(Pa2) 4.b6 BGa6(Pb2) 5.b1B BGa8(Ka1)#;** (b) **1…BGb5(Pb1=S) 2.Sd2 Kc2 3.Sb3 BGd3(Pa2) 4.Ka5 BGa3(Sd1) 5.Sf2 BGa6(Ka1)#**. In the first solution, the promotion, to bishop, happens at the end, to self-block this square next to the black king a1. In the second solution, the promotion, to knight this time, happens at the beginning to be used as an hurdle on move three. On move four the knight makes a "jump move" b3-d1. And on move five, Sf2 has to be played to deprive the black king of a "jump move" a1-e1 (Author).

15 (Foster) I. **1.Kd2 Ge2+ 2.Kc2 Gb2 3.Kc3 Gd4+ 4.Kc2 Gb1 5.Kc1 Gd1#**; II. **1.Kf2 Gg2 2.Kf3 Ge4+ 3.Kg2 Gg1 4.Kf2 Ge3+ 5.Ke1 Ge2#**; III. **1.Kd4 Ge5+ 2.Kc5 Gb5 3.Kc6 Gb6 4.Kc5 Gd4+ 5.Kc6 Gd7#**; IV. **1.Ke4 Gd3+ 2.Ke5 Gf6+ 3.Ke6 Gd6+ 4.Kf7 Gd7+ 5.Kg8 Gd8#** . In the second mate the Grasshoppers are on the e-file and capture as kings, while in the other mates they are on the d-file and capture as queens. The bK is mated on c1, e1 c6 and g8 (Author).

Memories from TZUICA 2020

Two Comments by Authors

Although there was no WFCC Congress in 2020 due to the pandemic, the organizers of the legendary traditional Tzuica 2020 theme tournament – Vlaicu Crişan and Eric Huber – followed tradition and announced an interesting thematic competition "in absentia", this time dedicated to Guy Sobrecases. Theme: Helpself compositions (hs#n/hs=n) with at least 2 solutions showing the *Schnoebelen* theme (a promoted unit, which has not played after its promotion, is captured on its promotion square).

You can find the results and interesting comments of the judges on the page of Crişan and Huber "Whose birthday is it today?" (See the WFCC site, section Links), or using the following link:

https://drive.google.com/file/d/1reXDoFa0VDGP4LGzp4apXRzcUdkg0k0m/view

I offer you two of the problems that received prizes and in my opinion demonstrate some unusual new ideas in the development of this interesting theme. Here you will read the comments of the authors, which, of course, are always longer than the judges' comments. Such a broader account from the creator of a new fairy problem would probably be most useful to younger composers in their future work.

Petko A. Petkov
1 Pr (Fairy section)
18th Tzuica Ty 2020

HS#3½ 2 solutions
Circe + AntiAndernach
🐎 Grasshopper d4
♘ Nightrider h3
♘ Camel c1
♘ Camel-Hopper d6

I.　**1…e1=wR　2.b8=bB　fxe1**=CH[+wRa1]　3.Rb1=b　Bc6=w **4.axb8=CA[+bBf8]+ Rxb8#**. Dual avoidance: not 3…Beb5=w? with closing or bRb1;　II.　**1…f1=wQ　2.a8=bS　exf1**=N[+wQd1]　3.Qf3=b　Beb5=w **4.bxa8=G[+bSg8]+ Qxa8#**. Dual avoidance: not 3…Bc6=w? with closing or bOf3. Model mates!

Petko Petkov (comments): My goal here was to develop the theme against the background of Super AUW, using the combination of fairy conditions AntiAndernach and Circe, which I found very useful in this arena! Since in a thematic tournament it is always good to complicate the main theme with other interesting motifs, I decided to add thematic anti-dual tries 3…Beb5=w? (sol I) and 3…Bc6=w? (sol II) with preliminary line closings and model mates also. This "work model" seemed extremely difficult and I tried dozens of versions until I found the final position. I was pleasantly surprised that a fantasy had become a reality …

Geoff Foster
Sp Pr (Fairy section)
18th Tzuica Ty 2020

HS#2½ (b) Pe5>h6
GhostChess +
Take&Make

(a) 1…Ba4 2.Rxa4-d7[buBa4] uBxd7-e7[wuRd7] **3.gxh4-h8=Q[buQh4]+ uQxh8-g8**[wuQh8]#; (b) 1…Bb3+ 2.Rxb3-d5[buBb3] uBxd5-e5[wuRd5] **3.gxh4-d8=R[buQh4]+ uQxd8-e8**[wuRd8]#.

Geoff Foster (comments): In Ghost Chess, captured units remain latent (like ghosts); they reappear as soon as the square of their capture is vacated, after which they are no longer capturable. The combination of Ghost Chess & Take&Make is very interesting, because after the capture the captured piece is reborn immediately, when the capturing unit does the "make" part of the move. The combination of Ghost Chess + Take&Make therefore has two differences from standard Take&Make: (i} the captured unit does not disappear; and (ii) the captured unit is no longer capturable.
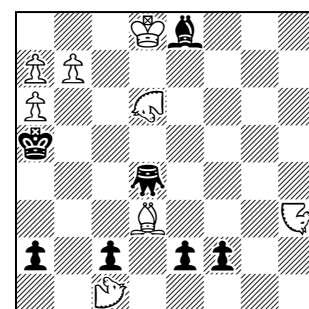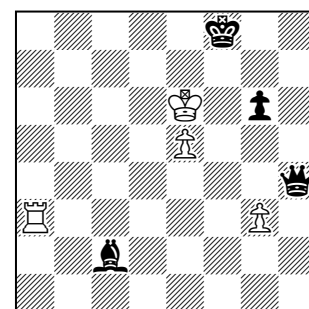
This problem is the first published example of Ghost Chess + Take&Make. In each solution the first 3 half-moves are used to get the wR and bB into position, from where they control certain squares around the wK. The wR must block d7 in (a) and d5 in (b), which is done through (a) 1…Ba4 2.Rxa4-d7[buBa4] and (b) 1…Bb3+ 2.Rxb3-d5[buBb3]. After the captures the bB remains in place but has become uncapturable. The bB then captures the wR and "makes" one square to the right, from where it guards d6 and f6. As before the wR remains in place after the capture.

The final two-half moves (the selfmate phase) are the most interesting. In (a), 3.gxh4-h8=Q[buQh4]+ gives check to the bK, with a Q promotion being required in order to guard g7. The bQ can "capture" the wQ, but the wQ remains on the board so the bQ must "make" along the line of the check with 3…uQxh8-g8[wuQh8]#. This is mate because the bQ in uncapturable, so 4.uQxg8-f7[buQg8]?? is not permitted (it would actually be mate to the bK if allowed!). In (b) the play is similar, with 3.gxh4-d8=R[buQh4]+ forcing 3…uQxd8-e8[wuRd8]#. Here a R promotion is required because a wQ on d8 could simply play 4.Qe7+.