

ANDA FAIRY PLANET

No.4 – April 2023

Editor: Petko A. Petkov (ppetkov2702@gmail.com)

Language Correction, Typesetting and Design: Geoff Foster

EDITORIAL

After a very long break due to my serious illness, I have decided to resume publishing this magazine. I am still undergoing treatment, but there is some hope for a normal remission in the near future.

Central to this issue is my award for Anda Fairy Planet's issues 1 to 3, 2020-2021. Geoff Foster's article on the new *Influencer* condition also deserves special attention. There the author demonstrates some fresh and interesting ideas in this arena, again using his favourite Tanagra form.

In this issue, the new contests of Anda Fairy Planet for 2023-2024 are also announced. All originals published in Anda Fairy Planet will participate in the tournaments, except for those from the editor Petko A. Petkov, who will be the judge for the same period.

Anda Fairy Planet is a non-commercial, electronic publication with a strictly defined chess theme. The magazine is distributed free of charge and its main goal is to demonstrate leading trends in the development of chess composition in the world, as well as the Bulgarian contribution to this art.

ANDA FAIRY PLANET – FAIRIES 2020-2021

Award by Petko A. Petkov

A total of 18 originals participated in the competition. Despite this modest number, I rate the overall quality as very good. The authors of the problems are world-renowned masters, and the demonstrated ideas are original and beautiful. As a judge, I allow myself to a certain extent to violate some standard norms typical for referees in such competitions.

The "GENERAL SECTION" refers to 7 problems in which the total number of units on the board is greater than 5. The remaining 11 problems are of the TANAGRA type (no more than 5 units on the board). Since I rate the quality of the problems here as very high, I have divided this section into two subsections: TANAGRA (≤ 4 U) for problems in which there are at most 4 units on the board, often called "Wenigsteiners" (here there are a total of 7 originals) and TANAGRA (5U), with 5 units on the board (here there are only 2 originals, but also of a great value).

A. GENERAL SECTION

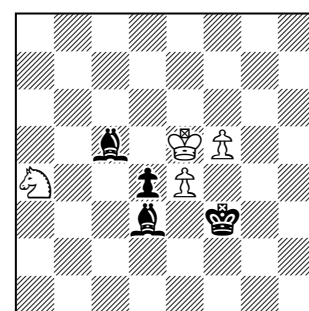
In the 7 published problems, an original theme has been developed.

1st Prize Juraj Lörinc (no.1, September 2020) I. 1.Kxe4(Kh8) Kxd4(Kh6) 2.Bxf5(Bg8) Sxc5(Sg6)#; II. 1.Kxe4(Kh1) Kxd4(Kh3) 2.Bxf5(Bg1) Sxc5(Sg3)#; III. 1.Kxe4(Ka8) Kxd4(Kc8) 2.Bxf5(Ba7) Sxc5(Sc7)#; IV. 1.Kxe4(Ka1) Kxd4(Kc1) 2.Bxf5(Ba2) Sxc5(Sc2)#. An extremely unusual idea: the first parts of

the black moves (1.Kxe4 and 2.Bxf5) and of the white moves (1...Kxd4 and 2...Sxc5) are the same in all solutions. The second parts of the cited moves, however, send the thematic pieces to 16 different rebirth squares on the board (4 in each solution). As a result we see 4 perfect chameleon-echo ideal mates with the black king visiting all corners of the board! (Author). I think that this way of implementing the fairy condition is permissible and gives good practical chances. In this regard, the author has demonstrated an optimal mechanism (Judge).

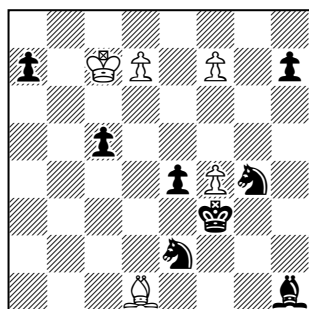
2nd-3rd Prize Igor Kochulov (no.4, September 2020) I. 1.a6=w d8B=b 2.Bh4=w Bg3=b 3.Bxa6 f7xg3#; II. 1.h6=w d8R=b 2.Rd3=w Re3=b 3.Sexh6 f7xe3#. An unusual synthesis of fairy conditions and an interesting and rich thematic play ending with surprising mates from the wPf7. Black's first move provides a white unit for Black to capture on his last move. In the mates the wK guards f2 and the wB guards g2 (Author). An original idea presented in perfect form (Judge).

Juraj Lörinc
1 Pr *Anda Fairy Planet*
2020-21



H#2 4 solutions
Anti-Super-Circe

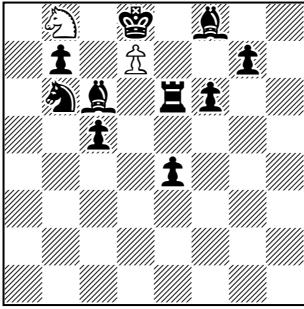
Igor Kochulov
2-3 Pr *Anda Fairy Planet*
2020-21



H#3 2 solutions
Anti-Andernach
Mars Circe

Pierre Tritten

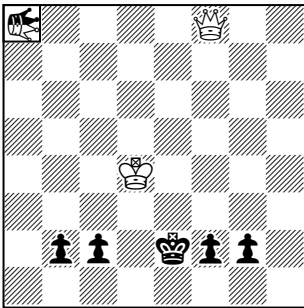
2-3 Pr *Anda Fairy Planet*
2020-21



H#2 3 solutions
Anti-Andernach

Eric Huber

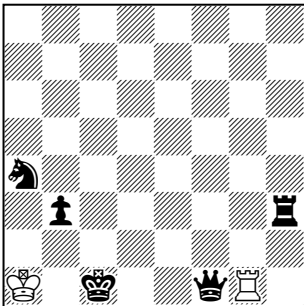
Sp Pr *Anda Fairy Planet*
2020-21



H=2 (b) Ke2>d2
Dob Lion

Karol Mlynka

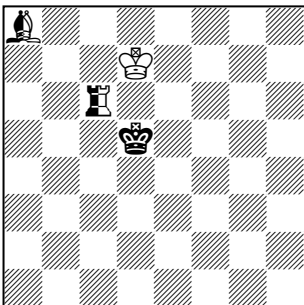
C *Anda Fairy Planet*
2020-21



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

Geoff Foster

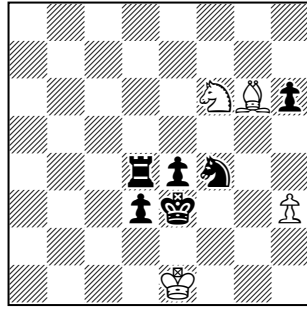
1 Pr *Anda Fairy Planet*
2020-21



H#2 2 solutions
Bolero RexInclusive

Pierre Tritten

4 Pr *Anda Fairy Planet*
2020-21



H#2 2 solutions
Bolero Inverse

2nd-3rd Prize Pierre Tritten (no.8, March 2021) 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). This theme is not new, but here it is presented in a very pleasant form (Judge).

4th Prize Pierre Tritten (no.9, March 2021) 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). Two surprising mates from the h3 square after play that perfectly demonstrates the specificity of Bolero Inverse. Perfect form (Judge).

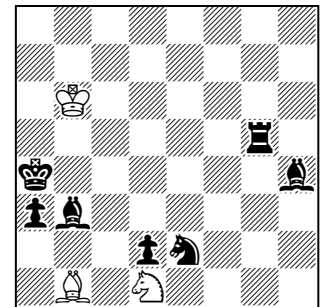
Special Prize Eric Huber (no.10, March 2021) (a) 1.nDLIh8(Qh6) nDLIxb2(Ke5)+ 2.nDLIh8(Ke4) nDLIh2(Qc1)=; (b) 1.nDLIg8(Qg7) nDLIlg2(Qb7)+ 2.nDLIa8(Qa6) nDLIa2(Qf1)=. Chameleon echo pin stalemates. Rundlauf nDLIa8-g8-g2-a8, switchback nDLIh8-b2-h8 (Author). So far this is one of the most interesting problems demonstrating the wonderful properties of the Dobrich Lion piece. Eric is a famous master of such fresh ideas ending with Chameleon-echoes (Judge).

Honourable Mention Pierre Tritten (no.2, September 2020) (a) 1.Bh4-b4 Sd1-c2 2.Bxc2 Bxc2#; (b) 1.Sh4-b4 Bb1-c3 2.Sxc3 Sxc3#. Fine Bolero strategy. When a wS is sacrificed, attracting a black piece, the wB captures the sacrificed black piece and vice versa (Author). An educational example of specific effects with thematic captures of pieces using the Bolero condition (Judge).

Commendation Karol Mlynka (no.13, March 2021) (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). An unusual and very ambitious content. Unfortunately, the play is not completely equal in all phases (Judge).

Pierre Tritten

HM *Anda Fairy Planet*
2020-21



H#2 (b) bSh4
Bolero

B. TANAGRA (<=4 UNITS SECTION)

Only problems in which there are no more than 4 units are included in this "Mini Section". These works are liked not only by experts, but also by the widest audience in our art. Of course, here the tasks of two recognized luminaries in this arena – Geoff Foster and Sébastien Luce – make a strong impression. Geoff scores a complete triumph in the problems with up to 4 pieces on the board, and Sébastien convincingly wins the highest prize in the 5-unit Tanagra. But let's first look at Geoff's brilliant trio of masterpieces that tops this gradation.

1st Prize Geoff Foster (no.16, July 2020) The neutral Rc6 is on the c-file, so for non-capturing moves it plays like a bishop. However neither king is in check, because capturing moves (including checks) are normal. The condition is Bolero RexInclusive, so both kings (which are on the d-file) initially make non-capturing moves like a queen. I. 1.Kh1 Kh3 2.nRg2 nRe1#; II. 1.Kg2 Kd2 2.nRf3 nRg4#. Both solutions have a "Bristol" by the bKd5 and nRc6 along the a8-h1 diagonal! The most interesting mate occurs in the second solution. The bKg2 (moving as knight) can only play to e1, e3, f4 or h4, but all of those squares are attacked by White. The nRg4 (moving as knight) cannot return to the a8-g2 diagonal to nullify the check, but it still attacks f4 and h4 because capturing moves are normal

(Author). For me, this content is a big and very pleasant surprise. The author has discovered a patent mechanism for introducing Bristol and non-standard battery mates, which superiorly demonstrate the wonderful properties of Bolero Rex Inclusive (Judge).

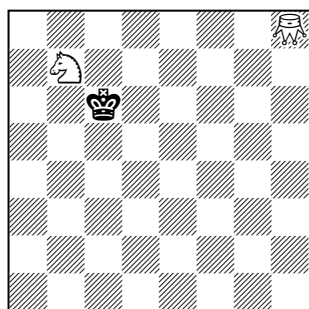
2nd Prize Geoff Foster (no.15, March 2021) I. 1.Kd2 Ge2+ 2.Kc2 Gb2 3.Kc3 Gd4+ 4.Kc2 Gb1 5.Kc1 Gd1#; II. 1.Kf2 Gg2 2.Kf3 Ge4+ 3.Kg2 Gg1 4.Kf2 Ge3+ 5.Ke1 Ge2#; III. 1.Kd4 Ge5+ 2.Kc5 Gb5 3.Kc6 Gb6 4.Kc5 Gd4+ 5.Kc6 Gd7#; IV. 1.Ke4 Gd3+ 2.Ke5 Gf6+ 3.Ke6 Gd6+ 4.Kf7 Gd7+ 5.Kg8 Gd8#. In the second mate the Grasshoppers 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). The Grasshoppers are not very mobile pieces, so the big surprise here is the length of the play – 5 moves, with 4 different mates. Creating such content with only 3 pieces on the board is a sign of great skill (Judge).

3rd Prize Geoff Foster (no.3, September, 2020) I. 1...Kh4-h8 2.Kg6-h4 Kf8 3.Kh4-h8 Kh6#; II. 1...Rd7 2.Kg6-h8 Kf4 3.Kh8-h4 Rh7#. Battery mate in first solution. Amusing Umnov play! In the first solution both sides play Kh4-h8. There is a strange type of reciprocal change of black moves, with the bK playing -h4-h8 in the first solution and -h8-h4 in the second solution. In fact 2.Kg6-h4 and 2.Kg6-h8 are tempo moves! (Author). Again, with only 3 units, the author presents a surprise – the Umnov theme is the main emphasis here, and the mates are very beautiful (Judge).

Special Prize Sébastien Luce (no.6, September 2020) I. 1.Rh5 nKd7 2.Sf6+ (wRh5) nKd8 3.Be7+(wSf6) nKxe7 4.nKf8 Rh7=; II. 1.Bh6 nKf7 2.Rh7+(wBh6) nKg6 3.Rg7+(wSg8) nKxg7+ 4.nKh8 Sf6=. The position is comical: it is a “homebase” position, with the rare presence of a neutral king with this condition. Model stalemates. (C+ with WinChloe 3.51 only. Popeye does not solve problems with Masand + neutral king.) (Author). In this “Semi Homebase” position, the participation of a neutral king is too unexpected. But in my opinion, it is logical to accept that such an option can work well here (Judge).

1st Honourable Mention Geoff Foster (no.17, July 2020) A 4-unit H#3 with 4 solutions and no move repetition, without twinning! I. 1.Kh1 Kh4 2.nRg2 Kh3 3.nBd5 nRe1#; II. 1.Kd7 Kd4 2.Kb7 Kd7 3.nBg2 nRb5#; III. 1.Kh5 Kg3 2.nBh2+ Kf5 3.nRh1 nBe2#; IV. 1.nRa4 nRb4 2.Ka5 Kc5 3.nBc3 nRa2#. The bK travels to h1, b7, h5 and a5. The wK makes 3 of the W1 moves and all 4 of the W2 moves (Author). The nR/nB material is obviously very productive. Four solutions without twins is a notable goal and not easily achieved (Judge).

Sébastien Luce
2 HM *Anda Fairy Planet*
2020-21

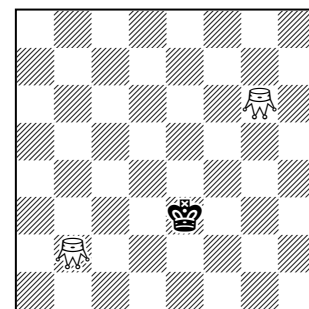


H#2½ 2 sol. (b) Sb7>f6
Bolero Inverse RexIncl.
Grasshopper

2nd Honourable Mention Sébastien Luce (no.12, March 2021) (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 (Author). Here we see 2+2 solutions in 2.5 moves with good strategy (Judge).

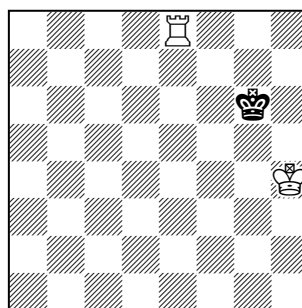
Commendation Geoff Foster (no.18, July 2020) 1.nRc6+ nRd7+ 2.Ke8 nRd5+ 3.nRc6+ nRa8#. An amusing checking sequence with the bK starting in check (Author). Black twice builds the nR/nB

Geoff Foster
2 Pr *Anda Fairy Planet*
2020-21



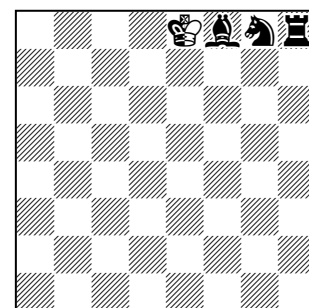
H#5 4 solutions
Bolero Inverse
Grasshoppers

Geoff Foster
3 Pr *Anda Fairy Planet*
2020-21



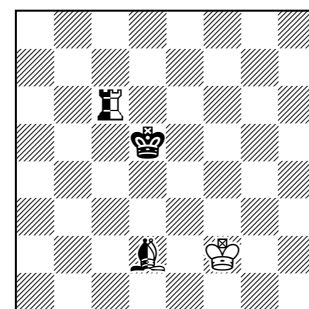
H#2½ 2 solutions
Bolero RexInclusive

Sébastien Luce
Sp Pr *Anda Fairy Planet*
2020-21



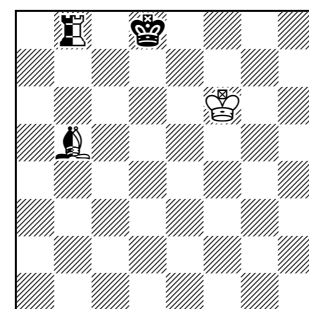
H=4 2 solutions
Masand Neutral Ke8

Geoff Foster
1 HM *Anda Fairy Planet*
2020-21



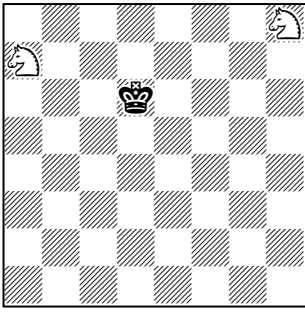
H#3 4 solutions
Bolero RexInclusive

Geoff Foster
C *Anda Fairy Planet*
2020-21



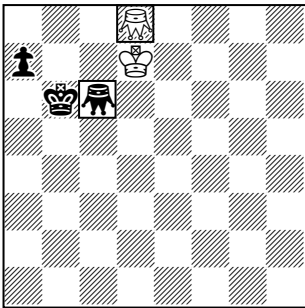
H#3 (bK in check)
Bolero RexInclusive


Sébastien Luce
C Anda Fairy Planet
2020-21



H#2½ 2 solutions
Bolero Inverse RexIncl.

Vlaicu Crişan
Sp Pr Anda Fairy Planet
2020-21



Ser-H#5
 Dob Grasshopper

battery, which on its reappearance gives a beautiful mate. Is this idea feasible in a position where the bK is not in check? (Judge).

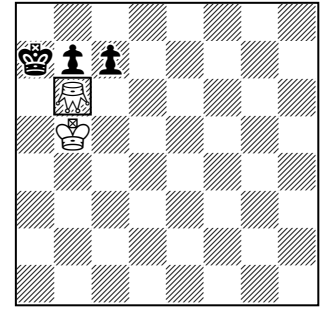
Commendation Sébastien Luce (no.11, March 2021) I. 1...Sc8 2.Ke7 Sg6+ 3.Ke8 Sce7#; II. 1...Sc6 2.Kc7 Sf7 3.Kc8 Sfd8#. The knight on the left mates as a king and the knight on the right mates as a queen! Without RexInclusive, only the solution with 1...Sc8 would work (Author). Nice mates with two white knights. But perhaps this material gives even better odds? (Judge).


C. TANAGRA (5 UNITS SECTION)

1st Prize Sébastien Luce (no.14, March 2021)
(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 a 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). Excellent and very dynamic play in which the black promotions to B and S make a strong impression (Judge).

Special Prize Vlaicu Crişan (no.7, September 2020) 1.DGRa6(Kb7) 2.DGRc8(Ka8) 3.DGRc8(DGRd6) 4.DGRc6(Kc7) 5.DGRc8(Kb6)+ DGRa6(Kc7)#. An interesting dance of all thematic pieces (Author). Only one phase, but interesting and difficult to detect (Judge).

Sébastien Luce
dedicated to Pierre Tritten
1 Pr Anda Fairy Planet
2020-21



H#4½ (b) shift h8=h5
 Bul Grasshopper

DEFINITIONS

Anti-Super-Circe: When a capture is made, the capturing unit (including King) must be replaced on any empty square. Exception to the default rules: a Pawn is dummy on its 1st rank.

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: As for Bolero Inverse, but including kings and Royal pawns but excepting all other kinds of pawns.

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.

Mars Circe: To capture, every piece is first reborn on its rebirth square which must be empty, then it captures from this square.

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.

INFLUENCER CHESS IN THE TANAGRA ARENA

by Geoff Foster

The fairy condition Influencer chess was introduced by Dieter Werner and Stephan Dietrich in an article in *idee & form* in April 2021. Under this condition, units become influenced when a unit of the opposing side moves next to them. If the influenced unit stands on the top or bottom rank then it becomes the same type of unit as the influencing unit, otherwise it becomes a pawn. A pawn created on its side's bottom rank cannot move or give check. If an influenced piece becomes a rook, it counts as a new rook and may take part in castling. Kings cannot influence and also are not influenced. The influence is persistent, i.e. it continues even if the influencing unit is no longer on a neighbouring square.

Influencer chess can be checked with Popeye from version 4.85, using "condition Influencer". However, version 4.87 is preferred as it includes corrections for special cases. WinChloe from version 3.54 has separate conditions "Influencer blanc" and "Influencer noir". It also has "Influencer II blanc" and "Influencer II noir", in which pawns on their bottom rank can move a single step (including making a capture).

Influencer chess was the topic of the Munich Fairy Tourney 2022. The award is available at: https://www.wfcc.ch/wp-content/uploads/award_munich_fairy_tourney2022.pdf.

The award contained two Tanagras (i.e. problems having no more than 5 units). **1** is an excellent demonstration of how a piece's location on the board determines how it is influenced. In (a) there is **no solution**, as the bQ can defend by turning the wQ into a pawn. 1.Qg3? Qh5+ fails against e.g. 2.Qg4[h5=P]! Similarly 1.Qh3? Qg5+ fails against e.g. 2.Qg4[g5=P]!

In (b) the board is rotated 90° clockwise, and now **1.Qc2 Qe1#** works as the wQ is on the bottom rank, so it remains a queen when the bQ moves next to it.

In (c) with a 180° rotation the only solution is **1.Qa6 Qb4#**, because now a move such as 2.Qb5[b4=P]? fails, because even though the wQ has become a pawn, it still gives check!

Finally in (d) with a 270° rotation both solutions work, because in **1.Qf8 Qd7#** a wPd7 still gives check, while in **1.Qf7 Qd8#** the wQ on the top rank remains a queen when influenced by the bQ.

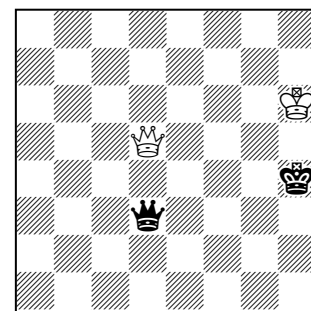
Narayan Shankar Ram had one problem in the award, but let's begin by looking at two others of his that were omitted. The judge considered them to be excellent demonstrations of Influencer chess, but too schematic to be honoured. **2** is a direct stalemate, but the only black unit is the Ba1, so the aim will be satisfied if this is captured or immobilised. In the set play, several moves of the bB are met by moves of the wB to the square below it, turning the bB into a pawn: 1...Bb2 2.Bb1[b2=P]; 1...Bc3 2.Bc2[c3=P]; 1...Bd4 2.Bd3[d4=P]; 1...Be5 2.Be4[e5=P]; 1...Bf6 2.Bf5[f6=P]. There is also 1...Bg7[h7=P] 2.hxg7, but nothing is set for 1...Bh8[h7=P]. The key **1.Bb1!** (-) provides 1...Bh8 2.h7[h8=P], in which the bB becomes a pawn even though it is on its side's bottom rank, because it becomes the same type of unit as the wP. After the key the wB is already on b1, so a new stalemate is required for 1...Bb2, but the surprising 2.a3[b2=P] does the trick. The tempting try 1.Bg6? is refuted by 1...Bf6[g6=P]!

3 has three parts, with good variety and plenty of tries. (a) set 1...Sf7[e8=S] 2.Sf6[f7=P]; 1...Sc6[d6=P] 2.Bxc6. 1.Bb8? Se6 2.Be5[e6=P]; 1...Sb7[b8=S]! 1.Bc5? Sb7 2.Bb6[b7=P]; 1...Se6! **1.Bd7[d8=B]!** (-) 1...Bh4 2.Bh3[h4=P]; 1...Bg5 2.Bg4[g5=P]; 1...Bf6 2.Bf5[f6=P]; 1...Be7[d7=P][d6=P] 2.dxe7; 1...Bc7[d7=P][d6=P] 2.dxc7; 1...Bb6 2.Bb5[b6=P]; 1...Ba5 2.Ba4[a5=P]. Total change with the key turning the black knight into a bishop.

(b) set 1...Se6[d6=P] 2.Bxe6; 1...Sf7[g8=S] 2.Sf6[f7=P]. 1.Ba3? Sc6 2.Bc5[c6=P]; 1...Sb7! 1.Bc5? Sb7 2.Bb6[b7=P]; 1...Sc6[c5=P]! **1.Bd5!** (-) 1...Se6[d6=P][d5=P] 2.dxe6; 1...Sb7 2.Bxb7; 1...Sf7 2.Bxf7; 1...Sc6[d6=P][d5=P] 2.dxc6. The post-key play has 4 changes from the tries.

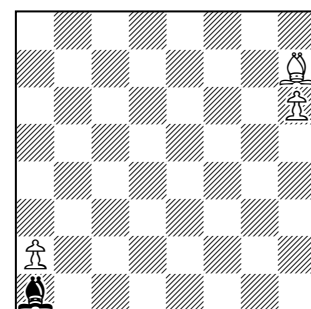
(c) 1.Ba3? Sb7! 1.Bc5? Sc6[c5=P]! **1.Bd4!** (-) 1...Se6[d6=P] 2.Be5[e6=P]; 1...Sb7 2.Bb6[b7=P]; 1...Sf7 2.Bf6[f7=P]; 1...Sc6[d6=P] 2.Bc5[c6=P]. Four changes from the post-key play of (b), although the wBd6 is not used.

1 Jacques Dupin
7 C Munich Fairy Ty
2022



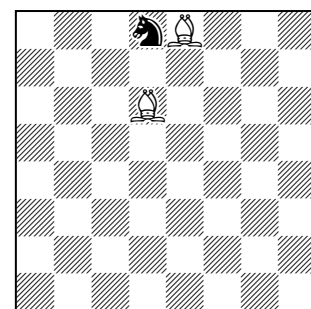
H#1 Influencer chess
How many solutions?
(b/c/d) rotate 90/180/270°
clockwise

2 N. Shankar Ram
Original



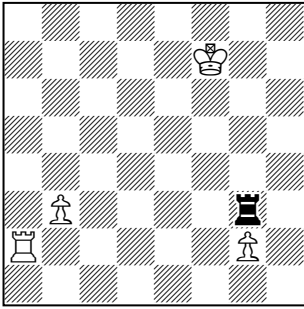
=2 Influencer chess

3 N. Shankar Ram
Original



=2 Influencer chess
(b) Be8>g8 (c) Be8>h8

4 N. Shankar Ram
4 C Munich Fairy Ty
2022



=2 Influencer chess

4 is a complete block, with the following set play: 1...Rxb3[a2=P] 2.axb3; 1...Rc3 2.Rc2[c3=P]; 1...Rd3 2.Rd2[d3=P]; 1...Re3 2.Re2[e3=P]; 1...Rf3+ 2.gxf3; 1...Rh3 2.gxh3; 1...Rxc2 2.Rxc2; 1...Rg4 2.g3[g4=P]; 1...Rg5 2.g4[g5=P]; 1...Rg6 2.Kxc6; 1...Rg7+ 2.Kxc7; 1...Rg8 2.Kxc8. The four stalemates by wPg2 constitute an *Albino*. Some tries are: 1.Kf6? Rg8! 1.Kf8? Rg6! 1.b4? Ra3[a2=P]! 1.Rf2[g3=P]? gxf2!

The key **1.Rc2!** (-) results in 3 changed stalemates, so the problem is a mutate. 1...Rxb3[c2=P] 2.cxb3 is straightforward in that White's capture occurs from a different square. More interesting is 1...Rc3[c2=P] 2.b4[c3=P], in which the wR is already on c2 and the wPb3 makes the stalemating move. 1...Rd3[c2=P] 2.cxd3 is also good.

All of this is more than enough for a highly satisfactory problem, but there are also some really excellent tries by the wR, including more changed play.

1.Rb2? Rc3[b2=P] 2.bxc3; 1...Rd3 2.Rd2[d3=P]; 1...Re3 2.Re2[e3=P]; but 1...Rxb3[b2=P]!

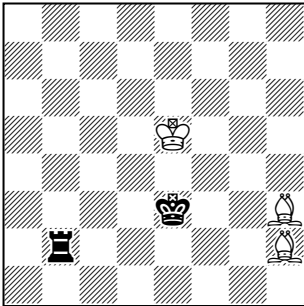
1.Rd2? Rxb3 2.Rb2[b3=P]; 1...Rc3[d2=P] 2.dxc3; 1...Re3[d2=P] 2.dxe3; but 1...Rd3[d2=P]!

1.Re2? Rxb3 2.Rb2[b3=P]; 1...Rc3 2.Rc2[c3=P]; 1...Rd3[e2=P] 2.exd3; but 1...Re3[e2=P]!

The defences 1...Rxb3, 1...Rd3 and 1...Re3 form a *cyclic refutation* scheme, with extra changes after 1...Rc3. Also, the set play 1...Rd3 2.Rd2 and 1...Re3 2.Re2, together with 1.Rd2? Rd3! and 1.Re2? Re3! shows the *Vladimirov* theme. The same theme is also shown in 1.Re2? Rxb3 2.Rb2 with 1.Rb2? Rxb3!. I would be tempted to move Rg3>h3, Pg2>h2, Kf7>g7 for an extra try 1.Rf2? and more changed play. The composer replied that he originally had that setting but decided against it when he saw the possibility of an Albino.

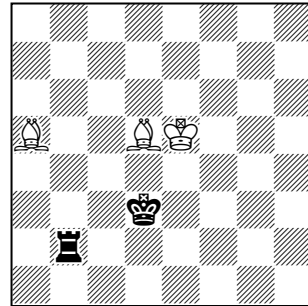
It seems clear that much more can be done with Tanagras in Influencer chess, especially in the helpmate genre. In particular, the creation of pawns introduces the possibility of promotions. A promising idea is for a black rook to move along the second rank, where it is turned into a pawn by a white unit moving next to it on the bottom rank. If the pawn then promotes to queen, it also turns the white unit into a queen. The problems that follow have a black rook on a2 or b2, plus two white minor pieces, with the kings in the centre of the board.

5 Geoff Foster
Original



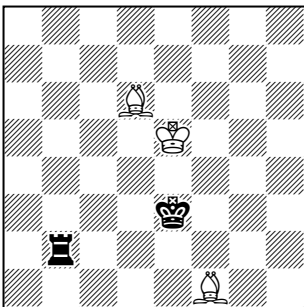
H#2½ 2 solutions
Influencer chess

6 Geoff Foster
Original



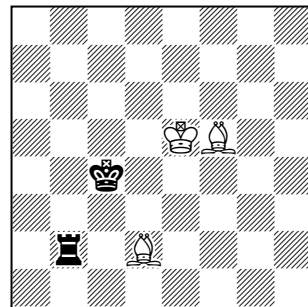
H#3 2 solutions
Influencer chess

7 Geoff Foster
Original



H#2½ 2 solutions
Influencer chess

8 Geoff Foster
Original



H#3* 2 solutions
Influencer chess

5 1...Bf4+ 2.Kd3 Bc1[b2=P] 3.b1Q[c1=Q] Bf1#;
1...Bg4 2.Rc2 Bd1[c2=P] 3.c1Q[d1=Q] Bg1#.
Chameleon echo mates and analogous play.

6 1.Rf2 Be1[f2=P] 2.f1Q[e1=Q] Qc1 3.Qh3 Bc4#; 1.Rc2 Bf3 2.Kc4 Bd1[c2=P] 3.c1Q[d1=Q] Qd5#. In the first solution, 3.Qh3 is a nice hideaway. It seems that the bQ has plenty of options, but e.g. 3.Qd1? Bc4+ 4.Qb3[c4=P]!, or 3.Qh1? Bc4+ 4.Qd5[c4=P]! Influencer chess adds another dimension to hideaways. In the second solution the wBd5 makes a round-trip, returning as a queen!

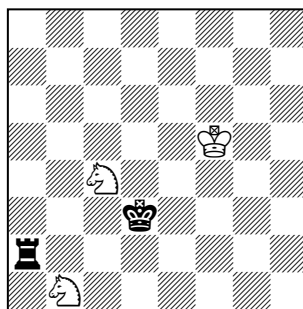
Rather than a bQ hideaway, the white mating piece may choose a route that takes it out of reach of the bQ. This is shown in 7. 1...Ba3[b2=P] 2.b1Q Bf8! 3.Qe1[f1=Q] Bh6#; 1...Bb8! 2.Re2[f1=R] Rd1[e2=P] 3.e1Q[d1=Q] Ba7#. Echo mates, with the wB travelling via the top rank in each solution. In the first solution, if 2...Be7? then Black can answer 3...Bg5+ with 4.Qh4[g5=P]! In the second solution, if 1...Bc7? then 3...Bb6+ 4.Qa5[b6=P]! A nice feature is that 1...Ba3[b2=P] is played purely to create a pawn on b2.

8 Set 1...Bh3 2.Kd3 Bc1[b2=P] 3.b1Q[c1=Q] Bf1#; 1.Ra2 Bb1[a2=P] 2.a1Q[b1=Q]+ Ke4 3.Qa3! Qb4[a3=P]#; 1.Rb6 Bd7 2.Rd6[d7=P] d8Q 3.Rd5+! Qxd5#. In the 1.Ra2 solution, the bQ can't hide so it plays 3.Qa3! where it will become a pawn (not 3.Qa4? Qb4[a4=P]+ 4.a3[b4=P]!). In the 1.Rb6 solution, the bR can't hide so it sacrifices itself.

9 Set 1...Sb2[a2=P]+ 2.Kd4 Sa4 3.a1Q[b1=Q] Qe4#; 1.Rc2[b1=R] Se5+ 2.Ke3 Rd1[c2=P] 3.c1Q[d1=Q] Sg4#; 1.Kd4 Sca3[a2=P] 2.a1Q[b1=Q] Qb5 3.Qc3 Sc2[c3=P]#. Two nice wS mates. In the final solution 2.Qc3 is a self-block, but it only works because the mating move turns the bQ into a pawn!

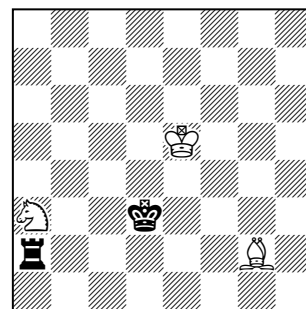
10 1.Rd2! Sb1 2.Rb2[b1=R] Rc1[b2=P] 3.b1Q [c1=Q] Bf1#; 1.Ke3 Bh1 2.Rg2[h1=R] Rf1[g2=P] 3.g1Q[f1=Q] Sc4#. The wS and wB exchange roles. In each solution a white piece moves to the bottom rank, the bR converts it to a white rook, which then converts the bR into a pawn, which then promotes and converts the white piece into a queen. In the first solution it is neat how only 1.Rd2 works.

9 Geoff Foster
Original



H#3* 2 solutions
Influencer chess

10 Geoff Foster
Original



H#3 2 solutions
Influencer chess

INVITATION

ANDA FAIRY PLANET – TOURNAMENTS 2023-2024

I am very sad that *StrateGems* has closed. There were wonderful authors and problems there. Now, with the new Anda Fairy Planet tournaments for the period 2023-2024, I will try to renew the great American tradition, maintaining, as long as I live, the previous super quality. Dear friends, in this sense I will be very happy if I receive new originals from you. You are invited to participate in the following tournaments:

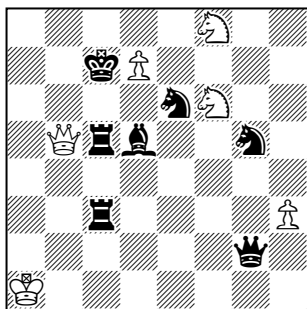
1. Direct problems
2. Other types with more than 5 units on the board.
3. Tanagra problems (any types, but with up to 5 units on the board).
4. Series problems of any kind.

Originals are accepted from all genres (with the exception of Retro). There are no restrictions: regarding the stipulations, number of moves, the type of fairy conditions and fairy units, and also of the themes. However, the originals must be tested with the generally accepted programs Popeye, WinChloe, Alybadix, etc.

Judge in all sections is Petko Petkov. Send your problems via E-Mail to: ppetkov2702@gmail.com.

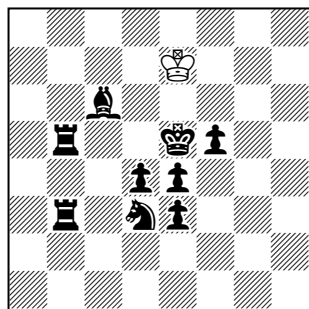
More information. In each section there will eventually be sub-sections according to the following principles: in section 1 for #2, #3, #n, S#2-3, S#4-n, R#2-n, etc.; in section 2 for H# (with orthodox pieces), H# (fairies), HS#2-n (orthodox) and HS#2-n (fairies), etc.; in section 3 for Tanagra problems with up to 4 units on the board; in section 4 for the special types of series problems such as parry-series, direct series, etc.

3 Emil Klemanič & Juraj Lörinc
(Slovakia)



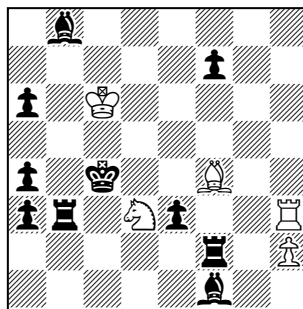
H#2 3 solutions
Compulsory captures by both sides (WinChloe)

4 Themis Argirakopoulos
(Greece)
dedicated to Sébastien Luce



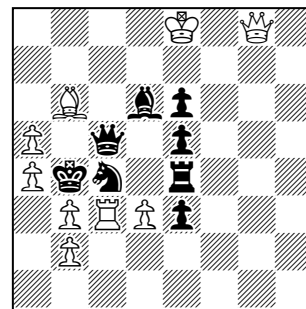
H#2 Changeants
(b) Pe4>f4 (c) Rb3>d5

5 Pierre Tritten
(France)



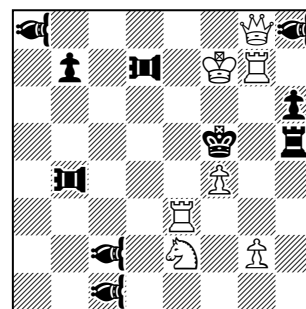
H#2 3 solutions
Back-to-Back

6 Hiroaki Maeshima
(Japan)



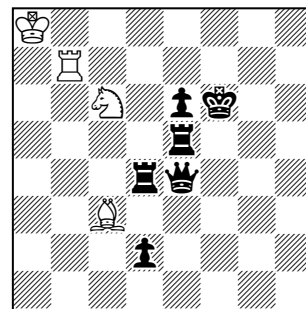
H#2 Kamikaze
(b) Sc4<>Qc5

1 Juraj Lörinc
(Slovakia)
in memoriam O.Mochalkin



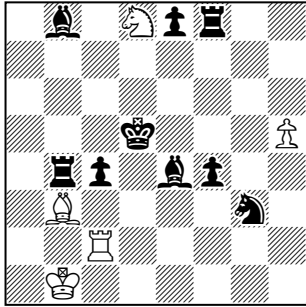
#2* Pao Vao

2 Velko Alexandrov
(Bulgaria)



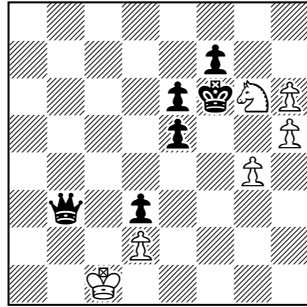
H#2 (b) Kf6<>Bc3

7 Hiroaki Maeshima
(Japan)



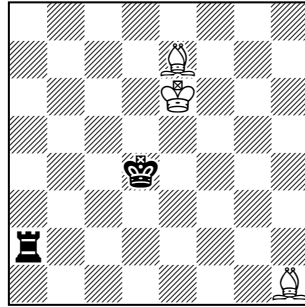
H#2 2 solutions
Anti-Super-Circe

8 Themis Argirakopoulos
(Greece)



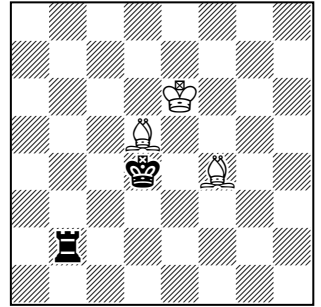
H#2½ Changeants
(b) Kf6<->Ph6

9 Geoff Foster
(Australia)



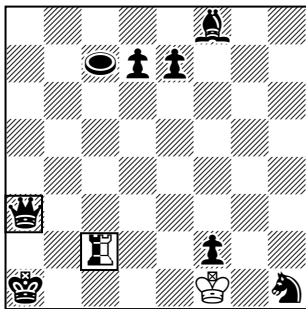
H#3 3 solutions
Influencer chess

10 Geoff Foster
(Australia)



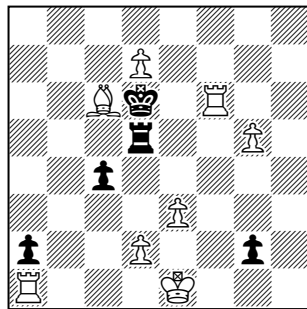
H#3* 3 solutions
Influencer chess

**11 Juraj Lörinc &
Gani Ganapathi (†)**
(Slovakia/India)



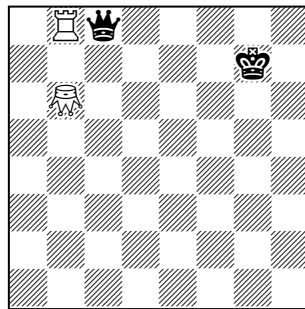
H#3 4 solutions
Imitator c7 Chameleons

12 Sébastien Luce
(France)
dedicated to O.Paradzinsky



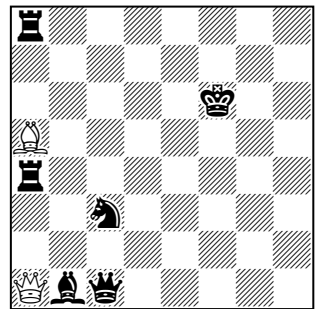
HS#5
Functionary chess

13 Sébastien Luce
(France)



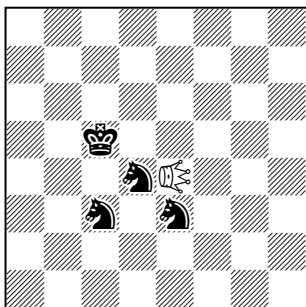
H#5½ (b) Gb6>h1
Functionary chess

14 Sébastien Luce
(France)



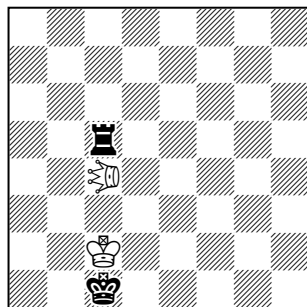
Ser-H#6 2 solutions
Functionary chess

15 Sébastien Luce
(France)



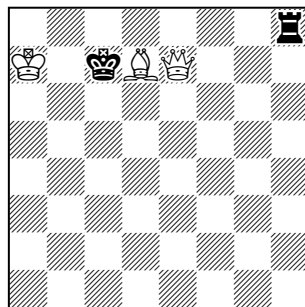
H#7 2 solutions
Functionary chess
PWC Locust

16 Juraj Lörinc
(Slovakia)



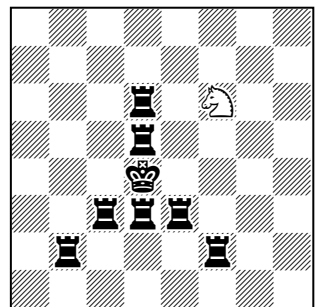
S#9 Maximummer
Koeko Moose

17 Sergey Smotrov
(Kazakhstan)



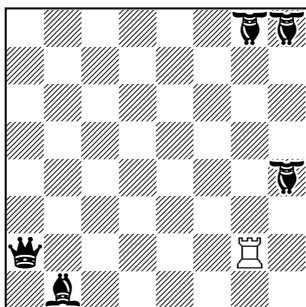
S#12 PWC

18 Sébastien Luce
(France)
*an Eiffel Tower dedicated to
P.A.Petkov*



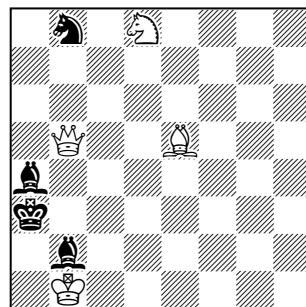
Ser-#13 2 solutions
Functionary chess
PWC

19 Václav Kotěšovec
(Czech Republic)



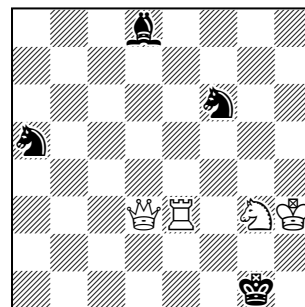
Ser-#16 4 solutions
PWC Bishopopper

20 Sergey Smotrov
(Kazakhstan)



S#17 PWC

21 Sergey Smotrov
(Kazakhstan)



S#25

SOLUTIONS

1 (Lörinc) Set-play: 1...PAXg7 2.Qc8,1...VAe4 2.g4, 1...PAe4 2.Qh7, 1...VAXf4 2.Sg3. 1.Rg6? (>2.Rf6, 2.Re5) 1...VAXg6 2.Qxg6 but 1...Rg5! **1.Rgg3!** (>2.Re5) 1...VAe4 2.Qg4, 1...PAe4 2.Qg6, 1...VAXf4 2.Sd4. There are multiple positions by O.Mochalkin with the same basic scheme involving Qg8, Rg7, Pg2 - Kf5, VAc2, PAb4, PAd7 present in WinChloe, all of them incorrect, not even hinting at the intention. By analysing the possibilities I came to the conclusion that his intention was to show (at least) change of two mates after a Pao/Vao Grimshaw, as here between set play and solution. Then I looked for some possibilities of how to extend the thematic content and I think the present position has good balance of content, economy and fairy specificity. Change of three mates between set play and solution, a further additional set variation, white correction play and transference of the mate 2.Qg6 (Author).

2 (Alexandrov) (a) 1.Rg5 Se5 2.Rd5 Rf7#; (b) 1.Rc4 Sd4 2.Rd5 Rb3#. Black half-pin, self-blocks, unpins of the Rb7, model mates with echo motifs (Author).

3 (Klemanč & Lörinc) I. 1.Qxh3 Qxc5+ 2.Sxc5 Sxd5#; II. 1.Sxh3 Sxd5+ 2.Rxd5 Sxe6#; III. 1.Rxh3 Sxe6+ 2.Bxe6 Qxc5#. Cycle of functions of white pieces, including cyclic Zilahi and cycle of white moves. Somewhat surprisingly, the mates are models (Authors).

4 (Argirakopoulos) (a) 1.Sc1(=wB) Ba3 2.Bd5 Bd6#; (b) 1.Bh1(=wR) Rh6 2.Rd5 Re6#; (c) 1.Rb1(=wS) Sa3 2.Sf4 Sc4#. Cyclic Changeants effect for black pieces (S>B, B>R, R>S) in white Rex solus setting. In each solution, a black piece of the same type as the one which “promoted” on B1 blocks its king (Author).

5 (Tritten) I. 1.Bxd3 Bxe3 2.Bxh2 Bc5#; II. 1.Rxh2 Rxh2 2.a5 Sc5#; III. 1.Rxf4 Rh5 2.Rd4 Rc5#. Black makes self-blocks depending on black King specific moving powers. In the first solution, it is a kind of “specific self-block” by Bishop on h2, allowing white Rook h3 to guard e6 (Author).

6 (Maeshima) (a) 1.Qxa5[-Qa5] Qf8 2.Sa5 Bc5#; (b) 1.Qxb3[-Qb3] Qg4 2.Sb3 Rc4#. Orthogonal-diagonal transformation. Black-black and black-white follow-my-leaders. Fairy mates (3.Bxc5??/Rxc4?? are illegal due to self-check) (Author).

7 (Maeshima) I. 1.Rb7 Sxb7-d3 2.Sxh5-c6 Rxc4-d7#; II. 1.Bg6 hxg6-c8=Q 2.Rxb3-e5 Qxc4-d3#. B1 unpin + active sacrifice, B2 self-block. Exchange of functions wBb3/wPh5 (captured/mate) (Author).

8 (Argirakopoulos) (a) 1...Sf8(=bB) 2.Qb1(=wS) Sc3 3.Be7(=P) Se4#, (b) 1...Sh8(=bR) 2.Qd1(=wQ) Qf3 3.Rh7(=P) Qe3#. Changeants specific mixed AUW in Meredith setting (Author).

9 (Foster) I. 1.Ra8 Kf7 2.Rd8[e7=P] exd8Q+ 3.Ke5 Qf6#; II. 1.Rh2[h1=R] Kf5 2.Kd5 Rg1[h2=P] 3.h1Q[g1=Q] Qc5#; III. 1.Rg2[h1=R] Rh3[g2=P] 2.g1Q Bf8 3.Qg7[f8=Q] Qb4#. Three nice mates by a wQ. The last two solutions start with wBh1 being turned into a R, which then turns the bR into a P, which then promotes to Q. However, in the 1.Rh2 solution the bQ promotion turns the wR into a Q, while in the 1.Rg2 solution the bQ turns the wB into a Q, with the wR remaining on the board (Author).

10 (Foster) Set: 1...Bc1[b2=P] 2.b1Q[c1=Q] Kd6 3.Qb7 Qd2#; I. 1.Kd3 Bc1[b2=P] 2.b1Q[c1=Q] Ke5 3.Qb3 Bc4[b3=P]#; II. 1.Rc2 Bd2[c2=P] 2.c1Q[d2=P] Bh1 3.Qg1[h1=Q] Qd5#; III. 1.Kc5 Bc4 2.Kc6 Bc7 3.Rb6[c7=P] c8Q#. In the set play the bQ hides away. The 1.Kd3 solution has some similarities, but this time the bQ can't hide, so it plays 3.Qb3 so that 3...Bc4[b3=P] turns it into a pawn (but not 3.Qb4? Bc4[b4=P]+4.b3[c4=P]!). In the 1.Rc2 solution the wBd5 moves to h1 and then switches back as a queen. Every solution has a wQ, but it is created in different ways each time (by a black P promoting next to it, by a bQ moving next to it, and by the bR moving next to a wB to create a P that then promotes) (Author).

11 (Lörinc & Ganapathi) I. 1.cQa2[Ic6]=cS ncRxa2[la6]=ncQ+ 2.ncQb1[Ib5]=ncS Kg2[Ic6] 3.ncSa3[Ib8]=ncB ncBc1[Id6]=ncR#; II. 1.cQb2[Id6]=cS ncRd2[le6]=ncQ 2.Kb1[Ib6] ncQc1[le5]=ncS 3.Kc2[Ib6] ncSb3[le8]=ncB#; III. 1.d6[Ic6] Kg2[Id7] 2.cQb4[le8]=cS ncRa2[Ic8]=ncQ+ 3.Kb1[Id8] Kh2[le8]#; IV. 1.Bh6[le5] ncRd2[lf5]=ncQ 2.cQc5[Ih7]=cS Kxf2[Ih8] 3.ncQc2[Ig8]=ncS Kg2[Ih8]#. With the kings quite far apart, it is up to a neutral Chameleon to deliver the mate to the bK. And the Chameleon duly obliges – he checkmates in all four possible forms. Also a very light touch of HOTFism – if the black Chameleon opens the play, then neutral Chameleon checkmates directly, if some other piece starts, then the mating move is executed by the wK. Although Gani is no longer among us, this original is one of a few still unpublished in my files, where his enthusiasm has motivated me to look for the best possible form (Lörinc).

12 (Luce) 1.d8=Q Ke5 2.Qa5 Rc5 3.Qb4 g1=Q 4.0-0-0 Qf2 5.d4+ cxd3 ep#. Promotions to white and black Queen lead to Valladao with many nice Functionary moves. In particular, the white promoted Queen has to go to b4 threatening c4 pawn to allow the final e.p. capture. With Queen on b5, the black Rook would threaten the Queen, and Qxc5 would be possible.

13 (Luce) (a) 1...Rb7+ 2.Kf6 Rb8 3.Qd8 Gg6 4.Qg8 Rf8+ 5.Kg7 Rf7+ 6.Kh8 Ge8#; (b) 1...Ra8 2.Qc6 Ra6 3.Qh6 Rg6+ 4.Kh8 Gh7 5.Qg7 Gf7 6.Qh7 Gh5#. Loshinsky in both variations. It is a particular case of bicolour

Bristol where the second white piece plays immediately to the square just before where the first piece has played. Here, Qd8-g8 then Rb8-f8 in (a), Qc6-h6 then Ra6-g6 in (b). Also switchback of white Rook and black King in (a). Echo mates (Author).

14 (Luce) I. 1.Bf5 2.Qe1 3.Qe6 4.Re4 5.Sd5 6.Ke5 Bc7#; II. 1.Re4 2.Se2 3.Ke5 4.Kd4 5.Kd3 6.Bc2 Qc3#. Aristocratic problem with mate by double check in the first solution, by simple check in the second. Black Rook a4 has to move before Knight c3 so as not to activate white Queen a1 prematurely (Author).

15 (Luce) I. 1.Sed5 Lxd5-c6[+Se4]+ 2.Kd5 Lxc3-c2[+Sc6] 3.Sd2 Lxd2-e2[+Sc2] 4.Se3 Lxe3-e4[+Se2] 5.Sf4 Lxd4-c4[+Se4]+ 6.Kd4 Lxc6-c7[+Sc4] 7.Sd5 Lxc4-c3[+Sc7]#. II. 1.Sf3 Lxe3-e2[+Se4] 2.Sf2 Lxf2-g2[+Se2] 3.Sf4 Lxf3-e4[+Sg2] 4.Sd3 Lxd3-c2[+Se4] 5.Se1 Lxc3-c4[+Sc2]+ 6.Kd4 Lxc2-c1[+Sc4] 7.Sd3 Lxc4-c5[+Sc1]#. Sarabande of black Knights and white Locust to reach model mates echoed 90° (Author).

16 (Lörinc) 1.Kd2! 1...Rd5+ 2.Kc3 Rd1 3.Mb2 Rd4 4.Md3 Rb4 5.Kb3 Re4 6.Mf4 Ra4 7.Mb1 Ra1 8.Mc4 Ra4 9.Ka3 Kb2#; 1...Rb5 2.Kc3 Rb1 3.Kd3 Rb5 4.Me3 Rb1 5.Mc2 Rb3+ 6.Ma3 Rb1 7.Kd2+ Rb4 8.Kc2 Kd2 9.Kc1 Rb1#; 1...Kc2 2.Mb1+ Kd3 3.Ke3 Rc1 4.Ke2 Rf1+ 5.Kf2 Rc1 6.Me3 Rg1 7.Mc2 Rb1 8.Mg3 Rg1 9.Kf1 Ke2#; (2...Kd1 3.Ke2 Kc2 4.Md2 Rc3 5.Ke1 Re3+ 6.Mf3 Rb3 7.Kd2+ Re3+ 8.Kd1 Re1#; 1...Kd1 2.Kc3 Kc2+ 3.Kb4 Ra5 4.Mb1 Ra1 5.Mc5 Ra5 6.Ka4 Kb3#). Symmetrical position has asymmetrical solution with 3 full-length variations and 2 shorter ones, all finished by echo ideal mates (2+1 long and 1+1 short) (Author).

17 (Smotrov) Main Plan: 1.Bb5+? Kc8 2.Ba6#?? **1.Qd6+!** Kd8 2.Be6+ Ke8 3.Qd7+ Kf8 4.Qd8+ Kg7 5.Qf6+ Kh7 6.Bf5+ Kg8 7.Qxh8(+Rf6)+! Kf7 8.Qg7+ Ke8 9.Bd7+ Kd8 10.Qe7+ Kc7, and Main Plan 11.Bb5+ Kc8 12.Ba6+ Rxa6(+Bf6)#. Return of white units. Attraction of Rh8 to square f6. Berlin Theme. Aristocrat. C+ with Popeye 4.47 (Author).

18 (Luce) I. 1.Sh5 2.Sf4 3.Sxd3(Rf4) 4.Sxb2(Rd3) 5.Sc4 6.Sxd6(Rc4) 7.Se4 8.Sxf2(Re4) 9.Sg4 10.Se5 11.Sxd3(Re5) 12.Sxf4(Rd3) 13.Se6#; II. 1.Se4 2.Sxd6(Re4) 3.Sc4 4.Sd2 5.Sxe4(Rd2) 6.Sxf2(Re4) 7.Sg4 8.Se5 9.Sxd3(Re5) 10.Sxb2(Rd3) 11.Sc4 12.Sxd2(Rc4) 13.Sb3#. Did you succeed in finding the two ways to “reorganise” this Eiffel Tower? Echo mates.

19 (Kotěšovec) I. 1.Rg4 2.Rxh4(BHg4) 3.Rh1 4.Rxh8(BHh1) 5.Rh2 6.Rxa2(Qh2) 7.Rb2 8.Rxb1(Bb2) 9.Rg1 10.Rxh1(BHg1) 11.Rxh2(Qh1) 12.Rxb2 (Bh2) 13.Rg2 14.Rxg4(BHg2) 15.Rg3 16.Rxg8(BHg3)=; II. 1.Rg6 2.Rxg8(BHg6) 3.Rxh8(BHg8) 4.Rxh4(BHh8) 5.Rh1 6.Rxb1(Bh1) 7.Rb2 8.Rh2 9.Rxa2(Qh2) 10.Ra7 11.Rg7 12.Rxg8(BHg7) 13.Rxh8(BHg8) 14.Rxh2(Qh8) 15.Rh7 16.Rxh1(Bh7)=; III. 1.Rg7 2.Rxg8(BHg7) 3.Ra8 4.Rxa2(Qa8) 5.Ra7 6.Rxg7(BHa7) 7.Rh7 8.Rxh8(BHh7) 9.Rb8 10.Rxb1(Bb8) 11.Rb7 12.Rxh7(BHb7) 13.Rxh4(BHh7) 14.Rc4 15.Rc7 16.Rxh7(BHc7)=; IV. 1.Rxg8(BHg2) 2.Ra8 3.Rxa2(Qa8) 4.Ra1 5.Rxa8(Qa1) 6.Ra2 7.Rxg2(BHa2) 8.Rh2 9.Rxh4(BHh2) 10.Rb4 11.Rb2 12.Rxh2(BHb2) 13.Rxh8(BHh2) 14.Rc8 15.Rc2 16.Rxh2(BHc2)=. 4-fold echo (almost exact) in four corners. Four first moves of the rook on g-file (Author).

20 (Smotrov) Main Plan: 1.Sd8-c2+?? impossible move; **1.Qc5+!** Kb3 2.Qa3+ Kc4 3.Qb3+ Kc5 4.Bd6+ Kd4 5.Se6+ Ke4 6.Qd5+ Ke3 7.Qf3+ Kd2 8.Qe2+ Kc3 9.Qd2+ K~ 10.Qd5+ Kc3 11.Qd4+ Kb3 12.Sc5+ Ka3 13.Sb3+ Kxb3(+Sa3) 14.Qd5+ Kc3 15.Be5+ Kb4 16.Qb5+ Kxa3(+Sb4)!, and Main Plan 17.Sc2+ Bxc2 (+Sa4)#. Return of white units. Logical manoeuvre Sd8 > b4. Ring manoeuvre White Qd5-f3-e2-d2-d5. Aristocrat. Partially computer tested with Popeye 4.47 (Author).

21 (Smotrov) Main Plan: 1.Rg3+?? **1.Qd1+** Kf2 2.Re2+ Kf3 3.Re4+ Kf2 4.Qd4+ Kf3 5.Re3+ Kf2 6.Rb3+ Ke1 7.Qe3+ Kd1 8.Qe2+ Kc1 9.Qb2+ Kd1 10.Rd3+ Ke1 11.Re3+ Kd1 12.Qb1+ Kd2 13.Qd3+ Kc1 14.Se2+ Kb2 15.Qa3+ Kb1! (15...Kc2 16.Qa2+ Kd1) 16.Sc3+ Kc2 17.Qa2+ Kc1 18.Se2+ Kd1 19.Qb1+ Kd2 20.Qd3+ Ke1 21.Sc3+ Kf2 22.Sd1+! Kg1, and Main Plan 23.Rg3+ Kh1 24.Qe4+ Sxe4 25.Sf2+ Sxf2#. Return of white units. Logical manoeuvre Sg3 > d1. Ring manoeuvre White Qd3 - d1 - d4 - e3 - e2 - b2 - b1 - d3 (1-13 moves). Ring manoeuvre White Qd3 - a3 - a2 - b1 - d3 (13-20 moves). Aristocrat (Author).

DEFINITIONS

Pao: (1,0) Chinese rider (this piece comes from Chinese Chess).

Vao: (1,1) Chinese rider.

White Compulsory captures: White must necessarily capture.

Black Compulsory captures: Black must necessarily capture (= UltraSchachzwang).

Compulsory captures by both sides (WinChloe version): A combination between the cited two conditions, according to the WinChloe program. Note: If you work with WinChloe, use the conditions Captures blanches obligatoires + Captures noires obligatoires. This combination is not completely identical to the combination WhiteMustCapture + BlackMustCapture from the Popeye program, therefore a test with Popeye is impossible here.

Changeants: A piece (King excluded) moving to a square occupied in the game-array transforms into a piece of the same kind and colour as the one that is there in the game-array. Rex Multiplex rule applies when there are several kings of the same colour (Wandel). Can be checked with WinChloe only.

Chameleon: A Chameleon exists as S, B, R or Q; and after each move transforms to the next in that sequence (Q becoming S). A chameleon pawn does not transform, but promotes to a chameleon piece in any phase. In the presence of chameleon units normal pawns may promote to normal or chameleon pieces.

Back-to-Back: When a white piece is just one rank above a black piece on the same file, they exchange their powers of movement. A Pawn is dummy on its 1st rank.

Kamikaze: A piece (King excluded) that captures disappears.

Imitator: a colourless, non-capturing, uncapturable piece that does not move by itself but makes a parallel move along with each moving unit. The Imitator's path must be free for moves and checks to be legal.

Functionary Chess (Beamtenschach): A unit (inc. Ks) may only move, capture or check when observed by an enemy unit.

Grasshopper: (0,1)+(1,1) Hopper.

Locust: (0,1)+(1,1) Locuhopper.

PWC: As Circe, but the rebirth square is the departure square of the unit making the capture. Ps on their 1st rank cannot move; reborn on their 8th they promote immediately.

Maximummer: Black must play the geometrically longest legal move available, or freely from among equal longest legal moves. Checks are normal.

Koeko: all moves must finish adjacent to an occupied square, including checks.

Moose: Moves like a Grasshopper but deflects 45° either way on passing over the hurdle.

Bishopopper: Moves like a Grasshopper but only on Bishop lines.