

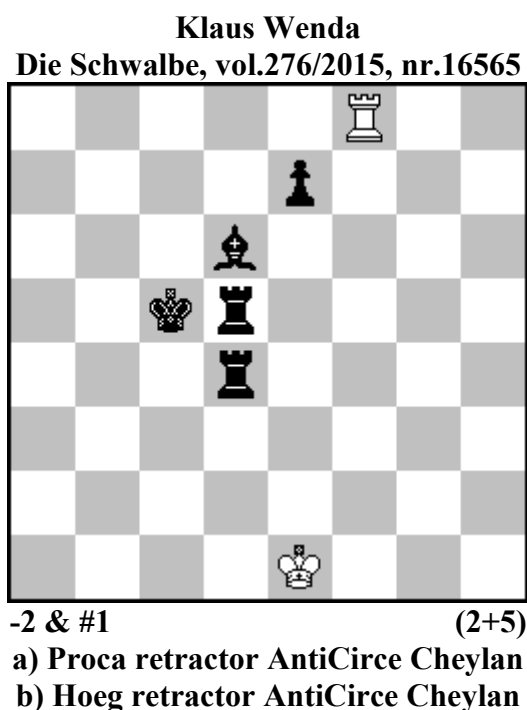
## How to solve defensive retractors under the condition of AntiCirce by Günther Weeth, Stuttgart

Shortly after the fabulous start of that successful story of the Proca retractor under the condition of AntiCirce *Wolfgang Dittmann* dealt with the question of how to approach that new type as a solver. He laid down a summary of methods that might pave the way to the solution of problems of that kind in two articles: *Die Schwalbe*, vol. 204, December 2003, “Lösungsstrategien im Verteidigungsrückzüge mit Anticirce-Bedingung”) and – as a supplement - in *Die Schwalbe*, vol. 207, June 2004 where he provides valuable information concerning the testing program “Pacemaker” established by Thomas Kolkmeier. Since then the fairy condition of “AntiCirce” has not only stood its ground in the field of the Proca retractor but also in a wider range of retro problems. The new type has been welcomed by a small number of highly motivated solvers, even so by such solvers being somewhat reluctant to tackle it in the first two or three years of its existence.

The answers to the question implied in the headline should be understood as another effort to help friends of the art of retro problems to lose their inhibitions when it comes to deal with retractors of all those types **Proca**, **Hoeg** and **KLAN** with the fairy condition of **AntiCirce**. In the pursuit of that aim we present six problems with different degrees of difficulty.

Let us start with one of the most attractive lightweight retros ever composed, one of the first twins including both the Proca and the Hoeg type of defensive retractors.

A



In type **Proca** it is the **colour on the retro move** that defines both the squares for the process of (legal) uncapture and the unit of the opposite colour to be uncaptured; in type **Hoeg** it is **the opposite colour** that decides whether the next (legal) retro move is an uncapture or not and what kind of unit is going to be uncaptured. In **A** we admire a flawless and poignant twin composition with an instructive demonstration of the basic differences between the two types.

Throwing just only a first glance at the position we recognize two striking features: a)  $wKe1$  and  $bPe7$  are ready to uncapture, the latter also when being obliged to abolish a white selfcheck, and b)

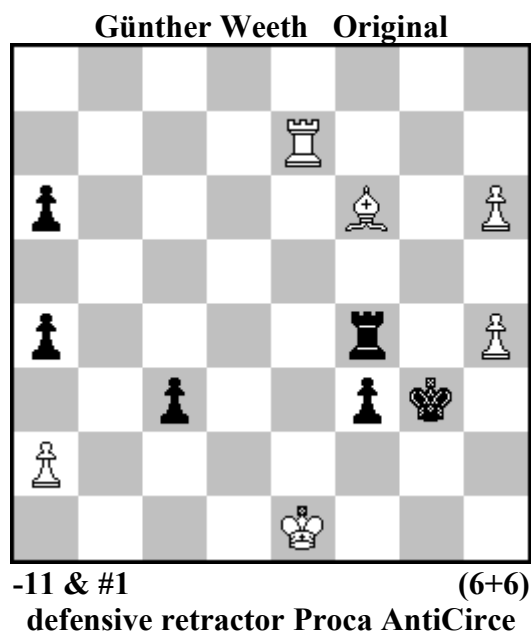
the arrangement of the black units with the bK on c5 which gives us the idea of a white piece mating on b5.

As to **twin a)**: For realizing a KK-mate on b5 (based on the condition of **Proca AntiCirce**) the wKe1 has got to leap on to some square near the bK's square with tempo in order to prevent the bK's flight. This can only be effected by uncapturing some appropriate (undisturbing!) black unit with selfcheck to be abolished by Black on the spot. So the only solution runs as follows: **1.Ka5:Pb6[Ke1]!, b7-b6+ 2.Re8-f8** (block on e8 legalizes the KK.mate) – **fw.1.Kb5#**

As to **twin b)**: It stands to reason that with the wK entering the d-file the bPe7 is forced to uncapture some white unit on that line as none of the bRR can abolish the selfcheck by moving away, and – none of both repulse squares of rooks can be blocked by any other black unit. So what is left for White is just to choose the appropriate additional white unit for knitting the mate. With a view to the black units' arrangement only a white queen appears to be promising: **1.Kd2-e1! (1.Kd1-e1?)** (without uncapturing anything!), **d3:Qe2[e7]+** (according to the convention of Hoeg, White as the opposite colour is entitled to define the kind of uncaptured unit!) **2.Qe8-e2 – fw.1.Qb5#.**

Now let us dig deeper a bit when analyzing the following problem:

**B**



Here is a guide to the solution:

1. Features of the position in the diagram:

- a) wRe7 guards square e8 (repulse square h1 is free), bK cannot capture in forward play;
- b) a KK-mate seems to be unrealistic (see free squares f2, g2, h2);
- c) wBf6 has got the option to mate on h4;
- d) bPPa4,a6 arouse suspicion; a bR jammed on a5 might become uncaptured for some good purpose (white self-check on the 5<sup>th</sup> array?)
- e) wK on the 5<sup>th</sup> array may uncapture a black unit appropriate for uncapturing a white unit useful for mating.

2. Potential design of the mate:

- a) retro h3-h4, fw. Bh4 – yet there are flight squares g2, h2;

- b) retro h2-h4, fw. Bh4 – yet there are flight squares g2, h3.

In case of winning the right white unit on g4 (wS/wB) and a black unit on g2 the mate would work out alright.

Here once again the elementary difference lights up between solving a problem in forward play like in a direct mate problem and solving a problem with retro strategy where the solution implies such moves as characterized by the appearance of material of either colour on the board never seen in the diagram's position, this being a serious factor to be considered as an aggravating circumstance for any solver of retros. And there is no denying the fact that on the one hand this circumstance proves to be a deterrent for solvers who are inclined to deal with orthodox forward play rather than with retro play. On the other hand that circumstance counts for the unique fascination felt by such solvers who love retro play. When comparing forward with retro play, however, no judgement whatsoever can be passed on the aesthetic values of either type with a view to any attempt at ranking.

3. What kind of black material might be generated by the wK uncapturing?

- a) As to square g2 we have resort to memories of wellknown manoeuvres performed in the early days of AntiCirce Proca, f.ex. the uncapture of a rook on the 1<sup>st</sup> array followed by the creation of a strategically crucial bP on the 2<sup>nd</sup> array by means of utilizing a draw pendulum. A bPg2 would exclude a wP on g4. Such a procedure seems to be promising with a view to the length of the solution.
- b) As to winning that white unit on g4 we are obliged to ponder on the whole complex of the matrix for quite a while .... How must the wK act in order to make use of a bR on a5? The gist of all consideration: the wK must go to the 5<sup>th</sup> array along with uncapturing the only black unit on a neighbouring square that is useful for the uncapture of the badly needed white unit. We shall see that there is but one possibility: a bP on the g-file capable of uncapturing a wS or wB on g4!

After all that preliminary examination of the position the solution will unfold as follows:

Tries:

- a) 1.Kh5:Pg6[Ke1]?, g7-g6+ 2.b4:Ra5[a2], f5:Sg4[g7]+ 3.h3-h4 – fw. 1.Bh4+, Kg2!
- b) 1.Kf1:Rg1[Ke1], Rg2-g1+ 2.Ke2-f1, Rg1-g2+ 3.Ke1-e2, Rg2-g1+ 4.Kh5:Pg6[Ke1]?, g7-g6+ 5.b4:Ra5[a2], f5:Pg4[g7]+!! 6.?

Safeguarding plan: 1.Kf1:Rg1[Ke1]!, Rg2-g1+ 2.Ke2-f1, Rg1-g2+ 3.Ke1-e2, Rg2-g1+ 4.Ke1:Pd2[Ke1]!, d3-d2+ and now start of the pendulum 5.Ke2-e1, Rg1-g2+ 6.Ke1-e2, Rg2-g1+ 7.Ke2-e1, Rg1-g2+ 8.Ke1-e2, g2-g1(R)+ (forced) and now the main plan works out alright: 9.Kh5:Pg6[Ke1], g7-g6+ 10.b4:Ra5[a2], f5:Sg4[g7]+ 11.h3-h4 & fw. 1.Bh4# or 10...., f5:Bg4[g7]+ 11.h2-h4 – fw. 1.Bh4#.

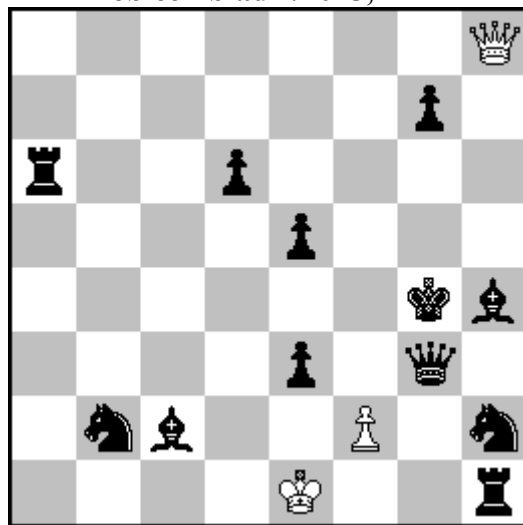
(premature pendulum 4.Ke2-e1?, Rg1-g2+ 5.Ke1-e2, Rg2-g1+ 6.Ke2-e1 is wrong = illegal third identical position)

Content: Graded foreplans aiming at the exclusion of a ruinous black unit uncaptured by Black in the try play.

So far we have seen an introduction that ought to provide no real pains for any solver of an AntiCirce Proca. In taking the next step deep insight into the complexity of circumstances is necessary. What lacks in **B** as a whole now will be perfectly demonstrated in **C**: retro play with AntiCirce repulse squares that is deeply rooted and far reaching in its strategical composition:

C

K.Wenda & V.Crisan  
Problemlblad 4/2015, R 441



-8 & #1 (3+12)  
defensive retractor Proca AntiCirce

Which are the options for the mate that can be deduced from the position in the diagram?

- a) mate with a wQ? Unrealistic, see the double control of square d1 by bSb2 and bBc2;
- b) win of a mating unit? Unrealistic as well, there is no means of coercion to be seen far and wide (cp. f.ex. problems where a jammed bR on the 8<sup>th</sup> array is forced to recapture a white piece in such a way as to abolish a white self-check produced by another bR ...)
- c) KK-mate? It becomes obvious that such an AntiCirce mate proves to be the only method promising success. How might the mating position get accomplished? The answer is easy in theory yet complicated in reality! It stands to reason that the wQ must go to g2 for guarding f3 and h3. The wK must go to the 6<sup>th</sup> array with tempo and recapture; a bB must get recaptured and go to e8, the block legalizing the KK-mate on g5. But how on earth should all that be implemented?

The different steps of the solution:

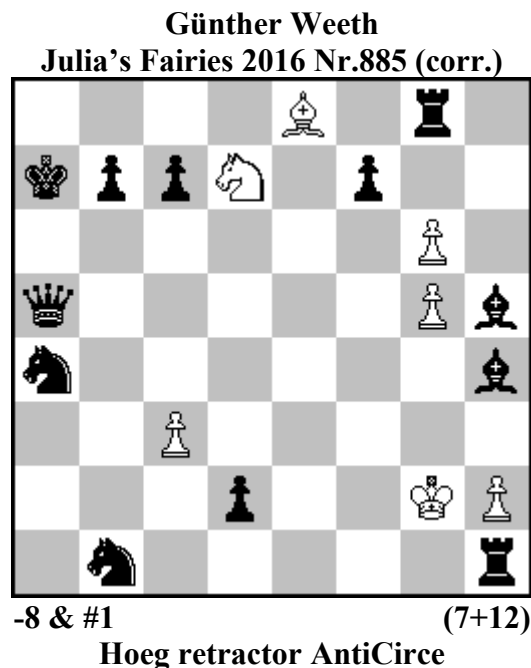
main plan: 1.Qa8-b8? (aiming at g2), Sf1-h2+ 2.g6:Bf7[f2] (the bB for the block on e8 is on the board), Bd8-h4+ (critical crossing of square e7 for later interference on e7, the purpose in mind becoming visible later on) 3.Ke6:Re7[Ke1] (wK now on the 6<sup>th</sup> array), Be8-f7+ (the block legalizing the KK-mate) 4.Qg2-a8, Ra8-a6+ (?) – now everything seems to go fast ... 5.Kf6-e6 – fw.1.Kg5#, but wait a minute! Don't let us forget the "logical obstacle"! 4....., R any-e7+!! and 5.Kf6-e6?? is illegal as the double self-check produced by the bB and the bP cannot virtually be abolished. What now? White is taking the following precautions – genuine logic to be sure ...:

solution: 1.Qb8-h8!! – what a marvellous key move! Self-check by clearance of the bR's repulse square connected with the prophylactic blockade of another unit's repulse square (sSf1), the purpose being the following one: In his next move the wK can now move into a virtual self-check (by the sSf1) and thereby recapture the bP on c3, thus forcing the little unobtrusive bPd6 to retract on to d7. The gist of all that shows off only much later – a well concealed circumstance and prime example of profoundly rooted strategy! 1....., Sf1-h2+ 2.Kd2:Pc3[Ke1], d7-d6+ 3.Qa8-b8 (only as late as now), Sh2-f1+ 4.Ke1-d2, Sf1-h2+ 5.g6:Bf7[f2] (again only as late as now), see below "the trap", Bd8-h4+ 6.Ke6:Re7[Ke1], Be8-f7+ 7.Qg2-a8 (bQ and bRe7 now being pinned, the latter because placed on the repulse square of bPd7 and unable to move away due to illegal retro check), Ra8-a6+ with 8.Kf6-e6 now being legal as the sole self-check given by the Pg7 can now be abolished virtually – fw.1.Kg5#.

(the trap: 3.g6:Bf7[f2]?, Bd8-h4+ 4.Kd2:Pc3[Ke1], d7-d6+ 5.Qa8-b8, f2-f1(S)!)

To my knowledge one of the most beautiful moreover AntiCirce Procas ever composed without adopting the means of a draw pendulum!

**D**



Remembering the basics of the Hoeg convention we call the fact to mind that White has got to consider the following options on principle: The advantage accrued to him by the Hoeg convention is his right of defining the white unit uncaptured by Black which means the win of some appropriate additional white material for the accomplishment of his plan. Contrary to that White has got to face a real disadvantage in so far as he cannot influence the choice of those two squares in the process of uncapture if there is no means of coercion at his disposal for avoiding the ruinous choice of those squares taken by Black. Even more serious is White's disadvantage when it comes to **the planning of uncaptures of his own**. Then White has got to act in such a way as not to allow black units to be chosen by Black for uncapture that are apt to destroy his plan. This has been the initial thought and basic idea for the composition of quite a number of AntiCirce Hoeg retractors published recently, most of them being distinguished by a logical structure, the "obstacle" always being the disaster of a wrong black unit turning up on the board in case of unprepared uncaptures performed by White. The foreplan has always got to deal with a corresponding prophylaxis.

In **D** the solver will at once become aware of the fact that – unlike the situation in **A b)** - there are no features whatsoever to be spotted in the diagram that would give him a direct hint at the final mating position. We see that type of a defensive retractor where especially high demands of creativeness and patience are to be met by any solver. It is obvious that neither the wSd7 nor the wKe1 (despite his faculty of jumping to the northwest corner with tempo and uncapture) can enforce the mate without any support provided by some other white material. Again we must search for some means of coercion fit for obliging Black to help by providing that additional material serving White's purpose in the course of unwillingly uncapturing the right piece. Furthermore, White has got to carefully calculate the wK's leap with the uncapture of that one certain black unit that will not disturb his plan. Remember that Black must not thwart White's plan by choosing some black unit that turns out to be a ruinous obstacle against further white action. In so far precaution is to be made in the foreplan with White seeing to make use of some useful means of coercion.

Keeping all that in mind we shall now try to tackle the solution. At least two features may arouse our interest: a) a bR is jammed on the 1<sup>st</sup> array and b) those two BB on parallel lines most certainly

bear some meaning. What will happen when the wK enters those lines with self-check? Pursuing that idea we may finally reach to the point where the uncapture of a white S (not a Q, see below) can be anticipated for a successful implementation of the foreplan.

main plan: 1.Kg1-g2?, Rh8-g8+ 2.Kf1-g1, Rg4,2:Sg1[Rh8]+ (?) 3.Kf2-f1, Rg3-g4,2+ 4.Ke1-f2, d3-d2+ 5.Sa8:Bb6[Sg1]!, Bg1-b6+ 6.Kb5:Sc6[Ke1]!, Sd8-c6+ (the last two uncaptures representing the core of the solution) 7.Sb8-d7 – fw 1.Ka6#: yet this is refuted by Black playing 2..., Ra8:Xc8[Rh8]! / Ka8-a7+!. As both obstacles cannot be eliminated in the course of an ordinary foreplan that would result in the smooth and perfect implementation of the main plan, the whole texture of planning has got to be modified. To speak in concrete terms, we must dig deeper in planning and reach farther in such a way as to define **different squares** for the uncapture of that additional wS. This is why the problem affords one move more (8<sup>th</sup> move).

solution: 1. Kf2-g2!, Rf8-g8+ (the right decoy of the rook!) 2.Ke2-f2, e4:Sf3[f7]+ 3.Sg1-f3, Rf3-f8+ 4.Kf2-e2, Rg3-f3++ 5.Ke1-e2, d3-d2+ and now the rest of the original white plan functions alright: 6.Sa8:Bb6[Sg1], Bg1-b6+ 7.Kb5:Sc6[Ke1], Sd8-c6+ 8.Sb8-d7 – fw. 1.Ka6#.

(not 2....., e4:Qf3[f7]?, as immediate Qd1-f3 cannot follow with tempo, and the option of moving away for a wQ-mate in the northwest is impossible, (also see fw.1 ....., d1(X)!) )

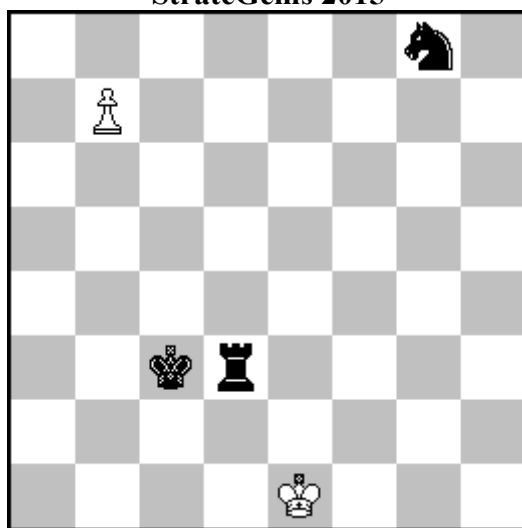
Another attempt at reaching the aim by playing 2....., e4:Qf3[f7]+ is refuted as follows: 3.Qg3-f3, Rf3-f8+ 4.Kf1-e2, Ka8-a7+ 5.Kf2-f1, Re3-f3+ 6.Qg1-g3, Rg3-e3+ 7.Ke1-f2, d3-d2+ 8.Kb6:Ba6 (??) – fw. 1.Ka7#, yet the last retro move is illegal due to double self-check that cannot virtually be abolished!

(bSb1 excludes a dual in the 6th move)

Now let us draw our attention to that special type of a defensive retractor imbued with a new convention recently invented and established by **KL**aus Wenda and **AN**dreas Thoma (see the retroblog of Thomas Brand) called **KL**AN (cryptogram of inventors)

**E**

**Andreas Thoma**  
**StrateGems 2015**



**-3 & #1** (2+3)  
**KLAN retractor AntiCirce Cheylan**

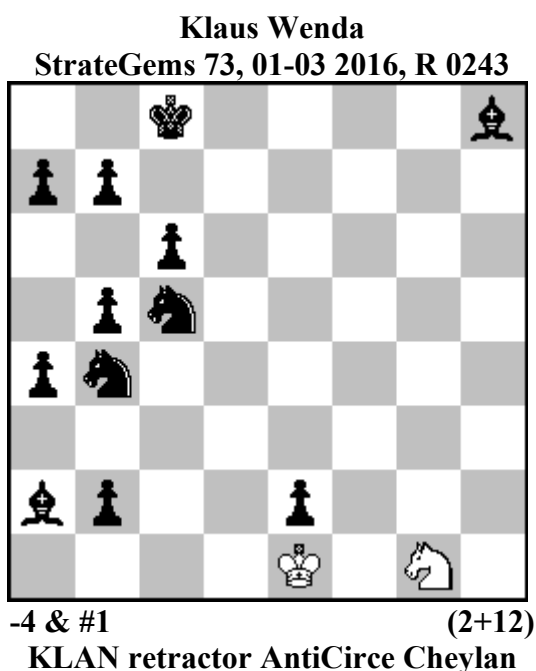
In **KL**AN the options for White are expanded to a remarkable extent by the following definition: **It is always White** who decides on the **kind of any uncaptured unit**. Of course, Black has still got the right to define the two squares on which the procedure of uncapture is going to be legally performed.

Even being aware of the immense potential for White provided by KLAN, here the solver will fail without careful consideration of the basic features of the position: wKe1 and bSg8 are capable of uncapturing as being placed on their original squares. Yet the only obvious hint at some solution to be anticipated is the white pawn's position on the 7<sup>th</sup> array. In forward play that pawn would be able to capture a black unit on a8 or c8 combined with simultaneous and appropriate promotion and repulse on to the original square of that white piece, thus producing the mate!. But how should such a black unit turn up on one of those two squares on the 8<sup>th</sup> array? And how could the additional white material be won for the mate with a bK being fairly in the open on c3? The answers will be given only by studying the context of white selfcheck and repulse square of some black unit, quite obviously the bR on d3. Then we will discover the only means of coercion useful for white purposes: selfcheck caused by the bRd3 whose repulse square happens to be a8 if the wK is in check on a light square. If the bS on g8 were forced to abolish such a selfcheck, square a8 would have got to be blocked by a white unit forcibly uncaptured by the bS with the consequence of White then making use of that unit for the mate in such a way as the bS would forcibly go to a8 after that white unit's disappearance from a8 with repeated selfcheck. Now the solution should unfold in little time later: **1.Kd1:Rd2[Ke1]** (Rd3 cannot move away!), **Sb6,c7:Qa8[Sg8]+** **2.Qa4-a8, Sa8-b6,c7+** **3.Kc1-d1 – fw.1.b7:Sa8(S)/Sb1#**. Witty and elegant, absolute economy!

By the way, *Andreas Thoma* was the first author to accomplish the twin edition of a defensive retractor with AntiCirce including the conventions of both Proca and Hoeg (after the first yet incorrect presentation of the theme by the author of this article) without any change of position between a) and b), see the retroblog of Thomas Brand, 2015.

Our last sample might be appreciated as a highlight of the subtle art of retro composition:

F



In this concisely and trenchantly shaped conception the expansion of options for elegant and substantial defensive retractors brought about by the fairy condition of **KLAN** combined with AntiCirce becomes manifest. Regardless of the faculty of uncapture by both white pieces in the diagram position, the win of an additional white unit is indispensable in this matrix.

Even with the immense white potential in problems with KLAN, here the way in which a necessary **wQ** should be procured seems to be a mystery. Where are the means of coercion to be spotted here? Dead loss! The solid knowledge of and some real practical experience with the whole fund of

previous retro literature is required for tracking down the motivation for that win of the wQ. What has up to now only been shown in some erratic top class retractors of the type Proca paves the way to the solution: **It is the threat of** (here white) **retrostalemate!** In the following you will be confronted with a really catchy model:

main plan: 1.*Ka6:Ba5[Ke1]?*, *Bg8-a2+* (not easily found in spite of the 2 bSS) 2.*Sa8:Rb6[Sg1]* – now the wK has become immobile and the next black single move seems to be forced: 2....., *c4:Qb3[b7]* (?) 3.*Qe3-b3 – fw. 1.Qe8#*, yet there is still the wSa8 now rendered movable: 2....., *Kb8-c8!!* and 3.*Sc7-a8, Ka8-b8+* is forced. White is obliged to reach farther in planning:  
safeguarding plan: 1.*Kb6:Qa5[Ke1]!* (who would hit upon that idea in a trice?), *Kd8-c8+* (as a matter of fact this diversion of the bK proves to be rather concealed as well!) 2.*Ka6-b6* (this may suggest itself with a view to the 2 sSS), *Bg8-a2+* 3.*Sa8:Rb6[Sg1]* and now 3....., *c4:Qb3[b7]!!* is forced as solely and exactly this move avoids white retrostalemate! Without KLAN, say with Proca, Black would put, say, a wS on b3, - useless for White ... 4.*Qe3-b3 – fw. 1.Qe8#*.

As early as in the beginning of AntiCirce in Proca retractors *Wolfgang Dittmann* hinted at the great potential of AntiCirce defensive retractors of high quality (see “Der Blick zurück”, Aachen 2006). On pages 413f. with problems nrs. 196, 197, 198 he emphasized the fact that among the whole host of options that special one of **the threat of white or black retrostalemate** stands out as an extraordinary and **subtle** means of retro composition. The last one of those three pioneer problems is supposed to represent the first specimen with a logical structure. As it makes use of the Proca convention it needs some more white material than does Wenda’s KLAN retractor **F**.

Finally let me put a glimmer of hope in some more friends of retro problems going to join the deplorably small number of solvers of AntiCirce defensive retractors in the near future.