

Chapter: fairy conditions

Under the terms « fairy conditions » we designate all the fairy rules applied in Fairy Chess, except for:

- Those defining the march of the pieces (refer to the chapter « pieces »)
- Those defining the shape of the chessboard (see chapter « chessboards »)
- Those defining the fairy stipulations (defined in the chapter « stipulations »)

The objective of this project is to classify the fairy conditions in, as much as possible, homogeneous groups, called « boxes ».

These fairy conditions are here classified **on the basis of the orthodox rule which is modified by them**. By decision of the author of a fairy problem, the modification to the rule will be applied to all the pieces on the diagram, or to only some of them, and in that latter case these pieces will be identified visually by some graphical sign (example: a cross on top of the figure for royal pieces, a square frame around the figure for paralyzing pieces, etc). Of course the choice made by the author is often immediate in some cases: for example usually only one piece on the diagram will receive the attribute « royal ». When the modification of the orthodox rule applies to all the pieces, there is no need for an identification of the pieces subject to the modification: putting the name of the condition just under the diagram will do.

In the case the pieces involved are identified visually by some sign, the signification of the sign is usually given in the left-hand column of information featured under the diagram (Note: the same column will also identify the fairy pieces, if any). The sign represents an **attribute** given by the author to some pieces, and the word attribute can quite understandably replace the word condition to qualify the situation when only some pieces on the diagram are concerned by the modification(s) of the orthodox rule.

But conditions and attributes are strictly of the same nature: an attribute is simply a condition applied to some pieces on the diagram, not to all of them. Therefore it would be meaningless to separate the taxonomy of conditions, and the taxonomy of attributes: they fall in the same « boxes ».

In the next paragraphs, when the modification of the orthodox rule is **most often** (in practice) applied to some of the pieces on the diagram, and appears as an attribute of these pieces, it is signalled with the acronym ATT.

1. Fairy rules modifying the powers of the pieces

1.1 impossibility for a piece to move or to interfere with line pieces

1.1.1 impossibility to move due to observation/non observation by other pieces

e.g. Madrasi, functionary, Eiffel, paralyzing (**ATT**), ultra patrol

1.1.2 impossibility to move for other reasons

e.g. alphabetic, immobile (**ATT**)

1.1.3 impossibility to interfere with line pieces

e.g. transparent (**ATT**)

1.2 restriction to the moves allowed

1.2.1 restriction related to the move itself

e.g. maximum (*a condition erroneously considered as part of a stipulation*), grid chess, bichromatic/monochromatic, Köko, Imitator (*the moves are conditioned by the moves of the piece Imitator. The name Imitator is used to identify the piece and the condition as well*)

1.2.2 impossibility for a piece to achieve some goal in some or all cases

e.g. no check, checking zigzag (for the part concerning White), madcap zigzag (for the part concerning White), non capturing(**ATT**)

1.2.3 obligation for the move to achieve some goal

e.g. checking zigzag (for the part concerning Black), madcap zigzag (for the part concerning Black), capturing (**ATT**), reflex

1.2.4 restriction related to the play or the situation before the move

e.g. Follow my leader, dispartes, shrinking/growing men, BGL, shrinking/growing men

1.2.5 restriction related to the situation after the move

e.g. isardam, alsatian

1.3 modification in the list of the moves allowed to the pieces

1.3.1 changes in the moves allowed

e.g. Annan, back to back, bolero

1.3.2 forbidden moves

1.4 modification of the eligibility for a piece to be moved by a camp

e.g. all-in-chess, neutral pieces (**ATT**)

- 1.5 addition of new pieces to be played with

- 1.6 addition of new powers
 - e.g. Dynamo, Laser, fusil(flinten)

- 2. Fairy rules modifying the process of moving/capturing
 - 2.1 modification in the process of random moving
 - 2.1.1 moves include two steps by the same piece
 - e.g. gravitation
 - 2.1.2 moves include two or more normal moves
 - e.g. annecian chess, marseillais chess, spiegelschach
 - 2.1.3 new moves
 - e.g. Messigny
 - 2.2 modification in the process of capturing
 - 2.2.1 modification in the list of capturable pieces
 - e.g. bicaptures, immune pieces (**ATT**)
 - 2.2.2 modification of the capturing move
 - e.g. Mars circe, Jovian circe
 - 2.2.3 the move includes two steps
 - e.g. Take & make, make & take, anti take & make
 - 2.2.4 addition of a prerequisite for a capture
 - e.g. patrol/lortap

- 3. Fairy rules modifying the process of giving mate, or ending the game, or being in check
 - 3.1 modification related to the piece incurring the mate
 - e.g. rex multiplex, royal pieces (**ATT**)
 - 3.2 modification related to the realization of a mate
 - e.g. AMU, MAFF, exclusive chess, republican
 - 3.3 modification related to the ending of the game when not achieved by a mate
 - e.g. anti-kings, dead reckoning
 - 3.4 modification specific to being in check or parrying a check
 - e.g. SAT, Brunner

- 4. Fairy rules modifying the effects of a move (outside promotions of a pawn)
 - 4.1 modification of the effects of a random move

- 4.1.1 modifications affecting the piece which moves independently of other pieces
 - e.g. volage/hypervolage, Einstein, Degradierung, anti-Andernach, wandelschach, magnapromoteur (**ATT**), summapromoteur (**ATT**) (*the term promotion is restricted to the transformation of a pawn*)
 - semi-neutral pieces
- 4.1.2 modification involving the creation of pieces or the combination of pieces
 - e.g. sentinel
- 4.1.3 modification due to the situation after the move :
 - e.g. Berkeley, magic pieces (**ATT**)
- 4.1.4 moves impacting a hurdle
 - e.g. Bul pieces (**ATT**) , Dob pieces (**ATT**), Andernach hoppers
- 4.2 modification of the effects of a check giving move
 - e.g. Masand, Anda
- 4.3 modification of the effects of a capturing move (outside rebirth)
 - 4.3.1 modification of the consequences for the capturing piece itself
 - e.g. kamikaze, Andernach
 - in Flintenschach (échecs Fusil), the capturing piece goes back to its departure square (“stationary capture”)
 - 4.3.2 modification of the consequences for other pieces
 - e.g. Kobul, Breton
 - 4.3.3 pseudo captures between pieces of the same camp
 - e.g. Augsburg
- 5. Fairy rules modifying the effects of a capturing move : rebirth
 - 5.1 rebirth of the captured piece
 - 5.1.1 immediate rebirth without change of colour
 - 5.1.2 immediate rebirth with change of colour
 - 5.1.3 delayed rebirth
 - 5.1.4 more than one rebirth
 - 5.1.5 determination of the rebirth square
 - 5.2 rebirth of the capturing piece
 - e.g. Anticirce
- 6. Fairy rules modifying the process and/or the effects of the promotion of a pawn

- 6.1 rules modifying the process of promotion
 - e.g. Glasgow
- 6.2 rules affecting the nature of the promoted piece
 - e.g. cavalier majeur, pion bondisseur (**ATT**)
- 6.3 rules affecting the consequence of a promotion
 - e.g. promotions Circe
- 6.4 impossibility to operate a promotion
 - e.g. minichess,
- 7. Fairy rules implying squares, lines, edges, or the chessboard itself (not its shape)
 - 7.1 Squares, lines, ranks, edges
 - e.g. magic squares, wormholes, Haan
 - 7.2 chessboard
 - e.g. carrousel
- 8. Fairy rules modifying which camp plays
- 9. Fairy rules modifying the process of castling
 - e.g. rockagogo
- 10. Fairy rules based on invisible pieces

Theoretical note on attributes:

In a number of cases, a modification to the orthodox rules involves two pieces, not just one. A good example is the paralyzing condition: one piece is granted the power to paralyze, and another one accepts to get paralyzed. As far as we know, when a paralyzing piece stays on the board (and is signalled by some sort of a frame, as mentioned in the introduction) there is no doubt that all the pieces belonging to the adverse camp accept to get paralyzed, therefore no special mention of that fact is needed. But it may happen that a composer decides that some pieces will not accept to get paralyzed, these pieces being signalled by a frame having a different shape from the first one. This means that the paralyzing condition can theoretically give birth to a **pair of attributes**: the first attribute corresponds to the paralyzing power, the second attribute corresponds to the ability of getting paralyzed. Such a pair of attributes is conceivable each time a fairy condition involves two pieces.

Going further in that direction, Narayan Shankar Ram has pointed out that in fact three kinds of fairy pieces can be generated here: those who have the power to paralyze, those who will get paralyzed and those who can both paralyze as well as get paralyzed. Therefore it appears that the paralyzing condition can generate a **triplet of attributes**, not just a pair of attributes.

Theoretical note on options:

The word « options » appears in several places in the classification presented by Chris Tylor, and this leads to a concept which could be used systematically to separate conditions differing on minor points.

The option « Rex inclusive » is well known, but its opposite « Rex exclusive » is less known. Other examples:

- a) with the option « strict » we declare illegal a move which does not allow the condition to be applied. E.g. Circé strict
- b) on the contrary when we want such a move to be accepted whereas normally it should not be, we add the option « not strict » (Chris Tylor mentions « relaxed » as a possible name in his 3.2.3 paragraph). E.g. Anticirce not strict. Remark : the options « Calvet » and « Cheylan » in Anticirce refer to a more complex situation, and are eligible for survival.
- c) if the condition must be applied to the move capturing the king, which is not the case normally, we add the option « Ultra ». e.g. Maximum ultra.
- d) if the condition must not be applied to the move capturing the king, which is not the case in its definition, the option is « Not ultra ». e.g. Isardam not ultra. Unfortunately, « ultra » has been used elsewhere. Maybe a name like « Rex capture inclusive » could suit.
- e) if a pawn positioned on the 1st rank (if white) or on the 8th rank (if black) is not allowed to move, whereas according to the condition it can make up to 3 steps, we have the option « P-0step ». E.g. Einstein P-0step
- f) if a pawn positioned on the 1st rank (if white) or on the 8th rank (if black) is allowed to move, whereas it normally can make no step, we have the option « P-3steps ». E.g. Annan P-3steps, etc.

The conclusion is that a list of option names should be suggested and receive an agreement among the Fairy Chess community.