

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 lefthand column of informations featured under the diagram (Nota : 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

ex : Madrasi, functionary, Eiffel, paralyzing (**ATT**), ultra patrol

1.1.2 Impossibility to move for other reasons

ex : alphabetic, immobile (**ATT**)

1.1.3 Impossibility to interfere with line pieces

ex : transparent (**ATT**)

1.2 Restriction to the moves allowed

1.2.1 Restriction related to the move itself

ex : 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

ex : 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

ex : checking zigzag (for the part concerning Black), madcap zigzag (for the part concerning Black), capturing (**ATT**)

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

ex : Follow my leader, dispartes, shrinking/growing men, BGL, shrinking/growing men

1.2.5 Restriction related to the situation after the move

ex : isardam, alsacian

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

1.3.1 Changes in the moves allowed

ex : 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
ex : all-in-chess, neutral pieces (**ATT**)

1.5 Addition of new pieces to be played with

1.6 Addition of new powers
ex : 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
ex : gravitation

2.1.2 Moves include two or more moves by other pieces
ex : échecs anneciens, échecs marseillais, spiegelschach

2.1.3 New moves
ex : Messigny

2.2 Modification in the process of capturing

2.2.1 Modification in the list of capturable pieces
ex : bicaptures, immune pieces (**ATT**)

2.2.2 Modification of the capturing move
ex : Mars circé

2.2.3 The move includes two steps
ex : Take & make, make & take, anti take & make

2.2.4 Addition of a prerequisite for a capture
ex : 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
ex : rex multiplex, royal pieces (**ATT**)

3.2 Modification related to the realization of a mate or the achievement of the final goal
ex : Brunner, AMU, MAFF, exclusive chess, republican

3.3 Modification related to the ending of the game when not achieved by a mate
ex : anti-kings, dead reckoning

3.4 Modification specific to being in check

ex : SAT

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 independantly of other pieces

ex : volage/hypervolage, Einstein, Degradierung, anti-Andernach, wandelschach, magnapromoteur (**ATT**), summapromoteur (**ATT**) (*the term promotion is restricted to the transformation of a pawn*)

4.1.2 Modification involving the creation of pieces or the combination of pieces

ex : sentinel

4.1.3 Modification due to the situation after the move :

ex : Berkeley, magic pieces (**ATT**)

4.2 Modification of the effects of a check giving move

ex : 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

ex : kamikaze, Andernach

4.3.2 Modification of the consequences for other pieces

ex : Kobul, breton

4.3.3 Pseudo captures between pieces of the same camp

ex : Augsbourg

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

5.2 Rebirth of the capturing piece

ex : Anticirce

6. Fairy rules modifying the process and the effects of the promotion of a pawn

6.1 Rules modifying the process of promotion

ex : Glasgow

6.2 Rules affecting the nature of the promoted piece

ex : cavalier majeur, pion bondisseur (**ATT**)

6.3 Rules affecting the consequence of a promotion

ex : promotions Circe

6.4 Impossibility to operate a promotion

ex : minichess,

7. Fairy rules implying squares, lines, edges, or the chessboard itself (not its shape)

7.1 Squares, lines, edges

ex : magic squares, wormholes, Haan, traitor piece (**ATT**)

7.2 Chessboard

ex : carrousel

8. Fairy rules modifying which camp plays

9. Fairy rules based on invisible pieces (**ATT**)

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, we see that in fact three kinds of fairy pieces are generated here : those who can *both* paralyze as well as get paralyzed (the default), those who have *only* the power to paralyze and those who will *only* get paralyzed. Therefore it appears that the paralyzing condition can generate a **triplet of attributes**, not just a pair of attributes.