

Chasing the black king

with a careful explanation of the solutions for greenhorns

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Maybe it's a new idea, anyway, I have never seen a problem in the VRZ *proca anticirce* in which the ♚ is driven across the board by the ♔.

If e1 or e8 - the Repulsfelder of the ♔ / ♚ are occupied, it is possible the two kings touch each other.

If only one Repulsfeld is occupied, of course one king has to move back.

If you bring another piece into the game - in my examples black officers - it is possible to drive the ♚ to a special field to hunt him down.

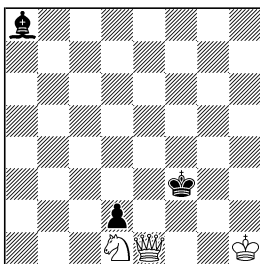
Please do always consider that both parts are taking moves back and play only forward in the mating move!

Consider too that I use German letters for the pieces: D=Dame (queen) T=Turm (rook) L=Läufer (bishop) B=Bauer (pawn)

I am assuming that *Anticirce* and *Proca* are known. Probably *Anticirce Cheylan* is not necessary, but the problems are proved by *Pacemaker*, which only works for *Cheylan*.

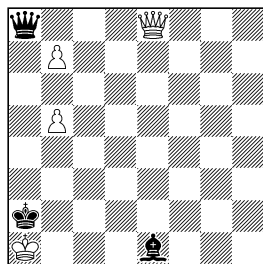
Let us have a closer look at the problems.

A
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original



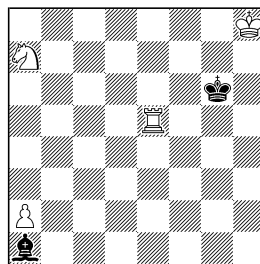
-6/#1 (3+3)
Proca Retraktor
Anticirce Cheylan

B
Andreas Thoma
original



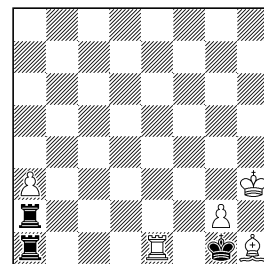
-5/#1 (4+3)
2 solutions
Proca Retraktor
Anticirce Cheylan

C
Andreas Thoma
original



-8/#1 (4+2)
Proca Retraktor
Anticirce Cheylan

D
Andreas Thoma
original



-7/#1 (5+3)
Proca Retraktor
Anticirce Cheylan

In **A** the ♚ cannot leave the line a8-h1 and white uses this with 1.Kg2-h1!. The ♚ cannot leave the line, he has to take back Ke4-f3+ (no check by the ♖, because d1 is occupied by the ♘).

The chase goes on with back 2.Kf3-g2 Kd5-e4+ 3.Ke4-f3 Kc6-d5+ 4.Kd5-e4 Kb7-c6 5.Kc6-d5 Kc8-b7+ (Only way!) 6.De8-e1 with no check to the ♔ and the mate with the forward move 1.Kc7#.

In **B** the ♚ blocks the Repulsfeld of the ♔ and the ♖ does so on the other side, so nobody is in check. In solution a), white takes back 1.Dc6-e8! and the ♔ is in check by the ♚. De8-a8+, taking the wK out of check, would shorten the solution with 2.Dc3-c6 and & forward Db2#, so black better plays 1...Ka3-a2+ back, of course not leaving the a1-a8 line. The hunt goes on backwards with 2.Kb2-a1 Ka4-a3 3.Kb3-b2 Ka5-a4 4.Ka4-b3 and now black must have played 4...De8-a8+, because the ♚ could not have come from a6, white cannot take back the double check with queen and pawn!

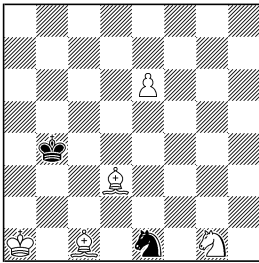
With 5.Bb6-b7 and forward Dc6-c3# white finishes, of course the ♚ cannot interfere, leaving e1 and taking the ♖ would bring the ♚ in trouble by a ♔'s check.

In b), white's way is a little different, starting with 1.Db8-e8! back and now black must have played 1...Ka3-a2+. Now the same way as in a): 2.Kb2-a1 Ka4-a3+ 3.Kb3-b2 Ka5-a4 4.Ka4-b3 Ka6-a5+ 5.Bb4-b5+ and forward b7×Da8L→f1# (The ♖ controls a5.)

In **C** white had blocked the Repulsfeld of the ♔ with 1.Te1-e5!, so when black took white with 1...Kf6-g6+ out of chess, white could go on with 2.Kg7-h8 Ke5-f6+ (no check, because of the ♗ sitting on the Repulsfeld of the ♔!) 3.Kf6-g7 Kd4-e5+ 4.Ke5-f6 Kc3-d4+ 5.Kd4-e5 Kb2-c3+ . If white played 6.Kc3-d4?, black has no move, with 6.Bb5:Ba6→a2! white gave black time for 6...a2-a1L, so mate now follows by 7.Kc3-d4 back Ka3/a1/b1/c1-b2 8.Te8-e1 and forward 1.Kc3-b3/b2/b2/c2#.

To make possible a similar maneuver in **D** , white first had to get rid of the ♖g2. A well known tactic in retro-play is the ep-capture, but from which field? Lets try 1.f5×g7 ep g7-g5!? Taking back 2.Kh2-h3 black must have given check by 2...Kf2-g1, because the ♗a2 is bound by ♗a1 and ♖a3. But now black can play forward 1.Ta1×Te1→h8 with mate, the so called forward defense (fd). As you may see, white better should have played 1.h5×g5 ep→g2! to avoid fd. The rest is easy: 3.Kg2-h2 Ke2-f2+ (black is not in check, because h1 is occupied) 4.Kf2-g2 Kd2-e2+ 5.Ke2-f2 Kc2-d2+ 6.Kd1-e2 Kb1-c2+ (no fd with Td2? No: La8!) 7.Te8-e1 & vor: 1.Kd1-c1#

E Andreas Thoma *original*



-9/#1 (5+2)
Proca Retraktor
Antircree Cheylan

E is a little more complicated. Before white could have started with the by now well known maneuver, he must produce a black piece on h8. So he takes back 1.Sf7×Lh8→g1 and black must have played 1...Kc3-b4+ (we come later to the possible starting move 1.Sg6×Lh8→g1). The next two moves are simple: 2.Kb2-a1 Kd4-c3+ 3.Kc3-b2 Ke5-d4+. Now, black is in check and its on white to take it back. The only way to not allow the ♗ to leave h8 is a move, which puts white in check by taking back the check on the ♔ . The only move must have been 4.Lg1×Bd4→c1 Bd5-d4+ (4.Lg1×Ld4→c1 L~d4+ prevents the next move, bringing white in a double check by king and bishop!)

But now, everything is fine and white can finish with 5.Kd4-c3 Kf6-e5+ 6.Ke5-d4 Kg7-f6+ 7.Kf6-e5 Kf8-g7+ 8.Sd6-f7 (Now its clear that the ♗ had to come from f7, he stood on d6, from where he has the ♔ 's Repulsfeld under control!) S~e1 (gives the ♔ control over g7) or Lg7-h8 (blocks g7!) 9.Lh7-d3 & forward: 1.Be6-e7#

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