Fairy Solving – Jūrmala WCCC 2024

General

Tournamet: Fairy Solving, 2 rounds 90 minutes each

Director: Vidmantas Satkus

Problems selection: Michal Dragoun

Date/Time: see information on the official website, Competitions->Solving->Other

or in the Schedule

Fairy pieces and conditions

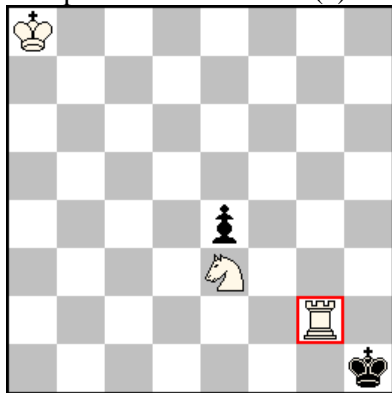The list will be shortened two weeks before the competitions to the actual elements included.

Fairy pieces:

Chameleon - A piece that changes its mode of movement after every move in the order: Q→S→B→R→Q.

e.g. Petko A. Petkov
Europa Rochade 1990-91 (v)

#5   (3+2)
☐ = Chameleon (CA)

1.CAe2(q) ♔g1 2.CAg4(♘) ♔h1 3.CAe5(♗) ♔g1 4.CAb2(♖) ♔h1 5.CAg2(q)#

Chinese pieces:
- **Pao** moves like Rook, but captures by hopping along the Rook-lines over another piece of either colour (check is given over another piece);
- **Vao** moves like Bishop, but captures by hopping along the Bishop-lines over another piece of either colour (check is given over another piece);
- **Leo** combines the power of Pao and Vao.

e.g. Narayan Shankar Ram
3° WCCT 1986-88
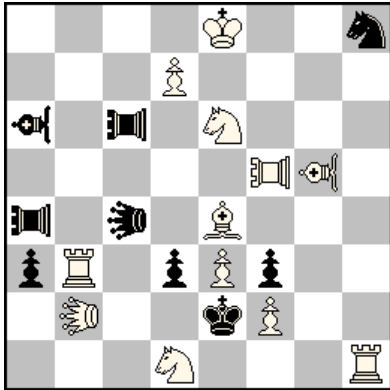
#2   (12+9)

♜♞ = Leo (LE)
♜♜ = Pao (PA)
♝♝ = Vao (VA)

1.LEf6! (2.♗f3#)
1... PAf6 2.♘c3#
1... VAb7 2.♗d3#
1... PAe4 2.♘d4#

Hoppers:
- **Grasshopper** moves along Queen-lines, but must hop over another piece of either colour and land on the next square beyond (a capture may be made on arrival);
- **Rook-hopper** moves along Rook-lines, but must hop over another piece of either colour and land on the next square beyond (a capture may be made on arrival);
- **Bishop-hopper** moves along Bishop-lines, but must hop over another piece of either colour and land on the next square beyond (a capture may be made on arrival).

e.g. Michel Caillaud
2 Spisskį Borovicka, Benidorm 1990
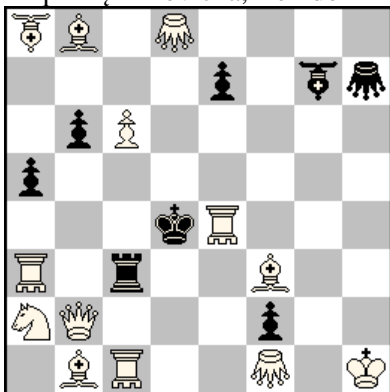
#2   (13+8)

♗ ♗ = Bishop-hopper (BH)
♖ = Rook-hopper (RH)
♞♞ = Grasshopper (GH)

1.GHf6 (2.♛c3#)
1... ♚e3 2.♛f2#
1... ♚c5 2.♛b6#
1... GHd3 2.♛f2#

Kamikaze - A piece disappears when making a capture, along with its captive.
e.g. at Kamikaze chess

Neutral piece - A fairy piece that can be moved or captured by either side. Both sides are allowed to move any neutral piece. A neutral piece may capture enemy piece or another neutral piece. Neither side is allowed to leave the King in check by a neutral piece. White moves neutral Pawns towards the 8th rank, black moves towards the 1st.

e.g. Hans Peter Rehm
Die Schwalbe 1978
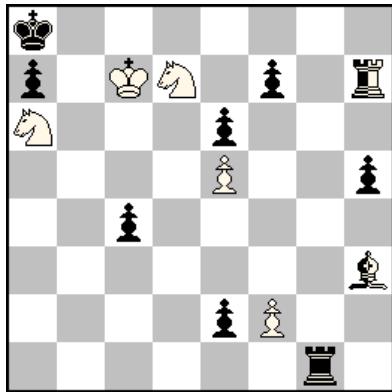
#6   (5+8+2)

1.♔c6 (2.♘c7#) n♗g2+ 2.f3 n♗f3+ 3.♔c7+ n♗g4 4.♔c8 n♖h8+ 5.♘f8 n♖f8+ 6.♔c7#

Nightrider - A fairy piece that moves like a Knight along a path until the end of its line. It can leap over other pieces like Knight, but not over pieces that are on its line, i.e. it may capture the enemy obstructing piece, or stop on the previous squares on its path.

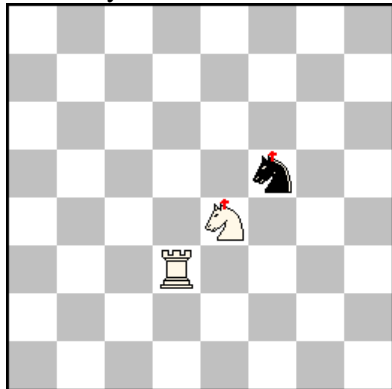e.g. Alphonse Grunenwald
Feenschach 1952
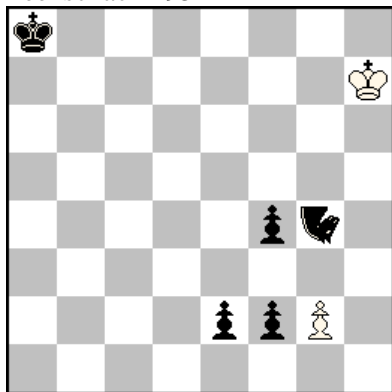
h#6   (2+5)
♛ = Nightrider (N)

1.Na7 g4 2.e1N+ g5 3.Nb7 g6 4.f1N g7 5.Nh5 g8N 6.Nb8 Nd2#

Royal piece - A fairy piece is considered as a King for checks, mates and stalemates, but moves with its own powers. Any piece may be Royal.
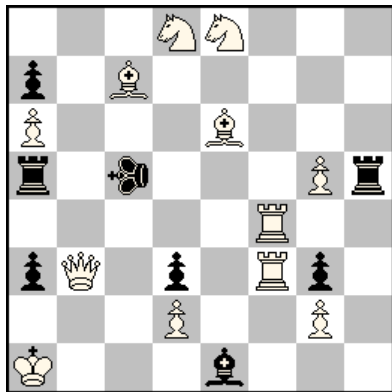
e.g. Thomas R. Dawson
The Fairy Chess Review 1949

h#2   (2+1)

♘ = Royal piece

1.r♞g7 ♖d7+ 2.r♞e8 ♖e7#

Transmuting Kings - When a King is in check, he moves only like the checking piece. A King that receives a Pawn check on its own back rank cannot move.

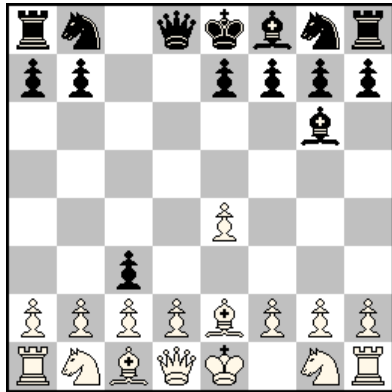e.g. Manfred Rittirsch
idee & form 2000-01

#2   (12+8)

♚ = Transmuting King

1.qb1 (2.♖f5#)
1... ♝d2 2.♗d6#
1... ♜g5 2.♖c4#

Fairy conditions:

Andernach chess - On making a capture a piece (except a King) change colour. A "new" white Rook appearing on a1 or h1, or a black Rook on a8 or h8, can castle.
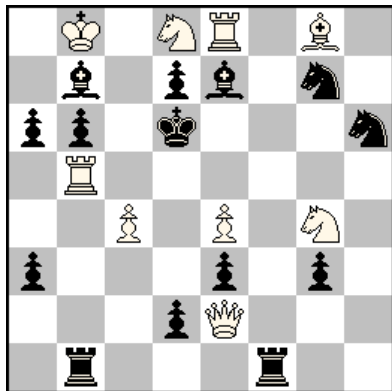
e.g. Marco Bonavoglia
T.T. Andernach 1993

PG 6,5   (16+15)
Andernach

1.e4 c5 2.♗b5 c4 3.♗c6 dc(white) 4.c7 ♗f5 5.c8♗ ♗g6 6.♗g4 c3 7.♗e2

Anti-Andernach chess - On making a move a piece (except a King) change colour, but on capturing it keeps its colour. A "new" white Rook appearing on a1 or h1, or a black Rook on a8 or h8, can castle.
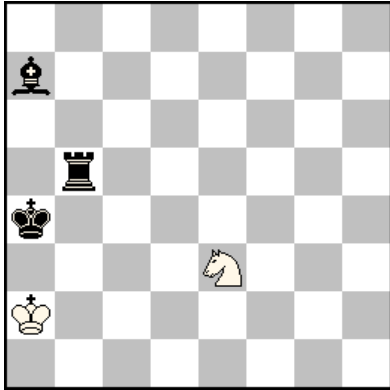
e.g. Hemmo Axt
T.T. Andernach 1996

#3   (9+14)
Anti-Andernach

1.♛e3 (2.♘b7+)
1... ♞g8 2.♛d2+
1... ♗d8 2.♛h6+
1... ♜b5 2.♛a3+
1... ♗e4 2.♛g3+
1... ab 2.♛b6+

Annan chess - Pieces move normally except when standing in front of another friendly piece, when they move only as that piece. The phrase "in front of" means immediately above for white and immediately below for black.

e.g. Kohey Yamada
Eretria 2005

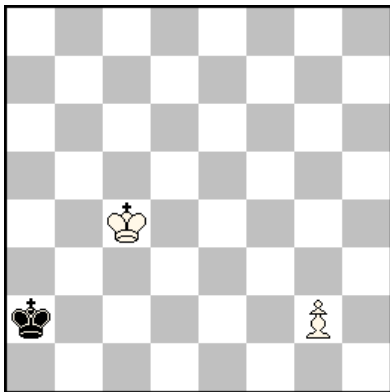h#2   (2+3)
2.1.1.1
Annan

1.♗d4 ♘c2 2.♖a5+ ♔b3#
1.♗b6 ♔b2 2.♗a5+ ♔a3#

Chameleon chess - Officers change after their move, they become another officer, according to the cycle: Q→S→B→R→Q.

e.g. Erich Bartel
Problemkiste 2006

sd=8   (2+1)
Chameleon

5.g8♘ 6.♘f6(♗) 7.♗c3(♖) 8.♖c1(q)=

Circe - When a capture is made, the captured piece (except a King) is replaced on its rebirth square (Rook, Bishop and Knight are reborn on the square that is the same colour as the square of the capture, Pawns on the file of the capture) if it is empty; otherwise, the captured piece disappears. Castling is permitted with a reborn Rook. Fairy

pieces are regarded as being the result of promotion and so are reborn on the promotion-square on the file of the capture.

Fairy condition "Circe" will be used without other fairy conditions or fairy pieces!

e.g. Helmut Zajic
The Problemist 2005
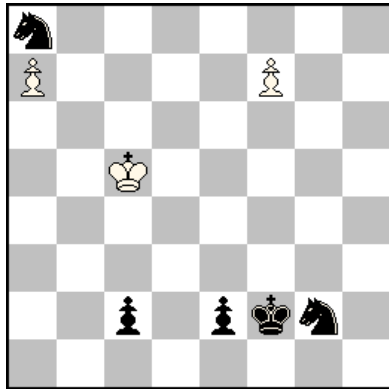
hs#5   (3+5)
Circe

1.♔d4 ♞b6 2.a8♗ e1♖ 3.♗g2(♞g8) ♖e8 4.feq(♖a8) c1♕ 5.qe3+ ♕e3(qd1)#

Anti-Circe - On making a capture, a piece (including a King) must come back to its rebirth square; if this square is occupied, the capture is forbidden. The captured piece disappears, as in normal chess. A Pawn capturing on its promotion rank promotes before it is reborn. A capturing King / Rook is allowed to castle.

Calvet type - captures on the rebirth square are allowed.

Cheylan type - captures on the rebirth square are forbidden.

Fairy condition "Anti-Circe" will be used without other fairy conditions or fairy pieces!

e.g. Yves Cheylan
diagrammes 1991
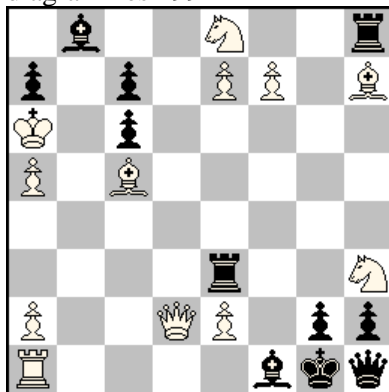
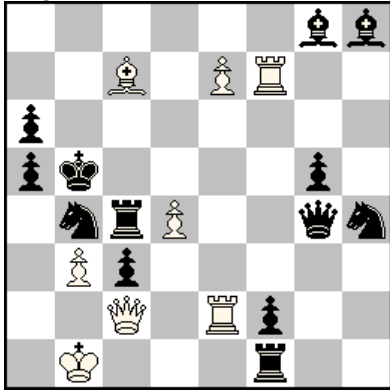s#2   (12+11)
Anti-Circe Cheylan

1.qe1 zug.
1... ♖f8 2.efq (qd1) ♗e2(♗c8)#
1... ♖g8 2.fgq (qd1) ♗e2(♗c8)#
1... ♖e8 (♖a8) / ♖h7 (♖a8) 2.♖d1 ♗e2(♗c8)#

Functionary chess - A piece may move or capture only if it is observed by an enemy piece. Castling is possible only if the King is observed (not a check) by an enemy unit.
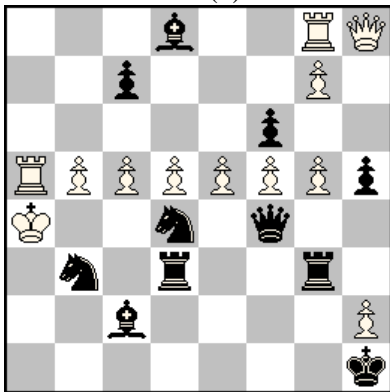
e.g. Hubert Gockel
diagrammes 2004

#2   (8+13)
Functionary

1.♖e6 (2.♖b6#)
1... ♜c6 2.♖e5#
1... ♜c7, ♜d4 2.♖f5#
1... a4 2.ba#

Kamikaze chess - All pieces (except Kings) disappears when making a capture, along with its captive.

e.g. David Wertheim, Zvi Roth, Shlomo Seider
feenschach 1977 (v)

sh#8   (12+11)
Kamikaze

1.fe 2.♗g5 3.♜g7 4.♕h2 5.♞b5 6.♜d5 7.♗f5 8.♞c5 ♖h5#

Madrasi chess - Pieces are paralyzed when attacked by an enemy pieces of the same kind. A paralyzed piece (both side) cannot move and does not give check. They remain paralyzed until one of them is captured or another piece comes on the attack line between them. Unless otherwise stated, Kings cannot be paralyzed.
Fairy condition "Madrasi" will be used without Neutral pieces!

e.g. Juraj Lorinc
Mémorial V. Miltner 1995
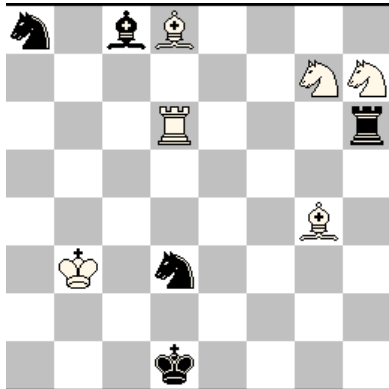
h#2   (6+5)
2.1.1.1
Vertical cylinder
Madrasi

1.♞f4 ♘b8 2.♞e6 ♘a6#
1.♞b4 ♘f8 2.♞a6 ♘e6#

Maximummer - One side (black, if not said otherwise) must always play its geometrically longest legal moves. A distance between two adjacent orthogonal/horizontal squares is 1, while a distance between two adjacent diagonal squares is √2≈1,41. The castle's length is the sum of two movements. When there are two or more moves of the same length, the choice is free.

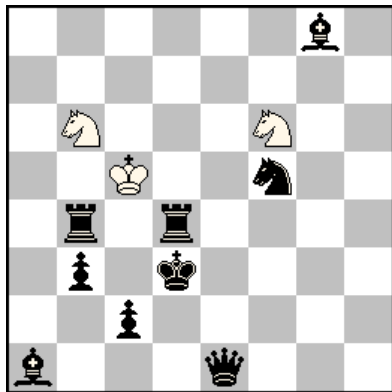e.g. Valeriu Petrovici
Buletin Problemistic 1999 (v)
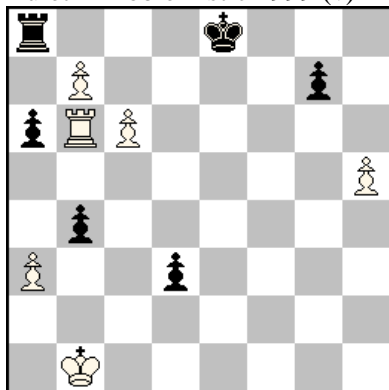
r#5   (6+6)
Maximummer

1.b8♘ g5 2.hg e.p. ba 3.♘d7 0-0-0 4.♖b2 ♖h8 5.♖a2 ♖h1#

Patrol chess - A piece may capture or give check only if it is observed by another piece of the same side.

e.g. Frederick H. von Meyenfeldt
feenschach 1979

h#3   (3+9)
Patrol

1.♖d7 ♘fd5 2.♕e8 ♔d4 3.♕e1+ ♔e3#

Reflex chess (r#) - A selfmate in which both sides must deliver checkmate if they are able to do when it is their move.
e.g. at Maximummer and Sentinel

Sentinel - On moving a piece leaves behind a Pawn of its own colour on its departure square. The rule does not apply to Pawns, or the pieces moving from the 1st or 8th ranks; nor does it apply if there are 8 Pawns of that colour already on the board.

e.g. Christian Poisson
2 T.T. Phénix 1989-93
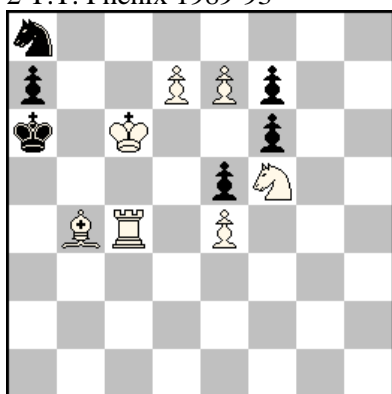
r#2   (7+6)
Sentinel

1.♔d5(+ç6) zug.
1... ♘b6+ 2.♔c5(+d5) ♘c8(+b6)#
1... ♘c7+ 2.♔d6(+d5) ♘e6(+ç7)#
1... ♚b5(+a6) 2.♗d6(+b4) ♘b6#
1... ♚b6(+a6) 2.♘d6(+f5) ♘c7#

Take&Make - Having captured, a piece must immediately, as part of its move, make a non-capturing step in imitation of the captured piece from the capture-square. If not such step is available, the capture is illegal. If not

said otherwise, a Pawn cannot be placed on its 1st rank as the result of a take&make step after capture. Checks are as in normal chess.

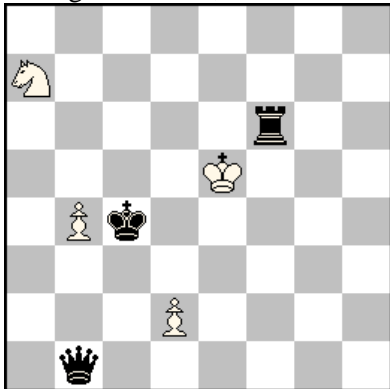e.g. Friedrich Hariuc
T.T. Andernach 2006
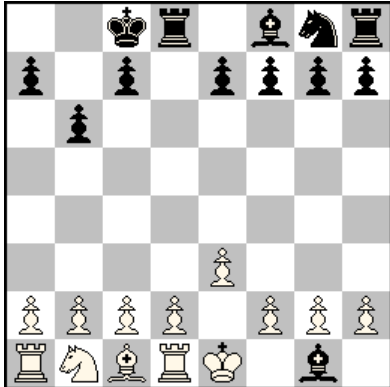
PG 6,5   (13+13)
Take&Make

1.e3 b6 2.♗a6 ♞a6(♞f1) 3.♕g4 ♗a6 4.♕d7(♕d5) ♛d5(♛f3) 5.♘e2 0-0-0 6.♖f1(♖g3) ♝e2(♝g1) 7.♖f3(♖d1)

Anti-Take&Make - A captured piece as part of the move makes a non-capturing step in imitation of its normal movement from the capture-square. If no such step is available, the capture is illegal.

Rodolfo Riva
3 Bulgarian Wine, Kobe 2012

hs#3   (4+3)
2.1.1...
Anti-Take&Make

1.♘b5 ♛b3 2.♔e4 ♜f5 3.d3+ ♛d3(d4)#
1.♘c8 ♛b4(b5) 2.♘b6+ ♚c5 3.d4+ ♛d4(d5)#

Lions

Lion: Moves along Queen lines over another unit of either color to any square beyond that unit. A capture may be made on arrival, but the hurdle is not affected.

Rook-lion: Moves along Rook lines over another unit of either color to any square beyond that unit. A capture may be made on arrival, but the hurdle is not affected.

Bishop-lion: Moves along Bishop lines over another unit of either color to any square beyond that unit. A capture may be made on arrival, but the hurdle is not affected.

Michal Dragoun
The Problemist 2022
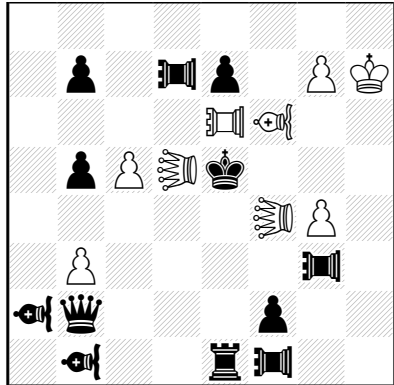
h#2   (9+12)
4.1.1.1
υϖ = lion (LI)
ψΨ = rook-lion (RL)
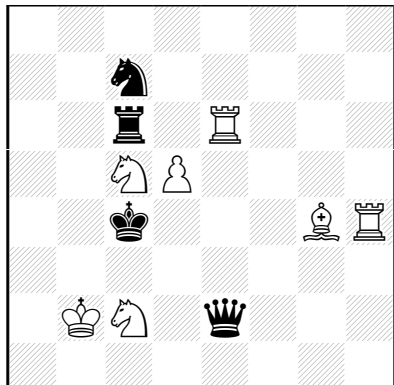λΛ = bishop-lion (BL)

I. 1.RLxf4 LIa8 2.BLxe6 BLh8#
II. 1.BLxd5 LIh4 2.RLxf6 RLe8#
III. 1.Kxf6 LIxb5 2.Rxe6 LIxf1#
IV. 1.Kxe6 LIh2 2.Qxf6 LIxa2#

PlatzwechselCirce (PWC): When a capture is made, the captured unit (except a King) is replaced on the square the capturing unit just leaves. A Pawn is immovable on its 1st rank.

Dirk Borst + Ruud Beugelsdijk
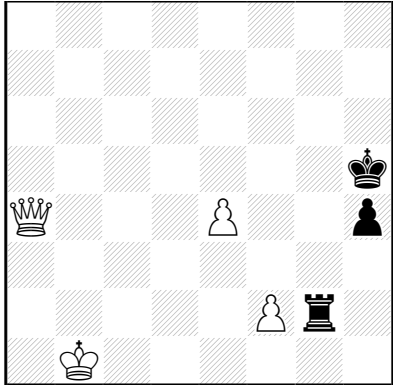2. Place TT Schwalbe-Treffen Osnabrück 1998

h=3   (7+4)
PlatzWechselCirce

1.Rxc6(Re6) dxe6(Rd5) 2.Qxe6(Pe2) Sxe6(Qc5) 3.Sxe6(Sc7) Bxe6(Sg4)=

KöKo (Kölner Kontaktschach): A move is legal only if at least one of the squares adjacent to the arrival square is occupied (i.e. a piece, having moved, must be in contact with another).

Heinz Zander
Die Schwalbe 1990

h#2 (4+3)
KöKo
2.1.1.1

I. 1.Rg1 f4 2.Rc1 Qd1#
II. 1.Rg5 f3 2.Ra5 Qb5#