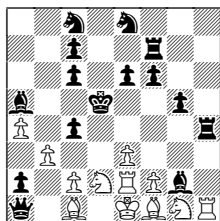


P0488 Michel Caillaud
France



PG 28 (12+15)

Comments from: Author (A), Editor (E), Ladislav Belcsak (LB), Wilfried Seehoffer (WS)

***R0271v** (Vokal) Mario Richter discovered a **cook** as shown on the comments of P1365282 in pdb. The following proof game: 1.f4 e6 2.e4 Bc5 3.d4 Bxd4 4.b4 Bc5 5.bxc5 e5 6.c6 dxc6 7.fxe5 Bg4 8.e6 fxe6 etc., reaches the pawn structure with the bBc8 out of the cage, preserving the castling rights for both sides.

R0304 (Thoma) Retract: 1.Kd5xPc6(+wKe1) Kd7-c7+ 2.g6xBf7(+wPf2) Be8-f7+ 3.Be7-f8 c7-c6 4.Bb1-a2 & 1.Bf5#. *Bringing the wK to d5 forces Black to block his King's flight squares: e8 in order to uncheck and c7 by means of Zugzwang (E).*

R0305 (Thoma) Retract: 1.Bg3xBf2(+wBc1) Bg1-f2+ 2.Kf3xQg2(+wKe1) Qh2-g2+ 3.Bf2-g3 d2-d1B 4.Rc5-c3 & 1.Rh5+ Qh1#. *Surprising Zugzwang follows the uncapture of two black pieces. (E)*

R0306 (Thoma) Retract: 1.Ke1xPf2(+wKe1) f3-f2+ 2.Ke1xRf1(+wKe1) Rf2-f1+ 3.Kd2xPc2(+wKe1) Rf1-f2+ 4.Ke1-d2 Rf2-f1+ 5.Kd2xSe3(+wKe1) Rf1-f2+ 6.Ke1-d2 Rf2-f1+ 7.Kd7xSe8(+wKe1) Bb3-a4+ 8.Ke6-d7 Sc4/d5-e3+ 9.Kf5-e6 & 1.Kg4#. *After a familiar introduction, the wK uncaptures two Knights to help support the K/K mate. (E)*

***P0437** (Raican) Dmitriy Baibikov found a cook during his WCCI 2016-2018 judging: 1.d4 e5 2.Qd2 Qh4 3.b3 Ke7 4.Qb4+ (bPb3, wPb7, bPd4) Ke6 5.bxc8R(bK=rB) Qxh2 6.Rxf8 Qxg1(wK=rS) 7.Qxd4(rB=bK) Qxg2(rS=wK) 8.f3 Qxf3 9.Qc4+(wPb3, bPc2, wPc7, bPe2) Kf6 10.Rg1 Qxb3 11.Rg6+(wPg7) Ke7 12.Re8++(wSb8, wSg8) Kxe8(wK=rR) 13.Rd6 Qxc4(rR=rQ) 14.Rd1 Qxc7(rQ=wK) 15.Sd2 Qd8 16.Bh3 e4 17.Bg2 e3 18.Bf1.

***P0456** (Grudzinski) Michel Caillaud points out a dual. The move order between moves 6 and 8 can be reversed: 6...Bg7 7.Qa3 Rxf2 8.Bb5(+wPb6) instead of the intended 6...Rxf2 7.Bb5(+wPb6) Bg7 8.Qa3.

P0471 (Raican) 1.h4 Sf6 2.h5 Se4 3.h6 Sxd2 4.hxg7 h5 5.Rh3 Rh6 6.Ra3 Sb3 7.cxb3 Ra6 8.Qd6 e6 9.Qh2 Bd6 10.g3 Ke7 11.Bg2 Qe8 12.Bc6 dxc6 13.Kd2 Sd7 14.Ke3 Sf8 15.Bd2 Bd7 16.Be1 Rd8 17.g8S#[g8=b] Bf4+ 18.Kxf4 Ra4+ 19.Kg5 f6#. *Impostor Sg8. My PG has no solution without the fairy condition. Donati's PG that inspired me is P1003876 (A).*

P0472 (Heinonen) 1.d4 Sc6 2.Qd2 Se5 3.dxe5 Sf6 4.exf6 c5 5.fxg7 f6 6.g8R Kf7 7.Rg4 Ke6 8.Rc4 Kf5 9.f4 Kg4 10.h3+ Kg3 11.Kd1 Kf2 12.e4+ Kxf1 13.Se2+ Kf2 14.Sd4+ Kg3 15.Rf1 Kh4 16.Rf3 Kh5 17.Qf2 Kg6 18.Sd2 Kf7 19.Rb1 Ke8. *Black's try to capture Bf1 with Bishop and Queen is one move too slow: 1.d4 Sc6 2.h3 Se5 3.dxe5 Sf6 4.exf6 c5 5.fxg7 Qb6 6.g8R Qb3 7.Rg4 Bh6 8.Rc4 f6 9.Qd4 Bd2+ 10.Kd1 Qd3 11.e4 Be1+ 12.Sd2 Qxf1 13.f4 Qd3 14.Se2 Bh4 15.Rf1 Bg5 16.Rf3 Bh6 17.Qf2 Bf8 18.Sd4 Qb3 19.Rb1 Qb6, 20...Qd8 or 1.d4 Sc6 2.Qd2 Se5 3.dxe5 Sf6 4.exf6 c6 5.fxg7 Qb6 6.g8R f6 7.Rg4 Bh6 8.Rc4 Bg5 9.f4 Bh4+ 10.Kd1 Be1 11.e4 Qf2 12.Se2 Qxf1 13.h3 Qf2 14.Rf1 Qb6 15.Sd4 Qd8 16.Rf3 Bh4 17.Qf2 Bg5 18.Sd2 Bh6 19.Rb1 Bf8, 20...c5. The bK captures the Bf1 and returns to its original square. I have composed a problem, in which the wK captures Rh8. Hashimoto has showed that the wK can capture Ra8. In both problems, the wK returns to e1 (A), The mother of all king marches. Congratulations, Unto (LB).*

P0473 (Heinonen) 1.f4 a5 2.f5 a4 3.f6 a3 4.fxe7 axb2 5.Sa3 b1R 6.Bb2 Ra5 7.Bf6 Sa6 8.Bh4 Rg5 9.e4 d5 10.e5 Bh3 11.e6 b5 12.exf7+ Kd7 13.e8R Bd6 14.f8R b4 15.Rf2 b3 16.Sf3 bxa2 17.Rg1 Rb7 18.Qb1 c5 19.Qb3 Sc7 20.0-0-0 a1R+ 21.Sb1 Raa7 22.Ba6 Sh6 23.Ree2 Re8 24.Rde1 Re6 25.Se5+ Ke8 26.Sc4 Bf8. *White's Pe2 and Pf2 change places; Black's Pa7 and Pb7 change places. Switchbacks by Sb1, Bf8, Ke8. FPG P1(RR)&P1(rr) (A), Heavyweight problem, difficult to solve (WS)*



I. Introduction

In the spring of this year, I introduced to Christian Poisson (author of the WinChloe program) four new fairy conditions - part of my Fairy "Bolero project". The project, which I have been working on for almost 15 years, represents my personal system for fairy study associated with inventions of new fairy conditions and pieces. Christian included Bolero in the WinChloe 3.45 program. I thank Christian for his quick response. I also thank Geoff Foster for helping me in editing the English text.

In this article I will introduce in a simple way the definitions and basic properties of these conditions. I've chosen relatively light examples, most of them originals.

Bolero is one of the oldest and most traditional Spanish dances. Bolero is a slow Latin dance with inherent sudden pauses and rapid spins. In this style and rhythm dozens of works have been written. Undoubtedly the pinnacle is the immortal musical piece "Bolero" by Maurice Ravel.

By naming the new fairy condition "Bolero", I express my immense love and reverence for Ravel's masterpiece, which combines classical style with impressionism, rhythm and harmony in a unique way. I assume that in some way, to a small extent, Bolero is also synonymous with dynamic dance of pieces (orthodox and fairy) combined with unexpected metamorphoses in their power and agility. Here, too, the classic rules of movement of the pieces are combined with modernistic principles for the demonstration of activity.

The "Bolero project" contains, as a basic idea for future new fairy conditions, pieces, etc., a considerable modification of a simple classic principle which has been known since the time of T.R. Dawson. For example, such an idea includes in its definition the old, but already completely forgotten, fairy piece "Querquisite" which appeared in 1947. However, there is a considerable difference between Bolero and "Querquisite" favoring Bolero. "Querquisite" does not have its own nature and it is indicated on the diagram as a circle. It plays the same way without captures and with captures. This is its main weakness. In Bolero, each piece has its own nature (orthodox or fairy) and plays differently when playing without captures and with captures, depending on its vertical location. In other words, in Bolero, "The vertical dependence of moves" is only partial. Thus, this "dualism" in the play of pieces in all Bolero kinds, demonstrates a new, interesting and fruitful principle in Fairy chess.

II. Four types of Bolero

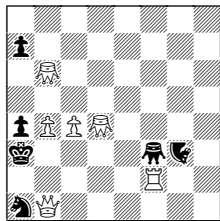
I present here four (there are many other) types of conditions from the "Bolero project" that are already programmed in WinChloe where simple definitions are given. Here the definitions are expanded to make it easier to apply in details.

A. Bolero

This type I call the standard or basic type of Bolero. The Definition:

Bolero - A piece "x" (except for all kinds of Kings and Pawns) making capturing moves plays in the usual way, according to the rules of movement for its own nature. When making non-capturing moves, "x" plays as follows: if located on the files "a" and "h" like a Rook, on files "b" and "g" like a Knight, on files "c" and "f" like a Bishop, on the file "d" like a Queen and on the file "e" like a King (to all neighboring squares, but without acquiring royal status). Castling is permitted if the King and the Rook are on their starting positions (or with Circe-reborn King and Rook) and the squares between them (except for squares b1/b8 at long castling) are not attacked by enemy pieces according to the Bolero condition.

N°1 Scheme



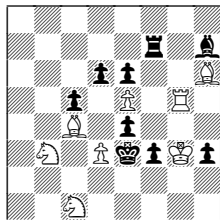
#1 6 solutions (6+6)
Bolero, ♛Nightrider
♟♟Grasshopper

N°1 The Queen is located on the b-file (the Knight's file) and by definition it must make non-capturing moves as a Knight. There are two such possibilities: 1.Qd2 and 1.Qc3+. At the same time the Queen guards squares b3, b4, a2 and b2 because, after the virtual moves by the King to these squares, QxK will follow (on capturing moves the Queen plays as a Queen). After 1.Qc3# black is mated because the Queen attacks the black King with capturing move 2.Qc3xKa3. Another solution is 1.Qxa1#. Rf2 has only three non-capturing moves (as a Bishop because it is located on the Bishop's f-file): 1.Re1, 1.Rg1 and 1.Re3#. A mate occurs after 1.Rxf3# because there is no defense against Rf3xa3 (now Rook plays as a Rook). Gd4, which is located on the Queen's file, can make nineteen Queen-like (non-capturing) moves with one mating move: 1.Gd6#. The defensive move 1...Nc5 is not legal since the black Nightrider must play as an orthodox Knight. A try 1.Gdc5+? fails to 1...Nxc5!, since when capturing, the Nightrider plays as a Nightrider. Gd4 mates also with 1.Gxa7# (1...Na6? defense is illegal).

N°2 1.Bba1! (zz), Bb3 plays as a Knight. After the key, Ba1 can play as a Rook and capture as a Bishop: 1...d2 2.Bb1#, 1...f2 2.Bh1#, 1...dxc5 2.Ba8#. Se7 can play as a King because it stands on the King's e-file. The non-capturing moves are; Se6, Sd7, Sf7, Sd8, Se8, Sf8. At the same time, Se7 guards the squares d5/f5, since after 1...Kd5? or 1...Kf5? the capturing moves Sxd5/Sxf5 are allowed. There are two defensive moves: 1...d5 2.Sd6# and 1...f5 2.Sf6#. The try 1.Bc1? (2.Bd4-d5#) fails to 1...d2!.

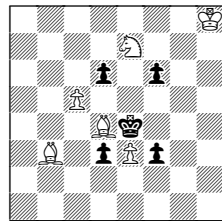
N°3 demonstrates an active white Nf4. 1.Nd6! (plays as a Bishop) and threatens 2.Nf8# (plays as a Queen but attacks the black King as a Nightrider). The try-moves 2.Ne6+? Gh6xe6! (Grasshopper captures as a Grasshopper); 2.Nc6+? Lh1xc6! (Lion captures as a Lion); 2.Nb8+? Bxb8! (Bishop captures as a Bishop); 2.Nxh2+? (Nd6 cannot capture as a Queen). Defenses: 1...Gh8! (Grasshopper plays as a Rook with idea if 2.Nf8+? Gh8xf8!, captures as a Grasshopper, but 2.Ne6#). If 1...Llh2-f1 (plays as a Rook) 2.Nc6#, 1...Llh2-f2 2.Nh2#, 1...Ba3 (plays as a Rook) 2.Nb8#. Also: 1...Lla1-f1 2.Be5# (plays as a Queen, captures as a Bishop), 1...Ba6 (with idea 2.Nf8+? Be6!) but 2.Bc5#.

N°4 Petko A. Petkov
Original, Dedicated to
Mike Prcic 80th birthday



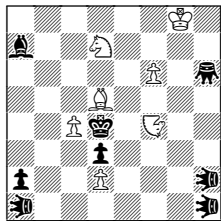
#2 Bolero (8+9)

N°2 Scheme



#2 Bolero (6+5)

♞Locust

N°3 Petko A. Petkov
Original

#2 Bolero (7+8)

♟Grasshopper, ♘Lion,
♞Nightrider

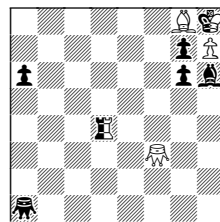
N°4 Rg5 is immovable. By definition, Rg5 can move without capturing only as a Knight, but all squares h3, f3, e4, e6, f7, h7 are occupied. The Rook can capture only as a Rook, but there are no such opportunities. 1.Bd5! (zz). Let's look at six unblocking defenses resulting in Umnov effects: 1...h2 2.Rh3#, 1...f2 2.Rf3#, 1...exd3 2.Re4#, 1...exd5 2.Re6#, 1...Bh8 2.Rh7# and 1...Re8 2.Rf7#. The next five variations show capturing moves by the Rook: 1...Rh5 2.Rxh5#, 1...Rg6 2.Rxg6#, 1...Rg8 2.Rxg8#, 1...Bg7 2.Rxg7#, 1...dxe5 2.Rxe5#. Also: 1...c4 2.Bd4#. Try: 1.exd6? (2.Rxc5#) exd3!.

N°5 Bolero shows great promise in orthodox problems with changed mates. Here we have Zagorouiko theme in two variations with elements of the themes Ellerman-Makihovi. It is curious that the extremely "clumsy" Locust in fairy classics here exhibits exceptional dynamics in its movements. 1.LOh2? (2.LOxf4-e5#), 1...g3[a] 2.LOh3#[A], 1...e3[b] 2.LOc2#[B], 1...f3!; 1.LOa7? (zz), 1...g3[a] 2.LOd7#[C], 1...e3[b] 2.LOh7#[D], 1...f3 2.LOf7#, 1...b4 2.LOa5#, 1...h3!; 1.LOa6! (zz), 1...g3[a] 2.LOe6#[E], 1...e3[b] 2.LOg6#[F], 1...f3 2.LOf6#, 1...h3 2.Sh4#, 1...b4 2.LOa5#.

N°6 a) 1.Gh8! (zz), 1...Ga3 (the best defense!) 2.Ga8 Ga7! 3.Kc2! Ga6 4.Ga7 Ga5 5.Ga6 Ga4 6.Ga5 Ga3 7.Ga4 =. Model pin-stalemate is realized after thematic play by both Grasshoppers: blocking the white Ga8 after 2...Ga7, white tempo-move 3.Kc2!, and consecutive Umnov moves, pinning and blocking Ga3 on move seven (7...Ga4?). Try: 1.Gh4? Gc3(Gd2)! and 2.Gh1? is not a checking move.

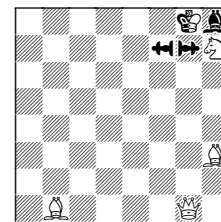
b) The same final position is achieved (here in six moves) in a rather different manner. 1.Llh4! LId2(LIc3) 2.Llh1+! Lle1 3.Llf1 LId1 4.LIa6+ LIa4 5.LIa5 LIa3 6.LIa4= Try: 1.Llh8? LIa3! 2.LIa8 LIa7!

N°7 Petko A. Petkov
Original



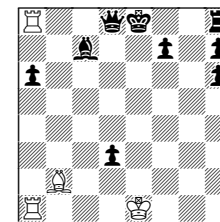
hs#2 Bolero (3+5+2)
b/c/d Gf3→h4/d3/b3
♟♟Grasshopper

N°8 Scheme



#2 Bolero (4+3+1)
♞Berolina Superpawn
♞Superpawn

N°9 Scheme

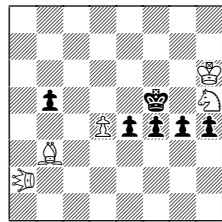


h#2 Bolero (4+9)

N°7 In the neutral battery nRd4/bGa1, the front piece, nRd4, must play as a Queen. In four solutions, nRd4 moves diagonally, demonstrating Pelle-moves and transformation of the mixed battery nR/G. a) 1.Gc6 nRe5 2.Ge8+ nRxe8# (3.nRe5??); b) 1.Gf4 nRb2 2.Gb8+ nRxb8# (3.nRb2??); c) 1.Gf5 nRc3 2.Gc8+ nRnxc8# (3.nRc3??); d) 1.Gc5 nRf6 2.Gf8+ nRxf8# (3.nRf6??). The result is four model mates with pins of the white Bg8. Bg8 is pinned by a neutral Rook, because Bg8 cannot play like a Knight (3.Bg8-f6?).

N°8 By definition, the Neutral King on g8 (as type of King), the Superpawn g7 and the Berolina Superpawn f7 (both as types of Pawns) are excluded from Bolero's rules. Hence, here they play under the usual rules. All other pieces play by Bolero rules. 1.Bb3! (zz), 1...SPg2 2.Qxg2#, 1...SPg3 2.Qxg3#, 1...SPg4 2.Qxg4#, 1...GPg5 2.Qxg5#, 1...SPg6 2.Qxg6#, 1...BSc4 2.Bxc4#, 1...BSd5 2.Bxd5#, 1...BSe6 2.Bxe6#. Two important points: A) The Bh8 is not an illegally located piece, because it can get on h8 in Bolero in different ways. But here this Bishop is an immovable piece, because it can only play as a Rook! B) Two white-square white Bishops Bb1 and Bh3 are not a weakness. In Bolero such situations are very common. They are possible without Pawn promotions.

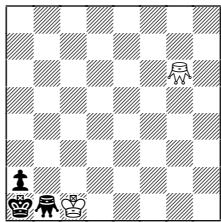
N°5 Petko A. Petkov
Julia's Fairies 2019(v)



#2√.. Bolero (5+6)

♞Locust

N°6 Petko A. Petkov
Original



=7 Bolero (2+3)

b) Replace Gs with Lions & =6
♟♟Grasshopper

№9 This problem is a light but instructive example about castling in Bolero: **1.0-0 0-0-0 2.Qe7 Rg4#**. Note that bRf8 must be pinned in the mating position, otherwise it could play 3.Rf8-g7! because on "f8" the bR plays as a Bishop. The black Queen cannot play 3.Qg5? because the black Qe7 can play only as a King.

B. Bolero Rex Inclusive (RI)

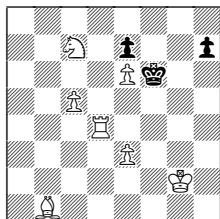
At first glance the play should be similar in character to the standard Bolero. However, the analogy is only partial, because the Rex Inclusive (RI) fundamentally changes the kind of mates and the methods for their realization. Here all kind of Kings and Royal pieces (including the Royal Pawns) play according to the Bolero rules.

The Definition:

Bolero RI - A piece "x" (including Kings and Royal Pawns but excluding all other kinds of Pawns) making capturing moves plays in the usual way, according to the rules of movement for its own nature. If making non-capturing moves, "x" plays as follows: if located on the files "a" and "h" like a Rook, on the files "b" and "g" like a Knight, on the files "c" and "f" like a Bishop, on the file "d" like a Queen and on the file "e" like a King (to all neighboring squares, but without acquiring royal status). The Royal Pawn is perceived as a Royal unit - it can play in all directions: on its last row the rP must be promoted to a royal piece; on its first rank the rP can play but cannot capture. Castling is permitted, to the already known Bolero rules.

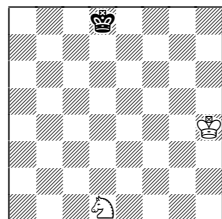
Let's see some light examples.

№10 Scheme



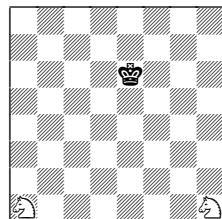
#2 (7+3)
Bolero Rex Inclusive

№11 Petko A. Petkov Original



h#2 2 solutions (2+1)
Bolero Rex Inclusive

№12 Petko A. Petkov Original



h=2 2 solutions (2+1)
Bolero Rex Inclusive, NWK

№10 **1.Bc3! (2.Rg4#)** This is mate because the King must play as a Bishop and all moves to d4-e5-g7-h8-g5-h4 are illegal. Capturing on c3 is not possible since the King can capture only as a King. Variations: **1...Kg5** (the bK must play as a Knight) **2.Re4#** (blocking the square for the King), **1...Kg7 2.Rd5#** (guarding f5- and h5-squares), **1...Kh8** (the bK must play as a Rook) **2.Rd8#** (2...Kxd8?), **1...Ke5** (the bK must play as a King) **2.Rf4#**.

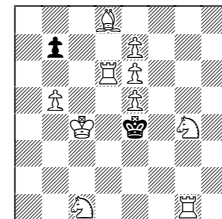
№11 **1.Kd3! Kb4 2.Kb1 Sd2#** (3.Kxd2? is impossible because the bK can capture only as a K); **1.Kd4! Kg4 2.Kg1 Se2#** (3.Kxe2?). Exact Chameleon-Echo.

№12 **1.Kd5 Sh3 2.Kh1 Sf1=; 1.Kf6 Sa3 2.Ka1 Sc1=**. Umnov, Chameleon-echo ideal-stalemates.

№13 Thematic try: **1.Bh8? (zz)**, **1...Kf3[a] 2.Bh1#[A]**, **1...Kf5[b] 2.Bh7#[B]**, **1...Kf4[c] 2.Bh6#[C]**, **1...b6!; 1.Rb6! (zz)**, **1...Kf3[a] 2.Bd5#[D]**, **1...Kf5[b] 2.Bd3#[E]**, **1...Kf4[c] 2.Bd2#[F]**. Change of three mates after the black King has passed into the "Bishop phase". High activity of the white Bd8 who moves seven times on three different lines. **1.Sg5+? Kf4 2.Sh3#**, but **1...Kf5!**

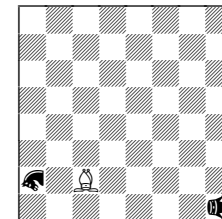
№14 **1.rLOc1+! rBh7! 2.Cab2 rBh6#** (3.Cae3? is illegal because Cab2 plays as a Knight! Not **1...rBg6? 2.Cab2** and **2...rBf4+?** is an illegal self-check because of **rLOxf4-g4!**); **1.rLOf1 rBa4 2.Cag2 rBa6#** Chameleon-echo ideal-mates.

№13 Petko A. Petkov Original



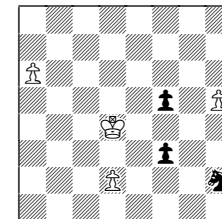
#2√ (10+2)
Bolero Rex Inclusive

№14 Petko A. Petkov Original



h#2 2 solutions (1+2)
Bolero Rex Inclusive
Camel, Royal Locust
Royal Bc2

№15 Scheme

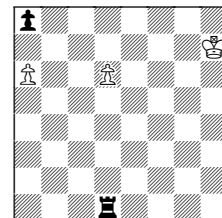


h#1 4 solutions (4+3)
Bolero Rex Inclusive
Royal Pf5

Of great interest is the play of the Royal Pawns. First, we will consider the play of the standard Pawn in King's role (rP). Unlike the well-known Royal Pawn (rP), rP in Bolero is a powerful piece that also demonstrates its potential for promotion when it steps on its last line.

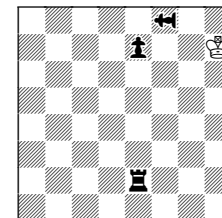
№15 By definition Royal Pf5, standing on the Bishops f-file, can play without captures only as a Bishop. the rP can capture only as an orthodox Pawn. **1.rPh7 Kg7#**. The rP can play as a Rook but can capture only as a Pawn, hence the move **2.rPxg7?** is illegal. **1.rPh3 2.Kh4#**. **1.rPc8 2.Kd7#** (2.rPb7? is an illegal self-check; 2.rPxa6? is an illegal capture and 2.rPxd7? is an illegal move, because, according to the special Bolero rules, the orthodox Pawns on its 1st rank are immovable (they have no capturing power). **1.rPb1=rB! Kb2#**. The moves **1.rPa1=rQ?** or **1.rPa1=rR** don't work because **2.Kb2+?** would be an illegal self-check followed by **2.rQxb2!** and **2.rRxb2** respectively. Try: **1.rPb1=rS? Kb2+? 2.rSxd2!**

№16 Scheme



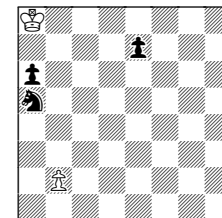
h#1 5 solutions (3+2)
Bolero Rex Inclusive
Royal Pa8

№17 Scheme



h#2 3 solutions (1+3)
Bolero Rex Inclusive
Royal Superpawn

№18 Petko A. Petkov Original. Dedicated to Fadil Abdurahmanović 80th birthday



h#2 3 solutions (2+3)
Bolero Rex Inclusive
Royal Pa6

When using other types of Royal Pawns, specific rules for capture of pieces are important.

№16 This simple but instructive scheme demonstrates the dynamics of the Royal Pawn when located on the first row. Here the rP plays like a Rook. **1.rPf8 Kg7#** (2.rPxg7?); **1.rPe8 Ke7#**; **1.rPc8 Kd7#** (2.rPxd7?); **1.rPb8 Kc7#** (2.rPxc7?); **V. 1.rPa7 Kb7#**.

№17 With a standard Royal Pawn on f8, White could immediately mate with **1.~ Rg7#**. However, with the Royal Super Pawn (it can play here as a Bishop) the move **1...Kg7** is illegal because of **2.rSPxg7**. Thus: **1.Rd2! Kh8 2.Rh6+ Kg8#** with self-block on h6-square.

№18 **1.Sa1 Ka7+ 2.rPa2 Ka3#; 1.Sa2 b3 2.rPa3 Ka4#; 1.Sa3 b4 2.rPa4 Ka5#**. A difficult and interesting thematic complex: a) Triple mixed Bristol S-rP-wK in which all thematic pieces move vertically like Rooks; b) Three self-blocks by the Royal Pawn, the black Knight and the white King on the a-file as well as by the white Pawn on b-file; c) Triple chameleon-echo.

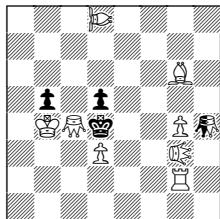
C. Bolero Inverse

The Definition:

Bolero Inverse - A piece "x" (except for all kinds of Kings and Pawns) making non-capturing moves plays in the usual way, according to the rules of movement for its own nature. If making capturing moves, "x" plays as follows: if located on the files "a" and "h" like a Rook, on the files "b" and "g" like a Knight, on the files "c" and "f" like a Bishop, on the file "d" like a Queen and on the file "e" like a King (to all neighboring squares, but without acquiring royal status). Pieces of the Locust type capture enemy pieces according to the rules of Bolero. Castling is permitted according to Bolero rules.

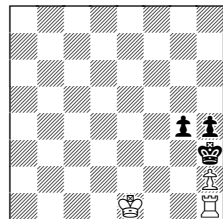
Let's first look at a scheme in which the mate is given in one move.

N°19 Scheme



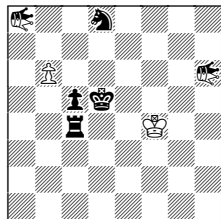
#1 9 solutions (8+3+1)
Bolero inverse
♞Vao, ♞Lion, ♞Grasshopper

N°20 Scheme



#1 Bolero inverse (3+3)

N°21 Scheme



#1 Bolero inverse (2+4+2)
♞Locust

N°19 All the fields around the black King are under-guarded. The move 1...Ke3? is illegal because e3-square is guarded by Rg2, which by definition plays as a Rook but captures as a Knight (stands on Knight file). Other moves by the black King are also not allowed: 1...Kxd3? 2.Gc4xd3! (captures as a Bishop), 1...Ke5? 2.Bg6xe5! (captures as a Knight). Solutions: **1.VAf6#** (plays like a Vao and captures like a Bishop). **1.VAxd5#** (captures like a Queen). **1.Be4#** (plays as an Bishop but attacks Kd4 as a King, thus 1...Ke5? is illegal. Not 1...dxe4? because bPd5 is pinned by VAd8). **1.Ge4#**; **1.Gxd5#**; **1.LIc3#** (on c3 the wLI plays as a LI but captures like a Bishop); **1.LIb3 #** (on b3 wLI captures as a Knight); **1.Rf2#** (wR captures like a Bishop); **1.g5#**. A battery mate since nGh4 attacks bKd4 as a Rook. The moves 1...nGf6? or 1...nGf2? are illegal because of self-checks from the nG located on f-file with a capturing power of a Bishop.

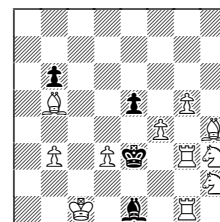
N°20 By the definition of Bolero Inverse the castling is possible, thus **1.0-0#**. It is a mate because the white Rook plays as a castling Rook in the initial setting, but on f1-square it attacks the black King as a Bishop.

N°21 Here the two neutral Locusts cannot move without captures. However, since they stand on the Rook's a- and h-files, they can capture only as Rooks. Thus, in the starting position, both Kings are not under checks. The only possible capture is **1.nLOa8xd8#** - the nLO captures as a Rook and, from d8-square, it attacks the black King as a Queen (1...Rd4? is not a defense). The move 1...nLOd8xb6? is illegal self-check, since now nLO plays like a Knight.

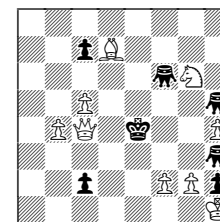
N°22 Set-play: **1...Bd2+ 2.Sxd2#**. Thematic tries with the play of the white battery Rg3/Sh3: 1.Rg2+? Kf2! (the white Rook closes line for Sh2); 1.Rg4+? Kxf4! (the white Rook closes Bh4 line). Other tries: 1.Rf1? (zz), 1...Be1~ 2.Rgg1#, 1...Bd2+! (2.Sxd2+ Kf3!); 1.Kc2? (zz) Bb4+!; **1.g6!** (zz), **1...Ba5 (Be1~) 2.Rg5#, 1...Bf2! 2.R3g2#, 1...exf4 2.Rg4#, 1...Bd2+! 2.Sxd2#, 1...e4 2.Rxe4#, 1...Kxd3 2.Re3#**.

N°23 Thematic tries: 1.Qd3+? G3xd3!; 1.Qd5+? G5xd5!; 1.Qd4+? G6xd4!; **1.b5! (2.Qa4#), 1...G3xh4 (2.Qa4+? Gd4!)** **2.Qd3#, 1...G5xh4 2.Qd5#, 1...Gfxh4 2.Qd4#**. (**1...c1Q(R) 2.Qc2#**). Other tries: 1.Qa6? (2.Qc6#) Gb5!; 1.Qa2? (2.Qxc2#) c1S!; 1.Qb5? (2.Qc6#) c6!.

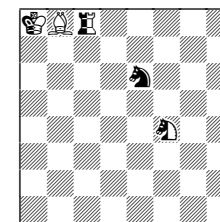
N°24 Here nRc8 attacks square b7, while nSf4 attacks square b8. **1.Be7! Sd8! 2.Ba5+ Sxa5#; 1.Bd6! Sf8! 2.Ba3+ Sxa3#**. Mixed Bristol wB/bS.

N°22 Petko A. Petkov
Julia's Fairies 2019

#2 Bolero inverse (11+4)

N°23 Petko A. Petkov
Original

#2 Bolero inverse (9+7)
♞Grasshopper

N°24 Petko A. Petkov
Original

hs#2 2 solutions (1+1+3)
Bolero inverse

D. Bolero Inverse Rex Inclusive

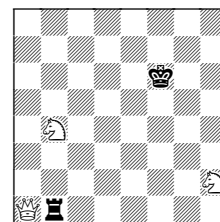
Here it is necessary to pay special attention to the play of the Royal Pawns (orthodox and fairy) and pieces like Locust. In Bolero they have different role compared to their traditional capabilities.

The Definition:

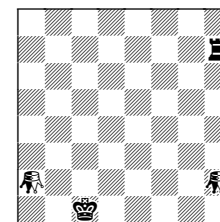
Bolero Inverse Rex Inclusive - A piece "x" (including Kings and Royal Pawns but excepting all other kinds of Pawns) making non-capturing moves plays in the usual way, according to the rules of movement for its own nature. If making capturing moves, "x" plays as follows: if located on the files "a" and "h" like a Rook, on the files "b" and "g" like a Knight, on the files "c" and "f" like a Bishop, on the file "d" like a Queen and on the file "e" like a King (to all neighboring squares, but without acquiring royal status). By making captures, a Royal Pawn can make moves in all directions but on its last row it must promote to a Royal piece, while on its first row it becomes an immovable Royal Pawn, i.e., it cannot play but it can capture according to Bolero rules. Castling is permitted, according to Bolero rules.

Let's look at some examples:

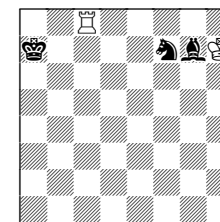
N°25 Scheme



h#1 (3+2)
Bolero inverse Rex Inclusive

N°26 Petko A. Petkov
Original

h#2 2 solutions (0+2+2)
Bolero inverse Rex Inclusive
♞Grasshoppers, NWK

N°27 Petko A. Petkov
Original

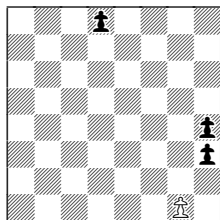
h#2 (2+3)
Bolero inverse Rex Inclusive

N°25 By definition, here the black King (without captures) can play on all the squares adjacent to him: e6,e7,f5,f7,g5,g6. The King can even play 1.Ke5 and 1.Kg7, since the white Qa1 can capture only as a Rook. The black King, located on the Bishop's f-file can capture the white Qa1 as a Bishop: **1.Kxa1 Sb4-a2#**. This is a mate, because Sa2 can capture Ka1 as a Rook (2.Kxa2? Sh2xa2! since Sh2 can capture as a Rook).

N°26 The neutral Grasshoppers visit all four corners of the board: **1.Ra7 nGa8 2.Ra1 nGxa1#** (3.nGd1? is an illegal self-check because the nGd1 can capture a Queen); **1.Kb1 nGh8 2.Rh1nGxh1#** (3.nGha1?).

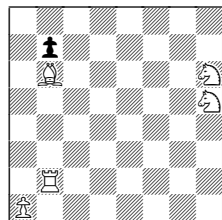
N°27 1.Ka8! (A non-capturing move as a King. It is not a self-check because the wRc8 can capture only as a Bishop) **1...Rg8! 2.Kxg8!** (capturing move as a Rook) **2...Kh8#**. The white King makes a non-capturing move as a King but now it can capture bKg8 as a Rook). Here there is no illegal reciprocal self-check between the Kings because Kg8 captures as a Knight.

N°28 Scheme



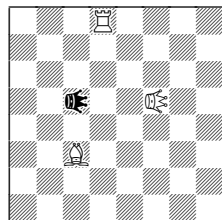
==1 (1+3)
Bolero inverse Rex Inclusive
Royal Pawns on d8 and g1

N°29 Petko A. Petkov Original



s=3 (5+1)
Bolero inverse Rex Inclusive
Royal Pawns on a1 and b7

N°30 Petko A. Petkov Original



s#2 3 solutions (3+1)
Bolero inverse Rex Inclusive
♞♟:Royal Locusts

In Bolero Inverse Rex Inclusive the Royal pawns (rP), located on their first row, cannot move without captures but they can capture enemy pieces.

N°28 Here, rPd8 is immovable. The white rPg1 has only one possible move (captures as a Knight) **1.rPxh3 = =**.

N°29 This problem demonstrates the extraordinary capabilities of the Royal Pawns. **1.Bd8 rPxd8 2.Sg8 rPxg8 3.Sf6 rPxf6=**. A stalemate with an immovable rPa1 and pinned white Rb2. It cannot play since the rPf6 attacks the rPa1 as a Bishop. Illegal defenses are **1...rPb6?** or **1...rPb5?** because of **2.Sh6xb6 (2.Bxb6)** and **Sh5xb5** respectively.

N°30 In the reverse forms of Bolero the Locust cannot make moves without captures. If it captures, its moves are a function of its vertical location. Here, there are no illegal self-checks between the two Royal Locusts, because the moves **1.rLOxc5-b5?** and **1...rLOxf5-g5?** are illegal. Two Royal Locusts can capture only as Bishops. Thus, in the initial setting, both rLO are immovable. There is a need to activate the black rLO. The solutions are very interesting and instructive: **1.Rf8+ rLOxf8 2.Bg7 rLOxg7#; 1.Rd6+ rLOxd6 2.Be5+ rLOxe5#; 1.Bb4 rLOxb4 2.Rd5 rLOxd5#**.

III. Conclusion

My theoretical and practical studies related to the Bolero project will continue. There are rich opportunities for new discoveries in this field. I specifically note that, by analogy with the Bolero condition, I am planning to define new Bolero pieces like Bolero Queen, Bolero Rook, Bolero Grasshopper etc.). By analogy, with Bolero Inverse, "Orelob piece" seems very interesting (for example: Orelob Rook, Orelob Nightrider, etc). By analogy with Bolero RI and Bolero inverse RI very interesting are the pieces Bolero King, Bolero Royal G, Orelob King, etc. Of course, I have to define, albeit very briefly, the "Bolero Total" form, where all the Pawns and Kings also participate in the condition, as well as the "Bolero Total Inverse".

I will explain all these opportunities in detail in a special article that will be published in the near future.

I also want to inform readers that I am currently completing a new article: "Bolero in combination with other fairy conditions", which I also am going to publish before the end of this year.



Help-stalemate (h=), the vanishing genre

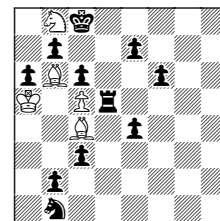
By Mike Prcic

Common themes used in h=

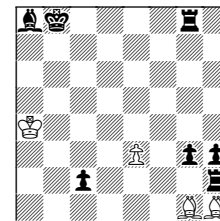
There are many themes used in h=, but the most common are: Platzwechsel, Promotion and Rundlauf. We will examine each theme and show examples from our *StrateGems* data base.

Platzwechsel

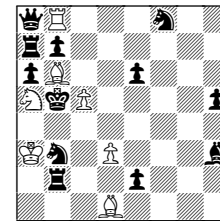
Swapping white and black pieces requires a longer h= and is usually combined with other basic elements of h=: restraining, capturing, pinning and caging. I have selected five diagrams showing Platzwechsel of five pieces: S, B, R, Q and K. The selection is my personal preference, although there were many more examples.

N°1 Tibor Érsek
StrateGems 2006

h=6 (5+11)

N°2 Sébastien Luce
& Alain Biénabe
StrateGems 2018

h=5 (4+7)

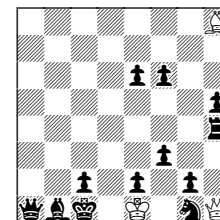
N°3 Tibor Érsek
StrateGems 2015

h=6 (7+12)

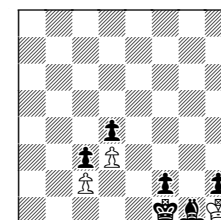
In **N°1**, we have Platzwechsel between opposite Knights. **1.Sd2 Sd7 2.Sf3 Sxf6 3.Se5 Sxe4 4.Sd7 Sxc3 5.Sb8 Sb1 6.Rd7 Be6=**. The exchange of Knights is combined with Capture + Pin + Cage.

The exchange of Bishops is shown in **N°2**. **1.Ka7 Be4 2.Ka6 Bxc2 3.Bh1 Be4 4.Ra8 Bxa8 5.g2 e4=**. We also have Capture + Cage + Klasinc.

N°3 shows exchange of Rooks which is combined with Capture + Restraint + Pin + Cage. **1.Rd2 Re8 2.Rxd3 Rxe6 3.Rd8 Rxe2 4.Rb8 Rb2 5.Bc8 Bxh5 6.Sd7 Bxe8 =**.

N°4 Alain Biénabe
2nd Honorable Mention
StrateGems 2018

h=6 (3+12)

N°5 Joost De Heer
& Dan Meinking
StrateGems 2002

h=6 (3+6)

Exchanging Queens is shown in **N°4**. **1.Qe5 Qh3 2.Qh2 Qxe6 3.Qh1 Qxf6 4.Rh2 Qa1 5.h4 Bd4 6.h3 Bf2=**. In addition, there is also Capture + Restraint + Pin + Cage.

In **N°5**, the opposing monarchs exchange their places. **1.Ke2 Kg2 2.Ke3 Kf1 3.Kf4 Ke2 4.Kg3 Kd1 5.Kg2 Ke2 6.Kh1 Kf1=**. Not the longest, captureless exchange of Kings, but one that does the job in the simplest way. Notice the restraint of the black Pawns by both Kings.