

ANDA FAIRY PLANET

No.6 – September 2023

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Language Correction, Typesetting and Design: Geoff Foster

EDITORIAL

This issue is our impromptu, albeit unofficial, “Autumn Festival of Original Problems”! With great joy, I note that many world-famous composers (a total of 22 masters) from 15 countries: Argentina, Australia, Bulgaria, France, Germany, Greece, Czech Republic, India, Israel, Italy, Japan, Kazakhstan, Poland, Slovakia and USA, have provided a total of 40 of their new works (9 in Geoff’s article, 29 in the “Originals” section and 2 in the last section by P.A.Petkov).

Interest in AFP is very high. Our strong theoretical emphasis will continue in the future. The following issue No.7 will have interesting information about Bulgarian successes and theoretical discoveries in the new section “Bulgarian composers on the world stage”. The first post will have some interesting facts about two famous late authors from the recent past: GM Venelin Alaikov and IM Krasimir Gandev. In 2024, the series will continue with other titans of the Bulgarian school, such as the late master Nikolay Dimitrov and FM Vladimir Zabunov.

Anda Fairy Planet is a non-commercial, electronic publication with a strictly defined chess theme. The magazine is distributed free of charge and its main goal is to demonstrate leading trends in the development of chess composition in the world, as well as the Bulgarian contribution to this art.

BOLERO INVERSE REXINCLUSIVE WITH TWO KINGS AND A WHITE HOPPER, by Geoff Foster

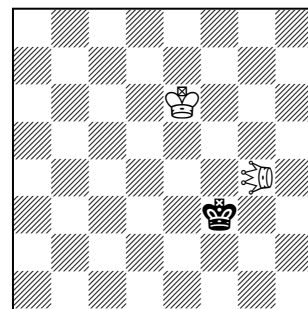
Bolero Inverse RexInclusive: A piece “x” (except for pawns) making a non-capturing move plays in the usual way. If making a capturing move, “x” plays as follows: if located on the files “a” and “h” like a rook, on the files “b” and “g” like a knight, on the files “c” and “f” like a bishop, on the file “d” like a queen and on the file “e” like a king (but without acquiring royal status).

Under this condition mate can be easy to arrange, because pieces can be moved to squares where they have strong attacking powers. For this reason it is advisable to use white pieces such as hoppers, which require a hurdle when moving and thus have limited powers of movement. The problems in this article have just the two kings and one white hopper.

In **1** the fairy piece is a *Hamster*, which moves like a Grasshopper but changes direction by 180° at the hurdle. In other words, it falls short of the hurdle instead of clearing it. The first solution is 1.Ke2 HAf3+ 2.Kd3 HAe3+ 3.Kc4+ Kd7 4.Kc5 HA d4#. There are several checking moves: 1...HAf3+ gives check like a B, 2...HAe3+ gives check like a K, and in 3.Kc4+ the bK gives check like a B. The mate is very pretty, with both white units located on the d-file, from where they attack like Q. Most of the problems in this article will use this mate. The second solution has a chameleon echo mate. 1.Ke4 Ke7 2.Kd4 HAe4+ 3.Kc5+ Kd8 4.Kc6 HA d5#. Here 1.Ke3?? would be self-check from the Hamster attacking like a S.

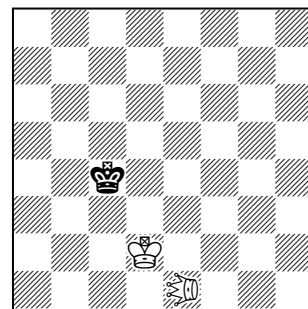
This mate is more easily shown using a *Moose*, which moves like a Grasshopper but changes direction by 45° at the hurdle. A hurdle thus provides two possible moves, unless it is on a board edge. For example, in **2** the Moose could play to c2 or d3, using wK as a hurdle. White could mate by 1...Mc2 followed by 2...Md5#, but needs to waste a move somehow. In the first solution this is done in an interesting way: 1...Md3+ 2.Kc5 Mc1 3.Kc4 Md5#. The Moose takes two moves to get to c1 (instead of c2) while the bK makes a switchback. 2.Kc5 is forced because all other squares are attacked by the two white units, which move like Q. In the second solution White plays 2...Kd3+ and the mate occurs one rank higher: 1...Mc2 2.Kb5 Kd3+ 3.Kc5 Md6#. Here 2.Kb5 is forced because the wK attacks b4 like a Q, and the two kings can’t both be on the d-file for the same reason. In the third solution White plays 1...Kd1 and the mate occurs lower: 1...Kd1 2.Kb4 Mc2 3.Kc3 Md4#. Here 2.Kb4 is forced in a similar way to the previous solution. The move Me1-c2 occurs in the final two solutions, but it is not the same move because the hurdle (the wK) is on different squares!

1 Geoff Foster
Original



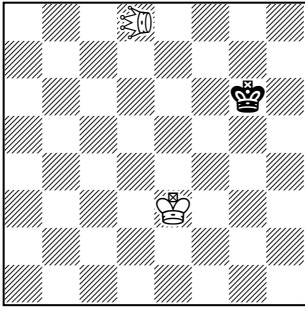
H#4 2 solutions
Bolero Inverse RexIncl.
Hamster

2 Geoff Foster
Original



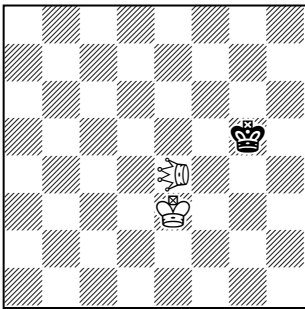
H#2½ 3 solutions
Bolero Inverse RexIncl.
Moose

3 Geoff Foster Original



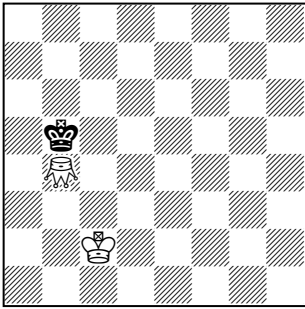
H#3 3 solutions
Bolero Inverse RexIncl.
♙ Moose

5 Geoff Foster Original



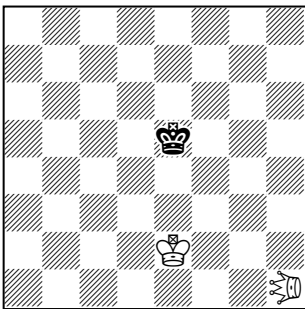
H#3½ 4 solutions
Bolero Inverse RexIncl.
♙ Eagle

6 Geoff Foster Original



H#2 ♙ Grasshopper
Bolero Inverse RexIncl.
(b/c) Moose/Eagle b4

8 Geoff Foster Original



H#3 ♙ Moose
Bolero Inverse RexIncl.
(b/c) Sparrow/Eagle h1

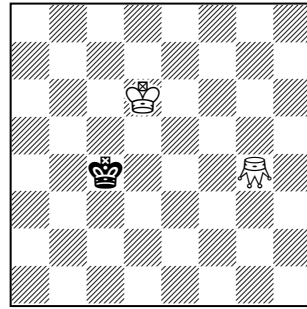
3 also has echo mates. The bK will finish on e4, e5 and e6, which are only two squares away, but he must use three moves getting there. 1.Kf5 Kd2 2.Ke5 Me1 3.Ke4 Md5#; 1.Kf7 Kd3 2.Ke6 Me2 3.Ke5 Md6#; 1.Kg7 Kd4+ 2.Kf7 Me3 3.Ke6 Md7#. The curved routes of the bK give variety to what would otherwise be symmetrical play. The Moose on d8 guards e7, f6 and g5, so after 1.Kf7 there follows 2.Ke6 and 3.Ke5, while 1.Kg7 loses a move immediately and is followed by 2.Kf7 and 3.Ke6. Much of the interest occurs in the first solution, because after 1.Kf5 all three mates seem to be possible. However, the bKf5 prevents 1...Kd3??, and 1...Kd4? 2.Ke6 Me3 leaves Black with no tempo move. Instead we have 1.Kf5 Kd2 2.Ke5 (tempo), with the wKd2 preventing 2.Kf4??.

In 4 it is the play of the *white* king that prevents symmetry. The wK must use two moves in getting to d1, d2 or d3. 1...Kc2 2.Kg4 Mf3+ 3.Kf4 Kd1 4.Ke3 Md4#; 1...Kd1+ 2.Kg5 Mf4+ 3.Kf5 Kd2 4.Ke4 Md5#; 1...Kd2 2.Kg6 Mf5+ 3.Kf6 Kd3 4.Ke5 Md6#. 1...Kc2 attacks f5 and g6, preventing both 2.Kg6?? and 2.Kg5? Mf4+ 3.Kf5??. 1...Kd2 attacks f4, preventing 2.Kg4? Mf3+ 3.Kf4??.

5 uses an *Eagle*, which is similar to a Moose but changes direction by 90° at the hurdle. This time there are four(!) solutions with little symmetry and plenty of variety. 1...Kd4 2.Kg6 EAh5 3.Kf7 EAg8 4.Ke6 EAd7#; 1...Ke2 2.Kg4 EAg5 3.Kf4 Kd1 4.Ke3 EAd4#; 1...Kd3 2.Kf6 Kc4 3.Ke7 Kd5 4.Ke8 EAd8#; 1...Eaf3 2.Kf6 EAg6 3.Kf5 Kd2 4.Ke4 EAd5#. In the first solution, after 1...Kd4 the bK acts as a hurdle for the Eagle in three consecutive moves, with 2.Kf6?? (as in the third solution) being illegal. A reciprocal effect is seen in 1...Kd3 (tempo) 2.Kf6 Kd4?.

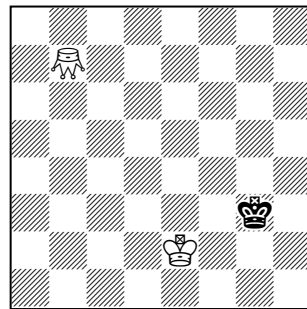
In Bolero Inverse RexInclusive, pieces do not use their usual powers when giving check, so the type of checking piece is irrelevant (except that one's own king must not be in check). This means that twins in which the type of hopper is changed (i.e. Forsberg twins) can still have echo mates. Some examples follow.

7 Geoff Foster Original



H#2½ ♙ Grasshopper
Bolero Inverse RexIncl.
(b/c) Eagle/Moose g4

9 Geoff Foster Original



H#2½ ♙ Grasshopper
Bolero Inverse RexIncl.
(b/c) Eagle/Moose b7

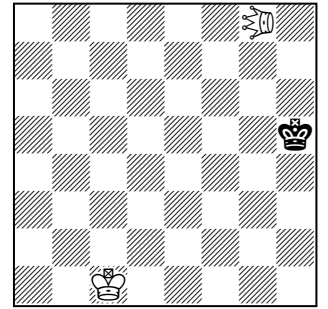
6 (a) Grasshopper: 1.Kb6 Kd3 2.Kc5 Gd6#; (b) Moose: 1.Kc5 Kd2 2.Kc4 Md5#; (c) Eagle: 1.Kc4 Kd1 2.Kc3 EAd4#. The bK makes tempo moves in the first two solutions. The hopper on b4 attacks c6 like a S, preventing (a) 1.Kc6??.

7 (a) Grasshopper: 1...Gb4 2.Kb3 Kd5+ 3.Kc3 Gd2#; (b) Eagle: 1...EAc5 2.Kc3 EAb3 3.Kc4 EAd3#; (c) Moose: 1...Kd7 2.Kb4 Mc7 3.Kc5 Md4#. In (b) all of White's moves are made by the Eagle and the bK makes a switchback. In (c) 2.Kb4 is a tempo move.

A *Sparrow* changes direction by 135° at the hurdle. 8 (a) Moose: 1.Ke4 Kd2 2.Kf3 Mf4 3.Ke4 (switchback) Md5#; (b) Sparrow: 1.Kd5 SWe5+ 2.Kc6 Kd3 3.Kc5 SWd6#; (c) Eagle: 1.Kd6 Ke3 2.Kc7 Kd4 3.Kc6 EAd7#. In (a) 1.Kf4? would attack d2 like a B, preventing 1...Kd2??.

In 9 the twins have new mates (not echoes). (a) Grasshopper 1...Kd2 2.Kf3 Gg2 3.Ke4 Gd5#; (b) Eagle: 1...Kd1 2.Kg2 EAf1+ 3.Kg1 EAd2# (battery mate); (c) Moose: 1...Kf3 2.Kf2 Mg3 3.Ke1 Me2#. In (b), 3.Kh1? would fail as the bK (moving as a R) would pin the Eagle.

4 Geoff Foster Original



H#3½ 3 solutions
Bolero Inverse RexIncl.
♙ Moose

ANDA FAIRY PLANET 2023-2024 TOURNAMENTS

The tournaments for 2023-2024: any kind of fairy stipulations (excluding Retros), conditions, pieces and themes in 4 sections:

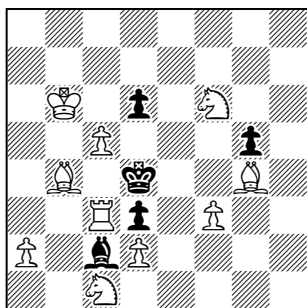
- a) direct problems of any kind (#2-n, S#2-n, R#2-n, etc.)
- b) problems of any kind with more than 5 units on the board
- c) Tanagra problems of any kind with up to 5 units on the board
- d) series movers of any kind.

Important: Original problems published in AFP articles (excluding originals by the editor PAP), will participate in AFP tournaments 2023-2024.

Judge in all sections is P.A.Petkov. Send problems and articles to Petko Petkov: ppetkov2702@gmail.com

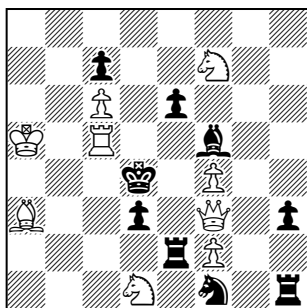
For Anda Fairy Planet No 7 (December 2023) the deadline is 31st October 2023.

42 Rauf Aliovsadzade
(USA)



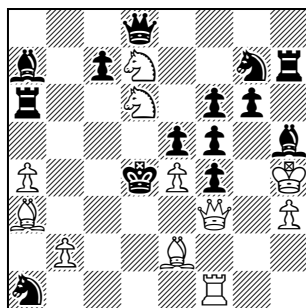
#3* v

43 Leonid Lyubashevsky & Leonid Makaronez
(Israel)



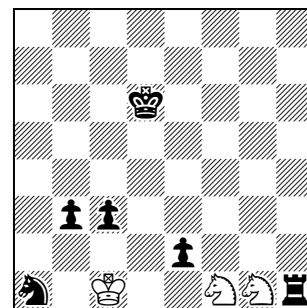
#3

44 Waldemar Tura
(Poland)



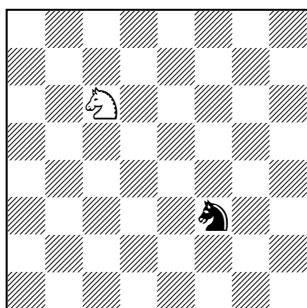
S#3* v

45 Sven Trommler
(Germany)



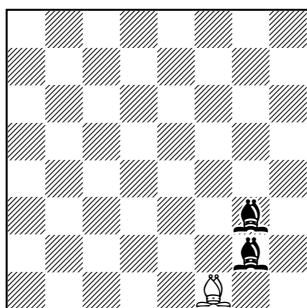
H#4½ (b) Pb3>d5

46 N. Shankar Ram
(India)



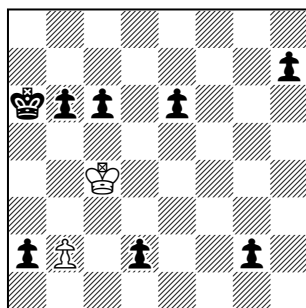
H=1½** 3 solutions
Influencer (no Kings)

47 N.Shankar Ram
(India)



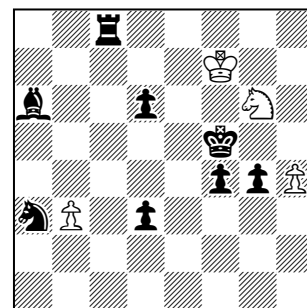
H=2 5 solutions
Influencer (no Kings)

48 Antonio Garofalo
(Italy)



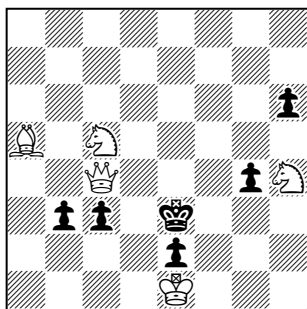
H#2 Couscous Anticirce
(b) Ka6>h8 (c) Ka6<>Pb6
(d) Ka6>d6

49 Antonio Garofalo
(Italy)



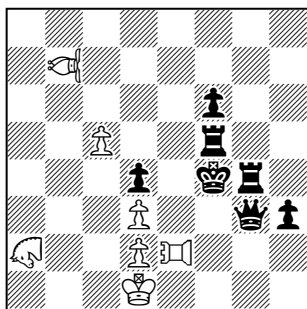
H#2 3 solutions
Frankfurt Chess

50 Waldemar Tura
(Poland)



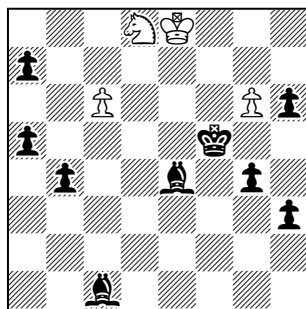
S#2 Masand

51 Hiroaki Maeshima
(Japan)



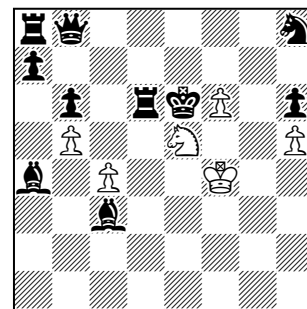
H#2 3 solutions
♞ Nao ♝ Vao ♞ Pao

52 Themis Argirakopoulos
(Greece)



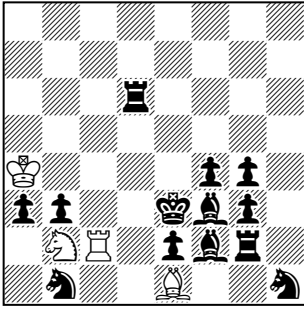
H#2 (b) Kf5>a8
Dynamo

53 Pierre Tritten
(France)
dedicated to Michel Caillaud



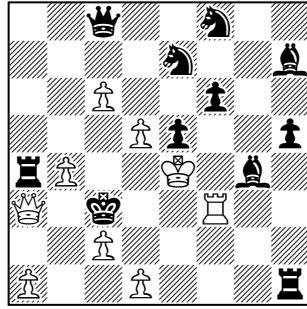
H#2 2 solutions
Take&Make

54 Pierre Tritten
(France)



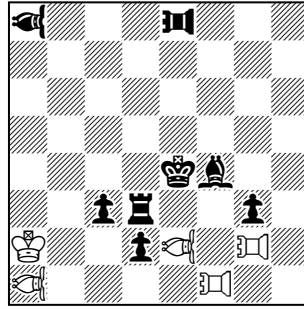
H#2 3 solutions
Kobul Kings

55 Manfred Rittirsch
(Germany)



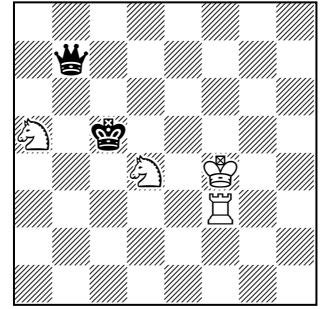
HS#2½ 2 solutions
Antircirce
Point Reflection

56 Franz Pachl
(Germany)



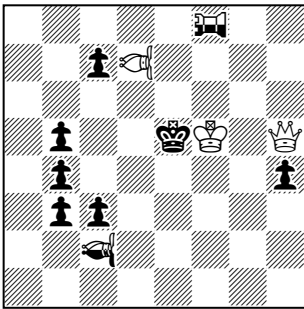
H#3 2 solutions
♞♞ Vao ♖♖ Pao

57 Sergey Smotrov
(Kazakhstan)



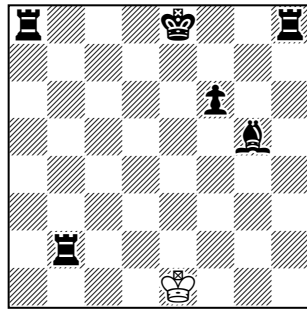
HS#3½ 2 solutions
PWC
(b) Sa5>d7 (bK in check)

58 Mario Parrinello
(Italy)



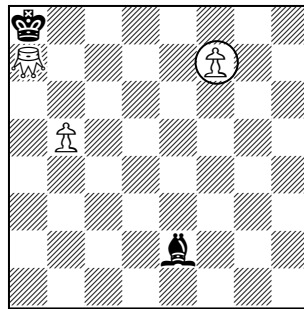
HS#3 (b) VAd7>e7
AntiKings Take&Make
♞♞ Vao ♖♖ Pao

59 Sébastien Luce
(France)



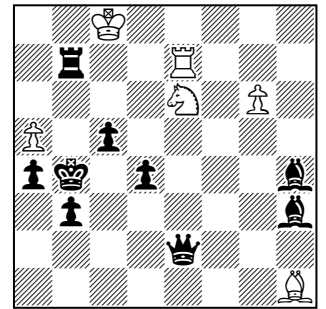
H#3½ 2 solutions
Circe Turncoats

60 Sébastien Luce
(France)



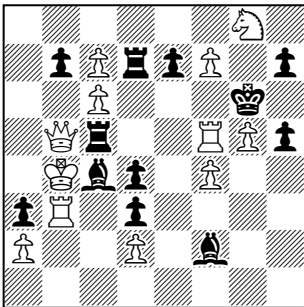
HS#4 2 solutions
Take&Make Royal Pf7
♞ Grasshopper

61 Velko Alexandrov
(Bulgaria)



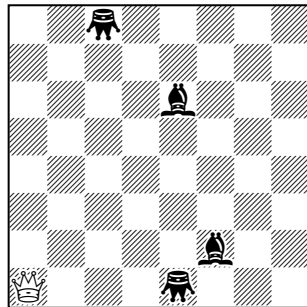
HS#4 (b) Pg6>d5

62 Abdelaziz Onkoud
(France)



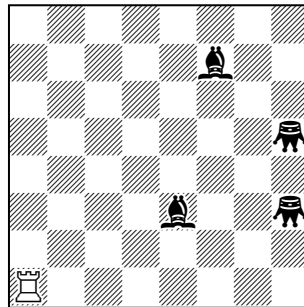
HS#4½ 2 solutions

63 Václav Kotěšovec
(Czech Republic)



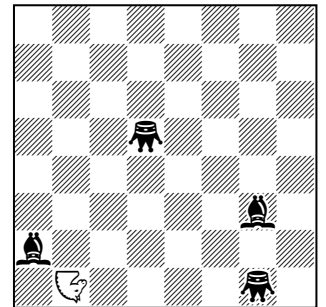
H=5 4 solutions PWC
♞ Grasshopper (No Ks)

64 Václav Kotěšovec
(Czech Republic)



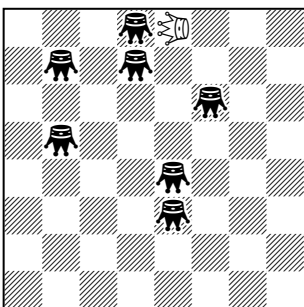
H=6 4 solutions
PWC ♞ Grasshopper
(No Kings)

65 Václav Kotěšovec
(Czech Republic)



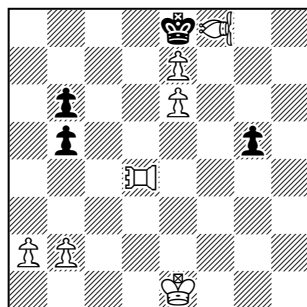
H=6 4 solutions
PWC ♞ Grasshopper
♞ Nightrider (No Kings)

66 Václav Kotěšovec
(Czech Republic)
*dedicated to Pavel
Kamenik for 60th birthday*



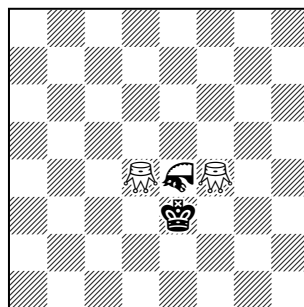
H=6 6 solutions
PWC ♞ Grasshopper
♞ Locust (No Kings)

67 Juraj Lörc
(Slovakia)
dedicated to B.Formánek 90



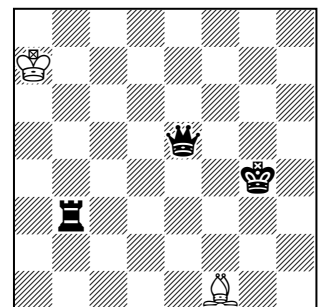
#6
♞ Nereid ♖ Triton

68 Sébastien Luce
(France)



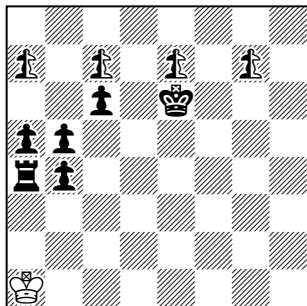
Ser-H#7 2 solutions
Take&Make + PWC
♞ Zebra ♞ Grasshopper

69 Kostas Prentos
(USA)



H#8 Zeroposition
(a) + ♖b2 (b) + ♞a3

70 Sébastien Luce
(France)



Ser-#12
Functionary Chess

SOLUTIONS

42 (Aliovsadzade) Set: 1...dxc5 2.Rxc5 ~ 3.Bc3. 1.cxd6? (>2.Rc5 ~ 3.Bc3) 1...Ke5! **1.Rb3!** (>2.Bc3+ Kc4 (a) 3.Rb4) 1...Ke5 2.Bc3+ Kf4 3.Sh5. 1...dxc5 2.Bc3+ Kc4 (a) 3.Be6 (A). 1...Bxb3 2.Bc3+ Kc4 (a) 3.axb3 (B). 1...Kc4 2.Bc3 (>3.Rb4) 2...dxc5 (c) 3.Be6 (A); 2...Bxb3 (d) 3.axb3 (B). Lincoln theme in five variations. Change of reply to 1...dxc5 between set and solution. Triple change of mate to 2...Kc4. Mate transference (A & B). Change of black moves (dxc5 & Bxb3). Change of functions 1st move/2nd move (Author).

43 (Lyubashevsky & Makaronez) 1.Sg5! (>2.Qe4+ Rxe4 3.Sf3; 2...Bxe4 3.Sxe6) 1...Re5 2.Kb5 (>3.Bb2) 2...Re2 3.Rc4; 2...Rxc5+ 3.Bxc5. 1...Bg4 2.Sc3 (>3.Sb5) 2...Rb2 3.Qe4. 1...Sd2(Sh2) 2.Qe3+ Rxe3 3.fxe3. Active sacrifice (Authors).

44 (Tura) Set: 1...Rxd6 2.Qc3+ Kxe4 3.Bf3+ Bxf3#. 1.Sc4? (>2.Qc3+ Kxe4 3.Bf3+ Bxf3#) 1...fxe4! **1.Bc4!** (>2.Qd1+ Ke3 3.Rf3+ Bxf3#) 1...fxe4 2.Qf2+ e3 3.Rd1+ Bxd1#. 1...Sb3 2.Sb5+ Kxc4 3.Qe2+ Bxe2#. 1...Rxd6 2.Rd1+ Kxc4 3.Sxe5+ fxe5# (2.Qc3+?). 1...cxd6 2.Qc3+ Kxe4 3.Sxf6+ Qxf6# (2.Rd1+?). Form ANI 3 (set, try, variation) + 2: two Rh7/Bh5 battery mates; two black Q mates on line d8-h4 with dual avoidance. Change after 1...Rxd6 (Author).

45 (Trommler) (a) 1...Sxe2 2.Kc5 Sxc3 3.Kb4 Kd2 4.Ka3 Se3 5.Kb2 Sc4#. (b) 1...Sd2 2.Sb3+ Kc2 3.Ke5 Kd3 4.Sc5+ Kxe2 5.Kd4 Sgf3#. Unpin of wSs, reciprocal change of function of the two wSs, model mates (Author).

46 (Shankar Ram) Set: 1.Se5 Sxe5=; and 1.Sd4 Sxd4=. I 1...Sb4 2.Sd4 Sd3[d4=P]=. II 1...Sd4 2.Se5[d4=P] dxe5=. III 1...Se5 2.Sg5 Sg4[g5=P]=. Mutate, asymmetry, duel wS/bS (Author).

47 (Shankar Ram) I 1.Bb8 Ba6 2.Bb7[a6=P] axb7[b8=P]=. II 1.Bc7 Bb5 2.Bc6[b5=P] bxc6[c7=P]=. III 1.Bd6 Bc4 2.Bd5[c4=P] cxd5[d6=P]=. IV 1.Be5 Bd3 2.Be4[d3=P] dxe4[e5=P]=. V 1.Bf4 Be2 2.Bf3[e2=P] efx3[f4=P]=. 5x duel wB/bB/bB, 5x echo (Author).

48 (Garofalo) (a) 1.a1=R b3 2.Ra4+ bxa4(a8=Q)#. (b) 1.g1=B b4 2.Bc5 bxc5(f8=Q)#. (c) 1.d1=S Kb4 2.Sc3 bxc3(b8=Q)#. (d) 1.a1=Q Kd4 2.Qa3 bxa3(d8=Q)#. AUW in white minimal setting (Editor).

49 (Garofalo) I 1.Rc4 bxc4(R) 2.f3 Rf4#. II 1.Sc4 bxc4(S) 2.d5 Sd6#. III 1.Bc4+ bxc4(B) 2.d2 Bd3#. Umnov theme (Editor). In each solution a black unit is captured on c4, then a black pawn vacates its square so that the mating unit does not become a pawn (G.Foster).

50 (Tura) 1.Bb4! 1...h5 2.Qd4[c3,g4=w][b4,c5=b]+ Bxc3[d4=b]# (threat). 1...g3 2.Qf4[g3,h6=w][b4,h4=b]+ Sg2[f4=b]# (2.Qd4+? Kf3!). 1...c2 2.Bd2+ c1Q[d2,c4=b]#. 1...b2 2.Qe4[b4=b][g4=w]+ b1Q[b4=w][e4=b]# (2.Qd4+? Bxc3+ 3.wPxc3!). 1.Bxc3/Qa4? but 1...h5! Form ANI (2+2). Duo I: 1...h5 (threat) and 1...g3 – two echo variations with mates by B and S which change colour. Duo II: 1...c2 and 1...b2 – echo in black play and mates by promoted Qs. Meredith (Author).

51 (Maeshima) I 1.Kg5 PAh2 2.Qf4 VAe4#. II 1.Ke5 VAF3 2.Rgf4 NAE4#. III 1.Kf3 NAb4 2.Rff4 PAe4#. Cyclic exchange of functions between Pao/Vao/Nao. Play on the same square on B2 (f4) and W2 (e4) (Author).

52 (Argirakopoulos) (a) 1.Bc1“R”(h6>c1=S) Sd8“R”(c6>d8=Q) 2.Sd3 Qf6#. (b) 1.Bc1“R”(h6>c1=R) Sb7 2.Rc6(c6>c8=B) Bb7(Sb7>a6)#. Mixed AUW (Author). The notation is a bit confusing. I assume that “R” means remove. In (a) the bBc1 attracts the bPh6 all the way to c1, where it promotes to S, while the bBc1 leaves the board. Similarly the wSd8 attracts the wPc6 to d8 where it promotes to Q, with the wSd8 leaving the board. Then 2.Sd3 is played so that a later 3.Ke4(Be4>d3)?? is not possible. In (b) the bBc1 attracts the bPh6 all the way to c1, where it promotes to R, while the bBc1 leaves the board. On Black’s second move the bRc1 pushes the wPc6 to c8 where it promotes to B. In doing this the bRc1 follows all the way to c6 to close the line e4-b7, which prevents the bBe4 from attracting the wBb7 down the long diagonal and off the board (GF).

53 (Tritten) I 1.Rd5 cxd5-d8=R 2.Qxe5-g6 hxg6-e8=Q#. II 1.Bxe5-c6 bxc6-e8=B 2.Sg6+ hxg6-f8=S#. AUW - the lovely theme of GM Caillaud! (Author).

54 (Tritten) I 1.Bxe1(a4=rB) rBe8 2.Rd4 Rxe2# (3.K/B/Rxe2??). II 1.bxc2(a4=rR) rRc4 2.Rd3 Sd1# (3.c/e/Rxd1??). III 1.axb2(a4=rS) rSc5 2.Bg1 Bf2# (3.K/P/S/B/Rxf2??)#. Cyclic play of white KoBul king. Cyclic Zilahi (Author). The white royal unit chooses a square that prevents Black from capturing the mating piece, although 1...rSc5 must be played anyway in order to guard d3 and e4 (GF).

55 (Rittirsch) I 1...Phf5 2.Qc1 Sff7 3.Pc2-e1+ Sxc6(Sg8)# [3...Qxc6(Qd8)??]. II 1...Bgf5 2.Qa2 Bf7 3.Pc2-b1+ Qxc6(Qd8)# [3...Sxc6(Sg8)??]. 2x battery cross-check with specific suppression of the unwanted battery: the black front piece cannot capture because of illegal self-check after rebirth from the opposite side of the board due to appropriate positioning of the white front piece. Staggered mobilization of the white front piece by Point Reflection on both sides. Dismantling of potential battery P/Q (Author). In the first solution 3.Pc2-e1+ vacates c2, resulting in check to the bK by Pc6xKc3(Pc2). 3...Qxc6(Qd8)?? is illegal because capture of the bK by Pe1xKc3(Pc2) would be possible. 3...Sxc6(Sg8)# is forced, which is mate by Pf5xKe4(Pe7). In the second solution 3...Sxc6(Sg8)?? is illegal because Pb1xKc3(Pc2) would be possible. 3...Qxc6(Qd8)# is forced, which is mate by Bf5xKe4(Bc8). Incidentally, Anticirce type Calvet is required, to prevent Black from being able to escape check by 3...Kc2. (GF).

56 (Pachl) I 1.Re3 VAa6 2.Kd3 PAb1 3.VAe4! (PAe4?) PAb5#. II 1.Be3 PAf8 2.Kf4 VAh5 3.PAe4! (VAe4?) VAf7#. Fine creation of reciprocal white anti-batteries with dual avoidance (Editor).

57 (Smotrov) (a) 1...Kxd4(Sc5) 2.Rf2 Kc3 3.Ke3 Qb4 4.Se4+ Qxe4(Sb4)#. 1...Qa7 2.Ke5 Qxa5(Sa7) 3.Rf4 Qb6 4.Se6+ Qxe6(Sb6)#. (b) 1...Kc4 2.Sb5 Qa6 3.Ke4 Qxb5(Sa6) 4.Se5+ Qxe5(Sb5)#. 1...Kxd4(Sc5) 2.Sb6 Qe7 3.Rg3 Qxc5(Se7) 4.Sf5+ Qxf5(Sc5)#. An Aristocrat with 4 echo mates. In (a) the mates are 2 ranks apart, while in (b) they are chameleon echoes (Author). The king in position (b) is in check - a rare twin in this area that can be somewhat aesthetically justified but only when the content is sufficiently interesting and beautiful. Here we have a *task* form with 4 excellent finales. Of course, the repetition of 1...Kxd4(Sc5) is without doubt a negative moment that unfortunately looks irreparable (Editor).

58 (Parrinello) (a) 1.Qg6 nVAxg6-a6 2.VAe6 nPAf6 3.Kxf6-f1+ Kxe6-c4#. (b) 1.Qf3 nPAxf3-b7 2.VAd6 nVAe4 3.Kxe4-h7+ Kxd6-e7#. Zilahi, anti-batteries, ODT (Author). The kings compete to be attacked by the neutral Vao/Pao (GF).

59 (Luce) I 1...Kd1 2.Bc1 Kxc1(Bf8=w) 3.Rh7 Kxb2(Rh8=w) 4.0-0-0 Rxh7(Ra8=w)#. II 1...Kf1 2.Ra7 Kg1 3.Rh1+ Kxh1(Ra8=w)+ 4.Rb8 Rxa7(Rh8=w)#. Castling or not castling with mates by two rooks (Author).

60 (Luce) I 1.b6 Bd3 2.b7+ Kxa7-c7 3.rPf8=rS Kd8 4.b8=Q+ Ke7#. II 1.Gg7 Bf3 2.Ge7 Bb7 3.Ga7 Ba6 4.bxa6-c8=Q+ Kxa7-g7#. A very nice idea with use of a royal wP! (Editor).

61 (Alexandrov) (a) 1.Rf7 Qa6 2.Rf5 c4 3.Sc5 Kb5 4.Sd3+ Bxf5#. (b) 1.Rg7 Qb5 2.Rg4 Kc4 3.Sf4 d3 4.Se2+ Bxg4#. Transformation of one pin mechanism into another by replacement of the pinned piece with another of the same colour. This is an idea of Petko A. Petkov actively propagated by the Bulgarian Grandmaster. Here at the beginning there is a pin mechanism wKc8/wSe6/bBh3. In the process of the play, the white R steps on the thematic line and unpins the wS. The white S leaves the diagonal and is replaced by the white R. Thus, a transformed pin mechanism of a new kind after the 3rd white move is obtained - wKc8/wRf5 or wRg4/bBh3. In addition, the new pin mechanism is combined with battery creation, critical moves by the bQ and line opening (Author). Please see my article *Transformation of Pin and Half-Pin Mechanisms* (by Petko Petkov) published in *The Problemist Supplement* of May 2023 (page 300) (Editor).

62 (Onkoud) I 1...Bxf7 2.Rxd3 Rcd5 3.Kc4 Bh4 4.Qb4 Bxg5 5.Rxg5+ Rxg5#. II 1...Rxf5 2.Qb6 Bd5 3.Kc5 Rd8 4.Rb4 Rxg8 5.fxg8=Q+ Bxg8#. Change of function of Qb5/Rb3, Rf5/Pf7, Sg8/Pg5, Rc5/Bc4, Rd7/Bf2. Creation of reciprocal batteries between Rc5/Bc4 (Author).

63 (Kotěšovec) I 1.Gg3 Qh1 2.Bg1 Qxg1(Bh1) 3.Bg4 Qg2 4.Gh3 Qxh3(Gg2) 5.Bxh3(Qg4) Qxg3(Gg4)=. II 1.Bd4 Qxd4(Ba1) 2.Bc4 Qb2 3.Gc3 Qxc3(Gb2) 4.Gb4 Qa3 5.Bb3 Qxb3(Ba3)=. III 1.Ge7 Qa8 2.Ba7 Qxa7(Ba8) 3.Bd7 Qb7 4.Gc7 Qxc8(Gb7) 5.Bxc8(Qd7) Qxc7(Gd7)=. IV 1.Bg8 Qg7 2.Gh8 Qxh8(Gg7) 3.Bc5 Qxg8(Bh8) 4.Bf8 Qe6 5.Ge7 Qf7=. 4-fold echo in four corners (Author).

64 (Kotěšovec) I 1.Gh6 Rf1 2.Gd2 Rxf7(Bf1) 3.Bf2 Rf3 4.Ge2 Rxf2(Bf3) 5.Bh1 Rg2 6.Gf2 Rxf2(Gg2)=. II 1.Ba2 Rxa2(Ba1) 2.Gh2 Rb2 3.Gh1 Rxh2(Gb2) 4.Bd2 Rxh1(Gh2) 5.Gc2 Rc1 6.Bxc1(Rd2) Rxc2(Gd2)=. III 1.Bc5 Rh1 2.Gb5 Rxh3(Gh1) 3.Bd5 Rh6 4.Ba8 Rc6 5.Gb7 Ra6 6.Bb6 Rxb6(Ba6)=. IV 1.Bh6 Ra8 2.Gh7 Rf8 3.Ge7 Rxf7(Bf8) 4.Gh7 Rxh7(Gf7) 5.Bhg7 Rh8 6.Bxh8(Rg7) Rxf7(Gg7)=. 4-fold echo in four corners.

65 (Kotěšovec) I 1.Bc4 Nf3 2.Gg2 Nd4 3.Bf1 Ne2 4.Bf2 Nxc1(Ge2) 5.Bxc1(Nf2) Nh1 6.Bf2 Nxf2(Bh1)=. II 1.Bxb1(Na2) Nc1 2.Bd3 Nxc3(Bc1) 3.Gd2 Nc5 4.Gb6 Nb3 5.Gb2 Na1 6.Bc2 Nxc2(Ba1)=. III 1.Gg4 Nxd5(Gb1) 2.Bc7 Nb6 3.Gb7 Na8 4.Be6 Nxc7(Ba8) 5.Bc8 Ne6 6.Gd7 Nc7=. IV 1.Bd6 Nh4 2.Bf8 Nf5 3.Gg5 Ne7 4.Gg6 Nxc6(Ge7) 5.Gg7 Nh8 6.Bf7 Nxf7(Bh8)=. 4-fold echo in four corners (Author).

Summary comment by Kotěšovec for the trio No.63-65: You see three similar originals. The mating positions are the same, but with a little different orientation and the play is completely different in each problem. Which is the best of these originals? My favourite is the third one with a Nightrider.

66 (Kotěšovec) I 1.Ga7 LOxb5-a4(Ge8) 2.Ga3 LOxe4-f4(Ga4) 3.Gaf3 LOxf3-f2(Gf4) 4.Gf1 LOxf6-f7(Gf2) 5.Gg6 LOxg6-h5(Gf7) 6.Gf8 LOxf7-e8(Gh5)=. II 1.Ga8 LOxe3-e2(Ge8) 2.Gg5 LOxb5-a6(Ge2) 3.Ga5 LOxf6-g6(Ga6) 4.Gah5 LOxg5-g4(Gg6) 5.Gg3 LOxe2-d1(Gg4) 6.Ggc8 LOxd7-d8(Gd1)=. III 1.Ge5 LOxd7-c6(Ge8) 2.Ga5 LOxf6-g6(Gc6) 3.Gh5 LOxc6-b6(Gg6) 4.Gf7 LOxg6-h6(Gb6) 5.Gc5 LOxb6-a6(Gh6) 6.Gb8 LOxb7-c8(Ga6)=. IV 1.Ge2 LOxd8-c8(Ge8) 2.Ge1 LOxd7-e6(Gc8) 3.Gf5 LOxf5-g4(Ge6) 4.Gd6 LOxe6-d7(Gg4) 5.Gh5 LOxb5-a4(Gd7) 6.Gh3 LOxg4-h4(Ga4)=. V 1.Gxe8(LOb5) LOxb7-b8(Gb5) 2.Gg5 LOxb5-b4(Gb8) 3.Gh4 LOxe4-f4(Gb4) 4.Ge2 LOxe3-d2(Gf4) 5.Gc1 LOxb4-a5(Gd2) 6.Gh6 LOxg5-h5(Ga5)=. VI 1.Gg5 LOxd7-c6(Ge8) 2.Gd7 LOxe4-f3(Gc6) 3.Ge2 LOxe2-d1(Gf3) 4.Gg6 LOxd7-d8(Gd1) 5.Gf2 LOxg5-h4(Gd8) 6.Gf1 LOxf2-e1(Gh4)=. White Locust is six times taken in a sandwich of two Grasshoppers. Switchback of Locust in the first solution (Author).

67 (Lörinc) Author's comments: Due to properties of marine pieces, the immediate 1.TRd8 is not checkmate, in fact it is not even check. In order to checkmate Black, NEf8 must be repositioned to guard e7 from the other direction with Triton taking care of e7 in the mean time, and Triton can then checkmate on the 8th rank. 1.TRd7? with many threats 2.NEh6, 2.NEg7, 2.TRa7, 2.TRb7, 2.TRc7 all with checkmates on the 5th move is refuted only by 1...g4!, as then Black manages to promote the pawn with check to wK. The potential defence 1...b4? does not help as White can afford to invest a move by Pa2 after 2...b3. The strong move TRd7 can be prepared by moving wK away from the 1st rank. But not 1.Ke2? as then a knight promotion saves the day, 2.TRd7 no longer being a threat due to 2...g4 ... 5...g1S+! However, for Black now 1...g4? would be premature due to 2.TRxg4-h4 and Black is powerless against 3.TRh7 ~ 4.NEh6 ~ 5.NEg5 ~ 6.TRh8#. The correct defence is 1...b4! and 2.TRxb4-a4 is again defended by marching the g-pawn. By the way, White can try to block this black defence by 1.b4? awaiting 1...g4 2.TRxg4-h4, but this stalemates Black. Therefore the correct key is **1.Kd2!** moving wK out of reach of check from g1 and thus there is a (dualistic, but virtual) threat 2.TRd7! Dualistic, because all original white attacks 3.NEh6, 3.NEg7, 3.TRa7, 3.TRb7, 3.TRc7 would work. Virtual because all (two) black legal moves defend against it, because if White ignored the pawns moving forward then the promoted pieces would make havoc just on the 5th move. Then we have two analogous variations without duals (unless Black allows them): **1...g4 2.TRxg4-h4 ~ 3.TRh7 ~ 4.NEh6 (4.NEg7?) ~ 5.NEg5 ~ 6.TRh8#, 1...b4 2.TRxb4-a4 ~ 3.TRa7 ~ 4.NEg7 (4.NEh6?) ~ 5.NEg6 ~ 6.TRa8#**. Note the choice of the 4th move, with NEg7 interfering with TRh7 and NEh6 requiring g5 to be empty. The play of marine pieces fully employs properties both of orthodox linemovers and Locust parts, distinguishing the content from usual moremovers as well as Locust problems. The sequence of tries leads to the solution in the style of the logical school, while two variations are analogous as in the strategic school. Many thanks to Bedrich for teaching me all of that (both via books and during personal meetings, especially at meetings of Bratislava chess composition circle) and congratulations on his 90th birthday! (Juraj Lörinc).

68 (Luce) I 1.Kxf4-d2(Ge3) 2.Kc3 3.Kxd4-f4(Gc3) 4.Kxe3-e5(Gf4) 5.Kxf4-d4(Ge5) 6.Kxe4-b2(nZd4) 7.Kxc3-a1(Gb2) Gc3#. II 1.Kxe4-c7(nZe3) 2.nZh1 3.nZxf4-b8(Gh1) 4.Kb7 5.Kxb8-d5(nZb7) 6.nZxd4-d6(Gb7) 7.Kxd6-a8(nZd5) Gc6#. Echo 90° in the corners a1/a8, with intensive use of the two conditions. At the end the black king cannot capture the front piece of the anti-battery as the "Make move" is impossible (Author). Popeye does not find the first solution because moves such as 1.Kxf4-d2(Ge3) are not possible. Take&Make takes priority over PWC, so after the capture the "make" must occur, then the captured unit is reborn. This means that the captured unit cannot be used as a hurdle (GF).

69 (Prentos) (a) 1.Qe1 Ba6 2.Re3 Kb6 3.Kf3 Kb5 4.Ke2 Ka4+ 5.Kd1 Bd3 6.b1=S Kb3 7.Sd2+ Kb2 8.Re2 Bc2# (IM). (b) 1.Kf5 Bb5 2.Ke6 Ba4 3.Sb5+ Kb6 4.Qb8+ Kc5 5.Kd7 Kd5 6.Kc8 Ke6 7.Sc7+ Ke7 8.Rb7 Bd7# (IM). I think that in this task of mine, the content is quite different from the works of some other authors, who demonstrate the same final position, but with different methods for its realization (Author).

70 (Luce) 1.nPe8=nS 2.nPg8=nR 3.nSf6 4.nRb8 5.nSd7 6.nRb7 7.nPa8=nQ 8.nRb8 9.nQxc6 10.nRe8 11.nPc8=nB 12.nSe5#. The first example of AUW with neutrals in Functionary chess. The order of promotions is determined by the condition (Author). Very clever, with triple-check mate! Between moves 3 and 8 the nR observes the nPa7 from b7, allowing it to promote. It seems that the nS could do the observation instead, as 3.nSd6 4.nSc8 5.nPa8=nQ 6.nSb6?? 7.nSd7 8.nRb8 leads to the same position, but 6.nSb6?? observes the bRa4 and so is an illegal self-check. The bRa4 prevents at least one other family of cooks e.g. 1.nPe8=nS 2.nPc8=nR 3.nPg8=nS 4.nSd6 5.nSxb5 6.nPa8=nQ 7.nSh6 8.nRg8 9.nQxc6 10.nRg2 11.nRe2 12.nSd4??# which is illegal self-check as bRa4 is observed by nQc6 (GF).

DEFINITIONS

Andernach: A unit (not K) when capturing, changes colour.

Anticirce: After a capture the capturing unit (Ks included) must immediately be reborn on its game array square (necessarily vacant, else the capture is illegal). R, B & S go to the square of the same colour as the capture; Ps stay on the file of capture; fairy pieces go to the promotion square of the file of capture.

Anti-Kings: A king is in check only when it is not threatened.

Camel: (1,3)-Leaper.

Chinese pieces – Leo/Pao/Vao/Nao/Rao: Move as Queen/Rook/Bishop/Nightrider/Rose respectively, but capture by hopping over a hurdle to any square beyond, i.e. like a Lion.

Circe Turncoats: A unit (not King) when captured is reborn on its game array square, but with opposite colour.

Couscous Anticirce: As Anticirce, but the capturing unit is reborn on the Circe rebirth square of the *captured* unit.

Dynamo: Classic captures are not possible. In addition to their regular moves, units can push or attract on their action “lines” another unit (target), and stay there or move in the same direction as the target. Unit and target may leave the board.

Frankfurt Chess: When a piece captures (king included), it takes the nature of the captured unit (without changing colour). A king capturing becomes a royal unit.

Functionary Chess (Beamtenschach): A unit (inc. Ks) may only move, capture or check when observed by an enemy unit.

Grasshopper: (0,1)+(1,1) Hopper.

Influencer chess: Units become influenced when a unit of the opposing side moves next to them. If the influenced unit stands on the top or bottom rank then it becomes the same type of unit as the influencing unit, otherwise it becomes a pawn. A pawn created on its side's bottom rank cannot move or give check. If an influenced piece becomes a rook, it counts as a new rook and may take part in castling. Kings cannot influence and also are not influenced. The influence is persistent, i.e. it continues even if the influencing unit is no longer on a neighbouring square.

KoBul Kings: When a piece (not a pawn) of his own side is captured, a king transforms into a royal piece of the same type as the captured one. When the king is in the form of any royal piece and there is a capture of one of the pawns of his own side, he becomes a normal king again.

Locust: Moves along Q lines by capturing an enemy unit, arriving on the square immediately beyond that unit, which must be vacant.

Marine pieces – Triton/Nereid: Move as Rook/Bishop respectively, but capture by hopping over an enemy unit to the next square beyond, which must be vacant.

Masand: When a piece gives a direct check, all the pieces it controls or threatens (except the kings) change colour. A rook becoming white on a1 or h1, or black on a8 or h8, can take part in castling.

Nightrider: Performs one or more knight steps in a straight line as a single move.

Point Reflection: When two units stand on squares that are symmetric with respect to the central point of the chessboard, they exchange their powers of movement. A pawn on its first rank cannot capture or give check, unless it can move by Point Reflection.

PWC: When a unit is captured (king excluded, unless otherwise stated), it must be replaced on the square the capturing unit has just left. A pawn on its 1st rank cannot move.

Take&Make: A unit (Ks included) upon capturing must make a further non-capturing step in the manner of the captured unit as part of the same move. Such a movement must be possible, otherwise the capture may not be made. A capturing pawn may not be conveyed to the base rank. A pawn promotes only if it is conveyed to the promotion rank by this part of the movement. Checks are normal.

Zebra: (2,3)-Leaper.

FRESH THEMES AND IDEAS FROM BULGARIA, by Petko A.Petkov

In this section, problems from Bulgarian composers that demonstrate non-standard themes and ideas will be published. The main emphasis is on demonstrating for the first time new complexes as well as rarely-seen difficult combinations of motifs.

The Bulgarian school of chess composition is a very well-known phenomenon in this arena. I hope that the fresh topics and ideas from Bulgaria will please readers!

Two Originals by the Editor

A The combination of the Take&Make + Andernach conditions is not new, but it is a rare phenomenon in practice. Here is demonstrated, in my opinion, a new moment in the interpretation of this synthesis. The first phase is the transformation of an initial pin-mechanism into a new battery mechanism. In the second phase, the forward piece of the battery captures an enemy piece with a new change of colour. This difficult theme is realized with double blocks of fields around the bK and surprising echo model mates. (a) 1.Qb1 Sxb1-b5=b 2.Sxg4-f6=w Sxe4-c5=b#. (b) 1.Qe5 Sxe5-c7=b 2.Sxd2-e4=w Sxf6-d7=b#.

B (a) 1...d1=LE+ 2.LEd5 RAe3! (not 2...LEd4? 3.Ke7? and RAg8 is closed) 3.Ke7 LEd4 4.LEg1+ RAad5#. (b) 1...d1=CA 2.LEd5 RAc3! (not 2...CAc4? 3.Kc7? and RAa8 is closed) 3.Kc7 CAc4 4.LEc2+ RAgd5#.

This rich complex is shown probably for the first time. The main motifs are as follows:

1. Transformation of the initial battery LEd5/Rh5 into new batteries LEg5/Rh5 in (a) and LEf5/Rh5 in (b), combined with opening of lines for the black Raos.

2. Double effect in the play of a black Rao on the B2 move: anti-critical motif + critical motif! For example: in solution (a) RAg8 passes anti-critically via the e7 square and critically via the d5 square to land on e3; in solution (b) RAa8 passes anti-critically via the c7 square and critically via the d5 square to land on c3; dual-avoidance motifs on the B2 move.

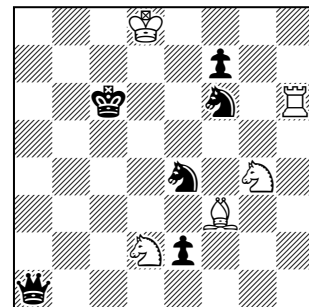
3. Creation of reciprocal anti-batteries RAad5/RAge3 in (a) and RAgd5/RAac3 in (b), in Chinese-Indian style with Umnov-motifs.

4. Promotions of fairy pieces LE/CA which are then pinned on d4 and c4.

5. Double black pins on the g1-a7 diagonal and the c-file.

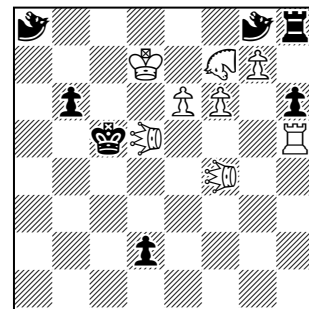
(Note: These two originals are **not** involved in the 2023-2024 AFP tournaments.)

A Petko A. Petkov
dedicated to Geoff Foster
Original



H#2 (b) Kd8>b4
Take&Make
Andernach chess

B Petko A. Petkov
Original



HS#3½ (b) CAf7>e1
Rao Leo
Camel