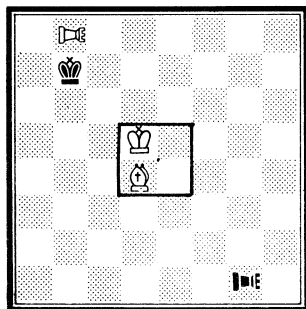


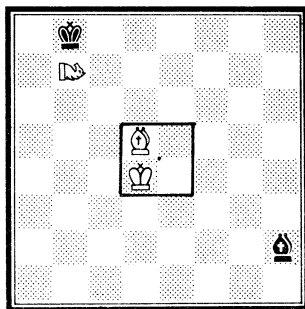
Revolutionary Studies



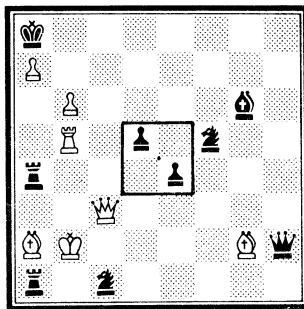
429 J. J. SECKER
ARC-AU Chess
Equihoppers
Helpmate in 2



430 G. P. JELLISS
ARC-AU Chess
Lion
HM3 (two ways)

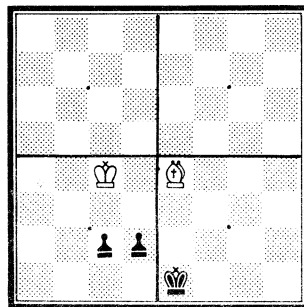


431 J. J. SECKER
ARC Chess with
cyclic AEIOU
Selfmate in 2

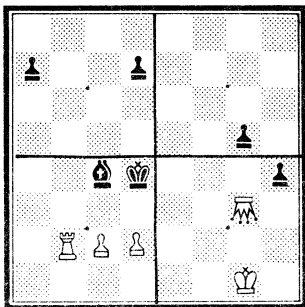


432 P. H. JOHNSON: WKc2, WQe8, BKe6 Helpmate in 2. ARQ-O Chess. .

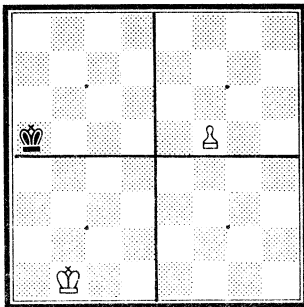
433 P. H. JOHNSON
ARQ-O Chess
Helpmate in 2



434 P. H. JOHNSON
ARQ-O, Grasshopper
SeriesHPM in 6



435 G. P. JELLISS
ARQ-I Chess
Serieshelpmate in 8



Apologies to subscribers for the six months late appearance of this issue! This is due to my moving back to Rugby again. The address for all correspondence is now:
G. P. JELLISS, 1 GIBSON DRIVE, RUGBY, CV21 4LJ, WARWICKSHIRE, ENGLAND.

Price 50p for this 16-page issue. Overseas subscriptions must be paid in sterling.
Giro account number: 43 171 3200. Exchanges welcome. (c) Copyright reserved.

Actuated Revolving Centre (ARC) Chess, invented by Rawlings and Farebrother in Fairy Chess Review 1938, was briefly described in Chessics 2, page 4, where the extended vowel notation A, E, I, O, U, designating moves Across, Exterior to, Into, Out of and Upon the roundabout to actuate its rotation was also introduced. When actuated the centre four cells of the board revolve a quarter-turn clockwise. Equihoppers go over any piece to the square the same distance beyond in any direction, whereas Lions can hop to any distance beyond, but only along Queen lines.

In Chessics 3, J.J. Secker combined the ARC idea with Grid Chess to produce his Actuated Revolving Grid Squares. The following four problems show a new idea by P.H. Johnson, namely Actuated Revolving Quarterboard (ARQ) Chess. Each of the four quarters of the board is capable of 90 degrees clockwise rotation if actuated. In 434 SeriesHPM 6 means Black makes 6 moves, White then mates and finds that he is himself stalemated, apart from the capture of the BK.

With regard to checks, the rule observed in these types of game is that the player's King must be out of check when the turn of play ends, which is when all the rotation has been completed. Thus a King may step into apparent check and be carried to safety on the roundabout; conversely a square that seems safe may carry the King into check and cannot therefore be entered.

Tourney Award



AWARD FOR DIRECT MATES IN TWO MOVES

By Dr C.C.L. SELLS (FIDE International Judge)

As there were not many 2-ers in Chessics 1 - 6 satisfying the requirement of just one type of Fairy piece, I have widened my terms of reference and considered all of the two-move direct mates. Even so, there were only 25 problems, of which I eliminated 5 with uncorrected cooks or duals. (See the "Comments and Corrections").

1st Prize. 156 (Hoffmann) C4, p8. The outstanding problem. After a highly thematic key, we find an excellent doubled theme, Rider and G mates on each of two lines, with 2. Sc3 and 2. Gd7 as good byplay. I regret a little that Rg8, Bh5 and Pe7 serve only to give one mate each, but otherwise the construction is neat.

2nd Prize. 80 version (Jelliss) C2, p6. A landmark problem; the BK is spectacularly mated in all four corners. The two mates on a1 after 1... Sxb3/S else, display WB/WS Funktionswechsel. The key is reasonable, and the economy surprisingly good considering what a slippery customer the Antipodean BK is.

Hon. Mention. 133 (Hernitz) C4, p2. An "Empressive" star-flight with one set mate changed, so that the E key is not so easy. The Empress mates are well varied and the construction is all it should be.

Commended, in order of appearance:

91 version (Jelliss) C3, p1. Two pairs of thematic Grid mates; key well forced.

112 (Jelliss) C3, p4. Five-finger exercise on the Anchor Ring, but the matching BK and WB star should not go unremarked.

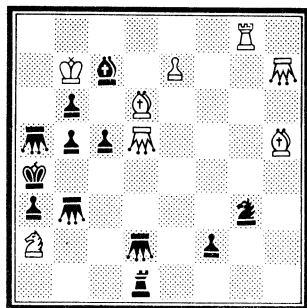
128 (Houston) C3, p8. Kriegspiel changes after questions and answers. Neat change mechanism.

170 (Tylor) C5, p3. Retro-analysis allows "e. p." key kicking the ball to a BP. With the WQ as centre-forward, the Bs make good wingers.

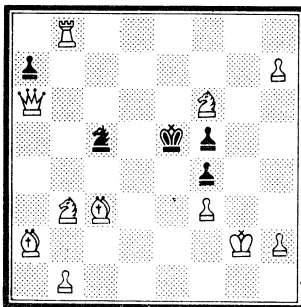
1st Prize
F. HOFFMANN
Grasshoppers
Mate in 2

2nd Prize
G. P. JELLISS
Antipodean Chess
Mate in 2

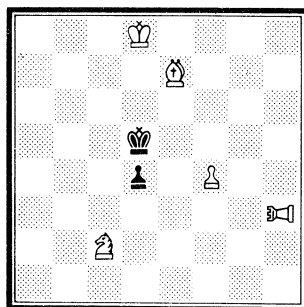
H. M.
Z. HERNITZ
Empress (R+S)
Mate in 2



1. Gh4 (threat P=G.)
Ge1 2. Ra8
Gh3 2. Bxd1
Re1 2. Ga8
Se4 2. Gxd1
Pc4 2. Sc3
Gg2 2. Gd7



1. Rg8
Sxb3(Sf7) 2. Se5(Ka1)
S else 2. Be5(Ka1)
Kd5 2. Sd5(Kh1)
Ke4 2. Se4(Ka8)
Kd4 2. Sd4(Kh8)



1. Ed3 (triple threat)
Kc4 2. Ec5
Kc6 2. Eb4
Ke4 2. Exd4
Ke6 2. Ee5 (set Eg5)
three checking tries
(Sb4, Eb3, Eg5)

The First Prize Winner will receive a choice of books.

The T.R. Dawson Commemorative Tourney that was announced in Chessics 2 did not really get off the ground, mainly due to the irregularity of appearance of the magazine, lack of publicity in other journals, and inadequate circulation at that time (Chessics now goes to 25 different overseas countries - and should now start to appear a lot more punctually). There were insufficient entries for the Retroanalysis and Helpmate sections for an award to be made - instead I will just draw attention to John Beasley's "Chess in Disguise" problem (C4, p1 and C10, p11) as outstanding retro and Chris Tylor's "All-in Chess" HM3 in 2 ways with just three men in the helpmate division. (C1, p3).

Comments & Corrections

MATES IN TWO - COOKS AND DUALS

The following flaws were found by Dr Sells in making his award for C1 - C6.
Prob. 2 (Jelliss) C1, p1. 1...Mf5 2. Mb8-c3 or a3 (since Mf8 guards e4 over f5).
Prob 53 (Jelliss) C1, p7. 1...Ke4 2. Bxd3 and c5 mates as well as Lg4.
Prob 76 (Jelliss) C2, p6 (No. 4) 1...Bf2(Pb6) 2. Pb8=Q/R but also Pc7(Sg3).
138 (Hanazawa) C4, p3 (No. 1) 1. Rc5+ Kb6 2. Rc3-f6. (Add BPe5 to cure).
148 (Hernitz) C4, p8 (No. 1) 1...Kd4 2. Sc-d3 but also Bd5 (threat).
151 (Tylor) C4, p8 (No. 4) 1Sd2-c4 Pd2 2. Bb6 (check from Gg6).

I hope it will be possible to publish re-settings in due course.

MOEBIUS CHESS (Chessics 10, p 9)

Roger Smook has brought to my attention the strange oversight on my part that the so-called "mates" in problem 356 as published are not mates at all, since the Rook can interpose to stop the Q-check. This blunder is fortunately corrected by making another "blunder" in the stipulation, as shown on the diagram below. Presumably this was what I intended in the first place! The WK has been moved from d4 where it is checked when the R comes to d8. The WK is only there in any case for the purposes of legality and obfuscation - he could also be placed at c2, g2, e2, e3, e4.

356. G. P. JELLISS

Moebius Chess

Blundermate in 2 (4 ways)

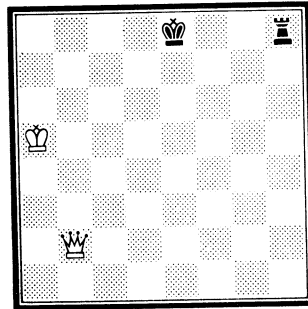
1. Rf8 Qc7+ 2.Rf7 Qc8.

1. Rd8 (via a1, h1, a8) Qg7+ 2. Rd7 Qg8.

1. OO Qa2+ 2. Rf7 Qa1.

1. OOO (castling Q-side with K-Rook!)

Qa7 2. Rd7 Qa8.

*Circean Varieties*

The first three problems here are under normal Circe rules. Any captured man reappears on the appropriate game array square if vacant; "appropriate" in the case of R, B or S meaning the square of the same colour as that on which it is captured, and in the case of a P the square in the same file as the capture square.

436 O. FARIA

Circe Chess

HM2 (with 'tries')

437 O. FARIA

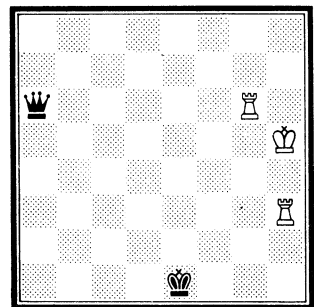
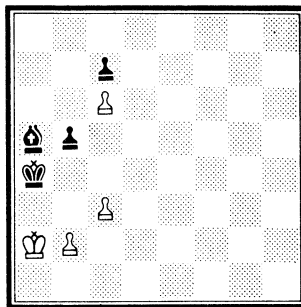
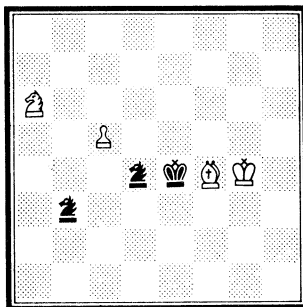
Circe Chess

HM3 with set mate

438 F. HOFFMANN

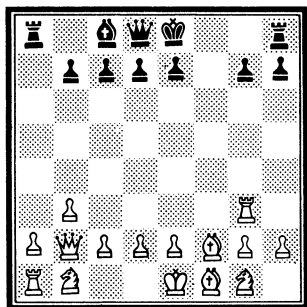
Circe Chess

Maximummer Selfmate 4

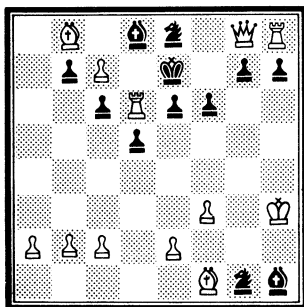


Mr Plaksin, the composer of the next five compositions, writes that for some years he has been very interested in positions showing multiple captures by one pawn in the retroanalysis. He has found that one fruitful form of fairy play for this purpose is Promotion Hydra Circe (which sounds far more formidable than in fact it is). In this variety, invented by G. Balbo in 1979, when a pawn is promoted a similar unit appears on the corresponding game array square, if vacant. Thus the number of men on the board can increase.

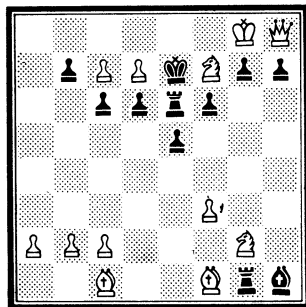
439 N. PLAKSIN
Promotion Hydra Circe
Helpmate in 1



440 N. PLAKSIN
Promotion Hydra Circe
Path of BP a7?

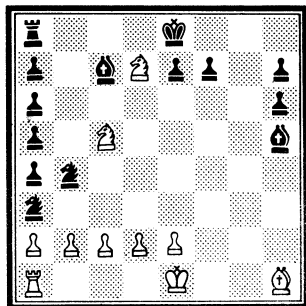


441 N. PLAKSIN
Promotion Hydra Circe
Mate in 1

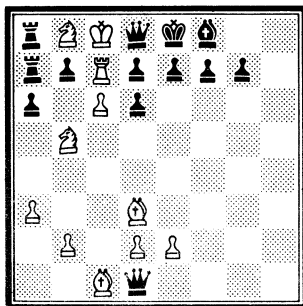


We go through the analysis of problem 439 in detail: The WRg3 is a promotee, of the fP via a7 since the solution 1. O-O Qxg7 must be legal. However, the P did not promote on a8, for then either the BQR would have been on b8 and (with all BSs gone) Black would have been in retrostalemate, or the BQR would have had to get out before the BaP (which could not have promoted) had been captured. Hence the WfP promoted on b8, with 6 captures, but only 4 Black men missing apart from the BBf8, thus Black has promoted both his pawns; one capture BPab2 and another PfxRg1 balancing all missing White men. BQ, BB never moved from d8, f8 so no Q, B promotion; BRs cannot escape from W camp so the promotions must have been b1S(Sg8) and g1S(Sb8). The BaP captured the original WQR on b2, and this R was restored by the promotion on b8. Hence we have the complete capture excelsior of 6BS.

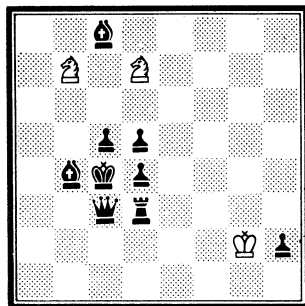
442 N. PLAKSIN
Promotion Hydra Circe
HM1 (duplex)



443 N. PLAKSIN
Promotion Hydra Circe
Last 11 single moves?



444 F. HOFFMANN
Augsburger Circe Spray
Helpmate in 2



Finally, to round things off, we have another complicated-sounding variety of Circe play. As in Circe captured pieces are returned to the home squares, but they are not deterred to find the home occupied, so long as it is by a piece of the same kind. The two pieces then coexist on the same square, and if one moves then so must the other at the same time, but in another direction.



Solutions to Chessics 11

CHESS REACTIONS

376 - 387. Solutions in text.

388. 1. Ke3 Pf6 2. Kd4 Pc6. The S mates on the open board with the help of four "stepping stones".

389. 1. Kh4 P-f4-f5 2. Kh5 K-f5-e6 3. Kh6 P-e6-e7 4. Kh7 K-e7-f8. This is mate because White can play P-f8(=R, B or S)xK, a type of virtual promotion.

390. 1. Bh5 (threat 2. B-f7-d5c6.) Pf6/f5/d4 2. Sf6-d5b6/R-f5-d5d4/R-f7d7. Variations with White B, S and R oppo-skipping to mate.

391. 1. Sf5e5 waiting Ph5/Pg6/Sg3/Sf2 2. Sg4g5/Sg4f5f6/Sg4f5f2/Sd3f3 etc. Eight direct mates by S, the mating moves but not the mates changed by key.

392. 1. Bb5c6 Ba7b8 2. Kc6h1 Kb8g3 3. Bh1g1 Bg3f3. Not Bg3g2 as then 4. Kg1e3e2

393. 1. Kf4 2. Ke5, Rb5, Bd7, Se5, Ke6 3. Kd7, Bd5, Re5, Sd7, Kc6 4. Kb5, Bd7, Se5, Rb5, Ka4 5. Ka3 for Ra1. Black threefold dance takes BK through the WR guard.

394. 1. Kb4 Bd5, Kc6 2. Rb4, Ka5, Pb4, Rb3 Qd5, Bc6, Kd5, Qc6, Bd5, Kc6, Qa8. Queen apparently passing through K and B. Increasing move complexity.

395. 1. Ph1=B, Ra8, Ba3, Sc5, Pd3, Sc2, Ra3, Bd3, Ph7, Kh5 for Kf6. But this problem assumes that the kicked piece can capture (contrary to the rules as stated).

396. 1-6. Kd7 7. Ke7, Be6 8. Kf8, Rg7 9. Ke8 10. Kd8, Sc8 11. Ke8 for Rg8.

BARRIER CHESS

401 - 403. Solutions in text.

404. 1. Kf2 many variations, e.g. ... Be4 2. Be2 Bd5 3. Bd3 Bc6 4. Bc4 Bd7 5. Bd5 Be8 6. Be6 Bf7 7. BxB Bg1+ This should bear the motto "Checkers anyone?"

405. 1. Ka8 Rb7 2. Ph5 Kg3 3. Ph4+ Kf4 4. Ph3 Ke5 5. Ph2 Kd6 6. Ph1=R Kc7 7. Rh8 Kb6 8. Rb8 Ra7. Beautifully precise timing.

406. 1. Rf7 2. Rf8 3. Rc7+ 4. Rd7. The Rs must tread more daintily than usual.

GRASSHOPPER CHESS

407. 1. Gd2 Ga7 2. Ke3 Gd1 3. Gf2 Gf1 4. Ge2 Gg1.

408. 1. Kb2 Ga1 2. Ga2 Ga3 3. Gd1 Gc1 4. Kb3 Ke5 5. Ga4 Kd4 6. Ka3 Kc3 7. Gb1 and Ga1 mate. The mountain (of Gs) comes to Mahomet.

409. 1. Gb8 Ge3 2. Gd6 Gg6 3. Gc7-e5 Gd7 4. Gd6-f4 Ge3-e6.

410. 1. Sc2 Gb1 2. Ga1 Gd3 3. Pe4 Gf5 4. Pe5 Gd5 5. Sd4.

(b) 1. Sg2 Gh1 2. Pe4 Gf3 3. Gh2 Gd5 4. Pe5 Gf5 5. Sf4. Echo ideal mates.

411. Upper 1. -5. Pc1=R 6. Rc7 7. Rf7 for Sd5.

Lower 1. Pc2 Kg2 2. Pc1=G Kf1 3. Gf4 bSd2.

412. Last move (given it is Black to play) must have been Pg5xPf5 e.p. preceded by Pf7-f5 and Kf5 - (or x)f4. The condition allows greater economy.

413. 1. Gf7 Kd5 2. Pe8=Q and two Black Knight Wheels.

Cook: 1. Pg3+ Sf3 2. Qg2. Replace g2 by Gf3?

414. 1. Ke2 (threat Sa2) Gc4+/Ge4+/Ge6+ 2. Bc2/Bd2/Bd4.

But Nc6+ and no mate. Add BPe7?

415. 1. Rg2 (threats 2. Rb2 or Sb2) Gb5/d6/e4/b4 2. Ga5/Gh1/Rg1/Sb2.

Try 1. Rb7? Gd4 -

416. 1. Kf5 Kh4 2. Sg6+ Kh5 3. Gf7.

417. 1. Kg5 2. Gh6 3. Kg6 4. Gg7 5. Kh7 6. Kg8 7. Rh7 8. Kh8 9. Rg8 10. Pf8=G.

418. Add BKg3 for 1. Gh4 Ke3 2. dGf4 Kd2 3. Kg2 Ke1 4. Kh1 Kf1 5. Gf2+ Bf3.

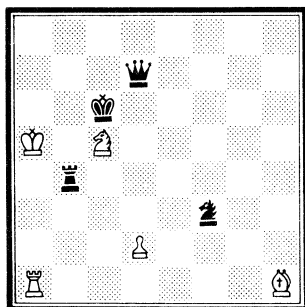
QUASI-ORTHODOX PROBLEMS

419. 1. Sde1+ Rc4 2. Pd3 Rg4. and 1. Sh4+ Sf4 2. Bf3 Se6.
 420. 1. Rf2 Rd7+ 2. Kf6 Bc3. and 1. Bh2 Rd8 2. Pg4 Bh4.
 421. 1. Se6++ Ke4 2. Sf2++ Kf3 3. Rc2 Rh7.
 422. 1... Pd4 2. Re4 Rf6. and 1. Qe2 Pd3 2. Qe5 Sh6.
 423. 1. Rd7 Re4 2. PxR Kg4. 1. Re7 Re5 2. PxR Kg5. and 1. Bd7 Re6 2. PxR Kg6.
 424. 1. Qc5 (threat Sf4+) Ra5/Rb5 2. Qe7/Qe3 for Qg5+ and PxQ mate.
 425. 1. Pa1=Q Sb5 2. Rd3 Bb3 3. Qa6 Bd5 4. Qf6 Kd7 5. Qb7 Sc7.
 426. 1. Re1 Kg8 2. Pa1=B Kf8 3. Bh8 Pg7 4. Kh7 Kf7 5. Bh6 Pg8=B.
 427. 1. Bd1 Bc2 2. Ra3 Re3 3. Ra5 Be4 4. Ba4 Rb3 for Kb6/Qb3/Bb3/Pe6 mates.
 Interchange of WR and WB.

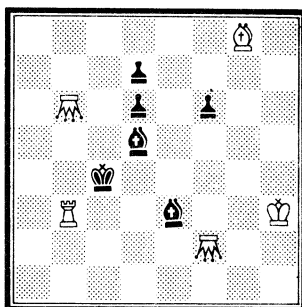
SMOOK THEME 428. 1... Ph3 2. Rxh3. and 1. Rh3 Pf3 2. Pg4.

Unfinished Work

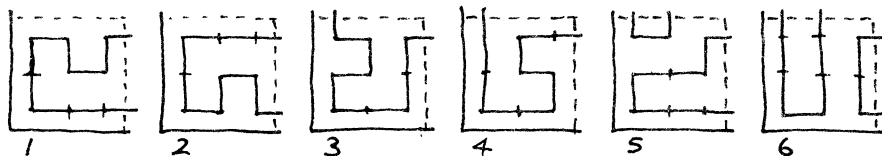
position by J. E. H. CREED
(d. 12 Jan 1974)



position by J. E. DRIVER
(d. 1 Aug 1979)



The diagrams shown above indicate work that was left unfinished by the two composers at the time they died. The position by Dr Creed was noted by Dr Sells as being set up on his board in 1974. There was nothing to indicate what the idea was, but there were no draughtsmen which JEHC usually used for fairy pieces. The position by Mr Driver was diagrammed by him to illustrate a theme we might be able to work on together, but regrettably with the passage of time I have forgotten the intended stipulation. It is my hope that these fragments may give inspiration to readers to use these positions as matrices upon which to compose some completed problems that can be published as a tribute to the memory of these two fine composers.





Missiles in Orbit

By G. P. JELLISS

The technology of the interchessic missile was inaugurated in Chessics 1, page 2. The simplest such missile moves like a knight and makes every succeeding move, after being launched, at as obtuse an angle as possible to the preceding move (straight if possible). Any such missile, launched anywhere on the board, and in any direction, will end up, perhaps after a preliminary flight of a few moves, orbiting the board clockwise along the path shown in diagram A, or anticlockwise round an exactly similar orbit which is a reflection of diagram A.

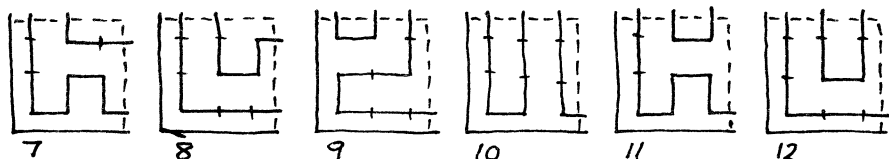
The other type of missile introduced in C1 moves like a knight and makes every successive move at as acute an angle as possible to the preceding move. This type of missile will also eventually end up in orbit, but instead of just two possible orbits there are twenty. Some cases are illustrated in diagram B. These orbits cannot be classified as clockwise and anticlockwise since they are of a "figure-of-eight" type rather than circular.

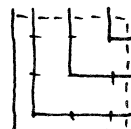
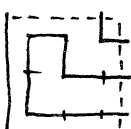
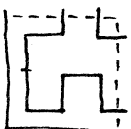
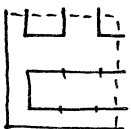
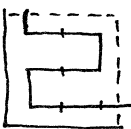
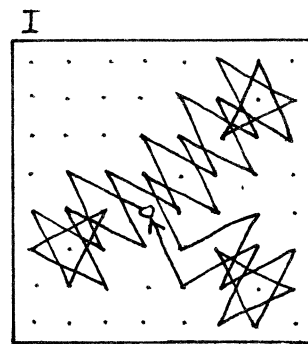
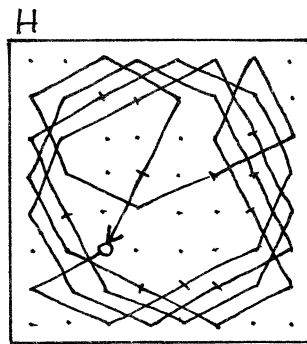
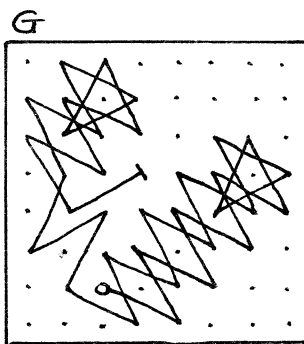
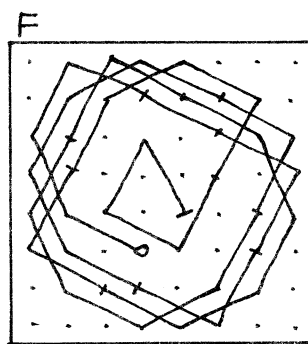
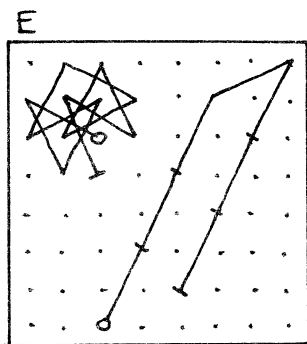
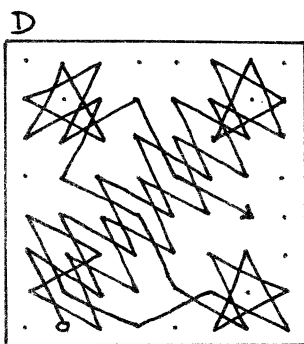
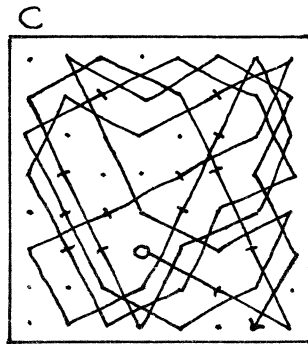
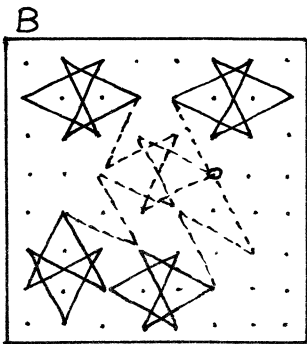
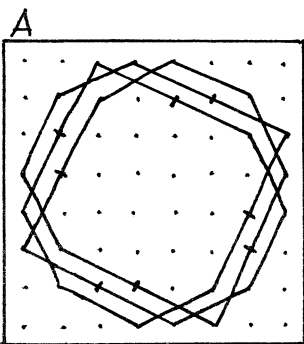
In the original problem the further condition was added that the missile is not allowed to re-enter any square it has already occupied, and that when it has nowhere else to go it explodes. Under this condition the obtuse missile, launched from an appropriate square and in a suitable direction, can achieve a journey of 51 moves, while the acute missile can reach 50. See diagrams C and D.

Under this condition there is also the possibility that the missile may encounter an ambiguity -- i.e. a choice of a right angle move to left or right. We will have to arrange for it to explode in this situation as well. The shortest routes to ambiguity for the two missiles are illustrated in diagram E (the O takes 7 and the A takes 11). The longest routes to ambiguity are shown in diagrams F and G (O=38, A=34).

Finally, if we allow the missile to return to its home base we can get re-entrant (i.e. closed) tours. The longest possible routes achievable with the two types under this requirement are illustrated in diagrams H and I. (O=44, A=36). This last path incidentally, if we delete the final move and substitute e2-c1, solves the task of trying to get the A missile to "go straight" for one pair of moves. Getting the obtuse missile to go acute however takes only one move -- we simply fire it into a corner. There might be a moral there somewhere.

I leave as a pastime for readers to try launching the missiles from some arbitrarily chosen square in some random direction, just to see what happens under the various conditions described above -- or perhaps some further interesting results can be obtained by trying other rules or other types of leap. We may come back to this in another five years!





13

14

15

16

17

see
page
13



The Early Work of T. R. Dawson

From 1907, when he was 18, to his death in 1951, T.R. Dawson composed some 6000 odd (and, as Dawson himself said in *Caissa's Wild Roses*, often very odd) problems. This is an average of two or three a week.

He has kept a record of almost his entire output in the form of manuscript folders which are now in the British Chess Problem Society Library, and I am indebted to Mr L. Citeroni the Society's Librarian for allowing me to study these over quite a considerable period. My interest has been to determine the earliest examples of each particular stipulation that Dawson composed. Often these are the prototype compositions of their kind, for it is surprising how many of the basic elements of fairy chess were introduced by Dawson. Sometimes they are the only compositions of their kind, either because the idea did not catch on, or more often because they show something that can only be shown in one unique way.

The procedure I have followed in producing this series, which will continue in subsequent issues of *Chessics*, is simply to start at the beginning of Dawson's MS books with problem 1 and to work through them, selecting one example of each stipulation that occurs. Usually one finds that he composed several with the same stipulation at the same sitting, or over successive days (he often gives the date of composition as well as details of publication). The numbers given to the problems here are Dawson's own. In some cases a problem has been re-published once or twice, in these cases I quote only the earliest source.

Collections of Dawson's work that are in print at present are the *Five Classics of Fairy Chess*, a compendium of Dawson's five books, edited by A. S. M. Dickens (Dover Publications 1973) and *Schach ohne Grenzen/Chess Unlimited* by K. Fabel and C. E. Kemp, in parallel German and English (Walter Rau Verlag 1969). Where possible I have tried to avoid duplication by choosing an example that does not appear in one of these publications, but a slight overlap is inevitable.

1.
Lonsdale Republican
20 December 1911

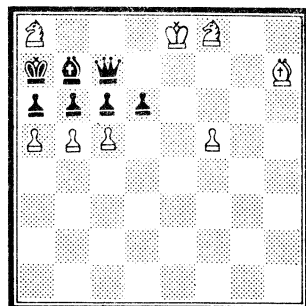
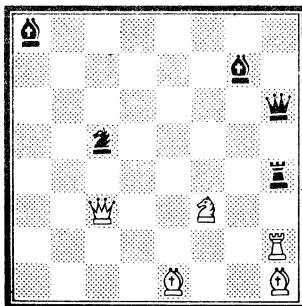
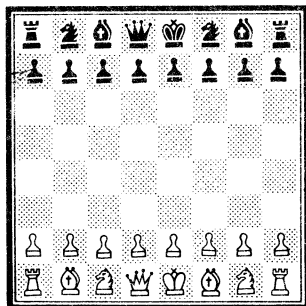
2.
Strand Magazine
October 1911

4.
London Weekly Times
December 1911

W and B playing alternately occupy the 32 white squares in fewest moves. How many final positions are there?

Each W piece captures an unmoved identical adversary, with no route intersecting any other.

W and B moving alternately every man moves once only with no checks or captures, other than pawn-captures.



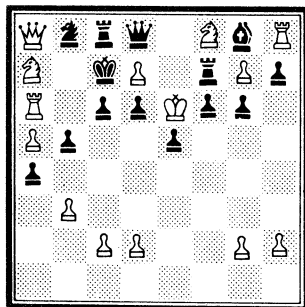
Where, as often, there is a considerable choice of compositions illustrating a particular stipulation I have allowed my own predilections, for light weight, economical, clearly expounded themes, to guide me in the main. And where there is a good story attaching to a problem no scruples, other than lack of space, have prevented me from telling it.

COMMENTARY ON THE PROBLEMS

1. This was published as part of an article on "The Professor's Christmas Party". It will be noticed from the dates on other problems that most fairy compositions of around this time were published during the festive season, when orthodox conventions were expected to be broken a little. If the position looks rather familiar at first sight look closer at the bishops - they are all on white squares. The number of final positions is 17 and they are reached on Black's 12th move. The main point to watch in the enumeration is that an 18th position with BQc4, BSd7, BSg6, WBB5, WKf1, WSe2, WSf3 cannot be reached since Pe2-e4 cannot be delayed long enough to allow Qh4-c4.
2. The puzzle column in the Strand Magazine was one of the principal places that H. E. Dudeney, author of *The Canterbury Puzzles* (1907) and *Amusements in Mathematics* (1917) published his brainteasers (possibly he edited the puzzle section). I believe Dudeney must have been a major influence on Dawson at this time. Both were founding members of the British Chess Problem Society in 1918, in fact Dudeney chaired the inaugural meeting. One wonders if the BCPS was the real-life incarnation of the Puzzle Club, of whose *Adventures* Dudeney wrote. The Bhl goes to g2, f1, d3, c2, b3, c4, b5, c6, d5, e6, f5, h7, g8, f7, e8, d7, c8, b7, a8, and the other paths fit in easily.
4. This seems a strange type of stipulation, producing follow-my-leader type effect. 1. Bg8 Pd5 2. Sh7 Rd6 3. Pxd6 Pc5 4. Kf8 Bc6 5. Pxc6 Pb5 6. Pf6 Qb6 7. Sc7 Kb8 8. Pxb6 Pa5. Getting the buried Pa6 to move is the motivation.
10. See Chessics 10, problem 365, an example of a synthetic game.

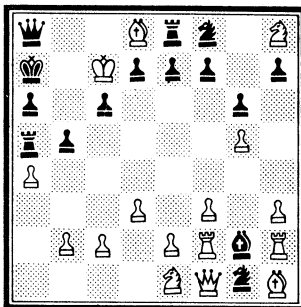
20.
Deutsche Schachblatter
17 December 1911

White mates in 1.



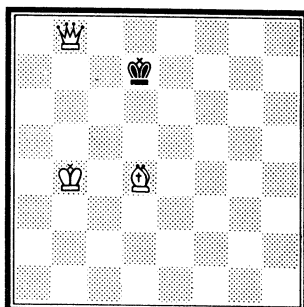
25.
Pittsburgh Gazette Times
24 December 1911

Last 3 moves?



45.
Pittsburgh Gazette Times
24 December 1911

Stalemate in 3.



20. The earliest example of an enormous output of compositions employing retro-analytical considerations to justify an e.p. key. This is not in fact TRD's first published retro problem; No. 516, which comes later in this series appeared in 1909 (a number of problems in the MS books are out of chronological order). The culmination of this intensive study of retros was the publication in 1915 of the book *Retrograde Analysis* in the A.C. White Christmas Series, written in cooperation with W. Hundsdorfer. White mates by Pa5xb5 e.p. The last move must have been 1.Pb7-b5 preceded by Rb6-a6, Sa6-b8, Rb4 or b5-b6, and so on. The analysis is quite straightforward. The stipulation that it is White to move is necessary since there is no proof from the position alone that Black moved last. The possibility of proving the legality of an e.p. key by means other than simply placing the WK next to the BP where it would have been checked by a single move of the pawn had been shown by Sam Loyd in 1894.
25. This is a quite different style of retro. The statement below the diagram in the MS is "Black has checked twice in the last three moves". I have replaced it by simply asking for the last three moves, since otherwise it could be misread as a condition on the play. The last three moves must have been 1.Kc8xBc7 Bb8-c7+ 2.Pg4-g5 Se6-f8 3.Bc7-d8 Sd8-e6+. The WRs cannot be released, in the backward play, until the WSe1 is, this requires the WdP to retract to d2, but this cannot occur until the WbD8 is back at c1. When it gets back to c1 it blocks the return of the WQR to a1 via c1 and for this reason the WPa4 cannot be retracted to a3 or a2 until all these other manoeuvres have been carried out. Black cannot have moved last - he is in "retro stalemate".
45. A classical miniature, 1.Qg8 ...Kc7 2.Qd5 Kc8/b8 3.Be5/Qc6, ...Ke7 2.Qd5 Ke8/f5 3.Bc5/Qe6, ...Kd6/c6 2.Qf7/f7 or d8 Kc6/b7 or d6 3.Bc5/Kb5.

Loyd died on 10th April 1911 and his mantle as Master of the Unorthodoxies of the chessboard fell upon, or was taken up by, Dawson, for December 1911 saw a sudden flood of compositions from him. In 1909 he published three or four, in 1910 some twenty but in 1911 over eighty, and he continued for the next forty years unabated.

Rook around the Rocks

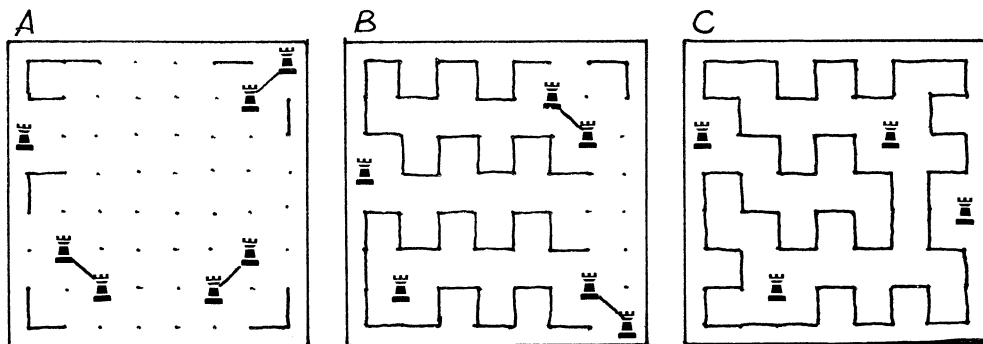


By G. P. JELLISS

My discovery (in February 1978) that four blocks suitably placed on the size 8 board are sufficient to determine a unique closed Wazir (i.e. single-step Rook) tour of the remaining squares was first published in *The Problemist* in November 1979. Three arrangements were reported there. Since then Tom Marlow, whose name will be familiar to devotees of Construction Tasks (see *A Guide to Fairy Chess*, Appendix D), has sent me seven more (in April 1981) and this has stimulated me to find a further four, so there are now 14 known solutions, as follows:

Found by T. W. Marlow:	a6, c2, g3, h8	a6, c2, f2, g7	a6, c2, f2, h8	a5, b2, f7, h1
	a6, c2, f8, h4	a6, c2, f6, h4	a5, b2, f7, g2	
Found by G. P. Jelliss:	a6, c2, g3, g7	a5, b2, g2, g6	a5, b2, g6, h1	a6, b3, g3, h8
	a6, b3, f2, h8	a6, b3, g3, g7	a6, b3, f2, g7	

Eight of the arrangements can be derived from the diagram A by removing three of the blocks, one from each linked pair. Another way of regarding these 8 solutions is as the corners of a cube; a move along a side of the cube representing a move of a block to a diagonally adjacent square. Another four of the arrangements are similarly related as shown in diagram B. The arrangement shown complete with its tour in C is the only one that has a block within the central 4x4 area of the board. The remaining, undiagrammed, arrangement is derived from C by moving f6 to f8. We still have no proof that these 14 constitute all possible arrangements.



However, I have now established a proof that the number of blocks cannot be reduced to two, and further that one block must occur in each quarter of the board. Fortunately this can be done without examining all possible arrangements of the two blocks on the board. Mr Marlow points out that there are 136 such arrangements, not counting rotations and reflections. The number of ways of placing 2 blocks, one on white and the other on black, is $32 \times 32 = 1024$. Of these 64 are symmetrical, by reflection in the centre line of the board. So the number of geometrically different arrangements is $(1024 - 64)/8 + 64/4 = 120 + 16 = 136$.

My proof depends on observing that if there are only two blocks then at least one 4x4 quarter of the board must be completely free from blocks. We can take it to be the a1 quarter. Now consider the 3x3 squares in the a1 corner and all possible routes of the Wazir through these 9 squares. 17 figures result, as illustrated and numbered, rather mysteriously, across pages 7, 8 and 9.

Numbers 1-2, 3-4, 5-6, 7-8, 9-10, 11-12 are pairs in which the entrances and exits to the 3x3 are the same but the internal routes followed are different, in other words the tour is not uniquely determined in these cases. 13 and 14 similarly pair with their own reflections in the a1-d4 diagonal.

In case 15 the route through a4 must be a5-a4-b4, but this means we can delete the links a4-b4, a3-b3, c3-c4 and replace them by b4-c4, b3-c3, a3-a4. Similarly in 16 the route through a4 must be a5-a4-b4, and we can then reconnect the squares a4, b4, a3, b3, a2, b2 in the same fashion as for case 15.

Finally, case 17 can be settled by considering how the Wazir tour outside the 3x3 must link up the entrances and exits to the 3x3 without crossing over or forming detached circuits. We must join a4-b4, c4-d1, d2-d3, or the reflection of this in the diagonal. If we now delete the interior of the 3x3 we can reconnect in accord with pattern 3, also joining b4-c4 and d1-d2, and still have a tour with the same blocks.



Destructive Games

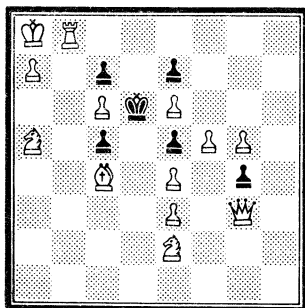
By Dr C. M. B. TYLOR

In the "Reactive" Chess Variants considered in Chessics 11 (pages 2 - 6), when one piece moves to an already occupied square the situation is resolved by one of the pieces moving away and the other remaining. Another possibility is that one piece, or both of them, vanish from the board. If the static piece vanishes we call this phenomenon a CAPTURE. If the moving piece is the one that vanishes we call this a SURRENDER. If both men go we call it a CANCELLATION. Combining these three possibilities with the AUTO-, OPPO- and FREE classification we get nine distinct Chess Variants.

CAPTURE GAMES

Oppo-Capture Chess is of course none other than the orthodox game, which needs no further comment.

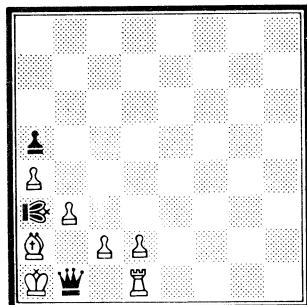
Free Capture Chess is the same game as "Reform Chess" invented by L. Tabi of Hungary. Here is an example by G. Bakcsi (sent to us by Mr W. H. Duce):



445 G. BAKCSI Magyar Sakkelet 1971
Free Capture Chess (Reform Chess)
Mate in 2

Solution: 1. SxQ! Kxc7 2. PxR=Q.
Kxe7 2. Sxf5.
Kxc5 2. Sxe4.
Kxe5 2. Sxb.

Auto-Capture Chess is radically different from the previous two variants since ordinary captures are no longer permitted. Consequently no checks or mates are possible, since although the pieces of one colour can capture each other they are not obliged to do so. Checks and mates can be re-introduced however by making the King "Sensitive" to the threat of capture by their own men, e.g.



446 C. M. B. TYLOR
Auto-Capture Chess with Sensitive BK
Mate in 2

Normal (oppo) captures not being allowed the WK is not in check; and the BK being Sensitive Black is stalemated in the set position.

Solution: 1. Kb2 Qc1/Qa1 2. Kb1/Bb1.

SURRENDER GAMES

Oppo-Surrender Chess like all the surrender games lacks checks and mates, but stalemate is possible as shown by the following synthetic game.

447 G.P.JELLISS Oppo-Surrender Chess. Play a game to stalemate in the fewest moves. 1. Pe4 Ph6 2. Pe5 pf6 3. Pe6 P:e6 4. Pa4 Pa5 5. Ba6 P:a6 6. Pf4 R:a6 7. Pf5 S:a6 8. Ph4 B:a6 9. Ph5 Q:d2 10. Bb7 Kf7 11. Bc6 Kg6 12. Qg4 Kh7 13. Qg6=.

Free Surrender Chess does not allow stalemate either. Checks and mates can be re-introduced however by using Sensitive Kings - but then the normal opening array is illegal, since both Kings are in quintuple check!

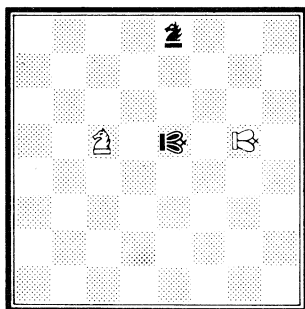
Auto-Surrender Chess permits stalemates, but not I think double stalemates. Here is another synthetic game to illustrate the rules.

448. G.P.JELLISS Auto-Surrender Chess. Play a game to stalemate in fewest moves with minimum destruction. 1. Pd4 Pe5 2. Pf4 Pc5 3. Pg4 Pb5 4. Pd5 Pe4 5. Pf5 Pc4 6. Pg5 Pb4 7. Pg6 Pb3 8. Bf4 Pa5 9. Bc7 Pa4 10. Pd6 Pa3 11. Sc3 Qg5 12. Qd4 Be7 13. Rd1 Qc1 14. Qb6 Qa1 15. Rb1 Sf6 16. Sd5 OO 17. Ph4 Pc3 18. Ph5 Pe3 19. Rh4 Bb7 20. Ra4 Sc6 21. Sf3 Rb8 22. Se5 Bd8 23. Se7 Sa7 24. Ph6 Bh1 25. Bg2 Rb7 26. S5c6 Sc8 27. Sb8 Kh8 28. Ra7 Sg8 29. Pf6=.

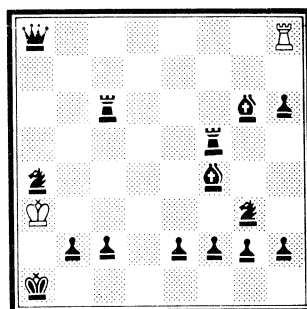
CANCELLATION GAMES

Oppo-Cancellation Chess is already familiar to devotees as Kamikaze Chess (of the Total variety in which the Kings are kamikaze as well as the other men).

449. G.P.JELLISS Oppo-Cancellation Chess (Total Kamikaze). Play a game to stalemate with the maximum possible destruction. 1. Pa4 Pa5 2. Pb4 Pb5 3. PXP PxP 4. Rc4 Pc5 5. Pd4 Pd5 6. PXP PxP 7. Sh3 Sh5 8. BxS BxS 9. RxR QxQ 10. Pe4 Pe5 11. Pf4 Pf5 12. Pg4 Pg5 13. Sa3 Sa6 14. BxS BxS 15. Kf2 Lf7 16. exf gxf 17. Rei Rg8 18. RxP RxP 19. Kf3 Kg6 20. Kf4 Kh5 21. Kf5 Ph6 22. Ph4=.



450 C.M.B. TYLOR
Free Cancellation Chess
with Sensitive Kings
Mate in 2



451 C.M.B. TYLOR
Auto Cancellation Chess
Serieshelpmate in 7

Free Cancellation Chess. Normal checks of course apply in this variant, but using Sensitive Kings permits some remarkable economy: Solution: 1.Kg4 Sc7 or g7 2. Se4.

Auto-Cancellation Chess. In this example it is a matter of getting a lot of Black pieces out of the way quickly (two at a time!). 1. S:e2 2. B:h2 3. R:f2 4. B:c2 5. R:h6 6. Q:g2 7. S:b2 for Rh1.

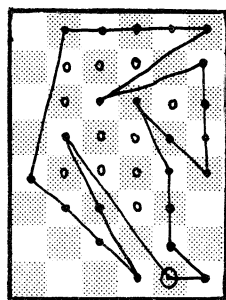
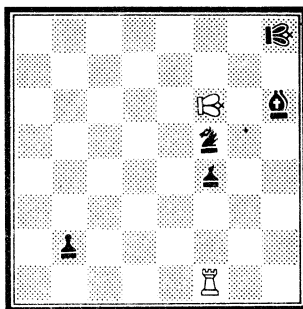
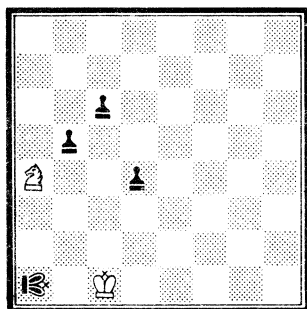
PROBLEMS TO SOLVE

452. G. P. JELLISS Free Capture Chess. Play games, as short as possible, ending in stalemate. (a) without further conditions (b) with maximum possible destruction (c) with minimum possible destruction.

453 C. M. B. TYLOR
Helpstalemate in 3
(a) Normal Chess
(b) Oppo-Surrender Chess
with Sensitive BK.

454 C. M. B. TYLOR
Free Capture Chess
with Sensitive Kings
HM2 (two ways)

Progressive Leaper
Tour
by T. R. Dawson,
to illustrate
Pick's Theorem,



see below.

Pick's Theorem

EINSTEINERS (Chessics 10, p7) - PROGRESSIVE LEAPERS

The earliest example of a Progressive Leaper appears, in effect, in a problem by T. R. Dawson, L'Echiquier 1930, in which he asks for a 13-move closed tour by an increasing wazir, there being no crossovers in the tour. The solution is shown in the diagram. T. R. D. states that there are two slightly different tours of this type on a 13x5 board.

In connection with the above diagram of Dawson's 13-move tour, the question might occur to geometrically minded readers as to what the area of the shape is. It may not be very widely known that there is a simple formula for calculating the area of any such simple (i.e. non-self-intersecting) polygon whose vertices are lattice points (i.e. in this case each move starts or finishes at the centre of a square of the board). The formula is: $\frac{1}{2}b + c - 1$ where b is the number of lattice points on the boundary while c is the number of lattice points inside the boundary. In the present example we have: $b=23$ and $c=11$ so the area is $21\frac{1}{2}$ squares. For a proof of the theorem, which was discovered by G. Pick in 1899, see H. S. M. Coxeter's fine Introduction to Geometry (Wiley, 2nd edition, 1969, p209).