

PROBLEM PARADISE

Issue 109

vol. 28

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<https://problem-paradise.com/>

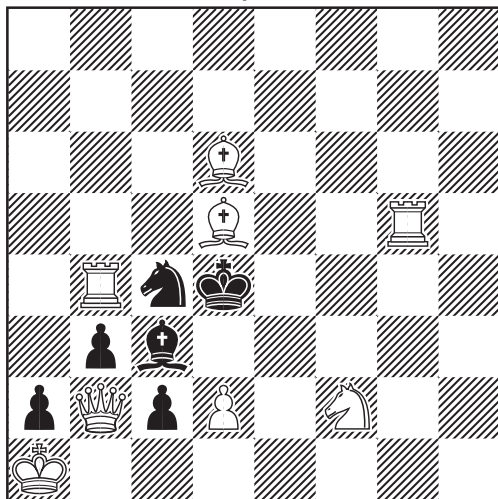
General Editor: Tadashi Wakashima (wakashimatadashi at gmail)

S329

Hiroaki Maeshima

C+

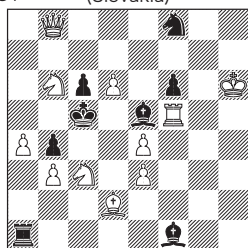
(Japan)



S#3

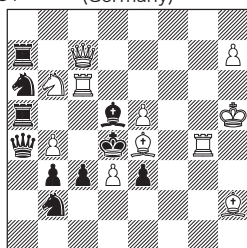
(8+6)

D757 Zoltan Labai
C+ (Slovakia)



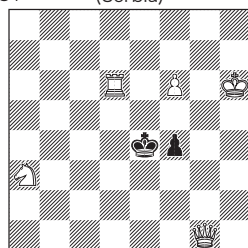
#2v (11+8)

D758 Gerhard Maleika
C+ (Germany)



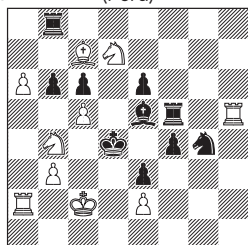
#2*v (11+10)

D759 Petrasin Petrasinovic
C+ (Serbia)



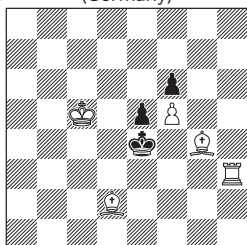
#3 (5+2)

D760 Antonio Tarnawiecki
C+ (Peru)



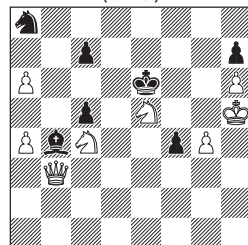
#3 (10+10)

D761 Thomas Woschnik
C+ (Germany)



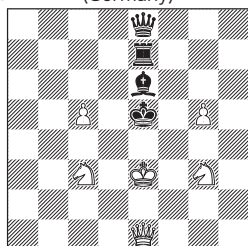
#4 2 sols (5+3)

D762 Leonid Lyubashevsky
C+ Leonid Makaronez (Israel)



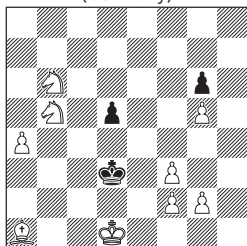
#4 (8+7)

D763 Stefan Felber
C+ (Germany)



#6 (6+4)

D764 Mirko Degenkolbe
C+ (Germany)



#7 (9+3)

Directmates

Directmate Editor

Tadashi Wakashima (Japan)

Judge 2024-2025

Paz Einat (Israel)

Starting from this issue, we return to the previous format. The scoring criteria will follow the WCSC and ISC methods. For example, in a #2, you only need to provide the correct key move. However, I recommend that you try to write out the variations leading to checkmate as much as possible. Each problem is worth 5 points. I am eagerly waiting for your solutions and comments.

This issue presents 8 originals. There is a particular shortage of #2 and #3 problems, so we welcome submissions from composers. As announced in the previous issue, this column has a limit of up to two published compositions per author per issue. Therefore, if you send a lot of originals at one time, please understand that it may take some time before they are published.

Regarding **D757**, what do you think about the changed mate intended by the composer?

D758 is a version of D744 by the same composer, which was published in Issue 107. Which one do you prefer?

D759 is characteristic of this composer—make sure to analyze all variations thoroughly.

The hero in **D760** is the knight on b4. See how it dances around.

Please take note that **D761** has two solutions.

D762 may be challenging in terms of discovering the key move.

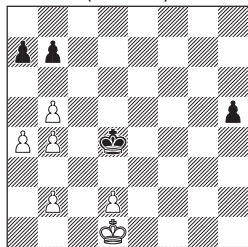
D763 is an example of so-called asymmetry—which way do you go?

For **D764**, try to construct an unbreakable mating net.

Send your originals, solutions or comments by using the following Google Form:

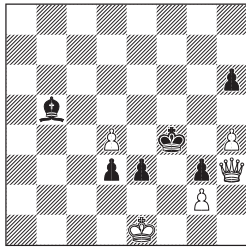
<https://forms.gle/Cc5J6THbZxfq3ADx7>

E273 Michal Hlinka
L'ubos Kekely
(Slovakia)



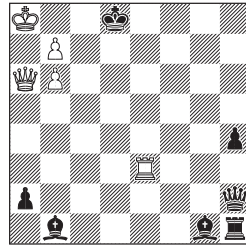
Draw (6+4)

E274 Michal Hlinka
L'ubos Kekely
(Slovakia)



Draw (5+6)

E275 Andrzej Jasik
(Poland)



Win (5+7)

Endgame Studies

Endgame Editor

Ryo Shiomi (Japan)

Judge 2025

Martin Minski (Germany)

Send your originals, solutions or comments by using the following Google Form:

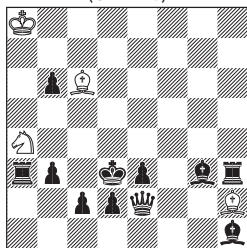
<https://forms.gle/wp73DTii6b4EAdNR7>

We present you 3 studies. As in the other sections, we resume inviting solutions and comment from readers.

Partial points will be awarded in line with solving competitions, so please feel free to send solutions even if you can't solve the problems completely.

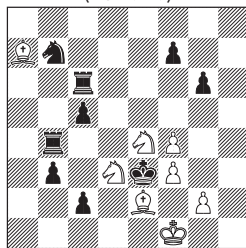
At the ISC, which I take part in every year, I sometimes get 0.5 points by just writing down the first move anyway, even though I have no idea what it is! lol

H1516 Evgeny Gavryliv
C+ (Ukraine)



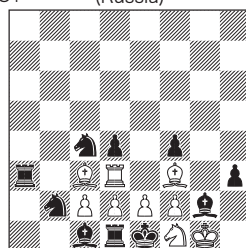
H#2 (4+11)
b)wBh2→wR

H1517 Mihaiu Cioflâncă
C+ (România)



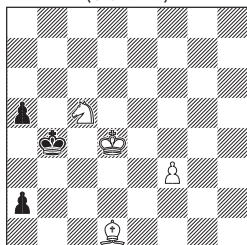
H#2 4sols (8+9)

H1518 Aleksandr Pankratiev
C+ Yuri Gorbatenko
(Russia)



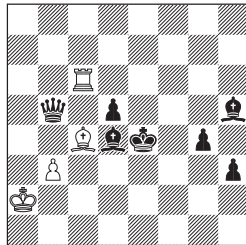
H#2 3sols (9+10)

H1519 Stanislav Hudak
C+ (Slovakia)



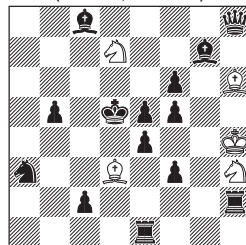
H#3 2sols (4+3)

H1520 Aleksey Ivunin
C+ Aleksandr Pankratiev
(Russia)



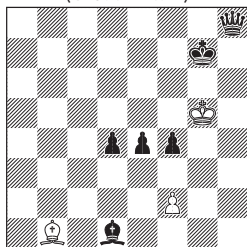
H#3 4sols (4+7)

H1521 Abdelaziz Onkoud
C+ Evgeny Gavriliv
(France, Ukraine)



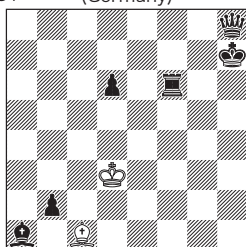
H#3 2sols (5+14)

H1522 Christopher J.A. Jones
C+ (Great Britain)



H#4.5 (3+6)
b)Pe4→e7

H1523 Gunter Jordan
C+ (Germany)



H#5.5 (2+6)

H1524 Sergey Tkachenko
Andrey Frolkin
C+ Leonid Lyubashevsky
(Ukraine, Ukraine, Israel)



H#7 (2+14)

Helpmates

Helpmate Editor

Toshimasa Fujiwara (Japan)

Judge 2025

To be announced

This issue has 9 compositions.
I welcome your solutions and
comments!

Send your originals, solutions or
comments by using the following
Google Form:

[https://forms.gle/
rzKJFJ8hSamjRDv79](https://forms.gle/rzKJFJ8hSamjRDv79)

[Comments]

Here are comments from
Masakazu Nakajima on the originals
published in the previous issue.
Thank you as always.

H1507: The symmetry of the
solution is easy to understand and
enjoyable.

H1508: I could only solve up to four
solutions; surprisingly difficult.

H1509: A skillful four-solution puzzle
with clever R and B movements.

H1510: The intended idea was hard
to see, making it quite challenging.

H1511: A clear and straightforward
Albino.

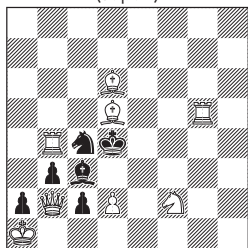
H1512: A neat checkmate, very
nice.

H1513: I realized that mate can be
possible even without one of the wS,
and that helped me solve it.

H1514: As always, a skillfully crafted
forced sequence.

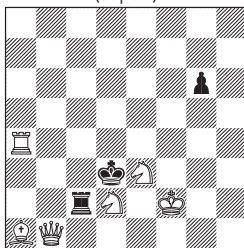
H1515: The movement of the pieces
along the h-file is enjoyable.

S329 Hiroaki Maeshima
C+ (Japan)



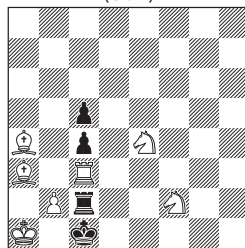
S#3 (8+6)

S330 Masakazu Nakajima
C+ (Japan)



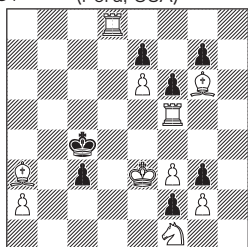
S#5 (6+3)

S331 Steven Dowd
C+ (USA)



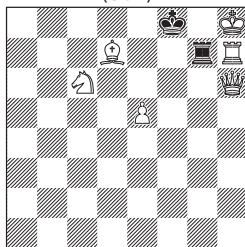
S#8 (Set play) (7+4)

S332 Antonio Tarnawiecki
C+ (Peru, USA)



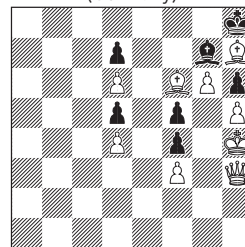
S#9 (Set play) (10+7)

S333 Steven Dowd
C+ (USA)



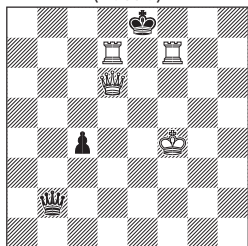
S#10 (Set play) (6+2)

S334 Gunter Jordan
C+ (Germany)



S#11 (Set play) (9+7)

S335 Aleksandr Pankratiev
(Russia)



S#31 (4+3)

Selfmates

Selfmate Editor

Hiroaki Maeshima (Japan)

Judge 2024-2026

Sven Trommler (Germany)

☆ The call for solving has resumed! We encourage readers to send us their solutions and comments on the published problems. Even a solution or comment for a single problem is welcome.

☆ We are publishing seven problems. S329 is an easy problem for warming up. S330 was composed by Nakajima-san—welcome to this column as a composer!!

☆ We have five long selfmates. Since they are difficult, we are providing hints: In S331 and S334, there are changed mates in a set play and the main line. To solve S333, you need to determine which piece is unnecessary. S335 features consecutive checks, but since bK is essential for mating wK, you have to chase bK around the entire board.

Send your originals, solutions or comments by using the following Google Form:

<https://forms.gle/LuPr6hd65SYZvCfR7>

[Comments]

I received comments from Masakazu Nakajima on the originals published in the previous issue.

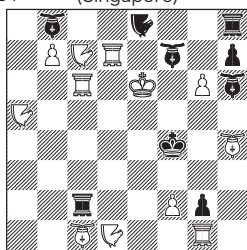
S325: Clear W2-W3 cycle.

S326: Beautiful chameleon echo with a twin. Excellent!

S327: I couldn't notice the set play. Chasing bK by wQ is hard to find.

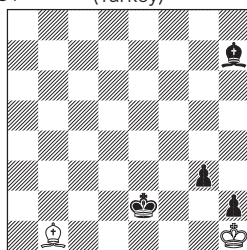
S328: Also Fata Morgana. The author's intention is interesting and clear.

F1612 James Quah
C+ (Singapore)



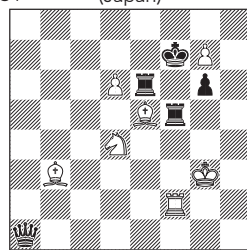
#2v (12+9)
Rook-Lion c6 d7 g1 h8
Bishop-Lion c1 b8 f7
Quintessence-Lion a5 c7 c2 e8

F1613 Ali Okan Pandar
C+ (Turkey)



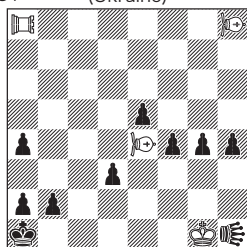
S#6 (2+4)
Koeko Maximummer

F1614 Mei Komai
C+ (Japan)



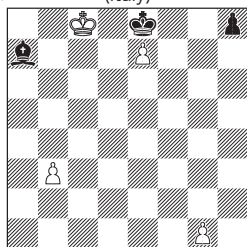
H#1.5 (7+5)
b) wPg7→h7
White Must Capture

F1615 Mykola Vasyuchko
C+ Mykhailo Galma (Ukraine)



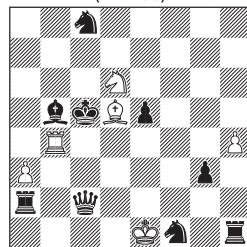
H#2 2 Sols (4+10)
Leo h1
Pao a8
Vao e4 h8

F1616 Alberto Armeni
C+ (Italy)



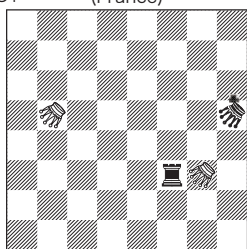
H#2 (4+3)
b) bBa7→d1
Einstein Take&Make

F1617 Pierre Tritten
C+ (France)



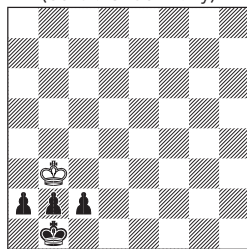
H#2 3 Sols (6+9)
Take&Make

F1618 Roméo Bedoni
C+ Sébastien Luce (France)



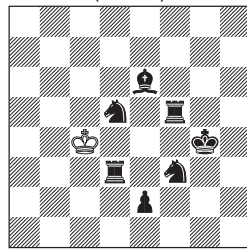
H#2.5 4 Sols (2+2)
Royal Contra-Grasshopper h5
Contra-Grasshopper b5 g3

F1619 Slobodan Saletic
C+ Udo Marks (Serbia & Germany)



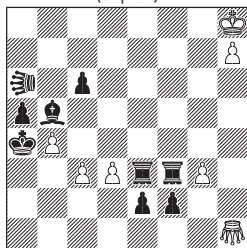
H=3 (1+4)
Zero Position
a) wKa3 b) bKc1

F1620 Sébastien Luce
C+ (France)



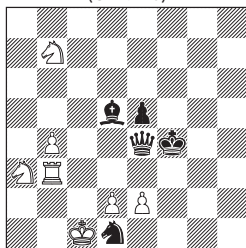
H=3.5 (1+7)
b) bSf3→e4
Masand

F1621 Hiroaki Maeshima
C+ (Japan)



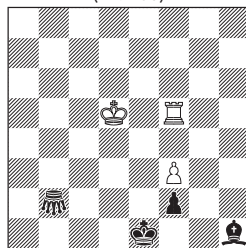
HS#3 2 Sols
(7+9)
Mars Circe
Grasshopper h1
Senora a1
Rook-Lion e3 f3

F1622 Mykola Vasyuchko
C+ (Ukraine)



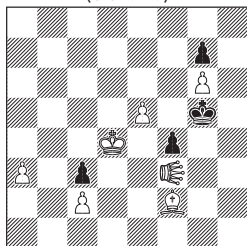
HS#3.5
(7+5)
b) wSa3→e7

F1623 Sébastien Luce
C+ (France)



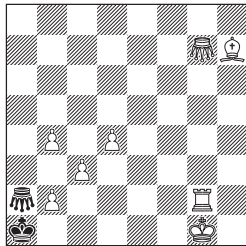
HS#5
(3+4)
Grasshopper b2

F1624 Ľuboš Kekely
C+ (Slovakia)



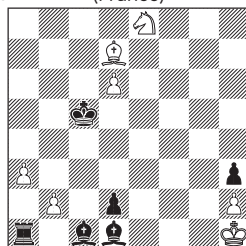
SH=12
(7+4)
b) wKe5
Checkless Chess
Fers f3

F1625 Sébastien Luce
C+ (France)



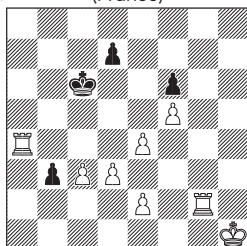
SH#16
(8+2)
Grasshopper g7 a2

F1626 Pascale Piet
C+ (France)



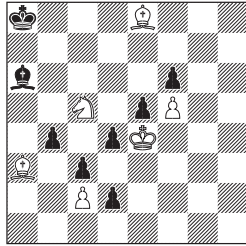
PSS#9
(7+6)

F1627 Jean Carf
C+ (France)



PSS#10
(8+4)

F1628 Jean-François Carf
C+ (France)



PSS#11
(6+8)

Fairies

Fairy Editor

Vlaicu Crisan (Romania)

Judge 2025

To be appointed

From this issue we will launch again the solving competition for our readers. For each correct and complete solution, the solvers will receive 5 points according to WCSC rules. You will have 3 months to submit solutions after the issue will be published online. Please submit your comments together with the solutions.

The solutions of the originals published in *Problem Paradise* will appear 2 issues later, together with two tables containing the solvers' ranking and the overall ladder. Any claims related to the solvers' ranking must be sent to the column editors. The editors trust the solvers' fair play for not using any electronic devices while solving.

The composers are advised to submit their contributions keeping in mind chess compositions are meant to challenge and delight the solvers. Nothing is worse than receiving no feedback from the audience for your creation!

Starting from 2025 we also introduce the diversity rule per

author: in one issue we will publish maximum one fairy composition in the same genre and maximum four fairy compositions in the same genre per year. Our aim is to encourage the fairy composers to explore other genres as well.

In case you find this rule too restrictive, your articles containing several original fairy compositions are highly welcome! Also, you can submit articles whenever you feel your composition is simply not suitable for solvers.

For the first issue from 2025, taking into account the limited amount of time allotted for solvers, we will start with a low number of originals. We will gradually increase this number based on solvers' feedback.

Antagonistic play.

In **F1612** there are many pieces belonging to Lion family. These pieces move along their corresponding units (Bishop, Rook, Quintessence) over another unit of either colour (called hurdle) to any square beyond that unit. Captures may be made on arrival, but the hurdle is not affected. The Quintessence moves on a zigzag path in a series of (1,2) knight steps angled at 90°, e.g. b1-a3-c4-b6-d7 ..., thus making progress along two parallel (1,3)-lines.

There are two fairy conditions in

F1613: Koeko – a move is possible only if the moved piece arrives on a square next to another unit and Maximummer – Black must play the geometrically longest move or may choose from among longest moves of equal length, distances being measured from the center of each square. Diagonal and oblique distances are measured from the orthogonal coordinates by using Pythagora's theorem (take the square root of the sum of the squares of the orthogonal distances). All other orthodox chess rules apply.

Helpmates.

In **F1614** we encounter White Must Capture which is almost self explanatory: White captures if able, otherwise makes another move.

F1615 explore the properties of the Chinese pieces (Leo, Pao, Vao) which respectively move as Queen, Rook and Bishop, but capture only by hopping over a hurdle to any square beyond.

F1616 uses two fairy conditions. The first is Einstein chess – All units (Ks excluded) change their type when they move, according to a precise pattern. For non-capture moves: Q>R, R>B, B>S, S>P, P remains P. For capture-moves: R>Q, B>R, S>B, P>S, Q remains Q. The second is Take & Make chess, which appears also in **F1617** – Having

captured, a unit must immediately, as part of its move, play a non-capturing move in imitation of the captured unit from the capture-square. If no such move is available, the capture is illegal. Promotion by capture occurs only when a pawn arrives on the promotion rank as the result of a make part of the move. Checks are as in normal chess: after the notional capture of the checked K, the checking unit does not move away from the King's square.

F1618 heavily exploits the Contra Grasshopper – Moves like a Grasshopper but in reverse: the hurdle must be adjacent to the Contra Grasshopper, which may land anywhere on the line beyond.

Helpstalemates.

We have zero position in **F1619**– no points will be given for finding any solutions in the given diagram.

F1620 uses Masand – When a piece X by its move gives direct check, all pieces of the same color which are controlled by X, and all pieces of opposite color which are attacked by X, change color (except kings).

Helpselfmates.

In **F1621** we have Mars Circe – Non-capturing moves are normal, but to capture a unit is transported to its Circe rebirth square, which must be vacant, before proceeding to move towards the captured unit,

all as one move. Grasshopper (also in **F1625**) – Moves along Q-lines over another unit of either color to the square immediately beyond that unit. A capture may be made on arrival, but the hurdle is not affected. Senora, the Argentinian Queen, moves by hopping diagonally/orthogonally over a hurdle on any arbitrary square behind it and captures like an ordinary Queen.

Series compositions.

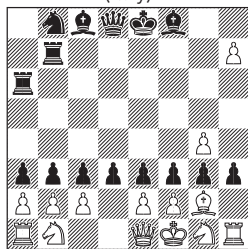
In **F1624** we meet Checkless Chess – A check which is not a mate is illegal. Fers is a (1,1)-Leaper.

The last three compositions **F1626-F1628** are parry-series, in which the series-side may give check during the series. When checked, the idle-side must immediately parry the threat. The parry-move may be helpful or defensive, depending on the problem-type. After a check-and-parry, the series-side continues the series.

Send your originals, solutions or comments by using the following Google Form:

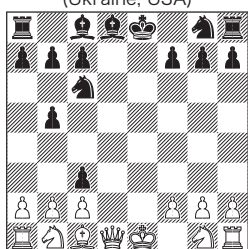
<https://forms.gle/r6jwvA5ALCBkxG6n6>

R388 Mario Parrinello
(Italy)



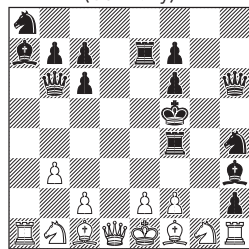
Proof Game 17.0 (14+15)
FaceToFace

R389 Andrey Frolkin
Kostas Prentos
(Ukraine, USA)



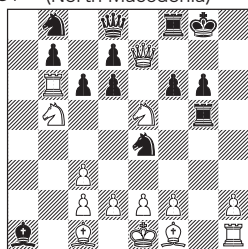
Proof Game 11.0 (13+15)
Circe
Multicapture

R390 Silvio Baier
C+ (Germany)



Proof Game 30.5 (12+15)

R391 Ivan Denkovski
C+ (North Macedonia)



Proof Game 22.0 (14+13)

Retros

Retro Editor

Naoki Matsuzaki (Japan)

Judge 2025-2026

Jorge Lois (Argentina)

☆ There are four original problems in this issue: two orthodox PGs and two fairy PGs.

R388: You need to move eight bPs from the 7th rank to the 3rd rank. Which White piece was in front of the bPs?

R389: Under the Multicapture rule, a unit may be captured only if it is directly attacked in at least two ways. bPs captured four times. wB and wPs should have been captured at a time when they could not be reborn. Where and how did their

captures occur?

R390: Which of the two bQs is a promoted piece? Where was it promoted, and from where did it originate?

R391: Did Black castle? How was bBc8 captured? Where were wP and bP promoted? One of the a-Ps must have been captured without being promoted. How did it happen?

Your solutions and feedback are most welcome.

Send your originals, solutions or comments by using the following Google Form:

<https://forms.gle/MxGZRuQade6icz5W7>

Comments for issue 108

R384

Sunouchi: The black queen is a main character, and rooks in b) are excellent supporters.

R385

Sunouchi: Effective rebirth of rook by pawn. It takes effort to immobilize the white bishop.

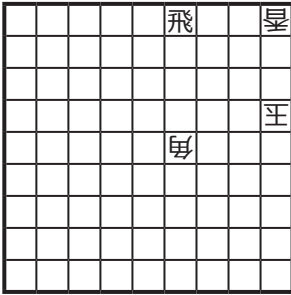
R386

Sunouchi: Construct a diagonal line of funny bishops for the king not to come back home.

R387

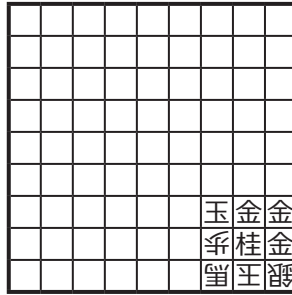
Sunouchi: The route of white pawn is a clue to solution. Clever black moves are impressive.

U365 SHIMADA Haru



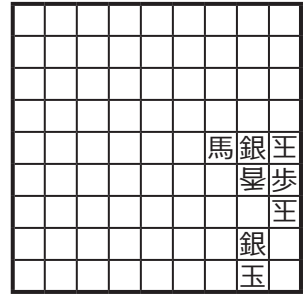
▲なし
H#5 2 sols

U366 DEGUCHI Nobuo



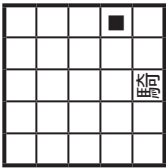
▲桂
H#19

U367 KOMAI Mei



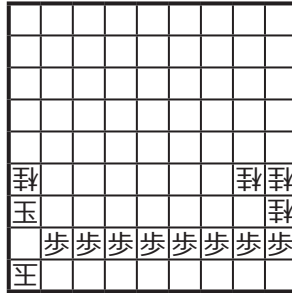
▲なし
T# 1
Multiple Princes

U368 Sengyotei



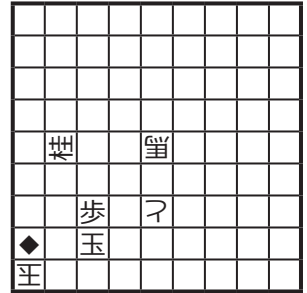
▲金
△飛 2 角 2 金銀 2 歩 2
HS#7
Gote Moves First
Minishogi
■ =Imitator
n 騎 =Neutral Royal Chess Knight

U369 DEGUCHI Nobuo



▲歩
H#35
Super Nanna
Two Pawns Overrule Check

U370 UEDA Yoshikazu



▲飛 G △なし
HS#38
G =Grasshopper
n 桂 =Neutral Knight
◆ =Pyramid

U371 UEDA Yoshikazu

と	と	銀	と	銀	と	銀	と	角
と	歩	歩	歩	歩	歩	歩	歩	馬
金	金	金	金	と	と	と	と	と
飛	桂	桂	桂	香	香	香	香	銀
龍	桂	王						

▲なし

HS=76

All Sente's pieces are non-reusable.

Shogi

Editor

IZUMI Masataka (泉正隆)

Judge 2024-2026

TACHIOKA Hajime (太刀岡甫)

★ We are pleased to present seven original Fairy Tsume Shogi problems in this issue.

★ U365 is a helpmate which has two solutions. Please try to find both if possible. Since it does not include any fairy conditions or fairy pieces, it should be easy to start solving.

★ U366 is a helpmate with an eye-catching initial position. The pieces are densely packed within a 3×3 space. This problem also does not include any fairy elements, making it easy to get started.

★ In U367, Gote has multiple Kings.

In Fairy Tsume Shogi, there are two definitions of check and checkmate in situations where one side has multiple Kings:

(1) (Multiple Kings) If any of the Kings is under threat of capture on the opponent's next turn, that threat must be removed. The situation is considered "checkmate" if there is even one King that cannot have the threat removed.

(2) (Multiple Princes) As long as one side has multiple Kings on the board, they can ignore the threat of capture on the opponent's next turn against any of their own Kings. A situation is considered "checkmate" when one side has only one King on the board, and they cannot get the King out of check or make a new King appear on the board.

★ U367 follows the second

definition. Multiple Princes involves slightly more complex rules, but the number of moves is only one, so it should be easy to think through.

★ U368 is a Helpselfmate that uses the Minishogi board and pieces, Imitator, and the Neutral Royal Chess Knight. It starts with Gote, and the final Gote move checkmates with the Neutral Royal Chess Knight. While the use of relatively complex fairy pieces might make the solving challenging, the 5×5 board size should make it easier to think through.

★ U369 is a helpmate with the fairy condition "Super Nanna." Super Nanna is a new fairy condition invented by the composer, DEGUCHI Nobuo. In Nanna, when a player's pieces are vertically adjacent in the order A, B, C, D ..., piece B moves as if it had the mobility of A. In contrast, in Super Nanna, not only B but also C, D, and all subsequent pieces in the sequence move as if they had the mobility of piece A. At the end of this section, you will find some example problems of Super Nanna by Deguchi-san.

★ When using fairy conditions that alter piece mobility, including Super Nanna, it is necessary to determine whether a King can actually be captured if doing so would result in two Pawns on the same file. This conflict arises because there is a

possibility of capturing the King with a move other than a Pawn advancing one square forward. In U369, a Pawn cannot take the King if doing so results in two Pawns on the same file.

★ U370 is a helpselfmate that uses a Neutral Knight and a Grasshopper. Please note that a Grasshopper can hop over a Pyramid.

★ U371 is a helpselfstalemate. Sente and Gote cooperate to reach a position where Sente has no legal moves in the shortest possible number of moves. In this problem, even if Gote captures Sente's pieces, they cannot use them.

★ From this issue, we call for solutions as we did before. In this section, solutions will be graded according to the following criteria:

- Each problem is worth 5 points.
- In case of an incorrect solution, points between 0 and 3 will be given. Points will be awarded based on matching moves, with 1 point for every 4 moves starting from the first move, up to a maximum of 3 points. For problems with 3 moves or fewer, no partial points will be given.
- We will try to be as lenient as possible in cases of typographical errors, and the points will be determined on a case-by-case basis.

★ We are accepting submissions on an ongoing basis. We welcome Fairy Tsume Shogi, standard Tsume Shogi

with multiple solutions or twins, and other Shogi puzzles. Please submit them via the Submission Form on the Problem Paradise website.

<https://forms.gle/dEYSvKxQtHKHFFYL8>

★ You can check the status of submissions and solutions below. Please refer to it as needed.

https://tsume-springs.com/?page_id=77

★ Even a single solution would be fine, so we look forward to receiving solutions from many participants!

Assumptions

Unless otherwise specified, the following assumptions apply:

1) Sente and Gote make their moves according to the rules of shogi. For the rules of shogi, please refer to the following, for example.

<https://en.wikipedia.org/wiki/Shogi>

2) Sente moves first.

3) All of Sente's moves must be checks.

4) Gote has in hand all pieces from standard shogi pieces that are not on the board or in Sente's hand, except for Sente's king.

Supplement

1) The ▲ symbol below the position diagram represents the pieces in Sente's hand. Additionally, if the △ symbol is shown, it indicates the pieces in Gote's hand.

2) In chess, a 'move' consists of one turn for White and one for Black. In shogi, however, each player's move is counted separately. For example, when checkmating in three moves, Sente delivers a check, Gote removes the check, and on the next move, Sente checkmates Gote's king.

3) Fairy Tsume Shogi refers to a variation of standard Tsume Shogi with some rule modifications. Regarding the rules of standard Tsume Shogi, please refer to the following, for example:

https://note.com/tsume_springs/n/nb271ba70da2d

Notation

In this section, the shogi pieces will be denoted as follows. Please note that Knight and Pawn do not refer to chess pieces.

- 玉 / 王 : King(K)
- 飛 : Rook(R)
- 角 : Bishop(B)
- 金 : Gold(G)
- 銀 : Silver(S)
- 桂 : Knight(N)
- 香 : Lance(L)
- 歩 : Pawn(P)
- 龍 : Dragon(+R)
- 馬 : Horse(+B)
- 全 : Promoted Silver(+S)
- 圭 : Promoted Knight(+N)
- 杏 : Promoted Lance(+L)
- と : Promoted Pawn(+P)

In this section, piece movements will be written as shown in the following example. Please note that if multiple pieces of the same type can move to a square, they are identified by notating which square a piece is moving from.

- P-14: The Pawn moves to 14 and does not capture.
- R*21: The Rook is dropped on 21.
- +Bx34: The Horse captures a piece on 34.
- N-33=: The Knight moves to 33 and does not promote.
- L-13+: The Lance moves to 13 and promotes.
- G-37(48): The Gold at 48 (not another Gold) moves to 37.

Furthermore, when referring to pieces on the board in explanations, I would like to write them as '14P' (The Pawn on square 14).

Fairy Terms

Helpmates (H#n): Sente and Gote cooperate to checkmate Gote's King in the shortest possible number of moves, as specified.

Helpselfmates (HS#n): Sente and Gote cooperate to checkmate Sente's King in the shortest possible number of moves, as specified. Unlike in chess Helpselfmates, Gote also cooperates with Sente for the final move.

Helpselfstalemates (HS=n): Sente and Gote cooperate to stalemate Sente in the shortest possible number of moves, as specified. If there is no Sente's King, stalemate simply refers to a situation where there are no legal moves. Unlike in chess Helpselfstalemates, Gote also cooperates with Sente for the final move.

Tsume Shogi (T#n): Standard Tsume Shogi. It differs from Directmates in the following points:

- Sente is not obligated to checkmate in the shortest number of moves (a longer checkmate than the intended solution is also considered a cook).
- If Gote has two viable defenses that result in checkmate within the same number of moves—one where Sente has leftover pieces in hand and one where they do not—Gote must choose the latter.

n sols: A problem format where there are multiple solutions, and the goal is to find n solutions.

Gote Moves First: Gote moves first. Gote's first move is not necessarily a check evasion.

Minishogi: Minishogi pieces and board are used. That is, the board is 5 × 5, and the pieces in play are one or two Kings, two Rooks, two Bishops, two Golds, two Silvers, and two Pawns. The promotion zone is only the first rank of the opponent'

s territory. For more details on Minishogi, please see below.

<https://en.wikipedia.org/wiki/Minishogi>

Multiple Princes: Sente or Gote can use multiple Kings. As long as one side has multiple Kings on the board, they can ignore the threat of capture on the opponent' s next turn against any of their own Kings. A situation is considered "checkmate" when one side has only one King on the board, and they cannot get the King out of check or make a new King appear on the board.

Super Nanna: When friendly pieces are adjacent and aligned vertically, all of them change to the mobility of the topmost piece. The Knight, Lance, and Pawn on the opponent' s first rank are illegal, but the Knight on the opponent' s second rank is legal.

Two Pawns Overrule Check: A King cannot be captured if doing so would result in two Pawns on the same file.

Chess Knight: The Knight used in chess. (1,2)-Leaper.

Grasshopper (G): The Grasshopper in fairy chess. Moves on queen lines any distance to reach a hurdle and then a single step beyond it.

Imitator (■ or I): A piece that moves the same vector as the move just made. A move is illegal if the

Imitator would jump over a piece, land on an occupied square, or go off the board. This restriction also applies to check detection.

[Notes]

- The Imitator does not move when a piece is dropped.
- The Imitator moves simultaneously with the piece being moved.
- The Imitator does not belong to either Sente or Gote.
- It does not have a concept of control and is not affected by any rule that changes piece abilities.

Pyramid (◆): A piece that represents an area where no piece can arrive or pass through. It can be jumped over. It serves as a hurdle for hoppers.

Royal unit: A piece that is subject to check or checkmate.

Neutral unit: A piece that may be regarded as belonging to either side at any turn, and may be moved or captured by either side.

[Note]

- Neutral units are represented either horizontally or with an "n" prefix, such as "n 飛" .
- A neutral unit on the board moves as the piece of the current turn (caution is needed if the piece' s moves are asymmetrical).
- One side can drop their own neutral unit, but they cannot drop a neutral unit in the other side' s hand.

- A neutral unit can promote only if it is able to do so as the current turn' s piece.

- Neutral units cannot capture the current turn' s piece but can capture enemy pieces or other neutral units.

- A neutral unit retains its neutrality even if captured.

- A neutral unit is not subject to the immobile piece rule. That is, a Knight, Lance, or Pawn on the opponent' s first rank and a Knight on the opponent' s second rank are all legal.

- Dropping a neutral pawn to deliver checkmate is illegal (Drop Pawn Mate).

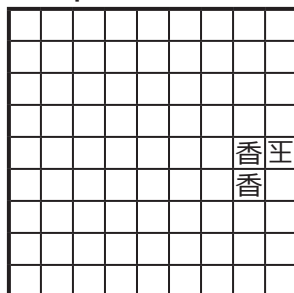
- Dropping a neutral pawn or a regular pawn on a file that already has a neutral pawn or regular pawn is illegal (Two Pawns).

- Even a neutral unit cannot give check to one' s own king. The check determination is made after the current turn ends and before the opponent makes their move.

Non-reusable unit: A piece that, when captured, disappears without being retained in hand.

Examples of Super Nanna

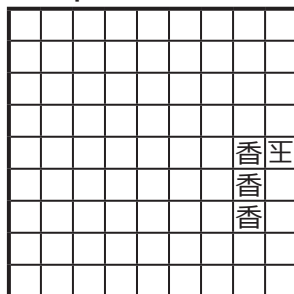
Example 1 DEGUCHI Nobuo



▲金

T#1 Super Nanna

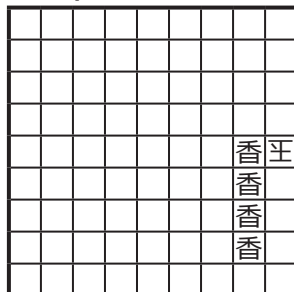
Exmample 2 DEGUCHI Nobuo



▲銀

T#1 Super Nanna

Example 3 DEGUCHI Nobuo



▲桂

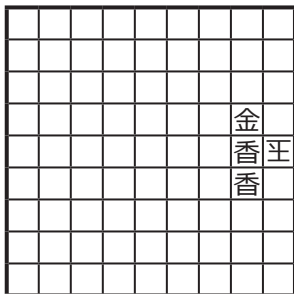
T#1 Super Nanna

Solutions to Examples

Example 1

1. G*24.

(Final position)

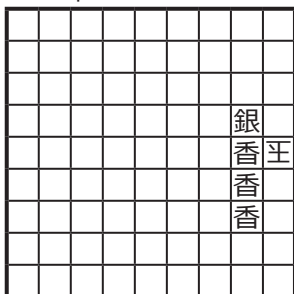


By dropping a Gold on 24, 25L and 26L have their mobility changed to that of the Gold. There is no way for the King to escape the double check from 25L and 26L.

Example 2

1. S*24.

(Final position)



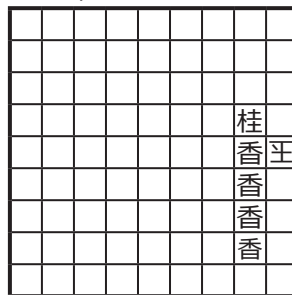
By dropping a Silver on 24, 25L, 26L, and 27L have their mobility changed to that of the Silver,

delivering a double check with 24S and 26L. Confirm that the king cannot escape by capturing any of these pieces.

Example 3

1. N*24.

(Final position)



By dropping a Knight on 24, all Lances on the board have their mobility changed to that of the Knight, allowing 27L to deliver check. For example, there is currently no Sente's piece controlling 26. However, if the King takes the Lance on 26, the mobility of the 27L reverts, leading to the capture of its own King.

Comments for issue 107

U357

Nakajima: b) This solution is unique to a directmate with neutral units. I see.

U358

Nakajima: I've seen the mating

position before, but I enjoyed the sequence of moves.

U359-361

Nakajima: It was easy to understand, and my understanding of NekoNeko deepened.

U362

Nakajima: The idea of combining '5-5 Shogi' and Point Reflection is interesting.

U363

Nakajima: Since there are many pieces in hand, it might seem easy to mate, but the defense of the pawns on the third rank is strong, making it not so simple.

U364

Nakajima: The movements of the Rookhopper and the Silvers, typical of repetitive motifs in thematic checkmates, were enjoyable.

★ Thank you very much for your comments!

Informal Tourney Award

Endgame 2024 Judge: Martin Minski

There were 32 studies from 15 authors from 11 countries.

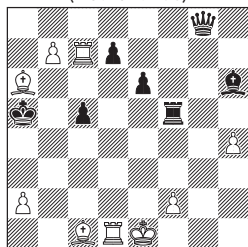
I was surprised at the high level in an informal tournament.

That's why almost 50% made it into the award.

Here is my selection:

1st prize

E271 Jan Timman
(Netherlands)



Win

(9+7)

1.Bg5! Bxg5 2.Rc8 Bd2+! 3.Kxd2 Rxf2+ 4.Be2! Rxe2+ 5.Kc1! Rc2+! 6.Kb1! Rb2+ 7.Ka1! Rxa2+ 8.Kxa2 Qg2+ 9.Ka1! Qxb7 10.Rxc5+ Ka4 11.Rdd5!! exd5 12.Rc2! Qb3 13.Ra2+ Kb4 14.Rb2 Qxb2+ 15.Kxb2 Kc5 16.h5 Win

*1.Bxh6? Qg1+ 2.Kd2 Rxf2+ 3.Kc1 Qg3 4.Bd2+ Rxd2 5.Rxc5+ Kxa6 6.Rxd2 Qf4 (6...Qe1+)=

*2...Qg7 3.b8Q Qc3+ 4.Kf1 Qh3+ 5.Kg1 Qg4+ 6.Qg3+-

*3.Rxd2? Qg1+ 4.Bf1 Re5+ 5.Re2 Rxe2+ 6.Kxe2 Qg4+ 7.f3 Qc4+=

*4.Kc1? Qg3=

*5...Qg3 6.Ra8+-

*7.Kxb2? Qg2+ 8.Ka1 Qxb7 9.Rxc5+ Ka6=

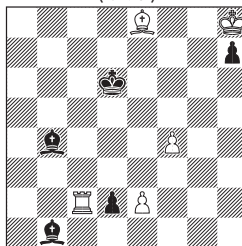
*9...Qg7+ 10.Kb1 Qg6+ 11.Kc1 Qh6+ 12.Rd2+-

*11.Rd4+? Kb3=

Take a good scheme from Zakhodyakin and combine it with a kamikaze rook like in the game Steinitz - von Bardeleben 1895, then add some "salt" (Bishop sacrifices by White and Black) and "pepper" (the logical elimination of the white pawn on a2). A master like Jan Timman comes up with such great ideas! At 7.Ka1! it is by no means obvious that the white pawn has to disappear. By far the best and most profound study of the tournament.

2nd prize

E265 Michael Pasman
(Israel)



Draw

(5+5)

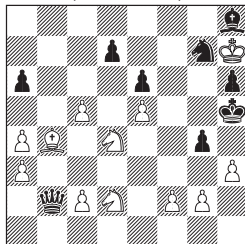
1.Rc8 Bf5! 2.Ra8 d1Q 3.Rd8+ Ke7 4.Rxd1 Kf8! 5.Bg6!! Bxg6 6.e4! Bxe4 7.f5! Bxf5 8.Rd3! Be7! 9.Rd8+! Kf7 10.Rf8+! Kg6 11.Rxf5 Draw

*1.Ba4? Bxc2 2.Bxc2 h5--+
 *1...Bc2 2.Bh5 Bc3+ 3.Kg8 Bf5 4.Rd8+ Ke7 5.Rd3 Bxd3 6.exd3 h6 7.Kh7=
 *2.Rd8+? Ke7--+ / 2.Rb8? Kc7--+
 *4...Kxe8 5.Kg7=
 *5.Rc1? Ba3 6.Bg6 Bxg6 7.Rc8+ Kf7 8.Rc7+ Be7--+ / 5.e4? Bxe4 6.f5 Bxf5 7.Bg6 hxg6!--+
 *5...hxg6 6.Kh7 g5+ 7.Kh6=
 *6...Bc3+ 7.e5
 *8.Rd8+? Ke7 9.Rb8 (9.Rf8 Bc3+-+) 9...Bc3+--+ / 8.Rd4? try 8...Be1! 9.Rd3 Bh4! 10.Rd8+ Ke7! 11.Rf8 Bf6+--+
 *8...h5 9.Rf3= / 8...Kf7 9.Rf3 Kg6 10.Rxf5=

Actually, White only prevents a typical Bishop mate through the right sacrifices of a "Siegfried" rook (no capture possible because of stalemate). Michael Pasman perhaps has the best technical ability at the moment to develop a good and economical story from it and to clearly justify the order of the individual sacrifices.

3rd prize

E249 Beat Neuenschwander
 (Switzerland)



Draw

(12+9)

1.c6! dxc6 2.Se4 Sf5 3.Sxf5 exf5 4.Sg3+ Kg5 5.h4+ Kf4 6.Bd6 Bxe5 7.Bf8 Qb7+ 8.Kg6 Bc7 9.Bg7! Ba5 10.Ba1! Bd8 11.Bh8! Ba5 12.Ba1! Bd8 13.Bh8! Draw

*1.Se4? Qxd4--+
 *1...gxh3? 2.c7 hxg2 3.S2f3+-
 *2...Qxd4? 3.Sg3+ Kg5 4.Be7+ Kf4 5.Se2+ +-
 *6...Qb7+ 7.Kxh8 Qc8+ 8.Kg7 Qd7+ 9.Kg6 Qe8+ 10.Kg7=
 *11.Bg7? Qe7 12.Sh5+ Ke4 13.Sf6+ Kd4 14.Sg8+ Qxg7+ 15.Kxg7 Bxh4-+
 *11...Qe7 12.Sh5+ Ke4 13.Sf6+ Kd4 (13...Qxf6+ 14.Bxf6 Bxf6 15.Kxf6=) 14.Sg8+=

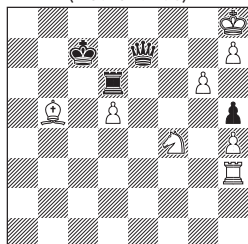
An "endgame" with 20 pieces? Oh my God! But have you ever seen such a positional draw?

4th prize

E250

Jan Timman

(Netherlands)



Draw

(8+4)

**1.Se6+! Rxe6 2.g7! Rg6 3.d6+!
Kxd6 4.Rd3+ Kc5 5.Rd7! Qe5
6.Bc4! Kxc4 7.Re7! Qa1 8.Ra7!
Qb2 9.Rb7 Qf6 10.Rf7 Qe5 11.Re7
Qxe7 12.g8Q+ Re6 13.Qf7! Kd4
14.Kg7 Qxf7+ 15.Kxf7 Rh6
16.Kg7 Draw**

*1.g7? Rd8+-+

*2.Rc3+? Kb7 3.g7 Rg6 4.Bc6+
Ka7-+

*3.Rc3+? Kb7!-+

*5.Rd5+? Kb4! (5...Kb6? 6.Rd7=)
6.Rd7 Qe5-+

*6.Ba4? Kb4! 7.Bd1 Rb6!-+

*8.Kg8? Rh6-+

*11...Qd4 12.Rd7 Qxd7 13.g8Q+
Re6 14.Qf7 Qxf7=

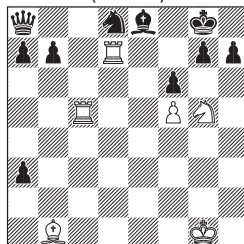
A good and natural introduction leads to a (hopefully original) stalemate scheme. The question is whether the additional pawn pair h4/h5 has its justification for later Qf7! to enable. I think I would have preferred to leave this pawn out.

special prize

E258

Peter Krug

(Austria)



Win

(6+10)

**1.Ba2+ Kh8 2.Re7 Bc6 3.Rce5!
fxe5 4.f6 Se6 5.Bxe6 Qf8 6.Sf7+
Kg8 7.Sxe5+ Kh8 8.Sf7+ Kg8
9.Kf2!! h5 10.Se5+ Kh7 11.Bf5+
Kh6 12.Sf7+ Qxf7 13.Rxf7 a2
14.Rxg7 a1Q 15.Rg6+ Kh7
16.Rg1+ Win**

*2...Bh5 3.Rcc7 fxg5 4.f6 Sf7 5.Bxf7
Bxf7 6.Rxf7 a2 7.fxg7+ Kg8 8.Rf8+
Qxf8 9.gxf8Q+ Kxf8 10.Rc1+- /
2...Sc6 3.Rxe8+ Qxe8 4.Sf7+ Kg8
5.Sd6+ +-
*7.Kf2? e4=

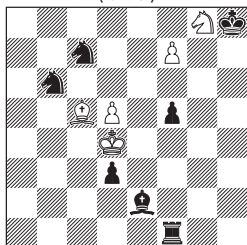
*9.Ba2? try 9...h5! 10.Se5+ Kh7
11.Bb1+ Be4! 12.Bxe4+ Kh6 = /
9.Kh2? h5! 10.Se5+ Kh7 11.Bf5+
Kh6 12.Sf7+ Qxf7 13.Rxf7 gxf6!
14.Be6 Kg5 15.Rg7+ Kf4 16.Rg3
Bf3= / 9.Kf1? h5 10.Se5+? Kh7
11.Bf5+ Kh6 12.Sf7+ Qxf7 13.Rxf7
a2-+

A romantic study with a bizarre initial position. The white pieces occupy the "magic square" e6-e7-

f7-f6 and suddenly 9.Kf2!! is the match winner. In the end, the new black queen can be defeated using a battery. I like the try 9.Ba2? along with 11...Be4!

1st honorable mention

E267 Michael Pasman
(Israel)



Win

(5+7)

**1.Sf6! Rf4+ 2.Ke5 Re4+! 3.Kxf5
Sd7 4.Sxd7 Re8 5.Sf6! Rc8
6.Kg6! Sxd5 7.Se8 Bh5+ 8.Kxh5
Sf6+ 9.Kg6! Rxe8 10.Bd4! Rg8+
11.Kh6! Win**

*1.f8Q?? Sb5+ 2.Ke5 (2.Ke3 Sc4#)

2...Sd7+--+

*1...Sb5+ 2.Ke5 Sc4+ 3.Ke6 Sc7+
4.Ke7+-

*2.Ke3?? Scxd5+ 3.Sxd5 Rf3+
4.Kd4 Sd7-+ / 2.Kc3? Sbx d5+=

*3.Sxe4? Sd7+=

*3...Re8 4.Kg6!! Bh5+ 5.Sxh5 Sd7
6.Bd4+-

*5...Ra8 6.Kg6 Sxd5 7.Se8 Bh5+
8.Kxh5+- / 5...Kg7 6.fxe8Q+-

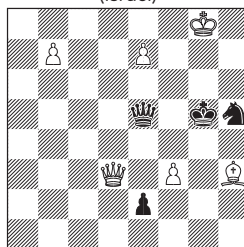
*9.Kg5?? Sh7+-+ / 9.Kh6? try Sg8+
10.Kg6 Rc6+ 11.Bd6 (11.Sd6 Se7+)
11...Rxd6+ 12.Sxd6 Se7+ 13.Kh6

Sg8+=

Another example of how the author manages to turn a simple threat f8Q into an exciting game between White and Black. The captures of 2 technical pawns and the "lazy" black pawn on d3 reduce the overall impression somewhat.

2nd honorable mention

E266 Michael Pasman
(Israel)



Win

(6+4)

**1.f4+! Sxf4 2.Qg3+ Kh6 3.b8Q!
Qxb8+ 4.Kf7 e1Q 5.Qxe1 Qb3+
6.Be6 Qf3! 7.Qd2! Qg3 8.Bg4!!
Qxg4 9.Qh2+ Sh5 10.Qd6+
Kh7 11.Qd3+ Kh6 12.Qe3+ Sf4
13.Qb6+ Kh7 14.Qb1+ Kh6
15.Qh1+ Kg5 16.e8Q Win**

*1...Qxf4 2.Qd5+ Kh4 3.Qxh5+
Kxh5 4.e8Q+- / 1...Kxf4 2.Qf5+
Qxf5 3.b8Q+ Kg5 4.Bxf5 e1Q
5.Kf7+-

*3.Kf7? Qh5+=

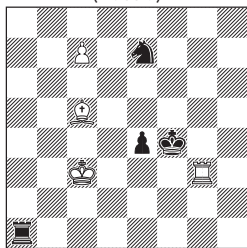
*7.Qc1? try Qh5+ 8.Kf8 Qg5 9.Qh1+
Sh5 10.Bf7 Qg7+ 11.Ke8 Qh8+
12.Kd7 Qd4+=

*7...Qh5+ 8.Kf8 Qg5 9.Qh2+ Sh5
 10.Bf7 Qg7+ 11.Ke8 Qh8+ 12.Kd7
 Qd4+ 13.Qd6++-
 *9.e8Q?? Qg7#
 *11.e8Q? Qf5+ 12.Ke7 Qg5+=
 *12.e8Q? Qg7+(Qf4+)=
 *15.e8Q?? Qg7#

A good introduction leads to the spectacular 8.Bg4!! The logical try seems a bit artificial and the forced ending seems difficult for a human.

3rd honorable mention

E242 Sergey Osintsev
 (Russia)



Win (4+4)

**1.Rg8! Rc1+ 2.Kd4 Rd1+ 3.Kc4
 Rc1+ 4.Kb5 Kf5 5.Rf8+! Ke6
 6.Re8 Kd5 7.Rd8+ Ke6 8.Rd6+
 Kf5 9.Rc6! Sc8 10.Bd4! Rd1
 11.Rf6+ Kg5 12.Rf8 Sd6+ 13.Kc5
 1-0**

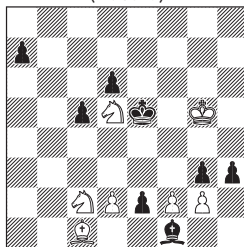
*1.Rg7? Sd5+ 2.Kb2 Ra8= /
 1.Bd6+? Kf5 2.Bxe7 Rc1+ 3.Kd4
 Rxc7=
 *1...Sd5+ 2.Kb2+-
 *3...Rd7 4.Kb5! Rxc7 5.Bd6+ Ke3
 6.Rg3+ Kf2 7.Bxc7 Sd5 8.Bb8 e3

9.Rg5!! (9.Rg8? e2 10.Bg3+ Kf3
 11.Kc4 Sf6 12.Rg6 Sg4 13.Be1
 Se5+=; 9.Rg6? e2 10.Bg3+ Kf3
 11.Kc4 Sf4! 12.Rg8 Sg2 13.Kd3 e1Q
 14.Bxe1 Sxe1+=) 9...e2 10.Bg3+
 Kf3 11.Kc4! Sf4 12.Be1 Sg2
 13.Rg3++-
 *5.Re8? Rb1+ 6.Ka6 Rc1 7.Kb5
 Rb1+ 8.Ka4 Rc1 9.Kb5 Rb1+ 10.Bb4
 Rxb4+ 11.Kxb4 Sd5+ 12.Kc5 Sxc7=
 *8...Ke5 9.Rd1! (9.Rc6? Rb1+
 10.Ka6 Sc8=) 9...Rxd1 10.Bxe7 Rc1
 11.Bc5+-
 *9.Rd1? Rc3! 10.Rd5+ Ke6 11.Rd6+
 Ke5 12.Rd7 Sc8 13.Rd8 Ke6 14.Kc6
 Se7+ 15.Kb6 Rb3+ 16.Ka6 Rc3
 17.Kb6 Rb3+=
 *9...Rb1+ 10.Ka6 Sc8 11.Bd4! Se7
 12.Rf6++-
 *10...Sd6+!? 11.Kb6! Sc8+ 12.Kb7
 Rxc6 13.Kxc6 Ke6 14.Bc5+- /
 10...Rb1+ 11.Ka6 Rb3 12.Rf6+

Despite having the same material, White can force the win. Good flow, but no major highlights.

4th honorable mention

E247 Peter Krug
 (Austria)



Win (7+8)

1.Sf4! hxc2 2.Bb2+! Ke4 3.f3+ Kxf3 4.Bd4!! cxd4 5.Kf5 d3 6.Sxd3 e1Q 7.Sd4# Win

*1.Sc7? try 1...e1S!! (not 1...e1Q? 2.d4+ cxd4 3.Bf4+ Ke4 4.f3+ Kd3 5.Sxe1+ Ke2 6.gxh3; 1...hxc2 2.d3) 2.Sxe1 gxf2 3.d3 Kd4!=

*1...e1S 2.Sxe1 gxf2 3.Sf3+! Ke4 4.d3+ Bxd3 5.Sd2+ Kd4 6.gxh3+- / 1...h2 2.Bb2+ Ke4 3.f3#

*2.f3? g1Q 3.Bb2+ Qd4 4.Bxd4+ cxd4 5.Se1 d3!+- / 2.d3? d5 3.Sxg2 gxf2!=

*4.Kf5? e1Q=

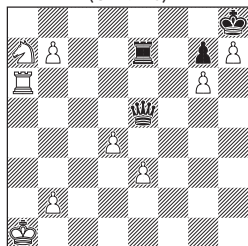
*5...e1Q 6.Sxd4+ Kf2 7.Sh3# / 5...g1Q 6.Se1+ Kf2 7.Sfd3#

*6...g1Q 7.Sce1#

In a fairly static position (see Bf1 for example) the black king is driven into a mate net and cannot really defend itself against it. There are 4 echo mates with self-blocks.

special honorable mention

E270 Vladislav Tarasiuk (Ukraine)



Win

(9+4)

1.Sc6! Qb8! 2.Sxb8 Rxb7 3.Rf6!

Rxb8 4.Ra6! Rc8 5.Ka2 Rb8 6.b3 Rc8 7.Ka3 Rb8 8.b4 Rc8 9.Ka4 Rb8 10.b5 Rc8 11.Ka5 Rb8 12.Rf6! gxf6 13.b6! Win

*1.dxe5? Rxb7 2.Sb5 Ra7! 3.Rxa7= stalemate

*1...Rxb7 2.Sxe5+-

*3.Rd6? Ra7+ 4.Kb1 Ra1+=

*3...gxf6 4.Sc6! Rg7 5.b4+-

*4.Rf7? Ra8+=

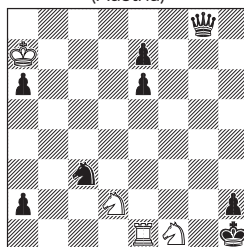
*12.b6? Rc8! 13.Ra7 Rc5+ 14.Ka6 Ra5+ 15.Kxa5= stalemate

*13.Ka6? Kg7 14.b6 Ra8+! 15.Kb7 Rh8! 16.Kc7 Kxg6 17.b7 Rxh7+=

A well-known systematic maneuver by Gorgiev in 1937 is combined with switchback motifs.

1st commendation

E255 Peter Krug (Austria)



Win

(4+8)

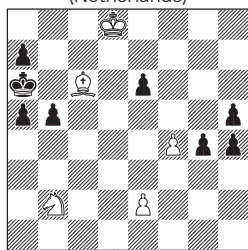
1.Se3+ Qg1 2.Sdf1 Se2 3.Kxa6 e5 4.Ka5 e4 5.Kb4! e6! 6.Rd1!! e5 7.Ra1 Qxf1 8.Sxf1! Kg2 9.Sxh2 Kxh2 10.Rxa2 Kg2 11.Rxe2+ Kf3 12.Rh2! Win

*5.Ka4? e5=
 *5...e5 6.Ra1!+- zz
 *6.Ra1? e5 zz 7.Kc5 (7.Kc4 Qg8+)
 7...Qxf1! 8.Sxf1 Kg2 9.Sxh2 Kxh2
 10.Rxa2 Kg2 11.Rxe2+ Kf3=
 *7.Re1? Qxf1=
 *12.Re1? e3 13.Kc3 Kf2 14.Rh1 e4=

The natural introduction leads to an original reciprocal zugzwang with a thematic try. Unfortunately, there are a lot of forced captures in the end.

2nd commendation

E246 Jan Timman
 (Netherlands)



Win (5+8)

**1.f5! exf5 2.e4! fxe4 3.Sa4! bxa4
 4.Kc7 a3 5.Ba4! a2 6.Kc6 a1Q
 7.Bb5# Win**

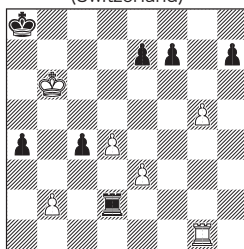
*1.Kc7? a4+- / 1.Sa4? bxa4 2.Kc7
 h3 3.f5 exf5 4.e4 h2=
 *2...g3 3.e5! (3.exf5? h3 4.Kc7a4=)
 3...h3 4.e6 g2 5.e7 g1Q 6.e8Q
 Qd4+ 7.Kc7 Qg7+ (7...a4 8.Bxb5+
 Ka5 9.Sc4+ Kb4 10.Ba6 Qc5+
 11.Kd7 Qd5+ 12.Sd6+-) 8.Bd7
 Qg3+ 9.Kc8 Qc3+ 10.Kb8 Qg3+

11.Ka8+-

The well-known mate is prepared with three fine sacrifices.

3rd commendation

E269 Beat Neuenschwander
 (Switzerland)



Win (6+7)

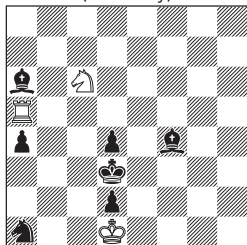
**1.b4! cxb3 2.g6! b2 3.gxf7 b1Q+
 4.Rxb1 Rf2 5.e4! Rxf7 6.e5 e6
 7.Kc6 Win**

*1.b3? Rb2!=
 *1...Rb2 2.b5+- / 1...axb3 2.g6 b2
 3.gxf7(3.gxh7)+-
 *2...fxg6 3.Rf1+- / 2...hxg6
 3.Rh1+-
 *3.gxh7? b1Q+ 4.Rxb1 Rh2 5.Kc7
 (5.Ra1 Kb8=) 5...Ka7= / 3.g7?
 b1Q+ 4.Rxb1 Rg2 5.Kc7 (5.Ra1
 Kb8=) 5...Ka7=
 *5.Kc7? Rxf7= / 5.d5? Rxf7=
 *6...a3 7.Rg1+-

Who would have found the first two pawns sacrifices in this rook endgame?

4th commendation

E264 Thomas Niessen
(Germany)



Draw

(3+7)

1.Sb4+ Kc3 2.Sd5+ Kc4 3.Sb6+ Kd3 4.Rxa4 Sc2 5.Sd5 Bb5 6.Sxf4+ Ke4 7.Se6! Ke3! 8.Sxd4! Bxa4 9.Sb3! Bxb3 Draw

*2.Sxa6? Bd6! 3.Sc5 Bxc5 4.Rxc5+ Kb2 5.Rc4 a3 6.Rxd4 Sb3 7.Rc4 a2-+

*3.Sxf4? Bb5 4.Sd3 Sb3 5.Sb2+ Kb4-+ / 3.Rxa4+? Kxd5 4.Rxd4+ Ke5 5.Re4+ Kf5 6.Re5+ Bxe5-+

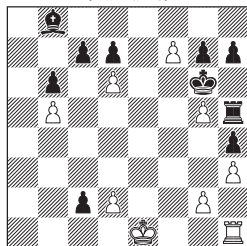
*4.Rxa6? Sc2 5.Sd5 Se3+ 6.Sxe3 dxe3 7.Rd6+ Ke4-+

*7.Ra5? Se3+ 8.Kxd2 Sc4+-+

9.Sb3! is nice!

special commendation

E251 Toshiji Kawagoe
(川越敏司)



Win

(9+10)

1.0-0! c1Q 2.f8S+! Kxg5 3.Rxc1 c5 4.bxc6! Bxd6 5.c7 Win

*1.f8S+? Kf7 2.0-0+ Ke8 3.Rc1 Rxg5 4.Rxc2 Kd8 5.Sxh7 Rxb5 6.dxc7+ Bxc7 7.g4 hxg3 8.h4 Rh5-+

*2.f8Q? Qc5+ 3.Kh1 Rxg5-+ / 2.Rxc1? Kxf7 3.dxc7 Bxc7 4.Rxc7 Ke7=

A new Valladao task as a study.

Informal Tourney Award

Fairies 2013

Judge: Manfred Rittirsch

Among the numerous contributions to the 2013 edition of Problem Paradise's fairy chess section, only a few were more than appealing craftwork. At least the authors showed a great willingness to experiment! This resulted in a disproportionately large number of commendations and, unfortunately, only two prize winners. It should be noted that the number F576 does not appear in the list of problems because it was accidentally skipped. In the comments, a number beginning with P refers to the corresponding ID in the PDB, the online database of the Schwalbe (see pdb.dieschwalbe.de).

-**F567 (Harris)**: The HOTF character is very far-fetched. The sequence of well-known fairy tricks was at least equipped with a harmonious twinning.

- **F570 (Rallo)**: The transport effects help the elementary ideal mate at the edge of the board to achieve a triple echo, which, for obvious reasons, has not yet been seen in the orthodox field (see e.g. diagram **A**) with three different mating squares of the wR, but a

really productive use of this powerful fairy condition looks different.

- **F571 (Rallo)**: The only thing that repeats itself is the move LOxd4-c5.

- **F572 (Rallo)**: Comparison problem **B** does not show the small change of place bK/bG in the mating positions, but the superfluous bP is too high a price to pay for it.

- **F573 (Rallo)**: One of the completely dissonant solutions ends in an impure mate.

- **F574 (Feather)**: Two different black R/B pairs cooperate in supporting the same Pawn's under-promotions (cf. e.g. **C**). However, the motif of differentiated tempo moves of the wK is an orthodox one, and only one of the mating patterns benefits from the fairy condition.

- **F577 (Feather)**: In contrast to the neutral promotion Queen, the Bishop has no guarding functions.

- **F579 (Wakashima & Millour)**: The UltraSchachZwang restriction is merely a technical aid here. With that, the limitation to enigmatic aspects is crucial.

- **F580 (Harris)**: The Bb4 remains offside without use after its color change.

- **F581 (Huber)**: The mates by the two anti-batteries played on adjacent diagonals are nice, but what is left of the big-name concept if THAT, too, is considered an echo?

- **F582 (Harris)**: Apart from the

fact that it is practically impossible to find, the solution does not have much to offer, and the value of the nice starting position is neglectable.

- **F583 (Okaya)**: A nice twin allows for an economical AUW.

- **F585 (Tritten)**: The same author alone has already built at least 13 other cyclic Zilahis with this condition and the minimal white material, including some from which this instance with inconsistent motivations of the individual moves and only one model mate does not differ significantly.

- **F586 (Harris)**: As already pointed out by the administrator, the maximum condition is a purely technical tool here. However, what makes this echo of an exotic mating pattern ineligible for an award is mainly the fact that the specific lockout moves in B1, which are the real attraction of this problem, do not want to be integrated easily: one of them prevents the wK from coming from c4, so that he must be in check in the diagram.

- **F587 (Harris)**: The b) solution does not work since 4.Rb2=Q+ is illegal because of Isardam.

- **F589 (Watanabe)**: The unpin for an anticritical move is actually a helpmate theme (see e.g. **D**) and it is also true that the Queen can simply be replaced by a wB (C+)!
- **F593 (Huber)**: Despite the

promotion change and the control of escape squares by imminent Pawns in both phases, the impression of inconsistency predominates.

- **F598 (Okaya)**: The weak key and the unparalleled use of an unpin prevent an award.

- **F600 (Formanek)**: Unlike the judge, the master of joke problems was allowed to overlook "cooks" as indicated by Hans Gruber in his commentary.

- **F603 (Storisteanu)**: The double corner echo is OK, but with the additional arbitrary manipulation of the number of moves, it arises not as unforced as I would like.

- **F605 (Rallo)**: In a simple echo with repetitions of moves, there is a change of functions of the (initially different-colored!) Andernach Grasshoppers, but no ideal mate as claimed by the author, because g7 is doubly guarded.

- **F609 (Feather)**: Despite the Zilahi, the solutions lack variety.

- **F610 (Tritten)**: My version in the diagram is a proposal as to how W1 could be better integrated into the T&M plot.

- **F611 (Harris)**: Despite the many black pieces and fairy conditions, the content remains modest with two weakly harmonious solutions and a completely unmatching third one.

- **F612 (Crisan & Huber)**: The specific pins of the castling Rooks

are very interesting, but the supporting program leaves a lot to be desired: two independent black Grasshoppers fulfill different functions in B2. Incidentally, I would not call it a “function” when the non-castling Rook is captured.

- **F613 (Rallo)**: The simple mirror echo pleases with changing sacrifices on the same field, but uses the fairy condition only meagerly.

- **F614 (Rallo)**: In this scenario of two ideal mates with a change of function of the white minor pieces (cf. diagram **E**), the fairy condition is somewhat neglected, too.

- **F616 (Okaya & Crisan)**: In this case, I would actually prefer the original Cavalier Majeur version even with its poor use of the fairy condition to save the annoying Pawn, but the problem does not reach the quality of instances like F595 or F596 anyway because of the contamination of the mating net by the shielding S.

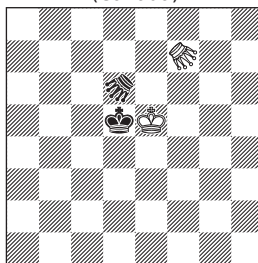
1st Prize

F604

Cornel Pacurar

C+

(Canada)



HS#5*** 2 Solutions (2+2)

AntiKings

LeafHopper f7, TreeHopper d6

1...Ke6 2.LHg6 THg3 3.LHd6 THg7
4.Kd5 Kd7+ 5.Kd4+ Kd8#

1...THf4 2.Kd6 Kc6 3.LHc7 THb4
4.Kd7 Kb7+ 5.Ke7+ Ka7#

1...THf6 2.LHe7 THf4 3.Kd6 Ke6
4.Kd7 Kf7+ 5.Kc7+ Kg7#

1.Ke6 Ke5 2.Kf6 THd4 3.LHe7 Ke6
4.Kf7 Kd7+ 5.Kg7+ Kc7#

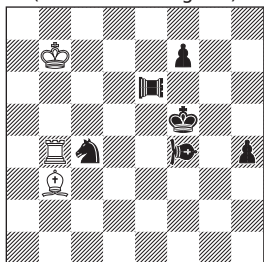
1.LHh5 Ke4 2.Kf4 THh2 3.LHe5
THd2 4.Kf5 Kd5+ 5.Kg5+ Kc5#

In both of the jointly justified performances of two related and equally rare fairy pieces (the other is F602), a kind of anti-antibattery (= battery) forms the basis for echo bundles of two different mating positions (with and without a kink). It is almost a miracle that all the solutions are unambiguous and that in the second instance there is a clean fivefold echo (which I like even better than the 2+3 combination). Finding out why a compilation like

this is correct would be material for a doctoral thesis of a passionate geometry student.

2nd Prize

Vlaicu Crisan
F591 Diyan Kostadinov
 C+ (Romania & Bulgaria)



H#1.5 2 Sols (3+6)
 B) wKd1
 KoBul Kings Take&Make
 Pao e6, Vao f4

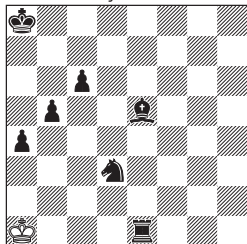
- a) 1...Rxc4 → e5[f5=rS]+ 2.rSe7
 Bxe6c6[e7=rPA]#
 1...Bxc4 → a3[f5=rS] 2.rSd6+
 Rxf4 → e5[d6=rVA]#
 b) 1...Bxc4 → e5[f5=rS] 2.rSg3
 Rxf4 → d2[g3=rVA]#
 1...Rxc4 → a3[f5=rS] 2.rSfe3+
 Bxe6 → e4[e3=rPA]#

The shortest problem (apart from the zero-move construction exercise F600) was my second favorite this time. But that's not so far-fetched, because the fairy elements ensure more than competitive dynamics, as some solver's comments on the difficulty indirectly confirm. An original package is shown with

creations of two ordinary and two fairy batteries by placing the rear piece in the make component of the first move of all four solutions on one of the two targeted squares, with the involved line pieces changing their roles reciprocally twice. In each twin, the front piece locks in the royal Chinese during the ordinary mate, while it takes on guarding tasks after the unplugging of the fairy battery line, again with reciprocal role reversal. So the whole thing can be interpreted as a HOTF from even more than one perspective. As a connecting element, half a Knight's wheel of the King equipped with the corresponding properties is distributed across all phases, with checks before the orthodox battery mates. The four different target squares in B2, including a solitary thematic one, emphasize that the whole thing was not a sure-fire success. Apart from that, only the economy of the mating nets leaves room for improvement.

1st Honorable Mention

F608v Peter Harris
C+ Version by M. Yoshioka



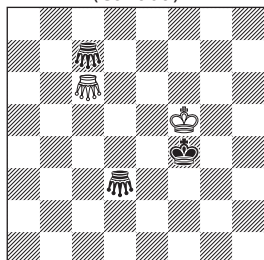
H#2 2sols (1+7)
Transmuted Kings
Supercirce
Lortap

1.Rg1+ Kxg1[+bRa7] 2.Bh2+
Kxa7[+bRg8]#
1.Bh8+ Kxh8[+bBb8] 2.Rh1+
Kxb8[+bBb7]#

The version is much more harmonious than the original setting and shines with a hidden focal point for the transferred Rook. If there was something like that for the Bishop, the great idea might even have been worthy of a prize.

2nd Honorable Mention

F606 Cornel Pacurar
C+ (Canada)



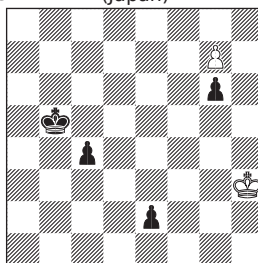
HS#4.5* 3 Solutions (2+3)
AntiKings
1+2 DoubleGrasshoppers

Set: 2.Ke4 DGf3 3.Ke3 DGf2 4.DGe4
Kg4+ 5.Kd4+ DGe3#
1...DGe4 2.DGd5 Kg4 3.DGg3 DGf4
4.DGg5 Kg3+ 5.Kg6+ DGf5#
1...Ke5 2.Ke4 DGd4 3.DGc3 Kd5
4.DGe5 Kc5+ 5.Kf5+ DGe4#
1...DGc3 2.Ke5 Ke4 3.Kd4 Ke3
4.DGe4 Ke2+ 5.Ke5+ DGd4#

In a nontrivial variation of the F602/4 idea, only one type of fairy piece is required for an exact quadruple echo.

3rd Honorable Mention

F595 Ayako Okaya
C+ (Japan)



SS#12 (2+4)
Circe Turncoats
Transmuted Kings

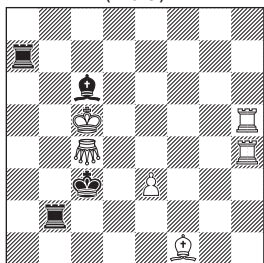
1.g8=Q 2.Qxg6(+wPg7) 3.g8=R
4.Rc8 5.Rxc4(+wPc7) 6.c8=B 7.Bg4
8.Bxe2(+wPe7) 9.e8=S 10.Sf6
11.Sg4 12.Rd4+ Kxe2(+bBf1) #

The solvers preferred the subsequent eight-mover, which also presents an AUW in ideal economy. I see it differently, because the final pair of moves with the guarding of

d7 by the retreating Rook as the icing on the cake has much more esprit than the mundane Queen sacrifice in the rival problem, which is quite common in the orthodox field.

4th Honorable Mention

F588 S. K. Balasubramanian
C+ (India)



H#2 2 Solutions (6+4)
Madrasi Take&Make
Grasshopper c4

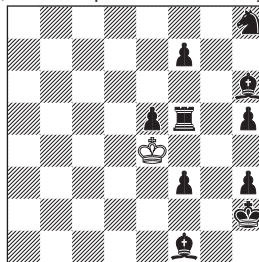
1.Rb4 Bg2 2.Kxc4 → a4 Kxb4 → b2#
1.Bb5 Rh2 2.Kxc4 → a6 Kxb5 → c6#

The expedition into the fairytale forest with eyes wide open in search of original ODT schemes is praiseworthy, but it also has a downside: I can't shake the feeling that the Madrasi condition and especially the stationary Grasshopper are a little short-changed when viewed on their own. This applies even more to this two-mover than to the slightly longer World Cup winner mentioned in the solution commentary. Nevertheless, I do not want to deny this wonderfully

balanced twin its high aesthetic value.

5th Honorable Mention

Ivan Skoba
F617 Arno Tüngler
(Czech Republic & Germany)



PS=30 (1+10)
Vogtlaender Chess

1.Kd5 2.Ke6+ f6 3.Kd5 4.Kd4+
e4 5.Kd5+ Rf4 6.Ke6 7.Kf7+ Sg6
8.Kg7+ Bg5 9.Kh6+ Bh4 10.Kxg6
11.Kf7 12.Ke6 13.Kd5 14.Kc4+ Bg2
15.Kd3+ e3 16.Ke2+ f2 17.Kd3
18.Ke4+ Rf3 19.Ke5+ f5 20.Ke4+
f4 21.Kf5 22.Kg5+ Bg3 23.Kg4+
h4 24.Kf5 25.Ke4 26.Kd3 27.Ke2
28.Kf1+ Bh1 29.Ke2 30.Kf1=

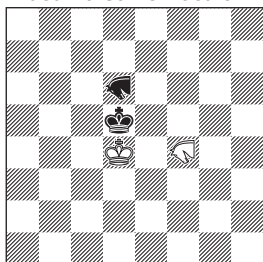
The tricky compression of the black formation by the marching Rex Solus (with a nice double check in the 18th move and a pendulum in the last pair of moves that is as funny as it is instructive) deserves recognition, even with the interrupting capture of a black piece, and even more so as probably the first Vogtlaender problem with this stipulation.

6th Honorable Mention

Eric Huber
(Romania)

F578

C+ ded. to Cornel Pacurar



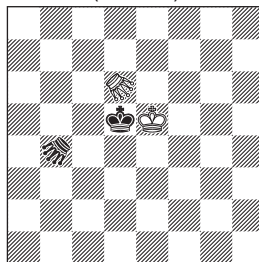
HS#3 3 Solutions (2+2)
AntiKings
1+1 Radial Leapers

1.Kd4 Kd5 2.RLb4 Kd6+ 3.Kc3
RLe3#
1.Kb4 RLc3 2.RLb2 Kd4+ 3.Ka3
RLa5#
1.Kb3 RLd4 2.Kc3 Kc5+ 3.Kd2
RLb2#

The exact triple echo does not come anywhere close to the wow effect of the second prize winner, but it is still very charming. The use of a term like “model mate” does not seem to make sense to me here, however, because with AntiKings (cf. F581 and F602/4/6) the economy of mates does not exist as a concept at all.

7th Honorable Mention

F602 Cornel Pacurar
C+ (Canada)



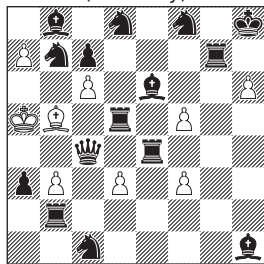
HS#4 5 Solutions (2+2)
AntiKings
LeafHopper d6, TreeHopper b4

1.Kd4 THd2 2.Kc5 THh6 3.Kc6 Ke6+
4.Kb6+ Kf6#
1.Kf4+ Ke4 2.Kf3 THf8 3.LHf4 Kf5+
4.Kf2+ Kf6#
1.LHf4 Ke4 2.Kf5 Kf3+ 3.Kg4 Ke4+
4.Kh4+ Kd4#
1.LHc5 THb6 2.Kd4 THf6 3.Kc4
Kc6+ 4.Kc3+ Kc7#
1.LHe7 Ke6 2.Kd6 THf4 3.Kd7 Kf7+
4.Kc7+ Kg7#

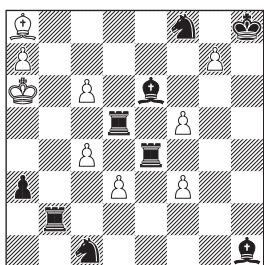
This 2+3 combination of rare mating patterns (cf. F604) deserves a (minor) emphasis, too.

Special Honorable Mention

F590 Arno Tüngler
C+ (Germany)



A (9+15)



B (9+9)

Series-A→B 387

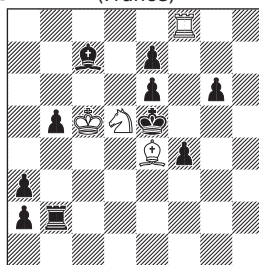
1.Ka6 2.bxc4 13.Bxb7 24.Bb5
26.Ka4 37.Bb3 39.Kc3 40.Bc2
42.Kd1 53.Be2 55.Kf1 66.Bg2
69.Kh3 80.Bg4 82.Kh5 93.Bg6
95.Kf6 96.Bf7 98.Ke8 109.Bd7 110.
Kxd8 111.Ke8 122.Bf7 124.Kf6 125.
Bg6 127.Kh5 138.Bg4 140.Kh3 151.
Bg2 154.Kf1 165.Be2 167.Kd1 178.
Bc2 180.Kc3 181.Bb3 183.Ka4 194.
Bb5 198.Kxb8 202.Ka4 213.Bb3
215.Kc3 216.Bc2 218.Kd1 229.Be2
231.Kf1 242.Bg2 245.Kh3 256.Bg4
258.Kh5 269.Bg6 271.Kf6 272.Bf7
274.Ke8 285.Bd7 287.Kxc7 289.Ke8
300.Bf7 302.Kf6 303.Bg6 305.Kh5
316.Bg4 318.Kh3 329.Bg2 332.Kf1

343.Be2 345.Kd1 356.Bc2 358.Kc3
359.Bb3 361.Ka4 372.Bb5 374.Ka6
386.Ba8 387.hxg7+ a ⇒ b

As already suggested by the author himself, the doom of being outbitten overshadows this enormously long sequence of moves, which after all does not bring much new compared to similar combined K+B marches.

1st Commendation

F592 Pierre Tritten
C+ (France)



H#2 3 Sols (4+10)
Antipodean AntiCirce

1.Rg2 Kxb5[wKb5 → f1]
2.Kxd5[bKd5 → h1] Rh8#
1.Kf6 Rf7 2.Kxf7[bKf7 → b3] Bc2#
1.Bb8 Kb6 2.Kxe4[bKe4 → a8] Sc7#

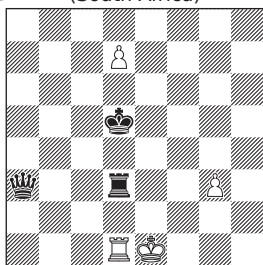
The long transports of the two Kings ensure a lot of dynamism and enable a cyclic Zilahi on a still largely uncultivated terrain (cf. eg. F585). In some cases, the specific effect of not being in check when the repulse field is blocked is used, but unfortunately only once during

checkmate. The capture activity of the wK and the active sacrificial move also remain individual actions. The facts that exactly two of the mates benefit from pins and that the economy of the mating nets plays no role here are further reasons to leave it at commendation level, despite the overall good staging of the relatively rare fairy condition with minimal use of white material.

2nd Commendation

F584 Peter Harris

C+ (South Africa)



H# #2 b) bKd5→g4 (4+3)

Circe Transmuted Kings
AntiCirce Cheylan

a) 1.Qa5+ Kh1 2.Rxg3[+wPg2]
[bRd4 → h8]+ Kh5##

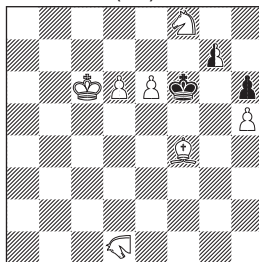
b) 1.Qe7+ Ka5 2.Kh5 Rxd3[+bRa8]
[wRd3 → h1]##

Four different mating lines of the two Rooks at right angles to mutual checks of the Transmuted Kings are a modest but nevertheless refreshing output of the four fairy conditions (if one counts the double mate as such).

3rd Commendation

F615 Chris Feather

C+ (UK)



SH#9* (7+2+1)

MaoRider d1

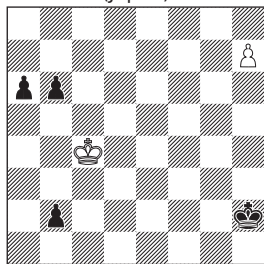
Neutral Pawn g7

Set: 1...g8=nMR#

1.nPg6 2.nPxh5 6.nPh1=nMR
7.nMRf2 8.nMRh3 9.nMRf7 Be5#

The first 5 moves are self-explanatory, then it becomes difficult: all attempts to move a neutral MaoRider from h1 to e7 in 3 moves are in vain, and yet such a fellow is needed for a surprising checkmate, so that the fairy promotion truly takes place on both sides of the board "as usual" (see e.g. **F**). The interim round trip from and to h3 is easy to overlook.

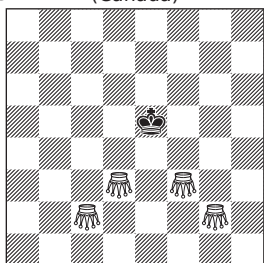
F596 Ayako Okaya
C+ (Japan)



SS=8 (2+4)
Circe Turncoats
Andernach

Even if this seriesmover falls behind the F595 in my opinion, the original way of achieving an AUW without additional material deserves a Commendation.

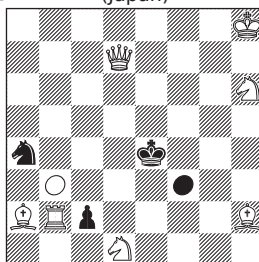
F607 Adrian Storisteanu
C+ (Canada)



H=4.5 2 Solutions (4+1)
Grasshopper 4+0

Even though the Grasshopper is relatively mobile compared to other fairy pieces such as the Kangaroo, corner echoes have often been realized using (exclusively) this classic, see for example the three-man problem **G** (also without **wK**) or the quadruple settings **H - J** , the last two of which were uncovered by the computer program of the proven specialist. Up to now he had placed the exact same material “only” in three corners (see **K**) with the stalemate patterns slightly differing from each other. The present instance therefore deserves praise for the exact echoes and the mutate setting, which always has a special appeal.

F597 Ayako Okaya
C+ (Japan)



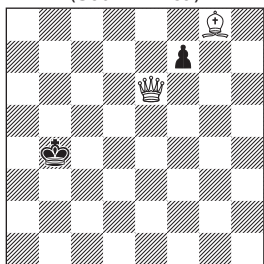
#2 (8+4)
1+1 Orphan

1.Sf5 (2.Sf2#)
 1...cxd1=Q/cxd1=R/cxd1=B/
 cxd1=S/cxd1=O
 2.Qe6/Re2/Qd5/Bb1/Od3#

With the accompanying effect of corrections of the third degree, the endeavor to extend the AUW to a super-AUW by adding an Orphan promotion has definitely been successful. I consider it irrelevant that the fairy pieces do not play a role in all variants, especially since the white Orphan is actually active twice as often as the two major pieces waiting for their bang on a/b2.

7th-12th Commendation *ex aequo* in order of appearance:

F568 Peter Harris
 C+ (South Africa)



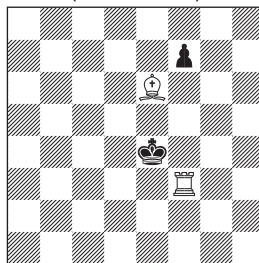
H#3 2 Sols. (2+2)
 SuperCirce SuperAndernach

1.Ka4 Bxf7=bB(bPa3) 2.a2=wP
 Qxf7=bQ(bBb4) 3.Qxa2=wQ(wPa3)
 axb4=bP(bBb5)#
 1.fxe6=wP(wQa1) Bf7=bB
 2.Bxe6=wB(wPa2) Bb3=bB 3.Ka3

axb3=bP(bBb4)#

BxP is played once by white and once by black, and it is astonishing how this eventually grows into a chameleon echo.

F569 Peter Harris
 C+ (South Africa)

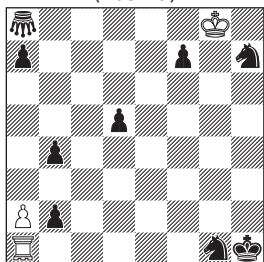


H#4 2 Sols (2+2)
 Circe Einstein
 AntiAndernach

1.f5=wP Rb3=bB 2.Kf4
 Bxb3=R(bBc8) 3.Bxf5=R(wPf2)
 f3=bP 4.Rf6=wB Rxf3=Q(bPf7)#
 1.fxe6=S(wBf1) Rh3=bB 2.Sd4=wP
 Bxh3=R(bBc8) 3.Kxd4(wPd2)
 d3=bP 4.Bd7=wS Rxd3=Q#

When two beautifully analogous model mates emerge from a dynamic that swirls beyond any solver's horizon, one must once again thank Konrad Zuse. It remains unclear which compass led the author there (Jack Sparrow sends his regards!). It's just a shame that in one solution a superfluous bP remains on the board.

F575 Klaus Wenda
C+ (Austria)

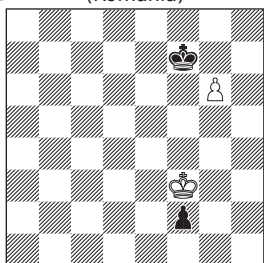


H#6 (3+9)
DoubleGrasshopper a8
Double Rookhopper a1

1.bxa1=DRH a3 2.DRH a2 axb4
3.Sg5 b5 4.S5f3 b6 5.DGg2 bxa7
6.Sh2 a8=DG#

A rare fruit - every single attack within the triple check is required for the mate! I wouldn't have invested another type of fairy piece (+bP) just to add a choice of promotion, because with its profane shortcomings the corresponding try doesn't seem that valuable to me.

F594 Eric Huber
C+ (Romania)

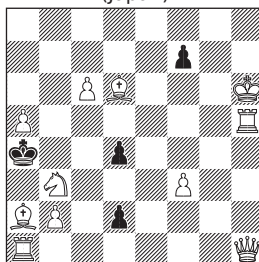


HS=5 b) wKh2 (2+2)
Sentinelles PionAdverse
Maximummer AntiCirce

a) 1.Ke4[+bPf3] Ke6[+wPf7] 2.f8=Q f1=S 3.Qc5 Se3 4.Qh5[+bPc5] Sg2[+wPe3] 5.Qg4[+bPh5]+ hxg4[>g7]=
b) 1.g7 Kg6[+wPf7] 2.Kh3[+bPh2] Kh7[+wPg6] 3.Kg3[+bPh3] f1=Q 4.f8=S+ Qxf8[>Qd8] 5.Kg2[+bPg3] Qd1=

The reciprocal promotion change connecting the anti-identical solutions is exactly that kind of prominent match that is missing from the checkmate problem preceding this one in the originals section.

F599 Ayako Okaya
C+ (Japan)

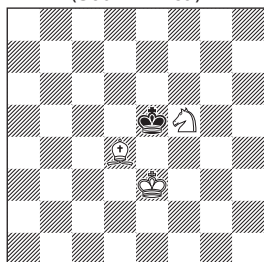


#2 (11+4)
Circe

1.Qc1 (2.Qc4#)
1...dxc1=Q(+wQd1)+
2.Sxc1(+bQd8)#
1...dxc1=R(+wQd1) 2.Bb1#
1...dxc1=B(+wQd1)+ 2.Sd2#
1...dxc1=S(+wQd1)
2.Qxd4(+bPd7)#

The check-provoking sacrifice key offers yet another interesting innovation compared to the numerous genre representations of the black AUW (see **L-P**) besides the one cited in the solution discussion (which is dedicated to Yves Cheylan, by the way), working with similar tricks (and in at least 2 cases with a Queen performing the key from the sidelines, too).

F601 Peter Harris
C+ (South Africa)



H#3 b) wKe3→e7 (3+1)

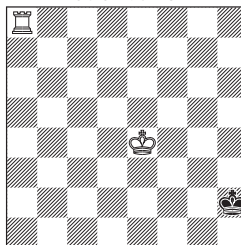
WhiteMaximummer
AntiAndernach
Lortap ChameleonChess

- a) 1.Kf4+ Sh6=bB 2.Bg5=wR+ Bf6=bR+ 3.Rb6=wQ+ Qg6=bS#
b) 1.Kf6+ Bb6=bR 2.Re6=wQ+ Sh4=bB 3.Bg5=wR+ Qg4=bS#

As is to be expected given the myriad of fairy conditions, it is an extraordinary mating pattern, which is presented here as a horizontal mirror echo after various cross check echo turns, from the solver' s point of view quite demanding.

[Appendix]

A Karol Mlynka
C+ Problemas 2021

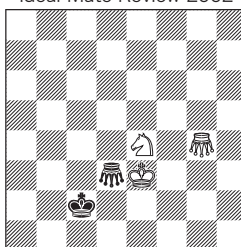


H#2* 2sols (2+1)

b) Kh2→g1

- a) *1.- Kf3 2.Kh3 Rh8#
1.Kg1 Kf3 2.Kf1 Ra1#
1.Kh3 Kf4 2.Kh4 Rh8#
b) *1.- Kf3 2.Kf1 Ra1#
1.Kf1 Ke3 2.Ke1 Ra1#
1.Kh2 Kf3 2.Kh3 Rh8#

B C+ Harald Grubert
Ideal-Mate Review 2002

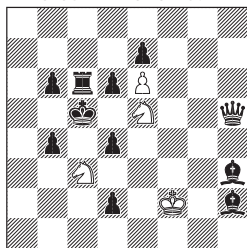


H#3 2sols (3+2)

Grasshopper d3, g4

- 1.Gb1 Sg3 2.Kd1 Kd3 3.Ge1 Se2#
1.Kb1 Kd2 2.Gd1 Gd4 3.Ga1 Sc3#

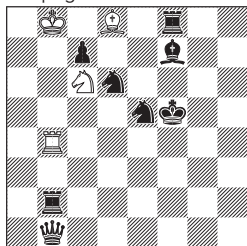
C László Lindner
C+ Boros-MT 1949 1st Pr



H#2 (4+11)
b/c/d) Pc6→d5/c4/b5

- a) 1.Bxe6 Kg2 2.Bc4 Sd7#
- b) 1.Qe8 Kf3 2.Qb5 Se4#
- c) 1.Qe8 Ke2 2.Qc6 Sd3#
- d) 1.Bxe6 Kf1 2.Bd5 Sa4#

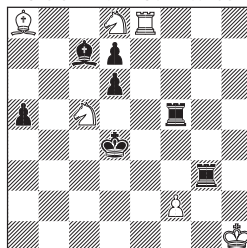
D György Paros
C+ Tipográfia 1972 1st Pr



H#2 2sols (4+8)

- 1.Se8 Bh4 2.Be6 Se7#
- 1.Sb7 Rh4 2.Bg6 Sd4#

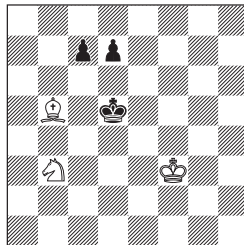
F610v Pierre Tritten
Version Manfred Rittirsch



H#2 2sols (6+7)
Take & Make

- 1.Rxc5(Rb7) fxg3(Pd3) 2.Kd5 Sxb7(Sb3)#
- 1.Bxd8(Be6) fxg3(Pe3)+ 2.Ke5 Sxe6(Sg8)#

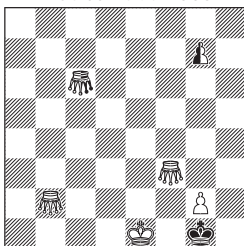
E C+ Michael Schwalbach
Die Schwalbe 1977 1st Comm



h#3* (3+3)

- *1.- Kf4 2.d6 Be8 3.c6 Bf7#
- 1.c5 Sc1 2.Kd4 Kf4 3.d5 Se2#

F Chris Feather
C+ Probleemblad 2005

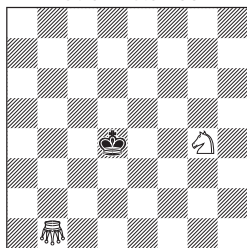


SH#12* (4+1+2)

Circe
Grasshopper b2 f3
Neutral Pg7 Gc6

- *1.- g8=nG#
- 1.g6 2.nGh6 3.nGf6 4.g5 5.nGh4
- 6.g × h4(nGh8) 7.nGh3 8.nGe3
- 11.h1=nG 12.nG × f3(Gf8) Gf2#

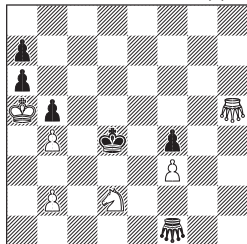
G Gerhard Pfeiffer
C+ Problemkiste 2001



h=4 2sols (2+1)
Grasshopper b1

1.Kc5 Se5 2.Kb6 Gb7 3.Ka7 Sc6+
4.Ka8 Gd5=
1.Ke4 Gf5 2.Kf3 Se5+ 3.Kg2 Gd5
4.Kh1 Sf3=

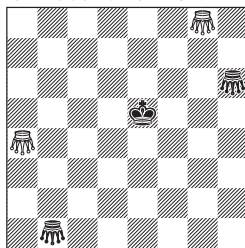
H C+ Flemming Sørensen
Thema Danicum 1979 (v) Pr



h=4 4sols (6+6)
Grasshopper f1 h5

1.Ke3 Sc4+ 2.Kxf3 Se5+ 3.Kg2 Gd5
4.Kh1 Sf3=
1.Ke5 Ge2 2.Kf6 Se4+ 3.Kg7 Ge5
4.Kh8 Sf6=
1.Kd3 Se4 2.Kc2 Ge2 3.Kxb2 Ge5
4.Ka1 Sc3=
1.Kd5 Sc4 2.Kc6 Se5+ 3.Kb7 Gd5
4.Ka8 Sc6=

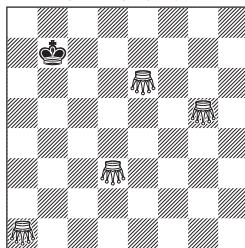
I C+ Václav Kotěšovec
StrateGems 2022 3rd HM



h=9 4sols (2+3)
Grasshopper 2+2

1.Kd5 Gc4 2.Kc5 Gc6 3.Gb6 Gd7
4.Gd4 Gd3 5.Kb6 Gd5 6.Ga7 Ge4
7.Kb7 Gf3 8.Gb8 Gd5 9.Ka8 Gc6=
1.Ke4 Gf4 2.Kf5 Gf6 3.Kg6 Gg5
4.Gh7 Gg7 5.Kf7 Ge5 6.Ge6 Gd4
7.Gg8 Gc3 8.Kg7 Ge5 9.Kh8 Gf6=
1.Kd4 Ge4 2.Kc4 Gb3 3.Kd3 Ge3
4.Gd2 Ge5 5.Kc4 Gb4 6.Kb3 Gb2
7.Ga2 Gf6 8.Kb2 Gd4 9.Ka1 Gc3=
1.Kf4 Gg4 2.Kf5 Ge6 3.Gg6 Gd5
4.Kg4 Gh3 5.Gh2 Gh1 6.Kf3 Ge4+
7.Kg2 Gc6 8.Gg1 Ge4 9.Kh1 Gf3=

K Václav Kotěšovec
C+ Phénix 2016 1st Pr

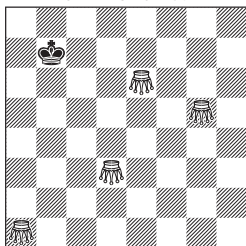


h=7 3sols (4+1)
Grasshopper 4+0

1.Kd5 Gc4 2.Kc5 Gc6 3.Gb6 Gd7
4.Gd4 Gd3 5.Kb6 Gd5 6.Ga7 Ge4

7.Kb7 Gf3 8.Gb8 Gd5 9.Ka8 Gc6=
 1.Ke4 Gf4 2.Kf5 Gf6 3.Kg6 Gg5
 4.Gh7 Gg7 5.Kf7 Ge5 6.Ge6 Gd4
 7.Gg8 Gc3 8.Kg7 Ge5 9.Kh8 Gf6=
 1.Kd4 Ge4 2.Kc4 Gb3 3.Kd3 Ge3
 4.Gd2 Ge5 5.Kc4 Gb4 6.Kb3 Gb2
 7.Ga2 Gf6 8.Kb2 Gd4 9.Ka1 Gc3=
 1.Kf4 Gg4 2.Kf5 Ge6 3.Gg6 Gd5
 4.Kg4 Gh3 5.Gh2 Gh1 6.Kf3 Ge4+
 7.Kg2 Gc6 8.Gg1 Ge4 9.Kh1 Gf3=

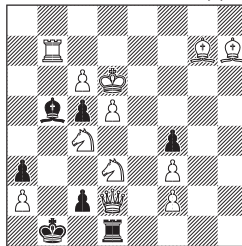
K Václav Kotěšovec
 C+ Phénix 2016 1st Pr



h=7 3sols (4+1)
 Grasshopper 4+0

1.Ka6 Ga7 2.Kb5 Ga5 3.Kc6 Gb6
 4.Kd6 Gd7 5.Kc6 Ge7 6.Kb7 Gac7+
 7.Ka8 Gb7=
 1.Kb6 Ga6 2.Kc5 Gb5 3.Kb4 Ge2
 4.Ka3 Ga4+ 5.Kb3 Gc2 6.Ka2 Gb2+
 7.Ka1 Ge2=
 1.Kc6 Gb6 2.Kd6 Ge6 3.Ke7 Ge8
 4.Kf6 Gg7 5.Kg6 Gh5 6.Kh7 Gf5
 7.Kh8 Gg6=

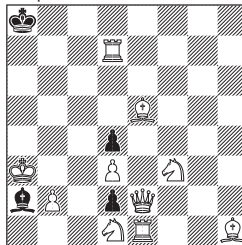
L Horst Bäcker
 C+ Schach-Echo 1976 (v)



#2 (12+7)
 Circe

1.Kxc5(Pc7)! zz
 1...c1=Q/c1=S/c1=R/c1=B/R~
 2.Sxc1(Qd8)/Sxa3(Pa7)/Rxb5(Bc8)/
 Se1/Qxc2(Pc7)#

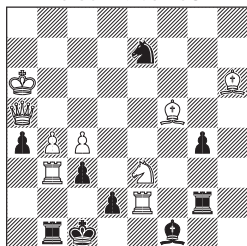
M C+ Norman A. Macleod
 Europe Echecs 1977 2nd HM



#2 (10+4)
 Circe

1.Kb4! zz
 1...dxe1=Q(Ra1)+/dxe1=B(Ra1)+/
 dxe1=S(Ra1)/dxe1=R(Ra1)
 2.Sxe1/Sd2/Qe4/Sg1#
 1... B~ 2.Ra7#
 (1... Bb1 2.Ra7,Qe4,Sf~ #)

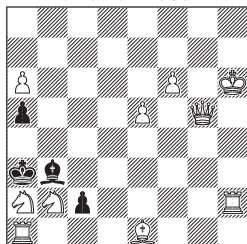
N Hubert Gockel
C+ Die Schwalbe 1981



#2 (9+9)
Circe

1.Qd5! (2.Qxd2(d7)#)
1... d1=Q/d1=R/d1=B/d1=S
2.Sxd1(Qd8)/Rxc3(Pc7)/Sc2/
Qxd1(Sg8)#

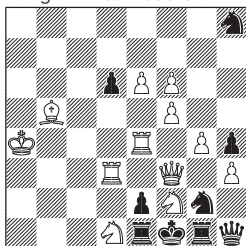
O Michel Caillaud
C+ Thèmes-64 1983 Pr



#2 (10+4)
Circe

1.Qe3! zz
1... c1=Q/c1=R/c1=B/c1=S/a4/
Kxb2(Sg1)
2.Sxc1(Qd8)/Qxb3(Bc8)/Sb4/Qc5/
Sc4/Qc1#

P C+ Michel Caillaud
diagrammes 2003 3rd Pr



#2 (12+9)
Circe

*1.- exd1=Q(Sb1)+ **a**
2.Rxd1(Qd8)# **A**
1.-exd1=B(Sb1)+ **b**
2.Sxd1(Bc8)# **B**
1.e7! (2.Sxh1(Qd8)#)
1... exd1=Q(Sb1)+ **a**
2.Sxd1(Qd8)# **B**
1...exd1=B(Sb1)+ **b**
2.Rxd1(Bc8)# **A**
1. ... exd1=S(Sb1)/exd1=R(Sb1)
2.Sd2/Sxh1(Qd8)#
1. ... Qxh3(h2)/Qh2/Se3/Rxd1(Sb1)
2.Sxh3(Qd8)/Sh1/Sxe3(Sb8)/Qxe2#

Buch am Erlbach, 19.02.2025
Manfred Rittirsch

Editorial

As announced in the previous issue, we have returned to the traditional format of soliciting solutions from readers starting with this 109th issue. Consequently, this issue consists only of originals. Please submit your solutions and comments via the Google Forms linked on the *Problem Paradise* homepage and in each section of this issue. Submissions can be edited even after being sent, so please refer to the instructions provided in each Google Form for details. The deadline for submitting solutions is **June 30**. The results will be published in Issue 111, two issues from now.

In this issue, we feature two informal tourney awards. For the Endgame 2024 section, due to the sudden passing of the originally appointed judge, Mario G. Garcia, our regular contributor Martin Minski kindly stepped in as a substitute judge and promptly provided his evaluations. We greatly appreciate his swift and skillful work. Another highlight is the in-depth award of Fairies 2013 by Manfred Rittirsch. Despite battling illness, he diligently completed the judging process, demonstrating remarkable

dedication. We are deeply grateful for his commitment.

Additionally, as you may have noticed, we have decided to relaunch this magazine as a bilingual publication starting with this issue. We take pride in being the first chess problem magazine to make this bold move. Through this initiative, we hope to reach a wider audience both domestically and internationally. In particular, this may be the first time that Fairy Shogi Problems are introduced in English. We look forward to engaging the interest of enthusiasts from around the world.

Along with solutions, comments, and originals, we welcome feedback on the magazine. Please send your general comments to the editor-in-chief, Tadashi Wakashima (wakashimatadashi[at] gmail.com).