

PROBLEM PARADISE

Issue 110

vol. 28

April-June 2025

Online Journal of Japanese Chess Problem Society

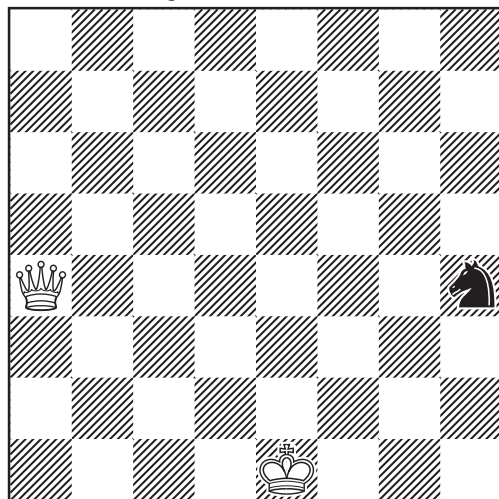
<https://problem-paradise.com/>

General Editor: Tadashi Wakashima
([wakashimatadashi\[at\]gmail.com](mailto:wakashimatadashi[at]gmail.com))

Thomas Maeder

F1632 C+ (Switzerland)

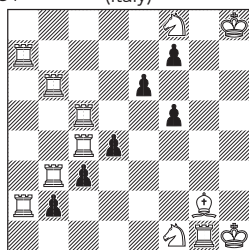
In memory of René J. Millour



H#3.5 2 Sols (2+1)

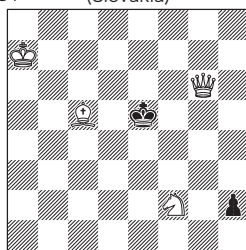
3 Total Invisibles

D765 Daniele Guglielmo Gatti
C+ (Italy)



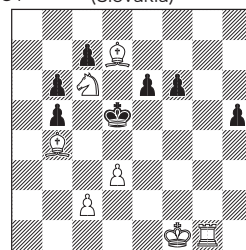
#2vvvvv (12+6)

D766 Zoltan Labai
C+ (Slovakia)



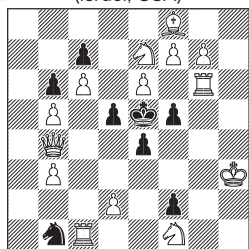
#3 (4+2)

D767 Zoltan Labai
C+ (Slovakia)



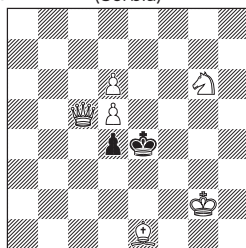
#3 (7+7)

D768 Leonid Makaronez
Rauf Aliovsadzade
C+ (Israel, USA)



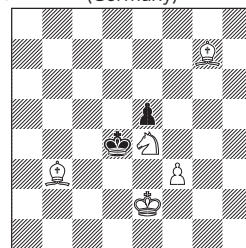
#3 (14+8)

D769 Petrasin Petrasinovic
C+ (Serbia)



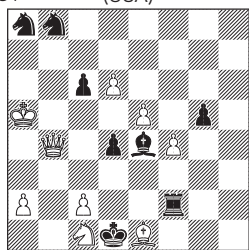
#4 (6+2)

D770 Thomas Woschnik
C+ (Germany)



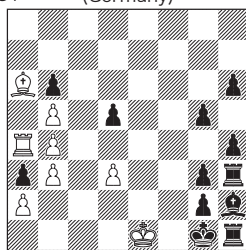
#7 (5+2)

D771 Yuri Arefiev
C+ (USA)



#11 (9+8)

D772 Udo Marks
C+ (Germany)



#20
Black begins (8+12)

Directmates

Directmate Editor

Tadashi Wakashima (Japan)

Judge 2024-2025

Paz Einat (Israel)

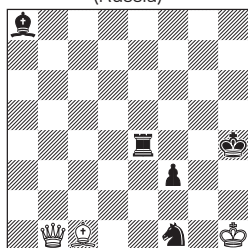
8 problems this time -- that's all I have at this moment. Composers, please send your originals at once!

Black begins in **D772** -- but don't be afraid. It is not so difficult as it seems.

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

<https://forms.gle/Cc5J6THbZxfq3ADx7>

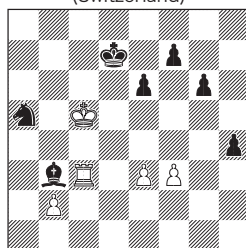
E276 Pavel Arestov
(Russia)



Draw

(3+5)

E277 Beat Neuenschwander
(Switzerland)



Draw

(5+7)

Endgame Studies

Endgame Editor

Ryo Shiomi (Japan)

Judge 2025

Arpad Rusz (Romania)

Sorry for the late notice, but Mr.Arpad Rusz from Romania has accepted the Judge for the year 2025!

Here are two studies in this issue. We will give you partial points even if you cannot solve the whole problems. Give it a try!

Correction.

Due to a misunderstanding, we found that E242(Osintsev), which appeared in issue 105, had already been published in another journal.

This study was selected as the 3rd honorable mention of the 2024 award, so we have deleted this and

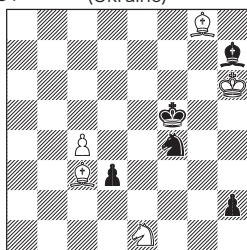
moved E274 (Krug) up to the 3rd honorable mention.

We apologize for the lack of confirmation.

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

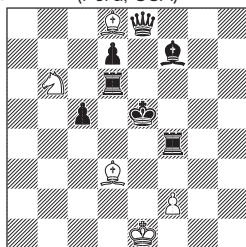
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H1525 Mykola Vasyuchko
C+ (Ukraine)



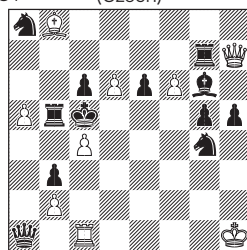
H#2 (5+5)
b)-Sf4 c)-Se1

Antonio Tarnawiecki
H1526 Steven Dowd
C+ (Peru, USA)



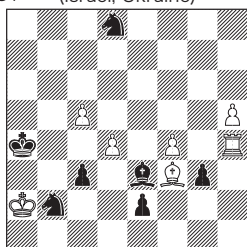
H#2 2sols (5+7)

H1527 Michal Dragoun
C+ (Czech)



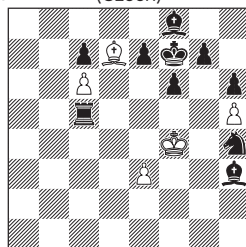
H#2 4sols (9+12)

Leonid Lyubashevsky
Sergey I.Tkachenko
H1528 Andrey Frolkin
C+ (Israel, Ukraine)



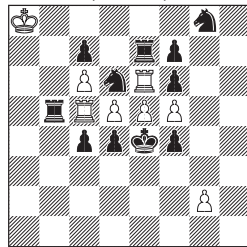
H#3 (7+7)
b)Ka2→a6

H1529 Miroslav Svitek
C+ (Czech)



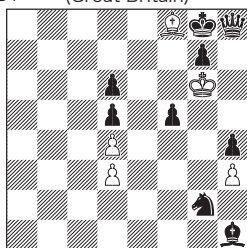
H#3 2sols (5+10)

H1530 Evgeny Gavryliv
C+ (Ukraine)



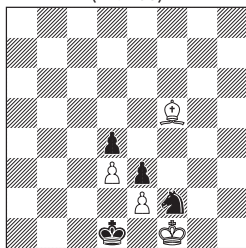
H#3 2sols (8+11)

H1531 Christopher J.A. Jones
C+ (Great Britain)



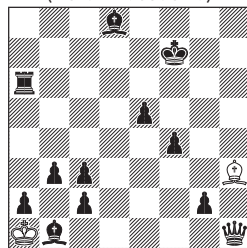
H#4.5 (5+9)
b)wBf8→b & bSg2→w

H1532 Sebastien Luce
C+ (France)



H#6 2sols (4+4)

H1533 Zlatko Mihajloski
C+ (North Macedonia)



H#6.5 (2+12)

Helpmates

Helpmate Editor

Toshimasa Fujiwara (Japan)

Judge 2025

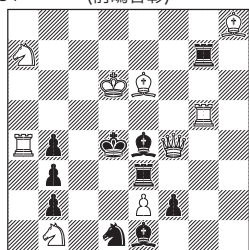
To be announced

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

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

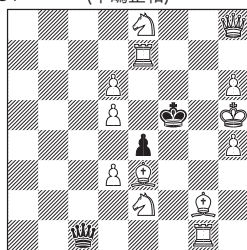
[https://forms.gle/
rzKJFJ8hSamjRDv79](https://forms.gle/rzKJFJ8hSamjRDv79)

S336 Hiroaki Maeshima
C+ (前嶋啓彰)



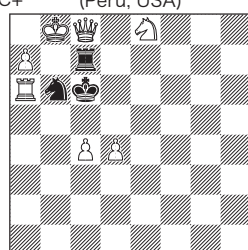
S#2 (9+10)

S337 Masakazu Nakajima
C+ (中嶋正和)



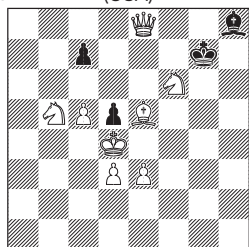
S#6 (13+3)

S338 Antonio Tarnawiecki
C+ Steven Dowd
(Peru, USA)



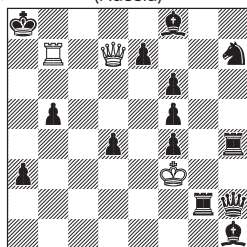
S#9 (7+3)

S339 Steven Dowd
C+ (USA)



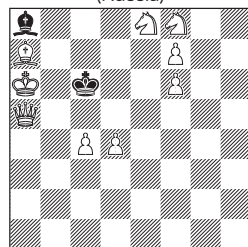
S#9 (8+4)

S340 Yuri Arefiev
C+ (Russia)



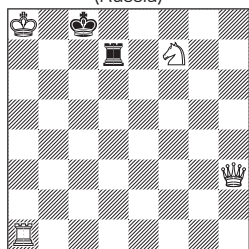
S#10 (3+14)

S341 Anatoly Stepochnik
(Russia)



S#12 (9+2)

S342 Aleksandr Pankratiev
(Russia)



S#18 (4+2)

Selfmates

Selfmate Editor

Hiroaki Maeshima (Japan)

Judge 2024-2026

Sven Trommler (Germany)

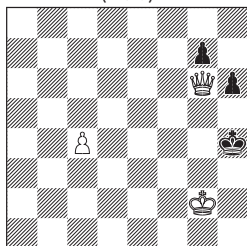
☆ We present seven originals in this issue. S336 is a primer for solving selfmates; Check out Black's defences! S337 is a tsumeshogi-like problem featuring consecutive checks. In S338, the mating position is easy to see; the challenge is how to reach it. S339 is a Fata Morgana-type problem: a mate-in-one if Black is to move. Make use of White's Pawn on a7!

☆ In S340, the B-R battery plays the main role. S341 is another Fata Morgana problem. Black King is in a cage. S342 is also a long selfmate, but White's king is already in a position where it can be easily mated. Try to induce the Black rook's moves!

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

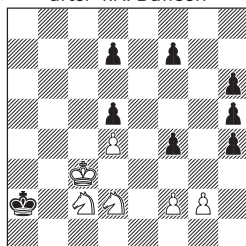
<https://forms.gle/LuPr6hd65SYZvCfR7>

F1629 Narayan Shankar Ram
C+ (India)



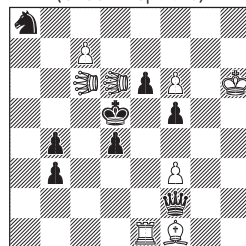
DS#9 (3+3)

F1630 Udo Marks
C+ (Germany)
after T.R. Dawson



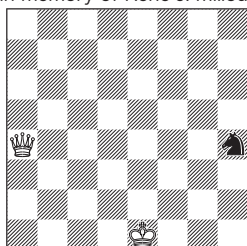
=12 (6+8)

F1631 Michal Dragoun
C+ (Czech Republic)



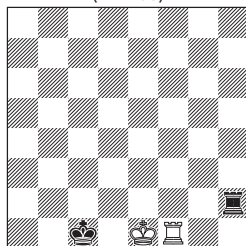
H#2 4 Sols (8+8)
Lion c6 d6

F1632 C+ Thomas Maeder
(Switzerland)
In memory of René J. Millour



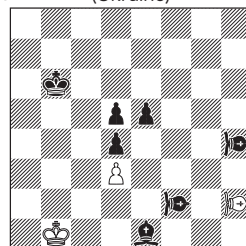
H#3.5 2 Sols (2+1)
3 Total Invisibles

F1633 Sébastien Luce
C+ (France)



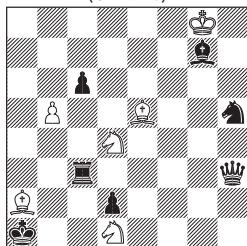
H#3.5 2 Sols (2+2)
Einstein

F1634 Mykola Vasyuchko
C+ (Ukraine)
Mykhailo Galma



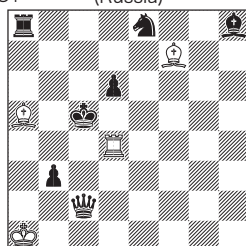
H#5.5 (3+7)
Vao h2 f2 h4

F1635 Mykola Vasyuchko
C+ (Ukraine)



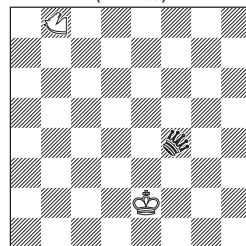
HS#3.5 2 Sols (6+7)

F1636 Georgy Evseev, Valery Gurov
C+ (Russia)
Dmitry Turevsky



HS#4 (4+7)
b) bSe8→b8

F1637 Sébastien Luce
C+ (France)



HS#6 2 Sols (2+1)
Circe
Zebra b8
Attractor Queen f4

10

Fairies

Fairy Editor

Vlaicu Crisan (Romania)

Judge 2025

To be appointed

As decided in the previous issue, we will present 18 originals. Composers, please don't forget that the primary aim of our art should always be to please and surprise the solvers! That's why I gave priority to the originals which are, in my opinion, appealing for solvers.

Antagonistic play. The esteemed WCCI 2022-2024 director submitted **F1629** which features the direct-self play, in which White plays and is forced to give mate to Black. In **F1630**, Black must carefully play not to prematurely exhaust the tempo moves.

Help play. Michal is back in style – I am sure you will enjoy finding all four solutions in **F1631**. The Wenigsteiner **F1632** which is extremely hard to solve. That's why I will give a small hint to the courageous solvers: the black King will get mated on d3 and a1. Thomas worked very hard to improve and correct the implementation of Total Invisibles in Popeye – there were no

less than 12 iterations by the end of 2024. Although Thomas wasn't able to save René's composition (<https://juliasfairies.com/problems/no-1572/>), **F1632** displays the nicest setting matching the author's intention. The next problem is also a Wenigsteiner: both Sébastien's solutions from **F1633** end in ideal mates. Our last helpmate **F1634** by the Ukraine duo shows some interesting features in its single line play.

HelpSelf play. Cross-checks lovers will instantly enjoy Mykola's **F1635**. The Russian trio focuses on pin lines strategy in **F1636**. Sébastien's Wenigsteiner **F1637** features an Attractor Queen: Queen which can only play in the direction of a piece. Please bear in mind that the Attractor Queen is considered a fairy piece and will reborn on the 1st rank when captured.

Help Stalemates. In **F1638** we encounter Plus: A piece located on one of the squares d4, d5, e4, e5 also can capture from any of these squares if it is empty. In the twin, after the rotation with 270 degree, the black King will be on e6 and the white Locust on d4. The lone white King has to capture some pieces in both **F1639** and **F1640**. Can you find the point of the long solution?

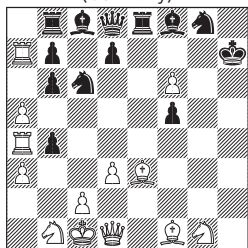
1.nQf4 TIXc2 2.Kd3 0-0-0[c2=wR]#

<https://forms.gle/r6jwvA5ALCBkxG6n6>

Correction. Popeye 4.91 release displays the cook 1.nQf3 0-0 2.[+wTib1] cxb1=nQ/nR Rc1# in our joint F988, which we correct in

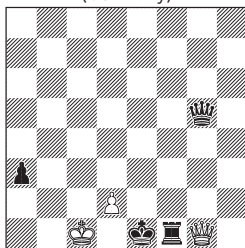
12

R392 Silvio Baier
C+ (Germany)



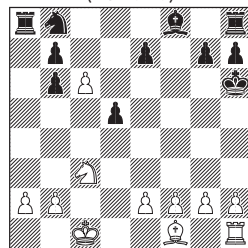
Proof Game 27.5 (13+13)

R393 Andreas Thoma
(Germany)



-2 & S#1 (3+4)
Proca Retractor
AntiCirce Cheylan

R394 Paul Răican
(Romania)



PSH-dia 19 (11+11)
Take & Make

Retros

Retro Editor

Naoki Matsuzaki (Japan)

Judge 2025-2026

Jorge Lois (Argentina)

☆ This issue features three original problems: an orthodox PG, a fairy PG, and a Retractor.

R392: Which of the Ps promoted, where and into what? One wP must have been captured without moving — which one was it? And how did the bR reach e8?

R393: Uncapture with the wP so that black pieces control the squares around the wK.

R394: PSH-dia (also written phser-dia) stands for parry series help diagram. Starting from the initial position, White plays a series of

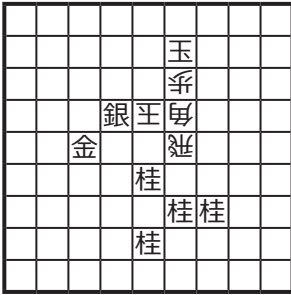
moves to reach the diagrammed position in the specified number of moves. White is allowed to give checks, in which case Black replies with a single move immediately afterwards. In this problem, multiple checks are required in order to enable the Black pieces to move. Note that under the Take & Make condition, promotion by capture occurs only when a pawn reaches the promotion rank as a result of a Take & Make move.

Your solutions and feedback are most welcome.

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

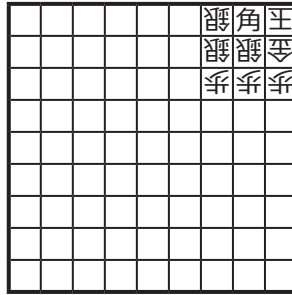
<https://forms.gle/MxGZRuQade6icz5W7>

U372 SHIMADA Haru



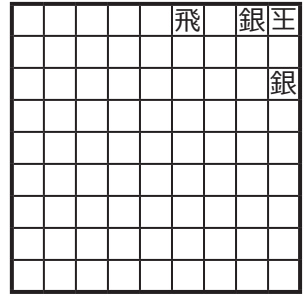
▲なし
H#3 3sols

U373 DEGUCHI Nobuo



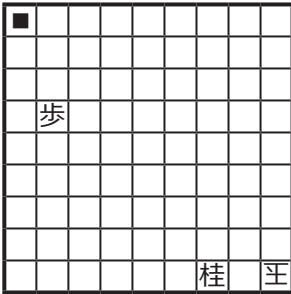
▲金
H#19

U374 KOMAI Mei



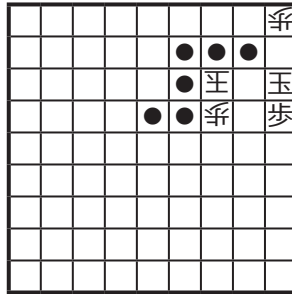
▲なし
T# 1 Take&Make
b) 13S → 23

U375 HARA Atsuo



▲金 △桂
T#10
Gote Moves First
■ =Imitator

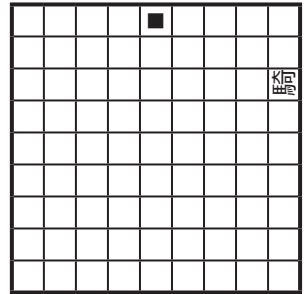
U376 HARA Atsuo



▲歩 △なし
H#13
Checkless
● =Boulder

U377 Sengyotei

"Return of the Imitator"



▲金
HS#7
Gote Moves First
n 騎 =Neutral Royal Chess
Knight
■ =Imitator

U378 HASHIMOTO Satoshi

皇	桂	銀	金		金	桂	皇
				飛		馬	
歩	歩	歩	歩	歩	歩	歩	歩
			歩				
香	歩						
	王	歩	歩	歩	歩	歩	歩
飛		馬					
	桂	銀	金	玉	金	銀	桂

▲なし △歩

PG 21

U379 UEDA Yoshikazu

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

▲なし

HS=76

Shogi

Editor

IZUMI Masataka (泉正隆)

Judge 2024-2026

TACHIOKA Hajime (太刀岡甫)

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

★ U372 is a helpmate which has three solutions. Please try to find all of them if possible. Since it does not include any fairy conditions or fairy pieces, it should be approachable.

★ U373 is a helpmate with an eye-catching initial position: the pieces are densely packed within a 3×3 space in the upper right corner. In contrast, U366 from the previous

issue featured a 3×3 configuration in the lower right corner. This problem also does not include any fairy elements, making it easy to get started.

★ U374 is a twin problem. Please solve the problem in two variations: a) using the initial setup as given, and b) using a modified position in which the Silver on 13 is moved to 23. This problem features the fairy condition Take&Make. Under this rule, when a piece captures, it must immediately make a non-capturing move in the manner of the captured piece, completing both actions as a single move. At the end of this section, you will find some example problems of Take&Make.

★ U375 is a tsume shogi that uses

the Imitator and begins with a move by Gote. Due to the effect of the Imitator, Gote cannot move the king on the first move, so Gote drops a Knight instead.

★ U376 is a helpmate with the fairy condition Checkless. Neither Sente nor Gote may give check except for the final move. Since Gote has no pieces in hand, the number of legal moves is very limited.

★ U377 is a helpselfmate that uses a Neutral Royal Chess Knight and the Imitator. Gote moves first, and the final move by Gote mates the Neutral Royal Chess Knight. Since no Gote piece can appear on the board as a result of getting out of check, the first move must be a drop. Also, the title of the problem is "Return of the Imitator," which is likely to serve as a hint for solving it.

★ U378 is a proof game of Shogi. Hashimoto-san makes his first appearance since Issue 100 (U322). Your task is to find a sequence of 21 moves from a shogi starting position that leads to the specified position. Note that the 21 moves are counted in the traditional shogi (or tsume shogi) manner, meaning that Sente plays 11 moves and Gote plays 10.

★ U379 is a helpselfstalemate. All pieces (Gote's King and 38 Sente pieces) are already placed on the board. From this position, find a sequence of moves that reaches a

position where Sente has no legal moves, in the shortest possible number of moves (76 moves).

★ 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.

★ 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.

Checkless: Neither side may give check unless the check is also mate.

Take&Make: After a capture, the capturing unit must immediately make a further non-capturing step in the manner of the captured unit, completing both actions as a single move. Captures are not allowed if no further step is possible. The definitions of check and mate follow the standard rules.

[Notes]

- If the definitions of check or mate are altered, the condition is referred to as K-Take&Make.
- A capture and a further step are considered a single move.
- The destination square is chosen after the capture.
- Promotion is allowed if any of the current square, the capture square, or the destination square lies within the promotion zone from the moving side's perspective.

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

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.

Boulder (●): A piece that represents an area where no piece can arrive or pass through. It can be jumped over. It does not act 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.

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

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

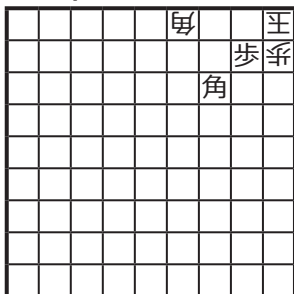
Twins: A problem with more than one setting, each differing from the others in only a very small respect.

Proof Game: A type of problem that

asks for a sequence of moves, from a shogi starting position, to reach a given position in a specified number of moves.

Examples of Take&Make

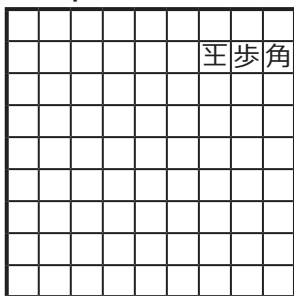
Example 1 IZUMI Masataka



▲桂

H#3 Take&Make

Example 2 IZUMI Masataka



▲飛桂

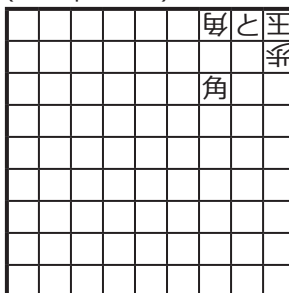
H#3 Take&Make

Solutions to Examples

Example 1

1. N*23, 2. Bx23 → 31, 3. P-21+.

(Final position)

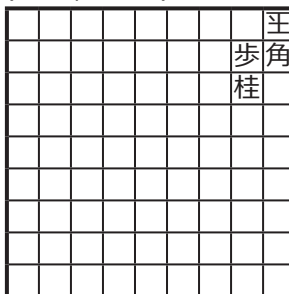


First, a Knight is dropped on 23. It is captured by a Bishop, which then makes an additional step to 31 in the manner of Sente's Knight. Promoting the Pawn then mates. In the final position, for the King to capture the promoted Pawn on 21, it must be able to make a further step in the manner of a Sente's promoted Pawn. However, the square 31 is occupied, and 11 and 22 are controlled by Sente's Bishop, so no further move is possible. Note that 1.P-21+ is not mate, as Gote can respond with 2.Kx21 → 31.

Example 2

1. R*31, 2. Kx31 → 11, 3. N*23.

(Final position)



The Rook is sacrificed, bringing the King to 11. Then, a Knight is dropped on 23, resulting in mate. In the final position, if the King captures the Pawn on 22, it must move to 21, but that square is covered by the Bishop on 12. The King also cannot capture the Bishop. If it does, it would need to make a non-capturing move from 12 along a Bishop's path, but it cannot go to 21 because it is controlled by the Pawn, and it cannot go toward 23 because the Knight blocks that direction.

Editorial

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 **September 30**. The results will be published in Issue 112, two issues from now.

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).