PROBLEM PARADISE

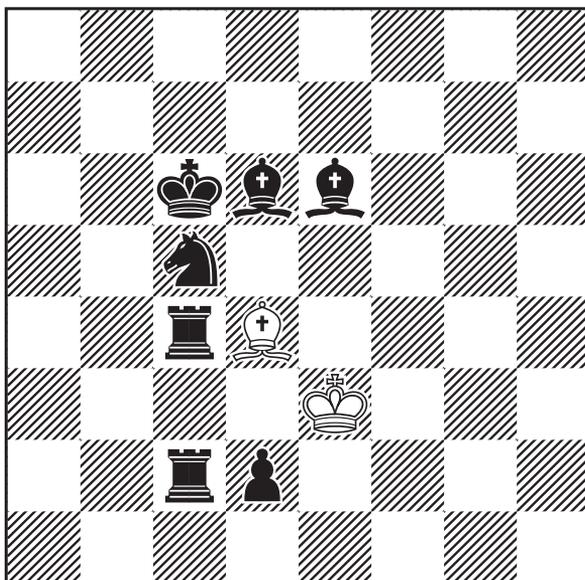## H1557

C+

Minhyuk Kim
(South Korea)

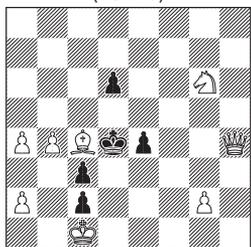

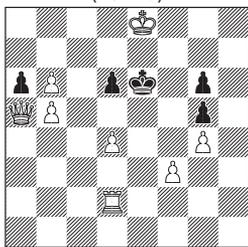H#5   (2+7)

D787   Jan Lipka
C+   (Poland)

#2   (8+5)
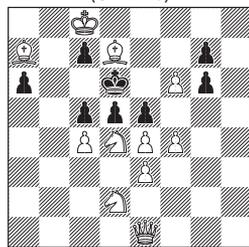
D788   Jan Lipka
C+   (Poland)

#2   (8+5)

D789   Mykola Cherniavskyi
C+   (Ukraine)

#2   (11+8)

D790   Rainer Paslack
C+   (Germany)
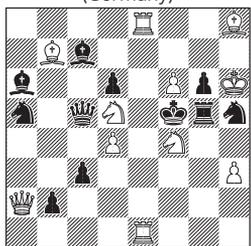
#2vvv   (11+11)

D791   Josef Burda
C+   (Czech Republic)
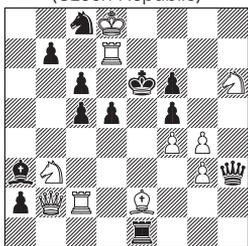
#2   (10+12)

Leonid Lyubashevsky
D792   Leonid Makaronez
C+   (Israel)

#3   (5+7)

Leonid Lyubashevsky
D793   Leonid Makaronez
C+   (Israel)

#3   (9+6)

D794   Antonio Tarnawiecki
C+   (Peru)

#3   (12+11)

D795   Udo Marks
C+   (Germany)

#13   (3+4)

Directmates

Directmate Editor
Masakazu Nakajima (Japan)
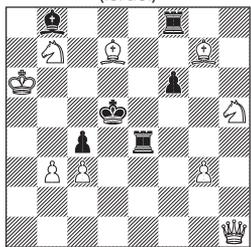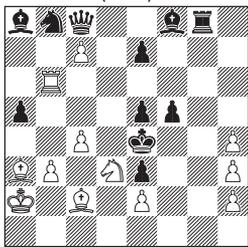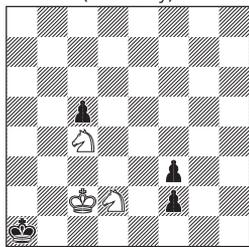**Judge 2026-2027**
To be announced

I'm Masakazu Nakajima, the new editor in charge of Directmate section, effective from this issue. I look forward to getting to know you.

This issue features five problems in #2, three in #3, and one in #13.

In **D787**, Black's first move is restricted, but the key point is how white achieves checkmate with their second move. In **D788**, the key point is how to utilise white queen. In **D789**, pay attention to the movement of Black's seven pawns.

There are three possible tries in **D790**. Pay attention to Black's defence strategy. In **D791** the key point is white bishop. **D792** requires the skilful use of both white bishops. **D793** demands attention to black bishop's defence. **D794** highlights battery formed by white knight and bishop. **D795** involves capturing black king with white king and two knights, while keeping an eye on black pawns.

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

Issue 111
（Tadashi Wakashima）

There were only three solvers this time. We look forward to receiving more entries! Solutions for the #2 (two-movers) only are also very welcome!

D773　　　Gérard Doukhan
C+　　　　(France)
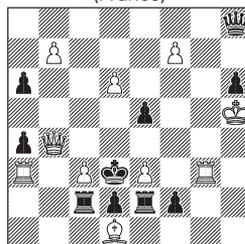
#2vvv　　　　　　　(10+10)

Set: 1...Rxc3 2.Rxc3#
Tries: 1.Rxa4? [2.Qc4#**A**] threat to the square c4
1...Rxc3 2.Qe4# **B** changed
but 1...Qc8!
1.Rg4? [2.Qe4# **B**] threat to the square e4
1...Rxe3 2.Qc4# **A**
but 1...Qh7!
1.Qc5? [2.Qd5#] but 1···e4!
Play: 1.Qa5! [2.Qd5#] give the 2 squares c4 & e4
1...Kc4 2.Bxe2#
1...Ke4 2.Bxc2#
1...e4 2.Qxa6#

Composer: Combination where are intricated.

· White corrections between the try 1.Qc5? & 1.Qa5!

· Sushkov and Pseudo Le Grand: 1.Rxa4? & 1.Rg4?

· 8th TT FRME theme: White in 2 tries threaten on 2 different squares. White give these squares after the key of the Real Play.

☆ "Pseudo Le Grand" refers to a pattern where threats from two different tries reappear in different variations, as seen in A and B above. If they reappear in the same variation, it is called a "Le Grand."

Takuji Sugawa: It is a wonderful flow: starting with tries that aim for c4 and e4, then ending with the key 1.Qa5, which actually allows the Black King to escape to those very squares.

Hironori Oikawa: subtle, remote Queen move.

☆ An impeccable problem with good combination of themes as well as a fine key.

D774 Leonid Lyubashevsky
Leonid Makaronez
C+ (Israel)
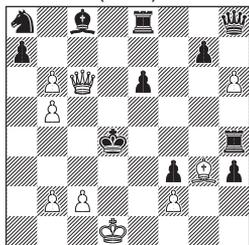
#3 (9+11)

1.Bd6! threat: 2.Qc5+ Ke4 3.Qe5#
1...g5/gxh6 2.Kd2! threat: 3.c3#
1...g6 2.Qxf3! threat: 3.Qd3#
1...e5 2.Bb4! threat: 3.Bc3#
1...axb6 2.b3! threat: 3.Qc4#
1...Rh5 2.Qc3+ Ke4/Kd5 3.Qd3#

Takuji Sugawa: The response 2.Qxf3 after 1...g6 was hard to find.

☆ The variations are rich with six different lines, including the threat. It's a pity that no clear theme is visible.

D775 Antonio Tarnawiecki
C+ (Peru)
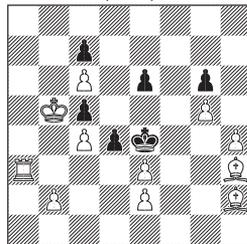
#4 (11+6)

1.Rd3!zz
1...dxe3 2.Rd8 e5 3.Bd7 Kd4 4.Bf5#
1...e5 2.Bc8 dxe3 3.Rd7 Kf5 4.Rd4#

Takuji Sugawa:Two beautiful solutions. It reminds me of the 'Brutus' maneuver in Tsume-Shogi.

☆ The Indian theme is the equivalent of the Brutus maneuver. It's a clean execution involving jumping over the critical point d7 with 2.Rd8 and 2.Bc8.

4

D776 Leonid Lyubashevsky
C+   (Israel)

#4   (11+12)

D777   Mirko Degenkolbe
C+   (Germany)

#10   (3+3)
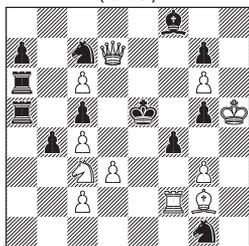
1.Bh3! threat: 2.d4+ cxd4 3.Qxc7+
Bd6 4.Qxg7#
   3...Kf6 4.Se4#
1...Rxc6 2.Qf5+ Kd6 3.Se4+ Ke7
4.Qd7#
   2...Kd4 3.Qe4+ Kxc3 4.Qe5#
1...bxc3 2.gxf4+ gxf4 3.Qxc7+ Kd4
4.Qxf4#
   3... Kf6 4.Rxf4# 3...Bd6 4.Qxg7#

Composer: Remote selfblock.
Takuji Sugawa: As I am still quite
inexperienced, I couldn't fully grasp
the concept of selfblocking.
☆ A 'selfblock' occurs when Black's
own piece blocks an escape
square for the Black King. In a #2,
these squares are the 8 squares
immediately surrounding the
King. In a #3 or longer, the range
expands, and selfblocks can occur
further away. In this work, c6 and
c3 are those squares, which the
composer calls a 'remote selfblock'.
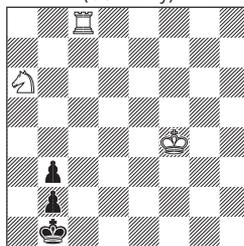
Foreplan: 1.Sc5? but 1...K~!
Solution: 1.Sb4! (Zugzwang) Ka1
2.Ra8+ Kb1 3.Ke3 Kc1 4.Rc8+
Kb1 5.Kd2 Ka1 6.Ra8+ Kb1 7.Sa6!
[Rückkehr] Ka1
Der weiße König hat endlich sein
Zielfeld betreten und somit ist der
Hauptplan durchführbar.
8.Sc5+! Kb1 9.Sa4 Ka1 10.Sc3#
Damit der Hauptplan durchgeführt
werden kann, muss der weiße König
a tempo herangeführt werden.

Takuji Sugawa:An enjoyable
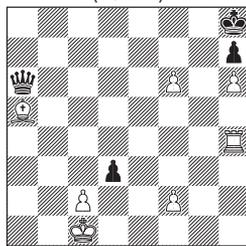maneuver. The Knight retreating to
a6 in the end is impressive.
☆ Since the foreplan 1.Sc5? is
eventually realized as 8.Sc5+! in the
actual solution, it resembles a logical
problem. However, as the Rook's
position has changed by then, I have
some doubts as to whether it truly
qualifies as one.

E283 Beat Neuenschwander
(Switzerland)
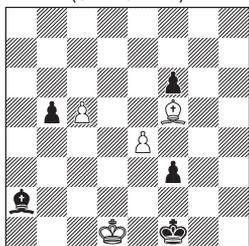
Draw   (4+5)

E284   Andrzej Jasik
(Poland)

Win   (7+4)

E285   Michal Hlinka
L'ubos Kekely
(Slovakia)
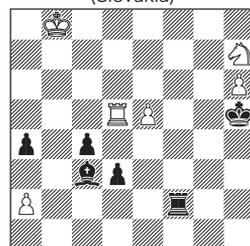
Draw   (6+6)

wp73DTii6b4EAdNR7

Endgame Studies

Endgame Editor
   Ryo Shiomi (Japan)
Judge 2026
   Arpad Rusz(Romania)

GM Jan Timman passed away on February 18 at the age of 74. He was a world-renowned player and also one of the foremost endgame composers, who contributed to our magazine. We pray for his eternal rest.

We feature three endgames this issue. We would be delighted to receive your solutions and brief comments, whether for all problems or just partial solutions.

Send your originals, solutions or comments by using the following Google Form:
   h t t p s : / / f o r m s . g l e /

Issue 111

E278   Michael Pasman
(Isreal)
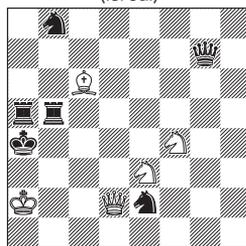
Win   (5+6)

1.Sfd5! (1 point)
1...Sc3+! (2 points)
2.Sxc3+ Kb4+ 3.Sa4+! Kxa4 4.Sd5! (3 points)
4...Qa1+! 5.Kxa1 Kb3+ 6.Kb1 Sxc6 7.Qc3+ Ka4+ 8.Ka2! (4 points)
8...Rb6 9.Qc4+ Sb4+ 10.Qxb4+! (5 points)
10...Rxb4 11.Sc3# Win

[1.Sed5? Qa1+ 2.Kxa1 Kb3+ 3.Kb1 Sxc6 4.Qxe2 Ka3+ 5.Kc1 Rc5+ 6.Kd2 Rxd5+ 7.Sxd5 Rxd5+=]
[1... Qa1+ 2.Kxa1 Kb3+ 3.Kb1 Sxc6 4.Qxe2 Ka3+ 5.Kc1 Rc5+ 6.Sc2+(Sc4+)]
[8... Rxd5 9.Qb3#]
[8... Sb4+ 9.Qxb4+]
[9.Sxb6+? Kb5+ 10.Sa4 Rxa4+=]

● A tense opening position.

White can happily play Sd5 to defend c3 while aiming for mates like Qb4# or Sb6#. Choosing which knight to move is tricky, but 1.Sfd5! is the correct move, leaving the knight on e3 for later variations.

This makes Black seem immediately defenseless, but 1...Sc3+ offered counter-check resistance.

After the Knights are eliminated one by one, another 4. Nd5! forces Black to respond with 4...Qa1+.

The intended solution drives Black's King back to a4, then White himself sacrifices the Queen for a model mate. Starting with fierce tactical exchanges, it culminates in a satisfying finish.
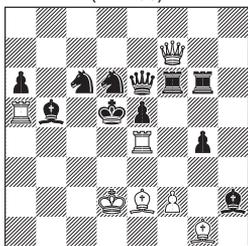
Nakajima: Was the sacrifice of the Queen with ...Qa1+ from Black the intended aim?
● Timing the Queen sacrifice is tricky, but you chose it precisely!

H1551   Abdelaziz Onkoud
C+   (France)

H#2 2sols   (7+11)

H1552   Stanislav Hudak
C+   (Slovakia)
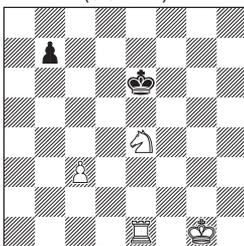
H#3 3sols   (4+2)

H1553   Evgeny Gavryliv
C+   (Ukraine)
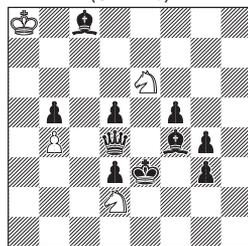
H#3 2sols   (4+10)

H1554   Mykola Vasyuchko
C+   (Ukraine)
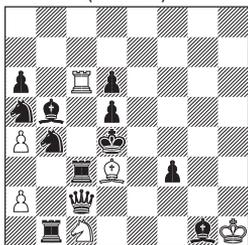
H#3 3sols   (6+12)

Sergiy I. Tkachenko, Andriy Frolkin
H1555 Leonid Lyubashevsky
C+   (Ukraine x2, Israel)

H#4.5 2sols   (2+8)

H1556   Zlatko Mihajloski
C+   (North Macedonia)
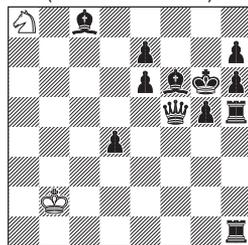
H#4.5 2sols   (2+12)

H1557   Minhyuk Kim
C+   (South Korea)
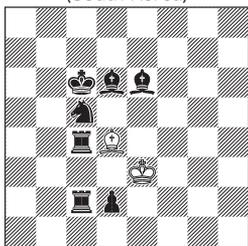
H#5   (2+7)

Luis Echemendia
H1558   Mark Pevsner
C+   (Cuba, Canada)
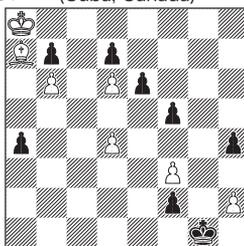
H#5 2sols   (7+8)

H1559 Krzysztof Drążkowski
C+   (Poland)
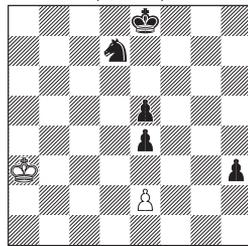
H#8   (2+5)

Helpmates

Helpmate Editor
  Toshimasa Fujiwara (Japan)
Judge 2026
  To be announced

This issue has 9 compositions. I welcome your solutions and comments!
TF means the comment of Toshimasa Fujiwara.

Send your originals, solutions or comments by using the following Google Form:
  https://forms.gle/rzKJFJ8hSamjRDv79

Issue 111

H1534   Abdelaziz Onkoud
C+   (France)
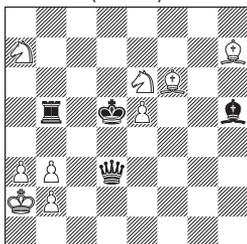
H#2 4sols   (9+4)

1.Qc3 bxc3 2.Rc5 Sf4#
1.Rb4 axb4 2.Qd4 Sc7#
1.Bf3 Bxd3 2.Be4 Bc4#
1.Be8 Sxb5 2.Bc6 Sbc7#

Nakajima : Four different types of captures and self-blocks. Very well done.
TF : In HOTF, there is a contrast in the way Black's Queen and Rook are captured.

It is also skillfully constructed, with every solution culminating in a model mate.

H1535   Mykola Vasyuchko
C+   (Ukraine)
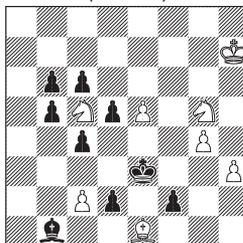
H#2 4sols   (8+9)

1.d1=B Sb3 2.Be2 Bd2#
1.f1=B Sd3 2.Be2 Bf2#
1.Kd4 Bxd2 2.Kxc5 Se6#
1.Kf4 Bxf2 2.Kxg5 Se6#

Nakajima : The expected solutions. Very satisfying.
TF : Straightforward, symmetrically constructed solutions.

H1536 Niels Danstrup
C+ (Denmark)
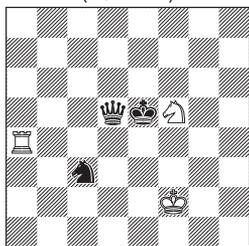
H#3 (3+3)
b/c)Sc3→c2/e3

a) 1.Se4+ Kg2 2.Kf4 Sg3 3.Qg5 Rxe4#
b) 1.Sd4 Sh4 2.Ke4 Sf3 3.Qf5 Rxd4#
c) 1.Sc4 Se3 2.Kd4 Ke2 3.Qe5 Rxc4#

TF : Three perfect echoes - but anticipations may be a concern.

H1537 Stanislav Hudak
C+ (Slovakia)
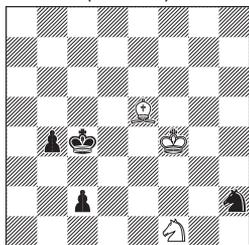
H#3 2sols (3+4)

1.c1=Q+ Ke4 2.Qg5 Bd4 3.Qb5 Sd2#
1.Sf3 Ke3 2.Sd4 Sd2+ 3.Kc3 Bxd4#

Oikawa : An exchange of moves between the White Bishop and Knight. Both solutions are good, though I prefer the line that promotes to a Queen.

TF : The theme is an exchange of moves, and it's also nice that the White King moves differently in each solution.

H1538 Eligiusz Zimmer
C+ (Poland)
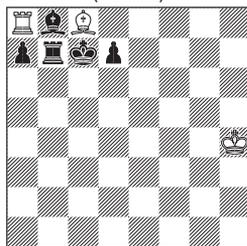
H#3 (3+5)
b)Rb7→a7

a) 1.Rb5 Bxd7 2.Kb7 Bxb5 3.Kxa8 Bc6#
b) 1.Kxc8 Kg5 2.Kd8 Kf6 3.Ke8 Rxb8#

Sugawa : a) is easy to understand, but the King's moves in b) were unexpected.

TF : Zilahi, composed with few pieces.

H1539 Yuri Arefiev
C+ (Russia)
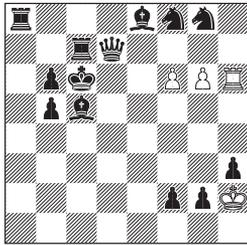
H#3 2sols (4+13)

1.f1=R g7 2.Rxf6 gxf8=Q 3.Rd6
Qf3#
1.g1=R f7 2.Rxg6 fxe8=Q 3.Rd6
Qe4#

Author : The Leibovici theme with
promotions from both sides.
Sebastien Luce : Very nice pawn
Zilahi with black Pelle movement on
the 6th row to self-block d6, giving
a great sensation of unity between
the solutions. My "coup de coeur ♡ "
in this section, for this issue.
TF : Zilahi, with each solution
including a Pelle move. It's
interesting that the two solutions
have similar constructions.

H1540 Thomas Woschnik
C+ (Germany)
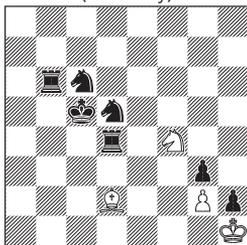
H#4.5 (4+7)

1...Ba5 2.Rb5 Bd8 3.Sb6 Sd5 4.Rc4
Sb4 5.Sd4 Be7#

Oikawa : A rotation of the White
Bishop. It's nice how the Black
Knight moves to the square
originally occupied by the Black
Rook.
TF : A one-solution composition that
delights in Black's moves to the
vacated squares.

H1541 Aleksandr Pankratiev
C+ (Russia)
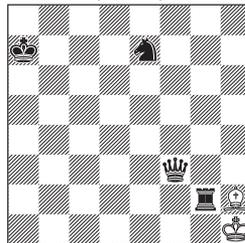
H#7.5 (2+4)

1...Bc7 2.Rh2+ Kg1 3.Qa8 Kf1 4.Rh8
Ke2 5.Sc6 Kd3 6.Sd8 Kc4 7.Sb7 Kb5
8.Rb8 Bb6#

TF : The restricted moves of Black's
Rook and Knight, carefully avoiding
the White King's march, are
intriguing. In particular, the Black
Rook's moves are enjoyable for
their inefficiency, taking three moves
where two would suffice. See the
tempo try below.
1... Bc7 2.Rb2+ Kg1 3.Qa8 Kf1
4.Rb8 Ke2 5.Sc6 Kd3 6.Sd8 Kc4
7.Sb7 Kb5 8.?? Bb6#

S356   Hiroaki Maeshima
C+   (Japan)
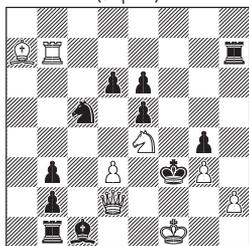
S#2   (8+11)

S357   Steven Dowd
C+   (USA)
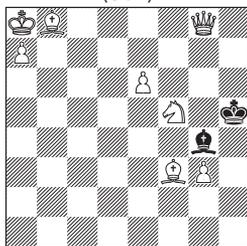
S#10*   (8+2)

S358   Steven Dowd
C+   (USA)
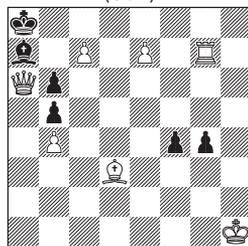
S#11   (7+6)

S359   Anatoly Stepochkin
C+   (Russia)
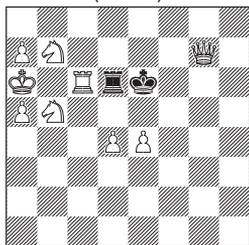
S#12*   (9+2)

Mirko Degenkolbe
S360   Nikolaj Zujev
C+   (Germany, Lithuania)
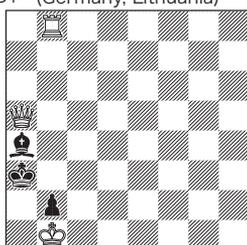
S#12   (3+3)

Selfmates

Selfmate Editor
  Hiroaki Maeshima (Japan)
Judge 2024-2026
  Sven Trommler (Germany)

☆ We have 5 originals in this issue. Since we have longer selfmates, we give hints for them.

☆ **S357** has a setplay. The main-line contains many checks.

☆ In **S358**, the mating position needs the help of bK.

☆ In **S359**, the mating positions are different in the setplay and the main-line. Please check the direction of the checks by bR.

☆ The diagram position of **S360** is a stalemate, so white must relax the position. However, one of the possibilities is correct - don't relax the position too much!

   Send your originals, solutions or comments by using the following Google Form:
   h t t p s : / / f o r m s . g l e / LuPr6hd65SYZvCfR7

Issue 111

☆ We received the solutions by three solvers. Thank you very much!

S343   Hiroaki Maeshima
C+   (前嶋啓彰)
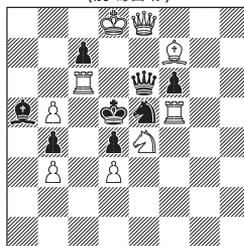
S#2   (9+8)

1.b6
1...Bxb6 2.Rd6+ cxd6#
1...Qxf7 2.Qd7+ Qxd7#
1...cxb6 2.Rc5+ bxc5#

☆ My original. If 1.Rd6+? then cxd6 2.b6, therefore White must push the pawn in advance 1.b6!

Sugawa: Nice contrast of orthogonal rook checkmates besides the main Q move.

Nakajima: I thought that there is a threat; In fact the zugzwang by 1.b6 is correct!

Oikawa: The change of capturing pieces of wP and the positions of wR captured.

S344   Mirko Degenkolbe
C+   (Germany)
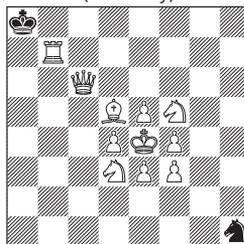
S#8   (11+2)
b)Ka8→d8

a) 1.Rb3+ Ka7 2.Qc7+ Ka6 3.Ra3+ Kb5 4.Bc6+ Kc4 5.Rc3+ Kxc3 6.Bd5+ Kd2 7.Qc1+ Ke2 8.Sg3+ Sxg3#
b)1.Qc7+ Ke8 2.Bc6+ Kf8 3.Qd6+ Kg8 4.Bd5+ Kh8 5.Rb8+ Kh7 6.Qe7+ Kg6 7.Rb6+ Kh5 8.Sg3+ Sxg3#

☆ The mating positions are easy to see but the sequences are interesting!
Nakajima: The zugzwang mate is impossible, so White must check consecutively and get bK moved.

S345   Steven Dowd
C+   (USA)
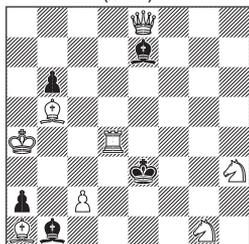
S#9*   (8+5)

1. ... Bxc2#
1. Rd1! Ke4 2. Qg6+ Ke3 3. Qg3+ Ke4 4. Qg4+ Ke3 5. Re1+ Kd2 6. Sf3+ Kxc2 7. Sd4+ Kd3 8. Rd1+ Ke3 9. Sc2+ Bxc2#

Author: Fata Morgana with change of sacrifice. Model mate.
☆ No one could solve the problem. I think it is a fertile mechanism to make bK capture on c2 in order to check on that square.

S346   Jozef Holubec
C+   (Czech Republic)
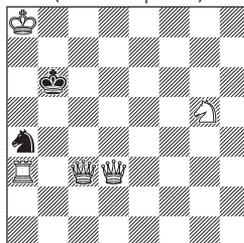
S#10   (5+2)
b) Sa4→g4

a)
1.Qd6+ Kb5 2.Qb3+ Ka5 3.Qbe6 Kb5 4.Rb3+ Ka5 5.Qd2+ Sc3 6.Rb8 Ka4 7.Qb3+ Ka5 8.Se6 Ka6 9.Qb5+ Sxb5 10.Sc7+ Sxc7#
b) Sa4 → g4
1.Qa5+ Kc6 2.Qab5+ Kc7 3.Ra7+ Kc8 4.Qh3 Kd8 5.Sf7+ Kc8 6.Sd6+ Kd8 7.Qh4+ Sf6 8.Sc4 Kc8 9.Qd7+ Sxd7 10.Sb6+ Sxb6#.

☆ No one could solve the problem. As bS is free, it is relatively easy to see that the consecutive checks are necessary, but too many possibilities are available and therefore the correct sequence is difficult to see.

S347   Anatoly Stepochkin
C+   (Russia)
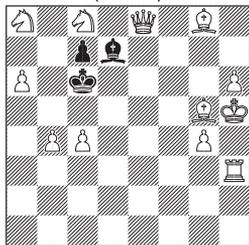
S#10v   (12+3)

1.Rh4? Bxe8?? 2.Bf7!
1.Sa7+ Kd6 2.Qf8+ Ke5 3.Qc5+ Ke4
4.Bd5+ Ke5 5.Bc6+ Ke6 6.Qf5+ Kd6
7.Sb5+ Kxc6 8.Qg6+ Be6 9.Qe8+
Bd7 10.Rh4 Bxe8#

☆ No one could solve the problem.
Since 1...Bxe8+ is not a checkmate,
the check on the first move is
necessary.

S348   Aleksandr Pankratiev
C+   (Russia)
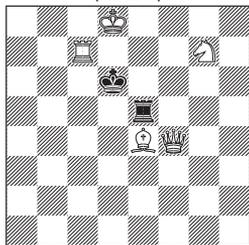
S#10 2 sols   (5+2)

1.Bd3 Kd5 2.Bc4+ Kd6 3.Ba6 Kd5
4.Bb7+ Kd6 5.Rc6+ Kd5 6.Rc4+
Kd6 7.Qf8+ Re7 8.Kc8 Ke5 9.Qf5+
Kd6 10.Se8+ Rxe8#
1.Se8+ Ke6 2.Qg4+ Rf5 3.Bg2 Ke5
4.Rc5+ Ke6 5.Bh3 Kf7 6.Qg7+ Ke6

7.Sf6 Kd6 8.Se4+ Ke6 9.Sg5+ Kd6
10.Qf8+ Rxf8#

☆ No one could solve the problem.
This is a difficult miniature.

anticipated promotion

15
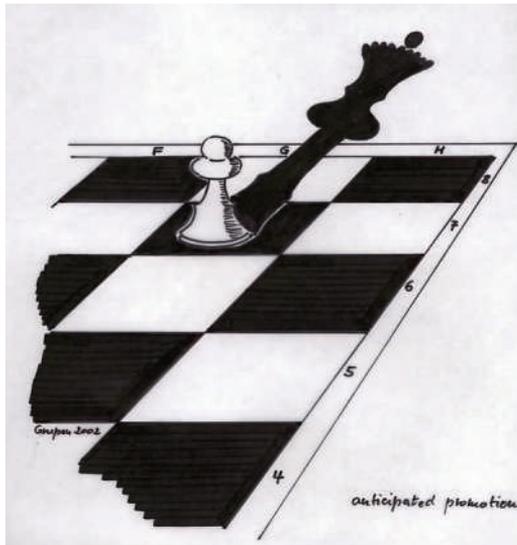
F1681 Andreas Thoma
C+ (Germany)
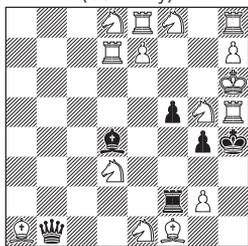
S#7 (15+6)
AntiCirce

F1682 Kankuh Kobayashi
C+ (Japan)
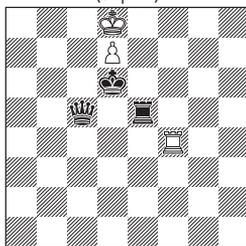
H#2 2 Sols (3+3)
Rifle Chess

F1683 Sébastien Luce
C+ (France)
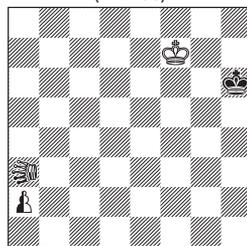
H#2.5 2 Sols (1+1+2)
b) bKb7
Neutral Locust a3, Neutral P a2
Circe

Mykola Vasyuchko
F1684 Mykhailo Galma
C+ (Ukraine)
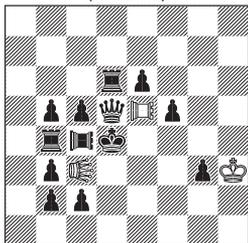
H#3 (3+13)
b) bPc2→f6
Pao c4 e5, Leo c3

F1685 Sébastien Luce
C+ (France)
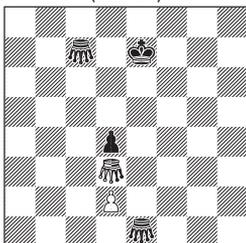
H#6 2 Sols (1+4+1)
Grasshopper c7 e1
Neutral Grasshopper d3
Immun Chess

F1686 Mihaiu Cioflâncă
C+ (Romania)
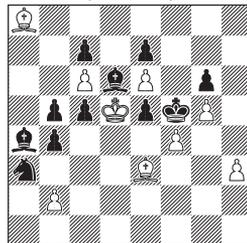
HS#4.5 (9+11)
b) bBa4→a6

F1687 Mihaiu Cioflâncă
C+ (Romania)
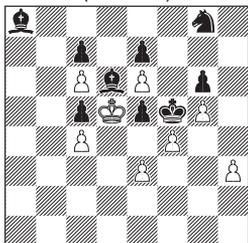
HS#4.5 2 Sols (8+9)

F1688 Nikolaj Zujev
C+ (Lithuania)
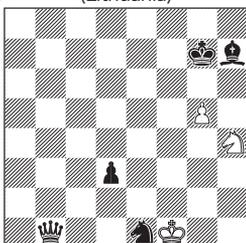
HS#5.5 (3+5)

F1689 Václav Kotešovec
C+ (Czech Republic)
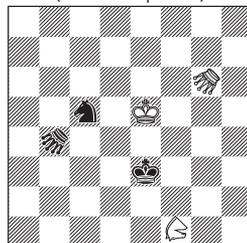
HS#7.5 3 Sols (3+3)
Moose g6 b4, Eagle f1

F1690 Mykola Vasyuchko
Mykhailo Galma
C+ (Ukraine)
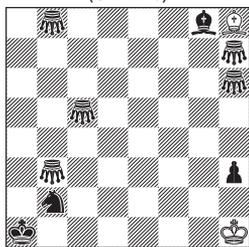
H=5 (2+9)
Grasshopper 0+5

F1691 Udo Marks
C+ (Germany)
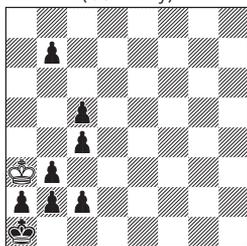
H=5.5 (1+8)
b) bPb7→b4

F1692 Udo Marks
C+ (Germany)
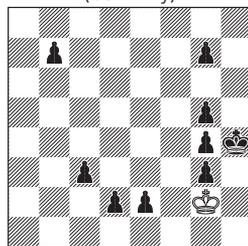
H=9 (1+9)

F1693 Roméo Bedoni
C+ (France)
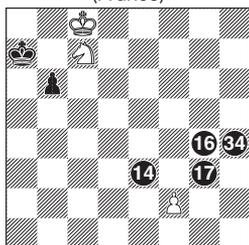
SD#6 4 Sols (3+6)
Leapers e3 g3 g4 h4

F1694 Govind M Prabhu
C+ (India)
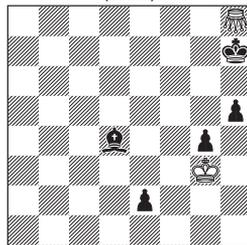
SD#11 (2+5)
Bul Grasshopper h8

F1695 Sébastien Luce
C+ (France)
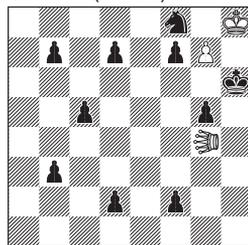
2→SD==9 (3+10)
Locust g4

F1696 Michael Grushko
C+ (Israel)
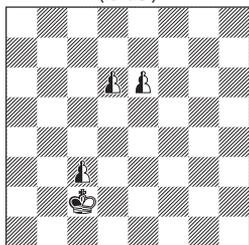
SH#9 (0+0+4)
b) nKc2→c1
Neutrals
EinsteinChess ParrainCirce
PhantomChess

F1697 Michael Grushko
C+ (Israel)
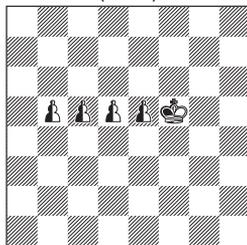
SH#24 (0+0+5)
Neutrals
AlphabeticChess Circe
EinsteinChess Take&MakeChess

F1698 Luboš Kekely
C+ (Slovakia)

SH=15 (3+4)

17

F1699   Luboš Kekely
C+   (Slovakia)

SS=15   (5+7)

F1700   Michael Grushko
C+   (Israel)

SHS#10   (0+0+3)
Neutrals
CirceDoubleAgents
EinsteinChess RepublicanChess

F1701   Michael Grushko
C+   (Israel)

SHS#19   (0+1+3)
Neutral Pawn e4 e6 f4
AlphabeticChess CirceClone
EinsteinChess RepublicanChess

F1702   Luboš Kekely
C+   (Slovakia)

PSS#17   (3+7)
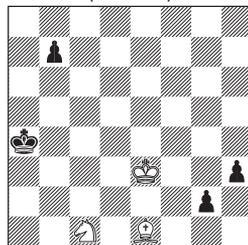
Fairies

Fairy Editor
   Vlaicu Crisan (Romania)
Judge 2026
   To be appointed

Welcome in our column to new contributors Nikolaj Zujev and Govind M Prabhu! We start 2026 with 22 originals thanks to composers' generous support. Let's keep the momentum going.

Antagonistic play. Andreas comes up with an exotic looking **F1681**. Hint for solvers: after an introduction featuring three checks, all remaining white moves are quiet.

Help play. In **F1682** we see *Rifle Chess*: When a piece captures (including King), it must come back to the square it occupied. In case of a pawn capturing a piece on its promotion square, the promotion precedes the return. Rich play in **F1683** – make sure you find all 4 solutions. What themes can you spot in **F1684**? There are two heterogeneous solutions in **F1685**: one ends with an Immun specific mate, the other doesn't.

We have four long helpselfmates. The distinguished Romanian composer submitted two versions using similar matrices – which do you prefer? When solving **F1688** try guessing how the final position will look like. There are three exact echo mates in the amazingly constructed **F1689**. Hint: the bS will deliver the mate by selfpinning in all solutions.

The three helpstalemates will surely provide some relief after the tough challenges posed by the helpselfmates. In **F1690** the bBg8 must be somehow incarcerated. Both solutions of **F1691** start with the same forced move – why did the author added this introduction? In **F1692** Black must block the flight h5 – how is that possible?

Serial play. You will need no hints to solve **F1693**. In **F1694** there is a *Bul Grasshopper*: Moves like a Grasshopper, but the hurdle must also make a non capturing Grasshopper move (the move is impossible if it cannot). Can you discover the 11 moves long sequence? In **F1695** the white series is introduced by a black series. Interested readers can read Sébastien's article here (https://quartz.chessproblems.ca/pdf/56/StipulationsHybrides.pdf). Unfortunately, none of Michael's serial compositions are suitable for solving. Luckily, Luboš's serial compositions can be solved by imagining how the final position

will look like and then counting the number of moves required for getting that position.

Dear composers, please submit solver friendly entries if you want feedback to your fairy originals. Nothing is worse for the editor than writing "Nobody could solve this problem" . From my perspective, the best compositions are not those winning rewards in the informal tournaments but challenging the solvers to try their hand to compose themselves.

Solvers: this is your column! Even if you can' t solve any fairy composition, please let us know what your expectations are. Fill in the template and send me a fairy composition you liked and why did you like it – all these will be used to write an article with your preferred works. Thank you very much!

Send your originals, solutions or comments by using the following Google Form:
 https://forms.gle/ r6jwvA5ALCBkxG6n6

Issue 111

Mykola Vasyuchko
F1647   Mykhailo Galma
C+   (Ukraine)
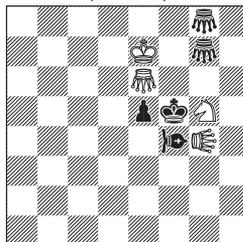
H#2 b) g8G→R   (4+5)
Grasshopper e6, g7, g8
Vao f4, Leo g4

a) 1.Gg6 LEd1 2.Gxg5 LEd7#
b) 1.Gxg4 Sf3 2.Rg5 Sh4#

Authors, Hironori: Zilahi.
Sugawa: The knight's stop in b was an unexpected move.
Crisan: I liked the different black selfblocks on g5 and the ideal mates.

F1648   Eric Huber
C+   (Romania)
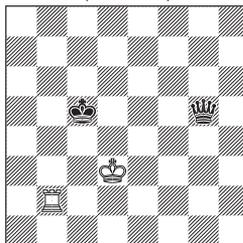
H#3 4 Solutions   (2+2)
2 Total Invisibles

(i)   1.TI~~ Ke3 2.Kc4 Rb5 3.Qc5 TIxc5#
(ii)   1.Kb5 Ra2 2.Kb4 Ra5 3.Qb5

TIxb5#
(iii) 1.Qd2 TIxd2 2.Kb4 Ra2
3.Kb3[d2=wR] Rdb2#
(iv) 1.Qg1 Rc2 2.Kd5 Rc6 3.Qc5
TIxc5 #

Author: 2 pairs of solutions with 2
pairs of chameleon echo mates and
2xBristol.
Explanations:
(i) 1.TI~~(bTI) Ke3(wTIf4 or bTIf4)
2.Kc4 Rb5 3.Qc5 TIxc5: square c5
was just left by the bK and a white
piece captures bQ　→ wTI comes
from h5 → wTIc5=wR/wQ and it is
mate.
(ii) 1.Kb5(TIb3/TIb4) Ra2
2.Kb4(TIb3 or TI captured on b4)
Ra5 3.Qb5 TIxb5: square b5 was
just left by the bK and a white piece
captures bQ → TI comes from h5 →
wTIb5=wR/wQ. TIb3 can't parry the
check → it is mate.
(iii) 1.Qd2 TIxd2 (wTId2 ≠ wP)
2.Kb4 (TIb3; wTId2 ≠ wB/wQ) Ra2
3.Kb3 (-TIb3; wTId2=wR) Rdb2#
Bristol Rc2-a2 & Rd2-b2
(iv) 1.Qg1 Rc2 2.Kd5 Rc6 3.Qc5
TIxc5: square c5 was just left by
the bK and a white piece captures
bQc5 → wTIc5 comes from c1 and is
wR/wQ → in the diagram there was
a bTI on c2 that was captured on
White' s first move. Bristol Rc2-c6 &
TIc1-c5

Oikawa: I've found a solution for

only one.
Juraj: Having solved it with Popeye,
I was trying to understand the
mechanism of the solutions... it is
so surprising that both sides don't
care about all the details of Total
Invisibles, the important thing is
that one of them can checkmate
in the R/Q skin (the exact square
is provided by 3x bQ capture, 1x
wR identification) and that the
other must be somewhere outside
the main actions, from where it
cannot take a checkmating piece.
Spectacular!
Crisan: A superb Wenigsteiner!
Thanks, Eric, for submitting this
magnificent composition for Problem
Paradise.

F1649   Ján Golha
C+   (Slovakia)
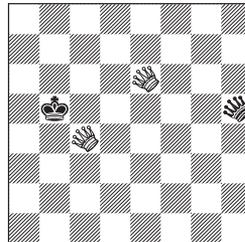
H#3 4 Sols   (2+2)
Take&Make AntiTake&Make
Sparrow c4 e6 h5

1.SWxc4 → c5[+wSWd4] SWc4
2.Ka5 SWxc5 → b6[+bSWb4]+
3.SWa4 SWa6#
1.SWxc4 → d6[+wSWc5] SWe5
2.Ka6 SWxd6 → b7[+bSWb5]+
3.SWa5 SWa7#

21

1.Ka4 SWc5 2.SWd4 SWxd4 → b3[+bSWb5]+ 3.SWa5 SWa3#
1.SWxc4 → e5[+wSWd6] SWxe5 → c6[+bSWd5] 2.Ka5 SWxd5 → b4[+bSWb6]+ 3.SWa6 SWa4#

Author: Four-fold chameleon echo model mates.
Crisan: Nobody could solve this problem. From a theoretical point of view, a valid question would be: in which order do the captured piece(s) reborn? The author uses Popeye's convention for implementing this combination of conditions: first the capturing piece is reborn and afterwards the captured piece. That explains why, for instance, in the first solution the captured wSWc4 may reborn on d4 using the reborn bSWc5 as a hurdle. However, readers should be aware this convention is not the only legitimate interpretation of this combination of fairy conditions.

F1650   Sébastien Luce
C+   (France)
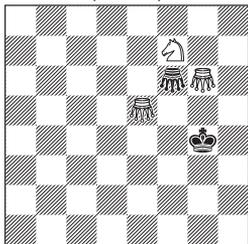
H#4.5 2 Sols   (3+2)
Circe
Grasshopper e5 g6 f6

1... Sg5+ 2.Kxg5[+wSg1] Se2 3.Gd4 Ge1 4.Kh4 Sf4 5.Gg4 Gg3#
1... Sd6 2.Gc6 Se4 3.Kh5 Ge3 4.Kh6 Sf6 5.Gxg6[+wGg8] Gg5#

Author: Mates in echo. Capture of an orthodox white piece in the first variation provoking its rebirth on the first rank, of a fairy piece in the second with rebirth on the eighth rank.
Oikawa: Echo mates.
Crisan: The wG serving as hurdle is self-protected: it's capture leads to an illegal self-check from the reborn wGg8! This typical Circe effect is always very pleasant for solvers.

F1651   Sébastien Luce
C+   (France)
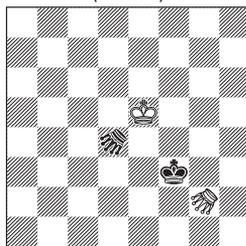
H#5.5 2 Sols   (2+2)
White AntiDisparate
Contra Grasshoopper g2 d4

1... CGd5 2.Kf2 Ke4 3.CGf4 CGf3 4.CGd4 CGf1 5.Ke1 Ke3 6.CGg1 CGh1#
1... CGe4 2.CGh4 CGe6 3.Kg4 Kf6 4.CGe4 CGh6 5.Kh5 Kf5 6.CGh7 CGh8#

Author: Thanks to this condition

22

anti-form of Disparate, we see at the end a photographic chameleon echo 90°.

Crisan: Nobody could solve this problem. Who will be the first to show chameleon echo mates with wCG mating in all 4 corners and different edges using this material and fairy condition? A very clever innovation, definitely worth further exploration!

F1652   Sébastien Luce
C+   (France)
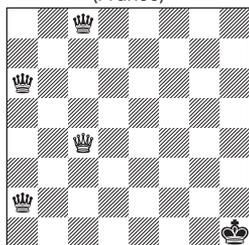
H#10.5   (1+4)
Attractor Queen c4 a2 a6 c8

1... AQc5 2.Kg2 AQc7 3.AQc2 AQc3 4.AQe2 AQc4 5.Kf3 AQb5 6.Ke4 AQxe2+ 7.Kd5 AQd3+ 8.Kc6 AQc4+ 9.Kb7 AQc5 10.Ka8 AQc7 11.AQa7 AQxc8#

Author: Who could believe that black King will be mated on the opposite corner a8??! First white move is a waiting move, to be able to return on c3 on move three, allowing the royal march. After two sacrifices of black attractor Queen, at the right moment, black King is finally mated on a8, with self-block on a7 by the third Attractor Queen.

Crisan: Nobody could solve this problem. To solve this you need first to see how the final position will look like and understand bAQa7 will never be able to interpose on b8.

F1653   Sébastien Luce
C+   (France)
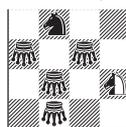
H=6.5 2 Sols   (0+5+1)
Board 4x4
PWC
Grasshopper a3 b1 b2 c2
Neutral Sd2

1... nSc4 2.Gb3 nSxb2(Gc4) 3.Ga4 nSd1 4.Sc2 nSxc3(Gd1) 5.Sd4 nSa2 6.Ga1 nSb4 7.nSc2 nSxa1(Gc2)=
1... nSb3 2.Sa2 nSa1 3.Gcxa1(nSc3) nSxa2(Sc3) 4.Sa4 nSc1 5.Gd1 nSb3 6.G3c3 nSd4 7.Gxd4(nSb2) nSxd1(Gb2)=

Author: Echo with incarceration of the two Knights on the opposite corners and a black line of Grasshoppers.

Crisan: Nobody could solve this problem. Although the final positions can be guessed, it is very difficult to count the moves played by each side to get to these positions.

23

F1654   Udo Marks
C+   (Germany)
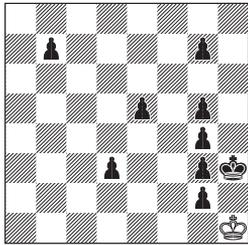
H=10.5   (1+9)

1...Kg1 2.Kh4 Kxg2 3.b5 Kf1 4.b4 Ke1 5.b3 Kd2 6.b2 Kxd3 7.e4+ Kxe4 8.b1B+ Ke3 9.Bg6 Ke2 10.Bh5 Kf1 11.g6 Kg2=

Author: Kindergarten-Problem, Rex Solus Excelsior, Under-Promoted, Rundlauf.

Juraj: Solved from diagram. White has enough moves allowing wK to step out from the final square and take care of d- and e- pawns. E- pawn makes move 7.e4+ that actually contains Antizielelement as it closes line b1-g6 needed in the 9th move.

Crisan: As Juraj said, this kind of problems can be solved directly from the diagram: 9 out of 10 moves are visible and there is just one free black move.

F1655   Andreas Thoma
C+   (Germany)
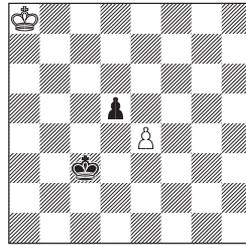
(*) H==3   (2+2)
SuperCirce
MonochromeChess

(*) 1... exd5[+bPc6] 2.Kb2 dxc6[+bPb7] 3.Ka1 cxb7[+bPb2]==
1.Kb2 exd5[+bPc7] 2.c5 dxc6 ep.[+bPb7] 3.Ka1 cxb7[+bPb2]==

Crisan: Nobody could solve this problem. The set play serves to underline that 2.c5 is a pure tempo.

F1656   Hiroaki Maeshima
             (Japan)
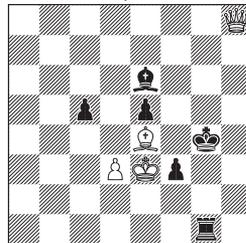
HS#3   (4+6)
b) wBe4→f2
PAD Chess Rex Inclusiv

a) 1.Bg6 e4 2.Kxe4 Rg3 3.Qh5+ Kf4#
b) 1.Bg3 f2 2.Kxf2 Bf5 3.Qh4+ Kf3#

Crisan: Nobody could solve this problem. This composition leads

to another interesting theoretical question: is Black's last move, exposing its own King to exhaustion, legal? Under normal chess rules, leaving your own King to exhaustion danger is actually an illegal move. Hiroaki suggests a different interpretation of what an illegal move might be under PAD Chess Rex Inclusive rules: any move exhausting own King is illegal. While some readers might find quite disturbing this new definition, I think it offers a fresh, exciting and rather humorous perspective!

F1657   Mykola Vasyuchko
C+   (Ukraine)
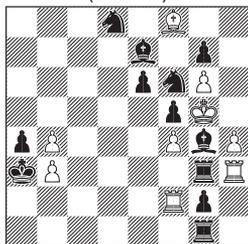
HS#3.5 2 Sols   (9+12)

1... Rxb3 2.Rg3 Bxb4 3.Rxg4 Rh3 4.Rg3+ Rxg3#
1... Bxb4 2.Be7 Rxb3 3.Bxf6 Bf8 4.Be7+ Bxe7#

Sugawa: Two stories, thoroughly enjoyed them.
Oikawa: ODT. Interesting.
Crisan: The whole play reminds me the golden Andernach chess helpmates!

F1658   Niels Danstrup
C+   (Denmark)
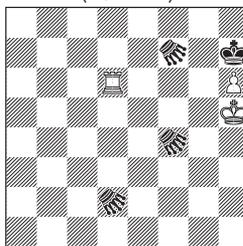
HS#5.5   (3+4)
Moose d2, f4, f7

1... Kh8 2.h7 Mg8 3.hxg8=R+ Kh7 4.Rd5 Mh8 5.Rg4 Mc6 6.Rdg5 Mg6#

Author: White's last move is not a check. Black is in zugzwang in the last move.
Rook promotion. Switchback of the black King. Miniature.
Crisan: Nobody could solve this problem. The anti-battery zugzwang mate is very appealing. The final position, with two white Rooks against two black Mooses, can be shifted. Who will be the first to show echo mates using this material?

F1659   Sébastien Luce
C+   (France)
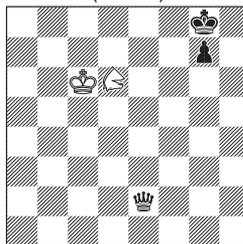
HS#8.5   (2+3)
Giraffe d6
Attractor Queen e2

1... g5 2.GIc2 g4 3.GIb6 g3 4.GIa2 AQb2 5.GIe3 g2 6.GId7 g1=AQ 7.GIh8 AQxh8 8.Kd7 AQg7+ 9.Ke8 Kh7#

Author: The GI makes a zigzag to reach a2, helping the AQ to go to b2, during the Excelsior of g pawn to AQ. Then the GI returns to the corner h8 to attract AQb2 on this square. A second self-block by the promoted AQ follows on g7 (pawn Rundlauf), just when white King can go to e8. Black in zugzwang is forced to mate with a royal battery.
Crisan: Nobody could solve this problem. The sacrifice of wGI in the corner comes like an unexpected surprise!

F1660   Václav Kotešovec
C+   (Czech Republic)
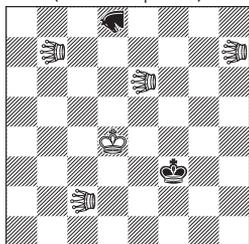
HS#8.5 3 sols   (5+2)
Lion b7 c2 e6 h7
Nao d8

1... Kf2 2.Ke4 NAf7 3.LIe2+ Ke1 4.Kf3 NAh3 5.LIhh2 NAb6 6.LIb5 NAf4 7.Kg2 NAd3 8.Kh1 Kf1 9.LIe4 Kf2#
1... NAh6 2.Ke5 NAf7 3.Kf6 Ke4 4.LIf5+ Kd5 5.LIc5 Kd6 6.Kg7 Ke7

7.Kh8+ Kf8 8.LIe7+ NAd6 9.LIh7 Kf7#
1... NAf7 2.Kc3 Ke4 3.LIe7+ Kd5 4.LIec4 Kc5 5.Kb2+ Kb4 6.Ka1 NAd3 7.LIe4+ Ka3 8.LIb4+ NAc5 9.LIb1 Kb3#

Author: Triple echo.
Crisan: Nobody could solve this problem. Some readers will be curious to know how such a monumental composition can be created. This requires a lot of patience: first you have to build a database containing the sound positions fulfilling a certain stipulation and then to use advanced mining techniques to extract the few generated gems from the database.

F1661   Dr. Rolf Kohring
C+   (Germany)
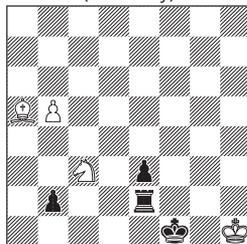
SH#10   (4+4)
Danger Circe

1.b1=B 2.Bc2 3.Bd1 4.Rc2 5.e2 6.e1=Q 7.Qe8 8.Ke1 9.Kd2 10.Kc1 Sa2#

Crisan: Nobody could solve this problem. The mysterious presence

of wPb5 is the only hint for solving this. Clearly, this pawn can't actively participate in the mating position. That means it might be used passively: when a black piece controls it, b2 will no longer be available. Following this reasoning the solver can guess the black King will eventually get mated on c1.

F1662 Sébastien Luce
(France)
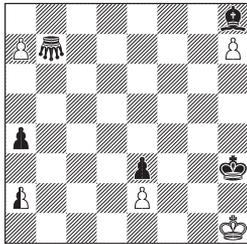
SS#19 (4+5+1)
Grasshopper b7
Neutral P a2

1.a8=Q 2.Qxh8 3.Qb2 4.h8=B 5.Bd4 6.Bxe3 7.Bg1 8.e4 9.e5 10.e6 11.e7 12.e8=Q 13.Qxa4 14.Qf4 15.a4 16.a5 17.a6 18.a7 19.a8=nB Gb1#

Author: A lot of long geometrical maneuvers in this problem: a8xh8-b2 for the first promoted Queen, h8-d4xe3-g1 for the first promoted Bishop, to free pawn e2 and self-block g1. Follows an Excelsior of e-pawn to Queen. New maneuver e8xa4-f4 for this Queen, to free neutral a-pawn, also to stalemate black King. After the

ultimate Excelsior to neutral Bishop on a8 (Kozhakin theme), Black is forced by zugzwang to move Grasshopper b7, using white Queen b2 as hurdle and mate by double check. Partially tested.
Crisan: Nobody could solve this problem. Impressive usage of the whole board.

Juraj Lörinc: Some of this issue's originals are in my view not suitable for human solving, I mean especially: F1648, F1649, F1652, F1653, F1660.
Crisan: 100% agree! Chess compositions should primarily aim to produce solvers' enjoyment. I hope the composers will learn their lesson after seeing the lack of solvers' feedback. What's the point of creating a fairy composition nobody can appreciate?!

R400   Andreas Thoma
          (Germany)
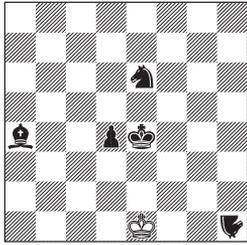
-5 & #1   (1+5)
KLAN Retractor
AntiCirce Calvet
Nightrider h1

R401   Paul Rāican
             (Romania)
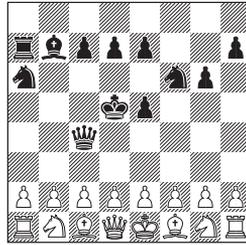
Proof Game 12.5   (16+12)
Sentinel

R402   KOMAI Mei
C+   (Japan)
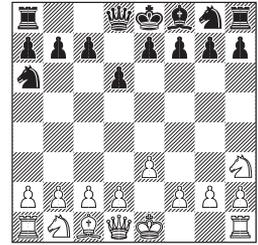
Proof Game 4.0   (15+15)
Andernach

Retros

Retro Editor
   Naoki Matsuzaki (Japan)
Judge 2025-2026
   Jorge Lois (Argentina)

R400: A White piece is obtained by forcing the bN to retract. The rebirth square of a Black fairy piece can also be the rebirth square of an ordinary White piece. Since this is Calvet, the piece on the rebirth square may be captured.

R401: The rules are the same as in R397, but all White pieces are in their initial positions. How did the bQ and the bK move?

R402: A piece that has changed colour by making a capture must remain on the board — which piece is it?

R402 should be the easiest to solve. Your solutions and feedback are most welcome.

Supplementary note on the Høeg type and KLAN type. With Black to move, Black first determines the starting and arrival squares of the piece. White then decides whether the move is an uncapture; if so, White chooses the type of the captured piece, after which Black determines its square. The procedure proceeds step by step in this manner. Each decision is constrained by the choices made earlier, and the selections must be such that a legal position remains possible.

I sincerely apologise for having published several unsound problems in recent issues.

Send your originals, solutions or

comments by using the following Google Form:

Issue 111

R395 Andreas Thoma
(Germany)
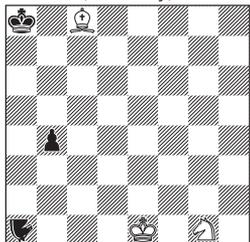
-3 & #1 (3+3)
Klan Retractor
AntiCirce Calvet
Nightrider a1

-1. Kb3xPa4(Ke1) Nb7xQa5(Na1)+
-2. a7xRb8=S(Sg1) b5-b4
-3. c7-c8=B & 1. axb8=R(Ra1)#
-1...NxRa5? -2. Ka7!

Author: a1 must be occupied as the Nightrider's repulsion field.

☆ The intended solution was a line in which a wP finally captured a piece, promoted to a Rook, and was reborn on the rebirth square of the bN, thereby preventing further captures; however, the problem was cooked. A corrected diagram is presented here.

Cook! (by Dmitrij Baibikov)
-1. Kb6xBa7(Ke1) Bb8-a7+ -2.

Se8xPf6(Sg1) and 1. Bb7#

correction

R395c Andreas Thoma
(Germany)
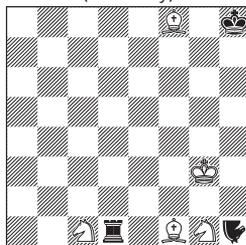
-4 & #1 (5+3)
KLAN Retractor
AntiCirce Cheylan
Nightrider h1

-1. Sd5xPf4(Sg1) Ng7xRh5(Nh1)
-2. h7xRg8=B(Bf1)+ Rh1-d1
-3. Kh3-g3 R ~ -h1+
-4. Sf6-d5 & 1. h7xg8=R(Rh1)#

Black's second last move is to return to h1 so that Rh1xh5(Ra8) becomes possible; after which h1 is vacant again, resulting in a mate.

R396 Andreas Thoma
(Germany)
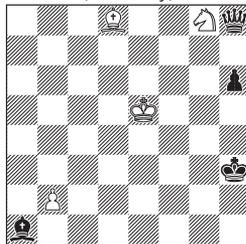
-3 & #1 (4+4)
Høeg Retractor
AntiCirce Cheylan

29

-1. Bb6-d8 Qh7-h8+
-2. a6xPb7(Pb2) c3xQb2(Pb7)
-3. Sf6-g8 and 1. Qh2#

It is necessary to reach a position in which a Black piece stands on its original square so that a White piece can be obtained. Therefore, the position is arranged so that a wP appears to have captured the piece on b7; the wB is first returned to b6 in order to prevent the move Rb2–b7+ from being possible. Since the position can be made legal only by Black retracting a capture, the capturing piece is thereby restricted to a pawn. As a wPa6 is present, the capture must have been made from c3 rather than from a3.

R397   Paul Rāican
          (Romania)
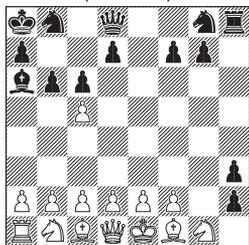
Proof Game 15.0   (14+14)
Sentinel

1. d4 h5 2. d5 h4 3. d6 h3 4.dxe7 hxg2 5. Qxd7+ Kxd7 6.exf8=Q Kc6(+bPd7) 7. Qd6+ Kb6(+bPc6) 8. Qd2(+wPd6) gxh1=Q 9. dxc7 Qxh2 10. cxd8=S Qh4(+bPh2) 11. Sxb7 Qd8(+bPh4)

12.Sc5(+wPb7) h3 13. bxa8=R Ba6 14. Sb7(+wPc5)+ Kxb7(+bPb6) 15.Qd1(+wPd2) Kxa8

Author: QQ Phoenix-Pronkin, R Schnoebelen, S Ceriani-Frolkin.
☆ The intended solution was a line in which both White and Black pawns promoted to Queens and returned to their original squares, but the problem was cooked.

Cook! (by Dmitrij Baibikov)
1. Sc3 d5 2. Sxd5 Bh3 3. g4 Bg2(+bPh3) 4. Sb6 Bxh1 5. Sxa8 b6 6. Sxc7+ Kd7 7. Se6 Bb7 8. Sxf8+ Kc6(+bPd7) 9. Sg6 Ba6 10. Sxe7+ Kb7(+bPc6) 11. Sd5 h5 12. Sc3 hxg4 13. Sb1(+wPc3) Ka8 14. c4 g3 15. c5 gxh2

R398   Kevin Begley
C+   (USA)
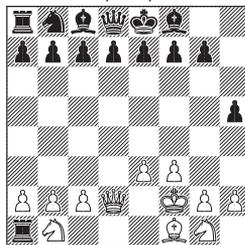
Proof Game 10.5   (12+15)
Bolero

1. Sa3 Sh6 2. Saf3 Sh3 3. e3 h5 4.Sge2 Rh6 5. Rg1 Sxg1 6. Sfxg1 Rd6 7. f3 Rxd2 8. Kf2 Re1 9. Qd2 Rxc1 10. Sd1 Rxa1 11. Sb1

Black requires one move for the bP, six moves for the bR, and three moves for the bS. Since it is impossible to capture the wRh1 on h1, the bS must have captured it on g1 and then been captured without moving. Both wSs must have moved; however, because a non-capturing move changes into the move corresponding to the piece's file of origin, simply returning to their original squares would not fit the move count. Therefore, the intended solution involves a manœuvre in which the two wSs exchange places.

[Apology]
R394c published in Issue 112 unfortunately turned out to be unsound even in the corrected version. A further corrected diagram is presented here.

R394c (Rãican)
Cook! (by Dmitrij Baibikov)
1. Sf3 2. Se5 3. Sxd7-d6+ Kd7 4.Sxb7-b6+ Kc6 5. c4 6. Qb3 7.Qf3+ Qd5 8. cxd5-d8=Q+ axb6-d5 9.Qf6+ Sxf6-c3 10. dxc3-b5+ Kb6 11. Be3+ Ka5 12. Qxc7-c6 13. Qxc8-a6+ Sxa6-g6 14. b6 15. Bd4 16. e3 17.Bb5 18. 0-0

R394cc   Paul Rãican
        (Romania)
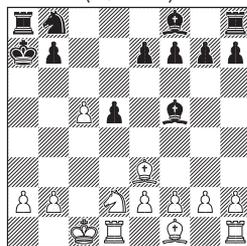
PSH-dia 16   (13+12)
Take & Make

1. Sf3 2. Se5 3. Sxd7-d6+ Kd7 4.Sc4 5. Sb6+ Kc6 6. c4 7. Qb3 8. Qf3+ Qd5 9. cxd5-d8=Q+ axb6-d5 10.Qf6+ Sxf6-c3 11. Qd7+ Bxd7-f5 12. dxc3-b5+ Kb6 13. Be3+ c5 14.bxc6 e.p.-c5+ Ka7 15. Sd2 16.0-0-0

☆ The theme is a Valladão, combining castling, en passant, and promotion.

Scores
• Dmitrij Baibikov   5 + 5 + 5 + 5 = 20

31

U395 KOMAI Mei

				王				
			圭			角		
				王				
			金			金		
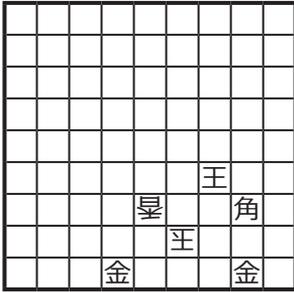
▲歩　△なし
#7
Checkless Allowed

U396 Sengyotei

					王			
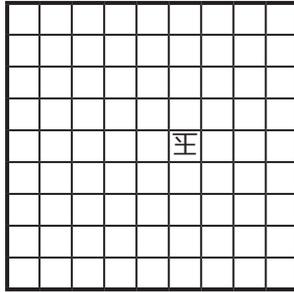
▲角
H#8
Point Reflection
Koko
Gote Moves First

U397 MAESHIMA Hiroaki

香	桂	銀		王	玉	角	桂	香
	延							
歩	歩	金	歩	歩	歩		歩	歩
						歩		
歩	歩		歩	歩	歩	歩	歩	歩
							飛	
	桂	銀	金	玉	金	銀	桂	香

▲銀　△角香歩歩
PG 12

U398 HASHIMOTO Satoshi

香	桂	銀	玉		王	玉		香
		と					銀	
歩		歩	歩	歩	歩	金	歩	歩
						歩	歩	
							桂	
歩	銀	歩	歩	歩	歩	歩	延	歩
							飛	金
香	桂	銀	金	玉	金		桂	香

▲歩　△なし
PG 25

U399 HASHIMOTO Satoshi
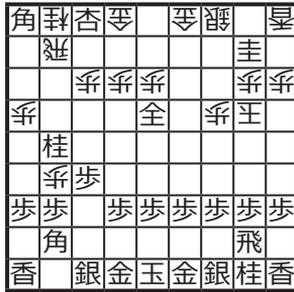
角	桂	杏	玉		玉	銀		香
	延						圭	
		歩	歩	歩			歩	歩
歩				全		歩	王	
	桂							
	歩	歩						
歩	歩		歩	歩	歩	歩	歩	歩
	角						飛	
香		銀	金	玉	金	銀	桂	香

▲歩　△なし
PG 28

Shogi

★ This issue features five problems. Three of them are shogi proof games.

★ I would like to begin with a brief announcement. I have created an analysis tool for shogi proof games. Its performance is still limited, and some analyses may require considerable time, but for problems of 15 moves or fewer it should be practically usable. If you are interested, please download it from the link below and give it a try:

https://tsume-springs.com/tool/structa.html

★ **U395** is a composition by KOMAI Mei. Since the fairy condition Checkless Allowed is applied to this problem, Sente is not required to give check.

★ **U396** is a helpmate by Sengyotei with the conditions Point Reflection and Koko, and Gote moves first. Point Reflection is a condition involving a change of powers: with respect to square 55, the powers of movement of pieces placed on symmetric squares are exchanged. I have prepared several example problems, so please refer to them if necessary. U396 appears to be quite difficult due to the scarcity of clues, so I would like to offer a hint:

Hint: On the first move, Gote drops a piece on 44. The final position has the King on 66.

★ **U397** is a composition by MAESHIMA Hiroaki, the Selfmate Editor. It is a 12-move shogi proof game. Note that this "12 moves" follows the usual shogi move-counting convention: Sente and Gote each play six moves alternately.

★ **U398** and **U399** are shogi proof games by HASHIMOTO Satoshi. The solutions may be slightly longer, but I look forward to receiving many solutions.

★ 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.

- 24 金 (15): The Gold at 15 moves to 24. It is not specified whether it captures a piece or not.
- 24 金 打 : The Gold is dropped on 24.
- 13 香 成 (19): The Lance at 19 moves to 13 and promote.
- 13 香 生 (19): The Lance at 19 moves to 13 and does not promote.
- 同馬 : The horse captures the piece that the opponent moved in the previous move.

In the following example, moves are separated by "," . The final phrase " 迄 3 手 " indicates that the total length of the solution is three moves.

23桂打, 13歩(12), 21馬(31) 迄3手.

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.

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.

Directmates (#n): Sente plays so that Gote's King will be mated as quickly as possible, and Gote replies so as to avoid being mated for as long as possible.

Point Reflection: Two units standing on squares symmetric with respect to the square 55 exchange their powers of movement. Knights, Lances, and Pawns are legal on the opponent's first rank, and Knights are also legal on the opponent's second rank.

Checkless Allowed: Sente may play without giving check.

Koko: A move is allowed only if the destination square is adjacent to at least one occupied square (isolation prohibition). This applies to checks: a King is not considered to be in check if capturing it would make the capturing piece isolated.

Patrol: A piece may capture only if it is observed by another friendly piece. The definitions of check and mate are based on this rule.

Wazir (Wa): (1,0)-Leaper. that may move a single square vertically or horizontally.

Man (Mn): Moves to any adjoining square. It is similar to the King, but it is not a royal piece.

Lion (Li): The Lion in fairy chess. Moves on queen lines any distance to reach a hurdle and then any further distance beyond it.

(2,4)-Leaper (24): (2,4)-Leaper

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.

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.

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

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

Proof Game (PG n): 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

Example 1   IZUMI Masataka
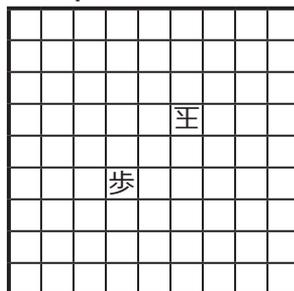
▲金
T#1
Point Reflection

Example 2   IZUMI Masataka
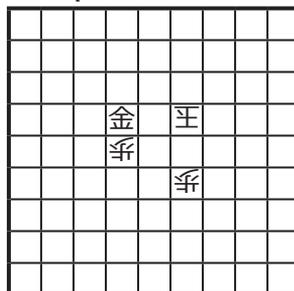
▲桂桂
H#5
Point Reflection

Solutions to Examples

Example 1
55 金打 迄 1 手 .

< Example 1 final position >

				王				
				金				
			歩					
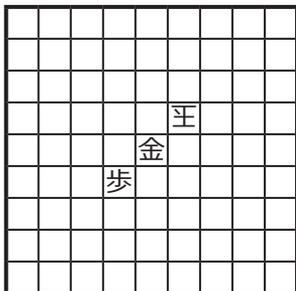
In the initial position, Gote's King moves as a Pawn. Therefore, when Sente drops a Gold on 55, the King has no escape square. However, if Sente drops a Gold on 35 instead, Gote can play 75 歩 打 (or a similar drop) to change the Gold's powers of movement and remove the check.

Example 2
56 桂打 , 45 玉 (44),
57 桂打 , 同歩生 (46),
54 金 (64) 迄 5 手 .

< Example 2 final position >

			金					
		歩		王				
			桂					
		歩						
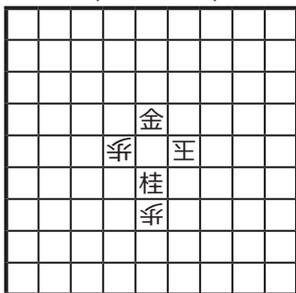
Let us confirm that the final position is indeed mate. The Knight on 56 gives check with the Gold's powers. Since Gote's King moves as a Pawn, he cannot escape to evade the check. Because square 54 is occupied, Gote also cannot defend by altering the Knight's powers. Although 65 歩 moves with the King's powers and it may seem possible to capture the Knight, capturing it would result in a Double Pawn, so it is not allowed. This is the effect of Gote's having declined to promote the Pawn on move 4. Therefore, Gote's King is indeed mated.

If Gote had promoted the Pawn on move 4, then against 54 金 (64) not only 56 歩 (65) but also 56 と (57) would also be available. The reason for not promoting the Pawn is duplicated.


Issue 111（U380-385）

U380　KOMAI Mei　駒井めい

						杢		
			銀	王			香	
					角			
				玉				
			桂					
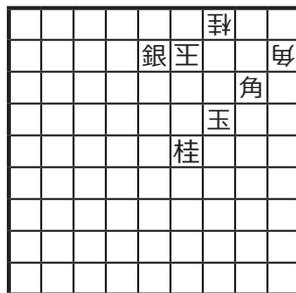
▲なし
T#3
Kings may be promoted to Mans.

43 玉成 (34), 同桂 (31),
41 角成 (23) 迄 3 手 .

< Final Position (U380) >

				馬		
		銀	王		毋	
			圡			
			桂			
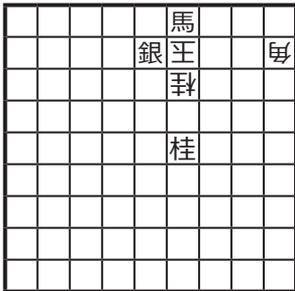
Composer: Unpin by removing the King.

Oikawa: A King sacrifice that uses the loss of royal attribute. I see.

Sugawa: Promote and sacrifice the obstructing King. If he were a good King, one would hesitate.

Nakajima: I wonder whether it is really permissible to do such a thing with a King—but apparently it is.

★ The first move 41 角成 (23) would be illegal, as it exposes the King to check. Removing the royal piece with 43 玉成 (34) is a breakthrough method unique to fairy problems.

U381　SHIMADA Haru　島田春瑠

				Li		王
					●	
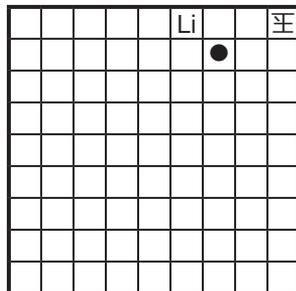
▲金　△銀
H#11
Li = Lion
● = Boulder

31 金打 , 21 銀打 ,
同金 (31), 12 玉 (11),
11 金 (21), 同玉 (12),
31 銀打 , 21 金打 ,
42 銀生 (31), 12 金 (21),
31 銀生 迄 11 手 .

< Final Position (U381) >

				Li	銀	王
					●	零
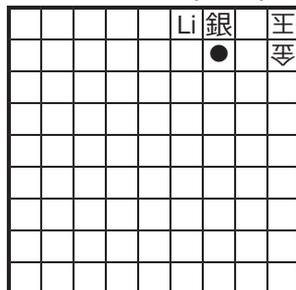
Oikawa: A six-move exchange of pieces in hand. Very skillful.

Sugawa: A charming little problem with a good sense of rhythm.

★ In the first six moves, the two sides exchange their pieces in hand. Gote uses a Gold to block square 12, and Sente mates the King with a switchback of the Silver.

U382　Sengyotei　占魚亭
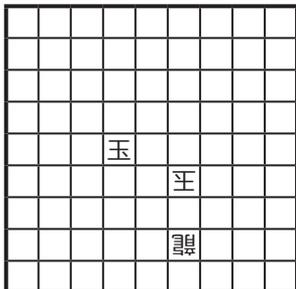
▲飛　△角２
HS#12
Patrol

76 飛打 , 66 角打 ,
同飛 (76), 47 玉 (46),
69 角打 , 68 龍 (48),
56 玉 (65), 36 玉 (47),
47 玉 (56), 58 角打 ,
57 玉 (47), 47 玉 (36) 迄 12 手 .

＜ Final Position (U382) ＞
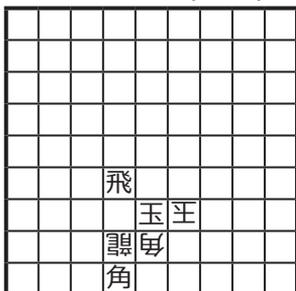
Composer: Completed in June 2023. As usual, it is a close-range battle.
Oikawa: My own work. My specialty (?) — a close-range battle.
Sugawa: I can't solve it.

★ The first six moves form a phase in which the major pieces play the leading role. After capturing the Bishop interposition, Sente plays 69 角打 and Gote replies with 68龍(48), which cuts the Rook's line and thus removes the check.

＜ Position after the 6th move ＞
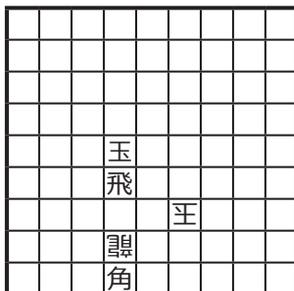
▲なし　△角

★ In the second half, the Kings take center stage. Sente gives check by a bodily charge, 56 玉 (65) followed by 47 玉 (56), and in the end Gote also delivers a direct check with his King to conclude the mate.

U383　DEGUCHI Nobuo　出口信男

（将棋盤図）

▲歩 2
H#19

21 金 (11), 同玉 (22),
22 歩打 , 11 玉 (21),
21 歩成 (22), 同銀 (12),
22 歩打 , 同玉 (11),
24 桂打 , 22 玉 (12),
32 桂成 (24), 11 玉 (22),
21 圭 (32), 12 玉 (11),
22 圭 (21), 同銀 (31),
24 桂打 , 11 玉 (12),
12 銀打 迄 19 手 .

＜ Final Position (U383) ＞

（将棋盤図）

Oikawa: The key point is the timing
of capturing the Silver.
Nakajima: It inevitably takes 21

moves. I ran out of time and had to
resign.

★ A 3 × 3 "stone wall" formation. If
the Silver is captured at the outset,
the checks will not continue, so
Sente plays 21 金 (11) instead. The
play proceeds without breaking the
series of checks, and after 12 玉 (11)
on the 14th move, the following
position arises.

＜ Position after the 14th move ＞

（将棋盤図）

▲銀桂

★ Here, the sacrifice 21 圭 (32) is
the strong move. After 同銀 (31), 24
桂打 , 11 玉 (12), 12 銀打 , it is mate.

U384　UEDA Yoshikazu　上田吉一

		24	24	24	24			
		◆	◆	◆	◆			
と		王						
	ラ							
								玉
	ем							

▲香　△香
HS#56
Wa = Non-reusable Wazir
24 = (2,4)-Leaper
◆ =Pyramid

79 香打 , 78 香打 ,
同香 (79), 同 Wa(88),
77 香打 , 76 香打 ,
同香 (77), 同と (86),
85 と (95), 65 玉 (75),
69 香打 , 68 香打 ,
同香 (69), 同 Wa(78),
67 香打 , 66 香打 ,
同香 (67), 同と (76),
75 と (85), 55 玉 (65),
59 香打 , 58 香打 ,
同香 (59), 同 Wa(68),
57 香打 , 56 香打 ,
同香 (57), 同と (66),
65 と (75), 45 玉 (55),
49 香打 , 48 香打 ,
同香 (49), 同 Wa(58),
47 香打 , 46 香打 ,
同香 (47), 同と (56),
55 と (65), 35 玉 (45),
39 香打 , 38 香打 ,

同香 (39), 同 Wa(48),
37 香打 , 36 香打 ,
同香 (37), 同と (46),
45 と (55), 25 玉 (35),
29 香打 , 28 香打 ,
同香 (29), 同 Wa(38),
27 香打 , 同と (36) 迄 56 手 .

＜ Final Position (U384) ＞

		24	24	24	24			
		◆	◆	◆	◆			
					と		王	
						ラ		玉
						ем		

▲なし　△香香

Oikawa: A cyclic sequence of ten moves, carrying the King, the Promoted Pawn, and the Wazir as a set. I enjoyed it.

Sugawa: A one-way journey accompanied by the Wazir and the Promoted Pawn. Simple and nicely done.

★ By the sequences "Lance drop, Lance interposition, Lance takes, Wazir takes" and "Lance drop, Lance interposition, Lance takes, Promoted Pawn takes," the Wazir and the Promoted Pawn are each shifted one square to the right. After 85 と (95) and 65 玉 (75), the position reaches

the diagram below.

< Position after the 10th move >

		24	24	24	24			
		◆	◆	◆	◆			
	と		王					
		⊐						
							玉	
		aw						
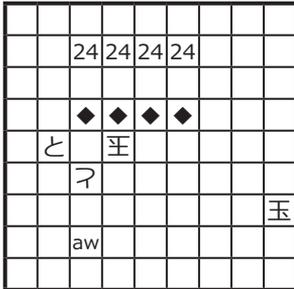
▲香　△香

★ In ten moves, a total of four pieces　— Gote's King, Promoted Pawn, and Wazir, together with Sente's Promoted Pawn　— have each 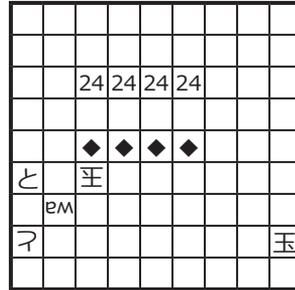moved one square to the right. Repeating this ten-move cycle, the play proceeds until 25 玉 (35) on move 50, when 29 香打 , 28 香打 , 同香(29), 同 Wa(38), 27 香打 , 同と(36) results in mate.

U385　UEDA Yoshikazu　上田吉一

		24	24	24	24			
		◆	◆	◆	◆			
と		王						
	ew							
⊐							玉	

▲香　△桂香
HS#62
Wa = Wazir
24 = (2,4)-Leaper
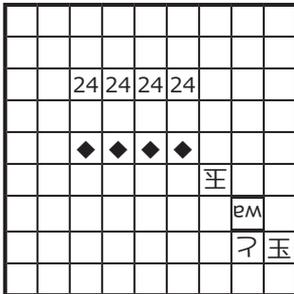◆ =Pyramid

79 香打 , 78 香打 ,
同香 (79), 77 桂打 ,
同香 (78), 同 WA(87),
88 桂打 , 同と (98),
86 と (96), 66 玉 (76),
69 香打 , 68 香打 ,
同香 (69), 67 桂打 ,
同香 (68), 同 WA(77),
78 桂打 , 同と (88),
76 と (86), 56 玉 (66),
59 香打 , 58 香打 ,
同香 (59), 57 桂打 ,
同香 (58), 同 WA(67),
68 桂打 , 同と (78),
66 と (76), 46 玉 (56),
49 香打 , 48 香打 ,
同香 (49), 47 桂打 ,
同香 (48), 同 WA(57),
58 桂打 , 同と (68),
56 と (66), 36 玉 (46),
39 香打 , 38 香打 ,

同香 (39), 37 桂打 ,
同香 (38), 同 WA(47),
48 桂打 , 同と (58),
46 と (56), 26 玉 (36),
29 香打 , 28 香打 ,
同香 (29), 27 桂打 ,
同香 (28), 同 WA(37),
36 と (46), 同玉 (26),
38 香打 , 同と (48),
28 桂打 , 同と (38) 迄 62 手 .

< Final Position (U385) >

▲なし　△桂香香歩

Oikawa: A variation of U384. Although there is no other construction, the slight change in the concluding cycle works nicely.
Sugawa: This time, a one-way journey using a Knight. It required a little more effort.

★ In U384, two sequences of Lance drop and Lance interposition occurred within a single cycle. This time, a single Lance drop captures both a Lance interposition and a Knight interposition. Repeating the ten-move cycle, the diagram shows the position after 26 玉 (36) on move 50.

< Position after the 50th move >
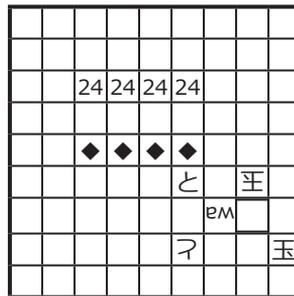
▲香　△桂香

However, instead of 38 桂 打 , the play continues 36 と (46), 同玉 (26), 38香打 , 同と(48), 28桂打 , 同と(38), thereby drawing Gote' s Promoted Pawn inward and achieving mate. An easy and enjoyable problem featuring a repeated cycle.

★ The solution results for Issue 111 (U380-U385) are as follows (ranked by score and order of receipt). Thank you for your submissions!

Hironori Oikawa
　5 + 5 + 5 + 5 + 5 + 5 = 3 0
Takuji Sugawa
　5 + 5 + 0 + 5 + 5 + 5 = 2 5
Masakazu Nakajima
　5 + 0 + 0 + 0 + 0 + 0 = 5

Editorial

Might this issue be a historic one? The problem featured on the cover is, to the best of our knowledge, the first submission ever from South Korea. We very much hope that this will be followed by further contributions from many Asian countries.

Submit your solutions and comments via the Google Forms linked on the *Problem Paradise* homepage and in each section of this issue. The deadline for submitting solutions is **June 30, 2026**. The results will be published in Issue 115, 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).

Solving Results

For issue no. 111, we received solutions from 8 solvers. We would like to take this opportunity to make a request to all of you reading this page: **the continued existence of this online magazine depends on readers' submissions of solutions and brief comments, so we warmly encourage you to send them in**. Even a single solved problem is perfectly welcome, and comments are equally appreciated even if you were unable to solve any. After consulting the results table, we especially invite active participation in those sections with fewer submitted solutions.

	D	E	H	S	F	R	U	Total
Takuji Sugawa	27.5		30	5	10		25	97.5
Hironori Oikawa	5		40	5	17.5		30	97.5
Masakazu Nakajima		3	30	10			5	48
Anton Nasyrov			35					35
Ryo Shiomi			20					20
Dmitrij Baibikov						20		20
Tsutomu Obata	5		8.75					13.75
Juraj Lörinc					5			5