



THE PROBLEMIST SUPPLEMENT

ISSUE 83
JULY 2006

EDITOR and
ORIGINALS EDITOR
Solutions &
comments

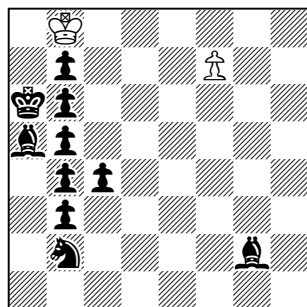
John Rice, 9 Manor Crescent, Surbiton KT5 8LG
Email: johnrice@freeuk.com
Send to C.J.Morse, 102A Drayton Gardens, London SW10 9RJ.
Comments only may be sent by email to wmmcdowell@freeuk.com

All originals printed in the Supplement take part in the normal *Problemist* tournaments, so that publication here is equivalent to publication in the main magazine. For the Supplement we look for straightforward originals of all types. They should be pointed and well constructed, and have entertainment value. **JMR**

HOW TO FORCE MATE WHEN YOU HAVEN'T MUCH LEFT

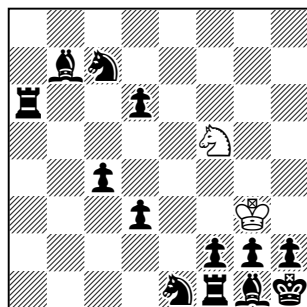
Some intriguing items from *Minimalkunst im Schach*, selected by John Rice

A Nils A.Bakke
1 Pr= *Stella Polaris* 1969



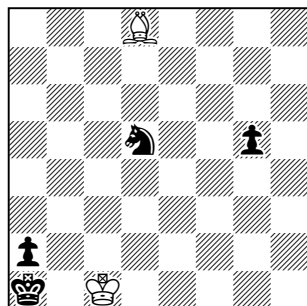
#4

B Friedrich Chlubna
Deutsche Schachblätter
1969



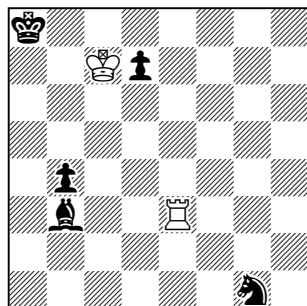
#4

C William Shinkman
American Chess Bulletin
1924



#5

D Erich Zepler
Wiener Schachzeitung
1929



#4

We're taking a break from our ongoing survey of fairy pieces to look at some problems chosen from the recently published book of minimals (see review in the main magazine in May). White has just K plus one other unit, yet prevails in the required time against whatever material Black still has.

Immediate promotion would be a mistake in **A**: 1.f8Q? Bc6! (2.Ka8? Be8!). 1.f8S? Bh3! Instead, 1.Ka8! is correct, with mate on a7 after the threatened 2.f8Q. After 1...Sd3 2.f8Q still works: 2...Se5 3.Qb8 Sc6 4.Qxb7; and after 1...Bc6 White continues 2.f8S Be8/Bd5 3.Se6/Sd7 then mate.

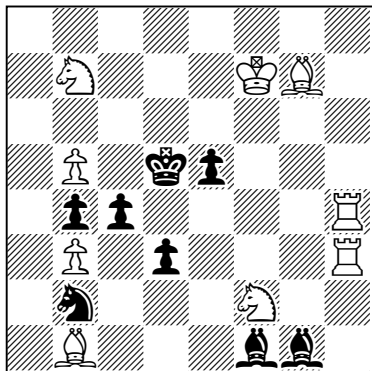
The WK plays with care in **B**: 1.Kh4? Sf3+! (2.Kh5 Ra5!) or 1.Kg4,h3? Bc8! So 1.Kf4! Se6+ 2.Kg4 Bf3+ 3.Kh4 ~ 4.Sg3, and 1...Sd5+ 2.Kg5 Sf3+ 3.Kh6 ~ 4.Sg3.

Have a go at **C** and **D**! Solutions on page 760.

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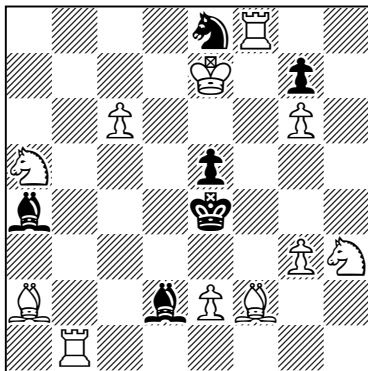
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PS1797 Januarta Simadhinata
(Indonesia)



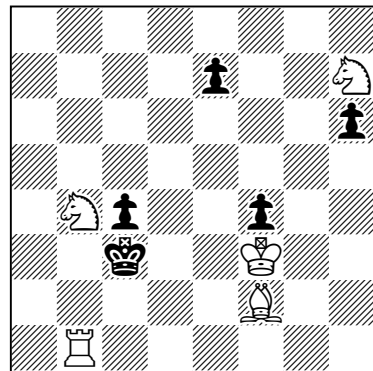
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PS1798 R.Ganapathi
(India)



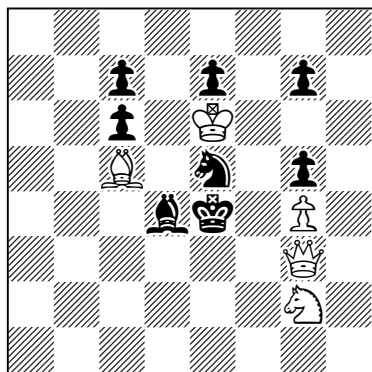
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PS1799 Jan Strydom
(South Africa)



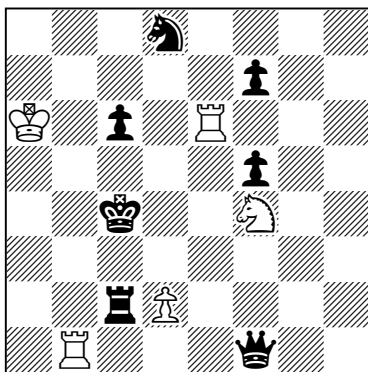
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PS1800 Ron Fenton
(USA)



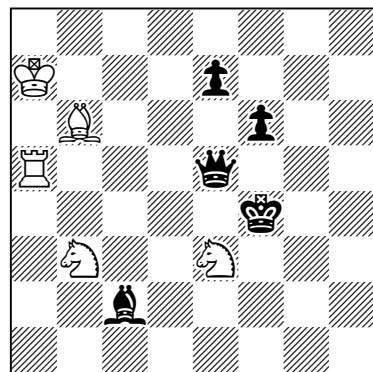
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PS1801 Nicolas Blum
(France)



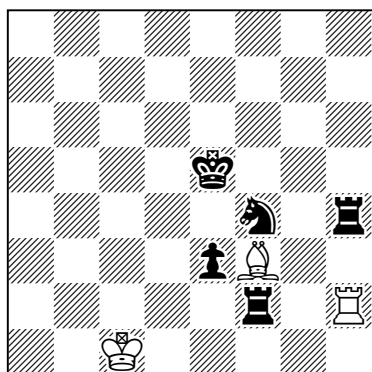
H#2 2 solutions

PS1802 Yoel Aloni &
Emanuel Navon
(Israel)



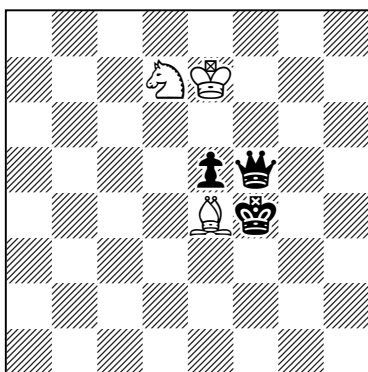
H#2 2 solutions
(b) Se3>f2

PS1803 Guy Sobrecases
(France)



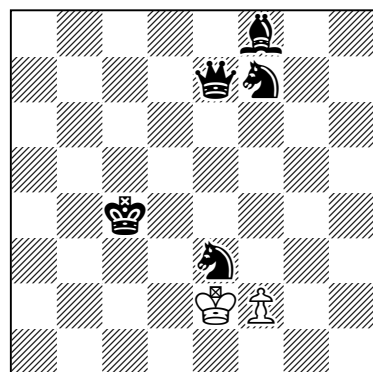
H#3 2 solutions

PS1804 José C.Vinagre
(Portugal)



H#3½ 3 solutions

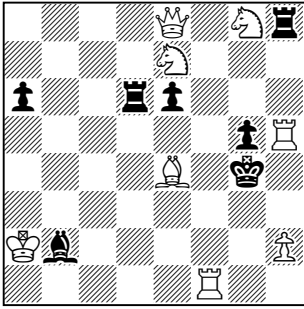
PS1805 José C.Vinagre
(Portugal)



H#5½

SOLUTIONS (January)

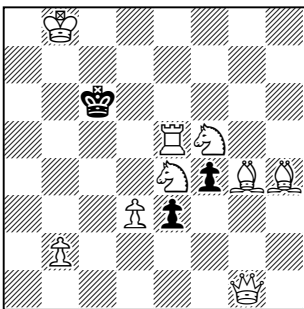
PS1737



#2

PS1737 (Burger) 1.Qa4 (>2.Bf3) Bd4/Rd4/Kxh5/Rxh5 2.Qd1/Sf6/Bg6/Bf5. A good traditional problem with four nice variations: Grimshaw interferences on d4 and sacrifices of wRh5 (T.H.Traum). Double check threat allows a bK-flight, but more importantly forces the R and B to d4 (J.Gill). I like this old fashioned #2 with its flight giving key and four pretty variations. Solving is easy because White has to provide for 1...Rxh5 (L.Belcsak). The two main variations show what are termed **Levman defences**, which are an extension of line **Theme A** defences. In Theme A Black defeats a threat involving the closure of a white line of guard by cutting a second line of guard on the same square. Levman strategy adds the feature that the second line of guard is not opened until the threat is played. Hence the threat 2.Bf3 cuts the R's guard of f4 but opens the Q guard, which is closed by the B and R moves to d4 (MM).

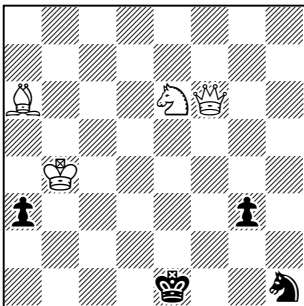
PS1738



#2

PS1738 (Sydenham) Set 1...Kd7 2.Sd4 [Se7?]; 1...e2 2.Se7 [Sd4?]. 1.Bf3! (-) Kd7 2.Sc5 [Sf6?]; 1...e2 2.Sf6 [Sc5?]; 1...Kb6 2.Qg6. Also 1.Bh5? (-), with 2.Be8 after 1...Kd7 and 1...e2, and 1.Bd1? (-) with 2.Ba4 after the same defences, but both failing to 1...f3! Nice changes, even if I am not sure if this can be called a 4x2 Zagoruiko (THT). A waiting key, opening the g-file and cramping Black's mobility even further by preventing the bP's occupation of f3 (JG). Technically it is a 4x2 Zagoruiko, since the mates following 1...Kd7 and 1...e2 are changed 4 times, but the repetitions make this irrelevant. Colin did not set out to compose a Zagoruiko; his idea was to show the changes caused by a switch from an indirect battery to a direct battery. The four mates in the set and actual play show dual avoidance, and there are 7 mirror mates (mates where no square adjacent to the mated king is occupied) (MM).

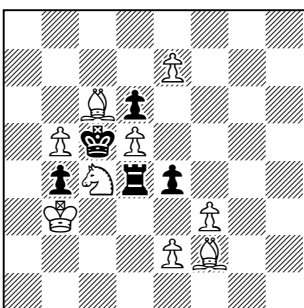
PS1739



#3

PS1739 (Makaronez) 1.Qd4? Sf2! 1.Qf3? Kd2! 1.Kc3? Sf2! 1.Sf4! (>2.Qd4 ~ 3.Sg2) g2 2.Qc3+ Kd1/Kf2 3.Be2/Sh3; 1...Kf2 2.Qd4+ Ke1/Kf3 3.Sg2/Be2; 1...Sf2,Kd2 2.Qc3+. Flight-giving key with attractive mates despite the limited white second moves (JG). Three models, of which the one involving a distant block (1...g2) is perhaps the finest (THT). It is amazing that White can mate in 3 with his S so poorly placed. Excellent key and three good model mates (LB). A well-keyed lightweight showing four models in total, two ending with Be2 mate. In a model mate all of the squares around the mated king are guarded or blocked in one way only, and all of the white force with the possible exception of king and pawns participate in the mate. (MM).

PS1740



#3

PS1740 (Stephenson/Rice after Loyd) 1.e8R (-) e3 2.Rxe3; 1...exf3 2.Re4. Instructively clean and simple construction (JG). The key appears obvious (what else?) but the main line with unpin of the BR followed by four variations is very nicely done (THT). Underpromotion combined with B/R battery and pin mates. Excellently done (C.C.Frankiss). Loyd's setting (v. *New York Clipper* 1876) was 8/1S3P2/1p1Bp3/1p1kP3/1P1SrpP1/1KP3P1/4PP2/7Q #3 1.f8R with a triple threat 2.Bb8, 2.Bc7 and 2.Rd8, all of which work after 1...fxg3. How could one of the immortals have produced such a crude setting? When Loyd began composing in the 1850s modern standards of construction did not exist. His aim was always to surprise the solver and he never worried too much about achieving perfect economy. In *Sam Loyd and his chess problems* A.C.White wrote "The chief trait of his genius was his spontaneity, and this resulted... in frequent inaccuracies and in occasional lack of finish." (MM).

PS1741 (Blum) 1.Rf2 (>2.Qh5+ gxh5 3.Rf5) 1...exf2 2.Qe2 (>3.Qe5) 2...Se4 3.Qxe4; 1...fxe6 2.Qg4 (>3.Qxe6) 2...c4 3.Qxd4; 1...Bxf2 2.Qh1+; 1...Bb1 2.Qb3+ Sxb3 3.c4; 2...c4 3.Qb5; 1...e2 2.Qxe2. White needs a sharp threat to counter 1...Bb3 or 1...Bc4. The key gives the Q the necessary scope and the key square is strategically chosen. A fine problem despite the inertia on the Q side (JG). Good key (to a doubly guarded square) and play (CCF). Quite a host of black pawns and a minor dual in the line 1...Bb1 2.Qb3+ Sc4 3.Qxc4 or 3.Qxb7, but a fine sacrificial key and pleasant solving (THT). The dual is of

little relevance. There is a lot of excellent play here. Queen sacrifices on each side of the board deflect a piece away from the mating square and there are two good quiet continuations 2.Qg4 and 2.Qe2. I'm reminded of a problem by G.W.Chandler (see the article on the *Hampshire Telegraph and Post* column in the main magazine) from *The Problemist*, January 1980, his last composition, published at the age of 90: 5S2/1rp1Bp2/R5p1/1r1k4/3p1P2/s1R4p/b4S1K/3Q2s1 - #3: 1.Rf6 (>2.Qh5+) Sc4 2.Qxd4+; 1...Bb1 2.Qb3+; 1...Bc4 2.Qg4 (MM).

PS1742 (Traum) 1.Bb5 f5 2.Kb4 f4 3.Ka5 f3 4.Be2 fxe2 5.Sb5. An interesting WB switchback (JG). Nice sequence (CCF). Not difficult (R.Lazowski). Perhaps not, but a pleasing idea, perfectly constructed. A claim of 1.Sb5+ Ka6 2.Kb4 fails to 2...Ra7 3.Ka4 3.Rab7! (MM).

PS1743 (Shire) 1.dxe4 Sc2 2.bxc2 Rd8; 1.cxd4 Sd2 2.cxd2 Bh7. Disposing of the WSs is not as straightforward as it may seem (JG). Very harmonious line-openings and blocks; not so easy to solve either! A fine helpmate (THT). Good scheme showing wS sacrifices. An attractive problem (CCF). There are any number of examples of double captures of white pieces, but the selfblocks may add a little originality. There is an irritating mismatch in that three of the pawn captures combine selfblock with line opening, while bxc2 is a pure selfblock (MM).

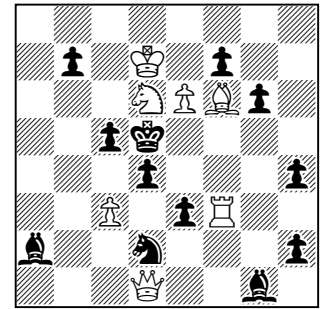
PS1744 (Black) 1.Qxg2 Rf7 2.Qxg4 Be7; 1.Qxe7 Bh3 2.Qxf6 Rg2. Two pieces form a block in each solution; well done (THT). Intriguing double captures and interferences (JG). Unluckily for the composer Chris Feather reports that this is identical to a problem by Unto Heinonen, Commended, IMSCOP Ty 2004-5 (MM).

PS1745 (Vatarescu) 1.f3 Kf2 2.g1R Bxe4 3.Rd1 Rc2; 1.e3 Bxf5 2.e2 Rd1+ 3.Ke3 Rd3. Nice echo mates, rather difficult to find. I needed nearly an hour for solving (THT). Roughly echoed mates a diagonal step apart, though I was expecting a second promotion (C.Taylor). Well composed with a small force (CCF).

PS1746 (Muralidharan) (a) 1.Qxb4 d6 2.Qc3 Rc4 3.Bd2 Be4; (b) 1.Qxd5 b5 2.Qd3 Be4 3.Rd2 Rc4. The two nearly immobile white officers facilitate the solution, but the pin-mates with changed roles of the white pieces are neatly shown (THT). A gently played melange of clearances, pins and selfblocks (JG). Not sure I liked the wP moves to clear lines, but nevertheless well composed as one would expect from this composer (CCF). Alas, we shall see no more of his work (JMR).

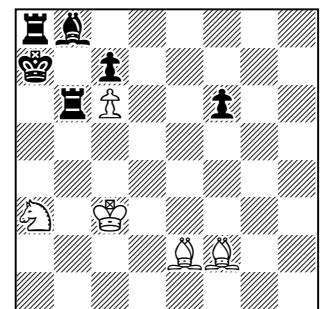
PS1747 (Tylor) 1.Bc2+ Sg1 2.Bd1 Sf3 3.Bxe2+ Se1 4.Bf1 Sc2. A clever sequence of pin/unpin moves (CCF). The DNA or double-helix theme? (JG). A funny showpiece that can easily be solved from the diagram, key and mate on the same square (THT) ...a feature which is probably accidental, and certainly not something I would have noticed. Do helpmates really have keys? (MM).

PS1741



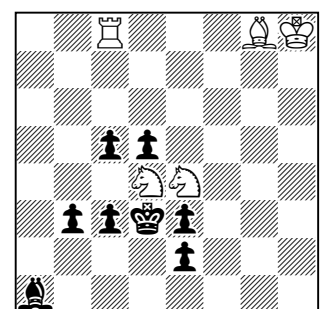
#3

PS1742



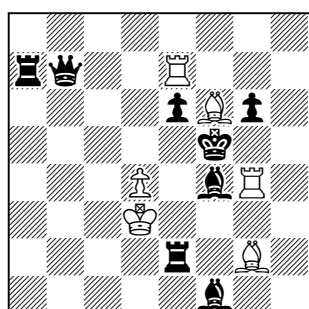
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PS1743



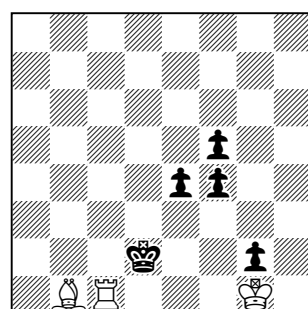
H#2 2 solutions

PS1744



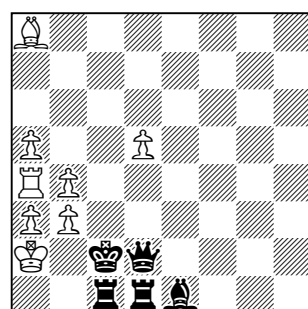
H#2 2 solutions

PS1745



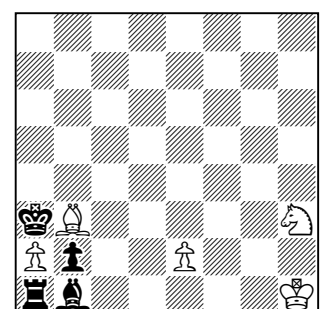
H#3 2 solutions

PS1746



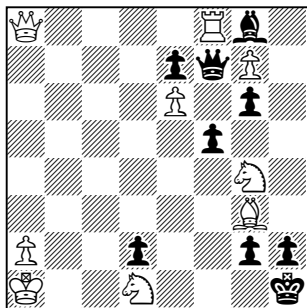
H#3 (b) Rc1>e2

PS1747



H#4

5 Gerald F. Anderson
British Chess Magazine
 1970

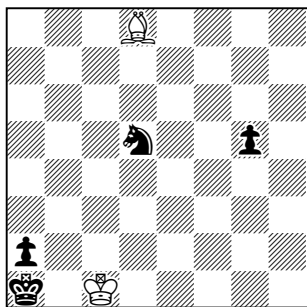


R#3

1...Qxh6 2.Bxf3 3.Kxg2 (no mate by 3.Qg4); 1...Qh7 2.Sxf3 3.Kxg2 (no mate by 3.Qf5). If 2...Qb1+ 3.Sg1.

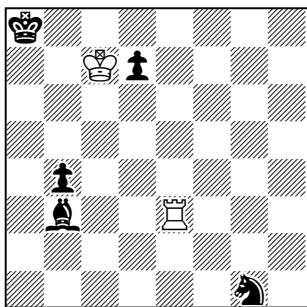
Finally 5, an excellent and original problem by one of the best reflexmate composers of former times. There is a potential mate by dxc1Q if White can get a piece to c1. But not yet by 1.Qa3? or 1.Qc8? because of 1...g1B! and White must mate by 2.Qf3# or 2.Qc6#. So we play 1.Bd6, threatening 2.Ba3 and 3.Bc1 dxc1Q#. If 1...Qf6+ 2.Sb2 d1Q#. If 1...exd6, then 2.Qxg2+ (removing a guard on a2) Kxg2 3.e7 Qxa2#. Black's main defences are 1...Qe8/fxg4 preparing 2.Ba3? fxg4/Qe8 3.Rf1#. However, they both prevent the wQ mates on the long diagonal. So if 1...Qe8 2.Qc8 and 3.Qc1 (definitely not 2.Qa3?? g1B 3.Qf3#). And if 1...fxg4 2.Qa3 and 3.Qc1. In this line 2.Qc8? fails through 2...Qf6+ 3.Sb2 when the wQ prevents 3...d1Q from being mate. A very clever problem, well constructed from light material.

C William Shinkman
American Chess Bulletin
 1924



#5

D Erich Zepler
Wiener Schachzeitung
 1929



#4

Minimals solutions (see front page)

C There is set play here: 1...g4 2.Bg5 g3 3.Bh6 ~ 4.Bg7+. This is the manoeuvre White must aim for, but 1.Bxg5? is no good because 1...Sc3 2.Bf6 is stalemate, and 2.Bh6? fails to 2...Se2+! So 1.Ba5! g4 2.Bd2 g3 3.Bh6 ~ 4.Bg7+ ~ 5.BxS. Stalemate is avoided by means of a peri-manoevre.

D 1.Kb6? straightaway fails to 1...Be6 or Bf7! 1.Re5? straightaway fails to 1...d5! (2.Kb6? Ba4!) Therefore White must play so that the BB cannot get to a4 and the BP interferes on the longer diagonal: 1.Re1! (>2.Ra1+) Ba2 (first task achieved) 2.Re5 (>3.Ra5#) d5 (second task achieved) 3.Kb6! ~ 4.Re8 (2...Bc4 3.Ra5+; 2...Bd5 3.Rxd5).

MINIATURES SOLVING CONTEST 2006

Appropriately, 1812 is the Russian overture to this year's miniatures medley. For the most part these are straightforward problems, though there are tries to catch the unwary in 1813, 1816 and 1819. 1820 presents an unusual method of twinning: yes, every piece changes colour for part (b).

Here are a few definitions (others will be found with this month's regular originals):

Duplex helpmate: the stipulation applies to Black as well as White, so there are solutions in which White plays first and is mated, in addition to the usual arrangement where Black plays first and is mated.

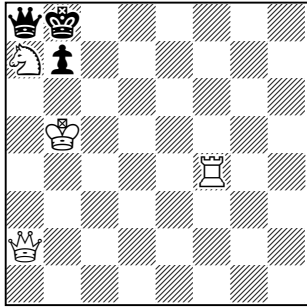
Royal Fers (♔): a K that moves one square diagonally, without orthogonal movement.

Neutral pawns (♙): may be moved or captured by either side, and may promote to neutral pieces with the same property. To achieve mate, it is necessary to reach a position where the mated side cannot simply move the mating piece away.

Circe: a captured unit is reborn on its game-array square (R, B and S on the square of the same colour as the capture-square, P on the capture-file). If this square is occupied, the captured unit disappears. In PS1826 a neutral piece captured by White is reborn on the top rank

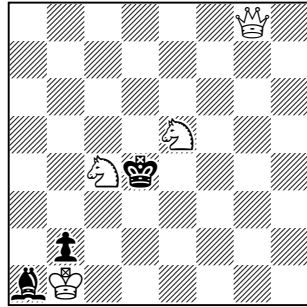
Please send your solutions **plus comments** to the Editor (not to Jeremy Morse) by **1st November 2006**. As usual, a full set of solutions is not essential, because the book prize on offer will be given to the sender of the best set of comments. By all means say what appeals to you about each problem, but the most interesting comments will be those in which you explain what happens in the solution. My decision as to the recipient of the prize will be final!

PS1812 Vladimir Kuzmichev
(Russia)



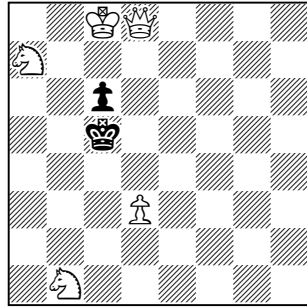
#2

PS1813 Paul Vatarescu
(Israel)



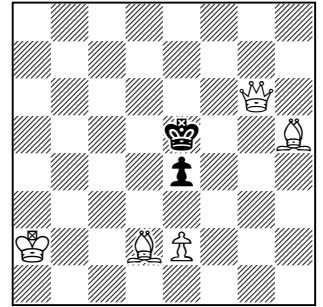
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PS1814 Eligiusz Zimmer
(Poland)



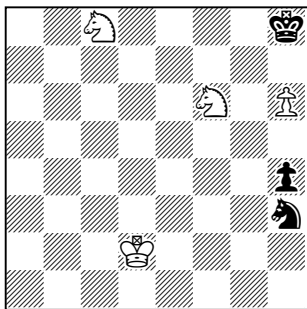
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PS1815 Semion Shifrin
(Israel)



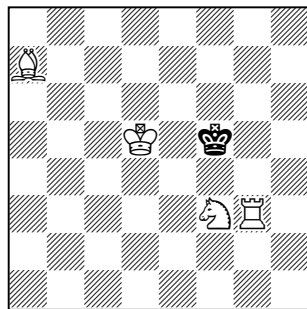
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PS1816 Colin Russ



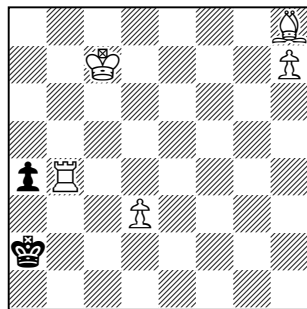
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PS1817 Leonid Makaronez
(Israel)



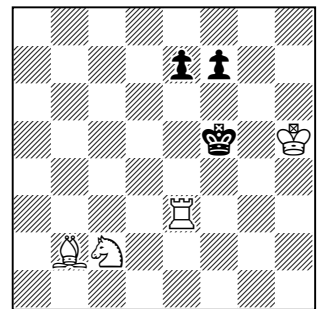
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PS1818 Colin Russ & John Rice



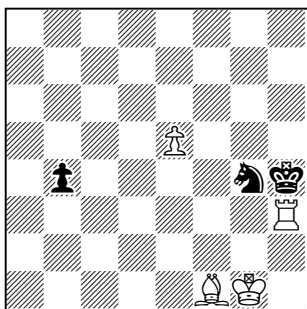
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PS1819 Steven Dowd
(USA)



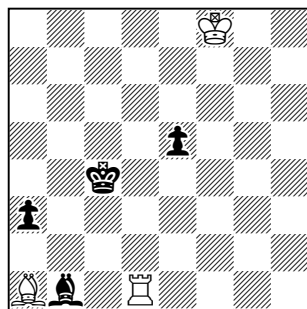
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PS1820 Bernd Gräfrath
(Germany)



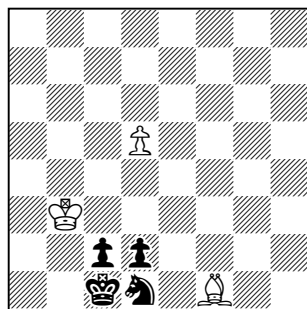
H#2½ (b) all pieces change colour

PS1821 V.Ramaswamy
(India)



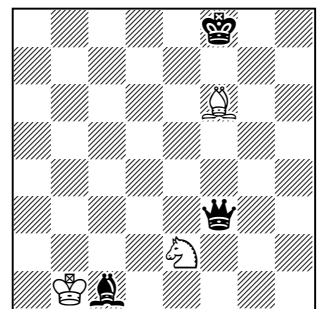
H#3 2 solutions

PS1822 José C.Vinagre
(Portugal)



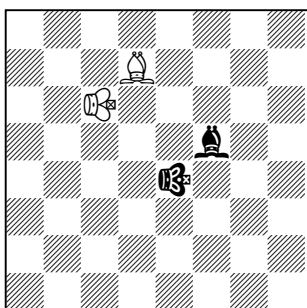
H#4

PS1823 John Nunn



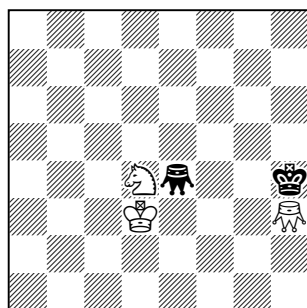
H#5

PS1824 Bedrich Formánek
(Slovakia)



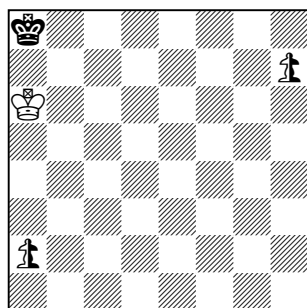
H#2: 2 solutions; duplex: 3 solutions. Royal Fers c6, e4

PS1825 Vito Rallo
(Italy)



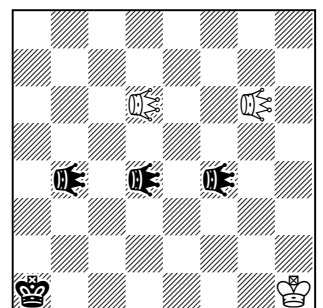
H#4 (b) BK>g3 Grasshoppers h3, e4

PS1826 C.J.Feather



H#3 Circe (b) nPa2>b2 Neutral pawns a2, h7

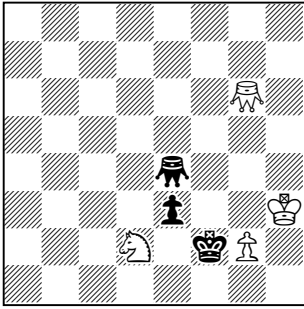
PS1827 Peter Harris
(South Africa)



H=3 (b) Lb4>d2 Lions

SELFMATE AND FAIRY SOLUTIONS (January)

PS1749F

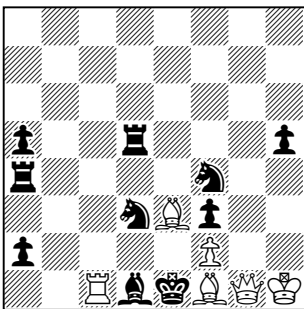


H#3 2 solutions
Grasshoppers g6 & e4

PS1749F (Rallo) 1.e2 Kh2 2.Ge1 Se4+ 3.Kf1 Gd3; 1.Gh1 g3 2.Kg1 Kh4 3.Kh2 Sf3. The 1.Gh1 solution was rather difficult to find because I did not expect the WG to remain stationary (THT). A pleasant miniature. Two quite different solutions, both ending in model mates (MM).

PS1750F (Pásztor) 1.Ra1 (>2.Bd2) Sd~ 2.Ba6; 1...Sc5 2.Bb5; 1...Sb4 2.Bc4 1...Sxf2+ 2.Qxf2[Sb8]. Clearance key and some nice variations by the bSd3 (self-interference and black correction (THT)). Nice display of Circe effects (LB). Good correction play (CCF). The key allows the threat by vacating c1 so that 2...Kxd2 [Bc1] is impossible. Any move of the S opens a R guard on d2. A random move allows 2.Ba6, the only move which avoids a capture which would send the B back to f1. The corrections 1...Sc5 and 1...Sb4 both interfere with a R and show valve and bi-valve strategy (Valve – a move simultaneously opens one line of a R, B or Q and closes another; Bi-valve - a move simultaneously opens a line of one piece and closes a line of another) (MM).

PS1750F

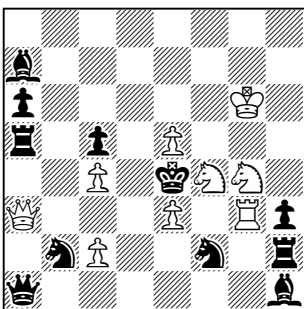


#2 Circe

PS1751F (Milewski) 1.Sd3? (>2.Sf6) Sbx d3[Sb1] 2.Sd2; 1...Sfx d3[Sb1] 2.Sc3; 1...Sxg4[Sb1] 2.Sc3; 1...Bf3! 1.Qxc5[Pc7]! (>2.Sf6) Rxc5[Qd1] 2.Qd4; 1...Bxc5[Qd1] 2.Qd5; 1...Sxg4[Sb1] 2.Sc3. Radical change between try (black line-openings) and solution (black self-interferences) (THT). I see two tries, 1.Sd3? with two thematic variations, and 1.Qc3?, with a thematic refutation. The whole makes a rather pleasing impression (LB). An ambitious idea, but pieces which operate in one phase have no use in the other, giving the impression of two problems welded together. Remove the wSf4 and the solution still works. The wQ has no function in the try, while the bRa5 and bBa7 have the sole function of preventing a second threat 2.Sxc5 (either could be removed) (MM).

PS1752F (Grigoryan) (a) 1.exd1[wQ] Qb3 2.dxe1[wQ] Qa5; (b) 1.dxe1[wS] Sf3 2.exd1[wS] Sf2. Another funny show piece! (THT). Certainly an amusing transformation, neatly exploiting Andernach rules (CT). Double promotions to Q and S. Well done but fairly simple solving (CCF).

PS1751F

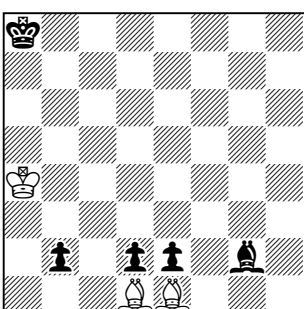


#2 Circe

PS1753F (Lörinc) 1.RLbb2? (>2.RLd2 RLxd2 or RLe2 3.RL(x)e2; 2...Kf6,f7 3.RLf3) 1...Kd6! 1.Bf5? (>2.Be4+ Kxe3 3.Bd3) Kd6 2.Sc3 ~/Ke5 3.RLd3/Be4; 1...Kd8! 1.Bb7! (>2.Be4+ Kxe3 3.Bd3) K~d 2.Bd5+ Kxd4 3.Bc4; 1...K~f 2.Bf3+ Kxf2 3.Be2. The key gives the maximum of flights to the K. A frightening diagram and stipulation only at first sight (THT). Interesting, but more of a construction than a problem (CCF). There is a set mate 1...Kf6, f7 2.LRf3 which works because the K takes the power of the attacking LR and hence can only potentially move to the guarded square f2. Black's other available moves are LR to e2, d2 or xc2, and 1...Kd6. 1.RLbb2? fails to 1...Kd6! 1...Bf5? exchanges the flights at f6 and f7 for new flights at d8 and e8, but 1...Kd8! refutes. The key 1.Bb7! gives 5 new flights to the 3 set, leading to three echoed variations (MM).

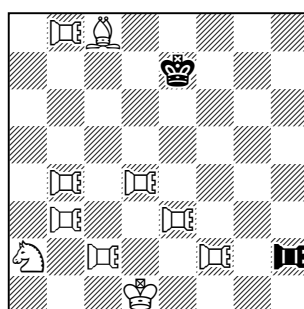
PS1754F (Willmott/Shanahan) 1.a4 g5 2.a5 g4 3.a6 g3 4.axb7 gxh2 5.bxa8S hxg1Q 6.Sb6 Qh2 7.Sxc8 Qe5 8.Sxe7 Qxb2 9.Sxg8 Qxc2 10.Bb2 Qxd1+ 11.Kxd1 Rxc8. The theme seems to be promotees dying on their counterparts' original

PS1752F



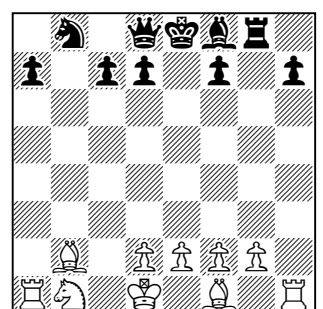
H#2 (b) BK>h1
Andernach Chess

PS1753F



#3 Transmuting Kings
7+1 Rook-Lions

PS1754F



PG 11.0

squares. The number of captures exceeds the move count, which is unusual and makes for very difficult solving (LB). When you have realised that nearly all the captures can be done by promoted pieces the solution appears quite easy. A fine proof game (THT). Very nice (RL).

Ladislav Belcsak points out that **PS1715F** by Peter Harris from the September 2005 issue is cooked by, for example, 1.Be6 Og4 2.Sc5 Oc4 3.Sb7 Oge2. The Orphan at e2 takes the power of the K, and as the K is only attacked by the Orphan at e2 it does not add to its powers. Apparently this problem has highlighted a flaw in Popeye (MM).

SOLVING LADDER, SELFMATES AND FAIRIES, 2005

		Jan	Mar	May	Jul	Sep	Nov	Year	Total
	<i>Maxima:</i>	21	37	30	40	38	30	196	
<i>Solver</i>	<i>Ascent</i>								
Belcsak, L.	II	n	31	19	26	12	23	111	63
Bryukhanov I.		n	n	3	n	n	n	3	126
Frankiss C.C.	II	n	37	30	40	38	30	175	97
Holt F.		n	n	n	19	7	1	27	123
Lazowski R.	II	21	37	30	40	38	23	189	121
Lucenti G.	I	n	24	30	33	31	30	148	121
Nicula D-I.	I	14	36	30	33	31	23	167	162
Rothwell S.	II	n	24	23	n	24	29	100	41
Traum T.H.	I	n	n	7	26	n	n	33	109
Tylor C.		n	n	n	n	n	5	5	5
Willmott A.	II	21	37	30	33	38	30	189	108

New ascents are shown in bold; n = no solutions received.

Romuald Lazowski and **Arthur Willmott** are tied at the top with 189 – congratulations! They are followed in order by Messrs Frankiss, Nicula and Lucenti.

DEFINITIONS (see fairy originals on page 764)

Pao (♙) and **Vao** (♚) move like R/B respectively but capture by playing over another unit of either colour to any square beyond it, provided the line is clear.

Grasshopper (♘) moves and captures on Q-lines by hopping over another unit of either colour (the hurdle) to the square immediately beyond it. A capture may be made on arrival, but the hurdle is not affected.

Lion (♚) moves and captures on Q-lines by hopping over another unit of either colour to any square beyond that unit, provided the line is clear.

Sentinels: when a piece (Ks included but not pawns) moves, a pawn of the same colour appears on the vacated square unless that square is on the first or eighth ranks or there are 8 pawns of that colour on the board already.

Einstein chess: all units (Ks excluded) change their type when they move, according to a precise pattern. For non-capture moves: Q>R, R>B, B>S, S>P, P remains P. For capture-moves: R>Q, B>R, S>B, P>S, Q remains Q.

Andernach chess: a unit (Ks excluded) making a capture changes colour on completion of the capture.

AntiCirce: on making a capture, any unit (K included) is reborn on its game-array square (R, B and S on the square of the same colour as the capture-square, P on the capture-file). The captured unit disappears, as in orthodox chess. Rebirth is obligatory, so a capture is legal only if the relevant rebirth-square is vacant. Capture may be made either from or on a rebirth-square. Promotion with capture is legal provided the rebirth-square of the promoted unit is vacant.

