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The Pursuit of a Retrocage

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In this article we present to the readers the results of our 10-year-long work on a retro scheme which in all likelihood has become the most fruitful one in the history of retroanalysis.

Background

In early December 1997 AF recalled one of his earlier problems (6514, *Die Schwalbe*, Heft 115, 1989) and felt an urge to use the underlying matrix to create new retros. As a result, on December 6-7, 1997, a problem was composed that started off an unprecedentedly extensive series of retrocompositions which at this point includes about 80 problems. The first ones featured a retrocage whose main frame consisted of a quartet of pieces: wKc1, wDb1, sKa3, and sTd2. As the development of that scheme went on, AF found a new position-releasing pattern involving wD exit from the cage. In the spring of 1998 AK entered into the thematic work, mirror-reflecting the retrocage and adding wTf6; as a result, most of the subsequent problems in the series had a quintet-based matrix: wKf8, wDg8, wTf6 – sKh6, sTe7. It was not long before we realized that the initial matrix and its modifications can be a source for creating a multitude of retros with diverse solutions. It was still 1998 when AF conjectured that at some later point a large article might be written about the development of the scheme. We chose the term *pursuit* for the title of this article by analogy with the well-known book by IGM V. Rudenko *Pursuit of a Theme* (1983) and articles by the first-ever world champion in retroanalysis A. Kisliak *10 Jahre Verfolgung eines retroanalytischen Themas* (*Die Schwalbe*, Heft 103, 1987) and *Die Verfolgung eines retroanalytischen Themas geht weiter* (*Die Schwalbe*, Heft 118, 1989). In our search for new nuances we received assistance from Anatoly Vasilenko, Dmitry Baibikov and the recently deceased Yuri Lebedev.

Certainly, the history of retroanalysis also saw other cages/matrices (e.g. the cage used by L. Ceriani in *32 personaggi e l'autore*, No. 69, p. 587, etc.) which were repeatedly utilized to create new problems

with various content. But the cage we had discovered became ‘the most extensively published’ one and, appearing in a great deal of chess composition magazines, became so familiar to solvers that one of them even suggested naming it after us. At the same time, some solvers repeatedly complained about what they perceived as excessive homogeneity of compositions in this series. Therefore, this article aims, in the first place, to reveal the diversity of solutions as well as of the retrotools, nuances and subtle shades that were used. We did not make it our goal to include in this article all of the existing thematic compositions; instead, we chose only those which feature essentially different points. Remarkably, while working on the article, we composed about 20 new thematic problems.

It should be noted that the first problem in the series to be published was **KF/4**, which later became a 1st Prize winner. We could not calculate the total number of awards received so far by the problems in the series under review, since we are not aware of the results of all the relevant tourneys. However, just like in the first year of publications of problems in this series, 10 years later the scheme is still capable of providing the authors with first places in retro tourneys (see **KF/33**)!

A theoretical outline

According to the definition given on p. 607, *FIDE-Album 1998-2000*, shielding (synonym: screening) is the protection of a king by a man of either color ‘in order to avoid a damaging check’. In retroanalysis, retro shielding (RSh) is prevention, through line-closing, of a retrocheck otherwise resulting from the retraction of a particular move without which the position cannot be released. It should be emphasized that there are a number of differences between direct-play shielding and RSh which originate from the ‘natural’ peculiarities of retroanalytical play. RSh can be distinguished by the type of the check being avoided (direct or disclosed) as well as by the way the shielding piece appears on the necessary field (self-retraction or uncapture). Anyway, we feel that a detailed study of RSh varieties deserves a separate article.

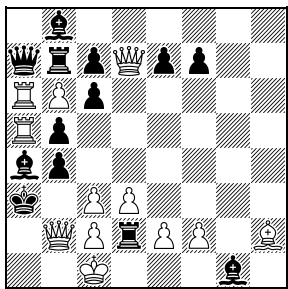
Most retros in this series are characterized by multistage retrocage release. The solution mechanism of the early ‘serial’ problems was based on two consecutive RSh — first of one and then of the other king. The RSh tool has gained wide popularity in the past decade in the realms of both classical-style retros (mainly through the efforts of T. Volet and M. Caillaud) and SPGs (M. Caillaud, R. Ubaidullaev and others). Unlike problems by T. Volet, in our retros the two ‘basic’ shieldings occur inside the ‘main’ retrocage.

A system of double retro shielding, which is most typical of the retros discussed in this article, can most conveniently be exemplified by **KF/1**, the first problem created in this series (though not the first one to be published!). In its solution process one finds out that the piece to be added on a8 is a black bishop. Adding a black knight is a try leading to an obviously illegal position following Black’s retromove 12.–h5×Lg4. The first and second shielding pieces (wL and wS, respectively) are uncaptured by black pawns. We interpret RSh as a two-stage process: (1) Installation of a shield (in this case, wLa2), and (2) retraction of a move which would otherwise be unplayable on account of illegal retrocheck (in this case, retro releasing of the previously non-free wDb1). At the start, wL is retracted to a2 to protect sKa3 against White’s hitherto illegal retromove Da1-b1. Then wKc1 is retracted to the square vacated by the queen. Next a white knight (second shielding piece) comes to the square formerly occupied by the king to protect wKb1 as the black rook is released (Td1-d2). It should be noted that this problem additionally features 4 unpromotions (including 3 underpromotions) on two adjacent files following cross-capture by black pawns.

At a rather early stage of our quest, positions were found in which, beside the above-described two RSh, an extra, third shield was needed on b2 (g7). Later on we also created a few problems in which the total number of shields was either more than three or, conversely, less than two.

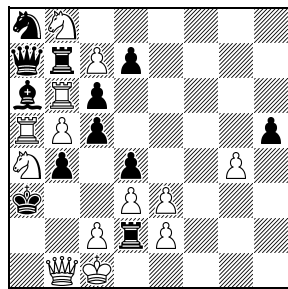
To make it more convenient for the readers to perceive our problems’ RSh-related content, we accompany each problem with a code (under the diagram) indicating the pieces which inevitably perform the shielding function in retroplay.

KF/1
Andrej Frolkin
Die Schwalbe 1999



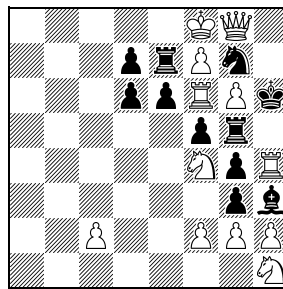
Füge einen schwarzen Stein auf a8 hinzu und löse die Stellung auf!
 1 ♖ ♘

KF/2
Andrej Frolkin
StrateGems 1998



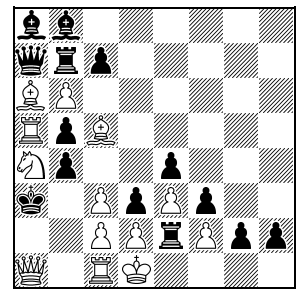
Letztes Schach? 13+12
 2 ♖ ♔

KF/3
Andrej Kornilow
Andrej Frolkin
Die Schwalbe 1999
 1. Preis



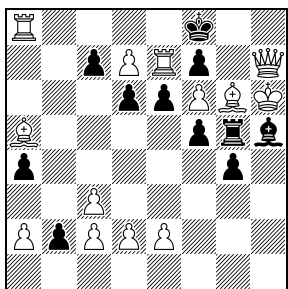
Welche Umwandlungen erfolgten? Auf welchen Feldern?
 3 ♖ ♗

KF/4
Andrej Frolkin
Anatoli Wasilenko
Die Schwalbe 1998
 1. Preis



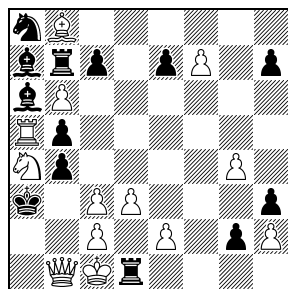
Löse die Stellung auf!
 4 ♖ ♗ ♘ ♙

KF/5
Andrej Kornilow
Uralski Problemist 2004
 1. Preis



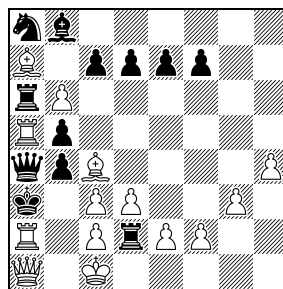
Matt? 13+11
 5 ♖

KF/6
Andrej Frolkin
diagrammes 1998



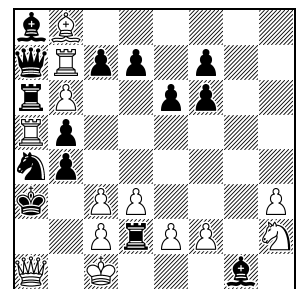
Welches waren die 25 letzten Einzelzüge?
 1 ♖ ♘

KF/7
Andrej Frolkin
(Korrekturfassung) diagrammes 1998
 1. Preis



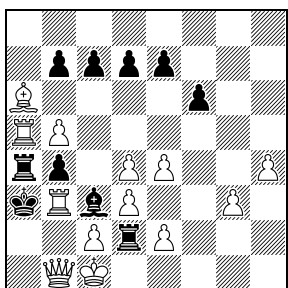
Löse die Stellung auf!
 1 ♖ ♘

KF/8
Andrej Frolkin
Die Schwalbe 2002



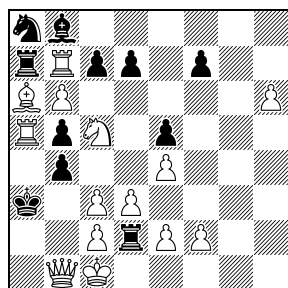
Welcher Läufer mußte ein Tempo verlieren?
 1 ♖ ♘

KF/9
Andrej Frolkin
Juri Lebedew
Andrej Kornilow
Die Schwalbe 2004



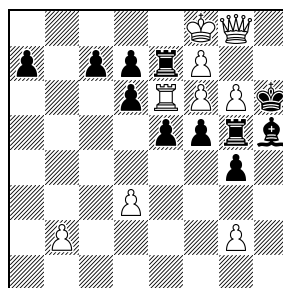
Löse die Stellung auf!
 1 ♖ ♗ ♘

KF/10
Andrej Frolkin
Juri Lebedew
Phénix 2004



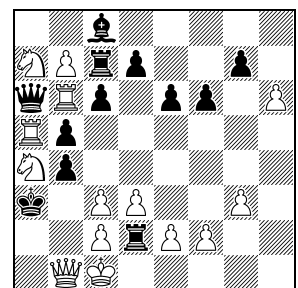
Löse die Stellung auf!
 1 ♖ ♘

KF/11
Andrej Kornilow
Andrej Frolkin
Schachmatnaja Kompozizija 1999
 3. ehrende Erwähnung



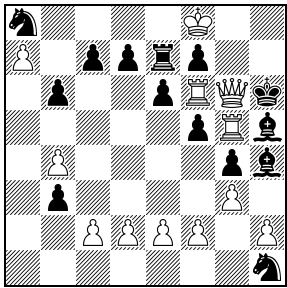
Löse die Stellung auf!
 1 ♖ ♗

KF/12
Andrej Frolkin
Andrej Kornilow
(Korrekturfassung) Die Schwalbe 2003



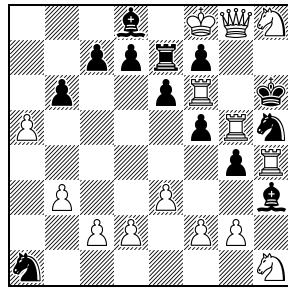
Löse die Stellung auf!
 Zwei Lösungen
 a) 1 ♖ ♗ b) 1 ♖ ♘ ♙

KF/25
Andrej Kornilow
Andrej Frolkin
Die Schwalbe 2001



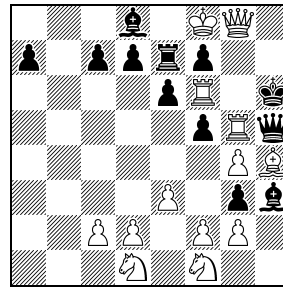
Löse die 12+14
 Stellung auf!
 3 ♖ ♗ ♘

KF/26
Andrej Frolkin
Andrej Kornilow
Phénix 2005



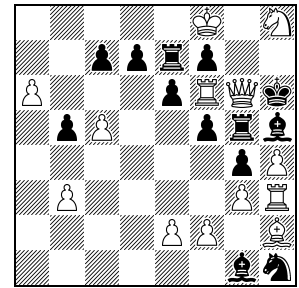
Löse die 14+13
 Stellung auf!
 3 ♖ ♗ ♘

KF/27
Andrej Kornilow
Andrej Frolkin
Die Schwalbe 2003
 3. Preis



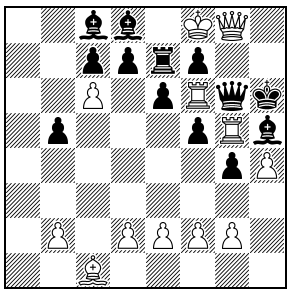
Ergänze einen 13+12
 Stein auf h-Linie: a)
 Welches war der letzte
 Zug? b) Welches war der
 letzte Zug des wK?
 3 ♖ ♗

KF/28
Andrej Frolkin
Andrej Kornilow
Die Schwalbe 2005



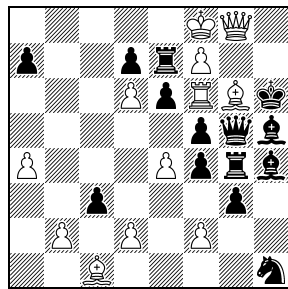
Löse die 13+13
 Stellung auf!
 3 ♖ ♗ ×2

KF/29
Andrej Frolkin
Andrej Kornilow
Phénix 2005



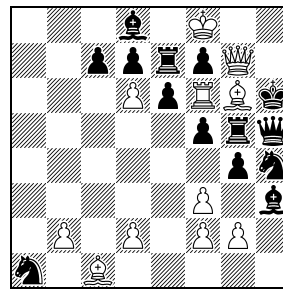
Löse die 12+13
 Stellung auf!
 3 ♖ ♗ ♘

KF/30
Andrej Frolkin
Andrej Kornilow
Probleemblad 2001



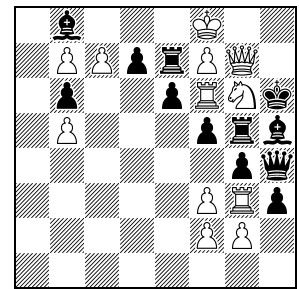
Löse die 12+14
 Stellung auf!
 3 ♖ ♗

KF/31
Andrej Frolkin
Andrej Kornilow
StrateGems 2001



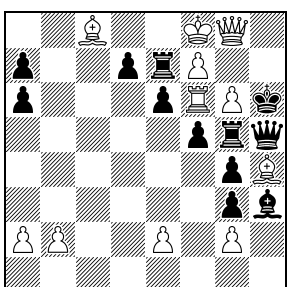
Löse die 11+14
 Stellung auf!
 3 ♖ ♗

KF/32
Andrej Frolkin
Andrej Kornilow
StrateGems 2000
 1. Preis



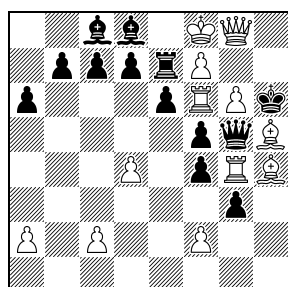
Zahl der 12+12
 Einzelzüge nach dem
 ersten Zug des [Ba2]?
 3 ♖ ♗

KF/33
Andrej Frolkin
Andrej Kornilow
Messigny 2008
 1.-2. Preis ex æquo



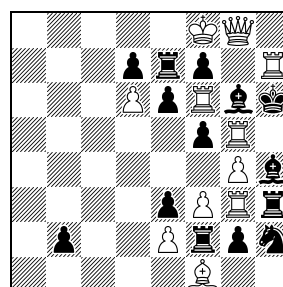
Löse die 11+12
 Stellung auf!
 3 ♖ ♗

KF/34
Andrej Frolkin
Andrej Kornilow
Urdruck



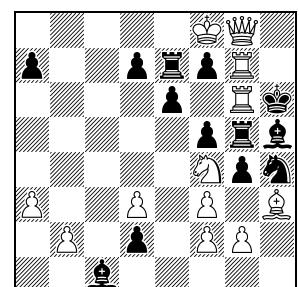
Füge einen 12+13
 Stein hinzu und löse die
 Stellung auf!
 3 ♖ ♗ ♘

KF/35
Andrej Frolkin
Andrej Kornilow
feenschach 2001



Welches waren 11+14
 die letzten 21
 Einzelzüge?
 3 ♖ ♗

KF/36
Andrej Frolkin
Die Schwalbe 2002



Löse die 12+13
 Stellung auf!
 3 ♖ ♗

For the purposes of this article, we have divided our problems into 5 major subseries, attributing to the first subseries **KF/1** and its analogues featuring both basic RSh (the code of each retro begins with an indication of the number of its subseries).

A new thematic development (second subseries) was the emergence of a cage from which the wD could escape in the course of retroplay. This made possible white or black king retraction to the corner square. In such a case, the second basic RSh could appear on b1 (to protect wKa1); alternatively, the position could be released with the help of a second successive shield on a2 or on a3 [to protect sKa1(a2)]. The queen-escaping solution pattern can best be exemplified by **KF/2**. Here, a wL is uncaptured by a black pawn so as to be retracted to a2, allowing wD to leave the cage after visiting a1 and become a shield for the wKa1. Trying to start releasing the retrocage with a white move (1.g3-g4) leads to retrostalemate.

A third direction in our quest consisted in using the above-mentioned retrocage in the right upper corner of the board featuring the added wTf6. AK suggested mirror-reflecting the previously exploited cage in order to avoid tiresome homogeneity of the appearance of the serial problems. The ‘novelty’ pin on the line f6-h6, actively exploited in the solutions, proved to be highly appropriate, inasmuch as most of the thematic problems created so far belong to this subseries. The success of the innovation was accounted for by the considerable increase in the number of squares within the retrocage on which shielding or auxiliary pieces could be uncaptured. One of the first examples of this subseries was **KF/3**. Contrary to the first subseries, only a knight can get inside such a cage. And so, here a wS uncaptured by a black pawn is retracted to g7 where it uncaptures a sT which upon retraction of Th7-g7 becomes a shield for sKh6. Subsequent retractions of wD to h8 and wK to g8 result in the vacation of the f8-square for a wT which is uncaptured by another sB. This legalizes Black’s critical retraction Te8-e7. The problem presents two pairs of opposite-colored underpromotions on adjacent files. Besides, this retro has two tries featuring a reciprocal change, in relation to the solution, of the files of wS and sS unpromotion and ending in retrostalemate.

In the next two subseries we included retros with ‘modified’ cages and/or with solutions which are quite dissimilar to the ones typical of problems belonging to the first three subseries.

The fourth subseries is made up of problems with changes in retrocage pattern and/or in its onboard location. In **KF/4** the cage is extended towards the kingside. As a result, wTc1 was added to the standard quartet, making retrocage release much more complicated. Beside the shielding wLa2 (uncaptured by a black pawn), a further shield for the same sK is needed, in the ‘person’ of wSa3. Note that at the point of retraction to b2 this knight is not a shield since instead of legalizing a retromove (which otherwise would be an illegal retrocheck) it performs an ‘ordinary’ disclosed retrocheck. Moreover, the wT cannot be regarded as a full value shield at the point of its retraction to the same b2-square, since prior to its departure from b1 the c1-square is ‘physically’ inaccessible to the white queen and hence the threat of illegal check is illusory. Yet when the wD is retracted to c1, wTb2 does perform the role of sK’s shield. The problem’s content also includes 2 white bishop unpromotions on adjacent squares and cross-capture by black pawns.

And finally, in the fifth subseries we included all ‘other’ retros. Their distinctive feature is the absence of one of the two basic shields. This opens up new horizons for entirely different retrocage releasing methods. Thus, in **KF/5** only one (‘first basic’) RSh is performed; no second RSh is needed to release the cage. The problem incorporates a try related to the retromove 2.Lb4-a5, which leads to retrostalemate.

Detailed subseries-based problems review

Now let us take a closer look at the content of the above-mentioned subseries.

Subseries 1

KF/6 is a follow-up to **KF/1** (in spite of having been published earlier), being analogous to **KF/1** in terms of the couple of shielding pieces and the history of their uncapture. This problem considerably exceeds its prototype: 25 retromoves in the solution are dual-free plus there are ‘extra’ tries (3.h5-h4 and 3.g5×Th4) leading to clearly illegal positions.

In **KF/7** the first shield is White's light-squared bishop and the second one is a white knight uncaptured by a black pawn resulting from black bishop's corner-square unpromotion. The problem has two tries featuring reciprocal change of the files of wD unpromotion and sB uncapture.

Another thematic shield couple option consists in opposite color of the shielding pieces. Thus, in **KF/8** wL emerges on the board, similarly to **KF/1** and **KF/6**, as a result of its uncapture by a black pawn, but the second shielding piece is the black knight released from the a4-square. Interestingly, the two opposite-colored underpromotions occur on the same file in the retroplay.

In **KF/9** the first shield on a2 is a sL uncaptured by a white pawn. Then that square gets occupied by the sT (playing the part of a second 'first basic' shield) which is uncaptured in the corner by the wD. And finally, the wK is moved to b1, so as to be shielded by wSc1, the latter piece being uncaptured by a black pawn resulting from unpromotion of the above-mentioned sL.

The first shielding piece (sT) in **KF/10** is uncaptured on b2 by a white knight which, in its turn, is pre-uncaptured by a black pawn. That pawn emerges as a result of unpromotion of a sS uncaptured by a white pawn. Following the uncapture of the sT, wSc1 becomes the second shield.

In **KF/11** the first shield (sT) emerges at the end of a chain of consecutive uncaptures of white and black pieces [wB×sS×wT×sD×wS×sT] and the uncaptured wT becomes the second shield on f8. It was possible to implement this complicated theme (proposed by L. Ceriani) owing to the fact that here the balances of white as well as of black pieces are far from being closed.

KF/12 features variation retroanalysis. In variation a) a wS consecutively uncaptures first a sS (which is to become the second shield) and then a sT (the number one shield), restoring the initial retrobattery. Variation b) also begins with an uncapture of sSa4, but this time the sS is not destined to perform the shielding function, inasmuch as it unpromotes. The emerging pawn uncaptures a wL which becomes the first screen. And the wS uncaptures one more sS on a4 for twice acting as a shield on the first rank.

KF/13 presents, after adding a sD on e6, sixfold shielding on different squares, effected by sDa2, wSe1, wLa2, wSc1, again wSe1, and finally, wLf1. More specifically, sD and wL play the 'first basic' shield part, while the 'second basic' shield, wS, screens off the white king on the first rank on a total of three occasions. The events wind up with a shielding effected by the wL. The problem has a try involving addition of a wL on e6.

Subseries 2

It is expedient to divide this subseries into two groups. The first group features a pattern with two 'basic' shieldings of the kings which is characteristic of problems in the first subseries. In **KF/14** and **KF/15** the first shields are wLL uncaptured by black pawns and the second ones are wDD upon their exit from the retrogame. Furthermore, in **KF/14** the shielding wL subsequently unpromotes to a pawn which uncaptures a sB. When eventually released, sTd2 also unpromotes. The problem contains two pairs of bicolor unpromotions (T+L). Trying to start releasing the position with a black move (0.- h2-h1=L) leads to retrostalemate. Compared to **KF/14**, **KF/15** contains much larger numbers of series of dual-free moves, retroroutes and retroreleases of pieces. An attempt to begin the solution with a white retromove (1.h5-h6) results in retrostalemate. In **KF/16** a black pawn uncaptures a wS which first screens off the sK on h7 and then the wK on f8. This problem holds the record among all the retros reviewed in this article in terms of the number of pieces being released in retroplay. Unlike almost all of the problems in this article, the solution of **KF/16** does not end with the move e7-e6. The 'twice shield' – wS – has to be released with the help of the wT which becomes a third shield; and even after that, retrogame release requires a few more accurate retromoves. There are three shields in **KF/17** as well. Here, a black pawn uncaptures a wL; the latter piece is retracted to a corner square with the purpose of unpromotion to Ba7 which becomes the first shield. The second shield is the sS – upon its release from another corner of the board. Yet when the black rook has already been released, the position cannot be dissolved without the white queen's return to the 8th rank where she plays the part of a third consecutive shield.

In **KF/18** and **KF/19**, which also belong to the second group, the similar features are wL uncapture, followed by the bishop's presence on a2 as a shield for the sK when the monarch is first on a3 and then

on a1. Yet the preparative retroplays in these two problems are essentially dissimilar. **KF/18** features white L and D unpromotions on a corner square. Compared to **KF/18**, **KF/19** has much larger numbers of unique moves, retroroutes and retroreleases of pieces, plus it incorporates a curious ‘complementary’ couple of uncaptures ($sB \times wL + wL \times sB$). The try (1.– g5×Sf4) leads to retrostalemate.

The two-variant **KF/20** presents in one of the solutions [a)] the second subseries and in the other solution [b)] the first subseries. In a) the black king is twice shielded while on a3 and one more time after retracting to a1; moreover, all three shieldings– on a2, b3 and again a2 – are performed by the same piece, a sL uncaptured by a white pawn. In b) the first shield is a wL uncaptured by a black pawn and the second one is a wT which is also uncaptured by the same pawn.

In **KF/21** the first shield is a wS. After the wD leaves the retrocage, the sK is retracted to the corner square and wSa2 makes its way to a3 in order to release the cage ‘from the other side’. Two sBB uncapture two wSS, of which the second one is destined to perform the shielding tricks, while the mission of the first one consists in releasing sSa4. Of interest are two opposite-colored underpromotions on the same file.

Quite remarkable is the reciprocal change of the opposite-colored queens’ roles in **KF/22**. At the start, a wB uncaptures a sD which becomes the first basic shield on a2. This enables the white queen’s retraction wDa1-b1 which provides White with the badly needed extra tempo. After that, it is the wD’s turn to perform the shielding function in an analogous way, making it possible for the sD to uncapture wLa2. This bishop subsequently acts as ‘the second first basic shield’ and then as ‘the second basic’ shield on b1. An attempt to retract the wD to that square for acting as a shield leads to a clearly illegal position after the retromoves Td1-d2 and d2-d3. Thus, an uncaptured shield uncaptures another shield here.

It should be noted that all of the problems in this subseries feature initially closed balances of white as well as of black pieces. This rules out any uncaptures within the retrocage in the course of its gradual release.

Subseries 3

Most of the problems in this subseries feature sTh7 as the first shield. This rook cannot penetrate into the retrocage from the outside; therefore, it emerges inside the cage as a result of uncapture.

Thus, in **KF/23-25** the sT is reborn on the pin-line (on g6). In **KF/23** a black pawn uncaptures a wS which first releases the sT from its rebirth square and then uncaptures a sL on the same square, so as to act as the second shield on f8. (Note the black bishop’s self-incarceration on d8.) In **KF/24** and **KF/25** wSS uncapture sDD on g6 with the same purpose. Accordingly, in both cases an additional shield is needed on g7 to enable White to retract Kg8-f8. In **KF/24** the sT is uncaptured by a wS which subsequently becomes the second basic shield, whereas the additional shield part is performed by another wS, uncaptured by a black pawn. Quite unexpected is the try involving sTh8 uncapture by the wS on the first retromove, which leads to an obviously illegal position. **KF/25** presents a chain of uncaptures on g6: $wD \times sT \times wS \times sD$.

In **KF/26**, contrary to **KF/24**, the sT emerges on h8, while the additional shield role is played by sSg7 upon its retrorelease from the h5-square. White’s retromove 2.a4-a5 results in an illegal position.

In **KF/27-29** sSSf8 act as the second shields. Getting down to details, **KF/27** has a try featuring the addition of wLh7 and sT uncapture on that square, which results in an illegal position. This problem has 3 more tries (11.b3-b4, 24.Sf8×Sg6 and 24.Se5×Sg6) ending in retrostalemate. Furthermore, the solution presents two underpromotions on the same square. **KF/28** is paradoxical in that Black’s retraction Te8-e7 is insufficient for releasing the retrocage through the ‘traditional’ black retraction e7-e6. To make that retromove playable, the released sT must get back to its unpromotion square (b1). The emerging sB uncaptures a wS which in its turn makes its way to its unpromotion square (e8). It is only following the retraction of the ‘revived’ wB to d6 (through uncapture of sDe7) that the above key retromove by the black e-pawn becomes possible. Remarkably, the black knight uncaptured in the 4th move plays the part of shield once again 12 retromoves later, protecting the white king against check on

the 8th rank from the uncaptured black queen which has to perform a tempo move. This is the problem that inspired the suggestion of the name 'Kornilov-Frolkin cage' in *Die Schwalbe*. In **KF/29** the sT emerges on g7 (similarly to **KF/3**). The second shield (sSf8) appears as a result of its uncapture by the white king, whereas a sS uncaptured by a white pawn acts as the additional shield on g7. By the way, that pawn emerges as a result of unpromotion of wSb8 which retracts to the unpromotion square after uncapturing the sT. Interestingly, this wS itself is uncaptured on the b-file by a black pawn resulting from unpromotion. An attempt to start releasing the position with White's retromove (1.c5-c6) leads to retrostalemate.

A large group of problems in this subseries (**KF/30-36**) feature a pawn as the shield on h7.

In **KF/30-33** the pawn emerges from unpromotion of wLh8 which is uncaptured by a black knight on g7. In **KF/30** the second shield, a wT, is uncaptured by a sB. It should be noted that this problem features not only a short harmonious sequence of uncaptures (wB×sS×wL) but a twofold uncapture of promoted pieces – wL and sS – as well. Starting the retraction with White's retromove (1.e3-e4) leads to retrostalemate.

In **KF/31** wLg7 is not the only piece to be uncaptured by a sS within the retrocage; the other one is a wT. This problem also features a couple of underpromotions by the two sides in opposite corners of the board, two identical unpromotions of sSS on the same square, plus a sequence of uncaptures and rebirth of two promoted pieces, just like in **KF/30**. In **KF/32** the second shield (wT) is released from the g3-square. Beside the retroelements mentioned for **KF/31**, this problem incorporates a transformation phase for the a-pawns.

Standing apart in this series are **KF/33** and **KF/34**, for their retroplay makes no use of the g6-square which is 'blocked' by a white pawn. In these problems the second basic shields are wTf8; yet these rooks differ considerably as far as their prehistory is concerned. **KF/33** presents a record for the theme 'Promoted piece captures promoted piece'. The promoted wLc8 captures a promoted sS and the latter in its turn eliminates a wL promoted from wBh7. The problem has a try related to Black's uncapture f4×g3. In **KF/34** a wL is added on g7 as a result of the problem's stipulation. Here the wL, whose main mission is to unpromote to Bh7 (first shield), uncaptures a sS on g7. Later on that knight is bound to protect sKh6 from wDf8, which happens to be the second basic shield. This problem presents a sequence of uncaptures which is unique in the whole series: '[first basic shield] ×[additional shield] ×[second basic shield]'.

In **KF/35** and **KF/36** wBh7 results from unpromotion of wSh8 which reaches its destination in two stages: First it penetrates the retrocage from the outside as a result of retrocheck and then uncaptures a black piece on the pin-line. The solution of the 'obtrusive-force' problem **KF/35** contains 21 unique single moves. Here, the second shield is sSf8, uncaptured by the wK. In **KF/36** the second shield is a wD which is uncaptured by a sB. Check from this wD is prevented by the wTg7 which is there from the very beginning and hence does not have the shield status. This problem features two underpromotions by the two sides in opposite corners of the chessboard and has a try based on sLc1 unpromotion which results in an illegal position.

In **KF/37** the first shield on h7 is a sB which is uncaptured on g6 by a white knight and is retracted to the shielding square. The second shield (wTf8) is uncaptured by a different black pawn.

In the next group (**KF/38-42**) the first shielding piece is wLh7 which is retracted from the g6-square. In **KF/38** the wL uncaptures on that square a sS which subsequently becomes the additional shield on g7. As to the second basic shield (wSf8) it arrives from the furthest corner of the board, performing a couple of 'extra tasks' on its way: Releasing the sS on g6 and uncapturing a sD.

In **KF/39**, similarly to **KF/38**, the wL uncaptures on g6 a sS which is to get to g7 for a similar purpose (since the move retracting it to g7 may be a retrocheck, however, it is not to be regarded as a shield); then the wL captures another piece on the same square, a sD. The second shielding piece (sSf8) is uncaptured by the wK. In the retroplay, sLa7 is retracted to d8, to be 'incarcerated' there by sBc7

following the uncapture of wBd6. There is a try which consists in starting retrocage releasing efforts with White's retromove. In **KF/40** the future shield – wL – is unavailable in the initial position. It is uncaptured, along with a wB needed for tempo play, by a sS which in its turn is uncaptured by the wD. That knight becomes the additional shield on g7, while another black knight is 'reinstated' on f8 by the wK. In **KF/41**, contrary to **KF/40**, the piece being uncaptured on f8 (as the second basic shield) by the wK is not a sS (this is a try leading to retrostalemate!) but a sL. A sS uncaptured by a white pawn becomes the additional shield on g7. In **KF/42** the wL first leaves the h7-square, only to get back there after uncapturing sDg6. Quite remarkable is the fate of the sS which comes to g7 as a result of retrocheck: It emerges on the board as a result of 'retroclosure' of the white kingside 'box' following the uncapture and home retraction of white T and L. The wTh4 which is released in this process becomes the second shield. White's retromove 5.Tg1-d1 leads to retrostalemate.

Subseries 4

Problems in this subseries differ from the ones reviewed above in the following parameters: Change in the color of pieces forming the thematic quartet; horizontal shift of the cage towards the center of the board; symmetrical turn of the retrocage in relation to the diagonal; or horizontal sK shift towards board center.

In **KF/43** the customary quartet (wKf8, wDg8 – sKh6, sTd7) is substituted for by a differently colored quartet (wKh6, wTd7 – sKf8, sDg8). The problem is a rendition of the 'corridor' theme, the wS providing for the sS passage to the g7-square with the purpose of uncapturing the first shielding piece (wT). The second shield (wLf8) results from its uncapture by the sK. An attempt to start releasing the cage with Black's retromove (Sb8-a6) would lead to retroopposition.

The first basic shield (sT) is uncaptured in **KF/44** by a white knight ('revived' by the sD) following an introduction featuring twofold 'non-thematic' shielding and multiple restructuring of the retrobattery on the black queenside. The second basic shield (sLe8) is uncaptured by the wK. Its release at the end of the solution requires a sixth consecutive shield, yet the nature of that shield is not strictly determined: It can be the black knight as well as the white one. The problem has a sequence of uncaptures (sD×wS×sT). **KF/45** presents a retrocage which is symmetric to the customary one about the diagonal. The first shielding piece is a sT whose emergence on g2 is part of a sequence of uncaptures involving an unpromotion sT×wS→wB×sS×wTg2. The second shield is the wB which is retracted from h5. Although the moves 17.h4-h5 and 18.h3-h4 are forced, still we believe that this case should count as a shielding, in view of the attempted illegal check 17.Th4-g4?? It is quite interesting that the squares g2 and h4 are visited by knights of both colors.

The leftward-shifted retrocage of **KF/46** is released in a somewhat different way. The first shielding piece (sT) emerges within a sequence of uncaptures sT×wS×sT. The wT has got to get to c8, which it succeeds in doing after a complicated maneuver. It does not need to perform the shielding function (14.–Td7-e7 is also possible), although if it does the sK will be released one move earlier (after 14.–Te8-e7). Here, the second 'mandatory' shield is the wS.

In **KF/47** the retrocage is 'turned', the kings are transposed and the wD is shifted to h7. These modifications made it possible to use as the second shield, along with the already familiar first-shield sT uncaptured by the wS, a sB uncaptured by the white king. In **KF/48**, which resembles **KF/44**, the sS which is not part of the retrobattery has to perform shielding only at the end of the solution; before that, it uncaptures a wD on f7. That queen becomes a shield for the wK against sDg8. Next wLh8 vacates its square for the sD and becomes a shield for the sK against wDg8. Thus the f8-square is vacated for the wK, which uncaptures sLe8. The last shield, as already mentioned, is the sS. In the retrocage of **KF/49**, which is also slightly shifted leftward, the role of first shield is played by the sL, following its retraction to g7. The second shielding piece (sLe8) is uncaptured by the wK. There is also an additional shield, sSc8, which allows the second sT to move to b8 and then creates a new retrobattery. An attempt to start releasing the position n with White's retromove (1.a5- a6) leads to retrostalemate. Shifting the sK from h6 to f6 in **KF/50** creates an opportunity to place the first basic shield 'on the other side' of the sK. But

this has to be preceded by installation, with the purpose of losing a tempo with the sT, of an additional shield, sSe8, which is uncaptured by a white pawn. The same knight acts as the second basic shield on f8. The black knight's preliminary trip from b4 to h3 results in unnecessary extension of the retroplay.

Subseries 5

The common feature of the below problems making up this large subseries consists in absence of the customary 'first basic shielding'. Yet the reasons behind that absence are different.

In **KF/51** the h8-square, 'normally' required for wD retraction, is occupied by a sL. Releasing the retrocage necessitates sS unpromotion on g1. Furthermore, the 'tool' for releasing wSg6 – which is uncaptured on the first retromove and is bound to become a shield for the sK – is the sS resulting from the uncapture on f3.

Following the first retromove in **KF/52**, the wK, wD, and wS are located on 'proper' squares; yet at first wSf8 does not act as a shield for the wK; it is only at the end of the solution that this knight 'piquantly' returns to the f8-square to perform direct shielding. As this knight is bound to uncapture sTg6, an additional shield against illegal check is needed for the wK; this role is taken up by wSg7, which is uncaptured by a black pawn.

In **KF/53** the wK and wD are also located on 'proper' squares and so one might expect second basic shielding in the near future. However, at the start of the solution the sT retracts to its 'ambush position' (e7), uncapturing a promoted wD. And the role of shield is suddenly taken up by the sSg6, upon its release by a wS uncaptured by a black pawn.

KF/54 is essentially different from the previous problems in view of an untypical retrocage construction. A promoted wL is retracted to h2 on account of retrocheck and hence cannot be regarded as 'the first screen'. The sS being thereby released screens off the wKg1 against the sTe2 which is retracted to the first rank.

KF/55 differs from all other problems in that a white pawn uncaptures on h7 a sS which then becomes a shield for the wK, while the knight's initial 'pinner', wD, unpromotes, resulting in re-emergence of a white pawn on h7. Quite noteworthy is the fact that the first moves by the original and promoted black bishops are dual-free. Somewhat unexpected is the sL uncapture by the wT.

An analysis of **KF/56** shows that the sD is not a shield; that status should only be attributed to the sT; it is retracted to e8 in the process of puzzle-like retroplay.

In **KF/57** the retro journey of the sLa6 to its unpromotion square (f1) proves to be decisive. Upon the closing of the white kingside 'box', the wS being thereby released from h1 frees the sSg6, which is to become a shield. Quite interesting is the coincidence of the first moves made by the light-squared bishops – the original white one and the black f1-promotee. The problem has a try (5.– g2×Lf1) which fails on account of retrostalemate.

The essential events in the solution of **KF/58**, which resembles **KF/50**, start with the uncapture of wBa6. Then the sS screens off the wK on e8 so as to enable the sT to lose a tempo. After that, the same knight uncaptures one more wB on the other edge-file in order to provide for another retrotempo, and finally, it screens off the wK on f8. This problem incorporates a try featuring a balance of black pieces with two captures by white pawns (a6×b7 and h×g) and cross-capture by black pawns (e7×f6 and f6×e5). Other sS retroroutes result in longer solutions.

In **KF/59**, similarly to **KF/51**, the h8-square is occupied by a black piece, which rules out the customary pattern of retrocage release. Here, the solution presents an unusual rotation of the white Lg6, Bg7, and Dh7, resulting in unpromotion and unusual 'reinstatement' of a wB on g7. And the wK is screened off on f8 by a different wD, uncaptured by a sB originating from unpromotion of a sS uncaptured on g6. The wLc1 is 'incarcerated' following b2-b4 with the purpose of maximizing tempo-play by the black b-pawn. The problem has a try (3.– g6×Bf7) resulting in an illegal position.

In **KF/60** the unpromotion of the wLh8 is performed not with the purpose of vacating the corner square for the wD, but as the only available tempomove. The wDg8 unpromotes earlier (the resulting pawn later acting as the additional shield for the sK against wDf8), while the wK is screened off by a different wD, which is uncaptured by a sB resulting from sT unpromotion. The solution presents an AUW (g7-g8=D, a7-a8=S, b2-b1=T and h7-h8=L).

In **KF/61** the role of shield on g8 for the wKh8 is performed by wLh7 which is added as a result of the stipulation. But prior to that, the wD must unpromote and the wK must retract to h8. The problem has two tries consisting in the addition of wSh7 and sLg6 or wSh7 and sSg6. A lot similar to **KF/61** is the release of the retrocage in **KF/62**, in which the wL, wD, and wK are 'properly' placed (as if these pieces' retroshifts typical of the other subseries had already occurred). It should be noted that the wD unpromotion, as a shielding, is not pure of aim, for it is needed to allow the wK to get to h8.

The first retromove in **KF/63** is a retrocheck (retromate) rather than shielding. Next the wD is retracted to the vacated square, so as to create, upon unpromotion, the additional shield allowing the wK to get to the h8-square. Similarly to **KF/62**, this presents a rare case of reverse shielding: The unit stepping onto the thematic line (g6-g8) is not a long-range piece, as in the standard case, but a king whose color is opposite to that of the long-range piece in question (sDg6). Then the wLg8 shields off the wKh8. This problem has a try (1.h7-h8=D+) resulting in an illegal position.

In **KF/64** wD unpromotes, similarly to **KF/61** and **KF/62**, but the shielding piece is wSf8. Here, the try consists in the uncapture 2.Sf8×Sh7, the result being an illegal position.

In **KF/65** the retrocage release involves a sequence of uncaptures wKg8×sTf8×wTf8. It is the uncapture of wTf8 (rather than Df8!) that makes it possible to get along without the additional g7-screen. The availability of the illegal check threat (Te8-e7) justifies the shield status for the wR emerging as a result of the shielding combination.

At the beginning, the process of retrocage releasing in **KF/66** resembles the solution of **KF/65**, but on f8 the wK uncaptures a promoted sD and the latter in its turn uncaptures a wT which screens off the wK. The problem features tries [2.Kg8×L(S)f8? Te8-e7 or Te8×Te7] resulting in retrostalemates.

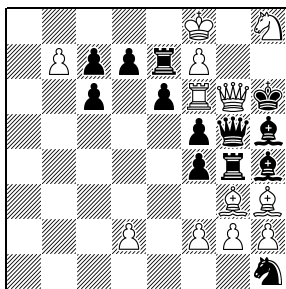
The events taking place within the retrocage of **KF/67** are quite similar to those characteristic of the 1st subseries. At the start, a wL is retracted, by virtue of retrocheck (rather than shielding!), to a2, making legal the preceding black retraction Tb2-a2. (In the solution, 4.Db1-a1+, 6.La2-~ can be played, so the bishop can be a full value shield; yet, as already noted, we indicate only inevitable shields in the coding.) Since after that the b1-square remains guarded by sTb2, a wS has to be uncaptured on b2 (not a shield; an unchecking uncapture is equally incompatible with the concept of shielding) following White's retraction Kb1-c1. The role of the 'second basic' shield is performed by wTc1, which is uncaptured by a black pawn.

In **KF/68** the sK is shifted leftward, compared to the 'traditional' retrocage (and there is a 'superfluous' sS on g8); it looks like a shield in the form of a wL has already arrived on e8. Paradoxically, however, that 'shield' is a fake! It 'evaporates' at the initial stage of retroplay. As a result of subsequent retromaneuvers, the wK is screened off by the wT which is retracted to the shielding square from f7.

The solution of **KF/69** is similar to the pattern of retrocage release in **KF/57** in terms of retrojourney of the black light-squared bishop to the f1-square, followed by unpromotion. The difference between these two problems consists in the 'second basic' screen: Here, it is wDf8, uncaptured within the retrocage by the sS which is released from the h1-square. The first moves made by the original wLf1 and the promoted sL are identical. The problem has tries (1.c5-c6 and 5.- g2×Lf1) resulting in retrostalemates.

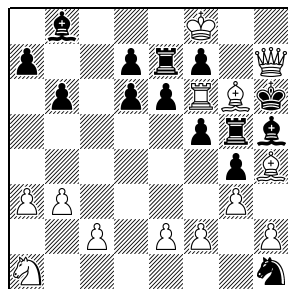
The seemingly paradoxical point of **KF/70** consists in the absence of the 'thematic' wD; its 'duplicate' is uncaptured by a sT which in its turn is uncaptured by the wK. The queen's task includes uncapturing sBg7, which protects the sK against illegal check, and screening off the wK. Thus the solution presents a sequence of uncaptures wK×sT×wD×sB.

KF/37
Andrej Frolkin
Andrej Kornilow
Die Schwalbe 2002
 3. ehrende Erwähnung



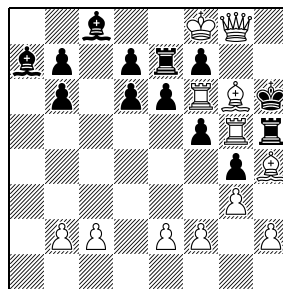
Löse die 12+13
 Stellung auf!
 3 ♖ ♗ ♘

KF/38
Andrej Frolkin
Andrej Kornilow
feenschach 2002



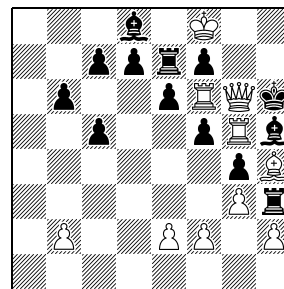
Löse die 13+14
 Stellung auf!
 3 ♖ ♗ ♘

KF/39
Andrej Frolkin
Andrej Kornilow
Problembiad 2001



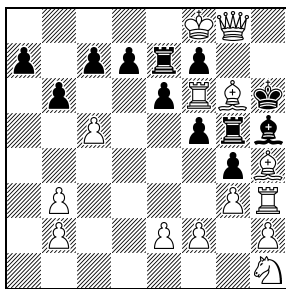
Löse die 12+13
 Stellung auf!
 3 ♖ ♗ ♘

KF/40
Andrej Frolkin
Andrej Kornilow
diagrammes 2002



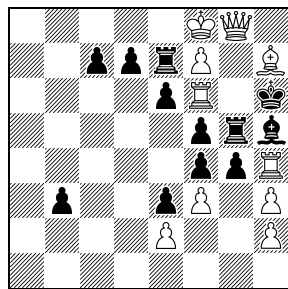
Löse die 10+13
 Stellung auf!
 3 ♖ ♗ ♘

KF/41
Andrej Frolkin
Andrej Kornilow
Die Schwalbe 2001



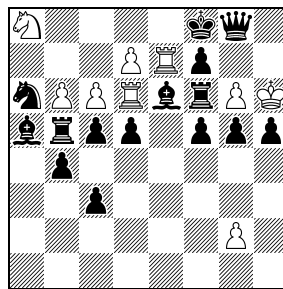
Löse die 14+12
 Stellung auf!
 3 ♖ ♗ ♘

KF/42
Andrej Frolkin
Andrej Kornilow
The Problemist 2002
 2. Preis



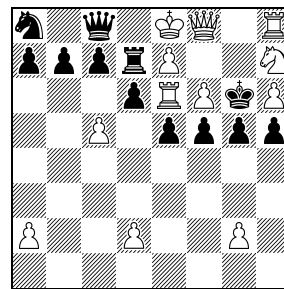
Welches waren 10+12
 die 14 letzten
 Einzelzüge?
 3 ♖ ♗ ♘

KF/43
Andrej Kornilow
Die Schwalbe 2000
 1. ehrende Erwähnung



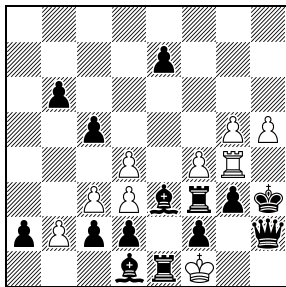
#1 9+15
 4 ♖ ♗ ♘

KF/44
Andrej Frolkin
Andrej Kornilow
Springaren 2001
 2. Lob



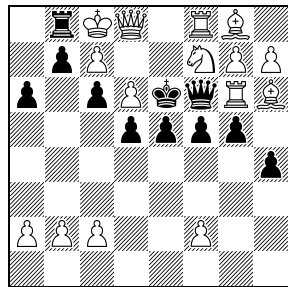
Löse die 12+12
 Stellung auf!
 4 ♖ ♗ ♘

KF/45
Andrej Kornilow
Andrej Frolkin
feenschach 2000



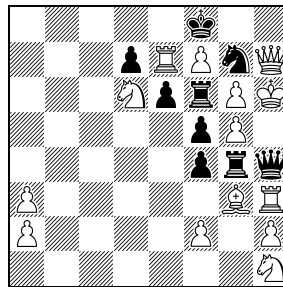
Matt? 9+14
 4 ♖ ♗ ♘

KF/46
Andrej Kornilow
Andrej Frolkin
Urdruck



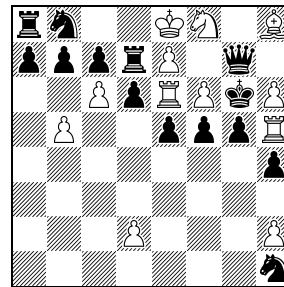
Löse die 15+11
 Stellung auf!
 4 ♖ ♗ ♘

KF/47
Andrej Frolkin
Andrej Kornilow
Urdruck



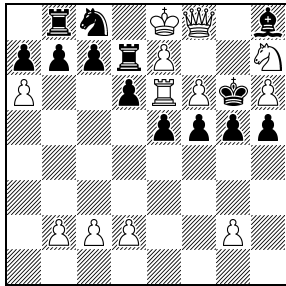
Welches waren 14+9
 die 13 letzten Einzelzüge
 (ohne Wiederholungen)?
 4 ♖ ♗ ♘

KF/48
Andrej Frolkin
Andrej Kornilow
Die Schwalbe 2000
 2. Preis



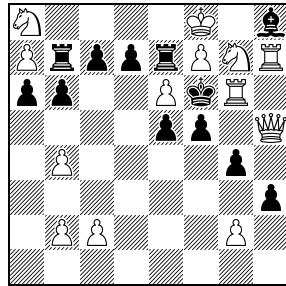
Löse die 12+14
 Stellung auf!
 4 ♖ ♗ ♘

KF/49
Andrej Frolkin
Andrej Kornilow
Problembiad 2000



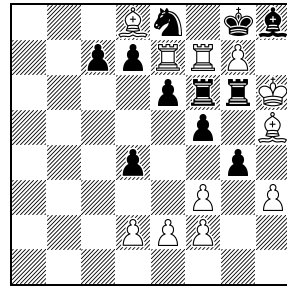
Matt in der 12+13
 kürzesten Zügezahl?
 4 ♖ ♘ ♙ ♚

KF/50
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Andrej Frolkin
Urdruck



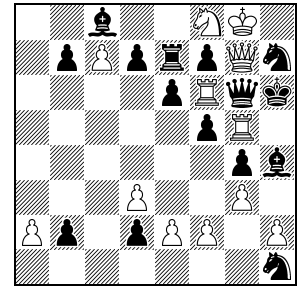
Löse die 13+12
 Stellung auf!
 4 ♜ ♝ ♞ ♟

KF/51
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Andrej Kornilow
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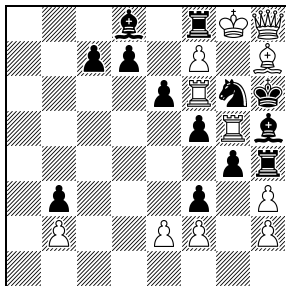
Löse die 11+11
 Stellung auf!
 5 ♘

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Andrej Frolkin
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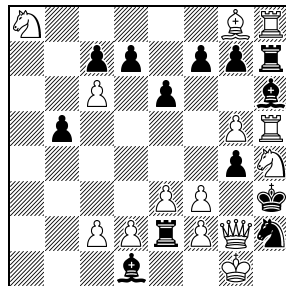
Welches waren 12+15
 die 24 letzten
 Einzelzüge?
 5 ♘ ♙

KF/53
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Andrej Frolkin
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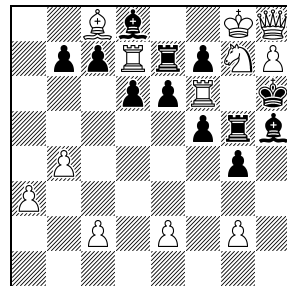
Löse die 11+13
 Stellung auf!
 5 ♞

KF/54
Andrej Frolkin
Andrej Kornilow
(Neufassung)
StrateGems 2005



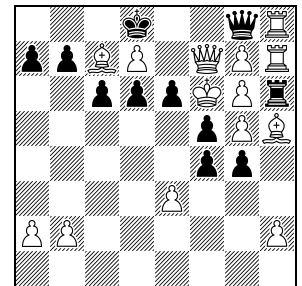
a) Welche 14+13
 Umwandlungen
 erfolgten? b) Wie viele
 Züge erfolgten nach dem
 letzten wK-Zug?
 5 ♞

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Andrej Frolkin
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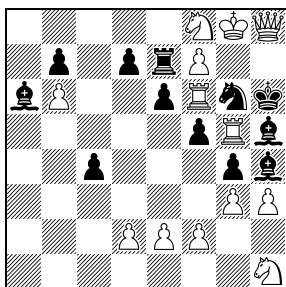
Welches war 12+12
 der erste Zug eines
 weißfeldrigen ♘?
 5 ♞

KF/56
Andrej Kornilow
Uralski Problemist 2003
 JT Kormiltzew 50
 1. Preis



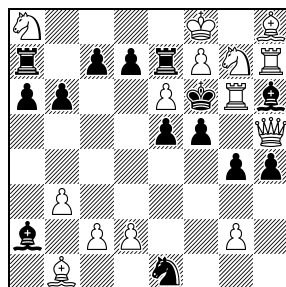
Löse die 14+11
 Stellung auf!
 5 ♜

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Andrej Kornilow
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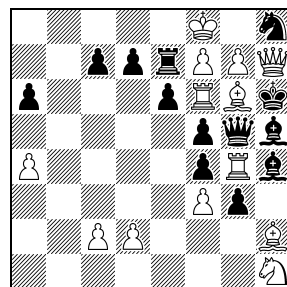
Welches waren 13+12
 die 20 letzten
 Einzelzüge?
 5 ♞

KF/58
Andrej Kornilow
Andrej Frolkin
Die Schwalbe 2008



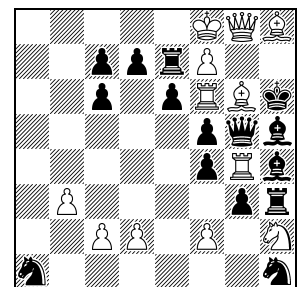
Matt? 14+14
 5 ♞ ♟

KF/59
Andrej Frolkin
Andrej Kornilow
The Problemist 2000



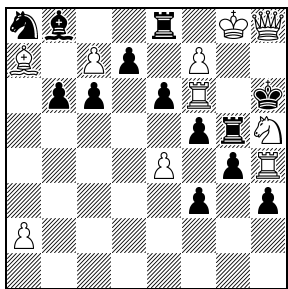
Welches waren 13+13
 die 4 letzten D-Züge?
 5 ♖ ♗

KF/60
Andrej Frolkin
Andrej Kornilow
diagrammes 2000
 1. Lob



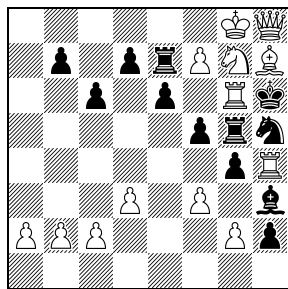
Welche 12+15
 BB-Umwandlungen
 erfolgten?
 5 ♖ ♗

KF/61
Dmitry Baibikow
Andrej Frolkin
Andrej Kornilow
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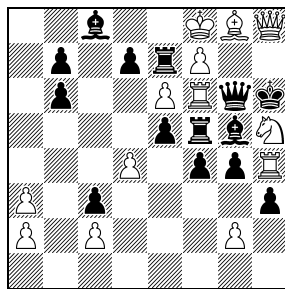
Füge die Steine 10+13
 hinzu. Welches waren
 die 10 letzten
 Einzelzüge?
 5 ♖

KF/62
Andrej Kornilow
Andrej Frolkin
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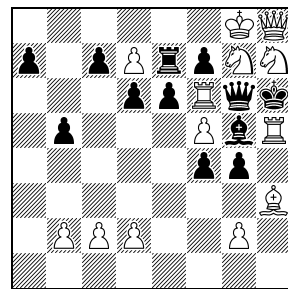
#1 13+12
 5 ♖ ♗

KF/63
Andrej Frolkin
Andrej Kornilow
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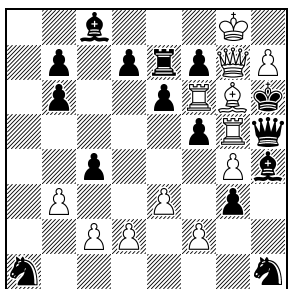
Welches waren 13+14
 die 2 letzten D-Züge
 (ohne Wiederholungen)?
 5 ♖ ♗

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Andrej Frolkin
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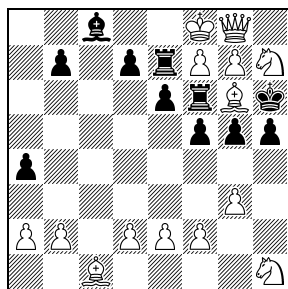
Löse die 13+12
 Stellung auf!
 5 ♖ ♗

KF/65
Andrej Kornilow
Andrej Frolkin
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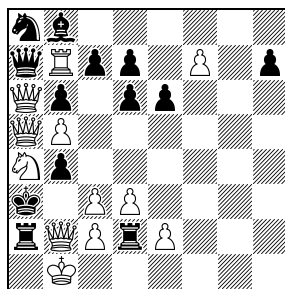
Welches waren 12+15
 die 12 letzten
 Einzelzüge?
 5 ♖

KF/66
Andrej Frolkin
Andrej Kornilow
Urdruck



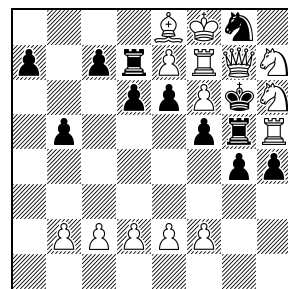
Welches waren 14+11
 die 5 letzten Einzelzüge?
 5 ♖

KF/67
Andrej Frolkin
feenschach 1998



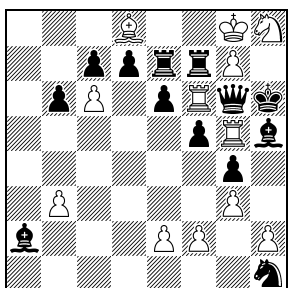
Wo wurde der 12+13
 fehlende weiße Springer
 geschlagen?
 5 ♖

KF/68
Andrej Kornilow
Uralski Problemist 2001



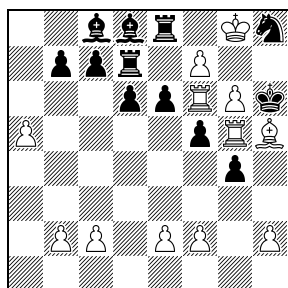
#1 14+12
 5 ♖

KF/69
Andrej Frolkin
Andrej Kornilow
Urdruck



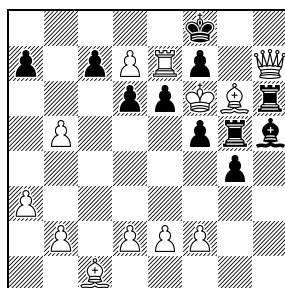
Welches waren 12+13
 die 18 letzten
 Einzelzüge?
 5 ♖

KF/70
Andrej Kornilow
Andrej Frolkin
Die Schwalbe 1999



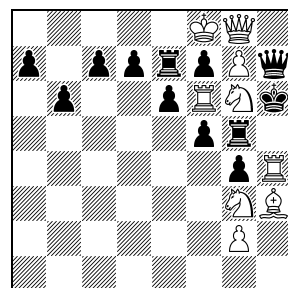
Welches waren 12+12
 die letzten 16 Einzel-
 züge, wenn dabei keine
 Zugwiederholungen
 vorkamen?
 5 ♖ ♗

KF/71
Andrej Kornilow
Problem Paradise 2004



Löse die 12+11
 Stellung auf!
 5 ♖

KF/72
Andrej Frolkin
Andrej Kornilow
Die Schwalbe 2000



Löse die Stellung 9+12
 auf!
 5-

In **KF/71** the shield is a sD rather than the 'traditional' sT. This problem also features a chain of uncaptures wB×sD×wS×sD.

And finally, in **KF/72** there is no screening at all (!). Yet the process of retrocage release resembles in many aspects the solutions of some of the above problems. For example the movement of the wBg7 to the h5-square is in a way consonant to the white knight passages to the corner square in **KF/35** and **KF/36**. The retraction of wBg7 to the h5-square requires double uncapture of sSS by wSS.

Summing up the above, we would like to express hope that the readers did follow us in tracing the rather considerable differences in the methods for releasing the 'pursued' retrocage. We are aware that we have not exhausted all double screening combinations which are possible for this retrocage. This will probably be the subject of a new quest for us – or for our readers.

Solutions

KF/1: +sLa8!; R: 1.Db1-b2# g2-g1=L 2.D~8-d7 d7×Sc6 3-4.S~→c6 g4→g2 5.Sc5-~ Lb3-a4 6.Sa4-c5+ L~b3 7-8.Lh8→h2 L~ 9.h7-h8=L L~ 10-11.h5→h7 L~ 12.h4-h5 h5×Lg4 13.Le6-g4 L~ 14.La2-e6 L~ 15.Da1-b1 L~ 16.Kb1-c1 L~ 17.Dg8-~8 L~ 18.g7-g8=D L~ 19.g6-g7 Lh1-~ 20.g5-g6 h2-h1=L 21.g4-g5 h3-h2 22.g3-g4 g4×Sh3 23-24.S~→h3 h7→h5 25-26.Sb3→~ g6→g4 27.Sc1-b3 Td1-d2 usw. [+sSa8?].

KF/2: 1.– d5-d4 2.g3-g4 e6×Ld5 3.La2-d5 e7-e6 4-5.D~→b1 h7→h5 6.Lg8-a2 Ka2-a3 7.g7-g8=L+ K~a2 8-10.g4→g7 Ka2→~ 11.D~ K~a2 12.h3×Bg4 Ka2→~ 13.D~1-~ Ka3-a2 14-15.Ka1→c1 g6→g4 16.Db1-f1 Td1-d2 usw. [1.g3-g4?]. Letztes Schach: 7.g7-g8=L+.

KF/3: 1.Sh5-f4+ c7×Sd6 2-7.Sg7→d6 S~→g7 8.Se8×Tg7 Th7-g7 9.Dh8-g8 S~ 10.Kg8-f8 S~ 11-13.Sb6→e8 Sb1→~ 14.Sa8-b6 b2-b1=S 15.a7-a8=S b3-b2 16-17.a5→a7 b5→b3 18.a4-a5 a6×Tb5 19.Tb8-b5 a7-a6 20.Tf8-b8 Te8-e7 21.a3-a4 usw.[10.– S~ 11-14.Sc6→e8 Sa1→~ 15.Sb8-c6 a2-a1=S? 16.b7-b8=S a3-a2 17-18.b5→b7 a5→a3 19.b4-b5 b6×Ta5 20.Ta8-a5 ?? Oder 15.– S~ 16.b7-b8=S? Sa1-~ 17.b6-b7 a2-a1=S 18-19.b4→b6 a4→a2 20.b3-b4 b5×Ta4 21.Ta8-a4 b6-b5 22.Tf8-a8 Te8-e7 23.??]. 4 BB-Umwandlungen: a7-a8=S, b7-b8=T, a2-a1=T und b2-b1=S.

KF/4: 1.Db1-a1# g3-g2 2-3.Lh8→c5 g5→g3 4.h7-h8=L g6-g5 5.h6-h7 h7×Lg6 6-7.La2→g6 e6→e4 8.Da1-b1 e7-e6 9-10.Tb2→c1 h4→h2 11.Dc1-a1 h5-h4 12.Lg8-a2 d4-d3 13.g7-g8=L d5-d4 14.g6-g7 d6-d5 15.g5-g6 g6×Sh5 16.Sf4-h5 d7-d6 17.Sd3-f4 Ka2-a3 18.Tb1-b2+ Ka3-a2 19.Sb2-d3+! Ka2-a3 20-21.Sa3→b2 f5→f3 22.S~a4 f6-f5 23.Ta4-a5 f7-f6 24.a5×Sb6 usw.

KF/5: Matt! R: 1.Ta6-a8# b3-b2 2.Lb6-a5! b4-b3 3-5.Lc1→b6 b7→b4 6.Tb6-a6 a5-a4 7.Tb1-b6 a6-a5 8.b2×Dc3 D~c3 9-11.Ta1→b1 De8→~ 12.Tb1-a1 D~×Se8 13.Sg7-e8 D~ 14.Se8×Tg7 Tg8-g7 15.Dh8-h7 D~ 16.Lh7-g6 usw. [2.Lb4-a5?].

KF/6: 1.– Td2-d1+ 2.f6-f7 h4-h3 3.f5-f6 g5×Sh4 4.f4-f5 g6-g5 5.f2-f4 f3×Lg2 6.Sf5-h4 f4-f3 7.Sd4-f5 f5-f4 8.Ld5-g2 f6-f5 9.La2-d5 f7-f6 10.Sb3×Bd4 d5-d4 11.Da1-b1 d6-d5 12.Kb1-c1 d7-d6 13.Sc1-b3 Td1-d2 14.d2-d3 Tg1-d1 usw. [3.– h5-h4? 4.f4-f5 g6×Lh5 5.f2-f4 f3×Tg2 6.g3-g4 f4-f3 7.Lf3-h5 f5-f4 8.Ld5-f3 f6-f5 9.La2×Bd5 f7-f6 10.Da1-b1 d6-d5 11.Kb1-c1 d7-d6 12.Tg1-g2 ?? 13.Tc1-g1? und 3.– g5×Th4? 4.f4-f5 g6-g5 5.f2-f4 f3×Lg2 6.Th3-h4 f4-f3 7.Ld5-g2 f5-f4 8.La2×Bd5 f6-f5 9.Da1-b1 f7-f6 10.Kb1-c1 d6-d5 11.Tg3-h3 d7-d6 12.Tg1-g3 ?? 13.Tc1-g1?].

KF/7: 1.Tb2×La2#! Lb3-a2 2.Db1-a1+ La2-b3 3-5.Lh5→c4 L~ 6.L~×Bh5 L~ 7.L~ Lh1-~ 8.La2-~ h2-h1=L 9.Da1-b1 h3-h2 10.Kb1-c1 g4×Sh3 11-12.S~ h7→h5 13-14.Sb3-~ g6→g4 15.Sc1-b3 Td1-d2 usw. [1.Tb2×Da2#? Db3-a2 2.Db1-a1+ Da2-b3 3-5.Lf1→c4 Dh1→a2 6.h2-h4 Dg1-h1 7.Lh3-f1 g2-g1=D+ 8.Lg4-h3 h3×Sg2 9.Le6×Bg4 h4-h3 10.La2-e6 h5-h4 11.Da1-b1 h6-h5 12.Kb1-c1 h7-h6 13-14.S~g2 g6→g4 15.Sc5(d4)-~ ??; 3-5.Lh5→c4 D~ 6.L~×Bh5 D~ 7-8.Lf1-~ Dh1-~ 9.L~-f1 h2-h1=D+ 10.L~ h3-h2 11.La2-~ g4×Sh3 12.Da1-b1 h6-h5 13.Kb1-c1 h7-h6 14-15.S~h3 g6→g4 16.Sc5(d4)-~ ??].

KF/8: 1.Db1-a1# g2-g1=L 2-3.Sh6→h2 g4→g2 4.Sg8-h6 h5×Lg4 5.g7-g8=S h6-h5 6.g6-g7 g7×Sf6 7.Se4-f6 h7-h6 8.Sc5-e4 Sb2-a4 9.Sa4-c5+ S~b2 10.Lf3-g4 S~ 11-13.La2→f3 (Tempoverlust) S~ 14.Da1-b1 S~ 15.Kb1-c1 Sb3-~ 16.h2-h3 Sc1-b3 17.g5-g6 Td1-d2 18.g4-g5 Tg1-d1 19.g3-g4 Tg2-g1 20.d2-d3 S~3-c1 21.Kc1-b1 usw. Das Tempo wurde bei einem wL verliert. [1.– e7-e6? 2-3.S~→h2 Lg3→g1 4.S~ Lf4-g3?! (Tempoverlust) 5-6.S~ Lg1→f4 7.Sd4-~ g2-g1=L 8.h2-h3 h3×Lg2 9-10.La2→g2 h5→h3 11.Da1-b1 h6-h5 12.Kb1-c1 h7-h6 13.Sb3-d4 ??].

KF/9: 1.Tb2-b3# f7-f6 2.f3×Le4! Ld5-e4 3.f2-f3 La2-d5 4.Da1-b1 Ld5-a2 5.Db1×Ta1! Ta2-a1 6.Da1-b1 Lh1-d5 7.~ h2-h1=L 8.~ h3-h2 9.Db1-a1 g4×Sh3 10-13.Sb3→~ Ta2→a2 14.Da1-b1 g5-g4 15.Kb1-c1 g6-g5 16.Sc1-b3 Td1-d2 usw.

KF/10: 1.Sa4-c5# e6-e5 2.f3×Se4 Sg5-e4 3-4.h4→h6 Sg1→g5 5.h3-h4 g2-g1=S 6.h2-h3 h3×Sg2 7.Se3-g2 e7-e6 8-9.Sb2→e3 h5→h3 10.Sd1×Tb2 T~b2 11-14.Sb3→d1 Ta2→~ 15.Da1-b1 h6-h5 16.Kb1-c1 h7-h6 17.Sc1-b3 Td1-d2 18.d2-d3 Tg1-d1 usw.

KF/11: 1.c2×Sd3 S~×Td3 2-4.Te8→d3 S~ 5.T~8×De8 D~8×Se8+ 6.Sg7-e8 D~-~8+ 7.Se8×Tg7 Th7-g7 8.Dh8-g8 ~ 9.Kg8-f8 ~ 10.Sg7-e8 ~ 11.Tf8-~8 Te8-e7 12.Te7-e6 usw.

KF/12: a) 1.Sb2×Sa4+ Sc5-a4 2.Sa4×Tb2+ Ta2-b2 3.Da1-b1 f7-f6 4.Kb1-c1 Sb3-c5 5.h5-h6 Sc1-b3 6.h4-h5 Td1-d2 7.h3-h4 Tg1-c1 8.h2-h3 Tg2-g1 (g2-g1=T) 9.d2-d3 S~-c1 (h3×Lg2) usw. b) 1.Sb2×Sa4+ Sc5-a4 2.Sa4-b2+ Se4-c5 3.Sc5×Sa4 Sg5-e4 4.h5-h6 S~-g5 5.h4-h5 Sg1-~ 6.h3-h4 g2-g1=S 7.h2-h3 h3×Lg2 8.Ld5-g2 h4-h3 9.La2-d5 h5-h4 10.Da1-b1 h6-h5 11.Kb1-c1 h7-h6 12.Sb3-c5 f7-f6 13.Sc1-b3 Td2-d1 14.d2-d3 Tg1-e1 15.Sd3-c1 Tg2-g1+ 16.Se1-d3 usw.

KF/13: +sDe6!; 1.Db1-a1+ Da2-e6 2.Da1-b1 e6×Sf5 3.Db1-a1 D~ 4-7.Sf3→~ Dg2→~ 8.Se1-f3 Dg1-g2 9.Sf3-e1 g2-g1=D+ 10.Sd4-f3 h3×Lg2 11.Ld5-g2 h4-h3 12.La2-d5 h5-h4 13.Da1-b1 h6-h5 14.Kb1-c1 h7-h6 15.Sb3-d4 d7-d6 16.Sc1-b3 Td1-d2 17.d2-d3 Tg1-d1 18.Sd3-c1 Tg2-g1+ 19.Se1-d3 Tg1-g2 20-21.Kd1→b1 T~ 22.D~-a1 T~ 23-25.Lf1→a2 T~ 26.Sf3-e1 T~ 27.Ke1-d1 T~ 28.Dd1-~ [+wLe6?; 1.La2-e6+ e6×Sf5 2.Sh4-f5 d7-d6 3.S~×Bh4 h5-h4 4.Kb1-c1 h6-h5 5.Sd4-~ h7-h6 6.Sb3-d4 ??].

KF/14: 1.Tf8-f2 h2-h1=L 2.f7-f8=T h3-h2 3.f6-f7 f7×Le6! 4.La2-e6 h4-h3 5.Da1-b1 h5-h4 6.Dd4-a1 h6-h5 7.L~-a2 Ka2-a3 8.L~+ Ka3-a2 9.Lh7-~ Ka2-a3 10.Lg8-h7 Ka3-a2 11.g7-g8=L Ka2-a3 12.g6-g7 Ka3-a2 13.h5×Bg6 Ka2-a3 14.Df2-d4 Ka3-a2 15.De1-f2 Ka2-a3 16.h4-h5 Ka3-a2 17.Kb1-c1 g7-g6 18.Ka1-b1 h7-h6 19.Db1-e1 Td1-d2 20.f5-f6 d2-d1=T 21.~ e3×~d2 usw. (0.- h2-h1=L?).

KF/15: 1.- g4×Lh3 2.h5-h6 g5-g4 3.Le6-h3 g6-g5 4.La2-e6 d5-d4 5-6.D~→b1 d7→d5 7.Le6-a2 Ka2-a3 8.Lh3-e6+ K~-a2 9-10.Dg1→~ K~ 11.De(d)1-g1 K~ 12.Lf1-h3 K~ 13.D~ (Tempoverlust) Ka2-~ 14.g2×Bf3 Ka3-a2 15-16.Ka1→c1 f5→f3 17.Db1-~ Td1-d2 18.h4-h5 Te1-d1 19.Dd1-b1 f6-f5 21.Kb1-a1 f7-f6 22.Kc1-b1 Ka2-a3 23.Kd2-c1 usw. [1.h5-h6?].

KF/16: 1.Dg8-h7# c5-c4 2.a6-a7 b6×Sc5 3.La7-b8 Tb8-c8 4-6.Sh7→c5 Tc8→b8 7-8.D~→g8 Tc8→c8 9.Kg8-f8 Tb8-c8 10.Sf8-h7 Te8-e7 11.D~ e7-e6 12.D~ Se6-d8 13.D~ Tc8-e8 14.Td8-d7 S~-e6 15.Se6-f8 S~ 16.Kf8-g8 S~ 17.Ke8-f8 Kg7-h6 18.S~-e6+ h6(7)-h5 19.h5×Lg6 Kf6-g7 20.Kf8-e8 Lf5-g6 21.Te8-d8 Td8-c8 22.~ Lc8-f5 23.~ d7-d6 24.d6×Sc7 S~-c7 25.Sc7-a8 Ta8-b8 26.Lb8-a7 a7×Tb6 usw. Insgesamt 51 Einzelzüge.

KF/17: 1.Db8-a7# e5-e4 2.Th6-h7 h7×Lg6 3.Lh5-g6 Sg6-h8 4.g2(3)-g4 Sh8-g6 5-6.La8→h5 Sh8→h8 7.f2(3)-f4 Sg6-h8 8.a7-a8=L Sf4-g6 9-10.D~→b8 S~ 11-12.Ka8→c8 S~ 13-14.D~ Sb8→~ 15.~ Td8-d7 16-17.L~→e8 T~→d8 18-19.Dd7→~ Te8→~ 20.Dd8-d7 Sc6-b8 21-23.Kd7→a8 S~→c6 24.Kc6-d7 usw.

KF/18: 1.Db1-a1# d5-d4 2.h7-h8=L e6×Ld5 3.La2-d5 f6-f5 4.Da1-b1 f7-f6 5.Df6-a1 d7-d6 6.Ld5-a2 Ka2-a3 7.L~-d5+ K~-a2 8-9.Dh8→f6(+) K~ 10-14.h2→h7 K~ 15.h7-h8=D K~ 16-18.h4→h7 Ka2→~ 19.g3×Bh4 Ka1-a2 20-21.La2→~ h6→h4 22.S~-a4 h7-h6 23.T~-a5 Da5-b6 usw. Weiß hat La2-d5 zweimal gespielt.

KF/19: 1.- g4×Lf3 2-3.La2→f3 f6→f4 4.Da1-b1 f7-f6 5.Tb1-b2 g5-g4 6.Dh8-a1 g6-g5 7-8.L~-a2 Ka3→a3 9.h7-h8=D Ka2-a3 10-14.Th1→b1 K~ 15-19.h2→h7 Ka2-~ 20.Lh3-~ Ka1-a2 21.Le6×Bh3 h4-h3 22.La2-e6 h5-h4 23.S~-a4 h6-h5 24.T~-a5 h7-h6 25.D~-a6 usw.[1.- g5×Sf4?].

KF/20: a) 1.Sa4-b2+ g6×Lh5 2.Lg4-h5 f7×Tg6 3-4.Lf1→g4 e5→e3 5.Tg1-g6 e6-e5 6.g2×Lf3 Ld5-f3 7.Th1-g1 La2-d5 8.Da1-b1 Lb3-a2 9.Dc3-a1+ Ka2-a3 10.D~-c3 Ka1-a2 11.c3×Bd4 La2-b3 12.S~-a4 d5-d4 13.T~-a5 usw. b) 1.Sa4-b2+ g6×Lh5 2.Lg4-h5 f7×Tg6 3-4.La2→g4 e5→e3 5.Da1-b1 e6-e5 6.c3×Bd4 d5-d4 7.Kb1-c1 d6-d5 8.Tg1-g6 d7-d6 9.Tc1-g1 Td1-d2 10.d2-d3 usw. In ?) 6.g2×Lf3; in b) letzter weißer Schlag: 6.c3×Bd4.

KF/21: 1.Tb2-a2# g5-g4 2.f7-f8=L g6-g5 3.f6-f7 f7×Sg6 4-5.S~→g6 h6→h4 6.Sc5-~ Sc3-a4 7.Sa4-c5+ Sd1-c3 8-9.f4→f6 Sf1→d1 10.f3-f4 f2-f1=S 11.h2-h3 e3×Sf2 12.S~-f2 h7-h6 13-14.Sa2→~ d7→d5 15.Da1-b1 e4-e3 16.Tb1-b2 e5-e4 17.Dd4-a1 e6-e5 18-20.S~→a2 Ka2→a3 21.Tb3-b1 Ka1-a2 22.~(+) Ka2-a1 23-24.Sa3→~ Ka2→a2 25.S~-a4 Ka1-a2 26.Ta4-a5 Ka2-a1 27.a5×Lb6 usw. [26.- a5×Lb4?].

KF/22: 1.Db1-a2+ h6-h5 2.g6×Df7! Df6-f7 3-4.g4→g6 Da2→f6 5.Da1-b1! h7-h6 6.Db1-a1! Da1×La2! 7.g3-g4 D~-a1 8-9.D~→b1 D~ 10-11.Ka1→c1 D~ 12.Lb1-a2! Td1-d2 13.D~! usw. [9-10.Df1→a1? D~ 11-12.Ka1→c1 D~ 13.Db1-f1 Td1-d2 14.d2-d3?]. Das Feld b1 wurde von wD, wK und wL besucht.

KF/23: 1.Dg8×Tg6+ b6×Sa5 2.S~a5 Lc7-b8 3.Se5~ Tg7-g6 4.Sg6-e5+ Th7-g7 5.Dh8-g8 Ld8-c7 6.Kg8-f8 c7×Bd6 7.Sf8×Lg6 Te8-e7 8-9.d4→d6 L~→d8 10.d3-d4 e7-e6 usw. sT und sL wurden auf g6 geschlagen.

KF/24: 1.Sg6-h8+! b5×Sc4! 2.S~×Tg6 Tg7-g6 3.Sg6~+ Th7-g7 4.a5-a6 T~h7 5-8.Sa6→c4 T~ 9.Sc5×Ba6 Th7~ 10-13.Sg7→c5 Th7→h7 14.Dh8-g8 a7-a6 15.Kg8-f8 b6-b5 16.Sf8×Dg6 Te8-e7 17.h2-h3 e7-e6 usw. [1.Sg6×Th8+?].

KF/25: 1.Dg8×Tg6+ Tg7×Sg6 2-4.a4→a7 Th7→g7 5.a3-a4 a4×Sb3 6-9.Se8→b3 Th7→h7 10.Sg7-e8 a5-a4 11.Dh8-g8 a6-a5 12.Kg8-f8 a7-a6 13.Sf8×Dg6 Te8-e7 14.a2-a3 e7-e6 usw.

KF/26: 1.Sg6×Th8# Th7-h8 2-5.Sa6→h1 Th7→h7 6.S~×Ba6 T~h7 7.S~ Th7~ 8.Sf4~ Sg7-h5 9.Sh5-f4+ Se8-g7 10.Dh8-g8 Sg7-e8 11.Kg8-f8 a7-a6 12.Sf8×Dg6 Te8-e7 13-14.a3→a5 L~→d8 15.a2-a3 e7-e6 usw. [2.a4-a5?].

KF/27: +wSh8!; R: 1.Sg6×Th8+! Th7-h8 2.Sh2-f1 T~h7 3.Sf3-h2 Th7~ 4-6.Sb8→f3 T~→h7 7.b7-b8=S Th7~ 8-10.b4→b7 T~→h7 11-15.Sb8→d1 Th7~ 16.b7-b8=S T~h7 17-18.b5→b7 T~ 19.a4×Bb5 Th7~ 20.Dh8-g8 b6-b5 21.Kg8×Sf8! Te8-e7 22.a3-a4 Le7-d8 23.a2-a3 L~e7 24.b3-b4 e7-e6 usw. [11.b3-b4? Th7~ 12-16.Sb8→d1 T~→h7 17.b7-b8=S Th7~ 18-20.b4→b7 T~→h7 21.a3×Bb4 Th7~ 22.Dh8-g8 b5-b4 23.Kg8-f8 b6-b5 24.Sf8×Sg6 Te8-e7 25.a2-a3 Le7-d8 26.?? oder 24.Se5×Sg6 Sf8-g6 25.Sg6-e5+ Te8-e7 26.a2-a3 Le7-d8 27.??; +wLh7? 1.Lg6×Th7+? Th8-h7 usw.]. Letzter Zug: 1.Sg6×Th8#, letzter Zug des wK: 21.Kg8×Sf8!

KF/28: 1.Dg8×Tg6+ Tg7-g6 2.Sg6-h8+ Th7-g7 3.Dh8-g8 b6-b5 4.Kg8×Sf8 Te8-e7 5.a5-a6 Ta8-e8 6.a4-a5 Ta5-a8 7.c4-c5 Td5-a5 8.a3-a4 Td1-d5 9.a2-a3 Tb1-d1 10.c3-c4 b2-b1=T 11.c2-c3 a3×Sb2 12.Sc4-b2 a4-a3 13.Sd6-c4 a5-a4 14.Se8-d6 a6-a5 15.e7-e8=S a7-a6 16.d6×De7 D~e7 17.~ e7-e6 usw.

KF/29: 1.- Lb7-c8 2.c5-c6 Le4-b7 3.c4-c5 Lb1-e4 4.c3-c4 a2×Sb1=L 5.Sa3-b1 b6-b5 6.S~a3 a3-a2 7.Sd6~ a4-a3 8.Se8-d6 a5-a4 9.Sg7-e8 a6-a5 10.Se8×Tg7 Th7-g7 11.Sd6-e8 a7-a6 12-15.Sb8→d6 Th7→h7 16.b7-b8=S T~h7 17.a6×Sb7 Th7~ 18.Dh8-g8 Sd6-b7 19.Dg8-h8 Se8-d6 20.Dh8-g8 Sg7-e8 21.Kg8×Sf8 Te8-e7 22.a5-a6 Le7-d8 23.a4-a5 L~e7 24.c2-c3 e7-e6 usw. [1.c5-c6?].

KF/30: 1.- c4-c3 2.d5-d6 c5-c4 3.c4×Sd5 Sc7-d5 4.e3-e4 Se8-c7 5.c3-c4 Sg7-e8 6.c2-c3 Se8×Lg7 7.Lh8-g7+ S~e8 8.h7-h8=L S~ 9.Dh8-g8 S~ 10.~ Sb3~ 11.~ Sa1-b3 12.~ a2-a1=S 13.~ a3-a2! 14.Kg8-f8 b4×Ta3 15.Td3-a3 c6-c5 16.Td6-d3 c7-c6 17.Tb6-d6 b5-b4 18.Tb8-b6 b6-b5 19.Tf8-b8 Te8-e7 20.e2-e3 usw. [1.e3-e4?].

KF/31: 1.Dg8-g7# a2-a1=S 2.c5×Sd6 Se8-d6 3.c4-c5 Sg7-e8 4.c3-c4 Se8×Lg7 5.Lh8-g7+ Sd6×Te8 6.h7-h8=L S~d6 7.Dh8-g8 S~ 8.~ Sb3~ 9.~ Sa1~ 10-12.~ a5→a2 13.~ a6(7)-a5 14.~ a2-a1=S 15-17.~ a5→a2 18.Kg8-f8 b6×Ba5 19.Tf8-e8 Te8-e7 20.c2-c3 Le7-d8 21.a4-a5 usw.

KF/32: 1.Dg8-g7# La7-b8 2.c6-c7 Lb8-a7 3.c5-c6 Le5-b8 4.c4-c5 La1-e5 5.c3-c4 a2-a1=L 6.c2-c3 a3-a2 7.b4-b5 a4-a3 8.b3-b4 a5-a4 9.b2-b3 a7-a5 10.a6×Sb7 Sd6-b7 11.a5-a6 Se8-d6 12.a4-a5 Sg7-e8 13.a3-a4 Se8×Lg7! 14.Lh8-g7+ S~e8 15.h7-h8=L S~ 16.Dh8-g8 S~ 17.~ Sd1~ 18.~ d2-d1=S 19.~ d3-d2 20.~ c4×Ld3 21.Lf1-d3 c5-c4 22.e2×Sf3 S~f3 23-26.Tc8→g3 S~ 27.Kg8-f8 S~ 28.Tf8-c8 Te8-e7 29.a2-a3! usw. Nach dem weißen Zug a2-a3 wurden 56 Einzelzüge gespielt.

KF/33: 1.Lb7×Sc8! Sd6-c8 2.Lc8-b7 Se8-d6 3.c7-c8=L Sg7-e8 4.c6-c7 Se8×Lg7! 5.Lh8-g7+ Sd6-e8 6.h7-h8=L S~d6 7.Dh8-g8 S~ 8.Kg8-f8 Sd1~ 9.c5-c6 d2-d1=S 10.c4-c5 d3-d2 11.c3-c4 c4×Td3 12.Td6-d2 c5-c4 13.Tb6-d6 c6-c5 14.Tb8-b6 c7-c6 15.Tf8-c8 Te8-e7 16.c2-c3! e7-e6 usw. [1.- f4×T(S)g3? 2.T(S)~g3 ??].

KF/34: +wLg7!; R: 1.Lh8×Sg7+ Se8-g7 2.h7-h8=L Sd6(g7)-e8 3.Dh8-g8 Se8-d6(g7) 4.Kg8-f8 Sg7×De8 5.Df8-e8 Te8-e7 6.d3-d4 Le7-d8 7.d2-d3 Td8-e8 8.De8-f8 usw. [+sSg7?; 1.- Se8×Lg7 2.Lh8-g7 Sg7-e8 3.h7-h8=L Se8-g7 4.Dh8-g8 Sg7-e8 5.Kg8-f8 Se8-g7 ??].

KF/35: 1.Tg7-h7+ e4-e3 2.d5-d6 e5-e4 3.d4-d5 d6×Se5 4.d3-d4 Lh5-g6 5.Sg6-e5+ b3-b2 6.Sh8×Dg6 b4-b3 7.h7-h8=S b5-b4 8.Dh8-g8 b6-b5 9.Kg8×Sf8 Te8-e7 10.d2-d3 e7-e6 11.Te6-f6 usw.

KF/36: 1.Tf6×Sg6+ Se5-g6+ 2.Sg6-f4+ S~e5 3.Sh8×Dg6 S~ 4.h7-h8=S S~ 5.Dh8-g8 Sa1~ 6.~ a2-a1=S 7.~ b3×Da2 8.Kg8-f8 b4-b3 9.D~a2 b5-b4 10.D~8~ b6-b5 11.Df8~8 Te8-e7 12.a2-a3 usw. [2.- c2-c1=L??].

KF/37: 1.Dg8×Sg6+ Se5-g6+ 2.Sg6-h8+ S~e5 3.Se5×Bg6! S~ 4.Sc4-e5 S~ 5.Sb6-c4 S~ 6.Sa8-b6 S~ 7.a7-a8=S h7×Sg6! 8.Dh8-g8 S~ 9.Kg8-f8 S~ 10-14.a2→a7 S~ 15.b6-b7 Sb1~ 16.b5-b6 b2-b1=S 17.b4-b5 a3×Tb2 18.Tc2-b2 a4-a3 19.Tc5-c2 a5-a4 20.Tb5-c5 a6-a5 21.Tb8-b5 a7-a6 22.Tf8-b8 Te8-e7 23.b3-b4 usw.

KF/38: 1.Dg8-h7# Lc7-b8 2.b2-b3 L~c7 3-6.Se5→a1 Ld8→~ 7.Lh7×Sg6 Sf4-g6+ 8.Sg6-e5+ Sd5-f4 9-11.Dh8→g8 Sg7→d5 12.Kg8-f8 c7×Bd6 13.Sf8×Dg6 Te8-e7 14.d5-d6 Le7-d8 15.d4-d5 L~e7 16.a2-a3 e7-e6 usw.

KF/39: 1.– Lb8-a7 2.Lh7×Sg6 Sf4-g6+ 3.Lg6-h7+ Sd5-f4 4.Lh7×Dg6 Sc7-d5 5.Dh8-g8 Se8-c7 6.~ Sg7-e8 (+) 7.~ Lc7-b8 8.~ Ld8-c7 9.~ c7×Bd6 10.Kg8×Sf8 Te8-e7 11.d5-d6 Le7-d8 12.d4-d5 L~-e7 13.d3-d4 e7-e6 usw. [1.Lh7×Sg6?].

KF/40: 1.Dg8×Sg6+ Se5×Lg6 2.Lh7×Dg6 Sc4-e5 3.Dh8-g8 Sd6-c4 4.Dg8-h8 Se8×Bd6 5.Dh8-g8 Sg7-e8 6.Kg8×Sf8 Te8-e7 7.d5-d6 Le7-d8 8.d4-d5 Ld6-e7 9.d3-d4 e7-e6 usw.

KF/41: 1.a2×Sb3 S~-b3 2.Lh7×Dg6 S~ 3.Dh8-g8 Sd6-~ 4.Dg8-h8 Se8-d6 5.Dh8-g8 Sg7-e8 6.Kg8×Lf8 Te8-e7 7.c4-c5 Tb8-e8 8.c3-c4 Tb7-b8 9.c2-c3 L~-f8 10.Kf8-g8 usw. [6.Kg8×Sf8?].

KF/42: 1.Lg6-h7+ e4-e3 2.f2-f3 d5×Le4 3.Lg2-e4 c6×Td5 4.Td1-d5 b4-b3 5.Th1-d1! b5-b4 6.Lf1-g2 b6-b5 7.g2×Sh3 Sg1-h3 8.Th3-h4 Sf3-g1 9.Lh7×Dg6 S~-f3 10.Dh8-g8 S~ 11.Ta3-h3 Sd6-~ 12.Ta8-a3 Se8-d6 13.Kg8-f8 Sg7-e8+ 14.Tf8-a8 Te8-e7 15.Tg1-h1 usw. [5.Tg1-d1?].

KF/43: 1.d8=D#?; 1.Te8#?; R: 1.Sc7-a8 Sb8-a6 2.Se8-c7 Sa6-b8 3.Sg7-e8 Sc7-a6 4.Se8-g7 Sa8-c7 5.Sc7-e8 c4-c3 6-8.Sa6→c7 Sg7→a8 9.Sc7-a6 Se8×Tg7! 10.Th7-g7 Dh8-g8 11.Sa8-c7 Kg8×Lf8 12.Lg7-f8 Sc7-e8 13.Lf8-g7 Sa6-c7 14-16.Tb7→e7 Sb8→a6 17.Le7-f8 Kf8-g8 18.Ld8-e7+ Ke7-f8 19.Lc7-d8+ D~h8-h8 20.Kg7-h6 h6-h5 21.h5×Sg6 usw.; 1.– D×g6#! [0.– Sb8-a6?].

KF/44: 1.– Db8×Sc8# 2.c4-c5 Sb6-a8 3.c3-c4 Sc4×Bb6 4.b5-b6 Sa5-c4 5.b4-b5 Sc6-a5 6.Sb6-c8 Sd8-c6+ 7-9.S~ Da8→b8 10.Sb8-~ Sc6-d8 11.b3-b4 Sb4-c6 12.c2-c3 Sa6-b4 13.Sc6-b8 Sb8-a6+ 14.Sd8-c6 S~-b8 15.Sf7-d8 Sb8-~+ 16.Sd8×Tf7 Tg7-f7 17.Dg8-f8 S~-b8 18.Kf8×Le8 S~ 19.Sc6-d8 Td8-d7 usw.

KF/45: Matt! R: 1.– Te2×Se1# 2.Sg2-e1 a3-a2 3.Sh4-g2 a4-a3 4.Sg6-h4 a5-a4 5.S~-g6 a6-a5 6.S~ a7-a6 7.Sb8-~ c6-c5 8.b7-b8=S c7-c6 9.a6×Sb7 Sd6-b7 10.a5-a6 Sf5-d6 11.a4-a5 Sh4-f5 12.a3-a4 Sg2-h4 13.a2-a3 Sh4×Tg2 14.Tg1-g2 S~-h4 15.T~-g1 ~ 16.Tg1-~ Dh1-h2 17.h4-h5 Kh2-h3 18.h3-h4 usw.

KF/46: 1.– Ta8×Sb8+ 2.Sd7-b8 Ta7-a8+ 3.Sb6×Td7 Te7-d7 4.Kb8-c8 Td7-e7 5.Dc8-d8 h5-h4 6.Td8-f8 Te7-d7 7.Td7-d8+ Te8-e7 8.S~-b6 Td8-e8 9.Sb6-~ Tf8-d8 10.Dd8-c8 Te8-f8 11.Sc8-b6 Te7-e8 12.Df8-d8 Te8-e7 13.Td8-d7 Te7-e8 14.Sb6-c8 Te8-e7 15.Tc8-d8 Kd7-e6 16.S~-b6+ usw.

KF/47: 1.– Sh5-g7+ 2.b2×Ba3 a4-a3 3.Se8-d6 a5-a4 4.Sg7-e8 a6-a5 5.Se8×Tg7! Tg8-g7 6.Dh8-h7 a7-a6! 7.Kh7×Bh6! Sg7-h5 usw.

KF/48: 1.Sh7-f8+ S~-h1 2-4.c3→c6 Sc6→~ 5.c2-c3 Sd8-c6 6.b4-b5 Sf7-d8 7.b3-b4 Sd8×Df7 8.Dg8-f7+ Sc6-d8 9-10.Dg8→g8 Sa6→c6 11.Df8-g8 Sb4×Ba6 12.Dg8-f8 Sd5-b4 13.Df8-g8 Dg8-g7 14.Lg7-h8 Dh8-g8 15.Dg8-f8 Sb6-d5 16.Kf8×Le8 Td8-d7 17.a5-a6 Sa6-b8 18.a4-a5 Tb8-d8 19.a3-a4 Sc8-b6 20.a2-a3 L~-e8 21.Ke8-f8 L~+ 22.Kd7-e8 Kf7-g7 23.Dd8-g8+ usw.

KF/49: 1.– Sb6#?; R: 1.– Lg7-h8 2.Dh8-f8 Ta8-b8 3.Dg8-h8 Lh8×Sg7 4.Kf8×Le8 Td8-d7 5.a5-a6 Sb6-c8 6.a4-a5 Tb8-d8 7.a3-a4 Sc8-b6 8.a2-a3 L~-e8 9.Ke8-f8 L~+ usw.; 1.f7+ K×h7/Lf6 2.Dg8#/Dg7#! [1.a5-a6?].

KF/50: 1.Tg5-g6# h4-h3 2.c3×Sb4 S~-b4 3-5.Kg8→f8 Sd6→~ 6.Kf8-g8 Se8-d6 7.Kg8-f8 Tb8-b7 8.Kf8-g8 T~ 9.Kg8-f8 T~ 10.Kf8-g8 Tb8-~ 11.Kg8-f8 Tb7-b8 12-15.Kg8→g8 Sh3→e8 16.Kf8-g8 Sf4×Bh3 17.Kg8-f8 Sg6-f4 18.D(T)h6-h5(h7) Sf8-g6 19.Dh5-h6(Th7-h6) + Te8-e7 20.h2-h3 Ke7-f6 usw. [2-4.– Sh3→b4?].

KF/51: 1.– Tg5×Sg6+! 2.h2-h3 c5×Td4! 3-9.T~→d3 Sg1→e8 10.T~1-~ g2-g1=S! 11.Tg(h)1-~1 h3×Lg2 12.Lf1-g2 h4-h3 13.g2×Sf3 Se5-f3 14.Sf8-g6 Sg6-e5+ 15.Te8-e7 c6-c5 16.Te7-f7 Tf7-f6 usw.

KF/52: 1.Dh8-g7+ Dh5-g6+ 2.Sg6-f8+ b3-b2 3.c6-c7 b4-b3 4.c5-c6 b5-b4 5.c4-c5 b6-b5 6.c2-c4 c3×Sd2 7.Se4-d2 c4-c3 8.Sd6-e4 c5-c4 9.Se8-d6 c6-c5 10.Sg7-e8 c7-c6 11.Sf8×Tg6 Te8-e7 12.d2-d3 e7-e6 usw.

KF/53: 1.– Te8×Df8# 2.Da3-f8 Te7-e8+ 3.Da8-a3 b4-b3 4.a7-a8=D b5-b4 5.a6-a7 b6-b5 6.a5-a6 a7×Sb6 7.Sc4-b6 f4-f3 8.Se5-c4 Sf8-g6 9.Sg6-e5+ Te8-e7 10.a4-a5 Le7-d8 11.a3-a4 L~-e7 12.a2-a3 e7-e6 usw.

KF/54: 1.Dh1-g2# b6-b5 2.b5×Sc6 S~-c6 3-4.b3→b5 Sg3→~ 5.a7-a8=S! Sf1-g3 6.a6-a7 Te1-e2 7.a5-a6 Le2-d1 8.a4-a5 Tb1-e1 9.a3-a4 b2-b1=T! 10.a2-a3 a3×Lb2 11.L~-b2 Sg3-f1 12.L~ S~-g3 13.L~ L~-e2 14.L~ Sf1-h2 15.Lh2-~+ Sg3-f1 16.Kf1-g1 S~-g3+ usw. Umwandlungen: a7-a8=S und b2-b1=T. Nach dem weißen Zug Kf1-g1 wurden 30 Einzelzüge gespielt.

KF/55: 1.g6×Sh7+ Sf8-h7 2.h7-h8=D+ Te8-e7 3.Te7×Ld7! L~-d7 4.Td7-e7 Le7-d8 5.Td8-d7 L~ 6.Ld7-c8 L~ 7.Ta8-d8 Tb8-e8 8.Le8-d7 Ld7-~ 9.Ta~-a8 Lc8-d7 10.T~ d7-d6 11.T~ L~-e7 12.e7-e8=L ~ 13.d6×D(S)e7 D(S)~-e7(+) 14.~ e7-e6 usw. Also sLc8-d7 und auch früher sLb1-a2 (nach b2-b1=L).

KF/56: 1.Lb8-c7+ Df8-g8 2.Tg8-h8 De8-f8 3.Th8-h7 Th7-h6 4.Tf8-g8 Th6-h7 5.Dg8-f7 Th7-h6 6.Tf7-f8 ~ 7.Te7-f7 ~(+) 8.Df7-g8 Th6-h7 9.Tf8-h8 Th7-h6 10.Dg8-f7 Th6-h7 11.Tf7-f8 Th8-h6 12.Dh7-g8 Dg8-e8 13.Dh6-h7 Dh7-g8 14.e2-e3 Te8-h8 15.Tf8-f7 Dh8-h7 16.Kf7-f6 f6-f5 usw.

KF/57: 1.Sh7-f8+ Lb5-a6 2.h2-h3 Lc6-b5 3.b5-b6 Lg2-c6 4.b4-b5 Lf1-g2 5.b3-b4 g2×Tf1! 6.Tg1-f1 h3×Lg2 7.Lf1-g2 c5-c4 8.g2-g3 c6-c5 9.Sg3-h1 c7-c6 10.Se4-g3 Lg3-h4 11-12.S~→e4 L~→g3 13.S~ Sf8-g6 14.Sg6~+ Te8-e7 15.Th1-g1 e7-e6 usw. [5.- g2×Lf1?].

KF/58: Matt! R: 1.Tg5-g6# Tb7-a7 2.Kg8-f8 a7-a6 3-5.Kf8→g8 Sa6→e1 6.Kg8-f8 Sc5×Ba6 7-9.Kf8→g8 Se8→c5 10.Kg8-f8 Tb8-b7 11.Kf8-g8 T~b8 12.Kg8-f8 T~ 13.Kf8-g8 Tb8~ 14.Kg8-f8 Tb7-b8 15-18.Kg8→g8 Sh3→e8 19.Kf8-g8 Sf4×Bh3 20.Kg8-f8 Sg6-f4 21.a5-a6 Sf8-g6 22.a4-a5 Te8-e7 23.h2-h3 Ke7-f6 usw.

KF/59: 1.Dg8-h7# a7-a6 2.Lh7×Sg6 Se5-g6+ 3.g6-g7+ S~-e5 4.g7-g8=D S~ 5.Lg1-h2 S~ 6-8.Lc1→g1 S~ 9.Sf2-h1 S~ 10-13.Sb8→f2 S~ 14.b7-b8=S S~ 15.b6-b7 Sb3~ 16.b5-b6 Sa1-b3 17.b4-b5 a2-a1=S 18.b2-b4 b3×Da2 19.Kg8-f8 b4-b3 20.Dd5-a2 b5-b4 21.Da8-d5 b6-b5 22.Df8-a8 Te8-e7 23.f2-f3 usw. [3.g6×f7+?] Die 4 letzten wD-Züge: Df8-a8; Da8-d5; Dd5-a2 und Dg8-h7+.

KF/60: 1-5.Sa8→h2 T~→h3 6.g7-g8=D T~ 7.Kg8-f8 ~ 8.a7-a8=S T~ 9-10.a5→a7 ~ Tb1→~ 11.a4-a5 b2-b1=T 12.a2-a4 a3×Db2 13-15.D~8→b2 a6(7)→a3 (a5→a3) 16.Df8~8 Te8-e7 17.h7-h8=L! usw. Umwandlungen: g7-g8=D; a7-a8=S; b2-b1=T; und h7-h8=L.

KF/61: +wLh7 und +sSg6; R: 1.- Te7-e8+ 2.e3-e4 f4-f3 3.e2-e3 e5×Bf4 4.f3-f4 d6×Se5 5.Kg8-f8 Sf4-g6+ 6.Sg6-e5, und weiter: Dg8-h8, g7-g8=D, Kh8→f8, Lg8-h7, Te8-e7, f2-f3, e7-e6 usw. [Fehlversuche: a) +wSh7, +sLg6; R: 1.- Te7-e8+ 2.Kf8-g8 f4-f3 3.Dg8-h8 e5×Bf4 4.g7-g8=D d6×De5 5.Kg8-f8 ??; b) +wSh7, +sSg6; R: 1.- Te7-e8+ 2.e3-e4 f4-f3 3.e2-e3 e5×Bf4 4.f2(3)-f4 d6×Se5 5.Kg8-f8 Sf4-g6+ 6.Sg6-e5, aber b7-b8=S (3wSS!) ist illegal wegen sBa7×wBb6].

KF/62: 0.- R×g6 1.R×h5#; R: 1.Tf6×Dg6+ c7-c6! 2.Kf8-g8 S~-h5 3.Sh5-g7+ S~ 4.Dg8-h8 S~ 5.g7-g8=D S~ 6.Kg8-f8 S~ 7.Kh8-g8 S~ 8.Lg8-h7 Te8-e7 9.f2-f3 usw.

KF/63: 1.Lh7-g8#! c4-c3 2.b2×Sa3 Sb5-a3 3.Dg8-h8 S~ 4.g7-g8=D S~ 5.Kg8-f8 Sd6~ 6.Kh8-g8 c5-c4! 7.Lg8-h7 Te8-e7 8.d3-d4! Td8-e8! 9.Lh7-g8! Se8-d6+ 10.Kg8-h8 c6-c5 11.Kf8-g8 c7-c6 12.Ke7-f8 Sd6-e8 13.Lg8-h7 Dh7-g6 14.g6-g7+ Kg7-h6 15.Sg3-h5+ usw. [1.h7-h8=D#?]. Die 2 letzten Einzelzüge der sD: Dh8-h7 und Dh7-g6.

KF/64: 1.Th4×Sh5# b6-b5 2.Kf8-g8 Sg3-h5 3.Sh5-g7+ S~-g3 4.Dg8-h8 S~ 5.g7-g8=D S~ 6.Kg8-f8 S~ 7.Sf8-h7 Te8-e7 usw. [2.Sf8×Sh7?].

KF/65: 1.Dh8-g7+ c5-c4 2.Kf8-g8 c6-c5 3.Kg8×Tf8 Td8×Tf8+ 4.Te8-f8 c7-c6 5.Tf8-e8 Te8-e7 6.e2-e3 e7-e6 usw.

KF/66: 1.Dh8-g8 a5-a4 2.Kg8×Df8 Dd8×Tf8+! 3.Te8-f8 und weiter sDb1→d8; c2×Tb1; wTf8~; sTe8-e7; Ta1-b1 (Tb1-a1) usw. [2.Kg8×L(S)f8? Te8-e7 oder Te8×Te7?].

KF/67: 1.Da1-b2+ e7×Td6 2.f6-f7 f7×Le6 3.Kc1-b1 Tb2-a2 4.La2-e6+ Tb3-b2 5-7.T~1→d6 Tb2→b3 8.Kb1-c1 Tb3×Sb2+ 9.Tc1~1 Td1-d2 usw. Der fehlende wS wurde auf b2 geschlagen.

KF/68: 0.- K×h5 1.D×g5#; R: 1.Dh8-g7+ Td8-d7 2.Lc6-e8 Td7-d8+ 3.Ke8-f8 b6-b5 4.Tf8-f7 b7-b6 5.Sf7-h6 Sh6-g8 6.Sd8-f7 Sf7-h6 7.L~-c6 Se5-f7 8.Tf7-f8 S~ 9.Kf8-e8 S~ 10.Kg8-f8 S~ 11.Tf8-f7 S~ 12.S~-d8 Td8-d7 usw.

KF/69: 1.- Lb1-a2 2.c5-c6 Le4-b1 3.c4-c5 Lg2-e4 4.c3-c4 Lf1-g2 5.c2-c3 g2×Tf1=L! 6.Tg1-f1 h3×Lg2! 7.Lf1-g2 h4-h3 8.g2-g3 Sg3-h1 9.Th1-g1 Se4-g3 10.Tg1-h1 Sd6-e4 11.Th1-g1 Se8-d6 12.Tg1-h1 Sd6×De8 13.Df8-e8 Te8-e7 usw. [1.c5-c6? und 5.- g2×Lf1?].

KF/70: 1.- Te7-e8+ 2.Kf8×Tg8 Tg7-g8+ 3.Kg8-f8 Th7×Dg7 4.Df8×Bg7+ Te8-e7 5.a4-a5 Le7-d8 6.a3-a4 Td8-e8 7.De8-f8 Lf8-e7 8.De7-e8 Te8-d8 9.Dd8-e7 usw.

KF/71: 1.c4×Db5 Db8-b5 2.c3-c4 De8-b8 3.c2-c3 D~8×Se8 4.Sg7-e8 D~ 5.Se8×Dg7 Dg8-g7+ 6.Dh8-h7 D~ 7.Lh7-g6 Lg6-h5+ usw.

KF/72: 1.Sh5-g3+ Dh8-h7 2.Se5×Sg6! Sf4-g6+ 3.g6-g7+ S~-f4 4.S~×Sh5! S~-h5 5.h5×Lg6+ Lh7-g6 6.Sg6-e5+ S~ 7.g7-g8=D! Lg8-h7+ 8.S~ Kh7-h6 usw.



Urdrucke f-175

Lösungen bis 15.7.2010 an Thomas Marx, Töpferstraße 21, D-41515 Grevenbroich.

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Preisrichter 2009 S# (9810-9814): Alexandr Ažusin H# (9815-9843): Fadil Abdurahmanović
Retro (9844-9856): Günther Weeth Serienzüger (9857-9870): Vlaicu Crisan & Eric Huber
Direktes Spiel (9871-9899): Klaus Wenda Hilfsspiel (9900-9925): Manfred Rittirsch
[Raumschach: Hans Gruber (Mehrjahresturnier)]

Alle Urdrucke in diesem Urdruckteil wurden 2009 an Hans Gruber eingesandt!

Dieser Urdruckteil bezeugt, daß unsere Autoren *f* selbst in der Vakanzzeit nicht vergessen haben ... danke! Einige interessante Anmerkungen vorab.

9823: Autor: „Daniel Papack wies darauf hin, daß mein H#2er G19/10. *fs*, I-VIII 2006, ganz einfach auch ohne Zeroposition zu haben ist, da habe ich also (mal wieder) geschlafen! Ich widme ihm nun das Stück!“

9848: Bevor Sie schimpfen wie ein Rohrspatz ... daß keine Zugzahl angegeben ist, kann auch andere Gründe haben als Spaß an Löserschikane!

9854: Autor: “Popeye cannot test this problem, as it considers Queen-side-castle as illegal in *hypervolage*, which is wrong (castle is a King’s move, not a Rook’s move!). Winchloé knows the possibility to Q-side castle in *hypervolage*, and confirms that this game is legal, but cannot test SPGs with this condition.”

9885: Autor: “This is one of those problems I must get to you in case I make a sudden exit. The trouble with making a problem like the following is that many that come after it will seem ordinary in comparison! When you have a quiet time, and with a nice glass of beer or wine next to you (!), play through the solutions and see and enjoy the reasons for White’s first moves (and I suppose all the other moves).” Na, sind Sie jetzt neugierig geworden? Dann probieren Sie einmal, das *ohne* Computerhilfe zu lösen!

9916: Autor: “Only the last 6.5 moves are C+: Took 79 hours.” Eine Herausforderung an alle High-Tech-Computer-Besitzer!

9917: Noch mehr! Autor: “Note: Only last 7 moves are C+! This one has deliberately been constructed with some similarities to the previous one, to make solving easier, but it is more complex with mutual pins and very tricky move-timing. There’s also reflection of pawn moves on the a-file. The problem could have been lengthened even further, but it is difficult enough already and the extras wouldn’t add much to the thematic content.”

Ich habe
Hunger!!!



9925: Ein bildlicher Lösetipp der Autoren sei nicht vorenthalten ...

Definitionen der nicht alltäglichen Märchenschachelemente, die in diesem Urdruckteil Verwendung finden.

Andernachsach: Nichtkönigliche Steine wechseln, wenn sie einen gegnerischen Stein schlagen, als Teil des Zuges die Farbe.

Antiandernachsach: Nichtkönigliche Steine wechseln, wenn sie schlagfrei ziehen, als Teil des Zuges die Farbe.

Anticirce: Ein schlagender Stein (auch König) wird nach dem Schlag als Teil desselben Zuges auf seinem Partieanfangsfeld, ein schlagender Märchenstein auf dem Umwandlungsfeld der Linie wiedergeboren, in der der geschlagene Stein stand; der geschlagene Stein verschwindet. Ist das Wiedergeburtfeld besetzt, ist der Schlag illegal. Beim Typ Calvet sind Schläge auf das eigene Wiedergeburtfeld erlaubt, beim Typ Cheylan nicht. Ist kein Typ angegeben, sind beide Typen möglich.

Antisupercirce: Ein schlagender Stein wird als Teil des Schlagzuges nach Wahl der schlagenden Partei entweder vom Brett entfernt oder auf einem beliebigen anderen freien Feld wiedergeboren. (Diese Regel gilt auch für Könige, jedoch natürlich mit einer Ausnahme: Der schlagende König kann nicht vom Brett verschwinden.) Ist beides nicht möglich, ist der Schlagzug illegal. Der schlagende Stein darf nicht auf dem Schlagfeld wiedergeboren werden. Der geschlagene Stein verschwindet vom Brett. Wiedergeborene Könige bzw. in ihrer Ecke wiedergeborene Türme dürfen wieder rochieren. Ein schlagender Bauer darf auch auf der eigenen Offiziersgrundreihe oder auf der eigenen Umwandlungsreihe wiedergeboren werden. Dabei gilt: a) Ein auf der eigenen Offiziersgrundreihe wiedergeborener Bauer ist für immer zugunfähig. Er kann allenfalls geschlagen werden (und damit vom Brett verschwinden). b) Ein auf der eigenen Umwandlungsreihe wiedergeborener Bauer wandelt als Teil dieses Zuges um.

Beamenschach: Ein Stein hat nur Bewegungs- und Wirkungskraft, wenn er von einem gegnerischen Stein beobachtet ist.

Chamäleon: Verwandelt sich als Teil eines eigenen Zuges in die nächste Figur der Kette $S \rightarrow L \rightarrow T \rightarrow D \rightarrow S \dots$

Chamäleonschach: Alle Steine sind Chamäleons. Bauern wandeln statt in eine der vier Normalfiguren in Chamäleons um.

Circe Parrain: Bei einem Schlag wird der geschlagene Stein unmittelbar wiedergeboren, nachdem ein weiterer Stein gezogen hat. Dabei ist die Linie zwischen Schlagfeld und Wiedergeburtfeld parallel zu der Zuglinie zwischen Start- und Zielfeld des „weiteren“ Steines, wobei die beiden parallelen Vektoren gleichlang und gleichgerichtet sind.

Diagrammcirce: Wie Circe, aber die Wiedergeburt eines geschlagenen Steines erfolgt nicht auf seinem Ursprungsfeld in der Partieanfangsstellung, sondern auf seinem Standfeld im Diagramm. Ist dieses Feld besetzt, verschwindet der geschlagene Stein vom Brett.

Doppelgrashüpfer: Muß bei seinem Zug zwei Grashüpferzüge machen. Er darf nur im zweiten Teilzug schlagen oder Schach bieten. Die Richtung des zweiten Teilzugs ist beliebig. Der Bock kann in beiden Teilsprüngen derselbe Stein sein. Nullzüge sind nicht erlaubt.

Doppellängstzüger: Beide Parteien müssen von allen legalen Zügen immer den geometrisch längsten ausführen. Gibt es mehrere gleichlange längste Züge, besteht unter diesen freie Wahl. Die lange (bzw. kurze) Rochade hat die Länge 5 (bzw. 4).

Einsteinschach: Ein nichtschlagend ziehender Stein X verwandelt sich als unmittelbare Konsequenz dieses Zuges in einen gleichfarbigen Stein Y, wobei Y als rechter Nachbar von X in folgender Skala zu wählen ist: $D \rightarrow T \rightarrow L \rightarrow S \rightarrow B \rightarrow B \dots$; für schlagende Steine gilt hingegen die Skala: $B \rightarrow S \rightarrow L \rightarrow T \rightarrow D \rightarrow D \dots$. Könige ziehen und schlagen unverändert. Auf ihre Umwandlungsreihe geratende Bauern bleiben unumgewandelt als zugunfähige Masse stehen. Figuren, die auf ihrer Grundreihe zu Bauern werden, dürfen einschrittig vorwärts ziehen.

Elliuortap: Ein Stein kann nur schlagen/Schach bieten, wenn er nicht von einem anderen Stein seiner Farbe beobachtet wird.

Equistopper: Springt auf jedes Feld, das Mittelpunkt zwischen seinem Ausgangsfeld und dem Standfeld eines beliebigen anderen Steines ist. Kann dabei schlagen.

Genfer Schach: Ein Stein (außer Königen) kann nur schlagen/Schach bieten, wenn sein Ursprungsfeld– und zwar bezogen auf das Ausgangsfeld des potenziellen Schlags/Schachgebots– unbesetzt ist. Beim

Genfer Schach rex inclusiv gilt die Bedingung auch für Könige als Schlagtäter. Beim Genfer Schach Märchensteine exclusiv gilt die Bedingung nicht für Märchensteine als Schlagtäter.

Gitterschach: Orthogonale Gitterlinien teilen das Brett in 16 gleichgroße Quadrate zu je 2×2 Feldern. Züge innerhalb eines solchen Quadrats sind illegal, d. h. bei jedem Zug muß mindestens eine Gitterlinie überquert werden.

Heuschrecke: Zieht wie Grashüpfer, aber nur schlagend. Geschlagen wird der Bock, das Zielfeld muß unbesetzt sein.

Hypervolage: Von der Diagrammstellung an wechseln alle Steine außer den Königen jedesmal die Farbe, sobald sie mit ihrem Zug die Felderfarbe ihres Standfeldes wechseln.

Isardam: Es sind solche Züge illegal, die dazu führen, daß ein Stein einen gegnerischen Stein der gleichen Art beobachtet. Ein König steht daher nicht im Schach, wenn durch den virtuellen Schlag des Königs der Schlagtäter einen gegnerischen Stein der gleichen Art beobachten oder von einem solchen beobachtet werden würde.

Köko (Kölner Kontaktschach): Ein Zug ist nur legal, wenn nach ihm der ziehende Stein Kontakt zu einem anderen Stein hat, also auf einem Nachbarfeld steht.

königlicher Stein: Zieht und wirkt nicht wie ein („Normal-“)König, sondern wie der betreffende Stein, wodurch z. B. der Begriff der Königsopposition seinen gewohnten Sinn verliert. Er besitzt aber die sonst üblichen Königsfunktionen wie Schachgebot, illegales Selbstschach, Matt oder Patt. Ein königlicher Stein darf über vom Gegner beobachtete Felder ziehen, Felder also, auf denen er im Schach stünde.

Kontragrashüpfer: Zieht wie der Grashüpfer, aber nur über einen Bock auf einem Nachbarfeld und beliebig weit hinter diesen, soweit die Felder frei sind.

Läuferlion: Zieht wie Lion, aber nur auf Läuferlinien.

Lion: Zieht und schlägt wie Grashüpfer, aber beliebig weit hinter den Bock, soweit die Felder frei sind.

Mao: Wie Springer, aber das orthogonale Nachbarfeld des Springers in Richtung seines Zielfeldes muß leer sein.

Marscirce: Vor Ausführung eines Schlagfalles wird der Schlagtäter als Teil des Zuges auf sein Circe-Wiedergeburtfeld rückversetzt. Steine können also– egal, wo sie stehen– nur von ihrem Circe-Wiedergeburtfeld aus schlagen.

NWK: No White King– stören Sie sich nicht an der illegalen Stellung!

Orphan: Zieht so wie die gegnerischen Steine, die ihn beobachten.

Patrouilleschach: Ein Stein hat keine Schlag-/Schachkraft (wohl aber Zug-/Beobachtungskraft), solange er nicht von einem Stein der eigenen Partei beobachtet wird.

Platzwechselcirce: Ein geschlagener Stein wird auf dem Feld wiedergeboren, auf dem der schlagende Stein vor dem Schlag stand. Bauern auf der eigenen Offiziersgrundreihe können nicht ziehen, schlagen oder Schach bieten. Könige sind nicht als Schlagobjekte – wohl aber als Schlagende– zugelassen, sofern nicht rex inklusiv gespielt wird.

Provokateure: Ein Stein kann nur schlagen, wenn er von einem gegnerischen Stein beobachtet ist („provokiert wird“).

Sentinelles: Jede Figur (nicht Bauer), die von einem Feld außerhalb der beiden Figurengrundreihen wegzieht, hinterläßt dort einen zusätzlichen Bauern eigener Farbe, sofern nicht schon alle acht vorhanden sind. Bei Sentinelles en pion adverse wird ein Bauer der gegnerischen Farbe hinterlassen. Bei Sentinelles m/n wird das Hinterlassen eines Bauern nicht erst gestoppt, wenn 8 Bauern einer Farbe vorhanden sind, sondern dann, wenn m (weiße) bzw. n (schwarze) Bauern vorhanden sind.

Serienzugeigenfesselung in n Zügen (Ser.!F in n): Weiß zieht so, daß (spätestens) im n-ten Serienzug einer seiner Steine (vollständig) gefesselt ist; Linienfesselungen erfüllen die Forderung also nicht. Der

gefesselte Stein müßte ohne die Fesselung beweglich sein (es kommt also kein blockierter Bauer als Fesselungsobjekt in Frage).

Serienzughilfsfesselung in n Zügen (Ser.H-F in n): Wie Serienzughilfsmatt, aber mit (vollständiger) Fesselung eines schwarzen Steines statt Matt als Ziel; Linienfesselungen erfüllen die Forderung also nicht. Der gefesselte Stein müßte ohne die Fesselung beweglich sein (es kommt also kein blockierter Bauer als Fesselungsobjekt in Frage).

Spezialgitter: Wie Gitterschach, aber die Gittermaschen sind anders gesetzt.

Supercirce: Wie Circe, aber statt auf sein Ursprungsfeld wird ein geschlagener Stein auf ein beliebiges freies Feld versetzt oder wahlweise ganz vom Brett entfernt. Auf ihre Umwandlungsreihe versetzte Bauern wandeln sofort um, wobei die schlagende Partei die Wahl der Umwandlungsfigur trifft; auf die Offiziersgrundreihe ihrer Partei versetzte Bauern blocken und sperren zwar, bleiben aber zugunfähig, bis sie wieder geschlagen und woanders hin versetzt werden.

Take&Make-Schach: Ein schlagender Stein führt als Bestandteil des Zuges nach dem Schlag vom Schlagfeld aus einen beliebigen nichtschlagenden legalen Zug in der Gangart des geschlagenen Steines aus. Ist ein solcher Zug nicht möglich, ist der Schlag illegal. Ein Bauer darf am Ende nicht auf der eigenen Offiziersgrundreihe stehen bleiben. Ein Bauer wandelt dann und nur dann um, wenn er sich am Ende des gesamten Zuges auf der Umwandlungsreihe befindet. Schach geben bleibt orthodox.

transmutierende Könige: Ein König im Schach (durch einen Stein X) ist einen Zug lang (in dem seine Partei das Schach parieren muß) ein königlicher Stein X.

Turmlion: Zieht wie Lion, aber nur auf Turmlinien.

Ultrapatrouilleschach: Ein Stein hat keine Zug-/Schlag-/Schachkraft (wohl aber Beobachtungskraft), solange er nicht von einem Stein der eigenen Partei beobachtet wird.

Verfolgungszüger: Schwarz muß auf das Feld ziehen, das Weiß im letzten Zug verlassen hat. Der Zwang zum Parieren von Schachgeboten hat dabei Vorrang. Ist kein Folgezug möglich, kann ein beliebiger Zug gewählt werden.

Verteidigungsrückzüger: Weiß und Schwarz nehmen im Wechsel Züge zurück. Nach Zurücknahme seines letzten Zuges macht Weiß einen Vorwärtzug, mit dem er die Anschlußforderung erfüllen muß. Schwarz nimmt solche Züge zurück, daß Weiß die Anschlußforderung möglichst nicht erfüllen kann (hat Schwarz dabei verschiedene Zugmöglichkeiten, kommt es zu Varianten im Retrospiel). Beim Typ Proca entscheidet die Partei, die den Retrozug macht, ob und welcher Stein ent schlagen wird: Nimmt Weiß einen Zug zurück, entscheidet Weiß, ob dies ein schlagender Zug und (im positiven Fall) welcher schwarze Stein das Schlagobjekt war. Nimmt Schwarz einen Zug zurück, entscheidet Schwarz analog. Ohne Vorwärtsverteidigung: Schwarz darf sich nicht dadurch verteidigen, daß er nach Rücknahme eines seiner Züge sofort einen Vorwärtzug ausführt, mit dem er selbst die Anschlußforderung erfüllt. (Fehlt die Angabe „ohne Vorwärtsverteidigung“, ist eine solche Verteidigung möglich.)

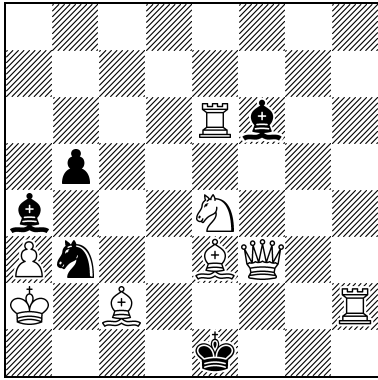
Wandelschach: Gelangt ein ziehender oder schlagender Stein auf ein Feld, das in der Partieanfangsstellung besetzt ist, übernimmt er als Bestandteil desselben Zuges Gangart und Farbe des ursprünglich dort befindlichen Steines. Ein König betritt solche Felder, ohne sich zu wandeln. Ein sein eigenes Ursprungsfeld betretender Stein bleibt unverändert. Eventuelle Schachgebote oder illegale Selbstschachs werden erst nach vollzogener Wandlung festgestellt. Es ist möglich, daß eine Partei mehrere Könige erhält. In diesem Fall gilt die Rex-multiplex-Regel: Alle Könige einer Partei müssen gleichzeitig mattgesetzt werden, Schachgebote müssen für alle angegriffenen Könige parierbar sein– sonst sind sie illegal.

weißer Längstzüger: Die Längstzügerbedingung gilt nur für Weiß.

weißer Ultralängstzüger: Die Längstzügerbedingung gilt nur für Weiß; sie gilt auch in Bezug auf die Schachbotswirkung auf den gegnerischen König.

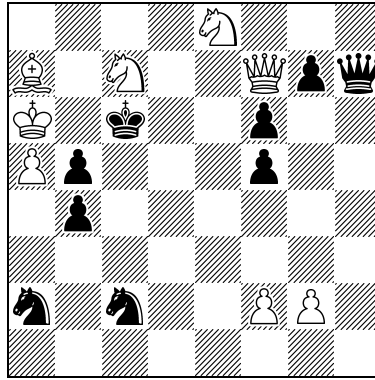
Zebra: 2:3-Springer.

9810
Waleri Barsukow
 St. Petersburg



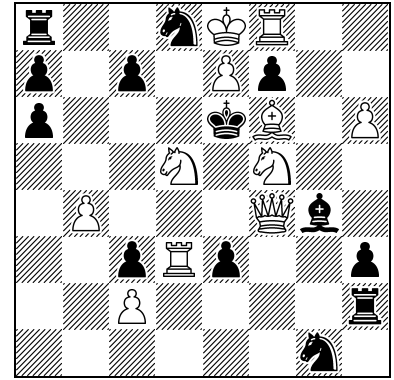
S#5 zwei Lösungen C+ 8+5
 b) ohne ♕c2

9811
Leonid Makaronez
 Haifa



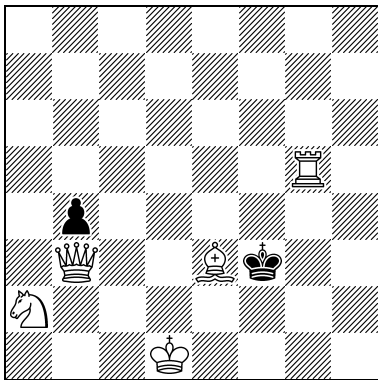
S#5 C+ 8+9

9812
Camillo Gamnitzer
 Linz



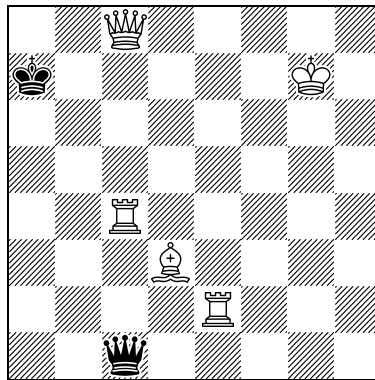
S#7 C+ 11+13

9813
Torsten Linß
 Dresden



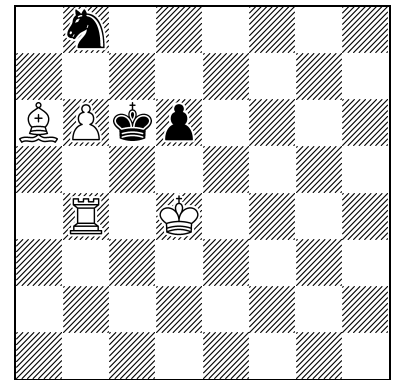
S#10 b) nach dem C+ 5+2
 Schlüssel von a)

9814
Torsten Linß
 Dresden



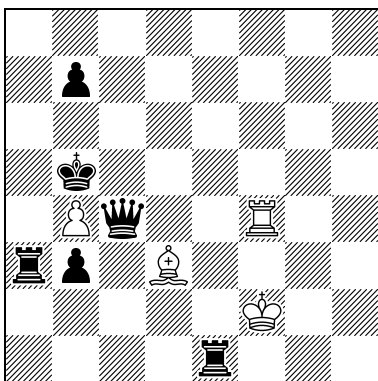
S#14 C+ 5+2
 b) ♔c1 → ♙c1

9815
Iwan A. Brjuchanow
 Tschaplinka



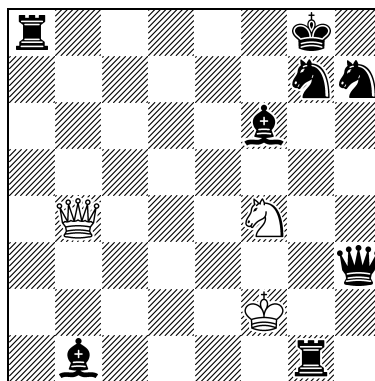
H#2* C+ 4+3

9816
Witali Medinzew
 Krasnodar



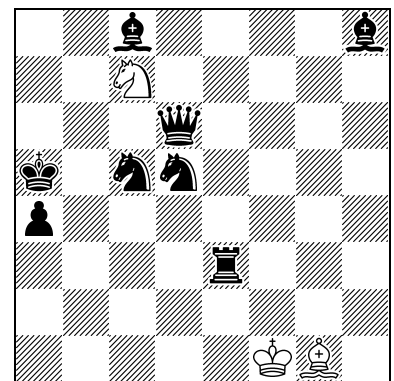
H#2 b) ♗b4 → b2 C+ 4+6
 c) ♜b3 → a4 d) ♜b7 → b6

9817
Gennadi Zgerski
 Moskwa



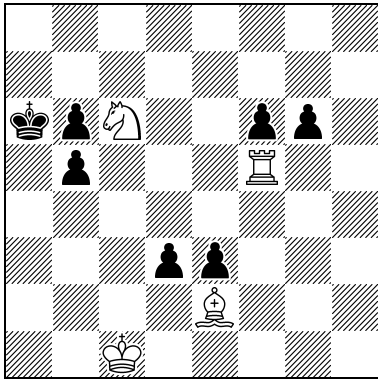
H#2 b) ♘f4 → f7 C+ 3+8

9818
Alexandr N. Pankratjew
 Tschegdomin



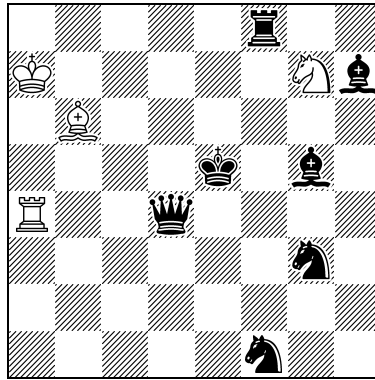
H#2 C+ 3+8
 b) ♙g1 → ♖g1

9819
Alexandr O. Nikitin
 Rjasan



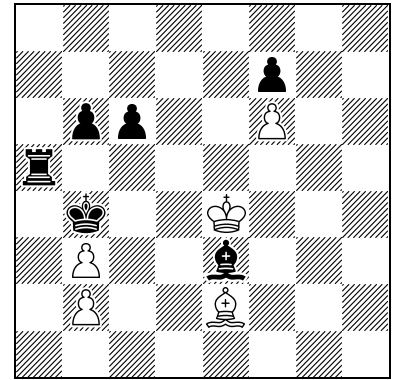
H#2 C+ 4+7
 b) ♖c6→♗c6

9820
Alexandr N. Pankratjew
 Tschegdomin



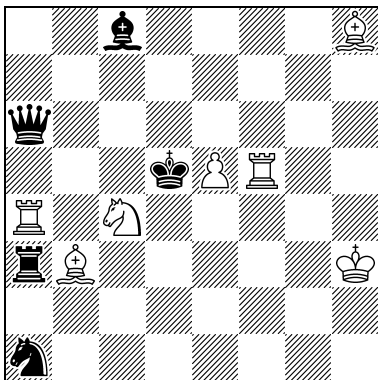
H#2 b) ♖g7→c3 C+ 4+7

9821
Valery Kopyl
Gennadi Koziura
 Poltava



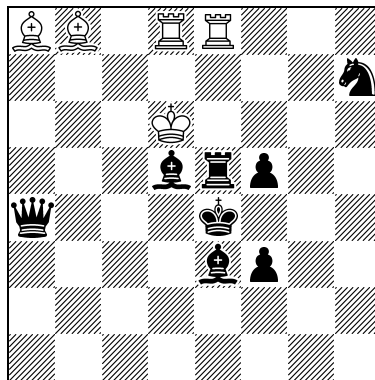
H#2 Duplex C+ 5+6

9822
Witali Medinzew
 Krasnodar



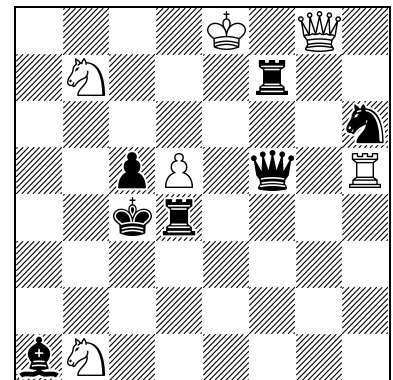
H#2 2.1;1.1 C+ 7+5

9823
Arno Tüngler
 St. Petersburg
Daniel Papack gewidmet



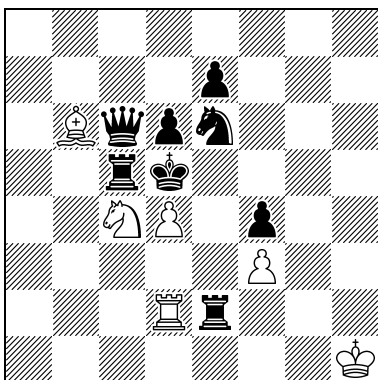
H#2 b) ♖a4→g7 C+ 5+8

9824
Alexandr O. Nikitin
 Rjasan



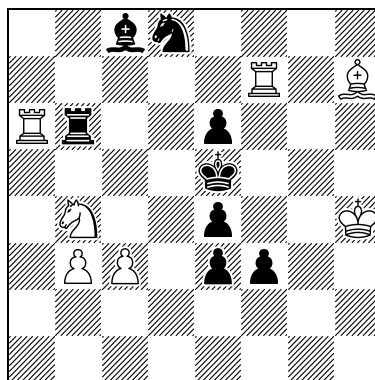
H#2 2.1;1.1 C+ 6+7

9825
Alexandr N. Pankratjew
Michail O. Gerschinski
 Tschegdomin / Debalzewo



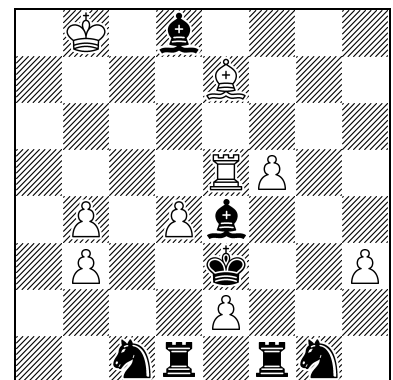
H#2 2.1;1.1 C+ 6+8

9826
Alexandr N. Pankratjew
Michail O. Gerschinski
 Tschegdomin / Debalzewo



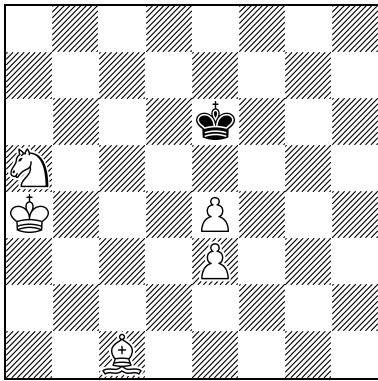
H#2 2.1;1.1 C+ 7+8

9827
Alexandr N. Pankratjew
 Tschegdomin



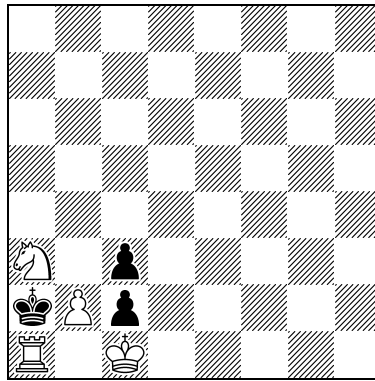
H#2 4.1;1.1 C+ 9+7

9828
Iwan A. Brjuchanow
 Tschaplinka



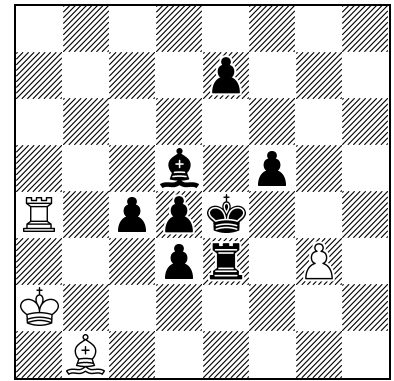
H#3 0.2;1.1;1.1 C+ 5+1

9829
Robert J. Bales
 Broadview
Edgar Holladay in mem.



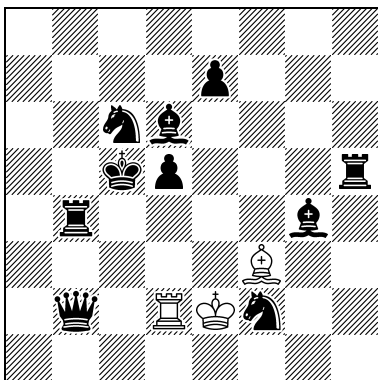
H#3 2.1;1.1;1.1 C+ 4+3

9830
Alexandr N. Pankratjew
Michail O. Gerschinski
 Tschegdomin / Debalzewo



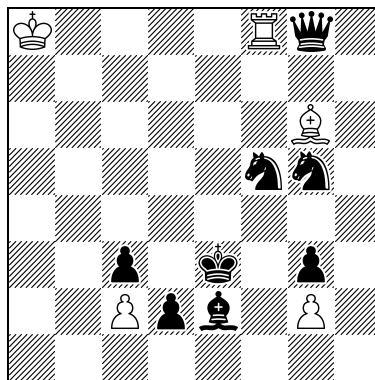
H#3 b) ♜e7→f4 C+ 4+8

9831
Alexandr N. Pankratjew
 Tschegdomin



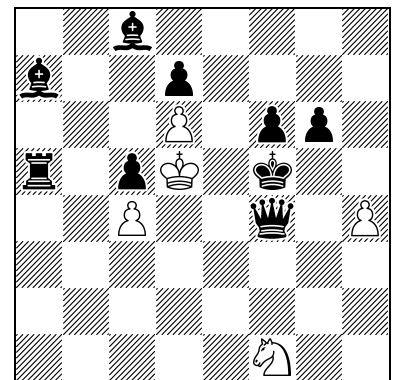
H#3 C+ 3+10
 b) ♜c5→e6

9832
Alexandr N. Pankratjew
Michail O. Gerschinski
 Tschegdomin / Debalzewo



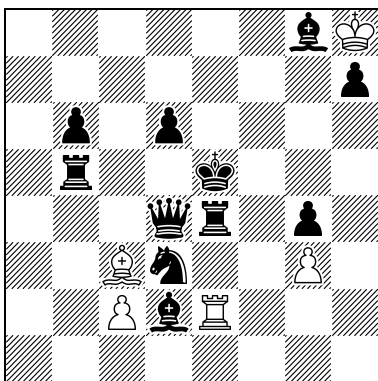
H#3 2.1;1.1;1.1 C+ 5+8

9833
Temur Tschchetiani
 Watschnadsiani



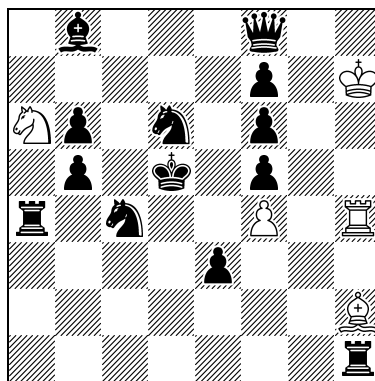
H#3 C+ 5+9
 b) ♞f1→♕f1

9834
Alexandr N. Pankratjew
Michail O. Gerschinski
 Tschegdomin / Debalzewo



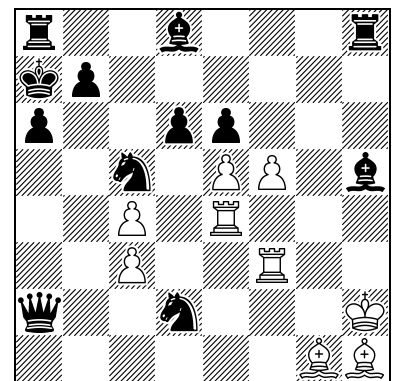
H#3 2.1;1.1;1.1 C+ 5+11

9835
Alexandr N. Pankratjew
Michail O. Gerschinski
 Tschegdomin / Debalzewo



H#3 C+ 5+13
 b) ♞c4→d4

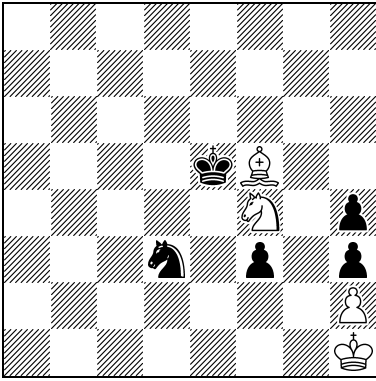
9836
Misha Shapiro
 Maale Adumim



H#3 0.2;1.1;1.1 C+ 9+12

9837

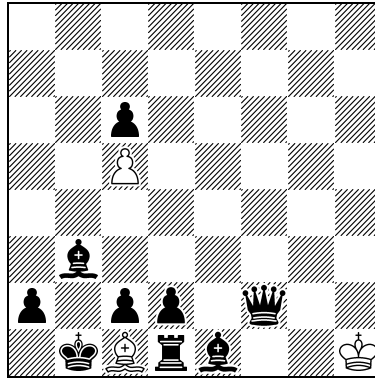
Alexandr N. Pankratjew
Michail O. Gerschinski
Tscheddomin / Debalzewo



H#4 0.2;1.1... C+ 4+5

9838

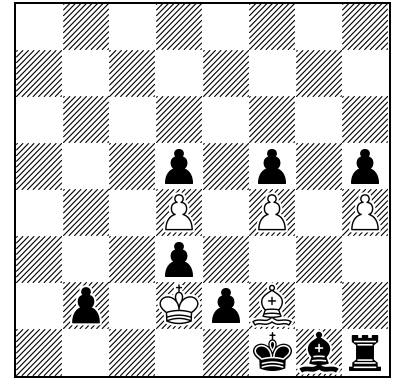
Guy Sobrecases
Paris



H#4 2.1;1.1... C+ 3+9

9839

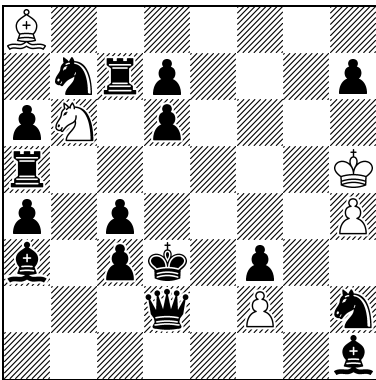
Wilfried Neef
Guy Sobrecases
Ulm / Paris



H#4v 2.1;1.1... C+ 5+9

9840

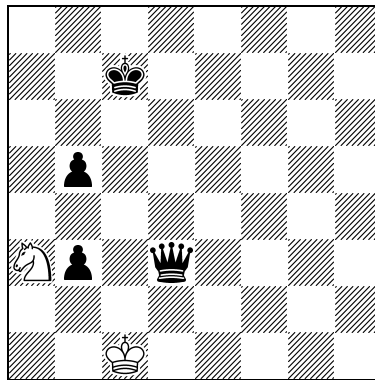
Alexandr N. Pankratjew
Michail O. Gerschinski
Tscheddomin / Debalzewo



H#4 0.1;1.1... C+ 5+16
Zeroposition a) ♜c4→d4
b) ♞a8→g8

9841

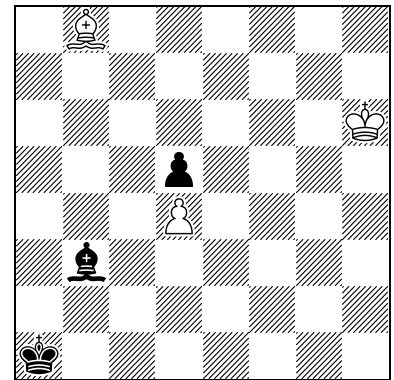
Rupert J. Wood
Wellington



H#6 C+ 2+4

9842

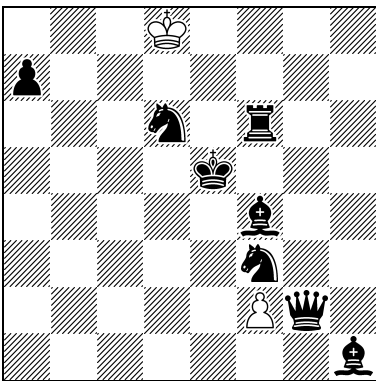
Kurt Ewald
Starnberg



H#7 C+ 3+3

9843

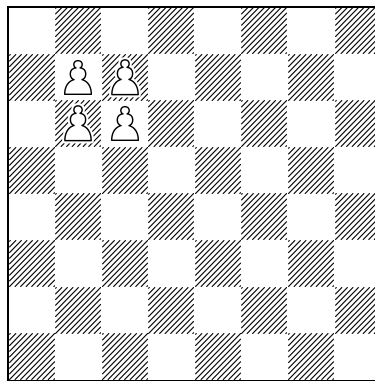
Rupert J. Wood
Wellington



H#7 0.1;1.1... C+ 2+8

9844

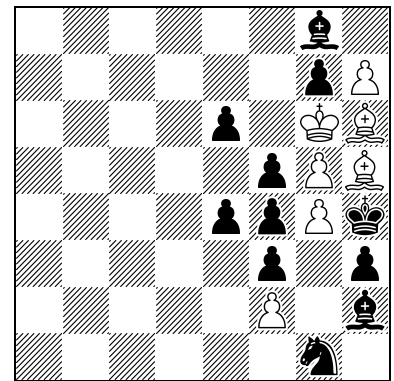
Robert J. Bales
Broadview



Ergänze ♔ im C+ 4+0
Schach, dann: H#2 (NWK)

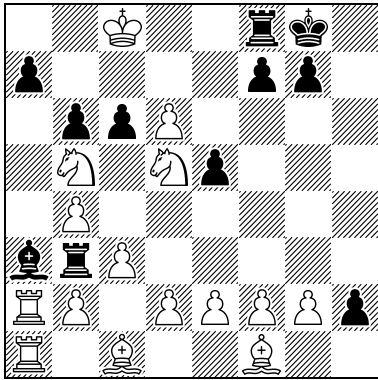
9845

Stanislav Vokál
Košice



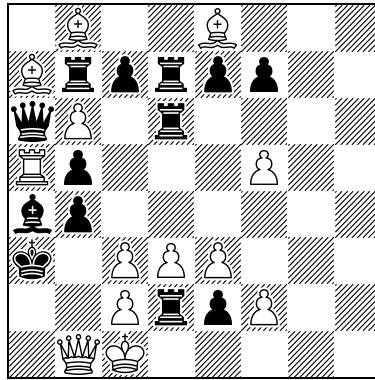
Ser.H#4 C+ 7+11

9846
Gerald Ettl
 München



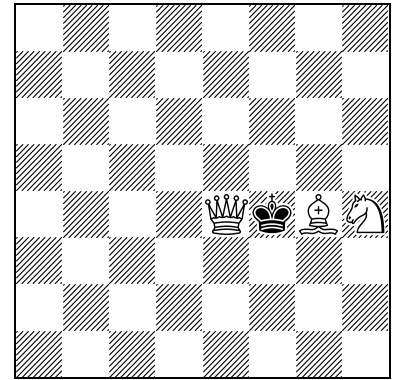
Letzte 16 Einzelzüge? 15+11

9847
Andrej Frolkin
Andrej Kornilow
 Kiew / Moskwa



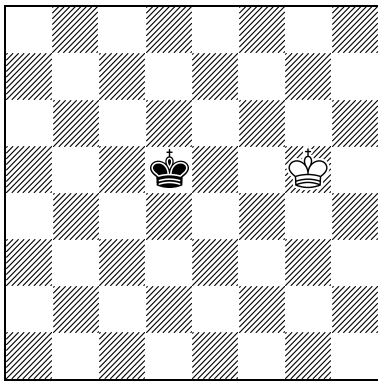
Welche Züge wurden zweimal gespielt? Welches war der letzte schw. Bauernschlag? 13+13

9848
Peter Harris
 Johannesburg



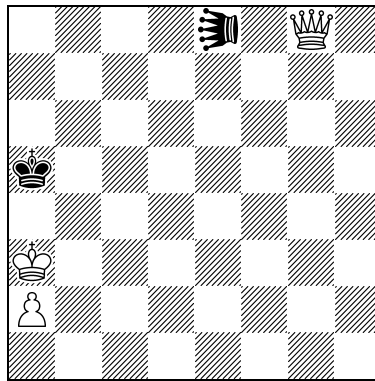
H# C+ 3+1
 Antiandernachschach Einsteinschach transmutierende Könige weißer Ultralängstzüger

9849
Peter Harris
 Johannesburg
feenschach gewidmet



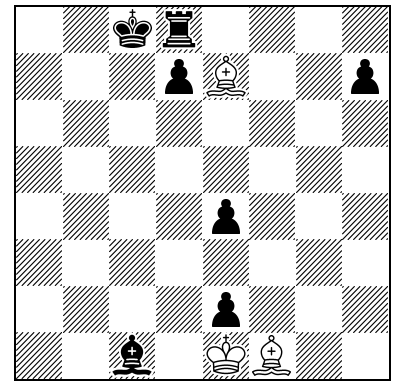
Ergänze einen Läufer, C+ 1+1
 dann: HS#4 Schwarz beginnt
 zwei Lösungen
 Antiandernachschach Sentinelles en pion adverse
 transmutierende Könige weißer Ultralängstzüger

9850
Peter Harris
 Johannesburg



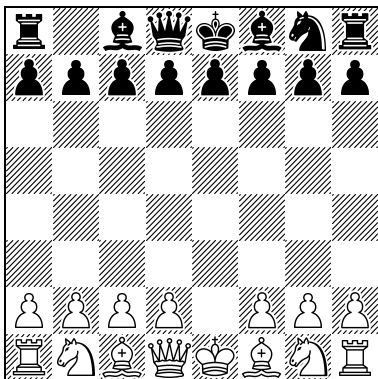
Ergänze 1 Stein, 3+2
 dann: HS#2
 Antiandernachschach Chamäleonschach Längstzüger Sentinelles
 ♞=Equistopper

9851
Gerald Ettl
 München



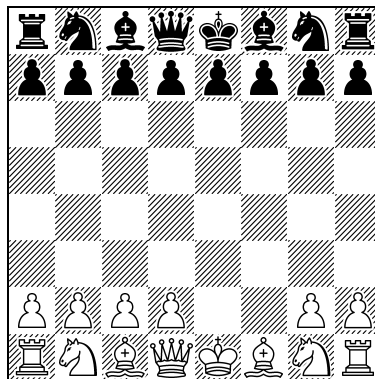
#1 vor 3 Zügen 3+7
 Verteidigungsrückzüger
 Typ Proca
 Anticirce Typ Calvet

9852
Guy Sobrecases
 Paris



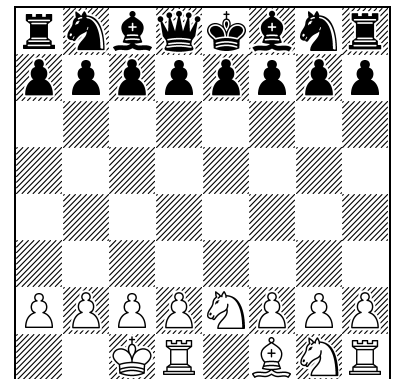
BP in 6 Ez. C+ 15+15
 zwei Lösungen Hypervolage

9853
Guy Sobrecases
 Paris



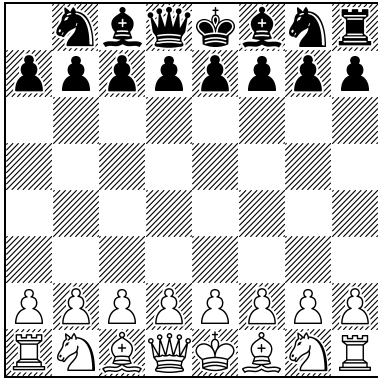
BP in 7 Ez. C+ 14+16
 Hypervolage

9854
Guy Sobrecases
 Paris



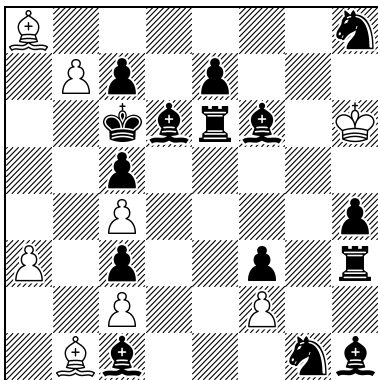
BP in 9 Ez. 13+16
 Hypervolage

9855
Guy Sobrecases
 Paris



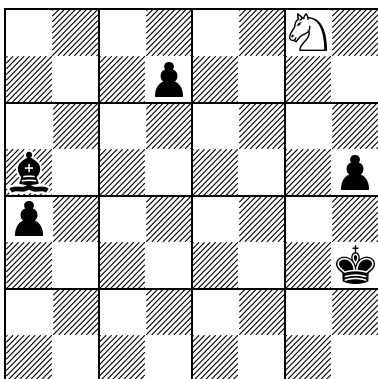
a) BP in 10 Ez. 16+15
 b) ♗d7→d5, BP in 11 Ez.
 Hypervolage

9858
Branko Koludrović
 Zagreb



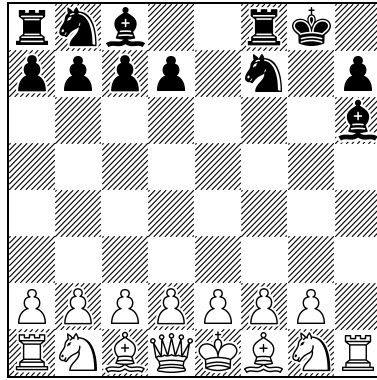
Ser.!F in 140 8+15

9861
Kurt Ewald
 Starnberg



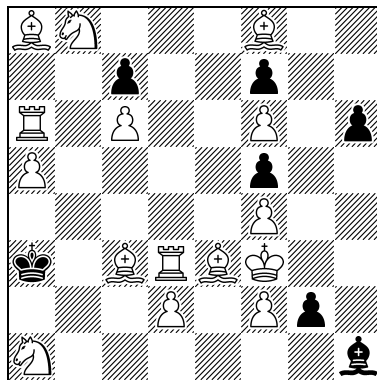
Ser.=19 C+ 1+5
 Gitterschach
 Platzwechselschach

9856
Guy Sobrecases
 Paris



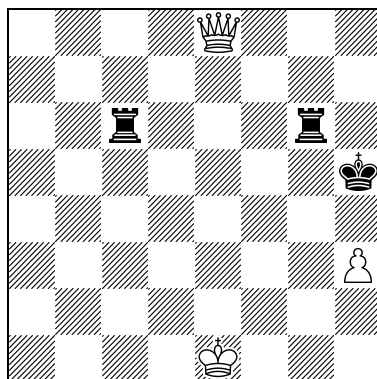
BP in 11 Ez. C+ 15+12
 Hypervolage

9859
Branko Koludrović
 Zagreb



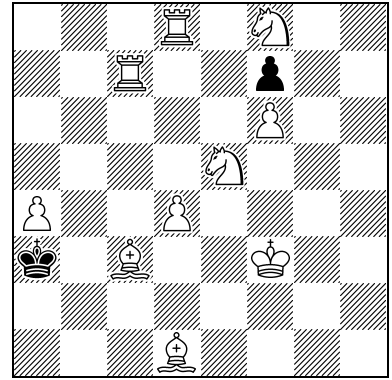
Ser.H-F in 127 15+7

9862
Peter Harris
 Johannesburg



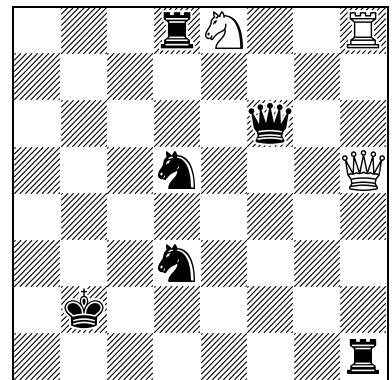
Ser.H#4 C+ 3+3
 b) ♙e8→e7
 Antianernschach
 Einsteinschach Sentinelles
 transmutierende Könige
 weißer Längstzüger

9857
Rupert J. Wood
 Wellington



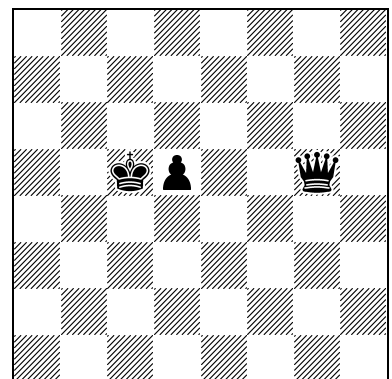
Ser.H#33 C+ 10+2

9860
Peter Harris
 Johannesburg
feenschach gewidmet



Ser.#9 C+ 3+6

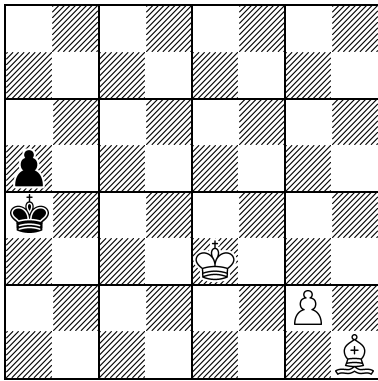
zwei Lösungen
 Andernachschach Isardam
 Ultrapatrouilleschach
9863
Peter Harris
 Johannesburg



Ser.H#6 C+ 0+3
 Marscirce Sentinelles en
 pion adverse

9864

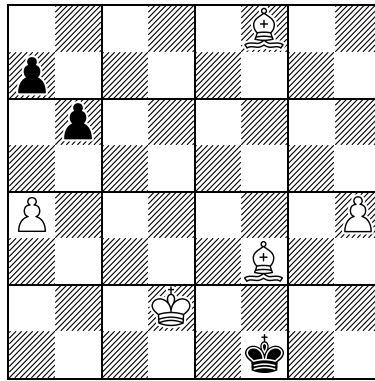
Kurt Ewald
Theodor Steudel
Starnberg



Ser.H#16 C+ 3+2
Gitterschach

9865

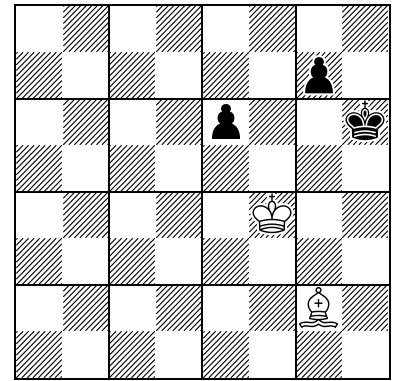
Kurt Ewald
Starnberg



Ser.H#19 C+ 5+3
Gitterschach

9866

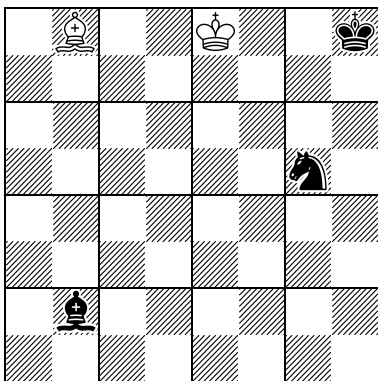
Kurt Ewald
Starnberg



Ser.H=12 C+ 2+3
Gitterschach

9867

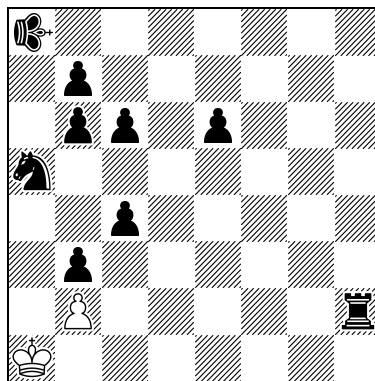
Kurt Ewald
Starnberg



Ser.S#12 C+ 2+3
Gitterschach

9868

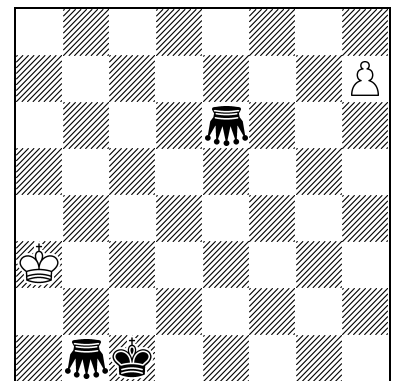
Iwan Antonow
Kostroma



Ser.#24 C+ 2+9
♞=königliches Zebra

9869

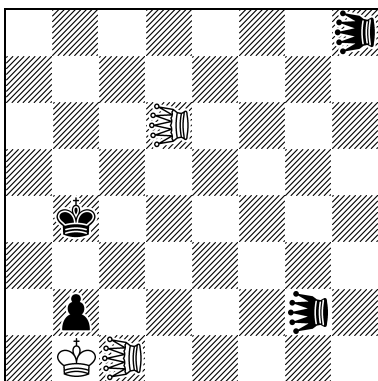
Rupert J. Wood
Wellington



Ser.H#9 C+ 2+3

9870

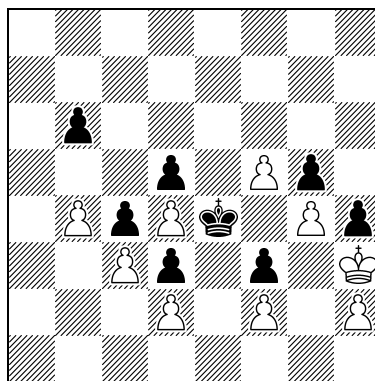
Rupert J. Wood
Wellington



Ser.H#17 C+ 3+4
♞♞=Kontragrashüpfer

9871

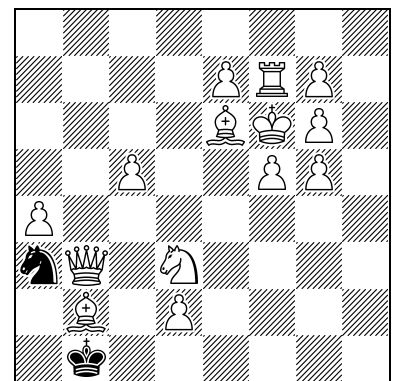
Guy Sobrecases
Paris



R#11v C+ 9+8

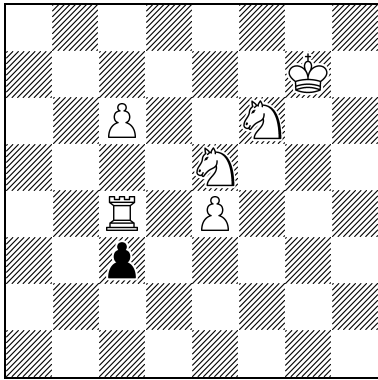
9872

Gerald Ettl
München



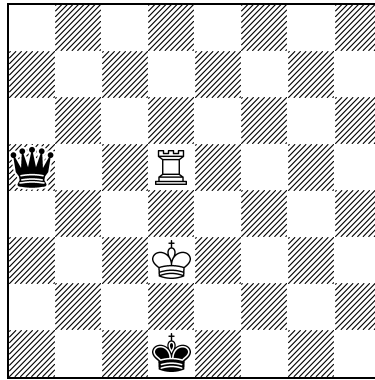
S#10 Circe 14+2

9873
Guy Sobrecases
 Paris



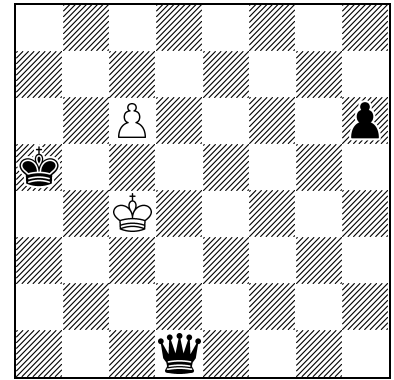
#6 C+ 6+1
 Wandelschach

9874
Anatoli Stjopotschkin
 Tula



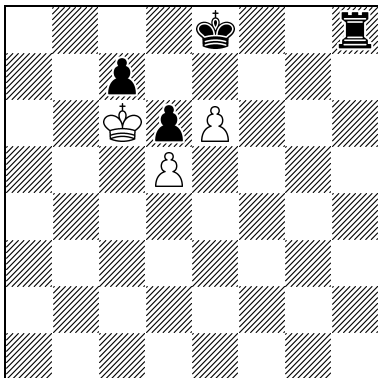
#7 zwei Lösungen C+ 2+2
 Köko Längstzuger

9875
Anatoli Stjopotschkin
 Tula



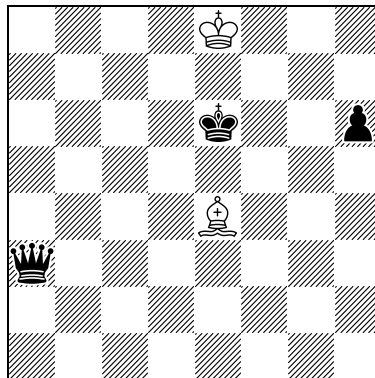
#9 b) ♜h6→g7 C+ 2+3
 c) ♚a5→a8
 Köko Längstzuger

9876
Anatoli Stjopotschkin
 Tula



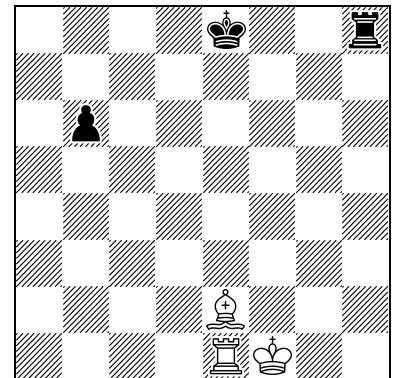
S#6 C+ 3+4
 Köko Längstzuger

9877
Anatoli Stjopotschkin
 Tula



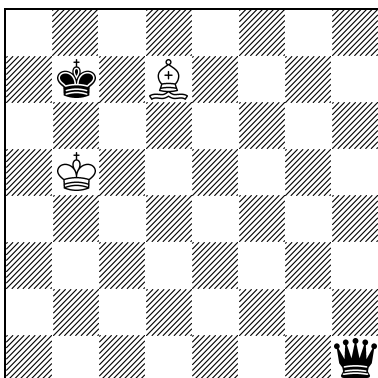
S#7* C+ 2+3
 Köko Längstzuger

9878
Anatoli Stjopotschkin
 Tula



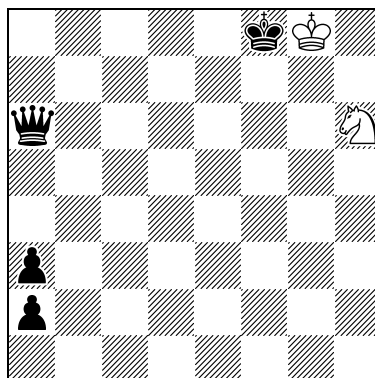
S#7* C+ 3+3
 b) ♙e2→♘e2
 Köko Längstzuger

9879
Anatoli Stjopotschkin
 Tula



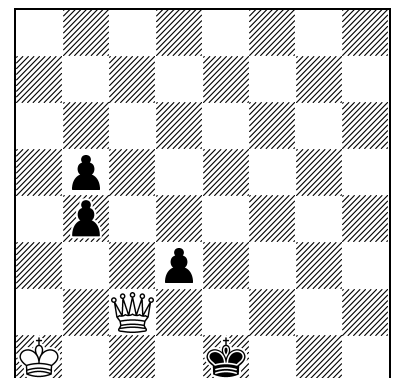
S#10 C+ 2+2
 Köko Längstzuger

9880
Anatoli Stjopotschkin
 Tula



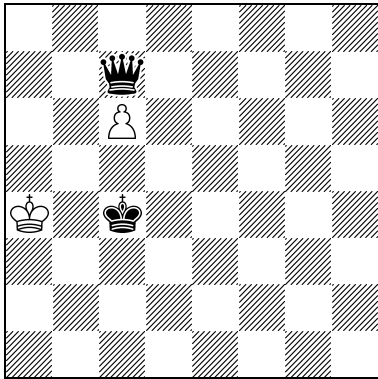
S#10* C+ 2+4
 Köko Längstzuger

9881
Iwan A. Brjuchanow
 Tschaplinka



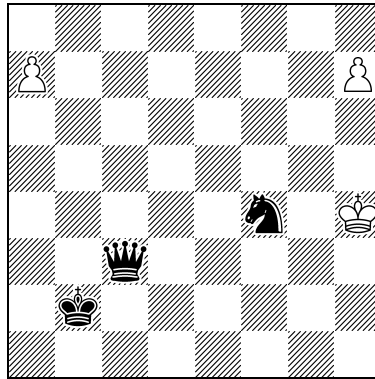
S#11 C+ 2+4
 Diagrammcirce

9882
Anatoli Stjopotschkin
 Tula



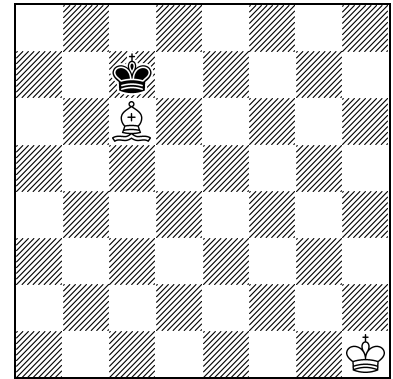
S#12 C+ 2+2
 Köko Längstzuger

9883
Anatoli Stjopotschkin
 Tula



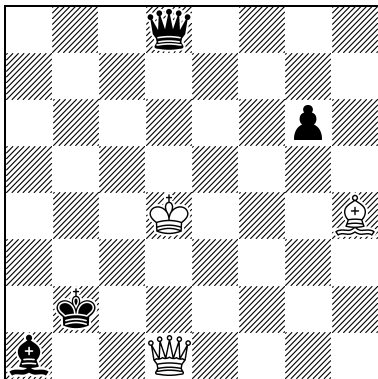
S=5 zwei Lösungen C+ 3+3
 Circe Längstzuger

9884
Peter Harris
 Johannesburg
Hans Gruber gewidmet



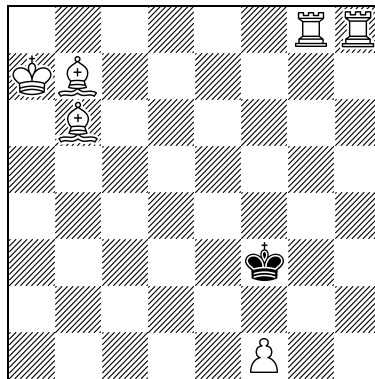
HS#3 b) + ♖g2 C+ 2+1
 Anticirce Sentinelles en
 pion adverse
 transmutierende Könige

9885
Peter Harris
 Johannesburg
Hans Gruber gewidmet



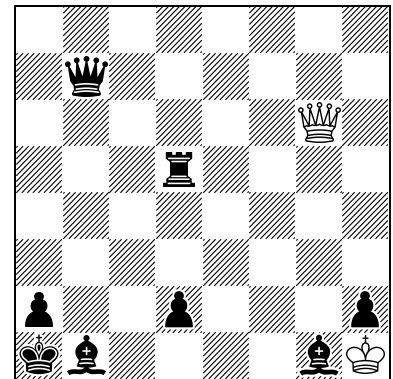
HS#3 C+ 3+4
 b) ♙h4→b6
 Anticirce Isardam
 transmutierende Könige

9886
Peter Harris
 Johannesburg



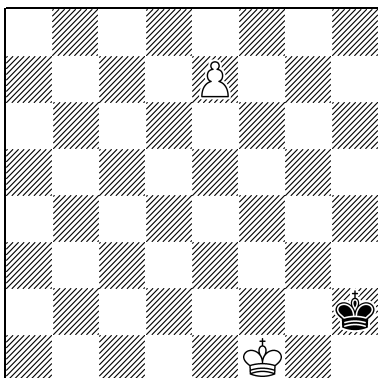
HS#3 Duplex C+ 6+1
 Antiandernachsach
 Anticirce Platzwechselcirce

9887
Peter Harris
 Johannesburg



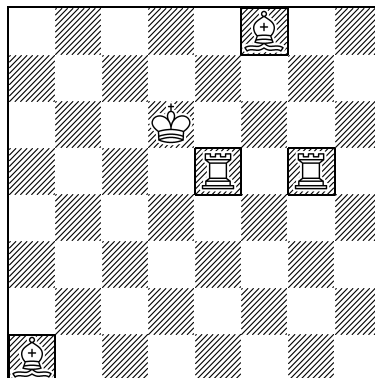
HS#3 C+ 2+8
 a) Elliuertap b) Anticirce

9888
Peter Harris
 Johannesburg



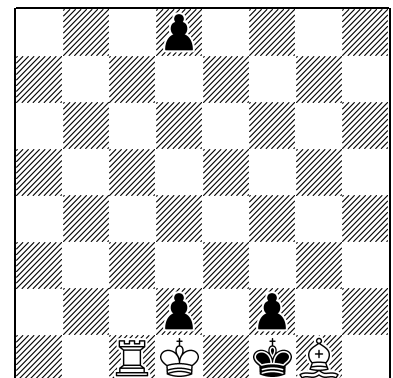
HS#4 C+ 2+1
 drei Lösungen
 Antiandernachsach
 Längstzuger Sentinelles

9889
Peter Harris
 Johannesburg



HS#4 C+ 5+0
 Antiandernachsach
 Anticirce Sentinelles
 Spezialgitter
 transmutierende Könige

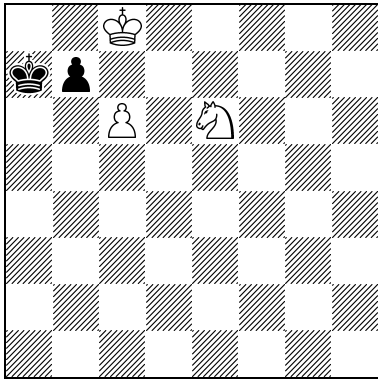
9890
Peter Harris
 Johannesburg
Thomas Marx gewidmet



HS#4 C+ 3+4
 Schwarz beginnt
 a) Längstzuger b) Köko
 c) Anticirce
 d) Patrouilleschach

9891

Peter Harris
Johannesburg

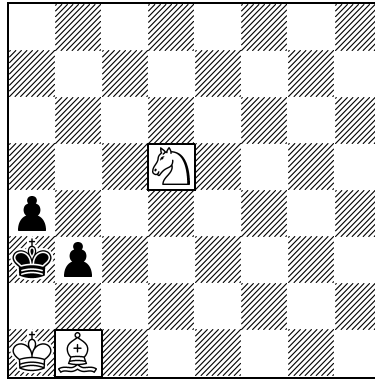


HS#5 C+ 3+2

b) ♔a7↔♔c8
Antiandernachschach
Patrouilleschach
Platzwechselcirce

9892

Iwan A. Brjuchanow
Tschaplinka

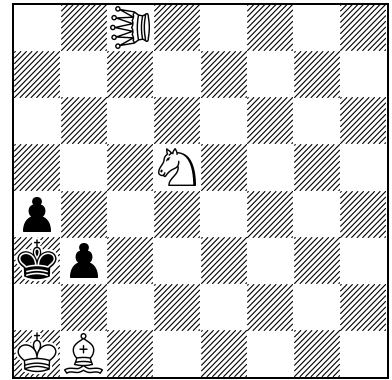


S#4* C+ 3+3

eingerahmt: Chamäleons

9893

Iwan A. Brjuchanow
Tschaplinka

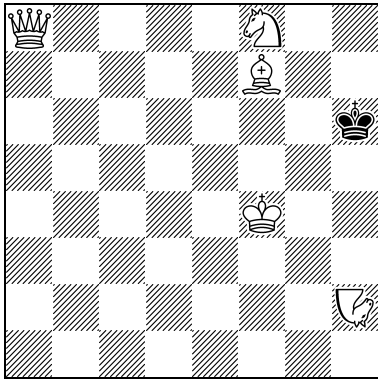


S#6* C+ 4+3

♚=Doppelgrashüpfer

9894

Waleri Nebotow
Riga

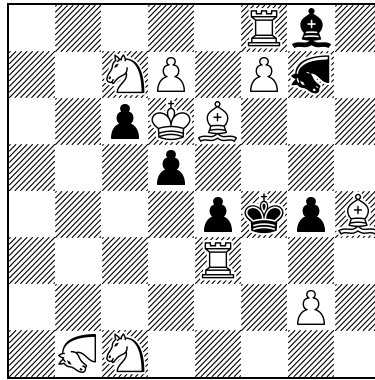


#2 5+1

Genfer Schach rex inclusiv
Märchensteine exclusiv

9895

Hubert Gockel
Metzingen

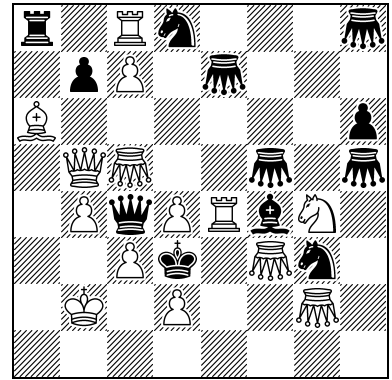


#2 C+ 11+7

Take&Make-Schach
♞♝=Moa

9896

Hubert Gockel
Metzingen

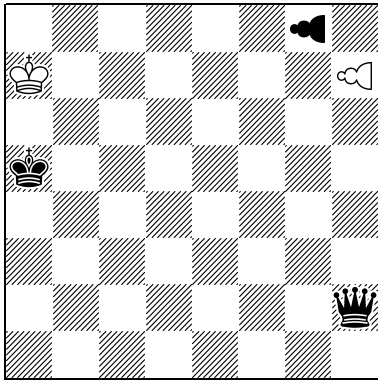


#2 C+ 14+12

Anticirce Typ Cheylan

9897

Peter Harris
Johannesburg

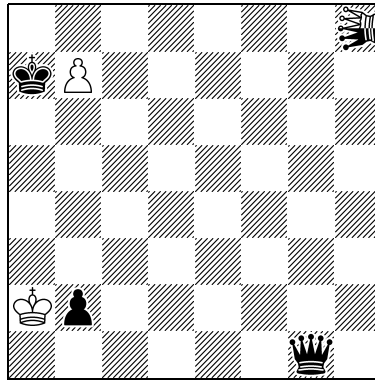


HS#3 C+ 2+3

Schwarz beginnt
b) Anticirce
♞♝=Orphan

9898

Peter Harris
Johannesburg

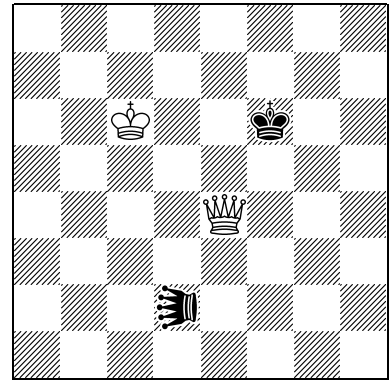


HS#3 C+ 2+3+1

Schwarz beginnt
zwei Lösungen
Antisupercirce Circe
♞=Heuschrecke

9899

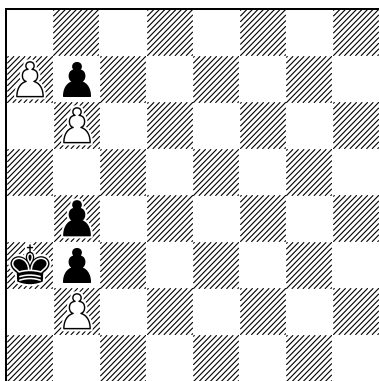
Peter Harris
Johannesburg



HS#4 C+ 2+2

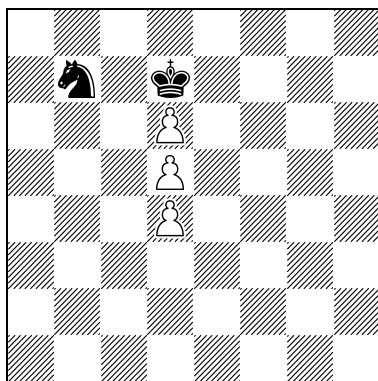
b) ♔e4→h7 c) ♞d2→e7
Platzwechselcirce Sentinelles
♞=Heuschrecke

9900
Robert J. Bales
 Broadview



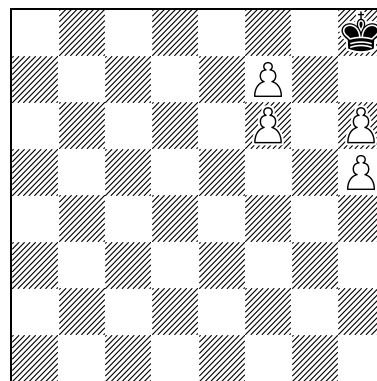
H#3 2.1;1.1;1.1 C+ 3+4
 (NWK; sK im illegalen Schach)

9901
Robert J. Bales
 Broadview



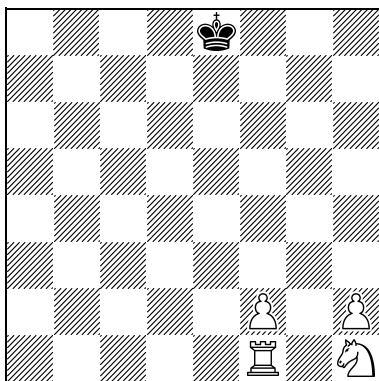
H#4 (NWK) C+ 3+2
 b) ♖d6→d3 & ♔d7→e7

9902
Robert J. Bales
 Broadview



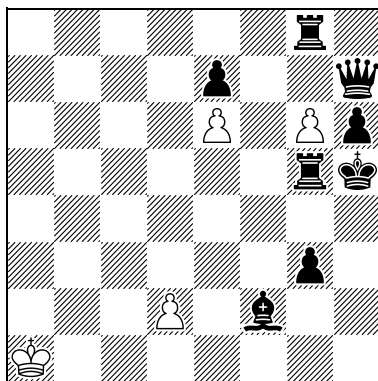
H#4 (NWK) C+ 4+1

9903
Robert J. Bales
 Broadview



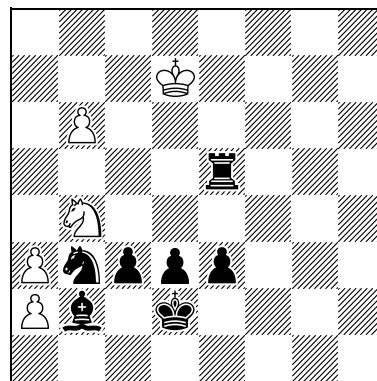
H#4 (NWK) C+ 4+1

9904
Attila Benedek
 Budapest



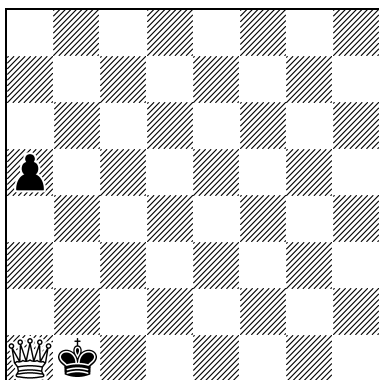
H=6 C+ 4+8
 Circe

9905
Temur Tschchetiani
Hans Gruber
 Watschnadsiani / Regensburg



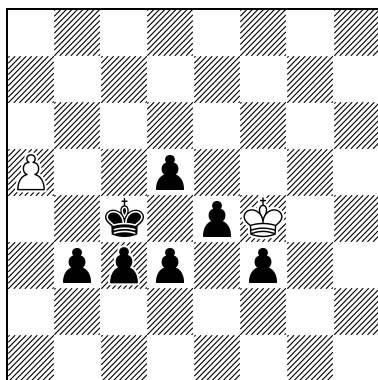
H#2 2.1;1.1 C+ 5+7
 Anticirce
 transmutierende Könige

9906
Peter Harris
 Johannesburg



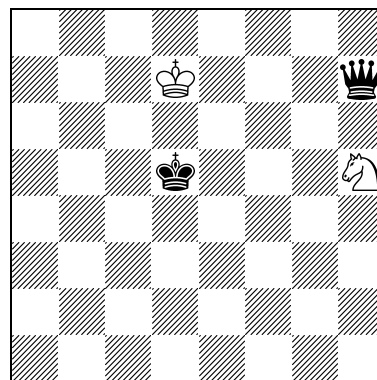
H#3 b) ♜a5→g8 C+ 1+2
 Einsteinschach Sentinelles
 Supercirce
 weißer Ultralängstzuger

9907
Gerald Ettl
 München



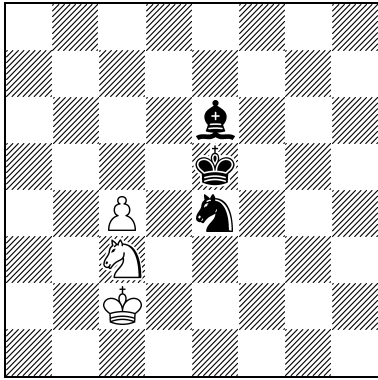
H#3 C+ 2+7
 Marscirce

9908
Anatoli Stjopotschkin
 Tula



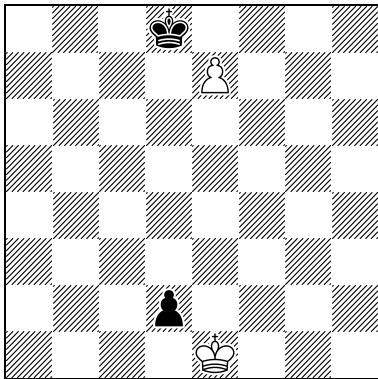
H#4 b) ♚h7→h2 C+ 2+2
 c) ♔d5→g5 d) ♔d7→f6
 Köko

9909
Vito Rallo
 Trapani



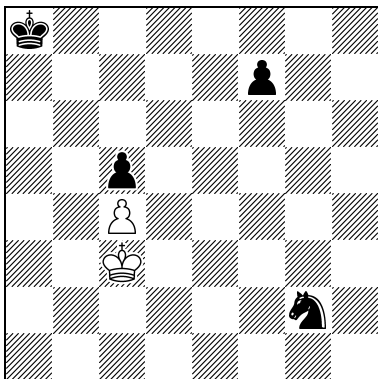
H#4 0.2;1.1... C+ 3+3
 Circe Parrain

9912
Peter Harris
 Johannesburg
for -be- birthday 24/8



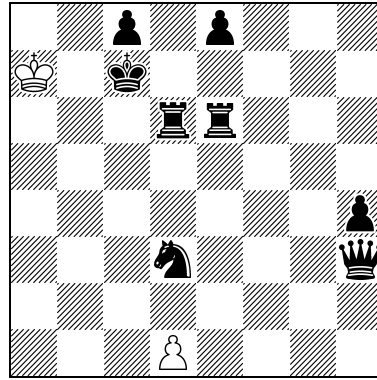
H#6 b) ♔d8→b7 C+ 2+2
 c) ♔d8→h5 d) ♔d8→e3
 e) ♔d8→g6
 Köko Platzwechselcirce
 weißer Längstzüger

9915
Guy Sobrecases
 Paris



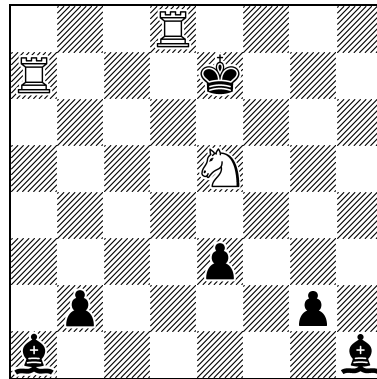
H#9 0.1;1.1... C+ 2+4
 Provokateure

9910
Alberto Armeni
 Roma



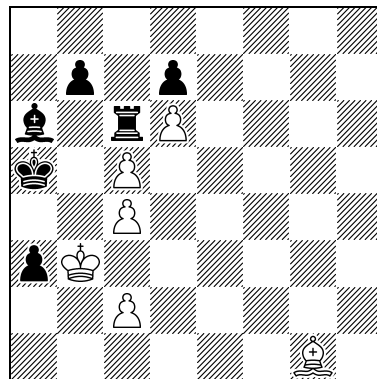
H#4 b) ♞d3→f5 C+ 2+8
 c) ferner ♞d1→e7
 Einsteinschach

9913
Peter Harris
 Johannesburg
bernd ellinghoven gewidmet



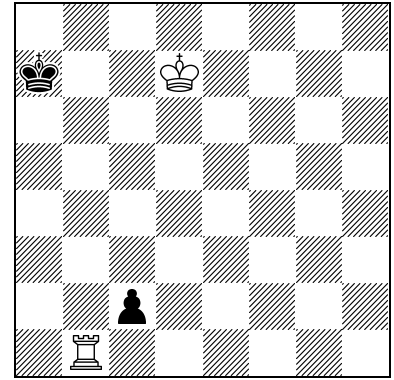
H#6 b) ♜e3→c4 C+ 3+6
 Antircirce Typ Cheylan
 Isardam Längstzüger

9916
Rupert J. Wood
 Wellington



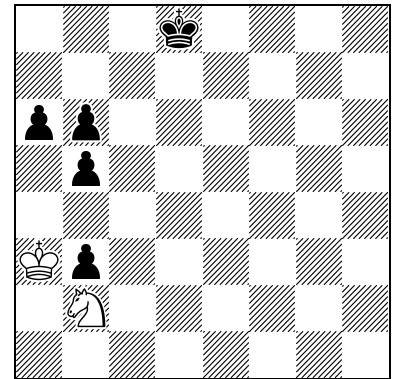
H==7 6+6
 Hypervolge

9911
Anatoli Stjopotschkin
 Tula



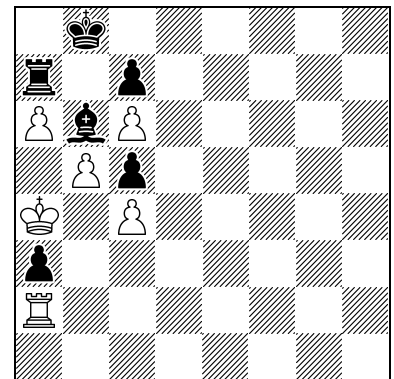
H#5 2.1;1.1... C+ 2+2
 a) Köko Längstzüger
 b) ♔d7→c3, Köko
 Verfolgungszüger

9914
Rupert J. Wood
 Wellington



H#7 C+ 2+5
 Hypervolge

9917
Rupert J. Wood
 Wellington



H==10 6+6
 Hypervolge

FS 183, Nr. 2228 (P. Quindt): NL 1.Ag4+,Ah4+ Lf4 2.A×f2+ Le3 3.Td2+ Ke5 4.Ad3+ Kf6 4.Ad3+ Kf6 5.Ae4+ Ke7 6.Ah4+ Lg5 7.g8=S+ Kf8 8.Af5+ Lf6+ 9.Ag7+ L×g7#, 1.Ad8+ Ld6 2.Sb5+ Kd5 3.Sc3+ Kd4 4.Ah4+ Lf4 5.A×f2+ Le3 6.Ag4+ Lf4 7.g8=L b1=~ 8.Af6+ Le5 9.S×b1 L×f6# (VK).

FS 183, Nr. 2236 (W. Krämer): Der wLh2 ist irrtümlich auf das Brett geraten (und verursacht sogar die NL 1.Sf6); die richtige Stellung ohne wLh2 ist C+ (VK).

FS 183, Nr. 2237 (E. Schildberg): NL 1.Sf8 Kc4 2.T×e4+ Kd5 3.Te6 Kc4 4.D×g4+ Kd5 5.Dh4 c6 6.Td6+ Ke5 7.Sd7+ Kf5 8.Tg6 h×g6#, 3.– c6 4.K×g4 Kc4 5.Kh5+ Kd5 6.Td6+ Ke5 7.Sd7+ Kf5 8.Tg6 h×g6#, 1.– c6 2.D×g4 Kc4 3.T×e4+ Kd5 4.Td4+ Ke5 5.Dh4 Kf5 6.Sg6 Ke6 7.De7+ Kf5 8.Th4 h×g6#. Auch 1.Sf4 kocht (VK).

FS 391, Nr. 4776 (H. P. Rehm): NL 1.Df4 G×g3 2.a3 Ge5 3.Dg5 Gh5 4.Db5 G×a5 5.Dd5 Ge5 6.De6+ d×e6 7.e4 La4= (VK).

FS 580, Nr. 6954 (E. Wikström): DL 5.Sf3+ Kf6 6.Kh4 d2 7.Kh5 d1=~ 8.Dg6+ h×g6# (VK).

FS 794, Nr. 9458 (B. Miloskeski & Z. Mihajloski): Die in FS 813 erwähnte (aber nicht genannte) Inkorrektheit ist der DL 7.Dc3 d×c3 8.Ld3 c2 9.Tc1 K×f8# (VK).

f-6, S. 168, Nr. 369 (J. T. Sanderse): Die Korr. in f-11, S. 389, ist NL in 7: 1.Sg7 Kd8 2.Lc5 Kc8 3.Lb6 a×b6 4.Se6 b5 5.Sb8 b4 6.S×d7 b3 7.Sb6+ S×b6# (VK).

f-11, S. 383, Nr. A (B. Haas): NL in 3: 1.Tc8 Lc3 2.Le5 h2 3.Th8#, 1.Tc6 Lc3 2.Le5 h2 3.Lg8#.

f-11, S. 383, Nr. B (B. Haas): Statt „2.Dg7“ muß es „2.Dc7“ heißen.

f-11, S. 383, Nr. C (W. Fichtner): Si tacuisses ... „Und natürlich nicht 1.Td7 (...)“ ist leider falsch und provoziert die NL: 1.Td7 Sd2 2.Tc7 Ld7 3.Tc4 Lc7 4.Ta4 Sc4 5.Ta3 La4+ 6.Kb1 Lc2+ 7.Ka1 Lb1 8.Ta5 Sa3 9.Ta~ La5 10.c4 Lc3#.

f-27, S. 3, 2. Lob (E. Bartel): NL in 8: 1.GN×c3 Gc7 2.h7 Gc5 3.h8=GN Gc7 4.GNe7 Gf7 5.GNef4 G×f3 6.GNfd5 G×c6 7.GNe3 b×c3 8.GNb4 K×b4= (VK).

f-29, S. 125, Nr. 50 (J. Korponai): DL 9.Db3/Dg1.

f-30, S. 156, Nr. 1669 (H. Ebert): Der in f-82, S. 40, ergänzte Zwilling ist NL: 1.b5 Kb4 2.a5+ K×b3 3.a4+ Kb4 4.a3 Kb3 5.a2 Kc2 6.d3+ Ke1 7.c2 b4==.

f-30, S. 169 (A. Ubynin): Der Autor heißt „A. Iwunin“.

f-30, S. 169 (W. Suchodolski): NL a) 1.Sc4 b3 2.Kf5 T×c 3.Sf4 L×e4#, b) 1.Sc4 Sd8 2.Sd6 Tc3 3.f5 S×e6#, c) 1.Kg3 Td7 2.Kh4 T×d5 3.Lg3 Th5#.

f-30, S. 169 (O. Komai): Der Autor wird heute „Comay“ geschrieben; NL b) 1.~ Tc7 2.Kd4 T×c6 3.Kd5 Kb5 4.Se5 Td6#.

f-31, S. 178, Nr. 107 (T. Steudel): NL in 10: 3.Kb1 4.Ka1 5.Tc2+ 6.Se2 7.Tg3 Kh1 8.Sc3 d×c3 9.Ta2 c2 10.~ c1=D#.

f-31, S. 189, Nr. 1677 (J. Tazberik): NL 1.Dg6 (analog auch 1.Dh5) Lg7 2.Ke5+ Ke3 3.Df3+ K×f3! 4.Df5+ Ke3 5.Sd5+ D×d5# oder 3.D×g5+ Sf4 4.Daf3+ D×f3 5.Sd5+ D×d5# oder 5.D×f4+ D×f4#; 1.– Lf8 2.Ke5+ Ke3 3.D×g5+ Sf4 4.Da×f3+ D×f3 5.D×f4+ D×f4#.

f-71, S. 494, Nr. 4245 (R. E. Rice): NL 1.Kc2+ L×b2 2.Lc4+ K×c4 3.Sb3 L×a3 4.Db2 L×b2 5.Kb1 K×b3= (-eb-). Zur Korr. würde genügen (C+): wLg7h6, wBg6g5 (HG).

f-75, S. 158, Nr. 4601 (T. Szabó): NL 1.g8=~ G×g8 2.b8=~ G3×b8 3.c×b8=G T×c8 4.f8=G+ D×f8 5.e×f8=G Tc1 6.Gh8 Tc8 7.d×c8=G G×h8 8.Ga8 G×a8= (VK).

f-76, S. 210, Nr. 4641 (S. Klebes): Die Korr. in f-95, S. 324, ist NL: 1.Kc6 a3 2.Sb3 a2 3.Sd4 Ke5 4.Ta5+ Ke4 5.Kb5 Ke5 6.Ka6+ Ke4 7.Sd5 Ke5 8.Sc3+ K×d4 9.Db4+ Lc4#, 1.Sac6 a3 2.Kb6 a2 3.Sd4 Ke5 4.Sf5+ Ke4 5.Sh6 g×h6 6.Ta5 h5 7.Sd3 h4 8.Ka6 h3 9.Db4+ Lc4#, 1.Td6 a3 2.Sbc6 a2 3.Sd4 Ke5 4.Sf5+ Ke4 5.Sh6 g×h6 6.Td7 h5 7.Kb6 h4 8.Ka6 h3 9.Db4+ Lc4# (VK).

f-82, S. 45, Nr. 4996 (S. Klebes): NL 1.Lb3 d5 2.a5/Tf2 d6 3.Tb2+ Kc1 4.Tf2/a5 Tb1 5.Tbc2+ Kd1 6.Dh5+ Ke1 7.De8+ Kd1 8.Tc6+ T×b3#.

f-82, S. 50, Nr. 5042 (G. J. Sontag): NL 1.Sa3, 1.S×d6 Lb5 2.g×f3 (auch 1.g×f3 2.Sa3/S×d6) Lf1 3.f4 La6 4.Sb5 Lc3 (4.– Lc8? kürzt 1 Zug ab) 5.b×c3 Lc8 6.f5 L×f5 7.Sd6 Lb1 8.Se4 L×e4#.

f-82, S. 51, Nr. 5049 (G. Pfeiffer): NL 1.f3 Lh8 2.f2 Lc3 3.f1=T+ Le1 4.Tg1 Se5+ 5.Ke3 Sc4+ 6.Kf3 Sa3 7.Kg2 Sc2,Sc4 8.Kf1 Se3#.

f-137, S. 383 (C. Gamnitzer): Wegen der NL 1.Sd1 korrigierte der Autor in der *Schwalbe*: sTa3→a1, sBa7→a5, sTa4→a7 (C+).

f-144, S. 304, Nr. 8559 (K. Wenda): Auch die Korr. in f-150, S. 50, genügt nicht. Neue Korr. (s. *Diagr.*): R 1.Ke1×Ld2 [Ke1] Lc1-d2 2.c7×Lb8=S [Sg1] Zz. La7-b8/a7-a6/b5-b4 (aber nun geht wegen illegaler w-s Bauernopposition nicht mehr 2.– c2-c1=L!) 3.Ke7×Sf8 [Ke1] & v: 1.Tde1+ K×a3 [Ke8]#, denn wegen der zweiten schwarzen (Zugzwang)Züge geht nicht mehr 1.– b×a3 [Ba7]. Der sSf8 verhindert 1.– L×a3 [Lf8]. Bitte prüfen!

f-156, S. 314, Nr. 9141 (G. Kakabadze): -eb- meldet einen Vorgänger (s. *Diagr.*: 1.g1=S 3.Sc1 4.a1=T 5.Ta4 7.Sf4 9.Ke3 10.Te4 14.a1=L 15.Ld4 Tg3#).

f-165, S. 354, Nr. 8 (S. Emerson): Der Ba7 muß weiß sein (JBe).

f-165, S. 355, Nr. 9a (S. Emerson & P. Raican): Nach 1.– Lg5+ ist 2.S×g5-h6# der einzige Mattzug, denn 2.S×g5-f6? scheitert an 2.– g×f6-e4! (JBe).

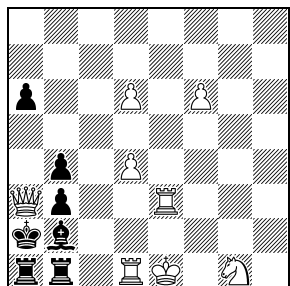
f-168, S. 93, Kommentar zu Nr. 9379 (T. Steudel): „Löserkommentar von TK: *Hat er wieder mal eine AUV hingekriegt. Ist das die 4317. oder die 4318.?.* Zu diesem *Kommentar* drängt sich mir schon die Gegenfrage auf: *Ist das nun die 1111. oder die 1112. Phrase?* Oder

steckt noch weniger dahinter?“ (-eb-)

Helfer und Helfershelfer

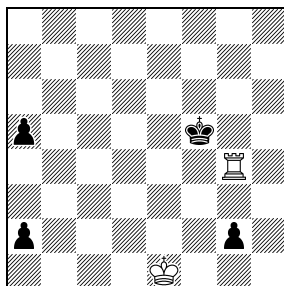
-eb- Erich Bartel JBe Joachim Benn
VK Václav Kotěšovec

Klaus Wenda
8559v f-144 2001



-3→S#1 8+7
Verteidigungsrückzüge
Typ Proca
Anticirce

Jakob Mintz
(zu f-156/9141)
F759 The Problemist
VII/1984



Ser.H#15 C+ 2+4



Trümmerhaufen 1/2009

Die H# wurden von AHVI = Anonyme Hilfsmatt-Vorbewertungsinstanz beurteilt.

Bei Korrekturen bitte neues Diagramm einsenden!

I. Brjuchanow (a3/a1, Zeroposition) DL a) 4.Ld3 b5 5.Kb1 K×b3 (5.– b4 stellt nur um) 6.Se2 Ka3 (6.– b4 stellt nur um) 7.Lc2 b4 8.Ka1 b3 9.Lb1 b2# (trotz „C+“?!). **G. Koder** (h8/f7) NL in 8: 5.D×g5 D×a4 6.Se8 D×e8 7.D×g4 De1 8.Df5+ S×f5=. **Ana. Kornilow** (b1/g8) NL 1.T×g5 T×b4 2.T×g2 T×b7 3.T×d7 T×e2 4.T×e7 T×d2 5.T×b7 T×g2 6.Lc5 Lf4 7.La3 Lh6 8.Lb2 Lg7 9.La1 Lh8 10.T×a7 T×h2 11.L×h1 Se7+ 12.T×e7 T×h1 13.Sh2 T×h2 14.Tg7 Tb2 15.c×b2 f×g7==. **W. Nebotow** (3781v) NL 1.kKGh8 a8=T [Th1]#. (3876v) UL 3.mL~! (3913v) UL 2.– a×b6=S! (3914v) UL 2.– Kb7? Selbstschach! (3915v) UL 2.– WSa1,a3...a6! (3916v) NL a) 1.WKd8 Dh8#. (3918v) DL 1.– b3! usw., denn nach 1.mB×b6 [Bb2] ist Bb2 ein mariner Bauer, kein monochromer Bauer mehr (Kloncirce!). (3922v) DL 1.– b7[=B!]#. (3926v) DL 1.– b×a7 2.kLa8 FKb7#. (3927v) UL 1.c7? illegal, denn Ultrabauer zieht nur orthogonal. (3928v) Was ist „horizontaler Doppelbauer“? Wieso ist der Dreifachschritt b6-e6 möglich? (3929v) DL 3.– b8=S#, DL 3.kGd8 b8=G#, NL 1.a5 b7+ 2.kGc6 b8=S#. (3930v) UL 2.kAe4?? illegal wegen der Läuferwirkung! (3933v) DL 3.– Ta6,Td8#, UL 2.– a8=T geht nicht, da Schwarz nicht auf der 8. Reihe umwandeln kann. (3934v) UL 2.– a8=T geht nicht, da Schwarz nicht auf der 8. Reihe umwandeln kann. (4086) UL, denn RA ist inkorrekt: Kein vorletzter Zug, denn vor wKb7-c8 kann das Schachge-

bot durch AFKa8 nicht aufgelöst werden. (4132) UL 4.Ka8? ist illegal, wenn Weiß den sK im folgenden Zug eliminieren kann! (4135) UL, denn bei Stafettenschach gibt es keine Zugserien. Ferner bietet Kb7 kein zwischenzeitliches Schachgebot, sondern lähmt wegen Madrasi rex inclusiv! (4137) DL 1.– c7 2.– b8=T#. (4139) NL 1.a5 b8=S 2.a1=T Sd7 3.Ta7 Sb6#, 1.a5 b8=T+ 2.Ka7 Tb6 3.Ka8 Ta6#, 1.a5 b8=T+ 2.Ka7 Ta8+ 3.a1=T Kb7#. (4148) UL 7.Ka7! Ferner UL, denn es gibt vor dem Mattzug zwei Schachgebote. (4149) UL 4.kT×a8 [wLh1]!, denn auch nach 4.– L×a8 wird der kT auf h1 wiedergeboren! (4153) UL 4.K×a7 [Ke8]! (4173) UL 5.SKf7. (4204) UL 5.SKb7+, denn die Bauernkomponente des Drachen wirkt nicht von der 8. Reihe aus. Ferner ist die RA nicht richtig: R kTAc7-a8+ ist illegal, da zuvor Doppelschach durch SKc8 und Pb6 bestand. (4205) Was ist „Astrolog“? (4206) Was für ein Stein steht auf a7? (4208) DL 4.– c8=D#. (4209) NL 1.a5 b7 2.a4 b8=D#. (4210) Wieso ist 1.– wK-d7-e6 Selbstschach? Ferner Widerspruch: Möglicher letzter Zug oder Retropatt? (4211) UL 3.Ka8! (4212) NL 1.WKb8 hSBc6#. (4213) UL 4.– Hc6 setzt matt! (4214) Wieso nicht kLc8? (4215) UL, denn gehörnte Steine stoßen nicht den Sprungstein, sondern benutzen ihn zum „Spurwechsel“. (4216) DL 2.– b×c7-d8=DS=. (4217) UL, denn gehörnte Steine stoßen nicht den Sprungstein, sondern benutzen ihn zum „Spurwechsel“. (4218) UL, denn der sK steht im Schach! (4219) DL 2.– b8=D#. (4220) Was ist „Hemione“? (4221) Was ist „Leopard“? (4223) UL 4.– K×b7 [Ke1]! (4224) UL 2.– a6! (4225) UL 2.– kLEd8! (4226) UL 1.SKd8? Selbstschach, UL

6.– Ws1? Selbstschach, UL 7.SKg8,SKh7! (4227) UL 1.– b7+? illegal wegen 2.kG×c8 [kGc1]! (4228) UL 1.a×b6? ist im Genfer Schach illegal. (4229) UL 1.– K×b8 [kTa8] ist matt wegen 2.– K×b8 [kT raus!]. (4232) NL 1.P~ c7 2.– d8 3.– Kd7 4.– Ke8 5.– Kd8 [EBc8] 6.– Kc7 7.– Kb8#. (4233) DL 4.– Sme1! (4236) UL, denn der ziehende Bauer a7 kann nicht 1.a×b6 spielen! Weshalb verwandeln sich die Steine in neutrale Steine? (4237) UL, denn wegen des Lochs a4 gehen weder 3.– Ws1 noch 5.– Ta2! (4238) DL 2.Kf8. (4239) NL in 1: 1.a×b6 kSe7=. (4241) UL 1.Kb7=w [a7=sK? Selbstschach!]. (4242) UL 0.– Kb8+! (4243) UL 4.– Ta1=D ist illegal (Coronation heißt, daß D-UW eines Bauern zeitgleich mit einer K-UW erfolgt). DL 4.– Ta3#. (4244) DL v: 1.b×a7=D#. (4245) Die RA ist nicht richtig: Schwarz hat einen letzten Zug: R kOd7-a8. Also ist Weiß am Zug: 1.? (4246) UL, denn sK steht im Schach! Ferner UL 2.– kLb2=kT! (4247) UL, denn Relaisschach ist rex exclusiv. (4248) DL R 1.Sd7-b6=B 2.kTc6-c8=kL. (4249) DL 1.– b7+ 2.WKa7 b8=D#. (4250) UL, denn der Fisch zieht nur einschrittig. (4251) UL: 1.– kCb5 bietet Schach (matt)! (4252) UL 3.b5! (4253) „Zudecken“ eines Loches geht nicht — und falls es ginge, wäre 1.a×b7-b7? Selbstschach! (4256) NL 1.a6 Kd8 2.kGa5 Ke8=. (4257) NL 1.a1=D WKc7 2.Dh8 WKb7 3.Dd8 b×d8=~=. (4258) Was ist „Mietercirce“? (4259) UL 5.L×g2!, denn wegen Circe für Weiß werden nur weiße Steine wiedergeboren (siehe 2. schwarzer Zug). NL 1.– a1=D 2.b7=T Dh1 3.Tb1 D×b1=. (4260) DL 1.– c6 2.– kA×a6+. (4262) UL, denn kLc8 steht im Schach! Ferner UL 3.kTh6!, denn kTa6 steht im Schach von kLc8 und ist nicht gelähmt. (4263) DL 3.Dd6+ K×d6 [wKc7] [sDd8=w] 4.a5 Kb6 5.a4 Dd5#. (4264) DL 2.b1=D Kc6 3.Da1 Kb5 4.Da6+ K×a6 [sDd8=w]#. (4265) UL 3.a×b7 illegal in PWC. Ferner NL 1.– b7+ 2.FKd7 b8=D 3.~ Dc8,De8# bzw. 3.FKc6 Db5,Db7#. (4266) NL 1.kSPb7 kS×a7 [kSg1]=. (4267) UL, denn der Greif ist ein Moaturn: 1.GRh7 ist also richtig, aber 2.GRa1 und 2.GRb1 sind illegal. (4268) UL, denn 2.– kWc2 ist nicht matt (3.– kW×a1 [kWa1]? illegal wegen Typ Cheylan). Ferner NL 1.a5 kWc5 2.a4 b7#. (4269) UL 1.kGNb5 kAc4+ 2.kGNc8! (4270) DL 1.– a7 ist bereits matt! (4271) DL 1.– kLd7 2.– b7. Ferner ist dies kein VVP. (4272) UL, denn sK steht im Schach: Da Dabbaba eine Springerfigur ist, spielt das Loch b8 hier keine Rolle. (4273) Wieso werden bei Magnetschach drei Steine bewegt — und dies nur im ersten Zug? Die Lösung ist unklar. (4274) UL, denn Weiß ist am Zug (letzter Zug Sb7-a7!). (4275) NL selbst angegeben (1.Mb7, 1.Mb8)! (4276) UL 1.kBBb7? ist Selbstschach. Ferner kein VVP, da keine Bauernfiguren auf a7 und b6. (4277) UL, denn wieso soll Schwarz am Zug sein? Ferner UL, denn im Augsburger Schach wirkt ein sBa8 nicht,

also 2.FKb7! (4278) UL 2.FKb7+, denn auch dann kann der Holzwurm b8 nicht ziehen. (4279) UL 1.a×b6 [wBb7 Selbstschach!]. (4280) UL 3.b8=~. Weshalb soll 3.b×a8=~ illegal sein? (4281) UL, denn der sK steht im Schach! (4282) Züge des Kontra-Imitators sind falsch: 1.a1=L [Kid7] usw., daher UL. Ferner ist dies kein VVP (Kontra-Imitator = 5. Stein!). (4284) NL 1.kSHc4 b×a7=. (4285) Was ist „Leopard“? (4286) NL 1.CHa4-d7-d6-b7! =. (4287) Die RA ist nicht richtig: Letzter Zug kSa8×b6 [kSa8] [Bb6]. Ferner ist eine „Lösung ohne Züge“ nicht reizvoll. (4288) UL 1.a[×b5]c5 [wBb6!] [sHBd7!]. (4289) Was ist „Punktstein“? Wieso geht nicht auch 2.BBc5? (4290) UL 2.kCa3...a7! (4291) UL, denn gehörnte Steine stoßen nicht den Sprungstein, sondern benutzen ihn zum „Spurwechsel“. (4292) DL 6.a1=L. (4293) Hexe = paralysierender Nachtreiter. Die Lösung ist unklar. (4294) UL: Wieso sollte Schwarz am Zug sein (letzter Zug z.B. Ra2-a8)? (4295) DL 3.Gc7 4.kGc6#, 2.kGc6 3.Gc5 4.Gc7#. Ferner wegen des sGa7 kein VVP. (4296) UL, denn schlagende Könige können nicht schlagfrei ziehen! (4297) DL 1.– a7# (die Felder b7, b8 sind frei!). (4298) UL 2.– Kc6? ist illegal, der wK ist bereits Zombie. (4299) UL 1.– d8=D lähmt Ba5, daher ist 2.a4? illegal! (4300) UL 2.Ka6×b7! (4301) UL 3.K×b7 [sKe8] [wKe1]! geht, denn dies ist kein Selbstschach: 3.– D×e8 [wDd1] [sKe8]! (4302) NL 1.– d8=D,T 2.a5 D,Te8 3.Ka7 Kb7#. (4303) UL 2.– b×a6 e.p.? ist illegal (Stopzüger!). (4304) DL 1.– kTRa5#! (4314) DL 11.– WKe1 12.Df2#, DL 10.– Ng4 11.Da5+ und 11.Dc3+, UL 10.– Ng7! und 10.– WKe2! (4319) NL 1.a5 c7 2.a3 b8=D#. (4320) Der königliche Berolnabauer c8 muß umgewandelt sein! (4321) DL (1.d8=T [Ta1]) 2.HTd8#. (4323) DL 1.– Kc7 2.– Bb7/BBa7=. (4324) DL 1.a1=L 2.Lb2 [Loch a1!] d8=T#. (4325) NL 1.a1=D WKc7 2.Da7+ b×a7=, NL 1.a1=F usw. wie AL. (4326) UL 7.– Kb8 bietet nicht Schach, da b8 das Ursprungsfeld des WKb8 ist. (4327) DL 1.– kL×a6 [Bf1] 2.kLh1 c8 3.kLa8 kLb7=. (4328) NL 1.Kb8#. (4334) UL a) 1.kTa8? Selbstschach! (4336) DL 1.– d8=D,T 2.– WSc7#, NL 1.a5 d8=D 2.a4 Da5#. (4337) UL 3.kLh1!, DL 2.c×b8=T++#. (4340) NL in 1: 1.a×b6=S=! Außerdem kein VVP, da keine Könige auf dem Brett. (4344) Im elsässischen Schach sind Bauern auf der 8. Reihe illegal, ebenso ist es die Verbindung mit Platzwechselcirce bei weniger als 32 Steinen. (4349) UL 4.Ka7! (4350) UL 2.a5? illegal, denn Bosma-Schach betrifft doch Dreifachschachgebote! (4352) UL 2.d8=L? illegal, da wFKc8 den Bc7 nicht beobachtet. Ferner UL, denn Schwarz kann auch im All-in Chess nicht einen weißen Bauern in eine schwarze Figur umwandeln. (4356) UL 1.– b×a7 [Ba2]! 2.Ka7! (4359) UL 2.b5 geht nicht (schlagender Bauer)! (4362) UL 1.a×b6=S [wBb2]! (4364) Was ist „transformation conventionelle“? (4368) UL 3.L~! (4398) NL 1.Kd7.