

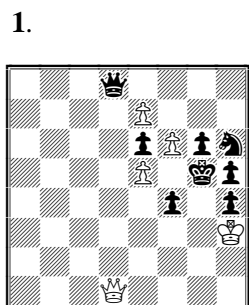
# BROODINGS...

N° 44: June 2008

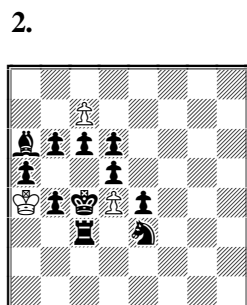
C.J.Feather 10 Tinwell Road STAMFORD PE9 2QQ England [cfeather@ukonline.co.uk]

The continuing intrusion of non-chessical problems means that this issue is not of the best, but perhaps a few of these originals may offer amusing solving and be worth the trouble. The unorthodox items, by contrast, can always be played through if they are too hard to solve, for their solutions are close at hand.

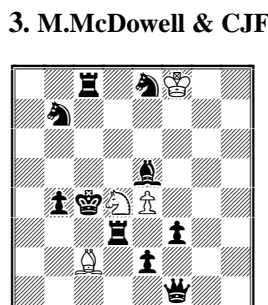
All the fairy elements have been explained previously, except the dabbabariderhoppers in **12**. These clumsy beasts move and capture on rook-lines, by hopping one other unit (the hurdle) to the next available square beyond, *but their arrival and departure squares and the square of the hurdle must all be of the same colour*. They behave as though the intervening differently coloured squares do not exist. Thus they are confined, like equihoppers, to a subset of 16 squares out of the 64. This makes them quite inflexible; composing with them was a technical challenge which I set myself for distraction. Anyhow, you should have no trouble with Black's first move in **12**, since it is the only legal one! Finally a reminder that the chameleon in **11** changes after each move, following the pattern R-Q-S-B-R... Chameleon rebirths in Circe take place on the normal squares, not on the promotion squares. Best wishes to all.



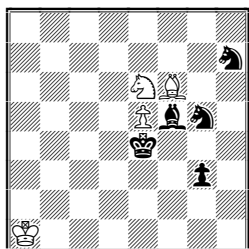
1. h#2 b) ♔↔♔



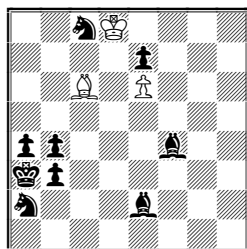
2. h#2½ with set (=h#2)



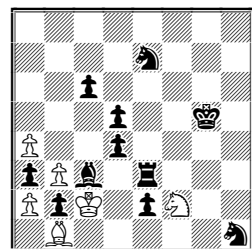
3. M.McDowell & CJF h#3 b) ♕e4>d2



4. h#4 2 solutions



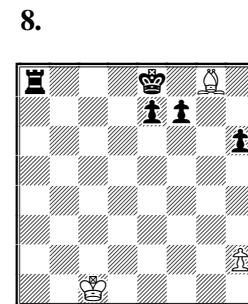
5. h#4½



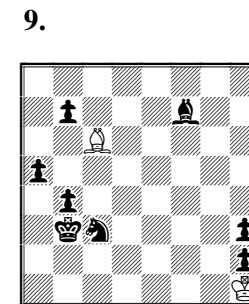
6. h#4½ b) ♕a3↔♕a4



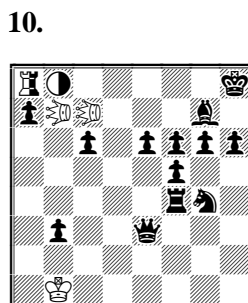
7. h#5



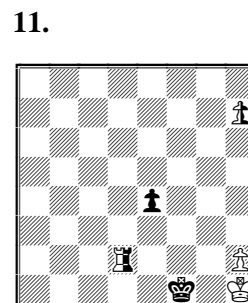
8. h#5 b) ♕f7>d7



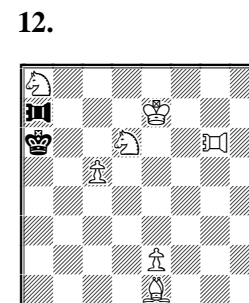
9. h#6



10. h#3 b) ♕g7>h7 neutral equihopper b8; 2 kangaroos



11. seriesh#10 Circe chameleon nRd2



12. seriesh#18 \* 2 dabbabariderhoppers

## SOLUTIONS:

1 a) 1.Qxe7 Qd8 2.Qxf6 Qxf6# b) 1.Qxd8 exd8S 2.Sf5 Sf7# 2 Set: 1.exd3 e.p. c8Q 2.d4 Qxc6# 1...c8S 2.b3 Ka3 3.Kb5 Sxd6# Simple retro point 3 a) 1.Sc5 (Rc5?) Sc6 (Sxf3?) 2.Bc3 Ba4 3.Rd4 Se5# b) 1.Rc5 (Sc5?) Sb3 (Sxe2?) 2.Rd5 Sc1 3.Bd4 Bd3# Mates on initially vacated squares 4 1.Sxe6 Bd8 2.Sg7 e6 3.Ke5 e7 4.Kf6 e8Q# & 1.Sxf6 exf6 2.Bh7 f7 3.Kf5 f8Q 3.Kg6 Sf4# Zilahi 5 1...Bxa4? 1...tempo? 1...Bd5 2.Bb5 Bxb3 3.Bd7 exd7 4.axb3 dxc8Q 5.Ka4 Qa6# 6 a) 1....Sxh1 2.e1S Kd1 3.Kf4 Be4 4.Kxe4 a5 5.Kd3 Sf2# b) 1...Sd3 2.Bd2 Kxb2 3.Kf5 Bc2 4.Ke4 Bd1 5.Kxd3 Bc2# Active Zilahi with switchbacks 7 1.Bd2 Ra2 2.Ra4 Kxh2 3.Re4 Kg3 4.Re3+Kf4 5.Re6+ Rxd2# Moving Ra8>a7 saves the Sh8 but I prefer the more dynamic position with a possible Ra8-f8. 8 a) 1.Ra5 h4 2.Rg5 hxg5 3.Kf8 gxh6 4.Kxg8 h7 5.Kf8 h8Q# b) 1.0-0-0 h4 2.Rxg8 h5 3.Rg6 hxg6 4.Kd8 g7 5.Ke8 g8Q# 9 1.Se2 (S~?) Bg2 2.Ka4 Bxh3 3.Bb3 Kg2 4.h1R Bc8 5.Ra1 Bxb7 6.Ra3 Bc6# 10 a) 1.Qc3 K<sup>e</sup>c2 2.Qb4 K<sup>e</sup>b2+ 3.Qd4 nExd4# b) 1.Qf3 K<sup>e</sup>g2 2.Qg3 K<sup>e</sup>h2+ 3.Qh4 nExh4#. The pinning nE must pin itself to prevent a return. 11 1.ncRd7Q 2.ncQg4S 3.ncSxh2B 4.ncBc7R 5.ncRhx7Q (+nPh2) 6.ncQh3S 7.ncSg1B 8.nPhxg1=ncS(+ncBc1) 9.ncBd2R 10.ncSf3B+ ncBd1R# Round trip and double chameleon cycle 12 Set: 1.c6# 1.Dg7 2.Dc7 3.Dc3 6.Kxc5 7.Dc7 10.Kxe2 11 Kxe1 13.Kc3 14.Dc1 15.Dc5 18.Kc6 Ke6# Antibattery mates