

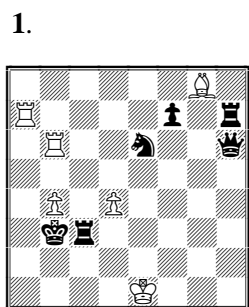
BROODINGS...

N° 42: March 2008

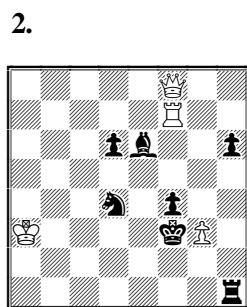
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Fetter strong madness in a silken thread... (*Much Ado about Nothing*, V i) – see 8!

A real mixture this time, from a problem started in 1992 to one dating from the last couple of weeks... In **10** all the unorthodox pieces could be lions (hopping on Q-lines to any square beyond another unit) but I have used grasshoppers for those which hop only to the next square. Whether to use fewer piece types or to use pieces with only the minimum power needed is a tricky problem in fairy chess, presenting a choice between different kinds of simplicity and thus requiring a very subjective use of Occam's Razor. Here I chose to help the solver while still keeping things fairly simple. To use R- and B-lions and R- and B-hoppers seemed just too fussy. The chameleons (C) in **11** & **12** start as Ss but change after each move, following the pattern S-B-R-Q-S... Here is an extra, with the C starting as a R, to give you the idea:- White: Kf2 Bc6 Bc7 Pb4 Black: Ka6 C-Ra7 (4+2); ser-h#6: 1.Cb7Q 2.Ka7 3.Ca6S 4.Cb8B 5.Ka6 6.Ca7R b5# Problem **11** goes one better, and because I hope it is amusing, is dedicated to György Bakcsi for his 75th birthday on April 6th. Best wishes to him and to all readers.



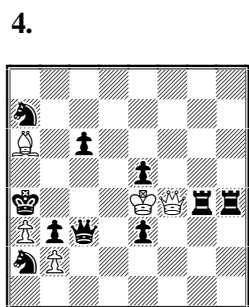
1. h#2 2 solutions



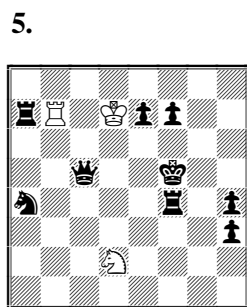
2. h#2 3 solutions



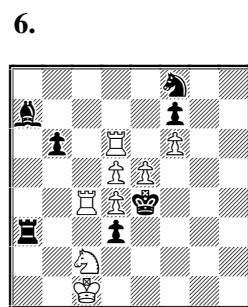
3. h#2 3 solutions



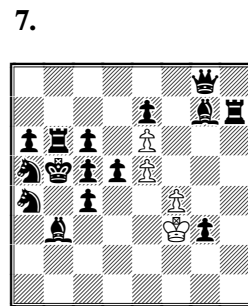
4. h#2½ 2 solutions



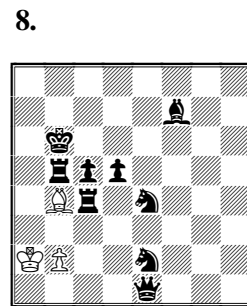
5. h#3 b) ♖f4>g4



6. h#3 b) ♘c2>e1



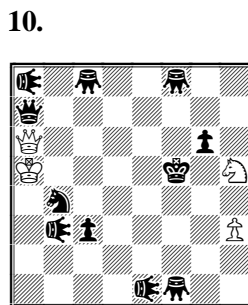
7. h#4 2 solutions



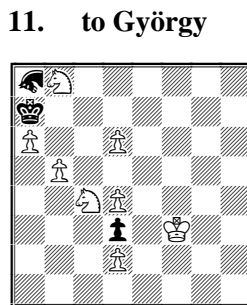
8. h#4½



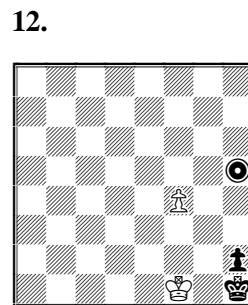
9. h#4½ 2 solutions



10. h#2 3 solutions



11. ser-h#11



12. h#4 2 sols Circe

Lions ♚ & Grasshoppers black Chameleon-Sa8 neutral Chameleon-Sh5 (reappears as current piece)

SOLUTIONS:

1 1.f6 Rxe6 2.Kxb4 Rb6# & 1.Sg7 Rxf7 2.Ka4 Ra7# 2 1.Bh3 Re7 2.Bg2 Qxf4#, 1.Ke4 Qa8 2.Ke5 gxf4# & 1.Kg4 Qxh6 2.fxf3 Rf4# Cycle of pieces guarding f4 and mating there. 3 1.Qg4 Qa7 2.Se5 Qe3#, 1.Qe4 Qg8 2.Sf2 Qg3 & 1.Qe5+ Qd5 2.Sc5 Qf3# I like this one. 4 1...Kf5+ 2.Qc4 Qf1 3.Qxa6 Qxa6# & 1...Kf3+ 2.Qb4 Qf8 3.Qxa3 Qxa3# 5 a) 1.Kg4 Kd8 (Ke8?) 2.Qh5 Rb1 3.f5 Rg1# b) 1.Kf4 Ke8 (Kd8?) 2.Qg5 Rb3 3.e5 Rf3# 6 a) 1.Sd7 Re6 2.Kxd5 Se3 3.Kxe6 Rc6# b) 1.Rb3 Rc3 2.Kxd4 Sc2 3.Kxc3 Rc6# Active Zilahi with mates on the same square. 7 1.Qf7 exf7 2.Bxe5 f8S 3.Bc3 Se6 4.Bb4 Sc7# & 1.Bf6 exf6 2.Qxe6 fxe7 3.Qe1 e8S 4.Qb4 Sd6# Pawn Zilahi, type SS. 8 1...Ba3 2.Ka5 Bb4 3.Ka4 Ba3 4.Qa5 Bb4 5.cxb4 b3# Much ado about nothing indeed! 9 1...f8Q 2.Ke6 Qc8 3.Ke7 Qxc5 4.Kd8 Qd6 5.Qc7 Qf8# & 1...f8R 2.Re4 Rf5 3.Ke8 Rxd5 4.Re7 Rxc5 5.Qf7 Rc8# 10 1.Qf2 Qc6 2.Lie4 Qf6#, 1.Qd7 Qe2 2.Lie5 Qg4# & 1.Qf7 Qc4 2.Lie6 Qf4# Interference & block. 11 1.Cc7B 2.Cxd6R 3.Cxd4Q 4.Ce4S 5.Cxd2B 6.Ch6R 8.d1R 9.Rd5 10.Cc6Q 11.Ca8S Sc6# Tempo Rundlauf & double C-cycle. 12 1.nCxf4B(Pf8) nCxb2R(Ph7) 2.Kxb2(nCa1) nCa3Q 3.nCg3S fxf3(nCb8) 4.nCd7B nCh3R# & 1.nCg3B nCxb2R(Ph7) 2.nCc2Q nCg6S 3.hxg6(nCb1) f5 4.nCd2B nCh6R# It may seem odd for the C not to reappear on the promotion square in the way other fairy pieces do, but that is the convention.