

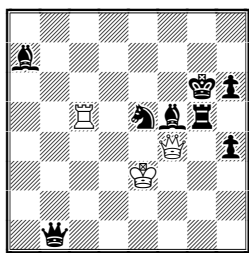
BROODINGS...

N° 43: April 2008

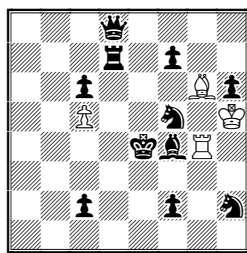
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B42/11 was so popular last time that in 7-12 of this issue I have made a special feature of the chameleon. It is the most nearly normal of all fairy pieces, so I have not used any special symbols for it. Explanations are below. But first six less unusual problems. The pao/vao in 5 move as R/B but capture as R/B-lions (cf. B42). The nightriderhoppers in 6 are grasshoppers limited to nightrider lines (e.g 1.Ng2-a5).

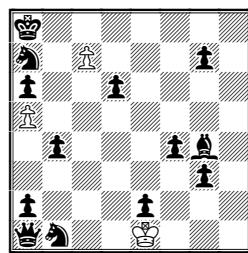
1. 2. 3.



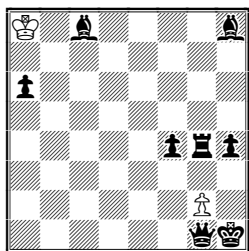
h#2 3 solutions
4.



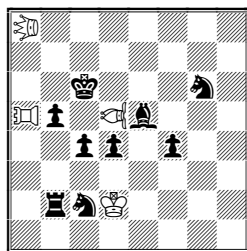
h#3 2 solutions
5.



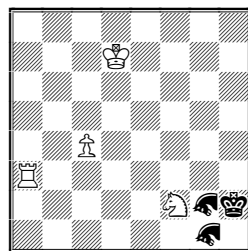
h#4½ b) ♠d6>d7
6.



h#6

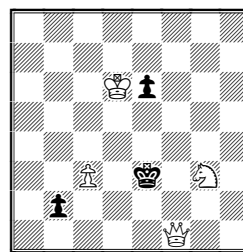


h#3 b) ♞c6>a6 pao a5 serieshelpmate in 18*
vao d5 locust a8 (see B40) 2 nightriderhoppers



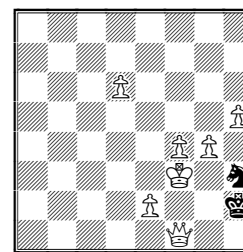
Chameleon pieces follow the cycle S-B-R-Q-S..., changing to the next piece each time they move. Otherwise they are entirely normal. If a chameleon is present then pawns may promote to chameleons, starting at any stage in the cycle. Numbers 7-9 are straightforward. Problems 10-12 are just a little trickier. They show the difference between Circe and one of its variants. In normal Circe a captured chameleon reappears on the starting square of the current piece in the cycle, thus in 10a) Sd3xe5 produces a WB-chameleon on c1. In Chameleon-Circe any unit (including chameleons but not of course Ks or Ps) changes to the next piece before reappearing. Thus in 11b) Rg5xa5 produces a BB on f8. The combination of chameleons and Chameleon-Circe is not difficult once you get used to it, but seems amusing to me. Best wishes to all.

7.



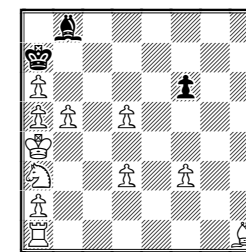
h#2 3 solutions
chameleons f1 & g3
10.

8.

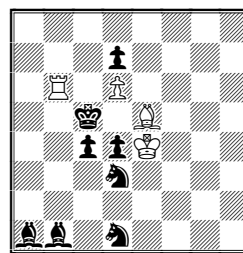


serieshelpmate in 10
chameleons f1 & h3
11.

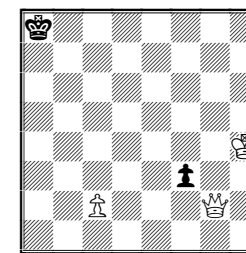
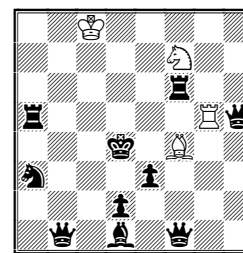
9. to Petko



serieshelpmate in 12
chameleon b8
12.



In both 10 & 11: h#2 a) Circe b) Chameleon-Circe
chameleons (10) a1, d1 & e5; (11) b1,f1,f4,f6 & h5



h#3 chameleon g2
a) Cham.-Circe b) Circe

SOLUTIONS:

1 1.Bg4 Qc4 2.Kf5 Qf7#, 1.Rh5 Qxe5 2.Kg5 Qg7# & 1.Kh5 Qxf5 2.Sg6 Qf3# Anticipatory ½-pin. 2 1.Kd5 Rh4 2.Be5 Rc4 3.Se7 Bxf7# & 1.Kf3 Bh7 2.Sd6 Bxc2 3.Be3 Bd1# Intentionally odd! 3 a)1...c8S 2.Qe5 Sxd6 3.Bc8 Sc4 4.Qb8 Kxe2 5.Bb7 Sb6# b)1...c8B 2.Qf6 Bxa6 3.a1B Bc8 4.Be5 a6 5.Bb8 Bb7# 4 1.Rg7 g4 2.Bd7 g5 3.Be8 g6 4.Rg8 g7 5.Kh2 gxh8Q 6.Rg2 Qxh4# 5 a)1.b4 Ve4 2.Kd5 Vf3 3.Ke4 Vh1# (4.f3?) b)1.Rb4 Paa4 2.Ka5 Paa3 3.Ka4 Paa1# (4.Sa3?) Pinmates!# 6 1.Rh3# 1.Ha5 4.Ke2 5.Hc3 9.Kd5 10.He7 11.Hg8 12.Hc3 14.Kf6 15.He4 17.Kh4 18.Hg5 Rh3# 7 1.b1CS Csf5B 2.CSd2B CBxe6R#, 1.b1CB CSe2B 2.CBe4R CBd3R# and 1.b1CQ CSh5B 2.CQd3S CBe2R# Normal promotions fail. 8 1.CSg5B 2.CBe7R 3.CRa7Q 4.CQf2S 5.CSh3B 6.CBg2R 8.Kh4 9.CRh2Q 10.CQh3S CQg2S# Double C-cycle; consecutive round trips. 9 Briefly: the Cb8 visits h2, a2, a3, c4, b5, d5, a5, b7, f3, d3 & a6, then back to b8, a triple B-R-Q-S-B cycle, for Kb5#. Many thanks to Petko Petkov for his encouragement. 10 a)1.CBb2R CBh2R 2.CRxh2Q (+CRa1) CRa5Q# b)1.CSf2B CBg3R 2.CBxg3R(+CQd1) CQa4S# 11 a)1.CQb1-b5S CBe5R 2.CQxf7S(+CSb1) CRd5Q# & b)1.CQf1-b5S CBxe3R 2.CRxf7Q(+CBf1) CRE5Q# Dual avoidance in the f7 captures. 12 1.fxg2(+CSb1) CSd2B 2.g1CB CBc3R 3.CBa7R CRc8Q# b)1.fxg2(+CQd1) CQd7 2.g1CQ CSb8B 3.CQa7S CBxa7R(+CSb8)#