

CHESSICS 6

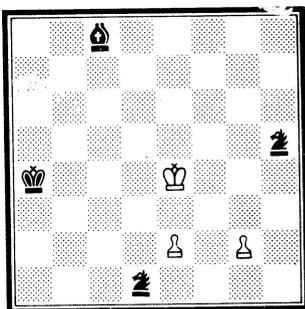
Circe Amplitude Cutting

By F. Hoffmann

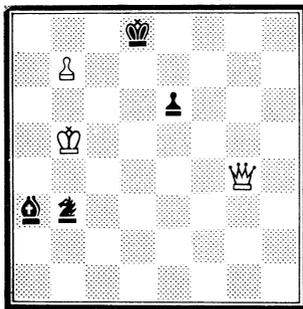
For a few years I have been elaborating ways of controlling move-lengths in maximums by means of fairy chess tricks. I have found Circe chess very favourable for this purpose. The well known methods of forcing move other than the set maximum are (a) check, forcing move of the king, capture of the checking piece or interposition in the line of check (b) interposition in the line of move, or its opposite clearance of the line (c) capture or pin of the longmoving piece. Circe shows particularly elegant effects produced by circe-taboo, i.e. prohibition of a capture because of check by the captured piece when it reappears on its home square.

I am sure there is much scope for using Circe rules for fine maxi-effects in mini-problems. (As illustrated by the six originals given here).

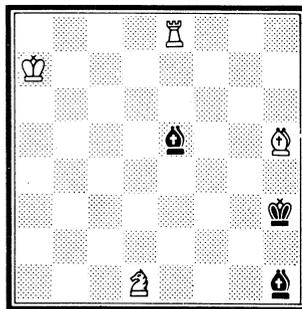
184 F. Hoffmann
Circe Maximummer
Selfmate in 3



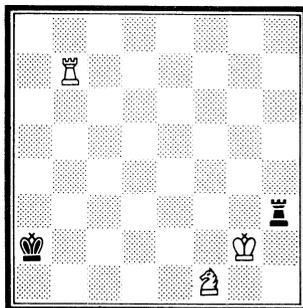
185 F.H.
Circe Maximummer
Selfmate in 3



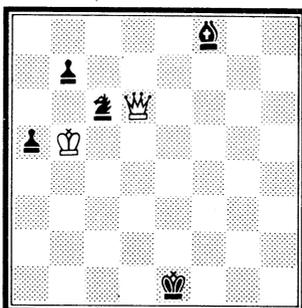
186 F.H.
Circe Maximummer
Selfmate in 4



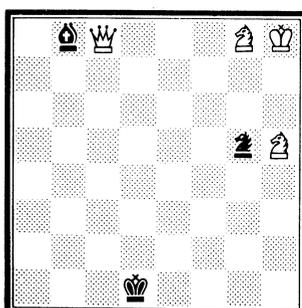
187 F.H.
Circe Maximummer
Selfmate in 4



188 F.H.
Circe Maximummer
Selfmate in 4



189 F.H.
Circe Maximummer
Selfmate in 5



Two examples illustrate some of the methods

- A. F. Hoffman, *Die Schwalbe* 1971. WKa6, Pa7, Ra8; BKh4, Rf5, Be4, Bal.
Circe Maxi-Selfmate in 4 by 1Rd8 Bh8 2Rd4 Bxd4(Ral) 3Rhl+Bxhl
4Pa8=R Bb7 mate.
- B. F. Hoffman, *Die Schwalbe* 1975 (version) WKf6, Re2, Pd7, Pg4;
BKh2, Qg2. Circe Maxi-Selfmate in 4 by 1Ra2 Qb2+ 2Ke7 Qg2 3Rc2
Qd2 4Kd8 Qxd7(Pd2) mate.

The Quadruphage

continued from C2, p3.

Solutions

- 1Qpd2 Pd5 2 Kel Pd4 3Qpfl Pd3 4Bf2 PxB mate.
- 1Nd1 (threat 2 Nf5 mate) Qpf5/e3 2NxQp/Ef2+ Pf6/PxE
3 Eh8/Pg3 mate.
- 1KxG! Gcl 2Qpdl Ge3 3Kcl Qpd2 mate.
- 1Pc2 Qpb3 2Pcl = Qp+ Qph6 3Qpg5 Lh5 mate.
- 1Kc6 Pb5 2Kb7 Pb4 3Bd3 Pb3 4Qphcl Pb2
5Gbl PxQp = void! 6 Gb8 mate. Add void f3 to stop the
cook 1 Kc6 2Qphh7 3Qphgl 4Gfl 5Qp1f7 6Gf8 mate.
- 1Rg8 Pbl = E/Qp/S 2Rd8+ E or Sd/Qpd 7, 6, 5, 4, 3, 2
3RxE or S/E7b7, E5b7, E7b3, E563 E2e4, Se3 mate.
Tries 1Ef3? Pbl = E 2Rd7+ ExR and 1Bf2? Pbl = Qp
2Rgl+Qpfl (not el 3Be3 mate!)
- 1Bxf6 (threats 2Bh4 or Rc2) Qpd4/f5 2Bxd4/Rxf5
Try 1BxQp? Ehl
- 1Qpd4 Qpc4 2Qpd6 Qpd5 3Qpa6 Qpc6 4PxQp PxQp
- My estimate of this is 320 moves to stalemate (based on
trapping the king first within a 33 x 33 square, and then
filling in a quarter of this area) but the analysis is difficult
and I could be wildly out.

Antipodean Chess

continued from C2, p6.

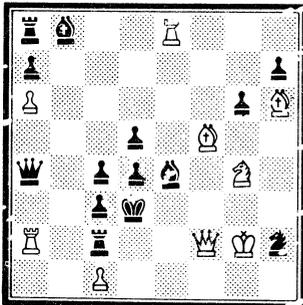
Solutions

- 1Pg5 Pg6 e.p. (Pc1 = B) 2Bb2 (Pf6) Pf8 = Q 3Bc3 Bh7 mate.
Under the rules as stated 2... Bh7 3Bc3 Pf8 = Q mate is also permissible,
but the intended rule (d) should read a displaced pawn retains the right
to make the double step *on the player's next turn to move but not
thereafter*.
- 1Pb2 (Pf6) Pf8 = S 2Pf7 e.p. (Sb4) Sc3 3Pf5 Sc2 mate.
- 1Qf2 (Pb6) Pa7 (Pe3) 2Pel = B Pe2e.p. (Ba5) 3Ra7(Pe3) Bc4 mate.
This also assumes the above form of rule (d).
- Pd2 should be WS then 1Ra7 (Be3) Bd2(Sh6)/Bd4 (Ph8 = S)/
Bf4 (Pb8=S) are all answered by 2Sf7, but a different knight each time.
Bf4 (Pb8 = B) 2Bxc7. Bf2 (Pb6) 2Pb8 = Q/R etc.

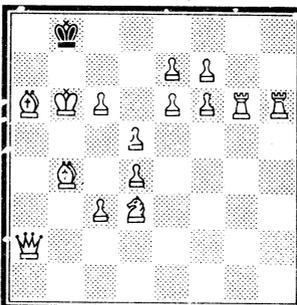
5. 1Sg5 (Pcl) Kd6 2Se6 Ke5 (Kal) mate
6. (a) 1 Pe6 Ke6 (Pa2) 2Kf4 Kf5 3Ke5 Se5 (Kal) mate.
(b) 1Kf4 Kd6 (Ph2) 2Ke5+ Kc5 3Kd5 Sd5 (Khl) mate.
7. 1Ka1 Qal (Ke5)+ 2Pd6(Ph2) Sd7+/Sc4-/Kf6+ 3Ke4/Kd4/Kd5 Be4 (Ka8)/Qd4 (Kh8)/Sd5 (Khl) mate
8. 1RG8 Pb3(Sf7)/Kd5,Ke4/Kd4 2Se5(Kal)/Sd5 (Khl)/Se4(Ka8)/Sd4(Kh8) mate - But Kal is not in mate because of Pb2.
Correction: Remove c4, c5, d2, d3. Add WPh7, WPbl, BSc5. Same solution with added variation S other than b3 2Be5(Kal) mate.

Six more Antipodean Chess problems follow. The second three form a little "Fox family" and are dedicated to the memory of C.M. FOX.

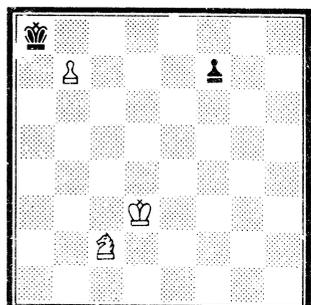
190 J.E. Driver
Mate in 2



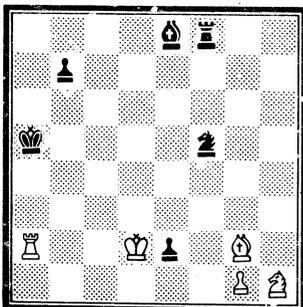
191 G.P. Jelliss
Series helpmate in 19



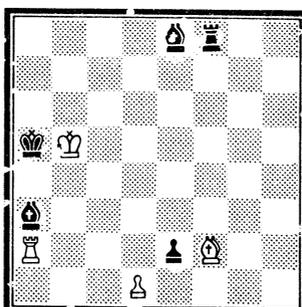
192 G.P.J.
Maxi-selfmate in 5



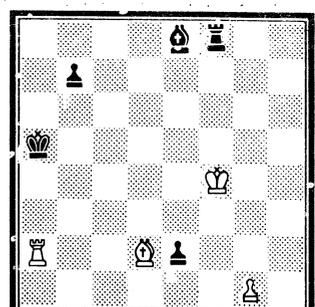
193 J.E.D.
Helpmate in 3



194 G.P.J.
Helpmate in 3



195 J.E.D. and G.P.J.
Helpmate in 3



The Five Free Leapers *continued from C2, p2.*

There are of course 36 possible single-pattern leapers on the 8 x 8 board, not 32 as misprinted in C2. On the $h \times h$ board the number is the h th triangular number $1 + 2 + 3 + \dots + h = \frac{1}{2}h(h + 1)$.

Solutions to problems 1 to 4 are :

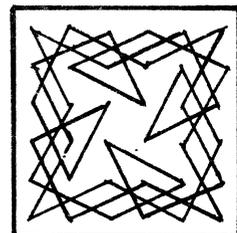
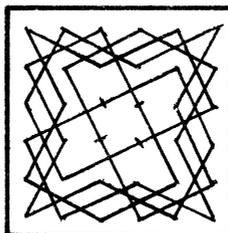
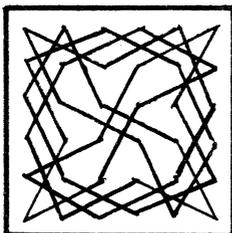
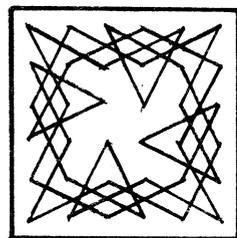
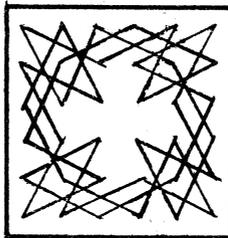
1. Ga3, Wb4, Gc5 (dual Ga7) Wb5, Ga4 Wc5, Gd5 Wc6, Gb7 Wb6, Gb5 Wb7, Gb8 Wa7 mate. Cook by Kb8 Wb4, Kc7 Wb5 (or c4), Gd8 Wc5, Gb6 Wc6+, Kb8 Wc7, Ka8 Wb7, Gb8 Wa7. To correct, specify "G may not hop over K".
2. Zgl+Kd2, Gfl Kcl, Gbl Gfl, Za5 Ac4, Zd3 Kc2 mate.
Cook by Ka2 Kd4, Zb2 Kc5, Gcl Kb4, Ga3 Ka4, Gal Ac4 mate.
Correction Equihopper e2 for . . . Za5 Kdl, Zd3 Kc2 mate.
3. Kd5 Ee3, Gc7 E7cl, Gg8 Kd3, Gh5 Ec3, Gd6 E1e3, Gh4 mate.
But dualled (E1c1 . . . E7e3).
4. A(b8)e4, h8, d5, gl, c4, f8, b5, el, a4, e7, h3, d6, a2 for Ae4 mate.
(See diagram G opposite).

Solutions to problem 5, tours of maximum symmetry of smallest square boards by free leapers, are shown in the following diagrams

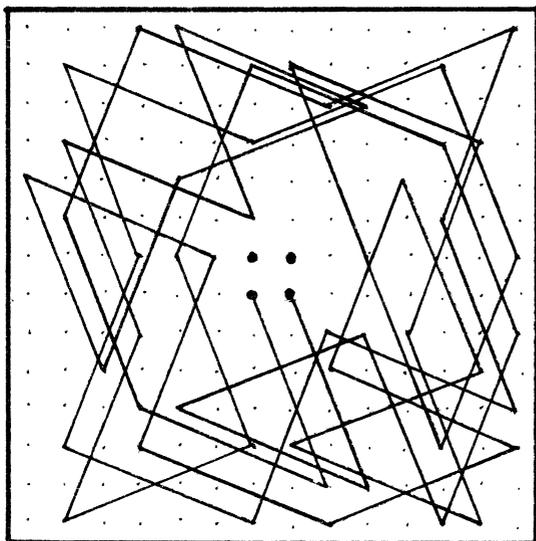
- A. The 2 x 2 wazir tour, with perfect square symmetry.
- B. The five 6 x 6 Knight tours with 90 degree rotary symmetry (by M. Kraitchik, *Mathematical Recreations*, 1940). C, D, E and F also have this "windmill" type of symmetry but for clarity only one "vane" (i.e. a quarter of the tour) is shown in each case.
- C. A 10 x 10 zebra (2,3 leaper) tour by W.H. Cozens.
- D. A 10 x 10 giraffe (1,4 leaper) tour also by W.H.C.
- E. A 14 x 14 antelope (3,4 leaper) tour by T.H. Willcocks.
- F. A 14 x 14 tour of a 2,5 leaper also by T.H.W.



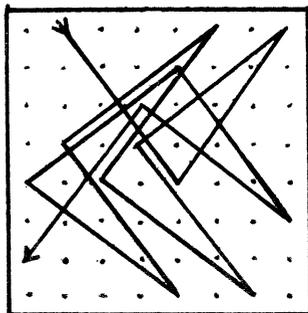
B



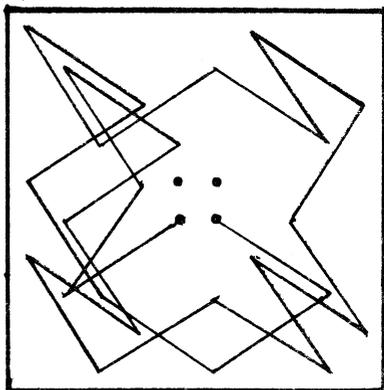
F



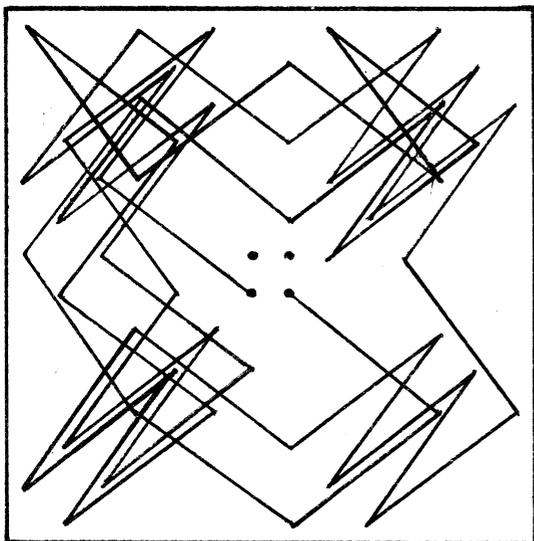
G



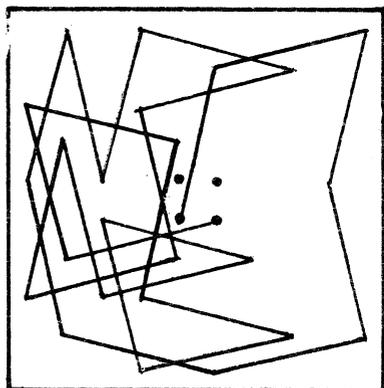
C



E



D



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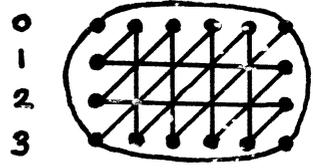
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August 1978

0 1 2 3 4 5

Transitions

continued from C2, p7.

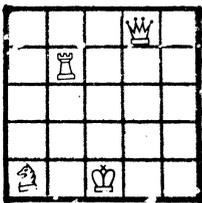


Solutions

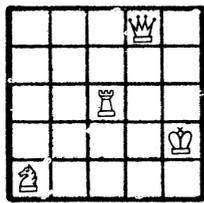
1. All the possible "positions" can be represented by a pair of numbers (m,n) giving the number of pints in the two jugs. The initial position is (0,0) and we are to reach (0,4). All possible "moves" can be represented by the lines of the diagram.
 Ignoring the position (3,5) it will be found that the lines form a continuous circuit, giving two routes to (0,4) namely
 (a) 00 C5 32 O2 20 25 34 O4 requiring 7 pints in 7 moves and
 (b) 00 30 O3 33 15 10 O1 31 O4 needing only 6 pints but taking 8 moves.
2. The rows are, in turn Aa, A, bc, a, BC, Bb, AB, c, ab, C, Cc.
3. Each group of 4 moved may be denoted by the square occupied by its bottom left pawn. In (a) the centre pair of rows may be transformed in the order a3, d3, b3, e3, c3, taking 5 moves. As the spaces in the centre, left and right pairs of columns fall vacant the chance is taken to transform each pair of columns in the same way, taking 5 moves each; total 20 moves. In (b) the same principle is used, but each transformation takes 12 moves e3, d3, a3, d3, b3, e3, c3, a3, d3, b3, e3, c3; total 48 moves.
4. For this transformation one method, taking 14 moves, is required for the three pairs of rows and another of 7 moves for the centre pair of columns. Rows: a, d, a, c, e, b, d, a, c, e, b, d, a, c. Column: 5, 2, 5, 3, 1, 5, 3. Total 49 moves.
5. (a) 12 moves e.g. 1a4,h5 2a5,h4 3a6,h3 4b7(f3),hg2(c6) 5h4,a5 6h5,a4 7h6,a3 8g7(c3),ab2(f6) 9d7(h3),e2(a6) 10e7(a3), d2(h6) 11a7,h2 12h7,a2.
 (b) 20 moves e.g. 1-12 a b e f 2 to 6, c d g h 7 to 3 13b7(f3), hg2(c6) 14a7(e3), h2(d6) 15f7(b3),dc2(g6) 16fe7(a3), cd2(h6) 17-20 c d g h 6 to 7, a b e f 3 to 2.

The two problems that follow resulted from some 5 x 5 board studies that I made for the Problemist Jubilee "25" competition.

196 G.P. Jelliss



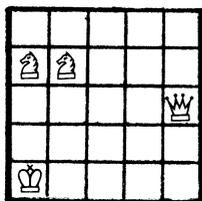
(a)



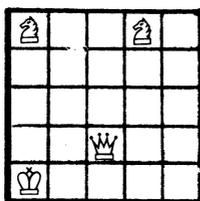
(b)

No piece ever guarding another, play the King to the centre in fewest moves (7)

197 G.P.J.



(a)



(b)

- (a) No piece ever guarding another, play the King to another corner in fewest moves (13)
- (b) No piece guarding another and no piece making two moves in succession play the Queen to c4 in fewest moves (23)

Chess Through the Looking-Glass *continued from C2, p.8.*

Dr. Slater's "explanation" The game was Kriegspiel — with the referee's board and score being kept by the sleepy Dormouse ! Carroll saw the game from White's point of view, the Red moves he gives being deduced by him from later events. The game as seen by the Dormouse ran 1 . . . Qh5 2Pd4 Sf6 3Qc4 Se8 4Qc5 Sc7 5Pd5 Se6 6Qf8 Sf4 7Pd6 Sg6. Dormouse announces "Check ! Oh, sorry, it's only check to the White Queen". 8Qc8 Ke5 9Pd7 Se7(+) 10SxS Qf7 11Sf5 Qe7 12Pd8 = Q Qe8 13Qa6. Dormouse "Oh, I see that White has promoted a pawn". Ke4 Dormouse "Dear me, I should have noticed that Red gave check on his previous move". 14 Q x Q mate.

J.J. Secker writes "I know of two other references to the game; one in BCM Vol.30 (1910) by a D.M. Liddell (A relation of Alice Liddell's ?) where a conventional game is constructed, ending in a mate by Alice on the 68th move, and one in The Anglo-Welsh Review for August 1970 by Rev. I.L.I. Davies where, inter alia, he suggests that the disparity of moves reflects on the fact that the game was governed by dice-throws".

Mr. Secker offers some suggestions of his own, summarised here

- (a) Each player determines the next number of series-moves to be made by his opponent according to the value of the last man he moves in his series; according to the scale P = 1, S = B = 3, R = 5, Q = 8.
- (b) King may not be last man moved. (c) Check does not have to be cleared immediately. (d) Pawns may only move to squares guarded by Q, R, B or S.
- (e) The motive for Red's play Qh5 is to tempt White to reply Qd1, . . . Pd8 = Q, Qa5, Qad5+ answered by Sf6, xd5, b6, a8, Qxd1, xfl, xf5, d5 mate !
- (f) If the moves of Red S and Q are drawn they reveal a monogram of Victoria and Albert ! (g) "I can't believe *that!*" said Alice. "Can't you?" the Queen said in a pitying tone. "Try again: draw a long breath, and shut your eyes" . . .

A.S.M. Dickins has also discussed the problem in his 1975 lecture to the Lewis Carroll Society "Alice in Fairyland", where he interprets it as "an Excelsior Series-Mover Helpmate by marked pawn in 10 series-moves with a double-move mating move", and much more that cannot be summarised here.

C6,8

I do not have a complete "explanation" of my own but it is my belief that the move "5.W.Q. TO Q.B's 8TH" is a misprint for Qa8(for B read R); after all Carroll says the Q is "flying from R.Kt". so why should she stop short at c8? This contention is supported by the later move "9. Queens castle" which, with Qa8 and Q(Alice)d8 obviously means Qa8-c8 and Qd8-b8. The next move "10-Alice castles" can then be interpreted as Qb8-a8.

Circular Points

Solutions

1. The largest circle passes through ah45, bg27, de18.
2. The largest "invisible" circle is one drawn in black ink, on black squares such as a3, b24, c15, d24, e3. It passes through the 8 outer points of the cross formed by b3, c234, d3, and its diameter is a camel move; root 10.
3. The root 65 leaper is the shortest leaper in 16 different directions; not the root 125 leaper whose length of leap continues the geometrical progression.

This completes the solutions to C2 at last.

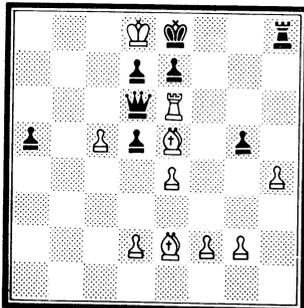
Monochromatic Chess

By S. Collings

In Monochromatic Chess the game starts as usual, but only moves between squares of the same colour are legal, and this includes captures and checks. Thus a BRa8 does not check WKd8, in fact it guards only the square c8 along the 8th rank since its moves to e8 g8 are blocked by the WK. Even more strangely the WK can stand at d8 and the BK at e8, with neither able to capture the other. The knights in this form of chess are reduced to mere immobile dummies.

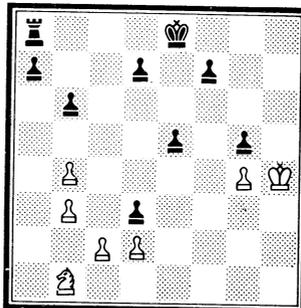
198 S. Collings

The player who has just moved threatens mate in one. Which colour mates next move ?



199 S.C.

What men could have taken Sb8? (b)WKh6



200 S.C.

The first capture was made by White. What man did he take and where ?

