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Variant Chess

In this issue: Bouncy Chess, Eureka (Induction Chess), Chinese Chess, Original Problems, Generalised Chess (Hoppers) and more. Subscription to four issues £3.00 ($6) payable to G.P.JELLISS.

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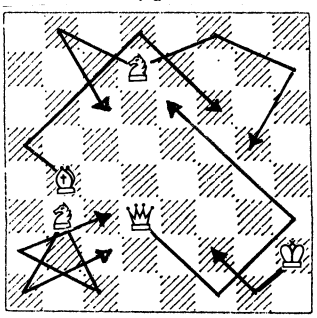
Bouncy Chess

by Paul NOVAK

Bouncy or Billiard Chess has doubtless been invented, with slight variations in rules, many times over; this version was invented by Patrick Donovan and myself. (Stuart Conquest and Ray Brooks later crossed it with T.R.Dawson's Nightriders to produce the hybrid "Knight-rider Bouncy".) There are no Pawn or Rook bounces, and the other pieces don't have to bounce, but if they do Queens and Kings bounce at 90° only [i.e. according to the normal laws of reflection] but you can't escape zugzwang by returning to where you started [i.e. no "circular" moves]. Knights however bounce at any angle (but not back the way they came). The diagram shows some typical bounces.



EXAMPLE GAME
Postal 1988-89
Jed STONE v Paul NOVAK

1. e4 b6
2. d3

stopping 2....Bxf1!

2. e5
3. Nf3 Be7

Now if 4.Nxe5?? (Nf3 guards f2 via g1, h3) Bxf2+ 5.Ke2 Nf6! 6.c4 -/+. If 6.Nc3 Bxc3. If 6.Kxf2?? Nf4+ 7Ke3 Qf2#.

4. g3 d6
5. Nc3 c6
6. Be2 Nd7

A good opening set-up; Perrin v Novak 1988 went: 1.e4 e5 2.b3 d6 3.Bb2 Be7 4.Nc3 c6 5.Qe2 Nd7 6.OOO b5! 7.Nf3?? b4 (threat Bxe2) 8.Nc4 d5 winning a piece .

7. h4

I expected 7Nf5 to try to swap Black's dark-squared Bishop; I would have played 7. ... Nxf5 8.exf5 (if 8.Bxf5 Ng6 with a good game) h5! 9.Bxh5 (or 9.h4 Nf6 =/+) Nf6 10.Bf3 Bxf5! (strongest) 11.Bxc6+ Kf8! =/+ (12.Bxa8? Qxa8 -/+). Or, if 10.Bg4 Nxf5! 11.Be2 Nxg3! 12.Bxf7+ Kf8 13.Bxc6 (if 13.Qf3 Nf6 =/+) Nf5! 14.Ne4 Rh3! 15.Be2 (15.Bxa8 Nf3+) Re3!! 16.Bxe3 (or else 16....Nf3#) Nxe3 17.Qc1 Bxf2+ 18.Nxf2 Qxf2#.

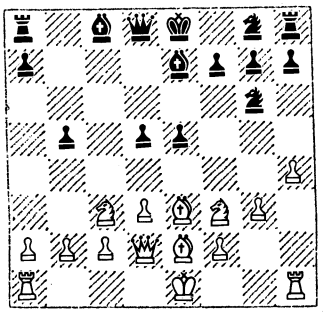
7. Ng6!

Setting a trap; 8.h5? Nxf3+ 9.Bxf3 Bxg3! and now not 10.fxg3?? Qxg3#!

8. Be3 b5

Now if 9.Bd2 a5! 10.Be3 (threat Nb6) Rb8! 11.Bxb8(?) Bxe2 12.Qxe2 Qxb8 =/+.

9. Qd2 d5!?
10. exd5 cxd5



Fascinating but unsound is 11.Bxg7, e.g. 11....d4? 12.Nc5? Bxg7 13.Nc7+ Qxc7!! (for if 13....Ke7/Kf8 14.Qxg7#!! - Nc7 guards d7) 14.Qxc7 Bf6 recovers the Q. White can improve on 12.Nc5 with 12. Bxe7! but Black can improve on 11....d4 with 11....Bxg7! 12.Qxg7 d4 13.Nxe5 Nf6! 14.h5 Rg8 wins (not 13.... dxc3(?) 14.Nc6! (Qd5?? 15.Nc7+) unclear, e.g. 14.... Qb6 15.Nc5 Qe7 16.Qxe7 Kxe7 17.Bf3! cxb2 18.Rb1 etc.

11. d4 b4
12. Bb5+ Bxb5

12.Nc5 deserved to come into consideration.

13. Nxb5 Qd7!

threats Qxb5/Qg2

14. Qe2 Qxe2+
15. Kxe2 e4
16. Ng2 Ng4
17. Bd2 OO
18. h5?? Nxg2
19. Kxg2 Nf3#

Mate even minus the Ps f2, g3!

(+/- means W is decidedly better, +/= means W is slightly better, etc.)

More Bouncing: pp 30-31.

EUREKA
Induction Chess

by Ian G.RICHARDSON

Introduction

This is a game for three or more players. It could be played, with modified scoring, by two. The idea came to me after reading (in Martin Gardner's *More Mathematical Puzzles and Diversions*, Penguin Books, 1966) about ELEUSIS, the famous induction card game devised by Robert Abbott. Eureka is similar to Eleusis in its induction element and in the principles of scoring, but otherwise quite different. The induction stage is, I think, quite unique among chess games, but its second stage can be compared to other chess variants.

Induction is the process of reasoning used in science to establish "laws". The stages in this process are (1) observation, (2) formation of a theory, (3) checking the theory by further observation and experiment. In Induction Chess, one player (the Ruler) invents a secret rule, to be used in addition to the normal rules of chess: e.g. "Pieces and Pawns can only move to a square of the same colour as their starting square" (Monochrome Chess). He or she then plays a simulated game (moving both White and Black) and the other players (the Subjects) have to guess what the rule is. Having guessed it (Theory) they can check by continuing to observe, asking a formalised question, and then if fairly certain they have got it, they call "**Eureka**" and take over one side at the board (Experiment). Each then plays to win, so as to achieve the maximum score (see opposite).

Procedure and Rules

1. Choose a Ruler, by chance or otherwise.

2. The Ruler must write out his or her secret rule, for later checking.

3. *Sample Rules*. The rules should be fairly simple (at least at first) and allow a game to be played to a finish, but should not be too easy. The Ruler scores most if only one or two Subjects guess the rule. Each rule applies to White and Black equally; for example:

(a) Play alternate Pawn and Piece moves.

(b) Play moves in sequence: Pawn, Minor Piece, Major Piece (including King).

(c) Play a Pawn move every third move, and respond to your opponent's Pawn move by moving your Queen.

The rule must operate in 1, 2 or 3 moves, not more. If a group of people play the game regularly, they will have to relax this restriction. One possible extension would be to alter the standard move of one of the units, say:

(d) Bishop moves only two squares at a time.

The Ruler may give a hint of the type of rule chosen, if this doesn't make it too obvious.

4. *First Stage: Guessing the Rule*. The Ruler sets up the board as for a normal game, and proceeds to play both White and Black, using the secret rule. The Ruler should try to make the game seem as normal as possible, and hence the rule more difficult to guess - but on the other hand, not completely normal, because the Subjects must get some clues to go by before too long. The game is recorded.

If any of the Subjects thinks they have guessed the rule, they can ask: "Is ____ a legal move?" If the reply is "No" then the Ruler states a legal move. If then, or later, any of the Subjects is ready to call "Eureka", they take over the side of their choice and play against the Ruler. (It is not essential to ask a question before calling "Eureka".) When a second Subject is ready to call "Eureka" they replace the Ruler and the game continues. The Ruler records throughout, numbers the moves and notes when each Subject takes over. He or she announces the completion of move 10, and if any Subject requests it, the game is played over from the start; similarly at moves 20, 30, etc.

If the Ruler observes that any Subject does not play the rule correctly, that Subject is banished for the duration of that game, and scores zero (to be replaced by the Ruler or any other Subject ready to say "Eureka").

5. *Second Stage*. This commences as soon as the first Subject begins to play against the Ruler. Each plays to win as quickly as possible, as this will give the maximum score. But the players must be careful that the game does not break down (i.e. no legal move possible according to the rules of normal chess and the new rule), because the scores of both players will be much reduced. The game at this stage is a typical chess variant. The players can take

advantage of the new rule, and some unusual mates are possible (see sample game below).

Each Subject plays at least five moves before another can replace him or her. After each has played five moves, the Ruler must announce the fact to allow the next Subject the opportunity to say "Eureka" and enter the game, If all Subjects (who are ready) have played their five moves, then the first Subject takes over again for a further five, and then the others in sequence until the game ends or breaks down. (The Ruler concentrates on the recording.)

6. Before proceeding to the scoring, the Ruler checks that each Subject has correctly guessed the rule, and reveals the written rule. If there is any argument about the interpretation of the rule, the Ruler's decision is final.

7. First Subject becomes Ruler in the next game in the series.

The Scoring

There are two parts to this, corresponding to the two stages of the game.

(1) *Guessing the rule.*

(a) Subjects; 1st scores 5, 2nd 4, 3rd 3, 4th 2, 5th and subsequent 1.

(b) Ruler: Scores according to the number of Subjects to guess the rule (before the finish of the game) on the scale: 1 guesses Ruler's score = 5, 2 = 4, 3 = 3, 4 = 2, 5 or more = 1, none guess = -3.

(2) *Finishing the Game.*

If the game is played to a definite finish by two subjects (i.e. checkmate, stalemate, perpetual check, repetition of moves) scores for these Subjects are: win 3, loss 1, draw 2 each. Other Subjects who have taken part score 1. Ruler scores 2 because the chosen rule allowed the game to finish.

The two parts of the score are added together to give a total for the game.

If the game finishes with Ruler and first Subject at the board (before any others have guessed), the Ruler can score 10 (highest possible) if winning (5+3+2) and 8 even if losing (5+1+2). The highest score for first Subject is 8 (5+3).

If the game breaks down, Subjects at the board score -2, others who have taken part -1 (these scores to be added to the scores for guessing), and Ruler's maximum total score is 2. If it breaks down during the first stage, Ruler's score is -5. If the game fizzles out into a drawn position, agreed by all, there is no score for Subjects in part (2) but Ruler scores 2.

This scoring system is rather complex, but is designed to encourage appropriate choices and strategies by the players, with a view to producing an interesting game. If it is to be fair to all players, each should have an opportunity to be ruler, and so a series of games should be played. For those without a strong competitive approach and with insufficient time for a full series, the scoring could be dispensed with, and the game enjoyed just for the fun of it - the fun of guessing, and the fun of trying to win under the restrictions of rule and number of moves that the game imposes.

SAMPLE GAME

Secret Rule: Pieces or Pawns must be moved in the sequence; straight forward or back (S), right (R), left (L).

First Stage: Ruler only (other players **A**, **B**, **C**, **D**). The Ruler plays as normal a game as possible, and records the moves. **1.**(S) **e4 e5 2.**(R) **Nc3 Nf6 3.**(L) **Nf3 Nc6 4.**(S) **d3 d6 5.**(R) **Bg5 Be7 6.**(L) **Be2 Bg4 7.**(S) **h3 d5** - The first clue: obvious move is a Bishop move. **8.**(R) **Nxd5** - Second clue: obvious move is hxg4. **A** asks: "Is 8....Qxd5 legal?" Answer: "No, but **8....Nxd5** is legal". **A** says "Eureka", and chooses White.

Second Stage: Five moves minimum for **A**. **9.**(L) **hxg4 Bxg5 10.**(S) **Rh5 g6** -The Ruler announces completion of 10 moves. **C** asks to have game played over. This is done. **B** asks "Is 11.Kf1 legal?" Answer: "Yes". **B** says "Eureka" and takes over Black. **11.**(R) **Nxg5 Ndb4 12.**(L) **Ne6** - Black cannot capture with the Pawn as this is a right move. **12....Nxc2** - A bombshell for White as it is mate! White's next move must be straight, so 13.Qxc2 is not legal, and the King cannot move either.

Final Stage: The Ruler now asks **A** and **B** what they thought the secret rule was. Both are correct. The Subjects are shown the written rule.

Scores: A: 5+1=6. **B**: 4+3=7. **C** and **D**: =0. Ruler: 4+2=6.

CHINESE CHESS
Continuous Tournament

by Malcolm HORNE

About 20 players (from Britain, the U.S.A., the Netherlands, Germany, France, Finland and New Zealand) plus one stateless computer are currently taking part in the tournament. The tournament is based on gradings (grades go up and down after each result) and new players can join at any time. You can choose to play just one or several opponents (two games against each). Beginners or near-beginners are welcome. For more details please contact me at the address on the front page.

For more information on Chinese Chess itself see the article in *Variant Chess - 1.* If anyone is unclear about the rules of the game they are welcome to write to me too, for a home-made explanatory sheet (U.K. players please enclose a stamped addressed envelope).

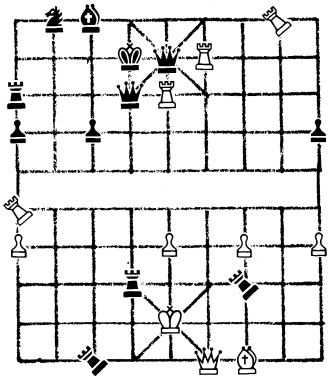
Here are two games from the postal tournament, both featuring spectacular finishes.

Alan JONES v Novag COMPUTER

1. Che3 Che8 2. Ng3 Ng8
3. Rh1 Ri9 4. Nc3 Rd9
5. Ra2 Cbc8 6. Rah2 Cxc4

7. Rh7!? Sacrificing the Bishop at c1 in favour of a counterattack. **7. ...Cxc1+**
8. Ke2 Cc8 9. Rxg7 Be8
10. Rh5 Cxc3 11. Rxg8 Rxd1
12. Cxe7+ Ade9 It looks as if Black's attack is much the more dangerous, but it actually helps Red (i.e. White) to have an exposed King because the Black Cannons lack screens with which to be effective. If Black could get the other Rook into play it might be a different story, but this never happens.

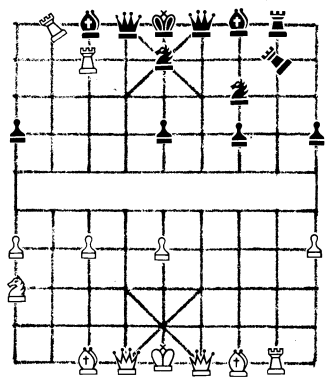
13. Ch7 13. Cxe9!? was an interesting sacrifice, when the other Aide would probably fall to the invading Rooks. **13. ... Ad8**
14. Rf5 Afe9 15. Ch10 Kd10
16. Cb5! Threatening a fatal check on d5. Black has to retreat. **16. ... Rd7**
17. Rf10+ Kd9 18. Rf9?! 18. Re10! looks better, when Black seems helpless, e.g. 18. ... Cxg1 19. Ch9+ Ad10 20. Rg9+ A8e9 21. Rgxe9+! Kd8 22. Rxd10 mate. **18. ... Rd3**
19. Ca5! **Cxg3 20. Rxe8 Ra8**
There is nothing better. Moving the Knight or Bishop loses the Rook to the other Cannon!



21. Rf3! A beautiful move, which could easily have been overlooked. It wins the black Cannon on g3; the Red Rook canot be taken because of the Cannon mate on d5. After the mundane 21. Cxa8 Nxa8 Black would still have been alive.
21. ... Kd10 22. Rxd3 Bxe8
23. Cxa8 Nxa8 24. Rxg3 (1-0).

Allan BROWN v Alan JONES

1. Che3 Ng8 2. g5 Rh10
3. Ng3 Ce8 4. Rh1 Ch4
5. Na3 Ra9 6. Cb8 Nc8
7. Cxe8 Bcxe8 8. Rb1 Rah9
9. Nf5 Rh5 10. Nd6! Due to the special Knight movement in Chinese Chess, the Red Knight cannot of course be captured. Instead, Black has to put a Knight on e9, giving a very poor cramped defensive position, which is nicely exploited. **10. ... Nce9**
11. Rb7 Rxg5 12. Rxc7 Rd5
13. Nb7 Ch7 14. Nc9+ Rd9
15. Cb3! With mate on b10 threatened, black is forced to cede material. The Knight on e9 is completely paralysed! **15. ... Rxc9**
16. Rxc9 Bc10 17. Cb10 Ch9



18. Rxh9! Black resigns (**1-0**). A clever finish. After 18. ... Rxh9 19. Rd9, Black has to move the Knight off e9 to avoid mate on d10, and thereby loses his Rook.

"CHINESE" PIECES in Western Chess Problems

by George JELLISS

Chinese Chess has been "known" somewhat sketchily in the West since before 1600, though not actively played until recently. The earliest accounts are incomplete. For example the BCPS Archive has a print (white on black) of "An Account of the Game of Chess as played by the Chinese" by Eyles Irwin that was published in the *Transactions of the Royal Irish Academy* in 1793 (Vol 5, 53-63). He allows the King a diagonal move, does not specify the moves of the Aides (which he calls the King's Sons, i.e. Princes), gives the Bishops (which he calls Mandarins) the western move, except that "through age" they cannot cross the river, and does not specify the blockability of the Knights nor the increased power of the Pawns on crossing the river. Even Edward Falkener's *Games Ancient and Oriental* of 1892 (reprinted by Dover Publications in 1961 and still obtainable) is wrong about the moves of Knight and Cannon (he gives the latter the moves of a Rook-line hopper, see p.33, which is like the move the Cannon has in Korean Chess).

A standard Chinese work on the game, *The Secrets of the Orange Grove*, dating from 1632, was accurately translated by W.H.Wilkinson for his *Manual of Chinese Chess* of 1893, a source relied upon by H.J.R.Murray for his accurate account of the game in his 1913 *History of Chess*.

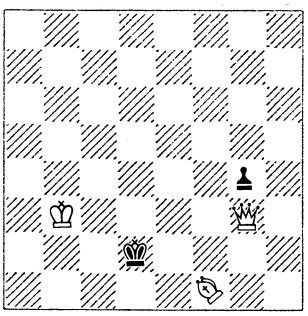
In the same year, 1913, T.R.Dawson introduced his Grasshopper, commenting that "It is somewhat similar to the Chinese Cannon, which only attacks an adverse man if some other man intervene." By 1930 he could report that "The Grasshopper is easily the most popular new piece yet studied, the world's output being now well into the second thousand" (i.e. of chess problems).

It seems surprising therefore that the two most distinctive Chinese pieces, the Pao (Cannon) and Mao (Blockable Knight) did not apparently find their way onto the 8×8 board as new pieces until February 1936 in *Die Schwalbe* where P.Seyfert published four problems by himself and two by F.Dreike. [Ken Whyld kindly sent me a copy of this article, and says that the author's full name is Paul Karl Edmund Seyferth (1870 - 1938).] Since then the two pieces have maintained a steady popularity. About 220 problems using them appeared in the pages of *Fairy Chess Review* alone from 1936 to 1957.

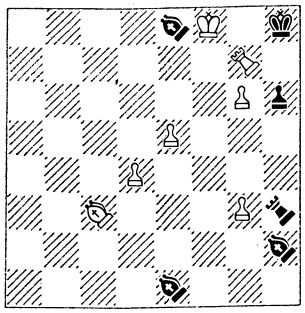
The Pao has led to the introduction of two other popular analogous pieces. The **VAO**, which is to Pao as Bishop is to Rook, was introduced as "The Third Wise Man from the East" in an article written by Zdenek Mach of Prague for T.R.Dawson's 50th birthday celebration in *FCR* December 1939. The **LEO**, which is Pao+Vao (analogous to Queen=R+B) was first mentioned in an article - "Kings at the Court of Leo" - by Major J.Akenhead of Newport (Monmouth) in *FCR* April 1947, in which he proposed a game using Leo, Pao, Vao and Mao in place of Q, R, B and N, and with Berolina Pawns (these capture straight forward like Chinese Pawns but can also move diagonally forward).

In the following selected problems the upright symbols are orthodox men, the sloping symbols show Leo, Pao, Vao and Mao.

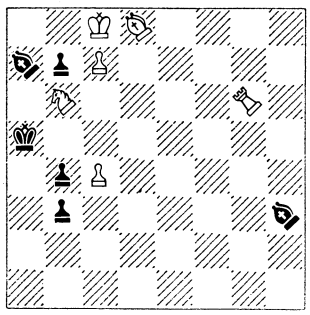
A. Zdenek MACH
FCR ii 1947 Mate in 3



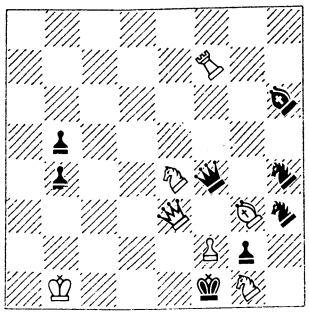
B. J.E.H.CREED
FCR viii 1948 Mate in 2



C. Zdenek MACH
FCR xii 1939 Mate in 2



D. Zdenek MACH
*FCR xii 1949** Mate in 2



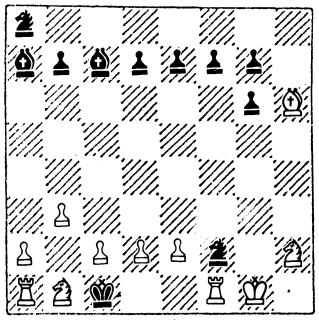
*Version by G.P.Jelliss. I have moved Vb8 to h6 and added Me4 to make sound (I hope) and to add a variation.

Solutions on page 36.

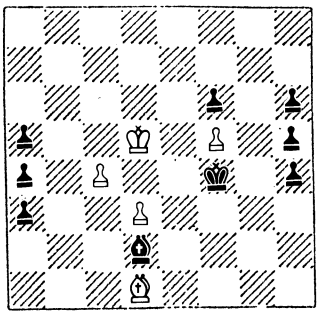
Original Problems to Solve

Judge for 1989–1990 Denis BLONDEL

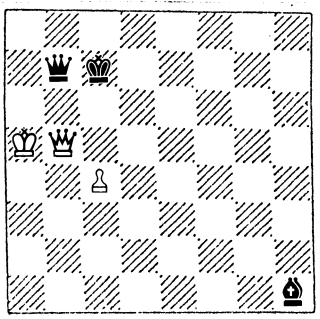
33. Nikita PLAKSIN
History of fghWPs?



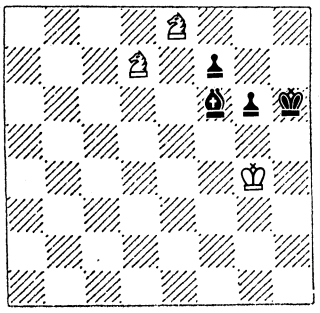
34. Charles FRANKISS
Helpmate in 4 (b) BK→c3



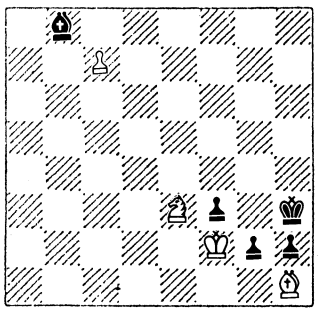
35. Michel OLAUSSON
Maxi–Selfmate in 3**



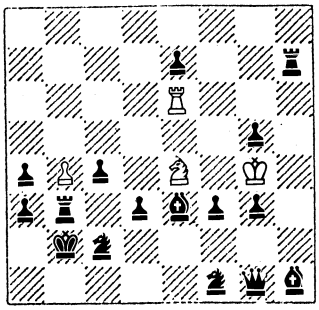
36. Michel OLAUSSON
Helpstalemate in 2 (2 ways)



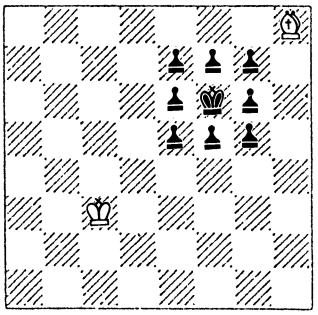
37. Erich BARTEL
Helpstalemate in 2 (duplex)



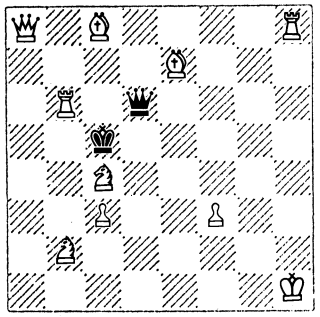
38. A. MOCHALKIN
Madrasi, Helpstalemate in 7



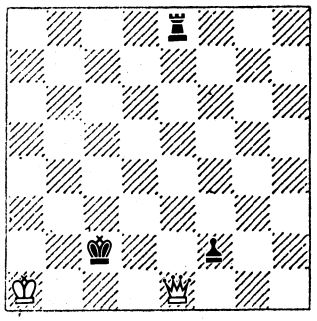
39. Hilmar EBERT
Circe, Helpmate in 3



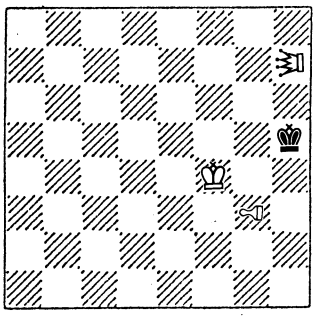
40. Charles FRANKISS
Circe, Selfmate in 5



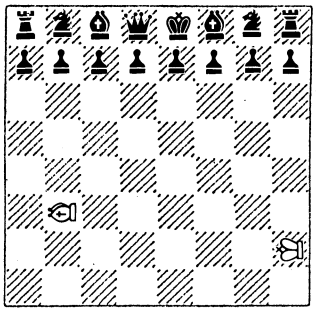
41. Michel OLAUSSON
Circe, Maxi–Selfmate in 2
(b), (c) see text



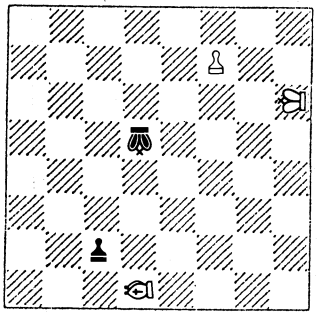
42. Erich BARTEL
Circe, Helpmate in 2 (set)
Neutral Pawn & Lion



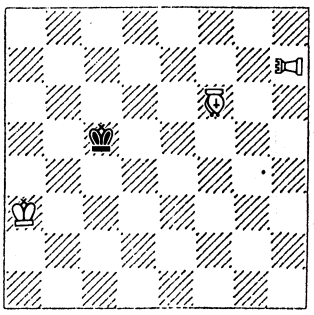
43. Peter WONG
Circe RI, Fers b3, h2
Series W -19 & P0



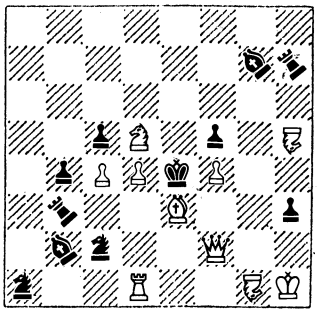
44. Erich BARTEL
Helpstalemate in 2 (duplex)
Fers h6 Wazir d5 Giraffe d1



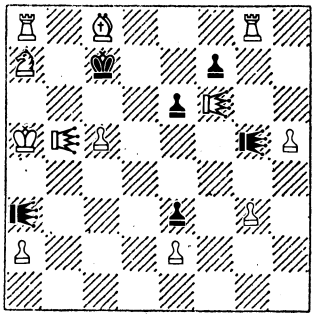
45. Erich BARTEL
Mate in 2, B+Knight f6
R+Nightrider h7



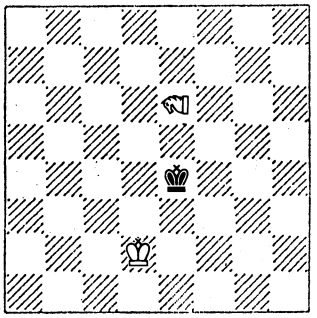
46. A. MOCHALKIN
Mate in 2, Rose g1, h5
Pao b3, h7, Vao b2, g7



47. Peter WONG
Mate in 2
Bouncers b5, f6; a3, g5



48. George JELLISS
Bouncy Knight (a) HM2
(b) HP2, (c), (d) see text



Solutions (to G.P.J.) by 15th August please.

Notes for Solvers

For solving **33** one point can be scored; an outline history will be sufficient. HM = Helpmate, HP = Helpstalemate; in these Black moves first and is the one mated, except in Duplex problems where there is also a solution in which White moves first and W is mated.

In a maxi(mummer) Black must make his longest (legal) move, or one of them. In **35** there is set-play following each of Black's two set moves (i.e. 3 pts can be scored). In a Selfmate White moves first and Black is forced to checkmate. In Madrasi Chess (**38**) like men that attack each other are paralysed.

In Circe Chess (**39 - 43**) captured men return home. Pawn returns to the 2nd or 7th square in the file of capture. Knight or Rook returns to the N or R home square of the same colour as the square of capture. True capture occurs only if the home square is occupied. **40** is "after C.P.SWINDLEY". In **41**(b) rotate 90° clockwise, i.e. a1→a8. In **41**(c) reflect left for right - two solutions now. In **42** Neutrals may be regarded as White or Black by the player whose turn it is to move. For Lion see page 33.

In **43** White retracts a series of 19 moves to reach a position where Black is in stalemate. RI means "rex inclusive" and it is assumed the Royal Fers h2 has appeared by promotion, and if captured would be reborn on the 8th rank, so last move was not RFg1xPh2 (Ph7) as RF would be in check (g8 blocked).

Fers (**43, 44**) is single-step Bishop, Wazir is single-step Rook. In **44** both are Royal, i.e. may not be left en prise. Giraffe is (4, 1) leaper, i.e. Gd1 guards c5, e5, h2.

In **45** f6 is Bishop+Knight (Princess) and h7 is Rook+Nightrider (which E.B. calls "Waran" whatever that may be - not in my dictionaries!) In **46** the Rose(ncavalier) is a Nightrider along "curved" paths of the type h5-f6-d4-c3-d1 or h5-g3-e2-c3-b4-c7-e8-g7-h5, etc. For Pao and Vao see page 29.

For Bouncer (**47**) see next column. In **48** the Knight from Bouncy Chess (see page 25) is featured. After moving without capture to an edge square, it may move again but not back in the same direction. **48**(c) WK-e2, Series HM4, two ways **48**(d) All men in the diagram two files left for HM2, two ways.

Bouncers

Peter Wong's definition of the Bouncer in **47** is: "The Bouncer moves by bouncing off either another piece or the edge of the board. It travels on Queen lines; when it hits another piece the Bo "bounces" and, travelling back along the same line, lands on a square that is twice as far from that piece as the Bo's starting square. The bounce from the edge is similar, e.g. a Bo on the 1st rank (taken to be 1 square away from the bottom physical edge) can move to the 2nd rank (2 squares away); on the 2nd rank it can move to the 4th, and so on. In the diagram bBo a3 can move to a4 by bouncing from the wPa2; it can also bounce from the left edge to b4, b3 or b2. The Bouncer is closely related to the Equihopper. A Bo and E on the same line can reach the same square via each other." Note that if the board edge is considered to be replaced by an encircling border of pieces, then the bounce off the edge is covered by the same rule as for bounce off a piece.

Puzzle 3 - Bouncer Tour

by Peter WONG

The Bouncer can make a 60-move closed tour on the 8×8 board. Construct one using fewest diagonal moves. Which 4 squares cannot be included in the tour?

Reviews

***Retro-Opposition** and other retro-analytical chess problems by T.R.Dawson* (compiled by G.P.Jelliss for the Bournemouth 1989 meeting) is reprinted with minor corrections. Price is £3 (24 pages, 135 diagrams, B5 format). The main correction is the addition of bQa5 and wPf2 in D1964 (p.16). Thanks to John Beasley for noting this and other points in preparing his review in *The Problemist*, November 1989.

***Systematic Terminology** by T.R.Dawson* (compiled by Ken Whyld from Dawson's *BCM* column). This was re-issued in January. I find Dawson's notation difficult to understand (e.g. a "Grimshaw" is a 0/; 2-line PS-cut, and an "Indian" is a c./0/T.PS XY-cut), but the booklet contains 291 two-movers illustrating basic themes. Price £4.50 (A5 format) from K.Whyld, Moorland House, Caistor LN7 6SF.

Notes on Generalised Chess - 3 - Hoppers

by George Jelliss

Dawson's third main family of pieces, after the Leapers and Riders, are the Hoppers. A pure **hopper** cannot move at all on an empty board - it requires the presence of other pieces, standing on appropriate squares, to act as **guides** for the move. In the simplest case the move of the hopper passes across the square occupied by the guide, which thus acts as a **hurdle**, but other types are also possible - e.g. the guide may act as a pivot round which the hopper turns, or a target towards which it moves. We will consider here only straight-line hoppers.

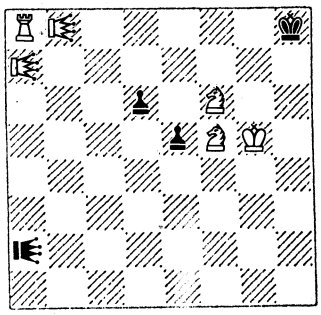
Certain, often unstated, conventions normally apply: (**1**) The squares (if any) that a hopper passes through must be clear, but squares it passes over may be occupied or clear. A **blockable** hopper is one that passes through every square in its line of movement, other than the square of the hurdle. (**2**) Like most other pieces, hoppers capture on the squares they move to. Pieces that capture their hurdles are **locusts** and form a separate family of chessmen. (**3**) The hurdles can be of any colour. A hopper restricted to hops over allied pieces may be termed an **auto-hopper**, and one over pieces of opposite colour an **oppo-hopper**.

From any given leaper (X) we can derive various types of straight-line hopper. Systematic names for four such are: X-hopper, X-riderhopper, X-contrahopper, X-linehopper. Examples of these follow.

Basic Hoppers

An **X-hopper** starts an X-leap in front of the hurdle and lands an X-leap beyond. On the 8×8 board 9 single-pattern hoppers of this type are possible, ranging from (1,0) **Whopper!?** to (3,3). The most mobile is the **Knight-hopper**. But these are all very weak - even when added together the resultant **Non-stop Equihopper** (also misnamed "Equileaper") can only get to a quarter of the squares on the board. The blockable version of this piece is the original **Equihopper**. It hops over one man only to an equidistant point, that is the man bisects the move.

29. George LEATHEM
Fairy Chess Review viii 1938
Mate in 2, (b) Rotate +90°
Equihoppers a7, b8; a2



(a) 1.Kh5 d5/e4 2.Eh2 (set Ef2)/Eg3
(b) 1.Kc7 c3/d4 2.Eg8 (not Ee4 selfcheck)/Ee6 (set Eg6) mate.

The Equihopper was the first example of a **universal** piece among the hoppers - i.e. it is capable of moves along any geometrical line of square-centres, not just along Queen lines. [When restricted to Q-lines it is known as an **Orix** (J.deA.Almay, *FCR iv 1940*) or an **Equigrasshopper** (J.E.H. Creed, *FCR x 1945*).]

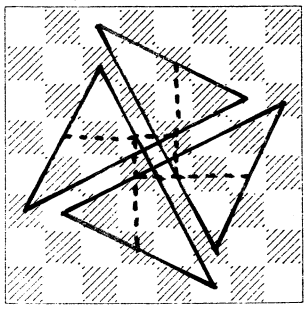
Riderhoppers

An **X-riderhopper** can start any number of X-leaps in front of the hurdle, but can only pass one X-leap beyond. On the 8×8 board only five single-pattern hoppers of this type can make a true riderhop:

(1,0) **Rookhopper**
(1,1) **Bis(hop)hopper**
(2,0) **Dabbabariderhopper**
(2,1) **Nightriderhopper**
(2,2) **Alfilriderhopper**

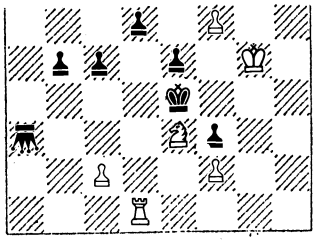
Of these the RH, BH and NRH are **continuous** riderhoppers, i.e. all squares in their line of move, other than the hurdle, must be clear.

30. T.R.DAWSON & F.DOUGLAS
Chess Amateur viii 1928
Shortest closed tour of NRH over R



By far the most popular hopper is the **Grasshopper** [which is the "Queen-hopper", RH+BH].

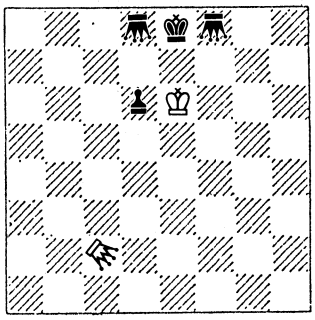
31. T.R.DAWSON
Cheltenham Examiner, 3 vii 1913
Mate in 2, Grasshopper a3



1.Nf5 b4 or c4/Gg3/d5 2.Nxd6/ Nxg3/Re1 mate. Note that G at g3 retains guard on d6.

The resultant of all single-pattern continuous riderhoppers is another universal hopper, I call the **Greater Grasshopper**.

32. George JELLISS, New Ideas Tourney, Bournemouth 1989
Helpmate in 2, (b) c2→g2
Greater G c2, Gs d8, f8



(a) 1.Gc5 GGf8 2.Gd5 GGb2#
(b) 1.Gd5 GGd8 2.Gc5 GGb2#

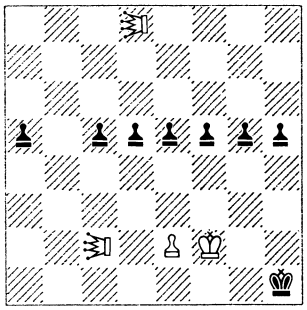
Contrahoppers

An **X-contrahopper** starts an X-leap from the hurdle and hops any number of X-leaps past. The **Contra-grasshopper** was introduced by Michael CRUMLISH *Chessics 13 1982*. These are little used so far.

Linehoppers

An **X-line hopper** goes from any number of X-leaps in front of the hurdle to any number beyond. Only two can do their distinctive action on the 8×8, the (1,0) **Rookline-hopper** and the (1,1) **Bishop-line hopper**. Adding these two together produces the **Lion**.

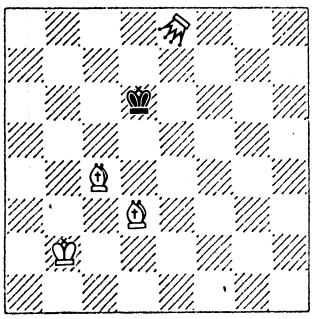
33. J.deA.ALMAY *PFCS ii 1937*
Helpstalemate in 3, 2 Lions



1.Kh2 Ld1 2.Kh3 La4 3.Kh4 Lc8.

By adding all the continuous line-hoppers we get another universal hopper, which I call the **Tiger**. It hops over <u>one man only</u> in any direction to any distance beyond.

34. George JELLISS, Original
HM2 with set play, Tiger e8

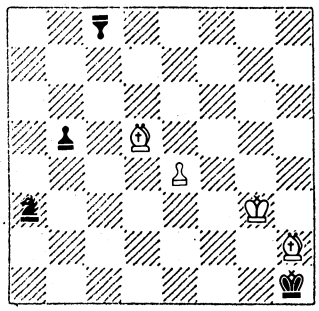


1. ... Kc3 2.Ke5 Tb2#
1.Ke7 Te5 2.Kf6 Ta1#

Jibberish

Straight line hoppers are also possible that end up on the same side of the hurdle as they start The first such was C.D.LOCOCK's **Jibber** (*FCR iv 1937*) which "moves on same lines as Q, but stops short of the first man it meets in any line of move".

35. C.M.B.TYLOR, *Chessics 9 1980*, Mate in 2, Jibber c8



1.Kh3 Jg4/b4/Nc4/Nc2/Nb1
2.Jf4/Jc4/Jd4/Jd3/Jc2#

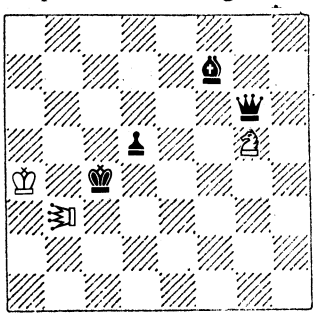
Various types of Jibber are possible: some capture or make null moves. (I have sent some examples to Yves Cheylan for *Diagrammes*). The hopper part of the Bouncer (p.31) might be called a **Back-hopper**.

Finally two straight-line hoppers using <u>two</u> hurdles in the line or guides alongside:

Kangaroo

Moves along Queen lines to next square beyond two men.

36. G.P.JELLISS (after J.deA. ALMAY, *FCR iv 1940*)
Helpmate in 3, Kangaroo b3

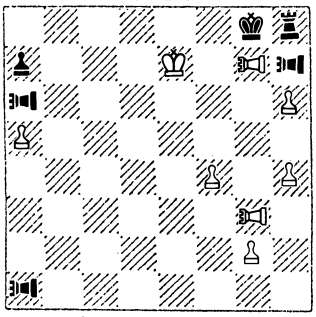


1.d4 Xg8 2.Bd5 Xg5 3.Qd3 Ne4#

Woodworm

Moves along Rook lines but only between two men, one each side of the path.

37. T.G.POLLARD, *Chessics 5 1978*, 5 Woodworm, Mate in 4



1.Wg5 Wxh6 2.Wg3 a6 3.Wg6 Kxg7 4.Wg3#. The Wa1 gives a last move, P=W! – the only way a W can get in a corner – it can never get out again!

Hoppers add an important extra dimension to chess. They make it possible to show "antiforms" of rider effects, such as "antipin" or "antibattery" in which interposition of a piece in a line of action of another causes a check instead of preventing one. They also give new effects of their own.

Solutions to Original Problems - 2

17. Leonid Borodatov (USSR). (a) 1.Rb6 Kxa7 2.c7 Ka8/Kxb6 3.Rxa6/c8=N# 1. ... dxc6 Rb8+ 2.Kxa7 Nxc6# (1.Kc7? d6!). Black's last move could have been Pb6xa5. (b) Now Black has no possible last move, so it is his turn to play 0. ... a5 1.Kc7 (threat 2.Kb6 ... 3.Rb8#) d6 (now Kb6 stalemates) 2.Rb5 Kxa7 3.Rxa5# (0. ... dxc 1.Rb8+ Kxa7 2.Nxc6#). Even without the retro twin, some good play in (a) - Could we have said (b) -a6 to get the same play (i.e. 1.Kc7 etc) without the retro element? [S.P.].

18. Nikita Plaksin (USSR). Not 1.Qd8+ Kxa7 2.Qb8# but 1.e1=Q\B+ Bd2 Q\Bxd2# since White moved last. Previous moves could be, in reverse order: 1.Bc1-e3 f5-f4 2.Qh5-h4 g5-g4 3.Rh4-h3 g6-g5 4.Rd4-h4 g7-g6 5.Rd1-d4 f6-f5 6.Rg1-d1 f7-f6 7.Bf5-d7 e3-e2 8.Bd3-f5 e4-e3 9.Bf1-d3 e5-e4 10.e2xBf3 etc.

19. Michel Olausson (Sweden). (a) 1.Rh2 Qa8 2.Rg2 Qxg2 3.Kd1 Qa8 4.Kc1 Qh1# (b) 1.Rh6 Qh8 2.Kd1 Qa8 3.Rc6+ Qxc6 4.Kc1 Qh1#. No castling by White! Same mate in each. A little elegant geometry - Note that the last move could have been Qxh8 so OO is still on, on the face of it [S.P.].

20. Michel Olausson (Sweden). (a) 1.Nf6+ Kh6 2.Nxg3 Bh7 3.Nxg4# (b) 1.Nf6+ Kh6 2.Kxe8 Kg7 3.Ke7 Kh6 4.Kf8= (c) 1.Nd2 Ka3 2.Nxb6 Ka2 3.b8=B Ka3 4.Bd6 Ka2 5.Bxb4 b2# This is self-anticipated to some extent (see *6529 Springaren ix 1989*) - the earlier problem has the same matrix with play similar to (c) but better [S.P.]

21. Vladimir Pribylinec (Czechoslovakia). 1.f7 (threat 2.Re8#) Kxe7/Kg7/Gxg8 3.f8=Q/f8=G/fxg8=N#. Three good promotions [E.B.] Nice lightweight, with a generous key and three accurate promotion mates - only the set stalemate makes it a bit too solver friendly [S.P.]

22. Vladimir Pribylinec (Czechoslovakia). 1.Qh1 Be2 2.Kg2 Gg1# and 1.Qg2 Bf3 2.Kh1 Nf2#. Cooks 1.Kf1/Qg2 Ra/b/d8 2.Qg2/Kf1 Ra/b/d1#. Add bPe2 to stop these? Sols interesting but do not quite match [S.P.].

23. V.A.Krivenko & J.V.Belokon (USSR). (a) 1.Rd5 NRa5 2.Ge4 NRc4# (b) 1.Gd4 Ge8 2.Rd5 NRc8# but also 2.Rd6 NRc3# [E.B., I.G.R., S.P.]

24. Norman Macleod (UK). 1.Gh3 (threat 2.Ra4#) Ge2/Ge5/Ga2/Gd5 2.h8=Q\B/G/d8=Q\R/G. Nxf3 has to be met [D.N.] 1. ... Nd3 2d8=R or Rxd3# dual [E.B.] Vertical-diagonal echo [S.P.]

25. Michel Olausson (Sweden). (a) 1.Kb3 2-3.Kd5(Pd2) 4.Ke5 5-7.Kh8(R=Qd1) 8.exd1=B(Q=Nb1) 9-10.Bb1(N=Bf1) 11-12.Bf1(B=Rh1) 13-14.Bh1(R=Qd1) 15-16.Bg8 for Qa1# (b) 1-3.Kd5(d2) 4.Kxd6 5-6.Kf8(R=Qd1) 7.exd1=R(Q=Nb1) 8.Rb1(N=Bf1) 9.Rb4! 10-11.Rf1(B=Rh1) 12.Rh1(R=Qd1) 13.Rh2 14.Rxd2 15-16.Rg7 for Qd8#. Two different model mates. Cook in (b): 1-3.Kc5\Kd5(d2) 4.Kd6(d2)\Kxd6 5-6.Kf8(Qd1) 7.ed1=R/Q(Nb1) 8.R/Qb1(Bf1) 9-12.Kb4 13-15.Kd1 16.Ke1(Ra1) for Rb1(Ng8/Qd8)# etc. [S.P.]

26. Erich Bartel (West Germany). 1.h1=nG a8=nG 2.gxh1=nG(nGh8) bxa8=nG(nGa1)#. Neutral Grasshoppers in all four corners. Pity there has to be a N on board [A.W.I.]. The four corners attack! [S.P.]

27. Erich Bartel (West Germany). 1.bKg3 Ke2 2.Kf4 Kxf3# and 1wKd3 Kf2 2.Ke4 Kxe3#. All 8 moves by Ks and all different. For the record only [S.P.].

28. Erich Bartel (West Germany). 1.hxg1=N(Bf8) cxd8=Q(Ra1) 2.gxh1=B(Ng8) axb8=R(Qd1) stalemate. Allumwandlung plus. S.P. notes: bK is in check. My only complaint is the move order forcing. E.B. has been composing a fine series of (minimal length) HM2 (one line) AUWs in a variety of fairy genres.

29. Charles C.Frankiss (Brasil). 1.e1=N 2.Nxd3 3.Nf4 4-6.d1=B 7-8.Bf1 9-10.e1=Q 11.Qxe6 12.Qg8 13-17.e1=R 18.Re7 19-20.Bh7 21.Ng6 22.Kh8 23.Rg7 for Gh6#. Cook: 1.Kg6 2.Kf5 3.Kxe6 4.Kd5 5-7.exd3 8-9.d1=G 10.e1=G 11.d3 12.e2 13-14.Kc3 15.Gb4 16.Kc4 17.Kc5 18.Gd6 19.Kc4 20.Kc3 21.Kd2 22.Ke1 23.d2 for Ge6# [I.G.R.]

30. C.M.B.Tylor (UK). 1.R2-e1*h4,h3,h2,h5,h6,h7# clearing the h-file.Stefanos Pantazis comments: The rule of allowing one a move to mate one's own King seems unfortunate. Anyhow, the word "mate" is used in a different way than in almost any other fairy variety: "Mate" should be a threat to make a move that would cause the disappearance of the opposing K (i.e. "check"), that cannot be parried by Black. Thus I consider this the first genuine "mate in 0" problem that I have seen! (i.e. find a move that "captures" the bK).

31. A.W.Ingleton (UK). A(top) 1.bKf6 Kg7 2.Kfe7 Kd7# and 1wKe6 Kf4 2.Kf6 Kf7#. B(bottom) 1.Kd3 Kd2 2.Kc4 Kc3 3.Kcb3 Kb4# 1.Kb3 Ka1 2.Kc2 Ka2 3.Ked1 Kd2#. Note Ke1→f1 gives 1.Kb3 Kg2 2.Kc2 Kc1 3.Kcd1 Kd2# for a third echo [S.P.]. This is a new type of "supermate", which contradicts my statement in *G&P Journal 10 p157* about stalemate with mutiple Kings - the final positions in Edgar Holladay's problems there (#131-2) are not stalemate under this definition. Dr Ingleton has provided some notes on logical difficulties in the traditional forms of monomate and supermate (as discussed in *Chessics 4, 1977*) but I will save these for fuller treatment next year.

32. Alexander George (USA). (a) 1.Qa3(Ra1) Qe8 2.Qa8(Ke1) OOO# (b) 1.Qf3(Rh1) Qe8 2.Qa8(Ke1) OO#. Castling with reborn King and Rooks! Qe8 is a bit of a (necessary?) deadweight, nonetheless, nicely done [S.P.].

Solvers' Scores	VC1	VC2	Total
Maximum	30	28	58
S.Pantazis	30	28	58
A.W.Ingleton	28	26	54
I.G.Richardson	21	19	40
D.Nixon	18	12	30
E.Bartel	19	11	30

Puzzle 1 - Chess Dice (VC2, p17 by George JELLISS). If we take no account of the relative orientations of the symbols the problem is the same as that of colouring a cube with 6 colours, and there are 30 cases. Taking account of orientation however, and assuming that each symbol is placed with its base parallel to an edge of the cube, there are 4↑5 times as many, i.e. 1024×30 = 30720.

Puzzle 2 - Rules & Regulations (VC2, p19 by Michel OLAUSSON). (1) White seals wrongly, and Black can, on the firm grounds of the sealing rules, claim the whole point - but in this position possibly only half the point. White can demand loss of points himself(!): asking that they obey the Laws and no one can stop W from "turning himself into justitia & the consequences of trespassing". (2) White doesn't make a move before losing on time. (3) It is Black's move and Black is already stalemated, so W does not now stalemate as it has been done previously. (4) The board has been rotated 180 degrees. (5) White gives up(!) before Black has claimed stalemate. (6) 1.Ka7-b7 Kxb7 Black wins under Blitz Chess Laws - there are FIDE regulations regarding that too! (Even World Championships under their organisation). Some players claim it is not OK to take K with K but that the side who has attacked K with K has lost already, simply by completing an illegal move. [The above solutions are strict in so far as they do not involve any non-chess circumstances - any other offers from readers?].

2nd UK Progressive Chess Postal Tournament, iv-v 1990

Results compiled by George Jelliss

white\black	R	O	J	W	
Ian Richardson	\	O	J	R	4
Barrie Oakes	R	\	J	O	4
George Jelliss	R	O	\	J	3
Peter Wilson	R	O	W	\	1

I was disappointed that we could only muster four players for one all-play-all round. All the players were different from those in last year's event. Peter Wilson and Barrie Oakes, were new to the game. Ian Richardson got well ahead at one stage, but Barrie caught him up with a late surge to tie. My own games began with a stupid error. The following are all the games in alphabetical order of players, (notes in parentheses by the winner).

J v O **1.**e4 **2.**e5,Nh6 **3.**Bb5,Nf3??,a4 intended Nh3 of course **4.**Bc5,Qh4,Qxf2# **0-1**

J v R **1.**e3 **2.**e5,Nh6 **3.**Qg4,Qg5,Qxd8+ **4.**Kxd8,b6,Ba6,Bxf1 **5.**Kxf1,Ke2,a4,Nh3,d3 **6.**Ba3,Bxb2,Bxa1,d5,Kd7,a5 **7.**e4,Bxh6,Bxg7,Bxh8,f4,Na3,Nb5 **8.**c6,cxb5,b4,b3,bxc2,c1=Q,Qxh1,Qxg2+ **9.**Ke3,f5,Nf4,Nxg2,Nf4,Nxd5,Nc7,Nxa8, Nxb6+ A draw surely? But Ian has an ingenious reply: **10.**Kc6,Kxb6,Nd7,Nf8, Ng6,Nxh8,Ng6,Nf4,f6,Bd4+ All squares of the 5th rank guarded to stop wK getting through! **11.**Resigns. **0-1**

J v W **1.**e3 **2.**e5,f6 **3.**a4,Bb5,Nh3 **4.**Ne7,Nf5, Nxe3,Nxd1 **5.**b3,Ba3,Ng5,Bc4,Bf7# **1-0**

O v J **1.**d4 **2.**d5,Nc6 **3.**Bf4,Bxc7,Bxd8 **4.**a5,e5,Kxd8,Bb4+ **5.**Qd2,Qxb4,Kd1, Nc3,Qb6+ **6.**Ke7,Ra6,Rxb6,Nb4,Nh6,g5 **7.**e4,f4,fxe,h4,hxg,Rxh6,Rxb6 **8.**h6,h5,h4,h3,hxg2,Rh2,gxf=Q# **0-1**

O v R **1.**d4 **2.**d6,Nf6 **3.**e4,e5,exf6 **4.**Bg4,Bxd1,gxf6,Kd7 **5.**Kxd1,Bh6,Bxf8, Bxe7,Bxd8 (Robbing Black of Q and both Bs, but leaving K in back rank) **6.**Nc6,Ne5,Nf3,Re8,Re1# **0-1**

O v W **1.**e4 **2.**e5,Nh6 **3.**d3,Bg5,Bxd8 **4.**Kxd8,Nf5,Ne3,Nxd1 **5.**Kxd1,Nf3,Nh4, Ng6,Nxh8 **6.**a5,a4,a3,axb,bxa1=Q,c5 **7.**h4,h5,h6,hxg,Rh6,Rc6,gxf=Q# **1-0**

R v J **1.**e4 **2.**e6,Be7 **3.**d4,f4,Ke2 **4.**Bg5,Bxf4,Bxc1,Qh4 **5.**Qxc1,Qf4,Qxh4, Qxh7,Qxh8 **6.**Ke7,Nh6,d5,Bd7,Na6,Rxh8 **7.**g4,g5,gxh6,hxg7,gxh8=Q,Kf2,Bxa6 **8.**e5,exd4,d3,dxc2,c1=Q,Bh3,d4,Qe3# **0-1**

R v O **1.**e4 **2.**e5,d5 **3.**d4,Bg5,Bxd8 **4.**Bg4,Bxd1,Kxd8,Bh5 **5.**g4,gxh5,Nc3, Nh3,Kd2 **6.**Nh6,c5,Nc6,Kd7,cxd,dxc+ **7.**bxc,Ba6,Bxb7,Bxa8,Ng5,exd,Bxc6+ **8.**Kc7,Bd6,e4,Rb8,Rb1,Nf5,Ng3,Bf4# **0-1**

R v W **1.**e4 **2.**e5,f6 **3.**a4,Bb5,Nh3 (Cf. Jelliss v Mancini *VC2 p23* - Peter mustn't have been aware of this game, as the rest is almost identical) **4.**c6,d5,Bg4,Bxd1 **5.**Ng5,Ra3, Rc3,Rxc6,Re6 double check# **1-0**

W v J **1.**e4 **2.**e5,d5 **3.**d4,Bg5,Bxd8 **4.**exd4,d3,dxc2,cxQ=Q+ **5.**Kxd1,Nc3,Nf3, exd5,Bxc7 **6.**Bf5,Na6,Nxc7,Nxd5,OOO, Nxc3++ **7.**Ke1,Nd4,Ne6,Rd1,Rxd8# **1-0**

W v O **1.**e4 **2.**e5,d5 **3.**d4,Bg5,Bxd8 **4.**Bg4,Bxd1,Kxd8,Bh5 **5.**g4,gxh,exd,dxe,Nh3 **6.**Nf6,Ne4,Nc3,Nc6,Nd4,Nf3# **0-1**

W v R **1.**e4 **2.**e5,f6 **3.**Bc4,Bxg8,f3 (Patrick Donovan's idea - if B...xQ, Ns out, B# on f7) **4.**Rxg8,g5,d5,b6 (If W takes Q, Black has several chances of mate with a combination of Bs, Ps and R) **5.**g3,exd5,d6,dxc7,cxd8=Q+ **6.**Kf7,Ba6,Bc5,g4,gxf3,f2# (despite White's two Qs!) **0-1**

A **Continuous Tourney** for Progressive Chess, open to UK residents only is proposed. Those interested please send ssae to G.P.J.

Further games from the AISE Team Tournament postponed to next issue due to lack of space.

Progressive Chess

David Pritchard writes: Norman Macleod is wide of the mark on Progressive Chess. He says that a check before the last move of a series is "illegal". Illegality suggests legality, and if there is any, then it is [in] the first recorded rules of the game. These were given by E.Znosko Borowsky in 1947, and state: "dès qu'un jouer fait echec, il renonce a la suite de coups qu'il avait encore le droit de jouer dans sa serie" [As soon as a player gives check, he renounces any following moves that he has yet the right to play in the series] - which is how almost everyone has been playing the game ever since./Comparing this with the AISE rule, Norman says "... as far as the game is concerned it makes very little difference". I think most players would disagree with that. In fact, the AISE rule, which prohibits check until the last move of the series, is not infrequently the source of entertaining games, often by threat rather than execution. One of several that spring to mind is Dipilato v Leoncini (Italian Correspondence Progressive Chess Championship, 1986): **1.**d4 **2.**Nf6, d5 **3.**e4, e5, Bb5+ **4.**c6, Ne4, Kd7, cxb5, **5.**Nc3, Nxe4, Ke2, f4, Nc5+ **6.**Kc7, Bf5, Bxc2, f5, b6, Bxd1+ **7.**Kd2, Kc3, Kb4, Na4, Nxb6, Ka5, Nxa8!/Norman rightly says that AISE rules open up very interesting possibilities for problems, but omits to say that his, and almost all similar problems are illegal - the only position in Progressive Chess in which a 1, 2, 3 sequence is possible is the starting position. That's a cavil, of course, but it emphasises that game and problem rules should not be forcibly reconciled.

Draughts

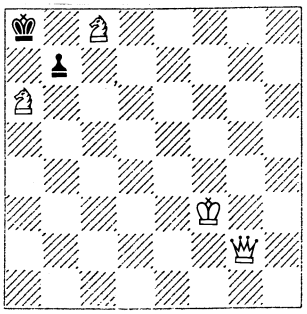
Paul Yearout comments: In your 1st issue you asked if Draughts was a CV. I say Yes. The evidence is meagre, but that's usually true of the history of chess. First, the move of the K (in Draughts that is) is the move of the Chaturanga piece that ultimately turned into the Q (in Chess that is). And the French name for Draughts is the Game of Queens [Jeu de Dames].

Rifle Chess

Ken Whyld has unearthed more details on the inventor of Rifle Chess: William Buehler Seabrook was born 22 ii 1886 in Westminster, Maryland, USA. He became an explorer, and in due course an alcoholic. He wrote various books, including, in 1935, one called *Asylym*, an account of his experiences in an alcoholic asylum. On 20 ix 1945 he died in Dutchess County, New York, from an overdose, aged 59. The information comes from *New York Times* 21 ix 1945 p.22 and *Who was Who 1941-1950* pp.1035-6, and is the result of research by K.W. at the Colindale Library and by Jeremy Gaige in the USA.

Our knowledge that W.B.S. invented Rifle Chess in 1921 is based entirely on an article by T.R.Dawson in *Fairy Chess Review* viii 1947 p.94 where he reports receiving a galley proof of the "Rules for Playing Rifle Chess" from W.B.S. in October 1921. In response Dawson composed four Rifle Chess problems "which Seabrook and the master, F.J.Marshall, solved together and found remarkable". Unfortunately the galley proof is not now in the BCPS Archive. Here is one of Dawson's problems:

T.R.DAWSON *FCR viii 1947*
Men making captures do not move.
Mate in 2. (b) wK/Q at h2/g1



Shogi

Correction to *VC2* p.15: It is Pawns (not Lances) that may not be two to a file.

Solutions

Rifle Chess (p.36)
(a) 1.Qa2 Pb6/5 (P cannot capture) 2.Qd5# (b) 1.Qa1 Pb6/5 2.Qh1#.

Chinese Pieces (p.29) C=Cannon/Pao
A. 1.Vb5 Ke2/Kd1 2.Kc2/Qe3 Kf1/g3 3.Kd3#/Va4# **B.** 1.Ch7 (threat 2.Cxh3#) Cxc3/Ch4/Ch5 2.Cxh2#/e6#/d5# **C.** 1.Kd7 (threat 2.c8=M#) Ve6/Vb8 2.c8=V#/cxb8=C# (If the "Queen" in this game is a Leo, promotion to Leo also mates - a "minor" dual - but if it is orthodox there is no dual) **D.** 1.La7 (threat La1#) Mxg1/Mf3/Mf5/L moves along pin line (inc. Lf5+) 2.La6/Cxf3/Cxf4/Md2# (In the original Cxf3/4 was not mate as bKxf2).

The master for this issue has been produced on a word processor.
Next issue out 15th September.
Deadline for news 15th August.