# Variant Chess

In this issue: Alice Chess, Bouncing Back, 3rd UK Progressive Chess, Frankfurter Chess, 4 pages of Original Problems, Nightrider Tourney Award, Knight's Tour News, Solutions to VC6, Correspondence, Chinese Chess in Print, Puzzle Page. Subscription 1991–2: £5 ($10); 1990 issues: £3.75 ($7.50).

Editor's Note: Apologies to subscribers for the long delay in producing this issue, and to correspondents to whom I have not been able to write. The break in communications has been caused by a combination of health and financial reasons. I am now hopeful that it may be possible to continue; a firm decision will be announced in the next issue.

Alice Chess by George Jelliss

Probably the best of the many chess variant inventions of V. R. Parton, Alice Chess first appeared in *Fairy Chess Review* under the editorship of Dennison Nixon in June 1954. The idea is simple but its consequences on the play of the game are quite profound. The only extra equipment required is a second board, initially empty. The opening position is diagrammed. [Having run out of white pawn symbols I am experimenting with stencilled "blobs" for the pawns in this issue.]
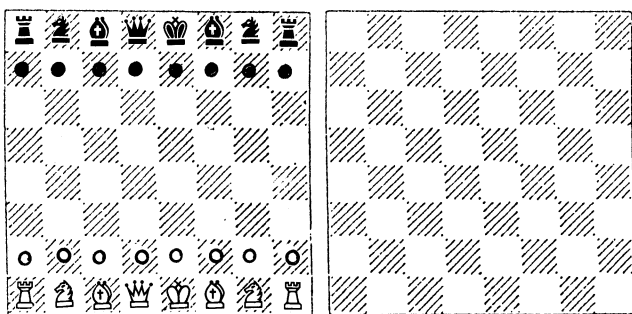
"Twin Portland" boards (made of card–board with slot–in pieces) are useful for recording postal Alice games, I got some from the *B.C.M.* some years ago but unfortunately they do not seem to be manufactured any more.

All the moves on both boards are normal except that after completion of any move the moved piece must be transferred to the square with the same coordinates on the other board. Furthermore this square must be vacant; if it is occupied then the move may not be made. Kings may not move through check.

The original statement of the rules also specified that the final mate must be of "Alice" type in which the K has apparent flights from check, which however lead to check on the other board. Also there is no statement in the original article about the interpretation of en passant capture. I wrote to Mr. Nixon, who is still active in variant chess as a solver, for his views on the "correct" rules but he replied: "In all fairy chess activities, problem or play, where "rulings" prove necessary, I think it is up to the participants to make the necessary decisions, even to the extent of altering the official rules, so long as it is made clear what has been done. With regard to the necessity for a genuine "Alice" mate, I quite agree that it has been almost completely ignored and agree that it should be. However, in your amusing short example [1.e4 d5 2.Bb5 h5 3.Ba4‡, provided by Peter Wilson] you say this is normal mate, which it is not, Black having several drop-ins, all ruled out by the Alice rules; thus a genuine Alice mate. ... On the e.p. question I think the capturer should only be allowed to capture on the square which has been moved over – in your example [WPb2–b4 with BPa4 on either board] b3 on board A, thus PAa4×b3 e.p." In the first two games that follow we adopted this ruling (though the situation never arose to apply it), but in subsequent games, following the practice of NOST in most variants, it was agreed to cancel the e.p. law.

G. J. v Peter Wilson: postal ii 1990

Notes by G.J.:1.g4 d6 2.Bg2? Q×d2! 3.Qd3!? (if 3... Q×g2 4.Qb5† Kd8 5Bg5† but 5...f6 and Black may be able to escape) 3...Q×d3 4.c2×d3 g6 5.Nc3 Bg7 6.Bg5 h6 7.Bf4 (this does not guard h2 but is aimed at c7) 7...Bd4 8.B×c7 Na6 9.Ba5 B×b2 10.Rd1 Bh3 11.Bd5 Nb4 12.B×b4 B×c3† 13.Bd2 (!) B×d2 14.R×d2 Rb8 15.f4 b5 16.Nf3 b4 17.Bb3 B×g4 18.Kf2 Be6 19.Ba4† Kf8 (although the BK has open air all round he actually has only one move!) 20.Re1 g5 21.h4 g4 22.Ne5 Rh2† 23.Ke3 g3 24.Rg1 (attacking g7 rather than g3) Pg2? 25.Ng6‡ (1–0).

Peter Wilson v G. J: postal ii 1990

Notes by P.W.: 1.b3 Nf6 2.a3 Nc6 3.Bb2 Ne4 (Knights are stuck on squares of one colour per board. Thus this N can never take or be taken by the Nb1. Furthermore this N can never be attacked by a pawn.) 4.Qc1 c5 5.g3 (5.Qc4 with a triple attack can be met with ...Nd6 or perhaps even with the sacrifice ...Nxd2) 5...h5 6.h4 Rb8 7.Rh2 (Defends f2, frees the WQ, blocks ...Rh2, develops a piece but nevertheless feels defensive.) 7...Rb5 8.e3 Rd5 9.Qc4 (This move can be answered by ...Nd6 to protect c8 and f7 or by 9...Re5. An alternative was 9.Be5 but I felt this was too defensive. The text seems to put pressure on and may threaten to win a piece.) 9...Re5 (While this R is here any capture would be illegal on e4, exposing the WK to check!)
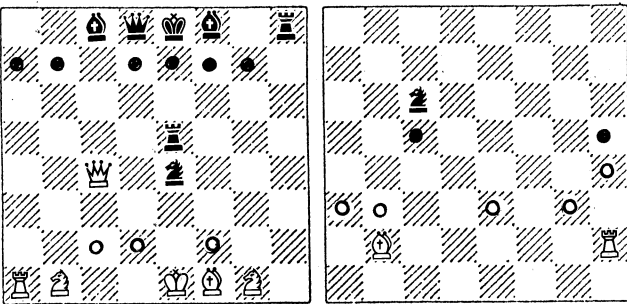
10.Bd4 (The second phase of the game has started, pieces returning to board A. I'm not sure who is better but Black lags in development especially of the Bishops.) 10...Qc7 (As expected. I've a number of problems and have to look out for mating combinations. Also in many variations the BQ comes to e5 attacking my Ra1. So I am committed to my own attack.) 11.Ra4 (Which allows the defence 11...Nxf2† 12.Bxe5 Qxe5† 13.e4 I think (and hope!) while opening-up moves like Ra8 for the future) 11...Rg8 (Probably aimed at protecting the back rank. Despite leaving the Bishops at home Black has play. Infuriating! My pet theory of leaving Ns at home is being flaunted!) 12.Bxe5 (With Q&R lined up on g3 a White Nxf2† was a serious threat. My defence rests upon Black playing QxB (not NxB) with Re2 as the linch-pin.) 12...Qxe5 13.Re2 a6 14.Rd4 (A blocking move aimed at preventing ...Qa1 and ...Nd4 in one go while applying more pressure to the Ne4. Perhaps White's main threat is now to play Qxf7, attacking rook and dislodging BK with check next move.) 14...f6 15.Qd3 (A very sharp move, threats of Qg6† and the devastating Rxe4 (not ambiguous because Rexe4 is illegal) with a discovered attack on the Q now that the WRe2 is

protected.) 15...Nxf2? (A mistake. Even though the game is unpredictable I've got to try this:) 16.Qg6† Kd8 17.Rxe5 f6xe5 (Note the strange imbalance of forces on each board. Perhaps I can force exchange of rooks by a mate threat.) 18.Qf7 e5xd4 19.Qxg8 Ne4 20. Qxf8† Kc7 21.Qf4† Black resigns (1-0).

G. J. v Stephen Tavener: postal xii 90

1.g4 d5 2.Bg2 Qxd2! 3.Qd3 Qxg2 4.Qb5† Kd8 5.Nf3 Qxh1 6.Ne5 Bd7 7.Qxb7 Qg1† 8.Kd2 Qxh2† 9.Kc3 Qh3† 10.Kb4 a5† 11.Kc5 e6† 12.Kd4 c5‡ (0-1) An efficient king-hunt.

Stephen Tavener v G. J: postal xii 90

1.Nf3 h6 2.Nc3 e6 3.d4 Bb4 4.Qxd7? Ba5†! 5.Nd2 Qxd2‡ (0-1) Very aesthetically pleasing! (S.T.)

G. J. v Stephen Tavener: postal ii 1991

1.Nf3 e6 2.Rg1 Qf6 3.Nc3 Bc5 4.Rg5 Qh4 5.d4 Bb6 6.e3 (if 6...Bxf2† 7.Ke2) 6...d5 7.Rh5 (a step back to leap forward) h6? 8.Re5† Kf8 9.Qd8‡ (1-0)

Stephen Tavener v G. J: postal ii 1991

1.e4 b5 2.Qf3 Bb7 3.Qf4 Nh6 4.Be2 Ba6 5.a4 b5xa4 6.Qxa4 Qc8 7.Rxa6 Qxa6 8.Bb5 (S.T.: I seem to have got my Bishop on the wrong board last move!) Qb7 9.Qd4 Rg8 10.Qxd7† (discovered check from the Bb5) Qxd7 11.BxQd7 c6 12.d3 e5 (game broken off viii 91), advantage to Black.

G. J. v Paul Yearout: postal vi 1990

1.g4 Nf6 2.g5 e6 3.h4 Bc5 4.Nf3 Bd4 5.Rh2 d6 6.a4 Ng4 7.Rxa7? (although this places the R on a clear rank on board B, in fact it can only go to d7, or e7 where it would be captured, this move also opens the a-file for the Black rook a8.) Nc6! 8.e3 Bf5 9.Bh3 Bxh3 10.Qxg4 Qd5 11.Re2† e5 12.Qg3 Ra1! (threat Rf1‡) 13.Ra8† Ke7 14.d3 Rh8xa8 15.g6 (clearing g5 for checks) Ra1-f1† 16.Kd2 Rxf2† 17.Kd1 Qxf3 18.Qxg7† Kd8 19.Qf8† (expecting Kd7 Qg7†) Re8! 20.Qa3 (else 20...Rf1† 21.Kd2 Q/Bc3‡) Qxe2 21. White resigns (0-1)

Paul Yearout v G. J: postal vi 1990

1.d3 Nf6 2.e3 b5 3.Bg5 Bb7 4.Qd4 Qc8 5.Nc3 Bc6 6.e4 Na6 7.Nf3 h6 8.Bxf6 g7xf6 9.Rg1 Qc5 10.Ne5 Rc8 11.Rc1 d5 12.Be2 Rh7 13.Rg8 h5 (threat Rh1†) 14.h3 Qa3 15.Rd1 Qb4† 16.Kf1 Qxb2 17.Nxc6 Qxc3 18.Kg1 Qxc2 19.Qxd5 Qxe2 20.Qd4! Nc5? (20...Rd8 seems the only move to stop both Q mates at d7 and d8) 21.Qd8‡ (1-0).

Paul wrote that Alice Chess used to be played regularly by the Knights of the Square Table (NOST) but has not been in vogue there recently. These games are the first I, Peter Wilson or Stephen Tavener have played and are intended to show what the game is like, not as examples of expert play!

Bouncing Back
by Paul NOVAK

To recap the rules for new readers: In Bouncy Chess (*VC3* page 25) the queens, kings and bishops can bounce off vacant edge squares at 90°, knights at any angle, pawns and rooks not at all. You can't escape zugzwang by rebounding to your original position! Is this a playable CV or does the ability of the pieces to bounce mean they are too likely to be swapped off? These games (played without a clock) may contribute towards that question.

Paul Perrin v Paul Novak
Bexhill 1990

1.e4 b6 2.d3 e5 3.Be2 Nc6 4.c3 h5!? 5.Bxh5? Rxh5 (I estimate the piece values as Q=9, R=N=B=4, P=1 but here Black's bishop on d3 is plainly much better than the Rh1) 6.Qxh5 Bxd3 7.Ng5 Qe7 (White's seventh does not threaten mate as the Ng8 guards f7 bouncing off h6, but Black does not want to allow Nxf8. 7...Nf6 does not look good after 8.Qf3, 7...Bxg2? 8.Rg1 is very bad for Black, and 7...g6?? 8.Qh8 loses on the spot.) 8.h4 000 9.Rh3 Bxg2 (not 9.Nc4?? Nxc4 10.b3 Nc2† wins) 10.Rg3 g6 (avoiding the trap 10...Nf6? 11.Nxf6 gxf6 12.Bxf8 Qxf8 13.Rxg2 Qxb2 14.Qe2† winning a piece) 11.Qd1 (or 11.Qh8 Be6(!) 12.Nxf8 Rxf8 13.h5 Nf6 14.Bxf8 Nxf8 15.h6 Qxb2 16.h7 Kb7! wins, or 15.Kd2 Nc4† =/+ or 13.Qxg8 Rxg8 14.Bxe7 Nxe7 =/+) 11...Bxg5 12.Bxg5 Qe6 (simplifying to a won ending) 13.Nd2 Nc4 14.Rxg2 Qxg2 (if 14.Nf3 Bd3!) 15.Nxc4 Qxc4 16.Qe2 Qxe2† 17.Kxe2 f6 18.Bd2 Nf7 19.f3 d5 20.exd5 Rxd5 (20.a4 looked a better chance)

21.Rh1 Nf5 22.Rg1 Rxd2†! 23.Kxd2 Nxh4 24.Ke3 Kd7 25.Rd1† Kc6 26.Rd8 f5 27.Re8 Ng2† 28.Kf2 Nd3† 29.Kg3 Nf4†

Paul Novak v Paul Perrin
Bexhill 1990

1.e4 b6 2.c4?! (I was trying to improve on the "book" 2.d3) 2...e5 3.d3 Nc6 4.Nc3 Nd4 5.Nf3 Nxf3† 6.Qxf3 Qf6 (equalizing effortlessly) 7.Qb3 c6 8.Be3 Bd6 9.000 Ng4! 10.Be2 h5 (we both missed that Black can, and should, take the f-pawn: 10...Nxf2! now not 11.Rdf1? Nxc3! for if 12.Qxc3?? Qxc3 – 12.Rxf6 Bxb2† 13.Qxb2 Nxb2 14.Rxf7 Nxe3 15.Rxd7† h5 wins but not 14...g6?? 15.Rxh7! Rxh7 16.Bxg6† wins. Best is 11.Bxf2 Qxf2 12.Rdf1 Qg5† – and not 12...Qxg2? 13.Rxf7! Qxh1?? 14.Rf1† – 13.Kb1 g6! 14.c5 bxc5 now not 15.Rxf7?? c4! – 15.Qxf7† Kd8 16.h4 Qe7 =/+) 11.Bd2! (preserving the bishop and threatening 12.f3! Nf2 13.Rhf1 winning a piece) g6! 12.Kb1 Nxf2 13.Be1 Bg5 14.Rf1 Qe7 15.g3 Ng4 16.c5? (I should have taken the Ng4 first as 16...Ne3! gives Black the better position. I was hoping for 16...bxc5? 17.Bxg4 hxg4 18.Nd5 – and not 18.Nxc5? a5! – 18...Qe6 19.Rf6! Bxf6 20.Nxf6† Qxf6 21.Bxf6 wins) 16...00(?) 17.Bxg4 hxg4 18.cxb6
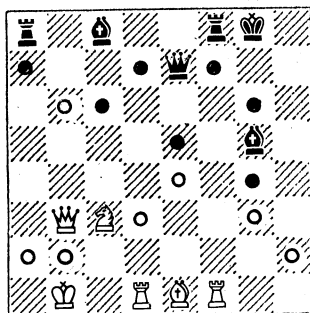

Black to play

(I was hoping for 18...Rb8 – not 18...axb6? 19.Nxb6 wins material

19.Nd5 Qe8 20.b7 Rxb7 21.Bxg5 Rxb3?? 22.Nf6† Kh8 23.Bg7‡, but Black has far better moves at his disposal, e.g. 19...cxd5 20.b7 – not 20.bxa7? Rxb3 21.a8=Q Rxb2† 22.Ka1 Bc3 wins – 20...Rxb7 21.Bxe7 Rxb3 22.Bxg5 Rxd3!) 18...Qe6?? 19.Nd5?? (we both overlooked 19.b7 Qxb3 20.bxc8=Q! – and not 20.bxa8 =Q?? Qxd1†! 21.Nxd1 Bxd3† 22.Ka1 Rxa8 wins [Perrin] – 20...Qxd1† 21.Nxd1 Rxc8 22.Bxg5 wins) 19...axb6 20.Bxb6 Bxb6 21.Nxb6 Qxb3 22.axb3 Rb8 23.Nxc8 Rbxc8 24.d4 and as the "bounce" has gone out of the position, we agreed a draw.

P.G.Donovan v R.P.Brooks
NRB World Championship 1985
Candidates 1984, Hastings
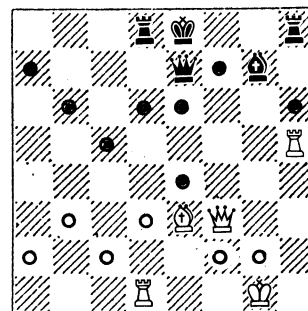
White to play, move 17.

This game began as "Knightrider Bouncy Chess" but by this stage has become "bouncy chess" as the knightriders have been swapped off – and when bouncy gets down to a rook and pawn ending it's virtually chess, rather like the way a radioactive isotope decays to a more stable element. 17.Re1!! (A mysterious rook move to puzzle Lasker himself!) 17...Rc8 18.Bf4 Bd4 (18...b5 was an idea) 19.Bg3 Qf8?? (He had to play 19...Qd7 – now White springs his trap – can you find what he played? Answer inverted below).

Answer

20.c3! if 20...Bxc3 21.Bd4† mates!

3rd UK Progressive (Scottish) Chess Postal Tournament

(Notes by G.P.J.)

This began in April 1991. There were six participants: Mirko Babic (Yugoslavia), George Jelliss (UK), Aldo Kustrin (Italy), Mario Leoncini (Italy), Vito Rallo (Italy), Stephen Tavener (UK).

A seventh entrant, Vladimir Trusov (Russia), was introduced at a later date but postal communication with Russia has been extremely slow and several players claimed wins by default. My own games with him are still in progress. It seems best to eliminate the Trusov games from the event, at least for now.

Mario Leoncini, the Italian Progressive Chess Champion in 1977, 78, 79, 81, 86, 90, and 91, floored all opposition to win with an unbeaten score of 10/10. His progressive score overall in the Italian championships is 274/324 (+271, =6, -55), so anyone who lost to him is in good company!

Table of Results
First column is player of White
☺ is win by White ● by Black

	B	J	K	L	R	T	☺
B	-	●	●	●	●	☺	1
J	☺	-	☺	●	●	☺	3
K	☺	☺	-	●	●	☺	3
L	☺	☺	☺	-	☺	☺	5
R	☺	☺	☺	●	-	☺	4
T	☺	●	●	●	●	-	1
●	0	2	2	5	4	0	-

The following are the moves of all the games reported to me. (We have not yet received the moves of the games of Kustrin with Babić and Tavener.)

M. Babić v G. Jelliss
1.e4 2.e6 Ne7 3.Ba6 Bxb7 Bxa8 4.Nd5 Bc5 Qf6 Qxf2‡ (0-1)

M. Babić v M. Leoncini
1.e4 2.Nc6 d5 3.Qg4 Qxc8 Qxd8† 4.Kxd8 dxe4 Nf6 h5 5.d4 f3 fxe4 e5 exf6 6.Nxd4 Kd7 a5 a4 Re8 exf6† 7.Kf2 Na3 Bh6 Re1 Rxe8 Rxf8 Rxh8 8.b5 b4 b3 bxc2 c1=Q f5 f4 Qe3‡

M. Babić v V. Rallo
1.e4 2.Nc6 d5 3.Qg4 Qxc8 Qxd8† 4.Kxd8 Nf6 h5 dxe4 5.Bd3 Bxe4 Bxc6 Bxb7 Bxa8 6.Ne4 Nc3 Rh6 Rd6 Rxd2 Rd1‡ (0-1)

M. Babić v S. Tavener
1.e4 2.d5 e5 3.Qg4 Qxc8 Qxd8† 4.Kxd8 Nc6 Nb4 Nxc2† 5.Kd1 Kxc2 e4xd5 f4 fxe5 6.Kd7 c5 c4 c3 cxb2 bxc1=Q† 7.Kxc1 a4 a5 a6 axb7 bxa8=Q Ra7‡ (1,0)

G. Jelliss v M. Babić
1.e3 2.d5 f6 3.Bd3 Bxh7 Bg6† 4.Kd7 Rxh2 Rxh1 Rxg1† 5.Ke2 Kd3 Kd4 Qh5 Qxd5‡ (1-0)

G. Jelliss v A. Kustrin
1.e3 2.e5 f5 3.Qg4 Qg5 Qxd8† 4.Kf7 Bc5 Nf6 Rxd8 5.b4 bxc5 f3 Kf2 Bc4† 6.d5 c6 e4 exf3 fxg2 gxh1=Q 7.Nf3 Nc3 Bb2 Rxh1 Bb3 d4 Ne5† 8.Kf8 Re8 Rxe5 Rxe3 Re1 Rxh1 a5 Rxh2† 9.Kg3 Nxd5 Nc7 Bc1 Bf4 Bd6‡ (1-0)

G. Jelliss v M. Leoncini
1.e3 2.Nc6 Nh6 3.Qf3 Qxc6 Qf3 4.e5 e4 exf3 d5 5.Nxf3 Ng5 Nxf7 Nxd8 Bb5† 6.c6 cxb5 Bg4 Rc8 Rxc2 Rxc1‡ (0-1)

G. Jelliss v V. Rallo
1.e3 2.Nc6 d5 3.Qg4 Qxc8 Qxd8† 4.Rxd8 e5 e4 Nf6 5.d4 Bb5 g4 g5 gxf6 6.exd3 (e.p; must be made first move of series) a5 a4 a3 axb2 bxc1=Q‡ (0-1)

G. Jelliss v S. Tavener
1.e3 2.d5 e5 3.Qf3 Qxd5 Qxd8† 4.Kxd8 Ba3 Bxb2 Bxc1 5.Nc3 Rxc1 f4 f5 Kf2 6.Nf6 b5 b4 bxc3 cxd2 d1=N† 7.Ke1 Bc4 Bxf7 Ne2 Nd4 Rxd1 Nc6‡ (1-0)

A. Kustrin v G. Jelliss
1.e4 2.e6 Ne7 3.Bb5 Ke2 Nf3 4.a6 axb5 Na6 h5 5.Ng5 Ke1 Qf3 Qf6 Qxf7‡ (1-0)

A. Kustrin v M. Leoncini
1.e4 2.Nc6 d5 3.Qg4 Qxc8 Qxd8† 4.Kxd8 dxe4 h5 Nf6 5.d3 dxe4 e5 exf6 Nd2 6.gxf6 Kd7 h4 h3 hxg2 gxh1=Q 7.Bg2 Bxh1 Nb3 Bg5 Bxf6 Bxh8 Ne2 8.Nd4 Nxe2 Nd4 Bh6 Rg8 Rg1‡ (0-1)

A. Kustrin v V. Rallo
1.e4 2.Nc6 d5 3.Qg4 Qxc8 Qxd8† 4.Kxd8 dxe4 Nf6 h5 5.Ba6 Bxb7 Bxa8 h4 Bxc6 6.Nd5 Nc3 Rh6 Rd6 Rxd2 Rd1‡ (0-1)

M. Leoncini v M. Babić
1.d4 2.Nc6 Nf6 3.e4 Bg5 Nf3 4.d5 Bg4 Bxf3 Bxd1 5.Be2 Bh5 e5 e6 Bxf7‡ (1-0)

M. Leoncini v G. Jelliss
1.d4 2.f6 d6 (preventing capture of Q) 3.Bh6 Bxg7 Bxh8 4.Nh6 Bf5 Bxc2 Bxd1 5.Bg7 Bxf8 Bxe7 Bxd8 Kxd1 6.a5 a4 a3 axb2 bxa1=Q Qxb1† 7.Kd2 e3 Ba6 Bxb7 Bxa8 Nf3 Rxb1 8.Kf7 Nc6 Nxd8 Nc6 Nb4 Nxa2 Nc3 Nxb1† 9.Kd3 Nd2 Nxb1 g4 g5 gxh6 Be4 Bf5 Kc3 10.c5 Ke7 Kd8 Kc7 Kc6 Kd5 cxd4† 11.Kd3 exd4 Bd7 c3‡ (1-0)

M. Leoncini v A. Kustrin
1.d4 2.Nc6 d5 3.Bf4 Bxc7 Bxd8 4.Kxd8 e5 e4 Bb4† 5.Qd2 Qxb4 Qxb7 Qxa8 Kd2 6.Kd7 Bb7 Bxa8 Nge7 a5 Rd8 7.Nc3 Nxd5 Nxe7 Nxc6 Nxd8 a3 Nxf7 8.h5 h4 h3 hxg2 gxh1=Q Qxg1 Qxf1 Qxa1 9.b4-5-6-7-8=Q d5 Qd8‡ (1-0).

M. Leoncini v V. Rallo
1.d4 2.c5 cxd4 3.e4 e5 Na3 4.d6 dxe5 Bg4 Kd7 5.Bd2 Ba5 Bxd8 Be2 Bxg4† 6.e6 e4 e3 e2 exd1=B Bxg4 7.Nf3 Nxd4 Nxe6 f3 fxg4 Bh4 Nxf8† 8.Black resigns. (1-0)

M. Leoncini v S. Tavener
1.d4 2.d5 Nc6 3.Bf4 Bxc7 Bxd8 4.Kxd8 Bf5 Bxc2 Bxd1 5.e4 exd5 dxc6 cxb7 bxa8=Q† 6.Kc7 Be2 Bxf1 Bxg2 Bxa8 Nh6 7.f4 f5

f6 fxg7 gxh8=Q Qxf8 Qxh6 8.a5
a4 a3 axb2 bxa1=Q Qxa2 Qxh2
Qxh6 9.Rxh6 Rxh7 Rxf7 Rxf8
Rxa8 Ra6 Re6 d5 Kd2 and Black
does not reply. (1–0)

V. Rallo v M. Babić

1.d4 2.c5 cxd4 3.e4 e5 Na3 4.d3
dxc2 e6 cxd1=Q† 5.Kxd1 Kc2
Bg5 Nb5 Nc7† 6.Qxc7† 7.Kd3
Rc1 Rxc7 Rxc8‡ (1–0)

V. Rallo v G. Jelliss

1.d4 2.d6 f6 3.Bh6 Bxg7 Bxh8
4.a5 Bf5 Bxc2 Bxd1 5.Nf3 Ne5
e3 Bc4 Bf7‡ (1–0)

V. Rallo v A. Kustrin

1.d4 2.d6 Nf6 3.Bg5 Bxf6 Nc3
4.Bf5 Bxc2 Bxd1 gxf6 5.Nf3 Ne5
e3 Bc4 Bxf7‡ (1–0)

V. Rallo v M. Leoncini

1.e4 2.d5 Nc6 3.Qg4 Qxc8
Qxd8† 4.Kxd8 dxe4 Nf6 h5
(Leoncini's variation! M.L.) 5.d3
dxe4 Bg5 Kd2 Nh3 6.Nh7 Nxg5
Nxh3 Nxf2 Kd7 Nxe4† 7.Ke1
Be2 Nc3 Nxe4 Ng5 Nxf7 Nxh8
8.e6 Ba3 Bxb2 Rf8 Ne7 Nf5 Ne3
Bc3‡ (0–1)

V. Rallo v S. Tavener

1.d4 2.d5 Nf6 3.e4 e5 Bb5†
4.Bd7 Ne4 Bxb5 Kd7 5.a4 axb5
b6 bxc7 cxd8=Q† 6.Kxd8 Nd7
Nxf2 Nxd1 e6 h5 7.Ra6 Rxe6
Re7 e6 exf7 Bf4 Re8‡ (1–0)

S. Tavener v M. Babić

1.e4 2.Nc6 Nf6 3.Bc4 Qh5 Qxf7‡
(1–0).

S. Tavener v G. Jelliss

1.e4 2.g5 Nh6 3.d4 Bxg5 Nh3
4.e6 Qxg5 Qc1 Qxd1† 5.Kxd1 d5
dxe6 e7 exf8=Q† 6.Rxf8 f5 fxe4
Ke7 c6 Rf6 7.Nc3 Nxe4 Nxf6
Nxd7 Nxb8 Bc4 Nxc6† 8.Kd6
Nf7 Ne5 Nd3 Bd7 Rf8 Rxf2
Bg4‡ (0–1)

S. Tavener v V. Rallo

1.e4 2.Nc6 d5 3.Ba6 Bxb7 Bxc6†
4.Qd7 Qxc6 Qxc2 Qxd1† 5.Kxd1
exd5 d4 Bf4 Nf3 6.e5 e4 exf3
fxg2 Be7 gxh1=Q 7.Kd2 Na3
Rxh1 Bh6 Bxg7 d6 dxe7 8.h5
Rh7 Rxg7 Rg1 Rxh1 Kxe7 Kd7

Kc6 9.Nb5 Nxc7 Nxa8 Nb6 Nxc8
Ke2 f4 f5 Nxa7† 10.Kd5 Ra1
Rxa2 Rxa7 Ra3 Rb3 h4 Ne7
Nxf5 Nxd4† 11. No reply. (0–1)

The following games with
Trusov were completed:

M. Leoncini v V. Trusov

1.d4 2.d5 Nh6 3.Bxh6 Bxg7
Bxh8 4.Bf5 Bxc2 Bxd1 Qd7
5.Nf3 Ne5 Nxd7 Nxf8 Kxd1
6.Nd7 Nxf8 Ng6 Nxh8 Kd7 Rd8
7.Kc2 Kc3 Kb4 Kc5 Kxd5 e4
Bb5† 8.c6† (if 8.Kc8† 9.Kc5 d5
d6 dxe7 Rd1 exd8=Q‡) 9.Ke5
Re1 Re3 Rg3 Rg8 d5 d6 dxe7
exd8=Q‡ (1–0)

V. Trusov v M. Leoncini

1.e4 2.d5 Nc6 3.Ba6 Bxb7 Bxc6†
4.Qd7 Qxc6 Qxc2 Qxd1† 5.Kxd1
Ke2 exd5 Nc3 h4 6.Bb7 Bxd5
Bxg2 Bxh1 Kd7 h5 7.f4 f5 f6
fxe7 exf8=Q Qxg7 Qxh8 8.a5 a4
a3 axb2 bxc1=Q Rxa2 Bg2
Qxd2‡ (0–1)

Frankfurter Chess

This is a type of Protean Chess,
in which capturers transform to
the type of pieces they capture.
This was another of the variants
played by Erich Bartel in the 60s.
When a King captures it retains
its "royal" properties. RP = royal
Pawn, RN = royal knight, etc.
When a W piece captures a BP it
becomes a WP moving in the
usual direction for WPs (there is
an alternative game where it alters
to an "upside-down" WP, which
moves like a BP!)

Erich Bartel v Otmar Gansler

Game 231, 15 viii 1964
1.e4 b6 2.Bc4 Bb7 3.Bxf7(=P)†
Kxf7(= RP) 4.Nf3 Nf6?? 5.Ng5‡

A. von Wilpert v Er. Bartel

Game 229 24 vii 1964
1.e4 e5 2.c3 Bc5 3.Qg4 Bxf2(=P)
4.Kd1 f2xg1(=N) 5.Qxg7(=P) d6
6.g7xh8(=R) Bg4† 7.Kc2 Nc6
8.h3 Be2 9.Bxe2 Nxe2(=B) 10.d4
exd4 11.cxd4 Nb4† 12.Kc3 c5

13.a3 Qc7 14.d5 Qa5 15.Bd2
Na2†† 16.Kb3 Qb5† 17.Kxa2 (=
RN) Qc4† 18.b3 Qc2‡

A. von Wilpert v Er. Bartel

Game 232 30 viii 1964
1.e4 Nc6 2.d4 Nb4 3.a3 Nxc2(=P)
4.Qf3 Nh6 5.Bc4 e6 6.Nc3 Be7
7.Nh3 OO 8.Qg3 d5 9.exd exd
10.Bd3 Ng4 11.f3 Bh4 12.fxg4
(=N) Bxg4(=N) 13.OO Nxh2
(=P)† 14.Kxh2(=RP) h5 15.Bg5
Bxg5 16.Nxg5(=B) Qd6 17.Bf4
Rad8 18.Qh4 g5 19.Qg3 h4
20.Qg4 f5 21.K(P)h3! Rfe8
22.Rae1 c1=N 23.Bxf5(=P) Nd3
24.Rxe8† Rxe8 25.Be5! Qa6
26.Qh5 g4† 27.K(P)xg4 Rf8??
(Nxe5=B was needed) 28.Qg6†
Black resigns.

Correspondence

Randomised Chess (VC6, p.66):
I wrote to Brian Denman, who
was Secretary of the Southern
Counties Chess Association, to
enquire about the Randomised
tournament held in Brighton in
1976. He provided a report by
Julian Simpole that appeared in
the *Brighton and Hove Gazette*,
April 23, 1976 (p.17), which
includes one game. The winner of
the tournament, Dave Springgay,
also won the British Hexagonal
Chess competition in the same
year (a true variant enthusiast) but
is not currently active in chess.
Keith Naylor (3 vi 1991): Gives
details of variants mentioned in
his letter (VC6 p.78). Putback:
captured pieces are replaced
wherever the capturer wishes.
Pole: Described in a novel by
Piers Anthony; each player has a
number of "poles" which he can
place on the board at any time.
Once placed they cannot be
moved or captured, so take a
square out of the game. Prechess:
Start with empty back rank and
place pieces (Chess Life xi 1978).

Original Problems to Solve

Judge for 1991–92 Kjell WIDLERT

The following two problems were misprinted in VC6. Please correct and solve again for this issue:
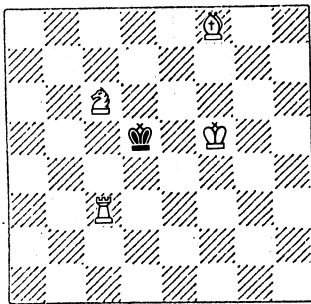
55. M. OLAUSSON
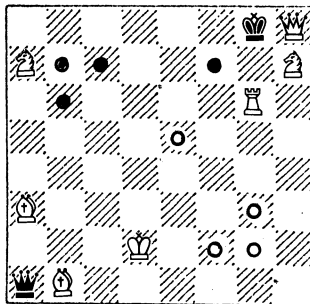Pawn g4 should be White.
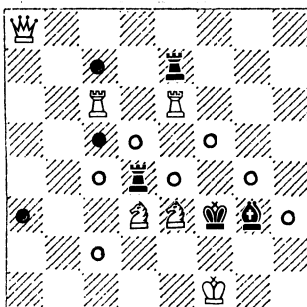**87.** G.SPHICAS & S.PANTAZIS
Pawn c3 should be White.

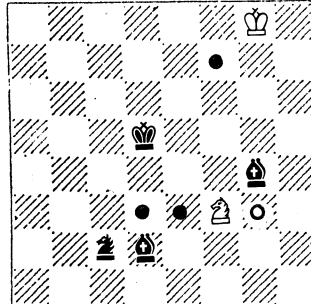**98.** Hilmar EBERT

Exact mate in 2

99. Nikita PLAKSIN
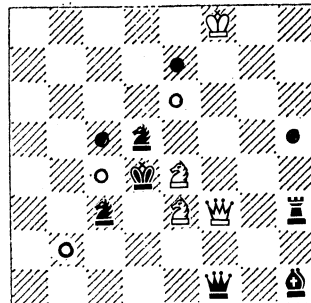
Minimal number of Rook moves?

100. Vladislav BUNKA
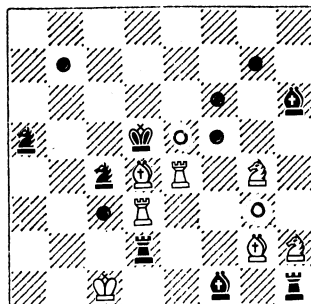
Helpmate in 2 (4 ways)

101. Vladislav BUNKA

Zeroposition. Helpmate in 2
(a) add WQf2 (b) add WRc1
(c) add WBg6 (d) add WNc8

102. Raimondas SENKUS

Helpmate in 2 (2 ways)

103. Raimondas SENKUS

Helpmate in 2
(a) 2 ways (b) h2→d7 1 way
(c) g4→a1 in (b) 1 way
(d) a5→b4 in (c) 1 way
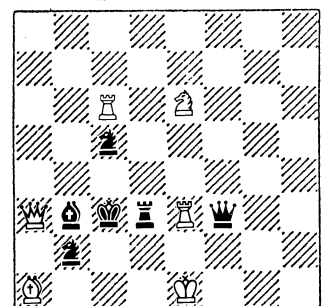
104. Laszló ZOLTAN &
Gyӧrgy BAKCSI
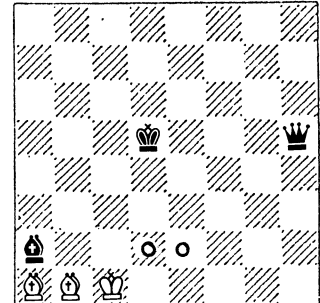
Helpmate in 3 (2 ways)

105. Ian SHANAHAN
"To Peter Wong"
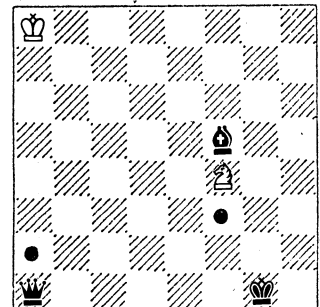
Serieshelpmate in 11
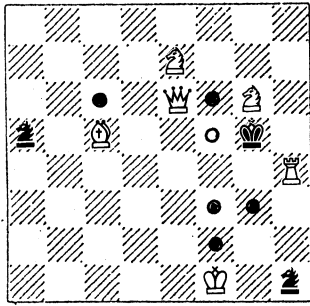
106. Alexander GEORGE
& Jim MAULDON

(a) as given (b) rotate 180°
Which is a sound
Serieshelpstalemate in 7?

[See the Note "On Legality in
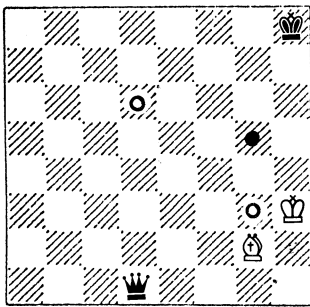Seriesplay Problems" below
by Alexander George]

**107.** Raimondas SENKUS

Selfmate in 2

108. Michel OLAUSSON

Maxi-Selfmate in 8

Variant pieces: Lion and Leo both capture by hopping over one man to any distance beyond along queen lines, Lion also moves this way, but Leo moves like a Queen. Grasshopper hops over one man to the next square beyond along queen lines. Berolina Pawn moves diagonally takes directly forward.
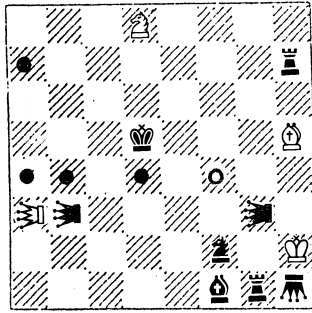
109. Michal DRAGOUN
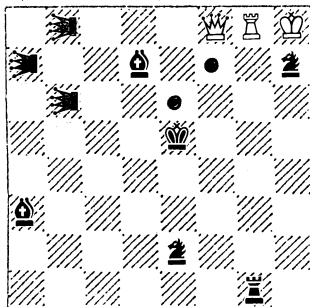
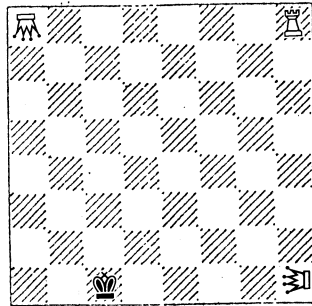Helpmate in 2 (2 ways)

> LIONS

110. Michal DRAGOUN

Helpmate in 2 (2 ways)
(b) d8→d6

> LIONS & GRASSHOPPER **R**
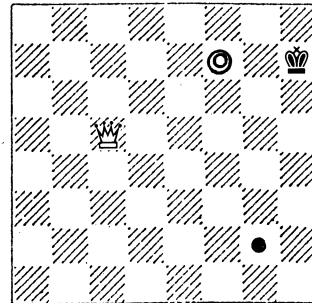
111. Michel OLAUSSON

Zeroposition
Mate in 5
GRASSHOPPER a8, LION h1
(a) c1→a2 (b) h8→h2
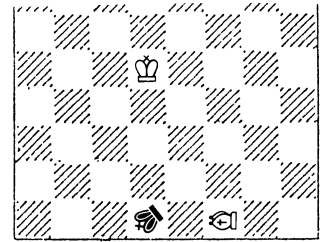
112. Michel OLAUSSON

Helpstalemate in 2 (3 ways)
BEROLINA PAWN f7

Some partial Kings appear in the following problems: Fers 1 step diagonally, Soldier like Wazir (1 step orthogonlly) but not back-wards, Crane like King but not sideways.

113. Elmar & Erich BARTEL

ROYAL GNU (1,2)+(1,3) d1.
FERS f1. Helpmate in 3.
(a) diagram (b) f1→a3
(c) f1→b7 (d) f1→f8.

Gnu is Knight + Camel.

114. Ian G. RICHARDSON
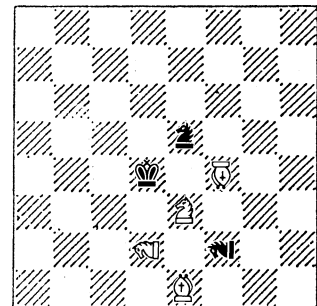"The Carnivores and the Crane"
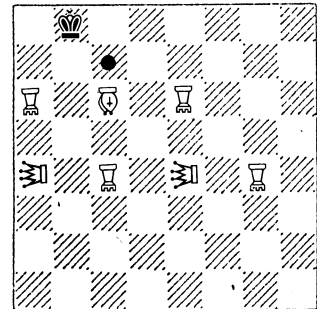
> CRANE & SOLDIERS. Mate in 3
> (a) LIONS (b) LEOS

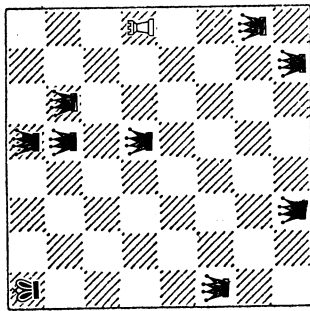**115.** Ian G. RICHARDSON
"The Vegetarians and the Crane"

> CRANE and Horses of two types
(MAOS and KNIGHTS) H‡ in 3

Mao is Knight that makes its move in two King steps, the first a non-capturing Wazir move.
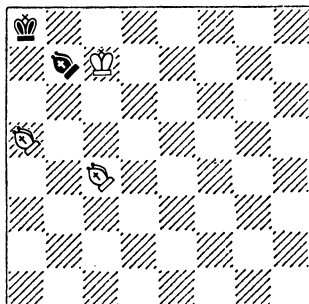
▶ **two more pages of problems** ▶

116. Peter WONG

BOUNCER FAMILY
ROYAL BOUNCER a1
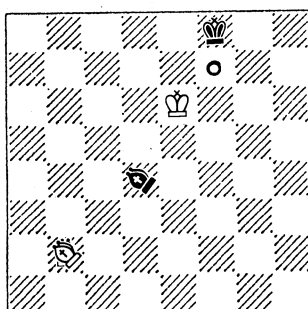Helpstalemate in 11 (2 ways)

Bouncers (VC3 p.31) move back-wards from another piece until they are twice as far away from it, they also bounce back from the board edge (as if from a piece on a cell just beyond the wall).

117. Paul BYWAY

(1,1)+(2,0) LEAPERS
(a) Black to play draws
White to play wins
(b) Lc4→g2 White wins

118. Paul BYWAY

(1,1)+(2,0) LEAPERS
Show that either to play draws

See Paul's note "On Semi-pieces" below. I dub (1,1)+(2,0) Duke, then the corresponding Rider (B + Dabbabarider) is the Duchess!

We now enter the realm of variant games: in Circe captured pieces reappear on their home squares, if vacant.

119. Michel OLAUSSON
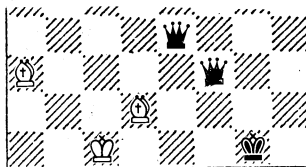
Maxi-Selfmate in 12
CIRCE CHESS

The composer comments: The maxi-diagonal a8-h1 is very hard to block. How can white have any blocking influence on black's queens when his bishops are tied to dark squares? Only by forcing the black K to block!

120. František SABOL
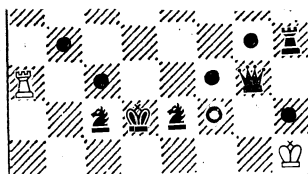
Helpmate in 3
CIRCE CHESS

121. Michel OLAUSSON
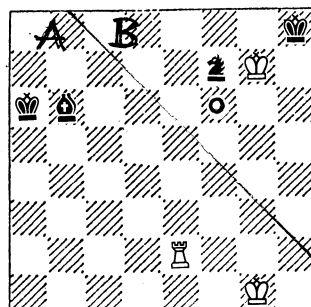
Seriesmate in 6
A. CIRCE
B. CIRCE REX INCLUSIVE

122. Erich BARTEL

Helpmate in 3 (2 ways)
GRASSHOPPERS, CIRCE

Neutral pieces (next problems) may be regarded as White or Black by the player to move.

123. Michel OLAUSSON
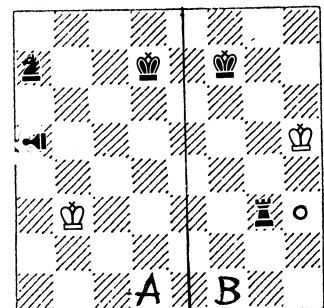
Series check in 7
A. CIRCE + NEUTRAL PAWN a5
B. (a) NORMAL CHESS
(b) h3→h2 CIRCE CHESS

124. George P. SPHICAS
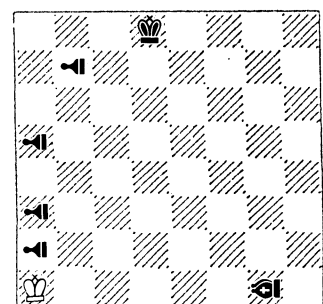
Seriesselfmate in 14
CIRCE CHESS
NEUTRAL PAWNS AND BISHOP

Now some other Circe varieties: in Chameleon Circe the captured piece transforms before reappearing, according to the sequence N→B→R→Q→N.

125. Michel OLAUSSON
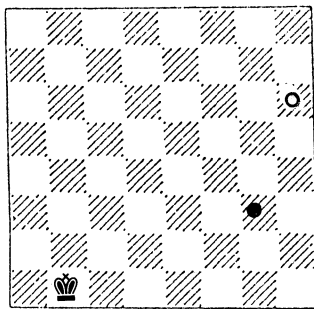
CHAMELEON CIRCE
Helpstalemate in 4 (b) b1→e4

126. Michel OLAUSSON
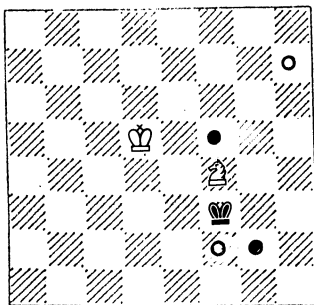
Helpstalemate in 3 (2 ways)
CHAMELEON CIRCE

In Hydra-promotion Circe when a pawn promotes a second piece like the promotion piece appears on the appropriate home square. In "Rex Multiplex" pawns may promote to Kings.

127. Nikita PLAKSIN
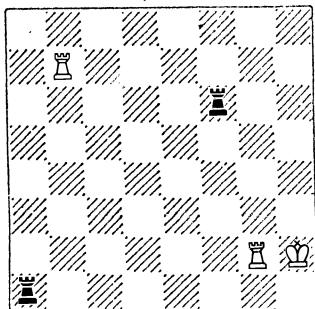
HYDRA-PROMOTION CIRCE
REX MULTIPLEX
Add 17 figures to give a stalemate position reached by maximum long castling!

In Mutant Circe (a new idea from Valery Nebotov, 7 x 1991) the captured piece transforms to the rank of the capturing piece before being reborn (except for capture by King which is plain Circe) e.g:
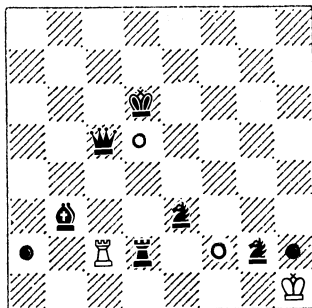
White: R:c5 (Q→Rh8) R:a2 (P→Ra8) R:d2 (R→h8) Pf:e3 (N→Pe7) K:h2 (P→h7) K:g2 (N→g8). Black: K×d5 Q:d5 (P→Qd1) Q:c2 (R→Qd1) R×c2 R×d5 R:f2 (P→Ra1) B:c2 (R→Bf1) B:d5 (P→Bf1) N:c2 (R→Nb1) N:d5 (P→Nb1).

128. Valery NEBOTOV
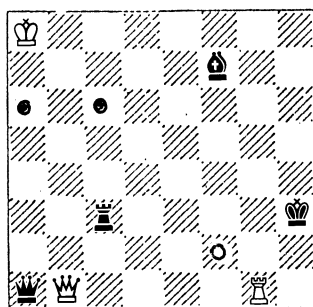
Mate in 2, MUTANT CIRCE

129. Valery NEBOTOV
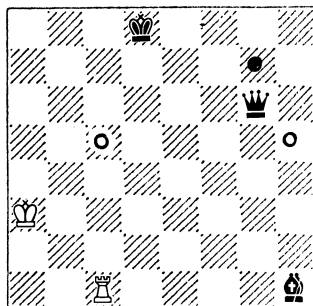
Helpmate in 4 (2 ways)
MARTIAN CIRCE CHESS

In Martian Circe a piece can only capture by first leaping to its home square and then making the capture from there.

130. Valery NEBOTOV
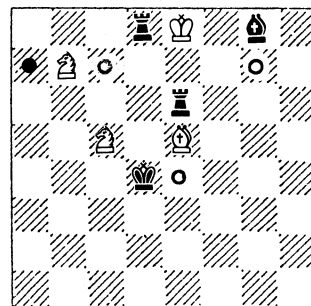
Helpstalemate in 5, MARS CIRCE

131. Erich BARTEL
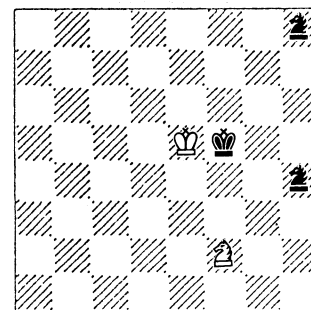
Selfmate in 2, MADRASI RI

Madrasi: like pieces of opposite colour paralyse each other (RI: including Kings). Malefique: captured men go to enemy homes.

132. Erich BARTEL
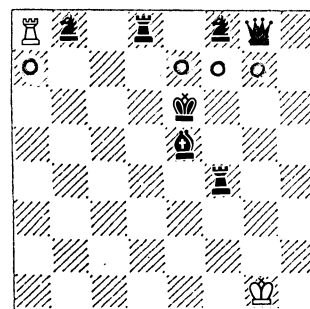
Seriesstalemate in 4
CIRCE MALEFIQUE + MADRASI

► one more problem to solve ►

133. Valery NEBOTOV
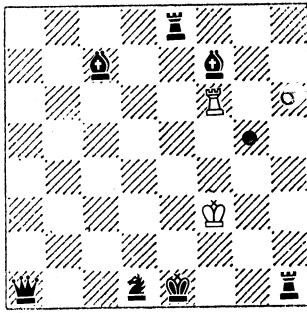
Helpmate in 2
(a) ORTHODOX CHESS
(b) Remove Rh1 PATROL CHESS
(c) f7→h3 ANTI-CIRCE CHESS
(d) f7→g2 ALL-MATE CHESS

Patrol Chess: pieces can only capture or check if they are guarded. Anti-Circe: capture is only permitted if the capturing piece can reappear at its Circe home square (the captured piece vanishing). All-mate Chess: pieces are captured only by being mated as if they were the only royal piece on the board.

On Legality in Seriesplay

by Alexander George (1/xi/91) The rules employed in our problem can be summarised as follows (an even more general formulation might be possible, but I state them so as to relate most directly to the kind of problem we sent you):

Helpmate in 1:

(i) It is legal for Black to move in the initial position;

(ii) Black moves (in accord with the power of the pieces – a stipulation assumed from now on) yielding a legal position in which White may move;

(iii) W moves mating Black.

Helpmate in N:

(i) It is legal for Black to move in the initial position;

(ii) Black moves yielding a legal position in which White

may move;

(iii) White moves leading to a helpmate in N–1.

Serieshelpmate in 1:

Same as Helpmate in 1.

Serieshelpmate in N:

(i) It is legal for Black to move in the initial position;

(ii) Black moves leading to a serieshelpmate in N–1.

And analogously for Help-stalemate and Serieshelpstalemate.

A few comments: According to these rules, in a serieshelp-stalemate, neither player can make a move that would yield an illegal position, and Black's last move must yield a position from which White may legally move to stale-mate. By contrast, all Black's moves except his last must yield a legal position in which Black may move, and may yield a legal position in which Black must move (e.g. because Black is in check). These rules focus on the legality of the position arrived at, and are blind to the legality of the move itself (except to ensure that it is consistent with the powers of the pieces).

They lead to a distinctive kind of problem, we believe, and one not investigated to our knowledge.

On Semi-Pieces

Paul Byway (18 xii 91) noted that in its own private domain Bishop is like Rook, and the (1,1)+(2,0) piece used in his studies is like (non-royal) King. He termed it a "Semi-Sage". The relation of pieces to "Semi-pieces" is:
Wazir (1,0) → Fers (1,1) → Dabbaba (2,0) → Alfil (2,2).
Rook → Bishop → Dabbabarider.
King → F+D. Queen → B+DR.
Knight (2,1) → Camel (3,1) → (4,2) Leaper. In each case the move is rotated 45° and its length multiplied by √2.

World Game Review

Michael Keller's latest issue #10 (dated June 1991) of his *World Game Review* is a massive 102 page survey of Chess Variants. ($10 from Michael Keller, 3367-I, North Chatham Road, Ellicott City, MD 21042 U.S.A.).

His index lists 677 named variants from Absolute Checkless Chess to Zombie Chess, with carefully researched details of inventor, date and place of first publication, and a classification code which refers one to the main text which is "A Panorama of Chess Variants" (pages 16–68).

This Panorama describes the variants according to their main distinctive rules, in a scheme based on the Taxonomy of Games that appeared in earlier issues of *WGR*. There are 25 sections lettered Ca to Cy, most of which are further divided into numbered subsections. The main headings summarised are: a,b,c game array variants, d,e,f,g new pieces, h,i,j,k,l,m new boards, n,o,p,q,r,s new movement rules, t,u,v,w capture variants, x new objectives, y multiple players.

A list of inventors and their inventions is given (pages 76–78). I am listed for Antipodean chess, Escalation and Upside–down chess, but must disclaim any hand in Chameleon circe which is all Michel Olausson's work. The most prolific inventors listed, are V. R. Parton (63) best known for Alice chess, and Ralph Betza (57) known for Avalanche chess. But many of the games listed I would describe as "subvariants". The most influential inventions, which have led to endless offshoots, have undoubtedly been Robert Abbott's Ultima and Pierre Monreal & J. P. Boyer's Circe.

T.R.Dawson Centenary Nightrider Tourney Award

Nine entries were received for this tourney, first published on pages 165, 170, and 191 of *The Games and Puzzles Journal*. I was hoping to be able to repeat the diagrams but there is insufficient space.

The following are the solutions to the problems, with some solver or composer comments, all ‡2.

N1. C. Poisson. Board 113×105. 1.P(1,105)=NR and 13 mates by NRs. Interesting geometry! Waiting key provides for capture of NRs and for advance of BP on file 94. Dual after advance of P62 is a minor blemish. [A.W.I.]

N2. R. Bédoni. Board 11×16. 1.Qf16 (threat 2.Qxf10 mate) g6/h5/d2/a5–f8 2.Qa11/c13/k11/h14 mate. Superbly controlled "quadruple Grimshaw" [A.W.I.]

N3. E. Holladay: 1.Rxf3? Ne6! 1.Nxf3 NRxa7/NRc3/Ne6/Nelse 2.Ne5/Nfe1/Nfd4/Qxd7 mate. The line-pinned Black Nightrider makes two withdrawal unpins of each of two White men which pin themselves on f3. In each phase, the unpin of this Nightrider on a7 is thematically used to force accuracy (e.g. in the solution 2.Ne5‡ closes line a7–g4). The solution has a third battery mate, this one by the f3 Knight moving along its own pin line to d4 where it can unpin the d7 Bishop thanks to the Goethart interference 1...Ne6. Fortunately the Rg3 is used after the key. [E.H.]

N4. M. Segers. 1.NRd4? Nxd7! 1.NRb6? Nxe6! 1.Bd6! (threat 2.Ng6 mate) Nxe6/Nxd7/Rh8 2.NRd4/NRb6/Qxg7 mate. Reciprocal error: loss of guard of BK flight square e7. I think that for this reciprocal theme such a mechanism of B–pin for the two thematic mates would be imposs-ible with classic pieces. [M.S.]

N5. E. Holladay. 1.NRgxe4 and seven mates. Four unpins of the e4 battery Nightrider, two of its mates made accurate by White line closings by Black's moves. Pin–unpin restoration: the give-and–take key (h7/h6) pins the White Nightrider which is later unpinned and pins the Black Queen which is later unpinned. The first unpin of the BQ (1...Qxg2) forces the double-check mate, and the second one (1...Kf5) prevents NRh4 mate. The mates following 1...d4 and 1...dxe4 are pure mirror pinmates, and the mate after 1...Kh7 is a third pure mate. Two other mates are mirrors. Flaw by conventional standards: unprovided check (1...Pxd3†). [E.H.]

N6. A. Mochalkin. (a) 1.Rxf2 (threat 2.Rxf4 mate) Rd5/NRd5 2.Qe2/Qc2 (set Re2/Qb1) mate. (b) 1.Qxf2 (threat 2.Qxf4) Rd5/NRd5 2.Re2/Qd4 (set Qe2/Qc2) mate.

N7. Z. Hernitz. 1.NRg2 Ra6/Re1 2.NRe–c1/c6 (set NRa) mate. (version B. 1.NRh2 etc.)

N8. Z. Hernitz. (a) 1.NRa3? (Rh7/Rb2 2.NRc4/NRc7) Rb5! 1.NRf3! Rh7/Rb2 2.NRd2/ NRg5 mate (b) 1.NRg2? (Rh7/ Rb2 2.NRc4/NRe6) Rg7! 1.d6! Rh7/Rb2 2.NRc4/NRc7 mate.

N9. D. Müller. 1.NRh8 (threat 2.NRd6 mate) NRi7/DRi7/ CRh6/ZRh6 2.NRe7/CRc4/DRf3/ ZRi3 mate. 1.Bi7? a1=ZR! 1.Bh6? ji=NR! Unfortunately j1=NR does not stop DRf3 mate. Unsound.

AWARD

1st Prize N1 (how the composer envisaged such large–scale geometry is amazing in itself). **2nd Prize N3** (elaborate pinning effects, not exploited by the other composers). **Hon Mention N2, Commended N4, N5.**

My work on a collection of Nightrider problems, which was to be the prize, has been delayed by the same factors affecting publication of this magazine.

Knight's Tour News

T. W. Marlow (16 xii 1991) sent the following in a Christmas card:

6	59	44	25	12	15	38	61
43	28	5	58	37	64	11	14
54	45	24	3	18	51	36	29
21	4	55	46	33	30	19	52
48	53	2	23	50	17	32	35
1	22	47	56	31	34	49	20
60	7	26	41	16	9	62	39
27	42	57	8	63	40	13	10

A diagonally magic square on the 8×8 **torus**. The broken diagonals a2–g8,h1 and b1–h7,a8 also sum to 260. Also all rectangles (a1,b4), (c1,d4) etc, and some horizontal rectangles – (a2,d3), (a6,d7) etc.

Milenko Dukić (writing from Osijek in Croatia but making no mention of the battles going on in the area according to the news bulletins) has also been construct-ing some magic squares. This one is 8×8 with ranks files and diagonals adding to 260. Each successive set of four moves is a king–tour of one of the sixteen 2×2 grid blocks.

25	27	34	36	6	8	63	61
28	26	33	35	7	5	62	64
23	21	46	47	11	10	52	50
22	24	48	45	9	12	49	51
40	37	19	17	58	59	14	16
38	39	18	20	60	57	15	13
43	42	32	31	55	53	1	3
41	44	30	29	54	56	4	2

Of course a magic square that is a complete King tour is possible. Some were given in *Chessics 26*.

Solutions to Original Problems in Variant Chess 6

In the Wolf Chess ‡3 by Bartel & Sieber p.59. Pg5 white (misprint).

55. M.Olausson.
This is still not correct, pawn g4 should be white (as it was in VC4). Please solve again in this issue.

57. M.Olausson. Correction p.74: still cooked: 1.Kh1(Bf1) Nf3 2.g2 Bg2(g7)‡ [A.E.]

82. E.Holladay (USA). (a) 1.Bc4 NRe2 2.Bg8 Kh6‡ (b) 1.e1=NR NRe2 2.NRh7 Kf7‡ (c) 1.Kg8 NRc6†/NRd5 2.Kh8 Kh6/Kf7‡ Asymmetry on a skew axis.

83. G.P.Jelliss (UK). Intended was 1.Be8, but I failed to notice that a4 is guarded by Ga6, which lets in multiple other solutions.

84. V.Nebotov (USSR) & C.Tylor (UK). I regret to say my statement of the rules was at fault here. Chris Tylor corrects me as follows: "1.Bc8 does not mate BPa6 because of ... Rxc8. Although this move cannot be played, it is still available as a nullifying move. A piece is only mated if it stands mated under normal rules, but assuming it to be the only royal piece in its side." See also the notes to #30 opposite.

Key: 1.Qg4! threat 2.Qb4‡ 1...Rc4(*b3) 2.Nb3‡ 1...Bc4(*c3) 2.Bc3‡ 1...Kb4 2.Qf5‡ (other BK moves do not defeat the threat) 1...b5 2.Qb4(*b5)‡. Some fairly close tries: 1.Qh4? threat 2.Qb4‡ 1...Kb4! or 1...Rc4! (since d1 is not now guarded, BB is not mated) 1.Kc4? threat 2.Kb4‡ 1...Kb4? 2.Kb5‡ 1...b5! (giving a flight) or 1...Rf4 etc! (since 2.Kb4?? would now leave the WK mated as well – illegal) 1.Qe8? threat 2.Qa8(*a6)‡ 1...Rc7! or Rc8!.

Of the solvers only Ian Richardson really understood this. A.W.I. wrote: "I found the "rules" given in VC2 rather vague – particularly the reference to a capture as possible nullifying move. It appears from the specimen game that an attacked unit is allowed to capture to escape the threat, but that the attacking unit may not be captured by another unit (i.e. other than its target) – except in the case of an attacked King, when it seems checkmate must be normal."

85. Erich Bartel (Germany). 1.Kc4 e8=nZ 2.nNRe6 fe8=nNR(nZe1)†† ‡ 1.nNRa3 f8=nZ 2.nNRc3 ef8=nNR (nZf1)††‡. Chameleon echo [E.B.] "Pawn-Pair Theme" one of my favourites [G.P.J.] Try: 1.nNRg4 f8=nZ 2.nNRc3 ef8=nNR(nZf1)†† is stopped since 1.nNg4 is selfcheck!

86. Erich Bartel (Germany). 1... Ne2† 2.Ke4(Nb1) Nd2‡ 3.Ke3? (Le8!) 1.Ke3(Le8) Kf5† 2.Kf3(Lf8) La8‡ In the set play the BK perishes in hand to hand fighting, in the solution he is gunned down from afar! [A.E.] Rather good (many mates to choose from) [S.P.]

87. G.Sphicas & S.Pantazis.
Misprinted. Pc3 should be white. Please solve again with this issue.

88. Erich Bartel (Germany). Pc3 should obviously be white. (A.E. says I should have explained that BK cannot capture WGe5 since it is reborn on e1 with check.) 1.a1=Gi 2.Gib5(Pb7) b8=G‡ (Kxe5? Ge1! malefique) 1.a1=G 2.Gc3(Pc7) c8=A‡ 1.a1=A 2.Ad5(Pd7) d8=NR‡ 1.a1=NR 2.NRg4(Pg7) g8=Gi‡. Delightful cyclic fairy AUW. [A.W.I.] Only fairy piece AUW by a fine trick finely used! [M.O.] Quite an achievement [A.E.] Cycle of promotions using four different white pawns [S.P.]

89. I.Richardson. 1.Rxc5 3.Rg8 5.Kxd6 9.Kf8 14.d1=B 16.Be8 for e7‡ Ingenious! [A.E.] The K with the hand on the trigger (rather than the one facing the barrel of the gun) ends up being shot. [S.P.] Erich Bartel also provides a self-mate solution: 1.Rxc5 3.Kxf6 4.Kxe6 5.Kxd6 9.Kh8 14.d1=Q 16.Qg8 for e7† and Qxg7‡

90. I.Richardson. Duals (a) 1.Ge7 Ke4 2.Gf7 or Gd7 Ke5 3.f3 or d3 Ke6 4.Gd6/Gf6† Ke5 5.Gd5‡/Gf5‡ (b) 1.Cd6 Ke6 2.Cc5 Ke5 or e7 3.d4 Ke6 or e8 4.Cc6 Ke7 5.d5 Ke8 6.Cd7† Ke7 7.d6‡ Cooks 1.Cf6† Ke6 (if Ke4 2.Cf5/d5† Ke5 3.f4/d4‡) 2.Cg6 Ke5/Ke7 3.f3 or d3 Ke6 or Ke8 4.f4 Ke7 5.f5 Ke8 6.Cf7† Ke7 7.f6‡ with many variations (e.g. 2...Ke7 3.f4 Ke6 or Ke8 4.Ke2 or Cannon f2 etc) [S.P.]

91. H.Ebert. (a) 1.Rc6 Kd4 2.Rc2

Ke3/Kd5 3.Bc5/Rd2‡ (b) 1.Rc6 Kd4 2.Kf4 Kd5 3.Bb4 Kd4 4.Rd6‡

92. E.Holladay. (a) 1.Bf4 Kd8 2.Re3 Kc8 3.Rd3= (b) 1.Bb6 Kb8 2.Rb3 Kc8 3.Ba5= But also 2...Ka8 3.Bg1/f2/e3/d4/c5 [E.B.] (a) has –ive and (b) +ive asymmetry [S.P.]

93. E.Holladay. 1.Nd7 Kd8 2.Kd6 Kc8/Ke8 3.Ba6†/Bh5† Kd8 4.Nf6/Nc6= Try: 1.Nf7 Kf8 2.Kf6 Ke8 3.Bb5† Kf8 4.Nh6 (Kg8!). If not anticipated, Edgar has a find! [E.B.]

94. M.Olausson. Black 1.b1=R dc8=Q 2.Rb6 Qg1= White 1.d8=N ba1=B 2.Ne6 Bxe6=. A fine AUW, but Pg2 is a pity [E.B.] A lot of this type of problem published recently in *Problem Kiste* including the economy record 7 units for these promotions: C. Poisson 2573 PK72 Dec'90 WKh1 Ph5 g7 BKh7 Rg2 Pf2 g3 [S.P.]

95. F.M.Mihalek (USA). 1.a1=N Bb1 2.Nc2 Kf3 3.Kf5 f8=N =. Very neat! [A.E.] This was composed for a USPB tourney for pin-ideal mates some years ago, but not published then. Critical WB move. [E.Holladay] Nice sol, together with what really counts here: the tries (in vain)! [M.O.] Best of the stalemate problems [I.R.] Two N promotions can be done almost trivially in helpstalemate: WKh1 Qf1 Pe7 BKh8 Qf8 Pe2 Duplex HP2, 4N promotions N.Geissler PK70 Aug 90. Which has nothing to do with this problem which is a neat puzzle to solve. [S.P.]

96. P.Wong. Note: Q = bouncer (along queen-lines), A = royal alfil (a) 1.Ke4 Qd1 2.Kf3 Qd2 3.Kg2 Af4 4.Kh1 Qh2= Order would not be unique if Alfil was not royal [S.P.] (b) 1.Kf6 Qd3 2.Kg7 Qg6 3.Kh7 Qg8† (bounces off Alfil) 4.Kh8 Ae6 (c) 1.Kd4 Qd1 2.Kc3 Qc2 3.Kb2† Ad3 4.Ka1 Qb1 (d) 1.Kd6 Qd8 2.Kc6 Af8 3.Kb7 Qb8 4.Ka8 Ad6. (d) is as given by solvers, the author gives: 1.Kd6 Af4† 2.Kc6 Qc7 3.Kb7 Ad6 4.Ka8 Qb8, but 2...Qc7 is impossible if the Q starts at d7 (should it have been at a7 or f7?).

97. N.Plaksin. Stephanos Pantazis notes that I should have mentioned the position of Bs in the array. Intention, Retract: 1.Pf2xQe1=Q†

Ba5–d2 2.Pe3×Qf2 Qb4–e1 3.Pd4× Qe3 Qb8–b4 4.Pc5×Qd4 Pb7–b8=Q 5.Pb6×Qc5 Pa6×b7 etc. (Note that one can conclude that for this to be a legal position, Bs begin at d1/8, g1/8 and not at c1/8, h1/8 as Bd8 would be trapped out of h8 when we retract g7 to unlock!) However we can equally well unpromote B+N and uncapture 4Q & 1B+N in any order: 1.f×B+Ne1 2.Bb1/c2/e4–d3 3.e×Qf2 4.B+Na6–e2 5.d×Qe3 6.B+Nb8–a6 7.c×Qd4 8.b7–b8 9.b×Qc5. Perhaps fix with b2→b3, Bd3→c4? [S.P.]

Solvers' Scores

S. Pantazis	28	(137)
A. W. Ingleton	24	(149)
I. Richardson	22	(97)
A. Ettinger	21	(60)
Er. Bartel	18	(98)
M. Olausson	16	(68)
D. Nixon	8	(81)
C. M. B. Tylor	8	(8)

Solving Rules. Alexander Ettinger asks for the points system for solutions to be repeated. (VC2 p22). The rules are as simple as possible: one point for each "solution" (or distinct line of play). In the case of a cooked problem finding the cook is sufficient to score the full point – there is no extra point for guessing the composer's intention.

Cooks/Comments/Corrections

VC1: **#11**. Additional cook with duals in 7: 1.Kd4 2.be5 5.Kf1 7.Bf2 Re1‡ [A.Ettinger] **#15**. The 3rd "cook" is wrong – NR prevents 3.Ka4! [A.E.] **#16**. has very simple cook in 4: 1.b4† c5 2.Nf×d2 Nf5 3.g×f5 and 4.Nb3‡ or 4.Nc4‡ [A.E.] **VC2**: **#30**. Chris Tylor wrote (20 viii 90): "I have noted the comments of Stephanos Pantazis on All-Mate Chess in VC3. I don't quite agree that my 'mate in 1' problem is really a mate in 0; imagine the play as ending before the mated king is removed (as happens in normal chess). However, he may have a point in criticising the rule allowing one to make a move that mates one's own king. I had in mind a game situation where the fact of the mate may not be realised until some time after the move is made, possibly after the other pieces have

been mated first, and the players might be unable to reconstruct the position before the move. But I had not thought of problems involving help-play or with the possibility of stalemate, which could be messed up by the rule. So I think that it would be better to rule that a move mating one's own king is after all illegal – at least as far as problems are concerned. Of course, such a move would still be legal if another piece is also mated whose removal would stop the mate – or if the enemy king is also mated! I add examples of both cases:

A. All Mate Chess.
Black to play, can play Rb5(*b4)
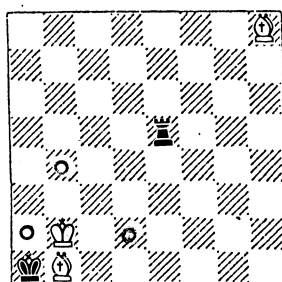
with the BR on d4, Black to move would be forced, under present rules, to move the R and so mate himself!
B. All-Mate Chess.
White can play Ke5
and elect to declare the BK mated before looking at the WK.

Under present rules he could in a self or help mate problem play Ke5 and elect to declare the WK mated!
VC3: **#34**. Short cooks: (a) 1.– Kc5 2.Ke5 Bc2 3.Bf4 d4‡ (b) 1.Kb4 c5 2.Kb5 Bb3 3.Bb4 Bc4‡ [A.E.]
VC5: soln of **#49** p.58. The ??? at the end should be ... [N.Plaksin]

Correspondence

Grid Chess

Michael Keller (6 iii 1991): In your article on Grid Chess, you stated that you did not know whether Grid had ever been played as a variant game. Grid has also been a reasonably popular game in NOST, with seven tournaments and two dozen matches

played (as of Phil Cohen's 1987 statistics). Nearly as popular (and probably a better game, due to the increased mobility of the Pawns) is the combination Berolina Grid. Grid has also been combined on occasion with U–Chess and Scottish Chess. Another variant is Doug Grant's DG Chess (DG also stands for Displaced Grid) – he shifts the normal grid one square diagonally, leaving a1,a8,h1,h8 as isolated squares – this increases overall mobility a bit.
**Erich Bartel** (18 vii 91): Your ‡2 Grid Chess (VC5 p.59) corrected VC6 p.74 (Nf6→f4) now correct (computer tested! by a friend).

Mechanical Puzzles

Dr. Christoph Bandelow sent a catalogue of Rubik–cube type puzzles, and books on the subject, *Magic Cubes 1991*, available from him at Haarholzer Strasse 13, D–4630, Bochum–Stiepel 1, Germany. The prices range from 10 to 40 DM (the most expensive a 5×5×5 !).

5×5 Shogi

David Wurman (whose book on Chinese and Korean Chess is reviewed on the next page) also sent an article (from Schach Magazin 64) on a 5×5 version of Shogi.
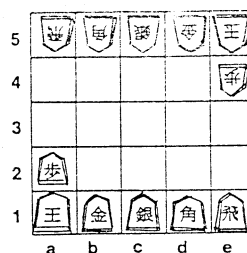
The opening position has King, Gold, Silver, Bishop and Rook on the first rank, with a single Pawn in front of the King. Black is similarly arrayed (WKa1, BKh5). The same rules apply as for standard Shogi, but promotion takes place on the back rank only.

V.Pribylinec (12 iii 91): Sends the following game in Progressive Chess with the restriction: no unit can move more than twice in one series: 1.d4 2.e6 Nf6 3.Nf3 Bg5 h4 4.Ne4 Q×g5 N×f2 Qe3 5.Qd2 Q×e3 K×f2 Nc3 g3 6.Nc6 Bc5 B×d4 OO f5 Rf7 7.Kg2 Qh6 N×d4 N×e6 Ne4 N4–g5 Q×h7‡

Chinese Chess in Print

by Malcolm Horne

Chinesisches Schach/Koreanisches Schach by David Wurman (Verlag Harri Deutsch 1991) is probably the most comprehensive account of Chinese (and Korean) Chess yet published in the West. It is 345 pages long and covers the history of the game, moves of the pieces, strategies, openings, endings, annotated games, problems, and so on. And a paper board and cut−out pieces are also included.

Of course it helps if you are German or, like me, can get by in German with the help of a dictionary. With no German at all you will be struggling − unless perhaps you like problems, as there are over 100 pages of them here (ranging from the elementary to the very complex) and for the most part the solutions are self−explanatory.

David Wurman believes that the best way to popularise Chinese Chess in the West is to simplify the learning task by using algebraic notation and westernised diagrams, and in this I agree with him absolutely. Indeed it baffles me that so many books and magazines persist in printing diagrams in Chinese and/or continue to use the complex Chinese−style notation (e.g. 1.C2=5 N8+7) or some− times full Chinese notation (the same as before but written in Chinese characters).
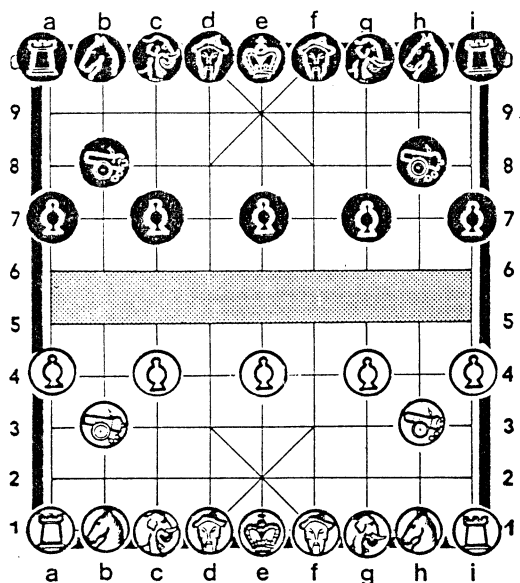
The diagrams in this book (the starting position is reproduced here − considerably reduced) are the best Western diagrams that I've seen. I might prefer the traditional bishop on the c and g files in place of the elephant, but that is a small point. The diagrams and notation used here mean that the beginner can concentrate on the actual game and is not asked to simultaneously struggle with several Chinese characters and a convoluted way of writing the moves. Surely that is a big step forward.

The book's appeal is enhanced by the inclusion of a good number of sketches and photographs (Chinese masters, street players in China, traditional boards and pieces, etc), though I did find the front cover design − a bloodthirsty real life battle on a chessboard − rather offputting. It may be true that chess originated as a war game, but it is something I would prefer not to be reminded of so graphically.

Perhaps the section on openings is something of a missed opportunity. So little has been published on this in the West, and a book of this size could have incorporated a really detailed openings reference section. There are 22 pages here, to be sure, but there is too much on rare and irregular openings, and too little on the regular lines.

Some 50 pages are devoted to a discussion of Korean chess, a more positionally based variant of the Chinese game, and 12 full games (with light notes) are included. Although the standard of play in these games is disappointingly low, David Wurman's account of Korean chess is I think unparalleled in the West for its detail. I hope it will prompt more players to investigate what may be an excellent chess game, combining the tactical mayhem of Chinese chess with some of the positional subtleties of our Western game.

David Wurman's book costs DM48 (about £16.50) including postage, and is available from China−Schach Spielerkreis, Postfach 6530, D−6300 Giessen, Germany, or from the publishers Verlag Harri Deutsch, Gräf Str. 47−51, D−6000 Frankfurt am Main 90, Germany, or via any good English bookshop (ISBN 3−8171−1166−5).

Another new book on Chinese Chess, this time in English, is C. K. Lai's *Checkmate in Two: One Hundred Chinese Chess Problems for Beginners* (self−published 1991). The title of the book reveals it all − it is simply a collection of two−move problems. Most are direct mates, but some are mates by stalemate (which of course is a loss in Chinese Chess, not a draw). The rules of the game are given for beginners, but Chinese characters rather than western symbols are used in the computer−generated diagrams. There is no system of notation; the answers are given descriptively (e.g. "rear pawn

moves left with check"). The book costs £4.99 and is available from C. K. Lai at 12 Lagan House, Sumner Road, London SE15 5RB. Try this problem taken from the book (answer on back page):
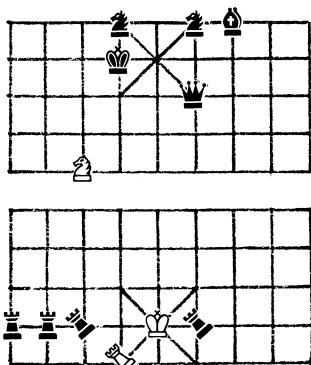
From the same address you can order another book, translated from the Chinese by C. K. Lai, *Victories All The Way* (self-published 1991). It costs £11.95 and is a collection of 35 historical games, all of them brief (the longest is 28 moves), and all of them spectacular. The games are given both in full Chinese notation and then again in Chinese-style notation, and light notes are provided. Here's the shortest game from the book: 1.Cbe3 Ng8 2.Nc3 Na8 3.Ra2 Bge8 4.Rf2 Afe9 5.Rf7 Rf10 6.Rxg7 Ch10? (better 6...Ch9) 7.Ng3 Cg10 8.Rxg8! Cxg8 9.Ch10 Cxg3 10.Ri3 Cxc3? (too greedy – better is 10...Nb10 11.Rxg3 Nc8 defending the central area) 11.Cxe7 Nb10 12.Rf3 Nc8 13.Rxf10#

And yet another new book translated by C. K. Lai (self-published 1992) is *Fifty Games of GM Li Laiqun*, costing £15.75. On the last rating list I saw Li was rated China's No.3 player; the games (all from the period 1980-84) are against a variety of strong opponents and are given in Chinese-style notation with comprehensive notes.

Moving on to magazines and newsletters, C. K. Lai (address as above) has been publishing a small, but expanding, *Chinese Chess Newsletter* fairly regularly over recent months. Write to him for details. Although the newsletter is in English, games are given in full Chinese notation, and diagrams are in Chinese too.

This to some extent fills the vacuum created by the non-appearance of the UK Chinese Chess Association's magazine *Chinese Chess*. The last issue (No.6) came out a year or so ago and there is uncertainty about its future.

From America comes a new English-language magazine *Xiang Qi Review* published by David Woo, Chinese Chess Institute, P.O.Box 5305, Hercules, California 94547-5305 USA. An annual subscription is $10.00 in USA/Canada, and $15.00 (international money order in US currency) elsewhere. The plan is to publish it every two months, and five 20-page issues have already come out. Diagrams are in Chinese, and Chinese-style notation is used. The emphasis is very much on news and games from China, but reviews, computer chess, and a beginners column, are all mixed in. This excellent double rook sacrifice from a game in the first issue between Edward Chan (New York) and Frank Eng (San Francisco) caught my eye:
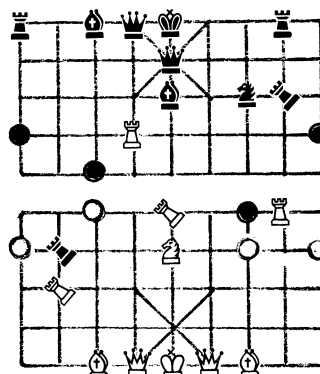
Red (Edward Chan) allowed Black to fork his rooks with 16.Nxg5! Nf6 but then broke through spectacularly with 17.Ne6!! Nxh5 18.Nf8+ Kf10 19.Cf3+ Nf6 20.Rxd10+! Kf9 (20...Axd10? 21.Nh9#) 21.Rxh10 at which point Black resigned.

I am still running a Chinese Chess continuous postal tournament (U.K. and abroad) and providing a small annual newsletter – the last isue featured an article on Korean Chess rules, with a sample postal game.

And the first "Chinese Chess Week" (with main tournament plus subsidiary events) is about to take place in Devon, April 25 – May 2, with about eight players expected. We hope to repeat this event in future years, in the south or south-west of England, using cheap self-catering accommodation.

For more details of any of the above please send a stamped self-addressed envelope (or international reply coupon) to Malcolm Horne, 10[B] Windsor Square, Exmouth, Devon, EX8 1JU.

Agostino Guberti (28 iii 92) writes that the 9th European Championship of Xiang-Qi is to be held in Milan on 11-12th July 1992.

PUZZLE PAGE

Answers

Puzzle 6.1 – Horse Box.
Shortest game to surround a Knight with 8 pawns of opposite colour. Single–Series Play. 1.c4 d5 2.c×d5 e6 3.c×e6 b6! (a tempo may be wasted) 4.d4 b5 5.e4 b4 6.f4 b3 7.g4 f5 8.g×f5 Ba6 9.a×b3 Bc4 10.b×c4 Qd5 11.c×d5 Bd6 12.h4 g5 13.h×g5 Nf6 14.g×f6 c5 15.b4 Nc6 16.b×c5 Ne5 17.c×d6. Length 16½ units. [G.P.J.]

Puzzle 6.2 Fool's Mates
Ken Whyld wrote; (24 vii 91): On p.80 of VC6 you refer to "Fool's Mate" and cite Murray's footnote p.832. However, Murray was misleading. The text he quotes is from a later edition, revised by Barbier, and you can see from the enclosed photocopy that Saul never used the term "Fool's Mate". He does indeed describe it in chapter xi, but he gives it no name, simply saying "but seldome or never shall you see a good player receive such a Mate."

The text reads (modern typography): "The diversity of Mates, and which are worthy of praise, or disspraise. The Mate with a Queene, a loving mate. A Mate with the Bishop, a gentle mate. The Mate with a Duke, a gracious mate. A Mate with the Knight, an honourable mate. The Mate given with a Pawne, a disgracefull mate. A Mate by discovery, the worthiest of all. The Mate given in a corner of the field, was Alexanders mate. A Mate in the Midea of the field, an unfortunate Mate. The Mate given on the side of the field, a foolish Mate. A blinde Mate, a shamefull mate. The Stale, a dishonourable mate." Thus he does at least imply that the mate is "foolish". I like the use of "Duke" for rook.

What might a "blinde mate" be? No offers of Fool's Mates in the Enlarged variants so far.

Puzzle 6.3 – Two–Ring Circus.
(a) Imitative game to leave two Knights encircled by Pawns: 1.b4 b5 2.Bb2 Bb7 3.Bd4 Bd5 4.Bb6 Bb3 5.h4 h5 6.Rh3 Rh6 7.e4 e5 8.Bc4 Bc5 9.Rd3 Rd6 10.Nh3 Nh6 11.Nf4 Nf5 12.Qg4 Qg5 (this delays the first capture as long as possible) 13.e×f5 e×f4 14.f6 f3 15.h×g5 h×g4 16.g3 g6 (that completes the King–side) 17.b×c5 b×c4 18.c×d6 c×d3 19.a×b3 a×b6 20 Ra4 Ra5 21.Rc4 Rc5 22.b4 b5 23.b×c5 b×c4 24. Nc3 Nc6 25.Ne4 Ne5 26.c3 c6.

(b) A non–imitative game can be played in one move less: 1.b4 b5 2.Bb2 Bb7 3.Bd4 Bd5 4.Bb6 Bb3 5.h4 e5 6.Nf3 Qg5 7.h×g5 e4 8.Rh4 e×f3 9.e4 h5 10.e5 Rh6 11.Rg4 Bc5 12.Qe2 Rd6 13.Qc4 Nf6 14.Bd3 h×g4 15.e×f6 g6 16.g3 b×c4 17.b×c5 c×d3 18.c×d6 a×b6 19.a×b3 Ra5 20.Ra4 Rc5 21.Rc4 b5 22.b4 b×c4 23.b×c5 Nc6 24.Nc3 Ne5 25.Ne4 c6 26.c3. (In the final sequence White imitates Black). A count of the shortest routes for each piece to its capture square suggests that without the imitative condition a pair of moves could be saved, but in fact, due to interferences, only a single move can be saved. [G. P. Jelliss, original, 23 i 91]

Patrick Donovan wrote (11 vii 91): with some other simple examples of imitative synthetic games found by him and Graham Lipscomb, as follows (only the White moves are given): (a) Mate in 4: 1.d4 2.Qd3 3.Qf5 4.Q×c8‡ [This was given by Sam Loyd in 1866 along with the other line I quoted.] (b) Mate in 6 without pawn move: 1.Nf3 2.Ng5 3.N×h7 4.N×f8 5.K×f8 6.R×h8‡ or 1.Nf3 2.Ne5 3.N×d7 4.N×f8 5.K×f8

6.Q×d8‡. (c) Mate in 6 moving only pawns: 1.d4 2.c4 3.d×c5 4.c6 5.c7 6.c×d8=R/Q‡ (d) Mate in 6 by knight: 1.e4 2.c4 3.Ne2 4.N1–c3 5.Nb5 6.Nd6‡. (e) Mate in 7 by Q/B on h5–e8 diagonal: 1.e4 2.f4 3.e×f5 4.f6 5.f×g7 6.Be2 7.Bh5‡. [No doubt many of these have been published before.]

Puzzle 6.4. With 5 B+NRs we can guard 63 of the 64 squares, the 64th can then be guarded (or occupied) by a 6th piece in many ways. Some 5–piece solutions are: c3, d5, e5, g3, g6 (d8 unguarded); c3, d5, e5, e6, g3 (d8 unguarded); c3, d3, d5, e5, e7 (e8 unguarded); b4, d5, e5, f3, g4 (a4 unguarded). We can also place 6 B+NRs to "dominate" the board, i.e. they guard all squares except those on which they stand: e.g.: c3, c7, d3, d7, g2, h6; c3, c6, d3, d6, e3, e6.

Question

Puzzle 7.1 Peter Wong (3 xi 91) Starting from the usual opening position, with White to play, in Double–Maximummer Circe, play to reach the initial array again, with Black to play. (29½ moves).

One–Day Variants Event

David Pritchard has offered to stage an all–day chess variants event at his home near Godalming in Surrey. Probably a Sunday, sometime this summer, with a mixture of variants according to choice. This event will only go ahead if there's enough support. If you're interested in taking part please send a stamped self–addressed envelope to Malcolm Horne (address on front cover) as soon as possible, and details will be sent to you when available.

Chinese Chess

Solution to the problem on p.95: 1.Nd4 (check by C) Cd2 3.Nc2‡.