

# Variant Chess

Founded 1990

**The magazine to broaden your chess horizons**

Volume 5, issue 34

ISSN 0958-8248

Winter 1999

## Contents

## Review

Review	17
Losing Chess <i>Fabrice Liardet</i>	18
Chiral Knights <i>George Jelliss</i>	19
XiangQi <i>C. K. Lai</i>	20
Competition	21
Cannon Chess <i>Peter Michaelsen</i>	22
Modern Courier Chess	24
Review	25
Alice Chess <i>David Pritchard</i>	26
Problem Pages <i>Ronald Turnbull</i>	28
Progressive Chess	30
The End is Nigh	31
BCVS Notices	32
Forthcoming Events	32
Solutions	32

## Popular Chess Variants by D. B. Pritchard

Published by Batsford Chess Books in January 2000.  
ISBN 0 7134 8578 7 Price £14.99

David Pritchard, known to most Chess Variant enthusiasts as the author of *The Encyclopedia of Chess Variants*, and the author of *Chess* and other books selling in total over a million copies, has produced a splendid volume. In this book he concentrates on twenty of the most popular variants and gives the reader a thorough introduction to each of them. The style of writing seems to me to be excellent and the space allocated to each variant well chosen. Theory and sample games, and games by famous Chess players, are generously supplied. With the exception of Chinese and Japanese Chess, all of these games can be played with the normal Chess equipment - typical of the thought that has gone into a book designed to appeal to the 'straight' chess player. I noticed *en passant* a couple of spelling mistakes that should have been picked up at the proof-reading stage, but this is a minor irritation. You must have this book!

## Apologies

This issue is later than planned. A little over a month later. Your new editor is still trying to come to grips with the amount of time that is consumed in the preparation of a new issue of *Variant Chess*. The late arrival of issue 34 has made a nonsense of the deadlines set by Ronald Turnbull (problems, page 29) and John Beasley (notices, page 32). This is entirely my fault and I can only ask you to reply to them as soon as possible. Contributions by 1st May for 1st June (I hope)

## President

David Pritchard, Badger's Wood, Hascombe Road,  
Munstead, Godalming, Surrey GU8 4AA

## Secretary

John Beasley, 7 St. James Road, Harpenden.  
Hertfordshire AL5 4NX

## Treasurer

Peter Fayers, 2 Beechwood Avenue, Coulsdon.  
Surrey CR5 2PA

## Editor

Paul Byway, 20 The Finches, Hertford.  
Hertfordshire SG13 7TB

## Problem Editor

Ronald Turnbull, Highland Cottage,  
Gatelawbridge, Thornhill. Dumfriesshire DG3  
5EA

## Librarian

George Jelliss, 5 Biddulph Street, Leicester.  
Leicestershire LE2 1BH

**Variant Chess** is the journal of the British Chess Variants Society

Subscription rates (one year, four issues)

UK £8, Europe £9, Rest of World £9 surface mail, £11 air mail

Cheques payable to 'British Chess Variants Society', please

## LOSING CHESS

by Fabrice Liardet

### The Losing Chess 4-piece database

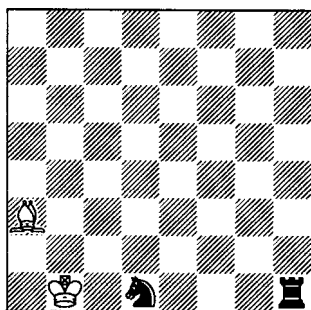
After John Beasley's complete database of three-piece endings in Losing Chess (without pawns) yielded a lot of very nice study-like positions, it became clear that the constitution of a similar database of four-piece ending would be very much worth the calculus time and disk space needed (some gigabytes).

This work has recently been done by the American computer scientist Ben Nye, whose primary intention was to reinforce his already very strong Losing Chess program ASCP. He constructed complete databases for all four-piece endings with or without pawns, together with some of the most common five-piece ones.

Of greatest interest for us is not ASCP's playing ability but the statistics and specimen positions worked out by Ben Nye, which are integrally reproduced on my personal Internet chess page, together with diagrams and comments about the positions I liked most. This article will introduce four of them.

Easy to search and often attractive are the reciprocal Zugzwang positions. Ben Nye has listed all win/loss Reciprocal Zugzwangs, that means positions where the side to move loses.

A



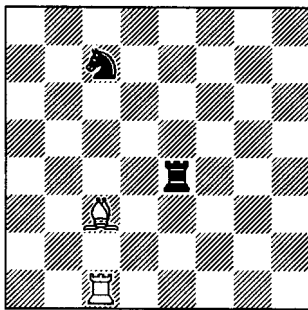
The side to move loses

This looks reasonably simple: White's only sensible move 1.Ka1 loses straightaway to 1...Nb2, and Black to move does not seem to have much of a

choice either, as 1...Nb2 fails to 2.Bxb2. But wait... why couldn't Black just stall with 1...Rg1?

will be a battle between a White Rook and two Black Kings, each restricted to one line.

B

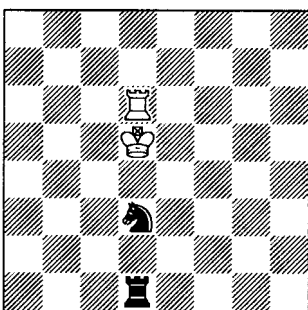


The side to move loses

This position is truly remarkable : although White has 19 legal moves and Black has 20, it is indeed a Reciprocal Zugzwang! While it is rapidly seen that the Bishop and the Knight are pinned, can you see the refutation of the following Rook moves: 1.Re1, 1.Rf1/g1/h1, 1...Ra4, 1...Re5, 1...Re6, 1...Re8 ?

Ben Nye also gives for each material setup one specimen of a win requiring the largest number of moves. These are often of interest, especially when the depth of the solution is due to tempo manoeuvres. Here are two examples.

C

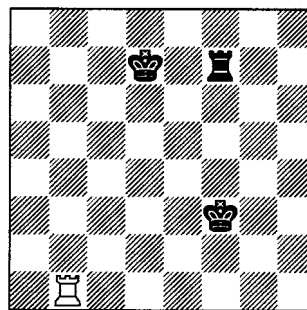


White to play and win

One may expect a draw here as all play seems to be confined to the d-file. But if his Rook was on d8 and his King on d7, White would then win by 1.Re8! (or 1.Rc8!), forcing 1...Re1 2.Rxe1 Nxe1 with a won K v N ending. Knowing this should help you to find the right first move.

In the next example The Black Rook is clearly paralysed so this

D



White to play and win

After the forced 1.Ra1, Black can't play the seemingly obvious 1...Kc7? because of 2.Rh1! leading to a winning R v K ending. This shows the necessity for Black to keep at least one of his Kings one or two squares close to his Rook. Let us look at 1...Ke7?! Then 2.Rc1! leads to a straightforward if not immediate win : 2...Kf4 3.Rc2 Kf5 3.Rc3 Kf6 4.Rc4 and Black is in Zugzwang. Hence play should instead continue with 1...Kf4! 2.Ra2 (of course 2.Rb1 Kf3 would only repeat) 2...Kf5. Now some thinking is needed. How can White force a win ?

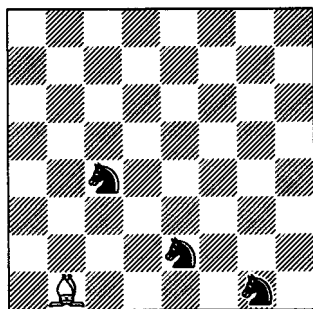
### The Address

La page d'echecs de Fabrice Liardet  
<http://matador.unige.ch/nabla/>  
 (The page is in French, but all documents about 4-piece endings are in English)

*I add some more material from the web pages of Fabrice, dealing with the ending Bishop versus three Knights (Ed.)*

The B v NNN ending is normally won for the Bishop. The winning plan is to attack one of the Knights while the others lie on squares of the same colour, thus unable to sacrifice themselves on the next two moves. Some positions exist where the Bishop loses, either by being immediately dominated by the Knights, or in a more subtle way (for which see the second diagram). First we see a non-trivial draw - no pieces get sacrificed.

E



Draw

But how can this ending be drawn? Only by making use of the two exceptional wins with N v B. In this position after any move by White, say 1.Bf5, Black can answer 1...Nf3!! and set up a fortress, because White can attack neither of the Knights without running into one N v B win. For example:-

2.Be6? (or any other move to attack Nc4) 2...Ng3! 3.Bxc4 Nf1 4.Bxf1 Nh2! wins.

2.Be4? (or any other move to attack Nf3) 2...Nc3! 3.Bxf3 Nd1 4.Bxd1 Nd6! wins.

Moreover the Bishop is neither able to dominate all the Knights nor to attack Ne2 without attacking one of the other two Knights on the same diagonal. Hence nothing can stop Black from moving back and forth to his 'fortress' position.

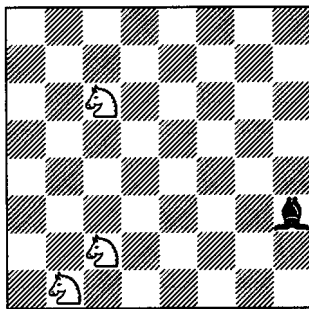
Subsequent computer research by Ben Nye has shown that there are exactly six such fortresses for the Knights. Here they are:

- c4, e2, f3  
(the one used here)
- d3, e4, f3
- d3, e2, f3
- d3, f3, f1
- d3, f3, h1
- d3, f3, h5

You will find a further example of this ending on my page [studies found by computer](#), where you will find out why c4, f3, h1 is **not** a fortress.

Now follows the longest win for the three Knights. There is no hope to immediately dominate the Bishop, but sometimes this can be done with only one or two Knights...

F



White to play and win

1.Nc3! (Everything else loses) 1...Bc8 (The only square) 2.Na7! (Otherwise Black would win by attacking Nc6). Now Black has two choices:

(1) 2...Bf5 3.Nb5 Bxc2 4.Nd1 Bxd1 5.Nd6! wins.

(2) 2...Bany 3.Nc8 Bxc8 4.Ne1! wins.

**Solutions**

A) 1...Rg1 is answered by the amazing 2.Bc5!! after which the Knight is unable to sacrifice itself in two moves: 2...Ne3 and 2...Nf2 clearly fail as Black will have to take White's King, the same happens with 2...Nc3 3.Bxg1 Nxb1 and the Bishop will soon beat the Knight, and finally 2...Nb2 3.Bxg1 leads to a sadistic Zugzwang, the Knight being forced to move away from the White King, this also leading to a simple B v N win.

B) 1.Re1 Rxe1 2.Bxe1 Ne6! is one of the two well-known exceptional wins for a Knight against a Bishop. This is why the Black Rook is well placed on the e-file. 1.Rf1 (1.Rg1/h1 are similar) Rf4 2.Rxf4 Na6! is also a surprise win for Black, this one showing why the Black Rook is well placed on the fourth rank. 1...Ra4 of course fails on 2.Ra1 Rxa1 3.Bxa1 with a normal B v N win. 1...Re5 2.Bxe5 Na8 doesn't repeat the previously seen trick because of the simple interception 3.Bc3! 1...Re6 allows 2.Rf1! as the f6 square is guarded by the Bishop. 1...Re8 2.Rh1! similarly.

C) 1.Rd7! Rd2 2.Rd8 Rd1 3.Kd6 Rd2 4.Kd7 Rd1 5.Re8! leads to the desired winning shot, while the straight 1.Rd8? Rd2 2.Kd6 Rd1 3.Kd7

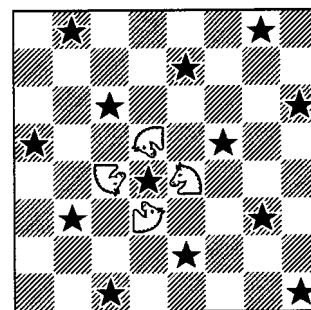
Rd2 would have placed White in Zugzwang and forced a draw by repetition, as 4.Rf8? Nf2 5.Rxf2 Rxf2 is a loss. Of course no takeback was allowed : 2.Rd6? Ne5.

D) 3.Ra3 3.Rb2 Kf4 is not leading anywhere. 3...Kc7! 3...Kf6 4.Ra4 Kc7 5.Ra2! would lose similarly and quicker. 4.Ra1! The essential triangulation. 4...Kd7 Once again, better than 4...Kf6?! 5.Ra4 etc. 5.Rb1 Kf4 6.Rb2 and White has managed his tempo loss; with a straightforward finish : 6...Kf5 7.Rb3 Kf6 8.Rb4 Ke7 9.Rc4 and wins.

**CHIRAL KNIGHTS**

by George Jelliss

George Jelliss sends the following diagram which shows the circuit for a 'left-handed' Knight. There are five separate networks of squares: the repeats of the pattern form a tiling of Greek Crosses - which occurs in right- and left-handed forms.



Colin Singleton (Sheffield), who is co-editor of the Journal of Recreational Mathematics, sent to George a diagram of a Hexagonal Chess board showing the seven circuits of a chiral Hexagonal Knight. The unit cell is a hexagon of seven hexagons (the Chemist in me sees the aromatic hydrocarbon known as Coronene). In each case there is one more circuit than the number of sides to the board: coincidence? On the square board there are N circuits because the move length is the square root of N, so how do you measure distance on the hexagonal board?

Aside. It isn't until you reach four dimensions that 'root-N' leapers of all orders occur (my thanks to Euler). Ed.

# XIANGQI

by C.K.Lai

## The 6th World XiangQi Championships

Our UK XiangQi team of 3 players and 1 team leader arrived at Shanghai's Renhe Hotel on the 26th of October, in high spirits. The city is modern and attractive: the inhabitants are friendly, always helpful. During our stay in the city we enjoyed the sightseeing, food, entertainment and above all, contact with the local people. More than 70 players from 26 areas and countries took part.

In the Women's section there were 6 participants: 1st Jin Hai Ying (China), 2nd Li Chen (France), 3rd Cheng Ming Chuo (E. Malaysia).

In the Men's Individual section the World Champion is Xu Yin Chuan (China), 2nd Yan Wen Qing (China), 3rd Wu Gui Lin (Taipei).

In the Non-Asian group the winner is Shoshi Kazuharu (Japan), 2nd Anuar Bakri (W. Malaysia), 3rd Claus Tempelmann (Germany).

Finally, the Team section was won by China, followed by Taipei and then W. Malaysia.

The next World XiangQi Championships will be held in Paris in two years time.

The first round of a tournament is always full of excitement and trepidation. Here is my first round game against Mr. Lo Che-San of Australia, who is a member of the Qualification Committee of the World XiangQi Federation.

**Red**                      **Black**  
**Lo Che-San**    **Chi Kong Lai**

1. C2=5 N8+7

I opted for a solid defensive system in which I feel more or less at ease. There are other moves I can choose, for example, 1. ... C8=5 counter-attacking. However as it was a first round encounter, I felt I must handle things in a cool way. Besides, it was the first time I had played my

opponent - who is a player well known across Asia.

2. N2+3 R9=8  
3. R1=2 N2+3  
4. P3+1 C8+4

An aggressive move: maybe at that moment I was in tune with the atmosphere of Shanghai. There was an air of adventure perhaps.

5. P7+1 C8=7

A natural followup. If the knight got away free it could destabilise my defence.

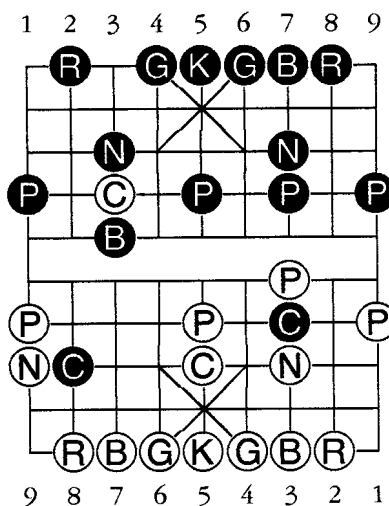
6. C8=7 B3+5  
7. P7+1 B5+3  
8. N8+9 R1=2

Obviously it is important to activate my right hand rook in preparation for Red's Rook sortie.

9. R9=8 C2+4

Playing for geographical control. My strategy was to limit Red's Rook play as much as possible.

10. C7+4 C2+1



I was very pleased with this move. Instantly Red's position was under great pressure.

11. C5-1 R8+7

The Rook was untouchable. If 12. R2+2 then C7+3 mate.

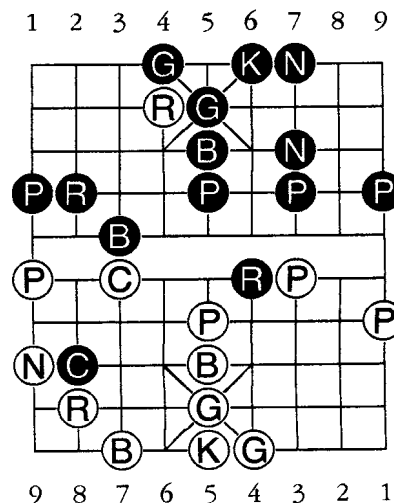
12. B3+5 R8=7  
13. C5=7 N3-5  
14. R2+1 R7=6

Red tried a last trick. My last move was to avoid Red's 15. C7+1 capturing my Rook!

15. C7+2 C7=3  
16. C7-3 R2+6  
17. R2=7 R2-3  
18. P9+1 R6-2  
19. C7+1 B7+5

20. R7+1 C2+1  
21. R7-1 C2-1  
22. R7=6 N5-7  
23. R6+7 G6+5  
24. R8+1 K5=6  
25. G6+5

A typical mistake when under pressure. 25. G4+5 should be played instead.



25. -- R6=3

26. B5+7 C2=8 (0-1)

Red resigned as the Rook cannot be saved.

The young GM Xu Yin Chuan drew his last round game against 4th placed Huang Zhi Qiang, thereby securing his top prize of 40,000 yuan and the coveted title of World Champion.

**Red (China)**    **Black (Hong Kong)**  
**Xu Yin Chuan**    **Huang Zhi Qiang**

1. B3+5 N2+3

2. P7+1 C8=5

An unusual opening: it seems the players were putting each others nerves to the test.

3. N2+3 N8+7

4. R1=2 R9=8

5. C2+4 C2+7

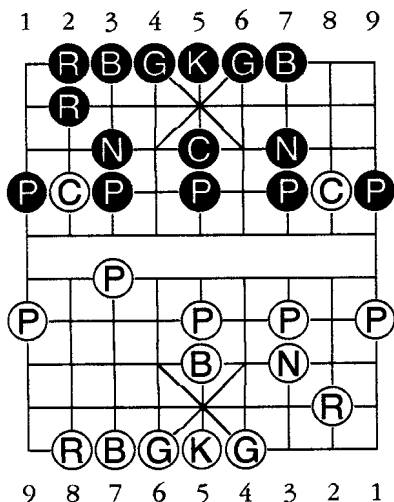
As the game was developing into a regular shape, Huang decided to exchange his Cannon for Xu's back rank knight. Maybe he had prepared a surprise, who knows? This early attack might sweep away a lesser opponent, but not GM Xu Yin Chuan, himself a master of surprise.

6. R9=8 R1=2

7. C8+4 R8+1

8. R2+1 R8=2

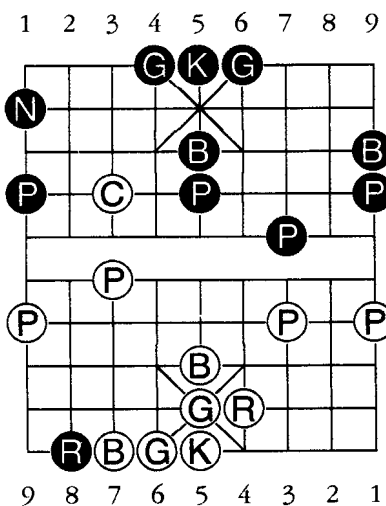
Another surprising move. Huang must have rehearsed this line in his laboratory before he was confident enough to play it.



- 9. C8+3 R2+8
- 10. C8-8 P7+1
- 11. C2=3 B7+9
- 12. C3=7 N3-1
- 13. C8=7 N7+6

The combination of Cannon and Knight is strong enough to secure a draw in the end.

- 14. R2=4 N6+5
- 15. N3+5 C5+4
- 16. C-5 C5+2
- 17. G4+5 B3+5



- 18. C7=1 R2-3
- 19. R4+5 N1+3
- 20. C1=5 N3+5
- 21. R4=5 B9-7
- 22. R5=9 R2=7
- 23. P1+1 R7=9

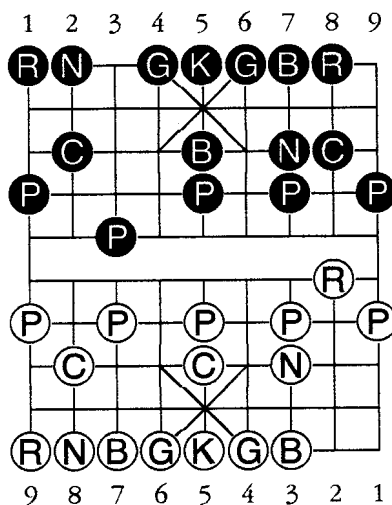
Draw agreed

The last phase of the game is easy to follow.

The next game was played between Li Chen, who represented France, and Jin Hai Ying, the Women's Champion of China. Both are young and talented players. In this World Championships, Li Chen drew all her games except against Chieng Hle Kwong of Brunei where she took the full point. Jin Hai Ying, as expected, won all her other games.

Red                      Black  
Li Chen                Jin Hai Ying

- 1. C2=5 N8+7
- 2. N2+3 R9=8
- 3. R1=2 P3+1
- 4. R2+4 B3+5



The game proceeds in a normal way, with Red in attacking posture and Black playing a classical defence.

5. P7+1

Preparing for the sortie of the left hand Knight.

- 5. -- C8=9
- 6. R2+5 N7-8

Early trade off of the Rooks, popular in modern play among top masters.

- 7. P7+1 N2+4
- 8. N8+7 R1=3

This is a standard way of capturing the pawn, while developing the back rank Rook at the same time.

9. N7+6

Red's Pawn was indefensible, so Li decides to advance the Knight, attacking Black's central Pawn.

9. -- R3+4

An obvious move. Jin cannot allow the Pawn a free rein.

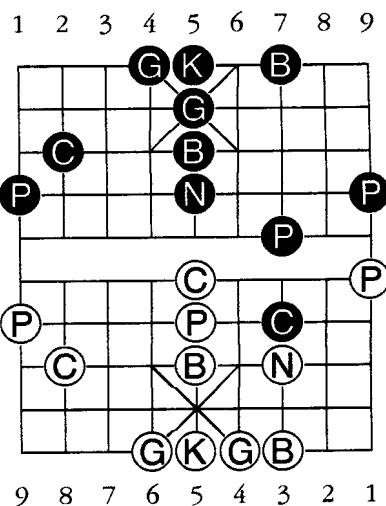
- 10. N6+5 N4+5
- 11. C5+4 G6+5
- 12. B7+5 N8+7
- 13. C5-2 N7+5

This phase of the game was played logically, neither player being able to spring any surprise.

14. R9=7

Exchanging an undeveloped Rook against the up river Rook. Red had nothing to lose.

- 14. -- R3+5
- 15. B5-7 P7+1
- 16. B7+5 C9=7
- 17. P1+1 C7+4



In a Rookless endgame, Pawns become an important source of reserve power. That is why both sides will try ruthlessly to eliminate all the pawns in sight.

- 18. P9+1 N5+3
- 19. C8=7 C2+3
- 20. C7+2 C2=5

Draw agreed

### COMPETITION

Some time ago I put out a feeler to see if there was any interest in a Chinese Chess competition by correspondence. I received enough replies to go ahead with it and will be writing to prospective contestants as soon as this issue is off my desk. I think it best to adopt a flexible ladder format. Games currently under way can be included, and so can games of Korean Chess. Ed

## CANNON CHESS

by Peter Michaelsen

It is a great pleasure for me to introduce the readers of this magazine to a new Chess variant, which I invented in 1998, and slightly revised in April 1999. The game is played on the 9x9 Shogi board with 2x18 pieces. If small labels are placed upon and under the pieces the game can easily be played with a Shogi set.

*Because of the limitations of my software, I here use the conventional Shogi piece symbols. In contrast to normal Shogi practice I use an algebraic notation. (a-i for the files and 1-9 for the ranks). Ed.*

It is now also possible to play Cannon Chess by computer. Steve Evans, who wrote the very nice Shogi Variants program, described by Rick Brown in NOST.ALGIA #371, p 30, has implemented Cannon Chess using the **Zillions of Games** program. Zillions, developed by Mark Lefler and Jeff Mallet, contains a generic board-game engine that can learn new games on the spot and play them. Game rules are stored in text documents that can be edited. So far, over 500 puzzles, games and variants have been implemented. For more information see the home page of Zillions

<<http://www.zillions-of-games.com>> from where a lot of new implementations can be downloaded.

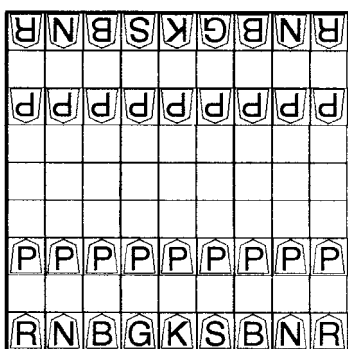
Cannon Chess, as I name it, should perhaps be regarded as Shogi variant. It is much more different from Shogi, however, than most Shogi variants.

The pieces of the initial array have no exact counterparts in any other Shogi variant, concerning the way they move and capture (perhaps not even in any other Chess variant). They all have some sort of cannon power, modelled after the combined powers of of the Cannon of Chinese Chess and the Cannon of Korean Chess, resulting in some rather unique pieces. Besides, all pieces except the King have two different states and can optionally change state (promote to their alternative form) when making a move that begins or ends in the last 3 ranks, or when making a capture. I got this idea after having tried a modern

Japanese variant (Micro [Poppy] Shogi), in which a piece is changed to its alternative form (compulsory) each time it makes a capture.

**Captured pieces** may be reintroduced into play on the capturer's side, as in Shogi. As in Micro Shogi, they may be dropped onto any vacant square on the board in either of the piece's two forms. One of the most difficult problems one faces in Cannon Chess is to decide if a piece should change state or not, and if a captured piece should be dropped on the board again in one state or the other. In Cannon Chess the pieces lose their original cannon power when they change to their alternative form. As a compensation they they gain the power of well known OrthoChess pieces like Rook, Knight, Bishop, Queen and King. Of the promoted pieces only the Gold General retains the cannon power it had in its original state (as a Silver General), but only at a short distance (= the short cannon leap of the Iron Cannon). In the initial array none of the pieces is able to capture at long distance, except when making a cannon leap.

The diagram shows the standard initial array:



The players are at liberty, before moving, to interchange the positions of their Copper Generals and Copper Cannons on their left (♠b1/c1, ♞g9/h9) or right (♠g1/h1, ♞b9/c9) side of the board, resulting in nine possible arrays.

### The moves of the pieces

**Iron Cannon** (♠a3-i3, ♞a7-i7)

moves like a Chess king; or 2 squares in 8 directions by leaping an adjacent piece. Captures by making a

2-square leap over an adjacent piece. May promote to an *Iron General*, which moves and captures as a Chess King.

**Copper Cannon** (♠c1,g1, ♞c9,g9)

moves diagonally like a Bishop and may leap over one piece. Captures diagonally by leaping over one piece. Promotes to a Bishop.

**Silver Cannon** (♠a1,i1, ♞a9,i9)

moves orthogonally like a Rook and may leap over one piece. Captures orthogonally by leaping over one piece. Promotes to a Rook.

**Gold Cannon** (♠d1, ♞f9)

moves as a combination of Copper and Silver Cannons, and so it promotes to a Queen of course.

**Copper General** (♠b1,h1, ♞b9,h9)

moves and captures like a King, and also 2 squares in 8 directions by leaping an adjacent piece. Promotes to a Knight.

**Silver General** (♠f1, ♞d9)

moves like a Queen and may also leap one piece. Captures in 8 directions like a King or a Cannon. Promotes to Gold General.

**King** (♠e1, ♞e9)

The King has a much more powerful move than the kings of most chess games. It moves and captures in 8 directions like a Queen or a Cannon.

### Game Transcript

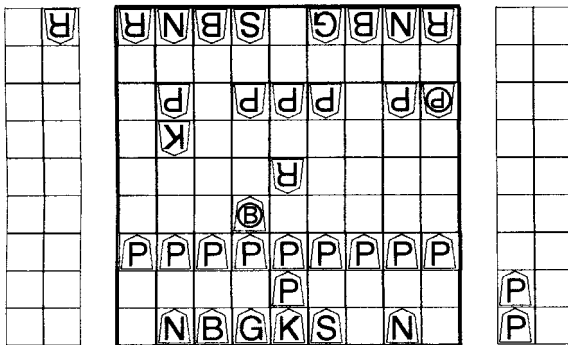
Cannon Chess is so complex that it will require much more game experience than I have to describe its tactics and strategy in any satisfying way. The number of possible moves in each position is enormous - up to 800! The high branching factor makes it extremely difficult for Zillions to play the game well. Sometimes it simply stops the game with the message 'Too many moves were generated'. This problem will hopefully be solved in a future version of Zillions.

*I think that here Mr. Michaelsen overestimates the powers of us ordinary mortals. When even Zillions protests that it has had enough I think we should listen. It would be better to say 'this problem will hopefully be solved in a future version of Cannon Chess'. Ed.*

The following game was played by Zillions against itself on expert level (2-3 minutes per move).

In the following diagrams an asterisk denotes a drop. I have used the Tendo English font, and promotion of a Gold Cannon to a Queen is shown by a piece blank.

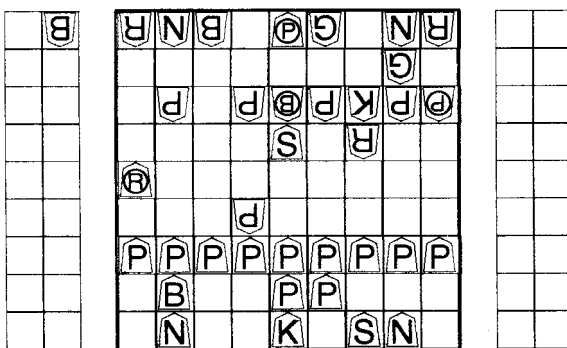
- |    | Black        | White        |
|----|--------------|--------------|
| 1. | SCa1xa7 (R)  | ICc7xa7 (IG) |
| 2. | SCi1xi7 (R)  | SC*e5+       |
| 3. | IC*e2        | ICg7xi7 (IG) |
| 4. | CCg1xa7      | Ke9-b6       |
| 5. | CCa7-d4 (B)+ |              |



The Copper Cannon attacks the King by jumping over it, leaving the promotion zone and promoting to a Bishop.

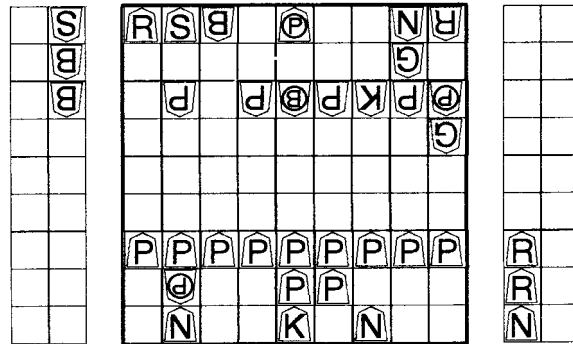
- |     |              |              |
|-----|--------------|--------------|
| 5.  |              | SGd9xd4 (GG) |
| 6.  | GCd1xd4 (Q)+ | Kb6xd4       |
| 7.  | IG*e4+       | Kd4-c5       |
| 8.  | IGe4xe5      | GC*h4+       |
| 9.  | IC*f2        | GCh4-h8      |
| 10. | R*a5+        | Kc5-h5       |
| 11. | IGe5-d6+     | Kh5-e8       |
| 12. | SG*e6+       | Ke8-f8       |
| 13. | IGd6xe7+     | CCg9xe7 (B)  |
| 14. | IG*e9+       | Kf8-g7       |
| 15. | SGf1-g1+     | SC*g6        |
| 16. | CCc1-b2+     | IC*d4        |

A curious situation has arisen: nearly all the pieces are back on the board but deranged (sorry, that should be disarranged. Ed.) Black's Iron Cannons are unmoved, and that looks like the sounder position.

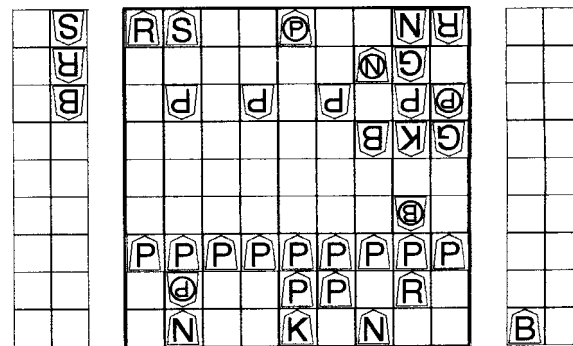


- |     |         |              |
|-----|---------|--------------|
| 17. | SGe6xb9 | SCg6xg1 (R)+ |
| 18. | CGh1xg1 | ICd4xb2 (IG) |

19. Ra5xa9 (SC) GCf9-i6



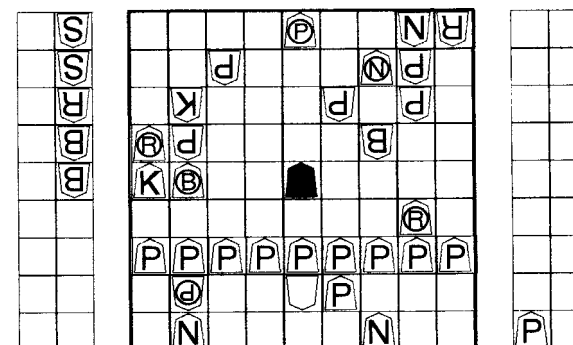
- |     |         |         |
|-----|---------|---------|
| 20. | R*g4+   | CC*g6   |
| 21. | N*g8+   | Kg7-h6  |
| 22. | SC*h2+  | CCc9-h4 |
| 23. | Rg4xh4+ | Be7xh4  |



- |     |              |         |
|-----|--------------|---------|
| 24. | SCh2xh4 (R)+ | Kh6-a6  |
| 25. | B*b5+        | Ka6-a7  |
| 26. | B*d4+        | ICb7-b6 |
| 27. | SCa9-a6 (R)+ |         |

Another example of the tactic we saw at move 5. The Silver Cannon leaps over the King, promoting with check.

- |     |             |              |
|-----|-------------|--------------|
| 27. |             | Ka7-e7       |
| 28. | Bd4xh8 (CC) | GCi6xe2 (Q)+ |
| 29. | Ke1-a5      | IGi7xh8 (IC) |
| 30. | Q*e4+       | IG*e5        |
| 31. | SGb9-b7+    | ICd7-c8      |
| 32. | Qe4xe5+     | Ke7xb7       |



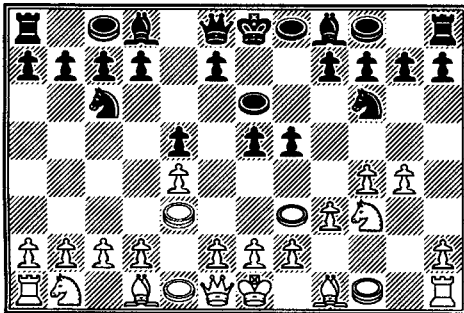
- |     |        |      |
|-----|--------|------|
| 33. | Ra6xb6 | mate |
|-----|--------|------|

# MODERN COURIER CHESS

by Paul Byway

White	Black
Roy Talbot	Paul Byway
1. e2-e4	e7-e5
2. i2-i3	g7-g5
3. j2-j4	Fe8-g6
4. Nk1-j3	h7-h5
5. Cc1-e3	Nb8-c6
6. Fh1-h3	Nk8-j6
7. k2-k4	

Before rigor mortis sets in (RT).



8. Rl1-k1	Nj6xk4	Nk4-l6
-----------	--------	--------

The intention was to bring the knight to j5, but the straightforward Nj6 was probably better.

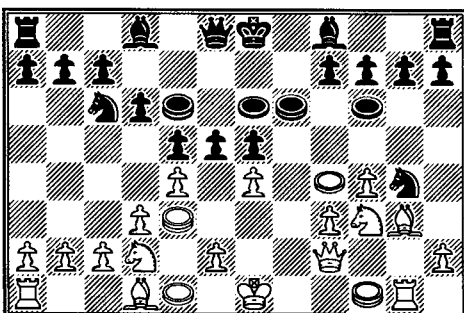
9. g2-g4	h5-h4
----------	-------

In order to muzzle the light squared bishop and weaken White's kingside.

10. Fh3-i4	Fh8-j6
11. d2-d3	Cc8-e6
12. Nb1-d2	h4xi3
13. h2xi3	d7-d6
14. Qf1-g2	Cj8-h6
15. Bi1-k3	Nl6-k4

Black announced that he so enjoyed his last visit to k4 that he thought he'd come again. White inquired simply 'Why?'(RT). I'm drawn by the weakness on i3, and now conceive the idea of exploring the sacrifice of fers for pawn, opening a line of fire against the Rk1.

16. Qg2-i2	f7-f5
------------	-------



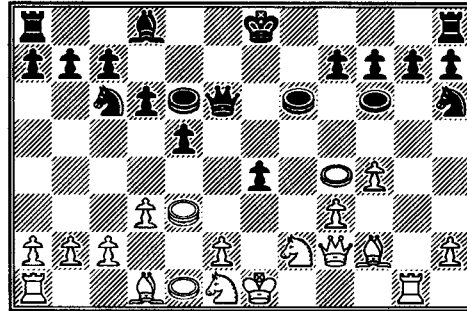
17. e4xf5	Fg6xf5
-----------	--------

18. Nj3-h2	Nk4-l6
19. g4xf5	Bi8xf5
20. Cj1-h3	g5-g4

I overlook the strength of White's 20th, but refuse to retreat. This time I must complete my development early.

21. Ch3xf5	Qf8xf5
22. Nd2-f1	Qf5-f6
23. Bk3-j2?	

A blunder. A pity, for White was surely much better.



24. i3xj4	Ch6xj4	Qf6xj2
25. Qi2xj2	Bd8xj2	
26. Rk1-j1	Bj2-f6	
27. l2-l3	Kg8-e7	

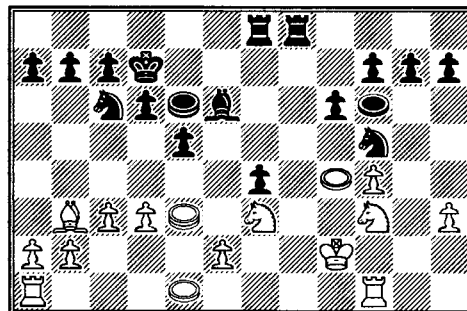
So! I did at least complete my development.

28. Nf1-g3	Ra8-g8
29. c2-c3	

I prefer 29.Fh5 Bi3 30.Ki2

30. Bd1-b3	Ke7-d7	Rl8-h8
31. Kg1-i2	i7-i6	
32. Nh2-j3	Nl6-j5	

It's loose again (RT). Too impatient: I should play Nl6-k8-i7-g6.



33. Fi4xj5	i6xj5
34. Fe1-g1	Rh8-h3
35. Fg1-h2	Rg8-i8+
36. Ki2-h1	Ri8-i3

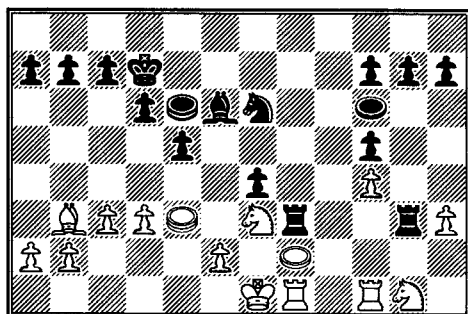
Black seems to be making substantial progress, but he is a piece down.

37. Nj3-k1	Ri3-k3
38. Kh1-g2	Nc6-e7

White managed to hold his position together: there's nothing for it but bring up the reserves.



39. Ra1-h1                      Ne7-g6  
 40. Kg2-g1



Ng6-h4

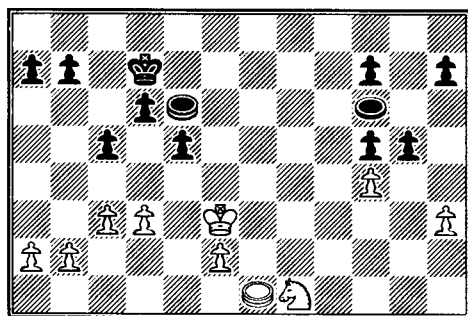
40. Nf4 was better (RT). It may be so: my play seems to have been marked by impatience throughout the game!

41. Bb3-d5                      Nh4-f3+  
 42. Kg1-g2                      c7-c6  
 43. Bd5xf3                      g4xf3+  
 44. Kg2xf3                      c7-c5  
 45. Ce3-g1                      Rk3xk1

I can't see how to make further progress, so it's time to take as much profit as I can

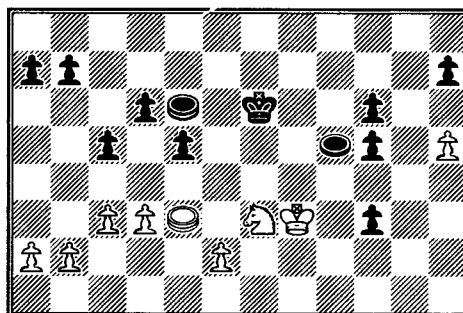
46. Rj1xk1                      Bf6xk1  
 47. Rh1xk1                      Rh3xh2  
 48. Rk1-h1                      Rh2xh1  
 49. Ng3xh1                      k7-k5

It is axiomatic that Black, who devotes his life to creating Machiavellian endgame studies, can win any ending from either side. It is well known that White, who devotes his life to failing to solve Machiavellian endgame studies, can lose any ending. Black has 28 legal moves, 27 of which appear to win. 4:2 on the kingside must be good. One could, of course, convert this to 1:0 on the kingside - which is not (RT). The idea is that now either knight or king is tied down.



50. Kf3-g3                      k5xj4  
 51. 13-14                      Fj6-i5  
 52. Kg3-h3                      Kd7-e7  
 53. Cg1-g3                      j7-j6  
 54. Cg3-e3                      Ke7-f6  
 55. Nh1-g3                      Kf6-g6  
 56. 14-15                      j4-j3

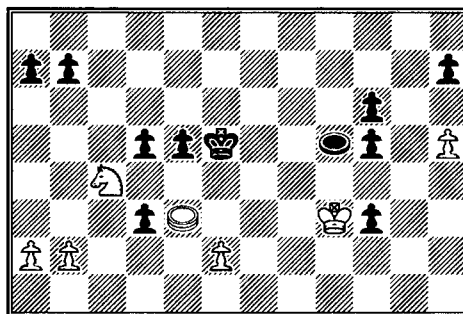
With the idea of 57.Ki3 Fh4+ which White feared: but quite how Black would win I'm not now sure.



57. Ng3-f1                      Kg6-f5  
 58. Kh3-i3                      c5-c4  
 59. Nf1-d2                      c4xd3

And the Black king penetrates unless we can pull a fast one (RT).

60. c3-c4                      Ce6xc4  
 ..which we can't (RT).  
 61. Nd2xc4                      d6-d5



62. Nc4-d2                      e5-e4  
 63. Ki3xj3                      Kf5-f4  
 64. Resigns

## REVIEW

*Abstract Games Issue 1, Spring 2000*

Published by Carpe Diem Publishing, Box 33018, 1583 Marine Drive, West Vancouver, BC, Canada, V7V 1H0  
 Annual subscription: \$22 CAN, \$23 USA, \$26 the rest of the world.

Edited by Kerry Handscomb, this is 18 pages of American quarto with colour covers - very attractive. This first issue is about 40% Chess related. Lines of Action, Shogi, Russian Draughts and 'Zillions' are among other items covered. The editor promises that the second issue will be a little larger A promising start!

# ALICE CHESS

from David Pritchard

The BCVS Alice Chess tournament is now well over half way to completion. The current scores are as follows:

Allan Brown	1½/9
Peter Coast	4/4
Ivan Dirmeik	1½/5
George Jelliss	3/7
Jed Stone	5/7
Paul Yearout	4/6

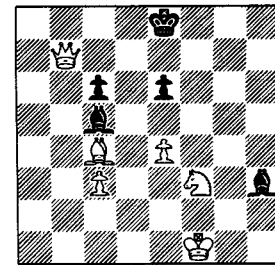
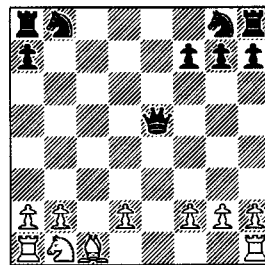
Since we don't see enough of Alice Chess, which is moreover a difficult game to get to grips with, I have appended a selection from the games played so far. I have adopted the convention that moves made on board B will be in italics.

White  
Ivan Dirmeik

Black  
Jed Stone

- |     |                |                 |
|-----|----------------|-----------------|
| 1.  | <i>c2-c3</i>   | <i>d7-d5</i>    |
| 2.  | <i>Qd1-c2</i>  | <i>Qd8-d6</i>   |
| 3.  | <i>Qc2-a4+</i> | <i>Ke8-d8</i>   |
| 4.  | <i>Qa4-a5+</i> | <i>Kd8-d7</i>   |
| 5.  | <i>Qa5xd5+</i> | <i>Kd7-e8</i>   |
| 6.  | <i>e2-e4</i>   | <i>c7-c6</i>    |
| 7.  | <i>Bf1-c4</i>  | <i>e7-e6</i>    |
| 8.  | <i>Ng1-f3</i>  | <i>Bf8-c5</i>   |
| 9.  | <i>Qd5xb7</i>  | <i>Qd6-e5+</i>  |
| 10. | <i>Ke1-f1</i>  | <i>Bc8-h3++</i> |

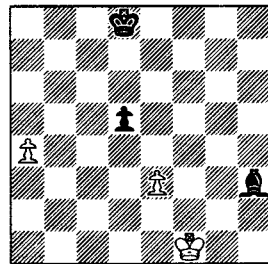
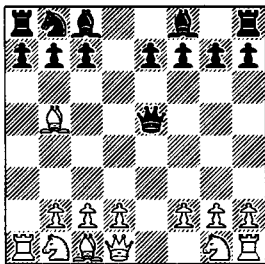
Black was no doubt very happy to pull off the same trick as in the first game. It's very easy to miss one move threats in Alice Chess: 'Alice vision' is hard to acquire.



White  
Allan Brown

Black  
Jed Stone

- |    |                |                 |
|----|----------------|-----------------|
| 1. | <i>e2-e3</i>   | <i>Ng8-f6</i>   |
| 2. | <i>Bf1-c4</i>  | <i>d7-d5</i>    |
| 3. | <i>Bc4-b5</i>  | <i>Nf6-d7</i>   |
| 4. | <i>Bb5xd7</i>  | <i>Qd8-d6</i>   |
| 5. | <i>Bd7-b5+</i> | <i>Ke8-d8</i>   |
| 6. | <i>a2-a4</i>   | <i>Qd6-e5+</i>  |
| 7. | <i>Ke1-f1</i>  | <i>Bc8-h3++</i> |



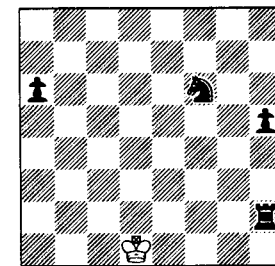
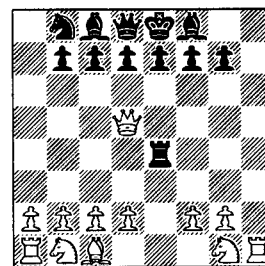
White  
Allan Brown

Black  
George Jelliss

- |    |               |                |
|----|---------------|----------------|
| 1. | <i>e2-e4</i>  | <i>h7-h5</i>   |
| 2. | <i>Bf1-b5</i> | <i>a7-a6</i>   |
| 3. | <i>Bb5-a4</i> | <i>Ra8xa4</i>  |
| 4. | <i>Qd1-f3</i> | <i>Ra4xe4+</i> |
| 5. | <i>Ke1-d1</i> | <i>Rh8xh2</i>  |
| 6. | <i>Qf3-d5</i> | <i>Ng8-f6</i>  |

Black plays the 'Rampaging Rooks' defence and White is looking groggy - but he comes back strongly later on.

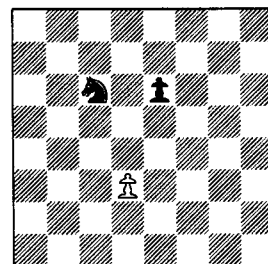
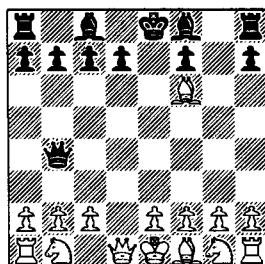
- |    |               |               |
|----|---------------|---------------|
| 6. | <i>Qf3-d5</i> | <i>Ng8-f6</i> |
|----|---------------|---------------|



White  
Paul Yearout

Black  
Ivan Dirmeik

- |    |               |                 |
|----|---------------|-----------------|
| 1. | <i>d2-d3</i>  | <i>Ng8-f6</i>   |
| 2. | <i>Bc1-f4</i> | <i>Nb8-c6</i>   |
| 3. | <i>Bf4-e5</i> | <i>e7-e6</i>    |
| 4. | <i>Be5xg7</i> | <i>Qd8-e7</i>   |
| 5. | <i>Bg7xf6</i> | <i>Qe7-b4++</i> |

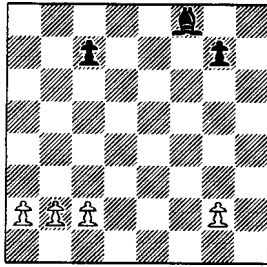


- |     |               |               |
|-----|---------------|---------------|
| 7.  | <i>Ng1-f3</i> | <i>Rh2-e2</i> |
| 8.  | <i>d2-d3</i>  | <i>Re2xf2</i> |
| 9.  | <i>Bc1-g5</i> | <i>f7-f5</i>  |
| 10. | <i>Nb1-c3</i> | <i>b7-b6</i>  |
| 11. | <i>Ra1-g1</i> | <i>Bc8-b7</i> |
| 12. | <i>Bg5xf6</i> | <i>e7xf6</i>  |

White develops his K-side attack with purpose, but Black hasn't found a use for his pair of Rooks.

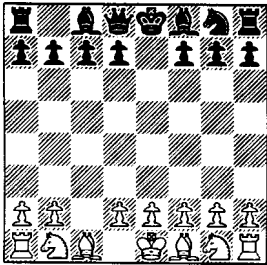
- |     |                |               |
|-----|----------------|---------------|
| 13. | <i>Qd5-f7</i>  | <i>d7-d6</i>  |
| 14. | <i>Rh1-h7</i>  | <i>Qd8-c8</i> |
| 15. | <i>Qf7xh5+</i> | <i>Ke8-d8</i> |
| 16. | <i>Qh5-h8+</i> | <i>Re4-e8</i> |

17. Qh8xe8  
18. Qe8-e7++

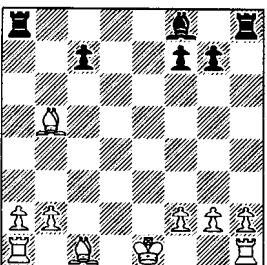


White  
George Jelliss

1. c2-c3  
2. Qd1-a4  
3. Qa4-e4+  
4. Qe4xe7



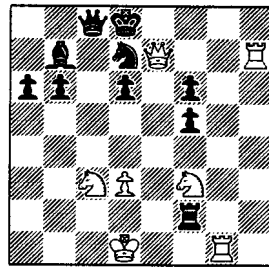
4. Qe7xe5+  
5. d2-d4  
6. Ng1-f3  
7. Nb1-d2  
8. e2-e4  
9. Bf1-c4  
10. Qe5-a5+  
11. Qa5-d5  
12. Bc4-b5  
13. Bc4-b5  
14. Qd5-d7++



White  
George Jelliss

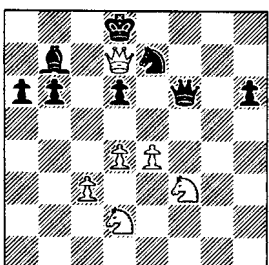
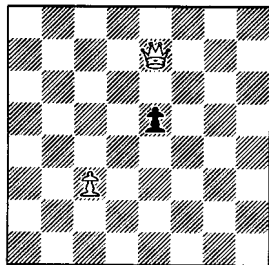
1. e2-e4  
2. Qd1-f3  
3. Qf3-e3+  
4. Bf1-b5

Nb8-d7



Black  
Allan Brown

- e7-e5  
Nb8-c6  
Nc6-e7

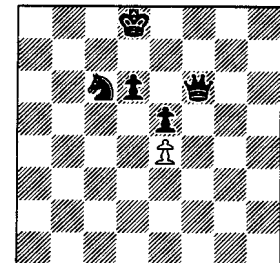
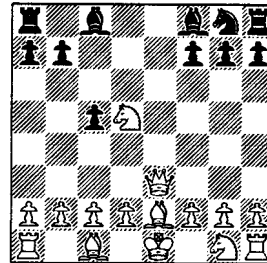


Black  
Jed Stone

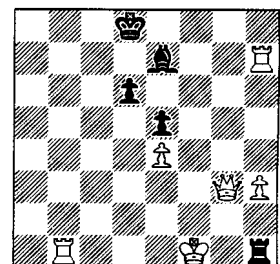
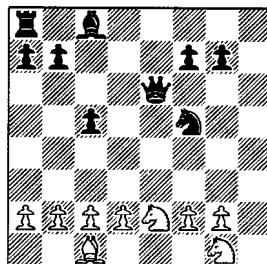
- e7-e5  
Qd8-f6  
Ke8-d8

White is threatening to checkmate next move. It wouldn't be difficult to miss this if you haven't played much 'Alice'.

4. c7-c6  
5. Bb5-e2 d7-d6  
6. Nb1-c3 c6-c5  
7. Nc3-d5 Nb8-c6



8. h2-h3 Bf8-e7  
9. Ra1-b1 Ng8-h6  
10. Rh1xh7 Nh6-f5  
11. Qe3-g3 Qf6-e6  
12. Nd5-c3 Nc6-d4  
13. Ke1-f1 Nd4xe2  
14. Nc3xe2 Rh8-h1++

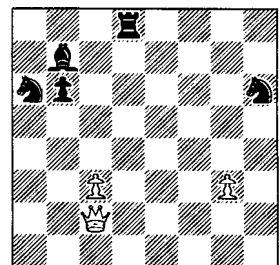
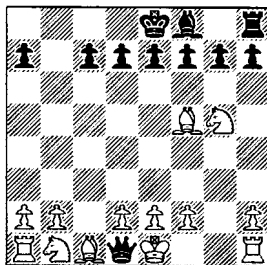


White  
Ivan Dirmeik

1. c2-c3  
2. Qd1-c2  
3. Ng1-f3  
4. g2-g3  
5. Nf3-g5  
6. Bf1-h3  
7. Ng5-f3  
8. Bh3-f5  
9. Nf3-g5

Black  
George Jelliss

- b7-b6  
Bc8-b7  
Qd8-c8  
Nb8-a6  
Ng8-h6  
Qc8-g4  
Ra8-d8  
Qg4-h5  
Qh5-d1++



The mating pattern of games one and three is shown in the article in Popular Chess Variants, just after Fool's Mate. This one should perhaps be called 'Scholar's Mate'! Ed.

# PROBLEM PAGES

by Ronald Turnbull

All six final digits of my car's odometer turned zero last month. I have to say I took very little notice and simply kept on driving towards where I was going anyway - which happened to be the Luss Hills alongside Loch Lomond. And as the Western World gets excited over just three digits of its calendar, we at Variant Chess prefer to celebrate a Chinese New Year.

"Chinese" pieces are worth celebrating. Leo, Pao, Vao move like Queen, Rook, Bishop but capture only after moving over an intervening unit of either colour. Thus they transfer the move of the Chinese Cannon to the Western Board.

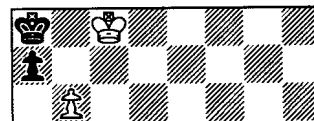
So in Stephen Emmerson's first diagram, the Vao on b1 could move to a2,c2 or d3 only and does not give check to wK. If White's Leo moves to h7, giving check to Black, this Vao will capture it.

A good chess problem depends on the opening and closing of lines - this is one of those universal statements that actually turns out to be true quite a lot of the time. In the second diagram, 1...Kb7 could be met with 2.Nd6 (double check and mate).

Any New Year celebration should involve excess, and Alex Ettinger offers total Chinoiserie. All pieces (not pawns) are Chinese, with Mao replacing Knight - the Mao moves 1-sq orthogonal plus 1-sq at 45°, which is equivalent to Knight except that it may be blocked on the intervening square. So Black could play 1.MAf3+, but any unit on g3 would eliminate the check. d4 is the opposite, a MOA, which may be blocked on the other intervening square. 1.MOf3+, a unit on b4 would block this check. And c4, e6, g8 are Chinese Camelriders. These are (1,3) riders whose only possible capture move is (2,6) with some unit on the midpoint square. (Play 1:MOF6 and now CRg8 guards e2.) now CRg8 guards e2.)

303 shows, we think for the first time, the helpmate version of an orthodox directmate theme. My own one is less ambitious.

305, 306, 307

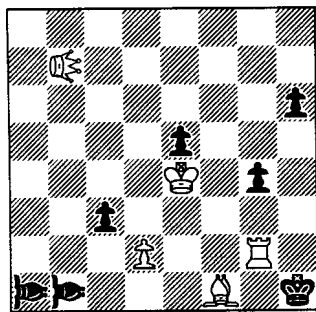


New Year being above all a time for looking backwards, we reprint a familiar diagram. In 305 (V Nebotov) Kings are Scorpions (ie have added power of Grasshoppers): Mars Circe applies (units move to their Circe rebirth square, which must be vacant, before capturing): Black moves first, the two sides cooperate, and stalemate arises at move 3. wK cannot move to d8 (attacked from e8) but bK could leap there scorpionwise as wK attacks only from e1.

306 (Stephen Emmerson) is Helpmate in 2½ (ie White starts) in Messigny Chess. In 307 he adds Circe to Messigny and asks for a) Helpstalemate in 2 b) One Black move and series mate in 5 and c) Helpmate in 3 halfduplex (ie White to play, Black to give mate).

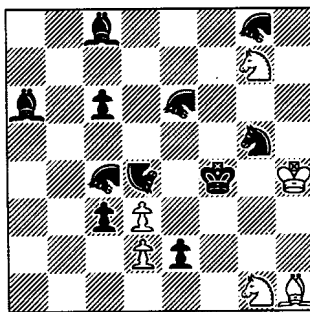
There is a tendency among the Vieler Väter for the stipulation to be more complex than the diagram - but also than the solution. Are these ones among the childish children of the many fathers? Please solve, then tell us what you think.

301 - S. EMMERSON



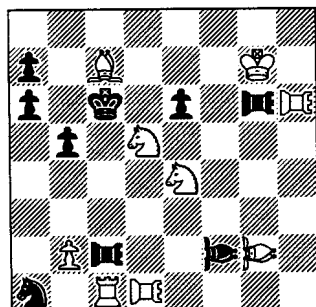
Vaos + Leo; mate in 2

303 - A. ETTINGER



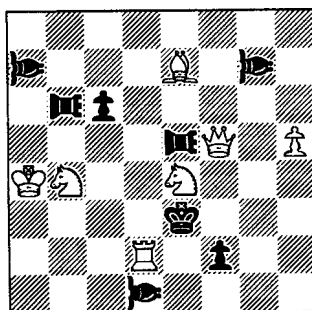
All Chinese (see text)  
Helpmate in 2 b) MOd4 < MAg5

302 - S. EMMERSON



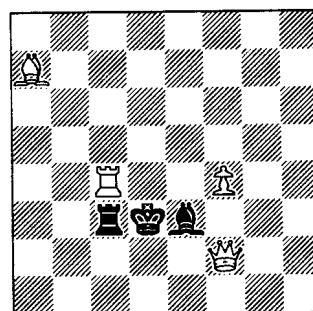
Paos + Vaos; mate in 2

304 - R. TURNBULL



Paos + Vaos; mate in 2

308 - I. RICHARDSON

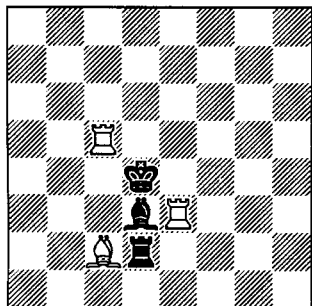


No captures  
Helpstalemate in 3, 2 solutions

Ian Richardson's two diagrams

have a simple stipulation: captures are illegal (Even Ks may not capture, but check is normal). Solutions may be found less simple - or may indeed not be found at all! As reward for the industrious composer, the second diagram arose as a cook eliminated from the first.

309 - I. RICHARDSON

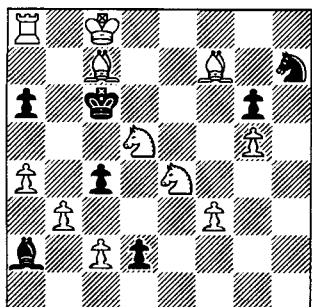


No captures

Helpstalemate in 3, 2 solutions

In Magnetic Chess, after any move, closest units on rank and file to the piece just moved are magnetised. Enemy pieces are attracted, own-colour pieces are repelled to the furthest unobstructed square. So if 1.Bd6, bPg6 is attracted to e6 and wNd5 is repelled to d3. Kings do not magnetise or suffer magnetism. To make things a little easier I reveal that wR is a cookstop and takes no part in the action. (It prevents 1...a5 by making this move self-check by Black).

310 - C. LYTTON



Magnetic Chess; mate in 2

Solutions and comments by 1 Feb to be sure of publication in VC35, though any by 1 March have a chance.

Solutions to VC 33

291 (Ettinger): 1.bc Rd6 2.Rc4 Rd7 b) 1.Re6 Rf5 2.Ke5 Rg5 extremely easy to solve, but twin should be bR>e1 so that 1.Re6 is a critical move - composer. c6,h4 are big clues - CCL.

292 (Richardson): 1.Qd5 threat 2.Qd7 (Bg7) with 1...Rd3 (Qd4) 2.Qg7 (Bc7) and 1...Rxc3 (Nc4) 2.Ba3 (Rb3) while 1...Rg4 (Rf4) does not refute threat. But CCL finds 1.Nd7 (Bg7)+ with 1...KxN/ Kd8/Rg4 2.Qd5/Qg8/Qe6 with bR unable to attract away wQ in the first 2 variations.

293 (Richardson): 1.Bh7 (Pg7) 2.Bg6 Ba6) 3.Be2 (e8=R,Q) b) 1.Bf7 (Pe7) 2.Bb3 (Bb8,Ph3) 3.Bh2 (h8=Q) but not h8=R. As in Civil Service, wP gets pushed around doing all the work (but in real life, it tends to be Knights doing the delegating) - CCL, clearly speaking from experience.

294 (Richardson + RT): 1.Bd4 (Bd5) threat 2.Qe4 (Qd4,Be5) but also 2.Qf3. 1...Kc3 2.Qd4 (Be5,Qd5) 1...Ke3 2.Qf3 1...Kd4 (Be5,Kd5) 2.Qd4 (Be4,Ke5,Qd5) 1...e5 (e4,Be5) 2.Qe2 Good variety, 1...Kd4 leading to a thematic mate - CCL. But this was an early version, which needs bN on g6 rather than bPe7 (with 1...Nh4 forcing 2.Qe4!) but composer prefers 8:3p1B2:8:K1k5:3P5:8:3Q4:8.

295 (Turnbull): Alas, No Solution: there should be wN on b8 to guard d7. 1.Ke5 (Ke4) N any 2.Rb6 1...Nd6+ 2.Rd5 (Re5,Kd4) 2...PxR?? 1...f5+ 2.Re5 (Re4,Kd4) 2...PxR??

296 (Lytton): 1.Ne5 (Ne4) 2.e5 (Nd4,e4) 3.d5 (Nd5,d4,e5) 4.d3 (e4,Ne5) 5.Nc4 (d4) 6.Ke5 (Ke4,d5) Be5 (Kd4,Be4,e5) - is this possible!? - unnamed non-solver. Complete roundabout by N and d pawn. Only mid-board mate: wB attacks 4 sq, wP attacks 2 - RT. The move-order forcing is fascinating, as is the mate. And every move turns pieces - SE (whose computer verifies soundness).

297 (Bartel): 1.g1N 2.hgN 3.Nxe2 (Bf1) Bxe2 = and 1.h1R 2.gHR 3.Rh8 Rxh8 = What, no AUW? - AE. Good economy, ideal stalemates, duplicate promotions without twinning, but did rather hope for thematic pin or Circe rebirth stalemates - CCL. Circe capture on e2 brings the problem to life - RT.

298 (Nebotov): 1.Bd6 Be2 2.Kxe2 (Ke8) Qg8 and 1.Ga3 Qc7 2.b3 Kxa3 (Ke1) very satisfying and surprising puzzle - CCL, who alone found the 1st solution, but AE first to cook 2nd by 2.Gc5,Ge3 K any.

299 (Turnbull): 1 Rb7 Ka4 2.dRd7 Qc5 b) 1.Ke6 Kxb5 (Ke1) 2.Nc6 Qc5 but IR, AE cook a) by 1.Rh6 Kc4 2.Re8 Qc7

300 (Nebotov): 1.Fh2 2.Kh1 3.Fb1 4.Ka1

5.Fa7 6.Ka8 7.Fg8 8.Kh8 g7 neat Rundlauf, but (like most ser-H) easy to solve - AE. Flamingo can't get to h7 anything like in time - CCL. Very satisfying! IR

Messigny: 3: Set 1...eS<>S 2.Sd6 Sb6 and 1...Sd6+ 2.S<>dS Sb6; 1.N<>aN Nd8 2.Nb6+ dN<>N. Actual much more difficult than two set - CCL. Second set-play unintended. But mainplay could also start 1.Nd8 Na<>N, or as IR's cook 1.N<>Na Nf6,g7 2.Nb6+ N<>Nf,g. SE also cooks set-play. I believe Popeye can now do Messigny...

6 1.B<>B Bd2 2.Bd8+ B<>B 3.Be1 (similarly after 1...Bxe3) 1...Ba3 2.Be1+ B<>B 3.Be7 (sim 1...Bb2) Attractive theme, again with delightful economy - CCL. Difficult - IR. Good strategy SE. Must all Messignys have swapping key? - JDB.

7 Omitted to mention the (I hope obvious) key 1.cP<>P, proving that Black didn't just swap pawns so cannot castle.

Vielvater: G: Last move was Pa7\$e8 so wK has the Spirit. 1.ba\$ Kxa7\$+ 2.Kc7! Spirited play. Well done that man! CCL. As excellent as any in this series - SE. (Does this indicate faint enthusiasm for VVP? Surely not - see 306, 307 above.)

H: a) 1.K<>K 2.Kxa7 3.Ka8 4.K<>K (5.Kc7) b) (1.Kb5) 2.Ka6 3.K<>K 4.ba 5.K<>K Good twin, but would drop the 5-move parts - CCL.

A shockingly bad set of cooks and misprints in that issue sorry, everyone.

Scores: AE 5, CCL 14, IR 9, SE 7

Corrections: in "Vielvaterproblem" article, CCL corrects composers' names: Albert Kniest, Robert Darvall, Anthony Dickins; and suggests that the translation should be "Problem of Many Fathers" rather than the reverse.

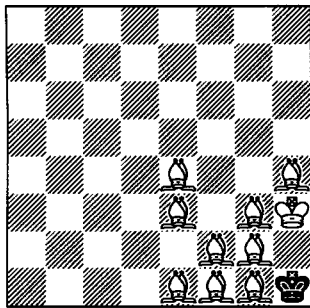
Solving Ladder: end of Millennium summary:

	Prev	30	31	32	33	Yr	Totl
S Emmerson	122	10	13	8	7	38	*10
A Ettinger	34				5	5	39
P Fayers	41	6					6 47
G Jelliss	40		8	9		17	57
P Raican	49		11			11	60
E Bartel	*60		9			9	*69
I Richardson	*46		8	10	9	27	*73
CC Lytton	55		9	11	14	34	89
M Ridley	117	1					1 118
A Ingleton	*137	6					6 *143

Congratulations to Stephen Emmerson who reaches the top of the ladder (\* = 150 points) and thus tumbles back to the ground again.

Our 1997 Theme Tourney for two-piece problems inspired a follow up tourney in Thema Danicum - theirs was restricted to problems with two bare kings. The winner was a remarkable Illegal Cluster by Jorg Varnholt. The diagram had wKh3, bKh1 and the task is to place 9 White Bishops in an illegal position in such a way that the removal of any one of them renders the position legal. One solution is diagrammed: White has just played Bf3xg2+ - but whatever piece was on g2, there is no previous move for Black. Readers are invited to seek the second, quite different, solution - given at the end of VC33 Solutions.

J. VARNHOLT  
PR: Thema Danicum TT 1999



Add 9 wB for illegal cluster  
First solution

Varnholt illegal cluster: add the wBs on a8, b8, a7, c7, e3, g3, f2, e1. If White just promoted ab=B+, Black's previous move was Kg1-h1 or of some piece to h8.

Other magazines announce interesting Theme Tourneys. For Problemkiste, please make a piece visit all four corners of the board and return to its starting square. Starting square may itself be one of the corners. Any fairy form but orthodox board. By 31 May 2000 to E Bartel, Rockensteinstrasse 37, D-86156 Augsburg, Germany. Judge Hans Gruber.

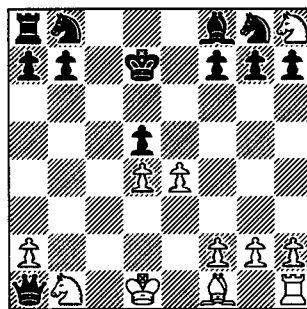
Phénix has two tourneys. Zeller-90 Jubilee: Einstein Chess, any stipulation and added fairy pieces allowed. Calvet Memorial: combination leapers - such as the root-50, which combines (1,7) and (5,5); or Gnu, which combines (1,2) and (1,3). No other fairy piece or condition. By 27/7/00, to Christian Poisson, 17 rue de la Porte-Gelée, 44200 Nantes: Section A (mate in 2) judge C Wiedenhoff; Section B (helpmates) judge C Poisson.

## PROGRESSIVE CHESS

by Paul Byway

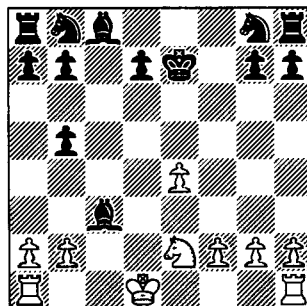
David Pritchard has been competing in the 6th International Correspondence Progressive Chess tournament run by A.I.S.E. (Italian Rules). In his preliminary group he managed to score 10/10 - a tremendous result. I prevailed upon him to send me a few notes on the event. He writes 'My preliminary group included the following game which had a special significance for both of us as we had last met in a chess tournament in Switzerland 52 years before! I even found an old photograph of that game in progress (a draw, as it happens) that I was able to send my opponent.'

White: David Pritchard Black: Max Richner 1.d4 2.d5, e5 3.Bg5, Bxd8, Nf3 4.Kxd8, Bf5, Bxc2, Bxd1 5.Kxd1, Nxe5, Ng6, Nxb8, e4 6.c5, c4, c3, cxb2, bxa1(Q), Kd7 and White found mate in 7 (solution on page 16)

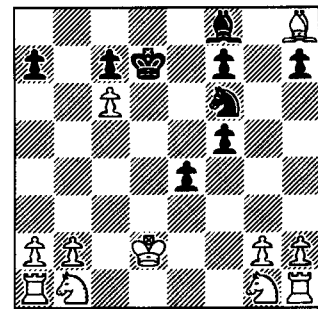


These two met again in the final:-

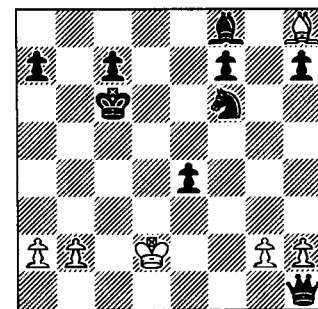
White: D.P. Black: M.R. 1.e4 2.e5, f6 3.Bb5, d4, Nc3 4.exd4, d3, dxc2, cxd1(Q)+, 5.Kxd1, Bg5, Bxf6, Bxd8, Nge2 (Nf3 or Bxc7 is normal here: the text may be an improvement) 6.Kxd8, Bb4, Bxc3, c6, cxb5, Ke7 and again it is mate in 7 (solution on page 16)



David was disappointed with his play in the final (9/16) for he lost against players he had beaten in the preliminaries (David sets himself a high standard: many would be happy with such a score. Ed.) The winner was Jurij Lesnicenko (Ukraine) who punished an unwise experiment in the opening. White: D.B.P. Black: J.L. 1.d4 2.d5, Nc6 3.b4, b5, bxc6 4.bxc6, Bf5, Bxc2, Bxd1 5.Kxd1, Kc2, e4, Bb5, Bxc6+ and Black mates in six moves (solution on page 16) We finish with another interesting game from the final. White: Roberto Cassano Black: David Pritchard 1.e4 2.d5, Nc6 3.Bb5, f4, f5 4.dxe4, Qd3, Qxc2, Qxd1+ 5.Kxd1, Ba6, Bxb7, Bxa8, Bxc6+ 6.Bd7, Bxc6, e6, exf5, Nf6, Kd7 7.d4, d5, Bh6, Bxg7, Bxh8, Kd2, dxc6+



The temptation now is to play 8.Kxc6, f4, f3, fxe4, gxe4(Q), Qxb1, Qxa1 leaving White only a Bishop and unable to promote a pawn. However, White has 9.b4!, Bxf6, Bxa1, Bg7, Bxf8, Bd6, Bxc7, Ba5, Ke3 winning. So instead White was allowed to queen with 8.Kxc6, f4, f3, fxe4(Q), Qxb1, Qxa1, Qxh1



And now, with no mate in prospect, White has nothing better than to promote the g-pawn and capture the Black Queen, allowing a Black Pawn to promote and end the game. White resigns.

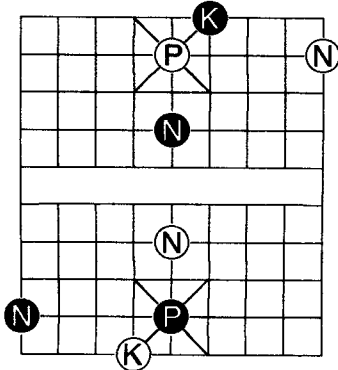
# THE END IS NIGH!

by Paul Byway

## Reciprocal Zugzwang in XiangQi

#74 John Beasley

1 2 3 4 5 6 7 8 9



9 8 7 6 5 4 3 2 1

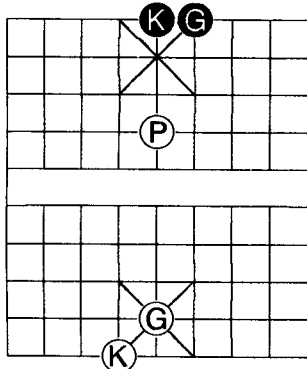
Who dares, dies

John Beasley corrects his position (VC33 page4). Now, the Knight at 53 must keep a guard on 72. A move by the Pawn or the other Knight raises the mate threat and is answered by N5+4 with a second attack on White's 72.

I don't know if the Chinese deal with Reciprocal Zugzwang explicitly, but the next diagram has one. I found this position in an endgame book, but with a Bishop at 52 instead of the guard at 51 - in which case White has a tempo move and always wins.

#75 Paul Byway

1 2 3 4 5 6 7 8 9



9 8 7 6 5 4 3 2 1

White to play and win

1. P5+1 G6+5
2. K6=5! G5-6
3. P5=6

A pawn move to the side opposite the guard is key to winning this position. If 3.P5=4 K5=4 4.P4=5 K4+1 =

3. K5=4

Red now has a tempo to put the King behind the pawn and advance it to the next rank before the Black Guard comes into play. 3...K5+1 4.K5=4 K5-1 5.P6+1 G6+5 6.G5-6 G5-6 7.K4+1 G6+5 8.K4=5 or 3...G6+5 4.P6+1 G5+4 5.K5=4! G4-5 6.G5-6 G5+6 7.K4+1 K5=6 8.P6=5

4. K5=6 G6+5
5. P6+1 K4=5
6. K6=5 G5-4
7. K5=4! G4+5
8. G5-6 G5-4
- 8...G5+6 9.K4+1 K5=6 10.P6=5 stalemate with pinned guard

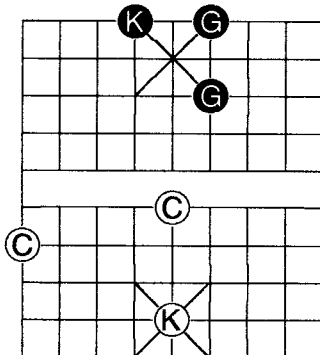
9. K4+1 G4+5
10. K4=5 wins

### THREE EASY PIECES

The solutions to the next three will be found on the back page.

#76 Paul Byway

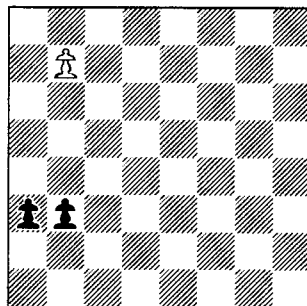
1 2 3 4 5 6 7 8 9



9 8 7 6 5 4 3 2 1

Mate in 3

#77 John Beasley



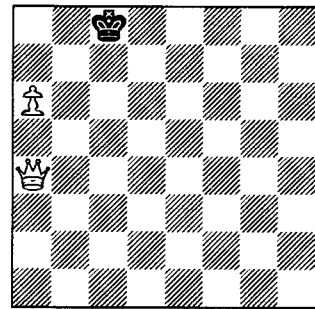
Losing Chess

White to play and win

Ronald Turnbull says of #78: 'I'm considering a variant that I've called "Riverboat". The side to move either makes an orthodox capture with one of his own men, or an orthodox non

capture move with one of his opponent's'.

#78 Ronald Turnbull

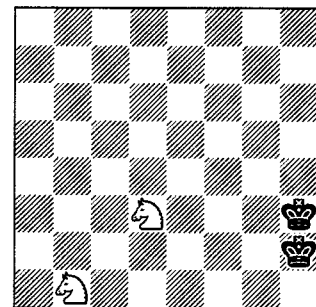


White to play and win

### COMPETITION 10

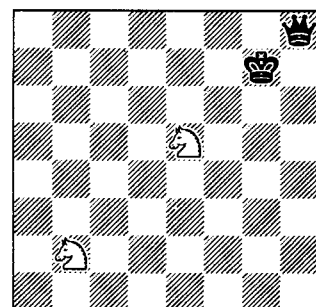
For this issue I have chosen three more positions from Ben Nye's Losing Chess 4-piece Database. These are, I hope, within the range of human comprehension - which is not always the case with a database. The column is continued on the back page, where the answers to Competition 9 can also be found.

#79 Database



White to play and win

#80 Database



White to play and win

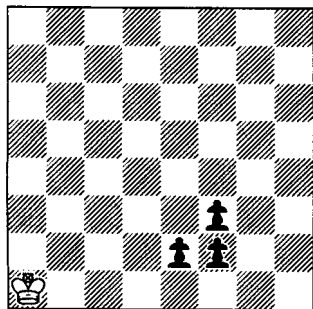
Continued on the back page.



**THE END IS NIGH!**

Continued from page 15

## #81 Database



White to play and draw

**Solutions to Three Easy Pieces**

#76 1.C5=6 G5±6 2.C9=5 ~ 3.C5=6

#77 Very easy, of course: 1.b8=Q and not 1.b8=R on account of 1...a2 2.Rxb3 a1=N. The reason for offering it for publication is that I think it provides the simplest position in which P=Q is the only move to win: P=B draws and the others lose. (JDB)

#78 1.bKb7+ (White moves Black King) 1...wPa7 (forced) 2.bKb8+ wPa8=N (2...a8=R,Q is self-check; 2...a8=B 3.bKb7 mate.) 3.bKc7+ wNb6 4.bKd7 double check and mate. A playable Variant? (RT) *(It's certainly very interesting, but what happened to wK? Ed.)*

**Solutions to Competition 9**

#69 1.Ra5+ Ki4 2.Re4+ Kh3 3.Ra3+ Kg2 4.Re2+ Kf1 5.R12! and now:

(a) 5...Qx12 6.Ra1+ K~ 7.Ra2+ K~ 8.Rx12 wins.

(b) 5...Qh8 6.Ra1+ Qxa1 7.R11+ K~ 8.Rxa1 wins.

#70 1.Rb3 (Re7+ Kk6; Rb7 Nc6; Rb5 Bd8; Rd5 Be7; Rd7 and White has lost a tempo) Nc6 2.Rb5 Bd8 (Bb4; Rb6 Nd4; Nxd4 Bc5; Rb7+) 3.Rd5 Be7 4.Rd7 Kk6 5.Rc7 Ne5 6.Nxe5 Bd6 7.Rc6 wins.

#71 1.Kd6 Nc8+ 2.Kd7 (Kc7 Ne7) Nb6+ (Na7; a4 h4; Kc7 h3; Nf1 Kh7; Kb7) 3.Kc6 Nc8 (Na4; Nd1 h4; Kb5 h3; Kxa4 h2; Nf2) 4.Nf5 Kh7 (h4; Kb7 h3; Kxc8 h2; Ng3) 5.Kb7 Kg6 6.Nh4+ (Kxc8? Kxf5; a4 h4) Kg5

7.Nf3+ (luring Black to a fatal square. Ni6+ Kh6 draws at best. Kxc8? Kxh4; a4 f5 etc.) Kf4 8.Kxc8 Kxf3 9.a4 h4 (9...f5 echoes the main line with a similar result) 10.a5 h3 11.a6 h2 12.a7 Kg2 13.a8(Q)+ wins.

Ian Richardson cracked #s 69 & 70 (In the second it is only necessary to see the position through to win of a piece in a quiet position) and had a good go at #71. Here 2.Kc7 isn't good enough because of 2...Ne7 3.a4 h4 4.a5 h3 5.Ng4 Nd5+ and Nb4.

The scores are now:-

Ian Richardson	30
Fred Galvin	27
David Pritchard	14
Ronald Turnbull	10
John Beasley	3
Stefano Bruzzi	2

**BCVS NOTICES**

**2000 AGM.** Members are reminded that nominations for office, and any resolutions for the AGM, should be received by John Beasley as secretary not later than **March 1**. Two nominators or proposers are required in each case. To the best of our present knowledge, all the existing officers are willing to continue, but if anyone else wishes to join the team we shall be delighted to tell him what is involved.

**FORTHCOMING EVENTS**

**Circular Chess** (see VC 31/32). This year's Circular Chess World Championship will be held at the Guildhall, Lincoln, on **Sunday May 14** at 1000 hrs (probably finishing around 1830). Contact David Reynolds, 11 North Parade, Lincoln LN1 1LB.

**Chinese Chess.** The first 'Shunde Cup' Millenium XiangQi Open Tournament will be held on Sunday 2nd April 2000 from 1100 am to 1830 pm in London. Contact Mr. C.K.Lai, 12 Haslam Street, London SE15 5GD. Closing date 28th March 2000.

**MISCELLANEOUS**

The December issue of **British Endgame Study News** contained the now usual 8-page special issue on

endgames in chess variants, and readers who have requested this issue in previous years will find a copy with this issue of VC. Any reader whose copy is missing, and any other reader who would like to receive these special issues, should contact John Beasley. There is no charge.

**Hostage Chess.**

From David Pritchard.

(Postal Play Championship 2000)

There are two prizes for this event. The First Prize is a two-year subscription to *Variant Chess*. The Second Prize is a one year subscription. Both prizes have been kindly donated by Professor Leslie. *This competition has now started with the following competitors:* (1) Allan Brown (2) Peter Coast (3) Ivan Dirmeik (RSA) (4) George Jelliss (5) Prof. John Leslie (CAN) (6) Jed Stone (7) Paul Yearout (USA).

**Losing Chess endgames.** John Beasley is hoping to finalise his survey of published Losing Chess endgame material up to the end of 1999, and anybody wishing to receive a copy is asked to contact him. There is no charge. The present version is provisional, but he hopes to circulate it as widely as possible to interested parties and then formally to publish a corrected version later in the year.

**"Crazy House" and "Stupid House"** (see VC 33, p 3). From John Beasley: "Fabrice Liardet says that these are not 'Geneva' names but Internet names. He adds that there was a Chessgi tournament in Chicago last year."

**The Proliferate Problem (VC33, P15).** George Jelliss points out that in this article, Dickens should be Dickins and Durvall should be Darvall. As he says, 'we ought to get our compatriots' names right'.

**SOLUTIONS****Progressive Chess.** (page 14).

First game: 7.Kd2, Bd3, e5, Ng6, Rc1, Rc8, Bf5 mate.

Second game: 7.Nxc3, Nxb5, e5, Nd6, Rc1, Rxc8, Re8 mate.

Third game: 6.Qd7, Kd8, Rb8, dxe4, Qxd4, Qd3 mate.