

# Variant Chess

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**The magazine to broaden your chess horizons**

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## Review

### *More Flights of Chess Fancy*

This is a well produced booklet of 28 pages by *John Beasley* containing 25 more examples of his lateral thinking - problems, puzzles and jokes. The booklet is bilingual, Czech and English text being set down side by side. Slip it into your pocket and take it on your next train journey: the time will pass more quickly than you expected. Readers of *Variant Chess* and *British Endgame Study News* will receive a complimentary copy. Please note that the book is otherwise *not* available for sale from John himself.

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## This Issue

Twenty pages again in this number - which is also late again: but I hope it will reach you in time for Christmas and maybe distract you from the mince pies.

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## DYNAMO CHESS

by George Jelliss

We have a broadsheet (or photocopy thereof) in the BCVS Library describing *Dynamoschach* and subtitled *Ein neues Marchenschachspiel* (A new Fairy chess game) by Hans Kluver and Peter Kahl printed in 1968. In their introduction mention is made of an earlier variant called Push Chess invented by Fred Galvin. Dynamo chess has since become one of the regular variants played in the Italian league (AISE) Grand Prix series. Beginning in 1995 I played quite a number of games of Dynamo Chess in their 95, 96 and 97 tournaments. In fact I still have an unfinished (and probably unfinishable) one with Paul Yearout still in motion (I don't think 'progress' is the right word). Three years are allowed for these correspondence games and the 97 tourney is due to expire on 15th September, which is the week I am writing this article; so I give this game at the end in the expectation that it will be declared a draw. I think this is the first time anything has appeared in *Variant Chess* on this variant.

### THE RULES

(1) **Capture rule.** The basic idea is simple: *captures are made by pushing or pulling pieces over the edges of the board*, there are no normal captures. Pieces can make all their usual non-capturing moves, it is not compulsory to make a push or pull move. A piece may suicide by moving over the edge, either alone or pushing or pulling another piece with it. (Thus it is permissible, but not advisable, to start the game with 1.Ra1E/Nb1E, where "E" means "goes over the edge" and "/" means "pushing or pulling", i.e. the rook a1 suicides, pulling the knight b1 with it.) Although not clearly stated in the AISE rules, game-play also shows that self-capture (or more accurately capture of like-coloured pieces) is permitted (e.g. 1.Qd1-h5/e2E).

(2) **Irreversibility rule.** *A player may not make a move that restores the position after the previous move.* This rule holds in orthodox chess and indeed in all sensible variants but does not usually have to be stated explicitly since reversing moves of the opponent is usually simply impossible. This rule applies to the two parts of a push or pull considered as a single 'move'; it is in fact possible to reverse the move of one of the pieces so long as the other does something different. (This is a rule, in my view, that could with advantage be modified so that neither part of the move may be reversed.)

(3) **The push and pull rules.** Stating the rule of movement to cover all cases is tricky: *A piece of type X can push or pull one piece of any colour that occupies a square in its field, causing it to make a move of type X in a straight line away from or towards the activating piece. The activating piece may at the same time either remain stationary or itself move in the same direction.* In the case of riders pushing or pulling, the two moves do not have to be of the same length, and either piece can move through the square

initially occupied by the other, though they cannot at any point in the move occupy the same square, or any other occupied square. (Playing through a game is the best way to clarify what all this means.)

(4) **Pawn rules.** Since pawns cannot move backwards they can only push. They push their own men forward and opposing men diagonally. If a pawn is moved to the promotion rank, its promotion value is chosen by the player who moved it there. If a pawn is moved to the back rank it retains the usual pawn powers except for the double move option. If a pawn is moved back to its home rank it regains the double move option. There is no en passant capture. A pawn on its home rank may push a piece of its own colour on the 3rd or 4th rank to either the 4th or 5th rank while itself moving 2 steps or 1 or remaining stationary.

(5) **King rules.** Castling is permitted but cannot be combined with a push or pull move. Castling is still possible with a king or rook that has pushed or pulled, provided it has not itself moved. One's own king may not be pushed or pulled over attacked squares. (I've only just noticed that this rule applies to one's own king, presumably this means that the opposing king can be pushed or pulled through check. This sounds a useful power though I don't recall a situation using it.)

### SELECTED GAMES

First two short but lively games that help to show how the rules work. The third game, with Fabio Dulcich as white, was the first game I started in the AISE 95 tourney but the last to finish. In the opening I let myself in for a simple attack, but more by luck than judgement managed to find sufficient resources to fight back. In the middle game I probably missed some good chances to win through lack of experience, and in the endgame should probably have resigned earlier. But at the end Fabio was kind enough to say "It's absolutely the best Dynamo game I ever played." It is certainly full of incident.

### AISE GRAND PRIX 95

Paul Yearout

George Jelliss

1. Qd1-d3/d2-d6

Rh8-h5/h7-h4

2. Qd3-d4

Qd8-f6/e7-g5

3. Qd4/a7E

Rh5-d5/g5-a5

4. Qd4-e4/h4E+

Qf6-c3/g7-e5+

(!!) according to Paul Yearout. (Ed).

5. Ke1-e2/e2-e3

Qc3-f3/e3E+

White resigns

Play might continue 6.Ke2-e1 Qf3-c3+ 7.Ke1-e2 Bc8-a6/b7E+ 8.Qe4-c4 Ba6E/Qc4E.

George Jelliss

Paul Yearout

1. Bf1-e2/e2-b5

Qd8-d5/d7-d3

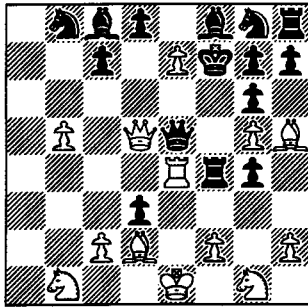
2. Bc1-d2/d2-g5

Qd5-a2/a2E

3. Ra1E/Qa2E Ra8-a4/a7-a1=Q  
 4. Be2-h5/Qd1-f3

PY: I find it vaguely amusing that the two parts of this move could be interchanged without changing the position

4. Qa1-e5/b2-f6+  
 5. Qf3-c6/g2-e4+ Ke8-f7/f7-g6  
 6. f6-e7/e7-d8 Ra4-c4/e4E+  
 7. Qc6-f3/b7-e4+ Rc4-f4/e4-g4+  
 8. Qf3-d5/Rh1-e4+



GJ: Plan was if 8...Bc8-e6 9.Qd5-d6/d3-d4 and if 9...g6/Bh5E 10.Qd6-e6/Be6-f6+

8. Rf4-c4/Re4E+

PY: I suspect we are both being a little too clever for our own good!

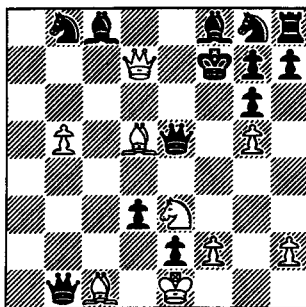
9. Bh5-f3/g4-e2 Qe5-e6/e7E

PY: I think I have escaped from a very dangerous position - with some kindly help from you

10. Qd5-d8/d8E Rc4/c2E

Stops Q-c7

11. Ng1-f3/Bf3-e5 Rc4-c1/c7-c2+  
 12. Bd2-c1/Rc1E c2-b1Q/Nb1E  
 13. Nf3-e5/Be5-d7+ Qe6-e5/Ne5-e3  
 14. Qd8-d7/Bd7-d5+



GJ: I noted the complicated possible continuation: 14..K-f6 15.Q-d8+ Q-e7 16.Q-d6/B-d4+ but overlooked the simple:

14. Bc8-e6/Qd7E

White resigns

In Dynamo Chess, double check does not have to be answered by a king move!

Ignoring or missing the threatened knight check; and doubling the pawns restricts the Black king's escape.

2. Qd1-d5/Nd2-d6+ Ke8-f7/f7-g6

The only defence: 2...Kd7/Bc6 3.Nb7/b7E+ loses the queen

3. Nd6/b7E

Rather a lazy move: 3.Nd6-b5/Kf7-d6+ although endangering the knight keeps up the attack

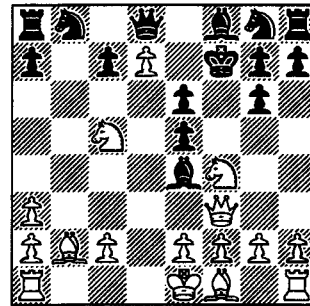
3. Bd7-c6 e7-d6/Nd6-c5  
 4. Ng1-f3/f3-e5  
 5. Nf3-e5/e5-d7+

This type of rapid advancement of pawns is characteristic of Dynamo Chess

5. d6-e5/Ne5-f4

This pawn is doing sterling defensive work against the knights

6. Bc1-b2/b2-a3 Bc6-e4/Qd5-f3



7. Bb2-d4/Ra1-b2

Another Dynamo special - how to develop rooks

7. Bf8-c5/Nc5-b4  
 8. Nb4-c6 Bc5-b4/a3E+

A check was necessary to gain time to stop the multiple threats of the knight move

9. Rb2-b1/Bb4-b2 Qd8-g5  
 10. Nf4-d5+ Nb8-d7/d7-f6

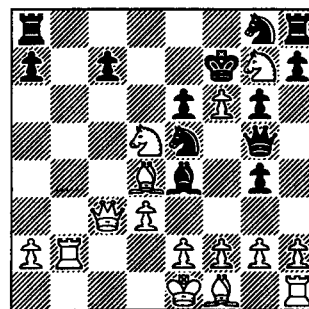
A multi-purpose move fortunately available!

11. Nc6-e5/e5-g4+ Qg5/Ne5-f5  
 12. Rb1/Bb2E Nd7-e5  
 13. Qf3-c3 Be4/c2-d3

Enabling the next Black move

14. Nf5-g7/g7E

This may have been written in mistake for Nf5/g7E



Fabio Dulcich

1. Nb1-d2/d2-f3

George Jelliss

- Bc8-d7/d7-e6?

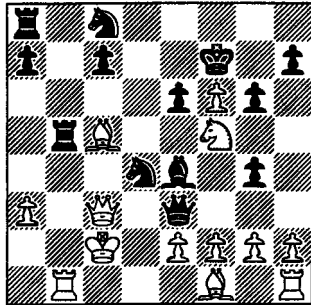
- 14.

15. Ke1-d1  
 16. Kd1-c1

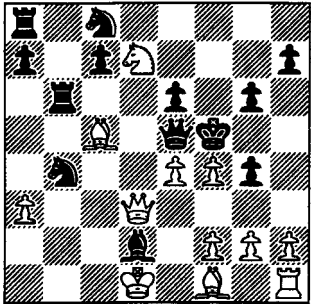
- Ne5-f3+

- Qg5-c5/Nd5E  
 Nf3/Bd4-b5

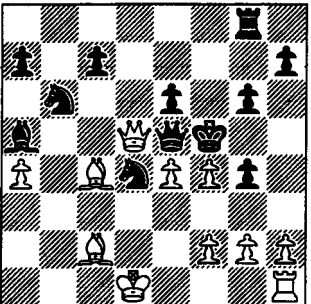
17. Rb1/Bb5-b6      Qc5-e3/Bb6-c5+  
 18. Kc1-c2          Rh8-d8/Ng8-c8  
 19. Ng7-f5          Rd8-d4/d3E  
 The Rb1 is now "pinned" behind the White king  
 20. a2-a3          Nf3-d4/Rd5-b5+  
 Attacking but leaving Black queen en prise



21. Nf5-d4/Nd4-b3      Rb5/Nb3-b4+  
 22. Rb1/Nb4-b2          Rb5-b6/Nb2-b4+  
 23. Kc2-d1  
 Giving up the rook to counter the attack  
 23.                      Be4-d3/Rb1E  
 Saving the Black queen at the same time  
 24. Qc3-d4/Nd4-e5+      Kf7-f6/f6-f5  
 25. Ne5-d7+              Kf6-f5/f5-f4  
 26. Qd4-d3/Bd3-d2+      Qe3-e5/e2-e4  
 A paradoxical move to eyes accustomed to orthodox play



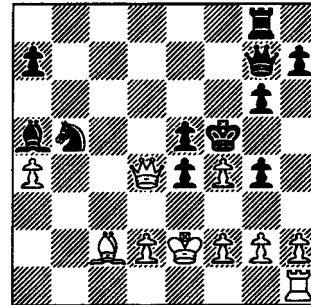
27. Nd7-b6/Rb6E          Nc8-b6/Nb6-a4  
 28. Qd3-d5  
 Threatening Qd5-f7/e6E+  
 28.                      Ra8-g8  
 29. a3-a4/Na4-a5          Nb4-c2  
 30. Bc5-e3                  Bd2-a5/Na5E  
 31. Bf1-d3                  Nc2-a1/Be3-c2  
 32. Bd3-c4                  Qe5/Na1-d4?



Na1-c3+ might have been better

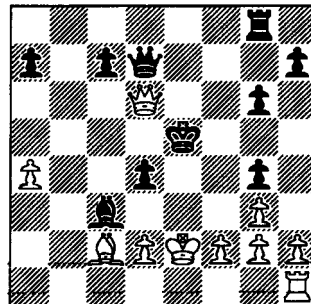
33. Qd5-d7/Nd4-d5      Nd5-c3+  
 34. Kd1-e2              Qe5-g7/Nc3-e5  
 35. f4/Ne5-d6          Nb6-d5  
 36. Bc4E/Nd5E          Kf5/e4-d3  
 37. Qd7-f7/c7-e7      Nd6-b5/Qf7-d6  
 38. Qd6-d4/d3-d2+      e7-e5/e6-e4

Another fortunately available defensive move



39. Qd4-c4/e4-d4+      Kf5-e5/e5-d5  
 40. Qc4/Nb5E              Ke5-f4/f4-g3  
 41. g3/Kf4-e5              Ba5-c3  
 42. Qc4-e6/d5-f7+      Qg7-f7/f7-e7  
 43. Qe6-d6+              Qf7-d7/e7-c7

Sacrificing the queen to gain a little time, but nothing can be done



44. Qd6/Qd7E              d4-d3  
 45. Qd6-f6/g6E+          Rg8/g4-g7  
 46. Qf6/g7E              Rg8/g3-g7  
 47. Qf6-g7/g7-h8Q      Bc3-a5/d2-c3  
 48. Qh8-d8/Rg8E+

Resigns

Defeat is certain in all lines:

48... Ke5-e6              49. Qg7-f6 mate  
 48... Ke5-e4 or f4      49. Qd8-d2/d3E+  
 49 Ke4-f3                  50. Qd2-e3 mate  
 48... Ke5-f5              49. Qd8-d5/d3E+  
 49 Kf5-f4                  50. Qd5-e4+  
 50 Kf4-f5                  51. Qg7/h7E mate

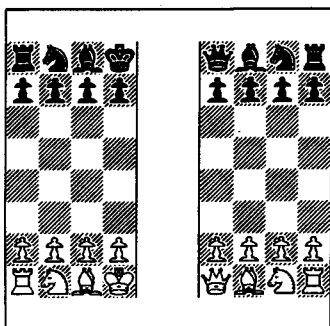
The next issue of *Variant Chess* will contain the second part of George's article, containing more illustrative games. Ed.

# CIRCULAR CHESS

## WORLD CHAMPIONSHIP 2000

by John Beasley

This year's Circular Chess World Championship was held at St Mary's Guildhall, Lincoln, on Sunday May 14. Our apologies to at least one reader who had intended to spectate and went to the main Guildhall as wrongly advertised in VC 34. Those who entered received instructions giving the correct venue, but we failed to realise that there might be others who wanted to be present.



The board for this game consists of four concentric rings as shown diagrammatically above (assume the a and h files joined end to end to form one 16-square ring, the b and g files joined similarly, and so on). Moves are as normal, so if the board were empty bRa8 would command the whole a/h ring and also b8/c8/d8, bNb8 would command e8/f7/h7 as well as its normal squares a6/c6/d7, bBc8 would command e8/g8/h7 as well as b7/a6/d7, and bKd8 would command c7/d7/c8/e8/f8. There is no castling, and no *en passant*.

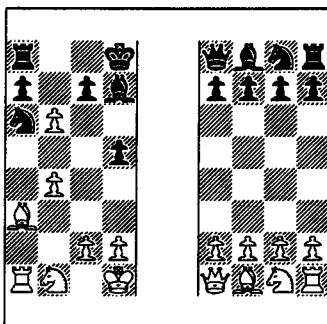
In each of the previous three years the championship had been won by Francis Bowers, but this year saw a new champion in the shape of Herman Kok. Herman, his competitive skills honed long ago by playing blitz in the cafes of Amsterdam to supplement a student grant, won a five-round Swiss in excellent style, dropping a mere half point and beating both the runners-up (Francis and Paul Byway, 4 points each). Your correspondent displayed street wisdom of a different kind: faced with a lengthy but inevitable loss in the last game of the

morning session, he resigned at once, gaining a reputation for gentlemanly behaviour and ensuring that he was at the front of the lunch queue.

During his years of triumph, Francis acquired a reputation for surviving hopelessly lost positions and getting out of impossibly tight corners. This year, his opponent gave him no such chance.

White Francis Bowers Black Herman Kok

- 1. a2-a4 d7-d5
- 2. b2-b4 Bc8-d7
- 3. a4-a5 Nb8-a6
- 4. Bc1-a3 b7-b6
- 5. a5xb6



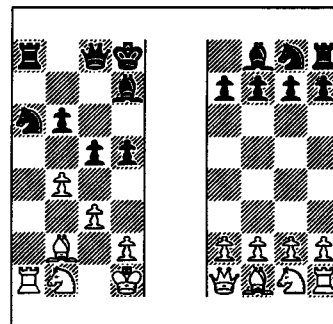
The aggressive long-term option for Black is now ...cxb6, giving each player a half-open ring on which to deploy his major pieces. Which would be the stronger: White's possession of the a/h ring, on which his rooks are already doubled and Black's pawn is likely to become weak, or Black's of the more central c/f ring with its potentially more immediate threat to the opponent's king? This choice between side ring and inner ring is perhaps the most fundamental strategic question in the game, but it is not to be explored on this occasion because Black chooses

- 5. a7xb6

In the long term, this might be thought as tending to a draw; neither side can afford to concede control of the open ring, so exchanges will be inevitable, and once the rooks and queens are off the game would appear to favour the defence (the attacker has only a four-file front on which to operate, and the

defender can switch his pieces from wing to wing much more quickly than the attacker can). However, this is in the long term, and in the short term Black has pressure on the b-pawn.

- 6. c2-c3 Qe8-c8
- 7. Ba3-b2 c7-c5



Black clearly stands better, and a writer on development would point out that he has moved three pieces once each whereas White has moved one piece twice. But White's demise hardly seems imminent.

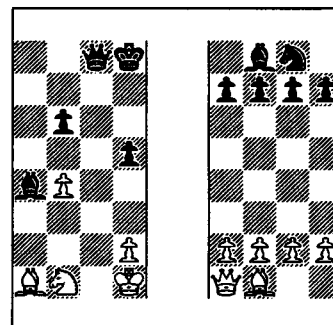
- 8. Ng1-c2 c5xb4
- 9. Nc2xb4?

This loses at least a pawn. 9.cxb4 was correct.

- 9. Na6xb4
- 10. c3xb4??

And now 10.Rxa8 was essential.

- 10. Ra8xa1
- 11. Rh1xa1 Rh8xa1
- 12. Bb2xa1 Bd7-a4 mate



10.Rxa8 Rxa8 11.Rxa8 Qxa8 12.cxb4 would have saved mate, but 12...Qa4+ and 13...Qxb4 would still have left Black with much the better of it.

# ALICE CHESS

from David Pritchard

David reports as follows:- Peter Coast is the clear winner of this tournament. There are still unfinished games, all involving overseas competitors. Present scores are: Coast 9/10; Brown 1½/10; Stone 5/9; Yearout 5/8; Jelliss 4/9; Dirmeik 2½/8. Peter Coast has annotated two more of his games for us. Moves made on board B are in *italics*.

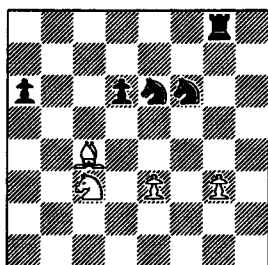
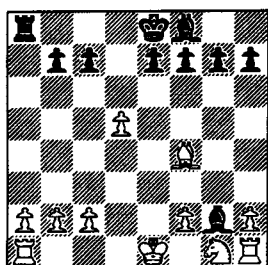
White	Black
Ivan Dirmeik	Peter Coast
1. d2-d4	Ng8-f6
2. Bc1-g5	Nb8-c6
3. g2-g3	Rh8-g8
4. Bg5-f4	d7-d6
5. Qd1xd8	Nc6xd8

This indirectly protects the Pc7: 6.Bxc7 Ne6 and the Pd4 falls.

6. Nb1-c3	Nd8-e6
7. d6-d5	Bc8-h3

This looked like a useful move to tie up White's kingside for a bit.

8. e2-e3	a7-a6
9. Bf1-c4	Bh3-g2



He has provoked me to do this. I decided that 10.Bb5+ Kd8 11.Nf3 Bxh1 12.Ng5 Ra7 was probably all right for me.

10. 0-0-0	Bg2xh1
11. Rd1xh1	Nf6-h5
12. Bc4xe6?	Nh5xf4

The idea here is 13.Bxf7 Rg5 14.Nf3 Nh5 and Rf5 will regain pawn.

13. e3xf4	f7xe6
14. Ng1-f3	g7-g6
15. Rh1-e1	Bf8-h6+
16. Kc1-d1	.....

I can't help thinking that b1 would have been safer.

16. ....	e6-e5
17. Re1-e2	0-0-0
18. f4xe5	d6xe5
19. Nf3-g5	Rg8-f8
20. Kd1-e1	.....

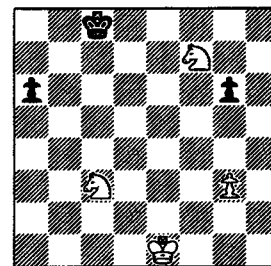
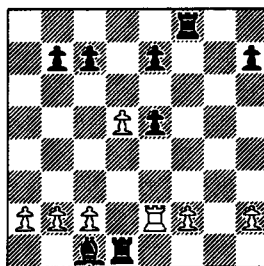
To protect f2

20. ....	Bh6-c1
----------	--------

21. Ng5-f7

Rd8-d1

This is very dangerous: Rg1 mate is threatened.



22. Re2xe5

Bc1xb2

23. Re5-c5

.....

To protect the Nc3, but unfortunately ...

24. ....

Rf8-e8

mate

The rook can no longer get back to e5!

White  
Paul Yearout

Black  
Peter Coast

1. d2-d3

Ng8-f6

2. e2-e3

c7-c5

3. Qd1-d6

.....

This is a very strong move, which I completely overlooked: it is impossible to protect my c-pawn.

3. ....

Qd8-b6

4. Qd6xc5

Ke8-d8

This protects both the Bc8 and the Pe7

5. Bc1-g5

h7-h6

6. Bg5-f4

Rh8-g8

7. h2-h3

e7-e6

8. Qc5-c3

Bf8-d6

9. Ng1-f3

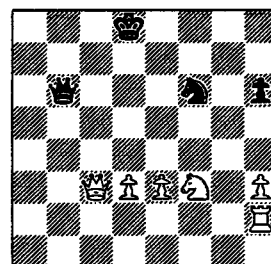
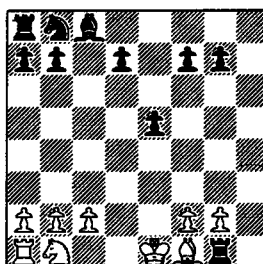
e6-e5

10. Bf4-h2

Bd6xh2

11. Rh1xh2

Rg8-g1



I have had success with bizarre penetrations such as this before: it doesn't work out here - the rook is simply trapped.

12. Ke1-e2

b7-b5

13. Nb1-d2

Nb8-c6

14. Nf3-g5

.....

To make room for Nd2-f3! for the other knight can never capture the rook as it stands.

14. ....

f7-f5

15. a2-a3

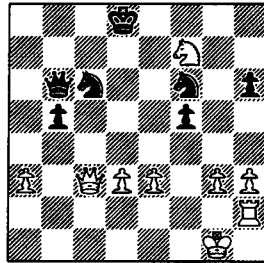
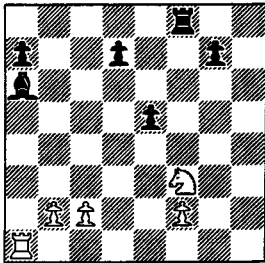
Bc8-b7

16. Nd2-f3

Rg1xf1

- |             |         |
|-------------|---------|
| 17. Ke2xf1  | Bb7-a6+ |
| 18. Kf1-g1  | Ra8-g8+ |
| 19. g2-g3   | Rg8-f8  |
| 20. Ng5-f7+ | .....   |

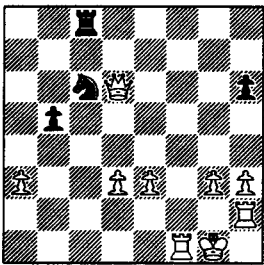
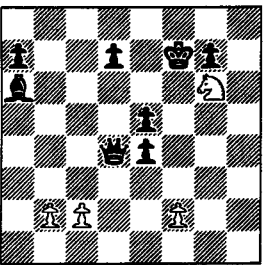
White's defences are sound and he can now go on to the attack.



- |             |        |
|-------------|--------|
| 20. ....    | Kd8-e7 |
| 21. Nf3-h4  | Rf8-c8 |
| 22. Qc3-c5+ | Ke7-e8 |
| 23. Nf7-g5  | Nf6-e4 |

Trying to remove an attacking piece: to little avail.

- |            |        |
|------------|--------|
| 24. Ng5xe4 | f5xe4  |
| 25. Nh4-g6 | Ke8-f7 |
| 26. Qc5-d6 | Qb6-d4 |
| 27. Ra1-f1 | .....  |



The threat (among others) is 28.Rf1-f8 mate. If, for example, 27. ..Rc8-b8 then not 28.Rf1-f5+ Kf7-g8 29.Rf5-f8+ Kg8-h7 30.Rh2-h1+ h6-h5! , but 28.Qd6-e7+ Kf7xg6 29.Qe7-f7+ Kg6-g5 30.Qf7-f5 mate ...so I resigned.

Ivan Dirmeik kindly sent me the scores of two more recently completed games: here they are.

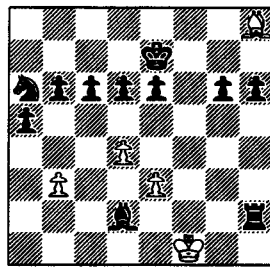
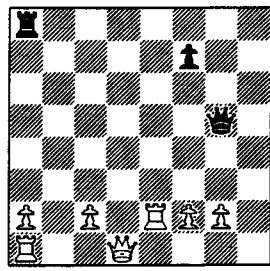
White  
Jed Stone

1. d2-d4
2. e2-e3
3. Nb1-c3
4. Ng1-f3
5. Bf1-d3
6. Ke1-f1
7. Qd1-e2
8. b2-b3
9. Bd3xa6
10. Nc3-d5
11. Bc1-a3

Black  
Ivan Dirmeik

- Ng8-f6
- c7-c6
- e7-e6
- Bf8-e7
- Be7-b4+
- b7-b6
- a7-a5
- Bc8-a6
- Nb8xa6
- h7-h6
- d7-d6

- |            |         |
|------------|---------|
| 12. Nf3-g5 | Qd8xd5  |
| 13. Qe2-d1 | Ke8-e7  |
| 14. Rh1-e1 | Rh8xh2  |
| 15. Ba3-b2 | g7-g6   |
| 16. Bb2-h8 | Nf6-e4  |
| 17. Ng5-f3 | Ne4-d2+ |
| 18. Nf3xd2 | Bb4xd2  |
| 19. Re1-e2 | Qd5-g5  |



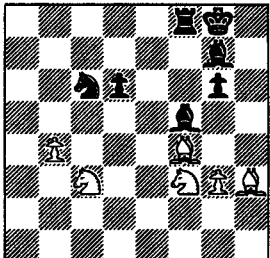
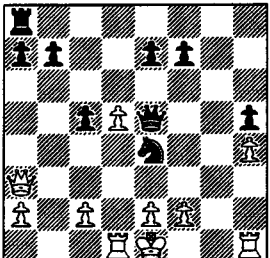
Black threatens both Qg5-c1 and Qg5xg2 with mate. Seeing no escape White resigned. Black's defensive formation catches the eye - consisting, as it does, of a solid barrier on the third rank and a rook acting as a sweeper at the back.

White  
Ivan Dirmeik

1. d2-d4
2. Ng1-f3
3. Bc1-f4
4. Qd1-c1
5. h2-h3
6. Nb1-c3
7. Qc1-a3
8. b2-b4
9. Ra1-b1
10. d4-d5
11. Rb1-d1
12. g2-g3
13. h3-h4
14. Bf1-h3

Black  
Allan Brown

- c7-c6
- Ng8-f6
- Qd8-a5
- h7-h6
- h6-h5
- d7-d6
- c6-c5
- Qa5-e5
- Nb8-c6
- Bc8-f5
- g7-g6
- Bf8-g7
- Nf6-e4
- 0-0



15. Bh3xf5
16. Bf4-e5
17. 0-0
18. Qa3-a4
19. Be5xd4
20. Rd1xd4
21. Rd4xc4

- Qe5xf5
- c5-c4
- a7-a6
- Nc6-d4
- Bg7xd4
- Qf5-h3
- Ne4-d2
- Resigns

# MORE DELIGHTS OF HOSTAGE CHESS

by John Leslie

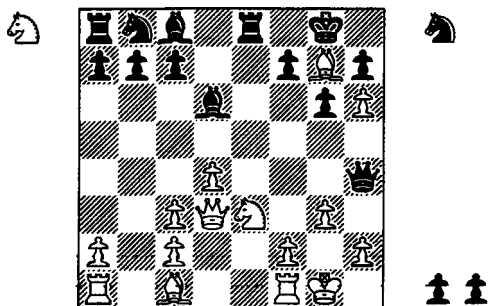
Roger Smook told you of some Hostage Chess victories over me. Here are two of mine over him.

**Quick Reminders:** Your prison is by your right hand, your airfield by your left. In each turn you (i) move normally, or else (ii) rescue one prisoner by transferring a man of equal or higher value (knight = bishop) from your prison to your opponent's airfield, then dropping (parachuting) the rescued man, or else (iii) drop one man from your airfield. Pawns cannot drop onto the first or eighth ranks, but dropping can place your bishops on squares of the same colour. Pawn jumps from the second rank and acts of castling can involve dropped men regardless of their earlier positions or movements. A seventh rank pawn can move forwards or give check only if it can be promoted by changing places with a piece in the opponent's prison.

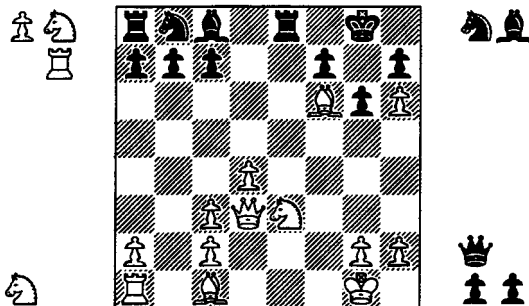
**Notation:** (Q-N)N\*a5 means a queen is transferred and a rescued knight drops on a5, whereas P\*a5 means a pawn from an airfield drops on a5

**White John Leslie - Black Roger Smook**

1.e4 e5 2.Nf3 Nf6 3.Nxe5 d6 4.Nc4 Nxe4 5.Nc3 Nxc3 6.bxc3 Be7 7.d4 0-0 8.(P-P)P\*h6 g6 9.Bd3 \*e4 10.Bxe4 d5 11.Bxd5 Qxd5 12.Ne3 Qe4 13.(N-B)B\*g7 Re8 14.Qd3 Qh4 15.0-0 Bd6 16.g3

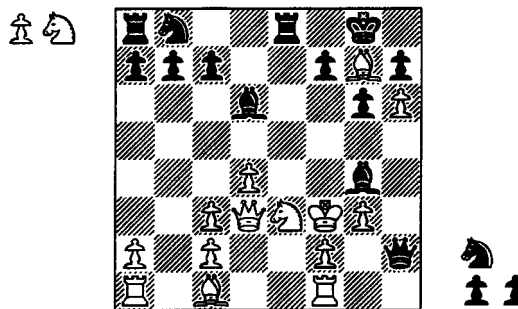


Now White too has a weak castle. David Pritchard suggested 16.f4 instead, after which the seemingly strong 16...Bxf4 leads only to 17.Rxf4! Qxf4 18.(B-N)N\*f6+ Qxf6 19.Bxf6

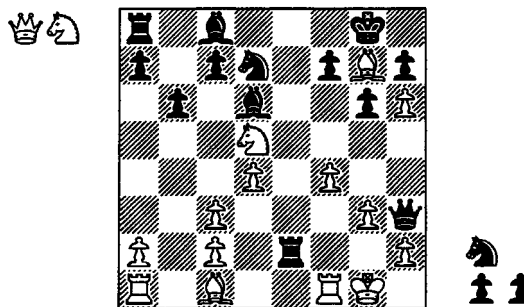


so that now Black seems to be without a good defence against (Q-R)R\*h8 mate. If 19...Kf8 then 20.(P-P)P\*g7 or

if instead 19...B\*h8 then 20.(P-P)P\*g7 threatens to take the bishop and promote to rook, 20...Bxg7 being answered by 21.hxg7 and mate next move. David added that, after the inferior move that White actually made, Black could have won quickly: 16...N\*f3+ 17.Kg2 Qxh2+ 18.Kxf3 Bg4+!



19.Nxg4 (N-B)B\*g2 mate; or else 19.Kxg4 Qh5 mate. Black missed these elegant possibilities however, and played his own inferior move 16...Qh3 instead, allowing 17.f4 b6 18.Nd5 Nd7 19.Qb5 N\*e2+? 20.Qxe2! Rxe2 so that White has a win that you will perhaps see at a glance

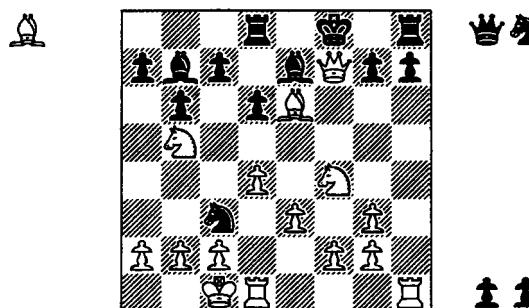


as his knight can return to the board with devastating impact: 21.(N-N)N\*f6+ Nxf6 22.Nxf6 mate.

Here is another of my wins against Roger. Note the Shogi-like succession of checks at the end.

**White John Leslie - Black Roger Smook**

1.d4 f5 2.Bf4 Nf6 3.Nc3 e6 4.Nf3 b6 5.e3 Bb7 6.Bd3 Be7 7.Nb5 d6 8.Qd2 Nh5 9.Bg3 Nxc3 10.hxc3 Nd7 11.0-0-0 Nf6 12.Ng5 (B-N)N\*f8 13.B\*f7+ Kd7 14.Qc3 Nd5 15.Nxe6 Nxc3 16.Nxd8 Rxd8 17.Bxf5+ (N-P)P\*e6 18.B/5xe6 Nxe6 19.Bxe6+ Kxe6 20.N\*f4+ Kf7 21.(N-B)B\*e6+ Kf8 22.(Q-Q)Q\*f7 mate



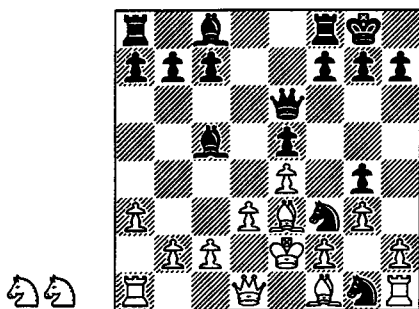
I follow John Leslie's article with a game from the BCVS



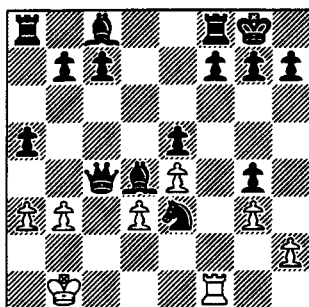
Hostage Tournament 2000, recently received: Ed.

**White Jed Stone - Black Peter Coast**

1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.d3 d5 5.exd5 Nxd5  
6.Nxd5 Qxd5 7.(P-P)\*e4 Qe6 8.Bd2 Bc5 9.a3 P\*g4  
10.Ng1 0-0 11.g3 Nd4 12.Be3 (N-N)N\*f3+ 13.Nxf3  
Nxf3+ 14.Ke2 (N-N)N\*g1+ *A pretty picture!*



15.Rxg1 Nxf3+ 16.Kd2 Nf3+ 17.Kc1 Bxe3+ 18.fxe3 (B-B)B\*d2+ 19.Kb1 Bxe3 20.b3 (R-N)N\*c3+ 21.Kb2  
Nxd1+ 22.Rxd1 a5 23.c3 Nd2 24.c4 Bd4+ 25. Kc2 Nxf1  
[Here Black missed a win with 25. ..Qxc4+. The queen  
can't be captured because of 26. ...(Q-Q)Q\*b2 mate: so play  
continues 26.Kxd2 Qc2+! 27.Ke1 Bf2 mate.] 26.Rxf1 (B-  
N)N\*e3+ 27.Kb1 Qxc4



Black is poised on the brink of victory: there is no effective defence against the attacking queen [28.bxc4 (Q-Q)Q\*c2 mate] - but his chance has gone for ever. White wins as follows:

28.N\*e7+ Kh8 29.N\*g6+ hxg6 [29. ..fxg6 30.Rxf8+ Qg8  
(but what if he rescues and drops something else? Ed.)  
31.Rxg8 mate] 30.Nxg6+ and [setting aside 30. ..Kg8  
31.R\*h8 mate] there are two continuations.

(A) 30. ..fxg6 31.Rxf8+ followed by

(A1) 31. ..Qg8 32.(N-N)N\*f7+ Kh7 33.R\*h8+ [better  
is 33.(R-N)N\*g5 mate. Ed.] 33. ..Qxh8 34.Rxh8 mate.

(A2) 31. ..(N-N)N\*g8 32.R\*h7+ Kxh7 33.N\*g5+ Kh6  
34.(R-R)R\*h7+ Kxg5 35.B\*h4 mate.

(B) 30. ..Kh7 31.Nxf8+ followed by

(B1) 31. ..Kh6 32.R\*h7+ Kg5 33.B\*h4 mate.

(B2) 31. ..Kg8 32.R\*h8+ Kxh8 33.(N-N)N\*g6+ fxg6  
[33. ..Kg8 34.B\*h7 mate] 34.Nxg6+ Kh7 [34. ..Kg8  
35.(R-R)R\*h8 mate] 35.(R-R)R\*h8+ Kxg6 36.B\*h5+  
Kg5 37.B\*h4 mate.

## ISOLATED PAWNS

by David Pritchard

The **Book of Games** by Richard Sharp and John Piggott (Artus 1977) is a large format, full colour book mainly of card games. It does however contain one or two chess variants the authors' knowledge of which appears to be somewhat limited (the entry on chess includes two illegal positions). For example:

Scotch Chess (i.e. Progressive Chess): *'The name of this extraordinary chess variant is an insult to Scotland. The game's only advantage is that it is usually extremely short.'*  
Kriegspiel: *'Draws are very common and in fact are the standard result between inexperienced players.'*

Suicide (=Losing) Chess: *'A pawn which reaches the eighth rank must become a queen.'*

Peter Michaelsen has kindly translated for me an article on the **Double Chess Game** in *Archiv der Spiele*, part III (Berlin 1821). The game appears to be identical with the variant of the same name credited to L. Tressau (1840) in the *ECV*, putting its' origins back a couple of decades. The Double Chess Game is a Chessgi - Circe hybrid, anticipating both games by a century and a half. Interestingly, the inventor forbade the *Archiv der Spiele* to publish his name, a modesty rare amongst the creators of variants.

A new game called **Gothic Chess** is advertised in issue 378 of *NOST-algia*. On inspection, this is simply a variant of Capablanca Chess and is mentioned in the *ECV*. Board 10 x 8; extra pieces are an Archbishop (B+N) situated between the QN and QB; and a Chancellor (R+N) placed similarly on the king's side; plus two extra pawns to complete the array. There is now, surprisingly (and perhaps fleetingly) a Gothic Chess Association at 1735 Market Street suite A-436, Philadelphia PA19103 U.S.A. or at [www.GothicChess.com](http://www.GothicChess.com).

**Reciprocal Chess**, a variant by Philip Cohen (?), was published by John Bosley in *NOST-algia* last year. Each square on the board has a reciprocal square (e.g. b2/g7). Usual array and rules. Each move consists of two parts: a normal move and a move of the man (of either colour) on the reciprocal square. Captures are permissible in both parts, including the capture of a friendly man by a hostile piece. The second part is omitted if the reciprocal square is vacant or if in the first part the move or capture is to the reciprocal square (e.g. Bb2xg7). A move is illegal if the reciprocal square is occupied by an immovable man. The king can be checked in either or both parts of a move. A player whose king is in check must get out of check with the first move of a turn; note however that this could be a move immobilising the attacking piece. Castling is a king move so any man on the reciprocal square of the rook is unaffected. The McCallions recommend reversing the initial positions of the Black king and queen.

## EUROBUG 2000

by John Beasley

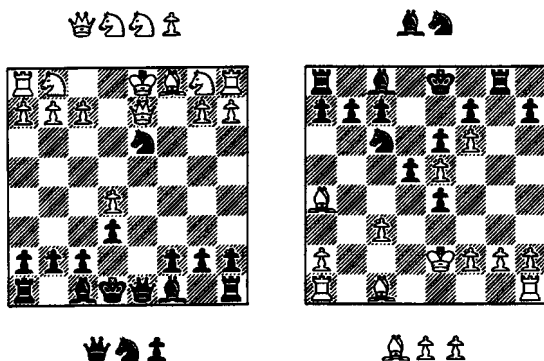
Condensed from the report in Fabrice Liardet's web pages, with permission. For the full report, see Fabrice's Internet pages at <http://matador.unige.ch/nabla/>

Fabrice tells me that the date of Eurobug 2001 will be announced much longer in advance; we shall try to keep readers informed.

Among the more delightful events of the past year appears to have been the European Bughouse Gathering held in Geneva on July 8-10. Sadly, none of the VC team was able to go, but the report in Fabrice Liardet's Internet pages suggests that a very good time was had by all. We are grateful to him for permission to quote from it here. In Bughouse, players form teams of two, one playing White and one Black, and a player who captures a man passes it to his partner who may subsequently drop it on the board instead of playing an ordinary move. The game is played at blitz time limits (typically five minutes for the game), and the first mate or flag fall determines the team result.

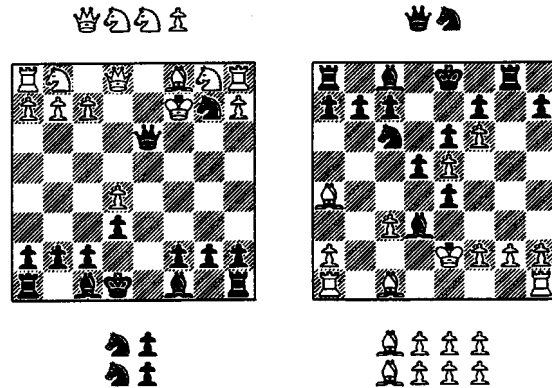
The weekend attracted 27 participants, including four from Germany, one from Russia, and one from Egypt. The main event on the first day (Saturday) was an eleven-team double round robin with significant prizes, won with an excellent 19/20 by the German pairing of Marcus Müller and Georg von Zimmermann. To put this in context, the report notes that even the backmarkers (2/20 but "obviously having great fun, and always a large smile when announcing their result") played ordinary chess to around 2000 Elo, besides being no strangers to Bughouse.

After the tournament, informal play continued until past midnight, and the report includes an example showing that "luck was an essential element in brilliant tactics". The position is approximately reconstructed as below:



Fabrice, playing Black on the lower board, noticed that Qe7 would be mate on his partner's board, and so dropped his spare queen on e1 to force a queen trade and give his partner a queen in hand: 1...Q@e1+. Unfortunately he had forgotten to check whose move it was in his partner's game, and after White's 2.Qxe1 on his own board and Black's 1...B@d3+ (bishop drop) on his partner's board it was his partner who was going to get mated. The only possibility

left was to play for mate, which duly materialized by 2...Nxb2+ 3.Kc2 (3...Ke2 Qd3#) 3...Qd3+ and White had to sit, as 4.Kxb2 N@a4# would have meant mate in one (see diagram at top of next column). But Fabrice and his partner were 3 seconds ahead on time, so this meant that the victory was theirs...



(Readers who have not played Bughouse may welcome a word of amplification. In the position above, neither White wants to move, because he will be mated in a move or so. So the White who has more time on his clock sits without playing, and the other White has the choice of allowing mate or losing by flag-fall. In such circumstances, even a one-second time advantage is crucial.)

All this was on the Saturday. Sunday featured outdoor Bughouse on giant boards in the park, a game demanding good physical condition, excellent skills for blind play ("bughouse on giant boards is really a semi-blind game, as the pace of the games rarely allows the players to examine the whole position"), and juggling skills ("try this game and you will understand why this helps!"). What the passers-by made of it is not recorded, but it is reported that one of them managed temporarily to nick one of the clocks while the players were concentrating on the other board. Large chessboards in parks or squares are a feature of several European cities, though in England I think I have seen them only in Leeds.

There followed a session of the incredible Multiple Bughouse, fought out between teams of eight (pieces could circulate freely within a team, and the first team to score 4 wins took the match). This created problems. One player, needing a queen or rook to force mate and having a queen available to him, selflessly declined to use it, thinking that a rook might turn up as well and that one of his teammates might need the queen more than he did. But time passed and no rook appeared, and then another member of his team took the queen anyway... He lost.

Rain on Monday drove the participants back indoors, where various exotic variants were tried. The most popular proved to be Extinction Chess (losing the last man of a kind loses the game), which apparently plays very well in Bughouse form. Invention is clearly inexhaustible, and a very good thing too. The survivors then turned to billiards, and it occurs to me that billiards might be converted into a chess variant by giving each player a "king" ball which his opponent must try to pot. I am sure that workable rules could be invented.

## GAMES GALORE

by David Pritchard

### Cardmate

Cardmate is, predictably, a game that combines chess and playing cards. It was entered for the 100-square competition in the Chess Variant Pages on the Web. It is by no means simple. I do not have any information on the inventor.

The equipment required is a 10 x 10 chequered board and a standard 52-card pack of cards (no jokers) plus four 1s in addition to aces. Cards are ranked from 1 to ace; suits are equal. No chessmen are used. Each side has a two-square palace (e1/f1 and e10/f10) occupied initially by the four kings. Cards move and capture according to their rank. Cards 1 to 7 inclusive move and capture by a single-square move. Note that a card attacks the number of squares equivalent to its' rank (e.g. 5s = 5 squares):-

1s - Straight forward. A one, on entering the opponent's half of the board, may promote to ace.

2s - Diagonally forwards.

3s - Straight or diagonally forwards.

4s - Diagonally forwards or sideways.

5s - Straight or diagonally forwards or sideways.

6s - Diagonally forwards or backwards or sideways.

7s - As the 6s but also straight forward.

8s - As a knight.

9s - As a bishop.

All ranks 1 through 9 can in addition move, but not capture, one square straight back.

10s - As a rook.

Js - As a knight or as a queen up to two squares only.

Qs - As a queen.

Ks - As a king.

As - As an amazon (that is Q+N)

Capture is by displacement with the following restrictions:-

(1) A lower-ranking card cannot capture a higher-ranking card of the same suit.

(2) A higher-ranking card MUST capture a lower-ranking card of the same suit but can choose between alternatives.

(3) Any card may capture ANY card of a different suit.

You win by either capturing both the opponent's kings or by entering his palace with one of your kings.

10♦	8♣	9♠	Q♣	K♠	K♦	Q♠	9♦	8♠	10♥
7♥		6♣	J♥	5♣	5♠	J♣	6♥		7♦
4♦	2♣	3♥	1♠			4♠	3♦	2♥	1♣
1♦	2♠	3♣	4♥			1♥	3♠	2♦	4♣
7♣		6♠	J♦	5♥	5♦	J♠	6♦		7♠
10♠	8♥	9♣	Q♥	K♣	K♥	Q♦	9♥	8♦	10♣

The starting position is illustrated. Note that the four aces are not in the array but are held in reserve for pawn promotions.

### Royal Chess

Royal Chess or Chess Royale was invented by Fred Herschler and was submitted to 3M, the American games company, on 2nd October 1972 on the grounds that the 'subtle yet interesting' changes to the orthodox game could be covered by copyright. Not surprisingly, 3M found this an insufficient reason to market yet another large variant which, on the face of it at least, does not appear to have any special claim to fame. Board 10 x 10; extra pieces are a Queen's Champion and a Prime Minister with one of the extra pawns nominated as a Jester. The powers of these pieces are:

**Queen's Champion:** the piece has the identical move to that of a Zebra (opposite corner of any 2 x 3 rectangle).

**Prime Minister:** described as having half the power of the queen 'and can thus move 5 spaces (or half the board) in any direction'. (perhaps meaning four squares?).

**Jester:** as a king but can only capture pawns. In addition the Jester may be used (and I quote) 'to exchange places with the king is put in check or checkmate. The king is moved to the king's position and the Jester is taken if elected (likely only when the king is in a checkmate situation) (*sic*).'

The king moves three squares when castling otherwise all normal rules of chess apply. Array (a1-j1 and a10-j10) RNBCQKPNR; (a2-j2 and a9-j9) PJJJJJJJJJJ.

### Tile Chess

This variant is marketed by Steve Jackson Games Inc. in the U.S.A. A set comprises six standard sets of chessmen, distinguished by colour, to allow up to six players to take part. The chessmen are in the form of 2-inch square cardboard tiles: there is no board. Instructions for play, including that of suggested variants of the main game, cover four large double column pages and are therefore only summarized here. Before starting, the players agree how many pawns to use (the fewer the pawns, the faster the game) but the usual eight pawns are recommended for a two-player game. Players take it in turns to place a tile on the table. Tiles may be placed in any order except that the kings must be placed last. After the first tile is placed, every subsequent tile must be placed so as to be adjacent, orthogonally or diagonally, to at least one tile already positioned.

When all tiles are placed, players move in turn as usual. A turn may consist of the repositioning of a tile or a capture; at all times however the tiles must remain united. A move which separates the tiles into two or more groups is illegal; hence an apparent threat may not be a threat for this reason. Pawns move one square at a time but may capture both diagonally forwards and backwards. The pieces move normally but can also move over friendly pieces. The object is to capture the opponent's king. With three or more players the aim is to be the sole survivor.

Astonishingly, Jason Wittman and no less than four others are credited with the development of Tile Chess and another 18 with the play-testing of this mainly unoriginal game. Compare Chess Cards, Choiss, Schach Plus, Stochastic Chess. To purchase, contact marketing manager Ross Jepson, Box 361 Irricana, Alberta, Canada (tel: 403-935-7735).

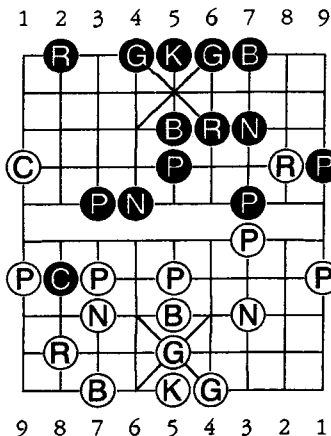
# XIANGQI

by Paul Byway

Here is a game from the 1st European Spring XiangQi Tournament in Paris.

Red: Paul Byway  
Black: Joel Janin

- |          |      |
|----------|------|
| 1. C2=5  | N2+3 |
| 2. N2+3  | C8=6 |
| 3. R1=2  | N8+7 |
| 4. P3+1  | R9+1 |
| 5. N8+7  | P3+1 |
| 6. C8=9  | R9=4 |
| 7. R9=8  | R4+5 |
| 8. C5=4  | R1=2 |
| 9. B3+5  | C2+4 |
| 10. C4+1 | R4-2 |
| 11. R2+6 | R4=6 |
| 12. C4+4 | R6-2 |
| 13. G6+5 | B3+5 |
| 14. R8+1 | N3+4 |
| 15. C9+4 | P7+1 |



This doesn't solve Black's problems on the third rank.

- |          |      |
|----------|------|
| 16. C9+1 | B5-3 |
| 17. R2=5 | G6+5 |
| 18. C9=3 | P7+1 |
| 19. R5=3 | C2+1 |
| 20. R8=9 | P7=6 |
| 21. N3+2 | N4+3 |
| 22. G5-6 |      |

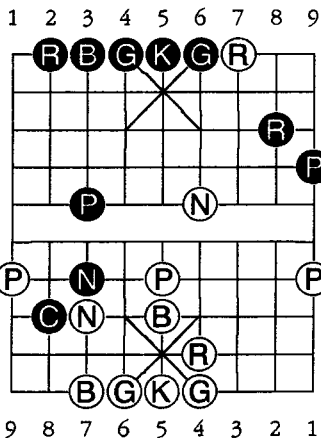
Planning to switch the remaining rook to the right flank.

- |          |      |
|----------|------|
| 22. ..   | R6=4 |
| 23. N2+4 | P6+1 |
| 24. R9=2 | P6+1 |
| 25. C3=2 | P6+1 |
| 26. R3+3 |      |

I see the outline of the coming attack and happily offer a cannon.

- |        |      |
|--------|------|
| 26. .. | G5-6 |
|--------|------|

27. R2=4 R4=8



Can you see the killer blow?

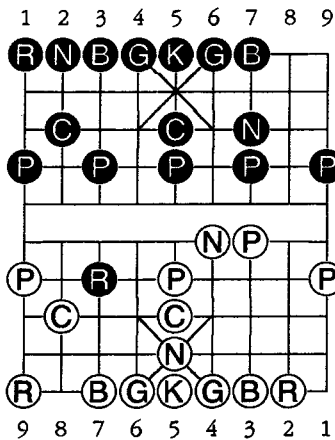
- |           |         |
|-----------|---------|
| 28. R3=4! | K5=6    |
| 29. N4+3  | Resigns |

If Black had declined to capture the rook, still he would have lost by force.

Now a key clash from round 5 of the XiangQi tournament at this year's Mind Sports Olympiad, held at Alexandra Palace in the summer.

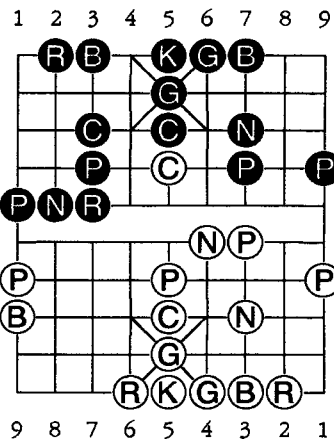
Red: Claus Tempelmann  
Black: David Young

- |         |      |
|---------|------|
| 1. C2=5 | C8=5 |
| 2. N2+3 | N8+7 |
| 3. R1=2 | R9+1 |
| 4. P3+1 | R9=4 |
| 5. N8+7 | R4+5 |
| 6. N3+4 | R4=3 |
| 7. N7-5 |      |



A line made famous by Hu RongHua. He saw that this highly dangerous knight move leads to a good position as long as the knight promptly moves out of the centre of the palace. If ...C5+4; N4+6.

- |           |      |
|-----------|------|
| 7. ..     | R3-2 |
| 8. N5+3   | N2+1 |
| 9. C8+4   | C2=3 |
| 10. C8=5  | G4+5 |
| 11. G6+5  | R1=2 |
| 12. B7+9  | P1+1 |
| 13. R9=6! | N1+2 |



14. R6+7?

The turning point. Red should have played 14.N4+6

- |          |         |
|----------|---------|
| 14. ..   | R3=6    |
| 15. K5=6 | B3+1    |
| 16. R6-4 | N2+3    |
| 17. K6=5 | N7+5    |
| 18. C5+4 | N3+1    |
|          | Resigns |

This is one of my games from the 7th International Championship of France, held in September, this year.

Red: Cao Quoc  
Black: Paul Byway

- |         |      |
|---------|------|
| 1. C8=5 | N8+7 |
| 2. N8+7 | N1+2 |

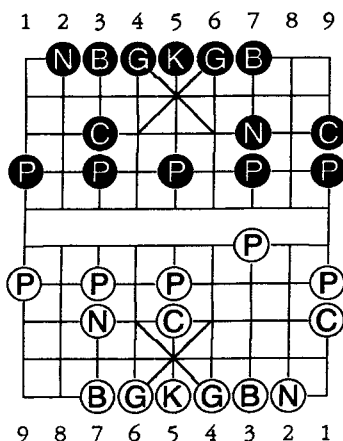
This is the Single Knight defence to the Central Cannons opening, in a reflection of the usual arrangement. I choose this less common line in the belief that it is sound. I don't think I can ever be as well prepared as my opponents in a main line Two Knights defence: in this way I hope to even the odds a little.

- |         |      |
|---------|------|
| 3. R9=8 | R1=2 |
| 4. P3+1 | C8=9 |
| 5. N2+3 | R9=8 |
| 6. R1=2 | R8+4 |
| 7. C2=1 | R8+5 |

Who profits from this transaction I wonder? Each side has lost 3 tempi.

- |         |      |
|---------|------|
| 8. N3-2 | C2=3 |
|---------|------|

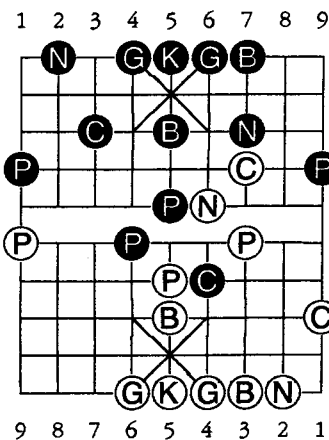
9. R8+9 N1-2



- 10. C5=3 B3+5
- 11. C3+4 C9+4
- 12. P7+1 P3+1
- 13. N7+6 P3+1
- 14. N6+4 P5+1

Saving a pawn and impeding the knight at the same time.

- 15. B7+5 P3=4
- 16. P9+1 C9=6



17. C1+2 P4+1

I am hoping that the cross-river pawn will balance the pressure on my knight. In addition play is governed by the desire to keep Red's right-hand cannon out of play. My next two moves should also be seen in this light.

- 18. P5+1 P9+1
- 19. C1-1 P4+1
- 20. P5+1 P4+1
- 21. N4+3

It was here that my opponent realised the danger. After thinking for longer than usual he captured my knight with noisy decision. He wants me to notice that there's a piece to be recaptured. Since he could have played N4-5 he's

gambling - but I'm not quite as dumb as he thinks.

- 21. .. C3+7
- 22. G6+5 C6=2

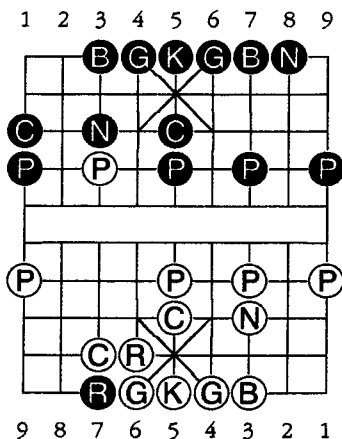
**Resigns**

There is nothing to be done about the double cannon mate, and his cannon is still shut out.

Here is one of the crucial games from the first European Spring XiangQi Tournament, which took place this year. The annotation marks are taken from David Woo's report of the event.

**Red: Claus Templemann**  
**Black: Jouni Tolonen**

- 1. C2=5 C8=5
- 2. R1+1 R9+1
- 3. R1=6 N2+3
- 4. N2+3 C2=1
- 5. P7+1 R1=2
- 6. C8=7 R9=2
- 7. P7+1!? R2+8
- 8. R9=8 R2+9
- 9. P7+1 R2=3?!
- 10. C7-1



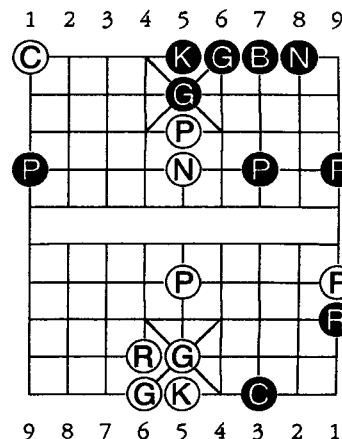
Black to play: he has won a knight, but Red hopes to regain at least his piece with an attack on the left flank.

10. -- C1+4

So he gives the piece back without a fight. A study of the position suggests that after 11. .. N2-1 12.C5=7 R3=2 13.R6+7 C1+4 14.R6=2 C1+3 he retains the advantage.

- 11. P7+1 B3+1
- 12. C5=7 R3=2
- 13. C--=9 R2-2
- 14. C7=5 N8+7?!
- 15. P7=6 C1=7?!
- 16. P6=5 C7+3
- 17. G4+5 R2=5

- 18. C9+6 N7-8
- 19. C9+2 G4+5
- 20. N3+4 R5=9?
- 21. N4+5



Black doesn't have a good move. His attack is not sufficient to counterbalance the devastating effect of Red's threat of N5+7. If 21. .. R9=3 22.R6=8 and The threats posed by rook, cannon, knight and pawn should be enough to win the game.

- 21. -- B7+5
- 22. N5+7 G5+4
- 23. R6+6 K5+1
- 24. R6-1 Resigns

**XIANGQI RATINGS**

I recently received an e-mail from Siegfried Huber, giving Elo Ratings based on the Mindsports Olympiad (MO) in Summer and the French Championship (FC) in Autumn. These are lower than Performance Ratings for the same events, which were generated immediately afterwards. I suppose the system contains a damping factor but the details are a mystery to me. Here I reproduce the English Ratings above 1000.

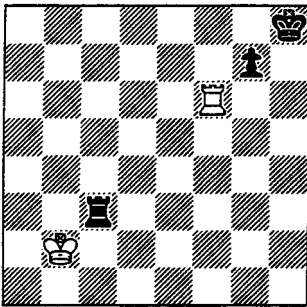
Player	MO	FC
David Young	1993	1993
Cong Pao Chong	1867	---
La Khanh-Hoa	1825	1909
Liu Si Hinh	1811	---
Lai Chi Kong	1755	1769
Paul Byway	1713	1755
Dong Jun	1713	---
Wu Cai Fang	1391	1328
Zhang Wen Bin	1384	---
Peter Wood	---	1244

## MAXIMUMMING

by John Beasley

One of T. R. Dawson's more fruitful ideas has been the **maximummer**, in which Black is allowed only to play his longest legal move. This enables a composer to focus on the play of interest without the need to worry about side variations.

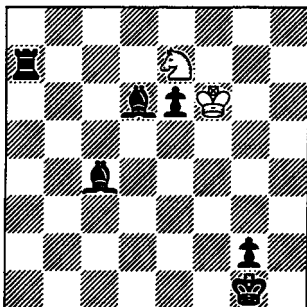
1 - T. R. DAWSON  
Fairy Chess Review 1937



Maximummer, mate in 3

For example, consider 1. We would like to get bR to g8 or h7, and without the maxi condition there would be no chance. With it, we have 1.Rf5 and 1...Rc8 2.Rc5 Rg8 3.Rh5 or 1...Rh3 2.Rf3 Rh7 3.Rf8. Note that only 1.Rf5 works. If 1.Rf4 then 1...Rc8, and after 2.Rc4 Black has 2...Rxc4; if 1.Re6 then again 1...Rc8, and 2.Rc6 Rg8 3.Rh6 isn't mate.

2 - I. TOTH  
Fairy Chess Review 1955

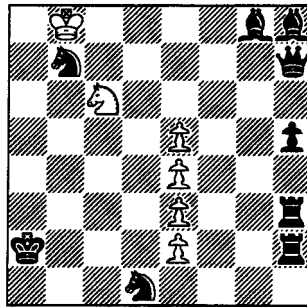


Maximummer, mate in 5  
(a) as set, (b) wBe7 for wN

2 and 3 are two more problems which show the gentle piloting of

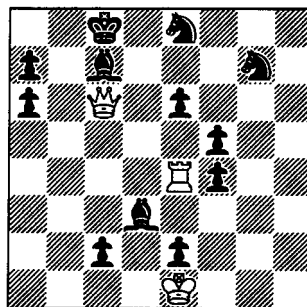
Black men into blocking positions. In 2, as set, 1.Nf5 Rh7 2.Ng7 Rh1 3.Nh5 Bh2 4.Nf4 Bf1 5.Nh3; with wBe7 instead of wN, 1.Bf8 2.Bg7 3.Bh6 4.Bf4 5.Be3. In the wholly frivolous 3, which was sent to TRD as a "get well soon" after an appendix operation, 1.e6 Ba1 2.e5 Qb1 3.e4 Ra3 4.e3 Rb2 5.e7 Bb3 6.Nb4. TRD remarked that the receipt of this did his spirits no end of good.

3 - Alain C. WHITE  
Problemist Fairy Supplement 1933



Maximummer, mate in 6

4 - T. R. DAWSON  
5th HM, BCF Tourney 1944

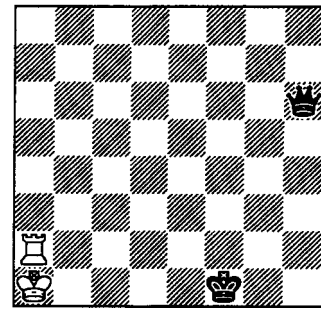


Maximummer, mate in 3

In 1944, the BCF held a tourney for three-move maximummers, and not for the first time I find myself widely at variance with a tourney judge. 4 has only three variations, but they have a poise and clarity which put it in a different class from the problems that were placed ahead of it. 1.Qd5 gives Black two additional moves, and we have three beautifully economical lines: 1...Ba5+ 2.Rb4 Bd8 3.Qb7, 1...Be5 2.Rd4 Bb8 3.Qd7, and 1.Bb5 2.Rc4 Bd7 3.Qa8 (bBc7 is pinned).

But while there have been some elegant direct mate maxis, the chief hunting ground of the maximummer has always been the selfmate. The orthodox selfmate tends to feature a White force so overwhelmingly strong that Black is little more than a passive manipulee, and the "maxi" condition provides a heaven-sent opportunity to introduce some lightness and grace. The very first maxi, by Dawson in the *Chess Amateur* in 1920, was a selfmate, and selfmates have continued to dominate the field both in number and in quality.

5 - T. R. DAWSON  
Deutsche Schachblätter 1923



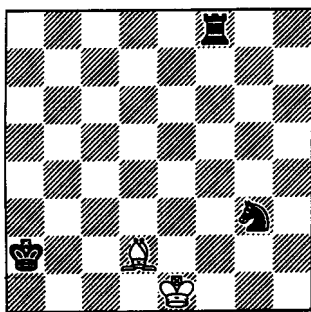
Maximummer, selfmate in 5

For example, consider the early 5. (This example, like the next two, comes from the delightful 1952 book *Figuren-Rundläufe im Schachproblem* by W. Karsch and W. Hagemann, a copy of which was bequeathed to the British Chess Problem Society by the late Dennison Nixon.) Black, to move, could mate by 1...Qc1, but how could you force this move in orthodox play? You couldn't, but with the maxi condition it would be the move that Black would have to make. All right, can we get back to this position with Black to move? Yes, we can: 1.Rd2 (temporarily blocking the diagonal h6-c1 and so forcing h6-a6 as Black's longest alternative) 1...Qa6+ 2.Kb2 Qh6 2.Kb1 Qa6 4.Ra2 Qh6 5.Ka1. All the pieces are back where they started, wR by a single out-and-back, bQ by a double out-and-back, and wK by a triangle, but now it is Black to move: 5...Qc1.

6 (next page) is even more elegant. Black to play, 1...Rf1 mate;

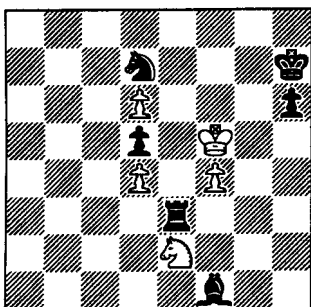
White to play, 1.Bf4 Ra8 2.Bb8 Ra3 3.Ba7 Rf3 4.Be3 Rf8 5.Bd2 Rf1. The authorship is my conjecture. Karsch and Hagemann say nothing, but Sola composed at least one other good maxi and he was contributing to *Adeverul Literar* at the time.

6 - Anon (P. SOLA?)  
Adeverul Literar 1934



Maximummer, selfmate in 5

7 - H. STAPFF and R. QUECK  
1 pr Schachmatt 1947

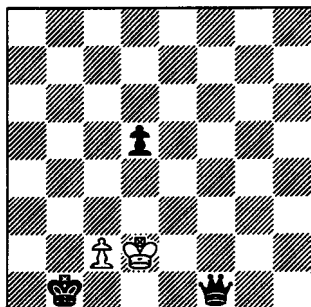


Maximummer, selfmate in 8

7 offers a longer set play: 1...Re8 2.Nc1 Ba6 3.Nd3 Re1 4.Nxe1 Bf1 5.Nf3 Ba6 6.Ng1 Bf1 7.Ne2 Bh3 mate. This is a 6-square knight tour, good enough for most of us, but in the actual solution the play is even better: 1.Nc3 Ba6 2.Nb5 Re8 3.Nc7 Bf1 4.Nxe8 Ba6 5.Ng7 Bf1 6.Nh5 Ba6 7.Ng3 Bf1 8.Ne2 Bh3.

But the star of the show must be 8. There is no set play here, but just look at this perfect eight-point Q-star: 1.c4 Qf8 2.cxd5 Qa3 3.d6 Qh3 4.Ke2 (the only waiting move available) 4...Qc8 5.d7 Qc1 6.d8R Qh6 7.Rd2 Qa6+ 8.Kd1 Qf1. With a mere five men, each of which plays a significant role, this is one of the classics.

8 - J. SUNYER  
Chess Amateur 1927

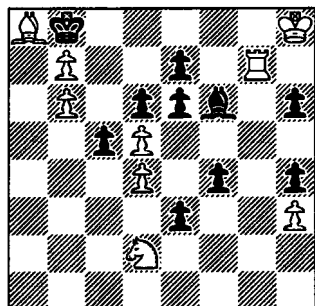


Maximummer, selfmate in 8

The double maximummer, in which both sides have to play maximum length moves, has prompted relatively little composition, and the inverse maximummer, in which the condition is applied only to White, might seem even less promising. But consider 9. What is wrong with 1.Nc4, 2.Na5, 3.Nc6, mate in 3? Only that Black has 1...Bxd4 and 2.e5, unpinning wR and forcing 3.Rg1! Correct is 1.Nb3 with the same threat, when White can meet 1...Bxd4 with 2.Nxd4 (3.Rg1 and 4.Rg8). If Black plays ...Bxg7+ at any time, White simply replies Kxg7.

I suggest that the "inverse maxi" is a genre that might deserve more attention. The present example is illegal (nine Black pawn captures), but no doubt this can be fixed.

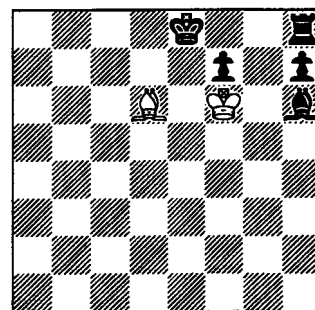
9 - I. GUTTMAN and K. HAJEK  
Problemist Fairy Supplement 1934



Inverse maximummer, mate in 4

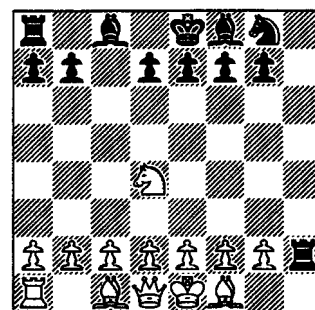
Maximumming in play has also received little attention. To impose such a restriction only on one side unbalances the game far too much,

and even a White starting only with Ke1 and Bc1 can force a win against a maximumming opponent. He plays for a position like this:



and then mates by 1.Bf4 0-0 (this counts as of length 4) 2.Bd6 Bc1 3.Bxf8 Bh6 4.Bxh6 Kh8 (ah!) 5.Ke7 f5 (a sad necessity) 6.Kf7/8 f4 7.Bg7. Shades of d'Orville and Troitsky!

On the other hand, if we insist that both sides play maximum-length moves, the chances of either being able to give mate appear impossibly remote. Yet if we require each side to play for *selfmate* we get a game which, if perhaps not genuinely playable, is at least analysable. Consider the opening 1.Nc3 Nc6 2.Nd5. If Black innocently echoes 2...Nd4, he loses. White starts 3.Nxc7+ Qxc7 4.Nf3 Qxh2 5.Nxd4 Qb8 6.Rxh7 Qh2 7.Rxh2 Rxh2, and Black must ping-pong on the h-file:



There follows 8-10.Nxb7 Rh8 11-13.Nf4 Rh1 14.Nh3 Ba6 15.Nf4 Rh8 16.Nh5 Bxe2 17.Nf4 Rh1 18.Nh5 Ba6 19.Qg4 (wBf1 is pinned) Bxf1 20.Qa4 Ba6 and it's mate. Similar play follows most other Black second moves, and there is a harder win after 2...Ne5; only by playing 2...Nh6 to block the h-file (a move on which I have yet to reach a verdict) may Black have a chance of survival.

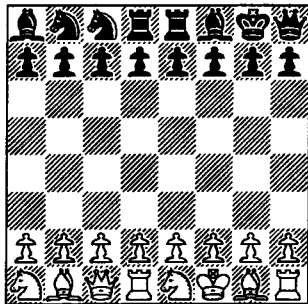


# AUCTION TC

from Ivan Dirmeik

I think this is the first occurrence of this variant in the pages of *Variant Chess*. Ivan sends us an *Official Challenge Match* played under the auspices of the *South African Correspondence Chess Association* against Iain Smuts.

The back ranks are randomised beyond the control of the players (opposite coloured bishops and no castling). In Transcendental Chess two games are played with the same setup but opposite colours. In Auction TC (one game only) players bid for the right to be White or Black by offering *tempi* for the privilege. These must be used on the first move. One *tempo* translates into the right to exchange a pair of pieces (bishops must remain of opposite colours) or make a pawn move. Here is the initial position.



The tournament director decides who shall start the bidding process. This went as follows.

**Iain Smuts' first bid W1**

(He wants White and offers one bidding tempo).

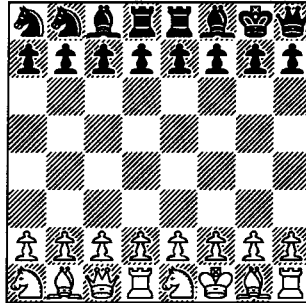
**Ivan Dirmeik's response Pass**

(He accepts, and will play Black with the first move).

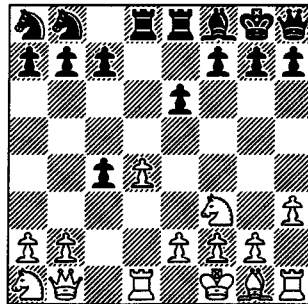
This is the key stage of the game, and I can't help feeling that Ivan came out well ahead of Iain. Looking at the Black position one can foresee the shape of things to come. After ...g6 and a queen move he has no problems. The rooks are centralised, the king is castled with a fianchetto and the other pieces give no trouble. As the game progresses we shall see White fail to find a smooth development for f1,g1 and h1.

**White Iain Smuts**                      **Black Ivan Dirmeik**

1. ---                      a8-c8  
Black interchanged pieces on a8 and c8, to give the following position.



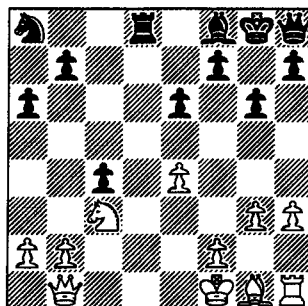
2. d2-d4                      d7-d5  
3. Ne1-f3                      Bc8-f5  
4. c2-c4                      Bf5xb1  
5. Qc1xb1                      d5xc4  
6. h2-h3                      e7-e6



7. g2-g3

A better choice would be Bh2, perhaps to be followed by g4 and Kg2; the move chosen is positively unhelpful.

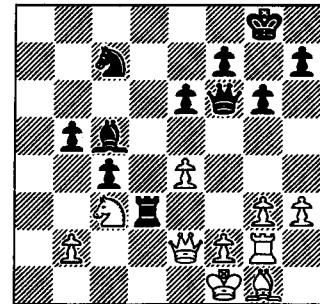
7. ...                      c7-c5  
8. Na1-c2                      Nb8-c6  
9. e2-e4                      c5xd4  
10. Nc2xd4                      Nc6xd4  
11. Rd1xd4                      Rd8xd4  
12. Nf3xd4                      Re8-d8  
13. Nd4-b5                      a7-a6  
14. Nb5-c3                      g7-g6



15. Rh1-h2

Perhaps White could try f4 and Bf2, to be followed by Kg2 and Rd1. Having been given a pawn in the opening, Black continues in a logical and forceful manner to increase his advantage. The three White kingside pieces make a sad impression.

15. ...                      Rd8-d3  
16. Qb1-c2                      b7-b5  
17. a2-a4                      Na8-c7  
18. a4xb5                      a6xb5  
19. Rh2-g2                      Bf8-c5  
20. Qc2-e2                      Qh8-f6



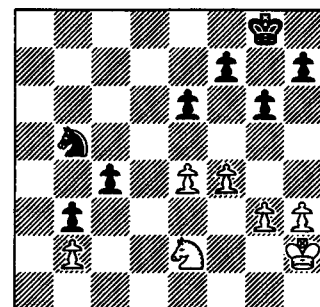
21. Qe2-g4

White would at least have a glimmer of play after 21.e5 Qd8 22.f4 Bxg1 23.Kxg1 b4 24.Ne4

21. ...                      Qf6-d8  
22. f2-f4                      Bc5xg1  
23. Kf1xg1                      b5-b4

Black presses on in a straightforward and vigorous fashion. The wretched White knight is driven from pillar to post.

24. Nc3-a2                      Rd3-d1+  
25. Kg1-h2                      b4-b3  
26. Na2-c3                      Rd1-d2  
27. Rg2xd2                      Qd8xd2+  
28. Qg4-e2                      Qd2xe2+  
29. Nc3xe2                      Nc7-b5



Resigns

There is no hope. For example: 30.Nc1 Nc3 31.e5 Na4 and wins.



# THE END IS NIGH

by Paul Byway

## MODERN COURIER CHESS

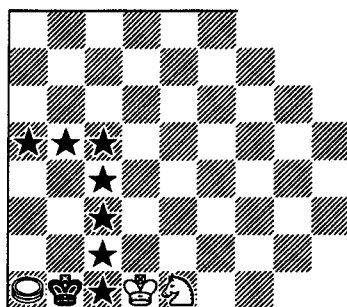
The status of the ending king, knight and courier versus king has been determined. If a database program can show a draw on the 8x8 board then certainly it will be a draw on the 8x12 courier board. I mentioned this to John Beasley - who offered to speak to Vaclav Kotesovec. Vaclav generously made the necessary modifications to his database program. The e-mail from JDB reads: 'I asked Vaclav Kotesovec about K,N,C v. K in Praha on Saturday, and the 8x8 answer (normally drawn, only a very few wins) was waiting for me when I got home last night. The analysis was easy - just a matter of defining a new piece and calling a standard program - and the run took only a minute'. I give the results here 'for the record' and will no doubt return to them later. The list gives the number of moves to mate followed by a specimen position. Black's drawing plan must be to retreat to the 'safe' corner (18 in this case) - a square on his first rank of the colour the courier is travelling on.

00	Cc1	Nd2	Ka3	ka1
01	Cc1	Nb1	Kc2	ka2
02	Cd1	Nc1	Kg3	kg1
03	Cb1	Nc1	Kg3	kg1
04	Cb1	Nc1	Kf2	kh1
05	Ca1	Ne2	Kc3	kb1
06	Ca1	Ne1	Kc3	kb1
07	Ca1	Nc1	Kd1	kb1
08	Ca1	Nc1	Kd2	kb2
09	Ca1	Nc1	Kd3	kb1
10	Ca1	Nc1	Kc3	kb1
11	Ca1	Ne1	Kd3	kb1
12	Ca1	Nc2	Kd1	kb1
13	Ca1	Ne1	Kb5	ka2
14	Ca1	Nd2	Ke2	kc2
15	Ca1	Nd2	Kf1	ka2
16	Ca1	Nf1	Kd3	kb1
17	Ca1	Nc2	Kd3	kb2
18	Ca1	Nb1	Ke3	ke1
19	Ca1	Nb1	Kd3	kd1
20	Ca1	Nc1	Kc4	kb1
21	Ca1	Nc1	Ke2	kb1
22	Ca1	Nd1	Kd4	ka2
23	Ca1	Nc1	Kd4	kb1
24	Ca1	Ne1	Kd4	kb2
25	Ca1	Nc1	Ke3	kb1

26	Ca1	Nc1	Kd4	kd2
27	Ca1	Nc1	Kc4	kd1
28	Ca1	Nc1	Kb3	kd2
29	Ca1	Nb1	Kb6	kb4
30	Ca1	Nc1	Ka6	ka4
31	Ca1	Nc1	Kb2	kd2
32	Ca1	Nb1	Kd3	kb3
33	Ca1	Nb1	Kd2	kb3
34	Ca1	Nc1	Ka4	kb2
35	Ca1	Ne1	Kd1	kb1

Thus far, I have managed to find the solutions up to the mate in 9. Here's the solution for the specimen position: 1.Cc3 Kb2 2.Kd2 Kb1 3.Ca5 Kb2 4.Kd1 Ka1! 5.Nd3 Kb1 6.Kd2 Ka1 (...Ka2 is similar) 7.Kc2 Ka2 8.Nc1+ Ka1 9.Cc3 mate.

The longest (35 moves) solution starts from the diagram below. Although the solution hasn't yet been worked out, it clearly begins with 1.Nc2 Kb2 2.Kd2 Kb3 3.Na3 Kb4 4.Cc3 and Black has reached the limit of his cage (shown by asterisks).



### SOLUTIONS TO COMPETITION 11

- #84 7. hxg3, e5, exd6, dxc7, cxb8=Q, Nd4, Bc6 mate.
- #85 9. Nf3, Nxe5, Ng4, e5, e6, e7, e8=Q, Re1, Re7 mate.
- #86 9. Bc3, Ne5, Nxf7, Nd6, Kf3, Kg4, Kf5, Ke6, Ba5 mate.

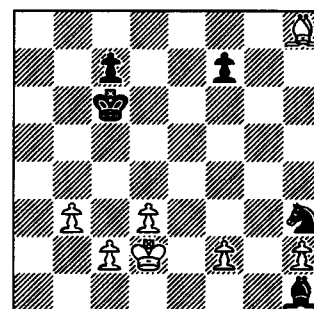
It seems that these were well received, and the success rate was very high. My thanks to Ian Richardson, Fred Galvin, David Pritchard and (a very welcome addition) Cedric Lytton.

### COMPETITION 12

This one repeats the format of Competition 11: three positions from Italian Progressive Chess in which a mate was overlooked. In two of them I have reversed the colours to avoid a

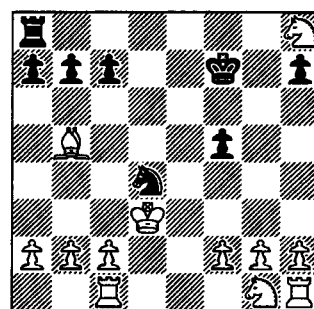
redundant move. In #87, for instance, Dipilato really was White, but appears as Black in the diagram: Mapelli, at series 10, missed a mate in 9.

Dipilato - Mapelli (1985)  
(colours reversed)



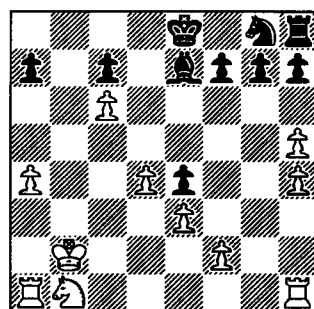
#87 Mate in 9

Crasto - Gatto (1980)



#88 Mate in 8

Sarale - Buccoliero (1992)  
(colours reversed)



#89 Mate in 8

The current scores:-

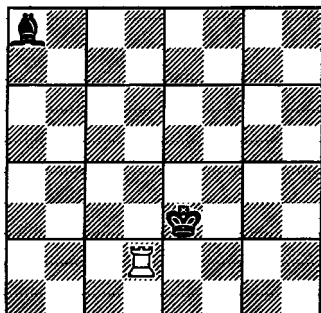
Ian Richardson	35
Fred Galvin	30
David Pritchard	18
Ronald Turnbull	10
John Beasley	3
Cedric Lytton	3
Stefano Bruzzi	2

# PROBLEM PAGES

by Ronald Turnbull

Sturm und Drang last time weren't altogether appreciated. "Let's have some clean simple stuff" said Ian Richardson (I paraphrase). I told him I could only publish what I got, and he obliged with 322. A move is only legal if it crosses a grid line. So bK on d1 wouldn't be in check.

322 - Ian RICHARDSON

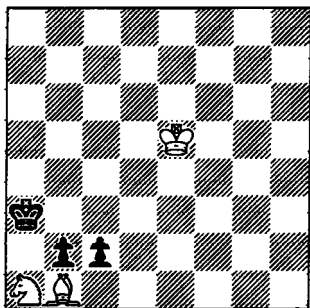


Grid chess

Series helpmate in 7, 2 solutions

In Kamikaze Circe, after a capture both the captured and the captor are reborn on their game-array squares (if vacant). So if 1.ba=Q, wN is reborn on g1, bQ on d8. In Malefique Circe, rebirth is on the enemy game-array square. So in b), if 1.ba=Q, wN is reborn on b8, bQ on d1. In each part there is also a duplex solution, where White starts and is mated by Black.

323 - Luigi VITALE



Helpmate in 2, duplex

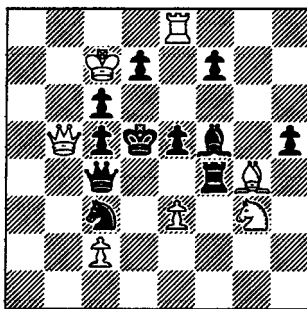
(a) Circe Kamikaze

(b) wKf6, Circe Malefique Kamikaze

Two issues ago, Ian Richardson offered a helpstalemate in no capture

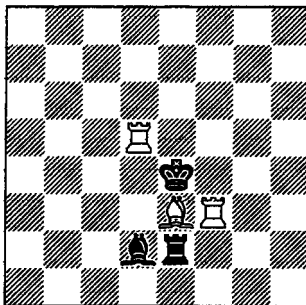
chess. Two composers have been inspired to new works with the old material, while Alex Ettinger offers a straight mate-in two. In 324 - 326, all captures are illegal. So in 324, interchange wQ and bPc5 for mate. In 325 there are two solutions with a common opening move by Black.

324 - Alex ETTINGER



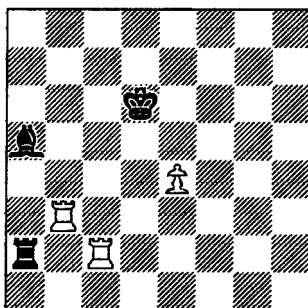
No-capture chess, mate in 2

325 - Stephen EMMERSON



No-capture chess, helpstalemate in 3  
2 variations (1,2;1,1;1,1)

326 - Cedric LYTTON



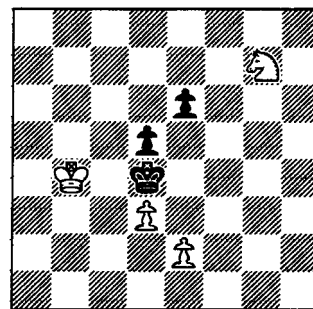
No-capture chess, helpstalemate in 3

(a) as set, 1 sol, (b) bKd4, 2 sols

Richardson himself is irresistibly attracted back to Magnetic Chess. After any move, the nearest unit along

each rook line is attracted towards the arrival square (if enemy) and repelled along it (if friendly). Kings are excluded. So if a White unit (not K) played to b7, wN would be repelled to h7: if a Black unit (not K) played there, wN would be attracted to c7. Pawns repelled to board end promote.

327 - Ian RICHARDSON

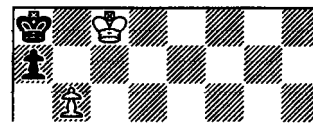


Magnetic chess

Helpmate in 3, (b) wKf4

I hope nobody's getting tired of the next diagram. Stephen Emmerson certainly isn't. In both diagrams, Ks have added power of Grasshoppers. In 328 we have Kölnische Kontakt: every move's end square must be adjacent to some unit. (So 1.bKd8 is legal, wK cannot capture.) In 329, any piece (not pawn) that moves (except from 1,8 ranks) leaves an enemy pawn on departure square (unless 8 pawns that colour already on board). 1...b7+ not mate as 2.Kc6. Then 3.Kd5?? would be illegal because of the new wP arising on c6.

328-329 - Stephen EMMERSON



328: Scorpions, Kōko

Helpstalemate in 1½, duplex

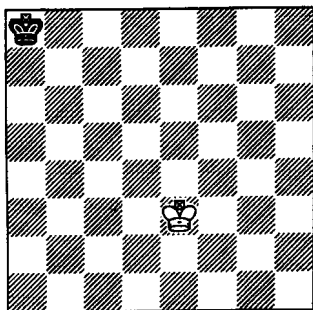
329: Scorpions, enemy sentinels

Helpmate in 3, set play, 2 sols

About half of the bare kings problems that have been published, have been published here in VC. Surprisingly, I haven't seen 330 before. Sentinels are as Enemy Sentinels above, except that pawns of own colour are left behind.

In Bichrome, only a move that changes square-colour is legal (so 1...wKg1 is legal and not self-check); Messigny allows like pieces (here, Ks) to swap places instead of a normal move, with no immediate unswap. Peter Fayers also swaps the stipulation...

330 - Luigi VITALE



Sentinels, helpmate in 4, duplex

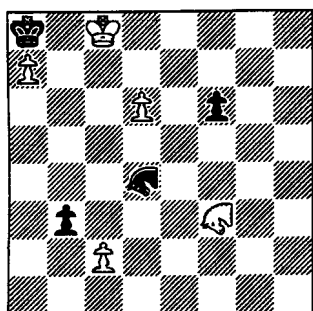
331 - Peter FAYERS



Helpstalemate in 1  
(a) Messigny Bichrome  
(b) Bichrome Messigny

The penultimate diagram would be spoilt by explaining it; the problem is to solve the stipulation rather than the problem, which is in itself unproblematic.

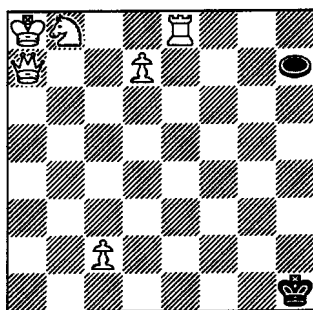
332 - Peter FAYERS



Helpmate in 2  
(a) Chinese Camelriders  
(b) Chinese Camel Riders

As well as Ian Richardson, Dr Lytton has criticised me for offering Sturm and Drang, on the grounds that Drang is stress (for alas, my vestigial German simply knows Drang as 'that stuff that goes with Sturm'). The phrase was originally used by Haydn to insult the music of Beethoven. To my mind Haydn's 'Creation' should have been drangier (the original Milton was): and drang lovers can get well stressed out on the final problem. A move is only legal when the Imitator can imitate it (same distance, same direction, unobstructed and still on the board). Transfer bK to a7 (without moving I) and White would be in check. He'd escape only by a pawn move taking I to h8.

333 - Paul RAICAN



Imitator h7, self mate in 14

Solutions within 3 weeks of receipt of VC will ensure publication of comments; solutions within 6 weeks could do so; later solutions get ladder points. email them if you like, to ronaldturnbull@appleonline.net.

Solutions to VC 35

311 (Richardson) 1...Nd7+ 2.d5(Nd6) Ne4(Ba4) b) 1...Nc4 2.b5 Be4(Na4) Beautifully done reflected echo of thematic mate, with good play too - CCL. Neither solution particularly easy for just 3 half-moves - SE.  
312 (Richardson) 1.Be8 2.Nb5 3.Rd8(Bh8) 4.Bd4 5.Rd5 cxd3 and 1.Bh7 2.Rh5(Bh8) 3.Rd5(Nd3) 4.Bd4(Rd8) 5.Rd5 cxd3 Rook to both board edges, but repeat northward weakens the effect slightly - RT. The mate is of course ordinary; noteworthy is the way the condition helps to force

the move order - SE. Two Platzwechsels with excellent series play. Ian is a master of the form! - CCL.

313 (Ettinger, Witztum) 1.Rg4 Gxe5 2.Ne3 Gxc5= b) 1.Be4 Sxf5 2.Sg4 Sxd6 pinswaps with an escaped prisoner needing to be killed off - RT. Ga8 inactive in a), and - a fault in many orthodox positions also - wQ only pulls B's weight - CCL. And SE suggests wGh8 to f6 and +bPf7 for further unity between solutions.

314 (Ettinger) 1.Gf7 Ga2 2.f5 Kf6 and 1.Ga4 Gf8 2.Ga7 Ga8 and 1.d3 Ge2 2.Gf2 Gg2 First is best, but other two fun to find in a nice open setting - RT. Again, Gh8 only used in one line, but 2...Kf6 nice - CCL. But SE can't see that it adds much to PS831 from the Problemist Supplement Nov 98.

315 (Emmerson) 1.Ka8+ Kc6 2.Ka7+ Kc5 3.Kb7+...9.Ke4+ Kg2 10.Ke3 but not the length record for mate delivered by bare king, as composer has 12-mover also in Vogtlander - RT. Took less time to solve than to write down! - AE. Vögtlander provides economical medium for staircase theme - CCL.

316 (Emmerson) 1.a5 b7+ 2.P<>P a6 3.K<>K a7 4.K<>K P<>P. Note that 1.a5 is tempo move, set 1...K<>K 2.a6 b7+ 3.P<>P a7 4.K<>K P<>P Same motif as SE's 2HM last year, but excellently translated into VVP. SE another lateral thinker! - CCL. Nice logical problem, I enjoyed solving this - RT

317 (Emmerson) 1.K<>K 2.Kxa7 3.Ka8 4.b7 b)1.a6 b7+ 2.P<>P ab same mate, same number of moves, completely different routes - RT.

318 (Emmerson, Turnbull) 0... K<>K 1.a6 b7+ 2.P<>P ab and 0... Kc7 1.a6 P<>P 2.Ka7 P<>P tempo move in first, switchback swaps in 2nd - RT. Vastly prefer 318; tidier stipulation, much harder than 317 a), and shifted chameleon echo. Great stuff! - CCL. AE also prefers.

X (Popeye) solution last issue. CCL points out 'recip help stalemate' (apologies to composer) and comments 'This protoplasm just jolly glad he didn't have to solve - leave to neural nets! (jellyfish?)'. Well, I think even a jellyfish might have trouble...

319 (Fayers) a) 1.Ka2 Kc3 2.Ka1 Nc3 (K in N-check may swap with N) b) 1.Kb4 Nc2+ 2.Ka2 Nc3 (K in check may swap with K) c) (K in check may swap either way) 1.Ka2 Nb6 2.Kb2 Nc4 which is a 2nd solution to a) and to b). Ingenious - SE. Three nice mates - CCL. Composer offers also d) "Neither", 1.Ka2 Nc5 2.Kb2 Nc4, where K in check swaps with neither K nor N. Nice bad semantics, but too similar to a) - RT

320 (Linss) Set 1...Eh6 2.Zc5! (Ec1,a6 now illegal check so) Ed2 3.Zf7 Ea8 4.Zd4 Eh1 5.Za6 Ec6 mate. Play 1.Zb6! Ef7 2.Ze4! Ec1 3.Zg7! Ec8 4.Zd5! Ec1 5.Za7 Eh6 6.Zc4! Ef2 7.Za1! Ec8 8.Zd3! Eg4 9.Zb6 Ea1 10.Ze4 Eh8 11.Zc1 Ec3, while if 6...Ed8 7.Za1! Eg2 8.Zd3 Ea8 9.Zg1 Eh1 - Poor Stephen, almost compelled by the dedication to solve this tough nut - RT; indeed, "I felt honour-bound to solve it, though I can't see any alternative to the computational approach that Popeye would also have employed. Interesting play and mates, though" -SE. Before embarking, he attempted to calculate his chances: average number of moves available to Royal Zebra, excluding those guarded by bK and bE and those that give check to Black, approx 1.43, implying 54 variations to explore. In the event, after excluding repeated positions, the first 5.5 moves turn out to be forced. AE solved the setplay "but not such a masochist as to attempt the solution!"

321 (Raican) 1.b4 f5 2.b5 f4 3.b6 f3 4.bc fg 5.cdB gfN 6.Bxe7 Nxd2 7.Bb4! Bxb4 8.Kf1 g6 9.Kg2 Bc3 10.Kf3 Ne7 11.Ke4 Nd5 12.Kxd5 Bg7 13.Kd6 Bf8 switchback of black B - PR. Simple start quickly becomes tricky, with tempting tries - RT. But CCL cooks 3.b6 f3 4.bc fg 5 cdN gfN 6.Nc6 Nxd2 7.Nxe7 Nf1 (say) 8.Nxg8 Ng3 9.Kd2 Rxc8 10.K.3 Rh8 11.K.4 g6 13.Kd6 Nd2.

Scores Max 13, SE 11, IR 5, CCL 10, MR 1, AE 7.

**OBITUARY**

from Ronald Turnbull

I'm sorry to announce the death of one of our regular solvers, Dr Aubrey Ingleton. Although Dr Ingleton was only an occasional composer, he was a very welcome solver whose comments were considered, appreciative and fair.

**BCVS NOTICES**

Members are reminded that nominations for office, and any resolutions for the 2001 AGM, should be with the secretary not later than **March 1**. Two nominators or proposers are required in each case. To the best of our knowledge all the existing officers are willing to continue, as is the librarian (we are intending to propose a constitutional amendment at the AGM making this an elective office), but if anyone else wishes to join the team we shall be delighted to tell him what is involved.

**CORRECTION**

The Losing Chess study #83 quoted on page 45 of VC 35 was wrongly attributed: it is by Fabrice Liardet and John Beasley, not by John Beasley alone.

**JDB NOTICES**

All readers of VC should have received a copy of John Beasley's booklet *More flights of chess fancy*. If any reader has not received his copy, will he please contact John?

John also hopes that his document on Losing Chess endgame material will have been produced by the time this issue of VC appears in print. If any reader has been promised a copy and has not received it, again will he please contact John?

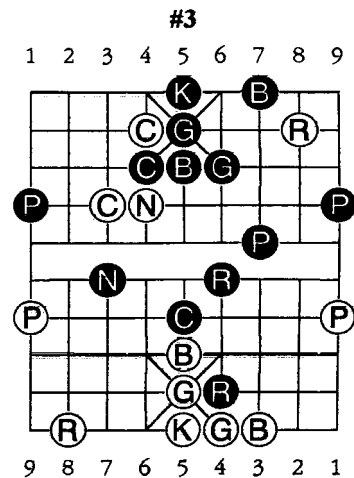
**XIANGQI**

David Pritchard has drawn my attention to the following press release:-

On Sept. 12th Brain Games Network plc (www.Braingames.net) signed an agreement with the Chinese Chess Academy for exclusive rights for broadcasting the World XiangQi Championships over the next five years. All 13 XiangQi Grandmasters will participate. Anyone anywhere will be able to enter the World Championships online for US dollars 5. Chinese Chess will be available in English, Chinese and Spanish. *'I have spoken with Ray Keene who signed the agreement in Beijing'* (DBP)

**Middlegame Mating Techniques**

Here is another middlegame from play on which to hone your technique. The solution is given at the foot of the column.



Red to play and win

**Tournament Results**

**MSO London 2000**

Luckboon Young	ENG	6
Lai Chi Kong	ENG	4½
La Khanh-Hoa	ENG	4½
Liu Si Hinh	ENG	4½
Paul V. Byway	ENG	4
Dong Jun	ENG	4
Claus Tempelmann	GER	4
Wu Cai Fang	ENG	4
Cong Pao Chong	ENG	3½
Zhang Wen Bin	ENG	3
Rudi Reinders	GER	3
John Lysons	ENG	1
Frank Pisani	ENG	1
Andrew Havery	ENG	1

**7th International Championship of France Paris 2000**

I give the top three players - all from France - and the English contingent.

Dang Thanh Trung	(1)	7
Phung Kim Dang	(2)	6
Woo Wei Cheung	(3)	5½
Luckboon Young	(10)	5
La Khanh-Hoa	(18)	4
Paul V. Byway	(30)	3½
Lai Chi Kong	(31)	3½
Wu Cai Fang	(53)	2
Peter Wood	(56)	1½

**Solution to Problem #3**

1.N6+4 R--3 2.R8+9 G5-4 3.C7+3 G4+5 4.C7-1 G5-4 5.R2=5 K5=6 6.R8=6! C4-2 7.C7+1