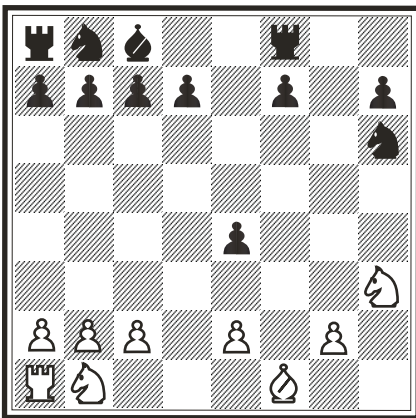


The roundtrip (**Rundlauf**) theme can fruitfully be explored in LC proof games, and it is a delicate task if the roundtrip leads through enemy territory. In problem A10, the white Queen captures on the black homebase, but manages to return. Solution: 1. b4 Sc6 2. b5 Sa5 3. d4 h5 4. Qd3 Rh7 5. Qxh7 f5 6. Qxg8 Sb3 7. Qxb3 g6 8. c4 e6 9. Qd1.

Problem A11 shows an exchange of places (**Platzwechsel**) of Ra1, Sb1, Sg1, Rh1. Solution:

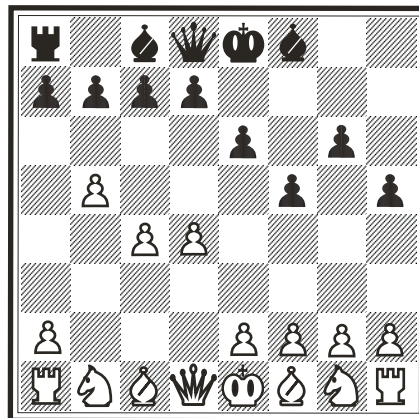
1. Sc3 g5 2. Sf3 g4 3. Sd4 e5 4. Sb3 Qe7 5. Se4 b5 6. Rg1 f5 7. Sg3 f4 8. Sh1 Sf6 9. Rb1 Rg8 10. Sa1 c5.

A9) B. GRAFRÄTH  
StrateGems 2010



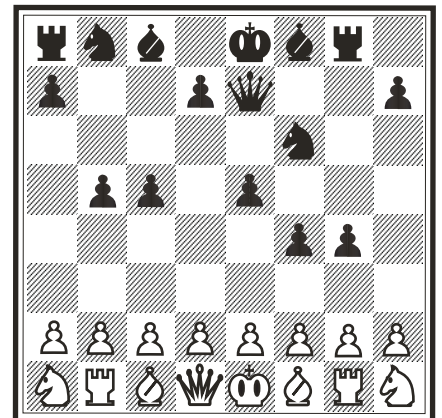
(9+12) Losing Chess  
PG in 10.5 moves C+

A10) B. GRAFRÄTH  
Variant Chess 2009



(16+13) Losing Chess  
PG in 8.5 moves C+

A11) B. GRAFRÄTH  
Die Schwalbe 2005



(16+16) Losing Chess  
PG in 10 moves C+

Solution du A12

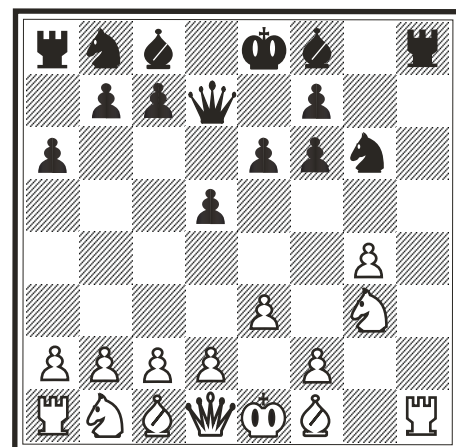
1.e3 d5 2.Ke2 h5 3.Kf3 Rh6 4.Se2 Rd6 5.Kg3 h4 6.Kxh4 Rd7 7.Kg5 e6 8.Kf6 gf6 9.h4 Bd6 10.h5 Se7 11.h6 Sec6 12.h7 Re7 13.h8=K Qd7 14.Kh7 Kd8 15.Kh6 Re8 16.Kh5 Se7 17.Kg4 Sg6 18.Kf3 Rg8 19.g4 Lf8 20.Sg3 Ke8 21.Ke2 a6 22.Ke1 Rh8. A very difficult theme: **K-Phoenix-Pronkin**, like in A2. This is the first problem showing the theme.

So far, I have not managed to show a **Schnoebelen-Rook** in LC. The closest I have got to it is a white Schnoebelen-Rook under the fairy condition of *White must capture* (see problem 14380 in Die Schwalbe of February 2010). The theme of **Anti-Pronkin-King** has also not been shown in a LC proof game yet.

So far, I have only composed a problem with this theme in a LC retro (see the 3rd Prize in the Fabel-100-MT, published in Die Schwalbe of October 2007, p. 236).

Some themes are waiting to be realized in LC proof games. I would be glad if someone else composes LC proof games with a **Schnoebelen-Rook** or an **Anti-Pronkin-King**. However, these problems will be very hard to check with Popeye. Solving time very much depends on the openness of the diagram position, and I have checked various LC proof games in 10.5 moves, with solving times ranging between 16 seconds and 7 days! Nevertheless, go for it!

A12) M. CAILLAUD  
feenschach 150/ 2003  
(version in f-163/2006)



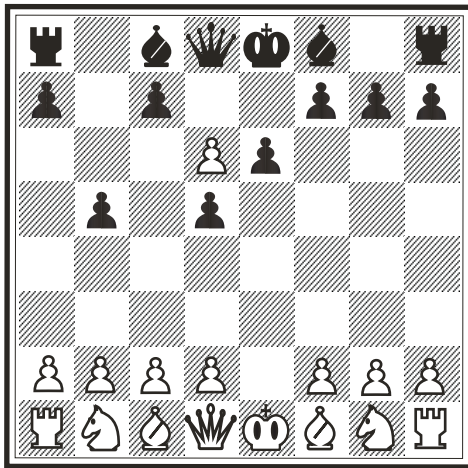
(15+15) Losing Chess  
PG in 22 moves

## B) The Eighties in Losing Chess

by Paul Răican

The 1980's brought a fresh breath to the genre Losing Chess, especially through the works of W. Dittmann.

B1) W. DITTMANN  
Schachkalender 1986  
62 Der Blick zurück 2006



(16+14) Losing Chess

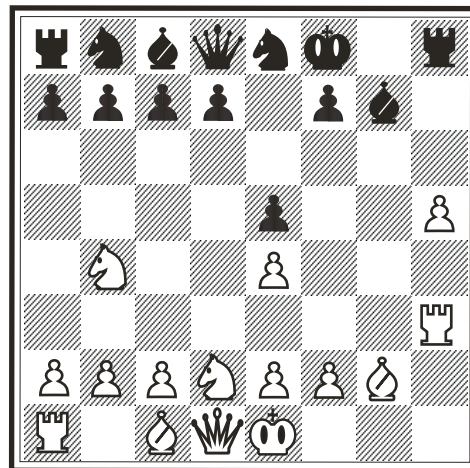
PG in 10.5 moves C+

[german notation]

B1) 1.e4 Sc6 2. Ke2 Sa5 3. Kf3 Sf6 4. e5 Sh5 5. Kg4 d5 6. Kxh5 e6 7. Kg4 b6 8. Kf3 Sb7 9.Ke2 b5 10. Ke1 Sd6 11. exd6. wK circuit

B2) 1. Sh3 Sf6 2. Sf4 g5 3. Sd3 e6 4. Tg1 Ke7 5. Sb4 Se8 6. g4 e5 7. h4 gxh4 8. Tg2 h3 9. Tg3 h2 10. d3 h1=L 11. Sd2 Le4 12. dxe4 Lg7 13. Lg2 Kf8 14. Th3 h5 15. gxh5. Ceriani-Frolkin B

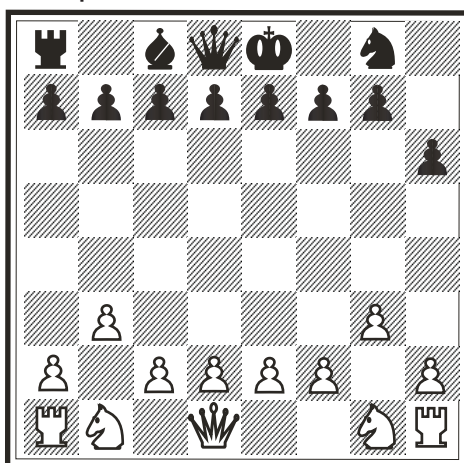
B2) W. DITTMANN  
Die Schwalbe 117/1989



(15+14) Losing Chess

PG in 14.5 moves C?

B3) W. DITTMANN  
Die Schwalbe 100/1986  
64 Der Blick zurück 2006



(13+13) Losing Chess

Where has sS captured?

B3) 1.Sc3 Sc6 2. Se4 Se5 3. Sg3 Sg6 4. Sf3 Sf6 5. Sd4 h6 6. b3 Th7 7. Lb2 ... 8. Lc3 ... 9. Db1 ... 10. Kd1 ... 11. Kc1 ... 12. Kb2 ... 13. Ka3 ... 14. Kb4 ... 15. Kb5 Sd5 16. Se6 Sxc3 17. Sxf8 Sxb5 18. Sxh7 (White and black have made the first step: remove black Bishop, black Rook, the white King and white Bishop, all this, making sure we keep the "captor" pieces on the board. Now, all that's left is that Black eliminates the Bishop of white squares, simultaneously with the exit of the white Knight from the opposite field) ... 19. Se4 .. 20. g3 ... 21. Lg2 ... 22. Lf3 Sd4 23. Shg5 Sxf3 24. Sxf3 Finally, the mission remains simple: bring the troops at the base: 24....Sf8 25. Dd1 Sh7 26. Sc3 Sf6 27.Sb1 Sg8 28.Sg1. The sS was captured on **f3**.

