

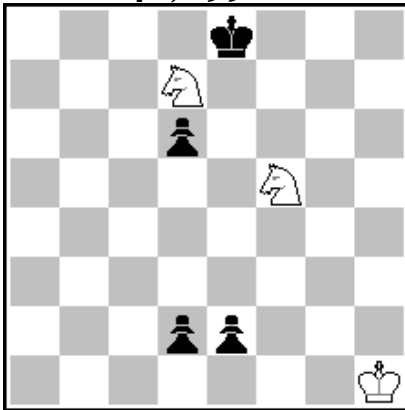
Circé Assassin, un genre du XXI siècle

par V. Crişan & P. Răican

1) L'apparition

En 2007 j'ai (P.R.) découvert le genre Circé Assassin, dans les pages de la revue Phénix. La définition est simple: jeu Circé, mais si la case de renaissance est occupée, la pièce capturée renaît, c'est la pièce occupante qui disparaît. En particulier, une pièce (sauf le Roi) est auto-protégée si elle se trouve sur sa case de renaissance. Pour comprendre les astuces du genre, j'ai analysé attentivement les solutions des problèmes - tous composés par Didier Innocenti (pour l'histoire du genre voir la fin d'article).

A1) D. INNOCENTI Phénix 40, 1996



(3+4) C+ ser-h#4
Circé Assassin
zéro-position

a) Re8 → h7 b) Pd6 → f7

a) 1.e1=C 2.d1=T 3.Td4 4.Cg2 Cd7-f8# Nous voyons donc, que la case g8 est contrôlée par l'intermédiaire du Roi h1, parce qu'il attaque le Cg2 et la case h8 est contrôlée par l'intermédiaire du Cf5, parce qu'il attaque la Tour d4.

b) 1.e1=F 2.d1=D 3.Dg4 4.Fg3 Cd7-f6# Ici, dans la position de mat sont contrôlées indirectement les cases d8 et f8 (5.Rd8? serait un auto échec).
Allumwadlung.

A2) Essais:

1.Cf2+ ? mais 1...Cxf6 [+Pf2, -Cf2] !

1.Td2 + ? mais 1...Cxd6 [+Pd2, -Td2] !

1.f7 ? [2.Cf2#] mais 1...Cxd6 [+Pd2]!

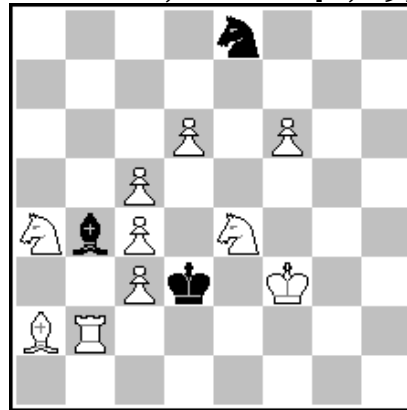
1.d7 ? [2.Td2#] mais 1...Cxf6 [+Pf2] !

1.Cb6 ! [2.Fb1#]

1...Cxd6 [+Pd2] (pour jouer 2...Cxe4[+Cb1]) 2.Cf2 #

1...Cxf6 [+Pf2] (pour jouer 2...Cxe4[+Cb1]) 2.Td2 #

A2) D. INNOCENTI & C. POISSON, Phénix 46, 1996



(10+3) C+ #2 vvvv
Circé Assassin

Ces exemples ont relevés une importante astuce: le Roi est en échec s'il se trouve sur la case d'origine d'une pièce propre qui est en prise ! Alors, j'ai eu l'idée de combiner Circé Assassin avec mon énoncé préféré, le Rétracteur de type Proca. J'ai montré mes premiers réalisations a Vlaicu Crişan. Il a deviné rapidement les possibilités infinies du mariage Circé Assassin-Proca Rétracteur et en court temps ont surgis d'autres valeureux œuvres. Sur ce point, laissons parler Vlaicu Crişan.

2) The Suicide Theme

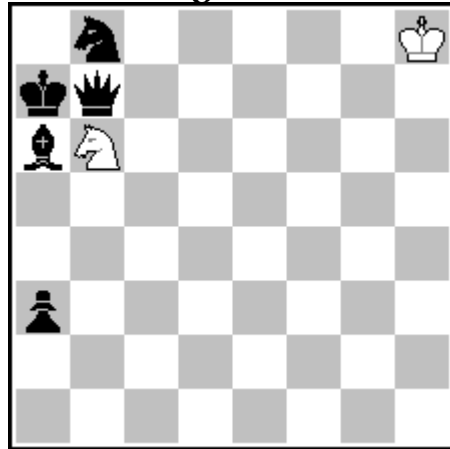
The Suicide theme: Self elimination of a unit of own color, through a capture of an adverse unit. Suicide is different from a sacrifice, because the sacrifice can be refused, while the suicide does not depend on the adverse part's reaction.

Exemples:

- a) $wRc5xbBc8(-wRc8, +bBc8)$
= Active Suicide of wR ;
- b) $w: Rc5 Sc8 \quad b: Bf5$
 $wRc5xbBf5(+bBc8, -wSc8)$
= Passive Suicide of wS .

The suicide theme is particularly suitable for retro analytical problems. Let's start with a very simple composition, which I invite you to solve together:

A3) V. Crişan & P. Răican Original



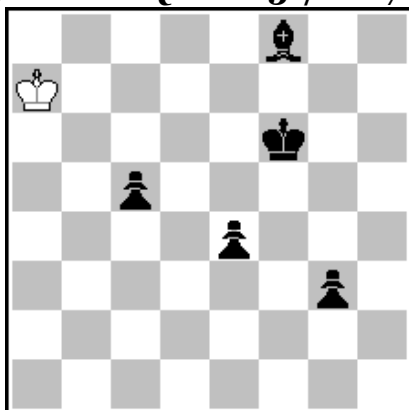
- I) R: 1.Qg8xSb8(>Sb8) & 1.Qb3#
- II) R: 1.c7xSb8(>Sb8) & 1.c8=S# (1...Qxc8(>Sb1) ? self-check)
- III) R: 1.Kg8xSh8(>Sb8, -wRb8) & 1.Sc8#

First and second solutions show active suicides, the third solution shows a passive suicide.

(2+5) White retracts
the last move and #1
Circé Assassin 3 sol

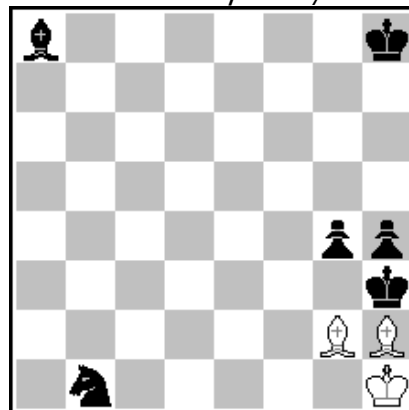
More promising seems to be the combination of Circe Assassin with Proca Retractor in which White and Black first retract some moves, Black not helping.

A4) V. Crişan & P. Răican
3 Comm - Quartz 31/2007



(1+5) (-5) & #1
 Proca Retractor Circe Assassin

A5) V. Crişan
Problemaz 2/2007



(3+6) (-3) & #1
 Proca Retractor Circe Assassin
 [bRh3]

A4) **1.Kb6×Ba7(-bBf8,+bBf8)! Bb8-a7 2.Ka5×Bb6(-wSf8,+bBf8) Ba7-b6 3.Kb4-a5 c6-c5+ (c7-c5+?) 4.Kb5-b4 c7-c6+ 5.Qc1×Pc7(-Qc7,+Pc7) ! then 1.Qf4# (e7 et g7 controlled by Qf4, 1...Ke7/Kg7? self-check)**
 The first Proca Retractor Circe Assassin ever published! Passive suicide of wS and active suicide of wQ in miniature form.

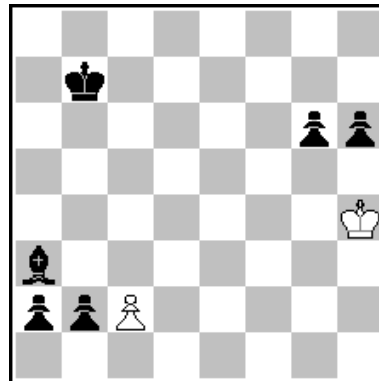
The Suicide theme can be shown also by Black, as the next problem proves:
 A5) **1.Bf1-g2!! Rf3xBf1(+wBf1,-bRf1)! 2.Bg3-h2 Sh2xBf1(+wBf1,-bSf1)! 3.Bd3-f1 & 1.Be5# 1...Rf6?? self-check. Two active black suicides (bR and bS).**

The next problem shows one white passive suicide and one black active suicide:

Note that in the initial position the black King is in mirror position and is completely free.

A6) R: **1.Kg5-h4 h7-h6+ 2.Kh5-g5 g7-g6+ 3.Kg4xh5(ph7, -bBh7)! h6-h5+ 4.Kf5xg4(Pg7, -bBg7)! Bg8-h7+ 5.Ke5-f5 Bf8-g7+ 6.Kd5xBe5 (>Bf8, -wRf8)! Bh7-g8+ 7.Kc5-d5 Sb4xPc2(>Pc2)+ 8.Ra8-f8 & 1.Ra7#**

A6) V. Crişan & P. Răican
3Prize – P. Paradise 2006-07

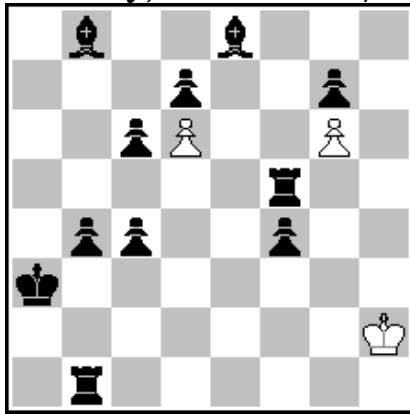


(2+6) (-8) & #1
 Proca Retractor Circe Assassin

Why is it mate? Because bK cannot take on a7 (a2 being threatened by the newly reborn Rook on a1), cannot play on b8, because bSb4 is attacked by wK and cannot flee on c8, because wR would capture bBh7. A very specific mating position! K. Prentos, the judge, appreciated this work: *One of the first combinations of Circe Assassin with Proca-Retractor and a very successful one. Circe Assassin is perhaps more suitable than Antircirce to be combined with Proca. Pieces can be uncaptured almost anywhere, and often other pieces besides the King can force the retro-play. Of course, this assertion has to be supported by other successful examples like this one.*

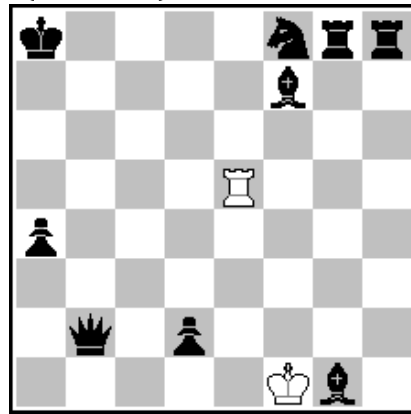
The forward play can be selfmate in 1, as we shall see in the following example:

A7) V. Crisan
2 Prize, Champagne
Tourney, Rhodes 2007



(3+11) (-8) & s#1
 Proca Retractor Circe Assassin

A8) V. Crisan
Die Schwalbe 229/2008
(version)



(2+9) (-7) & #1
 Proca Retractor Circe Assassin

A7) R: **1.Kg2-h2!** Rf7-f5 2.f5xg6(pg7)e.p. g7-g5 3.Kf2xg2(>g7, -wQg7)! Re7-f7+ 4.Ke2-f2 Rf7-e7+ 5.Kd2-e2 Ba7-b8+ 6.c5xd6(pd7)e.p. d7-d5 7.Kc2xd2(>d7, -wSd7)! Bb8-a7+ 8.Sb6-d7 & 1.Qb2+ Rxb2(Qd1)#

The composing tournament requirement was to show at least two en passant captures in a retro composition. However, here the en passant captures are overshadowed by the two white passive suicides, as the judge (Michel Caillaud) rightly pointed out.

The suicide theme can be combined with other themes as well. We have previously seen Allumschlag and en passant. The next problem will show other well-known themes (Seeberger and Excelsior).

A8) R: **1.Kf2-f1!** with two possible black variations:

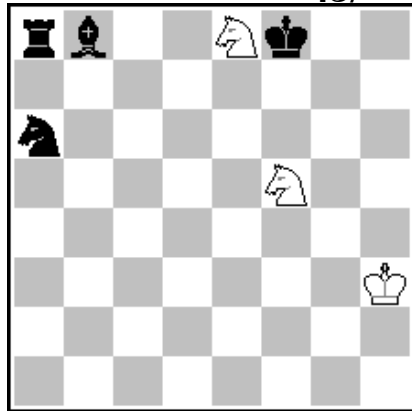
- a) 1...Bh2-g1+ 2.Kg1-f2 Bg3-h2+ 3.Kh2-g1 Bh4-g3+ 4.Kg3-h2 Bg5-h4+ 5.Kh4-g3 Bh6-g5+ 6.Kg5-h4! (and not 6.Kg5xRh4(>Rh8)? Bg7-h6+ & 1...Qxe5(>Ra1)# the forward defense) 6...Bg7-h6+ 7.Qh5xRh8(>Rh8) & 1.Qxf7(Bc8)#
- b) 1...g2-g1=B+ 2.Kf1-f2 g3-g2+ 3.Kf2-f1 g4-g3+ 4.Kf3-f2 g5-g4+ 5.Kf4-f3 g6-g5+ 6.Kf5-f4 g7-g6+ 7.Qg1xg7(>g7) & 1.Qa7# (1...Kxa7(Qd1)? self-check via Pawn a4) Now, 7.Qh5xRh8(>Rh8) & 1.Qxf7(Bc8)? is self check!

This problem combines the white Queen suicides with **Seeberger** (in the first variation), **Excelsior** (in the second variation) and dual avoidance.

Unfortunately, wRe5 serves only to avoid forward defenses. One might think that the author neglected the possibility of using the "No Forward Defense" stipulation, but in this case we have the dual 6.Kg5xRh4(Rh8, -bRh8). This forward defense explains also the presence of bQb2 and bPd2.

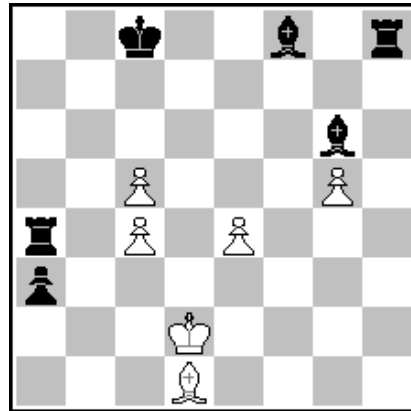
A classical theme, wK staircase, is realized in A9 in economical form:

A9) V. Crisan
Comm - StrateGems43/2008



(3+4) (-10) & #1
Proca Retractor Circe Assassin

A10) P. Răican
6HM - Die Schwalbe 2009



(6+6) (-8) & #1
Proca Retractor Circe Assassin

- A9) R: **1.Kg2xRh3(Ra8, -bBa8)!!** Rf3-h3+ 2.Kg3-g2 Rf4-f3+ 3.Kf3-g3 Re4-f4+ 4.Kf4-f3 Re5-e4+ 5.Ke4-f4 Rd5-e5+ 6.Ke5-e4 Rd6-d5+ 7.Kd5-e5 Rc6-d6+ 8.Kd6-d5 Rc7-c6+ 9.Kc6-d6 Rb7-c7+ 10.Sd6-e8 & 1.Kxb7(Ra8, -Ba8)#

Here is an aristocrat miniature, where wK does almost all the job.

Placing a B on bR's rebirth square is a familiar device, as we can also see in the next problem.

A10) Here we can see the first realization of a draw pendulum in Circe Assassin. In order to force the mate, White needs first to control b8, but how can this be done? As seen in an earlier example, the solution is a bKnight suicide. This can be achieved only after a preparatory maneuver, blocking f6; only afterwards is possible the retraction of wP on c2:

- 1.d4xRc5(Rh8, -bBh8)!** (wK in check from Bh8 via Pd4 !) Re5-c5+ 2.Ke2-d2 (wK in double-check from Bg6 and Re5 via Pe4 !) Rf5-e5+ 3.Kd2-e2 Re5-f5+ 4.Ke2-d2 Rf5-e5+ 5.Kd2-e2 Rf6-f5+! (5....Re5-f5 ? retro-stalemate) 6.c2-c4

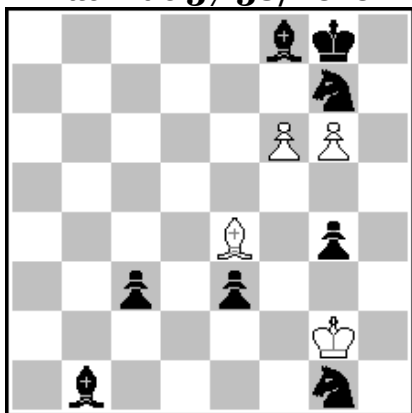
(wK in check from Ra4 via Pd4 !) R~a4+ **7.h4xBg5(Bf8, -bBf8)! Se3xc2 (-Sc2, +wPc2)+!!** 8.Qe7xf8(-Qf8,+Bf8) & **1.h5#** (model mate by Ph5 via Bg6, a very exotic mate by Pawn; 1.....Kb8? self-check from Kd2 via Se3)

As in A9, the mate is done by threatening the capture of the bB whose rebirth square is occupied by the bK. The two active suicides, both occurring at the end of the retro play, are just the icing on this remarkable cake.

The following problem shows the castling in retro play , an idea I had during the congress in Brazil. The final position is a result of fruitful collaboration with Paul:

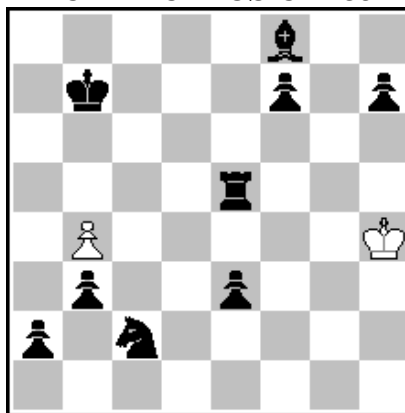
A11) **1.Ba8-e4!** (now, wK is in check from Bb1 via g6) e4-e3+ (1...Ba2-b1+ 2.Kf2-g2 e4-e3+ 3.Ke3xBf2(Bf8) Bg3-f2+ 4.Kf4-e3 Bf2-g3+ 5.a7-a8B & 1.a8=Q(R)#)
2.g5xBf6(bRf8)! Bd4-f6+! 3.Kf1-g2! (now, wK is in double check) **0-0+!** 4.Kf2-f1 Be5(f6)-d4+ 5.Sf7xRh8(Rh8, -wS) & 1.Bc6#

A11) V. Crişan & P. Răican
Mat Plus 37-38/2010



(4+8) (-5) & #1
 Proca Retractor Circe Assassin

A12) P. Răican & V. Crişan
4Prize - The Problemist 2008



(2+9) (-6) & #1
 Proca Retractor Circe Assassin

A12) A remix of A6's idea, adding a new variation with a different mate. This is the second problem in the selection showing that retro variations are possible in Circe Assassin, even without white force on the board.

R: **(-1) Kg3xPh4(Ph7, -bBh7)!** h5-h4+ 2.Kf4xBg3(Bf8, -bBf8) B~-g3+ **3.Ke4xPf4(Pf7)!** Rf5-e5+ 4.Kd4-e4
 4....Sa3-c2 **5.Kc5xBd4(Bf8, -wRf8)!** Be5-d4+ 6.Ra8-f8 & 1.Ra7#
 (1...Kb8?, 1...Kc8?, 1...Kxa7(Ra1)? self-check)
 4....Sa1(Se1)-c2+ **5.Kc5xBd4(Bf8, -wQf8)!** Be5-d4+ 6.Kb5-c5 & 1.Qb8# (1... Kxb8(Qd1)?, 1...Bxb8(Qd1)? self-check)

With so many black pieces on their original squares there are plenty of possible suicides, so it is quite surprising that no piece is left on f7. We leave to the careful reader the task of investigating why 3.Ke4xf4(f7, -bBf7) doesn't work.

The comments of the judge, Thomas Maeder:

Since it was determined that some Circe varieties allow Proca retractors with

deep content to be constructed economically, this field has become one of the hottest in chess composition, despite the fact that less than a handful of composers have been the driving force. So far, almost everybody restricted themselves to Antircirce, but this problem show that Circe Assassin may be just as promising.

A13: Here the imposed appealing theme required pins of the same piece on different lines. It is quite instructive to note how the problem was created: Eric came with the idea of using wS specific pins under wPs, Vlaicu set the initial scheme, Paul, from Romania, rearranged some pieces and Kostas discovered a cook and fixed it.

1.Sc5-b3 Bb1-a2+ (The Sb3, which was pinned on b3 closing the threat of Ba2, returns to c5. The Ba2, which was checking since Ba2xe6(+wPe2) assassinates the white King, returns to b1) 2.e5-e6 Bc1-b2+ / Ba3-b2+ (The Pawn e6 returns to e5. The Bb2, checking from there since Bb2xe5(+wPe2) assassinates the white King, returns, let us say, to c1)

3.Se6-c5 Rb6-b5+ (The Sc5, which was pinned on c5 closing the threat of Rb5, returns to e6. The Rb5, which was checking since Rb5xe5(+wPe2) assassinates the white King, returns to b6)

4.Kf2-e2 g4-g3+ 5.Sd8-e6 Rb5-b6+ 6.f5-f6 Ba2-b1+ / b2-b1=B+ (The Pawn f6 returns to f5. The Bb1, which was checking since Bb1xf5(+wPf2) assassinates the white King, could be a Pb2 promoted to Bishop on b1)

7.Sf7-d8

And now forward 1.Kg3!# (1....Kg3xh3(+bPh7)? with instant assassination of the bK)

The black King is mated! The squares h6, h8 are guarded by the wSf7 and the square g6 is observed by the wPf5. Also 1...Kg7 2.Kxg4(+bPg7) and 1...Kg8 2.KxSg2(+bSg8).

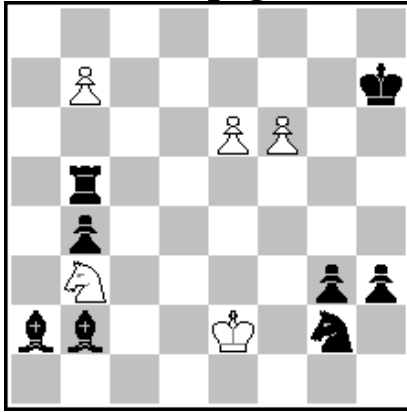
Judge's comment (M. Caillaud) : *Nice use of Circe Assassin condition with typical pins and mating move. White Knight is pinned on 3 different lines.*

A14 is another Proca with s#1 in forward play:

R: **1.Kg2-h3!** (wK in double check via g6) Rd3-d6+ 2.Rh4xRh5(Ra8, -wRa8) Rh8-h4+ 3.Rh2xRh4(Rh8, -bRh8) Rh3-h4+ 4.g3-g4 Rh4-h3+ 5.g4-g5 Rh5-h4+ 6.g5-g6 Rh6-h5+ 7.g6-g7 Rh7-h6+ 8.Kg1-g2 Bc1-e3+ 9.Qe5xRh8(Rh8, -wQh8) & 1.Rb2+ Rxh1(Sb1, -bQb1)# (2.Kf2(Kg2)? self check)

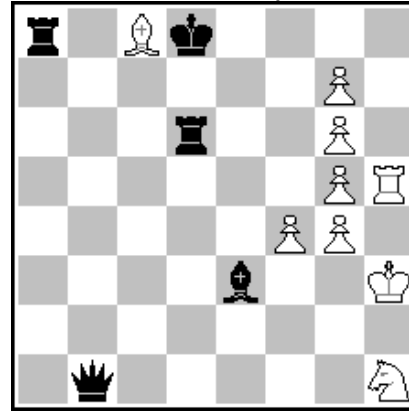
Perhaps the most difficult Proca Retractor to solve from this selection, as you need imagination to discover how Black will be forced to mate White. The answer is quite unexpected: as bK occupies bQ rebirth square, an attack of bQ might force black to capture the seemingly useless wS from the corner - hence a passive suicide in the forward play. The whole solution runs with lots of subtle points,

**A13) V. Crisan, P. Răican,
E. Huber & K. Prentos
1Prix – Champagne 2008**



(5+8) (-7) & #1
Proca Retractor Circe Assassin

**A14) P. Răican &
V. Crişan
StrateGems 50/2010**

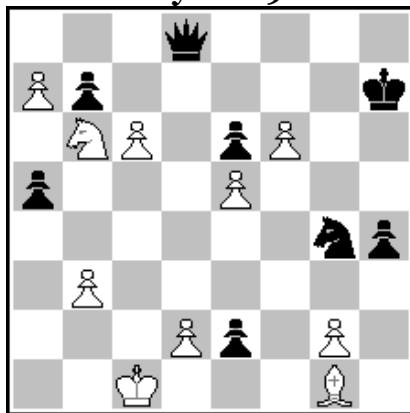


(9+5) (-9) & s#1
Proca Retractor Circe Assassin

as wRh5 hesitantly must occupy the 2nd line after decapturing two black Rooks on the rank. It is also interesting how black makes two "self blocks" severely limiting bQ's freedom of movement. There are also two white suicides in the retro play - and the need to suicide a wR instead of a wQ in W2 is revealed only after the forward play: wQa8 would simply control h1, thwarting the black mate.

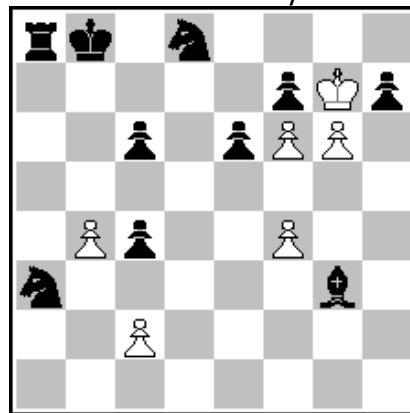
The Springaren's Winter Tourney 2009-10 theme required checkmate with K. Of course, our first thought was to create a Proca Circe Assassin. Here is the problem which was classified by Goran Forslund among the prizes:

**A15) V. Crisan, P. Răican
3Prize – Springaren Winter
Tourney 2009-10**



(10+8) (-10) & s#1
Proca Retractor Circe Assassin

**A16) P. Răican &
V. Crişan
Probleemblad 1/2011**



(9+5) (-9) & s#1
Proca Retractor Circe Assassin

A15) **1.Bc5xQg1(Qd8, -bBd8)! Qh2-g1+ 2.Sd7xpb6(pb7) b7-b6+ 3.Bb6-c5 (wK in check via Bb6) Be7-d8+ 4.Bc5-b6 Bd8-e7+ 5.Bb6-c5 Be7-d8+ 6.Bc5-b6 +bRd6!** (avoids retro-stalemate by 3 times repetition) 7.Bb4-c5 a6-a5+ 8.Bc3xPb4(pb7,-CNb7) b5-b4+ 9.Bd4-c3 +bBd5! 10.Be3-d4 & 1.Bg5+ Kg6#

Here we see again the familiar idea of draw pendulum forcing an active black suicide. Unlike usually in Proca Retractor problems, this shows absolutely no activity of wK! His Majesty gets attacked by letting the wB *en prise* in each move and in the end this will also create the unexpected mate. The first published composition featuring the Zabunov theme with two active black suicides, but not the first one we composed (see A16)! Very specific check by wB (1.Bg5+), which attacks the bK via Pawn h4 and checkmates by bK (Kg6#), which attacks wK via Bg5.

Unfortunately, we can't write the judge's comments as we don't speak Swedish. Who can provide the translation? Zabunov theme: the front piece of a battery becomes the rear piece of another battery.

Our last work of this selection, A16, is one recently published in the distinguished Dutch issue, Probleemblad:

A16) **1.h5xRg6(Ra8, -wBa8)! Rh6-g6+ 2.g5xPf6 e.p.(Pf7) f7-f5 3.Rf6-g7 Bg6xPc2(Pc2, -bBc2)+! 4.Ke5xPf6(Pf7) f7-f6+ 5.f2-f4 Bh4-g3+ (or +bRf4) 6.Ke4-e5 Rf5xPf2(Pf2, -bRf2) 7.Se5xPf7(bPf7, -wSf7) & 1.Sxc6(Pc7)#**

Specific assassin mate: Sc6 cannot be captured, because the reborn wSb1 attacks bSa3. The arrangement bRh8-bBg6-bRf5 additionally shows the Zabunov theme. The front pieces are used in the final mating position as indirect guards for flights (c8 and a8). Four minor suicides in all – two by black: Bg6 & Rf5 (actives) and two by white: Ba8(passive) & Se5(active). Moreover, the same black piece (Pf7) is captured by three different white pieces.

We hope the readers will enjoy the selection and the possibilities opened by Circe Assassin and particularly the Suicide theme.

A short history of Circe Assassin: The genre was conceived and baptized by **Romeo Bedoni in 1978**, but the first problems was composed and published only in September 1993, in the well-known French chess review, **Rex Multiplex**. In 1996 **D. Innocenti** developed the genre with interesting works and Circe Assassin was associated with Proca Retractors by **P. Răican** only in 2007.

Ion Murãrasu nous a quitté

*12.11.1955 Botosani – †31.12.2010 Galatzi

L'un des plus proéminents maîtres Roumains, le spécialiste des aidés, nous a quitté dans le matin du dernier jour 2010. Il a été un précieux ami, cultivé, prête à apporter sa contribution inestimable pour accomplir un œuvre complexe.

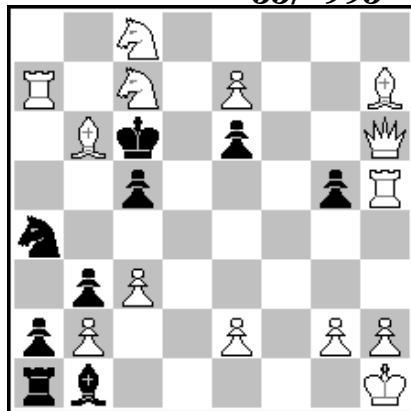
Il a excellé dans le domaine des aidés, mais sa curiosité a été dirigée parfois vers inverses, finales artistiques, multicoups ou même problèmes féériques. Il a jugé quelques importants tournois, voir le WCCI 2001-2002, section #n.

Ion Murãrasu à Halkidiki 2004 (photo Bjorn Enemark)



Voici quelques oeuvres choisies presque par hasard:

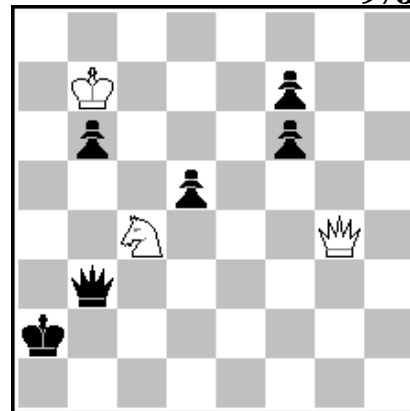
M1) I. Murãrasu
Die Schwalbe 155/1995



(14+9)

s#3

M2) I. Murãrasu
l'Italia Scacchistica 1975



(3+6)

±

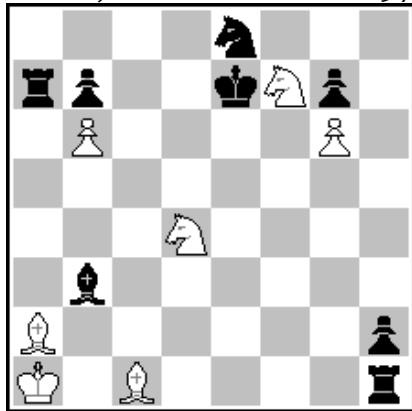
M1) **1.Cxe6!** [2.Cc7+ (switchback) Rd7 3.Ff5+ Fxf5#], 1.... c4 2.Cd4+ Rd5 3.Txg5+ Ff5#, 1.... g4 2.Cf4+ Rb5 3.Fd3+ Fxd3#, 1.... Rd5 2.Cf4+ (2.Cc7+? Re5!... 4.Dc1!) Rc4/Re5 3.Fd3+/Dxg5+ Fxd3/Ff5#, 1.... Rb5 2.Cc7+ Rc4 3.Fd3+ Fxd3#
Ici on trouve son style minutieux et perfectionniste.

Dans les premières années de composition, Ion a démontré une bonne main dans le domaine des études:

M2) **1.De2+ ! Ra1 2.De1+ Ra2 (2...Db1 3.Dc3+ Ra2 4.Da3#) 3.Df2+ Ra1 4.Dxf6+ (le Pf6 est éliminé) Ra2 5.Df2+ Ra1 6.De1+ Ra2 7.De2+ Ra1 8.De5+ Ra2 9.Dh2+ Ra1 10.Dh8+ (9...Ra2 10.Da8+) 10...d4 11.Dxd4+ Ra2 12.Df2+ Ra1 13.De1+ Ra2 14.De2+ Ra1 15.De5+ Ra2 16.Dh2+ Ra1 17.Dh8+ (la même manœuvre) 17...f6 18.Dxf6+ Ra2 19.Df2+ Ra1 20.De1+ Ra2 21.De2+ Ra1 22.De5+ Ra2 23.Dh2+ Ra1 24.Dh8+ Ra2 25.Da8+ Rb1 (enfin) 26.Cd2+ ±**

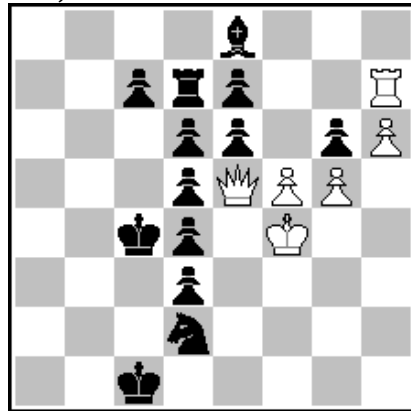
A dix-huit ans, Ion a créé une chef d'œuvre dans le domaine des aidés. C'est l'œuvre qui l'a marqué toute sa vie, parce qu'il a gagné si tôt un premier prix.

M3) I. Murãrasu
1 Prix, Revista de Sah 1973



(7+8) h#2
2.1.1.1.

M4) I. Murãrasu
1Prix, Idee und Form 2000/01



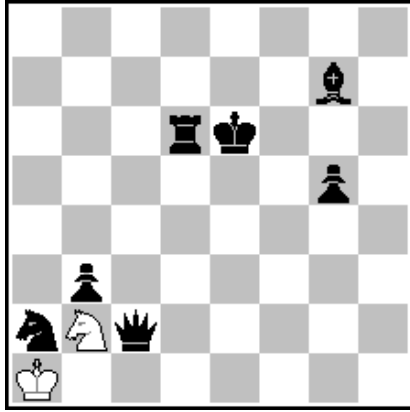
(6+13) h#3
b) FBh7 c) CBh7

M3) 1) 1.Fd1 Fa3+ 2.Rd7 Fe6# 2) 1.Fa4 Fb1 2.Rf6 Fg5#
C'est intéressant que d'autres auteurs ont créé problèmes sur le schéma de Ion: P0532252, P0579683, P1093160 et P1184444 trouvées sur PDB. Il ne faut pas les prendre comme anticipés, mais seulement ils ont enrichi une idée.
À *Idee & Form 2000/01*, Ion a gagné un important premier prix dans une compagnie d'élite:

M4) a) 1.Rc5 Dxd6+ 2.Rxd6 Txe7 3.Dc5 Txe6# b) 1.c6 Dxd5+ 2.Rxd5 Fg8 3.Dc5 Fxe6# c) 1.Dc3 Dxd4+ 2.Rxd4 Cf8 3.Cc4 Cxe6#
Mats sur la même case.

Sa virtuosité a été mise en valeur dans les aidés longues. Voici un exemple:

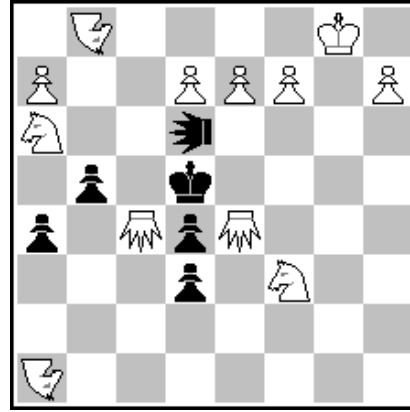
**M5) I. Murãrasu
feenschach 2003**



(2+7) h#6

2.1.1...

**M6) I. Murãrasu
Prix Quartz 2000/01**



(12+6) #2

Locuste d6, Rois Transmutés

M5) 1.Re5 Cd3+ 2.Rd4 Cf4 3.Dc4 Rb2 4.Cb4 Rb1 5.Rc3 Rc1 6.Td3 Ce2#
1.Td4 Cd1 2.Dg6 Rb2 3.Tf4+ Rxb3 4.Fd4 Rc4 5.Rf5 Rd5 6.Ff6 Ce3#

Même s'il n'était pas un spécialiste dans féériques, Ion Murãrasu a remporté des succès (par exemple, un Prix dans Quartz 2000/01):

M6) **1.Ca6-c7+!**

1.... Rd5-b4 2.d8=N# 1.... Rd5-c3 2.h8=S# 1.... Rd5-f4 2.f8=T#

1.... Rd5-f6 2.f8=L# 1.... Rxe7 2.f8=Q# 1.... Rxc7 2.d8=F#

1.... Rb6 2.a8=C#

Un super AUW excellent, qui emploie pleinement la condition des Rois Transmutés, sept fois (juge M. Ridley)

La sœur du Ion, Michelle Bucatanski, a fait donation avec la riche archive bibliographique héritée vers un club d'échecs en Galatzi. Une très belle geste !

Rest in peace, John !

La disparition inattendue du notre cher quartz-maniaque est pour le quadrilatère Ion-Paul-Vlaicu-Eric particulièrement douloureux. Vlaicu et Eric ont dédié le 9-eme Tournoi Tsuica à la mémoire de Ion Murãrasu. Je veux lui dédier l'article suivant, ce qui est mon modeste tribut.

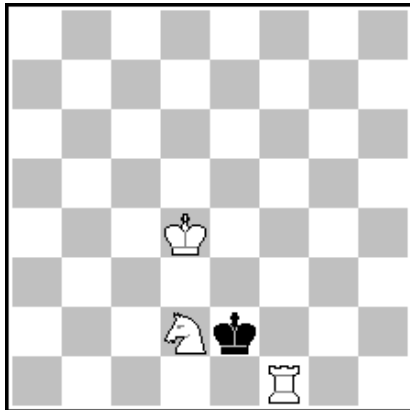
Circé mémoire

En janvier 2011, Dominique Forlot propose un nouveau genre sur France Échecs: Circé mémoire. Définition:

Toute capture de pièce entraîne la renaissance de la pièce capturée précédemment sur la case même où elle a été capturée (si cette case est libre), quelle que soit sa couleur ! La pièce native reprend sa course habituelle. Si la case de renaissance est occupée, alors la prise est définitive.

Voici le problème prototype (CM1):

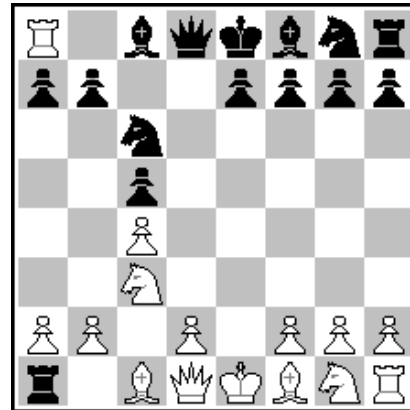
**CM1) P. Răican & D. Forlot
France Échecs 2011**



(3+1+1) h=2

En mémoire: P noir
Circé mémoire 2 solutions

**CM2) Jacques Dupin
France Échecs 2011**



(15+15) PJ 7

Circé mémoire

CM1) 1.Rxd2 [+pn e3] Rc4 2.Re2 Rc3= (Rxf1 ?, +CBd2 auto-échecs)
1.Rxd2 [+pn c3] Tb1 2.Rc2 Re3= (Rxb1 ?, +CBd2 auto-échecs)

Ce problème montre que la pièce mémoire peut exister a priori hors de l'échiquier. La capture du Cd2 est forcée, mais la renaissance des Pions noirs est unique et bien déterminée, n'est pas?

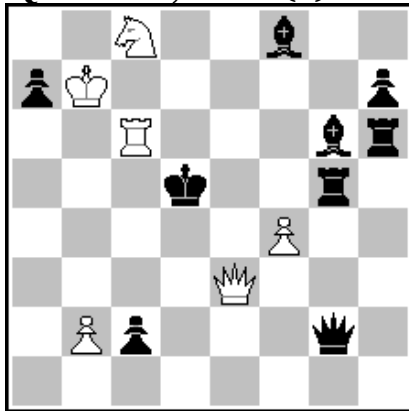
En cas de *prise en passant* la renaissance se fait *sur la case atteinte et non sur la case de capture*. Pour exemplifier, voici CM2, la partie justificative prototype:

1.e4 d5 2.exd5 c5! 3.dxc6 e.p.(pd5) d4 4.c4! dxc3 e.p.(pc5) 5.cxb7(pc4) Cc6
6.bxa8=T(pb7) cxb2 7.Cc3 bxa1=T(pb2).

Dans ce point, il faut remarquer une ressemblance avec le genre Haunted Chess, proposé par T. Wakashima au Congrès de Portoroz, Slovénie 2002: **la pièce prise revient à vie avec toutes ses pouvoirs, après le déplacement de la pièce prenante.**

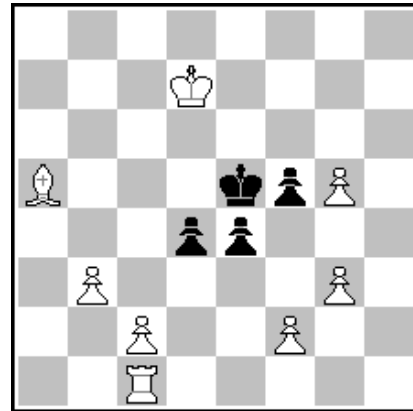
Voici, par exemple, le problème suivant:

**CM3) Mikhail Marandiyuk
Quartz 21, 2002 (v)**



(6+9) #3
Haunted Chess (ou Circé mémoire)

**CM4) P. Răican & D. Forlot
France Échecs 2011**



(8+4) #4
Circé mémoire

CM3) Solution:

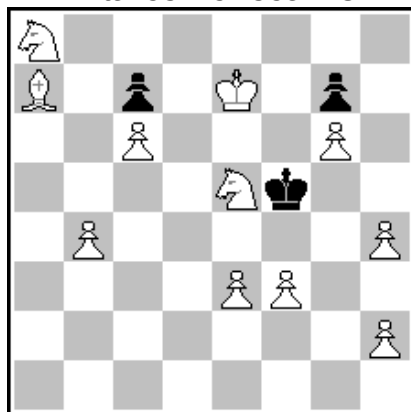
1.b3! [2.Td6+ Fxd6 3.Ce7#]

1...De4 2.Dc5+ Fxc5 3.Td6#, 1...Fe4 2.Ce7+ Fxe7 3.Dc5#

C'est intéressant que ce problème a la même solution avec les règles Circé mémoire. Restons dans le domaine des problèmes directes avec CM4:

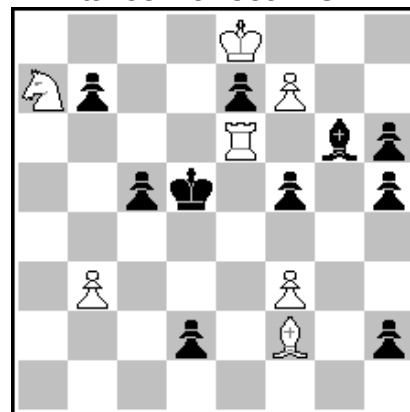
1.f4!+ Rd5 [1... éxf3 e.p.? 2.Té1+ Rd5 3.Té5# (Rxe5 ?, +Pf4 auto-échec)] **2.c4!+** dxc3 e.p. [2... Rc5? 3.b4#] 3.Td1+ Rc5 4.Td5# (la prise entraînerait (+Pc4) auto-échec) Tableau de mat original et astuce de *prise en passant*.

**CM5) P. Răican & D. Forlot
France Échecs 2011**



(11+3) #4
Circé mémoire

**CM6) P. Răican
France Échecs 2011**



(7+10) #7
Circé mémoire

CM5) **1.Cb6!** R×é5 (1... cxb6 2.c7 et 3.c8=D) 2.Cç4+ Rf5 3.é4+ Rf4 4.Fé3# (le pion f3 est protégé par le cavalier fantôme e5)

Si 2... Rd5 3.é4# (le cavalier c4 et le pion c6 sont tous deux protégés par le cavalier fantôme e5)

Plus longue est CM6) :

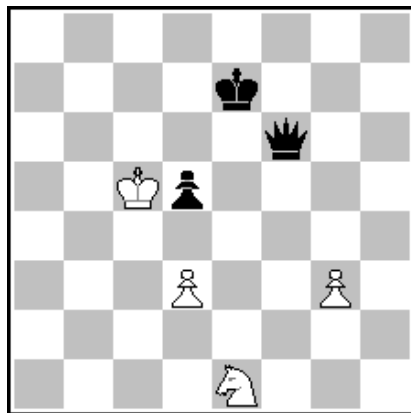
1.Cb5! Rxe6 2.Cc7+ Rf6 (Après 2... Rd6 il y a un mat en quatre coups: 3.Fg3+ Rc6 4.Rxd7 (+Te6)#) **3.Fd4+** (Sur 3.f4? il y a 3...e6! et la case de renaissance est bloquée.) **3... e5!** (3...Rg5 4.Ce6+ Rh4 5.Ff2+ Rh3 6.Cf4#) **4.f4!** (maintenant, toute prise noir interdite) **4...Rg7 5.Fxe5(+Te6)+ Rh7 6.Txg6** (échange de pièces) **Rxg6 7.f8=C#** (modèle)

Le mat est orthodoxe, mais le jeu est spécifique....

L'idée de ce Circé est cette menace qui plane à chaque prise, comme une épée de Damoclès, idée bien illustrée ici par le coup **4.f4!** (D. Forlot)

Retour aux h# avec CM7 :

**CM7) P. Răican
France Échecs 2011**

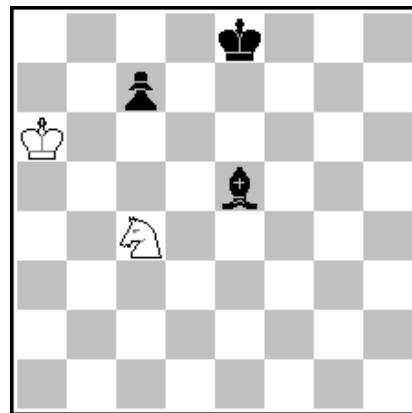


(4+3+1) h#4.5

En mémoire: P noir

Circé mémoire

**CM8) P. Răican
France Échecs 2011**



(2+3+1) h#3.5

T noire en mémoire

Circé mémoire b) Ra6 → h5

CM7) 1... Cf3 2.Dxf3 (+pf5) Rc6 3.Rf6 Rd7 4.Re5 Re7 5.De4 d4#

(D,Rxd4? auto-échec)

Deux bébés jumeaux:

CM8) a) 1.... Rb5 2.ç5 Rxç5 (+TNa8!) 3.o-o-o Rç6 4.Fb8 Cb6#

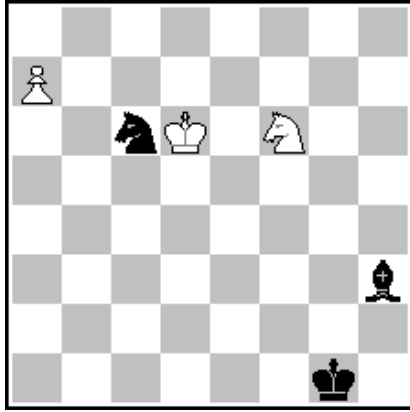
b) 1...Rg6 2.ç6 Cxé5 (+Th8!) 3.o-o Cxç6 (+Fe5) 4.Fh8 Ce7#

Élégant & léger (D. Forlot)

Dès que la définition du nouveau genre a été exposée, Jacques Dupin introduit la variante suivante: *Si la case de renaissance est occupée, alors la pièce prise attends une autre occasion de renaître. Il est possible alors à renaître une ou plusieurs pièces simultanément, après une prise quelconque.* Cette variante a été baptisée **Circé mémoire longue**.

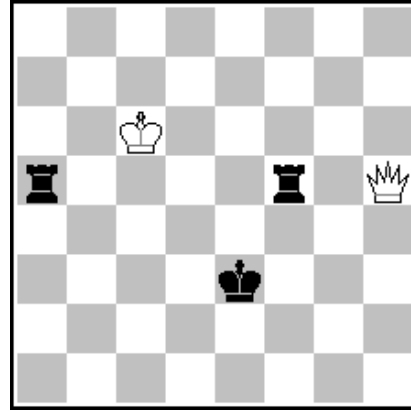
Pour illustrer, voici le problème suivante:

**CM9) J. Dupin & P. Răican
France Échecs 2011**



(3+3+2) ser-s#5
2 Tours noires en mémoire
Circé mémoire longue

**CM10) P. Răican
France Échecs 2011**



(2+3+1) hs#4
C noir en mémoire
Circé mémoire longue
b) Tf5 → d5 c) Tf5 → e4

CM9) 1.a8=D 2.D×c6 3.Cg4 4.Re6 5.Dh1+ R×h1(+Td6,Tf6,Cc6)#

Ici, il y a trois pièces qui renaissent. Mat impossible en orthodoxe.

Le problème suivante, toujours en Circé mémoire longue, est un aidé inverse:

CM10) a) 1.D×f5(+CNg5) Td5 2.R×d5 Rd2 3.Ré5 Rç1 4.Dç2+ R×ç2 (+TNd5, +TNf5)#

b) 1.D×d5 Tb5 2.R×b5(+CNa5) Rf2 3.Rç5 Rg1 4.Dg2+ R×g2 (+TNb5, +TNd5)#

c) 1.D×a5 Re2 2.Rb5 Te3 3.Ra4 Rd1 4.Dd2+ R×d2(+TNa5, +CNc6)#

Une observation s'impose: il n'est pas question ici d'empilement: une unique pièce en mémoire par case, pas plus.

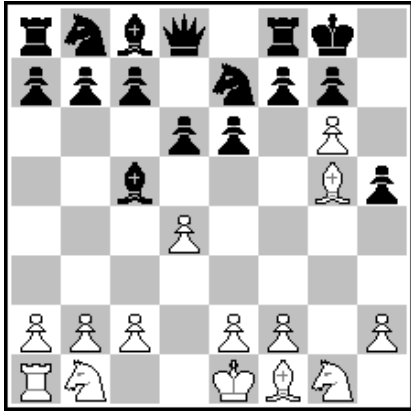
Très captivant c'est le domaine des parties justificatives. Voici CM11, CM12 et CM13 (la dernière est inédite):

CM11) 1.d4 e6 2.Dd3 Fc5 3.Dg6 hxg6 4.g4 Txx2 5.g5 Th8 6.Txx8 (+PBh2) d6 7.Th5 gxh5(+TNh8) 8.g6 Ce7 9.Fg5 o-o! Roque avec Tour renaissante.

L'intention de CM12) est : 1.Cc3 h5 2.Ce4 h4 3.Cg3 hxg3 4.f4 Txx2 5.f5 **g5!** **6.fxxg6 e.p.** Txx2(+pg5) 7.gxf7+ Rxf7 8.Th7+ Rg6 9.Txe7(+pf7) De8 **10.fxe8=C!** a5 11.Cd6 a4 **12.b4 ! axb3 e.p.(De8) !** 13.axb3(pb4) cxd6. Deux p.e.p. et Ceriani-Frolkin C.

CM13) 1.Cc3 h5 2.Ce4 h4 3.Cg3 hxg3 4.f4 Txx2 5.f5 **g5 ! 6.fxxg6 e.p.** Txx2(+pg5) 7.gxf7+ Rxf7 8.Th7+ Rg6 9.Txe7(+pf7) De8 **10.fxe8=C!** d5 11.Cd6 d4 **12.c4 ! dxc3 e.p.(De8) !** 13.dxc3(+pc4) cxd6 14.c5 **b5!** **15.cxb6 e.p.** axb6(+pb5) 16.Da4 bxa4 **17.b4 ! axb3 e.p.(Da4) !** 18.axb3(+pb4).

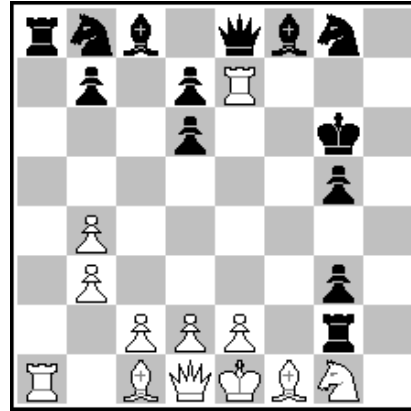
CM11) N. Dupont
France Échecs 2011



(14+16) PJ 9

Circé mémoire

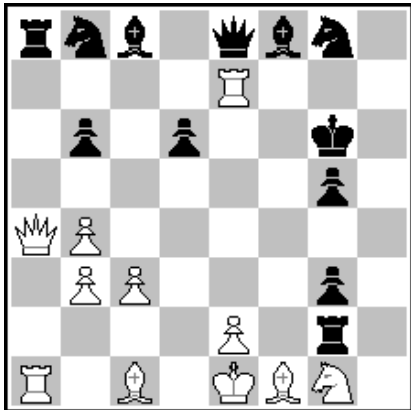
CM12) P. Răican
France Échecs 2011



(12+13) PJ 13

Circé mémoire

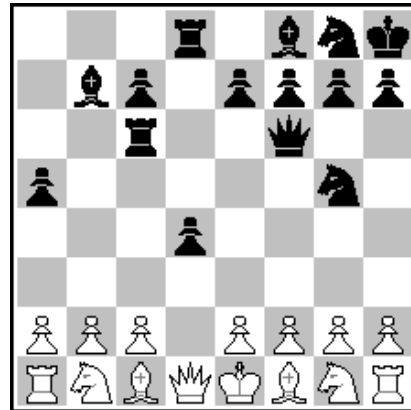
CM13) P. Răican
inédit



(11+12) PJ 17.5

Circé mémoire

CM14) N. Dupont
France Échecs 2011



(15+15) PJ 14

Circé mémoire longue

La dernière partie est dans Circé mémoire longue.

CM14) 1.d4 a5 2.d5 Ta6 3.d6 Tc6 4.dxe7 d5 5.exf8=C(Pe7) Cd7 6.Cg6 Cf8 7.Cxe7 d4 8.Cxg8(Pe7) Ce6 9.Ch6 Cg5 10.Cf5 o-o 11.Cxe7+ Rh8 12.Cf5 Df6 13.Cd6 Td8 14.Cxb7(Pe7,Cg8,Ff8) Fxb7.

Si tout ce que vous avez lu a été assez intéressant, vous êtes invités à participer au notre huitième Tournoi Thématique:

TT8-Quartz

Ce tournoi est dédié aux problèmes de toutes types, avec la condition **Circé mémoire** ou **Circé mémoire longue**. Deux sections:

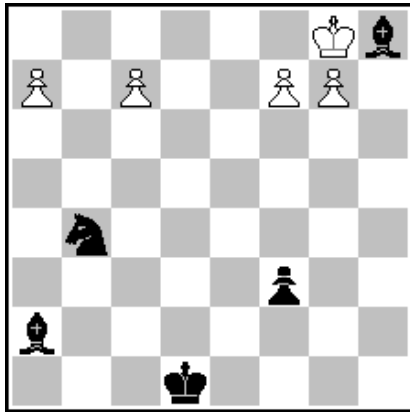
1) non-rétros 2) rétros

Envoyez vos œuvres a l'adresse: Cornel Păcurar <tt8quartz@gmail.com>, avant 31.12.2011. Juge: P. Răican

Problèmes inédites

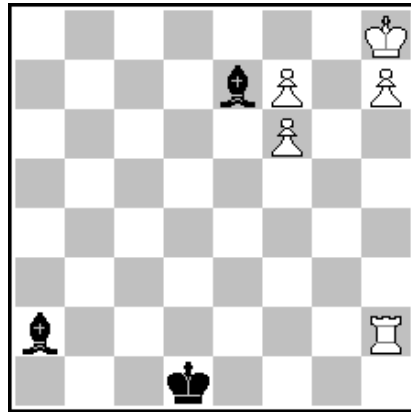
Avec ce numéro commençant, Quartz publie féeriques, rétros classiques et rétros féeriques seulement. Envoyez vôtres bons inédites utilisant la notation Forsyth. Les jugements pour: **féeriques** Quartz 2005-06 (T. Wakashima), **rétros** Quartz 2007-09 (T. le Gleuher) et **aidés** Quartz 2007-09 (Z. Gavrilovski) seront publiés dans une brochure spéciale.

781) George SPHICAS
New York



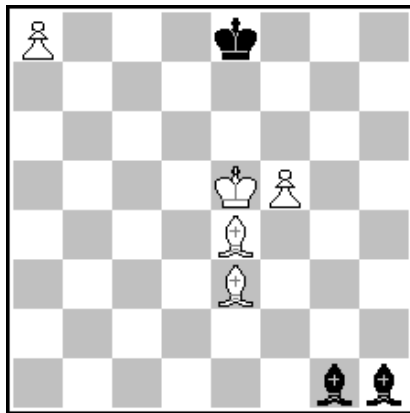
(5+5) ser-s#11
Circé

782) George SPHICAS
New York



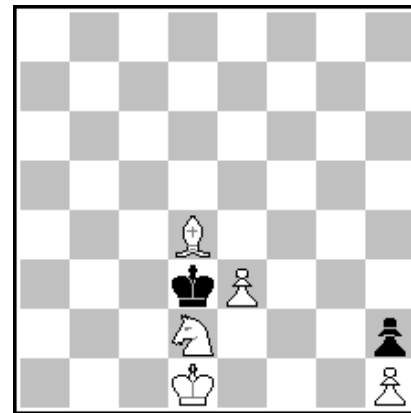
(5+3) ser-s#6
Circé 2 solutions

783) Paul RĂICAN
RO



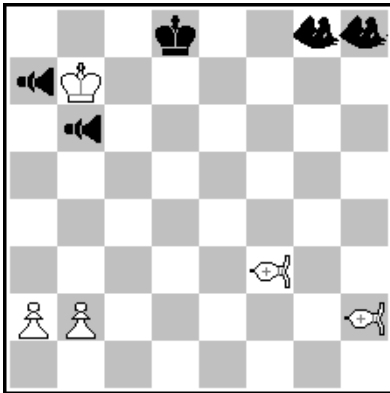
(5+3) s#6 max
Einstein 2 solutions

784) P. RĂICAN & Romain
LANDAIS RO & F



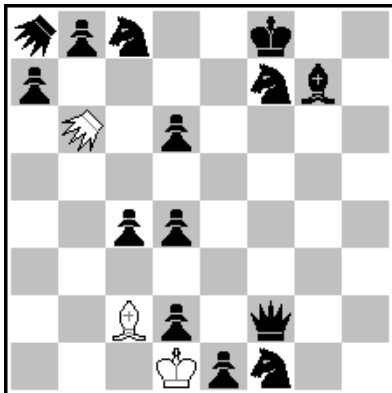
(5+2) Circé Cage #4

785) C.PĂCURAR & P.RĂICAN
Canada & RO



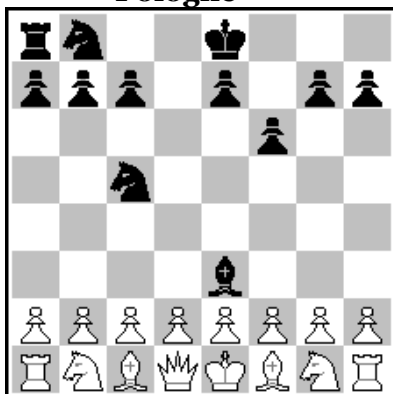
(5+5) b) Kd8 → e8 hs#3.5
g8, h8 = Nightrider Locust
f3, h2 = Princess a7, b6 = SuperPawns

787) Ben GOOD
U.S.A.



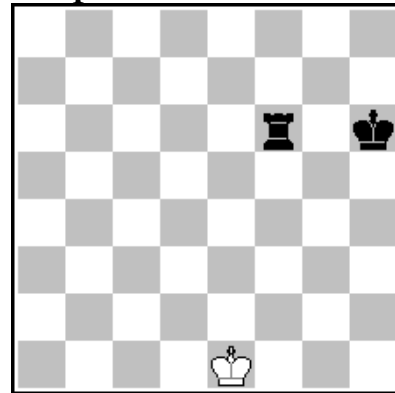
(3+14) ser-s#20
Einstein-Sauterelles a8, b6

788) H. GRUDZINSKI
Pologne



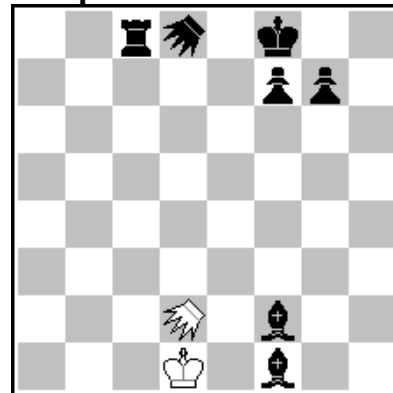
(16+12) Einstein PJ 8.5

786) P. RĂICAN
d'après W. Dittmann



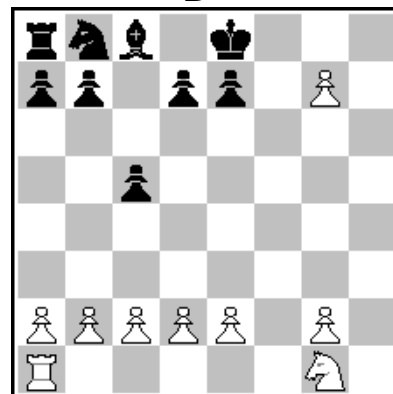
(1+2) (-8) & #1
Proca Retractor AntiCirce

la position finale



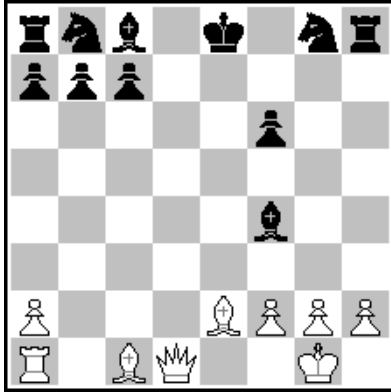
ESd2-g2(CNf2)? auto-échec

789) Bernd GRÄFRATH
D



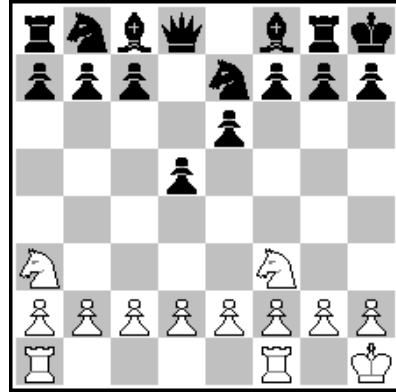
(9+9) Losing Chess PJ 10.5

790) P.RĂICAN
RO



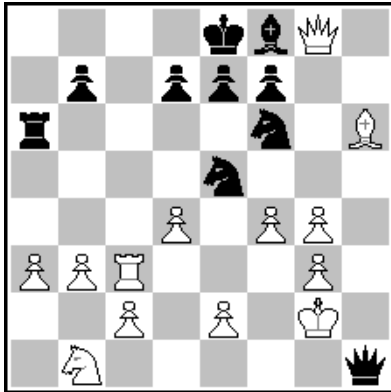
(9+11) PJ 11.5
Hypervolage

791) V.CRISAN
RO



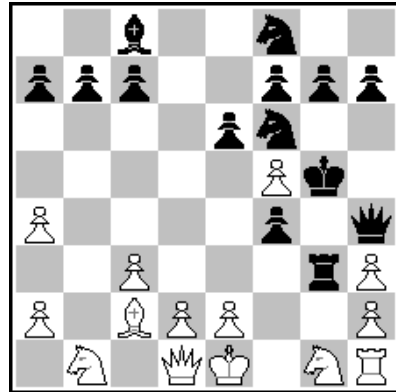
(13+16) PJ 10.5
Circé Assassin

792) P.RĂICAN
RO



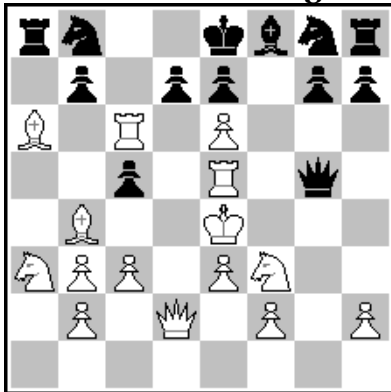
(13+10) PJ 19
Provocation Chess

793) I.MURĂRASU (+)
RO



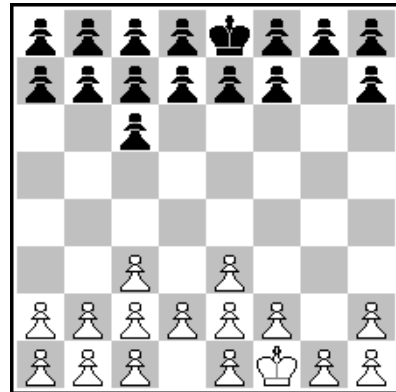
(14+14) PJ 20

794) N.DUPONT &
R.OSORIO F & Argentine



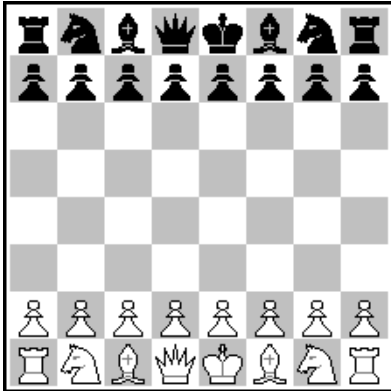
(15+13) PJ 21

795) Kevin BEGLEY
U.S.A.



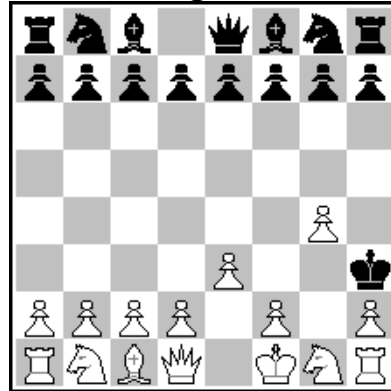
(16+16) PJ 19
Circé Echange + Relegation

**796a) Kevin BEGLEY
U.S.A.**



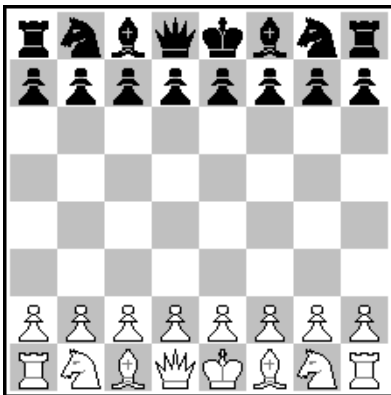
**Find the shortest game leading to #1
Anticircé Equipollent + Horizontal Cylinder**

final position



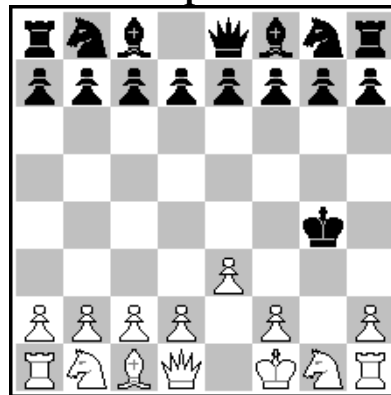
wK checkmated

**796b) Kevin BEGLEY
U.S.A.**



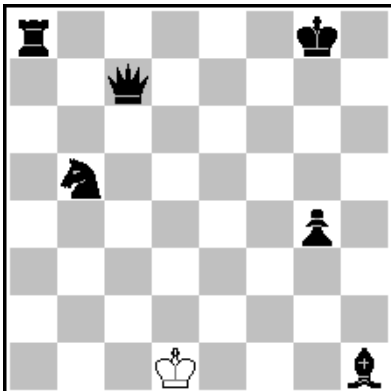
**Find the shortest game leading to #1
Anticircé Equipollent + Anchor Ring**

final position



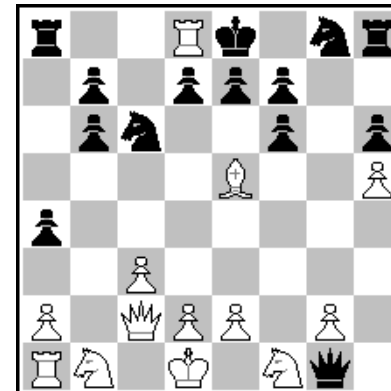
wK checkmated

**797) P.R., V.C. & E.H.
RO**



**(1+6) (-3) & #1
Proca Retractor Circé Assassin**

**798) P. RĂICAN & M. RICHTER
RO & D**



(13+14) PJ 19.5

Définitions:

Nightrider Locust = Noctambule qui bouge seulement pour prendre, comme une Locuste.

Princess = Fou + Cavalier

SuperPawn = Pion pour lequel marche et capture sont étendues respectivement à toute la colonne et à toute la diagonale.

Circé Cage = Pour une figure donnée, une cage est une case sur laquelle cette figure ne dispose que d'éventuelles captures comme coups légaux (au sens orthodoxe). Lorsqu'une telle cage existe, une figure capturée doit y renaître. Si plusieurs cages existent, le choix est libre et est effectué par le camp capturant. S'il n'y a de cages, la pièce prise disparaît.

Un pion blanc qui renaît en huitième rangée est promu en une figure dont la nature est choisie par le camp noir. La cage doit être une cage pour la pièce de promotion et non une cage pour le pion. Idem pour les pions noirs. Un pion blanc qui renaît en première rangée peut avancer d'un pas ou capturer d'un pas diagonal. Une fois qu'il arrive en seconde rangée, il est considéré comme un pion n'ayant jamais bougé. Idem pour les pions noirs. Une pièce qui vient de renaître est réputée de pas avoir bougé, gardant ainsi des pouvoirs tels que le roque.

Loosing Chess (Qui perd gagne): Chaque camp est obligé de capturer s'il le peut. Le Roi n'a plus de caractère royal et ne peut pas roquer. Il est possible de se promouvoir en Roi. Dans les études, un camp a gagné s'il ne peut plus jouer.

HyperVolage = Une pièce (Roi excepté) change de couleur chaque fois qu'elle change de couleur de case.

Einstein- Grasshopper (Einstein- Sauterelle) = The EG moves like a grasshopper, except that the piece it hurdles changes her nature, according to the following rules:

1) If the EG moves *without capturing*, the piece it hurdles *decreases* according to the following hierarchy: EG-P-N-B-R-Q. Since there is nothing below EG, if an EG hurdles another EG without capturing, the hurdled piece is unaffected.

2) If the EG *captures* a piece on its move, the piece it hurdles *increases* according to the following hierarchy: P-N-B-R-Q-EG. Since there is nothing above EG, if an EG hurdles another EG and captures, the hurdled piece is unaffected.

Note that Kings are never affected by the EG.

(this piece was invented by Ben Good in 2000)

Solutions - Quartz 34/2009

741 (Onkoud): a)1.R×é4 T×d6 2.Df3 Fd3# b)1.Df4 Ff1 2.R×é3 Td3#

742 (Mitjushin & Zalokotski): Le problème a une 2-eme phase: **b) Kf4 => a1**
(nos excuses vers les auteurs) : a) 1.T×f5 D×b6 2.Tg3 Dd4# b) 1.c×b3 Sd4 2.b2 Sb3#

743 (Jones): (a) 1.Txc5 Lxc5+ 2.Kf3 Lf2 3.Lc5 Tf5#; (b) 1.Sxc5+ Txc5 2.Kd2 Tc1 3.Tc5 Lh6#.

744 (Răican & Grudzinski): 1.c3 e5 2.Dc2 Fa3 3.Dg6 hxg6-c2 4.bxa3-f8=C
cxb1-a3 5.Ce6 dxe6-c5 6.Fb2 Dxd2-d4 7.cxd4-d8=F Fh3 8.gxh3-c8=D axb2-c1=F

9.Dxb8-c6+ bxc6-g2 10.Txc1-h6 Txd8-g5.

CD Ceriani-Frolkin; Ff Schnoebelen

745 (Grudzinski & Răican): 1.d4 e5 2.dxe5-e4 Fa3 3.Dxd7-d6 cxd6-g3
4.bxa3-f8=D+ Rd7 5.Dxg8-e7+ Rc6 6.Dxd8-d1 Td8 7.Ff4 Td5 8.Fxb8-d7+ Rxd7-a4
9.exd5-d2.

Q-Phoenix-Pronkin + Sarcophagus theme

746 (Răican): 1.h4 d5 2.Th3 Fxh3-f3 3.Cxf3-e4 dxe4-g5 4.hxg5-g4 Dxd2-d4
5.Dxd4-b6 axb6-g6 6.Fh6 Txa2-a3 7.bxa3-a8=F gxh6-c1=F 8.Fxb7-b6 Fb2 9.Fe3 Fxa1-a6
10.Fc1 Fc8.

Ff Phoenix-Pronkin

747 (Grudzinski): 1.g4 d5 2.Bg2 Be6 3.Bxd5 Sd7 4.Bxb7 Rc8 5.Bxc8 Sdf6
6.Bxe6 Qd5 7.Bxf7 Kd7 8.Bxg8 Sxg8.

Sibling Sg8

748 (Frolkin): Retract: 1.Qb8xQf8# Qc8-f8+ 2.Ta4-a3! a3-a2 3.a5-a6 b4xSa3
4.Sc4-a3 b5-b4 5.Se5-d3 a6xPb5 6.Ke8-e7 Sd8-f7+ 7.Sf7-e5+ e7xQ/B/Sf6 and then e.g.
8.Bc3-f6 f6-f5 9.Bf5-e6 e6xd5 10.Se5-f7 Rf7-g7, etc.

749 (Caillaud): 1.d4 f5 2.Fh6 gxh6 3.g4 Fg7 4.g5 Ff6 5.g6 Fg5 6.g7 Cf6 7.g8=F
b5 8.Fc4 d5 9.a4 dxc4 10.a5 c3 11.a6 cxb2 12.c4 Cbd7 13.Cc3 b1=F 14.Db3 Fe4 15.Cd1
Feb7 16.axb7 a5 17.b8=F

La même idée de chaîne de promotions en Fou que la 1ère MH Qz 2005-06 d'Andrei Frolkin & Kostas Prentos; mais dans ce problème, la dernière promotion est "invisible" alors qu'il est évident que le Fc1 est promu dans le précédent (Ff8 et RB en échec). [auteur]

750 (Caillaud): 1.Ca3 d5 2.Cç4 d×ç4 3.d4 Dd5 4.Dd2 Cd7 5.Dh6 gxh6 6.g4 h5
7.g5 Fh6 8.g6 Ff4 9.g7 Ch6 10.g8=C Rf8 11.Cf6 Tg8 12.Ce4 Tg4 13.Cc3 Dg5 14.d5 Cf6
15.d6 Cfg8 16.d7 f6 17.d8=D+ Rf7 18.Dd1 Re8 19.Cb1

1,0 coup de moins que le 1 de l'article de Silvio Baier dans Qz32. Bien sur, cette sorte de problème a très peu d'intérêt après la publication massive de Pronkins récemment, par Silvio Baier en particulier. Cependant, cela peut amuser des solutionnistes et il y a des "éléments supplémentaires" (circuit Rf8-f7-e8 du Roi noir et Cg8 sibling). [auteur]

751 (Răican): 1.Pd2-d4 Sc6 2.Qd1-d3 Se5 3.Qd3xh7 Sg8-f6 4.Qh7-g8
Rh8-h3 5.Bc1-h6 Pg7-g5 6.Pf2-f4 Pg5-g4 7.Sg1-f3 Pg4xf3 8.Pg2-g4 Rg3 9.Bg2
fg2 10.Kf2 **gxh1=Q!** 11.hg3 Qc6 12.d5 Sg6 13.dc6 Sh8 14.cb7 c6 15.Sd2 Qa5 16.Sb3 Qxa2
17.Rh1 (sibling) Qb1 18.Sa1 Qxh1. q-anti-Pronkin

Démoli: [M. Richter] 1.a2-a4 Sg8-f6 2.a4-a5 Sf6-g4 3.a5-a6 Sg4-e3 4.a6xb7 Se3xf1 5.h2-h3 Sf1xd2 6.Sg1-f3 Sd2-e4 7.Qd1-d3 Se4-f6 8.Bc1-h6 Sb8-c6 9.Sf3-e5 Sc6xe5 10.Qd3xh7 Rh8-g8 11.Qh7xg8 g7-g5 12.f2-f4 g5-g4 13.h3xg4 c7-c6 14.Sb1-d2 Qd8-a5 15.Ke1-f2 Se5-g6 16.Sd2-b3 Qa5xa1 17.g2-g3 Qa1xh1 18.Sb3-a1 Sg6-h8. [see 792 de ce numéro pour correction]

752 (Crisan): 1.ç4 Ca6 2.Db3 Tb8 3.Db6 çxb6 4.ç5 Dç7 5.ç6 Dg3 6.ç7 D×h2 7.çxb8=C Dh4 8.Th3 Ch6 9.Tç3 Tg8 10.Tç6 d×ç6 11.g4 C×b8 12.g5 Rd7 13.g6 Ré6 14.g×f7 Rf5 15.f×g8=C C×g8. Deux Cavaliers Schnoebelen.

Démoli: [M. Richter] 1.g4 f5 2.g×f5 Rf7 3.ç4 Ch6 4.f6 Ré6 5.f7 Tg8 6.f×g8=C Ca6 7.ç5 Tb8 8.ç6 Rf5 9.Cf6 d×ç6 10.Cd7 Cg8 11.C×b8 C×b8 12.h4 Dd3 13.Th3 D×h3 14.Db3 D×h4 15.Db6 çxb6.

753 (Stepotchkin): a) **1.Rg1-g4 !** Kh5-h4 2.Rg4-g6 Kh4-h5 3.Rg6-f6 Kh5-g4 + 4.Kf5-g6 Kg4-h5 + 5.Kg6-g7 Kh5-g5 6.Rf6-f8 Kg5-g6+ 7.Kg7-g8 Kg6-h7+ 8.Kg8-h8 Qa4-e8 = b) **1.Rg1-g6 !** Kh5-h6 2.Rg6-f6 Kh6-g7 3.Rf6-f7 Kg7-g8 4.Kf5-g6 Kg8-f8 5.Rf7-h7 Kf8-g8 6.Rh7-h6 Kg8-f7+ 7.Kg6-h7 Kf7-g8+ 8.Kh7-h8 Qd1-h5 =

754 (Stepotchkin): 1.Kc6-d6! Qh1-b1 2.Qd7-h3 Qb1-b5 3.Qh3-c3 Qb5-h5 4.Qc3-c5 Qh5-d1+ 5.Kd6-c6 Qd1-d7#

1...Qh1-h7 2.Qd7-c6 Qh7-a7 3.b6-b7 Qa7-c5+ 4.Kd6-c7 Qc5-h5 5.Kc7-b6 Qh5-a5#

755 (Dittmann) Retract: 1.Kc2xBb1! Ba2-b1+ 2.f5xe6 e.p. e7-e5 3.Kb3-c2 Bb1-a2+ 4.Kc2-b3 Ba2-b1+ 5.Kb3-c2 Bb1-a2+ 6.Kc2-b3 b2-b1=B (forced to avoid the 3rd repetition of the position) 7.c5xd6 e.p.! d7-d5 8.Rd1-g1 – forward 1.Rd6#
The white Rock will mate on the 6th rank, but without loss of time; otherwise the black king will get free. That is only possible by opening the d-file. To legalize the e.p.-uncapture c5xd6 e.p., the square b2 must be blocked. The white King surprisingly cannot occupy b2 by selfcheck. The block happens by a “draw pendulum” with following unpromotion.

756 (Rãican): 1.e4 d5 2.exd5=C Fe6=C 3.Cxe7=F Cd7=P 4.Fxd8=T+ Txd8=D 5.Fd3=C Fa3=C 6.Ce2=P Cxb1=F 7.Tf1=F Fxc2=T 8.Tb1=F Txc1=D 9.Cxc1=F Ce7=P 10.Fg6=C Tf8=F 11.Cxf8=F Cxf8=F.

757 (Gräfrath): a) 1.ç4 g6 2.ç5 Fg7 3.ç6 Fç3 4.çxb7 f6 5.b×ç8=D Rf7 6.D×b8 Ré6 7.D×a7 T×a7.

b) 1.ç3 g6 2.Db3 Fg7 3.D×b7 F×ç3 4.D×ç8 f6 5.D×b8 Rf7 6.D×a7 Ré6 7.Da4 Ta7 8.Dd1.

758 (Rãican): 1.Rd8 2.e8-e7 3.e7-e5 4.e5-e4 5.e4-e3 6.e3-e2 7.e2-e1=T 8.Txg1 [Pg6] 9.Txg6 [Pc6] 10.Txc6 [Pc8=C] + Rxc6 = [Rxc8(Ca7)? auto-échec]

Démoli par Popeye: **1.Rd7 2.e8-e7 3.e7-e5 4.e5-e4 5.e4-e3 6.e3-e2 7.e2-e1=T 8.Txg1 [Pd6] 9.Tb1 10.Txb5 [Pb8=D]+ Rxb5 =**

Correction: **Re7 → d8, ser-h=9**

759 (Rãican): Intention: 1.b3 d5 2.Fb2 d4 3.Fxd4(Pd3) dxc2(Pd3)

4.Dxc2(Pc1=C) Dxd4(Fd8) 5.Dxc1 Dxd8 6.Dd1 et

1.b3 d5 2.Fb2 d4 3.Fxd4(Pc1=T) ! Dxd4(Fd8) 4.c3 Txc3(Pd3) 5.Cxc3 Dxd8 6.Cb1.

Mais il y a d'autres trouvées par Popeye, par exemple: 1.b3 d5 2.Fb2 d5-d4 3.Fb2xd4 [Pc1=T] Rc1xc2 [Pc1] 4.Fd4-c3 Tc2xc3 5.c1-c2 Tc3-d3 6.c2xd3.

1.b3 d5 2.Fb2 d5-d4 3.Fb2xd4 [Pd3] Dd8xd4 [Fd8] 4.c2xd3 [Pc1=C] Dd4-d7 5.Dd1xc1 Dd7xd8 6.Dc1-d1.

760 (Râican): Les intentions, dans Quartz34. Dual dans b) 4.e6xd7 [+Pb8]! Re8xd7 [+Pc7] 5.c7xb8=D [+Pe6] d6-d5 6.Db8xa8 [+Re8] d5-d4 7.Da8xc8 [+Bd6] + Rd7xc8

Solutions - Quartz 35/2010

761 (Poisson): 1.Rb2! 2.Rc3 3.Rd4 c5+ 4.Rd3 c4+ 5.Rd2 c3+ 6.Rd1 c2+ 7.Re2 c1=C+ 8.Rd2 Cb3+ 9.Rc3 10.Rb4 a5+ 11.Rxb3(Cg8) a4+ 12.Rb2 a3+ 13.Rb1 a2+ 14.Rc2 a1=C+ 15.Rd2 Cb3+ 16.Re1 17.Rf1 Cd2+ 18.Rg2 19.Rh3 20.Rh4 Cf3+ 21.Rh5 Cf6#

762 (Râican): 1.d8=R! 2.Sd7 3.Sb6 4.Rd7+ Kb8 5.Rc7 6.Rc8+ Ka7 7.Rxc4 8.Ra4 9.c4 10.cxd5 11.d6 12.d7 **13.d8=S** 14.Sc6+ Sxc6#

Two promotions. The last 11 moves checked with Popeye.

763 (Sphicas): 1.Ke8 2.d8=Q 3.Qd7 4.Rd8 5.a8=R 7.Re5 8.b8=B 10.Bb8-f8 11.Bh4-e7 16.h8=S 17.Sg6+ Bxg6# AUW minimal C+ [auteur]

764 (Sphicas): 1.a8=S 3.S8b5 6.f8=S 8.fSe5 9.Sd4 10.Rd5 11.Sc5 16.a8=R 18.aRe3 19.bSd3 24.b8=Q 25.Qh8 26.d8=B cxd5# AUW+1 capture-free C- [auteur]

765 (Millour): a) 1.e8=S(Ia8) g1=Q(Ia7) 2.Sef6(Ib5) Qg2!(Ib6) 3.Sh7++(Id7) Qxd2(Ia7) =

but 3...Kxh6(Id8)!
 ? solution b) → 1.e8=B(Ia8) g1=B(Ia7) 2.Bxg6+(Ic5)
 Be3(Ia7) 3.Bh7+(Ib8) Bexd2(Ia7) = but 3... Rf2(Ib6)!
 ? RQ-solution → 1.e8=R(Ia8) g1=Q(Ia7) 2.Re7(Ia6)
 Qg2(Ia7) 3.Rh7+(Id7) Qxd2(Ia7) but 4.Rh8(Ia8)!

b) 1.e8 B(Ia8) g1B(Ia7) 2.Bxg6++(Ic5) Be3(Ia7) 3.Bh7+(Ib8) Bexd2(Ia7) =

1.e8B(Ia8) g1Q(Ia7) 2.Bxg6++(Ic5)
 Qe3(Ia7) 3.Bh7+(Ib8) Qxd2(Ia7) = but 3... Qd3(Ia8)!
 1.e8Q(Ia8) g1B(Ia7) 2.Qxg6+++ (Ic5) forcing Kxg6(Ic6)
 ? solution a) → 1.e8S(Ia8) g1Q(Ia7) 2.Sef6+(Ib5)
 Qg2(Ib6) 3.Sh7++(Id7) Qxd2(Ia7) = but 2... Qg2(Ib6) illegal!

c) 1.e8 S(Ia8) g1S(Ia7) 2.Sef6+(Ib5) Sf3(Ia7) 3.Kf1+!(Ib7) Kxf6(Ia8) =

? solution e) → 1.e8R(Ia8) g1R(Ia7) 2.Re7(Ia6)
 Rg2(Ia7) 3.Rh7+(Id7) Rxd2(Ia7) but 4.Rh8(Ia8)!

d) 1.e8 Q(Ia8) g1Q(Ia7) 2.Qxe6(Ia5) Qg3!(Ia7) 3.Qf6++(Ib7) Kxf6(Ia8) =

1.e8Q(Ia8) g1R(Ia7) 2.Qxe6(Ia5) Rg3(Ia7)
 3.Qf6++(Ib7) Kxf6(Ia8) but 4.Sf1+(Ic7)!
 ? solution c) → 1.e8S(Ia8) g1S(Ia7) 2.Sef6+(Ib5)
 Sf3(Ia7) 3.Kf1+(Ib7) Kxf6(Ia8) = but 3... Se1+ (Ia5)!
 ? solution e) → 1.e8R(Ia8) g1R(Ia7) 2.Re7(Ia6)
 Rg2(Ia7) 3.Rh7+(Id7) Rxd2(Ia7) but 4.Rh8(Ia8)!

e) 1.e8 R(Ia8) g1R(Ia7) 2.Re7(Ia6) Rg2(Ia7) 3.Reh7+(Id7) Rxd2(Ia7)=

Qxd2(Ia7)# *mate, not stalemate!*
 1.e8R(Ia8) g1Q(Ia7)? 2.Re7(Ia6) Qg2(Ia7) 3.Reh7+(Id7)
 1.e8Q(Ia8) g1R(Ia7) 2.Qe7(Ia6) #
 ? solution d) → 1.e8Q(Ia8) g1Q(Ia7) 2.Qxe6(Ia5) Qg3(Ia7) 3.Qf6+
 +(Ib7) Kxf6(Ia8) but 4.Rh7(Ia7)!

766 (Crisan & Huber): a)

1...Tnf3 2.Rxd4->b5 [+Cnd5] Cnb6 3.Rxb6->a8 [+Cnb5] Tnxc3->h8 [+Fnf3]#
 1...Fnd2 2.Rxd4->e2 [+Cnd5] Cnxf6->f2 [+Tnd5] 3.Rxf2->h1 [+Cne2] Tnxd2->h6[+Fnd5]#

b)

1...Tne2 2.Rc4 Cnxe2->d2 [+Tnd4]+ 3.Rxc3->a1[+nBc4] Tnxc4->a6[+Fnd4]#
 1...Cne6 2.Fne5 Tnxe6->d4[+Cne7]+ 3.Rxe5->h8 [+Fnd5] Tnxd5->h1 [+Fnd4]#

Mats en écho caméléon dans les quatre coins.

La combinaison des conditions féériques Take&Make est utilisée pour une des premières fois (concomitamment avec d'autres inédits publiés dans StrateGems 50). [auteurs]

767 (Gräfrath): 1.Sa3 d5 2.Sb5 Qd6 3.Sxc7 Qxh2 4.Sxe8 Qxh1 5.Sxg7 Qxg1 6.Sh5 Qxf2 7.Kxf2 d4 8.Sf4 Sf6 9.Ke1 Sfd7 10.Sh3 Sb6 11.Sg1. The wSg1 comes from b1, via e8; switchback of the wKe1. [C+ in 66 hours! - author]

768 (Crisan): 1.c3 g6 2.Db3 Fg7 3.Dxb7(a3) Fxc3(g7) 4.Dxc8(Ff8) Fxb2(b7) 5.Dxd8(Dc2)+ Rxd8(Dd1) 6.Fxb2(Fc8) axb2(Fc1) 7.Dxc2(De8)

769 (Frolkin & Prentos): 1.g3 a5 2.Fh3 a4 3.Rf1 a3 4.Rg2 axb2 5.Ca3 b1=C 6.Rf3 Cxd2+ 7.Rg4 Cc4 8.Dd3 Ta4 9.Dxh7 Ca6 10.Dxg8 Th6 11.Cf3 Tf6 12.Td1 g6 13.Td6 exd6 14.Tb1 Re7 15.Tb3 Re6 16.Te3+ Ce5+ 17.Rg5+ Tg4+ 18.Fxg4+ Tf5#

Inspired by the theme of Messigny 2009, but without the requirement of the forced ending this proof game shows a sequence of 6 consecutive checks. [authors]

770 (Prentos): 1.a4 e5 2.Ta3 e4 3.Td3 exd3 4.e4 dxc2 5.La6 bxa6 6.b4 Lb7 7.b5 Ld5 8.b6 Sc6 9.b7 Db8 10.bxa8=L Sd8 11.Lc6 Ld6 12.Lb5 c6 13.e5 Lc7 14.e6 d6 15.e7 Kd7 16.e8=T Se7 17.Lf1 Sc8 18.Te3 Tf8 19.Ta3 Ke8 20.Ta1 Phoenix-Pronkin BR

771 (Răican): Intention: 1.f4 b5 2.f5 Fb7 3.f6 Fxg2(pc6) 4.fxe7(pb3) Cxc6(pb8=F) 5.exf8=C(Fa4) Re7 6.Fxa7(pg3) Dxf8 7.Ff2 gxf2(Fg6)+ 8.Rxf2(pb6) fxc6+(Fb8) [Donati50] 9.Cf3 Dxf3+(Cf8) 10.Rg1 Rxf8 [capture of an Anti-Pronkin].

Démoli (T. le Gleuher): 1.Cf3 g5 2.Cxg5(Pg6) é5 3.Cxf7(Pb3) b5 4.Cxé5(Pg7) Fb7 5.Cç4 Fxg2(Pé7) 6.éxf8=C(Fa4) Df6 7.Cb6 axb6 8.f3 Cç6 9.Rf2 Dxf3+ (Pb8=F) 10.Rg1 Rxf8.

772 (Răican): 1.Sb1<->Sb8 Pe7<->Pd2 + 2.Bc1xd2 Sb1xd2 3.e7xf8=B Bc8<->Bf8 4.Bc8xd7 + Qd8xd7 5.Sb8xd7 Sd2<->Sd7 dia

1.Sg1<->Sb8 Pe7<->Pd2 + 2.Bc1xd2 Bc8<->Bd2 + 3.Sb1xd2 Qd8xe7 4.Bc8xd7 + Qe7xd7 5.Sb8xd7 Sg1<->Sd7 dia

The first PG in Messigny Chess? (C+)

773 (Iglesias): 1.Ch3 d5 2.Cf4 Dd7 3.Cxd5 (Pd8) Dh3 4.Cf4 Dxh2(Pg1) 5.gxh2 (Dg1) Fh3 6.Cxh3 d7 7.Cxg1.

1.c4 d5 2.Cc3 Fh3 3.Cxh3(Fg1) Dd7 4.cxd5(pd8) Dxd5(pb1) 5.Cxg1 Dxa2(pc2) 6.bxa2(Db1) d7 7.Cxb1.

774 (Begley & Răican): 1.e4 c5 2. Ba6 Sxa6[Bb8] 3.Bxa7[Pb8] Rxa7[Ba8] 4.Bxb7[Pa8] Bxb7[Bc8] 5.Bxd7[Pc8]+ Qxd7[Bd8] 6.Bxe7[Pd8] Kxe7[Be8] 7.Bxf7[Pe8] Qd3 8.Bxg8[Sf7] Kd7 9.Bxh7[Pg8] Rxh7[Bh8] 10.Bxg7[Ph8] Bxg7[Bf8] 11.Bxc5[Pf8] Bc3 12.Sxc3[Bb1] Bxa2[pb1] 13.Rxa2[Ba1] Bxb2[pa1] 14.Sc3-e2 Bxc1[Bb2] 15.Qxc1[Bd1]

Bxc2[pc1] 16.Qxc2[Bc1] Bxd2[pc1]+ 17.Kf1 Be1 18.Be3 Bxf2[pe1] 19.Kxf2[Bf1] Bxg2[pc1]
20.Kg3 Bh3 21.Sxh3[Bg1] Bxh2[pg1]+ 22.Rxh2[Bh1] Bxe4[ph1].

775 (Crisan & Răican): Retro: **1.Ca2xDc1(Da2)!** b2xTc1=D(Tb2)+
2.Rd1xpc2(d1=T) c3-c2+ 3.Rd2xCd1(Cd2) c4-c3+ 4.Ta1xFc1(Fa1) c2-c1=F+
5.Rd1xpd2(d1=C) c3-c2+ 6.Td2xe2(d2) e3-e2+ 7.Tb2xd2(b2) & 1.Cc1# (switchback)
1.Rd1xpc2(pd1=T)? c3-c2 2.Rd2xCd1(Cd2) c4-c3 3.Ca2xDc1 b2xTc1=D(Tb2)
4.Ta1xFc1(Fa1) etc.

Mais 3....Db1-c1! & f1C# (forward defence)

Pg5 avoids:

1.Rd1xpc2(pd1=T)? c3-c2 2.Rd2xCd1(Cd2) c4-c3 3.Re3 4.Rf4 Fh4 5.Te7 & 1.Tb8#

776 (Răican): + RNb4, TNa8, CBb8, DBa7. Retro: a2-a3+ retro-stalemate. Les lettres **G** et **D** [Gianni Donati] sont représentés dans diagramme.

777 (Wenda): 1.Td1-b1! Pe3-e2 2.Rb2-a1 Pe4-e3 3.Rc1-b2 Pe5-e4 4.0-0-0
Pe6-e5 5.Rh5xDg5->e1 Df6-g5+ 6.Td7xTd6->a1 & Td7-d8+ Txd8(Th8)#

778 (Frolkin & Crusats): Logical Proca retractor in which the foreplan illegalizes the refutation to the main plan. Black defends by destroying White's uncastling right!
Main plan: -1.Rf1-f2? (no uncapture duals) any -2.O-O & 1.Rh8# but -1...d7-d6!

Solution: -1.b5xBa6! any **-2.Rf1-f2 any (-2....Kg8-f8 -3.~ & Re8#) -3.O-O & 1.Rh8#.** The bS cannot prevent uncastling via -1...Sc3-d1 and -2...Se2-c3!

Retro intention: The bPs captured all five missing white units, thus neither the bS nor the bK can retract any capture. Notice also that the bK cannot defend by means of a selfcheck on e7/e8/g7. The wPs captured six of the seven missing black units. After -1.Rf1-f2 White can uncastle because the light-squared bB could have been taken by a wP and the missing bP originally on h7 could have been taken by a white officer. However, if Black retracts -1...d7-d6, White loses his uncastling rights (at least at this point): the light-squared bB was taken on its homebase, therefore the wPs had to take the promoted bP originally on h7 which due to the promotion on h1 destroyed White's uncastling rights (either because White could have never castled or he castled before the promotion took place). If White retracts -1.b5xBa6, (legal move) he still retains his uncastling rights, and what is better, -1...d7-d6 is now illegal because the promoted bB could have never left h1.

779 (Dupont): Le problème série noire **dualistique** a été tranché depuis 1989 dans feenschach:

Manfred Seidel & Hans-Peter Reich, feenschach 1989

11 Serienzüge, dann 2 Lösungen (en allemand):

1) 1. a5 2. d5 6. Ra4 7. Fg4 8. Fxe2 9. Fh5 10. Dd7 11. Dg4, puis 1. c3+ Dxd1#

2) 1. d5 2. e5 3. Fh3 4. Dg5 5. Dxc2 9. Rc4 10. Fb4 11. c5, puis 1. e3+ Dxf1#

La version **non-dualistique** a été excellemment résolue par Nicolas Dupont:

1.a5 3.Td6 4.b6 6.Fxe2 7.Ca6 8.Da8 14.Ra4 15.Fg4 16.Df3, puis 1.c3+ Dxd1#

780 (Garai): a) 1.Dg6 Txd6+ 2.Cxc8 Txd5# b) 1.Cg6 Th7+ 2.Dxc8 Th5#

Annonces des concours

Klaus Wenda 70 Jubilee Tourney

1) To mark the 70th birthday of IGM Dr Klaus Wenda on 13/09/2011, the **Austrian Chess Association** (*Österreichischer Schachbund*) and the magazine **Schach-Aktiv** announce a composing tourney for orthodox moremovers (without fairy pieces or conditions).

Required are **directmates** in 5 to 15 moves, **in the logical or strategic style**, up to a maximum of 3 entries per author. If the problems have been computer-tested please mark them "C+".

Dr Wenda will himself be the judge in this tourney.

Please send entries to the tourney director:

Wilfried Seehofer, Heilwigstraße 63,

D-20249 Hamburg, Germany, e-mail seehofer@t-online.de .

The closing date (postmark) is 13/09/2011.

2) **feenschach** is organising, as its 64th theme tourney, the

Klaus Wenda 70 Jubilee Tourney

Required are **strategic problems** with the stipulation **mate** or **selfmate** in 4-10 moves, on the normal 8x8 board, using **at least one fairy piece or condition** which plays a thematic part in the problem. Neutral or half-neutral pieces (even if otherwise orthodox) are acceptable as this fairy element. Fairy pieces or conditions are allowed only if they are testable by at least one of the computer programs Alybadix, Popeye or WinChloe.

The judge is **Hans Peter Rehm** (Germany).

Dr Wenda is offering four book prizes.

The complete tourney award will appear in *feenschach* in 2012.

Entries should be printed or stamped on diagrams and sent to the tourney director:

Klaus Wenda, Rasumofskygasse 28, A-1030 Wien, Austria

E-mail: klaus.wenda@chello.at

The closing date (postmark) is 30/10/2011.