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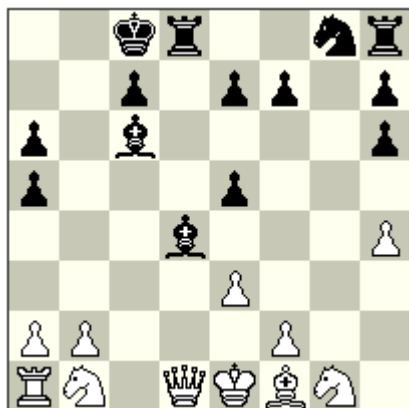
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Award of TT12 Quartz – judge: Hans GRUBER

Isardam in proof games

In Quartz 46/2018 we presented a collection of PGs in the genre *Provocation Chess*, which was the theme of the Noel 2008 Theme Tournament. Now we move to **Isardam**, the genre chosen for the Noel 2010. *Isardam*: A move is illegal if it leaves a piece threatening an opposite piece of the same kind (this rule holds up to the capture of the checked King, the standard form of *Isardam*). This genre is similar to *Leffie*, which causes an Eiffel-like paralysis to be illegal and this rule holds right up to the capture of the checked King. *Isardam* genres can be a source of inspiration for the Quartz TT13, the retro section. We recall that this section requires PGs in *Leffie* / *Leffie* type b.

Until the launch of the Noel tournament in 2010, a few help-games in *Isardam* genre were created. Here are some of them.

IS1) M. RITTIRSCH
feenschach 131/1999



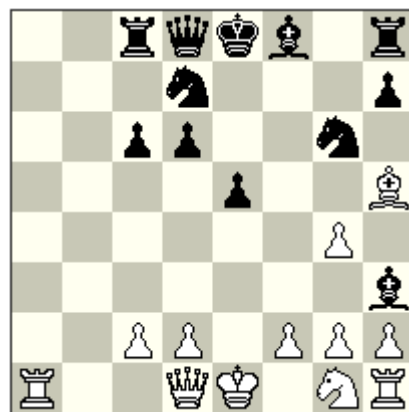
(11+14) Isardam PG 15

IS2) B. GRAFRATH, T. BRAND,
J. de HEER
Mat Plus 35/2009



(13+13) Isardam PG 11.5

IS3) Michel CAILLAUD
1st Prize, Tournoi de Noël 2010



(12+12) Isardam PG 22.5

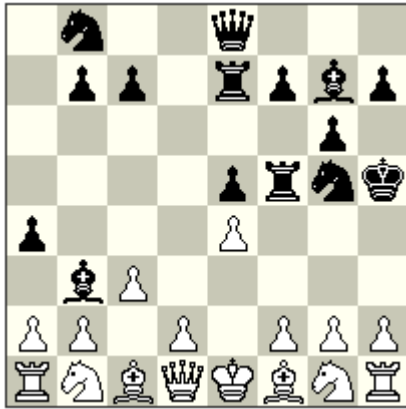
IS1) 1.d4 a5 2.Bh6 gxh6 3.h4 Bg7 4.Rh3 Bxd4 5.Re3 Sf6 6.Re6 dxe6 7.e3 Sbd7 8.Ba6 bxa6 9.c4 Bb7 10.c5 Bxg2 11.c6 Qc8 12.cxd7+ Bc6! 13.dxc8=B e5 14.Bh3 Sg8 15.Bf1 O-O-O. White can not play dxe8 in the 13th move because the e8 field is observed by units of all four types. The first 11.5 moves are orthodox and the last eight moves was checked by Jacobi.

IS2) 1.a4 Sc6 2.a5 Sxa5 3.Rxa5 h5 4.Rg5 d5 5.e3 Bg4 6.Se2 Bf3 7.gxf3 h4 8.Rg2 h3 9.Sg3 hxg2 10.h3 gxh1=Q 11.Bg2 a6 12.Bxh1.
Q-Schnoebelen.

IS3) 1.b3 b5 2.Ba3 b4 3.Qc1 bxa3 4.Qb2 axb2 5.Sc3 b1=Q+ 6.Sd1! Qxb3 7.Sb2 Qf3 8.exf3 a5 9.Bd3 a4 10.Bg6 a3 11.Bh5 axb2 12.a4 d6 13.a5 Bh3 14.a6 Sd7 15.a7 Rc8 16.a8=Q b1=Q+ 17.Qe4! c6 18.Qe5! Qb4 19.Qxg7 e5 20.Qxf7 Qg4 21.fxg4 Se7 22.Qf3+ Sg6 23.Qd1.

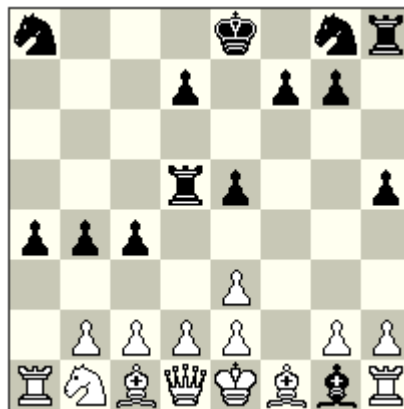
The author, known for his inventiveness, had here an ambitious goal: 2 x Q Cériani Frolkin plus 1 Q Phoenix-Pronkin. The *Isardam* rules was plenty exploited. Partially checked by Jacobi.

IS4) **Nicolas DUPONT**
2nd Prize, Tournoi de Noël 2010



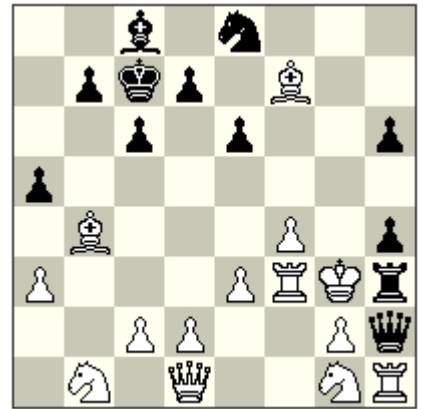
(16+15) Isardam PG 19.5

IS5) **Michel CAILLAUD**
3rd Prize, Tournoi de Noël 2010



(14+13) Isardam PG 20

IS6) **Paul RĂICAN**
4th Prize, Tournoi de Noël 2010



(14+12) Isardam PG 20

IS4) 1.c3 Sf6 2.Qc2 Se4 3.Kd1 Sg5 4.e4 a5 5.Bc4 a4 6.Se2 Ra5 7.Re1 Rf5 8.Sg1 e5 9.Re3 Ke7 10.Rd3 Kf6 11.Rxd7 Kg6 12.Rd3 Kh5 13.Re3 g6 14.Re1 Bg7 15.Se2 Re8 16.Rh1 Re7 17.Sg1 Qe8 18.Bf1 Be6 19.Ke1 Bb3 20.Qd1. The Pawn d7 must be captured at home and this task could be achieved only by Rook h1. To orchestrate this abduction, Whites will perform a series of go-and-back with 5 pieces. The first 13 moves was checked by Jacobi.

IS5) 1.Sf3 b5 2.Se5 Bb7 3.Sc4! bxc4 4.a4 e5 5.a5 Qg5 6.a6 Qe3 7.axb7 a5 8.fxe3 a4 9.Kf2 Ra5 10.Kf3 Sa6 11.b8=B! Be7 12.Ba7 Bh4 13.Bc5 Bf2 14.Be7 Bg1 15.Bh4 Rd5 16.Kf2! c5 17.Ke1 Sc7 18.Bd8 Sa8 19.Ba5 h5 20.Bb4 cxb4.

The judge, Eric PICHOURON, says: To allow the Bf8 access in g1, white King must exit. But to return to e1, White must promote the pawn in Bishop. It follows a pursuit, then the promoted Bishop is captured, which leads to a cross-capture.

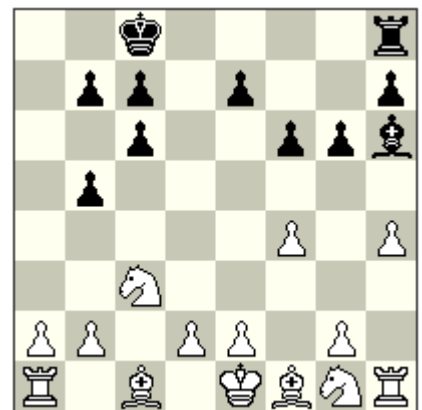
IS6) 1.b4 Sa6 2.Ba3 Sc5 3.bxc5 a5 4.Bb4 Ra6 5.a3 Rh6 6.Ra2 c6 7.Rb2 Qc7 8.Rb3 Qxh2 9.f4 Kd8 10.Kf2 Kc7 11.Kg3 Rh3 12.Rf3 h5 13.e3 Rh6 14.Bc4 Rd6 15.Bxf7 e6 16.cxd6 Be7 17.dxe7 Sf6 18.e8=R h4+ 19.Rh8 Se8 20.Rh6 gxh6#

E. PICHOURON: The problem for which I still have the most doubt about the correctness. But I'm glad I could not prove that my suspicions were true, and I'm not the only one who broke the teeth. There is another candidate to explain the doubled pawns on h, the white h-pawn. But all my tests proved futile. In the final position, the white King is specific checkmated by unpinning Ph4 .

IS7) 1.h4 Sf6 2.Rh3 Se4 3.Rc3 f6 4.Rc6 dxc6 5.f4 Qd3 6.cxd3 Be6 7.Qb3 Sd7 8.Qb6 axb6 9.dxe4 Ra5 10.Sc3 Rf5 11.exf5 b5 12.fxe6 g6 13.exd7+ Kf7 14.d8=R Ke6 15.Rd3 Bh6 16.Rh3 Kd7 17.Rh1 Kc8.

R Phoenix-Pronkin after a wP massacre.

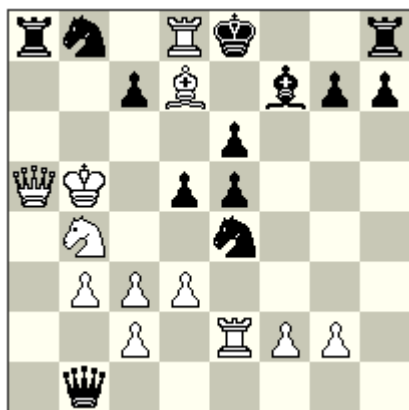
IS7) **Michel CAILLAUD**
1st HM, Tournoi de Noël 2010



(14+11) Isardam PG 17

IS8) Paul RĂICAN

2nd HM, Tournoi de Noël 2010



(12+13) Isardam PG 23

IS8) 1.Sc3 a5 2.Sd5 a4 3.Sb4 Sf6 4.e4 Sf6xe4 5.Qd1-h5 f6 6.Qh5-a5 b5 7.Bf1xb5 Bc8-b7 8.Ke1-e2 Bb7-d5 9.Ke2-d3 Bd5-f7 10.Kd3-c4 d5+ 11.d3! Qd6 12.Sf3 Qxh2 13.Se5 Qg1 14.Rh6 fxe5 15.Rd6 e6 16.Rd8+ Bc5 17.Bd7 Bd4 18.Kb5 Bc3 19.bxc3 a3 20.Bb2 axb2 21.Re1 b1=Q! (b1=R ?) 22.Re2 Qb3 23.axb3 Qb1. Q Anti-Pronkin, after a very complicated and specific play. A previous version was cooked by Ion MURĂRASU. Sadly, he dies a few days later, so I dedicated this help-game to him.

IS9) 1.d4 h6 2.B×h6 Sc6 3.Bf4 g6 4.B×c7 Bh6 5.Bd6 Qa5 6.B×e7 Sg×e7 7.d5 Bg5 8.d6 Rh6 9.d×e7 d6 10.h3 Be6 11.Rh2 O-O-O! 12.e8=B Sb8 13.Bb5 Bc1 14.Bd3! (tempo) Qh5 15.Ba6 b×a6. A surprising castling, possible because the square d8 is observed by four types of units.

IS9) Pascal WASSONG

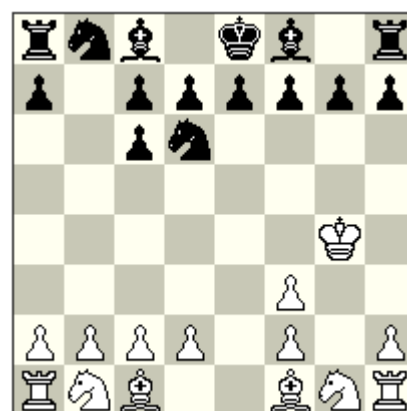
3rd HM, Tournoi de Noël 2010



(13+13) Isardam PG 11.5

IS10) Mario PARINELLO

4th HM, Tournoi de Noël 2010



(12+12) Isardam PG 22.5

IS10) 1.e4 Sf6 2.Qf3 S×e4 3.Be2 Sd6 4.Qc6 b×c6 5.Bg4 Ba6 6.Ke2 Qc8 7.Kf3 Qb7 8.Bh3 Qb3+ 9.Kg4 Qf3+ 10.g×f3 Bc8 11.Bf1.

A very good PG for a solving tourney. The B circuit is justified by the need of the King to go out for a walk. Switchback of bBc8.

We hope that this little collection has convinced you of the beauty of the genre and the infinite possibilities of developing new ideas in the field of proof games. Today we are lucky to be able to use the Jacobi program, which gives us comfort in our creative endeavors.

P. Răican -Tulcea, February 2019

Palmarès Rétros – Problemaz 2008

jugé P. Răican

Décembre 2008 a été la dernière apparition d'une revue francophone de composition échiquéenne, très élégante et très bien conçue, dont l'éditeur en chef était Abdelaziz Onkoud. Après dix ans exactement, j'ai montré au éditeur ma disponibilité de juger les rétros 2008 et il a rapidement accepté. Les rétros 2007 ont été déjà jugés par Eric Pichouron.

15 problèmes participaient a ce tournoi. J'ai été obligé a éliminer quatre:

260 (Răican): c'était mon problème, en même temps démoli. Une version a été postée dans Julias fairies, N°1184/2017.

349 (Răican): démoli avec Jacobi: 1.e4 d5 2.exd5=S Bf5=S 3.Sxe7=B Sg3=P 4.Bxf8=R [f7,g8=w]+ Kxf8 5.Sf6=P Qe8=R [b8=w]+ 6.fxe8=S Rxb8=Q 7.f7 Kxf7 8.Sxc7=B Qa8=R 9.Bf4=S etc. De toute façon, le problème aurait été éliminé.

444 (Vereshchagin): démoli avec Jacobi: 5.Bb5 Sb3 6.Se2 Sc5 7.O-O-O d6 8.Kb1 Qd7 9.Rde1 Qg4 10.Sc1 Bf5 11.Re6 Rd8 12.Bd7#

445 (Prentos & Frolkin): démoli par 1.h4 a5 2.h5 a4 3.h6 a3 4.hxg7 axb2 5.Bxb2 Ra3 6.Rh6 Rf3 7.Rd6 h5 8.a4 h4 9.Be5 h3 10.gxf3 h2 11.a5 Rh3 12.a6 hxg1=Q 13.Bxh3 Qg6 14.Ra5 Qd3 15.Be6 fxe6 16.Bh2 Kf7 17.Re5 b5 18.Sa3 Bb7 19.cxd3 Be4 20.Bg1 Bg6 21.Qb1 (Jacobi). Une version c'est en StrateGems 84/2018.

Quelques mots sur les problèmes non-retenues:

259 (Baier): 2 Fous Phoenix-Pronkin déjà réalisées auparavant.

350 (Grudzinski): l'échange de places entre les pièces blanches et noirs n'est pas du tout surprenant avec Circé maléfique.

Enfin, voici mon palmarès:

1 Prix – 265 (Nicolas DUPONT): Sans doute, la plus spectaculaire PJ proposées dans Problemaz 2008, après mon avis. 3 fois C Schnoebelen est toujours ravissante. Cette PJ a été sélectionnée dans un article publié en Chess Problem Bulletin 11/2017.

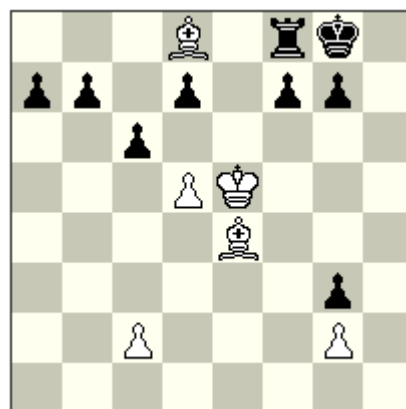
1.c4 h5 2.c5 h4 3.c6 h3
4.cxb7 Cc6 **5.b8=C** Fa6 6.e4
Fb5 7.e5 a6 8.e6 Ca7 9.exd7 e5
10.g4 Ce7 11.g5 Cec8 12.g6 Dg5
13.d8=C Txb8 14.gxf7 g6
15.Dg4 Fh6 **16.f8=C** Tb6
17.Dd7 Rxd8 18.Dd3 Txf8.
Triple C Schnoebelen.

1 Prix – Nicolas DUPONT
Problemaz, retros 2008



(13+13) Lortap PG 18

2 Prix – Roberto OSORIO
Problemaz, retros 2008



(6+9) Lortap -5 & s#1
Proca Retractor

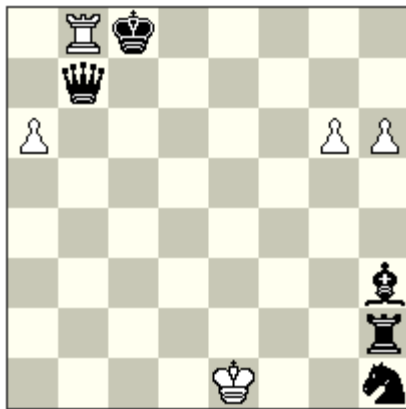
MH 1 – Nicolas DUPONT
 Problemaz, retros 2008



(16+10)

PG 26.5

MH 2 – Klaus WENDA
 Problemaz, retros 2008



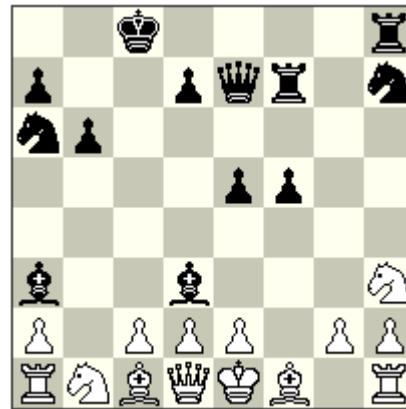
(5+5)

-4 & s#1

Proca

Retracor Anticirce Cheylan

Rec – Henryk GRUDZINSKI
 Problemaz, retros 2008



(14+13)

PG 13

2 Prix – 258 (Roberto OSORIO): J'aime les Proca rétracteurs et particulièrement ceux qui montre une facette originale. Ici, Roberto surprend avec des rétro coups très subtiles, dans une condition, Lortap, que j'ai pas rencontrée auparavant en combinaison avec Proca.

Sol: **-1.Re6-e5! O-O+** (ce retro-coup prouve que ni le RN ni la TN n'ont jouée auparavant) **-2.c7xCd8=F! g4-g3!** (h4x~g3 illégale / f4x~g3? Dans ce cas le PN se rend directement sur la case de zugzwang e5. Les Blancs atteignent leur but après 4 rétro-coups) **-3.Fg6xe4!** (Fh7xe4? h5xYg4!, Fd3/e3/f5xe4 illégale) **...e5-e4!** (Le roque noir prouve que f5 et g5 ne sont pas des cases légales pour les Pions noirs. Depuis ces cases, il est impossible pour un PN de jouer un rétro-coup sur sa case d'origine, pour raisons Lortap.) **-4.Fh7-g6!** (-4.Ff5-g6? est illégal, car on trouve alors un retro-pat) **...f4x~g4 -5.Ff5-h7 et 1.cxd7=T+ Re7#**

MH 1 – 446 (Nicolas DUPONT): 2 Dames Ceriani-Frolkin + 2 Cavaliers Ceriani-Frolkin, c'est un exploit difficile à achever. Une technique au bout des doigts de ce compositeur.

Sol: 1.h4 f5 2.h5 f4 3.h6 f3 4.hxg7 h5 5.b4 h4 6.b5 h3 7.b6 h2 8.bxa7 b5 9.Ch3 b4 10.Tg1 **h1=C** 11.g4 Cg3 12.fxg3 b3 13.Rf2 b2 14.Re3 f2 15.Fg2 **f1=D** 16.Cc3 Df5 17.Cf2 Dd3+ 18.exd3 **b1=C** 19.Ce2 Cc3 20.dxc3 e5 21.Fd2 e4 22.Rd4 e3 23.Cc1 e2 24.Ch1 **e1=D** 25.Df3 De6 26.Dc4 dxc4. Les explications de l'auteur sont à retenir: « ...Le cas de 4 Cavaliers Ceriani-Frolkin est un des plus simples, la version la plus aboutie étant probablement P0229 dans StrateGems 43, où les captures sont *fantomatiques*. Le cas des 4 Dames est nettement plus complexe. Nous présentons ici une sorte de moyenne avec 2 C et 2 D »

MH 2 – 348 (Klaus WENDA): Un Proca Anticirce avec avant plan, réalisé avec finesse.

Essai: -1.Re7xDe8(>Re1)? et 1.Rd8+ De1# est illégal en raison de double échec par les D noires.

Avant-plan: **-1.Rf2xTg1(>Re1)! Fg2-h3 -2.Rf1-f2 Da8-b7 -3.Re1-f1 Ff1-g2** et maintenant plan principal: **-4.Re7xDe8(>Re1)** et 1.Rd8+ De1#

Rec – 264 (Henryk GRUDZINSKI): 2 Fous Ceriani-Frolkin dans la manière Prentos: les Fous promus sont capturés par figures et non par Pions.

Sol: 1.b4 e5 2.b5 Fa3 3.b6 De7 4.bxc7 b6 5.f4 Fa6 **6.c8=F** Fd3 7.Fa6 Cxa6 8.f5 O-O-O 9.f6 Tf8 10.fxg7 f5 11.Ch3 Cf6 **12.g8=F** Tf7 13.Fxh7 Cxh7.

A hypermodern piece - Magic Wandering Unit (MWU)

*Recently, I noticed the existence of an interesting new piece named Magic Wandering Unit, studying a problem by Klaus Wenda and Günther Weeth. Then, I asked Klaus Wenda about some more information and he kindly answer me. The master also noticed that this piece is the creation of his friend **Günther Weeth** and the corresponding article is in **feenschach 213/2015**. All existing problems with MWU published up to now are retros.*

Convention

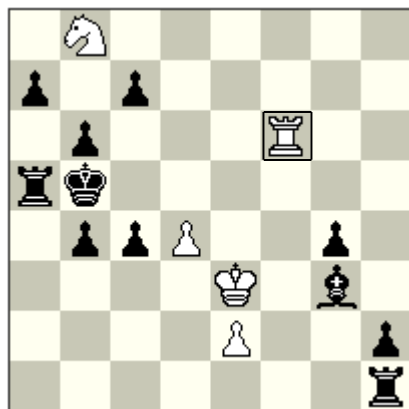
1. An MWU moves and **acquires the opposite color** on its arrival square. In doing so, it preserves the magic power (mp).
2. The magic power is strictly bound to the existence of a unit (except kings). On principle, blank squares do not contain any magic power.
3. Apart from all other (ordinary) units there is **only one** single MWU ever to be seen on the board.
4. As to capturing units the following practice has got legal force:
 - a) An MWU captures and, simultaneously, acquires the opposite color on the square of capture.
 - b) An ordinary unit captures an MWU that disappears from the board. At the same time, **the capturing unit acquires the mp**, thus mutating to an MWU and acquiring the opposite color on the square of capture.
 - c) A King captures an MWU. Then the MWU disappears as well as does the mp. The King is, of course, in no way influenced by the mp.
5. As to capturing units under the condition of *AntiCirce* the following practice has got legal force:
 - a) An MWU captures – two types are to be classified according to the procedure of changing the color and the transfer on to the original square.

Type I: the capturing unit acquires the opposite color on the square of capture and is then transferred to the original square corresponding to the new color.

Type II: The capturing unit is first transferred to its original square and then acquires the new color. Thus the MWU transports the mp to a new square with each of its captures in the same manner as it does with capture-free moves.
 - b) An ordinary unit captures an MWU, see (4b), yet as to the new color and the transfer to an original square, see (5a).
 - c) A King captures an MWU, see(4c) and wK goes to e1, bK to e8.
6. Whenever there are uncaptures in retro play no additional new MWUs can emerge on the board.
7. With uncapturing units in retro play under the condition of *AntiCirce*, the following practice has got legal force:
 - a) An ordinary unit uncaptures exclusively from the original square of its color.
 - b) With type II a white MWU can only uncapture from an original square of arrays 7 and 8; a black MWU only from arrays 1 and 2 (see change of color according to (5a). White MWUs on arrays 1 and 2 as well as black MWUs on arrays 7 and 8 can only take back capture-free moves.
8. Other general power exerted by an MWU works out in the same manner as with ordinary units.
9. In retro problems it must be ensured in any case that the MWU can legally be played back to an original square. If there is evidence of the impossibility of that (virtual) action, the position is illegal.
(Translation into English Günther Weeth, Stuttgart, Germany)

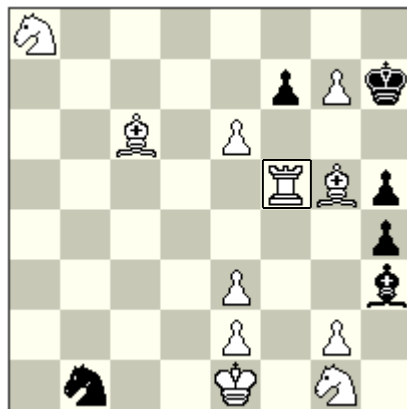
In the cited article from *feenschach 213/2015*, Günther Weeth exemplify the new unit with 3 retro problems of which I chose two.

MW1 – G. WEETH
feenschach 213/2015



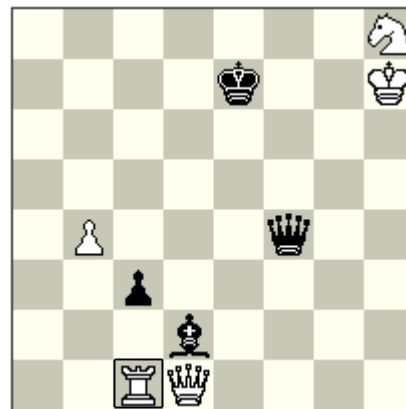
(5+11) -6 & #1
Klan retractor, Anticirce type
Calvet, MWU II f6

MW2 – G. WEETH
Comm - feenschach 213/2015



(11+6) -7 & R#1
Proca Retractor Anticirce
MWU I f5

MW3 – K. WENDA
original



(5+4) -6 & #1
Proca Retractor Anticirce
MWU II c1

MW1: R: **1.f3xRe4(>e2)!** Rf4-e4+ 2.Kf2-e3 bRf8-f6+ 3.wRh8-f8 bRf8-h8+ 4.wRh8-f8 Rf8-f4 (forced, to avoid the stalemate by repetition) 5.Kf1-f2! **bRg2xSg1(wRg1>h8)+!** (this retro-move justify the type II of MWU Rook) **6.Se2xSg1** (6.Se2xBg1? illegal) & 1.Sc3# Probably, this is the prototype problem, which also establish the basic rules of an MWU.

MW2: Black has the threat -1.Kg6-h7 followed by the reflex checkmate g8=Q# This threat could be avoid by first retro-move R: **1.Kf4xQg3(>e1)!** Qe1-g3+ The solution continues **2.a7xBb8=S(>g1)!** bRe5-f5+ 3.wRd5-e5 bRe5-d5+ 4.wRd5-e5 **bRd6-d5!** (forced) 5.wRd8-d6 bRd6-d8+ 6.wRd8-d6 bRf8-d8+ (forced) 7.Ke4-f4 & 1.gxf8=sQ(Qd8) Sd2 reflex# Here, I think it is a dual: **3.wRa5-e5** etc. and later **5.wRd2-d6** bRd6-d2 etc.

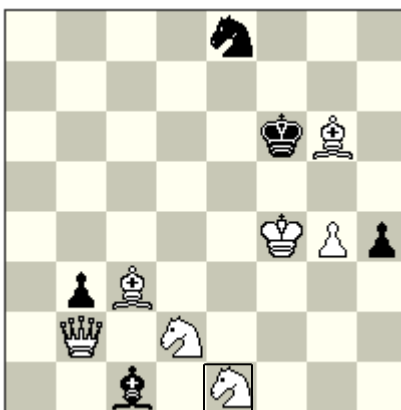
MW3: Klaus WENDA kindly offers this problem as original for Quartz: R **1.Qa2:Bb1(Qd1)!** bRc2-wRc1+ (1st occurrence) 2.wRb2-bRc2! bRc2-wRb2+(2nd occurrence) 3.wRc1-bRc2 bPc2-c1=wR (forced) 4.Kh6-h7 Kd8-e7+ 5.wPb5:c6ep(bPc2) c7-c5 6.Qe6-a2 & 1.Sf7#

MW4 – P. RĂICAN
& K. WENDA
original

My legitimate question is:
could a **MWU** be adopted as a
fairy unit? For example, an
MWU could be a Berolina Pawn?
Let see **MW4**:

R: **1.Sb1-d2! bBPd2-e1=wS+!**
(1... BPd2-c1=B+? 2.Sd4xBPf5+
BPe6-f5+ 3.Bb4-c3 &
1.Sxb3(>b1)#)
2.Se3xSg2(>Sb1) Se1-g2+
3.wBPd5xBPc5(>bBPd2)
BPe7-c5 4.Bf7-g6 &
1.Qxc1(>d1)#

Checkmates with batteries.



(7+5) -4 & #1
Proca Retractor Anticirce
Berolina Pawns, MWU h1

The MWU appeared
here as an ordinary Se1, but it
is a promoted Berolina Pawn.
In the main variant the *en*
passant play of Berolina
Pawns is exploited. Once the
square e7 is blocked, White is
able to give a specific mate. By
the way, *feenschach*
232/2018 launched a TT for
defensive retractors with
fairy unit(s). See also the
announcement at *En bref*
notes.

Memory Circe by Jacobi

P. Răican and F. Labelle

Editing this issue, almost a miracle happened. François Labelle, the father of well-known program Jacobi, announces that *he has implemented the Memory Circe*, a fairy condition. Our loyal readers remember that this condition, first described by Dominique Forlot in *France-Echecs*, was presented in Quartz 36, exactly eight years ago. Definition: *Any capture of a unit causes the rebirth of the piece captured previously, on the same square where it was captured (if this square is free, otherwise, the unit disappears definitively) whatever its color.*

At the time, a thematic tournament was also launched on the subject. Since then, almost nothing has been produced with Memory Circe, although the tourney has been one that has brought out interesting works.

In first instance, François checked with the new program some problems classified at the TT8 Quartz. As a result, he was able to demolish the second Prize by Nicolas Dupont:

origin Quartz37-TT8-prize2

stip dia 13.5 forsyth rs2kbsr/ppp2ppp/b3p3/8/RSBQKBSR/8/PPPPPPPP/8

cond MemoryCirce

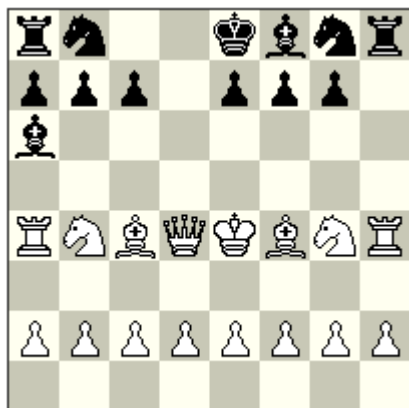
1.Sc3 d5 2.Sf3 Bg4 3.Se5 Bxe2 4.Sg4 Ba6 5.Bc4 d4 6.Ke2 Qd6 7.Kf3 Qxh2 [+wPe2] 8.Sd5 Qh6 9.Rh4 Qxd2 [+wPh2] 10.Ke4 Qa5 11.Bf4 e6 12.Qxd4 [+wPd2] Qxa2 13.Sb4 Qa4 14.Rxa4 [+wPa2]

Peut-être qu'avec l'aide de Jacobi vous serez en mesure de corriger vos problèmes (F. Labelle)

And Nicolas, after some attempts, fixed this 2nd Prize:

(A) N. DUPONT

2nd Prize, TT8 Quartz (v)



(16+14)

PJ 14.5

Memory Circe

(B) N. DUPONT

1st Prize, TT8 Quartz (v)



(15+16)

PJ 14.5

Memory Circe Rex Inclusive

(A) 1.Sc3 d5 2.Sxd5 Be6 3.Sb4 Bxa2 [+bPd5] 4.Sf3 Bc4 5.Ra4 Bxe2 [+wPa2] 6.Se5 Ba6 7.Bc4 Qd6 8.Ke2 Qh6 9.Kf3 Qxd2 [+wPe2] 10.Sg4 Qh6 11.Bf4 d4 12.Qxd4 [+wPd2] Qxh2 13.Ke4 Qg1 14.Rxh7 [+wPh2] Qd1 15.Rh4. Checked by Dominique Forlot, in about 19 hours. An impressive final image, possible with Memory Circe rules.

A couple of days later, François launched a sub-variant of the genre, **Memory Circe Rex Inclusive**. Theoretically this means that *the King also obeys the Memory Circe rules, meaning he can be captured with the possibility of rebirth after another capture*. It is impressive that François has even implemented this bold vision of the genre. Using this advanced version of Jacobi, Dominique found the intended solution of 1st Prize (TT8 Quartz, Dupont) but a tricky cook as well: 1.g4 d5 2.Bg2 d4 3.Bd5 (till now, as in Dupont solution) c5 4.Sf3 c4 5.Rf1 c3 6.Bc4 cxd2 7.Qxd2 d3 8.Qf4 dxe2 [+bPd2] 9.Qg3 exf1=S [+wPe2] 10.Qg1 Sg3 11.hxg3 [+wRf1] Kd7 12.Sh2 dxe1=S 13.Bd2 Sf3 14.exf3 [+wKe1] a5 15.f4 a4 16.Ba5 Kc6 17.Sd2 Kb5 18.O-O-O.

This time, Nicolas fixed and verified himself a new version:

stip dia14.5

forsyth rsbqkbsr/p1ppp1pp/2s5/5B2/8/S1R3PS/PBPPPPsP/2KR2Q1

cond memory circe rexinclusiv

(B) 1.g3 f5 2.Bh3 f4 3.Bf5 f3 4.Sh3 fxe2 **5.O-O** e1=S 6.Sa3 Sg2 7.Re1 b5 8.Re3 b4 9.Rc3 bxc3 [+wPe2] 10.Kf1 cxd2 [+wRc3] 11.Ke1 dxe1=S [+wPd2] 12.b4 Sd3 13.Qg1 Sxb4 [+wKe1] 14.Bb2 S4c6 **15.O-O-O**. Jacobi+

J'ai laissé vivre les promotions à la fois pour que la vérification soit facilitée et les dangers de démolition limités (il fallait quand même être très prudent !), mais surtout parce que je ne pense pas que cette visibilité soit un gros défaut, car les promotions sont thématiques - le première force le roque préalable à la sortie rapide de la Th1 (et se place en g2, seule case où la future capture du Roi ne sera pas un échec !), et la seconde capture puis fait renaître ce Roi.

Mais bon c'est à Paul, le juge de ce TT, de décider si le premier prix est toujours mérité, ou si un déclassement du problème est nécessaire.(Author)

And the judge decided: the 1st Prize is preserved.

The rest of this article is by *François Labelle*, describing the programming of Memory Circe in Jacobi 0.6.3.

Programming Memory Circe has been surprisingly easy. One ingredient of Memory Circe is its in-place rebirth, which can already be achieved in Popeye 4.67 and Jacobi 0.1 with the tricky condition "Circe Symmetry Diametral". One can test that this works by adding "Assassin" to the condition to confirm the rebirth square even when it is occupied.

The remaining ingredient of Memory Circe is its delayed rebirth. Popeye 4.67 offers the Circe option "LastMove" which determines rebirth using the last move, effectively delaying rebirth until the next move. In Jacobi, I decided to call this option WaitMove, and to introduce WaitCapture (delaying rebirth until the next capture). This way, I obtained Memory Circe as "Circe WaitCapture Symmetry Diametral" (you can also use the shorthand "MemoryCirce"). I was surprised that this worked immediately without any tweaking, even for corner cases like e.p. capture, thanks to the careful design of Memory Circe in 2011.

The variant "MemoryCirce RexInclusive" required special programming. Jacobi's initial interpretation was that a side must prevent their king from being sent to memory otherwise they are checkmated (this interpretation matched the behavior of Popeye in Circe Parrain RexInclusive). The new interpretation is that having a king in memory is fine -- it's the possibility of annihilation (through failed rebirth) that must be prevented by the king's owner. This interpretation is certainly more interesting, and so has become the rule in Jacobi for Circe Parrain RexInclusive also.

Popeye deserves credit for expressing Circe Parrain as "Circe LastMove Equipollents", which inspired the decomposition of Memory Circe in Jacobi. This "Meccano" approach opens up the possibility of variants, like "Circe WaitCapture Equipollents". Long Memory Circe is not available for the moment, but I will add it eventually.

En bref

• FIDE Album 2016-2018 announcement:

WFCC invites composers to submit their highest-quality compositions for selection in the FIDE Album. Entry is open to compositions published during the years 2016-2018. For informal tourneys the date of publication of the issue containing the composition is decisive; for formal tourneys the date of appearance of the award is decisive. Participants may submit their entries by **June 1st, 2019**.

A composer may submit to each of the 8 sections (twomovers, threemovers, moremovers, endgame studies, helpmates, selfmates, fairies, retros) no more than 30 compositions published in the defined three-year period, or up to 3 times the number of his/her compositions that were selected in this section in any previously published album, whichever is greater.

Compositions that receive 8 points or higher in the **2016-18 WCCI** qualify for the FIDE album automatically, however they must also be submitted by the composers to the album in order to be published in it and count for points.

Judges:

a) **#2**: Director: Marco Guida (ITA), guidam129@gmail.com

Judges: Vasil Dyachuk (SVK), Paz Einat (ISR), Anatoly Slesarenko (RUS)

b) **#3**: Director: Aleksandr Kuzovkov (RUS), askuzovkov@yandex.ru

Judges: Igor Agapov (RUS), Viktor Kapusta (UKR), C.G.S. Narayanan (IND)

c) **#n**: Director: Uwe Karbowiak (GER), karbowiak.uwe@t-online.de

Judges: Evgeni Bourd (ISR), Grigory Popov (RUS), Viktor Volchek (BLR)

d) **endgame studies**: Director: Marcel Van Herck (BEL), arves@skynet.be

Judges: Martin Minski (GER), Oleg Pervakov (RUS), Vladislav Tarasyuk (UKR)

e) **h#**: Director: Harry Fougiaxis (GRE), loyaldragon@gmail.com

Helpmates in 2 moves

Judges: Valery Gurov (RUS), Živko Janevski (MKD), Ricardo Vieira (BRA)

Helpmates in 2.5 and 3 moves

Judges: Christopher Jones (GBR), Emil Klemanič (SVK), Vasil Krizhanivsky (UKR)

Helpmates longer than 3 moves

Judges: Mikola Kolesnik (UKR), Zlatko Mihajloski (MKD), Boris Shorokhov (RUS)

f) **s#**: Director: Zoran Gavrilovski (MKD), mprobl@yahoo.com

Judges: Mark Erenburg (ISR), Volker Gülke (GER), Gennady Kozyura (UKR)

g) **fairies**: Director: Georgy Evseev (RUS), evseev.fa1618@gmail.com

Fairies without fairy conditions

Judges: Michal Dragoun (CZE), Juraj Lörinc (SVK), Narayan Shankar Ram (IND)

Fairies with fairy conditions

Judges: Aleksandr Bulavka (BLR), Vlaicu Crisan (ROU), Petko Petkov (BUL)

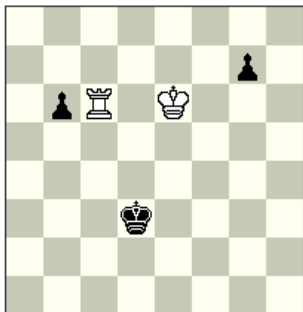
h) **retros**: Director: Thomas Brand (GER), t.brand@gmx.net

Judges: Nicolas Dupont (FRA), Andrey Frolkin (UKR), Kostas Prentos (USA)

- **Arno Tüngler** says that his ser-hsF 21 (Quartz 46) is not original (see the dgr. below).

Arno Tüngler

feenschach 218/2016

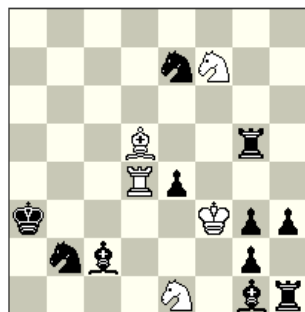


ser-hsF 21

2+3

Vlaicu Crişan

1st Prize, FIDE World Cup 2019



-27 & #1 Proca Retractor

5+11

Anticirce

- **Vlaicu Crişan** has just won the annual FIDE World Cup retro tournament with a problem worthy for an Album:

Retract: **1.Sh6-f7!** e5-e4+ (first occurrence)
 Here, a first pendulum is introduced: 2.Kg4-f3 Rf5-g5+ 3.Kf3-g4 Rg5-f5+ (2nd occurrence)
 4.Kg4-f3 Rf5-g5+ 5.Kf3-g4 **Rh5-f5+** (forced)
 6.Kf4-f3 e6-e5+ (first occurrence and a second pendulum)
 7.Kg5-f4 Rh4-h5+ 8.Kf4-g5 Rh5-h4+ (2nd occurrence)
 9.Kg5-f4 Rh4-h5+ 10.Kf4-g5 **g4-g3+** (forced) First occurrence for a 3rd pendulum:
 11.Ke3-f4 Bh2-g1+ 12.Kf4-e3 Bg1-h2+ (2nd) 13.Ke3-f4 Bh2-g1+ 14.Kf4-e3 **g3-g2+** (forced)
 15.Kf3-f4 g5-g4+ 16.Kf2-f3! g4-g3+ (1st)

Don't work **16.Kg3-f2?** Bg1-h2+ 17.Kf2-g3 etc. because Black has foreword defense Bg1-f2#!

Pendulum no 4: 17.Kf1-f2 Bg1-h2+ 18.Kf2-f1 Bh2-g1+ (2nd) 19.Kf1-f2 Bg1-h2+ 20.Kf2-f1 **g2-g1=B+** (forced)

21.Kg1-f2 Rh2-h1+ 22.Kf1-g1 g3-g2+ (1st occurrence and a 5th pendulum begin) 23.Ke2-f1 Rh1-h2+ 24.Kf1-e2

Rh2-h1+ (2nd) 25.Ke2-f1 Rh1-h2+ 26.Kf1-e2 **h2-h1=R+** (forced) 27.Ke2-f1 & 1.Sxc2(>Sb1)#

An outstanding fairy retractor; the retro-play is perceived as almost orthodox. (judge A. Frolkin)

- **fenschach 232/2018** announces a thematic tournament no78. Stipulated are defensive retractors – Proca, Hoeg, Klan – containing at least one fairy piece interpreted by Pawn promotion. Beside orthodox problems, the following fairy conditions will be accepted: Circe, Circe Assassin, Couscous Circe, Diagram Circe, Mirror Circe, Symmetry Circe, Anticirce, Couscous Anticirce, Diagram Anticirce, Mirror Anticirce, Symmetry Anticirce.

Closing date: December 24 2019. Send your entries to Hans Gruber, hans.gruber@ur.de.

Judges: Klaus Wenda and Thomas Brand. Money and book prizes will be provided.