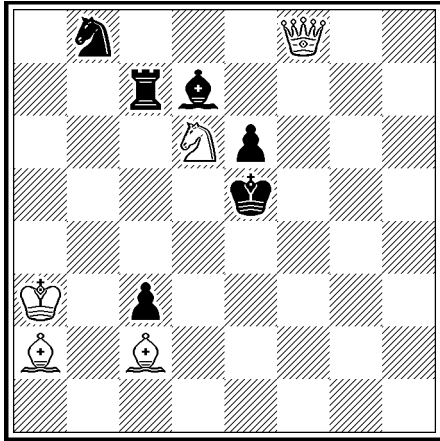


Arnold Beine  
1<sup>st</sup> Prize  
184<sup>th</sup> TT SuperProblem  
17.4.2017

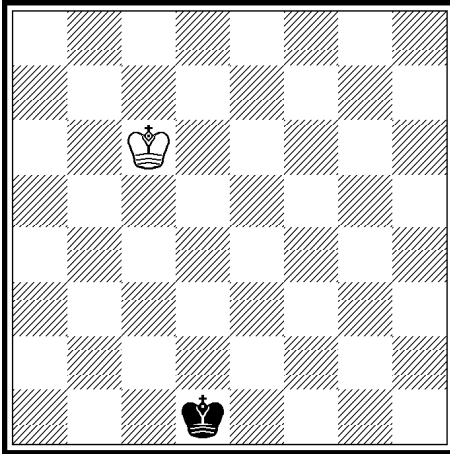


hs#2      C+      (5+6)  
b) wBa2 = wSa2  
Filecirce, Annan Chess

In the diagram the bK moves only like a P, the wK like a B (in a)) or like a S (in b)).  
There is no promoted B on the board, because with Filecirce or Annanchess bishops can change the colour of their square (like the bB in a)).  
a) 1.Sc8! (1.S~? ... 3.Kxc5[+bBc8]! with 'B'c7) 1...Bc6 2.Qc5+ Bxc5[+wQc1]#,  
b) 1.Qc8! (1.Q~? ... 3.Kxc4[+bSc8]! with 'S'c7) 1...Sc6 2.Sc4+ Sxc4[+wSc1]#.  
In a) the last flight (c1) is blocked with the help of Filecirce, in b) the last flight (b1) is guarded by 'S'c3 with the help of Annanchess.  
White change of function.

The theme of the 184<sup>th</sup> TT was: Rebirth square paradox  
Judge Klaus Wenda: "An airy Meredith position without white pawns. The ingenious combination of the two unorthodox conditions (exploited in both the black and the white play) gives rise to two striking solutions. A further point in the problem's favour is the characteristic Annan Chess twinning device, which changes the way in which the white king moves. However the crowning feature, which secures first place for this work, is the subtly paradoxical motivation for the failure of the two thematic try-lines. In each of the two phases White's first move must be an anticipatory occupation of c8, with the blocking pieces interchanging their functions. In both cases if that square were vacant a deeply-hidden defence would be available to the white king. Thus from a3, when equipped with the moving powers of the white bishop on a2 (in part a), he could capture the checking bishop on c5 because its rebirth on c8 would make the black rook on c7 move as a bishop, losing control of c5. An analogous effect would occur in part b, with the king on a3 having the power of the knight on a2 and thus able to capture the knight on c4, whose rebirth on c8 would once again cause the black rook to lose control, this time of c4."

Arnold Beine  
1<sup>st</sup> Prize, section A (Miniatures) \*  
No. 1175, Julia's Fairies \*\*  
26.12.2016



h009 0.2;1,1;... C+ (1+1)  
Doublemaximummer, Sentinels, Anticirce

The strategy seems simple: White promotes one of his Sentinel-Pawns to Rook, captures with K and R a black Sentinel-Pawn, and castles. But Doublemaximummer - normally a constructional help - is an obstacle. How can White promote as long as the K has a diagonal move? Promotion by capturing would help, but this requires a black promotion first. Only taking away the diagonal moves of the Kings helps.

And even in the end, when wK and wR have reached the 1st rank, castling is still forbidden as long as the Rook has a longer move than castling. So the a-file or the h-file have to be closed.

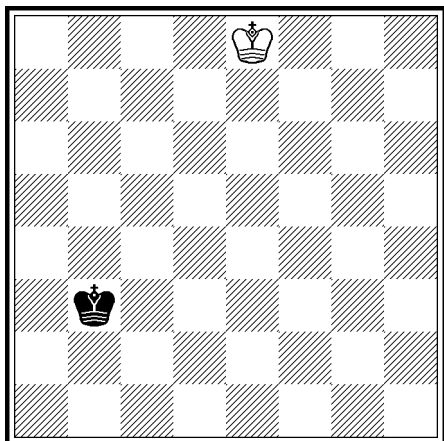
I) 1...Kd5 (+Pc6) 2.Kc2 Ke4 (+Pd5) 3.Kb3 (+Pc2) Kd3 (+Pe4) 4.Ka4 (+Pb3) Kc4 (+Pd3) 5.b2 c7 6.c1=S Kc3 (+Pc4) 7.Sa2+ Kxb2 (Kb2→e1) (+Pc3) 8.Sxc3 (Sc3→b8) (+Pa2) cxb8=R (Rb8→a1) 9.Kb3 (+Pa4) 0-0-0

II) 1...Kb7 (+Pc6) 2.Ke2 Kc8 (+Pb7) 3.Kf3 (+Pe2) Kd7 4.Kg4 (+Pf3) Ke6 (+Pd7) 5.Kh5 (+Pg4) Kf5 (+Pe6) 6.e1=R e7 7.Rxe7 (Re7→h8) Kxg4 (Kg4→e1) (+Pf5) 8.Ra8 bxa8=R (Ra8→h1)+ 9.Kg4 (+Ph5) 0-0

\* <http://juliasfairies.com/tourneys/awards/award-jf-2016ii/>

\*\* <http://juliasfairies.com/problems/jf-2016-ii/no-1175/>

Arnold Beine  
No. 17473, Die Schwalbe 291  
VI/2018, p. 493  
(dedicated to Andreas Thoma's 75<sup>th</sup> birthday)



h0012      C+      (1+1)  
b) wKe8 → c8  
Doublemaximummer, Anticirce Calvet,  
Sentinels 1/2

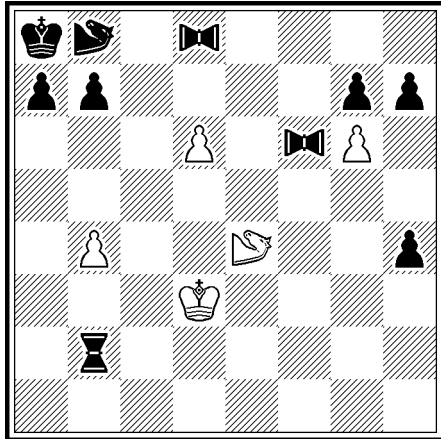
The strategy seems simple: White promotes one of his Sentinel-Pawns to Rook, captures with K and R a black Sentinel-Pawn, and castles. But Doublemaximummer - normally a constructional help - is an obstacle. How can White promote as long as the K has a diagonal move? Promotion by capturing would help, but this requires a black promotion first. Only taking away the diagonal moves of the Kings helps.

And even in the end, when wK and wR have reached the 1st rank, castling is still forbidden as long as the Rook has a longer move than castling. So the a-file or the h-file have to be closed.

a) 1.Kc2 [+bPb3] Kf7 2.Kd3 [+bPc2] Kg6 [+wPf7] 3.Ke4 Kh5 4.Kf5 f8=S! (4...f8R+?) 5.Ke4 Sd7 6.Kf3 Sc5 [+wPd7] 7.Kg2 Sxb3 [wS→b1] 8.Kh3 [+bPg2] Sd2 9.c1=Q Sf1 10.Qh6+ K:h6 [wK→e1] 11.gxf1=B [bB→c8] d:c8=R [wR→h1]+ 12.Kg4 [+bPh3] 0-0,  
b) 1.Ka4 [+bPb3] Kb7 2.Kb5 [+bPa4] Ka8 [+wPb7] 3.Ka6 b8=R (the expected R-promotion, but...) 4.b2 Rh8 5.Kb5 Rh1 6.Kc6 Ra1 7.bxa1=S [bS→b8] (...the Rook is gone) 7...Ka7 8.Sd7 Ka6 [+wPa7] 9.Sc5 [+bPd7]+ Ka5 10.Sa6 Kxa4 [wK→e1] 11.Sb8 [+bPa6] axb8=R [wR→a1] 12.d5 0-0-0.

AUW in a), Phoenix in b).

Arnold Beine  
No. 17338v, Die Schwalbe 292  
VIII/2018, p. 573



h#2 4.1;1.1 C+ (5+10)

Annan Chess

Camel e4, b8

Equihopper d8, f6

Nonstop-Equihopper b2

White cannot mate by 1...Cd7 or 1...Cb5, because of Annan Chess. The white Pawns d6 and b4 have to leave their squares, but not by 1...d7 or 1...b5.

After 1.Ce7? dxe7 or 1.Ca5? bxa5 White cannot mate by 2...Cd7+ or 2...Cb5+, because b8 is not blocked any longer.

Therefore White has to change his moves:

I) 1.Ce7 Cd7 2.Eb8 dxe7#,

II) 1.Ca5 Cb5 2.NEb8 bxa5#, each mate by ecto-battery.

(1.Cc5? Cb5 2.NEb8+!! by 'NE'b7)

The second possibility is to capture the disturbing white pawns:

III) 1.Ed2 Kc3 2.Exb4 Cb5#,

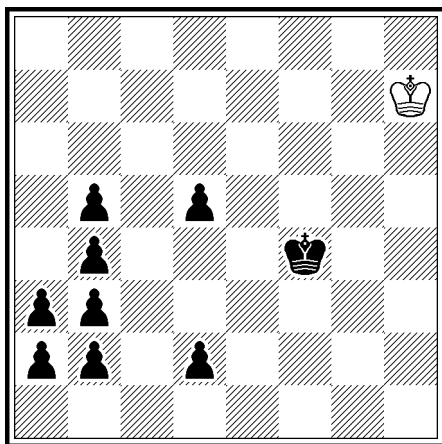
IV) 1.NEh6 (now the NE can move only as Pawn) 1...gxh7 (not a line-opening, but just to give back normal moves to the NE) 2.NExd6 Cd7#.

(1.Ed4 Kc4? 2.Exb4 Cb5# is an illegal selfcheck by 'C'b7)

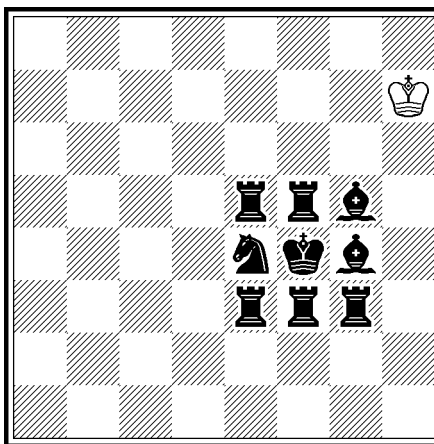
HOTF, black interchange of funtion (NEb2, Ef6)

Arnold Beine  
No. 17540, Die Schwalbe 292, VIII/2018, p. 555  
(dedicated to Sébastien Luce)

A



B

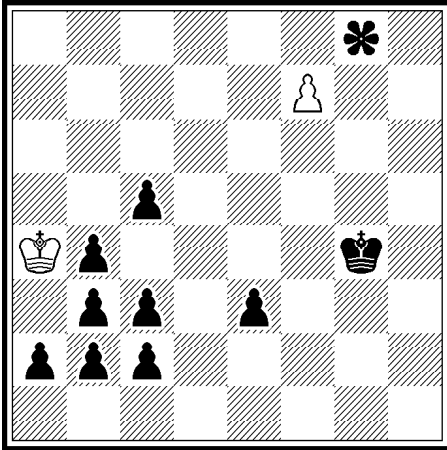


ser-A→B38 (black to move) C+ (1+9)  
Alphabetic Chess

The unique try 1.a1=R? 2.Re1 3.a2 4.a1=B 5.b1=R 6.Bd4 7.Ra1 8.Ra6 9.Rd6 10.b2 etc.  
take one move longer.

1.a1=B! 2.a2 3.b1=R 4.Bd4 5.a1=R 6.Ra6! 7.Rd6 (6.Ra8? 7.Rd8??) 8.Re1 9.b2 10.b1=R  
11.Rb3 12.Rg3 13.b3 14.b2 15.b1=R 16.Rbb3 17.Rbd3! (17.Rbf3?) 18.b4 19.b3 20.b2  
21.b1=S 22.Sc3 23.Se4 24.d1=B 25.Bg4 26.Rdf3 27.Bb6 28.Bd8 29.d4 30.d3 31.d2  
32.d1=R 33.R1d5 34.Rf5 35.Rdd5 36.Rde5 37.Lg5 38.Ree3.

Arnold Beine  
No. A42, Phénix 286  
VI/2018, p. 11230  
(after S. Luce & R. Bédoni)



ser-h#25 C? (2+10)  
Alphabetic Chess  
Rose g8

1.a1=RO 2.b1=RO 3.ROg3 4.b2 5.ROf3 6.b1=RO 7.ROf5 8.-10.b1=RO 11.ROb5 12.ROh5  
13.c1=RO 14.ROh3 15.-16.c1=RO 17.ROf4 18.-21.c1=RO 22.ROg5 23.-24.e1=RO 25.ROh4  
fxg8=RO#.

9 promotions to Rose.

The problem is only partially tested, but it is probably sound. The pawns need 24 moves to promote and block one of the squares around the bK. So there is only one move left. This one is needed to block h5, because this square cannot be reached in only one move from a1, b1, c1 or e1. Promotions to Rook (b1=R-b5(h1??)-h5?) or Bishop (b1=B-f4,g5? or e1=B-h4) don't work, because the ways are closed or must be closed before.