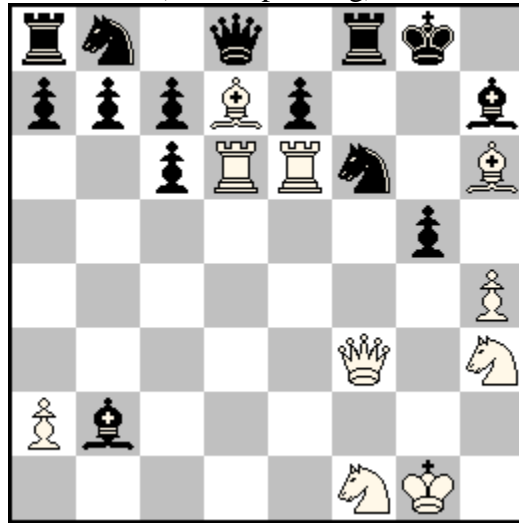


No. 1

Kostas Prentos

Julia's Fairies 2018 (No.1331 - 07.10.2018)

(Award pending)



PG 18.0

(10+14) C?

Multicapture

[rs1q1rk1/pppBp2b/2pRRs1B/6p1/7P/5Q1S/Pb6/5SK1]

1.c4 h5 2.c5 h4 3.c6 dxc6 4.g4 hxg3 e.p. 5.h4 Bf5 6.Bh3 Bh7 7.Bd7 f5 8.Sh3 f4 9.e4 fxe3 e.p. 10.0-0 gxf2
11.Re1 f1=S 12.Qf3 exd2 13.Re6 d1=S 14.Bh6 g5 15.Sd2 Bg7 16.Sxf1 Bxb2 17.Rxd1 Sf6 18.Rdd6 0-0.

Tested with Jacobi v0.4.7:

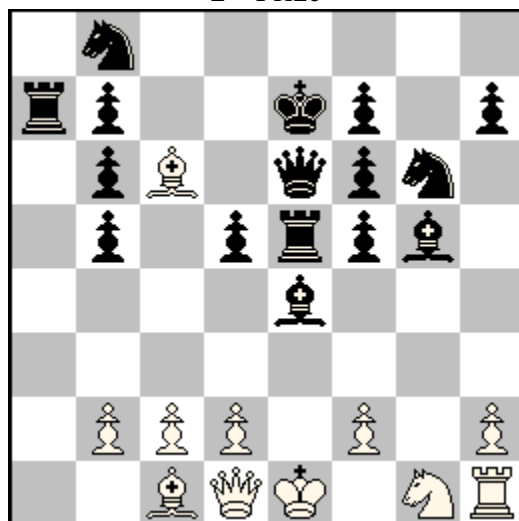
- The first 16 moves (C+, 100811 sec)
- The last 14 moves (after 4...hxg3 e.p.) (C+, 296872 sec)

Double Valladolid with Schnoebelen promotions to Knights, all performed by the same side, except for one of the castlings.

Multicapture: A piece can be captured only if it is directly attacked in at least 2 ways.

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No.2
 Kostas Prentos
 Champagne TT, WCCC Dresden 2017
 Section A: Proof games
 2nd Prize



PG 21.0

(11+16) C+

[1s6/rp2kp1p/1pB1qps1/1p1prpb1/4b3/8/1PPP1P1P/2BQK1SR]

1.Sc3 d5 2.Se4 Bf5 3.**Sf6+** exf6 4.e4 Qc8 5.e5 Be4 6.e6 f5 7.e7 Kd7 8.**e8=S** Se7 9.**Sf6+** gxf6 10.g4 Bh6 11.g5 Re8 12.g6 Bg5 13.g7 Sg6 14.**g8=R** Re5 15.Rd8+ Ke7 16.Rd6 Qe6 17.**Rb6** axb6 18.Bb5 Rxa2 19.Bc6 Ra7 20.Ra6 b5 21.**Rb6** cxb6.

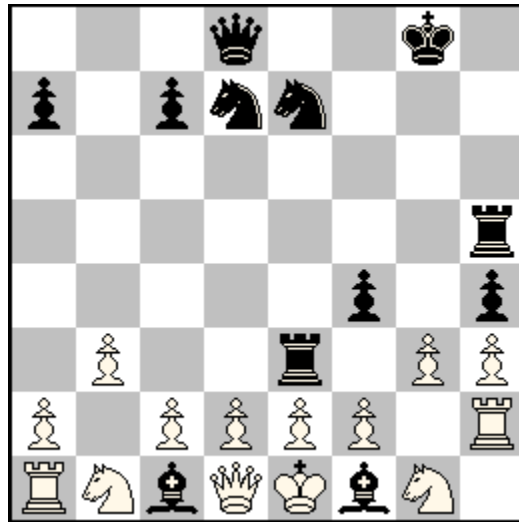
C+ Natch v3.1

Two different Knights, the original and a promoted one, are captured on f6. The original Rook and a promoted one are captured on b6. Double rendering of the proposed theme requirements. All four thematic pieces are captured.

Theme: Generalized (anti) Pronkin - A square is occupied by an original piece and a promoted piece of the same nature and color. Original game-array squares (Pronkin) and promotion squares (anti-Pronkin) are excluded for this tourney.

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No.3
 Kostas Prentos
 Champagne TT, WCCC Belgrade 2016
 Section A: Proof games
 1st Prize



PG 16.0 (14+12) C+

[3q2k1/p1pss3/8/7r/5p1p/1P2r1PP/P1PPPP1R/RSbQKbS1]

1.g3 f5 2.**Bh3** f4 3.**Bxd7+** Kf7 4.**Bc6** Bh3 5.**Bxb7** Sd7 6.**Bg2** Rb8 7.**Bf1 Bxf1** 8.h3 Rb3 9.Rh2 Re3 10.b3 h5
 11.**Ba3** h4 12.**Bxe7** Rh5 13.**Bf6** Ba3 14.**Bxg7** Se7 15.**Bb2** Kg8 16.**Bc1 Bxc1**.

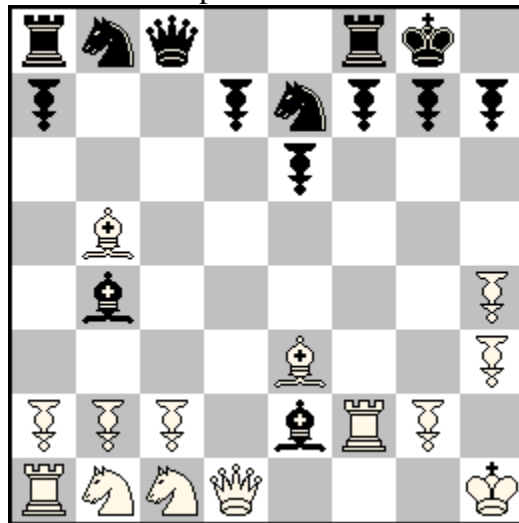
C+ Natch v3.1

The judge Michel Caillaud wrote: I found 2 very good problems on the top, and it was very difficult to decide between them. Here the 2 6-moves circuits are executed with captures, which is a drawback, but the thematic intensity is high and the beautiful chameleon echo between the 2 parts of the solution makes a great artistic impression.

Theme: Circuit - A piece returns to a previously occupied square after it occupied at least 2 other squares. For section A (PGs), it is furthermore required that the circuiting piece is captured.

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No.4
 Kostas Prentos
 Murfatlar TT, WCCC Ohrid 2018
 Super Prize e.a.



PG 15.5 (14+14) C+

Berolina Pawns
 Madrasi

[rsq2rk1/u2usuuu/4u3/1B6/1b5U/4B2U/UUU1bRU1/RSSQ3K]

1.BPec4 BPbd5 2.BPb5 BPa5 3.BPxb6 e.p. Bb7 4.BPc7 Qc8 5.BPd8=S BPe4 6.Se6 BPxe6 7.Bb5 Bb4 8.Se2 Se7 9.0-0 0-0 10.BPdf4 BPxe3 e.p. 11.BPh4 BPf2 12.Be3 Bf3 13.Sc1 Be2 14.Kh1 BPg1=S 15.Rf2 Sh3 16.BPxh3.

C+ Jacobi v0.5.1

Double Valladão with Ceriani/Frolkin Knights.

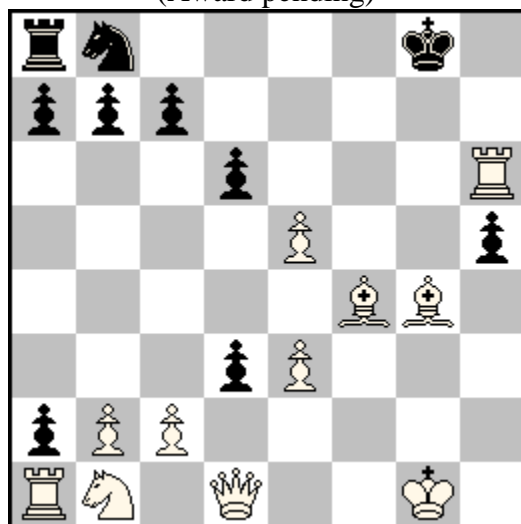
The judge Paul Raican wrote: An outstanding work. The author managed both genres intensively and reached a hard task: double Valladão. I appreciated that both promoted Knights disappeared and that only 4 Pawns were captured during the game. A final touch: Using Madrasi rules, Kostas achieved a unique sequence of moves; the promotion on g1 must only come after Se2-c1.

Berolina Pawns: Like normal pawns, but they move diagonally and capture orthogonally.

Madrasi: Pieces of the same type and opposite colors are paralyzed when they observe each other. Paralyzed units cannot move, capture or give check. An en passant capture is the only way in which one pawn may capture another.

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No.5
 Kostas Prentos
 Julia's Fairies 2018 (No.1338 - 21.10.2018)
 (Award pending)



PG 11.0 (11+10) C+
 Masand

[rs4k1/ppp5/3p3R/4P2p/5BB1/3pP3/pPP5/RS1Q2K1]

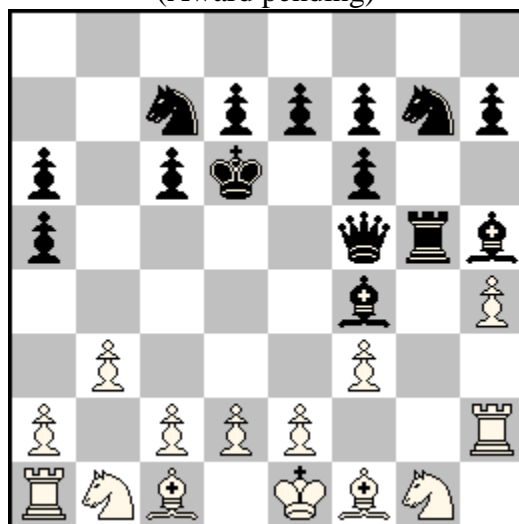
1.d3 e5 2.Kd2 Qg5 [e5,g7=w] [g2=b]+ 3.Ke1 h5 4.Bf4 Rh6 5.gxf8=Q [h6,f7,g8=w]++ Kxf8 6.e3 gxf1=Q [g1,f2,d3=b]++ 7.Kxf1 d6 8.Rxg1 fxg1=Q [g5=w] [h2,e3=b]+ 9.Qxg1 hxg1=Q [e3=w] [g8=b]+ 10.Kxg1 Bg4 11.fxg8=Q [g4=w] [a2=b]+ Kxg8.

C+ Jacobi v0.5.2

Five promoted Queens are captured on their promotion squares without ever moving (Schnoebelen theme). In orthodox proof games, it is impossible to achieve a Queen Schnoebelen, because there is no way to differentiate the promoted Queen from a Bishop or Rook. With Masand, it is a completely different story: A check by the promoted Queen changes the color of the pieces around her, both orthogonally and diagonally, unlike Rooks or Bishops. In addition, pawns standing close to the promotion squares can be achieved by a change of their color after a check.

Masand: When a piece X gives a direct check with its move, all pieces of the same color controlled by X and all pieces of opposite color attacked by X, except for the Kings, change color.

No.6
 Kostas Prentos
 StrateGems 2017 (80/P0445)
 (Award pending)



PG 22.5

(14+15) C+

[8/2spppsp/p1pk1p2/p4qrb/5b1P/1P3P2/P1PPP2R/RSB1KBS1]

1.b3 Sf6 2.Bb2 Sh5 3.Bf6 gxf6 4.Qc1 Bh6 5.Qa3 Bf4 6.Qa6 bxa6 7.g4 Bb7 8.g5 Bf3 9.g6 c6 10.g7 Qa5
 11.gxh8=B Qf5 12.Bg7 a5 13.Bh6 Sa6 14.Bg5 0-0-0 15.Bh4 Rg8 16.Bg3 Rg5 17.h4 Sg7 18.Rh2 Bh5 19.f3 Kc7
 20.Bf2 Kd6 21.Bd4 Sc7 22.Bb2 a6 23.Bc1.

C+ Natch v3.1

The Pronkin wBc1 takes nine moves to return home.