

1) P. Răican
The Problemist, Nov.2018



PG 10.5

12+11

Masand and
#Remove

Solution:

1.b3 e6 2. Bb2 Ke7 3.Bf6+ [bRa1, wPg7] Kd6 4.Be5+ [wRa1, bPg7, bPh2] Kc5 5.Bxc7
hxg1=S! 6.Bf4 **Sf3[bPd2]#** [Sf3, pd2 removed] 7.Qd5+[wPb7, wPd7, wPe6, bPb3, bPg2]
Kb6 8.Qd1 g1=S! 9.Bd2 **Sf3[bBd2]#** [Sf3, Bd2 removed] 10.e4 Qc7 **11.bxa8=S[wQc7]#**
[Sa8, Qc7 removed]

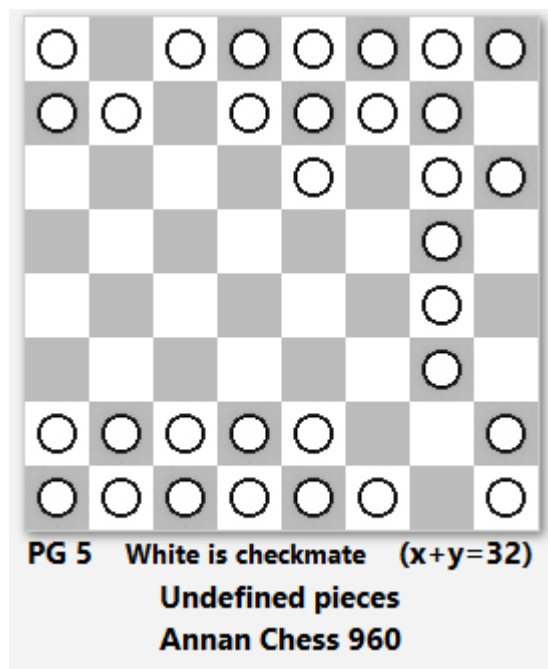
3 x S Ceriani-Frolkin.

From now, these proof games can be checked with Jacobi, the new program by the Canadian F. Labelle. The last 4.5 moves of this PG was verified by Jacobi.

In **#Remove Chess** (also noted **#R Chess**), play is completely normal except that it is not necessarily ended by mate or by any number of mates. Whenever either side checkmates, the mating piece is removed; if a legal position results, play continues normally with the mated side making the next move. (feenschach 212/2015)
Here, Masand rules are first applied, then #Remove Chess rules.

Masand Chess: A piece which **directly** threatens the opposite King, after it moves, changes the color of the pieces it controls or attacks, except the Kings.

2) P. Răican
1279, Julias fairies, Feb.2018



(RQSBBKRS) 1.g2-g6 c7-e6 2.h2-g4 Qh2 3.f2-g3 Qh6 4.0-0! 0-0! 5.Kh2 h7-g5#
Jacobi+ in ~34 hours.

Indian theme, castlings.

Solution:



Chess 960: The back row setup is selected randomly but the King must be between the two Rooks, and Bishops must be of opposite colour.

White setup mirrors Black's.

The rules of castling in Chess 960:

After a-side castling (queen-side castling in standard chess), the king finishes on the c-file (c1 for White; c8 for Black) and the a-side rook finishes on the d-file (d1 for White; d8 for Black). The move is notated 0-0 as in standard chess.

After h-side castling (king-side castling in standard chess), the king finishes on the g-file and the h-side rook finishes on the f-file. The move is notated 0-0 as in standard chess.

Castling has the same prerequisites as castling under standard chess rules, namely:

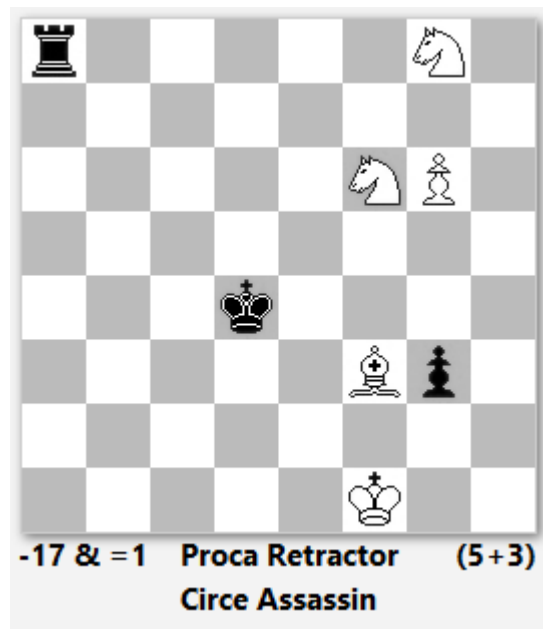
The king and the castling rook must not have previously moved.

No square from the king's initial square to the king's final square may be under attack by an enemy piece.

All the squares between the king's initial and final squares (including the final square), and all the squares between the rook's initial and final squares (including the final square), must be vacant except for the king and rook.

Annan Chess (Southern Chess): A unit (incl.King) one square in front of a friendly unit moves in the manner of the rear unit, not as itself. For White, affected units are on the same file and one rank higher, for Black they are one rank lower. Transference of powers is only to the next unit: with 3 friendly units adjacent in a file, the 3rd moves as the 2nd, the 2nd moves as the 1st and the 1st is unaffected. A white Pawn on the first rank is immobile.

3) P. Răican
Julias fairies, July 2018



R: 1.Ph7xRg8=S(Ra8, -wBa8)! Rg7-g8+ 2.Bb7-a8 Rg8-g7+ 3.Bc8-b7 Rg7-g8+ 4.Bd7-c8 Rg8-g7+ 5.Be8-d7 Rg7-g8+ 6.Bf7-e8 Rg8-g7+ 7.Bc4-f7 Ke5-d4+ 8.Bd5-c4 Kf5-e5+ (1st time this position) 9.Kg1-f1 Kf4-f5+ 10.Kf1-g1 Kf5-f4+ (2nd time) 11.Kg1-f1 Kf4-f5+ 12.Kf1-g1 Kg5-f4+! (avoids the draw by repetition) 13.Bg4-f3 Kh6-g5+ 14.Bh5-g4 Kg7-h6+ 15.Bf7-d5 Kh8-g7+ 16.Be8-f7 Rg7-g8+ 17.Se4-f6 & 1.Sxg3(Pg7, -bRg7) =

First Assassin Proca Retractor ever composed with stalemate in the forward play! The only way to annihilate the bR is either by pinning it or by passive annihilation under bP. As the annihilation must occur in the forward play, white must first lure bK in the corner. This objective can be achieved through a sequence of consecutive preparatory maneuvers:

The unpromotion of wS. This has a triple purpose: lures bR in a position where it can solely oscillate between g7 and g8, creates by suicide the second light square wB and takes the control of g8 for the final stalemate.

Getting wBa8 near the bK. The staircase-like movement Ba8-b7-c8-d7-e8-f7 is needed in order to be able to finally place wB to c4, forcing bK to make one step forward the most distant corner (h8).

Draw pendulum. After the wB gets on d5, both Ks oscillate: wK between f1 and g1, bK between f4 and f5. Finally the bK is forced to release again his central position and forced to play on g5.

King harassment by Bishops. wBf3 forces the bK to get from g5 to g7, wBd5 forces the bK in the corner and the bR on g7.

Now the final blow is possible with two simple Knight jumps, capturing in the forward play the bPg3 and putting it back on g7!

4) P. Răican
 Probleemblad 4/2017

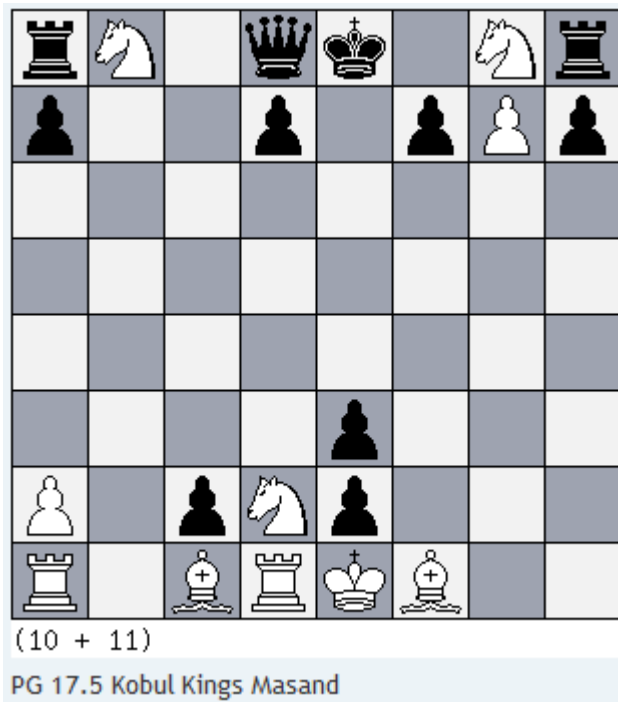


PG19 ParrainCirce &
 Andernach

1.d4 e6 2.Bh6 Qg5 3.d5 Qxd5(=wQ) **4.Qd4(wPd8=R)+** Ke7 5.Rxc8(=bR) g5 (bBc6)
 6.Qxh8(=bQ) Ba4(bRf6) 7.Qxb7(=bQ) Qxb2(=wQ) 8.Sc3(wPc4) Bxc2(=wB) **9.O-O-O**
(wPd2) Rg6 10.Bxg6(=bB) Qe5(bRd3) 11.Kc2 Qxh2(=wQ) **12.Qxb8(=bQ, wPh8=B)**
 Rxd2(=wR, bSb7)+ 13.Sd5(wPe4)+ exd5(=wP) 14.Bb2 c5! **15.dxc6 e.p.(=bP)** Sf6(bPb3)+
 16.Kxb3 **Sa5(bPa1=Q)+** 17.Ka4 Qxd1(=wQ) 18.Rxd7(=bR, wRd6) Qb6(bPd5) 19.Bc1
 Qd8.

BQ Pronkin, bQ circuit, Valladao. Partially checked with Jacobi.

5) P. Răican
 StrateGems 78/2017



Sol: 1.Sf3 e5 2.Sh4 Qxh4 (wK=rS) 3.rSf3 e4+ 4.rSxh4 (bK=rQ) rQe5 5.Rg1 rQxh2+ (rS=wK, wPc7, bPg2, bRg1) 6.Kg4 gxf1=S+ (wK=rB) 7.rBf5 Se3+ (bQd1, bPc2) 8.fxe3 (rQ=rS) Qf1+(bBc1, bPe2, wRg1) 9.rBxe4 (rS=bK) Qf6 10.Rd1 Qd8 (first Q-Phoenix-Pronkin) 11.cxd8=R (bK=rQ) rQe5+ (wSb8, bPb2, wPg7) 12.rBh1 Bb4 13.Re8+ (wBc8, wSg8) rQxe8 (rB=rR) 14.rRe1 Bb4xd2+ (rR=wK, wBc1, bPe3) 15.Sxd2 (rQ=rB) b1=Q 16.Bxb7 (rB=bK) Qb6 17.Bg2 Qd8 (second Q-Phoenix-Pronkin) 18.Bf1.

Qq-Phoenix-Pronkin, B-Phoenix-Pronkin, wK/bK circuits.

KoBul Kings: When a piece (not a Pawn) of his own side is captured, the King transforms into a Royal piece of the same type as the captured one. When the King is in the form of any Royal piece and there is a capture of one of the Pawns of his own side, it becomes a normal King again. Captures are illegal if they result in self-check by the transformed King. Castling is allowed only if the KoBul King is on his initial square in the form of a normal King and if it has not already moved; however it may already have been transformed.

Masand Chess: A piece which **directly** threatens the opposite King, after it moves, changes the color of the pieces it controls or attacks, except the Kings.

6) P. Răican
The Problemist 2016



-12 & s#1 Proca Retractor 12+4
Circe

sol: R: 1.Kc4-b4 e2xBf1+ 2.Kd5-c4 d3xBe2(Bf1) 3.Bf1-e2 c4xBd3(Bf1) 4.Bf1-d3
b5xBc4(Bf1) 5.Bf1-c4 a6xBb5(Bf1) 6.Bc4-b5+! a7-a6 7.Bf1xpc4 b5xBc4(Bf1) 8.Bf1-c4
a6xBb5(Bf1) 9.Bf1-b5+ b7xBa6(Bf1) 10.Rg8xBf8! Bh6-f8! 11.Rf8xSg8! (tempo) Bg7-h6
12.Bc4xSa6(Sg8) & 1.c6+ bxc6(c2)#

If 10...Bg7-f8? then 11.Bc4xSa6 & 1.c6+ bxc6(c2)#