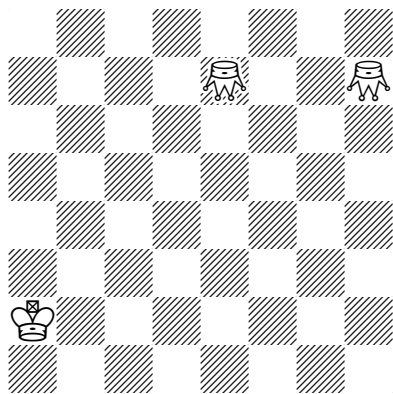


1.

Adrian STORISTEANU

11820. *feenschach* 229, 3-4/2018



-5w & !=1

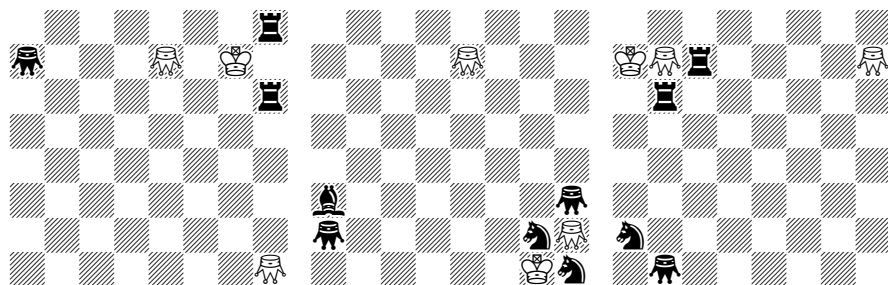
(3+0)

3 solutions

- 1.Kh1-a2 2.Kh8x**B**(!)h1 3.Ka7xRh8 4.Kh6xGa7 5.Kg7xRh6 & 1.Gh7xb1 !=

- 1.Ka3xGa2 2.Kh3xBa3 3.Kg2xGh3 4.Kh1xSg2 5.Kg1xSh1 & 1.Gh7-h2 !=

- 1.Kb1xSa2 2.Kc8xGb1 3.Kc7-c8 4.Kb6xRc7 5.Ka7xRb6 & 1.Ge7-b7 !=



A black piece single-handedly immobilizes both wGs – bGa7 in the 1st solution, bBa3 in the 2nd, bRc7 in 3rd. Help-retractor à-la-**Schnoebelen** in the first solution – a unique type of piece (B) is resurrected on h1, later captured without it having moved.

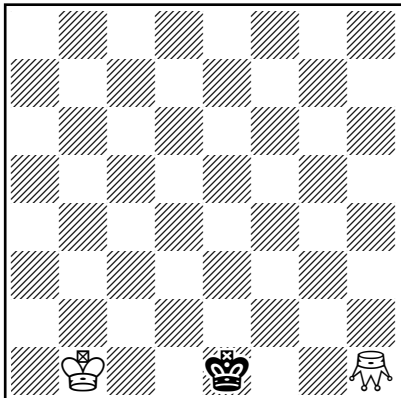
-5w & !=1 – series help retractor: white retracts five consecutive moves for a self-stalemate in one

Adrian Storisteanu – adrianstori@gmail.com

2.

Adrian STORISTEANU

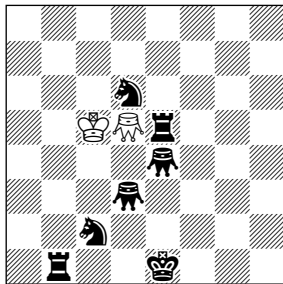
11610. *feenschach* 225, 7-8/2017



-6w & !=1

(2+1)

- 1.Kc2xRb1 2.Kd3xSc2 3.Ke4xGd3 4.Ke5xGe4 5.Kd6xRe5 6.Kc5xSd6 & 1.Gh1-d5 !=



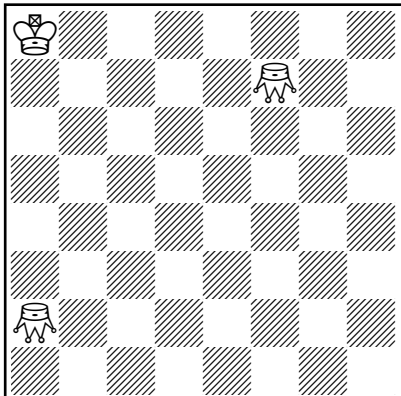
All-uncapture retro play task (6 consecutive uncaptures).

The wK leaves the edge for a stalemate in the middle of the board. A symbolic stalemate picture "2" follows the resurrection of 2 Rs, 2 Ss, and 2 Gs.

3.

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17357. *Die Schwalbe* 289, 2/2018

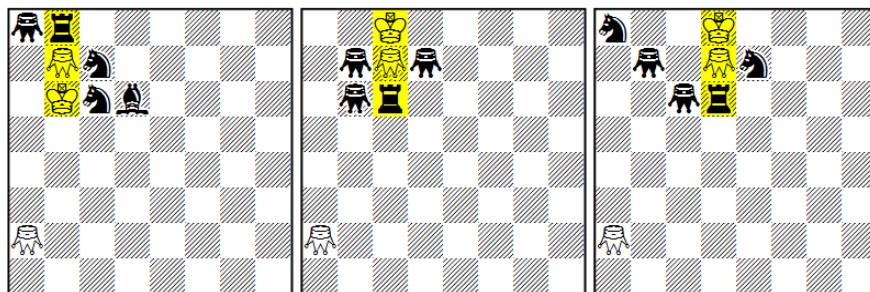


-5w & !=1

(3+0)

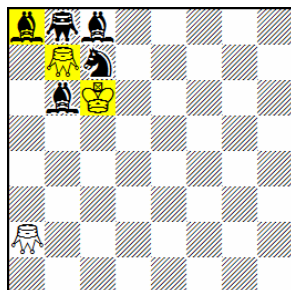
3 solutions

- 1.Kb8xGa8 2.Kc7xRb8 3.Kd6xSc7 4.Kc6xBd6 5.Kb6xSc6 & 1.Gb7 !=
- 1.Kb7-a8 2.Kb6xGb7 3.Kc6xGb6 4.Kd7xRc6 5.Kc8xGd7 & 1.Gc7 !=
- 1.Kb7xSa8 2.Kc6xGb7 3.Kd6xGc6 4.Ke7xRd6 5.Kd8xSe7 & 1.Gd7 !=



Like selfpinnings ♔♚♞ on adjacent files. Model stalemates.

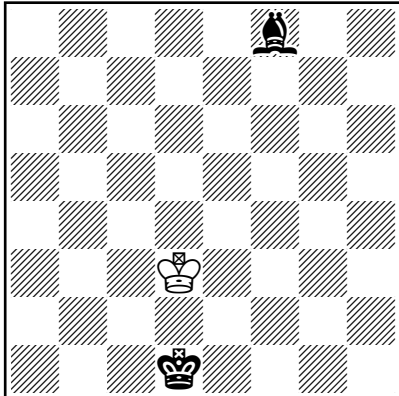
Try: - 1.Kb8xBa8 2.Kc8xGb8 3.Kc7xBc8 4.Kb6xSc7 5.Kc6xBb6?? *impossible check* & 1.Gb7 !=.
Now a diagonal wG selfpinning:



4.

Adrian STORISTEANU

7877. *Phénix* 273-274, 5-6/2017



-2w & =1 (1+2)

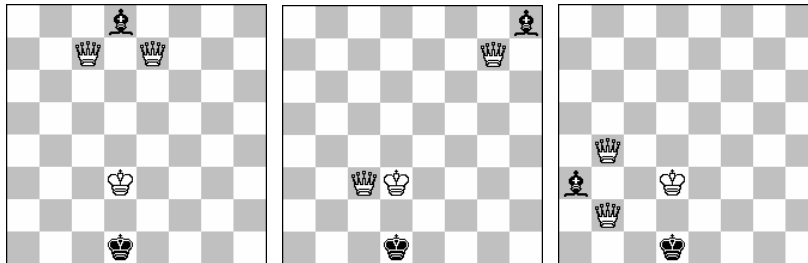
circe assassin

3 solutions

- 1.Qd8xBf8(+bBf8,-wQf8) 2.Qc7xBd8(+bBf8,-wQf8) & 1.Qf8-e7=

- 1.Qh8xBf8(+bBf8,-wQf8) 2.Qc3xBh8(+bBf8,-wQf8) & 1.Qf8-g7=

- 1.Qa3xBf8(+bBf8,-wQf8) 2.Qb2xBa3(+bBf8,-wQf8) & 1.Qf8-b4=



Assassin-specific blockings of the bB.

Two wQs are resurrected in each solution to fairy-block the bB and guard bK flights. In the retro play, assassin bBf8 is returned to three different squares; in the forward play the un-passively-suicided wQf8 goes to three different squares to block it.

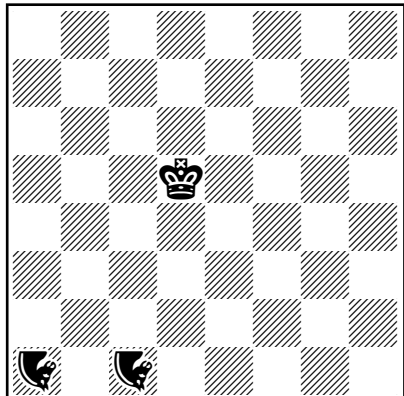
-2w & =1 – series help retractor: white retracts two consecutive moves for a stalemate in one circe assassin – like circe, but when the rebirth square is occupied, the occupant is replaced (assassinated) by the captured unit

Adrian Storisteanu – adrianstori@gmail.com

5.

Adrian STORISTEANU

14227. *Springaren* 148, December 2018



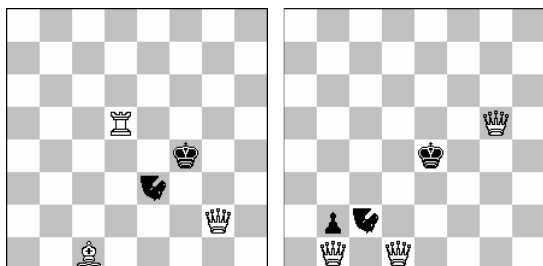
-2(w,b) & h=1 (0+3)

circe assassin

b) ♔d5→d4

a) – 1.Bf4xNc1[+bNc1,-wBc1] **Ne3-a1** 2.Rh1xNc1[+bNc1,-wRc1] Ke4xRd5[+wRh1,-wQh1] &
1.Ke4xf4[+wBc1,-bNc1] Qh1-g2=

b) – 1.Qg5xNc1[+bNc1,-wQc1] Ke4-d4 2.Qd1xNc1[+bNc1,-wQc1] b2xQc1=N[+wQd1,-wQd1] &
1.Na1-c2 Qc1-b1=



Diagonal anticipatory self-pins of bNa1: on e3 in the retro play (a), on c2 in the forward play (b).

-2(w,b) & h=1 – help retractor: white & black retract two full moves for a help-stalemate in one circe assassin – like circe, but when the rebirth square is occupied, the occupant is replaced (assassinated) by the captured unit

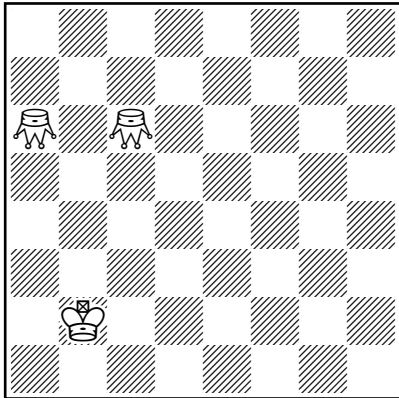
Adrian Storisteanu – adrianstori@gmail.com

6.

Adrian STORISTEANU

1165. *Julia's Fairies*, 12/2016

Commendation



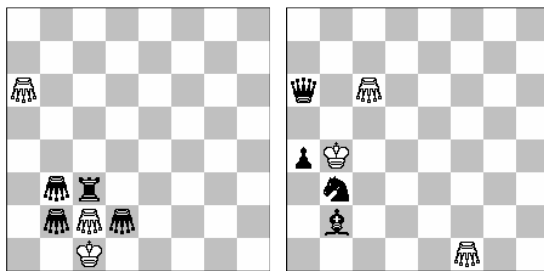
-4w & !=1

(3+0)

2 solutions

- 1.Kb3x**G**b2 2.Kc3x**G**b3 3.Kd2x**R**c3 4.Kc1x**G**d2 & 1.Gc6-c2 !=

- 1.Kb3x**B**b2 2.Ka4x**S**b3 3.Kb5x**P**a4 4.Gf1x**Q**a6 & 1.Kb5-b4 !=



Fairy allentschlag. Symmetrical initial position, kept as such by the 1st unmove in both solutions. All-uncapture retro play.

Judge: "Beautiful 'mini problem' with fairy 'Allentschlag' (uncapture of all possible pieces: QRBS**P** & **G**), with surprisingly different solutions."

-6w & !=1 – series help retractor: white retracts six consecutive moves for a self-stalemate in one

Adrian Storisteanu – adrianstori@gmail.com