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 Die Schwalbe 2013 #1



#2 Alsatian Circe (12+13)

W is missing QRPP
 B is missing QBS

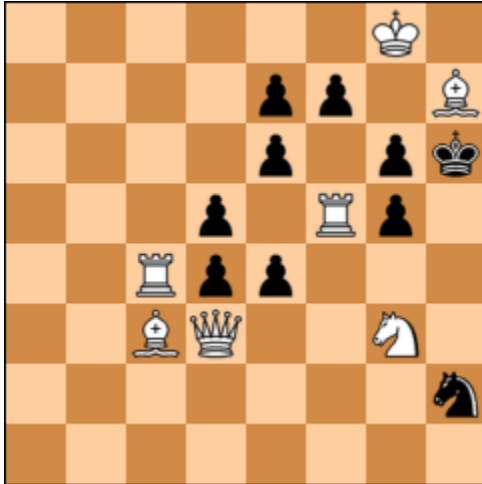
Wb,c Ps each make one cap to right, BhP caps an officer, WhP promotes and gets captured along with wQ,R and Wap after making its capture on b-file, balancing the 4 bP caps.

- 1.c7! zz
- 1...aR~ 2.Rd6# (ed(Ra1)?)
- 1...B~ 2.Be6# (fe(Bf1)?) (1...Bxh3(Sb1) 2.Sc3? bc! Legal)
- 1...gR~ 2.Sf4# (gf(Sg1)?)
- 1...S~ 2.Rb5# (ab(Rh1)?)

In each case the black pawn cannot capture as the W officer is now reborn, not adding to the inventory of captured units, while the position now contains one more than the legal amount of pawn captures.

These mates also follow the regular moves 1...e6/f6/g4/a5, which are simple unguards.

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 5th Commendation
 Julia's Fairies, 2013 #2



#2 Alsatian Circe (7+10)

Alsatian Circe is a Circe where a capture is not allowed if the resulting position is illegal under the rules of orthodox chess.

1.Qd2? Sf3!

1.Rf6! threat (2.Rxg6(**Pg7**)#)

1...exf6(**Ra1**), 2...fxg6(**Rh1**)? results in an illegal position as there are now 10 BP captures in the diagram and only 9 available white men.

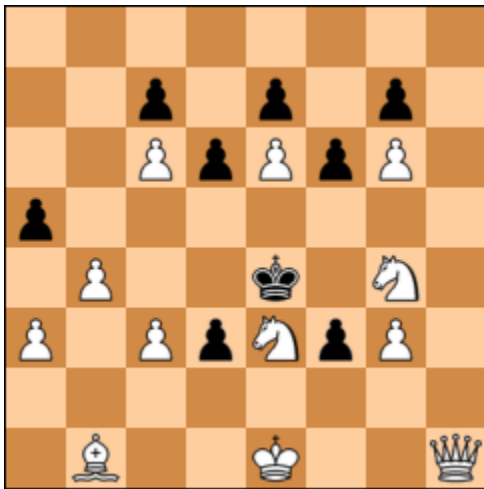
1...exd3(**Qd1**) 2.Qh5# (2.Sf5? exf5(**Sb1**)!)

1...dxc3(**Bc1**) 2.Bxg5(**Pg7**)# (2...Kxg5(**Bc1**)+?)

1...dxc4(**Rh1**) 2.Rxh2(**Sb8**)#

Combination of “Alsatian” threat (due to illegal fxg6)+”anti -Alsatian” defenses (which legalize fxg6) and the mates after the Circe-rebirth. Defense by pawn capture to the left. All three positions after B’s defenses result in Black making only 8P captures with one more now available to stop the threat with 2...fg6(**Rh1**)! Important Circe effects in bold. Intriguing Alsatian dual avoidance in first variation. 1...ed 2.Qh5# makes use of the wR pin because 2...gh is a legal and Black-friendly defense. No white pawns.

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 StrateGems 2014 #3



#2 Alsatian Circe (12+9)
 B. Alsatian Equipollent Circe

Diagram position: 4 White men balance 4 visible bP caps

A.1.Bxd3(Pd7),Qxf3(Pf7)#? illegal pawn structure

1.ba(Pa7)? a6!

1.a4! zz

1...d5(a) 2.Bxd3(A)(Pd7)# (2...Kxd3?(Bf1+))

1...f5(b) 2.Qxf3(B)(Pf7)# (2...Kxf3?(Qd1+))

In both variations, the pawns swap identities once they are allowed to do so.

1...ab(Pb2)? Illegal: there are now 5 pawn caps with only 4 W men still missing!

B.1.Bxd3(Pf5),Qxf3(Pd5)#? Illegal: now there are 6 bP caps!

1.Bc2/Qg2? (2.Bxd3*/Qxf3*#) dc(Bb1)/fg(Qh1)! 2.Bxc2(Pd3)/Qxg2(Pf3)?

1.a4? ab*! This is now legal as the W pawn cannot be reborn on c3.

1.ba*! zz

1...d5(a) 2.Qxf3(B)*# (2...Kxf3?(Qg2+))

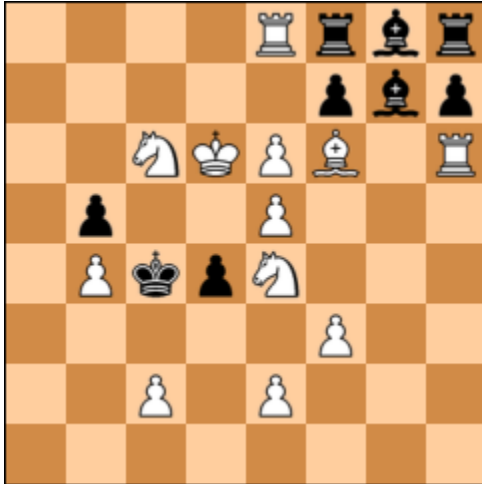
1...f5(b) 2.Bxd3(A)*# (2...Kxd3?(Bc2+))

Alsatian(retroanalytic) reciprocal change

Several Circe effects, both rebirths and eliminations

Reciprocal try and key with additional Circe effects

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 Kobulchess 2015 #4



C+ Popeye 4.67

#2 v Symmetry Circe (12+9)
 B. Antipodean Circe

A. 1.e7? B*h6(Ra3)!
 1.f4! zz
 1...R*e8 a(Rd1) 2.Rxd4 A#
 1...B*f6 b(Bc3) 2.Sa5 B#
 1...B*h6 c(Ra3) 2.Sd2 C#
 1...d3 2.exd3#
 (1...f*e6(Pd3)+? is illegal)

B. 1.f4? f*e6(Pa2)!
 1.e7! zz
 1...R*e8 a(Ra4) 2.Sa5 B#
 1...B*f6 b(Bb2) 2.Sd2 C#
 1...B*h6 c(Rd2) 2.Rxd4 A#
 1...d3 2.exd3#

Near-Lacny(the reborn rooks mating on d4 are different), cycle of mates, Argentinian twinning, reciprocal try/key. Abundant rebirth effects.

Notes: Kd6,Pe5 are crucial dual-avoiding blocks, the former also guards d5, the latter blocks the d4 rebirth square in A.

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 Variantim, 2015

#5



#2 Alsatian Circe

(13+13)

3 visible BP caps, 3 visible WP caps in diagram (BaPxWbP, WaP marches for BP fodder)

1.fxe5(Pe7)+? is illegal: the f7P cannot march and still needs two captures, even as an original fP.

1.Kh1! (2.Sc5#) (2...bxc5(Sg1)?)
 1...Ra5 2.Rxe5(Pe7)# (2...fxe5(Ra1)?)

1...Qf8 2.Pxg5# (Bf8?)
 1...Qc8 2.Pxd3# (Bc8?)

1...Bxc2! 2.Bxc2(Bc8)# (2.Sc5? bxc5(Sg1))* (additional white piece now available)

In the first two lines of play, a rebirth square is *vacated, preventing* a 4th *black* pawn capture.

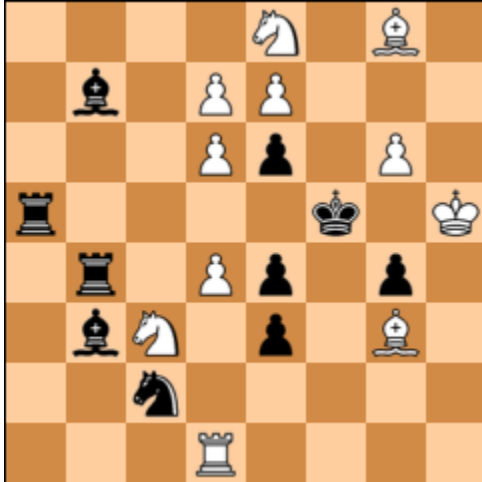
In the 2nd and 3rd variations, a rebirth square is *occupied, allowing* a 4th *white* pawn capture.

Triple Alsatian-antiform effects in the bi-theme. White and Black inventory have equal roles. Thematic squares a1,g1,c8,f8.

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Probleemblad, 2015 #6



#2 Equipollents Circe (11+10)
b) wSc3 to f1

1.Sd5! threat 2.Sg7 A #

1...Rxd5 a (Sg5) 2.Bxe6(Pc4) B #

1...7Bxd5(Sf3) 2.Sh4#

1...3Bxd5(Sf7) 2.Sh6#

1...exd5(Sc4) 2.Rf1#

(1.d5? Sd4!)

1.d5! threat 2.Bxe6(Pc4) B #

1...Rxd5 a (Pg5) 2.Sg7 A #

1...7Bxd5(Pf3) 2.fxg4#

1...3Bxd5(Pf7) 2.f8Q#

1...exd5(Pc4) 2.Rxd5#

(2...Rxd5(Rg5)+?)

(2...7Bxd5(Rf3)+?)

1...Sd4 2.Sxe3#

Four changes after captures on d5 including le Grand theme.

additional equipollents effects in 1...exd5(Pc4) variation. C+ Popeye 4.67