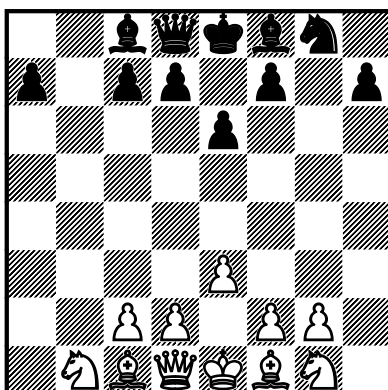


Daniel Novomesky  
P0356 Strategems SG63 Juli-September 2013



PG 10 2 solutions C+ (11+11)

**Position:**

2bqkbs1/p1pp1p1p/4p3/8/8/4P3/2PP1PP1/1SBQKBS1

20 single moves

**Solutions:**

1.h4 g5 2.h\*g5 Sa6 3.Rh6 Rb8 4.R\*a6 b\*a6 5.g6 R\*b2 6.g7 R\*a2 7.g\*h8=Q R\*a1 8.Q\*a1 e6 (ZZ)  
9.Q\*a6 B\*a6 10.e3 (ZZ) Bc8

1.e3 e6 2.Qg4 Qf6 3.Q\*g7 Q\*b2 4.Q\*h8 Q\*a2 5.Qb2 Q\*a1 6.Q\*b7 Qe5 7.Q\*b8 Q\*h2 8.Q\*a8 Q\*h1  
9.Qf3 Qh4 10.Qd1 Qd8

In the first solution:

**Ceriani/Frolkin** (7.g\*h8=Q 9. ....B\*a6) not captured by black Pawn, **twice tempo** (8. ... e6; 10.e3), **switchback** (9. ...B\*a6 10. ...Bc8)

In the second solution:

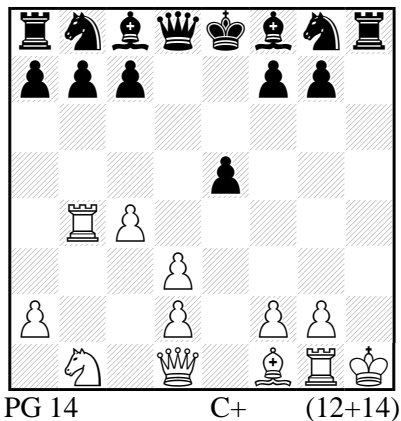
**Twice Round-trip (white Queen, black Queen)** with return of the first position

Qd1-g4-g7-h8-b2-b7-b8-a8-f3-d1

Qd8-f6-b2-a2-a1-e5-h2-h1-h4-d8

Computer tested C+ (Popeye 4.61, Euclide 0.99, Natch 2.4)

Daniel Novomesky  
No.929 Julia's Fairies - October 13<sup>th</sup> 2015



**Position:**

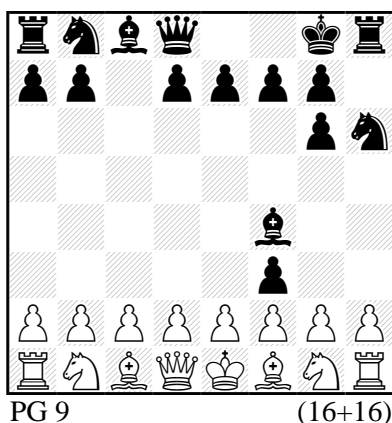
rsbqkbsr/ppp2pp1/8/4p3/1RP5/3P4/P2P1PP1/1S1Q1BRK  
28 single moves

**Solution:**

1.c4 d5 2.Sc3 d4 3.Rb1 d3 4.exd3 h5 5.Qxh5 e5 6.**Qd1** Rxh2 7.Be2 **Rh8** 8.Sh3 Ba3 9.O-O Bxb2 10.Kh1 Bxc1  
11.Rg1 Ba3 12.**Bf1 Bf8** 13.Rb4 Bxh3 14.**Sb1 Bc8+**

Sixfold switchback QBSrbb, twice capture-free switchback (Bf1, Sb1), promotion-free  
Computer tested C+ (Euclide 1.01, NatchVista 2.4)

Daniel Novomesky  
7066 Phenix 245 Decembre 2014



Circe VerticalMirror

**Position:**

rsbq2kr/pp1pppp1/6ps/8/5b2/5p2/PPPPPPPP/RSBQKBSR  
18 single moves

**Solution:**

1.Sf3 e6 2.Se5 Bd6 3.S\*d7[+bPe7] Sh6 4.Sb6 0-0 5.S\*a8[+bRh8] f5 6.S\*c7[+bPf7] f4 7.S\*e6[+bPd7] f3  
8.S\*f8[+bRa8] Bf4 9.Sg6 h\*g6[+wSg1]

**Interchange black Rook-Rook (Ra8-Rh8),  
interchange black Pawn-Pawn (Pd7-Pe7),  
switchback white Springer (Sg1-f3-e5-d7-b6-a8-c7-e6-f8-g6-g1).**

PG 7 (first 14 single moves) full computer tested C+ Popeye Windows-32Bit v4.67

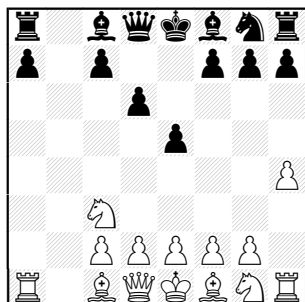
Partially computer tested:

a->b from 1st to 18th single moves - Solution unique

**Circe Vertical Mirror:** same as *Circe*, except that the rebirth square is on the vertical mirror from the normal place.

**Circe:** Captured units (not Ks) reappear on their game-array squares, of the same colour in the case of pieces, on the file of capture in the case of pawns, and on the promotion square of the file of capture in the case of fairy pieces. If the rebirth square is occupied the capture is normal.

Daniel Novomesky  
No.583 Julia's Fairies 2014



PG 6,5 C+ (2+11)  
AntiCirce VerticalMirror

**Position:**

r1bqkbsr/p1p2ppp/3p4/4p3/7P/2S5/2PPPPP1/R1BQKBSR  
13 single moves

**Solution:**

1.h4 e5 2.Rh3 Ba3 3.Rb3 d6 4.Sc3 Be6 5.Rb1 Bxb2 (Bb2→c8) 6.Rxb7 (Rb7→a1) Bxa2 (Ba2→f8) 7.Rxb8 (Rb8→h1)

**Interchange black Bishop-Bishop,  
interchange white Rook-Rook.**

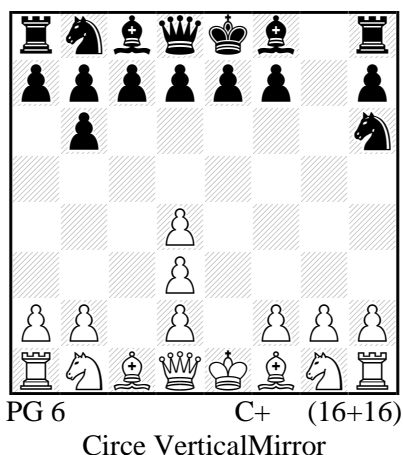
Computer tested C+ Popeye Windows-64Bit v4.67 (18 GB)

**Anti-Circe Vertical Mirror:** same as *Anti-Circe*, except that the rebirth square is on the vertical mirror from the normal place.

**Anti-Circe** Calvet (the default type): After a capture the capturing piece (Ks included) must immediately be removed to its game array square (necessarily vacant, else the capture is illegal). Captures on the rebirth square are allowed. Game array squares are determined as in *Circe*.

**Circe:** Captured units (not Ks) reappear on their game-array squares, of the same colour in the case of pieces, on the file of capture in the case of pawns, and on the promotion square of the file of capture in the case of fairy pieces. If the rebirth square is occupied the capture is normal.

Daniel Novomesky  
11019 Feenschach 209 Sept.-Oct. 2014



**Position:**

rsbqkb1r/pppppp1p/1p5s/8/3P4/3P4/PP1P1PPP/RSBQKBSR  
12 single moves

**Solution:**

1.d4 b6 2.Bh6 Ba6 3.B\*g7[+bPb7] B\*e2[+wPd2] 4.B\*f8[+bBc8] B\*f1[+wBc1] 5.Bh6 Bd3 6.c\*d3[+bBf8]  
S\*h6[+wBf1]

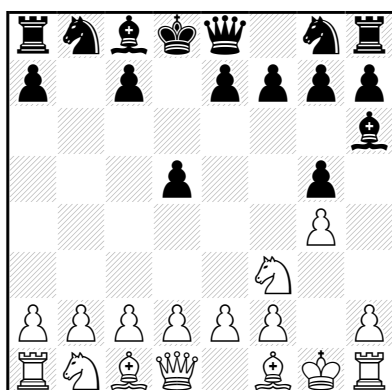
**Interchange white Bishop-Bishop,  
interchange black Bishop-Bishop.**

Computer tested C+ Popeye Windows-64Bit v4.67

**Circe Vertical Mirror:** same as *Circe*, except that the rebirth square is on the vertical mirror from the normal place.

**Circe:** Captured units (not Ks) reappear on their game-array squares, of the same colour in the case of pieces, on the file of capture in the case of pawns, and on the promotion square of the file of capture in the case of fairy pieces. If the rebirth square is occupied the capture is normal.

Daniel Novomesky  
No.783 Julia's Fairies 2015



PG 5,5 (16+16)

Pongracz Circe VerticalMirror

**Position:**

rsbkq1sr/p1p1pppp/7b/3p2p1/6P1/5S2/PPPPPP1P/RSBQ1BKR

11 single moves

**Solution:**

1.g4 g5 2.Bg2 Bh6 3.Bxb7 (+Pg7) d5 4.Sf3 Qd6 5.0-0 Qxh2 (+Pa2, +Ph2, +Qe8, +Kd8)

6.Bxa8 (+Rh8, +Ra8, +Bc1, +Bf1, +Ra1, +Rh1)

**Interchange white Pawn h2-a2,  
interchange black King-Queen,  
interchange black Rook h8-a8,  
interchange white Bishop c1-f1,  
interchange white Rook a1-h1.**

(First 9 single moves can be tested with condition Circe Vertical Mirror in Popeye)

**Pongracz Circe:** Like Circe, but a captured unit is reborn on its Circe rebirth square, even if this square is occupied, and the occupant reborn on its own rebirth square (it does not vanish), and so on in a chain of Circe rebirths, until a free Circe rebirth square is finally reached.

**Circe Vertical Mirror:** same as *Circe*, except that the rebirth square is on the vertical mirror from the normal place.

**Circe:** Captured units (not Ks) reappear on their game-array squares, of the same colour in the case of pieces, on the file of capture in the case of pawns, and on the promotion square of the file of capture in the case of fairy pieces. If the rebirth square is occupied the capture is normal.