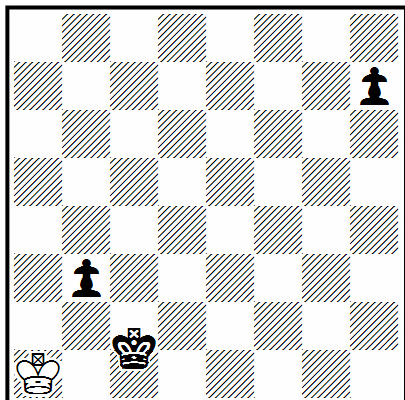


1.

Adrian STORISTEANU

p.104 *feenschach* 212, March-April 2015



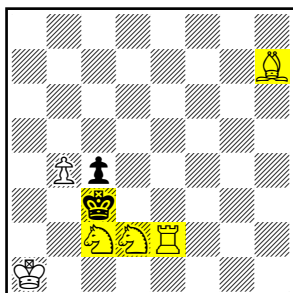
adjust ♔ for  $-5b$  &  $=1$  (1+3)

**Try:** *set the bK on c2?*

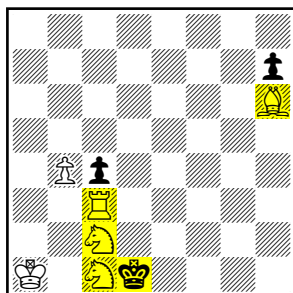
– 1.Kd2×Sc2 2.Ke2×Sd2 3.Kd3×Re2 4.Kc3×Bd3 5.c4×b3e.p.?? & 1.Bd3×h7=  
but 5. c4×b3e.p. is illegal, a preceding b2-b4 is impossible due to the bK check.

**Solution:** *set the bK on c1!*

– 1.Kc2×Sc1 2.Kc3×Sc2 3.Kd2×Rc3 4.Kd1×Bd2 5.c4×b3e.p. & 1.Bd2-h6=.



[♔ c2?]



[♔ c1!]

**All-uncapture** (x5) retro play, (inexact) **chameleon echoes** in try and solution. En-passant uncaptures.

The try is the unique move sequence that ‘solves’ the setting with bKc2. The wK doesn’t participate in the solution’s model stalemate, but prevents cooks: e.g., without wKa1 – 1.Kb2-c1 2.Kc3×Sb2 3.Kc2×Bc3 4.Kc1×Bc2 & 1.Bc2×h7= (this, by the way, being the no-wK setting’s unique four-move solution).

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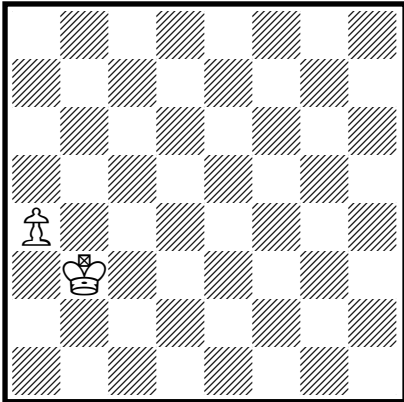
adjust the bK for  $-5b$  &  $=1$  (series help retractor: retract a series of five black moves for a stalemate in one)

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2.

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p.679 *feenschach* 210, Nov.-Dec. 2014

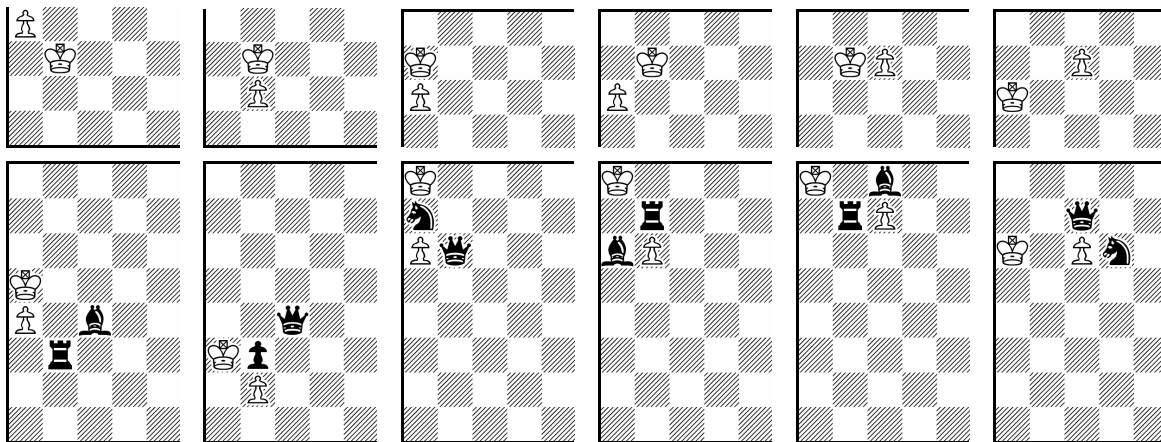


-2w & !=1 (2+0)

a) diagram

- b) ♖ a4→b2
- c) all ♖ b2⇒a6
- d) ♚ a7→b7
- e) ♖ a6→c7
- f) ♚ b7→a6

a) – 1.Kc4xRb3 2.Kb4xBc4 & 1.Kb4-a5 != (♚); b) – 1.Kc4xPb3 2.Kb4xQc4 & 1.Kb4-a3 != (♜);  
 c) – 1.Kb6xSa7 2.Kb7xQb6 & 1.Kb7-a8 != (♞); d) – 1.Ka8xRb7 2.b5xBa6 & 1.b5-b6 != (♞);  
 e) – 1.Kc8xRb7 2.Kb8xBc8 & 1.Kb8-a8 != (♞); f) – 1.d6xQc7 2.c5xSd6 & 1.c5-c6 != (♞).



Task of wP's blocking by 6 different pieces – the wK, and the resurrected bQ,R,B,S,P (allentschlag).

-2w & !=1 (series help retractor: white retracts two consecutive moves for a self-stalemate in one); no bK; the twins are continuous

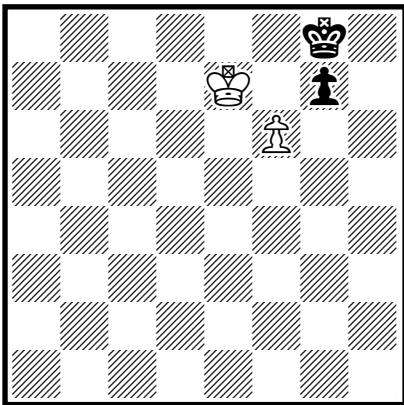
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3.

**Adrian STORISTEANU**

*ChessCafe.com Cup 2014*

3rd Prize



either side retracts (2+2)

3 moves for a stalemate-in-one

**a) -3w & =1**

- 1.Ke6-e7 2.Kf5-e6 3.Kg6-f5 & 1.f6xg7=.

(The lack of uncaptures makes white's retro play look very much like regular forward play, however the setting does not work as an ordinary series-stalemate in 4 – e.g., cook 1.fxg7 2.Kf6 3.Kg6=.)

**b) -3b & =1**

- 1.Kh7xRg8 2.Kg6xSh7 3.Kh6xBg6 & 1.Rg8xg7=.

Three different white pieces are uncaptured consecutively. Whereas the wK and bP do not participate in the final stalemate picture, both play a role: the former prevents cooks (e.g., without wK: - 1.Kf7-g8 2.Kg8xRf7 3.Kh8-g8 & 1.Rf7xg7=), the latter shuts off the newly resurrected wRg8 during the retro phase.

Each camp's backward play for a common forward goal leads to contrasting retro-play strategies in setting up a stalemate-in-one position: white avoids uncaptures, black maximizes them. (For consistency, bPg7 is doomed in both cases.)

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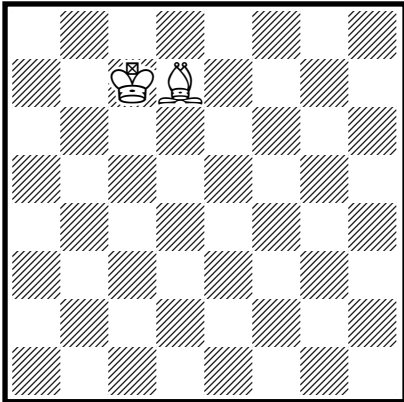
-3w & =1, -3b & =1 (series help retractors: white/black retracts a series of three moves for a stalemate-in-one)  
*ChessCafe.com Puzzlers Cup 2014* – closing date: 31-Oct.-2014; award published in *The Puzzling Side of Chess* column, ChessCafe.com 28-Nov.-2014 (online, currently archived behind a pay-wall); the problem was reprinted in p.121 *ChessProblems.ca Bulletin 4* (online), Dec. 2014

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4.

**Adrian STORISTEANU**

p.679 *feenschach* 210, Nov.-Dec. 2014



-3w & !=1 (2+0)

b) ♔c7→f7

c) ♗d7→a7

d) all c7⇒b1

a) – 1.Ba4xSd7 2.Bc6xQa4 3.Ba8xRc6 & 1.Kc7-b7 !=

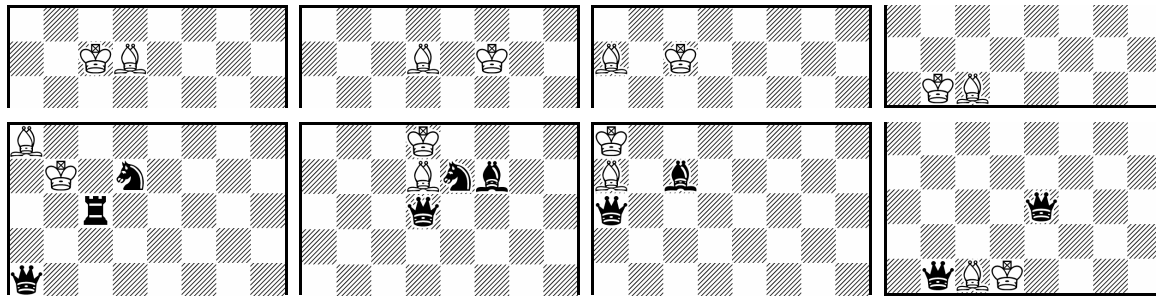
b) – 1.Ke7xBf7 2.Kd6xSe7 3.Kc7xQd6 & 1.Kc7-d8 !=

The reinstatement of black's officers (Q,R,B,S), as a result of wB's tour of duty in *a*) and wK's in *b*).

c) – 1.Kb7xBc7 2.Ka6-b7! *switchback* 3.Kb7xQa6 & 1.Kb7-a8 !=

d) – 1.Be3-c1! *switchback* 2.Bc1xQe3 3.Kc2xQb1 & 1.Kc2-d1 !=

Retro switchbacks of the white pieces.



Two pairs of thematically-linked solutions (ROTF – retractor-of-the-future pattern).

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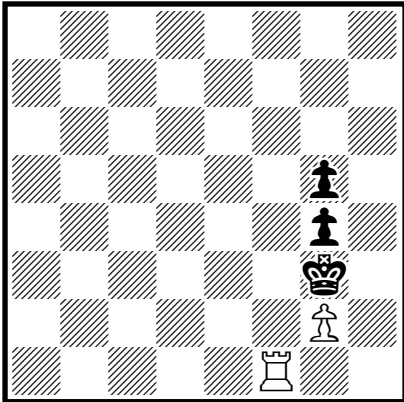
-3w & !=1 (series help retractor: white retracts three consecutive moves for a self-stalemate in one); no bK

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5.

Adrian STORISTEANU

13391. *Springaren* 136, June 2015



add ♔ for  $-3w$  &  $=1$  (2+3)

**Try:** *add wKg1?*

$- 1.0-0$  2.Rh4-h1?? 3.Rh1xBh4 & 1.0-0=.

K and R retractions after an uncastling are impossible, as they would invalidate the castling just retracted.

**Solution:** *add wKe1!*

$- 1.Rh1-f1$  2.Rh4-h1 3.Rh1xBh4 & 1.0-0=.

Simple does it.

A wR **return trip** which extends through the entire solution (both the retro and forward play).

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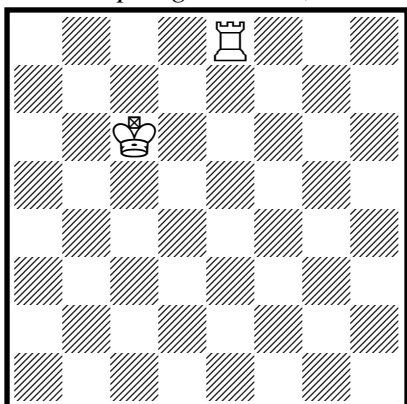
add wK for  $-3w$  &  $=1$  (series help retractor: white retracts a series of three moves for a stalemate-in-one position)

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6.

Adrian STORISTEANU

13392. Springaren 136, June 2015



-3w & !=1 (2+0)  
2 solutions

*How do we pin the wR for the stalemate?*

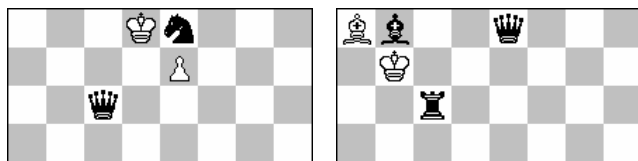
*There are lots of ways to do it both in four retractions (e.g., - 1.Kd5xRc6 2.Re2xQe8 3.Ra2xSe2 4.Rb2xBa2 & 1.Rb2-b3 !=), and in three in slightly altered positions: e.g., with the wK on d7 (- 1.Rb8xRe8 2.Rb5xQb8 3.Rc5xBb5 & 1.Rc5-c6 !=), or with the wR on e3 (- 1.Re5xBe3 2.Rc5xBe5 3.Kb6xQc6 & 1.Kb6-a7 !=). But not in three in this position. Therefore...*

*We don't.*

- 1.Rd8xSe8 2.e7xB! d8=R 3.Kd7xQc6 & 1.Kd7xd8 !=  
[♖→uncapture→♔ blocked]

\* Even though this piece plays no role in the stalemate – it is actually recaptured in the end! –, white can only uncapture a B.

- 1.Kb7xRc6 2.Rb8xQe8 3.a7xBb8=R & 1.a7-a8=B !=  
[♖→uncapture→wP→promotion→♚ incarcerated]



**Immobilization** of wR's p/reincarnations. Resurrection of the black officers (Q,R,B,S).

If one is particularly strict about such matters, the bK can be set on, for example, a4 or a1 (2+1).