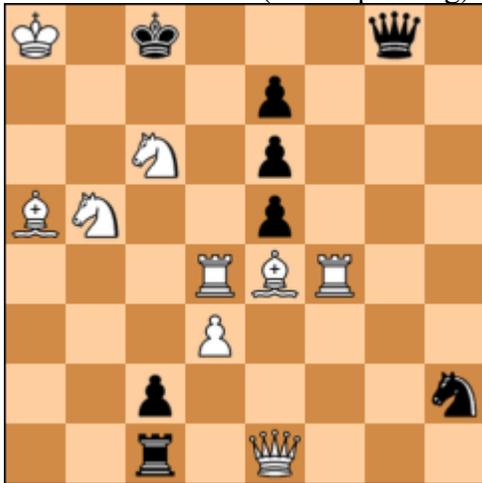


Eugene Rosner
 Julia's Fairies 2017 (award pending) #1



#2* AMU (9+8)

1...Qg3 a 2.Rd8# A

1...Qg1 b 2.Rf8# B

1...Qe8 2.cSa7#

1.Sxe5! (2.Qc3#)

1...Qg3 a 2.Rf8# B

1...Qg1 b 2.Rd8# A

1...Sf3 2.Rc4# (full use of key knight!)

1...Qe8 2.bSa7#

1...Rxe1 2.Bb7#

(1...Qd8 2.Rxd8#)

C+ Popeye 4.67

Reciprocal change, pure AMU defenses for the thematic mates, *additional change*.

In the set play, black's queen twice puts a 2nd observation on a rook, allowing the other to mate while abandoning the 8th rank. After the key, black stops the threat by observing the white queen twice but puts a single observation on each rook, reversing the mates.

Z-23-34

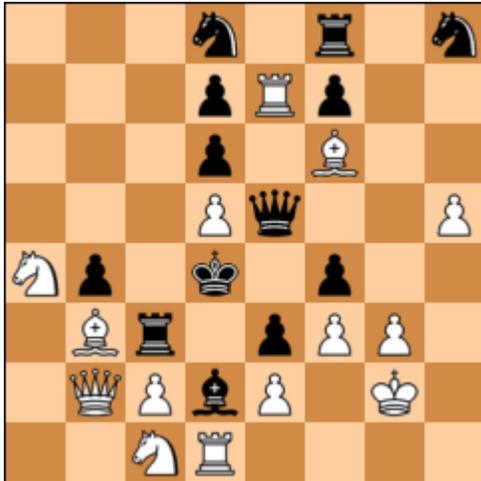
AMU: The mating, (but not checking), move may only be made by a unit, which is observed by precisely one enemy unit (including King) prior to the move. All others 'mating-moves' are illegal. In this condition castling is not possible.

Eugene Rosner

2nd Prize

Theodore Tauber MT 2016

#2



#2 Strict Circe (14+13)

B. Alsatian Mirror Circe

A. (tested C+, Popeye 4.67)

1.Qa1! zz

1...Sg6 a 2.Qxc3 A(Rh8)# (2...bxc3?(Qd1?))

1...R~ b 2.Rxd2 B(Bf8)# (2...exd2?(Ra1?))

1...dS~ c 2.Bxe5 C(Qd8)# (2...dxe5?(Bc1?)): note 1...Sc6/Se6 2.Bxe5(Qd8)# and 2...Sxe5/Kxe5?(Bc1?) are also *strictly* forbidden!

B. The diagram must be orthodox legal: Wbxa and promotes, along with WaP providing fodder for Black's two pawn captures. 1...fxg3(Pg7) results in a legal position (for example, BgP can march, WhPxB, Wgxh) and must be dealt with...1.Rxe5? dxe5! leads nowhere...

1.g4! zz

1...Sg6 a 2. Rxd2 B# (2...exd2?(Rh8!)): note the c1 block again-it prevents the rebirth **B**Bc1 (2...Bxd2(Rh8)!)

1...R~ b 2. Bxe5 C# (2...dxe5?(Bf8!)) the WRe7 is nicely placed to block if 1...Re8!

1...dS~ c 2. Qxc3 A(Ra1)# (2...bxc3?(Qd8!))

Illegal pawn captures: in all thematic lines, the positions now contain a 3rd bP capture but White's inventory remains the same!

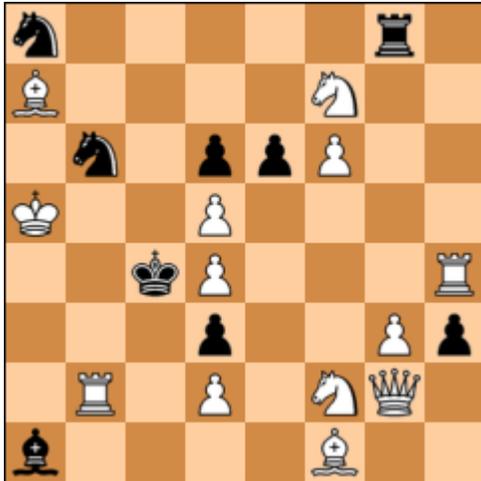
1...Qxf6 2.Re4#

-Lacny shift. The main interest lies in why Black's pawn defenses cannot be made during the solutions. Squares (a1,c1,d1,d8,f8,h8) are kept very busy, in particular, **White and Black share the rebirths on d8,f8,h8.**

Strict Circe: As Circe, but a capture is possible only if the rebirth square of the captured unit is not occupied.

Alsatian: Every position must be orthodox legal.**Mirror Circe:** Captures are as in Circe, but the captured unit is reborn as if it were of the opposite color.

Eugene Rosner
Kobulchess 2016 (award pending) #3



C+ Popeye 4.67

#2 vv MAFF (13+9)

1.Sxh3? threat 2.**Bxd3**[Kxd3]#
1...Bxb2,Rg4 2.Sxd6[Kb3],[Kxd4]#
1...Rxc3!

1.Sg4!? threat 2.**Sxd6**[Kxd4]# (**Bxd3**?)
1...Kxd4,hxg2 2.Rb4[Kc5],[Kxd5]#
1...bS~ 2.**Bxd3**[Kxd3]#
1...Bxb2 2.Se3[Kb3]#
1...Rd8!

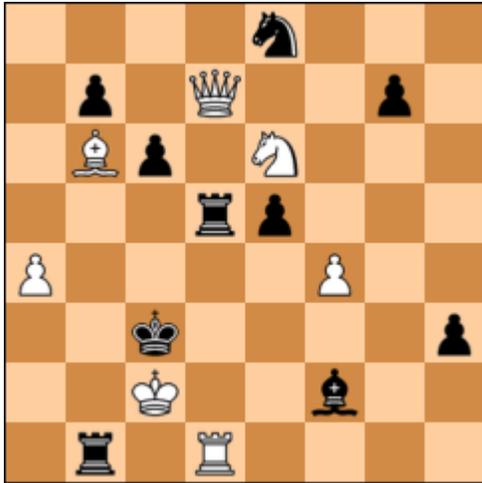
1.Se4! threat 2.**Rb4**[Kxd5]# (**Bxd3**?) (**fSxd6**?)
1...Sxd5 2.**Bxd3**[Kxd3]#
1...exd5 2.**fSxd6**[Kxd4]#
1...Kxd5 2.Sc3[Kc4]#
1...Bxb2 2.eSxd6[Kb3]#

Complete tertiary threat correction, cyclic pseudo Le Grand, 3x1 change for 1...Bxb2
-6 mating flights

Ttc sequence: random move of the knight removes a 2nd guard of d3. the first correction closes 1 White line on arrival, the 2nd correction closes an additional one.

MAFF

Mate is given by checking the adverse King and leaving him with exactly one escape square. "Conventional" mate is illegal.



C+ Popeye 4.67

#2 vv Madrasi RexInclusiv (7+10)

1.S~? (2.Qxh3#) (**Bf2, Rd5** paralyzed)

1...c5 2.Ba5#

1...h2! (2.Qh3+? h1=Q!)

1.Sc5!? (2.Ba5#) (2.Qxh3+? Be3(g3)!)

1...**Bxc5** 2.Qxh3#

1...Bh4! (2.Ba5+? Bd8!)

1.Sd4! (2.Se2#) (2.Qxh3?) (2.Ba5+? Rxa5!)

1...**Bxd4** 2.Qxh3#

1...**Rxd4** 2.Ba5#

Complete and accurate tertiary threat correction, white correction, **thematic black officers paralyzed on 5 different squares**, Madrasi refutations, *pseudo-LeGrand*

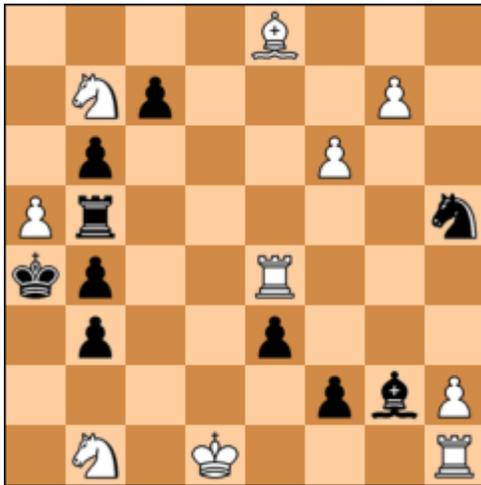
Notes: bSe8 is a cook stopper (for example 1.Qxb7? Sd6!) and stops second threat after 1.Sg5? (2.Se4? Sd6(f6)!). bRb1 needed to stop 1...bxd4 2.Rd3# in the solution.

Substituting bPc4 removes the thematic self-paralysis after 1...Rxd4, the 4th rank needs to remain open.

Madrasi:

Opposing like units (including fairy pieces) other than Kings are paralyzed when they attack each other. Paralyzed units cannot move, capture or give check. To remove the paralysis the help of a third piece is needed.

Madrasi Rex Inclusive: The Madrasi rule applies to Kings as well so that two Kings can stand next to each other (without being able to move).



C+ Popeye 4.67

#2 BlackMustCapture (10+10)

- A. AntipodeanCirce
- B. SymmetryCirce

A. 1...Bxh1(Rd5) 2.Bxb5(Rf1)? illegal check

1.Ke2! zz

1...Sxg7**a**(Pc3) 2.Rxb4**A**(Pf8)#

1...Sxf6**b**(Pb2) 2.Sc3**B**#

1...Bxe4**c**(Ra8) 2.axb6**C**#

1...Bxh1**d**(Rd5) 2.Bxb5**D**(Rf1)#

1...bxa5(Pe1) 2.Sc5#

B. 1...Bxh1(Ra8) 2.axb6(Pg3)?+? gxh2(Pa7)!!

1.h4! zz

1...Sxg7**a**(Pb2) 2.Sc3**B**#

1...Sxf6**b**(Pc3) 2.Rxb4**A**(Pg5)#

1...Bxe4**c**(Rd5) 2.Bxb5**D**(Rg4)#

1...Bxh1**d**(Ra8) 2.axb6**C**(Pg3)#

1...bxa5 2.Sc5#

(1.Re5? (2.Bxb5(Rg4)#) Bxb7(Sg2)!)!

Double reciprocal change (Ideal Rukhlis) based on **White** rebirths

White's keys provide for the incomplete block 1...Bxh1 (and its strong **Black rebirth effects** on the mating moves) in different ways

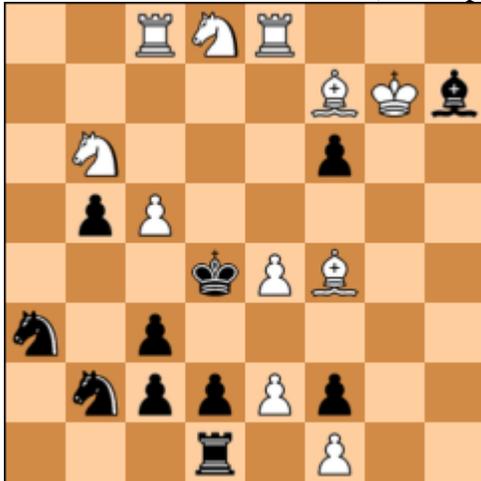
A myriad of capture and rebirth effects

Note: in B., bPc7 is needed to stop cook 1.axb6(Pg3), gxh2(Pa7) 2.a8Q#

Antipodean Circe: Like Circe, but the rebirth square is (4, 4) away from the capture

Symmetry Circe: A captured unit (not King) is reborn on the square diametrically opposite from the square of capture

Eugene Rosner
 Original for Problemist 2016
 Dedicated to Hubert Gockel (award pending) #6



#2 v Equipollent Circe (11+11)

1.Bc4? (2.e3#)
 1...bSxc4 a (Bd6) 2.Sc6 B #
 1...bxc4 b (Bd3) 2.Se6 A #
 1...Re1!

1.Sc4! (2.Be3#)
 1...bSxc4 a (Sd6) 2.Se6 A #
 1...bxc4 b (Sd3) 2.Sc6 B #
 1...aSxc4(Se5) 2.Sf3#

Equipollent reciprocal change based on guards of c5,e4. Fairy offshoot of Theme B..
 C+ Popeye 4.67

Equipollent Circe

After a piece is captured, it is immediately replaced on the square which is the same distance and direction from the square of its capture, as was that square from the square upon which its captor commenced its move. (If Qf7 captures a Pawn on e7, it is reborn on d7, because d7 is a same distance and direction from e7 as e7 is from f7. Similarly, if Qg7 captures a piece on 'e7' its rebirth square is 'c7'). If the rebirth square is occupied the captured piece disappears.

Castling with replaced Rook is permitted. Pawns may be reborn on the 1st and 8th ranks. Pawns reborn on the 8th rank are promoted as part of rebirth and the promotion is chosen by the player who makes the capture, i.e., if White captures a black Pawn, and the black Pawn is reborn on the 1st rank, White (not Black) decides what Black's Pawn will be promoted to.

Pawns reborn on the 1st or 8th rank can make only one-square

