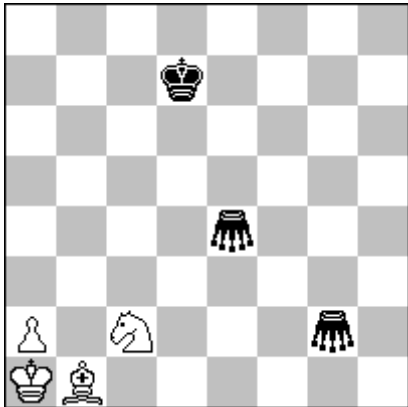


G-1

Marko Klasinc

F3274 The Problemist 1/2016



S#6 Maximummer 4+3

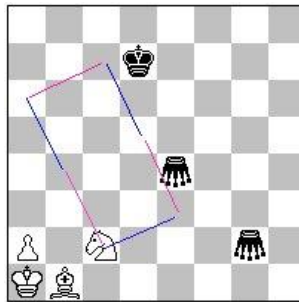
G (grasshopper) e4, g2

C+

1.Sb4 !

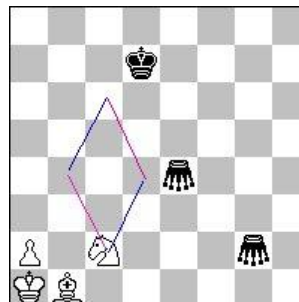
1... Gd5 2.Sa6 Gd8 3.Sc7 Gb6
4.Sd5 Gc6 5.Se3 Gf2 6.Sc2 Gc1 #

Six-move S-Rundlauf.



1... Gh1+ 2.Bd3! Gf3 3.Sc6 Gb7
4.Bb1 Ge7 5.Sd4 Gc7 6.Sc2 Gc1 #

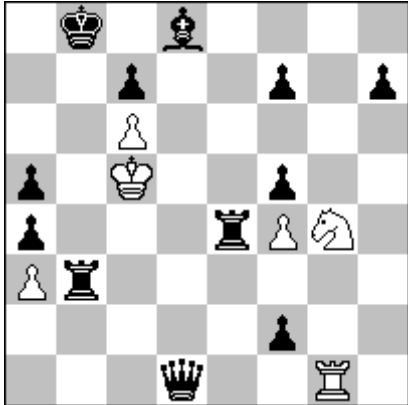
Four-move S-Rundlauf + B-switchback.



G-2

Marko Klasinc

2. Place BIT-C 2017 (Belgrade Internet Tourney)



hsMax#2.5

6+12

C+

1...Bh4 2.Se3 Qd8 3.Rg8 Be7#

1...Rh3 2.Sf6 Qb3 3.Rb1 Rc3#

Theme:

Help-selfmate Max as a new condition, with the help-play before the last two half-moves, presenting S#1 Maximummer.

Judge's comment:

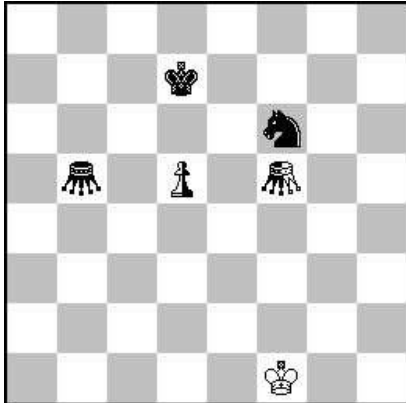
Each half-move is highly thematic:

preparing the longest move of mating piece, closing long black line, anticipatory self-pin, pin, and return of mating piece over the same line. Complete analogy of solutions.

G-3

Marko Klasinc

G193 SuperProblem 27.9.2018



H#5 b)nPd5-->g5 1+3+2

Circe

G (Grasshopper) b5, f5

Neutral Pd5, Gf5

C+

a) diagram:

1.Sxd5[+nPd2] nGc8

2.nPd1=nQ+ nQa4

3.Sb6 nGe6

4.Kc8 nQa6+

5.Gb7+ nGxa6[+nQd8]#

b) nPd5-->g5:

1.nGc8 nGe6

2.Gh5 nPg6

3.Gf7 nPg7

4.Ke8 nPg8=nQ+

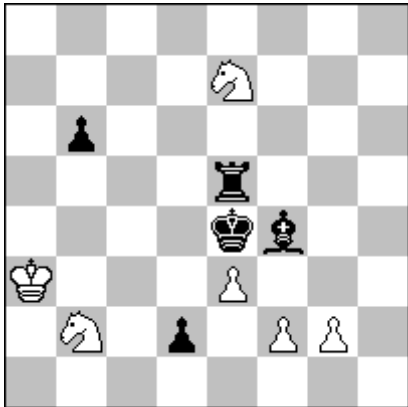
5.nQg6 nGxg6[+nQd8]#

Echo mates with neutral pieces. Neutral pawn promotes once as black and once as white.

G-4

Marko Klasinc

G194 SuperProblem 27.9.2018



H#2 AndernachChess 6+5

C+

1.d1Q g4 2.Qxg4=w Qg2#

1.d1R Sd3 2.Rxd3=w Rd4#

1.d1B Sa4 2.Bxa4=w Bc2#

1.d1S Sf5 2.Sxe3=w f3#

AUW + transformation of promoted black pieces into white ones.

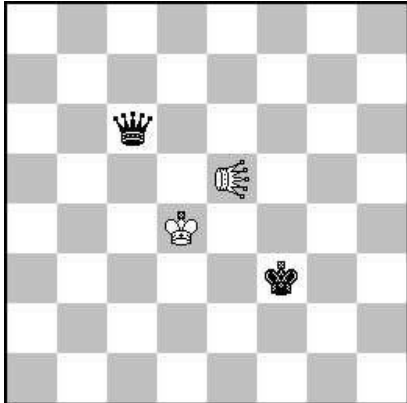
Andernach Chess:

On making a capture, a unit (except a King) changes colour.

G-5

Marko Klasinc

Spec. Comm. BIT-C 2018 (Belgrade Internet Tourney)



H#2

2.1.1.1

2+2

Lortap

Locust e5

1.Qe4 Ke3+ 2.Qg4 Kf2 #

1.Qf6 Ke4 2.Kf4 Kf3 #

Theme:

Helpmate in 2 using Lortap condition and Locust (one or more of them) as the only fairy piece.

Lortap: A piece can't capture or give check if it is observed by a piece of its own side.

Locust (L): Moves along Queen lines only by capturing an enemy unit, arriving on the square immediately beyond that unit, which must be vacant. If, in the same situation, instead of enemy unit there is a unit of the same colour, Locust observes it.