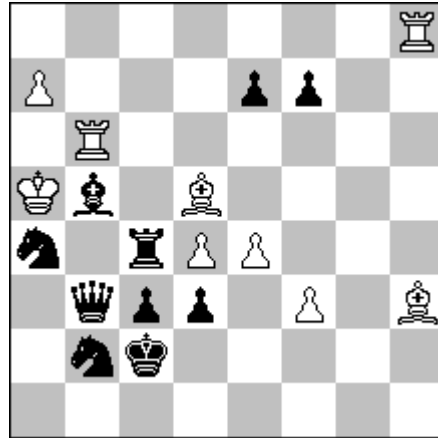


Fairies for WCCI 2016-2018 / Ofer Comay

1

Ofer Comay

1 Place WCCT-10, 2016-17

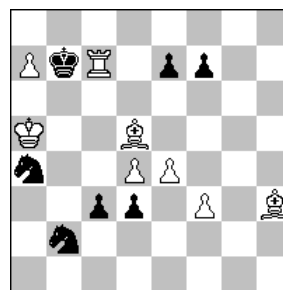
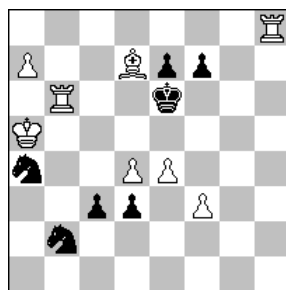


H#2½ Take&Make 2 Sol 9+10

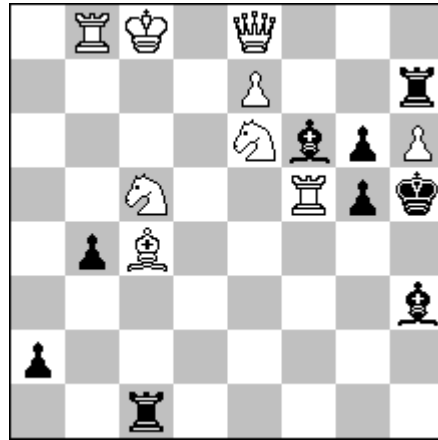
1...Bxc4-c6 2.Qe6 Bxe6-b3 3.Kxb3-e6 Bxb5-d7#
3...Bxb5-c4? 4.Kd7! 3...Bd7? 4.Bxd7-c6!

1...Rxb5-c6 2.Qb8 Rxb8-b3 3.Kxb3-b7 Rxc4-c7#
3...Rxc4-b4? 4.Kc7! 3...Rc7? 4.Rxc7-c6!

Grimshaw, black sacrifice, white sacrifice, fairy mates, 3 times WCCT-10 theme (2 in actual solution and 1 in try)



2 Prize, Orthodox Section Tzuica, 2016



HS#4

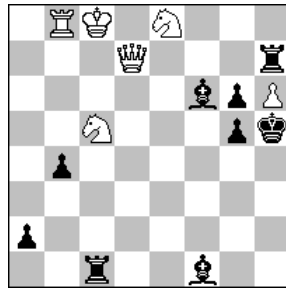
b) h5 to a1

9+9

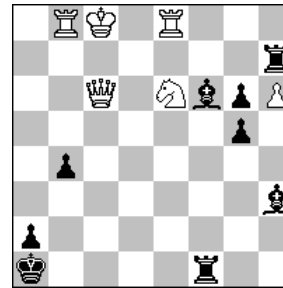
a) 1.Rf1!! Bxe6+ 2.Qd7 Bxc4 3.e8=S Bxf1 4.Qh3+ Bxh3#

b) 1.Bf1!! Rxc5+ 2.Qc6 Rxf5 3.e8=R Rxf1 4.Qc1+ Rxc1#

Delayed white sacrifice, rundlauf, minor promotions

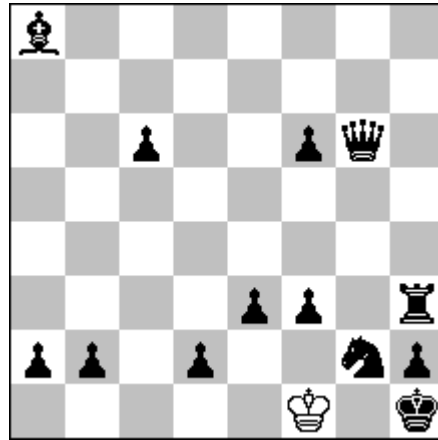


4.Qh3+ Bxh3#



4.Qc1+ Rxc1#

6 Prize, SuperProblem TT-187, 2017



HS#14½

1+13

1...e2+ 2.Kf2 Se3 3.Kxe3 e1=B! 4.Kd4 d1=R+ 5.Kc5 Ra1 6.Kb6 b1=S! 7.Ka7 Bf2+ 8.Kxa8 Bg1 9.Kb7 f2
10.Kxc6 Rf3! 11.Kd5 Qe4+ 12.Kxe4 f5+ 13.Kxf3 f4 14.Ke2 f3+ 15.Kf1 S~#

3...d1=R? 4.Kd4?

4...Bf2+? 5.Kc5?

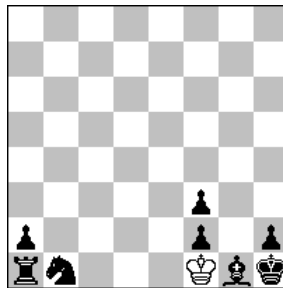
5...Bf2+? 6.Kb6?

6...Bf2+? 7.Ka7?

3...f5? 4...f4? ... 10.Kxc6?

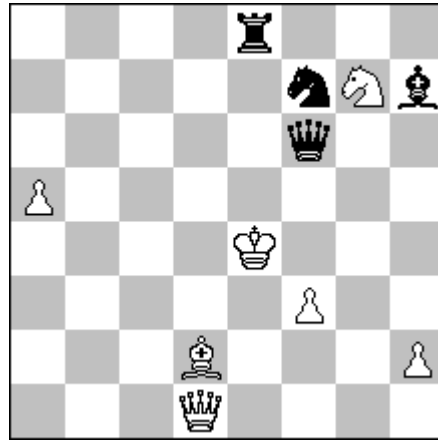
10...Rd3? 11.Kd5?

6...b1=B? ... 12.Kxe4 ?



- Phoenix R/B/S
- Pure rundlauf (king does not arrive to the same square twice)
- Black moves are chosen to allow the white rundlauf on the squares d4/c5/b6/a7/c6/d5/e4

Ofer Comay
3 HM, Sake 2018



H#2 3 TI 2 Solutions 7+4

This correction was
published in
Variantim 2018, December
issue.

Definition

TI is an invisible piece which exists on the board but its type, color, and location are unknown. A solution is valid if and only if the final position is mate in all possible TI configurations.

Solutions

- I. 1.Re6! Qg1 2.TIxh2 (Tixf3?) TI-.
II. 1.Bg6! Bb4 2.TIxa5 (Tixf3?) TI-.

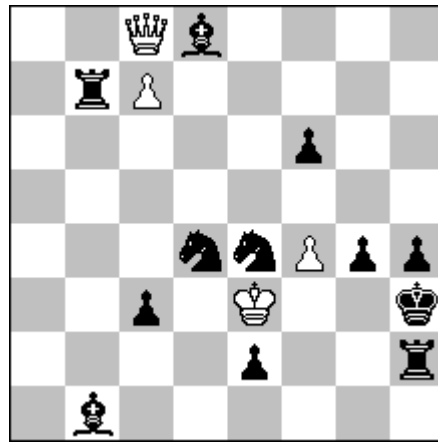
Explanation to I (II)

There are 2 invisible black pieces: the one which captures in the 2nd move, and the black king. There is one white invisible piece which makes the last move. There is a piece on e5 (f5) and it cannot be white because if it is white then it is pinned and cannot make the last white move. Therefore it is black and it captures h2 (a5) therefore it must be bBe5 (bRf5). The last white move must be a piece to e5 (f5). The black king therefore must be on the diagonal h7-e4 (column e8-e4), otherwise, the 2nd white move is impossible because wK is in check. The only possible square for the black king is e7 (g6). This means that the black king is in check after B2, unless the last move is wSg4-e5 (wSd6-f5) which is mate (see diagram).

Furthermore, there is a try: the 2nd black move shouldn't be Tixf3? because the last white move could be wBg3-e5 (wRc5-f5) which is not mate (a solution is valid only if it is mate in ALL possible TI configurations). BTW, wPf3 is required not only for the tries, but also to avoid a cook: 1.TIxa5 Bh6 2.Re6 Qh5#.

I one valid configuration	II one valid configuration	I (try) One refuting configuration	II (try) One refuting configuration
1.Re6 Qg1 2.Bxh2+ Se5#	1.Bg6 Bb4 2.Rxa5+ Sdf5#	1.Re6 Qg1 2.Sxf3+ Be5!	1.Bg6 Bb4 2.Rxf3+ Rf5!

Themes: mate with invisible bK, mate by invisible move, foresight in the first black move, tries



HS#3

b)h3 to c1

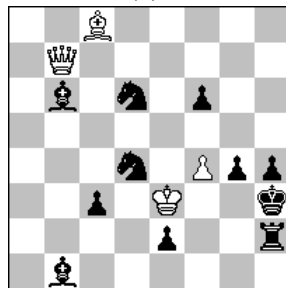
4+12

a) 1.Qxb7 Sd6! 2.c8=B! (2.c8=Q?) Bb6 3.Qf3+ Sxf3#
 1...Sg5/d2? Guards f3; 1...Sc5? Closes b6-e3; 1...Sf2? Closes h2-e2.

b) 1.Qxd8 Sb5! 2.c8=R! (c8=Q?) Re7 3.Qd2+ Sxd2#
 1...Sf3/b3? Guards d2; 1...Se6? Closes e7-e3; 1...Sc6? Closes c8-c1.

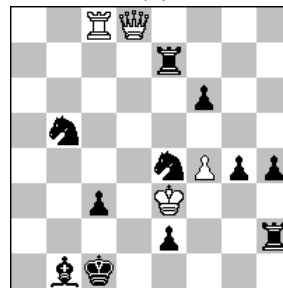
Zilahi, Hideaway, harmonious hideaway tries, promotions

(a)



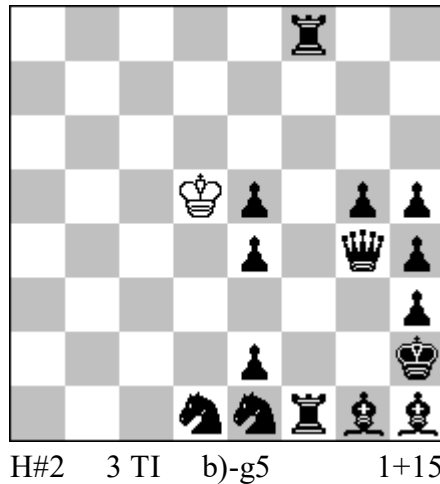
3.Qf3+ Sxf3#

(b)



3.Qd2+ Sxd2#

Ofer Comay
2 Prize, Sake 2018



Definition

TI is an invisible piece which exists on the board but its type, color, and location are unknown. A solution is valid if and only if the final position is mate in all possible TI configurations.

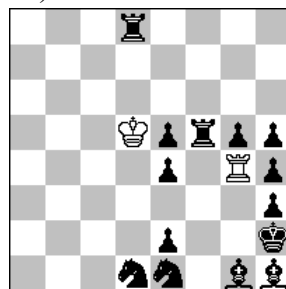
Solutions

- a) 1.R1f5 TIXg4 2.Rd8 TIXg1#
b) 1.R8f2 TIXf1 2.Qg8 TIXh3#

Explanation to a (b)

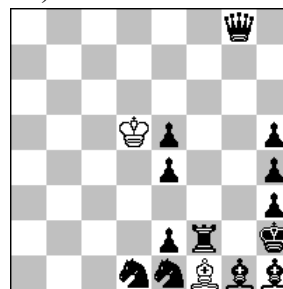
After the 2nd black move, it is revealed that there is a white rook (bishop) on g4 (f1). Therefore, this piece is no longer invisible, and it doesn't make the last move, TIXg1 (TIXh3). Furthermore, the last white move cannot be wRg3xg1 (wBg2xh3) because the first white move must be wRg3xg4 (wBg2xf1). Therefore, the second white move must be done with an invisible queen or bishop (rook) that captures g1 (h3).

a) Position after B2



2...TIXg1#

b) Position after B2



2...TIXh3#