

BRITISH CHESS PROBLEM SOCIETY

A GLOSSARY OF FAIRY CHESS DEFINITIONS



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Foreword

Fairy Chess problems represent an important field within the wider subject of chess problems, which *The Problemist* has covered for many years. The magazine publishes both articles and regular features containing fairy chess problems, including the column dedicated to Fairies, where composers may contribute original works. Though the term ‘Fairies’ is relatively new (early 20th century!) unorthodox chess problems are as old as the chess problem itself, and *The Problemist* is keen to promote the enjoyment of them.

The wide variety of elements of chess rules which are altered from the orthodox in fairy chess problems, including unusual pieces, different conditions, stipulations, etc. can be daunting for the uninitiated, but in every issue of the magazine we endeavour to provide the details relevant to the published problems. This can include bare definitions but also sometimes example play and illustrative problems; however, this involves a large amount of duplication of definitions from issue to issue or from one article to another.

The purpose of this glossary is not to provide an introduction to Fairy Chess nor to give full explanations or illustrations of each fairy form’s operation and implications. The best introductions can be provided by the numerous articles or books that feature or are dedicated to the field, and of course by the study of the solutions to the problems themselves and the comments of the solvers. Here we collect together some of the more common definitions that appear regularly in the pages of *The Problemist*, which will serve as a ready reference for the reader.

It is intended that in the Originals column in *The Problemist* and in the various Awards, Selected Problems column and other articles that appear, fairy terms will not be provided with a definition where that definition can be found here, so interested readers should keep this reference handy. Of course, definitions will continue to be provided for terms not defined here, or clarifications where necessary (especially in the cases where different fairy definitions can conflict or interact in non-obvious ways). The BCPS website <www.theproblemist.org> will have a free pdf copy available, and updates will be notified there.

Finally, this glossary does not attempt to cover all fairy terms, or even all those in common use; merely some of those that have featured in recent years in *The Problemist* or its supplements along with a few others logically included together. There are notable omissions; for instance, there is no mention of different fairy chessboards. It is hoped that this version may form the basis for expanded revisions in the future.

David Friedgood June, 2018

Compiler’s note: the logical grouping of fairy terms into categories, especially the grouping of pieces and of conditions, is my own, and I recognize that not all fairy chess authorities would group them the same way. Nevertheless my hope is that it will help make sense of what is a large and seemingly jumbled field, especially for the newcomer. I welcome any feedback on any aspect of the definitions or presentation, which, in the event of any revision being undertaken, would help improve it.

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1 Introduction

Some general remarks:

- 1 **Fairy Mate:** checkmate where conditions are in force up to the envisaged capture of the king. This is usually the case, unless stated. For instance, in an Ultra Maximummer a king is not in check if the threatened capture of the king is not the longest possible move, but in an ordinary Maximummer, checks are normal, which is to say that the threatened king capture is not subject to the maximummer condition.
- 2 **Pawns on back rank:** various conditions allow this possibility. The rules applicable vary between conditions; see individual definitions.
- 3 **Pawn promotion:** the default rule is that pawns may promote to any orthodox piece, or to any fairy piece (not fairy pawn) present in the diagram. Pawn promotion generally happens immediately a pawn is conveyed to its promotion rank, which under some conditions may be by other means than a move of that pawn.
- 4 **Multiple conditions:** occasionally two or more conditions in conjunction can produce ambiguities in how their rules should be applied; such matters however are not generally discussed below.

2 Stipulations

2.1 Play

2.1.1 Opposition play

- 5 **Direct Mate (#n):** White to play and mate in the given number (n) moves or fewer, whatever Black plays.
- 6 **Selfmate (S#n):** White to play and force Black to checkmate White in n moves or fewer.
- 7 **Reflexmate (R#n):** White to play and force Black to checkmate White in n moves or fewer, under the rule that either side must give mate on the move if possible.
- 8 **Semi-Reflexmate (Semi-R#n):** as R#, except only Black is under compulsion to give mate if possible.

2.1.2 Help play

- 9 **Helpmate (H#n):** Black starts and helps White to deliver mate on White's nth move. If n is a half-integer, White starts.
- 10 **Helpselfmate (HS#n):** White starts and Black helps to reach a position where White has a S#1, i.e. Black is forced to mate on Black's nth move. If n is a half-integer, Black starts.
- 11 **Reciprocal Helpmate (Reci-H#n):** Black starts and helps White to a position where either Black can mate White on Black's nth move, or play another move and allow White to mate on its nth move (as in a H#n). If n is a half-integer, White starts.

2.1.3 Series play

- 12 **Series (Ser-):** several consecutive moves played by the same side. During the series the side moving may not expose its King to check. The enemy King may also not be checked, except possibly on the last move of the series before play transfers back to the opposing side.
- 13 **Parry series (pSer-):** several consecutive moves played by one side, except that the enemy king may be checked and the series punctuated by the opposing side moving out of check. This may happen as often as desired, but the length of the series does not include these check parrying moves.
- 14 **Introductory series play:** a series move stipulation is preceded by a move or series of moves by the other side. For instance, 2->Ser-H#3 means: White plays a series of 2 moves, following which Black plays a series of 3 moves, following which White mates.

- 15 **Series mate** (Ser-#n): White plays a series of n moves concluding in mate to Black.
- 16 **Series helpmate** (Ser-H#n): Black plays a series of n moves following which White mates in 1 move.
- 17 **Series selfmate** (Ser-S#n): White plays a series of n moves following which Black is compelled to mate White in 1 move.
- 18 **Series reflexmate** (Ser-R#n): White plays a series of n moves following which Black is compelled to mate White in 1 move, under the rule that either side must give mate on the move if possible (White must avoid being under that compulsion whilst playing the series, except possibly after the last move).
- 19 **Series helpselfmate** (Ser-HS#n): Black plays a series of n-1 moves, after which White has a S#1, i.e. after White's single move Black is compelled to mate on move n of Black.
- 20 **Double series helpmate** (Double-Ser-H#n): Black plays a series of n moves, following which White plays a series of n moves culminating in mate. The same as n->Ser-#n.

2.1.4 Other play

- 21 **Proof Game** (PG n): White and Black have played a game from the normal starting array to the diagram position in n double moves: the game score is to be determined. If n is given as a whole number, e.g. 8.0, Black has played the last move (position after Black's 8th); if it is given as a half-integer, e.g. 8.5, White moved last (position after White's 9th).
- 22 **Defensive Retractor** (-n & #1, -n & S#1 (e.g.)): White and Black retract moves. White starts and aims to reach a position where in forward play some goal may be reached, usually #1 or S#1. Black tries to retract moves to thwart this aim. In a -n & #1, White must play the forward mating move immediately after retracting the nth move, or after an earlier retraction. All retractions of both sides must be to legal positions that could have been reached in a game played under whatever fairy conditions are in operation.
- 23 **Proca Retractor**: defensive retractor in which the side retracting chooses if any unit should be uncaptured, and which.
- 24 **Hoeg Retractor**: defensive retractor in which the opposite side to that retracting chooses if any unit should be uncaptured, and which.
- 25 **Pacific retractor**: defensive retractor in which neither side may uncapture.
- 26 **Help retractor** (H# -n & 1 (e.g.), H= -n & 1 (e.g.)): retractor in which the sides cooperate to reach an aim.

2.2 Goals

- 27 **Mate** (#): the side to play is checked, and cannot move to relieve its King from check.
- 28 **Stalemate** (=): the side to play is not checked but has no legal moves.
- 29 **Double stalemate** (==): the side to play cannot move, nor could the other side, were it to have the move.
- 30 **Doublemate** (##): both sides are simultaneously mated (involves a move normally illegal by the last side to move).
- 31 **Auto stalemate** (!=): the side that has just played has no more legal moves.
- 32 **Capture** (x): (denoting a goal in a stipulation) the side that has just played has captured a unit.
- 33 **Check** (+): the side to play is checked.
- 34 **Completely Unavoidable Mate** (###): a position where mate by one side is inevitable although the mate may not be reached for several moves.

2.3 Other

- 35 **Exact**: the goal must be reached in exactly the number of moves, not fewer.
- 36 **Last Move**: playless problem in which the last move to the diagram must be determined.

- 37 **Illegal Cluster:** an illegal position (one which cannot have arisen in play from the game array) which becomes legal if any one of the units present (except Ks) are removed.
- 38 **Legal Cluster:** a legal position which becomes illegal if any one of the units present is removed.

3 Pieces

3.1 General

Note: the 1- or 2-letter abbreviations for named pieces generally agree with those used by the solving program Popeye for English input.

- 39 (m,n): indicates m ranks and n files, or vice versa. For instance, a knight can be said to take steps of (1,2) indicating it can reach squares either 1 rank and 2 files away in any direction, or 1 file and 2 ranks. A king can take steps of (0,1) (1 rank away on the same file or vice versa) or (1,1) (one square diagonally in any direction, i.e. 1 rank and 1 file).
- 40 **Combined piece:** can make a move like any one of its constituent pieces. They are shown below as X+Y(+Z...), where X, Y etc. are the symbols for the constituents.
- 41 **Promotion:** a pawn may promote to any orthodox or fairy piece present in the diagram, unless specified. Pawns cannot normally promote to other fairy pawn types, or to kings.
- 42 **Royal units:** subject to check, in the same manner as the king in normal chess. (Typically, there will be only one royal piece per side, so if a side has one, it will not have a king). As is the case for kings, if a royal unit is checked, the check must be annulled immediately, and if this is not possible, the side to which the royal unit belongs is mated. Royal pawns promote to royal pieces.
- 43 **Neutral units:** may be regarded as belonging to either side at any turn, and may be moved, or captured, by either side. Neutral pawns move only in the direction of the side playing them. If they reach the promotion rank of the side playing them, they promote to a neutral piece. A Neutral King can be placed in check by either side, but only in such a way that only that side may capture it.

3.2 Leapers

Pieces which move directly from one square to another, without passing through any other, even when there are other squares on a straight line between the starting and ending square of the move.

3.2.1 Simple leapers

The following (m,n)-leapers can move to any of the squares a single step of (m,n) away (see 39).

- 44 **Wazir** (WE): (0,1)-leaper.
- 45 **Fers** (FE): (1,1)-leaper.
- 46 **Dabbaba** (DA): (0,2)-leaper.
- 47 **Knight** (S): (1,2)-leaper.
- 48 **Alfil** (AL): (2,2)-leaper.
- 49 **Camel** (CA): (1,3)-leaper.
- 50 **Zebra** (Z): (2,3)-leaper.
- 51 **Giraffe** (GI): (1,4)-leaper.
- 52 **Antelope** (AN): (3,4)-leaper.
- 53 **Flamingo**: (1,6)-leaper.

3.2.2 Combined leapers

- 54 **Erlking** (EK): WE + FE, [i.e. combined (0,0)+(0,1)-leaper].
- 55 **King** (K): royal WE+FE, with additional move of castling.

- 56 **Squirrel (SQ)**: DA+S+AL.
 57 **Gnu (GN)**: S+CA.
 58 **Bison (BI)**: CA+Z.
 59 **Okapi (OK)**: S+Z.
 60 **Zebu (ZE)**: CA+GI.
 61 **5-leaper (BU)**: (3,4)+(5,0)-leaper (also called root-25-leaper, bucephale).
 62 **Root-50-leaper (RF)**: (5,5)+(7,1)-leaper.

3.3 Riders

Pieces which move through a series of one or more squares to reach their destination. All intermediate squares (if any) must be vacant.

3.3.1 Simple straight-line riders

The following (m,n)-riders make moves consisting of one or more parallel (m,n)-steps (see 39).

- 63 **Rook (R)**: (0,1)-rider.
 64 **Bishop (B)**: (1,1)-rider.
 65 **Nightrider (N)**: (1,2)-rider.
 66 **Camelrider (CR)**: (1,3)-rider.
 67 **Zebrarider (ZR)**: (2,3)-rider.

Other riders are named (as is e.g. the ZR above) by simply appending the word “rider” to the name of the corresponding leaper.

3.3.2 Combined riders

- 68 **Queen (Q)**: R+B.
 69 **Elephant (ET)**: R+Q+N.
 70 **Waran (WA)**: R+N.
 71 **Gnurider (GR)**: N+CR.

3.3.3 Fixed-length riders

N.B. These pieces are sometimes classed as a variety of leaper.

- 72 **Mao (MA)**: moves to the same squares as an S on an empty board, but by passing through the square orthogonally adjacent to the start square (which must be vacant), e.g. a1-b1-c2. The Mao is also classed as a Chinese piece.
 73 **Moa (MO)**: moves to the same squares as an S on an empty board, but by passing through the square diagonally adjacent to the start square (which must be vacant), e.g. a1-b2-c2.

3.3.4 Zigzag riders

These pieces make moves consisting of steps in two different alternating directions.

- 74 **Boyscout (BT)**: takes (1,1) steps at right-angles e.g. a3-b4-c3-d4-e3... .
 75 **Girlscout (GT)**: takes (1,0) steps at right-angles, e.g. a3-a4-b4-b5-c5... .

N.B. these two pieces make progress along two parallel rook, or bishop, lines respectively

- 76 (1,1)-Zigzag Nightrider (S1): takes S-steps, in a general B direction e.g. b1-a3-c2-b4-d3... .
 77 (2,0)-Zigzag Nightrider (S2): takes S-steps, in a general (2,0)-R direction e.g. b1-c3-d1-e3-f1... .
 78 (3,3)-Zigzag Nightrider (S3): takes S-steps, in a general (3,3) direction e.g. b1-c3-e4-f6-h7.
 79 (4,0)-Zigzag Nightrider (S4): takes S-steps, in a general (4,0)-R direction e.g. b1-c3-b5-c7... .

- 80 **Quintessence (QN)**: takes S-steps, in a general (1,3) direction e.g. b1-a3-c4-b6-d7... .
- 81 **SpiralSpringer (SS)**: combined S2 + S4.
- 82 **Diagonal SpiralSpringer (DS)**: combined S1 + S3.
- 83 **Maorider (AO)**: alternating (1,0) and (1,1)-steps, outward like an N e.g. a1-b1-c2-d2-e3-f3-g4... Can only end the move on the same squares an N could reach (c2, e3, g4 above).
- 84 **Moarider (OA)**: alternating (1,1) and (1,0)-steps, outward like an N e.g. a1-b2-c2-d3-e3-f4-g4... Can only end the move on the same squares an N could reach (c2, e3, g4 above).

3.3.5 Other non-straight line riders

- 85 **Rose (RO)**: moves on quasi-circular or octagonal paths made up of S-steps, e.g. d1-f2-g4-f6-d7-b6 It is possible from some squares to make a null move, e.g. d1-d1, if the path is clear.
- 86 **Archbishop (AR)**: a B which can bounce off the board edge once, staying on the same colour squares, e.g. c6-d7-e8-f7-g6... .
- 87 **Cardinal (C)**: a B which can bounce of the board edge once, changing colour of squares, e.g. c6-d7-e8-f8-g7-... .
- 88 **Reflecting Bishop (RB)**: as AR, but may bounce any number of times. Like the RO, this may make null moves.

3.3.6 Other riders

- 89 **Rankrider (R)**: R, confined to a single rank.
- 90 **Filerider (R)**: R, confined to a single file.
- 91 **Edgohog (EH)**: Q, but all moves must start or end on an edge square (but not both).

3.4 Hoppers

Generally, pieces which move by hopping over another unit of either colour, which is unaffected by the move (called the hurdle). All other squares between the start and end square must be vacant.

3.4.1 Riderhoppers

Pieces which make one or more steps in the same direction up to the hurdle, and a single step in the same direction beyond.

- 92 **Rookhopper (RH)**: (0,1)-riderhopper.
- 93 **Bishopper (BH)**: (1,1)-riderhopper.
- 94 **Grasshopper (G)**: combined RH+BH.
- 95 **Nightriderhopper (NH)**: (2,1)-riderhopper.
- 96 **Rosehopper (RP)**: rider hopper on RO lines.

Other riderhoppers are named by appending the word “hopper” to the name of the corresponding rider.

3.4.2 Lion family or long riderhoppers

Pieces which make any number of steps in the same direction up to the hurdle, and any number of steps in the same direction after the hurdle.

- 97 **Rooklion (RL)**: (1,0)-lion, LI on R lines.
- 98 **Bishoplion (BL)**: (1,1)-lion, LI on B lines.
- 99 **Lion (LI)**: RL+BL.
- 100 **Nightriderlion (NL)**: (2,1)-lion.
- 101 **Roselion (RN)**: lion on RO lines.

3.4.3 Other patterns of leaps

- 102 **ContraGrasshopper** (CG): contrahopper on Q lines; makes a single step to reach the hurdle and any number beyond in the same direction.
- 103 **Kinghopper** (KH): leaperhopper on K (Q) lines; makes a single step to reach the hurdle and one more beyond in the same direction.
- 104 **Knighthopper**: as KH, but on N lines.
- 105 **Grasshopper-2** (G2): as G, but makes 2 steps after the hurdle.
- 106 **Grasshopper-3** (G3): as G, but makes 3 steps after the hurdle.
- 107 **Equihopper** (EQ, English Equihopper): makes the same number of steps either side of the hurdle, in any direction, can be blocked on any other intermediate square.
- 108 **Orix** (OR): EQ restricted to Q lines.
- 109 **Nonstop Equihopper** (NE, French Equihopper): makes the same number of steps either side of the hurdle, in any direction; cannot be blocked on any other intermediate square.

3.4.4 Change of direction after the hurdle

- 110 **Moose** (M): as G, but changes direction by 45° after passing the hurdle.
- 111 **Rook Moose** (RM): as M but restricted to R lines on the approach (or, as RH, but changes direction by 45° after passing the hurdle).
- 112 **Bishop Moose** (BM): as M but restricted to B lines on the approach.
- 113 **Moose Lion**: as LI, but changes direction by 45° after passing the hurdle.
- 114 **Eagle** (EA): as G, but changes direction by 90° after passing the hurdle.
- 115 **Rook Eagle** (RE): as EA but restricted to R lines.
- 116 **Bishop Eagle** (BE): as EA but restricted to B lines.
- 117 **Sparrow** (SW): as G, but changes direction by 135° after passing the hurdle.
- 118 **Rook Sparrow** (RW): as SW but restricted to R lines on the approach (or, as RH, but changes direction by 45° after passing the hurdle).
- 119 **Bishop Sparrow** (BW): as SW but restricted to B lines on the approach.
- 120 **Hamster** (HA): as G, but changes direction by 180° after passing the hurdle. Null moves allowed.
- 121 **Marguerite** (MG): combined G+M+EA+SW+HA.
- 122 **E90**: as NE, but changes direction by 90° after passing the hurdle.
- 123 **Radial Leaper** (RK): differs from the NE in two ways: it may only hurdle over units of the same colour; and its approach and retreat from the hurdle may be in different directions, though of equal length.

3.4.5 Hoppers of other types and related pieces

- 124 **Kangaroo** (KA): as G, but hurdles over any two units to land on the first square beyond the second unit (the two units need not be adjacent).
- 125 **Kangaroo Lion** (KL): as LI, but hurdles over any two units to land any distance beyond the second unit.
- 126 **Double Grasshopper** (DG): makes two consecutive moves like a G as part of a single move. The first G-move must be to a vacant square. Change of direction, including switchback, is allowed.
- 127 **Double Rookhopper** (DK): as DG but on R lines.
- 128 **Double Bishop** (DB): as DG but on B lines.
- 129 **Bob** (BO): as KA but hurdles four units.

- 130 **English Equistopper** (QE): makes moves which are halfway to any other unit (the hurdle) in any direction. There should be no other units between it and the hurdle, except that it may capture on the halfway square.
- 131 **French Equistopper** (QF): makes moves which are halfway to any other unit (the hurdle) in any direction, irrespective of any other units between it and the hurdle.

3.5 Chinese riders

Pieces which make non-capturing moves like a rider, and capturing move like the corresponding member of the lion family.

- 132 **Pao** (PA): (1,0)-Chinese rider (this piece comes from Chinese Chess).
- 133 **Vao** (VA): (1,1)-Chinese rider.
- 134 **Leo** (LE): PA+VA.
- 135 **Nao** (NA): (2,1)-Chinese rider.
- 136 **Rao** (RA): chinese rider on RO lines.
- 137 **Chinese pieces**: where designated, this refers to PA, VA, LE and MA.

3.6 Locust family

Pieces, derived from hoppers, which make the same pattern of moves as a riderhopper but can only move when the hurdle is an enemy piece, which is captured. The finish square of the move must be vacant.

- 138 **Rook Locust** (LR): (1,0)-locust.
- 139 **Bishop Locust** (LB): (1,1)-locust.
- 140 **Locust** (L): LR+LB.

3.7 Marine pieces

Pieces which make non-capturing moves like a rider and capturing moves like the corresponding locust; and associated pieces.

- 141 **Triton** (TR): (1,0)-marine rider (Rook locust + non-capturing R).
- 142 **Nereid** (NR): (1,1)-marine rider.
- 143 **Siren** (SI): TR+ND.
- 144 **Scylla** (SK): the Marine MA. Makes non-capturing moves as a MA and moves to the same squares when capturing an enemy located orthogonally adjacent to its starting square.
- 145 **Charybdis** (CY): marine MO; as SK but via the square diagonally adjacent to the starting square.
- 146 **Poisedon** (PO): the Marine King. Makes non-capturing moves as a K, and capturing moves as a locust moving like a KH.
- 147 **Marine Knight**: makes non-capturing moves as an S, and capturing moves as a locust moving like a knighthopper.
- 148 **Marine Pawn**: makes non-capturing moves like a P, and captures diagonally forwards landing one square beyond the captured unit in the same direction, on a square which must be vacant.

3.8 Argentinian pieces

Argentinian riders make capturing moves like a rider, and non-capturing moves like the corresponding member of the lion family (contrast Chinese riders).

- 149 **Faro** (FA): (1,0)-Argentinian rider.
- 150 **Loco** (LO): (1,1)-Argentinian rider.
- 151 **Senora** (SE): FA+LO.

- 152 **Saltador** (SA): can move without capturing to the same squares as an S, whenever either of the intermediate squares is occupied (by hurdling); can capture on the same squares as an S whenever either of the intermediate squares is empty.

3.9 Pawned pieces

Combined pieces where one component is a pawn. Pawned pieces do not promote, nor move from the back rank as pawns. They may make a double step from squares where a pawn may also; but are not subject to *en passant* capture. They may, however, capture a P *e.p.*

- 153 **Dragon** (DR): S+P.
 154 **Ship** (SH): R+P.
 155 **Gryphon** (Griffin): B+P.

3.10 Other combined pieces

- 156 **Empress** (EM): R+S.
 157 **Princess** (PR): B+S.
 158 **Amazon** (AM): Q+S (R+B+S).

3.11 Fairy pawns

- 159 **Pawn** (P): (for completeness) moves one square straight forwards when not capturing, one square diagonally forwards to capture. Optionally may move two squares forwards from its starting square if not impeded, but is then subject to an immediate recapture by an enemy pawn on the square passed. On reaching the last rank for its side, promotes to any piece (generally, to Q, R, B, S or any fairy piece that is or has been present).
- 160 **Berolina Pawn** (BP): as P, but makes non-capturing moves diagonally (one step, or possibly two steps from the 2nd rank of the side) and captures straight forwards. May be captured *en passant* immediately after a double step by another BP.
- 161 **Complete Pawn**: P+BP.
- 162 **Reverse Pawn**: As P, but moves in the opposite direction for the side to which it belongs. Double step is possible from the enemy's 2nd rank, and promotion is on the side's 1st rank.
- 163 **Chinese Pawn** (CP): moves and captures one square straight forwards in its own half of the board. In the enemy half, moves and captures one square forward or to the side. No promotion.
- 164 **Superpawn** (SP): moves any number of squares straight forwards like a rook when not capturing. Captures diagonally forwards any number of squares like a bishop. Promotes on the end rank.
- 165 **Berolina Superpawn**: moves diagonally forwards any number of squares like a bishop when not capturing. Captures any number of squares straight forwards like a rook. Promotes on the end rank.

3.12 Other pieces

- 166 **Orphan** (O): takes the powers of any enemy unit which observes it, including any enemy orphan which is similarly empowered. An orphan observed by a pawn moves as a pawn of its own side would. Cannot promote, capture or be captured *e.p.* or take part in castling.
- 167 **Friend** (F): similar to O but takes powers of any friendly unit which observes it.
- 168 **Imitator** (I): colourless, non-capturing, uncapturable piece which does not move by itself but makes a parallel move along with each moving unit. The Imitator's path must be free for moves and checks to be legal. Castling is carried out with the K moving before the Rook for the purposes of the Imitator move. When multiple Imitators are present all move simultaneously in parallel with the moving unit. (Sometimes considered as a fairy condition).
- 169 **Dummy** (DU): does not move, capture, nor check.

- 170 **Hole** (Pyramid): motionless uncapturable piece, which cannot be passed over; effectively a hole in the board.
- 171 **Joker**: takes the power(s) of the last unit(s) moved (in the enemy's preceding move).

4 Piece Attributes

Here, we mean any property of a pawn or piece in addition to its power of movement. Generally, the property is preserved through the play, and when a piece transforms or a pawn promotes, the property is retained.

- 172 **Royal units**: subject to check, in the same manner as the king in normal chess. (Typically, there will be only one royal piece per side, so if a side has one, it will not have a king). As is the case for kings, if a royal unit is checked, the check must be annulled immediately, and if this is not possible, the side to which the royal unit belongs is mated. Royal pawns promote to royal pieces.
- 173 **Neutral units**: may be regarded as belonging to either side at any turn, and may be moved, or captured, by either side. Neutral pawns move only in the direction of the side playing them. If they reach the promotion rank of the side playing them, they promote to a neutral piece. A Neutral King can be placed in check by either side, but only in such a way that only that side may capture it.
- 174 **Half-neutral units**: exist in one of three phases: white, black or neutral. In the white phase, White may play it, after which it enters the neutral phase. In the black phase, Black may play it, after which it enters the neutral phase. In the neutral phase, either side may play it, after which it enters the phase of that side. It may be captured when in the opposite phase to the side making the capture, or by either side when in the neutral phase.
- 175 **Chameleon units**: a chameleon exists as an S, B, R or Q; and after each move transforms to the next in that sequence (Q becoming S). A chameleon pawn does not transform, but promotes to a chameleon piece in any phase. In the presence of chameleon units normal pawns may promote to normal or chameleon pieces.
- 176 **Paralysing unit**: moves normally; does not capture but paralyses any enemy unit it threatens, which can then neither move, capture, nor check. A paralysed paralysing piece may still paralyse. When paralysing pieces are present, the checkmate rule is altered so that it is only checkmate if the side being checked, though lacking a legal move annulling the check, has at least one possible move of any unit (i.e. not all are paralysed or blocked). Paralysing pawns promote to paralysing pieces.
- 177 **Andernach hoppers**: when moving, changes the colour of whichever unit (not K) that it uses as a hurdle. (Chopper: another name for the Andernach Grasshopper).
- 178 **Kamikaze units**: when capturing, are removed from the board along with the captured unit.
- 179 **Volage units**: change colour the first time they move from light to dark squares, or vice versa.
- 180 **Magic units**: at the end of each move, any unit (not K) newly-attacked by a magic unit changes colour (twice-attacked means no colour change, etc.).
- 181 **Protean unit**: optionally assumes the powers of any unit it captures. Protean pawns move in the direction of pawns which they capture, and promote when they reach the last rank in the direction they are moving.

5 Conditions

5.1 General

- 182 **Game array square**: the square upon which a piece starts in the normal chess initial position.
- 183 **Circe rebirth square**: the square upon which a captured unit would be reborn in the standard form of Circe.

5.2 Rebirth

5.2.1 Circe – General.

In Circe and its variants, a unit (not K, usually) which is captured is immediately reborn on its rebirth square if that square is vacant. If that square is not vacant the unit disappears as normal. In Rex Inclusive (RI) variants Ks are also reborn – a king threatened with capture and rebirth is not in check, though a king threatened with capture in which it would not be reborn is in check. The rebirth square differs between variants. Additionally, in some variants the unit is transformed before being reborn. Ps reborn on their starting squares may play a subsequent double-step move. Ps reborn on the back rank of the side to which they belong generally cannot move. Ps reborn on the promotion rank promote immediately. Rs (and Ks, in RI variants) reborn on their starting squares may subsequently castle before making another move.

- 184 **Circe**: the standard form of Circe, in which a captured unit (not K) is reborn on its game array square. Pawns are reborn on the same file as they are captured; Rs, Bs and Ss on the same colour square as that of the capture square. Fairy pieces are reborn on the promotion square on the same file as the capture square.
- 185 **Circe RI**: as Circe but Ks also reborn – see general remarks.
- 186 **Mirror Circe**: as Circe but units are reborn on the game array squares of an enemy unit of the same kind.
- 187 **Platzwechsel Circe (PWC)**: as Circe, but the rebirth square is the departure square of the unit making the capture. Ps on their 1st rank cannot move; reborn on their 8th they promote immediately.
- 188 **Cuckoo Circe**: as Circe, except that the captured piece is reborn (if possible) on the Circe rebirth square of the captor. If a pawn is captured by a piece it will be reborn on its promotion rank, with the choice made by the owner of the pawn, and will therefore promote immediately.
- 189 **Couscous Circe**: as Cuckoo Circe, except that the choice of pawn promotion is made by the capturing side; for help-play problems the two forms are equivalent.
- 190 **Super Circe**: as Circe, but the rebirth square can be any vacant square on the board.
- 191 **Symmetry Circe**: as Circe, but the captured unit is reborn symmetrically with respect to the centre of the board, a capture on h4 would lead to rebirth of the captor on a5, etc. (think of the board rotating 180°).
- 192 **Antipodean Circe**: as AntiCirce, but the capturing unit is reborn on the square 4 ranks and 4 files away.
- 193 **Equipollents Circe**: as Circe, but the length and direction of the capture move is the same as the length and direction from the capture square to the rebirth square. If that square is occupied or does not lie on the board, the captured unit disappears as normal.
- 194 **Antiequipollents Circe**: as Equipollents Circe, but length and direction of the capture move is the same as the length and direction from the rebirth square to the capture square.
- 195 **Strict Circe**: as Circe, but the captured piece must be reborn, otherwise the capture is illegal.
- 196 **Immune Chess**: captures are only legal if the Circe rebirth square of the captured unit is vacant (not Ks: checks normal). However, the Circe rebirth does not take place – all captures result in removal as usual.
- 197 **Parrain Circe**: captured units are reborn, but on completion of the move following the capture move. The length and direction of this following move is the same as the length and direction from the capture square to the rebirth square. If that square is occupied or does not lie on the board, the captured unit does not return.
- 198 **ContraParrain Circe**: as Parrain Circe, but the direction from capture to rebirth square is in the opposite sense to that of the subsequent move.

5.2.2 AntiCirce – general.

In AntiCirce and its variants, a unit (Ks included) which makes a capture is immediately reborn (on the same square in which it would be reborn if it were the captured unit in the corresponding Circe variant). The rebirth square must be vacant, otherwise the capture is not legal. (A threatened king capture is only check if the capturing

piece can be reborn). By default, a unit may capture on the same square as the square upon which it is to be reborn. The same rules for Ps, Rs and Ks as for Circe apply

- 199 **Type Calvet**: the default AntiCirce type, captures permitted on the same square as rebirth.
- 200 **Type Cheylan**: capture is not permitted on the rebirth square.
- 201 **AntiCirce**: the standard type - units, after capturing, are reborn on their Circe rebirth squares.
- 202 **Mirror AntiCirce**: as AntiCirce, but capturing units are reborn on the Circe rebirth square of an enemy unit of the same kind.
- 203 **AntiCirce Clone**: as AntiCirce, but the capturing unit is reborn on the Circe rebirth square of a unit of the same side but of the kind that is captured.
- 204 **Symmetry AntiCirce**: as AntiCirce, but the capturing unit is reborn symmetrically with respect to the centre of the board, a capture on h4 would lead to rebirth of the captor on a5, etc. (think of the board rotating 180°).
- 205 **Antipodean Circe**: as AntiCirce, but the capturing unit is reborn on the square 4 ranks and 4 files away.
- 206 **Super AntiCirce**: as AntiCirce, but the rebirth square can be any vacant square on the board.
- 207 **File AntiCirce**: as AntiCirce, but the rebirth square is on the same file as the capture. (Super)pawns are reborn on their starting (2nd or 7th) rank, other pieces on the back rank (1st or 8th). Neutral units are reborn as if belonging to the capturing side.

5.2.3 Mars Circe – general.

In Mars Circe and its variants, units move normally, but in order to capture they (Ks included) must first be reborn on a vacant rebirth square, and then make the capture, all as one move. The rebirth square is the same square as that were the unit to be captured in the corresponding Circe variant. For variants in which the choice between possible rebirth squares depends on the capture square in Circe, the same choice depends on the departure square in Mars Circe.

- 208 **Mars Circe**: the standard type – capturing units are first reborn on the Circe rebirth square corresponding to their kind, colour and the departure square.
- 209 **Mars Mirror Circe**: as Mars Circe, but the capturing unit is first reborn on the Circe rebirth square corresponding to their kind, the opposite colour and the departure square.
- 210 **Geneva Chess**: along with normal moves, units may be reborn on their Circe rebirth squares if empty and move or capture from there.

5.3 Observation

- 211 **Madrasi**: a unit (not K) when observed by a similar enemy unit is paralysed, and can neither move, capture nor check, but may paralyse in turn.
- 212 **Madrasi Rex Inclusive**: as Madrasi but Ks may also paralyse one another.
- 213 **Eiffel Chess**: units paralyse enemy units as follows $P > S > B > R > Q > P$ where “>” means “paralyses”. Paralysed pieces cannot move, capture nor check but may in turn paralyse.
- 214 **Isardam**: a unit (Ks excluded) may not observe a similar enemy unit, with this prohibited even up to capturing the king.
- 215 **Superguards**: any unit (including Kings and pawns) observed by another unit of the same colour cannot be captured. Pinned units also observe.
- 216 **Devresbo**: a move is illegal if the moving piece stands unobserved by any other unit of either colour at the end of the move.
- 217 **Functionary Chess** (Beamtenschach): a unit (inc. Ks) may only move, capture or check when observed by any enemy unit.
- 218 **Patrol Chess**: a unit (inc. Ks) may only capture or check when observed by a friendly unit.
- 219 **Ultrapatrol Chess**: a unit (inc. Ks) may only move, capture or check when observed by a friendly unit.

- 220 **Lortap:** a unit (inc. Ks) may only capture or check when not observed by a friendly unit.

5.4 Move Selection/Restriction

- 221 **Maximummer/Minimummer:** Black Maximummer or Mimimummer by default, though in a duplex problem, the condition applies to the defending side. The conditions refer to the geometrical length of moves, which is the distance measured between the centres of the departure and arrival squares of the moving pieces. If a1-a2 is 1 unit, a1-b2 is approx. $\sqrt{2}\approx 1.41$ units () and longer; the knight step is $\sqrt{5}\approx 2.24$. O-O & O-O-O are lengths 4 & 5 respectively.
- 222 **Black Maximummer:** Black must play the geometrically longest legal move available, or freely from among equal longest legal moves. Checks are normal.
- 223 **White Maximummer:** White must play the geometrically longest legal move available, or freely from among equal longest legal moves. Checks are normal.
- 224 **Double Maximummer:** each side must play the geometrically longest legal move available, or freely from among equal longest legal moves. Checks are normal.
- 225 **Ultra Maximummer:** as maximummer, but attacks on the king are only checks if no longer legal moves exist.
- 226 **Black Minimummer:** Black must play the geometrically shortest legal move available, or freely from among equal longest legal moves. Checks are normal.
- 227 **White Minimummer:** White must play the geometrically shortest legal move available, or freely from among equal longest legal moves. Checks are normal.
- 228 **Double Minimummer:** Each side must play the geometrically shortest legal move available, or freely from among equal longest legal moves. Checks are normal.
- 229 **Follow-my-leader:** if possible, Black must play to the square vacated in the last move (by White, except in series problems). Checks are normal.
- 230 **Single Combat:** the last moved unit of each side must continue to play all the moves for that side until it has no legal moves left, after which a new unit can be chosen freely.
- 231 **Alphabetic Chess:** each side must play with which of its units that stands on the square which is earliest in alphabetical sequence (a1,a2,...,a8, b1,...,h8) and which has a legal move.
- 232 **Monochrome Chess:** all moves are made from light squares to light squares, or from dark squares to dark squares. A king cannot be checked by a unit on the opposite colour squares. Queen-side castling and knight moves are impossible.
- 233 **Bichrome Chess:** all moves are made from light squares to dark squares, or from dark squares to light squares. A king cannot be checked by a unit on the same colour squares. Castling and bishop moves are impossible.
- 234 **Köko:** all moves must finish adjacent to an occupied square, including checks.
- 235 **Grid Chess:** all moves and checks must end in a different grid square from where they start.
- 236 **Shrinking Men:** no unit can make a longer move than it made last time.
- 237 **Growing Men:** no unit can make a shorter move than it made last time.
- 238 **Black Must Check:** Black checks if able but otherwise makes another move.
- 239 **Black Checks:** Black checks if able but otherwise passes.
- 240 **Ultraschachzwang:** Black must check and White must play to ensure this is possible; otherwise this is stalemate.
- 241 **Black must capture:** Black captures if able but otherwise makes another move.
- 242 **No captures:** no side may capture.
- 243 **Losing Chess:** each side must capture if able. Kings are not subject to check or mate. Pawns may promote to kings. A win at losing chess is obtained by being stalemated (having lost all one's pieces or being unable to move those that remain).

5.5 Transfer of Powers

- 244 **Annan Chess:** a unit (Ks included) when standing one square directly forward of another unit of its own side, moves as that other unit. Pawns may move to the first rank but cannot subsequently move; however, a piece standing forward of a pawn on the first rank moves one or two squares forward or captures diagonally as a pawn.
- 245 **Back-to-back Chess:** if a white unit X stands on the same file and one row above a black unit Y, then X moves as if it were the same type as Y and Y as if it were the same type as X (Ks included).
- 246 **Transmuting King:** when checked, a king may move only like the unit or units giving check. A king checked by a pawn moves in the direction of the pawn of his own colour.
- 247 **Reflecting King:** as transmuting king, but the checked king may play as a king also.
- 248 **Supertransmuting King (Pressburger King):** when checked, a king must play as the unit or units giving check if possible, thereafter the king becomes an ordinary (non-royal unit) of this type permanently. If it is not possible to move as the checking unit, another piece may parry the check and the king does not change. If that is not possible, the king is mated.
- 249 **Take & Make Chess:** a unit (Ks included) upon capturing must make a further non-capturing step in the manner of the captured unit as part of the same move. Such a movement must be possible, otherwise the capture may not be made. A capturing pawn may not be conveyed to the base rank. A pawn promotes only if it is conveyed to the promotion rank by this part of the movement. Checks are normal.
- 250 **Anti Take & Make:** similar to the above but the captured piece moves (as itself) after the capture; Ks excluded.

5.6 Transformation and Promotion

- 251 **KoBul Chess (KoBul Kings):** after a unit (not P) is captured, the K of the same side adopts the powers of movement of the captured unit and no longer moves as a K. After a P of his side is captured the K reverts to its usual K movement. It retains its royalty (susceptibility to check, mate) throughout.
- 252 **Andernach Chess:** a unit (not K) when capturing, changes colour.
- 253 **Anti-Andernach Chess:** a unit (not K) when moving without capturing, changes colour.
- 254 **Super Andernach Chess:** a unit (not K) changes colour after all moves and captures.
- 255 **Einstein Chess:** after a capture, the capturing unit is transformed as follows: P→S→B→R→Q→Q. After a non-capturing move the moving unit is transformed as follows: Q→R→B→S→P→P. Castling, which is also possible with a newly-transformed rook, results in the rook transforming to bishop. Pawns on their back rank may move 1, 2 or 3 steps and are subject to *en passant* capture if moving more than 1 step. There is no normal promotion on the 8th rank.
- 256 **Chameleon Chess:** all units (except Ks) are chameleons.
- 257 **Norsk Chess:** a unit may only capture units of the same type, though checks are normal. Also, after moving, a R changes to B and vice versa, and a Q changes to a S and vice versa.
- 258 **Glasgow Chess:** promotions happen when white (black) pawns reach the 7th (2nd) ranks respectively.
- 259 **Relegation Chess:** a white (black) piece returning to the 2nd (7th) rank changes to a pawn.

5.7 Check and Mate

- 260 **AMU:** the mating move must be given by a unit which, prior to the mating move, is attacked by exactly one enemy unit.
- 261 **SAT:** a side is in check if its king (or royal unit) has a flight. A side is mated if in check and with no way to relieve the check. Kings may not be captured.
- 262 **Vogtländer Chess:** a side is in check if the enemy K is attacked by one of its own pieces. It is mated if that attack cannot be removed. Ks may not be captured.
- 263 **Checkless Chess:** checks may not be given unless it is checkmate.

- 264 **Exclusive Chess:** the mating move must be the only mating move available otherwise it is illegal.
- 265 **Republican Chess:** there are no Kings - if the side which has just played can put the opposite King on an empty square where it would be legally mated, it does so.
- 266 **Bicolores:** kings are in check if attacked by an enemy unit or also if observed by one of their own units. Moves leading to observation of one's own king are not permitted, and if a move by the opponent leads to such observation, it must be cancelled immediately.
- 267 **MAFF** (Mate with A Free Field): in the mating position, the king must have exactly one square to which he is free to move.

5.8 Other

- 268 **Sentinels:** a piece (not P) when leaving a square not on the 1st or 8th ranks leaves behind a P of the same colour, provided there are not already 8 Ps of the colour present. Neutral pieces moved by White and Black leave white and black pawns respectively.
- 269 **Sentinels m/n:** as Sentinels, but the maximum pawn counts for White and Black are m and n.
- 270 **Enemy Sentinels:** as Sentinels, but white moves leaves black pawns and black moves leave white pawns.
- 271 **Haaner Chess:** after each move, the departure square becomes a hole and may not be entered or passed through again.
- 272 **Haanover Chess:** after each move, the departure square and all squares passed over by the move become holes and may not be entered or passed over again.
- 273 **All-in Chess:** either side may move any unit, Ks included (but wPs/bPs always move in the correct direction for wPs/bPs). No move may cancel out the last move played. White cannot play as to leave the wK in check, but may play the bK into check; or use a black unit to capture a white unit; Black conversely.
- 274 **Messigny Chess:** in lieu of a normal move, a side may swap the positions of any of its units with that of a similar unit of the opposite colour. No unit may be part of a swap in two consecutive moves.
- 275 **Alice Chess:** there are two boards, A and B. A game starts with all the pieces set up as normal on board A. After each move, which must be legal on the board on which it is played, the moving unit is transferred to the same square on the other board, which must have been empty. A side may not expose its King to check as a result. (N.B. As the same squares on boards A and B cannot be simultaneously occupied, a position is often represented on one board by the "B" pieces being shown in a different state).
- 276 **Mated Units:** after a move, if an opposing unit (other than the K) is threatened with capture and no move is available which can prevent the capture on the next move, the unit is 'mated' and is removed at that point, unless an illegal position would arise. More than one unit may be removed in one move (along with any normal capture). Once mated units are removed no further evaluation is done to see if other units are mated: e.g. in a position with bPs h6, h7, wRh1, wBh3; if White plays 1.B~ the bPh6 is mated and removed but not now the Ph7. If 1.Bf5, however, both Ps are mated and removed. The example alongside solves by 1.Sg4 b6+(-e4) 2.Rc6 bxc7(-c6)#. Note the bB does not disappear immediately after 1.Sg4 but only following the white move. As a further example, there is a fool's mate from the normal game array, 1.e3(4) g5 2.Qh5(-f7, -g5)#.
- 277 **Wormholes:** squares with invisible pathways between them. A unit (Ks included) which plays to a wormhole immediately passes to any other as part of the same move. A capture can be made on the entrance wormhole but the exit wormhole must be empty.

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