This is a special issue featuring unorthodox problems. In the hope that some hitherto reluctant readers will try them, I supply a few hints (in the small print!) and also give the solutions below. The solutions to *Broodings* 11 will be given next time. I assume that everyone knows about grasshoppers and Circe. Equihoppers hop to the square an equal distance beyond any other piece, provided that the line (which may be oblique) is otherwise clear; kangaroos hop on queen lines to the next square beyond any two pieces.
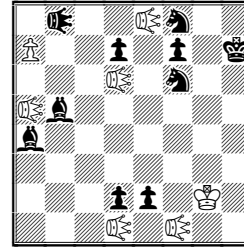
1. battery mates (sort of…)   2. kangaroo function exchange 3. ♝♝ on white, but not enough Es !
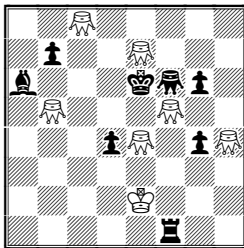

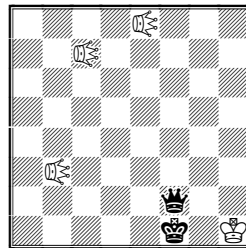h#2   b) pc3>d2
Equihoppers Circe

h#2   2 solutions
Kangaroos

h#2   2 solutions
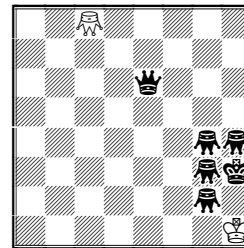Equihoppers

4.   Platzwechsel   5.   too easy for a hint !   6. full length set; oldfashioned echo

h#3   2 solutions
Grasshoppers
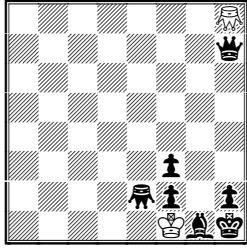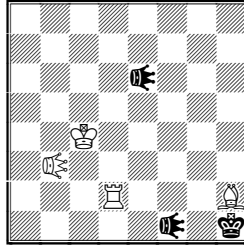

h#4   2 solutions
Equihoppers

h#6* Grasshoppers
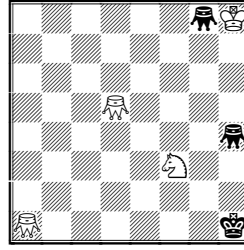Circe

7. repeated Circe effects
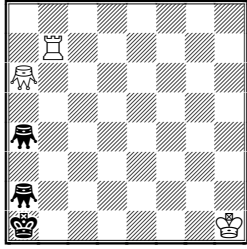

h#9 Grasshoppers
Circe

8. batteries

sh#10* Equihoppers
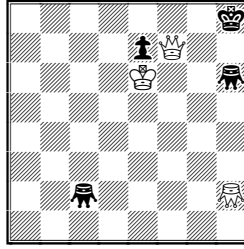Circe

9. and batteries again

sh#11* Grasshoppers
Circe

10. much too easy for a hint !
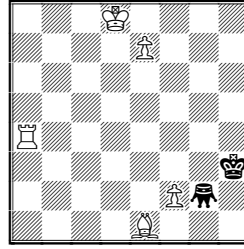

sh#17* Grasshoppers

11. Escape IS possible !

sh#19** Grasshoppers

12. It's only a pawn!

sh#27 Grasshopper

SOLUTIONS TO THE ABOVE PROBLEMS:

1 a) 1.Ke8 Kxc2 2.Eg5 Kxc3# b) 1.Kg8 Kxe3 2.Eg5 Kxd2# A captured fairy piece of course reappears on the promotion square. Both Black and White provide pivots for the Es. Those on a2 and a4 immobilise the pawn. **2** 1.Bd7 K^{g}b5 2.Bf5 Rc5# & 1.Rf1 K^{g}c1 2.Rf4 Be3# Pinmates **3** 1.exd1E a8E 2.Ed3 Eg4# & 1.exf1E axb8E 2.Eb3 Ef4# Simple geometry! **4** 1. Gd8 Ge8 2.Ke5 G4e6 3.Ke4 Ge5# & 1.Gf4 Gxg4 2.Kd7 G8e6 3.Kc8 Gd7# The BK exchanges places with the mating G. This took a lot of work. **5** 1.Qe3 Eh3 2.Qe5 Eg3 3.Qf6 Eg4 4.Qf2 Eg2# & 1.Qf5 Eg2 2.Qe4 Eh5 3.Qd4 Ee1 4.Qf2 Eg3# Two different BQ round trips, different mates and no repeated moves. **6** 1... Gf5 2.Qxf5 Gf4 3.Qf7 Gf8 4.Qe7 Gd6 5.Gd8 Gf8 6.Qh4 Gc8# 1.Qd7 Ge6 2.Qxe6 Ge5 3.Qd5 Gc5 4.Qd6 Ge7 5.Gc7 Gc5 6.Qg3 Gc8# **7** 1.Gg2 Gh6 2.Qxh6 Gh5 3.Qxh5 Gh4 4.Qxh4 Gh3 5.Qxh3 Gxh2 6.Bxh2 Kxf2 7.Bb8 Ga8 8.Qh2 Gxg2 9.fxg2 Ga8# It is not always possible to use the Circe condition as intensively as this. **8** 1... Re2# 1.Exb3 2.Ef1 3.Ea2 4.Eg2 5.Kxh2 6.Kg3 7.Kf3 8.Ee4 9.Ke3 10.Ed5 Rf2# **9** In each case the immobile Ga1 mates by means of a Circe rebirth on g1: 1...Kxg8# 1.Gc4 2.Gb4 3.Gd4 4.Ge4 5.Kg2 6.Kf2 7.Gg1 8.Kg2 9.Gg3 10.Kh1 11.Gg2 Gxg2# The Gg2 guards itself because its capture would put the BK in check from g8. **10** 1... Ga3# 1.Ga5 2.Ga7 3.Gc7 4.Gaa7 5.Ga5 6.Gd8 7.Gb6 8.Kb2 12.Kf6 13.Gg6 14.Kg7 15.Gg8 16.Kh8 17.Ga7 Ga8# The corner switch is a favourite idea, here shown without obvious signposts. **11** 1... Qf8/Qh7# 1.Gh1 2.Gh3 3.Gd7 4.Gf5 5.Gg6 6.Gd6 7.Gf6 8.Gf4 9.Gf8 10.Gd6 11.Gc7 12.Ge5 13.Gf6 14.Gg7 15.Kh7 16.Kh6 17.Kg5 18.Gh4 19.Kh6 Qh5#

12 1.Ge2 3.Kf3 4.Gg2 5.Ge4 7.Kd3 8.Gc2 9.Ke2 10.Gxf2 11.Kf3 12.Gf4 14.Kg5 15.Gh6 16.Kf6 17.Ge6 18.Ke5 19.Ge4 21.Kf3 22.Gg2 27.Kh3 Rh4#