

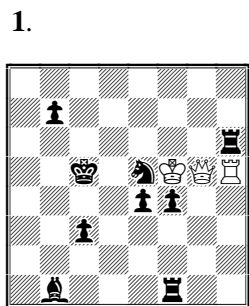
# BROODINGS...

N° 45: July 2008

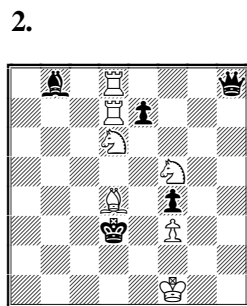
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Boris Shorokhov kindly sends a version of the [Q-]-Zilahi in *Broodings* 39/5: Kh7 Pf6 Pg7 / Ke8 Rf7 Ba2 Bd8 Sd7 Pe7; h#2, 2 sols: 1.Rxf6 Kh8 2.Kf7 g8Q# & 1.Rxg7 Kxg7 2.Bb1 f7# (C+), not only lighter but without twinning – bolschoye spasibo!

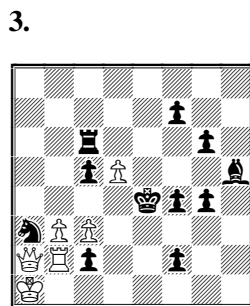
Fairy pieces new to *Broodings* this time are the mao and moa, which move to the same squares as a knight, but only if the intervening orthogonal (mao) or diagonal (moa) square is vacant. They capture normally. The skylia and charybdis move like the mao and moa respectively, but capture only by removing a hostile piece from the intervening orthogonal (skylia) or diagonal (charybdis) square. Thus their arrival squares must be vacant. Battery mates, interferences and pinmates are thus possible using these pieces and are seen in some of these examples. My choice of symbols is meant to indicate whether the relevant intervening squares are diagonal or orthogonal. Best wishes to all.



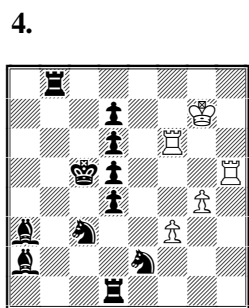
1. h#2 3 solutions



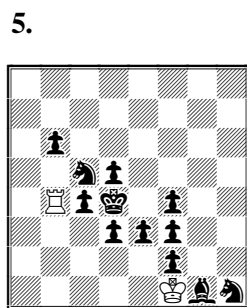
2. h#2 2 solutions



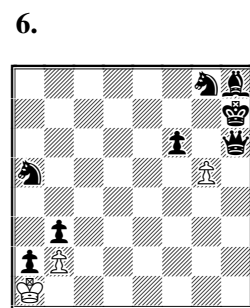
3. h#2 2 sols b) ♖a2>g3



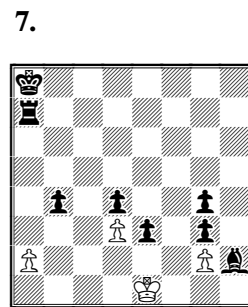
4. h#3 b) ♖f3>f4



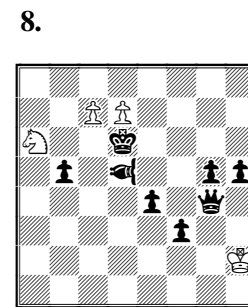
5. h#5



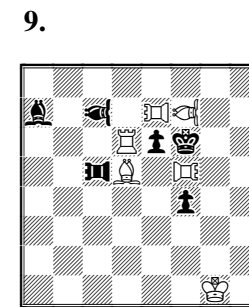
6. h#5 2 solutions



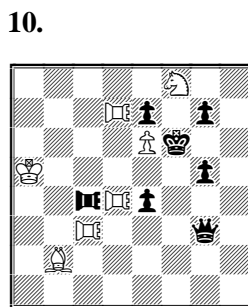
7. h#6 b) ♖d3↔♜g3



8. h#2 b) g4=>♜ moa d5



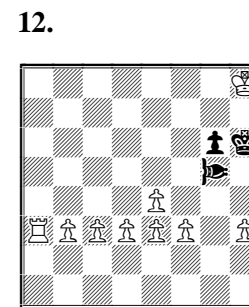
9. h#2 b) ♖f5>e5 maos e7/c5/f5 & moas f7/c7



10. h#2 b) ♞f8>h4 mao d7 & skylas c3/d4/c4



11. h#2 2 sols mao e5, moa c4/d2/c5, skylia c3 & charybdis c2



12. seriesh#12 charybdis g5

## SOLUTIONS:

1 1.Sd3/g6/f3 Kxe4/e6/xf4 2.Kc4/c6/d4 Qb5/c5/d5# 2 1.Qxd4 Rc7 2.Qe4 Sxe4# & 1.Bxd6 Rc8 2.Be5 Bxe5# 3 a) 1.c1B Rxf2 (Re2?) 2.Ke3 Qe2# & 1.c1S Re2 (Rxf2?) 2.Kd3 Qd2# b) 1.c1B Re2 (Rxf2?) 2.Kxd5 Qd3# & 1.c1S Rxf2 (Re2?) 2.Kf5 Qxf4# Pure hideaway promotions with a dual avoidance switch 4 a) 1.Rb3 Rxd5 2.Kxd5 Kf7 3.Ke5 Rf5# b) 1.Rb4 Rxd6 2.Kxd6 Kf8 3.Ke6 Rh6# 5 1.Ke5 Ra4 2.c3 Rxf4 3.Bh2 Rf6 4.Kd4 Rxb6 5.Be5 Rb4# Switchback & round trip 6 (4.Sg7 f8S??) 1.Sc4 gxf6 2.Sxb2 Kxb2 3.a1R Kxb3 4.Rg1 f7 5.Rg7 f8S# & 1.Sc6 gxf6 2.Sce7 fxe7 3.Bg7 e8S 4.Kh8 Sd6 5.Qh7 Sf7# 7 a) 1.Rc7 Ke2 2.Rc4 dxc4 ... 5.a1R c7 6.Ra7 c8Q# b) 1.Rf7 a3 2.Rf2 axb4 3.Bxg3 b5 4.Bc7 b6 5.Ra2 bxc7 6.Ra7 c8Q# Phoenix and round trip lead to the same mate with different pieces. 8 a) 1.Qe6 c8MO 2.Qe8 dxe8Q# b) 1.Kc6 d8MO 2.Bd7 c8S# Batteries 9 a) 1.MAd4 Bxe6 2.Ke5 Bd5# b) 1.MAg4 Rx6 2.Kf5 Rd6# 10 a) 1.SKxd4-e3 SKd5 2.MAe5 SKxe5-f4# b) 1.SKxc3-d2 SKxe4-f5+ Qe5 SKxe5-d6# 11 1.Bxd3 Qa7 2.Se2 SKxd3-e4# & 1.Sxd3 Qe7 2.Bf2 CYxd3-d4# Double pin mates, battery and interference effects 12 1.CYe6 2.CYd4 3.CYxc3-c2 4.CYxb3-b4 5.CYc2 6.CYxd3-d4 7.CYxe3-e2 8.CYxf3-f4 9.CYg2 10.CYxh3-h4 11.CYf3 12.CYg5 Rh3# The round trip includes some switchbacks.