

SECTION G: FAIRIES

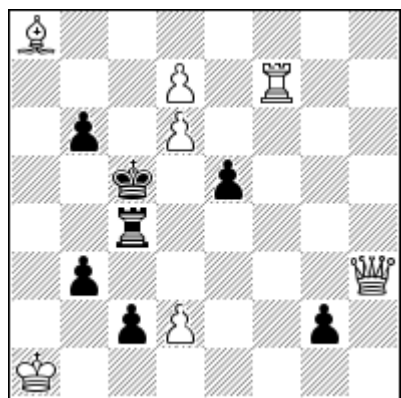
Judging countries: Finland, India, Japan, Sweden, Switzerland

Reserve:

Theme (proposed by Israel): Required are HS#2-5 problems with the fairy condition **Isardam**. No other fairy conditions or fairy pieces are allowed. The mate must be fairy mate, meaning that the position is not mate or is illegal in normal chess, or the final move is illegal in normal chess.

Isardam: Any move, including capture of the king, is Isardam illegal if a Madrasi-type paralysis would result from it (not including kings).

G01



hs#3 b) bQc4 7+7
Isardam

- a) 1.d8=S c1=S 2.Rc7 g1=Q 3.Se6+ Sd3#
b) 1.d8=B c1=B 2.Qc8 g1=R 3.Bxb6+ Ba3#

The type of the piece on c4 (R/Q) determines which white piece will be spiking the bK (R/Q). The other white piece (Q/R) remains on the initial square and determines the black promotion on g1 (Q/R) preventing interposition on f1 in checkmate. The type of analogous promotions on d8 and c1 (S/B) is determined by the need to orchestrate forcing the mating move neutralising check to the bK. Additionally, the promoted piece from c1 guards b2 in the checkmate and also interposes on the bent line of potential check neutralisation (h3-c3-a1/f7-a7-a1). Strong analogy with typical Isardam motivation. AUW.

G02

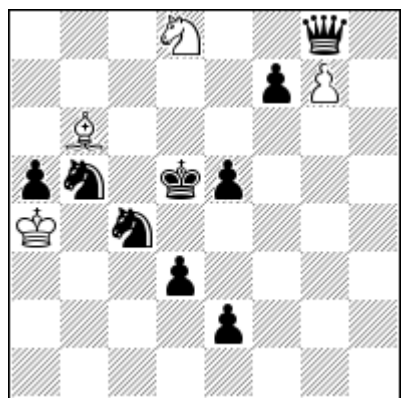


hs#3.5 10+10
Isardam

- 1...axb1=R 2.Se2+ dxe1=Q 3.gxh8=R h1=S 4.c8=R bxc1=B#

Black AUW.
Indirect self-pin.
Correspondence of the nature of captured pieces to the nature of promotions.
Phoenix.

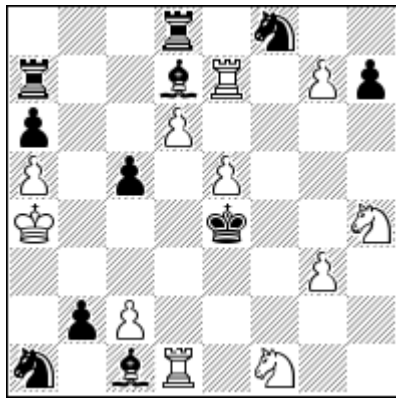
G03



hs#3.5 2.1.1... 4+9
Isardam

- 1...Qe8 2.g8=R e1=R 3.Rg3 Re4 4.Rxd3+ Sd4#
1...Qf8 2.gxf8=Q e1=Q 3.Qxf7+ Kd6 4.Qe6+ Qb4#

G04



hs#2 4.1.1... 11+11
Isardam

1.g8=Q b1=Q 2.Qc4+ (2.Qd5+? Qxc2+!, Qb4+! 3.Qc6!) Qb7#
(2...Qxc2??, 2...Qb4??) 3.Qb5??

1.g8=S b1=S 2.Sf6+ Sc3# (2...Sd2+??)

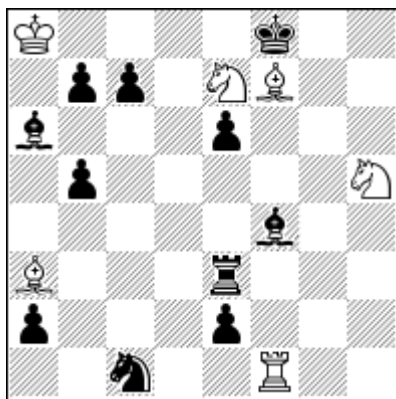
1.g8=R b1=R 2.Rg4+ Rb4# (2...Bf4??)

1.g8=B b1=B 2.Bd5+ Bxc2# (2...Bf5?? 3.Bb3??)

(1.gxf8=Q? b1=Q 2.Qf3+ Qb4, Qb7#, but 2...Qxc2+! 3.Qa3!)

Babson task.

G05



hs#3.5 b) wKa8→b2 6+11
Isardam

a) 1...Rd3 (Rc3?) 2.Ka7 Be3+ 3.Rf3 e1=R! 4.Bg6+ (Bf~+?) Rd8# (Bf4??)
(5.Rxe3??)

b) 1...Rc3 (Rd3?) 2.Bb4 Bd2 3.Ka3 a1=B! 4.Sc6+ (Se~+?) Bh6# (Rc5??)
(5.Bxc3??)

Mates by the release of spiked pieces.

High fairy density. (All moves are Isardam related moves).

Exchange of functions between three pairs of pieces:

bBf4/bRe3: Gets spiked, then released and then mates – Vs – Spikes, then gives Isardam support to bK.

wRf1/wBa3: Spiking a black piece, acting as rear battery piece which fires to give check to bK – Vs - Guarding.

wSe7/wBf7: Guarding bK's flights – Vs - Firing as front battery piece.

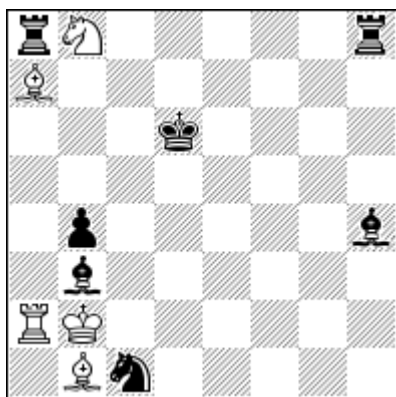
Two underpromotions.

Dual avoidance on B1, W4 & B4. The dual avoidance on B4 is specifically due to Isardam because, moving Be3 to f4 & Re3 to c5 cannot be done as these pieces are spiked and moving them away from the spiked line will result in paralysis of the spiking pieces.

The mating piece cannot be captured due to Isardam effect.

ODT.

G06



hs#4 3.1.1... 5+7
Isardam

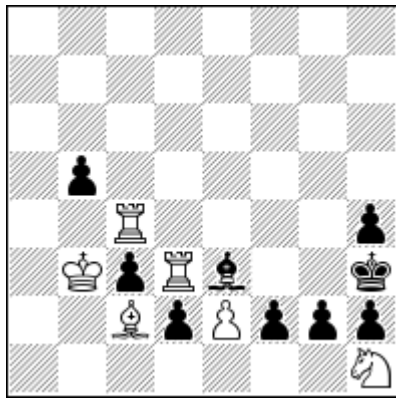
1.Sa6 Bg3 2.Bb8 Kc7 3.Ka1 Bd6 4.Rb2+ Rxa6#

1.Sd7 Rac8 2.Bb6 Ke7 3.Ra7 Kd8 4.Sf6+ Bxf6#

1.Bd3 Ke5 2.Ba6 Bf6 3.Bd4 Rh2 4.Sc6+ Sd3#

The mating positions are illegal (bK is in check) and the final positions are not mates in normal chess (the wK can escape).

G07

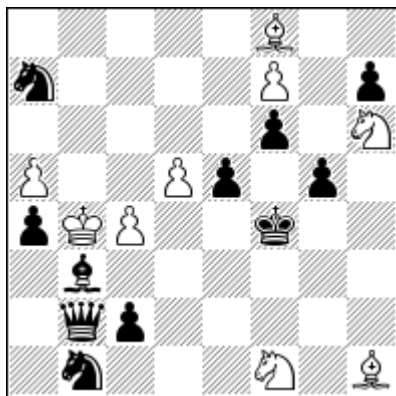


hs#4 2.1.1... 6+9
Isardam

1.Rd6! (Rd7,Rd8?) bxc4+ 2.Kxc4 f1=Q 3.Kd5 d1=R 4.Bf5+ Qxf5#
1.Kxc3 f1=S 2.Bb3! (Ba4?) b4+ 3.Kc2 d1=B 4.Rxe3+ Sxe3#
(4...Sg3? – illegal due to fairy condition)

Exchange of functions wRd3/wBc2 (self-block/active sacrifice).
Chumakov theme for White, simplified form.
AUW.

G08

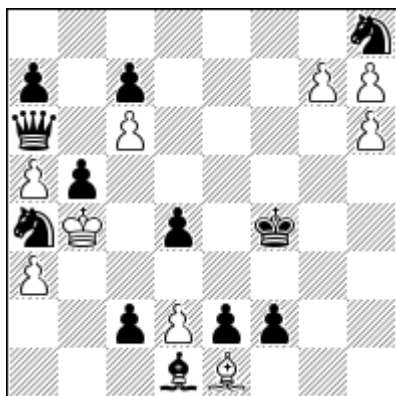


hs#3 2.1.1... 9+11
Isardam

1.Bc5 (1.Bf~? ...4.Kc5!) c1=S 2.f8=S Qe2 3.Se6+ Sd3# (2...~ 3...Se2!)
1.Bd6 (1.Bf~? ...4.Rb6!) c1=R 2.f8=R Qf2 3.Rxf6+ Rxc4# (2...~ 3...Rxf1!)

On W1, White selects the precise square for his B, in order to avoid white Isardam defence against the future mate. Following mutual promotions, black chooses the precise square for his Q, so as to avoid black Isardam defence against the selfmate.

G09

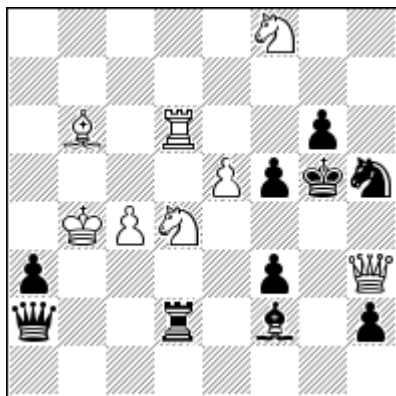


hs#4 b) bSh8→g8 9+12
Isardam

a) 1.gxh8=B fxe1=B 2.Be5+ Bg3 3.h8=S c1=S 4.Sg6+ Sd3#
1.gxh8=Q? fxe1=Q 2.Qe5+ Qg3 3.h8=S c1=S 4.Sg6+ Sd3#? 5.Kxb5!
b) 1.hxg8=R fxe1=R 2.Rf8+ Rf1 3.g8=Q c1=Q 4.Qg4+ Qxd2#

A black-and-white AUW featuring mutual promotions. The first mutual promotion pins the bK under Isardam rules, while the second exploits this pin to force Black to deliver mate via Isardam defence.

G10



hs#3 b) wQh3→g8 8+10
Isardam

- a) 1.Ba5 Be1 2.R×g6+ Rg2 3.S×f3+ Qb3#
b) 1.Bd8+ Bh4 2.Rb6 Rb2 3.Sde6+ Q×c4#

Spiking lines (orthogonal and diagonal) are transferred from twice spiked wS to both Ks. The unchained S then forces mate by check that can only be parried by bQ spiking the S. Use of Isardam strategic means: in each solution, 2x unspiking, 3x spiking.

G11

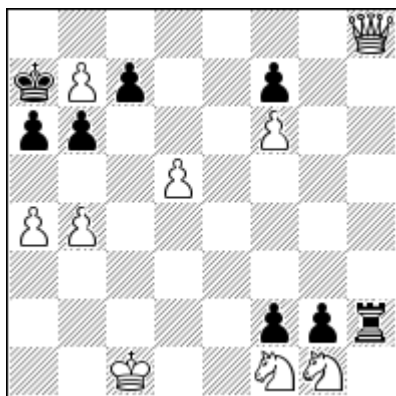


hs#2.5 2.1.1... 7+10
Isardam

- 1...Qb6+ 2.Qb2 Ra2 3.f8=B+ (B×d8??) Bb4# (Q×b4??)
(2.Qe5? Bc3 3.f×g8=S+ (Sd5#) Sc6!)
1...Qc6+ 2.Qe5 Bc3 3.f×g8=S+ (Sc6??) Sd5# (4.Q×b8??)
(2.Qb2? Ra2 3.f8=B+ (Bb4#) B×d8!)

Logical spikings of the wQ.
Block/interception against Isardam specific black defences.

G12

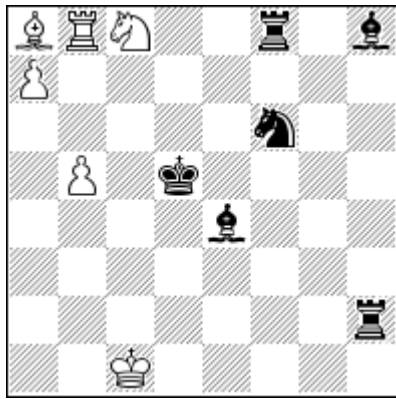


hs#3.5 2.1.1... 9+8
Isardam

- 1...f×g1=B 2.b8=S Bc5 3.S×a6 K×a6 4.Qa8+ g×f1=Q#
1...g×f1=B 2.b8=R Bc4 3.R×b6 K×b6 4.Qb8+ f×g1=Q#

Sacrifices by the promoted white pieces.
Anticipatory wQ line closing on B2 by the promoted bB to prevent White from parrying the checkmate by specific Isardam moves (5.Qc6 or 5.Q×c7).
AUW.

G13

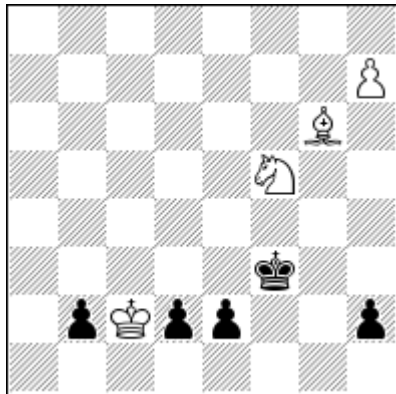


hs#3.5 b) wBb8
Isardam 6+6

- a) 1...Se8 2.Rb7 Rf1+ 3.Rc7 Bf6 4.Sb6+ (Se7+? Bxe7!) Sxc7#
b) 1...Sg4 2.Bf4 Bb2 3.Be3 Rf6 4.Se7+ (Sb6+? Rxb6!) Sxe3#

wPb5: avoids cooks and contributes to dual avoidance by guarding c6.

G14



hs#3.5 4+5
Isardam

- 1...d1=R 2.h8=Q b1=B+ 3.Sh4+ h1=Q 4.Qa8+ e1=S#

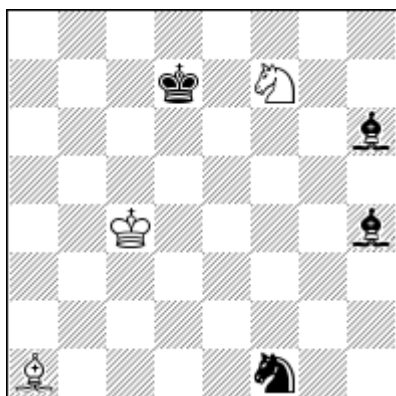
Black AUW with the following Isardam content:

When Black checks with the promoted B (2...b1=B+), White parries the check with an Isardam move 3.Sh4+, protecting the wK and checking, and Black then parries the check with an Isardam move 3...h1=Q, but when White removes his Q from the h-file, renewing the S-check, Black has to parry the check with a promotion to S (4...Qxh4?? being illegal), guarding the bK and giving mate, as 5.Kb3?? is illegal under Isardam rules. Obviously, B1 cannot be 1...b1=B+? as then, after 2.Sh4+, the move 2...h1=Q?? doesn't work and 2...e1=S+ comes too early. So, Black must start with 1...d1=R, guarding b1 against 5.Kxb1.

The mating position would be a quadruple check under standard chess rules.

All five pawn moves are promotions.

G15

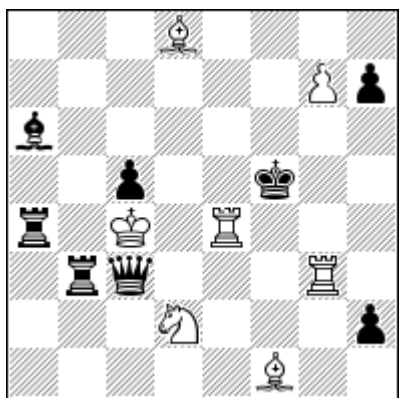


hs#5 b) wSf7→c8 3+4
Isardam

- a) 1.Bd4 Ke7! (Bf8?) 2.Bc5 Bf8 3.Kd4 Bf2! (Sg3?) 4.Sd6 Sg3
5.Sc8+ Sf5#
b) 1.Bc3 Kc7! (Bd8?) 2.Ba5+ Bd8 3.Kb4 Bd2! (Se3?) 4.Sb6 Se3
5.Sa8+ Sd5#

Echoed mates with interchange of functions of the bBs. In one phase, bBh6 paralyses the bK and bBh4 paralyses the wK. In the twin, it is vice versa. All of the sides' moves are captureless.

G16

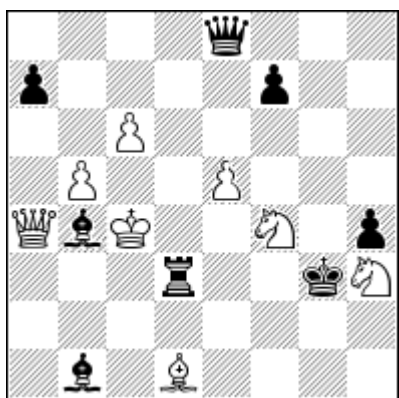


hs#2 4.1.1... 7+8
Isardam

- 1.g8=S h1=S 2.Sh6+ Sxg3# (2.Se7+? Kf6)
1.g8=B h1=B 2.Be6+ Bxe4# (2.Bxh7+? Bc8)
1.g8=R h1=R 2.R8g5+ Rxf1# (2.Rf8+? Rh5)
1.g8=Q h1=Q 2.Qg4+ Qxf1# (2.Qg5+? Qcf3,Qhf3)

The wK is not in check, since if the black B, R or Q captured it, two opposing like pieces would observe each other – illegal in Isardam – because of wBf1 and the two wRs. W2 forces Black to capture one of those three white pieces.

G17

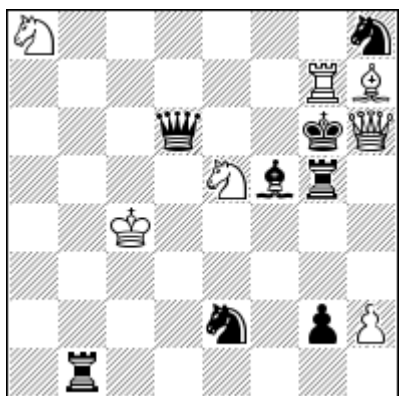


hs#3.5 2.1.1... 8+8
Isardam

- 1...Rd8 2.Qa2! Qd7! 3.Kd5! Bd3 4.Qg2+ Qg4#
1...Bf8 2.Qc2! Qe7! 3.Kc5! Ba2 4.Qf2+ Qg5#

Indian theme. Construction and play of black battery with Q as the front piece.

G18

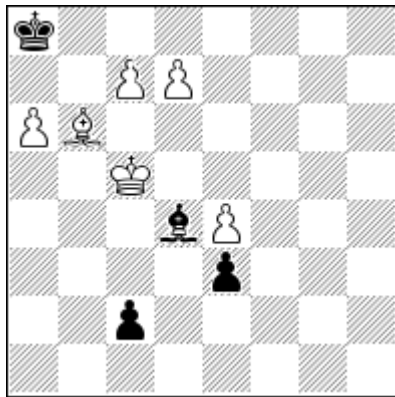


hs#2 3.1.1... 7+8
Isardam

- 1.h4 Qb6 2.Sc6+ Qxc6#
1.Rg8 Bc2 2.Sd3+ Bxd3#
1.Sc7 Rg3 2.Sg4+ Rxg4#

The W1 moves 1.h4, 1.Rg8 and 1.Sc7 prevent white defences on W3 move on exactly those squares: 3.Qh4, 3.Bg8 and 3.Rc7.

G19



hs#3.5 b) wPd7→a7 6+4

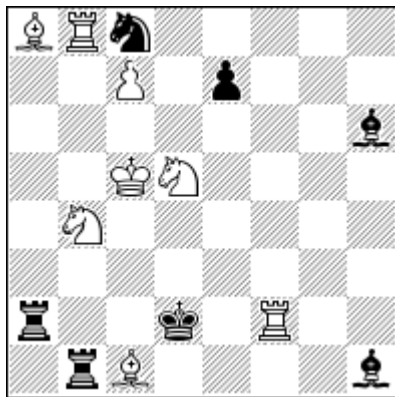
c) bKa8→d2

Isardam

- a) 1...c1=S 2.a7 Kb7 3.a8=R Se2 4.Ra7+ Kc6#
- b) 1...e2 2.c8=B e1=Q 3.Be6 Qxe4 4.Bd5+ Qxd5#
- c) 1...Kc3 2.d8=Q c1=Q 3.Qxd4 Qb2 4.Kc4+ Qb4#

SR + BQ + QQ = AUW.

G20



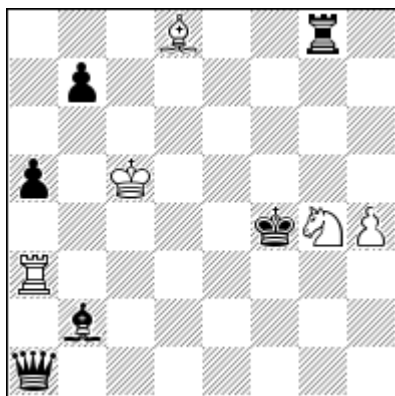
hs#3 2.1.1... 8+7

Isardam

- 1.Bb7 e5 2.Sc2+ Ke3 3.Bd2+ Rxc2#
- 1.Rb7 Sd6 2.Se3+ Kc2 3.Rd2+ Bxe3#

Six pairs of exchanges of functions: wBa8/wRb8, bPe7/bSc8, wSb4/wSd5, wBc1/wRf2, bBh6/bRa2, bBh1/bRb1.

G21

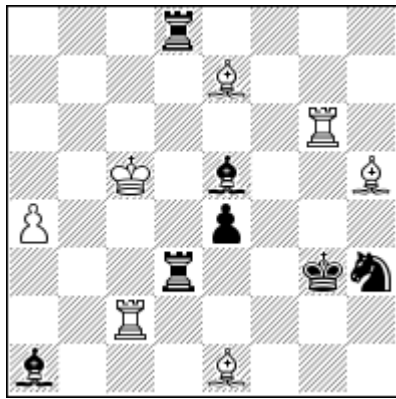


hs#3.5 b) wBg4 5+6

Isardam

- a) 1...Bc1 2.Bg5 Qf6 3.Rc3 Rc8 4.Rc4+ Qd4#
- b) 1...Rf8 2.Rf3 Ba3+ 3.Be7 Qb2 4.Bd6+ Qe5#

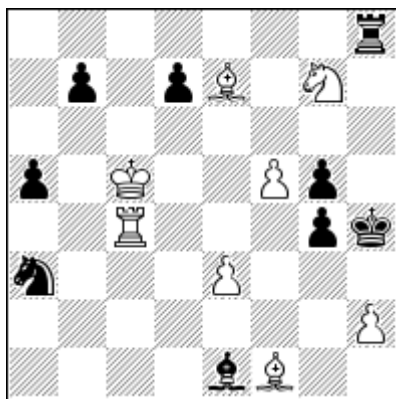
G22



hs#4 b) wKc5→c4 7+7
Isardam

- a) 1.Bh4! Rb3 2.Rf6 Bd6+ 3.Rd2 Rb6 4.Kxd6+ Be5# (1.Bg5? 4...Sf2!)
b) 1.Rg2! Bc7 2.Bd2 Rc3+ 3.Bf6 Ba5 4.Kxc3+ Rd3# (1.Re2? 4...Sg5!)

G23



hs#4 b) bSa3→g6 8+9
Isardam

- a) 1.Rxg4 Bb4 2.Rg2 Rc8+ 3.Rc2 Rc7 4.Rc4+ Sxc4#
b) 1.Bxg5 Rc8 2.Bf4 Bb4+ 3.Bd6 Ba3 4.Be7+ Sxe7#

Roundtrip by two different white pieces in each phase.

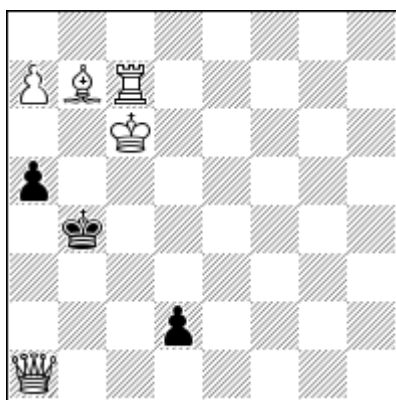
Exchange of B1 and B2.

Exchange of functions between two pairs of pieces (Rc4/Be7 and Rh8/Be1).

Specific Isardam motivations for B3 (without these moves, Black could parry the check by 4...Rh8! in a) and 4...Be1! in b)).

ODT.

G24

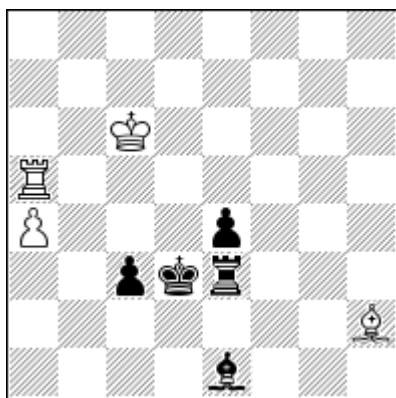


hs#3 2.1.1... 5+3
Isardam

- 1.a8=Q d1=R 2.Qa6 Rc1 3.Qb5+ Kxb5#
1.a8=S d1=B 2.Sb6 Bf3 3.Qb2+ Kc5#

AUW.

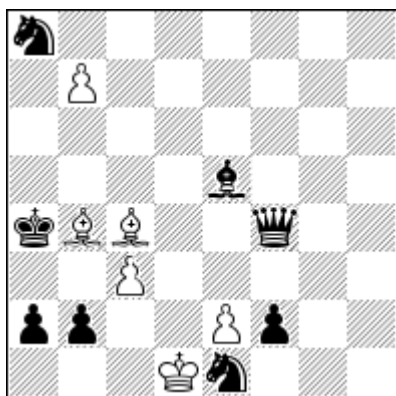
G25



hs#4 2.1.1... 4+5
Isardam

1.Re5 Re2 2.Kd5 Ke3 3.Bf4+ Bd2 4.Kxe4+ Kxf4#
1.Bc7 Kd4 2.Rd5+ Rd3 3.Bb6+ Bf2 4.Kc5+ Kxd5#

G26



hs#2 4.1.1... 6+8
Isardam

1.Bc5 (anticipatory prevention of 2...Bb8-a7!) Bb8! (anticipatory closing of line wRa8-d8-d1!) 2.bxa8=R+ (2.bxa8=Q+?) a1=R# (deactivates wR: 3.Rd8?)
1.b8=Q Bc7! (anticipatory closing of line wQa7-d7-d1!) 2.Qa7+ (Qxa8?) a1=Q# (deactivates wQ: 3.Qd7?)
1.bxa8=S b1=S 2.Sb6+ Sxc3# (deactivates wS)
1.bxa8=B b1=B 2.Bc6+ Bc2# (deactivates wB)

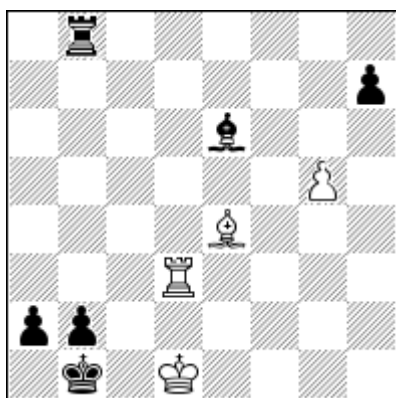
Babson task.

Dual avoidance.

Anticipatory shut-off moves Bb8 and Bc7.

Mates by deactivation.

G27

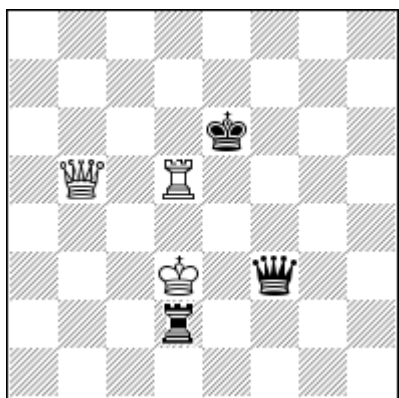


hs#3.5 b) bKb1→a1 4+6
Isardam

a) 1...a1=R 2.Re3+ Ba2 3.Re1 Rb3 4.Bd5 (waiting) Kc2#
b) 1...Rh8 2.Kc2 Bg8 3.Rd8 b1=B 4.Bd3 (waiting) Kb2#

Black and White cooperate to immobilise bB and bR (in order to create zugzwang for Black before the mating move). Reciprocal change of roles of both black and white B/R, with the corresponding promotions to immobilise the wK.

G28



hs#3

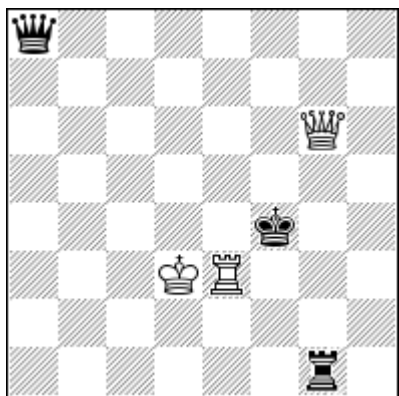
2.1.1...

3+3

Isardam

1.Kd4 Rd3 2.Qb7 Kd6 3.Qd7+ Qxd5#
1.Rd4 Qf2 2.Qb6+ Kd5 3.Qd6+ Qxd4#

G29



hs#2.5

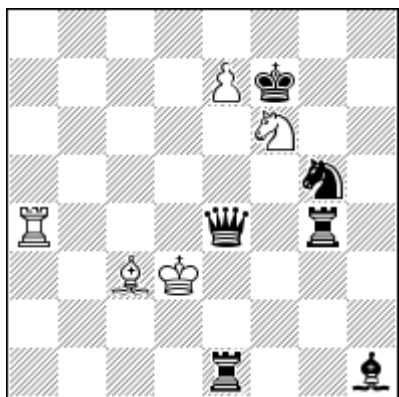
b) bRg1→g2

3+3

Isardam

a) 1...Rd1 2.Qh5 Qc6 3.Rf3+ Kxf3#
b) 1...Rc2 2.Ke2 Qh1 3.Re4+ Kxe4#

G30



hs#3

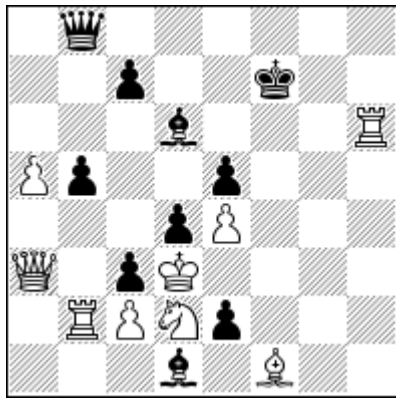
2.1.1...

5+6

Isardam

1.e8=R Rg2 2.Re7+ Kf8 3.Ra8+ Kxe7#
1.Be5 Sf3 2.Kxe4 Ke6 3.e8=Q+ Kf5#

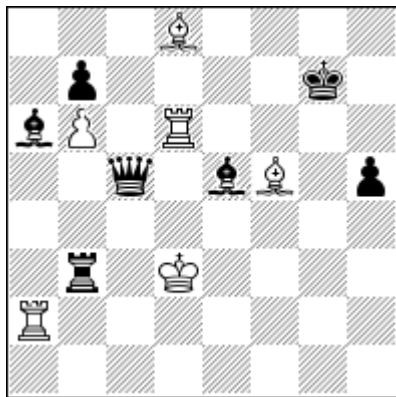
G31



hs#3 2.1.1... 9+10
Isardam

1.Qxd6 exf1=R 2.Qd7+ Kf6 3.Sf3+ Rxf3#
1.Sc4 bxc4 2.Rxb8 Bf8 3.Qxf8+ exf1=Q#

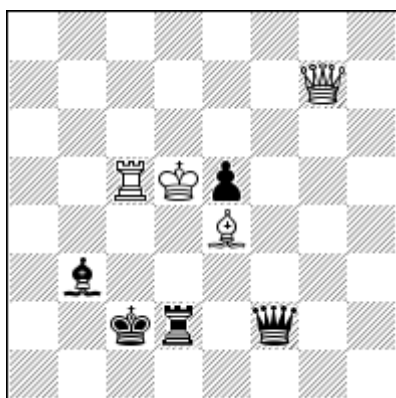
G32



hs#3 b) bKg7→b8 6+7
Isardam

a) 1.Bg6 Kh6 2.Rc2 Bg7 3.Be4+ Qxd6#
b) 1.Rd7 Kc8 2.Rd2 Bb8 3.Rd4+ Qxf5#

G33

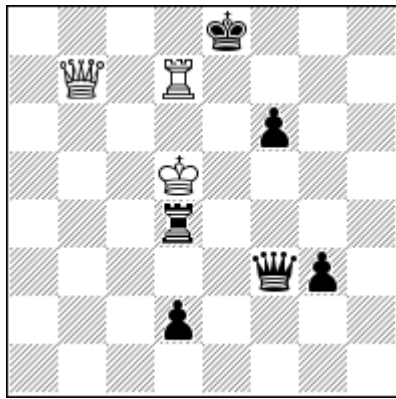


hs#2.5 b) bPe5→f3 4+5
c) +bSf3
d) bSe5
Isardam

a) 1...Qf5 2.Qg2 Qe6+ 3.Qxd2+ Kxd2#
b) 1...Qh2 2.Qb7 Qd6 3.Qxb3+ Kxb3#
c) 1...Qh4 2.Qg1 Sg5 3.Qc1+ Qxe4#
d) 1...Sd7 2.Qa1 Qf8 3.Qb1+ Qxc5#

Helpselfmate of the Future.

G34



hs#3

b) bKe8→f2

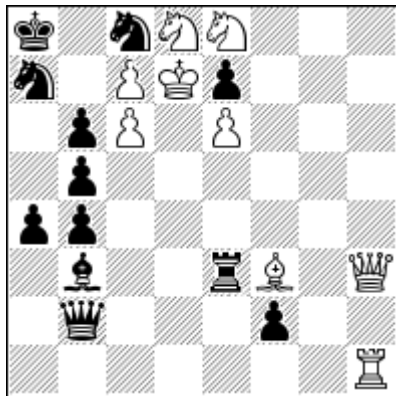
3+6

c) bKe8→g6

Isardam

- a) 1.Rd6 Qf4 2.Qb8+ Kd7 3.Qd8+ Qxd6#
 b) 1.Qb5 d1=R 2.Kxd4 Ke3+ 3.Qd3+ Rxd3#
 c) 1.Rd8 Qf2 2.Qb1+ Kf7 3.Qh7+ Ke6#

G35



hs#3.5

b) -bPa4

9+12

- a) 1...Ba2 2.Ra1 Ra3 3.Qf1 Qb3 4.Bd5 Qxd5#
 b) 1...Ba4 2.Rf1 Qb3 3.Bd1 Rc3 4.Qd3 Rxd3#

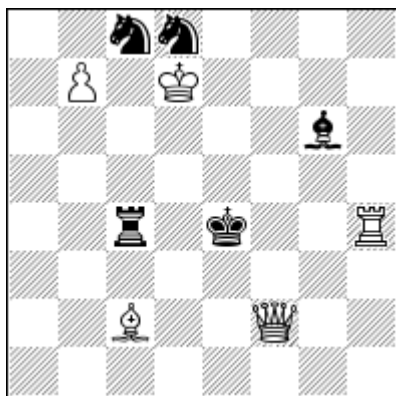
Black cycle:

- a) bB pins the mating piece (bQ); bR pins the pinning piece (bB) with self-incarceration; and bQ gives mate;
 b) bB pins the pinning piece (bQ) with self-incarceration; bR gives mate; and bQ pins the mating piece (bR).

White cycle:

- a) wB pins the mating piece by self-sacrifice; wR pins the piece (bB) pinning the mating piece; and wQ blocks bPf2;
 b) wB pins the piece (bQ) pinning the mating piece; wR blocks bPf2; and wQ pins the mating piece by self-sacrifice.

G36



hs#3

b) wPb7→e7

5+5

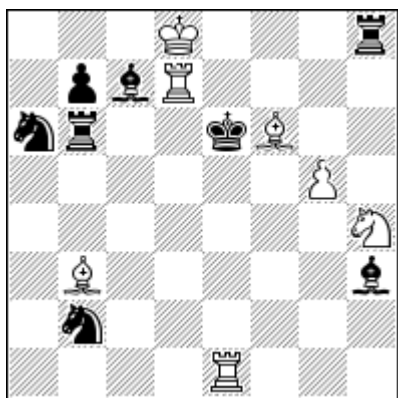
Isardam

- a) 1.Rh7! Bxh7! 2.bxc8=B Bf5 3.Qd4+ Rxd4#
 1.Rh1? ~ 2.bxc8=B Bf5 3.Qd4+ Rxd4+ 4.Rh7!
 1.Rf4? ~ 2.bxc8=B Bf5 3.Qd4+ Kd3!
 b) 1. Ba4! Rxa4! 2.exd8=R Rd4 3.Qf5+ Bxf5#
 1.Bd1? ~ 2.exd8=R Rd4 3.Qf5+ Bxf5 4.Ba4!
 1.Bb1? ~ 2.exd8=R Rd4 3.Qf5+ Kf4!

A rare logical Isardam combination doubled in ODT form. The main plan asks for two moves only, but fails to two different Isardam refutations: one by White, preventing the mate, and one by Black, defending the check. Two attempts from the focal position fail: either to Isardam defence of the wK or to Isardam paralyzing by the bK. Paradoxically, the way out is to play the white refutation move first and let Black spend his move to capture the paralyzing piece right away.

All ten pieces on the board are engaged in the intensive Isardam ODT play, in the solutions and the tries. Three pairs of pieces (wB-wR, bB-bR, bS-bS) exchange their functions, while promotions to the third B & R pair lead to paralyzing self-blocks.

G37

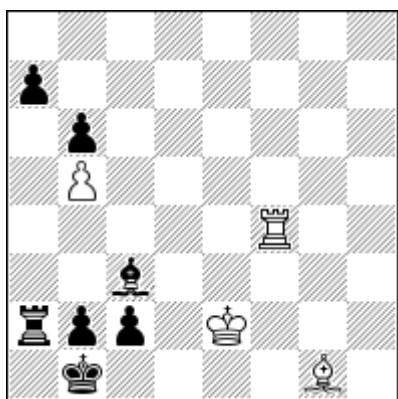


hs#3 b) wSh4→f7 7+8
Isardam

- a) 1.Bc2? Bf1? 2.Be4 Bb5 3.Bd5+ Kd6!
1.Bd1! Bg2! 2.Be2! Bc6! 3.Bc4+! (Bg4+? Bd5!) Bxd7# (4.Bxh8??)
b) 1.Re1~1? Rb4 2.Sh6 Rf4 3.Re1+ Re8!
1.Rc1! Rb5! 2.Rc4! Rf5! 3.Re4+! (Rc6+? Re5!) Rxf6# (4.Rxc7??)

Both sides construct batteries aiming at the bK.
Logical choices on both sides.

G38

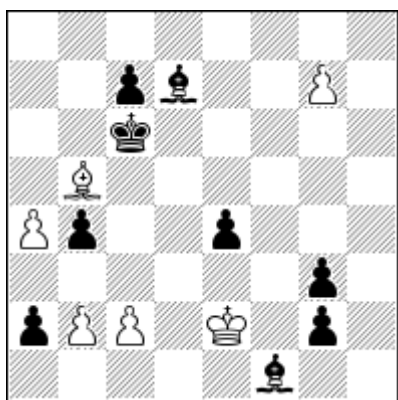


hs#3 b) bKb1→c1 4+7
Isardam

- a) 1...Ra6 2.Be3 Ba5 3.Kd2 c1=B 4.Ra4 (waiting) Kc2#
b) 1...b1=R 2.Rf1 Ba1 3.Ke1 Rb2 4.Bd4 (waiting) Kd2#

Black and White cooperate to immobilise bB and bR (in order to create zugzwang before the mating move). Reciprocal change of roles of both black and white B/R pairs, with the corresponding promotions to immobilise the wK.

G39



hs#2.5 3.1.1... 6+9
Isardam

- 1...a1=Q 2.g8=Q Qb1 3.Qa8+ Qxc2#
1...a1=R 2.g8=R Rc1 3.Rg6+ Rxc2#
1...a1=S 2.g8=S Sxc2 3.Se7+ Sd4#

B1 moves are made to the same square.

Indirect self-pin.

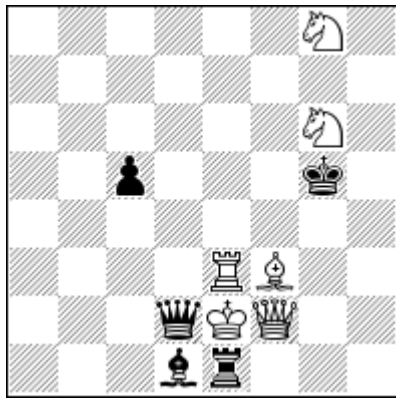
W2 moves are made to the same square.

Change of promotions.

Cross-checks.

Piece vs. piece duel, B vs. W duel, double check, Anderssen, black battery, white battery, direct self-pin.

G40



hs#2 5.1.1...
Isardam 6+5

- 1.Bh5 (Pelle move) Qc3 (unpins wQ. Dual avoidance:
1...Qa5? 2.Qf4+ c4!) 2.Qf4+ Kxh5# (activates bB)
1.Bg4 (Pelle move) Qb4 (unpins wQ. Dual avoidance:
1...Qc3,Qa5? 2.Qf4+ Kxg4+??) 2.Qf5+ Kxg4# (activates bB)
1.Qh2 (Pelle move) Qc1 (unpins wQ. Dual avoidance:
1...Qc3,Qd4? 2.Qh5+ Qd5/e5!) 2.Qh5+ Qxe3# (deactivates wQ,
activates bR)
1.Qg2+ **A** (Pelle move) Qd5 (deactivates wQ. Dual avoidance: 1...Qd8?)
2.Re5+ **B** (interferes with bQ-bK line and reactivates wQ) Qxe5#
(deactivates wQ, activates bR)
1.Re5+ **B** (Pelle move) Rg1 (deactivates wR) 2.Qg2+ **A** (interferes with
bR-bK line and reactivates wR) Rxg2# (deactivates wR, activates bQ)

Pelle moves of "Isardam pinned" pieces in all solutions.

wQ-bQ duel (B2/W2) in solutions I, II and III

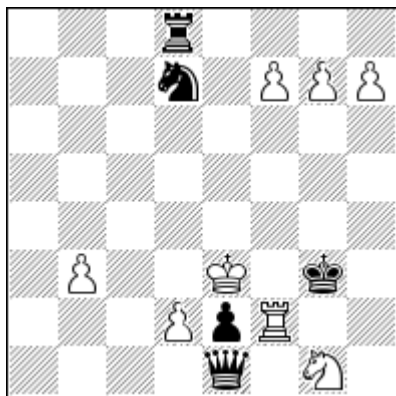
wB-bQ duel (W1/B1) in solutions I and II

In solutions IV and V, exchange of W1/W2 moves and function

exchange of wQ/wR and bQ/bR

"3+2" HSOTF: Solutions I, II and III form a related triplet and solutions IV and V form a related pair. Both the triplet and the pair are connected by Isardam effects.

G41

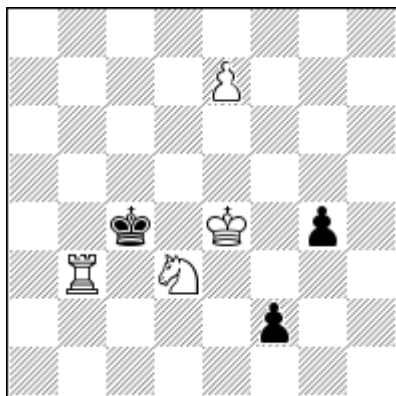


hs#3 4.1.1...
Isardam 8+5

- 1.f8=B Qa1 2.h8=R e1=S 3.g8=Q+ Qe5#
1.Rxe2 Sf8 2.h8=R Re8 3.g8=R+ Kf4#
1.f8=Q Qxg1 2.Qf4 Qh2 3.Kf3+ Qxf2#
1.h8=Q Qxd2+ 2.Qh6 e1=B 3.Qf4+ Kxf2#

AUW + 5 more promotions.

G42

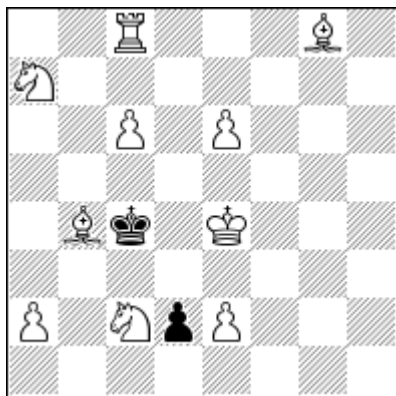


hs#3 2.1.1...
Isardam 4+3

- 1.e8=B f1=B 2.Bc6 Bg2 3.Bd5+ Kd4#
1.e8=Q f1=Q 2.Qe5 Qe2 3.Rb4+ Kxd3#

A miniature with two pairs of analogous promotions and fairy mates by the bK which benefit of the Isardam-specific placement of the promoted pieces on opposite sides of the wK.

G43

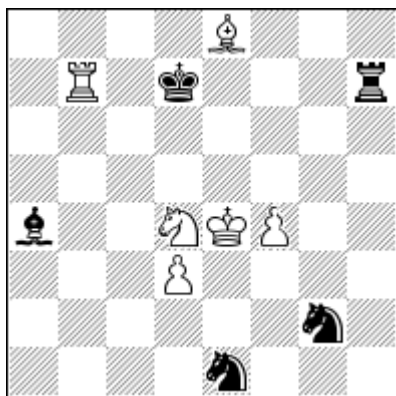


hs#3.5 b) wSc2→d3 10+2
Isardam

- a) 1...d1=R 2.Rf8 Rd6 3.Rf3 Rxe6+ 4.Re3 (waiting) Kd5#
b) 1...d1=B 2.Bf7 Ba4 3.Bh5 Bxc6+ 4.Bf3 (waiting) Kd4#

A black minimal Meredith with full orthogonal-diagonal correspondence, involving black underpromotions, self-pinning by the promoted black pieces and exchanged roles of wBg8/wRc8 (pinning of Re6/Bc6 or self-blocking defence against check to the wK). The fairy mates by the bK in zugzwang occur because any move by the wK is illegal (5.K~??) on account of Madrasi paralysis.

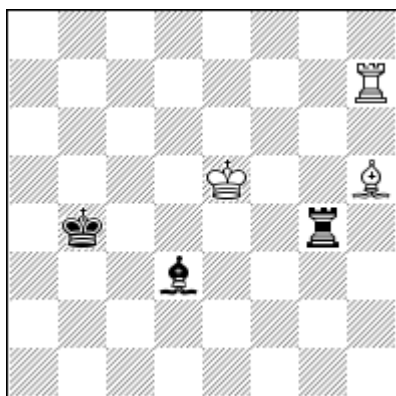
G44



hs#3 b) wSd4→f5 6+5
Isardam

- a) 1.Sc6+ Ke7 2.f5 Sf3 3.Rd7+ Bxc6#
b) 1.Se7+ Kc6 2.d4 Se3 3.Bd7+ Rxe7#

G45

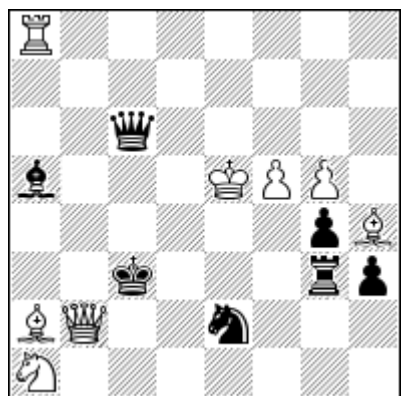


hs#4 2.1.1... 3+3
Isardam

- 1.Rd7 Bb5! (Kc4?) 2.Bg6 Kc4 3.Bd3 Rg3 4.Kd4+ Rxd3#
1.Bf7 Rg6! (Kc5?) 2.Rh4+ Kc5 3.Rc4+ Rc6 4.Kd5+ Bxc4#

Interchange of functions of two pairs of line pieces. Destruction of the constructed Isardam pin paralysing the bK results in mate involving Isardam pin paralysing the wK. ODT. Letztform.

G46

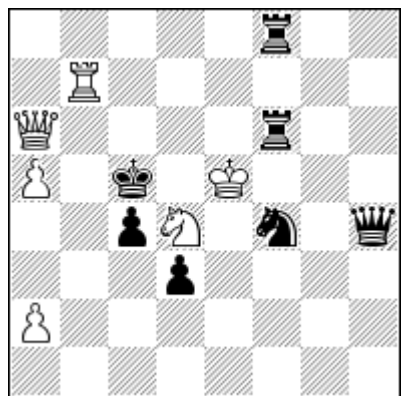


hs#3 2.1.1... 8+7
Isardam

- 1.Qc1 Rg2 2.Bg3 Bc7 3.Ra3+ R×g3#
 1...Rg1? 2.Bg3 Bc7 3.Ra3+ Rc1!
 1...Bd8? 2.Ra5 Re3 3.Be1+ B×a5+ 4.Q×e3!
 1.Qc2 Bd8 2.Ra5 Re3 3.Be1+ B×a5#
 1...Bb6? 2.Ra5 Re3 3.Be1+ Bd4!
 1...Rg2? 2.Bg3 Bc7 3.Ra3+ R×g3+ 4.Ke4!

Switchbacks of Ba5 and Rg3.
 Harmonic dual avoidances.
 ODT.

G47

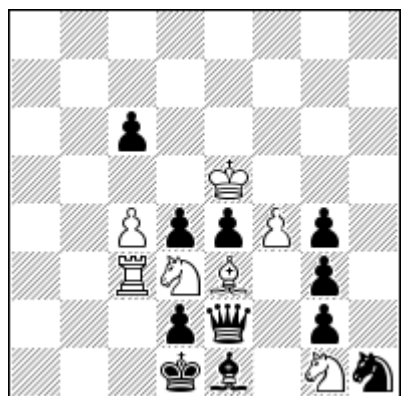


hs#2 3.1.1... 6+7
Isardam

- 1.Re7 Rf5 2.Qb5+ Q×e7#
 1.Qe6 Qe1 2.Sb3+ S×e6#
 1.Sc6 Sg6 2.Rb5+ R×c6#

Cyclic buildup of black batteries by Black and White.
 Cyclic white function change (anticipatory self-pin, check to Black, guarding b4).

G48

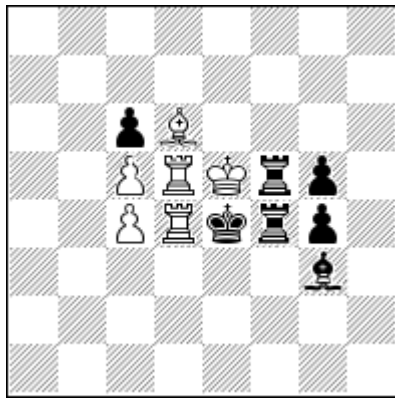


hs#3.5 b) bPc6→f6 7+11
Isardam

- a) 1...Qf1 2.K×d4 c5+ 3.K×e4 Q×d3+ 4.K×d3 Sf2#
 b) 1...Qf2 2.K×e4 f5+ 3.K×d4 Q×e3+ 4.K×e3 Bf2#

Black's lack of tempi underlies the choice of the 1st tempo move, where the bQ must keep an eye on the square of subsequent sacrifice. The wK clears pawns from the 4th rank (exchange of W2 and W3), then enters the mating net following the sacrifice of the bQ (Kniest). Then the key Isardam events follow: the white piece remaining on e3 or d3 determines which black piece can move to f2 – exactly the one that checks the wK. Moreover, the white piece cannot capture the mating black piece because of the black one remaining on e1 or h1. Specific finales with a total of 2×2 tempo moves in the solutions.

G49



hs#4.5

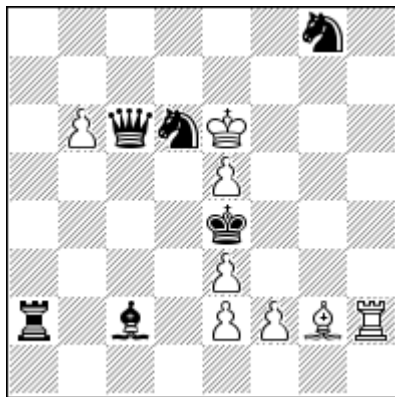
6+7

Isardam

1...Bh4 2.Bc7 g3 3.Ba5 Rg4 4.Be1 Kf4 5.Re4 Kxe4#

Black switchback, K switchback, double check, black Anderssen, royal battery, black battery, white sacrifice, direct self-pin, indirect self-pin.

G50



hs#3

b) wPb6→d5

8+6

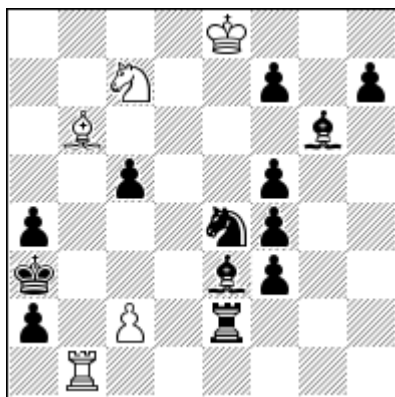
Isardam

a) 1.Bf3 Ra5 2.Bh5! Ba4! 3.Rh4+ Rxe5# (Ra4??) (4.Rh6??)

b) 1.Bf1 Bb3 2.Rh3! Rc2! 3.Bg2+ Bxd5# (Bc2??) (4.Bh3??)

R and B of the same colour are mutually obstructed from observing their own K (see parentheses).

G51



hs#3.5 b) bKa3↔bPa4

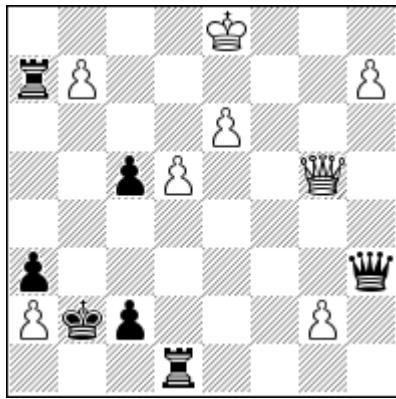
5+13

Isardam

a) 1...Bd4 2.Se6 Bg7 3.Sd8 Bh6 4.Bxc5+ Sxc5#

b) 1...Sg5 2.Sa6 Se6 3.Bd8 Sf8 4.Sxc5+ Bxc5#

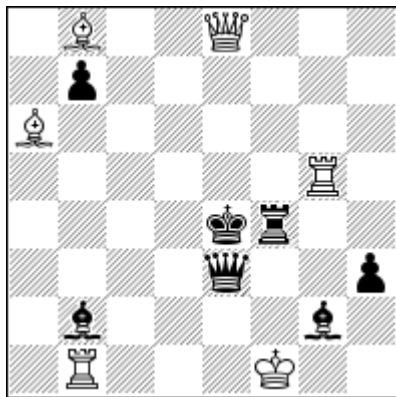
G52



hs#3 b) bQh3→h2 8+7
Isardam

- a) 1.b8=R+ **A** Rb1 2.h8=B+ **B** c1=B 3.Qxc1+ Qxh8#
b) 1.h8=B+ **B** c1=B 2.b8=R+ **A** Rd2 3.Qxd2+ Qxb8#

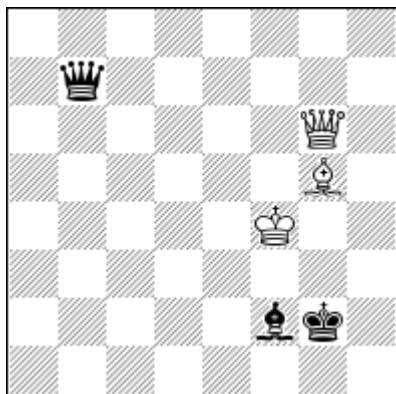
G53



hs#2.5 b) -bBb2 6+7
Isardam

- a) 1...Rh4 2.Bf4 Bc1 3.Rb4+ Rxf4#
b) 1...Bh1 2.Rg2 b5 3.Bb7+ Bxg2#

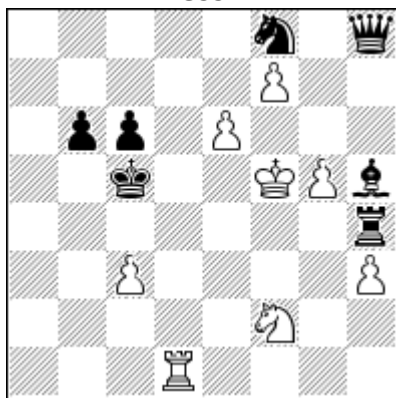
G54



hs#3 2.1.1... 3+3
Isardam

- 1.Bf6 Kh3 2.Be5 Qb4+ 3.Qg3+ Bxg3#
1.Kf5 Kg3 2.Bh4+ Qg2 3.Kg4+ Kxh4#

G55



hs#3

b) wRd1→b1

8+7

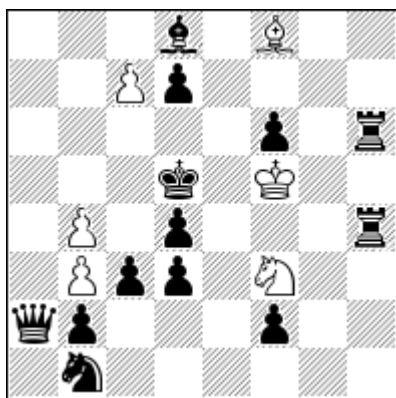
c) wRd1→e1

d) wPc3→b3

Isardam

- a) 1.Sg4 R×h3 2.Se3 Rf3+ 3.Rd5+ c×d5#
- b) 1.Sd3+ Kc4 2.Rb4 Re4 3.Se5+ Q×e5#
- c) 1.Re5+ Rc4 2.Se4+ Sd7 3.f8=B+ Q×f8#
- d) 1.Ra1 Kb4 2.Ra4 Be2 3.Sd3+ B×d3#

G56



hs#2.5

b) bSf3

6+13

c) wSf3→e4

d) wSf3→e5

Isardam

- a) 1...f1=Q 2.c8=Q Ba5 3.Qc4+ Q×f3#
- b) 1...f1=R 2.c8=R Re1 3.Rc5+ Re5#
- c) 1...f1=B 2.c8=B Bg2 3.Bb7+ B×e4#
- d) 1...f1=S 2.c8=S Bb6 3.S×b6+ Se3#

Babson task.

B1 moves are made to the same square.

W2 moves are made to the same square.

Cross-checks.

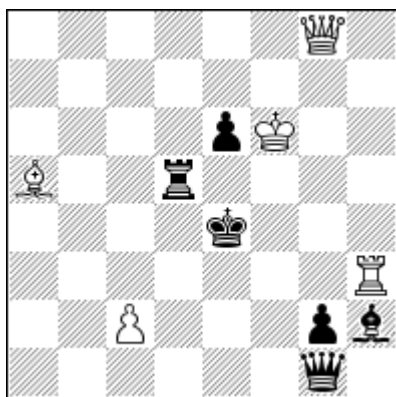
B vs W duel.

Black sacrifice.

Direct self-pin.

Changed promotions.

G57



hs#3

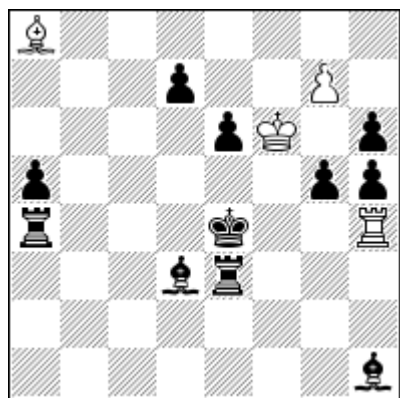
2.1.1...

5+6

Isardam

- 1.Qf7 (Qf8?) Kd4 2.Rd3 Qf2 (Qf1?) 3.Bc3+ (Bb6+?) Be5#
- 1.Qg7 (Qh8?) Kf4 2.Bc7 Qd4 (Qa1?) 3.Rf3+ (Rh4+?) Rf5#

G58



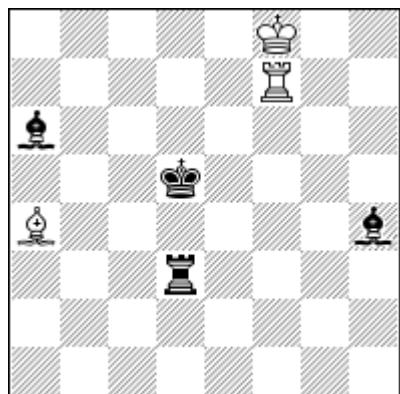
hs#3 2.1.1... 4+11
Isardam

1.g8=R Rd4 2.Rxg5 Bc4 3.Ke5+ Rd5# (4.Bxd5?)

1.g8=B Rg3 2.Bxe6 Bf3 3.Kf5+ Bg4# (4.Rxg4?)

In the initial position, the bK is double-pinned along both the a8-h1 diagonal and the a4-h4 rank. The first two moves prepare the final manoeuvre: moves by the WK to deliver an Isardam check, capitalising on the bK's double-pinned status. Black is then forced to abandon both pin-lines simultaneously, while creating a new Isardam pin against the wK. This leaves the WK mated by the bK itself.

G59



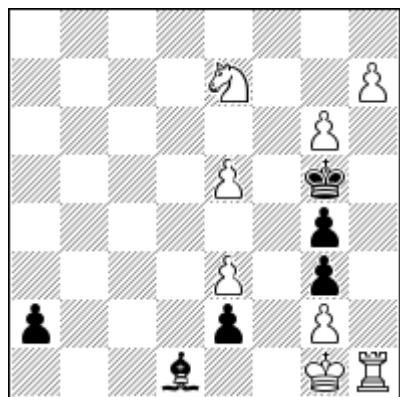
hs#4 2.1.1... 3+4
Isardam

1.Rf6 Rc3 2.Ke7 Bd3 3.Bc6+ Be4 4.Kd6+ Rxc6#

1.Bd7 Ke5 2.Rf5+ Rd5 3.Kf7 Bd3 4.Ke6+ Bxf5#

Aristocratic miniature, mirrored bK.

G60



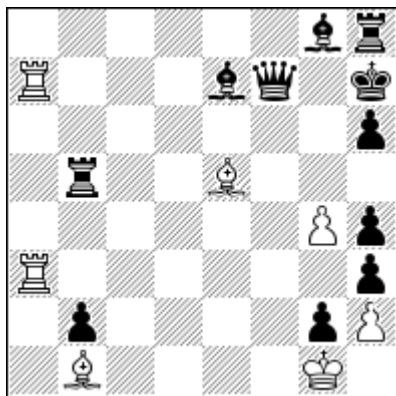
hs#2.5 3.1.1... 8+6
Isardam

1...a1=Q 2.g7 Qc1 3.g8=Q+ Qxe3#

1...a1=B 2.h8=B Bd4 3.Bf6+ Bxe3#

1...e1=S 2.h8=S Be2 3.Sf7+ Sf3#

G61



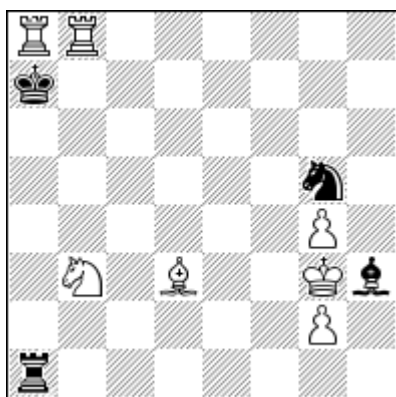
hs#3.5 2.1.1... 7+11
Isardam

1...Qf4 2.Bd4 Rh5 3.Be3 Bg5 4.R3a5 Qxe3#
1...Qc4 2.Rd3 Ba3 3.Rd4 Rb4 4.Bd6 Qxd4#

2x complete creation of staggered Isardam pins featuring the Cheney-Loyd theme.

Change of functions R/B (pin of the pinning piece (reciprocal)/pin of Q).
Change of functions R/B (self-pinning combined with pin of Q/self-incarceration combined with pin of the pinning piece (reciprocal)).
Two different pure mates by the Q on the same diagonal.

G62

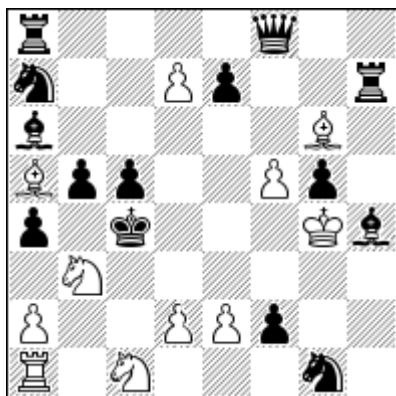


hs#4.5 2.1.1... 7+4
Isardam

1...Bxg2 2.Sc1 Bf3 3.Bf1 Bxg4 4.Kg2 Bh3 5.Sa2+ Rxa2#
1...Bxg4 2.Sc5 Bf3 3.Bf5 Bxg2 4.Kg4 Bh3 5.Sa4+ Rxa4#

Two roundtrips of bB (clockwise and anticlockwise). Kniest theme.
Echo.

G63

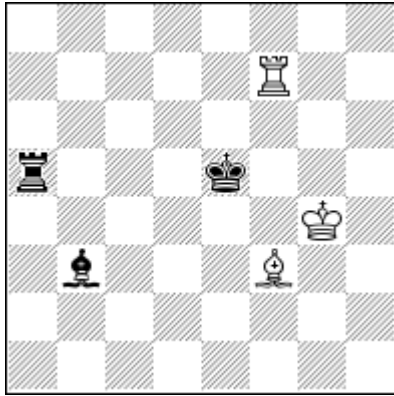


hs#3 4.1.1... 11+14
Isardam

1.d3 Sc8 2.dxc8=S f1=S 3.Sb6+ Se3#
1.Bxh7 Bc8 2.dxc8=B f1=B 3.Be6+ Bxe2#
1.Rb1 Rc8 2.dxc8=R f1=R 3.Rxc5+ Rf4#
1.Bc3 Qc8 2.dxc8=Q f1=Q 3.Qe6+ Qf4#

Colour-change promotions + Phoenix = Babson.

G64



hs#3.5 b) wBf3→e4 3+3

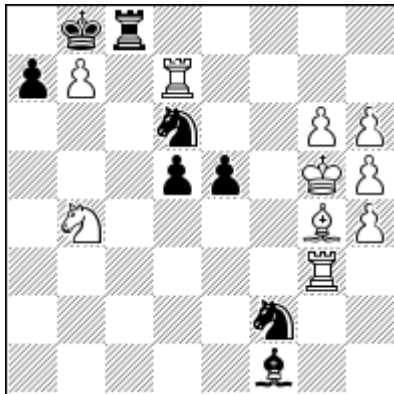
2.1.1...

c) bKe5→g6
Isardam

- a) 1...Ra3 2.Be2 Ke4 3.Bf3+ Bd5 4.Kf4+ Rxf3#
b) 1...Ra6 2.Rg7 Kf6 3.Rg6 Bf7 4.Kf5+ Bxg6#
1...Ba4 2.Kg5 Ke6+ 3.Bf5+ Bd7 4.Kf6+ Rxf5#
c) 1...Rh5 2.Bg2 Be6+ 3.Bh3 Kg5+ 4.Rf5+ Bxf5#

The four solutions show two pairs with the mating moves by the bR capturing the wB twice and the bB capturing the wR twice. In the mates, the Ks are in direct orthogonal contact and the wK is in an Isardam pin (which also protects the bK). So, all the mates are fairy mates. Among the 28 separate moves of the total solution, no move is repeated. Three times the wK moves to the f-file to be mated (f4, f5 and f6) and once it remains on g4.

G65

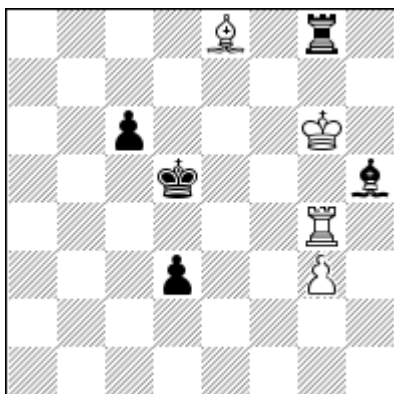


hs#3.5 2.1.1... 10+8

Isardam

- 1...Bd3 2.Rf3 Sde4+! 3.Bf5 Rf8 4.Sa6+ Bxa6#
2...Sfe4+? (unguard of g4).....5.Kg4!
1...Rc4 2.Be6 Sfe4+! 3.Rg4 Bh3 4.Sc6+ Rxc6#
2...Sde4+? (unguard of f5).....5.Kf5!

G66



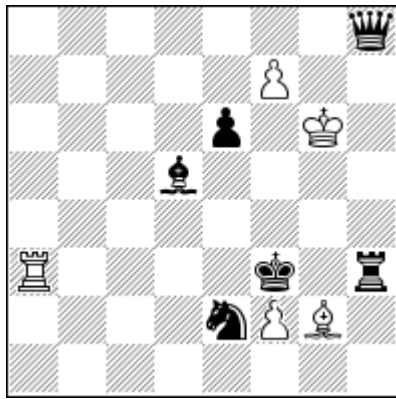
hs#4.5 2.1.1... 4+5

Isardam

- 1...Ke6 2.Rg5 Bf3 3.Rg4 Be4 4.Kg5 Kf5+ 5.Bg6+ Rxg6#
1...Ke5 2.Bf7 Rd8 3.Be8 Rd6 4.Kf7 Kf6+ 5.Rg6+ Bxg6#

Switchback after the gate-opening by wR/wB (Klasinc theme). Exchange of functions between two pairs of R/B. Selfmate and mating moves on wK's initial square. Harmonious OTD play. Royal Isardam mates.

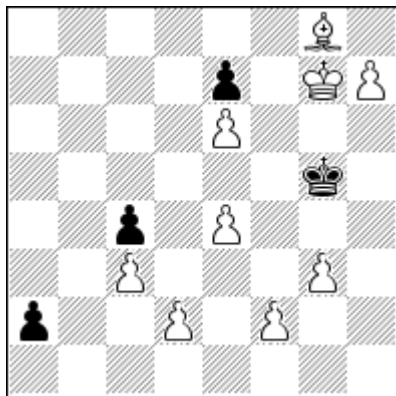
G67



hs#3 3.1.1... 5+6
Isardam

- 1.f8=S e5 2.Sd7 Sf4+ 3.Sxe5+ Qxe5#
1.f8=R Qh4 2.Rf4 Qe7 3.Re4+ Bxe4#
1.Ra5 Ke4 2.Kg5 Rh5+ 3.Rxd5+ Kf4#

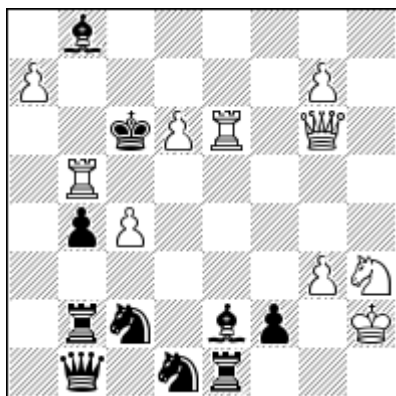
G68



hs#4 2.1.1... 9+4
Isardam

- 1.h8=Q a1=Q 2.Bh7 Qxc3 3.Bf5 Qf6 4.f4+ Kh6#
1.Bf7 a1=R 2.Kg8 Kh6 3.f4 Ra8+ 4.h8=R+ Kg7#

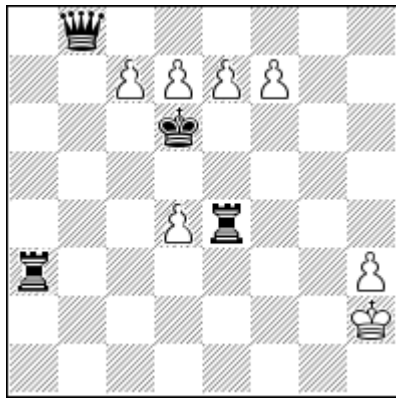
G69



hs#2.5 2.1.1... 10+10
Isardam

- 1...f1=Q 2.Rf6! (2.Q~? Sce3 3.a8=B+ Bf3#? Kd7!) 2.Qf7??)
2...Bd3 3.axb8=S+ (a8=B+,a8=Q+?) Sd4#
1...f1=R 2.Qf7! (2.Q~? Sce3 3.a8=B+ Bf3# Kd7! 2.Rf6??)
2...Sce3 3.a8=B+ (axb8=S+,a8=Q+?) Bf3#

G70



hs#4

7+4

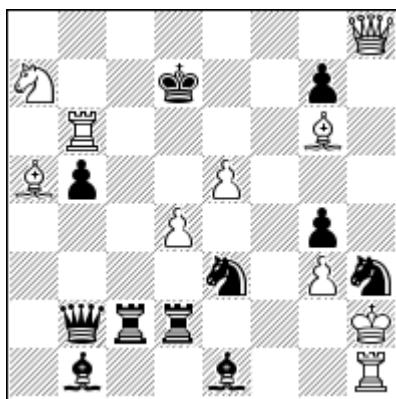
Isardam

1.c8=B Rg3 2.d8=Q Ke6 3.e8=R Re1 4.f8=S+ Rg8#

The promotion to B (W1) helps clear the black battery line between the bQ and the wK. The promotion cannot be to a S, for then the bK would be in check too early. Promotion to Q would be illegal, as then two opposing Qs would observe each other. A wR would guard the bQ which is to give mate. The promotion to Q (W2) is not check, for the bK is protected by the bQ, but it is needed to guard e7 later on. A wB would not work because it would interfere with the mate. The promotion to R (W3), which cannot happen until the bK is in the e-file, is also not a check, but it is needed to force the bR now at g3 to move to g8 after the promotion to S (W4), which is check, to pin the S between the opposing Rs.

The presence of wPs on e4 and h3 is for the purpose of guarding and self-blocking, respectively, and they also prevent the promoted wQ from moving to d2 or h4, which would rescue the wK from check by the bQ.

G71



hs#2.5

2.1.1...

10+11

Isardam

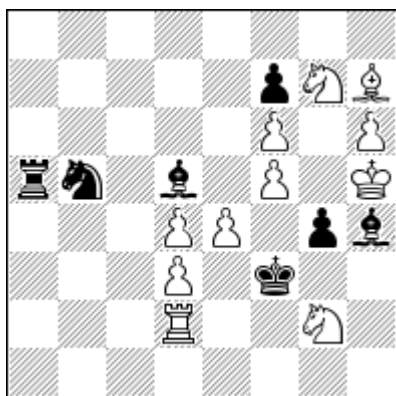
1...Sf5 2.Qg8 Rc3 3.Rb7+ (Rd6+?) Rxd4#

(2.Qf8? Rc3 3.Rb7+ Ke6!; 2.Bf7? Rc3 3.Rb7+ Rxd4+ 4.Qxh3!)

1...b4 2.Qf8 Rd3 3.Rd6+ (Rb7+?) Rc7#

(2.Qg8? Rd3 3.Rd6+ Ke7!; 2.Qh4? Rd3 3.Rd6+ Rc7+ 4.Qxh3!)

G72



hs#3.5

2.1.1...

11+7

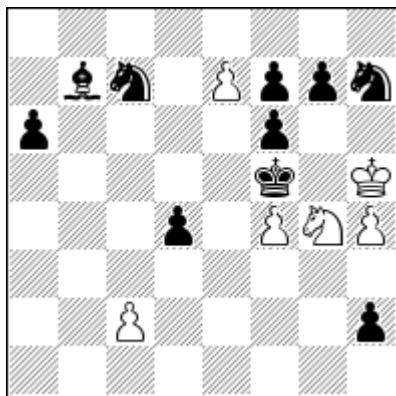
Isardam

1...Sxd4 A (Sd6?) 2.Se8 Sxf5 3.Bxf5 Bg3! (g3?) 4.Bxg4+ Bxe4# B

1...Bxe4 B (Be6?) 2.Bg8 Bxf5 3.Sxf5 g3! (Bg3?) 4.Sxh4+ Sxd4# A

Masked black half-battery, Svoboda theme (Zilahi exchange of sacrifice or mate by bSb5/bBd5), exchanged functions of wSg7/wBh7 (withdrawal on W2 or further play) and of bBh4/bPg4 (self-blocking or getting captured), play on the same square (B2, W3 & B3), exchanged black moves (B1 & B4), and dual avoidance (B1 & B3). Fairy mates (not possible in normal chess) take place because, by way of guarding f3 and f5, the bB or bS defend against the check and prevent the checking white piece (wB or wS) from defending against the black battery firing by returning to f5.

G73



hs#2.5 b) wSg4→d3 6+10

c) bPf4

d)=c) bSc7→e4

Isardam

a) 1...h1=Q 2.e8=Q Qg1 3.Qe5+ Q×g4#

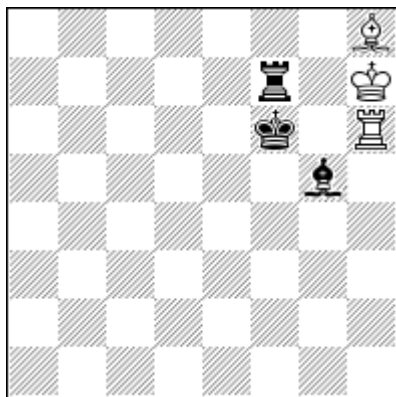
b) 1...h1=R 2.e8=R Rg1 3.Re5+ Rg5#

c) 1...Se6 2.e8=S h1=S 3.Sd6+ Sg3#

d) 1...h1=B 2.e8=B Bf3 3.Bd7+ B×g4#

Babson task.

G74



hs#3.5 2.1.1... 3+3

Isardam

1...Bh4 **a** 2.Bg7 (tempo) Kg5 3.Bf6 Rf8 **b** (tempo) 4.Kg6+ R×f6#

1...Rf8 **b** 2.Rg6 (tempo) Kf7 3.Rf6 Bh4 **a** (tempo) 4.Kg7+ B×f6#

Tempo moves on both sides. Exchange of B1 and B3.

Exchange of functions between two pairs of R/B.

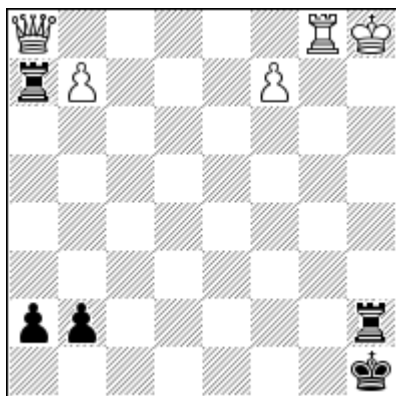
Mating moves on the initial square of the bK.

Harmonious play with a complete ODT.

Royal Isardam mates.

Letztform.

G75



hs#2 5+5

Isardam

1.f8=S a1=B 2.b8=R+ b1=Q#

Mixed AUW in excellent economy.