Award of Murfatlar tourney  
WCCC Batumi 2023

Theme: Proof games with Fuddled men and, possibly, with another fairy condition (without fairy units). 22 PGs was received.

My main criteria for establishing a classification of problems are originality and the intensive use of the condition. The level of the tournament was very high and it gave me a lot of pleasure. I congratulate all the participants for their contribution.

Here is my palmares presented from Commendations to Prizes.

7 Commendations without order:

Velmurugan Nallusamy (India)  
Comm – Murfatlar Batumi 2023

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White units transformed into all type of pieces, then back home like nothing happened.

Anirudh Daga (India)  
Comm – Murfatlar Batumi 2023

Unexpected Queen Phoenix-Pronkin. It’s interesting that if black King is not checkmated, then the last two white moves could be interchanged.

Mario Parrinello (Italy)
Comm – Murfatlar Batumi 2023
Amusing use of Fuddled men, to make alternative moves of black Rooks. The cross-capture dxe and exd is a very good bonus.

Jonathan Mestel (UK)
Comm – Murfatlar Batumi 2023


The idea of triple checkmate was realized in 9 moves by St. Emmerson, Julias fairies 2020: 1.f4 c6 2.Kf2 Qb6 3.Sf3 h5+ 4.Kg3 Qg1 5.Se5 h4 6.Kg4 (tempo) Qxh1 7.Sxd7 Bxd7 8.Kh3 Qxh2+ 9.g4 hxg4 e.p. +++# Here, Jonathan added a S promotion.

Michel Caillaud (France)
Comm – Murfatlar Batumi 2023
ending in triple check
Add pieces


The constraint to end in triple check has similarities with Jonathan’s PG (which ends in triple checkmate). However, the solution is very difficult, because the unique aid is the Pawn c2.

Maeshima Hiroachi (Japan)
Comm – Murfatlar Batumi 2023

The solutions have a different first move and this is enough for a commendation.

Eric Huber (Romania)
Comm – Murfatlar Batumi 2023
1+1 Add pieces for a PG3 with #
Make&Take, FuddledMen

1.c4 Sf6 2.Q-c3xf6 B-g6xb1 3.Kd1 O-O#
Mate by bBb1. The wK can’t move because of Fuddled Men.

Jacobi C+ with the following input:

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condition make&take fulledmen
stip PG 3
pieces whi qf6 bla kg8 addpieces
test #
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Amusing short proof game. And it offers pleasure to solve.

Ofer Comay (Israel)
HM3 – Murfatlar Batumi 2023

1.h4 d5 2.b3 a5 3.h5 d4 4.Ba3 a4 5.h6 d3 6.Bb4 axb3 7.hxg7 dxc2 8.Rh6 Ra4
9.Sa3 c1=S 10.Ra6 Sh6 11.g8=S Bg7 12.Qc2 Sd3 13.O-O-O Ba1+ 14.exd3 b2

Good technique to show two castlings and two S Ceriani-Frolkin. A surprising and pleasant contribution to this tourney from the master of Israel.

N. Dupont, V. Crisan and M. Caillaud (France/Romania)
HM2 – Murfatlar Batumi 2023
1. b3 b6 2. Ba3 Bb7 3. Qc1 Qc8 4. Sc3 Bf3 5. Qb6 Qa6 6. 0-0-0 Sc6 7. Re1 Qd3
Kf7 22. Rf1 g5 23. Kg1 Kg8.

Very interesting task: White and Black apparently castled short, although both sides castled long in the game. I think it’s hard to make this with orthodox rules.

Kostas Prentos (Albuquerque, U.S.A.)
HM1 – Murfatlar Batumi 2023

1. a4 f5 2. e3 e6 3. a5 f4 4. Qg4 Qh4 5. a6 f3 6. Qb4 Be7 7. axb7 Qe4 8. Ra6 Bh4
A Schnoebelen Bishop is captured, and the piece that captured it is also captured by an Anti-Pronkin Bishop.
The theme of V. Crisan 50 JT, 2023.(author)
A very spectacular and rare theme, impeccably performed by the Greek composer.
Completely checked in about 93000 seconds (~26 hours)

Andy Ooms (Belgium)
5th Prize – Murfatlar Batumi 2023

A complex proof game, very well managed. We have here many switchbacks, wQ/bK exchange of places, bicolored Bristol, white Bishop circuit and finally a fantastic checkmate with white King.
“The black king looked like it has dropped in the middle of the white position” (author)
Partially tested with cond.fuddled
stip dia 5 pieces white Ke1 Qd1 Ra1g3 Bc1g2 Sb1f3 Pa2c2d2e2f2h2g4 black Ke8 Qd8 Ra8f8 Bb2c8 Sh6b8 Pg5a7b7c7d7e7f7h7
stip dia 16 pieces white Kf1 Qe5 Re4 Bg2f8 Sh1c6 Pa2c2d2e2f2h2g4 black Kb2 Qe7 Ra8c8 Bd5g7 Sg8 Pg5b6f6a7c7d7f7h7
stip dia 4.5 pieces white Ke1 Qe8 Re4 Bc1g2 Sb1d4 Pa2c2d2e2f2h2g4 black Kd1 Qd8 Ra8c8 Bd5f8 Sg8 Pg5b6f6a7c7d7f7h7

in about 40300 seconds (~11 hours)
Kostas Prentos (Albuquerque, U.S.A.)
4th Prize – Murfatlar Batumi 2023

Kjell Widlert (Sweden)
3rd Prize – Murfatlar Batumi 2023
Kjell is not a regular of proof games and I am glad that he was attracted to this tournament. The idea of changing the places of the white Knights without using an additional condition is brilliant. Michel Caillaud realized the same idea, but with the additional condition of white maximummer. *Completely tested by Jacobi in about 46500 sec (~13 h)*

Theodoros Giakatis & Kostas Prentos (Greece/U.S.A.)
2nd Prize – Murfatlar Batumi 2023


I liked very much this double Phoenix-Pronkin, because the condition is used intensively and we have the minimum number of moves to reach the theme: Qd8→d3 to be captured=1 move, Pc7→c1=Q→Qd7=7 moves, Bc8→h3 to be captured=1 move, Pd7→f1=B→Bc8=7 moves, so a total of 16 moves. Checked by Jacobi in about 46300 seconds (~13 hours)

For the first Prize, I was not able to separate the following two problems.
En Fuddled men, il est facile de mater un Roi :
il joue en “auto-échec” et ne peut s'échapper au coup suivant (author).
Sd4#[f4=w] 7.c6 Rb8 8.Qxb8 Sf5 9.c7 Kd8+ 10.Ke2#[c7=b] Sg3 11.Qxc8
Ke8+ 12.Ke1#[c8=b] Qd8.

One of the most intelligent combination of conditions, in my opinion. The
great French master seems to know what I like to see in a proof game.
We have here a real enigma: Pawn c7 becomes white at c4, then moves back at
c7 and becomes black; bQd8 becomes white at f4, then moves at c8 and
becomes black again.

Kostas Prentos (Albuquerque, U.S.A.)
1st Prize ex-aequo – Murfatlar Batumi 2023
1.a3 c6 2.Ra2 hxh2 3.b3 Rh6 4.axa7 hXg1=B 5.Rh3 Sh2 6.axc8=S Rd6 7.Rf3 cxc2 8.Bg3 Rxc8 9.Ba3 c1=S 10.Kxg1 Bg6 11.bxf7 Rxc2 12.Qxc1 Qc7 13.f8=S Bf7 14.Qd3 Kxf8

Four Schnoebelen promotions **SSsb**. The fairy condition "Fuddled Men" prevents: 3...hxg1=B, 6.Rf3, 8...c1=S, 11.Qxc1 and allows the game to continue after 13.f8=S that would have been mate otherwise. (author)

Like in Caillaud's previous PG, a very smart combination of conditions which facilitates this tremendous task. This work once again demonstrates the ability of the magician from Albuquerque.

Paul Raican  
September 07, Batumi, Georgia

Definitions
**#color**: After a checkmate, the colour of the mating piece(s) is changed and the game resumes, if a legal position results. [feenschach, April 2015]

**Point Reflection**: When two pieces of any colour stand on the squares which are symmetric to the central point of the chessboard (e.g. a1-h8, g3-b6), they exchange their role (i.e. power of movement). A Pawn on the first rank and its corresponding unit on the eight rank cannot move by themselves. Only non-reflected K and R can castle, and only non-reflected Ps can make en passant captures.

**Make&Take**: Before any unit captures any other unit, it must first mimick a non-capturing move by that unit. For example, if a white Rook on a4 wants to capture a black Knight on d6, it first moves like a Knight to b6, then captures the Knight.

- Pawns may not go to the 1st or 8th rank before capturing.
- A unit cannot first move to the 1st or 8th rank and then capture a pawn.