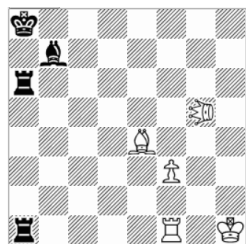## Entry No. 1:

Author: Walter Lindenthal
Publication: feenschach (issue 242, p 531, #12348), October-December 2020

#2   (5+4)
make&take, Disparate (type PopEye)
insert a white minor piece (S or B), instead of a first white move,
which establishes the starting point for Disparate (type PopEye),
so that black cannot prevent white from setting check-mate with its next move

Lion (LI)

1.drop(wSd6)+ bBb7-c5×wSd6 2.wRf1-d3×bBd6 (wBe4!!+)#

The solution is based on the specific effect of Disparate (type PopEye) on the opponent's "same type" of stone. The stipulation requires an obligatory insertion instead of a first white move. The wB seems predefined to mate the bK, but the opponent just would have to move its bB to inactivate the wB for the mate move in #2! This outcome can be avoided if the inserted w piece wSd6 immediately creates a check situation (wSd6-c7×bK!?), so that black must defend it with the only one effective bB (consequently, under Disparate rules the insertion of a wB would be inappropriate, disregarding its ineffectiveness) and black cannot set check on the wK himself instead. Under make&take(!) rules the bK(a8-c7...) cannot defend this attack himself, because wSd6 is covered by wBe4-c5..., nor has bKa8 got any flight squares (wSd6-c6...), nor can both bR (a1-c2/b3... , a6-b4/c5/c7...) capture the inserted wSd6, so only bB can defend the attack!

This leaves white the necessary time to move a different type of stone (wRf1), which captures the bB! Immediately with the move of the wR the wB resurges to activity, finally establishing the check threat to bK. The bK has no flight squares under make&take(!) rules, as: bKa7 is attacked by wRd6-d7...; bKb8 is attacked by wLIg5-g6... (hurdle wRd6); bKb7 would still be attacked by wBe4 (which is covered by wRd6-e6... against a counter-attack by bKa8-d5×Be4??). And neither wRd6 nor any other w stone are within reach of bKa8-... so that bK could theoretically capture them (under make&take rules) in defence.

As the last piece moved by the w side was the wR (activating check by wBe4), no bR is allowed under Disparate rules to move next and such defend the w attack, and at the same time neither the bRa1 establishes an active check attack against the wKh1!! This results in an undefendable check-mate of the bK! No different insertion of a wS nor a wB would allow a solution in #2, only the drop of wSd6 satisfies the stipulation.

Disparate (type PopEye): If one side makes a move with a piece type "x", the other side must not answer immediately by moving a piece of the same type "x" (definition according to Märchenschachlexikon; Popeye implements this condition differently from WinChloe, see f-211). From the extended definition in StrateGems:
- After a pawn promotion, the enemy can move any unit except a pawn, including a unit of the same type as the promoted unit. A pawn may promote to, say, a Bishop, even if the opponent moved a Bishop on the previous turn.
- Castling is a King's move only. The opponent may reply with a Rook move.
- The constraint of units is based solely on type. Units with special status, such as royal or neutral, are not exempted. Pawns (such as Berolina Pawns) that move differently than normal pawns are not considered to be 'pieces of the same type'.

Entry No. 2:

Author: Walter Lindenthal
Publication: feenschach (issue 242, p 531, #12349), October-December 2020
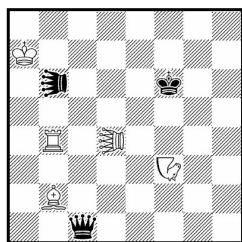
#2   PEPO   (5+3)

♕♛ Mulehopper (MU)

♘ Nightrider (N)

1.wMUd4-g7(bKf6→d4+++) bMUb6-e3(bKd4→b6) 2.wNf3-d7#

The bK in the diagram is under no threat. There seem to be quite some tentative moves that would prepare bringing white pieces in a position for the necessary double attacks to the bK under PEPO rules in #2 (the thoughest ones seem 1.wNf3-d2 or 1.wNf3-h2), or at least prevent the bMU from rescuing bK afterwards by capturing it first (1.wK×bMU or 1.wR×bMU). But all such tries can be defended. There's only one sound solution:

The first move of wMU kicks the bK into a triple check attack, which paralyses the bK under PEPO rules. There is no escape from this triple attack and no defence in an orthodox sense! Only the bMU can save the bK by kicking it to b6, where the wK on an adjacent square under PEPO rules will not attack but still paralyse the bK, and at the same time a first attack on the bK is established by wRb4 (this is a legal SFCS situation). This kicking move of the bMU at the same time also establishes a first attack on the wK who got already paralysed by the bK (the bK on an adjacent square paralyses, but does not attack the wK according to PEPO rules). The bQ could establish a second attack on the wK, but obviously the white side moves first. As the bK is already under a first attack, a second attack is required for an active check. Such an attack by wBb2-d4 could easily be obstructed by either bQc1-c5 or bMUe3-c5(wBd4→e3). An attack wNf3-d2 can be defended by bQ×wN. So, the only move that will establish the required second attack is wNf3-d7. There is no defence any more against these two attacks, resulting in check-mate of the bK.

The bMUe3 cannot save the bK again by kicking it out of the double attack, because this would required the bMU to effectively capture wKa7, which is not allowed under PEPO rules in this FCS situation (established by the bMU itself) - the required second attack on the paralysed wKa7 is definitely missing!

Mulehopper: Moves and captures like a Grasshopper, in addition kicks (like a Mule) the hurdle back to the Mulehopper's starting square of the move.

PEPO (invented by P.Petkov, see f-234):
1. A king is both in check and paralyzed, when attacked by <u>two or more</u> enemy units. If there is no defence against this check, then the king is mated.
2. A king is merely paralyzed (and <u>not</u> under 'check' in the orthodox sense) as long as he is attacked by a <u>single</u> enemy unit only. He cannot be captured by the attacker; this situation is called "*First check status (FCS)*", where the king cannot capture "x" but "x" also cannot capture the king. Consequently, as FCS does not result in check, the king himself can move into a *Self-FCS* situation *(SFCS)*".
3. If the kings stand on adjacent squares then they paralyze each other, but there is no reciprocal attack between them (i.e. there is only paralysis, but there is no FCS; compare with Madrasi Rex Inclusive).
4. Paralyzed Kings cannot castle.

Entry No. 3:

Author: Walter Lindenthal

Publication: feenschach (issue 242, p 531, #12351), October-December 2020
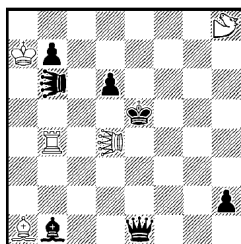
#2 make&take, PEPO (5+7)

b1) bPb7→a2, d6→d2, h2→h4

b2) ... but no promotion move allowed

 Mulehopper (MU)

  Rose (RO)

a) 1.wMUd4-f6(bKe5→d4+++) bMUb6-e3(bKd4→b6) 2.wROh8-b8#

b1) 1.wMUd4-f6(bKe5→d4+++) bMUb6-e3(bKd4→b6) 2.wMUf6-a6(bKb6→f6)#

b2) "no promotion move" rendering possible a different attack structure for white, too:
    1.wRb4-b7(bMUb6→b4)×bMUb4 bPa2-a5×wRb4[or...] 2.wMUd4-f6(bKe5→d4)#

The main idea of this problem is to carve out the rich potential of a fairy-piece like the Mulehopper, kicking other stones in addition to ordinary moves! In the diagram the bK is already under a first attack (FCS) and thus paralysed by wRb4-b5..., but there is no further make&take attack by wROh8 or any other white stone yet! There are quite some tentative moves that would bring one of the white pieces in a position for a second attack to the bK under make&take rules, though all but one of them could be defended through either capturing the attacker or obstruction (by bQ or bB), also other limitations of make&take (Pawns on ranks 1/8) might apply. And an early try to prevent bMUb6 from later saving its bK (e.g. in twin a)) such as 1.wKa7-c7(bPb7→a7)×bMUb6 puts the wK into an unwelcome SFCS situation (bPd6!) to be solved first, preventing a solution in #2. The only purposeful first move of wMU kicks the bK into a triple check attack. As no orthodox style escape is possible, only the bMU can save the bK by kicking it to b6, where the wK on an adjacent square under PEPO rules will not attack but again paralyse the bK, and at the same time a first attack on the bK is established by wRb4-b3/b5... (this is a legal SFCS situation) - but there is still no attack by wROh8-g8... because of an obstructed square f6. This kicking move of the bMU at the same time also establishes a first attack on the wK who got already paralysed by the bK (the bK on an adjacent square paralyses, but does not attack the wK according to PEPO rules; and there is no second attack to the wK else). As the bK is already under a first attack, a second attack is required for an active check.

ad a) This second attack can only be established by moving wROh8-b8. Only on square b8 the wRO cannot be captured by a black stone (starting the make-part on RO-lines: bPd6 obstructs any attacks by bB or bQ; bMU could reach rank 8 but has no take-move for the wROb8, equally bMU could reach file b / rank 4 on R-lines but has no take-move against the first attacker wRb4). On b8 the wROb8-c8×bK!? establishes the required second attack under make&take rules. All other tentative attack tries of white stones, and all other interim squares on the circular move options of wROh8-? to the left side of the board could be defended by black under make&take (e.g. bQe1-(g2)-e7×wROd8). Both attacks can no more be defended by black, resulting in check-mate!

The bMUe3 cannot save the bK again by kicking it out of the double attack, because this would required the bMU to effectively capture wKa7, which is not allowed under PEPO rules in this FCS situation, established by the bMU itself - a second attack on the paralysed wKa7 would still be missing!

ad b) Here the situation is rather different due to the shifted bPs. Mainly because there is no protection any more of wROb8 due to the missing bPd6, and bPa2 can any time break the first attack of wRb4 on the bK (bPa2-a5×wRb4!?), and bPd2 could promote, and bPh4 obstructs the attacking RO-lines in the make-part of bQe1 in its defence of second attack!

ad b1) So, a solution like in twin a) is no longer possible. But the free square of the missing bPd6 offers a different solution! The wMUf6 can kick the bKb6 again, and now to f6 into an undefendable double attack by wROh8-g8×bKf6!? and wBa1-b2×bKf6!?. Both attack lines cannot be obstructed here (bBb1-h7 is no obstruction), capturing wRb4 is meaningless, and the bK itself is paralysed and obstructs the bB-/bQ-attacking lines against the wRO. Mate!

ad b2) A Pawn promotion of bPd2 could be seen as another problem, creating an additional b piece able to defend an attack against bK. Its quick elimination by 1.wMUd4-d1(bPd2→d4) however could not result in a solution of #2 at all (especially as the rules of make&take do not allow a bP to be captured from wB on first rank). Also 1.wMUd4-c3×bQe1(bPd2→c3) followed by 1... bPc3-b2×wBa1=? could not result in a solution of #2 at all (any time the wRb4 could be captured, eliminating one of the attacks)!

As the bMU will rescue its bK by kicking it out of the triple attack, what about capturing the bMU first by 1.wRb4-b7(bMUb6→b4)×bMUb4 ? Black in fact now has time to prepare for the expected(!) second w move 2.wMUd4-f6(sKe5→d4+++) by simply capturing 1... bPa2-a5×wRb4 (or rather obstructing the wRO by 1... bBb1-f5 and 2... bQe1-e6; or 1... bBb1-f5 would enable 2... bBf5-g7×wROh8 or 2... bQe1-b1×wRb4), but finally black could only eliminate one of those three attacks on bK, resulting in check-mate due to an undefendable double attack. This check-mate can only be prevented by means of a Pawn promotion <u>in time</u> (as follows), provided a promotion move is allowed (as regularly is in twin b1))!

Variant promotion 1: This mate can be avoided if the move 1.wRb4-b7(bMUb6→b4)×bMUb4 is immediately answered by 1... bPd2-d1=bMU! This will allow to rescue the bK after the expected move 2.wMUd4-f6(bKe5→d4+++) per 2... bMUd1-d5(sKd4→d1); any other kind of 2nd w move would at most result in a double attack that can be defended! Yet any promotion in a different type of piece would not be purposeful for this rescue.

Variant promotion 2: There is an alternative b move avoiding the mate with no special use of the promotion [*FIDE (3.7.5.1): "plays a pawn to the rank furthest from its starting position, he 'must' exchange that pawn as part of the same move"*]: 1.wRb4-b7(bMUb6→b4)×bMUb4 answering with 1... bQe1-c3(bPd2→e1=~?)×wMUd4. The relevance of this counter move is to avoid letting the wMU kick the bK into a triple attack and at the same time establishing the pinned bQd4 as an obstruction. This move would put the wK under a first attack, too, but as no second attack on wK can be established there are no consequences. In case the bQ would be captured by 2.wBa1-b2,b3×bQe4 in order to establish a double attack on the bK, or if 2.wROh8-d8[,f7,g6 can also be defended by bBb1-(×)g6] establishes the second attack, the capture move bPa2-a5×wRb4 could easily defend the second attack. In case the promotion was ...(bPd2→e1=bMU), any possible double attacks could even be defended by 2... bMUe1-e6(bKe5→e1) in order to kick the bK out of the double attack.

Mulehopper: Moves and captures like a Grasshopper, in addition kicks (like a Mule) the hurdle back to the Mulehopper's starting square of the move.

PEPO (invented by P.Petkov, see f-234; only supported by WinChloe):
1. A king is both in check, and paralyzed, when attacked by <u>two or more</u> enemy units. If there is no defence against this check, then the king is mated.
2. A king is merely paralyzed (and <u>not</u> under 'check' in the orthodox sense) as long as he is attacked by a <u>single</u> enemy unit only. He cannot be captured by the attacker; this situation is called "*First check status (FCS)*", where the king cannot capture "x" but "x" also cannot capture the king. Consequently, as FCS does not result in check, the king himself can move into a *Self-FCS* situation *(SFCS)*".
3. If the kings stand on adjacent squares then they paralyze each other, but there is no reciprocal attack between them (i.e. there is only paralysis, but there is no FCS; compare with Madrasi Rex Inclusive).
4. Paralyzed Kings cannot castle.

Entry No. 4:

Author: Walter Lindenthal
Publication: feenschach (issue 242, p 533, #12365), October-December 2020
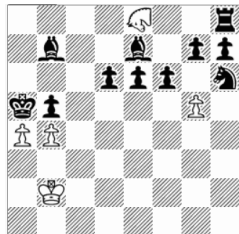
H#2 1.2;1.1 (5+11) C+
make&take, Disparate (type PopEye)

⟳ Nightrider-Lion (NL)

a) 1.bSh6-g8 wPg5-f7×bSg8=R 2.bBb7-a6 wRg8-f7×bBe7#
b) 1.bSh6-g8 wPg5-f7×bSg8=NL 2.bKa5-a6 wNLg8-d2#

ad a) The solution is based on a bicolour castling move that at the same time results in an undefendable check-mate threat, which is said to be impossible under "orthodox make&take"! In such a way the attacking side places a direct attack against the opponent's K with the "King-substituting" NL from the King's target square in a castling move (castling is defined as a King's move; the opponent's NL "substitutes" the K in the King's move, establishing the make-part of a capture move under make&take). The bicolour castling is prearranged by a black invite for a Pawn promotion to w Rook (a Rook explicitly is needed later for the Disparate effect). Moving 2.bBb7-a6 will (1.) obstruct the last flight square of bK and (2.) at the same time the bB loses the ability for a defensive move to c6 later to obstruct the attack line of wNL. Finally wRg8 captures bBe7 under make&take rule, establishing the hurdle (e7) for the threatening move of the wNL from g7, and at the same time clearing g8 for (bicolour) castling! The last move of wR paralysed the bR for a next move under Disparate rule (though castling as a King's move is still legal with a paralysed Rook)! Thus, neither the bR (nor the bK itself, nor any other b stone) cannot interrupt the check-mate from the already established, threatening bicolour castling move wNLe8(0-0→g8)×bKa5#. There is no defence available, thus check-mate!

ad b) Here the Pawn promotion gives another wNL. Due to an occupied g8 there is no bicolour castling option yet, nor can the "new" wNL attack the bK under make&take rules! So, the bK can freely move to a6. But the situation changes drastically once the "new" wNL moves to d2, from where it attacks the bKa6 (wNLd2-c2×bKa6), even attacking it on its possible flight square bKa7 (wNLd2-c3×bKa7). Also square b6 is illegal (wPa4-a5×bKb6), and there is actually no legal return to a5, because after having cleared square g8 (wNLg8-d2) the threat from bicolour castling with the "old" wNL got targetting a5! In trying to eliminate the threat itself, the bKa6 could use the hurdle b4 for a defensive attack on wNLd2 under make&take rule (bKa6-c2×wNLd2??). Due to Disparate rule the wKb2 could not cover wNLd2 (the wK is paralysed by the previous move of bK), but the bicolour castling with the "old" wNL (hurdle f6) is also active in covering square d2 (wNLe8(0-0→g8)×bKd2#)! As no other b stone can capture the threatening wNLd2, the check-mate on bK is final.

Nightrider-Lion: moves like a Lion but only on Nightrider-lines.

Bicolour Castling (component of make&take, invented by H. Laue, see f-235 & Schwalbe 298-1):
Let a castling position be given, but with a piece Y of the other colour on the king's square instead of the king. The simultaneous placement of Y onto the second square towards the cornered rook and of this rook onto the square passed by Y is called bicolour castling. The piece Y gives check if it attacks the other side's king according to the standard (non-fairy) rules from the arrival square after bicolour castling. For Y (if on the move) could then choose the latter as a make part, thus capture the king. The only requirement of this bicolour castling (denoted by 0-0, 0-0-0 respectively) is that it must not be provable that the rook has moved previously.
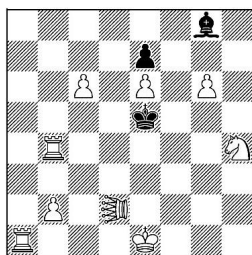
Disparate (type PopEye): If one side makes a move with a piece type "x", the other side must not answer immediately by moving a piece of the same type "x" (definition according to Märchenschachlexikon; Popeye implements this condition differently from WinChloe, see f-211). From the extended definition in StrateGems:

- After a pawn promotion, the enemy can move any unit except a pawn, including a unit of the same type as the promoted unit. A pawn may promote to, say, a Bishop, even if the opponent moved a Bishop on the previous turn.

- Castling is a King's move only. The opponent may reply with a Rook move.

- The constraint of units is based solely on type. Units with special status, such as royal or neutral, are not exempted. Pawns (such as Berolina Pawns) that move differently than normal pawns are not considered to be 'pieces of the same type'.

Entry No. 5:

H#2   (9+3)
make&take, fuddled men, PEPO, r[=2]
b) wRb4→bPa2 & wPb2→c2
♘ Mulehopper (MU)

a) 1.Bg8-f6×Sh4* Rb4-d4(*) 2.Ke5-e4(*) MUd2-a2 [Pb2→d2]#
b) 1.Ke5-e4*(*) MUd2-b2 [Pc2→d2]** 2.Bg8-f6×Sh4* 0-0-0#
  * indicates an active (or activated) attack on the bK by PEPO rule
  (*) shows an inactive attack on the bK, which is "fuddled" by the Fuddled Men rule

The solutions incorporate the specifics of a combination of fairy conditions PEPO and Fuddled Men. For any check-mate PEPO requires (at least) two "actively working", unbroken attacks on the K, though the first attack already paralyses the K. As this first attack is not qualified as "check" in the orthodox sense, the K is also allowed to move into a first attack situation himself; if the opponent's K moves to an adjacent square, both Ks are paralysed, but there is no reciprocal attack! Further, no stone is allowed by Fuddled Men to "move" twice in sequence ("move" is understood here as an intentional, actively executed motion of the stone itself), thus after the stone's move it is inactivated and effectless ("fuddled"= sleeping) during the next own move - such it cannot (yet) cause check/-mate ("Pseudo-Mate" according to John Beasley). Immediately at the end of the execution of the next-following own move all the effects resurge instantly. However, if a stone is just "passively" kicked or positioned by the move of a different stone, e.g. the hurdle in a Mulehopper move; or the Rook in a Castling move (as this is a King's move), this stone does not underlie the Fuddled Men restrictions, it has not actively moved, so does not get "fuddled" and stays fully active and in effect!

Especially due to those temporary "fuddled (sleeping)"-effects an essential part of the solution is understanding the appropriate last half-moves with their respective impacts on the moves that lead from the diagram to fulfilling the h#2 stipulation (almost in a pRA-like style: which stones must have moved last to their diagram position / such being "fuddled" or not at all, in order to identify the next possible, legal half-move in the diagram...). In doing so any capture must be done under make&take rule and under consideration of the restriction of the length of a move (Restriktor r[=2]). In addition the specific rules for castling further narrow the solution (especially considering effects from paralysis and being "fuddled").

As a "guidance" let me quote Paul Bissicks remark in "Fuddled Men" (f-204): "*A unit in a diagram must be fuddled for it to be considered to be fuddled. If it is possible that it may not be fuddled, it is considered to be unfuddled*...". Finally, certain here is only the last move (leading to the diagram setup) by white, and of course, the mate has not yet been fulfilled. A solution further requires that none of both sides is smothered by paralyzing or "fuddled" effects, before the necessary, actively working, and unbroken attack on the bK has been established...

Partial Retroanalysis (pRA): the legality of moves (especially castling and e.p.) has to be clarified in advance, i.e. before actual execution in the solution. A significant feature is the existence of mutually exclusiv (partial) solutions.

(<-- page 1 of entry no. 5)

Mulehopper: Moves and captures like a Grasshopper, in addition kicks (like a Mule) the hurdle back to the Mulehopper's starting square of the move.

Fuddled Men: Cannot move twice in sequence. After its move the unit neither has any effect on the opposing King.

PEPO (invented by P.Petkov, see f-234; supported by WinChloe):
1. A king is both in check and paralyzed, when attacked by <u>two or more</u> enemy units. If there is no defence against this check, then the king is mated.
2. A king is merely paralyzed (and <u>not</u> under 'check' in the orthodox sense) as long as he is attacked by a <u>single</u> enemy unit only. He cannot be captured by the attacker; this situation is called "*First check status (FCS)*", where the king cannot capture "x" but "x" also cannot capture the king. Consequently, as FCS does not result in check, the king himself is allowed to move into a *Self-FCS* situation *(SFCS)*".
3. If the kings stand on adjacent squares then they paralyze each other, but there is no reciprocal attack between them (i.e. there is only paralysis, but there is no *FCS*; compare with Madrasi Rex Inclusive).
4. Paralyzed Kings cannot castle.

Restriktor "r[...]" (invented by W.Lindenthal, see f-236 and f-240): A fairy-condition delimiting the length of moves in different ways. Here the phrase "r[=2]" specifically sets the length of any move of orthodox lineriders (Rook, Bishop, Queen), capturing or not, to exclusively 2 squares, also applicable for the length of the Take-part of a move under Make&Take (the Make-part is delimited by Restriktor on the captured piece).