# WCCI 2019–2021 –Section G: Fairies

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## All six fairy problems in this package involve Regent Chess Rules.

**Все шесть задач этой посылки составлены по Правилам регентских шахмат.**

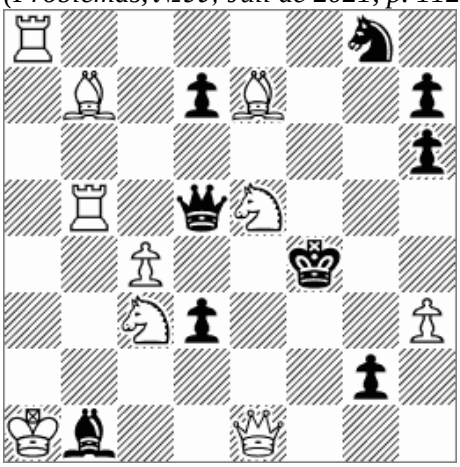
Regent Chess was first proposed by Viktor Kapusta in 2021, in an article entitled ***Regents in the Kingdom of Perpetuum Mobile: Stamma Hasn't Met Philidor Yet…***, which was published in English in the Spanish magazine *Problemas* (issue 34, Abril de 2021, pp. 1097–1112. http://sepa64.blogspot.com.es/p/revista-problemas-nueva-epoca.html). The article was later reprinted in Ukrainian in *The Problemist of Ukraine* (В. Капуста. Регенти в королівстві Perpetuum Mobile. / Проблеміст України №3(69), липень-вересень 2021, с. 50–64).

The rules of Regent Chess were described by V. Kapusta on the basis of semi-legendary information about a Baroque period manuscript which vanished without a trace in the 20th century after a fire in the Vernadsky National Scientific Library (Kyiv). Regent Chess supplements the classic game with three conditions only: the presence of a **regent**; the possibility of transformation of a pawn on the second (for Black) or seventh (for White) rank into a **prince**; and the prince's right to promote, under certain conditions, into a **new king**. All other special rules are derived from those three principles. It should be added that the regent is normally in the queen stage; but when his king finds himself in a state of regent stalemate, the queen is transformed into an uncrowned king. In Regent Chess, mate is delivered either to a regent in the king stage or simultaneously to a regent and a crowned king of the same color.

**For a detailed account of the Regent Chess Rules, please see Appendix.**

**Подробное изложение Правил регентских шахмат смотрите в Приложении.**

**1.Viktor Kapusta**
Problemas, 2021 (v)
*(Problemas, №35, Juli de 2021, p. 1129)*



#2 Regent Chess (10+9)

**1.Sf7!** ~ 2.Qe1–f2[Qd5=Kd5/ g2=Pg2]#

In the first pair of variants, Black defends with selfpin:

**1…Kf3 2.Bd6[Qd5=Kd5/g2=Pg2]#** (and e.g. *2…Kd5–d4??* fails on account of diagonal pinning of the uncrowned king).

**1…Kf5 2.Qe1–e4[Qd5=Kd5/g2=Pg2]#** (*2.Kd5xe4??* fails because of the pinning of the uncrowned king on the 5th rank).

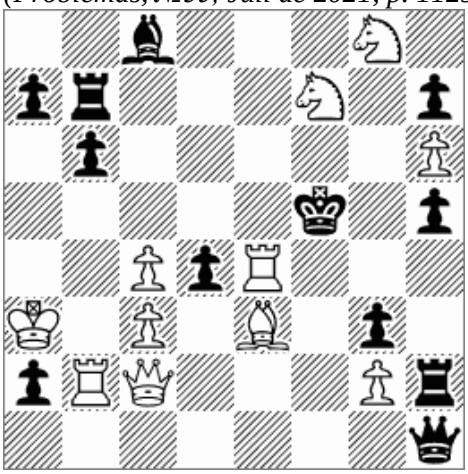
The second pair of variants features direct pinning after the annihilation of the pawn and the knight and the regent's transformation into the king stage through line-opening for white pieces and Black's regent self-stalemating:

**1…Qd5xc4 2.Ra4[Qc4=Kc4/g2=Pg2]#** (for example *2…Kc4–d5??* fails on account of the uncrowned king's pinning on the 4th rank).

**1…Qd5xf7 2.Rf8[Qf7=Kf7/g2=Pg2]#** (for example *2…Kf7–g7??* fails because of vertical pinning of the uncrowned king).

The problem demonstrates four finales with the pinning of the black regent in the king stage. REMARKABLY, THE MATE IS DELIVERED TO A PINNED PIECE, WHICH IS IMPOSSIBLE IN CLASSICAL CHESS. It should be noted that in the first pair of variants the black regent gets pinned in the queen stage; and after White's mating move he undergoes transformation – to be pinned in the king stage.

**2. Viktor Kapusta**
Problemas, 2021 (v)
*(Problemas, №35, Juli de 2021, p. 1129)*



#2 Regent Chess (11+12)

The problem illustrates the Phantom Flights' esthetic appeal.

**1.Qc2–b1!** ~ 2.Sd6[Qh1=Kh1/a2=Pa2]# – with the Phantom Flight **<g6>.** In the parallel variant,

1…Kg6 2.Sh8[Qh1=Kh1/a2=Pa2]# – **<f5>.**

The quartet of central plays creates two starflights of the black king after the blocking of remote squares:

**1…h4 2.Re5[Qh1=Kh1/a2=Pa2]#.** IMPOSSIBLE TO PLAY 2…Kg4(**<a>**)?? (No mate after *2.Rf4 [Qh1=Kh1/a2=Pa2]+?,* because *2…Ke6(**c**)[Kh1= Qh1/ Pa2=a2]!);*

**1…Rd7 2.Rf4[Qh1=Kh1/ a2=Pa2]#.** IMPOSSIBLE TO PLAY 2…Ke6(**<c>**)?? (No mate after *2.Re5[…]+?,* in view of *2…Kg4(**a**)[…]!*);

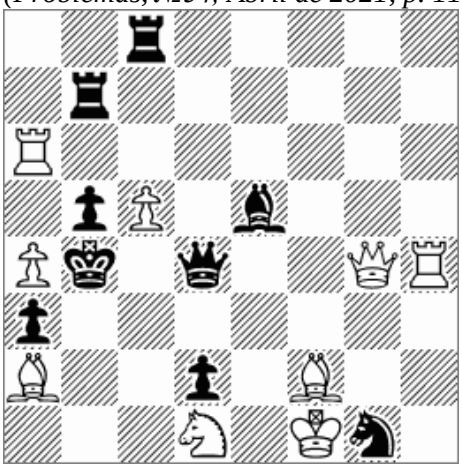
**1…Rxf7 2.Rb5[Qh1=Kh1/ a2=Pa2]#.** IMPOSSIBLE TO PLAY 2…Kg6( **<d>**)?? (No mate after *2.Qb1–f1[…]+?,* in view of *2…Kxe4(**b**)[…]!*);

**1…dxe3 2.Qb1–f1[Qh1=Kh1/a2=Pa2]#.** IMPOSSIBLE TO PLAY 2…Kxe4( **<b>** )??/ 2…Kg6?? (No mate after *2.Rb5[…]+?,* in view of *2…Kg6(**d**)[…]!).*

The third-type Regent Mates present 4 REMOTE PHANTOM BLOCKINGS which render the squares **<g4>, <e4>, <e6>, <g6>** inaccessible to the monarch. On Black's second move, the black king's PHANTOM STARFLIGHTS ARE DEMONSTRATED. The phantom starflights are aligned with the king's starflight moves in the dual-avoiding refutations. It is worthy of mention that the first and second pairs of central variants feature an interchange of refuting and phantom moves of the black king:

(**a**) **<c>** – (**c**) <a> & (d) **<b>** – (**b**) **<d>.**

**3. Viktor Kapusta**
Problemas, 2021
*(Problemas, №34, Abril de 2021, p. 1107)*



#2 Regent Chess (9+9)

In this problem one can observe, quite unexpectedly, endgame-like draw motifs in the form of eternal engine – **PAT PERPETUUM MOBILE.**

1.Qe6?! ~ 2.Qe6–b3[Qd4=Kd4/d2=Pd2]# involving Phantom Flight **<c5>.**

1…Rg8! It appears that the rook move aims at guarding three flights of the white king at once – **g1, g2** & **e1** – with Regent Pat. Let us follow the transformation happening if White tries to implement the threat:

2.Qe6–b3[Qd4=Kd4/d2=Pd2– the white king is stalemated/Qb3=**Kb3** – and at the third stage of transformation the kings of the opponents will find themselves on adjacent squares, which is at odds WITH THE REGENT CHESS RULES]?? Thus, after the defense 1…Rg8! the threatening move became illegal! The right way to play is 2.Qe6–c6[Qd4=Kd4/d2=Pd2/ Qc6=Kc6]#!!

The same motif in Black's defense 1…Rg7! Avoiding another illegality pitfall, White responds: 2.Qe6–b6[Qd4=Kd4/d2=Pd2/Qb6=Kb6]#!!

In the second duo of variants, the regent's stages are changed on the squares **c6** & **b6**: 1…Rc6! – closing the horizontal line for the white **rook a6**, so that now the square **c5** will lose its phantom status in the threat. The right move is 2.Qe6xc6[Qd4=Kd4/d2=Pd2]#! Analogously, 1…Rb6! is met with 2.Qe6xb6 [Qd4=Kd4/ d2=Pd2]#! In this pair, we have ANTI-PHANTOM LINE CLOSING for the white rook.

To 1…Kb4xc5, White has prepared 2.Qe6–d5[Qd4=Kd4/d2=Pd2]# –with the Phantom Flight **<b4>.**

It appears, however, that all of the above is just an intriguing script for a try. It is refuted by **1…b5xa4!** (2.Qe6–c4[Qd4=Kd4/d2=Pd2]+?, because 2…Kd4xc4=Q[Pd2=d2]+!).

**1.Qg6!** ~ **2.Qg6–b1[Qd4=Kd4/d2=Pd2]#** – with the Phantom Flight **<c5>.** The attempt to play ***2.Qg6–c2****[Qd4=Kd4/d2=Pd2]+?* fails because of *2…bxa4[Kd4=Qd4/Pd2=d2]!* In the parallel variant, the defense **1…Kb4xc5** is met with **2.Qg6–c2[Qd4=Kd4/d2=Pd2]#** – with the Phantom Flight **<b4>.** AT THIS POINT, the threat *2.Qg6–b1[Qd4=Kd4/d2=Pd2]+?* failed in view of the already familiar anti-phantom trick: *2…Rc6/Rb6[Kd4=Qd4/Pd2=d2]*!.

**1…Rg8!!** It appears that the rook's hideaway move prepares, in case the white queen opens the **g**-file, guard of the white king's three flights which we saw in the try play. In this case, however, the play takes a stunning twist. The threatening move 2.Qg6–b1 after the defense acquires a multistage tail of transformations that save Black. Let us take a look: 1…Rg8 *2.Qb1– check [Qd4=Kd4 – now a double check to Black /d2=Pd2 – the prince took control of the **e1**-square, stalemating the enemy king/Qb1=Kb1 – the white queen became an*

*uncrowned king, putting an end to the attack on the king b4/Kd4=Qd4 – the black regent became a queen/Pd2=d2 – the prince became a sleeping pawn and stopped guarding the **e1**-square, unstalemating the white king/Kb1=Qb1 with check – the white regent is again in the queen stage and ready to checkmate, but subsequent forcible transformations prevent him from doing so/, and the transformations continue in a circle]?* What we see here is the phenomenon of **PAT PERPETUUM MOBILE** with Phantom Flight **<c5>!!** Let is once again look at those pieces – moving in a certain sense while standing still, sending ENDLESS IMPULSES to one another. The endless internal motion, which in Regent Chess amounts to A DRAW! (Remarkably, **2.Qg6–c2**[…]? again leads to a **PERPETUUM MOBILE** position without a phantom square).

Comprehending the defensive subtleties, White responds to **1…Rg8** with **2.Qg6– c6[Qd4=Kd4/ d2=Pd2/ Qc6=Kc6]#!!** Let us analyze that 4-stage move. After landing on **c6**, the white queen waited until the instant transformations – the black queen's transformation into king and the **d2-**pawn into prince – reached her, causing mandatory transfer to the king stage.

Black acts analogously in the variant **1…Rg7!!,** with a new hideaway and a new decelerated transformation of the regent in White's response: **2.Qg6–b6[Qd4=Kd4/d2=Pd2/Qb6=Kb6]#!!** And the erroneous *2.Qb1[…]?* again results to Black's rescue due to a **PAT PERPETUUM MOBILE**. (**2.Qg6–c2** […]? again leads to a **PERPETUUM MOBILE** position without a phantom square).

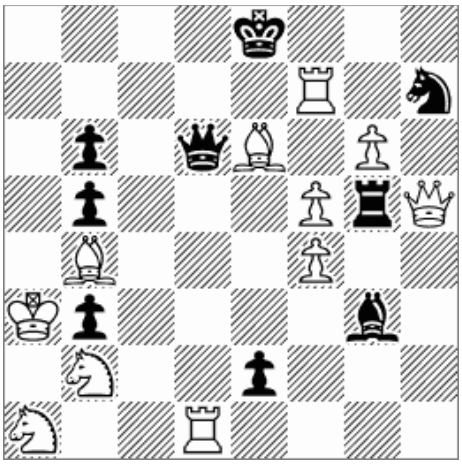
Thus, the solution features the same two defenses that appeared in the try (**1…Rg8** & **1…Rg7**), but the DEFENSIVE MOTIFS are changed: provocation of violation of the kings opposition prohibition is replaced with endgame-study-like rescue by means of the fairy type of pat. Interestingly, in this pair of variants one can see CROSS-STALEMATES – both in the internal motion of the eternal engine and in the mobile play.

The third duo of variants brings us back to the first pair in the solution. After the anti-phantom closing of the line for the white **rook a6**: **1…Rc6! 2.Qg6x<u>c6</u>[Qd4=Kd4/d2=Pd2]#!** & **1…Rb6! 2.Qg6x<u>b6</u> [Qd4=Kd4/ d2=Pd2]#!** In both cases, THE REGENT'S STAGES ARE CHANGED on the mating squares **c6** and **b6** compared to the second pair of variants –the uncrowned king stage is changed to the queen stage. Also noteworthy is the thematic antithesis – the relationship between the anti-phantom closing by Black of the line for the white **Ra6** with opening by White of the line for the black **Rg8** & **Rg7** in the second pair of the post-key variants.

## 4. Viktor Kapusta

Problemas, 2021 (v)

*(Problemas, №34, Abril de 2021, p.1109)*



#2 Regent Chess (11+9)

In the try: **1.Qh1!?** ~ 2.Qh1–a8[Qd6=Kd6/e2=Pe2]# – the white queen's first move prompts her black counterpart to deliver counterchecks with regent stalemating.

1…Qd6xd1(**a**)[Qh1=Kh1]+ 2.Rd7(**B**)[Qd1=Kd1(**y**)/e2=Pe2/Kh1=Qh1(**X**)]**#!!** (Illegal to play *2.Re7[…]#??* with provision of flights for the black Ke8 against the background of White's selfcheck! – See **pp. 6.3.2 and 6.3.3 of the Rules**). Another attempt – *2.Be7[Qd1=Kd1/e2=Pe2/Kh1=Qh1]+?* – is refuted with *2…Kd1–d2!*

1…Qd6–d3(**b**)[Qh1=Kh1] – without check to the white regent! And White's quiet stalemating enables him to play 2.Re7(**A**)[Qd3=Kd3(**x**)/e2=Pe2/Kh1=Qh1(**X**)]#!! – with Phantom Flights **<d8>** & **<f8>**. (Now *2.Rd7[Qd3=Kd3/e2=Pe2/Kh1=Qh1]+?* fails because Black is saved with *2…Kd3–e3!).*

Black's attempt to stalemate the white king in a different way with check to the regent: 1…Qd6–d5[Qh1=Kh1]+ – results in White's stalemating with mate 2.Be7[Qd5=Kd5/e2=Pe2/Kh1=Qh1]#!! (*2.Re7[…]??* would be illegal now!).

But Black has a refutation up his sleeve: **1…Qd6xf4=K!**

In the post-key variants THE CHECKING ACCENTS ARE INTERCHANGED.

**1.Qf3!** – another way to prompt Black to countercheck in view of the threat 2.Qf3–a8[Qd6=Kd6/ e2=Pe2]#.

**1…Qd6xd1(a)[Qf3=Kf3]** – for the time being, without checks to the white regent! – **2.Re7(A)[Qd1=Kd1(y)/ e2=Pe2/Kf3=Qf3(Y)]#!!** (It would be erroneous to play *2.Rd7[Qd1=Kd1/e2=Pe2/Kf3=Qf3]+?* because of *2…Kd1–c1!*).

**1…Qd6–d3(b)[Qf3=Kf3]+** – this time with check! – **2.Rd7(B)[Qd3=Kd3(x)/e2=Pe2/ Kf3=Qf3(Y)]#!!** (Illegal to play *2.Re7[…]?*). And another attempt – *2.Be7[Qd3=Kd3/e2=Pe2/Kf3=Qf3]+?* – ends with a refutation in a typically Regent Chess way: *2…Kd3–c3[Qf3=Kf3]!!* – with stalemate to the white king.

**1…Qd6–d5[Qf3=Kf3]+ 2.Be7[Qd5=Kd5/e2=Pe2/Kf3=Qf3]!!** (It is illegal now to play *2.Re7[…]??*).

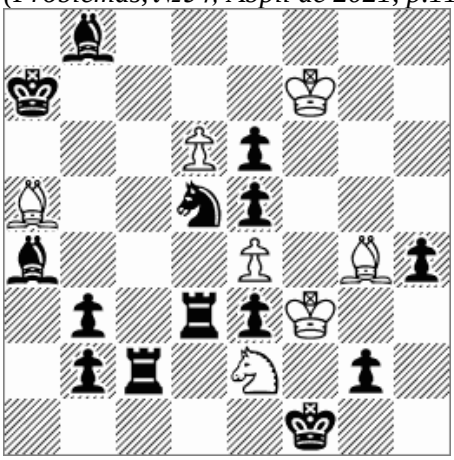
In the additional play 1…Qd6–b8=K [e2=Pe2] 2.Qf3–b7#

Remarkably, in this problem Black's defenses involving forcible regent stalemating lead to crosschecks and cross- stalemates. Here, CHANGE OF PLAY BECOMES BIFURCATED. Defenses **a** & **b** are followed by

interchange of White's mobile stages **A** & B. However, since characteristic Regent Chess moves contain multistage ransformational parts enjoying equal rights within complex moves, we can also trace links between other transformation stages. The black stages **x** & **y** give rise to White's final transformations **X** & **Y** with certain signs of change "a la Rukhlis" and simple change. Analogous links also emerge in the other pair – between the defenses **a** & **b** and White's stages **X** & **Y**. Summing up, what we have here is a PECULIAR REGENT CHESS FORM OF ZAGORUIKO.

In this problem, one can also see a change of refutations by regent moves in dual avoidance based attempts ***(2.Be7? 2…Kd2! & 2.Be7? 2…Kc3!!; 2.Rd7? 2…Ke3! & 2.Rd7? 2…Kc1!).***

**5. Viktor Kapusta**
Problemas, 2021
*(Problemas, №34, Abpil de 2021, p.1111)*



h#2 Regent Chess 3 sol (7+14)

It is clear that in the initial position of the problem the regents are the unstalemated kings on the 7th rank. On the **f**-file, the vertical vector of a Regent Battery can be seen. Let us now watch the formation and concerted closing and opening of the second, horizontal vector, which is required for Regent Mate of second type.

In an effort to unguard the **f**-file, Black leads his knight away:

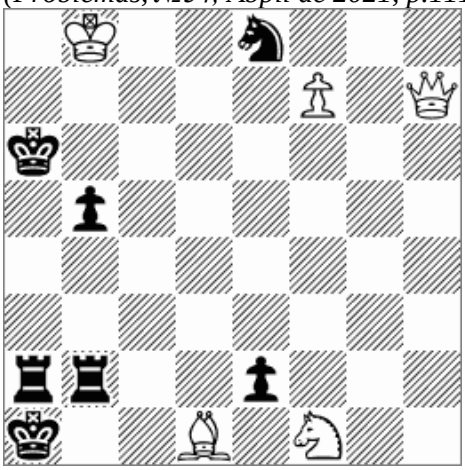
**1.Sc7! d6xc7=P**, reaching a pawn-prince position**, 2.Bc6**, interfering with the Rc2, **2…Pc7–c8=K[–Kf3/ Kf7=Qf7]#!** (*2.Rd8[Kf7=Qf7/Pc7=c7]?*, hoping for *2…Pc7xd8=K[–Kf3]??*, failed because it is illegal to make a move with the pawn at this point. Also, *2…Kxe3+??* is unplayable in view of illegality of mate to the crowned king alone, while a double attack by the queen is prevented by the closing of the seventh rank by the **pawn c7**).

**1.Se7! d6xe7=P 2.Rc6,** interfering with the Ba4, **2…Pe7–e8=K[–Kf3/Kf7=Qf7]#!** (*2.Rd8[Kf7=Qf7/ Pe7=e7]?* failed on account of illegality of the capture of the rook on White's next move: *2…Pe7xd8=K [–Kf3]??* It is also illegal to play *2…Kxe3??,* because the seventh rank was closed for the white queen by the **pawn e7**).

**1.Sb6! d6–d7=P 2.Bd6**, interfering with the Rd3**, 2…Pd7–d8=K[–Kf3/ Kf7=Qf7]#!** (after *2.R/Sc8?*, in view of the additional guard of the **c8**-square, *2…Pd7xc8=K[–Kf3/Kf7=Qf7]??* is unplayable, thus completing the triad of illegal promotions of the pawn-prince by diagonal moves as an alternative to the triad of his final vertical moves in the solution. After *2.Rd6/d1[Kf7=Qf7]?* it is illegal to play *2…Kxe3??* because of the closing of the seventh rank by the **pawn d7**).

In the black-and-white single piece mechanism, the horizontal wing of the Regent Battery is formed three times. First the line **f7–a7** is closed by the white pawn-prince, and then he opens the line with promotion to a new monarch, which in unison allows White to clear by way of annihilation the vertical line **f7–f1** and deliver model Regent Mates. In this example, in addition to two frontal batteries, the diagonal battery vector also comes to life – with the guard by the white Bg4 of the **e2**-square next to the crowned king.

**6. Viktor Kapusta**
Problemas, 2021
*(Problemas, №34, Abpil de 2021, p.1111)*



h#2 Regent Chess 2 sol (5+7)

In the problem, the unstalemated **Ka6** is a regent in the king stage.

**1.Pe2xd1=K[–Ka1/Ka6=Qa6** – the white king is stalemated/**Qh7=Kh7/ f7=Pf7]! Pf7–f8=K[– Kb8 / Kh7=Qh7]! 2.Re2 Qb1#** (*1…Pf7xe8=K[–Kb8/ Kh7=Qh7]?* – and *2.Re2+ ?* fails on account of check to the new white monarch).

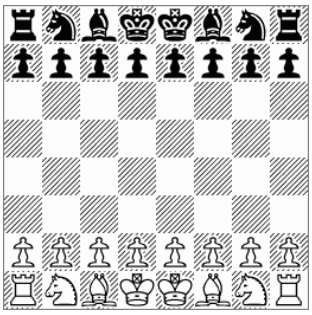
**1.Pe2xf1=K[–Ka1/Ka6=Qa6/Qh7=Kh7/f7=Pf7]! Pf7xe8=K[–Kb8/ Kh7=Qh7]! 2.Rf2 Qh1#** (*1…Pf7–f8=K[–Kb8/Kh7=Qh7]?* – and now *2.Rf2+?* is no good because of check to the white king).

Black-and-white synthesis of promotions of pawn-princes against the background of dual avoidance. At first, the white pawn was sleeping – and acquired the right to move only after the black prince's entry into play. In each of the solutions, the first moves of pieces consist of 10 black-and-white stages. In the finales, model mates to two promoted kings are presented.

## Appendix

### Regent Chess Rules with examples and comments

**1.** IN REGENT CHESS, THE PIECE 'REGENT" EXISTS IN TWO STAGES: AS KING (UNCROWNED) AND AS QUEEN. The specific stage of the regent is determined by the circumstances specified below.
Let us explain the first three positions –**1a, 1b, 1c**– left by the Kyiv anonym to posterity.
**Diagram 1a**



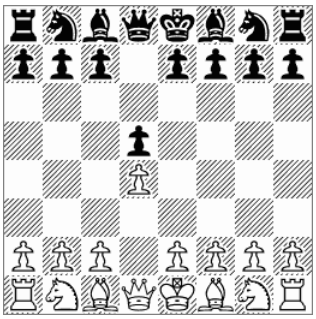
**1.1.** In the initial position (**1a**), the white and black regents are in the stage of uncrowned kings (Kd1/Kd8) staying on the squares occupied by the queens in classical chess. FOR CONVENIENCE, A REGENT IN THE UNCROWNED KING STAGE CAN BE REFERRED TO SIMPLY AS REGENT; AND A REGENT IN THE QUEEN STAGE, SIMPLY AS QUEEN. Accordingly, in chess notation a regent will be designated as **K** and a queen as **Q**. Same-colored regent and crowned king will be differentiated in notation on the basis of their coordinates. A regent in the uncrowned king stage makes non-capturing and capturing moves like the king does; he can be checked and mated. He cannot be captured; nor can he be placed on a square adjacent to the opponent's king or regent (the opposition rule). Under certain circumstances, he can castle (see **p. 9** of the Rules). A regent in the queen stage acts as a queen in classical chess.

**1.2.** THE STAGE OF A REGENT IS ALWAYS RELATED TO THE STAGE OF HIS KING. A REGENT PERFORMS THE KING'S FUNCTION IN TWO CASES: WHEN HIS KING IS IN A STATE OF REGENT PAT (see below, p. 1.2.1 of the Rules) AND WHEN HIS KING IS IN CHECK (see below, **pp. 2.1 and 2.2**).

**1.2.1**. THE CONCEPT OF REGENT PAT (abbreviation **RP**). A regent stays in the uncrowned king stage as long as his crowned king remains in the state of Regent Pat, that is, LOCAL PAT, when the crowned king, while not being in check from the other side, has no flight next to him, while his other pieces can be capable of moving. A Regent Pat is established regardless of which side is to move. White and Black can simultaneously be in a Regent Pat state, as shown in the initial position on Diagram **1a**. (Below, the terms "pat" and "stalemate" will be used as equivalents.)

**1.2.2.** A REGENT'S DIRECT AND REVERSE TRANSFORMATION. TWOSTAGE AND MULTISTAGE COMPLEX MOVES:

**Diagram 1b**



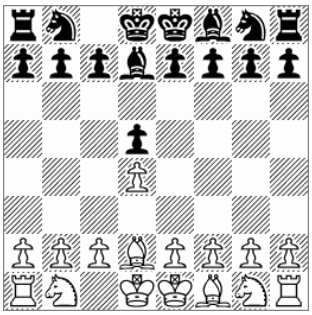
**1.2.2.1.** As soon as a king loses the Regent Pat stage, this is immediately followed by his regent's transformation to queen. SUCH TRANSFORMATION IS CALLED DIRECT. On Diagram **1b**, after the starting pawn moves – 1.d4[Kd1=Qd1] & 1…d5[Kd8=Qd8] – as a result of REGENT SELFUNPAT, the white and black regents entered the queen stage. The pawn move and the regent's immediate transformation to queen

(indicated by notation in square brackets) are regarded as ONE COMPLEX MOVE WHICH CONSISTS OF TWO CONSECUTIVE STAGES: MOBILE AND TRANSFORMATIONAL(with internal dynamics).

*It should be noted that two-stage moves also occur in classical chess, where castling and pawn move to the edge rank with promotion to any piece consist of two stages. (To avoid a theoretical discussion, we will consider ordinary captures of any unit to be single-stage moves.)*

**1.2.2.2.** In Regent Chess, MULTISTAGE MOVES are also possible. Remarkably, the transformational stage can consist of consecutive transformations of the two sides, as shown in the examples below (in particular, see **Example 1, p. 4.3 and Examples 1–3, p. 6.3.**1 of the Rules). REGARDLESS OF THE NUMBER OF CONSECUTIVE TRANSFORMATIONS, ALL OF THEM CONSTITUTE A SINGLE MOVE. A COMPLEX MOVE IS DEEMED TO HAVE BEEN COMPLETED ONLY WHEN ALL TRANSFORMATIONS REQUIRED IN THIS CASE HAVE COME TO AN END. ONLY AFTER THE COMPLETION OF ALL TRANSFORMATIONS OF A COMPLEX MOVE THE OPPONENT WILL HAVE THE RIGHT TO RESPOND WITH HIS NEXT MOVE. NO MATTER HOW MANY STAGES A COMPLEX MOVE CONSISTS OF, THE RIGHT TO MOVE IS ALWAYS TRANSFERRED FROM THE PERFORMER OF THE MOBILE STAGE TO HIS OPPONENT.

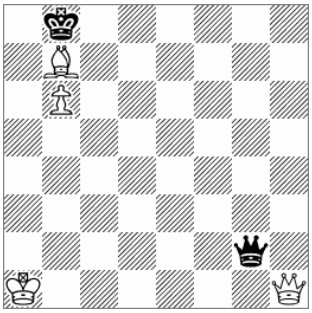
**Diagram 1c**



**1.2.2.3.** THE REVERSE TRANSFORMATION OF A REGENT IS HIS TRANSFORMATION FROM THE QUEEN STAGE TO THE UNCROWNED KING STAGE. It is shown on Diagram **1c**. In this position, the uncrowned kings merged after the moves 2.Bd2[Qd1=Kd1] **(RP**) & 2…Bd7[Qd8=Kd8] (**RP**).

**1.2.3.** A regent's reverse transformation can be implemented in several ways. IN PARTICULAR, BY MEANS OF A MOVE DIRECTLY TAKING THE FLIGHT(S) OF THE OPPONENT'S KING UNDER CONTROL, OR THROUGH ELF-PAT BY BLOCKING A FLIGHT ADJACENT TO THE OWN KING, OR BY OPENING A LINE FOR ENEMY PIECE(S) TO THE OWN KING'S FLIGHT(S).

**Diagram 2**



Example 1. On Diagram **2**, the black king's state of Regent Pat and the accompanying transformation of the black queen into regent occur after the move 1.Qh7[Qg2=Kg2]+, when the white queen undertakes a rank attack to take the opposing king's flight b7 under control. (An example of taking several flights of a king under control at once is presented in **p. 1** of the Rules.)

Example 2. On Diagram **2**, the transformation of the white regent (unlike the examples in **p. 1.2.2.3** of the Rules) is performed by the movement of the regent itself, which results in SELF-PAT THROUGH SQUARE-BLOCKING: 1.Qh1–b1=K (**RP**).

Example 3. Diagram **2** demonstrates the black regent's transformation through SELF-PAT DUE TO LINE OPENING: 1…Qg2–g8=K **(RP**).

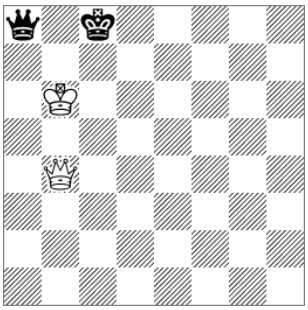
Example 4 on Diagram **2** FEATURING SELF-PAT OF THE BLACK KING requires a more detailed comment. Let us find out what sort of transformation results from the move 1…Qg2–c2[…]. At first sight, White could find himself in an **RP** state after this move. However, as soon as the black queen leaves **g2** on her way to **c2** in order to stalemate the white king, the diagonal to **b7** for the white **Qh1** is opened and the pat of the black king takes effect immediately; therefore, the black queen lands on **c2** as an uncrowned king who in this position is unable to stalemate the white **Ka1**. And so, the result is 1…Qg2–c2=K.

Example 4a is an antithesis to the previous case. IF WHITE PAWN **A2** IS ADDED ON DIAGRAM **2,** then the move from Example **4** implements WHITE'S REGENT PAT. 1…Qg2–c2[Qc2=Kc2/ Qh1=Kh1/Kc2=Qc2]. In reality, this move should be written in a shorter way: 1…Qc2[Qh1=Kh1], omitting the intermediate VIRTUAL TRANSFORMATION of the black queen.

**1.3.** A REGENT'S DIRECT AND REVERSE TRANSFORMATIONS CAN OCCUR AN UNLIMITED NUMBER OF TIMES. Apart from a regent's transformation into an uncrowned king immediately after Regent Pat, a regent, as shown in the Rules below, enters the king stage during a Regent Check (**pp. 2.1 and 2.2**), Regent Mate of second type (**p. 3.2**) and Regent Mate of third type (**p. 3.3**).

**1.4.** A regent can find himself IN A POSITION OF COMPLETE PAT, TOGETHER WITH HIS KING, WHEN ALL THE PIECES OF HIS SIDE AS WELL AS THE KING AND THE REGENT ARE IMMOBILE.

**Diagram 3**

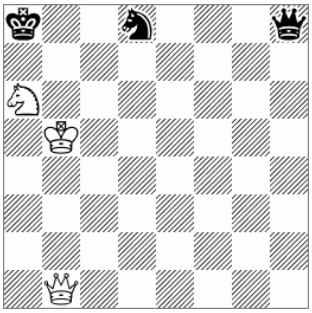


Example 1. On Diagram **3**, it is possible to play: 1.Qb4–d6[Qa8=Ka8], complete pat. (A special case – stalemate in the form of PERPETUUM MOBILE PAT – is discussed in **p. 8** of the Rules.)

**2.** REGENT CHECK. ONGOING COMMUNICATION IS MAINTAINED BETWEEN A KING IN CHECK AND HIS REGENT.

**2.1.** IF A CROWNED KING IS GIVEN SINGLE CHECK WHILE HIS REGENT IS IN THE QUEEN STAGE, THE REGENT IMMEDIATELY UNDERGOES REVERSE TRANSFORMATION; BUT DEFENSE AGAINST THE CHECK BY A PIECE (PAWN) CLOSING THE ATTACK LINE RESULTS IN HIS INSTANT DIRECT TRANSFORMATION TO QUEEN.

**Diagram 4**



Example 1. On Diagram **4**, the single check 1.Qb1–e4[Qh8=Kh8]+ with the black regent's reverse transformation can be repelled in two ways by a knight move: 1…Sc6[Kh8=Qh8] & 1…Sb7[Kh8=Qh8] with Black's direct transformation.

Example 2. However, on Diagram **4** defense against the check 1.Qb1–e4[Qh8=Kh8]+ by the king's move to the available flight 1…Ka7 results in Black's Regent Pat, with Kh8 remaining an uncrowned king.

**2.2.** A DOUBLE-TARGET REGENT CHECK IS A CHECK TO THE CROWNED KING (FIRST TARGET) AND THE REGENT (SECOND TARGET). IF PRIOR TO THAT CHECK THE REGENT WAS IN THE QUEEN STAGE, THEN, PURSUANT TO **P. 2.1** OF THE RULES, HE IS IMMEDIATELY TRANSFORMED INTO AN UNCROWNED KING.

Example 1. On Diagram **4**, a dual-target check arises after 1.Qb1–h1[Qh8=Kh8]++. The defenses are 1…Sc6[Kh8=Qh8] & 1…Sb7[Kh8=Qh8]. When a check to the crowned king has been removed (in case the king has at least one flight), the regent is duly transformed into queen.

Example 2. On Diagram **4**, add white **Bh1**, **Rg2** and **pawn g3**. After the move 1.Rh2[Qh8=Kh8]++ we observe a dual-target Regent Check from the white battery.

Example 3. The dual-target checks in Examples **1** and **2** cannot be repelled by the black king's retreat to **a7**, for that would result in Regent Pat and the uncrowned **Kh8** would remain in check after the end of the move.

**2.2.1.** ILLEGAL DEFENSES AGAINST A DUAL-TARGET REGENT CHECK.

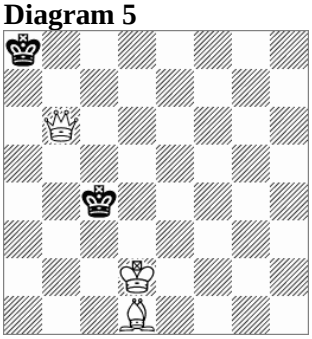
IF IN CASE OF A DUAL-TARGET REGENT CHECK THE KING'S RETREAT LEADS TO HIS REGENT PAT, SUCH DEFENSE IS DEEMED ILLEGAL (SEE ALSO **P. 3.2** OF THE RULES BELOW). AN ATTEMPT TO PROTECT THE REGENT AS THE SECOND TARGET IS ALSO ILLEGAL IF THE CROWNED KING REMAINS IN CHECK AS THE FIRST TARGET.

**2.3.** FIXATION OF PHANTOM FLIGHT (**PF**) AND PHANTOM REGENT PAT (**PRP**) IN CASE OF A DUALTARGET CHECK.

Let us get back to **Example 3 in p. 2.2** of the Rules, where the flight **a7** appeared to be inaccessible to the black king. IN CASE OF A DUAL-TARGET CHECK, A SQUARE ADJACENT TO THE CROWNED KING IN CHECK WHICH IS NEITHER ATTACKED BY THE OPPONENT NOR BLOCKED BY AN OWN PIECE BUT IS IN FACT UNAVAILABLE AS THE KING'S FLIGHT BECAUSE OF THE NON-REMOVED CHECK TO THE REGENT IS REFERRED TO AS A FREE PHANTOM SQUARE, OR A PHANTOM FLIGHT. THE VIRTUAL PAT ON A PHANTOM FLIGHT IS CALLED PHANTOM REGENT PAT (**PRP**). A phantom flight can be designated by means of angle brackets – in this example, **<a7>**. *Conceptually, Phantom Flights are similar to squares that would be occupied by king and rook after a castling in classical chess if the castling were not illegal in view of the king's crossing of a square guarded by the opponent.*

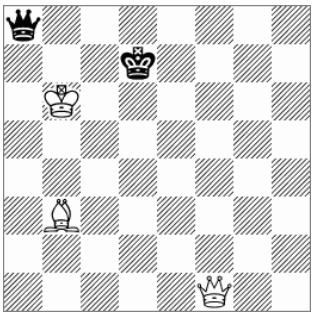
**3.** REGENT MATE (**RM**).
IN REGENT CHESS, MATE CAN BE DELIVERED TO THE REGENT ALONE OR TO THE REGENT AND HIS KING SIMULTANEOUSLY. (As long as the regent is on the board, mate to the king alone is illegal. See **p. 7** of the Rules below). THERE ARE THREE TYPES OF REGENT MATE:
**3.1.** REGENT MATE OF FIRST TYPE (**RM-1**) – MATE TO THE REGENT ALONE, WHEN HIS CROWNED KING IS IN A REGENT PAT POSITION.

**Diagram 5**



Example 1. In the position on Diagram **5**, it is clear that the stalemated **Ka8** is the crowned monarch, **Kc4** being an uncrowned one. At this point, mate can be delivered to the regent: 1.Bb3# (**RM-1**). (The attempt to mate the crowned king through 1.Bf3#?? is ILLEGAL! See below, **p. 7** of the Rules.)

**Diagram 6**



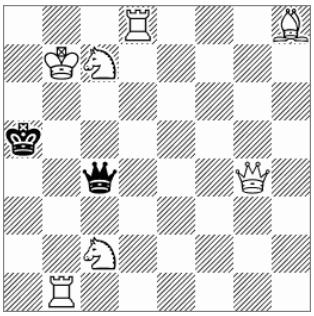
Example 2. **RM-1** CAN ALSO BE DELIVERED BY A MOVE STALEMATING THE KING AND IMMEDIATELY MATING THE REGENT, WHICH IS TRANSFORMED FROM THE QUEEN STAGE TO THE UNCROWNED KING STAGE. On Diagram **6**, the following mate is possible: 1.Qf1–f8[Qa8=Ka8]# (**RM-1**).

Example 3. A DEFENSE AGAINST ATTEMPTED **RM-1** CAN CONSIST IN DEFENDING THE REGENT BY AN OWN PIECE, OR BY UNSTALEMATING THE OWN KING, OR BY CAPTURING THE OPPONENT'S ATTACKING PIECE.

The first two cases are shown on Diagram **6** with added **black Ba6**. Black can meet the check 1.Qf1– f8 [Qa8=Ka8]+ with 1…Ba6–c8[Ka8=Qa8]! & 1…Ba6–c4[Ka8=Qa8]!

**3.2.** REGENT MATE OF SECOND TYPE (**RM-2**) – SIMULTANEOUS MATE TO THE CROWNED KING AND THE REGENT. THIS IS A REGENT MATE DELIVERED BY A DUAL-TARGET REGENT CHECK (see **p. 2.2** of the Rules) AGAINST WHICH NO DEFENSE IS AVAILABLE. The first attack must deliver mate to the crowned king (as in classical chess), while the second attack simultaneously checks the regent which has just entered the king stage; the regent, just like in **p. 2.2.1** of the Rules, cannot be rescued by the possibility of being defended against the check without defending the crowned king.

**Diagram 7**



Example 1. On Diagram **7,** Regent Mate of second type arises after 1.Ra1[Qc4=Kc4]# (**RM-2**) & 1.Ra8[Qc4=Kc4]# (**RM-2**).

**3.3.** REGENT MATE OF THIRD TYPE (**RM-3**) IS, IN CONSTRUCTIVE TERMS, THE MOST COMPLICATED ONE. **RM-3** is simultaneous mate to the crowned king and to the regent; it is a more complex modification of **RM-2**. THIS IS A DUAL-TARGET REGENT CHECK WITH THE PRESENCE OF ONE OR MORE PHANTOM FLIGHTS (see **p. 2.3** of the Rules) THAT CANNOT BE DEFENDED AGAINST. IN **RM-3**, SIMILAR TO **RM-2**, THE KING MUST BE MATED AND AT THE SAME TIME CHECK (OR MATE) MUST BE DELIVERED TO THE REGENT, WHO HAS JUST ENTERED THE KING STAGE.

Example 1. On Diagram **7**: 1.Rb5[Qc4=Kc4]#! (**RM-3**) & 1.Rd5[Qc4=Kc4]#! (**RM-3**). Both finales feature the Phantom Flight **<a4>.**

**4**. SLEEPING PAWN. PAWN IN THE PRINCE STAGE. PROMOTION OF PRINCE TO A NEW KING.

**4.1.** Before reaching the last-but-one rank ($7^{th}$ for White and $2^{nd}$ for Black), pawns behave like they do in classical chess. IF THE OWN REGENT IS IN THE QUEEN STAGE, A PAWN ON THE LAST-BUTONE

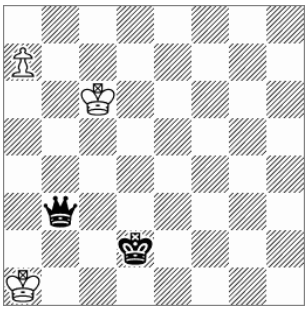
RANK “FALLS ASLEEP.” A SLEEPING PAWN LOSES THE RIGHT TO MAKE MOVES AS LONG AS IT SLEEPS, INCLUDING THE RIGHT TO GUARD DIAGONALLY ADJACENT SQUARES.

**4.2.** AS SOON AS THE OWN QUEEN HAS BEEN TRANSFORMED TO UNCROWNED KING, A SLEEPING PAWN IS TRANSFORMED INTO A PRINCE. This is indicated in a special way in the notation. (For example, the new stage of sleeping pawn **g7** is designated as follows: g7=**P**g7). A PAWN-PRINCE IMMEDIATELY ACQUIRES THE RIGHT TO GUARD DIAGONALLY ADJACENT SQUARES AND TO MAKE A MOVE TO THE LAST RANK, TO A PROMOTION SQUARE, ON HIS SIDE’S NEXT TURN. If a regent returns to the queen stage, a pawn-prince again loses the right to activity and gets back to the sleeping pawn stage (**Pg7=g7**). SUCH DIRECT AND REVERSE TRANSFORMATIONS OF A PAWN ON THE LAST-BUT-ONE RANK CAN OCCUR, SIMILAR TO REGENT’S TRANSFORMATION, AN UNLIMITED NUMBER OF TIMES.

**4.3.** AFTER REACHING THE LAST RANK, A PAWN-PRINCE MUST PROMOTE TO A NEW KING WITHOUT DELAY (PROMOTION TO ANOTHER PIECE IS ILLEGAL!). IN SUCH CASE, THE OLD KING IS ANNIHILATED (REMOVED FROM THE CHESSBOARD). WHEN A SIDE’S OWN KING OR REGENT IS IN CHECK, A PRINCE’S PROMOTION TO A NEW KING IS FORBIDDEN, WITH BUT ONE EXCEPTION: A PRINCE CAN PROMOTE AT A POINT WHEN HIS KING OR REGENT IS IN CHECK IF THE PROMOTING MOVE IS A CAPTURE OF THE OPPONENT’S CHECKING PIECE. A PRINCE CANNOT PROMOTE ON A SQUARE GUARDED BY THE OPPONENT.

There can be several pawn-princes, but only one of them can be freely chosen by the respective side to promote to king.

**Diagram 8**



Example 1. On Diagram **8,** the crowned **Ka1** is stalemated; the piece on **c6** is a **regent**; and there is a **prince** on **a7**. The pawn-prince can be transformed to a new king by a four-stage move: 1.Pa7–a8=K[–Ka1/ Kc6=Qc6].

**5.** A NEW KING AND HIS PIECES UNDER CONDITIONS OF CHESS SYMBIOSIS:

**5.1**. CHESS SYMBIOSIS IS SYNCHRONOUS PLAY ACCORDING TO REGENT CHESS RULES AND CLASSICAL CHESS RULES FROM THE POINT WHEN ONE OF THE SIDES HAS A NEW KING ON THE CHESSBOARD.

**5.2**. AFTER THE EMERGENCE OF A NEW KING, THE RULE OF REGENT PAT IS CANCELED IN RESPECT OF HIM AND HIS QUEEN LOSES THE ABILITY TO BE TRANSFORMED. FROM NOW ON, his pawns can promote to any pieces other than king; the sleeping pawn and prince stages are canceled for them. The other side can deliver mate to the new king according to classical chess rules. AT THE SAME TIME, THE OPPONENT, WHO HAS RETAINED HIS OWN REGENT, CONTINUES TO ABIDE BY THE REGENT CHESS RULES. BUT THE SIDE WITH THE NEW KING CAN ONLY DELIVER A REGENT MATE TO ITS ADVERSARY.

**5.3.** IN CASE OF LOSS BY ONE OF THE SIDES OF ITS OWN REGENT IN THE QUEEN STAGE (IN THE PRESENCE OF THE OLD KING), BOTH SIDES WILL ABIDE BY **PP. 5.1 AND 5.2** OF THE RULES.

**5.4.** IF BOTH SIDES HAVE NEW KINGS AND/OR LOSE THEIR REGENTS (IN THE PRESENCE OF OLD KINGS), FURTHER GAME IS PLAYED ACCORDING TO CLASSICAL CHESS RULES.

**6.** ILLEGALITY OF SELFCHECK. SPECIFIC CASES OF ITS LEGALITY.

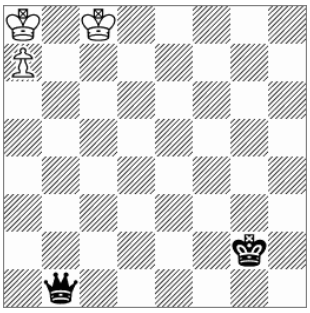
**6.1.** IN CLASSICAL CHESS, SELFCHECKING IS NOT ALLOWED. One talks of selfcheck when there is no check before a move is made, but after an imaginary move of the side wishing to make such illegal move its king would be in check. THE SELFCHECK EFFECT IS ALSO ENCOUNTERED IN REGENT CHESS. HOWEVER, IN REGENT CHESS A MOVE DURING WHICH THE MOVING SIDE'S KING FINDS HIMSELF IN TEMPORARY CHECK, DURING AN INTERMEDIATE STAGE OF A COMPLEX MOVE, AS SHOWN BELOW, IS ALSO CONSIDERED ILLEGAL ON ACCOUNT OF SELFCHECK.

**6.2.** SPECIFIC CASES OF SELFCHECK LEGALITY.

IN REGENT CHESS, SPECIFIC SITUATIONS ARE PROVIDED FOR WHEN A REGENT IN THE UNCROWNED KING STAGE IS ALLOWED TO FIND HIMSELF IN TEMPORARY CHECK DURING THE MOBILE STAGE OF HIS SIDE'S MOVE.

**6.2.1.** FIRST SPECIFIC CASE: A REGENT HAS THE RIGHT TO MOVE INTO CHECK FROM THE OPPONENT IF THAT MOVE RUINS THE POSITION OF REGENT PAT OF HIS KING; AFTER THAT ACTION, THE REGENT IS MMEDIATELY TRANSFORMED INTO QUEEN (Example **1**). HOWEVER, A REGENT MAY NOT MOVE INTOCHECK IF THAT MOVE IS MADE TO A SQUARE GUARDED BY THE OPPONENT'S CROWNED OR UNCROWNED KING (Example **2**).

**Diagram 9**

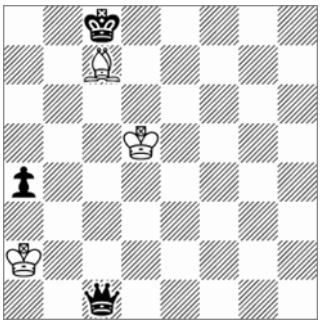


Example 1. On Diagram **9,** after the crowned white **Ka8** is stalemated, he can be unstalemated by his regent's move to a square guarded by Black: 1.Kc8–b7=Q[Qb1=Kb1]++.

Example 2. On Diagram **9**, shift the black **Kg2 to c6**. In that case, the move 1.Kc8–b7=Q[Qb1=Kb1]++?? is illegal on account of violation of the king opposition prohibition.

**6.2.2.** SECOND SPECIFIC CASE: A REGENT HAS THE RIGHT TO MOVE INTO CHECK OF THE OPPONENT'S QUEEN IF THIS MOVE SIMULTANEOUSLY CREATES A REGENT PAT POSITION FOR THE OTHER SIDE'S KING AND HENCE CAUSES THE TRANSFORMATION OF THE OPPONENT'S QUEEN TO REGENT, THUS ELIMINATING THE CHECK.

**Diagram 9a**



Example 1. On Diagram **9a,** White can play 1.Kd5–c6[Qc1=Kc1/ Kc6=Qc6]+. And in abridged form, this move can be written down as follows: 1.Kd5–c6=Q [Qc1=Kc1]+.

**6.3.** THE SELFCHECK EFFECT HAS CERTAIN PECULIARITIES IN POSITIONS WITH CROSSCHECKS, WHEN THE FIRST CHECK IS DELIVERED BY THE OPPONENT'S REGENT IN THE QUEEN STAGE.
Here are a few characteristic examples.

**6.3.1.** CHECK FROM THE OPPONENT'S QUEEN TO THE KING (OR REGENT) CAN BE MET WITH REGENT MATE OF FIRST OR SECOND TYPE (when the opponent's king has no flights in the final position).

Examples 1–3. On Diagram **7**, in response to dual-target check 1…Qc4–e4[Qg4=Kg4]++ White has the following possibilities to mate Black: 2.Rb4[Qe4=Ke4/Kg4=Qg4] (**RM-1**), 2.Ra1[Qe4=Ke4/Kg4=Qg4]# (**RM-2**) & 2.Ra8[Qe4=Ke4/Kg4=Qg4]# (**RM-2**).

**6.3.2**. CHECK FROM THE OPPONENT'S QUEEN TO THE CROWNED KING (REGENT) CAN BE MET WITH MATE OF THIRD TYPE WITH PHANTOM FLIGHT(S) ONLY IF THE KING FACING CHECK CAN BE PROTECTED AGAINST IT BY HIS OWN PIECE.

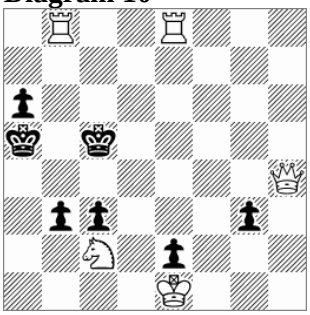
Example 1. On Diagram **7**, after dual-target check 1…Qc4– e4[Qg4=Kg4]++ White can close the line of check: 2.Rd5[Qe4=Ke4/Kg4=Qg4]# – **RM-3** with Phantom Flight **<a4>.**

Example 2. However, in Example **1** on Diagram **7** after 1…Qc4–e4[Qg4=Kg4]++ WHITE'S ATTEMPT TO RESPOND WITH A **RM-3** FINALE WITHOUT DIRECT CLOSING OF THE LINE OF THE CHECK FROM THE OPPONENT'S QUEEN WOULD BE ILLEGAL: 2.Rb5[Qe4=Ke4/ Kg4= Qg4]#??

COMMENT: After the imaginary move of the checked black king to a4 (so as to determine whether or not this is a Phantom Flight for Black), pursuant **to p. 2.1** of the Rules, intermediate transformations would immediately take place on the board – there would emerge a black **Qe4** and a white uncrowned **Kg4**; and at that point the white **Kb7** and his regent would for a moment find themselves in double selfcheck (2…Ka4[Ke4= Qe4+/Qg4=Kg4]++??).

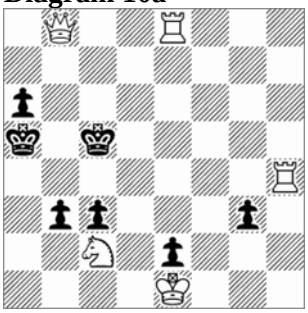
In this example, White's selfcheck does not arise AT ONCE; INSTEAD, IT IS ENCOUNTERED AMID THE INTERMEDIATE VIRTUAL TRANSFORMATIONS, i.e. is of a HIDDEN nature.

**Diagram 10**



Example 3. On Diagram **10**, the situation is close to that in Example **2**. After the preceding 1…Kc5–c4=Q [e2=Pe2/Qh4=Kh4]+ the white king is stalemated and his regent, now in the king phase, is in check. AT THIS POINT, 2.Re5[Qc4=Kc4/Pe2=e2/Kh4=Qh4]#?? would be ILLEGAL, because the black king's imaginary retreat to a4 would be followed by intermediate transformations [Kc4=Qc4/e2=Pe2 – again Regent Pat for White/Qh4=Kh4], with hidden selfcheck to the white regent. If at this point the regent h4 were not facing check from Black, then it would be possible to play 2 Re5[…]+.

**Diagram 10a**



Example 4. Diagram **10a** contrastingly changes the scenario of the previous Example **3** after the exchange of places by the **white regent** and **rook**. After the preceding move 1…Kc5–c4=Q [e2=Pe2/ Qb8=Kb8] White can deliver mate through 2.Re5[Qc4=Kc4/ Pe2=e2/Kb8=Qb8]#! Now, in case of virtual retreat of **Ka5** to the Phantom Flight **<a4>** – Ka4[Kc4=Qc4/e2=Pe2/Qb8=Kb8]?? – there would be no hidden "selfcheck" to the white regent.

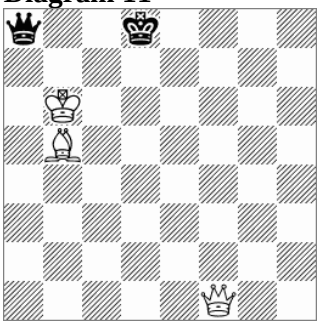
**6.3.3.** THE SIDE TRYING TO DELIVER CHECK WITH HIS QUEEN CAN ALSO FIND ITSELF IN SELFCHECK.

Examples of illegal moves with hidden selfcheck are presented on Diagram **12**:

Example 1. ILLEGAL TO PLAY 1.Qb1–d1[Qc8=Kc8/the sleeping pawn is awakened – e2=**Pe2**/Qd1=**Kd1**]?? – with selfcheck to the white regent **d1** from the pawn-prince!

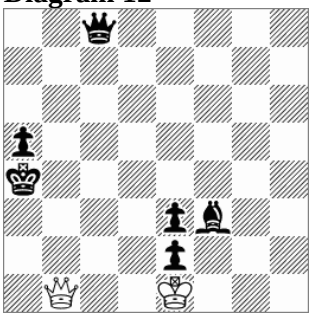
Example 2. ILLEGAL TO PLAY 1.Qb1–c2[Qc8=Kc8 – the black regent is in check/ e2=Pe2 – the white king is stalemated/ Qc2=Kc2/ Kc8= **Qc8+**]?? – selfcheck to the white regent **c2**!

Example 3. ILLEGAL TO PLAY 1.Qb1–b3(1.Qb4, 1.Qb5) [Qc8=Kc8/ e2=Pe2/Qb3(b4,b5)= **Kb3(b4,b5)**]?? – selfcheck with violation of the king opposition prohibition!
The analogous Example 3a brings us back to Diagram **2**. It would be ILLEGAL TO PLAY 1.Qg2–b2(a2)+?? because the black queen after the stalemating of his king would land on those squares as an uncrowned king and by doing so violate the ban on kings' opposition.
(The examples in **p. 6.3.3** focus on the specifics of PAT PERPETUUM MOBILE and make it easier to understand those especifics – see **p. 8** of the Rules below).
**7.** AS ALREADY MENTIONED (**p. 3** of the Rules), MATE TO THE CROWNED KING ALONE (WHILE HIS REGENT IS STILL ON THE BOARD) IS ILLEGAL IN REGENT CHESS.
Below are some examples of illegal mates of this sort.
**Diagram 11**



Example 1. On Diagram **11**, the attempt to deliver mate through 1.Qf1–f8[Qa8=Ka8]#?? is ILLEGAL.
Example 2. If on Diagram **11 Bb5 is shifted to c4**, the move 1.Qf8[Qa8=Ka8]+?? remains ILLEGAL because of the selfcheck effect. (For comparison, see the contrasting **Example 2, p. 3.1** of the Rules).
Example 2a brings us back to Diagram **3.** In a position resembling **Example 2 p.7**, the check 1.Qb4–f8 [Qa8=Ka8]+?? is ILLEGAL here because of Black's selfcheck.

**8**. PAT PERPETUUM MOBILE (**PPM**).
THIS IS A SITUATION IN REGENT CHESS WHEN, AS A RESULT OF RECIPROCAL STANDOFF, THE WHITE AND BLACK REGENTS (AS WELL AS THEIR PAWN-PRINCES) LOSE THE ABILITY TO STOP AT A CERTAIN STAGE OF THEIR TRANSFORMATIONS. MERRY-GO-ROUND TRANSFORMATIONS EMERGE, IN WHICH BOTH REGENTS AS WELL AS ALL OTHER PIECES KEEP STANDING STILL. PPM IS INTERPRETED AS A DRAWN POSITION. IN CASE OF ATTEMPTED PPM, NO SELFCHECK EFFECT IS ALLOWED (compare with the examples in **p. 6.3.3** of the Rules).
**Diagram 12**

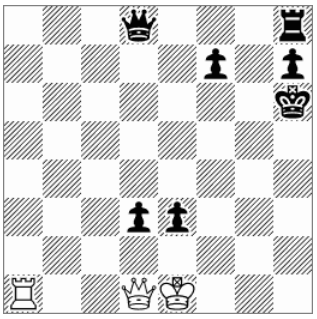


Example 1. On Diagram **12**, the **PPM** mechanism is launched by the mobile stage: **1. Qb1–b2[…]!** – and it immediately leads to the transformational stage with endless internal dynamics. The logic of this 6-stroke cycle is as follows: the white queen, causing a Regent Pat position for the black **Ka4**, brings about the black queen's transformation to **Kc8**; → the sleeping black **pawn e2** is transformed into a **pawn-prince** and takes the squares **d1** and **f1** under control, thus stalemating the white **Ke1**; → White's stalemating leads to the transformation of the **Qb2 to uncrowned king**; → the black **Ka4 is unstalemated**; → the black **Kc8 returns to the queen stage**; → the **Pe2 is transformed into a sleeping pawn** and thus unguards the squares **d1** and **f1**, **unstalemating the Ke1**; → the white **Kb2 is transformed into queen**; → and then the cycle is repeated … In notation, those cyclic transformations look like this: 1.Qb1–b2 [Qc8=Kc8/e2=Pe2/Qb2=Kb2/ Kc8=Qc8/ Pe2=e2/Kb2=Qb2, etc.] Drawn by stalemate!

**9.** REGENT CASTLING, A REGENT IN THE KING PHASE HAS THE RIGHT TO CASTLE ONCE, SIMILAR TO THE CROWNED KING, IF NEITHER THE REGENT NOR THE RESPECTIVE ROOK MOVED. In this case, it should be borne in mind that the regent had to stand still regardless of his transformation stage. Castling is performed according to the requirements of classical chess. Quite naturally,

long Regent Castling is performed on the kingside and short Regent Castling on the REGENT-QUEENSIDE. Each of the sides is allowed, in case of compliance with all the related rules, to perform, in any sequence, two castlings within one game: Regent Castling (involving one rook) and orthodox castling (involving the other rook).

**Diagram 13**



Example 1. Diagram **13**. To 1.Qd1–g4[Qd8=Kd8], Black can respond with long Regent Castling 1…0-0-0! In his turn, White has the right to perform long orthodox castling: 2.0-0-0.

Example 2. In the position on Diagram **13**, after 1…Qd8–f6[Qd1=Kd1], with reverse transformation of the white regent, White plays short castling 2.0-0[Kb1=Qb1]! – with direct transformation.