

[r1b1kbsr/p1q2p2/p7/Q6p/7P/2SP1s1S/PKP1R3/R1B2B2]

1.d3 h5 2.Qd2 e7xe2=B 3.h4 d7-h3 4.Qa5 hxg2=Q 5.Sh3 b7xb2=R 6.Rg1 Sb7+ 7.Kc3 Sf3 8.Rxg2 g7-g3 9.Kxb2 gxf2=S 10.Sc3 c7-a6 11.h4xf2 Qc7 12.f2xe2

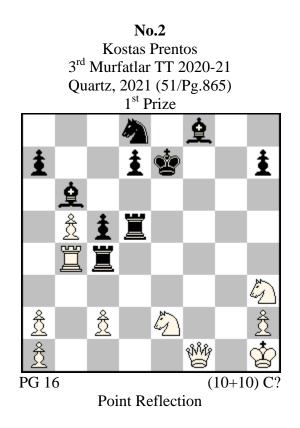
Partial tests with Jacobi v0.7.5:

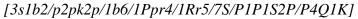
- The first 10,5 moves: {C+; 113044 sec}
- The last 9,5 moves (after 2...exe2=B): {C+; 77224 sec}
- The full 11,5 moves with Constraints Sb1>c3 Sg1>h3 Pd2>d3 Qd1>d2>a5 Ke1>c3*b2 Rh1*g2: {C+; 115889 sec}

Schnoebelen AUW by one side (bqrs) in extremely condensed and economical form. This task is impossible to achieve in orthodox chess.

Point Reflection: When two pieces of either color stand on squares symmetrical with respect to the central point of the chessboard (e.g., b3-g6), they exchange their roles (power of movement). A Pawn (or a Pawn-reflected piece) on the first rank cannot move by itself. Only non-reflected K and R can castle, and only non reflected Pawns can capture *en passant*.

<u>Glasgow:</u> The pawns promote on the seventh (for white) or second rank (for black), instead of the eight/first ranks.





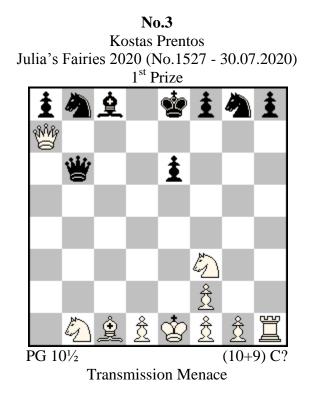
1.b4 f5 2.Bb2 g7xb2 3.Sc3 b1=Q 4.b5 Sxg2 5.Bxg2 b7xg2 6.e4 Rg8 7.Sce2 Rc4 8.Rxb1 gxh1=B 9.Rb4 Rd5 10.Sh3 f5xf2+ 11.Kxh1 f1=S 12.e4xe7 Bb6 13.exd8=R+ Ke7 14.Qxf1 c7-c5 15.d2-e1 Sc6 16.e1-a1 Sxd8.

Partial tests with Jacobi v0.7.5:

- The first 11,0 moves: {C+; 15247 sec}
- The last 10,5 moves (after 6.e4): {C+; 4408 sec}
- The middle 11,0 moves (without the first and last 2,5 moves): {C+; 3580 sec)
- The full length in Demolition mode with Constraints Pa2(0..0) Pc2(0..0) Ph2(0..0) Pd7(0..0) Pd7(0..0) Pd7(0..0) Bf8(0..0) Pg7*b2~ Pb7*g2~: Stopped after pass 80 and ~167 hours Only the intended solution was found.

Schnoebelen AUW (qbsR). The type of promoted pieces is determined by moves of the reflected pieces and in two cases (B & R), also by the position of the opposing King.

Point Reflection: When two pieces of either color stand on squares symmetrical with respect to the central point of the chessboard (e.g., b3-g6), they exchange their roles (power of movement). A Pawn (or a Pawn-reflected piece) on the first rank cannot move by itself. Only non-reflected K and R can castle, and only non reflected Pawns can capture *en passant*.



[psb1kpsp/Q7/1q2p3/8/8/5S2/5P2/1SBPKPPR]

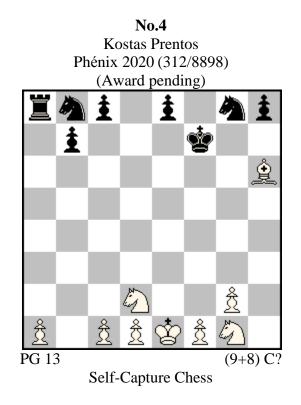
1.a3 e6 2.a3xf8=S+h7xf8 3.h2xh8=S a7xa1=S 4.c2xa1 f7xh8 5.a1xa8=S c7xa8 6.Qa4 Qb6 7.Qa7 b7xg2 8.Sf3 gxf1=S+9.d2xf1 d7-d1=S+10.b2xd1 g7-g1=S 11.e2xg1.

Partial tests with WinChloe 3.51:

- The first 9,0 moves {C+; 20h 41' 27"}
- The last 8,0 moves {C+; 13h 34' 44"}
- The middle 8,5 moves, excluding the first and last 2 half moves {C+; 39h 47' 33"}

The judge Vlaicu Crişan wrote: 7 Knight Schnoebelen promotion is an extraordinary achievement, beating the previous record of 6 Knight Schnoebelen promotions. The fairy condition Transmission Menace is a very appropriate choice in facilitating this task rendering, each promoted Knight being subsequently captured by a Pawn. The clever placing of wQ on the 7th rank facilitates the fast Excelsior of three black Pawns, ensuring as well the order of promotions. ... A clear first prize winner, scoring high in all the set evaluation criteria!

Transmission Menace: In addition to its normal moves, a piece can also move like any unit that threatens it.



[rsp1p1sp/1p3k2/7B/8/8/8/3S2P1/P1PPKPS1]

1.e4 a6 2.Bxa6[-wBa6, +bPf1=S] Sxd2[-bSd2, +wPf1] 3.Qxd7[-wQd7, +bPd1=S] Sxb2[-bSb2, +wPd1] 4.h3 Bxh3[-bBh3, +wPc8=S] 5.Rxh7[-wRh7, +bPh1=S] Sxf2[-bSf2, +wPh1] 6.Sxe7[-wSe7, +bPc8] Rxh1[-bRh1, +wPh8=S] 7.Sxf7[-wSf7, +bPh8] Kf7 8.Bh6 Qe8 9.Sd2 Qxe4[-bQe4, +wPe8=S] 10.Sxg7[-wSg7, +bPe8] Bg7 11.Rc1 Ba1 12.c3 Bxc3[-bBc3, +wPa1] 13.Rxc7[-wRc7, +bPc1=S] Sxa2[-bSa2, +wPc1]

Partial tests with Jacobi v0.7.5 (Using the conditions: Kamikaze Rex Inclusive & Platzwechsel Circe)

- The first 12,0 moves: {C+; 259668 sec = ~72 hours}
- The last 10,0 moves (tested the full length, with wPd1 & wPf1 after the first 3,0 moves): {C+; 483488 sec = ~134 hours}
- The full 13,0 moves in PG demolition mode: Jacobi found only the intended solution. I stopped the testing at pass 68 {724947 sec = ~201 hours}

Seven active suicides of the promoted Knights (Specific Ceriani/Frolkin theme). Inspired by Nicolas Dupont's article "Les Échecs Anti-Capture et Auto-Capture", Phénix 298 (7-8, 2019), pg.11586-11588.

<u>Self-Capture Chess (Échecs Auto-Capture)</u>: After a capture, the capturing piece is removed from the board and the captured piece is reborn on the departure square of the capturing piece. (=Kamikaze RI+PWC)

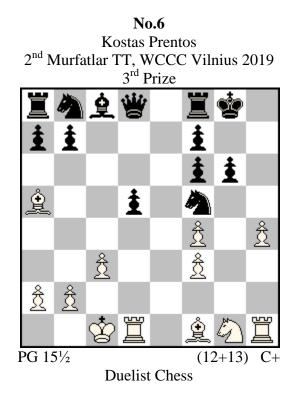


[1sbrrbs1/pppkPppp/3qS1p1/2Q4B/1Pp5/8/P2P1PPP/RS2KBSR]

1.e4 d5 2.e5 Bg4 3.e6 Bxe6[+wPc8=S] 4.Sxe7[+bPg6] Sxe7[+wSc6] 5.c4 Sexc6[+wSa5] 6.Qc2 Ba3 7.c5 Bxc5[+wPe7] 8.b4 Qd6 9.Bb2 Sd7 10.Bf6 Rd8 11.Qxc5[+bBc8] Sxf6[+wBh5] 12.Sc4 dxc4[+wSb3] 13.Sd4 Kd7 14.Sxc6[+bSb8] Rhe8 15.Sd4 Sg8 16.Sxe6[+bBf8]

Two Knights and two Bishops of the same side exchange places ($bBc8 \leftrightarrow bBf8 \& bSb8 \leftrightarrow bSg8$). This is only possible by using a fairy condition.

Equipollent Circe: After a piece is captured, it is immediately reborn on the square, which is the same direction and distance from the square of its capture, as the move of the capturing piece. E.g.: Qa5xPc5, the Pc5 is reborn on e5. If the rebirth square is occupied, the captured piece disappears.



[rsbq1rk1/pp3p2/5pp1/B2p1s2/5P1P/2P2P2/PP6/2KR1BSR]

1.g4 g6 2.g5 c5 3.c3 c4 4.h4 h5 5.gxh6 e.p. Bg7 6.hxg7 Sh6 7.g8=S Sf5 8.Sf6+ exf6 9.f4 d5 10.d4 cxd3 e.p. 11.Qc2 dxc2 12.Be3 cxb1=S 13.Bb6 Sd2 14.Ba5 Sf3+ 15.exf3 0-0 16.0-0-0

C+ Jacobi v0.6.4 {5757 sec / ~96 min}

Double <u>Valladão</u>, with Ceriani/Frolkin Knights. In Duelist Chess, it is possible to achieve the en passant capture by specific means: The pawn must play a double step move, in order to block the path of an adversary pawn.

<u>Duelist Chess</u>: When a unit moves, it must continue to play all the moves for its side, until no further legal move is possible. Then, a different unit can move.