

Clarification of Rules

- No. 1 (#2): Key, thread(s) (if any) and all variations including the mating move have to be given.
- No. 2 (s#4): Key, thread(s) (if any) and all variations up to white's 4th move have to be given.
- No. 3-6: Full solution(s) including the final mating move must be given.

Definition of Fairy Elements

Exclusive Chess: A mating move must be the only mating move available otherwise it is illegal.

Anticirce: In Anticirce, a unit (Ks included) which makes a capture is immediately reborn on its game array square. The rebirth square must be vacant, otherwise the capture is not legal. A threatened king capture is only check if the capturing piece can be reborn. A unit may capture on the same square as the square upon which it is to be reborn.

Koe Ko: All moves must finish adjacent to an occupied square, including checks.

Point Reflection: When two pieces of any color stand on the squares which are symmetric with respect to the central point of the chessboard (eg. a1-h8, b3-g6), they exchange their roles (i.e. powers 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 Ps can make en passant.

neutral pieces: May be regarded as belonging to either side at any turn, and may be moved, or captured, by either side. Neutral pawns move only in the direction of the side playing them. If they reach the promotion rank of the side playing them, they promote to a neutral piece.

half neutral pieces: Exist in one of three phases: white, black or neutral. In the white phase, White may play it, after which it enters the neutral phase. In the black phase, Black may play it, after which it enters the neutral phase. In the neutral phase, either side may play it, after which it enters the phase of that side. It may be captured when in the opposite phase to the side making the capture, or by either side when in the neutral phase.

helpself mate (hs#n, hs#n.5): White starts and Black helps to reach a position where White has a s#1, i.e. Black is forced to mate on Black's nth move. If n is a half-integer, Black starts.

series-help mate (ser-h#n): Black plays a series of n moves following which White mates in one move.