

# Fairy definitions

## 1. Fairy pieces

**AMI:** Piece which can move or capture only when it is controlled: it then moves like the controlling unit(s).

**Berolina Pawn:** Walk and capture are inverted compared to orthodox Pawn: it moves without capturing diagonally (it can make two steps if on its 2nd rank) and capture straight ahead.

**Camel:** Jumps 2 squares orthogonally followed by one square diagonally outwards. A Camel-rider can make consecutive jumps like a nightrider.

**Chameleon:** a chameleon piece changes into another piece in the following order: Knight→Bishop→Rook→Queen. Thus, a Chameleon Knight moves like a knight but becomes a Chameleon Bishop after it has moved.

**Chinese pieces:** Move like regular pieces but must jump over another piece to capture.

**Leo:** without capturing moves as a Queen, but captures and checks as a Lion, by hopping over the captured piece and landing on any square beyond.

**Pao:** without capturing moves as a Rook, but captures and checks as a Rook-lion, by hopping over the captured piece and landing on any square beyond.

**Nao:** moves like a regular Nightrider when not capturing and captures by hopping over the unit and landing on any square beyond.

**Vao:** moves like a regular Bishop when not capturing and captures by hopping over the unit and landing on any square beyond. Bulletin

**Mao:** Knight with a decomposed walk: a Mao makes first an orthogonal step (to a square which must be empty), then a diagonal step.

**Eagle:** Moves like a Grasshopper, but deflects 90° either way on passing over the hurdle. The arrival square is adjacent to the hurdle.

**Equihopper:** Moves along lines in *any* direction, but *must jump*, and the distance before the hurdle (the piece that is jumped across) must be equal to the distance after the hurdle. When the equihopper moves along orthogonal or diagonal lines, then the squares before or after the hurdle that are passed by must be empty. This is not necessary for other directions.

**Giraffe:** Jumps one square diagonally followed by three squares orthogonally.

**Gnu:** A combination of knight and camel. The camel is an old historic piece. That jumps 2 squares orthogonally followed by one square diagonally outwards. ♝c7 can reach b4 and b5.

**Grasshopper:** moves along the same lines as an orthodox queen, except that it must hop over some other piece and land on the square immediately beyond it.

**Rookhopper:** Like a Grasshopper but on rook lines.

**Contragrasshopper:** moves and captures along queen lines (orthogonally or diagonally), but first it must leap over a piece, friendly or enemy, that is **on a square adjacent to it** in the direction it is moving. It cannot jump over a second piece, but can move any distance past the piece it jumps over as long as its path is unobstructed.

**Hunter:** An X/Y-hunter moves forward like piece X and backward like piece Y, so ♗/♖ hunter moves forward like a bishop and backward like piece a rook.

**Kangaroo:** moves like a Grasshopper but over two pieces on the same line.

**Lion:** A hopper which moves along the same lines as a *Queen* and which can land on a square any distance beyond the hurdle.

**Rook Lion:** Same as Lion but as a rook.

**Bishop Lion:** Same as Lion but as a bishop.

**Locust:** Moves like a queen but to capture it jumps one square over the piece.

**Magnapromoter piece:** A piece (queen, rook, bishop, knight etc) designated as magnapromoter can transform/promote into any other piece (but not a king) when entering the promotion file (8<sup>th</sup> file for white and 1<sup>st</sup> file for black).

**Moose:** hops over a piece in line which is laterally or diagonally but turns 45° to right or left over the hurdle. Thus, moose e7 can jump over e3 to d2 or f2.

**Nightrider:** can make several knight jumps in the same direction.

**Orphan:** A dummy piece, When it is threatened, moves only like the threatening unit(s).

**Paralysing pieces:** A piece which cannot capture but it paralyses any unit it threatens.

**Siren:** moves like a queen but captures by jumping one square over the captured piece

**Sparrow:** Moves like a Grasshopper, but deflects 135° either way on passing over the hurdle. The arrival square is adjacent to the hurdle.

**Super-pawn:** Moves without capture any number of fields forward, captures diagonally forwards like a *Bishop*. Promotes on the 8th rank. Cannot capture en passant nor be captured en passant. May be placed in the first rank.2. Fairy conditions

**Transmuting King:** When attacked by an enemy piece the transmuting King gains the moving power of the attacking piece.

**Ubi-Ubi:** can make arbitrary (but not infinitely) many knight moves, but must stop their movement when they take a piece from the opponent.

**Zebra:** Jumps one square orthogonally followed by two squares diagonally outwards. A Zebra-rider can make consecutive jumps like a nightrider.

## **2. Conditions**

**AlphabeticChess:** The squares are considered in the order a1, a2...a8, b1...b8, c1 and so on to h8. At each turn, only the unit standing on the square which comes earliest in this order may move. However check and mate are normal.

**AMU:** The mating move must be delivered by a unit which is attacked exactly by one enemy unit before the mating move is played.

**Annanchess:** Units move normally except when they are standing one square directly in front of another unit of the same color, when they move with the power of the rear unit. In the starting position, all pawns (black & white) move with the power of the piece behind them, e.g. 1. Pc2xh7 (as bishop).

**Andernach:** On making a capture, a unit (except a King) changes color (more exactly, it takes the color of the opposite side; a neutral piece moved by White becomes black...). A “new” white Rook appearing on a1 or h1, or a black Rook on a8 or h8, can castle.

**Anti-Andernach:** pieces, except kings, change color after a non-capturing move, but stay the same color after a capture.

**BMC:** Black Must Capture.

**Capture Zugzwang (CapZug; xz!):** CapZug is achieved when the side on-move: (i) has one or more legal capture(s); AND (ii) no legal non-capture(s); AND (iii) is not in check.

**ChameleonChess:** On completing a move a chameleon changes into another piece in the sequence ♔→♞→♝→♞→♔.

**Circe:** Captured pieces are reborn on their starting positions as soon as they are captured, based on the following rules: (1) Pawns return to the start position on the same file they are captured on. (2) Rooks, knights and bishops return to the starting square which is the same color as the

square they are captured on. If the square that the rebirth should take place on is occupied, either by a friendly or enemy piece, the captured unit is removed from the board. By rule, captured fairy pieces are reborn on their presumed promotion square on same file on which they were captured. For example, a white grasshopper captured on c3 is reborn on c8 while a black grasshopper captured on c3 is reborn on c1.

**Anticirce:** the capturing piece is reborn on its initial square. The captured piece disappears from the board. The rebirth square must be empty or the capture is illegal. There are two types: Type Cheylan: captures on the rebirth square are illegal (i.e. a white rook can't capture on a1). Type Calvet: captures on the rebirth square are legal.

### **Anti Mars Mirror Circe:**

**Chameleon Circe:** When a capture is made, the captured unit (Queen, Rook, Bishop or Knight) is transformed (Knight→Bishop, Bishop→Rook, Rook→Queen, Queen→Knight) and is then replaced on its rebirth square if it is empty, otherwise, the captured unit vanishes.

**Circe Alsaciens:** The normal rules of Circe apply with the restriction that the position should remain legal at any time.

**CirceAssasin:** The rebirth occurs, even if the rebirth square is occupied. The occupying piece is removed from the board. When a piece is captured on its rebirth square, the capturing piece disappears.

**Circe Turncoats:** a unit (not King) when captured returns to its game array square with opposite color as part of the capturing move.

**CouCou Circe:** the rebirth square is that of the capturing piece. Pawns captured by a piece are reborn on the promotion rank, and promote. The promotion is chosen by the capturing side.

**CouscousCirce:** as CouCou Circe but for captures resulting in promotion, the promotion type is chosen by the side whose pawn promotes.

**Cuckoo Circe:** When a capture is made, the captured unit (except a King) is replaced on the capturing unit rebirth square (according to the “modalités Circé”) if it is empty: otherwise, the captured unit vanishes. Here, when a promotion by capture occurs, the rebirth square is the one of the promoted piece. The capture of a Pawn is forbidden if it must promote and if one of the possible promotions is a self-check.

**EquipollentsCirce:** When a capture is made, the captured unit (except a King) is immediately reborn equipollent (same distance, same direction) to the capturing move. Example: if wRh1xbSh3, then the bS is reborn on h5 (same distance h3-h5 as h1-h3). If the equipollent square is not empty, the captured unit vanishes.

**File Circe:** a captured piece is reborn on the file it is captured on (pawns in the 2nd and 7th rank, other pieces in the 1st and 8th rank).

**Mars Circe:** In order to capture, any unit (including kings) is first be replaced on its re-birth square (as for captured units in circe) and then captures from this square. The captured unit disappears.

**Mirror-Circe:** a captured piece is reborn on a square where a piece of the opposite color would be reborn in ordinary circe.

**Parrain Circe:** The single move following a capture, the captured unit (except a King) accomplish, from its capture square, an exact copy of that next move. If the arrival square is occupied or if the journey brings it out of the board, the captured unit vanishes.

**Symmetrical Circe:** like circe, but the rebirth square is the square diametrically opposite the capture-square, with respect to the central point of the board (e.g. capture on g6 → rebirth on b3)

**Patience chess (or PatCh):** A fairy variant invented by Noam Livnat. It means that a square which has been vacated cannot be occupied again for two half-moves in a row. For instance, after 1.e2-e4 e7-e5, white cannot play to e2 on his second move.

**Platzwechsel Circe:** a captured piece is reborn on the square where the capturer was placed before the capture. *Platzwechsel* means "position exchange" in German.

**Strict Circe:** as ordinary circe but the rebirth square must be free for the capture to be legal.

**Einstein chess:** every time a piece moves (without capturing), it "*loses energy*" and transforms itself (= "is demoted") into a smaller unit, one step down the ladder from ♔→♚→♛→♜→♝. Every time a piece captures, it gains energy and transforms itself (= "is promoted") into the next bigger unit. A capturing Queen-move or a non-capturing Pawn-move does not lead to any transformation. There are no promotions, so you can have pawns on the 8-th rank (where they are stuck). You can also have pawns on the 1st-rank (after a non-capturing Knight move): these pawns can make a single, double **or triple** step forward. After a double or triple step, they can be captured en-passant by an enemy pawn on the 3rd or 4th rank. After a triple step, en-passant capture can take place on two different squares.

**Help-selfmate:** A help play leading to a final move which is a selfmate in 1. For example, in HS#4 White begins and both sides make three moves so that white's 4<sup>th</sup> move forces black to give an immediate mate.

**Kobul kings:** When a piece (not a pawn) of his own side is captured, a King transforms into a Royal piece of the same type as the captured one. When the King is in the form of any Royal piece and there is a capture of one of the pawns of his own side, he becomes a normal King again. Captures are illegal if they result in self-check by the transformed King. Castling is allowed only if the KoBul King is on his initial square in the form of a normal King and if he has not already moved; however he may already have been transformed.

**Koeko (Contact Chess):** A move is possible only if the piece moved arrives on a square next to another unit.

**Madrasi:** Like units other than kings (unless rex inclusive is defined) are paralyzed when they attack each other. Paralyzed units cannot move, capture or give check, their only power being that of causing paralysis.

**Magic square:** A piece moving into this square changes color.

**Maximummer (Max.):** Usually applied to black, must always make the geometrically longest move available, as measured from square-center to square-center. An orthogonal move of one square is "1" while a diagonal move of one square is the root of 2 (~1.414).

**Neutral piece:** Belongs to whichever side chooses to use it. It can therefore be moved or captured by White or Black

**Republican chess:** there is no king in the diagram position, but mate is given when either side, having played a move, can place the opposing king on a square on which it is legally mated.

**Rex inclusive:** This means that kings are included, the special rules apply for the kings. Thus in "Madrasi rex inclusive" the kings are paralyzed when they attack each other.

**Royal piece:** A royal piece is one which must not be allowed to be captured. If a royal piece is threatened with capture and cannot avoid capture next move, then the game is lost (this is "checkmate").

**Serial helpmate:** Black makes a series of moves reaching a position in which white can give immediate mate.

**Parry series helpmate:** Similar to serial helpmate but with the important difference that the **series-side** may give check during the series and the **idle-side**, when checked, must immediately **parry** the threat. After a check-and-parry, the **series-side** continues the series.

**SAT:** A side is checked if its king can move according to other (orthodox or other given fairy) rules.

**SingleBox:** a pawn can promote only to a piece whose equivalent has already been removed from the board by capture. Either side may have 2 Bishops on squares of the same color, but neither side can ever have 3 Bishops or 2 Queens at the same time. Type 1: A pawn on the 7th/2nd rank cannot advance to the promotion square until a piece of its own side is captured. Type 2: If a pawn reaches the promotion square before any piece of its own side is captured, it remains dormant until a piece is captured, whereupon it at once takes the power of that piece. In the case of more than one dormant pawn, the side making the capture decides which of the opponent's dormant pawns takes the power of the captured piece. A dormant pawn cannot move but may be captured.

**Take&MakeChess:** Upon capturing a unit X, a unit Y (K included) must continue from the square of capturing to make a single non-capturing move with the movement of X. If such a

move does not exist, X cannot be captured by Y. The square of capturing is the square occupied by Y when the capture takes place (important for e.p. captures). Pawns must neither be placed on nor played to their first rank by the take&make condition. A pawn is promoted if and only if the final square of its move is on the 8th rank. Checks are as in orthodox chess.

**Anti Take&MakeChess:** every capture ("take") must be complemented by a further step ("make" - not a capture) by the captured piece (Kings excluded), which must move from its square of vanish (according to the wishes of the capturing side in case of options). The capture is forbidden if the captured unit have not possible move. Promotions at the end of the "make" element are normal.

**Transmuting king:** Kings in check take the power, and move like, the piece giving check.

**Supertransmuting king:** A King, which definitively take the nature of the checking piece. After being checked, the King loses his Royal status and can be captured.

**Vertical cylinder:** The board is folded into a cylinder so that the 1<sup>st</sup> and 8<sup>th</sup> files are in contact with another. For example, a rook on a1 can move one square to h1.