Fairy Solving - Alba Iulia WCCC 2025

General

Tournament: Fairy Solving, 1 round, 12 problems, 120 minutes Director and problems selection: Eric Huber Date/Time: July 9th 2025. See information on the official website, <u>Inforrmation→Competitions</u> or in the <u>Schedule</u>

Fairy pieces and conditions

The list includes the actual fairy pieces and conditions that will be used in the Fairy Solving tourney.

Fairy pieces

- Chinese pieces
- Hoppers
- Nightrider

Fairy conditions

- Checkless chess
- Circe (and Anticirce)
- Eiffel
- Exclusive chess
- Isardam
- Reflex chess (r#)
- Rex Multiplex
- Take&Make
- Vertical cylinder

Fairy pieces



Fairy conditions





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George Leathem The Fairy Chess Review 1936	Rex Multiplex
	 A side is mate if all its Kings are mate. A check which is not a mate is legal only if the other side can move without remaining in check. Unless otherwise stated, a Pawn can promote to King. 1. I ⊂ 5+! The check to d is legal because Black can move without remaining in check: 1e5 2.fxe6 e.p.#
	All Kings are mate.
#2 (8+7) Rex Multiplex	
Friedrich Hariuc	Take&Make
	Having captured, a piece must immediately, as part of its move, make a non-capturing step in imitation of the captured piece from the capture-square. If not such step is available, the capture is illegal. If not said otherwise, a Pawn cannot be placed on its 1 st rank as the result of a take&make step after capture.
 合合合合合合合合合合合合合合合合合合合合合合合合合合合合合合合合合合合合	1.e3 b6 2. \triangleq a6 \triangleq xa6 \rightarrow fl (after capturing \triangleq a6 the \triangleq makes a Bishop move to fl) 3. \textcircled{B} g4 \triangleq a6 4. \textcircled{B} xd7 \rightarrow d5 (\clubsuit move after capture of \clubsuit) \textcircled{B} xd5 \rightarrow f3 (\textcircled{B} move after capture of \textcircled{B}) 5. \textcircled{C} e2 0-0-0 6. \blacksquare xf1 \rightarrow g3 (\textcircled{B} move after capture of \clubsuit) \oiint xe2 \rightarrow g1 (\textcircled{C} move after capture of \oiint) 7. \blacksquare xf3 \rightarrow d1 (\textcircled{B} move after capture of \oiint) diagram
Vitaly Halberstadt	Vertical cylinder
	The first and last files of the board are adjacent.
	1. ^{(a} a7! ^(a) a7 guards diagonal h6-c1 ^(b) a4 guards flights h3, h4 and h5. 1f5, ^(a) f3 2. ^(a) xb7# ^(a) b7 guards diagonals b7-h1 and b7-h5-d1.
#2 (5+3) Vertical cylinder	