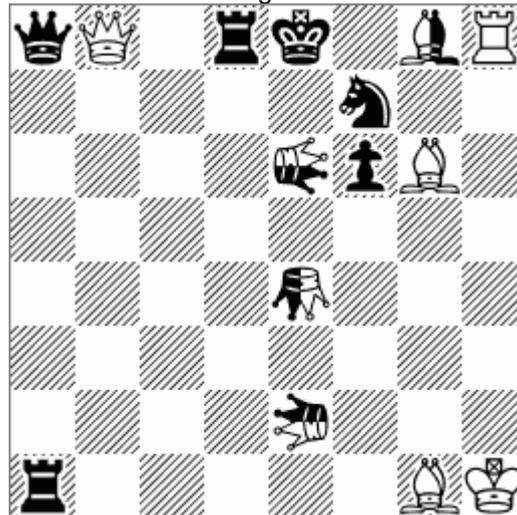


No 2. Example for thematic moves

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Original



h#??

(5+6+4)

qQ1rk1(!b)R/5n2/4(!q1)pB1/8/4(!q2)3/8/4(!q3)3/r5BK

- a) Eiffelchess; b) Patrolchess; c) Anticirce; d) Annanchess;
 e) Back to Back; f) Bg6→h5, Face to Face; g) Imitator d5
 e4: Grasshopper (G); e2: Lion (LI); e6: Kangaroo (KA)

In the diagram you can see 6 pinning lines – 2 towards the wK and 4 towards the bK. Note that the nLle2 pins two pieces within the same pinning line for Black and that the nGe4 is pinned also for White, whereas the nBg8 is pinned only for Black. The pinned pieces cannot move at all or have only Pelle-moves (moves within the pinning line like 1.Rc8/1.Rxb8 or 1.nGe7+), but such moves are not thematic. To achieve thematic moves there must be added a fairy condition. In the example black moves are indicated with **1.** and white moves with **1...** as it is usual in Helpmates. The difference will be important when neutral pieces are regarded.

a) Eiffelchess. Although the bRd8 paralyses the wQ he cannot leave the pinning line, because then the wQ gets her power back. Thematic moves are **1...Bd4** and **1.Se5/Sxh8**, because the pinning piece is observed and paralysed. The same thematic moves can be achieved by using “paralysing pieces (pwBg1/pbSf7)” instead of EiffelChess;

b) Patrolchess. Only wBg1 and nGe4 (for white) are pinned now, because the other pinning pieces are not observed. The only thematic move is **1...Ba7** interrupting the observation line;

c) Anticirce. Now wBg1, nBg8 and nGe4 (for White) are not pinned, because the rebirth squares of the pinning pieces are occupied. The pinning of nKAe6 and nGe4 for Black depends on the used type. With type Calvet they are pinned, with type Cheylan Black can move both, because they are not pinned at all.

The only thematic move is **1.Rdd1**;

d) Annanchess. Annanchess is a rather confusing condition but with a lot of possibilities. A thematic move is **1.nBh7**, because now the wR can move only as wB. The move 1...nBh7 is not thematic, because the nBg8 is not pinned for White. But there are two other thematic moves: **1.nKAe1+** and **1.nGe1++** (even with doublecheck), because the pieces on e1 for Black now have the power of a LI, whereas nLle2 for White can only move like a KA or a G respectively. Note that the pinning line is not the e-file, but only the way from e2 to e8. Therefore e1 is outside the pinning line.

The nKAe6 is not only pinned for Black, but also for White (!), at least if “pinned” means that a piece cannot move because of an illegal selfcheck. From the two possible moves 1...KAh6 and 1...KAe1? is only the first one legal, the second one is illegal (“nLl’e1 gives a check to the wK). Is 1...KAh6 a thematic move now? No, because there is no black pinning line towards the wK! In fairy chess there are batteries that have no battery line (ecto-battery), here you have something similar with a pinning line;

e) Back to Back. Now you have the same thematic moves and because of the same reasons as in d): **1.nBh7**, **1.nKAe1+** and **1.nGe1++**. But there is even a fourth one: **1.Sg5**.

If you add a wROSe3 and a bGc7 then you have another pinning line towards the bK that is **not straight**. A thematic move is **1.Gc2**, because then the RO can move only as G;

f) Bg6→h5, Face to Face. The only thematic move now is **1.Sh6**;

g) Imitator d5. Now wBg1, nGe4 and nKAe6 are not pinned and cannot make a thematic move. Thematic moves are **1.Rd7[id4]**, **1.Rd5[id2]**, **1.Rd4[id1]** and **1.Sd6[ib4]**