

Fairy definitions

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Fairy pieces

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1. Fairy pieces

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

Argentinian Chess

Faro: The Argentine Rook. Argentinian pieces move like their orthodox counterparts, except that they must first jump over a hurdle en route to a captureless move.

Loco: The Argentine Bishop. Argentinian pieces move like their orthodox counterparts, except that they must first jump over a hurdle en route to a captureless move.

Senora: The Argentinian Queen, Loco+Faro, moves by hopping diagonally/orthogonally over a hurdle on any arbitrary square behind it, captures like an ordinary Queen.

Bucephale: 5-leaper (BU): (3,4)+(5,0)-leaper (also called root-25-leaper,).

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.

Cardinal: Moves like a Bishop but can once bounce of the edge of the board like a billiard ball, changing the color of the line of movement. For example: e6-d7-c8-b8-a7..

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 pieces to capture.

Leo: without capturing moves as a Queen, but captures (and checks) by hopping over any piece and landing on any square beyond it to make the capture.

Pao: without capturing moves as a Rook, but captures (and checks) by hopping over any piece and landing on any square beyond it to make the capture.

Vao: without capturing moves as a Bishop, but captures (and checks) by hopping over any piece and landing on any square beyond it to make the capture.

Nao: without capturing moves as a regular Nightrider, but captures (and checks) by hopping over any piece and landing on any square beyond it to make the capture.

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

Chinese Pawn: moves and captures one square straight forwards in its own half of the board. In the enemy half, moves and captures one square forward or to the side. No promotion.

Dragon: Combination of *Knight* and *Pawn*. It does not promote upon reaching the eighth rank.

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.

Fairy Knight: This term is special for some kind of conditions like circle or anticircle – this Knight moves like a regular Knight but rebirth like a fairy piece.

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.

Grasshopper-2: As Grasshopper but moves not to the square immediately beyond the jumped unit but to the next square on the same line.

Grasshopper Bul: Moves like a Grasshopper ((0,1)+(1,1) Hopper), but the hurdle must also make a non-capturing Grasshopper move (the move is impossible if it cannot). (Inventor: Petko A.Petkov,

Double Grasshopper: makes two consecutive Grasshopper moves in each ply. The first one must not capture (not even the King: bKa1, bBb1, wDGh1 is NO check!); if a DG has available no capture-free first move, it cannot move at all. Both moves may use the same hurdle, but zero moves are not allowed.

Hamster: Moves like a [grasshopper](#) but deflects 180° on passing over the hurdle.

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.

Imitator (●): All moves must be exactly imitated in length and direction by the **I**, else they are illegal. The **I** may be blocked by the board edge or by a unit of any colour. However it is not blocked by the moving piece. Thus with If3 and any unit on d1 on an otherwise empty board, a Be4 may play all its usual moves except to b1, c2, g2, h1 and h7 – these moves being blocked by the unit on d1 or by the board edge. Note that Be4-f3(Ig2) is perfectly legal. The imitator is a condition which, confusingly, looks like a piece. However it may not move of its own accord, it

may not be captured and its presence does not allow pawns to be promoted to imitators (at least never in my compositions). Thus it has no real piece-like characteristics. (from Fairings No.38, by Chris Feather)

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 can only move to capture and for this 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 (8th file for white and 1st file for black).

Marine pieces: Siren (SI), Triton (TR) and Nereid (ND) move as Queen, Rook and Bishop, respectively, but capture by hopping over and removing an adverse unit, landing on the next (necessarily empty) square, i.e. they capture like the corresponding Locusts. The **Poseidon (PO)**, the Marine King, moves similarly: non-capturing moves like a normal king and captures by hopping over and removing an adverse unit, landing on the next (necessarily empty) square.

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.

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

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).

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").

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

Presburger King (Super-transmuting King): King which definitively takes up the nature of the checking piece (and thus loses his royal status).

Quintessence: A Nightrider who takes 90-degree turns in a zigzag manner on each step. First described in 2002 by Jörg Knappen.

Siamese Kings: Each side has two Kings and the threatened and inevitable capture of either King constitutes mate.

Siamese Piece: Piece formed of two components (pieces of the same kind and of the same color) placed on two different squares, which must play at the same time two identical possible moves (the combination of these two moves must be a legal move). If one of the components of a Siamese pair of Pawn promotes, the other promotes also to a piece of the same kind. If one of the components is captured, the other component vanishes too.

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

Spiralspringer (Spiral knight): Moves as *Nightrider* ((1,2) *Rider* – operates along straight lines with squares lying a Knight's move away from each other), but spirally along the orthogonal line – a1-c2-a3-c4-a5-c6-a7-c8 or a1-b3-c1- ... -h3, and also via a1-b3-a5-b7 or a1-c2-e1-g2.

Spiral knight 2: spiraling along the orthogonal line – a1-b3-c1-d3-e1-f3-g1-h3

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.

Super-transmuting King (= Pressburger King): King which definitively takes the nature of the checking piece. After being checking, the King loses his Royal status and can be captured.

Tireur: Moves like a Grasshopper and captures like a knight

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.

Wazir: moves like a rook, but can go only one square.

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

Zebu: Zebu is a combination of Camel (1,3) leaper and Giraffe (1,4) leaper

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 that 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.

Back to Back: When a white piece stands one rank above a black piece on the same file, they exchange their roles (i.e., powers of movement). A pawn on the first rank cannot move. Any piece can make an en passant capture when it is given a power to move as P by BTB.

Bicolores: kings are in check if they are guarded by the friendly or threatened by the enemy pieces

Breton: When a piece is captured, one piece of same nature from the capturing side must also disappear (if there is one). The choice of the eliminated piece is made by the captured side. In **Breton Inverse** a piece of the same nature of the captured side is removed.

BMC: Black Must Capture.

Cannibals (Cannibal chess): Only captures of the man of own color are allowed. Check and mate are orthodox.

Castling chess: (1) A king is allowed to castle even if it has already moved. (2) A king is allowed to castle with any piece of either colour, standing on the same diagonal or orthogonal, under the assumption that intervening squares are empty, it is not in check and it will not cross fields attacked by the enemy. (3) For the implementation of castling the king moves two squares towards its partner, while this partner jumps over the king and lands on the next square.

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

Checkless Chess: Neither side is allowed to check until on the mating move.

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: In “Anti Mars Circe” in order to move, any unit (including kings) is first be replaced on its re-birth square and then move from this square. A capturing move is done as in normal chess. The “Mirror” condition is as in “mirror circe” below.

Antipodean Circe: As Circe but the rebirth square for the captured piece is the one at a distance of 4,4 from where a unit is captured (its "antipodes"). Thus a capture on c1 produces a rebirth on g5. If the rebirth square is occupied the capture is normal. Pawns reborn on promotion squares promote immediately.

Antipodean Anticirce: As for **Antipodean Circe** but for the capturing piece.

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 Clone: When a capture is made, the captured unit (except a King) takes the nature of the capturing unit and is then replaced on its rebirth square if it is empty; otherwise, the captured unit vanishes. Rebirth squares are determined as in Circe: R, B & S go to the square of the same colour as the capture; Ps stay on the file of capture; fairy pieces go to the promotion square of the file of capture.

Circe Protee descendant: When a piece is captured (King excepted unless contrary indication), it transforms following the scheme Knight > Pawn > Queen > Rook > Bishop > Knight (the other pieces don't transform), then it must be replaced on the Circe rebirth square if it is empty, if not the captured piece vanishes.

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.

DiametralCirce: The captured pieces reborn on a square, which is diametrically opposed to the origin field of captured piece, i.e. a point mirrored on chessboard center. For example: a possibly captured black (white) Queen doesn't reborn on d8 (d1), but on e1 (e8) (if e1 (e8) is occupied, then the Queen vanishes entirely from the board).

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).

Malefic Circe: Captures are like in regular Circe, but the rebirth square is as if the captured piece belonged to the other side.

Malefic AntiCirce: Like in regular AntiCirce, but the rebirth square is as if the capturing piece belonged to the other side.

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)

Super-Circe: When captured, a piece is reborn on any free field on the chess board without causing self-check or selfmate. Possible is also removal of captured piece from the board. The Pawns (white, black, neutrals, half- neutrals) can be reborn on the first or eight row also. When reborn on the first row (for Black) or on the eight row (for White) the promotion is obligatory. When reborn on the first row (for White) or on the eight row (for Black) the Pawns are immovable.

Platzwechsel Circe (PWC): 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.

Disparate: If one side makes a move with a piece of type "x" (black, white, neutral, half-neutral, etc., King included), the other side cannot answer immediately by moving a piece of the same type "x". A pawn promoting is a pawn move. (Popeye's interpretation)

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.

Einstein Inverse: as above but energy is gained upon a non-capturing move and lost on a capturing move.

Functionary Chess: A piece (Kings and pawns included) may not move unless attacked by an opposing piece.

Ghost Chess: When a capture is made, the captured unit (except a King) is reborn on the square where it has been captured as soon as that square is empty, and cannot be captured any more.

GlasgowChess: Pawns are promoted on their seventh (white) or second (black) rank instead of the eighth or first. Therefore, the white Pawns standing on the 1st, 7th and 8th rank are illegal, while the black Pawns are illegal on 1st, 2nd and 8th rank.

Grid Chess: for a move to be legal, the piece moved must cross at least one grid line.

Isardam: Any move, including capture of the King, is Isardam illegal if a Madrasi-type paralysis would result from it.

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 in 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 Chess (Chessboard): A piece changes its color after making a move.

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

Masand: A unit, which moves and actively checks, changes the color of all the units (not Ks) which it observes after the move. A checking rear (non-moving) piece of a battery would not recolor the units it observes.

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).

Messigny: instead of a regular move, any unit (Ks included) may be swapped with another of the same type but opposite color, provided neither of the units involved was swapped in the preceding move (so a Messigny swap can deliver mate).

Norwegian Chess (NorskSjakk): Only identical units can capture each other. After moving, a Queen becomes Knight, a Knight becomes Queen, a Rook becomes Bishop and Bishop becomes Rook.

RelegationChess (Degradation): In addition to promotion of pawns to pieces, pieces (Q,R,B,S) arriving back on their pawns' home rank are "relegated" – changed back to pawns. (OR: If a piece (not King or Pawns) reaches the Pawns' starting rank of the same side, it changes to a pawn).

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 "Madras rex inclusive" the kings are paralyzed when they attack each other.

Royal Dynasty: Each side may have more kings on the chessboard. If more than one king of one side is present at the same time no king of that side possesses the royal nature. It means that there is no check or mate. Capturing of king(s) but the last one is allowed. The way of moving is unchanged for all kings. When one side after capturing remains with only one king his royal nature is returned no matter if he results from promotion or not. Castling is a move of royal nature and is allowed with only one king present (if a rook hasn't moved at all and if a king hasn't moved after he remains the only king of his side). Promotion to a king is allowed.

PartialParalysis: When a piece X is observed by an opposite piece Y, X cannot move or capture like Y. Castling is possible if and only if each single step of the King is legal. (See Sake tourney announcement with examples:

https://wccc2017.de/wp-content/uploads/2017/08/170805_wccc_info.pdf.)

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.

PhantomChess RexInclusive: Any unit (kings included!) may move either normally (from its current square) or from its Circe rebirth square if that is vacant.

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 on the first rank and its corresponding piece on the eighth rank cannot move by themselves. Only non-reflected K and R can castle, and only non-reflected Ps can make en passant.

Protean Chess: After making a capture, a unit transforms into the same type as the captured unit. Kings maintain their royal status after capturing. Any unit that captures a pawn becomes a backward-moving pawn that promotes on its own first rank.

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

Sentinels: When a piece (Ks included but not pawns) moves, a pawn of the same color appears on the vacated square unless that square is on the first or eighth ranks or there are 8 pawns of that color on the board already.

Sentinels en Pion Adverse: same as above but a pawn of the opposite color appears on the vacated square.

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.

Superguards: Any piece (including Kings and Pawns), which is observed by another piece of the same color cannot be captured. Pinned pieces also observe.

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 or vanish (according to the wishes of the capturing side in case of options). The capture is forbidden if the captured unit has no possible move. Promotions at the end of the "make" element are normal.

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

3. Stipulations

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.

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 4th move forces black to give an 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.

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