

white		code	pawn	knight	bishop	rook	queen	king
pawn	pawn	pp	X	X	X	X	X	X
pawn	knight	np	X	X	X	X	X	X
pawn	bishop	bp	X	X	X	X	X	X
pawn	rook	pr	X	X	X	X	X	X
pawn	queen	pq	X	X	X	X	X	X
pawn	king	kp	X	X	X	X	X	X
knight	knight	nn	X	X	X	X	X	X
knight	bishop	bn	X	X	X	X	X	X
knight	rook	nr	X	X	X	X	X	X
knight	queen	nq	X	X	X	X	X	X
knight	king	kn	X	X	X	X	X	X
bishop	bishop	bb	X	X	X	X	X	X
bishop	rook	br	X	X	X	X	X	X
bishop	queen	bq	X	X	X	X	X	X
bishop	king	bk	X	X	X	X	X	X
rook	rook	rr	X	X	X	X	X	X
rook	queen	qr	X	X	X	X	X	X
rook	king	kr	X	X	X	X	X	X
queen	queen	qq	X	X	X	X	X	X
queen	king	qk	X	X	X	X	X	X
king	king	kk	X	X	X	X	X	X

black		code	pawn	knight	bishop	rook	queen	king
pawn	pawn	pp	X	X	X	X	X	X
pawn	knight	np	X	X	X	X	X	X
pawn	bishop	bp	X	X	X	X	X	X
pawn	rook	pr	X	X	X	X	X	X
pawn	queen	pq	X	X	X	X	X	X
pawn	king	kp	X	X	X	X	X	X
knight	knight	nn	X	X	X	X	X	X
knight	bishop	bn	X	X	X	X	X	X
knight	rook	nr	X	X	X	X	X	X
knight	queen	nq	X	X	X	X	X	X
knight	king	kn	X	X	X	X	X	X
bishop	bishop	bb	X	X	X	X	X	X
bishop	rook	br	X	X	X	X	X	X
bishop	queen	bq	X	X	X	X	X	X
bishop	king	bk	X	X	X	X	X	X
rook	rook	rr	X	X	X	X	X	X
rook	queen	qr	X	X	X	X	X	X
rook	king	kr	X	X	X	X	X	X
queen	queen	qq	X	X	X	X	X	X
queen	king	qk	X	X	X	X	X	X
king	king	kk	X	X	X	X	X	X

board 1 tells us either wBB/wBQ are king

so wBP/wBN/wBK/wBL can't be king.

board 2 tells us wBS/wBQ can't be pawn

so wBL is not a pawn

board 3  
wBN/wNP not pawn

board 4.

wBQ not rook nor queen | wLQ = KNIGHT

wBL not rook nor queen nor king

wN = KING | wBQ = KNIGHT | wBK/wBQ/wBL/wBN/wBP/wBL = KING

Row

board 5

wBL/wNQ = PAWN

board 6

wBK/wBL are king, so wBL/wBL = king

wLQ = PAWN

board 7

wNP/wBQ = PAWN

wLQ = BISHOP, queen

wLQ = KING

White

board 7

wLQ/wBK = king

wLQ = king

wBL/wLQ = PAWN

wBK/wBL = PAWN

wBQ = PAWN

wLQ = king

wLQ = king

wLQ = king

wLQ = king

wLQ = king

board 9

wNQ = king

wBQ = BISHOP, queen

wBQ = BISHOP, queen

wBQ = BISHOP, queen

wBQ = BISHOP, queen

wBQ = BISHOP, queen

wBQ = BISHOP, queen

wBQ = BISHOP, queen

wBQ = BISHOP, queen

wBQ = BISHOP, queen

wBQ = BISHOP, queen

board 1

wBQ = BISHOP, queen

wBQ = BISHOP, queen

wBQ = BISHOP, queen

wBQ = BISHOP, queen

wBQ = BISHOP, queen

wBQ = BISHOP, queen

wBQ = BISHOP, queen

wBQ = BISHOP, queen

wBQ = BISHOP, queen

wBQ = BISHOP, queen

wBQ = BISHOP, queen

board 3

wBK/wLQ = king

wBK/wLQ = king

wBK/wLQ = king

wBK/wLQ = king

wBK/wLQ = king

wBK/wLQ = king

wBK/wLQ = king

wBK/wLQ = king

wBK/wLQ = king

wBK/wLQ = king

wBK/wLQ = king

board 6

wBK/wLQ = king

wBK/wLQ = king

wBK/wLQ = king

wBK/wLQ = king

wBK/wLQ = king

wBK/wLQ = king

wBK/wLQ = king

wBK/wLQ = king

wBK/wLQ = king

wBK/wLQ = king

wBK/wLQ = king

white		code	pawn	knight	bishop	rook	queen	king
pawn	pawn	pp						
pawn	knight	np						
pawn	bishop	bp						
pawn	rook	pr						
pawn	queen	pq						
pawn	king	kp						
knight	knight	nn						
knight	bishop	bn						
knight	rook	nr						
knight	queen	nq						
knight	king	kn						
bishop	bishop	bb						
bishop	rook	br						
bishop	queen	bq						
bishop	king	bk						
rook	rook	rr						
rook	queen	qr						
rook	king	kr						
queen	queen	qq						
queen	king	qk						
king	king	kk						

black		code	pawn	knight	bishop	rook	queen	king
pawn	pawn	pp						
pawn	knight	np						
pawn	bishop	bp						
pawn	rook	pr						
pawn	queen	pq						
pawn	king	kp						
knight	knight	nn						
knight	bishop	bn						
knight	rook	nr						
knight	queen	nq						
knight	king	kn						
bishop	bishop	bb						
bishop	rook	br						
bishop	queen	bq						
bishop	king	bk						
rook	rook	rr						
rook	queen	qr						
rook	king	kr						
queen	queen	qq						
queen	king	qk						
king	king	kk						

save 2-002

board 6 (cont)

bBK i rook (black)

bBK i queen (i)

bBL = bishop

dominate

wBL = knight

wBL = bishop

wBL = knight

wBL = knight

board 2 complete.

board 1

bBN i rook (queen)

(constraints wBL)

board 3

bKF i queen (black)

bKF i knight (-)

board

bNP i bishop (queen)

bNP i knight (queen)

bNP i knight (queen)

save as 004

bPR => bishop

save as 005

wPR i bishop

wNR => bishop

wKR => queen

wKF => bishop

board 6 complete.

wQL - queen

wKL - knight

wPP => queen

wPR => rook

wNR => knight

bBP => queen

bPR => knight

bNR => knight

bPR - knight

bBR - rook

bKR => queen

bQR => knight

bKL => rook

black complete.

bPR => queen

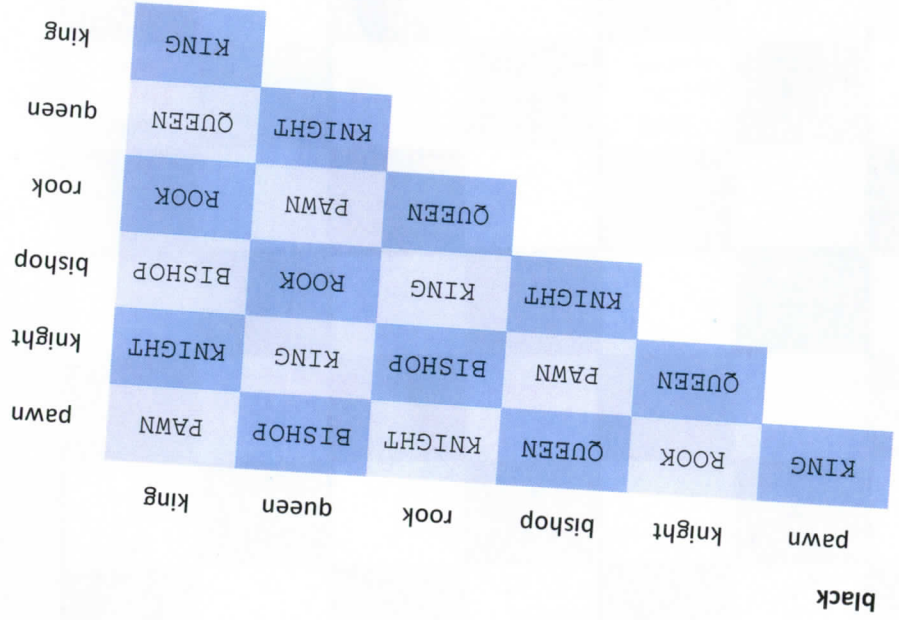
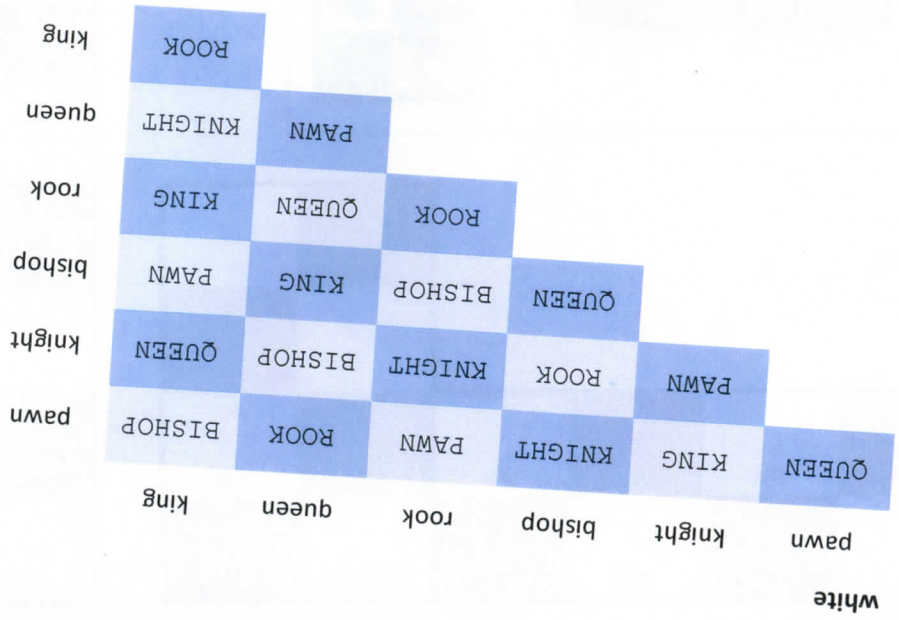
bKR => knight

bNR => pawn

bBR => knight

bBR => knight

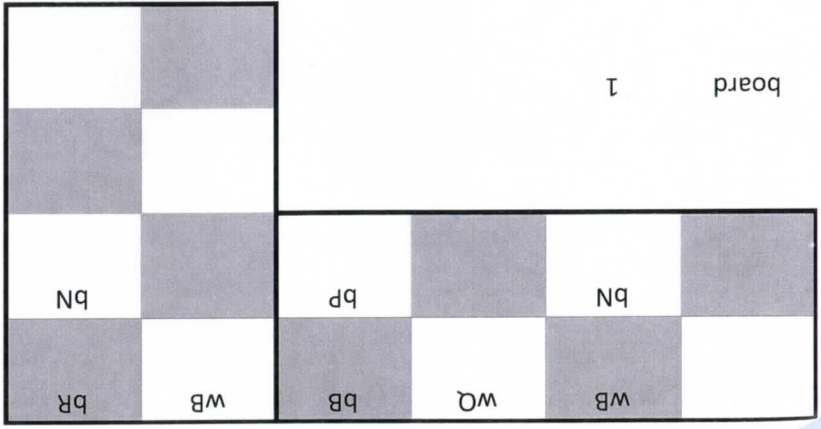
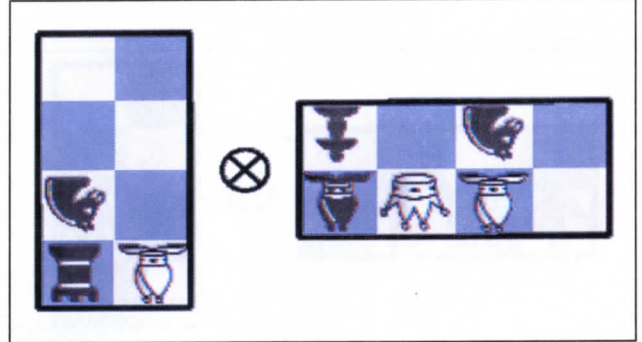
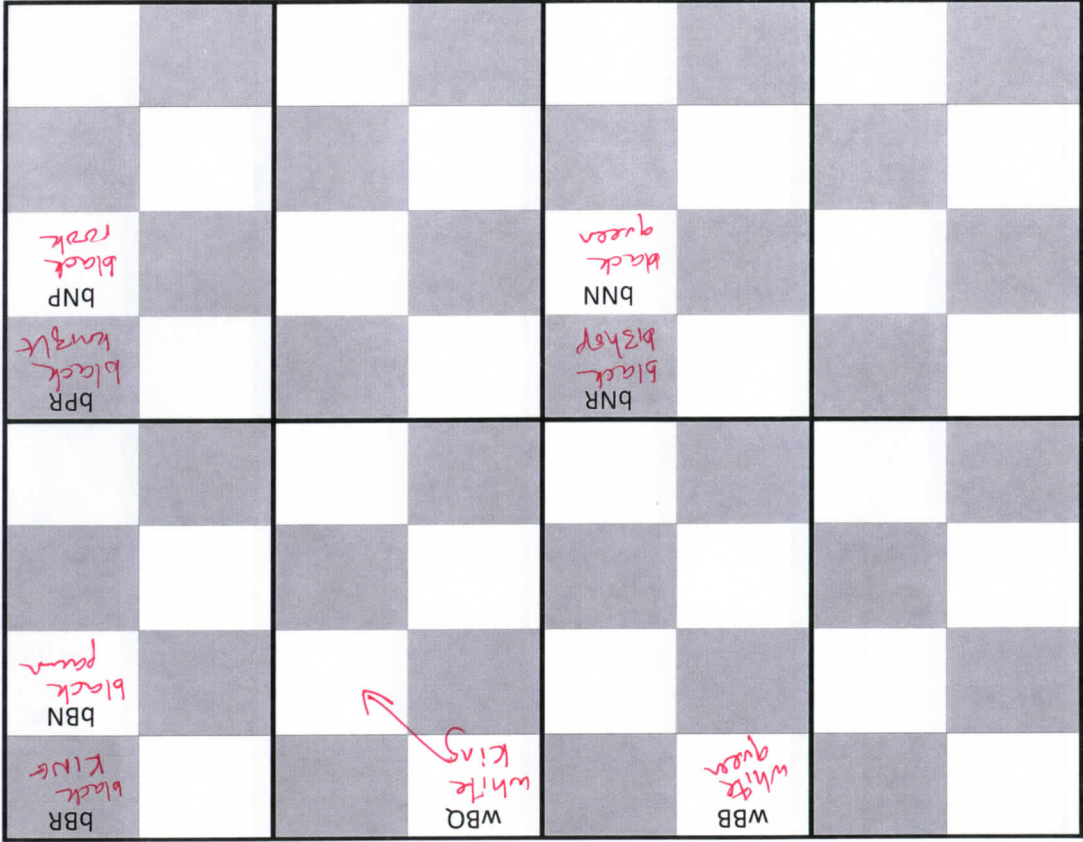
jump about pawn



*8g7*

*8f7* ↗

*compete*

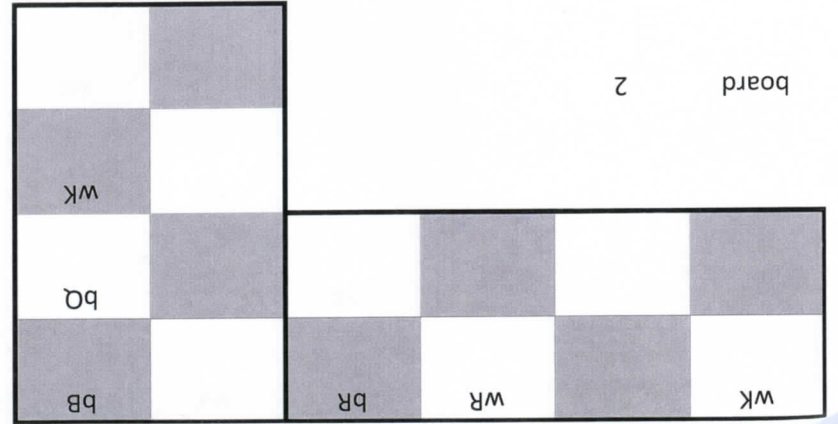
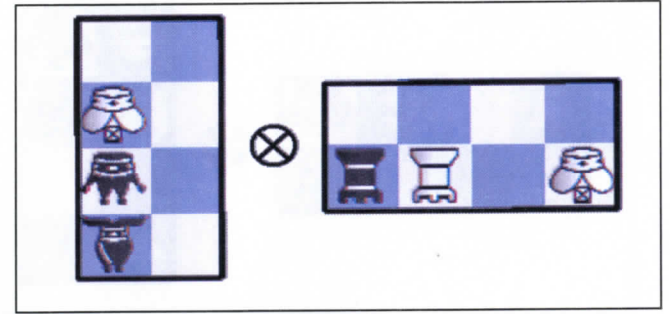
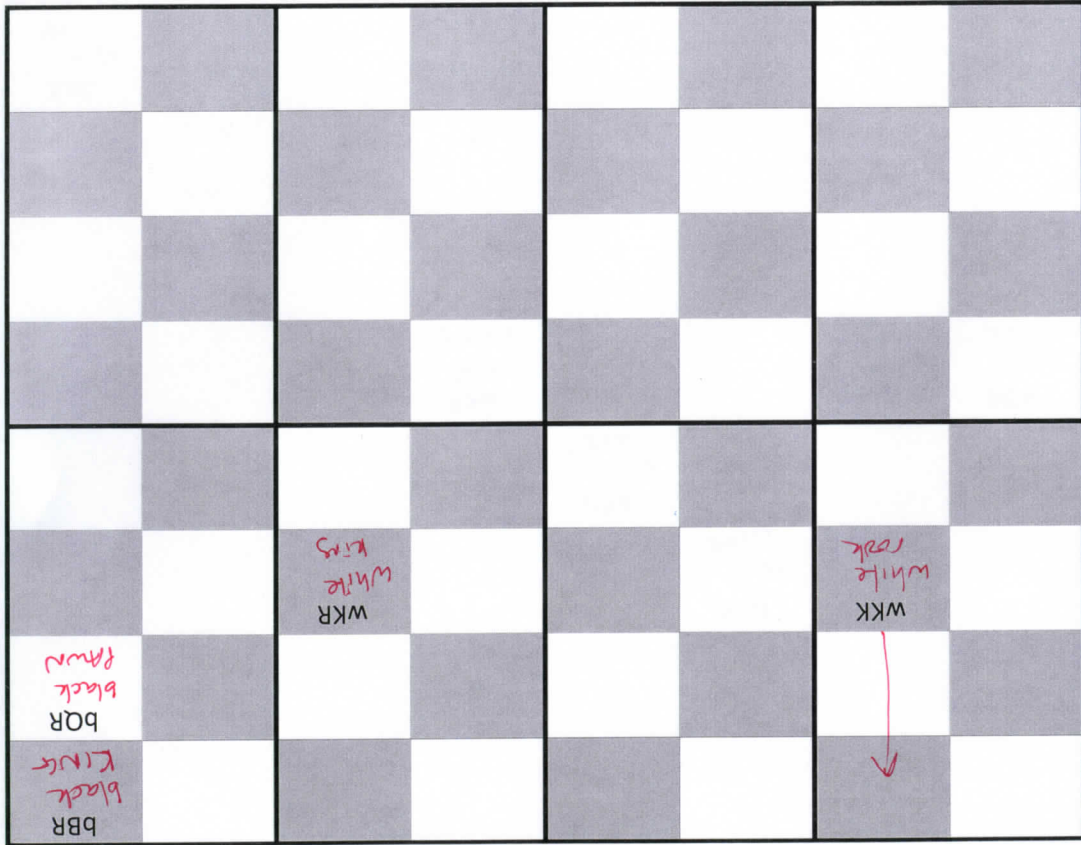


board 1

8999

↓  
R

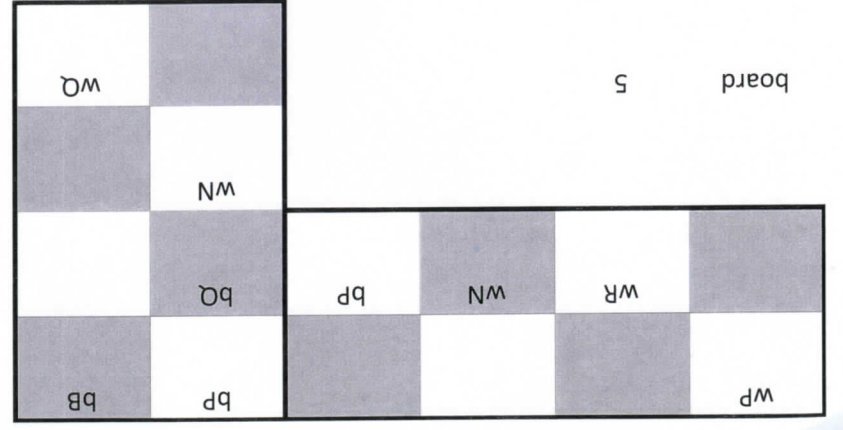
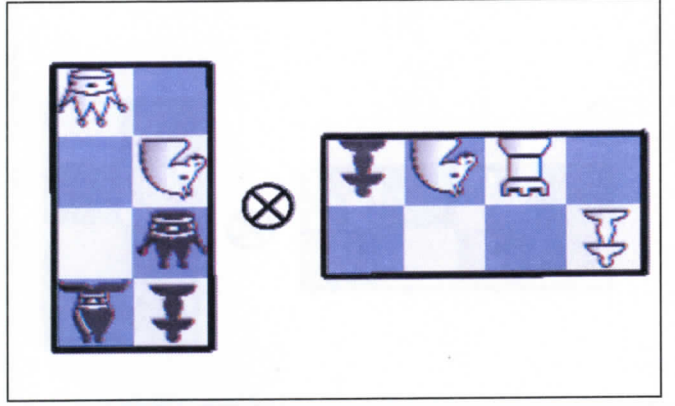
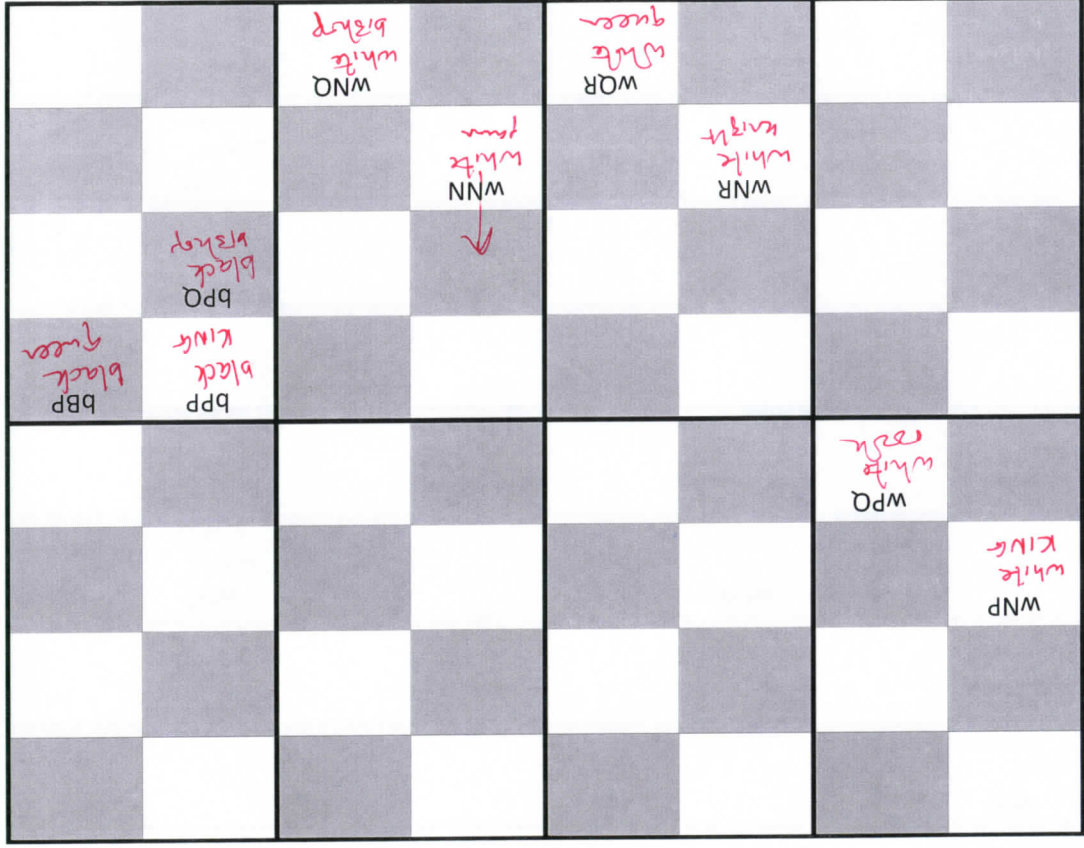
done @ 003







e2e3  
 capture p

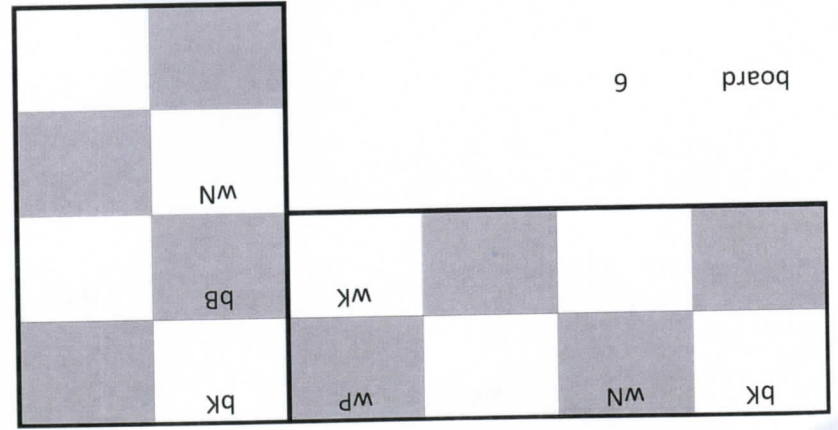
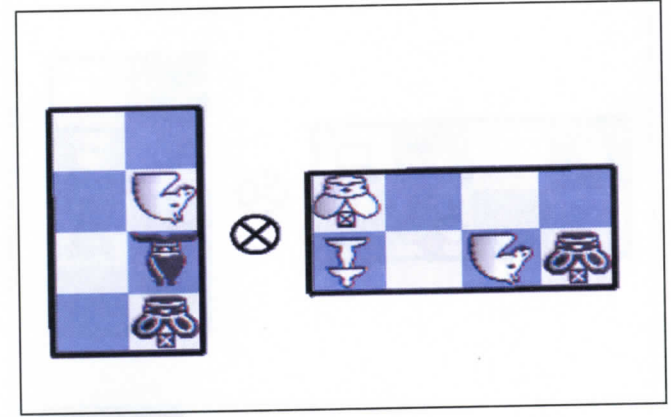
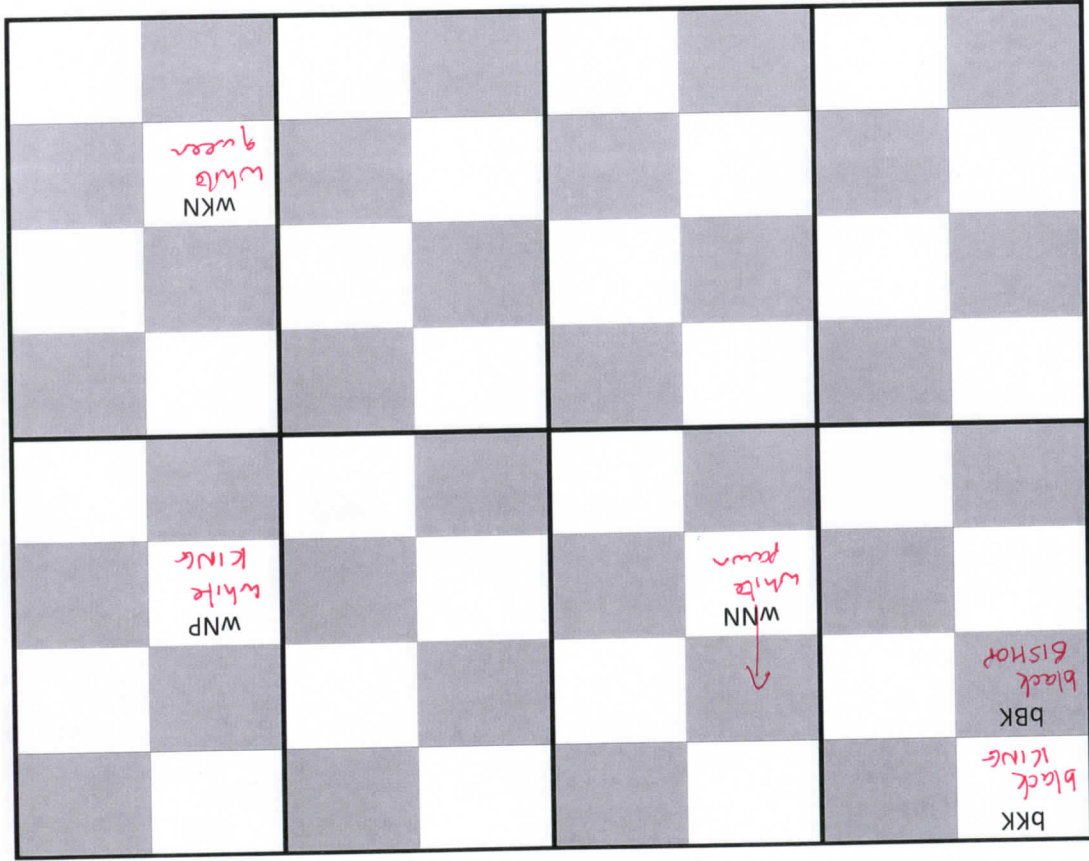


board 5

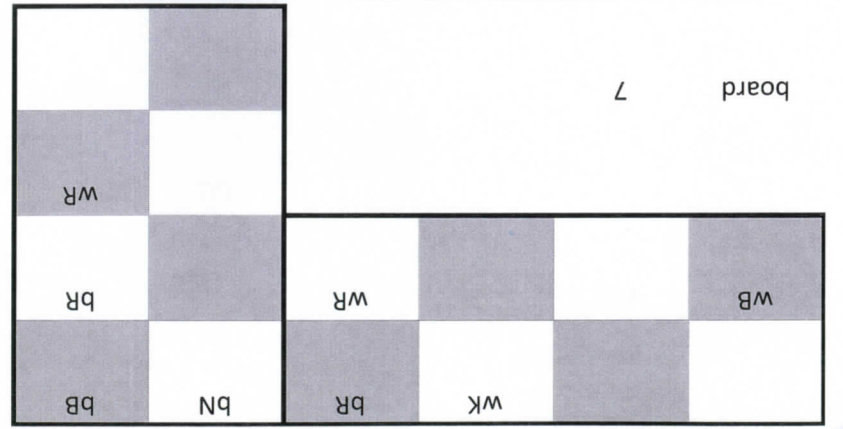
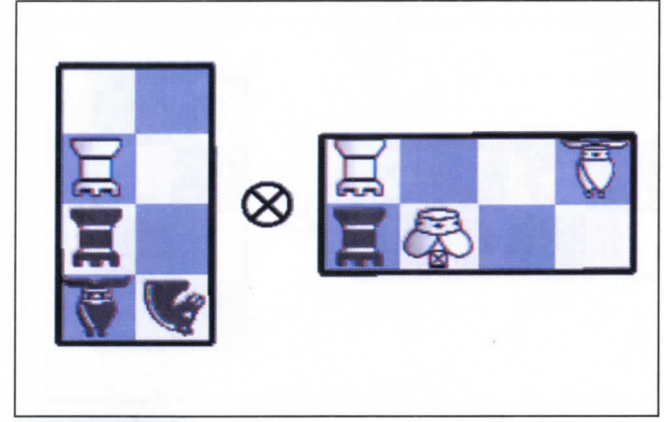
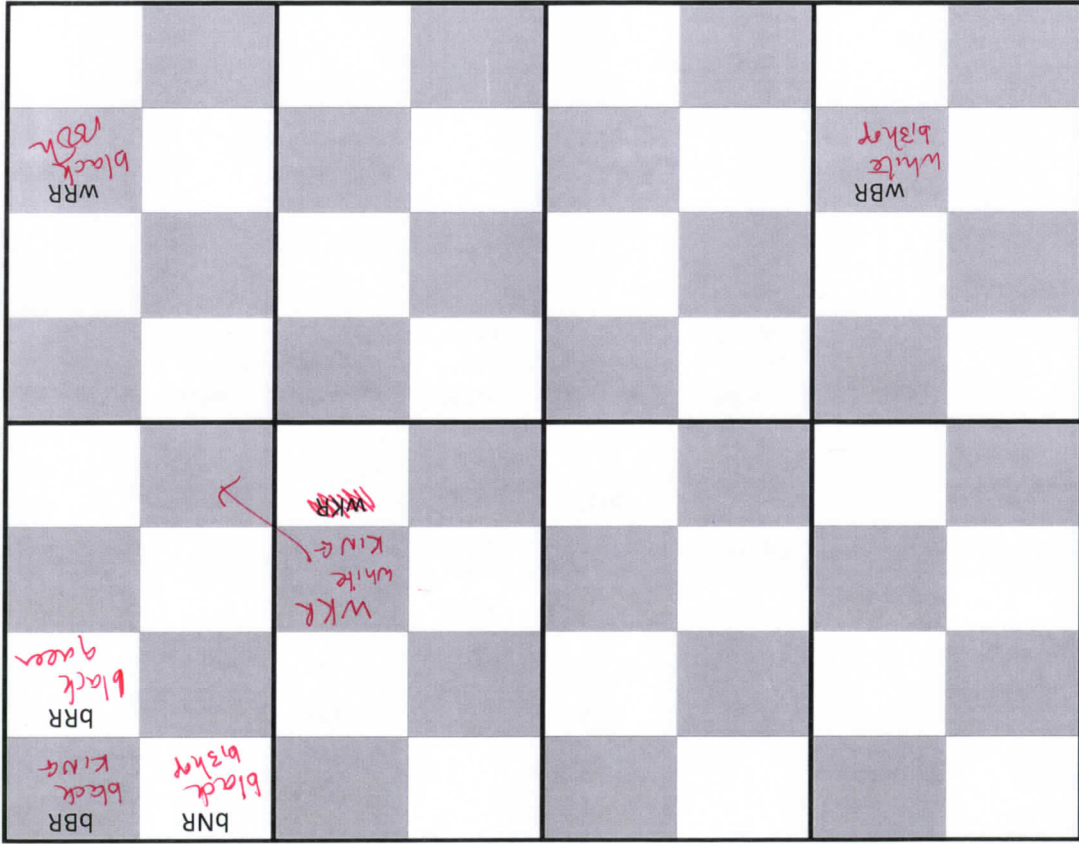


6c7

down @ 005  
↓  
↓



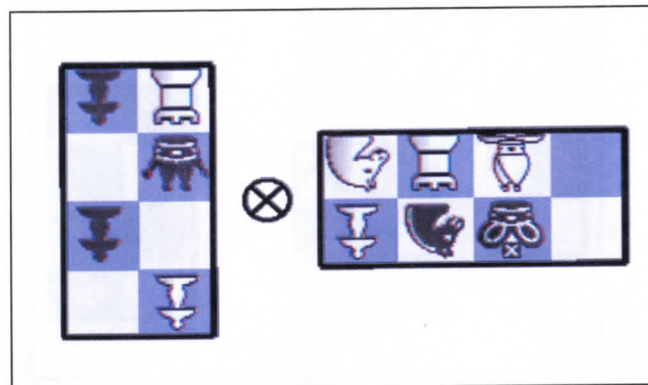
k/f6g5



2x f5

complete

	WNR white knight	WRR <del>white rook</del>	WBR white bishop	
	WNP white king	WPR white pawn	WBP white knight	
	WRP white pawn	BNP black pawn	BKP black pawn	
		BKQ black king	<del>black queen</del> BKQ	
		BNP black rook	BKP black pawn	
	WPP white queen			



					board
	WR				8
		BQ			
	BP				
	WP	WN	WR	WB	
		WP	BR	BK	

$f_4 \rightarrow f_4 = f_4$

conjugate

