



Retro Solving Tourney

Definition of the Stipulations

- **Illegal Cluster:** Construct an illegal position by adding the given pieces to the incomplete diagram, which would become legal by removing any piece (except the Kings).
- **Last n single moves?** Retract the last n legal single moves that lead to the diagram position – and find out who starts the retraction.
- **Proof Game in n moves:** White and Black have played a game from the initial game array to the diagram position in n double moves: the game score is to be determined. If n is given as a whole number, e.g. 16.0, Black has played the last move (position after Black's 16th).
- **Help Retractor:** White and Black retract moves cooperatively to reach a position in which the forward stipulation can be fulfilled.
Here: Black retracts, White retracts, and now there is a regular #1, which should be solved, too.
- **Duplex:** The stipulation has to be fulfilled by both Black and White.
Here: White retracts, Black retracts, and now there is a regular #1 by Black, which should be solved, too.
- **Proca Retractor:** White and Black retract moves. White starts and aims to reach a position where in forward play some goal may be reached, here #1. Black tries to retract moves to thwart this aim. In a “ $-n$, then #1”, White must play the forward mating move immediately after retracting the n th move, or after an earlier retraction. All retractions of both sides must lead to legal positions that could have been reached in a game played.
In “Proca Retractors” the side retracting chooses if any unit should be uncaptured, and which.

Five point for every completely correct solution.

- **No. 5:** 2.5 points for “White solution” and “Black solution” each.
- **All other problems:** 1 ... 4 points for partially correct solutions.