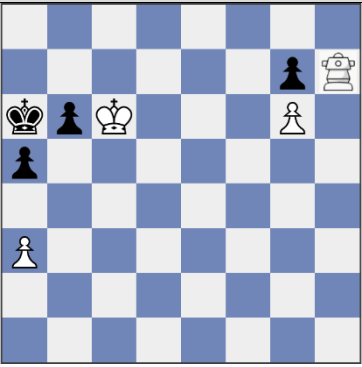
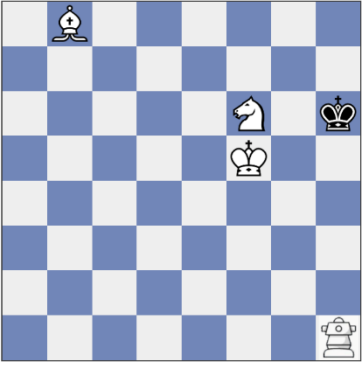
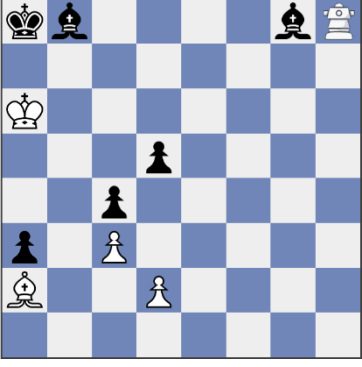
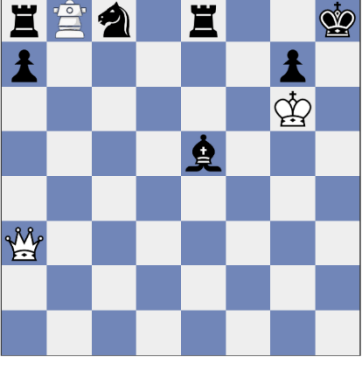




Board	Showing Turret position	Turret square	Mate solution and remarks
3		h7	1. a4 b5 2. axb5#
4		h1	1. Nh5+ Kxh5 2. Bh2#
5		h8	1. d4 cxd4 (en passant) 2. Bxd5#  Recrafted idea from another chess puzzle (composer unclear).
6		a8	1. Qe7 Bd6 2. Qxg7#  1. Qe7 Rg8 2. Qh5#  1. Qe7 else 2. QxR#

Board	Showing Turret position	Turret square	Mate solution and remarks
7		g1	<p>1. Qd2 a2 2. Qb2#</p> <p>1. Qd2 b3 2. Qc3#</p> <p>1. Qd2 c4 2. Qd4#</p> <p>1. Qd2 h6/h5 2. Q(x)h6#</p> <p>Recrafted idea from another chess puzzle (composer unclear).</p>
8		c8	<p>1. d7 ~ 2. d8=T#</p> <p>Instructions indicate that the <i>Turret</i> is included amongst the pieces, and so a pawn can promote into one. By promoting to another <i>Turret</i>, White ensures mate in 2 by avoiding the possibility of Bd6 then Bf8.</p>
9		e6	<p>1. Txc6 dxc6 2. d7 c5 3. d8=Q/R#</p> <p>Sacrificing the <i>Turret</i> to force Black to release the d-pawn to promote and deliver mate.</p>
10		b1	<p>1. c7 Ka7 2. c8=R Ka6 3. Ra8#</p> <p>2. c8=Q results in stalemate, so White needs to promote the c-pawn to a Rook instead.</p>

Board	Showing Turret position	Turret square	Mate solution and remarks
11		g8	1. T <sub>x</sub> g3 ~ 2. B <sub>g</sub> 4(+) ~ 3. R <sub>h</sub> 1#  Capturing the dangerous Black Queen and removing the variable to set up the mate in 3.
12		e4	1. T <sub>x</sub> g4 a3/c3/cxd3 2. T <sub>x</sub> d4 a2/c2 3. T <sub>x</sub> d6#  If the <i>Turret</i> was at d1/d2 and White plays T <sub>x</sub> d4 first, Blacks play B <sub>d</sub> 7 then B <sub>c</sub> 6. If the <i>Turret</i> was at a1-a3 and White plays K <sub>x</sub> a4, Black plays B <sub>d</sub> 1+, followed by B <sub>a</sub> 4.

The 12 *Turret* positions are unique and letters can be extracted from the corresponding squares in the matching 8x8 letter grid at the end of the puzzle, but these are jumbled up in the given order. The solved chess puzzle solutions are unused yet and specifically mentioned as being important too. Therefore, the letters in the unique squares of the first moves from the 11 boards (excluding Board 1 which requires no moves) can be extracted as well. In the given board order, they form a clue phrase POINTS ORDER. Each of the 12 positions has White pieces which total a consecutive sequence of unique point values from 0-11 (the *Turret* could be ignored since it is common in all the positions and its value is unknown). These are summarized in the table below. Reordering the letters extracted from the *Turret* positions in this points order gives another clues phrase BRIDGE PILLAR. The answer to this puzzle which fits this clue and the given 4-letter enumeration is **PIER**, which thematically is also a vertical structural support like a tower.

Boards	Letters from Turret square	Letters from first move square	Points
1	B	-	0
2	A	P	10
3	I	O	2
4	P	I	6
5	E	N	5
6	L	T	9
7	R	S	11
8	I	O	7
9	D	R	3
10	R	D	1
11	L	E	8
12	G	R	4

The grid below shows the letters extracted from the Turret positions in red, and the letters extracted from the first move squares in blue:

H	L	I	A	O	N	L	E
A	E	D	O	T	U	S	I
N	M	R	C	D	P	T	F
B	L	E	H	A	E	W	I
O	S	T	N	G	U	R	Y
S	T	O	V	C	A	E	T
E	N	H	S	E	M	T	O
A	R	K	E	I	H	R	P

Constructor's notes:

For hunt puzzles that involve logic, the most commonly used are Nikoli puzzle types, so there is a limit to the variety of such in a hunt. The alternative would be using game logic, which either introduces a new game/rules, or uses an existing game which is relatively well-known. Therefore, I had the thematic idea of using chess puzzles for this puzzle title and answer, hoping it would provide some variety to the logic type of puzzle solving steps. While it seemed from past SGPHs that our solvers are not really very well-versed with chess, it is a universal game that is often used in other hunt puzzles. I have tried to keep the puzzles relatively simple, and not all the solutions are needed, so this should hopefully be a short challenge even for those not very good in chess. In this puzzle, the Turret is thematic a fairy chess piece based on Xiangqi's Cannon (or 炮 in Chinese), which shouldn't be too unfamiliar, yet introduces a new element to the chess puzzles combining the unique capturing move of this piece.