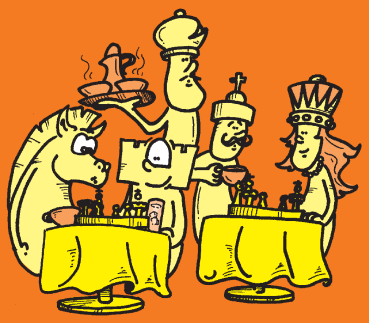


THE PUZZLING SIDE OF CHESS

Jeff Coakley

PROOF GAMES: IN THE PUDDING

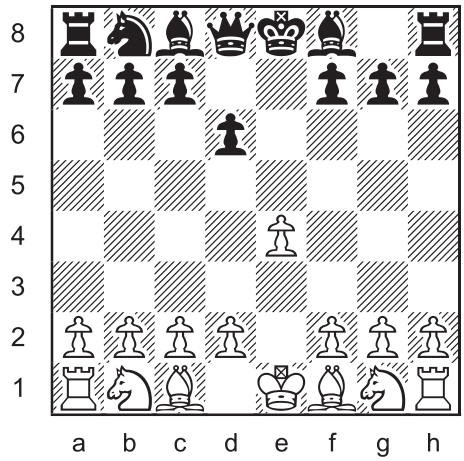
number 64 August 16, 2014

The task in a *proof game* is to show how a given position can be reached in a legal game.

The puzzles in this column have a *move stipulation*. The position must be reached in a precise number of moves, no more and no less. With one exception, they are proof games in 4.0 which means four moves by each side.

You won't find any strategic content in these games. But the moves are legal.

Proof Game 32

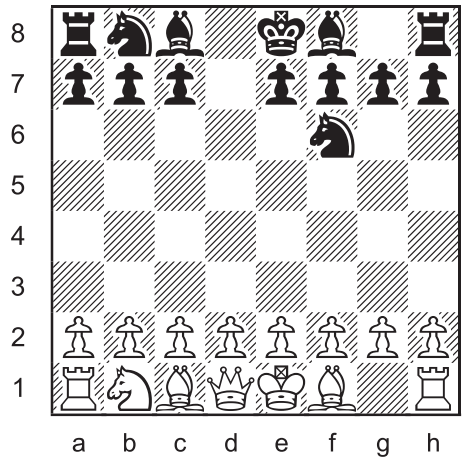


The diagrammed position, with White to play, was reached in a game after each player made exactly four moves. Can you figure out how?

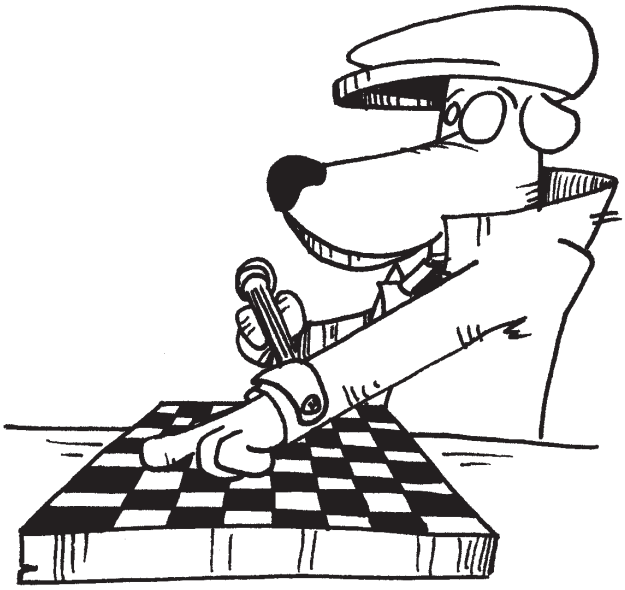
For problems 1-31 and more information on proof games, see columns 3, 8, 14, 22, 29, 37, 38, 46, 52 in the archives.

As usual, the puzzles get a little tougher as the column goes on. This one might take a bit more thought.

Proof Game 33



This position was reached after Black's fourth turn. What were the moves?



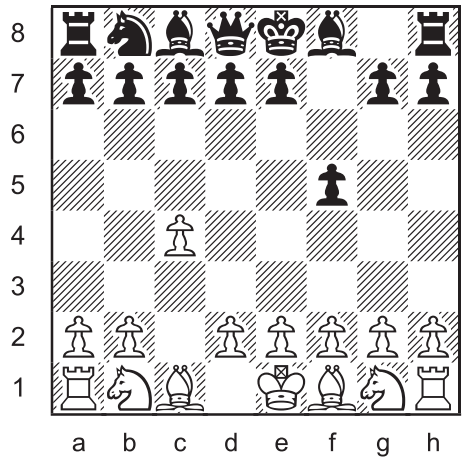
The Puzzling Side of Pudding

They say, "The proof is in the pudding." Taken literally, this old proverb doesn't make much sense.

But the meaning is clear if we consider its original version: "The proof of the pudding is in the eating." In other words, the quality of food is proven by its taste. Or more generally, *the true test of something is to try it*.

A dangerous policy if carried too far!?

Proof Game 34

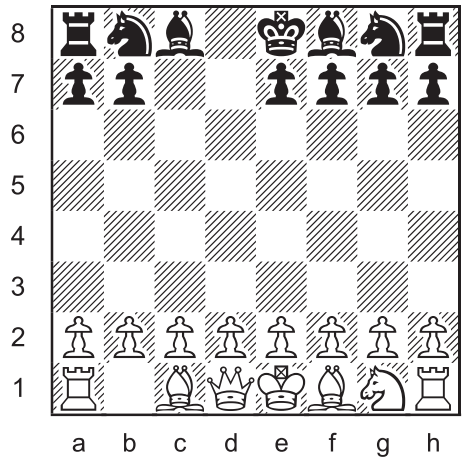


This position was reached after Black's fourth turn. What were the moves?

Let's turn up the challenge control knob. The following *homebase* proof game is by British retro specialist Andrew Buchanan. All of the pieces are on their original squares, or at least they appear to be.

Good luck. This problem is a real stumper.

Proof Game 35



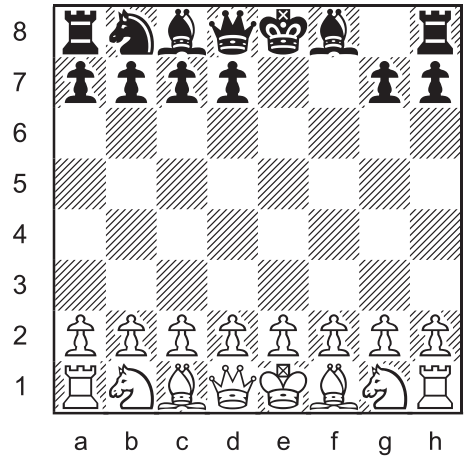
This position was reached after Black's fourth turn. What were the moves?

The proof games on *The Puzzling Side of Chess* are normally 4.0 moves in length. Starting with this column, we will also include at least one longer problem.

Obviously, more moves mean greater complexity. But the pleasure of solving these puzzles is often worth the extra effort.

The proof is in the pudding. Why not give it a go?

Longer Proof Game 06 (6.0 moves)

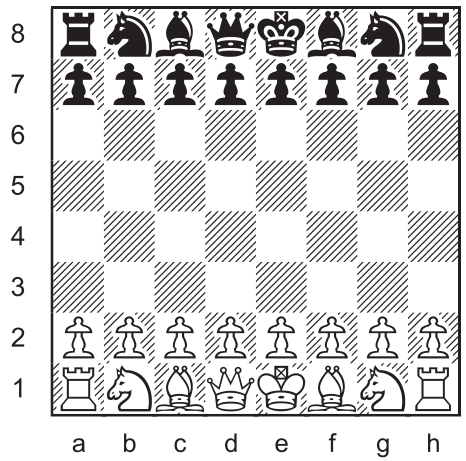


This position was reached after Black's sixth turn. What were the moves?

Each column on proof games concludes with a *synthetic game*. Instead of finding the move sequence that leads to a given position, the task is to compose a game that ends with a particular move.

This problem is by British composer Charles D. Locock (1862-1946), a pioneer in the field of synthetic games.

Synthetic Game 07



Compose the shortest game possible that ends with a knight giving mate by capturing a bishop.

White or Black may give the mate (NxB# or ...NxB#); whichever is shorter.

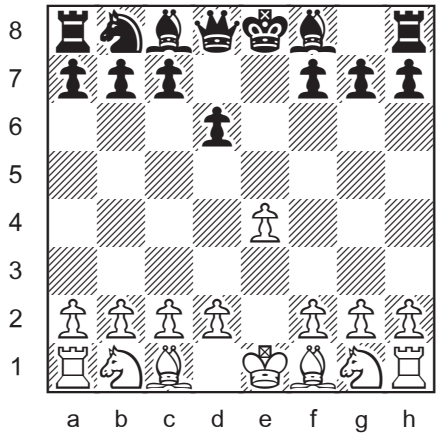
For synthetic games 1-6, see columns 14, 22, 29, 38, 46, 52.

SOLUTIONS

Proof games 32, 33, 34 by J. Coakley. 32: *ChessCafe.com* (2014). 33, 34: *Winning Chess Puzzles For Kids Volume 2* (2010).

PDF hyperlinks. You can advance to the solution of any puzzle by clicking on the underlined title above the diagram. To return to the puzzle, click on the title above the solution diagram.

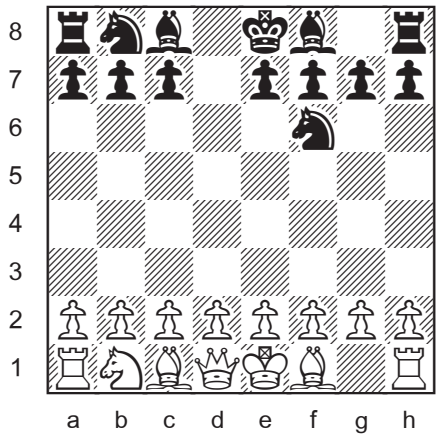
Proof Game 32



1.e4 Nf6 2.Qh5 Nd5 3.Qxd5 d6 4.Qxd6 exd6

An easy problem once you realize that the black knight must be captured on d5.

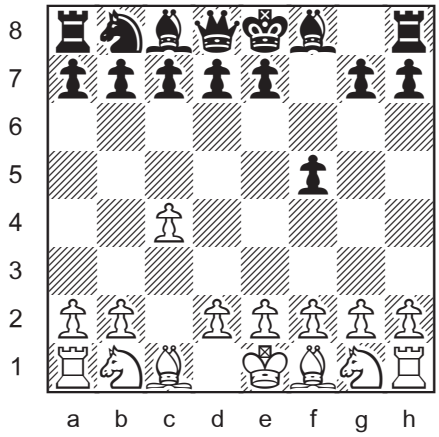
Proof Game 33



1.Nh3 d5 2.Nf4 Qd6 3.Nxd5 Qf6 4.Nxf6+ Nxf6

The fate of the black queen is the most elusive part of this puzzle.

Proof Game 34



1.c3 f6 2.Qb3 f5 3.Qxg8 Rxg8 4.c4 Rh8

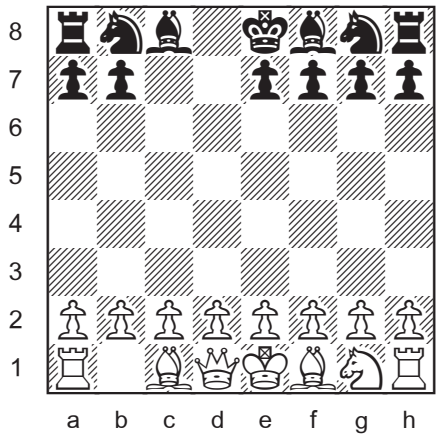
Two tempo moves and a switchback. What more can you ask from a proof game?

Proof Game 35

Andrew Buchanan 2004

internet mailing list

Winning Chess Puzzles For Kids Volume 2 2010



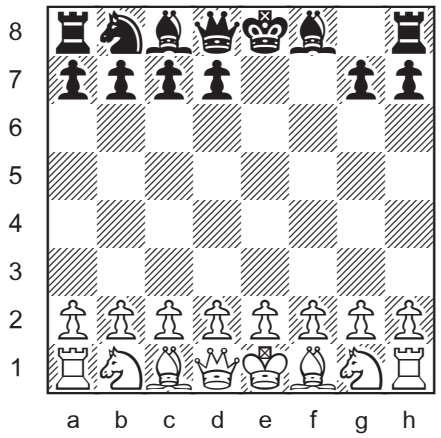
1.Nc3 d5 2.Nxd5 Kd7 3.Nxc7 Qe8 4.Nxe8 Kxe8

A marauding knight succumbs to the *Orbán effect.* The black king captures on its original square. The trickiest of tricks. See column 3.

Longer Proof Game 06 (6.0 moves)

François Labelle 2005

internet mailing list



1.Nf3 e5 2.Nxe5 Nc6 3.Nxf7 Ne5 4.Nxe5 Ne7
5.Nf3 Nc6 6.Ng1 Nb8

The wandering white knight returns home to g1. The devious black knight on b8 is an *impostor*.

An impressive *homebase* proof game, destined to become a classic, by Canadian composer and computer expert François Labelle.

Here is a list of the previously unnumbered “longer proof games” from earlier columns.

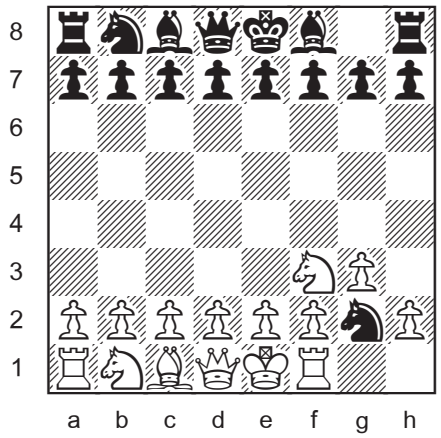
Longer Proof Games

01	16.0	Sam Loyd 1868	June 2013 (39)
02	18.5	Thierry Le Gleuher 2013	November 2013 (54)
03	10.5	unknown	July 2014 (61)
04	4.5	Ron Fenton 2014	July 2014 (62)
05	7.0	Olli Heimo 2014	July 2014 (62)

Synthetic Game 07

Charles D. Locock 1926

British Chess Magazine



1.g3 Nf6 2.Bg2 Nd5 3.Nf3 Ne3 4.Rf1 **Nxg2#**

Only Black can mate on the fourth turn by capturing a bishop with a knight. White requires five turns.

There is one general scheme for this mate. But there are numerous move options and move orders.

White must play Bg2 and Rf1, but has a choice between g3/g4 and Nf3/Nh3. The last move will be 4.Rf1. There are **12** different possibilities for the first three white moves.

The black knight can take **6** different paths to g2:

...Nf6-g4-e3xg2	...Nf6-d5-e3xg2
...Nf6-h5-f4xg2	...Nh6-g4-e3xg2
...Nh6-f5-e3xg2	...Nh6-f5-h4xg2

So there are a total of **72** solutions (12 x 6).

This puzzle can also be posed in two other ways:

“Compose a game that ends with the move 4...NxB#.”

“Compose a game that ends with the move 4...Nxg2#.”

In the latter case, there would be additional solutions such as 1.e4 Nf6 2.Nf3 Nh5 3.Be2 Nf4 4.Rf1 **Nxg2#** and 1.e4 Nf6 2.Bc4 Nd5 3.Ne2 Ne3 4.Rf1 **Nxg2#**, capturing a pawn instead of a bishop.

Until next time!