THE PUZZLING SIDE OF CHESS

Jeff Coakley

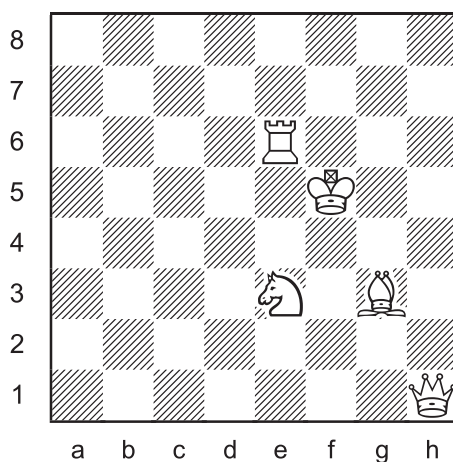## SMORGASBORD V: December Sweets

number 76   December 12, 2014

This week our dessert menu features a selection of six puzzles with a variety of flavours. Try one, or try them all. We hope you find something to your taste.

Triple Loyd 40

Place the black king on the board so that:

A. Black is in checkmate.
B. Black is in stalemate.
C. White has a mate in 1.

The types of problems presented in this column have appeared before on *The Puzzling Side of Chess*. If you are unfamiliar with them, examples with more detailed explanations are available in the archives.
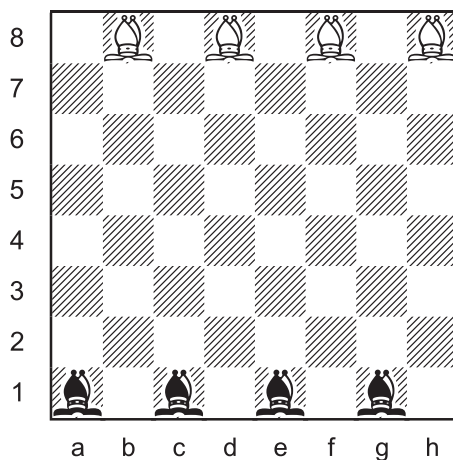
The holiday season means lots of travelling from point A to point B. And sometimes a late trip home. Take care. Take a cab.

Passing Bishops 02
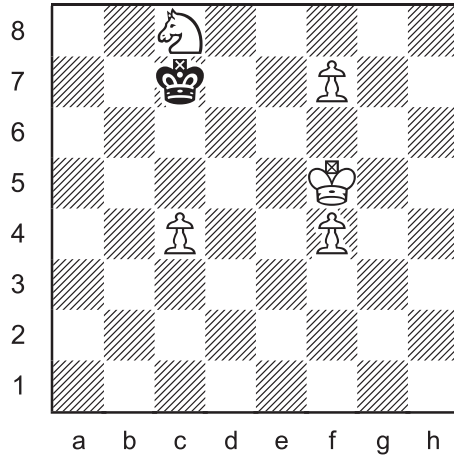
position A
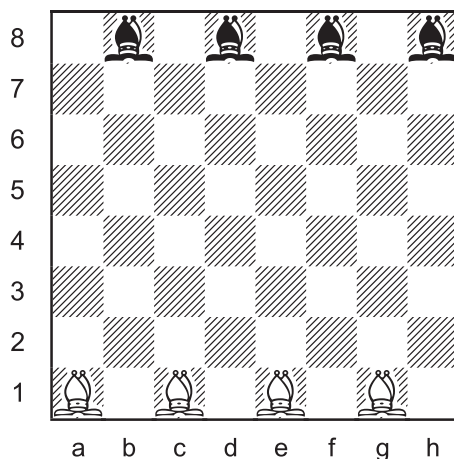
position B

Get from A to B in 15 moves.
(eight white, seven black)

The two sides alternate moves in the usual way. Position B should be reached after White's eighth turn.
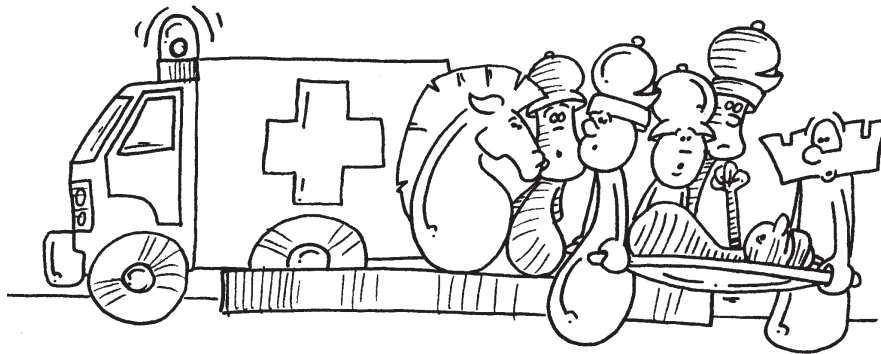
The next problem, a miniature helpmate by Italian FM Andrea Malfagia, is from the *2014 Chess Cafe Puzzlers Cup*. (See column 75.) It didn't win a prize, but it was my personal favourite.
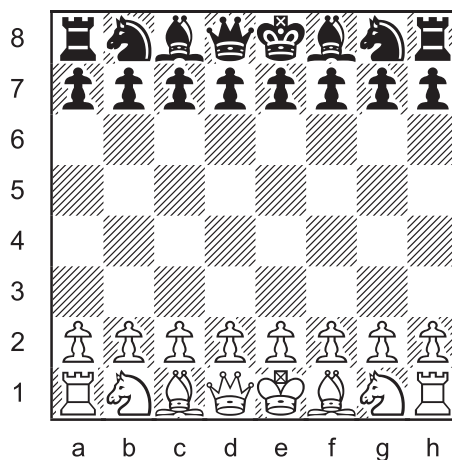
Helpmate 12

Helpmate in 2

Black moves first and helps White checkmate
the black king on White's second move.
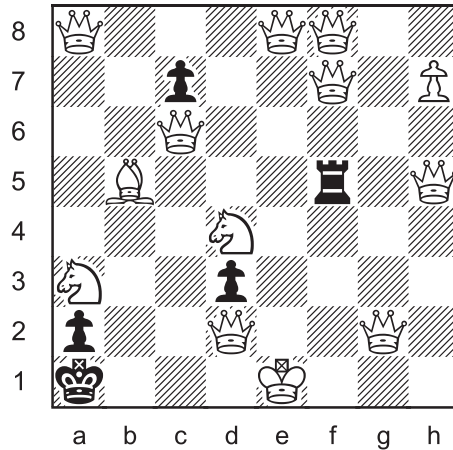

"Hey, doc, will I be able to play next game?"

Synthetic Game 09

Compose a game that ends
with the move 5...exd1=N#.

Getting knighted with mate. What more could a pawn wish for?

Chess Maze 11

Pawn Maze

Which kind of promoted piece gets through
the maze fastest? Rook, bishop, or knight?

*Only the white pawn moves. When it reaches the last rank, it may become
a rook, bishop, or knight. But not a queen. After the promotion, only the
promoted piece moves. Find the shortest path to capture the black king,
without taking any pieces or moving to a square attacked by a black
piece. It is possible to go through the maze with a rook, bishop, or knight.
Figure out which piece has the shortest path, and which the longest.*

This puzzle is a *Toronto style* chess maze. Captures are not allowed.
For more details, see column 69.

Let's get "serious" now.

Multi-wham 18
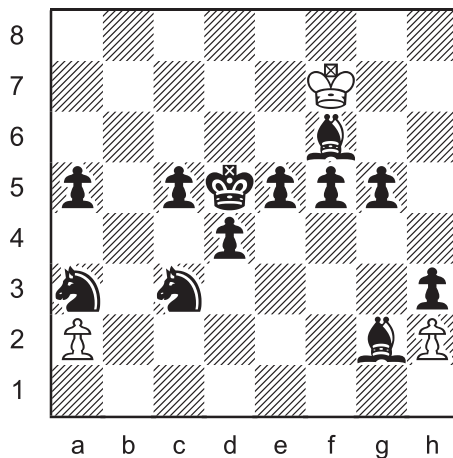
Series-mate in 35
White plays thirty-five moves in a row to mate Black.

*Only the last move may give check. Captures are allowed. White
may not place their own king in check. Black does not get a turn.*

SOLUTIONS

Except *helpmate 12* and *synthetic 9*, all problems are by J. Coakley. Numbers 2 and 5 are from *Winning Chess Puzzles For Kids Volume 2* (2010). The others are *ChessCafe.com* originals (2014).
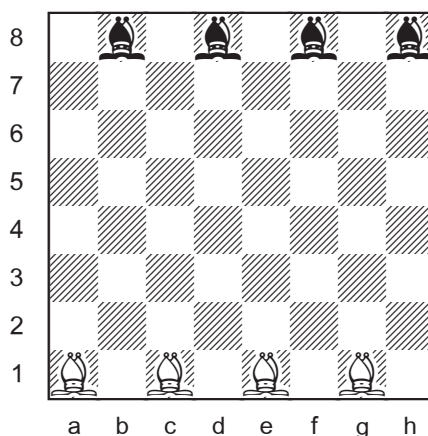
PDF Hyperlinks. You can advance to the solution of any puzzle by clicking on the underlined title above the diagram. To return to the puzzle, click on the title above the solution diagram.

Triple Loyd 40
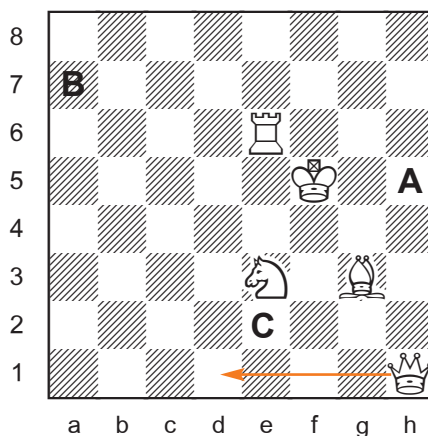
A. Kh5#
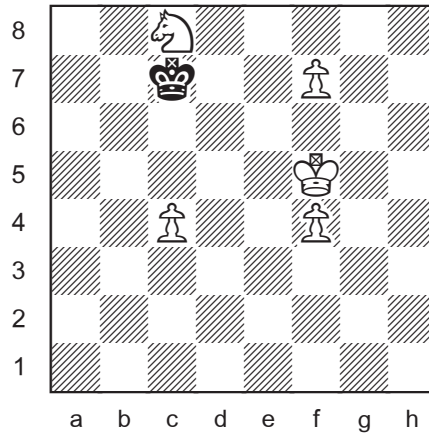B. Ka7=
C. Ke2 (Qd1#)

Passing Bishops 02

1.Be5 Ba7   2.Bb8 Ba1   3.Bd4 Bh6   4.Bh8 Bg1
5.Ba3 Bc1   6.Bf8 Bh4   7.Ba5 Be1   8.Bd8

There are many solutions. The bishops on the long diagonal are the only complication. For *Passing Bishops 01*, see column 73.

Helpmate 12 (two moves)

Andrea Malfagia 2014
ChessCafe.com

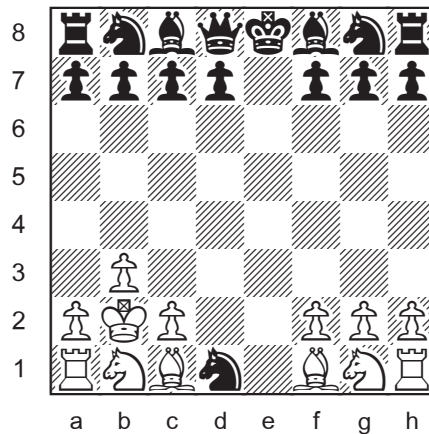In helpmate notation, the black moves are listed first.

Black	White
1. Kd7	Kg6
2. Ke6	f8=N#

A pure mate by underpromotion.

For more information on helpmates, see column 48.
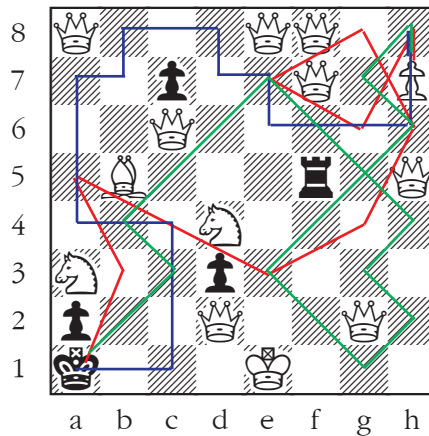
Synthetic Game 09

Charles D. Locock 1912

1.d3 e5 2.Kd2 e4 3.Kc3 exd3 4.b3 dxe2 5.Kb2 exd1=N#

Excelsior glory.

The final position of the solution is unique, but there are seven different move orders. White can play 1.d4, 1.d3, or 1.b3. Black can capture by ...e5xd4 or ...e4xd3.

More information on synthetic games can be found in column 14.

Chess Maze 11

Pawn Maze

♞ The knight is the fastest. Eleven moves.
h7-h8=N-g6-e7-g8-h6-g4-e3-c4-a5-b3xa1

♖ The rook is slowest. Thirteen moves.
h7-h8=R-h6-e6-e7-d7-d8-b8-b7-a7-a4-c4-c1xa1

♗ The bishop is in between. Twelve moves.
h7-h8=B-g7-h6-e3-g1-h2-g3-h4-e7-b4-c3xa1

Promoting to a ninth queen would be a "maze in 5". For example, h7-h8=Q-e5-c5-c1xa1 or h7-h8=Q-g8-g4-d1xa1.

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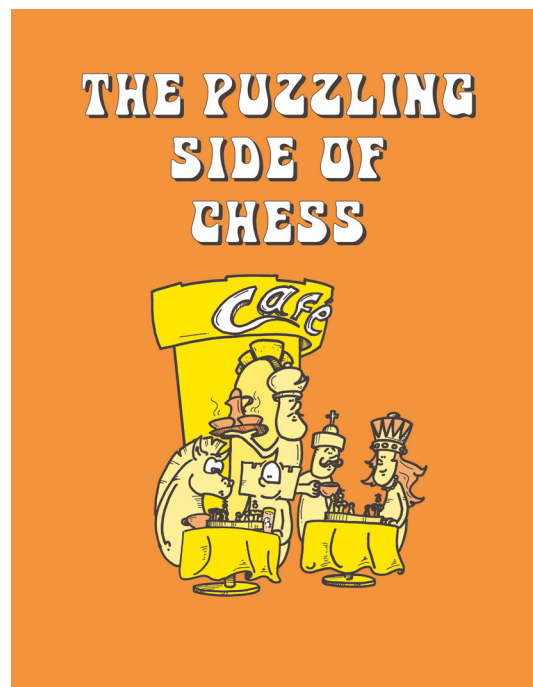
Multi-wham 18 (series-mate in 35)
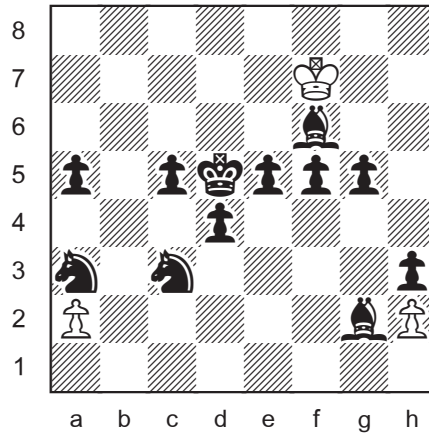

A king, two pawns, and thirty-five moves.

1. Ke8   The black a-pawn must be eliminated before the white
             king goes to free his own a-pawn.

2. Kd7

3. Kc7

4. Kb6

5. Kxa5   Now it's a long road back to capture the black knight on a3.

6. Kb6

7. Kc7

8. Kd7

9. Ke8

10. Kf7

11. Kg6!   White avoids taking the bishop. The white h-pawn must
             eventually capture on f6 in order to promote on f8.
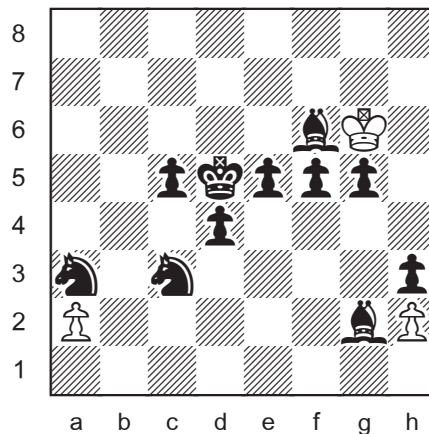
12. Kxf5

13. Kg4

14. Kg3
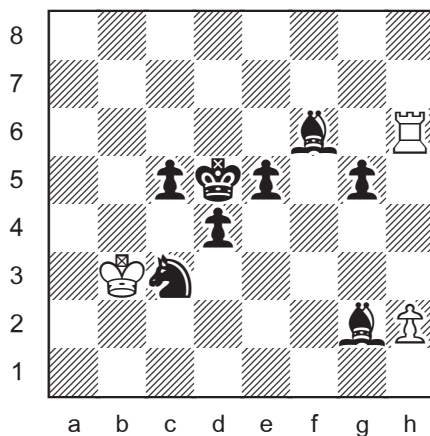15. Kf2
16. Ke1
17. Kd2
18. Kc1
19. Kb2
20. Kxa3
21. Kb3
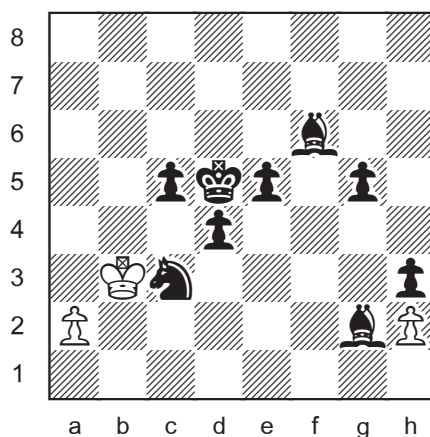
22. a4
23. a5
24. a6
25. a7
26. a8=R   A promoted queen or bishop would check the black king. A promoted knight would not be able to leave the corner without giving check.
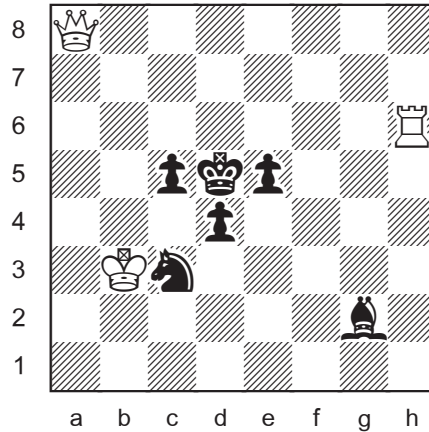
27. Rh8
28. Rxh3
29. Rh6!   Not an easy move to find.

30. h4
31. hxg5
32. gxf6   Promoting to a queen on g8 would be check.
33. f7
34. f8=Q
35. Qa8#   A long queen move to the corner finishes things off.

More series-mates are available in the archives, beginning with *The Double Whammy* (column 2).

Until next time!