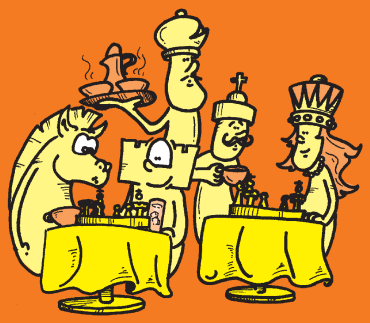


THE PUZZLING SIDE OF CHESS

Jeff Coakley

PROOF GAMES: BACK WE GO

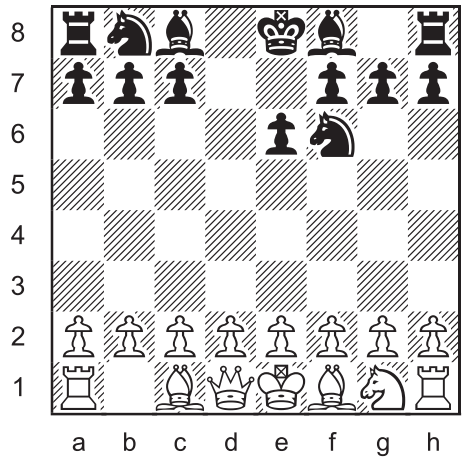
number 112 June 11, 2016

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

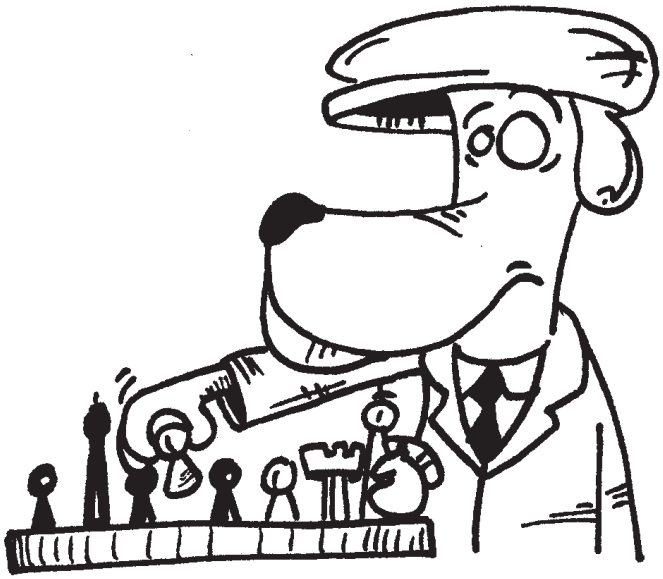
The puzzles in this column have a *move stipulation*. The position must be reached in a precise number of moves, no more and no less. The first two problems are proof games in 4.0 which means four moves by each side.

Don't worry if the games are strategically absurd. As long as the moves are legal, there is proof enough.

Proof Game 54

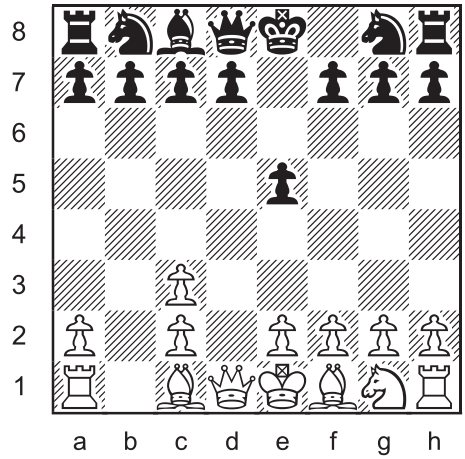


This position, with White to play, was reached in a game after each player made exactly four moves. What were the moves?



The Fine Art of Thinking Backwards

Proof Game 55

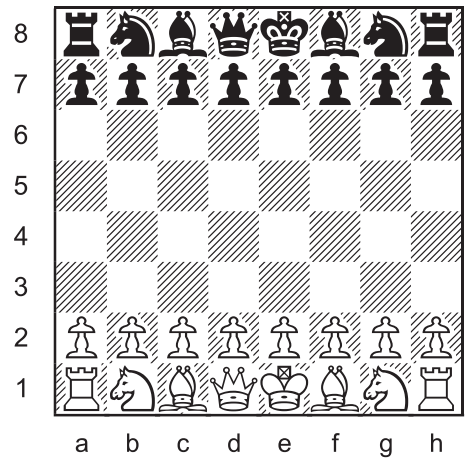


This position was reached after Black's fourth turn. What were the moves?

Proof game columns are now a monthly occurrence on the *Puzzling Side of Chess*. The regular menu features two "4.0 PG's", a synthetic game, and one or two longer proof games.

A *synthetic game* is similar to a proof game. But 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.

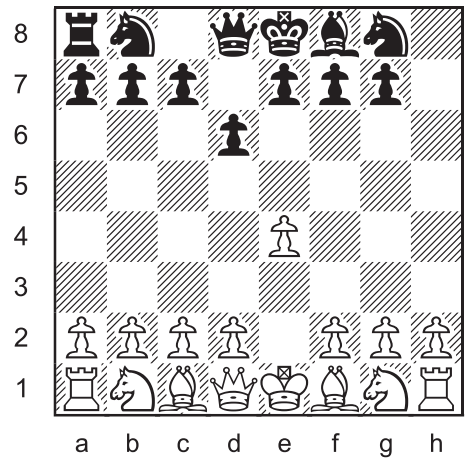
Synthetic Game 22



Compose a game that ends with the move **4...d5#**.

The two longer games this week are length 4.5 and 7.0. Number 20 may stump some of you, but determined and experienced solvers will probably succeed in figuring it out.

Longer Proof Game 20 (4.5 moves)



This position was reached after White's fifth turn. What were the moves?

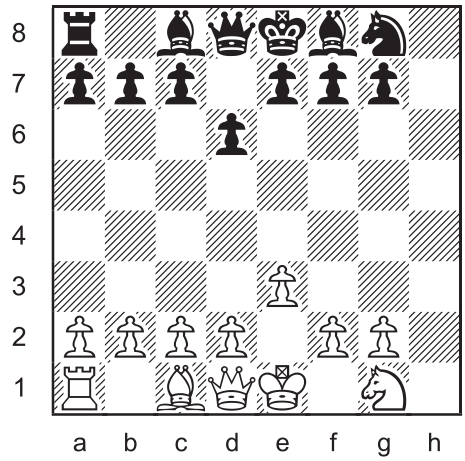
In general, proof games longer than 5.0 moves are ridiculously hard to solve. Too many things can be hidden at that depth.

Our final problem is not really a "puzzle". It is too difficult. Puzzles are meant to be solved, or at least attempted. Good luck if you try.

Compositions like this are "works of art". They demonstrate some interesting idea in a clever setting. The purpose is in the creation, without concern for solvability. The chess world is full of such problems.

So, with apologies to all the “puzzle solvers”, we cross over temporarily to the *artsy-fartsy side of proof games*.

Longer Proof Game 21 (7.0 moves)



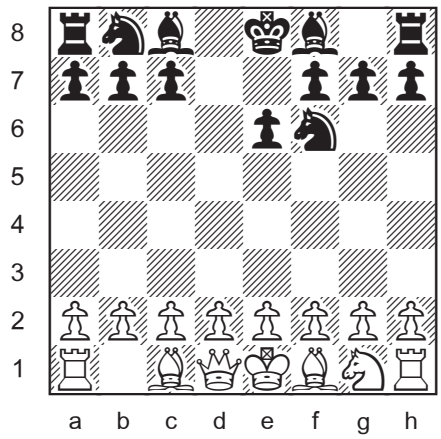
This position was reached after Black’s seventh turn. What were the moves?

SOLUTIONS

All proof games by J. Coakley, *Puzzling Side of Chess* (2016).

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.

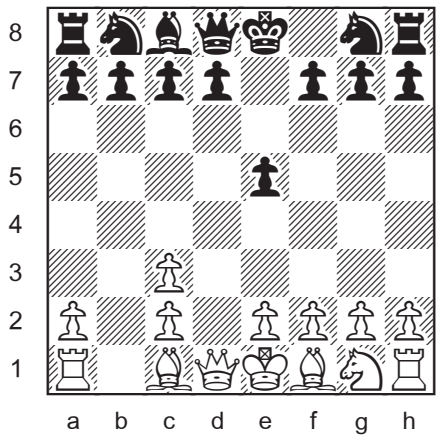
Proof Game 54



1.Nc3 e6 2.Ne4 Qg5 3.Nxg5 Nf6 4.Nxe6 dxe6

A deceptive route by the missing white knight, with a surprising capture on g5.

Proof Game 55



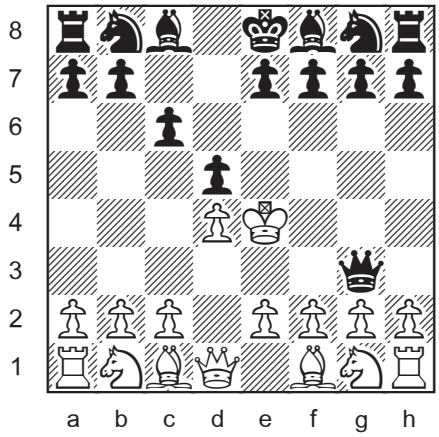
1.b3 e6 2.b4 Bxb4 3.Nc3 Bxc3 4.dxc3 e5

A *tempo move* by pawns of each colour.

Synthetic Game 22

George Jelliss 1981

En Passant (National Correspondence Chess Club)

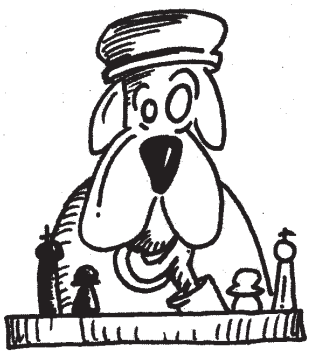


1.d4 c6 2.Kd2 Qc7 3.Kd3 Qg3+ 4.Ke4 **d5#**

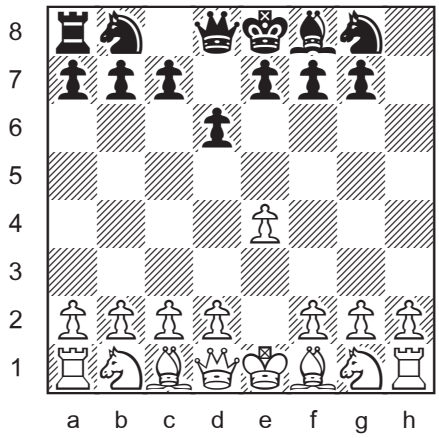
White could also play 3.Ke3.

There are several similar solutions:
1.d4 c6 2.Kd2 Qa5+ 3.Kd3 Qa3+ 4.Kc4 d5#
1.d4 e6 2.Kd2 Qg5+ 3.Kd3 Qg3+ 4.Ke4 d5#
1.d4 e6 2.Kd2 Qh4 3.Ke3 Qg3+ 4.Ke4 d5#

Another possibility is:
1.f3 e5 2.Kf2 h5 3.Kg3 h4+ 4.Kg4 d5#
Compare synthetic game 3, column 29.



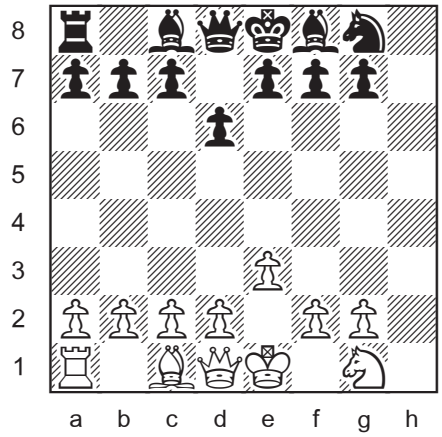
Longer Proof Game 20 (4.5 moves)



1.e4 h5 2.Qxh5 d6 3.Qxh8 Bg4 4.Qh5 Bd1 5.Qxd1

The white queen makes a round trip to h8, returning to d1 with *Orbán effect*. See column 3.

Longer Proof Game 21 (7.0 moves)



1.e3 d6 2.Bd3 Nd7 3.Bxh7 Ndf6 4.Bxg8 Rxh2
5.Nc3 Rxh1 6.Ne2 Rxg1+ 7.Nxg1 Nxg8

An open h-file and two knight *impostors*, one of each colour.

Until next time!