## PROOF GAMES:
Artificial Happenings
number 152   May 26, 2018

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.

The openings may be a comedy, and the strategy a tragedy, but the moves are legal.
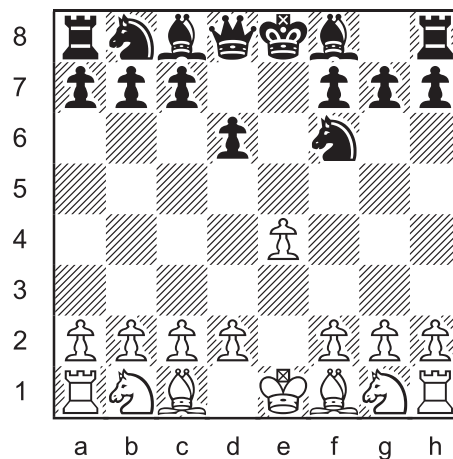
Proof Game 74
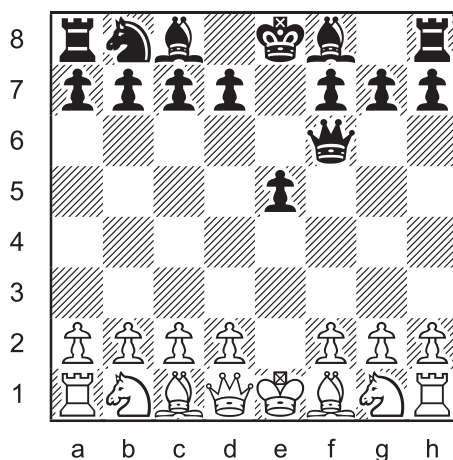
This position, with White to play, was reached in a game after each player made exactly four moves. What were the moves?
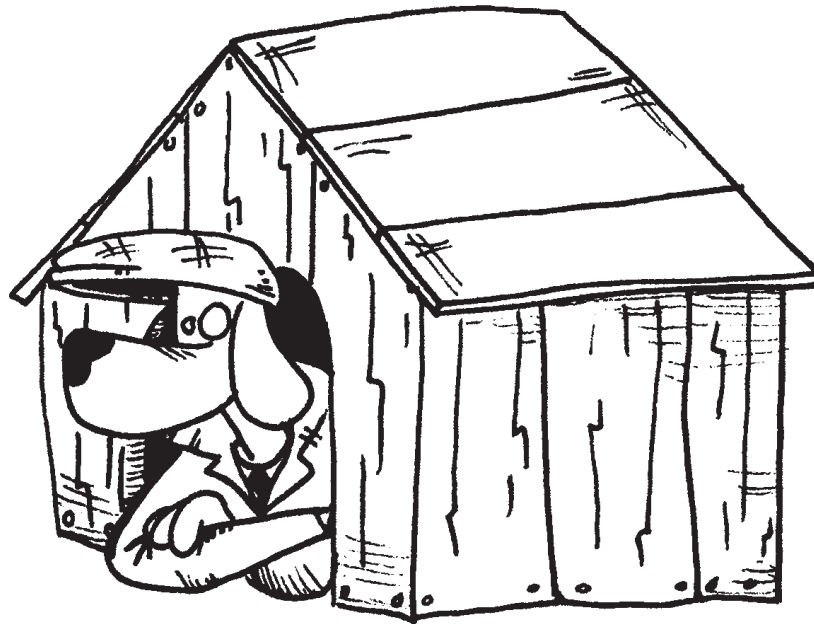
The life of a chess detective is not all intrigue and suspense.
Many idle days are spent at the office, waiting for the next case.
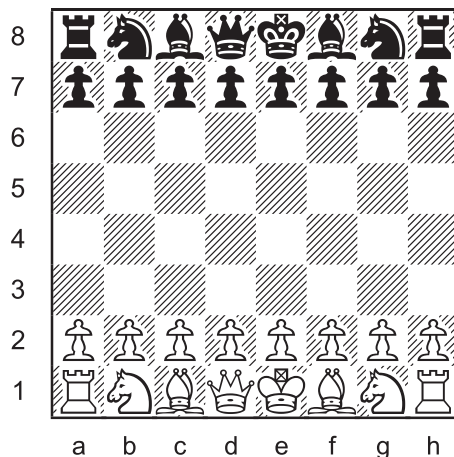
Proof Game 75

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

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.
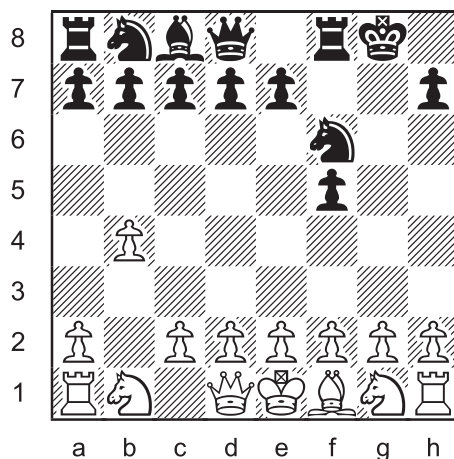
Synthetic Game 35

Compose a game that ends with the move **4...Qd5#**

The "longer" game below has length 5.0. Quite doable for those who like to do.

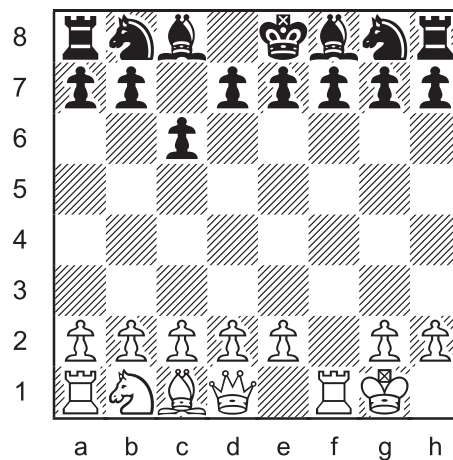## Longer Proof Game 48 (5.0 moves)

This position was reached after Black's
<u>fifth</u> turn. What were the moves?

PG SHOWCASE

The following proof games exceed the normal limits of solvability for most chess detectives. They are presented here, not as puzzles, but as artistic endeavours, demonstrating some of the compositional possibilities in this type of retro problem.
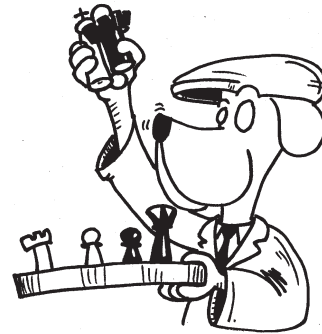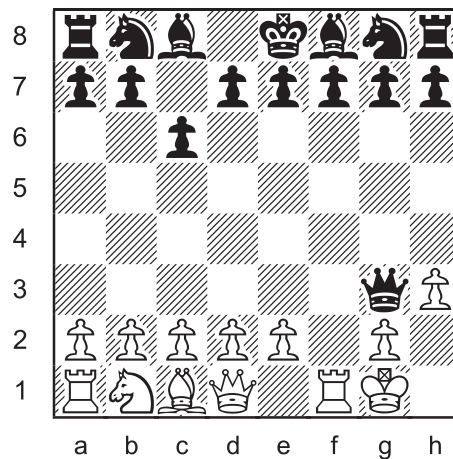
Longer Proof Game 49   (6.5 moves)

This position was reached after White's <u>seventh</u> turn. What were the moves?

Longer Proof Game 50   (6.5 moves)

This position was reached after White's <u>seventh</u> turn. What were the moves?

SOLUTIONS

All problems by J. Coakley, *Puzzling Side of Chess* (2018).
Proof game 74 is from *Winning Chess Puzzles For Kids* (2006).

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.
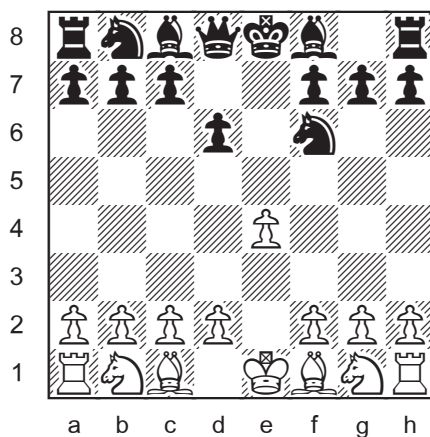
Archives. Past columns and a detailed index of problem-types and composers are available in the *Puzzling Side of Chess* archives.
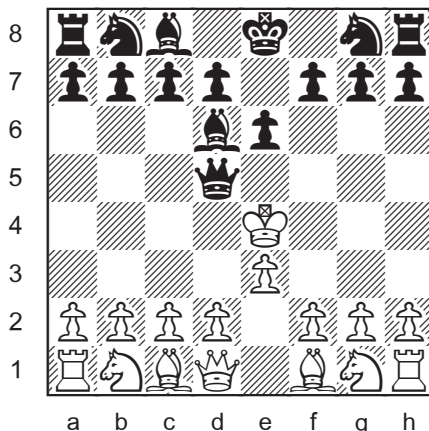
Proof Game 74
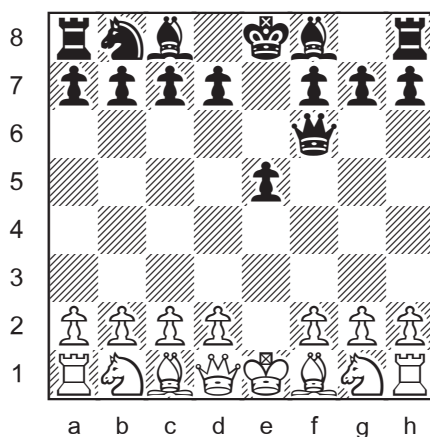
1.e3 Nh6 2.e4 Nf5 3.exf5 e5 4.f6 Qxf6

Tempo move by the energetic white e-pawn.

Proof Game 75

1.e4 d6 2.Qh5 d5 3.Qxd5 Nf6 4.Qd6 exd6

Strange days for black pawns on the d-file.

Synthetic Game 35

1.e3 e6 2.Ke2 Qg5 3.Kd3 Bd6 4.Ke4 Qd5#

White can also play 3.Kf3. Black's second and third moves can be switched. Similar games are 1.e3 c6 2.Ke2 Qa5 3.Kd3 g5 4.Ke4 Qd5# and 1.e3 e6 2.Ke2 Qg5 3.Kd3 Bb4 4.Kd4 Qd5#.

A different approach is 1.e3 e6 2.Ke2 Qg5 3.Kd3 Bb4 4.Be2 Qd5#. See diagram below. White can also play 4.Qe2. Black's second and third moves can be switched.
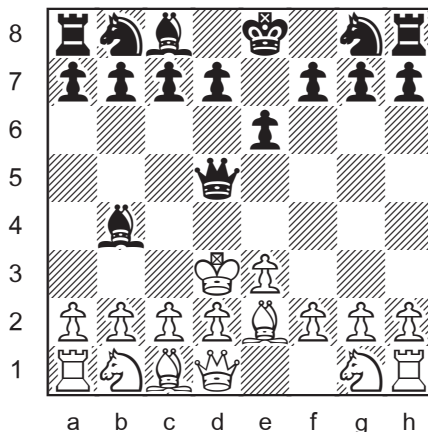
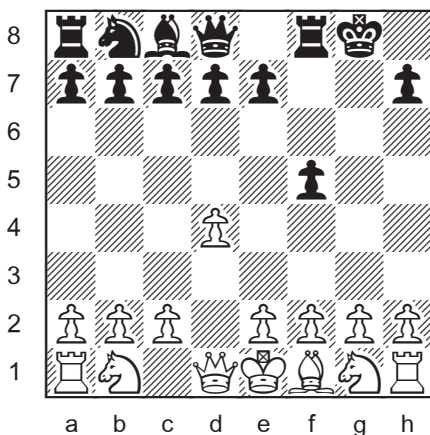## Longer Proof Game 48   (5.0 moves)
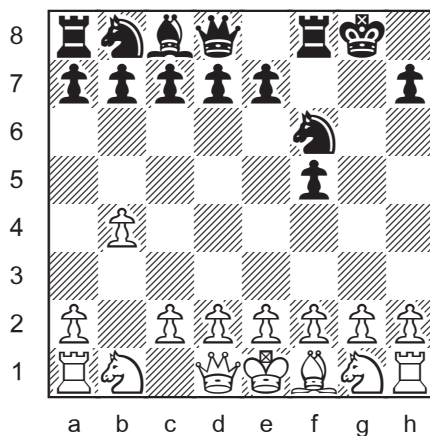
1.b3 f5 2.Bb2 Kf7 3.Bxg7 Nf6 4.Bxf8 Rxf8 5.b4 Kg8

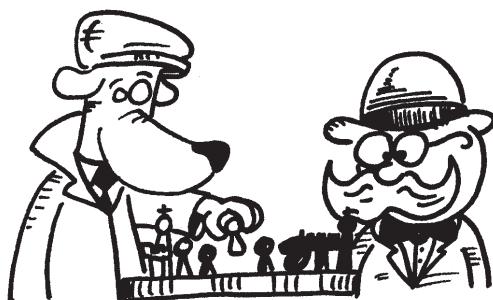Artificial happening on the black kingside with a white pawn tempo.

As far as I know, 5.0 is the fewest moves in a unique proof game with "fake castling". Can anyone beat the record?
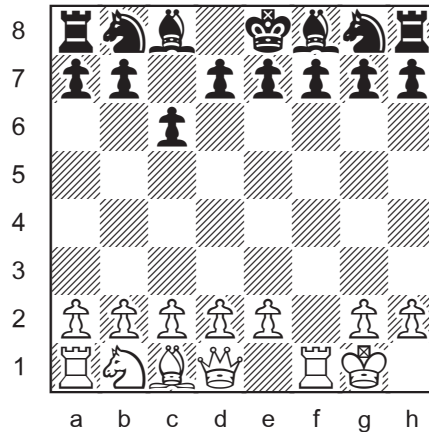
Here is a similar game of equal length:

Longer Proof Game 48b   (5.0 moves)

1.d3 Nh6 2.Bxh6 f5 3.Bxg7 Kf7 4.Bxf8 Rxf8 5.d4 Kg8
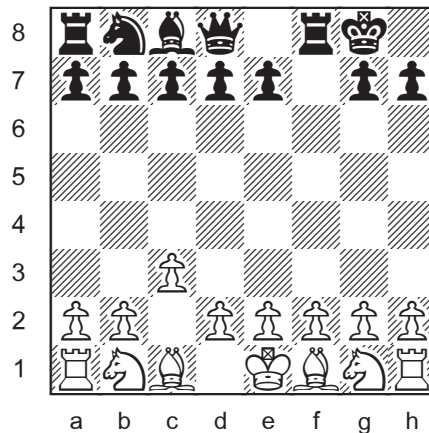
Longer Proof Game 49 (6.5 moves)

1.f3 c6 2.f4 Qb6 3.f5 Qxg1 4.f6 Qxf1+

5.Rxf1 Nxf6 6.Kf2 Ng8 7.Kg1

Kingside happening, with dodgy f-pawn and switchback knight.

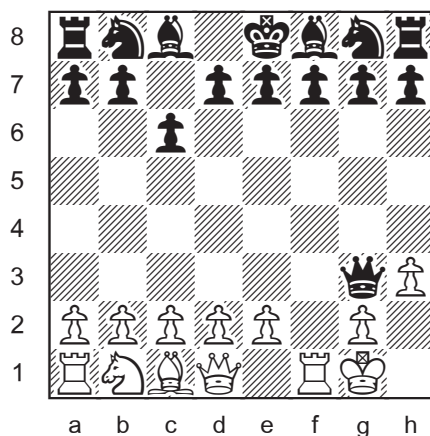The same idea can be shown in 6.0 moves with colours reversed, minus the pawn tempo.

Longer Proof Game 49b (6.0 moves)

1.c3 f5 2.Qb3 f4 3.Qxg8 f3 4.Qxf8+ Rxf8 5.Nxf3 Kf7 6.Ng1 Kg8

Longer Proof Game 50   (6.5 moves)

1.f3 c6 2.Kf2 Qb6+ 3.Kg3 Qxg1 4.h3 Qxf1

5.Kh2 Qxf3 6.Rf1 Qg3+ 7.Kg1

Artificializing, with roundabout king.

Proof games substituting 6...Qd5 or 6...Qh5 are also unique.

Until next time!