## SERIES-MATES: Serious Matter

number 227   September 24, 2023

Some things we do are quite frivolous. Other things are very serious. On which side of that spectrum would you place chess? Perhaps these puzzles can be a little of both!

Our series of series-mate columns continues with five new problems and two classics from days gone by. As usual, we begin with the shortest form of series-mate, the double whammy.
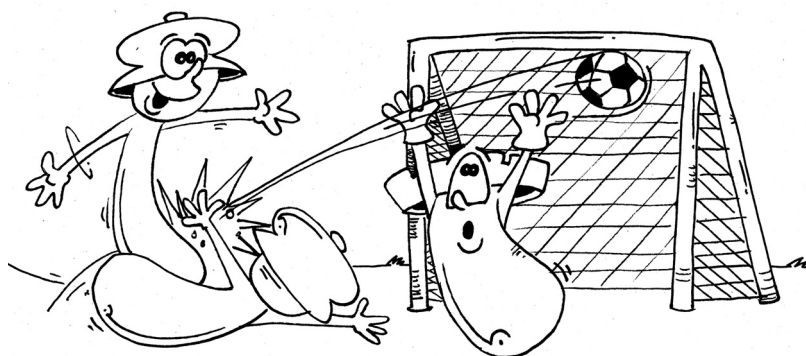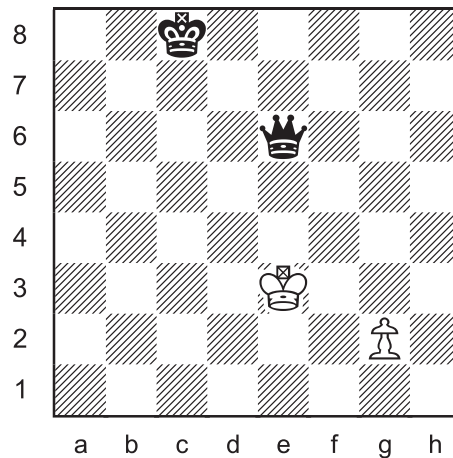
Double Whammy 71
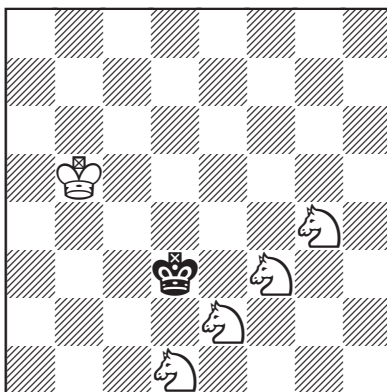
White plays two moves in a row to mate Black.

The first move may not be check. Either move may be a capture.
Both moves may be with the same piece. Black does not get a turn.

Our first multi-wham is a 16 mover by Tomislav Petrovic (1931-2019) of Serbia. Pawn against queen, as basic as a series-mate can be.
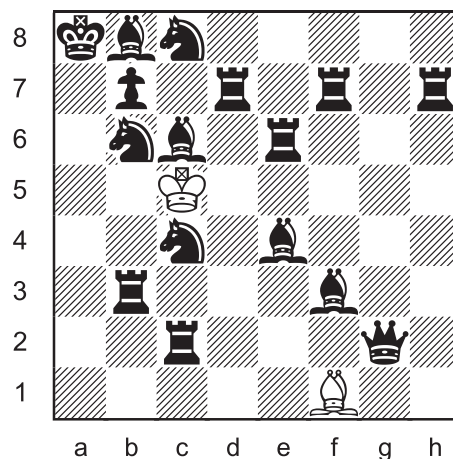
Multi-Wham 71

series-mate in 16

White plays sixteen moves in a row to mate Black.
Only the final move may give check. Captures are allowed.
Black does not get a turn. White may not place their own king in check,
even if they get out of check on a subsequent turn.

White has one bishop against a full black army in the next position. However, things may not be as complicated as they look.
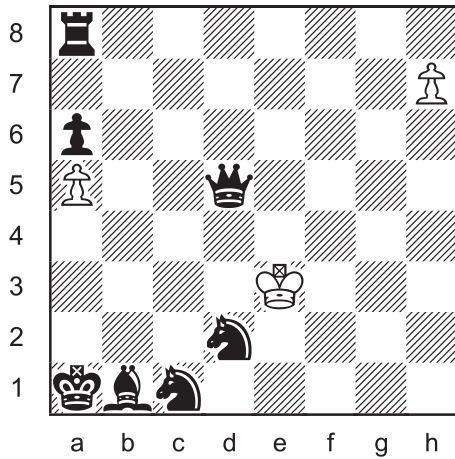
Multi-Wham 72

series-mate in 15

White plays fifteen moves in a row to mate Black.

The following twins are both shorter than the previous problems. But fewer moves does not necessarily mean easier.
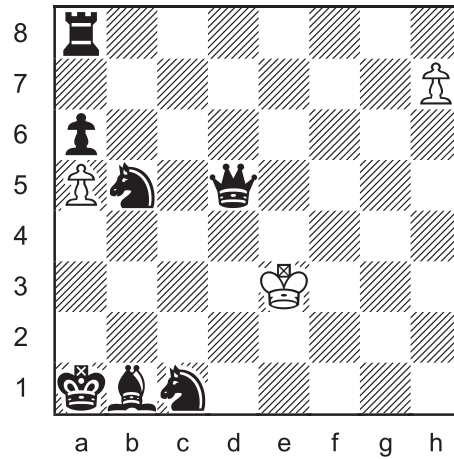
Multi-Wham 73

series-mate in 11

Multi-Wham 74
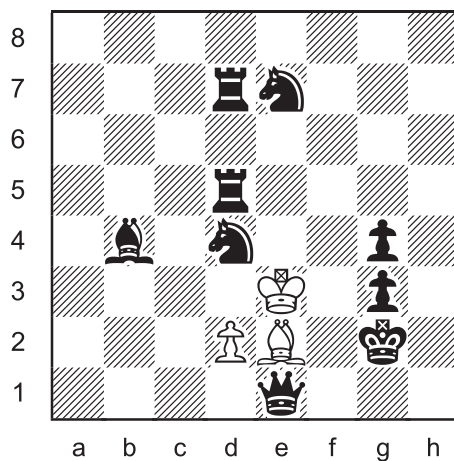

series-mate in 11

White plays eleven moves in a row to mate Black.

Time now for two serious matters. The first is a bridge-building masterpiece by Hungarian composer Tamás Szebényi (1933-2012).

Multi-Wham 75

Tamas Szebenyi 2012

Ideal-Mate Review

series-mate in 31

White plays thirty-one moves in a row to mate Black.

The final matter to resolve also features a full black army. White has two pawns to work with and forty moves to get things done.

Multi-Wham 76

series-mate in 40

White plays forty moves in a row to mate Black.

SOLUTIONS

All problems except multi-wham 71 and 75 by J. Coakley, *Puzzling Side of Chess* (2023).

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.

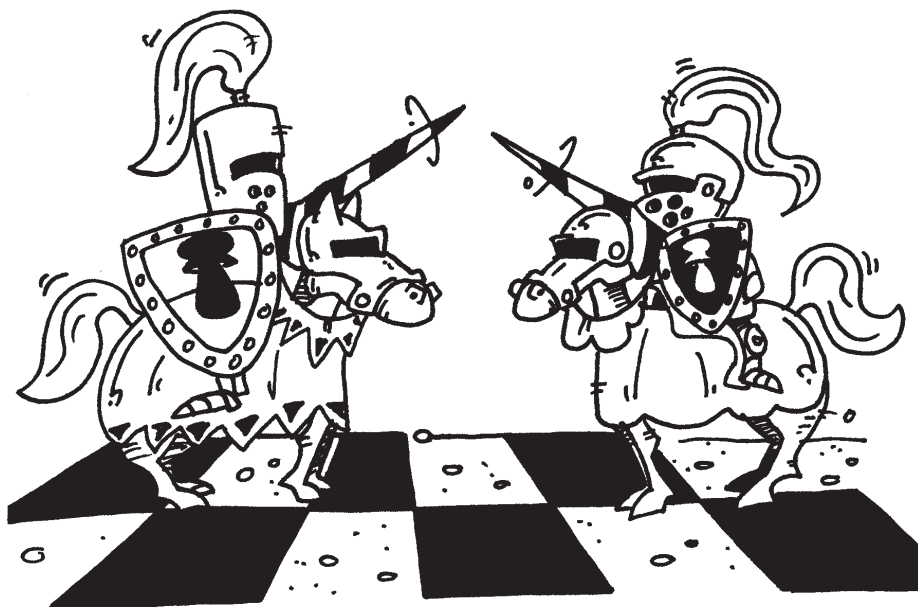*Archives.* Past columns are available in the *Puzzling Side* archives.
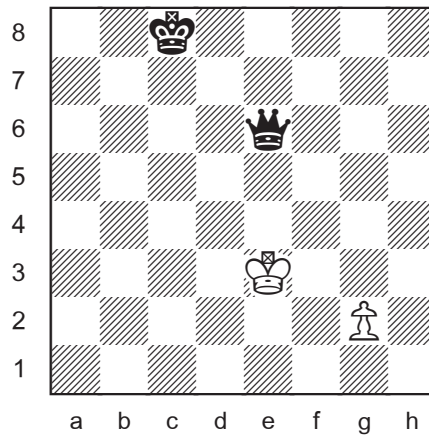
Double Whammy 71
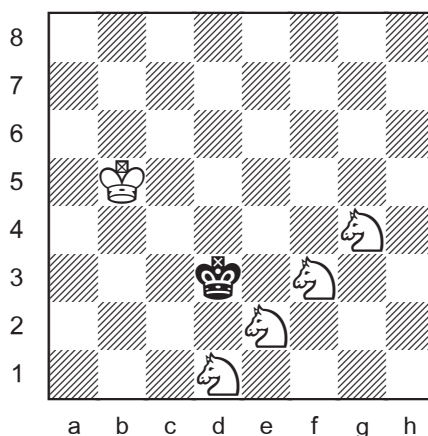
1.Ned4   2.Ngf2#

The Four Knights Game.
Probably more challenging to calculate than expected.

Multi-Wham 71

Tomislav Petrovic 1977

*Mat (*Belgrade*)*

1.Kf4   The white king is in check so the first move is easy.
If *1.Kd4?*, there is no mate. In order to promote a queen
or rook, the white king must be on f8. To get there requires
a bridge over the 6th rank.

2.g4 3.g5 4.g6   Spanning the way.

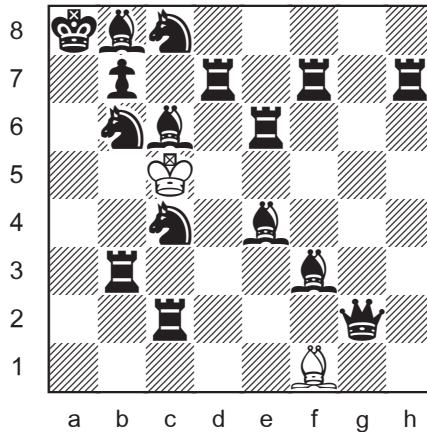5.Kg5 6.Kh6 7.Kg7   Crossing the bridge.

8.Kf8 9.g7 10.g8=R   There is no mate after a queen promotion.
A rook can capture the black queen without
checking.

11.Rg6 12.Rxe6 13.Ke7 14.Kd6 15.Kc6 16.Re8#
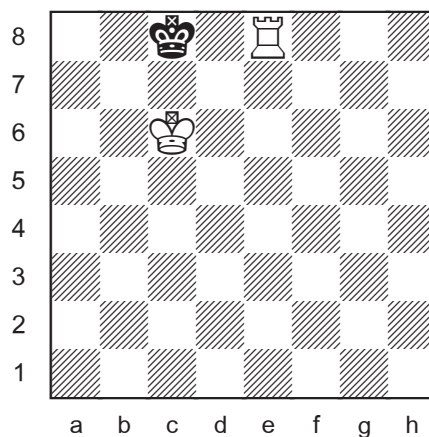
Mate 101

Multi-Wham 72

A full black army versus a white king and bishop. To mate, White must take all of the black pieces except the bishop on b8. The only challenge is choosing in which order to capture them.

1.Bxg2   2.Bxf3 3.Bxe4   The first three moves are obvious. Now there is a choice.

4.Bxh7   Taking *4.Bxc2?* is one turn too slow. The next few captures are straightforward.
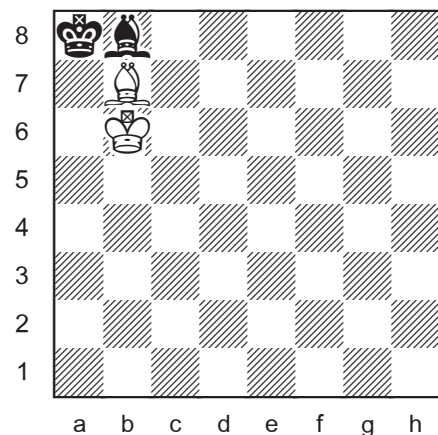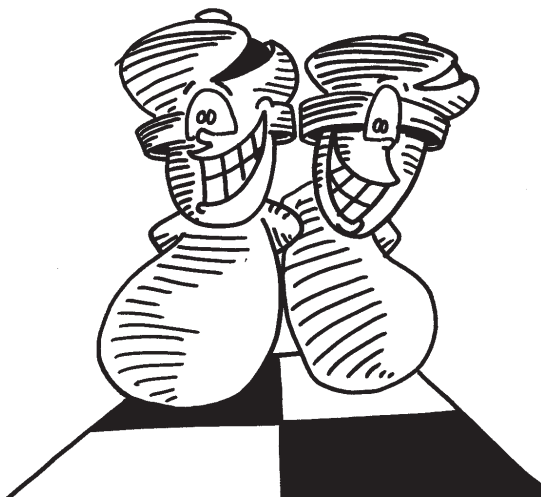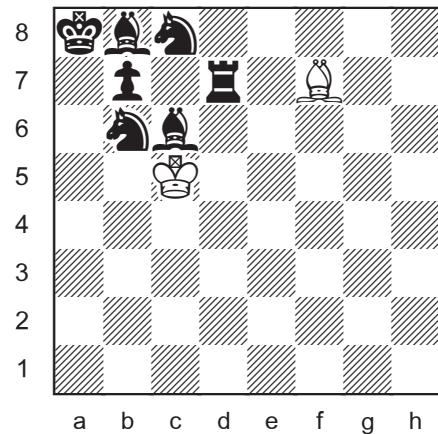
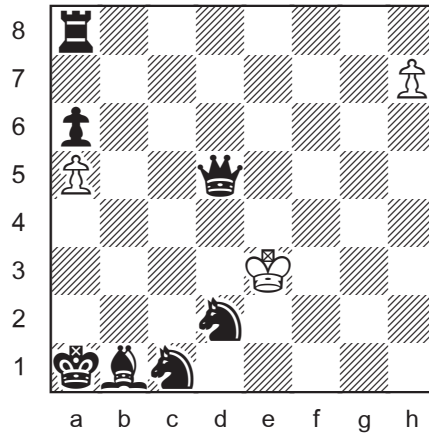5.Bxc2 6.Bxb3 7.Bxc4 8.Bxe6 9.Bxf7

Diagram at right.

10.Bd5   Taking the rook first by *10.Be6? 11.Bxd7* is one turn too many.

11.Bxc6 12.Bxd7 13.Bxc8 14.Kxb6

15.Bxb7#   The rare bishop vs. bishop mate.
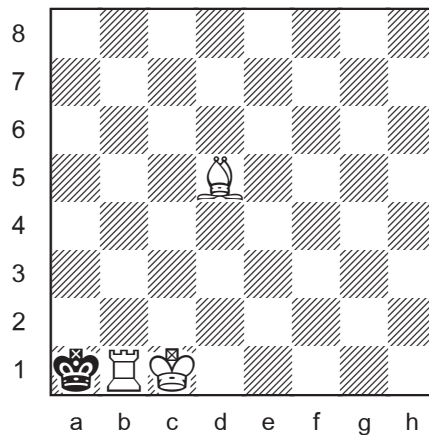
Multi-Wham 73

1.h8=R   A queen or bishop would be check. A knight would mate in 12. For example, *1.h8=N?2.Ng6 3.Nf4 4.Nxd5 5.Kxd2 6.Kc3 7.Kb4 8.Ka3 9.Nb4 10.Nd3 11.Nxc1 12.Nb3#*.
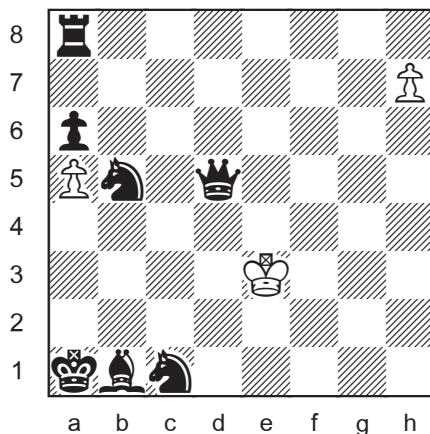
2.Rxa8 3.Rxa6 4.Rb6   The rook will give mate on b1.

5.a6 6.a7 7.a8=B   A queen or rook would check. A knight would mate one move late. For example, *7.a8=N? 8.Nc7 9.Nxd5 10.Nc3 11.Kxd2 12.Rxb1#*.

8.Bxd5 9.Kxd2 10.Kxc1 11.Rxb1#
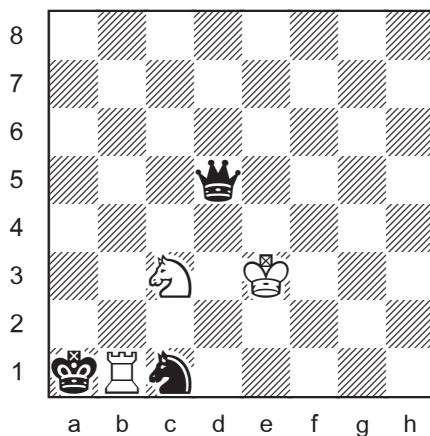
Multi-Wham 74

The first six moves are the same as the previous problem.
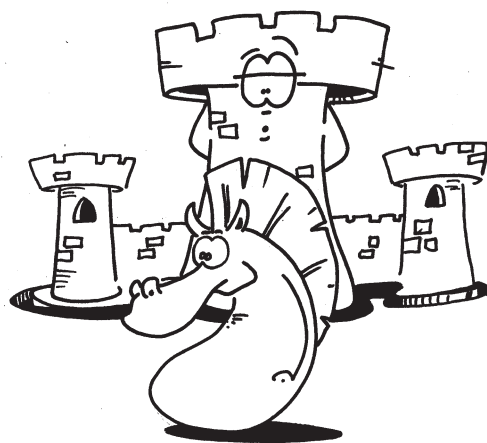
1.h8=R 2.Rxa8 3.Rxa6 4.Rb6 5.a6 6.a7

7.a8=N   This time promoting to bishop is the slower line.
                7-a8=B? 8.Bxd5 9.Rxb5 10.Kd2 11.Kxc1 12.Rxb1#
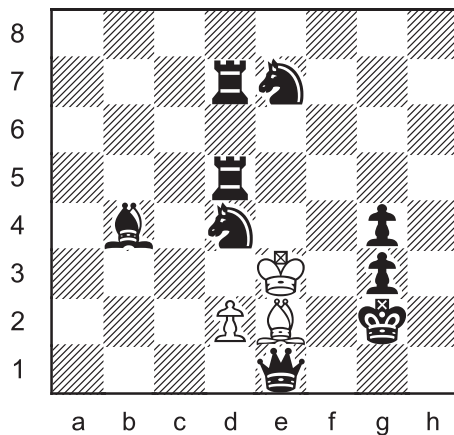
8.Nc7 9.Nxb5 10.Nc3 11.Rxb1#

No help from the white king and Black keeps a couple pieces.

# Multi-Wham 75

Tamás Szebényi 2012

Ideal-Mate Review

White must capture the black rooks, knights, and bishop to clear a path for the d-pawn. The white king and bishop need to work together to accomplish that. First the king must move to unpin the bishop and get out of its way.

1.Kd3 2.Kc4 3.Kxb4 4.Bb5

The king will have to capture the knight on e7, so the bishop builds a bridge for him to cross the 5th rank.
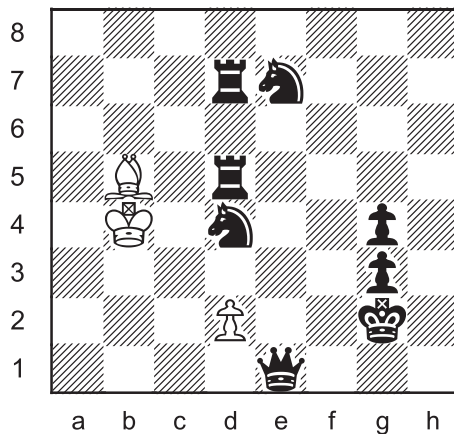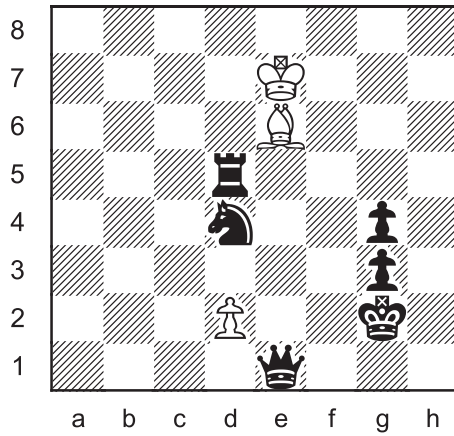

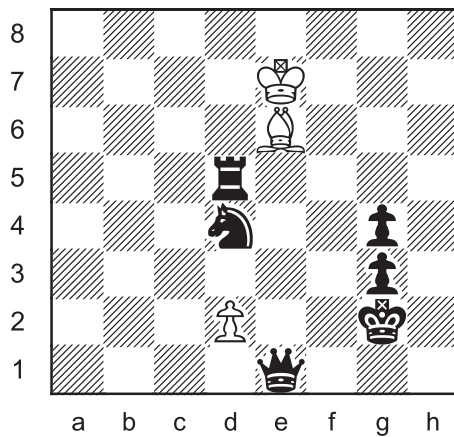|	
5.Ka5 6.Kb6 7.Bxd7	A second bridge spans the d-file.
8.Kc7 9.Kd8 10.Ke8 11.Be6	The bishop blocks the black queen's defence of the knight on e7.

12.Kxe7

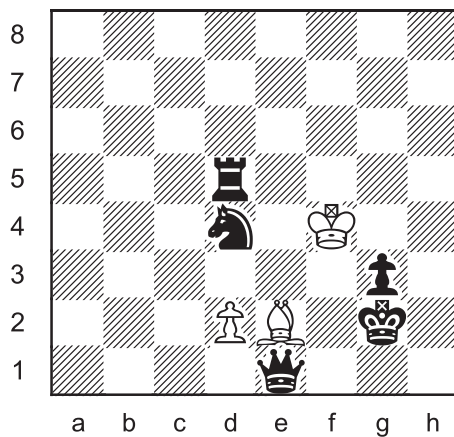**13.Kf6 14.Bf5**   Bridge 3, over the 5th rank again.

15.Kg5 16.Kf4   Taking 16.Kxg4? adds a needless move as the bishop must go through g4 to reach e2 anyhow.
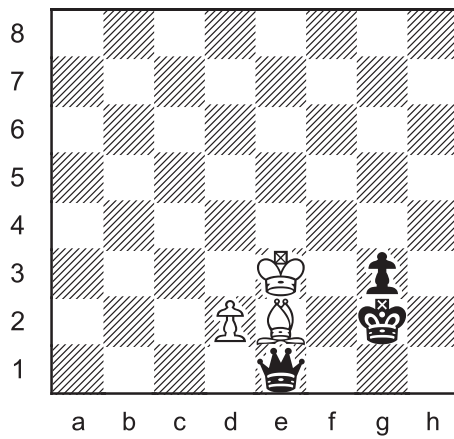
17.Bxg4 18.Be2   Bridge 4. The bishop returns to its starting square, allowing the king to cross the e-file.

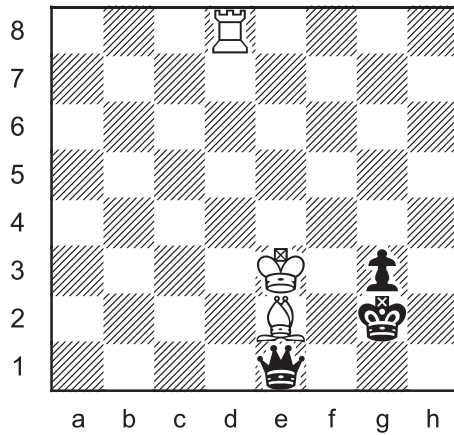**19.Ke4 20.Kxd5 21.Kxd4 22.Ke3**

The king eliminates two more defenders and returns to his starting point at e3. Diagram next page.
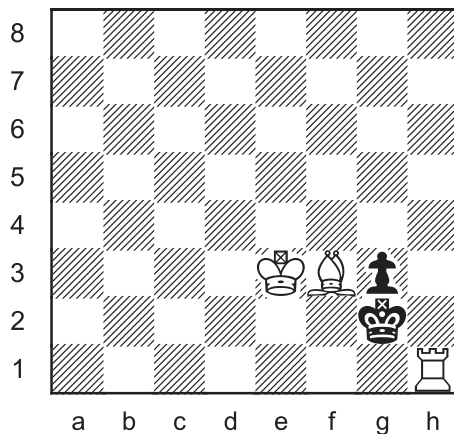
23.d4 24.d5 25.d6 26.d7

27.d8=R   Astoundingly, only a rook will do. There is no possible mate after a promotion to queen!
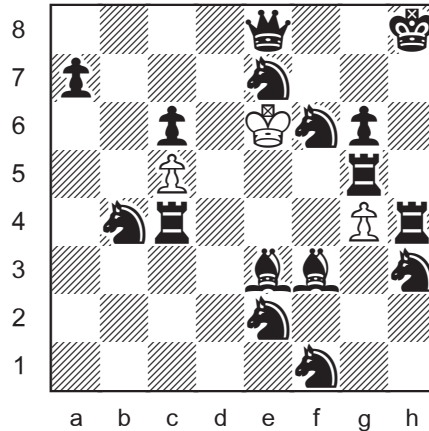

28.Rd1 29.Rxe1 30.Rh1 31.Bf3#

A great performance by the white bishop, constructing four bridges and delivering the mate.

Multi-Wham 76

The white king cannot free his c-pawn by capturing the pawn on c6 because it is guarded by the queen on e8. So he must free the g-pawn by taking the rook on g5. To accomplish that, the king will have to take all of the black pieces on the first 4 ranks.

1.Kd6   After *1.Kxf6?*, it is impossible to promote the g-pawn. It must capture the knight on f6 to leave the g-file so that it can reach the 8th rank.

2.Kc7   The next moves and captures are more or less forced.

3.Kb7 4.Kxa7 5.Kb6 6.Ka5 7.Ka4 8.Kb3 9.Kxc4

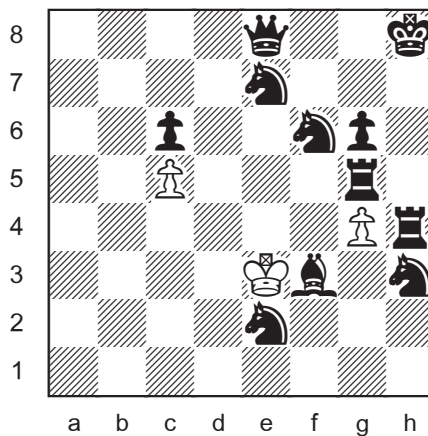10.Kxb4   The next target is the knight on f1.
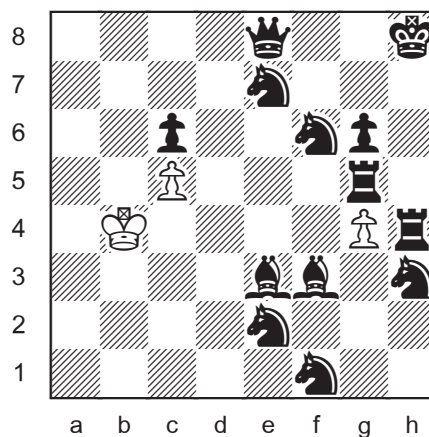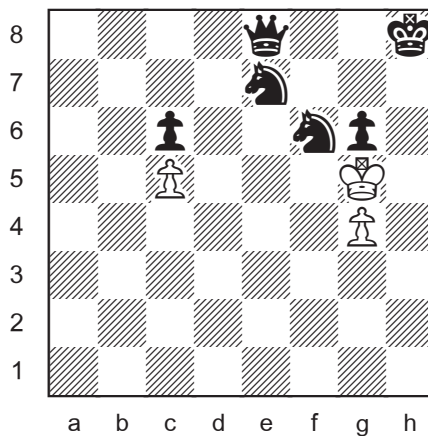

11.Kb3 12.Kc2 13.Kd1 14.Ke1

15.Kxf1   The king must backtrack now to take the bishop on e3.

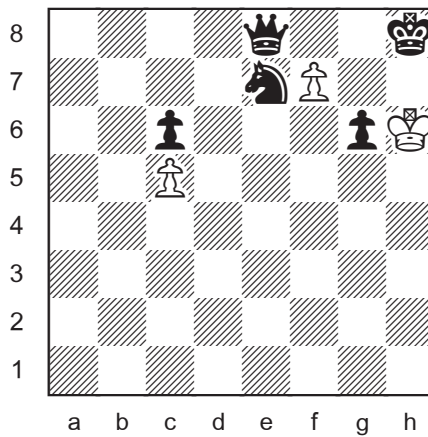16.Ke1 17.Kd1 18.Kc2 19.Kd3 20.Kxe3

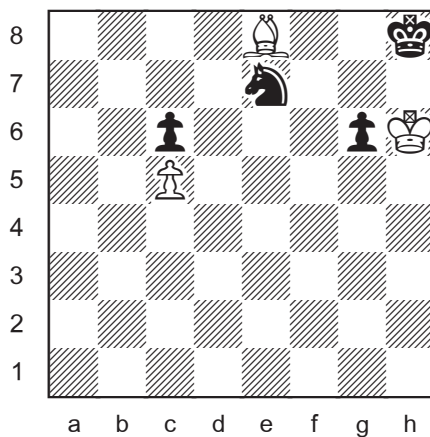Diagram next page.

21.Kxf3 22.Kxe2   The dominoes continue to fall.

23.Kf3 24.Kg3 25.Kxh4 26.Kxh3 27.Kh4 28.Kxg5

29.Kh6 30.g5 31.gxf6 32.f7

33.fxe8=B   Knighting the pawn takes one move longer. For
              example, *33.fxe8=N? 34.Ng7 35.Nf5 36.Nxe7
              37.Nxc6 38.Ne5 39.c6 40.c7 41.c8=Q#.*
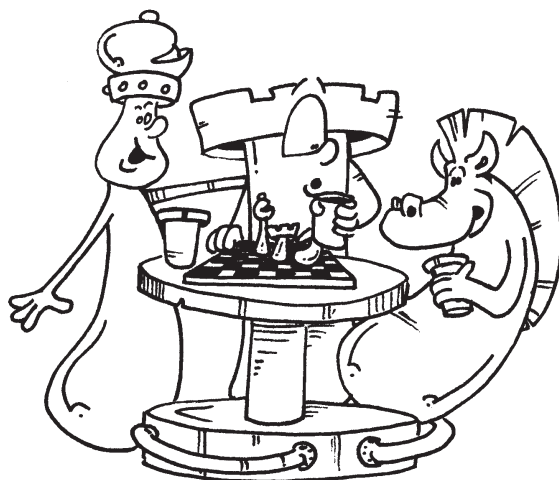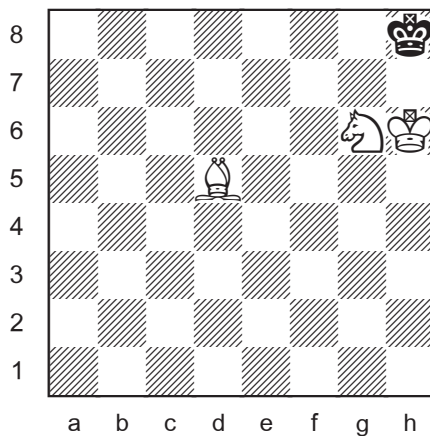
34.Bxc6 35.Bd5

The bishop takes charge of g8. Do you see the mate yet?

One turn slower is *35.Be8? 36.c6 37.c7 38.c8=Q 39.Qd8 40.Qxd7 41.Qg7#.*

36.c6 37.c7 38.c8=N

No other choice at this point.

39.Nxe7 40.Nxg6#

Until next time!