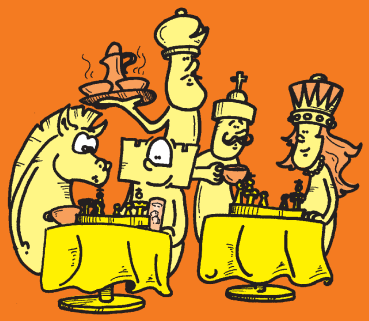


THE PUZZLING SIDE OF CHESS

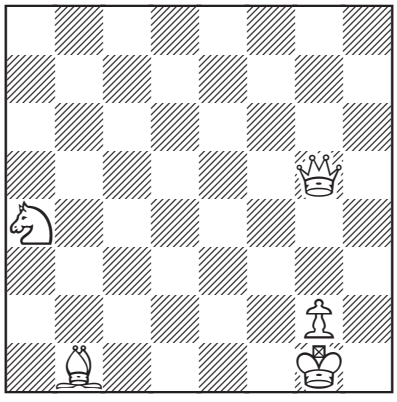
Jeff Coakley

SMORGASBORD XLIII xxxx

number 258 April 26, 2026

Did you know that ‘smörgåsbord’ is the Swedish word for *buffet*? In their language, ‘smörgås’ is an *open sandwich* and ‘bord’ is a *table*. Like a cafe buffet, this column features a variety of puzzles to choose from. Hopefully something to everyone’s taste. Sorry, no sandwiches.

Triple Loyd 97



Place the black king on the board so that:

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

The next puzzle continues an unusual task from columns 244 and 250.

Win-Win Situation

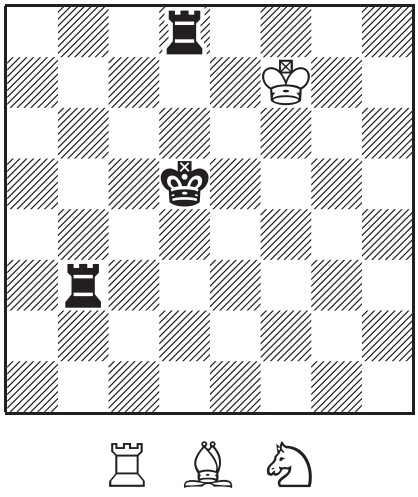
Construct a position with neither king in check
so that one move by White checkmates both kings.

White's move will necessarily be illegal because it puts their own king in check but otherwise the position and mates should be legal.

What is the minimum number of pieces necessary?

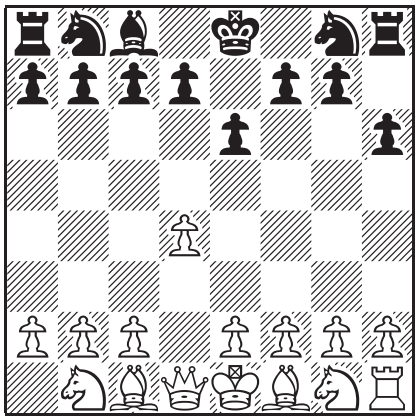
G. for a knight promotion.
H. for a rook promotion.
I. for a queen promotion.

Inverted Loyd 76

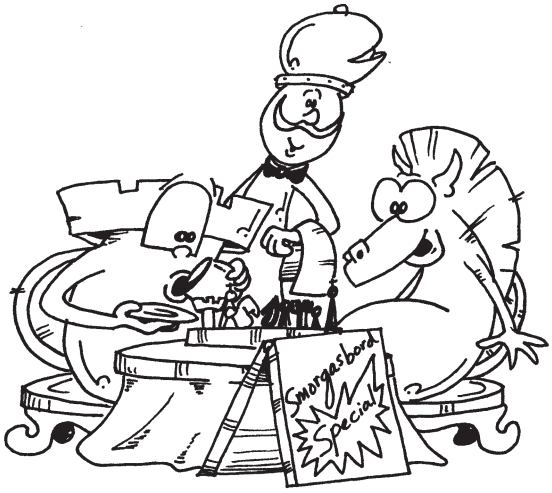


Add a white rook, bishop, and knight so that White has mate in 1.

Longer Proof Game 168 (5.5 moves)

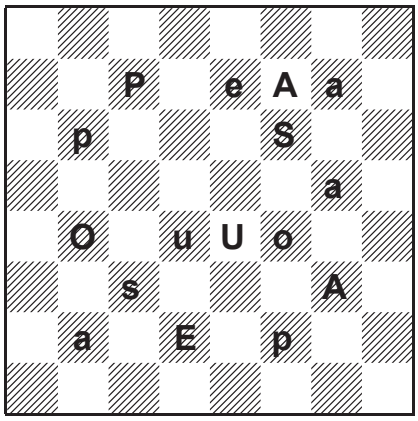


This position was reached after White's sixth turn.
What were the moves?



Rebus 148

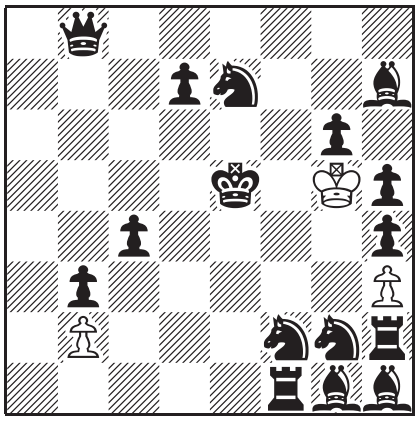
"*pea soup*"



Each letter represents a different type of piece.
Uppercase is one colour, lowercase is the other.
Determine the position.

In the next problem, the white king and 2 pawns face a full Black army.

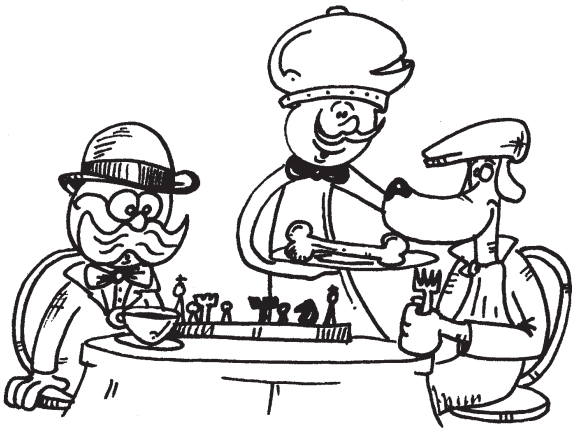
Multi-Wham 114



series-mate in 43

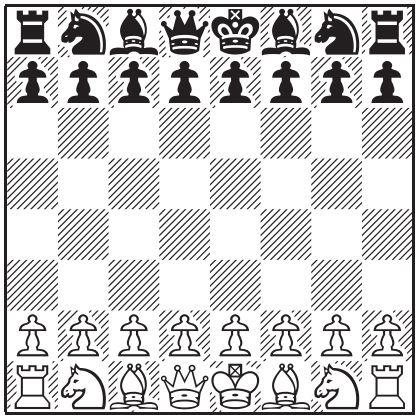
White plays forty-three moves in a row to mate Black.

Captures are allowed. Only the last move may give check. Black does not get a turn.



For our final puzzle, we offer a slice of synthetic dessert: *mate by king*.

Synthetic Game 63



Compose a game that ends with 7...Kh5#.

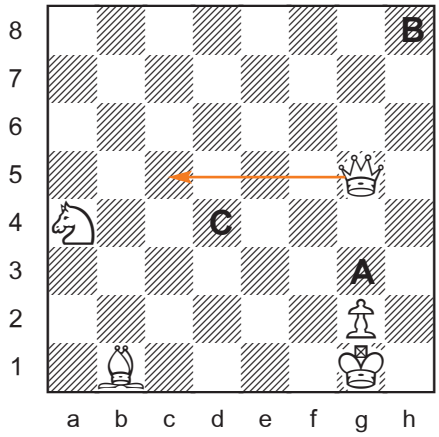
SOLUTIONS

All problems by J. Coakley, *Puzzling Side of Chess* (2026). Rebus 148 is a joint composition with Andriy Frolkin.

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.

Triple Loyd 97



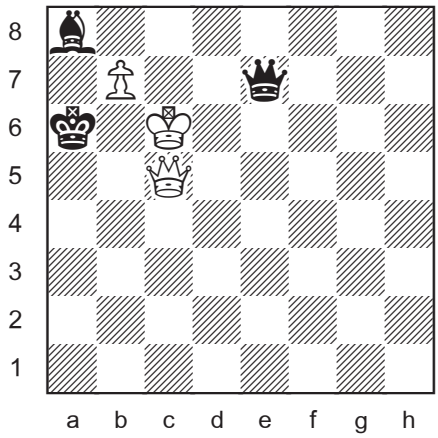
A. Kg3#
B. Kh8=
C. Kd4 (Qc5#)

smörgåsbord

Win-Win Situation

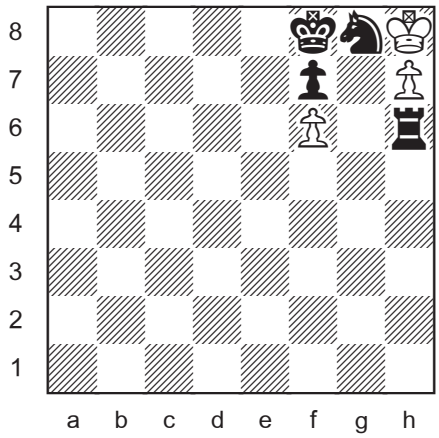
Both kings are mated after White's move.
Can anyone break these records for fewest pieces?

G. knight promotion



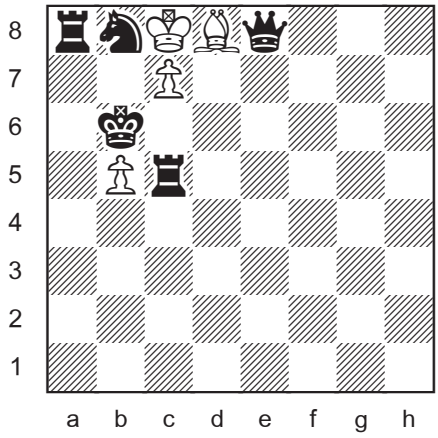
1.b8=N## (6 pieces)

H. rook promotion

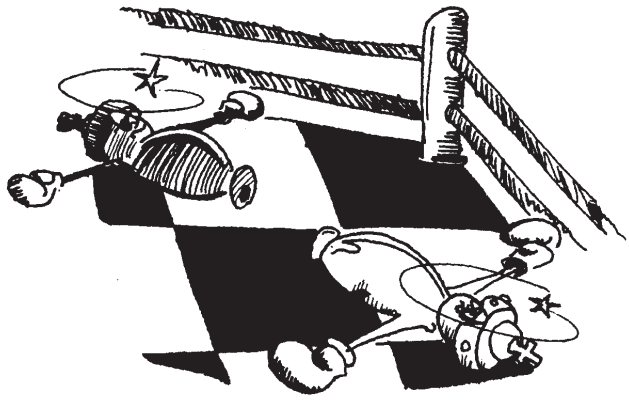


1.hxg8=R## (7 pieces)

I. queen promotion



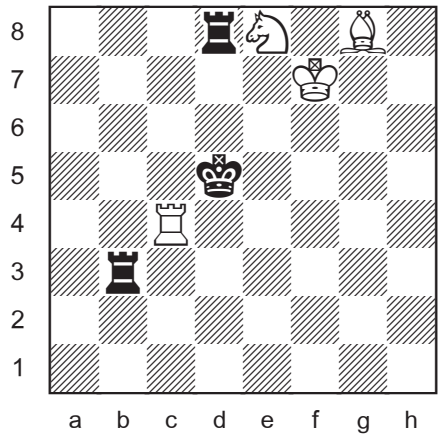
1.cxb8=Q## (8 pieces)



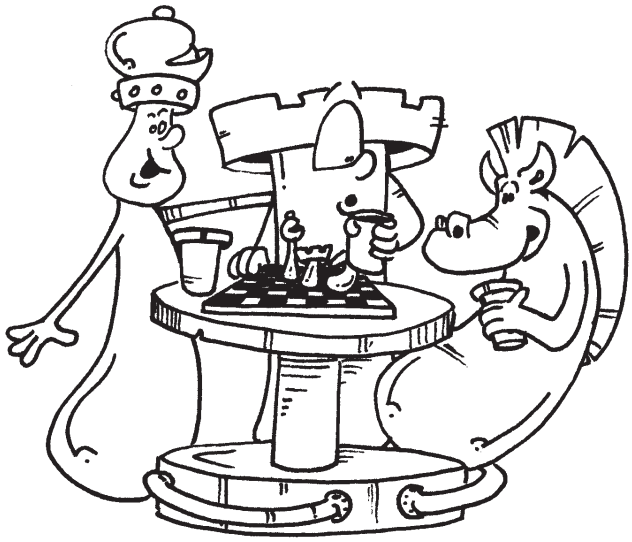
Minimum pieces for a bishop promotion (6) was given in column 244. For moves by different kinds of pieces, see columns 244 (K 7,Q 8) and 250 (R 9, B 8). The task is impossible with a knight move.

For castling (6), column 244. For *en passant* capture (11), column 253.

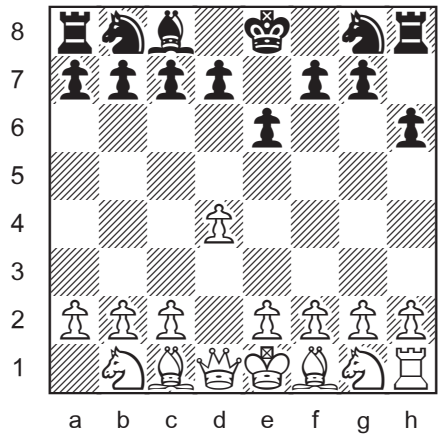
Inverted Loyd 76



Add Rc4 Bg8 Ne8
1.Kf6#



Longer Proof Game 168 (5.5 moves)

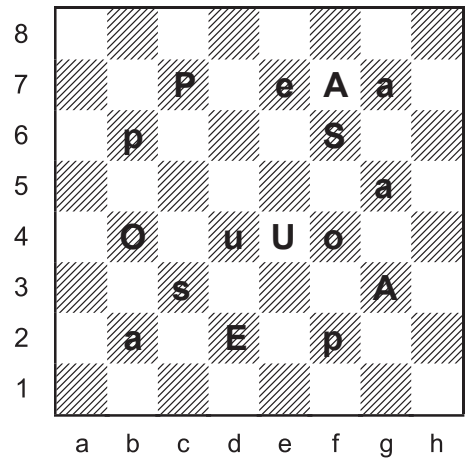


1.d4 e6 2.Bh6 Ba3 3.Nxa3 Qg5 4.Rc1 Qxc1 5.Bxc1 h6 6.Nb1
Switchbacks by white knight and bishop. Two captures on c1.

Rebus 148

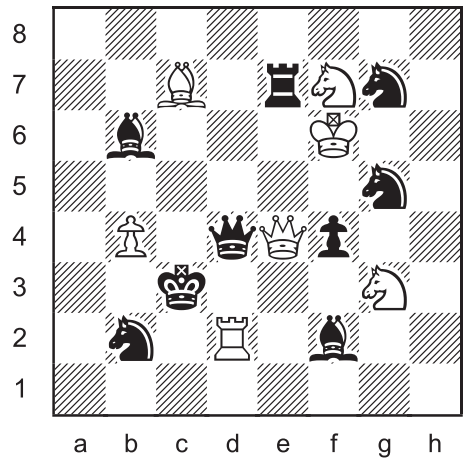
Andriy Frolkin & Jeff Coakley

"*pea soup*"



P = bishop
E = rook
A = knight
S = king
O = pawn
U = queen

caps = white



(7 + 9)

♔ = (EOSU) Letters with one uppercase, one lowercase.

U ≠ ♔ U/u are adjacent.

E ≠ ♔ If E = ♔ Both kings are attacked by every other letter along a rank, file, or diagonal.

♕ ≠ Ø? No letter can be queen. Both kings would be in check.

O ≠ ♔ If O = ♔ Both kings are attacked by every other letter along a rank, file, or diagonal.

♕ ≠ Ø? No letter can be queen. Both kings would be in check.

S = ♔

U = ♕ AEOP ≠ ♕ Both kings in check.

The king on f6 is in <u>check</u> by the queen on d4.

P = ♗ AEO ≠ ♗ Impossible multiple checks.

A = ♘ A ≠ ♖ Both kings in check (g3).

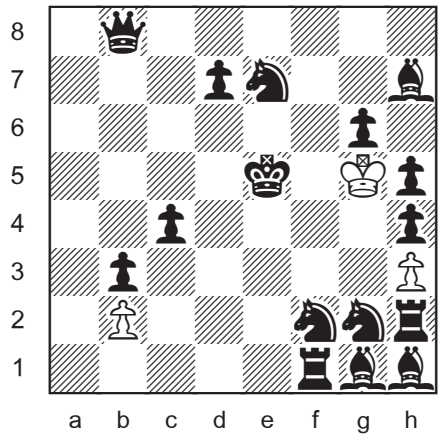
A ≠ ♙ Impossible double check (pawn g5 or g7).

O = ♙ O ≠ ♖ Impossible double check (f4).

caps = white If caps = black Both kings in check (b4).

E = ♖

Multi-Wham 114



series-mate in 43

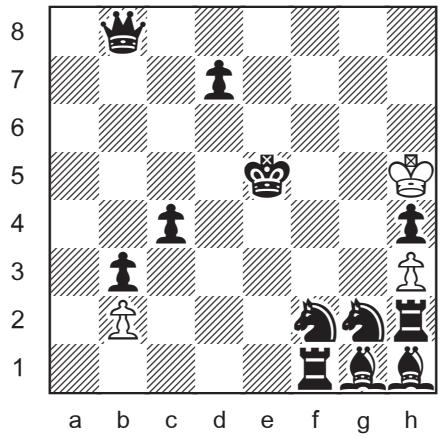
The white king cannot free the pawn on b2 because the blockading pawn on b3 is guarded by the black queen, and the king cannot capture the queen. Therefore the king must free his h-pawn by capturing the black pawns on h4 and h5. The pawn on h4 is protected by the knight on g2. So, as usual, a long journey awaits the white king.

1.Kh6 2.Kxh7 Leaving the bishop on h7 to save a step on the trip around the board with *2.Kg7? 3.Kf7 4.Kxe7 5.Kxd7 6.Kc6* is four moves too slow.

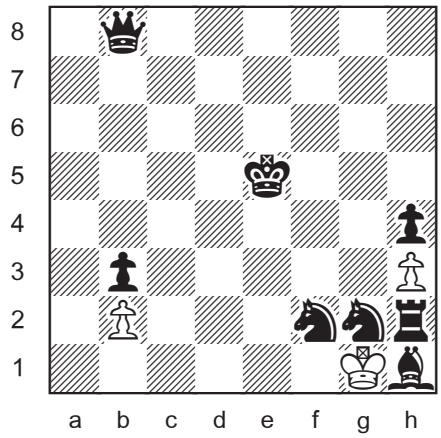
3.Kg7 4.Kf7 5.Kxe7 6.Kf7

Continuing to the queenside here with *6.Kxd7? 7.Kc6* takes three moves longer. The faster course is to first get rid of the black pawn on h5. That pawn, by attacking square g4, would prevent the white king from quickly reaching h4 after he takes the knight on g2. The king would need to go back around the board the long way to capture on g6 and h5.

7.Kxg6 8.Kxh5 Now the king's journey to g2 can begin. The next 12 moves are straightforward, in a roundabout way.



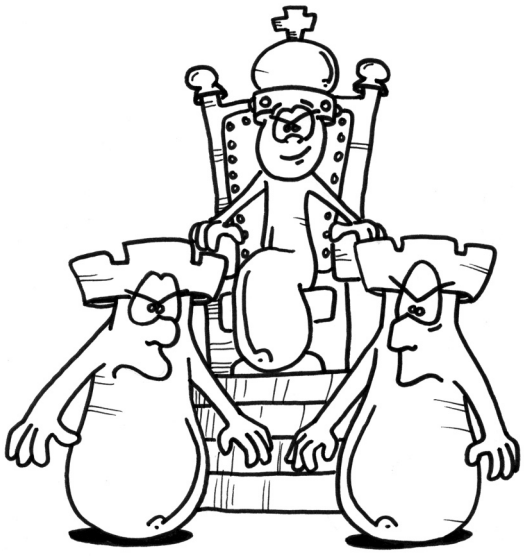
9.Kg6 10.Kf7 11.Ke7 12.Kxd7 13.Kc6 14.Kc5 15.Kxc4 16.Kc3 17.Kd2 18.Ke2 19.Kxf1 20.Kxg1

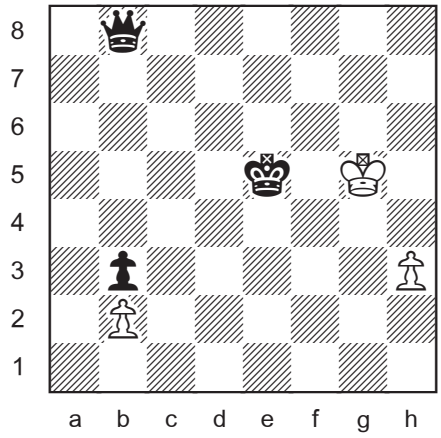


21.Kxf2 Taking the rook first with *21.Kxh2?* costs an extra turn.

22.Kg1 23.Kxh2 24.Kxh1 25.Kxg2 26.Kf3 27.Kg4 28.Kxh4

29.Kg5 Completing the circuit, the king returns to where he began!

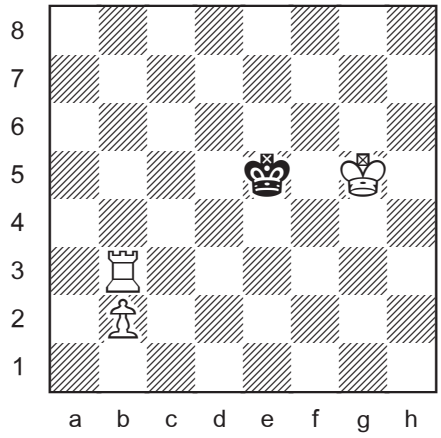




30.h4 31.h5 32.h6 33.h7 34.h8=R

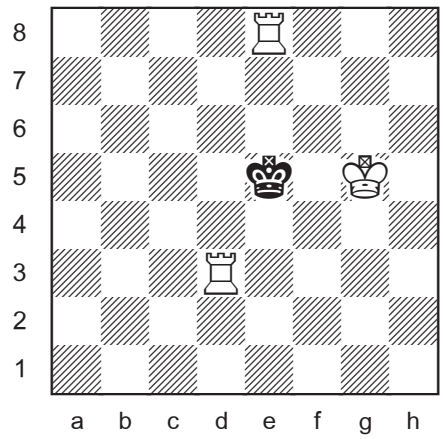
A queen or bishop checks. A knight could not leave h8 without checking. *34.Kg6? 35.Kg7 36.h8=Q* fails because the white queen cannot capture the black queen.

35.Rxb8 36.Rxb3 Mate in 7 from here.

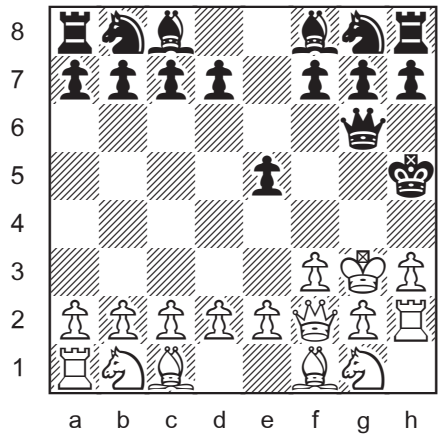


37.Rd3 38.b4 39.b5 40.b6 41.b7 42.b8=R Another rook!

43.Re8#



Synthetic Game 63



1.f3 e5 2.Kf2 Ke7 3.Kg3 Kf6 4.Qe1 Kg5
5.Qf2 Qf6 6.h3 Qg6 7.Rh2 Kh5#

The white moves can be played in different orders.

Until next time!