



THE PUZZLING SIDE OF CHESS

Jeff Coakley

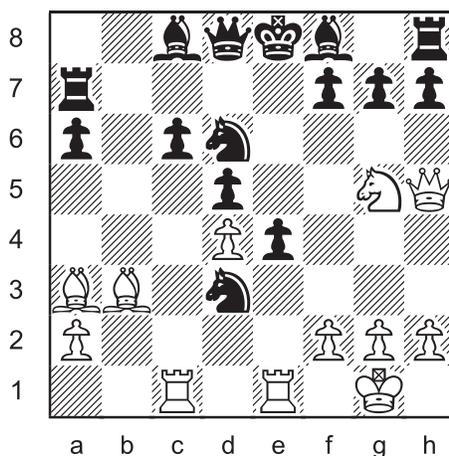
THE DOUBLE WHAMMY

number 2

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It's been said that any strong player could become world champion if they were allowed to make two moves in a row just once in every game. What would you do in this position?

Double Whammy 01



White plays two moves in a row to mate Black.

The first move may not be check.

Either move may be a capture.

Black does not get a turn.

Chess composers call this kind of puzzle a *series-mate in two*. Perhaps you'll agree that "double whammy" sounds more fun.

Any chess problem where one side makes several moves in a row is known as a *series-mover*. The earliest examples date back to the Middle Ages.

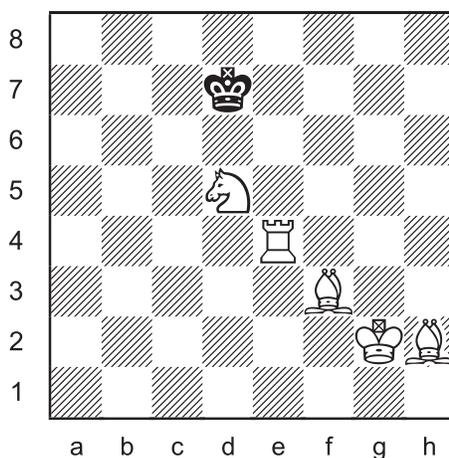
Series-movers typically have unusual rules. Only a very small percentage are series-mates, where the goal is for White to checkmate Black.



Here are three notes about double whammies.

- a) White may not place their own king in check on the first move, even if they get out of check with the second move.
- b) It is permissible to move the same piece on both moves.
- c) Another way to pose the puzzle is “find a move that threatens mate in one.”

Double Whammy 02



White plays two moves in a row to mate Black.
The first move may not be check.
Black does not get a turn.

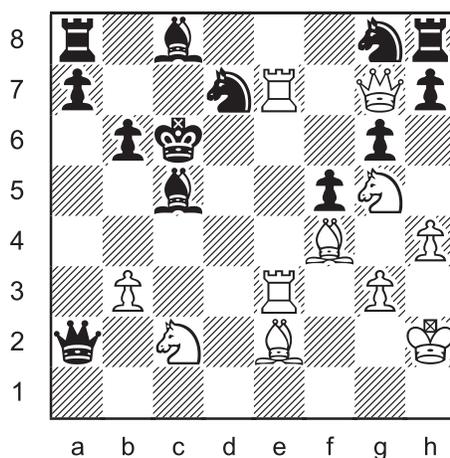
Like many chess puzzles, double whammies help to develop a player's vision of the board and recognition of mating patterns.

They are also good training for *Marseillais Chess*, a chess variant where each player gets two moves on every turn. It was invented in Marseilles, France in 1925 and became quite popular over the next decade. World champion Alexander Alekhine is known to have played.

The normal laws of chess are followed with these modifications:

- a) Each player makes two moves on every turn, except for the restrictions in rules c and d.
- b) If a player is in check, they must get out of check with their first move.
- c) If a player gives check with their first move, they do not get a second move on that turn.
- d) On the first turn of the game, White only gets one move. [This rule was introduced in 1963 to “balance the game”. 1.e4/Nf3 was considered a winning advantage.]

Double Whammy 03

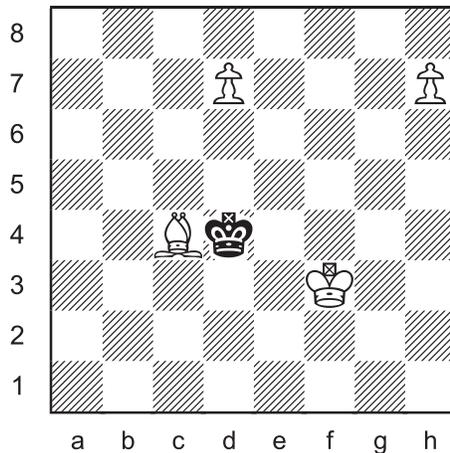


White plays two moves in a row to mate Black.
 The first move may not be check.
 Black does not get a turn.

As a special bonus in this column, to challenge the master solvers, here is an encore puzzle. It's a classic series-mate in four. I won't call it a "quadruple whammy", but I'm sure someone else will!?

Series-mate in 4

Erich Bartel 1979



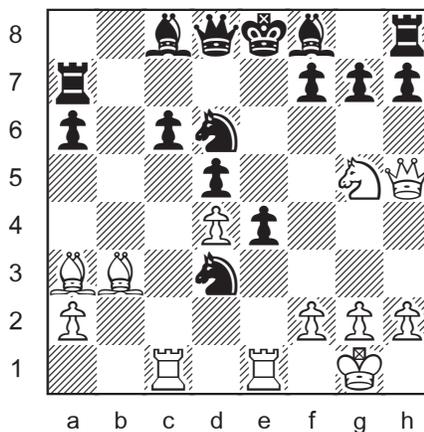
White plays four moves in a row to mate Black.
The first three moves may not be check.
Black does not get a turn.

SOLUTIONS

Double whammies by J. Coakley. Problems 1 and 3 are from *Winning Chess Puzzles For Kids Volume 2* (2010). Problem 2 is a *ChessCafe.com* original (2012).

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.

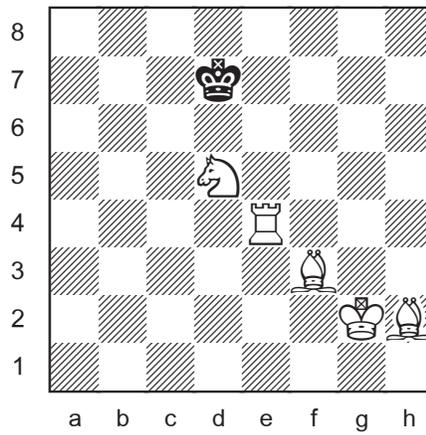
Double Whammy 01



1. Nxe4
2. Nf6#

Did you notice the black rook on a7?

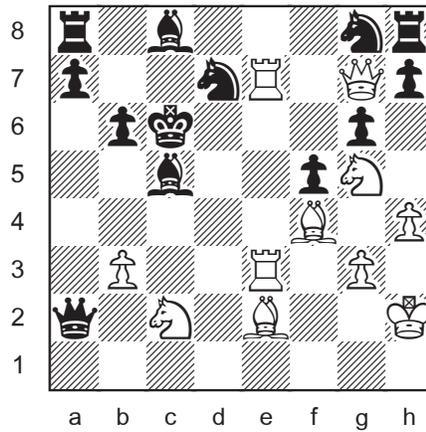
Double Whammy 02



1. Re8
2. Nf6#

Wham, bam, thank you, Sam!

Double Whammy 03



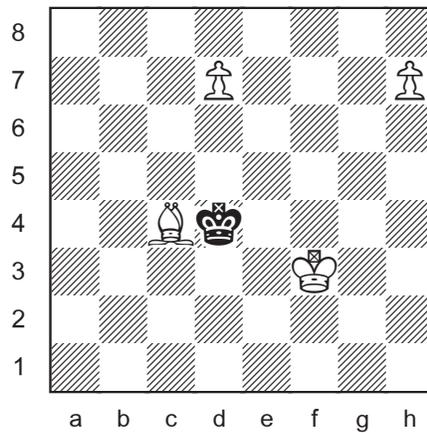
1. Qa1
2. Qh1#

Long queen moves are often difficult to spot.

Series-Mate in 4

Erich Bartel 1979

feenschach



1. h8=R
2. Rc8
3. d8=B
4. Bf6#

Underpromotions are rather rare in normal games. But that's not the case on *The Puzzling Side of Chess*.

Until next time!

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