



THE PUZZLING SIDE OF CHESS

Jeff Coakley

DOUBLE WHAMMY: Play It Again, Sam

number 35

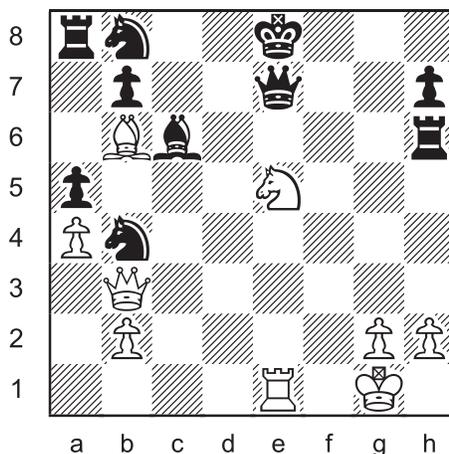
May 18, 2013

“Double whammy” is another name for a *series-mate in two*. Here are the special rules for this type of problem.

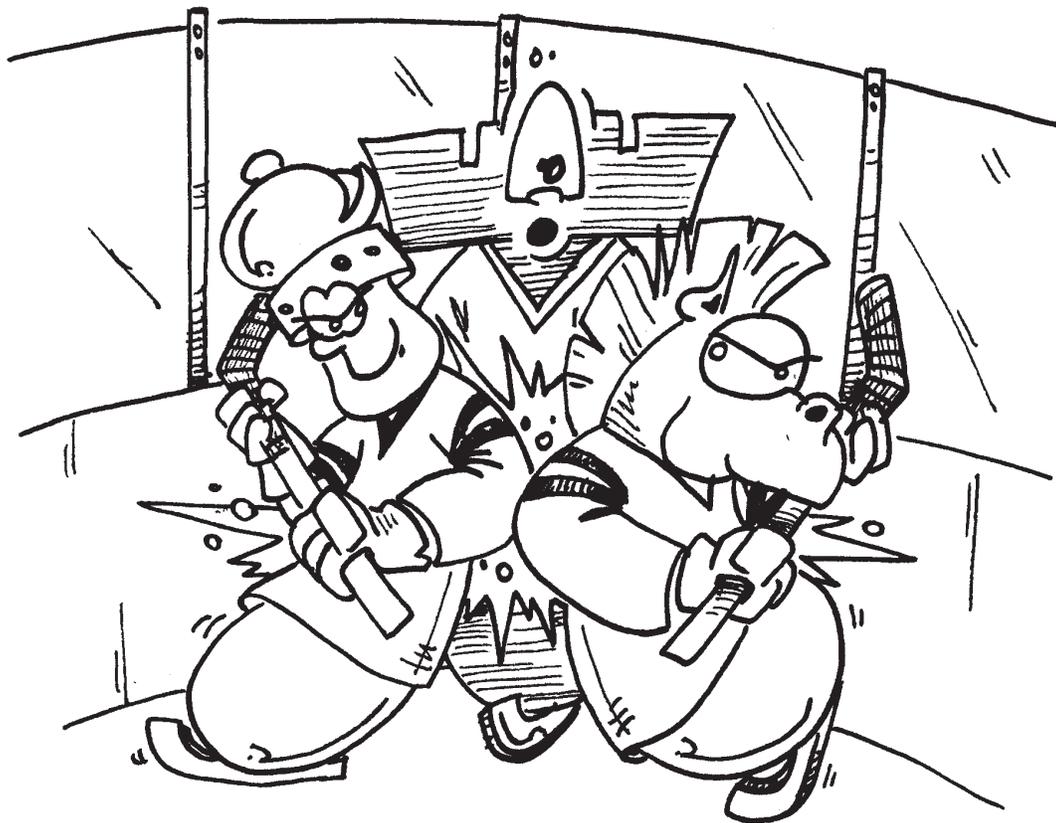
- White plays two moves in a row to mate Black.
- The first move may not be check.
- Either move may be a capture.
- Both moves may be with the same piece.
- Black does not get a turn.
- White may not place their own king in check on the first move, even if they get out of check with the second move.

Making two consecutive moves can be a big advantage. Unfortunately, most opponents disapprove of such tactics!?

Double Whammy 17

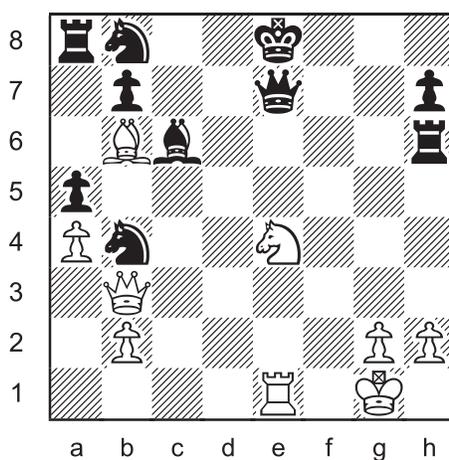


White plays two moves
in a row to mate Black.



For double whammies 1-16 and more information on series-movers, see columns 2, 7, 13, 20, 28 in the archives.

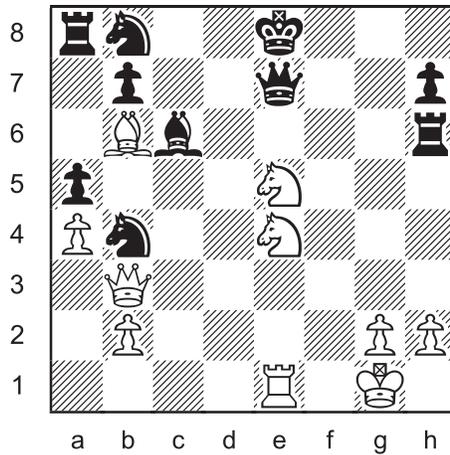
Double Whammy 18



White plays two moves
in a row to mate Black.

Another way to pose this kind of puzzle is “Find a white move that threatens mate in one. Then imagine that Black skips their turn.”

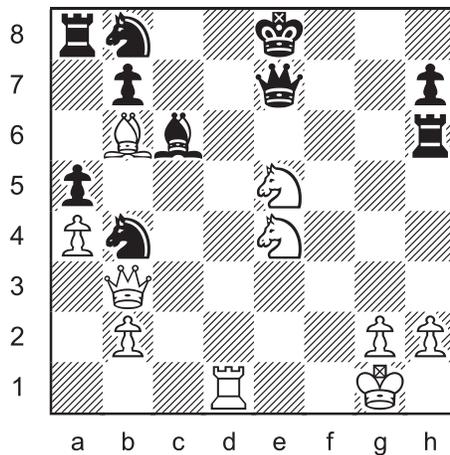
Double Whammy 19



White plays two moves
in a row to mate Black.

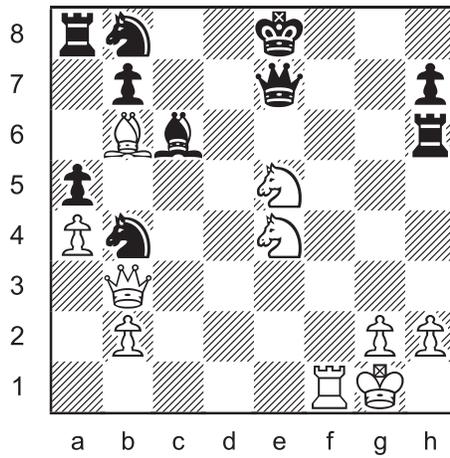
A reminder for players who are new to double whammies. The first white move may not be check. For example, 1.Qf7+ 2.Nd6# is not a valid solution.

Double Whammy 20



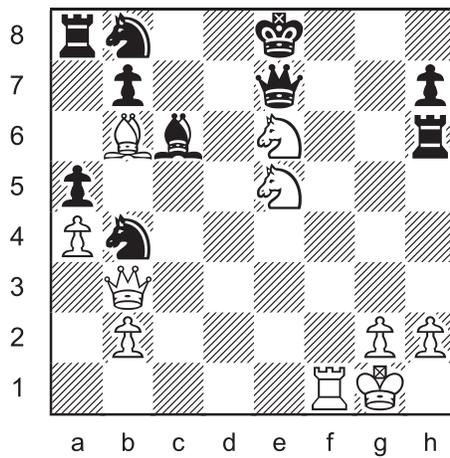
White plays two moves
in a row to mate Black.

Double Whammy 21



White plays two moves
in a row to mate Black.

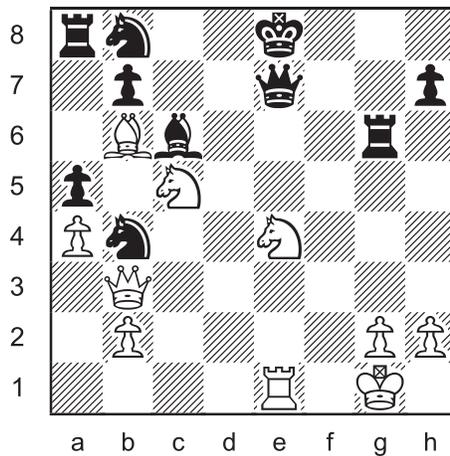
Double Whammy 22



White plays two moves
in a row to mate Black.

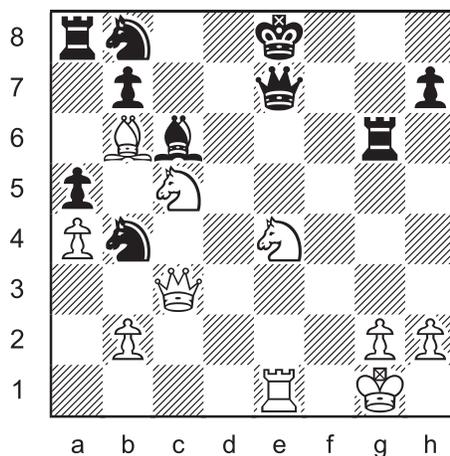


Double Whammy 23



White plays two moves
in a row to mate Black.

Double Whammy 24



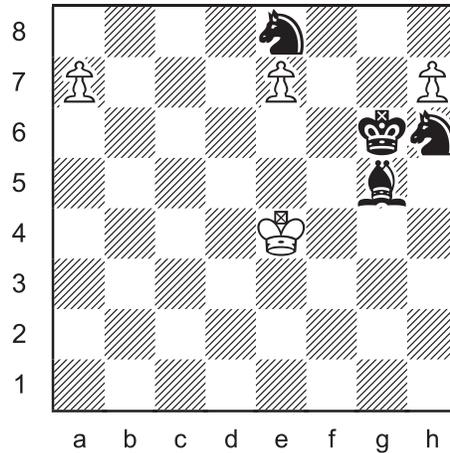
White plays two moves
in a row to mate Black.

Most series-mates are longer than two moves. This column concludes with a pair of “multi-whams”.

The first is a clever six-mover by New York composer George Sphicas, a leading specialist in series-movers.

As in double whammies, only the final move may be check.

Multi-Wham 06

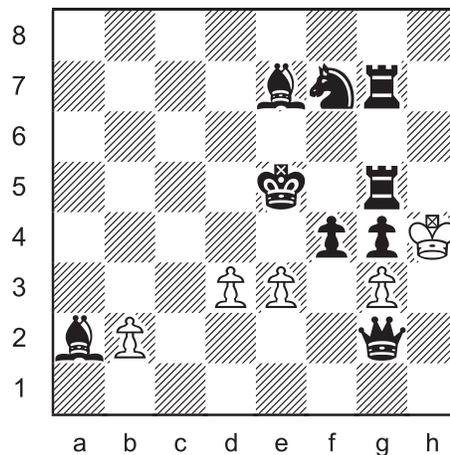


Series-mate in 6

White plays six moves in a row to mate Black. The first five moves may not be check.

The final problem is a challenging seventeen-mover. Can you envision the mating pattern?

Multi-Wham 07



Series-mate in 17

White plays seventeen moves in a row to mate Black. The first sixteen moves may not be check.

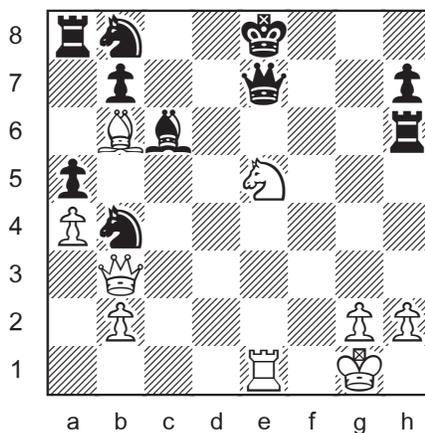
Good news, friends. There's still plenty of time to enter the Chess Cafe Puzzlers Cup. Compose your own puzzles and win prizes! Check it out.

SOLUTIONS

All double whammies by J. Coakley. 19 and 20 are from *Scholar's Mate 106* (2011). The others are *ChessCafe.com* originals (2013).

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.

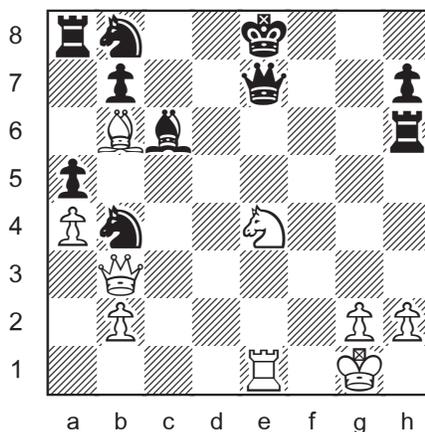
Double Whammy 17



1. Ng6
2. Rxe7#

Slam, bam!

Double Whammy 18



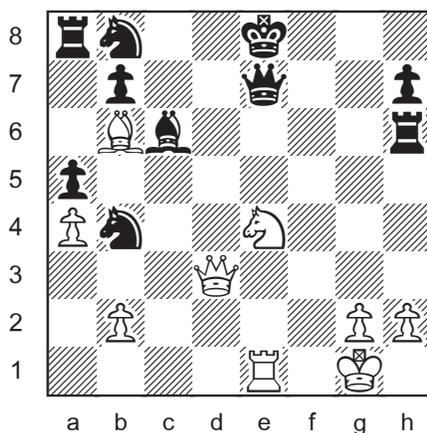
1. Nc5

The knight uncovers a pin and covers d7.

2. Qg8#

Here's a bonus puzzle. It's the same position except the white queen is on d3.

Double Whammy 18b

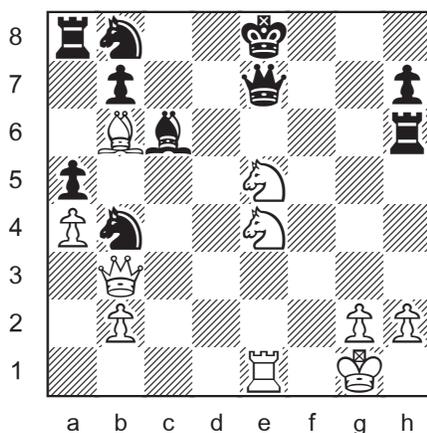


The double whammies in this column are *approximate twins*. Only one or two things change in each diagram. Counting 18b, we have nine siblings, making a set of *nonuplets*. How often do you hear that word?!

Puzzling Sidenote. There are two known instances of human nonuplets. None of the babies survived. However, there is set of octuplets, born in 2009, who are all four years old now. That's a lot of diapers.

Solution to *double whammy 18b*: 1.Ng5 2.Qd8#

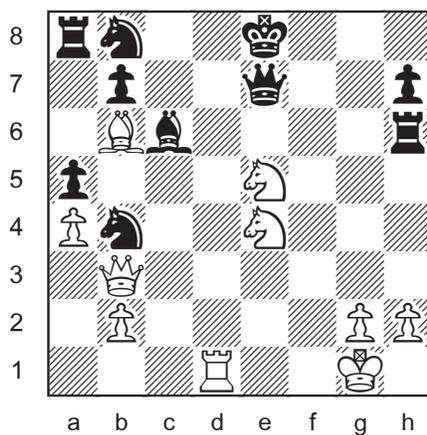
Double Whammy 19



1. Ng6
2. Nf6#

The knights do the moving, but all five white pieces take part in the mating.

Double Whammy 20

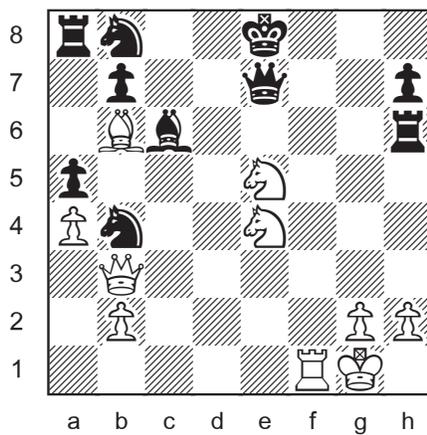


1. Qe6

The white queen pins her counterpart.

2. Rd8#

Double Whammy 21

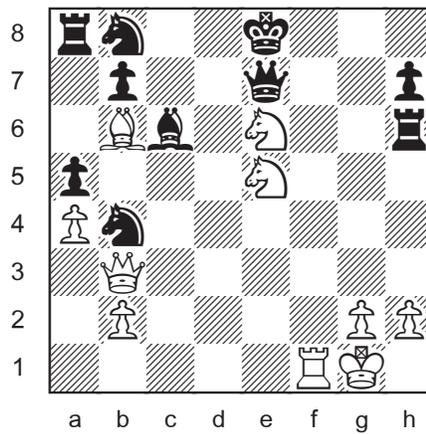


1. Qe6

2. Nd6#

The same pin as before, but this time
a knight takes care of business.

Double Whammy 22



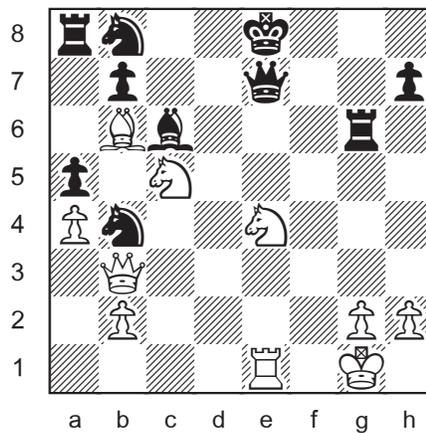
1. Rf7

The rook obstructs the 7th rank.

2. Ng7#

The knight destroys the king.

Double Whammy 23

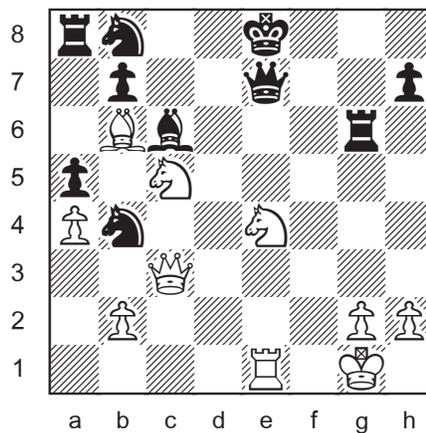


1. Ng5

2. Qf7#

The black rook on g6 prevents 2.Qg8#.

Double Whammy 24



1. Qf6

The queen covers f8 and obstructs the 6th rank.

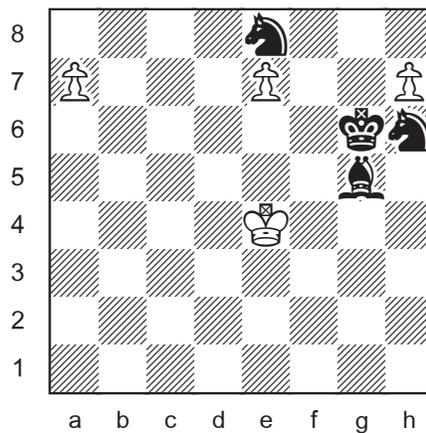
2. Nd6#

The knight gives mate, assisted by a discovered pin from the rook on e1.

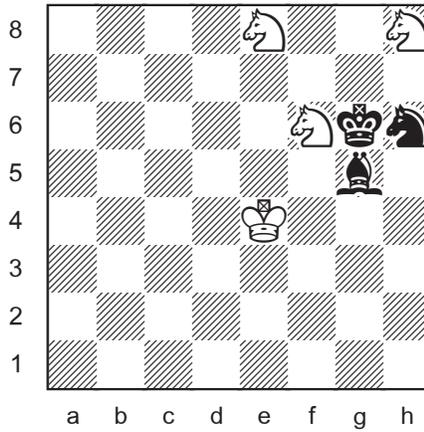
Multi-wham 06 series-mate in 6

George P. Sphicas 1994

Ideal-Mate Review 52



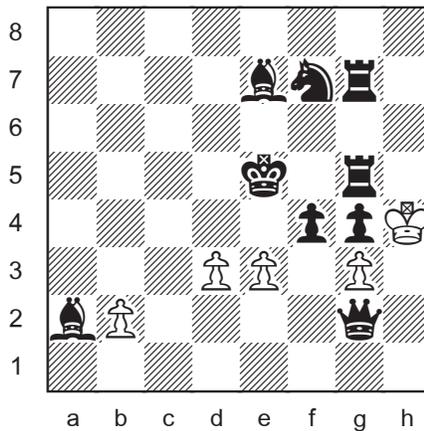
1. a8=N Queen promotions on a8 or h8 only mate in seven.
2. Nc7
3. Nxe8
4. Nf6
5. e8=N
6. h8=N# The rare and revered *three horsepower* mate.



Multi-wham 07 series-mate in 17

J. Coakley 2013

ChessCafe.com



1. b4

2. b5

3. b6

4. b7

5. b8=R!

Roiking the pawn is the key to success. Promoting to a knight takes one turn longer. There are many move orders, but all end with the same mating position. For example, 5.b8=N 6.Na6 7.Nc7 8.Ne6 9.Nxg7 10.Ne6 11.Nxg5 12.Kh5 13.Kg6 14.Ne6 15.Kxf7 16.Kxe7 17.e4 18.gxf4#.

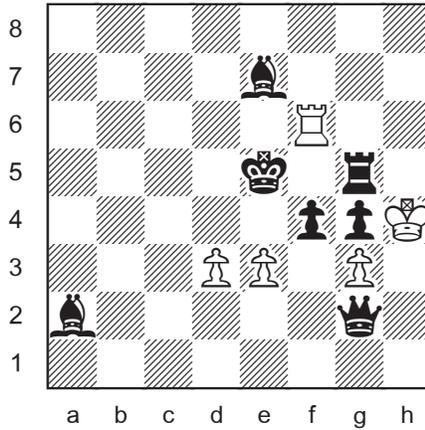
6. Rg8

With its next three moves, the rook eliminates two defenders of g5 and blocks the protection of a third.

7. Rxg7

8. Rxf7

9. Rf6

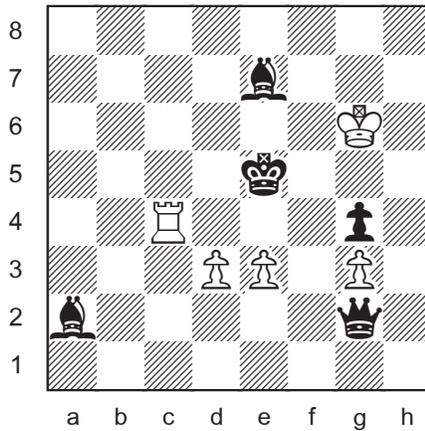


10. Kxg5

11. Kg6 The king is heading for e7.

12. Rxf4

13. Rc4 The rook blocks the bishop on a2 to clear the king's path through f7.

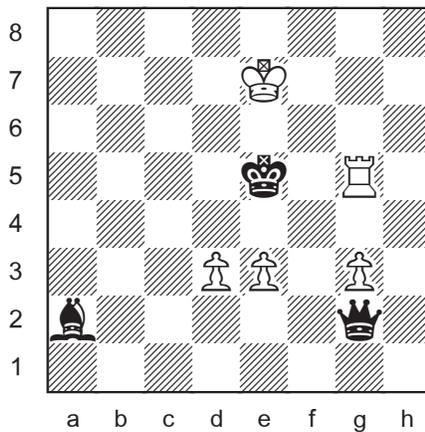


14. Kf7

15. Kxe7 Now that the king is in position, the rook delivers the *coup de grâce*.

16. Rxg4

17. Rg5#



Humphrey Bogart is famous for the line “Play it again, Sam.” But he never actually said it!?

In one scene from *Casablanca* (1942), Ingrid Bergman says, “Play it once, Sam, for old times' sake.” And her next line is “Play it, Sam. Play *As Time Goes By*.”

Later in the film, Bogie tells Sam, “You played it for her, you can play it for me. ... If she can stand it, I can. Play it.”



Did you know that Humphrey Bogart was an expert chess player? His lifelong interest in the game is well documented.

Until next time!

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