

# THE PUZZLING SIDE OF CHESS

Jeff Coakley

## PROOF GAMES: RUNAWAY QUEEN

number 38

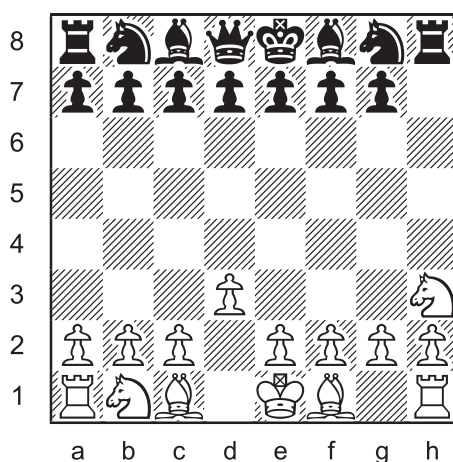
June 22, 2013

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. They are proof games in 4.0 which means four moves by each side.

You will not find these positions in the *Encyclopaedia of Chess Openings*, but the moves are legal.

### Proof Game 20

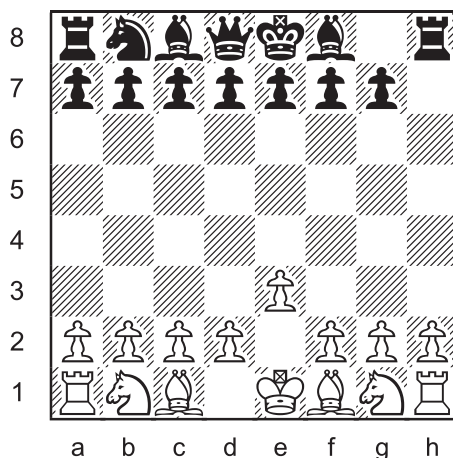


The diagrammed position, with White to play, was reached in a game after each player made exactly four moves. Can you figure out how?

For problems 1-19 and more information on proof games, see columns 3, 8, 14, 22, 29, 37 in the archives.

The four proof games in this column all involve the same mystery. The white queen and the black h-pawn have gone missing. But the circumstances are different in each situation. Sometimes another piece has also disappeared. Can you solve *The Case of the Runaway Queen*?

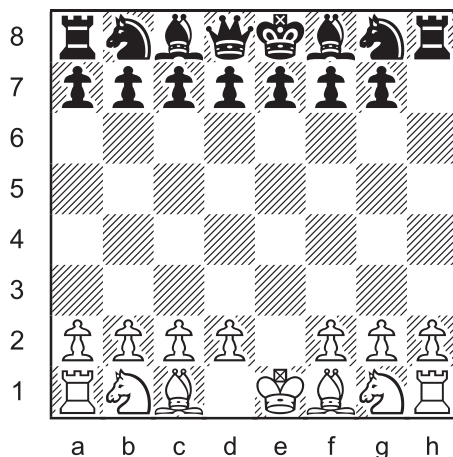
### Proof Game 21



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

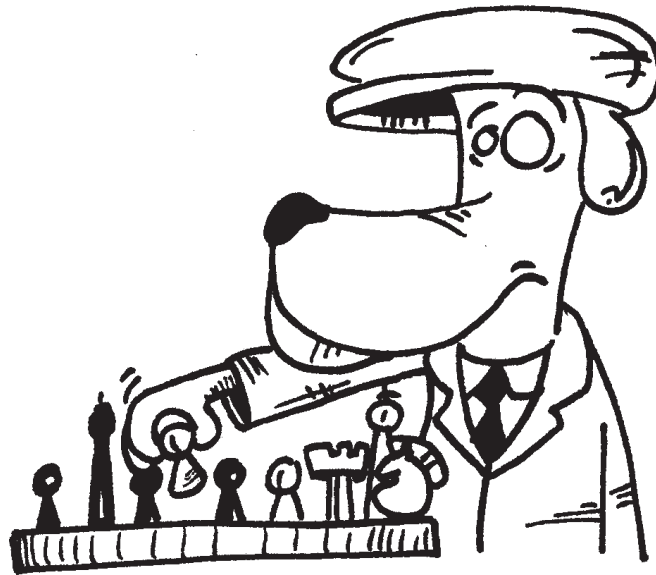
The next problem is by British retro expert Andrew Buchanan. It is a *homebase* proof game. All of the pieces stand on their original squares, or at least that is how things appear.

### Proof Game 22

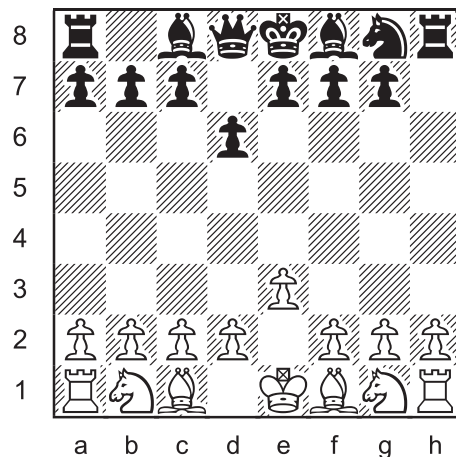


This position was reached after Black's fourth turn. What were the moves?

Have you ever considered a career as a chess detective? The pay is not that impressive, but the hours are great.



### Proof Game 23

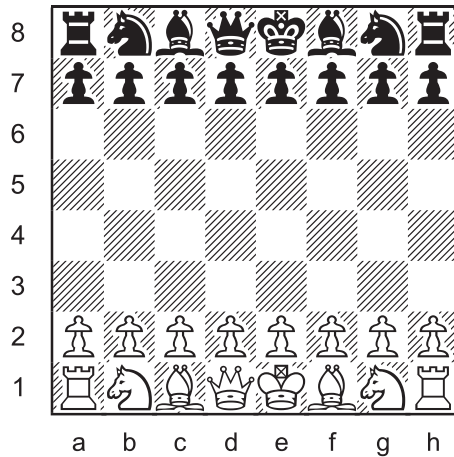


This position was reached after Black's fourth turn. What were the moves?

Each column on proof games concludes with a *synthetic game*. 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.

The following problem was published in 1944 by British composer Charles D. Locock (1862-1946), a pioneer in the field of synthetic games.

## Synthetic Game 04



Compose the shortest game possible that ends with a knight giving mate by capturing a queen.

White or Black may give mate (NxQ# or ...NxQ#); whichever is shorter.

For synthetic games 1-3, see columns 14, 22, 29.

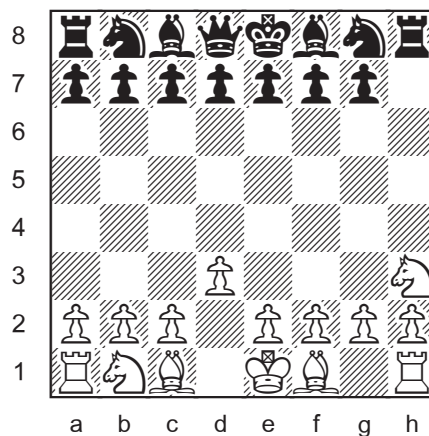
Have you heard about the [Chess Cafe Puzzlers Cup?](#)

## SOLUTIONS

Proof games 20, 21, 23 by J. Coakley. 20: *ChessCafe.com* (2013).  
21,23: *Winning Chess Puzzles For Kids Volume 2* (2010).

*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.

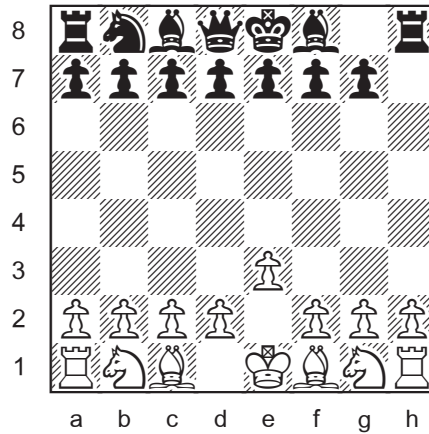
## Proof Game 20



1.d3 h6 2.Qd2 Rh7 3.Qxh6 Rxh6 4.Nh3 Rh8

*A tempo move and a switchback by the black rook.*

## Proof Game 21

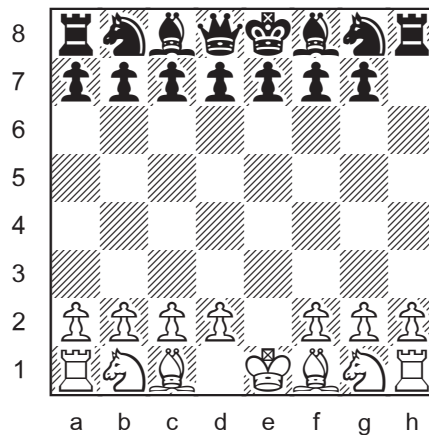


1.e3 h5 2.Qxh5 Nh6 3.Qxh6 Rg8 4.Qh8 Rxh8

Another *switchback* by the black rook. This time it captures a piece on its original square, a trick known as the *Orbán effect*. See proof game 03 in column 3.

## Proof Game 22

Andrew Buchanan 2004  
*internet mailing list*



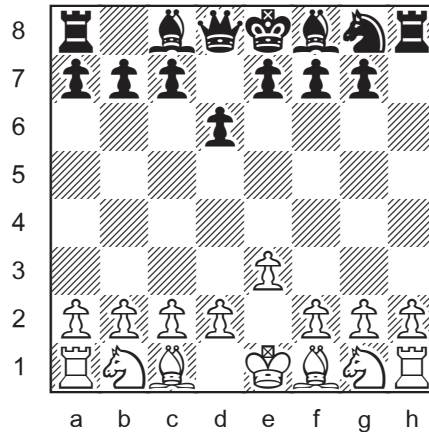
1.e4 Nf6 2.Qh5 Nxe4 3.Qxh7 Nf6 4.Qg8 Nxf8

The black knight demonstrates the *Orbán effect* once again.

[A very similar homebase proof game, also by Andrew Buchanan (2004) is 1.e4 Nf6 2.Qg4 Nxe4 3.Qxg7 Nf6 4.Qg8 Nxf8.]



## Proof Game 23

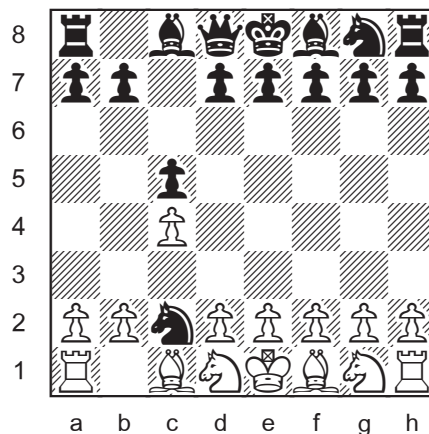


1.e3 d6 2.Qh5 Nd7 3.Qxh7 Ndf6 4.Qxg8 Nxg8

The black knight on g8 is an *impostor*, pretending to be the knight that started on that square. Did his disguise mislead you?

## Synthetic Game 04

Charles D. Locock 1944  
*British Chess Magazine*



1.c4 c5 2.Nc3 Nc6 3.Qc2 Nd4 4.Nd1 **Nxc2#**

Only Black can mate on the fourth turn by capturing a queen with a knight. White requires five turns.

There are no options with the white moves. Black has a large number of choices for bringing a knight to c2. Here are two examples:

1.c4 e5 2.Nc3 Na6 3.Qc2 Nb4 4.Nd1 **Nxc2#**

1.c4 Nf6 2.Nc3 Ng4 3.Qc2 Ne3 4.Nd1 **Nxc2#**

This puzzle can also be posed in two other ways:

“Compose a game that ends with the move 4...NxQ#.”

“Compose a game that ends with the move 4...Nxc2#.”

In the latter case, an additional solution would be 1.e4 e5 2.Nc3 Nc6 3.Qe2 Nd4 4.Nd1 Nxc2#, capturing a pawn instead of a queen.

Until next time!

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