



THE PUZZLING SIDE OF CHESS

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THE WHAMMY MACHINE

number 104

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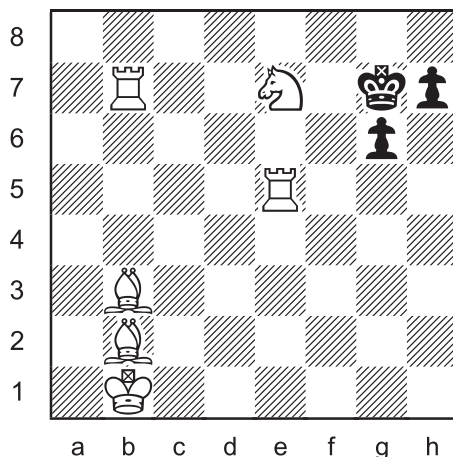
“Double whammy” is another name for a *series-mate in two*. White moves twice in a row while Black does nothing.

Here are the special instructions 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 in a normal game of chess is not recommended. But in these puzzles, that’s how we do it.

Double Whammy 56

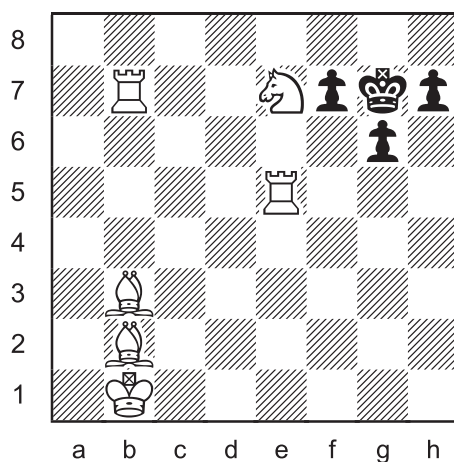


White plays two moves
in a row to mate Black.



Step right up, folks. Experience the *Whammy Machine*! It's fun, it's free, and it's here for you. Guaranteed to rock your world.

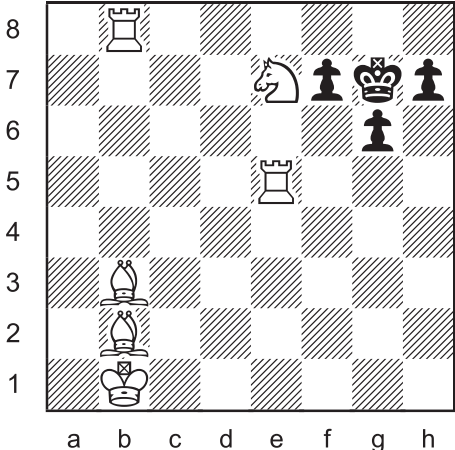
Double Whammy 57



White plays two moves in a row to mate Black.

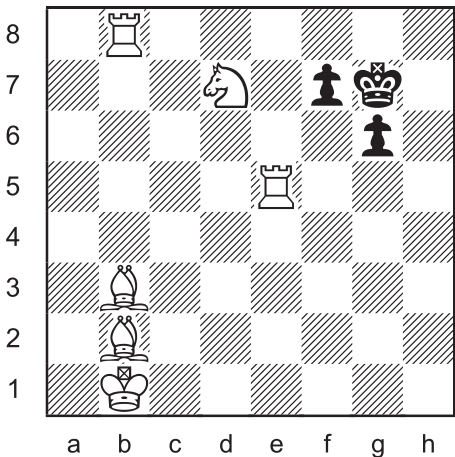
There are six double whammies in this column. Each has the same basic “zero position”. If you make it through them all, we’ll be happy to crank the machine up a few notches for a couple longer whammies.

Double Whammy 58



White plays two moves in a row to mate Black.

Double Whammy 59

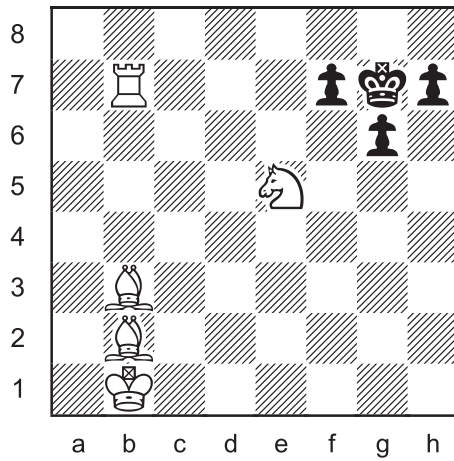


White plays two moves in a row to mate Black.

For double whammies 1-55, check out the *Puzzling Side* archives.

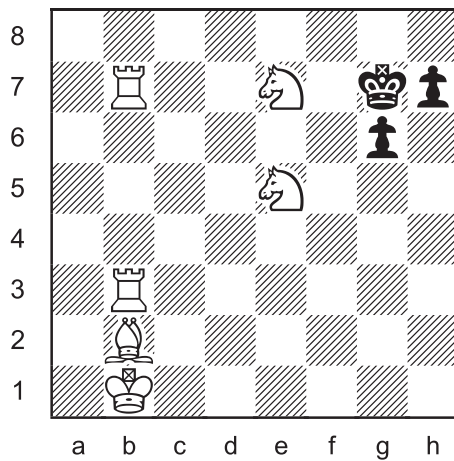
Another way to pose this kind of puzzle is “Find a white move that threatens mate in one. Then imagine that Black skips their turn.”

Double Whammy 60

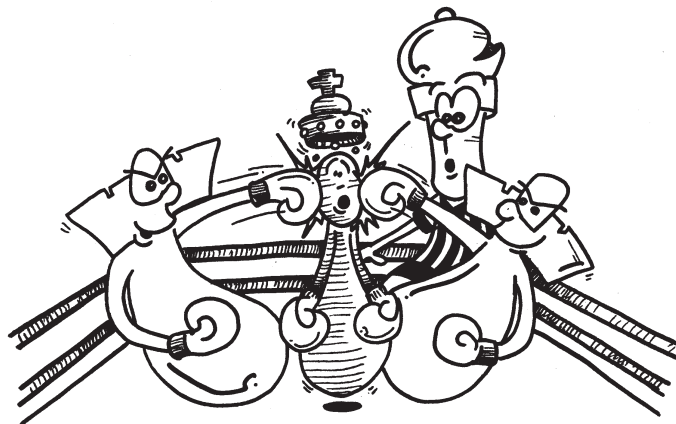


White plays two moves
in a row to mate Black.

Double Whammy 61



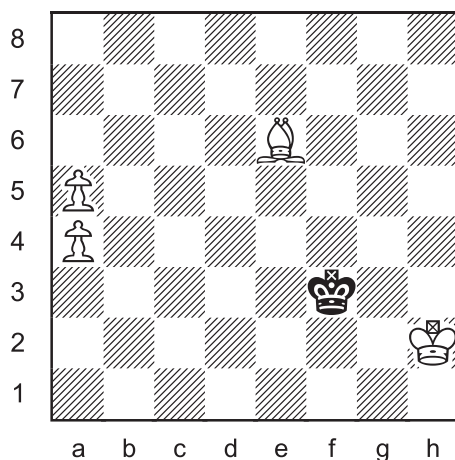
White plays two moves
in a row to mate Black.



Most series-mates are longer than two moves. Each column on double whammies concludes with one of these “multi-whams”. This time we have two of them.

The following miniature ten-mover is by Hungarian composer Tamás Szabényi (1933-2012).

Multi-Wham 23

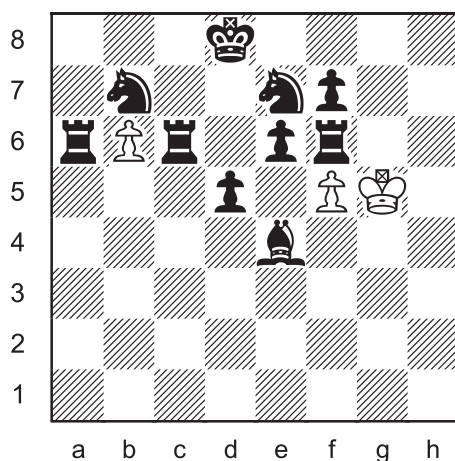


Series-mate in 10

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

Our final bash is a bigger challenge. Seventeen moves is all you get.

Multi-Wham 24



Series-mate in 17

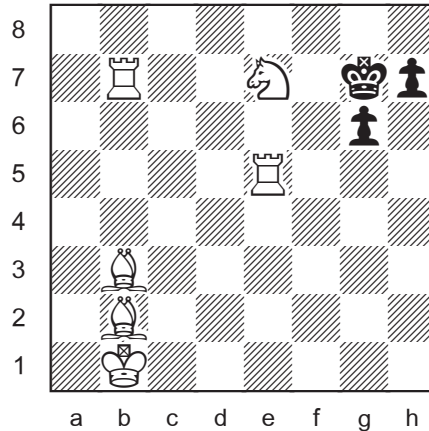
White plays seventeen moves in a row to mate Black.
The first sixteen moves may not be check.

SOLUTIONS

All double whammies and multi-wham 24 by J. Coakley, *Puzzling Side of Chess* (2016).

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.

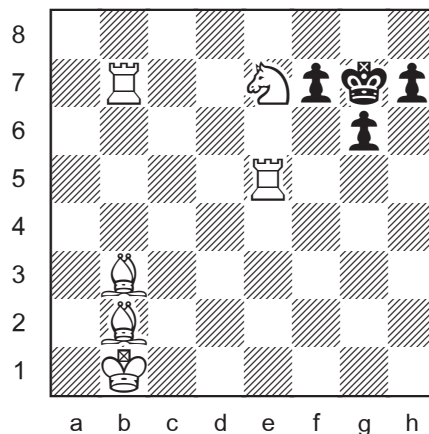
Double Whammy 56



1. Rb8
2. Rh5#

Two rook moves and check by a bishop.

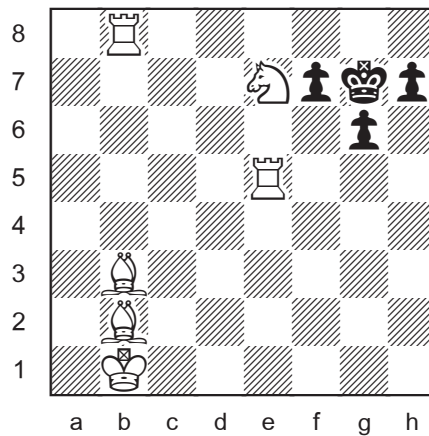
Double Whammy 57



1. Ng8
2. Re8#

The knight covers h6; the rook covers the knight.

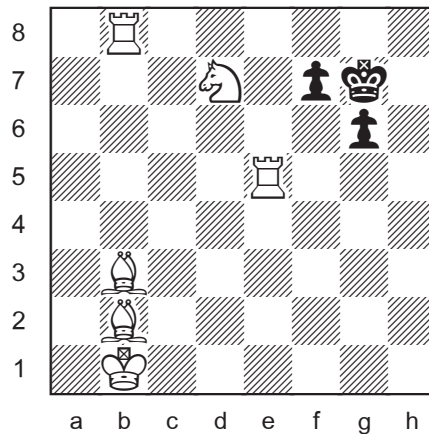
Double Whammy 58



1. Ng8
2. Re7#

Rook number 2 pins the potential blocker.

Double Whammy 59



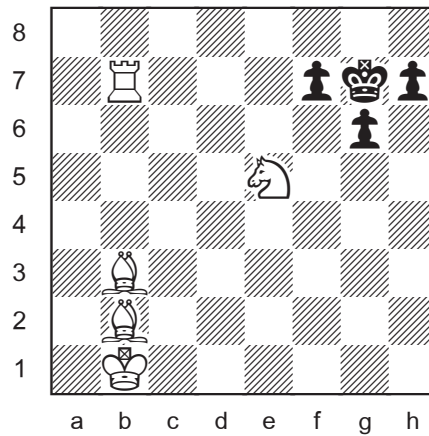
1. Rh8

One bold rook braves an enemy corner.

2. Re7#

Pin and discovery by the other rook;
check and x-ray protection by the bishop.

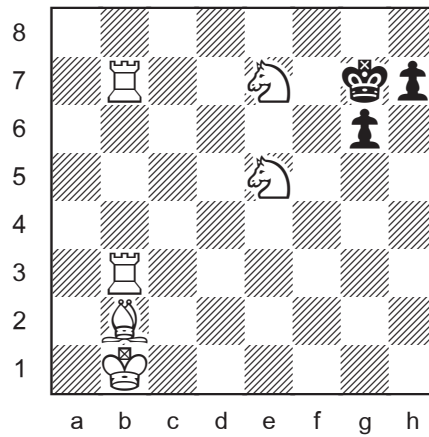
Double Whammy 60



1. Rb8
2. Nxf7#

One rook less, one mate more.

Double Whammy 61



1. Rf3

Taking charge of the f-file.

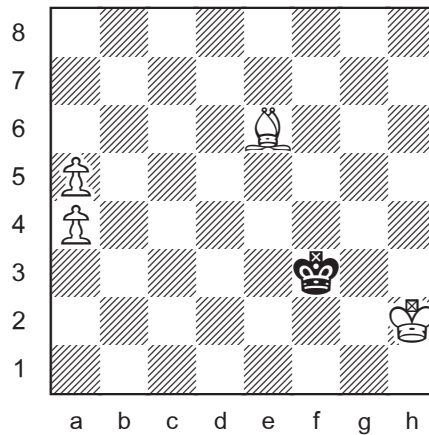
2. Ng4#

Six mates by the bishop on b2.
And it never moved!

Multi-Wham 23

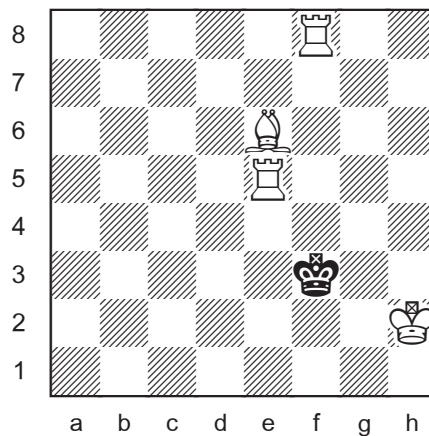
Tamás Szabényi 1990

Ideal-Mate Review

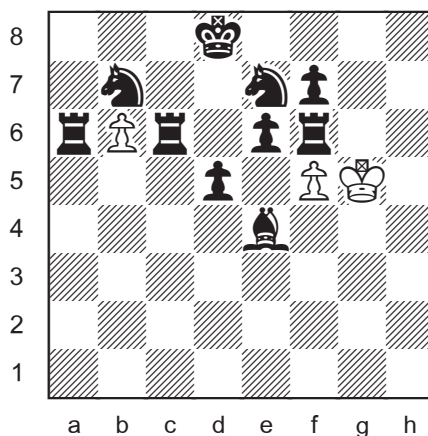


series-mate in 10

1. a6
2. a7
3. a8=R Queen or bishop give check. Knight is way too slow.
4. Ra5
5. Re5 Finding his spot before the second pawn advances.
6. a5
7. a6
8. a7
9. a8=R Two underpromoted rooks is always a nice touch.
10. Rf8#



Multi-Wham 24



series-mate in 17

1. fxe6

1.Kxf6 2.Ke5 3.fxe6 4.exf7 transposes to the main line, one move behind. Even slower is 1.Kxf6 2.Kxf7, which takes 20 moves.

2. exf7

3. f8=N

A queen or rook would give check, and a bishop will not do the trick.

4. Ng6

4.Nh7 5.Nxf6 mates in 18. (6.Nxd5 7.Nxe7 8.Ng8 9.Kf4 10.Kxe4 11.Kd5 12.Kxc6 13.Kxb7 14.Kxa6 15.Kb5 16.Kc6 17.b7 18.b8=Q#)

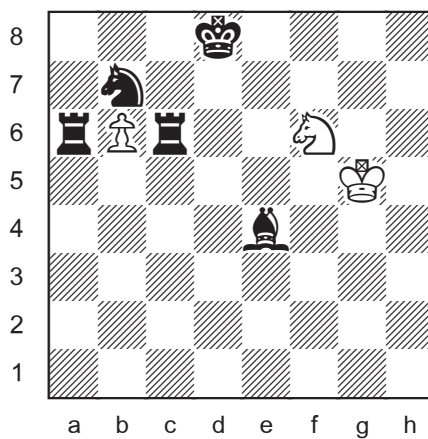
5. Nxe7

The knight clears out some clutter.

6. Nxd5

7. Nxf6

The king's turn now.

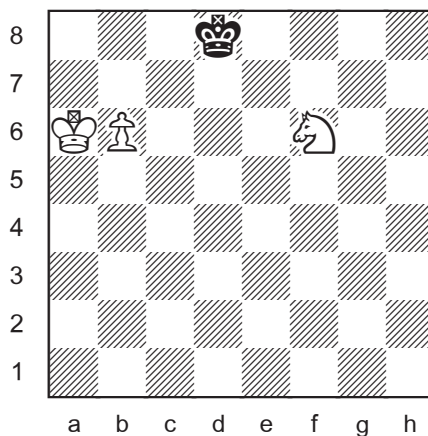


8. Kf4

9. Kxe4

- 10. Kd5
- 11. Kxc6
- 12. Kxb7
- 13. Kxa6

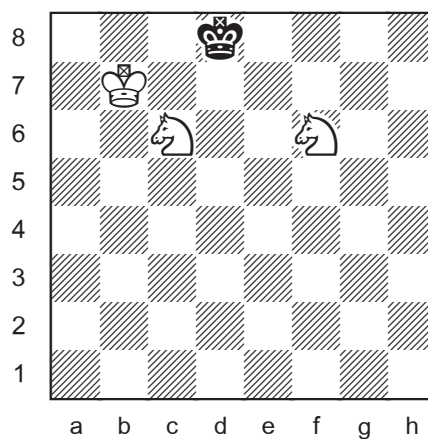
A clean house.



- 14. b7
- 15. b8=N
- 16. Kb7
- 17. Nc6#

Another knight of course.

The ultra-fabulous two knights mate.



Until next time!

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