



THE PUZZLING SIDE OF CHESS

Jeff Coakley

PROOF GAMES: FROM THE TOP

number 108

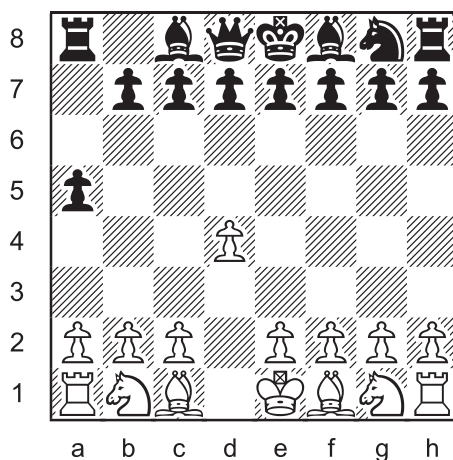
May 14, 2016

The task in a *proof game* is to show how a given position can be reached in a legal game.

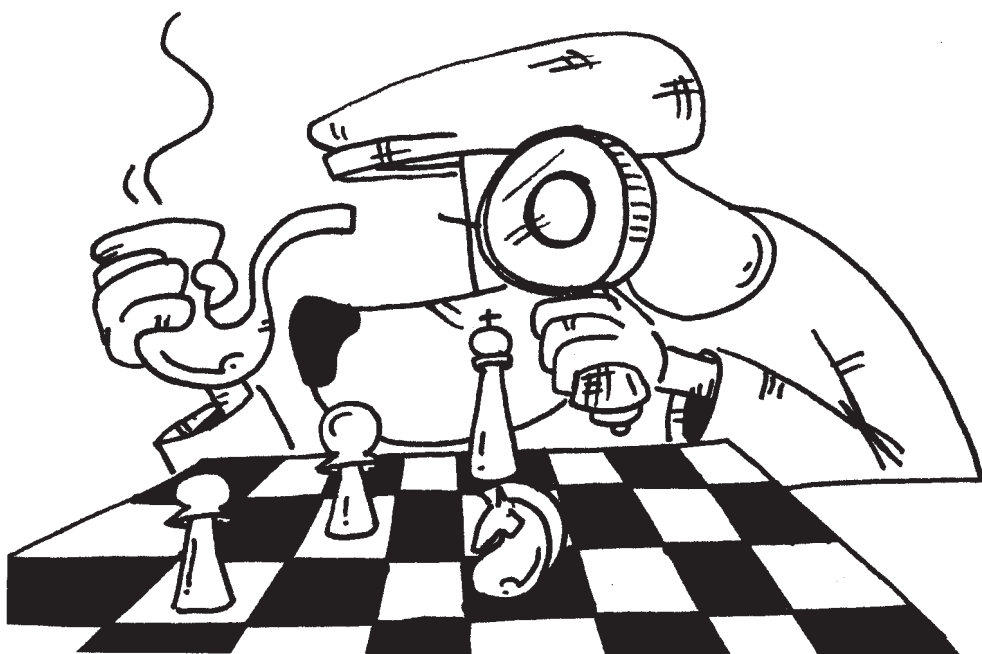
The puzzles in this column have a *move stipulation*. The position must be reached in a precise number of moves, no more and no less. The first two problems are proof games in 4.0 which means four moves by each side.

No need to consult the *Encyclopedia of Chess Openings*. You won't find these lines in there. But the moves are legal.

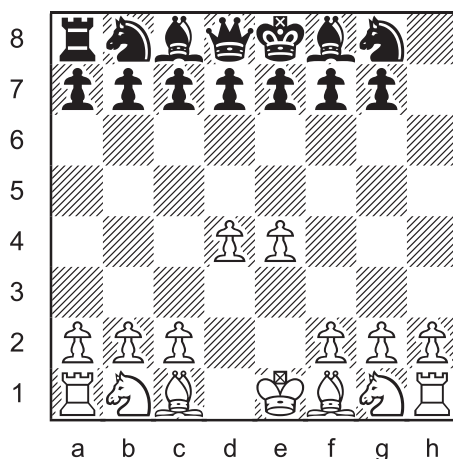
Proof Game 52



This position, with White to play, was reached in a game after each player made exactly four moves. What were the moves?



Proof Game 53

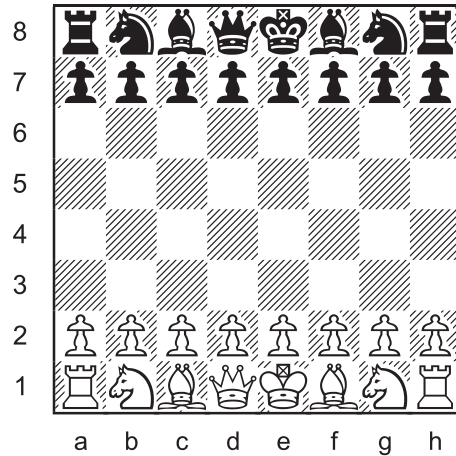


This position was reached after Black's fourth turn. What were the moves?

Proof game columns are now a monthly occurrence on the *Puzzling Side of Chess*. The regular menu features two "4.0 PG's", a synthetic game, and one or two longer proof games.

A *synthetic game* is similar to a proof game. But 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.

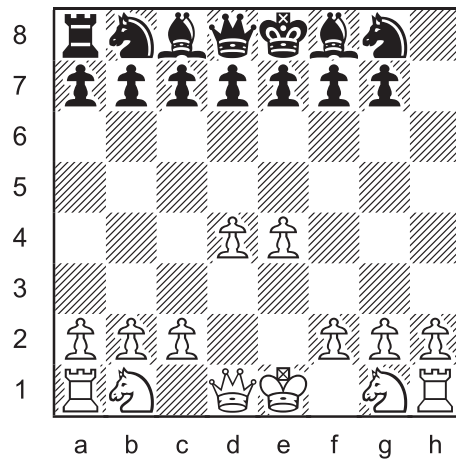
Synthetic Game 21



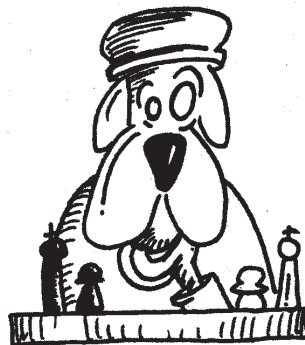
Compose a game that ends with the move **4...Qxg1#**.

The longer games this week are length 5.0 and 7.0. Number 17 is probably not too hard. Number 18 could be a stumper.

Longer Proof Game 17 (5.0 moves)

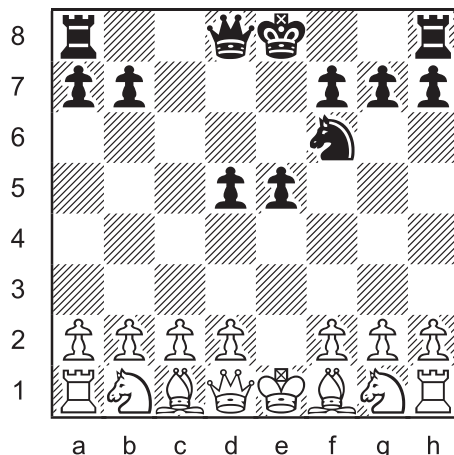


This position was reached after Black's fifth turn. What were the moves?



Before you pass on the final problem, consider that four of White's seven moves were captures. Where did all those black pieces go?

Longer Proof Game 18 (7.0 moves)



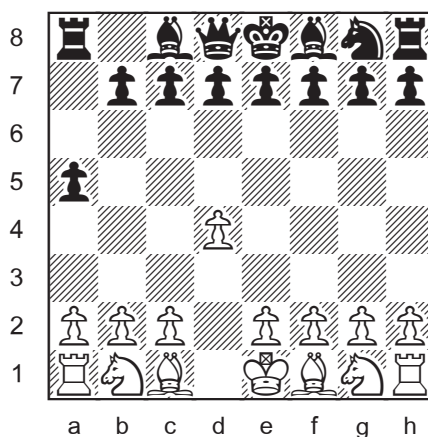
This position was reached after Black's seventh turn. What were the moves?

SOLUTIONS

All problems 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.

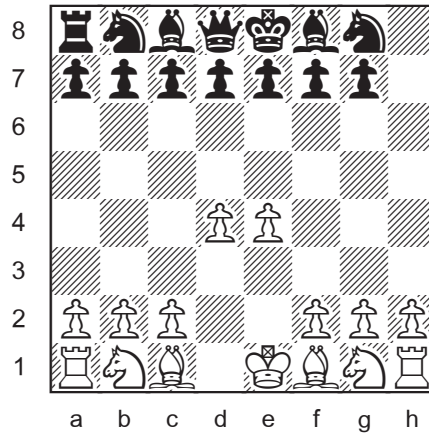
Proof Game 52



1.d4 a5 2.Qd3 Na6 3.Qxa6 Rb8 4.Qa8 Rxa8

Switchback with capture by the black rook on a8, a theme known as the *Orbán effect*. See column 3.

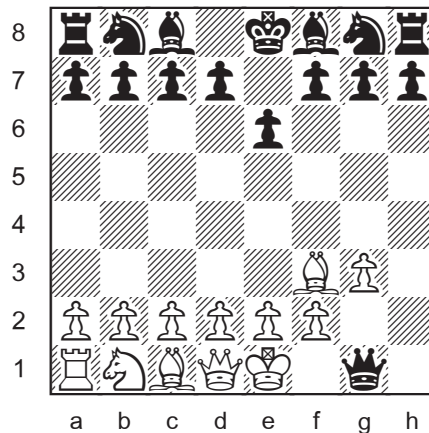
Proof Game 53



1.e4 h5 2.Qxh5 Rh6 3.Qxh6 Nxh6 4.d4 Ng8

An ordinary *switchback* by the black knight on g8. Two captures on the vacant h6 square is the other bit of deception.

Synthetic Game 21

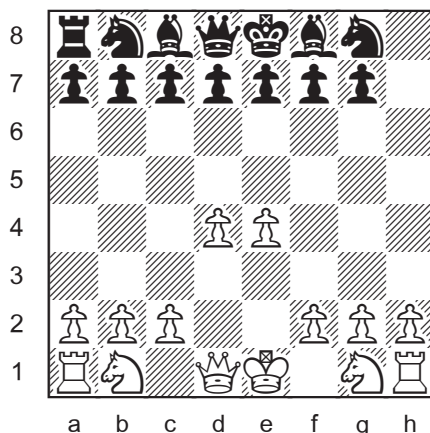


1.h4 e6 2.g3 Qxh4 3.Bg2 Qxh1 4.Bf3 **Qxg1#**

The solution is not unique. White's first two moves can be reversed. On the 4th turn, the white bishop can move to other squares on the long diagonal. Black can play 1...e5.



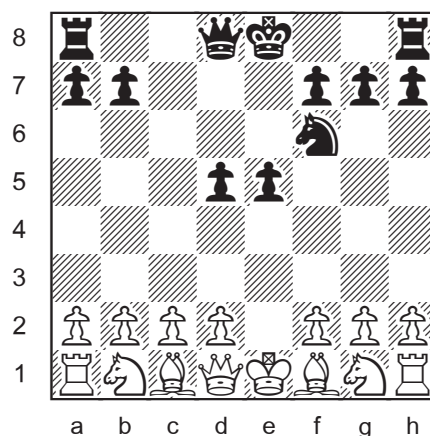
Longer Proof Game 17 (5.0 moves)



1.d4 h6 2.Bxh6 Rxh6 3.e3 Ra6 4.Bxa6 Nxa6 5.e4 Nb8

Two captures on h6, two on a6. A tempo move by the white e-pawn, plus the typical switchback to finish things off.

Longer Proof Game 18 (7.0 moves)



1.e4 e6 2.e5 Bd6 3.exd6 e5 Pawn tempo one.
4.dxc7 d6 5.cxb8=N Bd7 6.Nxd7 d5 Pawn tempo two.
7.Nf6+ Nxf6 Taking the white e-pawn turned knight.

The capture of a promoted piece in retrograde problems is called the *Ceriani-Frolkin* theme, named for two masters of retro composition, Luigi Ceriani (Italy) and Andrey Frolkin (Ukraine).

Until next time!

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