



THE PUZZLING SIDE OF CHESS

Jeff Coakley

PROOF GAMES: Whatever Happened

number 121

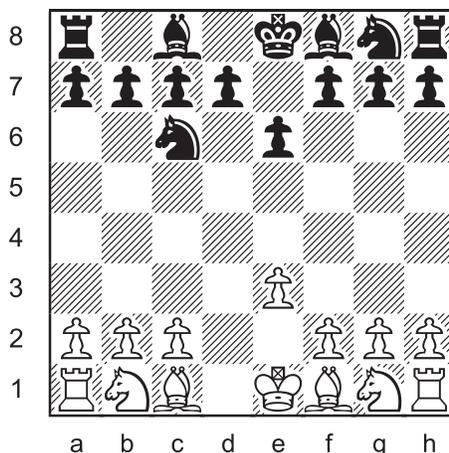
August 13, 2016

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.

The positions may be strange, and the strategy deranged, but the moves are legal.

Proof Game 59



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



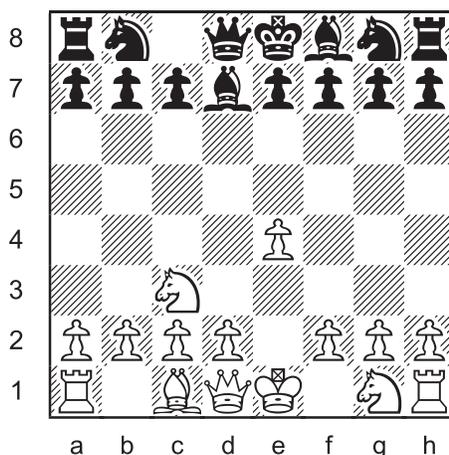
The Chess Detective's Handbook

by Harmonius Hound

Chapter 5

Sniffing Out the Logical Trails

Proof Game 60

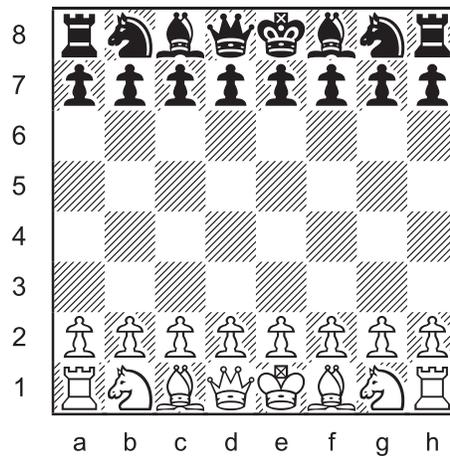


This position was reached after Black's fourth turn. What were the moves?

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.

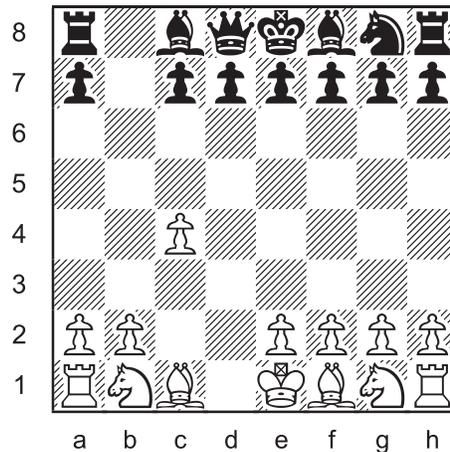
Synthetic Game 26



Compose a game that ends with the move **5.Bxe8#**.

The two longer games this week are length 4.5 and 6.0. The first one shouldn't delay a skilled sleuth for too long.

Longer Proof Game 24 (4.5 moves)

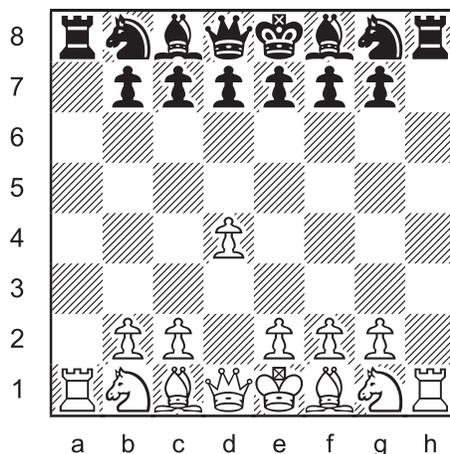


This position was reached after White's fifth turn. What were the moves?

The final problem may leave you scratching your head. But don't let that stop you from trying. Solving the tougher cases usually yields a greater sense of accomplishment.

Harmonius Hound calls it *The Case of the Whatever Happened to the Rook Pawns*.

Longer Proof Game 25 (6.0 moves)



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

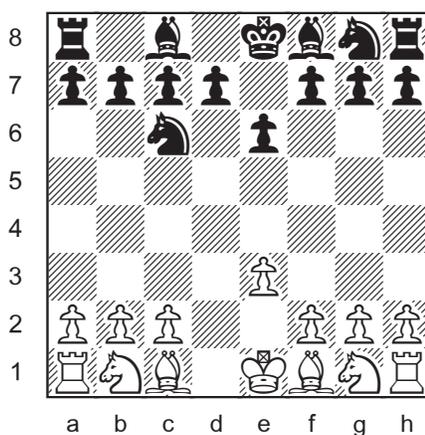
SOLUTIONS

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.

Archives. Other columns with similar problems can be found in the Puzzling Side archives.

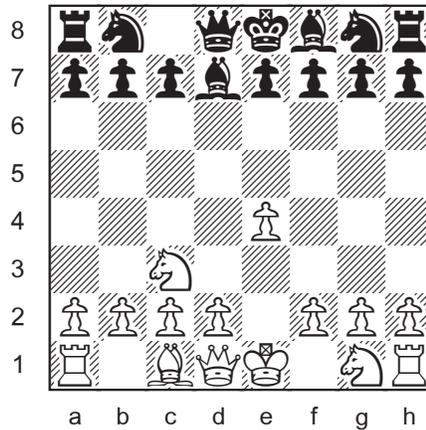
Proof Game 59



1.e3 e6 2.Qf3 Qg5 3.Qc6 Qxe3+ 4.dxe3 Nxc6

Misguided queens.

Proof Game 60

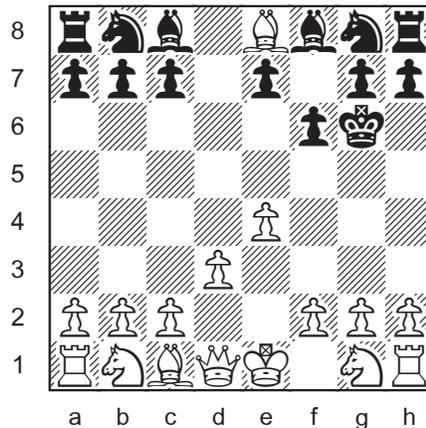


1.e3 d5 2.Bc4 dxc4 3.e4 c3 4.Nxc3 Bd7

A deceptive capture on c3 and a tempo move by the white e-pawn.

The position can also be reached in 3.5 moves. 1.e4 Nc6 2.Bb5 Nb8 3.Bxd7+ Bxd7 4.Nc3. But that doesn't count.

Synthetic Game 26

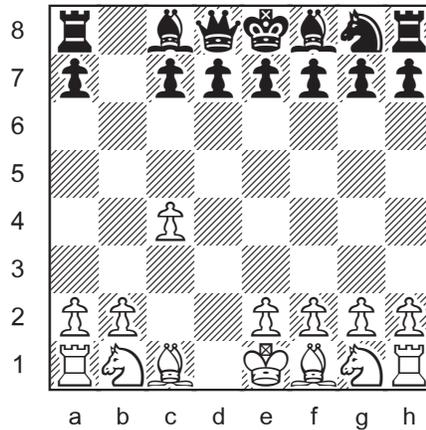


1.e4 f6 2.Bb5 Kf7 3.d3 Kg6 4.Bxd7 Qe8 5.**Bxe8#**

The moves can be played in different orders. White can also play d4 instead of d3.



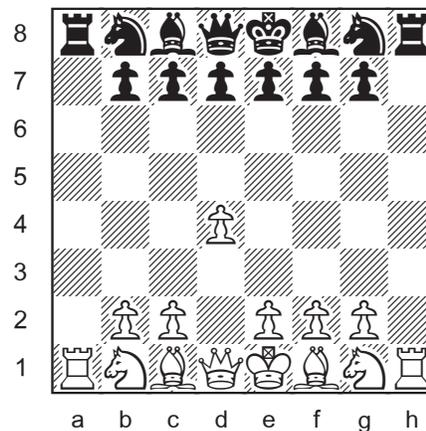
Longer Proof Game 24 (4.5 moves)



1.c4 b5 2.Qb3 bxc4 3.Qxb8 Rxb8 4.d3 Ra8 5.dxc4

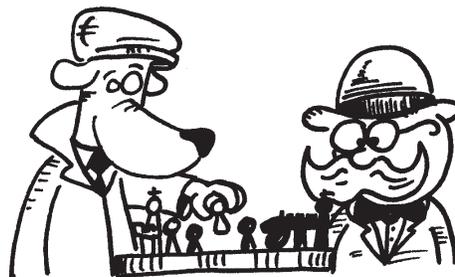
Switchback on a8 conceals a capture on b8.

Longer Proof Game 25 (6.0 moves)



1.d4 h6 2.Bxh6 a5 3.Bd2 Rxh2 4.Bxa5 Rh8 5.Bd2 Rxa2 6.Bc1 Ra8

A tour de force by the white bishop plus three switchbacks (c1 a8 h8).



Until next time!

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