



THE PUZZLING SIDE OF CHESS

Jeff Coakley

NEXT EXIT: WHAMMYVILLE

number 28

March 16, 2013

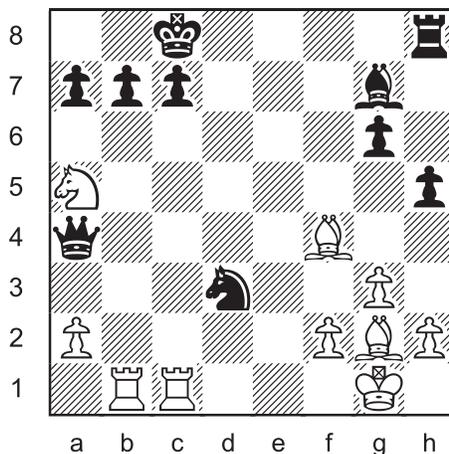
Welcome to Whammyville, home of the double whammy!

“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.

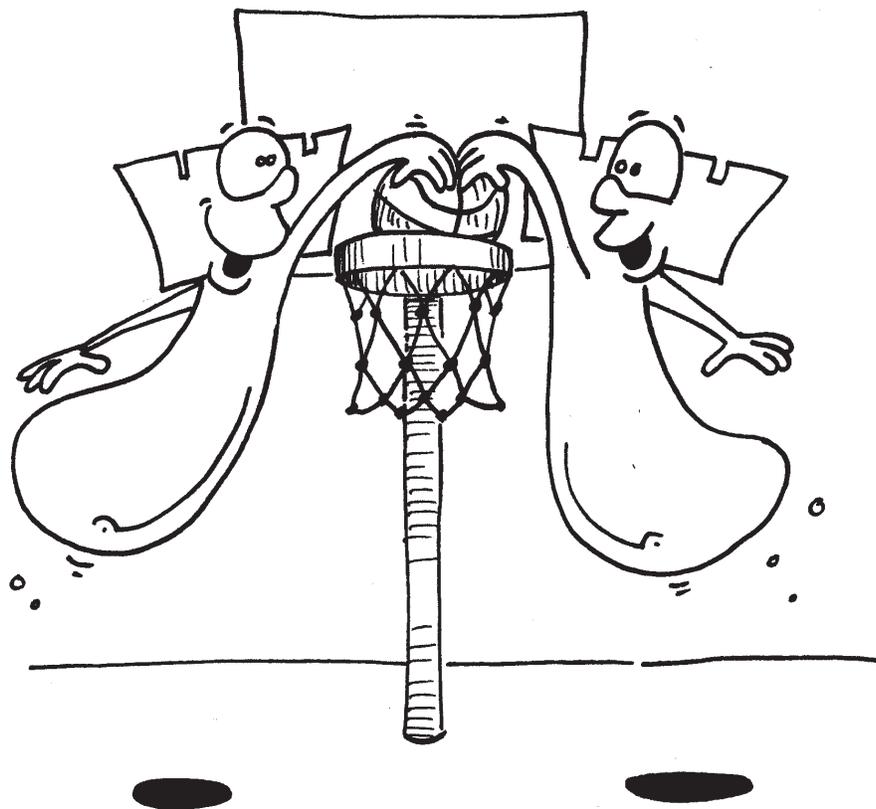
- White plays two moves in a row to mate Black.
- The first move may not be check.
- Either move may be a capture.
- Both moves may be with the same piece.
- Black does not get a turn.
- White may not place their own king in check on the first move, even if they get out of check with the second move.

Double Whammy 14



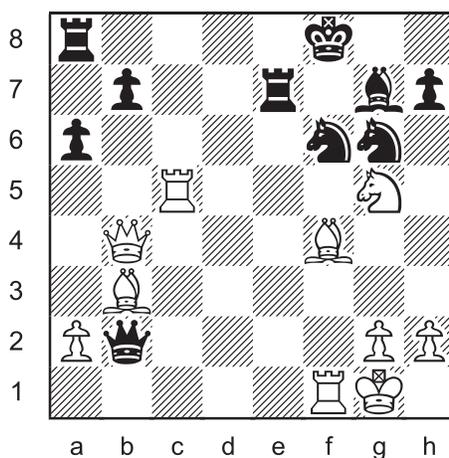
White plays two moves
in a row to mate Black.

Making two consecutive moves is a great tactical advantage. Impress your opponents by trying it in a tournament game!?



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

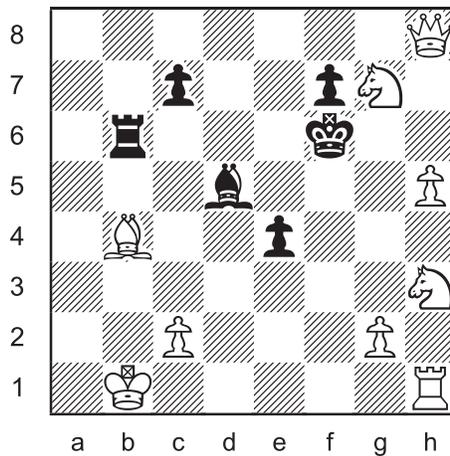
Double Whammy 15



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 16

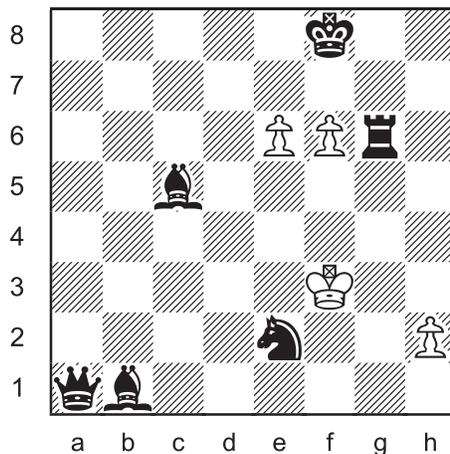


White plays two moves
in a row to mate Black.

Most series-mates are longer than two moves. Each *Puzzling Side of Chess* column on double whammies concludes with one of these “multi-whams”.

Like last time, the theme of this fifteen-mover is *bridge building*.

Multi-Wham 05



Series-mate in 15

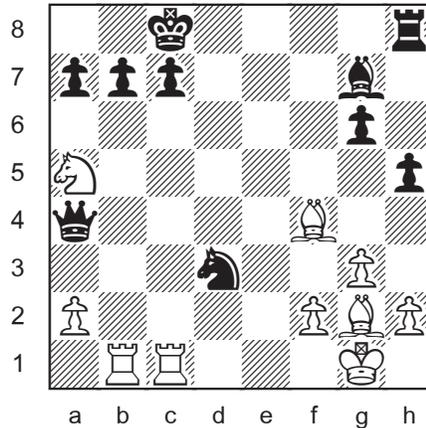
White plays fifteen moves in a row
to mate Black. The first fourteen
moves may not be check.

SOLUTIONS

All problems by J. Coakley. Number 14 is from *Winning Chess Puzzles For Kids Volume 2* (2010). 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.

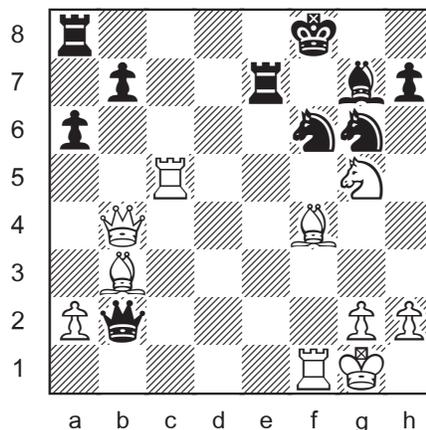
Double Whammy 14



1. Nc6
2. Bh3#

One good turn deserves another!

Double Whammy 15



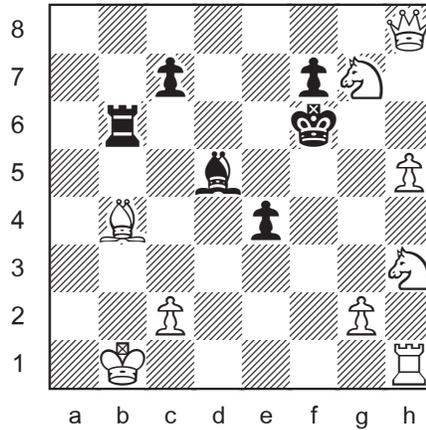
1. Bb8

The bishop obstructs the last rank and uncovers a pin from the rook on f1.

2. Rc8#

The rook checks the king and uncovers a pin from the queen.

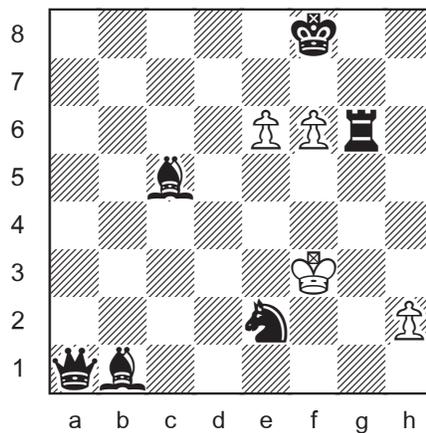
Double Whammy 16



1. Qa8
2. Qa1#

Is any move harder to find than a long queen retreat?

Multi-wham 05

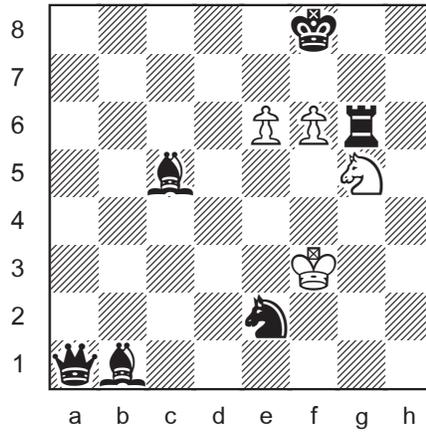


1. h4
2. h5
3. h6
4. h7
5. h8=N

Knighting the pawn is the right thing to do.

6. Nf7
7. Ng5

The knight “builds a bridge” so that the white king can cross the g-file.



- 8. Kg4
- 9. Kh5
- 10. Ne4

The knight blocks the diagonal from b1 to g6, allowing his king to capture the rook.

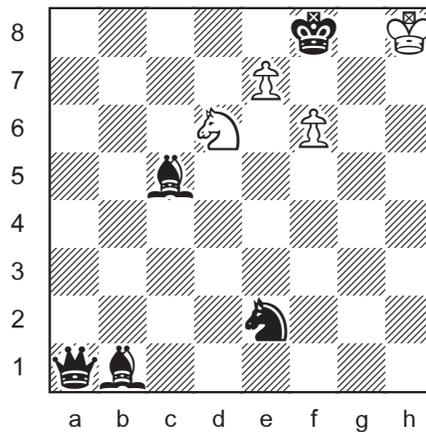
- 11. Kxg6
- 12. Kh7

The white king heads to the corner, unpinning his knight and covering the g8 square.

- 13. Kh8
- 14. Nd6

The knight's final duties are to cover the e8 and f7 squares and to block the bishop on c5.

- 15. e7#



Now leaving Whammyville. Come back soon!

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