## PROOF GAMES: BACK TO START

number 88   April 10, 2015

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. With one exception, they are proof games in 4.0 which means four moves by each side.
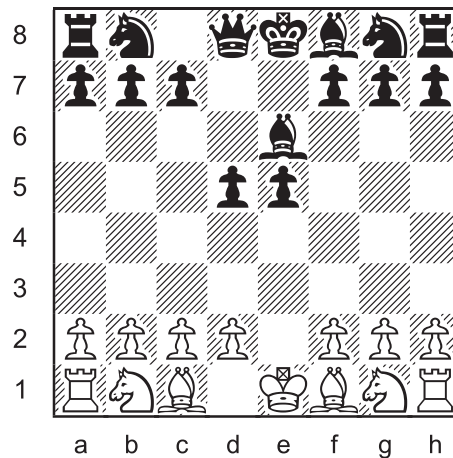
These games are devoid of any opening strategy. But the moves are legal.

Proof Game 42
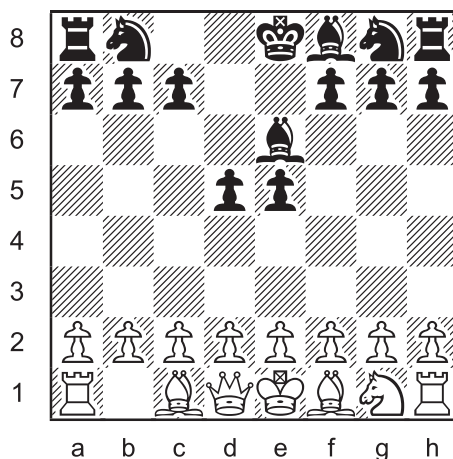
The diagrammed position, with White to play, was reached in a game after each player made exactly four moves. Can you figure out how?
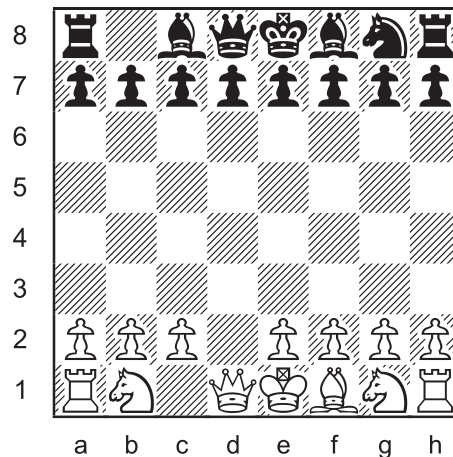
Proof Game 43

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

The next problem, by British retro expert Andrew Buchanan, is a
homebase proof game. All the pieces are on their starting squares
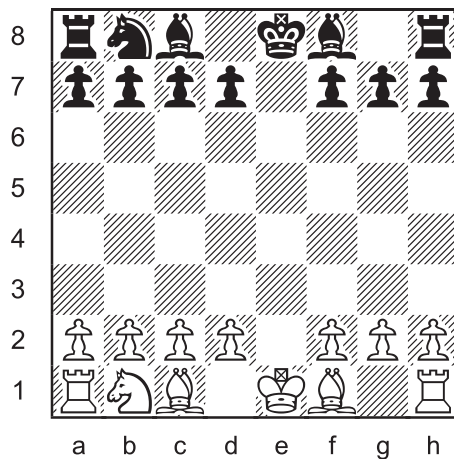(or at least they appear to be).

Proof Game 44

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

Most proof games on *The Puzzling Side of Chess* are four moves
long. If you're looking for a bigger challenge, here is a six mover by
Dutch composer Joost de Heer.

Longer Proof Game 10 (6.0 moves)

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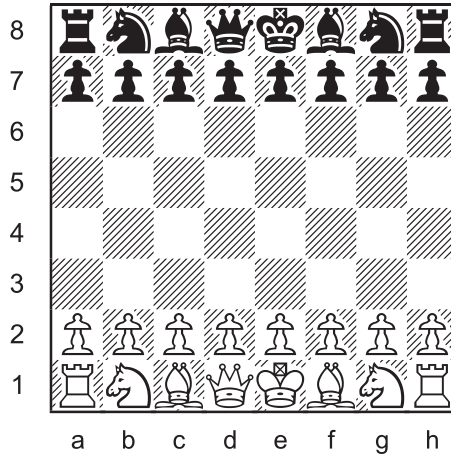

"Compliments of the chef."

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.

This puzzle has two distinctive solutions, one with a capture, one without. Can you find them both?

Synthetic Game 14


Compose a game that ends
with the move 4...Bd6#.

SOLUTIONS

Proof games 42, 43, and synthetic game 14 by J. Coakley.
Number 42 is from *Winning Chess Puzzles For Kids Volume 2* (2010).
The other two are *ChessCafe.com* originals (2015).

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.

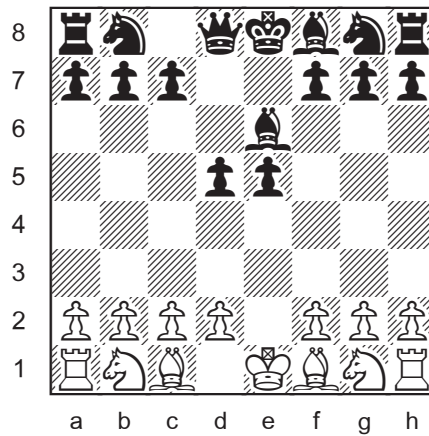*Archives.* Other columns with similar problems can be found in the Puzzling Side archives.

Proof Game 42
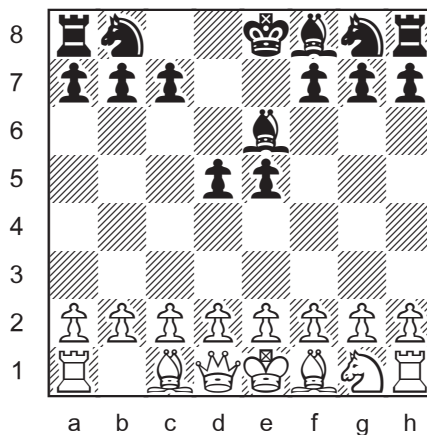
1.Nc3 e5 2.Ne4 Qg5 3.Nxg5 d5 4.Ne6 Bxe6

The Case of the Wandering Knight.

Proof Game 43

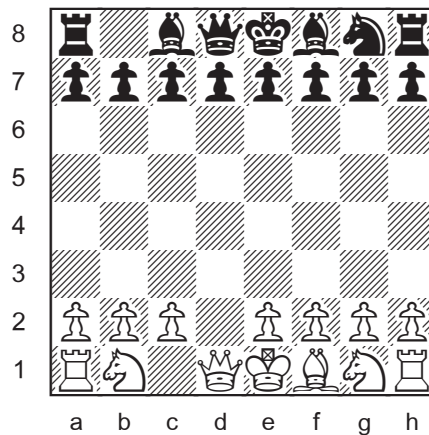<div align="center">1.e4 d5 2.Qf3 Be6 3.Qf6 exf6 4.e5 fxe5</div>

A little known variation in the Scandinavian Defence.

Proof Game 44

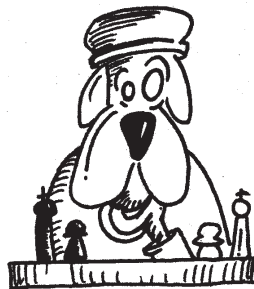<div align="center">Andrew Buchanan 2004
internet mailing list</div>

<div align="center">1.d4 Nc6 2.Bh6 Nxd4 3.Qxd4 Nxh6 4.Qd1 Ng8</div>
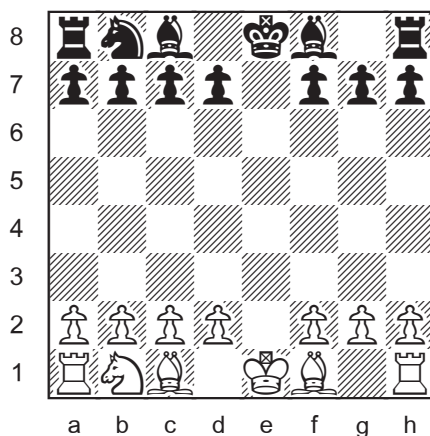
The game concludes with a double switchback, first the white queen, then the black knight.

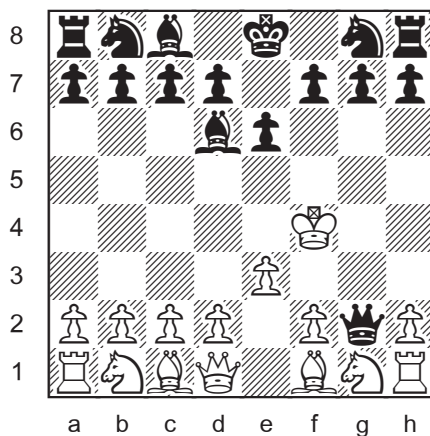## <u>Longer Proof Game 10</u> (6.0 moves)

Joost de Heer 2001
Probleemblad

1.Nf3 e5 2.Nxe5 Qe7 3.Ng6 Qxe2+
4.Qxe2+ Ne7 5.Qxe7+ Bxe7 6.Nf8 Bxf8

A symmetrical homebase position. The final move by the black bishop is a switchback with *Orbán effect*, capturing on its original square. See column 3.
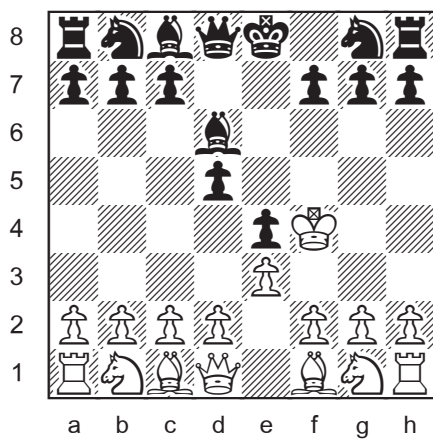
<u>Synthetic Game 14</u>

1.e3 e6 2.Ke2 Qg5 3.Kf3 Qxg2+ 4.Kf4 **Bd6#**

This sequence of moves is the only one leading to the diagrammed position, so it could be presented as a proof game in 4.0. But it would be extremely easy.

Here is a second game that also ends with 4...Bd6#.

1.e3 e5 2.Ke2 d5 3.Kf3 e4+ 4.Kf4 Bd6#

Black's first two moves may be interchanged.

Until next time!