



# THE PUZZLING SIDE OF CHESS

Jeff Coakley

## PROOF GAMES: POINT B TO POINT A

number 117

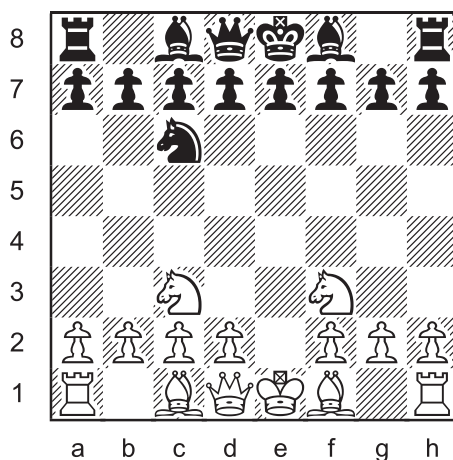
July 16, 2016

The task in a *proof game* is to show how a given position, point B, can be reached from point A, the initial array.

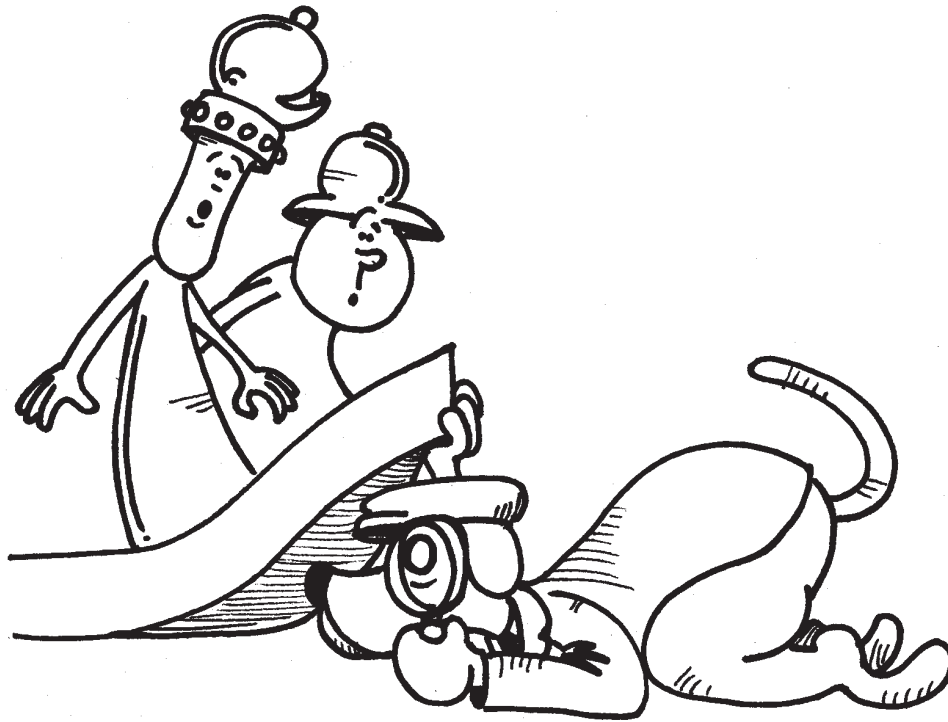
The puzzles in this column have a *move stipulation*. The position must be reached in a precise number of moves, no more and no less. The first two problems are proof games in 4.0 which means four moves by each side.

The path from B to A may seem silly, and may lead you astray, but all the moves are legal.

### Proof Game 57



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



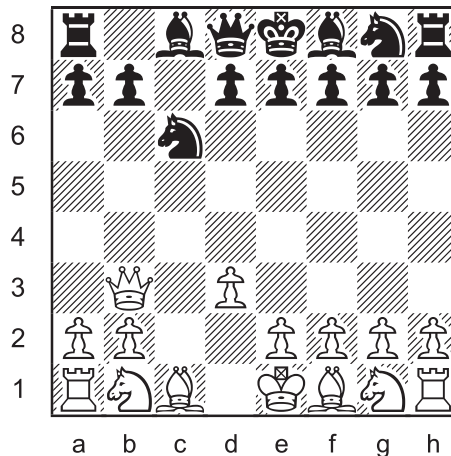
## ***The Chess Detective's Handbook***

*by Harmonius Hound*

### Chapter 2

*A Sharp Eye and a Determined Search for Essential Clues*

### **Proof Game 58**

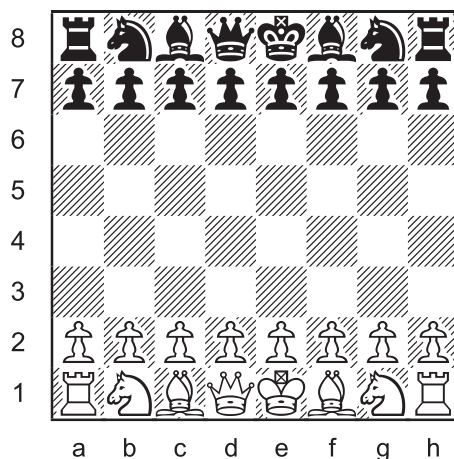


This position was reached after Black's fourth turn. What were the moves?

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.

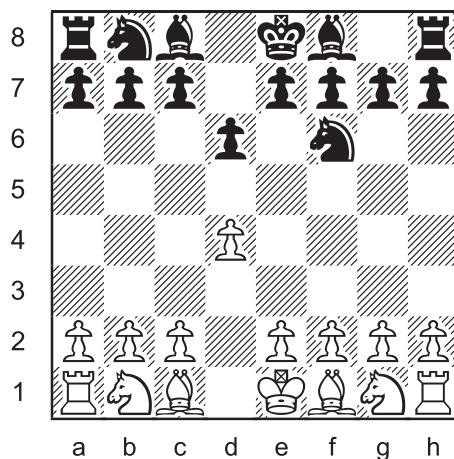
### Synthetic Game 24



Compose a game that ends with the move **4...g4#**.

The two longer games this week are length 4.5 and 5.5. Number 22 is a queenless Old Indian. Tricky, though not likely to stump an experienced sleuth.

### Longer Proof Game 22 (4.5 moves)



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

Number 23 is a tougher case. Don't let the apparent simplicity of the position mislead you. Your deductive skills will be put to the test.

## The Dare of a Hare

It was a peaceful evening at the City Club. At least it was at the time our story begins. Harmonius Hound was relaxing in his favourite easy chair, enjoying an after-dinner smoke.

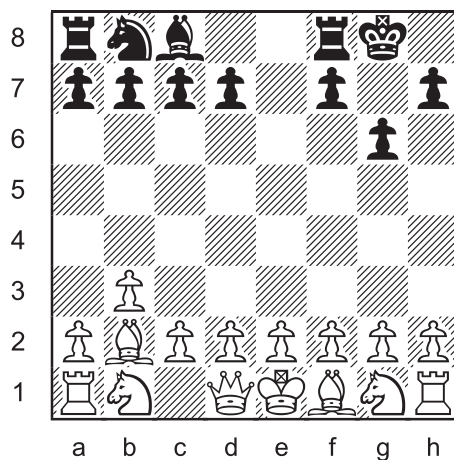
When suddenly, in burst an uninvited and obviously ill-mannered rabbit. "Hey, dog! Are you the smart guy who does all the chess puzzles?"

The hound was astounded, almost dumbfounded, by the rabbit's audacity. "Well, young fellow, I have been known to solve a few mysteries."

"Okay, Jack, see if you can figure this one out!" And without further ado, whatever 'ado' is, the tactless rabbit proceeded to set up the pieces.

"Here is the position after White's sixth turn. So tell me, dog, how did the game go?"

### Longer Proof Game 23 (5.5 moves)



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

Before anyone could tell him otherwise, the impetuous intruder plopped down in the seat beside the hound, staring intensely and intently into our hero's eyes.



Despite the rabbit's crass behaviour, Harmonius was intrigued by the challenge. "All right, wise guy, but once I solve it, you have to leave." Then raising a finger, he added, "And not come back!"

And so the pondering commenced. The search for clues. Identifying the impossible, contemplating the improbable. Another puff on the pipe, and a scratch of the head. Waiting for the inevitable flash of insight.



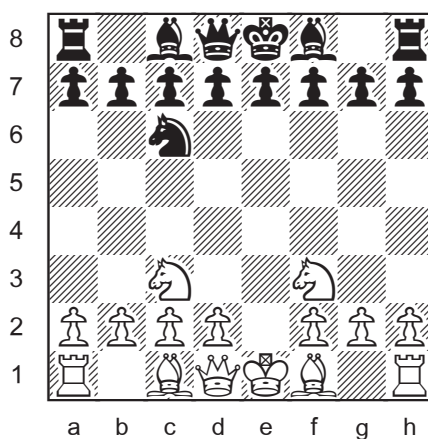
## SOLUTIONS

All proof games 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.

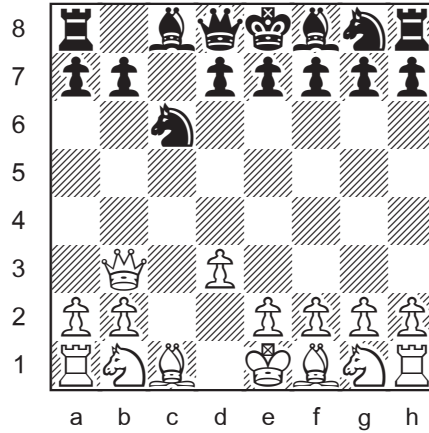
### Proof Game 57



1.e3 Nf6 2.e4 Nxe4 3.Nf3 Nc3 4.Nxc3 Nc6

The Three Knights Game

## Proof Game 58



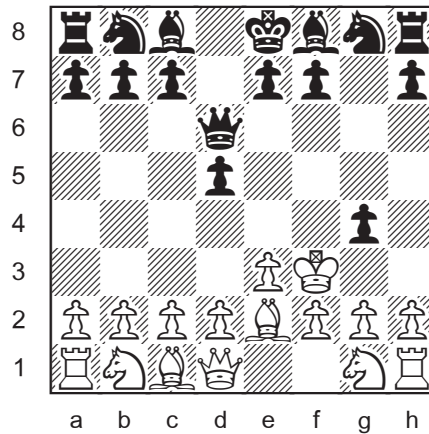
1.d4 c5 2.Qd3 cxd4 3.Qb3 d3 4.cxd3 Nc6

A deceptive white queen, reaching b3 through the now occupied d3 square.

## Synthetic Game 24

George Jelliss 1981

*En Passant* (National Correspondence Chess Club)

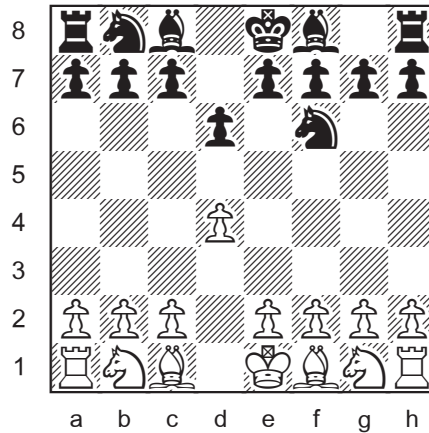


1.e3 d5 2.Ke2 Qd6 3.Kf3 g5 4.Be2 **g4#**

Black's first three moves can be played in different orders. White could also play 4.Qe2 or 4.Ne2.



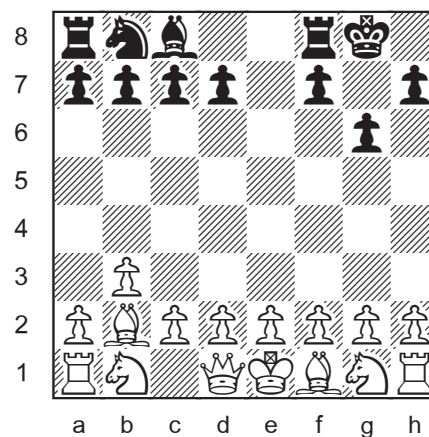
## Longer Proof Game 22 (4.5 moves)



1.d4 d6 2.Qd3 Qd7 3.Qh3 Qxh3 4.Nxh3 Nf6 5.Ng1

Both queens meet their demise on the action-packed h3 square.

## Longer Proof Game 23 (5.5 moves)



1.b3 g6 2.Ba3 Bg7 3.Bxe7 Bb2 4.Bxd8 Nf6 5.Bxf6 0-0 6.Bxb2

A roundabout bishop tour ends with an unexpected capture on b2.

As this column comes to its conclusion, a flustered Harmonius Hound still sits at the board. The elusive essential clue not yet detected, he shifts uneasily in his chair, impatiently licking his chops. The investigation continues.

Meanwhile, the rabbit, full of glee and gloat, has somehow persuaded the club manager to grant him a trial membership. Proverbial wisdom to the contrary, it seems that tricks are in fact for rabbits.

Until next time!

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