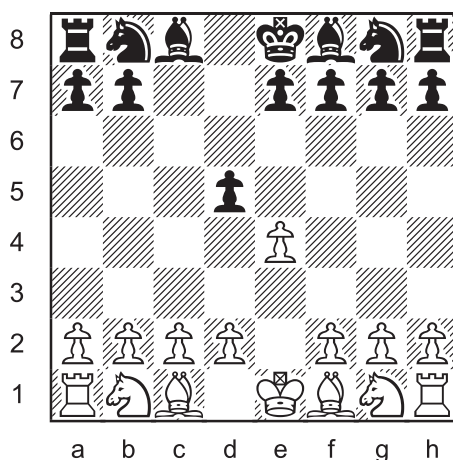## PROOF GAMES
The Vanishing Game

number 169   September 22, 2018

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 confusing, and the strategy losing, but the moves are legal.
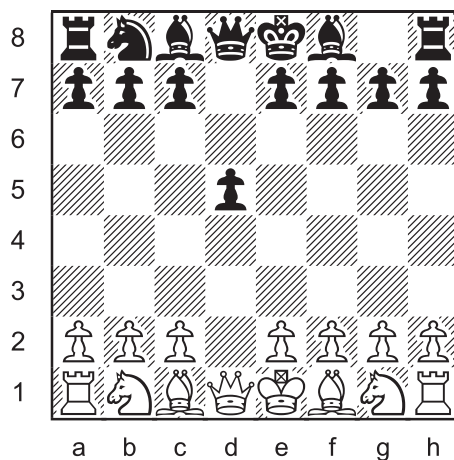
Proof Game 82

This position, with White to play, was reached in a game after each player made exactly four moves. What were the moves?
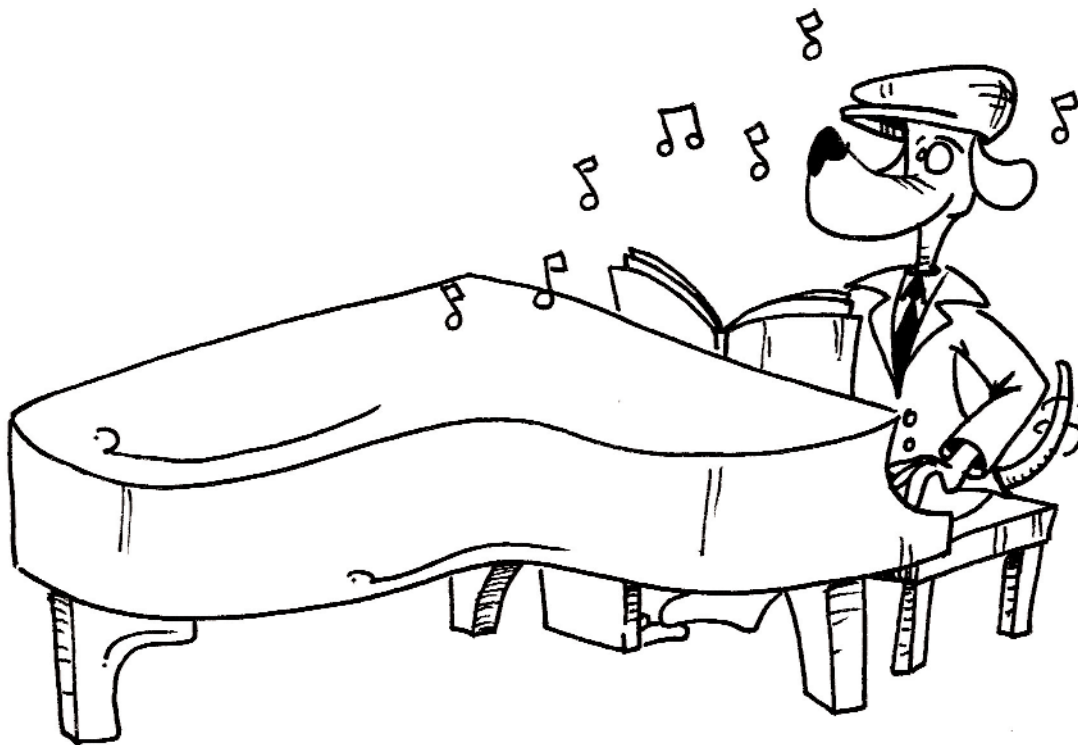
The Chess Detective's Worksong
in B sharp
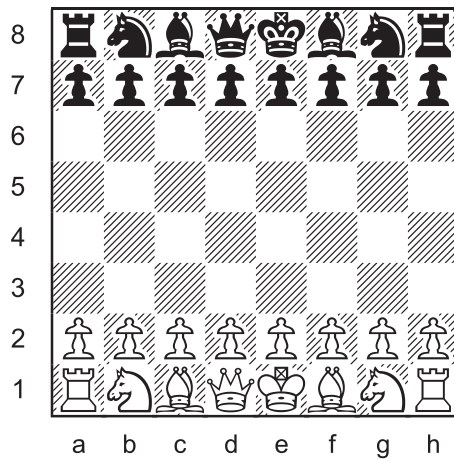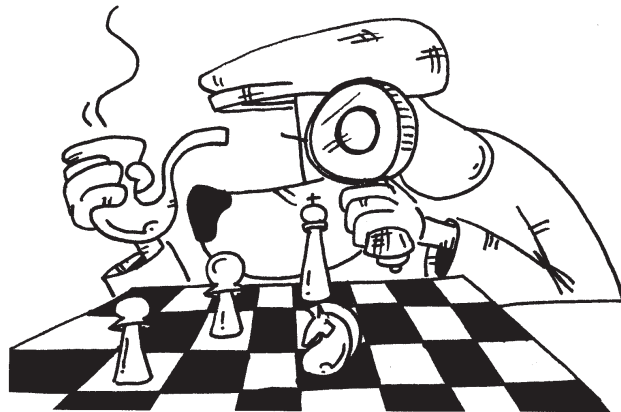*composed and performed by*
Harmonius Hound

Proof Game 83

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

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.
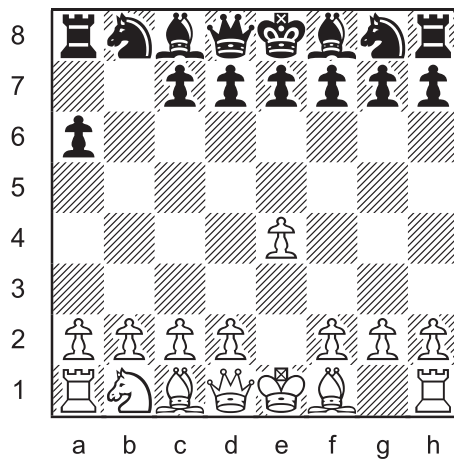
Synthetic Game 41

Compose a game that ends with the move **4...Nf6#**

The game below is 5.0 moves. Two short steps deeper.
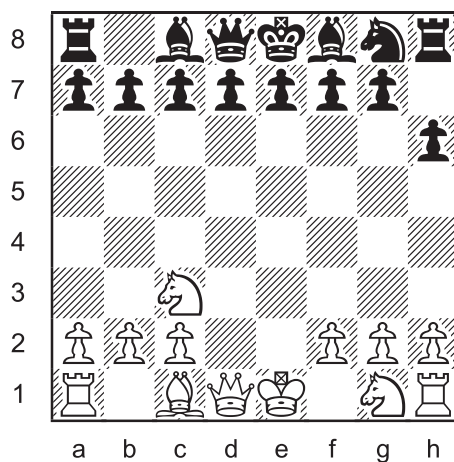
Longer Proof Game 64   (5.0 moves)

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

PG SHOWCASE

The following proof games exceed the normal limits of solvability for most chess detectives. They are presented here, not as puzzles, but as artistic endeavours, demonstrating some of the compositional possibilities in this type of retro problem.
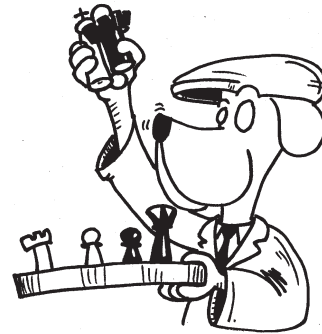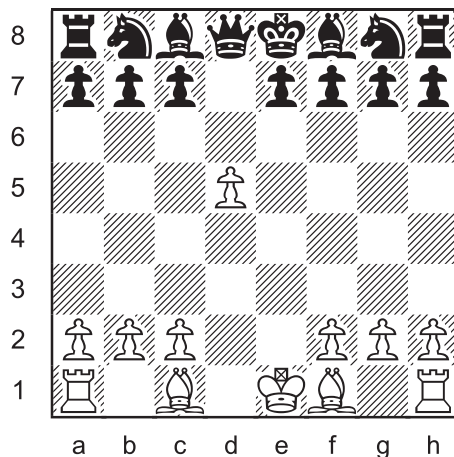
Longer Proof Game 65   (6.0 moves)

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

Longer Proof Game 66   (6.5 moves)

This position was reached after White's <u>seventh</u> turn. What were the moves?

*Vanquished and vanished. Where did the white pieces go?*

SOLUTIONS

All problems by J. Coakley, *Puzzling Side of Chess* (2018). Proof game 82 is from *Winning Chess Puzzles For Kids Volume 2* (2010).

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.
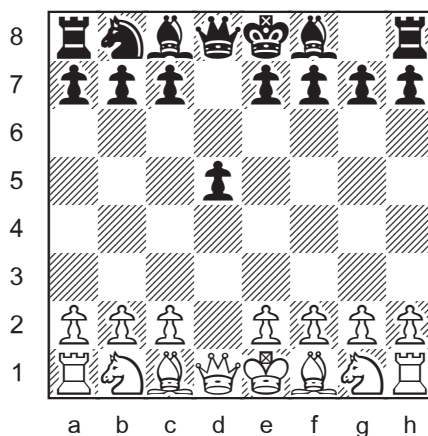
Archives. Past columns and a detailed index of problem-types and composers are available in the *Puzzling Side of Chess* archives.

Proof Game 82
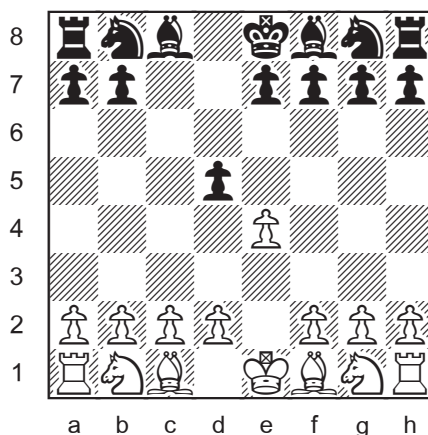
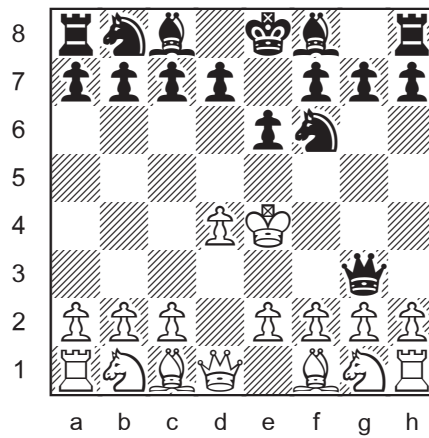1.e4 c6 2.Qh5 Qa5 3.Qxa5 d5 4.Qxd5 cxd5
Vanishing queens.

Proof Game 83

1.d4 Nf6 2.d5 Nxd5 3.Qxd5 d6 4.Qd1 d5
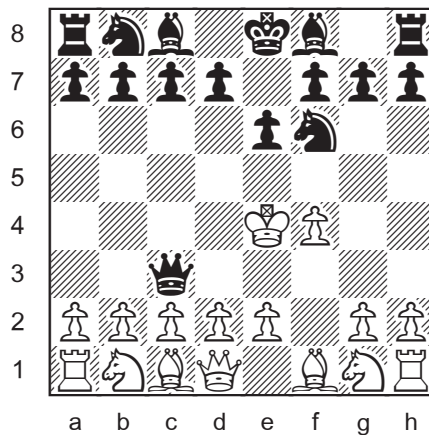Switchback white queen. Black pawn tempo.
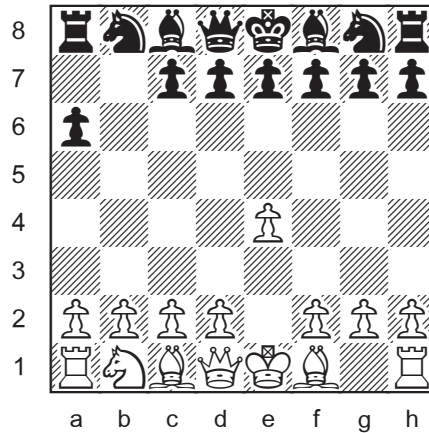
Synthetic Game 41

1.d4 e6 2.Kd2 Qh4 3.Kd3 Qg3+ 4.Ke4 Nf6#

Black can play 2...Qg5 instead of 2...Qh4. White can also play 3.Ke3.

A pseudo-reflected game is 1.f4 e6 2.Kf2 Qf6 3.Kf3 Qc3+ 4.Ke4 Nf6#. See diagram below. White can also play 3.Ke3.
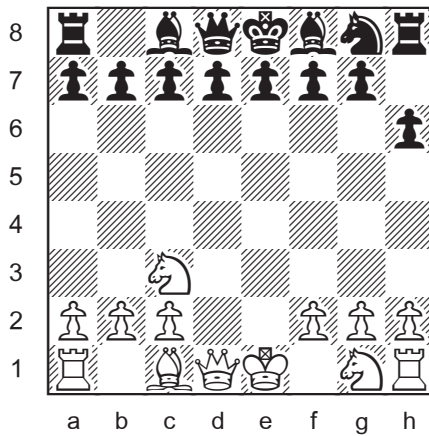
Longer Proof Game 64 (5.0 moves)

1.Nf3 b6 2.Nd4 b5 3.Nxb5 a6 4.Na7 Rxa7 5.e4 Ra8

Pawn tempo and rook switchback. Is this getting too easy?
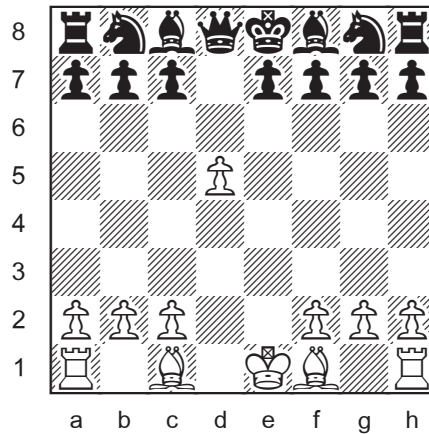
Longer Proof Game 65 (6.0 moves)

1.e4 Nc6 2.e5 Nxe5 3.d3 Nxd3+ 4.Bxd3 h6 5.Bh7 Rxh7 6.Nc3 Rh8

No shortage of vanishing pieces.

Longer Proof Game 66   (6.5 moves)

1.Nc3 d5 2.Ne4 dxe4 3.Nf3 exf3 4.d4 fxe2 5.d5 exd1=R+

6.Ke2 Re1+ 7.Kxe1

Underpromotion to rook and king switchback. Fun, right?

Until next time!