



THE PUZZLING SIDE OF CHESS

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REBUS UPLOAD 01

number 204

October 30, 2021

This column is the first in a series called "Rebus Upload" which will appear regularly on the Puzzling Side. Each will contain three rebuses with different degrees of difficulty. One easy, one medium, one hard.



Rebus 74

"October"

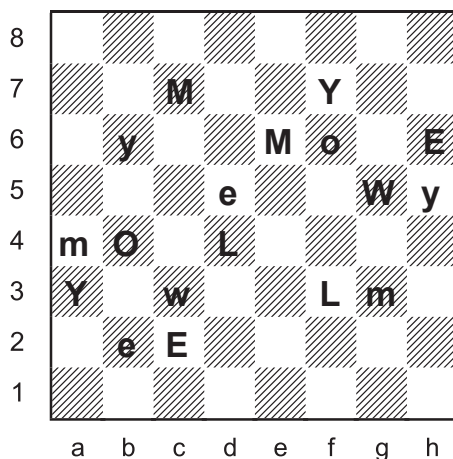
8				c	t	b		
7		o	o	o	o	o	o	
6	o							
5								
4			E					
3	o	T			o	o		
2		o	o	o		c	o	o
1	e	R	B	B	E		R	e
	a	b	c	d	e	f	g	h

Each letter represents a different type of piece.
Uppercase is one colour, lowercase is the other.
Determine the position and the last move.

If you are looking for more chess rebuses, check out the *rebus index* in the appendix to column 188 (Rebusland). It lists over 200 problems, most of which are readily available online.

Rebus 75

"mellow yellow"



Each letter represents a different type of piece. Uppercase is one colour, lowercase is the other. Determine the position and the last move.

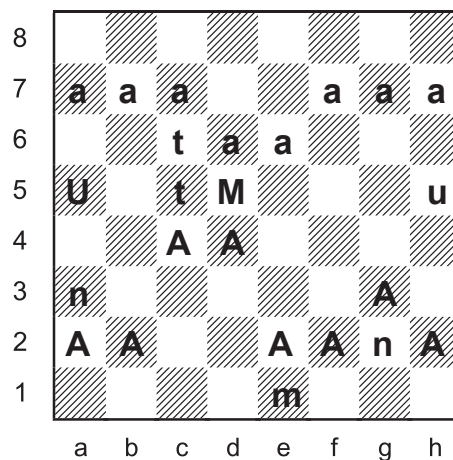


He's just mad about saffron. Quite rightly.

Solving a rebus requires a unique kind of chess thinking. It involves retrograde analysis in ways not seen in other types of problems. The deductive reasoning is comparable to that used in sudokus, but at a deeper and more complex level. That's what makes rebuses the ultimate chess puzzle!

Rebus 76

"autumn"



Each letter represents a different type of piece.
 Uppercase is one colour, lowercase is the other.
 Determine the position and, if possible, the last move.



Autumn Yellow

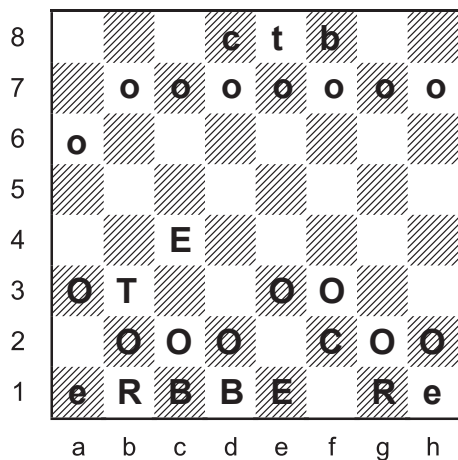
SOLUTIONS

All rebuses are joint compositions by Andrey Frolkin and Jeff Coakley, *Puzzling Side of Chess* (2021).

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 an index of problem-types, composers, and side themes are available in the *Puzzling Side of Chess* archives.

Rebus 74

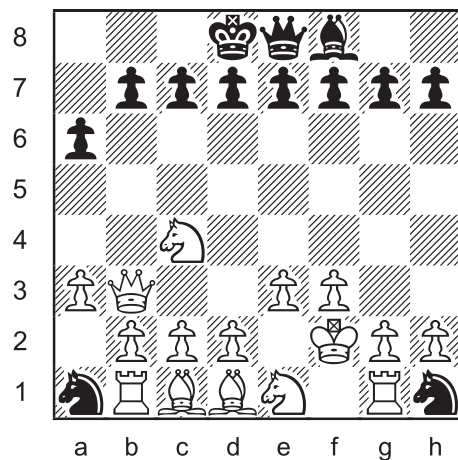


“October”

- O = pawn
- C = king
- T = queen
- B = bishop
- E = knight
- R = rook

caps = white

last move:
1...Ng3-h1+



(16 + 13)

There are 16 uppercase letters. So some deductions are very easy.

O = ♙ caps = white

CT = (♔♑) Letters with one uppercase, one lowercase.

BER = (♖♗♘)

B = ♗ With pawns on b2 d2, the B on c1 must be a bishop.

E ≠ ♖ If E = ♖ The black rooks (a1 h1) could not have escaped from behind the black pawns.

E = ♞

R = ♖

T ≠ ♔ If T = ♔ Impossible check by knight on a1.

T = ♑

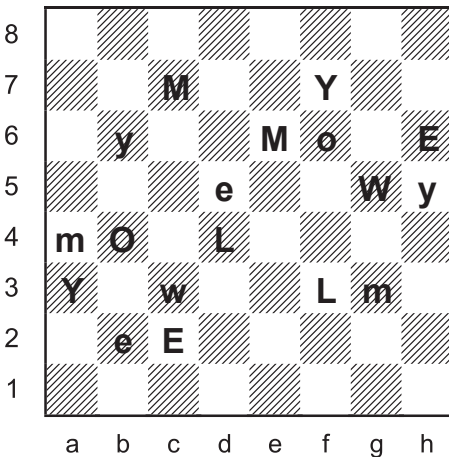
C = ♚

last move: 1...Ng3-h1+

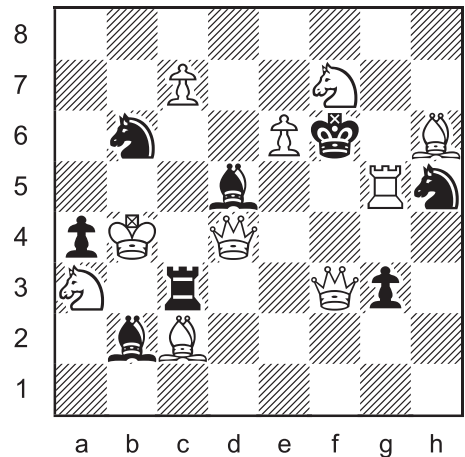


Rebus 75

"mellow yellow"



M = pawn
 E = bishop
 L = queen
 O = king
 W = rook
 Y = knight
 caps = white
 last move:
 f5xe6++ e.p.



(10 + 8)

♔ = (OW) Letters with one uppercase, one lowercase.

There are 6 different letters so there must be queens on the board.

If W = ♔ ♔ = ∅? Impossible to assign queen.

If ♔ = (EMOY) Both kings in check.

If ♔ = L Impossible double check.

O = ♔

♔ ≠ (EMWY) Both kings in check.

L = ♔ The king on f6 is in check by two queens (d4 f3).

This double check can only be explained by an *en passant* capture.

M = ♖ caps = white

last moves: 1...e7-e5 2.f5xe6++ e.p.

E = ♖ If E = ♖ Both kings in check (b2).

If E = ♘ Both kings in check (d5).

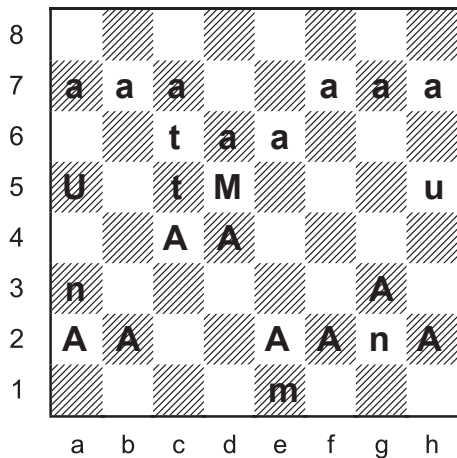
Y = ♘ If Y = ♖ Triple check (f7).

W = ♖



Rebus 76

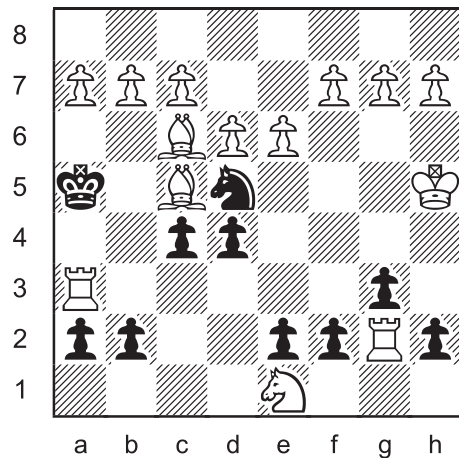
"autumn"



A = pawn
U = king
T = bishop
M = knight
N = rook

caps = black

last move:
1.R>a3#



(14 + 10)

♞ = (MU) Letters with one uppercase, one lowercase.

M ≠ ♞

If M = ♞

A ≠ ♞♞ (e2 d6)

Both kings in check.

A ≠ ♞ (e6 f2)

Both kings in check.

A ≠ ♞

If A = ♞ Check (c7).

U ≠ ♞♞ (h5) Impossible double check.

U ≠ ♞ (a5) Both kings in check.

U = ♞

T ≠ ♞♞ (c5) Impossible double check.

T ≠ ♞ (c6) Impossible double check.

T = ∅? No piece can be T.

A ≠ ♞

If A = ♞

One king is in check regardless of colour assignment (e6 f2).

U ≠ ♞♞ (h5) Impossible second check.

U ≠ ♞ (a5) Impossible second check.

U = ♞

T ≠ ♞♞ (c5) Impossible second check.

T ≠ ♞ (c6) Impossible second check.

T = ∅? No piece can be T.

A = ∅?

No piece can be A.

U = ♞

Rebus 76 *continued*

U = ♔

A ≠ ♔♖ (a7 h2) Both kings in check.

A ≠ ♗ (c7 e2) Both kings in check.

A ≠ ♘ (b7 g3) Both kings in check.

A = ♖

There are 16 pawns so no promotions were made.

M ≠ ♔ Both kings in check (d5 e1).

M ≠ ♖ Impossible check (d5).

A discovered check by ...e5xd4+ is impossible because the pawn formation (with caps = black) would require 10 captures (including ...e5xd4+). Only 8 pieces are missing.

M ≠ ♗ If **M** = ♗ Check (e1).

This check had to be a discovered check.

NT = (♖♘)

If **N** = ♖ and **T** = ♘ Triple check (a3 c6).

If **T** = ♖ and **N** = ♘ No discovered check.

M = ♘

NT ≠ ♔ Two lowercase instances of N and T (no promotions).

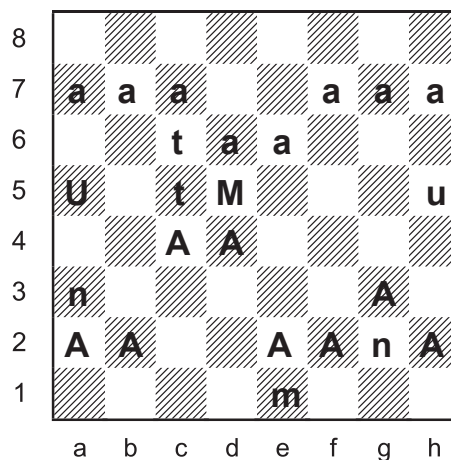
T ≠ ♖ Impossible check (c5).

T = ♗

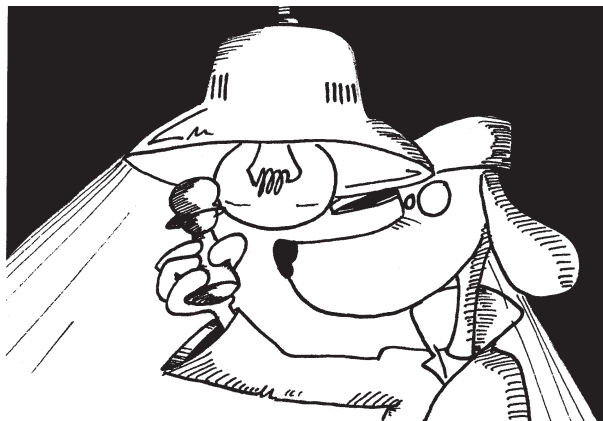
N = ♖ Check (a3).

last move: **R>a3+** This move may or may not have been a capture. The departure square is indeducible.

The only remaining question is colours. The obvious solution would be caps = white. However, that is not the case. See next page.



(14 + 10)



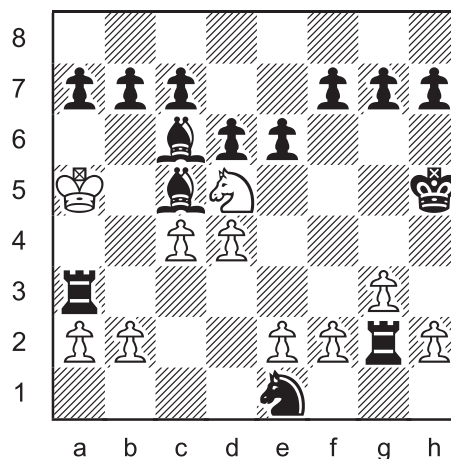
Rebus 76 *continued*

If caps = white, it is impossible for both black bishops and both black rooks to be “outside” the black pawn wall. Two rooks and one bishop could escape by means of the cross captures ...e7xd6 and ...d7xe6, but not the second bishop. Alternatively, two bishops and one rook could escape, but not the second rook. This retro device is known as *RB exclusion*.

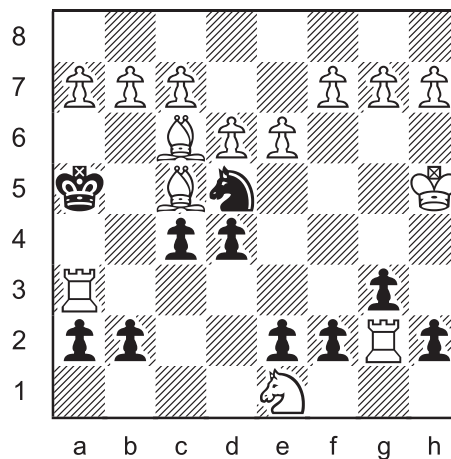
caps = black Lower diagram.

The position is legal. Sixteen passed pawns, with one of each colour on every file, required 8 cross-captures, an even number by both sides. This corresponds exactly to the missing pieces: 2 white, 6 black.

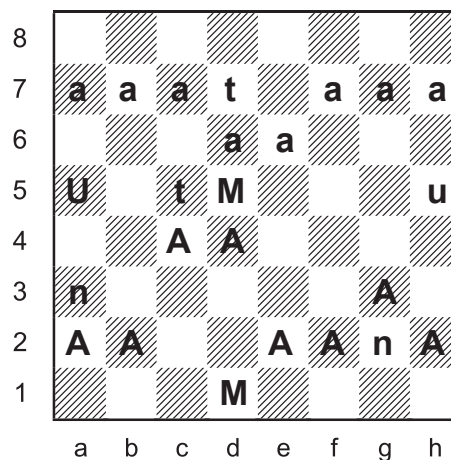
The same retro idea can also be used in reverse. The bonus rebus below is an approximate twin to this one. You may find the solution rather odd.



try: caps = white



Rebus 77
“mutant”



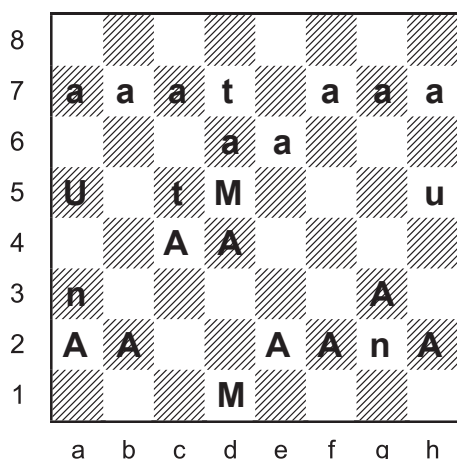
Determine the position and, if possible, the last move.



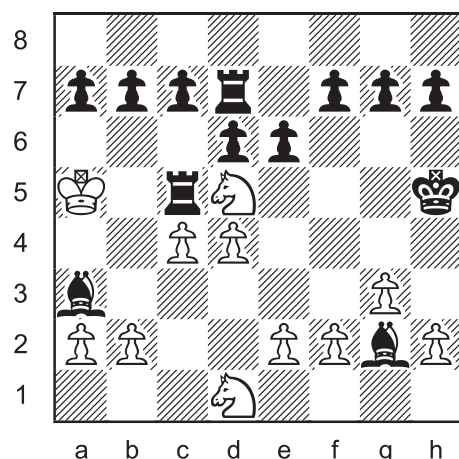
Donovan Leitch

Rebus 77

"mutant"



M = knight
 U = king
 T = rook
 A = pawn
 N = bishop
 caps = white
 last move:
 1...Rc6>c5+



(11 + 13)

Two changes from "autumn" 76: t/d7 M/d1 instead of t/c6 m/e1.
 Much of the analysis is similar.

U = ♔ Only letter with one uppercase, one lowercase.

A = ♙ If A ≠ ♙ Both kings in check.

caps = white

If caps = black, the position is illegal. Sixteen inverted passed pawns require 8 cross-captures, an even number by both sides. There are 8 missing pieces, but an odd number for each side.

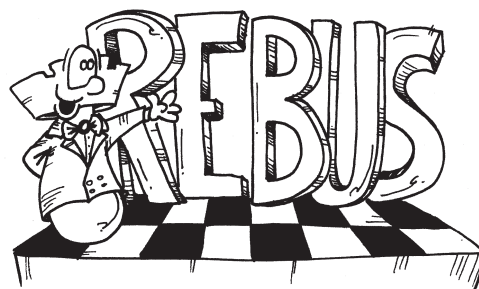
M = ♞ M ≠ ♞ Impossible check (d5).
 M ≠ ♝ Both M's are on light squares.

NT = (♖♗)

N = ♞ If N = ♞, then T = ♖
 Both black rooks are in front of the black pawns. This is possible by a cross-capture of pawns on d6 and e6. However, in that case one black bishop was necessarily captured on its original square. But both black bishops are on the board.

T = ♖

last move: 1...Rc6>c5+



Until next time!

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