



# THE PUZZLING SIDE OF CHESS

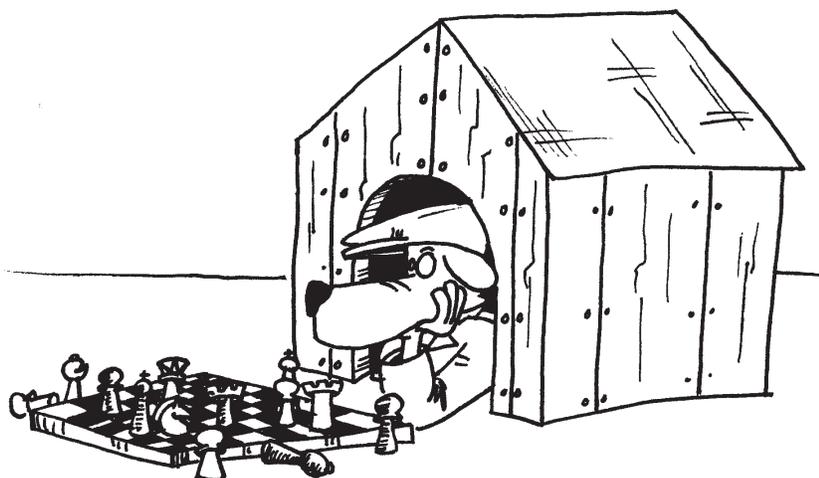
**Jeff Coakley**

## **PROOF GAMES**    **Ambitious Bishops**

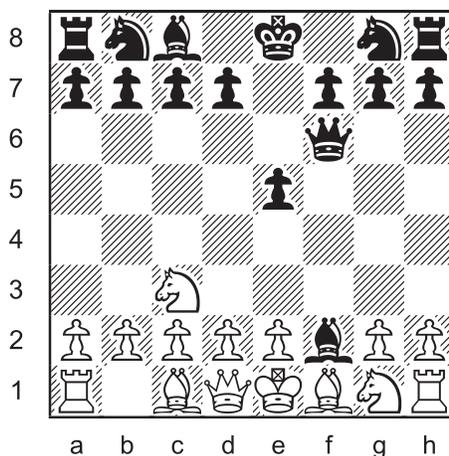
number 209

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Searching for proof of your existence? Look no further. These puzzles will demonstrate the reality of your being. You solve, therefore you are.



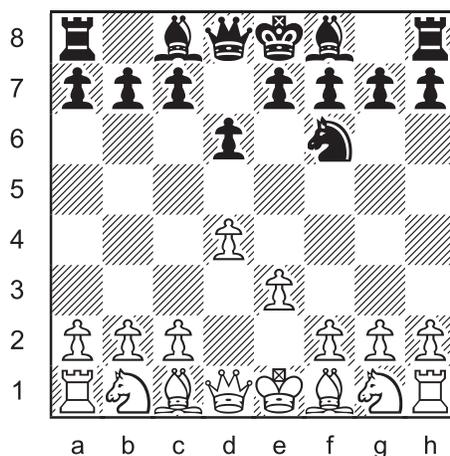
### Proof Game 94



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

The general aim of a proof game is to *prove* that a position is legal by showing that it could happen in an actual game. In most puzzles of this type, the goal is to reach the given position in a precise number of moves. No sooner, no later. The positions may be curious, and the strategy humorous, but the moves are legal.

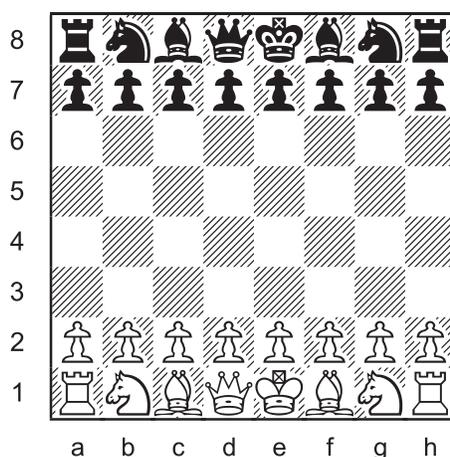
### Proof Game 95



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

The next puzzle is a *synthetic game*. 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.

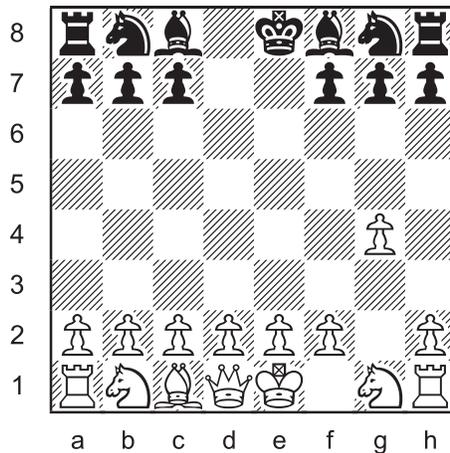
### Synthetic Game 48



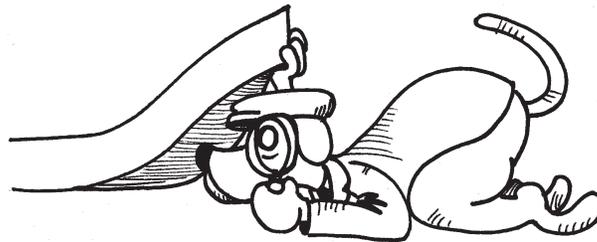
Compose a game that ends with the move 4...Bf5#.

The Spike (1.g4) is an adventuresome but rarely played opening. The main gambit line goes 1.g4 d5 2.Bg2 Bxg4 3.c4 c6 4.Qb3 with equal chances in a complicated imbalanced position. Of course, the opening strategy is quite different in the next proof game.

**Longer Proof Game 96** (5.0 moves)

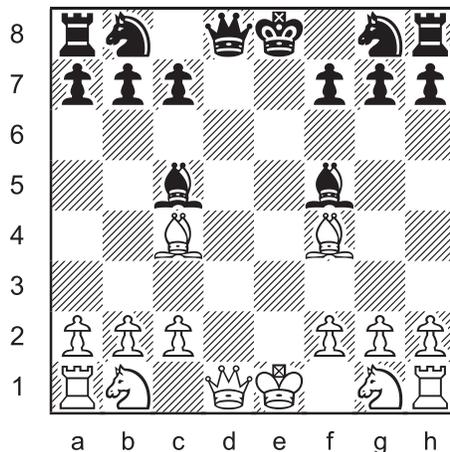


This position was reached after Black's fifth turn. What were the moves?



The following problem is by noted Australian composer Peter Wong. What have those bishops been up to?

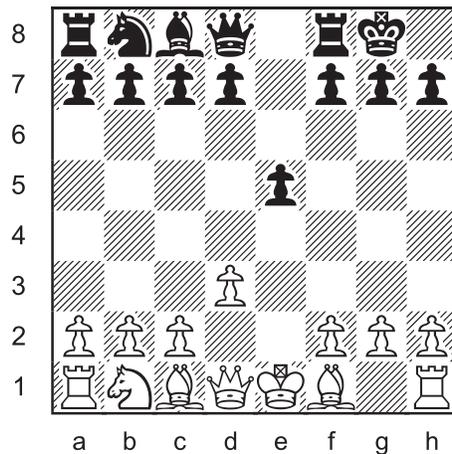
**Longer Proof Game 97** (6.0 moves)



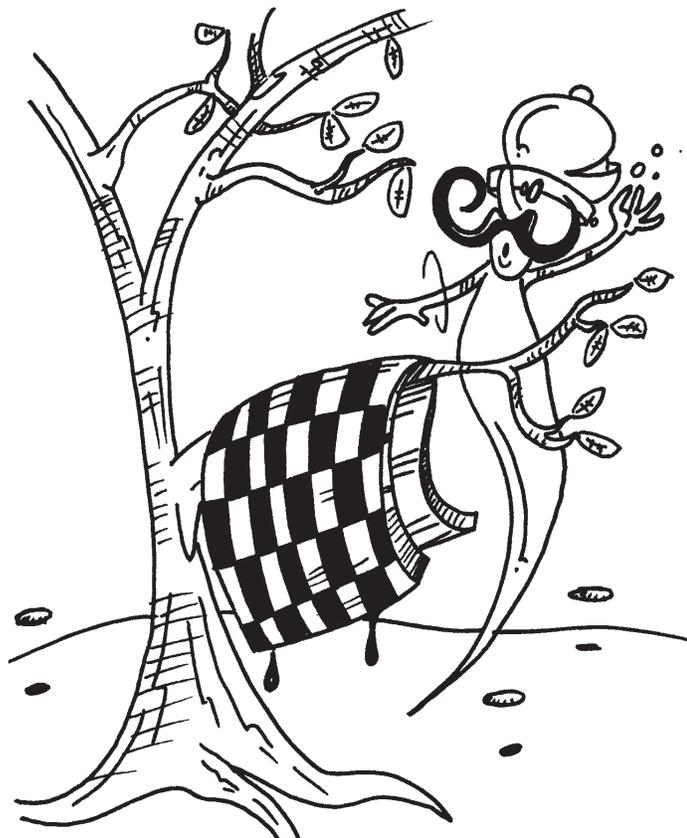
This position was reached after Black's sixth turn. What were the moves?

One proof to go. Will it suffice to quell the qualms of existential doubt? Hopefully a solution is realised and the truth borne out. If not, perhaps we are only figments of chessboard imagination. If in actuality, the puzzles exist at all.

**Longer Proof Game 98** (6.0 moves)



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

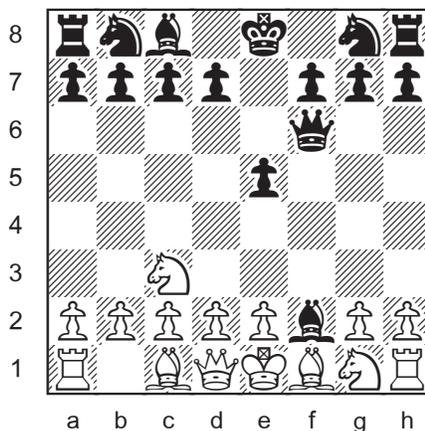


## SOLUTIONS

Longer proof game 97 is by Peter Wong (1990). All other problems are by J. Coakley. Proof game 98 is from the 2020 *Dardilly Solving Tourney*. Others are *Puzzling Side of Chess* (2022).

**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.

### Proof Game 94

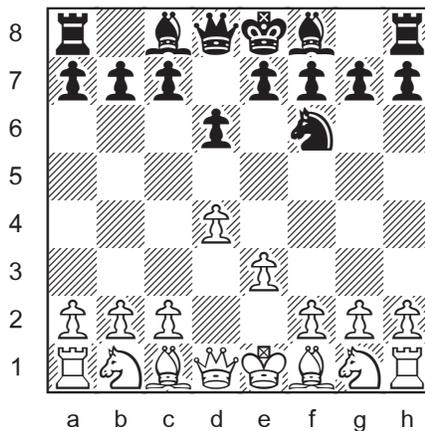


1.f4 e5 2.f5 Bc5 3.f6 Qxf6 4.Nc3 Bf2#

Three tempi with white f-pawn.

Version of a problem (with 4...Qf2#) published in *Scholar's Mate 96* (2009) and *Winning Chess Puzzles For Kids Volume 2* (2010).

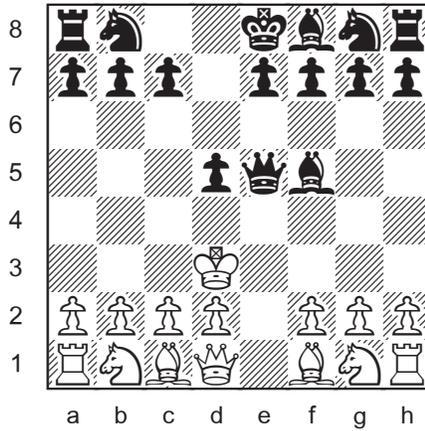
### Proof Game 95



1.d4 Nh6 2.Bxh6 d6 3.Bc1 Nd7 4.e3 Nf6

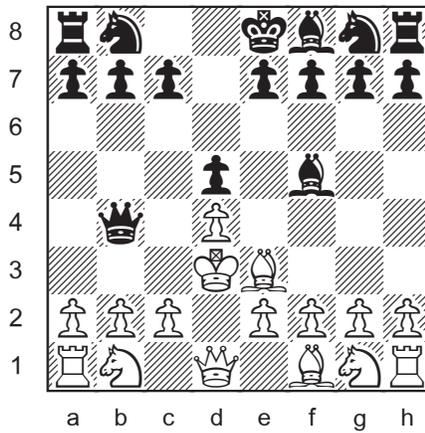
The position can be reached in several ways after 3.5 moves. For example, 1.e3 Na6 2.Bxa6 d6 3.Bf1 Nf6 4.d4. But Black must play four moves! The impostor knight on f6 accounts for the extra tempo. The switchback of the bishop on c1 is concealed by the pawn on e3.

## Synthetic Game 48



1.e4 d5 2.e5 Qd6 3.Ke2 Qxe5+ 4.Kd3 Bf5#

White's second and third moves can be switched. Another solution, starting with 1.d4, is shown below.

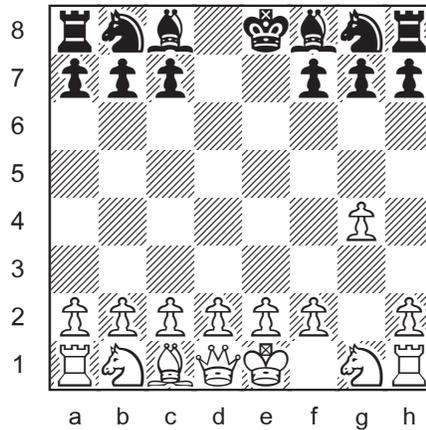


1.d4 d5 2.Kd2 Qd6 3.Kd3 Qb4 4.Be3 Bf5#

White's moves can be played in different orders.



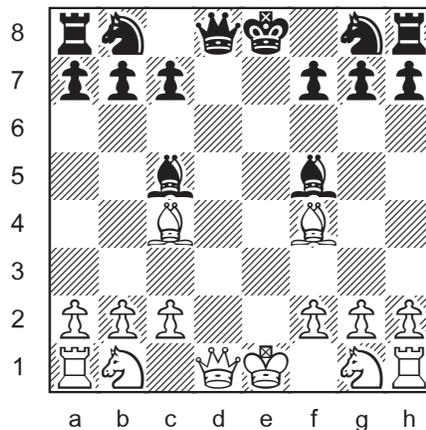
**Longer Proof Game 96** (5.0 moves)



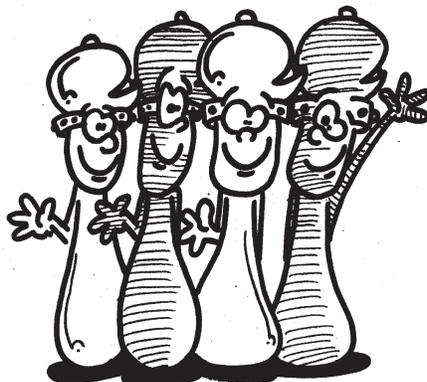
1.g4 d5 2.Bg2 Bf5 3.Bxd5 e6 4.Bxe6 Qc8 5.Bxc8 Bxc8  
 Orbán effect: Switchback bishop captures on its home square.  
 (See column 3.)

**Longer Proof Game 97** (6.0 moves)

Peter Wong 1990  
*Variant Chess*



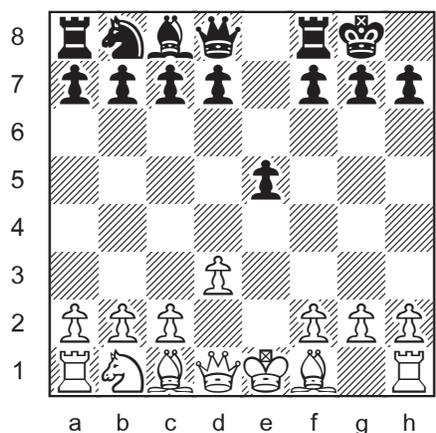
1.d3 d6 2.Bg5 Bg4 3.Bxe7 Bxe2 4.Bxd6 Bxd3 5.Bf4 Bf5 6.Bc4 Bc5  
 A masterpiece of down under symmetry.



## Longer Proof Game 98 (6.0 moves)

J. Coakley 2020

*Dardilly Solving Tourney*



1.d3 Nh6 2.Bxh6 e5 3.e3 Bc5 4.Ne2 Bxe3 5.Nc1 Bxc1 6.Bxc1 0-0  
Ambitious bishops.



*"Solvi ergo sum!"*

Until next time.

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