



# THE PUZZLING SIDE OF CHESS

Jeff Coakley

## PROOF GAMES

### The Illogic of Deception

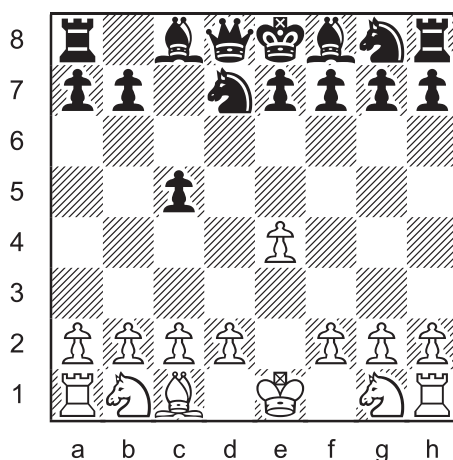
number 182

September 27, 2019

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 zany, and the strategy less than brainy, but the moves are legal.

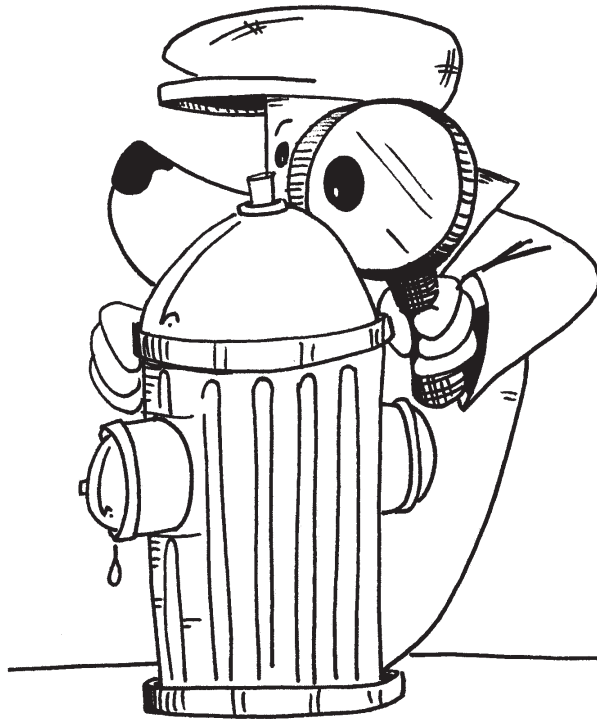
### Proof Game 86



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

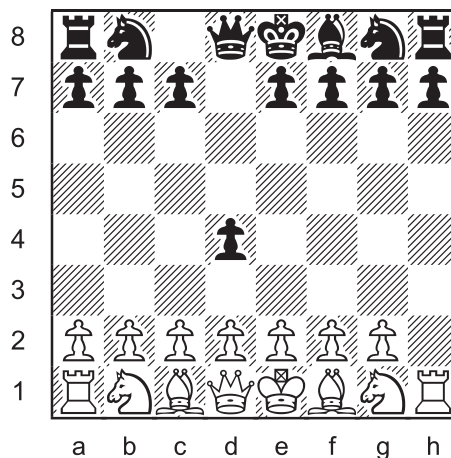
by Harmonius Hound



## Chapter 8: Physical Conditioning

*Inspiration is two-thirds perspiration. Stay hydrated.*

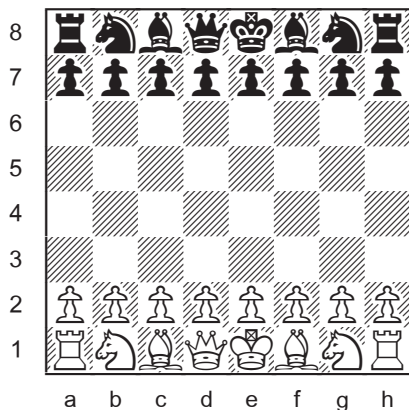
### Proof Game 87



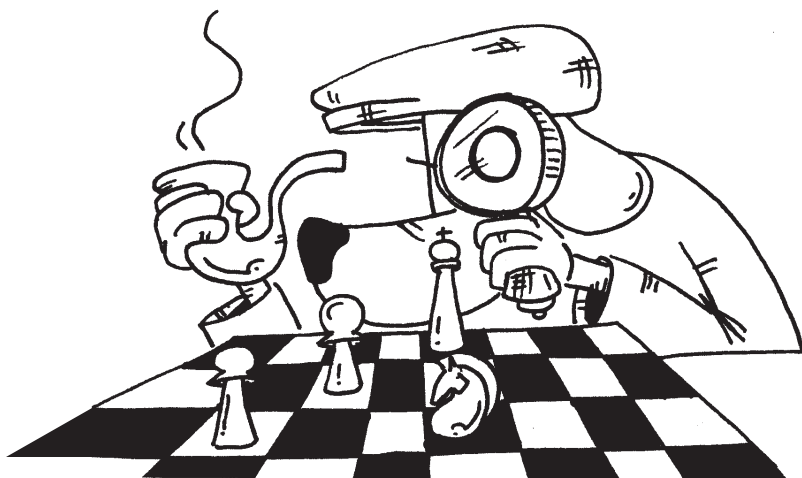
This position was reached after  
Black's fourth turn. What were the moves?

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 44

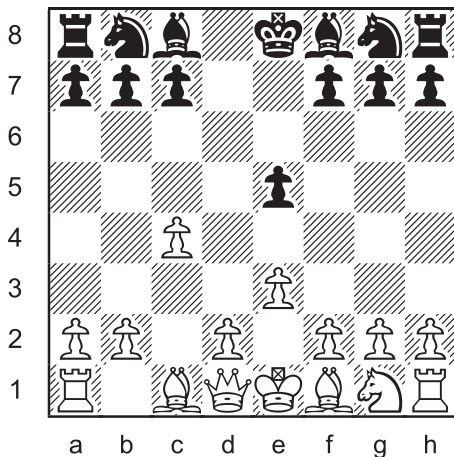


Compose a game that ends with the move **8.Ke8**  
 For an extra challenge, no captures are allowed.



*The smokescreens of deception.*

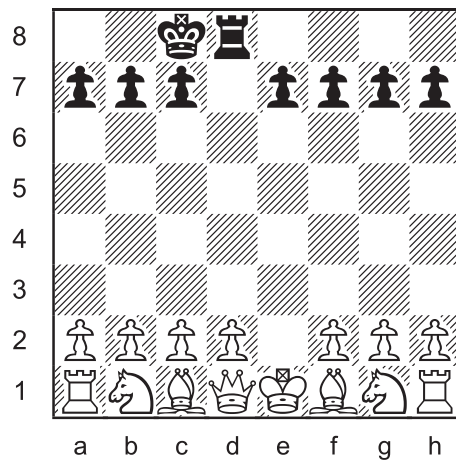
## Longer Proof Game 74 (4.5 moves)



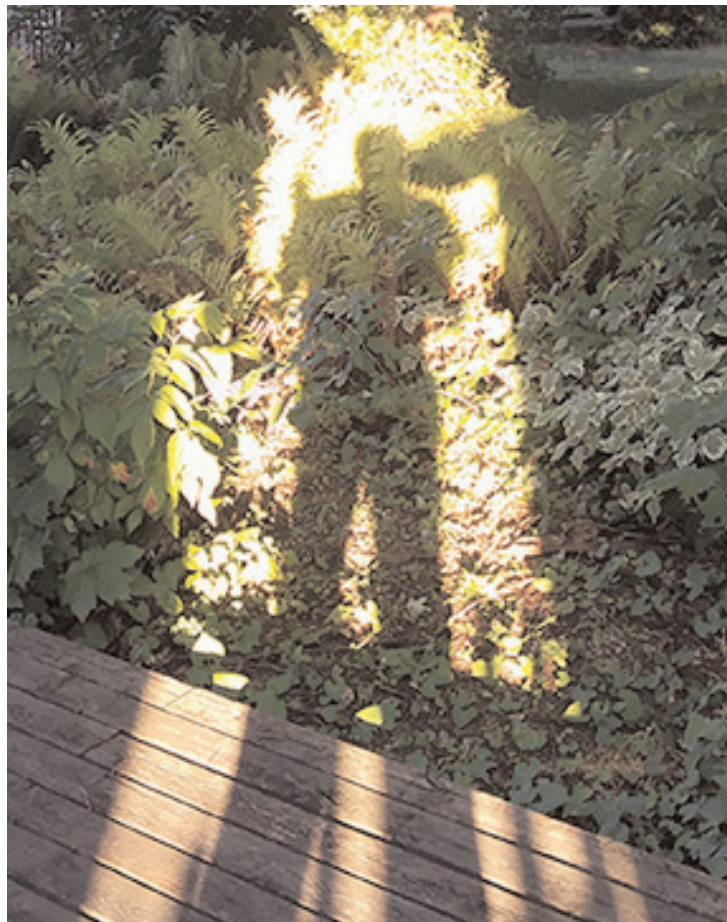
This position was reached after  
 White's fifth turn. What were the moves?

Our final PG is a commendable effort in 8.0 moves. One long path of deception. One tough case to solve, even for a master detective.

**Longer Proof Game 75** (8.0 moves)



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



*I am Groot.*

## SOLUTIONS

All problems by J. Coakley, *Puzzling Side of Chess* (2019).

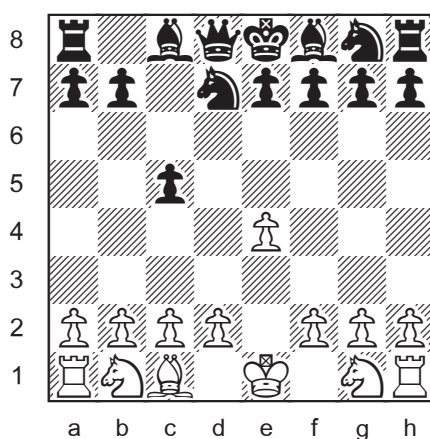
I recently discovered in the excellent *WinChloe* database that two proof games published by me in 2007 and 2013 were anticipated:

PG 14, column 22, Göran Forslund 1998

PG 18, column 29, Leo Mano 1999

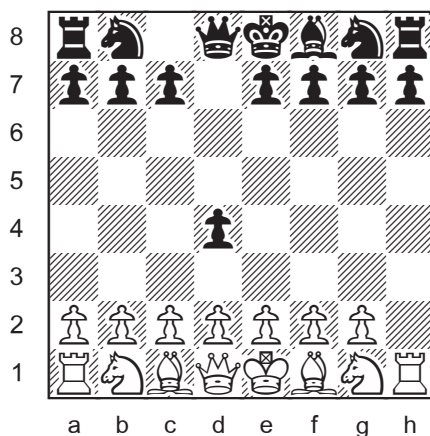
**PDF hyperlinks.** You can advance to the solution of any puzzle by clicking on the underlined title above the diagram. To return to the puzzle, click on the title above the solution diagram.

### Proof Game 86



1.e4 c5 2.Ba6 Nxa6 3.Qg4 Nb8 4.Qxd7+ Nxd7  
Black knight, back and forth, capturing twice from b8.

### Proof Game 87

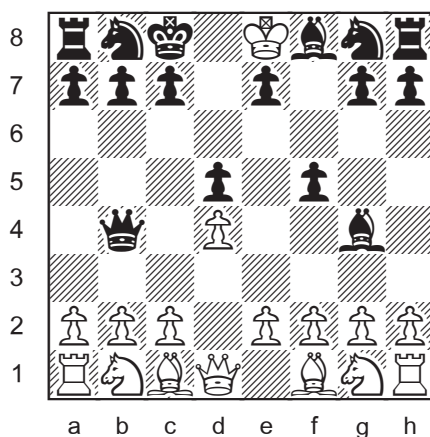


1.h3 d6 2.Rh2 Bxh3 3.Rxh3 d5 4.Rh1 d4  
White rook tempo and switchback, slow black pawn.

## Synthetic Game 44

J. Coakley 2019

*Puzzling Side of Chess*



1.d4 d5 2.Kd2 Qd6 3.Ke3 Qb4 4.Kf4 Bg4  
5.Ke5 f5 6.Ke6 Kd8 7.Kf7 Kc8 8.Ke8

There are many solutions but apparently only one basic scheme for Black, with ...d5 ...Qd6 ...Bg4 ...f5 ...Kc8. The white king can take various paths to e6.

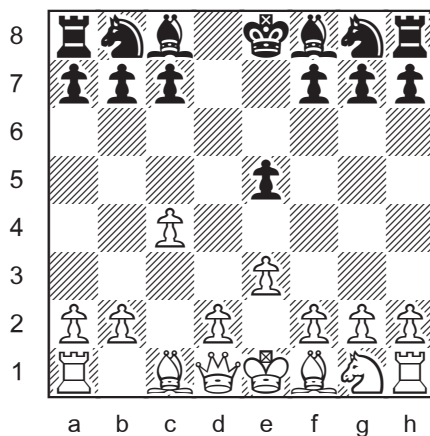
[François Labelle's program Jacobi has unearthed two other schemes.

1.d3 a6 2.Kd2 c6 3.Ke3 f6 4.Kf4 h6 5.Kf5 Qb6 6.Kg6 Kd8 7.Kf7 Kc7 8.Ke8

1.d4 d5 2.Kd2 f5 3.Ke3 Kd7 4.Kf4 Kc6 5.Ke5 Nd7+ 6.Ke6 Nb6+ 7.Kf7 Qd6 8.Ke8

There are 590,615 solutions with 6793 different end positions.]

## Longer Proof Game 74 (4.5 moves)



1.Na3 d5 2.Nc4 dxc4 3.e3 Qd3 4.cxd3 e5 5.dxc4

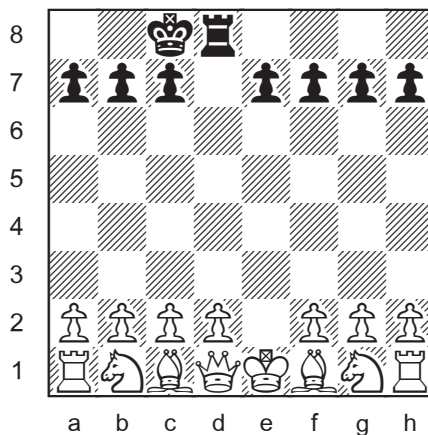
Strange happenings on the c-file.

## Longer Proof Game 75 (8.0 moves)

J. Coakley

*FIDE World Cup in Composition 2019*

*1st Commendation*



1.e4 d5 2.exd5 Nc6 3.dxc6 Qd7 4.cxd7+ Kd8  
5.dxc8=R+ Kd7 6.Rxf8 Rd8 7.Rxg8 Kc8 8.Rxd8+ Rxd8

Scandinavian Defence, Excelsior Variation

Ceriani-Frolkin theme: capture of promoted rook.

Artificial castling after moves 7 and 8, with different rooks.

*Try: With last move ...0-0-0, the position requires 10.0 moves.*

*For example, 1.Nf3 Nh6 2.Ne5 Nf5 3.Nxd7 Ng3 4.Nxf8 Nd7 5.Nxd7 Rf8  
6.Nxf8 Be6 7.Nxe6 Qd4 8.Nxd4 Nxe2 9.Nf3 Ng1 10.Nxg1 0-0-0.*



Until next time!

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