

THE PUZZLING SIDE OF CHESS

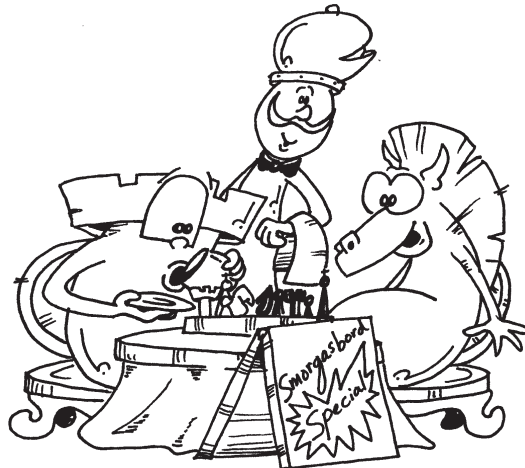
Jeff Coakley

SMORGASBORD XXXIV: Twenty Twenty-two

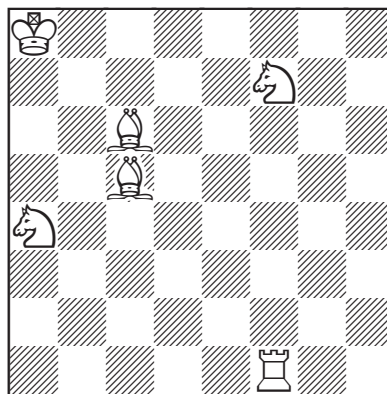
number 218

December 31, 2022

Another year that was. This column presents five new problems plus a random selection of photos from 2022. And the world keeps spinning round.



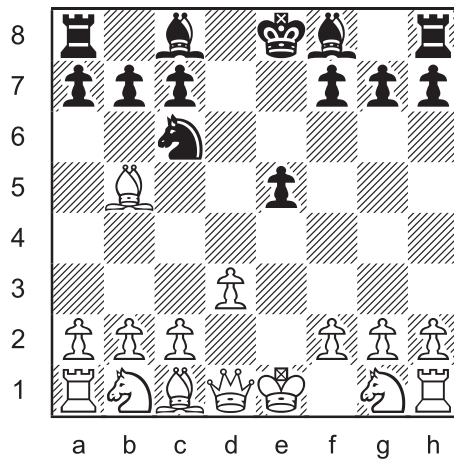
Triple Loyd 88



Place the black king on the board so that:

- Black is in checkmate.
- Black is in stalemate.
- White has mate in 1.

Longer Proof Game 104 (6.0 moves)

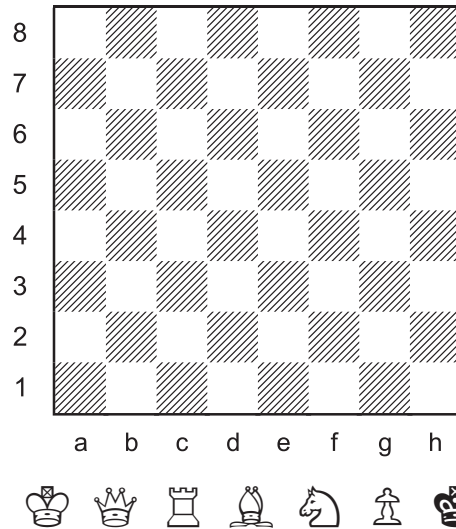


This position was reached in a game after each player made exactly six moves. What were the moves?



Moon Attractor

Mate Maximizer



Construct a position with a white king, queen, rook, bishop, knight, and pawn against a lone black king so that White has the most mates in one move.

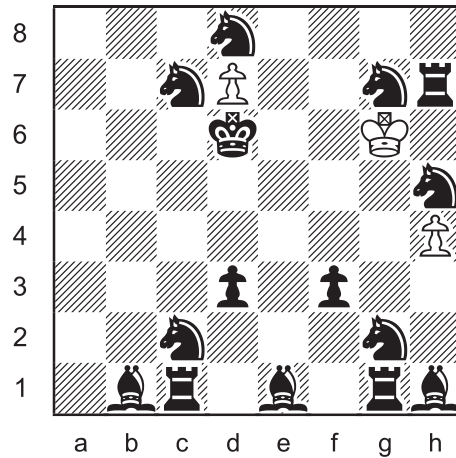
- Discovered checks are not allowed.
- Discovered checks are allowed.

In *part b*, each different move by a piece that uncovers mate is counted separately. Constructed positions must be legal. In other words, they must be reachable from an actual game.



Moon Debris

Multi-Wham 64



series-mate in 41

White plays forty-one moves
in a row to mate Black.

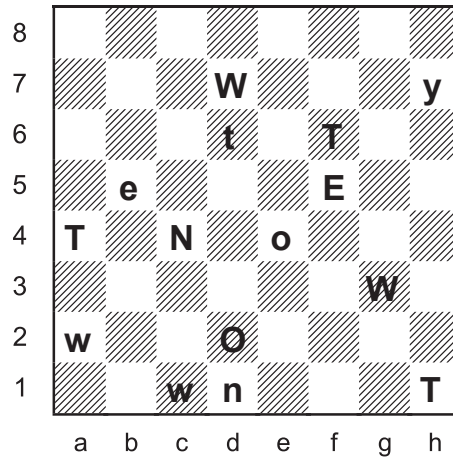
Only the last move may give check. Captures are allowed. White may not place their own king in check. Black does not get a turn.



Picture this.

Rebus 89

"Twenty Twenty-two"



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



Light of the Earth

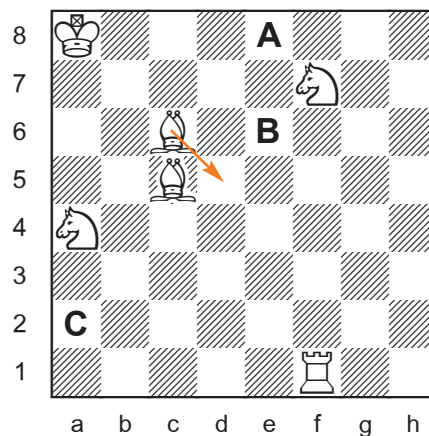
SOLUTIONS

All problems by J. Coakley, *Puzzling Side of Chess* (2022). Rebus 89 is a joint composition with Andrey Frolikin.

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 are available in the *Puzzling Side* archives.

Triple Loyd 88



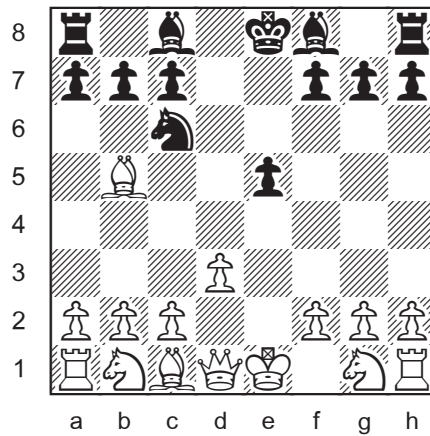
- A. Ke8#
- B. Ke6 =
- C. Ka2 (Bd5#)

Stalemate away from the edge is sometimes hard to find.



Lookin' Out My Back Door

Longer Proof Game 104 (6.0 moves)



1.e4 d5 2.exd5 Nc6 3.dxc6 Qd3 4.Bxd3 e5 5.Bb5 Ne7 6.d3 Nxc6

Pseudo-imposter knight on c6.

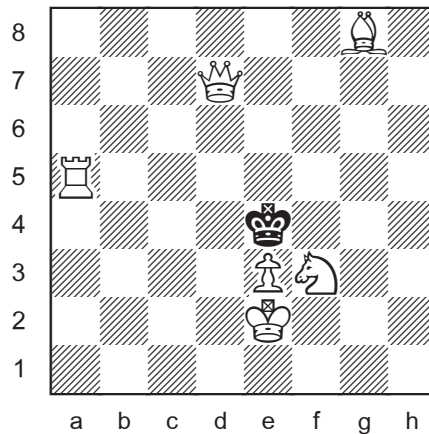
Hidden happenings on d3.



To Better Days Ahead

Mate Maximizer

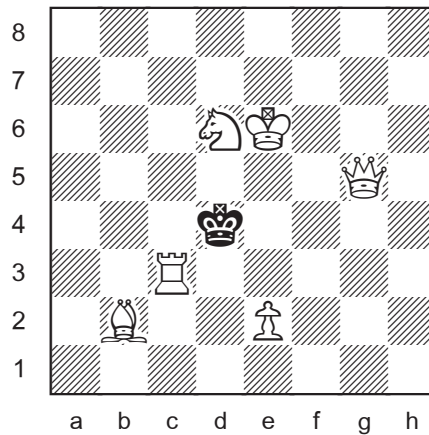
A. No discovered checks



18 mates (12Q 2R 2B 2N)

The theoretical maximum is 19 if the pawn could also give mate.
The position is legal. Previous moves could be 1.d2xe3+ Kf4-e4.

B. With discovered checks

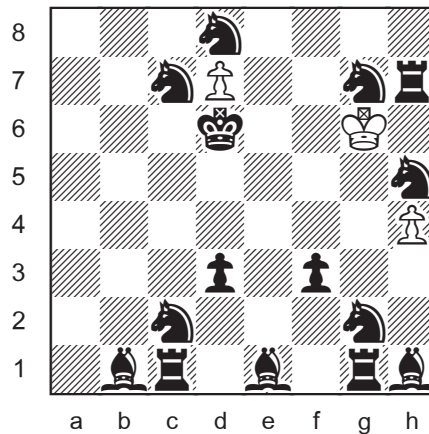


26 mates (11Q 14R 1P)

Computers have not verified this to be the maximum.
Can you set a new record?



Multi-Wham 64



series-mate in 41

The connected knights on g7 and h5 prevent the white king from freeing his h-pawn. So the d-pawn must be promoted first. To capture the knight on d8, the white king must go through a5, which is guarded by the bishop on e1. That bishop is protected by two knights that are each defended three times. Therefore, the white king must take all the black pieces on the first 3 ranks before going to d8.

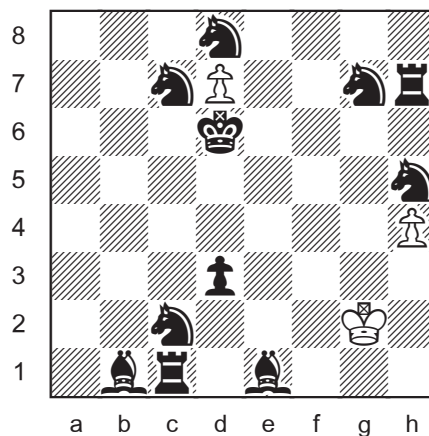
1.Kg5 The greedy *1.Kxh7?* is two moves too slow, mating in 43.

2.Kg4

3.Kxf3

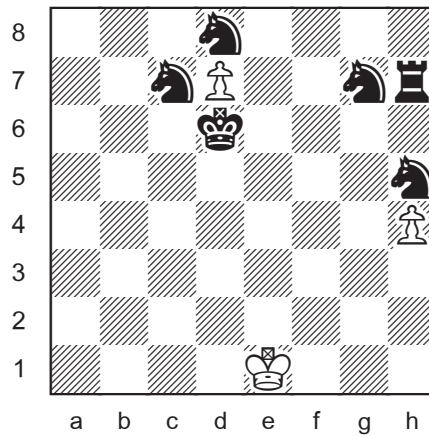
4.Kg4 White clears the kingside pieces first. The alternative *4.Ke4?* *5.Kxd3* takes two extra moves.

5.Kh3 6.Kh2 7.Kxg1 8.Kxh1 9.Kxg2



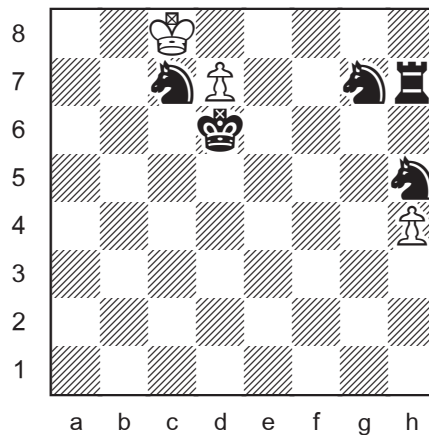
10.Kf3 11.Ke4 12.Kxd3 13.Kc4 14.Kb3 15.Kb2 16.Kxc1 17.Kxb1

18.Kxc2 19.Kd1 20.Kxe1



Now the white king's path to d8 is clear.

21.Kd2 22.Kc3 23.Kb4 24.Ka5 25.Kb6 26.Ka7 27.Kb8 28.Kc8
29.Kxd8 30.Kc8



31.d8=N

Promoting to queen or rook would be check.
Promoting to bishop takes way too long (mate in 54).

32.Ne6

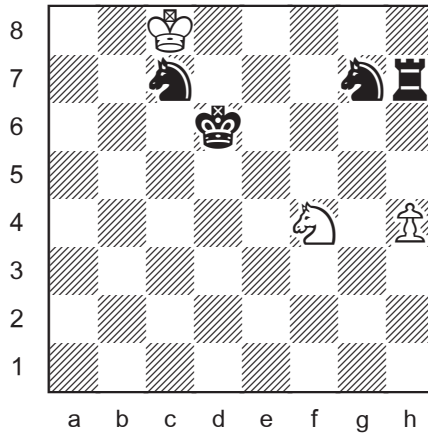
33.Nf4

At this point, the mate must be envisioned and calculated. Surprisingly, 33.Nxg7? requires 4 extra moves. Mate is quicker if the h-pawn captures the knight on g7.

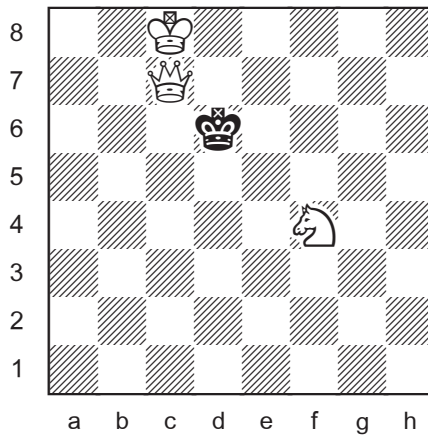
34.Nxh5

35.Nf4

The knight finds his place in the mating formation.



36.h5 37.h6 38.hxg7 39.g8=Q 40.Qxh7 41.Qxc7#

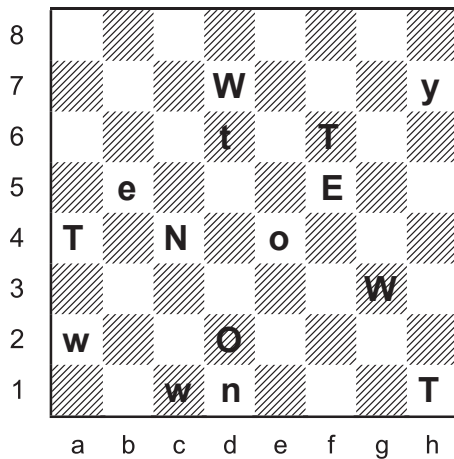


Sands of Time

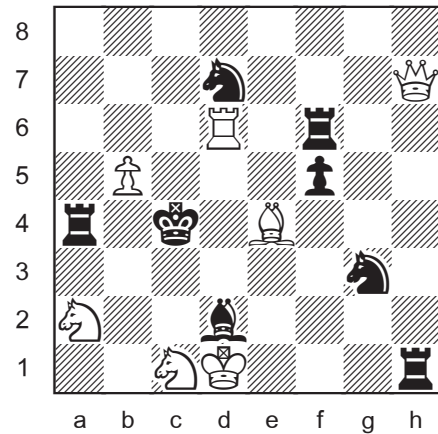
Rebus 89

Andrey Frolkin & Jeff Coakley

“Twenty Twenty-two”



T = rook
W = knight
E = pawn
N = king
Y = queen
O = bishop
caps = black



(7 + 8)

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

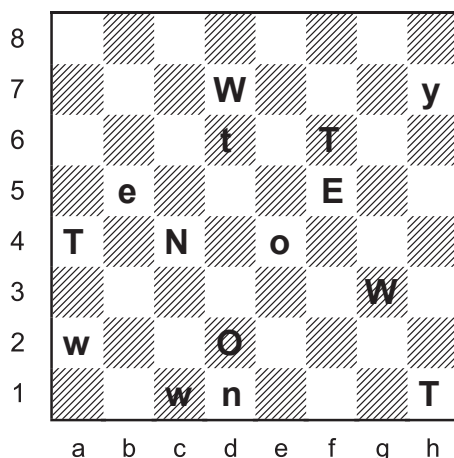
♚ = (EOY) Letters not on 1st rank.

O ≠ ♔ If O = ♔ Regardless of piece assignment:
One king is in check by T (d6, h1, or f6).
One king is in check by W (a2, c1, or g3).
There is no legal double check by T and W.

E ≠ ♔ If E = ♔ Every other letter attacks an E diagonally.
So there are checks by queen and bishop.
There is no legal double check.



Hello Goodbye



N = ♔

T ≠ ♔ Impossible double check (a4 h1).

One king is in check by T (♖h1, ♗a4, or ♘d6).

W = ♘ **W** ≠ ♔♖♗ Impossible second check (a2 or c1).

T ≠ ♗ If **T** = ♗ Check (a4).

O = ♖ **O** ≠ ♔♖ Three checks (d2 e4).

E = ♖ **E** ≠ ♔ Both kings in check (b5).

Y = ♔

The bishop check is impossible. The last move was not the discovered check Kb3-c4+ because the king would be in an impossible double check on b3 (♖b5 ♘c1).

T = ♖ Check (h1).

E = ♗ **E** ≠ ♔♗ Both kings in check (b5).

caps = black If caps = white Both kings in check (pawn b5).

O = ♗ **O** ≠ ♔ Three checks (d2 e4).

Y = ♔



Until next year.

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