



THE PUZZLING SIDE OF CHESS

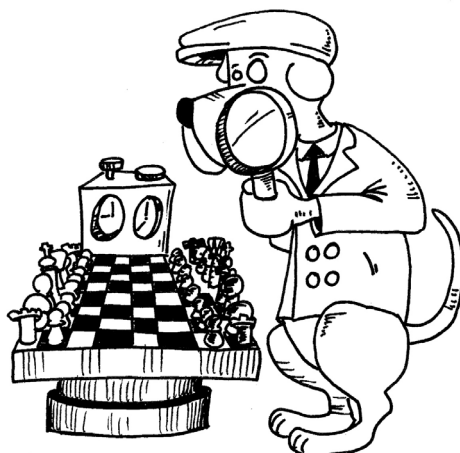
Jeff Coakley

PROVING TO BE THE CASE

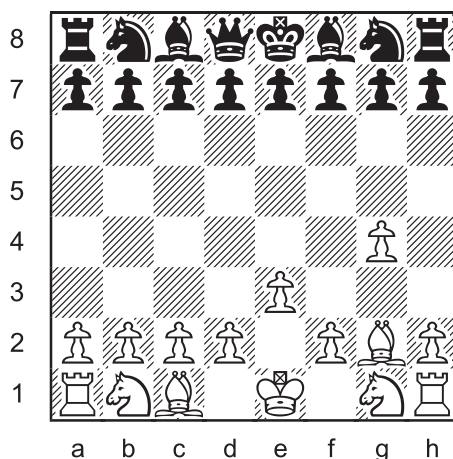
number 219

January 24, 2023

Hopefully the six puzzles in this column will prove to be fun. As usual, the level of difficulty increases with each new position. Good luck.



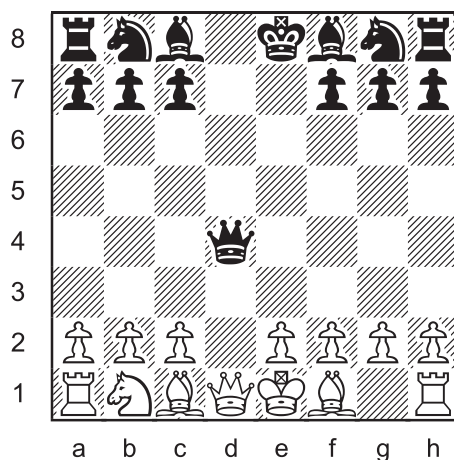
Proof Game 98



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 kooky, and the strategy fluky, but the moves are legal.

Proof Game 99



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

CHess DETECTIVE ACADEMY

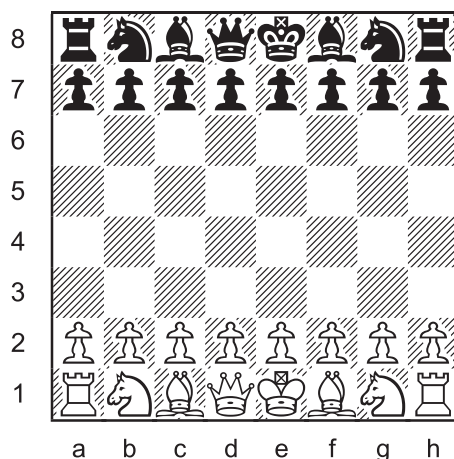
Harmonius Hound lectures on Olfactory Methodology



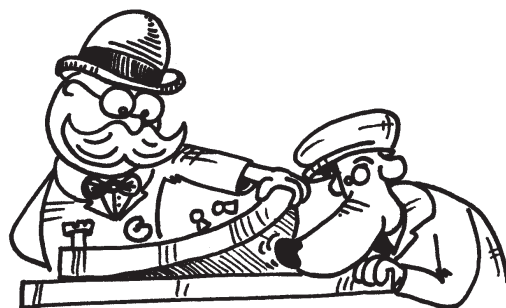
"Sometimes no smell at all is an important clue."

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 or in this case, a specific arrangement of pieces.

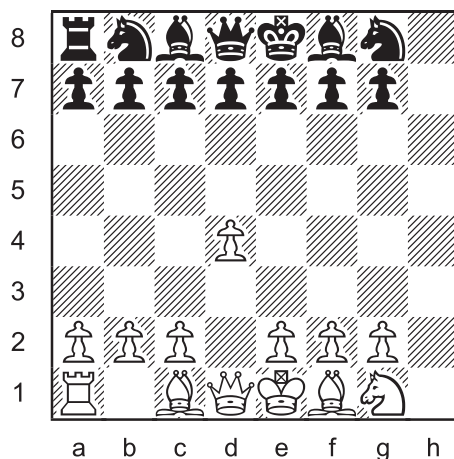
Synthetic Game 50



Compose a game that ends with Black's 10th move in which the white king is on e8 and the black king is on e1.



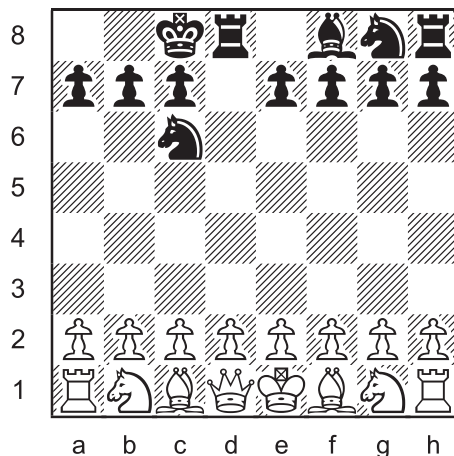
Longer Proof Game 105 (5.5 moves)



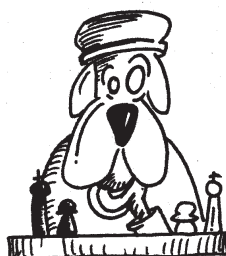
This position was reached after White's sixth turn. What were the moves?

The next proof game features conflicting strategies. White is committed to maintaining the strength of the initial array, while Black is devoted to speedy development with no regard for the loss of material.

Longer Proof Game 106 (6.0 moves)

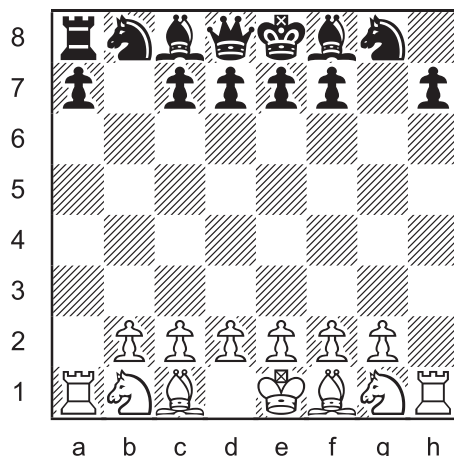


This position was reached after Black's sixth turn. What were the moves?



Depending on your perspective and deductive skills, our final problem may be easier or tougher than it looks. One way or another, that will prove to be the case.

Longer Proof Game 107 (9.5 moves)



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

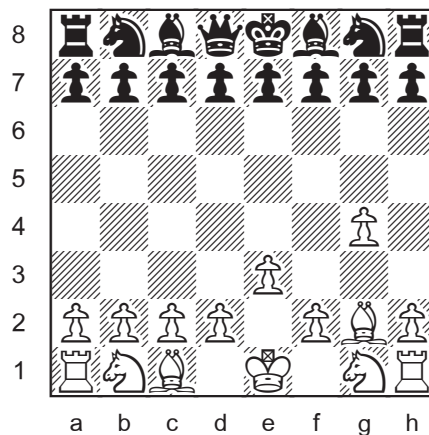
SOLUTIONS

All proof games by J. Coakley. Number 99 is from *Winning Chess Puzzles For Kids Volume 2* (2010). Number 106 is from the *2021 French Retro Solving Championship*. Others are *Puzzling Side of Chess* (2023).

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.

Proof Game 98



1.e3 Nf6 2.Qh5 Nxh5 3.g4 Nf6 4.Bg2 Ng8
Switchback roundabout black knight.

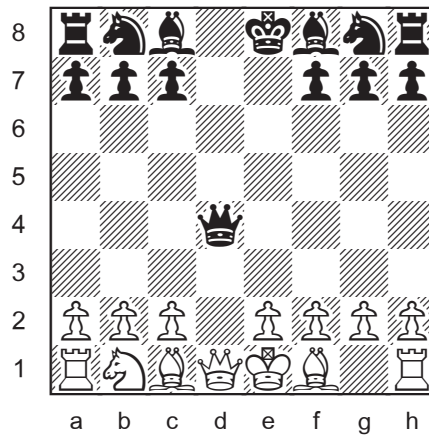


Proving to be a challenge.

Proof Game 99

J. Coakley 2010

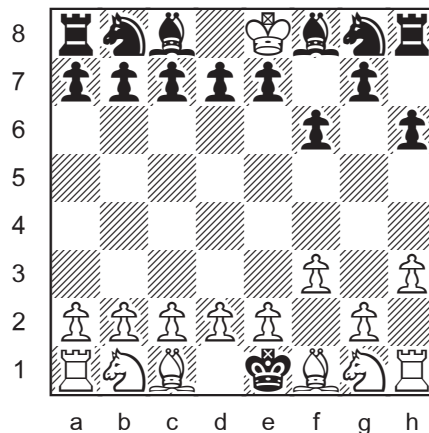
Winning Chess Puzzles For Kids Volume 2



1.Nf3 e5 2.Nxe5 Qe7 3.Nxd7 Qxd7 4.d4 Qxd4
Black queen tempo.



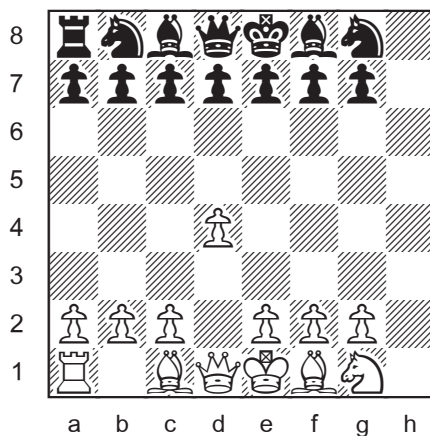
Synthetic Game 50



1.f3 f6 2.h3 h6 3.Kf2 Kf7 4.Kg3 Kg6 5.Kf4 Kh5
6.Kf5 Kh4 7.Kg6 Kg3 8.Kf7 Qe8+ 9.Kxe8 Kf2 10.Qe1+ Kxe1

There are many solutions but only one scheme. The kings can take various routes. The pawns can move at different times. One side can advance their f-pawn two squares. One side can advance their h-pawn two squares.

Longer Proof Game 105 (5.5 moves)



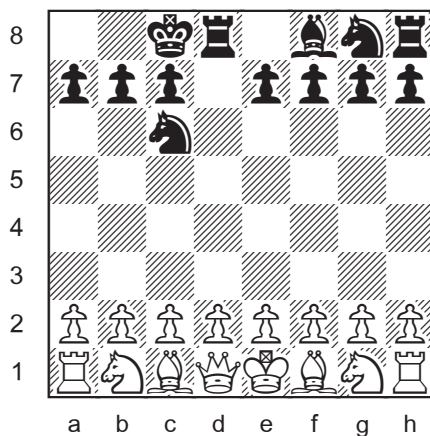
1.d4 h6 2.Bxh6 Rh7 3.Bc1 Rxh2 4.Nd2 Rxh1 5.Ndf3 Rxg1 6.Nxg1
 Black rook tempo, white bishop switchback, white knight impostor.



Longer Proof Game 106 (6.0 moves)

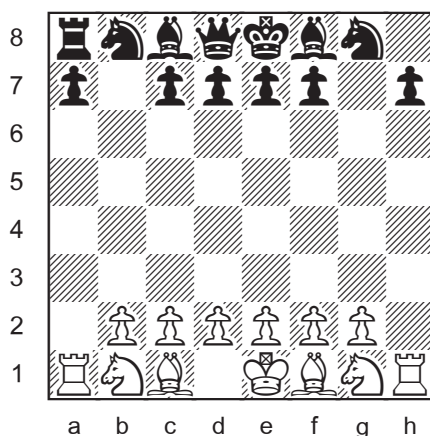
J. Coakley 2021

French Retro Solving Championship



1.Nh3 d5 2.Nf4 Qd6 3.Nxd5 Qf4
 4.Nxf4 Bh3 5.Nxh3 Nc6 6.Ng1 0-0-0
 Full white homebase, roundabout knight.

Longer Proof Game 107 (9.5 moves)



1.h4 b5 2.h5 b4 3.h6 b3 4.hxg7 bxa2 5.gxh8=N axb1=N
6.Ng6 Nc3 7.Ne5 Nxd1 8.Nc4 Nc3 9.Na3 Nb1 10.Nxb1

Double knight promotions. Vanishing white queen.
Homebase. White knight impostor on b1 (Pronkin theme).
Switchback black knight captured on its promotion square.

One of my best and favourite proof games.



Until next time.

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