



THE PUZZLING SIDE OF CHESS

Jeff Coakley

PROOF GAMES

Back to the Egg

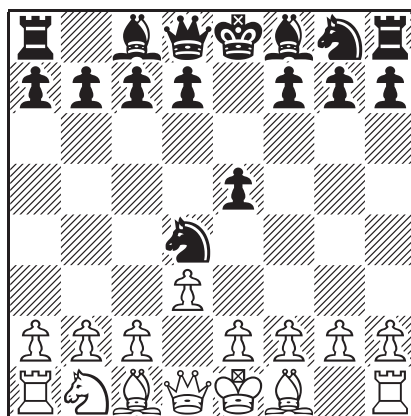
number 237

July 26, 2024

One out of every six articles on the *Puzzling Side of Chess* features proof games. This is the fortieth. The first appeared in June 2012 when the column was still published weekly at ChessCafe.com. Hopefully Harmonius Hound is not the only chess detective who enjoys this kind of problem.



Proof Game 104



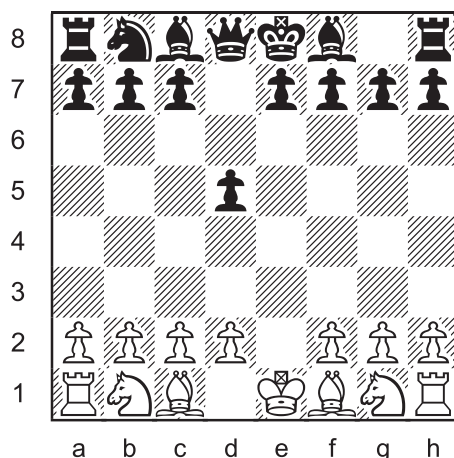
This position, with White to play, was reached in a game after each player made exactly four moves. What were the moves?

Four moves, not three!

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 invented, and the strategy demented, but the moves are legal.

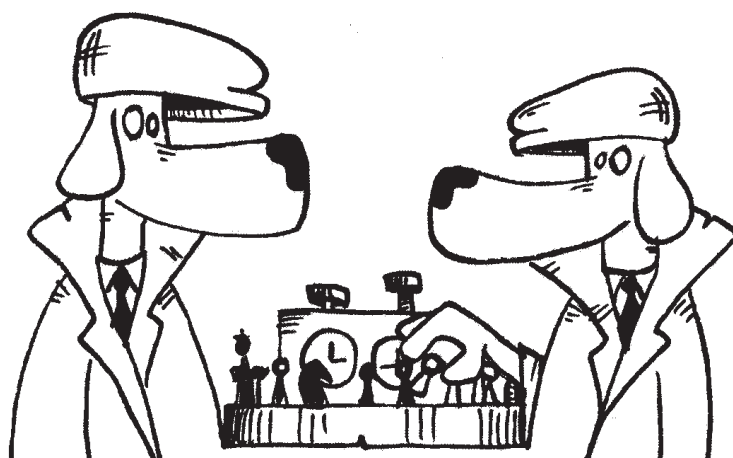
The following position was presented as a PG 4.0 in column 125. This time you must find a way to give White an extra move.

Longer Proof Game 127 (4.5 moves)



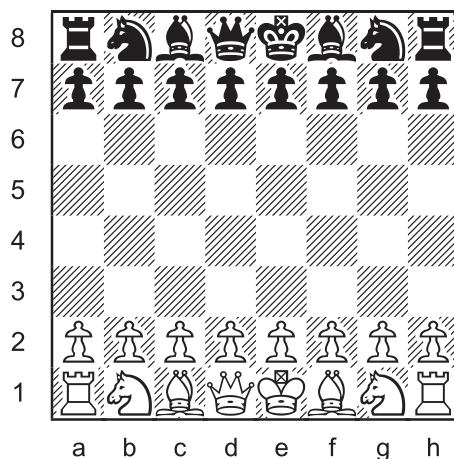
This position was reached after White's fifth turn. What were the moves?

The Chess Detective's Handbook *by Harmonius Hound*

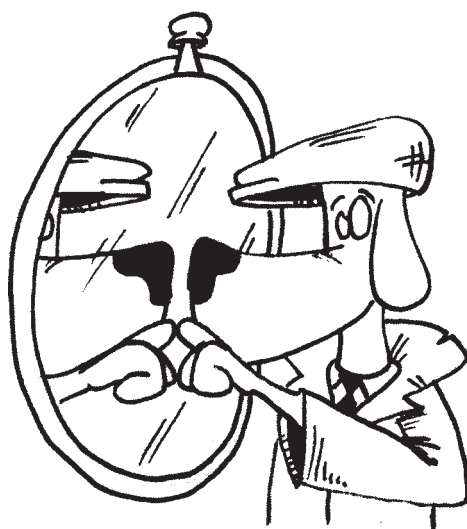


Chapter 9: Secrets of Introspection
The paradox of outwitting oneself.

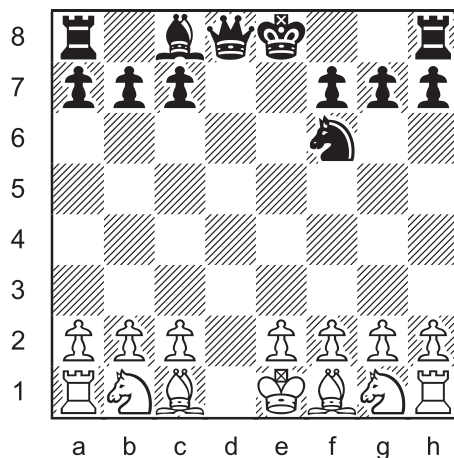
Synthetic Game 56



Compose a game that ends with 5...Bf8#.



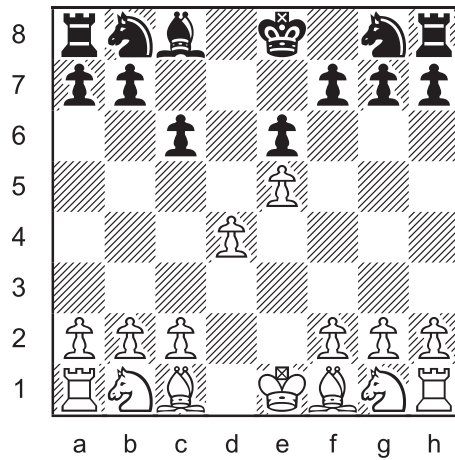
Longer Proof Game 128 (5.0 moves)



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

Proof games that begin with the same opening moves often reach very different final positions. Perhaps that applies to the next problem.

Longer Proof Game 129 (5.5 moves)

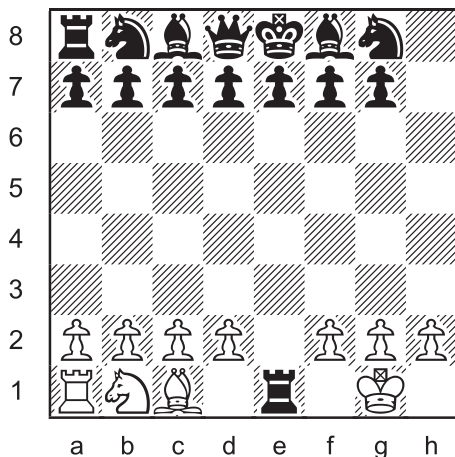


This position was reached after White's sixth turn. What were the moves?

Lots of things are the same in the following twins. Even with length 6.0 and 7.0, neither problem is too difficult. The main fun is finding the necessary differences.

Longer Proof Game 130

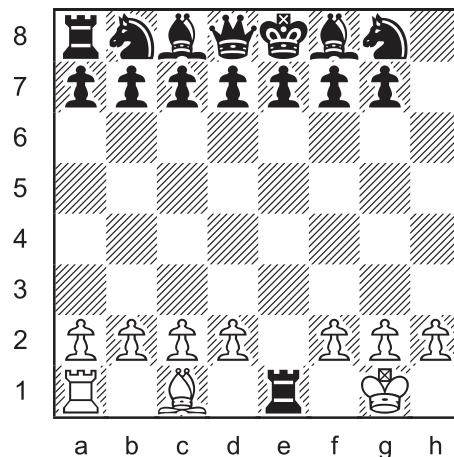
(6.0 moves)



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

Longer Proof Game 131

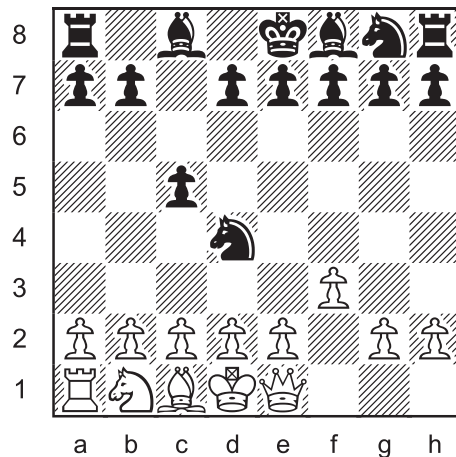
(7.0 moves)



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

The position in the final puzzle looks quite normal until you notice that the white royalty have switched thrones. Can you undo their shuffling to reseal them correctly?

Longer Proof Game 132 (8.5 moves)



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



Leaving the past behind.

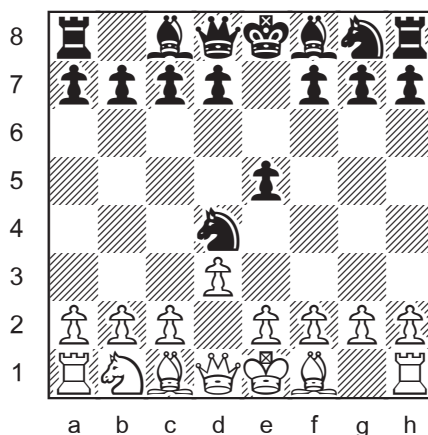
SOLUTIONS

All problems by J. Coakley, *Puzzling Side of Chess* (2024).

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 104



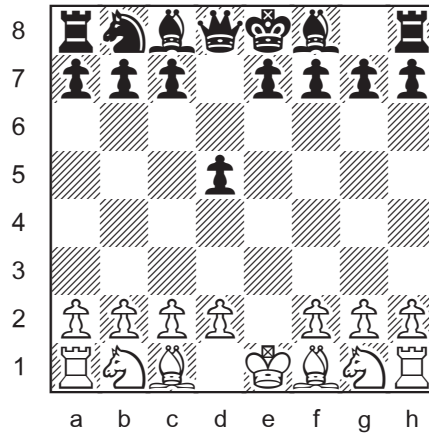
1.Nf3 e6 2.Nd4 e5 3.Nc6 Nxc6 4.d3 Nd4

Tempo game.

This is the only way to reach the position after Black's fourth turn. There are six solutions in 3.0 moves with different sequences of 1.d3 e5 2.Nf3 Nc6 3.Nd4 Nxd4.



Longer Proof Game 127 (4.5 moves)



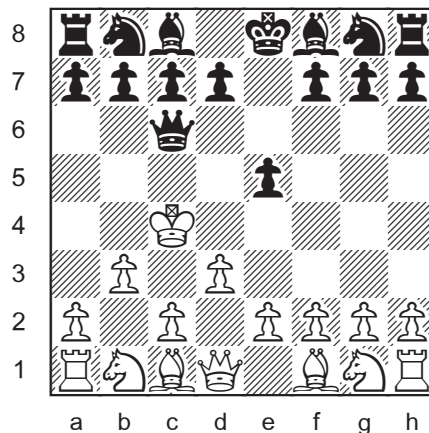
1.e4 Nf6 2.Qf3 Nxe4 3.Qc3 Nxc3 4.Nxc3 d5 5.Nb1
Switchback white knight.

Reaching the position in 4.0 moves, as in column 125, is tougher.

1.e4 Nf6 2.Qg4 Nd5 3.Qe6 de 4.ed ed



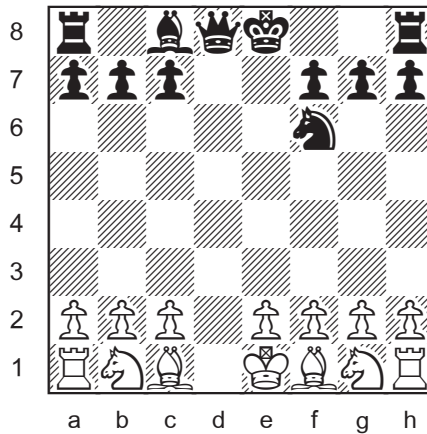
Synthetic Game 56



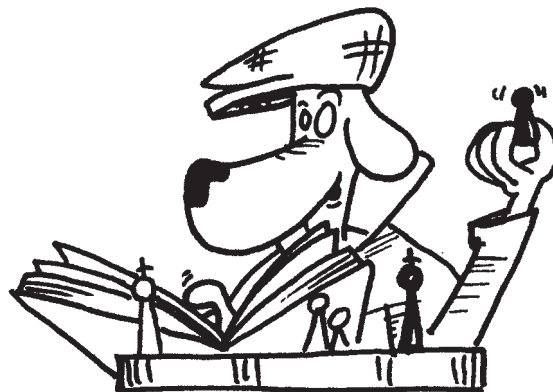
1.d3 e5 2.Kd2 Bc5 3.Kc3 Qf6 4.Kc4 Qc6 5.b3 Bf8#

The moves can be played in different orders.

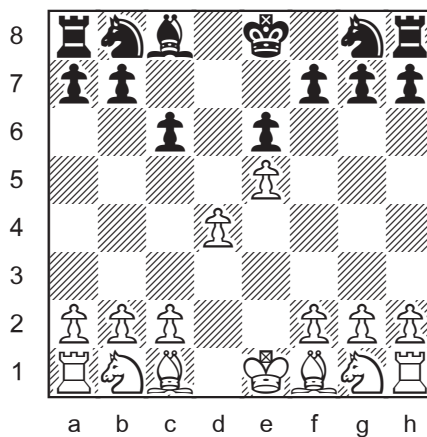
Longer Proof Game 128 (5.0 moves)



1.d4 e5 2.dxe5 Bd6 3.Qxd6 Nf6 4.Qxd7+ Nbx d7 5.exf6 Nxf6
 A masquerade of captures. Pseudo-impostor black knight.



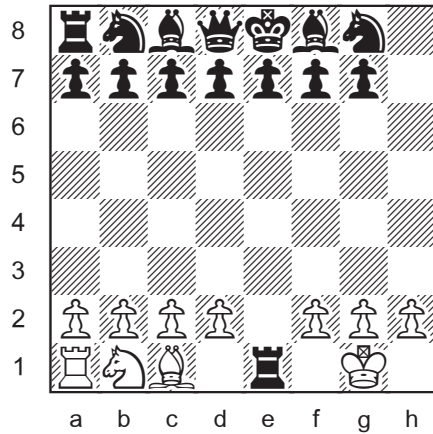
Longer Proof Game 129 (5.5 moves)



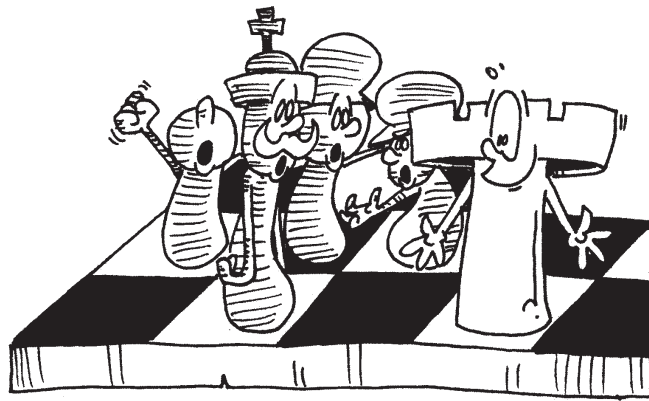
1.d4 e5 2.dxe5 Bd6 3.Qxd6 c6 4.Qe6+ dxe6 5.e3 Qd4 6.exd4
 Deceptive pawns and suicidal queens.

Same opening as the previous problem but a very different conclusion.

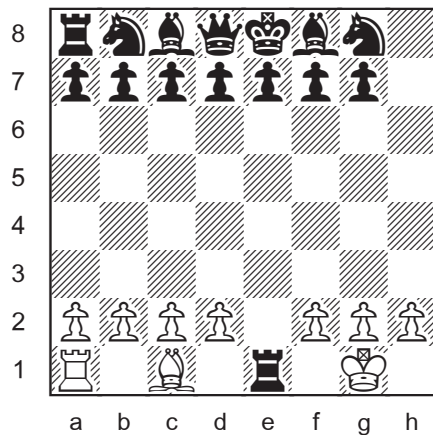
Longer Proof Game 130 (6.0 moves)



1.e3 h5 2.Qxh5 Rxh5 3.Nh3 Rxh3
4.Be2 Rxe3 5.0-0 Rxe2 6.Re1 Rxe1#
Classic back rank mate.

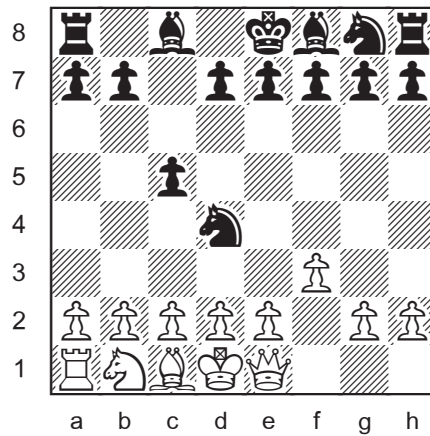


Longer Proof Game 131 (7.0 moves)



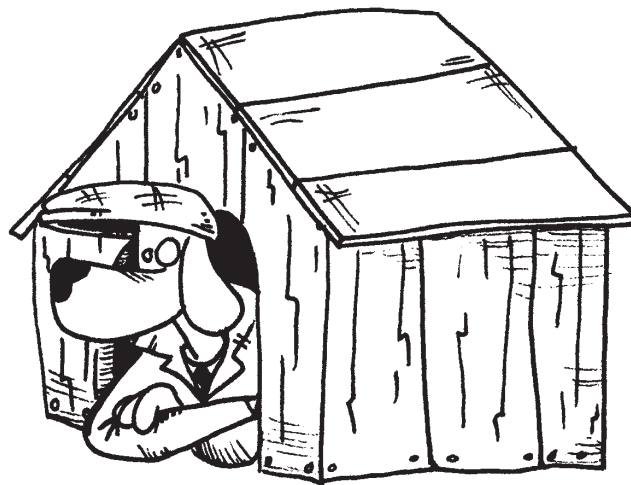
1.e4 h5 2.Qxh5 Rxh5 3.Nh3 Rxh3 4.Nc3 Rxc3
5.Bc4 Rxc4 6.0-0 Rxe4 7.Re1 Rxe1#
Similar plan with a different first move.

Longer Proof Game 132 (8.5 moves)



1.f3 c6 2.Kf2 Qb6+ 3.Kg3 Qxg1 4.Qe1 Qxh1 5.Kf2 Qxf1+
6.Qxf1 c5 7.Ke1 Nc6 8.Kd1 Nd4 9.Qe1

Tempo moves by black pawn and white queen.



Until next time!

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