

# Puzzle Me THIS



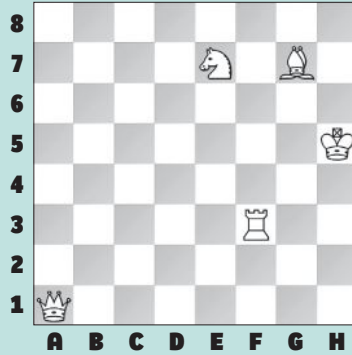
# Puzzle Me THAT

BY JEFF COAKLEY



Hey, puZZlers! We're Zed and Zephyr, here with more fun and challenging problems. A little bit of this and a little bit of that. Some of the puzzles have special rules. Others are the standard kind of positions that might happen in your own games. Which ones are your favorites? Good luck!

## 1. TRIPLE LOYD



Place the black king on the board so that  
 (a) Black is in checkmate.  
 (b) Black is in stalemate.  
 (c) White has mate in one.

## 2. PROOF GAME



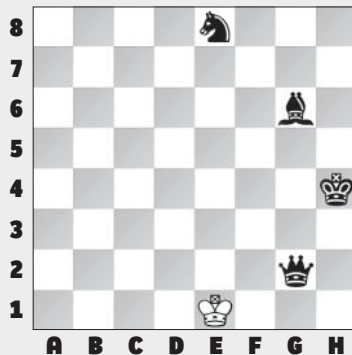
This position was reached after Black's fourth turn. What were the moves?

## 3. MAZE RACE



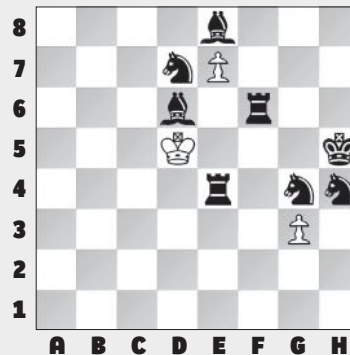
Only one white piece (rook, bishop, or knight) may move. Black does not get a turn. Capture the black king without taking any pieces or moving to a square guarded by Black. Which piece is fastest? Which is slowest?

## 4. INVERTED LOYD



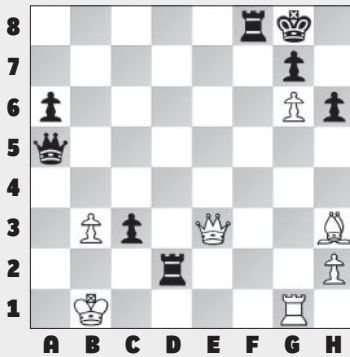
Add a white rook, bishop, and knight so that White has mate in one.

## 5. SERIES-MATE IN 14



White plays 14 moves in a row to checkmate Black. Only the final move may give check. Captures are allowed. Black does not get a turn. White may not place their own king in check, even if they get it out of check on the next move.

## 6. MATE IN 5



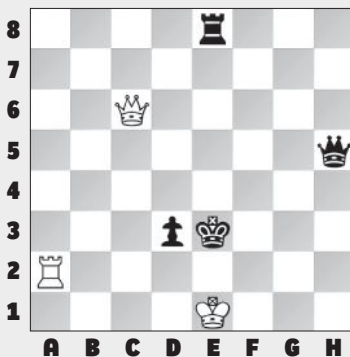
White to play. Mate in five.

## 7. COMBO



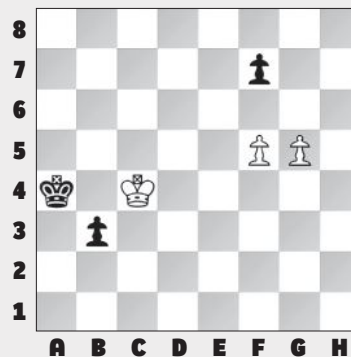
White to play and win material.

## 8. DEFENSE



White to play and not lose.

## 9. ENDGAME



White to play and win.

## 10. SYNTHETIC GAME

Make up a game in which Black wins on the fourth move with the capture 4. ... Bxb4 mate.

## ANSWERS:

**1)** A. Ka2, mate. B. Kh7, stalemate. C. Ke4 (allowing 1. Qa8 mate) **2)** 1. e3 a6 2. Bd3 a5 3. Bg6 hxg6 4. Qh5 gxh5. To make the puzzle a little trickier, put the white e-pawn on e4 and ask how the position was reached after White's fifth turn (5. e3-e4). **3)** The knight is fastest. The rook is slowest. Here are the lines: Nh5-f4-e2-g1-f3-g5-e4-f2-d1-b2-a4xb6 (11 moves). The knight could also go from f3 to e4 through the d2-square. Ba1-b2-a3-b4-e1-f2-g1-h2-f4-h6-f8-e7-d8xb6

(13), Rd6-d8-h8-h7-g7-g5-e5-e4-f4-f2-b2-b4-a4-a8-b8xb6 (15). **4)** Add Rg3 Bf2 Nf4 for 1. Rxg2 mate. **5)** **1. Kc6 2. Kb7 3. Kc8 4. Kd8 5. Kxe8 6. Kxd7 7. e8=R** Promoting to queen would give check. **8. Re6!** The rook blocks the sixth rank, allowing the king to capture the bishop. **9. Kxd6 10. Ke7 11. Rxe4 12. Rxg4 13. Kxf6 14. Rxh4 mate. 6)** **1. Be6+ Kh8 2. Qxh6+ gxh6 3. g7+ Kh7 4. gxf8=N+ Kh8 5. Rg8 mate.** White scores with a queen sacrifice followed by an underpromotion to knight. What a

great way to win! Black also meets their fate after **1. ... Rf7 2. Bxf7+ Kf8** (or 2. ... Kh8) **3. Qe8 mate. 7)** **1. Qxd6** destroys the guard of the e7-square. If Black recaptures with **1. ... cxd6**, White can finish the game in style with **2. Ne7+ Kh8 3. Rxh7+! Kxh7 4. Rh1+ Qh4 5. Rxh4 mate.** Black could try to get tricky by **1. ... Qxf5!?**, hoping for 2. exf5 cxd6, but instead White has the very cool *in-between* move **2. Qxf8+!**, and after **2. ... Rxf8 3. exf5**, White has an extra rook. So Black's least evils are 1. ... h6 2. Qg3 or 1. ... Qg5+ 2. Qd2. In either case, White has won the bishop. The line **1. Nxd6? cxd6 2. Qxd6 Qxe4** is good for Black. **8)** White has big problems. They are down a pawn and their king is in danger of being mated. There is no good way to counterattack the black king, but there is a way to avoid defeat: **1. Qxe8+ Qxe8 2. Re2+ dxe2 stalemate!** Both white pieces are sacrificed to force the draw. The white rook must be taken because **2. ... Kd4? 3. Rxe8** is winning for White. Other first moves by White lose. The usual reply is a *discovered* check by the black king. **9)** The winning idea is to *promote with check*. **1. Kc3!** The black king is forced to the a3-square where he will be checked by a queen from the f8-square. After **1. ... Ka3 2. g6 fxg6 3. f6! b2 4. f7 b1=Q 5. f8=Q+** Black can now choose between losing their queen by 5. ... Ka4 6. Qa8+ Kb5 7. Qb7+ Kc5 8. Qxb1 or losing their king by 5. ... Ka2 6. Qa8 mate. Note that White should answer 2. ... b2 with 3. gxf7 and also that Black would win after 1. g6? fxg6 2. fxg6 b2 3. g7 b1=Q 4. g8=Q Qa2+ 5. Kd4 Qxg8. **10)** **1. d4 e6 2. c4 Qg5 3. Na3 Qxc1 4. b4 Bxb4 mate.** The white moves can be played in different orders. 1. d3 by White or 1. ... e5 by Black are also possible. ♠

# Puzzle Me THIS



# Puzzle Me THAT

BY JEFF COAKLEY



Hey, kids! Here's a riddle. *Why did the zebras cross the road?* Perhaps it was so they could bring you these new puzzles. As usual, there is a little bit of this and a little bit of that. Some of the problems have special rules. Others are the standard kind of positions that might happen in your own games. Good luck!

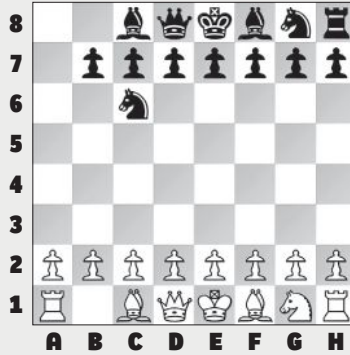
## 1. TRIPLE LOYD



Place the black king on the board so that:

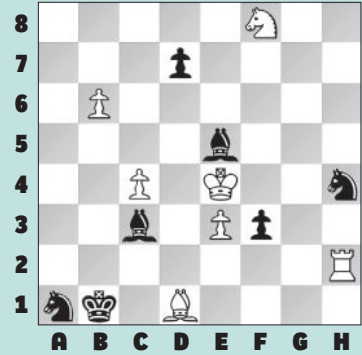
- (a) Black is in checkmate.
- (b) Black is in stalemate.
- (c) White has mate in one.

## 2. PROOF GAME



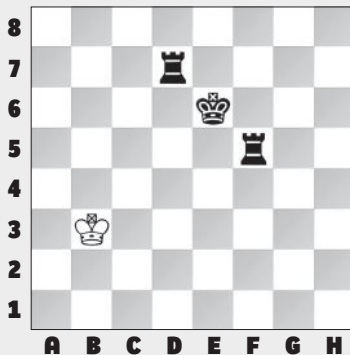
This position was reached after Black's fourth turn. What were the moves?

## 3. MAZE RACE



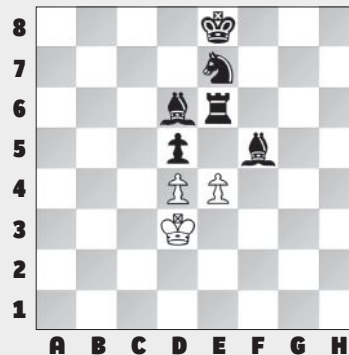
Only one white piece (rook, bishop, or knight) may move. Black does not get a turn. Capture the black king without taking any pieces or moving to a square guarded by Black. Which piece is fastest? Which is slowest?

## 4. INVERTED LOYD



Add a white rook and two bishops so that White has mate in one.

## 5. SERIES-MATE IN 12



White plays 12 moves in a row to checkmate Black. Only the final move may give check. Captures are allowed. Black does not get a turn. White may not place their own king in check, even if they get it out of check on the next move.

## 6. MATE IN 5



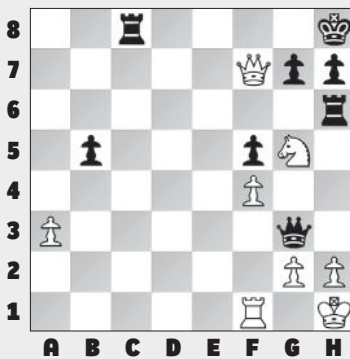
White to play. Mate in five.

## 7. COMBO



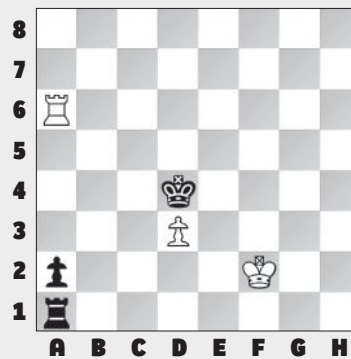
White to play and win material.

## 8. DEFENSE



White to play and not lose.

## 9. ENDGAME



White to play and draw.

## 10. SYNTHETIC GAME

Make up a game in which Black wins on the fourth move with 4. ... Ng4 mate.

## ANSWERS:

**Riddle)** Because that's where their path led! **1)** A. Kd6, mate. B. Kc8, stalemate. C. Ka7, allowing 1. c8=N mate. **2)** 1. Na3 a5 2. Nc4 Ra6 3. Nxa5 Rc6 4. Nxc6 Nxc6. To make the puzzle harder, put the white e-pawn on e3 and the black knight back on b8. Then ask how the position was reached after Black's fifth turn. Same answer plus 5. e3 Nb8. **3)** The rook is fastest. The knight is slowest. Here are the lines: Rh2-h1-g1-g5-h5-h7-e7-e8-c8-c5-b5xb1 (11 moves), Bd1-a4-

b5-a6-b7-d5-f7-h5-g4-h3-f1-d3xb1 (12), Nb8-a6-c5-d3-f2-g4-h6-g8-e7-c8-a7-b5-a3xb1 (13). **4)** Add Re1 Be2 Be7 for 1. Bc4 mate. The power of double check. **5)** 1. Ke3 (The king begins by unpinning himself.) 2. e5 3. Kf4 (Then he unpins again.) 4. exd6 5. dxe7 6. Kxf5 7. Kxe6 8. Kxd5 9. Ke6 10. d5 11. d6 12. d7 mate. The fabulous two pawn checkmate. **6)** **1. Qxg7+ Bxg7 2. Rxg7+ Kh8 3. Rg8+ Double check! 3. ... Kxg8 4. Rg1+ Qg5+ 5. Rxg5 mate.** The final sequence with a rook sacrifice on

the g8-square is called "Pillsbury's mate," named for American grandmaster Harry Pillsbury (1872-1906). Note that White is losing after **1. Bxf6? Qxf6. 7)** Material is even. Black has a knight and two pawns for a rook. White wins the black knight with a *skewer* tactic.

**1. Rxf6 Kxf6 2. Qh8+ Ke6 3. Qxb2** If Black avoids the skewer with **1. ... Rxa2**, White plays **2. Qf3. 8)** Black is up the Exchange and threatens 1. ... Qxh2 mate. White survives by winning back the Exchange with a queen sacrifice and knight fork.

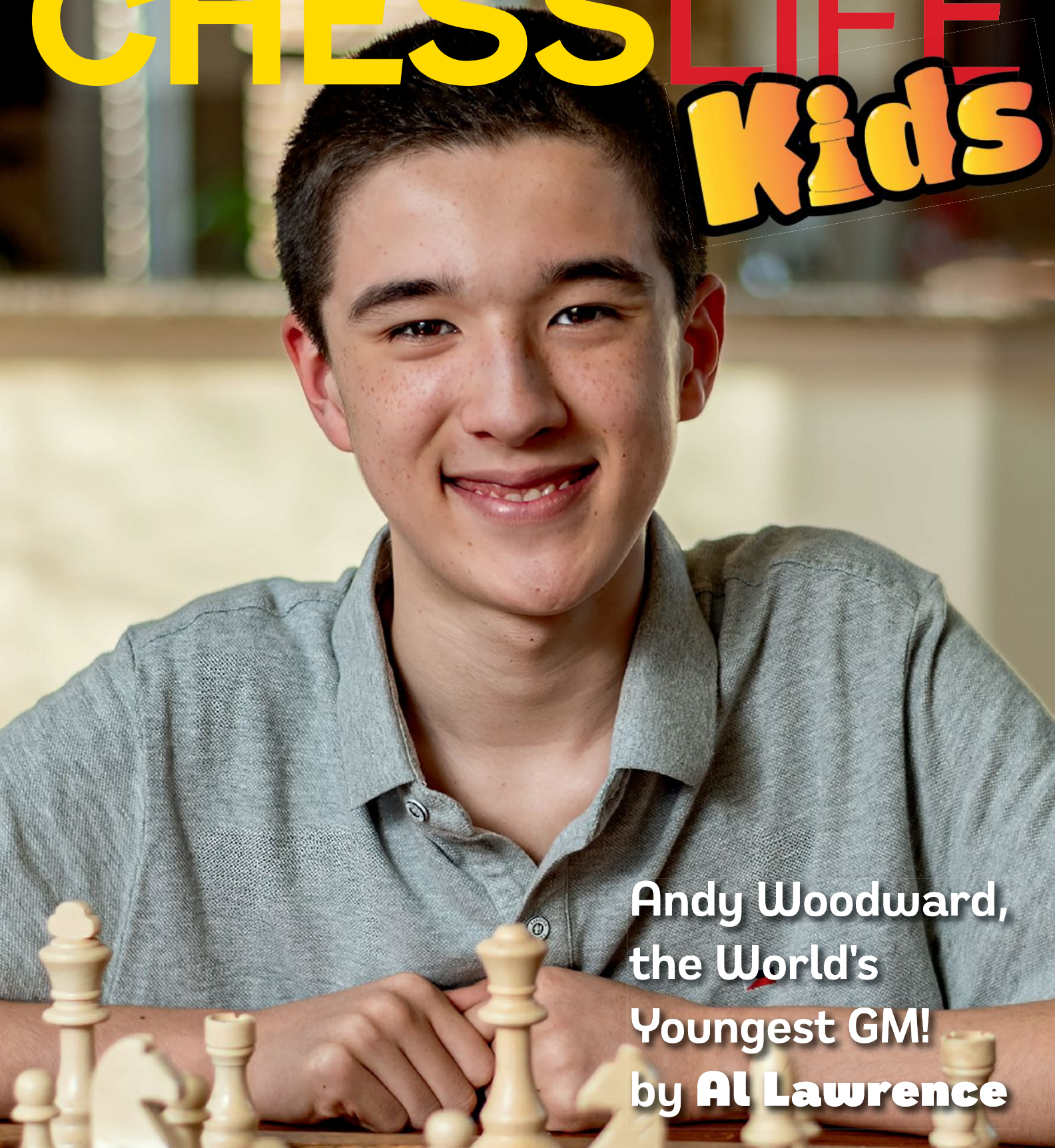
**1. Qe8+ Rxe8 2. Nf7+ Kg8 3. Nxb6+** Taking the black rook unpins the white h-pawn. After **3. ... gxh6 4. hxg3**, the position is equal. Black is winning after other first moves.

For example, **1. Nf3? Qxf4** or **1. h3? Rf6! 2. Qd5 Rcf8 3. Qxb5 h6 4. Nf3 Qxf4. 9)** In rook endings, an extra pawn does not always win.

Here, defending the d-pawn is not important. Black threatens 1. ... Rh1 followed by promoting their pawn, as 2. Rxa2 loses to the skewer 2. ... Rh2+ 3. Kf3 Rxa2. Avoiding the skewer by **1. Kg2** is the only way to draw! After **1. ... Kxd3**, White keeps their rook on the a-file and their king on g2 or h2. Then Black can make no progress. If the black king defends the pawn, the white rook checks him away. For example, **2. Ra8 Kc3 3. Kh2 Kb2 4. Rb8+ Ka3 5. Ra8+ Kb2 6. Rb8+ Kc2 7. Ra8!** Other first moves by White lose. 1. Ra3? and 1. Ke2? are met by 1. ... Rh1. And 1. Rd6+ Kc5 2. Ra6 Rh1 is no better. The trickiest line is 1. Ra4+? when Black wins by 1. ... Kc3! 2. Kg2 Kb3. Instead, 1. ... Kxd3? would only draw after 2. Kg2. Note that 1. Kf3? loses to 1. ... Rf1+ 2. Ke2 a1=Q. **10)** **1. f4 Nf6 2. Kf2 b6 3. g3 Bb7 4. Qe1 Ng4 mate.** The moves by both sides can be played in different orders. 1. ... Nh6 and/or 2. ... b5 are also possible. ♠

# CHESS LIFE

## Kids



Andy Woodward,  
the World's  
Youngest GM!  
by **Al Lawrence**

## 6. MATE IN 3



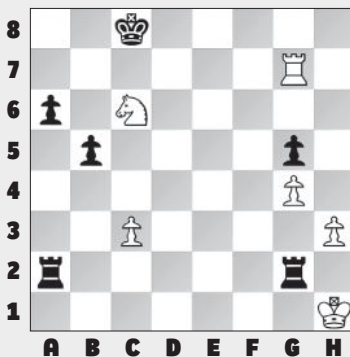
White to play. Mate in three.

## 7. COMBO



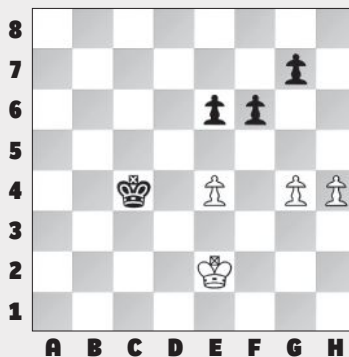
White to play and win material.

## 8. DEFENSE



White to play and not lose.

## 9. ENDGAME



White to play and win.

## 10. SYNTHETIC GAME

Make up a game in which White wins on the fifth move with 5. dxe6 mate.

## ANSWERS:

**1)** A. Kh8, mate. (Not Kg1?, impossible double check.) B. Kg6, stalemate. C. Kb1, allowing 1. Kd2 mate **2)** 1. d3 e6 2. Bh6 Qg5 3. d4 Qc1 4. Bxc1 d6. **3)** The bishop is fastest. The knight is slowest. Here are the lines: Ba1-b2-a3-b4-e1-h4-g5-h6-f8-d6xb8 (10 moves), Ra4-b4-b2-d2-d1-f1-f2-g2-g7-f7-f8xb8 (11), Nf6-e4-d6-f7-h8-g6-h4-g2-e1-c2-b4-a6xb8 (12). The knight can also go from e4 to f7 through g5. **4)** Add Rc4 Rd2 Ng3 for 1. Nf1 mate. **5)** **1. a8=R** Promoting to queen would check. **2. Rxe8 3. Rxe6 4. Rxc6 5.**

**Rc6 6. g6 7. g7 8. g8=R** Once again, a new queen would check. **9. Rgg6 10. Rgd6 mate. 6)** **1. Nb6+** A knight sacrifice *clears* a diagonal for the white queen. **1. ... axb6** (or *1. ... Nxb6*) **2. Qc6+** Then the queen is given up to *deflect* the black b-pawn. **2. ... bxc6 3. Ba6 mate.** The final pattern with criss-crossing bishops is called “Boden’s mate,” named for English master Samuel Boden (1826-1882). **7)** **1. Qxh5** The queen is sacrificed to *remove the guard* of the black g-pawn. White will then regain the queen and

more by means of *discovered checks*. The end result is an extra knight and four pawns! **1. ... Qxh5 2. Rxc6+ Kh8** At this point, White could win back the queen right away with 3. Rg5+ f6 4. Rxh5. But why not grab three more pawns first!? **3. Rxf7+ Kg8 4. Rg7+ Kh8 5. Rxc7+ Kg8** Blocking the check by 5. ... Rf6 is quickly punished by 6. Bxf6+ Kg8 7. Rd8+ Qe8 8. Rxe8 mate. **6. Rg7+ Kh8 7. Rxb7+ Kg8 8. Rg7+ Kh8 9. Rg5+ Kh7 10. Rxh5.** This tactic with repeating discovered checks is called a *windmill*. Round and round it goes! **8)** Black is up a rook for a knight and has the white king dangerously trapped along the first rank. But White can escape defeat with a clever *perpetual check*. **1. Re7** The key to this defensive tactic is placing the rook on a square guarded by the knight. Now **1. ... Rgc2** and other black moves are met by **2. Na7+ Kd8 3. Nc6+ Kc8 4. Na7+ Kb8 5. Nc6+ Kc8**, reaching the same position for the third time. **Draw** by repetition. Black wisely avoids 5. ... Ka8? 6. Ra7 mate! Note that 1. ... Rh2+ delays but does not prevent the draw. Other first moves by White lose. For example, 1. Na7+? Kd8 2. Nc6+ Ke8 or 1. Rxc6? Rgd2. **9)** Whose king is better placed? If White plays 1. Ke3?, then Black wins after 1. ... e5 because their king is further advanced and the white e-pawn will be lost. For example, 2. h5 Kc3 3. Ke2 Kd4 4. Kf3 Kd3 5. Kf2 Kxe4. The winning move is **1. e5!** This sacrifice leads to a white passed pawn on the h-file and the black king is too far away to stop it from promoting. **1. ... fxe5 2. h5 Kd4 3. g5 Ke4 4. h6 gxh6 5. gxh6 Kf5 6. h7 Kg6 7. h8=Q** Other lines are 1. ... f5 2. gxf5 exf5 3. e6 and 1. ... Kd5 2. exf6 gxf6 3. h5. **10)** 1. e4 d5 2. exd5 f6 3. Qg4 Kf7 4. Bb5 Be6 5. dxe6 mate. The moves can be played in different orders. ♠