

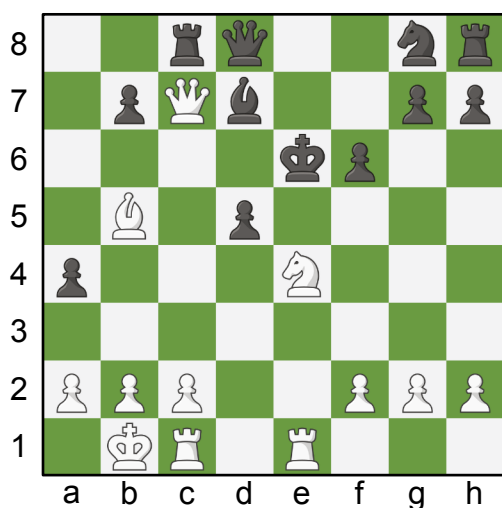
55. Impossible Mate in 1

This tricky puzzle is from Chess Mysteries of Sherlock Holmes by Raymond Smullyan. It's white to move and mate in 1.

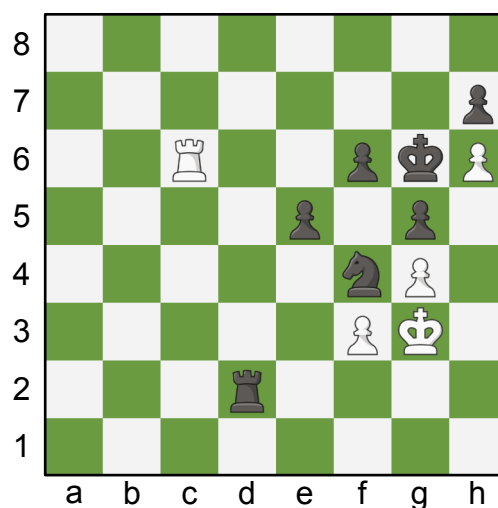


Challenge Puzzles

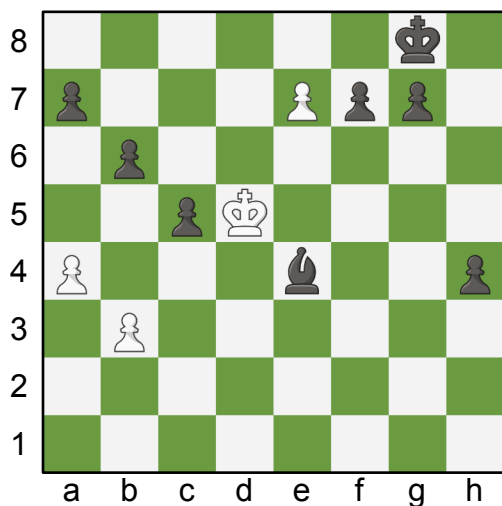
① White to play - Find best move.



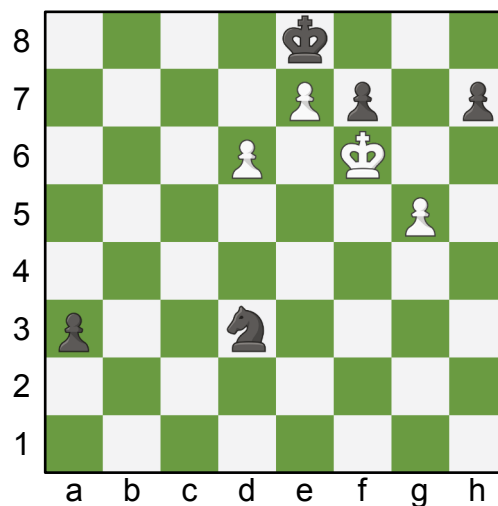
② White to play - Find best move.



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④ White to play - Find best move.



Hints.

- ① Look for a move that blocks escape on f7 and f5.
- ② White can't win. What is best?
- ③ Start with the king.
- ④ Start with a pawn.

Answers.

- ① 1. d6#
- ② 1. xf6+ xf6 (stalemate). White is just hoping for a draw.
- ③ 1. d6. The pawn will promote. The trap was to take the bishop since black could have stopped the pawn with a check on f5.
- ④ 1. g6 fxg6 2. d7+ xd7 3. f7 e5+ 4. f8 and the pawn will queen.

