

# The First Annual Chess Puzzles Meet

# Preliminaries

What you need:

- Chess Rules

- Chess Notation

- A Notebook

- Unparalleled Imagination and Creativity

Unnecessary stuff:

- Chess Board

- Ability to defeat atleast one guy

# Chess Puzzles...

..belong to several categories:

Mate-in-X-moves

Deeper Position Analysis

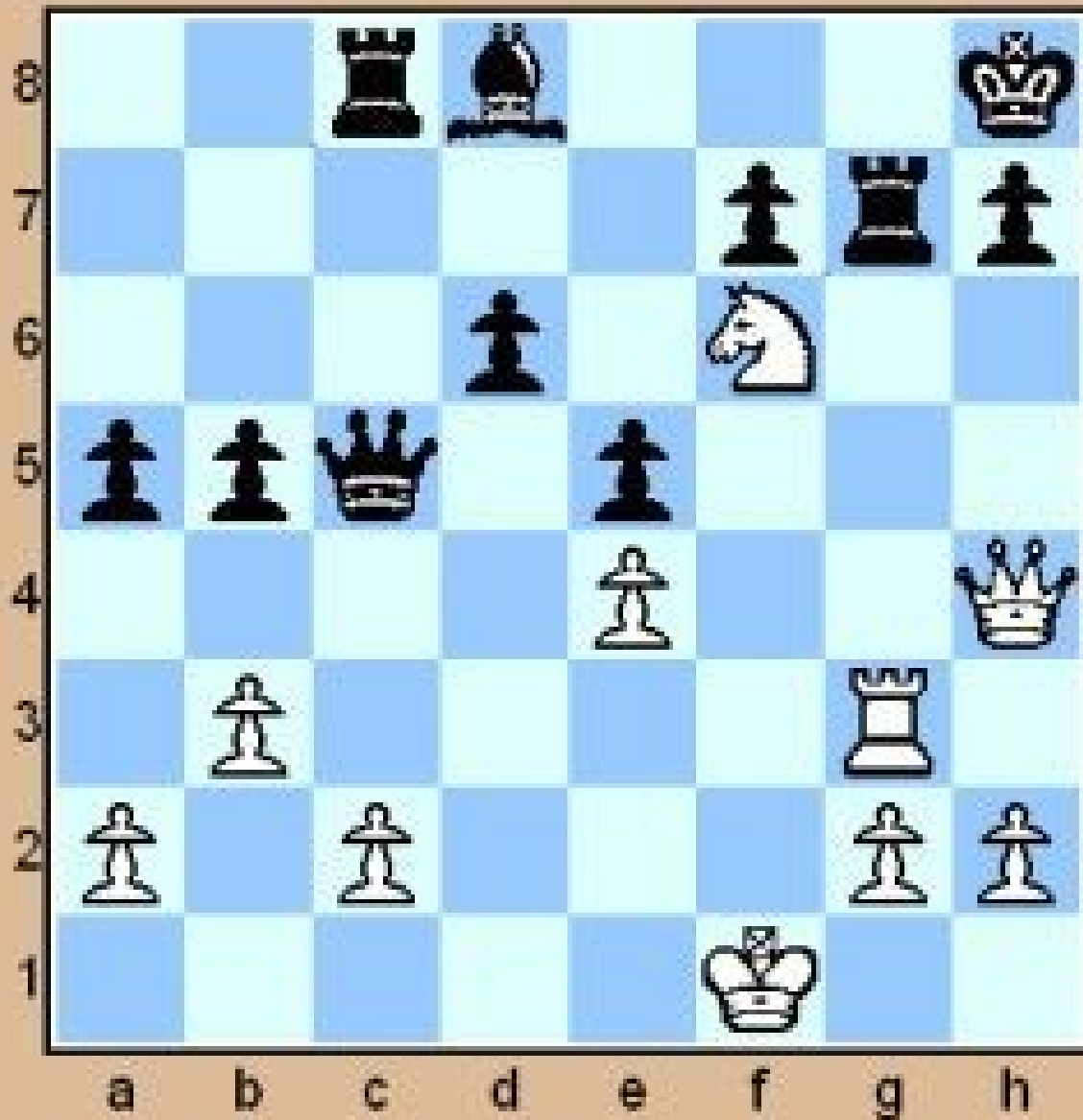
Retrograde Analysis

# Mate-in-X-moves

*Continue playing from a given game position, and force a side to always win within the specified move limit (typically 1,2,3 or 5).*

Restricted number of possibilities; aided by natural faith in the sanity of the players.

You know a checkmate when you see one!



White to mate in 2

# Deep game analysis

More serious chess play

Most likely to be an excerpt from an actual game.

Knowledge of chess theories and support of computer-aided analysis.

# A more logically challenging format: Retrograde Analysis!

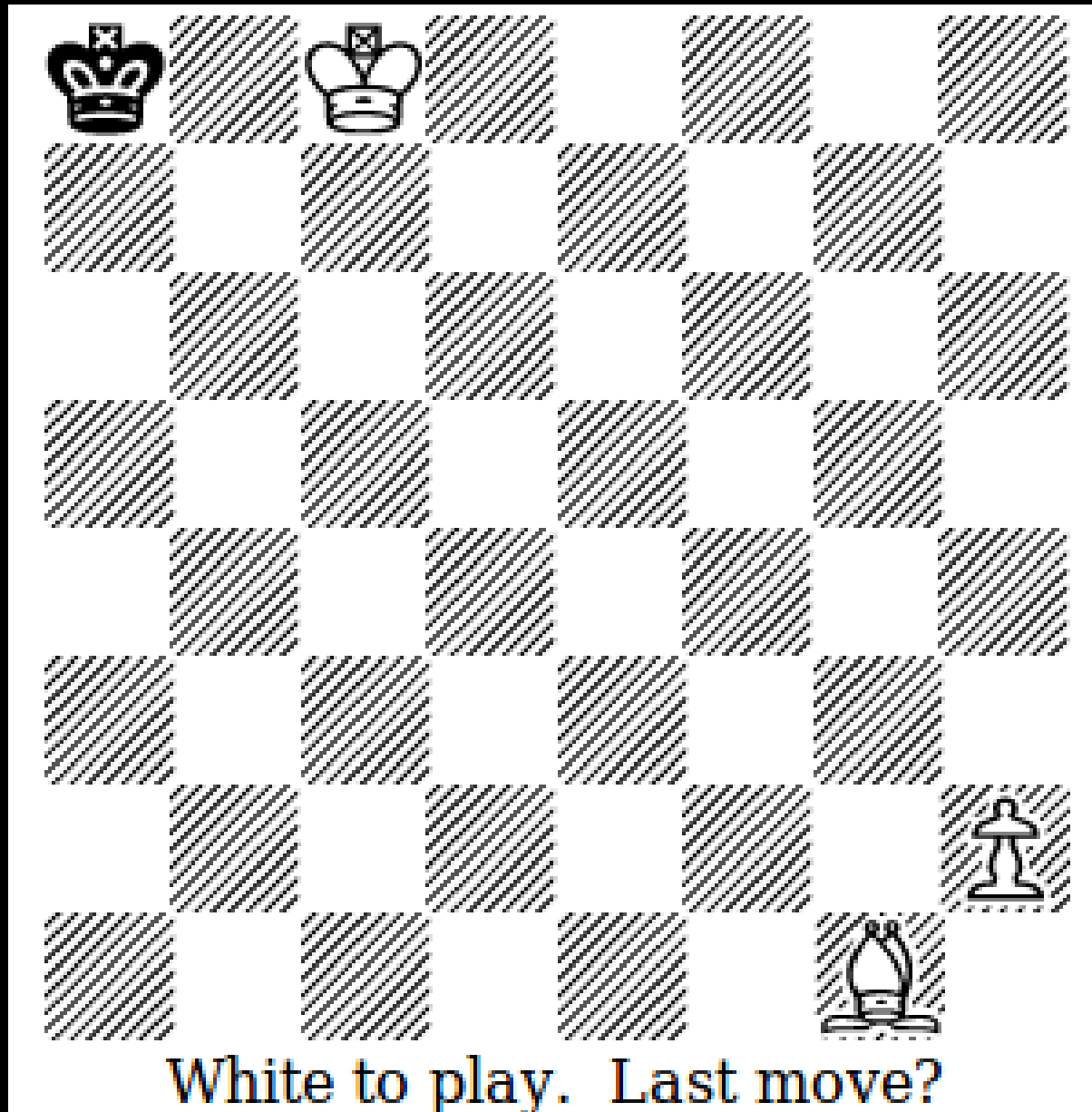
Given a game position, answer questions related to the game *history*, not future.

So special, they need to be constructed.

The only criterion is legality of moves.

In particular, make no comments about the sanity of players!

# An easy beginning...

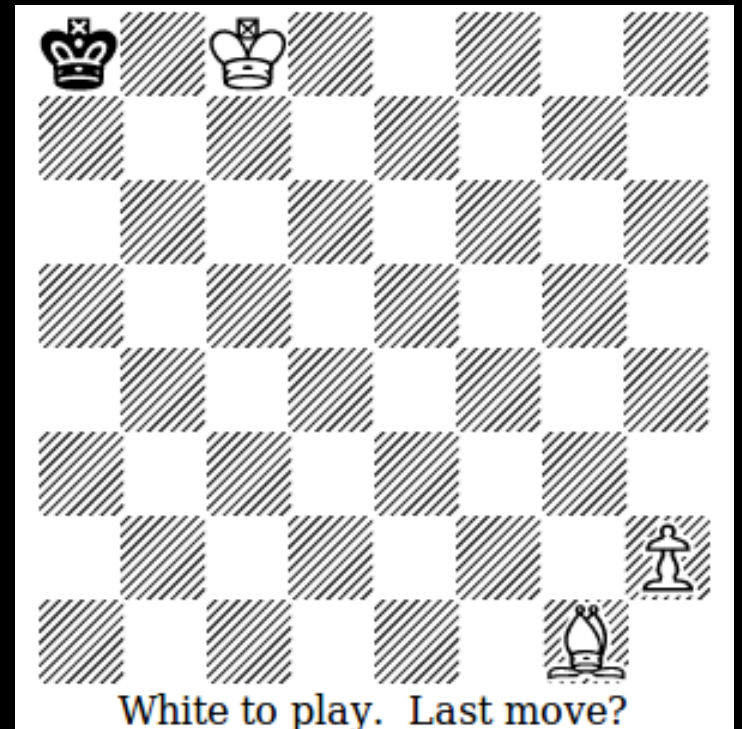




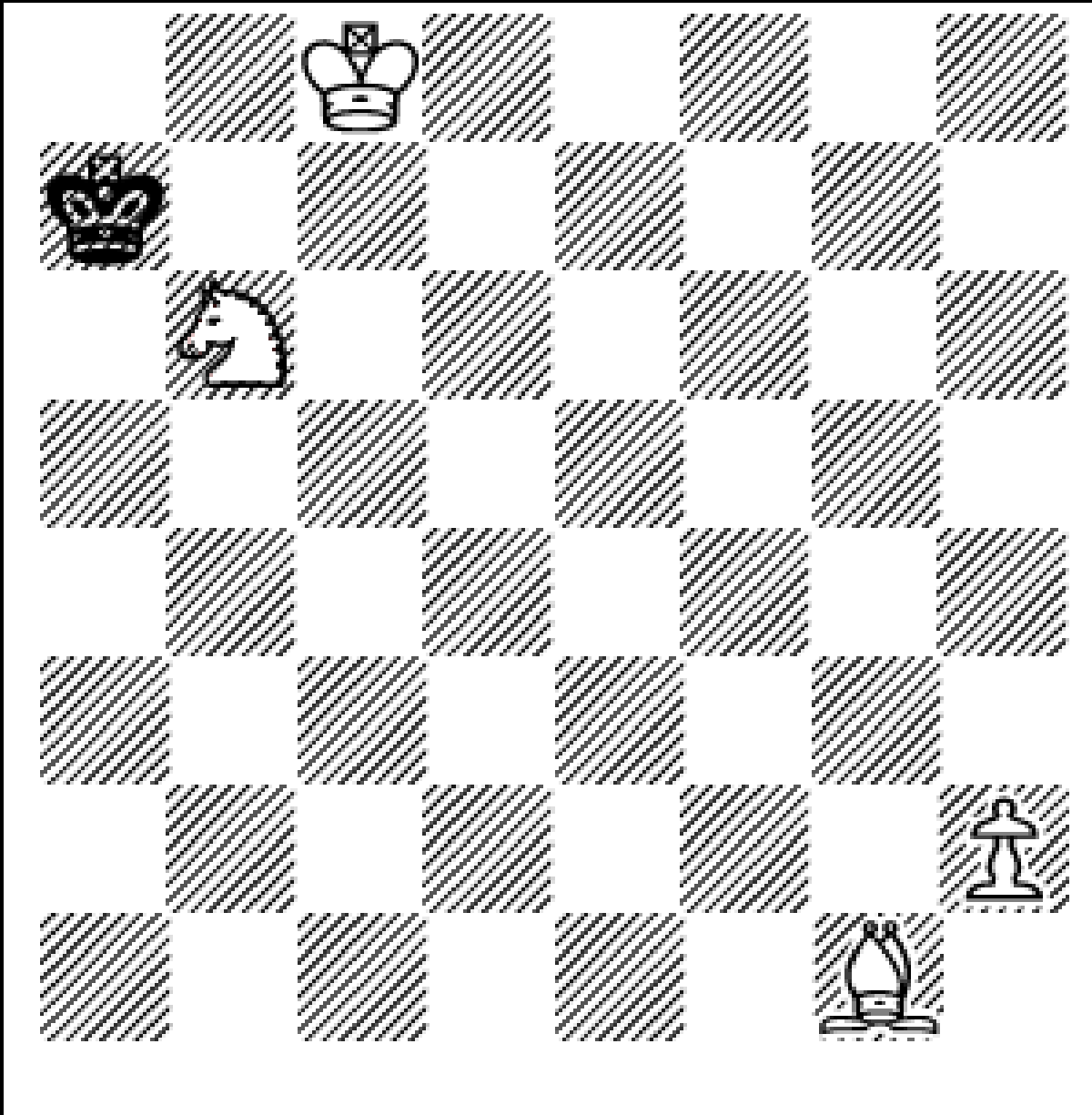
# How to start thinking...

*“When you have eliminated the impossible, whatever remains, however improbable, must be the truth” – Sherlock Holmes*

**Start eliminating!**

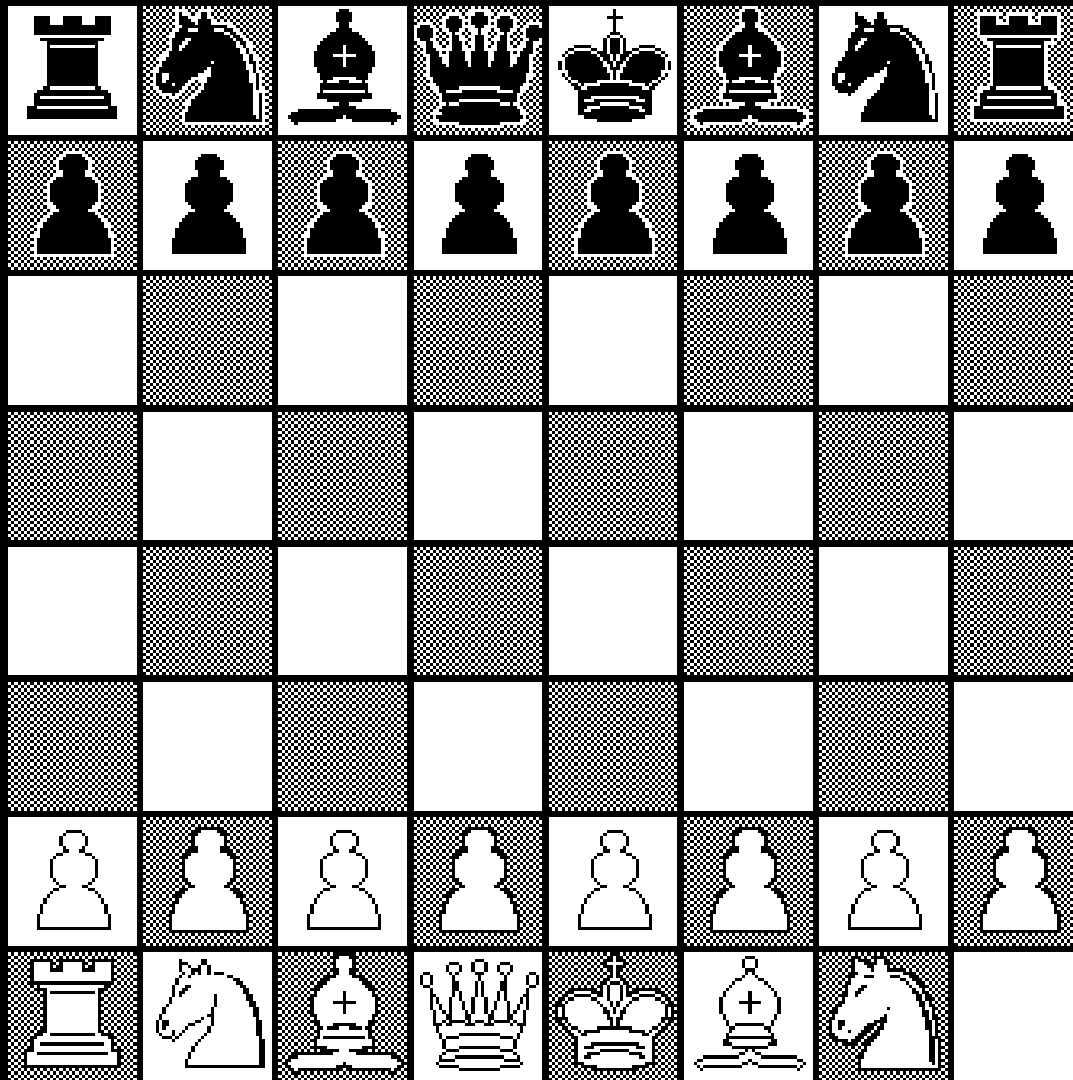


# The solution:



0. Na8+ Kxa8

# A Level Up:



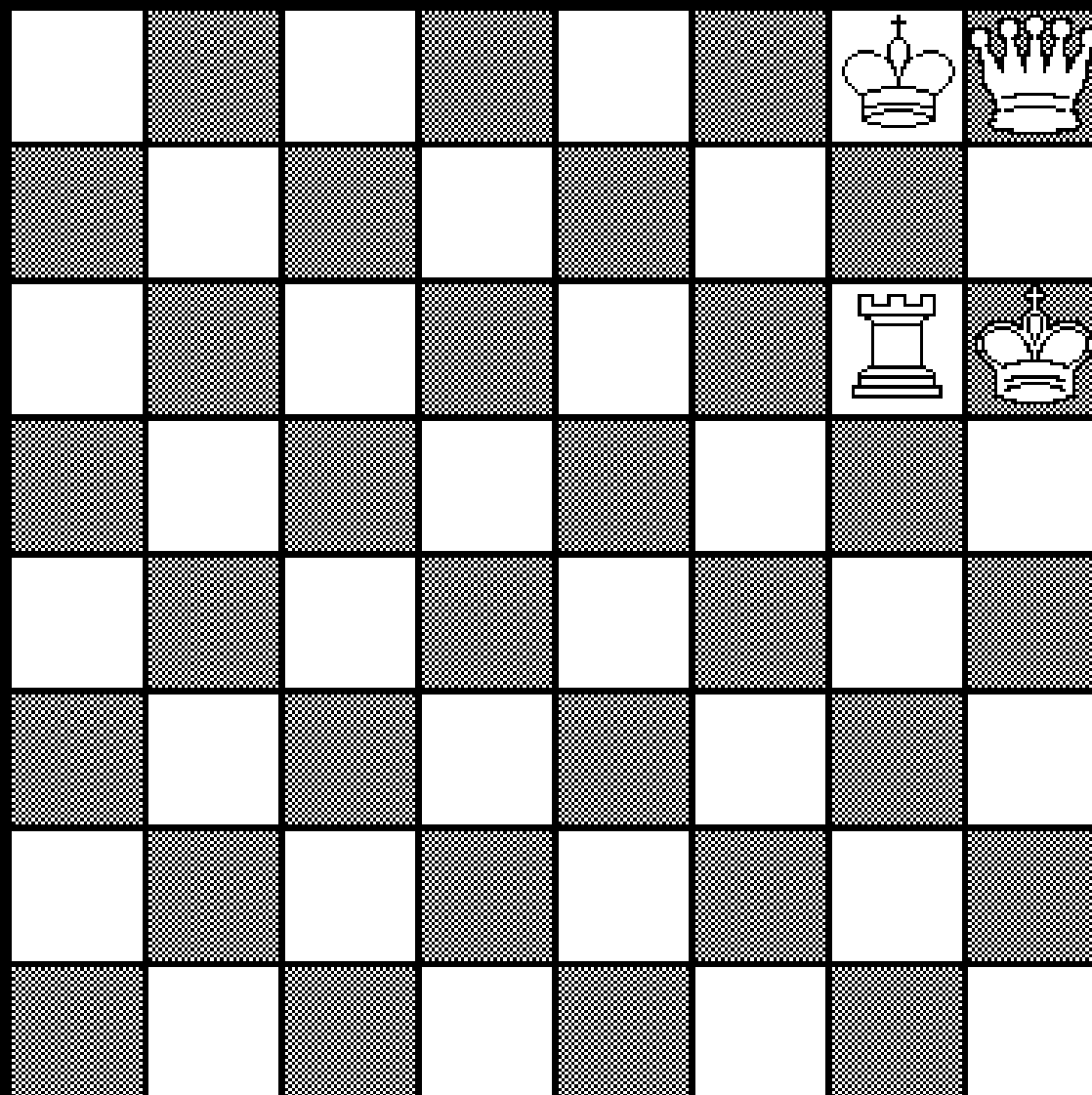
Black to play.  
Indicate a move that  
Black must have made,  
and a move that White  
must have made.

# Pit stop #1

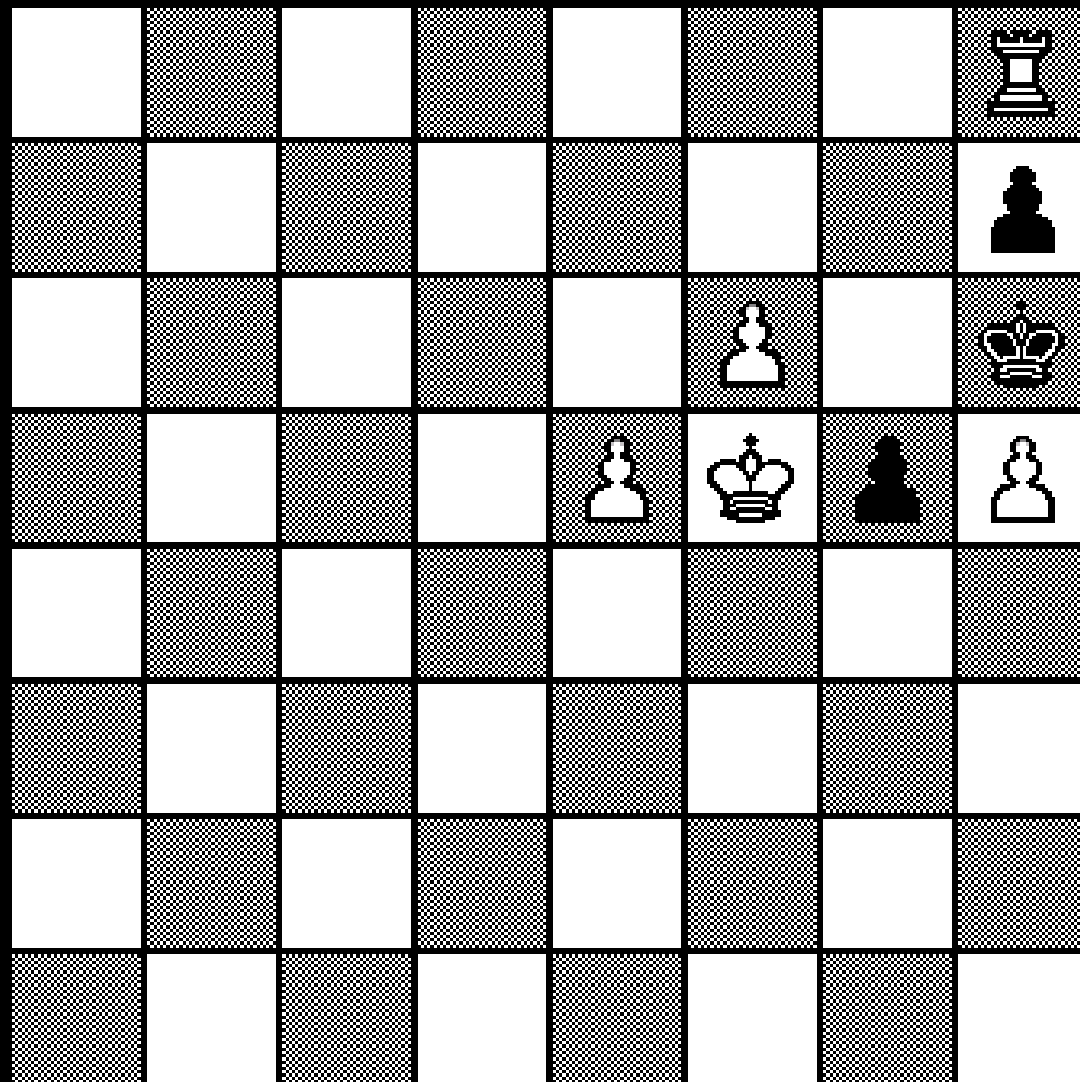
Don't throw away the numbers; you'll need them occasionally

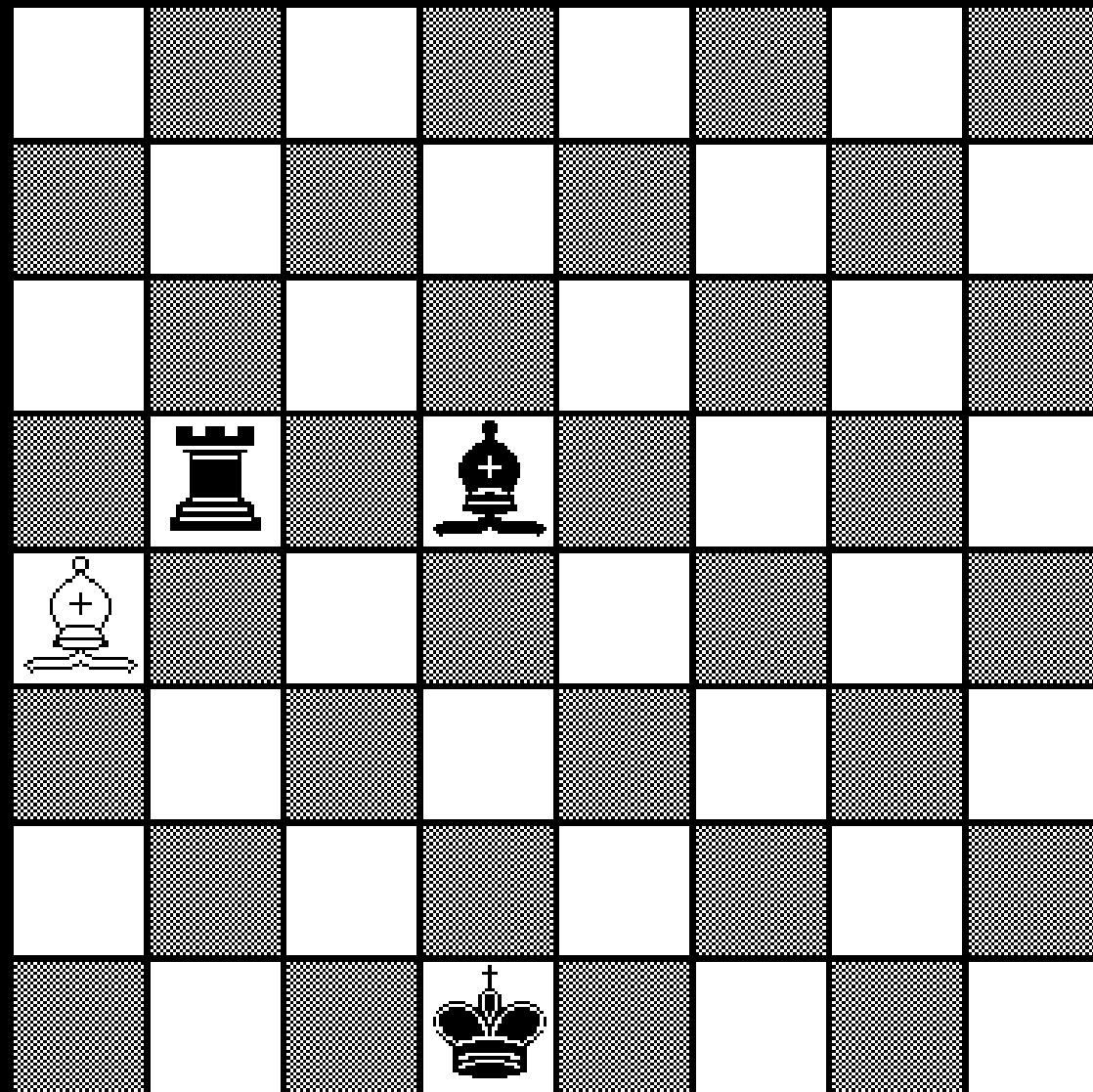
Again, make no comments about the sanity of players

# Colour the pieces



# Mate in 2?





Where is the white king and how did he end up there?

# Pit stop #2

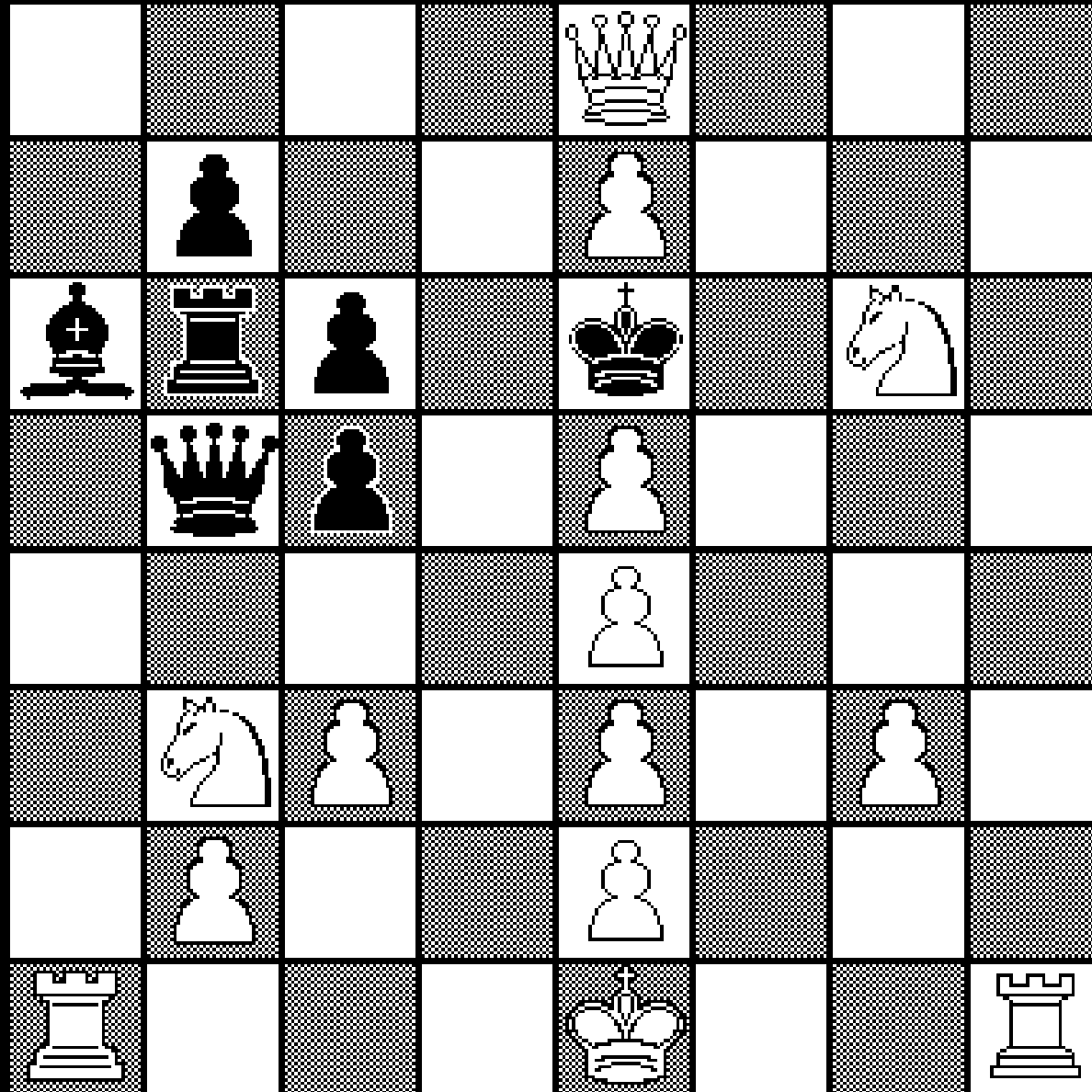
Gear up for the real thing; the difficulty shall now steep up...

Useful to note down & keep track of observations.

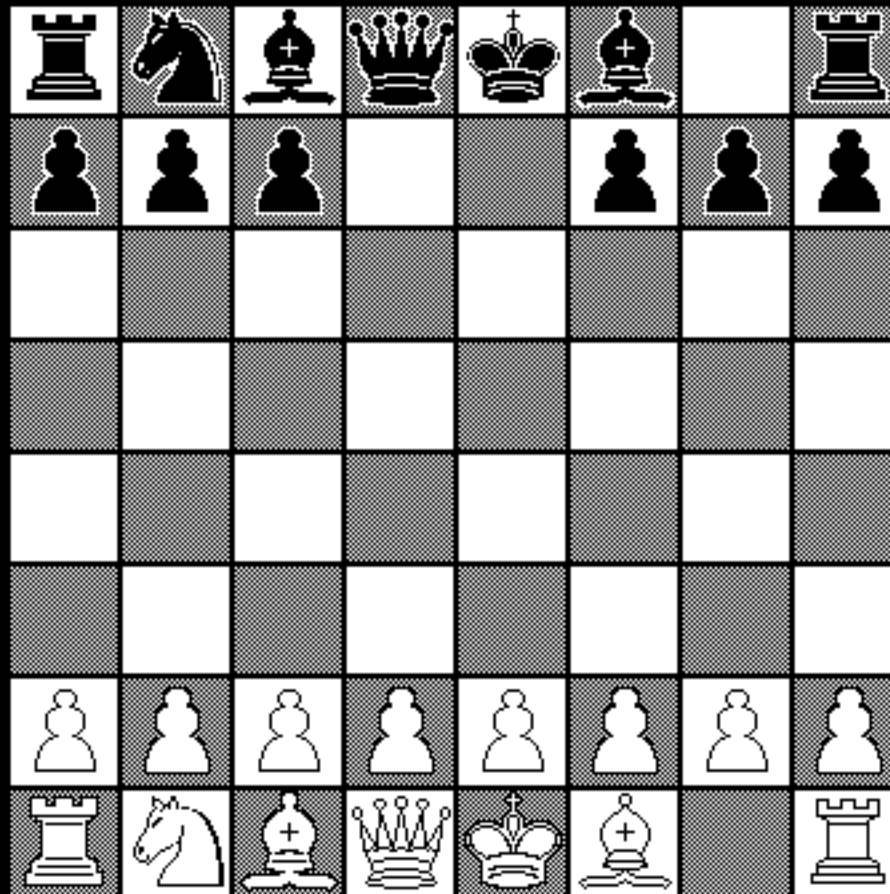
A notebook is far superior to the board because you can draw directional arrows indicating moves, analyze several positions against each other. But it also needs *more imagination*



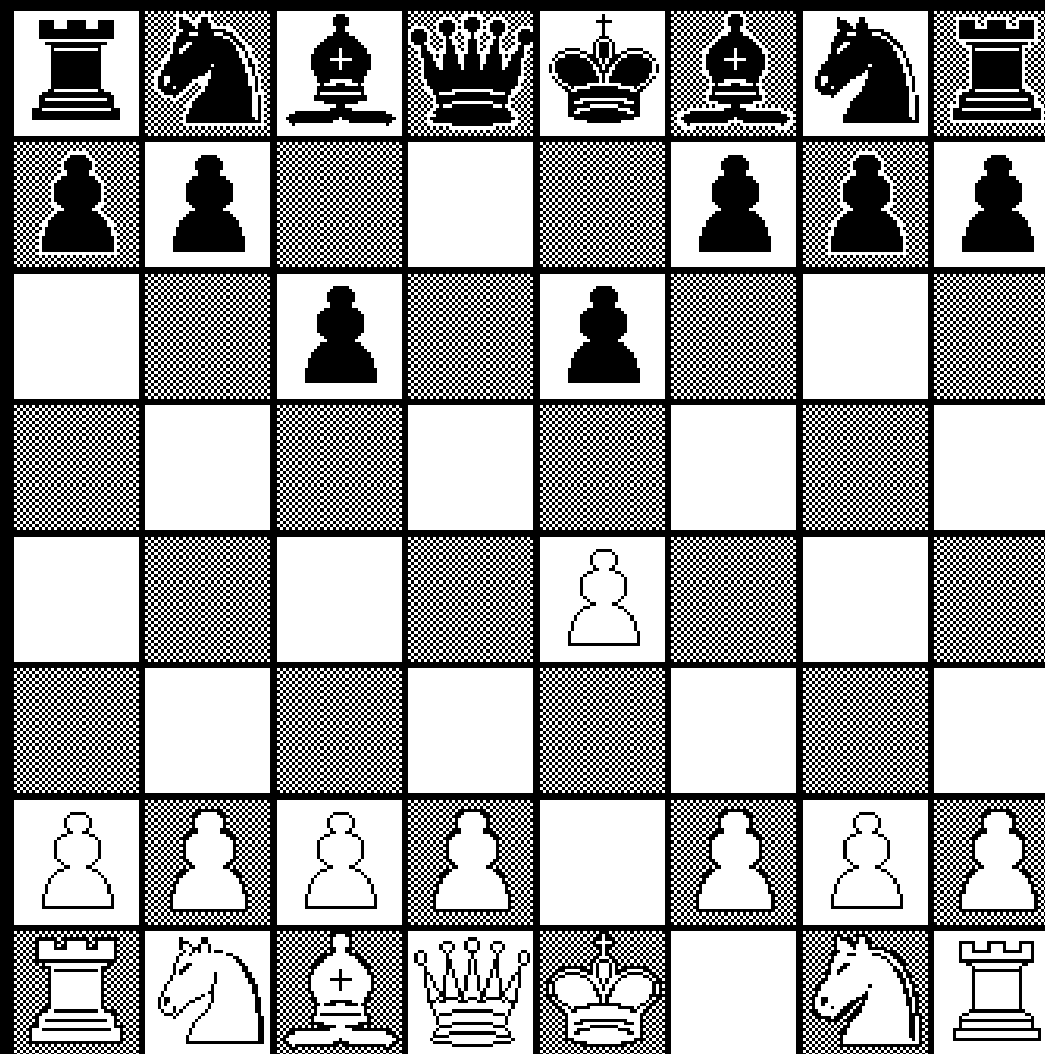
# Mate in 2!



# X-moves analysis *but in retro*

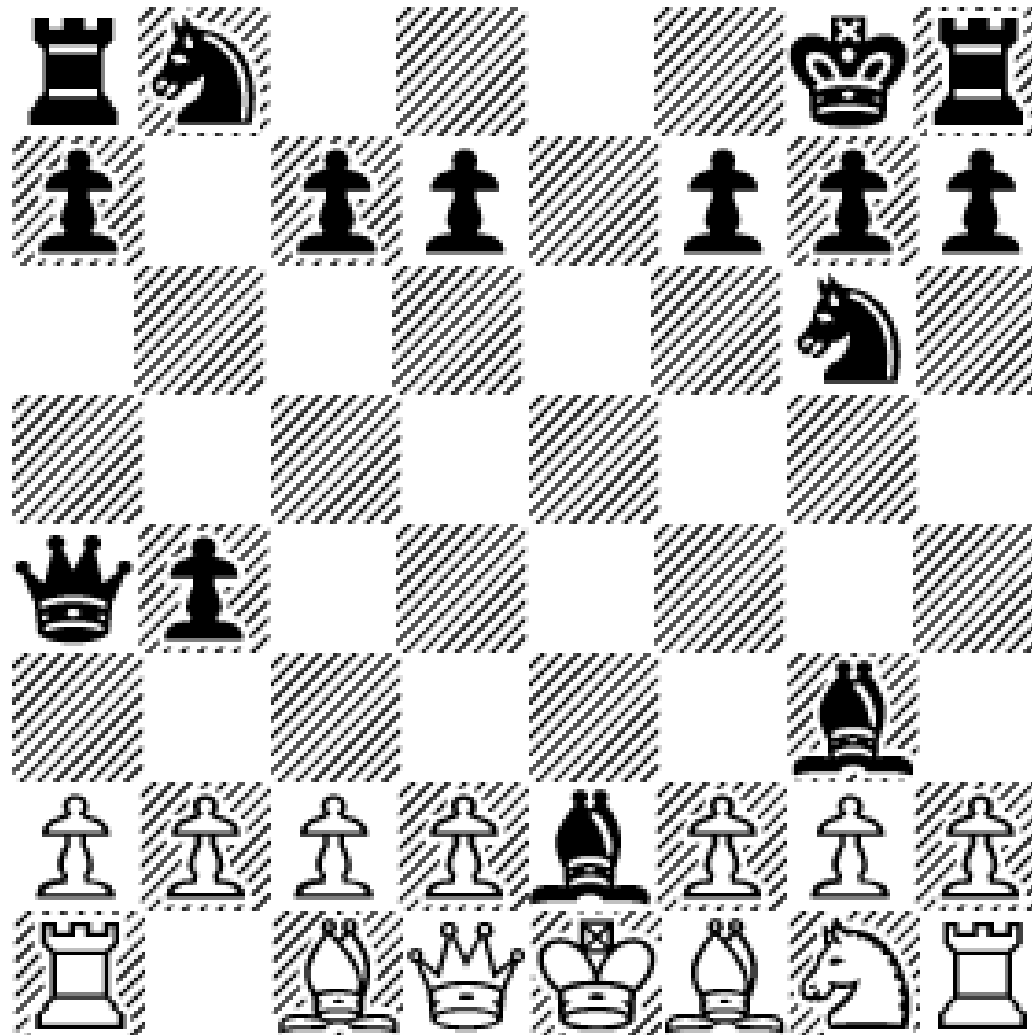


Each side has played 4 moves; unplay them!



Each side has played 4 moves; unplay them.

# Deep game retrograde analysis



Each side has made exactly twelve moves. How?

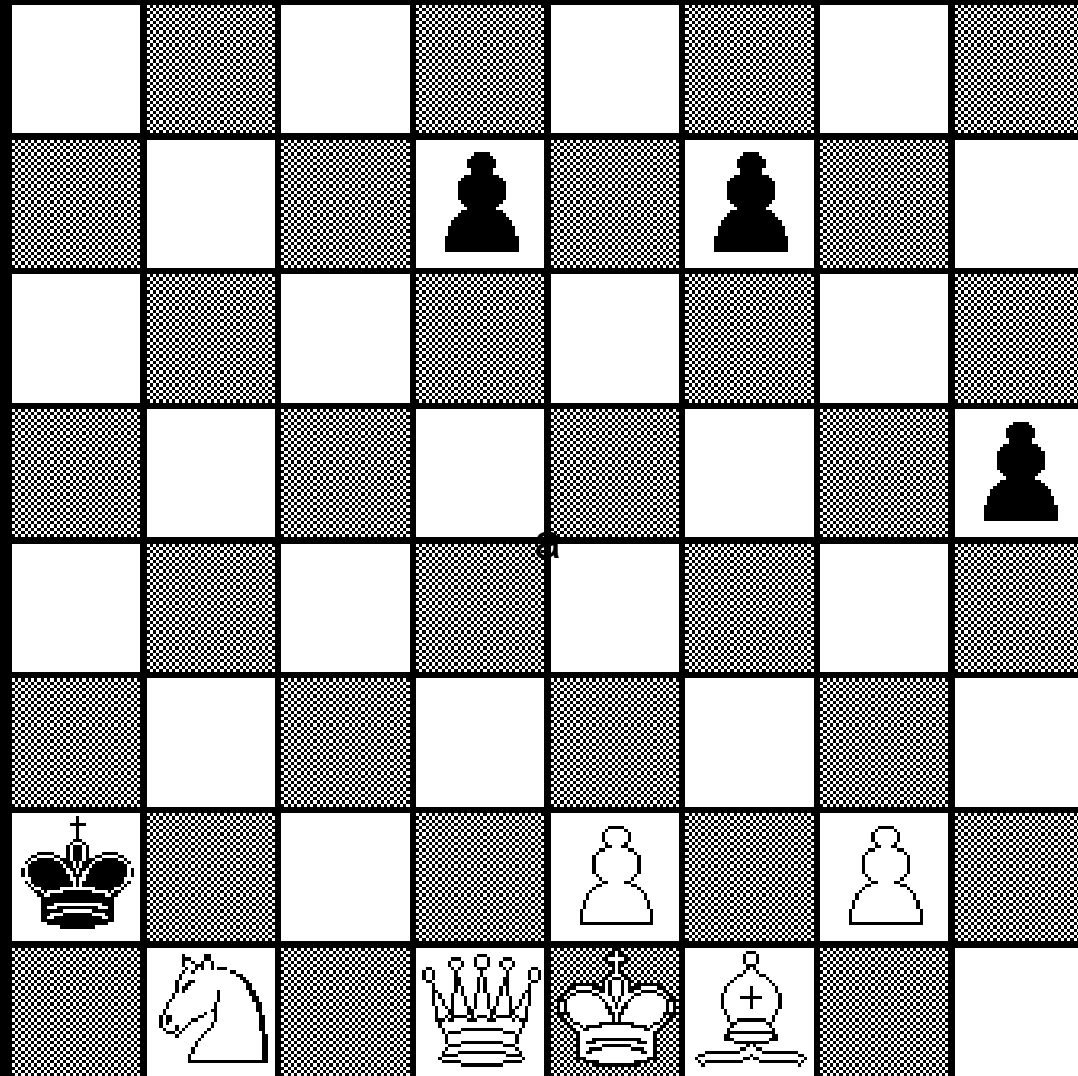
# Use of chess variants for added flavour

Several sadistic chess variants offer beautiful possibilities for problems.

One such variant: **Monochromatic Chess**

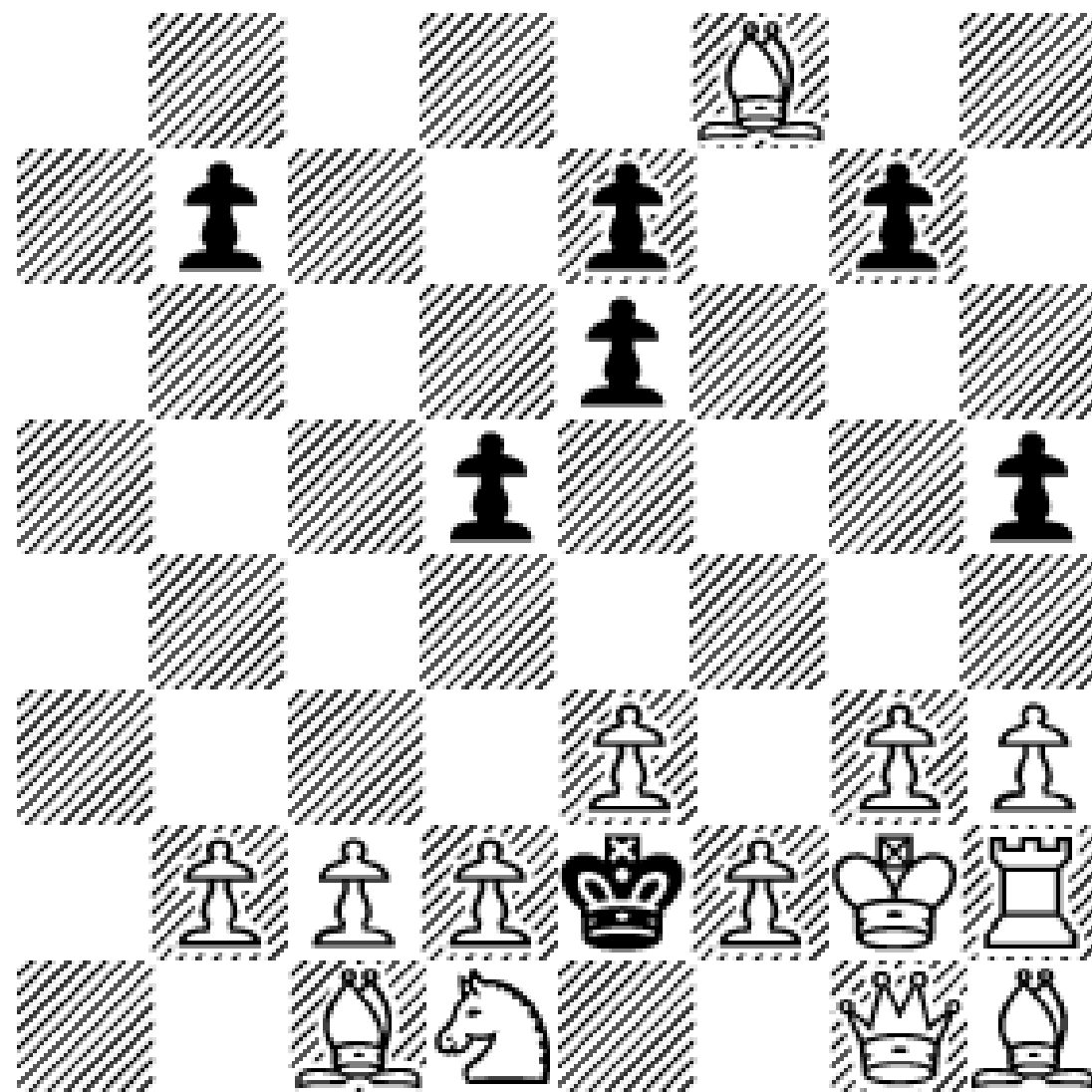
In M-Chess, pieces cannot move or check from light squares to dark squares or vice-versa.

This forces knights to never move; pawns to only capture (or double-step), and kings could stand next to each other!



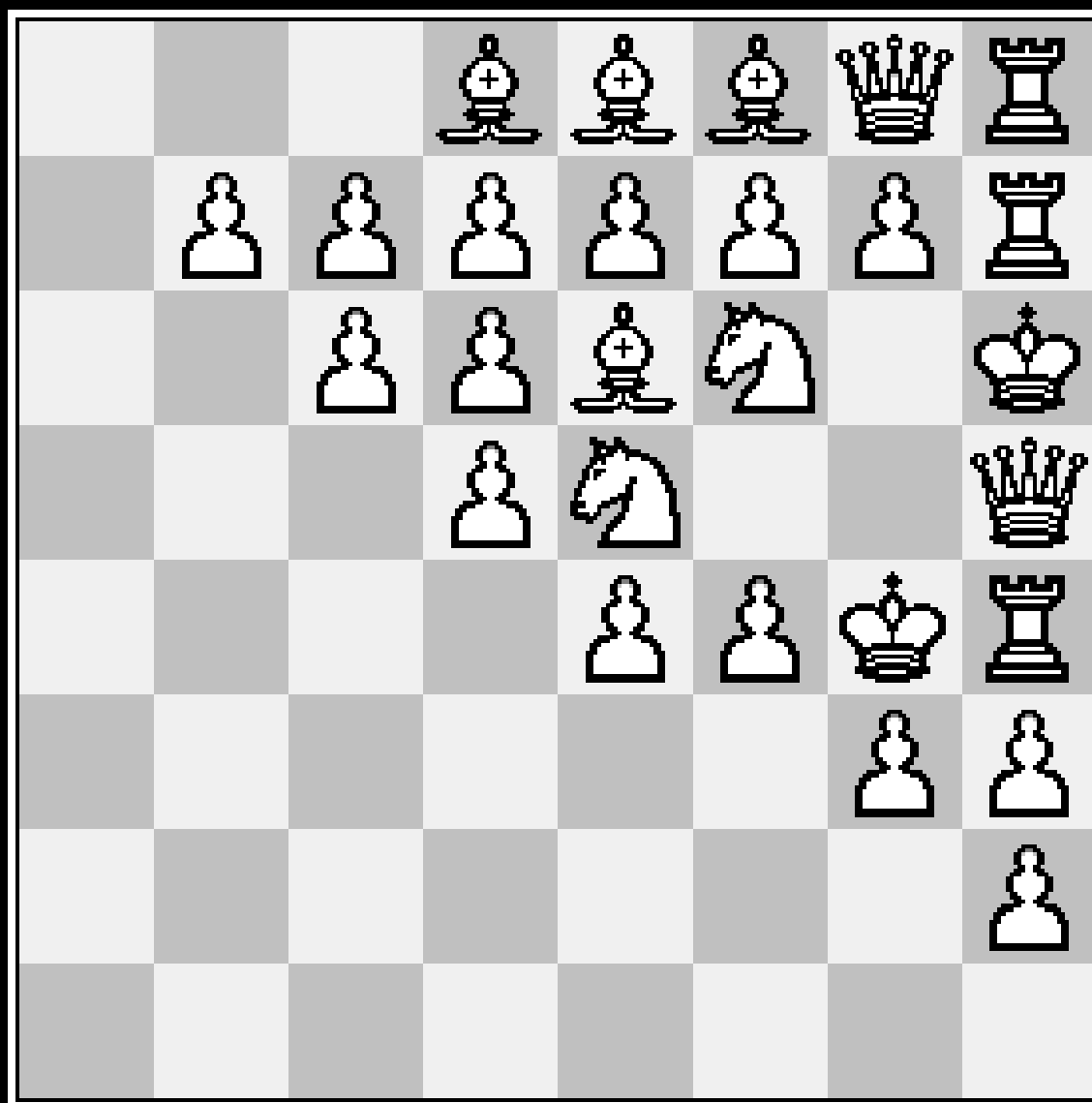
M-Chess. White to move. Show that a promotion and an en passant capture occurred.

The Last straw



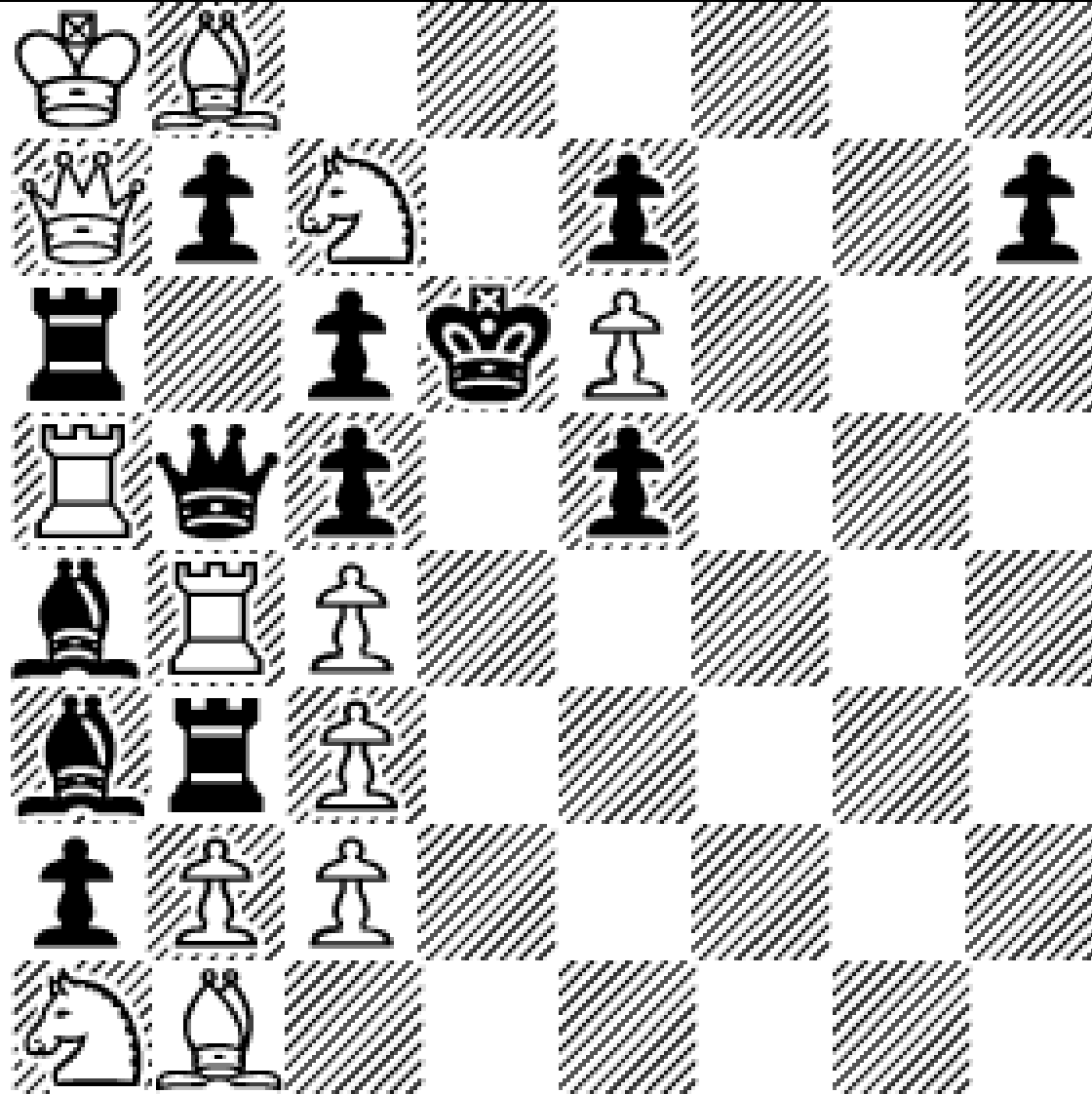
What was the first move of the black King?





Colour all the pieces & unplay 4 moves.

# *Insane* retrograde analysis!



What were the last 96 moves?

# What now?

*The Chess Mysteries of Sherlock Holmes*

– R. Smullyan

<http://www.janko.at/Retros>

Start constructing your own problems! Pick a theme; start building on it.