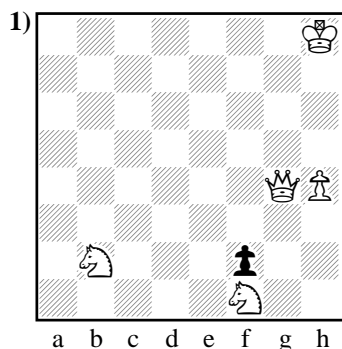
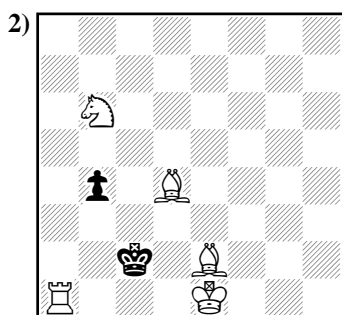


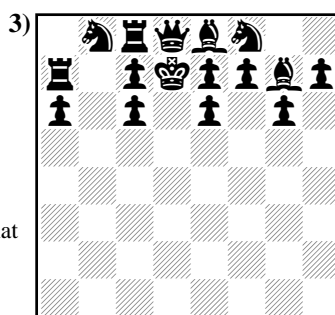
# Chess Whimsies Solutions



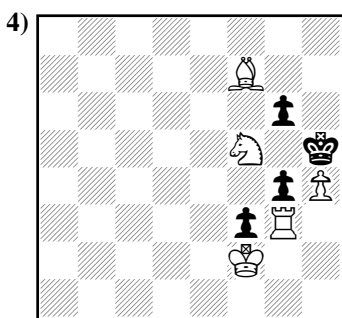
- 1) Place the Black King
- (1) Where he is stalemated **h1 or h6**
- (2) Where he is mated **e3**
- (3) Where he can be mated in one move **e1 (Qd1#) or h6 (Qg5#)**
- (4) Where he can be mated in two moves **h6**
- There are several ways of now mating in 2. Examples include :-
- 1 Qg8 Kh5 2 Qg5#      1 Ng3 followed by 2 Qh5#



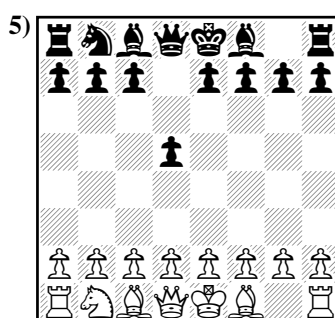
- 2) White mates in 2
- White    Black
- 1 Bf3    Kb3
- 2 Bd1#
- or 1 Bf3    b3
- 2 Be4#
- or Assuming of course that castling is legal.
- 1 Bf3    Kd3
- 2 O-O-O#



- 3) White's pieces have fallen on the floor - yes, just a King and a Pawn. Place them back in the correct position on the board and it's White to play and mate in 2.
- White King is on **c5**
- White Pawn is on **f6 or h6** leading to
- 1 f or h x g7 followed by 2 gxf8=N#

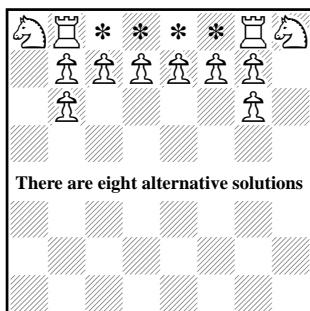


- 4) White takes back his last move and then mates in two moves. Watch out for the unexpected.
- Takes back **h2-h4**
- White    Black
- 1 h4    gxh3 e.p.
- 2 Bxg6#

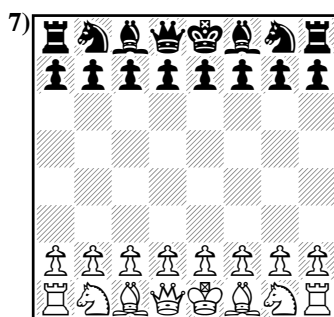


- 5) A group of experienced players gathered round the board and racked their brains in vain efforts to discover a series of four legal moves from each player (White of course moving first) which could have brought about the position. Can you find the moves which had been played ?
- White    Black
- 1 Nf3    d5 ) or
- 2 Nd4 or Ne5    Nf6 ) switch
- 3 Nc6    Nfd7
- 4 Nxb8    Nxb8

- 6) Place all 16 White pieces on the board in legal positions (i.e. Bishops opposite colours and no pawns on the first or 8th ranks) so that none of them can move.



There are eight alternative solutions



- 7) At the start of a game, with White moving first and Black copying his first three moves exactly, how can White mate with his fourth turn ?
- Two ways of mating on c8
- White    Black    White    Black
- 1 c4    c5    1 d4    d5
- 2 Qa4    Qa5    2 Qd3    Qd6
- 3 Qc6    Qc3    3 Qf4    Qf5
- 4 Qxc8#    (or 3 Qh3 Qh6)
- 4 Qxc8#

- 8) If White starts with the moves

1) f3 2) Kf2 3) Kg3 4) Kh4

which first three moves must Black play in order to give mate with his fourth ?

1 ... e6 (or e5) 2 ... Qf6 3 ... Qxf3+ with ... Be7# to follow

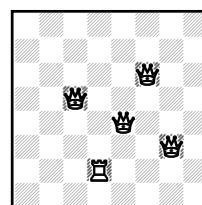
- 9) Alphametics involving chess terms are few and far between but here is one.

$$\begin{array}{r} \text{BISHOP} \\ + \\ \text{BISHOP} \\ \hline \text{KNIGHTS} \end{array} =$$

There are 10 letters involved in this simple addition sum. Your task is to find which of the numerals 0 to 9 each letter represents.

B 7    I 9    S 6    H 0    O 4  
P 3    K 1    N 5    G 2    T 8

- 10) Place 4 queens and a rook on the board so that every square is either occupied or attacked.



One of several solutions apart from rotations and reflections

Much more difficult would be four queens and a knight which apart from rotations and reflections has just a single solution. To try this start with the knight on c1 or f1 or h3 or h6 etc.