Chess

is an international language.

(*Edward Lasker*)

Chess thinking is good. Chess lateral thinking is better.

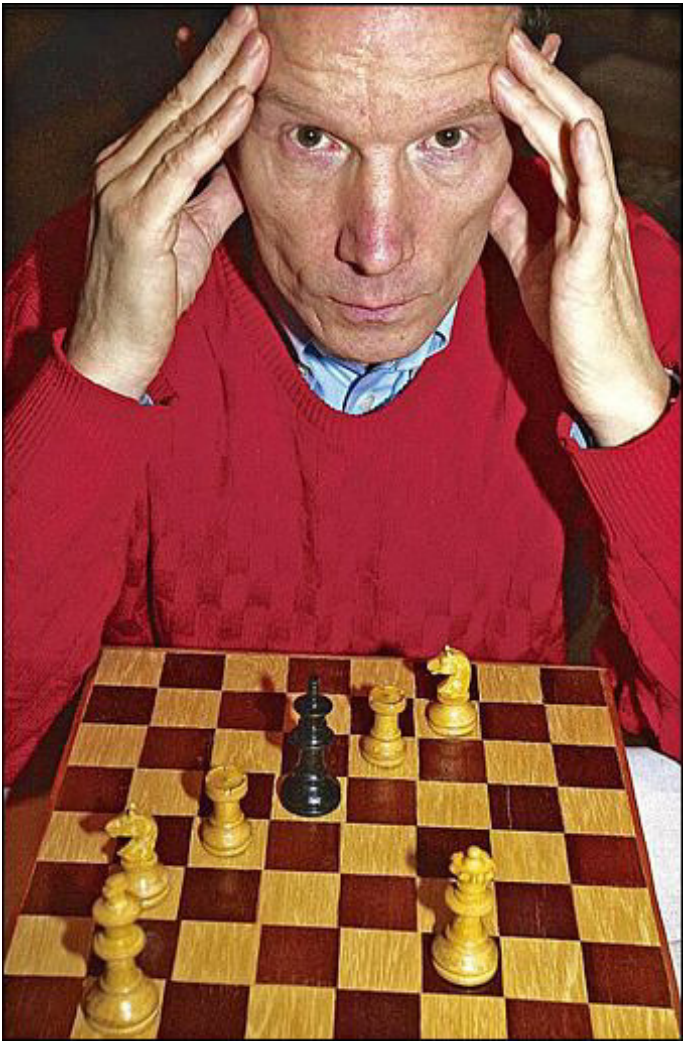

Photo: Gabi Novak-Oster

In 2002 this chess problem (= no. 271) and this photo were published in the German daily newspaper *Rhein-Zeitung Koblenz*. That was a great success: most of the 'solvers' were wrong!

Werner Keym

Chess Problems

Out of the Box

Nightrider Unlimited

The content of this book differs in some ways from the German edition *Eigenartige Schachprobleme* (Curious Chess Problems) which was published in 2010 and meanwhile is out of print.

The complete text of *Eigenartige Schachprobleme* (errata included) is freely available for download from the publisher's site, see http://www.nightrider-unlimited.de/angebot/keym_1st_ed.pdf.

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All genres are good,
except the boring.
Voltaire

Preface

This is a very personal book about exotic regions of the fascinating world of chess composition. They are not about fairy pieces and conditions, but rather about castlings, en-passant captures, pawn promotions, tasks, unconventional first moves, retro puzzles, text problems (with mathematical aspects), retractors, proof games, records, special stipulations and more. Such problems are entertaining, exciting, stimulating, witty, funny – and often even computer-defying. Ideally, they are 'beautiful', that is perfect in idea and form (such as no. 9 and 345).

'Chess problems demand from the composer the same virtues that characterize all worthwhile art: originality, invention, conciseness, harmony, complexity and splendid insincerity'. (Excerpt from *Poems and problems* by *Vladimir Nabokov*).

It was not easy for me to make a final selection from thousands of problems. In so doing, the beneficial *Problem Database* provided valuable support (see p. 171). On the one hand, I found suitable examples in the *PDB*. On the other hand, I could point out relevant problems in the *PDB* and thus give additional information whilst saving space. Of course, the early classics including *Sam Loyd*, *Niels Høeg*, *Thomas R. Dawson*, *Luigi Ceriani* and *Karl Fabel* are represented as well as today's *Andrey Frolkin* and *Michel Caillaud*.

From my earlier book *Eigenartige Schachprobleme* (see p. iv for the online version), I have taken on 375 chess problems and added 125 new ones. In about half of the 500 problems, retrograde analysis plays a minor or major role. There are two reasons for this approach. For one thing, I prefer to solve and compose retros. On the other hand, my proposal led to a change in rules on the mutual dependency of castlings and en-passant captures, thus ending a decades-long controversy. Such problems (as no. 360) are a very interesting specialty of chess composition and an enrichment compared to the chess game in which only one of these possibilities can be realized.

In order to enable enjoyable reading and solving, both the diagram and the solution are on the same page. Comments that are not mine are in quotation marks. References to predecessors, cooks etc. are welcome. – I would like to thank all those who supported me and made *Chess Problems Out of the Box* possible, especially *Ralf Binnewirtz*, *Godehard Murkisch*, *Alfred Pfeiffer* and *Günther Weeth*.

Werner Keym

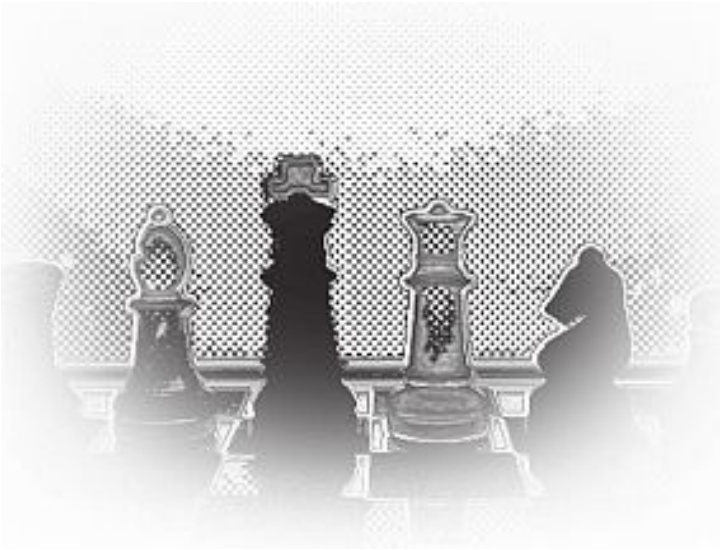
‘Inspiration of a quasi-musical, quasi-poetical or to be quite exact
poetico-mathematical type, attends the process of
thinking up a chess composition’.
(*Vladimir Nabokov*)

Chess composition

is the

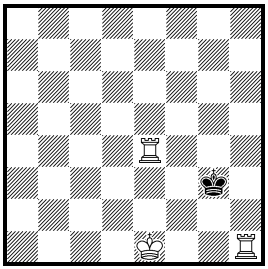
Poetry

of chess



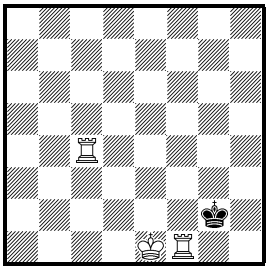
Castling gala

No. 1
W. E. Candy
Author and Source uncertain 1911



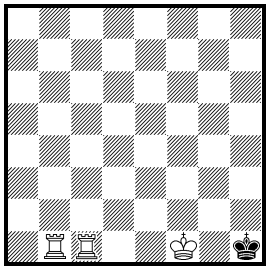
Mate in 2

No. 5
a) William A. Shinkman
American Chess Journal 1877
b) Werner Keym
Deutsche Schachzeitung 1971



Mate in 3
a) diagram
b) Rf1→a1

No. 6
Werner Speckmann
Diagramme und Figuren 1971



Mate in 2
b) all 1 file to left

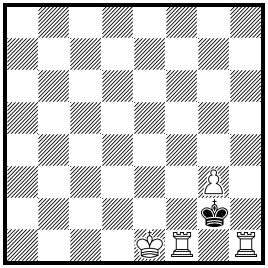
I selected some out of countless castling problems, you will find other ones (with retro content) in other chapters. Very easy is the symmetrical **no. 1**: 1.0-0! zugzwang. A symmetrical pendant (1.0-0-0) with five pieces is P1146398.

Here are three further examples with two white rooks only. **No. 2:** ***Hanspeter Suwe***, *Nürnberger Zeitung 1969, wKe1 Ra1 Re4 bKc3, #3*; 1.0-0-0!. – **No. 3:** ***Hilmar Ebert,*** *feenschach Sonderdruck 1979, wKe1 Rh1 Rh3 bKg5, #4*; 1.0-0!. – **No. 4:** ***Werner Keym,*** *Allgemeine Zeitung Mainz 1987, wKe1 Ra1 Rd6 bKc5, #4*; 1.0-0-0!.

No. 5 contains two problems, which are here shown as a twin. **No. 5a** is rich in substance: 1.Rh1! (active sacrifice of the rook) Kxh1/Kg3/Kf3 2.Kf2/Kf1/Rg1 Kh2/Kf3/Ke3 3.Rh4/Rh3/Rg3#. No. 5a is a mirrored position of the original version wKh4 Re6 Rh3 sKg2. In **no. 5b** the solution is 1.Rc3! Kg1/Kh1 2.Rc2 ∼ 3.0-0-0# (castling in the 3rd move) or 1…Kh2 2.Kf1 Kh1 3.Rh3#. Tries are 1.Ra3? Kg1!, 1.Rg4+? Kh3!, 1.Ke2? Kg3!. In a) the rook moves to its starting square h1, in b) it is put on the starting square for castling a1. Both versions are attractive.

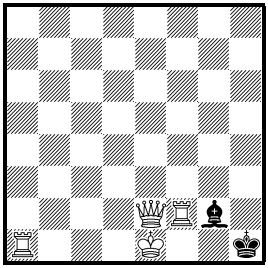
No. 6: a) 1.Kf2+! Kh2 2.Rh1#, b) 1.Rb2! Kh1 2.0-0-0#. Nice!

No. 7
Sam Loyd
New York Albion 1857



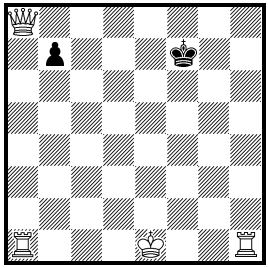
Mate in 3

No. 8
Bengt Giöbel
Polis-Tidningen 1945



Mate in 2

No. 9
Ado Kraemer
Die Welt 1972 1st Prize



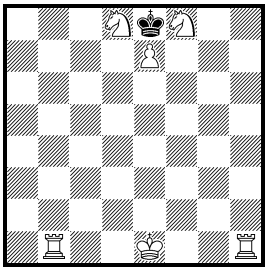
Mate in 3

In **no. 7** there is a passive sacrifice of the rook: 1.Rf4! K×h1 2.Kf2 Kh2 3.Rh4# or with castling in the 2nd move: 1…K×g3 2.0-0 Kh3 3.R1f3#. Immortal!

In **no. 8** White even sacrifices its strongest officer, but not 1.Qf3? B×f3! and castling is not permitted, yet just so with 1.Qe4! B×e4 and now 2.0-0-0 works alright; after 1…Bf3? simply follows 2.Kd2#. The rook is allowed to jump over a guarded square, but not the king – how 'unjust'!

In **no. 9** you may admire perfect economy and use of space: 1.0-0-0! Ke7 2.Rhf1 b6/Ke6 3.Qe4/Qe8#, 1…Kg7 2.Rdf1 b6/Kg6 3.Qg2/Qg8#, 1…Ke6/Kg6 2.Qf8 ∼ 3.Rhe1/Rdg1#, 1…Kf6 2.Qf8+ Ke5/Kg5 3.Rhe1/Rdg1#. Letztform à la *Kraemer*! This problem with the key 1.0-0-0 was published as the 1000th problem in the daily newspaper *Die Welt*.

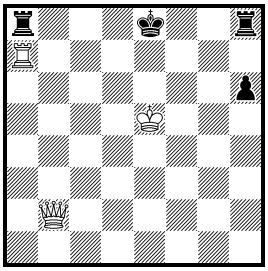
No. 10
Jan Knöppel
Springaren 1950



Mate in 3

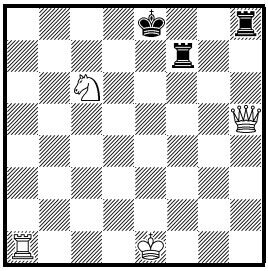
The symmetrical **no. 10** has the asymmetrical solution 1.0-0! K×e7 2.Sb7 Ke8 3.Rbe1#. Ke1 und Rb1 are not allowed to castle.

No. 11
Viktor N. Pilipenko
Deutsche Schachzeitung
1969



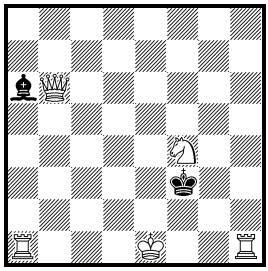
Mate in 2

No. 15
Werner Keym
Stuttgarter Zeitung 2002
For Karin



Mate in 3

No. 16
Werner Keym
Allgemeine Zeitung Mainz
1972



Mate in 3

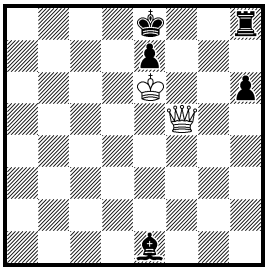
No. 11 is one of the very rare miniatures showing two real black castlings. Therefore you must accept the coarse key: 1.Ke6! [thr. 2.R×a8/Q×h8#] 0-0-0/0-0 2.Qb7/Qg7#. You will find similar problems with Partial Retrograde Analysis on page 106.

Miniatures with real white-black castlings are rare, too. Here three early examples: **No. 12:** ***Boris Pustowoj,*** *Molodojsibirjak 1962, wKe1 Qg7 Rh1 Bh2 bKe8 Ra8 Sa1, #2*; 1.0-0!. – **No. 13:** ***Boris Pustowoj,*** *Omskaja Prawda 1969, wKe1 Qd6 Rh1 a6 bKe8 Ra8 Bd7, #3*; 1.0-0!. This author composed about 250 castling miniatures. – **No. 14:** ***Werner Keym***, *Die Schwalbe 1969, wKe1 Qc7 Ra1 bKe8 Rh8 a6 h7, #3*; 1.0-0-0!. – An aristocratic miniature is **no. 15**: 1.0-0-0! 0-0 2.Rg1+ Rg7 3.Se7#. All men move except the queen. Pin model mate – dedicated to my wife Karin.

No. 16 shows both real white castlings. After 1.Se2! [thr. 2.Rh4 ∼ 3.Qf2#] three dualfree variations follow: 1…Bc8 2.Ra4 [thr. 3.Qf2#] Kg2 3.Qc6#, 1…Kg4 2.Qg6+ Kf3 3.Rh3#, 1…Ke4 2.Qe6+ Kd3/Kf3 3.0-0-0/0-0#. Strongest try is 1.Sd3? Ke4! 2.Rh4+ Kf5!. 'The thematic play consists of both long and short castling as an echo and is rich in tries – for a pawnless miniature certainly a rarity.' – A predecessor in two moves is **no. 17:** ***Emanuel Lasker***, *Schweizerische Schachzeitung 1900, wKe1 Qc8 Ra1 Rh1 Se2 bKe4, #2*; 1.Qe6+!.

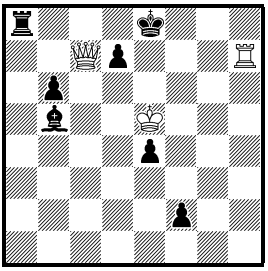
Gino von Moellwitz once compared the chess problem with a tree:
'the root is the riddle, the trunk the idea, the flower the art'.

No. 18
Wolfgang Pauly
Deutsches Wochenschach 1910



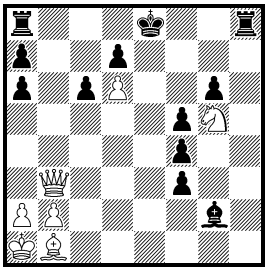
Mate in 4

No. 19
Erich Zepler
Die Schwalbe 1929



Mate in 4

No. 20
Nenad Petrovic
problem 1959 1st Prize

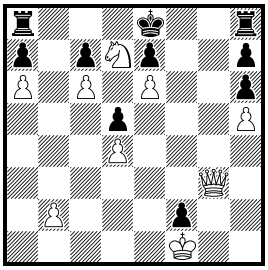


Mate in 8

In no. 18-21 Black is allowed to castle. He seems to defend himself successfully by moving his king or his rook from and to the starting square. So the initial position is reached, it is true, but the right to castle is lost. **No. 18** shows this idea in a miniature: 1.Qe5? 0-0!; 1.Qb5+! Kf8 2.Qf5+ Ke8 3.Qe5! Bg3/Bc3 4.Qxh8/Qb8#. *Pauly!*

In **no. 19** the white king even provokes a check of the black rook. 1.Qd6? 0-0-0!; 1.Kd4! [thr. 2.Qe5+ Kd8/Kf8 3.Rh8/Qh8#] Ra4+ 2.Ke5 Ra8 3.Qd6! ∼/Kd8 4.Qe7/Rh8#; 2…Rc4 3.Qb8+; 2…d6+ 3.Qxd6; 1…Kf8 2.Qf4+,Qd6+; 1…f1Q 2.Qe5+. *Zepler!*

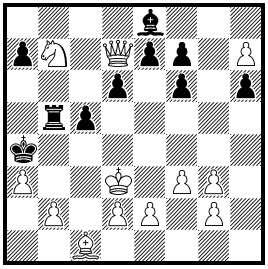
In **no. 20** the two rooks move and return to their original squares. 1.Qc3? 0-0! and 1.Bd3? Rh1+ 2.Bb1 0-0-0!. Therefore 1.Qb7! Rd8 2.Qb3 Ra8 3.Bd3 [thr. 4.Qf7+ Kd8 5.Qf6+ Kc8 6.Bxa6+ Kb8 7.Qxh8#] Rh1+ 4.Bb1 Rh8 5.Qc3 Rh7 6.Qf6 [thr. 7.Sxh7 8.Qf8#] Rf7 7.Qxf7+ Kd8 8.Qf8,Qg8#. Three times the 'same' position, yet this results in forfeit of one castling right. *Petrovic!*



No. 21
Zdravko Maslar & Nenad Petrovic
Politika 1961
Mate in 6

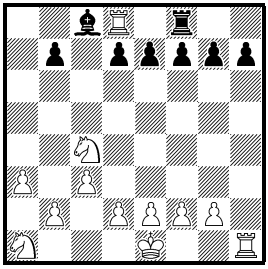
The same idea as in no. 20, but in six moves only! 1.Qg7? 0-0-0!. 1.Sf6+!? e7×f6 2.Qxc7 0-0!. 1.Se5! (zugzwang) Rf8 2.Sd7 (zugzwang) Rh8 3.Sf6+ Kf8 (3…e7×f6 4.Q×c7!) 4.Sd7+ Ke8 5.Qg7 R∼ 6.Q×R#. With no good reason at all this superb problem has for a long time stood in the shadow of no. 20.

No. 230
Thomas R. Dawson
Chess Amateur 1918



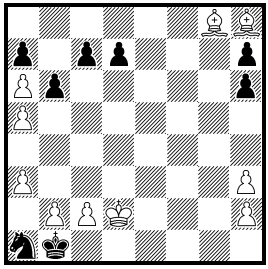
Add a white rook.
Mate in 1

No. 231
Karl Fabel
Die Welt 1952



Add the black king.
Mate in 1

No. 232
Hans Klüver
Die Welt 1948



Add a white queen.
Mate in 1

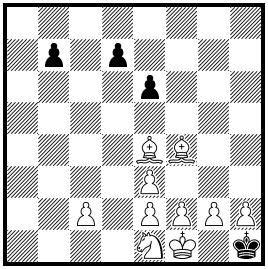
No. 230–232 are classical showpieces. In **no. 230** the wBf1 died on f1. The wPs captured 6 pieces, among them the promoted officer from a1 (earlier b3×Ra2!). Therefore not +wRb1? and 1.b3#, but +wRc3! and 1.b3#. *T. R. Dawson* reports that even the editor of the *Chess Amateur* was taken in by the try +wRb1.

No. 231: The try +bKc1? followed by 1.0-0# is striking. The black king, however, did never leave the 8th rank. Here the genesis of the position: wS×Bf8, bS×Bc1, bS×Bf1, b0-0, bPa×Qb-b3×Ra2-a1X, wPh2×Rg3×Sf4×Se5×Xd6×Pc7×Qd8R. So +bKh8! and 1.R×f8# is correct.

In **no. 232** the wPs captured the 8 missing black pieces, among them the bBc (therefore not backward b7-b6?). Backward a2-a1S? is illegal, since then there would be too many captures by pawns in view of the 11 white pieces (including the queen), for bPf must pass by wPf. The solution is amazing: +wQf8! and 1.Qf1#. In this case Black moved last, i.e. Ka2-b1 f7-f8Q+! (earlier bPf×Xe→e1X). Tricky.

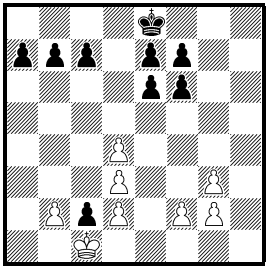
'The chess problem is poetic mathematics
or mathematical poetry'.
(*Philipp Klett*)

No. 233
Werner Keym
Die Schwalbe 1987
3rd HM



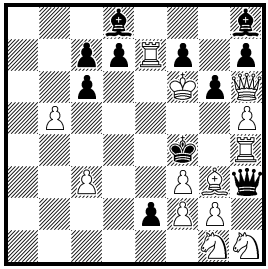
Add 1 white pawn on the f-file.
Mate in 1

No. 234
Henrik Juel
Thema Danicum 1997
2nd Prize



Add 1 piece.
Last move?

No. 235
Alexander Zolotarev
Shakhmatnaya Kompozitsiya 1993
1st/2nd Prize



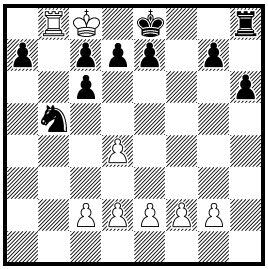
Add officers for a legal position.

In **no. 233** the wBf1 died on f1, the bBc8 on c8. Be4 is a promoted officer. Obviously it is illegal to add +wPf3? or +wPf5?. Genesis of the position with wPf6: a2×Qb3×Xc4(X=bPa)×Rd5×Se6×Pf7×Se/g8B, bPh×Qg×Rf×Re3, g7×Sf6, bBf8→e5, b2×Pc3×Rd4×Be5×Pf6, d2×Pe3. So White moved last (e.g. d2×Pe3), earlier e7-e6. Therefore Black plays 1.d7-d5 and prevents g2-g4#. Genesis of the position with wPf7: b2×Pc3×Rd4×Se5×Pf6×Pg7-g8B, d2×Be3, h7×Qg6×Rf5×Re4×Sd3-d2-d1Q/R/S, a2×Qb3×Xc4(X=bPa)×Rd5×Se6, finally e6×Q/R/Sf7 e7-e6. Now the solution is 1.g2-g4#. Deciding on Pf6 or Pf7 makes a great difference. 'It is impressing, how many retroanalytical subtleties can be deduced from such small material.'

In **no. 234** a bBf8 must be added. Critical position: wKc1 Be6 a2 b2 c3 d2 d3 f2 g2 g3 bKe8 Qd8 Ra8 Rb5 Bc8 Bf8 a7 b7 c2 c7 d7 e7 f7 g7. Then 1…d7×Be6 2.a2-a3 Qd8-d4 3.a3-a4 Bc8-d7 4.a4×Rb5 Bd7-c6 5.b5×Bc6 0-0-0! 6.c3×Qd4 Rd8-d7 7.c6×Rd7+ Kc8-b8 8.d7-d8S! Kb8-c8 9.Sd8-c6 Kc8-d7 10.Sc6-b4 (or Sc6-e5+) Kd7-d8 11.Sb4-d5 Kd8-e8 12.Sd5-f6+ g7×Sf6. The added piece is a total idler and only counts for the fulfilment of the stipulation.

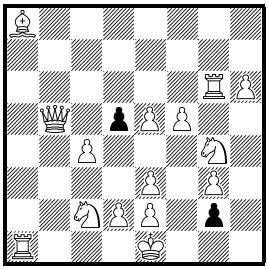
In **no. 235** (FIDE-Album) these pieces must be added: wSg7, bBg4, bSg5. Critical position: wKf6 Qh6 Rg5 Rh4 Bf1 Bh2 Sg1 Sg3 Sg4 b3 c2 e2 f2 g2 h5 bKf4 Qh3 Rf3 Bc8 Bd8 Bh8 Se7 Sg7 b7 c7 d7 e6 f7 g6 h7. Then 1.e2×Rf3 e6-e5 2.Bf1-b5 e5-e4 3.Bb5-c6 b7×Bc6 4.b3-b4 Bc8-a6 5.c2-c3 Ba6-c4 6.b4-b5 Bc4-e6 7.Sg4-e3+ Be6-g4 8.Se3-f5 Sg7-e6+ 9.Sf5-g7 e4-e3 10.Rg5-e5+ Se6-g5 11.Re5-e6 Se7-f5+ 12.Re6-e7 e3-e2 13.Sg3-h1+ Sf5-g3 14.Bh2×Sg3+. 5 retro unpins!

No. 236
Jens Guballa
Werner Keym
Problem-Forum 2006



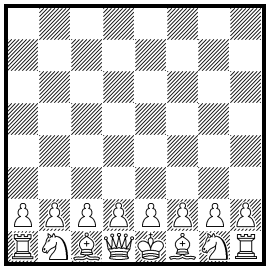
Add a black piece so that Black can never castle.
How many solutions?

No. 237
Josef Haas
feenschach 1971
1st Prize



Add the black king.
Mate in 1 single move
a) +bPb4, +bPg5
b) +bPb4, +bPe7
c) +bBh5, +bPg7
d) +bPb4, +bPg7

No. 238
Sam Loyd
Chess Monthly 1858



Add the black king.
Mate in 3 moves

No. 236: There are 5 solutions.
1) +bSd6, then White is mate.
2) +bRh7, then Rh8 must have moved.
3) +bQa8, then Ke8 must have moved (because of wKe1→e8→c8).
4) +bBa6, then Ke8 must have moved (last move was b7×Xc6+).
5) +bPa2, then Ke8 or Rh8 must have moved. Genesis of the position: wS×Bf8, bS×Bf1, bPb7 und bPf7 (→a2) captured 6 pieces on light squares, among them the promoted officer from f8/h8 (earlier wPh×Xg×Xf/h), wPb2 captured twice. 'It is fantastic that each of the five pieces occurs once. It is funny that the K, the R, the K or the R, neither the K nor the R must have moved.'

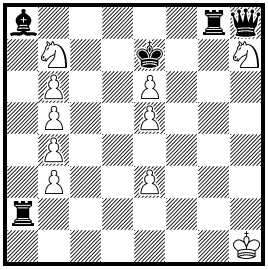
No. 237: The wPs captured 11 times. a) +bKh5! and 1.Sf6#; not +bKg1? and 1.0-0-0#, since the bPa had to promote on a1; not +bKe4? and 1.e5×d6 e.p.#, since f6×Bg5 was possible as well. b) +bKg1! and 1.0-0-0#; not +bKe4? and 1.e5×d6 e.p.#, since Black had no previous move before d7-d5 and Rc6-g6+. c) +bKe4! and 1.e5×d6 e.p.# (before that d7-d5 Rc6-g6+ B-h5); not +bKg1? and 1.0-0-0# because of bPa7-a1X. d) +bKe4! and 1.g1Q# (Black to play!). To me the best of *J. Haas'* sophisticated problems with the theme of 'adding pieces'.

No. 238: +bKh4! and 1.d4! Kg4 2.e4+ Kh4 3.g3# or 1...Kh5 2.Qd3 ∼ 3.Qh3#. According to *S. Loyd* (and to the computer!): unique!

Adding pieces: construction records

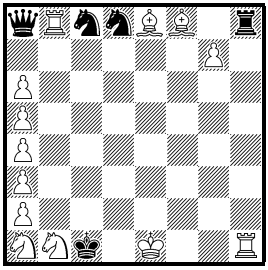
There are countless record constructions, in the field of retro as well. They are fascinating for quite many problemists. Besides they show one specific characteristic in comparison with other problems: a record can only be measured and there is no subjective judgement.

No. 239
Hansjörg Schiegl
feenschach 1973



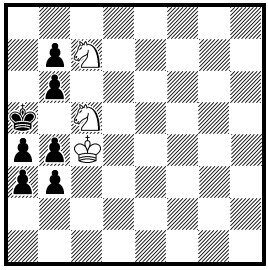
Adding a black pawn on 33 squares raises the number of White's possible moves.

No. 240
Werner Keym
Die Schwalbe 1969



Adding a black pawn on 42 squares prevents mate in 1

No. 241
Peter Kahl
Die Schwalbe 1974



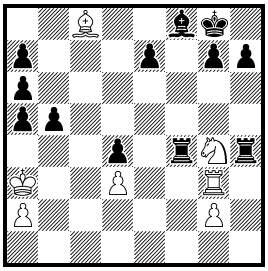
Adding a white queen on 54 squares changes the turn to move

In **no. 239** the record of 33 squares is achieved by line obstructions and unpinning. The same number of squares and of pieces is obtained in a retro problem (P1068549).

No. 240: White can mate in 1 move by 1.0-0#. Castling is permitted: the white pawns (on the a-file) captured 10 pieces, moreover wPh×Pg-g8X; besides wPg2→g7, bPh×Xg→g1S, bPf×Qg-g1S, wPf2→f8X, bPe7→e2×Xf1S. If you add a black pawn, one sacrificial piece for White will disappear. So one black pawn had to promote on e1 or h1 and castling is not permitted.

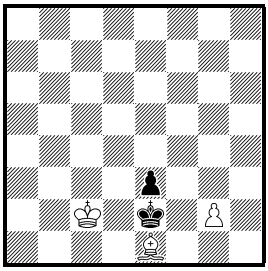
No. 241: The last black move could be bPa7×Xb6 since there were 3+1 white pieces and 12 captures by black pawns. This is changed by adding a white queen (4+1 white pieces). In this case the bPb6 did not come from a7, but from c7 (10 captures by black pawns). So White moved last and Black is to play.

No. 490
Hieronymus Fischer
Vossische Zeitung 1921



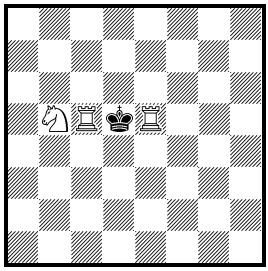
Mate in 1

No. 491
Werner Keym
Stuttgarter Zeitung 2012



Add 1 piece, then mate in 1

No. 492
Sam Loyd
American Chess Journal 1876



A mate in the middle of the board, with only 1 knight and 2 rooks

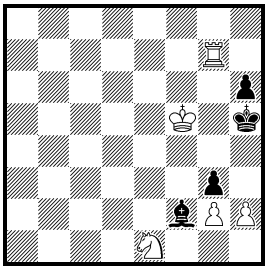
No. 490: Since there are 8 black pawns, neither Rf4 nor Rh4 can be a promoted piece. However, the original Rh8 could never leave the NE cage. Hence the position is illegal. So either of the rooks must be put on h8. In the case of Rf4 the solution is 1.Be6#, in the case of Rh4 it is 1.Sh6#.

No. 491: This problem was part of the following story: *On New Year's Eve a problemist presents his latest composition on a great magnetic board at the chess club, but nobody finds the solution. At midnight the chess players go outside to watch the fireworks. In the meantime the problemist puts the position with the five pieces on several boards on the tables and removes the pieces from the magnetic board. After the chess players have returned to their boards, some of them quickly find the solution. How come?* – Unlike the magnetic board the ordinary boards do not have numbers nor letters on the border. So what is meant by the 'right' position of the board is ambiguous. By adding a white bishop on 'd1' (in no. 491) it can be proved that the board must be turned by 180°. Then the solution will be easy: 1.K×d8 b7-b8Q#. A similar idea is shown in problem P1347825 with only four pieces.

No. 492: It is clear that this is a mate in the middle of the board, but it is clear as well that this is an illegal position which can never occur in an actual game. For such a joke *Loyd* did not care about convention.

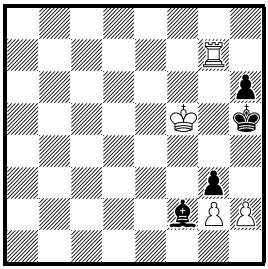
Charles XII at Bender

No. 493a
Sam Loyd
Chess Monthly 1859



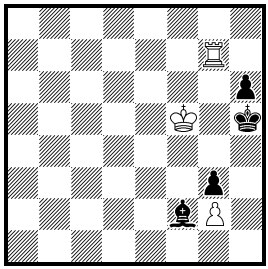
Mate in 3

No. 493b



Mate in 4

No. 493c

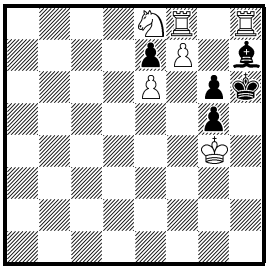


Mate in 5

The story introduces an imaginary incident during the siege of Charles the Twelfth of Sweden by the Turks at Bender in 1713. Charles beguiled this period by means of drill and chess, and used frequently to play with his minister, Christian Albert Grothusen. One day while so engaged, the game had advanced to the stage represented in No. 493a and Charles (White) had just announced a mate in three. Scarcely had he uttered the words, when a Turkish bullet, shattering the window, dashed the white Knight off the board in fragments. Grothusen started violently, but Charles, with the utmost coolness, begged him to put back the other Knight and work out the mate, observing that it was pretty enough. But another glance at the board mad Charles smile: 'We do not need the Knight. I can give it to you, and still mate in four!' (No. 493b). Who would believe it, he had barely spoken when a second bullet flew across the room, and the Pawn at h2 shared the fate of the Knight. Grothusen turned pale. 'You have our good friends the Turks with you,' said the King, unconcerned, 'it can scarcely be expected that I should contend against such odds; but let me see if I cannot dispense with that unlucky Pawn. I have it!' he shouted, with a tremendous laugh, 'I feel great pleasure in informing you that there is undoubtedly a mate in five' (No. 493c). (from: *Sam Loyd and his chess problems*).

No. 493a: 1.R×g3 B×g3/B×e1 2.Sf3/Rh3+ B∼/Bh4 3.g4#
No. 493b: 1.h2×g3 Be3 2.Rg4 Bg5 3.Rh4+ B×h4 4.g4#
No. 493c: 1.Rb7 Be3 2.Rb1 Bg5 3.Rh1+ Bh4 4.Rh2 g3×h2 5.g4# or 1...Bg1 2.Rb1 Bh2 3.Re1 Kh4 4.Kg6 ∼ 5.Re4#

No. 494
Karl Fabel
Die Welt 31-12-1952



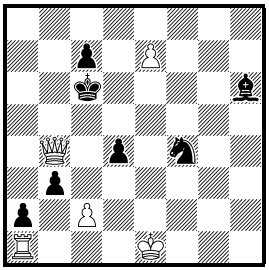
Mate in 3 with the rook that stands on h8

It's New Year's Eve, and Mr White and Mr Black are enjoying a quiet game of chess. There's a rather nice aroma coming from their grog. Black, who's a problemist, is as usual in a poor position, but he always keeps his hopes up right to the end. Then White announces, 'Mate in 3 moves' and immediately shows how: 1.R×h7+ K×h7 2.Rg8 Kh6 3.Rh8#. 'Humph,' growls Black, 'why do you have to use force? – it could be done differently.' He sets the position up again. 'Mate in 3 moves, but with the Rook that's on h8! That's surely not too much to ask.' White can't find the solution, but maybe the crafty reader can?

Solution: Black's 'creative' solution is: 1.Rhg8 B×g8 2.f×g8R! (the pawn promotes to the rook that had previously been on h8) Kh7 3.Rh8#, and this rook is back on h8. Let's drink to a Happy New Year!

[This idea was already presented in 1914 (P1182118) and in a miniature in 2018 (P1346725).]

No. 495
Werner Keym
Stuttgarter Zeitung
31-12-2005



Mate in 3 without moving the queen

A New Year's Eve game down at the chess club is just coming to an end. Suddenly White wagers a bottle of cognac that he can mate in 3 without moving the Queen. The only mating sequence Black can see is 1.e8Q+ Kd5 2.Qb7+ c6 3.Qb×c6#, so he accepts the wager. White proudly shows what he has thought up: 1.e8Q+ Kd5 2.c4+ d4×c3 e.p. 3.Qe8-e4#. But Black objects, because he can plainly see that Qe8-e4 is a Q-move. White replies that he said 'without moving the Queen', meaning the Q already on b4. Opinions are divided on the matter. At this point a spectator intervenes and wagers that White can indeed mate in 3 without any Queen-move at all. Who wins the cognac, White, Black, or the spectator?

Solution: The spectator. White can mate himself in 3! 1.e8Q+ Kd5 2.c4+ d4xc3 e.p. 3.0-0-0+ Sd3#. Hey presto, a Valladao for New Year's Eve!