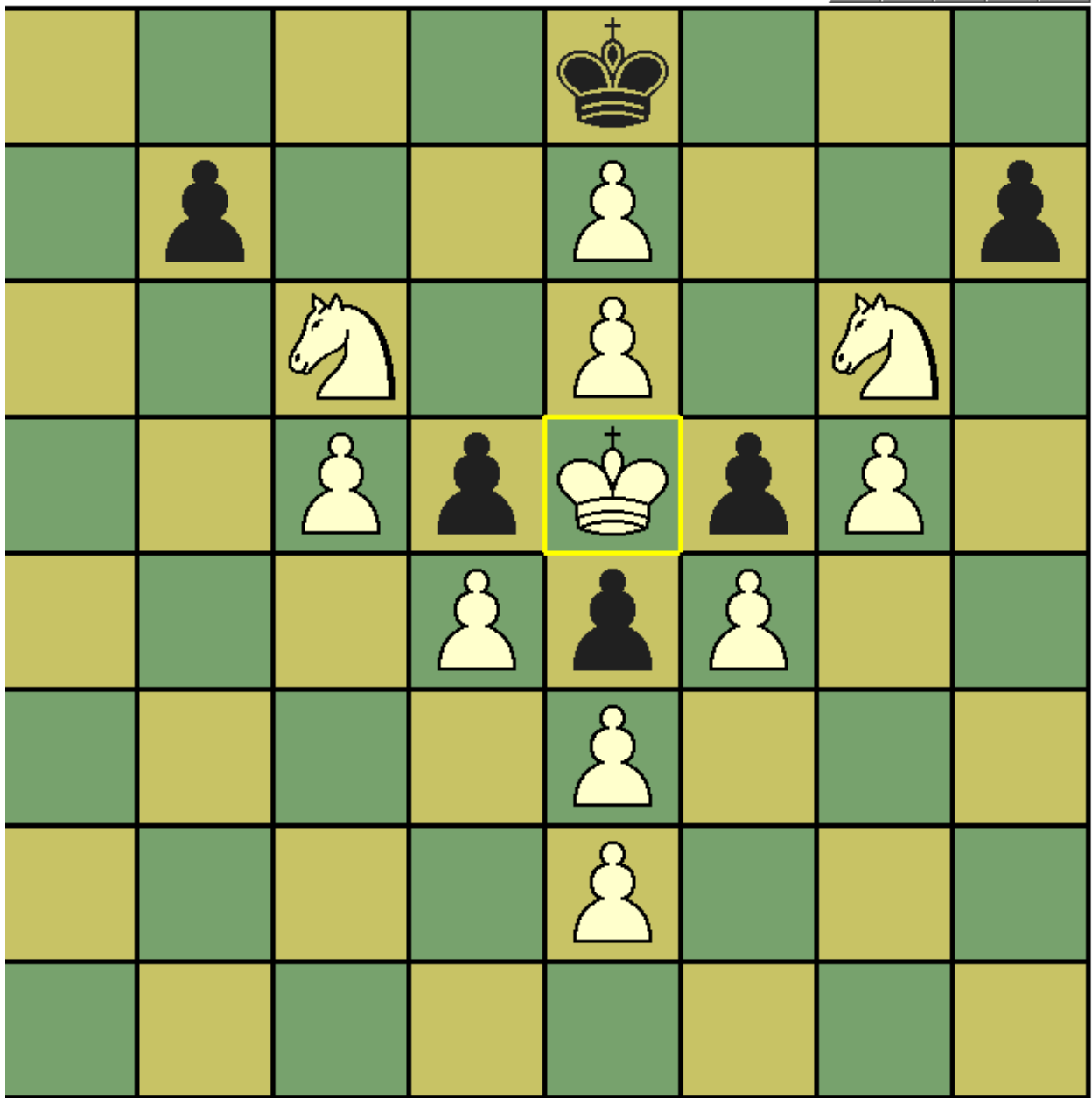


## CHESST' MINIT puzzle – December 2012



Checkmate in 2 moves, white to play.

Solution: Black's last move had to be by a pawn (his King couldn't have come from d7 or f7, as white's pawn couldn't have got to e6 in the last move to check. So Black either moved d7-d5 or f7-f5. (moving from f6 or d6 isn't possible as White would have been in check) Black has lost 10 pieces/pawns, and to make white's present pawn structure requires at least 10 captures, so all of black's pieces were taken with pawn captures. As a result, Black must have moved the d pawn earlier to let the c8 bishop escape, so his last move must have been f7-f5. Now checkmate is easy, 1. gxf6 (ep) any 2. f7#

