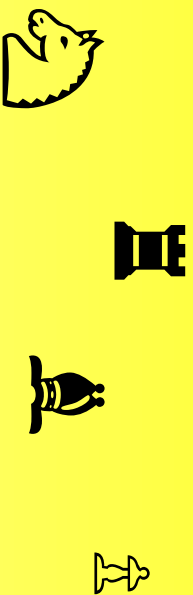


# The Game Is

Afoot ...



# WHODUNNIT?

DOWNLOAD EDITION



Chess Mini-Mysteries

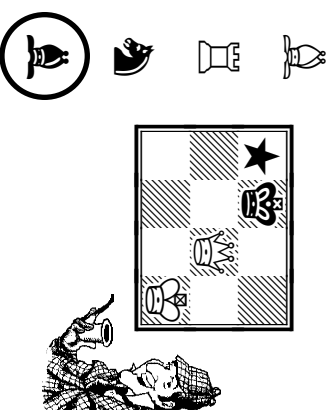
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Prof. Chester Nubnentsz, Jr.

In every **Whodunnit?** problem, we know that Black has been checkmated.

All of the chessmen who were on the board when the black king was slain have been identified ... all, that is, except for one!

The CIA (Chess Intelligence Agency) knows exactly where this mysterious, unidentified chessman stood. *They have marked this spot with a star.*



Your mission -- should you choose to accept it -- will be to figure out the exact list of WHO could have been at the star when the black king fell.

## **FIND OUT WHODUNNIT!**

# Welcome, Chess Gumshoes!

This booklet holds forty *Whodunnit?* chess mysteries for you to solve. These exercises will test and improve your understanding of checkmating patterns -- how chessmen can work together to accomplish victory!

Solutions are listed after the problems -- sometime you may wish to flip through the diagrams showing sample solutions. That's a good way to become familiar with important checkmating patterns.

## Basic Instructions:

- One chessman, marked by a star, is **unidentified** in each problem.
- A line-up of possible suspects is included with each problem. Your job is to **circle the picture of every suspect** who, if placed on the square marked by the star, would **put the black king in checkmate**.
- The checkmarks at the bottom of each page indicate how difficult the problem is for most beginning-to-intermediate chess students. One check means pretty easy, four checks means pretty hard!

## Some Hints!

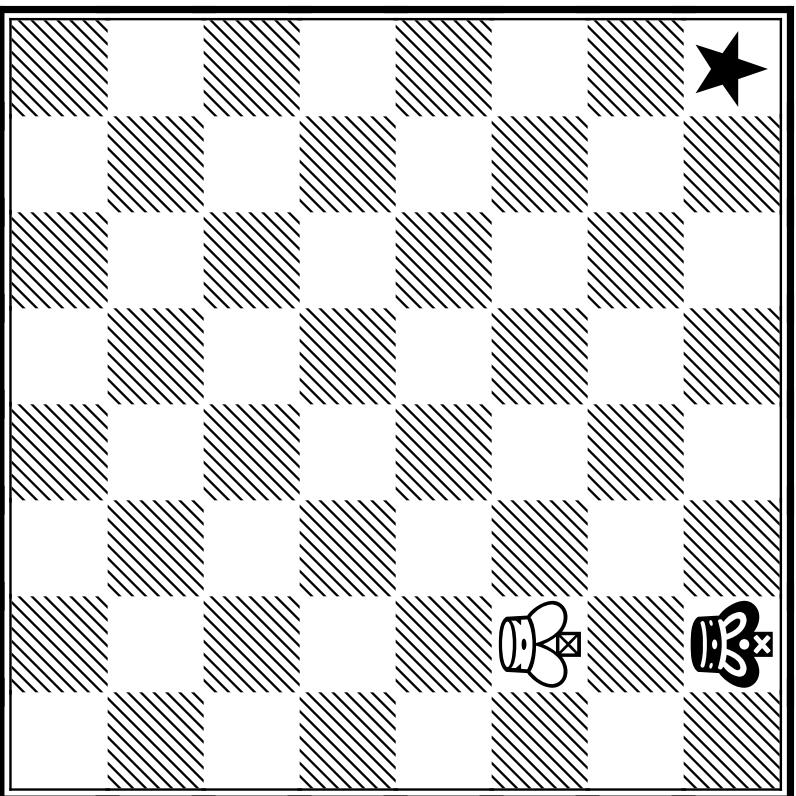
Use your best chess logic to gather clues about who could have been at the **starred square**.

- Was the suspect a member of the White or the Black army?  
(Sometimes a king's own army blocks all of his escape routes!)
- Which squares (if any) would the suspect need to control?
- What would the suspect need to accomplish to trap the king:
  - ◊ Checking the king?
  - ◊ Preventing his escape?
  - ◊ Protecting the assassin (the man giving check) from capture by the king?
  - ◊ Pinning one of the king's bodyguards?

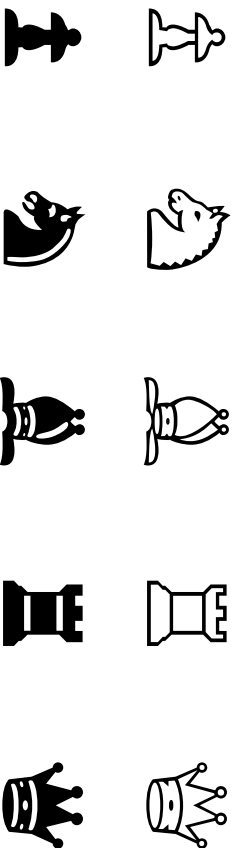
To get the most use out of this booklet, **practice doing the problems in your head**, without marking down your answers. If you want to write in your booklet, use a pencil so you can erase.

# Whodunnit?

## Problem 1



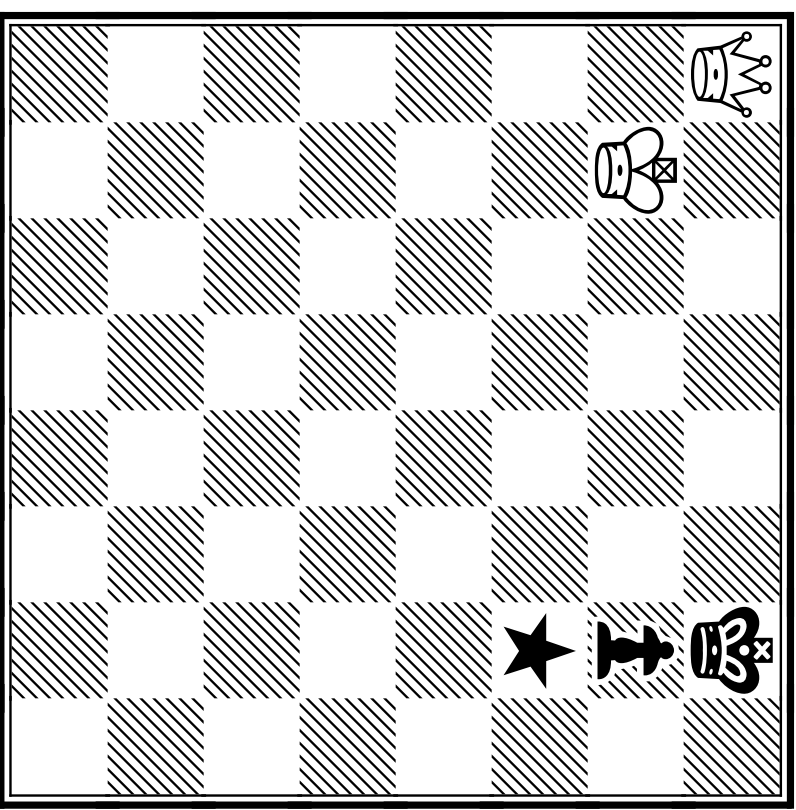
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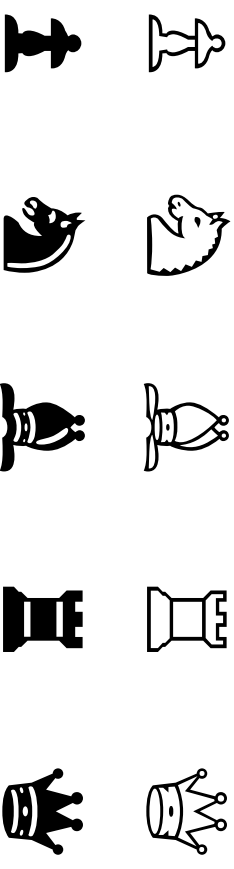
☛ **Circle each chessman** that -- if placed on the star -- would put Black in a checkmated position. ✓

# Whodunnit?

## Problem 2



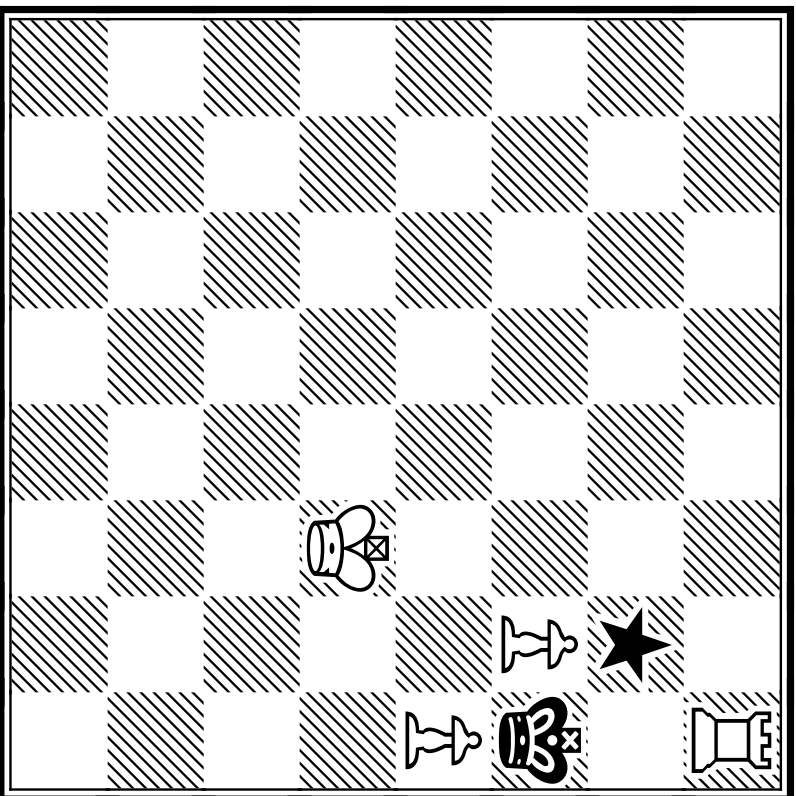
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☛ **Circle each chessman** that -- if placed on the star -- would put Black in a checkmated position. ✓✓

# Whodunnit?

## Problem 3



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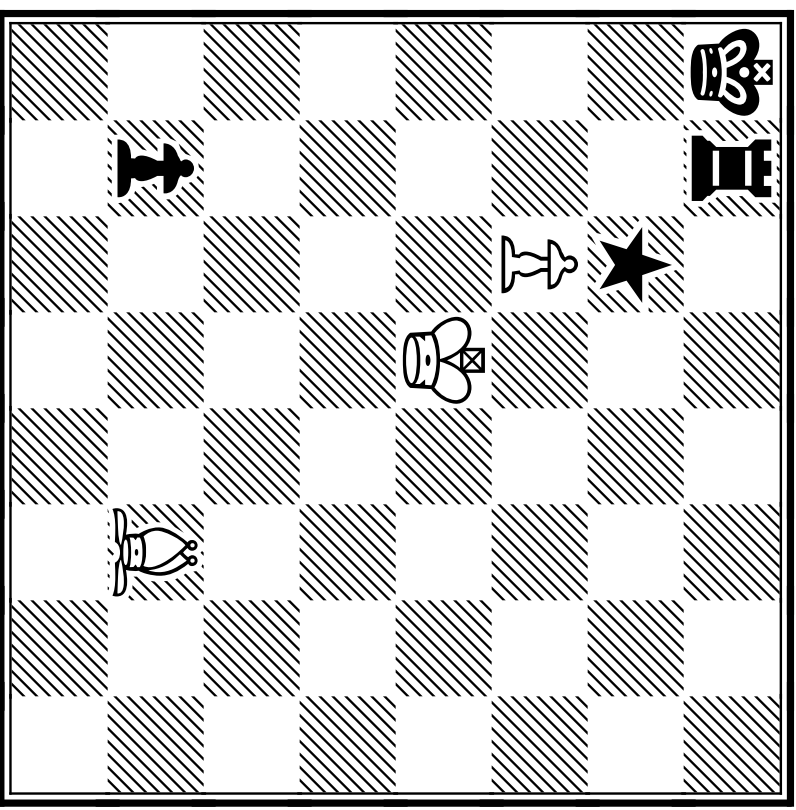


☛ **Circle each chessman** that -- if placed on the star -- would put Black in a checkmated position.

✓✓✓✓

# Whodunnit?

## Problem 4



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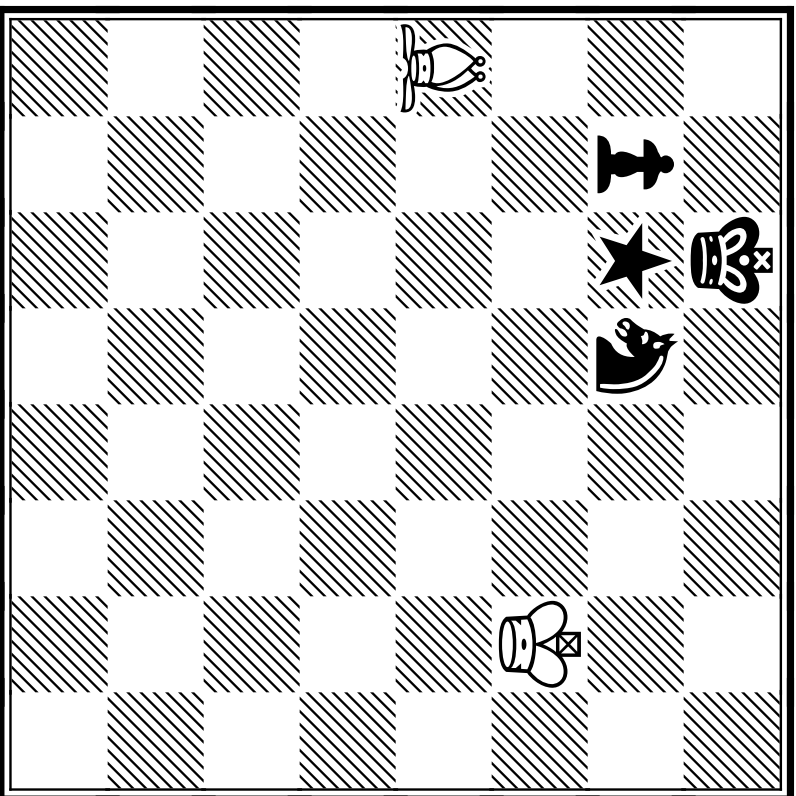


☛ **Circle each chessman** that -- if placed on the star -- would put Black in a checkmated position.

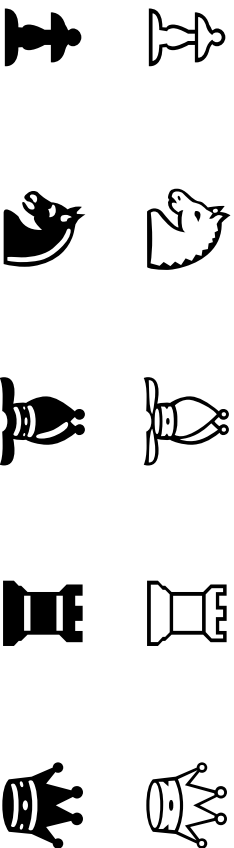
✓

# Whodunnit?

## Problem 5



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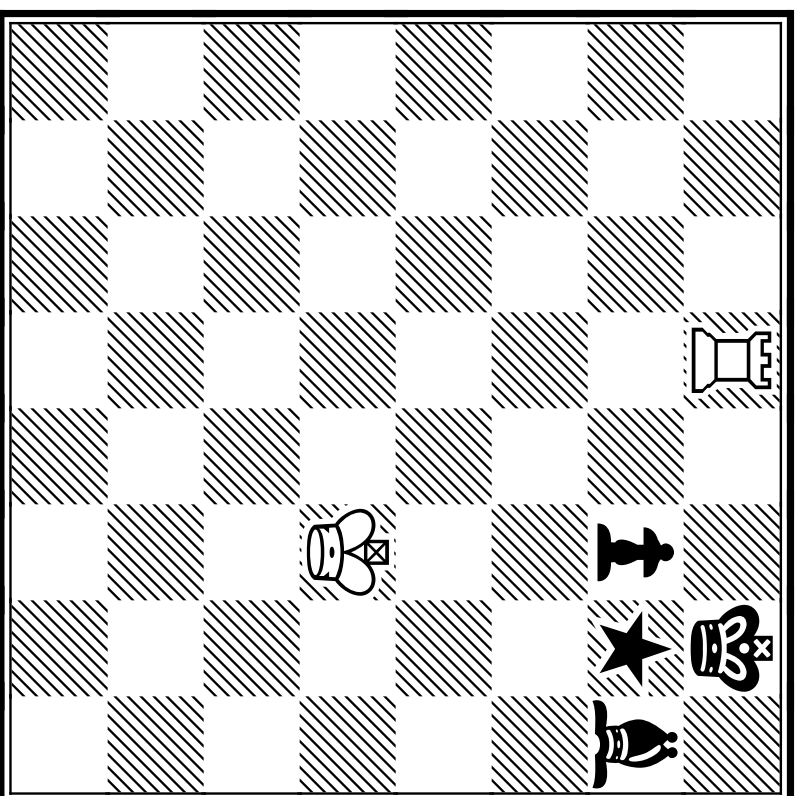


☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

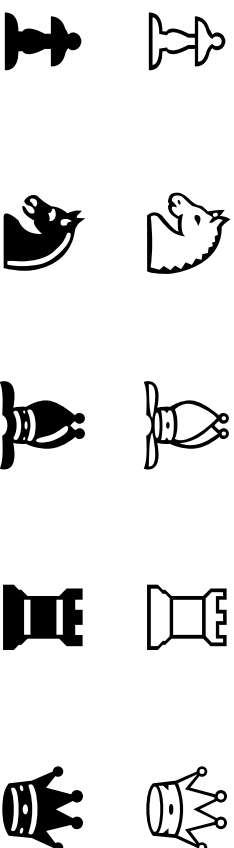
✓

# Whodunnit?

## Problem 6



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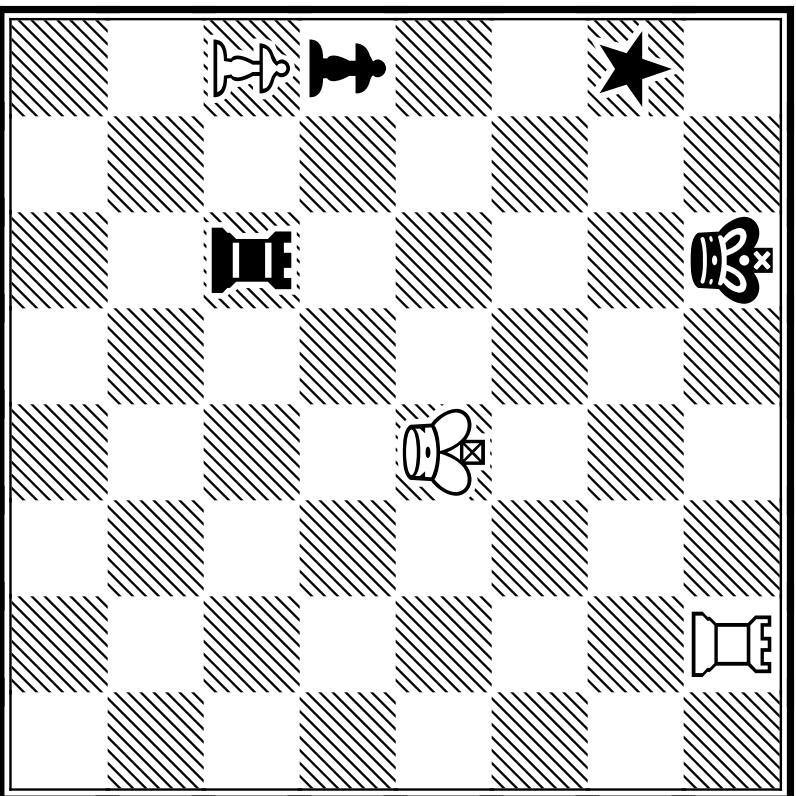


☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

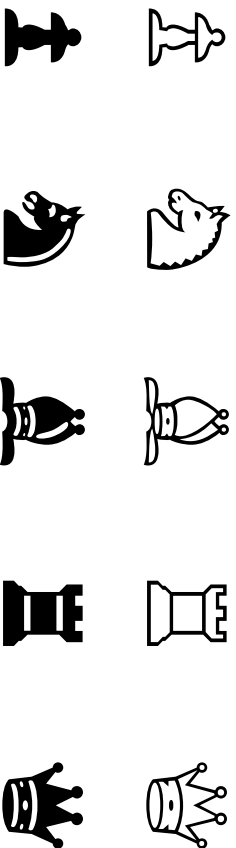
✓✓✓

# Whodunnit?

## Problem 7



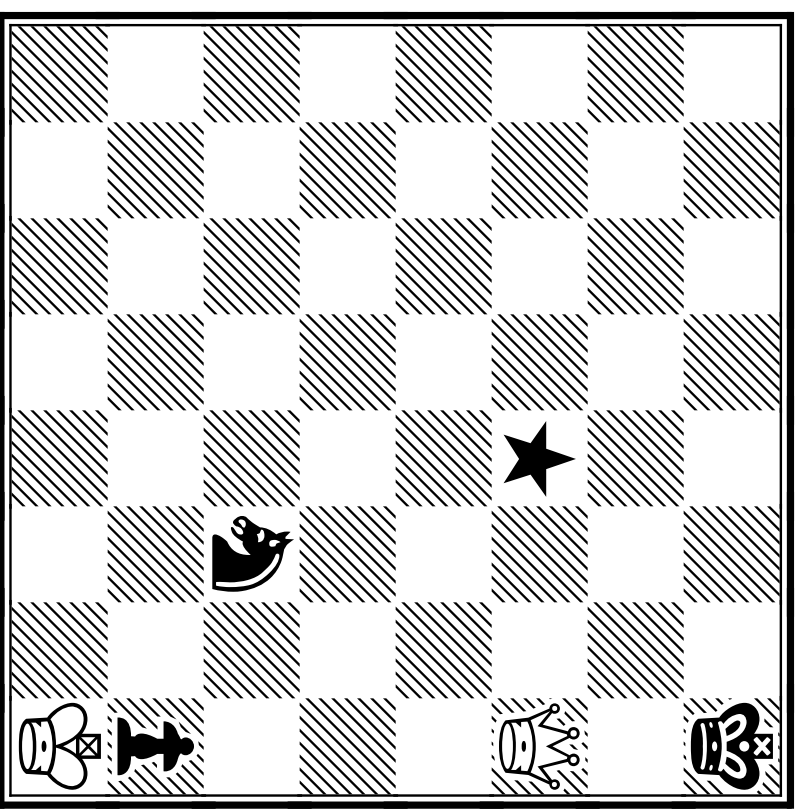
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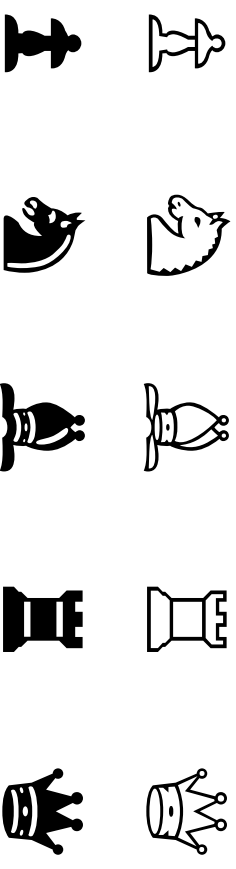
☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position. ✓

# Whodunnit?

## Problem 8



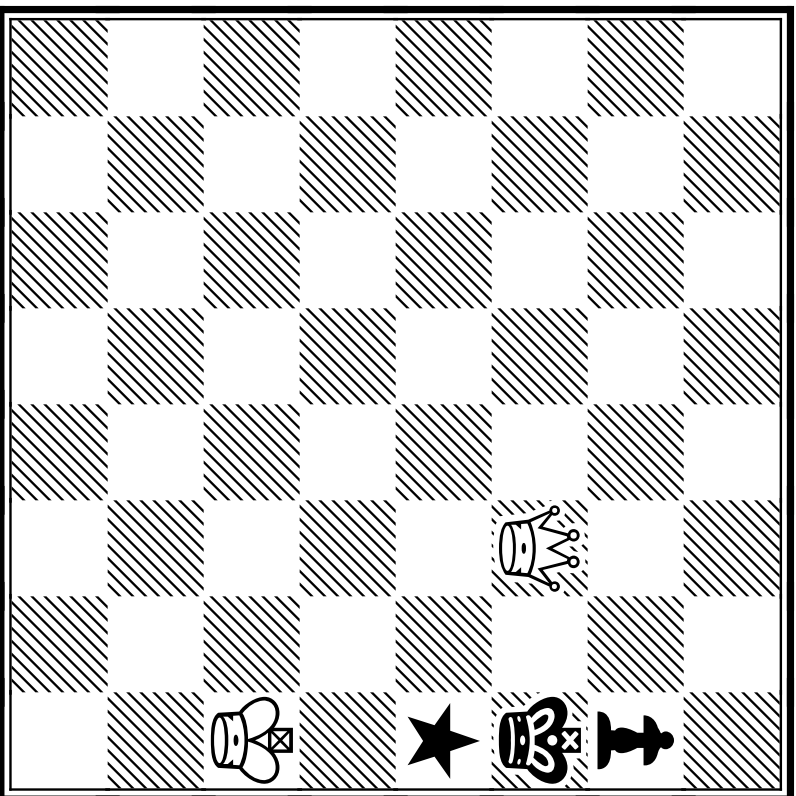
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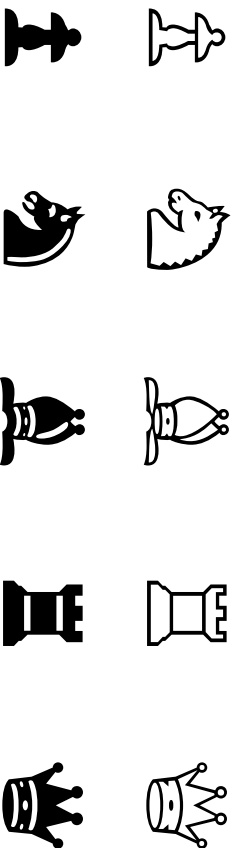
☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position. ✓✓

# Whodunnit?

## Problem 9



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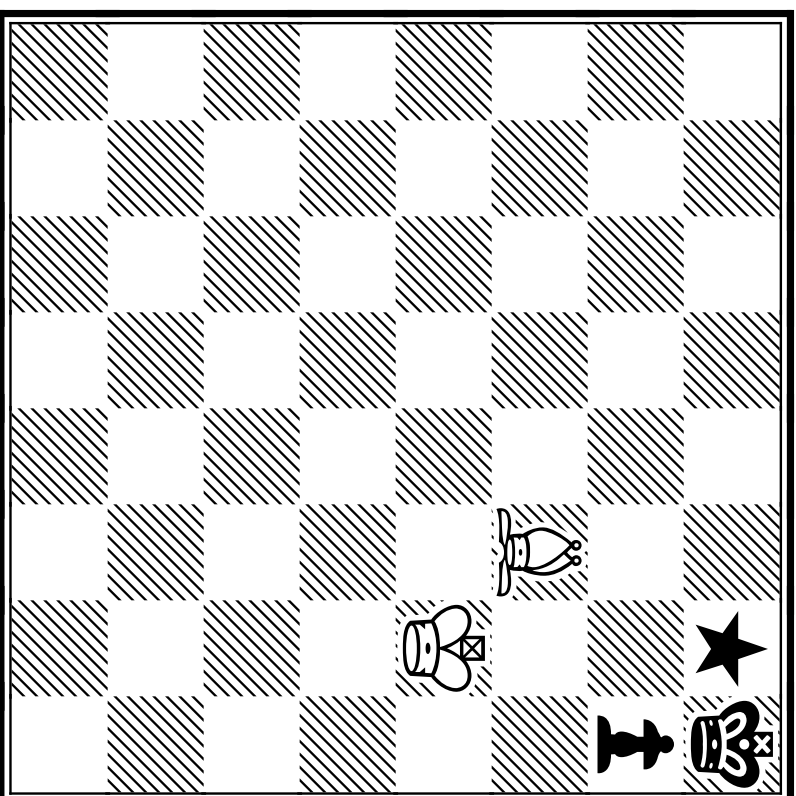


☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

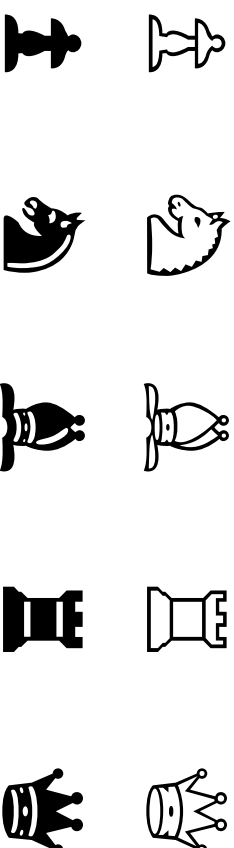
✓✓✓✓

# Whodunnit?

## Problem 10



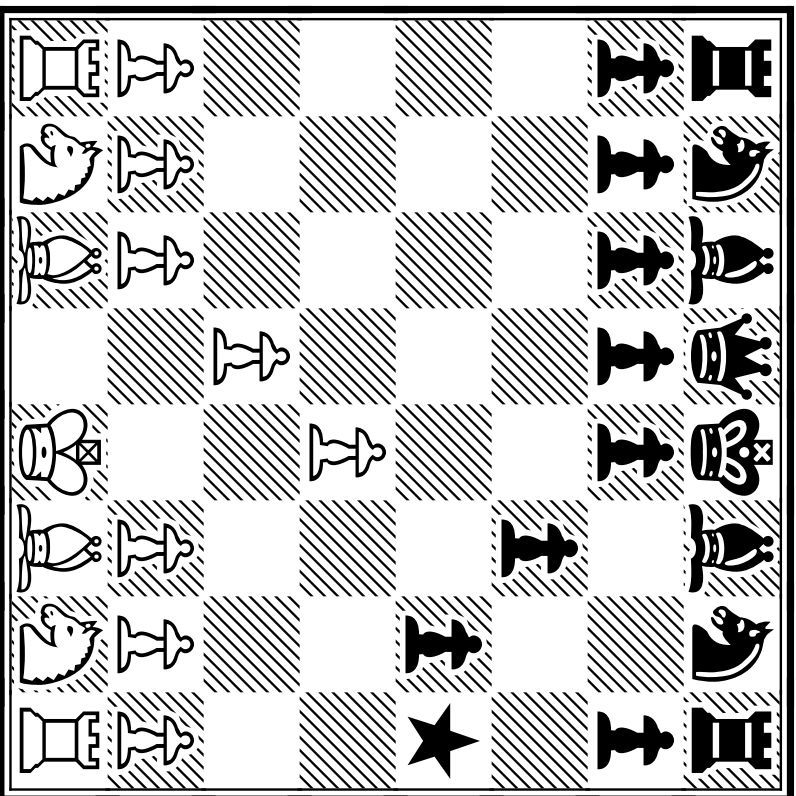
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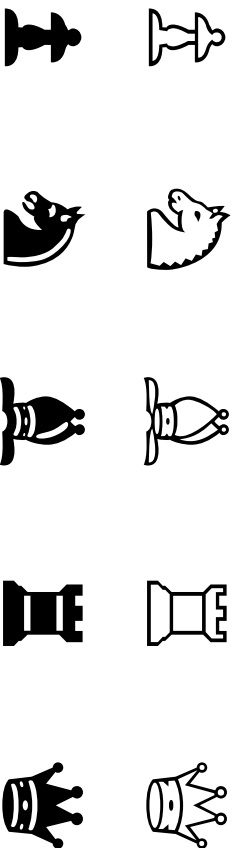
☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

✓✓✓✓

# Whodunnit? Problem 11



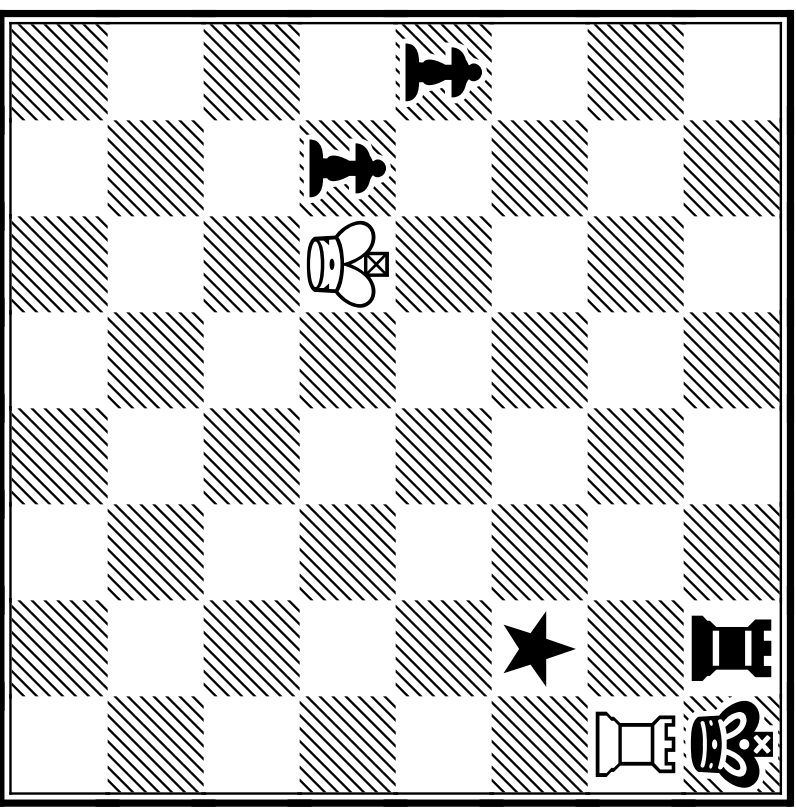
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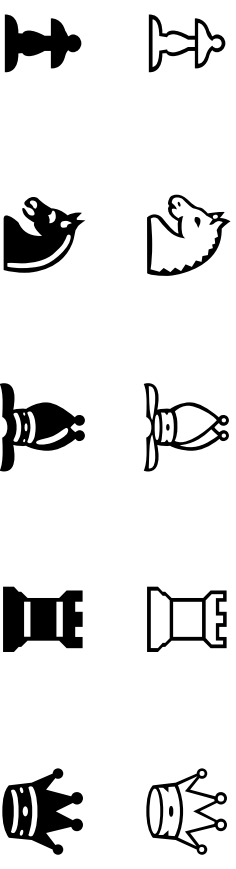
☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

✓

# Whodunnit? Problem 12



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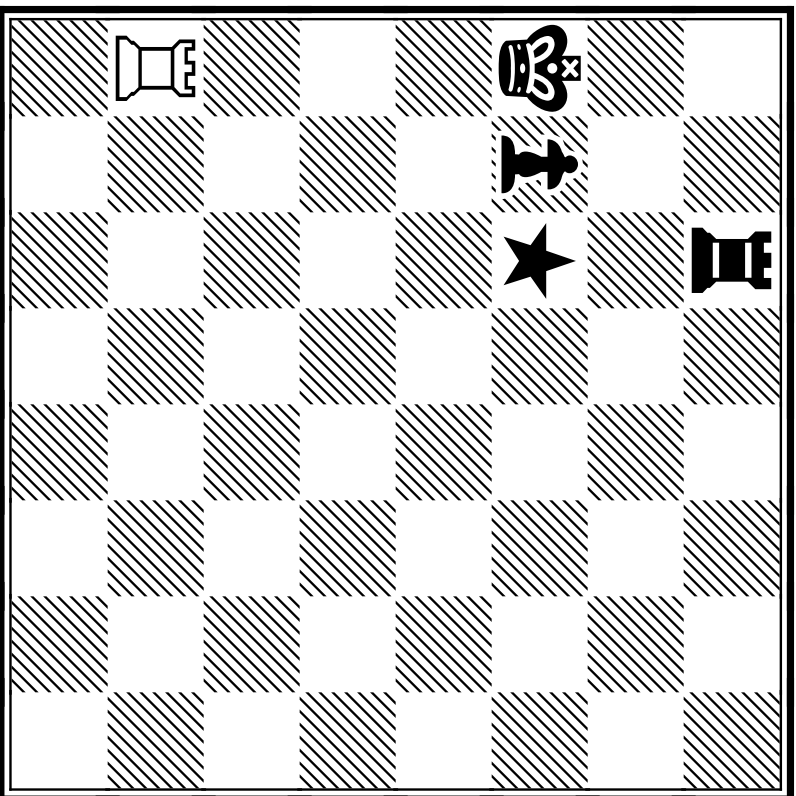
☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

✓✓

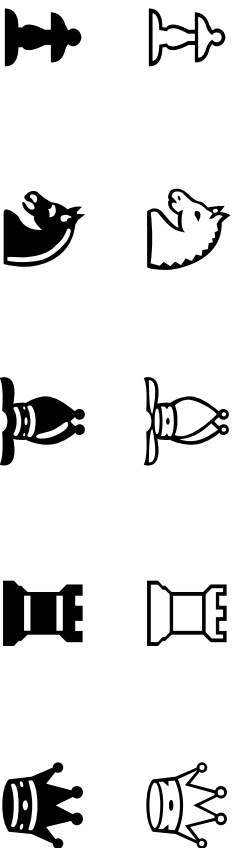


# Whodunnit?

## Problem 13



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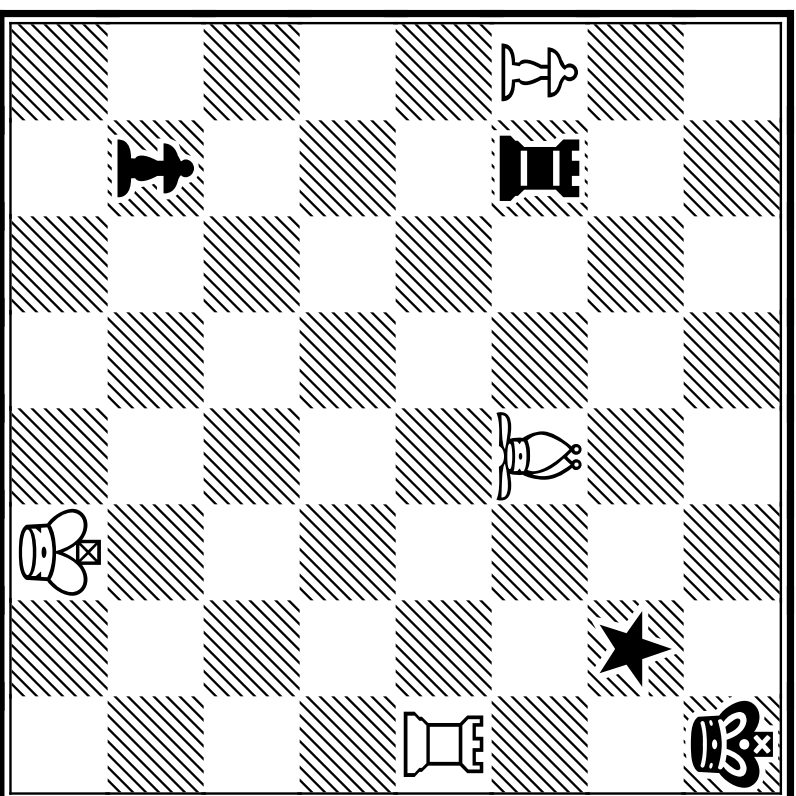


☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

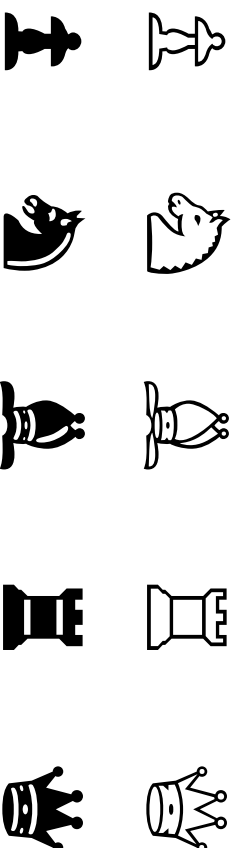
✓✓

# Whodunnit?

## Problem 14



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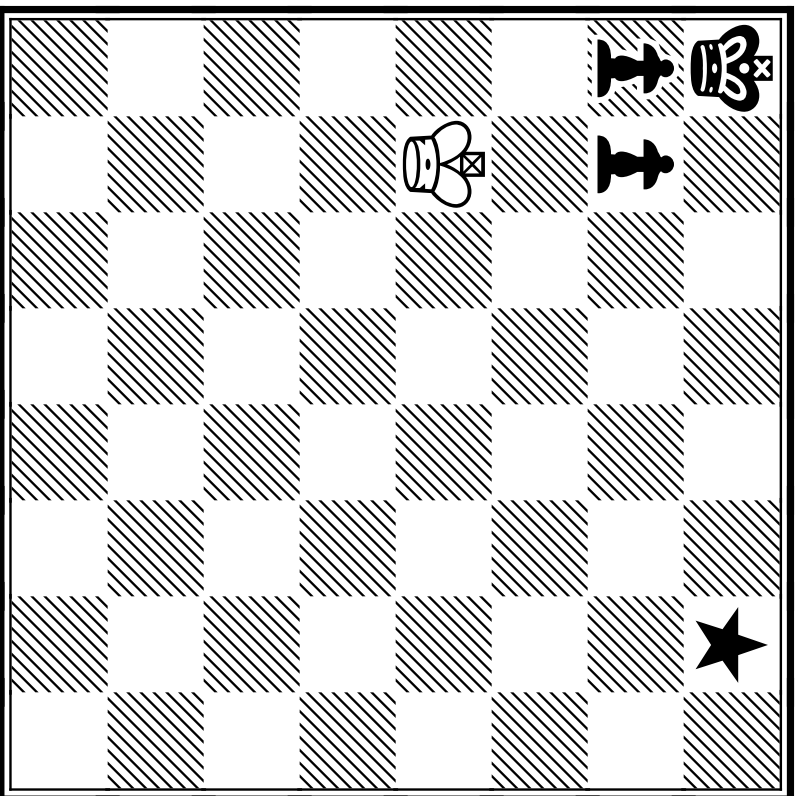


☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

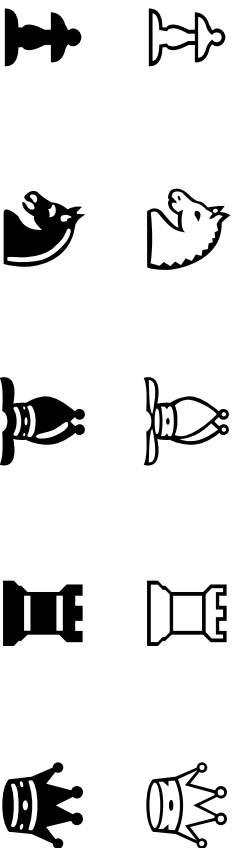
✓✓✓

# Whodunnit?

## Problem 15



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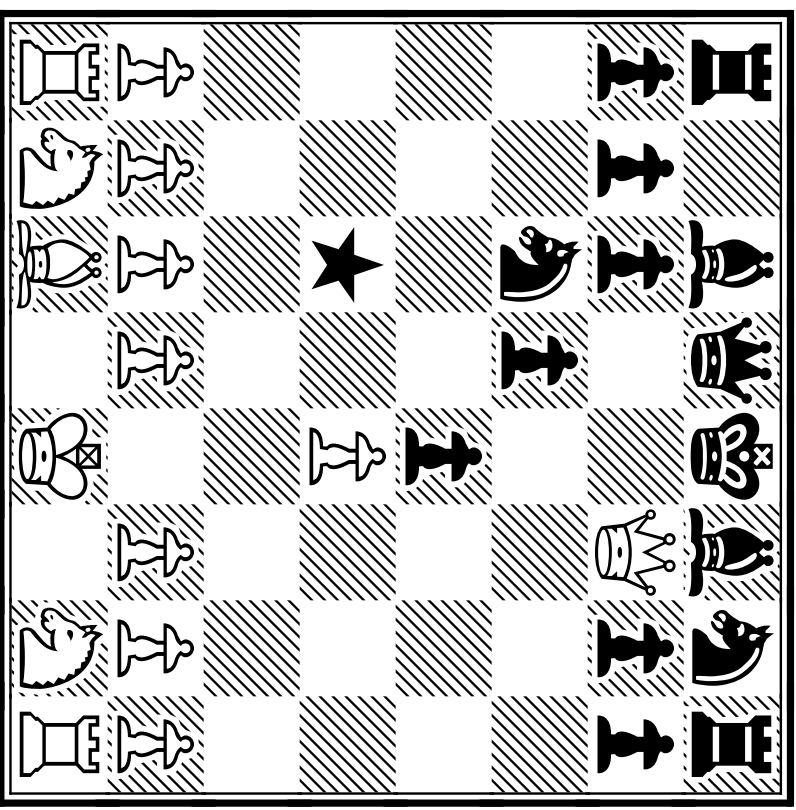


☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

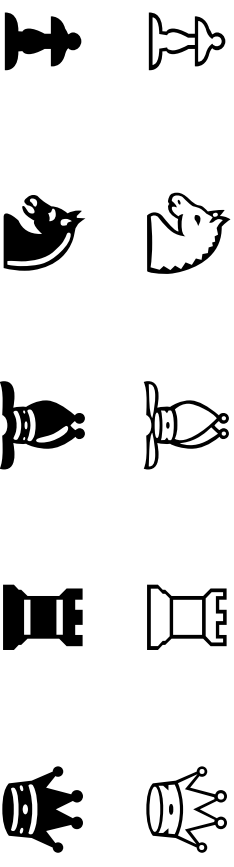


# Whodunnit?

## Problem 16



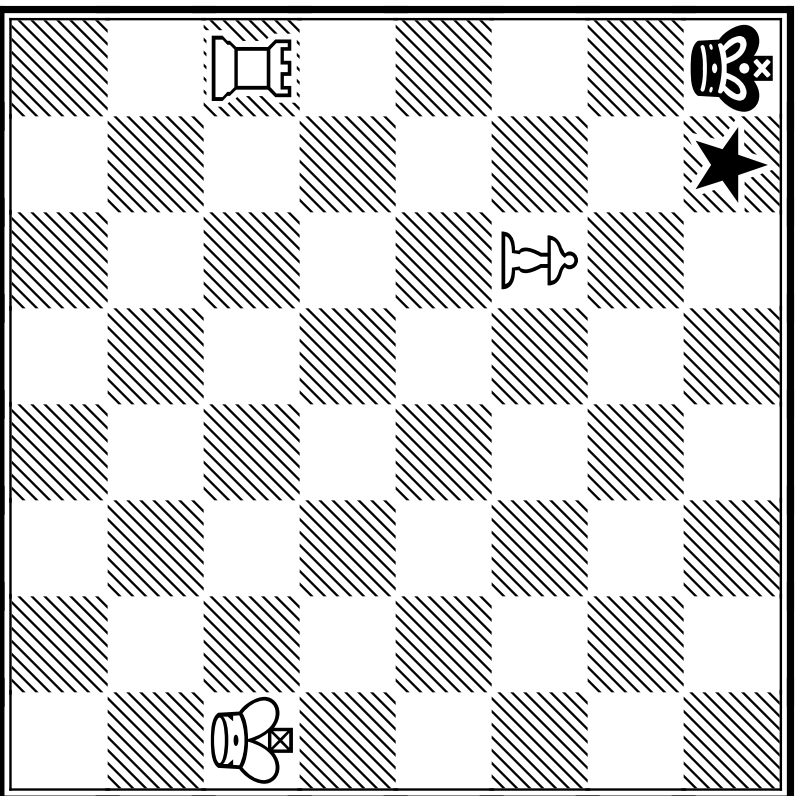
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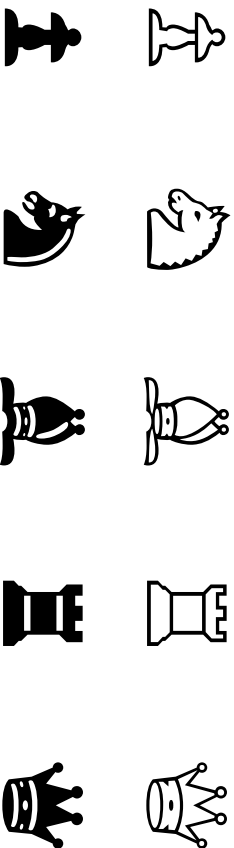
☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.



# Whodunnit? Problem 17



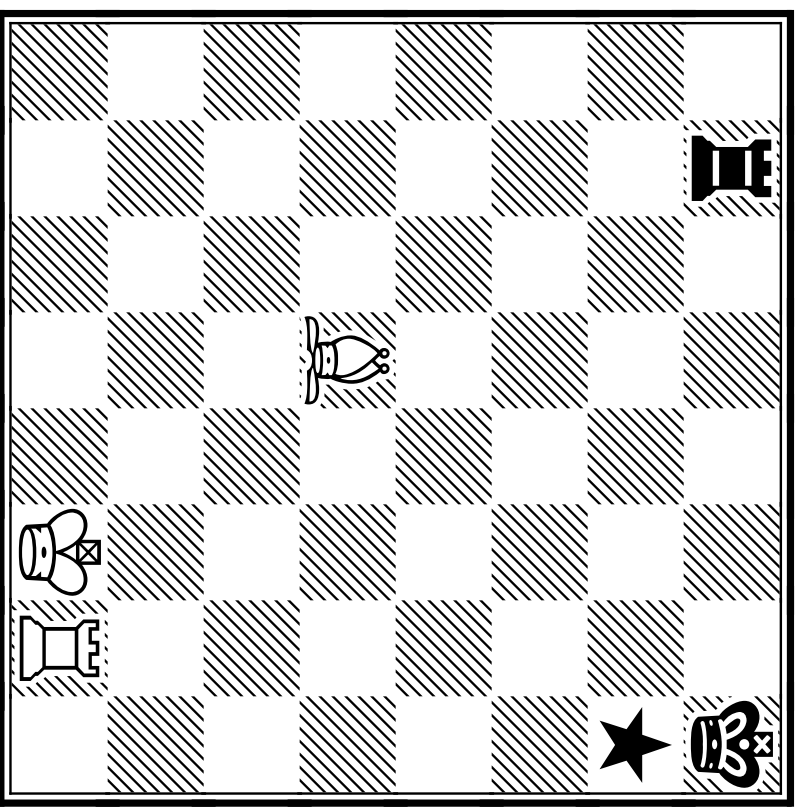
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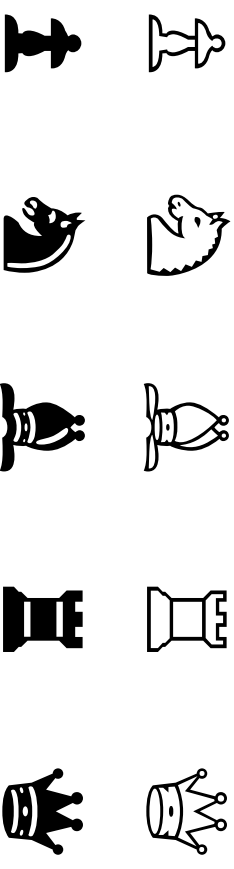
☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

✓✓

# Whodunnit? Problem 18



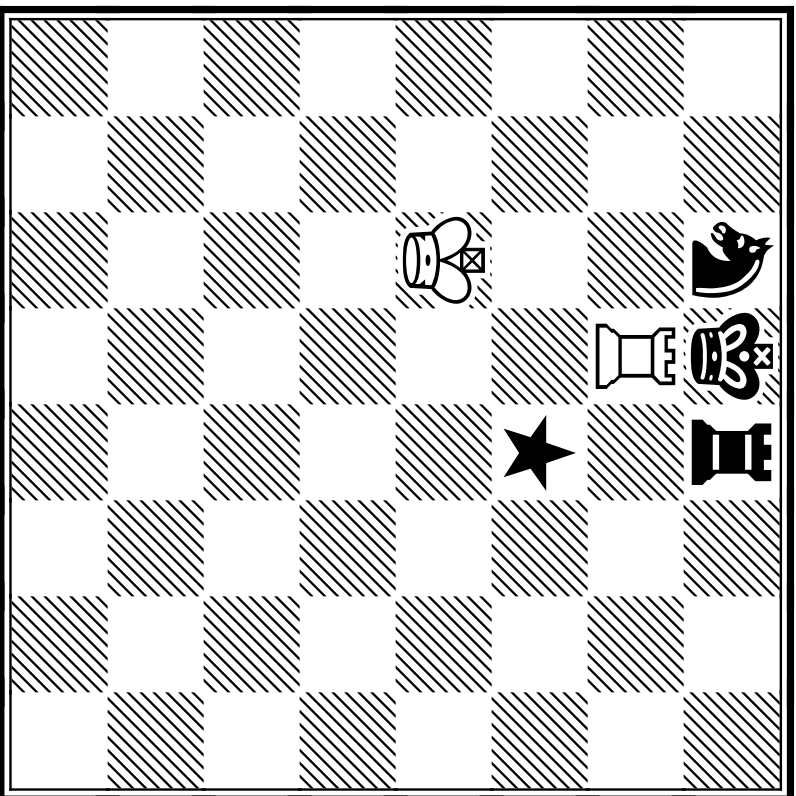
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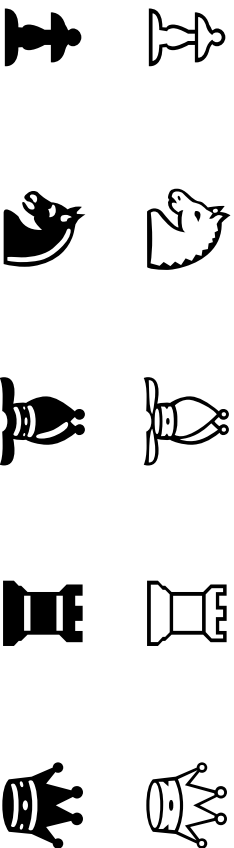
☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

✓✓✓

# Whodunnit? Problem 19



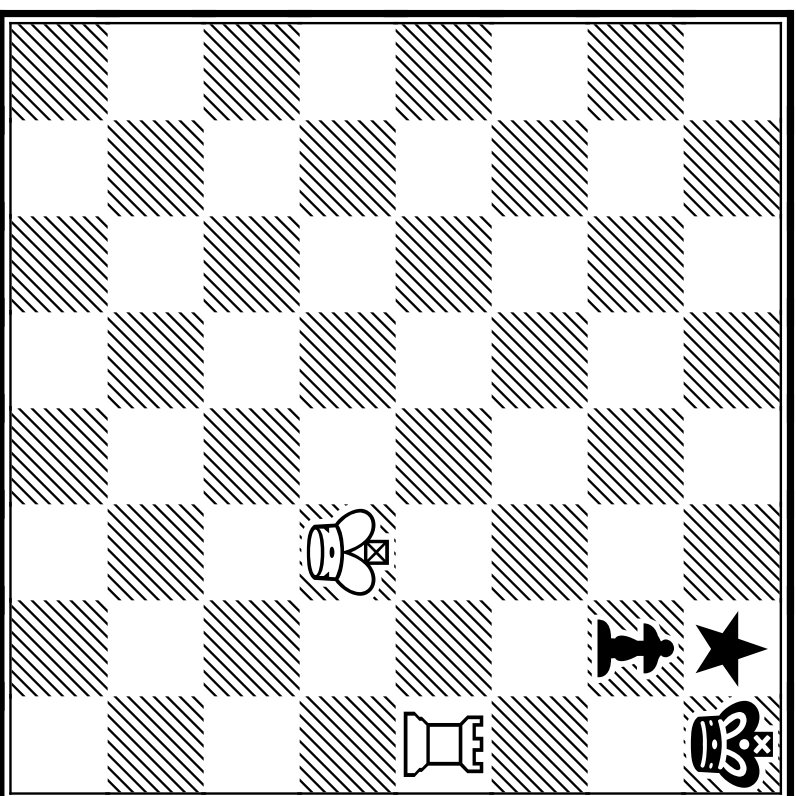
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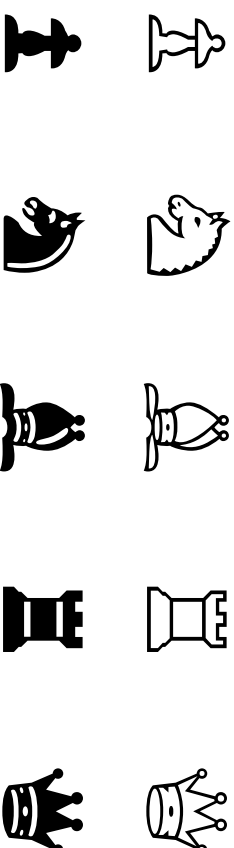
☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

✓✓

# Whodunnit? Problem 20



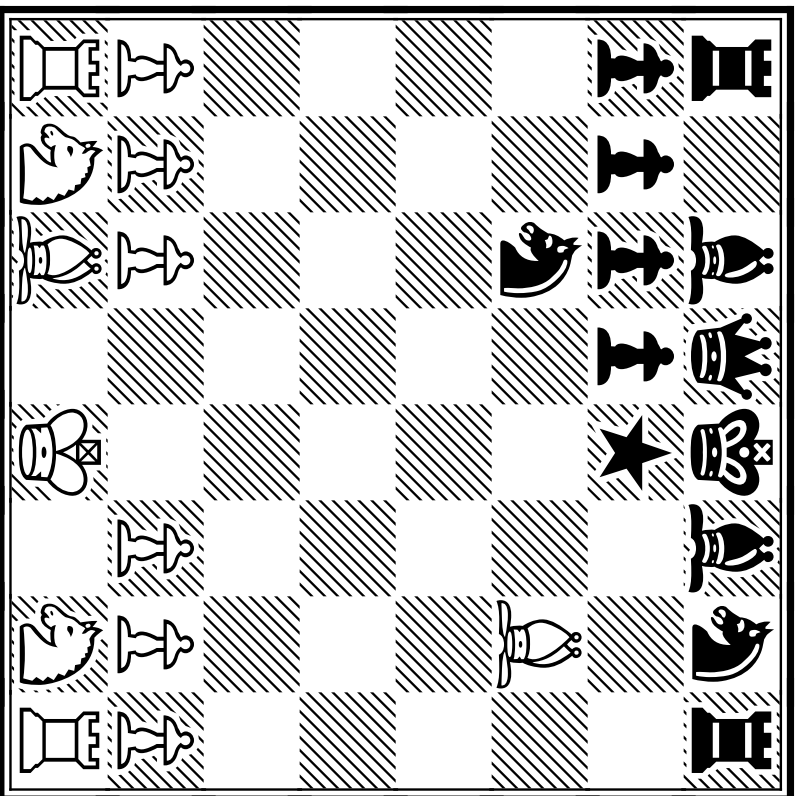
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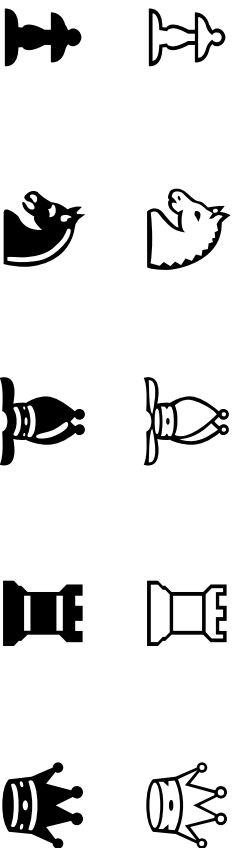
☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

✓✓

# Whodunnit? Problem 21



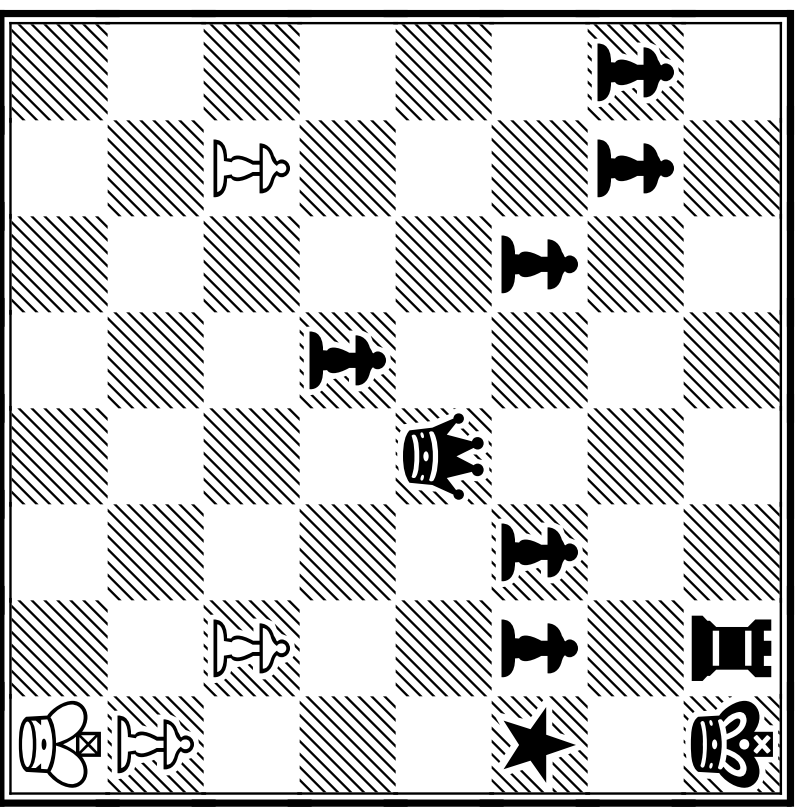
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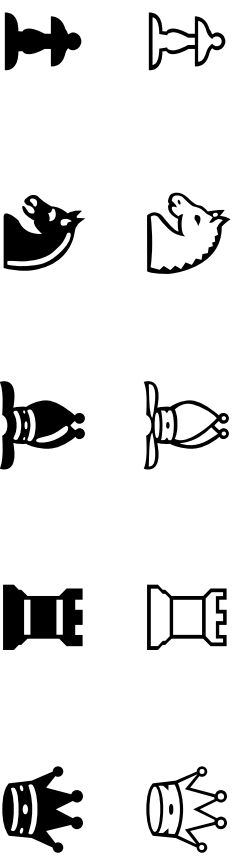
☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

✓✓

# Whodunnit? Problem 22



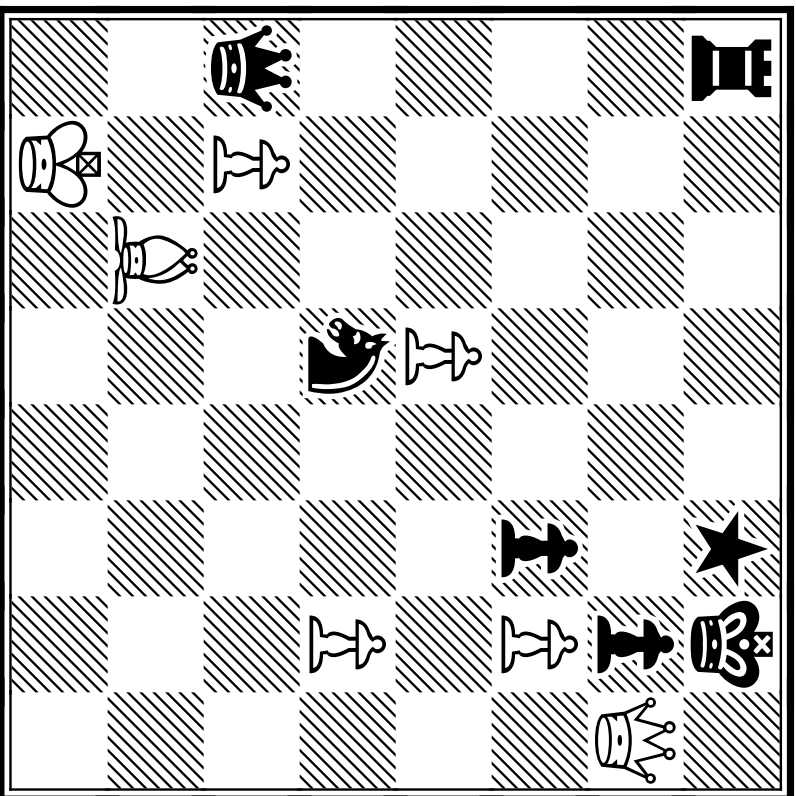
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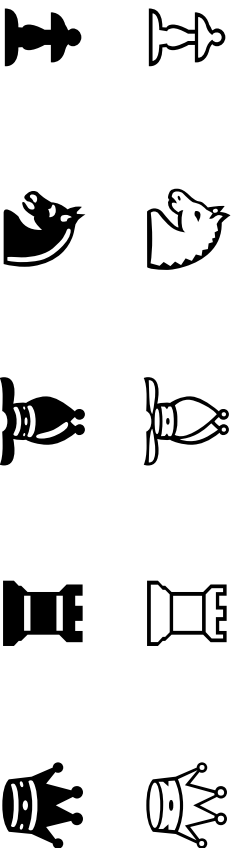
☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

✓

# Whodunnit? Problem 23



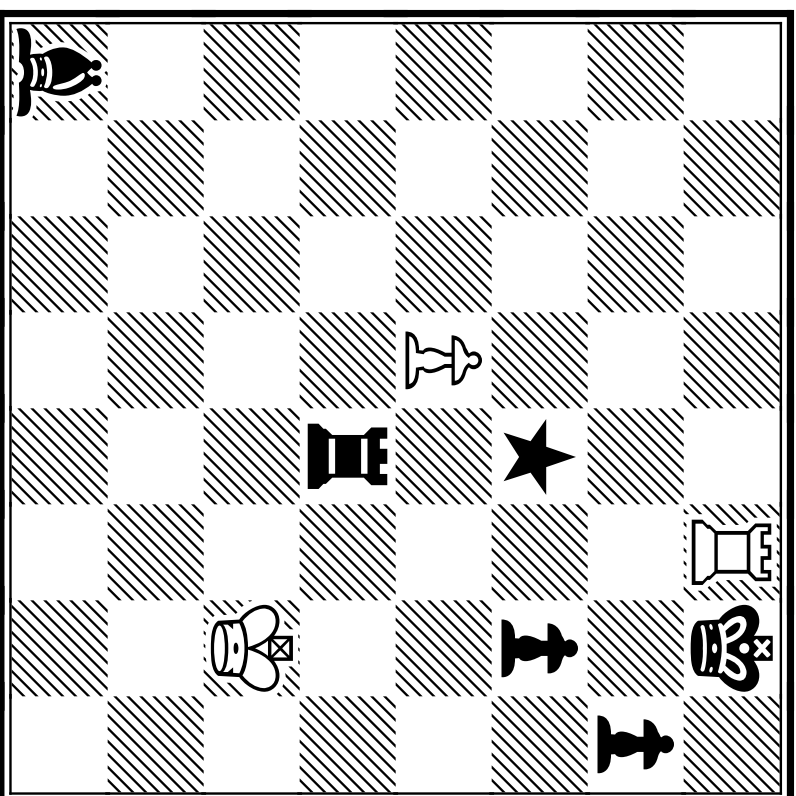
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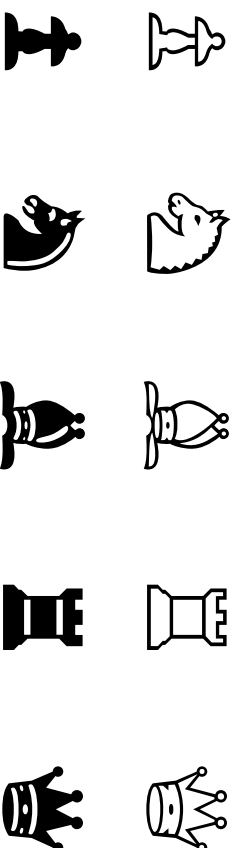
☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

✓✓✓

# Whodunnit? Problem 24



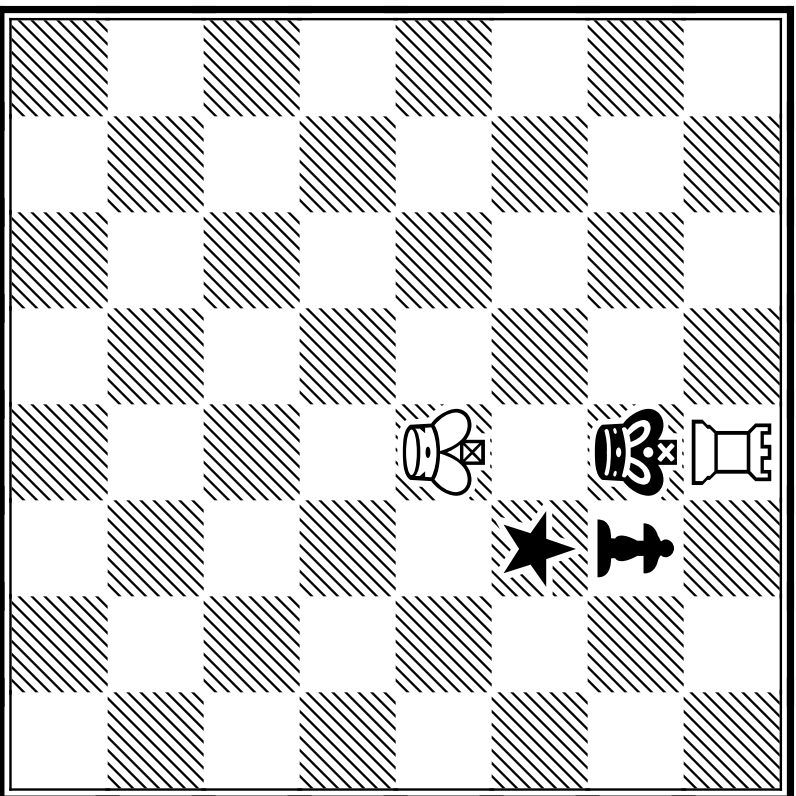
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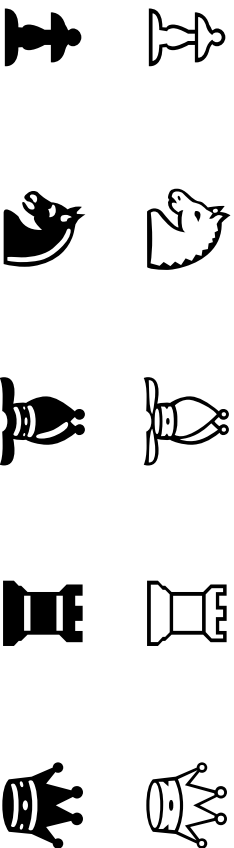
☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

✓✓✓

# Whodunnit? Problem 25



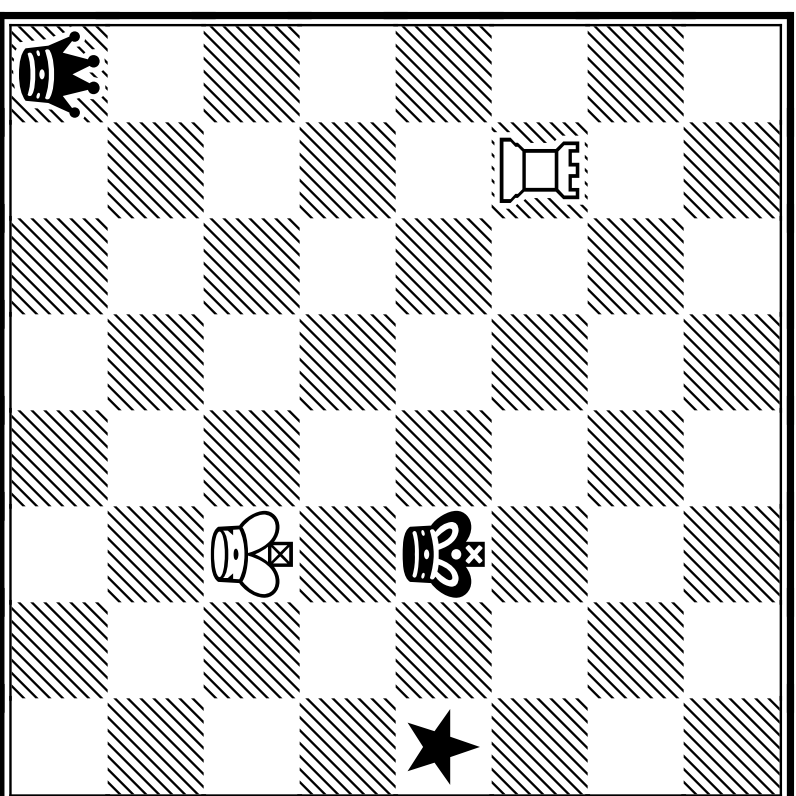
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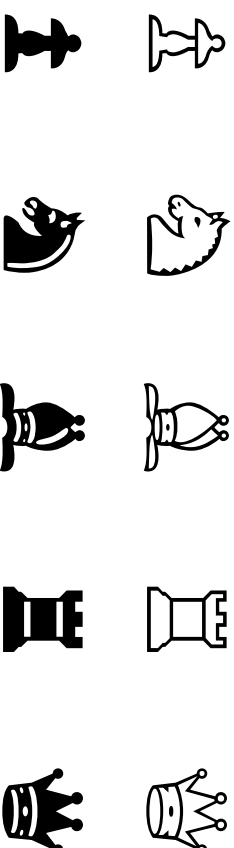
☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

✓✓✓

# Whodunnit? Problem 26



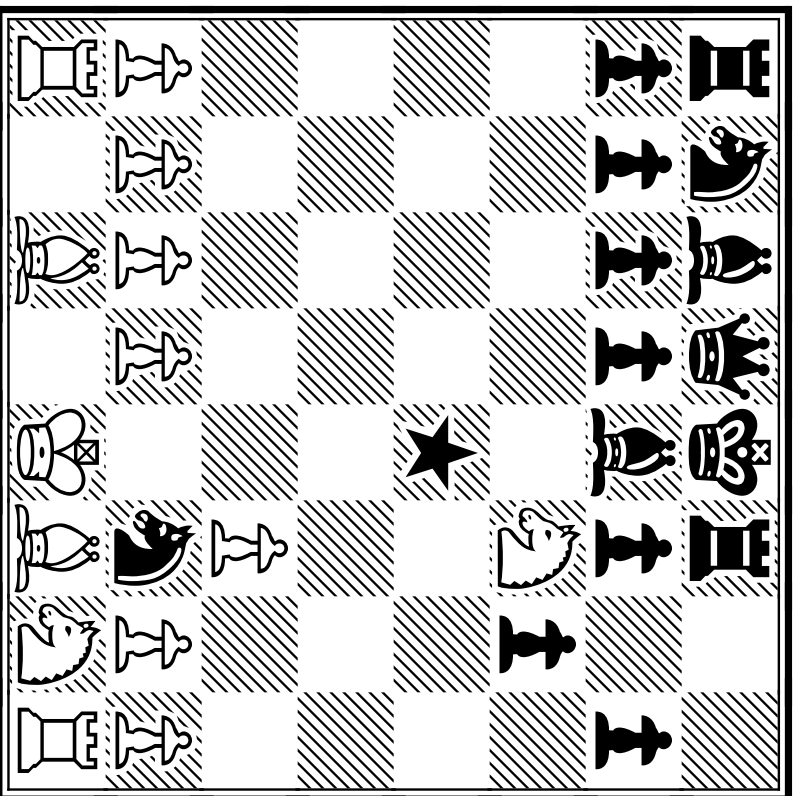
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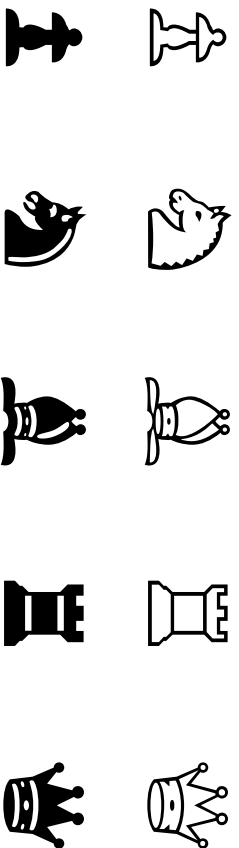
☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

✓✓✓

# Whodunnit? Problem 27



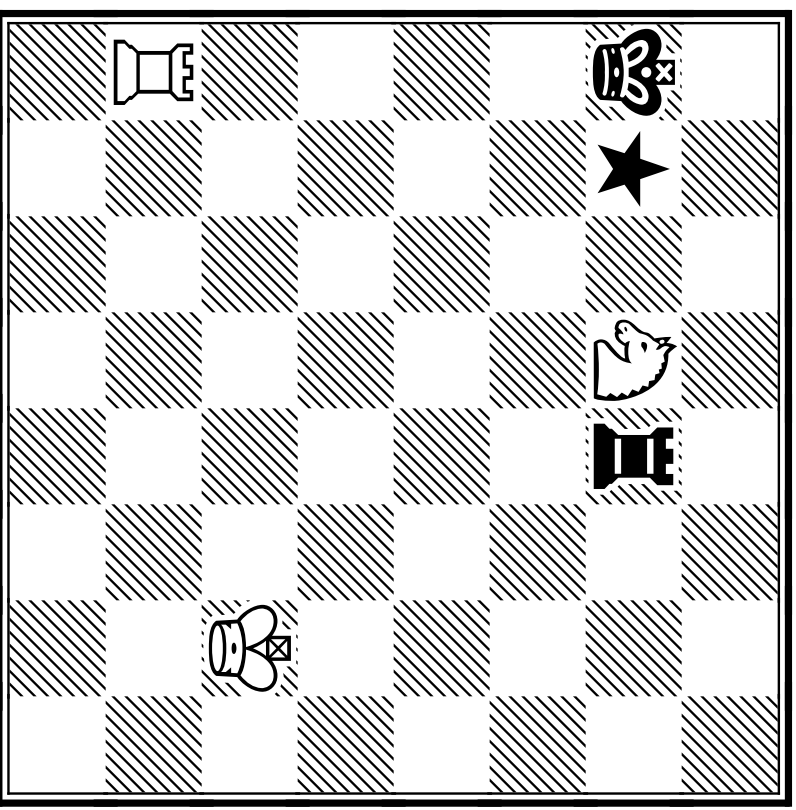
Copyright © 1997-2003 Prof. Chester Nulmenitz, Jr. [www.professorchess.com](http://www.professorchess.com)



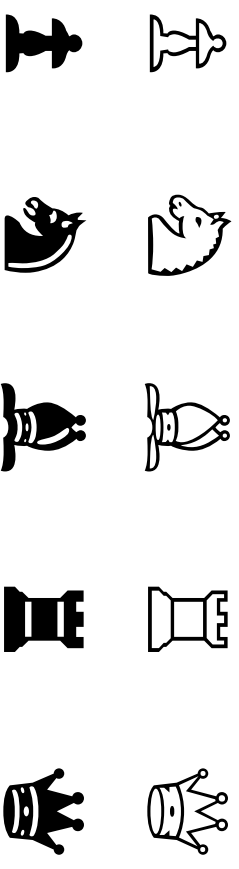
☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

✓✓

# Whodunnit? Problem 28



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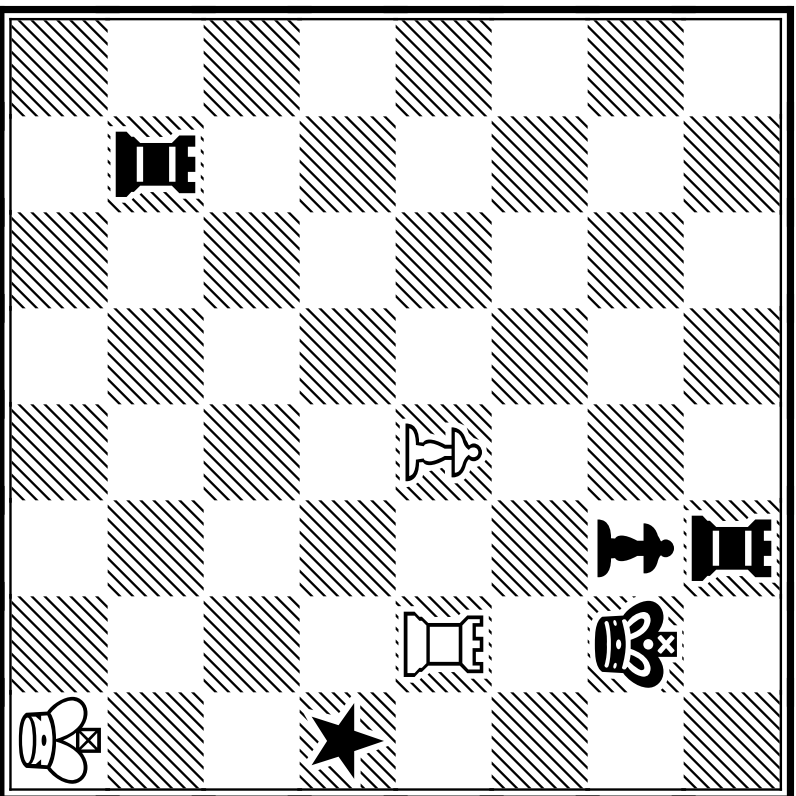


☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

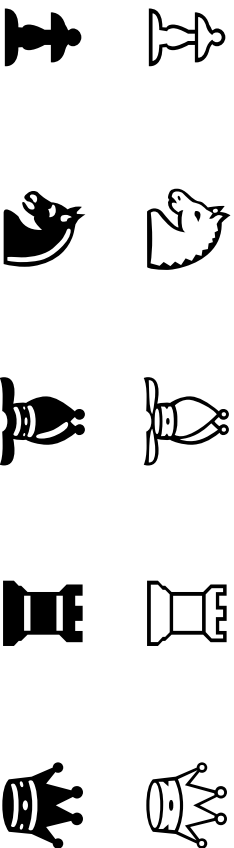
✓✓



# Whodunnit? Problem 29



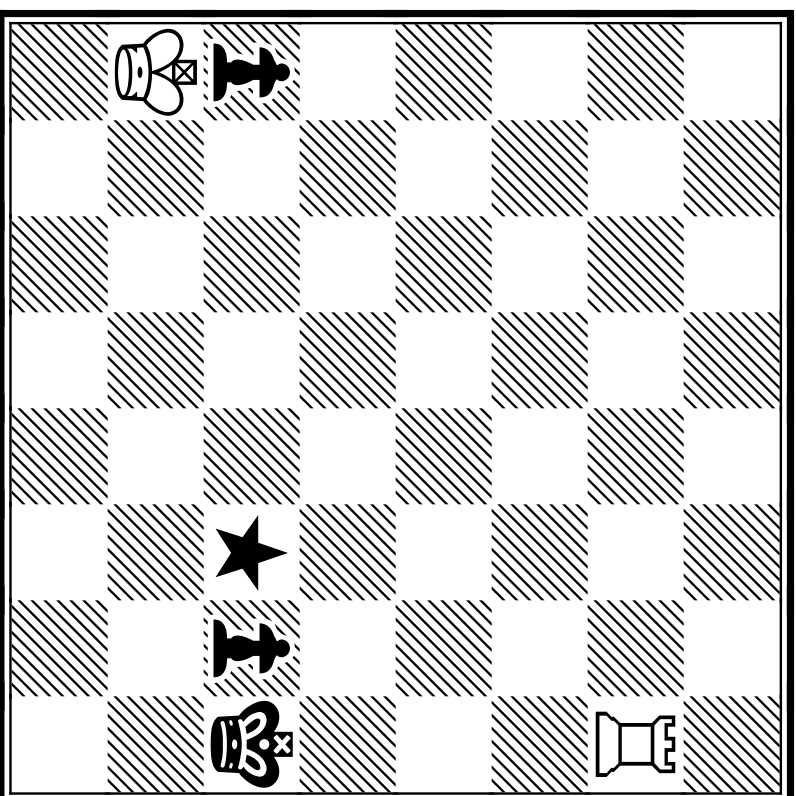
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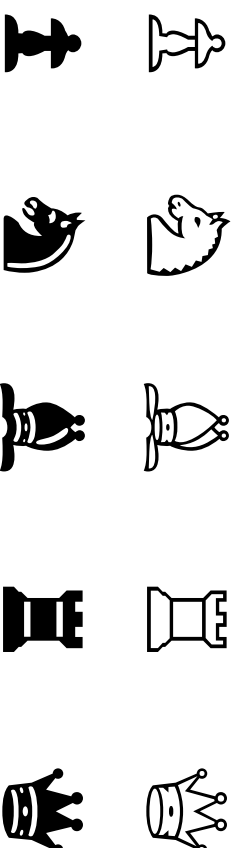
☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

✓

# Whodunnit? Problem 30



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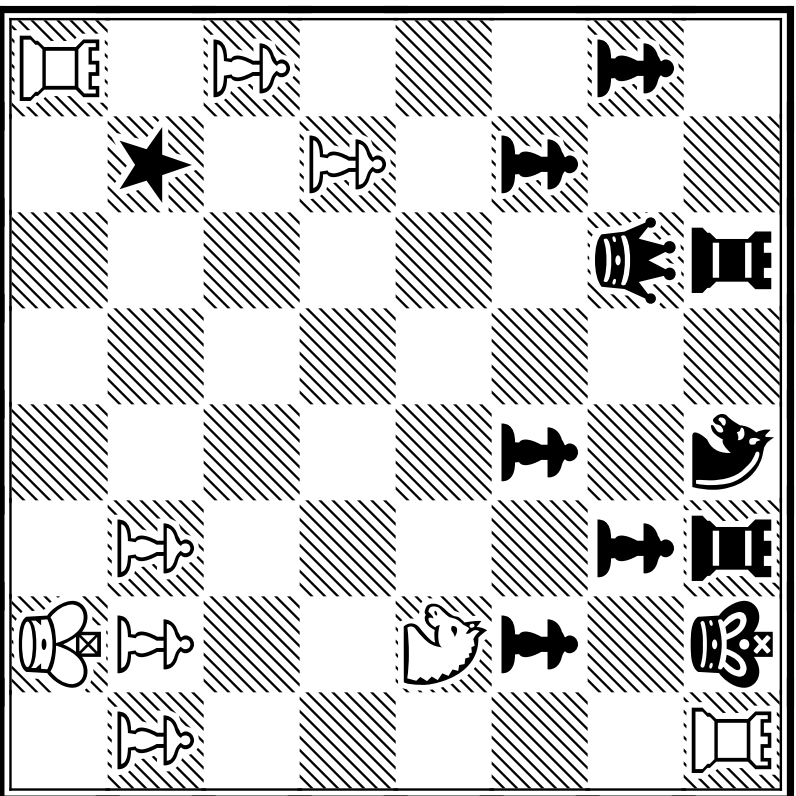


☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

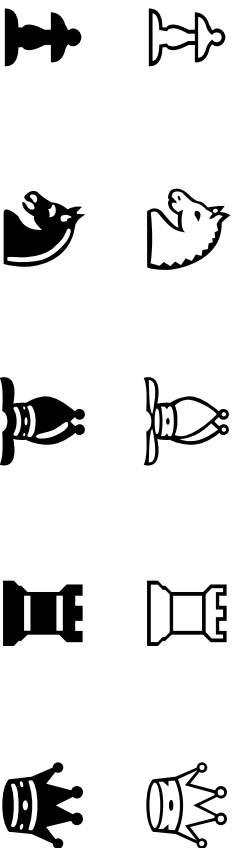
✓✓

# Whodunnit?

## Problem 31



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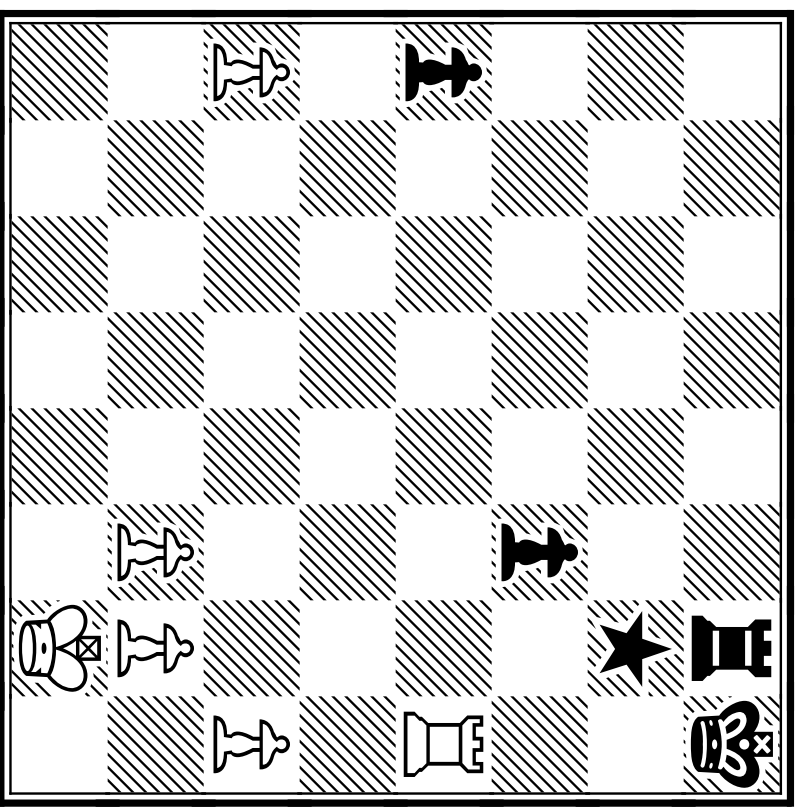


☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

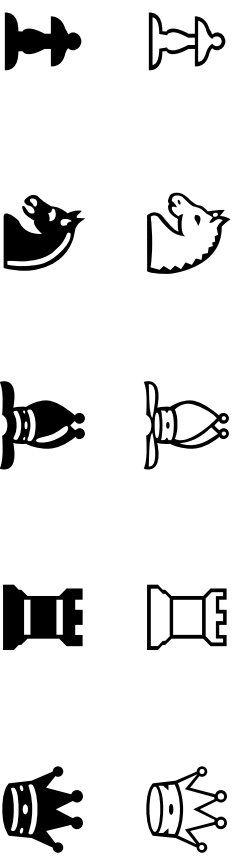
✓✓

# Whodunnit?

## Problem 32



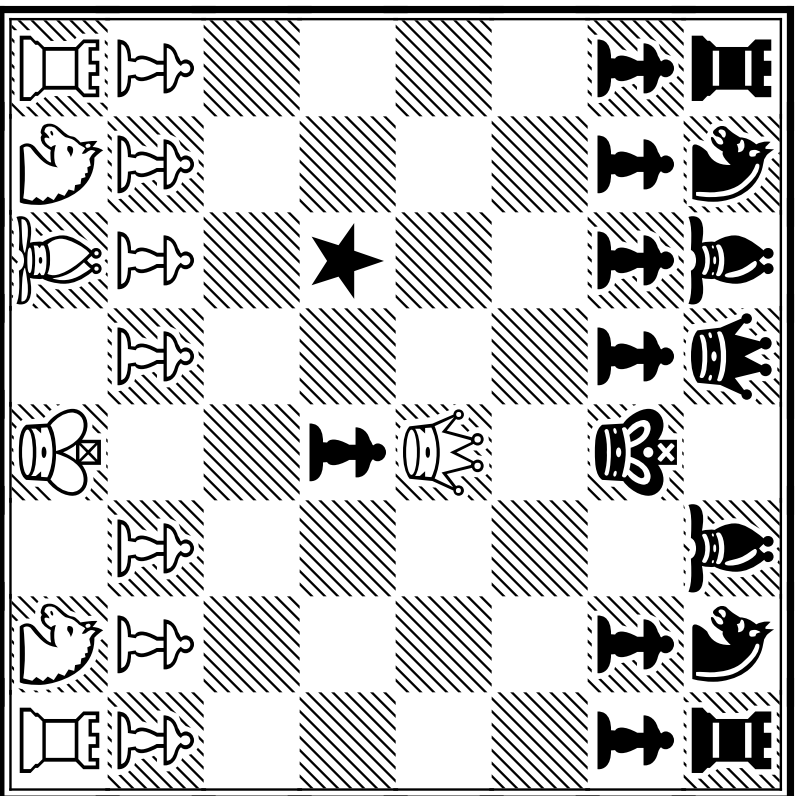
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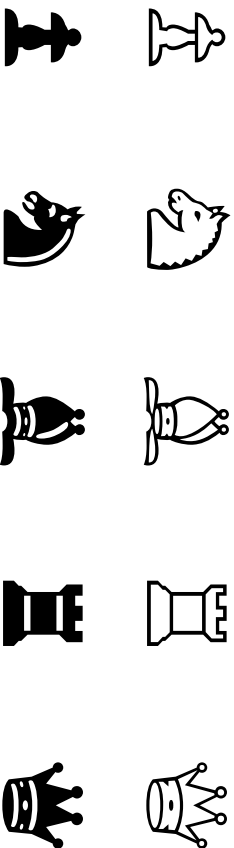
☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

✓✓

# Whodunnit? Problem 33



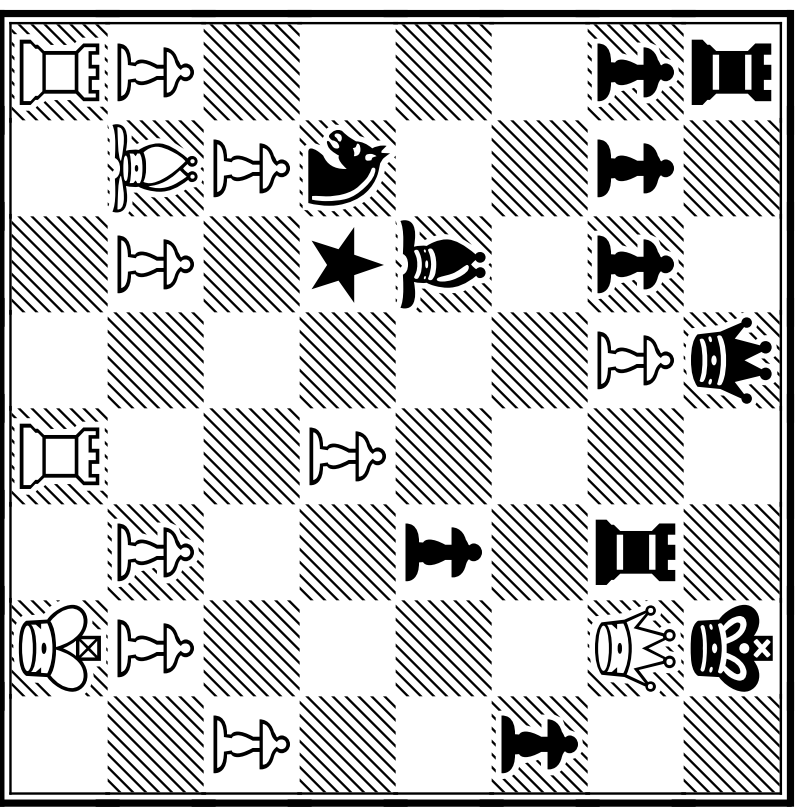
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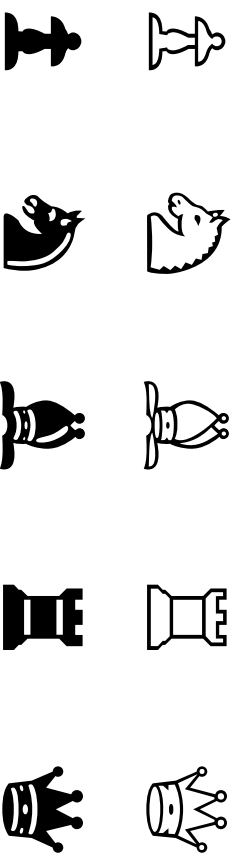
☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

✓

# Whodunnit? Problem 34



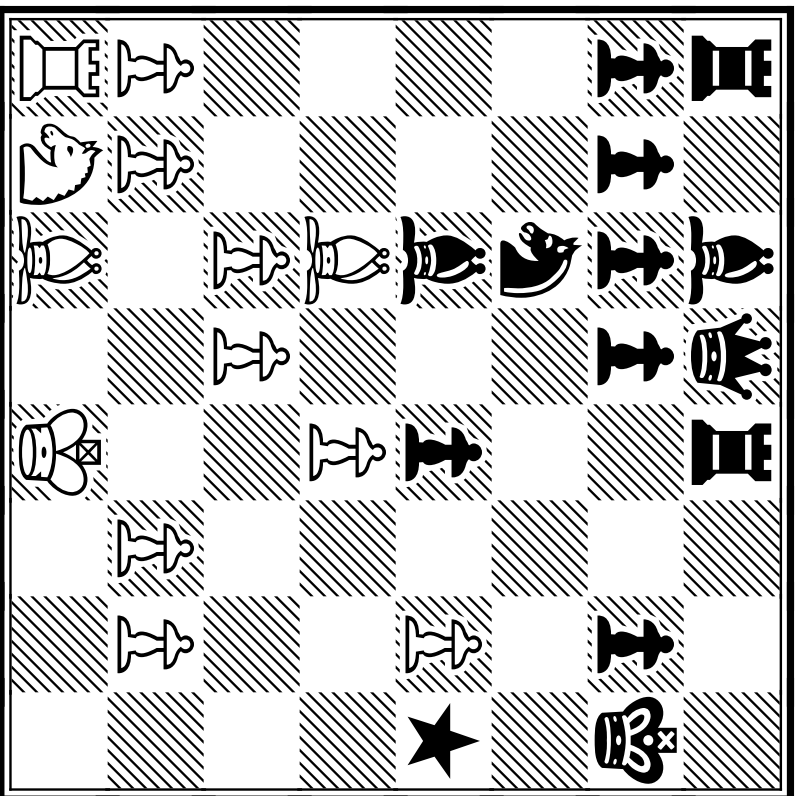
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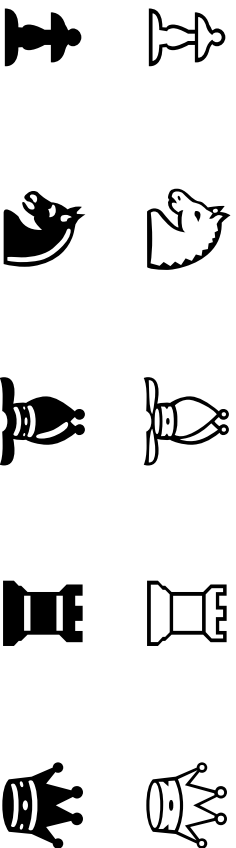
☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

✓✓✓

# Whodunnit? Problem 35



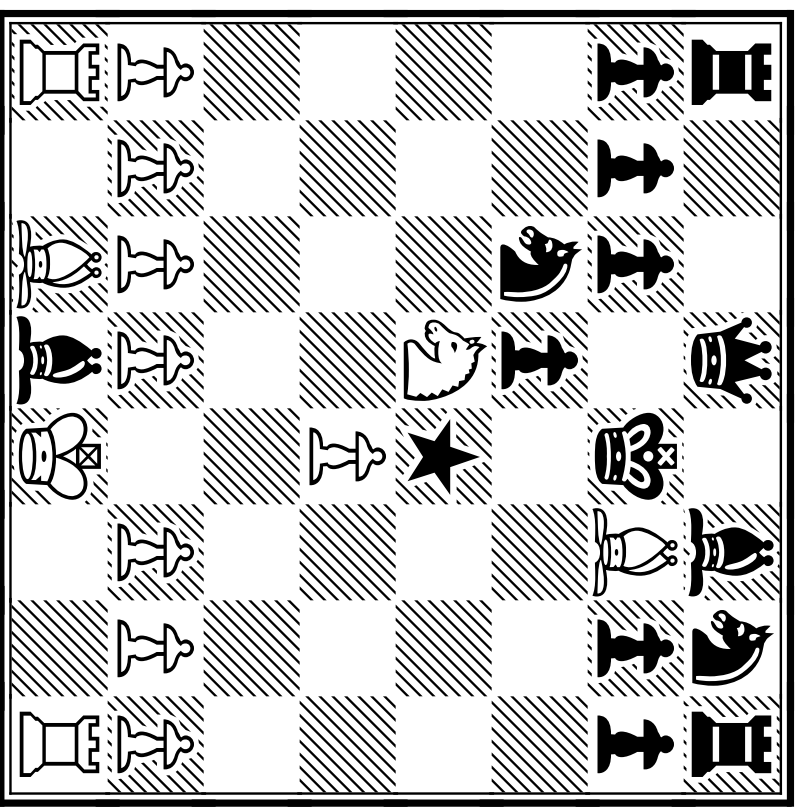
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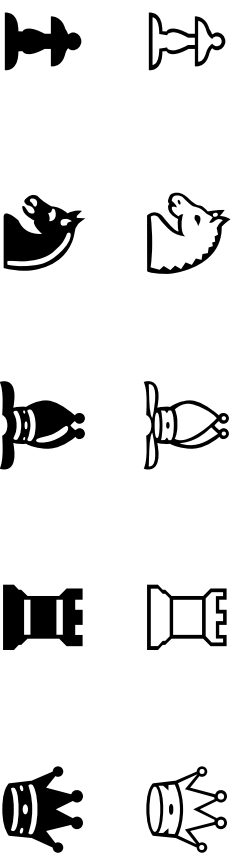
☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

✓✓

# Whodunnit? Problem 36



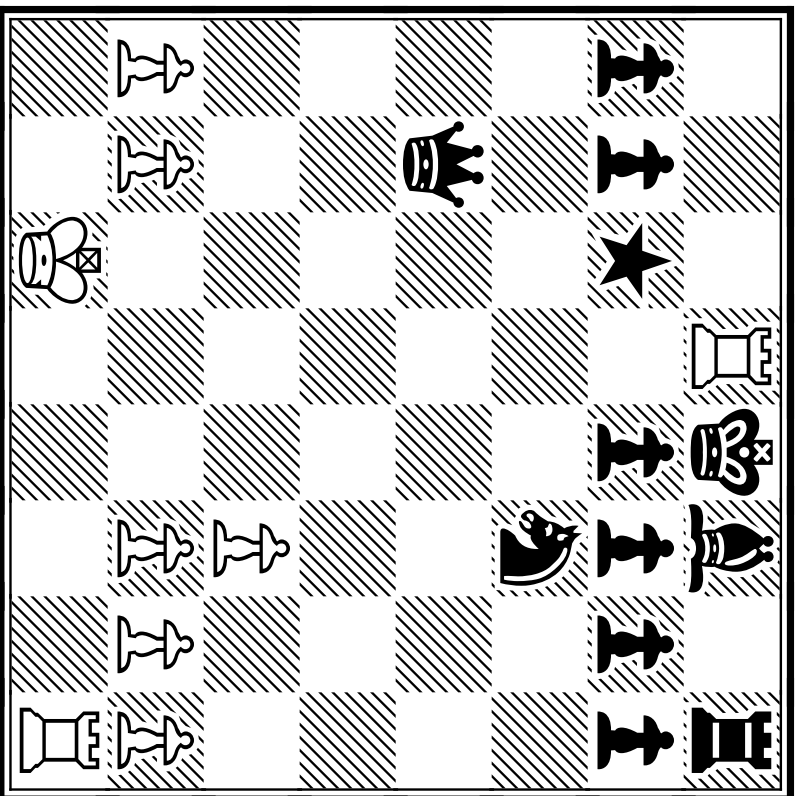
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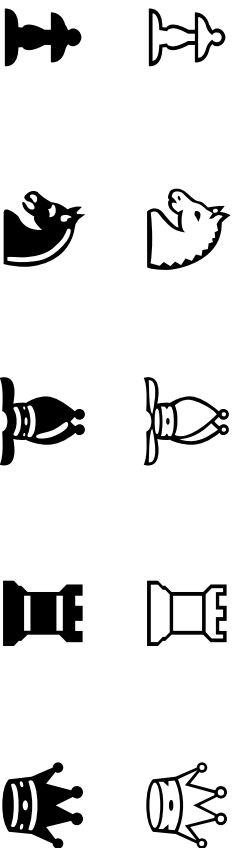
☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

✓✓✓✓

# Whodunnit? Problem 37



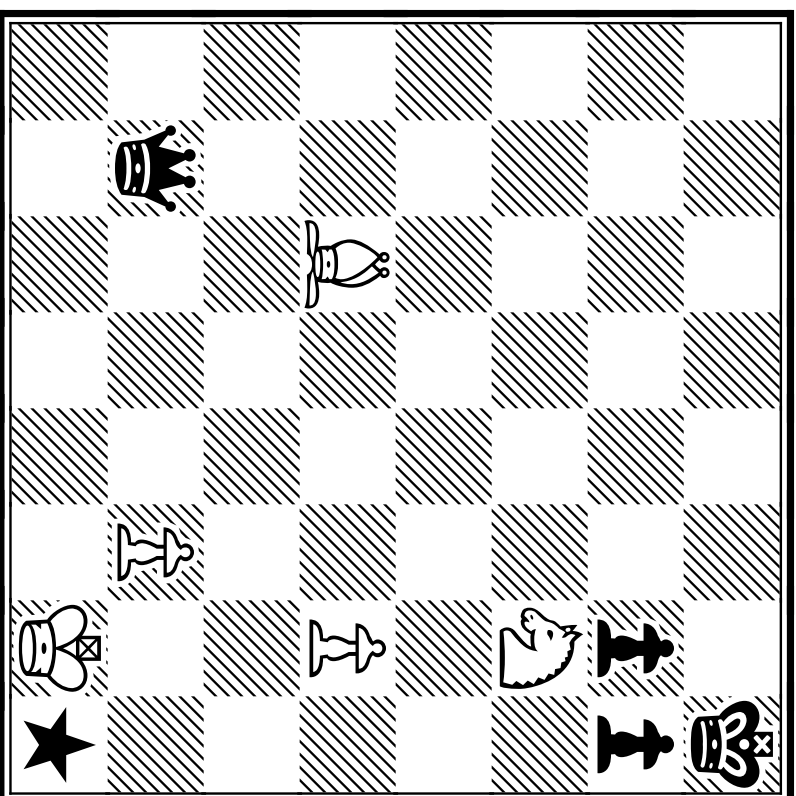
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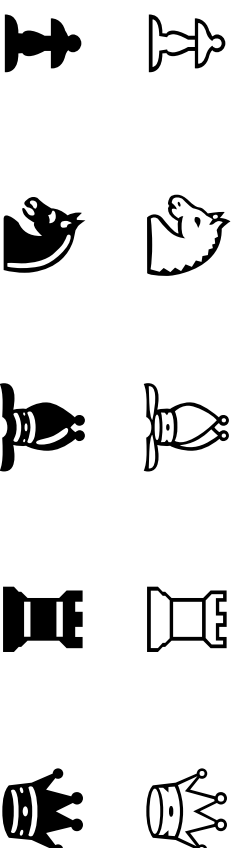
☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

✓✓

# Whodunnit? Problem 38



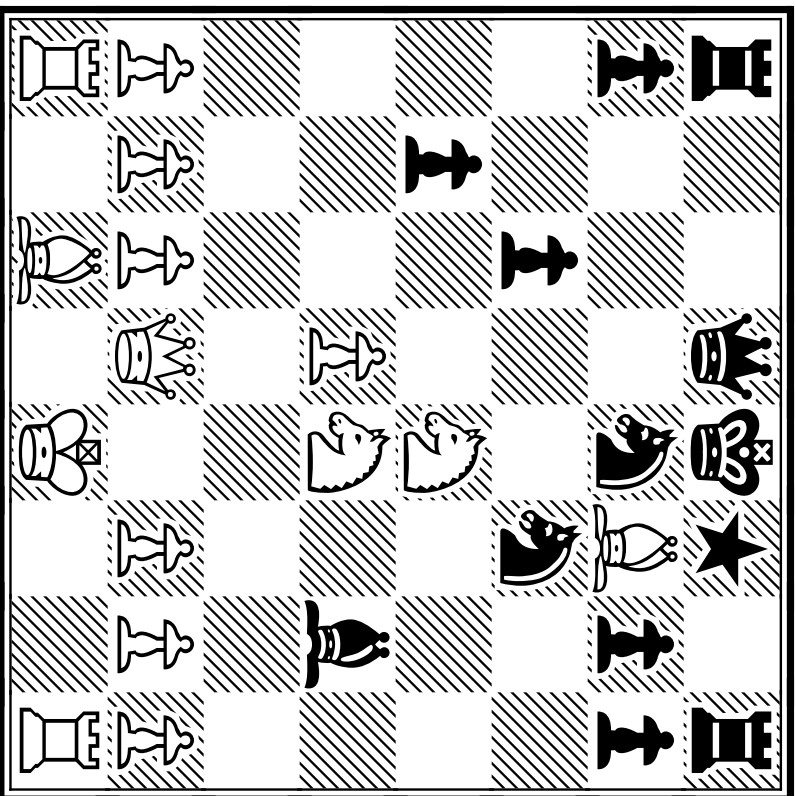
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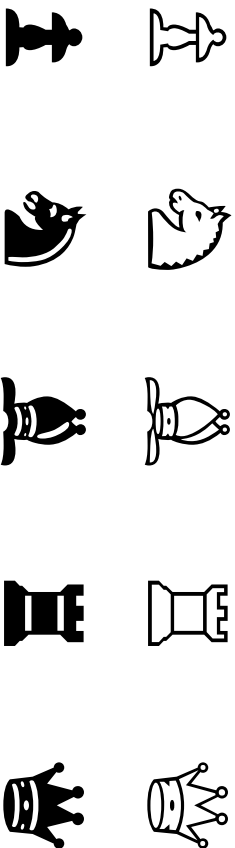
☛ Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

✓✓

# Whodunnit? Problem 39



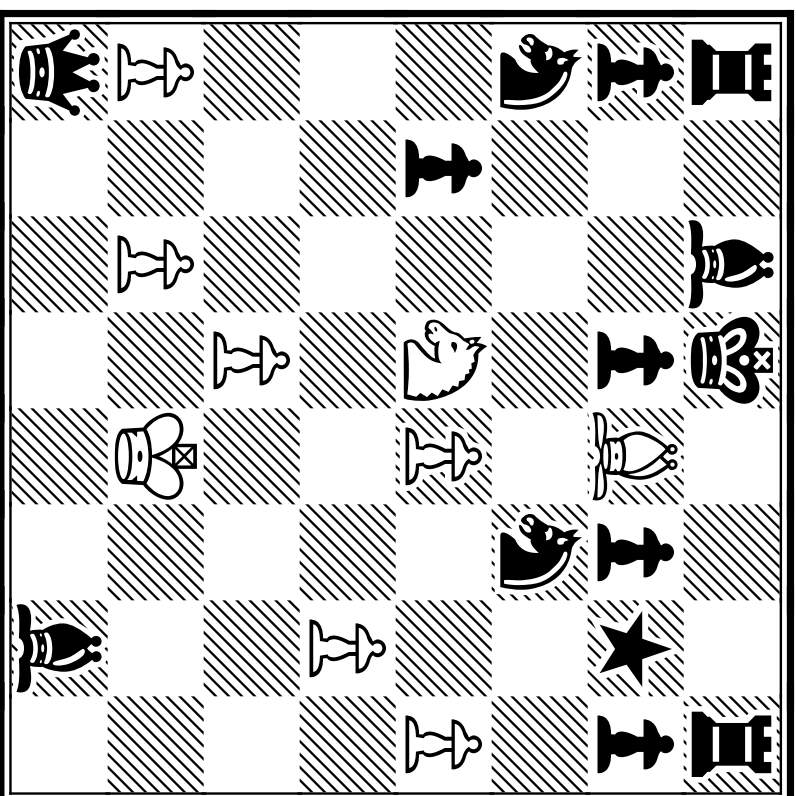
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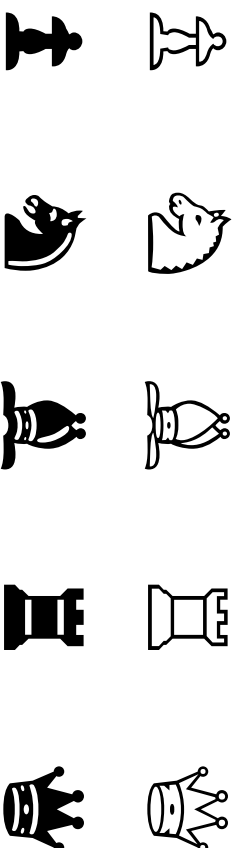
Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

✓✓✓✓

# Whodunnit? Problem 40



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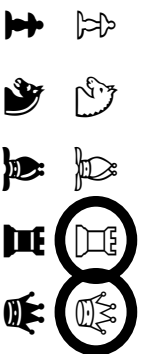


Circle each chessman that -- if placed on the star -- would put Black in a checkmated position.

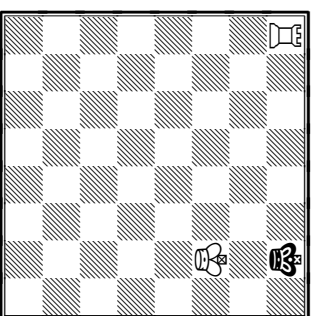
✓✓✓✓

# Whodunnit? Solutions

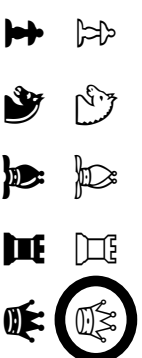
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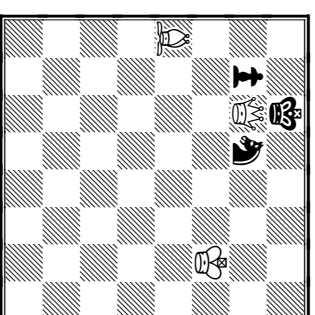
♔ is keeping ♚ trapped along the edge of the board!



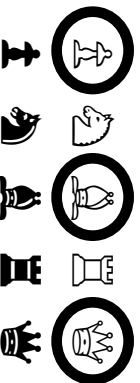
5



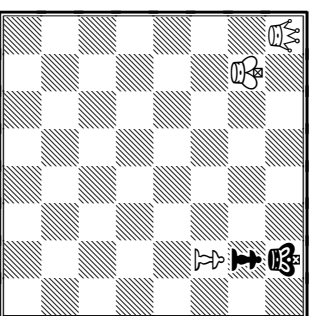
The queen not only gives check, but also prevents any escape by the king!



2



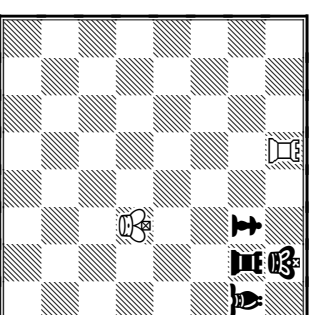
White has just promoted a pawn to become a new queen!



6



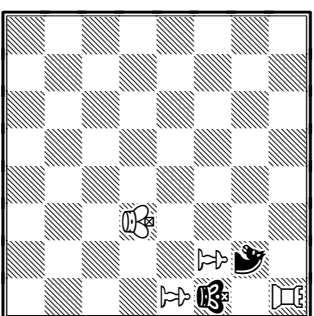
♔ cannot escape because he is blocked in by his own men -- another *back rank mate*.



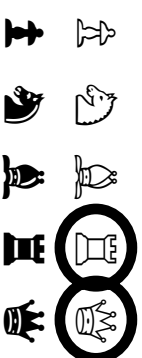
3



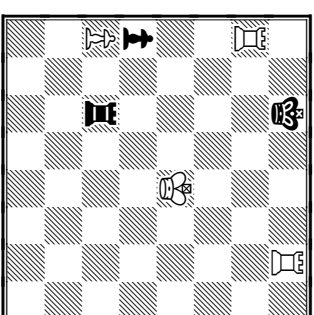
♔ would capture the suspect if it were white! Check could be stopped by ♘, ♖ or ♗.



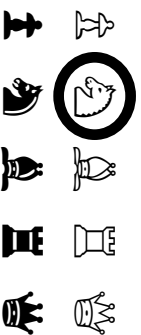
7



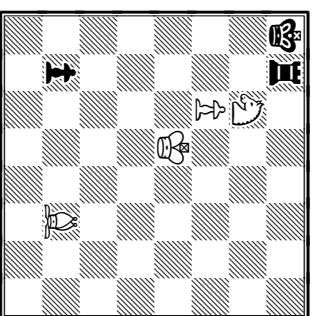
Chess Fact: Bobby Fischer was the World Chess Champion from 1972 to 1975.



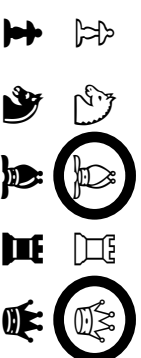
4



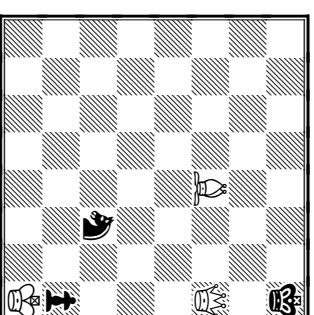
The white chessmen have teamed up just in time -- Black almost has a queen!



8



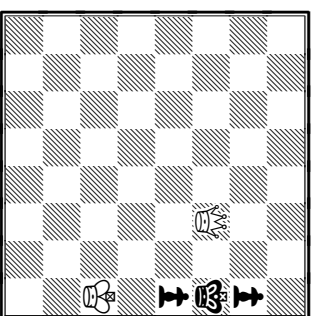
Each side can have more than one queen -- that's why ♚ is a suspect in this case.



# Whodunnit? Solutions

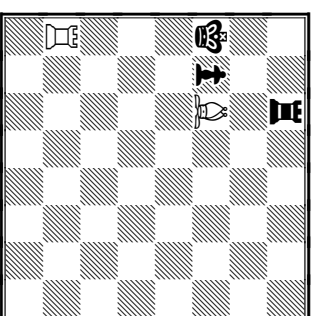
9

♙ and ♜ can't be suspects because both kings would then be in check -- illegal!



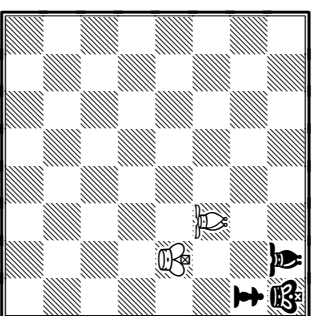
13

Another back rank type of mate -- only this time ♖ is trapped along the side of the board.



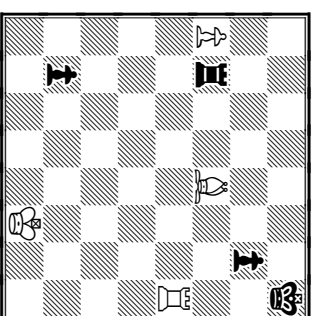
10

Because the suspect isn't guarded, it can't be a white chessman -- or it would be captured.



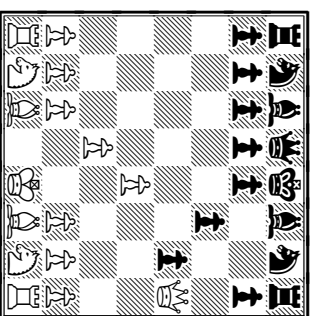
14

The attack from ♖ could be blocked by ♗, ♘ or ♙. And ♘ would be captured by ♗.



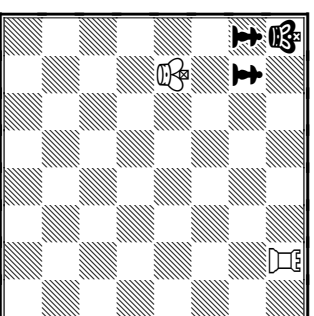
11

White has checkmated Black in just three moves! ♗ could also give this type of mate.



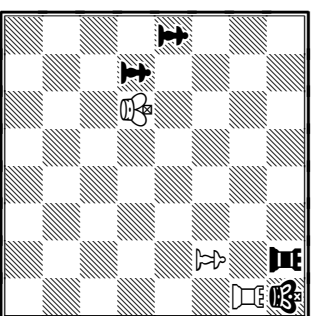
15

Chess Fact: A ♖ fighting with only a ♗ or a ♘ can't force a lone king into checkmate.



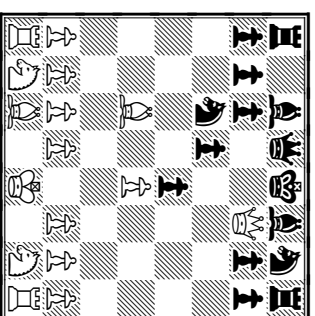
12

The one thing we know the suspect had to do was to prevent ♗ from being captured by ♘.



16

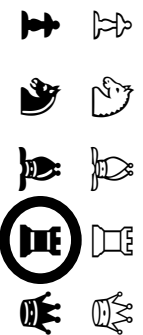
Many beginning players receive an unpleasant introduction to the *Scholar's Mate*:



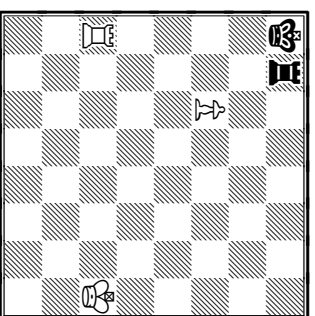


# Whodunnit? Solutions

17



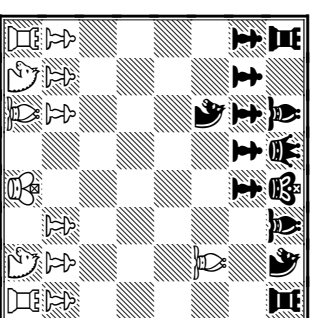
Chess Fact:  
You are not allowed to castle when your king is in check.



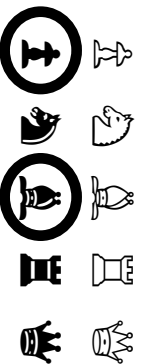
21



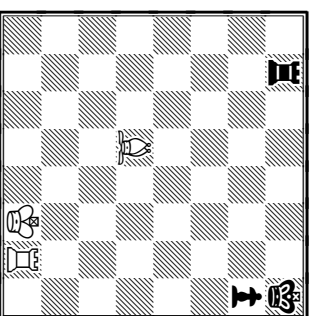
Chess Fact: The proper time to offer a draw is right after making a move. Move, then offer.



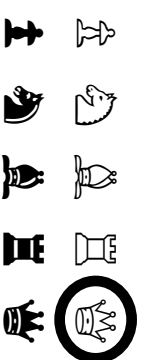
18



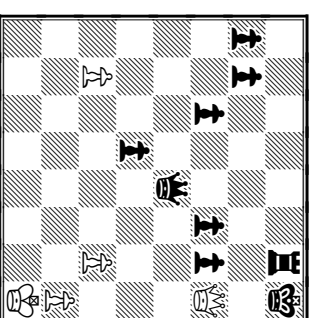
♞ has successfully trapped ♜ along the side of the board so ♜ can deliver mate.



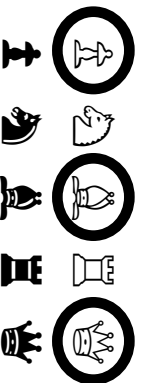
22



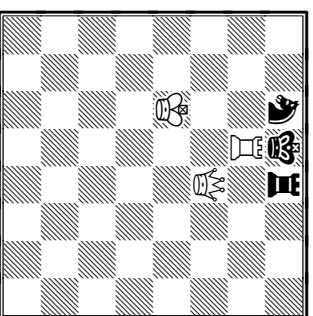
Chess Fact: A draw offer can't be taken back but is cancelled if the other player makes a move.



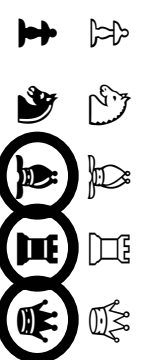
19



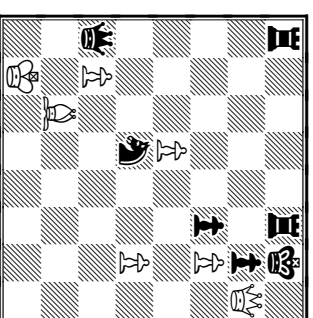
Chess Fact: Players aren't allowed to use books or notes while playing in a tournament.



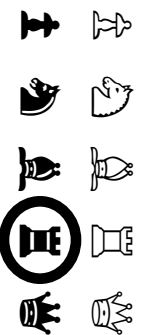
23



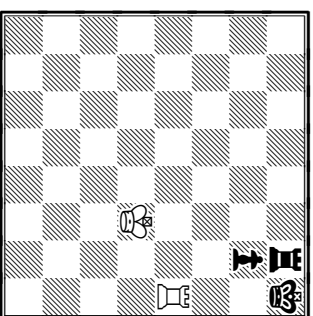
In chess the best defense is often a good offense. White was on the verge of losing!



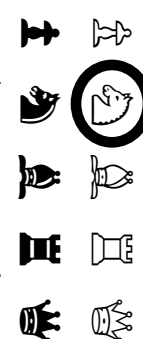
20



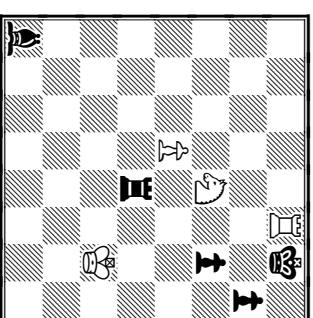
Chess Fact: A game is stalemated (a tie) when a player is not in check but has no legal moves.



24

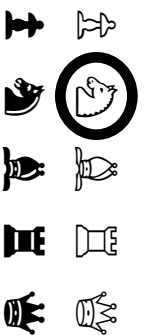


♞ is doing two jobs: guarding ♜ and helping to prevent ♜ from making an escape!

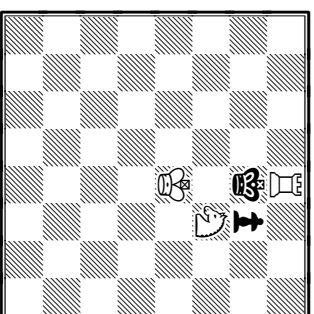


# Whodunnit? Solutions

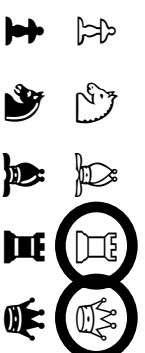
25



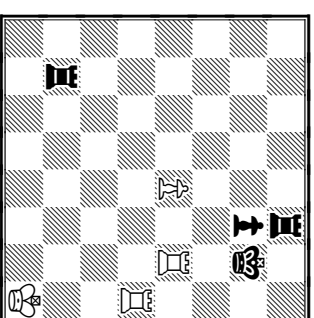
Many of the most clever moves in chess involve knights, as in this neat checkmate.



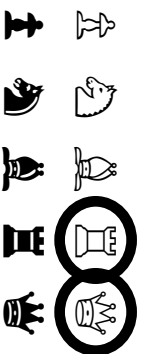
29



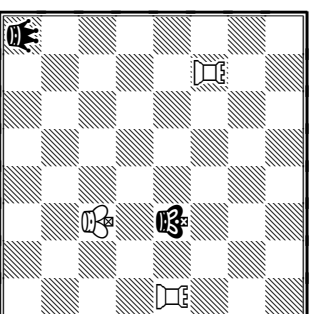
Chess Fact: In 1985, Garry Kasparov beat Anatoly Karpov to become World Chess Champion.



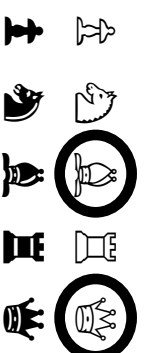
26



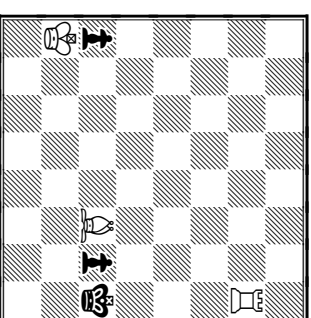
This is similar to a back rank mate. Note how the kings are across from each other.



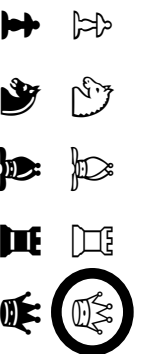
30



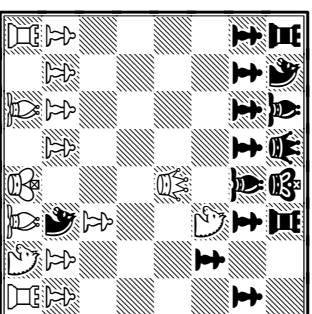
Anytime a king is trapped along an edge of the board look for "back rank" mates.



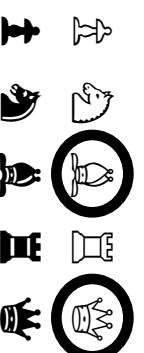
27



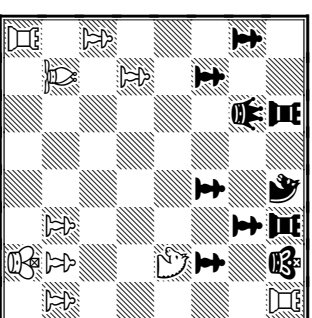
Black failed to notice that ♖ prevented ♜ from moving -- it can't even capture ♘!



31



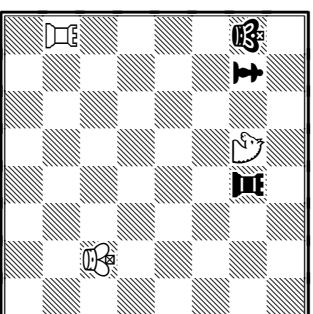
*Fianchetto* is an Italian word used when a bishop controls a long diagonal, as in this case.



28



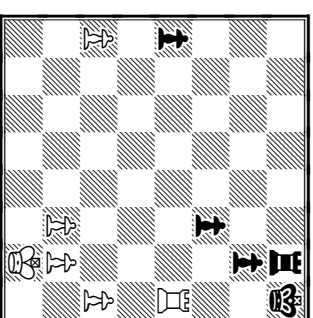
♜ thought he had escape routes -- but ♘ controlled those squares!



32

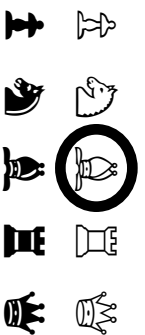


Chess Fact: All day, every day, thousands of chess games are being played over the Internet.

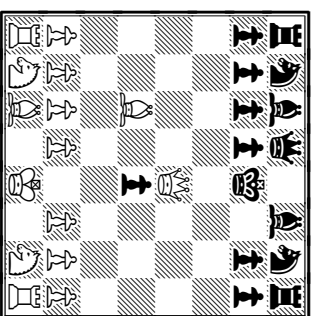


# Whodunnit? Solutions

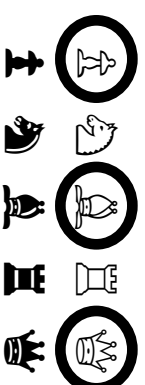
33



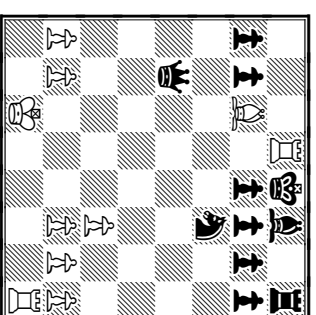
Chess Fact: 3 sisters from Hungary became world-class players in the 1980s: Zsuzsa, Zsafia, and Judit Polgar.



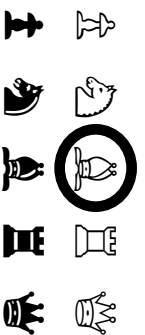
37



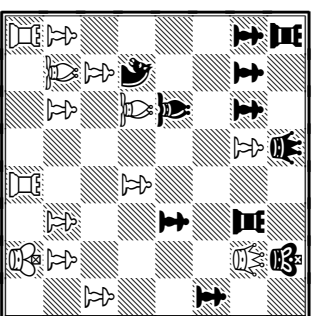
The suspect has one responsibility -- to guard ♖ against capture by ♜.



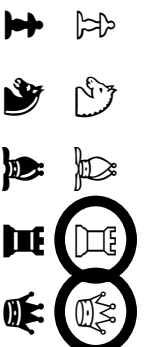
34



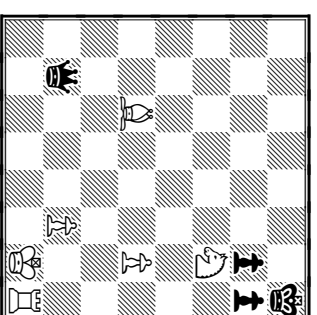
White's bishops are well positioned to dominate the board. ♖ is pinned!



38



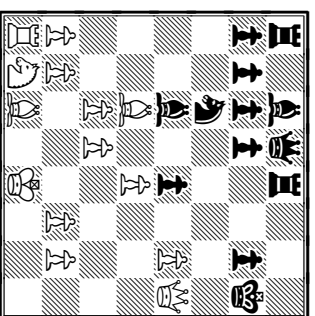
This suspect's job is to pin ♜ so that it cannot capture ♗.



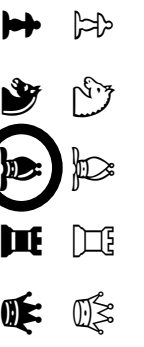
35



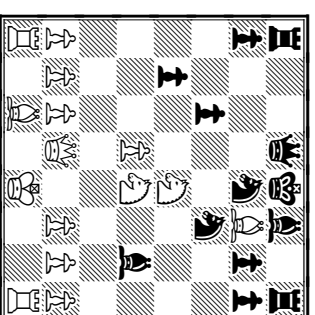
White has successfully destroyed ♜'s protection. Black's army is too far away to help!



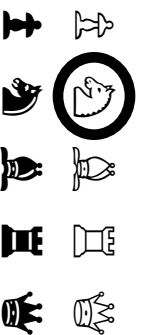
39



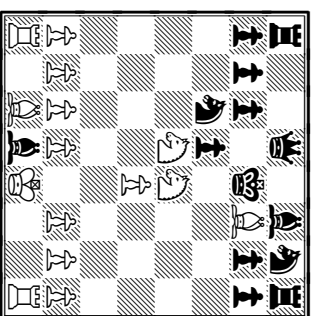
The suspect could be ♗, except both black knights are already shown on the board.



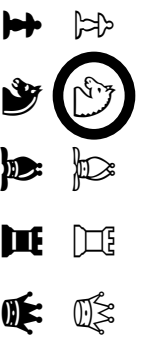
36



Black won White's queen -- but lost the game! From a game won by an 85 year old master!



40



White has no major pieces (♜ or ♝) but the minor pieces (♞ and ♟) together find a win!

