## June 2021 Answer Sheet Welcome to Puzzled Pint!

JUNE 2021

## Tonight

- We're here to help! This is not a competitive event. Ask the Game Control volunteers (GC) for hints as often as you'd like. The goal is to have fun, not to be frustrated!
- If your location is running virtual, go to the location page and find out how to contact your local GC. It's located at:http://puzzledpint.com/june-2021/chess/gambit
- If you would like to solve online, there is a Google Sheet you and your team can use at: https://docs.google.com/spreadsheets/d/18In6wvRRI1uN9N-dLTK9nY2dc- UW6t nYggGo LFkU/


## The Puzzles

- Each puzzle will solve to a short word or phrase. How? That's for you to discover!
- Need a code sheet or solving resources? Check out the Resources page on Puzzled Pint's webpage: http://www.puzzledpint.com/resources/
- You can use anything to help solve: Use your phone; the internet is fair game! Think your brother might have an insight? Give him a call!
- While each month has a theme, you need no special knowledge of the theme to solve.


## About Puzzled Pint

- How did tonight go? Email us at Feedback@puzzledpint.com
- We're an all-volunteer organization.
- Help us run locally: Talk with Game Control about how you can volunteer.
- Help us run globally: https://www.patreon.com/PuzzledPint
- How did tonight go? Take a 1 minute survey using this QR code or Email us at Feedback@puzzledpint.com!


Team Name:
Start Time:

Team Size:
End Time:

| Puzzle Answers |  |
| :--- | :--- |
| The Chess Board |  |
| Bishops |  |
| The King's Walk |  |
| Setting Up A Game |  |
| Your First Game inetal |  |

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## Lesson A1: THE CHESS BOARD

Every tile on the chess board has its own unique name. It might look complicated at first but as you'll see, each row and column has something in common. For example, one column has animals hiding in it. In one row, tiles become new words when you remove the first letter. I've created a mnemonic for each tile to help you remember them, only... hmmm, looks like I incorrectly placed some of the tiles. You'll spot one tile out of place in each column and row. Just make sure you put them back in their correct locations before extracting any conclusions.

|  |  |  |  | $\underset{c \rightarrow B}{\text { qudj }}$ |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| - |  |  |  | $\begin{gathered} \text { LA } \\ \downarrow \\ \text { RE } \end{gathered}$ |  |
|  |  | $\begin{gathered} \mathrm{w}+ \\ \mathrm{R}^{2} \end{gathered}$ |  | $\mathbf{u}+\hat{f}$ | $\bigcap_{S \rightarrow A G R}$ |
|  |  |  |  | $\int_{- \text {HOUND }}^{\infty}$ | $D-P$ |
| $\text { \& } \begin{gathered} \text { EN } \\ \downarrow \\ \text { UE } \end{gathered}$ |  |  |  |  |  |
|  |  |  |  |  |  |

1st letter

2nd letter

6th letter

2nd letter

8th letter

2nd letter

[^0]
## Lesson A4: BISHOPS

Bishops are known for two things: moving diagonally and terrible spelling!

At the bottom, I've noted the moves that bishops took during a practice game. Only in this game the bishops didn't start in their regular locations. Following these moves will get you heading in the right direction.


1. A South Amerin snke tht ca weigh hudres of punds
2. A beverag mde frm fruit juice, usualy sweetene with sugar ad ixed with watr
3. A tye of govenmnt where yo probaly woudn't fnd an emperor or monarh
4. A celebity with a big peonality wh migh mae a rel raket
5. An anmal with antls that can b foud in Canada, Russia, an northen Europ
6. omeone who oposes fighng, conlct, nd violene
7. Usualy th ost exreme of ts kind or he lst of a seqence
8. A seipreciou crystl and birtstone tha's ofen found in jwelr
```
Bishop A: SE x5 tiles, NE x2, NW x3, SW x4, SE x3
Bishop B: NW x2 tiles, SE x1, SW x5, SE x1
Bishop C: SW x4 tiles, SE x3, NW x5, SW x1
Bishop D: SW x2 tiles, NW x5, NE x2, SE x3
```

```
= - - - - - -
=
```

$\qquad$

```
=
    _ - _ _
=
```

$\qquad$

Lesson D:THE KING'S WALK P1TIO
In chess your king can move in any direction - but only one square at a time (horizontally, vertically, or diagonally). There are some common scenarios that any good chess player should know. To help you remember, I've spelled them out on the board below. I've also listed them beneath... well, what $I$ can remember of them anyway!

Just remember, each tile is used once at most! Whether you're playing as black or white, these simple lessons will show you where to look.

| $W$ | $T$ | $B$ | $L$ | $O$ | $N$ | $Y$ | $M$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $N$ | $O$ | $H$ | $S$ | $W$ | $A$ | $X$ | $I$ |
| $A$ | $E$ | $N$ | $C$ | $O$ | $R$ | $C$ | $I$ |
| $\mathbf{P}$ | $O$ | $R$ | $G$ | $K$ | $D$ | $K$ | $T$ |
| $\mathbf{M}$ | $O$ | $N$ | $E$ | $G$ | $L$ | $O$ | $I$ |
| $\mathbf{A}$ | $I$ | $D$ | $I$ | $P$ | $A$ | $V$ | $I$ |
| $\mathbf{N}$ | $\mathbf{E}$ | $\mathbf{I}$ | $E$ | $I$ | $O$ | $N$ | $E$ |
| $\mathbf{B}$ | $S$ | $A$ | $R$ | $C$ | $S$ | $K$ |  |

$$
\begin{aligned}
& =-\quad-\quad-
\end{aligned}
$$

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## Lesson D4: SETTING UP A GAME

Setting up the chessboard is quite simple - each row and column contains exactly one pawn, rook, bishop, queen, king, and an empty tile. The correct setup is detailed below (shown edge-on for simplicity).


| P | I | A | E | G | M |
| :--- | :--- | :--- | :--- | :--- | :--- |
| Q | N | I | P | U | N |
| S | U | I | T | S | Z |
| E | S | H | Z | A | W |
| E | I | I | I | I | C |
| S | E | E | R | N | S |



## Reference: CHESS PIECES

This page is for reference only.
This puzzle set requires a basic knowledge of how chess pieces move but does not require any other special knowledge of chess.


Pawns can move a single tile
vertically. Black pawns move down while white pawns move
up.

|  | $\mathbf{x}$ |  | $\mathbf{x}$ |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- |
| $\mathbf{x}$ |  |  |  | $\mathbf{x}$ |  |
|  |  | $\mathbf{E}$ |  |  |  |
| $\mathbf{x}$ |  |  |  | $\mathbf{x}$ |  |
|  | $\mathbf{x}$ |  | $\mathbf{x}$ |  |  |
|  |  |  |  |  |  |

Knights can move two squares, then one square in an "L" shape. Knights are the only piece that can move past a blocked tile

|  |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- |
|  | $\mathbf{x}$ | $\mathbf{x}$ | $\mathbf{x}$ |  |  |
|  | $\mathbf{x}$ | $\mathbf{1}$ | $\mathbf{x}$ |  |  |
|  | $\mathbf{x}$ | $\mathbf{x}$ | $\mathbf{x}$ |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |

Kings can move one tile horizontally, vertically, or
diagonally.

|  |  | $\mathbf{x}$ |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- |
|  |  | $\mathbf{x}$ |  |  |  |
| $\mathbf{x}$ | $\mathbf{x}$ | $\mathbf{\prime \prime}$ | $\mathbf{x}$ | $\mathbf{x}$ | $\mathbf{x}$ |
|  |  | $\mathbf{x}$ |  |  |  |
|  |  | $\mathbf{x}$ |  |  |  |
|  |  | $\mathbf{x}$ |  |  |  |

1 tiles horizontally or

| $\mathbf{x}$ |  |  |  | $\mathbf{x}$ |  |
| :--- | :--- | :--- | :--- | :--- | :--- |
|  | $\mathbf{x}$ |  | $\mathbf{x}$ |  |  |
|  |  | $\mathbf{1}$ |  |  |  |
|  | $\mathbf{x}$ |  | $\mathbf{x}$ |  |  |
| $\mathbf{x}$ |  |  |  | $\mathbf{x}$ |  |
|  |  |  |  |  | $\mathbf{x}$ |

Bishops can move any number of tiles diagonally.

| $\mathbf{x}$ |  | $\mathbf{x}$ |  | $\mathbf{x}$ |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  | $\mathbf{x}$ | $\mathbf{x}$ | $\mathbf{x}$ |  |  |
| $\mathbf{x}$ | $\mathbf{x}$ | $\mathbf{X}$ | $\mathbf{x}$ | $\mathbf{x}$ | $\mathbf{x}$ |
|  | $\mathbf{x}$ | $\mathbf{x}$ | $\mathbf{x}$ |  |  |
| $\mathbf{x}$ |  | $\mathbf{x}$ |  | $\mathbf{x}$ |  |
|  |  | $\mathbf{x}$ |  |  | $\mathbf{x}$ |

Queens can move any number
of tiles horizontally,
vertically, or diagonally.

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You're finally ready to play a real chess game! First cut out the pieces below. Then simply follow the instructions. (If you're unfamiliar with how chess pieces move, see the reference page.)

Perhaps you can figure out how this game ends?

| 4 | THESE | FINAL | AND | LESSONS |
| :---: | :---: | :---: | :---: | :---: |
| 3 | THIRD | FINISHED | VIA | MYSTERY |
| 2 | LETTER | READING | SOLVE | THE |
| 1 | ALMOST | BOARD | NOTING | ARE |
|  | A | B | C | D |



First, place your Pawn, then your Knight, then your Rook, and then your Bishop. If you review your previous lessons, you should know where these go! Finally, place your King on B3.

Now let's play! I can't remember all the instructions - just make sure that each tile is visited exactly once and you'll be fine. (Also, this is a friendly game, so no pieces are captured.)

1. Knight to ??. 7. Knight to ??.

Let us know how tonight was!
2. Knight to ??. 8. Rook to C?.
3. Knight to ?3. 9. Bishop to ??.
4. Bishop to ??. 10. Pawn to ??.
5. Knight to ?2. 11. King to ??.
6. Rook to ??.

Just use the QR code below:


## OPENINGS \& RESPONSES

Every chess game starts with an opening, followed by a response. It's important to know common openings and their matching response.

I've listed a few below with their descriptions. Perhaps you can figure out how it ends?

## OPENINGS

TEA•
BAT•
MARK•
UNDER•
THAN• GRAND•

CAP•
HEAR•
NOT•

## RESPONSES

- BOOK
- BREAK
-CITY
-FULLY
-HER
- OTHER
-OVER
- ROOM
-TABLE

Where you might go to freshen up

The maximum that can be accomodated

```
            A senior matriarch
            Romantic grief
            Fit to be sold
            Something to write in
                An educator
    In a manner that is grateful
Acting in secret
```


[^0]:    © 2021 CC BY-NC-SA Intl. 4.0 Will Stacey (Montreal, Canada)

