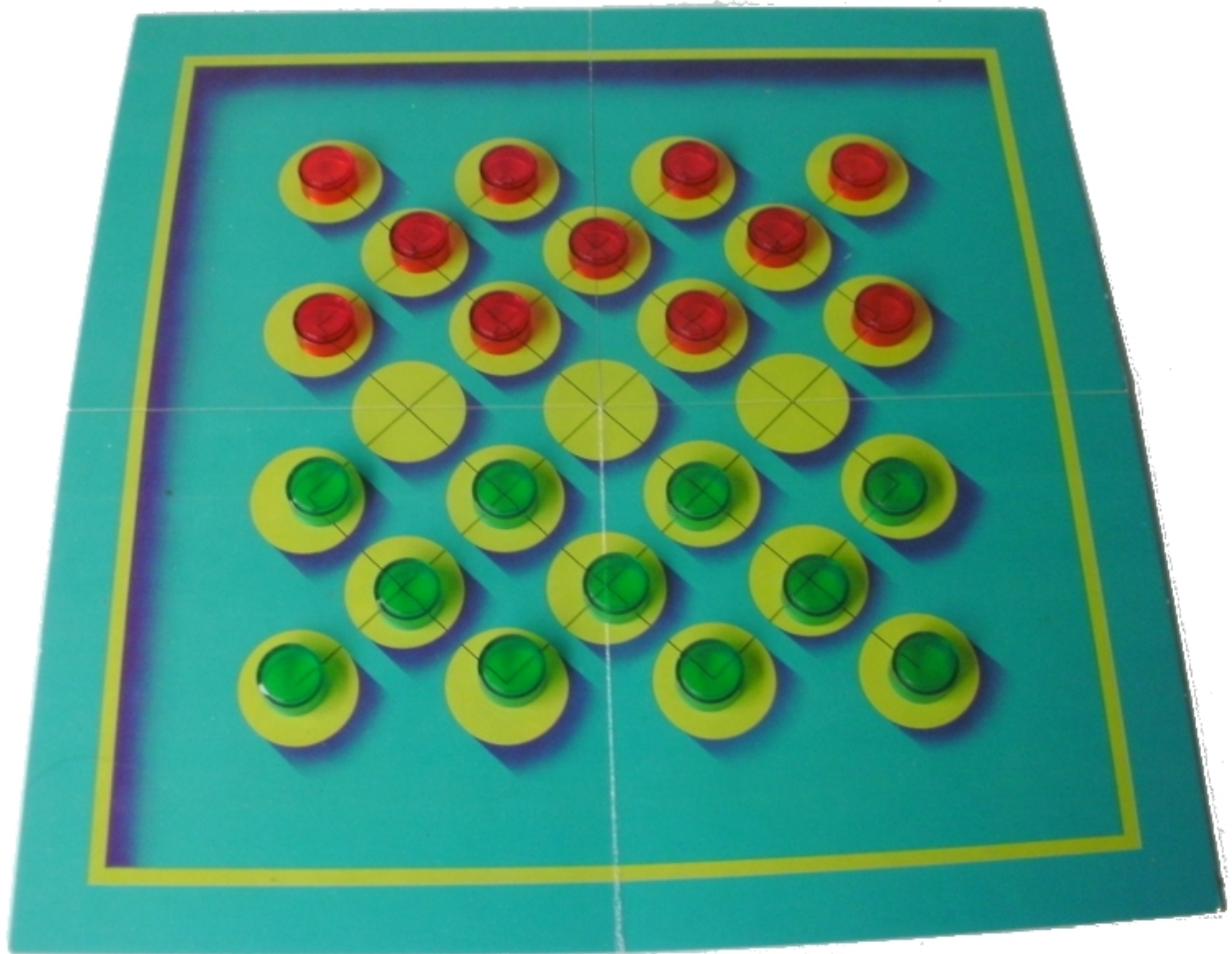


12 LASCA PUZZLES



IMPROVE YOUR PLAYING SKILLS!

Introduction

Lasca, also spelled Laska, is a stacking game, which was created by World Chess Champion Dr. Emanuel Lasker in 1911.

(1)

The official rules can be found at www.lasca.org/ (Clare College Laskers Association) and at www.pjb.com.au/laska/laskers_rules.html (Peter Billam's Laska site).

(2)

You can play Lasca online at igGameCenter (www.iggamecenter.com).

(3)

Over-the-board tournaments were reported from the Netherlands (The Hague, 1920) and the UK (Cambridge). The Laska tournament, which was planned on June 18, 2010 in Braunschweig (Germany) was not held.

(4)

More information:

www.spieleautorenzunft.de/historisches-lasca.html (one of the oldest boards and Lasca ads)

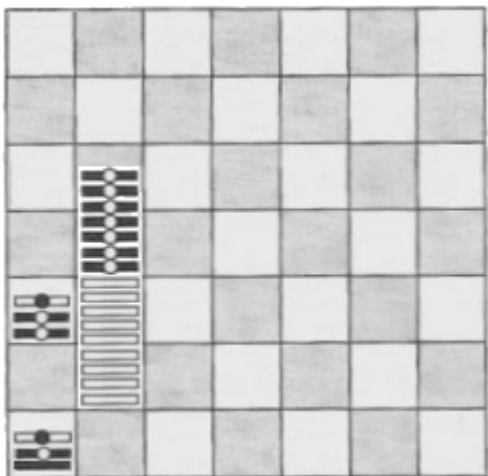
**"Lasca teaches cautiousness and tactics
and is a great builder up of ideas."**

~~~ Dr. Emanuel Lasker (1911)

# Chapter I: Full-board puzzles with all 22 pieces

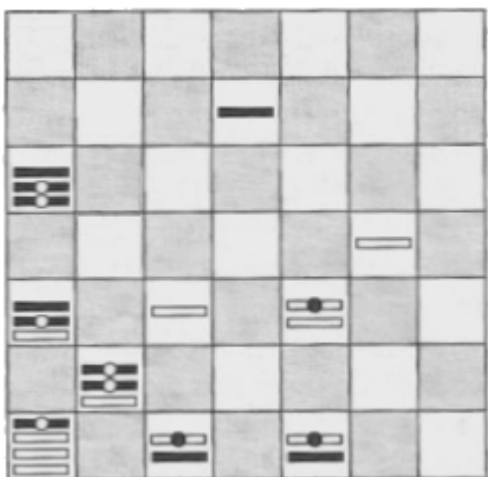
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## Problem 1:



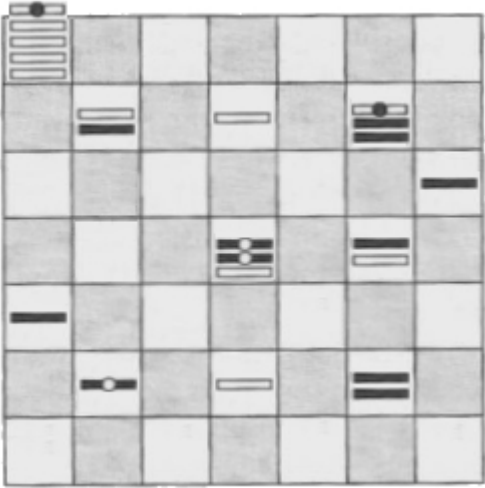
Ralf Gering (1987): This amusing problem is just a "warm-up". White to move and win. [3 plies]

## Problem 2:



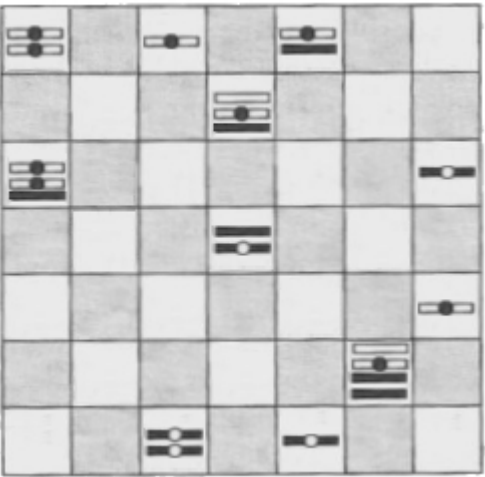
David Johnson-Davies (1973): White to play and win. [5 plies]

**Problem 3:**



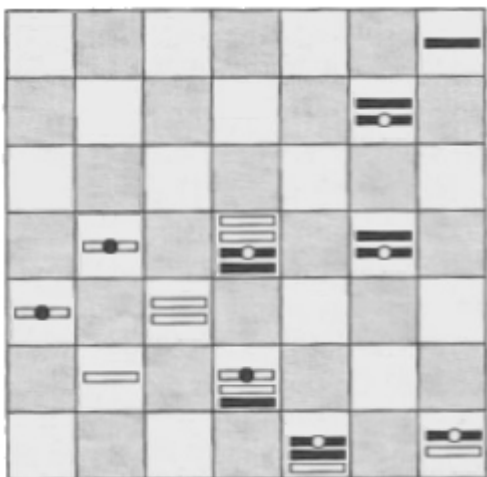
David Johnson-Davies (1973): Black to play and win. [7 plies]

**Problem 4:**



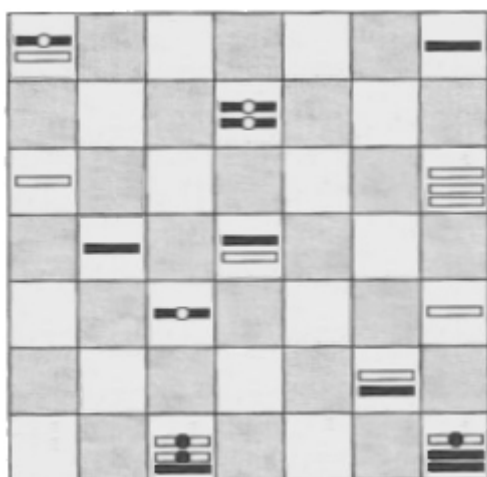
David Johnson-Davies (1976): Black to play and win. [11 plies]

**Problem 5:**



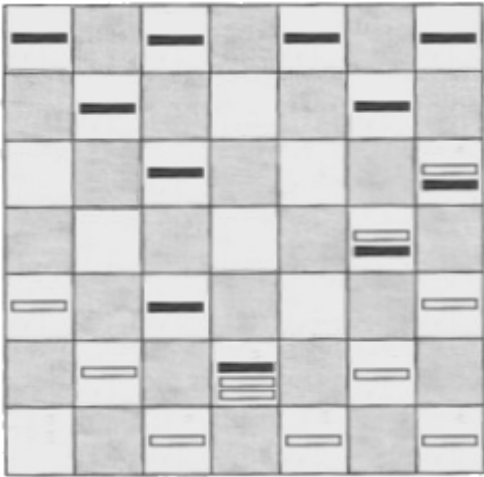
David Johnson-Davies (1977): White to play and force a win. [13 plies]

**Problem 6:**



White to play and win. [13 plies]

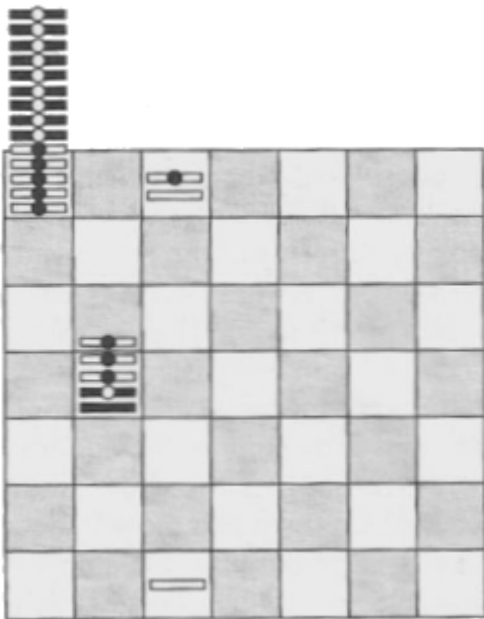
**Problem 7:**



Henri Baudet & Dr. Emanuel Lasker (Tournament in Den Haag, 1920):

White to get a Bomb made of six of his Privates, which decides the game. [15 plies]

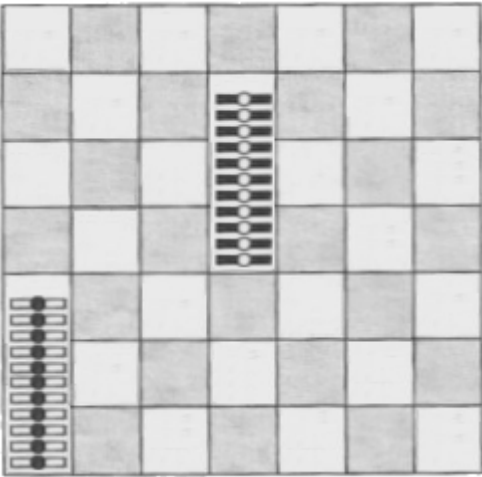
**Problem 8:**



A puzzle by Roland Sprague, known for the Sprague-Grundy theorem and for being the first mathematician to find a perfect squared square (Berlin, 1931):

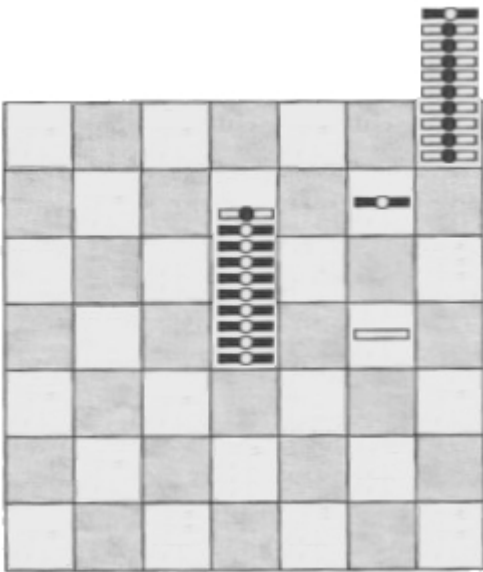
White to play and win. [31 plies]

**Problem 9:**



A long, but simple puzzle by Ralf Gering (1987): White to move and win. [69 plies]

**Problem 10:**

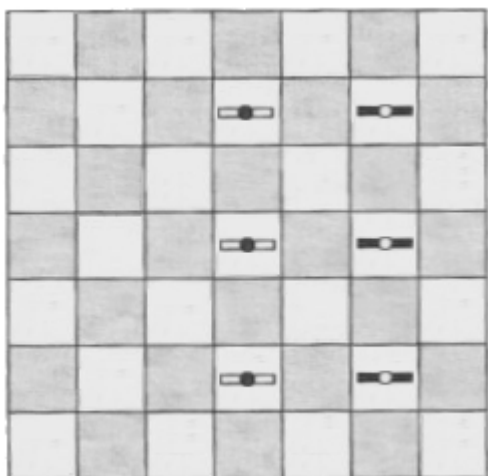


Dr. Emanuel Lasker (1931): White to move wins. [33 plies]

## Chapter II: Miniatures with less than 22 pieces

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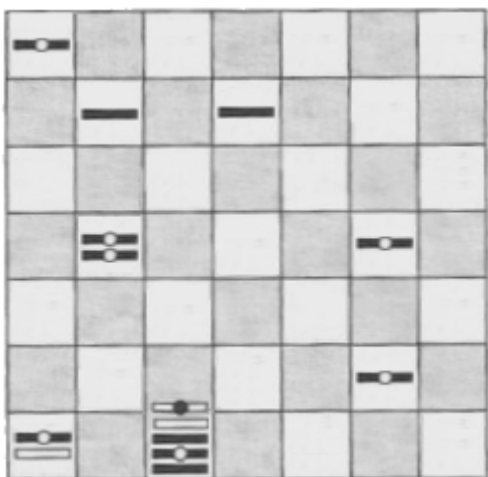
### Problem 1:



A puzzle by the Australian composer Peter Billam (Australia):

Black to move and draw. Watch the traps! [15 plies]

### Problem 2:



Dr. Emanuel Lasker (1911): White to move and win. [23 plies]



# Solutions

## Chapter I: Full-board puzzles with all 22 pieces

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### Problem 1:

1. a1-b2                                          c3xa1
2. a3xc1 and Black is blocked

### Problem 2:

1. c3-b4                                          a5xc3
2. f4-e5                                          d6xf4xd2
3. e3-f4 blockage

### Problem 3:

1. b2-c3                                          d2xb4
2. d4-e5                                          f6xd4
3. e5xc3xa5xc7xe5 (A)      a7xc5xe3xg1
4. f4-e3

If A:

3. e5xc7xa5xc3xe5 same result!

### Problem 4:

1. d4-e3                                          f2xd4
2. e3xc5                                          d4xb6 and blocked
3. e1-f2                                          g3xe1
4. c1-d2                                          e1xc3
5. d2xb4                                          e7-f6 only move left
6. g5-e7 blocking White

### Problem 5:

1. d4-e3                                          f4xd2
2. d4-e5                                          f6xd4xf2
3. e5-f6                                          g7xe5
4. c3-d4                                          e5xc3xa1+
5. d4-e5                                          f6xd4
6. b4-c3                                          d4xb2
7. a3xc1

**Problem 6:**

- |                 |           |
|-----------------|-----------|
| 1. g5-f6        | g7xe5     |
| 2. g3-f4        | e5xg3xe1+ |
| 3. g11xe3xc5xe7 | c3xe5xg7  |
| 4. e7xc5xa3     | g7xe5     |
| 5. a5-b6        | a7xc5     |
| 6. c1-d2        | e1xc3     |
| 7. d2xb4xd6xf7  |           |

**Problem 7:**

- |                 |           |
|-----------------|-----------|
| 1. c1xe3!!      | c3xa1+    |
| 2. f4-e5        | f6xd4     |
| 3. g5-f6        | e7xg5     |
| 4. e3-ff!       | g5xe3xc1+ |
| 5. f2-e3        | d4xf2     |
| 6. g1xe3xg5xe7+ | c1xe3xg1  |
| 7. e7-f6!       | g1xe3     |
| 8. f6xd4xf2     |           |

**Problem 8:**

- |                          |                                   |
|--------------------------|-----------------------------------|
| 1. b4-a5                 | a7-b6                             |
| 2. c1-d2                 | b6-a7 (strongest response, see A) |
| 3. d2-e3                 | a7-b6                             |
| 4. e3-f4                 | b6-a7                             |
| 5. f4-g5                 | a7-b6                             |
| 6. g5-f6                 | b6-a7                             |
| 7. f6-g7+                | a7-b6                             |
| 8. g7-f6                 | b6-a7                             |
| 9. f6-g5                 | a7-b6                             |
| 10. g5-f4                | b6-a7                             |
| 11. c7-b6                | a7xc5                             |
| 12. f4-g6                | c5xa7                             |
| 13. a5-b6                | a7xc5                             |
| 14. b6xd4                | c5xe3                             |
| 15. d4xf2                | e3xg1                             |
| 16. g3xe1, and blockade! |                                   |

If A:

- |                                |          |
|--------------------------------|----------|
| 2. ...                         | b6-c5?   |
| 3. a5-b4                       | c5xa3    |
| 4. c7-b6                       | a3xc5xa7 |
| 5. b4-c5 and Black is blocked. |          |

**Problem 9:**

There are numerous solutions.

Example A:

- |           |       |
|-----------|-------|
| 1. a1-b2  | d4-e5 |
| 2. b2-a3  | e5-f6 |
| 3. a3-d4  | f6-g7 |
| 4. d4-e5  | g7-f6 |
| 5. e5xg7  | f6-e5 |
| 6. f7-f6  | e5xg7 |
| 7. f6-e5  | g7-f6 |
| 8. e5xg7  | f6-e5 |
| 9. f7-f6  | e5xg7 |
| 10. f6-e5 | g7-f6 |
| 11. e5xg7 | f6-e5 |
| 12. f7-f6 | e5xg7 |
| 13. f6-e5 | g7-f6 |
| 14. e5xg7 | f6-e5 |
| 15. f7-f6 | e5xg7 |
| 16. f6-e5 | g7-f6 |
| 17. e5xg7 | f6-e5 |
| 18. f7-f6 | e5xg7 |
| 19. f6-e5 | g7-f6 |
| 20. e5xg7 | f6-e5 |
| 21. f7-f6 | e5xg7 |
| 22. f6-e5 | g7-f6 |
| 23. e5xg7 | f6-e5 |
| 24. f7-f6 | e5xg7 |
| 25. f6-e5 | g7-f6 |
| 26. e5xg7 | f6-e5 |
| 27. f7-f6 | e5xg7 |
| 28. f6-e5 | g7-f6 |
| 29. e5xg7 | f6-e5 |
| 30. f7-f6 | e5xg7 |
| 31. f6-e5 | g7-f6 |
| 32. e5xg7 | f6-e5 |
| 33. f7-f6 | e5xg7 |
| 34. f6-e5 | g7-f6 |
| 35. e5xg7 |       |

Example B:

- |          |       |
|----------|-------|
| 1. a1-b2 | d4-e3 |
| 2. b2-c3 | e3-f2 |
| 3. c3-d4 | f2-g1 |
| 4. d4-e3 | g1-f2 |
| 5. e3xg1 | f2-g3 |
| 6. g1-f2 | g3xe1 |
| 7. f2-e3 | e1-d2 |
| 8. e3xc1 | d2-c3 |
| 9. c1-b2 | c3xa1 |

- |           |       |
|-----------|-------|
| 10. b2-c1 | a1-b2 |
| 11. c1xa3 | b2-c3 |
| 12. a3-b4 | c3xa5 |
| 13. b4-c5 | a5-b6 |
| 14. c5xa7 | b6-a5 |
| 15. a7-b6 | a5xc7 |
| 16. b6-c5 | c7-d6 |
| 17. c5xe7 | d6-e5 |
| 18. e7-f6 | e5xg7 |
| 19. f6-e7 | g7-f6 |
| 20. e7xg5 | f6-e5 |
| 21. g5-f4 | e5xg3 |
| 22. f4-e3 | g3-f2 |
| 23. e3xg1 | f2-g3 |
| 24. g1-f2 | g3xe1 |
| 25. f2-e3 | e1-d2 |
| 26. e3xc1 | d2-c3 |
| 27. c1-b2 | c3xa1 |
| 28. b2-c1 | a1-b2 |
| 29. c1xa3 | b2-c3 |
| 30. a3-b4 | c3xa5 |
| 31. b4-c5 | a5-b6 |
| 32. c5xa7 | b6-a5 |
| 33. a7-b6 | a5xc7 |
| 34. b6-c5 | c7-d6 |
| 35. c5xe7 |       |

**Problem 10:**

- |              |       |
|--------------|-------|
| 1. f4-e5     | f6-e7 |
| 2. d4-c5 (A) | e7-f6 |
| 3. e5-d6     | f6-e7 |
| 4. d6-c7     | e7-f6 |
| 5. c7-d6     | f6-e7 |
| 6. d6-e5     | e7-f6 |
| 7. e5-f4     | f6-g5 |
| 8. f4-e3     | g5-f6 |
| 9. c5-d6     | f6-e7 |
| 10. d6-e5    | e7-f6 |
| 11. e3-d4    | f6-e7 |
| 12. e5-f4    | e7-f6 |
| 13. f4-g5    | f6-e5 |
| 14. d4xf6    | g7xe5 |
| 15. g5xe7    | e5-d4 |
| 16. e7-d6    | d4-c3 |
| 17. d6-c5    | c3-b2 |
| 18. c5-b4    | b2-c1 |
| 19. b4-c3    | c1-d2 |
| 20. c3xce1   |       |

If A:

2. d4-e3?

e7-f6

3. e5-d6

f6-g7

4. d6-c7

g7-f6 and draw.



**Dr. Emanuel Lasker about the virtues of his game:**

**"Es ist das Ungewisse, das den Geist anzieht und verzaubert.**

**Ein spielerischer Kampf will ungebunden und phantasie reich sein."**

**Translation:**

**It is the unknown, which attracts the mind and mesmerizes. A playful battle has to be free and imaginative.**

## Chapter II: Miniatures with less than 22 pieces

---

### Problem 1:

- |                                          |             |
|------------------------------------------|-------------|
| 1. f2-g3 (A)                             | d4-e3 (B)   |
| 2. f4-g5 (C,D)                           | d6-e7 (E,F) |
| 3. f6-e5 (G)                             | d2-c3       |
| 4. g3-f4                                 | e3-d4 (H)   |
| 5. e5-f6                                 | c3-b4 (I)   |
| 6. f4-e5                                 | d4-c5       |
| 7. e5-f4 (J)                             | c5-d6       |
| 8. f6-e5 and White has made no progress. |             |

If A:

- |           |                    |
|-----------|--------------------|
| 1. f2-e1? | d4-e3 (White wins) |
|-----------|--------------------|

If B:

- |                        |        |
|------------------------|--------|
| 1. ...                 | d2-e1? |
| 2. f4-e5! (Black wins) |        |

If C:

- |           |                     |
|-----------|---------------------|
| 2. f6-g5? | d2-e1! (White wins) |
|-----------|---------------------|

If D:

- |           |                       |
|-----------|-----------------------|
| 2. f4-e5? | d6xf4                 |
| 3. g3xe5  | e3xg5xe7 (White wins) |

If E:

- |                       |        |
|-----------------------|--------|
| 2. ...                | e3-d4? |
| 3. f6-e5 (Black wins) |        |

If F:

- |                       |        |
|-----------------------|--------|
| 2. ...                | d2-e1? |
| 3. f6-e5 (Black wins) |        |

If G:

- |           |                    |
|-----------|--------------------|
| 3. g3-f4? | d2-e1 (White wins) |
|-----------|--------------------|

If H:

- |                       |       |
|-----------------------|-------|
| 4. ...                | e3-d2 |
| 5. f4-g3              | d2-e3 |
| 6. g3-f4 gets nowhere |       |

If I:

- |                       |        |
|-----------------------|--------|
| 5. ...                | e7-d6? |
| 6. f6-e5 (Black wins) |        |

If J:

- |          |                                 |
|----------|---------------------------------|
| 7. e5-d6 | c5-b6                           |
| 8. d6-e5 | b6-c7                           |
| 9. e5-f4 | c7-d6 reaches the same position |

## Problem 2:

- |                                                                 |                  |
|-----------------------------------------------------------------|------------------|
| 1. $c_1 - b_2!$                                                 | $a_1 \times c_3$ |
| 2. $b_2 \times d_4$                                             | $b_4 \times d_2$ |
| 3. $c_3 \times e_1 \times g_3 \times e_5 \times c_7 \times a_5$ |                  |
| 3. ...                                                          | $d_2 - e_3$      |
| 4. $d_4 - e_5$                                                  | $e_3 - f_4$      |
| 5. $e_5 - d_6$                                                  | $f_4 - e_5$      |
| 6. $d_6 - e_7 +$                                                | $e_5 - d_4$      |
| 7. $e_7 - d_6$                                                  | $d_4 - e_3$      |
| 8. $d_6 - e_5$                                                  | $e_3 - d_2$      |
| 9. $e_5 - d_4$                                                  | $d_2 - e_1$      |
| 10. $d_4 - e_3$                                                 | $a_7 - b_6$      |
| 11. $a_5 \times c_7$                                            | $e_1 - f_2$      |
| 12. $e_3 \times g_1$                                            |                  |

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### **IMPRESSUM**

**Ralf Gering, Niederdürenbacher Straße 27, 56651 Niederdürenbach**

**[peace\\_panther@hotmail.com](mailto:peace_panther@hotmail.com)**