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**The Chess Pub Quiz Puzzle Book**  
**Who is MC Hammer and other Chess Trivia**

**New In Chess 2023**

# Contents

Preface .....	7
Guess the moves .....	11
When they were young 1 .....	14
Fair & Square 1: grandmasters .....	16
Chess players and their eyes .....	18
What's the connection? 1 .....	20
Photo Connection: countries .....	22
Anagrams .....	24
Guess the blunders .....	26
Celeb64: movies .....	28
Ranking the stars: 2000s Olympiads .....	30
What's in a name? 1 .....	32
When they were young 2 .....	34
Timeline of chess history .....	36
Wikipedia .....	37
Chess players with a beard and/or a moustache .....	40
What's the connection? 2 .....	42
Photo Connection: political leaders .....	44
World Champions .....	46
Chess books .....	48
Fair & Square 2: singers, actors and writers .....	50
Celeb64: movies and TV .....	52
Nicknames .....	54
When they were young 3 .....	56
Players who represented at least three federations .....	58
Photo Connection: pop music .....	60
What's the connection? 3 .....	62
Breaking the rules .....	64
Chess players with glasses .....	66
Two descriptions .....	68
What's in a name? 2 .....	70
Logos .....	72
When they were young 4 .....	74
Twelve cities .....	76
Celeb64: music .....	78
Who? .....	80
Photos: TV series .....	82
Interviews from New In Chess .....	84

Fair & Square 3: politicians and others .....	86
Photo Connection: sport.....	88
What's the connection? 4 .....	90
When they were young 5 .....	92
Guess and refute the blunders.....	94
Celeb64: others.....	96
Tweets.....	98
Women's world champions.....	100
Photos: movies .....	102
What's in a name? 3 .....	104
Celeb64: sports .....	106
Ranking the Stars: Megabase games.....	108
Photo Connection: cities.....	110
What's the connection? 5 .....	112
When they were young 6 .....	114
Leftovers.....	116
Hints.....	119
Solutions.....	121
Image sources .....	138

# Preface

My quiz career started somewhere in 1995. I was active on Usenet (newsgroups, a precursor of internet forums) and saw people sharing lyrics quizzes. 'I can do that too!', I thought, and I did: over a period of about four years, I made sixteen quizzes, with more than a hundred people in total participating. But, like in chess, engines became a problem. More and more answers were searchable, and I stopped making quizzes.

In the new century, I found out about pop (music) quizzes in real life. The concept is simple: the quiz master plays fragments of songs, and you must write down (with your team) the artist and title of the songs. As it turned out, I was good at that. I played occasionally at first, a few times a year, but as I got to know more people and learned about more quizzes, it became a big part of my social life. Currently I play about six quizzes (both pub (trivia) and pop) per month.

Just like with the lyrics quizzes, I wanted to make pop quizzes myself, but it took some time before I could host my own quiz. May 22, 2011 was the day, and it was both a fiasco and a success. It was hosted in a bar that used to have monthly pop quizzes, but they had enough of it, and mine would be the last. Unfortunately, this meant that they didn't bother to generate any publicity for it. Only eighteen people showed up, most of whom I had invited myself. But they all had a great time, which encouraged me to go on with it. And so my quiz-making career was started. Ever since, I have hosted many pop quizzes, not only in bars, but also as side events of the Open and the closed Dutch Championships.

Word got around and I was also asked to make and host chess trivia quizzes, for example by New In Chess as a Christmas event. This was a bigger challenge. Making a pop quiz is easy: think of a theme, for example kings and queens, find titles and artists that fit the theme (often a matter of CTRL-F) and make a good selection. The chess quiz was hard work, but it was received well, or at least I was asked again by New In Chess. And maybe this led their managing director Rimmelt Otten to think: if this is fun in real life, it might be fun on paper too! So, he asked me to make a chess pub quiz book.

What does it take for a quiz/puzzle to be fun? The questions shouldn't be too easy, but certainly not too difficult either. If you know all the answers without any effort, it doesn't give you satisfaction. If you hardly know any answers, it's demotivating. My goal was to make the puzzles solvable, but with some effort. Different people will have different areas of expertise in chess trivia, just like in chess. That is why there are a few ways to make finding the answers to the questions easier if necessary. Many of the puzzles come with an acrostic (explained on the next page), giving you letters for the answers. There are also hints for some puzzles at the end of the book, which you can use if you get stuck. And probably it is easier (and

more fun?) if you try to solve the puzzles together with someone else. You can even enjoy parts of this book together with a non-chess playing friend or partner, since not all the puzzles require chess knowledge.

For me (and probably for others too), apart from the challenge of solving, there is another thing that I enjoy in quizzes: you learn new facts. That is the second goal of this book: to enable you to learn something new. To add to this enjoyment, I borrowed something from a Dutch quiz show called *Per Seconde Wijzer* ('wijzer' means both 'wiser' and 'hand of a clock'). There, each round is introduced with a little fun fact story. I did the same in this book. Hope you find at least some of them interesting!

Dimitri Reinderman  
January 2023

## Explanations of the puzzles:

### Acrostic

A lot of puzzles in this book include an acrostic. In an acrostic, letters correspond to the same numbers in the solution and in different answers. Finding the word(s) of the solution can help you to solve the puzzle. Below you can find an example of this.

1. The player to move has no legal move but is not in check.
2. A move in which the king and rook are moved at the same time.
3. The family name of grandmaster Teimour.

1	S <sup>5</sup>	T	A <sup>2</sup>	L <sup>4</sup>	E	M	A <sup>2</sup>	T	E <sup>6</sup>
2	1	A <sup>2</sup>	S <sup>5</sup>		L <sup>4</sup>		7		
3	3	A <sup>2</sup>			A <sup>2</sup>				

### Solution:

1	A <sup>2</sup>	3	L <sup>4</sup>	S <sup>5</sup>	E <sup>6</sup>	7
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The answer to question 1 (stalemate) is already filled in. The S corresponds with 5, the fifth letter of the solution. The same goes for the A (2), L (4) etc. In answer two, again 2, 5 and 4 are used. So now you already know three letters of the answer: A, S and L. And if you find the solution, you get two letters more.

A simpler version is used in a few puzzles in which each answer gives just one letter of the solution (already in the right order).

### Matching the answers and questions

In some puzzles, the answers are already given, but they must be matched with the right questions. In the example below, you see the names of three chess players. The task is to match them with their countries.

The countries to choose from: Egypt, Norway, the Netherlands

Player	Country
Anish Giri	
Magnus Carlsen	
Samy Shoker	

You might not know from which country Samy Shoker is. But if you match Giri with the Netherlands and Carlsen with Norway, there is one answer left: Egypt. And indeed, Shoker is an Egyptian grandmaster.

### Photo Connection

There are five Photo Connection puzzles. Here you will see 27 pictures, divided into three blocks: pictures 1-9, pictures A-I and pictures R-Z. You must find three pictures that match, one from each block. A simple example:



The queen in 1 matches with B (the band Queen) and Z (Queen Elizabeth). The king in 2 matches with A (the king of the jungle) and Y (Martin Luther King). So, the solution is 1-B-Z, 2-A-Y.

## What's the connection?

In the 'What's the connection?' puzzle, there are ten questions. The answers to the first nine questions have a (chess-related) connection. Question 10 is then: who or what connects the answers to the above questions? A simple example:

1. Who wrote *The Hustler*, *The Color of Money* and *The Man Who Fell to Earth*?
2. Which actress with the first name Anya played in movies like *Last Night in Soho*, *The Menu* and *Amsterdam*?
3. Which streaming service was founded in 1997 in California and is now one of the biggest in the world?
4. Who or what connects the answers to the above questions?

The answers are 1. Walter Tevis (who wrote *The Queen's Gambit*), 2. Anya-Taylor Joy (who played the main character in *The Queen's Gambit*) and 3. Netflix (the streaming service that released *The Queen's Gambit*). So, the answer to question 4 is, you guessed it, *The Queen's Gambit*.

## Some other things

In the time between us making this book and you reading it, things may have happened that render certain questions and/or answers incorrect/outdated, like players changing nationalities/federations. Please answer those questions with the end of 2022 in mind.

Some players have names that are not always spelled the same, e.g., Yusupov/Jussupow, Ding Liren/Liren Ding. In general, here we use the same spelling as in the Chessbase Playerbase. For the acrostics, the exact spelling of a name can be important. If you are unsure (for example about the first name of Duda, or whether Ding or Liren is the surname), you can look it up. This book is not meant as a spelling test.

Talking about looking things up: there is no arbiter, so you can make your own rules. But I do hope that your primary rule is: to have fun!

## Chess players and their eyes

Since 1961, Olympiads have been held for blind and visually impaired players. In the third of these, in Weymouth 1968, the organisers experienced some unforeseen difficulties: the Polish team arrived with a dead body, their sighted guide. The organisers had to move the body to the mortuary and find a Polish speaker in the seaside resort who would be willing to spend two weeks to help the Polish chess team. What are the odds? But he found one! Poland finished 12th out of 20 teams.

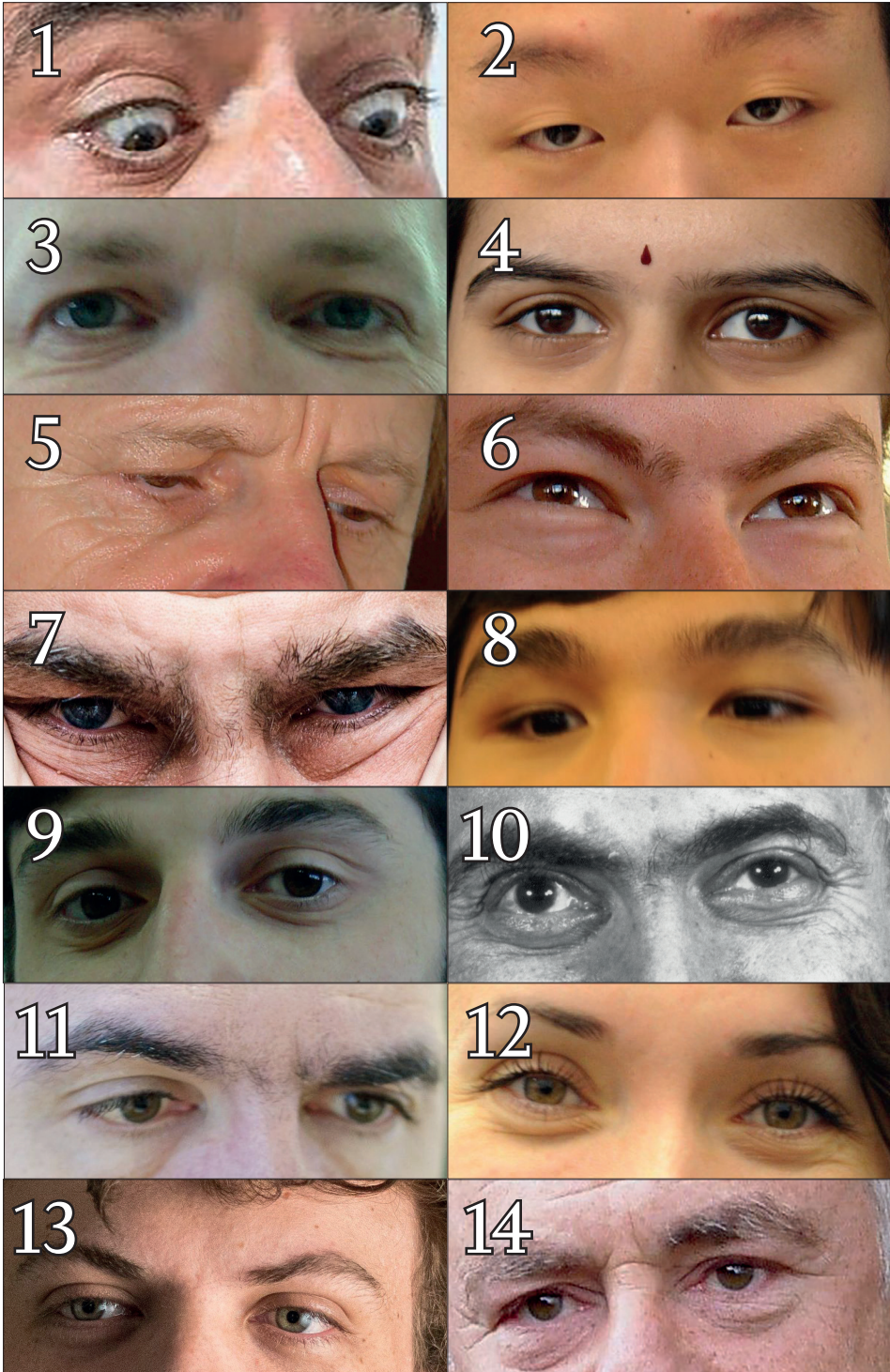
In the pictures, you see the eyes of fourteen sighted chess players. Each name will give you a letter, the letters will make a word.

1	(last letter surname)
2	(last letter given name)
3	(first letter surname)
4	(last letter surname)
5	(first letter surname)
6	(first letter surname)
7	(first letter surname)
8	(first letter surname)
9	(last letter surname)
10	(first letter surname)
11	(first letter given name)
12	(last letter surname)
13	(first letter surname)
14	(first letter surname)

**Solution:**

1	2	3	4	5	6	7	8	9	10	11	12	13	14
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Hints on page 119  
Solution on page 122

## Chess books

The second book ever published in English was *The Game and Playe of the Chesse* by William Claxton in the 1470s. The book does not tell you how to play chess, but is an allegory. The first real chess book is the *Göttingen manuscript*, published in Latin around 1500. Since then, many more chess books have been published. Can you recognise them by the covers? Just the title is enough.

1					1					1	4				
2					9	9		2							—
					9										
3					3				—						
							3		3		3				12
4	7								4	7					
5					8										11
6					3										—
	3	6								6					
7														3	
—	3	3			7			3							3
8					12	12						8			12
9								10							
10					4										—
										4	1				
11	11				5				—						
					5										
12									10		10				—
					5					5					



**Solution:**

1	2	3	4	5	6	7	8	9	10	11	12
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Solution on page 127