

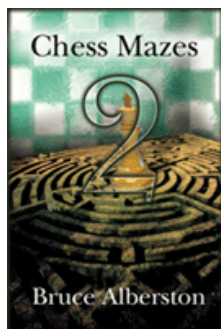


## COLUMNISTS

### Chess Mazes

Bruce Alberston

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## Chess Mazes

There are two types of chess mazes: *checking* and *mating*. For bishop, rook, and knight mazes the play is to **check** the black king. For queen, pawn, and king mazes the object is to **checkmate** the enemy king; here checks are not allowed.

The rules in common for each type of maze are as follows:

1. Black never moves.
2. Only the maze piece (in the case of pawns—the maze units) may move.
3. A maze piece may never move to a square commanded by enemy forces.
4. A maze piece may capture undefended enemy forces.
5. Plus we look for the shortest solution.

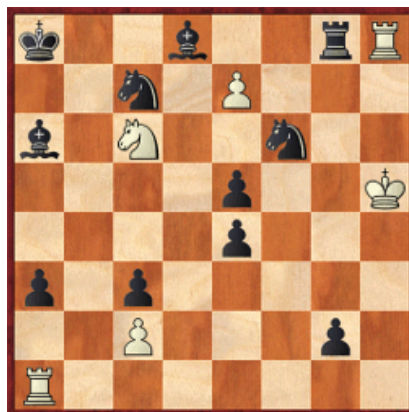
Helpers in queen and king mazes are frozen to the diagram position, unable to move or be removed. In pawn mazes promoted pawns are unable to move off their promotion squares. Also move order may be juggled without harm to the solution. Often, when running up the board to promote, pawns can advance in different sequences.

For those who may be interested in a more detailed introduction and overview to [chess maze puzzles](#), we invite you to read more; otherwise, we hope you enjoy this week's *Chess Maze* ...

## A King Maze

Obviously a rook mate, but which rook? Closer inspection of the maze reveals there can be only one.

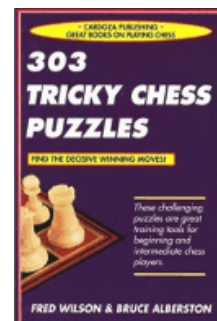
#258a



[FEN "k2b2rR/2n1P3/b1N2n2/4p2K/4p3/p1p5/2P3p1/R7"]

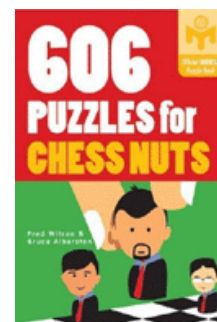
[Scroll down for the solution](#)

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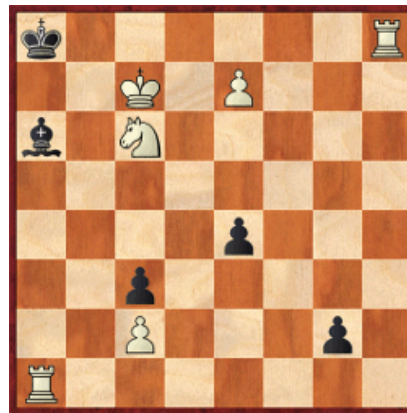


[Mensa Guide to Chess](#)

Burt Hochberg

1 Kh4 2 Kh3 3 Kh2 4 Kg1 5 Kf2 6 Ke1 7 Kd1 8 Kc1 9 Kb1 10 Ka2 11  
 Kxa3 12 Kb4 13 Kc5 14 Kd6 15 Kxe5 16 Kxf6 17 Kf7 18 Kxg8 19 Kf7[g7]  
 20 Kf6 21 Ke5 22 Kd6 23 Kd7 24 Kxd8 25 Kxc7#

#258b



[FEN "k6R/2K1P3/b1N5/8/4p3/2p5/2P3p1/R7"]

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