



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.

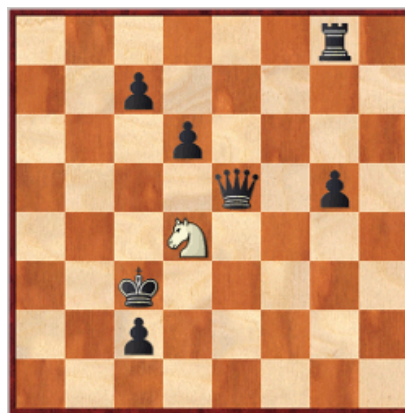
Helpers in queen and king mazes are frozen to the diagram position, unable to move or be removed. In pawn mazes promoted pawns are unable to move off their promotion squares. Also move order may be juggled without harm to the solution. Often, when running up the board to promote, pawns can advance in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

The knight starts in the lower left hand quadrant (d4), but can't stay there. Somehow the knight has to get back to the quadrant to give check. That's the maze.

#285a



[FEN "6r1/2p5/3p4/4q1p1/3N4/2k5/2p5/8"]

[Scroll down for the solution](#)

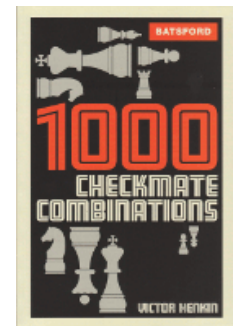
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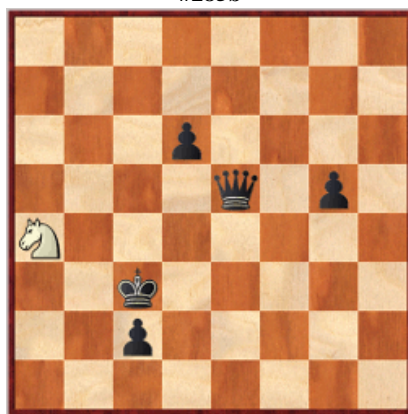
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1 Nf3 2 Ng1 3 Nh3 4 Nf2 5 Ng4 6 Nh6 7 Nxg8 8 Nh6 9 Nf7 10 Nd8 11 Nc6
12 Nb8 13 Na6 14 Nxc7 15 Na8 16 Nb6 17 Na4+

#285b



[FEN "8/8/3p4/q1p1/N7/2k5/2p5/8"]

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