



COLUMNISTS

Chess Mazes

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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 Pawn Maze

White's pawns would be tied were not for the power of the pin and discovered checkmate. Two nice little tactics everyone should know.

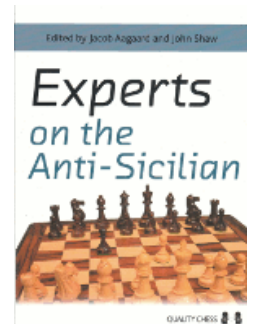
#287a



[FEN "3nn3/3pp3/5P2/7r/2r5/1P6/2pk2P1/2q1b3"]

[Scroll down for the solution](#)

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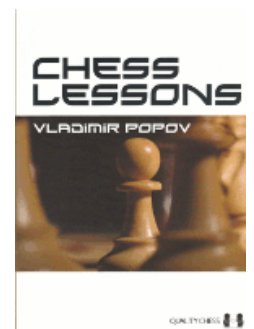
[Experts on the Anti-Sicilian](#)

by Jacob Aagaard & John Shaw



[Chess Expertise Step by Step](#)

by Efstratios Grivas

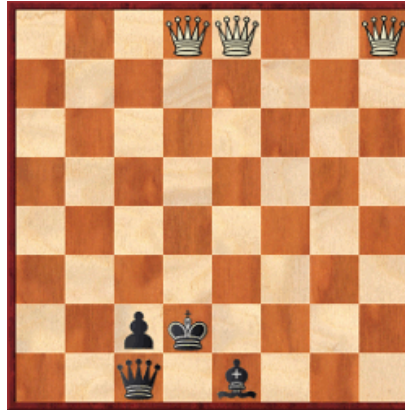


[Chess Lessons](#)

by Vladimir Popov

1 fxe7 2 exd8/Q 3 bxc4 4 g4 5 gxh5 6 h6 7 h7 8 h8/Q 9 c5 10 c6 11 cxd7 12
dxe8/Q#

#287b



[FEN "3QQ2Q/8/8/8/8/2pk4/2q1b3"]

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