

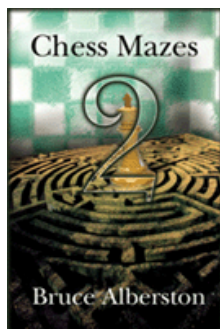


COLUMNISTS

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

At the moment the white king stands two squares from his final destination. Unfortunately short cuts are not allowed since the object is mate and not check.

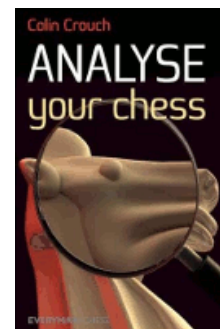
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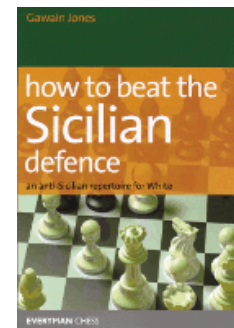
[FEN "rQ3r2/Rp3n2/1Kp5/4p3/b1R2qP1/2b5/5p2/1k6"]

[Scroll down for the solution](#)

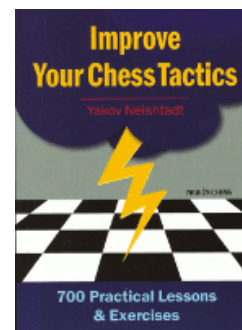
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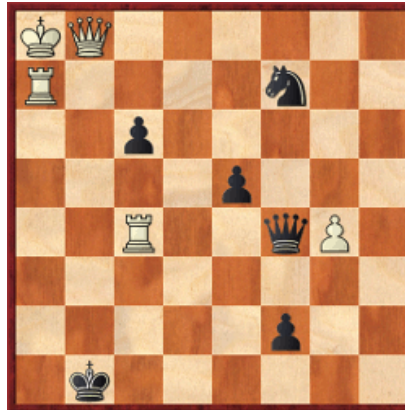
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1 Kc7 2 Kd7 3 Ke7 4 Kxf8 5 Kg7 6 Kg6 7 Kh5 8 Kh4 9 Kh3 10 Kg2 11 Kf1 12 Ke2 13 Kd3 14 Kxc3 15 Kb4 16 Kxa4 17 Ka5 18 Kb6 19 Kxb7 20 Kxa8#

#288b



[FEN "KQ6/R4n2/2p5/4p3/2R2qP1/8/5p2/1k6"]

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