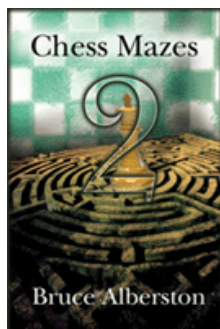




COLUMNISTS

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.

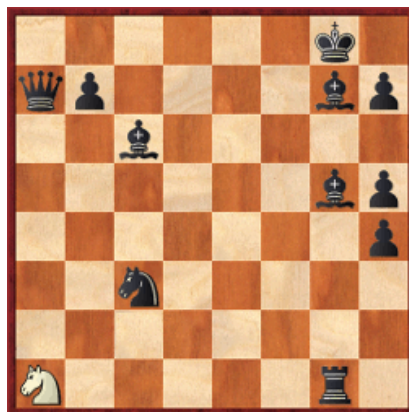
Helpers in queen and king mazes are frozen to the diagram position, unable to move or be removed. In pawn mazes promoted pawns are unable to move off their promotion squares. Also move order may be juggled without harm to the solution. Often, when running up the board to promote, pawns can advance in 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 sees most of its activity in the upper left hand quadrant. Would that be your intuitive guess?

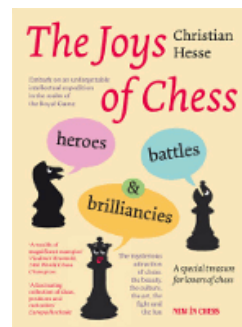
#297a



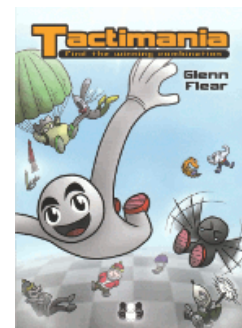
[FEN "6k1/qp4bp/2b5/6bp/7p/2n5/8/N5r1"]

[Scroll down for the solution](#)

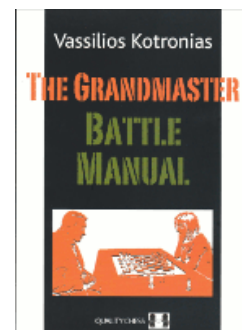
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[The Joys of Chess](#)
by Christian Hesse



[Tactimania](#)
by Glenn Flear

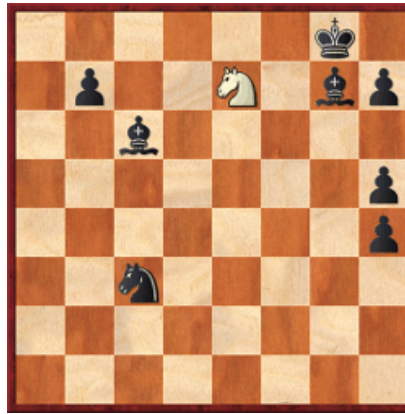


[The Grandmaster Battle Manual](#)
by Vassilios Kotronias



1 Nc2 2 Nb4 3 Nd3 4 Nb2 5 Nc4 6 Nd6 7 Nc8 8 Nxa7 9 Nc8 10 Nd6[b6] 11
Nc4 12 Nb2 13 Nd3 14 Nf2 15 Nh3 16 Nxc1 17 Nh3 18 Nxc5 19 Ne6 20
Nc7 21 Na8 22 Nb6 23 Nc8 24 Ne7+

#297b



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