



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 King Maze

Mazes are often a work in progress. The bishop at h3 was previously a pawn, which on closer inspection allowed alternative solutions. Not at all what the composer had in mind.

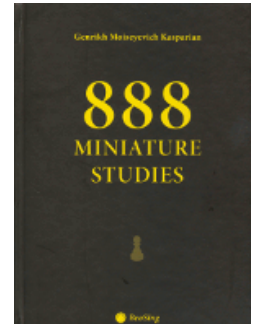
#300a



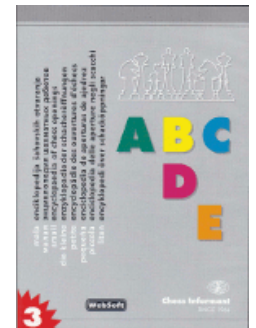
[FEN "4K1r1/Rb2p1k1/3p4/5n2/1B6/3prP1b/r1B1p3/b6R"]

[Scroll down for the solution](#)

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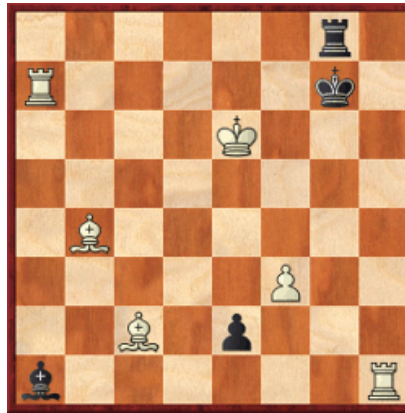
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1 Kd7 2 Kc7 3 Kb6 4 Kb5 5 Kc4 6 Kb3 7 Kxa2 8 Kb1 9 Kc1 10 Kd2 11
Ke1 12 Kf2 13 Kg1 14 Kh2 15 Kxh3 16 Kg4 17 Kxf5 18 Kf4 19 Kxe3 20
Kxd3 21 Ke3 22 Kf4 23 Kf5 24 Ke6 25 Kxe7 26 Kxd6 27 Kc7 28 Kxb7 29
Kc7 30 Kd7 31 Ke6#

#300b



[FEN "6r1/R5k1/4K3/8/1B6/5P2/2B1p3/b6R"]

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