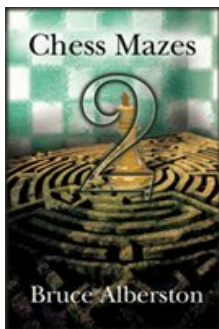




COLUMNISTS

Chess Mazes

Bruce Alberston



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 Rook Maze

The rook plays to eliminate a bishop (or two) after which the checking square opens up. But is it one bishop? Or two?

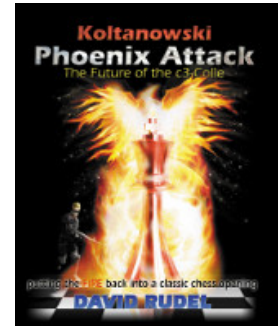
#308a



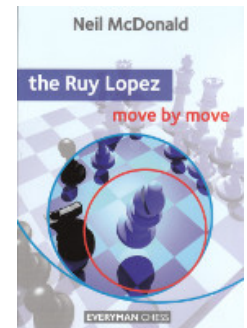
[FEN "2r5/6nb/p7/4k2p/2b5/b7/8/5qrR"]

Scroll down for the solution

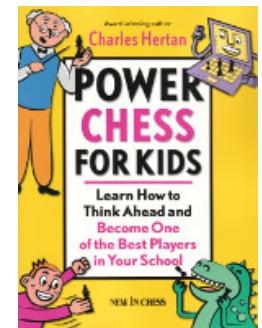
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by David Rudel



The Ruy Lopez: Move by Move
by Neil McDonald



Power Chess for Kids
by Charles Hertan

1 Rh2 2 Rd2 3 Rd7 4 Rb7 5 Rb6 6 Rh6 7 Rxh7 8 Rh6 9 Rb6 10 Rb7 11 Rd7 12 Rd2 13 Rc2 14 Rc3 15 Re3+ If you overlooked e3, there's always 15 Rxa3 and 16 Ra5+. Only one move longer.

#308b



[FEN "2r5/6n1/p7/4k2p/2b5/b3R3/8/5qr1"]

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A PDF file of [this week's Chess Maze](#), along with all previous Chess Mazes, is available in the [ChessCafe.com Archives](#).

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