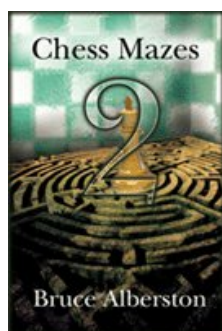




COLUMNISTS

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 Knight Maze

It is helpful to remember your first ten moves. You'll need to retrace most of them.

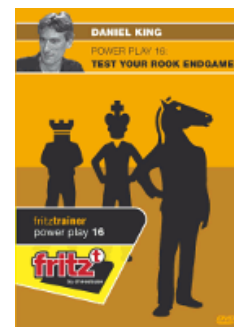
#309a



[FEN "b4N1b/p4p1b/1p1n4/6p1/8/k4p2/3n1p1q/7n"]

[Scroll down for the solution](#)

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by Sam Collins



[Power Chess for Kids](#)
by Charles Hertan

1 Nd7 2 Nb8 3 Na6 4 Nc7 5 Nxa8 6 Nc7 7 Nd5 8 Ne3 9 Ng4 10 Nxb2 11
Ng4 12 Ne3 13 Nd5 14 Nc7 (or 14 Ne7 15 Nc6) 15 Na6 16 Nb8 17 Nd7 18
Nf8 19 Nxb7 20 Nxb5 21 Nh3 22 Nf4 23 Nd5 24 Ne3 25 Nc2+

#309b



[FEN "7b/p4p2/1p1n4/8/8/k4p2/2Nn1p2/7n"]

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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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