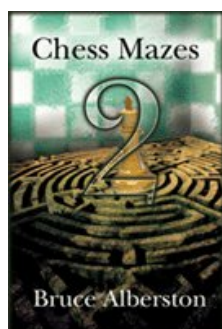




## COLUMNISTS

### 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 where it can be captured by enemy forces.
4. A maze piece may capture undefended enemy forces.
5. Plus we look for the shortest solution.

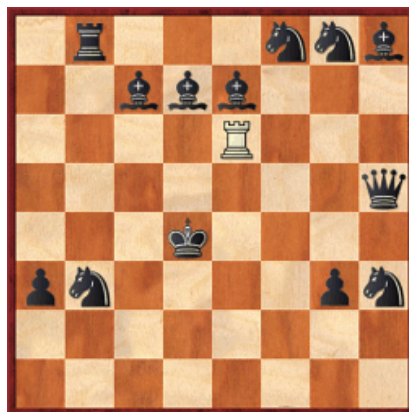
Helpers in queen and king mazes are frozen to the diagram position, unable to move or be removed. In pawn mazes promoted pawns are unable to move off their promotion squares. Also move order may be juggled without harm to the solution. Often, when running up the board to promote, pawns can advance in 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

Black has eight minor pieces, way too many. You have to get rid of three of them. Figure out which three and you're practically home.

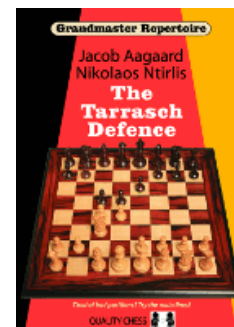
#320a



[FEN "1r3nnb/2bbb3/4R3/7q/3k4/pn4pn/8/8"]

[Scroll down for the solution](#)

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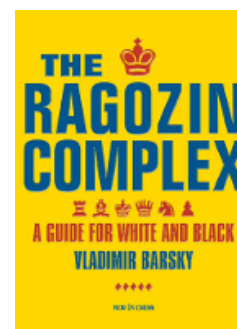


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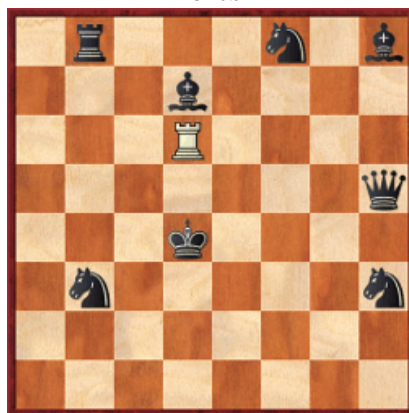


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1 Ra6 2 Ra7 3 Rxc7 4 Rc2 5 Rg2 6 Rxc3 7 Rxc8 8 Rg2 9 Rh2 10 Rh1 11  
Re1 12 Rxe7 13 Re1 14 Rh1 15 Rh2 16 Ra2 17 Rxa3 18 Ra6 19 Rd6+

#320b



[FEN "1r3n1b/3b4/3R4/7q/3k4/1n5n/8/8"]

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A PDF file of [this week's Chess Maze](#), along with all previous Chess Mazes,  
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