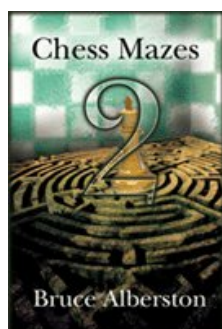




COLUMNISTS

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 Queen Maze

White has sleeping rooks at a7 and g1. Should he wake them up or let sleeping rooks lie? Answer – just one of the rooks is sleeping – wake him up!

#322a



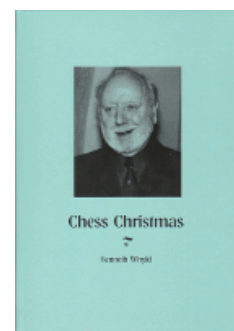
[FEN "1n3N2/Rb4k1/pbr5/4q3/7Q/6n1/2b3p1/Bnb2RRr"]

[Scroll down for the solution](#)

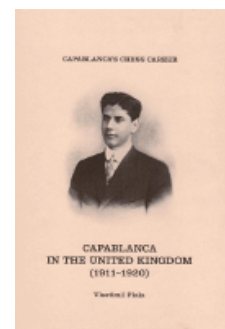
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[Chess Adventures of Baron Munchausen](#)
by Amatzia Avni



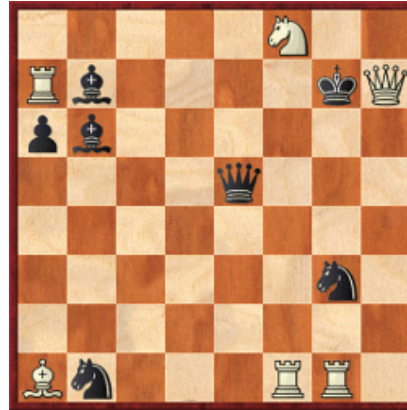
[Chess Christmas](#)
by Ken Whyld



[Capablanca's Chess Career](#)
by Vlastimil Fiala

1 Qb4 2 Qe1 3 Qxc1 4 Qf4 5 Qf3 6 Qxg2 7 Qxh1 8 Qh5 9 Qe8 10 Qxb8 11 Qe8 12 Qxc6 13 Qxc2 14 Qh7#

#322b



[FEN "5N2/Rb4kQ/pb6/4q3/8/6n1/8/Bn3RR1"]

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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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