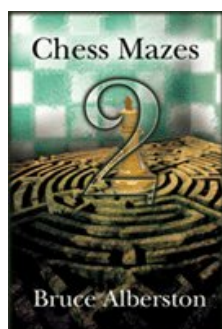




## COLUMNISTS

## 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 King Maze

The choice is mate with the rook or mate with the bishop. Either way the light squared bishop in the corner must be released. As for the choice – that can be made near the end.

#324a



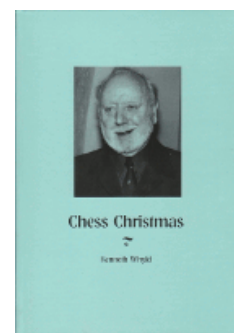
[FEN "b7/6n1/1k1n2pR/1q2Q3/K2n3P/6P1/1R3Br1/R6B"]

[Scroll down for the solution](#)

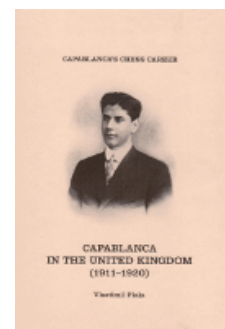
Purchases from our [chess shop](#) help keep [ChessCafe.com](#) freely accessible:



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



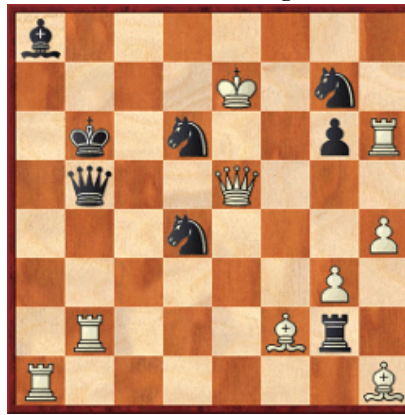
[Chess Christmas](#)  
by Ken Whyld



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

1 Ka3 2 Ka2 3 Kb1 4 Kc1 5 Kd2 6 Ke3 7 Kf4 8 Kg5 9 Kf6 10 Ke7

#324b (1/3 along)



[FEN "b7/4K1n1/1k1n2pR/1q2Q3/3n3P/6P1/1R3Br1/R6B"]

11 Kxd6 12 Ke7 13 Kd8 14 Kc8 15 Kb8 16 Kxa8 17 Kb8 18 Kc8 19 Kd8 20 Ke7

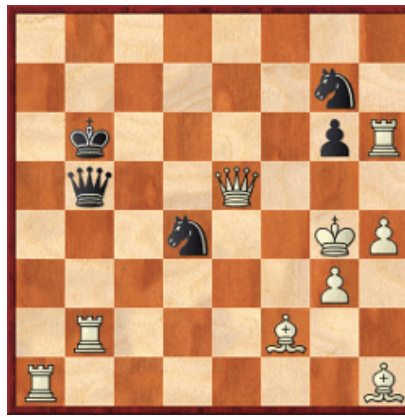
#324c (2/3 along)



[FEN "8/4K1n1/1k4pR/1q2Q3/3n3P/6P1/1R3Br1/R6B"]

21 Kf6 22 Kg5 23 Kg4 24 Kh3 25 Kxg2 26 Kh3 27 Kg4

#324d (a little stop off)



[FEN "8/6n1/1k4pR/1q2Q3/3n2KP/6P1/1R3B2/R6B"]

This is where White has to make the choice: rook or bishop mate. We always want the shortest. That's part of the maze mystique.

**28 Kg5** (one move longer is 28 Kf4 29 Ke3[e4] 30 Kxd4 31 Kc3#) **29 Kxg6**  
**30 Kxg7#**

#324e (3/3 end)



[FEN "8/6K1/1k5R/1q2Q3/3n3P/6P1/1R3B2/R6B"]

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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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