



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

Black's kingside has to disappear before mate settles in on the queenside.

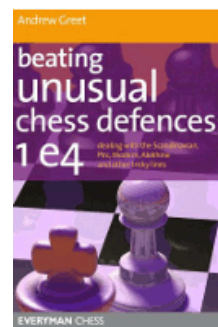
#330a



[FEN "1k2r3/pP5p/K6n/5p2/6p1/6p1/q2n3B/4b2r"]

[Scroll down for the solution](#)

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Beating Unusual Chess Defences: 1 e4
by Andrew Greet



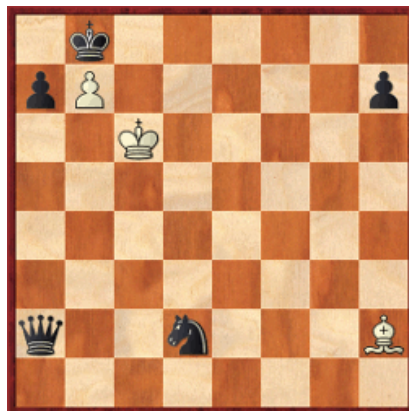
Giants of Innovation
by Craig Pritchett



ChessBase Magazine 146
by ChessBase

1 Kb5 2 Kc6 3 Kd7 4 Kxe8 5 Kf8 6 Kg7 7 Kxh6 8 Kg5 9 Kxf5 10 Kxg4 11 Kh3 12 Kg2 13 Kxh1 14 Kg2 15 Kh3 16 Kg4 17 Kf4 18 Ke3 19 Ke2 20 Kxe1 21 Ke2 22 Ke3 23 Kf4 24 Kxg3 25 Kf4 26 Ke5 27 Kd6 28 Kc6#

#330b



[FEN "QQ3QQ/8/2P5/8/n7/k7/8/8"]

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