



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.

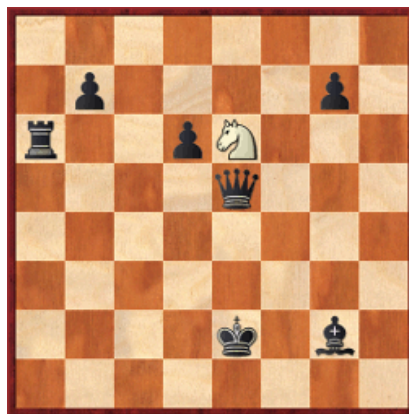
Helpers in queen and king mazes are frozen to the diagram position, unable to move or be removed. In pawn mazes promoted pawns are unable to move off their promotion squares. Also move order may be juggled without harm to the solution. Often, when running up the board to promote, pawns can advance in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

The bishop guards the b7-pawn, which in turn guards the rook. Everything is systematic, the knight removing each in turn.

#333a



[FEN "8/1p4p1/r2pN3/4q3/8/8/4k1b1/8"]

[Scroll down for the solution](#)

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Isolani Strategy
by Beliaevsky, Mikhalchishin, & Stetsko



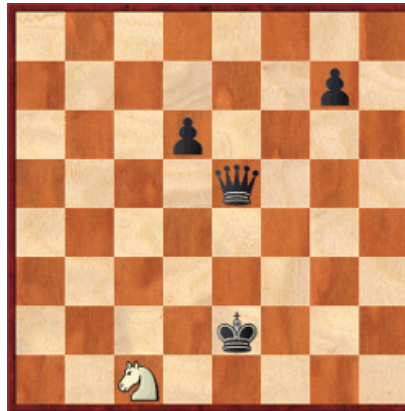
The Modern Reti
by Alexander Delchev



The Caro-Kann: Move by Move
by Cyrus Lakdawala

1 Nf8 2 Ng6 3 Nh4 4 Nxg2 5 Nh4 6 Ng6 7 Nh8 8 Nf7 9 Nd8 10 Nxb7 11
Nd8 12 Nf7 13 Nh8 14 Ng6 15 Nf8 16 Nd7 17 Nb8 18 Nxa6 19 Nb4 20 Na2
21 Nc1+

#333b



[FEN "8/6p1/3p4/4q3/8/8/4k3/2N5"]

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