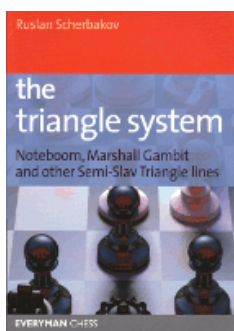




COLUMNISTS

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.

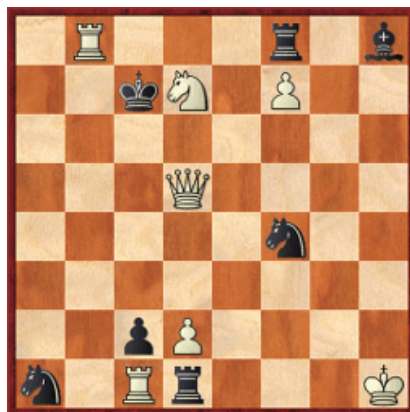
Helpers in queen and king mazes are frozen to the diagram position, unable to move or be removed. In pawn mazes promoted pawns are unable to move off their promotion squares. Also move order may be juggled without harm to the solution. Often, when running up the board to promote, pawns can advance in 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 white king has to go corner to corner to set things up. When he's done, it's the black king that's cornered.

#336a



[FEN "1R3r1b/2kN1P2/8/3Q4/5n2/8/2pP4/n1Rr3K"]

[Scroll down for the solution](#)

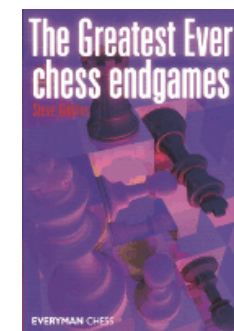
Purchases from our [chess shop](#) help keep [ChessCafe.com](#) freely accessible:



The Caro-Kann: Move by Move
by Cyrus Lakdawala



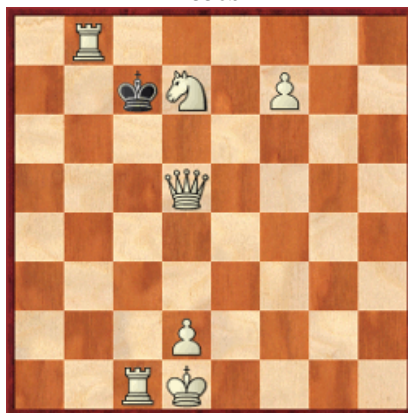
1000TN!!
by Chess Informant



The Greatest Ever Chess Endgames
by Steve Giddins

1 Kh2 2 Kg3 3 Kxf4 4 Kf5 5 Ke6 6 Ke7 7 Kxf8 8 Kg8 9 Kxh8 10 Kg7 11 Kf6 12 Ke5 13 Kd4 14 Kc3 15 Kb2 16 Kxa1 17 Kb2 18 Kxc2 19 Kxd1#

#336b



[FEN "1R6/2kN1P2/8/3Q4/8/8/3P4/2RK4"]



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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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