



## 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

If the b2-rook is taken too soon, the king gets stuck on the diagonal. So the rook has to wait till mate is prepared.

#348a



[FEN "2BR4/1P1pn3/6n1/4k3/2p4b/K3pp2/1r3RB1/B3Q3"]

[Scroll down for the solution](#)

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*Play the French*  
by John Watson



*The English: Move by Move*  
by Steve Giddins



*Capablanca: Move by Move*  
by Cyrus Lakdawala

1 Ka4 2 Ka5 3 Ka6 4 Ka7 5 Kb8 6 Kc7 7 Kxd7 8 Ke8 9 Kf7 10 Kg7 11 Kh6 12 Kh5 13 Kg4 14 Kxf3 15 Kg4 16 Kh5 17 Kh6 18 Kg7 19 Kf7 20 Ke8 21 Kd7 22 Kc7 23 Kb8 24 Ka7 25 Ka6 26 Ka5 27 Ka4 28 Ka3 29 Kxb2 30 Kc3 31 Kxc4#

#348b



[FEN "2BR4/1P2n3/6n1/4k3/2K4b/4p3/5RB1/B3Q3"]

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