



## COLUMNISTS

*Chess  
Mazes*

Bruce Alberston



## Chess Mazes

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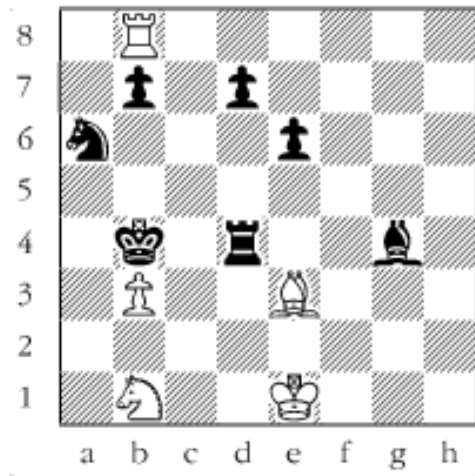
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For those who may be interested in a more detailed introduction and overview to these puzzles, we invite you to take a look at the introduction from Bruce's book. Click [here](#) to read more, otherwise, we hope you enjoy this week's *Chess Maze* puzzle...

## A King Maze

Moving only his king, White must bring about discovered checkmate. Mere check is not permitted. The other white pieces are helpers and may not leave their starting squares. Neither can the black pieces leave their starting squares. Find the quickest mate.

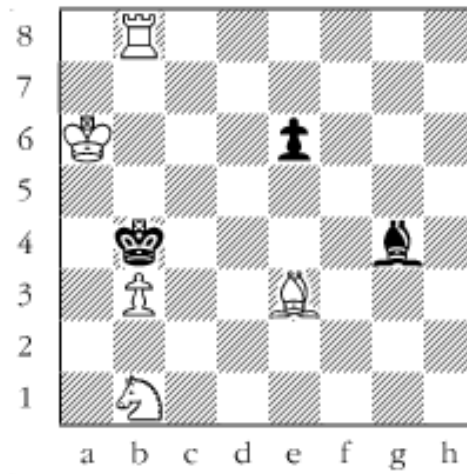
#42



*Scroll down for the solution*

1. Kf2 2. Kg3 3. Kh4 4. Kg5 5. Kf6 6. Ke5 7. Kxd4 8. Ke5 9. Kd6 10. Kxd7 11. Kc8 12. Kxb7 13. Kxa6#

**#42a**



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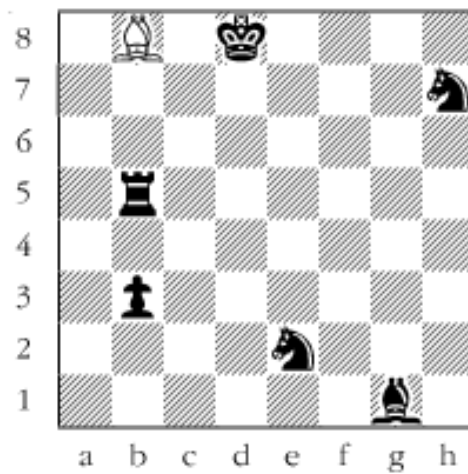
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## A Bishop Maze

The only moving piece is the *Maze Bishop* whose task is to place the black king in check. Try to do it in the fastest way, without putting the bishop in capture.



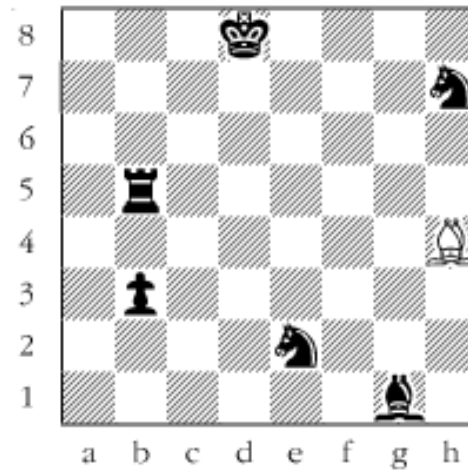
#43



*Scroll down for the solution*

Just keep moving to a safe square and the check falls out. 1. Bd6 2. Ba3 3. Bb2 4. Bg7 5. Bh6 6. Bd2 7. Be1 8. Bh4+

**#43a**



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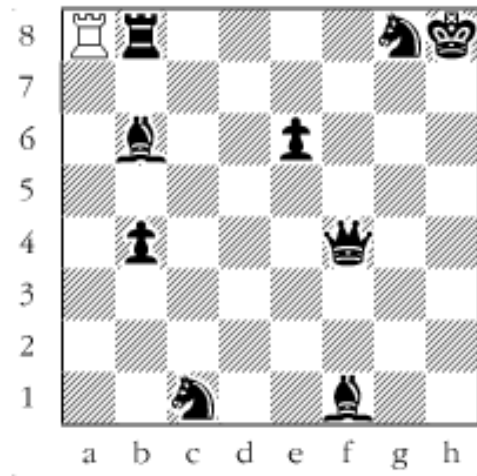
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## A Rook Maze

The white rook to check the black king. None of black's pieces can move, unless it's to take the white rook. Aim for the fastest route to administer the check.

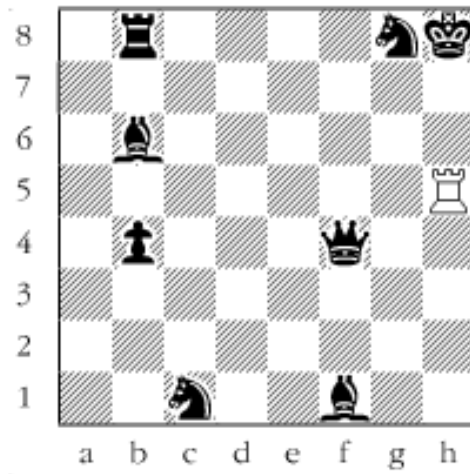
#44



*Scroll down for the solution*

The only capturable unit is the pawn at e6, everything else is nailed down. So go for the pawn and take it from there. 1. Ra1 2. Rb1 3. Rb2 4. Rc2 5. Rc6 6. Rxe6 7. Re1 8. Rd1 9. Rd5 10. Rh5+

**#44a**



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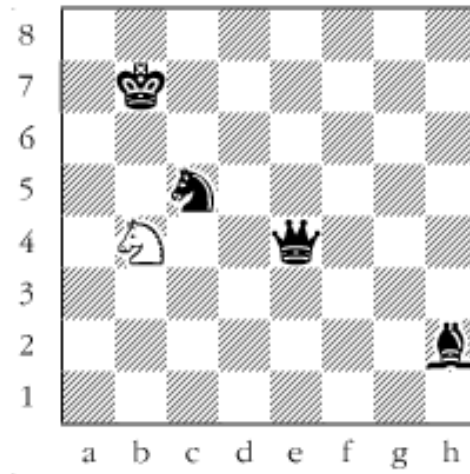
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## A Knight Maze

The white knight cannot go to a square where it can be taken. Otherwise Black can't move. The goal is to check the king in the fewest number of moves.

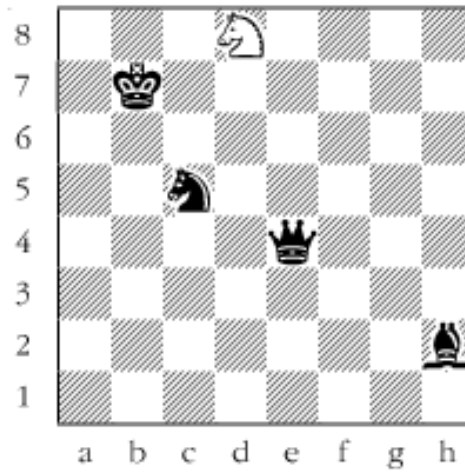
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*Scroll down for the solution*

Of the potential checking squares, c5 occupied, and a5 unattainable. But d8 is open and d6 may become open if the bishop can be removed. On further thought the bishop can't be removed. So, 1. Na2 2. Nc3 3. Nd1 4. Nf2 5. Nh3 6. Ng5 7. Nf7 8. Nd8+

**#45a**



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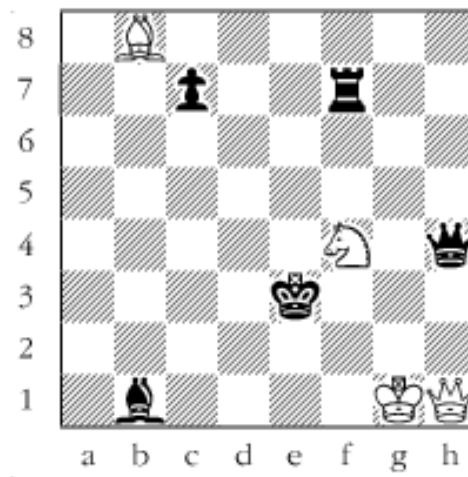
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## A Queen Maze

White to move only his queen and give only mate (no checks). Black can't move but he can take the queen if given an opportunity to do so. Don't give no opportunities, and mate him fast.



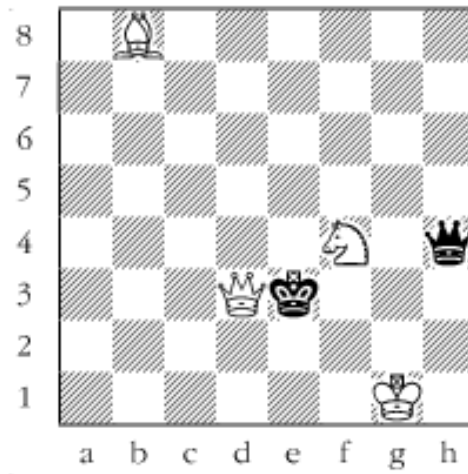
#46



*Scroll down for the solution*

With 1. Qxh4 White can take all the pieces but extends the solution. Simplest to leave the black queen where she is. 1. Qd5 2. Qxf7 3. Qxc7 4. Qb7 5. Qxb1 6. Qd3#

**#46a**



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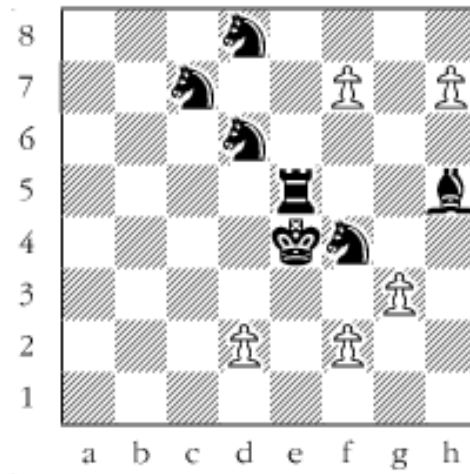
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## A Pawn Maze

Checkmate with the pawns. Recall Black can't move except to take a hanging pawn. Pawns can promote but are stuck on their promotion squares. The shortest number of moves is the most desirable. And check is not permitted.

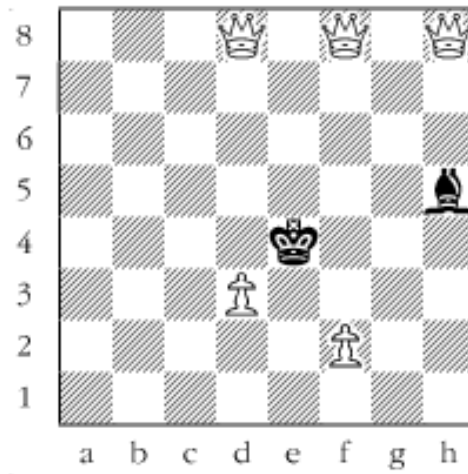
#47



*Scroll down for the solution*

The f7-pawn is en prise so white's first is forced. Second and third moves are interchangeable, then the rest of the sequence is forced. 1. f8/Q 2. h8/Q 3. gxf4 4. fxe5 5. exd6 6. dxc7 7. cxd8/Q 8. d3#

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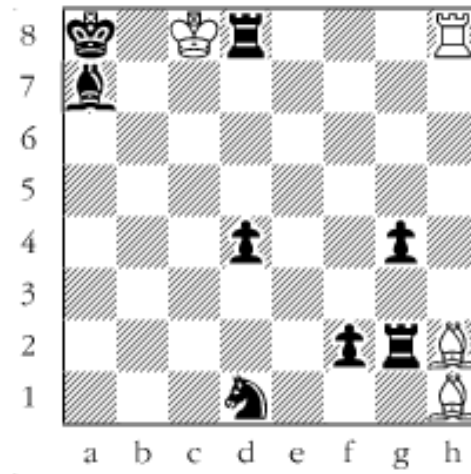
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## A King Maze

The only moving piece on the board is the *White Maze King*, whose job it is to discover mate in the fewest number of moves. Checking the enemy king is not allowed, neither is putting your own king in check.



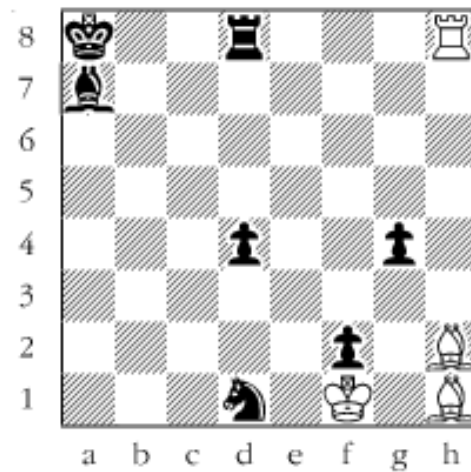
#48



*Scroll down for the solution*

1. Kxd8 is a dead end as discovery is answered by ...Bb8. He has to take the other rook: 1. Kc7 2. Kc6 3. Kb5 4. Kc4 5. Kd3 6. Ke2 7. Kf1 8. Kxg2 9. Kf1#

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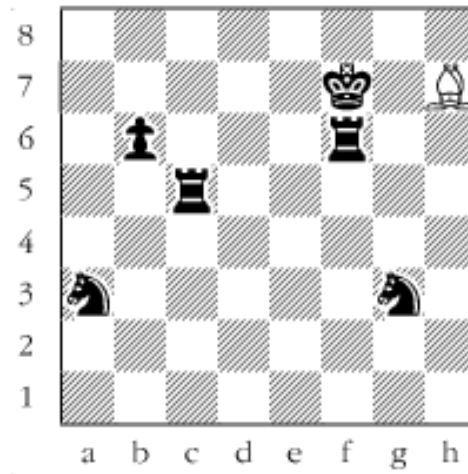
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## A Bishop Maze

White checks the king with his bishop, moving to the checking square in the quickest fashion. Black is not permitted to move nor is White allowed to put the bishop *en prise*.



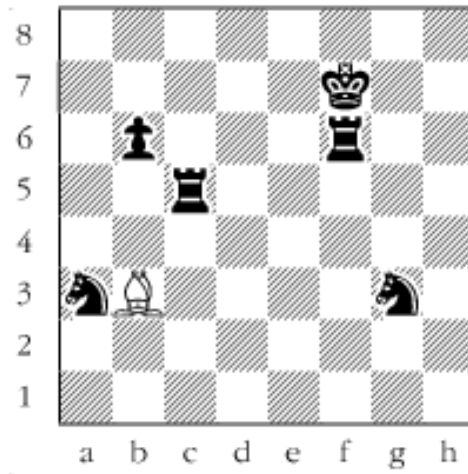
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*Scroll down for the solution*

Without the b6-pawn there would be no solution. Since we're not into torture the pawn is on the board. 1. Bd3 2. Ba6 3. Bb7 4. Bg2 5. Bh3 6. Bg4 7. Bd1 8. Bb3+

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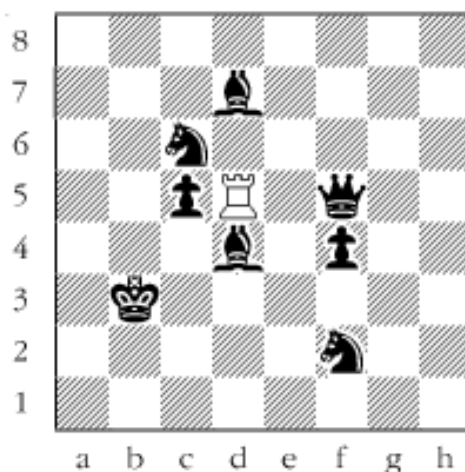
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## A Rook Maze

Manoeuvre the rook into position to check the king. Since Black cannot move you have as much time as you need. Just don't put the rook on a square where it can be taken. And cut the time to the fastest check.

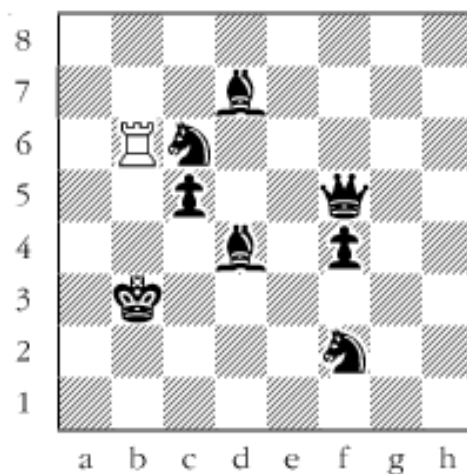
#50



*Scroll down for the solution*

There are no less than four unguarded checking squares: f3, b7, b6, b5. Odds are 3-1 that check is on the b-file. 1. Rd6 2. Rh6 3. Rh2 4. Rg2 5. Rg8 6. Ra8 7. Ra6 8. Rb6+

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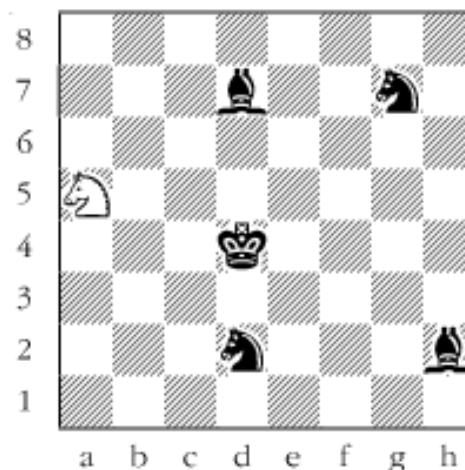
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## A Knight Maze

Work the knight into position to check the king. Do it in the fewest number of moves and without losing the knight (putting it where it can be captured). Black will not interfere because we don't let him move.

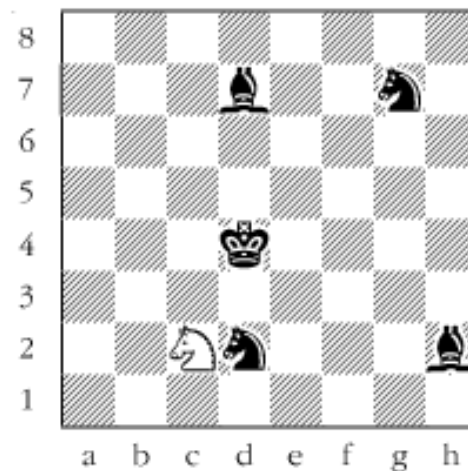
#51



*Scroll down for the solution*

The first three moves are forced. Then you have to work out the correct path. 1. Nb7 2. Nd8 3. Nf7 4. Nh8 5. Ng6 6. Nh4 7. Ng2 8. Ne1 9. Nc2+

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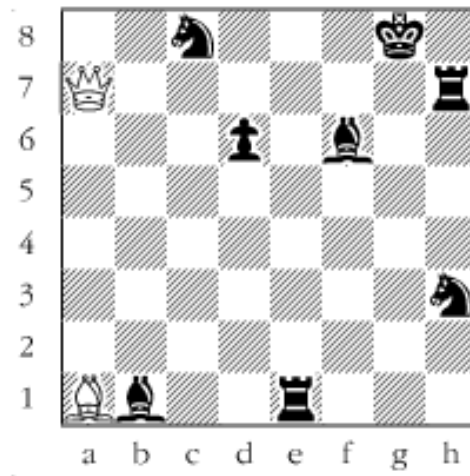
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## A Queen Maze

Checkmate (not check) by moving only the queen. The bishop at a1 is a helper and doesn't move. The black army doesn't move either except if the queen is placed on a square where she can be captured. Find the shortest route.

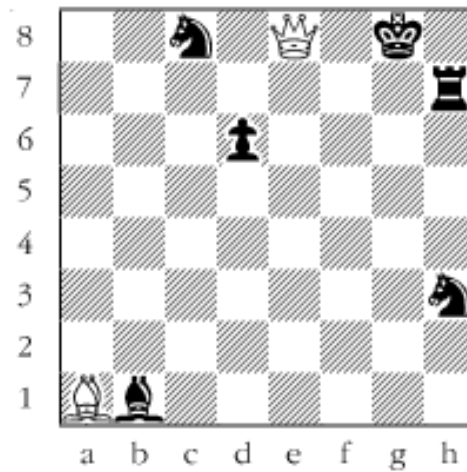
#52



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Taking the rook, 1. Qa5 2. Qxe1, takes one move longer than : 1. Qa3 2. Qf3 3. Qxf6 4. Qc3 5. Qxe1 6. Qe8#

**#52a**



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