Dodge Em All
Bishop Maze 1

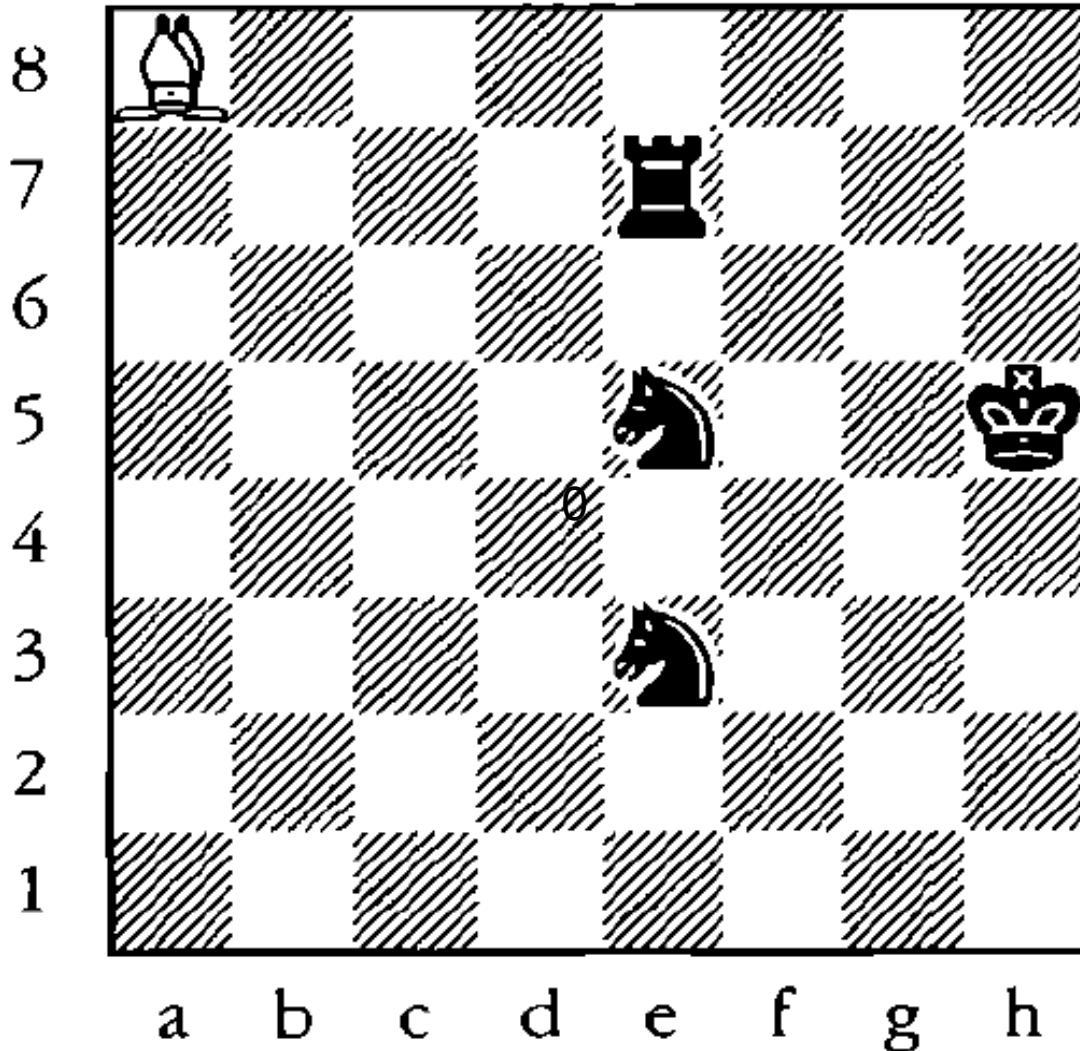| Move	Notation
1	
2	
3	
4	

Maze borrowed from Bruce Alberston's Book, Chess Mazes.

Instructions: Use the single white piece to navigate the board, only moving to safe squares (squares that are not attacked by a black piece) until the white piece is able to put the King in check. Write your answers using the algebraic notation of the squares where you will move the piece.

Dodge Em All
Bishop Maze 2

Move	Notation
1	
2	
3	
4	
5	
6	
7	

Maze borrowed from Bruce Alberston's Book, Chess Mazes.

Instructions: Use the single white piece to navigate the board, only moving to safe squares (squares that are not attacked by a black piece) until the white piece is able to put the King in check. Write your answers using the algebraic notation of the squares where you will move the piece.
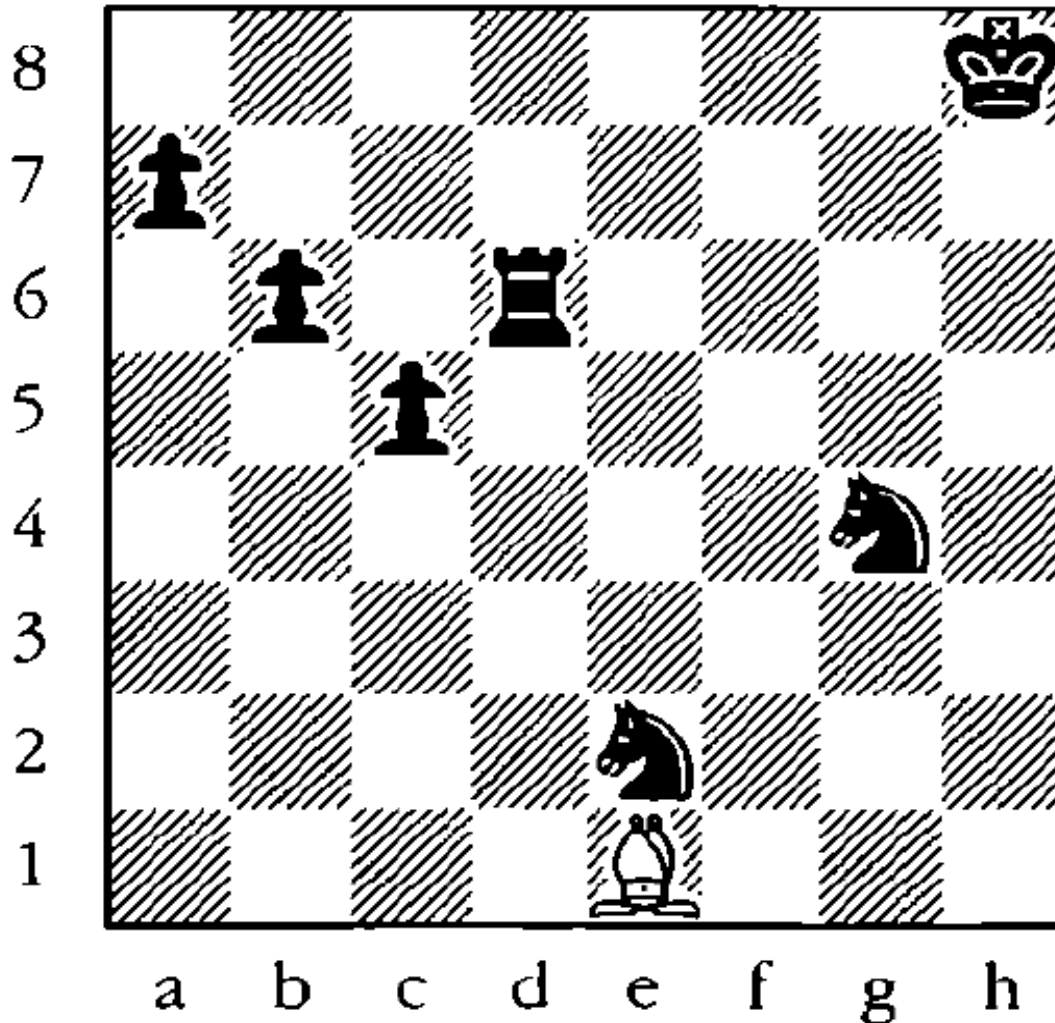
Dodge Em All
Bishop Maze 3

Move	Notation
1	
2	
3	
4	
5	
6	
7	
8	
9	

Maze borrowed from Bruce Alberston's Book, Chess Mazes.

Instructions: Use the single white piece to navigate the board, only moving to safe squares (squares that are not attacked by a black piece) until the white piece is able to put the King in check. Write your answers using the algebraic notation of the squares where you will move the piece.
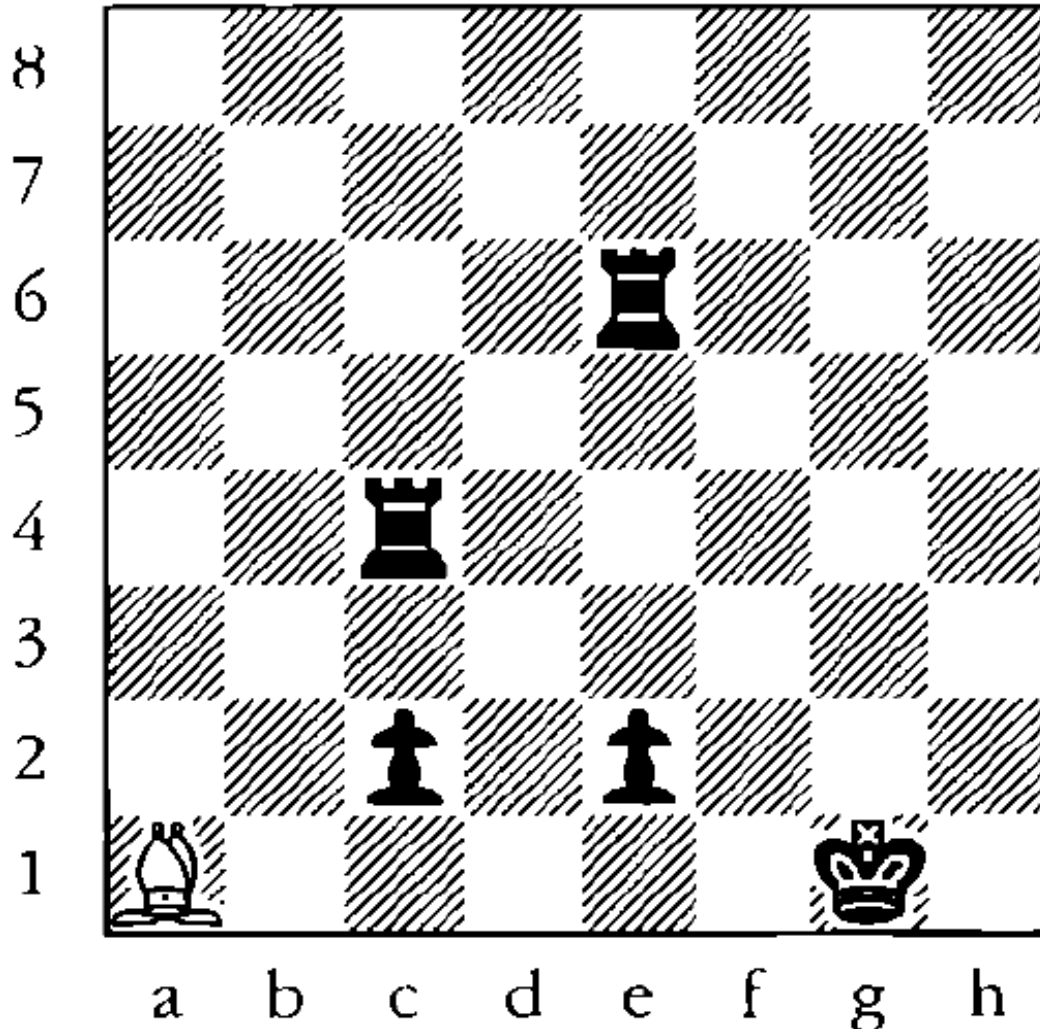
Dodge Em All
Bishop Maze 4

Maze borrowed from Bruce Alberston's Book, Chess Mazes.

Move	Notation
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	

Instructions: Use the single white piece to navigate the board, only moving to safe squares (squares that are not attacked by a black piece) until the white piece is able to put the King in check. Write your answers using the algebraic notation of the squares where you will move the piece.
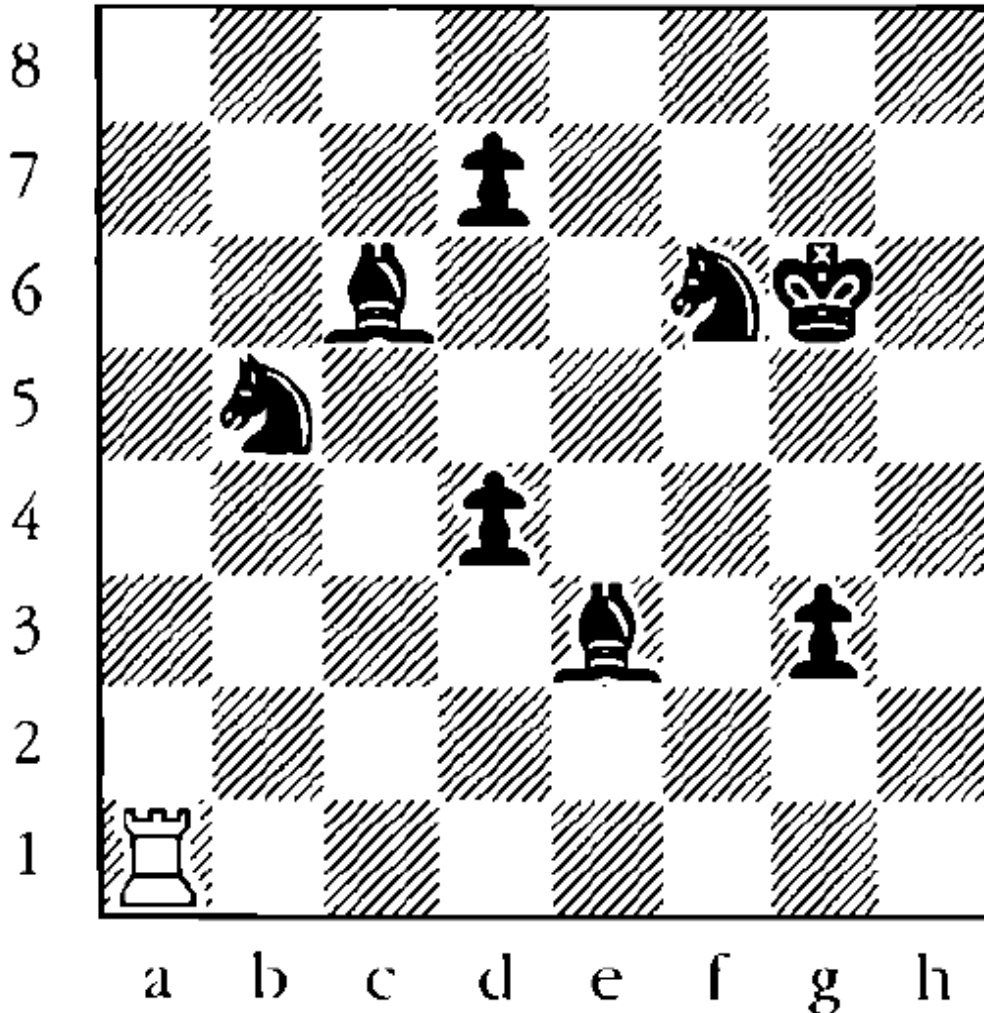
Dodge Em All
Rook Maze 1

Move	Notation
1	
2	
3	
4	
5	
6	

Maze borrowed from Bruce Alberston's Book, Chess Mazes.

Instructions: Use the single white piece to navigate the board, only moving to safe squares (squares that are not attacked by a black piece) until the white piece is able to put the King in check. Write your answers using the algebraic notation of the squares where you will move the piece.
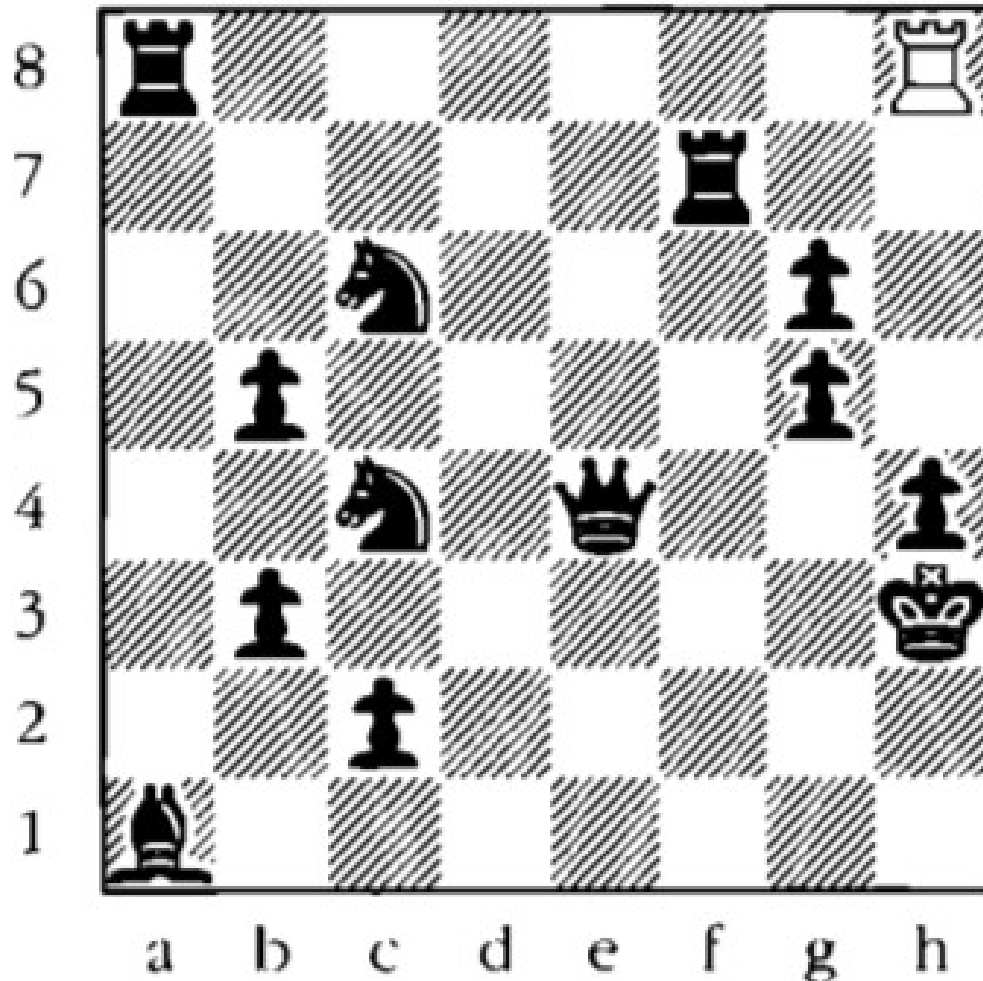
Dodge Em All
Rook Maze 2

Move	Notation
1	
2	
3	
4	
5	
6	

Maze borrowed from Bruce Alberston's Book, Chess Mazes.

Instructions: Use the single white piece to navigate the board, only moving to safe squares (squares that are not attacked by a black piece) until the white piece is able to put the King in check. Write your answers using the algebraic notation of the squares where you will move the piece.
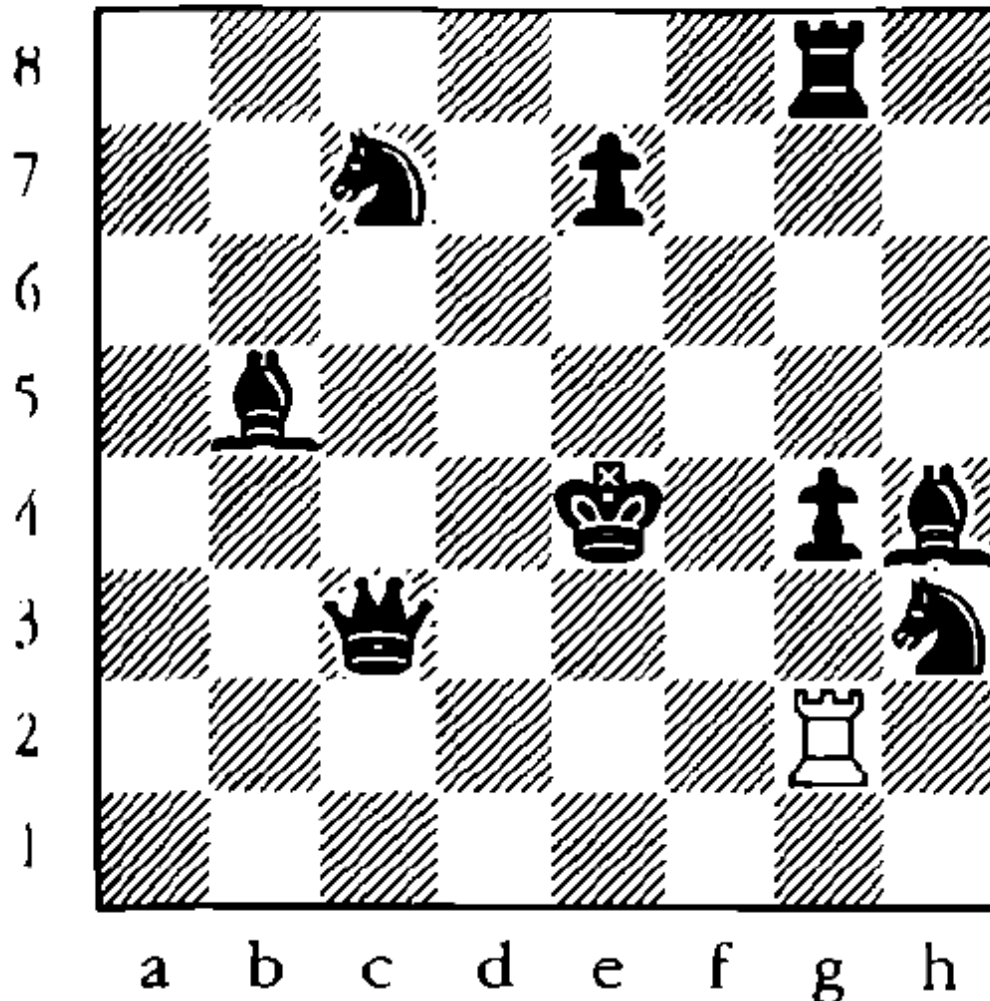
Dodge Em All
Rook Maze 3

Move	Notation
1	
2	
3	
4	
5	
6	
7	
8	

Maze borrowed from Bruce Alberston's Book, Chess Mazes.

Instructions: Use the single white piece to navigate the board, only moving to safe squares (squares that are not attacked by a black piece) until the white piece is able to put the King in check. Write your answers using the algebraic notation of the squares where you will move the piece.
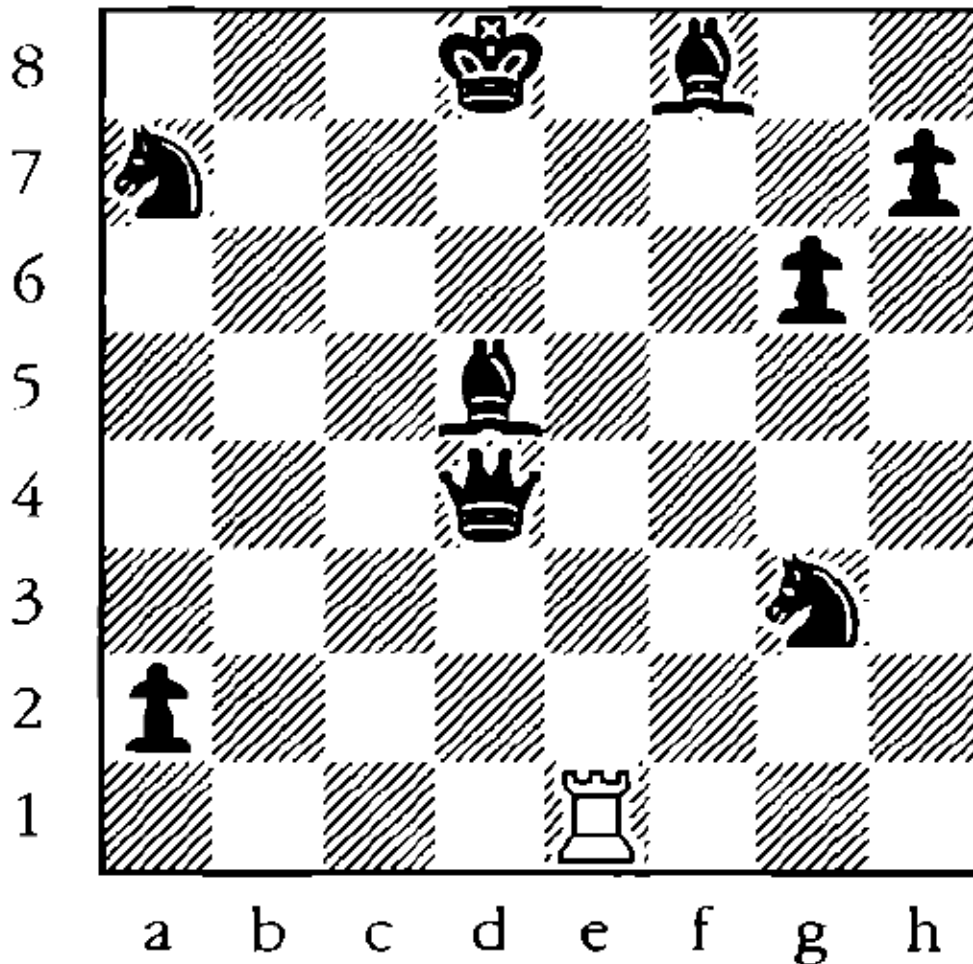
Dodge Em All
Rook Maze 4

Move	Notation
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	

Maze borrowed from Bruce Alberston's Book, Chess Mazes.

Instructions: Use the single white piece to navigate the board, only moving to safe squares (squares that are not attacked by a black piece) until the white piece is able to put the King in check. Write your answers using the algebraic notation of the squares where you will move the piece.
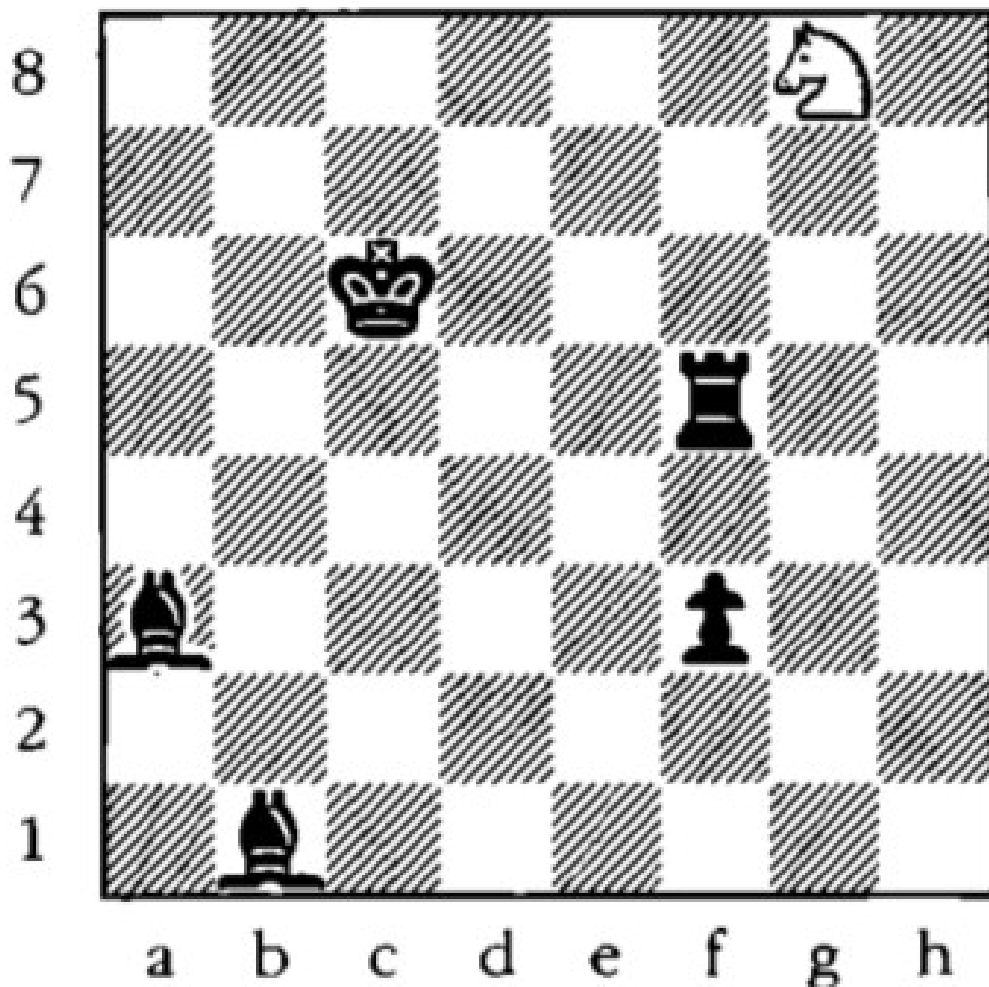
Dodge Em All
Knight Maze 1

Maze borrowed from Bruce Alberston's Book, Chess Mazes.

Move	Notation
1	
2	
3	
4	
5	
6	
7	

Instructions: Use the single white piece to navigate the board, only moving to safe squares (squares that are not attacked by a black piece) until the white piece is able to put the King in check. Write your answers using the algebraic notation of the squares where you will move the piece.
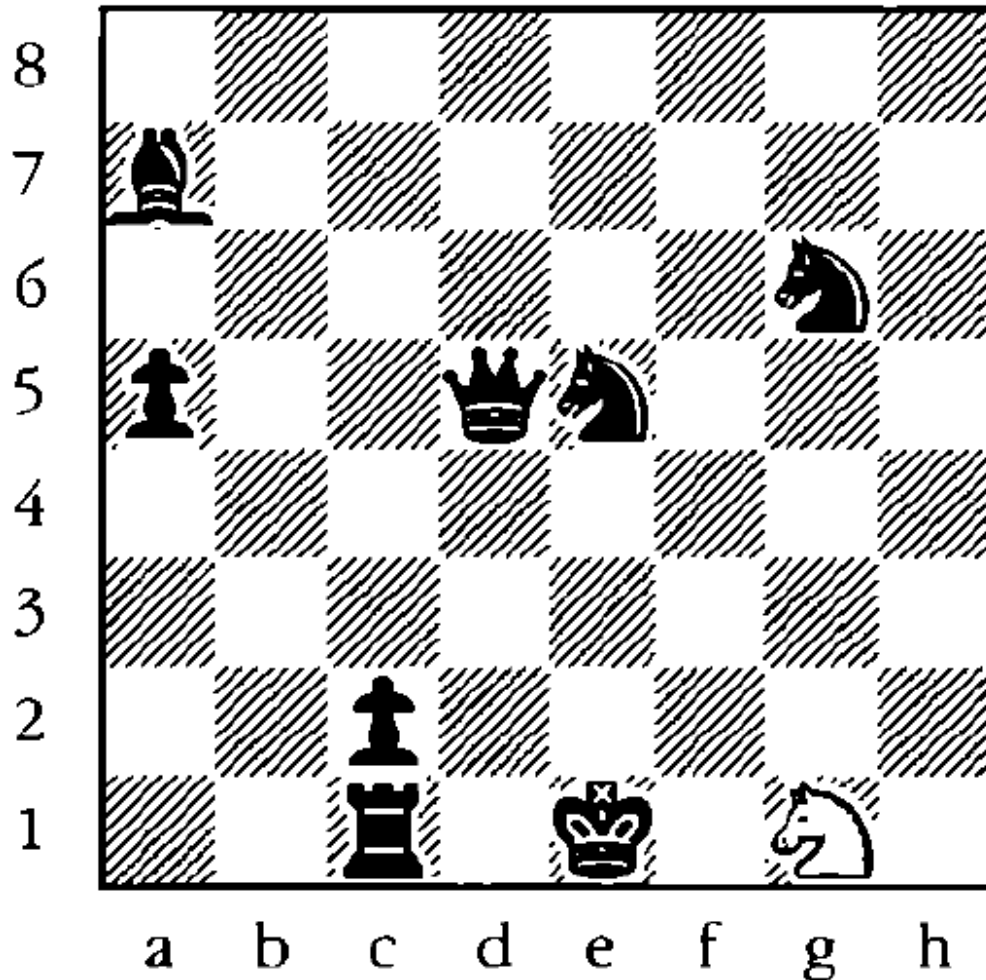
Dodge Em All
Knight Maze 2

Move	Notation
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	

Maze borrowed from Bruce Alberston's Book, Chess Mazes.

Instructions: Use the single white piece to navigate the board, only moving to safe squares (squares that are not attacked by a black piece) until the white piece is able to put the King in check. Write your answers using the algebraic notation of the squares where you will move the piece.
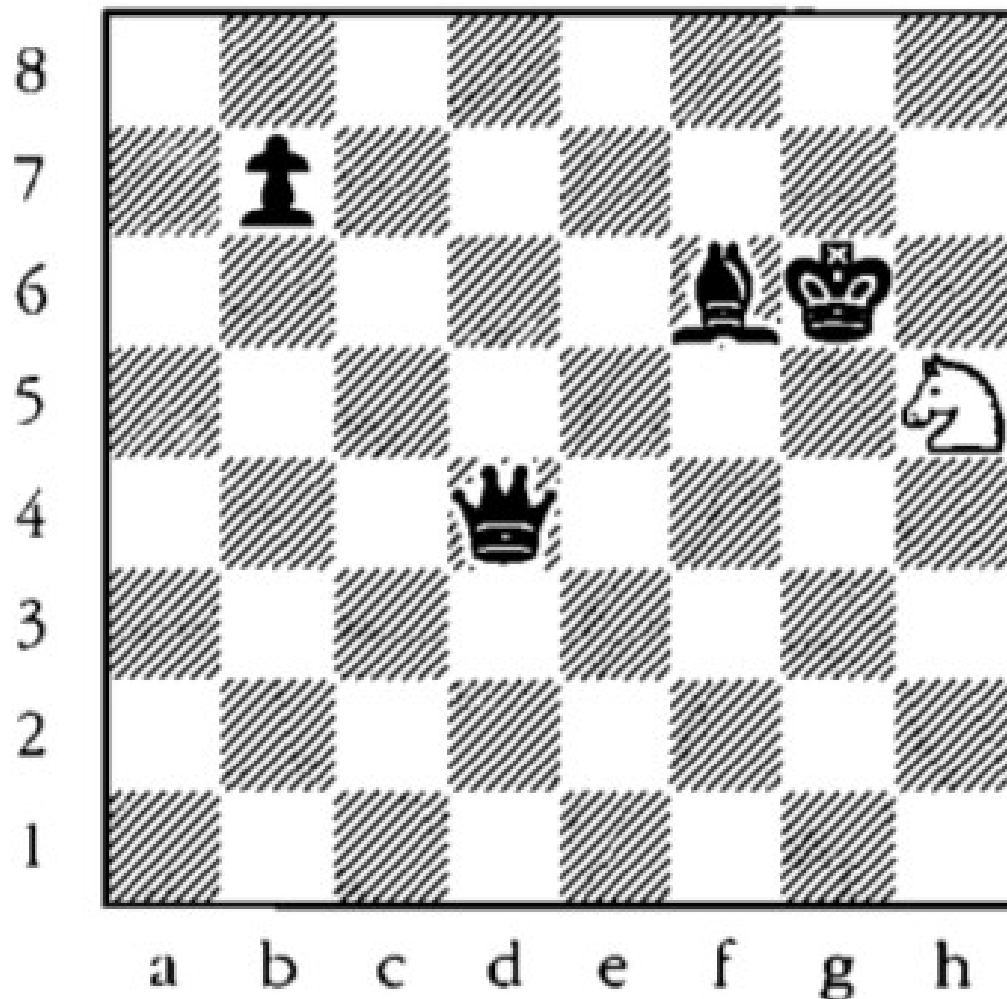
Dodge Em All
Knight Maze 3

Move	Notation
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	

Maze borrowed from Bruce Alberston's Book, Chess Mazes.

Instructions: Use the single white piece to navigate the board, only moving to safe squares (squares that are not attacked by a black piece) until the white piece is able to put the King in check. Write your answers using the algebraic notation of the squares where you will move the piece.
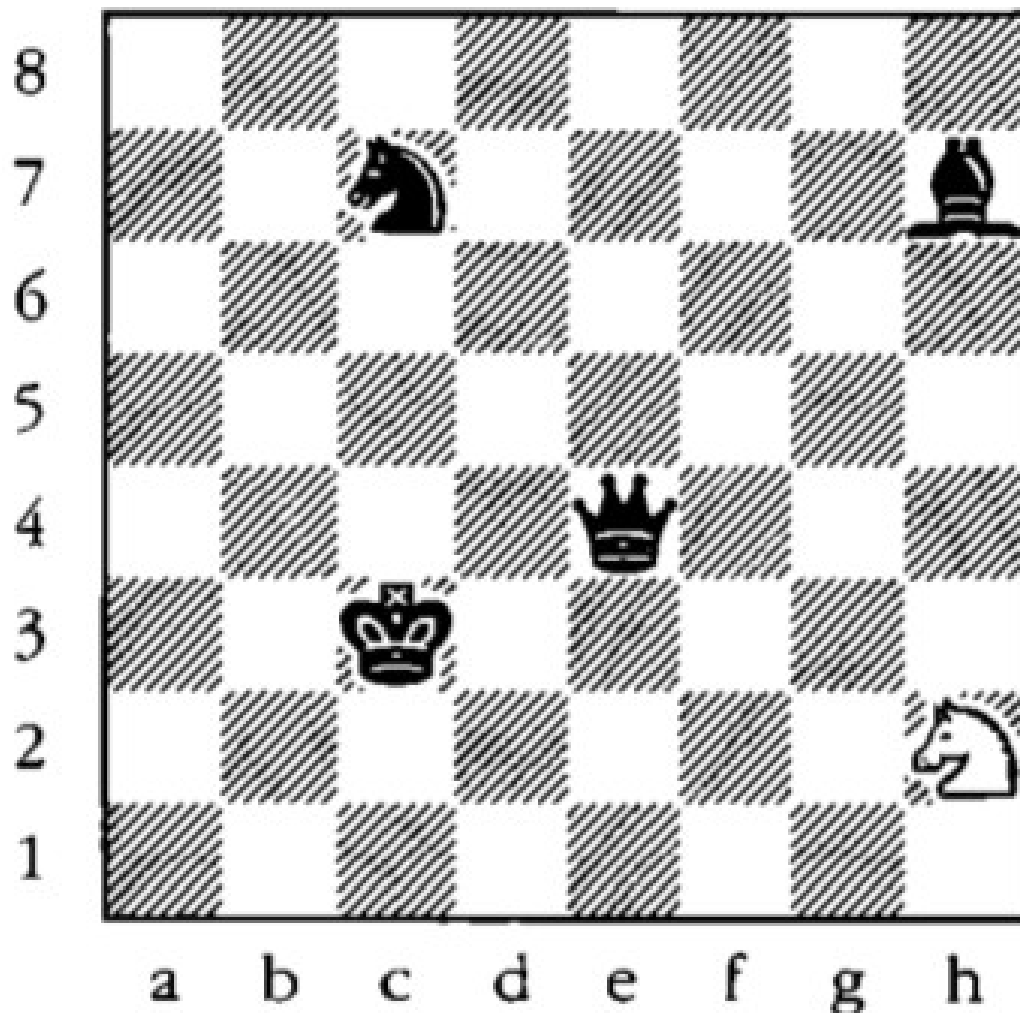
Dodge Em All
Knight Maze 4

Move	Notation
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	

Maze borrowed from Bruce Alberston's Book, Chess Mazes.

Instructions: Use the single white piece to navigate the board, only moving to safe squares (squares that are not attacked by a black piece) until the white piece is able to put the King in check. Write your answers using the algebraic notation of the squares where you will move the piece.