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C O L U M N I S T S

Chess Mazes

Bruce Alberston



Chess Mazes

In the fall of 2004, popular chess author Bruce Alberston released a book called *Chess Mazes*, designed to help students to develop their visualization and planning skills. *Chess Mazes* was an instant success and **ChessCafe** was delighted when Bruce agreed to offer a new *Chess Maze* puzzle each week.

The concept is simple enough: The object is to place the black King in check in the shortest number of moves. The one restriction is that the white piece may not put itself *en prise*, i.e., on a square where it can be captured.

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...

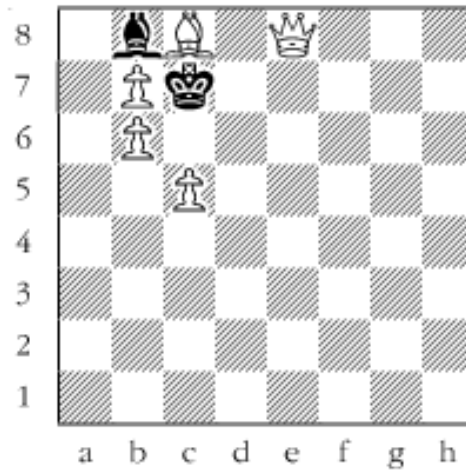
A Pawn Maze

Using his pawns White must bring about checkmate in the shortest way. Pawns can promote but must then remain on their promotion squares. Even though Black cannot move, no pawn must be left *en prise* or placed *en prise*. That also goes for promoted pawns. Checking the king is not allowed.

#11

The first move is forced, capture with underpromotion. 1. dxc8/B Why the d-pawn and not the b-pawn? For that you have to envision how to control c6. The rest falls into place. 2. axb3 3. bxc4 4. f4 5. fxe5 6. e6 7. e7 8. e8/Q 9. c5 10. b4 11. b5 12. b6# You have leeway with move order but the moves shown have to be played.

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