



ChessCafe.com



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.

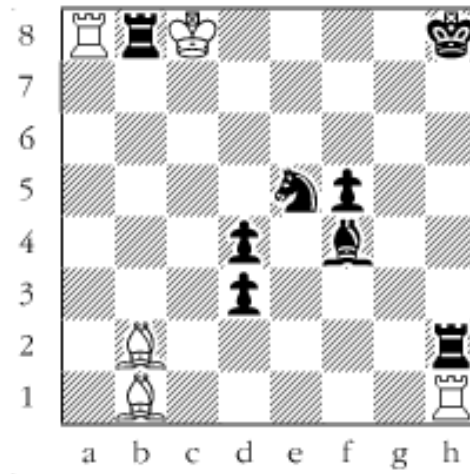
The concept is simple enough: The object is to place the black King in check in the shortest number of moves. The one restriction is that the white piece may not put itself *en prise*, i.e., on a square where it can be captured.

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 King Maze

White gets a king and some helpers but only the king may move. The helpers can't move and neither can black's forces. The object is to mate black's king in the fewest moves. Check to the king is not allowed, nor may White move into check.

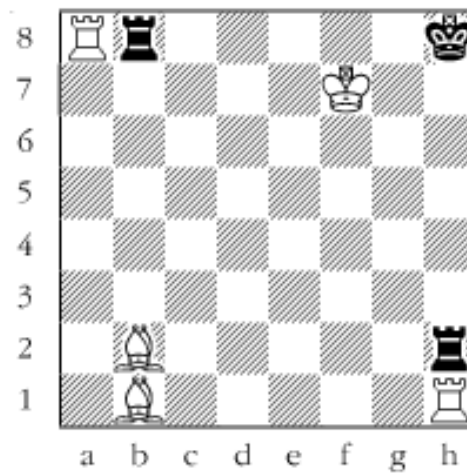
#12



*Scroll down for the solution*

Mate on the long diagonal after clearing the obstacles. 1. Kc7  
 2. Kd6 3. Ke6 4. Kxf5 5. Kxf4 6. Kxe5 7. Ke4 8. Kxd3 9. Kxd4  
 The obstacles are gone and the king cannot leave the diagonal  
 unless it's mate. 10. Ke5 11. Kf6 12. Kf7# Rook pins help.

**#12a**



---

Copyright 2006 Bruce Alberston. All Rights Reserved.

 [TOP OF PAGE](#)

 [HOME](#)

 [COLUMNS](#)

 [LINKS](#)

 [ARCHIVES](#)

 [ABOUT THE  
CHESS CAFE](#)

[\[ChessCafe Home Page\]](#) [\[Book Review\]](#) [\[Columnists\]](#)  
[\[Endgame Study\]](#) [\[Skittles Room\]](#) [\[Archives\]](#)  
[\[Links\]](#) [\[Online Bookstore\]](#) [\[About ChessCafe\]](#) [\[Contact Us\]](#)

Copyright 2005 CyberCafes, LLC. All Rights Reserved.  
"The Chess Cafe®" is a registered trademark of Russell Enterprises, Inc.