



## COLUMNISTS

## 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.

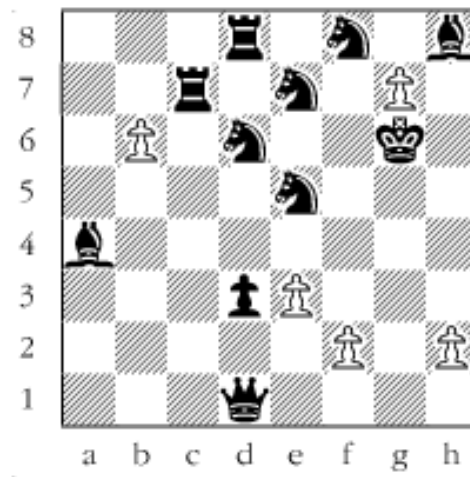
For those who may be interested in a more detailed introduction and overview to these puzzles, we invite you to take a look at the introduction from Bruce's book. Click [here](#) to read more, otherwise, we hope you enjoy this week's *Chess Maze* puzzle...

## A Pawn Maze

In a pawn maze you can use any or all of your pawns to put the black king in checkmate. You are not allowed to give check nor can you place pawns on squares commanded by enemy forces. Pawns can promote but may not leave the promotion squares. What does Black do while White moves his pawns? Nothing. Only the shortest solution is acceptable but you can juggle the move order slightly.

#16

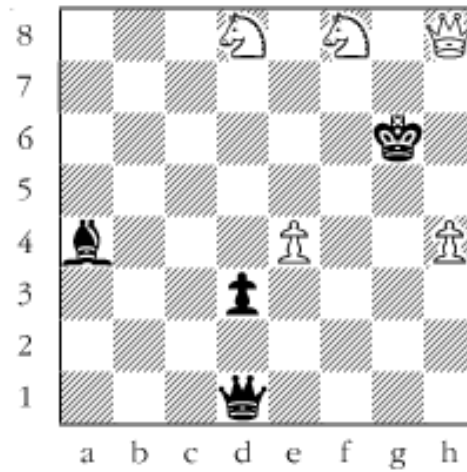




*Scroll down for the solution*

Three promotions. The first is a no brainer; the others you have to think about. 1. gxh8/Q 2. bxc7 3. cxd8/N 4. f4 5. fxe5 6. exd6 7. dxe7 8. e4 9. h4 10. exf8/N#

**#16a**



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