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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.

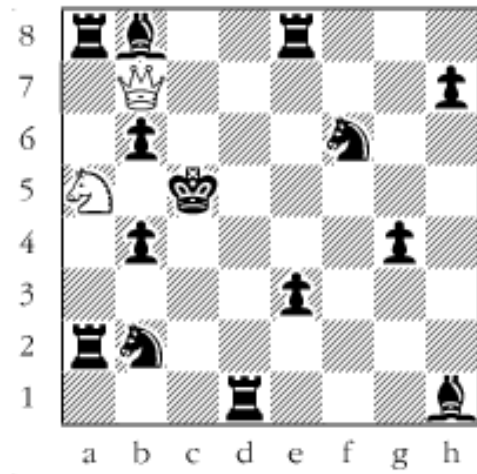
For those who may be interested in a more detailed introduction and overview to these puzzles, we invite you to take a look at the introduction from Bruce's book. Click [here](#) to read more, otherwise, we hope you enjoy this week's *Chess Maze* puzzle...

A Queen Maze

In a *Queen Maze* you play for checkmate moving only your queen. No checks allowed. Even though Black can't move you're not allowed to place the queen on a square where it normally would be taken. Use the shortest route to find the mate. Your helping white knight can take part in the mate but can't leave the a5-square.

#21

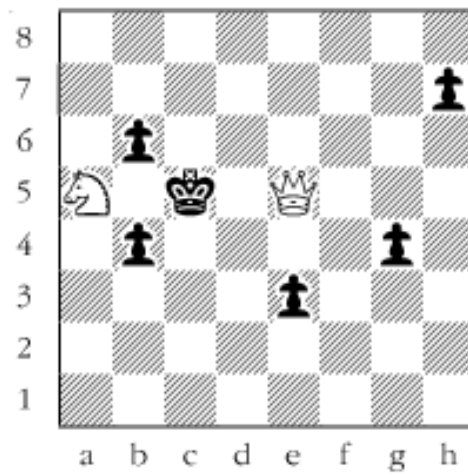




Scroll down for the solution

A demonstration of how the queen beats four rooks. Which rook do you remove first? 1. Qf7 2. Qxa2 3. Qxb2 4. Qxf6 5. Qf7 6. Qxe8 7. Qa4 8. Qxd1 9. Qxh1 10. Qxa8 The rooks are all gone. 11. Qxb8 12. Qe5#

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