



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.

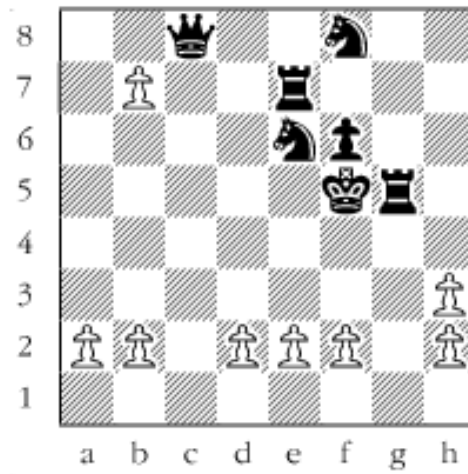
For those who may be interested in a more detailed introduction and overview to these puzzles, we invite you to take a look at the introduction from Bruce's book. Click [here](#) to read more, otherwise, we hope you enjoy this week's *Chess Maze* puzzle...

A Pawn Maze

Checkmate (no checks) with the pawns in the fewest number of moves. Promoted pawns are OK but cannot leave their squares. Pawns cannot be left *en prise* nor can they move to squares controlled by the enemy, this despite the fact that Black can't move. There's some leeway with move order but don't get careless.

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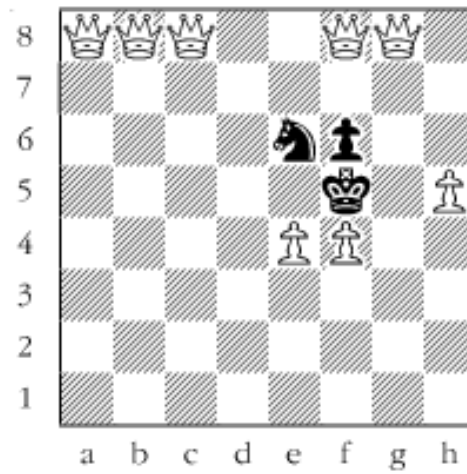




Scroll down for the solution

The initial idea was to set up two pins. 1. bxc8/Q Pin No. 1 on the e6-knight. 2. d4 3. d5 4. d6 5. dxe7 6. exf8/Q Pin No. 2 on the f6-pawn, setting up capture of the rook. 7. b4 8. b5 9. b6 10. b7 11. b8/Q To control f4. 12. f4 13. h4 14. hxg5 Next step advance the g-pawn. 15. h4 16. h5 17. g6 18. g7 19. g8/Q Finally, hone in for mate. 20. a4 21. a5 22. a6 23. a7 24. a8/Q 25. e4#

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