



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.

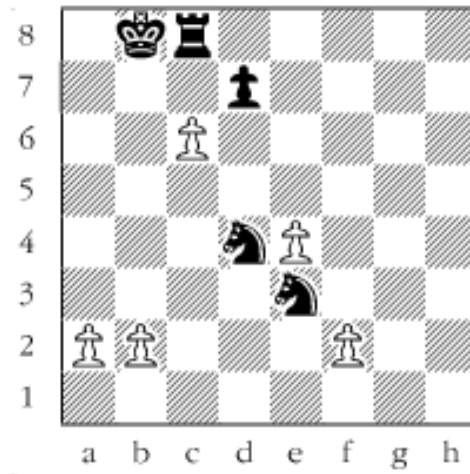
The concept is simple enough: The object is to place the black King in check in the shortest number of moves. The one restriction is that the white piece may not put itself *en prise*, i.e., on a square where it can be captured.

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

White to checkmate (no checks) using his pawns. The pawns can promote but cannot leave their promotion squares. Nor can the black pieces leave their squares unless it is to capture a stray white pawn. Look for the shortest solution that ends in mate.

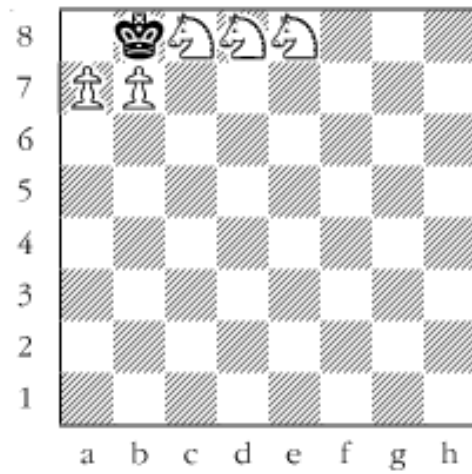
#41



Scroll down for the solution

Black can take c6 so white's first is forced. After that White has some leeway in move order but the following must all be made sooner or later. 1. cxd7 2. fxe3 3. exd4 4. a4 5. a5 6. a6 7. b4 8. b5 9. b6 10. b7 11. dxc8/N 12. d5 13. d6 14. d7 15. d8/N 16. e5 17. e6 18. e7 19. e8/N 20. a7#

#41a



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.