



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.

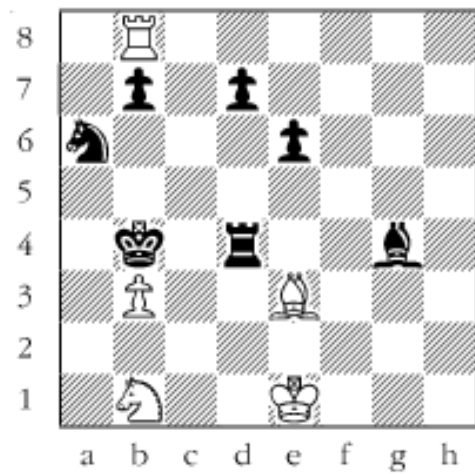
For those who may be interested in a more detailed introduction and overview to these puzzles, we invite you to take a look at the introduction from Bruce's book. Click [here](#) to read more, otherwise, we hope you enjoy this week's *Chess Maze* puzzle...

A King Maze

Moving only his king, White must bring about discovered checkmate. Mere check is not permitted. The other white pieces are helpers and may not leave their starting squares. Neither can the black pieces leave their starting squares. Find the quickest mate.



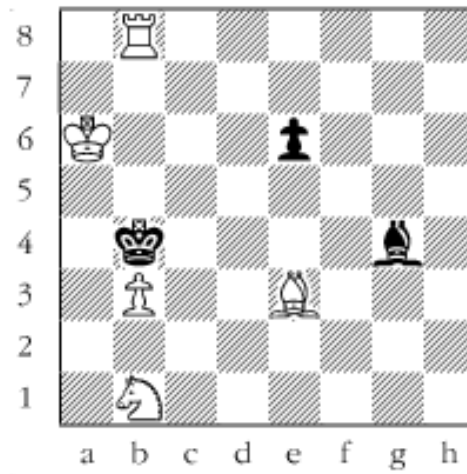
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Scroll down for the solution

1. Kf2 2. Kg3 3. Kh4 4. Kg5 5. Kf6 6. Ke5 7. Kxd4 8. Ke5 9. Kd6 10. Kxd7 11. Kc8 12. Kxb7 13. Kxa6#

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