



## 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.

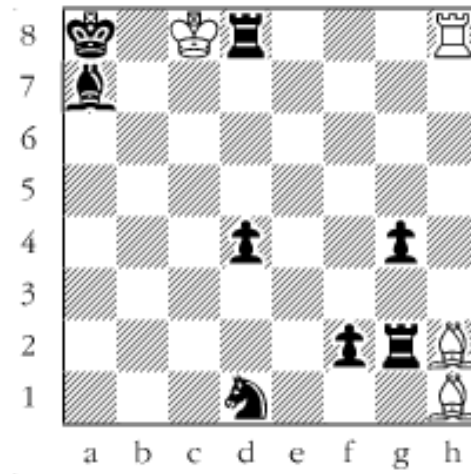
For those who may be interested in a more detailed introduction and overview to these puzzles, we invite you to take a look at the introduction from Bruce's book. Click [here](#) to read more, otherwise, we hope you enjoy this week's *Chess Maze* puzzle...

## A King Maze

The only moving piece on the board is the *White Maze King*, whose job it is to discover mate in the fewest number of moves. Checking the enemy king is not allowed, neither is putting your own king in check.



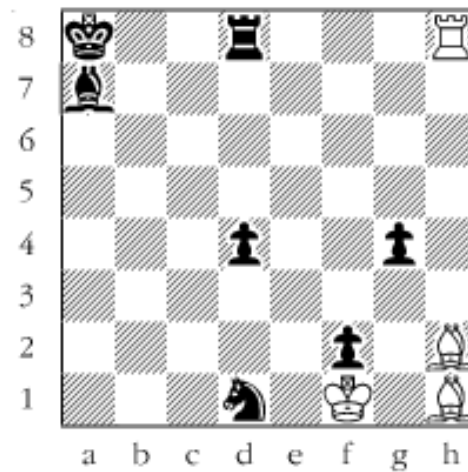
#48



*Scroll down for the solution*

1. Kxd8 is a dead end as discovery is answered by ...Bb8. He has to take the other rook: 1. Kc7 2. Kc6 3. Kb5 4. Kc4 5. Kd3 6. Ke2 7. Kf1 8. Kxg2 9. Kf1#

**#48a**



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