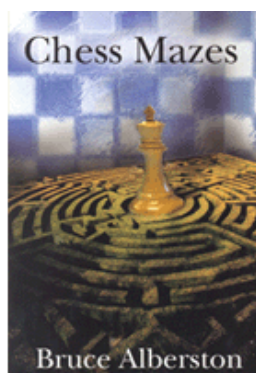




## COLUMNISTS

## Chess Mazes

Bruce Alberston



### CHESSTHEATRE

Play through and download the games  
from [ChessCafe.com](http://ChessCafe.com) in the  
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## 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.com](#) was delighted when Bruce agreed to offer a new *Chess Maze* puzzle each week.

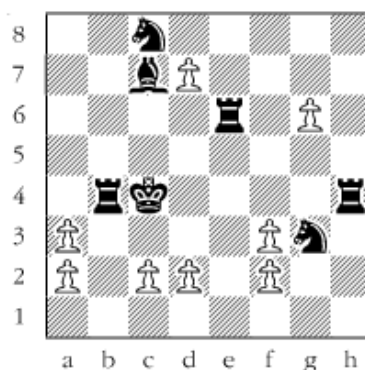
The concept is simple enough: the object is to place the black king in check in the shortest number of moves. The one restriction is that the white piece may not put itself *en prise*, i.e., on a square where it can be captured.

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 with the white pawns. You'll need to promote but remember promoted pawns cannot leave their squares. Avoid checks and moves that leave pawns to be captured.

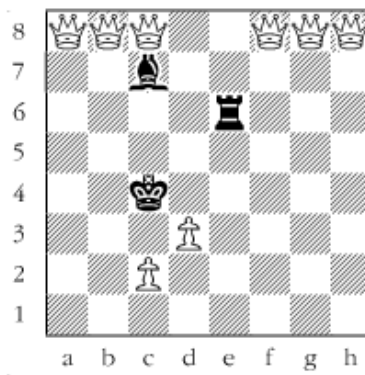
#101



*Scroll down for the solution*

Two pins help set things up. 1 g7 2 g8/Q 3 dxc8/Q 4 fxg3 5 gxh4 6 h5 7 h6 8 h7 9 h8/Q 10 f4 11 f5 12 f6 13 f7 14 f8/Q 15 axb4 16 a4 17 b5 18 b6 19 b7 20 b8/Q 21 a5 22 a6 23 a7 24 a8/Q 25 d3#.

#101a



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