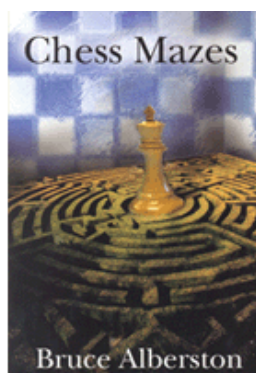




COLUMNISTS

Chess
Mazes

Bruce Alberston



CHESS THEATRE

Play through and download the games
from ChessCafe.com in the [DGT Game Viewer](#).

[The Complete
DGT Product Line](#)

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.

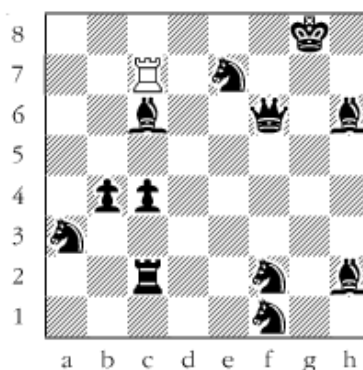
The concept is simple enough: the object is to place the black king in check in the shortest number of moves. The one restriction is that the white piece may not put itself *en prise*, i.e., on a square where it can be captured.

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 Rook Maze

The white rook to manoeuvre around the board till the black king is in check. The rook can capture but must avoid capture by the enemy. The best solution is the fastest.

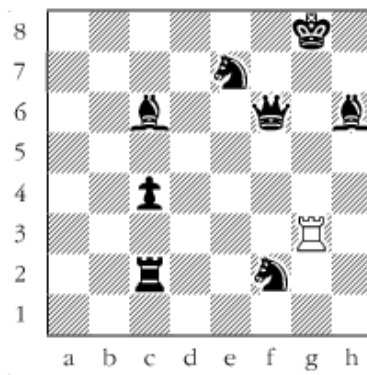
#110



Scroll down for the solution

1 Ra7 2 Ra6 3 Rb6 4 Rxb4 5 Rb6 6 Ra6 7 Rxa3 8 Ra6 9 Rb6 10 Rb1 11 Rxf1 12 Rb1 13 Rb6 14 Ra6 15 Ra5 16 Rh5 17 Rxh2 18 Rh5 19 Ra5 20 Ra3 21 Rg3+.

#110a



© 2007 Bruce Alberston. All Rights Reserved.

 [TOP OF PAGE](#)

 [HOME](#)

 [COLUMNS](#)

 [LINKS](#)

 [ARCHIVES](#)

 [ABOUT THE
CHESS CAFE](#)

[\[ChessCafe Home Page\]](#) [\[Book Review\]](#) [\[Columnists\]](#)
[\[Endgame Study\]](#) [\[The Skittles Room\]](#) [\[Archives\]](#)
[\[Links\]](#) [\[Online Bookstore\]](#) [\[About ChessCafe.com\]](#) [\[Contact Us\]](#)

© 2007 CyberCafes, LLC. All Rights Reserved.
"ChessCafe.com®" is a registered trademark of Russell Enterprises, Inc.