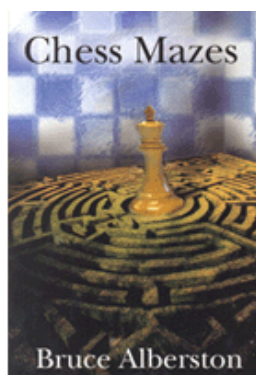




## COLUMNISTS

Chess  
Mazes

Bruce Alberston



CHESS THEATRE

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

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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.

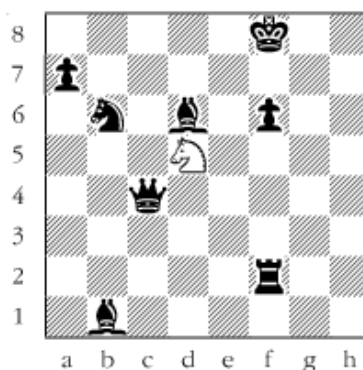
The concept is simple enough: the object is to place the black king in check in the shortest number of moves. The one restriction is that the white piece may not put itself *en prise*, i.e., on a square where it can be captured.

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 Knight Maze

The white knight to check black's king in the shortest number of moves. Don't play the knight to where it can be taken.

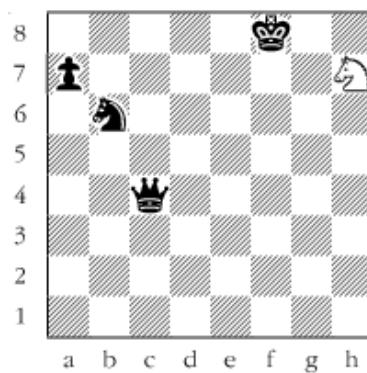
#111



*Scroll down for the solution*

1 Ne3 2 Nd1 3 Nxf2 4 Nh3 5 Ng1 6 Nf3 7 Nd2 8 Nxb1 9 Nd2 10 Nf3 11 Ne1 12 Ng2 13 Ne3 14 Nf5 15 Nxd6 16 Nf5 17 Ng3 18 Nh5 19 Nxf6 20 Nh7+.

#111a



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