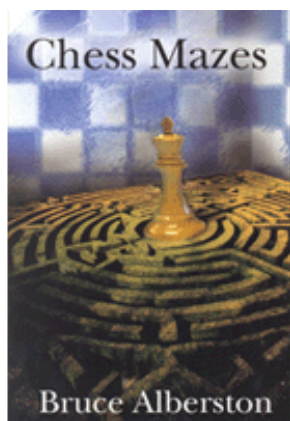




COLUMNISTS

Chess Mazes

Bruce Alberston



CHESSTHEATRE

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

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.

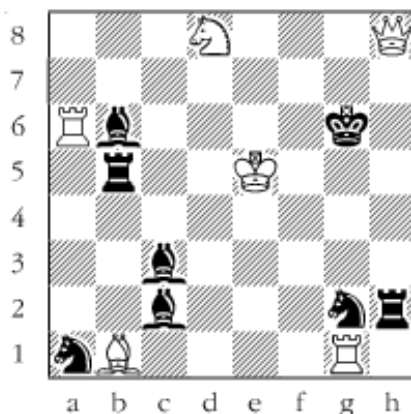
The concept is simple enough: the object is to place the black king in check in the shortest number of moves. The one restriction is that the white piece may not put itself *en prise*, i.e., on a square where it can be captured.

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...

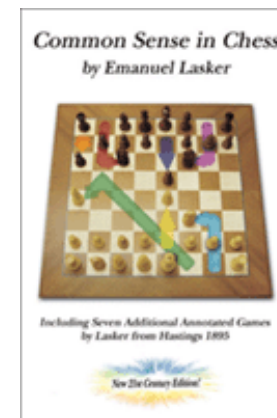
A King Maze

White gives mate (no checks) with his king. Helpers can't move. There's misdirection built into the position. Avoid it and find the optimal solution.

#120



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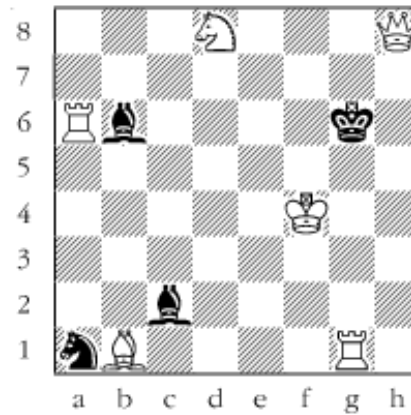
[Deluxe Tournament Scorebook](#)



[Getting Lucky](#)
by Richard Sparks

1 Kd6 2 Kc6 3 Kxb5 4 Kc4 5 Kxc3 6 Kd2 7 Ke2 8 Kf3 9 Kg3 10 Kxh2 11
Kxg2 12 Kg3 13 Kf4#.

#120a





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