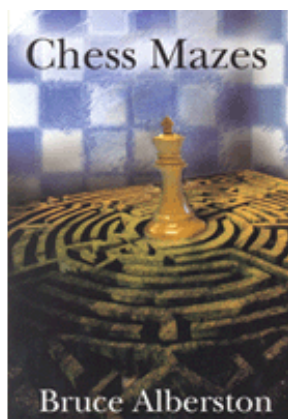




COLUMNISTS

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.

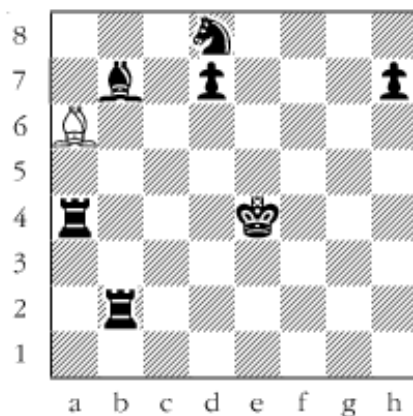
The concept is simple enough: the object is to place the black king in check in the shortest number of moves. The one restriction is that the white piece may not put itself *en prise*, i.e., on a square where it can be captured.

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...

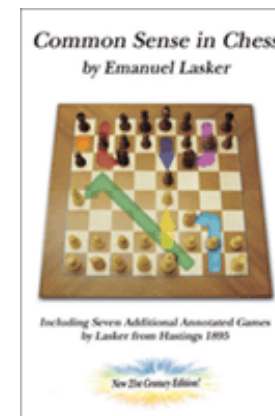
A Bishop Maze

The goal is to check the black king without losing your lone bishop. The shortest route is the best. Recall that Black can't move.

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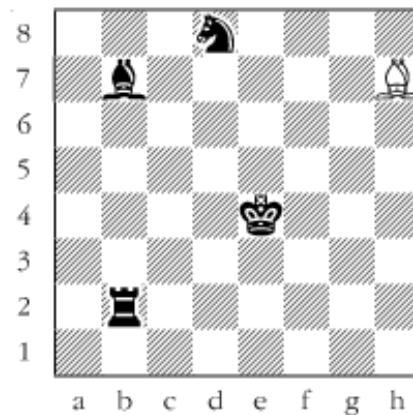
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1 Bf1 2 Bh3 3 Bxd7 4 Bxa4 5 Bd7 6 Bh3 7 Bf1 8 Bc4 9 Bg8 10 Bxh7#.

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