500 MASTER GAMES OF CHESS

DR. S. TARTAKOWER AND J. DU MONT

This compilation of 500 master games is the greatest standard collection of chess games ever published in English. Ranging over 150 years of master play, these games include masterpieces of every kind by such master players as Anderssen, Morphy, Blackburne, Pillsbury, Lasker, Marshall, Steinitz, Tarrasch, Alekhine, Capablanca, Spielmann, Tartakower, Rubinstein, Réti, Nimzowitsch, Euwe, Botvinnik, and many more. There are also once-in-a-lifetime masterpieces, such as Franz-Mayet (1858) and Bowdler-Conway (1788), and other interesting examples.

Just browsing through this tremendous collection, the chess player will find such exceptional games as Schlechter–Lasker (from the match, 1910), Botvinnik–Euwe (Leningrad, 1934), Capablanca–Bogoljubow (London, 1922), Blackburne–Gifford (The Hague, 1874), Lasker–Pillsbury (St. Petersburg, 1896), Alekhine–Fine (Hastings, 1937), Bird–Mason (New York, 1876), Capablanca–Alekhine (from the match, 1st game, 1927), Botvinnik–Flohr (from the match, 1933), Morphy–Anderssen (from the match, 1858), Janowski–Marshall (Cambridge Springs, 1904), Steinitz–Bird (Hastings, 1895), Rubinstein–Spielmann (San Sebastian, 1912), Réti–Bogoljubow (New York, 1924), and many, many more. Many of the games exhibit important advances in opening play, and to further increase the instructional value of these games the editors have arranged all the games into 33 opening categories—Ruy Lopez, Queen's Gambit, Sicilian Defense, etc. There is also a supplementary section of 26 unusual games—games played at odds, blindfold, lightning chess, and so on.

International Grandmaster Tartakower and chess editor and author du Mont have supplied expert annotations (with over 85 extra miniature games) and incisive introductory comments for each game. The comments, annotations and, above all, the unsurpassed selection of games have given this collection an almost legendary reputation among knowledgeable chess enthusiasts since its initial publication. Now, in this republication, it is a must for every serious chess player.

Republication of the original (1952) edition. Index. 267 diagrams. xxviii + 665pp. 5 3/4 x 8 1/2. 23208-5 Paperbound

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500
MASTER GAMES
OF CHESS
PREFACE

The games in this collection have been selected for their intrinsic merit, and although there are many examples of extreme brilliance among them, the guiding idea has been to reproduce masterpieces representative of the style of the respective periods in the history of Chess.

It is hoped that, by grouping the games according to openings and within their particular sections, chronologically, the pedagogical value of the work will have been increased, without any loss in other directions.

It should be remembered that the character of an opening is often kept up throughout the middle-game and because of the peculiarities of its pawn formation can, and frequently does, have an influence even on the end-game. A collection such as this can be looked upon as complementary to the standard works on the theory of the openings.

The authors wish to express their gratitude to Messrs. D. Castello and R. N. Coles, who have undertaken the gigantic task of reading the whole of the proofs, and others who have assisted in this work.

Also, and in particular, to Miss Joan Kealey, now Mrs. Ronald Smith, who, out of over 8,000 games, copied and in part translated well over 2,000 for final selection, an undertaking which she carried out with exemplary thoroughness and accuracy.

S. TARTAKOWER.
J. DU MONT.
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453 Alekhine–Sultan Khan 1931
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454 Golombek–Margate 1937
Norman–Hansen

455 Tartakower–L. Steiner 1935
Warsaw, 1935 8 ... P–QB4

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462 Appel–Tartakower 1925
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463 The–Lasker 1925
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1925 3 ... P–QB3; 4 P–K4

**Steiner H. O.–Oppenenski**

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465 Tarrasch–Alekhine 1922
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466 Vidmar–Nimzowitsch 1927
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471 Bogoljubow–Monticelli 1929
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472 Michell–Colle 1930–1
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473 Stahlberg–Petrov 1938
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474 Vidmar–Alekhine 1930
San Remo, 1930 4 Q–B2, P–Q4; 5 P–QR3

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478 Yates–Spielmann 1926
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479 Thomas–Réti 1925
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481 Staunton–Horwitz 1951
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482 Zukertort–Blackburne 1883
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484 Flohr–Schmidt 1929
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485 Mäller–Duchamp 1928
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487 Alexander–Fine 1936
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488 Golombek–Horowitz 1935
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489 Réti–Bogoljubow 1924
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490 Owen–Burh 1887
London, 1887 1 ... P–Q4

491 Réti–Romaniwski 1925
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492 Euwe–Alekhine 1926
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493 Nimzowitsch–Baden-Baden, 1925 2 P–Kt3

494 Rosselli del Turco 1935
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495 Botvinik–Tchechev 1938
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496 Mikenas–Alexander 1938
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497 Santasiere–Reinfeld 1936
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499 Baratz–Menchik 1927
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at end
1. GIUOCO PIANO

White

Black

BLEDOW VON DER LASA

(Berlin, 1839)

Morphy's great principles—the formation of a pawn centre, the most rapid development of the pieces (even at the cost of material), the opening up of lines of attack, the deadly effect of an advanced pawn—all are already in evidence in the following old-time game.

1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 B—B4  B—B4
4 P—B3

With the idea—known and appreciated ever since chess was played—of establishing a pawn centre by P—Q4.

4 ....  Q—K2
One of the earliest defences.

5 P—Q4  B—Kt3
A complement of his last move. Black evidently wishes to maintain a hold on his K4. If he abandons the centre by 5 .... P×P; White plays 6 Castles, and his pressure, at the expense of a pawn (6 .... P×P; 7 Kt×P, etc.), would become irksome.

6 Castles  P—Q3
7 P—QR4
This flank attack already threatens to win a piece by 8 P—R5, B×RP (or 8 .... Kt×RP; 9 R×Kt, B×R; 10 Q—R4 ch, winning the Bishop); 9 R×B, Kt×R; 10 Q—R4 ch, Kt—B3; 11 P×Q, P×Q3; 12 P×Kt, P×QKt4; 13 B×P, and White has the last word.

7 ....  P—QR4
7 .... P—QR3; 8 P—QKt4.

8 B—K3  Kt—B3
Here the gain of a pawn by 8 .... P×P; 9 P×P, Q×P; would be refuted by 10 R—K1, with a winning frontal attack.

9 P×P
It is also feasible to maintain the tension in the centre by 9 QKt—Q2.

9 ....  QKt×P
10 Kt×Kt  P×Kt
11 B×B  P×B
12 Kt—Q2  Castles
13 Q—K2  B—Q2
Instead of seeking simplification by 13 .... B—K3; Black pursues more ambitious plans.

14 QR—Q1
Disregarding the loss of a pawn, White speeds up his development.

14 ....  B×P
15 P—QKt3  B—B3
16 P—B4
The opening of the KB file is important.

16 ....  QR—Q1
17 P×P  Q×P
18 R—B5  Q—Q3
Or 18 .... Q—K2; 19 P—K5, P—QKt4; 20 Kt—Q4, and White's pressure is more effective still.

19 P—K5  Q—B4 ch
20 K×K1  Kt—K5
Black's hope of obtaining relief by exchanges is doomed to disappointment. But if 20 .... Kt—Q4; 21 P—K6, and if 20 .... Kt—Q2; or 20 .... QR—K1; 21 QR—KB1, and in either case White has the advantage.

21 Kt×Kt  R×R ch
22 Q×R  B×Kt
Hoping to drive away the bellicose Rook (e.g.: 23 R—Kt5, P—R3; 24 R—R5, B—Kt3; followed by .... Q×P; or 23 R—R5, B—Kt3; 24 R—Kt5, Q—K6); the more interesting is the ensuing drama which unfolds round the sensitive point KB7. (Diagram. See p. 2.)

23 R×P  R×R
24 Q—Q8 ch  Q—B1
25 B×R ch  K×B
26 P—K6 ch  K—Kt1
27 P—K7  Resigns.

The mobility of this pawn has played the decisive rôle in the attack.
In this game Black’s strategy abounds in manœuvres which are deeply conceived, but very hard to fathom; such are the subtle waiting moves 11 ... Q-Q1; and 13 ... B-R2; and also is the challenging sortie 21 ... B-B4; which heralds the winning coup 22 ... B x P.

1 P-K4
2 Kt-KB3
3 B-B4
4 P-B3

On the same lines as the ancient continuation 4 ... Q-K2; 5 P-Q4, B-K3; etc. But there is a subtler improvement, for if now White were to reply 5 P-Q3 (instead of 5 P-Q4), Black has no need to mobilise his Queen for the “overprotection” of his KP.

5 P-Q4
6 Castles

Another refinement of the opening and more energetic than 6 ... P-Q3. Now White has to take measures to protect his KP, and this lessens his prospects of attack.

7 R-K1

The most lively continuation here is 7 B x Kt5. 7 P x P simplifies the game too much, whilst 7 P-Q5, Kt-QKt1 loses in a congested position.

Position after 22 ... B x Kt

20 Kt x Kt
21 P x P

He accepts the proffered pawn as he does not fear the reply 21 ... B x P; 22 P x B, Q x Kt; 23 B-K2, after which White would then have a strong position.

21 B-K4

The idea underlying this challenging manœuvre is to turn aside the adverse KB from his post of observation and then to pounce upon the denuded King’s field.

22 B-Q3

Plausible, but in the light of the preceding remark, it would have been wiser to play 22 Q-B1 or 22 Q-Q2, although in either case Black would have regained his pawn with advantage.

22 B x P

Breaking down the hostile bastions (see note to White’s 9th move) and threatening ... B x P.

23 P x B

Here 23 Q-Q2, offered more resistance.

24 R x R ch

By playing 24 B x B1, at once with the continuation 24 ... R x R ch; 25 R x R, Q x Q, etc., White would have lost a pawn, but he would have avoided the subsequent catastrophe.

24 ... Kt x B
25 B-B1
This frontal assault is decisive.

26 P-B4
27 K-R2
Super-brilliance.

31 B x P
After 31 K x B, there is a mate in two by 32 B x P dis ch; etc.

28 R x Kt
29 B-R3
R-R5

Resigns.

White

Black

EULSKASES GRUNFELD
(Mährisch-Ostrau, 1933)

This game is typical of the modern style, and recalls a modern war of attrition. We observe what may be termed liquidating sacrifices.

This beautiful move 27 Kt-B5, loses a piece temporarily only, but White secures a breach in the open Kt file. Later on, 40 P-R5, abandons the QKtP only to regain it forthwith, obtaining thereby a base for action on the QKt file. In the sequel, 45 Q-B7 ch gives up a valuable pawn in order to obtain the still more valuable asset of an irritation by a Rook into the hostile camp.

Even the final move 53 R-R8 represents, theoretically speaking, the sacrifice of the well-advanced QP with the sole object of liquidating the last remaining pieces.

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3 B-B4
4 P-B3
5 P-Q4
6 Castles

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3 B-B4
4 P-B3
5 P-Q4
6 Castles

Another refinement of the opening and more energetic than 6 ... P-Q3. Now White has to take measures to protect his KP, and this lessens his prospects of attack.

7 R-K1

The most lively continuation here is 7 B x Kt5. 7 P x P simplifies the game too much, whilst 7 P-Q5, Kt-QKt1 loses in a congested position.
In view of the menace of 10 Kt—B4, Black wishes to preserve his active KB.

In the aggressive advance 13 .... P—KB4; which, however, is prevented by White's next move.

Still hankering after .... P—KB4; and trying at the same time to mobilise the inactive KtK. But Black's position remains cramped.

Black sees himself compelled to abandon the projected advance .... P—KB4.

Or, for example, 17 .... K—R1; 18 R—Kt1, and White will still initiate a lively attack by P—K4.

If Black wanted to prepare for this counter-action by 21 .... R—B1; White could prevent it altogether by 22 B—Q4.

Against 26 .... K—R1; White would reply with the same move as in the text, namely 27 Kt—B5, for after 27 .... P—Kt; 28 P—B, Black's KtK is tied to its post because of the threat 29 R—Kt mate.

In masterly fashion concentrated his forces on the critical sector, White at last forces the enemy defences.

If 27 .... Kt—Kt; 28 P—Kt, P—Kt4; in the hope of keeping the Kt file closed, then 29 P—R4, or more speedily still, 29 B—Kt; 30 P—R, P—Kt5; 31 R—B would break down all resistance.

Position after 26 .... R—B2

| 28 P×P | Q—K1 |
| 29 R×KtP | Q—Q2 |
| 30 R×Kt ch | R×R |
| 31 B×R | Q×B |
| 32 Q—QB | Kt—Kt3 |
| 33 P×Kt | P—R3 |
| 34 Q×B | Q—B1 |

If 34 .... R×P; 35 Q×Kt6, K—R1; (35 .... K—K1; 36 Q×Q, etc.); 36 Q×Q, K—Kt7; 37 R—Q7 ch, K any; 38 R—R7 mate.

If instead, 35 .... R×P; 36 Q×Kt6, K—Kt7 (35 .... K—K1; 36 Q×Q, etc.); 37 R—Q7 ch, K any; 38 R—R7 mate.

If 36 R—Q1, P×Kt3 |
| 37 P—Kt3 |
| 38 Q×B | R—Kt2 |
| 39 R—R4 |

A better defence would result from 39 .... Q—Q2. Suicidal in any case would be 39 .... K×P; because of 40 R—Kt1 ch, and the attack on the KtK file revives in full vigour.

If 40 P—R5, P×P |
| 41 R—QKt1 | P—Kt6 |
| 42 R×P | Q—Q2 |
| 43 Q×B |

With a decisive gain of territory, for Black can neither afford to exchange Queens (43 .... Q×Q; 44 P×Q, threatening 45 P×R, nor try to escape the worst by 43 .... Q×P (because of 44 R—Kt8).
14 Kt—K2
An impetuous player, McDonnell prepares an aggressive counter-action (18 P—K4), but 14 ... P—R1 would have been more level-headed. Other lines of defence would be 14 ... P—KR3 or 14 ... B—R4, in order to eliminate a dangerous unit; but Black does not seem to fear his adversary's machinations.

15 Kt—K2 R—R1
16 R—KKt1 K—B1
17 R—Kt2
With the double mission of rendering the King mobile (by guarding the KBP) and of doubting Rooks on the critical file.

17 ... K—K2
18 Castles P—K4
See note to Black's 14th move. A sounder continuation would be 18 ... B—Q2, to be followed by ... QR—KKt1.

19 P—Kt5 P—B4
A critical juncture. Again Black seems to underestimate his opponent's resources and to assess his own chances too highly. There was a complicated continuation as follows: 19 P—Q5; 20 R—P, B—P (threatening 21 ... B—K6 ch), e.g.:
A. 21 R—P ch, K—Q3; and Black wins.
B. 21 K—Q2 (to parry 21 ... B—K6 ch), B—R5; (overhauling the attack).
C. 21 P—Q6 ch, P—P; 22 R—Kt7, B—K3; 23 B—K2, B—B4; 24 R—B1, B—K6 ch; 25 K—Q1, QR—KB1; and Black has consolidated his position.

21 R—Kt7 (threatening 22 P—Q6 ch); 21 ... K—B1; 22 R—Kt2, B—K6 ch; 23 K—B2, R—Kt1; putting his house in order.
E. 21 R—Kt2 (the best continuation of the attack); 21 ... B—K6 ch; 22 K—B2, etc., with even chances.

20 Kt—B3 B—B4
Providing against the threat which has suddenly arisen: 21 P—Q6 ch, P—P; 22 Kt—Q5 ch.

21 P—Kt6 B—Q3
22 Kt—K5 P—K3
23 P—B4
If 23 QR—Kt1, at once, Black plays 23 ... P—B5; barring the way.

23 ... Kt—P5
24 QR—Kt1 K—B1
Or 24 ... B—Q2; 25 R—Kt7 ch, K—K1; 26 P—K5, B—KB1 (26 ... B—P; 27 R—K1); 27 R (Kt7)—Kt6; and White has his own way.

25 R—Kt6
Preparing the final onslaught which White conducts with great ability.

25 ... P—B6
26 P—K4
27 P—Q6
Reopening the diagonal, closed for the last 20 moves (7 P—Q5), with overwhelming effect.

27 ... P—P
28 R—Kt8 ch R—R
29 R—R ch K—K2
30 Kt—Q5 ch K—Q2
31 B—K5 mate

White
Black

SPIELMANN JANOWSKI
(Carlsbad, 1907)

The feature of the following beautiful game is the thorough manner in which White takes advantage of the K file, which he opens at the cost of the temporary sacrifice of a pawn (8 Castles), and finally controls at the cost of another pawn (19 P—Q6).

His forces penetrate into the hostile position (18 R—K7, 25 Kt—K7 ch, and 29 Kt—K7), with the most damaging results.

1 P—K4 P—K4
2 Kt—K3 Kt—Q3
3 B—B4 B—B4
4 P—B3 P—Q3
5 P—Q4 P—P
6 P—P B—Kt3
7 P—Kt3
As in reply to 7 B—K3, or 7 Kt—B3, Black's 7 ... B—Kt5 might prove irksome. White decides to sacrifice in his development in order to eliminate this threat once and for all.

7 ... Kt—B3
8 Castles

If 8 Kt—B3, there follows the well-known simplification: 8 ... Kt—Kt5; 9 Kt—Kt (or 9 B—P ch, K—B; 10 Kt—Kt, R—K1, with artificial castling, advantageous in this case; or 9 Q—K2, Castles); 9 ... P—Q4.

For this reason White gives up the threatened pawn for the sake of an attack.

8 ... Kt×K P—B6
10 R—Kt1 Kt×Q
11 B—Kt5
White gains an important tempo by this intermediary manoeuvre, as Black could not very well reply 11 ... P—B3, on account of 12 B—Kt3, P×B; 13 Kt—B3, with advantage to White.

11 ... Q—Q3
12 B×P Q×B
13 Kt—B3 Q—Q2
14 P—Q5

Although isolated, this centre pawn assumes the role of a blockader.

14 ... P—B3
15 B—K3 Kt—Q1
In order to control the square at his K3, if for 15 ... Kt—K2, there follows 16 B×B, RP×B; 17 Q—Q3, K—R1; 18 Kt—Q4, with many threats.

16 B×B RP×B
17 Q—K2
Increasing the pressure on the K file.

17 ... Kt—B2
18 R—K7 Q—Q1
With the counter-threat 19 ... Kt—K4.

19 P—Q6
A vacating sacrifice.

19 ... Kt×P
A crucial moment. It is obvious that after 19 ... Q×P; 20 Kt—QKt5 (as also 20 R—Q1) is to White's advantage. Similarly, if 19 ... P—B3, the following beautiful continuation secures White an advantage in material: 20 P—Q7, B×P; 21 R—Q1, Kt—K4; 22 QR×B, Kt×R; 23 Q—K6 ch, K—R1; 24 R×Kt. Less clear is the ultimate result of 19 ... P×P; e.g. 20 Kt×Kt, QKt5 (the most logical move) is 20 R×P, anticipating future weaknesses on Black's Q side; 20 ... R—R4; 21 R—Q1, Kt—K4; threatening 22 ... R×Kt.

20 Kt—Q5 R—B2
21 R—K1 B—Q2
22 Kt—K4
This Knight wishes even to surpass its companion in usefulness.

22 ... R—R4
Instead of thus relinquishing the greatest possible control of his first rank, Black would have done better to play 22 ... P—B3.

23 R×R Kt×R
24 Kt×B
A tactical finesse which is to bring yet another piece into the firing line (24 ... B×Kt; 25 Q—K8 ch, Q×Q; 26 R×Q mate).

24 Kt×Kt Kt—Q4
Orde, contre-ordre, désordre. The black King should have looked after his own defence by 24 ... K—B1.

25 Kt—K7 ch K—R1
26 P—QKt4 R—R1
27 P—B4 Kt×Kt
28 Kt×Kt ch P×Kt
29 Kt—K7 Q—K1
Black's precarious situation is well illustrated also in the following variation: 29 ... B—K1; 30 R—Q1, and the black Queen has only one pitiful retreat, namely 30 ... Q—Kt1; after which follows: 31 Q—Q4, threatening 32 Q—R4 mate.

30 Q—Q2 P—K1
31 P×P
In order to save the mate, Black must already leave corpses by the way.

32 Q—Q2 P—Kt4
33 Q—P
34 R—K4 R—R3
Black has no valid defence, e.g. 34 ... Q—B2; 35 R—R4, R—R3; 36 R×R, P×R; 37 Q×P ch, Q—R2; 38 Kt×Kt ch (or 38 Q—B8, with mate to follow); 38 ... K—K1; 39 Q—B8 mate.

35 Kt—B5 Q—K3
Saying the saving, but losing a piece. As, however, neither 35 ... Q×Kt nor 35 ... K—K3 is feasible (because of 36 Q×P mate), Black disbands the continuation 35 ... Q—KB1; 36 Kt×R, P×Kt; with a slightly prolonged agony.

36 Q—Q8 ch
If 36 Kt×R, Black plays, not 36 ... Q×Q (because of 37 Kt—B7 ch and Kt×Q), but 36 ... Q×R; and Black is safe.

36 ... K—R2
37 Q×B R—R4
38 R—Kt4 R—Kt4
39 R—R4 Resigns
White

Black

BECKER MATTISON

(Carlsbad, 1929)

The strategic basis of many brilliant games consists in the attack against the sensitive point KB7. The following game offers some novel aspects of this ancient theme in the evolutions of the white Knights, which alternately mask and unmask the critical KB file.

1 P—K4
2 Kt—KB3
3 B—B4
4 P—B3
5 P—Q4
6 P—P
7 Kt—B3

With the firm intention of maintaining a compact and, at the same time, a flexible centre.

7 . . .
8 Castles
9 B—K3

Trying to demonstrate that White's centre can be challenged.

9 B—K3 Castles

After 7 . . . B×Kt; 10 P×B, the strengthening of White's centre would counterbalance the doubled pawns, whilst the open KKt file would also (after K—R1 and R—KKt1) further White's interests.

10 B—K3 Parrying a possible threat of 11 . . .

KKt×P; 11 KKt×Kt, P×Q, which would have eased Black's position in the centre.

10 . . .
11 Q—Q3
Here also 11 . . . B×Kt; 12 P×B would serve White's cause, whereas now Black hopes to initiate a lasting pressure against the hostile KP by . . . B—K5.

12 Kt—Q2

A premature counter-plan. More in the spirit of this variation would be, as mentioned before: 12 . . . B—K3 (threat: 13 . . . P×P); yet, with 13 P×Q, Kt—K4; 14 Q—K2, White would maintain a strong position.

13 Kt—Q5
14 P×Kt

White no longer has his two Bishops, but the open KB file is a valuable asset in return.

14 . . .
15 R—B2
16 Kt—KB4

One defender the less for the critical square at his KB2, against which White will soon concentrate all his forces.

17 Q×KB1

Trying to parry as best he can the threat which has suddenly arisen of 18 Kt—K6.

18 P—K3
19 Kt—B4

The bid for freedom, 19 . . . B—K4, would cost Black a piece after 20 Kt×B, B×Q; 21 Kt×Q, B×R; 22 Kt×Kt ch, K—R1; 23 R×B.

20 P—K4

Initiating a powerful attack.

20 . . .
21 P—K5

This threatens first and foremost: 22 Kt×B, RP×Kt; 23 Kt—R5 ch, P×B; 24 B×P ch, R×B; 25 R×R ch, with mate to follow.

21 . . .
22 Kt×B

Proffering a pawn to ease the hostile pressure.

22 . . .
23 P—K4

Instead of winning the pawn by 23 Kt×Q, Kt×Kt; 24 B×Kt, B×Kt, etc., with a measure of relief for the defending forces, White carries on his attack with the utmost energy.

23 . . .
24 K×P

Kt×Kt

25 K—R3

The threat of 26 Kt—R5 ch still obtains.

25 . . .
26 Kt—R5

At all cost! Less convincing, though also good, would be 26 Kt—K6.

26 . . .
27 R×P

Otherwise 27 Q—R6 is decisive.

27 . . .
28 R×R

After the conquest of his KB2, Black is defenceless.

28 . . .

After 28 . . . B×Q, there would also follow 29 Q—R6 ( . . . B×R; 30 Q—B6 ch, K—Kt1; 31 B×B ch, and mate in 3).

29 Q—R6
30 B×Kt

Or 30 . . . B×B; 31 Q—B6 ch, followed by mate.

31 R—B8 ch
Resigns.

White

Black

STEINITZ VON BARDELEBEN

(Hastings, 1895)

The feature of the following game is how White fastened on a small weakness in the enemy's camp and how, by skilful manuevering, he prevented him from castling. Never relaxing his grip, he wound up the game with one of the most beautiful and aesthetically satisfying combinations ever devised on the chessboard.

1 P—K4
2 Kt—KB3
3 B—B4
4 P×B
5 P—Q4
6 P—P
7 Kt—B3

1 P—K4
2 Kt—KB3
3 B—B4
4 P×B
5 P—Q4
6 P×P
7 Kt—B3

A move already advocated by Greco the Calabrese in 1619, by which White offers to give up a pawn for the attack.

. . .
8 P×P

The usual and better course here is 7 . . .

K×Kt; though Black must not hope to hold the gain of the pawn.

8 . . .

White has come out of the preliminary skirmish with a pawn in the centre. Even though it is isolated, this pawn will prove a tower of strength.

8 . . .
9 Castles

B—K3

After this move which, to all appearances, is perfectly sound, Black loses his chance of castling. He should, at all cost, have played 9 . . . B×Kt, and then completed his development.

10 B—Kt
11 B×Kt
12 Kt×B
13 B×B
14 K—Kt1

After this orgy of exchanges, Black finds himself unable to castle. With his next move he tries to get his King into safety by "artificial castling," but it takes too much time.

14 . . .
15 Q—K2
16 QR—B1
17 P—Q3

A fine vacating sacrifice. The square Q4 is doubled available for the Knight, thus greatly intensifying the attack.

17 . . .
18 Kt—Q4
19 . . .
20 Q—Kt4
21 Kt—K5 ch

Threatening 20 R—B7.

22 R×Kt ch

An amazing situation! All White's pieces are en prise, and Black threatens . . .

R×R mate. Yet he cannot take the checking Rook, 22 . . . Q×R; 23 R×R ch, RxR; 24 Q×R ch, and White remains a piece ahead. The variations resulting from 22 . . . K×R show the astounding degree of precision, which was required of White's calculations, before he could venture on the move in the text, e.g. 22 . . .

K×R; 23 R—K1 ch, K—Q3; 24 Q—Q4 ch (neither 24 R—K6 ch, K—B4; nor 24 Q—


K—B2; 25 Kt—K7 ch, K—Kt1; 26 Q×B4 ch, and wins); 25 R×K6 ch, and wins. In this beautiful combination the Rook remains in en prise for several moves until Black, compelled to capture it, succumbs to a mating finish.
500 MASTER GAMES

22 . . . . K—B1
23 R—B7 ch K—Kt1
24 R—Kt7 ch Resigns

Mate in eleven moves can be prevented only at ruinous cost in material; e.g.: 24 . . . . K—Kt1; 25 R×P, ch, K×R; 26 R—Kt7 ch,
K—Kt1; 27 Q—R4 ch, K×R; 28 Q—R7 ch, K—B1; 29 Q—R8 ch, K—Kt2; 30 Q—Kt7 ch, K—Kt1; 31 Q—Kt8 ch, K—Kt2; 32 Q—B7 ch,
K—Kt1; 33 Q×B ch, Q×Kt; 34 Kt—B7 ch, K—Q2; 35 Q—Q6 mate.

8 White 
STEINZT 
LASKER
(Match, 1896—7)

In the following game we see the application of that important principle—economy of means. Black, faced with the dilemma either of having an extra piece and submitting to an attack, or of having an extra pawn only, with the superior position, inheintsunately renauses spurious positions.

1 P—K4 P—K4
2 Kt—K3 Kt—Q3
3 B—B4 B—B4
4 P—B3 B—B3
5 P—Q4 P×P
6 P×P B—Kt5 ch

After a passive retreat—6 . . . . B—Kt3—White would soon exploit his superiority in the centre by 7 P—Q3, Kt—K2; 8 P×Kt, Kt—K5 (after 8 . . . . Kt—Kt5, the same energetic thrust 9 P—Q6 secures White’s advantage); 9 P—Q6 (forming a wedge); 9 . . . . P×P; 10 P×P, Kt—BP; 11 Q—Kt3, Kt×R (or 11 . . . . Castles; 12 Kt—Kt5, with a winning attack); 12 B×P ch, K—B1; 13 B—Kt5, forcing the win.

7 Kt—B3 Kt×KtP
8 Castles B—Kt1

After 8 . . . . Kt×Kt; 9 P×Kt, B×P, the high-mettle continuation 10 Q—Kt3 (already indicated in 1619 by the “Calabrese”) gives White better chances.

10 . . . . P—Q4

A good move, consolidating Black’s position, whereas 9 . . . . Kt—Q1 ch, followed by Q×Kt.

10 B—R3

This sacrifice proves to be not quite sound. But after 10 B—Q3, Castles; 11 B×Kt, B×P; 12 Kt—K4, Q×Q, Black would also maintain the advantage.

10 . . . . P×B
11 Kt—K3

Giving back the piece of his own free will, relying all the more on his extra pawn.

12 R×Kt Q—Q4
13 Q—K2 Castles

Black has thus overcome all the difficulties of the opening.

14 Kt—K5 KR—K1
15 Kt×Kt

He estimates that with Bishops of opposite colours the draw will be easier to achieve.

15 . . . . Q×Kt
16 R—Kt1 R—Kt1

Whilst his Bishop obstructs the open K file, Black now tries to organise an attack on the K side.

17 R—K5 P—QKt3
18 B—B1 P—Kt1

A well-founded sacrifice of a pawn. White would have done better to refuse it.

19 R×P R×R
20 B×R R—Kt1

Threatening 22 . . . . P—Kt3, which would also be available after 22 Q—R3, P—Kt3 (instead of 22 . . . . B×P; 23 Q×P); 23 Q×R, Q×Q; 24 B×Q, R×P ch, with advantage to Black.

22 P—Kt3 K—Kt2
23 P—Kt3 Q—Kt4
24 K—R2 R—Kt3
25 Q—Kt2 P—KB3
Not only driving back the hostile Bishop, but preventing also the irruption 26 R—K5.

26 B—R4 B—B3
27 P—Kt4 Q—Q4

After the regrouping of Queen and Bishop, Black’s pressure on the long diagonal becomes evident.

30 . . . . P—R5

Blocking the hostile position. If now, e.g. 31 R—QKt1, there follows equally 31 . . . . R×B (32 R×R, Q—R8 mate, or 32 P×R, Q×R ch).

31 R—KB1 R—Kt1
32 Q—Q2 P—R4
33 P—R4 R—Kt1

Threatening 34 . . . . R—K6. Weak would be 33 . . . . B×P, because of 34 Q×KB3, forcing the exchange of Queens.

34 P—B5 R—Kt1

Resigns

A Zugzwang position, any move by White leading to loss in material.

28 Q—B2

Greater resistance was possible after 28 P—B5 (and if then 28 . . . . R—R3 White replies not with 29 Q—B2, R×B, etc., but
with 29 B—Kt3, Q×B6; 30 Q—K2), for now Black is able to throw another unit into the fight.

28 . . . . P—R4
29 P—Kt4 P×P
30 B×P

This move of Greco’s (instead of 7 B—Q2) is rarely seen in modern tournament practice, as it does no more than secure a draw for White.

7 . . . . Kt×P
8 Castles B—Kt1
9 P—Q5

The Möller attack, thought out in 1898, strengthens White’s chances.

9 . . . . B—B3

The only good reply.

10 R—K1 Kt—K2
11 R×Kt P—Q3

If at once 11 . . . . Castles, White has the choice between the thrust 12 P×Q and the “bayonet attack” 12 P—KKt4.

12 B—Kt5

Here also 12 P—KKt4 is a noteworthy continuation.

12 . . . . Castles

Altering his K position to be broken up. A continuation which has been thoroughly analysed is: 12 . . . . B×B; 13 Kt×B, Castles; 14 Kt×P (the only way to maintain the attack, for if 14 Q—R5, P—Kt3, and Black has nothing more to fear); 14 . . . . K×Kt; 15 Q—R5 ch, K—K1; 16 R—R4, P—KB4; 17 Q—R7 ch (other continuations such as 17 R—K1 or 17 B—K2 lead to no clear-cut result); 17 . . . . K—B2; 18 R—R6, R—B3, Kt—B1; 20 B—Kt5 (cutting off the King’s line of retreat); 20 . . . . R—B1; 21 Q×R, P×R; 22 Q×P Rch, forcing a perpetual check.

13 B×B P×B
14 Kt—R4

The value of this move lies in the fact that the Queen can now reach the critical sector with the utmost rapidity.

14 . . . . Kt—Kt3
15 Q—R5 K—R1
16 QR—K1 B—Q2
17 Kt—Q3

Preparing the final assault.

17 . . . . R—Kt1

Hoping to consolidate his position by

18 . . . . R—Kt2.
18 R—K7
Unmasking the Bishop, so that after 18 ... Kt×R; White can play 19 Q×P mate.

21 R×R ch Resigns
(For after 21 ... K×R; 22 R—K7 ch, and Black has no resource.)

An attack often becomes irresistible when the defence has to attend to more than one weakness at the same time.

In the following game White, in addition to the traditional attack on KB7, obtains complete control of the K file, and the resulting pressure becomes overwhelming.

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—B4 B—B4
4 P—B3 Kt—B3
5 P—Q4 P×P
6 P×P B—Kt5 ch
7 B—Q2
Development by opposition.

7 ... B×B ch
The gain of a pawn by 8 ... KKt×P would be illusory, for after 8 B×B, Kt×B;

9 Q—Kt3 (with a double attack on KB7 and QKt4); 9 ... P—Q4; 10 Q×Kt, P×B; 11 Castles, Q—Q4; 12 Kt—R3, White recovers his pawn with a clearly superior position.

8 QKt×B P—Q4
With this counter-thrust in the centre—which is very important for Black in nearly all open games—Black relieves the tension to a considerable extent. Not only is his QB now mobile, but the hostile centre is partly eliminated.

9 P×P KKt×P
Positional judgment: the pawn which White has maintained in the centre is both isolated and blockaded by Black’s central Knight.

10 Q—Kt3 With pressure on the adverse post at Q5. An amusing continuation might arise from 10 Castles, Castles; 11 Kt—K5 (combinative play. Thoughtlessness would be 11 Q—K3 at this juncture; and there would be nothing more than a draw after the quiet continuation 11 R—K1, because of 11 ... QKt—K2 and 12 ... P—Q3; 11 ... Kt×P; 12 Kt×Kt, Kt×Kt; 13 B×Kt (Q5), Kt×R (falling into the trap, whilst after 13 ... Q—B3 Black obtains an even game); 14 B×P ch, K—R1; 15 Q—R5, with a winning attack.

10 ... QKt—K2
Careless would be 10 ... Kt—R4, because of 11 Q—R4 ch, P—B3; 12 B—Q3, Castles; 13 Castles, and White already threatens 14 P—QKt4.

11 Castles KR Castles
12 KR—K1
This instant occupation of the open K file serves ulterior motives. Another good continuation is 12 Kt—K4.

12 ... P—QB3
A sound defensive move with a three-fold object: (1) to strengthen the post at Q4; (2) to threaten 13 ... P—QKt4 eventually; (3) to give the Queen easy access to the Q side.

13 P—Q4 Preventing the advance 13 ... P—QKt4, as mentioned above, and giving the white Queen increased mobility.

16 R—K8 A beautiful deflecting sacrifice.

16 ... R×R
Or 16 ... B—K3; 17 R×R, R×R; 18 Kt×B, Kt×Kt; 19 B×Kt, P×B; 20 Q×P ch, and White has won an important pawn.

17 B×P ch K—R1
Or 17 ... K—B1; 18 Kt×P ch, K—K2; 19 R—K1 ch, B—K3; 20 R×B ch, and White wins.

18 B×R Kt—K7 ch
With the passing satisfaction of winning an adverse Rook, after which White initiates the final assault.

Another good continuation is again
13 Kt—K4.

13 ... Q—B2
After 13 ... Q×Kt3, White replies 14 Q—R3, with advantage.

14 QR—B1
With the transparent threat of 15 B×Kt, Kt×B; 16 Q×Kt. Other energetic continuations are 14 Kt—K4 or 14 Kt—K5.

14 ... Kt—B5
Instead of relinquishing the important post at Q4—unmasking at the same time a very dangerous diagonal—he should have defended the position by 14 ... Q—R4, or even 14 ... Q—B5.

Weak, however, would be 14 ... B—K3, on account of 15 Kt—K5, and if 14 ... Q—Kt3 then, as before mentioned, 15 Q—R3.

15 Kt—K5 Kt (K2)—K3
Critical though Black’s position has become, 15 ... Kt—B4 would have provided a more active defence.

The main feature of the following outstanding game is the simultaneous onslaught of both adversaries on KB7. Black’s manœuvres culminate in a magnificent Queen sacrifice, followed by a relentless King-hunt.

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—B4 B—B4
4 P—B3 Kt—B3
5 P—Q4 P×P
6 P×P B—Kt5 ch
7 B—Q2
Development by opposition.

8 ... B×B ch

9 Kt×Kt3
The retreat to K1 was more reasonable. At K3 the King enjoys a sense of false security. Faulty, however, would be 9 B—K3,
because of 9 ... BxB; 10 KxK, PxP; and if 11 BxP, not 11 ... KxK; 12 QxKt3, followed by QxP (Kt2), but 11 ... K-K2; and Black wins material.

9 ... PnP 10 BxP Kt-K2
11 Kt-K5

The lure of the combination. White also gives free rein to his gifts of imagination instead of continuing prudently with 11 P-KR3 (and if 11 ... Kt-B4; 12 K-R2), with a watchful defence.

11 ... KtxB 12 Kt-BP

Here is the crux of White's combination. However, he allows only for the continuation 12 ... K-Kt1; 13 QxKt1, K-K1, although even then he could not very well play 14 QxB, on account of 14 ... QxKt4; 15 K-B2, R-B1; 16 K-K1, QxP, etc. White's reasoning, when he played his 11th move, was at fault, as Black's stroke of genius on the next move clearly demonstrates.

12 White  

Black

SCHUMOFF VÖN JÄNISCH
(St. Petersburg, 1845)

The next game illustrates how certain manoeuvres merely waste energy (e.g., 7 P-Kt1, 8 Q-Q2; 12 Q-R5; 14 Q-Kt5), and help the adverse development. In the end the white King's field is denuded of defenders, with the result that might be expected.

1 P-K4 2 Kt-K3 B-Q3
3 B-B 4 P-B3 Kt-B3
5 P-Q4 P-P 6 P-K5 P-Q4

This good move frees Black's game.

7 P-Kt

This exchange helps Black's mobilisation. After the usual continuations 7 B-QKt5 or 7 B-K2, Black settles down in the centre by 7 ... Kt-K5.

8 ...  

PxB

Having lost a pawn in the scramble, White tries to engineer an attack and neglects simpler measures, such as 8 KtPxB or 8 QxBP.

8 ...  

B-K3

If 8 QxP, Black has 8 ... Kt-K1, with another pawn.

9 ...  

Kt-K1

10 PxB

Relatively best is 10 B-K5. The attempt 10 Kt-K5 (threatening 11 KtxB, PxKt; 12 Q-R5, followed by QxB) would again be abortive, e.g., 10 ... Q-Q4; 11 KtxRP, Castles; 12 Kt-B6, QxP, etc.

10 ...  

Kt-K5

11 Kt-Kt BxKt

This reply by the Queen, which, single-handed, carries on the fight, makes matters worse for White.

The continuation was: 12 Castles, QxB; 13 Kt-B3, QxP; 14 P-KKt3, with, after 14 ... Castles, some advantage still to Black.

12 ...  

Q-B3

13 Castles BxP

He could also unconcernedly have played 13 ... Castles (for then 14 B-Kt5 would be of no value because of 14 ... QxB), but the text move shows up the weakness of White's manoeuvres.

14 Q-Kt5

The evil least would be 14 Kt-B3.

14 ...  

P-B3

15 QxKt

The white Queen's hour of triumph; Black is definitely prevented from castling. But now her King succumbs to a well-prepared assault.

15 ...  

RxB

A break-up sacrifice.

16 B-Q 17 Kt-Q3 B-Q4
18 P-B3 BxP

And mate next move.

13 White  

Black

1ST FUSILIERS BOMBAY
(Bombay, 1853)

1 P-K4 2 Kt-K3 P-K4
3 B-B3 Kt-B3
4 P-Q4 P-P 5 B-K5 P-4

8 ...  

B-K3

If 8 Kt-P, Black has 8 ... Kt-K1, with another pawn.

9 ...  

Kt-K1

10 PxB

Relatively best is 10 B-K5. The attempt 10 Kt-K5 (threatening 11 KtxB, PxKt; 12 Q-R5, followed by QxB) would again be abortive, e.g., 10 ... Q-Q4; 11 KtxRP, Castles; 12 Kt-B6, QxP, etc.

10 ...  

Kt-K5

11 Kt-Kt BxKt

This reply by the Queen, which, single-handed, carries on the fight, makes matters worse for White.

The continuation was: 12 Castles, QxB; 13 Kt-B3, QxP; 14 P-KKt3, with, after 14 ... Castles, some advantage still to Black.

12 ...  

Q-B3

13 Castles BxP

He could also unconcernedly have played 13 ... Castles (for then 14 B-Kt5 would be of no value because of 14 ... QxB), but the text move shows up the weakness of White's manoeuvres.

14 Q-Kt5

The evil least would be 14 Kt-B3.

14 ...  

P-B3

15 QxKt

The white Queen's hour of triumph; Black is definitely prevented from castling. But now her King succumbs to a well-prepared assault.

15 ...  

RxB

A break-up sacrifice.

16 B-Q 17 Kt-Q3 B-Q4
18 P-B3 BxP

And mate next move.

13 White  

Black

1ST FUSILIERS BOMBAY
(Bombay, 1853)

1 P-K4 2 Kt-K3 P-K4
3 B-B3 Kt-B3
4 P-Q4 P-P 5 B-K5 P-4

8 ...  

B-K3

If 8 Kt-P, Black has 8 ... Kt-K1, with another pawn.

9 ...  

Kt-K1

10 PxB

Relatively best is 10 B-K5. The attempt 10 Kt-K5 (threatening 11 KtxB, PxKt; 12 Q-R5, followed by QxB) would again be abortive, e.g., 10 ... Q-Q4; 11 KtxRP, Castles; 12 Kt-B6, QxP, etc.

10 ...  

Kt-K5

11 Kt-Kt BxKt

This reply by the Queen, which, single-handed, carries on the fight, makes matters worse for White.

The continuation was: 12 Castles, QxB; 13 Kt-B3, QxP; 14 P-KKt3, with, after 14 ... Castles, some advantage still to Black.

12 ...  

Q-B3

13 Castles BxP

He could also unconcernedly have played 13 ... Castles (for then 14 B-Kt5 would be of no value because of 14 ... QxB), but the text move shows up the weakness of White's manoeuvres.

14 Q-Kt5

The evil least would be 14 Kt-B3.

14 ...  

P-B3

15 QxKt

The white Queen's hour of triumph; Black is definitely prevented from castling. But now her King succumbs to a well-prepared assault.

15 ...  

RxB

A break-up sacrifice.

16 B-Q 17 Kt-Q3 B-Q4
18 P-B3 BxP

And mate next move.

13 White  

Black

1ST FUSILIERS BOMBAY
(Bombay, 1853)

1 P-K4 2 Kt-K3 P-K4
3 B-B3 Kt-B3
4 P-Q4 P-P 5 B-K5 P-4

8 ...  

B-K3

If 8 Kt-P, Black has 8 ... Kt-K1, with another pawn.

9 ...  

Kt-K1

10 PxB

Relatively best is 10 B-K5. The attempt 10 Kt-K5 (threatening 11 KtxB, PxKt; 12 Q-R5, followed by QxB) would again be abortive, e.g., 10 ... Q-Q4; 11 KtxRP, Castles; 12 Kt-B6, QxP, etc.

10 ...  

Kt-K5

11 Kt-Kt BxKt

This reply by the Queen, which, single-handed, carries on the fight, makes matters worse for White.

The continuation was: 12 Castles, QxB; 13 Kt-B3, QxP; 14 P-KKt3, with, after 14 ... Castles, some advantage still to Black.

12 ...  

Q-B3

13 Castles BxP

He could also unconcernedly have played 13 ... Castles (for then 14 B-Kt5 would be of no value because of 14 ... QxB), but the text move shows up the weakness of White's manoeuvres.

14 Q-Kt5

The evil least would be 14 Kt-B3.

14 ...  

P-B3

15 QxKt

The white Queen's hour of triumph; Black is definitely prevented from castling. But now her King succumbs to a well-prepared assault.

15 ...  

RxB

A break-up sacrifice.

16 B-Q 17 Kt-Q3 B-Q4
18 P-B3 BxP

And mate next move.
31 P—B5, Black’s position becomes even more serious.

1 P—K4  Kt—K4
2 Kt—Kb3  Kt—QB3
3 B—B4  B—B4
4 Castles  Kt—B3

By attacking the KP Black speeds up castling. After 4 P—Q4 White plays 5 P—B3, so as to reply to 5 ... B—KB5 with the counter-sally 6 Q—Q4; Kt—Q5, or better still, with 6 P—Q4, P—Q; 7 Q—Kt3.

5 P—Q4

If 5 ... P—B3, then, without much danger, 5 ... Kt—P; but instead of the bold move in the text, White can continue quietly with 5 P—Q3 or 5 Kt—B3 (Italian Four Knights’ Game).

6 P—Kt  B—P

Best, because if 6 ... QKt—P; P 6 Kt—B4, with manifold complications (Max Lange Attack).

6 Kt—B  Kt—P

Again after 6 ... P—Kt; 7 P—K5, etc., is to White’s advantage.

7 P—B4

A less flashy continuation is 7 B—KKt5.

8 B—P  P—P
9 Kt—K1  Q—K2

Preparing to castle on the Q side. After 9 ... B—K3, White has a good reply in 10 Kt—R3.

10 P—QKt4

He unnecessarily fears 10 ... Q—B4, and weakens his position. A normal course would have been:

10 Kt—B3, e.g. (a) 10 ... P—B3; 11 Kt—K2, B—Kt5; 12 P—B3, ridding himself of troublesome hostile pieces; or (b) 10 ... B—K3; 11 B—Q3, Castles QR; 12 K—R1, with equal chances; (c) 10 ... Q—B4 (a tempting move, which is brilliantly refuted); 11 B—Kt ch, K—B; 12 Q—R5 ch, K—Kt3; 13 B—Kt1, P—B; 14 Kt—Q5, and White wins.

16 Q—B2  Q—R4
17 QR—K1

Preventing 17 ... Kt—K7 ch, and thus threatening 18 P—P, P—P; 19 P—B3, Kt—B3; 20 Q—P ch—but Black refuses to wait, and reinforces his pawns on the K side.

17 ...  P—B5
18 P—B3  Kt—B3
19 P—Kt5

Thanks to his control of the Q file, and presently of the Kt file as well, Black maintains the superior position, as he would do against any other continuation.

19 ... Kt—Kt1
20 Q—RP  P—Kt3

The tempting bait of a pawn has allowed Black to deflect the hostile pieces from the field of action.

21 Q—R4  KR—Kt1
22 R—Q1

This opposition is too optimistic, and he should not at all events have played 22 R—R2.

22 ... R—P ch

An irruptive sacrifice with some beautiful features.

23 K—R  Q—K7 ch
24 R—K1

Or 24 R—B2, Kt—K1 ch; 25 K—R1, Q—R; 26 Q—B2, Q—B ch, followed by mate, or 24 K—K3, R—Kt1 (threatening mate); 25 R—Q ch, R—K (not 25 ... K—B, because of 26 Q—Q1 ch, with the exchange of Queens); 26 Q—B4, R—Q6 ch, and wins.

24 ... R—Q7

Resigns.

In the following game Black, by an energetic as well as methodical advance of his QP, obtains on the Q file a base for decisive action.

1 P—K4  P—K4
2 Kt—B3  Kt—QB3
3 B—B4  B—B4
4 Q—P3

Instead of advancing this pawn to its fourth (with or without the preparatory

P—B3), White chooses a quiet continuation, which is sometimes called Giuoco Pianissimo.

4 ...  P—Q3
5 P—B3

In this variation also, the text move has its uses: in the case of a pin by 5 Kt—B5 it prevents the dangerous 6 ... Kt—Q5; and in addition it gives the white Queen access to the Queen’s wing. On the other hand, it deprives the QKt of its natural outlet at QB3, which is why some strategists have a preference for 5 K—B3.

5 ... Kt—B3
6 B—K3  B—K3
7 Q—K2  Kt—K2

This manoeuvre is the first step towards Black’s counter-threat in the centre, ... P—Q4, with which move he will assume the initiative.

8 QKt—Q2  Kt—Kt3
9 P—KR3  P—B3
10 B—K3  Castles
11 P—Kt4

The sequel will show that this move, unless made to reinforce an attack, only creates a weakness (KtB3).

A simple continuation such as 11 Castles KR, followed by KR—Q1 and Kt—B1, was called for.

11 ...  P—Q4

A normal reaction. The demonstration on the wing is answered by the thrust in the centre, which, being well prepared, rapidly gains territory.

12 P—Kt  Kt—QP
13 B—Kt

Already threatened with the loss of a pawn by 13 ... Kt—Kt5, White decides to give up the “two Bishops.” Indeed, if 13 B—Q2, there follows 13 ... Kt—B5; 14 Q—B1, P—KB4; and Black definitely dominates the field.

13 ...  P—B
14 Kt—B1

Intimidated by the impending ... P—Q5, White manoeuvres aimlessly instead of seeking to simplify his task by 14 B—B, Q—B; 15 Kt—K3, Kt—B5; 16 Q—Q2, P—B3; 17 Castles QR, and White’s position, though by no means comfortable, could be held.

14 P—B  P—Q5
15 B—Q2  P—B
16 P—P  B—Q2

Positional judgment. In addition to the dynamic advantage of his two active Bishops,
Black exerts an enduring pressure against White’s retarded pawn at his Q3.

17 Kt—K3
If 17 R—Q1, B—R5; and if 17 B—K3, B—R4; revealing the various weaknesses in White’s camp.

17 ... B—Kt4
18 P—B4 B—B3
19 Castles K R—B3
One must admire the methodical and deliberate manner in which Black sets to work. Another way of protecting his KP was 19 ... R—K1.

20 Kt—B5 Q—Q2
If 21 B—K3, then not B × Kt; 22 Q × B, Q × P; 23 Q × P, but, quite unperturbed, 21 ... KR × Q; if 21 KR × Q, then 21 ... B—R5.
Therefore, refusing to consider the retreat 21 Kt—K1, White seeks salvation in a desperate enterprise.

21 ... QR—Q1
22 P—R5
If 22 Kt—K1, P—K5.

22 ....... Q × P
Black now reaps the first fruits of his fine positional play.

23 Q × Q R × Q
24 P × Kt B × Kt
25 B—Kt4 R—K1
26 P × P Kp × P
27 P—B5 B—B2
28 Kt—Q6 R—R1
29 Kt—B7
Or 29 K—R2, K—Kt3 dis. ch; 30 K—Kt3, B—K7 dis. ch; winning the exchange and the game.

29 ....... R—Q5
30 Kt × R R × P ch
31 K—R2 P—K5 dis ch
32 K—R3 P—K Kt4.

Resigns.

White Black

46

BIRD ENGLISH (London, 1883)

In the lively game which follows, White operates on a secondary battlefield (in this case the left wing); but he does this so cleverly that he succeeds in cutting a way for his forces into the very centre of the hostile fortress.

The final phase—in which Rooks and Knights run amok—abounds in unexpected turns.

1 P—K4
2 Kt—KB3 Kt—QB3
3 B—B4 B—B4
4 P—B3 Kt—B3
5 P—KQ4

This last demonstration, instead of the accepted continuations 5 P × Q or 5 P—Q4, was at all times a favourite idea with that bold and impetuous master-player, H. E. Bird.

5 ....... B—K3
6 P—Q3 P—Q3

An energetic counter would be 6 ....... P × P, 7 P × P, K Kt × P, freeing his centre but neglecting to protect his KP. A curious continuation occurred in a game Horwitz-Staunton 1851 as follows: 8 P—Kt5, QKt—Q2; 9 Kt × P, Castles; 10 B—K2, K—K3; 11 Castles, K—R1; 12 P × Q, P × KtB; 13 Kt—B3, Kt—Kt3; 14 B—R3, R—K1; 15 Q × Kt3, Kt (Kt3)—B5; 16 R—R2, P × QR3; 17 P × P, P × P; 18 B—B1, Q—Kt1; 19 Q—B2; B—Kt5; 20 KB × Kt, Kt—K7 ch; 21 K—R1, Q × B; 22 P × B4, P × Q; 23 P × B; 24 Kt—Q2, Kt—K6 ch; 25 K—R2; Black mates in four.

(A semi-smothered mate.)

7 Castles Castles
8 B—Kt5 K—K3
9 QKt—Q2 Q—K2
10 P—QR4 P—QR3
11 P × R B—R2
12 K × Kt P—R3
13 B—B4 QR—Q1

Methodically preparing to open the Q file by 14 ....... P—Q4, which causes White to redouble his efforts on the Q side.

14 P—Kt5 B × B
15 Kt × B

As after 15 P × B, Kt—Kt1; 16 R—QKt1, QKt—Q2; 17 P × P, P × P; 18 R—Kt7, Kt—K1, etc., White’s position would suffer from the chronic weakness of his isolated Q side pawns, White decides to give up a pawn for the time being, for the sake of obtaining freedom of action on the left wing.

15 ... P × P
16 Kt × Kt Kt × Bt
17 P—B3 Q × Kt

Closely premature would be 17 ....... P—Kt4, on account of 18 Kt × KtP.

18 Q—Kt1

Intense activity now begins on the Queen’s wing, which now has become the main battlefield.

18 ... P—Q4
19 B—Kt3 Kt—Q2
20 P—B4

Enters a new and clever actor. Black cannot reply with 20 ....... P × P, because of 21 Q × P.

20 ... P—B3
21 P—B5
22 P—R6

He continues, by repeated threats, to disorganize the hostile pawn formation.

22 ... P × R
23 R × P Q × Q
24 P × Q B × B
25 P × Kt Kt × B1
26 P × QP P—B3
27 R—B1

Not only has White recovered his pawn, but he has assumed the initiative as well.

27 ... Kt × P
28 Q × P Kt × Kt
29 Q × Kt P × Q
30 Kt × P R × P
31 P × P Q × P
32 Kt × B5 Q × P
33 R × K6

Over-refinement. By simply playing 33 Kt × P ch, K—R2; 34 Q × KR5, White could have overcome all resistance. For instance: 34 ... Kt—K2; 35 Q × R, etc.; or 34 ... Q × Kt3; 35 R × B7 ch, Kt—K2; 36 R × Kt ch, K × R (36 ... Q × R; 37 Kt—B5 dis ch); 37 R × B7 ch, and wins.

Again: 34 ... R—Q2; 35 Kt—B7 dis ch, K—Kt1; 36 Q × R ch, Kt × Kt2; 37 R × P ch, Kt × R; 38 K × Q; 39 R—R8 ch, K × B2; 40 Q—B5 ch, mate next move; 38 R × Kt ch, with mate to follow.

33 ... R—Q8 ch
34 K × B Q—K8
35 Q × Q R × Q

An exciting state of affairs.

36 R—R7

White’s domination appears to be complete, but Black will not remain inactive.

An unfortunate attempt would be 36 Kt × P, K × Kt2; 37 Kt × P, because of 37 ....... R—R1 ch, with mate to follow, whereas, after the move in the text it is White who threatens a mate by 37 Kt × P ch, K—R1; 38 R (K6)—K7.

36 ... R—Kt4
37 Kt × P ch K—R1
38 Kt × P R × P
39 R × Kt

Too optimistic. A terrible blunder would be 39 K—R3, because of 39 ....... R × R mate. White, however, should have played 39 Kt × P ch, K—B2, keeping his adversary on the run.

39 ... R × P ch
40 K × Kt R × R
41 Kt × P R—R8 ch
42 K × R

A compulsory capture, for if 42 K × B2, K × B1, and Black would win.

This stalemate combination is most instructive.

Bird reported that everyone present, except White, was much amused.
17

White

Black

DUBOIS

STEINITZ

(London, 1862)

The feature of the following game is Black's counter-attack on the KR file. It is a classic example of the dangers of castling, under certain conditions, when the adverse King is still in the centre and has the option, if expedient, of castling on the opposite wing.

1 P–K4
2 Kt–Kb3
3 B–B4
4 Castles
5 P–Q3
6 B–Kt5

By pinning the Kt before Black has castled, and especially when the white Kt is already located on the critical wing, White lays himself open to a violent counter-attack. Better is 6 B–K3, now or on the next move.

6 P–K3
7 B–R4
8 B–Kt4
9 B–Kt5

Black is already master of the field. He threatens to win the Bishop by 9 ... P–R5.

9 P–Kt4

After 9 P–Kt3, P–R5; 10 B–R2, P–Kt5, Black also has the advantage. After 9 Kt×Kt, P×Kt, a ingenious continuation arises: 9 ... P–R5; 10 Kt×P, P×B (this sacrifice of the Queen is sound); 11 Kt×Q (against 11 Kt×R, Black continues the attack with 11 ... B–Kt5; 12 Q–Q2, Q–K2, threatening ... Q–R2).

11 P–Kt3; 12 Kt–Q5 (threatening 13 Kt–K7 ch; 14 K–R1, R×P mate); 13 Kt–B3 (or e.g. 13 P–Kt3, Kt–K7 ch; 14 K–R1, R×P; 15 P×R, B×R mate); 16 Kt–B4; 17 B×P, threatening 18 ... P×P; 15 P×P, R–R8 mate.

9 P–Kt5
10 P×B
Or 10 P×P, P–R5; 11 B–R2, Kt–R2; and Black's attack increases in virulence.

10 P–Q4
11 P–Kt5
12 B×P
13 Kt×Kt
14 Kt×Kt

Black's attack persists, although White has succeeded in clearing the field.

15 Kt×B
15 ... P×Kt
16 B–Q3
If 16 P×P, Castles QR.

17 P–Kt4
18 P–Q4
Against 18 P×B, Black plays, not 18 ... Q×P; 19 B–B2, but 18 ... R×P; 19 P–Q4, QR–R1; 20 P–B3, P–Kt6; and White can no longer prevent mate by ... R×R. It is now evident how powerfully Black's 17th move speeded up the destructive attack on the KR file.

18 ... P–K3
19 P×B
20 P×B

With the threat of 21 ... P–Kt6; 22 B–B5 ch, Q–K3; 23 B–R3 (or 23 B×Q ch, P×B, with unavoidable mate); 23 ... R×B; 24 P×R, Q×R; and the white King is doomed.

21 P×P
Q×Kt
Threatening mate in two by 22 ... Q–K6 ch.

22 Q–K2
23 Q×Q
Still depriving the black King of the flight square at his KB2.

24 P–Kt3
25 K–K2
26 K×B
27 B×R
28 K×P

After the harvest, the forces on either side are equal, but White with his restricted position, to say nothing of hisRAPID PAWNS, is lost.

29 P–R4
30 K–Q3
31 K–B3
32 R×R

A desperate effort.

32 ... R×R ch
33 R–Q2 ch
34 R–K2
35 Q–Q2
36 K–Kt
37 K×R

Resigns.

18

White

Black

MASON

WINAWER

(Vienna, 1882)

How to penetrate into the enemy camp? The manner in which White solves this problem in the following famous game is worthy of a genius.

1 P–K4
2 Kt–Kb3
3 B–B4
4 P–Q3
5 B–K3
6 Q×Kt–Q2
7 Kt–B1

Against 18 P×B, Black plays, not 18 ... Q×P; 19 B–B2, but 18 ... R×P; 19 P–Q4, QR–R1; 20 P–B3, P–Kt6; and White can no longer prevent mate by ... R×R. It is now evident how powerfully Black's 17th move speeded up the destructive attack on the KR file.

18 ... P–B3
19 P×B
20 P×B
QR–R1

With the threat of 21 ... P–Kt6; 22 B–B5 ch, Q–K3; 23 B–R3 (or 23 B×Q ch, P×B, with unavoidable mate); 23 ... R×B; 24 P×R, Q×R; and the white King is doomed.

21 P×P
Q×Kt
Threatening mate in two by 22 ... Q–K6 ch.

22 Q–K2
23 Q×Q
P×Q

Still depriving the black King of the flight square at his KB2.

24 P–Kt3
25 K–K2
26 K×B
27 B×R
28 K×P

After the harvest, the forces on either side are equal, but White with his restricted position, to say nothing of hisRAPID PAWNS, is lost.

29 P–R4
30 K–Q3
31 K–B3
32 R×R

A desperate effort.

Weakening the K side. It is clear now that Black's 10 ... B×B, by the opening of the KB file, has in the end benefited White only.

22 B–Q1

A mobile Bishop.

22 ... P×P
23 B–R5
K–K2

Black's King is in only comparative security in the middle of the board, in spite of a solid rampart of pawns.

24 P–QKt3
25 KR–B3
26 R–Kt3
27 B–Kt4

With the threat of 29 P–Q4, and the subsequent action of the Bishop (against QKt5) and of the Queen (on the Q file).

28 ... K–B2
29 P–Q4
30 R–Kt1

This change of front is effected with surprising rapidity.

30 ... P×P
31 P–Kt4

To restore the black Queen's mobility.

31 P×BP
32 R–QKt4

Deservedly winning a pawn.

32 ... Q–K3
33 P–Q5
34 B×P
Kt–R5

With the threat of recovering the QBP by 35 ... K–Q1.

35 B–Kt5
36 Q–K2

Threatening death and destruction in the enemy ranks by 37 Q–R5.

On the whole, White's pawn majority does not amount to much. His advantage really lies in the fact that the enemy forces lack cohesion: a travelling King, an inactive QR, and holes in the pawn formation.

36 ... P×P
37 P×P
P×Kt

In order to make possible 38 ... Q×P, which at the moment would be a gross mistake on account of 37 ... Q×P; 38 R–B3, and wins.

38 B–B6
39 Q×Kt1

Or 38 ... R–B2; 39 Q×Kt1 (threatening 40 Q×Kt6 mate); 39 ... Q–Kt1;
Queen is brought into the struggle with effect.

14 B×B
15 P×B Kt×Q
To avoid the pin 16 B×Kt5.

16 Kt×B
An important outpost.

16 P×Kt
Instead of voluntarily weakening his Q side pawns, Black had the choice between simplification by 16 ... Kt×R5, etc., or a regrouping of forces by 16 ... P×Q, to be followed by 17 ... P×Kt3; 18 P×P, P×P; 19 R×R, R×R, etc., with chances for both sides.

17 P×P Q×P
If now 17 ... P×P; 18 R×R, Q×R; 19 P×B, Kt1×Kt2 (19 ... Kt×B5; 20 B×Kt, Kt×B; 21 Q×P, winning a pawn as in continuation in the text); 20 Kt×P, Kt×Kt1; 21 B×K3, Q×Kt2; 22 R×Q1, and White has the initiative.

18 P×B Kt×Q
Playing for a counter-attack at all costs, but wisdom dictates 18 ... Kt(Q4)×K2.

19 B×Kt Kt×B
20 KR×Q1
After 20 Kt×Kt7 ch, Kt×R1; 21 Kt×P, P×B the white Knight is "in the air," and so White decides to capture Black's weak QBP.

If 20 Q×P, Q×P.

20 Q×B
If 20 ... K×R1; 21 R×Q7. The move in the text prevents one evil, but brings forth another.

21 Q×P KR×B1
22 Q×Q R×Q
23 Kt×Q
Having gained a pawn, White must now show real mastery in order to turn this small advantage into a win.

23 ... Kt×K7 ch
24 K×B Kt×Q5
25 P×Kt4 P×B4
26 P×B R×Kt1
27 R×Q
A move combining attack with defence.

27 ... P×Kt3
28 KR×R1 Kt×B7
29 R×P R×R
30 R×R Kt×P
If 30 ... R×P; 31 P×B, and the pawn
will queen. White now cleverly forces another liquidation.

31 R×Kt7 R×R
Or 31 ... Kt×B3; 32 R×R ch, Kt×R; 33 P×Kt4, Kt×R3; 34 P×B6, etc.
The resulting Kt ending appears to be very difficult to win, but the trend of events is in favour of White.

32 Kt×R K×B2
33 Kt×K2 K×K2
34 Kt×Q K×Q2
35 Kt×R5 Kt×R3
36 Kt×Kt3 K×B3
37 K×B3 Kt×P
38 Kt×Kt K×Kt
The pawn ending thus reached is won for White because of his "distant passed pawn."

39 P×R P×R
40 P×B P×Kt4
If Black plays a waiting move such as 40 ... K×Kt4, Black will still have to give way after 41 P×Kt4.

41 P×R5 P×K5
42 P×P P×P
43 P×Kt4 K×Q4
44 P×Kt4 K×K4
45 P×Kt K×K5
46 P×Kt6 P×K5
47 P×Kt7 P×B6
48 P×Kt8 Q Resigns.

19
White
BUCKLE
Black
HARRWITZ
(London, 1846)
The course of the next game is as follows: tranquil mobilisation leads to a skirmish in the centre from which weaknesses result in both pawn formations. The gain of a pawn is effected by White in a most astute manner. After persistent liquidation, there arises a Kt end-game and later, on the 38th move, a pawn-ending with an equal number (four) of pawns on either side, in which White's distant passed plays a decisive part: Black's agony lasts only ten moves.

1 P×K4 P×K4
2 Kt×Kt3 Kt×Q3
3 B×B4 B×B4
4 Castles Kt×B3
5 Kt×B3
Other good continuations are 5 P×Q3 or 5 R×Kt (5 ... Kt×Kt5; 6 P×Q4), whilst the sacrifice of a pawn either by 5 P×B3, Kt×P or by 5 P×Q4, B×P is not very clear.

5 ... P×Q3
6 P×KR3 Castles
7 P×Q3 B×K3
8 B×Kt3 Kt×K2
9 Kt×K2
This moves of the centre is one of the finest conceptions in the literature of the game.

Technically speaking, the motifs of deflection (43 ... R×R; 44 Q×Q) of disorganisation (43 ... K×Q1; 44 R×R ch), and disjunction by a double check (43 ... K×R; 44 B×B db ch) form part and parcel of the whole.

43 ... K×R
44 B×Kt8 dbl ch K×R1
Or 44 ... K×B; 45 Q×Q ch, K×B2; 46 Q×Kt7 ch, followed by 47 ... R×R.
The text move is a last attempt at a desperate but short-lived resistance.

45 Q×Q R×P
46 Q×Q8 R×P
47 Q×Q7 R×Kt8 ch
48 K×R2 R×Q7
49 Q×B6 ch K×Kt1

20
White
TCHIGORIN
Black
TARRASCH
(Monte Carlo, 1902)
To engineer a King's field attack and to conduct it to a victorious finish by means of unexpected threats and, when necessary, occasional sacrifices, is the prerogative of the great masters.

The following game is a brilliant illustration of such an attack.

1 P×K4 P×K4
2 Kt×Kt3 Kt×Q3
3 B×B4 B×B4
4 Kt×B3 Kt×B3
This can be called the Italian Four Knights' Game.
Better than 6 ... B x B; 7 P x B, because then the doubling of White's KP is more than compensated by the compactness of his centre and his prospects on the KB file.

A useful post. (Of less value would be 7 Q-Q2; for after 7 ... B x Kt5 the Queen would be none too comfortable there.)

After 7 ... Castles, White has the choice—a question of temperament—between the symmetrical 8 Castles KR and the more boisterous 8 Castles QR.

The only unflagging continuation. For, after 8 ... B x Kt3, Black could simplify the game by 8 Q x KB; 9 RP x B, B x B; 10 P x B, P-Q4; 11 P x P, K x P; 12 Kt x Kt, Q x Kt, etc., with an even game.

Castles
9 B x P
10 B-Q4
11 Q x Q
This demonstration prompts White to give up the attacked pawn, because neither 12 R x Q-Kt1, B x P; nor 12 R x P, Q x P; is playable for White. And if now 12 Castles QR, Black does not continue with 12 B x Kt; 13 Q x B, K x P; 14 Q x P, etc., but much more incisively 12 ... Q-Kt2; 13 P x P, P x P; 14 Kt x Q, P x Kt1, and Black has the initiative.

12 Castles KR Q x P
This excursion by the Queen will allow White—at the cost of further sacrifices—to regroup his forces for the attack.

13 B-Q2 B x Kt
14 B x B Q x Kt
15 P x P B-B5
This hankering after worldly possessions will lead to no good. Simpler was 15 Q x Q; 16 P x Q, Kt-Q2; and White's advantage—if any—would be very small.

16 Q-K3 Kt-K5
17 Q-K5 Kt x KP
18 Kt-Q4
Preserving his forces for the frontal attack which he has prepared. If, on the other hand, 18 Kt x Kt, Black with 18 ... P-B3 obtains, at one stroke, a very good game.

To accept the offer of the exchange by 21 ... R x R; 22 R x R, B-R2; 23 P x R would expose Black to many dangers.

Defending directly the Bishop and indirectly the threatened KP (for if 26 ... Q x K P; 27 QR x Q1 wins a piece).

In order to continue with 27 ... Q-Kt5.

27 P-B5 Q-B2
28 P-R6 K-R1
29 P x P ch Q x P
30 Q x R2 R-B2
31 R x B3 R-KKt1
32 QR-KB1 Q-Kt4
33 B x Kt1
Making for more fertile fields.

33 B x B4
34 B-B1 Q-Kt5
35 R x R1 Kt (Kt1) x Kt2
Black being in difficulties, his choice of moves is restricted, whilst White is able to improve his position. Better would have been 35 ... B-B3.

36 B-R6 R-Kt1
37 B-B4 R (B2) x Kt2
38 B-R6 R-B2
39 B x Q2 B-B3
40 R x B4 Q-Kt4
A mistake would be 40 ... Q-Kt6, because of 41 Kt x Kt6 ch, R x Kt; 42 P x R, and White has won the exchange.

41 R-B2 Q-R4
42 R x B3 R-Kt5
An ill-fated attempt at counter-attack.

43 R-KR3
At last the decisive regrouping is completed, and the threat of 44 Kt x Kt6 ch can no longer be parried.

43 ... (B2) x Kt2
If 43 ... K-Kt1, there follows 44 Kt-B3 and the Queen is “mated.”

44 Kt-Kt6 ch P x Kt
45 P x P Resigns.

21
White
BOGOLJUBOW
Black
RÉTI
(Göteborg, 1920)

It will be seen in the following game that Black, by measures both wise and patient, throws off the hostile yoke (12 ... K-R1; and 14 ... R-KKt1), himself gains territory (13 ... B-B5 and 22 ... B-B5), and finally takes up the offensive (27 ... P-KB4). It is, therefore, the power of sound manoeuvring which we shall see illustrated.

1 P-K4 P-K4
2 Kt-KB3 Kt-QB3
3 B-B4 B-B4
4 P-Q3 Kt-B3
5 Kt-B3 P-Q3
6 B-K3 B-K3
7 P-KR3
Instead of this waiting move, the most effective plan here is 7 Q-Q2, in preparation for Castles QR.

8 ... B-K3
9 ... Castles
9 B x Kt
This exchange makes the black centre more compact. White should have delayed it by first playing 9 B x Kt5.

9 ... P x B
10 B-Kt5 Q-K2
11 Castles P-KR3
12 B-R4 K-R1
Methodically preparing the unpinning of the Knight by K-KKt1 and then ... P-KKt4. At this stage 12 ... P-KKt4 would have been premature, because of 13 Kt x Kt P.

13 P-Q4 B-B5
14 R-K1 R-KKt1
15 P x P Q x Q1
17 Q-B1 Kt-Q2
18 Kt-Q1 P-B3
19 Kt-K3 B-B2
A sound manoeuvre. For after 19 ... B-K3; 20 Kt x Kt, B x Kt; 21 P x B, the games would tend to equalise, whereas now Black can rely on his Bishops. (An old motto says: "The future belongs to him who has the Bishops.")

Although this move maintains White's initiative for some time to come, certain strategic weaknesses in his position will gradually make themselves felt, namely, the restricted Bishop, his weak KB2, the Queen forced back behind the lines, and his adversary's control of the open Q file.

The Queen escapes whilst parrying the threat 21 Kt x RP.

As this move—intending to prepare a demonstration on the Q side—weakens the position in the centre (Q3), it would have been preferable to play 21 ... Kt4 (preventing 21 ... Kt x B), although even then Black would obtain the better game by 21 ... P-B4 (not 21 ... Q x P, on account of 22 Kt x RP); 22 P-B3, K-K2, followed by ... P-KKt3.

This threatens 22 ... Kt x B4, and at the same time ties the adverse KR to the protection of the KP.

Assumes the defensive. The violent attempt 22 Kt x P, P x Kt; 23 B x P (threatening 24 Q x P mate) would fail, because Black would reply, not 23 ... K x R2; 24 B x Kt P, R x B; 25 Q x P ch, K x Kt1; 26 Q x R4, etc., but 23 ... B x Kt3; 24 Q x P ch, B x R2, etc., a sufficient defence.

22 ... B-B5
23 Kt-Q2
The only way of guarding the pawn, for if 23 K x Q1, R x K, winning either the KP (24 Q x R, Kt x P) or the QRP (24 R x R, B x P).

23 ... B-B6
24 Q-B1
If 24 Q x Q1, B x P.

24 ... P-Kt3
At the right moment the opponent's only active piece is driven back.

25 Kt x R4 B-B3
A vacating manoeuvre; the Knight is enabled to settle on the dominant square at Q6.

26 Q x B2 Kt-Q6
27 Kt-Q1 P-KB4
With the persuasive threat 28 ... P-B5.
28 P—R4
A desperate attempt at salvation, for if
28 R—KB1, there follows 28 ... P—B5;
29 B—R2, Kt×BP; 30 Kt×Kt, B×R ch;
31 K×B, Q×B4 ch; 32 K—K1, Q×K6 ch;
33 K—Q1, Q—B7; 34 Kt (R4)—B3,
B—K7 ch; 35 K—B1, B×Kt; 36 P×B,
Q×B, and wins.

28 P—B5 29 P×R 30 K—R2
The loss of a piece cannot be avoided:
30 P—K4, B—K2.

30 ... P×B ch 31 P×P Q×B7
The threat is 32 ... Kt—K8; 33 R×Kt,
Kt×Kt—K8.

Embarazadas richestes! Black wins the exchange as well: 33 R×Q, Kt×Q; and
both the White Rooks are attacked.

33 QR×Kt B×R 34 R×B Q×Kt
And wins.

22
White
Black

CANAL
P. JOHNER
(Carlbad, 1929)

The manner in which White, in the following
game, enforce the opening of a file to further
his attack is most attractive.

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—B4 B—B4
4 P—Q3 Kt—B3
5 Kt—B3 P—Q3
6 B—K15
In conjunction with the four subsequent
moves this, the Canal attack, affords prac-
tical chances.

6 ... P—KR3
Trying, without delay, to get rid of the uncom-
fortable pin.

Other suitable counter-measures against the
threatened 7 Kt—Q5, are 6 ... B—K3; and 6
... Kt—QR4.

7 B×Kt
After 7 B—R4, P—KKt4; 8 B×KKt3,
B—KKt5, the initiative would pass over to
Black.

7 ... Q×B
8 Kt—Q5 Q×Q1
If 8 ... Q—Kt3, White would avoid the
continuation B—Kt×Pch, K—Q1; 10 Kt×R,
Q×KtP, etc., and play—eliminating all
danger to himself—9 R—KKt1, B—Kt3;
10 P—B3, with the predominance in the
centre.

9 P—B3 Kt—K2
The idea of getting rid of the hostile
QKt1 is sound. An instructive faux-pas
(which occurred in a game Canal-Becker
from the same tournament) is 9 ... B—K3,
with the sequel 10 P—Q4, P×P; 11 P×P,
B—Kt3; 12 Kt×B, RP×Kt; 13 P—Q5,
Kt—R4; 14 B—Q3, B—K5; 15 P—QKt4,
winning a piece and the game.

10 P—Q4 P×P
11 Kt×P Kt×Kt
A more useful counter still, at this stage,
is 11 ... P—QB3.

12 B×Kt Castles
13 Q—Q3
With the option of castling on either side.

13 ... Q—B3
14 B—K3
Conserving this efficient piece, whereas
after 14 Castles Kt, B×Kt; 15 P×B,
B—K3; 16 B×B (or 16 B×P, QR×Kt),
followed by ... R×P; 16 ... B×P,
there would be no fight left in the game.

14 ... R—K1
15 Castles Kt B—K3
16 B—B2 P—KKt3
A precautionary measure which, however,
weaks the King's field.

17 K—K1 QR—Q1
Intending either to open the Q file by
18 P—Q4, or to simplify the game by
18 B×Kt; 19 P×B, P×B (20 P×P,
P×P or 20 P×Q, Kt×B). But his adver-
sary's advance on the next move no longer
allows him any thought of counter-action.

18 P—KB4 B—Q2
In reply to 18 ... P—Q4, White is
already threatening 19 P—K5.

19 P—B5 P—KKt4
Hoping to keep the critical files closed.

20 Kt—K6
By this temporary sacrifice White clears
the KB file. Black's acceptance is com-
pulsory, as otherwise there would follow:
20 ... R—QB1; 21 Kt×B, P×Kt;
22 Q×B, or if 20 ... B×Kt; 21 P×B,
Q×KP; 22 B—Kt3, and wins.

20 ... P×Kt
21 P×P QKt—K3
Again, if 21 ... Q×KP; 22 B—Kt3.

22 P×B QR×P
23 R—B5
Thanks to the threat of 24 R×B, which
prevents the opposition of a Rook by 23 ...
... Kt—K1 (while 23 ... R—B2 is not
feasible because of 25 B—K3), White
succeeds in doubling Rooks on the open file.

23 QR—K2
24 QR—K1
Steadfast play. A mistake would be
24 Q—Q5 ch, K—K2; 25 Q×KtP, on ac-
count of 25 ... Q×R; 26 P×Q, R—K8 ch,
followed by mate. On the other hand, if 24 P—K5, Q—Kt2 (not
24 ... R×P, as White replies 25 R×R,
Q×Q; 26 R×R ch, R×Q),

24 ... Kt—K2
Kt—K2
If 24 ... R—K4; 25 R—B6, followed by
26 B—Kt3 ch, and if 24 ... R×P;
25 Q×Q ch, R (K5)—K3; 26 R—B6, and
wins.

25 P—K5
The time is ripe for this advance, the threat
being 26 R—B7 ch, Q×R; 27 Q—R7 ch,
K—B1; 28 Q—R8 mate.

25 ... R—KR1
26 P—K6 Q×P
Or 26 ... R×P; 27 R—B7 ch, Q×R;
28 R×Q ch, K×R; 29 B—K3, with a
convincing gain in material.

27 R—B6 Resigns
Because of 27 ... Q×R; 28 R×Q, K×R;
29 Q—Kt6 ch, K—K4; 30 B—Q5 mate.

23
White
Black

CAPABLANCA
ELISKASES
(Moscow, 1936)

The secret of successful liquidations is, in
the last instance, one of pawn manage-
ment.

The player who has succeeded in preserving
dynamic resources in his pawn structure (as,
for example, the greater number of reserve
moves or—as is the case in the following
game—the possibility of rupturing the enemy
front as White does by 48 P—B5) maintains
the advantage to the end.

1 P—K4 P—K4
2 Kt—K3 B—Q3
3 B—B4 B—B4
4 Kt—B3 Kt—B3
5 P—Q3 P—Q3
6 B—K15 P—Kt3
7 B×Kt Q×B
8 Kt—Q5 Q×Q1
9 P—B3
As can be seen, White has by his pre-
ceding moves vacated the square at Q3B
without any loss of time, and now he has in
view a gain of territory in the centre by
10 P—Q4, or eventually by P—QKt4.

9 ... Kt—K2
Seeking at once to clear up the question
of the centre. Other playable replies are
9 ... P—R3 (or even 9 ... P—Q4) or
9 ... B—K3 (a "preventive retreat") or
9 ... Castles, simplest of all.

10 Kt—K3
This retreat presages a quiet and patient
struggle for position, instead of bringing
about, as in the preceding game, a restless
and complicated contest by 10 P—Q4,
Kt×Kt; 11 B×Kt, P×P; 12 Kt×P,
Castles, etc.

10 ... P×B
Playing for the greatest possible simplifica-
tion, but more logical would have been
10 ... Castles.

11 B×B
He does not fear the phantom of simplifi-
cations, for there will remain some small
weaknesses for him to attack.

11 ... P×B
12 Q—Kt3
Claiming the initiative.

12 ... Q×B1
13 P—Q4
A misconception would be 13 Kt×P, for
Black would reply, not with 13 ... P×Kt;
14 Q—Kt5 ch, followed by Q×B, but first
with 13 ... B—Kt.

13 ... P×P
14 Kt×P B×Kt
Black's last four moves were compulsory.
If, for example, 14 ... P—K4; 15 Kt—K6.

15 P×B
16 Castles KB Castles
By playing 16 R—OB1, at once White
would have made it still more difficult for
Black to free himself.
counter-thrust 29 . . . . P—KKt4 (30 BP x P, R x R; 31 R x R, etc.). Black now resigns himself to purely passive strategy.

29 . . . . Q—K2
30 Q—B2 K—K2
31 P—KKt4

White, on the other hand, seeks to exploit his pawn majority on the K side, that of Black on the Q side being practically blocked.

31 . . . . KR—B2
32 K—R3 Q—Q2
33 P—Kt4 R—Kt1
34 R—Kt1 K—R1
35 Q—Q2 R—R2
36 Q— KR2
37 P x P R x P
38 R—Kt5 Q—R2
39 Q—Kt5 Q x R
40 Q—Q4 R—Kt2
41 R—Kt3 K—R2
42 R—Kt2 K—R1
43 K—Kt3 R—K2
44 R—KR2 R—K2
45 R x R K x R

This plausible-looking move allows White to "liquidate" in a manner as elegant as it is decisive. Comparatively best was 45 . . . .

R—KR1.

2. EVANS GAMBIT

DUFRESNE HARRWITZ

(Berlin, 1848)

The centre shaken (Q5 and K5), the black King's fastness toppling under a frontal assault (on the Kt file)—all this interspersed with numerous sacrifices—we have here a true Evans Gambit, an opening which someone floridly described as "a gift of the gods to a languishing chess-world."

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—B4 B—B4
4 P—QKt4

Conceived—about 1826—by Captain W. D. Evans, this brilliant idea seeks to gain a decisive tempo for the formation of a powerful centre. "Imported" to the Continent by McDonnell, this "novelty" had as its best protagonists de la Bourdonnais the impetuous, Morphy the unforgettable, and later on Tchigorin the profound. Fallen into disuse owing to Lasker’s discoveries, it is still found in some contemporary games of Dr. Tartakower and C. H. O'D. Alexander.

4 . . . . B x P
5 P—B3 B—B4

Besides 5 . . . . B—R4, this retreat is the only reasonable one, whereas 5 . . . . B—K2 and 5 . . . . K x Q makes Black's task more difficult.

6 Castles

A restless continuation is 6 P—Q4, P x P; 7 Castles.

6 . . . . P—Q3
7 P—Q4 P x P
8 P x P B—Kt3

The "normal position."

9 B—Kt2

One of the best continuations, the long diagonal being here full of promise for the future.

9 . . . . Kt—B3

After the more restrained 9 . . . . Kt—K2, White continues with 10 Kt—Kt5 or 10 P—Q5.
the exchange of Queens, relying, with good reason, on the asset of the open Q file, which asset, in fact, proves decisive.

1 P–K4
2 Kt–KB3
3 B–B4
4 P–Q4
5 P–B3
6 Castles
7 P–Q4
8 P×P
9 P–K3

White is in no hurry. This preventive measure foreseals the pin by 9 . . . . B–Kt5, which would threaten White's handsomely centre.

9 . . . . Kt–B3
After 9 . . . . Kt–Kt2 an imaginative line of play is available in 10 Kt–K5, P–Q4 (10 . . . . Castles; 11 Q–R5; 11 P×P, Kt–R4; 12 P–Q6, Kt×B; 13 Q–R4 ch, P–B3; 14 Q×Kt, Kt×Q; 15 R–K1 ch, K–B1; 16 R–K7, and White is very active.

10 Kt–B3 Castles
One would think that Black is now out of all dangers, yet his troubles are only just beginning. That is why 10 . . . . P–K3 would have been justified.

11 B–KKt5
In accordance with the precept that "a threat is stronger than its execution," this pin, which eventually threatens 12 P–K5, is more serious for Black than immediate action, e.g. 11 P–K5, P×P; 12 P×P, Kt–Q2; 13 P–K6, P×P; 14 B×P ch, K–R1; 15 Kt–KKt5, Kt–K4; 16 Q–R5, P–KR3, and White's attack hangs fire.

11 . . . . Kt–K2
This attempt to relieve the pin has its drawbacks. The counter-measure 11 . . . . P–K3 was indicated.

12 P–K5
The break-through.

12 . . . . P×P
If at once 12 . . . . Kt–Q2; 13 Kt–Q5 wins.

13 P×P Kt–Q2
A serious disappointment. Black cannot exchange Queens because, after 13 . . . . Q×Q; 14 QR×Q he loses a piece.

14 P–K6
Now 14 Kt–Q5 would be useless on account of 14 . . . . B–B4, whereas the advance in the text throws the enemy camp into disorder.

14 . . . . P×P
15 B×P ch K–R1
16 Kt–Q5 Kt–K3
If now 16 . . . . B–B4, then simply 17 KB×Kt, B×B (or 17 . . . . Q×B; 18 Kt×Kt, Kt×Kt; 18 . . . . B–Q, K×Kt2; 19 Q–B2, B–Q3; 20 Kt×Kt, B×Kt; 21 R×B, R×R; 22 Q–QB5, turning the pin to good account.

17 B×Kt P×B
18 B×B R×B
Foreseeing no danger, Black holds on to the loot. He should have resigned himself to simplification by 18 . . . . Q×Kt; 19 Q×Q, Kt×Q; 20 B×P, QR×Q; and although all his pawns are weak, he has a defendable game.

19 Kt–B4
A fresh disappointment for Black, who, although a pawn ahead, is offered the exchange of Queens.

19 . . . . Q×Q
After 19 . . . . Q–K1; 20 Kt–K6, this Knight's dominating position would seriously influence events.

20 QR×Q QR×Q
21 Kt–K6 R×R
22 R×R R×K1
23 R–Q7
The occupation of the seventh rank is more than an equivalent for the lost pawn. We see here a confirmation of the rule that "the opening up of lines benefits him who has the better development."

23 . . . . Kt–Q4
To this ingenious attempt at liberation (24 R×Kt, R×Kt) White finds an even more ingenious reply. If 23 . . . . P–QB4, White does not answer covetously 24 R×P, P–B5, etc., but solidly 24 Kt–Q2.

24 Kt–Q8
Keeping the King in chancery. If 24 Kt–K7, R×K2.

24 . . . . Kt–B5
25 Kt–B7 ch K–Kt1
26 Kt–R6 ch K–R1
27 Kt–R4
The reserve cavalry is now thrown in, and Black's Rook should not now have left its base. He should have regrouped his forces by 27 . . . . Kt–Kt3, although even then his position would have remained difficult.

27 . . . . R–K8 ch
28 K–R2 B×P
After 28 . . . . R–K1 there follows 29 Kt (R4)–B5, with a winning attack.

White mates in five
(29 R–Q8 ch, R–K1; 30 R–R ch, K–Kt2; 31 Kt (R4)–B5 ch, K–Kt3; 32 R–Kt8 ch, K–R4; 33 P–KR4 mate.)

26

White Black
MORPHY LÖWENTHAL
(London, 1859)

The following game demonstrates, more clearly than could mere words, the attacking value of the open file.

1 P–K4
2 Kt–KB3 Kt–QB3
3 B–B4
4 P–QQ4 B×P
5 P–R3 B–B4
6 Castles
7 P–Q4 P×P
8 P×P K–K13

500 MASTER GAMES

17 Kt×RP K×K1
18 Kt×B Q×K4
19 R–Q3
Initiating a frontal attack in the grand manner.

20 R–R3 ch K×K1
21 R–KtKt3 Q–R5
A more stubborn defence was 21 . . . . Q–R3, for now White can let off some more firepower.

22 Kt–B6 ch P×Kt
23 R×Kt ch K×R
Or 23 . . . . K–R1; 24 R–Kt5.

24 Q×P ch K–K1
25 P×P K–R2
A sad necessity in order to parry the double threat 26 Q–Kt7 mate and 26 P–B7 dis ch. Thus the unmasking of the long diagonal will serve as the theme of the course of future events.

26 Q×R K–QKt1
With the counter-threat 27 . . . . Q×BP, followed by mate.

27 K–R1
Well parried, for now if 27 . . . . R×P; 28 Q–K8 ch, K×R2 (28 . . . . R×Kt1; 29 P–B7 ch; 30 P–B1 ch, and wins. A mistake would be 27 P–Kt3 (27 . . . . R×P ch) or 27 Q–K8 (27 . . . . QB ch, followed by mate).

27 . . . . Q–KK5
28 R–KKt1 B×P

29 Q–K8 K–R2
30 P–B7 Resigns.

25

White

Black

BIRD DE RIVIERE
(London, 1858)

An interesting feature of the following game is the nonchalance with which White, on two occasions, allows and even challenges
If 11 P—KB3, the sacrificial continuation by White of 12 B×P, P×B; 13 Q—R5 ch, K—B1; 14 Q×K P, Q—B3, etc., is unsound. His best line of play in that case is 12 K—R1, Kt—K2; 13 P—B4, with better chances.

12 B—Kt3 ch
If instead of the text move 12 Q—R5, B—Q5.

12 . . . . B—Q2
13 C×B ch K×B
14 Q—Kt4 ch
By the simplest means White not only recovers his pawn, but wins one as well without giving up his attack.

14 . . . . P—B4
Or 14 . . . K—K1; 15 Q×P, Q—B3; 16 B×P, and wins. If, on the other hand, 14 . . . . K—Q3 (here or on the next move), then 15 Kt—Q2 settles Black’s fate.

15 Q×P ch K—K1
16 B×P
White proceeds to direct action in preference to effecting the liquidation: 16 Q×KP, Q×Q; 17 B×B, K—B2, etc.

16 . . . . Kt—R3
17 Q×B4 K—Q2
Hoping to connect the Rooks by this artificial castling.

18 Kt—Q2
A blunder would be 18 Kt—B3, as Black wins a piece by 18 . . . . QR—K1.

18 . . . . QR—K1
19 Kt—B4
Combining defence (of the Bishop) with attack (20 P—Q6, P×P; 21 QR—Q1, etc.).

19 . . . . B—B4
Trying to strengthen his Q3, for if 19 . . . . Kt—B1; 20 QR×B identifies the attack.

20 QR—Q1
White could effect much by 20 B×BP, KR—B1 (not 20 . . . . Q×B, because of 21 Kt—K5 ch; R×Kt; 22 B×R, etc.); 21 Q—K3 (or 21 Q—Kt3, Q×P; 22 Q×P ch, Kt—B2, and the tables are turned); 21 Kt—Kt5; 22 Q×Q ch, R×Q; 23 B—Kt3, Kt×KP, etc.—but he prefers not to relax his grip.

20 . . . . B—Q3
21 B×B P×B
22 R—Kt1
Here and on the following move White effects a lightning change of target for his heavy artillery.

22 . . . . P—QKt3
23 KR—B1 Q—B3
24 Q—K3 Kt—K15

25 Kt×P ch
A brilliant sacrifice, which is to be complemented by an even more generous offer.

25 . . . . P×Kt
26 R—B7 ch K—Q1
Shrinking from the precipice: 26 . . . . K×R; 27 Q×P ch, K×Q; 28 Q×R7 ch, followed by 29 R—Kt8 mate.

27 Q×P Q×P ch
28 Q×Q Kt×Q
29 R—R7
Recovering his piece, thanks to the threat 30 R—Kt8 mate, and maintaining two extra pawns with a dominating position.

29 . . . . Kt—R6 ch
30 P×Kt K—B1
31 K—B2
And wins.
For after 31 . . . . KR—B1 ch; 32 Kt—K3, etc., Black is helpless, whilst 31 . . . . R×P is not possible, as 32 R—R8 ch wins a Rook.

27 White
Black
KOLISCH
PAULSEN
(Bristol, 1861)

The first part of the following game (up to Black’s 17th move) consists mainly in consolidating manœuvres on either side.

We then see how a localised contest—conducted on what appears to be a sector of secondary importance—unexpectedly becomes the principal theme of the game, thanks in the main to Black’s beautiful pawn sacrifice (19 . . . . P—B6) and to the co-ordination of his minor pieces.

1 P—K4
2 Kt—KB3 Kt—Q3
3 B—B4
4 P—Q4 Kt—Q4
5 P—B3 B—R4
6 P—Q4 P×P
7 Castles P×P
8 P×P
9 P—Q5

The chief protagonist of this move (instead of 9 B—Kt2 or 9 Kt—B3) was Anderssen.

9 . . . . Kt—R4
This manœuvre, if effected without delay, does not represent loss of time, as White’s Bishop must react sooner or later, and Black can find the necessary breathing space to consolidate his position.

10 B—Kt2 Kt—K2
10 B×R ch
Attending to his development. 10 . . . Q×R; 11 Q—R4 ch, B—Q2; 12 Q×Kt would only help White to a sound disposition of his forces.
By the text move Black shows that he has no fear of 11 B×P, because of 11 . . . . R—KKt1; and Black would have the initiative.

11 B—Q3 Castles
12 Kt—B3 Kt—Kt3
13 Kt—K2
After the violent initial skirmishes, the play is now characterised by subtle manœuvres.

This “positional” aspect of the Evans Gambit shows its wide resources.

13 . . . . P—QB4
Following up the advantage which he has acquired on the Q side.

14 Q—Q2 P—B3
Restricting the range of the adverse QB on the long diagonal.


15 K—R1 B—Q2
An alternative line of play on Black’s Q side would be 15 . . . . B—B2; 16 QR—B1, R—K1; 17 Kt—Kt3, P×Kt4; 18 Kt—B5, P×B; 19 B—K2, etc., with chances on both sides.

16 QR—B1 P—QR3

17 Kt—K1
He continues his preparations for the advance of his KBP, but more in keeping with the requirements of the situation would have been 17 Kt—Kt3, B—K4; 18 Kt—B5, P—B5; 19 B—K2, etc.

17 . . . . B—Kt4
18 P—B4 P—B5
19 B—Kt1 P—B6
A very deep sacrifice of a pawn. It not only vacates a square in order to let in an important unit (the QKt), but it also entangles the enemy forces, with the additional hope of turning the open QB file to account.

20 R×P

20 . . . . Kt—B5
21 Q—B1 R—B1
This reinforces the outpost position taken up by the QKt, and threatens, inter alia, 22 . . . . R—B4; 23 R—QB2, Kt—Q7, etc.

22 B—Q3 B—K6
A decisive impetus.

23 Q—B2 Kt—Q7
The complement of Black’s preceding move. Black’s control of the weak squares, which he ultimately turns into material advantage, is very remarkable.

24 R—Kt1 R×R
25 Q×R Q—Kt3
26 B—B1 B×R
27 Kt×B B×B
28 Kt×B Kt×KP
Resign.

E.g. 29 Q—B4, R—K1, etc., or 29 Q—B2, Q×Q (threatening 30 . . . . Q×Kt; 31 Q×Q, Kt—B7 mate); 30 Kt—R3, R—K1; 31 B—K2, Q×Kt; 32 Q×Q, Kt—B7 ch; 33 Kt×Kt, R—K8 ch, with mate to follow.

28 White
Black
BLACKBURNSTEINITZ
(London, 1862)

This game illustrates the triumph of patient defence in the face of all dangers.
SANDERS-ALAPIN DEFENCE, the alternative being to lead back into the normal position by 7 ... P x P; 8 P x P, B-Kt3; 8 Q-Kt3, K-Q2, etc.
(b) 6 ... Kt-B3; 7 ... P-Q4, Castles; 8 Kt x P, Kt x KP, etc., leading to very complicated play.
(c) 6 ... P-QB3 (the STEINITZ DEFENCE). See Game No. 30.

6 ... P x P
7 Castles P x P

In this, the Compromised Defence, Black has for the moment three extra pawns, but he is exposed to a particularly violent attack. The alternative continuations are:
(a) 7 ... B-Kt2; 8 P x P (8 Q-Kt3, Kt-R4); 8 ... P-Q3, reaching the normal position.
(b) 7 ... P-Q3; 8 Q-Kt3 (the WALLER ATTACK), which is very risksome for Black after 8 ... Q-B3; 9 P-K5, P(Q3) x P; 10 R-K1, B-Q2; 11 B-KKt5, etc.
(c) 7 ... B-Kt3; 8 B-R3, P-Q3; 9 P-K5, and Black's plight is even worse.
(d) 7 ... Kt-Kt3; 8 P x P, with a persistent attack.
(e) 7 ... P-QKt4; 8 B x P, P x P; 9 B-R3, and White dominates the situation.

(F) 7 ... P-Q6, which is best illustrated by the following game (Anderssen-Dufresne, Berlin, 1853): 8 Q-Kt3, Q-K3; 9 P-K5, Q-K13; 10 R-K1, Kt-KKt2; 11 B-R3, P-Kt4; 12 P x P, R-QKt1; 13 Q-R4, B-Kt3; 14 QKt-Q2, B-Kt2; 15 Kt-K4, Q-B4; 16 B x P, Q-R4; 17 Kt-Kt4, Q-Kt1; 18 P x P, R-Kt1; 19 QR-Q1 (meditating an extraordinary combination, instead of contenting himself with the sound but ordinary 19 B-K4); 19 ... Q x Kt (he is incredible, but also after 19 R-K15, 20 P-B4, etc., or 19 ... Q x Kt5; 20 Q x R, Q x R; 21 B-B5, White has the last word); 20 R x Kt ch, K x R (if 20 ... K-Q1; 21 R x P ch, K-B1; 22 R-Q8 ch, forcing the win); 21 P x P, Q x P; 22 B-B5 ch, K-K1; 23 B-Q7 ch, K-B1; 24 B x Kt mate. A combination second to none in the literature of the game.

8 Q-Kt3 B-Q3
After 8 ... Q-K2 the continuation 9 B-R3, P-Q3; 10 P-K5 is sufficiently convincing.

9 P-K5 Q-K13
If 9 ... Kt x P, there follows 10 R-K1, P-Q3; 11 Kt x Kt, P x Kt; 12 Q-R4 ch, winning a piece.

10 Kt x P P-KQ4
This attempt to deflect the hostile attack
meets with little success, nor is 10 ... B × Kt; 11 Q × B, P − Kt3; 12 P − K6, etc., in any way comforting. The relatively best continuation is 10 ... Kt × Kt; 11 B − R3, Castles; 12 Kt − Q5, although here also Black has no easy task.

11 Kt × P  R − Kt1
12 Q − K3

With this adroit manœuvre White parries first of all the threat 12 ... P − Q3, whilst maintaining the initiative.

12 ... Kt × Kt2
13 Q − K2

Threatening to capture the hostile Queen, on a full board, by 14 Kt − R4.

13 ... Q − R4
14 B × R3  B × Kt2

After 14 ... P − Q3, White plays with advantage 15 Kt − Q6 ch, F × Kt; 16 P × P.

15 Q × Q1  Kt × B4

As 15 ... Castles is not feasible on account of 16 R × P, Black tries to regroup his Knights (threatening 16 ... QKt × K2, followed by B × B), but his cramped position invites trouble.

26 Q × Q ch  K − R3
27 Q − B4 ch  K − Kt2
28 Q × K4 ch  K − B3
29 Kt × Kt5  K × R3
30 Q × B4 ch  K × R2
31 B × B5 ch  R × Kt3
32 B × Kt6  Resigns.

The harvest.

32 ... B × B
33 Kt × Kt ch  B × Kt
34 Q × B  Resigns.

White  Black

TCHIGORIN  STEINITZ

(Match by cable, 1890–1)

In the following game—which for some months kept the chess-world on tenterhooks—we see a clash between an attacking player, relying on the resources of the imagination, and a defender who believes in the power of resistance of the inert mass, but who is handicapped on this occasion by an unfortunate choice of variation (6 ... Q − B3).

1 P − K4  P − K4
2 Kt − KB3  Kt − QB3
3 B − B4  B − B4
4 P − QK4  B × P
5 P − B3  B × R4
6 Castles  Q − B3

The Steiniz Defence—a favourite of the then champion—renders Black’s task far more onerous than the usual 6 ... P − Q3.

7 P − Q4  Kt − R3

He already has no natural moves at his disposal and must resort to baroque strategy. Here he cannot reply with 7 ... P − Q3 (8 P − Q5, followed by 9 Q − R4 ch, winning a piece), nor with 7 ... P × P (8 P − K5, Q − K3; 9 P × P, with a powerful compulsion.

The reply 7 ... P − KR3 is slow, as is seen in the following game, Gunzburg-Steinitz (from their match, New York, 1891):

8 Q − R4, B − Kt3; 9 B − Kt5, Kt × Kt2; 10 B − R3, P × P; 11 Q × K5, Q − Kt3; 12 P × P, Kt − Q4; 13 R × Kt1, Kt × B5; 14 P × Kt3, Kt × Kt5; 15 QKt − Q2, Kt × R6 ch; 16 K − K12, Kt × Kt4; 17 B × Kt2, Kt × K2; 18 B × K2, Kt × K1; 19 K × R1, Q − B4; 20 Kt × K4, Q × BP (falling into a terrible trap, but after the only permissible move, 20 ... Q × R2, Black also remains in a bad way); 21 Kt × K4, and Black resigns, for after 22 KB − B1, his Queen is lost on a full board.

8 B − K15

This style emphasizes the unfortunate position of Black’s Queen. He cannot very welly reply with 8 ... Q − Kt3, because of 9 P − Q5, Kt − Kt1; 10 B × Kt, P × B; 11 Kt × P, and White has the advantage both in material and in position.

8 ... Q × Q  Q − Q3
9 P − Q5  Kt − Q1
10 Q − R4  B − Kt3
11 Kt − R3

Each of White’s moves tells, as is often the case in open games, in which it is possible to work with direct threats. At the moment the threat is 12 Kt − Kt5, Q − Kt3; 13 B × Kt, followed by 14 Kt × P.

11 ... P − Q3

This weakening of his Q3 will play an important part in the course of the game. But after 11 ... P − R3 White could still play (apart from the good continuation in the text, 12 B − K2) 12 Kt × Kt, P × Kt; 13 Q × R, P × B; 14 Q × B, Castles; 15 B × Kt, P − QB3; 16 Q × KtP, etc.

12 B − K2  B − B2
13 Kt − B4  Q − B1
14 Kt − K14  B × P

A pretty deflective sacrifice which allows White to gain important territory on the extreme left wing.

14 ... Kt − Kt6  R − QKt1
15 Kt − Kt6  B × P
16 Q × RP  Kt − K3
17 B − B1  Kt − Kt1

Here is what one was pleased to call a Steiniz position, with so many pieces encumbering the first rank.

Black’s position—neither developed, nor properly speaking, susceptible of development—is of course theoretically lost. The great Russian champion now proceeds to prove that it is lost in practice as well.

18 B − R3

Revealing the meaning of the beautiful retrograde mate contained in White’s preceding move.

18 ... P − QB4

Needless to say, Black cannot now reply 18 ... B × B, because of 19 Q × R, and he is compelled further to weaken his position in the centre (Q4).

A plastic illustration of the fact that one weakness leads to another.

19 QR − Q1  Kt − B3
20 B − B4

With the threat 21 B × Kt, BP × B; 22 B × P.

20 ... B − B2

Still more unfortunate would be the acceptance of the “Greek gift” by 20 ... Kt × P, on account of 21 Kt × B, R × Kt1; 22 Q × KtP, R − B3; 23 Kt × P, with the incisive threat of 24 Q × P mate.

21 Kt × Q5  B − Q3
Or 21 ... Kt × Kt1; 22 P × Kt, Kt × B5; 23 P × Q6, B × P; 24 B × P, B × B; 25 Q × R, K − Q1; 26 Kt × P, and wins.

22 Kt × R4

Whilst his adversary is condemned to inactivity, White is able further to reinforce his position.

22 ... Kt × Kt1
23 Kt − B5

This beautiful intermediary manœuvre ensures for White a quick and bountiful harvest.

23 ... P − Kt1
24 Kt − Kt3  Q × Kt
25 B × Kt  Q − B2
26 B × B  BP × B
27 B × P  R − R1

Or 27 ... P − Q4; 28 P × P, P × P; 29 R × P, and the deadly threat 30 B × Q6 persists. Black cannot save the exchange, and is reduced in the sequel to a painful agony.

500 MASTER GAMES

18 Q—B1, without having to fear a "family check" by 18... Kt—K7.

17 ... B—K3

Not 18 Q×BP, on account of 18... B—Q4. As the text move gives rise to a powerful counter-attack, he should have submitted to 18 P×Q, Kt×QP; 19 Q×BP, etc.

18 Q—B1

19 K×Kt

White sacrifices.

20 K—Kt3 B—Q4

The activities of this new arrival are speedily decisive.

21 QKT—Q2

Or 21 Q—Kt5, P—B5 ch; 22 K—Kt4, B×Kt ch, and wins.

21 ... P—B5 ch

22 K—Kt4 Q—Kt4 ch

23 K—Kt1 Q—R4

24 Q—B3

Trying in vain to hold both threatened points (Kt at KB3 and P at Q4).

15 ... Castles

16 B—R4

Again, if 16 P×P (here or on the next move), then not 16... P×P; 17 B×P, etc., but 16... Kt×P, trying to assume the initiative.

16 ... Kt—B5

In order to reply to 17... P—Q4 by

8 P—Q4

The struggle for the initiative. Let us examine alternative attempts:

(a) 8 P×P, P×P; 9 Q—Kt3 (the exchange of Queens, as mentioned before, turns out badly for White); 9... Q—B3

10 B—KK5, Q—Kt3; and Black’s defence is adequate.

(b) 8 B—R3, P×P; 9 P×P, B—Kt5; and Black counter-attacks.

8 ... Kt—B3

Black hopes thus to complete his mobilisation whilst holding the pawn.

9 B—QKt5 P—QR3

A necessary measure. If 9... Castles, or 9... B—Q2; 10 B×Kt, followed by 11 P—R5, wins a piece.

10 B×Kt ch P×B

11 P—R5 B—R2

12 Q—R4

With this sally, which indirectly guards his threatened KP whilst attacking Black’s QBP, White seeks to maintain the initiative. After 12 P×P, the telling continuation of a game Tchigorin-Lasker (St. Petersburg Quadrangular Tournament, 1895–6) was as follows: 12... Kt×P (a pawn for a pawn!); 13 Q—K2, P—Q4; 14 Kt—Q4, Kt×QB (a fresh surprise); 15 Kt×Kt, B×Kt; 16 Q—Q3, P—QB4; 17 Q—Q3, Kt—B3; 18 B—Kt5, Q—Q2; 19 Q×B1, B×P; 20 P×P, P×P; 21 B—B4, Kt—Kt1; 22 Q—B3, Castles; 23 Kt—Kt1, P—B5; 24 K—Kt4, Kt—B4; 25 Q—R2, R×P ch (a cruel predicament); 26 K—R1, R×P; and White resigns.

12 ... P×P

At the right moment Black clears the centre.

13 P×P B—Q2

14 P—K5 Kt—Q4

15 B—R3

If 15 P×P, Black plays, not 15... P×P (16 R×Kt1 ch), but 15... Castles; 16 P×P, Q×P; and although the balance in material is re-established, Black stands better (two Bishops, more advanced development, centralised Knight).

15 ... Castles

16 B—Q4

Again, if 16 P×P (here or on the next move), then not 16... P×P; 17 B×P, etc., but 16... Kt—K1, trying to assume the initiative.

16 ... Kt—B5

In order to reply to 17... P—Q4 by

31

White Black

ST. PETERSBURG VIENNA

(1898)

There are players who, when attacked, become disconcerted; such appears to be White’s case in the following game. White apparently thought that attack was his own prerogative, but suddenly (after the sacrifice, 18... Kt×P) he saw himself severely manhandled.

1 P—K4

2 Kt—KB3

3 B—B4

4 P—QKt4

5 P—B3

6 Castles

7 P—Q4

8 B—Kt3

9 P—Q4

10 Kt—Kt1

11 P—B4

12 Q—R4

13 P×P

14 P—K5

15 B—R3

16 B—Q4

17 K—R1

18 Q—B1

19 K×Kt

20 K—Kt3

21 QKT—Q2

22 K—Kt4

23 K—Kt1

24 Q—B3

25 Q—Q3

26 R×B

27 R—Kt1

28 Q—Kt2

29 Q—Kt1

30 Kt×B

31 Q—B3

32 Kt—Kt1

33 B—Kt2

34 P×Q

35 R—Q6

36 R×Kt1

37 R (Q2)—Kt2

38 P—R6, threatening 39 R—R8 mate.

39 P—Q4

Resigns.

EVANS GAMBIT

32

White Black

ALEXANDER TYLOR

(Hastings, 1935–6)

The brilliant young British master proves in this game that, in spite of all defences ancient and modern, the Evans Gambit is not defunct.

1 P—K4

2 Kt—KB3

3 B—B4

4 P—Kt4

5 P—B3

6 Castles

7 P—Q4

8 B—Kt3

12 P×P

13 P×P

14 P—K5

15 B—R3

16 B—Q4

17 K—R1

18 Q—B1

19 K×Kt

20 K—Kt3

21 QKT—Q2

22 K—Kt4

23 K—Kt1

24 Q—B3

25 Q—Q3

26 R×B

27 R—Kt1

28 R—Kt2

29 K—Kt1

30 Kt×B

31 Q—B3

32 Kt—Kt1

33 B—Kt2

34 P×Q

35 R—Q6

Resigns.

7 P—Kt3

While cannot afford to let the initiative slip from his grasp. The following continuation leads nowhere: 7 P—Q5, QKt—K2; 8 Q—R4 ch, P—B3, and the black KB is guarded. Nor is 7 Q—R4, P×P more promising. On the other hand, if 7 Castles, B×Kt; 8 Q×B, and all is well for Black (Lasker’s Defence).

The most promising line of play, however, is 7 P×P, P×P; 8 Q—Kt3 (availing of course the exchange of Queens); 8... Q—B3 (or... 8... Q—K2; 9 P×Q4, etc., or 8... Q—Q2; 9 Castles, with R—Q1 to follow); 9 B—Kt5, Q—Kt3; 10 QKT—Q2, B×Kt; 11 P—KR4, B×B; 12 B—Q5, and White will regain his pawn with advantage.

7 Q—Kt3

The only defence, for if 7... Q—K2 (or 7... Q—B3), there follows 8 P×Q5, Q×Kt; 9 Kt×B, P×Kt; 10 Q×Kt ch, winning a piece. The meaning of White’s preceding move (7 Q—Kt3) is now clear: the hostile Queen now occupies an awkward post, and hinders the action of her own QB.
8 P × P
After 8 Castles, the sequel would again be 8 ... B – Kt13 (threatening 9 ... Kt – R4); but a continuation seriously to be considered is 8 P – Q4, anticipating that reply, e.g., 8 P × Q4, B – Kt13; 9 P – R5, Kt × R P; 10 R × Kt (with this sacrifice White wishes to maintain, and even to speed up his attack); 10 ... B × R; 11 P × P, Kt – R3 (an original move suggested by Alexander in 1932); 12 P – K6 (of less value would be 12 B × Kt, P – P × B; 13 P × P, Castles; and if 14 Kt – K5, Q – K1); 12 ... P × P; 13 Kt – Kt5, B – P3; 14 Castles, Q – K2; 15 B × P; and White has by no means shot his bolt.

8 ... B – Kt3
Returning the gambit pawn, in the spirit of this defence. If, instead, 8 ... P × P; 9 Castles, with R – Q1 and B – R3 to follow. Still less to be recommended is 8 ... Kt × P; 9 Kt × Kt, P × Kt; 10 B × P, Q × B; 11 Q – Kt5, B – P1, followed by B × Q to, White's advantage.

9 QKt – Q2 Kt – R3
10 Castles Castles
11 P × P
This allows Black more chances of freeing himself than would 11 B – R3.

11 ... Q × P
12 B – Q5
But now 12 B × R3 would be useless after 12 ... B – QB4.

12 ... Kt – R4
13 Q – Kt4 Q – K13
14 Kt – K5 Q – R4
15 QKt – B3 P – B3
16 B – R3
In spite of appearances, this move leads to nothing, and the immediate retreat 16 B – K3 was indicated.

16 ... Kt – R1
17 B – Kt3 P – B4
More simple would be 17 ... Kt × B; 18 P × Kt, P – Q4.

18 Q – Kt5 R × Kt1
19 Kt × R Q – Kt1
20 B – Q5
An amusing try would be 20 QR – Q1, threatening 21 Q × B.

20 ... P × B
This counter-trap (21 B × P, Kt × B; guarding the Queen) loses a piece in the end. A close defence by 20 ... Q – K2 was essential.

21 B – Kt4 B – K3
Now Black is caught in his own snare, for if 21 ... Kt – B3; 22 B × B × Kts wins.

22 B × Kt Kt – Kt5
A desperate measure, easily mastered.

23 P – Kt3 QB × B
24 P × B B × P ch
25 R – B Kt – B4
26 Kt × Kt Q – B4 ch
27 K – Kt1 Resigns.

33

White
Black

LILLE PARIS
(1897)

Although the opening in the following game is treated in a quiet manner, White comes out to a prospective passed pawn on the QR file. In trying to ward off this danger Black must "nonos volens allow a white Rook to penetrate to the seventh with damaging results. The ending is rich in piquant turns.

1 ... P – K4
2 Kt – KB3
3 B – B4
4 QKt4 B – Kt3

Hoping to obtain a quiet game by thus declining the gambit. The counter-thrust 4 P – P, however, is bad, as after 5 P × P, Kt × P; 6 B – R3, White has the better of it.

5 P – Q4
Now White feels that he is committed to this course, and so continues the offensive on the extreme left wing. A peaceful alternative, however, can be considered, namely: 5 P – B3, Kt – B3; 6 Q – Q3, Castles; 7 P – Q3, P – Q3; 8 B – B4, Kt – R5, etc., with an equal game, reminiscent of a variation of the Giuoco Piano.

5 ... P – Q3

Anticipating the threat of 6 P – R5, B – Q5; 7 P – B3. To this effect 5 ... P – Q4 is less tractable on account of 6 P – Kt5, Kt – Q5; 7 Kt × Kt (if 7 Kt × B, Q – Kt4); 7 ... B × Kt; 8 P – Q3, B – Kt1; 9 P – Q4, Q – B3; 10 Kt – K3, and White has the better game. Equally, after 5 ... Kt × P; 6 P – R5, B – B4; 7 P – B3, Kt × Q3; 8 Castles, etc., White has the advantage.

6 P – B3
A prudent measure.

7 B – K3

This interlude maintains the initiative for White.

If, instead, White were to play, superfluously 7 P – Q3, Kt – B3; 8 Castles, Black has some chances of controlling the game after 8 Kt – K2, followed by ... P – B3 and ... P – Q4.

7 ... Q – K2
8 P – K5 B – R2
9 P – Kt5 B – P
Still a more awkward would be 9 Kt – Q1; 10 P – Kt6, P × P; 11 P × P, B – Kt1, and Black's Q side remains hemmed in.

10 B × P Kt – B3
If 10 ... B – Q2; 11 P – R6, P × P; 12 R × P, initiating some pressure, whilst after the text move 11 P – R6 can be followed without danger by 11 ... Castles.

11 Castles
If 11 ... Kt × P, we have 12 B × Kt1 ch, P × B; 13 Q – R4, with a double threat against the adverse Knight and QB.

12 B × Kt
P × B
13 B – Q3
Thus the initial phase of the game ends with a slight advantage to White. Although his passed pawn looks insufficient, it may have to be reckoned with later on.

13 ... P – R3
14 B – K3 K – K3
15 B – P4 B – P4
16 Kt – B3 Kt – R2
He aims at a K side attack. The wise plan would have been to concentrate forces on the opposing wing, commencing with 16 ... KR – Kt1, etc.

17 Kt – Q2 P – Q3
18 B – P4 P × P
Here Black could have played 18 ... P – B3. But his next move shows that he has more ambitious plans.

19 R × P P – B4
20 P × P B – KBP
21 Kt (B3) – K4 Kt – Kt4
22 R – K1 Kt × Kt
23 P × Kt
Closing the K file in order to turn his artillery to account on the neighbouring KB file.

23 ... B – K3
24 R (K1) – KB1 R × R
25 B × R R – KB1
26 Q – K13 B – Kt1
27 R – Kt1
This lightning change of target is remarkable. Threat: 28 R × B, R × R; 29 B × P. Evidently 27 B × RP would be a blunder because of 27 ... R × R; 28 K × R (or 28 K × R, P × P; 28 ... Q – B3 ch; 29 B – B4, P – Q4, and Black wins.

27 ... Q – B3
Guarding the threatened KRP, laying a little trap (28 B × QP, Q – Q3 ch, winning) and even creating a threat, which however proves ephemeral.

28 P – R4 B – QB2
In the belief that there is now a real threat against the hostile Bishop, but in reality only furthering White's plans. But in any event, Black's position has become critical, e.g., 28 ... Q × B; 29 Q × Q, R × Q; 30 R × B, R – B1; 31 R – Kt1 (liquidation here leads to nothing after 31 R × R, Kt × R; 32 R – R, B – B1; 33 Kt – Kt4, P × Kt; 34 Kt – Kt1, Kt – K2; 35 Kt – B3, K – Q2; 36 Kt – R4, K – B2; etc.); 31 ... R – R1; 32 R × P, R × P; 33 R × QP, and White has gained appreciable material.

29 P – R6
A quicksilver pawn. If 29 ... Q × B; 30 Q × Q, R × Q; 31 P – R7, R – B1; 32 R – K7, R – R1; 33 R × B, and White's advance is assured.

29 ... Kt – R1
30 P – R7
This trusty pawn continues on the march. Black cannot reply 30 ... R × R; 31 Kt × Kt, Q – B1, because of 32 B × RP.

30 ... R – R1
31 R – Kt7
Well calculated! The three-fold point being: the intermediary manœuvre 33 Kt – Kt3, after the demise of the passed pawn (the black Queen is deflected from KtK2), then 34 B × RP (a threat of mate), and finally the astounding activity of the white Knight after 38 Kt × P.

31 ... Q – R8 ch
32 K – K2 R × P
33 Kt – Kt3 Q – R6
34 B × RP P – Q4
35 R × B R × R
TARTAKOWER RUBINSTEIN
(The Hague, 1921)

The more active position of White's pieces enable him on the 28th move to effect material gain (B and Kt against K). On the 51st move he is a whole Knight to the good. Yet it is only by means of problem-like manoeuvres that he succeeds in enforcing a win.

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—B4 B—B4
4 P—Q4xP B—Kt3
5 B—K2

With the double function of attacking the adverse KP and of guarding his own QR against eventualities.

5 ....... P—Q3

A more active defence arises from 5 ....... Kt—B3, e.g.: 6 P—QR4, KtKt—P, or 6 P—Kt5, Kt—QR4; 7 Kt×P, Castles, etc., with complications.

6 P—QR4 P—QR3
7 P—Kt5

An interesting skirmish, by means of which White maintains the initiative.

7 ....... P×P

Less sound is 7 ....... Kt—R4; 8 B—K2.

8 P×P R×R
9 B×R Kt—Q5

Here also 9 ....... Kt—R4 would have unduly decentralised the Knight. There is more justification in 9 ....... Kt—K1, returning later to the fray via Q2.

10 Kt×Kt

The exchange by 10 B×Kt also has points, but White reckons that he will shortly be able to bring the QB back into play.

10 ....... P×Kt
11 P—QB3

Instead of playing non-committal moves such as 11 P—Q3 or 11 Castles, White at once eliminates the troublesome hostile outpost.

11 ....... Kt—K3

He speeds up his development, whilst 11 ....... P×P; 12 Kt×P would only help that of his adversary.

12 Castles Castles
13 P—Q3 P—Q4

Black, in a clever manner, works for emancipation.

14 KP×P Kt×P
15 Q—B3

But White maintains the initiative by bringing his Queen into active play.

15 ....... Kt—B3
16 P×P B×P
17 Kt—B3 Kt—Kt5
18 Kt—Q5 B×B
19 B×B Kt—K4
20 Q×Kt3 R—K1
21 P—R3 P—QB3
22 P×P P×P
23 Kt×Kt3 P×P

More careful would have been 23 ....... B—Q2, for now the white Rook enters the enemy camp.

24 R—R8 R—P4

Hoping, in good time, to drive the white Queen from her excellent post of observation.

A mistake would be 24 ....... Kt×P (25 R×B, Q×R; 26 B×Kt1) or 24 ....... Q—B2 (25 P—Q4). Similarly, 24 ....... Q—K2 would call forth 25 P—Q4. For all these reasons, 24 ....... Q—Q2 would have been the least evil.

25 B—R6 R—P5
26 Q×Kt

By this liquidating sacrifice White will win two pieces for a Rook.

26 ....... R×Q
27 Kt—B3 Q×R
28 B—Q

The resulting end-game, Rook against two minor pieces, does not frequently occur in master practice. It results here in an instructive and stubborn fight.

28 ....... R—QB4
29 Kt—B1 R—R7
30 B—Kt7 R—Q7
31 B—R6

It goes without saying that White will as far as possible avoid pawn exchanges, each pawn representing chances for the future.

31 ....... R—K2
32 K—K1 R—K7
33 Kt—Q1 R—Q8
34 K—K2 P—K4
35 P—Q4 K—B3
36 B—Q3 R—Kt5
37 K—K3 P—K4

After 37 ....... P×B (ch); 38 K×P (38 K—K4, P—B4); 38 ....... R×P (ch); 39 K—K3, White can turn his pawn majority on the K side to account, whilst keeping Black's passed but isolated pawn on the Q side under restraint.

38 B—K2 R—Kt6 (ch)
39 K—Q2 R—Kt5
40 K—B3 R—K5
41 Kt—K2 R—R8
42 B—B3 P—Kt5

A double pitfall: if 43 P×P, R—R6, etc., and if 43 B×BP, R—B8 (ch).

35
3. TWO KNIGHTS’ DEFENCE

White

VON DER LASA

Black

MAYET

(Berlin, 1839)

Named the Fegatello Attack, the variation shown in this game, in which the black King is, from the first, driven from pillar to post, is one of the curiosities of the openings.

1 P−K4 P−K4
2 Kt−KB3 Kt−QB3
3 B−B4 B−B4
4 P−QKt4 B−Kt3
5 P−Kt5

A “fancy” continuation.

5 ....... Kt−R4
Less good is 5 ....... Kt−Q5, because of 6 Kt×Kt, B×Kt; 7 P−QB3, B−Kt3; 8 P−Q4, etc.

6 Kt×P
White intensifies the struggle in the battle zone, instead of adopting the wise retreat 6 B−K2.

6 ....... Kt−R3
An interesting alternative is 6 ....... Q−Kt4, with a double attack on the hostile Kt and KKtP.

7 P−Q4 P−Q3
8 B×Kt P×Kt
Now White's Bishops are both attacked.

9 B×P R−KKt1
10 B×P ch K−B
11 B×P B−Kt5
The crucial moment. A mistake would be 11 ....... R×P, on account of 12 Q−B3 ch. The best here is 11 ....... Q−Kt4, and although White has four pawns for a piece, Black has the initiative.

12 Q−Q3 Q−B4
Here again 12 ....... Q−Kt4 has its points.

13 Kt−B3 P×P
14 Kt−Q5 Q−K1
15 Kt×Kt3
In spite of the powerful threat 16 Q−B4 ch, K−K3; 17 Q−B6 ch, K−Q2; 18 Q−Q6 ch, etc., the move in the text can be mastered. The simplest was 15 B×P, B×B; 16 Q×B.

15 ....... Kt−B5
16 Q−B4 ch K−K3
Clearly not 16 ....... K×Kt; 17 Q−B6 ch, K−R4; 18 Kt−B4 mate.

17 P−Kt3
Waste of time. Nor was anything to be gained by 17 Q−B6 ch, K−Q2, but a continuation could be played, e.g. 17 Kt×B, P×Kt; 18 B×P.

17 ....... B−R4 ch
Henceforth Black will dictate the course of events.

18 P−B3
The immediate flight of the white King by 18 K−B1 was not without drawbacks.

18 ....... B×P ch
19 Kt−B1
Or 19 Kt×B, Kt×B, threatening 20 ....... Kt×Kt ch.

19 ....... Kt−Q7 ch
20 Q×Kt
By this temporary sacrifice of the Queen, White hopes—mistakenly, as it turns out—to redeem the situation. 20 K−Kt1 would be unfortunate because of the pretty sequel 20 ....... Kt×B6 ch; 21 K−B1, Q×P mate.

20 ....... Q×P ch
A most important intermediary check.

21 K−Kt1 B×Q
22 Kt×B7 ch K×B
23 Kt×Q B−KB6
The simplest way.

White resigns
A subtle and attractive continuation could have been 23 ....... B−K7; 24 Kt×R, R×P ch; 25 K×R, R−Kt1 ch; 26 K−R2, B−B5 mate.

9 Q−Q4
Another continuation worthy of consideration is 9 Castles, P−B3; 10 R−K1.

9 ....... P−QKt4
Apart from this interesting attempt to slow down the attack, the following two methods of defence have been tried: (a) 9 ....... P−B3; 10 B−Kt5, etc.; and (b) 9 ....... P−Kt3; 10 Castles, P−B3; 11 R−K1, etc. White has in either case good practical chances.

10 Kt×P P−B3
Not, of course, 10 ....... Kt−Kt3, as 11 B×Kt ch wins. But he should at once have played 10 ....... Kt×B2.

11 Kt−B3 Q−Kt3
This diversion is not as good as it looks; on the other hand, 11 ....... B−Kt2; 12 Kt−K4 multiplies White's threats.

12 P×P B−Kt2
13 Kt−K4
This new sacrifice, calculated to a nicety, breaks down Black's resistance.

13 ....... Q−Kt5 ch
14 B×Q2 Q×B
At the moment Black is two pieces ahead, but White dominates the play.

15 Q−Kt4 ch K×P
If 15 ....... K×B2; 16 Kt−Q6 ch, and if 15 ....... Kt−B4; 16 Kt−Kt5 ch, followed by Q×Q.

16 P−B4 ch K×Q5
Or 16 ....... Kt×P; 17 B×Kt ch, K×Kt; 18 B×Q6 ch, K×Q4; 19 Castles ch, followed by mate.

17 P−B3 ch Kt×P
18 B×Kt ch K×Kt
19 P×B5 ch K−Q4
20 Castles ch K−B4
21 P−Kt4 ch K−Kt4
22 P−R4 ch Resigns
TWO KNIGHTS' DEFENCE

White

Black

STEINITZ

TCHIGORIN

(Match by cable, 1890–1)

There is no need to emphasise the dangers which beset a position insufficiently developed. The following game is, in this respect, a dreadful example.

1 P–K4
2 Kt–QB3
3 B–B4
4 Kt–K5
5 P×P
6 Kt–Q4

The only entirely satisfactory move. After 5 ... Kt–Q5 (the Fritz Variation) White, according to modern research, obtains a clear advantage after 6 P×P, Q×P; 7 B–B1, Kt×P; 8 Kt×Q, K–Q4, etc.

6 B–Kt5 ch

Black disdains to regain his pawn by 6 P–Q2 in order to accelerate his development.

7 P×P
8 P×P

Instead of retiring the Bishop at once, White tries to complicate matters. But in any event the initiative now passes to Black.

8 ... Q–K13

He evidently can play neither 8 ... P×B (Q×R) nor 8 ... P–K5 (9 Kt×KP, Q–K2; 10 B–Q3, etc.). But 8 ... Q–B2 is even more effective than the text move, guarding as it does both the QBP and the KP.

9 B–R4

After 9 B–K2, Black's best reply, as in the text, is 9 ... B–KtK5.

9 ... B–KtK5
10 Q–QK13 B–QB4

Offering another pawn instead of adopting the more peaceful continuation 10 ... P–K3; 11 Kt–K3 (11 Q×P ch, K–Q2; 12 Kt×P, R–K1; 13 Q×R ch, K–Q; 14 Kt×R, Q–R3; 15 P–K3, B–K4); and although White has two Rooks for the Queen, this situation is critical. 11 ... Q–B3; 12 Castles, Castles (QR); with an even game.

11 Castles

He thinks in the first place of his King's safety, instead of embarking on adventure by 11 Q×P ch.

11 ... Castles KR

Here again 12 Q×P would be of doubtful value. After 12 ... B×P ch; 13 K–R1 (not, in any case, 13 R×B, QR–K1, winning); 13 ... QR–K1; 14 Q–B4, P–K3, etc., Black has the advantage.

12 ... P–K3
13 Kt–KB3
14 RP×Kt
15 Kt–K5
16 R–K1
17 Kt–Q7

Or 17 Q–R4, P–K4 (forcing the adverse Queen away from the defence of her KB2); 18 Q×KP, P×P ch; 19 K–R1, B×R; 20 Q×B (attacking two pieces); 20 ... Q–B7; 21 Kt–QB3, KR–K1, and Black wins.

17 ... Q–Q1
18 Q–K5

The subsequent episodes, in which several pieces remain en prise at the same time, are most interesting.

18 ... Q×Kt
19 P×Q B–QK5

This is very ruthless. After 19 ... Q–Q4; 20 KR×P, Black would have no compensation for the loss of two pawns.

20 KR×P

Or 20 Kt–B3, Kt–B5; 21 P–K13, Kt×R ch; 22 Kt×Kt, Q×Kt; 23 Q×B, B–B4; 24 Q×QBP, P–B5; and Black has, in addition to the exchange, a very strong attack.

Another instructive line of play is 20 Q×P, K×B; 21 K–B1, Q×R ch; 22 Q×Q, Q×Q; 23 K×Kt (as a matter of accountancy, White has a small advantage of two pawns for the exchange; but, dynamically, the more active play of Black's pieces will decide the game in his favour); 23 ... KR–K1 ch; 24 K–B1, R–K3; 25 P–Q3, QR–K1; 26 B×Q, R–K7; 27 B–K3, R×P, and Black wins.

20 ... Kt–B5

Very pretty! It is clear that the Knight cannot be captured because of 21 ... Q×Q ch.

21 P–Kt3 B–Q3

The culmination of the preceding manoeuvres. This beautiful stroke forces White's Queen to relinquish the over-protection of the critical square Q1 (e.g. 22 Q×B, Q×Q ch; or 22 P–R3, Q×P). resigns.
Here 8 B-Q3 was played in a game Castaldi-Keres (Stockholm, 1937), and led to the curious sequel: 8 ... Kt-Q4 (more useful than 8 ... P-KR3; 9 Kt-K4, because, after the text move, Black's Kt will take a very active part in subsequent events. Very good also is 8 ... Kt-K5; and, after the retreat of the threatened White Knight, 9 ... P-KB4; 9 Kt-K4, P-KB4; 10 Kt-Kt3, Kt-KB5; 11 B-B1, B-B4; 12 P-QB3, B-Kt3; 13 P-Q4, Kt-Kt3; 14 B-Q3, Castles (preferring to keep the game open, instead of closing the lines by 14 ... P-K5; 15 B-K2, etc.); 15 P-K4, Kt-Kt2; 16 B-B4 ch, K-K1; 17 P-Q5 (after this the storm breaks unexpectedly); 17 ... Kt-Q3; 18 B-Kt3, P-B5; 19 Kt-B1, Kt-K5, and White resigns.

8 ... P-KR3
9 Kt-KB3 P-K5
Black gains territory in return for the pawn he has lost.

10 Kt-K5 Q-B2
Continuing the persecution of the hostile KtI. Black could also first play 10 ... B-Q3, after which White's best line is 11 P-Q4, as in the text.

11 P-Q4
After 11 P-KB4, which lays bare a vital diagonal 11 ... B-B4; 12 P-B3, Kt-Kt2, etc, is to be recommended.

11 ... B-Q3
A more straightforward idea is 11 ... P×P e.p.; 12 Kt-QP, B-Q3, etc., but Black would not, from choice, give up his outpost pawn, whilst he hopes to drive off sooner or later the enemy's outposts Knight.

12 B-Q2
An interesting interlude by which White declares his readiness to give back the extra pawn eventually, in the interest of his development. Another, and very old, continuation is 12 P-KB4, Castles; 13 Castles, P-B4; 14 P-B3, with two-edged play.

12 ... Castles
Not to be recommended would be the immediate recovery of the pawn by 12 ... B×Kt; 13 P×B, Q×P, on account of 14 B×Q(B3), Q×B2; 15 Castles, etc., or 14 ... Q×Kt14; 15 Q×Q6, etc., to White's advantage. If, on the other hand, Black voluntarily gives up territory by 12 ... Kt-K2, there follows 13 B-Q3.

13 Kt-R3
White pursues an active policy instead of centralising by 13 Castles. By the text move it prevents 13 ... P-B4 (because of 14 Kt-K5), nor does he fear the continuation 13 ... B×Kt1; 14 P×B, P-B4; 15 P-QB3, R-Q1; 16 Q-R4, etc.

13 ... B-K3
14 Castles
After this move White already threatens 15 B×Kt, Q×B; 16 QKt-B4, etc., with extensive liquidation.

14 Kt-Kt2
He is compelled to give up territory, for if 14 ... B×Kt1; 15 P×B, Q×P; 16 B-QB3, Q×B2 (or 16 ... Q×Kt14; 17 Q-Q6, threatening Q×B7; 17 Q×Q2, Kt-Kt2; 18 B×Kt1, P×B; 19 Q×P, Black is lost.

15 K-R1
After 15 P×B4, P×B; 16 Kt-Kt5, Q×Kt3, Black's chances begin to improve. Similarly, 15 QKt-B4, Q×B×Kt; 16 B×B P-B4 is in favour of Black.

15 ... QR-Q1
A critical moment. Black plays with fire—he thinks he can quietly go on improving his position, whereas he should at once eliminate the hostile outpost and recover his pawn, e.g. 15 ... B×Kt1; 16 P×B, Q×P; 17 B-QB3, Q×Kt-B4; and the fight is still very open.

16 QKt-B4 B×QKt
17 Kt-B1 B×P
As 17 ... B×Kt2 would lose still more space, Black takes a chance.

18 P×Kt3 Fearless play.

18 ... B×P 19 P×B Q×P Hoping for a perpetual check, but White's next move destroys the illusion.

20 B×B And White won on account of his extra piece.

48

White

BECKER

Black

VIDMAR

(Carlsbad, 1929)

Once an attacking position is obtained, any hesitation may prove fatal.

The loss of this game is entirely due to Black's neglect of this precept.

1 P-K4
2 Kt-KB3
3 B-B4
4 Kt-Kt5
5 P×P
6 B-Kt5 ch
7 P×P
8 B-K2
P-K4
Kt-QB3
Kt-B3
Kt-B3
P×Q
Kt-QR4
P×P
P×P

20 Q×Kt1

The sacrifice of the Queen is useless, e.g. 20 P×Kt, R×Q; 21 B×R, on account of 21 ... P×P; 22 B×Kt2, Q×Kt; and Black has a clear advantage.
To know how to conduct an attack on the hostile King's field, and how to create breaches there, is part and parcel of the attacking player's equipment. A rarer gift is to be able to foresee where the opponent is going to castle and to weaken that side beforehand. Black does this here on his 12th move .... B-Kt5 ch, by which, for ulterior purposes, he deliberately provokes a weakening of White's Q3.

1 P-K4  P-K4
2 Kt-KB3  Kt-QB3
3 B-B4  Kt-B3
4 Kt-Kt5  P-Q4
5 P x P  Kt-QR4
6 P-Q3  
One of Morphy's ideas. He gives back the pawn and strengthens the centre.

6 ....  P-KR3
7 Kt-KB3  P-K5
8 Q-K2  Kt x B

Of course not 8 .... B-QB4 at once because of 9 P x P, as the white Queen indirectly defends the KB.

9 P x Kt  B-QB4

Strategically, Black occupies an important diagonal, whilst tactically the move prevents 10 Kt-Q4, which would be playable in reply to either 9 .... B-K2 or 9 .... Q3.

10 K Kt-K2

By this retrograde manoeuvre White tries to consolidate his position without his interior lines being weakened, as would be the case after 10 P-KR3, Castles; 11 Kt-R2, P-K6; 12 B x P, B x B; 13 P x B, K x Kt, or after 10 P-B3, Castles; 11 Kt-Q4, B-KKt5, etc., with advantage to Black.

10 ....  Castles
11 Kt-Kt3  Kt-K5

By this intermediate move Black maintains the initiative. After 11 .... B-Q3; 12 Kt-K3, R-K1; 13 P-KR3, B-QKt5; 14 Castles, etc., White would have consolidated his position and remained a pawn ahead.

12 Q-B1

This modest retirement is necessary, because if 12 Q x Q, there follows 12 .... P-K6; 13 P x P, B x P.

12 ....  B-Kt5 ch
Again an intermediary manoeuvre, without which White would have a chance of consolidation, e.g. 12 .... B-Q3; 13 P-KR3, B-R4; 14 P-Kt4, B-Kt3; 15 Kt-B3, etc.

This innovation of Marshall's has changed the whole trend of this opening.

13 P-B3

Plausible, but not good. The weakness at Q3 will make itself felt later.

As, however, 13 B-Q2 cannot be recommended on account of 13 .... B x B; 14 QKt x Kt, R-K1; 15 P-KR3, P-K6, etc., he should have resigned himself to 13 Kt-B3, obtaining some counter-chances after 13 .... B x Kt ch; 14 P x B, P-QKt4; 15 P-KR3, B-R4; 16 P-KKt4, B-Kt3; 17 B-R3, R-K1; 18 Castles, etc.

13 ....  B-K2

Here 13 .... B-Q3 can also be played.

14 P-KR3  B-R4
15 P-Kt4  B-Kt3
16 B-K3  Kt-Q2

Reculer pour mieux sauter! This manoeuvre infuses new energy into the attack.

17 QKt x Q  Kt-K4
18 Castles  P-KKt4

Thus the compact mass of adverse pawns will be demolished.

19 P x P  Kt-Q6 ch

This Knight's very powerful position will have a treacherous effect on the course of events.

20 K-Kt1  Q x P
21 K-Kt1  A little better would have been 21 P-KB4, at once.

21 ....  Q x P
22 P-KB4  P-QR4
23 Q x Kt1  P-Kt5

If 23 P-B5, P-R5, and Black scores first.

23 ....  P-KB4
24 Kt-Q4  Q-R5
25 P-Kt3  This drives off the hostile Queen, but another important square (QB3) is weakened.

25 ....  Q-Q2
26 P x P  B x P
27 Q-Kt2  P x B
28 Dislodging White's only well-posted piece.

28 Kt x B  Q x Kt
29 Q x P

White has won the local engagement around the advanced KP, but the following beautiful riposte demonstrates that Black still holds the strategic lead—which is here the attack against the King's weakened position.
valuable defender of White's King's field.

16 Kt×Kt
He underestimates the danger. But after
16 Q×Q, Q×R; White's position also
remains critical. A mistake would be
16 K×P, because of 16 ... B×Kt; 17
Q×B, Kt×P; 18 Q×Q ch, Q×B, and
Black ends up winning by the exchange.

16 ... P×Kt
17 Kt×Kt  P×B
The break-through.

18 P×P  B×P
19 R×Kt1  Q×R
20 R×Kt  Q×R
21 K×R
A desperate attempt to avoid, by
the King's flight, the damaging results of a dis-
covered check, e.g. 21 Q×Kt, B×Kt5 dis ch;
22 K×Kt, Q×R7 ch; 23 K×B1, Q×R8 ch;
24 K×K2, B×P mate.

5 ... P×Q4
6 B×P
Forfeiting the "two Bishops" instead of
playing 6 B×Kt5 or 6 B×Q3 (best).

6 ... Q×B 7 Kt×B1 Q×Q
On her initial square the Queen is least in
the way of the development of her own
pieces, whereas 7 ... Q×K3 would block
the QB and leave the Queen more exposed
to attack.

8 Castles B×Q3
9 P×Q Castles

P×Q3

P×Q Castles

By playing 13 B×Q2, he would complete
his mobilisation, without presenting his adversary with an attacking tempo.

13 Q×Kt3
14 K×R1
Parrying, at all events, the threat 14 ... P×B5; 15 B×Q2, B×P.

14 ... P×B 15 B×Q2 Kt×Q5
In order to eliminate the KtK1, the most

15 Kt×Q4 (e.g. 15 ... B×P ch; 16 K×R1, Q×Kt3; 17 Kt×P, and wins).

15 Kt×Kt5 R×Kt

Disillusionment would follow 16 ... B×Kt; 17 R×R, B×R; 18 Q×R, B×P,
on account of 19 B×Kt2, and wins.

17 Kt×P
Unexpectedly winning a pawn. Inciden-
tally, White avoids a trap: 17 Q×B (attack-
ing R and B), QR×Kt1; 18 Q×B, Kt×Kt,
and the tables are turned.

17 ... Q×K1
Neither 17 ... K×Kt; 18 Q×B3, etc.,
nor 17 ... R×R; 18 R×R, R×K1;
19 Kt×Kt is to Black's advantage.

18 ... P×Kt
Better than complicating matters by 6 ... 
P×B4, although it wins back the piece,
because after 7 Kt×B3, P×Kt; 8 B×QKt5,
P×Kt; 9 Q×P, etc., the disposition of
White's forces is greatly superior.

7 B×P 8 P×Q
White hastens to stir up trouble in the
central zone. After the non-committal
8 Castles, Black can already secure the
initiative after 8 ... B×Kt5 Followed by
... P×B4.

7 ... P×P
The alternative 8 ... Kt×P occurs in
the next game.

9 B×Kt1 ch
The only continuation which secures for
White, for the time being, the domination
of the centre, whereas after 9 Kt×P, Castles;
10 B×Kt1 (not at once 10 Castles, Kt×Kt1;
11 Q×Q, B×P ch, and wins); 10
P×P; 11 Castles, Q×R5, Black has the
upper hand.

9 ... P×B
10 Q×P Castles
11 Castles

Continuing in the same brilliant vein.
The object of the move is to cut off the
hostile King's line of retreat. If now
23 Q×B, B×Kt6 dis ch forces the win.

23 Q×Q1 B×K7
The finishing stroke.

Resigns

24 Q×B, B×Kt6 dis ch; 25 K×Kt1,
Q×R7 ch; 26 K×B1, Q×R8 mate.

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44

White
Black

TARTAKOWER
RETI

(Match, 1920)

The well-known sacrifice at KB7 has won
many games. The combination in the follow-
ing game contains some special finesses.

1 P×Kt4 P×Kt4
2 Kt×B3 Kt×QB3
3 B×B4 Kt×B3
4 Kt×B3

5 Kt×Kt1
Far better than the counter-sacrifice
5 B×P ch, K×B; 6 Kt×Kt, P×Q4, to
Black's advantage, e.g. 7 QKt×Kt5 ch,
K×Kt1; 8 P×Q3, P×KtK3, driving off the
intruder, or 7 KtK1×Kt5 ch, K×Kt1;
8 B×B3, Q×K2, countering White's intentions.

6 P×Q4
7 B×P

On her initial square the Queen is least in
the way of the development of her own
pieces, whereas 7 ... Q×K3 would block
the QB and leave the Queen more exposed
to attack.

8 Castles B×Q3
9 P×Q Castles

P×Q3

P×Q Castles

By playing 13 B×Q2, he would complete
his mobilisation, without presenting his adversary with an attacking tempo.

13 Q×Kt3
14 K×R1
Parrying, at all events, the threat 14 ... P×B5; 15 B×Q2, B×P.

14 ... P×B 15 B×Q2 Kt×Q5
In order to eliminate the KtK1, the most
1 P–K4  P–K4
2 Kt–B3  Kt–QB3
3 B–B4  Kt–B3
4 Kt–B3  B–B
5 Kt×Kt  P×Kt
6 B×Q  P–Kt
7 B×P  B–Q3
8 P–Q4  Kt×P
9 Kt×Kt  P×Kt
10 Q×P  Castles
11 B–K3  Castles
12 B×P  Bch. But now White puts his trust in his cluster of forces in the centre.

11 …… Q–K2
Preventing 12 Castles KR, as 12 …… B–K4 would be awkward for White.

12 Castles QR  R–K1
13 B–Q5
As this helps Black's counter-play (14 …… P–B3), the best course was 13 B–B3, with level chances. A magnificent trap would be 13 KR–K1, Q×B; 14 B–R6, B–B5 ch; 15 K–Kt1, and wins. But Black coolly replies 13 …… B–K3, obtaining the better game.

13 …… B–K4
14 Q–QR4  P–B3
Gradually Black obtains the initiative.

15 B–B3  B–K3
16 K–Kt1  P–QR4
A strong move, threatening 17 …… Q–Kt5.

17 B–Q4  B–Q3
18 B–Kt6  B–Kt5
19 P–B3  R–R3
20 B–K3  B–B4 ch
21 K–R1  P–QR4
22 Q–Kt3  B–Q3
23 P–QR4  B–R4
Instead of further compromising his position, he should have resorted to the patient manoeuvre 23 R–Q2.

23 …… R–Kt1
Now Black definitely has the better game.

24 R–Q2  B–K3
25 Q–Q1  B–K4
26 B–Q4  K–B5
27 K–B3  B–B
28 P×B  P–Kt5
The decisive advance, forcibly opening up the position.

29 P×P  QR–Kt3
Black conducts the attack with superb élan. Both the following lines would have been premature: 29 …… R×P or 29 Q×P (because of 30 R–Q8 ch) and 29 …… P×P, on account of 30 P–QKt3, again closing up the critical R file.

30 R–Q6
The following variation loses beautifully:

30 …… R×P
Threatening not only 31 …… R×P, but also 31 …… B–Kt6, followed by R×P ch.

31 B×P  R×P
32 B–Kt5  R–R7 ch
33 K–Kt1

33 …… R×RP
34 K–B2
The white King attempts to escape. If 34 Q×Q, Q×R, the Bishop is lost.

34 …… R–R7 ch
35 K–B3  R–B1 ch
36 B–B6  R×B ch
This curious break-through sacrifice is a crowning touch to a powerfully conducted game.

37 R×R  Q–Kt15 ch
38 K–Q3  Q–Kt14 ch
39 K–Q4  Q×R
40 K–K5  Q–B4 ch
41 K–B4  Q–B4 ch
42 K–Kt3  Q–B7 mate

White 45  Black

TAUBENHAUS SCHALLOPPE
(Manchester, 1890)

Although the force of resistance, inherent in any inert mass, may make it possible to hold a slightly weakened King's field, such is not the case when two or more weaknesses occur in the position (as, for instance, two open diagonals, or a diagonal and a file, both denuded of defenders).

1 P–K4  P–K4
2 Kt–KB3  Kt–QB3
3 B–B4  Kt–B3
4 P–Q4  B–Q3
Energetic and wise.

5 …… Kt–K5
But this is an escapade too restless to inspire confidence. The coup juste is 5 Castles.

5 …….. Kt–K4
Another possibility, which keeps in check all White's intentions, is 6 P–Q4; 6 P×P, Q–K2 ch, followed by 7 Kt–K4.

6 B–Kt3
A variation which quickly leads into calm waters is 6 P×P, Kt×B; 7 Q×Kt, P×Q; 8 P×P, Q×P, offering to exchange Queens.

6 …… Q–Kt5 ch
7 P–B4  P×Kt
8 P×Kt  Kt×P
9 Castles
White overestimates his threats against KB7, and does not pay sufficient attention to the dangers which beset his own King's field, now in the direct line of fire.

A curious variation, leading to a speedy draw, arises here: 9 B×P ch, K×B; 10 Q–B3 ch, K–Kt1; 11 Castles, P–Q4; 12 Q–B7 ch, K–R2; 13 Q–R5 ch, with perpetual check.

9 …… P–Q4
10 P×P e.p.  Q×P
Providing his own King with a good flight square, and threatening mate at the same time. Black has already full command of the board.

11 B×P  K–Q1
12 P–KtK1

Still more damaging to his own game would be 12 P–KR3, allowing a decoy sacrifice by 12 …… B×P.
In this game a counter-sacrifice, wholly unexpected and upsetting the whole outlook of the position, deserves whole-hearted admiration.

1 P–K4  P–K4
2 Kt–K3  Kt–Q3
3 B–B4  Kt–B3
4 P–Q4  P×P
5 Castles  Kt×P

He wants to clear up the situation and to avoid the complications of the thoroughly analysed Max Lange Attack (5 .... B–B4).

Cautious, but cramped, are the alternative defences arising from 5 .... P–Q3 or 5 .... B–K2.

6 R–K1  P–Q4
7 B×P  

With this temporary sacrifice, White recovers his pawn and maintains his pressure on the centre.

7 ....  Q×B
8 Kt–B3  Q–QB

The best reply, although other Q moves, 8 .... Q–Kt4; 8 .... Q–Q1; and 8 .... Q–B5, have been very closely studied. The last-named occurred in a brilliant game, Dadian of Mingrelia-Mitcham (Zugrzi, 1892), as follows: 8 .... Q–B5; 9 R×Ktch (the strongest line here is 9 Kt×Kt, B–K3; 10 P–QKt3, K–Q4; 11 B–Kt5, etc.); 9 .... B–K3; 10 B–K5 (the move Black had the disadvantage in reply 10 P–Q4); 10 .... B–Q4; 11 Kt–Q2, Q–R3;
12 Kt–Kt3, B–Kt3; 13 Kt–Q5, P–R3;
14 Kt–B5, Q–Kt4; 15 R×B ch, K–B1 (or 15 P–Q R; 16 Q×Kt ch, K–B1; 17 Kt×P ch, K×Kt; 18 Kt–B6 ch, P×Kt; 19 Q–Kt6 mate); 16 Kt–Q7 ch, K–K1;
17 Kt–Q4, P–Kt4; White mates in three.

9 Kt×Kt

In accordance with the principle that "the threat is more powerful than its execution," this is much stronger than 9 R×Kt ch, B–K3; 10 Kt×P, Castles, and suddenly Black has the attack. Still less to be recommended for White is the unshielded 9 Q×P, as is demonstrated in a game Euwe-Reti (Match, 1920), as follows:

9 Kt×P, K×Kt; 10 Q×Kt, P–Kt4;

In this game a counter-sacrifice, wholly unexpected and upsetting the whole outlook of the position, deserves whole-hearted admiration.

16 KR×Kt

Only by this sacrifice of the exchange can White keep up the attack.

16 ....  P×R 17 Q×Ktch

Against the plausible 17 Kt–Q5, Black defends himself energetically by 17 .... R–K1; 18 Q–R6 ch, Kt–Q2, etc.

17 ....  K–Kt1
18 Q–K4  P–Q6

Parrying the threat 19 R×Kt1, and making the most of his passed pawns.

19 Kt–K5

Here 19 Q×P would be useless on account of 19 .... B–Q3.

19 ....  K×R

A very subtle defence. Fatal would clearly be 19 .... Q×B; 20 R×K–K1.

20 Kt×BP

Neither 20 Q×BP ch, Q–Kt2, etc., nor 20 Kt×Q, Q–Kt4, etc., is satisfactory. But against the very threatening text move, Black has a beautiful reply at his disposal.

20 ....  Q–K5
21 R–B3

To all appearances a terrible threat (22 R–Kt3), but here again the latent defensive power inherent, in principle, in any normal position allows Black to master the situation.

White's best continuation is 21 Q–Q4.

21 ....  B–B4

Effecting the liaison between his forces, temporarily at the cost of a piece.

22 R×B  KR–K1
23 Q–QKt4

Essential, for if 23 Q–Q4, there follows
23 ....  Q×Kt ch; 24 R–B1, Q×R ch;
25 B×Q, R–K8 mate.

23 ....  Q×R

And as Black soon recovers his piece, he remains the exchange ahead, and wins.

E.g.: 24 Kt×Q, R–K7; 25 R×P, R×B;
26 P–Kt3, R–Q3; 27 P–Q3, K–K1;

11 Kt×Kt

A fine attacking move, which prevents both 11 P–KB3 (12 B×P, P×B; 13 Q–R5 ch, etc.) and 11 .... B–K2 (12 B×B, K×B; 13 Q–R5, etc.).

12 B–Q3

This prevents above all 13 R×B, and appears to make the black King secure. But White, scoring merely to recover his pawn after 13 Kt×B, P×Kt; 14 R×Q, starts a storming attack.
13 K1–B6 ch
A break-up sacrifice.

13 ... P×Kt
Compulsory, as otherwise: 13 ... K–R1; 14 Q–R5, B–KB4; 15 R–R4, P–KR3; 16 B×P, B–Kt3; 17 Q–Kt1, and there is the threat of 18 B×P db ch, K×B; 19 R–R7 mate.

14 B×P B–K4
In view of the threatened 15 Q–R5, Black decides to return the extra piece and to seek salvation in a simplified position with Bishops of opposite colours. If, e.g., 14 ... P–KR3, White wins after 15 Q–R5, K–R2; 16 R–R4, B–B5; 17 B–Kt5, etc.

15 B×B P–KB3
16 B–Kt3 R–Q1
A more stubborn resistance would be offered by 16 ... R–B2.

17 B–R4 P–QB4
18 R×R ch Q×R
19 Q–B3
The attack against the many weak points in Black’s position increases in vehemence.

19 ... K–K2
Or 19 ... B–Q4; 20 Q–Kt4 ch, K–B2; 21 Q–B5, K–Kt2; 22 R–Q1, and wins.

20 Q×P ch
By playing 20 B×P ch, Q×B; 21 Q×P ch, B–B2; 22 Q×R, Q×P, White could have secured the exchange, but not without affording his opponent some counter-chances.

20 ... B–B2
21 Q–B3 R–Kt1
22 R–Q1 Q–Kt3
23 Q–Kt3 ch B–Kt3

Or 23 ... K–R3; 24 R–Q6, Q×P; 25 Q–Kt5 mate.

24 R–Q7 ch
The entry of the Rook on the seventh marks the beginning of the end. A mistake would be 24 R–Q6, Q×P; 25 B×P ch, on account of 25 ... Q×B.

24 ... K×Kt1
25 B×P R–Kt2
26 R–Q8 ch K–B2
27 Q–B4
Decisive! (27 ... Q×B; 28 R–B8 ch).

27 ... Q–K3
28 B–B3 dis ch Q–B4
If 28 ... B–B4 instead of the text move, then simply 29 P–Kt4.

29 Q×P ch Q–K3
Or 29 ... K–K2; 30 R–Q5, and wins.

30 R–B8 ch Resigns.

48

White

Black

TCHIGORIN CHAROUSEK
(Budapest, 1896)

In the following game the black King, not having castled, is the object of many attacks. Black’s unsuccessful but varied attempts to bring the King into safety form an interesting feature of the play.

1 P–K4 P–K4
2 Kt1–Kt3 Kt1–QB3
3 B–B4 Kt–B3
4 P–Q4 Q×P
5 Castles
The thrust 5 P–K5 would be premature by reason of the counter-stroke 5 ... P–Q4.

5 ... B–B4
Permitting the well-known Max Lange Attack. This position can also, by an inversion of moves, arise from various other openings such as the Giuoco Piano, the Scotch Gambit, the Centre Gambit, etc.

6 P–K5 P–Q4
Against 6 ... Kt–Kt5 the best reply is 7 P–B3.

7 P×Kt
After 7 B–QKt5, Kt–K5; 8 Kt×P, B–Q2, etc., the positions tend to equalisation. Now, however, it is war to the knife.

7 ... P×B
8 R×Kt ch B–K3
After 8 ... K–B1, White obtains an overwhelming position after 9 B–Kt5, P×P; 10 B–R6 ch, K–Kt1; 11 Kt–B3, B–Kt5; 12 Kt–K4, etc.

9 Kt–K5 Q–Q4
Plainly neither 9 ... P×P (10 Kt×B P×Kt; 11 Q–R5 ch, followed by Q×B) nor 9 ... Castles (10 R×B, P×Kt; 11 P–B7 ch, K–R1; 12 Q–R5, P–Kt3; 13 Q×Kt, and wins), Against the peculiar defence 9 ... P–Kt5; White brings a fresh battery into the fray by 10 Q–B3.

10 Kt–QB3 Q–B4
11 QKt–Q4
Too impetuous would be 11 P–Kt4, Q–Kt3; 12 QKt–K4, B–B3, etc.

11 ... B–Kt3
Trying to hold on to the pawn, instead of returning it voluntarily by 11 ... Castles QR.

Against 11 ... B–Kt1 White would try to disorganise the hostile defence by a temporary sacrifice 12 Kt×BP, K×Kt1; 13 Kt–Kt5 ch.

12 Kt–Kt3
White’s attack would have more substance after 12 P×P, R–KKt1; 13 P–Kt4, etc.

12 ... Q–Kt3
13 Kt1–B3 P×Kt
14 R×P ch K–Q2
15 Kt–R5
A clever defence of the Rook. If 15 Q–K2, QR–K1.

15 ... KR–K1
Not ... QR–K1, otherwise he would lose a tempo after 16 Kt–B4, Q–B4; 17 P×P.

16 Kt–B4 Q–B2
17 Q–B3
Very pretty White maintains the attack.

17 ... QR–Q1
But, by good play, Black works for the time when his King will be able to leave the danger zone. But the time is not yet for

17 ... R×R; in view of 18 Q–Q5 ch, K–K1; 19 K×R, etc.

18 B–Q2 P×P
Here again 18 ... R×R would be too uncomfortable after 19 Q–Q5 ch, K–K1; 20 Q×RR ch, Q×Q; 21 Kt–Q3, R–Q2; 22 P×P, B–B2; 23 R–Kt1, R–K2; 24 R–K4, etc.

19 QR–K1 R×R
Thinking—but erroneously—that the right moment for simplification has arrived.

By interposing the manoeuvre 19 ... Kt–K4, Black could, with advantage, have interrupted the co-ordination of the hostile forces, namely: 20 Q–Q5 ch, K–B1; 21 R×R, Q×R; 22 Q–K4, Q–Q2, etc., and he has consolidated his position.

20 Kt×R R–K1
21 Kt–K5
Instead of 21 Q–Q5 ch, K–B1, etc., White finds ways and means of reviving the attack.

21 ... R×R ch
22 B×R Q–K2
23 Q–B5 ch K–Q1
24 B–Q2
Attacking and defending at the same time.

24 ... Q–K7
25 Q×P ch Kt–K2
26 P–KR4 P–Q6
27 Kt–B7 ch K–B1
Or 27 ... K–K1; 28 Kt–K5, B×P ch; 29 K–R2, and now the threat is 30 Q–B7 ch, K×Q; 31 Q–B8 mate.

28 Q–R8 ch K–Q2
29 Q–Q6 ch K–K3
Or 29 ... K–B3; 30 Q–K8 ch, K–Q4; 31 Q–Q7 ch.

30 Kt–Kt5 ch K–B4
31 Q–KB8 ch Resigns

(31 ... K–Kt5; 32 Q–B4 ch, K–R4; 33 Kt–K4.)

49

White

Black

TCHIGORIN TEICHMANN
(London, 1899)

In this game we see a frontal attack, carried out alternately on the K and KB files until the defender’s resources are exhausted.
1 P–K4
2 Kt–Kb3
3 B–B4
4 P–Q4
5 Castles
6 P–K5
7 P×Kt
8 R–K1 ch
9 Kt–K15
10 Q–Kt3
11 QKt–K4
12 P×P
At the right moment.

25 Q–Q ch
26 K–K15

This routine move suppresses a pawn, but allows Black to consolidate his position. It therefore slows down the attack, which, on the contrary, could have been intensified by 12 R–K4, with the clear intention of capturing the troublesome QP.

26 Q×Q
27 R–Q3

By this temporary counter-sacrifice of a pawn, Black prevents his opponent from making use, after 16 QR–Q1, of the Q file as an auxiliary base of operations.

15 R×P
16 P×P
17 Q×P, R×R; 18 QR–Q1, etc.

If 15 P–K4, the continuation is 12 ... Q–K4; 13 P–B4, Q–Q6, in favour of Black.

12 QKt×Q
13 P×QKt
14 Kt×Q
15 QR–Q1

By this temporary counter-sacrifice of a pawn, Black prevents his opponent from making use, after 16 QR–Q1, of the Q file as an auxiliary base of operations.

16 P×P
17 Q–Q4

It would be futile to mass the artillery on the Kt file by 17 ... R–KKt1, as 18 P–K3 would easily refute this manoeuvre.

18 QR–B1

“Over-protecting” the Bishop and allowing the King increased freedom.

19 R–B3

By this turning movement on the extreme flank, Black forces matters.

20 Q–Q2
21 Kt–B5

In a most consistent manner, Black has succeeded in concentrating the full weight of the battle on this point, which he has at last conquered.

18 Q–Q6
After 15 ... B–Q4, the energetic 

16 P–B3

Instead of voluntarily giving up territory, he could try to win some himself by 16 ... Q–Q7; 17 R–K2, B–Kt3, etc. But by playing the simple 18 K–Kt2, White retains the upper hand.

51

White
Black

MARSHALL TARRASCH

(Hamburg, 1910)

The most admirable feature in this important game is the manner in which White keeps the board under control; consolidation on the right wing (15 B–R6), brake through on the left (23 P–Q4), and decisive sacrifice in the centre (28 R×Kt ch).

1 P–K4
2 Q–Q4

The Centre Gambit, which can lead into a good many closely related openings.

2 P×P
3 Kt–KB3
4 B–B4
5 Castles
6 P–K5
7 P×Kt
8 R–K1 ch
9 Kt–K15
10 Q–Kt3
11 QKt–K4
12 P×P

At the right moment.

12 ... Q–Kt1
13 P–K4

As can easily be seen, this pawn is taboo, e.g. 13 ... Q×KtP ch; 14 Q×Q, B×Q; 15 Kt–B6 db ch, and wins.

13 ... Q–Kt3
14 P–B4, P–Q6 dis ch; 15 K–B1, etc.

15 Kt×B

This useful sally keeps the attack going and, in addition, prevents 15 ... Castles; whilst threatening 16 Kt–B6 ch.

15 ... R×P
If 15 ... P–KR3, White still plays 16 Q–B3, on the score of the sequel: 16 ... P×P; 17 Kt–B6 ch, K×B; 18 R×P (an organ of sacrifices); 18 ... K×R; 19 R–K1 ch, Kt–K4; 20 Q–Q5 ch; 21 Q×Kt ch, K×B; 22 Q–K7 mate.

Nor is 15 ... P×Q a valid reply: 16 P×P, P×P; 17 Q×P, R×P; 18 QR–Q1, etc.

50

White
Black

MIESES TEICHMANN

(St. Petersburg, 1909)

Few attacks are found to run smoothly from beginning to end; they often need reviving at the right moment. But if the main action slows down instead, the consequences may easily be very disagreeable.

8 Q×Q
9 P–Q4

The King's flight would be no remedy, e.g.: 16 ... Q–K2; 17 Kt–B6 ch, K×B; 18 R×P (in order to succeed, White must treat the position in the grand manner); 18 ... Q×Kt; 19 R×Kt, P×R; 20 Q×P, Q×QKt1; 21 R–K1, and wins.

17 Kt–B6 ch
18 P–KR3
19 Kt–Q4 ch
20 P–R5, White would secure the win more easily than in the line of play actually adopted.

20 P–R5
Q–B2

Hopeing, in vain, to exchange Queens.

But after 20 ... Q–R2; 21 Kt–B6, matters would be even worse for Black.

21 B–B6
K×Kt1
22 Q×B ch
K–Q4
23 P×P
K×P

White revives the attack with the utmost skill.

23 ... R×P ch
24 Q×R
R–KKt1
25 P×P ch
K×P
26 B–K5

At the cost of a piece, he closes down the hostile base of operations, in order to obtain full control of the rest of the field.

26 ... P×B
27 Q×Kt
Kt–R4
If, in order to avoid the threatened mate (28 Q×Kt mate), the King continues his travels, there follows 27 ... K×Kt5; 28 KR–Kt1 ch, K×R5; 29 Q–Q3, etc.

28 Q×KP
Resigns.
A sharper counter-plan would be 19 \ldots R-Q2, making room for the Knight. But still White has the best of it.

20 Kt-Kt3 Q-B2
Black should try to obtain some control by 20 \ldots Q-R6, in preference to the passive defence in the text.

21 Q-Kt4
Without delay White's crack battalions occupy the most prominent positions.

21 \ldots QR-K1
Indirect protection for the threatened KP (22 Q×P ch, Q×Q; 23 R×Q, B×B4 ch).

22 R-K4
Aiming in two directions, horizontally (QBP) and vertically (doubling Rooks), this decisive reinforcement gives a fresh impetus to White's action.

22 \ldots P-Kt4
If 22 \ldots Kt-R4; 23 QR-K1.

23 P-QR4
Renewed energy.

28 R×Kt ch Resigns.
(28 \ldots K×R; 29 Q×BP.)

4. HUNGARIAN DEFENCE

White

Black

LEONHARDT

HROMADKA

(Pistyan, 1912)

The amusing tactical turn, which results in the capture of the venturesome black Queen, overshadows the more important strategic idea (the fight for the open Q file) which this game illustrates.

1 P-K4 P-K4
2 Kt-KB3 Kt-QB3
3 B-B4 B-K2

The Hungarian Defence, which gives Black a cramped but playable game.

4 P-Q4 P-Q3

The whole future course of the game depends on this move. By playing freely 4 \ldots P×P, 5 Kt×P (if 5 P×B3, Kt×R4); 5 \ldots P-Q3, Black can avoid the blockade of the centre.

5 P-Q5
Accepting the invitation to give the game a close character. Waiting moves, such as 5 P×B3 or 5 P×KR3, are also playable.

If 5 P×P, then the quiet 5 \ldots P×P, but not 5 \ldots Kt×P, because of 6 Kt×Kt1, P×Kt; 7 Q×R5, and wins, as was shown, in a telling manner, in a game Eisinger-Nageli, Willingen, 1936: 7 \ldots P×Kt3; 8 Q×Kt, Kt×B3; 9 B×Kt6, R×Kt1; 10 Q×Kt5 ch, Q×Q2 (otherwise 11 Q×Kt3); 11 Kt×B3, P×B3; 12 Q×Kt3, B×B4;
13 R×Q1, Q×B2; 14 B×Kt5, Q×K2; 15 B×P ch (a brilliant conception), 15 \ldots Q×B; 16 R×Q8 ch (the point), 16 \ldots K×K2; 17 R×R, Q×Q; 18 RP×Q, K×B2; 19 R×R8, and Black resigns, being the exchange and two pawns to the bad.

5 \ldots
P×Q

A necessary retreat, not only to make way for the QBP, but also to prevent a lateral offensive by 6 \ldots P×B4.

6 Kt-Q3

Kt-K1

In order to follow this up with P×Kt3 and P×KB4, starting an engagement on the K side, which incites White to get busy on the opposite wing.

Kt×KB3; 8 Kt×B3, P×B3; 9 P×P, Kt×P, with complications.
Quite useless, however, would be 6 \ldots P×Q3; 7 P×B4, etc.

7 P×B4 QKt×Q2
8 Kt×B3
If first 8 P×KR3, Black eliminates the hostile KB by 8 \ldots Kt×B4.

8 \ldots Castles
Or 8 \ldots Kt×B1; 9 P×KR3, P×KR3; 10 Kt×R2, P×KKt4 (preventing 11 P×B4); 11 Kt×Kt4, and White has the initiative.

9 P×KR3
Not yet 9 B×K3, on account of 9 \ldots Kt×Kt5; 10 B×Q2, Kt×B4; 11 B×B2, P×B4, and Black has freed his game.

9 \ldots Kt×B4
10 B×B2 P×Q4
Tying (by preventing 11 P×QKt4) to establish on the Q side some sort of observation post at QB4.

11 B×K3 P×QKt3
12 P×KKt4
Before attempting to operate on the Q side, White wishes to restrict his opponent's mobility on the K side.

12 \ldots K×R1
13 P×R3 B×Q2
With the object of continuing with 14 P×R (which would blockade two pawns on White's extreme left), but White does not remain idle.

14 P×Kt4 P×P
15 P×P Kt×R3
16 R×QKt1
By the interlude of his last four moves, White has succeeded in dislodging Black's outpost Knight, and has rendered his own pawn phalanx more compact.

16 \ldots Kt×KKt1
301 MASTER GAMES

53

White    Black

TARRASCH    TAUBENHAUS

(Ostend, 1905)

Here is a game which well illustrates the means by which the “scientific school” has secured its successes. In spite of simplification, a small positional advantage is gained and maintained. Only on the 28th move is this advantage translated into a gain in material, small but sufficient to win.

21 Castles    Q×R1
22 K×Kt2

In order to mobilise the Bishop and, after
23 B×Q2, followed by B×B3 and R×Q1, to “have it out” on the critical Q file.

22 .......    R×R7
23 R×Kt2    R×R
24 Q×R    Q×R3

Hoping, by attacking the adverse QBP, to obtain the necessary time for bringing up reserves by 25 ....... R×R1, which would ensure the domination of the important open QR file. But White, very astutely, finds a way to frustrate his opponent’s intentions.

25 P×Kt5    Q×R5

The Queen wanders too far into the enemy lines. Had Black suspected the deep and astute trap which is coming, he would have played 25 ....... Q×Kt2, but even then White, after 26 R×Q1, R×R1; 27 R×R4 would conquer the disputed QR file, thus securing an important positional advantage.

26 R×Q1    Q×BP
27 Kt×Kt3    Q×Q6

Or, for example, 27 ....... Kt×B4;
28 Kt×Q2, Q×Q6 (or else 28 ....... Kt×Q6;
29 Kt×Q, Kt×Q; 30 K×Kt, with an extra piece); 29 R×R, winning the Queen on a practically full board.

28 R×R3
Or 28 Kt×Q2, followed by 29 R×R3, but White gives the black Queen another respite.

28 .......    Q×Q8
29 Kt×Q2

Closing the trap!

29 .......    Kt×B4
30 B×Kt1    Kt×P×B
31 R×R1    Resigns

16 Q×Q2    Kt×K4
17 Kt×Q4    Kt×B5
18 Q×Q3    R×K4
19 Kt×B3    R×R4
20 P×QKt3    Kt×K4
21 Kt×Kt    B×Kt
22 B×Q4
Both opponents seek simplification.

23 .......    B×B
23 Q×B    R×R3

But Black has not succeeded in eliminating his own weakness at K3.

24 P×Q4
A clever undermining operation.

24 .......    P×P
25 Q×BP    Q×Q4

Continued liquidation. If 25 ....... Q×B3;
26 Q×Q1, R×K1; 27 R×Q7, with telling effect.

26 Q×Q    P×Q
27 R×K7
The seventh rank!

27 .......    R×K8

He gives up the pawn which cannot be held (for if 27 ....... R×K1; 28 R×Q7, R×R4; 29 R×Q1, etc.), but hopes for a Rook ending, in which the advantage of one pawn is often insufficient.

28 R×P    R×B2
29 R×Kt8 ch    R×B1
30 R×R ch    R×K

And here is the Rook ending for which both sides were striving. Black’s misfortune is that White has an extra pawn on either wing, whereas his own isolated pawn is easily controlled.

31 R×Q1    R×R3
32 P×Q4    R×Q3
33 R×Q1    R×Q2

The attempt to assume the offensive by
33 ....... P×Q5 leads to nothing after
34 K×B1, P×Q6; 35 R×B7 ch, K×K2;
36 K×K1, and Black’s position is still weaker.

34 K×B1    R×K2
35 R×B3    K×K2
36 K×K2    K×Q3
37 K×Q3    R×K8
38 P×B3    R×K12
39 K×B2    R×K2
40 K×Q2    R×K12
41 K×Q3    R×K2

The white King’s triangular manœuvre should be noticed. It has resulted in a displacement of the black Rook. Better, however, would have been 41 ....... R×K7.

42 P×QKt4    R×K8

This attempt to turn the enemy position comes one move too late, but Black can no longer rely on passive strategy. The rest is most instructive.

43 P×Kt5    R×Kt8
44 R×B6 ch    K×K4
45 R×QKt6    R×P

The balance in material is momentarily re-established, and if now 46 R×P, Black could still hold out with 46 ....... R×Kt6.

46 P×B4 ch
This timely finesse reduces Black’s counter-chances.

46 .......    K×P
47 R×P    K×K4
48 P×Kt6    K×Q3
49 P×R5    R×Kt6 ch
50 K×B2    R×Kt7
51 K×Kt3    R×Kt8
52 P×Kt7    Resigns.
5. RUY LOPEZ

White  Black

LASKER  BLACKBURNE

(London, 1899)

In the following game the preliminary sparring (moves 8–23) is characterised by desperate pawn skirmishes.

The real battle begins with a double pawn sacrifice (22 . . . P–K4), which gives Black the mastery over the KKt and KR files, on which he stages an impressive regrouping of forces (28 . . . R–KR!). His powerful strategy culminates in the sacrifice of a Rook (31 . . . R–R8 ch), the sequel to which is the loss by White of his Queen.

1 P–K4  P–K4
2 Kt–KB3  Kt–QB3
3 B–Kt5  P–Q3

The Steinitz Defence, which gives Black a cramped but playable game.

4 P–Q4

Creating tension in the centre. The play would be simplified by 4 B×Kt ch, P×B; 5 P–Q4, P×P; 6 Kt×P, B–Q2; 7 Castles, Kt–Kt3; 8 Kt–QB3, B–K2, etc., but then neither 9 P–B4, Castles nor 9 B–Kt5, Castles nor 9 Q–B3, P–B4, etc., hold any terrors for Black.

4 . . . .  B–Q2

If, impulsively, 4 . . . P×P, then 5 Q×P, B–Q2; 6 B×Kt, B×B; 7 B–Kt5, P–Q3; 8 B–R4, etc., would give White a lasting positional advantage, chiefly owing to his Queen’s centralised position.

5 P–Q5

Blocking the centre is not to be recommended. He should continue his development with 5 Kt–B3, reserving the option of castling on either side.

5 . . . .  Kt–Kt1
6 B–Q3  B–K2
7 Kt–B3

As the advanced infantryman will soon need strong support, the continuation 7 P–B4 followed by Kt–B3 would be more logical.

7 . . . .  Kt–KB3
8 Kt–K2  P–B3

A routine player would have castled here and submitted to White’s positional superiority. Being an imaginative player, Black prefers to put the whole battlefield on fire.

9 P–B4  Kt–R3
10 Kt–Kt3

Here again 10 Kt–B3 would be better adapted to keep watch on the important points K4, Q5 and QKt5.

10 . . . .  Kt–B4
11 B–B2  P–QKt4
12 P–Kt4  White is not satisfied with the defensive 12 P–Kt3, but himself “starts something” on the Q side.

12 . . . .  Kt–Kt2
13 QP×P  B×P
14 P×P  B×KtP
15 P–Q4  B–Q2
16 Castles  P–Kt3
17 P–R3

If 17 B–R6, Kt–Kt5, but now Black resolutely prevents any inroad into his own territory.

As, however, the text move weakens the King’s field, it would have been better, for instance, to continue with 17 P–R5 (threatening 18 P–R6); 17 . . . P–QKt3; 18 B–Kt5, with various threats.

17 . . . .  P–KR4

The beginning of an attack, conducted by Black with extraordinary virtuosity.

18 B–K3  P×R4

Keeping both wings in mind. By the text move he contests the square QB4.

19 P–Kt5  R–QB1
20 R–B1  Kt–B4

With renewed pressure against the adverse KP.

21 Kt–Q2  P–R5
22 Kt–K2  (Diagram. See p. 67.)

22 . . . .  P–Kt4

A line clearance sacrifice.

23 B×P

Accepting the sacrifice in preference to the timorous continuations 23 K–R1, P–Kt5, etc., or 23 P–B3, Kt–R4, followed by . . . Kt–B5, and Black still succeeds in opening the KKt file.

23 . . . .  R–KKt1
24 B×P  B×RP
25 B–KKt3

Closing up one of the open files (KKt1), and not suspecting the possibility of danger on the other.

25 . . . .  K–B3
26 R–K1

If 16 P–B3, Kt–R4.

26 . . . .  Kt–Kt5
27 Kt–B1  B–Kt4
28 R–Kt1  R–KR1

Black’s intentions are taking shape.

29 Kt–B3  B–KB5
30 Kt–Q5  Q–Kt4


31 P–B3

Too late, for now Black is in a position to win the adverse Queen by a brilliant sacrifice.

31 . . . .  R–R8 ch
32 K×R  B×B
33 K×B  If 33 P×Kt, Q–R5 ch; 34 K–Kt1, B–B7 mate.

33 . . . .  Kt–B7 ch
34 K–Kt1  Kt×Q
35 Kt–B5  B×Kt (B4)
36 P–B  Q–Q7

The final link in Black’s combination, without which White might have obtained almost an equivalent (Rook, Bishop, pawn) for his Queen.

37 KR×Kt  Q×B
38 QR–B1  Q×RP
39 Kt–Kt6  R–Q1
40 Kt–B4  Kt–K2
41 Kt–K3  Q–B5
42 K–B2  Q×RP
43 R–B7  Kt–B4
44 R–KR1  R–Q2
45 R–B8 ch  K–K2
46 R (R1)–R8  Q–Q5

Resigns.

55

White  Black

TARRASCH  MARCO

(Dresden, 1892)

This game created enormous interest for the Ruy Lopez Opening showing as it does how much latent dynamic power is inherent in the White formation.

It illustrates one of the deepest traps to be found in the theory of the openings.

1 P–K4  P–K4
2 Kt–KB3  Kt–QB3
3 B–K5  P–Q3
4 P–Q4  B–Q2
5 Castles

It is clear that White cannot win a pawn by 5 B×Kt, B×B; 6 P×P, P×P; 7 Q×Q ch, R×Q; 8 Kt×P, because Black recovers it by 8 . . . B×P.

A good modern continuation is 5 Kt–B3, Kt–B3; 6 B×Kt, B×B; 7 Q–Q3, the Showalter Attack, which defends the KP and prepares for castling, eventually, on the Q side.
5     
Kt—B3
2
Kt—B3
B—K2

6  
Kt—B3
B—K2

There is, as yet, no need for Black to eliminate the tension of the centre pawns by 6 . . . . P × P; 7 Kt × P, etc., for if White here again pursues the will-o’-the-wisp of winning a pawn by 7 B × Kt, B × B; 8 P × P, P × P; 9 Kt × P, Black recovers his pawn by 9 . . . . B × P, without any disadvantage.

7    Kt—Q1

After this over-protection of the KP, Black should have resigned himself to a clearance in the centre.

Casts

After this plausible but heedless move, matters rapidly come to a head. He should have played 7 . . . . P × P; 8 Kt × P, Castles, the normal position of the Steinitz Defence, in which Black’s game, though cramped, is tenable.

8 B × Kt
B × B

After 8 . . . . P × B; 9 P × P, Black has lost an important pawn without any compensation.

9 P × P
P × P

Not yet 10 Kt × P, because 10 . . . . Q × Q; 11 Kt × Q, B × B, etc., would actually be in Black’s favour.

10    QR × Q

An insoluble problem for Black. If 10 . . . . B × Q; 11 Kt × P, Black, deprived of a valuable pawn, would be at a manifest disadvantage.

If 10 . . . . Kt × P, there follows 11 Kt × P, B × P; 12 Kt × B, K × Kt; 13 Kt × Q (a terrible blunder would be 13 R × Kt, on the score of 13 . . . . R—Q8 ch, with mate to follow); 13 . . . . P—KB4; 14 P—KB3, B—B4 ch; 15 K × Kt, B × Kt (compulsory, as otherwise a piece is lost); 16 P × R, and White has won the exchange.

11 Kt × P
B × P

After 11 . . . . T × P; 12 Kt × B, White wins, not a pawn, but a clear piece.

12 Kt × B
Kt × Kt

13 Kt—Q3
Again not, precipitately, 13 R × Kt, because of 13 . . . . R—Q8 ch, and mate follows.

It can be seen that Black, with his eighth move, had foreseen many things, but the astute manoeuvre in the text upsets all his calculations.

13 . . . . P—KB4

Black defends his assets as long as he can.

14 P—KB3
B—B4 ch

If 15 K × B, B—Kt3; 16 P × Kt, P × P, with check! (here we see that it was not indifferent which black Rook captures the Queen on the tenth move; 17 Kt—B4, P—Kt5; 18 P × Kt3, P × Kt4, and—without particular damage—Black regains his piece.

15 Kt × Kt
Kt × Kt

This final assault, which wins a piece or the exchange, is full of finessé.

16 . . . . R—Q4

Still trying to save his minor piece; after any other move, White’s reply 17 B × K7 is still more convincing.

17 B × K7
R × K1

18 P × QB4

The final point: White wins the exchange and the game.

White

Black

TARRASCH

LASKER

(Match, 1908)

This game illustrates in a superb manner the dire consequences of allowing an important piece to stray from the main battlefield (19 Q × RP). Black’s subsequent action is powerful and ruthless.

1 P—K4
P—K4

2 Kt—KB3
Kt—QB3

3 B × Kt
B × B

4 Castles

After 4 Kt—B3, B—Kt5, we have the Spanish Four Knights’ Game.

4 . . . . P—Q3

Black leads back into the Steinitz Defence. The order of the moves is an improvement, as it avoids the dangerous Showalter Attack which occurs after 3 . . . . P × Q.

5 P—Q4
B—Q2

The maintenance of the centre by 5 . . . . Kt—Q2 is also possible.

6 Kt—B3
B—K2

7 R × Kt
P × P

At this stage, as demonstrated in the preceding game, it is essential to give up the centre.

8 Kt × P

Castles

In this, the normal position of the Steinitz Defence, Black occupies a “hedgehog” formation. All his minor pieces are in a state of expectant defence. White has now a large choice of good continuations, but none likely to upset Black’s defensive formation.

9 Kt × Kt
Kt × Kt

Simplification.

9 . . . . B × Kt

A good reply is 9 . . . . P × Kt; 10 B—Q3, K × Kt; 11 P × Kt3, Kt—Kt5; and Black fights for the initiative.

10 B × B
P × B

11 Kt—K2

White, by this adroit manoeuvre, strengthens his K side. Incidentally, he tempts his adversary to make the mistake of playing 11 . . . . K × P, after which White gains a decisive advantage by 12 Kt—Q4.

11 . . . . Q × Q

12 Kt × Kt
Kt × Q

13 P—Kt3
QR × Q1

If at once 13 . . . . K × Kt5; 14 Kt—B5, B × B; 15 Q × Kt, B × R; 16 Kt—R6 ch wins the Queen.

14 B × Kt2
Kt—Kt5

An active defence which needed careful examination. For instance, if now 15 P × Kt—K3, the petty rejoinder 15 . . . . B × B tries to gain territory; and again, if 15 Kt × B5, Black can play 15 . . . . B × B; 16 Q × Kt, B × B, as his Queen is now guarded.

15 B × P

Hoping to crush the hostile formation, while winning a pawn somewhere.

15 . . . . Kt × BP

Instead of 15 . . . . K × B; 16 Kt—B5 ch, K—Kt1; 17 Q × Kt, etc., the black Knight sells its life dearly.

The aspect and venue of the contest change with kaleidoscopic rapidity.

16 K × Kt
K × B

17 Kt—B5 ch
K × R1

18 Q × Q4 ch
P × B

19 Q × RP

In the end White has won a pawn, but there are several “buts” : (i) the pawn so won takes as yet no part in the mêlée; (ii) in order to win it, the white Queen has had to stray far from home; and (iii) her own King is in a parlous state.

19 . . . . B—B1

With the menace, 20 . . . . R × P; 21 R × R, Q × Kt ch; 22 K × Kt, B × R3 ch; 23 K × Q, Q × Q, and wins. As can be seen, Black has in one fell swoop taken command of the game.

20 Q × Q4
R × K4

Defends his KB and, at the same time, threatens 21 . . . . P × Q.

21 QR—Q1
QR × K1

22 Q × B
Q × B

23 Kt × Kt3

Not only to defend the KP, but also in order to prevent 23 . . . . Q × R4.

24 B × B
B × R3

24 Q × Q3
P × Q

Conquest of the K file. The milestones in this enterprise will be: a very important intermediary check (25 . . . . B × K6 ch), the trebling of the major pieces (27 . . . . Q × Kt), securing the outpost (by 29 . . . . P × B and 30 . . . . P × Q), and, as a climax, the manoeuvre (41 . . . . B × Kt4).

25 P × P
B × K6 ch

26 K × B
P × P

27 Q × Q3
Q × K3

An imposing array of forces on the open K file.

28 R × K2

Useless would be 28 QR × B, R × R; 29 R × R, Q × R; 30 Q × BP ch, K × Kt1, and White has to capitulate.

28 . . . . P × KB4

29 R × Q1
P × B5

30 Kt × R1
P × Q5

31 Kt × B2
Q × QR3

32 Kt × Q3
R × KKt4

As Black’s heavy artillery has several files at its disposal, his pressure soon proves irresistible.

33 R × R1
Q × R3

34 K × Kt1

Flight of the King! If 34 P × Kt3, R × Kt6; 35 Q × Q5, P × B (a false hope would be 35 . . . . Q × P, Black’s reply being 36 Q × P ch, etc., and not 36 P × Q, R × Kt8 mate).
If 34... R-K3, Q×Q; 35 P×Q, R-Kt8 mate.

34        Q×P
35 K—Q4    Q×Kt8 ch
36 Kt—K1   R (Kt4)—K4
By this fresh regrouping Black threatens, if nothing else, 37 ... P—Q6; 38 P×P, B×Q5. The remainder of the play is stirring.

37 Q—B6    R (K4)—K3
38 Q×P     R (K1)—K2
39 Q—Q8 ch K—Kt2
40 P×R     P—B6
A vacating sacrifice, followed by a most telling unmasking manoeuvre.

41 P×P     B—Kt4
Resigns.

RUY LOPEZ

500 MASTER GAMES

57

White     Black

SCHLECHTER  LASKER

(Match, 1910)

Two features are worthy of special admiration in the following fine game: White's skill in exploiting the weak points in the adverse position, finally turning positional into material advantage; and Black's desperate ingenuity in discovering a drawing chance in, to all appearances, a hopeless lost position.

1 P—K4     P—K4
2 Kt—K5B    Kt—Q3B
3 B—K5      B—B3
4 Castles   P—Q3
5 B×P       B—Q2
6 R×Kt1     P×P
7 Kt—P       B—K2
8 Kt—Q3B    Castles
9 B—Bt1

This simplification is far from pointless: the black pawn formation is slightly damaged and the white KtB remains in a fine central position.

9 ...       P×B
As a compensation, Black wishes to render his pawn centre more compact, whilst preserving the "two Bishops."

10 B—Kt5
A sensible pin! However, this Bishop

11 Q×B     R—B3
Another good way of bringing the Queen into play is 11 Q×Q—Q3.

11 ...     P—KR3
In connection with the next move, this is a commendable means of relieving the pressure. A mistake would be 11 ... Kt—Kt5; 12 B×B, Q×B; 13 Kt×P, etc., by which White would win a pawn.

12 B—R4     Kt—R2
13 B×B       Q×B
14 QR×Q1     Kt—B1
15 P—KR3     Kt—Kt3
16 Q×Kt3     Kt—Kt4

Playing for an end-game without Queens, in which White's advantage would only be minuscule.

17 Q×Q     P×Q
18 P—B3     P—B3
19 K—B2     K—B2
20 Kt×Kt     P—R4
21 P×Kt3     KR—KRt
22 Kt—B1     B—K3
23 Kt—Q3     P×B3
24 Kt—Kt2

Cleverly preventing the undoubling of the hostile QBP by 24 ... P—B5.

24 ...       P—K4
25 Kt—Q5     R×Kt2
26 R×K3     Kt—B3
27 R×B

An enterprising Rook!

27 ...       P—Kt3
28 P×Q        P—B4
29 Kt—K3     R—K1
30 Kt (K3)—B4

With the threat 31 R×P.

30 ...       R—R2
31 R—Kt1     B—Kt1
32 Kt×B      K—B3
33 Kt—K3     Kt—Kt3
34 P×P      P×P
35 P×Kt3     R—KR1
36 P—B4

Very prettily, White obtains a valuable asset (a passed pawn) on the extreme K wing, and has now a concrete advantage.

36 ...     P×P
37 Kt—Q5 ch K—B2
38 Kt×KBP R—Kt2
39 Kt×Kt2 P—B5

White's 41st move will refute this attempt to obtain counter-chances, and incidentally show up the weaknesses in Black's position.

40 P×P     R—Kt5
41 P—B5     R×QBP
42 P×P      R×P
43 R—B7 ch K—B3
44 Kt—Q5 ch K—Kt4
45 P×R ch K—R3
46 Kt—K7

Every one of White's moves reaches the mark.

46 ...     R—KB1
47 R—Q1     R—B2
48 Giving up a pawn of his own free will, because 47 ... Kt—B5 is useless against 48 K—B2, to be followed by R×Q4.

48 R×P ch    K—R2
49 R—K6      Kt—Kt3
50 K×Kt      R×Kt
51 R (Kt16)—Q6B R×R
52 R×R ch     K—Kt3
53 R×B6 ch    K—B2
54 K—B3

After ingenious liquidations, a difficult Rook ending is now reached. White's intention is to play the King to B4 after 55 P—B4. More incisive, however, would be at once 54 P—B4, as this passed pawn could become a dangerous weapon.

54 ...     R—K5

By this admirable manoeuvre Black gives up a second pawn, in order to occupy more effective posts. The following plausible continuation would not be sufficient: 54 ... R—R8; 55 R—Q6, P—R5; 56 K—B4, R—B8 ch; 57 K—Kt5, R—B6; 58 R×R, P×R; 59 K—Kt5, and wins.

55 R×B    K—B3
56 R—B
Black's deep conception is revealed! The position of his Rook makes up for the two missing pawns.

57 R—R6 ch K—K4
58 R×Kt5    K—B3
59 R—R5 ch K—K4
60 R—R5 ch K—B3
61 R×Kt2    K—K4
62 R—Kt2    R—B6 ch
63 K×Kt2    K—B3
64 K—R3     R—B3
He avoids the trap 64 ... P—B5; 65 R×Kt3, R×P; 66 R×KB3, and White would win.

65 R—Kt8
In view of 65 P—R5, K—Kt4, White gives back one pawn in order to render his Rook more active, but it is not sufficient to ensure victory.

65 ...     R×P
66 R×Kt6 ch K—Kt2
67 R×P     R—B5
Cutting off the white King.

68 P—R6 ch K—R2
69 R—KB6    R—R5

Drawn

58

White     Black

PRZEPIORKA   REIJI

(San Remo, 1911)

That it can have serious consequences voluntarily to code too much territory to an aggressive adversary can be seen in the following lively game.

1 P—K4     P—K4
2 Kt—KB3    Kt—Q3B
3 B—Kt5     Kt—B3
4 Castles   P—Q3
5 Kt×B      B—K2
6 P×Q        B—Q2
7 R—K1      P×P
8 Kt×P      Castles
9 P—QKt3

A slow but sound continuation.
If Black resists exchanges, 9 ... 
Kt×Kt; 10 Q×Kt, B×B; 11 Kt×B, 
Kt—Q2 (threatening 12 ... B—B3), then 
White can create some lasting weaknesses 
in Black’s position after 12 Q—B4, P—B3; 
13 Kt—Q4.

10 B—K2 B—KB1 
He continues to build up “behind the front” a durable system of defences.

11 P—B3 
Instead of this passive procedure, he could 
have tried to obtain some initiative by 
11 Kt×Kt, P×Kt; 12 B—Q3, P—Kt3; 
13 P—B4, etc.

11 .... P—KKt3 
This counter-fianchetto is intended to ease 
the opposing Bishop’s pressure on the long 
black diagonal.

12 B—KB1 
Again giving up territory; he should have 
resigned himself to the exchange 12 B×Kt or 
12 Kt—Kt1.

12 .... B—Kt2 
In view of the threat 13 .... Kt×Kt; 
14 Q×Kt, Kt—Kt1, P×P, etc. White decides on 
a fresh retrograde manoeuvre.

13 .... Kt—Kt4 
The beginning of a successful counter-
offensive.

14 Q—Q2 Q—R5 
15 Kt—Q1 Kt—K4 
Avoiding the exchange of Bishops and 
introducing a new fighting unit into the 
battle zone.

16 P—QB4 
In order to be able to play 17 Kt—B2, 
which, however, would now be disadvantageous after 16 Kt—B2, Kt×P ch; 
17 P×Kt, B×B.

But as Black finds a brilliant refutation 
of the plausible move in the text, he should 
have looked for some other means of 
“patching up” his position such as, for 
instance, 16 B—B3.

16 .... Kt—Q6 
Emphasising in an artistic manner the 
weakness of the “ingress square” at Q6.

17 Q×Kt Q×R 
18 Kt(1)Q3 B3 Q—R5 
Having fairly and squarely won the 
exchange, the black Queen returns to her 
past of observation. White’s is a lost cause.

19 P—B5 B—QB3 
Or 20 P×P, QR—Q1. There is no hope 
of White gaining the initiative, and so 
20 P—K3 would have been better.

20 .... B—K4 
21 P—Kt3 
White’s fortress is collapsing.

22 P×B Q×P ch 
23 B—Kt2 
This gives rise to a fresh and cruel surprise. 
After 23 K—R1, Kt—B5; 24 Q—Q2, 
R—K4, Black also scores a point.

23 .... Q×B ch 
24 K×Q Kt—B5 ch 
25 K×Kt3 Kt×Q 
Resigns.

White

KOESTICH	SELESNIJEF

(Goteborg, 1920)

Black

59

Without going as far as some writers on 
military matters, who claim that the ideal 
manner of conducting a war is to win merely 
by manoeuvres without any actual fighting, 
it must be admitted that the most interesting 
feature of the present game is that it was 
so won.

First we see a reconnaissante manoeuvre 
by the white Queen, then a turning movement 
by the QR on the K side (QR—Q1—Q3— 
KR3—Kt6—Kt8 ch), causing decisive dam-
age to the black forces (loss of Queen and 
pawns).

1 P—K4 P—K4 
2 Kt—KB3 Kt—QB3 
3 B—Kt5 Kt—B3 
4 Castles P×P 
5 P×Q B—Q2 
6 Kt×B B—K2 
7 R—K1 P×P 
8 Kt×P Castles 
9 Kt×Kt—K2 
There is justification for this move, 
avoiding, as it does, exchanges which would 
neutralise the difficulties of the second player.

9 .... Kt—K4 
Eliminating the “Spanish Bishop,” but 
thereby Black creates weaknesses in his own 
camp. The most active defence is 9 .... 
P—QR3; 10 B—Q3, Kt—Kt15; 11 P—KR3, 
Kt—K4, or 11 Kt—Kt3, B—B3, etc., 
with equal chances.

10 Kt—Kt3 B×B 
11 Kt×B Kt—Q2 
If he tries a different regrouping “behind 
the front” by 11 .... R—K1; 12 P—Kt3, 
B—B1; 13 B—Kt2, White still shows a 
superiority in space.

12 B—Q2 Kt—QB3 
Parrying the positional threat of 13 B—R5, 
P—QKt1; 14 B—B3, with some disarrange-
ment of Black’s Q side.

13 B—B3 B—B3 
14 Q×Q P—QR3 
15 B×B Kt—B 
16 Q×Kt QKt×Q 
17 Kt×Kt Q—K2 
Hoping to achieve an exchange of Queens 
by 18 .... Q—B3, equalising the position. 
The astute manoeuvre which foils this plan 
strikes a new note in a contest which 
seemed to have arrived at a standstill.

18 Q—B3 P—KKt3 
If 18 .... R—B1, then 19 Kt—B5 would 
prevent 18 .... Q—B3, because of the loss 
of the exchange.

19 QR—Q1 R—K1 
By this and the following moves Black 
tries to stop the disturbing advance by 
White of 20 P—K5.

20 P—B4 P—KB3 
21 P—KR4 P—KB3 

In spite of reduced material, White 
initiates a lively and joyous attack.

21 .... Kt—B4 
Preventing White’s gain of a pawn by 
22 Q—Kt3 ch, followed by Q×P.

22 P—R5 Q—K2 
23 P×P P×P
24 P—Kt4 Kt—K3 
25 P—B5 
The break-through. The gain of a pawn 
is only temporary, but the gaps produced 
in the enemy’s position are permanent.

25 .... Kt—Kt2 
Neither 25 ... P×P; 26 P×P, nor 
25 .... Kt—B1; 26 P×P, Kt×P (or 26 .... 
Q—K4; 27 Q—Kt3 ch; 27 Kt—R5, etc., is 
playable for Black).

26 P×P Q—K4 
27 Q—K3 Q×KKt4 
28 Q—Kt3 ch Kt—K3 
29 Kt—B5 Q×P 
30 R—Q3 
The turning movement now undertaken 
will prove successful.

30 .... K—B1 
31 R—R3 P—Q4 
An ingenious counter-attack. If now 
32 Q×P, QR—Q1, Black obtains fresh 
opportunities. White, however, without 
taking any notice, carries on with his 
strategic action.

32 R—R6 Q—Kt4 
33 Q—KR3 P×P 
34 R—R8 ch 
Winning by force the Queen for Rook 
and Knight.

34 .... K—B2 
35 Q—R7 ch Kt—K12 
36 Kt—R6 ch K×Kt1 
He cannot play 36 .... K—K3, because 
of 37 Q×P ch, K—Q2 (or 37 .... Q—K4; 
38 Q—B4 ch, etc); 38 R—Q1 ch, with 
an early mate.

37 Q×Q R×R 
38 Q—B4 KR—K1 
39 Q×QBp ch R—K2 
40 Q—B4 ch K—B1 
41 R—B5 P
Now Black’s last dangerous pawn has 
disappeared. Nevertheless, the end-game 
still requires much finesse (on the part of White).
In avoiding the complications of the 4. ... Kt×P variation, the text move (as does 4. ... P–Q3) leads back into the Steinitz Defence.

5 Kt–B3 P–Q3
6 B×Kt ch
The immediate 6 P–Q4 is more lively. After the exchange in the text, White's position is far less plastic.

6 ........ P×B
7 P–Q4 P×P
8 Kt×P B–Q2
9 P–B4
An ambitious advance. Several continuations are playable here, e.g. 9 B–K5 or P–QKt3, followed by B–K2 or 9 Q–Q3 or 9 Q–B3, which latter variation is both sound and energetic. (Threat: 10 P–K5.)

9 Q–B3
Casts
Here again 10 Q–B3 has its raison d'être.

10 Q–Q3
Here again 10 Q–B3 has its raison d'être.

10 ........ R–Kt1
11 P–QKt3 P–B4
12 Kt–B3
This Knight's development at K2 would be more flexible, as from there the Knight could move to K3 (defending the KP) and also to Q5 via KB4 (after P–B5 eventually).

12 ........ B–B3
One of Black's "two Bishops" already occupies an observation post.

13 R–K1 R–K1
14 Kt–Q5
This is too precipitate. The accumulation of forces by 14 B–K2 is indicated.

14 ........ Kt×Kt
15 P×Kt B–B3
A beautiful intermediary manœuvre which enables the second Bishop to get into action, secures the initiative for Black.

16 R×R ch
After 16 P×B, B×R ch; 17 Kt×R, B×R; 18 P–B3 (threatening 19 Kt–B2); 18 ... Q–Q3; 19 B–Q2, P×Q, 20 Kt×Kt (or 20 Q×P, B×P, etc.); 20 P–B5, White's game would collapse.

16 ........ B×R
17 R–Kt1 B–Q2
To be followed by 18 Q×Q1 and ... B–B4, for which reason White cannot very well play 18 P–B4.

18 B–Q2 Q–Q8
19 R–K1
In order to follow this up with 20 B×B, without permitting Black's 20 ... B–K2. But it is more urgent to play 19 B–B3 at once, with a probable continuation 19 ... B–B4; 20 Q–Q2, B–K2; 21 R–K1, Q–Q2; 22 P–Kt3, P–Kt4, etc., when the white Queen would be more comfortably placed at Q2 than, as in the actual game, at Q3.

19 ........ B–B4
20 Q–B4
The only way to protect his QB.

20 ........ Q–Q2
21 P–B3 R–K1
Black resolutely plays for liquidation, after which the "two Bishops" will have gained in power.

22 P–Kt3 R×R ch
23 Kt×R Q–K1
24 P–Kt4
Otherwise the counter-threats 24 P–Kt4 and ... P–Kt5 would block up White's K side.

24 ........ B–B2
25 P–QKt4 P–B3
Arguing correctly that his two Bishops will deploy their full powers on an open board.

26 K–B1
In order to give his Queen mobility without having to fear the hostile Queen's irruption at K2.

26 ........ P–QKt3
27 Q–R6 P×P
28 Q×Q P–Q5
Black gives up a pawn in order to turn the power of his Bishops to still greater account. For if now 29 Q×B, Q–K5; 30 P×P, KB×P, Black has full control of the highways of the chessboard.

29 P–B4 B–B3
30 Q×BP Q–K5
31 Q–Q6
Anticipating the threat 31 ... P–Q6.

31 ........ B–R5
Strong as this diversion appears to be, it enables the hostile Queen to occupy the important defensive square at White's K5. The waiting and preparatory move 31 ... K–R2 is logical.

32 Q–Kt8 ch K–R2
33 Q–K5
A life and death struggle!

33 ........ Q–R8 ch
34 K–K1 B–K5
Finely played! It is more important to prevent perpetual check (35 Q–B5 ch, etc.) than to safeguard the QP.

35 Q×P P–B4
Initiating a deeply conceived plan, which necessitates the prevention of any diagonal check by White.

36 P×P
If White had fully comprehended the dangers of his position, he would have played 36 Q–K3, with a much more stubborn defence.

36 ........ Q–R7 ch
37 Q–K1 B×Kt
A very beautiful turn! If 38 B×B, Q–B7 mate, and if 38 Q×B (without check! This is the hidden meaning of Black's 35th move), then 38 ... Q×B mate.

38 K×B Q–R8 ch
In the short and sharp struggles which ensue, Black produces the maximum effect with the minimum of means.

39 K–K2 Q–B6 ch
40 K–K1 B–Q6
A waiting move, with a double threat of mate at K7 or at K8.

41 Q–B2, Q–R8 ch.
A classic!

60
White
Black

NEUMANN
KOLISCH

(Paris, 1867)

Here is a game from long ago, which yet makes a very modern impression. The masterly way in which Black handles his two Bishops is particularly noteworthy.

1 P–K4 P–K4
2 Kt–KB3 Kt–QB3
3 B–Kt5 Kt–B3
4 Castles B–K2
500 MASTER GAMES

61

White  Black
CAPABLANCA  BERNSTEIN
(San Sebastian, 1911)

Besides its high artistic and sportive qualities, the value of the following game is enhanced by its historical interest. It is the first encounter between the new star from overseas and a leading European master.

1 P—K4  P—K4
2 Kt—Kb3  Kt—Qb3
3 B—K5  Kt—B3
4 Castles  B—K2
5 Kt—B3  P—Q3
6 B×Kt ch  PxP
7 P×Q  P×P
8 Kt×P  B—Q2
9 B—K5

He seeks, above all, rational and straightforward development of his pieces. However, as it ultimately leads to the exchanges of this Bishop, some strategists prefer a more expectative development such as 9 P—QKt3, followed by B—K12.

9

Castles 10 R—K1  P×K—K3

A good method of relieving the pin. After 10 Kt—K1; 11 B×B, Q×B; 12 Q—Q, the position of the black pieces remains cramped.

11 B—R4  Kt—R2
12 B×B  Q×B
13 Q—Q3  QR×Q
14 P×QKt3  Kt—K4
15 QR—Q1

The game would take a more violent course after 15 P—B4.

15

Q—K4

Preventing not only 16 P—B4, but also the preparatory 16 P—Kt3 (on account of 16 Q×Q; 17 Q×Q, Kt—B6 ch; 18 K—K2, Kt×Q; 19 K×Kt, KR—K1, and Black has a very good game).

But as this committing of the Queen in the front line is over-hasty, a waiting policy by 15 ... KR—K1 would have been more rational.

16 Q—K3  Kt—K3
17 Kt(B3)—K2  Q—Q4
18 Kt—B5  Kt—B4
19 QKt—Q4

In order to preserve a Knight on important outpost duties at K5. In addition, there is the by no means obvious threat 20 QKt×P, B×QKt; 21 Kt—K7 ch, followed by Kt×B, and wins. Nor has White any longer to fear 19 ... Q×P, because his QBP is now guarded, and 20 R—R1, Q—K7; 21 KR—Kt1 wins the opposing Queen.

20 P—Kt4  QR×Kt
21 P—Kb3  Kt—K3
22 Kt×K—K2

Calculation or intuition? Two qualities for which the Cuban master is justly famous.

22 Q×P

He accepts the challenge, although experience has many a time demonstrated the danger of such enterprises. A more cautious course would have been 22 ... Q—K3, by which Black would have obtained the exchange of Queens conceding White but a small positional advantage.

23 Kt (K2)—Kt3  Calmly giving up a second pawn.
23 ...  Q×P

More prudent would have been 23 ... Q—R4, in order to exchange Queens after 24 ... Q—K3, remaining with an extra pawn in reserve.

24 R—QB1  With the obvious intention of preventing 24 ... B—Q4.
24 ...  Q—Kt7
25 Kt—R5  The attack, which has now taken definite shape, is conducted by White with extreme virtuosity.

25 ...  R—K1

A defence which could have been tried, in spite of apparent dangers, is 25 ... P—Kt4.

26 R—K2  Q—K4
27 P—B4  Q—K4

Now that the black Queen is cut off from the critical sector, the hurricane breaks.

28 Kt(B5)×KtP  A temporary sacrifice which, although easily seen, necessitated careful preparation, not lacking in elegant points.

28 ...  Kt—B4

If 28 ... Kt×Kt; 29 Kt—B6 ch, K—K3; 30 Kt×B, P×Kt; 31 P—K5 (the break-through); 31 ... K—B2; 32 Kt×P, R—K2; 33 Kt—K4, and Black has no defence. In any event, 28 ... Q—K3 eliminating the Queens would have been more decisive than the move in the text, which leaves the denuded King to his fate.

29 Kt×R  B×Kt
30 Q—QB3

The triumphant diagonal.

30 ...  P—B3
31 Kt—P×ch  K—Kt3
32 Kt—R5  R—Kt1
33 P—B5 ch  K—K4
34 Q—K3 ch  K—K5
35 Q—Kt3 ch  K—K6

And mates next move.

62

White  Black
DE VERE  STEINITZ
(Dundee, 1867)

In this game we see a homeless King—set upon from all sides—sweeps finally to a beautiful and rapidly conclusive sacrifice.

1 P—K4  P—K4
2 Kt—Kb3  Kt—Qb3
3 B—K5  Kt—B3
4 At one time Dr. Lasker used to be the great protagonist of this active (if not too active) defence.

4 Castles

White disdains to protect his KP either by 4 Q—K2 or more modestly by 4 P—Q, relying on the superior development which its capture would give him.

4 ...  Kt×P

Challenging thunder and lightning on the K file in preference to adopting a more staid line of defence by 4 ... P—Q3 (5 P—Q4, B—Q2, etc., = Steinitz Defence) or 4 ... B—K2, or even 4 ... B—B.

5 R—K1

Even more vigorous is 5 P—Q4, strengthening the pressure on the centre files. The defence against 5 Q—K2 presents no difficulties, e.g. 5 ... Kt—Q3; 6 B×B, Q×B; 7 Kt×P, B×Kt; 8 R—K1, B—K3; 9 P—Q4, Kt—B4 (not yet 9 ... Castles; 10 Kt×KBP); 10 P—QB3, Castles; with an equal game.

5 ...  Kt—Q3
6 Kt×P  Or 6 B×Kt, QP×B; 7 Kt×P, B—K2, followed by ... Castles.

6 ...  Kt×Kt

Instead of this impulsive reply, which tries to eliminate the terrible threat 7 Kt×Kt dis ch, the cool-headed 6 ... B—K2 is the coup justic.

7 R×Kt ch  B—K2
8 P—Q4  P—K3

An unsuccessful attempt to confiscate the opposing KB, which badly weakens the black King’s battlements.

As, on the other hand, 8 ... Castles; 9 B×Q would leave the white pieces with good attacking positions, simplification by 8 ... K×Kt; 9 R×Kt is the only resource.

9 R—K1  Kt×B

Again after 9 ... Castles; 10 B—Q3, White’s pressure would be intensified.

10 Q—R5 ch  P—Kt3
11 K×Q  P×B

After 11 ... Castles, Black’s position would be no less awkward.

12 Q—Kt3  P—Q4
13 P—QB4

This fight for the important diagonal QR2—KK8 marks an essential stage on the way to success.

13

K—B2

He resorts to artificial castling, because after 13 ... Castles; 14 P×P, P×P; 15 Kt—B3, Black could not protect his BP and KB.

14 Kt—B3

If now 14 P×P, Q×P; 15 Q×Q, P×Q; 16 Kt—B3, QB×Kt, and Black achieves equality.

14 ...  K×B—K3; 15 Q×P.

15 Q×P ch  K—K2
16 P—Q5  P×P
17 Kt×P  B—B1

But not 17 ... R—K1, because 18 Kt—B7, nor 17 ... B—Q3, after which Black’s position remains precarious. (Diagram. See p. 78.)

18 Kt×P

A far-sighted sacrifice, which breaks up the black King’s citadel.
Position after 17 ... B—B1

18 ... Q×Kt
Or 18 ... K×Kt; 19 Q—B3 ch, followed by Q×R.

19 B—Q2 P—QKt4
20 Q—Q5 P—Kt5
The terrible threat 21 B—B3 is past, but at the cost of multiple weaknesses.

21 QR—B1
Instead of rushing for his prey by 21 Q×R, B—QB4; etc., White in a telling manner increases the pressure still more. (Threat: 22 R—B7 ch.)

21 ... Q—B2
22 Q×R B—K3
23 Q×Kt B×P
24 Q—K5 ch K—Kt1
25 R—B7
This irritation on the 7th marks the end of Black’s resistance.

25 ... Q—Q4
26 Q×Q ch B×Q
27 R—K8 Resigns
(27 ... B—B2; 28 R—R8, K—Kt2; 29 R (R8)×P.) A beautiful game.

63 White
BIBN

JANOWSKI
BURN

(Cologne, 1898)

We have here a beautiful example of self-possession which succeeds in overcoming all his opponent’s powerful and astute attempts—the naughty Rook (14 R—Kt5), the unmask-

ing of the Bishop on the long black diagonal (19 Kt×B), the offer of the Queen sacrifice (20 Q×R); all are brought to naught.

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—Kt5 Kt—B3
4 Castles Kt×P
5 R—K1 Kt—Q3
6 Kt×P B—K2
By this sound defence—which covers the K file and prepares for castling—Black maintains the balance.

7 B—Q3
This desire to preserve the two Bishops is understandable, but a more natural continuation is 7 Kt—QB3, Castles; 8 P—Q4, which allows the deployment of the white forces in a reasoned manner.

An example of this line of play is found in a game De Vere-Minchin (London, 1871): 7 Kt—QB3, Castles; 8 P—Q4, B—B3; 9 B—Q3, P—KR3 (if 9 ... Kt×P; 10 B×P ch; 10 Kt—K5, Q×Kt; 11 B×P, Q—B3; 12 Q—K4, Kt—Kt3; 13 Kt×KB (a break-up sacrifice); 13 ... R×Kt; 14 Q×P ch, K—Kt1; 15 B×P ch, B—Kt2; 16 Q—R7, Kt—Kt2; 17 Q×R ch, Kt—Kt1; 18 B—R7, and Black resigns.

7 ... Kt×Kt
After the more restrained defence 7 ... Castles; 8 Kt—B3, Kt—Kt1; 9 Kt—Kt3, etc., White would have an easier time.

8 R×Kt Castles
9 Kt—B3 P—QB3
Slowly but surely Black is completing the deployment of his forces.

10 P—QKt3
But White also has to go slow in resolving the problem of the Queen’s Bishop’s development.

10 ... Kt—K1
11 B—Kt2 P—Q4
12 Q—R5
Here 12 Q—B3 is preferable to this sudden salvo; but one way or another Black’s position is already consolidated.

12 ... Kt—B3
13 Q—R4 B—K3
14 R—Kt5
A turbulent Rook. The negative object of the move is to stop 14 ... Kt—K5; 15 R×P ch, etc. Its positive aim is shown in the next note.

If 14 QR—K1, then already 14 ... P—K3.

14 ... P—Kt3
Fearlessly parrying the threat 15 Kt×P, B×Kt; 16 R×P ch, K×R; 17 Q×P mate.

Now it might be thought that White will be able to go berserk on the wide-open long diagonal, but the sequel will show the power of resistance inherent in a concentrated fixed position.

15 Q—R6
Now White’s threat is far less ambitious. He intends, by a multiple sacrifice, to obtain a draw by perpetual check, as follows: 16 B×P, BP×B; 17 R×P ch, P×R (or 17 ... K—B2); 18 Q×P ch, K—R1; 19 Q—R6 ch (if 19 Kt×P, R—B2); 19 ... Kt—Kt1 (instead of 19 ... Kt—R2); 20 Kt×P ch, B—B3; 21 Kt×B, R×Kt, etc.); 20 Q—Kt6 ch, etc.

15 ... P×Q5
This temporary closure of the wide-open diagonal is most important. The following continuation would only be a compromise: 15 ... Kt—K5; 16 R×Kt, B×R; 17 Kt×P, P—B3; 18 B×KtP, P×B; 19 Q×P ch, K—R1; 20 Q—R6 ch, and there is nothing left but to conclude peace.

16 Kt—K2 Kt—Kt5
After this, events take a dramatic course.

17 R×Kt B×R
18 Kt×P B—Kt4
19 Kt—B5
The first snare: if 19 ... Q×R; 20 Kt×B mate.

19 ... B—B3
20 Q—R4
The second snare, based on the same picturesque idea, but finding a simple refutation.

20 ... B×B
21 Kt—K7 ch K×Kt2
Resigns
An entertaining game.

RUY LOPEZ

Thus Black is playing up to the end without his Q side pieces, and White takes advantage of this circumstance by bringing about a series of brilliant combinations.

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—Kt5 Kt—B3
4 Castles Kt×P
This “Berlin” Knight is very enterprising.

5 P—Q4
This advance is more energetic than 5 R—K1 or 5 Q—K2.

5 ... Kt—Q3
There is too much risk attached to 5 ... P×P (because of 6 R—K1), while 5 ... P—Q3 means loss of time (6 B×Kt, QP×B; 7 R—K1, etc.). The most solid continuation is 5 ... Kt—B2.

6 B—R4
An original retreat. The classical continuation is 6 B×Kt, whilst the modern line is 6 P×P, Kt×B; 7 P×Q4, and White recovers his piece (the Magdeburg Attack).

6 ... P×P
Intent on gain. The more solid line is 6 ... P—K5; 7 R—K1, B—K2; 8 Kt—K5, Castles, with equalisation.

7 P—B3
In “gambit style.”

7 ... P×P
Even after the more prudent 7 ... B—K2; 8 P×P, etc., White’s pressure more than makes up for the missing pawn.

8 Kt×P B—K2
9 Kt—Q5 Castles
10 R—K1 B—B3
If 10 ... Kt—B4; 11 P—Kt4. But 10 ... R—K1; 11 B—B4, B—B1 is not without its troubles.

11 B—B4
A direct threat: 12 Kt×P, Q×Kt; 13 QB×Kt.

11 ... Kt—K1
A crucial moment. If left alone, Black will consolidate his position (12 ... P—Q3), but the attacker will not remain idle. (Diagram. See p. 80.)

12 R×Kt
An eliminating sacrifice.

12 ... P×Q
Or 12 ... R×R; 13 B×P, trying to “mate” the Queen. But White now regains
65

White

Black

HALPRIN

PILLSBURY

(Munich, 1900)

Aply named "the most beautiful tournament draw," this game unrolls before our eyes a very kaleidoscope of threats and counter-threats, in order to end up—as do so many hotly contested fights on the chessboard—in a draw.

13 KtxP  QxK5
14 BxQ  

All goes well with White: now both adverse Rooks are attacked, and the black QP remains blockaded.

14 . . . . .  R-K1
15 BxKt  Q-Kt5
16 BxR  KxR
17 QxQ ch  

The final assault.

17 . . . . .  B-K2
18 R-K1  

An episode of great beauty (18 . . . . BxQ; 19 R-K8 mate).

18 . . . . .  P-KKt3
19 QxQ  Q-R4
20 KtxKt  B-Q1

If, trying to evade the threat 21 KtxB, KtxKt; 22 QxQ, Black plays 20 . . . . B-Q3, the same reply by White, 21 Q-K3, settles matters.

21 Q-K3  P-B3
22 KtxP  B-R4

Mate in 5

(Beginning with 23 KtxQP ch.)

11 . . . . .  B-K2
12 Q-R5  BxKt
13 BxQ  Q-Q2
14 Q-K6  

By this important thrust the cohesion of the black pawns is seriously disturbed. If at once 14 Kt-Q5, Black's reply is 14 . . . . Castles.

14 . . . . .  BPxP
15 KtxQ  

By this sacrifice the K file is laid open.

15 . . . . .  P-Kt
If, in order to parry 16 KtxP, Black plays 15 . . . . B-Q3, White wins with the following pretty continuation: 16 KtxKt7, QxP; 17 QR-B1, and wins.

16 KxKt1 ch  K-B1
Of course not 16 . . . . K-B2; 17 R-K7 ch.

17 R-R3  

The subsidiary idea underlying White's 7th move now becomes clear. The threat is 18 R-B3 ch, K-K11; 19 R-K7, Q-B3; 19 (19 . . . . R; 20 QxB7 mate); 20 R-B8 ch, KxR; 21 Q-B3 ch, with mate in three to follow.

17 . . . . .  Kt-K4
18 R-Kt  

An eliminating sacrifice. White is intent on removing all obstacles from his path.

18 . . . . .  P-R
19 R-B3 ch  K-Kt1

Has the black King at last reached safety?

66

White

Black

RUY LOPEZ

TARRASCH

LASKER

(Match, 1908)

Although the doctor from Nuremberg lost the match, he shows in the following scientific game that methodical play can often get the better of even the greatest tacticians.

1 P-K4  P-K4
2 KtxKt  KtxQ5
3 B-K5  Kt-B3
4 Castles  KtxP
5 P-Q4  B-K2

A prudent and proper course.
6 Q—K2
Ampifying White's pressure. Less efficacious is 6 R—K1, Kt—Q3, etc., or, impulsively, 6 P—Q5, Kt—Q3, etc., or again 6 P×P, Castles; 7 Q—Q5, Kt—B4, and Black succeeds in slowing down White's action.

6 Kt—Q3
Not 6 P×P; 7 Kt×P, etc., nor 6 P—B4; 7 P×P, Castles; 8 Kt—B3, Kt×Kt; 9 P×Kt, and, after the clearance, White is in a dominating position.

7 B×Kt
Kt×P×B
More astute than 7 ... Q×P×B, after which the more open file might become of use to White.

8 P×P
Kt—Kt2
Although Black's position is cramped, it can be held.

9 Kt—B3
This quiet developing move surpasses in natural energy all other attempts such as 9 P—B4 or 9 P—QKt3 or 9 Kt—Q4, and finally 9 ... Kt—K3.

9 ... Castles
10 R—K1
Preventing the unfoiling of the black pawns, because of 10 ... P—Q4; 11 P×P×P, B×P (forced). Another good way of preventing Black's advance of the QP to its fourth is 10 Kt—K4—Q5—Q4.

10 Kt—B4
Neither 10 ... R—K1; 11 Q—B4, etc., nor—as aforesaid—10 ... P—Q4; 11 P×P, B×P; 12 Q—Q4, etc., is tempting for Black.

11 Kt—Q4
Kt×K3
12 B×Kt
Kt×Kt
13 B×Kt
P—Q4
If at once 13 ... P—Q4, then 14 Q—K3, followed by Kt—R4, irredeemably blockades Black's QP. The importance of the intermediate manoeuvre in the text, which constitutes the Rio de Janeiro Variation, stands out clearly. Black first secures the control of his QBP before starting operations in the centre.

14 B—K3
P—Q4
Now or never!

15 P×P, B×P
Positional judgment: in spite of "weak squares" on the Q side, his two Bishops on long diagonals should enable him to hold his own.

16 Kt—K4
Still more methodical is 16 Q—Q1 (as played in a later game of the same match). But even then the chances are about equal after 16 ... Q—R5; 17 P—KR3, B—Kt2, etc.

16 ... B—Kt2
One of the extremely infrequent cases, where the great tactician Dr. Lasker fails to provide in good time against his opponent's intentions, which he should have done by 16 ... B×Pch; 17 K×B, Q—R5ch; 18 K—Kt1, Q×Kt.

It is true the text move contains a nasty trap (17 K×B, Q—K4, and wins), but—and Black has failed to see the true inner meaning of the fact—White will not only undo the opposing pawns, but will hesitate to allow Bishops of opposite colours, as he thereby creates easy and lasting objects of attack in the black camp.

17 K×B
P×Kt
18 QR—Q1
The direct and positive manœuvre begins, The sequel is a methodical demonstration of the highest order.

18 ... P—Q3
Similarly, if 18 ... Q—K3; 19 P—QB4, blocking Black's backward pawn.

19 P—QB4
KR—K1
20 Q—Kt4
B—B3
Stopping 21 Q—Q7, but also threatening 21 ... Q×P.

21 R—K2
R—K5
22 Q×Kt
Q—K3
An astute defence. (Threats: 23 ... R—K5 or 23 ... Q×P;)

23 P—K3
Parrying first and foremost 23 ... R—Kt5. Evidently nothing comes of 23 R×P, Q×P, etc., for if after the text move 23 ... Q×P; White's reply is 24 B—R6, P—Kt3; 25 R×R, Q×R; 26 R×P, R—K1; 27 K—R2, and Black cannot get free.

23 ... R—Q1
24 KR—Q2
R—K4
25 B—R6
If 25 ... Q×B; 26 Q×R, etc. Very prettily White turns his positional advantage into one of material under most favourable conditions. Less good would be, at once, 25 B—B4, R—K8 ch, etc.

25 ... Q—Kt3
26 B—B4
R—K3
27 B×P
Q—R4
With the counter-threat of 28 ... R—Kt3.

28 Q—Kt4
Beautiful simplicity in the means employed! For after 28 B—Q4, Q×R ch; 29 R×Q, R×R ch; 30 K—R2, R (K3)—K8, and there would again be breakers ahead for White.

28 ... Q×Q
29 P×Q
R—K5
30 B×P
R×R
31 R×R
P—Kt4
32 R—Q6
The final stroke, by which White is able to preserve his superiority in material, e.g. 32 ... B—Kt2; 33 R—Q8 ch, K—R2; 34 R—Q7, B—B3; 35 R—B7, B—K1; 36 B×P, etc., which is why Black resigns.

White
Black
MARTIN
LASKER
(Match, 1907)

A temporary sacrifice (13 ... P×P), which ultimately stands revealed as a most powerful exchange combination, is the feature of this game, and lays the foundation of Black's victory.

1 P—K4
P—K4
2 Kt—KB3
Kt1—QB3
3 B—K5
Kt—B3
As mentioned before, Dr. Lasker, during the greater part of his career, remained faithful to this type of active defence.

4 P×Q
This, the Barry Continuation, is very ingenious and quite defendable. The most efficacious continuation at this point is 4 Castles.

4 ... P×P
Eliminating the dangerous pawn which, after 4 ... Kt×KP; 5 P—Q5, might become troublesome.

5 Castles
Or 5 P—K5, Kt—K5; 6 Castles, B—K2, returning to the variation in the text.

5 ... P×P
Of less value is 5 ... P—Q3; 6 Kt×P, B—Q2; 7 P×B, Kt×P; 8 Q—B3, threatening 9 P—K5.

6 P—K5
Trying to increase the pressure in the centre, whereas, after 6 Kt×P, Castles; 7 Kt—QB3, Kt×Kt; 8 Q×Kt, P—Q3, etc., the heat of battle subsides.

6 Kt—K5
Castles
A wise measure. Far more febrile was the continuation of a game Bird-Steinzeit, which was played in their early days: 5 P×Kt, Kt—K5; 6 Kt×P, B—K2; 7 Castles, Kt×Kt; 8 Q×Kt, Kt—B4; 9 P—KtB4, P—QKt3 (preparing a pretty trap, into which Black himself falls); 10 P—B5, Kt—Kt6; 11 Q—K4 (not 11 RP×Kt, B—B4); 11 ... Kt×B; 12 P—B6, B—B4 ch; 13 K—K1, QR—K1; 14 P—B6 (breaking through): 14 KR×Kt (neither 14 P×P, 15 Q×P ch, etc., nor 14 Castles; 15 P—K7); 15 Q×P, R—B1; 16 P×BP ch, R×P; 17 R×Kt1 ch, B—K2; 18 Q—Kt8 ch, R—B1; 19 B—B7 mate. Bravo!

8 Kt—B5
P—Q4
Clearly not 8 ... QKt×P; 9 Q—Q5.

9 B—Kt
He need not have given up his "two Bishops." A reasoned continuation could be: 9 Kt×B ch, Kt×Kt; 10 P—K3, B—Q5; 11 P×Kt, Kt×Kt; 12 P—KtB3, B—KB4, and the close position tends to re-establish equality.

9 ... P×B
10 Kt×B ch
Q×Kt
11 R—K1
An indirect protection of the threatened KP (for if 11 ... Q×P; 12 P—KB3), which, however, weakens KB2. This is accentuated by Black's rejoinder, as neither 11 B—B4, P×B nor 11 P—KB3, Q×B ch is playable. The best continuation would be 11 Q—Q4.

11 Q—R5
12 B—K3
The immediate continuation 12 P—KB3 displays more stiffness, to which Black's reply is not 12 ... Q—B7 ch; 13 K—R1, Kt—B4; 14 B—K3, etc., but 12 ... Kt—K4.
12 ....
13 P—K3

Had White foreseen Black's reply, he would have played 13 Kt—Q2 or 13 P—K Kt3.

20 P—Kt3 R—Kt4

The command of the 4th rank is frequently very effective.

21 P—B4 R—K R4
22 K—Kt1 P—B4
23 Kt—Q2 K—B2
24 R—B1 ch K—K2
25 P—Q R3 R—R3
26 P—K R4 R—R3
27 R—R1 B—Kt5
28 K—B2 K—K3
29 P—R4 K—K4

The decisive factor in this position is the greater activities of Black's pieces, especially his King.

30 K—Kt2 R—K B3
31 R—K1 P—Q6
32 R—B Kt1—K Q5
33 P—R4 R—P R

In this ending—Knight and pawn against Bishop and pawns—White becomes a victim of Zugzwang.

34 K—B2 P—B3
35 P—Q R5 P—R3
36 Kt—B1

Or 36 K—Kt1, K—K6; etc.—a sad case!

36 ....
37 K—K1 B—K7
38 Kt—Q2 ch K—K6
39 Kt—K1 P—B4
40 Kt—Q2 P—R4
41 Kt—Kt1 K—B6

Resigns.

68

White Black

PILLSBURY POLLOCK

(Hastings, 1895)

The unique feature of the following game is the unusual number of successive positional pawn sacrifices. From the 25th to the 40th move White works with a unit less. The contest is carried on without Queens, but the white King shows an astonishing versatility.

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—Kt5 P—QR3

The Morphy Defence, the mysteries of which the experts are still trying to fathom.

By this "open defence" (instead of the "closed defence" by 5 .... B—K2 or other expedites), Black at once claims his share of the initiative.

6 P—Q4

Introducing a fresh protagonist, in order to undermine the K file. Direct methods such as 6 R—K1, Kt—B4 or also 6 Q—K2, Kt—B4, etc., lead only to swift equalisation.

7 P—Kt1
8 P—Q5

Less ambitious is 8 Kt—P X P, Kt—Kt1; 9 P—B X P, B—Kt2, etc.

8 ....
9 P—B3

Black relies on the grouping of his pieces in the centre. The defence of the KP by 8 P—B3, Kt—K2 is more artificial (9 P—B3, Kt—K2; 10 P—P X P, P X P; 11 Kt—Q4, etc.).

9 ....
10 Kt—B2

This manoeuvre has the double object of reinforcing Q4 and preserving the "Spanish Bishop" in case of 9 .... Kt—Q4; 10 B—B2 or 9 .... Kt—B2; 11 B—B2.

9 ....
10 Kt—K1

After this cautious move, we reach the "normal position" of the open defence, in which White has a wide choice of more or less venemous continuations (10 R—K1, Kt—K2; 10 Q—K2, Kt—B3; 10 B—K3; 10 B—K4, or even 10 Kt—Q4, which sacrifices the KP without any particular justification).

10 R—K1

In preparation for 11 Kt—Q4.

10 ....
11 Kt—Q4 Kt—K4

This not only avoids the heartbreak of the Tarrasch Trap (11 .... Q—Q2; 12 Kt—X B, followed by 13 X X Kt, and wins), but also the manifold complications of the Breissel variation: 11 .... Kt—K5; 12 P—B3, B—Q3; 13 P X Kt, B—Kt5; 14 Q—Q2, Q—R5. The ultimate consequences of the sacrifice of a piece offered by Black are not yet entirely elucidated.

12 P X Kt B—B4

He reserves a flight square for the Knight in case of need. This is usually effected by 12 P—R3, after which also White remains master of the field (13 P—B3, Kt—Kt4; 14 Kt—B3, etc.).

13 P—B3 Kt—K4
14 Kt—B3 P—Q B3
15 P—Kt4

Not content with the tranquil 15 B—K3, White seeks a speedy and striking decision.

15 ....
16 B—B4

The struggle for K5.

17 Kt—B4 Kt—K5
18 P—B5 B—Kt4
19 Q—B3 B—K X B
20 B—B3 Q—R5
21 R—K2

Renouncing the more circumspect defence by 21 R—K3.

21 ....
22 Q—Kt3

Essential, as can be seen: 22 Q—Kt2, Kt—K6; 23 K—K1, R—B5.

22 ....
23 P X Q Kt—B6ch
24 K—B2 Kt—Q P

There goes a good pawn! But White (possibly already on his 21st move) has seen much further ahead. The pressure which he is now able to exercise in all directions is more than sufficient compensation for the loss of material.

25 R—Q2 Kt—B4
26 P X Kt B—Kt2
Or 26 .... B—Q2; 27 Kt—K6, Q R—Q1; 28 Kt X B, R X Kt; 29 R X BP, etc., to White's advantage.

27 Kt—B5 B—B1
28 K—K3

Illustrating here and in the sequel Steinitz's maxim: "The King is a strong piece." But if 28 Kt—Q3, Black, with 28 .... P—K Kt3, would obtain some play on the K side.

28 ....
29 K—B4 Kt—K3
30 K—K4 K—Kt3
31 P—B6ch K—R2
32 Kt—Q3 B—K X P

Still remaining a pawn ahead.

33 R X P KR—K1
34 R—B7 K—Kt1
35 K—R6 B—B6

Making for the enemy King.

36 R—K7 K—B1
37 B—B3

He could have tried another line of defence by 36 .... R X R; 37 P—K X R, R—K1.
37 R x R ch R x R
38 K x Kt5
He comes back to guard his KP.

38 ... B x K5
39 K x B4 R x B1
Black overestimates his resources. He should have tried merely to hold his own by 
39 ... P x Kt4 ch; 40 K x P, B x Kt; 41 R x B, R x P ch; 42 K x B4, R x Kt3, etc.

40 K x P R x B4
41 K x R K x Kt4
42 K x K
Now the King goes to work in the centre.
If 42 P x Kt4, R x Kt3, recovering his pawn.

42 ... R x P ch
43 K x Q R x Kt1 P
Again Black is a pawn ahead, without
detriment, however, to White's chances.

44 Kt x B5 P x R5
45 P x Kt4 P x R6
46 R x Q R x Kt1
47 R x R ch K x R2
48 P x K6
Breaking through the front.

48 ... P x P
49 Kt x B P x Kt1
50 P x B7 R x KB6
51 P x B (Q) R x Q
52 R x R
The student can see how, in this ending, one tempo one way or the other will decide the issue.

52 ... P x Kt4
53 K x P P x Kt5
54 R x B1 P x K4
55 P x Kt5 P x Kt6
56 R x KR1 Resigns.

White

ALEKHINE RUBINSTEIN
(Vilna, 1912)

The eliminating sacrifice effected by Black in this game (19 P x Kt) illustrates the
importance to the King's safety of the
"Knight defender." This elimination causes the whole of the King's field position to
collapse.

1 P x K4 P x K4
2 Kt x Kt3 Kt x QB3
3 B x Kt5 P x QR3
4 B x R4 Kt x B3
5 Castles Kt x P
6 P x Q4 P x Kt4
7 B x Kt3 P x Q
8 P x P B x K3
9 P x B3 B x K2
10 QKt x Q2 In a laudable endeavour to get rid of the
opposing Knight outpost.

10 ... Kt x B4
10 ... Kt x Kt; 11 B x Kt, Kt x R4; 12 Kt x Q4, to be followed by P x K t4, with
a fine attacking position for White.
The best course for Black is 10 ... Castles,
awaiting events with equanimity.

11 B x B2 Preserving the "attacking Bishop," but
also very good is 11 Kt x Q4.

11 ... B x Kt5
If 11 ... P x Q5, taking advantage of the
opportunity of eliminating his weak pawn,
then 12 Kt x Kt4 improves White's prospects.

12 P x KR3
The most reasonable course here is
12 R x R-K1, guarding the threatened KP.

12 ... B x R4
13 K x Q K1
Here again 13 R x R-K1 ensured a very
good game for White, e.g.: 13 ... Q x Q2;
14 Kt x Kt3, etc., or 13 ... P x Q5; 14
Kt x Kt3, etc.

13 ... Kt x Kt3
14 Kt x R2 B x Kt3
This preventive manoeuvre anticipates
White's intention to gain territory by
15 P x Kt4.

15 B x B BP x B
Far-reaching strategy! Black recognises that
the KB and not the KR file will be needed
as a base for action.

16 Kt x Kt3 Or 16 P x Kt4, P x Q5.

16 ... P x Kt4
17 B x K3 Castles
18 Kt x B3 Q x Q2
19 Q x Q2 In threatening to capture the K Kt pawn,
White pays insufficient attention to the scope
of his opponent's threats.

19 ... R x Kt
A move with manifold virtues: it eliminates
a piece essential for White's defence,
gains some pawns for the exchange and,
in addition, disrupts the hostile King's field.

20 P x R Kt x P
21 Q x K2 R x KB1
22 Kt x Q2 Kt x Kt3
23 KR x K1 B x Q3
24 P x KB4
Or 24 Q x B1, Kt (K3)-B5.

24 ... Kt x Kt3 x P
25 Q x B1 Kt x P ch
Now Black has won a third pawn for the
exchange, to say nothing of his attack.
In these circumstances White is irrevocably
lost.

26 K x Kt4 R x Kt
27 Q x K2 Q x B4 Resigns.

White Black

BOTVINNIK EUWE
(Leiningrad, 1934)

A contest between heavy-weights, in which
threat and parry are harmoniously balanced.
A game characteristic of the style of several
contemporary masters.

70

White

ALEKHINE RUBINSTEIN
(Vilna, 1912)

The eliminating sacrifice effected by Black in this game (19 P x Kt) illustrates the
importance to the King's safety of the
"Knight defender." This elimination causes the whole of the King's field position to
collapse.

1 P x K4 P x K4
2 Kt x Kt3 Kt x QB3
3 B x Kt5 P x QR3
4 B x R4 Kt x B3
5 Castles Kt x P
6 P x Q4 P x Kt4
7 B x Kt3 P x Q
8 P x P B x K3
9 P x B3 B x K2
10 QKt x Q2 Castles
Black refuses to react resolutely by 10 ...
Kt x Kt or 10 ... Kt x B4, and calmly
awaits events. For he need not fear the
complications arising from 11 Kt x Kt,
P x Kt; 12 B x B, P x Kt; 13 B x Q5, Kt x P;
14 B x R (or 14 B x P, Kt x B ch; 15 Q x Kt,
Castles; the games are even); 14 ... Q x B;
15 P x Kt3, Q x B1, with advantage to
Black.

11 Q x K2
By this, the Thomas Attack, White con-
tinues the local struggle which is engaged
around K4 in a more acute manner than
would be the case after 11 R x Kt1 or
11 R x Kt1 (11 ... x Kt; 12 Q x Kt,
P x B3; 13 P x P, B x P, with even chances).

11 ... Kt x B4
Evidently, the issue, as simplification by
11 ... x Kt; 12 Q x Kt is awkward for
Black. The best course, however, is to
hold the besieged point as long as possible
by 11 ... B x KB4 (12 R x Q1, Kt x R4; 13
Kt x Q4, Kt x B3; 14 Kt x Kt, B x Kt, etc.).

12 Kt x Q4
But not 12 B x B2, because of 12 ...
P x Q5, and Black wins his game.

12 ... Kt x B After 12 ... Kt x Kt; 13 P x Kt, Black
cannot free his game with 13 ... Kt x Kt2;
14 P x B4, nor with 13 ... Kt x Kt3;
14 P x B4, etc., or finally by 13 ...
Kt x B; 14 Kt x Kt, etc. His best move,
however, would have been 12 ... Q x Q2.

13 QKt x Kt If 13 Kt x Kt4, Kt x B.

13 ... Q x Q2
14 Kt x Kt Q x Kt
15 B x K3
Taking definite possession of an important
diagonal, aiming at Q4 and QB5, the main
objects of White’s strategy.

19 Q x Kt3, B x KB4; 16 Kt x Q4, B x B4;
17 B x K3, B x Kt; 18 P x B, Q x Kt3, and
the chances are equal. 
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This energetic advance costs White a pawn.

16 P×B
As 16 P×P is inadmissible on account of 16 ... B×P; 17 Q×Q, Q×B, etc., and as to retire the Knight would lose the QKtP (e.g. 16 Kt×B2, P×P; 17 Kt×P, Q×Kt3 ch, and wins), White tries to enlarge his field of action.

16 .... B×P
17 Kt×B5 Castles
18 P×P R×K1
Good and simple is also 18 .... Q×B2.

19 Q×Kt4 Q×B1
20 B×Kt P×Q4
An intermediary manoeuvre of the greatest importance. For if now, e.g. 21 Q×Q, there follows 21 .... P×B; 22 Q×Q3 (or 22 Q×Q, B×R3, winning the exchange); 22 .... Q×B3, and Black dictates the course of events.

22 Q×R3 P×B
22 Kt×B3 Kt×P
He is content with a gain of material instead of seeking a swift decision by 22 .... Kt×Kt; 23 P×Kt, R×K7; 24 R×R, QB×P; 25 R×R, B×R, etc., the reason being presumably shortness of time.

23 B×K3 Q×B3
24 R×B Kt×Q6
25 QR×KB1 R×B
Thinking that harvest time has come, but more convincing is 25 .... R×K4 (threat: 26 .... R×Kt1, etc.). As, however, the sacrifice of the exchange is but temporary, and any exchanges favour Black's chances, the text move should also lead to success.

26 Kt×R B×Q5
Against 26 .... Q×Kt3, which also is powerful, White would have to defend himself as best he can by returning the exchange: 27 R×B.

27 Q×Kt7 Averting the worst, for if 27 QKt×Q1, R×K1, and wins easily.

27 .... Kt×K4
28 K×R1 Kt×R
After the optimistic 28 .... R×K1, there would be an unpleasant surprise with 29 R×P, and the tables are turned!

29 R×Kt R×KB1
30 P×R3 Safety first! White avoids a plausible move in 30 Kr×B5, Black's staggering reply being 30 .... Q×Q, etc.

30 .... B×Kt
The exchange, with which Black gives up the advantage of the "two Bishops," makes White's task of saving the game considerably less arduous. Much more compelling is 30 .... Q×QKt3.

31 Q×KB Q×K3
32 R×Kt R×K1
33 Q×Kt5 Q×K4
34 Q×Q R×Q
35 R×Kt4 R×K6
36 Kt×Kt1
Not yet 36 R×P, e.g. 36 .... R×P ch; 37 Kt×Kt1, R×Kt6; 38 R×B7, R×P ch; 39 K×B1, R×P; 40 Kt×Kt5, B×R3; 41 R×R7, B×Kt1 ch; 42 P×B, P×Kt4; 43 R×RP, K×Kt2, with an easy win.

36 .... R×Q6
37 R×Q Q×Kt
38 P×QKt4 R×P ch
39 K×B1 R×K7
40 R×Q
Not 40 R×B7, R×P; 41 Kt×Q5, R×Kt8 ch; 42 K×B2, P×Kt4, etc., and still less 40 P×P, B×R3; 41 Kt×Kt5, R×Kt1, and wins.

40 .... P×Kt3
More effective would be 40 .... P×R4.

41 P×P The passed pawn becomes a valuable asset. A mistake, however, would be 41 P×Kt5, B×Kt7 ch, followed by .... B×P.

41 .... R×B7
42 Kt×Kt5 K×Kt2
43 K×Kt B×R
44 Q×R Q×B
45 P×R R×B
More chances of a draw arise, paradoxically, from 45 R×Q, B×Kt1; 46 P×P, R×P; 47 R×QR4, the Rook thus being posted behind the passed pawn.

45 .... B×Kt
46 P×Kt B×B
47 R×B R×QR4
48 R×B7
The crisis.

55 K×K5 Curiously enough, 55 K×K5 affords White better chances of a draw (e.g. 55 .... P×B; 56 K×B4, R×R5 ch; 57 K×Kt4, R×R6 ch; 58 K×B4, etc.).

55 .... P×B3 ch By first "cutting off" the adverse King by 55 .... R×R5, Black would have had victory within his grasp. Now the fighting dies down.

56 K×B4 R×R5 ch
57 K×Kt3 P×B4
Or 57 .... K×Kt4; 58 R×Kt7 ch, K×B4; 59 K×R4, draw.

58 K×R4 K×B3
59 R×QKt7 Draw.
White  
LASKER  
RUBINSTEIN  
(St. Petersburg, 1914)

There are Rook endings in which an advantage of one or even two pawns is not sufficient to ensure victory. But here is an end-game, apparently simple and, after Black's 38th move, with equal material on either side, in which a seemingly unimportant feature turns the scale in White's favour.

1 P—K4  
2 Kt—KB3  
3 B—K5  
4 B—R4  
5 Castles  
6 P—Q4  
7 B—K3  
8 P×P  
9 P—B3  

Avoiding the normal position of the open defence by 9 . . . B—K2, Black decides to open out.

10 QKt—Q2  
If 10 Q—Q3, Black avoids 10 . . . Castles (because of 11 QKt—Q2, and he must give way in the centre), and plays 10 . . . B—K3, so that he can reply to 11 QKt—Q2 by 11 . . . Kt—B4, followed by 12 . . . Kt×B, simplifying matters.

10 . . . . . . . . Castles  
11 B—B2  
12 Q×Kt  
After 12 B×Kt, the same reply by Black as in the text would have more vigour.

12 . . . . . . . . . . . . . P—B3  
This opening of the file weakens Black's base too much. Better would be 12 . . . . . . . . . . . R—K1.

13 P×P  
X P  
By playing 13 . . . . . . Q×P, Black would at any rate have prevented the reply in the text.

14 Kt—Q4  
Simple and good. Against the more complicated 14 Kt—K5, Black has a satisfactory guard in 14 . . . . . . B—B4.

14 . . . . . . . . . . . . . . Kt×Kt  
Relinquishing to his adversary the trump card of the open QB file, on which he will be able to exercise a lasting pressure.
White Black

MAROCZY BERGER
(Vienna, 1908)

One plausible but unfortunate move by the
King (10 K—B1, instead of 10 K—R1), and a
débâcle becomes inevitable.

1 P—K4 P—K4
2 Kt—B3 Kt—QB3
3 B—Kt5 P—QR3
4 B—R4 Kt—B3
5 Castles Kt×P
6 P—Q4

Instead of the classical 6 ... P—QKt4,
Black takes the risk of opening the K file.

7 R—K1 P—Q4
8 Kt×P

With the double threat of 9 P—KB3 and
9 Kt×Kt.

8 .... B—Q3

Staging a sacrificial variation. This is the
most ingenuous, if not quite correct, turn
was thought out in 1906 by experts in Riga, and
is therefore called the Riga Variation.

9 Kt×Kt B×P ch
10 K—B1

A false step! Acceptance of the sacrifice,
it is true, would quickly lead to a draw by
perpetual check (10 K×B, Q—R5 ch; 11 K—Kt1, Q×P ch; 12 K—R1, Q—R5 ch,
etc.), but by fearlessly playing 10 K—R1
White could gradually overcome the fury of
the attack, as follows: 10 .... Q—R5;
11 R×Kt (essential); 11 .... P×R;
12 Q—Q8 ch (down to earth again!);
13 .... Q×Q; 13 K×Q dis ch, K×Kt;
14 K×B, and although a correct estimate is
difficult to form, White has the material,
advantage, and his pieces will play a pre-
dominant part in the middle game.

10 .... Q—R5

He threatens mate. Nor need he fear the
liquidation given in the preceding note (in
the event of 10 K—R1), as his KB is not
now en prise.

11 Kt—K3

By playing 11 Kt—Q4 dis ch, he could
have a defensive tempo of no little import-
ance.

11 .... Castles
12 Kt—Q4 B—Kt5
13 Kt—KB3

At last bringing back a defender to
the critical sector. After 13 P—KB3,
Kt—Kt6 ch; 14 K—B2, B—R4, the white
king would remain in a trap.

13 .... Q—R4
14 Kt—B3 QR—Q1

Defending and attacking at the same time.
This Rook is to play an important part in
coming events.

15 Q—Q3 B×Kt
16 P×B Q×P

Threatening 17 .... Kt—Kt6 mate.

17 Kt×Kt P×Kt
18 B—Q3 Q—R6 ch
19 K—K2 Q—Kt5 ch
20 K—B1 R—Q4

With the unavoidable threat of 22 ....
B—K4 and 23 .... R—R6 mate.

22 P—B4 P×P

Resigns
(23 Q—Q2, Q—R6 ch; 24 K—B2, Q—Kt7 mate.)

Schlechter Salwe

(Schlechter, St. Petersburg, 1909)

The "fireworks" which White produces in
the following game are most remarkable, in
that they result from purely positional play,
after a quiet and uneventful development.

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—Kt5 P—QR3
4 B—R4 Kt—B3

Premature would be 4 .... P—QKt4;
5 B—Kt3, Kt—B3 (if 5 .... Kt—R4;
6 B×P ch); 6 Kt—Kt5, P—Q4; 7 P×P,
Kt×Kt; 8 Kt×BP (the Spanish Fegatello);
8 .... K×Kt; 9 Q—B3 ch, K—K3;
10 Kt—B3, Kt—K2 (if 10 .... Kt—Kt5;
11 P—QKt, winning back the piece without
delay); 11 P—Q4, etc., with a ruthless attack.

5 Castles B—K2

Compared to the "open defense," of
which we have seen examples in the pre-
ceding games, this, the "closed defense,"
implies an entirely different character to
the game.

Here again 5 .... P—QKt4; 6 B—Kt3,
B—K2 would be over-hasty, as White now
has an opportunity for a wing attack by
7 P—QR4.

6 R—K1 P—QKt4

As can easily be ascertained, he cannot
play 6 .... Castles, as he would then lose
a pawn without any compensation by
7 B×Kt, QP×B; 8 Kt×P. But 6 ....
P—Q3 is playable.

7 B—Kt3 P—Q3
8 B—B3

Not only in order to prepare the advance
P—Q4 eventually, but also—and principally
—to preserve the "Spanish Bishop."

8 .... Kt—QR4
9 B—B2 P—B4
10 P—Q3

Instead of this, 10 P—Q4 looks more
energetic, but there is method in the text
move: the QKt is to be brought into play
via Q2—B1—K3, before bringing pressure
to bear on the centre by 20 P—Q4.

10 .... Kt—B3

An alternative plan is 10 .... Castles, to
be followed, in due course, by .... Kt—K1
and .... B—B4.

11 QKt—Q2

After another waiting move such as
11 P—Kt3, Black could already obtain
the initiative by 11 .... Castles; 12 QKt—Q2,
P—Q4, etc.

11 .... Castles

Even here 11 .... P—Q4 could be played,
but Black does not as yet wish to commit
himself.

12 Kt—B1

After 12 Q—Q2, Black would not at once
play 12 .... P—Q4 (13 P×P, followed by
14 Kt×P, and White wins a pawn), but, as
a preliminary, 12 .... R—K1.

12 .... Q—B2

This move, as would 12 .... R—K1,
directly guards the KP, and has the inten-
tion of preparing the thrust .... P—Q4,
this move being the normal reaction against
White's expectative 10 P—Q3.

13 B—Kt5

Tactically the text move prevents 13 ....
P—Q4; in view of 14 B×Kt.

13 .... Kt—K1

Or 13 .... R—Q1; 14 Kt—K3 and, again
just in time, 14 .... P—Q4 is prevented.
RUY LOPEZ

In this game we can ascertain that, paradoxical as it may seem, the advance of the 
QP in two stages (10 P—Q3 and 16 P—Q4) can prove more energetic than the double 
step (10 P—Q4).

1 P—K4    P—K4
2 Kt—KB3  Kt—QB3
3 B—K5    P—Q3
4 B—R4    Kt—B3
5 Castles B—K2
6 R—K1    P—QK4
7 B—K3    P—Q3
8 P—B3    Kt—QB4
9 B—B2    P—B4
10 P—Q3

A decisive conquest of territory.

10 P—Q4    R—B
He is practically compelled to give up the exchange, as, after 19 ... B×B; 20 Kt×B, 
P—R3; 21 Q—R5, his position would be most precarious.

20 R×R    B×P
21 Kt×B    Kt×Kt
22 Q×R5

White's attack is fast gaining in vigour.

22 Q×R5    B—K2
23 R×B4

A very effective retreating manoeuvre, which, after the exchange of Queens, leads to a won end-game, e.g.: 24 ... Q×Q; 
25 R×Q, Kt—B7; 26 R—Q1, Kt×B; 27 P×Kt.

Not 30 ... P×R; because of mate in two.

30 R—K6
A brilliant unmasking manoeuvre.

30 P×R
If a great player decided on this rather passive-looking move, in preference to the 

The check can wait, as Black can play 

31 ... P×P; nor even 31 ... Q×K1 (in each case on account of 32 Q×P ch).

31 ... P—Q4
32 Q×P ch K—K1
33 P×P ch K×P
34 Q—R7 ch K—K3
35 Q×Kt R—R7

Fighting now for a lost cause.

36 P—QK4
A pretty defence by displacement, which 

increases White's control of territory.

36 ... P×P
If 36 ... R×B; 37 Kt—K7 ch, followed by Q×R.

37 Kt—Q4 ch K—Q2
A tragic comedy would be 37 ... K—K4; 

38 Q—Kt3 mate.

38 B—B5 ch Resigns.

77

White
ALEKHINE ELISKASES

(Podgajski, 1936)

Black

In this game we can ascertain that, paradoxical as it may seem, the advance of the 
QP in two stages (10 P—Q3 and 16 P—Q4) can prove more energetic than the double 
step (10 P—Q4).

1 P—K4    P—K4
2 Kt—KB3  Kt—QB3
3 B—K5    P—Q3
4 B—R4    Kt—B3
5 Castles B—K2
6 R—K1    P—QK4
7 B—K3    P—Q3
8 P—B3    Kt—QB4
9 B—B2    P—B4
10 P—Q3

If a great player decided on this rather passive-looking move, in preference to the 

The check can wait, as Black can play 

31 ... P×P; nor even 31 ...

A temporary sacrifice (16 K×P) infuses 
fresh energy into the fight—in spite of all the 
immediate and ulterior simplifying maneuvres which occur in this game.

1 P—K4    P—K4
2 Kt—KB3  Kt—QB3
3 B—K5    P—Q3
4 B—R4    Kt—B3
5 Castles B—K2
6 R—K1    P—QK4
7 B—K3    P—Q3
8 P—B3    Kt—QB4
9 B—B2    P—B4
10 P—Q4

Energetic as this advance appears to be, 

in 31 ... Kt—B3 or, 

by pressure on Q4—could challenge 

his opponent to a decision in the centre.
16 KKt×P
A temporary sacrifice, as elegant as it is unexpected. Its object is the purely positional one of effecting exchanges favourable to White.

19 Q×B
And not 19 Kt×B, because of 19 ... P×B.

22 P×P
Here, however, 22 ... RP×P would afford more chances of counter-action.

23 P×B
Securing his base.

23 KR×Q1
24 B×K3
After the considerable clearance of the battlefield, White can show a substantial positional advantage in his two well-placed Bishops.

25 KR×Q1 B×B
26 QR×B1 B×K1
27 K×B2 R×R
28 R×R B×R1
Curiously enough, although posted on an open file, this Rook has no future there.

29 P×Kt4
A methodical blockade.

29 ... B×Q2
30 B×K3 B×K3
31 B×B P×P
32 R×Q ch
Cleverly conceived liquidation. In the duel of the Bishop against the Knight, the latter will not be swift enough.

32 R×R
33 B×R Kt×Q2
34 B×P Kt×B4
35 P×Kt3
A final finesse, deflecting the Knight's itinerary.

35 ... Kt×KtP
36 B×P Kt×Q5
37 P×R5 Resigns
37 ... Kt×B3; 38 P×R6, followed by B×B5 and P×R7.)
A game of discreet but telling manœuvres.

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500 MASTER GAMES

12 P—KR3
Seeing that Black has not put his whole energy into the localised fight around Q4, White seizes the opportunity of making a sound preconcerted move, instead of speeding up the development of his pieces by 12 Kt—B1.

12 ... Kt—B3
Insisting on having it out in the centre. An attempt to transfer the centre of gravity of the contest to the open QB file (12 ... BP×P; 13 P×P, B—Q2; 14 Kt—B1, KR—B1) would be countered by 15 B—Q3.

13 P—Q5
The crucial point. As White does not wish to simplify matters too much by 13 P×KP, P×P, etc., and as 13 Kt—B1 would mean a speculative sacrifice of a pawn after 13 ... BP×P; 14 P×P, QKt×P; 15 Kt×Kt, P×Kt, etc., White decides to close up the centre.

13 ... Kt—Q1
The retreat 13 ... Kt—Kt1 would be more laborious.

14 P—Q4
Instead of 14 Kt—B1, continuing the Knight's peregrinations, White interpolates an interesting episode.

14 ... P×Kt5
He abandons the square at QB4 to his adversary, in preference to giving up to him the open QR file by 14 ... R—Kt1; 15 P×P, P×P, etc.

15 Kt—B4 P×Q4
Had Black foreseen his opponent's beautiful reply, he would have anticipated it by 15 ... Kt—K2, upon which White would complete the development of his forces by 16 B—Kt5.

18 B×Q3
Kt—B3
19 B—Q5
Kt—K1
20 QR—B1
Still more useful would have been, at once, 20 QR—Q1, e.g. 20 ... P×Kt3; 21 B—Kt1, Q—Kt2; 22 Kt—R6 ch, etc., with advantage to White.

20 ... Q—Kt2
Threatening large-scale simplification by 21 ... Kt—Q5. The exposition 20 ... Q—Q4 turns out badly, because of 21 Kt—R6 ch, K—R1 (21 ... P×P; 22 B—Q2 dis ch; 22 Kt×P ch, K—Kt1; 23 Kt—R6 ch, K—R1; 24 B—Q3, Kt—B2; 25 Q×B, Kt—K2 (or 25 ... P×Kt; 26 B—B6 ch, followed by mate); 26 Q—Kt6 ch, K—Q1; 27 Kt—B7 smothered mate!

21 P—QR3 P×Kt3
Seeking to relieve the stranglehold, for now White must declare his intentions at once, because of the threat 22 ... P×P; 23 B—B6 dis ch, B—Kt2, etc.

12 KR×Q1 B×B3
26 Q×P R—B6
28 Q—B2 Kt—K3
After 28 ... Kt—QB3, White would increase the scope of his temporarily blocked KB by 29 P—K5, P×P; 30 B—K4, etc.

14 P×P B×Kt
Complementary to the two preceding moves. Otherwise, 14 P×P is also playable.

15 B×P
Establishing an outpost, thanks to the absence of the hostile QB.

15 ... P×P
The white Queen continues to take the most active part in the struggle. It is clear that Black cannot play 16 ... Q×Q, because of the intermediate 17 Kt×B ch, winning a piece.

16 KR—B1
17 Q—Kt1
99
RU Y LOPEZ

White
ALEKHINE
Black
FINE

(Hastings, 1937)

We see here a purely positional pawn sacrifice (14 Q×B), borne of unthrusted trust in the dynamic possibilities of the position. The results are surprisingly crushing.

1 P—K4
2 Kt—KB3 Kt—QB3
3 B—Kt5 Q—Kt4
4 B—R4 Kt—B3
5 Castles B×K2
6 R—K1 P—Kt4
7 B—Kt3 P×P
8 B—B3 Kt—Q4
9 B—B2 P—B4
10 P×P Q—B2
11 QKt—Q2
A Knight with a future.

11 Castles
12 Kt—B1
With a pawn sacrifice in view, which will vitalise the position to a greater degree than would either 12 P—Q5 or 12 P×KR3.

12 B—Kt5
In quest of loot; it would have been more prudent to play 12 ... Kt—B3 or 12 ... BP×P; 13 P×P, Kt×B3.

13 Kt×K3
Here again White had a solid continuation in 13 P×Q5, but he prefers to embark on bigger and bolder plans.

13 ... B×Kt
14 Q×B
Complementary to the two preceding moves. Otherwise, 14 P×B is also playable.

14 ... BP×P
15 Kt—B5
Establishing an outpost, thanks to the absence of the hostile QB.

15 ... P×P
Again, if 17 ... P×Kt3; 18 B—Q3, preserving the "two Bishops." And if 17 ... Kt—R4; 18 Q×Kt4.

18 B×Q3 Kt×B3
19 B—Kt5 Kt×K1
20 QR—B1

31 ... Q—B3
If 31 ... Q—R2; 32 B—K3.
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32 P—R5  Kt—B4
Otherwise there follows 33 R—Kt6.

33 B—QB4  Q—Q2
34 Q—R2
This fine manœuvre makes White’s attack unanswerable.

34 Kt×P
The defence by 34 Kt—K3 is illusory, on account of the splendid turn, 35 B×Kt, Q×B; 36 Q×Q, P×Q; 37 R—B8 mate.

35 R×P  Q×B
36 B×Q ch  R×B
37 Q—K6
The final point. White wins another piece.

37 Resigns.

80

White
RAUZER

Black
RIUMIN

(Reningrad, 1936)

The manner in which White turns to account his attack on the opposing King’s field is as original as it is instructive.

1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 B—Kt5  P—Q3
4 B—R4  Kt—B3
5 Castles  B—K2
6 R—K1  P—QKt4
7 B—Kt3  P—Q3
8 P—B3  Kt—QR4
9 B—B2  P—B4
10 P—Q4
An impetuous advance, undertaken by White in the full consciousness of the responsibilities which the desire for an immediate initiative brings in its train.

10 Q—B2
11 QKt—Q2  Kt—B3
Instead of the non-committal 11 Castles, Black starts a local engagement around the enemy QP.
A doubtful counter-measure would be 11 BP×P; 12 P×P, Kt—B3; 13 P—Q5,
Kt—QKt5; 14 B—Kt1, P—Q4; 15 Kt—B1, and while Black’s action on the open QB file would soon reach a dead-end, White’s play on the K side would be full of promise.

However, Black has a perfectly sound continuation here in 11 B—K5, which would have the same object as the move in the text, namely, that of exercising pressure on White’s centre.

12 P—Q4
An interesting interlude. Other continuations which have to be considered are:
(а) 12 P—Q5, locking the centre, but preparing, after Kt—B1, P—KR3, P—KKt4, Kt—Kt3, K—R2, R—Kt1, etc., a slow but enduring K side attack.
(b) 12 P×KP, P×P, simplifying the game.
(c) 12 Kt—B1, offering a temporary sacrifice of a pawn by 12 BP×P; 13 P×P, KQt×P; 14 Kt×Kt, P×Kt; 15 B—K5, and White will soon regain his pawn with the better game.
(d) 12 P—Kt3, Castles; 13 Kt—B1. But now the pawn sacrifice is of doubtful value, as Black would be able, without too much inconvenience, to conserve his extra pawn.

12 R—QKt1
Or 12 P—Kt5; 13 Kt—B4, threatening 14 P—R5, to White’s advantage.

13 P×KtP  P×KtP
14 P×BP
Instead of the moves mentioned before (14 P—Q5 or 14 Kt—B1), White decides on this simplification in the centre, hoping to live up the game after Kt—B1—K3, by posting this Knight at Q5, or, as in the game, at KB5.

14 P×P  P×P
15 Kt—B1  B—K3
16 Kt—K3  Castles
17 Kt—Kt5  KR×Q1
18 Q×B  R×Q3
He underestates the enemy’s plan, adumbrated in the preceding note. Otherwise he would have rendered both critical squares inaccessible by 18 P—R3; 19 Kt×B, P×Kt, with equal chances.

19 Kt—B5
Too dangerous a scout to be left unchallenged.

19 B×Kt
20 P×B
Instead of allowing the tension to be relaxed by 20 P×P, Q×Q, etc., White infuses new energy into the game.

20 P×Q  P—R3
21 Kt×K4  Kt×Kt
22 B×Kt  B—B3
23 B—K3  Kt—K2
24 P—QKt4

Widening the scope of the QB.

24 P×B
25 B—Kt3  R×Q2
26 R×Q  Q×Q1
27 R×R  K×Q1
28 P×R
Thinking that there is no assault by pawns to be feared.

29 P—Kt4
As Black is unable to play 29 P×B, on the score of 30 Q—R3, B×B; 31 P—Kt5, winning the Bishop, the White pawn phalanx acquires, thanks to this tactical detail, a formidable impetus.

29 Kt×Kt
Affording a retreat for the threatened Bishop.

30 P—Kt5
The assault continues.

30 Q—R3  B—K3
31 Q×B  Q×B
32 P—B6
The assault strikes home.

32 B—BP
A sad necessity, for 32 P×P, Q×B; 33 Q×Q, K×B1; 34 P×Q ch, K×Q; 35 P×P, Q×Q; 36 B×BP mate.

33 P×B  Kt×P
34 B—B2  R×Q1
35 B×P
This fresh spitefulness had to be calculated to a nicety.

35 R×R  R×R
36 B×P  Kt×P
37 B×B
But not 37 Q×B, because of 37 Q×Q; 38 B—K2, P×B. Now it is all over.

37 Q—Q1
38 Q×Kt  Resigns.

RUY LOPEZ

81

White
KERES

Black
RESHEVSKY

(Stockholm, 1937)

The following game has been named the "Jewel of the Stockholm Olympiad of 1937." Black makes sustained efforts to prevail, first on the QB file and then on the KB file; but White—sure of his ground—demonstrates in the end, by the temporary sacrifice 22 Kt—B5 and then by the real sacrifice 29 B×Kt, that the main battlefield is the KB side.

1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 B—Kt5  P×Q3
4 B—R4  Kt—B3
5 Castles  B—K2
6 R—K1  P×Kt4
7 B—Kt3  P×Q3
8 P—B3  Kt—QR4
9 B—B2  P×B4
10 P—Q4
This interlude, in place of the more usual 11 Kt—Q2, carries the threat of 12 BP×P, RP×P; 13 P×Q4.

11 P—Q5
A playable continuation is 11 R×Q, for if White were greedily to snatch a pawn by 12 BP×P, RP×P; 13 P×KP, P×P; 14 Kt×P, Q×Kt; 15 R×Kt, then Black, with 15 . . . Kt—Kt5, would suddenly be able to counter-attack.

12 P×KtP
After 12 Kt×Q, Castles, the games are even.

12 P×KtP
13 P—R3
It is necessary to prevent the troublesome sortie 13 . . . Kt—K5, for Black would obtain the initiative after 13 P—Kt3, B—Kt5; 14 P×Q, Castles; 15 P—Q3 (or 15 Kt—Q2, QR×B1); 16 . . . Kt—Q2.

13 Castles
If at this stage 13 Kt—Q2 (aimed against 14 B—Kt4), then 14 P×Kt3, B—Kt2; 15 B—K2 would enable White to exert pressure in the centre.

14 Kt—Q2
Of little value here would be 14 B—Kt5, on account of 14 . . . R×Kt1; 15 Kt—Q2, Kt—Q2, easily coping with the pin.
14 ........ B—K3
More ambitious than 14 ... B—Q2.
The idea is to provoke 15 P—Q5, B—Q2,
after which the threats in the centre would
no longer obtain.
15 Kt—B1 KR—B1
16 Kt—K3
Arriving just in time to rescue the exposed
KB.
16 ....... P—Kt3
Preparing a more surprising use of the
KtKt1 than would be 16 .... Kt—K1. If
at once 16 .... Kt—R4, then 17 P—Q5,
B—Q2; 18 Kt×P, winning a pawn.
17 P—QKt3 Kt—R4
18 B—Kt2 B—B3
19 QR—B1
The hostile pressure on the open QB file
is mastered at last. White now threatens
20 P×P, P×P; 21 Kt—Q5, B×Kt; 22 P×B,
winning the opposing KP.
19 ....... P×P
Thus the skirmish around Q4 terminates
in White's favour. If 19 .... Kt—KB5;
20 Kt—Q5.
20 Kt×P
Avoiding the trap 20 B×P, B×KtP.
20 ....... Q—Q2
Threatening the sacrifice 21 .... B×RP;
22 P×B, Q×KtP; 23 Q×B3, Q×Q;
24 Kt×Q, B×B.
21 R—Kt1
Now White's QB is no longer "in the air."
21 ....... R—B4
Who has the initiative?

22 Kt (Q4)—B5
Thanks to this temporary sacrifice, the
game assumes a fresh and energetic turn.
White threatens 23 Kt×P.

22 ....... B×Kt
After 22 .... P×Kt, White has the choice
of two good continuations, as follows:
23 P×P or 23 Q×Kt, P×P (23 .... P—B5;
24 P—K5); 24 Q×Kt, B×B; 25 B×P,
P×B; 26 B×R, etc.

23 P×B
But not 23 Kt×B, because of 23 ...
R×B.

23 ....... B×B
24 R×B R—K1
25 B—Q3
Another good continuation would be, at
once, 25 Q×Kt4, with the double threat
26 P×P and Q×P.

25 ....... Q—B3
26 Q—Kt4 Q—Kt3
He could have attempted 26 .... .... R—B6;
27 Q×P, R×B; 28 Q×Kt, Kt—B5;
29 Q×Kt4, R—K5, etc. But White has
a better continuation in 27 R—B2, R×Kt;
28 Kt×R, R×R; 29 B×R, Q×B;
30 Q—Q4, etc.; or again, 27 R—Q1, R—B;
28 R×R, R—Q8 ch; 29 Kt—Q1, R—K8 ch;
30 K—R2, R×R; 31 Q×R, Q×R;
32 R×P, etc.

And if 26 .... R—B8; 27 QR—K2.

27 QR—K2 QR—K4
Or 27 .... Kt—KKt2; 28 Kt—Q5, R×R;
29 Kt—B6 ch, K—R1; 30 R×R, Kt×R;
31 R—K8 ch, K—K2; 32 Q×Kt5, with
a double mating threat 33 R—Kt8 or
33 Kt—R5.

28 P×P RP×P
29 B×KtP
A correct sacrifice.

29 ....... P×B
30 Q×Kt P×B
After 30 .... Kt—Kt2 there follows pretty
31 Kt—B5, Q×B3; 32 Kt×Kt, Q×Kt; 33 Q×R,

20 ....... R×Kt4
A noncommittal reply, which is the most
widely used. Other possible continuations
are 11 .... B—Q2, followed by
R—Q1, bearing on the Q side, or 11
Kt—B3 on the centre, or even 11 ....
P×Kt4 on the K side.

12 QKt—Q2 Kt—B3
13 P—Q5
He decides to block the centre, in order to
concentrate on the K side. Other playable
lines are 13 P—Q4 or 13 Kt—B1, with the
positional sacrifice of a pawn.

31 Kt—B5
There is no defence against this hammer-
blow.

31 ....... R (Kt1)—K3
After 31 .... R×R, White mates in three.

32 Q×Kt ch K—Kt1
33 Q—Kt5 ch K—B1
34 Q—Kt7 ch K—K1
35 Kt—P ch
A most elegant finish!
35 ....... Resigns.

White
Black

RUy LOPEZ
AITKEN RESHEVSKY

(Stockholm, 1937)

During the whole course of this game White
seeks and scorches danger, without, however,
succeeding in breaking down a tenacious
and inventive defence.

1 P—K4 P—K4
2 Kt—KtB3 Kt—QB3
3 B—K5 B—Q3
4 B—R4 B—Kt3
5 Castles B—K2
6 R—K1 P—QKt4
7 R—K3 P—Q3
8 P—B3 Kt—Q4
9 B—B2 P—B4
10 P—Q4 Q—B2
11 P—Kt3

If 11 QKt—Q2 is more incisive, 11 P—Q4
bolster, and 11 P—Q5 more circumspect, the
move in the text is perfectly sound.

11 ....... Castles

The impetuous advance 24 P—B4 would
only benefit Black, who, after 24 .... P×P;
25 B×P, Kt—K4, would have a Knight
established on a strong square.

24 ....... Q—B1
As for Black, he still seeks to advance his
BP, in order to clear up matters, and he
succeeds in doing so.

25 QKt—Kt1 P—B4
Changing over from trench warfare to a
war of movement.
26 $\text{Kt} \times \text{KBP}

A brilliant conception. Instead of indulging in an exhaustive liquidation, commencing with 26 $\text{Kt} \times \text{P}$, etc., White, by this positional sacrifice of a piece for two pawns, seeks to gain the initiative.

26 
27 $\text{KPxP}$

He hastens to give back the piece, as otherwise the white pawn-mass would become overwhelming, e.g. 27 ... $\text{Kt} \times \text{Kt}$; 28 $\text{Kt} \times \text{Kt} \times \text{Kt}$, etc.

28 $\text{P} \times \text{Kt}$  $\text{B} \times \text{P}$

29 $\text{R} \times \text{R}$

30 $\text{R} \times \text{R}$

31 $\text{Q} \times \text{Kt} \times \text{Kt}$

32 $\text{B} \times \text{B}$

Here is the grand liquidation after all. Black relies on the many weak points which will remain in the white camp.

33 $\text{Kt} \times \text{Kt}$

But the radiation of this Knight makes up for all weaknesses—White stands better.

33 
34 $\text{Q} \times \text{Kt}$

35 $\text{Q} \times \text{Q}$

36 $\text{B} \times \text{Kt}$

37 $\text{B} \times \text{B}$

38 $\text{Q} \times \text{Kt}$

After 38 $\text{Q} \times \text{Kt}$, $\text{Q} \times \text{Q}$; 39 $\text{Kt} \times \text{Q}$, $\text{Kt} \times \text{B}$, etc., Black’s King would be better placed for future events, whereas, with the Queens on the board, the ending is still full of life. Mr. Aitken seems to be an expert in the art of “living dangerously.”

39 $\text{Kt} \times \text{B}$

40 $\text{Q} \times \text{Q}$

Clearly not 40 $\text{Q} \times \text{P}$, $\text{Q} \times \text{B}$, to Black’s advantage.

40 
41 $\text{K} \times \text{Kt}$

42 $\text{Q} \times \text{R}$

Each Queen is set on doing as much damage as possible.

43 $\text{Kt} \times \text{P}$

If 43 $\text{Q} \times \text{B}$, $\text{Q} \times \text{Q}$.

43 
44 $\text{K} \times \text{B}$

45 $\text{Kt} \times \text{Kt}$

46 $\text{Q} \times \text{P}$

47 $\text{Kt} \times \text{Kt}$

48 $\text{Q} \times \text{Q}$

49 $\text{Q} \times \text{B}$

50 $\text{Q} \times \text{P}$

It must be conceded that in this duel of the two Amazons each player courageously seizes upon every chance.

50 
51 $\text{K} \times \text{Kt}$

52 $\text{Q} \times \text{B}$

53 $\text{Q} \times \text{R}$

54 $\text{K} \times \text{R}$

55 $\text{Q} \times \text{B}$

56 $\text{Q} \times \text{B} \times \text{Kt}$

57 $\text{Q} \times \text{B}$

Although White might have tried with $\text{Q} \times \text{B}$, etc., to exploit the advantage he has acquired, he considers Black’s resources to be sufficient to obtain a draw, and therefore himself puts an end to hostilities.

57 
58 

83

White

Black

TEICHMANN

SCHLECHTER

(Carlsbad, 1911)

Here we have one of the finest examples of what the “Spanish Bishop” can achieve in the so-called “close defence” of the Ruy Lopez.

1 $\text{P} \times \text{Kt}$

2 $\text{Kt} \times \text{B}$

3 $\text{B} \times \text{Kt}$

4 $\text{B} \times \text{R}$

5 $\text{Kt} \times \text{Kt}$

6 $\text{B} \times \text{B}$

7 $\text{B} \times \text{B}$

8 $\text{B} \times \text{B}$

In preference to deciding at once on moveaux on a wing by 8 ... $\text{Kt} \times \text{QR}$ or 8 ... $\text{B} \times \text{B}$, $\text{Kt} \times \text{B}$, Black preserves the option of carrying out operations in the centre.

9 $\text{P} \times \text{Q}$

Besides this quiet continuation, White can well play more impetuously 9 $\text{P} \times \text{Q}$, or prepare for this advance by 9 $\text{P} \times \text{Kt}$.

9 

He decides after all on lateral manœuvres, instead of bearing on the centre by 9 ... $\text{B} \times \text{Kt}$ (10 $\text{B} \times \text{B}$, $\text{B} \times \text{P}$, etc.), or by 9 ... $\text{B} \times \text{Kt} \times \text{Kt}$ (10 $\text{Kt} \times \text{Q}$, $\text{Kt} \times \text{P}$, $\text{P} \times \text{Q}$, etc.).

10 $\text{B} \times \text{P}$

11 $\text{Q} \times \text{Kt}$

12 $\text{Kt} \times \text{B}$

13 $\text{Kt} \times \text{Kt}$

Preventing Black’s 13 ... $\text{P} \times \text{Q}$. The same object could be achieved by 13 $\text{B} \times \text{Kt}$, only it would lead to the elimination of the Bishops after 13 ... $\text{Kt} \times \text{Kt}$.

13 
14 $\text{Kt} \times \text{B}$

An important outpost.

14 

15 $\text{B} \times \text{Kt}$

16 $\text{B} \times \text{Kt}$

As 14 ... $\text{P} \times \text{R}$ would seriously weaken the King’s field, Black elaborates a rather artificial manœuvre for the regrouping of his $\text{K} \times \text{Kt}$.

15 $\text{B} \times \text{Kt}$

16 $\text{B} \times \text{Kt}$

As mentioned previously, this withdrawal of the defending Knight from its responsible post is not without drawbacks. As a preliminary measure, 15 ... $\text{P} \times \text{R}$ has its points.

16 $\text{Kt} \times \text{B}$

17 $\text{B} \times \text{Q}$

With the direct threat of winning the exchange by 18 $\text{B} \times \text{Kt}$.

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18 $\text{B} \times \text{B}$

19 $\text{B} \times \text{B}$

Against 18 ... $\text{Q} \times \text{B}$ White has the same reply as in the text.

19 $\text{B} \times \text{P}$

A disrupting sacrifice.

19 

20 $\text{Kt} \times \text{Kt}$

The King is in trouble. Black can play neither 20 ... $\text{K} \times \text{Kt}$; 21 $\text{Kt} \times \text{Kt}$, etc., nor 20 ... $\text{K} \times \text{B}$; 21 $\text{Kt} \times \text{P}$, etc., and least of all 20 ... $\text{K} \times \text{B}$; 21 $\text{Kt} \times \text{Kt}$.

21 $\text{Q} \times \text{R}$

22 $\text{Q} \times \text{P}$

23 $\text{Q} \times \text{Kt}$

More reserved, but not less playable than the more usual 6 ... $\text{P} \times \text{Q}$, 7 ... $\text{B} \times \text{Kt}$, and only now 7 ... $\text{P} \times \text{Q}$.
7 P—B3
Playable also is 7 P—Q4, B—Q2, or else 7 B×Kt ch, P×P; 8 P—Q4, P×P; but, dynamically, it is not particularly effective.

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A waiting move. He could also work in the centre by 9...B—K3; but the most usual procedure is 9...Kt—Q4.

10 P—B2, P—B4; 11 P—Q4, Q—B2; 12 QKt—Q2, Kt—B3; etc., with equal chances.

10 P—Q4
White decides on a well-known subsidiary move as a preliminary to P—Q4. There is nothing in 10 Kt—Kt5, Q—K1.

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This threat of winning a pawn by 16 B×Kt, Q×Kt; 17 P×P is easily parried.

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21...... P-R4
Starting a counter-attack at the right moment.

22 Kt×Kt

Similarly, if at once 22 Q-B3, then 22 ....... Kt-R2; 23 Q-Kt3 (or 23 P×P, Kt-K4, etc., or 23 B-K2, B-R3, etc.); 23 ....... P×P; 24 P×P, B-R3 would keep White occupied.

22 ......... Q×Q
23 Q×B
Clearly not 23 Kt×B4, on account of 23 ....... Q-B6, with a double objective, White's QR and KRP.

23 ...... Kt-R2
24 R-B1
The Rook abandons a favourable post in order to eliminate the Knight's pin.

25 Q×P

Compulsory modesty. If 27 B-Q1 (to be followed by 28 Kt×B4 and P×B4), then, quite simply, 27 ....... Q×B5, coping with the hostile threats.

27 ......... Q×K6 ch
If, instead, 27 ....... Q×B5; 28 Q×B, there is the above-mentioned threat 29 Kt×B4.

As, however, the excursion in the text is not without risk, 27 ....... P×B (and if 28 Kt×B4, P×B5) is playable.

28 K-K2
29 R-R2
In the ensuing phase, White carefully consolidates his Q side, while on the K side—where White has the run of the open KR file—matters take on a threatening aspect for the Black King.

29 ...... B-K2
30 Kt×Kt1
Not 30 Kt×B4, R×P; 31 B×R, Q×KB, and wins.

30 ......... Q×Kt5
31 R×Kt1 Kt×B1
32 B×Q2

Not yet 32 Q×B2, P×B3; 33 Q×R8 ch, K×B2; 34 R×R7 ch, K×R7; 35 Q×Kt1 ch, K×Kt1; 36 Q×Kt8 ch, B×B1; 37 R×R6, K×Kt2; 38 Q×R7 ch, K×Q1; 39 B×Q, P×B, preventing 40 B×P; 40 R×Kt2, Q×K5, and Black's now unfettered Queen secures a perpetual check.

32 ......... Q×Q5
33 R-K1
He alters his plans. The text move wins the Queen, but 33 Q×R2, according to the line of play indicated in the preceding note (improved by the diversion of the black Queen) would have won the game!

![Diagram](image-url)

33 ...... P-B5
Forced, in view of the threat 34 B×B.

34 B×K3 P×P
35 B×Q P×R
36 B×R1
Not 36 Kt×B3, P×B; 37 Kt×P, R×Kt7. More useful than the text move, however, would be 36 B×B3.

36 ......... P×Kt4(Q)
37 R×Q R×R
38 B×R P×Kt4
An important move, which blockades the K side and provides the black Knight with strong points (notably at Kt5). 38 B×R would be weak because of 39 P×B, P×B; 40 P×Kt5 breaking down Black's defences.

39 B×B

White is reduced to a laborious defence. If Q×Kt1, Black plays—not 39 .... B×RP; 40 Q×Kt4, B×Kt4; 41 B×P, etc.—but 39 .... R×Kt1; 40 B×B2, B×Q1; and the black forces get into action.

White 86

CAPABLANCA BOGOLJUBOW
(London, 1922)

An historic occasion, in that Señor Capablanca, the then champion of the world, meets for the first time one of the finest representatives of the neo-romantic school, an exciting game, in which the theatres of war change with extreme rapidity. The fine ending is worthy of a great game.

1 P×K4 P×K4
2 Kt×B3 Kt×QB3
3 B×Kt5 P×QR3
4 B×R4 Kt×B3
5 Castles B×Kt2
6 R×Kt1 P×QR4
7 B×Kt3 P×Q3
8 B×P3 Castles
9 P×Q4 P×P

White 87

CAPABLANCA BOGOLJUBOW
(London, 1922)

An historic occasion, in that Señor Capablanca, the then champion of the world, meets for the first time one of the finest representatives of the neo-romantic school, an exciting game, in which the theatres of war change with extreme rapidity. The fine ending is worthy of a great game.

1 P×K4 P×K4
2 Kt×B3 Kt×QB3
3 B×Kt5 P×QR3
4 B×R4 Kt×B3
5 Castles B×Kt2
6 R×Kt1 P×QR4
7 B×Kt3 P×Q3
8 B×P3 Castles
9 P×Q4 P×P

White 88

CAPABLANCA BOGOLJUBOW
(London, 1922)

An historic occasion, in that Señor Capablanca, the then champion of the world, meets for the first time one of the finest representatives of the neo-romantic school, an exciting game, in which the theatres of war change with extreme rapidity. The fine ending is worthy of a great game.

1 P×K4 P×K4
2 Kt×B3 Kt×QB3
3 B×Kt5 P×QR3
4 B×R4 Kt×B3
5 Castles B×Kt2
6 R×Kt1 P×QR4
7 B×Kt3 P×Q3
8 B×P3 Castles
9 P×Q4 P×P
24 \[ \text{P-B5} \]
25 P×BP  
Kt×B4
26 Q-K3  
P×RP

Creating for himself the asset of a supported passed pawn.

27 P-B4
A double threat: 28 P-K5 or 28 P-B5, cutting off the adverse Bishop.

27 \[ \text{Q-K2} \]
If now 28 P-B5, P-B3 saves the threatened Bishop in the nick of time. But White will, at any rate, succeed in forcing it out of play.

28 P-K4  
B-K13
29 P-B5  
B-R2
30 Kt-K1  
Kt-K3
31 K-K2
Black prepares a counter-action which will lead to numerous exchanges.

31 K-K2
More useful would be 31 K-B2.

32 \[ \text{QR-Kt1} \]
32 Q-R-Kt1  
P-B3
At once 32 \[ \text{R-K17} \] is more to the point.

33 Kt-R3  
R-Kt7
34 R×R  
Q×R
35 R-K2  
Q-K6
36 Kt-Q4
Far less dynamic would be 36 Kt-Q2, guarding the QBP, but assigning to this Knight a far more modest part.

36 \[ \text{Q-Q} \]
Both sides desire an end-game. Too risky would be 36 \[ \text{Q×P} \]; 37 Kt-K6, with very strong pressure in the centre (not 37 R-QB2, Q×P).

37 R×Q  
R-K1
38 R-QB3  
K-B2
39 K-B3  
R-K7
40 Kt(Kt3)×K2  
B-K11
One move more--K-K1 and all the black forces could usefully participate in the fight, which would even up the respective chances of the contestants.

41 Kt-K6
A dislodging manœuvre.

41 \[ \text{Kt-K6} \]
The Knight has to leave its favourable post. The exchange would be fatal: 41 \[ \text{Kt×Kt} \]; 42 QP×Kt, etc. No less damaging would be the gain of a pawn by

41 \[ \text{Kt×P} \]; 42 K×Kt, R×Kt ch; 43 K-Q4, R×Q7 ch; 44 R×Q3, R×R ch; 45 K×R, and White wins easily.

42 P-B5
The birth of a passed pawn for White.

42 \[ \text{P×P} \]
43 Kt×BP  
Kt-Q7 ch
44 K-B2

44 K-K2  
K-K2
45 K-K1  
Kt-K18
46 R×Q  
P-R6
An exciting pawn race. But by playing

46 \[ \text{Kt×Q} ; 47 Kt×P(R4), R-Kt5; 48 Kt(R4)×B, Kt×Kt; 49 Kt×Kt, B-B2; 50 K-Q2, P-K13, Black could still put up a fight.

47 P×Q  
K-Q1
48 Kt-Q4
With the decisive threat 49 Kt-B6 ch, followed by 50 P×Q ch.

48 \[ \text{R×Kt} \]
49 Kt(Q4)×Qch  
B×Kt
50 P×B  
R×R
51 P×Kt7  
K-K1
52 Kt×P  
Resigns
After 52 \[ \text{P-R7} \] the simple sequel is

53 Kt×R, P-R8(Q); 54 P×Q ch, with an early mate; if \[ \text{R-R1} \] or \[ \text{R-K2} \]; 53 Kt-B7 ch.

White 87
Black
CAPABLANCA MARSHALL
(New York, 1918)

The most interesting feature of the following game is the cool and collected manner in which White weather the storm which shakes his position after 15 \[ \text{Kt×P} \], and how he gradually regains ground and finishes brillianly.

1 P×K4  
P×K4
2 Kt-KB3  
Kt-QB3
3 B-K5  
P×QR3
4 B-R4  
Kt-B3
5 Castles  
B-K2
6 R×K1  
P×QR4
7 B-K3  
Castles
8 P×B  
P-Q4
By this pawn sacrifice (instead of the solid

and sound 8 \[ \text{P-Q3} \]) Black tries to obtain the initiative.

9 \[ \text{P×P} \]  
Kt×P
10 Kt×P  
Kt×Kt
11 R×Kt  
B-K3
The threats 12 \[ \text{B-Q3} \] and \[ \text{Kt-K15} \] have now come actual.

12 R×R
The most rational defence is 12 P-Q4, B-Q3; 13 R-K2 (over-protecting KB2).

12 \[ \text{B-Q3} \]
13 P×K3  
Kt×Kt5
14 \[ \text{Q×Q} \]
A pretty sacrifice, but another plan of attack would be 13 \[ \text{B-K2} \]; 14 P×Q, Q×Q, followed by \[ \text{Q-B3} \] or \[ \text{Q-R1} \].

15 Q×B
Well played; the Queen also pursues aggressive aims. It would be fatal to accept the sacrifice, on account of 14 P×Kt, Q-R5; 15 P×Kt3, KB×P; 16 P×B, Q×P ch; 17 K×B1, B×P, and wins.

16 \[ \text{P×Q} \]
17 P×Q
A beautiful but unfortunate idea would be 15 R×K8, as Black would play 15 \[ \text{B-K2} \], and not 15 \[ \text{R×R} \] etc.

15 \[ \text{Kt×P} \]
The storm breaks.

16 R×K2
The only saving clause. If 16 Q×Kt, Black plays, not at once 16 \[ \text{B-Kt6} \] (because of 17 Q×P ch, followed by mate), but first an intermediate check 16 \[ \text{B×R7 ch} \] 17 K-K1, B×Kt6; 18 Q×K2 (Q×P ch is not feasible at this point, by reason of 18 \[ \text{R×Q ch} \]), 18 \[ \text{B×P} \]; 19 P×B, QR×K1, and White’s position must collapse.

16 \[ \text{B×Kt5} \]
Another good continuation of the attack would be 16 \[ \text{B×Kt5} \]. But a direct sacrifice either by 17 \[ \text{Kt×P} \] ch or by 16 \[ \text{B×P} \] would prove insufficient.

17 P×B
Not 17 Q×Kt, because of 17 \[ \text{B-Kt6} \]; 18 Q×B1, B×R; 19 Q×B, QR×K1, and wins.

17 \[ \text{B×R7} \]
18 K×B  
B-K6
The answer to 18 \[ \text{Kt×R} \] is 19 B-K3.

19 R×Kt
Another way of avoiding the mate is 19 K-K1.

19 \[ \text{Q×B} \]
20 K×K2  
B×R
Here 20 \[ \text{Q×B} \] offers Black better chances.

21 B×Q
From this point Black’s pressure grows steadily less.

21 \[ \text{B-R5} \]
22 Q×Q  
QR×K1
23 K×Q  
Q×B8 ch
24 K×B2
A secure harbourage.

24 \[ \text{B-B7} \]
25 Q×B  
Kt×Q8
26 B×Q
Gaining space.

26 \[ \text{P×B} \]
27 P×P  
B×P
28 P×Kt4  
B×Q3
29 P×R  
R4
Rescue of the Rook.

29 \[ \text{P×Q} \]
This advance is too abrupt. 29 \[ \text{R×B1} \] is more vigorous.

30 P×KtP  
P×P
31 R×R  
P×P
32 Kt×P  
B×Kt5
33 P×Kt6
This pawn speedily enforces the win.

33 \[ \text{B×Kt} \]
34 B×B  
P×R3
35 P×Kt7  
R×K6
White mates in 5
(By 36 B×P ch, etc.)

White 88
Black
LASKER TEICHMANN
(St. Petersburg, 1909)

It is every player’s ambition to win his games without obvious mistakes on his opponent’s part. White realises this ideal here in an exceptionally energetic manner.
A dangerous course, as, in principle, any opening up of the game benefits the better-developed side. A rational reply would be 14...Q-Q2.

15 P-KR3 B-R4
16 P-Kt4
The struggle livens up and soon becomes embittered.

16... B-B2
He deliberately provokes White's next move, but 16...B-Kt3 would have been less complicated.

17 P-K6
Striking root in the enemy camp.

17... B-Kt3
18 Kt-R4 Kt-R4
19 KtxB PxBt
20 B-R2 B-Kb4
21 K-R1 B-K3
22 PxB P-Q5
If 22...P XP; 23 Q-Q5. We are witnessing a race between the two Queens as to which shall be the first to penetrate into the enemy lines.

23 Q-B3
Attack and defence at the same time.

24... PXP
25 R-Kt1
Threatening 25 B-Kt5.

26... B-B5
25 R-Kt4 Q-R3
26 P-K7
Better than the lifeless 26 R-K6, Q-R5, etc., this disrupting advance brings about a speedy decision.

26... BXP
27 BXP Q-K3
Protecting the Queen and hoping to be able to play the defensive 28...B3.

28 RXP ch
A very elegant turn.

28... Resigns
(28...KXR; 29 R-Kt1 ch, K-B2 [29...K-B3; 30 B-K5 mate]; 30...Q-R5 ch, followed by mate.)

By means of manœuvres both energetic (9 P-Q4) and profound (22 Kt-K1, soon followed by P-Kb4), White obtains complete control of the board.

Black's prophetic sacrifice of a piece for two pawns proves insufficient, and so Black's mistake at the end of the game (33...R-K5) does nothing to mar the exemplary strategy employed by White throughout this contest.

1 P-K4 P-K4
2 Kt-Kb3 Kt-Qb3
3 B-Kt5 P-QR3
4 B-R4 Kt-B3
5 Castles B-K2
6 Q-K2

The P-QR4 variation is applicable at this stage.

8... Castles
9 P-QR4
Instead of the immediate 9 P-Q4, White interpolates an important episode which widens his sphere of control.

9... R-Kt1
Relinquishing the QR file.
He could have played 9...B-Kt5 (10 P-R3, B-R4; 11 P-Kt4, B-Kt3; 12 P-Q3, or 10 PXP, PXP; 11 RXR, QXR; 12 QXP, KtP, etc.).

10 PXP PXP
11 P-Q4 PnP
12... PXP
Giving up the centre as well, for he must provide against 12 P-Q5, winning the Knight. It can be seen that the by-play introduced by White's ninth move is already bearing fruit.

12... PXP
Here 12 KtP, Kt-Kt1; 13 PnP, KtXBP would merely have ended Black's position.

12... B-Kt5
13 R-QP P-Q4
Trying to deprive the white pawn centre of its flexibility. After the preparatory move 13...R-Kt1 White maintains his superiority in the centre by 14 B-K3, B-Kb1 (not 14...KtP, because of

15...B-Q5); 15 P-R3, B-Kt; 16 QXB, etc. After 13...Q-Q2 White continues his rational development by 14 Kt-B3. For all these reasons, an attempt at simplification by 13...R-Kt1 is Black's wisest course.

14...P-K5
Tension in the centre, in preference to the simplifying exchange 14 PXP.

14...Kt-K5
15 Kt-B3 KtXPP
16 B-Q2
Much more solid than 16...P-B3.

17 P-R3 B-Kb4
18 R-R6 K-R1
A choice of evils. But as 18...R-R1; 19 RXR, RXR; 20 QXP would cost a pawn, Black's relatively better defence would have been 18...KtQ.

19 Kt-Kt5
Inciting Black's next move, which will later on prove to have weakened the black King's defences. The vacating manœuvre 19 Kt-K1, to be followed by P-Kt4 and P-Kb4, is also playable.

19... P-R3
20 P-Kt4 B-Kt3
Trying to conserve his two Bishops.

21 Kt-B3 Ktq-1
22 Kt-K1
This fine vacating manœuvre brings renewed energy into the contest.

22... P-QB3
23 KtQ-Q3
If at once 23 P-Kb4, Black holds his own after 23...P-Kb4.

23... Kt-K3
But if now 23...P-Kb4; 24 Kt-B4, B-R2; 25 P-K6, etc., White maintains his superiority.

24... P-Kb4
In view of the imposing array of white pawns, Black has to take some decisive step.

24... PXP BXP
25 PXP e.p. XPB
26 P-B5 KtXP
27 P-Kt BXP
28 K-K2 QB-K1
29 Q-Q3 B-B2
By his prophetic sacrifice of a piece for two pawns, Black has tried to change the aspect of the fight. But White succeeds in maintaining his advantage.
30 Kt—B4       B—K4
31 B—R3        R—KKt1
32 B—B5
The three black pawns on the Q side are now in chancy.

32        B—Kt1
33 B—KB2
Having skillfully consolidated his base, White intends to realise some decisive threats by 34 B—B2, etc. The game is virtually won for him.

33        R—K5
A blunder such as happens fairly frequently in lost positions. The continuation could have been 33 Q—Q2; 34 R—R2, Q—B2 (34        R—K5; 35 Kt—Q3, etc.); 35 Kt—Q3 (or 35 B—Kt3), Q—R7 ch; 36 K—B1, R—K5; 37 Q—Kt2, and Black is lost.

34 Q × R Resigns.

The interlude 7 P—Q4, R—QKt1 (but not 7        P—Kt5, on account of 8 B × P ch, K× B; 9 Q—B4 ch, followed by Q × B); 8 P × P, P × P, etc., secures the QR file for White, but allows Black the control of the neighbouring QKt file.

7        Castles
8 Castles P—Q3
9 P—Q3 Kt—K2
Black tries to secure fresh positions by 9        B—KKt5, but abandons what he holds, for the text move gives up the control of his Q5. This procedure is not without risk.

10 B—Kt5
(Continues with the simple and good continuation 10 B—K2, followed by QKt—Q2, and without any trouble, P—Q4. This important threat could have been exploited at once, e.g. 10 P—Q4, P × P; 11 P × P, B—Kt3; 12 P × K, Kt—Q4; 13 B—Kt5, Q—Q2; 14 R—K1, and the chances in these fighting variations favour in White.

10        Kt—Kt3
11 Kt—R4        P × P
12 B × QKt        P—R3
Sounding the attack!

13 K—R1        P—Kt4
14 B—Kt4        K—Q2
15 Kt—Q2        Q—Q3
16 B—B2        Q—K2
17 KR—K1        QR—Q1
18 P—QR4
Overestimating his resources—although his position is rather cramped—he opens the QR file, without the certainty of retaining it under his control.
Better would have been 18 P—B3, followed by B—B2.

18        KR—R1
19 P × P        P × P
20 Kt—B1        P—R4
He permanently assumes the initiative.

21 P—B3        P—R5
22 B—B2        B × B
23 Q × B        P—KKt5
24 P × P
After this move Black's attack will be far more ruthless than if White had played 24 K—Kt1 (parrying the threat 24        P—Kt16).

24        Kt × Kt1
25 Q—B3        P—R6
26 P—KKt3
Evidently not 26 P × P, R × P.

26        Q—Kt4
27 Kt—Kt3        R—R1
28 Kt × Kt        B × Kt
29 Q—B2        R × R
30 R × R        R—R1
31 R—QKt1
Clearly not 31 R × R, on account of 31        Q—B8 ch; 32 Q—Kt1, B—B6 mate. A little better, however, would be at once 31 R—KB1.

31        P—Kt5
32 B—Kt3        P—KB3
33 P—B4
Against the plausible 33 B—Q5 would follow 33        P × P; 34 B × R (or 34 P × P, R—QKt1; 35 R—R1, R—Kt7; 36 Q × R, Q—K6, threatening mate); 34        P × B; 35 Q × P, Q—K6, with the win in sight.

33        P—KB4
34 K—Kt1        P × P
35 R—KB1
Seeking, at the cost of a pawn, some counter-play on the newly-opened KB file. Otherwise Black would have taken charge of it after 35 P × R, P—KB1.

35        P—K6
36 Q × B ch        K—R1
37 Q × Q
He tries to drive the hostile Rook from its open file.

37        P—B3
A subtle deflecting sacrifice of a pawn, which is also meant to gain time.

38 Q × BP
Or 38 Q × Q, P—K7; 39 R—B8 ch, K—Kt2, and wins.

38        R—QKt1
39 C—Q    P—K7
40 R—K1        P—K4
41 Q—Kt1
A beautiful final turn, which serves to deflect the opposing Queen (41 Q × Q, Q—K6 ch), or alternatively, to force a way for his own Rook.

41 P × P        R—R8
Resigns.

91

RU YOPEZ

White

THOMAS SPIELMANN

(©albad, 1923)

It is interesting to note how White, in the following game, gradually gains territory—keeping up a permanent pressure on the weak points in his opponent's position—until Black, in desperation, embarks on a doubtful combination which leads to his downfall.

1 K—K4        R—K4
2 Kt—KB3        Kt—QB3
3 B—Kt5        P—Q3
4 B—K3        Kt—B3
5 Q—K2        Q—Kt4
6 B—Kt3        B—B4
7 P—B3        P—Q3
8 Castles        Castles

9 P—Q3
If, in order to achieve P—Q4, White were to try 9 P—KR3, Q—K2; 10 R—Q1, B—Kt3, he would find that 11 P—Q4 is still impossible.

9        B—Kt5
Here 9        B—K3; 10 B × B, P × B; 11 B—K3, etc., would not be favourable for Black.

10 B—K3
Of little use would be 10 B—Kt5, P—R3; 11 B—KR4, P—Kt4; 12 B—K3, Kt—KR4, etc., whereas now White's set plan is to effect the thrust P—Q4, for instance after 10 . . . B; 11 P × B, Q—K2; 12 QKt—Q2, etc.

10        Q—K2
11 Kt—Q2        Kt—Kt1
12 P—KR3        B—R4
13 B × B
At this stage 13 P—Q4 would still assist Black's counter-play after 13 . . . P × P; 14 P × P, B—QKt5, whilst the text move creates a permanent weakness in Black's position.

13        P × B
14 B—Kt3        Q—Q3
15 Kt—R4
With the tactical threat of occupying a strong point by 16 Kt—B5, and the strategical idea of broadening his base of action by 16 P—K4.

White has the better game.

15        Kt—K3
Countering the far-reaching threat. For
if 15 ... B—Kt3; 16 P—KB4, P×P; 17 R×P, R—Kt1; 18 Kt×B, RP×Kt1; 19 Q×B=K1, White's pressure goes on increasing.

16 Kt—B5 Q—Q1
17 Kt—B3 B×Kt
18 Q×B P—Kt3
19 Kt—Kt3 Kt—B5

An active defence.

20 QR—Q1 Q—K2
21 Kt—K2

With the utmost coolness, White deals with Black's attempts at liberation.

21 ... Kt (B3)—R4
22 Kt×Kt Kt×Kt
23 K—R2 QR—Q1
24 K—K3 Kt—K3
25 Q—K3 R—Q3

26 P—KB4

Formation of a chain of pawns in the centre, which intensifies White's grip on the course of events.

26 ... P×P
27 P×P KR—Q1
28 P—B5

Passing into enemy territory with speedy results.

28 ... Kt—Kt4

While guiding the fateful KBP, Black hopes to engineer an effective counter-demonstration.

29 Q×P

Thanks to a tactical pointe, White has at last the weak QB P, and that without either losing his own backward QP or having to fear retaliation.

It is quite an art to exploit enemy weaknesses whilst masking your own.

The value of the text move is enhanced by the fact that White avoids two tempting continuations in 29 P—K5 (countered by 29 ... P—B5; 30 QP×P, R×R; 31 R×R, R×R; 32 B×R, KKP×P, etc.) and 29 P—K4 (refuted by 29 ... Q—K4 ch; 30 Kt—K2, P—B5, etc.).

29 ... Kt×P

Threatened with 30 P—B6, Black seeks salvation in a trap (30 PxKt, R—Q7 ch, winning the Queen).

30 Q—K3

A fresh pin, and this time a permanent one.

30 ... Q—K4 ch
31 K—Kt2 P×P
32 P×Kt R—Kt1 ch
33 K—R1 R×R
34 R×R P×P

Or 34 ... P—B5; 35 R—Q8 ch, K—Kt2;
36 Q—Q4, Q×Q; 37 P×Q, P—B6;
38 R—Q7, R—B3; 39 K—Kt1, and wins easily. Black's chief misfortune lies in the fact that the energetic-looking 34 ... R—K6 is lamentably refuted by 35 Q×R ch, Q×Q; 36 R—Kt1 ch.

35 R—KB1 R—Kt2
36 Q—B4 Q—K1
37 Q×BP P—K6
38 B×P ch

The art of liquidation.

38 ... R×B
39 Q×R ch Q×Q
40 R×Q K×R
41 K—Kt2

The beginning of the end.

41 ... Q—B3
42 K—B3 K—K4
43 P—Kt3 K—B4
44 K×P K—K4
45 P—B4 P×P
46 P×P P×Kt
47 P×Q R×P
48 P×R R—Q4
49 K—Q3 K—Q3
50 K×Q4 K—B3
51 P—B5 Resigns.

White
Black

White
Black

92

YATES RUBINSTEIN

(Budapest, 1926)

Although this game is one of the shortest ever played in an international masters' tournament, its contains some points of strategic interest. Black underestimates the power of a pin (11 B—Kt5), and collapses suddenly.

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—Kt5 P—QR3
4 B—R4 Kt—B3
5 Q—K4 P—QK4
6 B—K3 B—B4

Hoping to prevent, as far as possible, the advance P—Q4 by White.

7 P—B3 Castles
8 Castles P—Q3
9 R—Q1

Instead of the usual 9 P—Q3, White conceives the bold plan of enforing the thrust P—Q4 as quickly as possible without providing 9 P—K3 against the pin 9 ... B—KB15.

9 ... Q—K2

He deliberately allows the advance in question to be made, thinking only of its weak points, and not realising the full extent of the threat. If he objected to 9 ... B—KB15; 10 P—KB3, B—Kt1; 11 Q×B, etc., he could at least have minimised the hostile threat by 9 ... R—K1; 10 P—Q4, P×P; 11 P×P, R×P; 12 B×P ch, K—B1, etc.

10 P—Q4

Now this works.

10 ... B—Kt3

With the threat 11 ... P×P; 12 P×P, Q×P, etc., but White is not waiting for this.

11 B—K15 Kt—Q1

This further unconcern is to have fatal consequences. If, however, 11 ... P×P, White has the intermediary manoeuvre 12 B—Q5, B—Q2; 13 P×P, etc. Black should without delay have loosened White's grip by 11 ... P—R3.

12 Kt—R4 Kt—K3

If now 12 ... P—R3, there follows 13 Kt—K6, winning the exchange; and if 12 ... P—Kt3; 13 Q—B3, K—Kt2;

14 Kt—B5 ch, P×Kt; 15 P×P, B—Kt2; 16 Q—Kt3, and wins. The best defence would have been 12 ... K—R1.

13 Kt—B5 Q—K1

Black's position is already tottering. If 13 ... Q—Q1; 14 KB×Kt, P×B; 15 Kt×KtP, K×Kt; 16 P×P, with a winning attack. And if 13 ... Q—Q2 (the lesser evil); 14 QB×Kt, P×B; 15 R—Q3, etc.

After the text move there is a catastrophe.

14 B×KKt P×B
15 B×Kt Resigns

For after 15 ... P×B; 16 Q—Kt4 ch, Black has only the choice between mate and losing the Queen by 16 ... Q—Kt3; 17 Kt—K7 ch.

93

White
Black

ANDERSSEN STEINNITZ

(Vienna, 1873)

From quiet unenterprising to passive play is but a step. What the consequences can be—helplessness of the Queen, persecution of the King—is shown in the following game.

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—Kt5 P—QR3
4 B—R4 Kt—B3
5 P—Q3

This ancient continuation was much favoured by the masters of former days. Assuredly it is not a move of an attacking character; but if White is allowed to complete his development un molested, his game will gradually and increasingly become aggressive.

5 ... P×Kt
6 P×B

If 5 ... B—B4 (one would, of course, avoid 6 B×Kt, QP×B; 7 Kt×P, because of 7 ... Q—Q5, etc.) the best reply is 6 K×B3.

Similarly, after 5 ... P—QKt4; 6 B—Kt3, B—B4, 7 B—K3 keeps Black's aspirations in check.

6 B×Kt ch

As this exchange has at least as many drawbacks as advantages, a more patient
strategy would dictate 6 Kt-B3, or else 6 P-B3.

6 P-B3
7 P-KR3
Another precautionary measure. If 7 B-Kt5, P-B4.

7 P-Kt3
Opening up a promising diagonal for the KB.

8 Kt-B3
A more flexible continuation would be 8 P-B3, aiming at the centre.

8 B-Kt2
9 B-Kt3
R-QKt1
Is this to be the file of the future?

10 P-QKt3
P-B4
Blocking White's Q4.

11 Q-Q2
P-R3
12 P-KKt4
Kt-Kt1
Commencing a lengthy but fruitful pilgrimage towards Q5.

13 Castles QR
Having gained a partial success with his two preceding moves, namely, by preventing Black's castling and by starting an attack on the K side, White now overestimates the solidify of his Q side.

Better would have been 13 Kt-K2, Kt-K2; 14 Kt-Kt3, Kt-B3; 15 P-B3, etc., effecting a useful regrouping of his forces.

13 Kt-K2
14 Kt-K2
Kt-B3
15 Q-B3
If 15 P-B3, then 16 P-QR4, with the concrete object of further weakening White's King's field. But as the manœuvre in the text is too slow, the following continuation is preferable: 15 Kt-Kt3, Kt-Q5; 16 B-Kt (not 16 Kt x Kt, BP x Kt, winning the incarcerated Bishop); 16 BP x B; 17 P-B4, with a defensible game.

16 Kt-Kt1
16 Kt-Q5
17 Kt-Kt1
In order not to allow the hostile pressure—already great—to increase, White has to resort to artificial retreat maneuvers. The following continuation would only have led to trouble: 16 B-Kt, BP x B; 17 Q-B6ch, B-Q2; 18 Q x RP, R-R1; 19 Q-B4, R x P, etc.

16 T. Castles
Taking advantage of the right tactical moment in order to castle.

17 Kt-Kt1
B-K3
18 KKt-K2
Q-Q2
19 B x K
BP x B
20 Q-K2
Poor lady! Black's advantage is definite.

20 P-QR4
21 K-Q2
The King's flight.

21 P-Q4
Opening up the centre.

22 P-KB3
Q-K2
23 Q-RB1
He prefers to keep his King in the centre, rather than to expose him to fresh molestations after 23 K-Kt1, Q-Kt5 ch; 24 K-B2, P x P; 25 Q x P, P x KB4.

23 Q-K2
24 K-Q1
P-R5
25 R x R2
P-QB4
Initiating a very energetic action.

26 Kt-B1
P-B5
27 P-R3
Q-K2
28 P-Kt4
P-B6
29 Q-R1
Q-Kt4
Having "entombed" the white Queen by the clever manoeuvres of his last five moves, Black proceeds to exact penalties on the other wing.

30 Q x KB
P-KR2
31 KP x BP
32 P-R4
Q-Kt3
33 Kt x P
B x Kt
34 P x B
R x BP
35 Kt-K2
White stubbornly defends a lost cause.

35 P-QB1
36 Q x R
Q-B2
37 R-R3
K-R2
38 Kt-K1
B-B3
39 K x K2
K x KT1
40 K x B1
B-K2
41 Kt-K2
R-K4
42 P x B4
Or 42 R (B2) - B2, R x P; 43 R x R, B x R; 44 R x B, Q x P ch; 45 K x Kt1, K x Kt7, and White is lost; or again, 42 Kt x Kt1, R x P, 43 R x R, B x R; 44 R x Kt2, R x R; 45 K x R, Q x Kt3 ch; 46 K-B1, Q x Kt6, with an early mate.

42 . . . . Castles

43 QR-B3

43 QR-B3

B x RP

P-K5

The break-through.

44 P x P

44 P x P

Q x Kt3

45 Kt-Kt3

B x Kt

Resigns

(46 QR x B, Q x P, etc.) A ruthless game.

White

Black

STEINZT

BLACKBURN

(London, 1876)

In this game we are shown how to weaken the black squares in the enemy camp (14 . . . P-Kt3). How to exploit such weaknesses is even more difficult. Here it is achieved by White in a scintillating manner.

1 P-K4
2 Kt-KB3
Kt-Kt3
3 B-B3
Kt x Kt3
4 B x R4
Kt x B3
5 P-Q3
P-Q3
6 B-B3
Quiet but energetic strategy. After 6 Kt-K3 or 6 Castles, Black could eliminate the "Spanish Bishop" by 6 . . . P-QK4; 7 B-K3, Kt x Q4, followed by 8 . . . . Kt x B, etc.

6 Some players prefer 6 . . . P x Kt3, followed by 7 . . . Kt x B, etc.

7 P-KR3
Useful as is this manœuvre, White could also get his pieces into action at once by 7 QKt x Q2, Castles; 8 Kt-B1, P-QKt4 (or at once 8 . . . B-Kt3; 9 Kt x Kt3, etc.; 9 B-Kt2, P-Q4; 10 Q-Kt3, Kt-B3; 11 Kt-Kt3, etc.).

It is to be noted that the white QKt, in this variation, effects a clever itinerary "behind the front," which would not be possible after 7 Castles.

7 . . . . Castles

8 Kt-Q2

Kt-B1

As the intended 9 . . . P x B is going to be prevented, a better plan would be 8 . . . P-QKt4; 9 B-B2, P-Q4, with play in the centre.

9 P x Kt4

10 B x B2

P-Kt4

B-Kt2

This Bishop would co-operate more effectively after 10 . . . . Kt-B.

11 Kt-Q2

Q x Kt4

12 Kt x B1

Kt-Kt3

This regrouping behind the front is characteristic of this variation.

13 Kt x Kt3

Kt x Kt3

14 . . . . Kt x B5

P x Kt3

Black underestimates the effect of the text move, as regards the black square complex in his camp and its deterioration.

15 Kt x B ch

Q x Kt1

16 B-B3

Kt-K1

Kt-Kt2

17 Castles QR

The idea of "flexibility" caused White to refrain from castling prematurely on the seventh move, and to reserve for himself the option of castling on either side.

17 . . . .

P-QB4

18 P-Q4

At the last opening up of the centre.

18 . . . .

Kt x P

19 P-Q5

P x B

20 P-Q5

Kt-B2

21 Q x Q2

Not at once 21 B-Q4, on account of 21 . . . . Kt x P.

21 . . . .

P-QR4

22 B-Q4

The influence of this Bishop, now established on the long diagonal, leaves its mark on the further course of the game.

22 . . . .

P-B3

23 Q-R6

P-Kt5

In order to drive off the terrible QB by Kt-Kt4; but White is in no mood to wait.

24 P-Kt5

The first breach.

24 . . . .

P-B4

Or 24 . . . . P x P; 25 Kt x P, Kt(K2) - K1; 26 Kt-R1, Kt-Kt4; 27 Kt x P, Kt x B; 28 R x P ch, Kt-Kt2; 29 R x Kt, R x P; 30 Kt-B6 ch, and wins.

25 B-B6

Q x B2

26 P x P

RUY LOPEZ
26 \ldots \ P \times P

Or 26 \ldots \ K K t \times P; 27 B \times K t, P \times B; 28 P \rightarrow K t, Q \times K t P (28 \ldots \ P \times P; 29 Q \rightarrow R B, or 28 \ldots \ Q \times Q B; 29 Q \times P mate); 29 K R \rightarrow K t \times B; 30 K t \rightarrow R B, and wins.

27 P \rightarrow K t 6

The break-through. A furious onslaught.

27 \ldots \ Q \times P

Or 27 \ldots \ Q \times B; 28 Q \times P mate, or 27 \ldots \ P \times P; 28 K t \rightarrow K t 5, and Black is lost.

28 B \times K t

A beautiful final point (28 \ldots \ Q \times Q B; 29 K R \rightarrow K t 1). Black cannot avoid the loss of a piece.

28 \ldots \ Q \times Q ch

29 B \rightarrow Q R \rightarrow B 3

30 K R \rightarrow K t 1 B \rightarrow K t 3

31 B \times P

Increasing his advantage. Black could resign here.

31 \ldots \ K \rightarrow B 2

32 B \times R ch P \times B

33 K t \rightarrow K t 5 ch K \rightarrow K t 1

34 K R \rightarrow K t 1 Resigns.

95

White

Black

STEINITZ

TCHIGORIN

(Second match, Havana, 1892)

This famous game well illustrates the power of the open KR file, when occupied by a Rook on the alert, and ready to swoop down on the hostile King's position.

1 P \rightarrow K 4 K t \rightarrow K 4

2 K t \rightarrow K 3 K t \rightarrow Q B 3

3 B \rightarrow K t 5 K t \rightarrow B 3

4 P \times Q 3

Here is the "old" line of development applied against the Berlin Defence.

4 \ldots \ P \times Q 3

5 P \rightarrow B 3 P \rightarrow K K t 3

6 K K t \rightarrow Q 2

Much sounder than the superficial 6 Castles, as it retains the option of casting on the opposite wing with the attendant assault by pawns against the King's field.

6 \ldots \ B \rightarrow K t 2

7 K t \rightarrow B 1 Castles

8 B \rightarrow R 4

He even forfeits a tempo (compared with the Morphy Defence, 3 \ldots \ P \times Q R 3; 4 B \rightarrow R 4), for no other purpose than to consolidate his base before seeking adventure. Otherwise moves such as 8 K t \rightarrow K 3 or 8 K t \rightarrow K t 3, or even the preparatory 8 P \rightarrow K R 3, are quite playable, although answered in all three cases by an offensive in the centre with 8 \ldots \ P \rightarrow Q 4.

8 \ldots \ K t \rightarrow Q 2

Seeing that his opponent is in no apparent hurry, Black thinks that he also can afford leisurely manoeuvres. But here, more than ever, 8 \ldots \ P \times Q 4 was the rational course, followed by 9 Q \rightarrow K 2, Q \rightarrow Q 3; 10 P \rightarrow K R 3, P \times P; 11 P \times P, K t \rightarrow Q K t 5; 12 B \rightarrow Q K t 5, P \rightarrow Q R 3; 13 B \rightarrow B 4, P \rightarrow Q K 4, and the outlook has changed to Black's advantage.

9 K t \rightarrow K 3 K t \rightarrow B 4

10 B \rightarrow B 2

Safeguarding his "attacking Bishop" for future events.

10 \ldots \ K t \rightarrow K 3

11 P \rightarrow K R 4

Starting an offensive which is characteristic of this type of position: opening up of the KR file against the opposing K side fianchetto, needless to say in connection with castling on the opposite wing.

11 \ldots \ K t \rightarrow K 2

Relatively preparing some counter-action in the centre—which he could have already effected, without preparation, on the eighth move. 11 \ldots \ P \rightarrow K R 4 would be useless, because of 12 P \rightarrow K K t 4.

12 P \rightarrow R 5 P \rightarrow Q 4

13 R P \times P B P \times P

More cautious would be 13 \ldots \ R P \times P.

14 P \times P K t \rightarrow P

15 K t \times K t Q \rightarrow K t

16 B \rightarrow K 3 Q \rightarrow B 3

17 Q \rightarrow K 2 B \rightarrow Q 2

18 B \rightarrow K 3 K \rightarrow R 1

19 Castles QR

Connection between the Rooks is established; the battle is in full swing.

19 \ldots \ Q R \rightarrow K 1

In order to continue with \ldots \ K t \rightarrow Q 5; eventually.

20 Q \rightarrow B 1

Now 20 \ldots \ K t \rightarrow Q 5 would be refuted by 21 R \times P ch, followed by mate in a few moves.

20 \ldots \ P \rightarrow Q R 4

21 P \rightarrow Q 4

Initiating a combination which is as deep as it is brilliant. The main idea is to obtain command of the long black diagonal.

21 \ldots \ P \times P

22 K t \times P B \rightarrow K t

Compulsory. He must part with the defending KB, for again, if 22 \ldots \ K t \rightarrow K t 1, there follows 23 R \times P ch.

23 R \times B

White's intentions are gradually being revealed. His QB is here more valuable than the Rook.

23 \ldots \ K t \rightarrow R

24 B \rightarrow K 8 ch, R \rightarrow B 3, etc., to build up a defence around the threatened King. Against 23 \ldots \ P \rightarrow R 4, White has a telling reply in 24 B \rightarrow R 4, winning a piece. The lesser evil would therefore have been 23 \ldots \ R \rightarrow K 2.

24 R \times P ch

The awakening of the lion. The ensuing King-hunt is convincing.

24 \ldots \ K \rightarrow R

25 Q \times R 1 ch K \rightarrow K t 2

26 B \rightarrow R 6 ch K \rightarrow B 3

27 Q \rightarrow R 4 ch K \rightarrow K 4

28 Q \times K t ch Resigns

(If 28 \ldots \ K \rightarrow B 4 there is a mate by 29 Q \rightarrow B 4, or even by 29 P \rightarrow K t 4.)

96

White

Black

DURAS

SWIDERSKI

(Vienna, 1908)

Having conquered the KKt file, White slowly but surely—concentrates all his batteries there, supported by an active Bishop, whilst Black's lethargic Bishop remains passive too long.

1 P \rightarrow K 4 P \rightarrow K 4

2 K t \rightarrow K B 3 K t \rightarrow Q B 3

3 B \rightarrow K 5 P \rightarrow Q R 3

4 B \rightarrow R 4 K t \rightarrow B 3

5 P \rightarrow Q 3

Here is a modern master employing an ancient continuation. By his next move, however, he attempts to infuse new life into it.

5 \ldots \ P \rightarrow Q 3

A solid reply. He could, instead, try to incommode his adversary by 5 \ldots \ P \rightarrow Q K t 4; 6 B \rightarrow K t 3, B \rightarrow B 4; 7 B \rightarrow K 3, P \rightarrow Q 3, etc.

6 P \rightarrow B 4

Unlike the classic continuation 6 P \rightarrow B 3, this, the Duras Attack, strives not only to prevent 6 \ldots \ P \rightarrow Q K t 4, but also to blockade Black's Q 4. Its drawback is the weakening of his own Q 4.

6 \ldots \ B \rightarrow K 2

The counter-action 6 \ldots \ P \rightarrow K K t 3 (e.g. 7 K t \rightarrow B 3, B \rightarrow K t 2, or 7 P \rightarrow Q 4, B \rightarrow Q 2) is rational and playable.

7 P \rightarrow K R 3

In order to prevent the pin 7 \ldots \ B \rightarrow K t 5, etc. Another continuation could be: 7 K t \rightarrow B 3, Castles; 8 P \rightarrow Q 4.
7
8 Kt—B3
9
Kt—Q2
10 B—K3
B—B3
11 P—Kt4
12 Q—Q2

A less artificial development is 8 B—K3.

It would be too risky to try 9 P—B4; 10 P—P, R×P; 11 P—Q4, and the opening of
lines would favour White, who has the
better development. That is why Black
prefers to keep the game closed.

Aiming at Q5 via QB3, where, however,
an inglorious fate is awaiting it.

More concise would be 12 ... P—B3,
preventing, first of all, access to his Q4,
and giving rise to all sorts of other projects.

Unmoiested by his adversary, White has
achieved a sound and powerful grouping
of his forces.

Very strong would also be 31 B—Q2, e.g.
31 ... R—QKt1; 31 P—Kt3, P—Q4;
33 Q—Kt3, Q—R1; 34 B—R6, and Black
is defenceless against the threat 35 B—Kt7 ch.

31 ... Q—R1
32 B—Q2
Resigns

The concentration of the white forces on
the open file is imposing.

A piquant finish could be: 32 ... B×P;
33 B—R6, B×P; 34 B—Kt7 ch, R×B (or
34 ... K×Kt1; 35 B×P dis ch, B×Kt3;
36 R×B ch, etc.); 35 R×R, B—Kt3;
36 R×P ch, K×R; 37 Q×B ch, with mate
to follow.

1 P—Kt4
2 Kt—B3
3 B—Q3

A quiet continuation. More flexible
is the defence of the KP by 6 R—K1 or
6 Q—K2 (the Worrall Attack), with
the option of playing P—QB3.

Playable also is the quiet line 6 P—Q3 (the
Deferred Anderssen Continuation) or 6 P—B3,
leaving the KP en prise (for after 6 P—B3,
Kt×P; 7 Q—K2, Kt—B3; 8 B×Kt, Q×P×B; 9 Kt×P, Castles; 10 P—Q4, White
would have a very good game).

6 ... P—Q3

A reserved reply. 6 ... P—Kt4;
7 B—Kt3, P—Q3 is more comprehensive.

7 B×Kt ch

A wise decision, for after 7 P—Q4
there follows 7 ... P—Kt4; 8 B—Kt3 (or
8 P×P, P×P, with equalisation); 8 ... 
QKt×P; 9 Kt×Kt, PxKt; 10 Q×P, 
P—B4, followed by ... P—B5, winning a
piece. This opening trap occurs in several
variations of the Ruy Lopez.

7 ... P×P
8 P—Q4

Instead of abandoning the centre, he could
have maintained it by 8 ... Kt—Q2
(Tchigorin's move).

9 Kt×P
10 P—QKt3

He decides on a slow development, as no
direct enterprise at this stage would lead to
a concrete result, e.g.:
(a) 10 B—Kt5, Castles; 11 R—K1, P—R3;
12 B—R4, Kt—R2; 13 B×B, Q×B, with
a well-earned advantage.
(b) 10 P—B4, Castles, etc.
(c) 10 Q—B3 (threatens 11 P—K5);
10 ... P—B4; 11 Kt—B5, B×Kt; 12 Q×B,
Castles, with equal chances.

Ruy Lopez

White

97

Black

Mason Janowski

(Monte Carlo, 1902)

Here is a game noteworthy for the depth of
its conception.

White treats the opening rather tamely
(7 B×Kt ch), upon which Black tries
to enlist the struggle by castling on the Q side,
a most unusual occurrence in the Ruy Lopez
(except in the exchange variation).

This adventure results in the gain of a pawn
by White (24 Kt×P). There follows a
lengthy period of maneuvering, during which
White gradually gains the initiative (43 Q—R4),
and winds up with one of the most startling
combined lines in modern chess (49 Kt—Q4).

In the resulting end-game the white Knight
prevails over the black Bishop.

1 P—K4
2 Kt—B3
3 B—Q3
4 R—B4
5 Castles

B—K2

B—K3

B—Kt3

A quiet continuation. More flexible
is the defence of the KP by 6 R—K1 or
6 Q—K2 (the Worrall Attack), with
the option of playing P—QB3.

Playable also is the quiet line 6 P—Q3 (the
Deferred Anderssen Continuation) or 6 P—B3,
leaving the KP en prise (for after 6 P—B3,
Kt×P; 7 Q—K2, Kt—B3; 8 B×Kt, Q×P×B; 9 Kt×P, Castles; 10 P—Q4, White
would have a very good game).

6 ... P—Q3

A reserved reply. 6 ... P—QKt4;
7 B—Kt3, P—Q3 is more comprehensive.

7 B×Kt ch

A wise decision, for after 7 P—Q4
there follows 7 ... P—Kt4; 8 B—Kt3 (or
8 P×P, P×P, with equalisation); 8 ... 
QKt×P; 9 Kt×Kt, PxKt; 10 Q×P, 
P—B4, followed by ... P—B5, winning a
piece. This opening trap occurs in several
variations of the Ruy Lopez.

7 ... P×P
8 P—Q4

Instead of abandoning the centre, he could
have maintained it by 8 ... Kt—Q2
(Tchigorin's move).

9 Kt×P
10 P—QKt3

He decides on a slow development, as no
In the lengthy sequence of manoeuvres which follows, Black tries in vain to turn his two Bishops to account.

27 QR—B1  Q—B3
28 Kt—B3  P—KR4
29 Kt—K2  R—R3
30 P—KB4  B—B1
31 Q—B2  B—K3
32 Kt—Q4  Q—Kt3
33 R—Kt1  B—KB4
34 B—B3

Instead of liquidating by 34 Kt x B, Q x Q ch; 35 K x Q, P x Kt, etc., White considers his centralised Knight more precious than an opposing Bishop.

34 ......  B—K5
35 P—QR4  P—QB3
36 P—R3  Q—R2
37 R—Kt2

Avoiding exchanges by 37 Kt x P, Q x Q ch; 38 K x Q, B x BP.

37 ......  R—Kt2
38 KR—Kt1

Even here White prefers to do battle rather than to adopt the slow continuation 38 Kt x P, Q x Q ch; 39 K x Q, Q x Kt; 40 Kt—Q4, KR—Kt1; 41 KR—QKt1, P—R5, and Black has still some fight left, although he is two pawns down.

38 ......  K—Q2
39 K—R1  KR—Kt1
40 Q—Q1

The unpinning of the Knight could have been effected more cautiously by 40 Q x Q, for after the text move Black had a counter-combination by 40 ...... KB x P, e.g. 41 B x B, Q x Kt, etc., or 41 Kt x P, K x Kt; 42 B x B, Q x Q, etc.

40 ......  B—K2
41 Kt—Kt3

A trap, e.g. 41 ...... KB x P; 42 B x B, R x B; 43 Kt—B5 ch, Q x Q; 44 R x R, and White has won the exchange.

41 ......  R—Kt4
42 B—Q4  Q—Kt2
43 B—B5  B x B
44 P x B  R—Kt5

Not without danger would be 44 ...... B x P, on account of 45 Kt—Q4.

45 Q—R4

The beginning of a turning movement in the grand manner.

46 Q—B6  Q—Q2
47 K—R2  Q—K3

Better would be 47 ...... K—B2.

48 Q—R8 ch  K—Q2

After 48 ...... K—B2 White has the same brilliant reply.

49 Kt—Q4

A liquidating sacrifice. It was of course foreseen by White on his preceding move.

49 ......  R x R
If 49 ...... R x Kt; 50 R—Kt7 ch, followed by mate, and if 49 ...... R x Q; 50 R x R, etc.

50 Q—R

The point! The black Queen will find herself in an ambush and be lost.

50 ......  R—Q
51 R x R  K—B2
52 Kt x Q ch  K x R
53 Kt—Q4

There follows an ending in which the Knight's dominating position is the deciding factor.

53 ......  K—B2
54 P—Kt4  P—R5
55 P—B3  K—Q2
56 K—Kt1  K—B2
57 K—B2  K—Q2
58 P—B5  P x P
59 P x P  K—B2
60 K—K3  B—K7
61 Kt—B3  B x P
62 Kt x P  B x Kt
63 K—B4  B—K7
64 Kt—B3  B x Kt
65 K x B  Resigns

A species of Four Knights’ Game, in which however White's KB is the better developed.

6 ......  P—QKt4
More enterprising than 6 ...... P—Q3.

7 B—Kt3  P—Q3
8 P—Q3

If at this point 8 P—QR4, P—Kt5; 9 Kt—Q5, Kt—Q4, and Black contests the initiative. The try 8 B—Q5 would lead only to wholesale exchanges and equality.

8 ......  Kt—Q4

The elimination of the adverse KB eases Black's game.

9 Kt—K2  K x B
10 RP x Kt  P—B4
If 10 ...... Castles; 11 P—QKt4.

11 B—Q2  Castles
12 Kt—Kt3  Q—B2
13 Q—K2  R—K1
14 P—R3  B—B1
15 Kt—R4  P x Q

It can be seen that Black also has aggressive plans. But prudence demanded 15 ...... P—Kt3, followed by B—KKt2.

16 B—Kt5

Henceforth the threat of undermining the black King's position dictates the course of events.

16 ......  Q—B3
17 Q—B3  P x P
18 P x P  R—K3
19 QR—Q1  B—Kt2
20 KR—K1  P—B5

This attempt at counter-play is not sustained enough. He should take advantage of the opportunity of playing 20 ...... P—Kt3.

21 KKt—B5  R—B1
22 P x P  P x P
If 22 ...... Q x BP, White, in the temporary absence of Black's Queen, can get in the combination 23 Kt—R6 ch, P x Kt; 24 B x Kt, and wins.

23 R—K2  P—QR4
24 P—B3  Kt—Q2
25 KR—Q2

With assets such as the dominating position of the Kt at KB5 and the possession of the only open file, White has won a game.

25 ......  Kt—B4
26 R—Q8

Threatening (for instance, after 26 ...... Kt—Q6) to win the exchange by 27 Kt—K7 ch.

26 ......  R—K1
27 R (Q8)—Q6

Now White himself gives up the exchange. The true inwardsness of White's preceding move stands revealed. The Rook's irruption on the eighth rank was a feint, the object being to deflect the hostile Rook from the sixth rank.

27 ......  B x R
28 R x B  Q—B2

As White cannot now play 29 Kt x P (because of 29 ...... Q x R), and as Black has in view the consolidating continuation 29 ...... R—K3, his game, saving the unforeseen, seems tenable.

29 B—B6

But here is the unexpected, which transforms the position into a beautiful problem.
29 ... R-K3
Not 29 ... P×B, in view of 30 Q-Kt4 ch, followed by mate at KKt7, nor 29 ... P-Kt3, on account of 30 Kt-R6 ch, K-B1; 31 B-Kt7 ch (an impressive point); 31 ... K×B; 32 Q-B6 ch, K-B1 (or 32 ... K×Kt; 33 Kt-B5 ch, K-R4; 34 Q×Kt mate); 33 Kt×B, P×Kt; 34 Kt×P, with mate to follow.

30 Q-Kt4 P-Kt3
31 Q-Kt5 R×B
Compulsory, in view of the threat 32 Q-R6.

32 Q×R Kt×K3
White mates in three.
(33 Kt-R6 ch, K-B1; 34 R×Kt, and 35 Q×R mate.)

99

**White**

**Black**

**MORPHY**

**LÜWENTHAL**

(Match, 1858)

The following game illustrates superiority in territory better than any theoretical dissertation.

1 P-K4 P-K4
2 Kt-KB3 Kt-QB3
3 B-K5 P-QR3
4 B×R P-KR4
5 P-Q4
More vigorous is 5 Castles, but Morphy always liked to open up the game as soon as possible.

5 ... P×P
Foolhardy would be 5 ... Kt×KP, because of 6 Q-K2, P×B; 7 P×Q, etc.

6 P-K5
There is no more than equality in 6 Castles, B-K2; 7 P-K5, Kt-K5, etc. 6 Q-K2 offers most practical chances.

6 ... Kt×K5
7 Castles Kt×B4
The most rational line of play is 7 ... B×B2, in order to castle as soon as possible in answer to 8 Kt×P. If 8 R×Kt, Kt×B4; 9 B×Kt, Q×P×B; 10 Kt×P, K×B3; 11 Kt×B5, Q×Q; 12 R×Q, B×Q, etc., a simplified ending is the result.

8 B×Kt1 Q×P×B
9 Kt×Kt Kt-K3
Or 9 ... B×Kt; 10 P×B4, launching an attack.

10 Kt×B B×B
11 Q×KQ B×QB4
More active than 11 ... B×Kt2.

12 Kt×Kt B×B
13 Kt×Kt P×R3
Castles on either side would be bad, on account of 14 B×Kt5.

14 B×Kt3 B×B
15 Q×B P×B
16 Kt×Kt B×P
Greed prevails, but prudence demands here for preference 16 ... Q×K3, blockade KB4, and preventing White’s pawn attack.

17 P×B4 P×KKt3
Again he cannot castle. If 17 ... Castles QR; 18 Q×R7, and if 17 ... Castles KR; 18 P×B, threatening 19 P×B, as well as the gain of the Bishop by 19 KR×B1, B×R5; 20 P×Kt3, B×Kt4; 21 P×QB4. As the text move fails to solve the positional problem in a satisfactory manner, Black should have cut the Gordian knot by 17 ... P×KB4, even though White remains with the superior position after 18 KR×B1, B×Kt5; 19 Kt×B, P×Kt1; 20 Q×P, etc.

The next move is a safe one, and White wins by force. If 18 P×K6, with a speedy win. And if 18 ... B×R5; 19 Q×Q4.

19 Kt×B P×Kt1
20 P×P ch K×P
21 Q×KR3
In the sequel one must admire how the maximum effect is obtained with the minimum of means. Again the real, the profound Morphy.

21 ... Q×B3
22 QR×Kt1 KR×Kt1
23 R×K5
Occupation of the strong point. As Black cannot reply with 23 ... R×R; 24 P×R, Q×P; 25 R×P ch, etc., he must allow the doubling of the hostile Rooks.

23 ... K×Kt3
24 KR×Kt1 R×R
25 R×Kt1 R×Q1
26 Q×Kt3 ch K×R2
27 P×KR3
It is strange that, although a pawn down, White should be able to play waiting moves without relaxing his domination of territory.

27 ... R×Q2
28 Q×Kt3 P×Kt3
29 K×R2 P×B4
30 Q×Kt2 Q×Kt3
31 R×K6 Q×Kt2
32 Q×R5 R×Q4
And not 32 ... R×B2; 33 R×P ch.

33 P×QKt3
Reaching a curious case of Zugzwang on an open board.

**RUY LOPEZ**

**YATES**

**REY ARDID**

(Barcelona, 1929)

In a desperate contest such as the following, the initiative remains in the end with the player who has first succeeded in seizing an open file.

1 P×K4 P×K4
2 Kt×KB3 Kt×QB3
3 B×Kt1 P×Q3
4 B×R4 Kt×B3
5 Castles B×B4

The Molberg Defence, which the great Danish theorist evolved in 1903, tries to exploit for Black the "Italian diagonal," with sustained pressure against White’s KB2.

6 P×B
A methodical continuation. The temporary sacrifice 6 Kt×P yields only equality after 6 ... Kt×Kt; 7 P×Q, Kt×P; 8 R×Kt B×B2; 9 R×Kt, Kt×Kt3; 10 P×QB4, P×Kt3, etc.
6. B—R2
Black builds up his plan of defence on this preventive retreat.

7 P—Q4
Kt×P
The future of Black’s game depends on the solidity of this outpost.

8 Q—K2
P—B4
9 P×P
Castles
10 B—B2
As this move (as does also 10 QKt—Q2) allows the strong reply 10... P—Q4, he should have played 10 B—Kt3 ch, K—Kt1; 11 B—Q5, and White has a slight advantage.

10 P—Q4
11 P×P
Kt×QP
12 KtQ—Q2
R—K1
The occupation of the open K file now constitutes an undeniable asset in Black’s favour.

13 B—Kt1 ch
K—R1
14 Q—Q3
Q—B3
15 Kt—B4
White experiences difficulties in completing his development.

15 Kt×Kt
Q×Kt
16 Q×Q
B—K1
17 Q—B4
B—B3
18 P×B
B—K3
19 Q—Q3
Kt×Kt
He goes on manoeuvring instead of continuing his mobilisation, if but modestly, by 19 B—Q2.

19 R—Q3
The extended development by 20 B—Kt5 had to be prevented.

20 R—R4
Will this Rook prevail against the well-equipped hostile fortress? It would have been wiser to relieve the enemy pressure by 20 B—K3 (e.g. 20... B×B; 21 P×B, QR—B1; 22 Kt—Q4, etc.).

20... R—K7
21 R—R4
QR—K1
22 Q—Q3
The threat 23 B×P looks very strong, but Black has a parry in a fine intermediary manoeuvre.

22... QR—K5
23 R×R
32 not 23 B×P, R×R, etc., and still less 23 R×R, P×R; 24 Kt—Kt15, Q×P ch; 25 R×Q, R—K8 mate.

23... P—B5
This faithful pawn not only defends itself, but chokes the opposing Bishop.

24 R—K5
Is it emancipation at last? The struggle becomes fast and furious.

24... Q—Q3
With the unanswerable threat 25... R×BP. Thus the basic idea of the Moller Defence has been realised.

25 K—R1
R×BP
26 R—Kt1
The only refuge. If 26 R×R, Q×Q ch; 27 Kt—Kt1, Q×Kt ch; 28 K×Q, R×K8 mate.

26... KR—K7
27 R—B7
A desperate venture. If 27 R—B1, Kt—Q1; 28 Kt—Kt15, K×R; 29 P—Kt3, R×R ch; 30 R×R, P×Kt, and wins.

27... B×R
28 Q—B5
The last cartridge.

28... B—B4
Defence (against 29 R—B8 ch) and attack (29... R—K8 ch) at the same time.

29 P—R4
Q—Q8 ch
Resigns
(30 K—R2, R×P ch; 31 K×R, Q—K7 ch, etc.)

101

White
CAPABLANCA MILNER-BARRY
(Margate, 1935)

It is a special art to fasten on the weak points in risky variations—and such is, after all, the “Moller Defence.”
Sehor Capablanca was ever known as an iconoclast of "variations."

1 P—K4
P—K4
2 Kt—KB3
Kt×QB3
3 B—Kt5
P×QR3
4 B—R4
Kt×B3
5 Castles
B×B4
The basis of the Moller Defence is assuredly less scientific than that of the closed defence 5... B—K2 or the open defence 5... Kt×P. The British master P. S. Milner-Barry has sacrificed many a valuable point on the shrine of experimental theory. It is the player’s loss, but the theory’s gain.

6 P—B3
B—R2
7 P—Q4
Kt×KP
8 R—K1
The entry of the Rook into the lists proves more forceful than that of the Queen by 8... Q—K2.

8... P—B4
9 QKt—Q2
Concentric play.
An ingenious idea here consists in the sacrifice of the exchange by 9 R×Kt, P×R; 10 B—Kt5, Kt×Kt; 11 Kt×P, Castles; 12 B—Kt1 ch, but by replying no less ingeniously with 12... P×Q, Black holds his own.

9... Castles
He underestimates his adversary’s resources and, in particular, the white King’s Rook’s potential activities. He has should have resigned himself to 9... K×Kt.

10 Kt×Kt
P×Kt
11 B—Kt5
A far-seeing intermediary manœuvre.

11... Q×Kt
12 R×Kt
If 12... P—Q4; 13 R×P.

13 P×P
Q×Kt1
14 R—KB4
Sound strategy. Not only the counter-threat of 14... R×Kt is eliminated, but also all chances of Black obtaining some counter-play on the semi-open KB file vanish.

14... R×R
15 B×R
B—Kt5
What can he do? If 15... P—Kt4; 16 Q×Q ch, etc.; if 15... Kt×Kt; 16 B×Kt, etc.; and if 15... Kt×P; 16 B×Kt, P×B; 17 Q—Q8 ch, Kt—B2; 18 Kt×P ch.

16 Q—Kt3 ch
Q×B2
With a faint chance of salvation after 17 Q×P, R×Kt1; 18 Q×Kt, Q×B, etc. But the fine and incisive manœuvre which now follows puts an end to all resistance.

17 Kt—Kt5
Q×Q
18 B×Q ch
Resigns.

White
LASKER
STEINITZ
(Steinzeit, Moscow, 1906)

A game in which the Queens have been exchanged need by no means take a dull and arid course.
In the following struggle, Black cleverly unmasks his opponent’s weak points whilst masking his own. The vertical co-operation of the black Rooks is most instructive.

1 P—K4
P—K4
2 Kt—KB3
Kt×QB3
3 B—Kt5
P×QR3
4 B—R4
P×Q3
The Steinitz Defence Deferred is sound and lasting.

5 P—Q4
This straightforward move is the strongest against the Steinzeit defence proper (3... P×Q3; 4 P—Q4). Here, curiously enough, it proves to be the least energetic.

5... B×Q
A rather anxious reply. By boldly playing 5... P—QK4; 6 B—Kt3, Kt×P (but not 6... P×P, on account of 7 B×Kt5, followed by 8 Kt×P; 7 Kt×Kt, P×Kt, Black could have given the game an incisive character, as follows:
(a) 8 Q×P (a cruel mistake); 8... P×QB4; 9 Q×Q (gladly attacking two objects, Black’s QR and KBP); 9... B×Q4; 10 B—B6 ch, B—Q2; 11 Q×Q, P—B5, winning a piece for two pawns. This opening trap is called “Noah’s Ark,” and has even occurred in master play.
(b) 8 B×Q5, R—Kt1; 9 B×B6 ch (or at once 9 Q×P, B—Q2; 10 P×QR, with approximately even games); 9... B—Q2; 10 B×B ch, Q×B; 11 Q×P, etc., with a simplified position tending to equality.
(c) 8 P×QB3 (in gambit style, trying to live up the game); 8... B—K2 (after 8... P×P, White would at the least have a forced draw by 9 Q×Q, B×Kt3; 10 Q×B, B×Q2; 11 Q×Q, etc.; 9 P×P, Kt×B3, with chances for both sides).

6 B—Kt5
Releasing his hold without necessity. He could have kept up the tension by 6 P—B3, after which Black could have continued straightforwardly by 6... Kt—B3, or more insidiously by 6... Kt—Kt1, followed by 7 B—Kt2, Kt×Kt; 8 B—B2, etc., or finally by 6... P×Kt3, followed by 7... B—Kt2, etc., with a playable game.
6       B—K2
Of course not 6 ... Kt—B3; 7 B—Kt5, etc.

 7 P × P   P × P
 8 Q—Q5   B—K3
 9 Q × Q ch   R × Q
10 B × B   P × B
11 P—B3

White's plan, initiated by his sixth move, is now clear: elimination of the Queens and creation of a doubled pawn in the hostile camp. But, for once, Dr. Lasker, the great end-game player, is at fault; he overlooks that a genuine end-game is still very far off.
Black already commands the open Q file, and will soon operate on the KB file as well.

11 ...   Kt—B3
12 QKt—Q2   B—B4

And here, in addition, a diagonal which will be under Black's management.

13 P—QKt4   B—R2
14 P—Q4   P—QKt4
Cutting short White's designs on the extreme Queen's wing.

15 K—K2
Useless would be 15 P × P, P × P; 16 R—R6, B—Kt3 (or 16 Kt × P, B × P ch).

15 ...   B—Kt3
Evading the threat 16 P × P, P × P; 17 Kt × P.

16 P × P   P × P
17 Kt—K1   R—KB1
18 P—B3   R—B2
19 Kt—Kt3

A very natural desire to let the inactive Bishop into the open. Yet it is a tactical inadventure by which Black will be enabled to turn his positional advantage into one of material. 19 R—B1 is necessary as a preliminary measure.

19 ...   Kt × KP
Gain of a pawn of which the protection is illusory (20 P × Kt, R—B7 mate). The rest is a question of technique.

20 B—Kt2   Kt—Q3
Threatens not only 21 ... Kt—B5, but also the break-through (even against 21 Kt—Q2) by 21 ... P—K5, etc.

21 R—KB1   Kt—B5
22 B—B1   Kt—K2
23 B—K5   Kt—Q4
Well calculated. This sacrifice of the exchange enables Black to take the hostile King under the concentrated fire of four batteries.

24 B × R   Kt—B5 ch
25 K—Q1   R—Q2 ch
26 K—B2
Or 26 K—B1, Kt—K7 ch, etc.

26 ...   Kt—K6 ch
27 K—Kt2   Kt × R
28 B—Kt5   Kt—K6
29 B × Kt   P × B
After a few exchanges, Black remains with only an extra pawn, but with the same overwhelming positional advantage.

30 R—B1   P—K4
Resigns
Practically a Zugzwang position for White, while Black can further intensify the pressure by 31 ... R—Q3 and ... Kt—Kt3 or K3.

103

White
CAPABLANCA
CAPABLANCA
MARSHALL

Black
(Match, 1909)

The historical interest of this game lies in the introduction of a new variation (5 ... P—B4), which caused White a great deal of trouble.

Having recognised the value of this line of play, which had then passed unnoticed, Capablanca revived it eighteen years later in the Budapest tournament of 1928, thus creating the "Siesta Gambit."

1 P—K4   P—K4
2 Kt—Kt3   Kt—QB3
3 B—Kt5   P—QR3
4 B—R4   P—Q3
5 P—B3   P—B4
Reminiscent of the Schliemann Defence

(3 ... P—KB4), without its attendant risks. Less imaginative, but equally playable, are the following continuations:

(a) 5 ... B—Q2, consolidating the inner lines.
(b) 5 ... Kt—B3, a purely developing move.

6 P × P
A normal reply. A line of play leading—by sacrificial play along the edge of a precipice—a theoretical draw is 6 P—Q4.
(See No. 105, Réti-Capablanca.)

6 ...   B × P
7 Kt—Q4
Bad would be, at once, 6 ... P—K5;
7 Kt—Q4.

7 P—Q4   Kt—P5
Trying to establish an effective outpost. Neither 7 ... P × P; 8 Kt × P, etc., nor 7 ... P—QKt4; 8 B—Kt3, etc., is favourable to Black.

8 Q—K2
The battle is joined in the centre. Against 8 Kt—Kt5; 8 ... P—Q4 is a consolidating reply. 8 P—Q5 results in skirmishes which lead to a draw. The intermediary manoeuvre 8 B—KtKt5 is shown in game No. 104, A. Steiner-Capablanca.

8 ...   B—K2
9 KtKt—Q2   Kt—B3
10 P—Kt3
White's mobilisation is slow, but he hopes sooner or later to undermine Black's advanced positions.

10 ...   P—Q4
In the meantime Black strengthens his central formation.

11 Kt—B1   P—QKt4
This episode is less to the point than 11 ... Castles.

12 B—B2   Kt—QKt4
13 Kt—K3   B—Kt3
14 Kt—Q2   Castles
15 P—QKt4
Having consolidated his base, White now undertakes an offensive on the wing.

15 ...   Kt—B5
16 QKt × Kt   Q × Kt
After 16 ... Kt × Kt; 17 P—Q4, White would have a definite majority on the Q side, with an easy game. As it is, the black KP is now exposed.

17 P—QR4   Kt—Q4
18 Kt × Kt   Q × Kt
19 P × P
If 19 B—K3, P—QR4 disintegrates White's Q side.

19 ...   P—K6
Easing the position in the centre.

20 Castles   R × P
21 R × R   P × R ch
22 Q × P   R—Kt1
23 Q × K2   B × B
24 Q × QB   P × P
25 B—K3   B—Q3
White's pawn structure on the Q side is superior, but Black's pieces are more active. The chances are becoming even.

26 B—B2   Q—Kt4
27 Q—K4   Preventing 27 ... Q—B5.

27 ...   P—R3
Here 27 ... Q—Q7 leads to nothing, on account of 28 B—K1 (or even 28 Q—K3, as the exchange of Queens would favour White).

28 R—K1
After 28 R—R8, Q—B8 ch; 29 B—K1, R × R; 30 Q × R ch, K—R2; 31 Q—K4 ch, P—Kt3, etc., White's position would be none too comfortable.

28 ...   R × B
A clever liquidation.

29 K × R   B—Kt6 ch
30 K—Kt1   B × R
31 Q × B   Drawn

In this game Marshall did honour to the fine opening which he himself evolved.
White Black

A. STEINER CAPABLANCA
(Budapest, 1928)

The following game is of theoretical interest, as being, so to speak, the official consecration of this particular variation, which, incidentally, has derived its name from the fact that the 1928 tournament in Budapest was also called the "Siesta Tournament." 15 The contest itself is of great interest. The manner in which Black first of all nullifies his opponent's aspirations in the opening and then, after the exchange of Queens, slowly and gradually extends his domination of territory until it results in material gain, marks the great technician as well as the artist.

1 15 Castles KR

He also hastens to bring his King into safety, before which 15 QKt×P would be too risky, e.g. 15 ... Kt×Kt; 16 Q×Kt, R×Kt; 17 Castles QR (or 17 Castles KR, B×B, winning the exchange); 17 ... Q×Kt4 ch; 18 R×Q, P×Q, and wins.

15 ... 

Threatening to win the KtKt1 by 16 ... Kt×KR4.

16 Q×Kt5

For if 16 P×Kt3, parrying the above-mentioned threat, 16 ... Kt×Kt5 now wins the Queen. After the text move White threatens to force a perpetual check by 17 Kt×P, P×Kt; 18 Q×P ch, K×R1; 19 Q×R ch, K×Kt1 (19 ... Kt×R2; 20 Q×B); 20 Q×Kt6 ch.

16 ... 

Kt×KR4

17 Q×Q

And not 17 ... QR×Q; 18 B×Kt, P×B; 19 P×Kt3, etc., for Black desires to avoid any weakening of his pawn formation for the end-game.

18 P×Kt3

Because of the threat 18 ... P×Kt4.

18 ... 

B×R6

19 Kt×Kt2

Kt×K3

20 B×Kt3

P×B3

21 B×Q1

Better would be, either now or on the next move, P×KB4. The following exchange will only increase Black's offensive powers:

21 ... 

QR×Kt1

22 B×Kt P×B

23 P×KB4 P×R5

Very cleverly getting rid of his isolated pawn.

24 KR×Kt1

P×P

25 P×P B×Kt

26 K×B R×K2

27 P×B1 R×B6

The threat 28 ... Kt×P ch forces a fresh displacement of the hostile King.

28 K×R1

P×KR4

Another battering-ram aimed at White's defences (by 29 ... P×R5).

29 P×B4

For which reason White tries to worry his adversary on another sector of the front.

29 ... 

Kt×QP

30 KR×Q1

Kt×B6

31 P×P

P×R5

Simpler would be, first, 31 ... P×P; 32 QR×P, P×R5, for now White grasps the counter-chance which the text move affords him.

32 P×Q6

P×P

33 K×Kt2

Kt×R5 ch

34 K×Kt1

P×Kt7

This new and premature advance renders Black's task more difficult. A mistake would also be 34 ... R×P; 35 P×Q7. But the preparatory 34 ... K×R2, for example, 35 QR×B, R×P; 36 P×Q7, R×B7; 37 Kt×P (37 P×Q8 Q leads to a mate in two); 37 ... R×Kt7 ch; 38 K×Kt1 (or 38 K×B1, R×B2 ch; 39 B×Kt2, Kt×B6 mate); 38 ... Kt×Kt1; 39 R×B3, Kt×B6; 40 R×Kt, P×R, followed by 41 ... R×R6 mate.

35 Kt×R2

R×P

A diabolical pitfall, which White, however, avoids.

36 R×Q4

Gaining a tempo by the threat of 37 P×Q7, which enables him to bring his other Rook into play. Premature would be, at once, 36 P×Q7, R×B8 ch; 37 Kt×R (or 37 ... R×R; 38 P×Q (Q) db ch, K×Q; 39 R×P, remaining with two extra pawns); 37 ... Kt×B6 ch; 38 K×B2, P×Kt8 (Q) ch; 39 K×Kt2, R×Kt7 mate.

36 ... 

R×Q2

37 R×Kt Kt×B4

38 KR×P R×R

39 R×R R×P

40 R×B3 R×Kt3

41 R×K5 Kt×Q3

42 R×K2 K×B1

43 R×P R×B3

After 43 ... R×R ch; 44 K×R, the ensuing Knight ending would hold out little promise.

44 Kt×K5 K×K2

45 R×KB2 R×K3

46 Kt×Q3 R×K6

47 Kt×B4 Kt×B5

48 P×Kt3 Kt×K4

49 Kt×Kt2 R×QB6

50 R×K2 K×Q3

51 K×B1 R×B8 ch

A cunning check, for if now 52 Kt×Kt1, Kt×Q6 brings about a general liquidation, and if 52 R×Kt1, Kt×Q6; 53 R×R, Kt×R wins another pawn.

52 K×B2 Kt×Q6 ch

53 K×K3 Kt×Kt5

54 P×R3

Else there follows 54 ... R×QR8; 55 P×R4, R×QB8.

54 ... 

R×B6 ch

55 K×Q4 R×B7

A pretty resource.

56 R×K1 P×B4 ch

Winning a second pawn and—in spite of White's heroic resistance—the game.

57 K×K4 R×Kt

58 P×Kt R×Kt15 ch

59 K×Q3 P×P

More effective than 59 ... R×P; 60 K×B3, etc. But in either case the Rook ending leaves White without hope.

White resigned in a few more moves.

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RUY LOPEZ

White Black

RÉTI CAPABLANCA
(Berlin, 1928)

The preceding game marked the birth of a variation. This one confirms its value by subjecting White to a terrible débâcle.

1 P×Kt4

P×Kt4

2 Kt×Kt3 Kt×QB3

3 B×Kt3 P×Q3

4 B×R4 P×Q3

5 P×B3 P×B4

The Siesta Gambit at work.
6 P-Q4
Ting an upheaval of the centre.

6 ........ BP×P
After 6 ........ KP×P; 7 B×Kt ch, P×B;
8 Kt×P, White would have the best of it.

7 Kt—Kt5
The crucial moment. An automatic draw would be brought about (as shown in the first instance by Maróczy) by 7 Kt×P, P×Kt; 8 Q—R5 ch, K—K2; 9 B—Kt5 ch, Kt—B3; 10 B×Kt P×B; 11 P×P, Q—Q4 (ingeniously maintaining his gain, for if now 12 P×Kt ch, P×P, White's Bishop is pinned); 12 B—R4, K—K3; 13 B×Kt, P×B; 14 Q×Kt ch, K—B4; 15 Q×R, Q×Kt, K—K3; 16 Q—K6 ch, with perpetual check. This draw by a sacrifice is reminiscent of the Möller Attack in the Giuoco Piano.

7 ........ P×P
An interesting idea, due to the Russian master Znosko-Borovsky, is 7 ........ P—Q4; 8 P×P, B—Q4. 8 Kt×KP
Simplification by 8 B×Kt, P×B; 9 Q×P is essential here.

8 ........ Kt—B3
9 B—Kt15 B—K2
10 Q×P
Needless. But even after 10 B×Kt ch, P×B; 11 Q×P, Castles, Black has an advantage in territory, thanks to his open KB file. The best, therefore, would be 10 B×Kt, B×B; 11 Q—R5, P×Kt3 (or else 11 K-B1); 12 Q×Q, and the chances are approximately even.

10 ........ P×Kt4
11 Kt×Kt ch P×Kt
Now there are three white pieces in prise.

12 Q×Q Q×P×B
Black, with two opposing Bishops liable to capture, makes a wise selection, for if 12 ........ BP×B; 13 B×Kt3 saves the piece.

13 B—R6
Trying to force a way into the enemy camp, as after 13 Q×Kt ch, B—Q2, Black wins.

13 ........ Q—Q2
The coup just, which defends the threatened Knight and vacates a square for the King, parrying the threat of a perpetual check.
A terrible blunder would be 13 ........ B×Q2; 14 Q×Q5 mate.

14 Castles B—Kt2
15 B—Kt7 Castles

White

ALEKHINE KOLTANOWSKI
(London, 1932)

After an opening on accepted lines, White, in this game, at first merely tries to maintain his positional advantage by precautionary measures (19 P—Q3 and 20 P—KR3), putting his trust in the dynamic resources occasioned thereby.

The resulting sacrifice (22 Kt×QBP) is of an unusual nature. After the break-up of Black's Q side, White's entry on the K side is all the more effective.

1 P—K4
2 Kt—K3
3 B×Kt Q×Q3
4 B×R Q×Q
5 B×Kt ch

In this line of play, which might be termed the Exchange Variation Deferred, White tries to solve the problem of the opening by sheer simplicity.

5 ........ P×B
6 P×Q P×P

Thus giving up the centre shows less tenacity than its maintenance by 6 ........ P—B3; e.g. 7 B—K3, Kt—K2; 8 Kt—B3, B—K3 (this regrouping is more flexible than either 8 ........ Kt—Kt3; 9 Q×Q, B×Kt2; 10 Castles QR, or 8 ........ P×Kt3; 9 Q×Q2, B—Kt2; 10 B—R6, etc.); 9 Q×Q, Kt—B1; 10 Castles QR, after 10 Castles KR, the struggle soon slows down); 10 ........ Kt—Kt13; 11 P×Q×Kt, B×K2, and Black's defence is solid.

7 K×P
This is more effective than 7 Q×P, Kt—B3; 8 Castles, B×K2, with an even game.

7 ........ B—Q2
After 7 ........ P×Q; 8 Kt—K3, Black's Q side is materially weakened, and White threatens to advance P—K5 eventually.

8 Castles
Unassumingly completing the development of his K side. More ambitious appears to be 8 Kt×Kt3, Kt—B3; 9 Q×B (threat: 10 P×Kt3), but by the immediate counter-measures 8 ........ P×B4; 10 Kt—B5, B×Kt; 11 P×B (if not quite peacefully 11 Q×B); 11 ........ B×R; 12 Q×B6 ch, Kt—Q2; 13 Kt×Q, R×R2 (making everything safe); 14 Castles, Castles, etc., Black restores the balance.

8 ........ P×Kt3
Playable, but it requires more circumstances than the normal development by 18 ........ Kt—B3; 9 Kt×Q3, B×K2, etc., with equal chances.

9 Kt×Q3 B×Kt2
10 R—K1
Preventing the straightforward 10 ........ Kt—B3 (which would be answered by 11 P—K5).

Black

RYU LOPEZ

If 10 B—K3, Kt—B3; 11 P—KR3 (11 Q×Q, Kt—Kt5); 11 ........ Castles; 12 Q×Q, R×Kt1; 13 B—Kt5, Q×Kt (now two white pawns are attacked); 14 B×Kt, B×B, and Black has two Bishops.

10 ........ Kt—K2
11 B—B4
Following up the idea of his sixth move: to exert pressure on K5, preparing at the same time to post a battery—Queen and Bishop—on a black diagonal.

11 ........ Castles
12 Q×Q B—Q4
13 Kt—Kt3
Simpler would be 13 Kt×Kt2, but at all events not 13 Kt—B3, because of 12 ........ B—K5.

13 ........ Kt—B3
14 B—R6
A positional exchange—in the result Black, deprived of his defensive KB, will remain weak on the black square complex.

14 ........ B—Q3
15 B×B K×B
16 Kt×Q5 P×B
17 QR—Q×Q R×Kt1
18 Q×B Q×B
19 P×Q3
Having achieved a positional superiority by virtue of his pressure on the long black diagonal and on the Q file, White is mainly concerned in preventing liberating measures by Black (such as 19 ........ Kt—Kt5).

19 ........ Q×Kt2
20 P×R3
Another modest-looking move. But it may prove essential (flight square for the King!) in some sub-variation of the important events now in course of preparation.

20 ........ R—B2
21 R—K3 Q×Kt4
The crisis. In view of his adversary's threatening preparations he should, for better or for worse, have resigned himself to simplification by 21 ........ B×Kt. This would eliminate an important unit, and after the probable continuation 22 P×B, Kt—Q5; 23 Kt×Kt, P×Kt; 24 R×P, Q×P (an eye for an eye, a pawn for a pawn!); 25 Q×Q, Q×R ch, Black could hope to hold his own, although White has some positional advantage.

The move in the text is intended to threaten 22 ........ P×B, but the Queen stays too far away from the main battle-field.
The game went on: 6 P-Q4, BP×P; 7 Kt×P (this sacrifice, which only produces a draw after 5 P-B3, P-B4, proves decisive in this position); 7 P×P; 8 Q-R5 ch, K-K2; 9 B×B, Q×P (after 9 ... P×B; 10 B-Kt5 ch, K-B3; 11 P×P, Black, not having in this case the astute defence 11 ... Q-Q4, again forfeits the piece; 10 Q-K8 ch, K-Q3 (now after 11 Q-KB ch, Kt-K2; 12 Q×R, B×Kt5, etc., Black would win); 11 B-K3, Q×P (not 11 ... Q×KtP; 12 P×B mate); 12 Kt×B3, B-K15; 13 R×Q ch, and Black resigns.

6 Kt-B3 P-KKt3
After 6 ... Kt-B3 White could more easily obtain a lasting pressure in the centre by 7 P×Q, B-K2; 8 Castles, etc.

7 P-Q4
In preference to methodical preparations by 7 P-Q3, B-Kt2; 8 B×Kt, etc., White seeks an immediate upheaval in the centre.

7 ... B×B
More rational is 8 ... KKt-K1, leaving the wing Bishop with a free horizon.

9 P×B
He avoids—much to his detriment—the simplification 9 ... QKt×P; 10 Kt×Kt, P×Kt, for then 11 B×B, Black could hold his own by 11 ... B×B; 12 Q×B ch, Q×B; 13 P-B5.

10 B×B
Now, however, Black's inability to castle on the K side is a real drawback.

10 ... Kt-KR4
This attempt to obtain the initiative is easily refuted, and he should therefore have tried to free his position by 10 ... Kt×Kt1, followed by ... Kt-K2.

11 Kt×Q
Countering Black's intention to play his KtKt1 to his K3 via KB5.

11 ... Kt-B5
12 Kt×Kt P×Kt
Offering a pawn—a deep conception.

13 P-KKt4
Although acceptance by 13 ... Kt×P; 14 Kt×Kt, B×Kt; 15 Q×Q would leave White with a clear-cut attack, it would have been preferable to the text move, which in no way eases Black's position.

14 Q-K5 KB-B1
If—intent on his own schemes—14 ... P×Kt5, there follows the sparkling 15 P-K6, Q×P (15 ... P×P; 16 Q-R5 mate); 16 B×Kt ch, P×B; 17 Q×P ch, B×Q2; 18 Q-K4 ch, B-K3; 19 R×Q, Q×B1; 20 Q×B6 ch, B×Q2; 21 R×B, Q×R; 22 Q×R ch, and wins.

15 B×B R×B
16 Castles QR Q-K2
17 B×Kt
Stopping Black from castling on the Q side as well.

17 ... B×B
18 Q×Q B×Q2
This makes casting possible at last, but at the price of a pawn. More steady in any case would be 18 ... P×R, keeping as far as possible his patrimony intact.

19 Kt×P
This Knight cannot, of course, be captured.

20 ... Castles
20 Kt×B3
A wise decision, for if 20 Kt×RP, R×R1; 21 Kt×B6, B×Kt5, and Black wins the exchange.

20 ... P×Kt
21 P×P R×P
22 KR×Kt1
White has an overwhelming position.

22 ... Q×Kt5
A mistake, of course, in a bad position, and leading to a débâcle. But if 22 ... Q×Kt2; 23 Q×Q, threatening 24 Q×R7, or eventually Kt×K5.

23 Q×B ch Resigns.

White, with two pawns for his piece, and threatening the very heart of the enemy position, need not fear the future.

Keres Alekhine
(Margate, 1937)

In this game Black gets into early difficulties about casting, which he finally effects at the cost of a pawn and a general deterioration of his position. After that, things go quickly downhill for Black against White's finely incisive play.

At the end of the game, and in a lost position, we have the very exceptional occurrence of an oversight by Dr. Alekhine.
White Black

WINAWER ENGLISCH
(London, 1883)

The art of penetrating into the enemy fastness is tellingly illustrated in the following game. The fact that the plan, once conceived, takes a long time to carry out only emphasizes the difficulties of the problem in hand.

1 P-K4 P-K4
2 Kt-QB3 Kt-QB3
3 B-KB5 P-QR3
4 B x Kt

The "exchange variation," which seeks to solve the puzzle of the opening by simplification.

4 . . . . . . QP x B

A more artificial continuation is 4 KtP x B, for now Black sees a compensation for his doubled pawn in the open Q file and the mobility of his QB.

5 Castles

As is well known, the gain of a pawn by 5 Kt x P is illusory, on account of 5 . . . . Q-Q5, or, more vigorously still, 5 . . . . Q-K4.

5 . . . . . B-KK5

Playing for the initiative.

6 P-KR3 B x Kt

But already abandoning the quest; and yet the attempt 6 . . . . P-K4; 7 P-Q3 (clearly not 7 P x B, P x P; 8 Kt x P, Q-Q5); 9 P-KB4, P-Kt6, forcing mate); 7 . . . . Q-B3, etc., is to be commended.

7 Q x B Q-Q3
8 P x Q

The game assumes a quiet course, even though the contestants will castle on opposite wings.

8 . . . . . P-B3
9 Kt-Q2 Castles
10 Kt-B4 Kt-Q3
11 P-K4 P-KK4
12 P-QR4 P-Kt3

It is necessary to avoid a blockade by 13 P-K5, whereas now, after 13 P-K5, P x Kt4 the Q side files would remain closed.

13 B-K3 Kt-K2
14 P-KB3 Kt-Q3
15 Q-K1 P-QR4
16 Q-B3 B-K5
17 Q-Kt3 Q-Q2
18 P-Kt3 P-K4
19 K-Kt2 P-R5
20 P-Kt4

While also sees to it that his castled position remains safely closed.

20 . . . . . Kt x K1
21 K x R2 Kt-B1
22 P-B3 B-B4
23 Q-R3 Kt-Q3
24 Q-B2 B x B
25 Kt x B Q-B4
26 Kt-B5 R-Q2
27 R-Q2 Kt-R3
28 R-K1 Kt-B5

Not unskillfully, Black has established this strong point without, however, supporting its pressure by the aid of some other piece.

29 P-Q4

Just in time, White transforms the weakness of the backward pawn into a powerful lever in the centre.

29 . . . . . Q-B5
30 P-Q5

On the strength of a tactical finesse, this advance is more disturbing for Black than 30 P x Kt3, Q-B2, etc.

30 . . . . . P x P

This impatient haste to eliminate his doubled pawn is easy to understand, but first 30 . . . . K-Kt1 also has its points.

31 P x P K-Kt1

Threatening 32 . . . . R x P, which at this point would still be premature because of 31 . . . . R x P; 32 Kt x Kt7 ch (or if 31 . . . . Kt x QP; 32 R x Kt, R x R; 33 Kt-K7 ch, etc.).

32 Q-K4

An ingenious defence, whereas after 32 P-Q6, P x P; 33 Kt x QP, R x Kt; 34 R x R, R x R; 35 R x R, Q-B8 Black's threats would be very powerful.

32 . . . . . Q x Q

If 32 . . . . Q x B4; 33 P x B4, Q x Kt5; 34 Q x B2, etc., but 32 . . . . Q-K6 would have been playable.

After the exchange of Queens the impetus on either side seems to have died down, and a long period of "war of attrition" now sets in.

33 P x Q K-K2
34 R x P B x B
35 R x B P-B4
36 Kt x Kt Q-Kt1
37 R x Q x R1
38 R x R3 R-B1
39 R x Kt3

Mountain artillery.

39 . . . . . R-Kb1
40 Kt x B2 R-QR1
41 K-Kt1 R-K1
42 K x B1 R-QR3
43 R x B2 R-K1
44 Kt x K3 R-Kb1
45 Kt x B5 R-K1
46 R x Kt5

Whilst Black is condemned to complete passivity behind his cramped lines, White's pieces display a surprising activity. He now threatens not only 47 Kt-R3 x Kt3, but also 47 P-K6 (47 . . . . R x P x P; 48 P-R5 or 47 . . . . B x P x P; 48 P-B5).

46 . . . . . K x R2

Enabling him to reply to 47 KR x Kt3 by 47 . . . . R x QKt1.

47 P-QKt4

A sacrifice which disintegrates the enemy bulwarks. The sequel is dramatic.

47 . . . . . R x P x P

In the problemist's parlance, a "mirror variation"—47 . . . . R x P x P; 48 P-B5.

48 P-R5 R-QKt1
49 R-QKt3 R-QB2
50 R-Kt1 R-Q2

Or 50 . . . . Kt x RP; 51 R x R1, threatening 52 P x P db ch, K-K12; 53 Kt-Q6 mate.

51 R-Kt1 R-Kt12
52 P x P dP b ch, K-K11
53 R-Kt6 R-Q1
54 R x BP Kt x RP

The last gasp.

55 R x B5-R5 K-B1
56 P-B5 K-K16
57 P-B6 P-K17
58 R x R8 ch

Or—as a "dual"—58 Kt-K7 ch, followed by 59 R-R8 mate.

58 . . . . . R-Kt1
59 Kt-K7 mate

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White Black

LASKER STEINITZ
(Match, 1894)

A game which is impressive, not only in the singleness of purpose with which Black carries out the main ideas underlying the defence (pressure on the open Q file and cooperation of the two Bishops), but also by the economy of means employed (break-up sacrifice, 18 . . . . P-B5; overwhelming advance, 34 . . . . P-B4; and quite particularly the Knight v. Bishop ending, with its almost geometrical aspect). Such games demonstrate that the absence of Queens need not deprive the play of life and movement.

1 P-K4 P-K4
2 Kt-KB3 Kt-QB3
3 B-Kt5 P-QR3
4 B x Kt Q x B
5 P-Q4

Logical play, for only in the end-game can White turn his extra pawn on the K side to account.

5 . . . . . P x P

Accepting the challenge of "having it out in the centre." An interesting idea (due to the former U.S. champion, Marshall) is 5 . . . . B-KK4; 6 P x P (alternatively 6 B-K3); 6 . . . . Q x Q ch; 7 K x Q, Castles ch; 8 K-Kt1 (best); 8 . . . . R-K1, and Black recovers his pawn.
24 Kt (Q1)—K3
Making for Q5. He should have tried to perturb his adversary with 24 Kt—Kt2.

24 ... P—B4
A magnificent conception, breaking down the King’s defences.

25 P x P
Or 25 Kt—Q5, P x P; 26 P x P, with new weaknesses in White’s position.

25 ... P x P
26 P—Kt3
If 26 Kt x P, R x KBP; 27 Kt—K7 ch (27 P x R, B x P mate—triumph of the two Bishops); 27 ... B x Kt; 28 P x R, B x P ch; 29 K—Kt1, B—Kt ch; 30 Kt—K3, R—Q7, and wins.

26 ... R—Kt1
Upholding the mating threat (if 27 Kt x P, R x KBP; 28 P x R, B x P ch; 29 K—R2, B—Kt8 mate), and stressing the fact that, in addition to the oblique pressure (on the long white diagonal), there is now vertical pressure (on the open KtK1 file).

27 Kt—Q5 B x Kt
28 P x B B x QP
29 K—Q1 R x R
30 P x R
This resplendent pawn blockades, on its own, not only the adverse Knight but the whole trio of white pawns on the K side.

31 K—R2
If 31 Kt—R2, P—R4; 32 R—Q5, R—K1, etc., and if 31 Kt—Q2, R—Q1.

31 ... R—K1
32 P—QR4 K—B2
As the end-game approaches, the King sets out towards concrete objectives.

33 P—R4 K—B3
34 P—B4 B—Kt5
35 Kt—R3 R—K8
36 R x R B x R
37 Kt—K4 K—B4
38 K—P K—P
39 K—Q4
If 39 P—R5, then 39 ... P—Kt4; 40 P x P (or 40 Kt—K3 ch, K—Q6, threatening 41 B—Q7; 40 ... P—R5, and, with giant strides, the pawns make for the queening squares.

39 ... B x P
40 P—Kt3 B—Q1
41 Kt—K3 ch K—K5
42 K—Q3 K x P
43 K—B2 K—K5
44 P—B4 K—B4
45 P—B3 K—Q3
46 P—Kt4 K—K4
47 Kt—Q1 K—K4
48 Kt—B3 P—Kt5
49 Kt—R4 K—Q5
50 K—Kt2 P—Kt4
51 K—Kt3 B—K2
52 P—Kt5 B—B5 ch
53 Kt x P P x Kt ch
54 K x P
55 K—Kt3 K—P
Resigns.

White Black
LASHER CAPABLANCA
(St. Petersburg, 1914)

A magnificent game, in which White attains the greatest possible effect with the utmost economy of means.

His twelfth move, P—B5, may be said to effect in itself a blockade of the whole of Black’s position.

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—Kt5 P—QR3
4 B x Kt
Lasker’s speciality.

8 ... Kt—Q3
9 Closes Castles
Black could, with greater flexibility, have played 9 ... B—Q2, leaving his adversary in doubt as to the side on which he might castle.

10 P—B4
Partly showing his cards.

10 ... R—K1
With the threat, 11 ... B—QB4; 12 B—K3, Kt—Q4, etc., but simpler would be 10 ... B—QB4 at once.

11 Kt—K1
Already preventing the above-mentioned development of the KB and virtually threatening 12 P—K5.

11 ... P—B3
Resigning himself to a cramped game.

However, if 11 ... P—KB4; 12 P—K5, B—K5; 13 Kt—K2, Kt—Kt3 did not appear desirable to him (on account of White’s passed KP), Black should have taken the advantage of the opportunity of bringing his KB into the firing line by 11 ... B—K3.

12 P—B5
A bold advance—its good points (restriction of Black’s QB and blockade of his Knight, extended range of his own QB) more than counter-balance its drawback (exposed KP). There follows a ferocious fight.

12 ... P—QKt1
13 B—B4
He deprives his opponent of his only actively placed piece.

13 ... B—Kt2
The following continuation promises a little more freedom of action: 13 ... B x B; 14 R x P, P x B; 15 R—Q1, B—Kt2, etc.

14 B x B
Inconsistent as this move may appear—it undoubles the adverse pawns—yet it increases the number of weaknesses in Black’s position.
As if under the spell of his opponent's will, Black restricts himself to too passive a defence. By playing 15 R-B1 (in order to prevent 16 Kt-K6) and then R-R2, Black could more or less count on some modest scope of activity.

16 Kt-K6
Intrusion. A Knight at K6 spells trouble.

16 R-Q2
17 Q-R1
18 R-B2
19 R(B2)Q2 R(Q3)K2
20 P-QKt4
Prevents Black from freeing his Bishop by 20 P-B4.

20 K-B2
Caught, as he is, in a spider's web, Black would have done better to break free by 20 RxB; 21 P-R, R-Q, etc., even at the cost of the exchange. A win for White would then be by no means certain.

21 P-QR3 B-R1
22 K-B3 R-R2
23 P-Kt4 P-R3
24 R-Q3 P-QR4
This counter-attempt adds to Black's difficulties. Here again 24 RxB would have been relatively the best expedient.

25 P-KR4 P-R2
26 P-KR R(R2)K2
27 K-B3 R-K1
28 B-R4 P-Kt3
29 R-Kt1
Preparing Q-R-Kt2 and P-Kt5.

29 P-Kt4 ch
30 K-B3
Better than this "trapping" move, at any rate, would be 30 P-R4; 31 R-R3, P-Q4, etc.

31 P×P
White obtains a valuable asset by opening the KR file. 31 R×P, R×B5 would have allowed Black some counter-chances after 31 Kt-K4, etc.

31 R×R
32 R-R3 R-Q2
33 K-K3
He leaves the long white diagonal with a view to 34 P-K5.

33 K-K1
Parrying—but only for the time being—the threatened advance of the KP.

34 QR-KR1
In order to win the Bishop by 35 R-R8.

34 B-K2

35 P-K5
After this vacating sacrifice events move fast.

35 Q×P
36 Kt-K4 Kt×Q
37 Kt(K6)—B5 B×R1
Compulsion. If 37 R×Q2; 38 Kt×B, R×Kt; 39 Kt-Q6 ch.

38 Kt×R B×Kt
39 R—R7 B—R1
40 R-R1 K—Q1
41 R—R8 ch B—B1
42 Kt—B5 Resigns

There is nothing to be done against the three threats: 43 R-Q7 ch, or 43 Kt—K7 ch, or 43 Kt—K6 ch. If, for instance, 42 Kt—K3; 43 R—Kt8, winning the Knight, and if 42 Kt—Kt2; 43 Kt—K6 ch, and wins.

111

White
FAKTOR RUBINSTEIN
(Lodz, 1916)

We recognize here the true meaning of the saying that "Before the end-game"—which White here would like to bring to pass by the exchange of Queens—"the gods have instituted the Middle Game"—in which Black busily creates weak points in the enemy camp.

1 P-K4
2 Kt—K3
3 B—B3
4 P×Q
5 Q×P
6 Q×Q
7 Kt×Q
8 P—Kt4
9 B—K3
10 Kt—Q2
11 P×Kt3
12 Kt—B3
13 Castles QR
14 Kt—Kt1
15 B—K1

RUY LOPEZ

Thus a tactical finesse crowns Black's methodical preparations.

16 R—K2
17 Q×Q
18 P—K4
19 P—B4
20 R—R4
21 K—B1
22 P×Kt3
23 R—K3
24 B—Q2
Seeking a more favourable field of action.

25 Kt—K2
26 Kt—B3
27 R—Q3
28 R(K1)—Q1
29 R(Q1)—Q2
30 B—K1
31 B—B2
32 R—Q1
33 B—Kt1
34 Kt—Q1
35 K—Kt1
36 B—R4
37 K—Q2
38 B—Kt4
39 B—R4
40 B—B3
41 R—B1
42 P×Q
43 B×Kt ch

As soon as a white Knight shows signs of usefulness, it is ruthlessly eliminated, Black gaining material into the bargain (the KBP).

45 K×B
46 K—B3
47 R(Q3)—Q1

Or of no use would be 47 R—Kt1; because of 48 P—B; 49 Kt×B, R×Kt ch; 49 K×R, R—B1 ch, followed by R×R, and Black is left with a vital pawn.

47 R—B1
48 R×Kt
49 Kt—B4
50 K—K2
51 R×R
52 K×R

In this ending the Knight must still hasten to accomplish an urgent task, for if the white King could reach K4 in time, Black's extra pawn, doubled and threatened, could hardly be exploited.

53 K×Kt
54 B×B
55 K—Q3
56 B—K3

By restricting the opposing Knight, White recovers one of his pawns, but the resulting ending is won for Black.
56 6 P–Q3
57 K–B3
58 B x Kt
59 K x P 60 K–Q3
K–Q2
Kt–Q5
P x B ch
K–Q3
K–K4

Aiming at both sides.

A deceptive continuation—most instructive for the beginner—is as follows: 60 ... K–B4; 61 K–B3, P–Kt4 (or 61 ... K–Q3; 62 K–Q4, etc., holding his own); 62 P x P, P x P; 63 P x P, K x P; 64 K x Kt3, K–B4; 65 K x Kt4, K–Q5; 66 K x P, K–K5; 67 K–Kt4, K–B5; 68 K–B3, K–Kt5; 69 K x Q2, K x P; 70 K–K2, K–Kt6; 71 K–B1, and—miraculously—White achieves the draw.

61 K–B3 P–B4 Resigns.
(62 K–Q3, K–B5, etc.)

112
White
CAPABLANCA
Black
JANOWSKI
(St. Petersburg, 1914)

This game is notable for the exceedingly elegant manner in which White carries out an assault by pawns against a seemingly impregnable position.

1 P–K4
2 Kt–KB3
3 B–K5
4 B x Kt
5 Kt–B3
1 P–K4
2 Kt–KB3
Kt–QB3
P–K4
3 Kt–QB3
4 B x Kt
5 Q–B4

A sound developing move, which leaves White free as regards future decisions in the centre.

5 B–Q4
After 5 B x Q5 Kt 6 Kt–K2, etc., or 5 B x Kt; 6 K x P, etc., or, finally, 5 B–Q3; 6 P–Q4, etc., White obtains the mastery in the centre.

Best is 5 P–B3, building up, from the first, a protective rampart in the centre, e.g. 6 Kt x P (an unsound sacrifice); 6 P x Kt; 7 Q–R5 ch, K–K2, etc., or 6 P–Q4, P–Q4, blocking the game, or 6 P–Q4, 7 Q x P, Q x Q; 8 Kt x Q, P–QBP; 9 K x Kt–Q2, B–K3, followed by ..., Castles QR, and Black has a good development.

6 P–Q3
If 6 K x P, then not so much 6 ...
B x P ch; 7 K x B, Q–Q5 ch; 8 K–K1, Q x Kt; 9 P–Q4, as 6 ...
...
Q x Q;
7 Kt–Q3, B–R2, and White, in spite of his extra pawn, has a difficult position.

6 ...
B–Kt15

Here again 6 ... P–B3 would be more solid.

If 7 B–K3 B x B
8 P x B
Q x K2

There is not sufficient substance in Black's counter-plans. More wieldy would be 8 ...
Kt–K2; 9 Castles, Castles, etc. Incidentally, a better place for the Queen would be at Q3.

9 Castles
Castles
At this stage 9 ... Kt–B3, followed by ...

Castles KR would be strategically sounder.

10 Q–K1
Kt–R3

Here 10 ... Kt–B3 is preferable to the tortuous development in the text.

11 R–K1

Marking the start of an attack.

11 ...
12 P–Kt4
13 P–QKt4
14 R x B
15 P–Kt5
16 P x P
17 Kt–Q5
18 B–P4
19 R–B2
20 Q–B3
21 R x Q1

He remains in the danger zone. Flight to the other wing by 21 ... K–Q1 is to be preferred.

22 P–Q4
This well-prepared advance gains much space.

22 ...
Q–Q3

Compulsory, for if 22 ...
Q–B1;
23 P x P

23 R–B2
24 P x P
Kt–B5

A devastating advance. It is noteworthy that the whole phalanx of four white pawns co-operates in the attack.

25 P–Q5
26 P–B6
27 P–Q4
28 P–Q5
29 P–Q6
30 P–Q6
31 Q–B6
And White wins.

113
White
DURAS
Black
ALEKHINE

(Mannheim, 1914)

A grand battle of tactics.

1 P–K4
2 Kt–KB3
3 B–K5
4 B x Kt

Unusual and interesting, but hardly as rational as 4 ...
...
Q x B, which opens up Black's game.

5 P–Q4
6 Q x P
P x P
Q x B3

After the less incisive 6 ... P–Q3, there follows 7 Castles, Q–B2 (if 7 ...
Kt–B3; 8 P–K5); 8 Kt–B3, Kt–B3; 9 R–K1, and Black is still restricted in his development.

7 Castles
Agreeing to simplification, whereas the more turbulent continuation 7 P–K5, Q–Kt3; 8 Castles, Q x P; 9 Kt–B3 would have given him a fine attacking position for the pawn he has lost.

7 ...
8 Kt–Q x Q
9 Kt–K1

If 6 P–QKt3, P–QBP; 10 Kt–K2, P–B5, with practical chances for Black.

9 ...
10 B–Q2
11 R–B3
12 Kt–K1
13 Kt–K2
14 P–QBP
15 R–K1
16 Kt–B5

Strategy of pin-pricks.

12 R–K1
B–K2

13 QKt–Q2
If 13 B x P, R–Kt1, and if 13 P–B3, Kt–K3.

14 Kt–B4
The mobilisation is completed, and manoeuvring begins.

15 Kt–(B4)–R5
Whilst this move restrains the opposing Q wing for some time to come, the QKt drifts too far away. The simplest would be 15 P–Kt3, Kt–K3; 16 QR–Q1.

15 ...
16 QR–Q1
P–QBP

In order to move his QP at last, which White will still try to prevent with his next two moves.

17 P–K5
Kt–K3
18 Kt–B4
P–R3
19 K–KR4

Unnecessary finessing.

19 ...
B–K2
20 P–Kt3
P–Kt4

An energetic advance.

21 P x P
P x P
22 Kt1(Kt3)–R5

As Black is exerting pressure on the K side, White tries to balance matters on the other wing.

22 ...
K–R2
Making for his KKt3, in order to participate in the battle.

23 K–K2
K–Kt3
24 R–KR1
Kt–Q5

An amplifying sacrifice, by which Black tries to enlarge the scope of his operations.

25 B x Kt
P x B
26 R x P
B–Kt5
27 Kt–Kt3

Evading the threat 27 ...
B x Kt; 28 Kt x B, R x Kt P, and three more white pawns would be en prise.

27 ...
P–Q4
Attacking furiously.

28 ...
Kt–K3
Not 28 P x P e.p., B–Kt2 ch; 29 P x P, B x P; 30 Kt x P, R–K7 ch; 31 K–B1, B x P, etc., nor, of course, 28 R x P, B–Kt2.

28 ...
P–QBP
29 R x P

A judicious sacrifice of the exchange for two pawns, making an end to the furious activities of the two Bishops.

31 P—R3
Instead of simply 31 R—Q1, White wishes to clear up the situation.

31 B×P
Compulsory, as well as compelling. The hand-to-hand fight is most exciting.

32 Kt—R5
The counter-stroke. If 32 P×B, B×R ch; 33 P×B, QR×Kt; 34 R—Q1, R—K5; 35 P—Q6, R—Q5; 36 R×R, P×R; 37 P—Q7, R—K1; 38 Kt—B4, K—B3, and Black wins.

32 P×B
Now Black faces the multiple threat 34 P×B, or 34 Kt—B6, or (after 33... R×KtP) 34 Kt (R5)—B4.

114

ENGLISH STEINITZ
(London, 1883)

The reader who recognises that logic, justice and science can never be insipid or boring will find much hidden beauty in the following order game.

1 P—K4
2 Kt—KB3
3 K—K5

Unless White succeeds quickly in breaking down the barricades of this Flanetchetto Defence, they will prove powerful.

4 P×Q
That is why the text move is better than dilatory measures such as 4 P—B3 or 4 Castles, or again 4 Kt—B3.

5 P×P
At this point the interlude 5 B—Kt5 thought out in 1898 by the profound master Pillsbury renders Black’s defence most arduous, e.g. 5... P—B3; 6 B—KR4, B—Kt2; 7 Castles, etc., or 5... B—K2; 6 B×B, Q×B; 7 Castles, with advantage to White.

5 B—Kt2

Trying to establish a cluster of pieces in the centre. If 6 Kt×Kt, then hardly 6... Kt×P×Kt; 7 B—Q4B, etc., with an active game for White, but rather, fearlessly, 6... Q×P×Kt; 7 Q×Q ch, K×Q, etc., with equal chances.

6 Kt×Kt
7 Q×Q B×Q
8 Castles
9 Kt—B3

A more "reasonable" plan would be 8 P—B3 (not only to overprotect the KP, but also to prevent 8... Kt—Kt5); 8 P—KtB; 9 P—Qr, K×Q; 10 Castles QR, which, as the Kings have castled on opposite wings, would lead to a tense battle.

8 Kt—B3
Black prepares a counter-offensive in the centre, in preference to the purely defensive plan 8... P—KR3; 9 P—B3, K—K2, etc., or the more expectative 8... R—K1; 9 P—B3, etc.

Nothing comes of 9... P×Kt, K—K1 or 9... B—B5, P—K3, etc., but a useful measure would be 9... P×Kt3.

9 Q—Q2
10 P×P
Kt (K2)×P
11 Kt×Kt
Q×Kt
12... Kt×Kt; 12 B—KR6, and Black’s best Bishop must go.

White has shown little ambition in the opening, and is already reduced to defensive measures. The "strategic initiative" has passed over to Black, who will hold on to it until the end.

12... Kt—Kt5
13 B×Kt
14 Kt—Kt3

Unmasking his wing Bishop.

He willingly acquiesces in exchanges.

15 K×Q
16 P×Q3
17 Kt—Kt3
18 P—KtR
19 Kt—Kt1
20 B—Kt5
21 B—B4
22 P—B3
23 R×B
24 B×Kt3
25 K—B1
26 P—Kt4
27 Kt—B3
28 Kt—B1
29 P—R3

Restraining both of White’s minor pieces.

30 K—B2
31 B×BP
B—KKt4

The beauty of this move—which gives up the two Bishops and seems to leave too little material on the board—lies in its simplicity. In principle it is essential to weigh up carefully such exchanges, which modify the position of the pawns. Black here has made all the necessary calculations.

32 B×B
If 32... K×B, Black does not at once play 32... R—K1 ch; 33 K—B2, R×R; 34 K×R, etc., with a tenable game for White, but 32... K×Kt3, improving his position while White can do nothing to improve his own.

33 Essential in order to prevent the rupture of the hostile look on his second rank.

33 K—K3

The approach of the King will play a decisive part in the ultimate phase of the contest.

34 P—KR4

In his blockaded position White has no good move. For instance, if 34 R—R1, K—K4.

34... P×P
35 P×P
R×R ch
36 K—B2
R×R
37 K×R
R×K
38 Kt—K2

If 38 P×R5, K—B3, followed by... K—Kt4 and... K×P, etc.

38... B×Kt
39 K×B
K—B5

And here is the duel of the Kings. Although normally the distant passed pawn wins, in this case Black will be able to counteract the adverse pawn without losing his own.

40 P—B4

Or 40 P×R5, K—Kt4; 41 K×B3, K×P; 42 K—B4, K—Kt3, and wins.

40... K—Kt5
41... P—B5 ch
Evidently not 41... P×P; 42 K—B4.

42 K—K4

Or 42 K—B2, K×P, etc. But now it is no longer a case of capturing the opposing
pawn, but the queening of his own, which wins, by a length, the race to the queening square.

42 P-B6
43 K-K3
K-K6
Resigns
A hard-fought battle.

115
White
Black
TARRASCH
ALEKHINE
(Carlsbad, 1923)

Another beautiful game which runs an orderly course. It furnishes a very instructive example of the blockade of a pawn.

Rendered backward in a manner both discreet and skilful, White's pawn at QB2 finds itself blocked not only vertically (by Black's Rook at QB1), but also diagonally (by the Bishop at KtK2). Its fall on the thirteenth move is, justly, followed by the loss of the game.

1 P-K4
2 Kt-KB3
3 B-Kt5
4 P-Q4
Kt-Kt1
P-KK13

By this modernised treatment (instead of 4 P×P; 5 B-KK15), the fianchetto Defence becomes playable.

5 Kt×Kt
P×Kt
6 Q×P
Q×B3

White is now in a dilemma: exchange of Queens with simplification, or the taking of risks.

7 Q×Q

Artificial, but as neither 7 Q×Q nor 7 B×K3 gives White anything tangible, the restrictive continuation 7 P×K5, Q×Kt3; 8 Q×Q, RP×Q; 9 B×KB4, etc., offers the best practical chances.

7 P×Q
8 Kt×Kt
B-K12
9 B-QB4
Kt-K2
10 B-K3
More to the point 10 P-QR4, preventing Black's next move.

10 P-QKt4
11 B-K13
P-QR4
12 P-QR4

Too uncompromising, but even after the flexible—and more cautious—12 P-QR3, Black obtains some initiative by 12 ...
B×QR3.

12 P-Kt5
13 Kt-Q1
14 Castles
P×Q

This forces (on account of the threat 15 ...
B×QR3) an exchange in the centre, which means the opening of the QB file.

15 P×P
B×QR3
16 B×QB4
B×B
17 Q×B
P×P
18 Q×Q
P×Q
19 B×Q2
QR×B1

This completes the walling up of White's QB file, and its capture is already threatened by 20 ...
Q×B4, which White's next move, however, prevents for the time being.

20 R×K1
R×B2
21 P×QRKt3
KR×B1
22 R×QB1
Q×B4
23 R×K4

Or 23 Kt×Kt2 (Kt×Kt, R×P), with a definite advantage for Black.

23 Kt×Kt2
Kt×Q4
24 Kt×Kt2
Kt×B6
25 B×Kt

Compulsory. If 25 KR×Kt1, Q×Q; 26 P×Q (Kt×Q, Kt×R7); 26 ...
Kt×QR7, and Black wins.

25 R×B
26 Q×Q
B×R3
27 P×Kt4
Q×B3
28 R×Kt3
R×R
29 Q×R ch
K×Kt2
30 R×B1
R×BP

Not only has the besieged pawn at last fallen, but the consequences are decisive.

31 Kt×Q3
Q×B6
Far stronger than 31 ...
Q×K3; 32 Q×Q, P×Q.

32 Kt×K5

This counter-attack offers the best chance of salvation, for if 32 Q×Kt5 ch, K×Kt1; 33 Q×QP, R×Q7; 34 Kt×K5, R×Q; 35 Kt×Q, R×Q, followed by R×P.

32 Q×Q4
33 Kt×Q7
Q×Q3
34 R×Q1

Threatens 35 R×P, Q×R; 36 Q×B8 mate.

34 ...
B×K6

With this beautiful problem-like move (35 P×B, Q×P ch), Black calls the hostile Rook to order.

35 R×KB1
B×K4
36 Q×Kt5 ch
If 36 R×Q, again, then 36 ...
B×Kt2.

36 ...
Q×Q
37 Kt×Q
B×B5
38 Kt×B
P×Q6
39 R×Q1
R×B6

Setting up house within the enemy lines.

40 Kt×P

The moral success of regaining his pawn is marred by a serious displacement of the Knight.

40 ...
K×B3

The entry into the lists of the King decides the issue.

41 P×R4
K×K4
42 K×Kt2
K×Q5
43 K×B3
B×B2
44 Kt×B4
R×P
A rich harvest!

45 Kt×K3
R×B6

Clearly not yet 45 ...
R×R6, because of 46 Kt×B2 ch.

46 R×QKt1
B×R4
47 Kt×Q1
R×R6
48 Kt×Kt3
R×P
49 P×Kt5
R×R6
50 R×Kt1
P×Kt6
51 R×Kt4 ch
K×B4
Not 51 ...
K×B, in view of 52 R×B4 ch.

52 R×B4 ch
K×Kt4
53 R×R8
Kt×Kt4
54 R×Kt8 ch
K×Kt3
A beautiful final point. If now 55 Kt×Q5, there follows 55 ...
P×Q7; 56 R×B ch, K×B4, etc.

Resigns.

116
White
Black
JANOWSKI
TRENCHARD
(Vienna, 1898)

An interesting illustration of the ill attendant upon the inability to castle. In this case the black King drags himself laboriously to QR1, there to perish ingloriously.

1 P-K4
2 Kt-KB3
Kt-QB3
3 B-Kt5
P×B4

The Schliemann Defence. With this counter-gambit Black attempts to seize the initiative. There are, however, many pitfalls and difficulties in the way.

4 P×Q

Simple and good. There are more complications after 4 P×Q, BP×P, etc., and more trouble after 4 P×P, P×P, etc. Another rational move is 4 Kt×B3.

4 ...
P×P

There is more life in 4 ...
Kt×B3, or even 4 ...
P×Q3, though White can, in either case, reply with 5 P×P.

5 P×P
6 Kt×B3
Kt×B3
7 B×Kt5
Another strong continuation is 7 Q×Q3, B×Kt5; 8 P×QR, followed by 8 Q×B4.

7 ...
B×K2
8 B×QB4
And now Black is definitely prevented from casting on the K side. If 8 Q×Q3, B×K3.

8 ...
Kt×QR4

A fruitless deflection of the Knight. A painstaking counter-plan would be 8 ...
B×Kt5; 9 Q×Q3, Q×Q, making 10 ...
B×K3 possible.

9 Q×K2
B×Kt5
10 Castles
Q×B1
11 ...
Q×Q2, remaining exposed to the action of the Rook, then 11 P×KR3, B×R4; 12 B×Kt5 ch (instead of 12 P×Kt4, Kt×B; 13 Q×Kt, B×B2); 12 ...
P×B3 (12 ...
Kt×B3; 13 P×KB4, followed by 14 Kt×P; 13 B×Q4, etc., with persistent threats.

11 P×KR3
Kt×B
He hopes for effective simplification by 12 Q×Kt, B×K3; 13 Q×Kt5 ch, B×Q2; (best) 14 Q×Kt3, B×K3, and at last casting on the K side is possible. Fatal would be 11 ...
B×K3, on account of 12 B×B, Q×B; 13 P×Kt5 ch, Kt×B; 14 Q×Kt, and wins. As both 11 ...
B×R4; 12 B×Kt5 ch, etc., and 11 ...
B×Kt5; 12 P×B, etc., would hardly finish the game. Black's chances, his best play is 11 ...
B×Q2, intending 12 ...
Kt×B; 13 Q×Kt, B×K3, etc.
12 P × B
This adventurous KtP becomes a powerful asset in White's game.

12 ... Kt1-K12
13 B × Kt B × B
14 P-K5 B-K2
15 P-K6 P-KR3
16 Q-K5 ch Q-Q2
17 Q-K3 B-B3
Parrying the double threat 18 Q-B7 ch and 18 Kt × P.

18 P-R4 P-QR4
A compulsory weakening of his position. As Black's attempts to enforce his castling on the K side have failed, and castling on the Q side would henceforth be unadvantageous, Black's cause is virtually lost.

19 Kt-QKt5
Threatening 20 Kt × QP ch.

19 ... Kt-B1
20 P-K6
On account of Black's KRP being pinned, there is a threat of 21 P-Kt5, B-Q1; 22 P × P, etc.

20 ... R-B1
21 R-K5
Threat; 22 KKt × P,

21 ... Q-B3
If 21 ... Q × P; 22 Kt-BP ch, etc.

22 Q-K6 ch
Having harried the black pieces sufficiently, White now centres his attention on the opposing King.

22 ... Kt-K2
If 22 ... B-K2; 23 Kt × P, P × Kt; 24 Q × Q ch, P × Q; 25 Kt × P, mate.

23 P-KKt5
A "rolling up" sacrifice. Once the KR file is open, the investment of the opposing forces will be effected without much trouble.

23 ... P × P
24 QR-R1 K-Q1
Beginning of the King's flight. If 24 ... Q × K; 25 Kt-BP ch, K-Q1; 26 Q × QP ch, K-B1; 27 Kt × R, with a double threat of mate by 28 Q-B7 or 28 Kt-Kt6.

25 R-R8 Q-K1
The inner lines are still fairly safe, but the outside ring of defences is tottering.

26 Kt × OP
A break-up sacrifice.

26 ... P × Kt
27 Q × P ch K-B1
28 Q-B5 ch K-Kt1
29 Kt × KtP
The point of the sacrifice, the threat now being 30 R × R, Q × R; 31 Kt-Q7 mate.

29 ... B × Kt
30 Q × B ch K-R2
Or 30 ... K-B1; 31 Q × KtP, etc.

31 Q × P ch K-Kt1
32 Q-K5 ch K-Kt2
33 Q-Q4 ch K-Kt1
Slightly more resistance offers 33 ... K-R3.

34 Q × P Kt × P
A desperate attempt at salvation. If 34 ... R × Kt1; 35 R × R, Kt × R; 36 R × R7, Q-B1; 37 Q × Kt5 ch, K × R2; 38 Q × Q ch, K-Kt1; 39 R × Q7, and wins.

35 QR-R7
A conclusive reply.

35 ... R × R2
More stubborn would be 35 ... Q-QB1.

36 R × R Q × R
Or 36 ... Kt × R; 37 R × R8.

37 Q-B7 ch K × R1
38 R × Q7 Resigns
The tomb of the Pharaoh.

Mr. Trenchard became the victim in this game of a hazardous variation, which he has been one of the first to introduce into master practice.

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White Black
PILLSBURY TARRASCH
(Monte Carlo, 1903)

A memorable game between the two leaders in the tournament. Instead of the careful play one might expect, both players throw caution to the wind, and from the beginning wallow in a welter of complications, in which Black succeeds in having the last word.

 Aptly named "a battle of giants," this game shows an extremely long and heroic defence on the part of White, even after he has lost a piece.

1 P-K4
2 Kt-KB3 Kt-QB3
3 B-Kt5 P-B4
4 Kt-B3
The most logical reply, calm and energetic at the same time.

4 ... Kt × B3
Contesting the centre, whereas after 4 ... P × P; 5 Q × P, he would lose his hold there, with a hostile piece established in the middle of the board. A game Brinckmann- Kieninger, Ludwigshafen, 1932, continued after 4 ... P × P; 5 Q × P as follows: 5 ... Kt × B3 (if 5 ... P × P; 6 Kt × P; 7 P × Q, P × K); 8 ... Kt-Kt5 (8 Kt × R4, Kt-Q2); 8 ... B × Kt ch (a vacating check); 9 P × B3, P × Kt (better would be 9 ... Castles); 10 Q × R5 ch, K-B1; 11 B × KtP, (decisive)

11 ... Kt × Kt2; 12 B × QB4, P × Q4; 13 B × P, Resigns.

5 P × P
Less good is 5 Q × K2, because of 5 ... Kt-Q5, with complications.

5 ... P-K5
A close struggle ensues around this pawn.

Less consistent would be 5 ... B-B4; 6 Castles; 7 Kt × P, Kt × Kt; 8 P × Q, and White has a dominating position.

6 Q-K2
He could besiege, or even undermine, Black's KP by 6 Kt × Kt5, P × Q; 7 P × Q3, B × P; 8 P × P, P × P; 9 Q × K2.

6 ... Q × K2
He immediately occupies the critical K file, whereas after 6 ... P × Q4; 7 P × Q3 White could proceed there with his work of dissolution.

7 B × Kt
Necessary, for if at once 7 Kt × Kt5 (or 7 Kt × K4), there follows 7 ... Kt1-Q5.

7 ... KtP × B
8 Kt-KR4 P × Q4
9 P × Q4 P × Q4
Preparing for the intensified action of his QB, which is to make up for his lost pawn.

10 B × Kt B-R3
A necessary measure.

11 B × Kt Q × B
12 R × Q5 ch K-Q2
Instead of the pusillanimous 12 ... Q × B2, Black has to play va-boeunque.

13 Kt × Kt6
But White also has to take the doubtful course of material gain at the cost of his development. There would, indeed, be little attraction in 13 Castles QR, B-K2; 14 P × KKt3, Q × Q4 ch; 15 Q × Q, B × Q ch; 16 K × Kt1, QR × KB1; 17 QR × Kt1, KR × Kt1, etc., and Black prepares to recover his pawn.

13 ... Q × QP
Forced. If 13 ... R × Kt1; 14 Kt × K5 ch.

14 Kt × R
For the time being, White is a whole Rook ahead, but his King is in difficulties.

14 ... B-B4
15 Q-R4 R × Kt
16 R-Q1 Q-K5
More effective than either 16 ... Q-B5 or 16 ... Q-K4.

17 Q-Q4 A very promising counter-action. He cannot play 17 Q × KP, because of 17 ... R-K1.

17 ... K-Q1
18 Q × KtP R-K1
19 Q-B6 ch K-Q2
20 P × QR3 Q-Kt3
Avoiding the trap 20 ... Q × KtP; 21 Kt × QP.

21 R-Q2
If 21 Kt-Q2, B-Q5.

21 ... P-K6
22 P × P B × KP
23 Kt × P
If 23 K × Q1, Q × P. In his precarious position White decides not only to give back the exchange but to give up a piece as well.
At last, by the exchange of Queens, Black takes an important step forward.

\[ 59 \text{ Q} \times \text{ Q} \]
\[ 60 \text{ R} \times \text{ R} \]

Trying to eliminate Black’s last pawn by

\[ 61 \text{ P} \times \text{ B} \]

which would lead to a “book” draw.

\[ 60 \text{ P} \times \text{ B} \]

This advance, which Black has been at such pains to enforce, diminishes the cohesion of the white forces. If 76 \text{ K} \times \text{ Kt}2, \text{ R} \times \text{ Q}, \text{ etc.}

\[ 76 \text{ P} \times \text{ B} \]

Black goes methodically to work, in preference to \[ 80 \text{ P} \times \text{ P} \], etc.

\[ 81 \text{ R} \times \text{ B} \]
\[ 82 \text{ K} \times \text{ R} \]
\[ 83 \text{ P} \times \text{ R} \]

A last throw. If 83 \text{ K} \times \text{ Q}; \text{ B} \times \text{ R} (instead of 84 \text{ P} \times \text{ P}) stalemate.

\[ 83 \text{ R} \times \text{ R} \]

Resigns.

White

CAPABLANCA

BLACKBURNE

(St. Petersburg, 1914)

Black has underestimated the danger of the open \text{ Kt} file, and finds himself unable to bring up the necessary reinforcements in time.

\[ 1 \text{ P} \times \text{ Kt} \quad 4 \text{ P} \times \text{ Kt} \]
\[ 2 \text{ Kt} \times \text{ Kt} \quad \text{Kt} \times \text{QB} \]
\[ 3 \text{ B} \times \text{ B} \quad \text{Kt} \times \text{ Q} \]

This,鸟的防御, appeals to many attacking players, and demands very careful play on the part of White.

\[ 4 \text{ Kt} \times \text{ Kt} \]

Besides this simple continuation, which seeks to take advantage of Black’s doubled pawn, the flexible retreat 4 \text{ B} \times \text{ B} is to be recommended.

\[ 4 \text{ P} \times \text{ Kt} \]
\[ 5 \text{ Castles} \quad \text{Kt} \times \text{ Kt} \]

The continuation 5 \text{ B} \times \text{ B} is also better.

\[ 6 \text{ P} \times \text{ Q} \]
\[ 7 \text{ Kt} \times \text{ Q} \]
\[ 8 \text{ Kt} \times \text{ Q} \]

In view of the offensive manifestly intended by Black, he would have saved an important \text{ tempo} by \[ 8 \text{ P} \times \text{ Q} \].

\[ 9 \text{ B} \times \text{ B} \quad \text{P} \times \text{ Q} \]
\[ 10 \text{ Kt} \times \text{ Kt} \]

More alert than making matters easier for Black by first exchanging 10 \text{ P} \times \text{ P}, etc.

\[ 10 \text{ Castles} \]
\[ 11 \text{ Kt} \times \text{ Kt} \]
\[ 12 \text{ P} \times \text{ Kt} \]

The utmost self-posession is needed by White against this assault by pawns.

\[ 13 \text{ P} \times \text{ B} \]
\[ 14 \text{ B} \times \text{ B} \]
\[ 15 \text{ Kt} \times \text{ P} \]

An unnecessary diversion.

\[ 16 \text{ B} \times \text{ Q} \]
\[ 17 \text{ P} \times \text{ P} \]

White has now a remarkable chain of pawns.

\[ 17 \text{ Q} \times \text{ Kt} \]
\[ 18 \text{ R} \times \text{ Kt} \]

The initiative now passes to White.

\[ 18 \text{ P} \times \text{ Q} \]

For if 18 \text{ P} \times \text{ Q}; 19 \text{ P} \times \text{ Q}. 19 \text{ P} \times \text{ Kt}, 22 \text{ Kt} \times \text{ Kt}, and White effects even more vigorously the overwhelming advance 23 \text{ P} \times \text{ B}.

26 \text{ Kt} \times \text{ P}

A break-up sacrifice.

\[ 26 \text{ P} \times \text{ Kt} \]

Compulsory acceptance. If 26 \text{ P} \times \text{ P}, 27 \text{ P} \times \text{ B}, \text{ R} \times \text{ P} ; 28 \text{ Q} \times \text{ R}, and wins.

\[ 27 \text{ R} \times \text{ Kt} \]
\[ 28 \text{ R} \times \text{ Kt} \]

To be able to reply to 28 \text{ Q} \times \text{ Kt}1 by 28 \text{ R} \times \text{ R}, while White now demonstrates that the time is ripe for the final assault. 27 \text{ Q} \times \text{ B} offered slightly better defensive chances.

\[ 28 \text{ R} \times \text{ B} \]

“Once more into the breach...”

\[ 29 \text{ K} \times \text{ R} \]
\[ 30 \text{ Q} \times \text{ Kt} \]

The coup de grâce.

\[ 30 \text{ Q} \times \text{ P} \]

A forcible check.

\[ 31 \text{ K} \times \text{ R} \]

Resigns.
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White
Black

MAYET ANDERSSON

(London, 1851)

In the following short game, the opening of the KR file at the cost of a piece allows Black to wall in the hostile King.

1 P–K4
2 Kt–KB3
3 B–Kt5
4 P–B3

A very old move, recommended by an early European chess author, Luana (1497), which seeks to exploit the "Italian counter-diagonal."

4 ... P–B3


5 B–Kt1
If 5 P–Q4, P–P; 6 P–P, B–Kt5 ch, etc. In order to avoid this relieving check, however, 5 Castles is better.

5 ... QP–B
6 Castles
Already claiming the initiative.

7 P–KR3
Kt–B4

A correct sacrifice, which White should have declined by 8 P–Q3.

8 P–B
9 Kt–P
Decisive.

10 P–Q4
Kt–B
With the fine threat 11 ... R–R8 ch.

11 Q–Kt4
B–P
One hammer-stroke after another.

12 Q–Kt1

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White
Black

ZUKERTORT ANDERSSON

(Breslau, 1865)

One of the many tragedies which, from time to time, are enacted around the ominous square KB2.

1 P–K4
2 Kt–KB3
3 B–Kt5
4 P–B3

The Cozio Defence, which variation embarrasses Black's game more than any other, and which has no longer any adherents.

4 ... Kt–B3

More flexible is 4 ... Kt–Kt–B2.

5 B–Kt1
If 5 P–Q4, P–P; 6 P–P, B–Kt5 ch, etc. In order to avoid this relieving check, however, 5 Castles is better.

5 ... QP–B
6 Castles

Already claiming the initiative.

7 P–KR3
P–B4

A correct sacrifice, which White should have declined by 8 P–Q3.

8 P–B
P–P

9 Kt–P
P–Kt6

Decisive.

10 P–Q4
Kt–B
With the fine threat 11 ... R–R8 ch.

11 Q–Kt4
B–P
One hammer-stroke after another.

12 Q–Kt1
6. SCOTCH GAME AND SCOTCH GAMBIT

White 
Black

EDINBURGH LONDON
(1824–26)

The following game already reflects the general character of the Scotch Game, an opening now at the time. The course of play, although perhaps calmer than is the case in most open games, allows White to make the most of some small weaknesses in Black's position.

After the 32nd move the respective Rooks on either side penetrate into the enemy lines, and the battle assumes epic proportions.

1 P—K4 P—K4
2 Kt—K3 Kt—Q3
3 P—Q4 Kt×P

The correct continuation is 3 ... P×P. Against the truculent 3 ... P×P, White maintains the initiative by 4 B—Q7K5.

4 Kt×Kt

Good enough, but a vigorous reply is 4 Kt×P, as illustrated in a curious manner by the game Cochrane-Staunton, London, 1842, as follows: 4 Kt×P, Kt×Kt; 5 B—Q4, B—Q3 (with the ingenious counter-threat 6 ... Q—Q4 ch, followed by ... Q×Q); 6 Kt×BP, K×Kt; 7 B×Kt ch, K×B; 8 Castles, K—Q2 (a return ticket); 9 B—K3, Kt×Kt; 10 P—K4, P×Q; 11 P×B, K—K1; 12 P×Q, Kt—Q4; (trying to cut the Gordian knot): 13 P×Kt, BP×P; 14 Kt—B3, B×Kt; 15 P—K5, P×P; 16 P—B6 (threat: 17 P—B7 mate); 16 ... P×P; 17 P×P, Kt×Kt (or 17 ... P×Kt; 18 P—B7 ch, K—Kt2; 19 B—Q4 ch, and wins); 18 P—B7 ch, K—Kt2; 19 Q—Q4 ch, and wins.

4 ... 
5 Q×P Kt—K2

If he tries to contest the white Queen's important post by 5 ... Q—B3, the continuation would be 6 P—K5, Q×Kt3; 7 B×K3, Q×Q; 8 B×Q, and White's position remains superior.

6 B—Q4 B—K3
7 Q—Q5 Q—B3
8 Kt—B3 B—Kt5

Speeding up the development of the K side. If 8 ... Kt—Kt5; 9 Q—Q1, B×B; 10 Castles, Castles; 11 P—Q3; Kt—B3; 12 Kt—Q5, Q×Q; 13 Q—R5, White has the better position.

9 B—Q2 P—Q3

Here 4 ... Castles would be more in conformity with his preceding move.

10 B—QKt5 B—Q2
11 Q—B4 B—QB4
Parries the threat 12 B×Kt.

12 Castles Kt Castles Kt
13 Q—Q3 Kt—K4

A skillful easing up of the struggle, whereas the plausible 13 ... Kt—K5 would lead to 14 Kt—Q5, Q×Q; 15 Kt×Q ch, P×Kt; 16 B×Kt, etc., or 14 ... Kt×Kt; 15 B×B, etc., with a clear advantage to White.

14 Q—Kt3 B×B
15 Kt×B B—B3

Repelling the hostile Knight, but weakening the QR in the process.

16 Kt—B3 B—B5
17 B—K1 Q—Kt3
18 P×Kt

The London team tries to solve Black's difficult problem in the best possible manner.

19 B—B1 Q×Q
20 P×Q B—Q5

Another very clever manœuvre.

21 P×Kt Kt×P
22 R—Kt1 P—QKt3
23 R—Q1 QR×Kt

Disdaining a passive resistance by 23 ... QR—Q1, Black tries to create points of attack.

24 R—Kt3

At the right moment White enforces the retirement of the Bishop, for if 24 ... B×Kt4; 25 P×B, and wins.

24 ... B—R4
25 P×Kt B—K4
26 P×P R—K7
27 P—Kt4 R×P
28 B×B B—Q4
29 B×P R—K1

White, above all, wants to immobilise the hostile Bishop. If now 30 ... R—K8 ch; 31 R×R, R×B; 32 R×P, winning a pawn. Nor would 30 ... R—B6 help Black, on account of 31 R×R, maintaining the pressure. Finally, after 30 ... R—K7; 31 P×Kt, R×Kt; 32 P×Kt, R×P; 33 R×R, R×R; 34 B—B4, White is by far the more active. The desire to prevent 31 P—Kt5 explains Black's next move.

30 ... P—Kt3
31 B—B7 R—K2
32 R—Q8 ch K—R2

Or 32 ... K—B2; 33 B—Q6 (threat: 34 R—B8 mate); 33 ... R—K1; 34 R—Q7 ch, with a definite advantage to White.

33 R—Q8 B—R8 ch
The immediate doubling of Rooks by 33 ... R—B7 would have been rational, but Black has no inkling of the astonishing sacrifice which White has in view.

34 K—R2 R(Kt2)—K8
35 K—R3 R—R8 ch
36 B—R2 B—B6

In continuance of his plausible plan, Black threatens 37 ... B—K4.

37 P—B4 B—Q7
38 P—Kt3 B—R4
39 R—K3 B—R7

It looks as if the black Rooks were to triumph. But appearances are deceptive.

40 P—Kt5
Vacating a flight square for his King, but with the immediate threat of 41 P×Kt6 mate.

40 ... R(R8)—Q ch
41 K×Kt P×R ch
42 B—K3 R(K7)—B7 ch
43 K—K4 P—Kt3
44 R—B7 ch K—Kt1
45 K—K5

Continuing the brilliant conception. The King gets under way to mate his opponent.

46 R—K5 ch K—B1
47 R×B ch

The death-blow.

57 ... K×R
58 P×Kt ch K—B2
59 R×R R—B3 ch
60 K×R Resigns

Position after 39 ... R—B7
White: TCHIGORIN SCHEFFERS
Black: TCHIGORIN SCHEFFERS

(Match, 1880-1)

In this beautiful game—which well illustrates the attacking resources inherent in the Scotch Game—there are memorable happenings on the K file: continuous pinning, the sacrifice of the exchange, followed by that of the
Queen, annexation, eritision...

1 P–K4
2 Kt–KB3
3 P–Q4
4 Kt×P
5 P–K4
6 Kt–Q5
7 Q×B, R–QKt1; 10 Q–B3 ch, Q–K2;
16 Q×Q ch, and Black, a piece to the bad,
resigned.

5 P–B4
6 P–Q4
7 P–B4
8 Q–B3
9 Q–Kt3
10 Q×P ch
11 P–Q4
12 Q–B3
13 Q–Q3
14 Q×B, R–QKt1; 15 Q–B5 ch, Q–K2;
16 Q×Q ch, and Black, a piece to the bad,
resigned.

Resigning himself to restricted defence, instead of trying to free his game by 7...
Kt–K4; 8 B–K2, Q–Kt3 (making a show
of attacking two opposing pawns at the same
time); 9 Castles, P–Q4, etc., and instead of grasping a doubtful pawn, Black tries to obtain freedom.

10 R×B
11 P–R4
12 Q–Kt3
13 R–K1
14 P–Q3
15 B–Q3
16 R–Kt1
17 Kt–Kt4
18 Kt–Kt4
19 Kt–B5
20 P–K5
21 Castles
22 P–Q3
23 R–Q1
24 Q×Kt ch
25 P×R
26 B–Kt3
27 R–Kt1
28 Kt–K6 mate

20... Q–R1
Poor lady! If 20... Q–Kt2; 21 Kt×B,
P×Kt; 22 R×P, P×P; 23 B–B4, etc.

The execution begins.

A deeply thought-out preparation. The basic idea of White's strategy (frontal pressure) is to be revived.

After any move by the Knight there follows 24 Q–Q7 ch, and if 25... R×P; 26 Q–K5 ch.

SCOTCH GAME

White: BLACKBURN E VAN VIJET
Black: MANLOVE

(London, 1893)

The salient feature of this fine game is the clever manner in which the consultations gradually succeed in wresting more and more territory from their opponent, the end-
game in particular being of classic beauty.

1 P–K4
2 Kt–KB3
3 P–Q4
4 Kt×P
5 B–K3
6 P–Q3
7 B–Q5
8 B–B3
9 P–Q3

This favourite move of Blackburne's (which above all prevents 7... P–Q4, because of 8 P×P, K×P; 9 Kt×Kt, etc.),
brought him, in the course of his glorious
career, many notable successes. The more
remarkable is the resistance which he
encounters here.

Instead of the ordinary continuation,
leading to approximate equality, 7...
Castles; 8 Castles, P–Q3, etc., the allies
strike out on their own, with scant respect
for the authorities.

8 B–R4
9 B–Kt3
10 Castles
11 Kt–Q2
12 Q×Q

Elimination of the “Scotch Bishop,” as
troublesome, at times, for Black as is the
“Spanish Bishop.”

Castles

An ordinary attacking move, but first the
indirect strengthening of Q4 by 13 QR–Q1
would be preferable.

13 Kt–B3

Black's use of the Knights in this game
bears the hallmark of originality. Already
the allies are directing events.

14 Kt–B3
15 Q–B2
16 B–B1

A painful retreat, but after 16 O–B2,
Kt×B; 17 Q–Q1; R–Kt1, etc., the contest
between Black's Bishops and the white
Knights would be very promising for Black.

24 R–Q
25 Kt×R
26 B–B4 ch
27 R–Kt3
28 Kt–K6 mate

Without being altogether a smoothered
mate, this is certainly a notable finish.
16 ....... B—Kt5
An indirect attack on White's Q4.

17 P—QKt3
Instead of this plausible move, which costs a pawn and ultimately the game, White should have eliminated the pin by 17 K—R1, e.g. 17 QKt x B; 18 Kt x B, Kt—K6; 19 B x Kt, B x B; 20 P—KKt3, and, although Black still has most of the play, the games tend to equalise.

17 ......... QB x Kt
Already decisive. The localised contest around White's QB has ended in Black's favour.

18 R x B
B x Kt ch
19 K—R1
Saving, at any rate, the exchange.

19 ......... Kt—K6
20 Q—Q3
Having lost a pawn, White tries to set up the strongest possible defences, with chances of counter-attack as the game progresses. After 20 B x Kt, B x B; 21 R x B, Q x KBP; 22 R—B3, Q—K4; 23 R—B5, Q—K3, and, as his KP is very weak, there would be no satisfaction for White.

20 ......... B x P
21 R—K1
Kt—B5 ch
This move is far superior to 21 ....... B—Q5; 22 B x Kt, B x B; 23 Q x B, QR—K1; 24 R—K1, and, thanks to his central nucleus, White can fight on.

22 Q x B
Kt—B7 ch
23 K—K1
Q—Q
24 R x Q
Kt x P
25 R x P
QR—B1
Well calculated. The opposition of the Rooks discomfits the hostile intruder.

26 R—K7
KR—K1
27 R x R ch
R x R
28 B—K2
R—Q8
29 R—K1
P—B4
Maintaining the Knight in the enemy zone.

30 R—K2
K—B2
31 P—KKt4
P—Kt3
32 K—K2
K—K3
33 K—B3
P x Q
34 P—Kt5
P—Kt5
Both sides strive to create strong points. In the ensuing technical phase the allies show up well against their great adversary.

35 K—K3
P—QR4
36 K—Q3
R—B4
37 B—Q4
R—B3
38 R—QB2
K—Q2
Accepting the challenge of a duel between Knight and Bishop.

39 R x R
K x R
40 B—K7
Kt—B4 ch
41 K—K3
Kt—K3
42 B—K5
K x B
43 B—B6
Or 43 K—Q3, P—Q5; 44 B—Kt8, K—Q4, etc.

43 ......... P—Q5 ch
44 K—B3
The King prefers to remain the guardian of the KBP.

44 ......... K—K4
45 B—K5
K—B4
46 B—K8
K—Q4
47 B—R7
The Bishop has to leave the useful diagonal. If 47 B—K5, Kt x P ch, etc.

47 ......... P—Q6
48 K—K3
Kt x BP
The beginning of the end.

49 B—K6
P—R5
50 B—Q8
Not 50 P x P, K—B5, etc., nor 50 K x Kt, P—Q7.

50 ......... P x P
51 P x P
Kt—K3
52 B—K6
Kt—B4
Well thought out, for in the King's endgame Black's passed pawn ensures victory.

53 B x Kt
K x B
54 K x P
K—Q4
55 K—K3
K—K4
56 P—R3
P—B5 ch
And Black wins.

White
BLACKBURN
Black
WARD
(London, 1907)

Whereas in the following game Black's Queen, in capturing a Rook, gets into difficulties, in White's case a similar capture is effected by a nimble Knight, which is soon back in the firing line, and with deadly effect.

A lively game.

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1 P—K4
2 Kt—KB3
3 P—Q4
4 Kt x P
5 B—B4
6 Kt—K5
1 P—K4
2 Kt—KB3
3 P—Q4
4 P x P
5 B—B4
6 Kt—K5
Instead of the supporting move 6 P—Q3, White undertakes a calla-cavalee—conceived in 1904 by the Russian master B. Blumenfeld—which transforms the positional character of the game into an acutely contested battle.

6 ......... B x B
7 P x B
A tempting adventure, but the most prudent line of play is 7 ....... Q—Q1; 8 Kt—Q3B, Kt x Kt—K3, and Black has nothing to fear.

8 P—Kt3
Q x KP
Ambitious, but here also the return of the Queen to Q1 would have been to the point.

9 QKt—B3
Or at once 9 Kt x P ch, K—Q1; 10 Kt x R, Kt—B3; 11 Q x Q, Q x R; 12 Kt—Q2 (if 12 Kt—B3, Q x B; 13 ....... Kt x Kt, and Black has consolidated his game.

9 ......... Q x R
10 Kt x P ch
K—Q1
11 Q x Q
Kt—B3
Restoring the communication between the forces, whereas after 11 ....... Kt x Kt White would continue in the "grand style" by 12 Q x B ch, K x Kt; 13 Kt—K5 ch, K x Kt; 14 P—Q4 (threat: 15 P—R5 ch, Kt x P; 16 Q—Q8 ch); 14 ....... P x Q, Q x Q, Q x Q, Kt—Kt2; 16 P—Kt4 ch, with a whirlwind attack.

12 Kt x R
Kt—Kt1
Most vigorous would be 12 ....... Q x B; 12 Kt—B7, Q x Kt p, and Black has an equal share in the play.

13 Q—B4
Preventing henceforth 13 ....... Q x B, while the Rook, at leisure, can continue his mobilisation and impose his will on his adversary.

13 ......... P—B3
14 Castles
Kt—K4
With a view to 15 ....... Q x B.

15 Kt—Q5
Q x P
As 15 ....... Q x B would no longer be useful, allowing 16 Q x Q, Kt x B; 17 B—Kt5, etc., Black goes out for plunder.

16 B—Kt5
Intending 17 Q—QR4, Kt—B3 (17 ....... R x Q3; 18 B x Kt, Q x Q; 18 ....... Kt x B; 19 R x Q5 ch; 19 Kt x P dis ch, and wins.

16 ......... Kt—B3
Black is compelled to give up territory. If, e.g. 16 ....... Kt—Q3; 17 Kt x BP, and if 16 ....... R—B1; 17 Q—Kt4.

17 Kt (R5)—B7
Q—R3
An illusory hope of obtaining an endgame with an extra pawn after 18 Q x Q, P x Q; 19 Kt x Kt, R x Kt, etc.

18 Kt—K6 ch
An unmasking sacrifice.

18 ......... P x Kt
19 Kt—K6 ch
The point, whereas 19 ....... K x P dis ch, K—K2, etc., leads to nothing.

19 ......... K—K2
20 Kt x B ch
K—B1
21 Q—B3
More astute than at once 21 Kt x B, P—B4.

21 ......... Kt—K4
22 Q—K4
Adroit manœuvring. If 22 Q x P, P x Q; 23 K—Kt1, Q x B, and Black can still hold out.

22 ......... Q—Kt3
If 22 ....... P—QR4; 23 Q—Q4, and Black is still at bay.

23 Q—Kt4 ch
Resigns
(23 ....... K—B2; 24 K—K7 ch, K—Kt1; 25 B x Kt, etc.)
A vigorous game.

White
SPIELMANN
Black
TARRASCH
(Breslau, 1912)

Another game in which casting on opposite sides leads to a fast and furious battle. As usual, the player who first succeeds in breaking through the opposing defences wins.
1 P—K4  
2 Kt—QKt3  
3 P—Q4  
4 Kt×P  
5 B—Q3

With the well-known threat of 6 Kt×Kt, followed by B×B.

The incisive refutation of 5 Kt—B5 is 5 ... P×P; 6 Kt×P ch, K—B1; 7 Kt—R5, Q—K5; 8 Kt—K3, Kt—B3; 9 B—K2, Kt—K4; 10 P—K3, R—KKt1, etc., to Black’s advantage.

If 5 Kt×Kt, Q—B3; simplifying, and if 5 Kt—Kt3, B—Kt3, and Black is in no danger.

6 Kt—Q5  

A sound idea.

6 Kt—Q3  

Or 6 ... Kt—K2; 7 B—Q4 (preventing 7 ... P—Q4); 7 ... Castles; 8 Castles, Kt—K4; 9 B—Kt3, and White maintains his position.

7 B—K2  

Restrainted energy. Less good is either 7 B—QKt5, Kt—K2 or 7 B—Q4, Kt—B3, etc., or again, 7 Kt—Q5, Q—Kt1, B—Kt3, which would relieve the tension by exchanges.

7 ... Kt—B3  
8 Q—Q2  

Without spending any time on preventive measures such as 8 P—Kt3, White gets his interior lines in motion. Lifeless would be 8 Castles, Castles, etc.

8 ... Kt—KKt5  

A well-known stratagem, intended to deprive the opponent of one of his Bishops.

9 B×Kt  
10 P—Kt3  

A more artificial way to drive back the intruder would be 10 P—Q4, particularly so as this pawn might soon have a dynamic mission to fulfill (P—B4), instead of playing a purely static role (P—Kb3). Other playable moves are 10 P—KB4 at once or 10 Kt—Q5.

10 ... B—Q2  
11 Kt—Q5  
12 Castles QR

White’s treatment of the opening has been exemplary. By castling on the opposite side, he enters upon a violent struggle.

12 ... B—K3  

In place of this regrouping of forces, he had better chances of a draw by 12 ... B×Kt; 13 B×B, K×B; 14 Q×Kt, B—K3, etc.

13 B—Kt5  

Taking advantage of the fact that Black cannot reply 13 ... P—B3, White disorganizes the hostile positions.

13 ... Q—Kt1  

For if 13 ... Q—Q2 or 13 ... Q—K1, then, with even greater effect, 14 Kt—B6 ch, P×Kt; 15 B×P, K—Kt2; 16 Q—R6, forcing the mate, and if 13 ... Q—B1; 14 Kt×Kt is fatal.

14 Kt—B6 ch  

Immobilising Black’s K side, this sacrifice —whether accepted or not—is decisive.

15 ... K—R1  
16 Kt×Kt  

Intending 17 Q—R4, P—Kt3; 18 B×P, which is fatal. This forces the opponent to take heroic measures.

16 ... Q—Q1  
17 Kt—P  

He is content to win the exchange and a pawn, instead of being thoroughly ruthless by 17 Q—R4, P—Kt3; 18 B×P, P×Kt (or 18 ... Q—Kt1; 19 B—Kt5 dis ch); 19 B×Kt dis ch, Kt—Kt1; 20 B—R6 (threat of 21 Q—Kt5 ch); 20 ... K—R2; 21 Kt—Kt5 dis ch, Kt—Kt1; 22 Q—R6 ch, K—Kt1; 23 B×P, Q×B; 24 Q×Q, and Black is lost without appeal.

17 ... P—B3  
18 Kt×R  

With the Queen and two Bishops on the board, he obtains more counter-play than by 18 ... P×B; 19 Kt×B, P×Q; 20 Kt×Q, R×Kt; 21 R—Q2, etc.

19 Q—R4 ch  
20 B—Q2  
21 P—R3

As White has succeeded in maintaining his substantial advantage in material, one might think that there is no more to be said, but Black still has some arrows in his quiver.

21 ... Q—R3  
22 P—KB4  

With the double threat of 23 ... Q×P

and 23 ... Q—R7; 24 B—B3, B—K6 ch, followed by 25 ... Q—R8 mate.

23 Q—Kt3  
If 23 QR—K1, Black plays 23 ... B—Q5, and not 23 ... Q—R7; 24 B—B3.

23 ... Q×P  
24 KR—K1  
25 P—Kt3  
26 Q—R4  
27 P—KKt4

The final assault.

27 ... Q—Q2  
28 B—B3  
29 P—Kt5

A despairing attempt, for if 30 ... B—K3; 31 R×B.

31 R—K7  

Resigns.

White
Black

NIMZOWITSCH TARRASCH
(San Sebastian, 1911)

The following game, which very soon enters upon the end-game phase, skipping, so to speak, the middle game, is impressive in its almost geometrical character, reserving to the very end, in a King and pawns ending, a most thrilling surprise.

1 P—K4  
2 Kt—K2  
3 P—Q4  
4 Kt×P

The modern defence, which tends to avoid fluctuation and thereby the pitfalls of the opening.

5 Kt×Kt  

An immanent continuation, instead of 5 Kt×Qb with greater expectations. An amusing draw occurs after 5 P—K5, Kt×P; 6 Q—K2, Q—K2; 7 Kt—B5, Q—K3 (or 7 Q—Kt5 ch); 8 Kt—Q4, Q—K2, etc.

5 ... Kt×P  
6 B—Q3

Logical play. If 6 Kt—Q2, B—B4, seeking to assume the initiative.

6 ... P×Q  
More straightforward than 6 ... P—Q3.

7 P×P  
If 7 Kt—Q2, B—QB4, and if 7 P—K5, Kt—Kt5.

7 ... P×P  

Castles

The tension would be relieved after 8 B—Kt5 ch, B—Q2; 9 B×B ch, Q×B; 10 Castles, B—K2, etc.

8 B—K2  
9 P—QB4

White tries, in too dogmatic a fashion, to reduce the number of pawns. 9 Kt—B3, Castles; 10 B—Kt5, P—B3, etc., would lead to equality.

9 ... Castles

Of doubtful value would be 9 ... P—Q5; 10 P—QKt4. In spite of its energetic appearance, White’s last move only enabled all the hostile minor pieces to get into action.

10 P×P  
11 B—K4  
12 Kt—B3

Trying to speed up his backward development, but his pawns lose contact with each other.

12 ... Kt×Kt  
13 P×Kt  
14 R×Q  

Now it is Black who—with good reasons—seeks exchanges.

14 ... QR—Q1

More to the point would be 16 P—KR3, but he tries to make things complicated for his opponent.

15 B—K3  
16 B—B3

Occupying a more favourable file than that occupied by White’s Rook. If 17 ... B×P; 18 R—Q7, easily recovering his pawn. (Not 18 R—R1, R—Kt1; 19 B—K4, R—Kt7, etc.)
18 P—KR3     R—Kt7
19 B—Q5

The first attempt to save the loss of a pawn.

19 ......  B×B
20 R×B    R×RP
21 P—QB4

The first disillusionment. If 21 B×P, R—R4, and wins.

21 ......  R—R8 ch
22 K—R2    R×R4
Clearly not 22 ..... R—R7, as White could play 23 B×P.

23 P—B4

With one pawn less, White cannot afford to remain inactive.

23 ......  P—B3
24 K—Kt3  K—B2
25 K—B3    P—Q3
26 P—R4    R×R5

Having secured his weak points (the Bishop by the King's proximity and the QRP by moving it), Black can go on simplifying.

27 B×P    R×P
28 B×B     K×B

A Rook-ending is now reached, which at first sight promises a drawn result, but some rare finessing is yet to enliven the game.

29 R—Kt5  P—R3
30 R—R5    R—B3
31 K—K4    R—Kt3

Now if 32 K—B5, R—Kt4 ch wins. A far more convincing way to prevent the White King getting into the game than 31 ..... P—Kt3, which allows liquidation by 32 P—R5.

32 P—B5    K—B2
33 K—R5

Barring a miracle, White thinks himself safe, but the miracle occurs.

33 ......  P—Kt3 ch

Accurately thought out. The result hangs by a thread.

34 K×P    Or 34 P×P ch, K—Kt2; 35 R—R2, R—Kt4 ch; 36 K—Kt4, P—R4 ch; 37 K—B3, P—R4, followed by .... K×P, and Black's advantage is definite.

34 ......  P×P
35 R×BP    R—Kt1

The point being to force the exchange of

5 ......  B—Kt5

This pawn is more menacing than either 5 ..... B—B4 or 5 ..... P—Kt3.

6 Kt×Kt

If 6 B×KtK5, P—Kt3, and if 6 B—QB4, Castles.

6 ......  KtP×Kt

Premature would be 7 P—K5, because of 7 Q—K2, putting the adventurous pawn "on the spot."

7 ......  Castles

It is also possible to play, much more incisively, 7 ..... P—Q4. More restrained is 7 ..... P—Q3.

8 Castles P—Q4
9 P×P    P×P
10 B—KtK5  P×B

An important decision. Less rational is for Black to renounce his good KB by 10 ..... B×Kt; 11 P×B, P—Kt3; 12 B—R4, and White's pressure persists.

The defence of the threatened QP by a piece, 10 ..... B—K3, occurred in an exhibition game Alekhine-Lasker, Moscow, 1914, and led to a surprising continuation, as follows: 11 Q—B3, B—K2; 12 K R—K1 (if 12 Q×Kt, Kt—R4, with a free game); 12 ..... P—Kt3; 13 B×P, P—B; 14 R×B, R×P; 15 Q—Kt3 ch, K—R1; 16 Q×Kt6, Q—Kt1; 17 Q×P ch, draw (by perpetual check).

11 Kt—K2

Instead of this regrouping, an increased pressure by 11 Q—B3 occurred in a game Romanovski-Capablanca, Moscow, 1935, with the following remarkable continuation: 11 ..... B—K2; 12 K R—K1, R—Kt1; 13 Q×Kt1, P—Kt3; 14 B×P, P×B; 15 Q—K3 (threatening both Q×B and Q×KRP); 15 ..... B—Q3; 16 Q×KRP, R—Kt5 (the only sound defence); 17 Q×Kt5 ch, K—R1; 18 Q—R6 ch, K—Kt1; 19 Q×Kt5 ch, draw (by perpetual check).

11 ......  R—K1

Emphasising the pressure on the open K file, especially against the junction K5.

From the wide repertory of possible replies (B—QB4, or 11 ..... B—Q3, or 11 ..... Q—Q3, or 11 ..... B—Kt5, or again 11 ..... P—Kt3), Black decides on the one with the greatest initiative.

12 Kt—Q4    Q—Q3

Useful unpinning.

13 B—R4

More astute than 13 Q—B3, Kt—K5; 14 B—K3, Q—Kt3, and Black takes the lead.

13 ......  Kt—K5
14 P—QB3    B—QB4
15 P—B3

If 15 Q—R5, R—K4.

Simplification by 15 B×Kt, R×B, etc., or 15 B×Kt, Kt×B; 16 RP×Kt, etc., would undoubtedly give Black a more comfortable game.

15 ......  Q—R3

An elegant reply.

16 P×Kt

Acquiescing to liquidations, which, however, will expose the weaknesses in his position. But after 16 B—Kt3 or 16 B—KB2, Black would have retained the advantage of the initiative.

16 ......  Q×B
17 P×P   P×P

There is no hurry to win a pawn by 17 ..... B×Kt ch; 18 P×B, Q×Q ch; 19 K—R1, Q×Q, by which the game would lose in plasticity. Maintenance of the pressure gives Black richer and more varied chances.

18 B—B5    P—Kt3
19 B×B    QR×B
20 R—B2    R—K5
21 P—KtK3  Q—K2

Now, frontal pressure on the K file has become the theme of Black's strategy.

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White    Black

NIMZOWITSCH  RUBINSTEIN

(Vilna, 1912)

The interesting feature here is how Rubinstein discovers—one might almost say creates—a weak point in his adversary's position and how he fastens on it, never to let go, until the game is won.

1 P—K4    P—K4
2 Kt—Kt3  Kt—Q3
3 P—Q4    P—P
4 Kt×P    P—B3
5 Kt—Q3

Simple and good. The same position can occur in the Scotch Four Knights' Game after 1 P—K4, P×Kt4; 2 Kt—Kt3, Kt—Q3; 3 Kt—B3, Kt—B3; 4 P—Q4, P×P (instead of 4 ..... B—Kt5); 5 Kt×P, etc.
White

Black

SPIELMANN
LASKER

(Moscow, 1935)

It is rare indeed that a King's peregirations—of the type undertaken by the black monarch in this game—end without a catastrophe.

1 P–K4 P–K4
2 Kt–KB3 Kt–QB3
3 P–Q4 P×P
4 Kt×Kt Kt–B3
5 Kt–QB3 B–Kt5
6 Kt×Kt Kt×Kt
7 B–K3 P–Q4

A trenchant reply. But the more reserved
7move P–Q3 has hidden resources, as is
shown in the game Rometti-Gromer,
Toulouse, 1937; 7 ... P–Q3; 8 Castles,
Q–K2; 9 B–Q2, B–Q2; 10 R–K1 (the
preventive measure 10 P–K3 is indicated);
10 ... Kt–K15; 11 B–K2, Kt–BP;
12 Q–B1 (for if 12 K×Kt, B–B4 ch;
13 K–Kt5, Q–B3, and wins); 12 ...
Kt–Kt5; 13 B×Kt, B–B; 14 Kt–Q5,
B–B5; 15 Q×B, Q–Q2 (not 15
P×P; 16 P×P, B–K3; 17 P×B, etc.);
16 Q–Kt5, P×Kt; 17 Q×Kt, Castles
QR, and White resigns.

8 P×P
If 8 P–K5, Kt–Kt5, and Black’s KP
becomes a target.

8 ... Q–K2 ch
By this intermediary check Black obtains
an early exchange of Queens, which seems to
promise a peaceful ending. But Lasker,
who was a great specialist in the queenless
game, prefers this to the usual variation
8 ... P×P; 9 B–K4Kt5, etc.

9 Q–K2 Q×Q ch
10 K×Q

Unpinning the Knight and at the same
time mobilising the KR. The text move
shows more vigour than 10 B×Q, B×Kt ch;
11 P×P, P×P, etc., tending to a draw.

10 ... P×P
Black also shows a fighting spirit,
the move in the text being more bellicose than
10 ... B×Kt; 11 P×P, B×Kt; 12 B–Q2,
with an approximately even game.

11 Kt–K15
Suddenly the flytes flares up.

11 ... K–Q1
If 11 ... R×B4; 12 B–KB4, and Black
is prevented from castling.

12 R–Q1 P–B3
13 P×Q3 R–K1 ch
14 K–B1 B–B1
15 Kt–Q4 K–B2
16 B–B4 ch K–K3

An heroic decision. More prosaic is,
clearly, 16 ... B–Q3; 17 B×B ch, K×B;
18 Kt–B5 ch, B×Kt1; 19 B×B, and the
consequence might easily be a draw.

17 P–Q4 P–Q4
18 P–QKt4

In the sequel White succeeds in creating
dangerous mating nets, in spite of the
absence of Queens.

18 ... ...

For instance, if 18 ... B–Q2; 19 P×P ch,
R×P (got 19 ... K×P; 20 B–B7 mate;
nor 19 ... K–B4; 20 Kt–Kt3 mate); 20
KR–Kt1 ch, K–R2; 21 B–B7, and
wins.

19 R–P5 ch

This pawn taboo, for if 19 ... R×P;
20 R×R, K×R; 21 B–B7 ch, K–R5;
22 R–R1 mate.

19 ...

K–Kt2
20 P×P K–K5
Black tries in vain to organise some
counter-demonstrations. If 20 ... B×P;
21 KR–Kt1, P×B4; 22 Kt–B2, etc., and
if 20 ... B×Q2; 21 KR–Kt1, preparing
for 22 P–K5.

21 Kt×P P–Kt4

Only a counter-thrust can minimise the
crisis. To accept the sacrifice would be
fatal: 21 ... K×Kt; 22 QR–B1 ch,
K–Q2 (or 22 ... K–Q2; 23 R–B7 ch,
K–Kt1; 24 R–K7 dis ch, followed by
draw); 23 B×Kt5 ch, K–K2; 24 R–B7 ch,
K–Q1; 25 R×P, and wins.

22 B×Kt R×B
23 Kt–Q8 ch K–R3
24 B×P

This temporarily wins a second pawn, but
it allows the opponent some breathing space,
for the consolidation of his position.
The win was obtainable, in a blaze of
glory, by 24 P×Kt, R×B; 25 P×Kt ch,
K–R2; 26 R–B1, with fatal threats, or
24 ... B×P; 25 B×P, and the struggle is
hopeless for Black.

24 ...

B–K3

Supporting the passed QP, which will
become a strong counter-asset.

25 Kt–B6 B–Kt2

Turning the Bishop to account on the
long diagonal is much better than 25 ...
B×P; 26 QR–Kt1, etc.

26 QR–B1 B–Q5

He still seeks complications. It would
have been wiser to have played for the end-
game by 27 R×R, P×R; 28 Kt–Q4,
B×Kt1; 29 R×B, K–Kt4; 30 B–Q2, etc.,
as now White’s victory is by no means
assured, in spite of his two extra pawns,
by reason of the Bishops of opposite colours.

27 ...

K–Kt4
28 Kt–R7 ch K×P
29 Kt×B R×B
30 Kt–K6 ch R–Kt6
31 Kt–B6 ch K–R5

White sees that, in spite of the black
King’s exposed position, there is no
possibility of applying the final sanctions,
and so he decides on liquidation.

32 ...

K×R
33 R×B R×B
34 Kt×B R–K3
Neither 34 ... R×P; 35 R–R1 ch,
K–Kt1; 36 Kt–B6 ch, etc., nor, evidently,
34 ... K×P; 35 R–R1 ch, followed by
R×R, is admissible here.

35 R–R1 ch K–Kt5
36 Kt–K1 B–Q2
37 Kt–B2 ch

Too hesitating. He should have forti-
fied his position by 37 K–Q3, R×P;
38 Kt–B2 ch, K–Kt4; 39 R×R ch, K×R;
40 K–Q4, with every chance of a win, or
37 ...

B–R5; 38 R–QB1, R×P;
39 Kt–B6 ch, B×Kt; 40 R×B, R–R7;
41 R–B6, with good practical chances.

37 ...

K–B6
38 Kt–K3 B–Kt4 ch
39 K–K1 P–Q5

Against expectations, Black has now taken
the lead.

40 R–B1 ch

The plausible 40 Kt–Q5 ch would even
lose: 40 ... K×Kt, 41 R–Q1; R–K3 ch;
42 K–Q2, R–K7 mate.

40 ...

K–Q6
41 R–Q1 ch K–B6

But 41 ... K–K5 would be useless,
because of 42 Kt–B2, P–Q6; 43 P–B3 ch
(an important check); 43 ... K–K4 (or
43 ... K–B5; 44 Kt–Q4); 44 Kt–Kt4,
R–Q3; 45 P–R6, etc.

Draw. A grand fight.

SCOTCH GAMBIT

130

White

Black

VON BILGUER
VON DER LASA

(Berlin, 1838)

A curious feature of this game is the
repeated change in the main field of battle.
Beginning, as a real gambit should, with an
attack on KB7, the play is suddenly trans-
ferred to the Q side, where a powerful action
results in the blockading move 18 P–Kt6,
only, soon after, to display its full weight on
the open K file (20 KR–Kt1), forcing a
lightning decision.
The game shows what remarkable heights
chess science and strategy could rise a hundred
years ago.

1 P–K4 P–K4
2 Kt–KtB3 Kt–QB3
3 P–Q4 P×P
4 B–Q4

The Scotch Gambit in which White—at
the cost of a pawn—seeks to give the play an
accelerated rhythm.
Against 4 P–B3, Black’s best plan is to
lead into the Danish Gambit Declined by
4 ... P–Q4; 5 KP×P, Q×P; 6 P×P, etc.
Against 4 B–KQt5 (which Blackburne
humorously called the “Mac Lopez”) the
counter-development 4 ... B–B4 followed by
Kt×Kt–K2; and ... Castles; can be
recommended.

4 ...

P–Q3
5 P–B3 B–K5 ch
6 P×B

Castles In real gambit style!

6 ...

P–Q3
He grows cautious; it would be too risky
to accept the second pawn by 6 ... P×P
(the "compromised defence of the Scotch
Gambit"); 7 B×P, Kt–B3; 8 Kt–Kt5,
Castles; 9 P–K5, P–Q4; 10 P×P, P×B;
11 Q–R5, P–Kt3; 12 Kt–K4, etc., with
advantage to White.

Awkward, too, for the defence, would be

**SCOTCH GAMBIT**

500 MASTER GAMES

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7 P–Q3

Initiating a remarkable action on the Q side.

7 ......... B–R4

8 P–Q4 K–K3

Or 8 ......... P–B7; 9 Q×P, P–K3; 10 Q–Kt4, etc., with a continuation similar to that in the text.

9 Q–Kt3 Q–B3

Against the more reserved 9 ......... Q–K2, White also obtains the upper hand by 10 Kt×P, B–K3; 11 Kt–Q5, B×Kt; 12 B×P, etc.

10 B–KtK5

More enterprising still than 10 Kt×P.

10 ......... P–Kt3

11 Kt×P B–K3

12 Kt–Q5 P–KR3

13 B–Q2 B×Kt

A leap into the abyss would be 13 ......... Q×P; 14 Kt–Kt1, followed by 15 Kt×B and 16 B–B, with destruction. But as the text move opens the fatal K file for his adversary, Black should have defended himself by 13 ......... Kt×Kt.

14 P×B

Far more conclusive than 14 B×B.

14 ......... QKt–K2

A most enterprising interception.

15 ......... P–Q4

An important interpolation.

15 ......... P–R3

It is clear that Black cannot open up another file for his opponent by 15 ......... P–QR4; 16 P×P, B×P, as 17 Q×P wins.

16 P–R5 B–R2

17 P–Kt5 Kt–Kt3

18 P–Kt6

19 P×K P–Kt6

An effective blockade.

18 ......... P×P

After 18 ......... B–Kt1; 19 Kt–Kt1 still keeps Black in fetters.

19 P×P Kt–K5

20 KR–Q1 Kt×B

21 Kt×Kt B–Kt1

This aspect of a blockade is a rare occurrence.

22 Q–K3

A frontal assault of overwhelming intensity. After 22 ......... B–Kt5 ch, K–Q1 or 22 R–Kt3, K–Q1, Black’s resistance would be prolonged.

23 ......... Q–B3

24 Kt–K4

The final movement.

23 ......... Q–B4

Or 23 ......... Q–K4; 24 P–B4.

24 Kt–Kt3 Q–B3

25 Kt–B5

Thus, in the skirmish between the Knight and the Queen, the former has gained a tempo.

25 ......... Resigns.

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**WHITE**

**BLACK**

**STAUTON**

**VON JÄNISCH**

(Brussels, 1853)

"Simple means—convinced results" might be the motto of this game, which is typical of Staunton at his best.

1 P–K4 P–K4

2 Kt–Kb3 Kt–Qb3

3 P–Q4 P–P

4 B–Qb4 B–B4

A judicious reply.

5 Castles

Phlegmatic play. After 5 P–B3, Black has the choice of several continuations, e.g.: (a) 5 ......... P×P (accepting the gift); 6 Kt–Q4, P–Q3; 7 Q–Kt3, Q–Q2; 8 Kt–Q5, Kt×Kt–K2; 9 B–Q3, Castles; 10 Castles, with even chances.

(b) 5 ......... P–Q6 (giving back the pawn); 6 Q×P, Q–K2; 7 B–K3, Kt–B3; 8 Q×Kt–Q2, and White has developed his game without hindrance.

(c) 5 ......... Q–Q3; 6 P×P, B–Kt3;

7 Castles, Kt–B3, reaching a position in the Giuoco Piano.

(d) 5 ......... Kt–B3; 6 P×P, B–Kt5 ch, another Giuoco Piano position.

5 ......... P–Q3

A "Max Lange Attack" could result from 5 ......... Kt–B3, e.g. 7 P–K5, P–Q4, but it was little known at the time this game was played.


10 P–K3, Kt×P (a fatal capture); 11 Q–R5 (an amusing turn, winning one of the Knights); 11 ......... Castles (if 11 ......... P×Kt; 12 B×Kt; 12 Q×Kt, B–K3; 13 B×P, resigns.

6 P–B3

True to the gambit style, which underlies this variation. A useless expedience would be 6 B–Kt5, Kt×Kt–K2; 7 P–B3, B–Kt3; 8 B–Kt5, P×P; 9 Kt×P, Castles, and Black has succeeded in consolidating his position.

6 ......... P×P

Instead of this hazardous capture, 6 ......... Kt×B; 7 P×P, B–Kt3; etc., or also 6 ......... B–Kt5 would have led into a quite playable variant of the Giuoco Piano.

7 Kt×P B–K3

Black’s position is already unsatisfactory, and neither the text move nor other continuations such as 7 ......... Kt–B3; 8 B–Kt5, etc., or 7 ......... P–K3; 8 Q–Kt3, etc., or 7 ......... B–Kt5; 8 Q–Kt3, could prevent White from taking advantage of his opponent’s twisted central position in a most instructive manner.

8 B×B P–B

9 Q–Kt3 Q–B1

10 B–K3

Not at once 10 Kt–Kt5, because of 10 ......... Kt–Q5.

11 P–B B–B

12 Kt–Kt5 Kt–Q1

13 QR–B1

A useful intercalation on the Q side.

(Threat: 14 Kt–Kt5.)

13 ......... P–QR3

14 Kt–R4

Threatening 15 Kt–Kt6, winning the exchange, as Black cannot reply 14 ......... R–QKt1, for then 15 Kt–Kt6, "matting" the Queen.

14 ......... Q–Q2

15 P–K5

Rupture of the front.

15 ......... P–R3

If 15 ......... P×P; 16 Kt–B5, and if at once 15 ......... P–Kt4; 16 P×Kt, P×Kt; 17 Q–B2, winning.

16 Kt–B3 P–QR4

A desperate counter-attempt, for the least possible evil would have been 16 ......... Kt–Q4.

17 P×Kt P×Kt

18 Q–B2 P×P

Black has, at the moment, two extra pawns, but the helpless position of his King will soon tell against him.

19 Q–Kt6 ch K–K2

Again choosing of two evils the greater, but after 19 ......... Q–B2; 20 Q×Q ch, K×Q; 21 R×P, Castles, White’s advantage is quite definite.

20 Kt–K5

An unmasking sacrifice.

20 ......... QP×Kt

21 Q×P ch Resigns

With the depressing choice between two mating aspects: 21 ......... K–K1; 22 Q×R ch, K–K2; 23 Q–B8 mate, or 21 ......... K–Q3; 22 KR–Q1 mate.

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**WHITE**

**BLACK**

**BLACKBURNER**

**GIFFORD**

(The Hague, 1874)

A beautiful sacrifice of the Queen, drawing the opposing King into a mating net—a feast for the eye and a treat for the mind.

1 P–K4 P–K4

2 Kt–Kb3 Kt–Qb3

3 P–Q4 P×P

4 B–Qb4 B–B4

5 Kt–Kt5

An optimistic jaunt.
5  
6  
Spineless would be the transaction: 6 7  8  9  Q-R5, because of the counter-thrust 9 . . . . P-Q4, whereby Black obtains the initiative.

6  
Against 6 . . . . Q-B3 White could play 7 P-B4, as in the text.

7 P-B4
Exchanges by 7 Kt x BP, Kt x Kt; 8 B x Kt ch, K x B; 9 Q x B, P-Q3, etc., would not be profitable as yet. Alternatively, 7 Castles, P-Q3; 8 P-KR3, B-Q2; 9 P-B4, Castles QR, and Black has nothing more to fear.

7 Castles
Assigning to his King a rather storm-swept domicile. In the sense of the preceding note the following continuation would have been reasonable: . . . . P-Q3; 8 P-KR3, B-Q2; 9 Castles, Castles QR, etc.

8 Castles P-Q3 9 P-B5
With a fourfold object: preventing both 9 . . . . B-KKt5 and 9 . . . . B-K3, threatening a break-through by 10 P-B6, and extending the range of his own QB. These advantages outweigh the drawback of his K5 becoming weak.

9 . . . . P-Q6 disch
A little better would be 9 . . . . Kt-K4 at once.

10 K-R1 P x P 11 Kt-Q3 Kt-K4 12 Kt-Q5
The final assault begins.

12 . . . . Q-Q1 13 P-B6
Breaking through.

13 . . . . Kt-Kt3
If 13 . . . . Kt x B; 14 Kt-K7 ch, K-R1; 15 P x P ch, K x P; 16 Kt-K6 ch (the simplest); 16 . . . . B x Kt (or 16 . . . . P x Kt; 17 Q x Kt ch, K-R1; 18 R x R ch, followed by mate); 17 Q x Kt ch, K-R1; 18 Q-B6 mate.

14 P x P K x P
It looks as if Black now threatens the capture of the hostile Queen by 15 . . . . B-KKt5.

By an inversion of moves, a modern variation of the Two Knights' Defence is now reached.

5 P-K5
A premature thrust. He should have played 5 Castles. After the impulsive expulsion 5 Kt-K5, Black has an adequate defence by 5 . . . . P-Q4; 6 P x P, Q-K2 ch, followed by . . . . P-Kt4.

5 . . . . P-Q4
This central thrust secures the initiative for Black.

6 B-QKt5
After 6 P x Kt, P x B; 7 Q x K2 ch, B-K3; 8 P x P, B-P; 9 Kt-K5 Q-Q4, Black has the better game.

6 . . . . Kt-K5
Far more powerful than 6 . . . . Kt-Q2; 7 B-Kt, P x B; 8 P-K6, and Black steers for trouble.

7 Kt x P
Here again 7 Castles is preferable.

7 . . . . B-Q2
Defence and counter-threat.

8 Kt x Kt
Instead of this move, which helps to strengthen Black's centre, the lateral manoeuvre 8 Kt-Kt3 would have given White more equal chances.

8 . . . . P x Kt 9 B-Q3 B-QB4 10 B x Kt
Thinking to avoid all trouble, whereas, in reality, trouble now begins. After 10 Castles, Black would continue with 10 . . . . Q-R5, as in the game.

10 . . . . Q-K5
We must admire Morphy's genius, which imparts to the whole subsequent course of the game a wholly ruthless energy.

11 Q x K2
Not 11 P-KKt3, Q x B ch, followed by . . . . Q x B, nor 11 B-K3, B x B, and wins. But even after 11 Castles, P x B, followed by . . . . Castles QR, Black's cause would prevail.

11 . . . . P x B 12 B-K3
Plausible and fatal. If White did not wish to weaken his position by 12 P-KKt3, he should at least have sought salvation in casting.

12 . . . . B-Kt5
An intermediary manoeuvre.

13 Q-B4
If 13 Q-Q2, R-Q1, and wins. Only by 13 P x Kt3 could he avoid the worst.

14 . . . . B x B 14 P-Kt3
Or 14 Q x QBP ch, B-Q2; 15 Q x R ch, K-K2; 16 P-KKt3, Q-QKt5; 17 Q x R, B x P ch; 18 K x B, Q-B6 ch; 19 K-Kt1, B-R6, forcing the mate. Or 14 Castles, B-K3; 15 Q x QBP ch, K-K2, and Black remains a piece ahead.

14 . . . . Q-Q1

15 P x B
Allowing Black to demonstrate the grand conception, initiated on Black's ninth move.

15 . . . . Q-Q8 16 K-B2 Q-B6 ch 17 K-Kt1 B-R6
The death sentence. As he cannot come to his King's rescue, White has nothing left but a few rancorous checks.

18 Q x QBP ch K-B1 19 Q x R ch K-K2
Resigns.

White  
BLACK

LICHTENHEIN  
MORPHY

(New York, 1857)

The way of an eagle.

1 P-K4 P-K4 2 Kt-KB3 Kt-QB3 3 P-Q4 P x P 4 B-QB4 Kt-B3
7. FOUR KNIGHTS’ AND THREE KNIGHTS’ GAME

White  Black
PAULSEN  MORPHY

(Leipzig, 1857)

Although this game is adorned by one of the most famous Queen sacrifices in the literature of the game, it also illustrates quite a number of additional tactical and strategic points: a temporary sacrifice, operations on open files, exploitation of a hole (Q3), breaking up of the King’s defences, irruption on the seventh rank, etc.

Historically, this game spread Morphy’s fame to Europe and pressed his coming triumphs on the old continent.

1 P–K4  P–K4
2 Kt1–K3  Kt1–Q3
3 Kt3–B3

A forerunner of the modern style, Louis Paulsen prefers a quiet and solid opening, whereas the general tendency of his time was to play the gambits—King’s, Scotch, Evans, etc.

3 . . . . . . KT–B3
4 B–Kt5

The Spanish Four Knights, the most scientific of all. Playable also is 4 B–B4, the Italian, and 4 P–Q4, the Scotch Four Knights.

Less pugnacious is the restricted development 4 B–K2, and Gunsberg’s original 4 P–Q3, which is best answered by 4 . . . B–B4, claiming the initiative.

4 . . . . . . B–B4

A more stimulating reply than the symmetrical 4 . . . B–Kt5.

5 Castles

This continuation, storing up energy, is better than hitting out at once with 5 Kt×P (5 . . . Kt×Kt; 6 P–Q4) or than 5 P–Q3, renouncing any offensive in the centre.

5 . . . . . . Castles

After the more timid 5 . . . P–Q3, the initiative for a long time to come remains with White after 6 P–Q4; P–P; 7 Kt×P, B–Q2; 8 Kt×B5, Castles; 9 B–Kt5, etc.

6 Kt×P

This temporary sacrifice (6 . . . Kt×Kt; 7 P–Q4) is not without risks for White, as his great adversary immediately tries to demonstrate. After 6 B×Kt, Q×P×B; 7 Kt×P, R–K1; 8 Kt×Q3, B–Q5, etc., the game has lost some of its plasticity, and after 6 P–Q3, P–Q3; 7 B–Kt5, Kt–K2, etc., leads to a slowing down of operations.

6 . . . . . . R–K1

Aiming at the full development of his forces. After 6 . . . B–Q5; 7 Kt–B3, B×Kt; 8 Q×P, B–Kt1; 9 R–K1, P–Q4; 10 P–B4, Kt–B3; 11 B–Kt5, White has command of the central files. If 6 . . . Kt–Q5; 7 B–B4.

7 Kt×Kt

A careful defence is 7 Kt–B3, Kt×P; 8 P–Q4, Kt×Kt; 9 P×Kt, B–B1, and the position tends to equality.

7 . . . . . . Q×P×Kt

8 B–B4

An immediate and full retreat shows more prudence by 8 B–K2, Kt×P; 9 Kt×Kt, K×B; 10 P–Q3, R–K1; 11 P–Q3, with 12 P–Q4 to follow.

8 . . . . . . P–Kt4

Not yet 8 . . . Kt×P, on account of 9 Kt×Kt, K×B; 10 B×P, ch, followed by Q×B.

An interesting idea here is 8 . . . Kt–Kt15 with 9 P–Kt3, K×P; 10 B×P, ch, K×R1, and Black has the last word.

9 B–K2  Kt×P
10 Kt×Kt  R×Kt
11 B–B3

He is hypnotised by Black’s weakness at his QB6. More self-control is shown by 11 P–Q3, R–K3; 12 P–QB3, to be followed by 13 P–Q4.

11 . . . . . . R–K3
12 P–Q5

An error of judgment. He underrates the dangers of the hole at Q3. After 12 P–Q3, White’s game could be defended.

12 . . . . . Q–Q6
13 P–QKt4  B–Kt3
14 P–Q4

A clever plan. Beaten in the first skirmish, White wants to make up leeway in the second, and to release, by turning manoeuvres, the pressure established by Black’s Queen.

14 . . . . . P×P

Necessary, because of the threat 15 P–R5.

If 14 . . . P–Q3; 15 P×P, Q×KtP (evidently not 15 . . . RP×P, nor 15 . . . BP×P); 16 P–Q4, breaking the charm.

15 Q×P  B–Q2
16 R–Q2

Intending 17 Q–B2, but the immediate opposition of the Queen by Q–R6 is essential.

16 . . . . . QR–K1

A crushing concentration. (Threat: 17 . . . Q×R ch.

17 Q–R6

Too late.

A feature of this game is the gain of a piece by means of stratagems as skilful as they are astute.

1 P–K4  P–K4
2 Kt–KB3  Kt–QB3
3 Kt–B3  Kt–B3
4 B–Kt5  B–Kt5

The most plausible continuation. Playable also are 4 . . . B–K2 or 4 . . . P–Q3, leading into the Ruy Lopez.

A painful loss of time is 4 . . . P–Q3, as White can then play 5 B×Kt, Q×P×B;
6 Kt×P, and Black will find it difficult to recover his pawn.

5 Castles
Calmly continuing his mobilisation. The escape of 5 Kt—Q5 is useless, because Black, after 5 Kt—Kt, 6 P×Kt, P—K5; 7 P×Kt, Q×P×P, recovers his piece with advantage. If 5 P—Q3, the reply 5 Kt—Q5 is serviceable.

5 Kt—K5
Castles
Again, if prematurely 5 P—Q3; 6 Kt—Q5 is promising.

6 B×Kt
This apparently simplifying liquidation is not without guile. As, however, the preservation of the two Bishops is preferred on principle, the "academic" continuation remains 6 P—Q3.

6 ... QP×B
After 6 KtP×B, White obtains an advantage in territory by 7 Kt×P, Q—K1; 8 Kt—Q3 (more efficacious than either 8 Kt—B3 or 8 Kt—K4); 8 ... B×Kt; 9 QP×B, Q×P; 10 R×Kt, etc.

7 P—Q3
Having to some extent to decentralise the adverse pawn mass on the Q side, White now forces his adversary to think about his threatened KP. Equality only would result from 7 Kt×P, R—K1; 8 Kt—Q3, B×Kt; 9 QP×B, Kt×P; 10 Q—B3, Kt—Q5; 11 B—B4, Q—B3, etc.

7 B×Kt
A critical point. From amongst a number of possibilities, Black selects the most active defence.

8 P—K3
B—KR4
9 K—R1
Besides this skilful preparatory move, 9 B—Kt5 also is good. On the other hand, 9 P—Kt4 would be faulty, because of the break-up sacrifice 9 ... Kt×KtP; 10 P×Kt, B×P, etc.

9 ... Q—K2
He recognises that the over-protection of the KP has become necessary. The same object is served by 9 ... Q—Q3, and if 10 P—Kt4, B—Kt3, etc.

10 R—K1
Not only with the tactical object of soon making P—KKt4 possible, without having to fear a possible sacrifice, but also with the strategic plan in view of utilising the KtKt file as a powerful base of action.

10 ... QR—Q1
With the transparent threat of winning a pawn (e.g., after 11 B—K3) by 11 ... KB×Kt; 12 P×B, Kt×P.

The simplification 10 ... KB×Kt would have allowed Black, on this or the next move, to get rid of a tenacious combatant.

11 Q—K2 P—KR3
12 Kt—Q1 B—Q4
13 P—KKt4 B—KKt3
14 Kt—R4 K—R2
He cannot play 14 ... Kt×KP, because of the intermediary capture by White, 15 Kt—B,

15 B—K3 Kt—Q2
If 15 ... Kt—K1; 16 Kt—B5 forces open the KtKt file by 16 ... B×Kt; 17 KtP×B, etc.

16 Kt—B5
A genuine outpost.

16 ... Q—K3
17 R—Kt3
White's far-reaching plans are beginning to take shape.

17 ... R—K1
Black would obtain a more stubborn defence by 17 ... P—B3.

18 B×B Kt×B
19 QKt—K3
Reinforcing the position he has established.

19 ... Q—B3
Vacating the square for the Knight, but here again 19 ... P—B3 has its points.

20 QR—KKt1 Kt—K3
In order, at least, to prevent White's P—Kt5.

21 Q—Q2
Aiming at both flanks.

21 ... Kt—Q1
22 P×Kt Failing strategy. It is true, there is nothing in 21 ... Kt—B5, where the Knight would occupy a "strong" but "dead" point; but the regrouping by 21 ... QR—K1 would be good, not only to protect the KP indirectly, but also to vacate a possible flight square for the Queen (at Q1).

22 Q—R5
By this skilful diversion, White not only attacks the QRP and QBP, but (e.g., in the event of 22 ... R—Q1B; 23 Kt—B4) the KP also.

22 ... Kt—K3
He wishes to reply to 23 Kt—B4 with 23 ... P—B4, but the overloaded position of the black pieces in the royal corner is likely to bring about a catastrophe.

23 P—Kt5 A vacating thrust.

24 ... Kt×P
Or 23 ... P×P; 24 Kt—Kt4, winning the Queen in a curious manner.

24 Kt—K4 B×Kt
Despair, for again, if 24 ... Kt—K3; 25 Kt—K4 wins.

25 P×Kt B×P ch
A piece is lost. The rest, which requires no comment, is played by White with the utmost energy.

26 P×B P×P
27 Kt—K4 K—Kt1
28 K—Kt2 Kt—Q3
29 Q—Kt P—B3
30 Q×Kt ch K—B1
31 R—Kt1 R—K1
32 Kt—K5 Q×P ch
33 R×Q R×Q
34 Kt×Kt6 ch Resigns

236
White
NIMZOWITSCH LEONHARDT
(San Sebastian, 1911)

This game contains a remarkable and most cruel trap, by means of which the black Queen is caught in the middle of the board.

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 Kt—B3 Kt—B3
4 B—Kt5 B—Kt5
5 Castles Castles
6 B×Kt

And here we see Nimzowitsch—a modern, not to say hyper-modern, player par excellence—indulging in an almost archaic continuation!

6 ... Q×B
7 P—Q3 B—Kt5
8 B—K3 B—KR4
9 B—Kt5

With the threat 10 P—Kt4, B—Kt3; 11 Kt×P, whilst if he optimistically plays 9 ... Kt×KtP; 10 P×Kt, B×P; 11 KKt—K2, P—KB4, etc., would be fatal to White.

9 ... Q—Q3
10 B×Kt

Simplicity of means! It will avail Black nothing to have two Bishops against two Knights, as his QB will be driven out of play, whilst the depreciation of the black pawns on the Q side will mean an appreciable advantage for White, should it come to an end-game.

10 ... Q×B
If 10 ... Q×B; 11 Q×B, Q×B; 12 Q×Q, P×Q; 13 Kt—K2, the white pawns' superiority would be still more marked.

11 P—Kt4 B—Kt3
12 K—K2 Kt—Q1
13 Q—K2 B×Kt

Otherwise the itinerary Kt—Q1—K3 might bring the Queen's Knight to B5 and turn it into a potent outpost.

14 P×B P×B
15 Kt—Q2 Q—K2
16 Kt—B4 P—Kt3
17 Kt—K3 P—KB3
18 R—Kt1 Q—Q2
19 K—R2 K—K1
20 R—Kt3

As can be seen, the scheme of White's
preparations on the K side is identical with that illustrated in the preceding game.

20 ....... Q—Kt4
As Black sees no danger—on account of the reduced material—on the castled position, he wishes to involve his adversary on the opposite wing.

21 Q—Kt1
The Queen in a long-distance duel.

21 ....... Q—R5
22 Q—QB1 R—Q2
23 P—R4 B—B2
24 P—B4 B—K3
25 Q—Kt2 P—QR4
26 QR—KKt1 Q—B3
He sees through, after all, on the K side, and brings back his Queen post-haste to the fold.

27 R(Kt1)—Kt2 Q—Q3
In order to continue on her way via K2, or to obtain, by the excursion 28 ....... Q—Q5, a line on his opponent's intentions. The struggle appears to be without salient points.

28 Q—B1
Dodging an awkward visitor—what could be more natural?
And yet this move is due to a truly diabolical inspiration!

28 ....... Q—Q5
Nothing could be more tempting than to occupy an influential post. But it would have been wiser to follow a purely defensive policy by 28 ....... Q—K2, and give up all ambitious dreams.

S  P—QB3  Q×Q
31  P×Q B×Q
But not 31. R×Q, R×R, and there is some fight left, whereas now the rest is silence.

31 ....... Q×P(B5)
32 P×B  Q×KP
33 Q—B2  B—B5
34 Q—B5  Q×Q
35 P×Q
And White wins.

White  Black
TARRASCH  JANOWSKI
(Ostend, 1907)

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In the variation illustrated by this game, the opening of the KB file is the basic idea. Here Dr. Tarrasch scores one of his finest successes.

1 P—Kt4  P—Kt4
2 Kt—KB3  Kt—KB3
3 Kt—B3  Kt—B3
4 B—Kt5  B—Kt5
5 Castles  Castles
6 P—Q3  P—Q3
Maintaining the symmetry. But if the activities of White's QKt are feared, the continuation 6 .... B×Kt; 7 P×B, P—Q3 is perfectly valid.

7 B—Kt5
The sign of the pin! Less incisive would be other continuations such as 7 Kt—K2, or 7 B×Kt, P×B; 8 Kt×Kt, or, in a waiting mood, 7 P—Kt3.

7 ....... Kt—K2
End of the symmetry. Fatal would be 7 .... B—Kt5, by reason of the piquant continuation 8 Kt—Q5, Kt—Q5; 9 Kt×B, Kt×B; 10 Kt—Q5, Kt—Q5; 11 Q—Q2, and White has a decided advantage, as Black cannot continue to copy White's moves, e.g.: 11 .... Q—Q2; 12 B×Kt,

B×Kt; 13 Kt—K7 ch, K—R1; 14 B×P, ch, K×B; 15 Q—Kt5 ch, K—R1; 16 Q—B6 mate.

8 Kt—K4
Already signifying his intention of opening the KB file by P—KB4.

Less good is 8 B×Kt, P×B; 9 Kt—K4, as then Black succeeds, just in time, in consolidating his position after 9 .... P—B3;
10 B—B4, Kt—Kt3; 11 Kt×Kt, RP×Kt;
12 P—B4, B—B4 ch; 13 K—R1, K—Kt2;
14 Q—B3, Q—K2, etc.

After the preventive retreat 8 B—B4, a game Mattson-Kostich, Bardov, 1926, had the following trenchant continuation: 8 B—B4, P—B3; 9 Kt—K2, Kt—Kt3 (more consistent would be 9 .... P—Q4); 10 P—B3, B—R4; 11 Kt—K4, Kt—Kt1; 12 B×QKt, P—Kt3 (an error of judgment. This was the last chance of seeking counterplay in the centre by 12 .... P—Q4); 13 P—B4 (he is not afraid of ghosts); 13 .... P×P; 14 Kt×P, P—Kt4; if 14 .... P—Kt4; 15 Kt—R5, with a winning attack); 15 B—KKt3, K—Q3 ch; 16 P—Q4, B—B4, Kt—Kt5 (if 16 .... P—Kt4; 17 Kt—Kt6); 17 Q—Q2, P—Kt4 (anything loses); 18 Kt—K6, B×P; 19 R×Kt, and Black resigns.

8 ....... P—B3
Preparing counter-operations in the centre.

After 8 .... Kt—K3; 9 Kt×Kt, RP×Kt;
10 Kt—Q5, B—B4; 11 Kt×Kt ch, P×Kt;
12 B—Kt6, and White has the better game.

9 B—B4 B—B4
A fruitless attempt to impede White's P—KB4. Nor would other moves succeed, such as 9 .... B—K3, or 9 .... Kt—K1, nor 9 .... Kt—Kt3 (10 Kt×Kt, P×Kt; 11 P—B4, etc.); or finally, 9 .... B—Q4 (10 B—Kt3, Q—Q3; 11 P—B4, etc.).

Therefore the best means of preventing the expansion of White's game is 9 .... P—R1, unpinning the KKB, after which 10 P—B4, P×P; 11 B×Kt, P×B; 12 R—P, Kt—Kt3; 13 Kt—Kt ch, B×Kt, (the KB affords Black a comfortable game. White's best course, in that case, is to bring about equality by 10 B×Kt, P×B; 11 Q—R5, Kt—Kt3, etc.

10 P—B3  B—K3
11 B×Kt  P×B
12 B×B  P×B
13 P—B4
This advance, which vitalises the KB file, is the key to this variation.

13 ....... Kt—Kt3
14 Kt×Kt  P×Kt
Although the black King's defences appear to be adequate, the frontal attack, initiated by the text move, wins all along the line. What follows is a masterpiece of clarity and conciseness in chess.

15 ....... Q—K1
Or 15 .... K—B2; 14 P×P, Q×P×P; 15 R—B3, and the black King's position remains precarious. After the text move, White's KKB becomes a battering-ram.

16 P—B5  P×P
17 P×P  B—Kt
18 P×B  K—Kt2
19 R—B3  R—R1
If 19 .... P—KKt4; 20 P—K4, which the move in the text is to prevent.

20 P×P  Q—K2
As 20 .... Q×P is not feasible, on account of 21 Q—Q7 ch, Black's position, with a powerful wedge driven into his game, gradually becomes hopeless.

21 P—K4
22 QR—KB1  QR—KB1
23 P—R5  R—R3
24 QR—B2  KR—R1
25 Q—B5
Vacating the KKt file for the triumphant advance of the "third Musketeer."

26 P—Kt4  Q—Q3
27 P—Kt1  Q—K2
Hoping to control the critical square KKt4.
It is an admirable point of the initial sacrifice, for after 19 P×P, K×K, Black’s game would become defendable. Now, however, the black King’s flight square at K2 is taboo.

19 ....... P×Kt
20 R×P ch
In the ensuing short ending, the greatest possible effect is obtained with the smallest possible means.

20 ......... K×K2
21 Q×B7 ch K×Q3
22 R×B6 ch K×B4
After 22 .... Q×R; 23 Q×Q ch, K×Q2; 24 Q×B7 ch, K×Q3; 25 Q×RP, White’s victory is assured, on account of his two connected passed pawns.

But now, short of a miracle, Black hopes to hold his own, e.g. 23 Q×B4 ch, K×K3; 24 Q×Kt4 ch, K×R3; 25 Q×B4 ch, K×K3, and the black King has found a far more solid stronghold on the Q side than the one which he had on the opposite wing.

23 Q×KtP
And here is the miracle! A waiting move, leaving a Rook en prise, again breaks down the defences. There is a double threat of mate, by 24 Q×Kt4, or, more prosaically, by 24 R×P.

23 ......... K×Q3
A vain attempt to improve a defence.

24 R×P ch
A sacrifice in the problem-manner.

24 ......... Q×R
A very beautiful finish.

17 R×P
A demuding sacrifice.

17 ....... K×R
18 R×B1 ch Kt×B4
Sad, but necessary.

19 Kt×Kt
This elegant refusal to secure an extra piece amounts, in a way, to a negative sacrifice.

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White Black
CAPABLANCA H. STEINER
(Exhibition of Living Chess, Los Angeles, 1933)
A very spectacular game. The KB file, opened early, demonstrates its full power.

1 P×K4 P×K4
2 Kt×KB3 Kt×QB3
3 B×Q5 K×B3
4 Kt×B3 Kt×B5
5 Castles Castles
6 P×Q3 P×Q3
7 B×K5 B×Kt1
8 P×B Kt×K2
Better is Dr. Metger’s continuation 8 ....... Q×Kt2.

9 Kt×R4
More energetic than 9 B×Kt, P×B, and certainly more à propos than 9 B×QB4 (9 ....... Kt×K3; 10 Kt×R4, Kt×B5; 11 B×QKt, P×B; 12 Kt×B3, B×Kt, with a consolidated position).

9 ......... P×B3
After 9 ....... Kt×Kt3; 10 Kt×Kt, RP×Kt; 11 P×KB4, or 10 ....... BP×Kt; 11 B×B ch, K×R1; 12 P×B, White will have the supremacy on the critical sector.

10 B×QB4 B×K3
This move detracts from, instead of adding to, the stability of the black King’s position.

Against 10 ....... P×Q, the strongest line is 11 B×Kt3.

Or 10 ....... Kt×K3; 11 Kt×Kt RP×Kt; 12 P×B4, with an attack.

For all these reasons, the waiting move
14 ... P-Q4
In quest of emancipation.

15 P-KB4
If 15 KP x P, Kt x P, and Black has a target.

15 ... P x BP
Helping White's intentions. 15 ... Kt x P would have served.

16 P-K5
The infantry to the fore.

16 ... Kt-K5
17 P x P Kt x KB4
An unsuccessful attempt to close the position.

18 P x P e.p.
But not 18 Kt x P, Kt x KBP.

18 ... Kt x P (B3)
19 P-B5
White remains master of the battlefield.

19 ... Kt-B1
20 Q-B3 Q-B2
21 B-Q3 B-Q2
22 B-KR4 R-K1
23 B-K5 P-B4
24 K-R1 P-B5
25 B-K2 B-B3
Threatening 26 ... R x R; 27 P x R, P-Q5. But 25 ... R x R; 26 P x R, B x B; 27 Q-K12, P-Q5; 28 B-B3, etc., leads to no immediate result.

26 Q-B4 Kt (B1) - Q2
27 B-B3 R-K2
28 R-K2
This preparation to double Rooks on an entirely different file (KtK1) is interesting.

28 ... R-KB1
If 28 ... Q x Kt 1, then equally 29 R x Kt1, whereas the text move intends a regrouping of Rook and Queen.

29 R x Kt1 Q-K1
30 R (K2) - Kt2 (B1) - B2
In order to threaten 31 ... Kt x B, but White is able to intensify the pressure on Kt17.

31 Q-R6 K-B1
A critical juncture. If White fails to effect a breach in the hostile fortress, he will have to retreat.

32 Kt-K6 ch
A penetrating sacrifice.

32 ... P x Kt
33 Q-R8 ch Kt-K1
34 B-Q6
A decisive pin. He is in no hurry to produce his trumps on the Kt file, as the threat of 35 R x P remains.

34 ... Q-Q1
With a view to 35 ... Kt-B3, whereas 34 ... Kt-B3 at once loses because of 35 P x P.

35 R x P Kt-B3
36 R x Kt
A complementary sacrifice, shoring up White's prospects.

36 ... R x R
Not 36 ... P x R; 37 R x Kt mate, nor 36 ... Q-K1; 37 Q x P mate.

37 R x P
Even more convincing than 37 Q x P ch.

37 ... Resigns.

White
TARRASCH RUBINSTEIN
(Mährisch-Ostrau, 1923)

A feature of this fine game is the persistent manner in which Black strives for and secures the initiative, by skilfully and repeatedly breaking through on various files.

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1  P-K4
2  Kt-KB3  Kt-QB3
3  Kt-B3  Kt-B3
4  B-K5  B-K5
5  Castles Castles
6  P-Q3  P-Q3
7  B-Kt5  B x Kt
8  P x B  Q-Q2
The Meitger Variation—both solid and ingenious.

9  R x K1  Kt-Q1
10  P x Q  B-Kt5
Black throws all his troops into the critical sector. It is more enterprising, but it also carries more responsibility.

11  R-K3
Challenging the pinning Bishop's intentions—a sound principle which eliminates future dangers.

11 ... B-R4
More risky would be 11 ... B x Kt; 12 Q x B.

12  P-K4
White also has ambitions.

12 ... B-K3
13 P-Q5
More consistent would be 13 Kt-R4. Alternative possibilities are 13 B-Q3, strengthening the position, or the preparatory 13 Kt-K1.

13 ... P-B3
Seeking at once to obtain the initiative.

14  B-QB4
More rational would be 14 B-Q3, immediately. Even 14 B-K1 is not without its points.

14 ... R-B1
Threatening to win a pawn by 15 ... P x P; 16 B x P, R x P.

15 P x P
Rounding off Black's pawn centre, but after 15 R-K3, P x P; 16 B x P, Kt-K3, Black has the freer game.

15 ... P x P
16 B-Q3 Kt-K1
17 B-QB1
If 17 B-R4, Kt-B5, and Black takes the lead.

17 ... Kt-B4
18 Kt-B2
Overestimating the strength of his castled position, he deduces it of defending forces. Better, at once, 18 B-R3.

18 ... P-KR4
Black's offensive begins.

19 B-R3 Kt-K3
20 Kt-B4 P-B4
21 B-QB1 P x P
22 P x P Kt-R2
23 K-Kt2 Kt (R2) - Kt4
24 P-B3 QR-Q1
25 Kt-Kt2
The crisis is near. White would welcome the opportunity of closing the centre by 26 P-QB4. But if, with that end in view, he plays 25 Kt-K3, the reply 25 ... Kt-B5 ch would disorganise the royal encampment.

As, however, the text move fails to effect its purpose and serves only to get the Knight out of play, the courageous 25 K-K1 would have been best.

26 ... P-Q4
26 P x P R x P
27 P-QB4 R-Q5
28 B-K3
For if 28 R x P, Q x B3, with multifarious threats.

28 ... R-K3
29 Q-K2 P-K5
Another break-through.

30 P x P Kt x P
31 Q-B3 Kt (K5) - Kt4
32 Q-Kt3 Q-Kt2 ch
The conquest of the long diagonal is Black's first token of victory.

33 K-K1 R-K1
If 33 ... R-Q2; 34 QR-Kt1.

34 Kt-R4 B x Kt ch
35 P x B
A third and decisive break-through. It is to be noted that Black's strategy, in this game, consists in the clearing of the files; QB (by 13 ... P—B3), KR (by 18 ... P—KR4), Q (by 25 ... Q—Q4), K (by 29 ... P—K5), and now, finally, the KB file.

If 36 B×Kt
If 36 Kt×R, P—B5.

36 ... P×P dis ch
37 Kt—Q1
38 Kt×B ch
39 Kt—R ch
Resigns

For if 40 K×Kt, Q—R8 ch, followed by Q×R, and if 40 K—K2, R—K1 ch; 41 K—Q2, Kt—B6 ch, followed by Q×Kt, and in either case Black's advantage in material is conclusive.

An impressive game.

White

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Black

MARÓCZY BOGOLJUBOW

(142)

A remarkable feature of the following game is the way in which Black conducts operations on the open K file. His play, a combination of finesse and energy, is truly artistic.

1 P—K4
2 Kt—KB3
3 Kt—B3
4 B—K5
5 Castles
6 P—Q3
7 Kt—K2

He prefers manoeuvring to a concrete measure such as 7 B—Kt5.

7 ... P—QB4

A preventive retreat. He tries to enliven the play in preference to 7 ... Kt—K2; 8 P—B3, B—R4; 9 Kt—Kt3, P—B3; 10 B—R4, Kt—Kt3, etc. Far more binding—and even dangerous—is the attempt to seize the initiative by 7 ... B—Kt5 or 7 ... Kt×Kt.

8 P—B3

Continuing his strategy of preventive retreats, this time aiming at White's intended P—Q4.

9 Kt—Kt3

After this regrouping, which over-protects the KP, the advance of the QP is again on the agenda.

... K—R1

Another—and very deep—preventive measure, the object of which is to reply to 10 B—Kt5 by 10 ... P—Kt3; 11 B—Kt4, R—Kt1, followed by ... P×Kt4, without having to fear White's sacrifice of a Knight for two pawns and the attack.

10 ... B—K3

He changes his plans. Instead of the pin 10 B—Kt5, or of the advance 10 P—Q4, White wants to become sole master of the centre. It would, however, have been better to prepare for the text move by 10 P—Kt3.

10 ... Kt—Kt5

Of little use would be 10 ... B—B; 11 P×P, because then White would have a reinforced centre, and also a base of action in the open KB file.

11 B×B RP—B
12 P—Q4 P×B

A more orthodox defence of the threatened KB would be 12 ... Q—K2.

13 ... Kt—Kt3

As the black Kt could not for ever stay at its exposed post, the text move only helps it to depart, not without a weakening, as yet imperceptible, of White's King's field. More useful is 13 Q—Q2.

13 ... Kt—R3

The "Knight errant."

14 B×Kt

Otherwise Black's QKt, proceeding via K2 to KB5, might cause White some disagreeable surprises.

14 ... P×B
15 R—K1 B—K3
Marking the beginning of Black's counter-offensive.

16 P—R3
17 Q—Q3 R—Kt1
18 Kt—B5

Too passive would be 18 Kt—R2, P—Kt4; 19 P—B3, and that is why White himself calls for hand-to-hand fighting.

18 ... B×Kt

The simple can be profound! If 18 ... Kt×Kt; 19 P×Kt, B—B2, Black loses a tempo for the necessary retreat, whereas,

after the move in the text, Black can at once realise the opening of the Kt file.

19 P×B P—Kt3
20 P×Kt P—Kt3
21 Kt—R4 R—Kt4
If 21 ... Kt—R2; 22 Kt×B5, the game is to a great extent simplified. But now this bold Rook can operate on three files.

22 P—KB4 R—R4
23 Kt—B3 R—Kt1
24 QP×P Q×P
25 P×P R×RP
26 P—K6

Creating a valuable asset. A cruel deception would be 26 P×P, Q×BP; 27 Q—Q4, by reason of 27 ... R×Kt.

26 ... Kt—Kt5

Strengthening the attack in a brilliant manner, as the pressure on the Kt file is not discontinued, but merely veiled. (Threat: 27 ... R×R ch). Less intense would be 26 ... Q×Kt2; 27 R—K2, and White has a defence.

27 Q—Q7

Seeking the exchange of Queens, for, clearly, neither 27 P×R, Kt—Kd4 ch, nor even 27 Q—B5, R×Kt; 28 Q—R, Q×Kt; 29 K—R1, Kt—R4 is acceptable. Relatively best would be 27 Q—Q4, after which, however, 27 ... Q×Kt2; 28 R×Kt, R×Kt tips the scales in Black's favour.

28 Q—B4 ch
28 Q—Q4

After 28 Kt—Q4, Black has the same eloquent rejoinder 28 ... Q×Kt4, etc.

29 ... Q×Kt4

With the deadly threat of 29 ... R×R mate.

29 Kt—B1

Flight of the King! For if 29 P×R, Kt—K4 ch; 30 K—B1, Q×Kt ch; 31 Q—B2, Q×P ch; 32 K—K2, Q—Q6 mate.

29 ... R—Kt6

This move, quietly powerful, threatens not only 30 ... R×R ch; 31 Q×Kt1, R×Kt ch; 32 P×R, Kt—R7 ch, etc., but also 30 ... R×P; 31 K×R, Kt—Kd4 ch, and wins.

30 R—K2

There is no saving clause, e.g. 30 Q×Kt1, R×Kt ch; 31 P×R, Kt—R7 ch, etc., or again 30 Q—K4, R×Kt ch, etc., or, finally, continuing the King's flight 30 K—K2, R×P ch, etc.

... R×Kt ch

Winning a piece in elegant fashion, for if 31 P×R, Q—R8 ch; 32 Q—Kt1, Kt—R7 ch, winning the Queen.

31 K—K1

Resigns

As Black remains a piece ahead.

White 

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Black

STERK MARSHALL

(Pistyan, 1912)

A fine game, in which White refutes an over-hasty advance by Black (6 ... P—Q4) in a manner both brilliant and energetic.

1 P—K4
2 Kt—KB3
3 Kt—B3
4 B—K5
5 Castles
6 P—Q3

Instead of the ordinary routine continuation 6 ... P—Q3 (or 6 ... B×Kt; P×B, P—Q3), Black tries something new. This idea can safely be effected in the following manner: 6 ... B×Kt; 7 P×B, and then only 7 ... P×Q (the Svenonius Variation), e.g. 8 B×Kt, P×B; 9 Kt×P, Q×Q3; 10 B—B4, R×Kt, and Black, in return for his pawn, has sufficient compensation in the superior disposition of his pieces.

The attempt in the text, a "pseudo Svenonius," has the drawback that it allows White's QKt to participate in the course of events.

7 Kt×QP

A powerful move.

8 ... Kt×Kt
9 P—K4

Undermining the hostile position, whilst improving his own. Spineless would be 9 B×Kt, P×B; 10 Q—K2, R—K1, and Black is out of danger.
21 B × R  
22 R × Kt2  
23 P × B  
A decisive stratagem, for if 23 ... P × P;  
24 Q × BP, Q × B; 25 Q × P, etc.

23 ...  
24 ...  
25 ...  

The Kkt file, it is true, is now closed, but the KKtP becomes a battering-ram.

25 ...  
26 P × Kt5  
27 P × Kt6  
An irresistible advance.

27 ...  
28 Q × Kt5  
29 Q × Kt4  
A fine conclusion. Resigns.

White  
Black

BERNSTEIN  RUBINSTEIN
(Vilna, 1912)

A remarkable feature of this game is that Black gives up two pawns, without any prospect of immediate sanctions, and yet gets within an ace of winning the game—a far from commonplace adventure.

1 P × Kt4  
2 Kt × B3  
3 Kt × B3  
4 Kt × B4  
5 B × B  
6 B × B  
7 Kt × B3  
8 Kt × Q3

Castles; 7 Kt × Q3 (very sound also is the retreat 7 Kt × B; but if 7 P × Q3, P × Q4, etc., and if 7 Castles, P × Q3, followed by 8 ... B × KKt5, to Black's advantage); 7 ... B × Kt1; 8 Kt × B4, P × Q4; 9 P × Q3, and White, without much damage, maintains an extra pawn.

If, however, White should prefer to avoid all kinds of surprises, he is able to simplify matters by 5 Kt × Kt, P × Kt; 6 P × Kt, P × Kt; 7 P × Kt, Q × P (it would be too risky to win a pawn by 7 ... P × QP ch; 8 B × P, Q × P; 9 Castles, B × Kt2; 10 B × Q3, with a fine attack); 8 Q × QP, Q × K4 ch; 9 Q × Kt2, Q × Q ch; 10 B × Q, P × Q, and the time is ripe for peaceful negotiations. This line of play has deprived the Rubinstein-Marshall of its potentialities.

5 ...  
6 ...  
7 ...  
8 ...  
A troublesome pin, wherein nothing results for Black from 8 ... Kt × B; 9 QKt × Kt, Q × P ch; 10 Kt × Kt3, B × KKt5;  
11 P × Q3.  
12 ...  
13 ...  
14 ...  
15 ...  
16 ...  
A threat to the KR; 16 Q × B (not 16 Kt × B, nor 16 Kt × K4, because of 16 ... B × Kt5, with gain in territory).

16 P × Kt4  
Played with much self-possession. 16 Q × P shows far less ambition.

16 ...  
17 P × B  
18 K × R1  
Now Black has, for the moment, actually won a pawn, but White's pressure on the KKt file quickly becomes decisive.

19 R × KKt1  
20 B × R3  
Over-hasty would be 20 R × P, by reason of 20 ... Q × R4, e.g. 21 B × R3 (of course not 21 R × P ch, Kt × Kt1, guarding his Queen, nor 21 B × Kt5, B × B; 22 P × B, Kt × Kt6 ch, winning his opponent's); 21 ... B × P, and Black has taken the lead.

20 ...  
21 ...  
22 ...  
23 ...  
24 ...  
An heroic decision to give up the exchange. But if 20 KR × Kt1;  
21 R × P, Q × R4; 22 QKt × KKt1 (threat; R × P ch); 22 ... Kt × R1 (with the counter-threat 23 ... Kt × R3); 23 Q × Kt, P × Kt (as) 23 ... B × P; 24 R × Kt5); 24 B × B7, Q × B; 25 Q × Kt, with a winning attack.

Black experiences the most difficulties after 5 B × R4, e.g. 5 ... B × B4; 6 Kt × P,
FOUR KNIGHTS’ GAME

White

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BOGOLJUBOW RUBINSTEIN
(Match, 1920)

In the following game all the white pieces develop a remarkable dynamic force.

1 P–K4
2 Kt–K3
3 Kt–B3
4 B–Kt5
5 Kt×P

Or 12 ... Q–Q3; 13 B–Q4.

13 B–Kt4

14 Kt–Q,R

8 Kt–K,R

9 K–B1

The first surprise. After 9 Q–K2, Q×Q ch; 10 K×Q, P–Q,R, etc., Black would have had an easy task.

9 K–Q,R

10 P–K,R

The second surprise. Not only does White’s King obtain a flight square, if it should be wanted, but his KRP becomes a tremendous weapon, whilst his ‘motorised’ KR threats to get into action via R3.

10 P–Q,R

11 P–Q,R

More conformable than 11 R–R3, B–K2, etc., or 11 P–Q,B, B–Kt2, etc. Here again the following exposition would be unavourable: 11 Q×R ch, P–Kt3; 12 Q×P, on account of 12 ... Q–K7 ch; 13 K–Kt1, Q–K8 ch; 14 K–R2, B–Q3 ch, etc.

11 Q–B

12 B–Kt5

Supported by the advanced KRP, the white Bishop is now comfortably settled in the hostile camp.

12 ... Kt–K3
13 Q–Q2 B–Kt2

At last the venturesome Knight is to be caught. But meanwhile the white Rooks are gaining in power.

14 R–Kt1 ch Kt–K3
15 Q–R5

An unsettling advance.

15 ... P×P

16 R×P

16 B×P, Kt–B1;

17 R–R6, Q–B4;

18 P–Kt4, Q–B2;

19 Q–K4, R–K1;

20 Q–R5 ch, K–Kt1;

21 R–B6 ch, and 25 R×B, and White remains two pawns to the good.

16 P–B

16 B–Kt2;

17 R×P, Q–P;

18 P–Kt4, Q–B2;

19 Q–K4, R–K1;

20 Q–R5 ch, K–K2; 21 B–Kt5 ch, winning the Queen.

After the text move Black has become the stronger in material; but the disorganised position of his pieces will cause his ruin.

17 Q–Kt4

17 ... Q–Q,B

18 P–B

19 R–R6, Kt×P;

20 B–Kt,B

21 Q–Q,B

22 Q–R5 ch Resigns.
THREE KNIGHTS’ GAME

146
White
ROSENTHAL
STEINZT
(Vienna, 1873)

A full-bodied game! If one feature, more than another, deserves notice, it is the skilful manner in which Black turns to account the latent power of his two Bishops. The white forces are continually forced to retreat, with corresponding loss in territory.

1 P—K4
2 Kt—Q3
3 Kt—B3

He avoids symmetry in preference to the well-trodden paths of the Four Knights’ Game.

1 P—K4
2 Kt—Q3
3 Kt—B3 P—KK3

A necessary defensive measure. It can be seen how important a part Black’s KB plays on the long diagonal.

13 R—Q1
Threatening 14 P—Q8+B.

14 Q—B2
In order to play 15 B—K4, in answer to 14 P—Q4.

14 P—Q4

Instead of this impulsive reply, 4 P—Q4, 5 P–B, P–Kt3; 6 B–B, K–Kt2, B–Kt3; 7 P–B3, P–Q3; 8 Kt–P, etc.

5 Kt–P
He allows his adversary to complete his development in peace. In a game played in London, 1883, between the same opponents, White obtained a clearly superior position after 5 Kt–Q5, B–Kt2; 6 B–Kt5, P–B3; 7 B–KB4, P–Q3; 8 Kt–P, etc.

6 P–B

White rightly prefers to maintain a piece in the centre, rather than to strengthen the adverse pawn centre by 6 Kt–Kt1, Kt–P–Kt1, etc.

6 Kt–K2

By this development on inner lines (instead of 6 P–B, K–B3, or, more accurately, 6 P–Q3; 7 Q–Q2, Kt–B3, etc.), Black avoids blocking this KB as well as the advance, eventually, of his KBP.

7 B–Q4
White concentrates on the rapid mobilisation of his K side. A more pugnacious continuation is 7 Q–Q2, Castles; 8 Castles, KR, etc.

7 P–Q3

As 7 P–Q4 is still impossible, Black makes the more modest advance in the text, without, however, giving up the hope of utilising his KP later on in a more ambitious manner.

8 Castles
9 P–B4
10 B–Q3
11 P–P

Not 11 P–K5, P–Q4, followed by the fork 12 P–Q5.

11 Kt–K4
12 Kt–Kt Q–Kt1
13 P–B3

A necessary defensive measure. It can be seen how important a part Black’s KB plays on the long diagonal.

13 R—Q1
Threatening 14 P—Q8+B.

14 33 Q–Kt3
Q–RP
And Black wins.

White
BLACK
SCHLECHTER
MARSHALL
(Ostend, 1905)

In this game White obtains by simple—one could say discreet—measures, results on the KB file which usually demand a fierce attack.

1 P–K4
2 Kt–B3
3 Kt–B3

An enterprising sortie.

4 B–Q4

Countering with a quiet, purely developing move.

Instead of this Italian Three Knights’ Game, the Spanish version is applicable by 4 B–Kt5, Kt–B2 (or else 4 . . . . P–Kt3, back to the Four Knights’); 5 P–Q4, P–P; 6 Kt–P, Castles; 7 Castles, etc., with an even game.

4 K–K4
5 Castles

A false speculation would be, clearly, 5 B–B; 6 Q×B, P–Kt5, on account of 7 B–P ch, K–B; 8 Q–Q5 ch, followed by Q×Kt.

More elastic than the continuation in the text is 5 . . . . Castles, e.g. 6 P–Q3, B–K2; 7 P–Kt3, P–Q3, and Black has a strong defences.

6 Kt–Q5

A vigorous idea would be 6 P–Q4, P–P; 7 Kt–Q5, Kt–Kt1; 8 P×Kt, Kt–Kt1; 9 B–Kt5 ch, etc., with a number of inconveniences for Black.

6 P–Q4
7 P–Q3
8 P–B3

With a threefold mission: to prevent 8 . . . . Kt–Q5; to prepare a Q side demonstration; and to provide an outlet for the Queen.
Thinking he can hold out. A possible line would be 26 ... Q—Kt4; 27 Q—Kt3 (threatening 28 Kt—BP ch); 27 ... Kt—Kt2; 25 P—R4, Q—R4; 29 Q—Kt2B, and in spite of many dangers, Black has sufficient means of defence.

27 Q—R4
Having created a weak point (Kt6) in the enemy camp, White now concentrates all his forces on that portion of the front.

27 ........ K—R1
28 QR—KB2 P—KKt4
29 Q—R3 QR—B2
The disputed pawn is arithmetically but not positionally defendable.

30 Kt×BP
Pretty play.

30 ........ Kt—K3
If 30 .... R×Kt; 31 R×R, R×R; 32 Q×Kt ch, winning the exchange and the game.

31 Kt×P Q×Kt
He has nothing better. If 31 .... R×R; 32 Kt—B6 dis ch, mate to follow; and if 31 .... Kt—B5; 32 R×Kt.

32 Q×Q ch R×Q
33 R×R ch Kt×Kt
34 R×Kt ch K—Kt2
35 Q×Q Kt×B
36 R×P ch Resigns
For after 36 .... K—Kt2; 37 R—Kt6, a fourth pawn is lost (KtKt or QKt), and that is too much!

148
White
LEONHARDT TARRASCH
(Hamburg, 1910)

In the following game the black forces, especially the black Rooks, become disconnected, and the magnificent and fruitful evolutions carried out by the ideally placed white troops provide an object lesson in the art of concentration.

1 P—K4
2 Kt—KB3 Kt—QB3
3 Kt—B3 B—Kt5
4 Kt—Q5 B—Q4
After 4 .... B—B4, White would continue calmly but confidently 5 B—B4, P—Q3; 6 P—B3, in preparation for the important advance P—Q4.

After 4 .... Kt—B2, this advance can be effected at once: 5 P—Q4, P×P (5 .... P×P; 6 B—QKt5, etc.); 6 Kt×P, Kt×Kt; 7 Q—Kt1, and White stands well.

The most initiative continuation is 4 .... Kt—B3.

5 B—B4
He aims at the rapid development of his K side, whereas 5 P—B3, Kt—B3; 6 P—Q4, P×P relieves the tension.

5 .... P—Q3
After 5 .... Kt—B3; 6 Castles, Kt×P; 7 P—Q4, White has an attack in compensation for his pawn.

6 Castles Kt—B3
7 P—Q3
Too impulsive would be 7 P—Q4, B—KtKt5; 8 P—B3, P×P; 9 B—KKt5, Kt—Kt4, and Black’s counter-play is not to be despised.

7 .... P—Kt3
The fear of the pin 8 B—KKt5 being quite justified, the immediate exchange 7 .... Kt×Kt would also be to the point, e.g. 8 B×Kt (more energetic than 8 B×Kt, Castles, etc.); 8 .... Kt—K2; 9 P—Q4, P—Kk3, etc., with a playable game.

8 P—B3 Kt×Kt
If 8 .... Castles; 9 P—Q4, P—R3; 10 P—QKt4, B—Kt3; 11 Kt×B, P×Kt; 12 Q—Kt3, and White holds the best trumps.

9 P×Kt
More insistant than 9 B×Kt.

11 B×Kt
If at once 11 ... P×B, then 12 B×Kt.

12 B×Kt
White maintains a quiet, though potentially lively, game in preference to creating a dead centre at Q5 by 12 P×Kt, Kt—K2, etc.

13 Castles KR
14 P—R5
With the object, after 15 Q—R4, of obtaining some advantage in the pawn structure on the Q side.

14 .... Kt—Q1
15 P—R3 P—B3
16 B—Kt3 B—K3
17 R—R2 B×B
18 Q×B Q—Kt1
19 P—B4 Q—R3
As this attempted attack is easily mastered, its net result is to deflect the Queen from the critical sector.

20 R—K2 R—K1
In view of the potential threat of 21 P—B5, P×P; 22 Kt×P.

21 Q—B3 R—QB1
22 Q—Kt1 Anastate manœuvre. (Threat: 23 Kt—R4.)

22 .... R—B2
Trying at least to fortify his second rank. The continuation 22 .... P—KKt4; 23 Q—Kt3, etc., is too risky.

23 Kt—R4 P—Kk3
24 Kt—B3 Schlechter’s art of manœuvring is shown here in all its splendour.

24 .... P—B3
25 Kt—R2 R—KB1
26 Kt—Kt4 Q—Kt2
not 25 ... P×Kt; 26 B×P mate, nor
25 .... Kt—Kt3; 26 Q—Kt7 mate; and if
25 ... P—B3; 26 Q×P ch, K—Kt1;
27 Q×P ch, K—B1; 28 Q×P ch, etc.,
winning easily); 26 Q×BP ch, K—R1;
27 Kt—R4 (more elegant than the despoil-
ing continuation 27 Q—B8 ch, K—R2;
28 Q×P ch, K—Kt1; 29 Q×P ch, etc.);
27 .... Q—K8 ch; 28 B—B1, Kt—K2;
29 Q×Kt, Q×Q; 30 Kt×P ch, followed by
Kt×Q, etc., with an overwhelming advan-
tage in material.

23 R×R ch K×R
24 Q—B8 ch K—R2
25 B×P ch P—Kt3
26 B×P ch

With this magnificent “point,” White puts
the crowning touch on his combination.

26 ....... Resigns
C26 .... K×B; 27 Q—B5 ch, K—Kt2;
28 Kt—K6 ch.

8. PONZIANI’S OPENING

White    Black

FALKBEER  SCHURIG

(Leipzig, 1850)

A game in which the errors are instructive.
The weakening of the diagonals around the
disabled Black King leads to a catastrophe,
which is consummated by means of a brilliant
sacrifice of the Queen.

1 P—K4    P—K4
2 Kt—KB3  Kt—QB3
3 P—B3

A preparatory move, which affords Black
a respite of one tempo. He can take advan-
tage of this “pause” in a number of ways.

3 ......... P—B4

A violent reply, indicated by Ponziani
himself in 1782.

4 P—Q4

A well-known principle: against a wing
attack, a counter-thrust in the centre.

4 ......... P×QP

More lucid is 4 .... P—Q3, and more
trenchant 4 .... BP×P; 5 Kt×P, Q—B3.

5 P—K5

Ingenious. Instead of adopting the true
 gambit style, one could continue: 5 KP×P,
P×Q4; 6 Kt×P, Kt—B3; 7 B—Q3, etc.

5 ......... P×P
6 Kt×P    B—Kt5
7 B—QB4

This occupation of the denuded diagonal
must override all other considerations.

7 ......... B×Kt ch

An over-hasty exchange. 7 .... Kt—R4
is more rational.

8 P×B    P×Q3

If now 8 .... Kt—R4, there follows
9 B×Kt, R×B; 10 Q—Q5, with a double
attack on the adverse KR and Knight.
If Black lacks the nerve to play 8 ....
KKT—K2, awaiting events, the straight-
forward continuation 8 .... P—Q4;
9 B×P, Q×Kt, etc., provides a better
defence than the text move.

9 Q—Kt3    Kt×P

He is already resigned to giving up a piece
for two pawns, instead of defending his
possessions by 9 .... KKT—K2 (and if
10 B—B7 ch, K—B1).

In any event, 9 .... Kt—R4 is useless, by
reason of 10 Q—R4 ch, P—B3; 11 B×Kt,
R×B; 12 P×P, and Black’s position is
desperate.

10 Kt×Kt    P×Kt

11 B—B7 ch

Magnanimous. He demonstrates that, even
without 11 B×Kt, his mobile forces (Queen,
two Bishops and later on a Rook) can
ensure the win.

11 ......... K—K2

But not 11 .... K—B1; 12 B×Kt, R×B;
13 B—R3 ch, K—K1; 14 Q×R ch, etc.,
with a rich harvest for White.

12 B—R3 ch    K—B3

The black King is now in comparative
safety, but the black Queen will be incom-
momed.

13 R—Q1    B—Q2
14 P—KB4

The blockade continues.

14 ......... P—K5

Or 14 .... P—KKt3; 15 P×P ch, K—K2;
16 Castles (not yet 16 P—K6,
Q—B5 ch); 16 .... Q—QB1; 17 P—K6,
B—B3; 18 Q—B4, Kt—B3; 19 B—K7, and
Black has no resource.

15 Q—Q5

Threatening to assimilate the Bishop.
Being master of the situation, White could
also have continued, in a convincing manner,
with 15 B×Kt, R×B; 16 Q—Q5, etc., or
with preparatory measures 15 Q—B4 or
15 B—K5.

15 ......... Kt—K2

For if 15 .... P—B3; 16 Q—K6 mate,
and if 15 .... Kt—R3; 16 B—R5, P—
KKt3; 17 Q—K5 ch, K—B2; 18 B—K2,
Q—K1; 19 R×B ch (an eliminating sacrifi-
cion); 19 .... Q×R; 20 B—B4 ch, and wins.

16 Q—B4

If 16 Q×B, Black plays—not 16 ....
500 MASTER GAMES

WHITE

WAYTE RANKEN

(1885)

One of many fine games played between the two reverend gentlemen, but a particularly thrilling one.

The practical chances afforded by the early sacrifice of a piece in this opening (5 ... BxP) are exploited here by the aggressor in an admirable manner.

1 P-K4 P-K4
2 Kt-B3 Kt-QB3
3 P-B3 Kt-B3

Emphatising the fact that the natural defence of White’s threatened KP by the QKt is not available here.

4 P-Q4 Kt x KP

He accepts the challenge. Other continuations have fewer adherents:

(a) 4 ... P x P; 5 P x Kt, etc.
(b) 4 ... P-Q4; 5 B-QKt5, etc.
(c) 4 ... P-Q3; 5 B-K3, B-K2 (but not 5 ... Kt x P; 6 P-Q5, followed by Q-B4 ch and Q x Kt, an open trap; 6 P-Q5, Kt x Kt; 7 Q-Kt1, Q-Q2, etc.), and White has the freer game.

5 P-Q5 B-B4

A bold sacrifice! More logical, however, is 5 ... Kt-Kt1.

After 5 ... Kt-K2 the amusing continuation of a game Bachmann-Kunstmann, August 1899, ran as follows: 6 Kt x P, Kt x Kt; 7 B-Q3, Kt x KBP; 8 B x Kt, Kt x Q (or 8 ... Q-B3; 9 Q-K2, Kt x R; 10 B x P ch, K-K1; 11 Kt-B6 ch, followed by mate); 9 B x P ch, K-K2; 10 B-K15 ch, K-Q3; 11 Kt-B4 ch, K-B4; 12 Q-Kt1, R-R2 (threat: 13 P-K4 mate); 12 ... Kt x Kt (or 12 ... P-QR4; 13 B x Q, remaining a piece ahead); 13 B-K3 mate.

6 P x Kt Compulsory courage, for if he refuses the offer, Black, after 6 B-K3, B x B; 7 P x B, K x Kt1, etc., has the better game.

6 ... B x P ch
If 6 ... Kt x KBP; 7 Q-Q3.

7 K-K2 P-Q4

He does not count the dead, for, after 7 ... Kt x P; 8 Q x Kt; 9 ... KP x Q, etc., Black’s attack dies away.

POZNIAK’S OPENING

WHITE

POLLMACHER ANDERSSON

(Leipzig, 1855)

In the following stirring game we see once again that the position of the castled King on the Q side presents more vulnerable points than “normal” castling.

The accumulation of “mines” and “counter-mines” is certainly quite out of the ordinary.

1 P-K4
2 Kt-KB3
3 P-Q3
4 B-Kt5
5 Kt x P
6 Q-Q4

If 6 Q-Q4, Black would have moved legally 7 Kt-K2, Q-Q5.

28 ... R-K3
29 B-R6
30 B-B4
31 Q-R2
32 R-R
33 R-K1
34 R x P
35 B x R
36 K x R
37 B-Kt1

The only resource.

And Black wins.
6 Q—R4
Defending directly the KB and indirectly the KKt, for if 6 ... Q×Kt; 7 B×Kt ch wins.

6 ... Kt—K2
7 P—KB4 P×P ep.
After 7 ... B—Q2; 8 Kt×B, K×Kt;
9 Castles, Kt—B4; 10 P—QKt4 (parrying the threat of 10 ... B—B4 ch; 11 K—R1, Kt—Kt6 ch; 12 P×Kt, Q×R4 mate); 10 ... B—Q3; 11 Kt—R3, etc., White has most of the trumpets.

8 Kt×P (B3) Q—R4
The most rational continuation is 8 ... P—QKt3; 9 B—K2, Kt—K13; 10 Castles, P—K4, etc., freeing his forces.

9 Castles B—K5
Or, less expansively, 9 ... B—K3;
10 P—Q4, Castles; 11 P—B4, B—Kt5;
12 P—Q5, Kt—B4 (13 P×Kt, B—B4 ch;
14 K×R1, Kt—Kt6 mate); 13 B—B4, and White's very strong centre ensures him the better game.

10 P—Q4 Castles
11 B—KB4 K—Kt1
Here 11 ... P—QKt3 would be to the point, e.g. 12 B—Q5, Kt—Q4; 13 B—Kt3, B—Q3, etc., or 12 Kt×P, P×B; 13 Q×P ch, K—Q2, etc.

12 QKt—Q2 P—QR3
13 B—Q3 Kt—Q4
14 B—Kt3 B—Q3
15 Kt—B4 An important actor in the coming drama.

15 ... B×B
16 P×B Kt—Kt6
A tempting rebuttal, but 16 ... Kt—Kt3, strengthening the black King's defences, would have been better.

17 Kt—B5
A nonchalant reply, which shows no disinclination to give up the exchange by 17 ... Kt×R; 18 R×Kt for the sake of the attack.

17 ... R—Q3
Parrying the potential threat, 18 Kt×Pch, P×Kt; 19 Q×Kt, etc., without, however, eliminating further surprises.

18 Kt×P A break-up sacrifice.

18 ... R—R3
Seeking salvation in a furious counter-attack. If 18 ... K×Kt; 19 B×P ch.

25 B—R6 Kt—R2
A desperate attempt, which, however, allows White to effect a far-reaching liquidation.

26 Q×Q ch
Instead of 26 Q×Kt, in order to have done with alarums and excursions.

26 ... Kt×Q
27 B×Kt B—Kt1
28 Kt—Kt7 ch K—Q2
29 R×P ch Resigns.

White 152

Black

PONZIANI'S OPENING

(TCHIGORIN—STEINITZ
(Vienna, 1898)

Deprived of his normal rampart by a fine temporary sacrifice (22 B×P ch), the black King wanders over the Q side without finding a suitable refuge.

1 P—K4
2 Kt—B3 Kt—QB3
3 P—B3 P—Q4
4 Q×Q ch
Although less natural than the developing move 4 B—Kt5, the move is not without guile.

13 R—K1 P—B4
14 P×B
A well-known stratagem, undermining the opposing outpost.

15 R—K1
16 P×P
17 Kt—B2 P×Kt
18 B—Kt1
19 QKt—Q2 Kt—B3
20 Kt×Kt, B—Q3, etc.

21 Kt×Pch K—B1
22 Kt—B5 Returning to the starting point, with a real threat, for if now 22 ... R×Kt1; 23 Q×R ch, Kt—Kt1; 24 Q×Q, Kt×Q; 25 P×R, and wins.

22 ... K—Q1
23 QR—K1

Steinitz's speciality. Weakening is 4 ... P×P; 5 Kt×P, Q×Q; 6 Kt×P, P×Kt; 7 B—B4.

If 4 ... Q×Q; 5 B×Kt5, and if 4 ... B—Q2; 5 P×P, Kt—Q5; 6 Q×Q, Kt×Kt1; 7 Kt×Kt, Kt—KB4; 8 B—B4, B—Q3; 9 P—Q3, and it is hard to see where Black can find compensation for the pawn given up (Care's Sacrifice). A far more audacious manner of sacrificing a pawn for development is 4 ... Kt—B3; 5 Kt×P, B—Q3, etc. (Leonardos's sacrifice).

5 B—Kt5 P×P
Forcing exchanges, but at the price of a pawn. A more massive continuation would be: 5 ... Kt—K2; 6 P×P, P×P; 7 P—Q4, B—Q2; 8 B×B, K×P, P×P, etc., with an even game.

6 B×Kt1 P×B
7 Q×P ch B—Q2
8 Q×KP Kt—K2
9 P×Q
Up to the present White has controlled the game, but Black will now have something to say.

9 B—B3
The passive continuation, 9 ... P×P; 10 Kt×P, P—QB4; 11 Kt—K6, B×Kt; 12 Q×B, Q—Q4; 13 Q—K2, etc., would leave White with a definite and lasting advantage in space.

10 Q—K2 P—K5

This pawn now becomes a bone of contention.

11 Kt×Q Q—Q4
12 Castles
13 Castles
Bringing the King into provisional safety. No good comes of 12 ... P—K6; 13 P×P, nor of 12 ... B—K4; 13 P—B4, B—R3;
14 P×Q, B×Q; 15 R—K1, B—R4;
16 Kt×P, Castles; 17 P—Q6, P×P;
18 QKt—B3, and White has kept this pawn with advantage.

13 R—K1 P—B4
14 P—B3

A well-known stratagem, undermining the opposing outpost.

14 ... R—K1
15 P×P
16 Kt—R3
A miscalculation would be 16 Kt×P, Kt—B4. Similarly, 16 Q×P, Q×Q; 17 Kt×Q, Kt—B4; 18 B×Kt, Kt×B, etc.

17 Kt—B3 18 QKt—Q2, Kt—B3; 19 Kt×Kt, R×R ch, etc.

16 ... Kt—B4
17 Kt—B2 P—K4

The time is not ripe for 17 ... B—Kt4, on account of 18 P—B4, Kt×P; 19 Q—Kt4 ch (the intermediary check which the text move is to eliminate); 19 ... B—Q2; 20 P×Q, Kt×Kt1; 21 B—Kt4, and White remains a piece ahead.

18 Kt—B1
Consolidation.

18 ... Kt—R5

Seeing its efforts round K6 frustrated, the Knight seeks other employment. If 18 ... B—Q3; 19 P×B.

19 B—B4 Kt—K3
The momentarily ungarded state of this piece is to be brilliantly exploited by White.

20 Q—R6 ch K—K1
Evidently not 20 ... B—Kt2; 21 Q×Kt.

21 Kt×Kt Q—K3
Had Black foreseen the crushing reply, he
would have taken refuge in an end-game by
21 Q x Q Kt4; 22 Q x Q ch, B x Q;
23 B - K13, etc.

After 21 Q x Q there follows
22 P - Q5, Kt x B; 23 P x B, Q x B;
24 Q x Kt5 ch, K x R1; 25 P x Q Kt4, K x Q with increasing difficulties for Black.

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PONZIANI'S OPENING

If 17 Kt x P, P x KB4 would win a piece.
Or 17 K x Kt5, K x P ch; 18 B x P, B x Kt4, and Black, with an extra pawn, seeks to liquidate.

17 P x P

An inactive white Queen against an active and troublesome black Queen-the results of this difference in the employment of the chief piece on either side can be seen with great clarity in the following game.

1 Q x P4
2 Kt x KB3 Kt x KB3
3 P x B P x Q
4 Q x R Kt x Kt3
5 Kt x P K x Q

Played in a spirit of absolute independence, this move (of Leonard's) plainly envisages the sacrifice of one or even two pawns.

5 Kt x P B x Q

Finedly played, and promoting the quickest possible development of the K side.

6 Kt x Kt
Or 6 P x P, B x Kt; 7 P x Kt, Castles, and Black leads the way.

6 P x Kt

White notices that the "consistent" continuation 7 Q x P ch, B x Q; 8 Q x R6, P x P; 9 B x Kt5, Castles; 10 B x B, Q x B, etc., would only serve Black's interests. Relatively best would be 7 P x Q4, P x P; 8 B x Q5, etc.

After 7 P K5, a game Fink-Alekhine, Palma de Mallorca, 1931, had the following harrowing continuation: 7 ... B x P; 8 P x P4, B x Q2; 9 Q x P ch (worse than ever at this stage); 9 ... B x Q2; 10 Q x R6, Castles; 11 B x K2, R x K1; 12 Kt x Q2 (if 12 Castles, K x Q3, P x Kt4, B x Q5; 14 Q x Q1, Black resigns, and so 14 K x Q1 would be relatively the best); 14 ... B x Kt4, and White resigns.

7...

B x Kt5

He is forced still to adjourn his K side development because, if 8 B x K2, R x K1, White could not hope for a peaceful life.

8...

Kt x Kt3
9 B x Kt Q x B
10 B x K2

If 10 Q x B, R x Kt1, or 10 Kt x Q2, K x Kt1, restricting White to a worsere some defence.

10...

Kt x Kt4

With the double threat 11 Q x P and 11 ... R x Kt, etc. Less good would be 10 ... R x K1, on account of 11 Q x B2.

11 Kt x Q2

A definite mistake would be 11 Castles, because of 11 ... B x Kt6; 12 B x B, Q x B5, and wins.

11...

Q x P

12 Kt x B3 Q x R6

13 Castles

White has almost redressed the balance, but his Queen's inactivity gives Black fresh chances of attack, as his next move will show.

13...

B x B5
14 Kt x Q2 R x Kt5

Attacking the valuable KBP, and preventing at the same time the reply 15 P x P, on account of 15 ... B x Kt ch, with the gain of the white Queen.

15 Q x Q4 R x K1
16 K x B2

Trying to shake off the pin and laying a trap at the same time. More straightforward play, however, would be 16 KR x Kt1, K x K4; 17 Q x K3, awaiting events.

16...

P x P

He risks a catastrophe which, after 16 ... B x Kt; 17 R x B, P x P; 18 B x P, R x P, would arise from 19 Q x Q ch, Q x Q; 20 R x Q ch, K x R2; 21 B x Q3, and White wins.

17 P x P

The black QB gets into action in a most elegant manner.

18 Q x B5
19 P x B3
20 K x B

He has no option, for if 20 R x B, B x P ch; 21 P x B, Q x P ch, followed by 22 Q x R.

20...

Q x Q1 ch
21 K x K3
22 K x B1, Q x B5 ch; 22 K x B2, B x P ch; 23 P x B, Q x P ch; 24 B x Q3, R x B; 25 R x R, Q x R.

21...

R x R
22 B x R

After 22 R x R, there is the same reply, 22 ... B x P.

22...

B x P

The ice-breaker.

23 K x Q2 R x Q1 ch
24 K x K2

Or 24 K x K3, R x Q6 ch; 25 K x K2, Q x B5, fashioning a rapid mat.

24 P x P ch

A beautiful final stroke.

Resigns

If 25 B x B, R x Q6 ch; 26 K x K2, Q x K5 ch; 27 K x B2, R x Q7 ch; 28 K x K3, Q x R, etc.
9. PHILODOR’S DEFENCE

White

ATWOOD

Black

WILSON

(London, 1798)

The Art of Sacrifice—The following game indicates that in this respect the Ancients had nothing to learn from the Moderns.

Contemporaries of Philidor—who, however, was able to give them considerable odds—the contestants are representative of the best class of players of their day.

1 P—K4
2 Kt—KB3
P—Q3

White’s dogma.

3 P—Q4

Driving an uncomfortable wedge into the hostile position.

6 Kt—KR3

To prevent 7 Kt—B7, etc. If 6 B—B4; 7 Kt—QB3, to the best advantage.

7 Kt—QB3

A very early example of the positional sacrifice, which is esteemed so highly at the present day.

8 P—Kt

Instead of accepting the sacrifice, a cautious line of play would be 8 Kt—B4; 9 Kt—KKt5, Q—B3; 10 B—Q3, K—KR3. If 8 B×P; 9 B×Kt.

9 Q—R5 ch

P—Kt3

10 Q—K5

R—Kt1

11 B—Kt

12 R—Q1

Q—K2

The crisis. A more active defence results from 12 Q—Kt4.

13 B—Q4

Defence of the advanced pawn. Or 13 Kt×P, B×P; 14 Kt—B6 ch, K—B1; 15 Kt×R, B×Kt, with the exchange of Queens.

13 P—QKt4

14 Kt—Kt3

P—R4

This furious counter-attack affords White a respite of a tempo, which he utilises in masterly fashion. 14 B—K2 would therefore have been better.

15 Kt×KP

Well calculated. Apparently Black only expected 15 P×Q, after which 15 B—KKt2 would still have been possible.

15 P—R5

Obstruction, but if 15 B—KKt2; 16 P—Q6 ch, K—Q1 (or 16 K—B1; 17 Q—B4 ch, Q—B3; 18 Kt×B, Q×Q; 19 R—Q8 mate); 17 Q—Q3 (illustrating the principle that the threat is stronger than its execution, this quiet move is more effective than 17 Kt—B7 db ch or 17 Kt—B5 dis ch); 17... Kt—Q2 (a desperate attempt, for if 17... K—B2; 18 Kt×P ch, etc.; if 17... Q×P; 18 Kt—B5 dis ch; and if 17... B—Q2; 18 Q×Kt6 mate); 18 Q×BP, R—Kt1; 19 Kt×B, and wins without appeal.

16 Kt—B6 ch

More conclusive still than 16 Kt—Q6 ch.

16... K—B1

17 Kt×Q

K×Kt

18 R—Q8 ch

A beautiful deflecting sacrifice, and the crowning glory.

18... Q×R

Or 18... B—B1; 19 R×B ch, Q×R (19... K×R; 20 Q×Kt8 mate); 20 P—K7 dis ch, P×B; 21 Q—R8 ch, K×Q; 22 P×Q (Q) mate.

19 P—K7 dis ch

Resigns.

White

STAUTON

Black

MORPHY

OWEN

BARNES

(London, 1858)

The capture by the Queen of a Rook in the corner is known to be very dangerous. It is particularly interesting and instructive to see how Black, in this game, turns this event to good account.

1 P—K4

2 Kt—KB3

P—Q4

3 P—Q4

P—Q8

4 Q—P ch

K—B4

5 Kt—K5

P—Q4

6 Kt—Q6

R—Kt1

7 Kt—QB3

P—B3

8 Kt×Kt

P×Kt

Self-reliance.

9 P—R5 ch

P—Kt3

10 P—K5

R—Kt1

11 B×Kt

B×B

12 R—Q1

K×Q4

And it is again a case of self-reliance to allow the hostile Queen to penetrate into the black position. A passive defence would be 12... Q×K2.

13 P—B7

For Black to have permitted this intrusion, which threatens 14 Q×P ch, as well as a mate on the move, is proof of steady nerves or most accurate calculation.

14... P×P

B×P

15 Q×Kt

P—K6

16 K—B1

B—Q7 ch

17... K×B

18 R—Q8 ch

A beautiful deflecting sacrifice, and the crowning glory.

18... Q×R

Or 18... B—B1; 19 R×B ch, Q×R (19... K×R; 20 Q×Kt8 mate); 20 P—K7 dis ch, P×B; 21 Q—R8 ch, K×Q; 22 P×Q (Q) mate.

19 P—K7 dis ch

Resigns.

15 P—B3

White deems 15 P×P, Q×P ch; 16 B—K2, etc., to be too hazardous.

15... Q—K2

16... Q×R

The capture of a Rook—at the cost of a Queen's embarrassment—is a well-known theme of chess tactics.

16... K—B2

Black's problem—not an easy one—is to keep the opposing Queen in chancery. Thus, if at once 16... B—KB5; 17 B—R6, K—B2; 18 Q—Kt7, etc.

17 Kt—K4

B—KB5

18 B—K2

K—K2

Not yet 18... Q×B, by reason of 19 P×Kt3, B×Kt; 20 Kt—Kt5 ch.

19 Castles

First 19 P—Kt3 is better, although the white allies desire to castle as soon as possible.

19... Q×B2

At last the threat of winning the Queen becomes effective (20... Kt—Q2), and added to it is a subsidiary threat: 20... B×P ch.

20 Kt—B5

A counter-attack, which allows the
Queen to escape, but leaves a disabled King. If 20 P—KK13, Kt—Q2; 21 Q×R ch, K×Q; 22 P×B, Q×P, and White's two Rooks would not make up for the Queen, as his King's position shows signs of breaking up.

20 ....... B×P ch
21 K—R1 B—B1
Preventing 22 Q—K17.

22 R—Q4 Barring 22 .... Q—B5.

22 ....... B—Kt6
With the threat of 23 .... Q—K4.

23 R—K4 K—R1
24 R—Q1 Against 24 R×P the same reply by Black, 24 .... Q—KKt2, would be immediately decisive.

24 ....... Q—KKt2
25 R—K4 R—R1 Still preventing the deadly 25 .... Q—R3 ch in an ingenious manner.

25 ....... B×R
26 Q—K1 Relief of the Queen, but at a disastrous cost. The conclusion is still full of interest.

26 ....... B—R3
27 Q—R2 B×B
28 R—Q7 Q—R3 Attack and defence. If now 29 Q—K5 ch, the counter-check 29 .... B—B3 dis ch is decisive. A mistake, however, would be 28 .... Q—B3, because of 29 Kt—K4, Q—K3; 30 R×P ch, K×R; 31 Kt—Kt5 ch, followed by Kt×Q.

29 Kt—K4 With the threat of 30 Kt—B6, which Black, however, parries in a manner as unexpected as it is conclusive.

29 ....... B—B5
30 Kt—B6 P—K7
31 R—K7 Fighting to the last round.

31 ....... Q—B8 ch
32 Q—K11 Q×Q ch
33 K×Q P—K8 (Q) ch
34 R×Q B×R
Resigns.

White, with a powerful piece and a useful pawn in the centre, has an advantage in territory.

9 ....... Castles
A sound precautionary measure would have been 9 .... P—KR3.

10 Kt—K1
Emphasising his advantage in the centre. A possible development could be 10 P—KR4, P—KR3; 11 Kt—Q5 (consistent play); 11 .... P×B; 12 Kt×B ch, Q×Kt; 13 P×P, Kt×P; 14 R—R5, Q—K3; 15 QR—R1, P—B4; 16 Kt—K5 (superb); 16 .... P×Kt; 17 P—K6, forcing mate. (Alekhine v. van Mindeno, Holland 1938).

10 ....... R—K1
If here 10 .... P—KR3, then, safely, 11 B—R4, for 11 .... Kt×P; 12 R×Kt would cost Black a piece.

11 K—Kt1 B—Q2
Besides ceding territory, this move encumbered the Q file. The tentative move 11 .... P—Kt3 has its points, e.g. 12 B—R4, Kt—R4, etc., or 12 B—K3, Kt—Kt5, or 12 B—B1, Kt—Q2, etc., with a defensible position.

12 B×Kt B×B
13 P—K5 A fine break-through.

14 Kt—Q5 B—K2
14 Kt—B5 B—KB1
But not 14 .... P×P; 15 Kt×B ch, R×Kt; 16 R×P, P—QB4; 17 Q—Q6, and wins.

15 P×P B×P
If 15 .... B×P, 16 Kt×P, neatly winning a pawn.

16 R×R B×R
17 Kt—Q2
The battlefield being now cleared, it can be seen that White has succeeded in instructing on his opponent a grave weakness at Q6. In the coming duel between the two white Knights and the two black Bishops, the former possess easy targets.

17 ....... B—B3
18 Kt—K4 P—B4
This weakening move is intended to eliminate the potential threat of 19 Kt—K4—B6 ch, P×Kt (a prudent course would be 19 .... K—R1, and if 20 Q—Kt5, P—Kt5, 21 Kt×P) ch, P×Kt, P—KR3, etc); 20 Kt×P ch, K—R1; 21 Kt—K8 dis ch, K—Kt1; 22 R—Q3, etc.
34. Kt(K4)—B6 ch

This sacrifice, which has been “in the air” for a long time, has, at this stage, some additional and attractive points.

34. . . . . P × Kt
35. Kt × P ch K—B2
36. R × P ch B—K1
If 36. . . . . K × Kt3; 37. R × B.

37. R × B ch

A fresh surprise.

37. . . . . K × R
38. Kt × R ch K—B1
39. Q × Q ch B × Q
40. Kt × P

And White wins.

White

ADAMS

Black

TORRE

(New Orleans, 1920)

A game from the youth of the Mexican genius, in which he succumbs to a truly miraculous concatenation of circumstances.

1. P—K4

P—K4

2. Kt—K3

P—Q3

3. P—Q4

P × P

4. Q × P

Kt—Q3

Or, without hastening to attack the Queen, but first attending to the development of his K side: 4. . . . . Kt × KB3; 5. Kt—B3, B × K1; 6. B—K3, Castles; 7. Castles, Kt—B3; 8. Q—Q4, and White has a better all-round development.

5. B—QKt5

He prefers to exchange one of his Bishops rather than to let his Queen relinquish her useful post of observation, otherwise 5. . . . . Kt—Q3 would also be acceptable.

5. . . . . B × Q

6. B × Kt B × B

This is more promising than 6. . . . . P × B, which, without necessity, weakens the pawn formation on the Q side.

7. Kt—B3

Here and on the next move B × Kt5, with a view to castling on the Q side, is also playable.

7. . . . . Kt—B3

Rapidly completing the first stage of his mobilisation.

8. . . . . B—K2

The fianchetto development cannot here be effected, e.g. 8. . . . . P × Kt3; 9. B—Kt5, B × Kt2; 10. Kt—Q5, B × Kt; 11. P × B, Castles; 12. Q × KR4, etc.

9. Kt × Q

B × Kt

10. P × B

Castles

11. B—Kt5

P—B3

Here, as in many similar cases, 11. . . . . P—KR3, forcing a disclosure of the invading Bishop’s intentions, is justified. Apart from this consideration, the text move is too abrupt, as the opening-up of the game normally benefits the better-developed side—White in this case.

A consolidating move, such as 11. . . . . R—K1 (or 11. . . . . P—KR3; 12. B—R4, R—K1), is called for.

12. P—B4

P × P

13. P × P

P—Q4

In order to be able to move his QR. More natural, however, would be 13. . . . . P—QR3.

14. KR—K1

The opening of the K file begins to tell.

14. . . . . R—K1

Better, at once, 14. . . . . Q × Q2, or still 14. . . . . P × R3, etc.

15. R—K2

R × Q1

If . . . . . P × KR3 was recommended before, at this stage the move has become essential.

16. QR—K1

Now the threat is 17. B × Kt, forcing the disorganising reply 17. . . . . P × B. It can be seen that the pin, too long disregarded, has gained in importance.

16. . . . . Q × Q2

Hoping to maintain the liaison between the three major pieces.

17. B × Kt

B × B

Plausible, but fatal, this move gives rise to “fireworks” almost unique in chess literature. 17. . . . . P × B was necessary, although even then Black remains with the clearly inferior position.

18. . . . . Q × KR4

This magnificent offer of the Queen (an overload sacrifice) is intended to deflect one of the supports of the black KR. Black sees now—post festum—how useful 11. . . . . P—KR3 would have been, as now the King would have a flight square.

18. . . . . Q—Kt4

The only available square, from which the Queen can guard the KR.

19. Q—Q4

The “brilliancy” continues.


19. . . . . Q—Q2

20. Q—B7

For the third time the Queen is offered in sacrifice, this time in even more thrilling a manner.

20. . . . . Q × Kt4

In order to reply to 21. Q × KtP by 21. . . . . Q × R.

21. P—Q4

This Queen-hunt is transcendent.

21. . . . . Q × RP

22. R × K4

An important disengagement.

22. . . . . Q × Kt4

By this, the fourth offering of the Queen, her rival is denied access to all the intercepting squares (Q2, QKt4, QR5).

Resigns.
10 P—Kt4
Encircling strategy.

10 P—Q4
Kt—K4
11 B—K2
P—QR3
He recognises that his only counter-chances are to be found on the Q side. If 11 P—B; 12 Kt1—Kt5, and if 11 P—Q4; 12 B x Kt, R x B; 13 P—Kt5, Kt—R4; 14 P—B4, etc.

12 P—KR4
Direct action.

12 P—Q4
Q—QKt4
To be followed, eventually, by Kt—B5 or Kt—K5, but as all these lateral aspirations can but arrive too late, he should have tried to obtain breathing-space by 12 P—B4.

13 P—R5
To be followed by P—Kt5, whereas, if at once 13 P—Kt5, Kt—R4.

13 P—R4
He helps his opponent’s intentions. He should, now or never, have played 13 . . . . P—B4.

14 Kt x B
P x Kt
15 B x Kt
P x B
Already Black’s pawn formation in the centre is pitiable, but—as a Russian proverb has it—"Misfortunes rarely come singly."

16 P—Kt5
Winning a piece without any inconvenience. The game is over before it is properly begun!

16 P—Q3
17 P x Kt
Q x P
18 Q—K3
Q—Q2
19 R—Q3
Kt—Q1
20 Q—Q2
Resigns.

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White

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500 MASTER GAMES

10 P—Q4
Kt—B1
11 P—R5
More in keeping with the situation is, at once, 11 Kt—B4, followed by Q—Q2 and KR—Q1, etc.

11 Kt—Kt3
12 R—K1
Kt—B5
13 P—B3
If 13 P—Kt3, Q—Q2; threatening . . . .

13 Q—R6.

13 R—K1
Kt—B3

Over-hasty would be 14 . . . . P—Kt5; 15 B x Kt, P x B; 16 P—K5, etc.

15 Kt—Kt3
Q—Q2
16 P—Q5

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White

Black

THOMAS

ALEKHINE

(Hastings, 1934)

The counter-attack, which Black, with his King on his original square, is sometimes able to initiate on the Kt file, is beautifully illustrated here.

16 P—R6
A disrupting sacrifice, giving the black pieces access to White’s disorganised position.

17 P x B
Against 17 P—R6 Black maintains a strong K side attack after 17 . . . . Kt x Kt; 18 R P x P, Q x P; 19 B—R4, Kt x B; 20 P x P, Q x B; 21 R x Kt, P—R3, etc.

17 Q x P
18 Q—Q2
If 18 R—K2 (with a view to 19 Q—KB1), Black carries on with 18 . . . . P—Kt5.

18 Q—B2

19 Q—B2
He underestimates the power of Black’s attack. He would attain a certain amount of relief by 19 Kt x Kt, Q x BP (threatens 20 . . . . Kt—R6 mate); 20 B x Kt, K x B x B x Kt, 22 R—P3, etc., or 19 Q x Kt; 20 R—KB1, with defensive resources.

20 K x Kt
If 20 K x Kt, K x Kt; 21 K x Kt, P x B; 22 K x Kt, B x R; 23 K x R, and wins. And if 20 Q—B1, Kt—Kt.

20 P x B
21 R x Kt1
B x R
22 B x Kt
P x B
23 Kt x Kt
K x B1
A desperate bid for salvation.

23 R x P ch
K x Kt
24 Kt x P
Q x R
25 Kt x P
Q x Kt
26 R—K7
K x B1
If 26 . . . . K x Kt, White could hold out with 27 P x P.

27 R x P ch
K x R
28 P x P ch
K x Kt2
29 Kt—K6 ch
K x R1
30 Kt—Q5
Or more r Initely 30 . . . . B—K6, with mate to follow.

Resigns.

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White

Black

YATES

MARCO

(The Hague, 1921)

The counter-attack, which Black, with his King on his original square, is sometimes able to initiate on the Kt file, is beautifully illustrated here.
PHILIDOR’S DEFENCE

43 . . . . . . B—B3
If 43 . . . . . P—R5; 44 KtxB, with check, K—B1; 45 QtxQ, coming back in time, and wins. Similarly, if 43 . . . . . B—Q1;
44 KtxB, P—R5; 45 Kt—B6, P—R6;
46 Kt—Kt4.

21 P—B3
Driving off a dangerous enemy and consolidating his own position.

22 Kt—B3

Black, to be sure, has two Bishops, but White has command of the only open file. The chances tend to equalise.

23 Kt—B2
More to the point than 23 QR—Q1, after which 23 . . . . Kt—K5 would be possible.

24 QR—Q1

25 B x B

Kt—B3

Kt will neutralise the open file and the white King’s Bishop’s important diagonal.

26 R x R ch

R x R

27 R x R ch

B x R

Although a simplified end-game is reached, there are still many problems to be solved.

33 P—P
Counteracting his opponent’s plans by falling in with them.

34 Kt—K4

B—P

35 Kt—K3

B—K4

He prevents 35 . . . . B—B8, and avoids the usual trap 35 Kt x P, B—B5 ch.

35 . . . . . . Q—R7

36 Q—B2

Q—R8

37 K—K2

Q—K8

38 Q—Q3

Q—B8

39 Kt—K4

Q x Kt

40 Q—Q7

Q—R8

If 40 . . . . B x R; 41 Q x Kt ch, K—Kt2; 42 Kt x P, etc., whereas now the sequel would be 41 Q—K8 ch, K—B1; 42 Q x Kt, K—Q2, etc.

41 Kt—P

Q—K2

42 Q x Q

B—Q

43 Kt x QBP

White

Black

TEICHMANN

NIMZOWITSCH

(San Sebastian, 1911)

After lengthy manoeuvres, Black succeeds in opening the KR file to his own advantage.

Of great theoretical importance, this fine game is also remarkable for the firm strategy employed by Black in the middle-game.

1 P—K4

P—K4

2 Kt—KB3

P—Q3

3 P—Q4

Kt—KB3

Attacking White’s KP instead of defending his own. As immediately afterwards he enters the scheme of the Hanham Variation, he succeeds by this transposition of moves (3 . . . . Kt—KB3, followed by 4 . . . . QKt—Q2) in effecting a rapid and complete mobilisation of the K side.

4 Kt—B3

An important decision. If 4 B—QB4, Kt x P equals. The continuation 4 P x P causes Black more anxiety, as was shown in a game Rellstab-Tylor, Hastings, 1930: 4 (P x P) Kt—B; 5 Q—Q5, Kt—B4; 6 B—Kt5, Q—Q2 (artificial), as would also be 6 . . . . Kt x P—KB3. The simplest line of play is 6 . . . . Kt—B2; 7 P x P, Q x P; 8 Kt—B3, Castles, and White’s positional advantage is only minute; 7 Kt—B3, P x P; 8 B—Kt5, P—QB3 (if 8 . . . . Kt—B3; 9 KtxP wins); 9 Q x KP ch, Kt—K3 (if 9 . . . . Q—K3; 10 Castles QR); 10 R—Q1, P—B3 (again, 10 . . . . B—Q2; 11 Q x Q, Kt—Q; 12 R—Q8 mate); 11 Q—Q2, K—K3; 12 B—QB4 (the decisive pin); 12 . . . . P—K4 (if 12 . . . . P—B3; 13 Kt x P, followed by Kt x Kt); 13 B—K3, P—Q1; 14 Kt—K4, B—R3; 15 Q—Q3, Kt—Q2; 16 B—Kt, Q x B; 17 Kt x P ch, K—B2; 18 R x Kt ch, B—K2; 19 Kt—B5 ch, and Black resigns.

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White

Black

(Castles)

A rational move is 6 . . . . P—Kt3, reserving his decision.

7 Q—K2

P—B3

Less solid is 7 . . . . P—P, adopted in a game Tylor-Koltanowski, Hastings, 1930, as
follows: 7 ... P × P; 8 Kt × P, R × Kt
(fatal; 8 ... Kt × Kt3 was necessary);
9 B × P ch, K × B; 10 Kt × Kt6, K × Kt;
11 Q × B4 ch, P × Q; 12 P × P ch, K × B2
(or 12 ... R × Kt; 13 Kt × Kt5 ch, K × K4;
14 R × Kt ch, K × B4; 15 Q × Q ch, with
mate in two); 13 P × Q6 dis ch, Kt × Q4 (or
13 ... K × B1; 14 P × P, and the Queen
is "mated"); 14 P × B, and wins.

8 B × Kt5
Other reasonable continuations are
8 B × Kt3 or 8 P × Kt3, followed by B × Kt3,
but the most sensible is 8 P × Q4.

8 ... P × Kt3
9 B × R4 Kt × R4
10 B × Kt1
The gain of a pawn by 10 Kt × P would
be illusory, because of 10 ... Kt × B5.

10 ... Kt × B
11 R × P P × Kt4
12 B × Q
More active would be 12 B × Kt3, and if
12 ... P × Q4; 13 P × R3.

12 ... P × R
13 P × R4 B × Kt2
Consolidation.

14 Q × R Q × B2
15 P × KtP R × P
16 P × Kt4
Rather aimless. Better would be 16 P × P,
P × P, striving for equality.

16 ... K × Kt1
17 P × Q5
Here again 17 P × P, P × P would be
better policy, but White overestimates the
resources of his position.

17 ... P × Kt5
And not 17 ... P × P; 18 Kt × KtP.

18 P × P B × P
19 Kt × Kt1 Kt × B4
20 Q × Q2 Q × B1
21 B × B4
An astute defence of the threatened pawn,
for if 21 ... Q × P; 22 B × P ch, K × B;
23 Kt × P ch, followed by Q × Q, and wins.

21 ... P × Kt3
22 P × KtKt3 K × Kt2
23 Kt × R2

The defence of the KtP, now become
necessary, causes this fresh withdrawal.

23 ... B × Kt4
Methodically gaining territory.

24 P × KB3
Compulsory modesty. If, boldly, 24 P × B,
P × P; 25 P × P, B × B3; 26 B × Q3, KB × P,
Black gains a pawn with impunity.

24 ... Q × B2
25 Kt × Kt1 R × R1

After the lengthy evolutions which have
taken place so far, the opening of the KR
file now gives the contest a fresh impetus.

26 QKt × B1 B × R4
27 P × P R × P
28 B × Q5 QR × R1
29 B × B Q × B
30 Q × B4 Q × Kt3
31 K × Kt2 Kt × Kt3

Whilst the two adverse Knights are "confined
to barracks," the black Knight enjoys
an enviable mobility.

32 R × Kt2 Kt × Q5
33 R (K2) × KQ1 K × Kt2
In order to reinforce, by 34 ... Q × Q2
(threatening 35 ... R × Kt ch; 36 Kt × R,
Q × R6 ch, followed by ... Q × Kt ch), the
already powerful pressure on the K side.

34 R × Kt
Tiring, at the most favourable moment,
viciously to alter the course of events. This
sacrifice of the exchange is not without
practical chances, and only Black's most
accurate counter-play will enable him to
keep the upper hand.

34 ... P × R
35 Kt × Kt4
Or 35 Q × QP ch, B × B3, etc.

35 ... Q × Kt3
36 P × B4 B × Kt2
37 R × Q1 B × P4

The beginning of the end.

38 Kt × B2 P × P
39 Q × P ch
Clearly not 39 Kt × P, P × Q4.

39 ... Q × Q
40 R × Q P × Q
41 P × Kt4 B × B4

White's every move is countered.

42 R × Q1 R × R5
43 R × P3 K × P
44 K × B R × P
45 K × Kt R × QB1
46 K × P R × B3 ch
47 K × Q3 R (B5) × KBP

And Black wins.
5 B—QB4  B—K2
6 Castles  Castles
7 R—K1  P—B3
8 B—K3

A preventive retreat in order to reply to 8 ... P—QKt4 by 9 P—Q5, breaking up the hostile pawn chain.

8 ...

P × P

This belated abandonment of the centre is not compulsory. The continuation 8 ...

P—K3, followed by 9 ...

Q × P, would keep up the pressure in the centre.

9 Q × P

More vigorous than 9 Kt × P.

9 ...

Kt—B4

Or 9 ...

Q—Kt3; 10 B—Kt5, Q × P; 11 Kt × Q, and in spite of the exchange of

Queen, Black's game, principally on account of the exposed QP, remains inferior.

10 P—KR3  Kt—K3

If 10 ...

Kt × B; 11 RP × Kt, the anxiety about his QRP would force fresh weaknesses upon Black.

11 Q—K3  Q—B2

Instead of this impulsive attempt, 12 ...

R—Q1 at once would have been preferable, although even then the thrust ...

P—Q4 can be effected only with difficulty.

13 Kt—K2

Preventing 13 ...

Kt × B, B5.

13 ...

R—Q1

14 QR—Q1  P—R4

A strong move, strengthening the blockade of Q5.

15 ...

P—R3

16 P—K4  Kt—B3

17 Kt—Kt3  P—Q4

Seeing that his adversary has built up a formidable attack, ready to start, Black undertakes, at all costs, a counter-action in the centre.

A patient—but at the same time passive—continued would be 17 ...

Kt—R2; 18 Kt—B5, B—B1, etc.

18 BP × P  B—B4

Anticipating success, for if 19 Q—B3, Q × Kt ch wins, and if 19 P—Q6, Q × P (the simplest); 20 P—K5, B × Q; 21 P × Q, B—B4, and Black will be a valuable pawn ahead.

19 P × Kt

Compulsory as well as compelling, this sacrifice of the Queen for two minor pieces contains dangerous threats for Black.

19 ...

B × Q

20 P × P ch  K—K2

21 B × B  Kt × KtP

A desperate counter-sacrifice. If 21 ...

R × R; 22 P—B8 (Q), etc.; if 21 ...

Kt—Q2; 22 P—K5, etc.; if 21 ...

B × B; 22 B—B5, etc.; and if 21 ...

P—QKt3 (preventing 22 B—B5); 22 B—Kt4, Q × Kt2; 23 R × R, Q × R; 24 R—Q1, etc., with ample compensations.

22 R × R  Q × R

23 B—B5

Harvesting.

23 ...

B—Q2

24 P × B (Q)  Q × Q

25 B × Q  R × B

26 P × Kt  R × Kt

And, on balance, Black remains a piece down.

27 B—Q1  Resigns.

10. PETROFF’S DEFENCE

White  Black

KIESERITZKY  (Unknown)

(Paris, about 1846)

In the following game both sides claim the initiative. It will be seen here that dynamic resources are of greater importance than worldly possessions.

1 P—K4  P—K4

2 Kt—KB3  Kt—KB3

3 K × Kt  Kt × P

This capture is illusory, the only correct reply being 3 ...

P—Q3, and then, after the white Knight has retired, 4 ...

Kt—P; if 3 ...

Q—K2; 4 Kt—KB3, to White's advantage. A doubtful sacrifice of a pawn is 3 ...

Kt—B3.

4 Q—K2  Q—K2

Compulsory, for if, needlessly, 4 ...

Kt—K3, there follows the thundertaker 5 Kt—B6 dis ch, and wins.

5 Q × Kt  P—Q3

Work for the recovery of the piece begins.

6 P—Q4  P—KB3

Better is, however, 6 ...

Kt—Q2, although White, with 7 Kt—Q3, preserves an advantage in development.

7 P—B4

Here 7 Kt—QB3 favoured White even more: 7 ...

Q × Kt; 8 Kt × Q, Q × Q; 9 P × P, P × P; 10 B—KB4, Kt—Q2; 11 Castles, B—K2; 12 B—B4, and if then, sceptically, 12 ...

P—B; 13 KR—K1, wins.

7 ...

Kt—Q2

8 Kt—QB3  B × Kt

More astute than 8 ...

Q × Kt; after which the amusing sequel of a game quoted by Damiano (in 1512) was: 8 ...

(Q × Kt); 9 Kt—Q5, Q × Q; 10 Q × P, P × P; 11 P × P, Q × B; 12 B × Kt5, Q × B; 13 B × Kt, Q × B; 14 Kt × P ch, winning the Queen.

9 Kt—Q5  Kt—B3

The saving clause.

10 Kt × Kt ch  P × Kt

11 B—Kt5 ch  A fresh danger!

11 ...

P—B3

12 B—P ch  P × B

13 P—Q ch  P × B

14 Q × Kt  B × Kt

It can be seen that Black's sacrifice of the exchange, initiated by his 11th move, has secured for him a fine counter-attack.

15 Q × P  P × QP dis ch

16 K × B  K × Kt

Introducing the trump card of vertical pressure.

17 R—K11  Q × K5

A decisive irritation.

18 P × Kt  Q × QBP ch

19 K × B

The King at bay. If 19 K × K1, Q × K5 ch, etc.

19 ...

Q × Q8 ch

20 K × B  Q × B6 ch

21 K × K1  B × Kt

Clearing a way for the Rook.

22 Q × P  R × Kt1 ch

23 K—Q2  R × Kt7 ch

A geometrical demonstration.

24 K × Q  R × KB7 dis ch

25 K × K1  Q × K7 mate

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White  Black

BUDAPEST  PARIS

(1842–5 by correspondence)

Emerging from an interesting opening skirmish a pawn to the good, White liquidates cleverly, and shows a remarkable degree of precision in the end-game duel of Knight (and six pawns) against Bishop (and five pawns).

1 P—K4  P—K4

2 Kt—KB3  Kt—KB3

3 Kt × P  P × Q

4 Kt—KB3

The only rational move. Other moves by the Knight: 4 Kt—B4 or 4 Kt—Q3, or even 4 Kt × P, can only be looked upon as experiments.

4 ...

Kt × P

5 P—Q4

Energetically occupying the centre.

5 ...

P—Q4

Black is equally bent upon keeping a foothold in the centre. He even has a trusty
piece there, but White's strategy will be directed towards taking advantage of the Knight's exposed position.

6 B–Q3 B–Q3

At a much later date (about 1910), Marshall the Impetuous reintroduced this variation to master practice—but with sundry refinements, based on the positional sacrifice of one, or even two pawns, thus providing one of the most interesting chapters of the Petroff Defence.

A reserved line of play is 6 ... B–K2; an enterprising idea is 6 ... Kt–QB3, but too enterprising would be 6 ...

B–Kt5. Too passive, however, would be the voluntary retirement 6 ... Kt–B3.

7 Castles

Deferring the lateral demonstration, which could be effected at once by 7 P–B4.

7 ... Castles

Against 7 ... B–KKt5 White could reply, as in the text, with 8 P–B4 or with 8 R–K1, P–KB4; 9 Kt–B3.

8 P–B4

Undermining the base of Black's outposts.

8 ... B–K3

An important moment. Much more energetic is 8 ... B–KKt5, e.g.:

(a) 9 Kt–B3, Kt–Kt1; 10 P–Kt, P–B4; 11 B–B, P–B3, with an equalised game.

(b) 9 P–B (a fruitless blockade); 9 ...

B–K2, and Black has nothing to fear.

c) 9 P–P, the most logical reply, but Black answers "in the grand manner": 9 ... P–KB4; 10 Kt–B3, Kt–Q2 (offering a second pawn!); 11 P–Kt3, B–R4; 12 Kt–B, P–Kt; 13 B–B, P–Kt, B–K1, and Black, who will in any event recover one pawn, seizes the initiative.

9 Q–B2

A provocative measure, intended to weaken the K field. If at once 9 Q–Kt3, P–QKt3; 10 P–B, B–P; 11 Q–B2 (and not 11 Q–B, on account of 11 ...

B–P x B); 11 ... Kt–Kb3; 12 B–KKt5, P–Kt3, etc., Black would be safe from any loss in material.

9 ... P–KB4

10 Q–K3

Now the double threat is effective, for if 10 ...

P–KB4; 11 P–B, B–P; 12 B–Q2 with check, and wins.

10 ... P–B3

Clearly not 12 Q × R, because of 12 ...

P–B2, shortly winning the adventurous Queen.

12 ... P × B

13 Kt–Kt5

Everything fits in beautifully.

13 ... B–KB4

After 13 ... B–Q4, then equally 14 Kt–Q3.

14 Kt–Q3 B–Q2

Seeking salvation in an arid ending. If 14 ...

P–KB3; 15 Kt–Kt4, P–B5; 16 Kt × B, B–P x B; 17 Kt–Q2, Q × R, Kt–K2; 20 B–Q2, Q–Q2; 21 B–Kt4, R–Q1; 22 B × B, and Black has no sort of compensation for his vanished Rook.

15 Q × Q Kt–Q

The pawn in dispute has fallen, and the rest is a question of technique.

16 ... B–B2

17 R–Kt1 QKt–Kt1

18 R–Kt Kt–K3

19 Kt–B5 B–Q3

20 Kt–K4 B–B2

21 Kt–B5

Returning to the fray, for 21 Kt–Kt3, B–Q6.

21 ... B–Q6

22 R–K3 B–B7

Black does not like to part with his two Bishops.

23 Kt–K6 R–B2

24 Kt × B R × Kt

25 R–K2

Preparing an ingenious sortie by the Bishop.

25 ... B–Q6

26 B–Kt B × R

27 B × R Kt–K1

28 B × Kt P–B

29 R–K1

Bringing about a promising ending, whereas 29 Kt × B, R × Kt; 33 R–Kt1, R–Q7, etc., would favour Black.

29 ... B–R4

30 R × R ch B × R

31 Kt–K4

Threatening 32 Kt–Q6. In the next phase of the game the Knight proves to be more effective than the Bishop.

31 ... P–Kt4

32 P–QKt3 Kt–B3

33 P–B3 K × B

34 K–B2 K–K3

35 K–K3 P–R3

36 P–Kt4 K–Q4

37 Kt–B3 ch K–Q3

38 P–B4

Using his pawn-majority on the K side, whilst Black's pawn formation on the Q side is depreciated in view of his doubled pawns.

38 ... B–Kt1

39 P–B5 B–Q2

40 Kt–K4 ch K–K2

If 40 ... K–Q4; 41 P × B. Black now would like to reduce the danger by 41 ... P–Kt3.

41 K–B4

A decisive gain in territory, giving access to ... K5.

41 ... B–Kt1

42 K–Kt5 B–B2

43 P–Kt4 B–Q4

44 P × Kt Kt–B5

45 P × P B–Kt6

Reigns

For if 46 B–Q4; 47 P–B6 ch, P × P; 48 Kt × P, B–K3; 49 P–Kt7, and Black must give up his Bishop for the passed pawn.

PETROFF'S DEFENCE

by Andersen, whose chief concern was to develop his pieces as rapidly as possible. It was taken up later on, and had some fleeting success at the beginning of this century.

5 ... P–Q4

An interesting counter-idea; Black is prepared eventually to sacrifice a pawn in order to speed up his development.

Loss of time and territory would clearly result from 5 ... Kt–K3; 6 P–Q4, P–Kt; 7 B–Q5, Kt–K5; 8 Q × P, Kt × Kt; 9 Kt × P, B–B4; 10 B–B4, Castles, etc., with an even game, or 6 QKt × B, Kt–K2; 7 P–Q4, Castles; 8 Castles, Kt–Kt5, and Black has nothing to fear.

5 B–Kt5 ch

His desire to accelerate still further the development of his pieces is to have the opposite effect. If 6 B–Q3, P–KB4, etc. But after the insistence continuation 6 Q–K2, Kt–K3 (6 ...

P–KB4; 7 Q × P; 7 Kt × Kt, P × Kt; 8 Q × P, Castles; and now neither 9 B–K3 nor 9 B–Q3 nor 9 Q–P, Kt–K1, etc., but, boldly, 9 B–B4, and White maintains his pawn with advantage.

6 ... B–B4

7 B–R4 B–QB4

8 Castles Castles

9 B–Kt3 B–KB4

10 P–B4 P–Q4

11 Kt × Kt Kt–B3

If 11 ... B–KB4 (threatening to win the exchange by 12 ... Kt–Kt6); 12 Q–K2.

12 P–Kt1 Q–B3

13 Kt–K1

He refrains from exposing his K side, but at the cost of an appreciable loss of territory.

13 ... B–KB4

14 Q–B3 Q–Kt3

Black has taken the lead.

15 B–KB4 B–K5

16 Q–Kt3 B × B

17 Kt–Q2

18 B–B3 B–B4

19 P–B4

A bold conception, giving up the threatened pawn at QB2, in order at last to free his Bishop.
500 MASTER GAMES

19 ....
P × P
If 19 .... Kt—Kt3, White plays—
20 P × P, P × P, and his Bishop remains shut
in—but 20 P—B5, Kt—Q2; 21 P—B4, etc.

20 B × P
B × P
21 R—B2
B—B4
22 Kt—K4
Kt—K3
23 B—Q3
Q—B3
24 Q—K4
P × Kt1
25 Kt—Kt2
B—Q4
26 Q—B4
P × Kt4
Instead of playing, timidly, 26 .... Q × Q;
27 Kt × Q, Kt—Kt3, etc., Black himself
complicates the position.

27 Q—Q2
K—R1
He now threatens 28 .... Q × QP.
28 B—B2
Kt—B4
An elegant evolution.

29 P—KR4
Kt—K3
30 R—Q1
P × P
31 Q—Q5
Kt—K12
Black's position would be too strained
after 31 .... Kt—K4, even though neither
32 P × B (32 .... Kt—K5) nor 32 Kt × P
(32 .... Kt—R6 ch, followed by ....
Q × Kt) would then be playable.

32 Kt × P
Kt—B5
33 Q—B1
He has to prevent 33 .... Kt—R6 ch.
33 ....
B—K3
Planning activity.
Bold would be the transaction 33 ....
B × RP; 34 B × P, Q × B; 35 R × B, and as
35 .... Q × Kt is inadmissible on account of
36 R—B2, the position of the disabled
black King would be still worse.

34 R—R2
P—KB4
35 Kt—Kt2
This prevents 35 .... P × P.

35 ....
Kt—K3
36 Q × Q3
Q × Q3
Still not 36 .... P × P; 37 Q × Kt.
Now Black threatens 37 .... B—B4.

37 Q—K3
KR—K1
38 P × P
B—B5
39 B—K4
Kt × B
40 P × B
Carrying on his equestrian exercises.

41 R—R3
R—KK1
Cards on the table! The wide-open KKt
file is to be the main theatre of war.

42 Q—K2
R—Q3
43 R—Q2
He still cannot play 43 P × Kt, because of
43 .... R × K ch.
43 ....
Q—Q2
This again prevents 44 P × Kt, and
attacks the KR.

44 Q—R5
Kt—Kt5
45 Q—Q5
QR—Kt3
46 Q—B3
Kt—B3
The game of thrust and parry continues.
47 R—K3
If 47 P × Q5, then vigorously 47 ....
Q—Kt2, etc.

47 ....
Q—Kt2
A formidable trebling of the major pieces.
48 Q × Kt2
Kt—R4
Threatening a fourth attack on the hostile
Knight; White's resistance now crumbles.

49 R—K3
Or 49 K × R2, Kt—B5; 50 Kt × Kt1,
R—R3 ch; 51 Kt—R3, Q—Kt8 mate.

49 ....
Kt—B5
50 R—R2
Kt × Kt1
51 QR × Kt
P × B4
A thorough disorganisation (52 P × Q5,
Q × Q).

52 P—K5
R × R ch
And Black wins
For after the pieces have been exchanged,
there follows 55 .... P × P.

167
White

GUNSBERG

BLACK

WEISS

(New York, 1889)

The capture by the white Queen of a distant
pawn enables Black to launch a powerful
K side attack, first on the KKt file and then on
the KB file.

Black's decisive sacrifice (21 .... R × P)
is a worthy and logical climax.

1 P—K4
P × K4
2 Kt—KB3
Kt—KB3
3 Kt × P
K × P
4 Kt—KB3
Kt × P
5 P × Q4
P × Q4
Disclosing his intention to maintain, as
far as possible, his Knight on its exposed
outpost position; any other move, such as
5 .... B × K2 or 5 .... B × K5, would
necessitate its early retreat.

6 B—Q3
Kt—QB5
Reserving the development of the KB at
K2 or Q3, and of the QB at KKt5 or K3.

7 Castles
B—K2
8 R—K1
Nothing is gained by 8 P—B4.

8 ....
B—KK15
With the double mission of supporting
the threatened QP and of increasing the
range of White's Queen.

If 9 B × Kt, P × B; 10 R × P, B × Kt1;
11 Q × B, Kt × P, with a slight advantage
to Black.

If 9 P × B, Kt × B3; 10 P × P, KKt × P;
11 Kt × B3, Castles; 12 B—K4, B—K3, and
White's isolated QP is well and truly stopped.

9 ....
P—B4
Weakening but compulsory.

10 QKt—Q2
A solid continuation. An ingenious idea,
due to the Danish analyst Dr. Krause, is
10 P—B4, this advance by stages being now
more rational because of the more exposed
formation of Black's K side.

10 ....
Casts
11 Q—Kt3
Relieving the pin and attacking at the
same time. It would be more laborious to
effect the unpinning of the Knight by
11 Kt—B1, followed by Kt—Kt3 and
P × Kt3.

11 ....
K—R1
Parrying at least the most serious threat.

12 Q × KtP
Hazardous! 12 Kt—B1 is required here.

12 ....
R—B3
Defending the QKt with a powerful
threat; 13 .... R—Kt1; 14 Q—R6,
Kt—Kt5, etc.

13 Q × Kt3
R—Kt1
14 Q—B2
R—KtKt3
At express speed Black obtains a
concentric K side attack.

15 P × QKt3
B—Q3
16 B—K2
In preparation for 17 Kt—B1.

PETROFF'S DEFENCE

16 ....
B—KR6
17 B—B1
If 17 P × Kt3, P × KR4, with fresh
resources.

17 ....
Q—B3
18 P × Kt3
B × B
19 K × B
R—KB1
Threat of 20 .... P × B, for if then
21 Kt × Kt, P × Kt; 22 Q × P, P × P, etc.,
and White is swamped.

20 Kt × Kt
An optimistic decision.

20 ....
BP × Kt
At a stroke, the pressure passes from the
KtKt to the KB file.

21 Kt—R4
R × P
A superb sacrifice, shattering White's lines
of defence.

22 P × R
B × P
23 K—Kt2
There is nothing better. If 23 Kt—Kt2,
B × P, etc.

23 ....
B × Kt
24 B—K3
Q—B6 ch
25 K—R2
B—K2
26 K—Kt1
R—B3
27 K—B1
Q × Kt5
In an instructive manner he keeps the
opposing King in a trap.

28 Q—Q1
Trying to force a passage for his King.

28 ....
R—B6
29 R—B3
Q × R6 ch
Resigns
For if 30 K—K2, R × B ch; 31 P × R,
Q × Kt7 mate, and if 30 K—K1, R—B3, to
be followed by 31 .... R—Kt3 ch.
A specimen of the art of attacking. Its three main constituents, creating tension—latent or actual—temperament, and the fullest exploitation of the mobility of pieces, are finely illustrated here.

A remarkable feature of the game is the activity of Black’s Kt. After an elastic retirement (12 ..., Kt—R6), it centralises (14 ..., Kt—K5), moves forward magnificently (17 ..., Kt×P), to end in a blaze of glory (19 ..., Kt×P).

1 P—K4  P—K4
2 Kt—K3  Kt—K3
3 P×P  P×P
4 Kt×P  P—Q3
5 P—Q4  P—Q4
6 P×P  B×K2

The first move of maintaining the Knight at K5.

7 Castles  Kt—QB3
Black’s last move can also be played in inverted order.

8 R—K1  B—KK15
9 P—B3  P—B4
10 Q—K3

A premature attack, which Black refutes by—ignoring it.

10 .... Kt—K3

A sacrifice borne with brilliance and deep.

20 K×Kt  P—B5

21 Q—Q1

Allowing the King to make his way via Q3 to the better-guarded Q side. This journey can, however, be effected only by giving back the piece.

21 .... Kt—K4 ch
22 K—K2
Or 22 K—K2, P—B6 ch; 23 K—R1, Q—R6; 24 Kt—K3, Kt—Kt5 (better than

24 .... Kt×B; 25 Q—Kt1, and White can still maintain a stubborn resistance)

25 Q—Kt1, Kt×B, and White is helpless.

22 .... Q—Kt5 ch
23 K—Q2  Q×Q ch
24 K×Q  Kt×B

On balance, Black, having recovered his piece, has now two extra pawns and an overwhelming position—a just reward for his masterly play.

The rest is a question of technique.

25 K—K2  Kt—K4
26 P—B3  R—K1
27 P×Kt  Kt×Kt5 dis ch
28 K—Q2  Kt—K6
29 Kt—K2  Kt—K7
Preventing 30 R—K1, and threatening to win yet another pawn by 30 ..., Kt×K5.

30 P—KR3  B—B4
31 Kt—R2  B—B7
32 P—B4

In order at least to bring the Knight to K5 via KK4, for if at once 32 Kt—K4, B—K8 ch; 33 K—K3, P—KR4, driving back the white Knight.

32 .... P×P
33 P×P  P—KR4

Completing the blockade.

Resigns.

A splendid game.

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White  Black

TARRASCH  MARCO

(Vienna, 1898)

A game of encircling manoeuvres, in which White finally succeeds in breaching his opponent’s battlements (26 Kt—K6).

Without any tangible mistakes on the part of Black, except that he pins his faith in too passive a defence, this game is one of the best achievements of the winner of this big tournament.

1 P—K4  P—K4
2 Kt—K3  Kt—K3
3 Kt×P  P×Q3
4 Kt×B  Kt×P
5 P—Q4  B—K2
6 B—Q3  Kt—KB3

Instead of supporting his outpost Knight by 6 ..., P—Q4, Black, with the text move, concedes time and territory.

7 Castles  Castles
8 P—KR3  B—K3
9 P—B4

The beginning of a local skirmish round Q5.

10 .... P—B3
10 Kt—K5
A fine manœuvre.

11 .... Kt—R3
Rushing—via QB2—to the succour of his K3. For if 10 ..., P—KR3; 11 Kt×B, P×Kt; 12 Kt—K3 (aiming at the weakness at K6, whilst preventing 12 ..., P—K4); 12 ..., Q×Q; 13 R—K1, K—B2; 14 Kt—B3, etc., Black’s situation, with his King exposed, would remain critical.

11 Kt—Q3
If 11 P—B4, Kt—QK15, and if 11 Kt×B, P×Kt; 12 Q—K2, Kt—B2, and Black has adequate means of defence.

11 .... Kt—B2
Better would be, at this stage, 11 ..., P—R3, in order to exchange White’s Knight, or to force its retirement prior to the advance of the KBP.

12 P—B4
An ambitious pawn.

12 .... P—KR3
13 Kt—B3
He preserves his shock troops.

13 .... Q—B1
19 Q—Q2
Another localised struggle, this time for KB5. Premature would be 14 P—KK4, and Black could fish in troubled waters by 14 ..., B×P; 15 P×Q, P×P; 16 K—R1, etc.

14 R—K1
15 P—KB5
Choking his opponent’s game.

15 .... B—Q2
16 B—B4
With his pieces ideally developed, White has a general, though no specific, threat.

16 .... P—QK4
The counter-play which Black seeks to obtain requires too much time before it can achieve any concrete result.
17 P—QKt3  P—B4
18 P—Q5  P—Kt5
19 Kt—K2  P—QR4
20 P—K4  Kt—R2
21 P—K R4

White's three musketeers become threatening.

21 P—Q6  Q—Q1
Obtaining at least a postponement of the hostile K Kt P's advance.

22 B—Kt3  P—R5
23 K R1  R—K1
24 QR—K1  Kt—K1

In order, at last, to mobilise his KB. But the cramped position of Black's forces brings retribution. Better would be 24 . . . . R—K1, followed . . . . B—KB1.

25 Kt—B4  B—KB3
Or, e.g. 25 . . . . P—B3; 26 Kt—K1, B x Kt; 27 BP x P, P—B4 (the only move to save the K Kt); 28 KB x P, and White is set for victory.

26 Kt—K6
A very beautiful turn. If 26 . . . . P x Kt; 27 BP x P, P x P; 28 P x P, B—B1 (the only move to avoid the loss of two pawns); 29 B x Kt ch, K—R1; 30 P—Kt5, etc., with a speedy decision, which is why Black prefers to give up the exchange.

26 . . . . P—P
27 P x P  Q—Kt3
28 Kt—R  K x Kt
29 P—K P

By this beautiful pawn sacrifice, White gains access to the enemy fortress. On the other hand, centralisation by 29 Q x Kt2, Q—Q1, etc., would have led to nothing.

30 P x P  Kt x P
31 Q—KR2

Threatening only 32 Q—R8 mate.

31 . . . .   K—Kt1
32 Kt—Kt1  B x Kt
33 P—B6

A fine unmasking advance.

33 . . . .  P—Kt3
34 B x Kt P

Resigns.

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White

BLACK

JANOWSKI MARSHALL

(Match, Biarritz, 1912)

A win by Black, if only from the point of view of the sense of justice, which is inherent in the game of chess, has about it something comforting.

When such a win is effected by a whole series of problem-like moves, leading to a Queen sacrifice (12 . . . . Q x Kt) reminiscent of the famous Four Knights—Paulsen—Morphism—it discloses the inexhaustible fund of aesthetic joy which chess contains.

1 P—K4  P—K4
2 Kt—K B 3  Kt—K B 3
3 Kt—P  P—Q3
4 Kt—B 3  Kt—P Q
5 P—Q4  P x Kt
6 B x Q  B x Q

An ancient idea, which the American champion took up with the addition of several bold innovations, and which he preferred to the everyday continuations 6 . . . . B—K2 and 6 . . . . Kt—Q B 3.

An over-hasty idea is 6 . . . . Kt—Kt5, after which the following bewildering sequel occurred in a game Thomas—A. R. B. Thomas, Hastings, 1937—8: 7 Castles, P—KB 4 (7 . . . . Kt—Q B 3; 8 R—K K1, P—B 4; 9 P—B 4, P x Kt; 8 P x B, Kt—Q B 3; 9 Kt—B 3 (more complicated than 9 P x P); 9 . . . . P x B; 10 P x B, Q x P (what an affray! like a swarm of bees in the middle of the board); 11 P x Kt, Q x K P; 12 B x P, P x B; 13 R—K 1, Kt—K 1 (not 13 . . . . Kt—B 6 ch; 14 Q x Kt); 14 Q x K t 4, K x B 2; 15 K t x P, B—Q 2; 16 B x B, B—B 3; 17 QR—Q 1 (in spite of equal material, Black is lost); 17 . . . . P x K R 4 (if 17 . . . . Q x Q 1; 18 B x P, Q x B; 19 Q x K t—Q 6 ch, etc., or 18 . . . . K x B; 19 R x Q 7 ch, etc.); 18 Q x B, P—K K t 5; 19 K t—K t 5 ch (a beautiful final stroke). Black resigns, for if 19 . . . . K t—K t 5; 20 R x Q—Q 7 ch, gaining the hostile Queen with check. A fine game by Sir George Thomas.

7 P—B 4

More important than, first, 7 Castles; Castles; 8 P—B 4, B—K K t 5, with complications.

7 . . . .

Castles

Keeping up the tension, in preference to simplification by 7 . . . . B—K K t 5 ch; 8 Q x Q, 2 Kt x K t; 9 B x K t, Q—K 2 ch; 10 Q—K 2, Q x Q ch; 11 K x Q, B x B; 12 K x B, B—K 3, etc.

8 P x P

Instead of this optimistic capture, a re-inforcing move such as 8 Castles or 8 Kt—B 3 is indicated.

8 . . . .

B—K K t 5 ch

The logical complement of the two preceding moves, however, which demonstrates that they were premature. If 9 Q K t—Q 2, Kt x K t; 10 B x K t, R—K 1 ch, and Black has a definite pull.

9 . . . .

Q x P

10 Q—B 2  R—K 1
11 Kt—B 3

He appears to expect only 11 . . . . B—Kt 1; 12 B x B, when his centre would be roundly, of course, and compensate him for the loss of casting.

11 . . . .

Kt x K t
12 P x K t

He rejoices in view of the threats 13 P x B and 13 B x P ch, but the position holds some magnificent resources.

12 . . . .

Q x K t

A bolt from the blue. This Queen's sacrifice had to be calculated far beyond its main variation, 13 P x Q, B—R 6 ch; 14 K—K Kt 1, R—K 8 ch; 15 B—B 1, R x B mate, for the position holds many and varied possibilities for White.

13 P x B

Hoping to win a pawn after all, although it would have been better for him to lose one by 13 P—K K t 3, threatening 13 Q—Q 4; 14 P x P, Q x P; 15 B x K K t 2, Q x P; 16 B x P ch, K—K 17; 16 B—Q 3, with even chances.

13 . . . .

K t—B 3

A splendid continuation which, so to speak, changes his original idea (a disorganising sacrifice) to a new plan (an irruptive sacrifice).

14 B—K t 2

Here again 14 P—K K t 3 is better, or at least 14 B—Q 2.

14 . . . .

K x K t P

Cards on the table! Of no value, evidently, would be 14 . . . . Q—Q 4; 15 P—Q 3, etc.

15 B x P ch  K—K 1
16 P x Q

Accepting the challenge, for if, e.g. 16 Q—B 4, B—R 6; 17 R—K K t 1, K x B; 18 P x B, Kt—Q 6; 19 Q—B 2, Q x P ch; 20 R—K 2, R—K 5 (if 20 . . . . P—K K t 3, then, not 21 K—Kt 1, Kt—B 5, etc., but 21 Q x B, with the threat 22 Q—Q 5; 21 K—K t 1 (if 21 R—Q 1, the same answer applies, 21 . . . . QR—K 1), 21 Q R—K 1, and wins.

16 . . . .

B—R 6 ch
17 K—K t 1  Kt x Q
18 B x K t  R—K 7

After this irresolution, the attack is in full swing.

19 R Q B 1  QR—K 1
20 B—B 3  (R K t 1)—K 6

Most ingenious, but simpler would be, as pointed out by Captain the Hon. A. J. Lowther, 9 . . . . R x B; 10 R x R, (10 R—K 1, R x R ch; 11 B x R, R—B 3,) 10 . . . . R—K 3, etc.

21 B—K 4

If 21 B—K 4, R x Q B, and if 21 P x R, R—K 7 ch; 22 K—B 1, R x B dis ch, followed by . . . . R x R ch and . . . . R x R.

21 . . . .

R—Q 1
22 B—Q 3

Elegant to the end (23 B x R, R—K t 3 ch, followed by mate).

Resigns.
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White  Black
CAPABLANCA  KOSTITCH
(Match, Havana, 1919)

This “war of attrition” contains numerous instructive moments.

1 P–K4 P–K4
2 Kt–KB3 Kt–KB3
3 Kt×P P–Q3
4 Kt–KB3 Kt×P
5 Q–K2

In spite of its apparent simplicity, the text move is in no way inferior to 5 P–Q4, for it immediately seeks to undermine the enemy outpost. Frequently this continuation (prepared by that great apostle of simplification, Dr. Lasker) leads to the exchange of Queens, without, however, affording Black complete emancipation.

5 ....  Q–K2

Compulsory, because of 6 P–Q3.

6 P–Q3

Dislodgement! Another plan could be:

6 P–Q4, Kt–QB3; 7 B–K3, B–Q2 (7 ... B–K5 is more aggressive; 8 QKt–Q2, Qsingles; 9 P–Q5, Kt×Kt; 10 K×Kt, Kt–Kt1; 11 B×P, P–QKt3 (suicide, but after 11 ... Q×Q; 12 B×Q, P–QKt3; 13 B×Kt, and White is a pawn ahead); 12 Q–K6 ch, Kt×Q; 13 B×Kt mate.

6 .... Kt–B3

7 B–K5

With the awkward threat of spoiling Black’s pawn formation by 8 B×Kt, P×B, etc.

7 ....  Q×Q ch

The exchange fails to bring Black the desired relief. But 7 ... B–K5 or 7 ... Kt–B3 would also have their drawbacks. Relatively best is 7 ... B–K3; 8 Kt–B3, P–B3, and Black holds his own.

8 B×Q B–K2

9 Kt–B3 P–Q2

He must prevent the diversion 10 Kt–Kt5.

10 Castles KR

A more rapid development of the artillery on the centre files would result from 10 Castles QR, but White wants to get to work solidly if slowly.

10 ....  Castles
11 KR–K1 Kt–B3
12 P–Q4 KR–K1

A stubborn battle commences for the only open file.

13 B–Kt5 P–Q3
14 B–Q4 P–K4
15 B–Kt3 Kt–Q4
16 R–K3 P–B3
17 QR–K1 K–B1
18 B–KB4

The threat is (e.g. after 18 ... Kt–R4)

19 R×B, R×R; 20 B×Q, R–K1; 21 R×R, R×R; 22 Kt–K5, and White must win.

18 ....  Kt–Kt2
19 P–K3 R–P3
20 B–R2 B–Q1
21 R×K ch B×R
22 P–Q4

Having conquered the open K file, White begins to take interest in other sectors.

22 ....  P–B4
23 Kt–K4 Kt×Kt

If, first, 23 ... P–B5, then—also first—

24 Kt×Kt, QP×P; 25 Kt×Kt, etc., to White’s advantage.

24 B–Q5

Very skilful, this intermediary manoeuvre.

24 ....  R–R2
25 B×Kt Kt–B2
26 P×P Kt×P
27 P×P P×P
28 B–K8 R–R1
29 B–Kt3 R–R2
30 B–K8

A repetition of moves to gain time “on the clock.”

30 ....  R–R1
31 B–Kt3 R–R2
32 Kt–K5 Kt–Q1
33 P–Kt3 Kt–K3
34 B–Q3 Kt–Q5
35 P–Q3 Kt×B4
36 R–R2 P–K15
37 P–K4 Kt–Q3
38 P–QB4 R–R6
39 R–K3 Kt–B1
40 B–K7 Kt–R2
41 B–Q5 P–B3
42 Kt–B3 Kt–B3
43 Kt–R4 Kt–Q5
44 Kt–B5

Black’s every attempt is frustrated.

44 ....  Castles
45 P×Kt B–Q2
46 B×Kt R–Q3
47 R–Q3 B–B3
48 B×B R×B
49 K–Kt2

Now that the battlefield is cleared, manoeuvring will be superseded by active advances.

Black’s disadvantage consists in the fact that he has two weaknesses at his QB4 and KKt2, whereas White is vulnerable only at his QR8.

49 ....  R–R3
50 K–B3 R–R7
51 B–K3 K–K1

A more stubborn resistance is offered by 51 ... R–R2, guarding his second rank, and ... K–B2, to be followed by ... P–Kt3, relieving the blockade.

52 B–B4 R–R6
53 B–K3 R–R8
54 K–Kt4 R–R2

In chess, as in life, the right perception often comes too late.

55 K–R5 K–B2
56 R–Q5 R–R6

Seeking salvation in counter-play, for if 56 ... R×B2; 57 P–R4 (relying on Zugzwang); 57 ... B–B1; 58 R–Q8, K–B2; 59 R–Q8, and Black must, one way or another, let go.

57 R–Q7 K–K1
58 R–Q3 K–B2
59 P–R4 R–R7
60 R–Q4 R–R4
61 R–Q7 K–K1
62 R–Q3 K–B2
63 R–Q5

Señor Capablanca has composed a Zugzwang Symphony! If 63 ... K–K1; 64 K×Kt6, and if 63 ... B×B; 64 R–Q7 ch, K–K2; 67 R–B7, and still the black King has to give up the control of his KKt3!

63 ....  R–R6
64 B×BP B×B
65 R×B R×P

Numerically even, but the active position of White’s King and Rook decide the day.

66 R–B7 ch B–K1
67 K×Kt6 R–K8
68 R–B7 ch K–K1
69 R×KtP B×B
70 P–R5 R×QBP
71 K×RP K–B1
72 R–K7 K–Kt5
73 P–B3

Challenging a decision.

73 ....  R–K4
74 R×P K–B2
Clearly not 74 ... R×P; 75 K–Kt6, R–K4 ch; 76 K×P, winning at once.

75 R–K4

In a subtle manner White frees his King.

75 ....  R×P
76 P–B4 R–R4
77 R–Kt7 ch K–B1
78 R–Kt7 P–B4
79 K–Kt6 R–R3 ch
80 K–P R–R4 ch
81 K–Kt4 R–R3
82 K–Kt5 R–QB3
83 P–B5 K–Kt1
84 P–B6 R–B8
85 R–Kt7 ch K–B1
86 P–R6 Resigns

A victory of logic and nerves.

PETROFF’S DEFENCE

223

172

White  Black
PARIS  BERNE
(By correspondence 1921–2)

This lively game shows very clearly that, all things being equal, the attacker has the better practical chances.

1 P–K4 P–K4
2 Kt–KB3 Kt–KB3
3 P–Q4

Steinitz’s recommendation.

4 P×P

After 3 ... Kt×P, the continuation 4 B–Q3, P–Q4; 5 Kt×P, B–Q3; 6 Castles, Castles; 7 P–QB4compels Black to break the symmetry, ensuring White’s superiority, e.g.:

(a) 7 .... P–QB3; 8 Q–B2, with advantage to White.

(b) 7 .... P–Q4 (trying to keep up imitation to the end); 8 P×QP, P×P; 9 B×Kt, B×Kt; 10 B×P ch, and White is first in bringing in the harvest.

(c) 7 .... Kt–QB3 (this attempt to rely on counter-play by pieces is due to C. H. O’D. Alexander, who tried it without success on various occasions); 8 P–B4 (the only move by which White can keep up his prerogative); 8 ... Kt×P or 8 ... P–B3;
500 MASTER GAMES

9 Kt×Kt, P×Kt; 10 P—Q5, B—K2; 11 P—B5, etc., with advantage to White; 10 B×Kt, B×Kt; 10 B×P ch, K×B; 11 P×B, and White is at the helm.

It may be mentioned that 3 P—Q3 brings about a well-known position of the Philidor Defence.

4 P—K5

Again, 4 B—Q4 leads into a variation of the King’s Bishop’s Opening.

4 

5 Q×P

Much more artificial would be 5 Q—K2, B—Kt5 ch; 6 K—Q1.

5 P

6 P×P e.p.

7 B—Q3

Against 7 B—K5, a fine retort is 7 .

Kt—B3 (better than 7 ... P—K3; 8 B—KB4, Kt—B3; 9 Q—Q2); 8 Q—B3 (or 8 Q—K3 ch, B—K2); 8 ... P—B3; 9 B—KB4, B—Kt5, etc., with equal chances.

7 

8 Q×B4

9 Castles

10 Kt—B3 Castles

11 P—R4

Here 11 ... Kt—K1, with 12 B—Q3 to follow, is preferable.

12 B—K2

13 Q×Q1

14 KR—K1

15 Q×QB

16 R—K3

Threatening 17 B×P ch, K×B; 18 Q—R5 ch, K—Kt1; 19 R—R3, etc.

16 Kt×B

Should this spell salvation?

17 Kt—Q5

A very fine idea, by which White secures at least a draw.

18 Kt×B ch K×Kt1

In case of 18 ... P×Kt; 19 Q×BP, the sequel could be:

(a) 19 ... Q—Kt5 (erroneous); 20 R—Q4 (but not at once 20 R—K5, on account of 20 ... Q×R, followed by ... Kt×R, and White must take recourse to a perpetual check); 20 ... Q—Kt3; 21 R—Kt3, Kt—Kt1; 22 K—B1, R—K3; 23 Q×B4, QR×Q; 24 Q—B1, and White wins.

(b) 19 ... Kt—B4 (sagacious); 20 R—Kt3 ch (if 20 R×Q5, R—Q1); 20 ... Kt×R; 21 Q×Kt5 ch, K—R1; 22 Q×P ch, etc., with perpetual check.

19 R—Q5

Saving the threatened Rook and preventing the counter 19 ... Q—B4.

19 P×Kt4

20 P—K5

21 P—Kt5

22 Q—R5

23 Kt×R

24 Kt×P

25 Q×P ch

26 Q×Q ch

Resigns

The KQt is cut off and White's passed pawn wins easily.

White

Black

JANOWSKI

PILLSBURY

(London, 1899)

A game remarkable chiefly for the fierceness with which both contestants play for a win, ever creating new complications and disdaining measures of safety.

Finally, White's attaque 39 B—B6, and this Bishop's activity on the long diagonal, decide the issue.

1 P—K4

2 Kt—Q3

3 Kt—B3

4 Kt×P

As Black will soon, and without difficulty, recover his pawn, the continuations 4 Kt×Q5 or 4 B—B4 are to be recommended.

4 Castles

He is in no hurry to win back his pawn, which he could do by 4 ... Q—K2 (and not 4 ... B×Kt; 5 Q×P, Kt×P, because of 6 Q—K2).

5 B—K2

A wise decision. 5 P—Q3 would be dangerous because of 5 ... P—Q4, sounding the attack.

5 ... P—Q3

More useful than 5 ... R—K1; 6 Kt×Q3, B—Kt7; 7 Q×P, Kt×P; 8 Castles, and White is slightly ahead in development.

6 Kt—B3

7 Q×P

8 Castles

9 R—K1

Black has established the liaison between his forces and has achieved equality.

10 B—Q3

11 B—Kt5

12 B—R4

13 Kt—R3

14 Q×Kt

15 Q×B

This weakening of the King's field is compulsory, in order to avoid greater ill. But as the material is much reduced, Black has good hopes of minimising the risks of this advance.

16 B—Kt3

17 Q—B5

A manœuvre which restricts Black's position (by preventing 17 ... P—KB4) and furnishes his own mobility (allowing the advance of his KBP).

Nothing good would come of 17 Q×P, R—Kt1; 18 Q×RP, R×P, etc.

17 ... K—Kt2

18 QR—Q1

19 P—KB4

20 R×R

21 P—Kt4

Ingenious.

21 Q—Q2

If 21 ... P×RP; 22 B—B2, P—B4; 23 Q—Kt4 ch, and White has the upper hand.

22 Q×Q

23 B×P

24 B—B2

Obstreperous! But neither 24 Kt×P (25 Q×Q ch) nor 24 ... P—Q4 (25 B×P) is playable.

25 B—B4

K—R2

Swordly threatening 26 Kt×P.

26 Q—K3

R—Kt1

27 B—B3

Much more comfortable, if equality were his aim, would be 27 ... Q—B3, etc., but he has far more ambitious intentions.

28 P—Kt4

Q—Q4

29 Q—Q5

Fighting for territory.

30 B—Q4

The Bishop covers vast territory, and as there is a concrete threat of 31 B—B3, followed by Q—Q4 and eventually R—K6, Black sees himself compelled to take precautionary measures.

30 

31 Q—B6

R—Kt1

32 Q—Q5

Changing his mind. For now Black, by himself exchanging Queens, would undoubtably White's pawns and leave his remaining two pieces in a dominating position.

32 

33 P—R4

Powerful strategy! Black's pieces are under Zugzwang in the middle of the board, e.g. 33 ... Q×Q; 34 P—B5, etc., and if 33 ... K—Kt1; 34 R—K6.

33 

34 P—Kt3

P—R5

At this point the contest takes a new turn by the clearance of the KKt file. But better would be 34 ... Q×Q; 35 P×Q, and only now 35 P—R5.

35 Q—B3

K—R3

He must prevent 36 Q×R ch, K—Kt1; 37 P×P, etc. If 35 ... P×P ch; 36 P×P, K—Kt1 (36 ... R×Kt1; 37 Q—R5 mate); 37 Q—R5, etc., working now on three files (KR, KKt, K).

36 P×P

Well and truly captured, for if 36 ... Kt×RP; 37 Q—Kt3, and the end is near.

36 R—Kt1

37 R—Kt1

The pressure on the KKt file proves decisive.

37 Kt—B1

Indeed, if 37 ... Kt×RP; 38 Q—R3, Q—R4; 39 R×R, and White wins as he likes.
motif of the interdependence of squares
(39 ... Q x B; 40 Q x R5 mate).

39 ...
Kt x Kt2

If 39 ...
Kt x R; 40 BP x Kt ch, K x R2
(or 40 ...
K-Kt3; 41 P x R5 ch, K-R2;
42 Q x P ch, etc.); 41 Q x P ch, R-Kt3;
42 P-R5, and wins.

40 Q-Q5
The remainder is very incisive.

40 ...
Q-K1
41 Q-Kt2
42 B x Kt ch
R x B
43 R x R
44 Q-Kt5 ch
The final "point."

44 ...
K-R2
45 Q x P ch
K-R1
46 Q-R5 ch
K-Kt1
47 Q-KKt5
Resigns.

38 R-Kt5
Kt-K3

Is it safety?

39 B-B6
A magnificent manœuvre, based on the

11. GRECO’S COUNTER-GAMBIT

White
Black

174
MAYET
HANSTEIN

(1837)

Regardless of the safety of his King (as
already shown by his second move), Black's
play leads to a raging and tearing fight
(13 B x P).

1 P-K4
P-K4
2 Kt-KB3
P-KB4

Intending to reply to 3 P x P with 3 ...
P-K5, but White has a far more trouble-
some continuation.

3 Kt x P
With the direct threat 4 Q-R5 ch, etc.

3 ...
Q-B3

Attack and defence at the same time.

4 P-Q4
P-Q3
5 Kt-B4
P x P
6 Kt-B3

A new actor appears on the scene,
threatening 7 Kt x KP or 7 Kt-Q5.
Against 6 Kt-K3 one can recommend
6 ...
Kt-B3; 7 Kt-Q5, Q-K2, etc.

6 ...
Kt-K2

Cumbersome. 6 ...
P-B3 would also
be awkward because of 7 P-Q5. But the
defence could be strengthened by 6 ...
Q-K13.

7 P-Q5
A mistake would be 7 Kt x KP, on
account of 7 ...
K-K3; 8 Q-Q2, P-Q4.

7 ...
Q-Kt3
8 P-KR3
P-KR4
To be able to play 9 ...
B-B4 without
having to fear 9 P-KKt4.

9 B-B4
B-B4

At once 9 ...
P-R3 would be more
prudent, for after the text move White
could also have played 10 Kt-Kt5, e.g:
10 ...
Kt-R3; 11 QKt x QP ch, P-Kt1;
12 Kt x P ch, etc., or 10 ...
K-Q1;
11 Kt x BP, K x Kt; 12 Kt x P, etc., bringing
fire and sword to the black King’s position.

10 Q-Q4
P-R3
11 P-QR4
Preventing 11 ...
P-Kt4.

11 ...
Kt-Q2
12 Castles
QKt-B3

This plausible move allows the storm to
break. If 12 ...
Q-B3; 13 Kt x P, and
if 12 ...
Castles; 13 Q x R7, followed by
14 P-QKt4, etc. The black King should
therefore have sought safety on the opposite
wing, 12 ...

13 B x P
A telling sacrifice. The black King’s
defences now tumble like a house of cards.

13 ...
P x B
14 Kt x P ch
K x Q2
15 Kt x KtP

Obtaining a third pawn—to say nothing
of cumulative threats—for the piece
sacrificed.

15 ...
Kt-B1

To minimise the effect of 16 Kt-B5 ch
(or first, 16 Q-K6).

But the position is no longer tenable, e.g.
15 ...
R-B1; 16 Q-R7, R-B2;
17 Kt-B5 ch.

16 P-Q6
K-K1

To be followed up by 17 ...
Kt-Q2. If
16 ...
Q-B2; 17 Q-K5.

17 Q-K5 ch
K-Q2

A homeless King. If 17 ...
K-B2;
18 B x B4 ch.

18 B-K5 ch
A beautiful final sacrifice.

18 ...
P x B
19 Q x P ch
K-K3
20 Kt-Q8 mate

175
SPIELMANN
NIMZOWITSCH

(1926)

Here is a game of the greatest possible
interest, from both the theoretical and the
sporting point of view.

It was the first occasion on which so
hazardous an opening was adopted in an
important international tournament, and the
first prize depended on the result. Black was very nearly successful (17 ... Kt—Kt5, instead of 17 ... QR—QB1, as played in the game), and—as is the fate of most pioneers in every field—he became the victim of his own courage.

2 P—K4
3 Kt—B3
4 P—Q4

At once 4 ... P×P is playable.

5 Kt—B4
6 Kt—B3

Another idea is 6 ... B—B4, e.g.
7 Kt—K3, P—B3, etc., or 7 Kt—Q5, Q—B2, etc., or 7 Kt—Kt5, Kt—Q3, etc.

7 P—Q5

Of little value. Other attempts, such as 7 Kt—K3, Kt—Kt3, etc., or 7 B—B4, Kt—Kt3, Kt—B3, B—K2, can easily be met. The best practical chances are afforded by the tranquil continuation 7 P—B3, P×P; 8 Q×P, etc.

7 ... Kt—KB3
8 B—K3
9 Q—Q4 Castles

Having completed his mobilisation on the K side and supported his exposed KP, Black has thus solved the problem of the opening in a satisfactory manner.

10 Kt—Q2

Seeking to initiate the initiative, even at the cost of a pawn.

The desire to maintain the defence of the contentious pawn by 10 ... B—B4 would be risky, e.g. 11 P—KR3, P—KR4; 12 Castles, followed by B—K2 and P—KKt4, and the KtKt file is in danger.

11 P×P e.p.
12 Q—B4 ch K—R1

Evidently not 13 Kt×P, P—Q4; 14 Kt×P, Q×Kt, and in this affair White has lost a piece.

13 ... B—Kt5
14 B—P3

Very aptly played. Without imagination, however, would be 14 ... P×P; 15 P×P, B—B4; 16 R—Kt1, and White assumes the offensive.

15 Kt×QP Kt×Kt
16 Q×KKt P×P

A critical moment. White has gained a pawn, but his position is precarious.

17 ... QR—B1

In order to threaten (e.g. after 18 P×B) 18 ... Kt—Kt5, but in playing simply 17 ... Kt—Kt5 at once; 18 Q—Kt5, P—QR4 (threatening 19 ... P—R5), Black could have kept his adversary on the qui-vive.

If, however, Black is satisfied with an equal game he could achieve this easily, and even elegantly, by 17 ... Q×P ch; 18 K×Q, Kt—Kt5 ch; 19 K—Kt1, Kt×Q, etc.

The text move affords White a breathing-space, of which he will take advantage in an energetic manner.

18 ... B—Kt4

And not 18 P×B, by reason of 18 ... Kt—Kt5; 19 Q—K4, R×P ch; 20 K—Kt1, R×Kt dis ch; etc.

18 ... B—KB4

Compulsory liquidation.

19 B×B R×B
20 Q×B

Still preventing 20 ... Kt—Kt5.

20 ... P—Kt4
21 Q—Kt4 Q—B2
22 KR—Kt1

By skillful manueuvring White has de-vitalised Black's threats and has himself obtained a considerable attack.

22 ... Kt—Kt5
23 P—B3 Kt×P ch
24 K—Kt1 P×Kt

Desperate efforts. Worse still would be 25 P×Kt, R×QBP, because of 26 B—Q4.

26 P—Q4 B—K4
27 Kt×Kt Q—Kt3
28 Q×B

This sacrifice of the Queen is decisive.

28 ... R×Q
29 R×R Q—B2
30 Kt—Q6

Instead of the undeveloped continuation 30 R×P, Q×R; 31 B×Q ch, K×B, White forces matters in an elegant manner.

30 ... Q×KB5

Black's threats are very serious, but it is White's turn to speak.

31 B×P ch K—Kt1
32 B—K5 dis ch K—B1
33 R—B5 ch Resigns.

White

Black

TRIFUNOVIC

APSCHENEECK

(Stockholm, 1937)

One of those tragedies which are apt to happen when a King, unable to castle, becomes the object of a King-hunt across the board. A modern "Fragatto."

1 P—K4
2 Kt—KB3
3 Kt×P
4 Kt—B4
5 Kt—B3
6 P—Q3

Undermining the enemy outpost.

6 ... B—Kt5

Clearly fatal would be the quest of a pawn by 6 ... P×P; 7 B×P, Q×P; 8 Q—R5 ch, K—Kt5 (or 8 ... K—Q1); 9 B—K4; 9 Q—K5 ch, with 10 B—K4, and wins.

7 P×P Q×P ch
8 Kt—K3

Vacating a good square for the Bishop and guarding the KtKtP.

8 ... B×Kt ch

Hastening to spoil White's pawn formation before he can play 9 B—Q2.

9 P×B Kt—KB3
10 B—B4

Preventing Black from castling, and threatening to obtain a decisive advantage after 11 Castles, followed by R—K1.

10 ... P—B3

He hopes to close the critical diagonal by 11 ... P—Q4, which attempt will be brilliantly refuted.

11 Castles

P—Q4

12 Kt×P

This fine sacrifice opens up the game.

12 ... Q×B
13 R—K1 ch

Far more convincing than 13 Kt—B7 ch, K—B2; 14 Kt×P, Kt—R3.

13 ... K—B2
14 Kt—K1

Black's last defending piece disappears.

14 ... Kt—Kt1

After 14 ... P×Kt there follows mate in three by 15 Q—Q5 ch, etc. Black would last a little longer after 14 ... B—B4.

15 Q—Q6 ch B—K3
16 Kt—B2 ch After 15 ... K—B2 there is a mate in two, and after 16 ... K—B4 a mate in three.

16 B—Kt5 ch

The black King's helpless position is now obvious.

16 ... K×B
17 R×B Kt—Q2

Trying at least to prevent the fatal check at K5. If 17 ... K—K4; 18 Q—K5 ch, P×Kt4; 19 Q×R, Q×R; 20 Q×P ch,
5 Q—Kt5 ch
Instead of this unlucky diversion, which only promotes Black's development, the continuation 5 Kt—B3, B—K2; 6 Kt×P, Kt×P; 7 Kt—B3, Kt—Kt3, etc., would have led to a satisfactory position, although one requiring patience.

5 ... P—B3
6 P×P P×P
7 Q—K5 ch B—K2
8 Kt—Kt5 QKt—Q2
9 Q—B4 Castles
Black has already completed the first stage of his mobilisation while White is wasting the energy of two of his pieces around Black's KP.
Black's actual threat is 10 ... Kt—Q4.

10 Kt×KP
Here again White cannot bring out another piece, e.g. 10 B—B4, Kt—Q4; 11 B×Kt, B×Kt, followed by ... P×B, winning a piece.

10 ... Kt—Q4
11 Q—B3 R—K1
Black has two pawns less, but his position is dominating.

12 P—Q3 Kt—K4
An ancient motif: the Queen-hunt.

13 Q—Kt3 A full retreat by 13 Q—Q1 is imperative, but even then White's position remains precarious after 13 ... B—Kt5 ch, etc.

13 ... B—R5
Unmasking the vital file without delay.

14 B—K15
The only move to save the Queen.

14 ... B×B
15 Q×B Salvation of the Queen—perdition of the King!

15 ... Q×Q
16 Kt×Q B—Ktd db ch
Illustrating once again the power of the double check.

17 K—Q1 R—K8 mate
Q.E.D.

12. CENTRE GAME
AND DANISH GAMBIT

178
White Black

FROM

NEUMANN

(Paris, 1867)

The choice of an aggressive opening (as here) does not secure in all circumstances a monopoly of aggressiveness for the first player. It rather tends to make the situation hazardous for both players. The slightest lack of precision or energy, any momentary relaxation, and the roles of attacker and defender are reversed.

1 P—K4 P—K4
2 P—Q4 P—Q4
3 B—Q4 B—QB3
As White seems in no hurry to recapture the pawn, Black prepares to defend it as far as he can. For this purpose, 3 ... P×B4 would be of doubtful value (4 Kt—KB3, Kt—KB3; 5 P—B3, with a strong initiative for White). And again, 3 ... B—B4; would be painful for Black (4 B×P ch, K×B; 5 Q×R ch, followed by Q×B). After the silly 3 ... Q—R3 White recaptures the pawn by 4 Q×P, protecting the threatened KP.

4 Kt—Kt3 B—B4
At this stage 4 ... B—Kt5 ch would be too dangerous, on account of 5 P—B3, P×P; 6 Castles, P×P (the Compromised Scotch Gambit). More prudent, without, however, being more favourable, is 6 ... P—Q3 or 6 ... Q—B3; 7 B×P, Kt—B3; 8 Kt—Kt5, Castles; 9 P—K5, and Black's troubles are only beginning.

5 P—B3 Kt—B3
Let us develop! If, instead, 5 ... P×P; 6 Kt×P, P—Q3; 7 Q—Kt3, White's attack more than compensates for the pawn given up.

6 Castles
Needless. With 6 P×P, B—Kt5 ch, White could have led into a sound variation of the Giuoco Piano.
6 Q–Kt3  Q–B3
Playable also is 6 .... Kt–B3, after
which 7 Q × KtP would be very hazardous
because of 7 .... R–Kt1; 8 Q–R6, Q–K2, and Black assumes the offensive.

7 B–KB4  P–Q3
8 B–QKt5  B–Q2
9 Kt–Q2  P–KR3
10 Kt–B4  B–Kt3
11 P–Kt4
Preventing 11 .... P–Kt4.

11 ....... Kt–K2
12 Kt–B3  Kt–K3
13 Kt × B  RP × Kt
14 B–K3  QKt–K4
15 B–K2
Conserving the potential advantage of two
well-posted Bishops.

15 ....... B–B3
16 Kt–Q2 Castles QR
17 P–R5  Kt–B1
18 P × P
The signal for the attack.

18 ....... Q–K2
19 P–Kt4  P–B3
20 P–Kt5
The immediate advance of the neighbouring
RP would be far less effective, e.g. 20 P–R5, P–QKt4; 21 P–R6, P–QKt3,
and White cannot force open a file for his
Rooks.

20 ....... B–K1
21 P–R5  P × P
22 R × P  P–QKt3
23 R–K7
Threatening 24 B × KtP.

23 ....... Kt(K4)–Q2
24 Castles
"Better late than never."

24 ....... Kt–K3
25 KR–R1
The arrival of the second Rook in the critical sector already threatens 26 R–R8 ch,
Kt–Kt1 (26 .... K–Kt12; 27 R–R7 mate);
27 KR–R7 (with the threat 28 B × KtP);
27 .... B–Q2; 28 Kt–B4, and Black is lost.

25 ....... Kt(K3)–B4
26 B–Kt4  Kt–K3
27 Kt–B4  Q–B2
Black's position is now hopelessly cramped.

17 B–K3  R–B3
18 R–Q1  R–Kt3
Resigns.

179
White  Black
WINAWER  RIEMANN
(Berlin, 1881)

The most difficult part of an attack is the
preliminary and laborious building up, after
which the most beautiful variation appears
only as the logical consequence of the
preparatory work.

This is seen in this fine game; White opens
the QR file by 20 P–Kt5 and 21 P–R5,
and completes the co-ordination of his troops
by castling as late as the 24th move.

1 P–K4  P–K4
2 P–Q4  P × P
3 Q × P  Kt–QB3
4 Q–K3  B–Kt5 ch
5 P–B3
The simplest is 5 B–Q2, for if then 5 ....
B × B ch; 6 Kt × B, which helps White's
development.

5 ....... B–R4
A better continuation is 5 .... B–K2,
remaining at hand for the defence of the
K side.

28 Q × P
An unexpected and brilliant sacrifice of the
Queen, which Black cannot accept by
reason of 28 .... P × Q; 29 Kt × QP ch,
K–Kt1; 30 B–Kt7 mate.

On the other hand, White now threatens
29 B × Kt, followed by 30 Q × P mate.
An insufficient parry would be 28 ....
Kt(Q2)–B4; (29 R–R8 ch, K–Kt2; 30 R–R7 mate) or 28 .... Kt–Kt1
(29 B × Kt ch).

28 ....... P–Kt4
29 R × R ch  Kt–Kt1
30 Kt–P ch
And mate next move.

180
White  Black
WINAWER  STEINZT
(Nuremberg, 1896)

This masterly game is an object-lesson in the
technique of the attack.
The main factors it illustrates are as follows:
Castling on the opposite side to the
adversary, in order to render the contest as
incisive as possible (7 Castles). Offer of
the sacrifice of the Kt, which opens files or
diagonals (8 B–B4). Direct threat against
the weak point KB7 (10 Q–B4). Soon after-
wards the other critical square in the hostile
camp, KR7, is also attacked (13 B–Q3).
Exploiting the KR file (14 P–KtR). A fine
"eliminating sacrifice" (16 R × Kt). A deflect-
ing manœuvre, to bring away a hostile
defensive piece (17 B–K4). Trenchant action
of the two Bishops on two adjacent diagonals.

Openings of the KR file (19 P × P). The
decisive threat (21 R × P ch, P × R; 22 Q × P
mate) which enforces resignation.

1 P–K4  P–K4
2 P–Q4  P × P
3 Q × P  Kt–QB3
4 Q × Kt  Kt–B3

Bold as it looks, this move is well worth
playing, as is demonstrated by the following
beautiful variation: 5 P–K5 (unwisely
accepting the challenge); 5 .... Kt–Kt5;
6 Q × Q (or 6 Q–K2, P–Q3, etc.); 6 ....
P × Q; 7 P × P e.p. dis ch, B–K3; 8 P × P,
Q–Q8 ch; 9 K × Q, Kt × P ch, followed by
.... Kt × Q, to Black's advantage.

5 Kt–QB3  B–Kt5
More enterprising than 5 .... B–K2,
whilst 5 .... Kt–Kt5 is of no value
because of 6 Q × K2, followed by P–Q3.

6 B–Q2  Castles
7 Castles  K–K1
Threatening to win a pawn by 8 ....
B × Kt; 9 B × B, R × P, etc.

8 B–B4
Giving up, with good cause, the defence
of the threatened pawn.
If 8 B–Q3 or 8 P–B3, then 8 ....
P–Q4, with advantage to Black, and if
8 Kt × P; 9 Kt × Kt, Kt × Kt, and White no
longer has sufficient compensation for the
sacrificed pawn.

8 ....... B × Kt
Steinitz's dictum that "a sacrifice is best
refuted by its acceptance" is here put to
the test.
But much more prudent would be 8 ....
P–Q3, followed by .... B–K3.

9 B × B  Kt × P
It is clear that 9 .... R × P would be
answered by 10 B × Kt.

10 Q–B4
In exchange for his pawn White now has a
direct attack on KB7 as well as the com-
bined action of the well-posted "two
Bishops."

10 ....... Kt–B3
11 Kt–B3  P–Q3
12 Kt–Kt5  B–K3
13 B–Q3  P–KR3
14 P–KR4  Kt–Q4
15 B–R7 ch  K–R1
Not 15 .... K–B1, on the score of
16 Kt × B ch, R × Kt; 17 R × Kt.
15 Kt—Q5
The best practical chance for White consists in the de facto sacrifice of the piece by 15 KR—K1 (over-protecting the critical pawn); 15 ... P×Kt (or else 16 KR—R3, with a good game); 16 RP×P, Kt—Kt1; 17 Q×R, and White’s attack must be taken seriously.

15 ... Kt×Kt
Instead of winning a piece by 15 ... B×B; 16 R×B, P×Kt—which would allow White to maintain his attack—Black decides on a line of play which brings him in a good pawn for the end-game.

16 P×Kt Kt—Q5
17 Q—Q3 Kt—K7 ch
18 K—K1 B×B
19 R×B
If 19 Q×B, P×Kt could be played without any risk.

19 ... Kt×P
20 Kt—K7 ch K—K1
21 Kt—B6 ch P×Kt
22 Q—Kt3 ch Kt—K3
23 P×R—Q5
Better than 23 ... K—K2; 24 P×Kt, P×P; 25 Q—B4, etc. In spite of being, in this case, two pawns down, White would exercise a serious pressure.

24 P×P Kt×P
25 R—B2 Q×Kt4
26 Q—Q3 B×Q4
Forcing the exchange of Queens. If 27 Q×P, Q—K8 ch, and if 27 Q—Q2, Q—K6.

27 R (B2)×P Q×Q
28 P×Q K—K12
29 R—B2 R×Kt1
30 R—K2 QR—K1
31 KR—K1 R×R
32 R×R R—B8 ch
In the ensuing Rook ending, Black is not only a pawn ahead, but his pawn formation is more compact. Nevertheless, he has no easy task to win.

33 K×Kt2 K—B2
34 P×B4 P×Kt4
35 K×B3 P×KKt4
36 P×B5
The only way to obtain some counter-play.

White Black
TARTAKOWER RESHEVSKY
(Stockholm, 1937)

In the following game, Black succeeds in warding off with the greatest sang-froid his adversary’s repeated assaults, whilst maint-
stronger than a Bishop, a Bishop is equal to a Knight, etc.) is only valid in theory. The peculiarities of a position can and do change all that.

In this game the sacrifice of the Queen for a Rook, Knight and pawn (11 ... Kt x Kt) is based, in the main, on the increased activity which Black will obtain from his pieces.

1 P-K4 Kt x P
2 P-Q4 P x P
3 Q x P Kt x QB3
4 Q-K3 B-K2
5 B-Q2

After 5 ... Kt x Kt, Black would avoid the artificial defence 5 ... B-Kt3 (6 B-Kt3, with a good game for White), and would boldly play 5 ... Kt-K3, e.g. 6 Q x KtP, Kt x Kt3; 7 Q x KtP, Kt x Q, Kt x P, with advantage to Black, or 6 B-Q2, Kt-Kt4; 7 Q-KB3, Kt x Kt3, and Black stands very well.

6 ... Kt-B3
7 Castles
8 P x P Kt x P
9 Q-Kt3

Simplification here would lead to a dull game, e.g. 9 Kt x Kt1, Q x Kt1; 10 B-Kt4, K x B3 (unsound would be 10 Q x P, B x B; 11 B x Kt, B x B; 12 Q x Kt, B x Kt5, by reason of 13 Q x R3); 11 Q x Q, B x Q; 12 B x B, Kt x B, with an even game.

9 ... B-R5

A terrible blunder would be 9 ... Kt x Kt1; 10 B x Kt (with the threat Q x P and mate in two); 10 ... B-Kt4; 11 P x B, and wins. It is easy to see why Black wishes to drive the hostile Queen from her advantageous post.

10 Q-B3 B-K3

Had White foreseen the incisive reply now impending, he would have preferred to continue his development by 11 Kt-K3 (e.g. 11 ... Kt-K4; 12 Q-K4, Kt x Kt1; 13 P x B, Kt x B7; 14 Kt x Kt, B x Kt, with equality). (Diagram. See p. 237.)

11 ... Kt x Kt

A fine example of a positional sacrifice (one which produces no immediate or calculable results).

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**CENTRE GAME**

**WHITE**

MASON

**BLACK**

SCHLECHTER

(Paris, 1900)

In this short but expressive game, we can but admire the simplicity of means used by the victor.

One might say that he uses no means at all, no stratagems or other refinements, and that he succeeds in overcoming all resistance merely by virtue of the law that "one weakness begets another."

1 P-K4
2 P-Q4
3 Q x P
4 Kt-QB3
5 Kt-K3
6 B-K2

Development on the Q side (5 Kt-QB3 or 5 B-Q2) is more in the spirit of the opening, since the idea underlying White's second move is to establish pressure on the Q file.

5 ... K x Kt2

Well countered! Black not only prevents 6 P-K5, but is now attacking the hostile KP. If, instead, 5 ... B-K2, the 6 P-K5 (6 ... Kt-K4; 7 Q-K4) is in White's favour. If, passively, 5 ... P-Q3, White obtains a normal development after 6 B-Q2, B-K2; 7 Kt-QB3, Castles; 8 Castles, etc.
6 Kt—QB3
Against 6 P—QB3, Black would reply with even more vigorous 6 . . . P—Q4.

6 . . . . P—Q4
Opening up the game.

7 P×P Kt—QKt5
8 B—Q3 Kt×P
9 Kt×Kt Kt×Kt
10 Q×Q ch B×Q

In this simplified position, Black has a small but distinct advantage in development.

11 P—QB4
A weakening move, which contributes nothing to White's development.

If he play first 11 P—QR3, B—K3, and again 12 P—QB4, Kt—Kt3; 13 P—QKt3, his pawn-formation on the Q side would suffer.

The most suitable continuation is therefore 11 B—B2.

11 . . . . Kt—Kt5
12 B—K1 B—K3
13 P—QR3 Kt—B3
14 B—B4

If 14 B—Q3, Kt—K4, and if 14 P—QKt3, Kt—Q5.

14 . . . . B—B3
15 B—R2 Castles QKt
16 Kt—K2

If 16 R×B, Kt—B4, and if 16 B—B1, Kt—Q5, with fresh troubles for Black, who therefore sees himself already compelled to give up a pawn.

16 . . . . B×KtP
17 QR—Kt1 B—B3

He could win a second pawn by 17 . . . KB×P, but he rightly sees that this weak pawn will fall sooner or later, and decides, therefore, to maintain his KB on the dominating diagonal.

18 Castles
19 Kt—Kt3 R×Kt
20 B—K3 R—Q6
21 B—B1 KR—K1 Q4
22 Kt—B2 B×B
23 R×B
24 KR—Kt1 R(B6)—Q6

He threatens mate, and allows his opponent no counter-chances.

25 B—K3 R—Q7
26 B—B2 R×B

Well-judged liquidation.

27 R×R B—B4
Resigns.

DANISH GAMBIT

White 184

PERLIS BLACKBURN

(Stoks, 1907)

Black conducts the attack in this game with the youthful abandon peculiar to his style, and makes use of its multiple resources in a way that savours of magic.

The phase of the game from the 11th to the 24th move abounds in surprising turns. The rapid and astute way in which Black finally drives home his advantage (30 . . . P—Q4; 33 . . . P—Q5 ch; 34 . . . P×Kt) is equally remarkable. To sum up: an artistic performance.

1 P—K4 P—K4
2 P—Q4 P×P
3 P—QB3

The Danish Gambit.

3 . . . . P—Q4

Contesting the centre in preference to accepting the gambit.

4 KP×P Q×P
5 P×P Kt×Q3

Focussing his attention on the isolated QP.

6 Kt—K3 B—K5
7 B×Kt Kt—B3

Here the novice should avoid the frightful blunder 7 . . . B×Kt; 8 B×B, Q×Q; 9 B×Kt ch, and Black loses the Queen.

8 Castles

Better is 8 Kt—B3, and if either 8 . . . B×Kt or even 8 . . . Q×Q; 9 Castles. If 8 . . . Q×Q; 9 P×R.

8 . . . . B—Q3

Black preserves the option of castling on either wing.

9 Kt—B3 Q×KR4
10 R—K1 Castles Kt
11 P×Kt R×Q

Now that White is definitely threatened with 11 . . . B×Kt, followed by . . . Q×P, it is for him a choice of evils, namely either the text move or 11 P—Kt5, which equally weakens the King's position, or 11 Kt×Kt, which loses material by reason of 11 . . . Kt×Kt; 12 P×Kt, B×P; 13 P×Kt3 (or 13 B×B, B×P ch, followed by . . . Kt×B, with an advantage of two pawns); 13 . . . R×B; 14 Q×B, Q×Q, etc., and Black has the better game.

11 . . . . QR—Q1

The beginning of a grand combination.

12 P×B Kt×KtP
13 B—KKt5 B—R7 ch
14 K—B1 B—K4
15 B—Q3

If 15 B×R, there is the beautiful continuation 15 . . . Q×R8 ch; 16 Kt—Kt1, Kt—R7 mate.

15 . . . . R×P
16 Kt×B

If 16 Kt×R, Kt×Kt, cutting off the King's retreat, but clearly not 16 . . . Q×R8 ch; 17 K—K2, Kt×Kt ch; 18 K×Q, etc.

16 . . . . R—K1

Another quiet move, but how powerful! It needs, however, a great deal of self-possession to make such a move when, temporarily, two pieces down. Of far less value would be the plausible continuation 16 . . . QKt×Kt, as White would not reply with 17 B×P ch, K×B; 18 Q×R, Kt—R7 ch; 19 K—Kt1, Kt (R7)—B6 ch; 20 P×Kt, Kt×P ch, followed by . . . Kt×Kt, but with 17 R×Kt, R×B; 18 Q×R, Kt×R; 19 Q—Kt3, Q×R ch; 20 K—K2, Q×R; 21 Q×Kt, Q×F ch; 22 K—B3, and the fight would still be an open one.

17 R—K4 R×R
18 B—R QKt×Kt
19 B×B4 Kt—K13
20 B—Kt1 Q×R8 ch
21 K—K2 Q×P
22 Q—R1

Seeking to relieve his position, for if 22 Q×Q, Kt—B3; 23 K×Q, R×B, etc., and if 22 Q×Q, R×B ch, and, finally, if 22 K—Q3, R×Q ch, etc. But the strongest resistance would result from 22 Q×Q, Kt—B3; 23 K—Q3.

22 . . . . Q×Q
23 R×Q P—KB4
24 K—K3

This attempt to maintain the extra piece (24 . . . P×B; 25 K×Kt) comes to naught, and Black ultimately remains two pawns ahead.

24 . . . . Kt(K5)—K4 ch
25 K—K2 P×B
26 Kt×P Kt—B2
27 R—K1

With the threat of 28 Kt—B6 ch.

27 . . . . R—K2
28 P—B3 Kt—Q3
29 B×Kt P×B
30 R—Q1 P—Q4

Very pretty! Not only would it be unsafe to take the pawn (31 R×P, Kt—B5 ch), but the pawn itself is to play the biggest part in the final struggle.

31 Kt—B3 R—Q2
32 K—B2 Kt—K2
33 K—K3 P—Q5 ch
34 K—K4

Not 34 R×P, Kt—B4 ch, but he could have held out longer with 34 K—K2. Now a fresh finesse puts an end to the fight.

34 . . . . P×Kt

Resigns.

Because of 35 R×R, P—B7; 36 R—B7, Kt—B3, and there is nothing left for White.

185

White 185

MIESES WOLF

(Monte Carlo, 1903)

In the following skirmishing conflict Black succeeded in establishing equality. But then he took too little notice of his opponent's intentions, a proceeding at all times likely to prove fatal in attack or defence.

1 P—K4
2 P—Q4
3 P—Q3

Correct play; the ill effects of the needless

4 P—K5 are splendidly illustrated in the following brevity, Miees—Rubinstein, Prague, 1908:
In the belief that the text move would not only eliminate the counter-threat 22 R–B3, but also create the double threat of 22 ... Q×P mate and 22 ... Kt–K7 ch. He thus falls into a melancholy trap, which he could have avoided by 21 ... Kt–Kt1; 22 R–B5, Q–B2; 23 R–R5, P–Q3, and, although White’s attack is still strong, Black is not defenseless.

22 Kt–Kt6 ch Resigns.

186

White

Black

NYHOLM REITI

(Baden, 1914)

When either one side or the other omits to castle, there is no doubt that the game assumes an artificial character. In addition, the omission to castle can bring in its wake many dangers, as can be seen here.

1 P–K4 P–K4
2 P–Q4 P×P
3 P–Q3 P×P
4 B–Q4 B–Q4

As in all open games (1 P–K4, P–K4), this move means for Black the emancipation of his game.

Other methods of declining the third pawn (such as 4 ... B–Kt15; or 4 ... P–B7; or 4 ... P–Q3; or 4 ... Kt–Q3; or, finally, 4 ... Kt–Kt3) are far less effective.

5 B×P

After 5 KP×P, closing the Bishop’s diagonal, Black can develop without difficulty, e.g., 5 ... P×P; 6 B×P, Kt–B3; 7 Kt–B3, B–Q3; 8 Castles, Castles; 9 Kt–B3, B–Kt5; 10 R×Kt, Q–Q2; and White has no adequate compensation for the missing pawn.

5 ... P×P

6 Q×P

Kt×Kt3

The following stratagem would be insufficient: 7 B×P ch, K×B; 8 Q×Q, on the score of 8 ... B–Kt5 ch; 9 Q–Q2, B×Q ch; 10 Kt×B, P–B4, followed by ... Kt–B3 and ... R–Q1; and Black’s pawn majority on the Q side will tell in the end-game.

7 ... Kt–Kt6

8 K×B

Or 8 Kt–B3, Kt×B; 9 P×Kt, Q–Kt2 ch, and the simplification of the play is in Black’s favour.

After the text move, however, White’s position is disorganised.

8 ... Castles

Evading the threats of 9 Q–R4 ch or (after 8 ... P–B3) 9 B×KB ch, K×B; 10 Q–Kt ch, followed by Q×B.

Henceforth Black will have the initiative.

9 Q–Kt3 Kt–B3

Very subtle indeed! If now White were to be tempted by the lure of a piece to be won, the sequel would be: 10 B×Kt, B×B; 11 Q×Kt, R–Kt1; 12 Q×Q (12 Q×Q, R–R3 ch); 12 ... R×B; 13 Q×R, Q–Q8 ch; 14 Kt–Kt1, B–R3 ch; 15 K×Q, Q×Kt mate.

10 Kt–B3 Q–K2

11 R–K1 Kt–K4

The manner in which Black now proceeds to gain more and more territory is instructive.

13 Kt×Kt B×Kt

14 B×Kt B–Q3

15 Q×R Q×B

16 R–B1 K×Q

19 Kt–B3 P×Kt

In effecting this occupation of the seventh rank, Black had to make exact calculations regarding the effect of a “discovery” by the white Knight (21 Kt–Q5 or 21 Kt×P).

21 Q×Q R×QB

This loses a piece, Black’s rejoinder being most ingenious, but after 22 Kt×Kt ch, B×Kt; 23 Q×R, B×Q; 24 R×Q, P×R; 25 R×B, P×Kt; 26 P×P, P×R, White’s cause is equally lost.

22 Kt–B5

23 Q×Kt

24 R–Q2

Resigns.
Now Black’s only hope is to obtain an equivalent for the lost Knight in three passed pawns, but White’s well-placed “two Bishops” are too powerful an asset.

11 P × Kt
12 Q × Q
13 Q × Q

By this exchange Black loses his last chance of counter-action, which he might still have had after 13 B × P ch, Q × B; 14 Q × B, B × R3, etc.

13 P × Q
14 B × P
15 B = Q3 P × KR3

Clearly not 15 ... P × B4; 16 Kt × Kt5, P × KR3; 17 B × R7 mate.

16 P × Kt4

The remainder is played fortissimo.

16 ... B × P
17 Kt × K5 B × KR6
18 K × R1 KR × B1
19 R × Kt1 ch K × B1
20 R × R7 K × K1
21 R × Kt8 ch B × B1
22 R × R ch K × R
23 R × K Kt1 Resigns.

188

White     Black
MIESES         MARSHALL
(Monte Carlo, 1903)

White’s main idea in the Danish Gambit is to provide free diagonals for the Bishops. If—as in the following ruthless little game—there are also open files for the Rooks, the attack soon becomes irresistible.

1 P × K4 P × K4
2 P × Q P × P
3 P × Q3 P × P
4 B × QB4 P × P
5 B × P P × Q

A much sounder defence than 5 ... B × Kt5 ch.

6 Kt × K2
6 Kt × K2 is certainly more straightforward, but the most energetic continuation is 6 P × B4, e.g.: 6 ... Kt × Q2; 7 Kt × KB3, Kt × B4; 8 Kt × Kt5, Kt × KR3;

9 Castles, and White dictates the course of events.

To be considered also is 6 Q × Kt3.

6 ... Kt × QB3
7 Castles B × K3
8 B × Q
An effective anchor. 8 B × B, P × B; 9 Q × Kt3 leads to nothing because of 9 ... Q × B.

8 ... Kt × B3
9 Q × Kt3 Q × B1
10 Kt × B4 Kt × Q1

In place of this cramped defence, one can recommend 10 ... B × B; 11 P × B, Kt × K4; 12 R × Kt, B × K2; 13 B × Kt, P × B; 14 R × P, Q × Q2; 15 Q × Kt3 (or 15 Q × P, Castles, etc.); 15 ... Castles QR, and Black can cope with any eventuality.

11 B × Kt
The first step towards disorganising the hostile position.

11 ... P × B
12 Kt × R5 P × B3
13 R × K1 B × K2
14 Q × KB3 R × Kt1
15 Kt × P ch B × Kt
16 Q × B P × B

He should not have allowed the Kt file to be opened. Comparatively best would have been 16 ... Q × Q2; 17 Kt × B3, Q × K2, etc.

17 P × P R × Kt3
18 Q × R8 ch K × Q2
19 Kt × B3

The reserve cavalry enter: the battle is won.

19 ... B × P
Or 19 ... B × R6; 20 Q × Kt8 ch, K × B2;
21 QR × B1, K × Kt1 (21 ... B × P;
22 Kt × R4 dis ch); 22 Kt × Kt5, Q × Q2;
23 R × K7, and wins.

20 Q × Kt8 ch K × B2
21 Kt × B × Kt1

To all appearances the black King has at last found comparative security, but now White’s artillery brings about a triumphant finale.

22 QR × B1 Kt × B3
23 R × Kt
A clearance sacrifice.

23 ... P × R
24 R × Kt1 mate.

189

White    Black
MIESES    TCHIGORIN
(Hanover, 1902)

The exciting vicissitudes of this instructive game, can be divided into three phases, from the point of view of Black:
Stopping the enemy’s first onslaught; building up a close but defendable position; watching all openings and, at the right moment, launching the counter-attack.

1 P × K4 P × K4
2 P × Q4 P × P
3 P × QB3 P × P
4 B × QB4 P × P
5 B × P Q × K2

This defence is not without logical foundation. The Queen surveys the critical sector, prepares for casting on the Q side, and in addition threatens to win one of the Bishops by 6 ... Q × Kt5 ch.

6 Kt × QB3 P × QB3
7 Q × B2 P × Q3
Suicidal would be 7 ... P × Q4; 8 B × P, P × B; 9 Kt × P, and wins.

8 Castles B × K3
9 B × K2

At the cross-roads. Instead of giving up territory, the imaginative 9 Kt × Q5 maintains the initiative.

9 ... Kt × Q2
10 Kt × B3 K × Kt
Not 10 ... Castles, as yet, because 11 Q × R4, and White gets going.

11 R × Q4 Castles
12 KR × Q1 Q × B2

Slowly but surely Black proceeds with his development. 12 ... Kt × B3 would be premature, on account of 13 P × K5.

13 Kt × QB4 Kt × Q2
14 R (Q1) × Q3 K × Kt1 × B3
15 R × B3 B × K2

The “hedgehog” position, which Black has obtained, is cramped but solid, his pawns being particularly strong in the defence of the King’s position.

16 R × Kt4
With the threat of 17 B × R6, which is, however, prevented by Black’s next move.

16 ... Kt × QKt1
17 Kt × Q4 K × B
This counter-thrust in the centre provokes the crisis.

18 K × P

Being already two pawns to the bad, and threatened with the loss of a third, White, by the offer of the Knight, tries to alter the normal course of things.

18 ... Kt × Kt
19 B × R6 Q × B5 ch
As neither 19 ... K × Kt1; 20 R × Kt, nor 19 ... K × Q2; 20 R × P, nor 19 ... P × B; 20 R × Kt, nor 19 ... Kt × R; 20 R × Q ch, nor, finally, 19 ... B × Q2; 20 B × P ch, is admissible, the “relieving check” in the text is the only move, which, however, saves the situation and refutes the hostile combination.

20 R × Kt3
Or 20 K × Kt1, B × R; 21 R × Kt ch, K × Kt1, and the whole of White’s game collapses.

20 ... B × R
21 Q × Kt ch Q × B2
22 B × P ch K × Kt1
23 B × Q5 His final trump.

23 ... Q × B
24 R × QKt3 Q × B2
Resigns.
13. BISHOP'S OPENING

White  Black
BOWDLER CONWAY  (London, 1788)

A forerunner of the “Immortal Game.” White gives up the two Rooks in their corners and all his pieces except Queen and Bishop, and drives a successful King hunt to its logical conclusion.

1 P—K4  P—K4
2 B—B4
The truth—as it was known in those far-off days.

2 ……… B—B4
This symmetrical variation is called the Classical Defence.

3 P—Q3
A quiet continuation. 3 Kt—QB3 leads back into the Vienna Game, and 3 Kt—KB3, Kt—QB3 into the Giuoco Piano.

3 ……… P—QB3
Pawn’s strategy. But after an active development by 3 Kt—KB3; 4 Q—K2 (preventing 4 P—Q4); 4 ……… Castles, Black has a very good game.

4 Q—K2  P—Q3
If, instead, 4 Kt—B3, White is already able to play 5 P—B4, and to obtain the initiative after 5 P×P; 6 P—K5, etc., or 5 … P×Q; 6 Kt×B, Kt—B3, etc. As Black, by his last move, has renounced expansion in the centre, the preceding move has robbed his QKt of its natural development at QB3.

5 P—B4
Intensifying the struggle. 5 Kt—QB3 first would be sound and strong. It will be noticed that the players of the Philidor era preferred, in the opening, to pay attention to pawns rather than pieces.

5 ……… P×P
6 B×P  Q—Kt3
A double attack against White’s KKt and QKtP. How can it be parried?

7 Q—B3
By not defending either point, but staging an astute unmasking combination.

7 ……… Q×P
Starting his Queen on an expedition which, in the end, will prove ill-fated. Similarly, if 7 B×Kt; 8 B×P ch, etc. But by first of all blocking up the KB file by 7 Kt—B3, Black could have maintained his threats. It is true, however, that the wondrous consequences of the continuation in the text were hard to foresee.

8 B×P ch
An ambush.

8 ……… K—Q2
Clearly not 8 K×B, because of the recapture 9 K—K5 ch. Playable would be 8 K—B1; 9 Kt—K2, Kt—B3.

9 Kt—K2
A spirit of consistency. Or 9 Kt—B3; 10 K—Q2, Q×R.

10 K—Q2
In order to play 11 R—KB1, to be followed by QKt—B3, relying both on his attack and on the difficulties the black Queen will experience in getting clear of this “wasp’s nest.”

10 ……… B—Kt5 ch
He stresses his advantage in material instead of trying to consolidate his gains, either by 10 Kt—B3 or 10 Q—B3.

11 QKt—B3
Sensation! He gives up another Rook rather than allow Black to redress the balance by 11 P—B3, Q—Kt7 ch; 12 K—K3, Kt—B3; 13 P×B, K—B2; 14 P×Kt3, R—B1, etc., or by 11 K—B1, Q—B3, etc.

11 ……… B×Kt ch
By playing 11 Q×R at once Black would still maintain his KB in its defensive functions.

12 Kt×B
13 Q—Kt4 ch
The final assault.

13 ……… K—B2
14 Q×P
At once 14 Q—Kt3 would be powerful.

14 ……… Kt—Q2
15 Q—Kt3
And not 15 Q×R, because of 15 … Q×P ch, followed by … KKt—B3, and Black takes his revenge by imprisoning the Queen.

15 ……… P—Kt3
An illusory refuge. Or, e.g. 15 Kt—K2; 16 B×P ch, K—Q1; 17 B—B7 mate. Or 15 Kt×Kt; 16 B×B, K—Q1; 17 B×Kt, P×P; 18 Q×P ch, etc., with improved chances for White. But 15 … P×Kt4 would give the black King more breathing space than the move in the text.

16 Kt—Kt5 ch
A beautiful surprise, which spreads a mating net around the black King.

16 ……… P×Kt
17 B×P ch  K—Kt2
An amusing detail: 17 … K—B3; 18 B—Q5 mate.

18 B—Q5 ch  K—R3
19 P—Q4
Opening the door by this turn of the key.

19 ……… P—Kt5
There is no saving clause.

20 B×P  K—Kt4
21 P—B4 ch  K×B
White mates in two.

A turbulent game.

191

White  Black
MCDONNELL DE LA BOURDONNAIS  (Match, 1834)

After a formidable opening contest of “thrust-and-parry” (moves 9–21), Black emerges a piece down, but with a mass of pawns on the Q side which proves more powerful than his adversary’s on the other wing.

The battle of pawns is one of the most thrilling ever witnessed on the chessboard.
9 ... P—Q4
The counter-action begins.

10 P × P P—K5
11 Q—Q2 P × Kt1
12 R—K1 Kt—K5
13 Q—B4 P—K B4
14 P × P P—K4
He does not make it easy for White to recover his piece.

15 Q—K3 Kt—K4
A strategy of “pin pricks.”

16 B—K5 ch P—B3
17 P × B Kt × KtP
18 Q—K2 P × B
19 P—B3
Retaliation.

20 P × Kt Kt × KtP
21 Q × P ch
If 21 Q—R5 ch, Q—B2; 22 Q × KtP, R—KtK1.

21 ... Q—Q2
22 Q × Q ch K × Q
23 P—B4
A fresh phase. White has now an extra pawn (doubled), but the position of Black’s minor pieces, especially of his well-supported Knight, is more aggressive, and the formation of the respective cluster of pawns makes the time factor more important than the material factor. Who will get there first?

23 ... QR—K1
24 P—B5 B—Q1
25 P—Q6
A threatening outlook, but the black king will firmly withstand all assaults.

25 ... P—B5
26 P—K4 KR—B1
27 R—B1 P—KR4
28 Kt—R3
If 28 P—KR4, Kt—K16, etc.

28 ... B—B3
29 B—K2 P—K5
With great virtuosity he brings his KBP through a difficult stage of his journey (if 30 R × P, B × P ch).

30 Kt—B4 P—B6
31 Kt—K5 ch B × Kt1
32 P × B
Chain against chain. But Black’s is the more incisive.

32 ... P—R5
33 QR—Q1 P—B7 ch
34 K—R1 P—R6
With an outflanking threat of 35 ... P—Kt6.

35 R—Q3 R—K K11
36 P—Kt5
No longer able to cope with his adversary’s plans, he tries to make his own threats effective.

36 ... P—Kt6
The last act of the drama.

37 P × P R × KtP
A beautiful “point,” instead of 37 ... Kt × P ch; 38 R × Kt, R × R, 39 R × P, etc., and the roles are reversed.

38 R—Q4 QR—KK1
The winning retort. Threat: 39 ... R—Kt8 ch.

39 P—K6 ch
A stubborn fight. If 39 ... K × P; 40 R × Kt, with check.

39 ... K—Q1
40 QR—Q1 P—R7
A fresh surprise. Black’s two passed pawns co-operate powerfully in the attack. If now 41 K × P, R—Kt7 ch; 42 K × R1 (42 K × R3, R (K1)—Kt6 ch, with mate to follow); 42 ... R(Kt7)—Kt4, with fatal threats.

41 P—K7 ch K—Q2
42 P—B6 ch
“All men on deck!”

42 ... P × P
43 P × P ch K × P
44 P × K (Q) ch
A peace offering in the hope of deflecting

the storm, otherwise there follows 44 ... R—Kt8 ch; 45 K × P, R (Kt1)—Kt7 ch; 46 K × R3, Kt—Kt4 ch, followed by mate.

44 ... P × P
45 K × P R—K3
With the incisive threat of 46 ... R—R3 mate.

46 R—B1 ch K—K4
47 P—R4 ch K—K5
Not 47 ... K × P; 48 R—B4 ch, followed by R × Kt.

48 B—B3 ch R × B
49 R × R K × R
50 P × Q R × Q
51 K × Kt2 R × P
52 R—B1 ch K × Q
53 K × B1
His last illusion, is after for 53 R—Q1 ch there follows 53 ... K—K7; 54 R × R, P—B8 (Q) ch, etc.

53 ... K—K6
Resigns
A very beautiful game.

BISHOP'S OPENING

500 MASTER GAMES

192

White

Black

DE LA BOURDONNAIS

McDONNELL

(Match, 1834)

The most striking feature in the following eventful game is the destruction of White’s particularly strong centre, whilst the finish—with the white King at bay in the corner and faced with a forced mate—is not without its humour.

1 P—K4 K—Q4
2 B—B4 B—B4
3 Q—K2
A supporting move, indicated as early as 1561 by Ruy Lopez, with the ingenious threat of 4 B × P ch.

3 ... Kt—KB3
Besides this purely developing move, the replies 3 ... P—Q3 and 3 ... P—QB3 are useful.

4 P—Q3
A wise procedure. Strategy lacking in

forsight would prompt 4 B × P ch, K × B; 5 Q—B4 ch, P—Q4; 6 Q × B, Kt × P, with advantage to Black.

With the text move White reserves the option of developing his K side by 4 Kt—KB3 or 4 P—B4.

4 ... Kt—B3
5 P—QB3 Kt—K2
Premature would be 5 ... Castles, on account of 6 B—Kt5, and if, impulsively, 5 ... P—KR3; 6 P—KR4, etc.

6 P—B4
Having consolidated his base, White now challenges the centre.

6 ... P × P
7 P—Q4 B—Kt3
8 B × P
With a strong pawn centre, White has satisfactorily solved the problem of the opening—but Black, without losing faith, is looking for some weakness in the enemy camp.

8 ... P—Q3
9 B—Q3 Kt—K13
10 B—K3 Castles
11 P—KR3 R—K1
An indication of Black’s idea to exert pressure on the semi-open K file, although, for the moment, White’s KP can be adequately defended.

12 Kt—Q2 Q—K2
Black’s pressure continues. It is in itself an achievement for Black to have some counter-play at this stage, or at least some definite objective.

13 Castles P—B4
Undermining the hostile centre.

14 K—Kt1 P × P
Although White’s centre is still very strong, it has now to be self-supporting.

15 ... P—Q4
16 KtKt—B3 B—Q2
17 P—Kt4 A waiting policy in the centre—attack on the wing—such is White’s motto.

17 ... P—R3
18 QR—K1 P—R5
Nor does Black remain inactive.
Gambit) Black's best plan, instead of acceptance by 4 ... P x P; 5 K x K B3, etc., is to advance in the centre by 4 ... P - Q 4; 5 K P x P, P - K 5; 6 K t - K 2, K t - K B 3, etc.

4 ...
5 P - Q 4
White tries to outflank the enemy in preference to reverting to the Evans Gambit formation by 5 K t - B 3, K t - Q B 3; 6 P - Q 4, etc.

5 ...
P x P
6 P x P
B - K t 5 ch
7 K - B 1
Threatening 8 Q x K 3 or 8 B x P, K x B; 9 Q - K t 3, followed by Q x B.

7 ...
P - R 4
If 7 ... B - K 2; 8 Q x K t 3. But 7 ...
K t - Q B 3 brings another piece into the lists, e.g. 8 Q x K t 3, Q x K 2, etc., or 8 P - Q 5, K t - K 4, etc.

8 Q x R 5
To be considered is the continuation 8 B x P, K x B; 9 Q - R 5 ch, P - K 3; 10 Q x B, also dislodging the hostile King.

8 ...
P - Q 4
The only possible reply.

9 B x P
Q x K 2
10 B - R 3
K t - K B 3
Black always finds the right answer.

11 B x P, ch
Q - B
12 Q x B
K t - B 3
13 Q x R 4
K t x K P
Re-establishing the numerical balance, but dynamically Black's chances are superior.

14 K t - K B 3
Q - K 2
Threatening 15 ... K t - K 4, and preparing to castle on the Q side, his only chance.

15 Q K t - Q 2
K t x K t ch
16 K t x K t
Castles QR
This contains the astute threat 17 ...
K t x P; 18 Q x P (18 Q x K t, B - K 4 ch, winning the Queen); 18 ...
B - K 4 ch; 19 K - K 1 (or 19 K t - K t 1, K t - K 7 ch); Q - K 1 ch; 20 K - Q 1, B - R 5 ch; 21 K - B 1, K t - K 7 ch; 22 K t - K 1, Q x K 3 ch, forcing the mate.

17 R - K t 1
Q - Q 4
Throwing the whole weight of the Queen into the fray, in preference to attacking enterprises such as 17 ...
K t x P; 18 Q x P, B - K t 4 ch, etc., or 17 ...
Q x P; 18 Q - K t 5, P - K t 3, etc.
A singular game, in which White, after winning a Queen for a Rook, cannot prevent subsequent losses; later on with even two Queens against Black's four pieces he cannot escape defeat! A spectacular contest.

1 P—K4 P—K4
2 B—B4 Kt—K3

This is the active defence which first tarnished the reputation of this opening and caused it to disappear almost altogether from the modern repertory.

3 Kt—K3

An identical position occurs in Petroff's Defence after 1 P—K4, P—K4; 2 Kt—K3, Kt—B3, and now 3 B—B4, instead of the accepted continuations 3 Kt×P or 3 P—Q4 or 3 Kt—B3.

3 P—Q4

Kt×P

This recovers the pawn but allows Black to obtain a footing in the centre (4 ... P—Q4).

4 ... P—Q4

Throwing back the Bishop, and hoping later on to get rid of the Knight as well.

5 B—K3

B—K3

6 Castles

7 P—Q4

Q—B3

Here again 7 P—K3 would be faulty on account of 8 Q—R5 ch, P—K4 (8 ... K—K2), 9 Kt—Q3, etc.; 9 Kt×P, B—B2; 10 B×P, etc. The simplest would be 7 Castles.

8 P—KB4

Guarding the outpost and threatening 9 P—B5, which incites Black to take immediate counter-measures.

8 ... P—B4

Meaning to reply to 9 P—B5 by 9 ... P×P; 10 B×P, B×Kt, etc. A passive and more cautious course would be 8 P—B3; 9 P—B5, B—Q1.

9 R—B4 ch

Far more troublesome than 9 P—B3 because of 9 ... Kt—B3; with the threat 10 ... P×P; 11 P×P, B×KtP.

9 ... K—K2

Forfeiting castling with a good grace, for 9 ... Kt—Q2 10 P—B5, P×P; 11 P×P, B×Kt, winning a piece.

The most rational continuation, however, is 9 ... B—Q2.

10 P—B4

Instead of being content with the solid 10 P—B3, White throws his forces into the turmoil.

10 ... QP×P

If 10 ... BP×P; 11 P×P, B×P; 12 Kt—QB3, etc., White has the advantage.

11 ... Q—B2

B—B4

With the counter-threat of 12 ... Kt—K6. If 11 ... B—Q4; 12 R—K1, winning a piece, e.g. 12 ... Q—B4; 13 Kt—QB3, etc., or 12 ... B×Kt; 13 R×Kt, etc.

12 R×P

Here again White could have maintained a pressure by 12 P—KK4 or 12 R—K1, e.g. 12 ... B×Kt; 13 R×Kt, etc., or 12 ... Kt—K6; 13 Kt—K4 dis ch, etc.

12 ... P×P

13 Q×Kt15 P—QK13

14 R—K1 B—B4

15 P—QKt4

Both sides display much imagination.

15 ... P—Q3

16 Q—B4 P—QK14

17 Q—Q5 B×P

18 R×Kt B×R

19 Q×B1

Intrepid play. The following alternatives would lead to nothing: 20 Kt—K4 dis ch, Q—K3, or 20 Kt—B6 dis ch, K—Q1, etc.

20 Q—K7 ch

Winning the adverse Queen by force. The continuation 20 B—Q2 (or 20 B—R3 or 20 B—K2) is playable.
5 Q—Q5; 4 ... Kt—B4; 5 P—B4, White has the initiative.

4 Kt—KB3

An identical position can be reached via the Petroff Defence: 1 P—K4, P—K4; 2 Kt—KB3, Kt—K2; 3 P—Q4 (Steinitz’s Continuation); 3... P—P; 4 B—Q4, etc.

Of no value would be 4 P—K5, P—Q4; 5 B—K5, Kt—K5, etc.

4 ... Kt×P

Producing serious complications.

The following could not be recommended: 4 ... B—K5 ch; 5 P—B3, P×P; 6 P×P, etc.; or 4 ... B—B4 reverting to a variation of the Scotch Gambit. But the most reasonable course is to lead into an academic continuation of the Two Knights’ Defence by 4 ... Kt—B3 (5 Castles, the Max Lange Attack).

5 Q×P

After 5 Castles, B—K2; 6 R—K1, P—Q4, Black has freed his game.

5 ... Kt—K3

Neither 5 ... Kt—Q3 nor 5 ... Kt—B4 is desirable.

6 B—KK5

White’s superior development compensates for the pawn he has given up.

6 ... B—K2

7 Kt—B3 Kt—B3

Another line of defence is 7 ... P—B3; 8 Castles QR, P—Q4, etc., or 7 ... Castles; 8 Castles QR, P—B3, etc.

8 Q—R4 P—Q3

9 Castles QR

Linear pressure.

9 ... Castling would be far more dangerous because of 10 B—Q3, with latent threats.

10 B—Q3

Still preventing Black from castling. If 10 KR—K1, B×B; 11 B×Kt, B—K3, again closing the K file.

10 ... Q—Q2

Keeping Castles QR in reserve. Preparatory moves such as 10 ... P—Q3 or 10 ... P—K3 would only mean loss of time, calling for the reply 11 KR—K1.

11 B—K5

This manoeuvring and fro by the Bishop

has its reasons. Here it prevents 11 Castles QR, after which would follow 12 Kt—K3, Q—K1; 13 Kt×Kt, P×Kt; 14 B—R6 ch, K—Q2; 15 Kt—R4 (threatening mate), and the King hunt has only begun.

11 ... Castles KR

12 Kt—Q4

Preventing above all 12 ... B—B4 (13 Kt×B, Q×Q; 14 B—Q3, followed by 15 B×Kt, and wins). Ineffective would be 12 Kt—K5, Q—K1.

12 ... P—Q3

13 B—Q3

Returning to the all-important diagonal.

13 ... Kt—K4

Besides containing a slight pitfall, the text move is intended at last to get rid of the adverse KB.

14 P—B4

Keeping his adversary on the alert. After 14 KR—K1, the reply 14 ... P—B4 would be still more efficacious.

The following, intending to win a pawn, but losing a piece instead, is a mistake: 14 B×P ch, Kt×B; 15 B×B, Kt—K5, and Black wins.

14 ... Kt×B ch

15 R×Kt P—B4

In order to be able to place his QB at KB4, for if at once 15 ... B—B4; 16 R—K3, QR—Q1; 17 R×B, R×R; 18 B×Kt, P×B; 19 Kt—Q5, and Black is at bay.

16 R—K3

Seeing that his opponent is not amenable, White intensifies his attack. If now 16 ... P×Kt; 17 B×Kt, B—B; 18 Q×B, P—KKt5; 19 Q×P, etc.

16 ... K—R1

17 Kt—B3

If 17 Kt×B, P×Kt; 18 R—R3, R—B2, and White’s attack is finely mastered.

17 ... Kt—Kt1

In order also to eliminate the other Bishop, which is so troublesome for Black. White must exchange, in view of the threat 18 P—KB3.

18 B×B Q×B

19 Kt—KK5 Kt—R3

If 19 ... Kt—B3; 20 Kt×P, and wins; and if 19 ... P×R, Black’s Knight will remain locked out for a long time to come.

although White has at the moment no decisive attack at his disposal.

20 R—K1

Preventing 20 ... P—B3.

20 ... Q—Q2

21 R(K1)3—K3 KR—K1

The sequel will show that 21 QR—K1 had some points in its favour.

22 QK1—K4 B—B4

At last Black succeeds in occupying the coveted diagonal. The crisis is at hand.

23 Kt—B6

This break-up sacrifice was so to speak “in the air” ever since Black’s 19th move, but now it is reinforced by the unmasking of the K file. The thrilling play hereafter offers an attractive illustration of well-balanced attack and defence—both perfectly conducted.

23 ... P×Kt

24 Q×Kt B—K3

25 Kt×P

This sacrifice, a sequel to the preceding one (23 Kt—B6), shows its real significance only on White’s next move. Without this possibility White would have had to retire and agree to exchanges, bringing Black, with his extra pawn, nearer to victory.

25 ... B×Kt

26 R—K1

A magnificent point. White’s linear pressure culminates in a double threat of mate (27 Q—K7 or 27 Q×P).

26 ... R×R ch

27 K—Q2 R×K7 ch

A pretty resource which saves Black from defeat.

196 White

Black

CHAROUSEK SCHALLOPP

(Cologne, 1898)

In the following elegant game White engineers a win out of practically “nothing.” His exploitation of an increasing pressure on the open KB file is an object lesson in logic.

1 P—K4

2 B—B4

3 P—Q3

An ultra-solid continuation.

3 ... B—B4

Black also resorts to the quietest reply. The following leads to greater commitments: 3 ... P—Q4; 4 P×P, Kt×P; 5 Kt—B3, Kt—QB3; 6 Castles, B—KK5; 7 R—K1, and White will take advantage of the isolated weakness of the black KP. If 3 ... P—B3; 4 Q—K2 (delaying the projected advance 4 ... P—Q4); 4 ... B—B2; 5 P—B4, P×P; 5 ... P—Q4 is now hazardous); 6 Kt—B3, and White has a lasting initiative.

Against 3 ... Kt—B3; 4 Kt—KB3 leads to a peaceful variation of the Two Knights’ Defence. The advance 4 P—B4 can be mastered by 4 ... P×P; 5 B×P, P×P; 6 P×P, Kt×P, etc., with equality.

After 4 Kt—QB3 we obtain:

(a) After 4 ... B—K7, a Vienna Game.

(b) After 4 ... B—B4; 5 Kt—B3, a Giuoco Piano.

(c) After 4 ... B—B4; 5 P×P, P—Q3; 6 Kt—B3, a King’s Gambit Declined.

(d) After 4 ... B—K2; 5 Kt—B3 (or 5 Kt—K2); 5 ... P—Q3, etc., a Hungarian Defence.

4 Kt—QB3 P—Q3

5 B—K3

Lifeless would be 5 Kt—R4, B—Kt3;
6 Kt×B, RP×Kt, and Black has some compensation for the elimination of his controlling Bishop (an open QR file, a compact mass of pawns on the Q side, a general simplification of the contest).

5 ... B×B

Presenting his adversary with an as yet invisible asset in the open KB file. An easier continuation is 5 ... Kt–K3, or even 5 ... Kt–B3, as after 6 B×B, P×B, Black's pressure on the Q file would compensate him for his doubled QB.

6 P×B P–B3
7 Q–K2 Castles
8 Kt–B3 P–QKt4
9 B–Kt3 P–QR4
10 P–QR4

Very readily White blocks up the Q side, so as to devote the more energy to the opposite wing, where his open KB file furnishes him with an ideal base of action.

10 ... P–Kt5
11 Kt–QKt1

More useful than 11 Kt–Q1.

11 ... Kt–QKt3
12 QKt–Q2 Kt–B4
13 Castles KR Kt×B
14 Kt×Kt B–R3
15 Q–K1

Evading the threat 15 ... Kt×P.

15 ... Kt–K1
16 Q–K3 P–Kt3
17 R–B2 Kt–K2
18 QR–KB1 P–KB4

Restless play, which only precipitates events to his detriment. Better is 18 ... Q–K2.

19 Kt–R4

This parries the threat 19 ... P×P, and attacks the KBP a fourth time, whereas it is effectively defended but twice (on account of a potential pin on the KtKt file).

19 ... P–B5
20 P×P P–P
21 R×P

Winning the pawn fairly and squarely, as the fork ... P–Kt4 is not applicable now or on the next move.

21 ... R×R
22 QR×R Q–B2

For if 22 ... P–Kt4; 23 Q–B7 ch, K–R1; 24 Kt×B, etc. And if 22 ... Q–K2, then fearlessly 23 QKt×P, e.g. (a) 23 ... P–Kt4; 24 Kt×P, Q–Q2;

25 Q–B6 (not 25 Q×KtP, Q×Kt; 26 Kt–B5, Q–B2; 27 Kt–R6 ch, K–R1; 28 R–B7, because of 28 ... Q–B4 ch, exchanging Queens); 25 ... P×Kt (or 25 ... Q×Kt; 26 Q–B7 ch, K–R1; 27 Q–B8 ch, R×Q; 28 R×R mate); 26 Kt–K7 ch, K–R1; 27 Q–B8 ch, followed by mate; or (b) 23 ... B×P; 24 QKt×P, etc.

23 Kt–QB5

An elegant manœuvre. But not 23 QKt×P, on account of 23 ... Kt–R4; 24 Q–Kt5, B×P, etc.

23 ... Kt–R4
24 Kt×B Q–Kt3 ch
25 Q–B2 Q×Q ch
26 K×Q R×Kt
27 K–K3

It is hard to imagine that this position should lead to an easy and rapid win.

27 ... K–K2
28 Kt–B3 B–B3
Or 28 ... P–R3; 29 Kt–Q4, etc.

29 Kt–Kt5 P–R3
30 Kt–K6 ch K–B2
31 Kt–B5

A deflecting sacrifice.

In a twinkling Black's game collapses.

31 ... P–Kt1
Or 31 ... R–R2 (parries 31 Kt–K4); 32 P–K5, P×Kt (32 ... P×P; 33 Kt–K4, winning the Knight); 33 R×Kt ch, followed by R×BP, and wins.

32 P–K5 K–K3
33 R×Kt ch K×P
34 R×KtP Resigns

Black is without resource in this Rook ending.

White

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BISHOP'S OPENING

White

Black

SCHULTEN

HORWITZ

(London, 1846)

We complete our panorama of the Bishop's Opening with a beautiful game from former days. We see here that the splendour of chess combinations knows no time, people or places (see the unexpected sacrifice of the Queen on the 15th move), and that an aggressive temperament will always find points of attack even in a peaceful opening, and also with Black.

1 P–K4 P–K4
2 B–B4 Kt–KB3
3 Kt–QB3

Black could now lead into an inoffensive variation of the Vienna Game (1 P–K4, P–K4; 2 Kt–QB3, Kt–KB3; 3 B–B4, Kt×P, etc.; see game No. 202, Tartakower-Spielmann). 3 B–B4 shows misplaced energy, e.g. 3 ... P–Q4; 4 P×Q, P–Q5 (in the manner of Falkbeer).

3 ... P–QKt4

A "fancy" move, by which Black reveals his intention to forsake the beaten track.

4 B×P B–B4
5 P–Q3 P–B3
6 B–Q4 Q–Kt3
7 Q–K2

Another playable defence of the KBP is 7 Q–Q2, with a view to freeing his game by 8 Kt–R4 and Kt×B.

7 ... P–Q4

Another act of violence.

8 P×P Castles
9 Kt–K4

Rapid development by 9 Kt–B3, followed by Castles, is indicated. The slow and artificial manoeuvre in the text will justly lose a pawn.

9 ... Kt×Kt
10 P×Kt B×P ch
A little surprise—but instructive.

11 Q×B Q–Kt5 ch
12 B–Q2

The wrong development. With 12 Q–Q2,

Q×B; 13 Q–Q3 White could have avoided loss and might have redressed the balance, thanks to his extra pawn.

12 ... Q×B

Attacking two pawns, of which White will naturally protect the more important.

13 Q–B3

A little better would be 13 Q–K3.

13 ... P–Kt4

He disdains re-establishing numerical equality by 13 ... Q×B, on the principle of "striking the iron whilst it is hot," and, incidentally, the text move brings two more pieces into play.

14 P×KBP B×P
15 Q–QKt3

Taking to flight in the most plausible but unfortunate manner, in face of the by no means fatal threat of 15 ... B×P. With 15 Q–K2, Q×B; 16 B–B3, etc., White could hold out.
14. VIENNA GAME
AND VIENNA GAMBIT

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White
PAULSEN
ROSENTHAL

Black
(Vienna, 1873)

In the fine positional contest which follows, Paulsen—the forerunner of Mieses and Spielmann in his predilection for the Vienna Opening—shows how tension can increase slowly but surely, until it finds its natural release in a break-through (21 P—R5), and even in sacrifices (26 Q × P).

1 P—K4 P—K4
2 Kt—QB3

The strength of this move—paradoxically—i.e., it threatens nothing.

2 P—KK3
3 P—Q4
4 B—Kt2

As Black's 3 P—Q4 is unwanted at the moment, this "long term" development of the KB is quite commendable.

5 P—Q3
4 B—Kt2

3 P—B4

In an open game, and at a time when chess went through its "heroic period," White applies a principle which was later on to be brought to the fore by the masters of "hyper-modern" chess, Breyer, Réti, Nimzowitsch, Bogoljubow, and up to a point by Alekhine and others, namely, control of the centre instead of its occupation.

6 P—Q3

Over-cautious players would play first 4 P—QR3, in order to preserve the active KB against 5 Kt—R4.

5 P—Q3 Kt—B3
6 Kk—K2

The positional manœuvre 6 Kt—R4 can be applied here, but 6 Kt—Q5 is artificial, and the sequel 6 . . . . B—B5; 7 P—KB3, B—K3 is slightly in Black's favour.

6 B—KK5

Not sufficiently weighty would be the counter-offensive 6 Kt—K4; 7 Castles, P—KR4; 8 P—KR3, Kt—R3;

9 Kt—Q5, B—K3; 10 P—B3, and White assumes the initiative. The text move is intended to create a weakness at White's KR3, but the simplest would be 6 B—Q2; 7 Castles, Q—B1, to be followed by the positional manœuvre 8 B—KR6.

7 P—KR3 B—Q2
8 Kt—Kt4

Eliminating the adverse KB, a troublesome controller of an important diagonal.

Or 8 Castles, Q—B1; 9 Kt—R2, P—KR4, and Black has a counter-attack of sorts.

8 P—KR6 Q—B1
9 Kt × B RP × Kt
10 P—KB4

Bearing strategy: without having castled, White strikes out in the centre.

10 . . . . P × P
11 Kt × P Q—K2
12 P—B4


12 . . . . Q—K4
13 Castles Castles QR
14 Kt—K2 Kt—Q5
15 B—B4 Kt × Kt ch
16 Q × Kt Q—KR4
17 P—KK4 Q—Kt3
18 P—QR4

An understandable desire to obtain some counter-play. Passive moves such as 18 . . . . QR—K1 or 18 . . . . B—B3 would be answered by 19 P—R5.

19 P—Kt5 Kt—R2
20 Q—K3 P—KB3

The question is: who will get there first?

21 P—R5

He loses no time in defending the Kt × P by 21 P—R4 (allowing 21 . . . . P × P; 22 P × P, P—R5, etc.). White, by the rolling-up manœuvre in the text, starts to apply sanctions.

21 . . . . Kt × P
22 K—R2

Eliminating the threat 22 . . . . K × P ch, and securing his prospects on the other wing.

22 . . . . P × P
23 P—Kt4; 23 P—R6, P—K13;
24 P—R7, K—Kt2; 25 P—K5 dis ch (the KB wakes up); 25 . . . . B—B3; 26 B × B ch, K × B; 27 B × Kt, Q × B (or 27 . . . . P × B; 28 Q—B3 ch, etc.); 28 Q—K4 ch, and wins.

23 R × P

This Rook acts powerfully in two directions: main threat, 24 R—R8 mate; and if 23 . . . B—B3; 24 B × Kt, P × B; 25 R × P, etc.

23 . . . . P—Kt3
24 R—R7 B—B3
25 P—B5

Breaking up the hostile front.

25 . . . . KtP × P
Of course, not 25 . . . . QP × P; 26 R × P ch, etc. But does the text move mean consolidation?

26 Q × P

Brilliant and decisive! (26 . . . . P × Q; 27 R × P ch, K—Kt1; 28 R × P dis ch, K—B1; 29 R × Q, with an easy win.)

26 . . . . Q—K1
27 Q—R5

White's entry into the lists has been most effective.

27 . . . . Kt—K3
28 R—B1 P—Kt4
29 Q × R6 ch K—Q2
30 R × B

Precise up to the end.

30 . . . . P × B
31 R × QP ch Resigns.

White
MIESES
Black
ASZTALOS
(Kaschau, 1918)

Black's aggressive strategy is very instructive, and demonstrates that the King's fianchetto in an open game is not without risk.

1 P—K4
2 Kt—QB3
3 P—Kt3

Very good, if slow, against 2 . . . . Kt × QB3; this move is awkward here, where the adversary has duly prepared a counter-action in the centre.

3 . . . . P—Q4

Black's well-known bid for freedom. Less ambitious are other continuations, such as 3 . . . B—B4; 4 B—Kt2; Castles; 5 Kk—K2, etc., or 3 . . . Kt—B3; 4 B—Kt2, P—Q3; 5 P—Q3, B—K2; 6 Kk—K2, Castles; 7 P—KR3, Kt—K1; 8 P—KR4, etc.

4 P × P

B—KtP
5 B—Kt2

Not 5 Kt × Kt, Q × Kt, and Black's Queen gets powerfully into action; or 5 Kt × Kt (concerned about his QB3); 5 . . . . B—KK5; 6 B—Kt2, Kt—Kt1; 7 KtP × P, Kt—B3; 8 P—Q4, Q—B3, etc., with advantage to Black.

5 . . . . B—K3

On the lines of the preceding note, the enterprising turn 5 . . . Kt—Kt; 6 KtP × P, B—QB4; 7 Kt—K2, Kt—B3; 8 Castles, Castles, etc., has its points.

6 Kk—K2 Kt—QB3
7 P—Q3

If, less modestly, 7 P—Q4, there follows 7 . . . . Kt—K1; 8 B × Kt ch (or 6 P × Kt, B—Q4, with a clear advantage for Black); 8 . . . . P × B; 9 P × Kt, Q × Q; 10 R × KKt1, R—Q1, and Black has a fine game. Similarly, if 7 Castles, B—K2; 8 P—Q4 (better, 8 P—Q3); 8 . . . . Kt—K1; 9 P × Kt, B—Q4, and White must either give up the KB—guardian of the castled King—or obstruct it by 10 P—KtB.

7 . . . . B—K2
8 Castles

A precarious lodging. A waiting move, such as 8 P—KR3, was indicated.

8 . . . . P—KR4

Sounding the attack. The besic character of the subsequent play is indicated by the advance in the text, whereas, had he also castled, Black might have already called a peace conference.

9 . . . . Kt—K3

A well-known stratagem, intending to reply to 9 . . . . P—R5 by 10 P—KKt4, keeping the files closed.
The fact that White, in this game, leaves his Queen “en prise” for six consecutive moves makes it unique in chess literature. It is the culmination of his far-seeing and powerful strategy.

P—K4  P—K4
2 Kt—QB3  Kt—QB3
3 B—B4

In this, the Vienna Game proper, Black has little to fear.

3 ....  B—B4
But 3 .... Kt—B3 is more reassuring.

4 P—Q3
Here is a good opportunity to play 4 Q—Kt4, of which a telling example, Mieses-Tehigorin, Ostend, 1906, ran as follows: 4 Q—Kt4 Q—B3 (better would be 4 .... P—Kt5; 5 Q—Kt3, P—Q3, etc., or 4 .... K—B1; 5 Q—Kt3, P—Q3, etc.; 5 Kt—Q5 (well-calculated); 5 Q—Kt3, P—Q3; 6 Q—P ch; 6 K—Q1, K—B1; 7 Kt—R3, Q—Q5; 8 P—Q3 (threatening to win the Queen by 9 P—B3); 8 .... P—Q3 (or 8 .... B—Kt3; 9 R—B1, etc.); 9 Q—R4, B—Kt; 10 Q—B, K—R4; 11 R—B1 (deep play), Kt—B1; 12 Q—Q7, P—KtB; 13 Kt—KB5 (brilliant); 13 .... Q—B7 (not 13 .... Kt—Kt4; 14 R—Kt ch, P—R; 15 R—R6 ch, K—Kt1; 16 K—Q7 mate, nor even 13 .... P—KtB; 14 R—P ch, etc.); 14 R—R, B—R; 15 Kt—R5, Resigns.

4 ....  P—Q3
After 4 .... Kt—B3; 5 B—Kt5, White obtains a fine initiative.

5 P—B4  Kt—B3
6 P—B5  Kt—Q4

Valueless. More useful would be 6 .... Q—Q5, e.g. 7 B—Kt5, P—B3; 8 P—Q3, P—QKt4; 9 B—R2, Q—Kt3, with counter-chances.

7 Q—B3
An energetic course, conforming to the idea of the preceding move, namely, to lay stress on K side operations. Without backbone would be 7 Kt—B3, Kt—B1; 8 RP—Kt, with a free game for Black.

7 ....  P—B3
He tries to even up matters by play in the centre, namely, 8 P—QKt4; 9 B—Kt3, Kt—B1; 10 RP—Kt, P—Q4. There is for Black nothing good in 7 .... Kt—B8; 8 P—Kt.

8 P—KKt4  P—Kt3
After 8 .... Kt—Q2, hoping to stem his adversary’s onslaught (9 .... Q—R5 ch), there follows 9 P—Kt5, Kt—B1; 10 P—Kt1, Kt—B1; 11 P—Kt5, B—Kt5 (or 11 B—Q5; 12 Kt—Kt4; 12 P—Q3, B—Kt1 ch; 13 Q—B, K—Q2; 14 Kt—B3, etc., and White still exerts a multilateral pressure.

9 P—Kt4  P—QKt4
10 B—Kt3  Kt—B1
11 RP—Kt  P—Kt4
12 P—Kt
The policy of the open door! After 12 P—Kt5, Kt—Q2, the critical zone remains closed (13 P—B6, P—Kt3, etc., or 13 P—Kt6, P—B3, etc.).

12 ....  Kt—B3
If 12 .... R—P; 13 B—Kt5.

13 Kt—Kt2  Q—Kt3
14 Kt—Kt3
A struggle for “strategic points.” We see once more that the opening of lines benefits the better-developed side.

15 B—Kt5  B—Kt2
16 R—P5

16 ....  Kt—R2
17 B—Q2  Castles QR

Hoping, at one stroke, to have displaced the centre of gravity, but White shows that the K side is still the main theatre.

18 P—R6
The pivot.

18 ....  P—Kt3
If 18 .... P—P; 19 R—KtP, and the opponent’s critical corner is dead. Evidently, not 18 .... KR—Kt1; 19 P—P, R—P; 20 P—B6, Kt—P; 21 Kt—B5, R—Kt1 ch; 22 R—B, B—R; 23 B—Kt5, and wins, nor 18 .... QR—Kt1; 19 K—K2, maintaining his threats.

19 Castles  KR—Kt1
Or 19 .... B—B7; 20 QKt—K2. A little better is 19 .... QR—Kt1.

20 P—P  P—P
21 QR—B1  K—Kt1
22 Q—B7  R—R1

He even thinks of laying a trap. Or

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White  Black

MIESES  JANOWSKI

(Paris, 1900)

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22 ....  Q—B2; 23 Q—Q ch, K—Qx
24 R—B7 ch, R—Q2; 25 KR—B1, R—Q1;
26 R—Kt7, R—R; 27 P—R, R—KtKt1;
28 R—B7 ch, K—Kt1; 29 B—R6 (threat of
30 R—B8 ch); 29 .... P—Q4; 30 P—P,
P—P; 31 Kt—KtP, and Black has no
resource.

23 Q—P  QR—Kt1

Will he win a piece?

24 Q—Kt7
Offering the Queen. For if 24 .... R—Q; 25 P—R, R—Kt1; 26 R—Kt, P—Q4;
27 R—Q, Q—Q1; 28 QR—R1, K—B2;
29 Kt—B5, B—Q1; 30 R—R, R—Q;
31 R—R8, and wins.

24 ....  B—B1
25 Kt—B5  B—Kt1
26 R—B  B—Kt5

Again, if 26 .... R—Q; 27 P—R, R—Kt1; 28 R—Kt, P—Q4; 29 R—R, Q—Q1; 30 QR—R5, K—B2; 31 B—Kt5, Q—Kt1; 32 B—B5, followed by R—R, and R—R8, and wins.

27 K—Kt1  B—Kt4
28 P—B  K—B1
29 KR—KB1  Kt—Kt3
30 Q—Q7

After being en prise six times!

30 ....  R—Q1
31 Q—K6  Kt—B5
If 31 .... Kt—B1; 32 R—Kt, etc.

32 B—Kt  B—B8
33 QR—BP

Balance: two extra pawns and a dominating position.

33 ....  Q—B4
34 R—B7  Q—Kt4

Prevents 35 Q—K7, but there follows
another surprise.
9 Castles  P—KKt4
It is important to prevent 10 P—B4, etc.

10 Kt—Kt3
This tentative manoeuvring by White only wakes up the latent hostile forces.
More purposeful would be 10 P—Q4, e.g. 10 ... P—Q3; 11 R—Kt1 (still immobilising
the enemy QB); 11 ... Kt—Kt3; 12 Q—Q3, Castles; 13 P—B3, and White's
consolidating measures have been effective.

10 ... P—KR4
In view of White's intention to settle down comfortably in the critical zone by 11 Kt—R5, Black renders this more awk-
ward by means of a pawn sacrifice.

11 Kt×P
Otherwise 11 ... P—R5, with expansion.

11 ... Q—KtR3
Now the KR file has become alive—to Black's benefit!

12 P—Kt4
A compulsory weakening of the position.

12 ... Kt—Kt3
Scinting an attack.

13 Q—B3 Kt—B5
14 P—R3 P—Q3
15 Q—Kt1 P—R3
16 Kt×Kt
More patient, however, would be 16 Kt—R2, to be followed by R—Kt1, as the lines about
to be opened (KtKt and KR) will help Black.

16 ... KtP×Kt
17 K—Kt2 K—K2
A case in which the King is perfectly safe in the middle of the board.

18 R—Kt1 P—Kt4
19 B—K3 Q—Kt4
20 P—Q4
If 20 Q—K2 (with 21 P—B3 in view), then 20 ... P—KB4, etc.

20 ... R—R5
21 P×P P×P
22 Q—Q3
Dreaming of aggression on the Q file after 23 QR—Q1, but his opponent refuses to wait. 22 Q—K2 would provide a more stubborn resistance, e.g. 22 ... B×P; 23 B×P, R×P; 24 Kt—B1 (an amusing mate results from 24 B—K3, R—Kt6 ch; 25 P×R, Q×P); 24 ... R—Kt1; 25 K—Kt1, and White still holds out.

260 100 MASTER GAMES

White  Black
HARTMANN  SPIELMANN
(Düsseldorf, 1908)

A great specialist in this opening, Mieses
has, with it, obtained many sparkling vic-
tories; here is one of his defeats, and a
painful one. Black took advantage of a
counter-chance with remarkable con-
sistency.

1 P—K4  P—K4
2 Kt—Qb3  Kt—Qb3
3 B—B4  Kt—B3
This leads to a far easier game than 3 ...
B—B4.

4 P—Q3  B—Kt5
In order to free his game by 5 ... P—Q4.
After 4 ... B—B4, there are a number of
safe continuations for White, e.g.: 5 Kt—B3
(back to the Giuoco Pianissimo); 5 P—B4
(Knight's Gambit Declined); 5 B—K3; or
5 B—KKt5.

5 B—KKt5
A sound continuation. Too innocuous
would be 5 Kt—Kt2, P—Q4; 6 P×P, K×P;
B—Kt7; 7 B×Kt (or 7 Castles, B—K3; 8
K×Kt, B×Kt; 9 B×B, Q×B; 10 P—KB4, Castles QR, and Black has a very good
game); 7 ... Q×B; 8 Castles, Q—R4, and
Black has overcome the pitfalls of the opening.

5 ... P—KR3
6 B—Kt1  Kt×B ch
By this intermediary exchange, a dangerous
combatant is eliminated, whereas after 6 ...
Q×B; 7 Kt—K2, P—Q3; 8 Castles, B—K3; 9 Kt—Q5 (the despised Knight); 9 ...
P×Kt; 10 B×B, B—B4; 11 P—B3, Castles Kt; 12 B×Kt (preparing the
advance of the KBP); 12 ... Kt—K2; 13 B—Kt3, Kt—Kt3; 14 P—KB4, White has the
initiative.

7 P×B  Q×B
8 Kt—K2  Kt—K2
A similar line of play occurs after 8 ...
P—Q3; 9 Castles, P—KKt4; 10 P—Q4,
P—Kt4, and the issue is uncertain.

22 ... B×P
After this sacrifice, the white King's
position is abased.

23 ... B—B1
Not 23 P×B, Q×P ch; 24 K—B1, R×R
mate.

23 ... R—Q1
Exacting a prize for the white Queen's
safety. White—instead of winning a piece—
actually loses one.

24 B—Q5  P×B
25 P×P  P—B6
26 Q×KtP  B×P ch
27 K—Kt1  R—K5 ch
28 K—Q1  R—K7
29 K—Q3  P—K5
30 Q—Q4  QR×P
Resigns.

202

White  Black
TARTAKOWER  SPIELMANN
(Osmond, 1907)

After bringing a mateless pawn to the
7th rank (11 P×P ch), all White had to do
in the following game was to let the logic of
events guide him in the choice of dynamic
continuations (such as 22 B—R6, then
23 B—K7, etc.).

1 P—K4  P—K4
2 Kt—Qb3  Kt—KB3
3 B—B4  Kt×P
An answer not devoid of commitments.
If 3 ... Kt—B3; 4 P—B4, Kt×P;
5 Kt—B3, etc., with a fine attack. The
most rational continuation for Black is
therefore 3 ... B—B4; 4 P—Q3, P—Q3;
5 P—B4, Kt—B3 (or even 5 ... K—K3;
6 P—B5, B—B; 7 P—Q5, P—B3, etc., with
counter-play in the centre); 6 Kt—B3, etc.,
reaching the normal position of the King's Gambit Declined.
After 3 ... B—Kt5 the continuation in a
friendly game, Alekhine-Euwe, The Hague,
1921, was as follows: 4 P—B4, P×P;
5 P—K5, Q—K2; 6 Q—K2, Kt—Kt1;
7 Kt—Q5, Q—R5 ch; 8 K—Q1, B—R4;
9 Kt—KB3, Q—R4; 10 Kt—B6 ch (bolt
from the blue), P×Kt; 11 P×P dis ch,
K—Q1; 12 R—K1, Resigns.

4 Q—R5
The correct reply. Neither 4 Kt×Kt,
P—Q4, etc., nor 4 B×P ch, K—B; 5 Kt×Kt,
P—Q4, etc., would favour White's chances.

4 ... Kt—Q3
Lively play, 5 Q×KP ch, Q—K2;
6 Q×Q ch, B×Q, etc., could only equalise.

5 ... Kt—B3
More solid is 5 ... B—Kt5, still giving
back the pawn of his own free will
(6 Q×KtP), but speeding up his chance of
casting (e.g. if 6 Kt—Kt5, Castles, etc.,
or if 6 Kt—K3, Castles, Kt—B3; 7 K×P,
Castles, etc.).

6 Kt—Kt5
Accepting the challenge and initiating a
clash of arms full of unexpected turns. If
6 ... P—Q3, P×Kt3, White already loses
some valuable territory.

6 ... Kt×Kt3
Compulsory, for if 6 ... Kt×Kt1;
7 Q×P mate.

7 Q—B3  Kt—B4
Not hazarding the "poker variant," 7 ...
P—B4; 8 Q—Q5, Q—K2; 9 K×P ch,
K—Q1; 10 K×R, P—Kt3, etc., Black tries
to elude the danger in another way.

8 P—Kt4  P×R3
Or 8 ... Kt—R3; 9 P—Q4, threatening
10 B×Kt.

9 P×Kt  P×Kt
10 P×P  Q—K2
Forced, because of 10 ... P—B3;
11 P—Kt7, B×P; 12 Q—R5 ch, K—K2;
13 Q—B7 ch, K—Q3; 14 Q×B, and wins.

11 P×P ch
Quo non ascendam? Well guarded by
KB, this advanced passed pawn strongly influences events and imparts to the game a particularly original character.

11 ........  K—Q1
12 P—Q3  Kt—Q5
13 Q—R5  B—Kt2
If 13 ....  Kt×B, then—not 14 B—Kt5, Kt×R; 15 B×Q ch, B×B, etc. (Black thus obtains three pieces for the Queen)—but 14 B×Kt, with the threat eventually of 15 B×Kt.
14 Kt—B3  R—R3
An active defence.

15 Kt×Kt
An active attack, without fearing the opening of the K file, which sooner or later must fall under White's domination.

15 ........  P×Kt dis ch
16 K—B1
More plausible would be 16 K—Q1, but then Black would defend himself by the sacrifice of the exchange: 16 ....  R—K3; and White's QR would remain out of action, whereas now both the white Rooks find important work to do, one on the K file and the other on the KQKt file.

16 ........  R—Kt13
17 B—Q2  P—Q3
18 R—K1  B—K15
An ingenious reply.

19 R×Q  B×Q
20 R—K1
The only square, as after 20 R—K4, B—B6, or 20 R—K6, R×R; 21 B×R, K—K2, Black recovers his pawn—and what a pawn!—with an equal game.

20 ........  B—B6
This looks very threatening. If 20 ....  B—Kt5; 21 P—K3, and clearly not 20 ....  R×R; 21 B×Kt.
21 KR—Kt1  B—K4
Obstructing at least the more dangerous file. After 21 ....  R×R ch; 22 K×R, P—R3, there follows 23 R×K6.
22 B—R6
An indirect interruption. Now Black would like to give up the exchange if only to eliminate the obstruction of the advanced pawn.

22 ........  K—K2
23 B—K7
Continuing its mysterious zig-zag evolutions.

23 ........  R—Q1
24 B×B
Showing his hand at last. He prefers the gain of a second pawn with an intensified action of his QR to the gain of the exchange by 24 P—B8 (Q) ch, R×Q; 25 B×R ch, K×B, etc.

24 ........  P×B
25 R×P ch  K—B1
26 R—K3
Without pausing for 26 R×P, White presses the pursuit of the disorganised enemy.
His aim is to flank the adverse King on the right wing (Kkt or eventually KR file).

26 ........  B—B3
27 R (K5)—Kt5  R (Q1)—Q3
28 R×R  K×R
If 28 ....  P—R3; 29 R×RP, forcing, as already adjudicated, the entry into the hostile fortress.

29 RP×R  P—R3
30 P—Kt4
Still the same objective (31 P—Kt15, P×P; 32 R×R ch).

30 ........  B—B6
31 R×KtP
Now the pawn has fallen, like a ripe fruit, into White's hands.

31 ........  P—Kt3
32 R—K5  R—Q1
33 P—Kt5  P—R4
34 P—Kt6  Resigns.

White can play 3 P×P, Kt—KB3; 4 P—Kt4, etc., a King's Gambit Accepted with the colours reversed, and in addition a good extra move (Kt—QB3).

3 P—B4
A violent measure. Disappointing would be 3 Kt—R4, B×P ch; 4 K×B, Q—R5 ch, etc. The best is 3 Kt—B3, as, for instance, in the game Réti-N., Vienna, 1913, which went as follows: 3 (Kt—B3) Kt—QB3 (reverting to the Three Knights' Game; after 3 ....  P×Q, White obtains the superior development by 4 P×Q, P×P; 5 Kt×P, Kt—KB3; 6 B—K2, etc.); 4 Kt×P, Kt×Kt; 5 P×Q, B×P (or 5 ....  B—Q3; 6 P×Kt, B×P, with advantage to White); 7 Q×B, Q×B (threat: 7 ....  Kt—B6 ch); 7 Kt×Kt, K—Q1 (fatal); 7 ....  P×B is necessary, after which 8 Kt—B7 ch loses, but 8 Kt×Q ch would maintain White's superiority); 8—Q5, and the double threat of 9 Q×B mate and 9 Q×P ch is so strong that Black resigned.

3 ....  P—Q3
An enterprising line is 3 ....  Kt—QB3; e.g., 4 P×P; 4 (Kt—B3 is more substantial); 4 ....  P×Q; 5 P×P, Q×P, etc., and Black has more than an equivalent for his pawn.

4 Kt—B3  Kt—KB3
More efficacious than 4 ....  Kt—QB3, which leaves White a wider choice of moves (5 B—B4, 5 B—K5, 5 Kt—QR4).

5 B—B4  P—B3
Instead of the usual 5 ....  Kt—B3, Black looks for complications.

6 P—Q3
He maintains as far as possible the tension of the centre pawns. 6 P×P, P×P; 7 Q×KtP (7 Kt×P, Q—Q5); 7 ....  Q×Kt—Q2, etc., would only facilitate Black's task.

6 ....  Q—K2
Intending 7 ....  P×P; 8 B×P, P—Q4; but White has no difficulty in mastering this intended expansion in the centre. If 6 ....  B—Kt15; 7 P×P, P×P; 8 B×P ch, K×B; 9 Kt×P ch, followed by Kt×B, and White is two pawns ahead. The best continuation is 6 ....  Q×Kt—Q2, e.g., 7 Q—K2, P—QKt4; 8 B—Kt3, P—QR4; 9 P—QR3, Q×Kt, etc.

7 Q—K2
8 B—Kt3
9 P—QR4
More trenchant than 9 P—QR3.

White

Black

BLACKBURN HANHAM

(New York, 1889)

A fine example of Blackburn's skill. The manner in which he outflanks the opposing forces is both original and instructive.

1 P—K4  P—K4
2 Kt—QB3  B—B4
Besides the academic replies 2 ....  Kt—QB3 or 2 ....  Kt—KB3, this also is playable. But 2 ....  B×Kt is too enterprising, and 2 ....  P×Q too passive. Against the speculative 2 ....  P—KB4,

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White  Black

A feeble barricade.

21 Q—R6 ch
Not 21 B—R6 ch, K—R1; 22 B×R, Kt×B dis ch.

21 Q—R1
22 R—B3  QR—K1
To be able to reply to 23 R—R3, with 23 ....  R—K2; but White has a far more expedient means of settling matters.

23 Q×P ch
And mate in 3.
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WHITE: STEINITZ vs. NEUMANN
(Dundee, 1867)

When this game was played, the extravagant move 4 P—Q4, instead of the supposedly forced 4 Kt—B3, was at first thought to be due to an oversight on the part of the then champion Steinitz, for the resulting King hunt is truly alarming. In many subsequent games, however, he proved the validity of this paradoxical continuation, which supports, even in the opening stages, his theory of: the King—a strong piece.

1 P—K4
2 Kt—QB3
3 P—B4

We now have a kind of King's Gambit. Deferred (1 P—K4, P—K4; 2 P—KB4, P—BP; 3 Kt—Qb3, Kt—Qb3), but more prudent is 3 ... B—B4; e.g. 4 P×P, P×P; 5 P—B3, P×P; and, for his pawn, Black has taken the lead.

4 P×Q
Sensational!

5 K—K2
P—Q3

He already sees that his task is not as easy as it looks, and that he must set to work with deliberation. After 5 ... P×Q; 6 P×P, B—Kt5 ch; 7 Kt—B3, etc., Black's momentary pressure would drop to zero.

6 Kt—B3
Beginning to recover territory.

6 ... B—Kt5
7 B×P
B×Kt ch

He is glad to displace the King still further, but a more pressing strategy would demand 7 ... P×B4. If 7 ... Q—B3; 8 K—K3.

8 K×B
Kt×K2

Or, e.g. 8 ... Kt—B3; 9 B—QKt5, Castles; 10 B—Kt1, P×B; 11 Q—Q3, Q×Q ch; 12 K—B2, B—K2; 13 Kt—K1, Q×Q; 14 K—Kt1, and having artificially castled at last, White has the better game.

9 B—K2
Castles
10 B—K3

EVADING THE THREAT 10 ... Kt—K4 ch; 11 P×P, P×P; and Black recovers his piece with advantage. If 10 P×Kt3, Q×P; with the double threat of 11 ... P×P, Kt×P; and 11 ... Kt×P ch.

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10 ... Q—B3 ch
He tries to keep the opposing King in chancy for, otherwise, there follows 11 P×Kt3 and K×Kt2, and White is out of all danger.

11 K—Kt3
P—Q4

Not at once 12 P×K5, Kt—B4 ch.

12 ... K×Kt1
13 P×K Q—Q3
With the threat of 14 ... P×KR4. But 13 ... Kt—B4 ch is a little better.

14 K—B2

The King makes his escape.

14 ... P—KR4
15 B—R3
P—B3

He still has dreams of attack.

16 P×P
Q×B P ch
17 Q×B
He brings the adversary back to earth.

17 ... Q×Q ch

Clearly not 17 ... Kt—P; 18 Q×Q, P×Q; 19 B×Kt. But also after 17 ... Q×Kt; 18 KR×QB, Kt—Kt15; 19 Q×Kt, P×B ch; 20 K×Kt, the only result would be the furthering of White's intentions. After the exchange of Queens, the grouping of the white forces proves superior.

18 P×Q
P×Kt3
19 Kt—K2
Kt—B4

Bringing about an almost even and practically symmetrical position in which White will be the first to attack weaknesses in the opposing formation (Q5 and KR5).

20 ... P×B
21 P×B
B—Q3
22 B×B
K×B1

Even if Black first occupies the open KKt file by 22 ... KR×Kt1; he would have to relinquish it again after 23 KR×Kt1 (e.g. 23 ... B×B; 24 B×B, etc., or 23 ... B×B; 24 Kt×B, etc.).

The finish is impressive.

23 KR×Kt1
K—Q2
24 R×Kt7 ch

One objective is achieved. All goes according to plan.

24 ... Kt—K2
25 QR×Kt1
K—K3
26 B×B
R×B
27 Kt—B4 ch
K—B3

Or 27 ... K×Q2; 28 R—B7, to be followed by 29 QR×Kt7.

28 Kt—Q3
Conquest of the strong point at K5.

29 P×Kt
R—K3
30 Kt—K5
R—R3
31 Kt×Q4
P—Q4

Or already here: 31 Kt—Q7 ch, K—K3; 32 Kt×B ch, followed by Kt×R.

31 ... R—K4
Or 31 ... P×Kt; 32 R—B7 ch, K—K3; 33 QR×Kt7, Kt—Kt5 (a last attempt); 34 R×P, Kt×Kt; 35 QR×Kt7 ch, K—B3; 36 R×Kt, Kt×Kt4; 37 R×QB7, with an easy win.

32 ... Kt×Kt4
R—R3
33 Kt—Q7 ch
Resigns

A deeply-conceived victory.

VIENNA GAMBIT

White: CORZO
Black: CAPABLANCA
(Match, Havana, 1900)

A few words on the subject. As Morphy, at the age of twelve, had already many achievements to his credit, so did Capablanca, in the following exhilarating game, give proof of his youthful genius. By winning this match, Capablanca, at the age of twenty, became champion of Cuba.

1 P×K4
P×K4
2 Kt×Q3
Kt×Q3
3 P×B
P×P
4 Kt×B3
P×Kt4

The classical defence.

5 P×KR4
P×Kt5
6 Kt×Kt5
The chances of this, the Hamppke-Allgaier Gambit, are, in practical play, considerable.

6 ... P×P
7 Kt×P
K×Kt
8 P×Q

More sustained is 8 B×B4 ch, as in a game Tartakower-Berman, Paris, 1934 (a horrifying example): 8 (B×B4 ch) K—K1 (or, just as superficially, 8 ... K—K12; 9 Q×P ch, K—R2; 10 Q×B ch, K—K12; 11 Q×B7 mate; only 8 ... P×Q 9 B×P ch, K—K1, etc., is therefore playable); 9 Q×P, Kt—K4; 10 Q×B3 ch, K—K2; 11 Q×Kt mate. An interesting attempt, in place of the text move, is 8 Q×P, as in an entertaining game, Krejci-N., Vienna, 1922, as follows: 8 (Q×P) B—Q3; 9 B×B4 ch, K—B1; 10 P×Q, Kt×P (if 10 ... Kt—B3; 11 Q—K6); 11 B×P, Kt×P ch; 12 K—Q2, Kt×R; 13 B×B ch, P×B; 14 R—B1 ch, Kt×B3; 15 Q—K6, Resigns.

8 P×P
P×Q

The most insidious. A playable defence is also 8 ... B—B6 (9 B—B4 ch, P×Q; 10 B×P ch, K—K1; 11 P×P, B—K2, etc.); or 8 ... Kt—B3.

A less stubborn defence is 8 ... P—Q3; 9 B×P, B—K2; 10 B—B4 ch, K—Kt3; 11 P—K5, etc.

9 P×P
Or, e.g. 9 B×P, B—K5; 10 P—K5 (10 B—QKt5, Kt×Kt2); 10 ... B×P; 11 B—K2, Q×Q; 12 Castles, Kt—K12; and Black succeeds in consolidating his position. Black's refutation of the text move is very effective.

9 ... P×P
Q×K2 ch

10 K—B2

Not 10 K×Q2, Q×Kt mate. And if 10 B×K2, P—B6, etc., or 10 Q×K2, Kt×P.

10 ... P×Kt6 ch

11 K—Kt1

White's King is in a trap. Black's problem is how to take advantage of the fact.
A beautiful point with tangible results: an immediate threat, 14 ... B-Q8; and a distant threat of the QR obtaining control of a file after the exchange of Queens.

There is nothing better than this classic defense. After 4 ... B-Kt5, the impressive continuation of a game won in his early days by Steinitz, was as follows: 5 Kt-Q5, B-R4; 6 Kt-Kt1, P-Q3; 7 B-B3, B-KKt4; 8 B-Kt4, Kt-B1 (preparing for a miscalculation?); 9 Castles, Kt-K4 (here it is): 10 Kt-Bt (a first surprise), BxQ; 11 Kt-Kt6 (the second surprise); 11 ... BPxKt (after 11 ... RPxKt, the same thunderous reply); 12 KtxB mate.

5 P-Q4

The Pierce Gambit offering the KKt, as in the famous Muzio Gambit, is not to be taken lightly.

5 ... P-Kt5

Accepting the challenge, for after 5 ... B-Kt2; 6 P-Q5, Kt-K4; 7 P-Q6, etc., White has the advantage. 5 ... P-Q3 6 P-Q5 is also in White's favour.

6 B-B4 P-Kt
7 Castles P-Q4

Necessary emanipation. If 7 ... B-Kt2; 8 BxP, BxPch; 9 K-R1, White has enduring chances.

8 KPxP B-KKt4
9 R-K1

But 9 Q-K1 is better and affords equal opportunities. A bold but insufficient idea is the Queen sacrifice: 9 P-Kt, B-B7ch; 10 R-K1, BxP; 11 P-Kt5ch, B-KKt5; 12 B-Kt5ch, B-Q2, etc.

9 ... Kt-Kt2
10 PXP

More astute would be, first, 10 Kt-K4, B-Kt2 (10 ... P-B7ch; 11 KxP, BxQ; 12 KtxB mate); 11 P-Kt1, BxP.

10 ... B-R6
11 BxR P-Kt1

The counter-pressure begins.

12 B-K13 Kt-R4
13 B-Kt5 P-B3
14 Kt-K4 B-Kt2
15 K-R1

If 15 PxP, QxPch, and White, in view of the piece which he has given up, could not think of agreeing to an exchange of Queens.

16 P-QB4 Q-Q2
But not 16 ... QxP; 17 Q-Q2, Q-Q2; 18 QxR-Q1, QxK; 19 Q-Q2, B-K4 (19 ... KtxB; 20 Q-Q8ch, R-Q; 21 RxR mate); 20 Kt-Kt5, etc., and thus Black would have opened the Q file for his opponent's benefit.

17 P-Q5

Seeking to obtain fresh resources.

17 ... K-B1
18 P-Q6 Kt-B4
19 Kt-B5 KtxB
20 PxKt Q-B4
21 P-KQ7

This looks very alarming.

21 QxR P-Q5

An ingenious reply, fulfilling many functions: (i) masking the Q file, (ii) unmasking his own KKt file, (iii) deflecting the adverse Queen eventually (22 QxB, Qch), (iv) detaching the Knight, (v) cutting off the King's flight as long as this Bishop remains safe.

22 KtxP

Still seeking safety in artificial maneuvers (22 ... KtxKt; 23 BxP, with renewed threats of 24 R-K8ch and 24 QxB).

22 ... Q-R4

Against this, Black is able to take calm and clear-cut measures. Threat: 23 ... BxB mate. It is to be noted that the adverse Bishop remains en prise all the time, but nobody cares, other events being of greater importance.

23 R-K8ch RxB
24 PxB Q-K4
25 Q-K2 ch K-B1
26 KtxKt

Or 26 Q-R2, QxPch.
to Falkbeer’s Counter Gambit. After 4 ...
Kt×P; 5 Kt×Kt, Q×Kt; 6 P×P, Kt×B3;
7 Kt×B3, B—K15; 8 B—K2, etc., White
has a vigorous game.

5 P—Q4
If 5 P—Q3, B—K15; 6 P×P, Kt×KP;
7 Q—Q4, Q—K2, and White’s game is
not without anxious moments.

For 5 B—K5 ch, P—B3; 6 P×P, P×P,
etc., and Black has the initiative. Similarly,
5 B—B4, B—KQ4; is embarrassing for White.

For all these reasons it would be best at
once to besiege the advanced black pawn by
5 Q—K2.

5 ...... Kt×P
6 B—B4 Kt×P
7 P×Kt Q×B
8 Kt×K2 B—K15
9 Castles B×QKt
10 Kt×B

Ingenious, but Black meets all dangers
quite unperturbed.

10 ...... Q—Q2
11 Q—K1 P—KB4

An unprofitable adventure would be
11 ...... Q×P ch; 12 B—K3, Q—B5;
13 Q—K15, P—KB4; 14 P—KR3, followed
by Q×B, etc.

12 B—K3 Castles
13 Q—R4 R—B3
14 P—KR3 R—K3
15 Q—B2 B—R4
16 P—Kt4

This violence is necessary as, otherwise,
Black retains a valuable asset in his sup-
ported passed pawn.

16 ...... B—B2
17 P—KR4 B—B5
18 KR—K1 P×P
19 Kt×P B—Q4
20 P—B5 R—KQ13

Black finds the correct reply to White’s
every attempt.

21 B—K15 Kt—R3
Safer than 21 ...... R×P; 22 Kt—B5.

22 P—B4
More solid would be 22 P—B3, followed
by Kt—K15.

22 ...... B×P
23 Kt—B5 P—K16

A good reply, as White cannot defend
three pawns at the same time (KBP, QP and
QKtP).

24 Q×B For 24 Q—B4, Kt×Kt; 25 P×Kt, R×P,
or 24 Kt×Q, P×Q ch; 25 K×P, R×P ch,
etc.

25 Kt×Kt B—B2
27 Kt—Q7

White prefers to take his chance, as after
27 Kt×Kt, R×Kt the Bishops of opposite
colours are no compensation for his lost
pawn.

27 ...... R—Q3
28 P—R5 Q×P
29 Kt—B6 ch

He wins the Queen, but at too high a

29 ...... P×Kt
30 B×P ch Q—K13
32 R—Kt1 Kt×B
33 R—Kt1 Q×R
34 Q×Q ch R—K3
35 Q×R ch B×R
36 R×R ch B×R

The contest of Ideas has come to an end;
now technique has its say. In point of
material values, the Rook, Bishop, Knight
and pawn are superior to the Queen. But
her mobility maintains to the end practical
chances of obtaining a perpetual check.

37 Q—K15
If 37 P—Q5, R—Q1; 38 P—Q6, R—Q2,
etc.

37 ...... Kt—B2
38 Q×Q5 Kt—K4
39 P×Q P×Kt
40 Q×Q R—Q1
41 P—R4 R×P
42 Q—B4

Having lost the first round (moves 37-41),
White does not despair, but maintains his
efforts to reduce the number of adverse
pawns.

42 ...... Kt—Q3
43 Q×B R—Q7 ch
44 K—K1 R—Q7 ch
45 K—R2 R—Q7 ch
46 Q×Kt R—Q8 ch
47 K—R2 R×Q ch
48 Q×Q ch Q×Kt
49 Q—Kt7 R—Q7 ch
50 K×Kt1 R×Q
51 P—Kt4 Kt—K3
52 P—Kt5 P×P
53 P×P R×Q
54 Q×Kt6 ch B—B2
55 Q×Kt4 ch K—B1
56 Q—Kt4 ch Kt—Q3

57 Q—R3 K—K1
58 Q×P R×P

Here is the second round (moves 42-58),
which ends up even, each combatant having
confiscated a pawn.

59 Q—B7 R—K18 ch
60 K—R2 R—K17 ch
61 K×Kt1 Kt—B5
62 Q—B6 ch K—K2
63 Q—K4 ch B—K3
64 Q×P ch K—Q3

In the third round (moves 59-64) White
has even succeeded in winning back a unit,
but in the final decisive phase Black’s
extra pawn must tell.

65 Q—K7 Kt—K4
66 Q—B8 ch K—Q4
67 Q×Q ch B—K3
68 Q×Kt ch B—Q2
69 Q—K4 ch K—B2
70 Q—Q4 B—B3
71 Q—B5 K—K2
72 K—B1 R—Q7
73 K—K1 R—Q2
74 K—K2 R—Q7 ch
75 K—K1 R—Q4
76 Q—B8 Kt—K4
77 Q—Q7 ch Q×B7
78 Q—B7 P—Kt5

A step forward, but hardly earned.

79 Q—B8 ch K—K14
80 Q—K18 ch K—B5
81 K×Kt6 P—K16
82 K—K2 B—K4
83 Q×B7 ch K—K15 dis ch
84 K√K3 R—B4
85 Q×Q Kt—Q6
86 Q×Q ch B—B5
87 Q—K2 K×P7
88 Q—B3 ch K—R5
89 B—K6 ch K×B7
90 K—Kt1 R—B7 ch

Avoiding a last trap: 90 ...... R×Q;
stalemate!

91 K×B R×Q
Resigns.

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White

Black
TCHIGORIN
CARO
(Vienna, 1898)

The white King’s peregrinations in the
following game are nothing short of amazing,
and make it unique in the annals of master
chess.

1 P—K4 K—K4
2 Kt—QB3 Kt—KB3
3 P—B4 P—Q4
4 P—Q3

An archaic continuation, recommended
particularly by Steinitz.

4 ...... B—QK15

Playing a kind of Ray Lopez with the
colours reversed (and in which consequently
the “defence” has an extra move thrown in).
After 4 ...... P—Q5, White can play
5 QK1—K2, or even 5 Kt1—K1, with a
compact game.

After 4 ...... OP×P; 5 BP×P, Kt×Kt5;
6 Kt×P (if 6 P×P, K×K6); 6 ...... Kt×KP;
7 P×Q, Kt—K13; 8 B—Q3, etc.,
has the better chances.

After 4 ...... KP×P, White obtains a well-
balanced position by 5 P×P, B—QK15;
6 B×P, Kt×P; 7 B—Q2, etc.

Finally, for 4 ...... Kt—B3, see the
following game, Steinitz-Lasker.

5 P×KP Kt×P

A “correct” sacrifice in the sense that it
ensures the draw by perpetual check.

If the 5 ..... Kt×Kt4; 6 P×Q (e.g. 6 ...... P×P; 7 B—QB4, P—K6; 8 B—Q3, etc.),
White has an attacking position.

6 P×Kt Q—R5 ch
7 K—K2
If 7 K—Q2, P—Q5, recovering the piece,
and if 7 P—Kt3, K×KP ch; 8 Q—K2,
Q×R; 9 Kt—B3, B—K15; and wins.

7 ...... B×Kt
8 P×B B—K15 ch
9 Kt×B3 P×P
10 Q×Q4

In a most astute manner he maintains his
extra piece. If now 10 ...... P×Kt ch;
11 P×P, and the adverse Bishop is held in
a horizontal pin.

10 ...... B—R4

Insisting on regaining what is his due.

11 K—K3
The only correct reply. If 11 K—Q1,
P×Kt (giving up the Queen for the moment);
12 Q×Q, P×P dis ch; 13 Q×B, P×R (Q), and
wins.

If 11 K—Q2, Q—K15 (the Knight is
virtually pinned, as after 12 K×Kt—K1 or
12 Kt—Kt1, there follows 12 ...... Q×Q ch);
12 P×Kt3, Q×B5 ch; 13 K—Kt1, K—Q16
ch, followed at last by 14 ...... P×Kt; with
advantage to Black. Finally, if 11 B—K3,
P×Kt ch; 12 P×P, Q—K2, etc., with
equalisation.
11 ....... B x Kt
A fine! If now 12 P x B, Q-K8 ch; 13 K-B4 (13 B-K2, Q x R); 13 .... Q-R5 ch; 14 K-K3 (14 K-B5, P-Kt3 mate); 14 .... Q-K8 ch, etc., White obtains a perpetual check. An astonishing example of the duplication of stratagem: the same idea occurs, with the colours reversed, in the Siesta Variation of the Ruy Lopez: 1 e-4, e-5; 2 K-K4, P-KK4; 2 Kt-KB3, Kt-QB3; 3 B-Kt5, P-QR3; 4 B-R4, P-Q3; 5 P-B3, P-B4; 6 P x P, Q x B; 7 Q x P, P x B; 8 Q-R5 ch, K-K2; 9 K-B1, Kt-QB3; 10 B x Kt, P x B; 11 P x P, Q-Q4; 12 B-R4, K-K3; 13 B x Kt, P-B; 14 Q-K8 ch, K-B4; 15 Q-R5 ch, K-K3; 16 Q x K, with perpetual check.

12 B-Kt5 ch
A strong move of drawn games, the great Russian master plays wa banque, although this decision is fraught with many hazards. But "there is nothing new under the sun."

A game Steinitz-Blackburne, London, 1876, ran an identical course up to the move in the text.

12 ....... P-B3
13 P x B Q-R3 ch
If at once 13 P x B; 14 Q x K, as happened in the Steinitz-Blackburne game mentioned above.

14 K x P Q-Kt3 ch
15 K-K3 P-B3
16 B-R3 Kt-B3
17 Q-Q5 Q x P
18 QR-QB1 Q-B4
19 KR-K1
An indirect defence of the KP (19 Q-KP ch; 20 K-B2).

19 ....... R-Q1
20 Q x P
Re-establishing the balance in material.

20 ....... P-QR3
21 Q x Kt1
Definitely not 21 x KtP, R-Q6 ch, etc.

21 .... Q-Kt4 ch
22 P-B4 Q-Kt7
23 B-Q6 R-R6 ch
Embarking on a series of checks, intended to keep the adverse King on the edge of a precipice. If 23 .... Kt-Q2; 24 P x R, Castles, White consolidates his position by 25 Q-K4. If 23 .... Kt-R4; 24 P-B4, etc. But 23 Kt-K2 affords Black fresh resources.

24 K-K4 P-B4 ch
25 K-Q5 Q-Kt7 ch
26 B-K4 P-Kt6
27 K-Q6 Q-B6 ch
28 K-B2 Q-B7
29 K-Kt3 Q-R1
30 B x Kt P x B
31 K-Q5 R x Kt
32 K-R5 P x B

With the potential threat of 30 Kt-KR4 ch; 31 Kt-K14, R-B5 ch, followed by 32 R-R5 mate.

30 R-B2 Q x BP
Or 30 .... Kt-R4 ch; 31 K-Kt2, Kt-B5 ch; 32 K-R1, and White's King at last is in safety.

31 K-Kt2 Kt-R4
32 K-R1 Q-B5
33 P-K6
Applying the closure.

33 ....... Kt-B3

With the counter-threat of 34 .... Kt-Q5.

34 Q-Q1 P-KR4
35 R-K1 R-R2
Or 35 Q-KP; 36 B-K2, and wins.

Or 35 Kt-Q5; 36 P x Kt, Q x R; 37 Q x R, Q x P, and White still must win.

36 R x P
The coup-de-grace (36 R x R; 37 Q x P ch).

36 ....... Resigns.

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White

Black

STEINITZ

LASKER

(London, 1899)

A striking feature of the following fine game is Black's "double sacrifice" (15 Kt x P and 16 B x P ch), followed by a "quiet move" (17 P-KB3), the logical result of ultra-rapid and concentric development.

1 P-K4 P-K4
2 Kt-QB3 Kt-KB3
3 P-B4 P-Q4
4 P-Q3

Adopting once again his favourite continuation-tricky, but slow—the former

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champion sees it refuted by an adversary of the very first rank.

4 ....... Kt-B3
5 BP x P QKt x P
6 P-Q4 Kt-Kt3

Remaining on the critical wing. Another plan, leading to an even game, is: 6 Kt-Kt3; 7 P-K5, Kt-Kt3; 8 Kt x Kt, P x Kt; 9 B-K3, B-K2; 10 B-QB4, Castles, etc.

7 P x P

But now the continuation given in the preceding note does not ease matters in the centre as does the text move.

7 ....... Kt x P
8 Kt x Kt Q x Kt

The black Queen occupies a powerful square, whence it cannot very well be driven away (9 P-B4 would weaken White's position).

9 Kt-B3 B-Kt5
10 B-K2 Castles
11 P-K3 B-Q3

Already Black's forces have obtained a development.

12 Castles KR-K1

Premature would be 12 .... Q-KR4; 13 P-KR3, B x P; 14 Kt-K5, etc. The text move contains no direct threats, but it can eventually be followed by 13 P-KB3; and 14 .... Kt-R5.

13 P x KR3
Less impulsive would be 13 B-Q2.

13 ....... B-Q2
14 Kt x Kt

Here again 14 B x Q2 is indicated.

14 ....... Kt-R5
15 Kt-B3

The lesser evil is 15 B-K3

15 ....... Kt x P
A break-up sacrifice, of which the chief beauty lies in the fact that it requires a complementary sacrifice on the next move.

16 K x Kt B x P ch
Taking the last defence by storm. If now 17 K x Kt, Q-R7 mate; 18 K-Kt2, Q-Kt5 ch; 19 K-Kt1 (19 KB3, P-R6 ch; 20 K-Kt1, Kt-K6 ch; 21 K-K1, R-K5 (threat; 22 R-R5; 23 Kt x R, Q-R7 mate); 22 B-K5 QKR1 (with the threat of 23 Q x R; 24 Kt-K1, R-Kt5 ch); 25 Kt-B2, Q-Kt6 mate; less powerful would be 22 R-R5; 23 B-R2, Q x R; 24 Q x Kt1, etc.); 23 K-K5, B-Kt4; 24 x P, B-Q; 25 R-B2, R x R ch; 26 R-R1, Kt x R ch; 27 Kt x R, Q x P ch, followed by 28 Q x P, and Black remains with three extra pawns.

17 K-B2 P-KB3

Whereas after 17 B x R; 18 B x B, etc., White could still offer a stubborn resistance, the text move brings into play Black's additional trump: an assault by pawns.

18 R-KKt1 P-KKt4
19 B x P

In view of the threat 19 .... P-Kt5, White tries to avoid the worst by voluntarily giving back the piece.

19 ....... P x B
20 R x P Q-K3

Numerically the games are even, but dynamically Black's forces, including the two Bishops, are overwhelming.

21 Q-Q3 B-B5
22 R-K1

He is under the unfortunate necessity of giving up the exchange in order to bring the "reserve Rook" into play. E.g.: 22 R-Kt7, B-B4; 23 Q-Kt5, P-QR3; 24 Q-B4, Q-K6 ch, and wins. Again: 22 R-QR, B-K6 ch; 23 K-K1, K-K1, etc., and White plays without his QR.

22 ....... B x R
23 Kt x B Q-B3 ch
24 B-B3 B-B4
25 Kt x P Q x Kt1
26 Q-R1 P-B3
27 Q-R5 R-K2
28 R-R5 R

There is nothing better, e.g. 28 Q x P, R x Kt; 29 Q-R8 ch, K-B2; 30 Q-R5 ch, K-Q2, etc.
6 P–Q3
He decides to rid himself of the intruding Knight without delay, as after 6 Kt–K15, Kt–QB3; 7 P–Q4, Kt–K15; 8 K–Q1, P–B4, Black takes the lead.

6 P–B3 Kt–B3
7 P–K3 Q–Q5
More enterprising than 7 .... B–K2;
8 P–Q4, which would round off White's game nicely.

8 Q–Kt3
This very ingenious continuation in the gambit style improves White's chances, which would be far less propitious after 8 B–K2, Kt–B3, etc., to say nothing of 8 P–B3, Kt–B3; 9 Kt–B3, etc., or 8 Q–B2, P–P; 9 P–Q4, etc.

8 .... Kt–B3
9 B–P4 Q–Q4
If 9 .... B–K3; 10 R–Kt1.

10 B–B4
Methodical play. Another conception is 10 B–B3, Kt–Q3; 11 Q–Q7, B–Kt3; 12 B–Q2, with a fine centre, or 10 .... B–Q4; 11 Kt–Q1, Kt–P3; 12 Castles, and White gives up worldly possessions for an attack.

10 .... B–K3
11 P–B4 B–K15
12 K–B2
The game being a closed one, the King is perfectly safe here.

12 .... Q–Q2
13 R–Kt1 Castles QR
He hopes to mount an attack on the K side, but 13 .... Castles KR affords greater resistance.

14 B–B3 B–B4
15 R–Kt1 Q–PQ3
Or 15 .... B–K13; 16 P–B5, Kt–P3; 17 P–B3, B–Kt4; 18 P–P, and wins.

16 Kt–K2 P–Q3
Forcing the issue, but White's reply is eloquent. A more reserved continuation is 16 .... B–K2; 17 P–K4, Kt–K1; 18 Kt–Q1, but here also White assumes the initiative. (Diagram. See p. 273.)

17 R–P B
A fine positional sacrifice.
better. He should have played 18 ... 
Kt—R4, and if—looking for gain—
19 R—Kt4, then 19 ... Q—Q2; 20 R—Kt6, 
R—K3, and he has a defence. 

19 B × P 

Kt—K15 

This is the reply on which Black had 
built all his hopes. 

20 Q—B4 

Defending (against 20 ... Kt—B7 ch) 
and attacking (the KKt) at the same time. 

20 

Kt—K7 

If 20 ... Kt × B; 21 Q × Kt.

The text move is a despairing trap
(21 Kt × Kt, Kt—B7 ch, and Black wins!).

21 Q × Kt 

Kt × R ch 

22 Q × Kt 

Resigns 

Aighting game.

VIENNA GAMBIT

12 Q—B2 

B—KB4 

13 Kt—R4 

B—K3 

14 B—Q3 

Well developed at the price of a pawn, 
this Bishop is becoming very active.

14 . . . . 

Q—Q2 

15 Castles 

Kt—R4 

16 Kt—B5 

Castles 

Or 16 ... P—KKt3; 17 Kt—R4, with 

fresh targets.

17 Q—K2 

Q—B3 

18 R—Kt1 

P—R3 

19 B—Q2 

Kt—B5 

20 Kt—K3 

Kt × Kt 

21 B × Kt 

Q × P 

Having had, at all times, a difficult game, 
Black has at least secured an advantage in 
material. 

As against this, the new open file will soon 
make itself felt.

22 KR—B1 

Q—R4 

23 Q—B2 

Q—B5 

The final assault.

23 

P—QB3 

24 B—Q2 

Q—B2 

25 Q—R4 

All White's forces are co-operating. The 
two-fold threat now is 26 KB × P and 
26 B—R5.

25 

R—Q2 

There is no saving clause.

26 B × QRP 

Resigns.

In the following game Black causes his own 
ruin by kidnapping two pawns on the QB file (11 ... B × P and 21 ... Q × P), as his 
onponent soon has three adjacent open files 
(QR, KtQ and QB) on which to operate.

1 P—K4 

2 Kt—QB3 

3 P—B4 

4 P × Kt 

5 Kt—B3 

6 Q—K2 

A grave disappointment would result from 
a quiet developing continuation by 6 K—K2, 
e.g. 6 ... B—QB4 (threat: 7 ... Kt—B7, 
mating the Queen); 7 P—Q4, Kt × QP 
a cruel surprise; 8 KKt × Kt, Q × R5 ch;

9 P—Kt3, Kt × P; 10 Kt—B3, B—B7 ch
more trouble); 11 K × B, Kt—K5 db ch;
12 K—K3, Q × R3 ch (more convincing 
even than 12 ... Q × B?); 13 ... Q4, 
P—B4 ch; 14 K × QP, Q × B3 ch; 15 K—B4, 
B—K3 ch, and wins.

The most solid is therefore 6 B—Kt5, 
although the continuation 6 ... B—K2; 
7 Castles, Castles; 8 P—Q4, P—B4, etc., has 
no trenchant results. Similarly, after 6 P— 
Q3, Kt × Kt; 7 P × Kt, B—K2, and Black 
completes his development without trouble.

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White 

Black

KAN BOTOVINNIK

(Moscow, 1935)

With the powerful threat of 17 B × P.
But the sacrifice of a Rook by 16 R × P ch 
results only in a draw by perpetual check: 
16 ... K × R; 17 Q—Kt3 ch, K—R1; 
18 B × P, Q—Q2; 19 Q—R4, Kt—R2, etc.

16 ... 

Kt × R4 

This strategy of pinpricks is the only 
plausible one. If 16 ... Kt—K5; 17 Kt × Kt, 
P × Kt; 18 B—B4 ch, K × R2; 19 B—B3, 
Kt × B4; 20 R × R, P × K6; 21 B × Q3, and 
White has a won game.

17 R—R3 

Not 17 R—Kt6, because of 17 ... 
Q × P5; 18 B × P, R × K3, etc. The 
soundest would be 17 R—Kt4 (17 ... Kt × KB3 or 
17 ... Q × Q2; 18 R—Kt6), but White 
wishes first to fathom his opponent's 
intentions.

17 ... 

Kt × K3 

18 R—Kt3 

Q × Q2 

This makes matters worse instead of
15. KING'S GAMBIT
AND KING'S GAMBIT DECLINED

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White

KIESERITZKY

Black

CALVI

(Paris, 1847)

In the following pretty game—which well reflects the lively style of the period—the most attractive feature is White’s struggle for expansion on the K file (17 B–K6, then 23 P–K6, and finally, 26 Kt–K4).

1 P–K4

9 Kt–Q3, etc. The attempt 7 . . . B–K2 would only stimulate the white forces, e.g.

2 P–K4

8 Kt–Q3

10 Kt–B4

Preventing both 10 . . . P–Q4 and

3 P–KtB3

11 Kt–B3

12 K–B2

13 Kt–Q3

14 B–Q2

Kt–Q2

R–B1

Q–Q3

K–B1

P×P, etc., and White has a big advantage.

4 P–Kt4

5 Kt–K5

An ancient idea which scour the consolidation of the inner lines, which is obtained chiefly by developing the pieces . . . . . B–Kt2 or 5 . . . . Kt–Q3 or 5 . . . . Kt–Kt5 or 5 . . . . P–Q4, followed by . . . . Kt–Kt3.

6 B–B4

5 Kt–K5

A painstaking Rook! The dangers of the artificial manoeuvre 6 . . . . . Kt–Kt5 are well illustrated in a game Lafon l’Ainsé–Rousseau, Paris, 1860—a Kieseritzky two centuries before his time! 7 P–B4, Q–Q3; 8 Kt–Q3, Q–K2; 9 Kt–B3, B–B4; 10 B×B, Kt×P; 11 Q–Q2, Kt–Kt3; 12 Castles QR, P×B; 13 Kt–R1, B–K3; 14 B–Kt5, Q×B (an ingenious, if insufficient, expedient); 15 Q×Q, B–R3; 16 B×Q, R×Q; 17 B×B, P×B; 18 R–B6, K–Q2 (or 18 . . . . K×K2; 19 QR–B1, etc.); 19 Kt–B4, Kt×B; 20 R×R, Resigns.

7 P–Q4

15 QR–K1

Here again 16 . . . . Q×KtP would be too risky.

8 P–Q3

16 Kt–Q3

A pretty episode.

Or first, 7 . . . . P–B6; 8 P×P, P–Q3;

17 . . . . P–Kt4


18 P–Kt4

Kt–QKt3

19 B–Kt3

20 P–R3

21 B–R2

22 P–K5

23 . . . . P–Q4

Piercing the front.

23 . . . . B–B1

24 B–B1

25 P×P

K–B1

B–Q3

K×P

A decisive mistake, allowing the hostile Knight to get powerfully into play. Better would be the intermediary measure 25 . . . . B–B4, although Black’s position would still be uneasy after 26 Q×Q2, K×P; 27 QKt–K2, etc.

26 Kt–K4

Q–B2

27 Kt–Kt5

K–Kt1

28 R×Kt

A sacrifice which has the double task of eliminating a defending piece and of speeding up the concentration of his own forces.

28 . . . . Q–R

29 R–K1

Q–B3

He tries in vain to establish some counter-scheme. For if 29 . . . . Q–Q1; 30 Kt–Kt6, R–Kt3; 31 Kt–Kt7 ch, K–B1; 32 Kt–R7 ch, R×Kt; 33 Q×Kt, B×P ch; 34 K–Kt1, and Black has no resource.

30 R–K8 ch

B–B1

31 Kt–Kt6

Kt–B4

32 Q×Q

B–B1

33 Kt–Kt2

34 Kt×Q

35 R–Kt6

36 Q–Q2, etc.

Or 31 . . . . K–Kt2; 32 Kt×B, R×Kt; 33 Q–R7 mate, or 32 . . . . B–B4; 33 Kt–Kt6 ch, K–Kt3; 34 Kt–B4 ch, K–Kt3; 35 R×Kt, B×R; 36 Q–Q2, etc.

B–B1

Kt–Kt3

Q–Q3

Kt–B4

B–Kt6

Kt–B4

B–Q2

And White mates in two.

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White

ROSANES

Black

ANDERSEN

(Breslau, 1863)

A classic, showing how mind can triumph over matter.

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Held fast as in a vice, the white King has no escape after Black’s sacrifice of a Rook (12 . . . . K–B1, gaining time) and later of the Queen (20 . . . . Q–B8 ch, gain in space). Based on 6 . . . . P–Q4 is more useful.

1 P–Kt4

2 P–B4

3 Kt–B3

4 P–Kt4

5 Kt–K5

A good move.

6 B–B4

As this immediate action against KB7 is easily met, 6 P–Q4 is more useful.

7 P×P

B–Q3

Continuing to show an active spirit, although 7 . . . . B–Kt2; 8 P×Q, Kt–B4; 9 Kt–QB3, Castles, etc., would be sounder.

8 P–Q4

Kt–R4

Maintaining the same spirit: not only does the text move guard the gambit pawn, but
it indicates Black's future line of play on the
critical sector. If 9 Castles, Q×P, and, in
reply to other moves, 9 . . . . Kt—Kt6.

9 B—Kt5 ch
He gets entangled in an expedition, which
neglects the safety of his own King. If
9 Kt×Kt IP, Kt—Kt6, etc. The best, in
spite of all apparent dangers, is 9 Castles,
e.g. 9 . . . . Q×P; 10 Q—Kt1, Q×Q;
11 R×Q, K—B1; 12 Kt—Q8B3, etc.

9 . . . . P—B3
Preparing for sacrifices in material, in
order to speed up his action on the sector
which he recognises as the most important.
Otherwise, 9 . . . . K—B1 is playble.

10 P×P P×P
11 Kt×QBP Kt×Kt
If 11 . . . . Q×Q; 12 Kt×P wins.

12 B×Kt ch K—B1
Great play! But 12 . . . . B—Q2;
13 B×B ch, Q×B; 14 Castles, etc., would
deprive Black's attack of all vitality, and so
he prefers to give up his QR for nothing
more than an attacking tempo.

13 B×R Kt—Kt6
Better is 14 K—B2.

14 . . . . B—KB4
15 B—Q5 K—K2
16 Kt—B3 R—K1 ch
17 K—B2 Q—Kt3

18 Kt—R4
Or 18 P—R4, B—K4; 19 Kt—Kt5,
P×QBP, etc.

18 . . . . Q—R3
Threatening mate in four by 19 . . . .
Q—K7 ch, etc.

19 Kt—B3
If 19 P×B, Q×Kt; 20 Q×Q, R—K7 ch;
21 K—Kt1, R—K8 ch; 22 K—B2, R—B8
mate.

19 . . . . B—K4
A great fight for the diagonal, which is
but weakly defended by White's QP.
If now 20 P×B, Q—Kt3 ch; 21 K—K1,
Q—Kt8 ch; 22 K—Q2, Q×K6 mate.

20 P—R4
Intending, after 20 . . . . Q—Kt3; to play
21 Kt—Kt5, P×R3; 22 P—B3, etc., but
Black is disinclined to wait, and announces
mate in 4.

20 . . . . Q—B8 ch
A splendid sacrifice of the Queen, of
which the object is to deflect the opposing
Queen from the protection of Q4.

21 Q×Q B×P ch
22 B—K3 R×B
A quiet preparation for the mate on the
next move.

23 K—K11
Or 23 Kt—Kt5, R—K7 mate. There
could be no more impressive demonstration of
the power of a double check.

23 . . . . R—K8 mate.

White  Black

MARCWILL VON SCHEVE
(Monte Carlo, 1904)

How to play the rôle of the aggressor
although the exchange down? In the end
the vital white forces triumph over the amorphous
conglomeration of the opposing pieces.

1 P—K4
2 P—KB4 P×P
3 Kt—KB3 P×Kt
4 P—KR4 P×Kt
5 Kt—K5 Kt—KB3
6 B—B4 P—Q4
7 P×P B—Q3
8 Castles
An unexpected sacrifice which gains an
invaluable tempo for the attack.
Invented by the U.S.A. amateur, Professor

ISAAC RICE, at the beginning of this century,
the <i>Rice Gambit</i> offers numerous practical
chances.

8 . . . . B×Kt
9 B—K1 Kt—Q2
10 P—B3
Not yet 10 P—Q4, on account of 10
B×P ch; 11 K—B1, B—K4.

10 . . . . P—B6
He takes advantage of the breathing space
in order to win the exchange in quite an
astute manner. Unfavourable for Black would be 10 . . . . Q—B4 ch; 11 P×Q,
Q×B; 12 R×P, followed by B×P,
etc. But Black's counter-chances are best
exploited by 10 . . . . Kt—R4; 11 P—Q4,
Kt—Q2; 12 P×B, Kt×P (12 . . . . B×Q4 ch;
13 Q—Q4); 13 P×QKt3, Castles; 14 B—R3,
Kt—B6 ch; 15 P×Kt, Q×P, etc.

11 P×Q4 Kt—K5
With the brazen threat of 12
P×B7 ch.

12 R×Kt B—R7 ch
13 K R×R
14 P×KKt3 Castles
15 B—Q3
He prefers—for the sake of the attack—
to give up a pawn, rather than to win one
by 15 B×B4, B×B4; 16 B×P, Kt—Q2,
after which Black would soon obtain the
initiative.

15 . . . . Q×P (Q4)
16 P—B4 Q—KR4
Evidently not 16 . . . . Q×P; 17 B×P ch.
But his base would be better guarded by
16 . . . . Q—Q1; 17 B—R6, R—K1;
18 Kt—B3, P×QBP.

17 Kt—B3 P×QBP
18 Kt—K4 P—KB4
19 Kt—Q6 P—B5
In order to reply to 20 B×P by 20 . . .
R×B; 21 Kt×B (21 P×R, Q×P ch, etc.);
21 . . . . Kt—Q2, with a turn of the tide.

20 Q—K1 P×P ch
21 B—Kt5 Kt—Q2
22 B—Kt5 P×B7
He hopes to play 23 . . . . R—B6, with
pressure on the KB file, which hope, how-
ever, is not to be fulfilled. But if 22 . . .
Kt—B3; 23 R—K1, White has the greater
control of territory.

23 B—B5 Kt—Kt3
24 Kt×B QR×Kt
Not 24 . . . . R×B; 25 Kt—K7 ch, with
Kt×R to follow. But now White is able
to initiate the final assault.

25 B—K6 ch R—B2
A Bishop can take only one Rook at 2
time, thinks Black. If 25 . . . . K—K1;
26 Q×K ch, followed by mate. A more
stubborn resistance would result from
25 . . . . K—Kt2; 26 Q×K5 ch, K—Kt3,
etc.

26 R—Kt1 R—Kt1
27 B×R ch Q×B
28 Q×Kt P×Kt3
29 R×P Kt×Pch
The balance in material is re-established;
but in effect White's threats dominate the
position.

A little better would be 29 . . . . R—K5;
30 Q×B3, Kt—Q2, etc., but White retains
the advantage.

30 P—R5 R—K5
Falling into the abyss. But Black's
downfall could not be avoided, e.g. 30 . . .
Q—Kt2; 31 Q—B4, R—KB1; 32 B—B6, etc.

31 B—R6 A very beautiful final turn.

31 . . . .
Resigns.

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White  Black

STOLTZ  SÄMISCH
(Swemünde, 1932)

Here is a Kiesezitzky Gambit treated in
the modern manner. Instead of seeking
fumbling attacks, White himself brings
about the exchange of Queens and succeeds
in manuvering his adversary, in spite of
simplifications, into an untenable position.

1 P—K4 P—K4
2 P—KB4 P×P
3 Kt—KB3 P×Kt
4 P—KR4 P×Kt
5 Kt—K5 Kt—KB3
6 B—B4 P—Q4
7 P×P B—Q3
8 Castles
With good reasons he refrains from an
immediate attack by 6 B×B4, the effect of
which would be neutralised by 6 . . . . P×Q,
White is still a pawn to the bad, but his development is effected in a more rational manner.

Here 10 ... B—B4 is to be preferred. An important stage! White has no fear of simplification.

Black's impetus begins to be felt.

He could easily have played 11 ... P—KB4, instead of agreeing so readily to the exchange of Queens.

Better is 13 ... B—K3.

Exercising pressure, and that very skillfully, on the KB file, whereas the more plausible-looking continuation 14 QR—K1 would have no success after 14 ... Castles.

Here again 14 ... Castles would be better.

By this menace the threat 16 QB×P, P×B; 17 R×B, etc., becomes actual.

The difficulties of Black's game are becoming evident. If 15 ... Castles QR; 16 QB×P. If 15 ... B—K3; 16 P—Q5, etc. Finally, if 15 ... B—K5; 16 QR—K1.

16 B—Kt5 ch

Here and there is an umskasing manœuvre which will at last turn the central file to account. A bitter disappointment would result from 16 QB×P, Kt—K5 ch; 17 K—K1, Kt—B3.

16 ... B—Q2

A serious mistake would be 16 ... P—B3; 17 Kt×P, P—Q1; 18 B—Kt5, etc. Relatively best would be 16 ... K—B1; 17 B×P ch, P×B; 18 R×B, and White's advantage is not, as yet, overpowering.

17 QR—K1 ch

By this very important intermediary check White interrupts the connection between the black Rooks, the co-operation of the white forces meanwhile remaining perfect.

17 ... K—Q1

Greater promise of security is afforded by 17 ... K—B1.

18 B—Kt5

A fine and decisive manœuvre. The unmasking of the adjacent files (K and KB) was effected without loss of time.

19 R×Kt

The finishing stroke.

19 ... Resigns

After 19 ... B×R; 20 B×B ch, K—Q2; 21 R×K7 ch, K—Q1; 22 Kt—Q5, P—B3; 23 Kt×BP ch, K—K1; 24 R—K7 ch, K—Q1; 25 R×R ch, followed by R×R ch.

Having, of his own free will, played the King's Gambit on three occasions, Stoltz, besides winning the tournament, had the satisfaction of scoring 2½ points with this opening.

White

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Black

The Rev. G. A. ANDERSSON

MACDONNELL

( London, 1862)

In the following turbulent game, White succeeds in recovering the piece he has sacrificed, but by a prodigious effort Black manages to engineer a perpetual check.

1 P—K4 Kt—K4

2 P—KB4 P×P

3 Kt—K3 P—KKt4

4 P—Kt4 P—Kt5

5 Kt—K5

Courting destruction! The Alligator Gambit belongs to the past.

5 ... P—KR3

6 Kt×P K×Kt

7 B—B4 ch

The most plausible, but this gambit can be played in two other and different ways:

(a) The archaic aspect: e.g. Thorold—G. A. MacDonnell, about 1870: 7 Q×P, Kt—KB3; 8 Q×BP, B—Q3; 9 B—B4 ch (if 9 ... P×B, B—B3; 10 Q×B ch, B—K1, and wins, and if 9 ... Q—B3, Kt—B3; 10 P—B3, Kt—K4, etc., with a considerable advantage to Black);

9 ... K—K2; 10 Q—B2, R—B1; 11 Castles, Kt—Kt5; 12 Q×Q ch, B—K4; 13 Q×Q, R×R ch; 14 K×R (or 14 B×R, Q×P, etc.; now Black is able to mate in 8);

14 ... Q×B; 15 K—K2, Q—B7 ch; 16 K—Q1, Q×Kt ch; 17 K—K2, Q×P ch; 18 K—K1, B—Kt6 ch; 19 K—Q1, Q—B6 ch; 20 B×Kt, Q×R ch, and mate next move.

(b) Modern aspect: H. Delaere 7 N—Q4, P—Q4 (playable is also 7 ... P—B6; 8 B—B4 ch, P—Q4; 9 B×P ch, K—Kt2, etc.;) 8 B×P, B—Kt2 (best is 8 ... Kt—Kt3, e.g. 9 P—Kt5, Kt—R4; 10 B—Q3, K—Kt2, etc., or 9 P—Kt3, B—Kt5; 9 P—Kt3, B—Kt3, etc.;) 9 P×KP, Kt—Kt3; 10 Kt—B3, P—Kt4; 11 Q×Q, P×P; 12 Kt×P, B—KB4; 13 Kt—Kt5 ch, K—Kt3; 14 Q×B ch (a magnet sacrifice); 14 ... K×Q; 15 B—Q3 ch, Kt—K5; 16 B×Kt ch, K—B3; 17 B—Kt5 mate.

7 ... P—Q4

8 B×P ch K—K1

If 8 ... B—K3; 9 B×B ch, K×B; 10 Q×P ch, etc. The safest is 8 ... K—Kt2; 9 P—Q4, P—B6; 10 P×P, Kt—KB3, etc.

9 P—Q4 P—B3

Little good results from 9 ... P—B6; 10 P×P. The most rational is 9 ... Kt—KB3; 10 Kt—B3, B—Kt5; 11 B×P, Kt×P; 12 P—Kt4, Q×P; 13 Castles, B—Kt1; 14 P×B, B—Kt3, with equal chances.

10 B—Kt3 B—K2

As now 10 ... Kt—B3 no longer has a double objective in the adverse KB and KP, it would be advantageously answered by 11 Castles, etc. That is why Black adopts a different line of defence, aiming at the blocking of the dangerous K and KB files.

11 Castles P—B6

12 P×P P—Kt6

After 12 ... P×P; 13 Q×P, P×P ch; 14 K—R1, B—Kt3; 15 Kt—B3, etc., Black's wide-open position is unpromising. But it is the weight of the white centre which will tell heavily against Black.

13 P—KB4 Kt—B3

14 P×B

If 14 P×Kt, then not 14 B×Kt5; 15 Q—Q3, etc., but 14 Kt—Kt5.

15 P—Kt4 Kt—K5

16 P—B6

On the principle that 'attack is the best defence.'

17 Q—Q2 B—Kt6

18 R—K1 Kt—K3

If 18 ... B—KB1; 19 Q—Q5.

19 P×B KP

Having given back the piece, Black can breathe more freely and think of castling on the Q side, which would favour his chances.

20 Q—Kt5 Preventing ... Castles QR, and giving, by the exchange of Queens, a fresh turn to the game.

21 K×Q P×Q

22 B—B6

By first playing 22 K—Kt2, White would have avoided many dangers.

22 ... B—B6

Black threatens a pretty mate in two by 23 ... Kt—R6 ch; 24 K—B1, P—Kt7.

23 B—K6 Kt—B2

The reserve Knight approaches the critical corner post haste.

24 Kt—Q2 Kt×B

25 Kt×B

26 B×R

Accepting a peaceful but original ending, for if 26 Kt—Kt5, R×Kt1.

26 ... Kt—B7 R6 ch

27 K—K1

By no means 27 K—B1, P—Kt7 mate.

27 ... Kt—B7 ch

Perpetual check.

218

White

Black

SCHLECHTER TCHIGORIN

(Vienna, 1903)

The splendor of the following game consists—paradoxically—in the entire absence of splendour! Black succeeds in suppressing each and every attempt by White, whose proper role in this opening is to be ferocious, to initiate an attack. Black's outstanding defensive powers make up for the lack of all attack show.
1 P—K4  P—K4  2 P—KB4  P×P  3 Kt—K3  P×Kt4  4 B—B4
Less incisive, but more elegant than 4 P—KR4.

5 P—K3
Played with a good deal of self-possession; the usual precautionary measure is 4 .... B—K12.

5 Castles
This has been played for 400 years, and still is sensational. To sacrifice a clear piece in the opening, not so much for an attack as to obtain attacking chances (the open KB file), is certainly, if successful, an achievement.

Sound or not, the Muzio Gambit will always hold a place of honour in the theory of the openings.

5 .... Q×P
The Double Muzio, 6 B×P ch, is unsound, e.g. 6 .... K×B; 7 Q×P ch, P—Q3; 8 Q×P ch, Kt—B3; 9 Q—Q4, Kt—B3; 10 Kt—B3, B—K12, and Black is able to consolidate his position.

6 Q×P  K×Q
A very old idea, brought to honour by a modern mind. The accepted continuation 6 .... Q—K3 allows White a very wide choice of promising continuations, particularly 7 P—K3 (giving up another pawn in order to increase the resources of the attack; or 7 P—B3, or even 7 P—QKt3, Q×Q; 8 Kt—B3, etc.); 7 .... Q×P; 8 P—Q3, B—R3; 9 Kt—B3, Kt—K2; 10 B—Q2, Kt×P—B3; 11 Q×Q—K1, Q—B4 (better than 11 .... Q—B4 ch; 12 K—R1, K—Q1; 13 Q×P, etc.); 12 Kt×Q, K×Q; 13 K—Q2 (Klein’s attack; if 13 B—B3, R—K1, etc.); 13 .... Q—K3 (best, if e.g. 13 .... Kt×Kt; 14 B×Kt, Q×B; 15 B—B3, and wins); 14 Q—B2 (if 14 Kt×Kt, then 14 .... Q×Kt; 15 Q—R5, Q—K4; 16 Q×P, R—B1; 17 Q×RP, etc., but 18 .... Q×Q; 15 Kt×Kt ch, Kt×P—Kt; 16 R×Q, P—Q4, etc.); 14 .... Q×Q; 15 P—K3, Q×Kt3; 16 B×P, with the better game); 15 Q×Kt, K×Q; 16 Q×Kt; drawn game.

7 P—Q4
Parrying the threat; 7 .... Q—B4 ch, followed by .... Q×B, A more complicated idea would be 7 P—QKt3, B—K12; 8 Kt—B3, etc. But 7 Q×P, speeding up the attack, has not sufficient weight behind it, e.g. 7 .... Q×B; 8 P×Q, Q×P ch; 9 B—K3, Q×B; 10 Q—K5 ch, Q×Kt3; 11 Q×R, Q×Kt3, and Black’s defence is sound.

7 .... Kt—QB3
8 Q×P
Acquiescing in pacification. Too slow would be 8 P×B, B—R3, etc., but the following bold continuation affords the most practical chances: 8 Kt—B3, Kt×P; 9 Q×Q, Kt—K3; 10 Kt—Q5, Q×B4 ch; 11 K—R1, etc.

8 .... B—R3
After 8 .... Kt×P; 9 B×P ch, Q×B; 10 Q×Q ch, Q×Q; 11 Q×Q, there are chances for both sides, while after the move in the text White has to go in for a far more prosaic continuation.

9 Q×P  Q×Q
10 B—Q ch  K—Q,
11 P—B3  B×B
12 R×B  Kt—R3
13 B—R5  P×Q
14 R×B1
Positional judgment: with two pawns for his piece, a good centre and the open KB file, White’s position is not without compensation.

14 .... K×Q
Not yet 14 .... B—K15, by reason of 15 B×B, K×B; 16 R—B7, etc.

15 P—K3  B—Q2
16 Kt—Q2  QR×Kt1
17 Kt—B4  Q×Q
18 P—B3, Q×Q; 19 K×Q ch, Kt×P
Both sides proceed to regroup their forces.

20 Kt×B ch  Kt×Kt
21 Kt×Q  Kt×Kt
Or 21 Kt×P ch, Kt×Kt; 22 B—K2, Q×P, breaking the hostile pawn chain.

21 .... Kt—K12
22 P—B6 ch
If 22 QR×K1 ch, K×B.
The text move is White’s best practical chance.

22 .... Q×P
23 R×R  K×Kt
24 R—B1 ch  K×Kt
A bold reply, maintaining and increasing Black’s advantage. Of course not 24 .... K×Kt (25 R—B7 ch, followed by .... R×Kt), and if 24 .... K×Kt; 25 R×K1 ch,
15 R–K1

An elegant reply.

15. . . . .
16 Kt–QKt3
17 Kt–R8 ch
18 Kt–Kt2
19 R×R, K×Kt; 20 B×Q ch
21 R×P, White, with a dominating position, has four pawns for the piece. And if 15 . . . . R–B1; 16 R–R5.

16 B–K15 ch
17 Kt–Q1
18 R–K5
19 Kt–Kt5

Largestes again! The key to White’s victory is his complete mastery over the open K file.

18 . . . . Kt×R
19 R–K1

Threatening 20 Kt–B7 mate, and even after 19 . . . . R–B1; 20 Kt–B7 ch, R×Kt; 21 R–K8 mate.

20 Kt–B7 ch
21 Kt×R
22 R–R5
23 R–P
24 P–KR4

Forward! This pawn will cost Black a piece.

24 . . . .
25 R–K7
26 P–R5
27 P–R6
28 P–K7
29 R–Kt7
30 Kt–B7
31 P–KKt4
32 R–K8 ch
33 Kt–K5 ch
34 P–R6

Arriving too late; but if 34 . . . . K–B4; 35 P–Kt6, R×P ch; 36 Kt×R, K×Kt; 37 R–Q8BP, B–P3; 38 R–B7, etc.

35 R–K8

Cutting off the black King.

35 . . . .
36 Q×Kt

If at once 36 P–Kt6, K×B4, whereas after the move in the text 36 . . . . Kt–B4 is not permissible on account of 37 R–K8 ch.

36 . . . .
37 P–Kt6

Resigns

If 37 . . . . Kt–B3; 38 P–Kt7, followed by R×Kt ch, and if 37 . . . . Kt–K2; 38 P–Kt7, followed by R–K8.

220

White

McDONNELL

Black

DE LA BOURDONNAIS

(Match, 1834)

Furor Hibernicus. In the following set battle, the storming of the black fortress is carried out with incomparable élan.

1 P–K4
2 P–K4
3 Kt–Kt3
4 B–B4
5 Kt–B3

Instead of 5 Castles, which is the Mazo Gambit proper, the text move, which contains some resources peculiar to itself, was adopted several times in this match. It is therefore quite properly called McDonnell’s Attack.

Another violent line of play is 5 P×Q, P×Kt, etc., Ghulam Khassim’s Attack. Almost too prodigal is the Wild Mazo: 5 B×P ch, K×B; 6 Kt–K5 ch, K–K1 (best); 7 Q×P, Kt–KtB3; 8 Q×P, P×Q; 9 Kt×KtB3, K×Kt1; 10 Castles, R×Kt5; 11 Q–K3, R×P, etc., holding his own.

5 . . . . P×Kt1

Or first, 5 . . . . P–Q4; 6 B×P, P×Kt1; 7 Q×P, Kt–KtB3; 8 Q×P, and White carries on his attack without respite.

6 Castles

Varying the programme, for the obvious continuation (which McDonnell adopted several times in the match) is 6 Q×P, as played in a game Marshall–Maroczy (Vienna Gambit, Tournament, 1903), which went thus: 6 . . . . P–Q4 (not 6 . . . . Q–B3; 7 Kt×Q, etc., nor 6 . . . . R–B3; 7 Q×P, etc., nor again 6 . . . . Kt–QB3; 7 Q×P, etc., but 6 . . . . Q–Q3, the most compact defence, e.g. 7 P–Q4, K×Kt1; 8 Kt×Q, P×Q, KtB3, etc., or 7 Castles, B–K3; 8 Kt×Q, P×Q, etc., holding his own well; 7 Kt×P (more efficacious than 7 B×P); 7 . . . . P–Q3; 8 Kt×P, Q–B3; 9 B×P (not 9 Castles, Q–Q5 ch, followed by 7 . . . . Q×B); 9 . . . . R–B3; 10 P–Q4, Kt–K2; 11 Castles, Castles; 12 Kt–Q5 (pretty); 12 . . . . Kt×Kt1; 13 Q×Q, Kt×Q; 14 B×B, QKt–Q2; 15 B×R, K×B; 16 P–K5, Resigns (16 . . . . Kt–Q4; 17 B×Kt, P×B; 18 P–K6, etc.).

6 . . . . P–Q3

If 6 . . . . P×P; 7 R×P, etc. but a more useful defensive measure would again be 6 . . . . P–Q3, with . . . . B–K3, etc.

7 Q×P
8 P×Q

A better line is 7 . . . . B–R3.

8 . . . . Q×P
9 B×P ch

An old motif, with some special points.

10 . . . . K×B
11 P–Q4

Putting the Bishop into action at high speed. It is quite clear that, being in a minority of two pieces, the attacker must rely on the speed of his troops to restore the balance.

10 . . . . Q×P ch
11 B×P

The point of points!

11 . . . .
12 B×B

Kt–B3

Trying to barricade the KB file, for if 12 . . . . K–K1; 13 QR–K1 ch, followed by 14 B–K5.

13 Kt–K4

There is much subtlety in White’s conduct of the attack. Much less convincing would be 13 B–K5, B–K2; 14 Kt–K4, R–Kt1, etc.

14 B–K5
15 R–Kt1

There is nothing better.

15 . . . . Q–R5 ch
16 Kt–Q6 ch

Very attractive play.

16 . . . .
17 Kt–Q4

If 16 . . . . B×Kt1; 17 R×Kt ch, followed by R×Q. But now the black King will be driven from pillar to post.

17 QR–K1 ch
18 . . . .
19 B×Kt db ch
20 Q–B5 ch
21 P–Kt3 mate.

221

White

DE LA BOURDONNAIS

(Paris, 1821)

One of those games which demonstrate that a King’s Gambit is a very hazardous undertaking, in which the safety of White’s own King is by no means assured.

1 P–K4
2 P–K4
3 R–K3
4 B–B4
5 Kt–K5

The Salvo Gambit, in which White refrains from sacrificing a piece (by 5 Castles, or otherwise), but in which the defender obtains dangerous counter-chances.

5 . . . . Q–R5 ch

Naturally! This move is already mentioned by Polerio in the 16th century, who bases his quotation on the games between the Portuguese Stacharia and the Spaniard Avalos.

6 K–B1
7 P–B6

Introdced into master practice by Cochrane himself, this move is the strongest continuation in this position, which in olden times was of frequent occurrence and much discussed. Here are two further examples of this variation: l’Abbé Roman-Jacques Rousseau, Môetiers Travers, 1770; 6 . . . . Kt–Q5; 7 P–Q4, P–Q3; 8 Kt–Q3, P–B6; 9 P–KKt1, Q–R6 ch; 10 K–B2, Q–Kt7 ch; 11 K–K3 (on this occasion the King is well equipped for flight); 11 . . . . Kt–Kt1; 12 Kt–K4, B–B3; 13 B–K3, Q×R; 14 B–Kt5 ch, P–B3; 15 B×P ch, P×B; 16 Q×Q, Resigns. (The great philosopher fell a victim here to a well-known variation.) The modern aspect: l’Ize-Reinlé, Murau, 1895; 6 . . . . B–Kt2 (a new attempt); 7 Kt×Kt, BP, P–Q4 (freedom at all costs); 8 B×P, B–Q5; 9 Q×Kt1, P–Kt6; 10 P–KR3, P–B6 (he could have plotted against the Queen by 10 . . . . B–K5, threatening 11 . . . . B–B7, but he prefers, with the text move, to hatch a conspiracy against the King); 11 K×R (his last carousel); 11 . . . . B×P (threatens 12 . . . . B×P mate), 12 R×B, Q×R (dreadful); 13 P×Q, P–Kt7 mate.

7 P–Kt3

After 7 P–Kt3, there is an express continuation by 7 . . . . P×P; 8 Q×P, Kt–KtB3;
222

White

ANDERSSEN

Black

NEUMANN

(Paris, 1865)

The following game is picturesque, on account of the mines and counter-mines in which it abounds.

1 P-K4
2 P-KB4 P×P
3 Kt-KB3 P-KKt4
4 B-KB4 B-Kt2

The most cautious continuation.

5 P×Q

Or, disclosing his intentions at once, 5 P-KR4 (Philidor's Gambit), or, more solidly, 5 Castles (Hanstein's Gambit).

6 P×P

Deciding on violence.

6 P-KR3

Or at once 7 P×P, P×P; 8 R×R, B×R, and only now 9 Q×Q (a trap); 9 P×Kt; 10 P×Kt, P×Kt (10 .... B×Kt2 or 10 .... K×B1 is necessary); 11 Q×Q, and White recovers his material with advantage. Other continuations: 7 Kt×B3, Kt×B3, etc., or 7 P×B, P×Kt, etc., are in favour of Black.

7 Kt×B3

After 7 .... P×Kt5 White would obtain the concerted action of his forces after 8 Kt×Kt1, Q×B3; 9 P×B, P×Kt4; 10 Kt×Qr3, Kt×Kt2; 11 Kt×Kt2, etc.

8 P×P

Showing his hand.

Useless would be 8 Q×Kt3, mainly because of 8 .... P×Kt5.

9 P×R

R×R

With the transparent menace (e.g. after 10 .... P×P or 10 .... P×Kt5) of 11 Q×R7, with a threefold attack against the KB, KKK7 and KB.

10 B×Kt2

11 Q×R7 K×B1

12 Kt×B3

Or 12 Q×R5, Q×Kt2, and Black has sufficient means of defence.

223

White

THOROLD

Black

WAYTE

(London, 1866)

In the following, White fondly imagines that he has an attack on the K file—until Black starts attacking in real earnest on the adjacent B file.
Creating some additional resources. If 7 P-QKt3, P-Kt5; 8 Kt-R4, P-B6, to Black's advantage.

More patient would be, first, 21 K-K2, e.g. 21 ... Kt x P; 22 B x Kt, R x B; 23 QR x K1.

21 ... P-B7 ch
Utterly changing the aspect of the battle.
22 K x P Kt x P
23 K-Kt2 Q-QB2
In a trice the centre of gravity is transferred from the K file to the KB file!
24 QR x K5 Kt x Q2
Well harried! If now 25 B x Kt, Kt x R; 26 R x Kt, Q-B3 wins, which is why White prefers to give up the exchange.
25 R x Kt Q x K R
26 Q-B2 R x R
27 B x R Q-K7 ch
28 K-Kt1 Kt x K4
Resigns

If the King takes to flight by 29 K-K1 to evade the threat 29 ... Q x Kt; 30 Q x Q, Kt-B6 ch, there follows 29 ... Kt-B5; 30 Kt x Kt, Q-B8 mate.

224
White

The Rev. G. A.
MACDONNELL
(About 1870)

Bird

In the furious attack which follows, mind triumphs over matter.

In the following flight draw the fortunes of war vary, for Black, having satisfactorily solved the problem of the opening (deferred protection of the gambit pawn by 8 P-Kt4), ventures later on a doubtful enterprise (15 ... Q x Kt), and then finds salvation as if by a miracle (21 ... Q x R ch). An original contest.

1 P-K4
2 P-K4
3 Kt-B3

The modern defence, which prepares for a clearance in the centre, enjoys an increasing reputation. Less precise is 3 ... P-Q4 at once because of 4 P x P, Kt x KB3 (4 Q x P; 5 Kt-B3, etc.); 5 B-K4 (instead of reverting to the continuation in the text by 5 Kt-B3); 5 ... Q x B3 (or 5 ... P-Kt; 6 B x Kt, Q x B; 7 Kt-B3, etc., and White is better); 6 Q-K2 ch, and White has secured a slight advantage in the opening.

18 P-KR4
19 P x P
20 K x P
21 K x R
22 K x R

A beautiful final stroke, quiet and compelling.

Resigns.

White

Black

RUBINSTEIN

YATES

(Hastings, 1922)

225

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18 P-KR4
19 P x P
20 K x P
21 K x R
22 K x R

A beautiful final stroke, quiet and compelling.

Resigns.
Less good would be to guard it directly by 7 ... B-Q3 (8 P—B4, Q—K3 ch; 9 K—B2, etc.); or to leave it unguarded by 7 ... B—Kt5 (8 B—P, etc.).

8 B—Q3
A lively line is 8 P—B4, Q—K5 ch; 9 K—B2, etc., or 8 ... Q—R4; 9 B—Q2, etc., or 8 ... Q—Kt4; 9 BxP, Castles; 10 B—K2, B—Kt5 ch; 11 K—B2, etc., with equalization.

The least restrained continuation is 8 B—K2, P—Kt4; 9 Castles, with manifold prospects for White.

8 ... P—Kt4
Threat: 9 ... P—Kt5 and ... QxKtP.

9 Q—K2
If 9 P—B4, Q—Q3.

9 ... B—KB4
Opposing a possible threat of 10 B—K4.

10 B—B
QxB

11 P—Kt4
Invoking 11 ... QxKtP, upon which 12 R—Kt1 would at last give White the attack for which he is looking.

The truculent measure in the text is intended to press the threatening mass of pawns, but the following shows more steadiness: 11 B—Q2, Kt—B3 (not 11 ... QxP; 12 R—QB1, etc., nor 11 ... P—Kt5; 12 Kt—K5, etc.); 12 Castles QR.

11 ... Q—Q2
With this astute retreat Black asserts his superiority, which would be far less palpable after 11 ... Q—Q2; 12 Q—Q, P—Q3; 13 P—Kt4, etc.

12 B—Q2
He rightly avoids 12 Kt—B3, P—Kt3; 13 P—B3, Castles QR, and Black dominates the situation.

12 ... Kt—B3
13 Castles QR Castles QR
14 P—Kt4 P—B3
15 P—B4 QxKtP

Having come out of the opening with flying colours, Black now needlessly embarks upon a hazardous expedition. He should, by 15 ... P—KR4, have stressed the rôle of his mobile chain of pawns.

16 P—P P—P
17 P—Q5 Kt—Kt5
18 Q—B Kt—Q6 ch
19 K—B2 Q—Kt1
20 Q—Kt6 ch K—Kt1
21 R—R3

Intent upon capturing the errant Knight, but Black finds a skilful and imaginative expedient to save himself from defeat.

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**STOLTZ**

**RELLSTAB**

(52minunde, 1932)

21 ... Q—R ch
22 KxQ Kt—B7 ch
23 K—K1 Kt—R
24 QxKt P—KR4

Black's advanced and united passed pawns compensate his material deficit.

25 B—B3 P—Kt5
26 Q—R4 KR—Kt1
27 Q—RP P—Kt6
28 B—Q4 QR—Kt1 ch
29 Kq—K2 QR—KB1
30 P—Q6

An ado riot measure.

30 ... P—P
31 Q—R6 K—R1
32 Q—QP R—Q1
33 Q—B5 R—B ch

Eliminating a dangerous piece.

34 Q—R P—K7
35 ... P—B6; 35 ... Q—Q5, R—KB1;
36 Q—Q6, etc.

35 Q—Kt1 R—Kt6

An exciting finish.

36 P—Kt4 P—R3
37 K—K2 P—B6 ch

(38 K—B2, R—R6; 39 Q—Q1, R—R8; 40 Q—Q8 ch, K—R2; 41 Q—Q4 ch, etc., with perpetual check.)

38 B—B4

The course of the following game, in the modern manner, runs on orderly lines. It demonstrates that even in the ultra-open

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**ANDERSSEN**

**KIESERITZKY**

(London, 1851)

Universally known as "The Immortal Game," this magnificent example of Anderssen's combinative powers is still without a peer in the annals of Chess.

"Every amateur should know it," proclaims Steinitz; "and admire it," adds Tarrasch; "but also criticise," claims Reti, whose objections, however, proved erroneous.

1 P—K4 P—K4
2 K—B4 P—P
3 B—B4

The Bishop's Gambit is less imaginative but more tenacious than 3 Kt—KB3.

3 ... Q—R5 ch

A relic check, a stillborn manoeuvre.

4 K—B1 P—QKt4

The Breyan Counter-Gambit. Instead of this lateral demonstration intended to sectionalize the attacker's impetus, many other schemes are available, e.g.:

(a) **Archaic Continuation:** 4 ... P—Kt4 (the classical defence); 5 Kt—Q3, B—Kt2; 6 P—Q4, Kt—K2; 7 P—Kt3 (McDonnell's Attack); 8 K—Q4; 8 K—Kt2, etc., to White's advantage.

(b) **Semi-modern:** 4 ... P—Q4; 5 B—P, P—Kt4, etc. (See the next game, Jackson-Lawrence.)

(c) **Modernised:** Goldwater-Treyzson (New York, 1936): 4 ... Kt—KB3; 5 Kt—KB3 (if 5 Kt—Q3, Kt—Kt5); 5 ... Q—R4; 6 P—Q3 (more energetic is 6 Kt—B3, P—Q3; 7 P—Q4, etc.); 6 P—Kt4; 7 Kt—B3, P—Q3; 8 Q—Kt1, P—Kt5; 9 P—K5, PxKt; 10 P—xKt dis ch, K—Q1;
11 Qb×P (disastrous; better is 11 B–Q5); 12 K×P, R–Kt1; 13 K–B1, P–Q×P (decisive); 15 B×P (or 15 Kt×P, B–Q4 ch; 16 Kt–K3, Q–B6, etc.); 15 ... B–B4 ch; White resigns.

5 B×P

Kt–Kt3

6 Kt–Kt3

Has nothing to do with the Queen away, for if 6 Kt–Qb3, Kt–B6; 7 Kt×Kt, B×Kt; 8 Q×P, Q×P; 9 R–B3, B×B; 10 K×B, Q–B3, White has prospects of a counter-attack, e.g. 8 Kt–Q5, Kt–Q5; 9 Kt–Q×P, K–Q1; 10 Kt–R, P–B6; 11 P–Q3, B–Q3; 12 B–B4, P–Q4; 13 B×P, B–Q3; 14 Q×Q, Kt–P×P; 15 K×Kt, Q–Q×Kt (drawing the King into a mating net); 16 K×Q, Kt–K6 dis ch; 17 K–R4, B–Kt6 ch; 18 K–R5, B–Kt5 mate; Schulten-Kieseritzky.

6 ... Q–R3

Easier would be 6 ... Q–R4 and ... P–Kt4.

7 P–Q3

Kt–R4

Here again 7 ... P–Kt4 is a more natural way of defending the gambit pawn.

8 Kt–R4

A subtle guard against 8 ... Kt–K6 ch, but 8 Kt–Q1 (or 8 K–B2) would be a blunder on account of 8 ... Q–Kt3 ch, followed by ... Q×B.

8 ... Q–Kt4

This simultaneous attack on two pieces proves illusory. Better would be 8 ... P–Kt4; 9 K–B5, Q–Kt3.

9 Kt–B5

P–Q3

In order at last to free the QP and to rid himself of the adverse KtKt1. There is nothing in 9 ... P–Kt4, because of 10 P–Kt4, Q–B3; 11 Kt–B3, and White maintains his advanced posts.

10 R–Kt1

This very profound sacrifice pursues without resistance the active policy inaugurated by White’s 8th move. The sequel is forced.

10 ... P–B

11 P–K4

Kt–B3

12 P–R4

Q–Kt4

13 P–R5

Kt–Q4

14 Q–B3

Threatening to win the encircled Queen by 15 B–P.

14 ... Kt–Kt1

15 B–P

Q–B3

16 Kt–B3

Here 16 P–K5 would lead to nothing after 16 ... Q–B3, whereas now White has forged two fresh threats in 17 Kt–Q5 and 17 Kt×P.

16 ... B–B4

Black seeks salvation in a counter-attack. Steadier, however, would be 16 ... B–Kt2.

17 Kt–Q5

A grandiose conception, giving up both Rooks when already one piece down. If 17 P–Q4, then not 17 ... B–P×P; 18 Kt–Q6 ch, etc., but 17 ... B–K2; trying to hold his own.

17 ... Q×P

Nearing the climax.

18 B–Q5 and here is the “immortal” sacrifice.

19 P–Q5, then not 18 ... Q×P ch; 19 K–Kt2, etc., nor 18 ... Q×P; 19 R–B1, Q×P ch; 20 K–Kt2, etc., but 18 ... Q–R6, with a stubborn resistance.

18 ... Q×R ch

After 18 ... B×P, White mates in four.

19 K–K2

B×R

If 19 ... Q×R (relinquishing the control of his KtKt2), White mates in two. A slight chance of a draw is afforded by 19 ... Q×Kt7, etc.

20 P–K5

With a renewed threat of mate in two by 21 Kt×P ch, K–Q1; 22 B–B7 mate.

20 ... Kt–Q3

In spite of many dangers, an obstinate resistance would result from 20 ... B–R3, e.g.: 21 Kt–B7 ch, K–Q1; 22 Kt×B (22 Q×Kt, Q–B6); 22 ... B×Kt (to prevent 23 B–B7 ch); 23 Q×Kt, Q–B6; 24 Q×Kt ch, Q–B1; 25 Q×Q ch, K×Q; 26 B–B8, P–R3 (best); 27 Kt–Q6 ch, K–Q1; 28 Kt×P ch, K–K1; 29 Kt×R, K×B; 30 Kt–Kt6 ch, K–B2; 31 P–B3, K–K3; 32 P–Q4, and White, with a valuable extra pawn, would win. But one sees that, after so many brilliant turns, the game might have had a more or less arid finish.

21 Kt×P ch

K–Q1

22 Q–B6 ch

A last exploit!

22 ... K×Q

23 B–K7 mate

A forced mate by three minor pieces against the full array of the black forces!

White 228

Black

E. M. JACKSON T. F. LAWRENCE

(London, 1897)

In the following game, played in the true spirit of the gambit, an organ of sacrificial combinations by White secures for him a well-deserved victory against a powerful opponent.

1 P–K4

P–K4

2 P–K4

B–Q2

3 B–Q4

P–Q4

4 B×P

Q–R5 ch

5 K–B1

P–Kt4

Combining the modern idea of 3 ... P–Q4 with the classical tradition. If 18 B–K3, Kt×Q (6 Q–K2, P–Kt3; 7 P–Q4, etc.) or 5 ... Kt–K2 (6 Kt–Qb3, P–Kt4; 7 Kt–Kt2, Q–R4; 8 P–R4, etc.), but the move most likely to free his game is 5 ... Kt–B3 (e.g. 6 Kt–Q3, B–QKt5; 7 B–Kt3, Kt–B3; 8 Kt–B3, Q–R4, etc.).

6 Kt–B3

This direct attack could be deferred and the game continued by 6 P–Q4 or 6 Q–B3, or—most effectually—by 6 P–Kt4 (Tchigorin’s Attack).

6 ... Q–R4

7 P–K4

Kt–Kt5

8 P×P

B–Q2

He avoids the plausible 8 ... P–Kt5 (8 B×P ch, Q–B; 9 Kt–K5, Q–Kt2; 10 Q×R ch, etc.—Sandaers’ Attack).

9 P–B2

P–Kt5

Kt–B3

10 P–Q3

Castles

A preparatory move, 10 ... P–Q3 (11 B–Kt3, Castles, etc.), is to be recommended.

11 Q×P

A bold conception. He avoids wasting time on measures of secondary importance, for if 11 Kt–B3, P–B3; 12 B–Kt3, P–Kc6 ch; 13 K–K1, B–Kt5; 14 Q–Q2, P–B6, etc.

11 ... B×P

12 Kt–Q2

13 Q×B

A positional sacrifice of the exchange. In return for the exchange, so gracefully given up, White dominates the long black diagonal completely denuded of its nature’s defenders.

13 ... Kt–Q2

14 Kt–B4

Instead of the commonplace 14 Qb×P, Kt–Kt3; 15 B–QKt3, B–K3, etc., White, in a subtle manner, weaves fresh web around the hostile position.

14 ... P–B3

Having neglected this useful measure on the 10th, 11th, and again on the 13th move, Black decides to carry it out at a tactically inopportune moment.

15 Kt–K6

A beautiful stroke, which turns to account the momentariness of Black’s QB.

15 ... P×Kt

(16 Q–Q7 mate) as well as 15 ... P×Kt (16 B×P ch, Kt–B2; 17 Kt–Q6, etc.), Black tries for counter-chances.

16 K–K1

Of course not 16 K×P, Q–Kt5, etc., nor 16 B–P×P, P×Kt, with check.

16 ... P×Kt

17 B×P ch

R–B2

After 17 ... Kt–B2, White has the same reply as in the text.

18 ... R–B3

Ingenious, but inadequate.
500 MASTER GAMES

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5 B × Kt

A fierce attempt to obtain some practical chances, for if 17 P × B, Kt—K5; 18 Q × Q, R × Q; 19 B × Kt, P × B; 20 R × B, Kt—R4, and the ending would be hopeless for White owing to his many weaknesses.

17 B × QP

Suppose, and calculated to a nicety.

18 B × Kt

White has no choice, otherwise there follows 18 ... P—KR3; 19 B × P, Kt—K5 breaking up all attacks and remaining with an extra piece.

16 B × Kt

B × Kt

A fierce attempt to obtain some practical chances, for if 17 P × B, Kt—K5; 18 Q × Q, R × Q; 19 B × Kt, P × B; 20 R × B, Kt—R4, and the ending would be hopeless for White owing to his many weaknesses.

17 B × Kt

The Restricted Bishop’s Gambit, the resources of which must not be underestimated.

3 P—Q4

The most incisive reply. Far less useful is 3 ... Q—R5 ch; 4 K—B1, etc., or 3 ... P—Kt4; 4 P—Q4, P—Q3; 5 P—K4, etc., or 3 ... Kt—K2; 4 P—Q4, or again, 3 ... Kt—Q3; 4 P—Q4, or, finally, 3 ... P—KB4; 4 P—K5, P—Q3; 5 P—Q4, etc.

4 P × P

Kt—KB3

More restful than 4 ... Q × P; 5 B—B3, etc.

5 P—B4

A more solid continuation is 5 Kt—KB3.

5 ... Kt—Q3

He now either recovers his pawn or obtains an advantage in development.

6 P—Q4

B × Kt5 ch

A very subtle intermediate check. After 6 ... P × P; 7 B × P, P × P; 8 B × P, Kt—Q3 ch; 9 Kt—B3; Castles; 10 Kt—K2, Kt—KB3; 11 Castles, Kt—Q2; 12 Q—K1, etc., White would have the last word.

7 K—B1

He is afraid of ghosts. If 7 Kt—B3, then 7 ... Kt—K5; would certainly have caused damage. But the simple 7 B × Q, would maintain the balance, e.g. 7 ... Kt—K5; 8 Kt—KB3, or 7 ... B × B; 8 Q × B, etc.

7 ... P × P

8 B × P

More consistent would be 8 P—B5.

8 ... P × P

The great expert in simplification finds the right continuation. If 8 ... Castles; 9 P—B5, with complications.

9 B × Kt

Sancta amplius. White’s hallucination consists in thinking that his great opponent loses a piece by a check on the Q side (9 ... R × B; 10 Q × R ch, followed by ... Q × B), whereas it is a case of a well-calculated enterprise. He should therefore have made the best of 9 B × BP, Castles, etc., with the white position slightly disarranged, but defendable.

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KING’S GAMBIT

Technically, a noteworthy feature of the game is the fertile use made by Black of intermediary moves (6 ... B—Kt5 ch; 9 ... Kt—Q4; 13 ... P—QK4).

1 P—K4

P—K4

2 P—KB4

P × P

3 B—K2

White has no choice, otherwise there follows 18 ... P—KR3; 19 B × P, Kt—K5 breaking up all attacks and remaining with an extra piece.

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White Black

SPIELMANN BOGOLJUBOW

(Carlsbad, 1923)

In the following game, Black’s frontal attack is conducted with great skill; a noteworthy feature is the energy he displays on the adjacent K and KB files.

1 P—K4

P—K4

2 P—KB4

P × P

3 B—Kt4

Kt—KB3

A modern line of defence, which, however, is more effective against White’s 3 Kt—KB3. If 3 ... P—KB4; 4 Q—K2, and if 3 ... Kt—Q3; 4 P—Q4. Finally, if 3 ... Kt—K2; 4 Kt—Q3, P—Q3; 5 Q—K2, with a clear advantage to White.

4 Kt—Q3

If 4 P—K5, P—Q4.

4 ... P—B3

Seeing that 4 ... P—Q4 remains inadmissible, Black adopts an old continuation called the Chinese Variation, because it was played in a correspondence game, Shanghai-Chefoo, about 1824. It aims, eventually, at a lateral offensive.

If 4 ... B—Kt5; 5 P—K5, P—Q4; 6 B—Kt5 ch (and not passively 6 B—Kt3, Kt—K5, etc.); 6 ... P—B3; 7 P × Kt,

P × B; 8 Q—K2 ch, etc., and White has the better game.

Finally, if 4 ... Kt—B3; 5 Kt—B3, B—Kt5; 6 Kt—Q5, and White holds his own.

5 P—Q4

Better would be 5 B—Kt3. But the most stubborn continuation is 5 Q—B3, Q—K2; 6 Kt—K2, P—QKt4; 7 B × P, P × B; 8 P × Kt, Q × P; 9 Q × R, B × B; 10 P—Q4, B × P; 11 B × P, etc., with advantage to White. Or 5 Q—B3, P—Q4; 6 P × P, B—Q3; 7 P—Q3, B—Kt15; 8 Q—B2, etc., and White has the better game.

5 ... B—Kt5

Reviving the threat against White’s KP. But 5 ... P—QKt4 would be of no value, because of 6 B—Q3.

6 Q—B3

P—Q4

Black goes squarely to work. After 6 ... Castles; 7 B × P, Kt × P; 8 Kt—K2, White could manage to consolidate his position.

7 P × P

Castles

Foreshadowing intensified action on the open K file.

8 Kt—K2

Blocking the critical file as best he can; 8 P × P, Kt × P would further Black’s development.

8 ... P × P

Thus Black’s fourth move shows a good return.

9 B—Q3

B—Kt5

10 Q × B

P × B

By this seemingly premature exchange, White will in the end be prevented from castling, for if 11 B × B, R—K1, and White still cannot castle.

11 K × B

Kt—B3

12 B—K3

R—K1

13 KR × K1

In order to effect artificial castling by R—B3, followed by K—B1.

13 ... K × K2

 Threatening, eventually, 14 ... Kt × P;

15 Q × QKt, B—B4, etc.

14 R—B3

Q—Q1

15 K—B1

R—Q3

16 Q × R

Or 16 K × Kt1, R × K3 (an imposing array of heavy artillery); 17 B—B2, B × Kt; 18 P × B, Kt × K5, and Black has a dominating position.

An abortive attempt to take the second player by surprise. “You cannot give a world champion the odds of a pawn” was the summary judgment of a contemporary critic.
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White

SPIELMANN

MÖLLER

(Göteborg, 1920)

A very beautiful sacrifice of the Queen—White’s forces meanwhile displaying a prodigious activity—gives this game a character of its own. Named “the Knight of the King’s Gambit,” the master Spielmann celebrates here a well-merited triumph.

1 P—K4
2 P—KB4
3 Q—B3

The Hungarian Gambit, introduced into master practice by Charousek and Breyer, two of the most original and independent minds amongst chess players of all time. Another continuation of paradoxical appearance is 3 Kt—QB3, as played in a game by correspondence in 1934, Keres-Tolstoi: (3 Kt—QB3) B—Kt5 (the best is here 3 ... Q—R5 ch at once, 4 Kt—K2, P—Q4; 5 Kt—Kt5, B—Kt15 ch; 6 Kt—B3, etc.); 4 Kt—Q5, Q—R5 ch; 5 Kt—K2 (in the Steinitz manner); 5 ... B—Q3; 6 Kt—K3, Q—Kt5; 7 P—Q4, Kt—K2; 8 Kt—B3, P—QKt3; 9 K—B2, Kt—Kt3; 10 Kt—K2, Kt—K2; 11 P—KtK, P—Q4; 12 P—P, Kt—K2 (he should have played 12 ... P—Q3); 13 Kt—Kt5, Kt—K2, P—Q4.

23 K—B1
24 B—B6
White’s game now rapidly goes downhill.

25 P—Q5
26 R—Q1
27 P×R
28 R×R
29 R—Q6
30 K—K12

Resigns.

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King’s Gambit Declined

White

RUBINSTEIN

HROMADKA

(Mährisch-Ostrau, 1923)

The brilliant tactics in the following impressive game are reminiscent of Morphy. But on closer examination we can also enjoy the high strategy of the modern firm, profound ultrilateral—adapted to the exigencies of the open game.

1 P—K4
2 P—K4

And so, in this technocratic age, we see the King’s Gambit still being played.

2 B—B4

But also that it is preferable not to accept it. If 2 Kt—B3; 3 Kt—KB3, Kt—P6; 4 P×P, Kt—K4; 5 P—Q4, etc., assuming the initiative. The most independent line of play is 2 ... P—Q4 (3 K×P, P—K5: Falkbeer’s Counter Gambit).

19 R—R3
20 R—Q3
If 19 ... R—Q3; 20 R×P, etc.

21 B—Q1
22 Kt×Q
23 P×P
24 B—K2
25 B—B4

An original capture of the Queen.

21 ... Q—R4
22 Kt×Q
23 P×P
24 B—Q3
25 B—Q4

In search of an asylum. If 25 ... K—B1; 26 Kt×Q.

26 R—Kt1
27 P×Q
28 Kt—K5
A beautiful final stroke.

28 ... Resigns.
3 Kt—KB3  P—Q3
4 Kt—B3
The same position can arise from a Vienna Opening.

4        Kt—K3
If, first, 4 Kt—QB3; 5 B—Kt5 is strong.

5 B—B4
White's last two moves are often played in inverted order: 4 B—B4, Kt—KB3; 5 Kt—B3; 6 P—Q3, which is hardly adequate enough, e.g. Tchigorin-Burn, Ostend, 1906: 6 (P—Q3), Castles; 7 Q—K2, R—K1; 8 P—B5, P—Q4; 9 Kt—Kt5, B—P; 10 B—Kt5, P×P; 11 P×P, B—Q2; 12 Q—B4, Q×Q; 13 Q—Kt5, B—B7 ch; White resigns—a débâcle.

5        Kt—B3
The alternative is 5 P—B3.

6 P—Q3  B—Kt5

7 P—K3
Initiating a bold and ingenious plan. But as Black could have evaded it, the most telling move is 7 Kt—Q4.

7        B×Kt
8 Q×B  Kt—Q5
The fighting becomes fast and furious. More prudent is 8 . . . P×P.

9 Q—Kt3
Alea jacta est. 9 Q—Q1 would be pusillanimous, and Black would obtain the initiative after 9 . . . P—B3, followed by . . . P—QKt4.

9        Q—K2
The crucial point. He wishes to bring his King into safety by . . . Castles QR, as the acceptance of the Greek gift would be damaging, e.g. 9 . . . Kt—Pch; 10 K—Q1, Kt×R; 11 Q×P, K—Q2 (or 11 . . . R—KB1; 12 P×P, P×P; 13 B—Kt5, B—K2; 14 R—B1, etc., with overpowering threats); 12 P×P, P×P; 13 R—B1, B—K2; 14 B—Kt5, and White's attack gains in impetus.

But is also 9 . . . Castles; 10 P×P, P×P; 11 B—Kt5, Kt×Pch; 12 K—Q1, etc. But he could have avoided all trouble by 9 . . . P×P.

10 P×P  P×P
11 K—Q1  P—B3

12 P—Q4
The counter-thrust 12 . . . P—QKt4 must be prevented.

12        R—Kk1
13 R—B1
Initiating a lasting pressure on the KB file. 13 B—Kt5 would not be good, because of 13 . . . P—R3.

13        P—K3
Instead of this over-cautious measure, he should play 13 . . . Castles. For, while White's threats of 14 B—Kt5 (P—K3); 15 B×Kt, P×B; 16 Q—R2, P—K4, etc.) and 14 Q—R4 (14 . . . K—K3; 15 QB×P, R—R1, etc.) are ephemeral.

14 Kt—K2
Castles
Simpler would be 14 . . . Kt×Kt; 15 K×Kt, Castles.

15 K×Kt, Castles.

16 P—Kt  B×Kt
16 . . . P×B?
17 P—R3
A splendid move, which gives White a formidable initiative.

17        Kt×Kt
18 B×Kt  Q—K4
19 B—K2  K—K1
Protects the QR, by which the threat of 20 . . . Kt×P becomes real.

20 R—B3
High strategy, based on bilateral objectives. The threat of Q—B2 thus gains in power, for White pressure will be not only diagonal (towards QR7), but also vertical (towards KB6).

Much less intensive would be 20 Q×B at once, as after 20 . . . Kt×B neither 21 B—KRP, P×B; 22 Q×Kt, R×Kt, etc., nor 21 Kt—Kt4, R×Kt, etc., would lead to anything.

20        Kt×Q

21 B—K1
He refuses to allow his opponent to fish in troubled waters after 21 P×Kt, P—K5; 22 B—B4, P×B, etc.

21        Kt—B5
He continues to play with fire. Better would be atonement by 21 . . . Kt—B3.

22 . . . B—K1
23 P—Kt3
Skilfully conquering the KB file.

23        Kt×RP
24 R×P  Q—Q3
Hopelessly would be liquidation by 24 . . .

25 Q×Q  Kt—K6
A thunderbolt.

25        B×Q
26 P—R6
If 25 . . . Q×Q; 26 P×P, P×B
27 Q—Kt, K—Kt1; 28 QR×P, ch, K—B1; 29 B—R6, and wins.

26 . . . B—Q2
27 B×Q  R—B7 ch
28 Q×Q
Simplest, as White remains with an extra piece.

28 . . . Kt×Q
29 B—B5  Resigns.

White 233
Black

SPIELMANN  SCHLECHTER
(Ostend, 1906)

In the following game an elegant Queen sacrifice for two minor pieces changes the whole aspect of the game, without, however, leading to a definite conclusion.

1 P—K4  P×K
2 B—B4  Kt—B3
3 P—Q3  B—B4
4 Kt—Q5  P×Q
5 B—Q4

By a skilful transposition of moves, White has avoided the risks of the King's Gambit Accepted. Here he need not fear 5 . . . Kt—K5; 6 P—B5, Kt—B7; 7 Q—R5, and White has the more enduring chances.

5 . . . . Kt—B3
6 Kt—B3  B—K5
Here 6 . . . B—K3 is more solid.

7 Kt×Q
More effective than 7 P—Kt3.

7        P×P
Let us examine Black's choice of moves:

(a) 7 . . . B×Kt; 8 Q×B, Kt—Q5; 9 Q×Kt, B—Q2; 10 B—B4; K×B; 11 Kt×B, P×Kt; 12 P×P, with a fine attack); 9 . . . K×P ch; 10 K—K1, Kt×R; 11 P×P, with considerable complications.

(b) 7 . . . Kt—Q5; 8 Kt×B, P×Kt; 9 P×B (9 P×P, K×Q2); 9 . . . Kt×Kt; 10 P×Kt, B—R4; 11 KQ—Q2, Q—Q3; 12 P×P (if 12 P—B5, P—KKt3); 12 . . . K×Q; 13 P—B4, Q—Q2; 14 Q—K2, etc., with advantage to White.

(c) 7 Kt—K3; 8 Kt×B, P×Kt; 9 P—B3, etc.

(d) 7 . . . Kt—Q2; 8 Kt×B, Kt—Kt1; 9 Castles, etc.

(e) 7 . . . P—Q3; 8 Kt×B, P×Kt; 9 P—Q4, etc.

(f) 7 . . . Q—K2 (in preparation for . . . Castles QR); 8 Kt×B, P×Kt; 9 Castles, etc., with equal chances, so that this would be the best course to take.

8 Kt×B  P×K
9 B×P  Kt—K4
10 B—K3
The two active Bishops on an unobstructed field give White the advantage.

10 . . . . Castles
After the immediate attempt 10 . . . Kt—K4; the catastrophic sequel could be 11 Kt×Kt (à la Légall); 11 . . . B×Q; 12 B×Pch, K—K2; 13 B×Pch, K—B3; 14 Castles, K×Kt4; 14 . . . K—Kt4; 15 B—K3 ch, K—R5; 16 QR×B, Q—K2; 17 Kt—B3 ch, K—Kt5; 18 K—B2, threatening 19 P—R3 mate); 19 R—B5 mate.

11 Castles  Kt—K4
Here again this attempt should fail, but after 11 . . . P×QKt; 12 B—Q5, Q—Q3; 13 Q—Q2, White remains master of the field. (Diagram. See p. 300.)

12 Kt×Kt
This Queen sacrifice brings a more than satisfactory return.

12 . . .
13 Kt×P  R×Kt
If 13 . . . Q—R5; 14 Kt—Q8 dis ch, R—B2; 15 R—R, etc., and if 13 . . . Q—K2; 14 B—KKt5.
In this game the numerous—i.e., easy—sacrifices by White illustrate the multifarious dangers of the black King’s castled position, weakened as it is at various points, such as his KB2 (14 Kt×P), the focal point at his KB3 (16 R×Kt), and his exposed KR3 (19 B×P), etc.

1 P×Kt  P×Kt
2 P×KtB  B×B
3 Kt×KtB  P×Q3
4 P×P  P×P

In conjunction with White’s next move, this, the Marshall Attack, is realised with even greater precision by playing first, 4 P×B, e.g.: (a) 4 ... Kt×KtB3; 5 P×P, P×P (not 5 ... Kt×P; 6 Q×R4 ch; 6 Kt×P, etc., as in the text. (b) 4 ... B×KtKt5; 5 P×P, P×P; 6 Q×R4 ch; 7 Q×B2, etc. (c) 4 ... Kt×P; 5 BP×P (but not 5 KP×P, Q×K2; 6 B×B4, Kt×KB3, etc.); 5 ... Q×P×P (not 5 ... BP×P; 6 Q×R4 ch, followed by Q×KP); 6 P×Q, etc. (d) 4 ... Kt×Q3; 5 B×Kt5, B×Q; 6 P×Q, etc. (e) 4 ... B×Kt3; 5 B×Q3, Kt×Q3; 6 B×B2, etc.

4 ... P×P
5 P×B3  Kt×KB3
Black has a choice of moves here, e.g.: (a) 5 ... Q×K2; 6 P×Q. (b) 5 ... B×Kt5; 6 Q×R4 ch (an adroit check); 6 ... P×Q, 7 Q×B2, and White will have the better game. (c) 5 ... P×B4; 6 P×Q (less good is 6 P×P, B×B; 7 Q×Q, P×P; 8 P×P, B×Kt3); 6 ... KP×P, 7 B×B4, BP×P; 8 Kt×K5, Kt×KB3; 9 Kt×B7, Q×K2; 10 Kt×R, and White must win.

(d) 5 ... Kt×Q3; 6 B×Kt5 (less sound is 6 P×Q4, B×Kt3; 7 B×Kt5, Kt×B3; 8 Kt×P, Castles, etc., with sacrifices looming ahead); 6 ... Kt×B3; 7 Kt×P, Castles; 8 Kt×B3, Kt×P; 9 P×Q4, B×Q3; 10 Castles, etc., with good prospects for White.

6 Kt×P
An alternative plan is 6 P×Q4, P×P; 7 P×K5, etc.

6 ... Castles
Or 6 ... Q×K2; 7 P×Q4, B×Q3; 8 Kt×B3, Kt×P; 9 B×K2, Castles; 10 Castles, P×Q4; 11 QKt×Q2, and White has a slight advantage in space. A blunder would be 6 ... Kt×P; 7 Q×R4 ch, followed by Q×Kt.

7 P×Q4  B×Q3
8 Kt×B3
A wise retreat. White seeks the conquest of the centre, and not merely the gain of a pawn. If 8 ... Q×Kt, B×Kt; 9 P×B, Kt×Kt5, and if 8 ... B×Kt; 9 P×B, Kt×P; 10 B×Kt, Q×R5 ch; 11 Kt×B1, Q×B, with advantage to Black.

8 ... Kt×P
9 B×Q3  R×Kt1
After 8 ... Kt×Kt3; 10 Castles, B×Kt5; 11 QKt×Q2, P×B4; 12 Q×B2, etc., White has the greater mobility.

10 Castles  P×Kt3
But here the fear of ghosts causes Black to weaken his King’s field. He could have maintained his outpost at K5 by calling up his reserve cavalry by 10 ... Kt×Q2, followed by ... QKt×B3. For if then 11 B×Kt, R×B; 12 Kt×Kt5, R×Kt2; 13 Q×R5, P×Kt3; 14 Kt×P, Q×Kt1, Black can withstand any storm. White would therefore have replied to 10 ... Kt×Q2; by 11 QKt×Q2.

11 QKt×Q2  Kt×Kt3
12 Kt×B4  Fighting for the strategic point K5.
12 ... P×B4  Undermining the hostile centre.
13 Kt×(B3)×K5  P×P
If 13 ... B×K3; 14 Kt×B×Q, Kt×Kt1; 15 B×P, etc.
14 Kt×P  A break-up sacrifice.
14 ... K×Kt 15 Q×R5 ch  K×Kt1
If 15 ... K×B1; 16 B×P.

16 R×Kt  A fresh surprise.

16 ... P×R
Not 16 ... Q×R; 17 Q×R ch, etc., nor 16 ... P×R; 17 Q×Kt6 ch, etc.

17 R×B1  R×R ch
18 B×R  B×B1
19 B×P  Q×B3
19 Or 19 ... P×B; 20 Q×Kt6 ch, B×Kt2; 21 Kt×Q6, Q×B3; 22 B×B4 ch, K×Kt1; 23 Kt×B7 ch, K×Kt1; 24 Kt×Kt5 dis ch.

20 B×Kt5  Q×B4
21 Kt×Q6  This fresh sacrifice allows White to riddle the hostile position before the consolidating move ... B×K3.

21 ... K×B4
22 B×B4 ch  B×K3
23 R×Kt1  Winning the Queen by force, for if 23 ... Q×K5; 24 Q×K8 ch, K×R2; 25 B×B, etc., and if 23 ... Q×K4; 24 Q×K8 ch, K×R2; 25 B×Q ch, wins.

23 ... Q×R ch
24 B×Q  Kt×Q2
25 B×Q  Kt×B1
26 P×P  B×Kt2
27 Q×B3  Kt×K3
28 B×Kt1  K×Kt1
29 P×Kt4  A new and decisive wave of the attack.

29 ... P×Kt4
30 Q×B6  B×B1
31 B×R7 ch  The sixth sacrifice.

31 ... K×B
32 Q×B ch  Kt×Kt2
33 B×P  Resigns.
White

Black

ROSANES ANDERSSEN
(Breslau, 1862)

The opening phase of the following game illustrates the basic idea of the Falkbeer Counter Gambit, which is the speeding up of Black's pressure on the K file, even at the cost of sacrifices. Later on there is a fine attack—crowned by a beautiful sacrifice of the Queen—against the castled King on the Q side.

1 P—K4
2 P—KB4

With this counter-thrust in the centre, Black foreshadows the coming struggle for the initiative.

3 P×Q P—K5
The Counter Gambit par excellence! If 3 .... P×P; 4 Q—B3, and if 3 .... P×Q; 4 Kt—Q3, and White retains the advantage of the first move.

4 B—Kt5 ch
A compromising check, as by maintaining his extra pawn White will afford his opponent a chance of an easy attack. The soundest procedure is to undermine the opposing outposts at once by 4 P—Q4. Less consistent are other continuations, e.g. 4 Kt—Q3, B—KtB3; 5 P—Q3, B—QKt5; 6 P×P (if 6 P×Q, P—K6; 7 B×P, Castles, and the attack makes up for the two pawns lost); 6 P—Q4, Q—K2; 7 B—K2, Castles, and Black has most of the play. Or 4 Q—Q2, Kt—Kb3; 5 P—Q3, B—Q4 (if 5 .... Q×P; 6 Kt—Q3, B—QKt5; 7 B—Q2, B×Kt; 8 B×B, etc., with advantage to White); 6 P×P, Castles; 7 Kt—Q3, R—K1, and Black's resources are not to be despised, although he is in a minority of two pawns.

4 .... P—B3
5 B—Q2; 5 Q—K2, and White is better off.

5 P×P
The most sustained line of play.

6 Kt—Q3
The only consolidating move is 6 P—Q3.

6 ....
7 Q—K2
If 7 Kt×Kt—Q2, Q—K3.

17 ....
Q×P
Sacrifice of the Queen for only one pawn. White is lost.

18 P×Q
R×P
19 B—K1
B—K6 ch
And mate next move.

In the following fine game, Black makes a piece "en prise" as early as the eighth move (8 .... Castles), in order to gain an important tempo for his attack.

The way in which this attack unfolds on the adjacent K and KB files, and later on the Kt file as well, is most impressive.

1 P—K4
2 P—KB4
3 K×P
P—Q3

Immediately undermining the adverse outpost.

4 Kt—K3
If 4 .... Q×P; 5 Q—K2, to White's advantage. But if 4 .... P×P, then not so much 5 Q×P (5 .... Kt—KB3; 6 Kt—Q3, B—Q4, etc.), as 5 B×P (e.g. 5 .... Q×P; 6 Kt—Q3, Q—K3 ch; 7 Kt×Kt—Q2, Kt—K3; 8 Castles, Q×Kt ch; 9 K—R1, and White has the superior mechanism).

5 P×P
Another plan is to continue the siege of the advance pawn by 5 Kt—Q3 or 5 Q—K2.

5 ....
Kt×KPt
With the threat of 6 .... Q—R5 ch.

6 Kt—K3
The frontal attack by 6 Q—K2 is easily mastered after 6 .... Q×P; 7 Kt—Q2, B—Q5; 8 Kt×Q, K×Kt (an intermediary manœuvre, far more useful than 8 .... Kt×Q; 9 B—Kt2, etc.); 9 P—B3, B—K2; 10 B—K2 (threatening to win a piece by 11 P×P, etc.); 10 .... B×P (11 B—R5 ch; 11 K—Q1); 11 Kt×Kt, P×Kt; 12 B×P, B—R5 ch; 13 K—B1, Castles, and Black obtains the attack.

6 ....
B—Q4
Black's main asset is his domination of the open diagonal. If 6 .... B—KB4; 7 B—K3.

7 Q—K2
After the plausible 7 B—Q3, Black continues in sacrificial style: 7 .... Castles; 8 B×Kt, R—K1, etc., with a winning attack.

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White

Black

SPIELMANN TARRASCH
(Mährisch-Ostrau, 1923)

A challenging sortie. Other continuations have proved unsound, e.g.:

(a) 7 .... B—B7 ch; 8 K—Q1, Q×P ch;
7 Kt×Q, P—B4; 10 Kt—B3, etc.

(b) 7 .... P×B; 8 B—K3, etc.

(c) 7 .... Q×P; 8 Kt×Q, P—B4;
9 Kt×B, Q—K3; 10 Kt×Kt, P×Kt; 11 Q×P, etc.

(d) 7 .... Castles; 8 Q×Kt, R—K1;
9 Kt—K5, P—KB3; 10 B—Q3, and wins.

8 P×Kt4
An impulsive move, which will have untoward consequences. He should have recognised the futility of any attempt at gain and sought equalisation by 8 B×Kt.

8 ....
Castles
A brilliant retort.

9 P×B
R—K1
The first move of a formidable frontal attack.

10 B—Kt2
If 10 Kt—K5, Q—R5 ch, and if 10 Q—Kt2, Q×P; 11 B—K2, Q×Kt; 12 Kt—B3, Q×B, with overwhelming pressure.

10 ....
Kt—Q2
11 Kt—K5
K×R
12 B—Kt
Kt—Q2
Not at once 12 .... P—KB3, on account of 12 .... P×B; 13 P—Q6, e.g. 13 P×Kt; 14 Q—B4 ch, followed by Q×B, or 13 .... P×P; 14 B—Q5 ch, K—B1; 15 Q×R, etc.

13 Kt—Q3
P—KB3
14 Kt—K4
Or, e.g. 14 B—Q2, P×Kt; 15 Castles, P×B; 16 Q—B4, Q×B, and his advantage in material is safeguarded.

14 ....
P×Kt
15 Kt×B
Kt×Kt
16 P×B
Q×R ch
17 K—B1
Or 17 K—Q1, Q×Kt ch, followed by .... Q×Kt.

17 ....
R—KBl
Shifting the attack.

18 K—Kt1
Or 18 Q—B3, Q—B5 ch; 19 K—Kt1, Q×B, P×B, etc., or 18 P—B6, Q×Kt, etc.
Or, finally, 18 P×Kt, R×P ch; 19 K—Kt1, Q×Kt ch, K—Kt1; 20 B—K3, Kt—K5, forcing the decision.

18 ....
B—B4
500 MASTER GAMES

18 ..... Q—Q5 ch
More precise than 18 ..... R×P.

19 B—K3
Or 19 Q—K3, Q—Q8 ch.

19 ..... Q×KP
20 R—K1
21 Q—B4
22 B—K4
23 B—Q4
24 R—K2
Of course not 24 ..... R×B; 25 R×R, R×R; 26 B×P ch.

25 B×Kt P×B
Black’s pressure on the K and KB files has resulted in the opening of the KKt file with decisive results.

26 P—KR3
Or, e.g. 26 R—K1, R—Kt1 ch; 27 K—R1, Q—B6 ch; 28 B×Q, R×R ch, with mate to follow.

26 ..... R—Kt1 ch
Resigns
(27 K—R1, Q—KB8 ch, followed by mate.)

BOOK II

SEMI-OPEN GAMES

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TCHIGORIN WALBRODT

(Nuremberg, 1896)

Loss or sacrifice of a piece? The manner in which White demonstrates that 5 Q—K2 is a sacrifice—and a sound one at that—is very pleasing.

1 P—K4 P—K4
2 P—KB4 P—Q4
3 Kt—KB3
A solid continuation.

3 ..... QP×P
4 Kt×P B—Q3
Other more or less ingenious tries are:
(a) 4 ..... Kt—Q2; 5 P—Q4, P×P e.p.; 6 Kt×Q, etc.
(b) 4 ..... Kt—QB3; 5 B—Kt5, Kt—B3;
6 Q—K2, etc.
(c) 4 ..... Kt—KB3; 5 P—Q4, P×P e.p.; 6 B×P, etc.

5 Q—K2
A deep conception! 5 P—Q4, P×P e.p.; 6 B×P, etc., would be playable.
Very bellicose is 5 B—B4, as in Anderssen-Schaligopp, Berlin, 1864: 5 (B—B4) B×Kt; 6 P×B, Q×Q (instead of hunting for pawns, he should play 6 ..... Kt—QB3; 7 Q—K2, B—B4; 8 B—Kt5, Kt—K2, etc.); 7 Q—K2, K×Q; 8 P×Q, Q×Q; 9 Kt—B3, Kt—KB3; 10 B—K3, Q—Q1; 11 Castles, P—KR3; 12 B—B5, QKt—Q2 (plausible, but fatal); 13 Q×P ch, Kt×Q; 14 B×P mate.

5 ..... Q—K2
6 Q×P P—KB3
7 P—Q4 P×Kt
A meticulous player would prefer 7 ..... B×Kt.

8 B×P P—B3
If, hoping for counter-play, 8 ..... Kt—KB3, there follows 9 Q—K2, Castles;
10 P×B, Q×P; 11 Q—B4 ch, B—K3;
12 Q—B5, and White, having recovered his material, has an extra pawn.

9 B—QB4 B—B2
10 Castles B—K3
11 B—Kt5
Maintaining the attack very prettily.

11 ..... Q×B
If 11 ..... Q—Q2; 13 Kt—Q2.

12 B×B Kt—KR3
After 12 ..... Kt—K2; 13 Kt—B3, White’s game also remains superior.

13 B—B8 Kt—Q2
14 B×P K—K2
15 B×P QR—KB1
He already has four pawns for his piece, with a clear advantage.

16 Kt—B3 R×R ch
17 R×R R—KB1
18 Kt—Q5 ch K—Q1
19 Kt—B4 R—K1
20 Q—Q5 Q—K2
21 B—Kt5
A vacating manœuvre. White’s pieces develop astonishing power.

21 ..... P—Kt4
22 Q—R8 ch B—Kt1
23 Kt—Q5 Q—K3
24 B×Kt K×B
25 Q—Kt7 ch
And wins. 25 ..... K—Q1; 26 Q×B ch, Q—B1; 27 Q—Q6 ch, Q—Q2; 28 Q×Q ch, K×Q; 29 Kt—B6 ch, etc.)
16. FRENCH DEFENCE

White       Black
FALKBEER  ST. AMANT
(Birmingham, 1858)

The first object of a player, be he master or amateur, is to castle as soon as possible, unless he has some other and more complicated aim in view. The failure to do this is the cause, in the following game, of an instructive débâcle.

1 P—K4  P—K3
2 P—Q4  P—Q4
3 P × P  P × P

The Exchange Variation. If not the best solution of the problem of the centre, it is at least clear-cut and definite, and as it tends towards a draw, is to be recommended against a stronger player.

4 B—K3
Here 4 Kt—KB3 or 4 B—Q3 are more usual.

4  Kt—KB3
5 P—Q4  B—K2
6 Kt—QB3  Castles
7 Q—Kt3

Whilst Black has already castled, White is unwise busying himself on the Q side.

7  P—B3
8 B—Q3  P—QKt3

“Defence by displacement”; moreover, Black can now mobilise his QB.

9 KKt—K2
9 Kt—B3, followed by Castles KR, would have been more scild.

9  B—K3
10 P—KR3
Quite legitimate: countering 10  Kt—Kt5.

10  P—B4
11 P—Kt4

But this is a wild charge. He can no longer castle on the K side with any safety, whilst Castles QR would be more than risky in view of Black’s advanced Q side pawns.

11 K—Q2  Kt × Q
12 B—Q4  Q × B
13 Kt—Q3  B—B5
14 P—B3  Kt—Q4
15 B—Kt5  B—Q5
16 Q × Kt  B—Q4
17 P × P
18 B—Kt5  B—B5
19 K—Q3  B—B4
20 K—Kt4

And Black wins.

11  P—B3
Increasing the pressure against the hostile QP (thus, if 12 QP × P, we have the “fork” 12  P—Q5, winning a piece), and threatening 12  QP × P; 13 B × P, Kt—QR4, and wins.

12 BP × P
With this move White hopes to initiate a saving manœuvre, but he will find that Black has seen one move further.

12  Kt—KB3
13 Kt—QB3
14 B—Q4  Kt(Q4)—Kt5

As in the end this move costs a piece, it would in any event have been better to play 15 B × P ch, K—R1; 16 Q—K4, and White tries, as best he can, to guard his two threatened Bishops (e.g. 16  B—B; 17 Kt × Kt, B—B5; 18 Kt—B6, etc.).
But, with an anxious King in the centre and his pieces in jeopardy, White has the inferior position.

15  Kt(B3)—B
16 Kt—B7 ch
17 B—B ch
18 Kt × B

The complications of the last three moves, culminating in a “family check” (K, Q and R), well illustrate the power of a Knight astutely handled.

19 K—Q2  B—Q5
20 P—B4  QR—Q1
21 QR—KB1  B—B5
22 R—B2  B—B4

White       Black
GRAU  NIMZOWITSCH
(San Remo, 1930)

When the adversaries castle on opposite sides, the result is usually an exceptionally violent battle. In this style of game, the chief trump card is the opening of a file.

In the following game, the castled position on the K side for once proves the more vulnerable.
1 P–K4
2 P–Q4
3 P×P
4 B–Q3

An asymmetrical variation. The idea is not to allow White to dictate events, but to avoid symmetry, waiting for an opportunity to seize the initiative.

The academic development is: 4 .... B–Q3; 5 Kt–KB3, Kt–KB3; 6 Castles, Castles, etc., with even prospects.

5 P–QB3
6 Kt–B3
If 6 Kt–K2, then 6 .... Q–R5.

7 ....... KKt–K2
8 Q–B2

As White does not intend to castle on the Q side, this move can be looked upon only as a serious loss of time. The loss of the game can be attributed to it. A good line of play is 7 Castles, B–KKt5; 8 R–K1, Q–Q2; 9 QKt–Q2, and if 9 .... Castles QR; 10 P–QKt4, and White's attack is the first off the mark.

10 R–K1
11 P–K3
As in many similar cases, this move only serves to weaken the King's field, providing the adversary's impetuous attack with an objective.

11 ....... B–K3
12 Kt–B1 Castles QR
13 P–QKt4
A belated move to counter-attack, but of no avail against the great strategist Nimzowitsch.

13 ....... QR–K1
14 P–Q4 Q–Q1
In order to reply to 15 B–K15 by 15 .... P–B3. "Do not shrink from any move which consolidates the position": this was Nimzowitsch's motto.

15 P–K5
16 Kt–R2
17 P–R5
18 B–R3
19 R×B

The move therefore prepares—thanks to White's 11th move—the opening of the Kt file, after which Black's offensive becomes irresistible.

20 P–Kt6
21 P–R6
22 P×P

Having thrust forward his infantry in a desperate assault, White aims at QR7, which, for this reason, Black's next move seeks to fortify.

22 ....... QKt–B3
23 B–Kt5
P–Kt5
24 P×P
B×P
25 Q–Q2
Q×Q
26 R–R2
B–K7

By this fine combination, Black wins the Bishop, a fitting culmination of his powerful strategy, for if 27 Q×B, R×P; 28 K–R1, R–K8 mate.

White resigns.

White 240

Black

BIRD

MASON

(New York, 1876)

Here is a beautiful game played in the lively style of long ago. Without attempting to obtain, in the opening phase, any convincing advantage, White succeeds—after much maneuvering—by breaking into the enemy camp (25 Q×P), and, once established near the hostile batteries, he initiates, by the intuitive sacrifice of his Queen against Rook and Knight, such a symphony of threats, interludes, interruptions, cascades, etc., that the enemy in the end succumbs.

1 P–K4
2 P–Q4
3 Kt–Q3
4 P×P

Simplification akin to that which is sometimes played on the third move.

5 Kt–K3
6 B–Q3
7 Castles P–KR3

Preventing the pin by 8 B–Kt5, and preparing the enterprising continuation 8 .... Kt–QB3, instead of the more passive 8 .... P–B3.

8 R–K1
9 Kt–Kt3
B–K3
10 P–B3
B–R4
11 Kt–R3
Kt×B
12 Kt–B2
Q–Q2
13 P–Kt4
P–Kt4
14 P–Kt3

Not yet 15 P–Kt4, because of 15 ....

KKt×P; 16 P×Kt, Q×P ch, followed by .... Q×Kt, and Black would win two pawns in this skirmish.

15 ....... K R–K1
16 P–Kt5
Kt–K2
17 Kt–K4
Q–B1
18 P–Q4
B–Q3
20 P–P
P×P
21 B–R
Kt–K5
22 Q–B2

Apart from defending the QBP, this manoeuvre contains aggressive intentions on the diagonal Kt–KR7 (e.g. after K–Kt2 and P–B3).

22 ....... Kt–Kt4

Hastening, before it is too late, to organise a counter-thrust.

23 B×Kt
R×B
24 B×B
P×B
25 Q×P

Instead of protecting his threatened KRP, White seeks to penetrate into the enemy camp.

After 25 K–Kt2, Q–B1, the continuation 26 Q×P would be a blunder, on account of 26 .... R×Kt, and wins.

25 Kt–P ch
26 Kt×Kt
B–Q2
27 Kt–K7
A disappointment was in store for Black, had he tried the following continuation: 27 .... Q×Q; 28 Kt×Q, R–K3; 29 Kt×P, etc., or 28 .... R–QB2; 29 P–R5 (but not in this case 29 KKt×P, on the score of 29 .... K–B1; 30 Kt–K5, R×P).

28 Kt–Kt2
Q–B2
29 Kt–R5

The beginning of a far-sighted combination.

29 ....... B×RP
30 R–B
Kt×R

After 30 .... Q×R, White plays, not 31 Kt×P, Q–B2 ch, but 31 Kt×Kt6, with an emphatic advantage.

But, now, instead of yielding territory, White embarks upon a very curious positional sacrifice, relying on the dominating position of his pieces.

31 R–B6
Q×R
32 P×Kt
Kt–Q1
33 Kt–K4
Q–B1
34 Kt (B4)–Kt6

The first surprise! Black cannot now play 34 .... R×Kt; 35 R×R, Q×R, by reason of 36 R–K8 ch, followed by mate.

Position after 30 .... R–KB1

34 ....... R–K1
35 Kt×P

The second surprise! If 35 .... R×R; 36 Kt×Kt7 ch, regaining the Queen and remaining a piece ahead. And if 35 .... Kt×Kt; 36 R×R ch, R×R; 37 R×Kt (threatening 38 R–B8, Q×R; 39 Kt–K7 ch, and wins).

Black should, however, have chosen this continuation, but with 37 .... K–K2, but he thinks that the text move will give him ample returns.

35 R–Kt6
Q–B2
36 R–Kt8
Q–Q7

The third surprise! If 37 .... Q×P; 38 Kt–B3 wins. Black's game is going from bad to worse.

38 K–Kt2
Q×P
39 P–B6

He cannot play 39 Kt–B3, in view of the threat of 39 .... Q–K15 ch.

39 ....... P×P
40 R×BP
Kt–K3
41 R–Kt3
Kt–K4
42 Kt–K4
K–K2
43 Kt–B4

The work of the white Knights is remarkable.

43 ....... Q–K5 ch
44 K–R2
Kt–R2
Not 44 .... Kt–B6 ch; 45 R×Kt, Q×R; 46 Kt×R ch, followed by R×Q.

45 Kt–R5 ch
K–R1
46 R×P
Q–B7
47 Kt (R5)–B6
R–K2
48 K–Kt2
P–Q5
49 Kt–K5
Decisive, because of the threat 50 R—Kt8 mate.

49 ......... Q—B1
50 Kt—Kt6 ch Resigns.

White BLACKBURN SCHWARZ (Berlin, 1881)

The opening of the KR file not infrequently leads to large-scale combinations. The piquant feature of this game is that White quietly castles on the K side without any apparent intention of embarking on any startling operations on that wing. After the KR file has become open (after Black's tempting but unnecessary exchange f4 ....... Kt x Kt), the mobilisation of the white Rooks on that file becomes the objective of White's strategy and leads to a sparkling termination.

1 P—K4 P—K3
2 P—Q4 P—Q4
3 Kt—QB3 Kt—KB3
4 P x P P x P
5 Kt—B3 B—Q3
6 B—Q3 B—B3
7 Castles Castles
8 Kt—K2

In this peaceful and nearly symmetrical opening, White has yet managed to have one additional piece in play, which piece, the QKt, the text move is intended to transfer to the main battlefield.

8 ......... B—KKt5
9 Kt—Kt3 Q—B2
10 B—K3 QKT—Q2
11 Q—Q2

White is willing to let his K side pawns be doubled and isolated (by 11 ....... QB x Kt; 12 P—B), for then he would be able to start a serious attack on the open KKt file by K—R1 and R—KKt1.

11 ......... KR—K1
12 QR—K1 Kt—K5

Prefering the "open battle" to continuing "trench warfare" by 12 ....... Kt—B1.

13 Q—B1 B—KKt1
14 P x B Kt x Kt
15 RP x Kt B x P

This proffered sacrifice explains the meaning of the two preceding exchanges. If it is accepted (16 P x B, Q x Pch; 17 K—R1), Black would have at least a draw by perpetual check, and, in case of non-acceptance, he has gained a pawn.

16 K—Kt2

White now proceeds to demonstrate that his opponent's combination has only served, by the opening of the KR file, to give White the opportunity of a persistent attack.

16 ......... B—Q3
17 R—R1 Kt—B1
18 R—R3 P—KKt3

In face of the threats of the doubled Rooks, Black is forced to move one of the King's field pawns, which weakens the black King's defences.

If 18 P—KKt3, there follows 19 QR—R1, and then the sacrifice 20 B x P, with devastating effect.

19 QR—R1 QR—Q1
20 B—KKt5 R—Q2
21 P—QB4

With this fresh thrust, White threatens either to win the exchange (22 P x P, P x P; 23 B—KKt5) or to conquer valuable territory (e.g. 21 ....... R—B1; 22 P—B5, B—K2; 23 B—KB4, Q—R4; 24 B—K5, etc.).

21 ......... P x P
22 B x BP B—K4
23 R—R4 P—K4
24 B—Kt3 Kt—K3
25 B—B6 Kt—B5 ch

Hoping to bar the threatening irruption 26 Q—R6.

26 Q x Kt

This beautiful Queen sacrifice eliminates a troublesome defender.

26 ......... B—Q
27 R—P P—R
28 R x P Resigns.

White TARRASCH BLACKBURN MIESZE MATCH, BERLIN (1916)

In this short but expressive game, it will be noticed that, at the critical moment, Black's King's field is guarded by only one piece (a Knight, which, to make matters worse, is pinned), whilst White has succeeded in concentrating no less than four pieces (Queen, Rook and two Bishops) for the final onslaught. It is not surprising that an attack against a fortress so poorly defended should succeed. We may add that, in spite of its apparent simplicity, the game is noteworthy for the economy of means employed.

1 P—Q4 P—K3
2 P—K4 P—Q4
3 Kt—QB3 P x P
4 Kt x P Kt—Q2
5 Kt—KB3 Kt x B3
6 B—Q3

Maintaining a piece in the centre. Thus White can claim a slight advantage in territory.

6 ......... B—K2
7 Castles Kt—Kt1
8 B x Kt Kt—B3
9 B—Q3 P—KKt3
10 Kt—K5

A very strong outpost.

10 ......... Castles

Or 10 ....... B—K2; 11 B—KB1 ch, K—B1; 12 P—QB4, and Black, having had to forgo casting, is a sick man.

White will now demonstrate the advantage of the two Bishops.

11 Kt—B6 Q—Q3
12 B—QB3 Q x B

Without wasting time, White brings his Queen into play by the threat: 13 Kt x B ch, Q x Kt; 14 Q x R.

12 ......... B—Q2
13 Kt x B ch Q x Kt
14 B—KKt5 Q—B1

Unconscious of danger! It was necessary to play 14 P—K3.

15 KR—K1

An important preparatory move. If 15 Q—R3 at once, 15 P—K4.

16 Q—R3

The decisive attack against Kt7.

16 ......... Q—Q3

Black cannot now avoid loss of material. 16 P—K3 would come too late, because of the sacrifice 17 B x P, P x B; 18 Q x RP, followed by R—K3, or 17 ....... P—K4; 18 Q—Kt3, Kt—R4; 19 Q—B3, etc.

17 B x Kt P x B
18 Q—R6

In order to prevent the King from escaping—an instructive turn, which the beginner would do well to note.

18 ......... P—KB4
19 R—K3 K x P
20 P—QB3

The coup de grace, for Black's Queen can no longer prevent the mate at her KKt2.

20 ......... Resigns.

White BOGOLJUBOW ALEKHINE (Match, 1929)

This game is an object lesson on how to gain a slight positional advantage in the opening and, what is more difficult, on how to maintain it. It shows, incidentally, that such an advantage, even if maintained, may at times need freshening up (26 R—B6). Then comes the most difficult problem of all, a problem solved here in masterly fashion—how to turn the advantage into a win.

1 P—K4 P—K3
2 P—Q4 P—Q4
3 Kt—QB3 Kt—KB3
4 B—Kt5 P x P
5 Kt x P B—K2
6 B x Kt P x B

More solid is 6 B—B.
7 Kt—KB3 P—KB4
8 Kt—B3
White threatens (e.g. after 8 ... Qt—Q2) to play 9 P—Q5, to advantage, and Black's next move is practically forced.
8 .... P—QB3
9 P—Kt3 Kt—Q2
10 B—Kt2
White's development has left his forces more active, and he will hold on to this advantage throughout this long and exciting game.
10 .... Q—B2
11 Q—K2 P—Kt4
12 Kt—K5 B—Kt2
13 Castles QR Kt—Kt3
After 13 .... Kt—B3 White would keep up the pressure by 14 KR—K1, R—KB1; 15 K—Kt1, Castles; 16 Kt×KB, R×Kt; 17 Q×P ch, followed by Q×R. But if White plays 14 KR—K1, after the move in the text Black frees his game by 14 .... B—B3.
14 Q—R5 R—KB1
15 P—B4 P—Kt5
16 Kt—K2 Kt—Q4
17 B×Kt BP×B
18 K—Kt1 P—Q4
19 P—K4 P×P
20 P—B3 P×P
21 Q×P (B5)
Having, by the last two pretty moves, disconnected Black's centre pawns, White is able to use his pair of Knights much more freely than his opponent.
21 .... P—R5
22 KR—K1 P—R6
23 P—Kt3 B—B1
24 Q×RP B—K3
25 Q—Q3 Castles
26 P—B3
Thus the QB file will be opened to White's advantage (26 .... P×P; 27 R—QB1).
26 .... K—Kt2
27 R—QB1 Q—Kt3
28 P×P B×P
29 R—B6
This intermediary manœuvre enables White to double Rooks, whereas after 29 R—B1, R—B1 White's action would be at a standstill.
29 .... Q—R4
30 KR—QB1 R—B1
31 Kt—Kt4 B—Q3
A trap! After 32 R×B, R×R ch; 33 K×R, Q×Kt ch; 34 K×B, R×B ch;
35 R—B6, R×R ch; 36 Kt×R, R×R, Black has equalised.
But White declines to deviate from his plan of attack.
32 Kt×B P×Kt
33 Q—R7 ch
This invasion of the enemy camp proves decisive.
33 .... R—B2
34 R×R ch B×R
35 Q×Q Q×Kt
36 Kt—Q3 R×Q
After 36 .... R—B3 White decides the issue as follows: 37 Kt—B5 ch, K—K11; 38 Q×Kt—R6 ch, or 37 .... K—R2; 38 Kt—R4, or, finally, 37 .... K—R1; 38 Q×R4 ch, Q×R2; 39 Q×B ch, K×Kt1; 40 Q×K ch, followed by mate.
37 R×B ch
The total liquidation, which this move evokes, had to be calculated very far ahead.
37 .... Q×R
38 Kt—B5 ch K—Kt3
39 Q×Q ch Q×Q
40 Kt×P ch K—Q2
41 Kt—R K×Kt
42 Kt×Kt4
The duel of the Kings, though unequal, is still quite instructive.
42 .... K—Q2
43 K—B2 K—B3
44 K—Kt3 K—Kt4
45 K×P K×B5
46 P—Kt5
A sacrifice to gain space.
46 .... K×Kt
47 K—Kt3 K—R4
48 P—Q4 ch K—R3
49 K—Kt4 K×Kt
50 P—R5 ch K×B3
51 K—R4 Resigns.

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White Black
EUWE FLOHR

A wise pedagogue has written somewhere that the first strategic object in chess should be to castle. In this game White, by scientific manœuvres, succeeds in preventing his opponent from castling. After Black's King has

sought security on the adjacent square at KBl, White proceeds to demonstrate that there too he is vulnerable.

1 P—K4 P—K3
2 P×Q P×Q
3 Kt—Q3 B—Kt3
4 B—Kt5 P×P
5 Kt×P P×B
6 B×Kt P×B
In another game of the same match, Flohr tried the more solid 6 .... B×B, and drew the game.

7 Q—Q2 P—KB4
An urgently needed counter-measure, as after 7 .... Kt—Q2; 8 P—Q4, P—KB4; 9 Kt—QB3, White exerts increased pressure in the centre.

8 Kt—QB3 P—Q3
To prevent the eventual break-through by P—Q5, etc.

9 Castles Kt—Q2
10 P×P Kt×P
11 B—B2 K—B2
Black has a "hedgehog position," cramped but defensible.

12 Kt—R3
Instead of the simple development 12 Kt—B3, White is intent on keeping up a continued domination of the long diagonal by his KB.

12 .... Q—B2
By playing 12 .... Kt—B3; 13 KR—K1, Q—Q3, Black could have castled on the Q side, with better chances of equalising the game.

13 Q—K2 Still preventing Black's .... Castles QR, because of 14 P—Q5.

13 .... Kt—B3
14 KR—K1 K—B1
Black has no option but to give up all thoughts of castling, for if 14 .... Castles KR; 15 K×P ch, and if 14 Castles QR; 15 Kt—KKt5 (15 .... Q×B1; 16 Kt×BP, R×Kt; 17 Q×P ch, followed by Q×R).

15 Kt—KKt5
Threatens, above all, 16 Q×P.

15 .... O—Q3
16 P—B4 P—KR3
17 Kt—B3 Kt—Q4
18 Kt×Kt R—R2
No good would come of 18 .... Kt×Kt; 19 P×Kt, Q—R6 ch; 20 K—Q2, because after 20 .... Q×P; 21 R—QR1, K—K7; 22 KR—KR1, the venturesome Queen is lost.

19 B×Kt BP×B
20 P—Kt4

The beginning of a decisive frontal attack.

20 .... P×P
21 Q×P P—KR4
22 Q—B3 P—R3
23 P—B5 B—Kt4 ch
24 K—Kt1 K—K2
25 P×P P×P
26 R—Kt1 B—R3
Compulsory, e.g. 26 .... B—KB3; 27 Kt—Kt6 ch, B—B2; 28 QR—KB1, Q—Q1; 29 Kt—K5 ch, and wins.

27 QR—KB1
With the devastating threat: 28 Q—B6 ch, K—K1; 29 R—Kt8 ch.

28 P—Q3 Resigns

Because of—
(a) 28 .... Q—Q3; 29 Q—B6 ch, K—K1; 30 R—Kt8 ch, etc.
(b) 28 .... Q×R4; 29 Q—B7 ch, R×Q; 30 R×R ch, with mate to follow.
(c) 28 .... Q×P; 29 Q×B6, K—Q3; 30 Kt—B7 ch, B—K4; 31 Q—K7 ch, and mate next move.

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White Black
STEINZITZ WINAWER
(Paris, 1867)

The most dangerous thing for Black to do, already one move behind as the second player, is to neglect his King's safety and to deprive him of his natural guardians (the Bishop at K2 and the Knight at KB3). Even in closed games dèbâcles can result such as we have seen in open games—especially in the Gambits: Evans', Danish and King's Gambits.

1 P—K4 P—K3
2 P—Q4 P—Q4
3 Kt—QB3 B—Kt5
Reinforcing the threat to White's KP by pinning the supporting Knight and forcing White at once to declare his policy in the
French Defence

A more imaginative development than the routine move 7 Kt—B3, which would allow the symmetrical counter-pin 7 . . . . B—Kt5, leading to far less varied play.

16 Q—Kt4 Castles
17 Q—B5

It is a part of Alekhine's outstanding artistry to force his adversary, by the occupation of a dominant post, to effect the exchange of a given piece on a given square.

34 P—B5

Having, by his last excellent move (33 P—Q4), caused the immobilisation of the adverse wing, White, with the text move, opens up a victorious way on the K side.

For Black cannot very well reply 34 . . . . P×P, by reason of 35 Kt—B4, B—B3; 36 Kt×P, etc.

34 P×P

B—K14

35 P—K4

36 P×B

37 Kt—K11

38 P—B6 ch

39 Kt—B3

40 Kt—K4

41 Kt—K16

42 Kt—B4

43 K—K2

44 K—K3

A Zugzwang position, by which White wins a pawn. (If 44 . . . . P—R5; 45 P—R3.)

44 B—B1

45 Kt×RP

46 Kt—B4

47 Kt—K2

48 Kt—B3

49 K—K15

50 Kt—B3

Zugzwang again, forcing access to KKt6 for the white King.
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**White**

**Black**

**CAPABLANCA**

**ALEKHINE**

(Match, Buenos Aires, 1927)

"Multa ex parvo!" In this historical game (the first of the match), a slight lack of precision in the opening on the part of White costs him the initiative, later a pawn, and in consequence the game.

1 P—K4 K—Q3
2 P—Q4 P—Q4
3 Kt—QB3 B—Kt5

The choice of this move, previously underestimated, on such an important occasion shows its inherent vitality.

4 P×P P×P
5 B—Q3 Kt—QB3
6 Kt—K2 Kt×Kt—K2
7 Castles B—KB4

Black's treatment of the opening is both astute and scientific. Instead of playing the routine move 7 . . . . Castles, he advantageously brings out his QR, thereby preserving his choice of castling on either side.

8 B×B Kt×B
9 Q—Q3

Aiming at the K side (10 Q×Kt) as well as the Q side (10 Q—Kt5, winning a pawn at Q5 or QKt7). Black’s excellent rejoinder parries both threats.

10 . . . . Q—Q2
11 Kt—Q1

The development of another piece by 10 B—B4 would be more straightforward.

10 . . . . Castles KR

He decides that, after all, 10 . . . . Castles QR would be too risky. The chances are even for the time being.

11 Kt—K3 Kt×Kt
12 B×Kt Kt—Kt4
13 Kt—B4

Again with the threat of winning a pawn by 14 Q—Kt5.

14 . . . . B—Q3
15 KR—K1

In allowing the following escape (14 . . . . Kt—Kt5), the Cuban plays with fire. 14 P—QB3 was simple and good.

Bad would be, however, 14 Kt×P, because of 14 . . . . B×P ch, followed by 15 . . . . Q×Kt, and the initiative would fall to Black.

14 . . . . Kt—Kt5
15 Q—Kt3

By playing 15 Q—Q2 (15 . . . . Q—B4; 16 KR—QB1), White could have kept his material intact, but he would still have had a difficult game.

15 . . . . Q—B4
16 QR—B1

This unexpectedly loses a pawn, and after a heroic resistance, the game.

Let us examine alternative continuations:

(a) 16 KR—QB1, B×Kt; 17 Q×Kt, R×B; 18 P×R, B×KPR ch; 19 K—R1, B×R; 20 R×B, R—Kt1, and if now 21 Q×P, then 21 . . . . Q×P;
(b) 16 . . . . 2R×Kt, Kt×Kt; 17 Q×Kt, Q×R, with a double attack against Rook and RP.

(c) 16 Kt—Q3, the only way to avoid the loss of a pawn, but 16 . . . . Kt—Kt4 would leave White with a doubled isolated pawn on the Q file, which would be a permanent weakness in his game.

16 . . . . Kt×BP
17 R×Kt

Or 17 Q×Kt, Q×Q; 18 R×Q, B×Kt.

17 . . . . Q×Kt
18 P—Kt3 Q—B4
19 QR—K2 P—QKt3
20 Q—Kt5 P—KR4
21 P—KR4 R—K5

With the threat: 22 . . . . R×RP; 23 P×R, Q×Kt5 ch, followed by mate in three.

22 B—Q2

Temporarily giving up a second pawn offers relatively the best chances of salvation.

22 . . . . R×QP

A mistake would be 22 . . . . R×RP, as 23 R—K8 ch would provide the white King with a flight square at K2.

23 B—B3 R—Q6
24 B—K5 R—Q1
25 B×B R×B
26 R—K5 Q—B6
27 R×RP Q×R
28 R×Kt ch Kt—R2
29 Q×R ch Kt—K3
30 Q—Q1 R—K3

By allowing White to recover his pawn, Black gets his Rook into effective play on the open Kt file. The ensuing end-game with major pieces is instructive.

31 R—R8 R—K4
32 R×P P—QB4
33 R—Q7 P—QKt3
34 Q—Q3 ch P—Kt3
35 R—Q8 P—Q5
36 P×R R—K8 ch

Here Black could have shortened the game by 36 . . . . Q×Kt2; 37 B—QKt8, Q—B2; 38 R—KB8, Kt—K2 (this chassing of the errant Rook is amusing); 39 R—QR8, R×Kt ch; 40 K—any, Q—Kt2, and wins.

37 Kt—K12 Q—B3 ch
38 P—B3

If 38 Q—B3, R—Kt8 ch, winning the Queen (a well-known device, which the beginner should note). White, forced to leave his King more and more exposed, is lost.

38 . . . . R—K6
39 Q—Q1 Q—K3
40 P×Kt4 R—K7 ch
41 K—K3 Q—K6
42 Q—KR1 Q—B5
43 P×KR5 R—KB7
Resigns.

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**White**

**Black**

**BOGOLJUBOW**

**BERGER**

(Scarborough, 1927)

In the variation selected by White, the main idea is the formation of a chain of pawns in the centre.

One single move, neglectful of this primary object and seeking the illusory gain of a pawn (8 P×P, instead of 8 P—QB3), is the cause of all the subsequent trouble. The skilful way in which the London master exploits this error of judgment is most instructive.

1 P—K4 Kt—Q3
2 P—Q4 P—Q4
3 Kt—QB3 B—Kt5
4 P—K5

The most forcible continuation.

4 . . . . Kt—K2

The more usual 4 . . . . P—QB4; occurs in the next game.

5 B—Q2 P—QB4

Superior to 5 . . . . Kt—B4; which gives White the better game.

6 Kt—Kt5

Combinative play, relying on manoeuvres by pieces. An alternative method, which is sometimes adopted, 6 P—QB3, B—Kt1; 7 P×B, leads to play of much less lively character.

6 . . . . B—B ch
7 Q×B Castles
8 P×P

Renouncing the formation of a pawn-chain. (See introductory comment.)

8 . . . . Kt—Q2
9 Q—B3 P—QB3
10 Kt—Q6 Q—B2

He calmly proceeds to recover his pawn, whilst preserving the positional superiority resulting from the weaknesses in the hostile pawn-formation, these pawns being either too far advanced (K5) or lacking in mobility.

11 Kt—B3 Q×P

Clearly not 11 . . . . Kt×BP; because of 12 P—QKt4. The student should always be on the look-out for pins, either vertical, horizontal or diagonal.

12 Q×Q Kt×Q
13 B—Q3 Kt—B3
14 Castles KR R—Q1

Threatening . . . . Kt×P.

15 Kt×B QR×Kt
16 P—QB3 P—QB4
17 KR—K1 R—B2
18 QR—Q1 KR—QB1
19 P—B3 Kt×R4
20 Kt—Q4 Kt—B5
21 R—K2 Kt—R5
22 B×Kt

Black's threatened pressure on the half-open QKt file now becomes the main theme of the next phase of the contest.
achieved, the chief unit, the Queen, being at the rear of the "battery".

26 ....... QR—B1
The black QKt, being pinned both vertically and diagonally, is lost if White can increase his already fourfold development.

27 B—R4
P—QK4
In view of the fresh threat of 28 P—Kt5, Black must sacrifice a pawn in order to gain an approach tempo for his King.

28 B×P
K—K1
29 B—R4
K—Q1
30 P—R4
Obtaining, on a full board, a Zugzwang position.

30 ....... Q—K1
31 P—Kt5
Resigns.

FRENCH DEFENCE

counter-threat which was indicated (7 P—K4, in place of 7 P—QKt4). He then directs his King to the sector desired by his adversary (10 ... Castles, instead of 10 ... Q—Q2 and ... Castles QR).

Still later on he seeks safety where it is not to be found (21 ... Q—K5, instead of 21 ... Q—B7 or 27 ... Q—Q4), and thus White’s gamble has succeeded.

1 P—K4
2 P—Q4
3 Kt—QB3
4 Kt—K2
5 P—Q3
Black prefers to give up the pawn he has won, because after 5 B×Kt ch; 6 Kt×B, P—KB4 (or 6 ... Kt—B3; 7 B—K5, and White regains his pawn, with an excellent game); 7 B—Q4, and White’s pressure on the weakened diagonal QR—Kt8 more than compensates him for the lost pawn.

6 Kt×P
Kt—QB3
7 P—Kt4
Instead of this hazardous move, wisdom indicated 7 B—K5, over-protecting the pawn at Q4 and affording freedom of action to White’s Kt.

7 ....... P—QKt3
The strongest reply here is 7 ... P—K4, e.g. 8 P—Q5, Kt—Q5; 9 Kt—B3 (if not 9 Kt×Kt, Q×P); 9 ... Kt—K3, and Black has the better game.

8 B—K2
9 P—B3
Kt—B3
10 Kt (K2)—Kt3 Castles
Insted of casting where White has such a concentration of forces, 10 ... Q—Q2, followed by ... Castles QR, would have equalised matters.

11 P—Kt5
Kt×Kt
12 Kt×Kt
K—R1
13 Q—R5
K—Q1
14 Kt—B6
A beautiful idea.

14 ....... B×Kt
Or 14 ... P×Kt; 15 P×P, Kt—R4 (but not 15 ... B×P; 16 B—K4, forcing mate); 16 B×P, Kt×B; 17 P×B, Q—P; 18 B—B4, followed by Castles QR, and White has a lasting attack.

15 P×B
P×P
16 Q—R4
Q—Q1
17 B—B4
The threat is 18 B×P, Q×B; 19 Q×BP ch K—Kt1; 20 R—Kt1.
20 B-K5
Black has lost his hold on the game, and
plays for an end-game which turns out
unsatisfactorily. He should have kept up
his counter-attack, either by 21 ... Q-B7 or
21 ... Q-Q4, with equal chances.

22 Q-Q Q P-Q
23 B-R4
With the deadly threat of 24 B-B6 ch.

25 KR-B1 ch K-K5
This counter-pin, which disdains the
adverse threat of 5 P-K5 and seeks to
transfer the weight of the battle to White's
QB3, is a good example of Black fighting
for the initiative.

The idea was conceived by McCutcheon
in the early 'seventies, and since then the
great masters have failed to prove it
unsound.

5 P-Q5 K-R3
6 BxKt
Taken aback by the novelty of this line of
play, the master player chooses the most
plausible, but least effective, continuation.

If it is not desired to retire the threatened
Bishop, a good continuation (but no
means a decisive one) is 6 P-Kt, P-B; 7 PxP, R-Kt1; 8 P-Q4 (best), PxP; 9 Q-R5, Q-Q5; 10 B-Kt3, B-Kt5, etc.

6 P-B P-B
7 Q-Kt3 B-Kt1
8 Q-R1 B-Kt4
9 Q-Q B-Q3
10 Castles Kt-B3
11 Q-Kt Q-Kt4
12 Q-Kt B-Q3
13 Kt-QKt5 Castles QR
14 P-B4 B-K1

With his last five moves, Black has
weathered the storm on the Q side, and
now seeks to deprive the white King of
his best defender, before himself assuming the
offensive.

19 Kt-K2 Kt-Kt1
20 Q-Kt B-K3
Henceforth Black has the initiative.

21 Q-K R-Q3
22 P-QK4 B-K3
23 Kt-B3 Kt-Kt1
24 B-B1 B-Q1
25 Kt-Q1 Q-Kt4
In order to keep on harrying the adverse
King by 26 ... Q-B5.

26 RxB
An unsound combination of the kind
frequently adopted in difficult situations.

If 26 P-Q4 (trying to carry out his attack
on the Q side), then, as mentioned before,
26 ... Q-B5.

If 26 Kt-K3, then not only 26 ... Q-B5 or 26 ... P-B5; but even "liquidation" by 26 ... B-Kt1; 27 Q-Q ch, Q-Q; 28 P x Q, B x P; and wins.

If 26 R-B3 (to strengthen the third rank
and threaten 27 R-KKt3), then again
26 ... Q-B5 or 26 ... P-B5. Black has
even a combinative continuation at his dis-
posal, namely: 26 ... B-Q5; 27 R-KKt3,
Q-K5; 28 R x R, R x P (with the telling
threat of 29 ... R x B mate); 29 Kt x R,
Kt x Kt; 30 Kt x R, K x Kt mate.

26 ... P x B
27 Q-QB3 Q-B5
28 Q x P
An eliminating sacrifice.

Resigns.

White Black

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LASKER MARSHALL

(Match, Philadelphia, 1907)

If, to transcribe a well-known saying,
"patience is one of the attributes of genius," Dr. Lasker's qualities in this respect have
perhaps never been shown in a manner so
constructive and so individual as in the
following game.
With the unanswerable threat of 43 R—R6, winning a pawn (the KBP or KRP), whereas if at once 42 R—R6, then 42 ... K—K4.

42 ... K—Q2
43 R—B5 Kt—K3 ch
44 K—K3 Kt—K2
45 Kt x P ch
The first spoils.

45 ... K—B3
46 R—B2 R—Q8
47 Kt—Q5 R—QKt8
48 R x P R x P ch
49 K—K4 Kt—K1

Or 49 ... Kt—K3; 50 K—K5 (50 ... Kt—any; 51 R—B7 mate). It is remarkable that White, with his restricted material, should have succeeded in weaving a mating net.

50 R—K7 P—R4
He resists most stubbornly. If 50 ... Kt—Q3 ch; 51 K—Q4, threatening 52 R—B7 mate.

51 R x Kt
Refusing to fall into the trap: 51 P x P, Kt—Q3 ch; 52 K—K5 (now 52 K—Q4 is no longer feasible, on account of 52 ... Kt—B4 ch); 52 ... Kt x P ch; 53 K—Q4, Kt x P, and the mating net is well and truly destroyed.

51 ... P x P
52 K—K5 P x Kt
53 R—B8 ch K—Q2
54 R—B7 ch K—Q1
55 R x P R x P
56 K—Q6 R—R3 ch
57 K—B5 R—KKt3
58 Kt—B4 R—B3
59 Kt—Q5 R—KKt3
60 Kt—K7 R—K3
61 Bt x B ch K—B1
A more stubborn defence is 61 ... K—K1. Without detracting from a meritorious performance, it must be mentioned that White, now and on the following move, overlooks (probably he was short of time) that 62 K—Kt6, threatening 63 R—B7 mate, forces immediate surrender.

62 R—K7 ch R—K3
63 K—Q5 R—B3
64 Kt—K5 R—B8
65 R x P R—Q8
66 B—B5 K—B2
67 R—K7 ch K—B1
68 Kt x B4 R—R7
White announces mate in five, commencing with 69 K—B6.

253
White

EUWE

BOGOLJUBOW

(Budapest, 1921)

Once a solid defence has been built up around the King (whether castled or not), care must be taken to maintain the defensive wall in good repair. Once a breach has been made, the hostile forces crowd in, and the most stubborn defence is no avail.

1 P—K4 P—K3
2 P—Q4 P—Q4
3 Kt—QB3 Kt—Kt3
4 B—Kt5 B—Kt5
5 P—Kt5 P—Kt5
6 B—Q2 B x Kt
7 P x B Kt—Kt5
8 Q—K4

Against this frontal attack Black can evidently not reply with 8 ... Castles (9 B x P), nor with 8 ... Kt x B (9 Q x P). He must therefore defend the KKtP either by 8 ... Kt—B1 (forgoing castling), or, as in the text, by 8 ... P—KKt3, which creates a weakness in the royal battlements.

8 ... P—KKt3
9 R—Kt4
The most energetic continuation. After 9 B—Q3, Black could simplify the game by the elimination, by exchanges, of the chief attacking pieces, e.g. 9 ... Kt x B; 10 K x Kt, Q—Kt4 ch; 11 Q x Q, P x Q, etc.

9 ... P—QB4
10 B—Q3
Inviting the exchange of the hostile KKt4, after which the sacrifice of the white Bishop at KKt6 looms in the distance.

10 ... Kt x B
11 K x Kt Kt—B3
12 R—R3 Q—R4

Heedless of his own safety. He should have continued with 12 ... P x P; 13 P x P (13 B x P, Kt x P; 13 B—Q2, after which the sacrifice 14 B x P would as yet be incorrect by reason of 14 ... Q—R4 ch; 15 P—B3, P x P; 16 Q x KtP ch, K—Q1 (this flight square was vacated in good time by the black Queen); 17 Q x B6 ch, K—B2, and Black is a piece ahead.

13 B x P
After this pretty sacrifice, which opens a breach in the hostile defence, matters take their course with impalpable logic.
27 P—Kt6 B—K3
28 Kt—Kt5 Kt—Q5
29 Kt—R7 Kt—B6 ch
30 K—Q2 P—K5
31 P—B7 Kt—Q5 ch
32 K—K3 Kt—B4 ch
33 K—B4 Kt—K2
34 P—K17

A simple confirmation of the fact that connected and far-advanced passed pawns are more than an equivalent for a piece.

13 Q—R6
Threatening to force at least a perpetual check by means of 14 B×P, P×B; 15 Q×P ch, etc.

13 P×P R—B2
14 P×P Q×P
15 P—Kt3 B—R6

The object of this pretty interlude (16 P×B, Q×Kt ch; 17 K—B2, Q—Kt2, to Black’s advantage) is not to win a doubtful pawn at QKt7, but to disorganise the opposing forces.

16 Kt—Q1

16 . . . . B—B1
17 Q—R4 Kt—Q5

This counter-thrust lays bare the adverse K side and secures the initiative for Black.

18 Kt×Kt

There is little to be said in favour of an exchange by 18 Q×Q, Kt×Kt ch; 19 K—B2, R×Q; 20 K×Kt, because of 20 . . . P—K4, etc.

18 . . . . Q×Kt
19 Q—Kt5

The white Queen seems to expect to be able to carry the whole attack on her own shoulders. White’s position, however, is difficult, as Black threatens, inter alia, 19 . . . Kt—Kt2, followed by 20 . . . B—K2; 21 Q—Kt4, P—K4, etc.

Relatively the best is 19 K—Q2, to be followed by 20 P—B3.

19 . . . . B—Q2

He calmly concludes his development. If instead, 19 . . . Kt—Kt2, White’s defence would be made easier (20 Q—K5 ch, Q×Q ch; 21 P×Q), but now, after 20 Q—K5, Q×Q; 21 P×Q, B—Kt2, Black wins a valuable pawn.

20 P—Kt4 B×P

A sad fate awaits this venturesome Queen. A lesser evil, at all events, would have been 21 Q—K5, even though Black would dominate the board after 21 . . . Q×Q; 22 P×Q, R—B6, followed by . . . Q×R—Q1.

21 . . . . P—K4
22 P—R5 P—K4
23 B—Kt6

A last subterfuge (23 . . . P×B; 24 RP×P, and wins).

23 . . . . R—Kt2
24 P—B3 Q—Kt3
25 P×P B×Q1

Threatening to win the Queen by 26 . . . B×P.

26 B—B2 B—QB1


Resigns.

White Black

255

CAPABLANCA TARTAKOWER
(Budapest, 1929)

There is an art in obtaining a draw from a critical position, and this art is part and parcel of a chess-player’s strength.

Psychologically, it is a question not only of nerve, but also of recognising in good time that the situation is serious before it is definitely beyond repair.

Technically, we shall see in this game how Sr. Capablanca, well known as a high exponent of the art of not losing, resolutely effects on the eighteenth move the exchange of Queens and finds salvation in a Rook ending, in which the “co-efficient of the draw” is very high.

1 P—Q4 P—K3
2 P—Kt4 P—Q4
3 Kt—QB3 Kt—KB3
4 B—Kt5 Kt—B2
5 B×K1 K×B
6 P—K5 B—K2
7 Q—Kt Ch Castles
8 B—Q3 P—Q4
9 Q—R3 P—B3

As this noisy threat can easily be parried, the only result will be that the Queen will have relinquished a favourable square. The right answer would have been 9 P×P, giving equal chances to either side.

10 P×P P×P
11 P—B4 B—K3
12 Kt—B3 P—B3

Fully relying on the solidity of his King position, Black now prepares the counter-offensive, undermining, by way of a beginning, the enemy outpost.

8 . . . . Castles
9 Q×Kt4
10 P×P e.p. Q×P

Owing to the counter-threat of 11 . . . Q×P ch, White cannot get rid of the awkward adverse pawn at his K4.

11 Castles Q—R3 ch
12 K—Kt1 P×K4

Thus Black not only guards his critical pawn (13 Q×P, B—B4), but eliminates another weak pawn of his.

13 Q—Kt3 P×P
14 B—B4 ch K—K3
15 B×B ch Q×B
16 P×P

If 16 R×P, Kt—B3, gaining time, while now Black cannot make this natural developing move 16 . . . Kt—B3, because of the fork 17 P—Q5.

16 . . . . Kt—R3
17 Kt—R3 Kt—Kt5
18 Q—K1

Practically forcing the exchange of the most important pieces in Black’s attack. Disappoing for White would be 18 P—Q5, Kt×QP; 19 Q—Kt3, P—B3, and Black has the better game. It is clear that 18 P—Kt3 would still further weaken the white King’s field.

18 . . . . Q×Q

Instead of playing 18 . . . Kt—Q4, Black willingly accepts the exchange of Queens, as he hopes to exploit the weaknesses in the white pawn formation.

19 P×Q Q×Kt
20 Kt×P Q×Kt
21 R×P Kt×BP
22 Kt×Kt R×Kt

Judging superficially, it seems that the three weaknesses in the White camp remain (at KQKt2, QKt3 and Q4), whilst Black has eliminated his own and in addition has the trump card of the Rook on the seventh rank.

But while has seen further and, by a masterly manoeuvre, he eliminates this ultimate danger.

23 R×B1 P×B3
24 R×B B×R
25 K×R K×B2
26 P—QKt4

A preventive measure. The ensuing duel of the Rooks is instructive.

26 . . . . R—Q4

This domination of the fourth rank is useful without being decisive.

27 K—B3 R—KB4
28 R—K2 R×K4
29 K—B4 P—Kt4
30 P—R3 P—R5
31 P—QKt3 P—R3
32 K—Q3 K—Kt3
33 R—K6 ch K—R4
34 R—K2
500 MASTER GAMES

After 34 R—K7, R—B7; 35 R×R, R×R, Black would have the advantage.

34 . . . . . P—Kt5
35 P×P ch Suicidal would be 35 R—K5, R×R;
36 P×P ch, K×P; 37 P×R, K×B4;
38 K—Q4, P×Kt3, and White loses, as he has no "reserve moves."

35 . . . . K×P
36 R—K7 R—QKt4
37 K—B4 K—Kt6
38 Kt—Kt7 ch, K—B7; 39 R—R7, K×P; 40 R×RP, etc.

Draw.

256

White Black
ATKINS BARRY

(Anglo-American Cable Match, 1907)

A stirring contest in which Black, harried without respite, succeeds nearly, but not quite, in parrying every threat, until finally he can no longer avoid material loss. Even then he puts up a grand fight for a lost cause.

FRENCH DEFENCE

1 P—K4 P—K3
2 P—Q4 P—Q4
3 Kt—QB3 Kt—KtB3
4 B—Kt5 B—K2
5 P—K5 Kt×Kt—Q2
6 B×B Q×B
7 Kt—Kt5 White—B1

Defending the QBP, but taking the KKt out of play. It would have been better to bring it forward with 7 . . . Kt—Kt3.

8 P—QB3 P—QR3
9 Kt—QR3 P—QR4
10 Kt—B2 Kt—B3
11 P—KB4 Kt—Q2

Diverting his forces to the Q side. Better would have been 11 . . . B—Q2.

12 Kt—B3 R—QKt1
13 B—K2 P—QKt4
14 Castles P—Kt3
15 Kt—K3 P—QR4
16 P—KKt4

By this advance he prepares the advance P—B5, in order to open the KB file.

At last White, thanks to elegant manœuvreing, has won a pawn and is on the point of confining another; nevertheless, the technical phase which now follows is still very difficult.

16 . . . . . B—R3
17 P—B5 P—B5
18 Q—Q2 Kt—Kt3
19 P×P P×P
20 Kt—Kt2 K—Q2
21 Kt—Kt5 QR—KB1
22 R—B6

He effects the doubling of his Rooks in a very advantageous manner, because it would now be bad for Black to play 22 . . . R×R; 23 P×R, Q×P, on the score of 24 R—KB1, Q—Q1; 25 R—B7 ch, Kt—Kt2; 26 Q—K3, etc.

22 . . . . . Kt—Q1
23 QR—KB1 P—R3
24 Kt—B4

Very well thought out.

24 . . . . . R×R
25 P×R Q×P
26 Kt×B4×P Q×Q—K2
27 Kt×Kt Q×Q (Kt4)
28 Q×Q P×Q
29 Kt—B7 R—QKt1
30 B—Q1 P—Kt5
31 Kt×P

At last Black, thanks to elegant manœuvreing, has won a pawn and is on the point of confining another; nevertheless, the technical phase which now follows is still very difficult.

31 . . . . Kt—B1
32 Kt—B7 ch K—K2
33 Kt—K5 R—Kt3
34 P—Kt5 B—K4
35 Kt—B4 R—B3

Evidently neither 35 Kt—Q3; 36 Kt×P ch, nor 35 . . . Kt—R2; 36 R—B7 ch, is admissible.

36 R—B7 ch K—K1
37 B—Q7 ch K—K1
38 Kt—B6 ch K—B2
39 B×Kt dis ch White liquidates cleverly. 39 B—K8 dis ch, K—Q3 would lead to nothing.

39 . . . . K×B
40 Kt—Kt7 ch K—Kt1
41 R—B6 R—Kt2
42 Kt—Q×P P×P
43 Kt×P

Evidently not 43 R×P (43 . . . P—B7 and wins), nor 43 P×P (43 . . . R—Kt8 ch; 44 K—B2, R—Kt7 ch; 45 K—K3, B—Kt2, and Black’s chances of salvation are on the increase).

43 . . . . K—R2

It is always risky for Black, in the early part of the game, to declare his intention of making the Q side the main theatre of war, and to accumulate his forces there. One unexpected manœuvre, and the black King’s fastness can fall like a house of cards.

44 R—B2 R—R2
45 R—B4 R—QKt2
46 Kt—Q1 P—B6

A pretty stratagem (47 P×P, R—Kt8, winning the Knight).

47 Kt×P P×P
48 R—K2 R—Kt5
49 R—Q2 R—B5
50 Kt—K2 R—R5
51 K—B2 B×Kt
52 K×B

Rook-endings in which one side has two extra pawns are nearly always won by the stronger party, and the present example is no exception.

52 . . . . R—R6
53 K—B2 R—R6
54 K—Kt2 R—R6
55 P—Q5 K—Kt2
56 P—Q6 K—B1
57 P—Q7 ch K—Q1
58 P—R4 Q×Q
59 K—K2 Q×R
60 K×Q B—B2
61 R×R ch K×R
62 P—R4 K—K3
63 K—K4 K—B2

If 63 . . . . K—K4; 64 P×R, and wins. Black hopes that, unsuspecting, his opponent may play 64 P—R5, which would bring about a draw after 64 . . . P×P ch; 65 K×P, K—Kt2; 66 P—Kt6, K—Kt11, etc. But White shows the necessary circumspection.

64 K—B4 Resigns

The continuation might be 64 . . . K—K3; 65 K—K4, K—Kt3; 66 K×Q, K—Kt3 (if 66 . . . K—B3; 67 P×R wins); 67 K—B5, and wins easily.

A game which reflects credit on both players.

257

White Black
RELLSTAB STAHLBERG

(Kemeri, 1937)

It is always risky for Black, in the early part of the game, to declare his intention of making the Q side the main theatre of war, and to accumulate his forces there. One unexpected manœuvre, and the black King’s fastness can fall like a house of cards.

1 P—K4 P—K3
2 P×Q P×Q
3 Kt—QB3 Kt—KB3
4 B—Kt5 B—K2
5 K×Q Kt×Q
6 B×B P×B
7 P—B4

A very good continuation, reinforcing as it does the advanced post at K5.

7 . . . . P—QB4

A wise plan is first to play 7 . . . P—QKt3.

8 Kt—Kt5 Castles
9 P—B3

It is now clear that, by his preceding move (8 Kt—Kt5), White wished to gain the time necessary to complete his pawn chain. He had no thought of the escape 9 Kt—B7, which would hardly be worth while, as after 9 . . . P×P; 10 Kt×R, P—B3, Black has the advantage.

9 . . . . QKt—B3
10 Kt—B3 P—B3
11 B—Q3 KBP×P
12 BP×P P×P
13 P×P Kt—Kt3

Black expects too much from his operations on the Q side. Although after 13 . . . Q×Q ch; 14 Q—Q×Q, Q×Q ch, 15 K×Q White stands a little better—thanks to his King’s active rôle in the centre—Black should have decided on that simplifying line of play.

14 Castles B—Q2
15 Kt—Q6

Settling down in the enemy’s camp.

15 . . . . B—K1
16 Q—B2 P—KR3

He should have played 16 . . . P—Kt3.
Leaving to a solution at once energetic, brilliant and speedy.

... B—R4

... B—R4

Leading to a solution at once energetic, brilliant and speedy.

... B—R4

6 ... B×B

Accepting—and how mistakenly!—the “Greek gift” of a pawn. A number of defences have been tried at this stage, amongst which the bold 6 ... P–KB3 is particularly interesting. See Game No. 260.

7 P×B Q×P

8 Kt—R3

After 8 Kt—B3, Q—K2, White’s KKn would have little future and be in the way of its own Queen. After the text move it will return to the heat of battle via KB4.

8 ... Q—K2

9 Kt—B4 Kt—B1

Black’s position is already painful. Other moves have been tested, such as 9 ... P–Q3R, or 9 ... Kt—Q3B, or 9 ... Kt–Kt3; but in all cases White, with 10 Q–Kt4, obtains a very strong attack.

10 Q—Kt4

With the double threat of 11 Q×KtP and 11 KKn×Q, P–Kt; 12 Q×P ch.

10 ... P–KB4

11 P×P e.p. P×P

12 Castles

Not yet 12 KKn×P, because of 12 ... P×Kt, with check. But now this becomes a real menace.

13 R—K1 K—Q1

Leaves the critical file of his own free will. As Black can neither play 13 QKt×Q (14 Kt×KP) nor 13 ... Kt—R3 (14 B×Kt, P×B; 15 KKn×Q, BP×Kt; 16 Kt×P, Q—KB2; 17 Q×Q ch, with the double threat of 18 KB—B7 ch and 18 KB–Kt ch), nor, finally, 13 ... B×B (again because of 14 KKn×Q), his Q side remains paralysed.

14 R—R6 P—K4

15 Q—Q4 QKt–Q2

He defends his assets as long as he can. After 15 ... KB4; 16 Q×Q ch, K×Q; 17 Q×Q ch, White would have regained his pawn with a dominating position.

16 B–Q3 P–K5

Reinstating the threat: 18 KKn×P, P–Kt; 19 KKn×Q, Q–B2; 20 Q×B–B7 ch, K–K1; 21 B×P, Kt–K3; 22 B–B5, and wins.

17 ... Q—B2

If Black plays 17 ... Q–Q3, the same sacrifice as in the text would win brilliantly,

namely: 18 B×P, P×B; 19 Q×P threatening to win the Queen by 20 Kt–K6 ch; 19 ... K–B2; 20 KKn–Q5 ch, P×Kt; 21 Kt–K5 ch, and wins.

18 B×P

The decisive sacrifice.

18 ... P×B

19 Kt×B P×Kt

If 19 ... Q–K2, in order to pin White’s QKt, White unpins it at once with 20 R–K3 (threat: 21 Kt–B5), and if 19 ... Q×P, simply 20 Kt×P, Kt–Kt; 21 R×Kt destroys Black’s game.

20 Q–QR3 Q–Kt2

21 Kt–Q6!

An indirect defence of the threatened Rook. (21 ... Q×R; 22 Kt–B7 ch, followed by Kt×Q.)

21 ... Kt–QKt3

22 Kt–K8 Q–KB2

23 Q–Q6 ch Q–Q2

24 Q×P ch

And mate next move.

White 259

Black

BOGOLJUBOW—SPIELMANN

(Vienna, 1922)

Threats provide the chief and most varied weapons in the arsenal of strategic ideas. In the following beautiful game, it will be noticed how the first player obtains an advantage by the co-ordination of threats on both wings (moves 6, 9, 19 and 21 by White).

1 P–Q4 Q–K3

2 P–Q4 P–Q4

3 Kt–QB3 Kt–KB3

4 B–Kt5 B–K2

5 P–K5 Kt×Q2

6 P–KR4

The Chatale–Alekhine Attack.

260  R–K1

Vacating KB1 for the Knight. Another possible defence is 8 ... P–KR3.

9 Kt–K5

With the already unavoidable threat of settling the Knight on Q6, thus illustrating the black square weakness in the enemy camp.

9 ... B–Q4

10 Kt–Q6 P×P

Giving up the exchange is compulsory: if 10 ... Q–R4 ch; 11 B–Q2, and if 10 ... P–Kt1, then quite simply, 11 Kt–B3, B–B; 12 Kt×B, Q×QKt; 13 K–R5, P–KR3; 14 Kt×P (the most telling); 14 ... R–B2; 15 B×P, and wins.

11 Kt×R Q×Kt

12 B–Kt5

Defending the threatened KP. A doubtful defence would be 12 P–KB4, B–Kt5 ch; 13 K–B3, P–KR3, taking advantage of the imprisonment of White’s QB. 12 ... B–Kt5 ch

13 B–Q2

14 P–KB4! Q×P ch

15 Kt–B2 Q–K2

Black has now two pawns for the exchange, but his position is tottering.

16 P–R3 B–Bch

17 Q×B Q–B4

18 B–Q3 Kt–Kt3

19 P–KKt4! Kt–Kt3

Instead of resorting to passive resistance by 19 ... Kt–B1, he tries to build up a counter-attack.

20 Q–K2 Kt–B5

21 Q–Q4 Q–K4

22 P×P, Q×QKt4; 23 Q–Q5, P–KR3; 24 R–Kt1, K–B1; 25 Q–Kt6, and the black King, abandoned by his pieces, is lost.

26 B×Kt P–B ch

27 Q×P Q×Kt

28 ... B–Q4

29 B–Kt5

30 Q×Q, P×Q

31 ... B–Q3

This occupation of a live diagonal already foreshadows an eventual sacrifice at KR7.

7 B–K3

8 ... R–Q1

25 Kt–K5

26 P–R6

Decisively breaking into the enemy camp.

27 Kt–K4 P×P

28 P×P

Resigns.
**FRENCH DEFENCE**

**White** STEINITZ  
**Black** VASQUEZ  
*(Havana, 1888)*

In consequence of half-measures on the part of Black, White, in this game, was able to open the dangerous KKt6 file. As, incidentally, Black lost his support at Q4, allowing free passage to the adverse advanced KP, it is small wonder that White’s attack swept over him with cyclonic force.

1 P–K4  
2 P–Q4  
3 Kt–QB3  
4 B–K5  
5 P–K5  
6 P–KR4  
7 B–Q3

In order to preserve the initiative for himself, White is already obliged to give up a piece, as after 7 P×P, Kt×P Black would have a position full of potentialities.

7 . . . .  
P–Q4

After 7 . . . P×B; 8 Q–R5 ch, K–B1 (or 8 . . . P–Kt3; 9 P×P ch); 9 R–R3, etc., the acceptance of the sacrifice turns out to be in favour of White.

8 Q–R5 ch  
K–B1

Seeking a violent solution, in preference to quietly retreating the Queen after 9 P×P, Kt×P.

9 . . . .  
P×B

The counter-point! After 9 . . . P×Kt; 10 P–K6, White’s prospects would be strengthened.

10 R–R3  
P–Kt5

Cleverly anticipating the threat 11 R–B3 ch.

11 Kt–B4  
Or 11 Q×KtP, P×Kt; 12 R–B3 ch, Kt–B3, and Black, although he has returned his gains, has the better position.

11 . . . .  
Kt×P

Reciprocal sacrifices!

12 P×Kt  
P×R  
13 B×P

Threatening 14 Kt–Kt6 ch. He cannot play at once 13 Kt–Kt6 ch, because of the ingenious parry, 13 . . . P×Kt; 14 Q×R ch, K–B2; 15 Q–R7, Q×B; 16 P×P, P–R7, and Black wins.

13 . . . .  
R×B

By this fresh counter-sacrifice, Black eliminates an awkward opponent.

14 Q×R  
P–R7

The victorious march of this pawn, which has succeeded in passing four hostile pawns, is truly remarkable.

15 K–K2  
P–R8 (Q)

16 Kt–Kt6 ch  
K–B2

17 Kt–R8 ch  
Q×Kt

The simplest course. Being a Queen and a Bishop ahead, Black can afford this largesse.

18 Q×Q  
Kt–B3

19 Q–R5 ch  
K–Kt1

20 Kt–R3

One more trap. For if now Black were to gobble up the Rook, White can force a perpetual check by 21 Q–K8 ch, B–B1; 22 Kt–Kt5, Kt×P; 23 Q–R5, B–Q3, 24 Q–K8 ch, etc.

20 . . . .  
Q×P

21 Q–K8 ch  
B–B1

22 Kt–Kt5  
P×Kt

This parries 23 Q–B7 ch and, in addition, threatens 23 . . . Q×B; 24 Q×R, B–Kt4 ch, etc.

23 P–B4  
Q–Kt5 ch

24 K–B1  
Q×P ch

25 K–Kt1  
Q–Kt5 ch

26 K–B1  
P×Kt

The coup de grâce. White resigns. (27 Q×R, B–Kt4 ch, with mate to follow.)

14 B–Q2  
P–QKt4

Instead of trying to blockade the adversary’s passed pawn by 14 . . . Kt–Q1, followed by 15 Kt–Kt3, Black embarks upon an adventure.

He tempts his opponent to play 15 Kt–B7, after which would follow, not 15 . . . R–Kt1; 16 Kt–K6, etc., but 15 . . . Kt×P; 16 Kt×R, Kt×B ch; 17 P×Kt, Q×P, and the attack goes over to Black. Similarly, after 15 B×KtP, B–Kt2, Black, in spite of being two pawns down, has counter-chances.

15 B–B3

Refusing so suspect a gift, White occupies the long black diagonal to cause further damage.

15 . . . .  
P–Kt2

If 15 . . . P–Kt5 (which nevertheless afforded better chances), 16 Kt–B6 ch.

16 P–K6  
Kt–B3

17 Kt×Kt ch  
R×Kt

18 Castles QR  
B–K6 ch

19 K–Kt1  
B×P

20 B×BP

A magnificent finale.

20 . . . .  
Q–B1

21 KR–Kt1  
P–Kt5

Or 21 . . . R×B; 22 R×R ch.

22 K×P  
Resigns

(If 22 . . . RP×B; 23 R×P ch, R×R; 24 Q×R mate.)

**SCHALLOPP**  
**TARRASCH**

(Breslau, 1889)

In the following game we can admire the dogged persistence with which Dr. Tarrasch maintains the initiative, first obtained on the open diagonal (Black’s QR2–KKt8), after 19 . . . Q×R on the open KB file, and finally, after 24 . . . Kt–Q7 on the seventh rank, in the heart of the enemy lines.

1 P–K4  
P–K3

2 P–Q4  
P–Q4

3 Kt–QB3  
Q×B

4 P–K3  
Kt–B3

5 P–B4  
Kt×P

6 P×P  
P×P

7 K–B3  
B–Kt1

8 B–K2  
Q–Kt3
Establishing a permanent watch on the weakened diagonal QR2–KKt8 (which at present prevents 9 Castles, on account of 9 ... Kt–Q6 disch; 10 K–R1, Kt–B7 ch, winning the exchange).

9 Q–R1 Kt–Kt1 10 B–Q2 P–B3 11 P–B Q–B3 12 Kt–Q4 Castles

White has succeeded in castling, but not in placing a single piece on an active post.

13 B–Q3

If he plays 14 P–KKt3, to protect the threatened KBp, the position of White's King would become still more vulnerable.

14 Castles

15 P–B4

Seeing himself threatened with 15 ... P–KtR3; 16 Kt–R3, P–Kt4, White wishes to anticipate this hostile action by some energetic measure.


As a result of the skirmishes of the last few moves, Black has obtained possession of the open KB file. He has, besides, a well-guarded passed QP, whilst the opposing KKtP is doubled—a chronic weakness.

20 B–K3 Q–KB4 21 P–R4

Thus the weakness of one pawn (KKt15) leads to other weaknesses.

Too negligently would be the defence of the threatened pawn by 21 Q–QB1, after which Black's 21 ... Kt–K4 would increase the pressure. And if 21 Q–KB1, P–K4, with advantage to Black.

21 B–Q2 22 Kt–B5

Allowing an interesting combination. But after any other moves such as 22 B–Kt4 or 22 B–B3, Black's compact centre and his control of the open KB file ensures his superiority.

22 P–Q5! 23 Kt×B

Not 23 B×P, Kt×Kt; 24 B×Kt, Q×B, with check, and Black would have won a piece in this affair.

23 B–B3 P–B 24 B–B3 Kt–Q7

A decisive interruption.

25 R–B1 Kt–B5

Or 26 B×P, Q–B7 ch; 27 K–Kt1, Kt–Q6; 29 K–R2, Kt–K7 (threat: 30 ... Q×R mate); 30 K×Q, Kt×R; 31 Q×Kt (B1), Q×R ch; 32 K–Kt1, P–QKt6, compelling surrender.

26 B–Q3 Kt–B5

27 K–R3 Q–Q7×B

28 P×Kt P–K7 Resigns.

White

Black

263 PILLIBURY LASKER

(Nuremberg, 1896)

When the road is blocked, you must force a way through ("break-through sacrifice.") 21 P–B5, and if a defender comes up the best thing to do is to deflect him from his path ("deflecting sacrifice,") 24 R×Q, Kt.

Although such strategy is clear-cut and energetic, it does not always succeed. When it does (as in this beautiful game), it is a feast for eye and mind.

1 P–K4 2 P–K3 3 Kt–Q3 Kt–K3 4 P–K5 Kt–Q2 5 P–B4 P–QKt4 6 P×P Kt–Q3!

Instead of the immediate recapture by 6 ... B×P or 6 ... Kt×BP, Black—who can afford to wait, as the pawn cannot escape him—makes a sound developing move.

7 P–Q3 Kt×BP

Another and very interesting line of play occurs after 7 ... B×P; 8 Kt×Q, Castles, etc.

8 P–Kt4 Kt–Q2 9 B–Q3 P–QKt4

The struggle on the Q side is growing very lively. By this thrust Black intends to reconquer the square at his QBP.

10 Kt–K5 QKt–Q1 11 Kt–B4 12 B–K3 QKt–Q2 13 Castles P–KKt3

If at this point or later ... Kt×B, White strengthens his centre by 14 P×Kt, followed eventually by P–Q4.

14 Kt–K2 B–K2 15 Q–K1 Kt–Kt3 16 KKt–Q4

The Knight, from its central position, not only overprotects the exposed QKtP, but also aims at the other wing (KB5), and even at the centre (K6).

16 B–Q3 17 Q–B2

With the threat of winning a pawn by 18 Kt×P (18 ... P×Kt; 19 B×Kt, or 18 ... Kt×Kt; 19 B×Kt), a pretty turn.

17 Kt–K3 (Kt13)–R5

18 Q–R–Kt1!

This move, which deprives the QRP of its protection, is calculated many moves ahead.

18 ... Q–Q2 19 P–Kt6 Kt×B 20 P×Kt B×P

With a view to preventing once and for all the thrust P–Kt4, followed by P–B5.

Now Black has won a pawn, but at the cost of dislocating his forces, which fact White now exploits in a manner worthy of a genius.

If 20 ... Kt×P; 21 Kt×P, P×Kt; 22 B×Kt, to White's advantage.

21 P–B5

This elegant sacrifice of a pawn serves a double purpose: (1) It disorganises the hostile chain of pawns. (2) It vacates the square at KB4 to permit the entry of the reserve cavalry.

21 Kt–K4 P×P 22 Kt×P; 22 Kt–B4, B–B3;

23 Kt×B (the simplest); 23 ... P×Kt; 24 P–Kt7, R–QKt1; 25 B–R7, winning the exchange and holding out further threats.

22 Kt–B4 P–R5

Preventing the intrusion, 23 Q–Kt3, followed by Q–Kt7.

23 R–R1 B–K2

Against 23 ... Q–K2, Black has a victorious counter by 24 Kt×BP, P×Kt; 25 Kt×P, etc.

24 R×Kt!

A deflecting sacrifice, which will lead to an irruptive sacrifice at K6.

24 B–R 25 QKt×BP P–Kt 26 Kt×KP B–Q2

Black has nothing better than to offer his Queen in atonement, for after 26 ... Q–B1; 27 Q×BP, his crumbling defences would become untenable.

27 Kt×Q R×Kt

Theoretically Black possesses in his Rook and Bishop against the hostile Queen almost an equivalent, but his many weak points must tell against him in the end. The agony is slow but certain.


An unfortunate necessity; he must lose another pawn, e.g. 44 ... R–R3; 45 K–Kt5, R–QB3; 46 P–R5, etc.
500 MASTER GAMES

FRENCH DEFENCE

White's misfortune is that 27 Kt—B3 is impossible on account of 27 ... Kt—Q4 mate.

27 ...... Kt × B ch
28 K—Q1 Kt—B7 ch
29 B × Kt Q × B
30 P × P ch K × P
31 P—B5

With the threefold object of masking the Queen, guarding the Knight, and threatening Q—K6 ch.

If 31 P—K6 ch, K—Kt1; and the black King is safe (e.g. 32 Kt—B5, B × P; 33 Kt—K7 ch, K—B2, etc.).

31 ...... B—B4!

Attack and defence (as now Black's King has a good flight square at KB1).

32 Q—Kt6 ch K—B1
33 Kt—B3 B—K2
34 P—K6 B × Kt ch
35 P × B Q × P ch
36 K—Q2 B—Kt5 ch
37 K—B2 Q—B6 ch
38 K—Kt1 Q—Q6 ch!
39 K — K t 2 B—B6 ch
Resigns

(40 K—R3, P—Kt5 ch; 41 K—R4, Q—Kt4 mate.)

MACONNEIL MORPHY

If the first player commits himself in the opening to a ruthless advance (as in this game to 3 P—K5, instead of simple development by 3 Kt—QB3, or simplification by 3 P × P), he must in the sequel keep on supporting this advance, failing which the counter-play may have serious consequences.

1 P—K4 P—K3
2 P—Q4 P—Q4
3 P—K5

The question whether this is a "strong point" or a "dead point" is still being discussed!

4 P—Q3B

This strengthening of the pawn chain is to be commended.

4 ...... Kt—QB3
5 P—K4B

But this widening of the front opens up White's position too much. That is why simple development by 5 Kt—B3 is preferred at this point.

5 ...... Q—Kt3
6 Kt—B3 B—Q2

A good move, by which Black not only continues to develop his counter-operations on the Q side (culminating in a strong pressure on the QB file by ... R—QB1), but also practically prevents White's most natural development. 7 B—Q5, after which would follow 7 P × P; 8 P × P, Kt × QP; 9 Kt × Kt, Q × Kt; and, as there is no reply, 10 B—Kt5 ch, Black would have won a clear pawn.

7 P—Q3R

White unduly delays the development of his pieces. The best continuation is 7 B—K2, Kt—R3 (threatening ultimately to win the QB by .... Kt—B4); 8 P—QKt3, and White's game is difficult but playable.

7 ...... Kt—R3
8 P—QKt4 P × QP
9 P × P R—B1
10 B—Kt2 Kt—B4
11 Q—Q3?

This move allows the youthful but brilliant opponent to decide the game by a compelling sacrifice.

Better would have been 11 Q—Q2, which would at least prevent any sacrifice at QKt4, e.g. 11 ...... Kt × KtP; 12 P × Kt, B × P; 13 Kt—B3, etc., or 11 ..... B × P; 12 P × B, Kt × KtP; 13 Kt—R3, etc.

11 ...... B × P ch!
12 B × P Kt × KtP
13 Q—Q2 R—B7

Instead of the ordinary 13 Kt—B7 ch; followed by .... Q × B; Black finds an elegant termination, and mates, on the next move—the white Queen!

14 Q—Q1 Kt—K6
Resigns.

[Morphy was thirteen years of age when he played this game, which is the only known game in which he adopted the French Defence.]
Having gained command of the QB file for his Rooks, Black, in this game, exploits this advantage in masterly fashion.

1 P-K4 P-K3
2 P-Q4 P-Q4
3 P-K5 P-QB4
4 P-QB3 Kt-QB3
5 Kt-B3 Q-Kt3

The last three moves of Black were in accordance with the plan to mine the white pawn chain at his Q4.

6 B-Q3
White can afford this development (instead of the more meticulous 6 B—K2), because after 6 ... P×P; 7 P×P, Kt×QP; 8 Kt×Kt, Q×Kt; 9 B—Kt5 ch, the black Queen is lost.

6 ... P×P
If at once 6 ... B—Q2, then already 7 P×P; B×P; 8 Castles, and White stands better.

7 P×P B—Q2
Threatening to win the critical pawn at White’s Q4, which, however, even if sufficiently guarded, will remain as a chronic weakness in White’s position.

8 B—K2
Against 8 B—B2, Black would play 8 ... Kt—Kt5, gaining the initiative.

8 ... Kt—Kt5
9 P—QKt3 Kt—B4
10 B—Kt2 B—Kt5 ch

Now White can no longer castle, the alternative being the loss of the QP.

11 K—B1 B—K2
The object of this retreat is to enable Black to reply to 12 P—KKt4 with 12 ... Kt—R5, this Knight thus remaining available for aggressive purposes.

12 P—Kt3 P×Q4
13 P—QB4 R—QB1
The file of the future.

14 B—Kt5 Kt—Kt5
15 B—B ch
Better at once 15 Kt—B3, as in the next game.

45 Kt—B5, R—Kt4 (45 ... R—Kt5;
46 Kt×R ch, followed by Kt×R);
47 Kt—R6 ch K—Kt1; 48 R×Kt, K×Kt;
48 K—R5, and, in spite of Black’s extra pawn, White would get busy.

54 Kt—B5 R—QB6
46 R—Kt1 K×QP
47 B—Kt1 K—Q1
48 Q×Kt ch R—B1
49 Kt—Kt7 K—Kt1
50 Kt—B7 ch K—B1
51 Kt—Kt5 K×Kt
52 R×Kt R—R1

And Black wins.

267
White Black

NIMZOWITSCH TARRASCH
(San Sebastian, 1912)

One of the curiosities of the theory of the openings! This game, played twenty-four years after the preceding one (Paulsen-Tarrasch), rehabilitated a variation, which up to that time was thought to be in favour of Black. A slight improvement by White on his 15th move caused this reversal of opinion.

1 P—K4 P—K3
2 P—Q4 P—Q4
3 P—K5 P—QB4
4 P—QB3 Kt—Q5
5 Kt—KB3 Q—Kt3
6 B—Q3 P×P
7 P×P B—Q2
8 Kt—K5 ch B—K2
9 P—QKt3 Kt—B4
10 P—Kt2 B—Kt5 ch
11 K×B B—K2
12 P—Kt1 P×P
13 P—Kt4 R—QB1
14 B—K5 Kt—Kt5
15 Kt—B3

Up to this move, we have a repetition—intentional on the part of both players—of the Paulsen-Tarrasch game. But the move in the text (superseding the exchange 15 B×B ch, K×B; 16 Kt—B3, etc.) furthers the coordination of the white forces.

15 ... Kt—Q3
16 K—Kt2
"Artificial castling."

268
White Black

NIMZOWITSCH LÖWENFISCH
(Carlsbad, 1911)

The ability to garnish strategic ideas with concrete points, and to place tactical enterprises in the service of a big general idea, marks the artist in chess. In the following valorous game, White’s main idea is that of a blockade, foreshadowed by his third move.
500 MASTER GAMES

WHITE 269

NIMZOWITSCH LEONHARDT
(San Sebastian, 1912)

Amongst many and varied possible sacrifices, the temporary sacrifice plays an important role. In the following game a pawn is so sacrificed, and, as frequently happens, the recovery of the pawn brings with it an increased command of territory.

29 R-Q1 R-B7
30 P-KR3 If 30 P-R, P-B=ch, followed by mate in two.
30 B-Q12

Black tries to complicate matters, as he foresees that his isolated QP sooner or later must fall.

31 R X P
He does it after all.

31 A surprise? B-B4

32 Q-Q8

The counter-surprise! (But neither 32 Kt X B, Q X P mate, nor 32 Q X B, R X Q; 33 Kt X R, Q-K4 to Black's advantage.)

If now Black were to play 32 ... R X B, there would follow 33 Q X B (threatening a discovered mate); 33 Q-Q7; 34 Kt-Kt5 (threat: 35 Q-Q8, followed by Kt-B7 ch); 34 ... R-B1 (34 ... P-KR3; 35 Kt X P mate); 35 K-R2, and although Black has the exchange for two pawns, he is under a strategic blockade and cannot improve his cramped position in any way.

32 ... B-K2
33 Q-Q7 R-R3

With the ingenuous threat of a mate in two.

34 R-Q3 B-B1
35 Kt-B7 ch B X Kt
36 Q X B R-B1
37 R-Q7 Resigns.

WHITE BLACK

269

6 R-K4 P-R3
16 Kt-K4 P-R4
17 Kt-Q6 ch K-K2
18 Kt-QB3 Q-B4

Parrying the threat 19 Kt-K6, whilst keeping control of Q3. If, instead, 18 Q X Kt, P-R4; White wins by 19 B X Kt and 20 Q-Q6 ch.

19 B X Kt RP X B
20 Q-Q6 ch Q X Q
21 P X Q Resigns

(Nimzowitsch Evgeny; 21 K-K1; 22 Kt-K6, R-QKt1; 23Kt-K5, followed by 24 P-Q7 ch. Black's cramped position costs him a piece.)

White BLACK

270

NIMZOWITSCH HAKANSSON
(Match, Kristianstad, 1922)

This is an extreme example of a blockade, the loser being, in the end, completely walled in. We see how a move containing no immediate or serious threats (3 P-K5) can yet influence the whole course of the game, if the opponent fails to take timely counter-measures.

1 P-K4 P-K3
2 P-Q4 P-Q4
3 P-K5 P-QB4
4 Kt-KB3 Q-Kt3
5 B-Q3

A positional sacrifice of a pawn in order to speed up his development. 5 P X P, B X P would be premature, in view of Black's troublesome attack on White's KB2.

5 ... P X P
If 5 ... Kt-QB3; 6 P X P, B X P;
7 Castles.

6 Castles Kt-QB3
7 P-QR3 With the twofold object of preparing 8 P Q-K4, and of preventing 7 ... Kt-K5.

The most prudent course for Black would now be 7 ... P-QR4.

7 ... Kt-K5
8 P-QK4 Kt-Kt3
9 R-K1 B-K2 Preventing 10 P-KR4, which would be available after 9 ... B-Q2, or 10 ... P-QR3.

10 B-K2 P-QR4
11 P-Kt5 P-R5

Artificially isolating White's QKtP. Black need as yet have no fear of 12 P X Kt, because of 12 ... Q X B.

12 Kt-Q2 Kt-R2

The Knight retires in view of the threat 13 P X Kt, Q X B; 14 R-Kt1, followed by 15 P X P, and wins.

13 B X P

Thus, after careful preparation, White has at last recovered his pawn, with a notable increase of controlled territory.

13 ... B-B4
14 B X B Q X B
15 P-B4

Concentrating on the conquest of K4 (and later on Q6 as well).
12 \ldots\ P\!-\!Kt3, with chances on both sides.

11 P\!-\!R3
In its useful, this move increases in value from the fact that it also prepares the attack against the black King’s field, should he castle on the Q side.

11 \ldots\ Castles
If 11 P\!-\!Q4 first (preventing 12 P\!-\!Q4), Black’s casting on the Q side would be still more hazardous, as the protecting line of pawns there would be damaged.

12 P\!-\!Kt4 P\!-\!QR3
13 P\!-\!R5 Kt\!-\!Kt2
14 B\!-\!Q2 P\!-\!R3
15 P\!-\!R4 P\!-\!KKt4
16 P\!-\!Kt5 P\!-\!B5
17 Q\!-\!Kt4 Kt\!-\!QKt1
18 P\!-\!B3

Obtaining a further advantage for his attack, by opening the QB file.

18 \ldots\ R\!-\!K1
19 P\!\times\!Q P\!\times\!Q K\!-\!Q1

Far from having found sanctuary, the black King must fly towards the centre.

20 R\!\times\!QB Kt\!-\!Q3
21 P\!-\!R5 Q\!-\!B2
22 P\!-\!Kt6 Q\!-\!R1

With the Queen thus buried alive, Black can hardly hope to save the day.

23 R\!-\!B7 Kt\!-\!B4
24 Kt\!\times\!B B\!-\!K2
25 Kt\!\times\!Kt2; 25 R\!\times\!QB1, Kt\!\times\!B; 26 Kt\!\times\!Q P.

After the text move White forces the win in a brilliant manner.

25 Kt\!\times\!Q! Kt\!\times\!P
26 Kt\!\times\!Kt P\!\times\!Kt
27 Q\!\times\!Bch Kt\!\times\!Q
28 Kt\!-\!K6 mate. (Quasi-étouffé!)

271

White
KERES
Black
ALEXANDRSCU
(Munich, 1936)

Another example of a black Queen con-
fiscating a pawn (at White’s QKt2), thereby rousing up all the vital forces in the enemy camp. Soon after we see the black King, in going to the assistance of his Queen, succom-
bting in the centre of the board.  

17 P\!-\!K6
A beautiful pawn sacrifice, with the double mission of vacating the square at K5 for the Knight and of breaching the enemy fortress.

17 \ldots\ P\!\times\!P
If 17 \ldots\ B\!\times\!Kt; 18 B\!-\!Kt5, winning the Queen; and if 17 \ldots\ Q\!\times\!P; 18 B\!\times\!Kt, winning material.

18 Kt\!-\!Q5 Kt\!\times\!B
19 P\!\times\!Kt Q\!-\!B2
20 Kt\!\times\!B Kt\!\times\!Kt
If 20 \ldots\ Q\!\times\!Kt; 21 B\!\times\!Kt, and wins.

21 Q\!-\!Kt4

Threatening 22 Q\!\times\!P ch or, eventually, 22 Q\!\times\!P.

21 \ldots\ B\!-\!Kt3
After 21 \ldots\ KR\!-\!KKt1 (which is relatively the best defence), White would play, not 22 Q\!\times\!P, Q\!\times\!Q; 22 R\!\times\!Q ch, Kt\!\times\!B2, etc., but 22 KR\!-\!B1, threatening to win a piece by 23 B\!\times\!Kt, P\!\times\!B; 24 Kt\!\times\!Kt3.

22 Q\!\times\!P ch K\!-\!Q3
23 Kt\!\times\!Kt ch!

The black King is now at the mercy of the Rooks. The Knight must be taken, otherwise: 23 \ldots\ K\!\times\!B; 24 B\!\times\!Kt5 mate.

23 \ldots\ P\!\times\!Kt
24 KR\!-\!Q1 ch Resigns.

272

White
STEINITZ
Black
LASKER
(Nuremberg, 1896)

In this game we witness a contest between the Amazons. Once the mobilisation is completed the two Queens take the field. But what different aims they pursue! The black Queen lends her troops in a victorious expedition while her rival goes in for distant conquests (pawn at QKt7), which in the end prove to be of no value.

1 P\!-\!K4 K\!-\!P3
2 P\!-\!Q4 P\!-\!Q4
3 Kt\!-\!Q2 P\!-\!Q4
4 Q\!\times\!P

Best is the continuation 4 KP\!\times\!P, KP\!\times\!P; 5 B\!\times\!Kt5, and White has an advantage in development, albeit a minute one.

4 \ldots\ B\!\times\!P
5 Kt\!\times\!Kt3 B\!-\!Kt3

Thus Black’s KB remains on an effective diagonal, whilst the white QKt is posted off the battlefield.

6 P\!\times\!P Kt\!\times\!B3

Far more vigorous than the immediate recapture 6 \ldots\ P\!\times\!P.

7 Kt\!\times\!B ch
After 7 P\!\times\!P, B\!\times\!P ch; 8 K\!\times\!Kt, Q\!\times\!Q ch; 9 K\!\times\!Q, B\!\times\!P, Black’s game is to be preferred.

Similarly, after 7 P\!\times\!Q4, P\!\times\!P; 8 P\!\times\!P (8 P\!-\!B5, B\!\times\!B; 9 Kt\!\times\!B, Q\!\times\!R4 ch, followed by 10 Q\!\times\!Q) 8 \ldots\ P\!\times\!Q; 9 Q\!\times\!Q, Kt\!\times\!Q, Black, with two pieces in play, stands better, his adversary having practically none in active service.

7 \ldots\ B\!-\!Q2
8 B\!\times\!B K!\times\!B
9 P\!\times\!Q4 P\!\times\!P
10 P\!\times\!B5 B\!\times\!B
11 Kt\!\times\!B3 Kt\!\times\!B3
12 Castles Castles Kt
13 Kt\!\times\!Kt1\!-\!Q4 Kt\!\times\!Kt
14 Q\!\times\!Kt Kt\!\times\!Kt

Positional judgment tells us that Black’s passed pawn, although isolated and blockaded, acts as an important pivot in the centre. As, moreover, Black has succeeded in being the first to occupy the open K file, it is only to be expected that he will have a marked preponderance on the Q side.

15 B\!\times\!Kt3 R\!-\!K5
16 Q\!\times\!Kt QR\!-\!K1
17 KR\!\times\!Q1 Kt\!\times\!Kt
18 P\!\times\!Q3 Q\!\times\!Kt

Black’s champion enters the lists.

19 P\!\times\!Kt4 K\!\times\!Kt4

Calling forth the threat 20 \ldots\ Q\!\times\!R4, to be followed by 21 \ldots\ P\!\times\!Kt5.

20 Q\!\times\!B3 Q\!\times\!B4
21 Q\!\times\!Q3 Q\!\times\!Kt3
22 Q\!\times\!Kt5

This removal of the Queen from the main battlefield does not improve matters, nor can White play 22 Kt\!\times\!Q2, on account of 22 \ldots\ B\!\times\!P ch; 23 K\!\times\!B, R\!-\!R5 ch, followed by 24 \ldots\ Q\!\times\!Q.

As 22 P\!\times\!R3 is also of doubtful value because of 22 \ldots\ Q\!\times\!R4 (threatening 23 \ldots\ P\!\times\!Kt5; 24 P\!\times\!P, R\!\times\!Kt1, etc.,) he should have tried to defend the position as best he could by 22 P\!\times\!Kt3.

22 \ldots\ Q\!\times\!Q4!
23 Q\!\times\!P

Hoping to keep his adversary occupied;
but Black has at his disposal a sacrifice as convincing as it is instructive.

1 P—K4  P—K3
2 P—Q4  P—Q4
3 Kt—QB3  P—Q4

Seeking the immediate emancipation of Black’s game.

4 Kt—B3  Kt—QB3
5 B—K3

The wisest course, to slow down Black’s impetus, is: 5 KP×P, KP×P; 6 B—K2, etc., with a satisfactory development. White, however, is intent on winning the hostile QBP.

5 ...  B×P ch
Instead of playing 5 ... BP×P, or even 5 ... P—B5, Black prefers to ignore the enemy’s threat. He thereby obtains a central superiority in space in exchange for his pawn.

6 KP×P  KP×P
7 P×P  B—K2
8 B—K2  Castles
9 Castles  R×K1
10 P—K3  B×B
11 P×R  P×QR

Preventing 12 P—QKt4, so that, to all intents and purposes, White’s extra pawn remains isolated.

12 Kt—QR4  Q—B2
13 Q×Kt  QR×Q1
14 B—Q3  Kt—K5
15 Kt—Q4  Q×K4

Threatening to regain the pawn to some advantage, e.g.: 16 P—KKt4, Kt×Kt; 17 Q×Kt, B×B; 18 Q×B, P—Q5; 19 B—Q2, B×P, etc.

16 R—K1  Q×B3
17 B×Kt  P×B
18 Kt—B1  Q×Kt

The beginning of the direct attack is announced by the threat of 19 ... QB×P.

19 Kt—Kt3  P×R4
20 Kt×B

An unsuccessful attempt to ease the pressure by exchanges.

20 ...  Q×Kt1
21 P—QKt4  Kt—K4

The reserve cavalry! The threat eventually is 22 ... Kt—B6 ch; 23 P×Kt, KP×P.

The alternative, 21 ... P×P; 22 P×P, Kt×P, would diverge from the general plan and, after 23 R×Kt1, Kt—Q4; 24 R×P, be to White’s advantage.

22 B×B4  Kt—Kt3

Now 22 ... Kt—B6 ch would be unsound, on the score of 23 P×Kt, KP×P; 24 K—R2, with an adequate defence for White.

23 B—K3  Kt—R5
24 B—B4  Q×Kt3
25 B×Kt  B×Kt4

A decisive gain in territory, which will enable a Rook to occupy the “seventh.”

26 Q×Kt1  R×Q7
27 Kt—Q3  P—K6

Breaking up the hostile ring of fortifications.

28 Q×B3  P×P ch
29 B×P  B×K6

This discovery manœuvre forces the mate. White resigns.

274

White  Black
MORPHY  MEEK
(New York, 1857)

The real Morphy—with his ultra-rapid mobilisation of forces—appears in this short game, in which a rather unfortunate defence conjures up an orgy of aggressive measures.

1 P—K4  P—K3
2 P—Q4  P—Q4

Without sufficient support in the centre, this premature thrust already proves almost fatal. It will illustrate the necessity of playing the usual 2 ... P—Q4 first.

3 P—Q5  An energetic reply.

3 ...  P×P
4 ...  P—K4
5 Kt—KB3  B—Kt3
6 P×P  B×Kt4

This exchange (instead of 6 ... P×P) helps White’s development.

The superiority of the two Bishops over Knight and Bishop (or two Knights) is demonstrated here in a masterly manner.

1 P—K4  P—K3
2 Q—K2

Instead of the usual 2 P—Q4, the great Russian adopts a continuation of his own invention.

2 ...  Kt—Q3
3 Kt—QB3

A more energetic continuation is 3 P—KB4.

3 ...  P—K4

Giving the game an open character.
FRENCH DEFENCE

4 P—Kt3
5 B—K2
6 P—Q3
7 B—Kt5

Simpler is 7 B—K3, exchanging Bishop for a Bishop instead of a Knight.

7 .......
P—KR3
8 B×Kt Q×B
9 Kt—Q5 Q—Q1
10 P×Q3 Kt—K2
11 Kt×Kt Q×Kt
12 Castles B—Q2
13 P—Kt4 Castles QR
14 Kt—B3 B—B3
15 KR—B1 P—B3

Closing the KB file against hostile intentions.

16 K—Kt1

Against 16 Kt—R4 (threatening 17 Kt—K6) Black would play, as in the text, 16 ....... KR—K1.

16 .......
17 P—B5 B—R5
18 R—B1 K—Kt1
19 Kt—Q2 P—R3
20 B—B3 B—R2
21 P—R4 R—Q1
22 Kt—K4 (Kt1—Q1
23 Kt—K3 B—K1
24 KR—Q1 B—B2

After all this manœuvring both Black’s Bishops are placed on effective diagonals.

25 P—B4 P—B3

This move has manifold uses (see Black’s 28th and 29th moves).

26 R—B2 B—Q5
27 R(Q1)—Q1 B—Q2
28 Kt—Q1 Q—R4
29 Kt—B3 P—QKt4!

Extending the range of action of the QB.

30 P—Kt3 R—Q2
31 P×P RP×P
32 Kt—Q5 K—K12
33 P—KKt4 Q(Q2)—Q1

A deep calculation. The hostile Knight is forced to unmask the black Queen’s Bishop’s diagonal.

34 Kt—K7 B×P

Triumph of the Bishops.

35 Kt×R

Or 35 Kt×P, R×Kt; 36 R×R, Q—K15; 37 R—B7 ch, K—Kt1; 38 P—R3, Q×P, and White is overwhelmed.

4 .......

Kt—KB3

After 4 ....... P—Kt4 White would continue in real gambit style with 5 P—B3, P×P; 6 Kt×P, and White’s advantage in development, together with the weakening of Black’s position, makes up for the lost pawn.

The best course is 4 ....... B—Q2; 5 Kt×P, B—B3 (threatening 6 ....... P—B4); 6 P—KB3, and there are opportunities for both sides.

5 Kt×P Kt×Kt
6 B×Kt Kt—Q2
7 Kt—K2 Kt—B3

The pressure exercised by the Bishop on the long diagonal ensures for White the superior game.

8 .......
P—K4
9 Castles P—B3
10 P—Q4

The opening up of the game must benefit the better-developed side.

10 .......
P×P
11 Kt×P B—K2
12 P—Kt3 Castles
13 B—Kt2 Q—R4
14 P—Q3

This prevents both 14 ....... B—KB4 (because of the fork by 15 P—QKt4) and the freeing manœuvrue 14 ....... B—QKt5, followed by ....... B—B6, etc.

14 .......
B—KKt5
15 Q—K1 Q—B2

Black should have decided on the exchange of Queens as the lesser evil, although White would have the better game after 15 ....... Q×Q; 16 KR×Q.

16 P—R3 B—B1
17 Q—B3 Kt—K1

Hoping to contest one of the long diagonals, but White’s QB will now find even more lucrative employment.

18 P—Q4 B—B3
19 B—R3 Kt—Q3
20 Q—B5 R—Q1
21 QR—Q1

Threatening 22 Kt×P.

This is an unusual case of a practically complete blockade obtained by White on a full board—a rare occurrence. If 21 ....... Kt—K1; 22 Q—B8 mate, or if 21 ....... P—QKt3; 22 Q×BP.

21 .......
B×Kt

The most interesting variation is 21 ....... B—K2; 22 Kt—K5, Kt×Kt; 23 Q×B, Q×Q; 24 B×Q, R—K1; 25 P×Kt, R×B; 26 R—Q8 ch, with mate to follow.

22 Q×B

Resigns

For the vertical pin will cost Black a piece.

276

White

TARTAKOWER H. MÜLLER

(Kecskemét, 1927)

The following game shows that simplicity of means does not preclude their being effective.

1 P—K4 P—K3
2 P—KKt3

Instead of the usual 2 P—Q4, White delays the occupation of the centre. It is a new system introduced by Dr. Tartakower in 1924.

2 .......
P—Q4
3 B—Kt2 P×P
4 Kt—QB3

Too unenterprising would be 4 B×P, Kt—KB3; 5 B—Kt2, P—B4, with equal chances.
17. CARO-KANN DEFENCE

White
PILLSBURY

Black
CARO

(Vienna, 1898)

The pawn majority on the Q side—an important factor in end games—can also be of moment in the middle game, as can be seen here. The advance 16 P-Q5, piercing the front, and capturing 22 B×P, laying bare the QB file, are admirable features of White's strategy.

6 B×Q

7 B×Kt5

A less ambitious plan is 7 ... Castles; 8 Castles, R-K1; 9 Kt-R4, etc.

8 P-KR3

Instead of this impulsive move, 8 ... Q-Q2 ch; clearing up the situation was called for.

9 P-KKt4

Conquest of the strategic square KB5.

11 Kt-B5

12 B×B

Heedless. Here again 12 ... Q-K2 ch, followed by ... Castles QR, would anticipate many of White's machinations.

13 Q×K2 ch

14 B×Kt ch

15 B×K QR×K1

In order to play 16 ... B×B, but White plans direct action. Better would be 15 ... KR×K1.

16 P×Q

A powerful advance, for if 16 ... P×P; 17 Q×Kt5 ch, and if 16 ... B×B; 17 P×P ch, etc.

17 P×Q ch

18 Castles QR Q×B2

19 R×Q R×K3

With the transparent threat 20 ... R×Q. Better would be at once 19 ... P×Q R3.

20 R×R

21 Q×Q

22 P×Q

23 Kt×Q3

More expansive than 6 ... B×K2, and more to the point than 6 ... Kt×Q2. Weak would be 6 ... Kt×B, on account of 7 B×B, P×B; 8 Kt×B, followed by Castles and R×K1.

7 Kt×K2

Instead of this colourless continuation, 7 Q×K2 ch would lead to the withdrawal 7 ... B×K2, or to a simplification by 7 P×Q×Kt; 8 Q×Q ch, K×Q; 9 B×K3, etc., and White's small advantage can, in the nature of things, be realised only in the end game.

7 Q×B2

8 Kt×Q ch

9 B×Kt3 Castles

10 P-Q4

This offensive will have lasting results.

11 Kt×Kt3 P×Kt3

12 P×B Q×P

13 Kt×K4 P×R5

14 B×B2

A doubtful transaction would be 14 Kt×B, Q×B; 15 Kt×B, Q×Kt; 16 P×Q3, Kt×P; 17 Q×Kt, Kt×K; 18 P×P, Kt×B, and Black's Knight occupies a dominant post.

15 Q×B2

Parrying the threat of 15 Kt×P ch.

16 Kt×B Kt×P

And not 16 ... Q×Kt; 17 Castles QR, after which Black's action becomes purposeless.

17 Q×Kt2 P×Q

18 B×P Mating his grip.

19 Castles KR

If 19 B×B, Q×P ch; 20 B×Q, Kt×Q6 ch, and wins.

20 B×B Q×B P

21 B×Kt Q×Q6

Having emerged from all complications with an extra pawn, Black does not fear simplification in spite of Bishops of opposite colours.

22 Q×Q B×Q

23 KR×Q1 P×R6

An important intermediate manoeuvre, for otherwise White could nullify the hostile
paw chain by 24 P—Q3, followed by B—B3 and B—Kt4.

24 B—B3

24 . . . . . . B—B5
25 B—Kt4 KR—K1
26 R—K1 R×Rch
27 R×R
Or 27 B×R, R—R5; 28 P—B3, P—Kt5 (threat: 29 . . . B×B; 30 R×B, P—Kt6, etc.); 29 R—Kt1, P—Kt6; 30 P×P, P—R7; 31 R—R1, B×P; 32 B—B3, R—B5; 33 B—Kt2, R—B7, and wins.

27 . . . . . . P—R3
In order to be able to play . . . . R—R5, but more fruitful would be 27 . . . P—B3, with the double object of providing not merely a flight square but also a passage way for the King.

28 R—K3
In order to eliminate the troublesome QRP. But its neighbour will prove still more ominous. Ex ostibus ulter. But if, passively, 28 R×B, Black's King would march to Q4 after 28 . . . P—B4, securing the advantage.

28 . . . . . . R—R5
29 B×P
If 29 B—B5, P—Kt5, followed by . . . B×P.

29 . . . . . . P—Kt5
30 B—B1 R×P
White resigns.
If 31 P—B3, P—Kt6; 32 R—B3, B—Q4, followed by . . . P—Kt7.

279

White  Black
ALEKHINE TARTAKOWER
(Kecskemét, 1927)

A multiple sacrifice is always impressive. In the following game it is the culmination of skilful manœuvres.

1 P—K4 P—QB3
2 P—Q4 P—Q4
3 Kt—QK3 P×P
4 Kt×P Kt—B3
5 Kt—K3

An interesting sacrifice is 5 B—Q3, Q×P; 6 Kt—KB3, Q—Q1 (better, 6 . . . Q×P—Kt3; 7 QKt×Kt5, P×Kt3 (fatal, but after 7 . . . P×Kt; 8 Castles, etc., also Black has a difficult time); 8 Kt×P, K×Kt; 9 B—Kt6 ch, K×B; 10 Q×Q, and wins.

5 . . . . . . P—K4
A premature opening up of the game! The most promising continuation is 5 . . . Q×Kt3.

6 Kt—B3
There is little to be said for 6 P×P, Q×Q ch; 7 K×Q, Kt—Kt5, etc. The most concentric is 6 B—K3. An interesting sacrificial idea is: 6 Q—K2, Q×P; 7 Kt—B3, B—Kt5 ch (better, 7 . . . Q—Q1); 8 P—B3, B×P ch; 9 B×B, Q×Q, QBP ch; 10 Q×Q, Q—K2; 11 R—B4, B—K3; 12 B×B, P×B; 13 Castles, Kt—Q4; 14 Kt—K4, and Black’s Queen is lost.

6 . . . . . . P×P
If 6 . . . . P—K5; 7 Kt—Kt5, B—KB4; 8 Kt×B, Q—R4 ch; 9 P—B3, Q×Q; 10 Q×Q, Kt—Q2; 11 B—Q4, Kt—Q4; 12 Kt×K, eliminating the dangerous pawn, etc.

7 Kt×P
If 7 Q×P, QKt—Q2, etc.

7 . . . . . . B—Q4
More solid is 7 . . . B—K2.

8 Q—K2 ch
A paradoxical-looking move, which gives up the protection of the QP and encumbers the KB. Its justification is the speeding up of castling QR and the possibility of effecting later on a freeing manœuvre (11 Q—B4) without loss of time. If, however, 8 B—K3, Kt—Q4, etc.

8 . . . . . . B—K2
Or 8 . . . . Q×K2; 9 B—K3, and White's forces are better placed.

9 B—K3 P—B4
In his desire to prevent White from castling on the Q side, Black creates a weakness for himself at QB4. Better would be 9 . . . Castles, although even then White's position remains superior after 10 Castles, Q—R4; 11 K—Kt1, Kt—Q4; 12 Q—B3, etc.

10 Kt(Q4)—B5 Castles
11 Q—B4
A fine manœuvre, which has the effect of attacking the QBP whilst liberating his own KB.

CARO-KANN DEFENCE

11 . . . . . . . . . . R—K1
This indirect defence of the QBP is not permanent. If 11 . . . . B—K3; 12 Kt×K ch, Q×Kt; 13 Q×P, Q×Q; 14 B×Q, R—B1; 15 Castles. Better would be at once 11 . . . . P—QKt3.

12 B—Q3 P—QKt3
13 Castles QR B—R3
He should have played 13 . . . QKt—Q2, blocking the critical Q file. He now becomes the victim of a magnificent attack.

14 Kt—R6 ch
An unmasking sacrifice, which must be accepted, for if 14 . . . . K—R1; 15 Kt×P ch, and if 14 . . . . K—B1; 15 Q×P mate.

15 . . . . . . . . . . P×Kt
A second sacrifice, which cannot be declined, e.g. 15 . . . . K—B1; 16 B×P mate, or 15 . . . . K—K2; 16 Kt—B5 ch, or 15 . . . . K—R1; 16 Q×KBp, QKt—Q2; 17 Kt—B5, B—KB1; 18 B—Kt6 (threat: 19 R×Kt); 18 . . . . B—B1; 19 P—KKt4, etc., with a winning attack. On the other hand, if 15 . . . . K×B; 16 Q×P ch.

15 . . . . . . . . . . K×B
16 Q—K4 ch K—R1
17 Kt—B5 B×R
A slightly better defence would be provided by 17 . . . . B×R.

18 Q—K4
The final point. The overthrow of the last line of defences is now a question of technique.

18 . . . . . . . . . . Kt—QB3
19 Q×Kt B—KB1
20 Kt×B B—B3
21 B×RP B—Q4

22 . . . . . . . . . . Q—B7
23 B—Q4 R—B3
24 P×P B×P
25 Q—K5 ch Kt—B3
26 Kt—Q6 Resigns.

280

White  Black
SPIELMANN HÖNLINGER
(Match, Vienna, 1929)

In the following game, we can see very clearly the various dramatic happenings which can unfold themselves on an open diagonal.

1 P—K4 P—QB3
2 P—Q4 P—Q4
3 Kt—QB3 P×P
4 Kt×P Kt—B3
5 Kt—Kt3 P—K3
He decides to shut in his QB, for the sake of a better co-ordination in the development of his forces.

6 Kt×B P—B4
7 B—Q3 Kt—B3
Increasing the pressure against Q5. A more reserved continuation is 7 . . . QKt—Q2; 8 Castles, B—K2; 9 P—B3, Castles; 10 Kt—K5, and White should obtain the initiative. But would be 7 . . . P×P; 8 Kt×P, as now 8 . . . Q×Q is inadmissible because of 9 B—K5 ch.

8 P×P B×P
9 P—Q3 Castles
10 Castles P—QKt3
11 P—K4 B—B2
12 B—K1 Q—Q2
Artificial. He should have tried to even up matters by 12 . . . . B—K2.

13 P—Kt5 Kt—QB4
14 Kt—K5
If 14 B—K5, then of course not 14 . . . B—Q3 (15 B×B, Q×B; 16 B×P ch), but 14 . . . . Q—Q1, returning to defend the home.

14 . . . . . . . . . . B—K2
15 Kt—K4 Q—Q1
16 Kt—K3 Kt—Q4
This attempted attack (17 Kt×Kt, Q×Kt) will be fiercely repulsed. Steadiness demands 16 . . . . R—B1, maintaining all the available personnel on the threatened sector.

17 Q—R5
CARO-KANN DEFENCE

White

Black

LASKER

LEE

(London, 1899)

The following game proves once again that, after castling on the Q side, the defending King is unable to protect the wide King's field without assistance from his forces.

12 KR—K1 Castles

If 12 R—B3; 13 Kt—B5; whereas, after the text, Black wishes to stress White's weakness at KKt3 with 13 B—Q3.

13 Q—Kt3 Escaping from the indirect attack by the adverse QR, for if, e.g. 13 Kt—K4, Kt—B4; 14 Kt—Q3, Kt—K5; 15 Q—B3, B—K3; 16 P—R4, P—R3, and Black's Q side has an additional and trusty defender. A positional continuation could be 13 P—B4, to be followed by B—B3.

13 B—Q3

With the twofold object of escaping capture and preventing the exchange of Bishops after 14 B—B5.

14 Kt—K2

Or 14 Kt—K5; 15 B—K3. Imperceptibly, Black drifts into a sterile action on the K side, without heeding the safety of his own lines. Prudent would be 14 Q—Kt3; 15 Q—R4, B—B2 (parrying the threat of 16 B—R5).

15 R—B1 Kt (Q2)—B3

16 Q—R4 K—K1

17 P—B4 Q—K2

Better is 17 Q—B1.

18 Kt—B3 Q—B2

19 P—Kt3 Again preventing 19 B—B5.

19 Q—B1 P—Q4 Kt—B3

21 P—P Kt×P

22 B—K3 Entirely changing the aspect of the contest.

22 Kt—K4

Not 22 Kt—Q3; 23 B×P, etc., nor 22 Kt×Kt, 23 Q×P, K—B2; 24 B—Kt6 ch, K—Q2; 25 B×R, followed by 25 P—B5, with gain in material.

23 B×P ch K—B2

24 R—Q4

K—K2

25 Kt×P

Kt—B3

26 Q—R5 mate, or 24 Q—K3;

27 R—K5 ch Kt—K1; 26 R—R8 mate.)

A very fine game, illustrating the power of the plunging fire of two Bishops.

White

Black

YATES

RETI

(New York, 1924)

This game illustrates that, on the K side also, the defending King cannot hope to hold the more restricted K field without the assistance of one or two trusty pieces.

1 P—K4

P—B4

2 P—Q4

P×Q

3 Kt—Q3 B×P

4 Kt×P

B—B4

5 P×P

Kt—B3

6 Q×Kt ch

Kt—Q4

7 R—Kt4

K×Q

8 B—Q3

P—K4

9 Q—K3

B—B2

10 Castles

Q—B3

11 B—Q3

P—K3

12 KR—K1 Castles

If 12 R—B3; 13 Kt—B5; whereas, after the text, Black wishes to stress White's weakness at KKt3 with 13 B—Q3.

13 Q—Kt3 Escaping from the indirect attack by the adverse QR, for if, e.g. 13 Kt—K4, Kt—B4; 14 Kt—Q3, Kt—K5; 15 Q—B3, B—K3; 16 P—R4, P—R3, and Black's Q side has an additional and trusty defender. A positional continuation could be 13 P—B4, to be followed by B—B3.

13 B—Q3

With the twofold object of escaping capture and preventing the exchange of Bishops after 14 B—B5.

14 Kt—K2

Or 14 Kt—K5; 15 B—K3. Imperceptibly, Black drifts into a sterile action on the K side, without heeding the safety of his own lines. Prudent would be 14 Q—Kt3; 15 Q—R4, B—B2 (parrying the threat of 16 B—R5).

15 R—B1 Kt (Q2)—B3

16 Q—R4 K—K1

17 P—B4 Q—K2

Better is 17 Q—B1.

18 Kt—B3 Q—B2

19 P—Kt3 Again preventing 19 B—B5.

19 Q—B1 P—Q4 Kt—B3

21 P—P Kt×P

22 B—K3 Entirely changing the aspect of the contest.

22 Kt—K4

Not 22 Kt—Q3; 23 B×P, etc., nor 22 Kt×Kt, 23 Q×P, K—B2; 24 B—Kt6 ch, K—Q2; 25 B×R, followed by 25 P—B5, with gain in material.

23 B×P ch K—B2

24 R—Q4

K—K2

25 Kt×P

Kt—B3

26 Q—R5 mate, or 24 Q—K3;

27 R—K5 ch Kt—K1; 26 R—R8 mate.)

A very fine game, illustrating the power of the plunging fire of two Bishops.
10 Castles
11 R-K1
Threatening 12 B x P, etc.

11        Kt-Q4
A more straightforward parry is 11 ... K-R1.

12 B-K13 P-QR4
As all these wing manoeuvres fail to fulfil
their object, 12 ... Q-B2 at once
(13 P-B4, K-Kt1-Kt3) would have been
wiser.

13 P-QR3 Q-B2
14 P-B4 Kt-B5
15 B x Kt Q x B
16 Q-R1 B-B3
17 B-B2
Now that all the white pieces are con-
centrated on the K side, he wants to elimi-
nate an important defender.

17        KR-Q1
He would free his game better by 17 ... B x B; 18 Q x B, but he appears to have unbounded faith in the solidity of his formation.

18 B x B RP x B
19 Kt-K4 Kt-K3
20 P-QKt3 B-K2
21 R-Q3
A profound conception.

21        B x P
Fatal greed! He should have played
21 ... Q-B2.

22 Kt-K5
A glut of threats. Very strong would also
be 22 K Kt1-Kt5, R-KB1; 23 P-Kt3, Q-B2; 24 Q-Kt4, to be followed by
Q-R4.

22        Q-R5
Fleeing before the threat 23 R-KB3.
An attempt to save himself, which would
not be available after 22 K Kt1-Kt5, is
22 ... R x P; 23 K x R, Q x Kt1; 24 K R-Q1, B-K2; 25 Q-K3, etc.

23 R-K3 Q-K2
Still hoping to hold out. If now 24 Q-Kt4
(to be followed by Kt-Kt5 and Q-R4),
then 24 R x P. But White finds a
magnificent way of avoiding this awkward
corner.

24 Kt-Kt5
A beautiful final manoeuvre, which breaks
down all opposition, for if 24 ... Q x Kt;
the outpost manœuvre 7 Kt-K5, an intelli-
gent continuation would be to oppose the
Bishop by 7 B-Q3.

The most energetic is 7 P-R4, P-KR3;
8 Kt-K5, which continued in a game
Horowitz-Gudjus, Prague, 1931, with
an inversion of moves, e.g. 8 ... B-R2;
9 B-QB4, Kt-Q2; 10 Q-K2, K-Kt-B3
(a decisive mistake; 10 ... Kt x Kt is
necessary); 11 Kt x KBP, B-Kt5 ch (11 ... K x Kt; 12 Q x P, K-Kt3; 13 P-R5
mate); 12 P-B3, and Black resigned in a
few moves.

7        Kt-B3
8 Q-K2 QKt-Q2
9 Kt-K5 Kt x Kt
A clear-cut decision.

10 P x Kt
After 10 Q x Kt, B x P, there is the loss of
a pawn without compensation.

10        Kt-Q2
Threatening to win the KP by 11 ...
Q-R4 ch.

11 P-B4
He weakens his base. The unpertentious
continuation 11 Castles is called for.

11        B- Q4
Better would be 12 P-B3, Q-Kt3;
13 P-Kt4, driving the adverse KB from
the troublesome diagonal, or 12 ... P-Kt4;
13 B-Q3, B x B (clearly not 13 ... K x P;
14 Q x Kt, Q x B; 15 Q x B, winning a piece);
14 Q x B, Q-Kt3; 15 Kt-K4, and White is not
without resources.

12        P-QR4
Leading to simplification would be
13 P-B3, P-R5; 14 B-B2.

13        Q-Kt3
Seizing the initiative.

14 B-Q2 Castles QR
15 Kt-B1
After 15 Castles, B-Kt5, there is no
gainsaying Black's positional advantage.

15        B-Kt5
Simple and strong.

16 Castles Kt-B4
Black's threats are becoming concrete.

17 Q-K3
Plausible, but had White foreseen the
splendour of Black's impending evolutions,
he would have tried to defend himself as best
he could with 17 B-K3. In any event, his
position is already compromised, e.g.
neither 17 K-Kt1 (17 ... Kt x B) nor
17 B-B (17 ... Kt x B ch; 18 P x Kt, R x R ch; 19 K x R, Q x B, etc.) can very
well be played.

25 R-R8 ch, etc., and if 24 ... R-KB1;
25 Q-Kt4, with the threat of 26 Q-R4, or
even 26 R-R8 ch.

24        Resigns.

253
White
MONTICELLI FINE
(Syracuse, U.S.A., 1934)
The following game contains beautiful
sacrifices in the Morphy style. They are,
however, prepared scientifically and not
made intuitively—the ideal of the modern
player.

1 P-K4 P-QB3
2 P-Q4 P-Q4
3 Kt-QB3 P x P
4 Kt x P B-B4
5 Kt-Kt3 B-Kt3
6 Kt-B3
An accepted continuation, exercising
pressure on K5.

6        P-K3
More cautious is first of all 6 ... Kt-Q2
(preventing 7 Kt-K5, by reason of 7 ...
Kt x Kt; 8 P x Kt, Q x R4 ch, fol-
lowed by ... Q x KP ch), for now White
could have obtained some advantage
in space at 7 Kt-K5.

7 B-QB4
This Bishop has no future. Apart from

17        R-Q6
An intercepting sacrifice.

18 P x R
Compulsory, e.g. 18 Q-K2, R x KB;
19 P x R, K x P mate.

18        Kt x B ch
19 K-B2
After 19 K-Kt1, Kt x B ch; 20 R x Kt,
Q x Q; 21 Kt x Q, B x R, Black remains with
an extra piece.

19        B-QB4
Intimating that the hostile Queen must
retreat, after which White's King rapidly
succumbs to the co-operation of Black's
three pieces, Knight, KB and Queen.

20 Q-R3 Kt-Q5 ch
21 K-B1 Kt-K6
Resigns
(E.g. 22 Kt-K3, Q x QP, with a fourfold
threat of mate.)

284
White
NIMZOWITSCH
CAPABLANCA
(New York, 1927)
A "blockade game," and the best of its
kind! Inexorable logic directs the course of
events.
500 MASTER GAMES

Black's QB can be developed before playing ... P-K3, which is a distinct advantage; secondly, Black's QBP, which in the nature of things must ultimately move to its fourth, does so here in two moves instead of one. On striking a balance, the advance in the text is more in favour of Black than is the similar thrust in the French Defence.

Eliminating a troublesome opponent, at the price of a weakening of his white squares. Other continuations are: 4 Kt-K2, followed by Kt1-K3; or 4 P-KB4, followed by Kt1-KB3; or 4 Kt-QB3; or especially the bayonet attack by 4 P-KKt4, etc. 4 ... B-Kt5; 5 P-K6, etc.; or 4 ... B-Q2; 5 B-Q3, Q-Q3; 6 P-QB3, P-K3; 7 Kt-K2, P-QB4; 8 Kt-Q2, Q-KB3; 9 Kt-B3, P×P; 10 P×P, and White has the superior mechanism.

Not 4 ... B×B; 5 P-K6.

If 5 ... Q×Q ch, then not 6 P×Q, Q×Q; 7 Q×Q, Kt×Q, with an excellent game for Black, but 6 Kt-Q2, Q×Q; 7 P×Q, P×K7; 8 P×Q, Kt-Q3, 9 P×Q, Kt-Q4, etc., avoids a sterile exchange of Queens.

Seeking untried play for his pieces. Commonplace development would turn out in favour of Black, e.g.,

(a) 6 Kt-KB3, Q-Kt3; 7 Castles (if 7 P×Q, K-R3, making White's castling illusory); 7 ... P×Q (if now 7 Q×Q, 8 P-K3, Q-Kt4; 8 P×Q, Kt-Q3, and Black has the initiative.

(b) 6 Kt-K2, K-Q3; 7 Castles, P×QB (very good is also 7 ... P×Q or 7 ... Q-K4); 8 P×Q, Kt-Q3, and Black takes the lead.

(c) 6 P×K4, Kt-KR3, predicting the awkward thrust 7 P×B.

It can be seen that after White's third move Black's counter-play runs on obvious lines, ... Q×Kt3, then ... P×Q and ... Kt-K3, undermining the base (Q4) of the hostile chain of pawns.

The point of White's sixth move. He does not seek to maintain a sterile chain of pawns.

9 Castles

Against 9 Q-Kt3 the continuation could also have been 9 ... Kt-K2 (10 Q×P, P×Q; 11 Q×Q, P×P, etc.).

Limiting, without however eliminating, Black's pressure on the QB file, which will provide the theme of future manoeuvres.

Without hastening to castle, Black first strengthens his outpost at KB4.

Restless. Better is 16 B-K2.

Before playing ... Kt-K2, Black deliberately indulges in alarms and excursions on the Q side.

Preventing the rupture of his front by

24 P-B5, KP×P; 25 P-K6, P×P; 26 Q×Q ch, Q×Q; 27 R×Q, K-Kt2; 28 Kt-B3, etc.

The turning-point! Whilst White is condemned to inactivity, the Black pieces increase their radius of action.

Not 43 R×Q, Kt×B ch; 44 Q×Q, Kt×Q; 45 R×Q, R-KB6, etc., nor 43 Q×Q, Kt×Q ch, etc., nor 43 K-K4, R×K8, etc.

The chief threat is 44 ... R×K8. If 44 P×R, 45 Kt-Kt3; 46 Kt-K4, R×K8.

25 R×Q

32 R×Q

33 K×Q

34 R×Q

35 Q×Q

36 K×Q

37 P×R

If 37 ... R×P, R×Q ch

The only mobile piece in this progressive blockade.

Here is the Zugzwang.

A noteworthy feature of the following game is the skilful precision with which Black makes the most of the latent energy of his QB on the long diagonal.

The object of this move is to maintain a flexible centre, even at the cost of a pawn. The continuation in the text can also be played one move later after 3 Kt-QB3, P×P; and now, instead of the normal 4 Kt×P, the bolder 4 P×B (Milner-Barry's Gambit); 4 ... P×P; 5 Kt×P, B-Kt5; 6 B×Q, with a strong attack); 5 Q×P, Q×Q ch; 6 Kt×Q, P×P, etc. An alternative is 4 B×Q, Kt×B; 5 P×B, Kt×B; 6 P×P, B×Q; 7 Kt×K2, P×P, with equal chances.

Best, as after 3 ... P×P; 4 P×P, Kt-K3; 5 B×Q, B×B, White obtains, by this gambit turn, a fruitful attack.

In answer to 4 B-K3, Black still abstains
from accepting the gift by 4 ... P x P (on account of 5 Kt—Q2, P x P; 6 K Kt x P, etc., with a promising attack), and tries to obtain equality after 4 ... Q—Kt5; 5 B—Q4, P—QB4 (5 ... Q x KtP; 6 Kt—Q2); 6 K K P x P, P x P; 7 P x P, B x P; 8 B x B, Q x B; 9 Q—Q2, Kt—QB3, etc.

A purely developing move, in preference to hasty measures such as 4 ... P x P (5 P x P) or 4 ... B—Kt5 (5 P—K5) or 4 ... P—QB4 (5 K P x P).

5 B—K3
Or at once 5 P—K5, K Kt—Q2; 6 P—B4, P—QB4; 7 Kt—B3, Kt—QB3, etc., reverting to a controversial variation of the French Defence.

5 ... B—K2
An unassuming continuation, but after 5 ... B—Kt5; 6 P—K5, K Kt—Q2; 7 P—B4, P—QB4; 8 K Kt—B3, Kt—QB3; 9 Q—Q2, etc., Black’s KB is more committed than in the continuation actually adopted.

If 5 ... Q—Kt3; 6 Q—Q2, Black can neither play 6 ... Q x KtP; 7 R—Kt1, etc., nor 6 ... P—B4; 7 Kt—R4, etc. Too provocative would be 5 ... K Kt—Q2; 6 P—K5, Kt—Kt1, Kt—QB3. But by playing 5 ... P x P; 6 P x P, B x Kt5, White would be faced with a number of problems.

6 P—K5 K Kt—Q2
7 P—B4 P—QB4
8 K Kt—B3 Kt—QB3
9 B—K5
Leading to a barren exchange. Better is 9 Q—Q2.

9 ... Q—Kt3
10 Castles Castles
Thanks to the compactness of his position, Black’s game is preferable.

11 K—R1 P—QR3
12 B x Kt P x B
13 Kt—QR4
Instead of this artificial measure, a more straightforward defence of the threatened KQ KtP is 13 K—Kt1.

13 ... Q—R4
14 P—B3 P x P
15 P x P P—QB4
Again!

16 R—B1 P—B5
17 P—Kt4
In view of Black’s great superiority on the

Q side, White would like to get a direct attack going. By thus weakening his base, however, he signs his death warrant.

17 ... P—B3
18 R—K Kt2 P x P
19 B P x P B—Kt2
20 Q—B2
Better is 20 K—Kt2.

20 ... Q—B3
21 K Kt—B3 Kt—B4
A very fine means of asserting himself. If 22 K x K t 1, P—Q5; 23 B x P, B x Kt ch, etc.

22 Q R—B1
Avoiding, at any rate, the loss of the exchange (by 22 ... Kt—Q6) and succouring the K K t.

22 ... Kt—Q6
23 R—Kt2

23 ... Kt x K P

Matters are becoming serious. White loses not only a pawn, but also some important points of support.

24 P x Kt P—Q5
25 K Kt—K4 P x B
26 K Kt—K1
Slightly greater resistance would be afforded by 26 R—K2.

26 ... Q—Q4
27 K Kt—B3 Q—Q6
Definite conquest of the long diagonal.

27 K Kt—B3 Kt—Q6
Forcing the exchange of Queens—on account of the sick K Kt—after which the power of the black pawn phalanx is decisive.

28 Q x Q P—Q
29 R—Kt3 K Kt—Q7
Resigns.

White
Black

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SULTAN KHAN
FLOHR

The trench warfare—resulting from the tranquil treatment of this opening—ends with the attrition of Black’s force, although at one time he appeared to have the initiative. A fine example of the profound and imaginative play of the talented Indian champion.

1 P—K4 P—QB3
2 P—Q4 P—Q4
3 P—P
A simplifying continuation which—instead of seeking to render the centre mobile (3 Kt—QB3) or flexible (3 P—KB3) or rigid (3 P—K5)—eliminates all tension, and makes both players’ tasks more simple.

3 ... Q P x P
4 B—Q3
If, nonchalantly, first 4 P—QB3, then 4 ... B—B4, comfortably solves Black’s awkward problem of the QB.

The modern continuation 4 P—QB4 brings back the tension of the pawns in the centre.

4 ... K Kt—QB3
The double threat (5 ... Kt x P and 5 ... K Kt—K15) incites White to reply 5 P x Q3, whereas after 4 ... K Kt—B3 White would have the alternative 5 Kt—QB3.

5 P x Q3 B—K3
After 5 ... P—K4 (6 P x P, Kt x P; 7 Q—Q2, K Kt—Q2; 8 B x Kt5 ch, etc.) Black’s game would be too open, and after 5 ... P—K3 (6 B—KB4, Kt—Q3; 7 B x B, Q x B; 8 K Kt—B3, etc.) it would be too restricted. But by playing 5 ... Q—B2 (6 K Kt—K2, P—K3; 7 K Kt—KB4, B—Q3; 8 B x B, Q x B; 9 K Kt—Q2, Kt—B3; 10 Kt—B3, Castles; 11 Castles, K Kt—Q4) the liberating thrust ... P—K4 gradually becomes possible.

6 B—K4
After 6 P x K R3, the thrust ... P—K4 becomes practicable. Slightly artificial is 6 Kt—K2, e.g. 6 ... B—Kt5; 7 P—B3, B—R4; 8 K Kt—B4, K Kt—B3, etc., or 7 Q x Kt3, Q x K t4; 8 Q—R4 ch, B—Q2; 9 Q x B, K Kt—B3, to be followed by 10 ... Kt x Q4 and simplification. The most natural continuation is 6 K Kt—B3, P—Kt5; 7 Castles,
The will to win.

At the cross-roads. If 47 ... R x R; 48 R x R, R x Q, seemingly winning a pawn, then 49 P - Q 5, P - P; 50 R - B 6, followed by K - Q 4, etc., marks White's advantage.

48 K - Q 5; R - Q 1; 49 P - B 7;
49 K - K 3; R - K 4;
50 R - R 2; R - B 1.

He wants to entrust the King with the task of keeping watch over the adverse passed pawn.

51 P - K 4; K - Q 1;
52 P - B 7; K - B 1.

He deems the regrouping to be successfully accomplished.

53 R - K 2

A brilliant thought. Even in this simplified position he manages to find sacrificial combinations.

54 R x Q 6; threat of 55 R x K P.

54 R x K P;
55 K - K 4; Q - Q 2;
55 R x P; P - K R;
57 R x R;
58 R - B 7; ch;
59 R x K R P.

After all his turmoil the numerical balance remains undisturbed, but the domination of the seventh rank and the compact formation of White's pawns rapidly decide the game in his favour.

6 K x B 3

The Caro-Kann rectangle. If 6 P x P, K x P; 7 B x Q 4 B, K x 3, holding his own.

6 B - K 5

If 6 ... B - B 4 or 6 ... B - K 3, or even 6 ... P - K 3, the blocking advance 7 P - B 5 is already justified.

A tense struggle arises from 6 ... P - K K 3 and a simplified contest from 6 ... P x P; 7 B x P, P - K 3, etc.

7 P x P

An interesting idea, eventually sacrificing a pawn, is 7 P - K 2, e.g. 7 ... P x P; 8 Q - P 5, etc., or 7 ... P - P 3; K - P 3; 8 B - B 5.

7 B - B 5

8 B - Q 5

Threatening 9 Q - R 4. But if at once 8 Q - K 8, the continuation 8 ... B x K 4; 9 P x B, P - K 3; 10 Q x Q; P x K t; 11 B - B 5 ch, K x B; 12 Q - B 6 ch, K - K 2; 13 Q x Q P, K t x K t; 14 P x P, Q - Q 4 restores the balance.

8 Q - R 4

Trying to parry the threat by a hazardous counter-stroke. After 8 ... R - B 1; 9 P - K 3; B - B 5; 10 Q x B, P - K 3; 11 Castles, White is slightly ahead in development. On the other hand, if 8 ... P - K 3, then 9 Q - R 4, followed by 10 K t - K 5. The simplest is therefore 8 ... B x K t, followed by 9 ... P - K 3.

9 Q - K 3

The coup juste.

10 P x B;

K x K t.

One worries the less.

11 P x K l

A wise procedure. Against the trap 11 B x K t ch, P x B; 12 Q - K 7, the highly amusing continuation of a game Nimzowitsch - Alekhine, Blid, 1931, was: 12 ... K t - Q 4 dis ch (the unforeseen counter-trap); 13 B - Q 2, Q - K 3 (shutting in the ventured Queen); 14 Q x R ch, K x Q; 15 Castles K R, K t - B 2, and Black wins.

White

Black

ALEKHINE WINTER

(London, 1932)

The attack in the following game is very difficult, conducted as it is practically without any qualitative superiority in material. That it succeeds is due to the transcendent skill displayed here by Alekhine.

1 P - K 4; P - Q 3;
2 P - Q 4; P - Q 4;
3 P x P; P x P;
4 P - Q 4.

The modern attack, which, however, is not new, and was adopted already in a game Réti-Duras, Vienna, 1905.

4 ... K t - K 3;
5 K t - Q 3;
6 K t - B 3.

The crucial moment. If 5 ... P - K 3, White can at once adopt a blocking strategy by 6 P - B 5, and play for an end game with a majority of pawns on the Q side. Against 5 ... P - K K 3 White plays neither 6 B - K 5, K t - K 5, etc., nor 6 P - B 5, B - K 2, but with good effect 6 Q - K 3, e.g. 6 ... B - K 2 (deciding on the positional sacrifice of a pawn); 7 P x P, Castles; 8 B - K 2, followed by B - B 3, etc., to White's advantage.

That is why the best course is to revert to a well-known variant of the Queen's Gambit Accepted by 5 ... P x P; 6 B x P, P - K 3; 7 K t - B 3, P - Q 3; 8 P - Q 4, K t - B 3, etc.

8 K x B 3

The Caro-Kann rectangle. If 6 P x P, K t x P; 7 B - Q 4 B, K x 3, holding his own...

6 B - K 5

If 6 ... B - B 4 or 6 ... B - K 3, or even 6 ... P - K 3, the blocking advance 7 P - B 5 is already justified.

A tense struggle arises from 6 ... P - K K 3 and a simplified contest from 6 ... P x P; 7 B x P, P - K 3, etc.

7 P x P

An interesting idea, eventually sacrificing a pawn, is 7 P - K 2, e.g. 7 ... P - P; 8 Q - P 5, etc., or 7 ... P - K 3; 8 B - B 5.

7 B - B 5

8 B - Q 5

Threatening 9 Q - R 4. But if at once 8 Q - K 8, the continuation 8 ... B x K 4; 9 P x B, P - K 3; 10 Q x Q; P x K t; 11 B - B 5 ch, K x B; 12 Q - B 6 ch, K - K 2; 13 Q x Q P, K t x K t; 14 P x P, Q - Q 4 restores the balance.

8 Q - R 4

Trying to parry the threat by a hazardous counter-stroke. After 8 ... R - B 1; 9 P - K 3; B - B 5; 10 Q x B, P - K 3; 11 Castles, White is slightly ahead in development. On the other hand, if 8 ... P - K 3, then 9 Q - R 4, followed by 10 K t - K 5. The simplest is therefore 8 ... B x K t, followed by 9 ... P - K 3.

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The coup juste.

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K x K t.

One worries the less.

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In the following game an interesting idea (15 ... K—R2) is refuted by an unexpected combination (24 Kt—Kt5).

1 P—K4 P—QB3
2 P—Q4 P—Q4
3 P x P P x P
4 P—Q4
A favourite continuation of Alekhine's is applied against himself.

4 ... ... Kt—KB3
5 Kt—QB3 Kt—B3
6 Kt—B3
In the Four Knights' Variation of the Caro-Kann Black has a wide but difficult choice of moves.

6 ... ... B—K3
A novelty without a future. In this variation the development of the QB is an arduous problem. If 6 ... B—B4; 7 P—B5, and if 6 ... B—Kt6; 7 P x P, Kt x P; 8 Q x Kt, etc., in favour of White.

The most level-headed course is therefore 6 ... P—K3, for if then 7 P x P, P x P, the play of the pieces slows down. On the other hand, if 7 P—B5, White's pawn play will require the utmost precision. Various variations of the Queen's Gambit Accepted can be evoked by 6 ... P—P; 7 B x P, P—K3, and the outlines of a King's Indian Defence obtrude themselves after 6 ... P—Kt3.

7 P—B5 Strategy of the blockade.

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White
Black
DAKE
ALEKHINE
(Pasadena, 1932)

In the following game an interesting idea (15 ... K—R2) is refuted by an unexpected combination (24 Kt—Kt5).

1 P—K4 P—Qb3
2 P—Q4 P—Q4
3 P x P P x P
4 P—Qb4 A favourite continuation of Alekhine's is applied against himself.

4 ... ... Kt—KB3
5 Kt—Qb3 Kt—B3
6 Kt—B3
In the Four Knights' Variation of the Caro-Kann Black has a wide but difficult choice of moves.

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7 P—B5 Strategy of the blockade.

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White
Black
BOTVINNIK
FLOHR
(Match, 1933)

While it is generally admitted that two Bishops are superior to two Knights, it is not always easy to demonstrate the fact.

The lucid and consistent manner in which Black here exploits this advantage stamps his performance as masterly. The finish is most original: a sacrifice of a piece in the ultimate phase of the game—a rare occurrence.

1 P—K4 P—QB3
2 P—Q4 P—Q4
3 P x P P x P
4 P—Q4
The sacrifice of a pawn now brings another in its wake, Black's hope being to obtain compensating pressure on the KB file. If 20 ... B—B3; 21 B—B4, and White controls all important lines of communications.

21 B x P Kt—K5
22 Kt x Kt P x P
23 Kt x Kt P x Kt
Now, more than ever, Black looks like realising some serious counter-play on the KB side, but a sensational surprise is to play havoc with Alekhine's conceptions.

24 Kt—Kt5 Q—B4
If 24 ... B x Kt; 25 R—Kt7 ch, K—R1; 26 R—Q7 ch dis. ch.

25 Q—Kt3 ch B—B2
26 Kt x B R x Kt
27 R x R Q x R
28 Q x Kt Better than 28 Q x Q ch, K x Q; 29 K—B1, K—K3; etc., which would allow Black to construct a relatively sound line of defence.

28 ... Q—B1 After 28 ... B—B1; 29 B—Q6, White would achieve a general liquidation of the piece, and, with two extra pawns, victory would be virtually his.

29 P—Q5 The "centre-forward" pierces the front and goes in to Queen.

30 P—B4 B x Kt
31 B—Kt6 Kt—B2
Trying the impossible. The white pawn formation on the Q side is irresistible.

32 P x P P—K1
33 P—QKt4 K—Q1
34 P—QKt4 K—Q1
35 B—Q6 P—Kt4
36 P—Kt3 P x P
37 P x P B—Kt2
38 K—B1 Resigns.

10 B x Kt
But this hasty exchange nullifies his previous efforts, for it facilitates his opponent's development. In a subsequent game in the same match 10 Kt—B3 was played, considerably enhancing White's prospects.

10 ... ... P—K4
He decided to "decentralise" and even to liberate the adverse QB, and all for the sake of obtaining free play for his pieces.

11 Q x Q B—Q3
As long as the hostile passed pawn remains blocked, there is no danger.

12 Kt—K2 Castles
13 Castles Kt K—R1
14 Q—Q1 B—Kt1
There is now a set battle of Bishops v. Knights.

15 R—Q2 P—Q3
He limits more and more the activity of the opposing Knights.

16 Kt—Kt3 QR—B1
17 P—KR3 B—Q2
18 KR—Q1 P—Kt3 Delimitation on the other wing.

19 R—K2 R x R He willingly agrees to simplification.

20 Kt x R P—B4
21 Kt—Q4 Q—K2
22 Q—Q2 R—K1
23 Kt—B3 B—Q3
24 R—K1 R x B ch
25 Kt x R P—QKt4
26 P—R3 K—Kt2
27 Kt—B3 B—QB1
28 K—B1 B—Kt2
29 P—QKt4 K—B1
30 K—K2 Plausible as this move appears, the right
White 290

LÖWENFISCH NIMZOWITSCH
(Vilna, 1912)

Here both sides invade enemy territory. But while the white Queen’s only object seems to be an unfortunate pawn (16 Q×P), Black’s QKt and QB, settled inside the opposite lines, succeed in destroying the co-operation of the white forces.

1 P×K4
2 P×P

Although called "modern," this continuation was adopted in many an ancient game. The object is to blockade the square at Q5. The same position occurs after 1 P×P, P×P; 2 P×K4.

2 P×K3

A sedate reply. A trenchant continuation is 2 . . . P×Q; e.g. 3 KP×P, P×P; 4 P×P (or 4 P×Q, the Panoff Attack); 4 . . . Kt×KB3 (or 4 . . . Q×P; 5 Kt×Q3, Q×Q4, as in the Centre Counter Defence); 5 B×Kt5 ch, Kt×Q1; 6 Kt×KB3, P×Q3; 7 B×K2, Kt×K3, and Black recovers his pawn without damage.

3 Kt×KB3

Stressing the rapid deployment of the K side forces. After 3 P×P, Q×Q4; 4 KB×P, KP×P; 5 P×P, P×P; 6 Kt×QB3, Kt×KB3; 7 Kt×B3, B×K2; 8 B×Q, Castles; 9 Castles, B×Kt5, etc., as played already in 1843 in the twelfth game of the Staunton-St. Amant match in Paris!

3 . . . . P×P
4 KP×P
5 P×P

He declines to speculate, by 5 . . . Q×P; 6 Kt×B3, Q×Q1; 7 Q×P, on the isolation of the QP, which in this position would be a powerful weapon.

6 B×Kt5 ch Kt×B3
7 Castles B×Q3

Instead of the modest routine development 7 . . . Kt×B3; 8 R×Kt1 ch, B×K2, etc., Black has in view a more flexible deployment of his forces.

8 P×Q
9 B×Kt2

Here the pin is ineffectual. After 9 P×Kt3, Castles; 10 Kt×B3 (or 10 B×Q3, Kt×Kt5); 10 . . . B×KB4; 11 B×Q3, Q×Q2, etc., Black would have disputed the control of the vital diagonal.

Caro-Kann Defence

23 0×B

Ruthless, but in spite of the deep rents in his position, White still offers a stubborn resistance.

24 Kt×Q3 Kt×B5
25 Kt×B5 Kt×K3
26 K×R1 P×Kt5
27 Kt×Q2 Q×Q3
28 R×Kt1 R×B7

Convincing. If 29 R×P, P×B6; and if 29 Q×Q3, Q×B4, etc.

29 P×KR3 P×Kt6

White resigns.

9 . . . . P×B3
10 B×KR4 Castles
11 QKt×Q2

If 11 P×Kt3, Kt×B4, which is why White allows his Knight to be pinned.

11 . . . . B×Kt5

Relying on the mobile grouping of his forces, Black relinquishes the defence of his base.

12 B×Kt

More solid, but also less active, would be 12 B×K2.

12 . . . . Kt×B

After 12 . . . P×B, he would suffer from a chronic weakness at his QB3.

13 Q×Kt3


13 . . . . B×Kt5

14 Kt×K5

He has designs on the ill-famed QKtP, but underestimates the increasing resources of his opponent’s game. After 14 P×Q3, KB×Kt1; 15 Kt×B3, Kt×P; 16 Q×KtP, R×Kt1; 17 Q×RP, Kt×Kt7 ch; 18 K×R1, R×P, etc., Black dominates the board. If 14 Q×Q3, Q×Q2.

14 . . . . Kt×Kt

15 Q×B Kt×Q6
16 Q×P Kt×K7
17 KR×Kt1

Saving the exchange, but at the cost of a very serious dislocation of his position.

17 . . . . R×B1
18 Kt×B1

Or 18 Q×RP, R×B7.

18 . . . . P×Kt4

By this recrudescence of energy—courageously accepting the risks—Black forces a decision in his favour.

19 B×Kt3 P×B4
20 B×K5 R×KB2
21 Q×Q

Intending 22 Kt×Kt3.

21 . . . . P×B5

Decisive. Of no value would be 21 . . . Kt×B; 22 Q×B, etc., or 21 . . . Kt×B5; 22 Q×R6, etc.

22 R×Kt1

A desperate bid for salvation. If 22 P×B3, R×B7.

Tarrasch Réti
(Vienna, 1922)

In the following magnificent game, the most striking feature is the impressive march of the white King from KKt1 to KB1, in order to “mate” his luckless adversary.

1 P×K4 P×QB3
2 Kt×QB3

This move (as also 2 Kt×KB3) is dictated by the modern tendency to avoid the beaten track.
Having neutralised Black's efforts on the Q side, White turns his attention to the centre with a powerful threat, 19 Kt—B5.

18 ....... P—Kt5

Too much wrapped up in his own schemes, Black omits to cut across his opponent's intentions by 18 ....... R—R2 (or 18 KR—K1).

19 RP X P  P X P

20 Kt—B5

Seizing the initiative.

20 ...... P X Kt

He has nothing better, e.g. 20 B X Kt; 21 B X Kt, P X B; 22 B X P, B Q; 23 B X P, B Q; 24 B X P, Kt X B; 25 Q X P, R X B; 26 Q X B, Kt X B; 27 Q X B, P X B; 28 R X P, Q X P; 29 R—Q1, Kt—B2; 30 Kt X Kt, P X Kt; 31 R X P, Q X R; 32 B X Q, P X B; 33 K X Kt8.

21 B X B  P X P

22 P X P  P—Kt3

23 B—R6  Kt—K17

34 Kt—Q3

An imposing journey begins.

35 R—Kt7  ch  K—R1

36 R—Q7

Forcing the Knight to a decision.

37 Kt—Kt3

38 Kt—Kt4

All this is splendidly timed.

39 Kt—B4

A terrible threat: 41 K B7, R—Kt1; 42 R—Q8. Black capitulated at this stage on account of 40 K—Kt1; 41 R—Kt7, Kt—Q3; 42 R X Kt, Kt X Q; 43 Kt X Q, Kt X Kt; 44 K—Q4, R X Kt; 45 R—Q1, Kt X Kt; 46 R X Kt, P X Kt; 47 R—Q8, R X R; 48 B—Kt7 mate.

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White  Black

MILNER-BARRY TARTAKOWER
(London, 1932)

In the following game White scores a brilliant win, his manœuvres combining skill with the utmost energy.

1 P—K4  P—QB3

2 P—Q4  Kt—B3

An experiment which lacks the elasticity of Alekhine's Defence, 1 P—K4, Kt—KB3; 2 P—K4, Kt—Q3; 3 P X Q, Kt—Q4, etc., or the activity deployed in the centre by the Sicilian Defence, 1 P—K4, P—QB4; 2 Kt—B3, Kt—B3; 3 P Kt5, Kt—Q4; 4 P—B4, Kt—B2, etc.

3 P—K5

A straightforward line of play. Less good is the defence of a pawn by 3 B—Q3, because of 3 .... P—Q3; 4 Kt X Kt8, P X Kt (this important thrust is possible here, for if 5 P—P, Q X R; 6 P X Kt, Q—Q4, ch followed by 7 .... Q X Kt); 5 Kt X B, Q—B2, and Black has reverted to a perfectly playable Philidor Defence, Hanham Variation. Very strong, however, is the defence of the pawn by 3 Kt—QB3, e.g. 3 P—Q4;
it would be too onerous for Black to allow his opponent the freedom of the open K file. If e.g. 26 ... R×B; 27 P—QKt4, Kt×R; 28 Kt×Kt, B×Kt; 29 P—Q6, R×P (29 ... B×R; 30 P×Kt, etc.); 30 Kt—B5 ch, White wins the exchange.

27 R×R R×R
If 27 ... Kt×R; 28 P—QKt4, Kt×R (clearly not 28 ... Kt×R; 29 Kt×Kt, B×Kt; 30 Kt—K6 ch, and wins); 29 Kt×Kt, Kt×P; 30 Kt×B, R—R1; 31 P—Q6, a triumphal advance; and if 27 ... B×R; 28 P—QKt4, Kt×R; 29 Kt×Kt, B×Kt; 30 P—Q6, etc.

28 P—QKt4 Kt×R5
Or 28 ... QKt—R3; 29 P—Q6, winning the QKtP.

29 Kt×Kt B×Kt
A striking example of how the occupation of an open file can lead to victory.

30 ... Kt—K14
This gives White the opportunity of winning a piece in a most astute manner. But it is evident that after any other move (30 ... Kt—R3 or 30 ... Kt—R1, to say nothing of 30 ... R—QB1 or 30 ... R—K2), the advance 31 P—Q6 secures for White gain in material. After 30 ... Kt—R3, White also wins material by 31 P—Kt5, Kt—K11; 32 R—B4, R—K8 ch; 33 K—K12, B—Q8; 34 R—B1, B×B; 35 R×R, B×Q; 36 R×K8, Kt×Q2; 37 R—K7 ch, followed by R×Kt, and White is a Rook ahead.

31 Kt—K6 ch K—R3
32 Kt—B5 Kt×P ch
33 K—K12 Kt—B7
34 Kt×B Kt×P
35 R—B7 P—QKt4
36 Kt—B5 R—K4
37 P—Q6
To wind up, White forces the win in the most elegant manner.

37 ... R×Kt
38 P—Q7
The point! Whereas 38 R×R would be catastrophic, on account of 38 ... Kt—Q6 ch, followed by ... Kt×R.

38 ... Kt—Q6 ch
39 K—Kt1 R×R
40 P—Q8 (Q) R—B8 ch
41 K—R2 Resigns.

18. THE SICILIAN DEFENCE

White 293 Black
MCDONNELL DE LA BOURDONNAIS
(Match, 1834)

In the following game, a game of a monumental character, White succeeds in establishing a vast and unbroken chain of pawns, ranging originally from QKt2—K5. Under the shelter of this screen, he prepares and establishes a blockade—in the true sense of the word—of the opposing King's field. The decisive break-through is then only a question of time.

1 P—K4 P—QB4
2 P—KB4
A very fashionable continuation in former times. Subsequently it fell into disuse when it was found that the position becomes too exposed thereby.

2 ... P—K3
Leading to a variation of the French Defence. Another plan, which treats the centre with more discretion, is 2 ... P—Q3, soon to be followed by ... P—KKt3 and ... B—Kt2, etc.

3 Kt—KB3 P—Q4
4 P—K5
He prefers complications to the liquidating continuation 4 P×P, P×P; 5 P—Q4, Kt—QB1; 6 B—Kt5, etc.

4 ... P—Q3
5 P—B3
A supporting move. White's main idea in this variant is to maintain a chain of pawns in the centre.

Less consistent is 5 B—Kt5, and pinless would be 5 P—Q3, followed by B—K2 or 5 P—Kt3, followed by B—Kt2.

5 ... P—B3
An important decision. In a subsequent game of the same match, the continuation was 5 ... P—B4; 6 B—Q3, B—K2; 7 B—B2, Q—Kt13; 8 Castles, etc. Other continuations are 5 ... Kt—R3 and 5 ... Q—Kt3.

6 Kt—R3
An ingenious manoeuvre originated by McDonnell. Another line of play is

6 B—Q3, Kt—R3; 7 B—B2, Q—Kt3; 8 Castles, etc.

6 ... Kt—R3
7 Kt—B2
Not at once 7 P—Q4, because of 7 ... P×P and 8 ... B×Kt.

7 ... B—K2
Another game of the same match continued 7 ... Q—Kt3; 8 P—Q4, QBP×P; 9 BP×P, B—Kt5 ch (or 9 ... B—Q2; 10 P—KR4, R—B1; 11 B—K2, etc.); 10 Kt×B, Q×Kt ch; 11 K—K2, Castles; 12 P—Q3, Q—Kt3, etc.

8 P—Q4 Castles
9 B—Q3 P—B5
Driving off the KB from an effective diagonal. But he thereby renounces any counter-action on the Q side.

10 B—K2 B—Q2
11 Castles P—QKt4
The pawn's progress has no objective of any value.

12 Kt—K3 P—R4
13 K—K1 P×P
If 13 ... P—B4; 14 R—Kt1, followed by P—KKt4, and White obtains an open file for his evolutions.

14 BP×P Kt—B4
15 P—Kt4
Foreshadowing ambitious plans.

15 ... Kt×Kt
16 B×Kt B—K1
In order to hurry the adverse King, boldly denuded of supporting forces, from K5 via Kt5.

17 Q—Q2 P—K4
18 Kt—Kt5 B×Kt
Or 18 ... Q—Q2; 19 P—KR4, P—R3; 20 P—R5, cutting across the black Queen's Bishop's plans (e.g. 20 ... B—K1; 21 Kt—Kt3, etc., or 20 ... B×Kt; 21 P×B, B×B, 22 Q×B, etc.).

19 B×B Q—Q2
A little better would be the interpolation 19 ... B—K5 ch; 20 K—Kt1, Q—Q2, etc.

20 P—KR4 P—Kt5
He hopes to achieve something on the Q side, but he should play for simplification.
35 P × Kt

Entering upon the last—and very picturesque—phase of the contest. Curiously enough, the presence of Bishops of opposite colours, instead of lightening the task of the defence, makes it more difficult because White's Bishop becomes impregnable.

6 B × Q

As White will experience difficulty in maintaining his Bishop on this handsome diagonal, 6 B × Kt, followed by Castles, is a rational alternative.

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White  Black

ST. AMANT STAUNTON

(Match, 1843)

In both this and the preceding game the line of play selected is the ancient variation 2 P × KB4, but in the present case the white chain of pawns is weak at its middle base (Q4). In order to mask this weakness, White has recourse to haphazard maneuvers (P × Q5), but finds that Black's operations on the K side are far more effective.

1 P × K4 P × Q4
2 P × KB4 P × K3
3 Kt × KB3 Kt × Q3
4 P × B4 P × Q4
5 P × K5 Q × Q3

Instead of opening the K side by 5 ... P × B3 or closing it by 5 ... P × B4, Black, with the text move, embarks on a vast and lasting offensive, which emphasises the hazards of White's second move.

6 B × Q3

Not 20 ... R × P; 21 B × K3, etc, but 20 ... R × Kt5 also is dangerous.

21 B × K2 P × P
22 R × B1 Kt × K4
23 B × P Kt × K5
24 R × R1 R × R
25 Q × R K × Q2

One of the cases in which the King, not having castled, feels perfectly comfortable in the centre.

26 Q × Kt3 B × Kt4
27 B × Q R × Kt5
28 B × Kt Q × P × B

The object of this move is not only to increase the cohesion of his pawns, but also to prevent the irritation of white Rook on the KB file which would occur after 28 ... B × P; 29 B × B, etc.

29 B × B P × B

The four massed pawns are impressive.

30 Q × Kt3

Defending the pawn at QKt5 and indirectly the QP also, in the hope eventually of effecting the advance P × Q5.

31 P × Kt4
32 R × Q P × Q5
33 Q × Q

Thus he prevents 33 ... R × R1 (34 P × P dis ch).

33 K × B1

The King steals away.

34 Q × B3 ch K × Kt1
35 P × Q P × B5
36 Q × B5

He still hopes to effect the advance 37 P × Kt6, which would tip the balance in his favour. But 36 R × Q1 is better.

36 K × P6

A decisive advance.

37 Q × B2

A precipitate retreat, which is enforced by Black's threat, 37 ... Q × R5 ch; 38 K × Kt1, Q × B7 ch, followed by mate.

37 Q × R5 ch
38 K × Kt1 R × Q1

Driving the Queen away from her aggressive post before administering the death-blow.

39 Q × K2

The Queen is confined to the second rank, or otherwise there follows 39 ... Q × B7 ch, or 39 P × Q7, R × Q; 40 P × Q (Q) ch, Q × Q; 41 R × Q ch, K × B2; 42 R × Q1, R × P, and Black wins.

39 K × Q R × R1

And Black wins.
White  Black
ANDERSSEN  WYVILL

(London, 1851)

In the following game we witness how evil begats evil. Having delayed the advance
... P—Q4; too long. Black later on has to face many worries around that point. In trying to
save a pawn (13 ... B×Kt), he allows the opposing QB to occupy the devastated
long diagonal, which proves to be suicidal.

1 P—K4  P—QB4
2 B—B4
An archaic continuation (already indicated by Cozzio in 1766), and much favoured by
Anderssen.

2 ...  P—K3
A logical reply, cutting the Bishop's diagonal and preparing ... P—Q4, etc.

3 Kt—QB3
Or e.g. 3 Q—K2, Kt—QB3; 4 P—QB3, P—QR3; 5 P—QR4, P—KQ3, etc.

3 ...  P—QR3
An intermezzo of some value, because the positional threat 4 ... P—QKt4; 5 B—K2
(5 B—K3, P—B5, and wins); 5 ... B—K12 necessitates some counter-measure
on the part of Black so that the text move implies at all events no loss of time.
After 3 ... Kt—QB3 at once 4 Kt—B3, Kt—B3; 5 P—Q3, P—Q4 (or 5
... Kt—Q4; 6 Castles, Kt×B; 7 P×Kt, P—Q3, etc., or, more reservedly, at once
5 ... P—Q3); 6 P×P, P×P; 7 B—QKt5, B—Q2 (the most solid); 8 Castles, B—K2,
etc., the games tend to equalise.

4 P—QR4  Kt—QB3
Premature would be 4 ... Kt—KB3 (5 P—K5) and 4 ... Kt—K2 (5 P—Q4).

5 P—Q3
Or, in order to speed up casting, 5 Kt—B3, Kt—B3; 6 Castles (alternatively, 6 P—Q3,
P—Q4; 7 P×P, P×P; 8 B—K2, etc.; but premature would be 6 P—K5, Kt—KB3;
7 Q—K2, Q—B2, and White loses the KP); 6 ... P—Q4; 7 P×P, P×P; 8 R—K1 ch,
B—K2; 9 B—B1, Castles, and Black has a very good game.

5 ...  P—Kt13
If 5 ... Kt—B3; 6 B—Kt15, but more to the point than the text move is 5 ...
Kt—K2, with a view to 6 ... P—Q4.

6 Kt—K2
A more flexible development than 6 Kt—KB3, which would obstruct the
KBP.

6 ...  B—Kt2
7 Castles  Kt×Kt2
Here again if 7 ... Kt—B3; 8 B—Kt5.

6 P—B4  Castles
9 B—Q2  P—Q4
"Better late than never," thinks Black, but now 9 ... P—Q3 is preferable.

10 B—K43
A stulte play! Black's position remains tied up, whereas 10 P×P, P×P; 11 B—Kt3,
B—K3; would free it at once.

10 ...  Kt—Q5
If 10 ... P×P, White plays 11 P×P, maintaining his hold on the centre, but not
11 Kt×P, B×P, etc.

11 Kt×Kt  B×Kt ch
12 K—R1  B—Q2
A faulty speculation, which, for the time being, abandons the control of Q4. But if
12 K—R1; 13 Kt×P, B—P×B; 14 R—Kt1, B—Q5; 15 P—B3, B—K12; 16 Kt×P,
P—Kt3; 17 Q×Kt, R—Kt1; 18 Kt—K4, Kt—K2; 19 Q—K2, with better chances.

The most level-headed procedure is 12 ... P×P, Kt—K3, followed by 13 ... B—Kt2.

13 P×P  B×Kt
He gives up the principal defender of the
black square zones (especially the long
diagonal), which is tantamount to suicide.
He should be content to put up as stuborn
a defence as possible by 13 ... P×P;
14 Kt×P, KB×P; 15 R—QKt1, B—K2;
Kt×Kt ch, Q×Kt; 17 B—Q5, B—QB3;
18 B×B, P×B; 19 Q—B3, Q—Q2, etc.

14 B×B  P×P
He underestimates the loophole which is now at White's disposal, and which gives
White the absolute mastery of the long
diagonal. 14 ... Kt×P is therefore essen-
tially a loss of time after 15 B—Kt3, B—B3; 16 Q×Kt, etc.

15 B—B6
Eluding the threat 15 ... P—Q5, and himself threatening (e.g. after 15 ...
B—B3) 16 R—K1, R—Kt1; 17 Q—K2, etc.

15 ...  B—K3
16 P—B5
In connection with the following sacrifice

of the exchange, this thrust demolishes the
black King's triangular rampart. A neat

...  P—B4
17 R—B  P×R
17 Q×R5  Q×Q3
With a last hope that after 19 Q—Kt3 ch
(an ingenuous check), 19 ... Kt×Kt;
20 P×R, Q—B5, all might yet be well.

19 Q—R6  Resigns.

White  Black
ANDERSSEN  WYVILL

(London, 1851)

Most skilfully combining the defense of his
King's field with aggressive tendencies on the
Q side, Black, by a strongly conceived pawn
sacrifice (28 ... Kt—K6) succeeds in opening
the Q side, where he launches a strong
and persevering attack.

1 P—K4  P—QB4
2 P—Q4
Opening up the centre. A less thorny
path to this end is 2 Kt—KB3, and after
2 ... Kt—QB3 or 2 ... P×Q, or also
2 ... P×P; 3 P×Q, 4 Kt×P, etc.

2 ...  P×P
If 2 ... P—K3; 3 P—Q5.

3 Kt—K3
A simplifying continuation is 3 Q×P,
Kt—QB3; 4 Q—K3.

3 ...  Kt—QB3
He makes no attempt to conserve his
gain, which he could do—but only at the
expense of his development—by 3 ...
Kt×P; 4 B×Q, Q—Kt3; 4 ...
P×P; 5 Kt×P, etc.

4 Kt×P  P—K3
Or first 4 ... Kt×B; 5 Kt×Q, and only now 5 ... P—K3.

5 B—K3
He defends his Kt in good time, leaving it
to the other Bishop to guard his KP, but
after this move neither Bishop will be
altogether comfortable. The most rational
is 5 Kt—KB3.

5 ...  B—B3
6 B×P  Kt—K2
He first of all completes his K side
development and does not allow himself to be
tempted by the violent variant 6 ... P—Q4;
7 Kt—Q2, P—K4; 8 Kt—K2, P—Q5; 9
B—KB5, and Black would only have
wasted his energy.

7 Castles 8 Kt—Q2
Emancipation!

9 Kt×Kt  P×Kt
10 P—K5  Kt—Q2
The contest takes on a closed character,
recalling a variation of the French Defence,
but Black has this advantage, that the white
QB is not particularly effective where he is.

11 P—Kt4  P—KB4
Resolutely closing a dangerous diagonal.

12 R—B3
Black is well able to cope with this attack.

12 ...  P—B4
The beginning of the counter-action.

13 R—R3  R—B2
In order to reply to 14 Q—R5 by 14 ...
Kt—B3.

14 P—QKt3  P—Kt3
15 Kt—B3  Kt—Kt3
Self-possessed strategy. The black King's
fortress being sufficiently guarded, the
Knight gives up the role of a defender and
sets out to seek his fortune on other parts
of the board.

16 B—B2  P—Q5
17 B—R4  Kt—Q4
18 Q—Q2  P—Q4
19 B×B  R×B
20 Kt—Kt5
After much trouble the white Knight has
at last conquered a strong square, whence,
however, he has as yet no serious threats.
The same cannot be said of the next move
by his black rival.

20 ...  Kt—K6
21 Q—B2  B—Kt2
22 B—B1  Kt—Kt5
23 Q—R4  Q—Q2
24 R—Q1  R—QB1
25 B—K2  P—R4
Compulsory, for if 25 ... Kt—K6;
26 R×Kt.
500 MASTER GAMES

26 R—Kt3    Q—K1
Eluding the threat 27 P—Kt3 (Kt—K6; 28 R×Kt), but guarding the Kt×P against eventualities.

27 R—Q2
Not yet 27 R—R3, on account of 27 ... Kt—K6, attacking the QR. But now the threat 28 P—Kt3, Kt—K6; 29 B×P (P×B; 30 Kt×P dis ch, K—R2; 31 Q×B, B×6, etc.) is becoming real.

27 ......    R—Kt2
Reinforcing the critical file.

28 P—B3
He thinks he can force events (for if 28 P×P; 29 R×P, etc., or 28 R—Q1; 29 Kt—P×P, but Black's advanced QP will sell his life dearly; or e.g. 28 B—B4, B×B; 29 B×B, P×B.

28 ......    Kt—K6
Returning to the charge and, in addition, threatening 29 P×P; 30 Q×Q, etc., or 28 R—Q3, Q—Q4; 31 B—B3, B—B7.

29 P×P
Acceptance of the proffered pawn opens the flood-gates for his adversary. On the other hand, the more cautious 29 P—B4, closing the files, leaves Black with a sure and lasting asset in his supported passed pawn.

29 ......    P×P
30 R×P    R—B8 ch
31 K—B2    Kt—Q4
32 KR×Q    Q—B3
At one stroke, Black throws all his forces into the fray.

33 R—Q2
Over cautious. The defensive 33 B—B3 is indicated.

33 ......    Q—Kt3
34 B—B4
With the fine threat of 35 Kt×P.

34 ......    R—B7
Creating an interesting imbroglio.

35 K—K1
Not now 35 Kt×P (35 K×Q ch, nor 35 Kt—B3 (35 R×R ch; 36 Kt×R, Q×R ch, etc.). If 35 K—K2, Q×R; 36 Kt×P, ch, etc., and if 35 R×R, Q×R ch; 36 K×Kt3, KxK6 ch; 37 K—B3, Kt—B6, etc. Therefore the best defense would be 35 K×Kt3 (R×R; 36 R×R, Q—K6 ch; 37 Kt—B3, etc.);

35 ......    R×R
36 R×R    Q—Kt8 ch
A persuasive irradiation.

37 B—B1    R×Q—B2
38 R×Q    R—B3
39 Q×Kt3    B—R3
40 Q×Kt3    B×B
41 Resigns.

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White    Black
MORPHY   ANDERSEN
(Match, 1858)

An historical game: an over-bold attempt by Black in the opening (7 ... P—B4), conceived and worked out by Anderssen in the course of a Parisian ramble. By not making sufficient allowance for the first player's latent energy, he allows the genius of his adversary not only to break up his defences by a sacrifice, but also to undermine his morale for the rest of the match.

1 P—K4    Q×B4
2 P×Q4    P×P
3 Kt—K3    Kt—Q3
4 K×P    P—K3
5 Kt—K5
Without any delay (5 Kt—Q3 or 5 B—K2 or 5 B—K3) Morphy hits out, and his assault succeeds.

5 ......    P—Q3
He allows his mental balance to be shaken, and creates a serious weakness in his own camp. Morphy himself played 5 ... P—Q3 at this stage in a game against Lowenthal, but the strongest is 5 ... Kt—B3, for now 6 Kt×Q ch would be a futile check, e.g. 6 ... B×Kt; 7 K×Q ch, Kt—Q5 ch; 8 P×Q, etc., or 6 KQ×B, B—K5, and Black obtains a perfectly satisfactory game.

6 Kt—B4    P—K4
Instead of thus weakening his Q4, he could have evolved a line of defence by 6 ... Kt—K4; 7 B×P, P×B; 8 Q×Q ch, K×Q, etc.

7 Kt—B3    P×B
To dare to embark on a counter-attack in such an exposed position is to challenge the logic of things. The defensive measure 7 ... P×Q is clearly necessary.

8 QKt×B    P—B5
The crucial mistake, turning a toting position into a desperate one.

If 8 ... P×P; 9 QKt×P, P×Q; 10 Q×P.
If 8 ... P×Q; 9 Kt—Q5, P×P; 10 Kt×P, to be followed by 11 Kt—B7 ch and K×Kt.

If 8 ... Kt—B3; 9 Kt×Kt, P×Q3 (relatively best); 10 B×P, Kt—P×B; 11 Q×Q ch, K—Q5; 12 Q×P ch, K—K1; 13 Q×R ch, K—Q2; 14 Kt—R3, and, on balance, White has won a valuable pawn.

Therefore the least evil is 8 ... K—K3; e.g. 9 P×P, B×B; 10 Kt×Q5, Kt—B5; 11 Kt×B3, Q×P; 12 Kt×Q5, B×B; 13 Kt—B7 ch, K—Q2 (not 12 ... R×Kt; 13 B×Kt6, nor 12 ... K—B2, 13 B×B; 13 B—K6, and Black struggles to defend himself.

9 Kt—Q5
The miracle of the sacrifice.

9 ......    P×B
10 Kt—K7 ch    K—B2
11 Q—B3 ch
The simple continuation, however, is 11 Kt×R, P×P ch; 12 K×P, Q—R5 ch; 13 P×Kt3, Q×P; 14 B—Kt2, etc.

11 ......    Kt—B3
12 B—B4    Kt—Q5
13 Kt×Kt    P—Q4
Well parried! Any other move loses for 30: (a) 13 ... K—K3; 14 B×B ch, Kt—B8; 15 Kt—Q5 dis ch, etc.
(b) 13 ....... Kt—K3; 14 Kt—K4 dis ch, etc.
(c) 13 ...... K—K3; 14 Q—R5 ch, K×Kt; 15 P×P, etc.

(d) 13 ....... K—K2; 14 QKt×Q ch, K×Q; 15 Q×B ch, B—K2 (or 15 K—B3; 16 Kt—K4 ch, etc.); 16 P×P, R—B1; 17 P×Kt, R×Q; 18 B—Kt5 mate.

14 B×P ch    Kt—K3
But now, having cleared the air to some extent by his preceding move, Black should have resorted to his steps by 14 ... K—K2; e.g. 15 Q×R, P×R; 16 Q×B ch, K×Q; 17 Kt×Kt, Kt×P ch (if 17 ... Q—Q2; 18 Castles QKt); 18 K×Kt2, Q—K2 (18 ... Kt—K5; 19 B×P; 19 Q×Q ch, B×Q; 20 Kt×Q, B×Q; 21 R—B7 (or 22 B×P, R×Kt1; 23 B×Q, R×P, etc.); 22 R×P, K×P; 23 R×P, B×B; 24 B×B, Kt×B; 25 R×Q, B×B; 26 R×Q1 ch, K—K3; 27 R×B7, Kt×Q1; 28 R×Q ch, and the struggle is still very stubborn.

Also better than the ill-fated move in the text, which does not allow for White's magnificent riposte, would be the indirect exchange of Queens by 14 ... Q×B; 15 Kt×Q dis ch, K×Q; 16 K×Kt, P×P ch; 17 K×Kt, P×B; 18 K—K2, R—K11. With two Bishops against two Knights, Black might find some consolation for the loss of a pawn.

15 Q—R5 ch    A fresh surprise.

15 ......    K×Kt
Pharaoh's tomb.

16 P×P    Kt×P ch
A longer resistance arises from 16 ... Q×Kt:
(a) 17 Castles ch, Kt—B4 (17 ... K—K2; 18 R—B7 ch); 18 R×Kt, B×R; 19 Q×B ch, K—K2; 20 Q×Kt6 ch, K—Q1; 21 B×P, P×Q (not 20 ... Q×B; 22 R×Q ch, K—Q2; 23 Q×Q ch, B×B; 23 Q×R, remaining with three extra pawns); 22 B×B, R—B4, and the struggle still continues; or (b) 17 P×Kt (the right way); 17 ... B—K15 ch (or 18 ... K—K2; 18 Castles QKt, etc., or 17 ... P×Kt13; 18 Q×R ch, K—K12; 19 Castles KR, etc.); 18 P×B, B×P ch; 19 K—K2, K—K2; 20 KR—K11, etc., clearing the way.

17 K—K2    Resigns
(For now, after 17 ... Q×Kt; 18 KR×B ch, K—K2; 19 R—B7 ch, K—Q3; 20 R×Q, K—R; 21 R×QB1, another black piece is lost.)

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White    Black
PILLSBURY    MIESIES
(Paris, 1900)

In the following game it is pleasing to see Black's QP, isolated but well-centralised at Q4, render yeoman service in counter-acting White's advantage of "the move." It goes without saying that, in doing so, this pawn exchews a purely static role (by remaining inactive at Q4) and assumes "dynamic" tasks, as manifested by the fine advances 11 ... P×Kt; Q×B, and even 15 ... P×Q5.

1 K—Kt4    P×Q4
2 Kt—B3
The classical continuation, by which White
seeks to develop his game according to general principles: bring out your minor pieces, occupy the centre, open lines of attack?

2 .......  P–K3
3  P–Q4  P×P
Almost forced. Yet Marshall has demonstrated in many important games that the self-willed counter-thrust 3 ....... P×Q is all but sound.

4 Kt×P  Kt–KB3
5 Kt–Q3

Evidently not 5 P–K5, Q×R4 ch, followed by .... Q×KP. Less straightforward would be 5 Kt–Q2 or 5 B–Q3, either continuation permitting 5 ....... P–Q4 without further difficulties.

5 ....... Kt–B3
And now we have the Sicilian Four Knights' Game. More awkward is the immediate sortie 5 ....... B–Kt5. A sound, if speculative, line of play is the well-known Scheveningen Variation: 5 ....... P–Q3; followed by .... B–K2; and .... Castles: presenting an example of an opening with a restricted centre (pawns at K3 and Q3).

6 KKt–Kt5

The so-called main variation of the Sicilian Defence, which has lately fallen into disuse. By exchanging, 6 Kt×Kt, Kt×P×Kt, the opponent's centre becomes very strong.

Sound but tranquil continuations are the preventive 6 P–QR3 6 P–QR3; 7 B–K2, B–K2), and the positional 6 P–Kt3, followed by B–K2.

Finally, an entering line, sacrificing one or even two pawns, is 6 B–K2, e.g.: 6 ....... B–Kt5, 7 Castles; 6 Kt–B3, 7 P–B3, 8 P×B, P×B, 9 P–Q4, B–Q5, 10 Kt–Q5, Kt×Q5; 11 Q–Q4 ch, 12 Kt–B3, Kt–R5; 13 P–B3, Kt×P; 15 Q–Kt1 (or

15 Q–Q2, B×P; 16 Q×B, Kt–B6 ch; winning the Queen); 15 ....... B×P mate.

7 ....... B×Kt ch
8 Kt×B  P–Q4
A thin advance; or first, 8 ....... Castles; 9 B–Q3, P–Q4; 10 P×P, P×P; 11 Castles, etc.

9 P×P  P×P

Accepting the famous isolated QP. If 9 ....... Kt×P; 10 Kt×Kt, Q×Kt; 11 Q×Q, P×Q; 12 B–Q3, etc., White, after this simplification, has a small but enduring positional advantage.

10 B–Kt5

Instead of this pawn hunt, the rational continuation is 10 B–Q3, Castles; 11 Castles, P–KtR3; 12 P–R3 (if 12 Kt–K2, Kt–K5); 12 ....... B–K3; 13 B–K4, etc.

10 ....... Castles

Better than 10 ....... B–K3, which provides White with an easy mark.

11 B–K2

The gain of a pawn by 11 B–K2, Q×B; 12 Q×P would be bad, as Black would initiate a devastating attack on the K and Q files.

11 ....... P–Q5
12 Kt–K4  Q–Q4 ch
13 P–Kt4  Q×Kt
14 Kt×Kt  P×Kt
15 B–R6

Expecting 15 ....... R–Kt1, after which 16 K–B1, followed by B–Q3, would restore the balance.

15 ....... P–Q6

This piercing of the critical sector is well worth the exchange.

16 P×P  Kt–Q5
17 B×R
If 17 B–K3, Kt–B7 ch.

17 ....... K×B

A disappointment would be 17 ....... B–Kt5; 18 B–Q6.

18 R–R2  B–K3
19 R–Q2  R–K1
20 Castles  B–K6
21 Q–Kt1  B–Q4
A very important retrograde manoeuvre.

22 B–Q1

Is it consolidation?

22 ....... B×P

A recuperative sacrifice.

It is to be noted that Black, hoping for more, disdains an elegant draw by 22 ....... Kt–R4; 23 Kt–B4, Kt–K7 ch; 24 Kt×Kt, R×R; 25 P×Q, R×P ch; 26 K–R1, R–B7 dis ch; 27 K–Kt1, R×Kt ch, etc., with perpetual check.

23 K×B

The game would take a very bad turn for White after 23 P–B4, Q–K6 ch; 24 K×Kt, B–R6; 25 R–K2, B–B6 ch; 26 K–R1, Q×Kt, forcing an early mate.

23 ....... Q–Q4 ch
24 K–R1  Q×R
25 B–K4  Q–B5
26 R–Kt1

The only means of reinforcing the King's bodyguard. After 26 B–K5, Kt–B6; 27 B–Kt, Q×B ch; 28 K–Kt1, R–K4, the white King, denuded of defenders, would succumb. Alternatively, 26 P–R3, P–B4; 27 B–Q1 (27 B–R5, Q–R5); 27 ....... R–K3, and wins.

26 ....... P–B4
27 B–R5  Kt–B6
If 27 ....... R–K3; 28 Q–QB1.

28 B×Kt  Q×B ch
29 R–Kt2  R–K7

Intending to reply to 30 Q–Kt1 with 30 ....... R–Q7, and to 30 Q×Q ch 30 Q×Q ch, R×Q, etc., with a conclusive advantage. As the text move contains no threat, White takes advantage of the breathing-space to put in a word himself.

Black could have tried for a win by 29 ....... R–Q1.

30 Q–QB1

The saving clause, calling attention to the fact that the black King's keep also is not too well guarded.

30 ....... P–Q5
31 Q–B5 ch

Draw by perpetual check.

(31 ....... R–K2; 32 Q–B8 ch, R–K1; 33 Q–B5 ch, etc.)

A hard-fought game.

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White  Black

GRIFFITH  HAMMOND

(Richmond, 1912)

In the hard fight given below, Black succeeds—by suppressing, so to speak, the phase of the middle game—in bringing about an ending, not without, however, leaving some weak points in his position, notably at Q3 and KtR3. In the ensuing Rook and game—which, as is well known, has the highest coefficient of a draw—White's final triumph is one of logic and perseverance.

1 P–Q4  P–QB4
2 P–K4

A Sicilianised Benoni.

1 P–Q4  P–QB4
2 P–Kt3

A Sicilianised Benoni.

3 P–R3

4 Kt×P  Kt–B3

3 Kt×P  Kt–B3

5 Kt–K3  P–K4

5 Kt–K3  P–K4

Instead of the academic 5 ....... P–K3 or 5 ....... P–Q3, Black by this fancy move calls for an immediate settlement in the centre.

6 Kt–K5

Trying at once to exploit the "hole" at Q6. If 6 Kt–B5, P–Q3, and Black gets rid of the invader.

6 ....... P–Q3

If instead 6 P–Q3; 7 B–Kt5, P×P; 8 B×Kt, P–B4; 9 Kt–B3, P–K4; 10 Kt–Q5, and White, besides gaining the hostile position, has succeeded in conquering, thanks to the absence of the opposing KKt, the strategic point Q5. On the other hand, if 6 ....... B–Kt5, then not 7 Kt–Q6 ch, K–K2; 8 Kt–B5 ch, K–B1; 9 B–Q2, P–Q4, etc., but, scientifically, 7 P–Q3, B×Kt ch; 8 Kt×B, and White has two important assets: the two Bishops and a steady pressure on Black's QP.
32 Kt×Kt

The following line leads to a decisive result:
32 R×P; R×R; 33 Kt×Kt ch, K×R; 34 Kt×B, R×Q7; 35 R×P ch, K×Kt1; 36 R×R, K×QRP, etc.

32. . . . . .
33 Kt×Q

At last a small gain in material, which, however, can be maintained only by very astute play.

33. . . . .
34 P×Kt

He succeeds in eliminating one battery. After 34 R×Q, the two black Rooks would remain in full active service.

34. . . . .
35 R×R

Black evidently exchanges the more noxious of the two adverse Rooks, for after 34 R×P; 35 R×R, R×R; 36 R×P, R×B4; 37 R×R×Kt6, R×P; 38 R×P, R×B7; 39 P×Q4, R×P×R; 40 P×R, R×R7; 41 P×Kt4, etc., Black would have regained his pawn, but with a lost game.

35 R×R
36 R×B
37 R×P
38 K×Kt3
39 R×Q5

In this final phase, White's task is far from easy.

39. . . . .
40 P×Kt3
41 K×R4
42 B×P4
43 P×P

And not 43 P×P, scattering his infantry.

43. . . . .
44 R×B4
45 P×P

Far more useful than 45 R×P ch.

45. . . . .
46 R×R
47 P×Kt3
48 R×R
49 P×Kt4
50 K×R5
51 K×R4

52 R×B5

Improving the Rook's position.

52. . . . .
53 R×Kt3
54 B×B7 ch
55 R×Q7
56 R×P4
57 R×P5

For if 57 . . . . R×Q3; 58 R×Kt7, followed by R×Kt6.

58 R×P
59 R×Kt8

If 58 K×Kt2; 59 R×Kt6 ch, winning another pawn.

59 R×R8
60 P×R6

K×Kt2, remaining in the "neutral zone," would be more tenacious.

60 P×R6

R×R5

61 P×R7

The decisive advance, as the black King cannot return in time to the "neutral zone."

61. . . . .
62 R×R8
63 K×R4

Resigns.
10 Q—Kt4  B—K2
11 B—KtR6
A frontal attack on a well-equipped position.
White could have played 11 Q—R3, first in order to create weaknesses there.

11 Q—R3  P—KB4
Relying on his strong armament, Black ventures on this escapade, when he could have shaken the opponent's hold by 11 
K—R1; forcing the retreat 12 B—K3.

12 P x P P e.p.  R x P
And not 12 ... B x P; 13 Q—K4, P—Kt3; 14 B x R, etc.

13 B—Kt5  R—B2
14 Kt—K4  P—Kt3
There is no need for Black to weaken his 
King's field, when he could have brought matters to a head in the centre by 14 
P—Q4; 15 B x B, R x B; 16 Kt—Kt5, Kt—B3, with even chances.

15 QR—K1  P—O4
16 B x B  R x B
17 Kt—Kt5  P—K4
18 Q—R4  P—K5
Thinking, by this move, to recover at one 
stroke the whole of the territory previously ceded, he becomes the victim of an astonishing conception. He should first have con-
solidated his game by 18 ... B—Q2.

19 R x P
A sacrifice as brilliant as it is sound. 
A faulty exploitation of the temporary lack of mobility of the adverse KR would be 
19 Kt x RP (19 ... B—B4), and similarly, 
19 Kt x KP (19 ... P x Kt; 20 R x P, R—Q2, etc.).

19 ...  P x R
20 B—B4 ch  K—B1
He has nothing better. If 20 ...

K—R1; 21 Kt—B7 ch, etc., and if 20 ...
Kt—K2; 21 Q x P ch, K—B3; 22 Q—R4 
(with the decisive threat of 23 Kt—B7 
dis ch); 22 ... K x Kt (22 ... Q—R4; 
23 Kt x P do ch); 23 Kt—B7, with the two-fold threat of 24 Q x R=mate or 24 Kt x Q.

21 Q—R6 ch  R—K2
Or 21 ... Kt—K12; 22 Kt x P ch, 
K—K1; 23 Kt—B6 ch, K—B1; 24 Q—R8 
mate.

22 Kt x P ch  Q x Kt
23 Q—Kt5 ch  K—Q2
24 R—Q1 ch  Kt—Q3
25 Kt—B6 ch
Even more forceful than 25 R x Kt ch, 
K x R; 26 Q x Q ch.

25 ...  K x Kt
For, Kt x Kt—Q2; 26 Q x R ch, 
followed by Q x Q.

26 Kt x P dis ch Resigns.

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White  Black
MARCO  MAROCZY
(Stettin, 1905)

An exceptionally short game, but full of 
a dramatic under-current! An over-hasty attempt by Black (9 ... P—KK4) finds 
a refutation as brilliant as it is logical.

1 P—K4  P—QB4
2 Kt—KB3  P—K3
3 P—Q4  P x P
4 Kt x P  P x P
Intending to build up with ... Q—B2 
a strong system of defence. 
Besides purely developing moves such as 
4 ... Kt x Q3 or 4 ... Kt x Kt3; the 
move in the text—conceived by Paulsen— 
has much in its favour.

5 B—K3
Almost a waiting move. A more usual line is 5 Kt—Q3, B—Q2; 6 B—Q3, 
Kt—KB3; 7 Castles, B—K2; 8 K x Kt1, 
P—Q3 (instead of the routine move 8...
Castles, or 8 ... P—Q4, opening the centre, 
Black now establishes a restricted centre); 
9 P—B4, Kt—K3 (it is to be noted that in 
the Paulsen Variation Black can develop his 
QKt at Q3 or, as here, at Q2); 10 Q—K2,

p—QKt4, with an even game. In searching 
for the most efficacious line of play, White 
can also try 5 P—QB4 (blacking Q5) or 
5 P—Kt4 (with a more intense development 
of his KB), or 5 B—K2 (intending 
B—K3), without, however, obtaining any 
real advantage from the opening.

5 ...  Kt—KB3
6 Kt—Q2
Not 6 P—K5, Q—R4 ch, followed by 
... Q x KP, nor 6 Kt—QB3, B—Kt5.

6 ...  P—Q4
He suddenly changes his system, which 
really calls for 6 ... Q—B2; 7 B—K2, 
P—Q4 (now in order); 8 Kt x Kt—Kt3, Kt—B3 
(not 8 ... P x P; 9 P x Q, B—K2; 
10 Q—B2, etc., nor 8 ... Kt x P; 9 Kt x Kt, 
P x Kt; 10 P—Q3, B—Kt; 9 P x Q, 
Kt—Q2; 10 Q x B2, Castles; 11 Castles Kt, 
R—Q1, and the initiative is still at stake.

7 P—K5  Kt—Q2
8 P—KB4  Kt—QB3
9 P—B3
White's forces are now ideally posted, 
e.g. 9 ... B—K2; 10 B—Q3, or 9 ... 
Kt—B4; 10 P—QK4, Kt—Q2; 11 B—Q3, 
and White commands all strategic points.

9 ...  P—KK4
He imagines that this move will disrupt 
his opponent's game; e.g., 10 P x P; K x P, 
etc., or 10 P—Kt4, Kt—Q2; 11 P x P, 
Q—R5 ch, etc.), but White's rejoinder 
is a stunning blow.

10 Kt x P
A beautiful sacrifice, which discloses the 
defects in Black's King's field, created by 
his preceding move. 

10 ...  P x Kt
11 Q—R5 ch  K—K2
12 P—B5
A corollary to his 10th move, threatening 
not only 13 P—B6 ch, but also—and prin-
cipally (e.g. after 12 ... P x P, or 12 ... 
Q—Q1) — 13 B x P ch.

12 ...  Kt—B3
Hoping to appease White's fury in case of 
13 P x Kt ch, K—Q3, etc. If 12 ...
QKt x P; 13 B x P ch, Kt—B3; 14 P x Kt ch, 
K x Kt; 15 Q x R ch, followed by Q x Q.

13 B—B5 ch Resigns
For if 13 ... K—Q2; 14 Q—B7 ch, 
Kt—K2 (or 14 ... B—K2; 15 P x Kt, 
R—K1; 16 B x B, R x B; 17 P x Q, 
Kt—K1; 18 B—Kt6 ch, K—K1; 19 Q—K5 
ch, followed by mate); 15 P x Kt, P x P; 
16 P x Kt, etc.

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White  Black
MAROCZY  EUWE
(Scheveningen, 1923)

The principal actor here is White's KP. 
After contesting the predominance in the 
centre at K4, it becomes a strong outpos-
t (15 P—K5), penetrates into the opposing 
lines (26 P—K6), finally reaching the core 
of Black's resistance (27 P—K7), whence 
it threatens the very heart of the hostile 
forsake (K8). This is the backbone of 
White's attack.

1 P—K4  P—QB4
2 Kt—KB3  Kt—Q3
A more elastic reply than 2 ... P—K3.

3 P—Q4  P x P
4 Kt x P  Kt—B3
By playing 4 ... P—QR3, followed by 
... Kt x B; (even 4 
Kt—Kt5, Q—Kt1, subsequently driving 
off the troublesome Knight), Black can 
revert to the Paulsen Variation.

5 Kt—QB3  P—Q3
More reserved than 5 ... P—K3 
(6 Kt x Kt5, B—Kt5, etc.).

6 B—K2
At the cross-roads! As an alternative to 
the waiting policy adopted here, White can
also play the more imaginative 6 P–KKt3, with 7 B–Kt2. Less good is 6 B–Q4 (6 ... P–K3) and 6 Kt×Kt, P×Kt, etc., but a sound modern idea is 6 B–KtKt5.

6 Edited

P–K3

The well-known Scheveningen Variation, which is based on a restricted centre (pawns at K3 and Q3), and which eventually borrows from the Paulsen Variation, the formation, pawn at Q3 and Queen at QB2. Thus, the Scheveningen Variation is akin both to the Paulsen Variation and the Dragon Variation, 6 ... P–KtKt3, which used to be played exclusively at this stage. This line of play has proved to be very flexible, and is much favoured in modern master practice.

7 Castles

B–K2

8 K–R1

This move is important because White, in the interest of the attack, wishes to throw the KBP forward, and therefore anticipates any future and disagreeable pin.

However, 8 P–B4 at once is playable, e.g. 8 ... Q–Kt3; 9 B–K3, Q×P; 10 Kt×Kt–Kt5, with the twofold threat of 11 R–R1 and 11 Kt–B7 ch.

An interesting opening trap.

8 Castles

9 P–B4

Q–B2

10 Kt–Kt3

An ingenious manœuvre, by which White avoids a simplifying exchange at Q4. Useless would be 10 Kt×Kt, Q×Kt; followed by 11 ... P–QB3; and if 10 B–K3, Kt–Q4, followed by ... Kt×B, depriving White of his pair of Bishops.

But a bold line can be tried: 10 B–B3, P–QB3; 11 P–KtKt4 (the bayonet attack), 11 ... B–Q2; 12 P–Kt5, Kt–Kt1; 13 Kt–Kt3, Kt×Kt, etc.

10 ... P–QB3

11 P–Q4

White has to decide whether it is better to prevent 11 ... P–Kt4; or, allowing this advance, to try to find its refutation. He decides on a preventive measure. An alternative would be: 11 B–K3, P–QKt4; 12 P–Q3, B–Q2; 13 Q×Kt1, QR–Q1; 14 R–Q1, K–R1; 15 Kt×Q4; 15 Kt×Kt, Q×Kt; 16 Kt–Q5, and wins); 15 B–B3, Kt×Q4; 16 Kt×Q, Kt×Q; 17 Q–B2 (threat, 18 B–Kt6); 17 Kt×Q; 18 P–Kt4, and the battle is at its height.

11 ... P–Kt4

Instead of thus creating a weak point, Black could seek to solve the problem of the QB by 11 ... B–Q2, followed later on by ... B–Kt1.

12 B–B3

B–Kt1

13 B–K3

Kt–QKt5

Seeing that his adversary has the supremacy on both wings, Black tries to recoup himself by action in the centre (...... P–Q4).

14 Q–K2

P–Q4

Threatened with 15 Q–B2, Black feels that he must undertake something. Will it be freedom or weakness in the centre? A waiting policy would dictate 14 QR–K1, and if 15 Q–B2, Kt–Q2, etc.

15 P–K5

Kt–K5

A better move is 15 ... P–Q4.

16 B×Kt

P×B

17 Q–B2

P–QKt4

If 17 ... P×Q, White doubles Rooks on the Q file.

18 P×P

P×P

19 Kt–Q4

P–QB3

20 P–Q3

The turning-point. The white Queen's itinerary Q1–K2–KB2–KKt3 is significant for the general lay-out of his operations.

20 ... R×R

R–Kt1

21 R×R

R–Kt1

Holding on to his worldly possessions, but 21 ... R×R1, showing his readiness to throw ballast overboard, is a wiser decision.

22 P–B5

White's attack takes a definite shape.

22 ... Kt×BP

A complement of his 19th move.

23 B–B1

P–B4

With the decisive threat of reaping material gain by 25 P×K6.

24 ... R–R1

Or 24 ... Q×Q2; 25 KKt×P, B×Kt; 26 B–R6, P–B3; 27 P×P, etc.

25 R–QB1

P–Kt3

He has nothing better, e.g. 25 ... Q–K2 (or 25 ... Q–Q2); 26 Kt×Kt, and if 25 ... Q–B1; 26 P–R6 ch.

26 P–K6

An unmasking advance.
not be 22 ... B x B ch; 23 R x B, Q-Kt3; 24 R-Q1, etc., but, more cunningly, 22 ... Q-Kt3; 23 Q x P, Kt-K6 (23 ... K-R1; 24 B x B, R x B; 25 Q-Q4 (25 Q-Q6, R-B3, winning the exchange); 25 K x R; 26 Kt-Q5, Q-K3, and the unexpected mating threat enables Black to maintain the gain of the exchange.

22 ... KR-K1
Threatening 23 ... Kt-K6, while White can now reply neither with 23 B x B (23 Q x B ch), nor with 23 Kt x P (23 ... B x B ch, etc).

23 K-R1 Q-Kt5
He continues his clever evolutions, on a terrain strewn with pitfalls.

24 Kt x P
In the mistaken belief that he can at last capture the tantalising pawn. Without being able altogether to redress the balance, he should have simplified matters by 24 B x B, etc.

24 Q x B
But not 24 ... Q x Q; 25 R x Q, B x B; 26 R x R, R x R; 27 Kt-K7 ch, K x B; 28 Kt x R, Kt-B7 ch; 29 K-K1, and White wins. There follows an artistic dénouement.

25 Kt-K7 ch K-B1
The decisive "point." But obviously not 25 ... B x Kt; 26 Q x Q, nor 25 ... R x Kt; 26 Q x Q, and wins.

13 R x Kt
After this sacrifice of the exchange, Black's game collapses like a house of cards.

14 Q-R5 ch K-Q1
After 14 ... K-Q2, White wins by 15 Q-B7 ch, K-K2; 16 Kt-B5 (a pretty manoeuvre, which needs foresight); 16 R-K1; 17 Kt-P, K-K1; 18 Q x R, etc.

This most complicated but also the most artistic win results after 14 ... K-K2 from 15 Kt-B5 ch, with the following ramifications:

(a) 15 ... P x Kt; 16 Kt-Q5 ch, K-Q1 (16 ... K-Q2; 17 Kt-K6 ch; 17 B-K6 ch, K-Q2; 18 Q-B7 ch, K-B3; 19 Q x B ch, K-K4; 20 P-R4 ch, Q x P; 21 P-B4 ch, Q x P; 22 R-R5 mate.

(b) 15 ... Q x Kt; 16 Q x B ch, K-B3; 17 Q-K4 ch, K-K13 (17 ... K-B4; 18 Q-B7 ch, K-K15; 19 P-R3 mate); 18 Kt-K15 dis ch, winning the Queen.

15 Q-B7 ch K-B2
After 15 ... K-B2 the win is as follows:

16 Kt-B5, Q-B2 (or 16 ... R-K1; 17 B-K6 ch, K-Q2; 18 Kt x P, etc.); 17 Kt-Q4 (not at once 17 B-K6, Q x B, with check!); 17 R-K1; 18 Q x RP, K-K1 (or 18 P x Kt; 19 B-K6, and wins); 19 B-K6, Q-Q2; 20 Q-R5 ch, R-B2; 21 Kt-K7 ch, K-B1; 22 Q-R8 mate.

16 Q x P ch K-B2
17 Q x R B-R3
A last hope of getting some compensation for the exchange after 18 Q x R, B x R ch; 19 K-R1, B-Kt, etc., but White's reply shatters all his illusions.

18 Kt x P ch
Breaking down the last defences.
10 P—KR4, Q—R4; 11 P—B4, Kt×Kt; 12 B×Kt, P—K4, and Black has chances of equalising the game.

10 P—KR4  Kt—B2
11 P—B4  P—K4
12 Kt(Q4)×K2  P—Q4

With the over-ambitious desire to refute White's lateral assault by counter-action in the centre. 12 ... B—Kt5 would be better.

13 Kt×P  P
And not 13 Kt×P, by reason of 13 ...

13 ... 14 Kt×Kt  P×B; 15 Kt×Kt, P×Kt, etc.; the game is becoming too open for White's safety.

14 ... 15 Kt×P
This intermediate move (with which Black must have reckoned when deciding on his 12th move) to all appearances secures a clear advantage for Black after 15 Kt×Kt, P×Kt; 16 B×P, Q×Kt; 17 B×B, Q×R; 18 B×R, Q×P, etc.

15 Kt—B5
But with this magnificent partty, White seems to have got out of the affair with the gain of a piece.

15 ... 16 Q×Q  Q×Q
17 Kt—K7 ch
One fine turn follows another! If 17 Kt×B, Kt×Kt; 18 B—Q2, P×P, etc., and if 17 P×Kt, B×Kt.

17 ... 18 ... 19 Kt—K1
Not 17 ... K—B1; 18 B—B5, Kt—K5; 19 B×QR, Q×Kt; 20 Kt×B, Q×Kt; 21 Castles, Kt—K2; 22 B×Kt, P—Kt1, and when now Black again seems to have the last word, for if, e.g. 18 Kt×B, Kt×B; if 18 P×Kt, P×P; 19 B—Q4, Kt×K1, recovering his piece with advantage.

18 ... 19 P×P
Thanks to his unexpected advance, the contest assumes a different aspect. Black is now threatened with a ruthless King's field attack, namely: 19 RP×P, B×P; 20 Kt×P ch, K—Kt1; 21 B—B4 ch,

Kt—Q4; 22 B×Kt ch, R×B; 23 Kt—K7 ch, and wins.

18 ... 19 B—B5  P×RP
Other ideas, also full of the unexpected, and turning in favour of White, are 19 ...

Kt×P; 20 P×P, B×R; 21 B—Q3, etc., or again, 19 ... 20 B—B1; 20 R×P×P, etc.

20 B—B4
Strengthening his position with an imperceptible calm. The transaction 20 P×Kt, B—B1; 21 B—Kt5, R×Kt; 22 B×R, B×B would allow Black, by leaving him with two Bishops, valuable compensation for the loss of the exchange.

20 ... 21 P×P
Rightly seeking to improve his chances in a counter-attacking. Neither 20 ... B—B1 nor 20 ... B—K3, nor again 20 ... Kt×K5 is altogether satisfactory.

21 Kt×B 22 Kt×K5
It all works splendidly.

21 ... 22 Kt—K5
A marvellous counter-effort.

22 K×B 23 Kt×Q1  B—B6 ch
24 K—B1 25 Kt—K5
And here, after all the preceding vicissitudes, is the culminating point of the game. Black, momentarily a Rook down, threatens 25 ... R×B or 25 ... Kt×B or 25 ...

Kt—Kt6 ch, or finally 25 ... Kt—Q7 ch. How can White cope with this multitude of threats?

25 K×KRP
A decision as surprising at first sight as it is wise on consideration: he gives back the Rook in return for a pawn!

25 ... 26 ... 27 ...
Or 25 ... Kt×Kt6 ch; 26 Kt—B2, B×B (26 ... Kt×B; 27 R—R4); 27 R×B, reverting to the continuation in the text.

26 R×B 27 Kt—K6 ch
28 K—K2 29 Kt—K1
Against the artificial attempt to cement the centre by 5 P—K1, B×B; the reply is, not

P×Kt; 6 ... 7 Kt—B3, 6 P×Q4, B×K3; 7 Qt—B3, B×Kt; 8 B—K3, Castles; 9 Q—Q2, with a better formation for White, but courageously 5 ... P×Kt; 6 Kt—Kt5, P×Q (in gambit style); 7 P×P, B×Q4 (not yet 7 ... Kt×P; 8 Q×Kt; 8 P—Q4, Castles, etc., and Black, for the pawn sacrificed, has the initiative.

5 ... 6 B—K2
A likely experiment is either 6 B—Kt5 (6 ... B—K2; 7 Q—Q2, etc.), or 6 B—Kt4 ch (6 ... B—Q2; 7 B—K3, Castles; 8 P—B3), or finally, 6 B—B3 (6 ...

Kt—K2; 7 B—K3, Castles; 8 Q—Q2, Kt—B3; 9 Castles, etc.)

6 ... 7 B—K3
Following Lasker's idea as shown in the preceding game. He could also play Castles here or on the next move.

7 ... 8 B—K3
A well-known consolidating manoeuvre, emanating from the Viennese master J. H. Bauer, which tries to prevent the liberating thrust 8 ... P×Q. Other possible continuations are 8 P×B, 8 P—KtR, 8 Q—Q2, or 8 Castles.

8 ... 9 B—K3
Black is watchful, and fights for the control of his Q and of Qb5 eventually. However, 8 ... Castles could also be played. But the counter-measure 8 ... Q—Q4 would be too abrupt.

9 P×B 10 P—K4
This move is consistent, but carries with it certain commitments.

9 ... 10 P×B
Castles
Coaxing his adversary with this peaceable move, instead of hastening his counter-action by 9 ... Kt—Q4 (in order to initiate a local struggle for the possession of this important square). If 9 ... P×Q, 10 K×P.

10 P×K4 11 Kt—K3
His answer: the bayonet attack. After 10 Castles, Kt—Q4, with a satisfactory game.

10 P×P 11 P—K4
The only way of maintaining the balance, whereas after 10 ... Kt—Q4; 11 P—B5, Kt—B5, etc.; 11 ...

P×P; 12 Kt—K1 (better than 11 Kt—Q2; 12 Kt—Q4, to White's advantage); 12 ... Kt—Q4, 13 Kt—B4, R—B1; 13 B—Q4, Kt—B3; 14 B×Kt, K—B; 15 Castles Qb4, and White has the better game.
defences enables Black to reach the safe harbour of a perpetual check.

17 B x Kt
Compulsory acceptance! If 17 B-B5, Q-Kt6 ch; 18 B-B2, B x Kt ch; 19 P x B, Q x P ch; 20 Q-Q2, Q x Q ch, followed by .... Kt x B and .... B x P, and Black has four pawns for his piece.

17 ....... Q-Kt6 ch
18 B-B2
Not 18 K-K2, Q x B ch, nor 18 K-K2, R-Q3 ch.

18 ....... Q-Kt8 ch
Draw.
A notable game between two protagonists of imaginative chess.

WHITE

Black

Richter ENGELS
(Bad Saarow, 1937)

This superb contest shows with outstanding clearness that attacking is an art, and not merely a matter of technique.

When the game is full of original and refreshing ideas, and the decisive sacrifice 23 Kt x RP leaves a wholly artistic impression.

1 P-K4 Q-B4
2 Kt-K3 P-Q3
3 B-K2 Kt-QB3
4 P-Q4 P x P
5 Kt x P Kt-B3
6 Kt-QB3 P-KKt3
7 Castles B-KKt2
8 B-K3

The purist prefers here 8 Kt-Kt3, as illustrated in the beautiful brevity, Alekhine-Delmar, Hamburg, 1930: 8 Kt-Kt3, Castles (more refractory is 8 ... B-K3; 9 P-B4, Kt-QR4); 9 P-B4, B-Q2 (too passive! more enterprising is here again 9 ... B-K3); 10 B-B3, R-B1; 11 K-R1, P-QR3; 12 P-QR4, Kt-QR4; 13 P-K5 (decisive penetration), Kt-Kt1; 14 Kt x Kt, Q x Kt; 15 B x P, R-B2; 16 B x B, K x Kt (he should have played 16 ... B-K3, preventing 17 Kt-Q5), 17 P-QKt4 (a dagger thrust); 17 ... Q-QP; 18 Kt-Q5, Q x B (18 ... R x Q; 19 B-Q2); 19 P x B, Resigns. A perfect gem!

8 ....... Castles
Renouncing the advance 8 ... P-Q4, as after 9 P x P, Kt x P (9 ... Kt x Kt5; 10 P x Q6; 10 Q x Kt x Kt, Q x Kt; 11 B-B3, Q-B5; 12 P-B3, Black has not yet solved the problem of the opening.

9 Q-Q2
An important juncture! Instead of preparatory moves such as 9 P-KR3 or 9 P-Q4, controlling Kt-K4, but which are apt to lead to · · · · · P-Q4, White is intent on the speedy concentration of his forces. The alternative is 9 Kt x Kt5, as shown above.

9 ....... Kt-KKt5
Seeking to deprive his opponent of the two Bishops. Without any value at this stage would be 9 P x P, Q x P (10 P x Q, Kt-QKt5; 11 P-Q6; 11 Q x Kt x Kt, K x Kt; 12 B-B3, Q-B5; 13 P-KtQ3, K-Q3; 14 Kt x Kt, P x Kt; 15 P x Q, B-B4; 16 Q-KR1, and White has taken the lead.

The most prudent is 9 ... B-Q2; 10 Q x Q1, with play on the Q side.

10 B x Kt B x B
11 P-B4
Launching an effective K side attack, instead of the purely positional continuation, 11 P-B3, B-Q2; 12 Q x Q1, etc.

11 ....... B-Q2
Retiring in good time from the danger zone, before a blow-off by P-B5. If 11 ... Kt-Kt4; 12 P-QKt3.

12 Q x Q1 R-B1
Instead of this routine move, a more independent idea is 12 .... Q-Q4, followed eventually by P-B4.

A deceptive simplification would be 12 ... Kt x Kt; 13 B x B, B x B ch; 14 Q x B, B x B, as White could still embark on a bold attack by 15 P-QKt4, Q x Kt; 16 P-Kt5, B-Q2; 17 Kt-Q5, Q-Q1; 18 P-B5, B-Q3 (18 ... B x Kt; 19 P-B6); 19 P x P, B x P; 20 P-B4, etc.

13 Q-B2 Kt-K4
14 B-B5 Kt-B3
15 Kt-Q5
Without losing time by 15 B-B1, White allows his second Bishop to be exchanged. In the resulting duel between Knights and Bishops he relies on the dominating position of his cavalry.

15 ....... Kt x B
16 Q x Kt R-K1

The gain of a pawn would be futile (16 ... B x Kt; 17 R x B, R x P), because of
23 Kt×RP
A remarkable sacrifice.

23 ...  K×Kt
After 23 ... B×Kt; 24 Kt×Kt, White wins.

24 Q×R ch  K×Kt
Or 24 ... B×R; 25 Kt×Kt, etc.

25 R×B
White is just in time with his final assault on the KR file.

25 ...  B×Kt
26 R×R  K×B
27 Q×R ch
The climax.

27 ...  B×Q
28 R×B mate.

308
White  Black
ALEKHINE SILVA DA ROCHA
(Montevideo, 1938)

A remarkable feature of this game is the
consummate ease with which White—without
any noticeable error on his opponent’s part—
succeeds in obtaining an advantage sufficient
to score a win. Dr. Alekhine knew, when
the need arose, not only how to create, but also
how methodically to prepare for, a
winning position.

1 P×K4  P×Q4
2 Kt×KB3  Kt×Q3
3 P×Q  P×P
4 Kt×P  Kt×B

If already here 4 ... P×Kt3, then, instead of 5 Kt×Q3, B×Kt2; 6 B×Kt, etc., White can—as demonstrated by Morozevy—improve his position by 5 P×Q4, e.g. 5 ... B×Kt2; 6B×Kt3, Kt×B; 7 Kt×Q3, P×Q (against 7 ... Kt×Kt5, Breyer’s idea; the reply is 8 Q×Kt, Kt×Kt; 9 Castles, Kt×B3; 10 B×Q3; 8 Kt×Kt3, Castles; 9 P×B, B×Q2; 10 Q×Q, Kt×Kt; 11 Castles, and White increasingly restricts the hostile position.

5 P×Q3  P×Q
A wise precaution. If at once 5 ... P×Kt3, White renders his opponent’s task

difficult by 6 Kt×Kt (instead of the academic 6 B×Kt2, B×Kt2; 7 Castles, Castles, etc.); 6 ... Kt×P×Kt (the lesser evil is 6 ... Q×Q, K×Q, 7 Q×Q ch, B×Q; 8 B×Q4, K×Kt; 9 Castles, B×Kt2, etc.); 7 P×K, Kt×Kt1; 8 Q×B3, preventing ... P×Q4, and having therefore the better game.

6 B×Kt5
The turning-point. The text move increases Black’s difficulties, as he cannot now realise the Dragon Formation (although he can play the Scheveningen Variation by 6 ... P×K3).

This Anti-dragon Variation is thought so strong that Black more often than not plays 2 ... P×Q3 in preference to 2 ... Kt×Q3.

6 ...  B×Q
The continuation 6 ... P×Kt3; 7 B×Kt, K×Q2, is not attractive for Black, and if 6 ... Q×Q4; 7 B×Kt5, B×Q2; 8 Kt×Kt3, etc.

The most usual continuation is 6 ... P×K3, as in Richter—Wagner, Hamburg, 1932: 7 Kt×Kt (the positional continuation is 7 Q×Q2, or, in order to prevent 7 Q×R, the diversion 7 Kt×Kt3); 17 ... P×Kt, 8 P×K5, P×P (if 8 ... Q×Q4, then not 9 B×Kt5, P×P; 10 P×Kt, P×Kt; 11 P×P, B×P; 12 Kt×Kt, Q×Q4, etc., in Black’s favour, but simply 9 B×Kt, P×B; 10 P×Q, Q×Kt4 ch; 11 B×Kt2, B×P; 12 Q×Q3, and White has the advantage); 9 Q×Q4, B×Q1; 10 Kt×Q5, K×Kt3; 11 Kt×Q5, Kt×Q3; 12 B×P, B×Q2; 13 Q×Q, Kt×B; 14 B×P, Kt×B1 (a very strong intermediate manoeuvre, whereas 13 R×Q ch, Q×R; 14 B×Q would have unpleasant consequences for White after 14 ... B×P ch); 13 ... K×Q; 14 Q×Kt, B×B1 (better 14 ... B×Q2); 15 Q×K, B×Q; 16 B×R6 (a fresh surprise); 16 ... P×B3 (after 16 ... Q×P; 17 B×B, etc., White still has a decided advantage); 17 B×P, P×B; 18 Q×R5 ch, Resigns.

7 B×Kt2
Here 7 B×Kt, Kt×P×B, etc., would not be profitable.

7 ...  P×Q3
8 Kt×Kt3
By this sound lateral manoeuvre, he avoids any simplification in the centre, whilst stressing the pressure along the semi-open file. If 8 Kt×Kt5, Q×Kt1, etc., and if 8 ... Q×Q2, P×Kt3 (9 B×R4, Kt×P).

8 ...  P×Q3
At this stage, and later on as well, Black has no great desire to play ... B×Kt2, for

then White would obtain some positional advantage by simply playing 9 B×Kt, P×B (compulsory); 10 Q×Q2, etc.

9 Castles  P×Kt4
10 P×Q3  Kt×Q3
By this demonstration on the wing, Black abandons the control of the centre. Thus, in trying to avoid small ills (10 ... B×Kt2; 11 B×Kt, P×B), Black conjures up far greater evils.

11 Kt×Kt  Q×Kt
12 Q×Q
Surveying the whole board, but preventing 12 ... P×Kt5.

12 ...  B×Kt2
Bowing to the inevitable.

13 KR×Q1
He calmly proceeds to carry out his position, and enlivens the rather arid game with a “little combination,” namely: if now 13 ... P×Kt5; 14 B×Kt, B×B; 15 Q×Q, and Black’s QB is attacked?

13 ...  Q×Q2
Better than giving up space in this manner would be 13 ... R×Q1, threatening 14 ... P×Kt5 (15 B×Kt, B×B, etc.).

14 P×Q4
A most instructive move. Whereas in many games (e.g. No. 302, Maroцы–Euwe), White anticipates the impetuous advance of the adverse Q×P, White here calmly allows it to be effected in order to refute it afterwards.

14 ...  P×Kt5
As neither 14 ... P×P; 15 Kt×P×P, ..., nor 14 ... R×Q1; 15 P×P, P×P; 16 R×R7 is satisfactory, Black tries to complicate matters in order to fish in troubled waters.

15 B×Kt
If at once 15 Q×KtP, R×Q1; 16 Q×Q3, P×Q4, etc., or 16 Q×Q4, P×Kt4 (instead of 16 ... R×P; 17 Kt×Q5, Q×P; 18 ... R×Q, Q×Kt8 ch; 19 B×B1, etc.), 17 B×Kt, P×P; 18 B×P (if 18 B×Kt, P×B; 19 Kt×Q5, Q×P, etc.); 18 ... Castles; 19 B×Kt, B×B, etc., and Black can still cut some capers.

15 ...  P×P
16 Q×Kt P×B
Resigning himself to the loss of a pawn, but seeking, at least, simplification. If now 16 ... P×P; 17 Q×Q4, and if 17 ... R×P; 18 Kt×Q5, Q×P; 19 Kt×P ch, etc., nor is 17 ... P×K4; 18 Q×Q2, R×P; 19 B×P satisfactory.

17 Q×Q4
Subtle simplity. White marks time.

17 ...  R×Q1
Clearly not 17 ... Castles KR; 18 Q×Q, P×Q; 19 R×B. Relatively better would be 17 ... Q×Q; 18 R×Q.

18 Q×Q P×Q
19 B×P
He demonstrates that the passed QP pawn possesses diabolic strength.

19 ...  R×P
20 B×Kt  B×B
21 Kt×B Castles
Hopeless would be 21 ... R×P; 22 Kt×B7 ch, K×B1; 23 P×R3, etc.

22 P×Q4  R×K1
23 P×R  R×Q3
24 P×Kt3
Not yet 24 R×Q7, R×RP.

24 ...  R×K1
25 R×Q  B×B1
26 R×R7
After this fine exchanging maneuvre the win becomes easy.

26 ...  R×R
27 K×R  R×Kt1
Returning post-haste, but there is no saving clause.

28 P×R  R×R
29 Kt×Q5  B×K2
30 P×R  B×Q1
31 R×Q  K×Kt3
32 R×Q  B×Kt
33 R×Kt7
Resigns.

309
White  Black
SPIELMANN NIMZOWITSCH
(San Sebastian, 1911)

This game is remarkable for the simplicity of means by which Black gains the upper hand. Here the presence of Bishops of opposite colour does not facilitate but aggravates the defender’s task; and the disintegrating effect of Black’s Bishop is the more effective.

1 P×K4  P×Q4
2 Kt×KB3 Kt×KB3
With this provocative move—which was
first played in an important game and the tournament was later on much
favoured by Rubinstein—Black proceeds to demonstrate the relativity of Time and
Space. A forerunner of Alkhine's Defence
1 P—K4, Kt—K5; naturally 7
Kt—Q2; 2 P—Q4, White's game better,
3 Kt—B3
P—Q4
More reserved is 3 ... P—Q3, followed by ... P—Kt3.
4 P×P
After 4 P—K5, Black can—besides the
sly continuation 4 ... Kt—Q2; (e.g.
5 Kt×P, Kt×P; 6 Kt—K3, Kt×Kt ch;
7 Q×Kt, Kt—B3, etc.)—risk the "leap in the
dark" 4 ... Kt—K5, and if 5 Kt—K2
(intending to continue the recalcitrant
Knight by 6 P—Q3), then 5 ... P—B5.
4 ... Kt×P
5 B—B4
Non-commital. Feible is also 5 P—Q4,
Kt×Kt; 6 P×Kt, P—K3; 7 B—Q3, B—K2,
etc., and, as the position becomes clarified,
Black will begin to lay stress on the weaknesses
in the white formation. After 5 Kt×Kt,
Q×Kt; 6 P—Q4, P—K3, the games are even.

Much more astute is Steiner's strategy:
5 Kt—K5, Kt×Kt; 6 Kt×P, Kt×Kt (if 6 Q—B3,
Q×Q; 7 Q×Kt, Kt—Q2; 8 B—K5,
P×B3, and Black has freed his game);
6 ... Q×Q (more solid is 6 ... B—B2,
e.g. 7 B—K5 ch, Kt—Q2; 8 Q×Kt,
P—B3; 9 Castles, B—Q3; 10 R—K1, Castles,
and Black has an adequate defence);
7 B—K5 ch, Kt—Q2 (preferable, in spite of
appearing risky, is 7 ... Kt—B3; 8 Kt×Kt,
P×Kt; 9 B×B, Castles, Kt×Kt; 10 B—B3,
P—Q3, Kt—Q3, etc.); 8 Q×Kt (a piquant
conception); 8 ... P—Q3 (against 8
Q×Kt, the splendid reply 9 Q×Q, Q×Q;
R ch; 10 K—K2, P—K3; 11 B×B ch, etc.,
brilliantly forces the win); 9 B×Kt,
B×B; 10 Castles, etc., with enduring
dynamic assets for White.

Sir George Thomas's strategy contains
the most vital idea: 6 B—K5 ch, B—Q2;
6 Kt×K5, B×B (trying to cut the Gordian
knot, instead of the more complicated
continuation 6 ... Kt—Q3 or 6 ...
Kt—K3). If, plausibly, 6 ... K×Kt,
there follows exactly 7 Q×B, P×B;
8 Q×Q ch, P×Kt; 9 Kt×P, K×B;
10 Kt—K5 db ch, forcing capitulation.
(Thomas—Sapir, Antwerp, 1932.)

Against the artificial move 5 Kt—K4,
the highly amusing continuation of a game
P. Johner—Tartakower, Berlin, 1928, was as
follows: 5 ... P×Kt; 6 P—Q4, P×P;
7 Kt×P, B—K2; 8 B—K5 ch, B×Q;
9 P×Q, B×B; 10 P—Q4, Q×B; 11 Kt—B3;
if 11 Kt—B3, P—Q4; 12 Kt—Q2,
White's hanging pawns in the centre will
be a source of worry rather than of strength.
16 ... B—R3
17 Q×Q, B—B1
18 Q—K3, P×B
19 Q×B
19 ... B×B; 20 R×B, P×P;
20 P×P, P×P;
21 R×P, B×B; 22 R×B, P×B;
23 Kt—K1, Q×Q ch; 24 K×Q,

THE SICILIAN DEFENCE

20 ... B—R3; Black secures
a palatable positional advantage.
21 Q×B, B×P
22 K×Q ch
23 P×Q, K—Q2

Far more energetic than 23 ... P×Q;
Black unpins his Bishop and turns to
account the superior disposition of his forces.
23 P×R

Obviously not 23 K—B5, R×B; 24 B—Q4,
Q×Q mate. Or 23 Q—Q6, Q×Q (not
23 ... Q×Q; 24 K×B, R×R;
25 Q×Q ch, and wins); 24 P×Q,
Q×Q; 25 R×R, R×Q; 26 R×K1,
B—Q2 (26 ...
B×Q; 27 B—R4, or 26 ...
R—Q4; 27 R—R1); 27 R×R,
K—K1, or 27 R×Q1, B—Q4; 27 ...
R—B7, and Black has a decisive advantage in two united
passed pawns.
23 ... B—Q4
24 R—Q2, K—Q1
25 P×B, Q×Q
26 R—Q2 ch, K×Q
27 R×Q ch, K×Q
28 Q×B3

Losing a pawn, but he has nothing better.

28 ... B×R
29 P—B4

At last White's Bishop is freed at the cost of
a pawn (29 R×B, Q×Kt8 ch, followed by
... Q×R), but Black's advantage is
already decisive.

29 ... B—Q4
30 B—K7
31 B—Q6, K×Q5
32 Q—B7, P×K3
33 R—B2, K×Q8 ch
34 R—B1, Q×Q ch
35 R—B2, P×Q4
36 B—K7, K×Q8 ch
37 R—B1, Q×Q ch
38 R—B2, K×R
39 P×R
40 P×B
41 R—B2, K×Q8 ch
42 R—B1, K×Q6

Preparing the final assault.
43 R—B2
44 Q×P, R×P
45 Kt—B7
46 Kt—B1, P×Q ch
47 K×Q ch, Resigns.

White
Black

YATES
NIMZOWITSCH

(Carlsbad, 1929)

In the following game, White does not
allow himself to be intimidated by his great
adversary, and finds an adequate reply to all
his attempts at violence. A fine example of
an active defence!

1 P—K4
2 P×B
Kt—KB3
Kt—KB3

"Spécialité de la Maison."

3 P—K5

More authoritative, but incurring more
responsibilities than 3 Kt—B3

3 ... Kt—Q4

This move contains much concealed
energy. After 4 P—B4, these methods lead
to equality, namely: 4 ... Kt—K3;
5 P—Q4, P—K3; 6 P×Q, P—Q3, etc., or
4 ... Kt—B2; 5 P×Q, P×P; 6 Q×Kt,
K×Q; 7 P×Q; 8 P×P, P×P;
9 Kt—B3, Q×Kt; 10 Q×Q,
P×Q, etc., or even 4 ... Kt—K3;
5 P×Q, P×P; 6 P×Q3 (if 6 Kt P,
Q×Kt3, etc.); 6 ... Kt—B3; 7 B—B4,
P×Q, etc.

An intensive line of play is 4 P×Q, P×P;
5 Q×Q (or 5 Kt P, P—K3, etc., with an
even game); 5 ... P×P; 6 B—Q3;
Kt—B3; 7 Q—K4, etc., exerting pressure.

4 ... P—K3

Holding his own. If 4 ... Kt—Kt1;
5 QP Kt1, etc., to White's advantage. Not
without drawbacks would be digressions by
the Knight: 4 ... Kt—Kt3, or 4 ...
Kt—B2; 5 P×Q, P×P; 6 Q×P,
Kt—B3; 7 Q—K4, etc., or also 4 ...
Kt—Kt5; 5 P×Q, etc.
5 Kt—K4
Instead of this artificial manœuvre, the
smoothest continuation is 5 Kt x Kt, P x Kt;
6 P—Q4, P—Q3 (a curious formation, in
the shape of a closed fist, of the five pawns in
the middle of the board); 7 KP x P, B x P;
8 B—K2, etc., with a slight positional
advantage for Black.
5 ....... P—B4
Black fights energetically for the initiative.
6 Kt—B3
If 6 P x P, P x P (not 6 P—P; 7 Kt x R4); 7 Kt x Kt, Q x Kt, Black has an
advantage in space. White has now lost
some time, but he has the satisfaction
of having disarranged the hostile K side.
6 ....... Kt x Kt
Trusting in the power of resistance of his
own position, Black opens up enemy lines.
7 QP x Kt B—K2
8 B—KB4 Q—K13
A demonstration. Of course not 8
P—KKt4; 9 Kt x P, B x Kt; 10 Q—R5 ch, etc.
9 P—QKt3 Q—B2
10 B—Q3 P—QKt3
11 Q x Kt P—B5
A promising idea, for which Black chooses
the tactical moment when 12 B x QP cannot
be played on account of 12 P—QKt4; 13
B x Kt P, Q x P, followed by ...
12 P x P
The trebled pawn on the exposed Q side
does not present a pretty picture, but, after
all is said and done—it is an extra pawn!
12 ....... Kt—B3
13 Castles KR B—K12
More to the point is 13 B—R3, to be
followed by .... Kt—R4, but Black thinks
the recovery of the pawn of only relative
importance, and prefers to attack.
14 KR—K1 Castles QR
15 QR—Q1 B—B4
If 15 .... Kt—R4; 16 Kt—Q4.
16 Kt—Q2 Playing for consolidation by 17 Kt—K13.
16 ....... P—KKt4
He considers the time ripe for the big coup.
17 B—K3 Kt x P
Black exults, having regained a sound
pawn and left his adversary with bad ones.
18 B x B
Not 18 Q x B, Kt—K5, with a double
threat.
18 ....... Kt—K5
19 P—Kt3 Q x B
20 B—K4
Effecting, by this beautiful and unex-
pected manœuvre, a complete change in the
situation.
20 ....... B—R3
The transaction 20 B x B; 21 Kt x B,
P x Kt; 22 Q x Kt, Q x P; 23 Kt x P does not
appeal to Black.
21 B—K2
The dispossession of the original holder of
the long white diagonal is effected in an
original manner.
21 ....... K—B2
22 P—KR3 Kt—B3
23 Q—B3
Threatening 24 Kt—Kt3, Q x P; 25 R—Q4,
etc.
23 ....... Q—B3
24 Q—K3
He prefers a pitched battle to a partial
liquidation by 24 Q x Q ch, P x Q; 25 R x P,
Kt—K5; 26 B x Kt, P—B; 27 R x P,
P—B4; 28 KR—K1, P—K3, etc., and,
although White has "on paper" two extra
pawns, the win could hardly be enforced.
24 ....... Kt—K5
25 Kt x Kt P x Kt
26 Q x KP P—Q4
Grimly holding on to the advanced pawn;
if e.g. 26 B x P; 27 R x KP, B—Q4;
28 Q—B4 ch, K—B1 (or 28 .... K—Kt2;
29 R—B4, etc., or 28 .... P—Q3; 29 R—R4,
etc.); 29 R—R4, P—Q4 (29 B x B;
30 R—B4; 30 B x B, P—B; 31 KR—Q4,
Q x P; 32 R x P, and Black's disrupted
position cannot be defended.
27 P x P P x P
28 Q x Kt ch K—B1
29 P x Q KP K x B1
30 Q x Q Q—B5
31 P x R Q x Q
32 R x Q
A new phase begins.
32 ....... R—B2
With multiple objects (33 .... QR—B1, or 33 .... KR—Q2, or 33 .... R—R2).
33 P—Q4 An unanticipated resource.
33 ....... QR—B1
Seeking salvation in a counter-attack.
Black would have no real chance after
33 .... B x P; 34 B x P, etc., or after 33
P x P; 34 B—R3 ch, K—B2; 35 R (Q4) x KP,
etc.
34 P x P R x P
35 P—Q6
The rest requires no comments.
36 ....... R—B8 ch
37 R x R B x R
38 P—Kt4 B—R3
39 B—B5 ch K—Q1
40 P x Kt5 B—K7
41 K—R2 P x R
42 Kt—K3 R x B
43 Kt—B4 Resigns.

White Black
LEONHARDT RICHMOND
(Hastings, 1904)

In the struggle for the initiative, Black
renounces casting, leaving his King in the
middle of the board. In the struggle for the
attack, White tries to take advantage of the
adverse King's position by a frontal attack,
giving up a piece in the process. After sur-
mounting many dangers, the defender's success
illustrates the power of resistance inherent in
an inert mass, provided this resistance is
guided by a clear mind and a firm hand.

1 P—Kt4 P—Q4
2 Kt—Q3
Followed at once by P—KKt3, and later
on by P—Q5, this closed treatment of the
Siematic Defence is not without guile. If
at once 2 P—KKt3, Black plays 2 .... P—Q4
(which this move he intends to prevent),
and Black's game is free.
2 ....... Kt—Q3
This symmetrical reply, followed later on
by the symmetrical counter-fianchetto ....
P—KKt3, represents the most viable idea
in this difficult chapter.
A different plan, trying to spread out in
the centre, is 2 .... P—K3; 3 P—KKt3,
P—Q4; 4 P x P, P x P; 5 B—Kt2, Kt—KB3;
6 P—Q3, B—K2; 7 KKt—Q2, P—Q5 (put-
ing a stop to the threatened thrust 8 P—Q4); 8
Kt—K4, and White has the initiative.
3 Kt—K2 P—KKt3
4 P—Kt4 B—K2
5 B—Kt2 P—Q3
6 P—Q3 Kt—Q5
With this move, which, although fitting
into the general scheme, is usually played
a little later, Black indicates his intention of
taking the lead at the earliest opportunity.
Other feasible plans are: (a) 6 .... Kt—B3,
in order to castle as soon as possible;
(b) 6 .... B—Q2, to be followed by ....
Q—B1; with pressure on the diagonal
QB1—KR6, e.g. 7 Castles, Q—B1; 8 Kt—Q5,
P—KR4, burning his bridges; (c) 6 ....
P—K3, with .... KKt—K2 to follow.
7 P—KR3
Or at once 7 Castles, and if 7 .... B—K15;
8 P—B3.
7 ....... B—Q2
8 B—K3 P—K3
If 8 .... Q—B1; 9 Kt—B4.
9 Castles Q—K13
Black could also have played 9
Kt x K2 at once, with a view to ...
Kt x Kt—B3, strengthening his colonial pos-
sessions at Q5.
Another line of play would be 9 ....
R—K1, to be followed by .... P—QKt4, or
even at once 9 .... P—QKt4 (if ...
10 P—K5, P—Q4).
10 R—K1 Kt—K2
11 Q—Q2 P—KKt3
This move is equivalent to giving up castling.
12 P—R3 P—QR4
In order to prevent 13 P—QKt4, but it is
clear that castling on the Q side now becomes undesirable for Black.

13 K—R2  P—R5
14 P—B4
Hoping to break down the opposite wall of pawns.

14 . . . .  P—B4
A reply which shows spirit.

15 KR—K1
A discrepant preparation. It is hard to credit that the King file, now crowded by seven pieces, could be rapidly unmasked.

15 . . . .  P—R4
16 P—R4  Kt—Kt1
To be followed by . . . . Kt—Kt3 and . . . . Kt—Kt5 ch (taking advantage of the hole at KKt5).

17 P×P  Kt×P
18 P—Q5
A pretty idea, aiming at piercing the K file (if 18 . . . . P×Kt; 19 Kt×Kt, etc.), but, luckily for Black, at chess—unlike draughts—there is no compulsion to capture.

18 . . . .  Q—Q1
19 B×Kt
Instead of the sheepish retreat 19 QKt×B (upon which Black would have proceeded with his plan by 19 . . . . R×Kt1, followed by . . . . Kt—KB3), White recons on maintaining his position.

19 . . . .  P—B
20 Q—Kt4
A promising sacrifice. But if 20 Kt—Kt4, R—Kt1, etc., and Black has the advantage.

20 . . . .  P×Kt
Black must effect this capture, for if 20 . . . . B×Q3; 21 Kt×P.
21 Kt×P  disch  Kt—K2
22 B×P  R—KR3
A skillful defence.

23 R—K3
If 23 B×P, R—Kt1 (threat: 24 . . . . B×Kt; 24 Kt—B6, B×Kt; 25 B×B ch, K—B1; 26 Q×Q, P×Q, etc. Better would be at once 23 B—R2.

23 . . . .  K—B1
24 B—R2
Preventing 25 Q—B4.

25 QR—K1  R—K1
26 KR—B5  Q—Kt3
Not 26 . . . . Q×P ch; 27 R (K3)—K2, Q—B4; 28 Q×Q, P×Q; 29 Kt—B7, R—B1; 30 R×Kt, R×Kt; 31 R—B7 ch, and wins.

27 Q—B4
A vain attempt, but by playing 27 P×B (B×Kt; 28 P×B, Q×Q, etc.), White would have disavowed his previous policy.

27 . . . .  P—Q4
Short-circuiting his opponent’s plans.

28 Kt—K4  Q×Kt
29 R×Kt  Q×Q
30 R×R ch  B×R
31 P×Q  B×P
32 B×P  B—B2
Resigns
Black’s defence is above all praise.

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White  Black
WOLF LASKER
(Mährisch-Ostrau, 1923)

The manner in which Black carves out for himself a chance of counter-play in the centre, culminating in the thrust 13 . . . . P—Q4, is nothing short of exemplary.

1 P—K4  P—Q4
2 Kt—Q3  P—Q3
3 P—K3  P—KKt1
This counter-fianchetto is more stable than the following schemes:
(a) 3 . . . . P—K3; 4 B—K2, Kt—B3;
5 Kt×Kt—K2, P—Q4 (opening the centre);
6 P×P, P×P; 7 P×Q, etc.
(b) 3 . . . . Kt—B3; 4 B—K2, P—Q3;
5 Kt×Kt—K2, P×Kt (blocking up the centre);
6 Castles, P—KR4; 7 P×Kt (in order to reply to 7 . . . . P—R5 with 8 P×Kt4);
7 . . . . P×Kt4; 8 P×Q, R×Kt1;
9 Kt—Q5, with uncertain issue.

4 B—K2  B—K2
5 P×Q  P×Q
6 Kt×Kt—K2  Kt—B3
The motto is “Development before everything.”

7 Castles
More to the point is 7 P—KR3, followed by B×K3, Q—Q2, P×KB, etc., with a nice formation in the centre.

7 . . . .  Castles
8 P—KR3
If at once 8 B—K3, Kt—KKt1.

8 . . . .

Kt—K1
Very effectively unmasking the long diagonal. More dilatory is 8 . . . . B—Q2, which, after 9 B—K3, etc., favours White’s prospects.

9 B—K3  Kt—Q5
Hindering White’s primary intention of playing 10 P—Q4.

10 K—R2
Too many preparations, although he evidently could not play 10 Q×Q at once because of 10 . . . . B×P. The most energetic would be 10 P×Kt4, with a view to Kt—Kt3 and P—KB4, etc.

10 . . . .  B—Q2
11 Q—Q2  R×B
12 Kt—Q1
Here again 12 P×Kt4 would be more incisive.

12 . . . .  B—Q3
13 Kt—K1  P—Q4
This advance, well prepared by the five preceding moves, pulverises the centre.

14 P—Q3  Kt—K3
15 P×P  B×QP
16 P×P  Kt—Q3
17 Kt—B2  Kt×B
18 Kt×Q  Q×Q
19 Kt—K2  P—Kt4
20 Kt×R6 ch  Kt×Kt
21 B×Kt  P—R5
22 B×B  Kt×B
23 Q—B4  P×P ch
24 Q×P  P—K4

25 K—R1  KR—K1
26 KR—Q1  Q—KB3
27 Q—B2  Kt—K3
28 R—Q2  K—Kt2
Preparing the invasion of the open KR file.

29 K—R2  QR—Q1
30 P—R3  R—KR1
31 R—K1  Kt—K4
32 Kt—Kt1
After many heterogeneous attempts, the Knight is to remain on the defensive.

32 . . . .  Q—B5 ch
33 K—R1
In the hope of regaining territory after 33 . . . R—QB1; 34 Q—K3, etc.

33 . . . .  B×P
His profound manoeuvres now culminate in a finely wrought combination.

34 B×B  Kt×P
35 Q×Kt
Or 35 Kt×Kt, R×Kt ch; 36 K—Kt2, R—R7 ch.

35 . . . .

Kt—Kt4 disch
(36 K—Kt2, R—R7 ch; 37 K—B1, R×R, etc.)

313
White  Black
NIMZOWITSCH GILG
(Keckemét, 1927)

By a most astute sacrifice of a pawn (8 P—Q4), White disrupts the central zone, which in the sequel becomes a highway for all kinds of irruptions (e.g., 15 B×P ch) and other violent expeditions (e.g., 20 R×B).

1 P—K4  P—Q4
2 Kt—K3  P—Q3
3 B—Kt5
By way of varying his répertoire, White assigns his KB a part infrequently seen in this opening.

3 . . . .  Q—B2
Black, over-cautious, gives too much thought to the strengthening of his Q3. He should simply continue his development by 3 . . . . P×Q or 3 . . . . P—KKt1, etc.
THE SICILIAN DEFENCE

Has it then only advantages and no vulnerable points?

3 P—QK4

Here is the answer! On the strength of one extra developing move, White tries to rejuvenate the Sicilian Gambit, which was introduced to tournament practice by Kerestetz.

5 P×P

The Kerestetz Gambit Accepted! To decline it is of doubtful expediency, e.g. 3... Kt—KB3; 4 P×P, Kt×P; 5 P×P, Kt×P (Q3); 6 B—Kt2, etc., with fine initiative position for White.

4 P×Q

Unlike the original Wing Gambit, the present variation allows White to make straight for the centre, instead of deflecting his impetus to the extreme left wing by 4 P×Q3.

2... Kt—KB3

Intending... P×Q.

5 B—Q3

Storing his energy instead of spending it prematurely on 5 P—K5, P×P; 6 Kt×P, etc.

5... P×Q

After 5... B—K5; 6 P×Q3 reopens the argument, e.g.: accepting the sacrifice 6... P×P; 7 Kt×P, Kt—B3; 8 P—B3, with a fine attack in view; or giving back the pawn, 8... Kt—B3; 7 P×Q, B×Kt (not at once 7... Kt—K4, because of the well-known Queen sacrifice, 8 Kt×Kt, B×Q; 9 B—Kt5 ch, and wins); 8 P×B, Kt×Kt; 9 B—Kt5 ch, Kt×Q; 10 P×P, and White has the better game.

6 QKt×Q

If 6... P×K, Kt—K5.

6... P×P

7 Kt×P

QKt×Q

More simple would be 7... Kt×P.

8 QKt×Kt

A distant expedition, with various unexpected hails. After 8 Castles, the following simplification tends to equalisation: 8 Kt×Kt; 9 B×Kt, P—K3; 10 B—Kt2, B—K2; 11 B—Q3, Castles; 12 Kt—K5, Kt×Kt; 13 P×Kt, P×B4, etc.

8... Q—B2

Black's tribulations are beginning. After 8... P×Kt3, White has the choice between the very promising sacrifice 9 Kt×P, K×Kt; 10 Kt—K5 ch, Kt×Kt; 11 P×Kt, Kt×Q (forced); 12 Q—R5 ch, K—Kt1; 13 B—Kt6, B—K3; 14 P—KB4, etc., and the less attractive but still favourable line: 9 Kt—K6, Q—K3 (9... P×Kt; 10 B—Kt6 mate); 10 Kt×B, etc.

9 P×B

P×Kt3

If 9... P×P e.p.; 10 Q—Kt3, P—K3; 11 Kt×B, P×Kt; 12 Kt—Kt5 ch, White has an incisive attack.

10 Kt×Kt3

P—Kt4

11 QKt—Kt1

The seeming modesty of the text move disguises a great law, that of the regeneration of squares. The Knight finds, via K2, etc., fresh sources of energy.

11... B—K2

12 Kt—K2

P—K4

13 Kt—Kt3

White's attack takes a new lease of life.

14... Castles

14 Castles

P—K5

After 14... P×P; 15 Kt—B5, etc., Black's worries would still be many. Relatively best is 14... R—K1.

15 QKt×P

Kt×Kt

16 B×Kt

P×Q

17 B—Q3

P—Q4

If 17... Q—B6; 18 R—K1.

18 R—K1

P—Kt5

19 Kt—R4

Kt—Kt3

Recognising that White's QP is still safe from capture, but wiser would be 19... Kt—B3, increasing the number of defenders in the blazoning sector.

20 R—Kt1

B—Q2

If 20... P×Q4; 21 P—Q3. If 20... B×P; 21 B×P, etc.

21 R—K4

Kt—K1

22 R—B4

Q—Q3

23 B—Q2

QKt—Q4

500 MASTER GAMES

4 P—B3

P—QR3

5 B—R4

Kt—B3

6 Q—K2

P—K4

7 Castles

B—K2

8 P×Q

A very shrewd offer of a pawn.

8... BP×P

Not to be commended is 8... Castles; 9 B×Kt, Q×B; 10 P×K, etc. But it would be best to refuse the bait, and to keep K4 under fire by 8... P—Q3 (9 P—Q5, P—QKt4, etc.).

9 P×P

Kt×QP

10 Kt×Kt

P×Kt

11 P×Kt

P×Q6

If at once 11... Kt—Q4; 12 P—K6, etc.

12 Q—K3

Making for an observation post at KK53, (e.g. if 12... B—B4; 13 Q—K3).

12... Kt—Q4

13 Q—Kt3

P—Kt3

He cannot play the normal 13... Castles, because of 14 B—Kt3 (not yet 14 B—R6, B—B3; 15 P×B, Q×Q; 16 BP×Q, P×B, etc.); 14... Q×B3; 15 B×Kt, K×KB; 16 B—R6, winning the exchange.

14 B—Kt3

Kt—Kt5

15 B×P ch

Ransacking the hostile fortress.

15... K—Q1

Not 15... K×B, on account of 16 P×K6 ch, followed by Q×Q.

16 B—R6

The sequence of sacrifices continues.

16... Kt—B7

17 Kt—B3

Easy, but pretty to look at. If now 17... Kt×R; 18 Kt—Q5, Q×B; 19 B—K3 (weaving a mating net); 19... P×Q; 20 B—Kt6 ch, K×Q; 21 P—K6 mate.

17... Kt—Q5

With the desperate counter-threat 18... Kt—K7 ch.

18 Q×QP

Q×P

19 KR—K1

Q×B

20 R×B

More fireworks.

20... Resigns

To wind up a double "key": if 20... K×R; 21 Kt—Q5 ch, and if 20... Q×R; 21 Q×Kt, etc.

White

Black

KERES

ELISKASES

(Semmering-Baden, 1937)

In the following game there is a curious contrast between the early and the hastening manœuvre on either side and White's precise and trenchant sacrifice of the exchange.

1 P—K4

P—QB4

2 Kt—KB3

The old Sicilian Gambit, 2 P—QKt4 (which was discussed already in 1623 in an Italian MS.), has been found wanting. The continuation is 2... P×P; 3 P—Q3 (if 3 P—Q4, P—Q4; 4 P×K5, B—B4, etc., in favour of Black); 3... P×Q (awkward for Black is 3... P×P; 4 Kt×P, P—Q4; 5 P×P, Q×P; 6 B—Kt2, etc.); 4 K×P×P (or 4 P×K5, Kt—QB3; 5 P×Q, Q×Kt; 6 B—K3, B—B4, etc., and Black is active); 4... Q×P; 5 B—Kt2, P—K4, etc., with advantage to Black.

2... P—Q3

We have seen the numerous advantages of this move, preparing a strong defence with restricted centre (leading either to the Dragon or the Scheveningen Variations), reserving the development of the KQt (at Q2 or QB3).
Safety first. A terrible blunder would be 31 B—B5, because of mate in two by 31 ... R—B8 ch, etc. Or, e.g. 31 R × P, Q—Kt5; 32 Q × Kt, R—B8 ch; 33 B × R, R—K8 ch; 34 B—B1, R × B ch; 35 K × R, Q—Q8 mate.

31 ... R—B2
32 R—Kt5

The final assault. Threat: 33 B—Kt4 ch, K—Kt1; 34 R × Kt5, winning the Queen.

32 ... R—K3

In order to reply to 33 B—Kt4 ch with 33 ... K—K1, but the abandonment of the all-important rank allows of another solution.

33 R × RP Resigns (33 ... Kt—R; 34 Q—Q8 ch, R—K1; 35 B—Kt4 ch, etc.)

19. THE CENTRE COUNTER

White 

Black

MORPHY and STAUDT

BARNES, OWEN

(London, 1858)

The following game shows very clearly how a King's castled position, intact and strong, can be undermined and reduced to a mere skeleton by a step by step process of attack. Already on the 12th move, as an indication of things to come, we see the defending Knight eliminated (12 Kt × Kt ch), then the first and unimportant hole (13 ... P—Kt3), followed shortly afterwards by a far more serious and unimportant move in the position (15 ... P—KR4), which, twelve moves later after sustained efforts, White will succeed in breaking through (27 Q × RP). Black's attempt to bring up fresh covering forces (30 ... B—Kt3) is foiled by White's brilliant assault (31 P—B3) by which he wins the exchange. The final, purely technical, phase is long but very instructive.

1 P—K4 P—Q4
2 P × P Q × P
3 Kt—Qb3 Q—Q1
4 P—Q4 Kt—Kb3
5 B—Q3 Kt—B3
6 B—K3 P—K3

Instead of blocking the Bishop's natural outlet, Black could have played 6 ... B—Kt5, e.g. 7 Kt—B3, P—K3, etc., or again, 7 P—B3, B—R4, followed by 7 ... Kt—K1, bringing this Bishop into active participation.

7 Kt—B3 B—Q3
8 Castles Castles
9 Q—K2 P—QKt3
10 B—Kt1 Castles

Hostilities have commenced. First of all, Black's Kt to is to be disposed of.

10 ... P—Kt2
11 Kt—K4 B—K2
12 Kt × Kt ch B × Kt
13 Q—K4

A sound intermediary manœuvre, by which White causes a small weakening of the hostile King's field, at the same time bringing the white Queen definitely into play.

13 ... P—Kt3
14 Q—R4 B × B
15 Kt × B P—KR4

A sad necessity.

16 P—QB3 Q—B3
17QR—K1

Quite premature would be 17 P—KKt4, because of 17 ... Q—B5. Nor can White play 17 P—KB4 (with a view to playing 18 P—KKt4), on account of 17 ... Kt × P; 18 P × Kt, Q × P ch, followed by Q × B, recovering his piece with two extraawns. We perceive that White must proceed with much vehemence with the development of his attack.

17 ... Kt—K2
18 P—KB4 Kt—B4
19 Q—R3 KR—K1
20 R—K5 QR—Q1
21 KR—K1

Threatening 22 B × Kt, Ktp × B (forced); 23 Q × RP.

21 ... Kt—Kt2
22 P—KKt4

At last White can proceed with his full onslaught, which, however, has to be calculated very much more carefully. For if now 22 ... Q × P, there follows 23 R—Kb1 (this sacrifice of a second pawn is more convincing than 23 P × P, Kt × P; 24 R—Kb1, Q—Q7, etc.); 23 ... Q × KtP ch; 24 Q × Q, P × Q; 25 Kt × B, R—Q4; 26 B × P, threatening 27 Kt—R6 ch, and Black cannot escape serious loss, e.g. 26 ... R—K2; 27 Kt—R6 ch, K—K1; 28 R—B8 mate.

22 ... P—B4
23 B—K4 B—R3
24 Ktp × P Kt × P
25 B—B3 P × P

They dare not play 25 ... Kt × P; 26 Q—R7 ch, K—K1, and look for counter-chances in the centre.

26 B × Kt P—B4
27 Q × RP Q—Kt4

With the ephemeral counter-threat of 28 ... P—B3. A pretty variation would arise from 27 ... Q × P, namely 28 Kt × B (but not 28 Q × R ch, K—B1; 29 Q—R6 ch, K—K2; 30 R × P ch, K—Q2, etc.);
28 ... Q × Kt; 29 R–Kt1 ch, K–B1; 30 Q–R6 ch, K–K2; 31 R–Kt7, R–KKt1; 32 Q × P ch, followed by mate, the white Rook, itself pinned, pinning the black Queen!

In the vain hope of masking the open Kt file.

31 P–B5
An unmasking sacrifice. As Black cannot play 31 ... KP × P (32 R × R ch), and he is threatened with 32 Kt–K4 (e.g. after 31 ... QP × P or 31 ... K–B1), followed by 33 P × P; he must submit to White’s dictation.

31 ....... B × P
32 Kt–K4 dis ch Q × Kt3
33 Kt–B6 ch
Winning the exchange against a pawn, the result of the hole created at Black’s KB3 by his 13th move, ... P–KKt3. The rest of the game is characterised by Black’s stubborn resistance.

33 ....... K–B1
34 Q × Q B × Q
35 Kt × R K × Kt
36 P–Kt4 P–Q4
37 K–K3
A necessity, in view of the hostile threat of 37 ... P–Q7; 38 R–Q1, B–B7. After the text move Black could have played 37 ... P–Q7; 38 R–Q1, R–Q6 ch; 39 K–K2, R–R5; 40 R × P, P × R, but he prefers to conserve his QP, evidently underestimating the value of the advanced passed pawn.

38 ....... K–Q2
39 R–Kt5 K–B3
If 40 ... K × Kt; 41 P–R5, K–R3; 42 P × B, K × R; 43 P × P, and wins.

41 R–K18 R–Q4
42 P × R5 R–K4
43 R–B2 R–K5
44 R–R2 B–R2
45 R–Kt8 K × Kt1
46 R–R8
Intending to play havoc with the enemy’s Q side, thanks to the threat 47 P × R ch.

46 ....... K–R3
47 R × P R–KB5
48 R × Kt7 P × Kt4
49 R × P ch P × P
50 P × R4 P × K5
51 P × K6 R × B6
52 P × R5
And White wins.

9 Kt–K5 B–Kt2
10 P–B4 QKt × Q
11 Q × Kt K–Q4
After 11 ... Kt × Kt; 12 BP × Kt, the open KB file would favour White’s chances.

12 QKt × Kt P × Kt
Black decides again to close up the Bishop’s diagonal, because if 12 ... B × Kt; 13 P–B4, B × Kt2; 14 QR × Q, the greater control of territory enjoyed by White would become a serious matter.

13 R × B
Now White’s attack takes shape more rapidly than one would expect. The text move already threatens the sacrifice 14 B × P ch, K × B; 15 R × R ch, K–K1; 16 Q × Kt, followed by mate.

13 ....... P × KB4
Against 13 ... Kt × B3 White could proceed with 14 P–KKt4, and against 13 ... P × Kt3 with 14 P × B5.

14 R × R3 P × Kt3
15 P–KKt4 P × P

The sacrifice of a Rook on an open Rook file is well known, but in the following splendid game we have as a preliminary a difficult manoeuvre by the Rook, from Kt1 via B3 to KR3. The value of the sacrifice is enhanced by the fact that it has to be followed by quiet positional moves (i.e. without giving checks) before the last resistance breaks down.

1 P–K4 P–Q4
2 P × P Q × P
3 Kt–Kt3 Q × Q
4 P × Q P × Kt
5 Kt–B3 Kt × KB3
6 B × Q B × Q
More solid than 6 ... B × Q, but Black’s game remains cramped.

7 Castles Castles
8 B × Kt3 P × Kt3
If first 8 ... QKt × Q2, there still follows 9 Kt × Kt, e.g. 9 ... Kt × Kt; 10 P × Kt, Kt × Kt1; 11 Q × R5, P × Kt3; 12 Q × R5, and White gets a footing inside the enemy lines.

9 Kt × Kt
10 BP × Kt K × R
18 Q × P R–KKt1
Neither 18 ... R–B4 (19 B × R, P × B; 20 Q × P ch, etc.), nor 18 ... Q × Kt1 (19 Q × R5 ch, K × Kt2; 20 B × R6 ch, K–K1; 21 B × P, etc.) can save the situation.

16 R × P
Instead of 16 Q × P, Kt × Kt, followed by 17 ... B–B1; with some counter-play by Black, White breaks down the defence by a Rook sacrifice many moves deep.

16 ....... Kt × Kt
17 BP × Kt K × R
18 Q × P R–KKt1
Neither 18 ... R–B4 (19 B × R, P × B; 20 Q × P ch, etc.), nor 18 ... Q × Kt1 (19 Q × R5 ch, K × Kt2; 20 B × R6 ch, K–K1; 21 B × P, etc.) can save the situation.

CENTRE COUNTER

317

White
Black

JOHN MIESES

(Düsseldorf, 1908)

An inventive mind will nearly always find attaching possibilities in the opposing King’s field, when that King has castled on the Q side. Here the most interesting feature lies in the fact that, as soon as the white King has decided on his location, four consecutive pawn moves by Black—each one more convincing than the last—suffice to set the hostile fortress afire.

1 P–K4 P–Q4
2 P × P Q × P
3 Kt–Q3 Q–Q4
4 B × Q
To be followed by P × Q3. White thinks that this will give him a very solid position, but the more energetic 4 P–Q4 occupies the centre.

5 P–Q3 P–B3
Anticipating White’s next move, Black secures an honourable retreat for his Queen.

4 ....... Kt × KB3
5 P–Q3 P–B3
6 B–Q2 B–Kt5
Instead of the meticulous 6 ... Q × B2, Black plays the move in the text, because he
recognises that no "discovery" by the Knight is to be feared.

7 P—B3  B—B4
8 Kt—Q5
If 8 Kt—Kt5, Q—Q1, White's Knight must retreat at once, whereas after the text move White has in view the deterioration of the enemy pawn formation.

8 .......  Q—Q1
9 Kt x Kt ch  Kt x Kt
Better than 9 ... KP x Kt, because now the black King can fairly safely remain in the centre.

10 Q—K2
Preparing to Castle on the Q side, as castling on the other wing appears too risky in view of the open K Kt file.

10 .......  Kt—Q2
11 B—B3  Q—B2
12 Castles  P—Kt4
Sounding the attack.

13 B—Kt3  P—QR4
14 P—QR3
Necessary, in view of the hostile threat of 14 ....... P—R5, but now Black succeeds in opening lines of attack.
If 14 P—QR4, P x P, and White cannot play 15 B x P, on account of 15 ....... Q—B5 ch, followed by ....... Q x B.

14 .......  P—Kt5
15 P x P  P x P
16 B—Q4
If 16 B x KtP, there follows 16 ....... R—R8 ch; 17 K—Q2, Q—B5 ch; 18 K—B3 (compulsory if the QB is to be saved); 18 ....... R x R; 19 Q x R, Q—K4 ch; 20 P—Q4 (or 20 K—B4, Kt—Kt3 mate, or 20 K—Q2, B—R3 ch, followed by mate); 20 ....... Q x Kt6 ch; 21 K—B4, B—Kt3 ch; 22 P—Kt5, Kt—Kt3 mate.

16 .......  B—K3
Eliminating White's best defensive piece at the cost of a pawn. At this juncture, 16 ....... R—R8 ch leads to nothing after 17 K—Q2, etc.

17 B x B  P x B
18 Q x P  B x R3 ch
19 K x Kt
If 19 B—B3, Kt—B4, followed by 20 B x B ch, wins.

19 .......  Q—R4
20 P—B3  Q—R5
21 R—K1
Or 21 Kt—K2, P—Kt6, shutting in the white King. After the move in the text

White himself threatens mate at K7, but Black gets home first.

21 .......  Q—R8 ch
22 K x B2  P—Kt6 ch
Pretty and decisive, for if 23 K x P, Q—R5 mate, and if 23 Q x P, Q x R.

Resigns.

318

White  Black

SCHLECHTER  MILOSES

(Most Petersburg, 1909)

The feature of this splendid game is the unusual activity of Black's Queen. As is normal in the Centre Counter Defence, the Queen, as early as the 3rd move, occupies an observation post at Q R4, waiting for opportunities which seldom arise. Here, however, of ten moves made in the final and brilliant attack (from 13 ....... Kt—Kt5), no less than six were made by this warlike Queen.

1 P—K4  P—Q4
2 P x P  P x P
3 Kt—QR3  Q—QR4
4 P x P  Kt—KB3
5 B—QB4

In this opening the white KB has little future either here or at Q3, nor is 5 B—Q2, profitable because of 5 ....... P x B. The best plan is to play 5 Kt—B3, eventually followed by B—K2.

5 .......  Kt—B3
6 Kt—K2  B—K3
Black speeds up his development in an original manner. He fears neither the doubling of pawns by 7 B x P, P x B, etc., nor a fork by 7 P x Q (because of 7 ....... Castles; 8 Kt—B4, B x P, 9 Kt x B, P—Kt3, etc.).

7 B—Q3  Castles
8 Castles  B—B4
Making room for the development of the other Bishop.

9 B—K3  B x B
10 Q x B  Kt—Kt15
11 Q—B4
Willingly giving up his QB in the hope of obtaining an attack on the open QB file.

For if 11 Q—Q2, Q—KB4; 12 KR—B1, P—Kt4, the initiative would be Black's.

11 .......  Kt x BP
12 QR—B1  Kt x B
13 P x Kt  P—K3
14 P—K4  R—Q2

With the twofold task of defending the pawn at QB2 as well as (after 15 P—K5, Kt—Kt5) that at KB2.

15 P—QR3
After 15 P—K5, Kt—Kt5; 16 R—B3, Kt—R3, Black would equally have had the best of it (e.g., 17 P—KR3, Kt—B4; 18 P—KQ4, Kt x P; 19 K x Kt, R x Kt; 20 Q x R, B—B4, winning the Queen). But 15 P—K5 would at any rate have prevented the black Queen's lightning sweep to the K side.

15 .......  Kt—Kt5
Initiating a smashing attack, whilst threatening to win the exchange by 16 ....... Kt—K6.

16 R—B3
Being in a minority of one pawn, he cannot seek the exchange of Queens by 16 Q—Kt5, but must try other methods.

16 .......  Q—KK4
17 Kt—Q1  Q—Q1
As the sequel shows, 17 ....... B—Q3 at once was better.

18 Kt (Q1)—B3
He should have played 18 Kt—B2, ridding himself of the very troublesome adverse Knight.

18 .......  Q—Kt4
19 Kt—Q1  B—Q3
Returning to the attack.

20 P—QKt5
Plausible though it looks, this move allows Black to carry out a superb combination. He should therefore have tried to defend himself as best he could with 20 P—R3.

20 .......  B x KP
21 P x B  Q—R5
With the double threat of 22 ....... Q x P ch, or (if 22 P—R3) 22 ....... Q—K8 ch; 23 R—B1, Q x R ch; 24 K x Q, R x Kt ch; 25 R x R, Kt—Kt6 ch, followed by ....... Kt x Q, and Black, having recovered the pieces sacrificed, remains with two extra pawns.

CENTRE COUNTER

Position after 20 P—K5

22 R—KKt3  Q x ch
23 K—B1  R x Kt ch
Another aspect of the main idea underlying the combination mentioned above—

the Knight fork.

24 R x R  Q x R
Resigns
After 25 Kt x Q, Kt—K6 ch, followed by ....... K x Q, also after 25 Q x KP ch, P x Q; 26 Kt x Q, Kt x P; 27 R—Kt1, Kt—Q6; 28 R x P, Kt x P, Black remains with two extra pawns.

319

White  Black

DURAS  SPIELMANN

(Vienna, 1907)

Most impressive, in the following game, is the fact that White coolly carries on his attack while his own King is threatened with disaster.

A duel with rapiers on the edge of a precipice!

1 P—K4  P—Q4
2 P x P  Q x P
3 Kt—B3  Q x Kt
4 P—Q4  Kt—KB3
5 Kt—B3  B—Kt5
6 B—K2  Kt—B3
7 B—K3

Foreseeing that Black intends to castle on the Q side in order to increase his pressure against the KP, White conceives an ingenious plan to counter this danger.

Indeed, after the superficial continuation
7 Castles, the continuation of a game W. Cohn—Tartakower, Ostend, 1907, was as follows: 8 Kt—K3, P—K4 (Black's pressure on the Q file affords him an ideal attacking formation); 9 P—Q5, Kt—P; 10 Kt×P, Kt×B; 11 B×B ch, P—B4; 12 Kt×Kt, P×Kt; 13 Q—B3, Kt×B; 14 Q×P, P—Q3, and Black won quickly on account of his extra piece.

7 
8 Kt—Q2

Instead of hastily leading into the continuation shown above (W. Cohn—Tartakower) by 8 Castles, P—K4, White disentangles himself in good time.

8 B×B
9 Q×B Q—KB4

The point of White's strategy is that here Black cannot play 9 ... Kt×P, on account of 10 B×Kt, R×B; 11 Kt—K13, and wins.

10 Kt—K3 P—K3
11 P—Q3 B—Q3
12 Castles QR

The games become more or less even, but White has massed more troops opposite the castled King.

12 Kt—Q4
13 Kt—R4 P—K4

Aggressive play. Files and diagonals, it is true, are being opened, but as his opponent is better developed, this is more likely to benefit him. On the other hand, if 13 ..., P—QKt3 there would follow 14 Q×Q, Kt—K1; 15 Kt (R4)—B5, P×Kt; 16 Q×Q, with the double threat of 17 P×P and 17 Kt×Kt.

The more prudent line of play would have been: 13 ... Kt—K3, e.g. 14 Kt (R4)—B5, B×Kt; 15 Kt×B, P—K4 (if 15 ..., Q—Q4; 16 P—QKt3; 16 P×P, Q×Kt, etc.), and the contest is considerably simplified.

14 P×P B×KP

With the threat, now become actual, of 16 Kt×P, K×Kt; 17 Q—Q5 ch, Kt—Kt3; 18 Kt—B5 ch, K—Kt1; 19 Q×Q. Resigns.
41 Kt-K13

Unfortunate timidity. There was a win after 41 K-K1, Q-K8; 42 K-B2, Q-B6 ch (or 42 ... Q x P; 43 K-Kt1, K-K6 ch; 44 K-R4, and wins); 43 K-Q1, Q-Kt6 ch (or 43 ... Q x B; 44 Q-K8 ch, K-B2; 45 Q-B6 ch, K-Q1; 46 Q-Q6 ch, K-B1; 47 B-K7 ch, K x B; 48 P-B6 ch, winning the Queen); 44 K-K1 (not 44 Q-B2, Q x B; 45 P x P, Q-Q3 ch; 46 K-K2, Q x P, and Black could count on a draw, because of Bishops of opposite colours); 44 B-B6 ch (or 44 ... Q x B; 45 K-K2, Q x P; 46 Q-Q3, Q-R7 ch; 47 K-K3, K-Kt4 ch; 48 Q-K4, and Black has no more checks); 45 K-B1, Q-Pc1; 46 K-Kt1, and White wins without difficulty.

41 ... Q-K6 ch
And draws by perpetual check. Namely:
42 K-K1, Q-K6 ch; 44 K-B1, K-K4 ch, and wins); 42 ... Q x Q ch; 43 B-Kt4, Q-K4 ch; 44 K-R5, Q-O1 ch; 45 K-K6, and wins, because if 45 ... Q-R7 ch; 46 K-P x P, or 45 ... Q x B; 47 K x Q, K-Kt1; 47 Q-K6 ch, B-B2; 48 Q-B8 ch, followed by mate); 43 K-Kt3, Q-B6 ch, etc.

321

White Black
ED. LASKER MIESES
(Scheveningen, 1913)

As long as the King remains in his original position, the danger of a catastrophe is always present. This is well illustrated here.

1 P-K4 P-K4
2 P x P K1-K3
3 P-Q4 Q-Q4
4 Kt-QB3 Q-KR4
5 Kt-B3 B-B4

Thinking thus to avoid the schemes and intrigues which arise from 5 ... B-Kt5; 6 B-Q2, Kt-B3; 7 Q x Kt, B-B4, with a simplified contest.

6 Kt-K5

This outpost movement threatens not only 7 Q-B3, but also 7 P-KKt4.

6 ... Kt-K5

It would have been wiser to play 6 ... P-B3, parrying the threat of 7 Q-B3 (because of 7 ... B x P, the QKtP now being masked), and regain, in case of 7 P-K4, the honourable retreat 7 ... Q-B2. The variation might run as follows:
6 ... P-B3; 7 B-Q3, B x B; 8 Q x B, Kt-Q2; 9 P-B4, P-K3, and the games are approximately even.

7 ... B3 Kt-Q3

Black's game remains difficult, although this defensive move guards against four points (KB4, QKt2, KB2 and QB4). If 7 ... Kt x Kt, then not 8 Q x B (8 ... Kt-K5; 9 P-B3, Kt-Q3, defending KB2 and QB1), but simply 8 P x Kt, and the Queen's threats against QKt7, KB5 and eventually also against KB7 remain in being.

8 B-Q2

If 8 Kt x P, then not 8 ... Kt x Kt; 9 Q x P, but 8 ... K x Kt; 9 P-KKt4, Kt-B3, and Black obtains counter-chances.

8 ... P-Q3

Evidently neither 8 ... B x P nor 8 ... P-QB3 is sufficient, the first because of 9 Kt-Kt5, Q-Kt3; 10 Kt x Kt ch, followed by 11 Q x P ch, and the second also because of 9 ... Kt-K5, followed by Kt x Kt ch and Q x B.

9 P-KKt4 B-Kt3

This overprotection of the pawn at KB2 is necessary, for after 9 ... B x P the continuation would be as above.

10 P-KR4 Q x Kt

11 Castles

Protecting directly the two threatened pawns (at QKt2 and QB2) and indirectly the QP.

11 ... P-KB3

12 Kt x B P x Kt

13 B-Q3

Discerning that the defence of the threatened sector by 13 ... K x B2 would be futile (e.g. 14 P x R, P x P; 15 P x P, etc.), Black tries to obtain compensation elsewhere.

14 B x P ch Q-K2

After 14 ... K x Kt2, Black's K side remains paralysed, but now the position of the King on the open Q file brings its own punishment.

15 B-K3 Q-Kt5

16 R-P3 Q-QB5

17 Q x KtP Q-B3

18 B-K4 Resigns.

CENTRE COUNTER

White Black
WEISS BLACKBURN
(Blackburne, 1889)

This game is an object lesson in the art of liquidation. Although White provokes the first exchanges (9 P-Q5), in the hope of gaining some initiative, Black succeeds in exploiting the more active position of his pieces, with a small gain in material on the 25th move.

Although long, this game is most attractive on account of the straightforward simplicity of the means employed.

1 P-K4 Kt-K5

2 P-Q4 Kt x Kt3

3 P x P Q-Q4

4 Kt-QB3 Q-QR4

5 Kt-B3 P-B3

He shows wisdom in providing, in good time, for the possible retreat of his Queen.

6 Kt-K5

The most energetic continuation. After 6 B-K2, B-B4, however, Black equalises without incurring any danger.

6 ... QKt-Q2

Driving off without delay the hostile Knight from its advanced post. Against 6 ... B-B4 White can continue quietly with 7 B-Q3, or violently with 7 P-KKt4.

7 Kt-B4 Q-Q1

After 7 ... Q-B2 White would develop his pieces rapidly by 8 Q-B3, followed by B-B4. A tragic mistake would be 7 ... K x Kt5, on account of 8 P x Q3, capturing the Queen on a full board.

8 B-K2 P-KKt4

9 P-Q5

Disengaging the centre, thus, does not improve White's chances. He should have continued far more methodically with 9 B-K3, B-Kt2; 10 Q-Q8, Castles; 11 Castles QR.

9 ... P x P

10 Kt x P Kt x Kt

11 Q x Kt Q-Kt1

12 P-KR4

Prudence called for 12 Castles, Castles; with a tendency to equalisation.

12 ... Castles

Fearlessly castling on the side likely to be attacked, because he foresees that he will be able to nip his adversary's attacking propensities in the bud.

13 P-R5 Kt-B3

14 Q x Q

Or, e.g. 14 Q-QB5, Q-Q4, and the exchange of Queens is no less favourable to Black.

14 ... R x Q

15 P x P R x P

16 B-Q3 B-K3

17 B-Q2 QR-B1

The greater activity of all the black pieces ensures success. If White, for instance, plays 18 Kt-K3, there follows 18 Kt-K5; 19 Kt-Q1, Kt-K4; 20 B x K2, B x Q4, with an increasing command of territory.

18 Kt-K5 Kt-Q2

19 Kt x Kt R x Kt

20 B x QB1

Unable to play either 20 Castles QR (because of 20 ... R x B) or 20 B-B3, White assumes the defensive.

20 ... B-B5

21 R-K3

21 R x B, R x B; 22 P-QB3, R x P, and Black gains material.

21 ... B x B

22 R x B R x R

23 P x R R x B7

The entry of the Rook on the seventh rank wins a pawn by force.

24 R-K1 B-Q5

25 B-Q2 R x P

Avoiding the trap 25 ... B x P; 26 K-K1, and White wins.

Another possibility, in place of the text move, was 25 ... B x B, but then there follows not 26 K-B3, R x B ch, winning a second pawn (Q6 or KKt7), but 26 K-K1, R-B4; 27 P-QKt4, R x KR4; 28 K-K2, B-Kt3; 29 R-Q1, and White can still hold on, whereas now Black, with almost geometrical precision, forces a winning Bishop's end game.

26 R x R

Obviously not 26 R-R1, R x B.
500 MASTER GAMES

323

White

Black

MORPHY
ANDERSSEN

(Match, 1858)

The "positional sacrifice" of a pawn, mostly resorted to for the sake of gaining an advantage in development, has always been an important weapon in the armoury of the attacking players of all time.

1 P–K4
2 P–P
3 Kt–QB3
4 P–Q4
Seeking not only to leave the field clear for both his Bishops, but also to eliminate the adverse centre. But it is usually the better-developed side which benefits by the clearance.

5 P×P
Best for White is 5 Kt–B3, for if then 5 P×P; 6 P×P, White has another piece in play, and if 5 P×P; 6 P×Kt; 6 Q×P, and Black's exposed pawn will shortly fall.

5 Q×P ch
Recovering his pawn without delay. But by first playing 5 ... B–Kt5, Black would have caused his adversary more trouble.

6 B–K2
B–QB5

10 B–B7
11 Castles
12 B–KB4
Of course not 12 ... Kt–Q4, on account of 13 R–K5. By playing 12 ... Q–Q2 (13 B–QKt5, Castles), or else 12 ... Q–Q4 (13 R–K5, Q×P; 14 B×P, Castles), Black could have maintained his extra pawn, but it would have meant moving his Queen for the sixth time, without, however, her occupying a more propitious square.

That is why he prefers to give back the pawn of his own free will, hoping to ease the hostile pressure.

13 B–P Kt–Q5
14 Q×Q Kt×P
If first 14 ... Q×P, with the idea of attacking both Bishops, then 15 B–QB4, and nothing happens.

15 B–Q3 Kt×B
16 B–R4 (in order to strengthen the King's field by 17 ... B–Kt3), there follows 17 Kt×Kt4; 18 B–Q4 (with a double attack on KR7 and QK7); 18 ... B–Kt3; 19 Q×P, and now White has the extra pawn.

17 Q–Kt4
If White plays 17 B×P ch, in the mistaken expectation of gaining a pawn, the sequel is: 17 ... Kt×B; 18 Q×B, Kt×Kt; 19 Q×Kt, Q×P; 20 R×P, Q×RP, and Black has got out of his difficulties very satisfactorily.

17 Q–Q4 ch
18 Kt–K5
B–Q1

21 B×P ch
Not 21 R×BP, because of 21 ... P–R3.

21 B–Kt1
22 R×BP
23 R–Kt1
24 R–Kt1
The decisive manœuvre, threatening both 25 Kt–B7 ch and 25 R–Kt4.

24 R–Kt1
25 B–Q3
And White wins.

White

Black

TARRASCH
MIESES

(Göteborg, 1929)

The player who is ahead in development has no need of complicated positions and ferocious attacks in order to drive home his advantage. In spite of the simplification of means (as is the case in this game after the 12th move), this "potential" advantage can be turned into one of material, requiring in the end nothing more than a technical performance of adequate skill.

1 P–K4
2 P×P
3 Kt–QB3
4 P×Q
5 Kt–B3

1 P–Kt4
2 P×P
3 Q×Q
4 P×Q
5 Kt–B3

6 B–K2
6 B–K2

17 B–B1
17 B–B1

8 B–Kt1 ch
9 Q×Q
10 QR–Q4
11 B–Kt1
12 Kt×Q
13 Castles, and White dominates the board.

18 KR–K1
19 Q–Q4
20 R×Q
Kt–Q4

8 QKt–Kt4
9 QKt–Kt5

With the threefold mission of guarding the Kt1, attacking the adverse KB and threatening the gain of a pawn by 10 Kt×P ch, Q×QKt; 11 KB×B.
Whether he wishes it or not, Black must have recourse to a general liquidation.

In this simplified position the sequel must show whether White’s advance of live tempers (or, to put it more concretely, the advantage of two more mobile pieces) can be transformed into a decisive advantage.

After 13 ... Kt—K2; 14 K—B3, the black King would remain tied to the centre. But the move in the text gives rise to an original combination by White.

After auditing the account, we find that the ending of Rook and two Pawns against two Knights is definitely to White’s advantage. It only remains for him to exploit this numerical advantage.

In view of the threat 22 Q—K3, the Knight must hasten to the help of its companion.

Avoiding a subtle trap, namely: 25 P—Kt5, Kt—R4 ch; 26 Kt—K4, Kt—Q4 ch; 27 Kt—B7, R—R1 mate.

25 ... R—QKt1
26 P—B3 R—Q1
27 R—Q3 R—R
28 K—R K—K1
29 P—B5 K—Q2
30 P—R6 Kt—Q4
31 R—QR!! Kt—R2
32 Kt—BP ch; 32 K—K4, Kt—KKt; 33 P—R7, Black loses a Knight.

This Centre Counter Gambit is sound without being decisive. Usually White will sooner or later regain his pawn with a good game.

Declining the gambit would not be satisfactory, e.g., (a) 4 ... Q—Kt3; 5 Kt—B3, etc.; (b) 4 ... Q—K4 ch; 5 B—K2, P—QB3; 6 Kt—B3, Q—B2; 7 Castles, and White has made four developing moves against one—a very modest one—by Black.

A playable retreat would be 5 ... Q—R4; 6 R—Kt5, Q—R3, after which, however, Black’s position would be no less difficult.

If 6 Q—B3, then, at all cost, 6 ... P—Q3, and not 6 ... Kt—K5, because of 7 R—B, B—R; 8 Q—B, and wins.

A decisive liquidation: White’s pawns, passed, united, and advanced, prove to be more powerful than a piece.

Here is a game of varying fortunes, White having, on the 4th move, already sacrificed a pawn, which he recovers only on the 31st move. After that comes his triumphant access to riches, the gain of a pawn on the 32nd move, and of yet another on the 36th. Then comes Black’s turn: in a remarkable Rook ending he wins back one pawn, and a second one on move 49, equality is achieved, and all ends in a peaceful draw.

The only way to ward off the formidable menace 27 P—R6, for if 27 ... P—P, then 28 B—R ch, K—B; 29 Kt—K5 ch, K—Kt1; 30 Q—R6, forcing mate at KR7; and if 27 ... Q—Q1, then 28 B—P.

Since after 28 ... Kt—Kt; 29 Q—Kt, Black’s King’s field would become untenable, he seeks salvation in the exchange of Queens.

The battle of the four Rooks is interesting. From being a pawn down, White is now two.

By playing, here or on the next move, P—Kt4, White could have intensified the pressure.

Intending to continue with ... Kt—Q2 and then ... Kt—K2, and he can castle at last. There is no doubt that White’s attack is full compensation for the pawn given up.

Draw.
### CENTRE COUNTER

5    P—B3
6 P×P  Kt×P
7 Kt—Kb3  P—K4

The gain in territory effected by this advance is manifest. Not only is the way cleared for the development of the KB and the hostile thrust P—Q4 prevented, but the continuation ... P—K5 is foreshadowed.

8 Castles
If 8 P—Q3, Castles; with intensified pressure on the Q file.

9 R×Kt
After 9 Kt—K1, Castles QR; 10 Kt—Qb3, B—Q3, White's situation remains no less critical. In this case Black would concentrate his effort against White's KR2, instead of, as now, against his deserted KB2.

9    Castles
10 Kt—Kt5  Q—B4

Black continues in combinative style in preference to allowing White to recover some ground by 10 Kt—Q1; 11 Kt—Qb3, etc.

11 Kt×BP  B—B4
12 R×Kt
Or 12 Kt×Q, B×P; 13 K—R1, B×R (threatening 14 ... Q×B8 mate); 14 Q×B, R×Kt, with an over powering advantage in position for Black.

12    Kt—KK5

13 Kt×KR
Or 13 Kt×Q, QR—B1; 14 Kt×R, Kt×BP; 15 R×Kt (or 15 P—Kb3, Kt×Q5, winning the Queen); 16 ... B×R, 16 K—K1, Kt—Q5; 17 Q—B1 (or 17 Q—Q1, B—K8; 18 P—Kb3, Q—B8 ch; 19 K—R2, B—Kt6 ch, winning the Queen);

17    R×Kt3.  18 Q×Q ch, R×Q;
19 P—Kt3, B—R8; 20 K—Kt2, R×B;
21 P×B, Kt—B7, followed by ... Kt—R8, and Black remains the exchange ahead.

13    Kt×BP
14 Q—K1
After 14 R×Kt, Q×R ch; 15 K—R1, R×B (Black plays for the mate, whilst 15 ... R×Kt would give his adversary some breathing space); 16 P×Kt3 (or 16 Q×Q4, Kt—Q1; 17 Q—Kt5 ch, Kt—K2, etc, or again, 16 P×Kt3, Kt—K4, with ... Kt—B6 to follow); 16 B—Q3 (threatening mate after 17 B×B ch); 17 Q—Q1, Kt—K6; 18 Kt×B3, R×B, followed by 19 Q—R7 mate.

14    R—B1
15 B×B
16 Kt—Q2
Or 16 B—K3, B×B; 17 Q×B, Kt—R6 ch, with unavoidable mate.

16    Kt—Q6 dis ch
17 K—R1  Kt×Q
18 R×Q  R×R
19 P—KR3
The forces are equal, but positionally White is paralysed.

19    P×Kt
20 Kt—Q4  R×B8
21 K—R2  B—K4 ch
22 P—Kt3  Kt×Q
23 P—Kt4  P—KR4
Completing the mating net.

24 K—Kt5  Kt×Q5—B6 ch
25 Kt×Kt  R—B7 ch
26 K—R3  Kt×Kt
Resigns

None too soon, as he cannot avoid being mated on the next move.

### White Black

| 1 P—K4 | 2 P×P  |
| 2 P×P | 3 Kt—Qb3 |
| 3 Q×Kt | 4 P×Q |
| 4 P×Q | 5 P×Q |
| 5 P×Q | 6 P×P |
| 6 P×P | 7 P×P |

#### WHITE'S

DE RIVIÈRE DUBOIS

(Paris, 1858)

In this very beautiful game, White, from the first, neglects his development and hankers after worldly possessions: a pawn picked up on the 2nd move, an exchange won on the 11th, are far from sufficient to compensate White for the storm which breaks around his KB2.

| 1 P—K4 | 2 Kt—Kb3 |
| 2 Kt—Kb3 | 3 B—Q2 |
| 3 B—Q2 | 4 B×B ch |
| 4 B×B ch | 5 Kt×Q |
| 5 Kt×Q | 6 P×Kt |
| 6 P×Kt | ... |

After nine forced moves on the part of his opponent, Black is now possessed of a far-advanced passed pawn.

### Diagram

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Frontal attacks against the King's field on an open Kt file are always impressive. Even more ruthless are those on the KB file. A striking feature in the following game is the minute care with which White prepares the final assault.
27 Kt × P  B × Kt
As Black is threatened with 28 Kt × Kt P, K × Kt; 29 Q × B6 ch, K × Kt1; 30 B × B3, R × B; 31 B × Q, B × B; 32 B × P ch, R × B; 33 Q × R ch, K × R1; 34 Q × Kt, winning the exchange, Black decides on exchanging the Bishop, which however enables White to turn the open K Kt file to account. A similar continuation would arise from 27 ... Kt × Kt; 28 P × Kt, etc.

28 P × B  B × Q5
If, instead, 28 ... P × P; 29 Q × Kt4, Kt × Q4; 30 P × Q4, followed by R (B1) × Kt1, with a decisive strengthening of the frontal pressure.
And if 28 ... Kt × Q4; 29 P × B6, Kt × P; 30 Q × B, etc.

29 P × B6  Resigns
Because 37 ... K × R1; 38 B × B3 ch, R × B; 39 Q × B ch, mate; or 37 ... K × Kt2; 38 B × P ch, R × Kt2; 39 Q × B ch, K × Kt1; 40 Q × R, Q × R6 ch; 41 K × Kt1, and Black has no resource left.

CENTRE COUNTER

White 329

Black

LASKER ALEKHINE

St. Petersburg, 1914

The chess player knows the joys of the "moral victory" such as is shown in this game, in which Black succeeds in saving an otherwise desperate situation by means of a perpetual check.

1 P × K4  P × Q
2 P × P  Kt × Kt3
3 P × Q  Kt × P
A more complicated line of play than the standard variation of the Centre Counter Defence, which could arise here after 3 ... Q × P; 4 Kt × Q4, Q × Q4, etc.

4 Kt × Kt3
If White plays 4 P × B4, Black can venture on 4 ... Kt × Kt3, or even 4 ... Kt × Kt5 (threatening 5 ... Q × P), but the soundest is 4 ... Kt × Kt3.

4 ...  B × Kt5
5 P × B  Kt × Kt3
6 Kt × B3
As this routine development allows Black to start an offensive in the centre, the soundest continuation here is 6 B × Kt, which preserves a slight initial advantage for White, e.g. 6 ... Kt × B3; 7 P × Q5, B × Kt; 8 B × Kt; Kt × Kt4; 9 Kt × B2, and Black cannot play 9 ... QKt × P because of 10 B × Kt4; 11 Q × Q4 ch, followed by K × Kt.

6 ...  P × K4
7 B × P5
After 7 P × P, Q × Q ch; 8 Kt × Q, Kt × B3; 9 B × B4, Castles; 10 B × K2, B × Kt5 ch; 11 B × Kt, Kt × Kt1, Black would recover his pawn without trouble and obtain the better development.

7 ...  P × P
If 7 ... Kt × Q4; 8 Q × R4 ch, B × Q2; 9 Q × Kt3 would be to White's advantage, but better here was 7 ... Kt × Q2, maintaining the central pressure (e.g. 8 Q × Kt3, B × Kt; 9 P × B, Kt × Q3, etc.), whereas now the white Queen effectively gets into play.

8 Kt × K4  (Kt × Q2)
After 8 ... K × Q2; 9 B × Kt5 ch, P × B; 10 K × K2, P × B; 11 P × Kt, White has better chances.

9 Q × P  Q × Kt2
10 B × QKt5  Kt × B3
If 10 ... P × Q3, White simply plays 11 B × Kt3, threatening 12 Kt × Q6 ch.

11 B × Kt1  P × B
12 Castles  B × Kt
13 P × B  Castles
Both Kings' fields are compromised, but Black's the more seriously of the two.

14 Q × Rp  Kt × K4
15 K × Kt  Q × Q3
An original idea, by which the black King is left to his own devices, with a view to a counter-attack. But if 15 ... K × Kt, White quickly obtains full control of the board after 16 B × K3, followed by QKt × B1 = B3, etc.

16 Q × RP  Q × B4
17 Q × R8 ch  K × K2
18 R × Q1 ch
Winning a Rook, but allowing Black to get in a word. This could have been prevented by 18 Q × R3.

18 ...  K × K3
19 ...  B × Q3; 19 Q × R3, followed by P × B.

20 Q × R  Q × P ch
20 K × Kt1
Clearly not 20 K × B1, Q × R8 ch; 21 K × K2, Q × Kt ch, etc.

20 ...  B × K2
Nothing is to be gained by 20 ... Q × Kt5 ch; 21 K × B1, etc. Nor would 20 ... Q × Kt be satisfactory, because of 21 B × B ch, K × K3; 22 B × K3, etc. The text move sets White some awkward problems.

21 Q × Q4  Q × Kt5 ch
22 K × R1
Submitting to perpetual check, because 22 Kt × Kt3 is not playable on account of 22 ... Kt × Kt6 ch, and if 22 K × B1, Q × B ch; 23 B × K2, Q × R4 ch; 24 K × K3 (or 24 K × B1, R × Q1, with advantage to Black); 24 ... Q × B6 ch; 25 K × Q2, R × Q1; 26 Kt × Q6, P × Kt, with a winning attack.

22 ...  Q × B6 ch
23 K × Kt1  Q × Kt5 ch
24 K × R3  Q × B6 ch
And draws by perpetual check.
20. ALEKHINE'S DEFENCE

A. STEINER
ALEKHINE
(Budapest, 1921)

The rapid development of Black's QB (6 .... B—B4) is instrumental in winning a pawn on the 9th move, victory being achieved on the 62nd. Black's technique here is beyond praise.

1 P—K4 Kt—KB3
The first conscious employment of this opening in a masters' tournament, although it had been analysed as early as 1811 (in Allgäuer’s Lehrbuch, published in Vienna, and in Alexandre's Encyclopédie, Paris, 1837).

2 P—K5 Kt—Q4
A Knight error! Of little use is 2 .... Kt—Kt1; 3 P—Q4, P—K3; 4 B—Q3, as played in a correspondence game between Berwick and Edinburgh in 1860-1.

3 P—Q4
A sound developing move is 3 Kt—QB3, or even 3 B—B4 (3 .... Kt—Kt3; 4 B—Kt1) as played in a game Andersen-Pearson (London, 1862), but at the odds of a Knight.

3 ....... P—Q3
Without delay Black begins to undermine the advanced post.

4 B—Kt5
Here this Bishop is badly placed; it is ineffective, and remains "in the air." If White wishes neither to simplify (4 P×P) nor to complicate (4 P—KB4 or 4 P—Q4), Kt—Kt3; 5 P—B4, he must aim at the centre by 4 Kt—Kt3.

4 ....... P×P
5 P×P Kt—QB3
6 B—Kt5 B—B4
7 Kt—KB3
A thoughtless routine move. More to the point is 7 P—Q5 (or 7 P—Q3, to be followed by P—Q4).

7 ....... Kt—Kt5
8 Kt—R3
Not 8 Kt—Q4, Q×Kt, etc.

8 ....... Q×Q ch
9 K×Q Castles ch; 10 K—B1, B—K5, White's position also is unsatisfactory.

10 Kt×Kt B×Kt
11 R—QB1 B—K5
Holding on to his small gain.

12 Kt—Q4 B×P
13 R—Kt1 Castles
14 Kt×Kt
Winning back, at any rate, one pawn. If 14 Kt—B5, B—K5; 15 B—Kt, B×Kt.

14 ....... B×Kt
15 B×B P×B
16 R×P R×Q
The technical phase begins.

17 B—B4 P—K3
18 K—K2
Threatening to occupy important posts after 19 KR—QB1, R—Q2; 20 B—K3, etc.

18 ....... B—B4
An active defence. If now 19 KR—QB1, B—Kt3, etc., Black himself threatens 19 ....... K—K2, winning the exchange.

19 P—Kt4
An ingenious reply, which simplifies as far as possible the play on either side.

19 ....... B×Kt
20 R×Kt P×Q
22 B—K3 P×Q4
22 R—B4 P—R4
23 R×R4 B—B6
Aiming at an important objective.

24 R—Kt5
If 24 P—B4, P—KB3.

24 ....... R×Q
25 P—B4 P—KB3
"An eye for an eye, a pawn for a pawn."

26 R(Kt1)×P R×R
27 R×R P×P
28 P×P B—Q6
Even this simplified phase is still very complicated.

29 ....... R—Kt4
30 K—B3
If first 30 .... B—Q3; 31 P—KR4 would become dangerous.

31 R—K5
But now 31 P—KR4, R×P; 32 P—R5, P—R5 would be in favour of Black.

31 ....... B×P
32 R×P B—Q3
33 K—K4 K—Q2
34 B—Q4 R—Q7
35 B—K3 R—K7
36 K—Q3 R—K8
37 B—Q4 R—Q8
38 B—K3 R—Q8 ch
39 K—K4 R—K8
40 K—Q3 P—K4
He has worked hard for this advance.

41 B—B2 R—KB8
42 B—K3 K—K3
43 K—K4 R—KR8
44 B—B2 R—R7
45 B—K3 R—R5 ch
Capture of one rank.

46 K—Q3 B—Kt5
47 R—R7 P—B4
The mobility of this pawn is the chief token of victory.

48 P—R3 B—B5 ch
49 K—K2 B—Q3
50 R—R8 R—R7 ch
51 K—Q1 R—R6
52 K—Q2 K×Q
53 R—Q8 P—B6 ch
Convincing (if 54 K—Q3, P—K5 ch).

54 K—K2 K—K5
The battlefield becomes more and more restricted.

55 R×B
Or 55 B—B1, R—R7 ch, confining the King to the last rank.

55 ....... B×B ch
After many vicissitudes, here at last is the end game proper.

56 K—B2
Or 56 K—Q1, R—Q6 ch; 57 R×R, K×R; 58 P×R, B×B7 ch (or first 58 .... P—K3, but not, anxiously, 58 .... K—B5; 59 K—B2, draw!); 59 K—B1, P—B6; 60 P—R5, P—K5; 61 P—R6, P—K6; 62 P—R7, P—K7; 63 P—R8(Q), P—K8(R) mate.

56 P×B R—Q6
57 R—Q8 B×P
Fighting to the end!
11       
In order to reply to 12 Kt—R4 by 12 ... 
P—Q4, and if 13 Kt—K6, Kt—Q3, winning the Queen.
12 QKt—Q2    
He thus succeeds in eliminating Black's only active piece.
12        
13 B x Kt    P—KK4    
Thus the most immediate threat, 14 Kt—R4, is prevented.
14 P—Q5    P—Q4    
He must provide his King with an asylum. If 14 ... P—B3, there follows 15 R—QB1, Kt—R3; 16 P x P, P x P; 17 B—R5 ch,
Kt—B2; 18 R x P, and wins.
15 B—B3    P—Kt5    
Essential to parry the threat 16 B x P.
16 Kt—R4    
The decisive manœuvre.
16        
Otherwise the sequel would be 17 Kt—Kt6, but now the King hunt will be merciless.
17 Q x B ch    K—B2    
18 Q x P ch    K—Kt3    
19 Q x QP ch    K—K4    
20 P—R4 ch    K—B5    
21 Q—B4 ch    K x P
On any other move by the King a mate in two follows, namely 21 .... K—Kt6; 22 K—Q2, after which 23 R—R3 mate, or 21 .... K—Q6; 22 Castles ch, K—K7; 23 R—K1 mate.
22 Castles ch    Resigns
(23 Q x BP or Q6 mate.)

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White    Black
ALEKHINE RESHEVSKY
(Kemeri, 1937)

Besides direct sacrifices, with immediate consequences, and positional sacrifices, the results of which are seen much later, there are potential sacrifices, in which Dr. Alekhine excelled. These yield, so speak, nothing, but they are apt to render the contest more incite. Such, in this game, is the sacrifice of White's pawn at Q4 (by 7 Kt x P), which imparts a thrilling vitality to the later course of the game.

1 P—K4    Kt—K3    
2 P—K5    Kt—Q4    
3 P x Q    Q—Q3    
4 Kt—Kb3    B—Kt5    
5 P—B4    
A more violent continuation than 5 B—K2 (5 .... P x P; 6 Kt x P, B x B; 7 Q x B, with a slight advantage to White).
5        
6 B—K2    P x P    
Enforcing a decision in the centre.
6        
7 Kt x P    
The alternative to sacrificing a pawn would be the intermediary manœuvre 7 B—B5.
7        
8 Q x B    Q x P    
9 Castles    White relies on the fact that he has already some well-developed pieces, whereas Black's mobilisation is still halting.
9        
10 QKt—Q2    Kt x Kt
More facile is 10 .... Q x Kt, e.g.
11 R—Q1, Q—B3, or 11 Q—B3, Castles, etc., whereas now the black Queen has still to peregrinate from one wing to another.
11 Kt—B3    P—QB3    
Clearly not 11 .... Castles; 12 Kt—Kt5, Q—Kt3; 13 B—K3, P—QB4; 14 P—QKt4, and White's attack gains in impetus.
12 B—K3    Q—K4    
13 QR—Q1    P—K3    
Hoping to master his opponent's Bishop by 14 .... B—B4.
14 Q—B3    Castles
After 14 .... B—B4; 15 R x Kt, K x R; 16 Q x KBP ch, K—B1 (16 .... B—K2; 17 R—Q1 ch, K—B1; 18 Q x B); 17 B—B4, R—B1 (17 .... Q x B; 18 Q—B7 mate); 18 Q x B ch, B x Q; 19 B x Q, White remains with an extra piece. If 14 .... B—K2; 15 KR—K1 creates fresh difficulties for Black. That is why he now returns the pawn, in the hope of obtaining an even game.
15 B x P    
If 15 Q x P, B—B4.
15        
16 B—Q4    Q—KB4    
17 Q—Kt3    P—K4    
18 B—K3    
Trying at last to let his Bishop participate in the course of events.
19 Kt—R4    B—R4
20 P x P    
20        
21 P—Kt3    B—B2
21        
22 P x P, Black refrains from 21 .... Q x P, because of 22 B—B4, Q—QB4; 23 Q x B, Q—B3; 24 Q x Q ch, K x Q; 25 R x P, etc., but plays 21 .... Q—K3, after which he soon recovers the pawn without exchanging Queens. The object of the text move is to have the Knight guarded against eventualities.
21        
22 P—B3    
If 21 .... Q—Kt3; 22 Q—R3, etc. But 21 .... P—K5 affords better counter-chances.
22 P x P    Q—K3
Bad would be 22 .... Q x P, on account of 23 B—B4, Q—QB4; 24 Q x P, the right moment to capture this pawn.
23 P—K3
A sound waiting move, with a defensive value.
23        
24 B—Q4    Kt x P
25 Q—QB3
26 B—P5
White's pressure on the Q side now becomes the leit-motif of the play.
26        
27 Kt—Kt5
27 P—QB4    
28 Kt—Kt5 ch    B—Kt
29 P x B    
Thus is the diagonal KR2—QB6 closed since Black's 17th move (17 .... P—K4), laid bare again—like a reopened wound.
29        
30 Q x QP
An ill-judged pawn hunt, which opens an important file and thus helps the opponent's plan of attack.
30        
31 Q x Kt4    Kt—Kt1
32 Kt—Kt1    B—Kt
33 Q x QP
34 Kt—Q5, R—Q4; 33 P—Kt5, etc.

Alekhnine's Defence

Preparing for the final assault, based on the converging effect of files and diagonals around the penned-in Knight.

32        
33 R—Kt3    Q—R4
34 R x R    Q x Q
This allows a crushing termination, with Black's position could not be held for any length of time.

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35 R x Kt ch    A sacrifice with the effect of a magnet, which leads up to a decisive break-through sacrifice.
35        
36 Q x R ch    Resigns

333

White    Black
L. STEINER KOBLENZ
(Brünn, 1937)

The following game illustrates in a very clear manner the advantages of a superior development. Not only does it enable Black to gain more and more territory, driving the Queen into a corner and confusing the adverse King to the middle of the board, but is it logically connected with the pretty sacrifice which decides the issue.
White wishes to bring his Queen as rapidly as possible into the game, but development by 5 B—K2 would be more useful.

5          
6          
7  P × P  
8          
9        Kt—Kt5

P—B4, Kt—Kt5, but now White actually does threaten 9 P—B4, followed by 10 Q × KtP.

With the twofold mission of immobilising Black’s KB by the attack on the K KtP, and of guarding his own exposed KP.

Making for K Kt3, making the K KtP, and also attacking the KP.

With the threat 13 ... Kt—K5. Black is seizing the initiative.

“Placed on half pay.” Against the more plausible-looking move 14 Q—Kt4, there would follow 14 ... Q—K4 ch; 15 P—B3, Q—R5, threatening to win the Queen by 16 ... P—K R4.

Complimentary. If 15 P—Kt4, B × P ch.

A mistake would be 15 ... Kt × QBP; 16 B—Q2, B—Kt5; 17 P—Kt, B—BP; 18 R—Q1, and White has won a piece.

Overprotecting the critical point.

Black is willing to give up a piece in order still more to increase his advantage in development.

Accepting the offer, because, should he refuse it, with 17 B × B, Q × B; 18 R—B2, White still remains at a disadvantage after 18 ... Q—Q4; 19 B—K2, Q—K6; 20 B—Q1, Kt × KBP; 21 K × Kt, R × B; 22 R × R, Q × R ch; 23 R—Q2, Q × B4, etc., and Black has a valuable extra pawn.

With the threat of 19 ... Q × R ch; 20 B × Q, R × Q mate. Black has an enduring attack and two pawns for his piece.

Kt—K2  
Kt—Q7

If 23 Kt—K2, Kt—K5 ch wins.

Kt—B6

Kt—Q6 ch, etc.

Having recovered his piece, with a dominating position, Black wins easily.

Q × B

R × B

Winning another pawn.

Kt—B3

Kt—K3

Q—K6

The signal to attack, which induces the opponent to put in a word also.

He decided finally to give up a pawn for the sake of his development, for if, calmly, 10 ... P—K3; 11 Q—R4, K—Kt1; 12 Kt—R3 foreshadows a lasting attack. And if 10 ... B × Kt; 11 B × B, Kt—K4, then, simply, 12 B—K2 (threat: Q—R4); 12 ... K—Kt1; 13 Kt—Q2, and the black Knight has to retreat.

A skilful counter-measure, whereas, after 11 P—Kt5, B × Kt; 12 B × B, Kt—K2; 13 Q—R4, P × Kt; 14 B—K2, K × Kt1, and White’s enterprise would be stillborn.

In a most elegant manner White succeeds in obtaining the key to the black King’s position. Equally elegant is his gain of the Queen, forced by a threat of mate.

In a most elegant manner White succeeds in obtaining the key to the black King’s position. Equally elegant is his gain of the Queen, forced by a threat of mate.

ALEKHINE’S DEFENCE

ALEKHINE’S DEFENCE

After 15 B—Kt2, Kt—Kt5; 16 P—KtR, Kt—Kt3, Black’s mission is not yet accomplished.

A wise consolidation. 8 Kt—R3 is also admissible.

As can be seen, White has given up his two Bishops, for a precept is far from being a dogma. Thus all the white minor pieces are very active.

The point of the whole idea. Technically, the momentary deflection of the Bishop is what matters.
White's advantage in material (Queen against Rook and Bishop), which he will have to stress, is dynamic superiority, and he now proceeds to do this with great virtuosity.

Boyd for 

The more natural development is 10 

He anticipates the enemy attack, and reserves the option of directing this Knight to B1 for the better protection of the King's field.

Truculent enterprise can succeed only when Black has failed to provide counter-measures. Wisdom demands 12 Castles KR, with an even game.

Thus Black secures the initiative. On the other side, after the retreat 15 

After 16 

Threatening to win the QRP by 

To parry the threat 

A magnificent game, in which two representatives of the scientific era adapt themselves to the finessing of hyper-modern strategy. White's exposed centre provides the main battlefield. Tarrasch, the doctrinaire, wins a pawn there, but Lasker, the psychologist, derives from it an ever-increasing tension. His offer of an exchange of Queens, when a pawn down, provides the crowning touch of the contest.

Widening his front, which implies additional commitments. This attempt to refute Black's first move is known as the main variation.

The attack against White's strong but exposed centre now begins. The attack by 

The historiographer will note that Allgaier's *Lehrbuch*, published in Vienna, 1811 (2nd Edition, 1841), quotes the variation 

**White**

**Black**

**ALEKHINE'S DEFENCE**

A dramatic achievement.

**ALEKHINE'S DEFENCE**

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White

Black

LASKER

TARRASCH

(Mariisch-Ostrowski, 1923)

Against an attack on the wing, launched prematurely or with insufficient means, the best antidote is counter-action in the centre or on the opposite wing. This game is a good illustration of the method of procedure (14 P-Q4).

1 P-K4
2 P-K5
3 P-Q4
4 P-QB4
5 P-Kt3

Simple and good. More adventurous spirits do not fear the widening of their front by 5 P-B4. (The Four Pawns' Attack.)

The more natural development is 10 Q-Kt3, but White wishes to over-protect his QBP in order to release his KB.

He anticipates the enemy attack, and reserves the option of directing this Knight to KB1 for the better protection of the King's field.

This truculent enterprise can succeed only when Black has failed to provide counter-measures. Wisdom demands 12 Castles KR, with an even game.

Thus Black secures the initiative. On the other side, after the retreat 15 ... Kt(B3) -- Q2 White can without fear proceed with his attack by 16 P x P, P x P; 17 P-KR4, Kt x Kt3; 18 K x Kt1, etc.

White's King is now safe, but Black's advantage in material is sufficient to win.

Threatening 36 ... Q x K5.

White now threatens

To parry the threat 43 ... R x Q8 ch;
Not 7 P—Q5, Kt×KP, but against the preparatory 7 Kt—K B3, B—K 5.

7 ........ B—B 4
8 Kt—Q 3
A preventive move, 8 P—Q R3, leads to an artificial and very vulnerable defence after 8 P—K 3; 9 Kt—B 3, B—K 5; 10 Q Kt—Q 2, etc. A blunder would be 8 B—Q 3, B×B; 9 Q×Kt, B×K P.

8 ........ P—K 3
Not 8 ........ P—B 3; 9 P—K 6.

9 Kt—B 3
An important moment. More accurate is first 9 B—K 2, after which Black has the choice of the following continuations:

(a) Pinning: 9 B—Q Kt 5, with a rational development for White.

A false sortie: 9 K t—R 4; 10 P—Q K t 3, B—Q K t 5; 11 Q—Q 2, with eventually Q—K t 2 and Q—Q R 3, driving back the intruder.

(c) An emancipating manœuvre: 9 Kt—K t 5; 10 R—B 1, P—B 4, etc.

(d) Undermining forthwith: 9 ........ P—B 3.

(e) Simple development: 9 ........ B—K 2; 10 K t—B 3, Castles (or 10 P—B 3; 11 Castles, P—B 3 (the see the following game).

(f) Central pressure: 9 ........ Q—Q 2; 10 Kt—B 3, Castles (against 10 ........ R—Q 1, or 10 ........ B—K 5, the best course is not 11 Q—Q 2; 11 P—K t 5, B—Q 3, the best course is not 11 Q—Q 2; P—B 3; 11 ........ P—B 3, etc., and Black holds his own.

9 ........ B—Q K t 5
Black could at once have stressed the lack of precision in White's preceding move by 9 ........ B—K 5.

10 B—Q 3
Wasted energy, the coup juste being 10 B—K 2.

10 ........ B—K 5
The loss of time is more than balanced by Black's pressure in the centre, which secures for him a real advantage.

Useless, however, would be 10 ........ B×B; 11 Q×B, etc., as well as 10 ........ K t—R 5; 11 Q×Kt, B×B; 12 P—Q R 3, B×K t 1; 13 P—B 3, etc., and White has strengthened his centre.

11 B—K 2
He recognises that the attempt to attack by 11 Castles, Kt×Q P; 12 B×Kt, K B×Kt; 13 Q×B, Q×B ch; 14 K—R 1, Castles QR (not 14 ........ Castles KR; 15 Q—R 3, P—R 3; 16 QR—Q 1, and White achieves his object); 15 QR—Q 1, B×Kt; 16 P×B, Q×P (B 6) would fail.

11 ........ B×Kt
12 P—B 3 Q—R 5 ch
13 B—B 2 Q—B 5
14 K R×Kt 1 Castles QR
By first playing 14 ........ P—K R 4; 15 R×P, Castles (or even 15 ........ R—Q 1), Black could have maintained his opportunities in the centre, whereas now White can avert the principal danger at the cost of a distant pawn.

15 R—K t 4 Q×RP
16 R—R 4 Q—K t 7
17 B—B 1 Q—K t 4
18 Q—B 2
Eavading the threat 18 ........ K t×K P, etc.

18 ........ P—K R 4
If 18 ........ P—B 3; 19 R—K t 4.

19 R—Q 1 Q—R 3
But now 19 ........ P—B 3 would be more energetic.

20 P—R 3 B—K 2
21 R—R 3 B—K t 4
22 Q—K 4 P—B 5
Better late than never, but now White has brought up reserves.

23 P×P P×P
Firmer would be, however, 23 ........ B×B, e.g. 24 Q×P ch, K—K t 1, etc., or 24 B×K, B—K t 4, etc., or again, 24 B—K 2, KR—K 1, etc.

24 B—K 2
Plausible as it may appear, the exchange of Queens is the decisive mistake. A fighting continuation would be 24 ........ Kt—K 2, to be followed by 25 ........ K t—B 4 or 25 ........ K t—K 3, and the issue remains open.

25 Q×Q P×Q
26 B—Q 3 P—K t 3
27 K t—K 2
Not 27 R—K t 3, B—R 5; 28 R×P, B×B ch; 29 K×B, Q K t×P, and Black has a win.

27 ........ P—R 5
An exposed pawn. Better would be 27 ........ K t—K 2.

28 P—B 4 B—B 3
29 P—K t 4 K t 1
In order to make the threat 30 ........ K t×Q P; 31 K t×K t, B×B; 32 B×B, R×B, without having to fear 33 B×P ch.

30 P—Q 5 K t—K 2
This move, intending 32 ........ P—B 3 (if 31 ........ P—B 3 at once 32 ........ Q×P, is too passive. He should try to gain some space by 31 ........ K t—R 5.

32 P—K 5 P—B 3
As is to be expected, this opening of lines benefits the attack. Better is 32 ........ K t—Q 3, in order to reach K 5.

33 K t P×P P×P
34 R—K t 1 ch K—R 1
35 K t—Q 4
A powerful manœuvre.

35 ........ B×K t 1
After 35 ........ P×P; 36 P×P, neither 36 ........ K t×P; 37 K t×B 6, nor 36 ........ R×P; 37 K t—K 6 would be playable for Black.

36 B×B R—R 2
37 B—K 5 K t—Q 3
38 B—B 5 K t—K t 2
39 P—Q 6 K t—Q 4
40 R—B 1 R—K B 1
41 B—R 6 K t—B 3
42 B×K t
Letting loose his heavy artillery.

42 ........ R—B 1
43 R—K 3 K t—B 1
44 Q R×K 1 R (R 3)×R 1
45 P—Q 7 K t—K t 1
46 R—K 8 ch K—B 2
47 B×K t
Resigns.

White Black
NAEGELI MUFFANG
(The Hague, 1928)

In the following game the idea of an intermittent pin, which forms the basis of Black's winning combination, is presented in a manner both eloquent and artistic.

1 P—K 4 K t—K B 3
2 P—K 5 K t—Q 4
3 P—Q B 4 K t—K t 3
4 P—Q 4 P—Q 3
5 P—B 4 P×P
6 B×P K t—B 3
7 K t—B 3
If 7 K t—K B 3, B—K 5, indirectly continuing the attack on White's exposed Q P.

20 ........ B×P
A well-grounded sacrifice. Its value is enhanced by the fact that the plausible
20 ... Kt—K4, which seems to win the exchange without any trouble, would prove ineffective after 21 R—R3, Kt×B; 22 Q—Q3, and White recovers his piece.

21 R×B Kt×R
22 Kt×Kt Q×P
White's Bishop and Knight are "in the air," and provide good targets for the enemy. The position is full of surprising and subtle turns.

23 R×R ch
After 23 Kt×P, the quasi-magical reply
23 ... R×R (24 Q×Q, R—Q8 ch) wins.

24 R×R
24 B—K3
Or 24 P—QKt3, P—QKt4, or 24 B×P, R—Q1; 25 Kt—B5, Q×Q ch; 26 Kt×Q, R—K1, and wins (vertical action).

24 ... R—Q1
Resigns
If 25 Kt—B2, Q×Q ch; 26 Kt×Q, R—Q6, and wins (horizontal action).

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White  Black
ZNOSKO-BOROVSKI ALEKHINE
(Paris, 1925)

After his brilliant sacrifice of the Queen, Black still lacks the ultimate key to victory, and must deem himself lucky to achieve the draw. The magnificent fluctuations of this game will remain engraved in the memory.

1 P—K4 Kt—K3
2 P—K5 Kt—Q4
3 P—Q4 Qb4
4 P—Q4 P—Q3
5 P—B4 P×P
6 BP×P Kt—B3
7 B—K3 B—B4
8 Kt—K3 P—Q5
Threatening 9 P—Q5, and wishing to reserve the choice of development of the QKt either at B3 or (e.g. against 8 ... B—Kt5) at Q2.

8 ... P×P
If 8 ... B—Kt5; 9 QKt—Q2 protects, by repercussion, all the white centre pawns. After 8 ... Kt—Kt5 White has yet another manner of developing the QKt, namely 9 Kt—R3.

9 Kt—B3 Kt—Kt5
A disengaging manœuvre. Nothing is gained by the false alarm 9 ... QKt—Q5; 10 Kt—K2 (but not, as in a preceding game, 10 B—Q3, B—Kt5); 10 ... Castles, 11 Castles, and White has the upper hand.

A sound alerte, however, is 9 ... B—Kt5, e.g. 10 B—K2, B×Kt; 11 P×B, Q—R5 ch; 12 B—B2, Q—B5, etc., or 10 P—B5, Kt—Q4; 11 Kt×Kt, Q×Kt; 12 B—K2, Castles; 13 Castles, Q×Kt, or 10 Q×Q, Kt×R4; 11 P×Kt3, and Black continues to harass his adversary.

10 R—B1 P—B4
11 P—QR3
Starting an interesting affair in the centre, which can be delayed by 11 B—K2, B—K2; 12 Castles, Castles; 13 P—QR3, P×P; 14 Kt×P, Kt—B3, etc., with an even game.

11 ... P×P
12 B—K5
Ingenious, but it can be refuted, as his opponent's skilful and imaginative reply demonstrates: as 12 P×P, Kt×P; 13 P×P, Kt—Q2, etc., also turns out badly for White, his proper course is 12 Kt—B3; 13 Kt×Kt (13 Kt×B, P×Kt, with an even game); 13 ... Q×Q ch (or also 13 ... P×Kt; 14 B—K2, B—K2; 15 B—B3, Castles, without any damage); 14 R×Q, P×Kt, and the weaknesses on either side balance each other.

13 B×Q R×B Plausible, but it allows the hostile Queen to escape through the stricken field. A decisive advantage could be obtained by 13 ... P×P; 14 B—Kt5 (best); 14 ... P×R (Q); 15 B×Q, R—Q1, and White's position is tottering.

14 Q×Kt3 P×P
15 Q×P Kt—R5
16 Q×R1
If 16 Q×Kt3, Kt×B4.

16 ... Kt—B7 ch
17 R×Kt B×R
Black, with only Rook, Bishop and pawn for the Queen, dominates the field.

18 Kt—Q4
After 18 B—K2, B—B4; 19 Q—R2, B—K5; 20 Q—Kt3, B—B3, White is still held in a vice.

18 ... B—K3
19 P×B
White frees himself very neatly.

19 ... Kt×P
And not 19 ... B×P; 20 B—Kt5 ch, K—K2; 21 Kt—K3.

20 B—Kt5 ch Kt—Q2
21 Q—B3 P—Q3
Black refuses to play with fire (21 ... B—K2; 22 Q—Q7), and insists on clearing up the situation.

22 B×Kt ch R×B
23 Q—B8 ch R—Q1
24 Q×P
Placed in great style, and worthy of his adversary. Black will now have three fine pieces for the Queen, which, however, exhibits an astonishing vigour.

24 ... R×Kt
25 Q—B6 ch R—Q2
Clearly not 25 ... K—Q1; 26 Q—Kt6 ch, nor 25 ... K—K2; 26 Q—B5 ch.

26 Castles
With the big threat of 27 R—Q1.

26 ... B—Q6
27 R×P
A feat of courage! The draw by 27 Q—B8 ch, B×Q (27 ... K—K2; 28 R×P ch); 28 Q×B6 ch no longer satisfies him.

27 ... B—B4 ch
The wounded lion fights back.

28 K—R1 B—Kt4
Creating a defence, thanks to the QRP.

29 Q×P B—R2
He can play neither 29 ... B—K2; 30 R×B ch, R×R; 31 Q—B8 ch, K—B2; 32 Q×R, etc. nor 29 ... K—Q1; 30 R×R, B×R; 31 Q—Q5 (double threat; 32 Q×B, and 32 P—K6); 31 ... R—B1; 32 P—Kt4, and White's cause prevails.

30 R×R ch B×R
31 Q—B8 ch
This extraordinarily stirring and eventful game is now to end in a draw by perpetual check! Yet White would be justified in trying for a win by 31 P—Q4, e.g. 31 ... B×P; 32 Q×P, winning the QB, or 31 ... B—Q2; 32 Q×P, capturing an important stronghold, or finally and chiefly, by 31 ... R—B1; 32 P—Kt4, etc., mastering Black's counter-action.

31 ... B—Q1
32 Q—K6 ch B—K2
33 Q—B8 ch B—Q1
34 Q—K6 ch

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White  Black
STOLTZ COLLE
(Bled, 1931)

"He who sows the wind, reaps the whirlwind," a Biblical saying which is well illustrated in the following game.

1 P—K4 Kt—KB3
2 P—K5 Kt—Q4
3 P—Q4 Qb4
4 P—B4 P×P
5 B—K3 Kt—B3
6 B×P
7 B—K3 B—B4
8 Kt—KB3

"He who sows the wind, reaps the whirlwind," a Biblical saying which is well illustrated in the following game.

1 P—K4 Kt—KB3
2 P—K5 Kt—Q4
3 P—Q4 Qb4
4 P—B4

An incise idea, of which the object is to bring about an immediate clash of pieces in the centre. Another interesting continuation (instead of the "normal" 4 P—Q4) is 4 P—QKt3, e.g. 4 ... P—Q3; 5 P×P, KP×P; 6 B—Kt2, or 4 ... P—Kt3; 5 B—Kt2, B—Kt2; 6 P—Q4, with no immediate or definite objectives.

4 ... Kt—Q4
5 Kt—Q3
More insistent than 5 B—B4, P—K3; 6 P—Q4, Q—Q3, etc.
methodically, compromising the opposing King's field by 17 Q—Q2.

17 ....... RP×P
18 Q×Kt1 B×Bch
He skillfully keeps the K×Kt file closed, thus refuting his opponent's combination, whereas 18 P×Kt; 19 B×P would lead to a loss.

19 Kt×B Kt×Kt
20 B×Kt
Preserving his attacking Bishop he intends to reply to 20 R×Kt1 by 21 P×B, so as to have the "last word" on the critical K×Kt file. But Black shows himself equal to the situation.

20 ....... B—R3
Giving up the exchange for the sake of the initiative.

21 B×R White fails to see the danger, and accepts the gift.

21 ....... Kt—Q6ch
Not at once 21 Q×B, because of 22 Q×Kt, Black's diabolical plot begins to reveal itself.

22 K—Kt1 Q×B
And now, not 22 R×P; 23 Q×R.

23 P×Q4 Kt×Kt
24 Q×B R×B
25 P×B
Impatiently, White burns his bridges. The more rational continuation would be 25 R×Kt (e.g. 25 K×Kt1; 26 Kt—Kt1, B—Kt2; 27 Kt—Kt3, etc.).

25 ....... P×P×P
26 R—Kt1 P—B7
This pawn has become an important asset.

27 R×Kt K—Kt1
An excellent rejoinder. Of course, he could not play 27 Q×Rch; on account of 28 R×Kt1 disch.

28 R×Kt
Holding on desperately to his loot. But he had a better chance of resistance in 28 Q×Kt1, P×R (Q) ch; 29 R×Q, etc.

28 ....... Q—Kt7
29 Q×Q3 B×P
He begins to obtain a return for his investments. A terrible blunder would be 29 R×R; 30 Q×Pch, followed by mate.

30 Q×B R×R
31 Q×Q3
He only anticipates 31 R—Q8ch, after which 32 K—B2, B—B1; 33 Q×Q, etc., would turn the tables in favour of White. A rude awakening awaits him. But White has no satisfactory continuation, as 31 K—B2 is inadmissible by reason of 31 R×P, and if 31 R—B1, R×Kt.

31 ....... Q×Rch
Resigns
A fine battle between two devilish.

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ALEKHINE'S DEFENCE

After 4 K×P×Q, P×Q, Black frees his game without difficulty.

4 ....... Q×P
Here, this stage also, this is better.
4 ....... Q×P
5 K×Kt1
After 5 P×Kt, the simplest continuation is 5 P×P, 6 P×P, B—B4. On the other hand, the following continuation might be fancied for White: 5 P×P, K×P×P; 6 P×Q, P×Q; 7 B—Q3, etc. The position is now reminiscent of the Exchange Variation of the French Defence, with this difference: the absence of the defending Knight (at Kt3) is liable to be awkward for Black.

5 ....... P×Kt
Avoiding the beaten track, Black chooses a slow method of development instead of the usual 5 K×Kt, seeking equality. If 5 P×P; 6 Kt×P.

6 P×Q4 B—Kt2
7 B×Kt4 Castles
8 B—K2
More useful here than 8 B—Q3, K×Kt.

8 ....... Kt—B3
9 P×P B×P
After 9 ... K×P×P, Black's position, with a "hole" at Kt3, would be less compact.

10 Q×Q2 Q×B2
11 Castles
Premature would be 11 B—K6, etc.

11 ....... Kt×P
12 B×Kt6 By playing 11 ... R—Kt, Black could reply to 12 B—K6 by 12 B—R1, preserving this guardian of his King's field.

12 B—K6 A sound exchanging manoeuvre, which weakens the enemy base.

12 ....... B—Kt2
13 B×B K×B
14 Kt—R4 Kt—R4
15 QR—K1 QR—B1
16 B—Q3 P×Kt
17 P×Q×P 17 Q×Q, R×Q; 18 R×R, and White has advantageously recouped himself on the KP. Or 16 KR—Kt1; 17 Q×Kt5, P×B3; 18 Q×Kt3, Q×P; 19 Kt×P, P×Kt; 20 Q×Pch, K—B1; 21 Q—Q6ch, K—Kt1; 22 B—R7ch, with an early mate.

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White

Black

YATES COLLE

(Hastings, 1926)

A game as brilliant as it is instructive. White engineers a side attack (14 Kt—R4), with the base of action (20 P×Kt4), finds a target at Kt7, and leaves his own Queen in prize (24 Kt—K7), finishes in a blaze of glory.

1 P×K4 Kt—B3
2 P—K5 Kt—Q4
3 Kt—Q3
A sound, untimely move, stressing the development of pieces in preference to manœuvres by pawns. Another good move of the same type is 3 B—B4.

Against 3 P×Kt, 4 Q×B3 can be recommended. Similarly, 3 P×Q is less resolute than the move in the text.

4 K×P×Kt After 4 Q×P×Kt, P×Q, Black frees his game without difficulty.

5 ....... Q×P
6 Kt×P
7 B—Kt1 Castles
8 B—K2
More useful here than 8 B—Q3, K×Kt.

8 ....... Kt—B3
9 P×P B×P
After 9 ... K×P×P, Black's position, with a "hole" at Kt3, would be less compact.

10 Q×Q2 Q×B2
11 Castles
Premature would be 11 B—K6, etc.

11 ....... Kt×P
12 B×Kt6 By playing 11 ... R—Kt, Black could reply to 12 B—K6 by 12 B—R1, preserving this guardian of his King's field.

12 B—K6 A sound exchanging manoeuvre, which weakens the enemy base.

12 ....... B—Kt2
13 B×B K×B
14 Kt—R4 Kt—R4
15 QR—K1 QR—B1
16 B—Q3 P×Kt
17 P×Q×P 17 Q×Q, R×Q; 18 R×R, and White has advantageously recoupled himself on the KP. Or 16 KR—Kt1; 17 Q×Kt5, P×B3; 18 Q×Kt3, Q×P; 19 Kt×P, P×Kt; 20 Q×Pch, K—B1; 21 Q—Q6ch, K—Kt1; 22 B—R7ch, with an early mate.
In the following game, the first twenty-five moves are taken up in trench warfare. There then follows the war of movement, of which the break-through at KB6 is the distinctive feature.

On this square occurs the final clash, in which Black thought he could win a piece, only to find himself thwarted by a very fine combination comprising an unexpected sacrifice of the Queen.

1 P-K4 Kt-KB3
2 Kt-QB3 P-Q4
3 P×P Kt×P

It is to be noted that the same position can arise from the Centre Counter Defence (1 P-K4, P-Q4; 2 P×P, Kt-K×B3; 3 Kt-QB3, Kt×P).

4 B-B4 White wishes to clear up the situation in the centre, in preference to simplification by 4 Kt×Kt, Q×Kt; 5 Q×B3, Q×B4; 6 Q×B3, P×Kt; 7 Kt×B3, Kt×B3; 8 Q×Q, Q×Q, etc.

4 ... B-K3 Threatening 5 ... C×Kt, followed by B×B. If, however, 4 ... Kt×Kt, then 5 Kt×P×Kt, but 5 Q×B3, P×Kt; 6 Q×Kt, and White, without doubling his pawns, has obtained a tangible advantage in development.

As, however, the text move is artificial, and the supporting moves 4 P-K3 or 4 ... P×Q are too passive, the rational course is 4 ... Kt×Kt; 5 B×Kt, P×Q, and Black has rapidly surmounted the difficulties of the opening.

5 B×Kt P-KKt3
6 Kt×B B×Kt
7 Castles Castles
8 R-K×Kt P×Q×B

He prefers to maintain the tension in the centre, as, after simplification by 8 ... Kt×Kt; 9 Kt×Kt, B×B; 10 R×P×B, White would still have some superiority of space.

9 Kt×Kt4 Kt×B2
10 P×Q Kt×B
11 Kt×P Kt×Q2
12 P×B P×Q×B
13 P×Q×Kt4 Kt×Q4
14 B×Q R×K1
15 Q×Q×Kt3 P×R×B
16 Kt×B Q×B1
17 R×K×B P×Kt3
18 Kt×Kt Q×Kt
19 Q×R K×P
20 K×Kt Q×Kt2
21 P×B B×Q2

During the phase of development starting from his 8th move, White has succeeded in provoking a number of weakening moves (15 ... P×R×B; 17 ... P×Kt3; 19 ... P×Kt3), and now he will bring back his Queen to the K side.

33 B×Kt A brilliant, if temporary, sacrifice of the Queen.

33 ... Q×Q
34 R×P×ch K×B2
35 Kt×T7×ch K×K3
Or 35 ... K×Kt1; 36 B×B×B, followed by mate. But also, after the text move, Black is in desperate straits.

36 R×B Kt×B2
37 R×P K×B2
38 B×P Kt×B3
39 R×RP Resigns.
16 B—Q2

More pertinent would be 16 Kt—K4, e.g., 16 ... P—B4; 17 Kt—K15, sounding the attack, or 16 ... Q—B2; 17 Kt—B, Q—Kt1; 18 B—Q2, etc., having eliminated an important hostile unit.

16 ... Q—B2
17 Q—B2 P—B5

He tries at all costs to obtain the initiative.

18 P—P Kt—K6

For after 19 B—Kt3, P—P White cannot play 20 Q—Q4, because of 20 ... B—B4, but—at chess—capturing is not compulsory!

19 B—Kt4 P—B4
20 Q—B3 Q—P
21 Kt—B4 Kt—B2
22 K—P1 K—B3

An indirect defence of the QBP (22 ... Q—B; 23 Q—Q1, followed by R—B). If 22 P—Kt5, Kt—Q4, etc. (not 22 ... K—K1; 23 K—B6, etc.), nor 22 P—P; 23 K—B4, P—R; 24 Q—R5, etc.).

22 Q—Q5
23 K—K1 Q—Kt3
24 K—R1 Kt—Q4
25 B—B5

Thus White defends this pawn by advancing it, but leaves his KB guardless. He could have played 25 Q—Kt3.

25 ... Kt—B5

For the time being Black has the upper hand in the pitched battle.

White

Black

TARTAKOWER COLLE

(Nice, 1930)

The technique of the attack, when the adversary has castled on the Q side, is well illustrated in this game.

1 P—K4 Kt—B3
2 Kt—QB3 P—Q4
3 K—P5 Q—Kt2
4 Kt—K6 Leading to interesting operations in the centre.

5 Kt—P K—K3

The position of this well-centralised Knight promises an enduring advantage for White, but there is no weak point in Black's game.

5 ... QKt—B3

Against 5 ... P—QB4 a good continuation for White is 6 P—KB4, Kt—Kt1; 7 B—B4, P—KKt3; 8 Kt—B3, Kt—Kt2; 9 Castles, etc., and the white forces are well co-ordinated.

6 P—Kt3

Lacking in energy would be 6 Kt—Kt1, Kt—Kt1; 7 Q—Kt, Q—Q3; 8 B—K5, B—Q2, etc.

6 ... P—Kt1

With this "extended fianchetto" Black also wants to prevent the advance P—KB4.

7 B—Kt2

If 7 P—Kt4, B—Kt2, threatening 8 Q—Q6 ch.

7 ... B—Kt2
8 Q—Kt3 Kt—K13
9 B—Q3 Q—Q3
10 Q—Q2 A fata morgana would be 10 B—Kt4 ch, Q—B; 11 P—Q5, because of the interpolation 11 ... B—B5 ch, and Black saves his piece with advantage.

10 ... B—B5
11 Castles (QR)
12 Kt—K2 Kt—B5
After 12 ... Q—Kt5, White obtains the initiative by 13 Q—Q3.

13 Kt—B4 Kt—Kt4

More solid is 13 ... Q—Kt4, after which the correct reply is 14 P—Q5.

14 Kt—B4 Q—Kt1

On account of the weakness of his doubled KBP, Black avoids the exchange of Queens which would occur after 14 ... Q—Kt5 (15 B—Kt6, Q—Q4 ch; 16 R—Q, B—B; 17 P—KB3, etc.).

15 P—Q5

If 15 P—KB3, Kt—Kt1.

16 Q—P X+P

The gain of a piece by 16 P—Kt1, B—P; 17 Q—R5, P—P; 18 R—K, B—R; 19 R—B1, Q—R3 ch; 20 K—Kt1, Q—P, etc., would be a disunion, as then Black's attack would prevail.

16 ... B—B4
17 K—B Q—Q3
18 B—Kt1 B—B
19 Q—P Q—B3

Consisting the QP, for if 19 ... B—P; 20 R—X B.

19 ... B—Kt4
20 P—Q6 KP—P

Not 20 ... BP—P; 21 Kt—K5 dis ch, nor 20 ... B—Kt1; 21 P—KP.
21 KR-Kt1 Q-R4
If 21 ... Q—R3; 22 Kt x P ch, followed by Kt x BP, winning the exchange.

22 R—Q5 Q x RP
23 Kt x P ch K—Kt1
24 Kt x B
Most provoking! Both white Rooks are "in the air," and neither can be taken (24 ... R x R; 25 Q x R ch, or 24 ... Q x R; 25 Q x P ch).

24 ... P x Kt
25 KR—Q1 R—Q1
If 25 ... R x R; 26 R—Q1.

26 R x P P—Q3
Preventing 27 Q—B6. If 26 ... K—R1; 27 Q—R5 ch, K—Kt1; 28 R x P ch, K x R; 29 Q x Kt5 ch, K—R2; 30 R—Q4, and wins.

27 R—K5
If 27 R—Q5, R—B2.

27 ... R—B2
Guarding the second rank. If 27 ... Q—Q1; 28 R x R ch, R x R; 29 R x Kt.

28 R x Q5
The right move at the right time. The text move is effected with the gain of a tempo (attack on the KR), and, incidentally, Black's ... Q—B2 is now prevented.

28 ... R—K1
29 Q—Q4
Threatening a smothered mate. White's attack proceeds—rigid and rectangular.

29 ... QR—K2
30 P—K4 Q x Kt
31 Q—Kt6 Q—Kt2 ch
32 P—B3 K x P1 Or 32 ... R—K7 ch; 33 K—R3 (the only correct move, for if 33 K—Kt1, Q—Kt3 ch; 34 K—R1, Q—B3, etc.); 33 ... Q—B1 ch (33 ... Q x P; 34 R x Q ch; 34 P x Kt; K x Kt; 35 R—R7, and Black is defenceless.

33 R—R7
A most instructive regrouping, threatening 34 Q—R5 and 35 R—R8 mate. If now 33 ... R—K7 ch; 34 K—R1, Q—K2; 35 Q x R, etc. Black resigns.

34 White Black

SPIELMANN LANDAU

(Match, Amsterdam, 1933)

The following game provides a beautiful example of a blockade, instituted as early as the 4th move (4 P—K6), and maintained so skillfully that Black up to the very end has no chance of liberating his game.

1 P—K4 Kt—KB3
2 P—Q3 Kt—QB3

Besides this defence by a piece and the defence by displacement (2 P—K5), the defence by a pawn (2 P—Q3) is also playable. A curious continuation could be: 2 P—Q3, P—K4 (or 2 ... P—Q4, or the non-committal 2 ... P—B4); 3 P—KB4, B—B4 (better is 3 ... Kt—B3); 4 P x P, Kt x P (consistent, but risky); 5 P x Kt (acceptance of the sacrifice leads to a draw; its refutation can be attempted by 5 Q x Kt4, P x Q; 6 P x Q, etc.); 5 ... Q—R5 ch; 6 K—Q2 (the only correct reply); 6 ... B x Kt; 7 R x B, Q—B7 ch; 8 K x Kt, Q—Q5 ch; 9 B x Q3 Q—B7 ch, with perpetual check.

2 ... 3 P—K5 Kt x Q4
4 P—K6 x P

Or 4 ... Kt—KB3; 5 P x P ch, K x P; 6 Kt—B3, and the persecution of the black King goes on.

5 P x P
Best, however, is 5 Kt—B3, for after the move in the text Black could have restored his chances by giving back the pawn at once, by 5 ... P—K4 (e.g. 6 P x P, P x Kt, etc.), or 6 Kt x P, P x P; 7 Q x P, P x Kt4, etc.).

5 ... Kt—KB3

By neglecting the opportunity shown above of liberating his game by 5 ... P—K4, Black resigns himself to an almost permanent state of misery. Useless also would be 5 ... P—B4 (because of 6 Kt—B3), as well as 5 ... P—Kt x Kt3 (again because of 6 Kt—B3).

6 Kt—B3
Against 6 B—KB4 the lateral demonstration 6 ... P—B4 would be more effective than in the actual game.

6 ... P—B4
Too submissive would be 6 ... P—B3

(7 B—KB4, QKt—Q2; 8 B—Q3, with an effective blockade), and too optimistic 6 ... P—Kt x Kt5, QKt—Q2; 8 B x P, B—B4; 9 B x Kt, B—K2; 10 B—Q3, etc., controlling the highways and by-ways.

7 P x P
Here is one pawn "come home." Another continuation, based on an important diagonal, is 7 B—KB4 (if 7 ... Kt—B3; 8 Kt—QKt5).

7 ... Kt—B3
Q x P, e.g. 7 ... Q—Q2; 8 Kt—QKt5, Q x P; 9 B x Kt, Kt—QKt5 ch; 10 P x B, Q x R; 11 P—QKt4, Q x Q; 12 B—KB4, Kt—Kt3; 13 QKt—Q4, and Black's troubles are only beginning.

Relatively best would be 7 ... Q—R4; 8 B—KB4, B—Q2, etc., trying to complete his development under the enemy's fire.

8 B—KtQ5
If 8 B—KB4, Q—R4.

9 ... B—Q2
9 Castles Q—B2

If 9 ... P—K4; 10 QKt x P.

10 R—K1
P—K3
Or, e.g. 10 ... P—Kt1; 11 Kt—Kt5 Q—B1; 12 B x Kt, P x P; 13 Q—K2, B—Kt2; 14 B—Q2 (better than the immediate harvest by 14 Kt x KP, B x Kt; 15 Q x B, Q x Q; 16 R x Q, K—Q2; 17 R x Kt, Q x QKt1, etc.); 14 ... R—KQKt1; 15 QR—Kt1, and White holds on to his prey.

11 B x Kt P x B
12 Kt—K5 P—K4
In order to develop the KB as best he can. After 12 ... Castles (13 Kt—B7), or 12 ... R x Kt; 13 Kt x Kt6, Castles; 14 Q—Q3, and the KB remains entombed.

13 Q—Q3 R—KtKt1
14 P x QKt4 B—Kt2

After 14 ... P x QKt4; 15 R—K1, it is White who obtains a fresh base for action.

15 Q—Kt6 ch K—Q1
16 B—Q7 B—K1
As White threatened to win the KP by

17 Kt x B, Black decides to give it up of his own free will, for if 16 ... B—Q1; 17 Kt—K4.

17 Q x P R—KB1
18 P—Kt5
Rupturing the front.

18 ... Kt—K5
A desperate attempt (19 Kt x Kt, B x Kt). If 18 ... P x P; 19 Kt x QP, Q x P; 20 R—Q1, Q x Q (hoping for 21 Kt x Kt, Q x P ch; 22 K—R1, Q—B8 ch, followed by mate! If 20 ... B—Q1; 21 Kt x Kt, and if 20 ... Q x Q; 21 Kt—K3; 21 B—K3, Q,R—Q6 (21 ... Q x Q; 22 Kt—B6 ch, K—B1; 23 KKt x KP ch); 22 Kt—QKt6, and wins.

19 R x Kt
This sacrifice, completed by another, is easy to see, but very logical.

19 ... P x R
20 B—B4 B x Kt
21 B x B Q—Q2
Despair, for if 21 ... Q—B1; 22 R—Q ch, B—Q2; 23 P x P.

22 R—Q1 P x P
23 R x Q ch B x R
24 Q x P R—KtKt1
25 P x Kt B x Kt
26 Kt x KP Resigns.
21. NIMZOWITSCH'S DEFENCE

White        Black
WILLIAMS      KENNEDY
(London, 1848)

Here both contestants play for the advantage of their KBP, in which both succeed almost at the same time. After the resulting clash, the first to achieve it (12 ... P—KB4) also reaps the harvest. A very old game employing a very modern defence (1 ... Kt—Q3).

1 P—K4       Kt—QB3

This move was subjected in 1919 to an exhaustive study by Nimzowitsch, and proved to be sound. As in the case of Alkhone's Defence, the second player is not afraid of an advance in the centre by hostile pawns, provided his own lines of communication are neither cut nor impaired.

2 P—Q4       P—K4

Inviting his opponent to revert to the Scotch Opening, but it leaves him the option of more intense continuations. A more resolute defence results from 2 ... P—Q4.

3 P—Q5

This advance, which blocks the centre, has little substance. But 3 P×P, Kt×P; 4 P—KB4 holds out prospects of a tangible advantage.

3 ...       QKt—Q2

4 Kt—KB3

Mechanical development. Ineffective also would be 4 P—Q6, P×P; 5 Q×P, Kt—QB3; 6 Q—Q1, Kt—B3; 7 B—Q3, P×Q, and Black has a free game. If 4 P—KB4, P×P; 5 B×P, Kt×Kt3, Black exercises firm control of the central square at his K4.

Therefore the plan of campaign 4 B—Q3, followed by KtKt—K2, Castles and P—KB4, is to be recommended.

4 ...       Kt—K3

Hoping to restrict the activities of the adverse KB, but Black finds a way of turning this important piece to account.

5 ...       B—Kt5 ch

6 P—B3       B—R4

7 B—Q3       B—Kt3

8 Castles     KKt—K2

Black refrains from obstructing, by 8 ... Kt—B3, the promising advance of his KBP.

9 Q—Q2       P—Q3

10 P—B4

He vacates the normal square of development of his QKt, but at the cost of valuable time. Besides, as can be seen, White's KB has little breathing space.

Therefore the development of the QKt at Q3 deserves to be taken into consideration.

10 ...       Castles

11 Kt—B3     B—R4

Preventing White from gaining space on the Q side by 12 P—QKt4.

12 Kt—K1

With the object of opening the KB file, which, however, proves of little substance. The pertinent 12 P—Q3 is to be recommended.

12 ...       P—KB4

Carefully prepared, this lateral offensive proves effective. Threat: 13 ... P—B5, winning a piece. Technically this advance represents a natural reaction against the sterile closing of the centre by 3 P—Q5.

13 P—B4

With this counter-thrust, White fights for the initiative, but si duo faciant idem, non est idem! It would be wiser for White to restrict himself to a passive defence by 13 B—Q3.

13 ...       BP×P

14 B×KP       B—B4

15 B×B       Kt×B

16 P×P

A serious mistake, which costs a piece. But in any event, White loses at least a pawn, e.g. 16 K—R1, Kt×B; 17 Q×Kt, Kt×P, etc.

16 ...       Kt×B

Resigns

(17 Q×Kt, B—Kt3.)
NIMZOWITSCH'S DEFENCE

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4 P—K5
He seeks to tie up the centre, in preference to simplifying matters by 4 P×P, P×P, which, at one stroke, would liberate the black QB, e.g. 5 Kt—B3, P—Kt5, etc., or 5 B×Kt, B—KB4; 6 B—Q3, Kt—K2, Kt—K2, and Black has satisfactorily overcome the difficulties of the opening.

4 P×P
If 4 ... QKt—Q2; 5 QKt—Q2, P×QB; 6 P×QB, maintaining his chain of pawns.

5 Kt—B3
Instead of this conventional development, 5 Kt—K2, with P—Kt3, B—Kt2, and Castles, would conform to the needs of the situation.

5 P×P
Solving the arduous problem of the development of his QB, and succeeding at the same time in eliminating its dangerous counterpart.

6 Kt—K2
A mechanical movement. But if, e.g., 6 P×P, Q—Q3, with the control of the contested diagonal KB1—Q6, there follows 6 ... P×P; 7 B—B3, P×B, and Black attains his object.

The best is therefore 6 B—K2.

6 B—K2

7 Kt—Kt3

8 K×B

The white King forgoes casting. In addition, in consequence of the advance of his KP and of the disappearance of his KB, White's weakness on the white squares will become painfully evident. Black already has the initiative.

8 P×P

9 B—Kt5

10 Q—Q3

11 P×P

Black can afford to act in separate detachments.

12 Kt—K2

13 P×Kt3

14 QKt—K2

15 Kt—Kt1

Undermining the hostile pawn chain at its apex (K5), soon to be followed by the undermining of its base (Q4).

16 Kt—B3

Q—Q2

A waiting policy. Premature would be 16 ... P×QB4 (17 Q—Kt5 ch), and even

16 ... Castles (17 P—KKt3, making use of the KR for a flank attack).

17 K—K2

P—QB4

Containing the tactical menace 18 ... Q—B2.

18 P×QB4

The crisis. White also tries to obtain a base of action in the centre, for if 18 KP×P, then, not heedlessly, 18 ... Q—B2, interfering with White's artificial castling.

18 Q—B2

Stressing his threat to win a vital pawn by 19 ... KtP×P.

19 P×P

Q—B5

20 Q—B2

P×QB

21 KtP×Kt Castles KR

22 Kt—B3

P×P

23 Kt×KP

Kt×Kt

24 P×Kt

Hoping to obtain a valuable asset in this passed pawn.

If 24 R×Kt, then, without misgivings, 24 ... Kt—B3; 25 Kt×P, Q×Q; 26 Q×P, Kt×Kt (or 27 Kt×Kt, P×B ch, K—K1, and wins); 27 ... Q×P ch; 28 P×B, Q×B, and Black must win.

24 P×Q

P×Q

A well-considered advance.

25 Kt—Kt5

Q—B4

26 Kt×Q

P×Q

Continuing his concentric manoeuvres. This plan would be frustrated if Black were satisfied with half-measures, e.g. 26 P×QKt; 27 QR—Q1, P×Q; 28 R×P, P×R; 29 R—Q2, and White is out of danger.

27 Q×P ch

Q×Q

28 KtP×Q

R×P

29 QR—Q1

R—Q1

Intending to play 30 ... QR—B7 in answer to 30 Kt—Q6. If at once 29 ... R—Q1, however, then 30 Kt—Q6 would obstruct the Q file.

30 Kt—K3

R—Q1

31 Kt—B4

Kt—B4

Again preventing 32 Kt×Q6 (32 ... Kt×Kt; 33 R×P, Kt×Kt; 34 R×R ch, Kt×R; 35 P×Kt, Kt×P; 36 R×Kt, R×P; and threatening 37 ... P×QKt4).

32 R×P

R×R

33 R—K4

R—B2

If 33 R—Q2, R—B5.

33 R—K7

Extending his zone of influence.

34 R—B4

Not 34 R×R, P×R; 35 R—K1, Kt—Kt6, etc., and still less 34 R×Q, R×R; 35 R×R, R×Kt, winning a piece.

34 K—K3

35 R—K4

P—Q7

An important step forward.

36 R—Kt6 ch

K—B2

37 R—K4

R—P

With the convincing threat of 38 P—QKt4, and if 38 Kt×P, R×Kt, etc.

38 R—B4

K—K3

39 Kt—Q6

Kt—K6

Resigns.

White
Black

KASHDAN
FLOHR

(Hamburg, 1930)

A magnificent contest between young representatives of the Old and the New World. Its feature is the subtle end-game play, the winning combination being reminiscent of an end-game study.
Besides this plausible development, Black can play 3 ... P–B3, or the more reserved 3 ... P–K3.

4 P–QB3
Or at once 4 Kt–K2, e.g. 4 ... P–K3 (if 4 ... Kt–K1; 5 Kt–R3); 5 Kt–K13, B–K13; 6 P–KR4, P–KR4; 7 B–K2, B–K2, etc.

4 ... P–K3
A more ambitious plan is 4 ... P–B3, e.g. 5 P–KB4, B–K5, or 5 Kt–B3, B–Kt5, etc.

5 Kt–K2
More pertinent than 5 B–Q3, KKt–K2; 6 Kt–K2, Q–Q2, etc.

5 ... Kt–Kt2
6 Kt–Kt3 B–Kt3
7 B–Q3 Q–Q2
8 Q–B3 P–Kt1
He turns his attention to the Q side.

9 Kt–Q2 Kt–R4
With a view to ... P–QB4, gradually obtaining control of the white squares (especially at QB5 and KB4).

10 P–KR4 B–B
11 Q×B P–QB4
12 P–B4
With this violent counter, White fights for the initiative.

12 ... P–Kt1
13 P×P Kt–B5
Willy play, for acceptance of the proffered pawn would lead to disappointment after 14 Kt×Kt, P×Kt; 15 Q×BP, R–B1, followed by 16 ... Kt–B3.

14 P–R5 R–B1
15 P–R6
Driving a wedge into the enemy lines.

15 ... P–Kt1
16 Kt–B3 Kt–B4
17 P–R3 Q–R5
With the incidental threat 18 ... B×P ch.

18 R–QKt1 P–R4
19 Kt–K2
With perfect composure, White awaits the storm.

19 ... P×P
20 P–Kt4
Forcing the gain of a piece, which Black must sacrifice, unless he wishes to abandon the attack after 20 ... P–Kt2; 21 P×P, P–Kt–B3; 22 P–Kt5, etc. The sacrifice, however, of a piece for three pawns (of which two are united passed pawns) is promising.

20 ... P×P
21 P×Kt Kt×P
22 R–Kt1 P–Kt4
23 Kt×Q Kt×Kt
A better would be at once 23 ... P–Kt5.

24 B×Kt P–Kt5
25 R–Kt3 R–B5
26 Kt–B1 Q–Q2
27 Kt–Kt3
Now the hostile pawn mass is held up.

27 ... Q–B2
28 K–K2 K–Q2
29 QR–Kt1 R–B7
30 R–Kt6 R–R
31 R×R B–K2
32 Q–Kt5 ch Q–B3
33 Q–Kt8 Q–R3 ch
34 K–Q1 R–B1
35 R–R Q×R
36 Q×Q ch K×Q
37 K–B2 K–K2
38 Kt–B1 B–K3
39 Kt–Kt3 K–K4
40 Kt–R2
The fixed pawns will now be captured ruthlessly, but Black's resistance is still strong.

40 ... B–R5
41 B–K1 P–B3
42 Kt×P P×P
43 P×P B–Kt4
44 Kt–B2 K–B3
45 Kt–Q4 ch K–Q2
46 K×P B×P
47 K–Kt3 B–B5
48 B–B3 P–R4
49 B–B3
Relieving the Knight in the defence of the all-important KP, for otherwise Black would threaten 49 ... P–R5.

49 ... B–R3
50 B–K14 B–K2
51 B–Q6 R–B3
52 Kt–B3 Kt–B2
53 Kt–Q3 R–B3
54 K–K2 B–B8
55 K–B1 B–Kt7
56 B–B5 K–B3
57 B–Q4 B–B8
58 K–K2
Interrupting for the moment a long and methodical journey.

58 ... B–B5
59 B–K3
There follows an ending which, for all its clear-cut features, still requires much finesse.

59 ... P×P
60 P–B B–B
Against this astute attempt, White needs to be very cautious.

61 P–P
A mistake would be 61 Kt×P ch, K–Q4; 62 Kt–B3, K–K5; 63 K–B2, P–B5, etc., with a draw in sight.

61 ... K–Q4
62 K–Kt3 K–K5
63 Kt–Kt5 ch
This problem-like turn, giving up matter (QP) for space (square at KB4), is the only way to victory.

63 ... K×P
64 K–B4 K–Q4
65 Kt–B3
A little Zugzwang.

65 ... K–B5
66 K–Kt5 K–Q4
67 K×B
Or 67 ... K–K5; 68 Kt–Kt5 ch, K–K6; 69 Kt×P, P–B5; 70 Kt×P, K×Kt; 71 P–K6, P–R5; 72 P–K7, etc., winning by one tempo.

68 Kt–R4
Bringing about, in a nicely calculated manner, an end-game with the Queens on the board. Another way to win would be 68 Kt×Kt5, P–R5; 69 Kt×P, P–B6; 70 Kt–B4 ch, K–K5; 71 Kt–R3, K–K6; 72 K–Kt5, etc.

58 ... P×P
Better would be 58 ... Kt–B6.

61 Kt×P Kt×Kt ch
7 Q×Kt Kt–B3
8 B–KB4
Threat: 9 Kt–Kt5.

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White  Black
MILNER-BARRY MIESES
(Margate, 1935)

In the following game White, by the positional sacrifice of a pawn (5 P–KB3), obtains a converging pressure on the K side, effects a turning movement against the opposing King's defences (14 P–KR4), and crowns his attack on the critical KR file with a most impressive finish.

1 P–K4 Kt–QB3
2 P–Q4 P–Q4
3 Kt–QB3
Planning to disrupt the centre, instead of simplification by 3 P×P, or mummification by 3 P–K5.

3 ... P×P
4 P–Q5 Kt–K4
A faux pas. After the circumspect continuation 4 ... Kt–K1; 5 Kt×P, P–K3, or 5 B–QB4, Kt–KB3, etc., Black holds his own.

5 P–B3
Without risking this "gambit continuation," White can already obtain a considerable positional advantage by effecting the centralising manœuvre 5 Q–Q4.

5 ... P×P
Better would be 5 ... P–K6.

6 Kt×P Kt×Kt ch
7 Q×Kt Kt–B3
8 B–KB4
Threat: 9 Kt–Kt5.
500 MASTER GAMES

8 P-QR3
9 P-KR3 P-KKt3
If 9 B-B4; 10 QB x P. The text move is to further the development of both the KB and the QB, which White, however, is going to prevent in no uncertain fashion.

10 P-KKt4 B-Kt2
11 Castles
White already has a decided advantage in mobility.

11 B-Q2
Better, in any case, would be 11 Castles (and if 12 Q-Kt3, Kt-K1).

12 Q-Kt3 R-QB1
13 B-K2 Castles
14 P-KR4
Heralding the assault.

14 B x B
15 P-R5 Kt x QP
16 B x P B-Kt1
Trying to check the fatal course of events, for if 16 Kt x B; 17 Q x Kt, BP x P; 18 B x B, etc., or 16 B-Kt1; 17 P x Kt, etc., or 16 B x P; 17 B-K5, etc., or finally, 16 R x P; 17 Q x R, K x B1; 18 Q x R7, etc.

22. FIANCHETTO DEFENCES

White
Black

PAULSEN
OWEN

(London, 1862)

In this very lively game, Black's violent thrust 4 . . . P-KB4 only helps the impetus of the hostile forces. Posted on effective diagonals, White's Bishops prove more useful than his opponent's artillery.

1 P-K4 P-QKt3
"Fianchetto di Donna," which allows White to occupy the centre, but preserves its distant control.

2 P-KKt3
Instead of this Counter-Fianchetto, 2 P-Q4 is very much to the point. A game Tchigorin-Skipworth, London, 1883, took the following course: 2 P-Q4, B-Kt2; 3 B-Q3, P x Kt (a win-o'-the-warp would be 3 P x P; 4 P x P, B x P; 5 Q x R5 ch, Kt-KT3; 6 P x P, Kt-KB3; 7 P x P dis ch, K x Q; 8 B-Kt1 mate); 4 Kt-KR3 (or, with less originality, 4 P-QB4, Kt-KB3; 5 Kt-QB3, K x Kt; 6 Q-K2, etc., or 4 K x Kt, P-QB4; 5 P-Kt3, P x Q; 6 Castles, Kt-Q2; 7 R-K1, or again, 4 B-Kt1, P-Kt3; 5 Kt-Q2, B-KKt2; 6 Kt-Q3, B-Kt1; 7 Q-K2, etc., always with a powerful instrument in the centre for White); 4 . . . Kt-KB3; 5 Kt-B3, B-Kt5; 6 Q-K2, P x KB3; 7 Castles, B-KB1; 8 P x B, P-Q4; 9 P-Kt5, KQ x Q; 10 Q-Kt4, K-K1; 11 Kt-B4, Q-K2; 12 R x Kt, B x R3; 13 P x B, B x P (relatively best is 13 P x Q); 14 B x B, P x B; 15 Q x B, P x B; 16 Kt x Kt6, ch, resigns.

2 . . . P-K3
Or at once 2 B-Kt2; 3 B-Kt2, P x P-Kt4; 4 P-Q3 (incorrect would be 4 P x P, B x P; 5 Q x R5 ch, P x Kt3; 6 P x P, B-KKt2; 7 P x P dis ch, K-B1; 8 x Kt (O) ch, K x Q, and wins); 4 . . . Kt-KB3; 5 Kt-QB3, and White retains control of K4.

3 B-Kt2 B x Kt2
4 Kt-QB3 P x Kt
Hazardous. Better is 4 P-Q4.
Old Indian Defence: 1 .... P—Q3, e.g.,
Hammelsch—Ni., Vienna, 1899: 2 P—Q4,
Kt—Q2; 3 B—QB4, P—Kt1; 4 Kt—KB3,
Kt—B3; 5 B—Bch, Kt—B; 6 Kt—Kt5 ch,
and Black resigns, for if 6 .... K—B3,
Q—B3 mate, or 6 .... K—Kt1; 7 Kt—K6,
and the Queen is lost, and if 6 .... K—B1;
7 Kt—K6 ch, forking the King and Queen.

2 P—Q4
Occupation of the centre—what could be
more natural? But as the opposing Kt
will be able to exercise pressure on White's
Q4, other continuations are worthy of con-
"2 Kt—KB3, B—Kt2; 3 B—B4, P—QB4;
4 Castles, Kt—QB3; 5 P—B3, etc.; or
2 P—K4, B—Kt4; 3 Kt—KB3, P—QB4;
4 B—B4 (or 4 P—Q4, P—Q4; 5 Kt—B3,
2 .......
3 P—QB3
At the cross-roads! Although the idea of
strengthening the centre is good, it is wiser
to attend to immediate development, e.g.
3 Kt—KB3, P—Q3; 4 Kt—B3, Kt—KB3;
5 P—K3, Castles; 6 B—K3, etc., or
3 P—K4, P—Q3; 4 P—K3, B—KB3;
5 B—Q3, Castles; 6 P—K5, Kt—Q2;
7 Kt—B3, P—QB4; 8 Castles, Q—Kt3;
9 K—Kt1, etc.

3 .........
P—Kt3
Instead of the slow method of the double
fianchetto, Black should have freed himself
in the centre by 3 .... P—Q4, or even by
3 .... P—K4, etc.

4 B—K3

5 Kt—Q2

6 Kt—B3

7 P—P

8 B—QB4

9 Q—K2

10 K—Kt4

A well-known scheme, which stresses the
vulnerability of the King's Fianchetto. In
order to be fully effective, this attack must
be accompanied by the attacker's King with-
drawing on to the opposite wing.

10 .......
Kt—Q2

Hastening to replace the Kt on its
defensive post at KB3, but even this
momentary defection will have painful con-
sequences.

if 10 .... P—KR4; 11 P—Kt4, P—P;
12 Kt—Kt5, etc.
BOOK III

CLOSED GAMES
23. QUEEN'S GAMBIT ACCEPTED

White DE LA BOURDONNAIS
Black McDONELL

(Match, 1834)

A game of outstanding merit, in which the principal feature is a positional sacrifice of the Queen for two minor pieces. Black's steady and increasing pressure of all his forces brings in a handsome return in position as well as in material. A triumph for coordination!

1 P—Q4 P—Q4
2 P—QB4 P×P
An attempt to refute the gambit by accepting it.

3 P—K4
Too abrupt an advance.

3P—K4
The correct reply.

4 P—Q5 P—KB4
Another plucky idea is 4 ... Kt—KB3; 5 Kt—QB3, B—QB4; 6 B×P, Kt—Kt5, and Black has the lead.

5 Kt—QB3 Kt—KB3
6 B×P B—B4
Much less ambitious is 6 ... B—Q3, as played in a game Owen—Boden, London, 1867, which continued: 7 Kt—B3, P×P (better here or on the next move 7 ... Castles); 8 Kt—Kt5, B—KB4; 9 Q×R, Q×Q; 10 Kt—QKt4, Q×Q; 11 Castles, P—QR3; 12 B—Kt5, R—QB1; 13 B—B4, P—R3; 14 B×Kt, Q×B; 15 P×P, B×P; 16 R×B, Q×R; 17 R—KB1, Q—Kt5; 18 B—K2, Q—R5; 19 P—Kt5, B×P; 20 B—R5, and wins.

7 Kt—B3 Q—K2
8 B—Kt5 B×P ch
A successful raid. Of course not 8 ... Castles (9 P—Q6 dis ch) nor 8 ... P×P (9 Kt×P), but the simple counter 8 ... P—Kt3 is playable.

9 K—B1
If, sceptically, 9 K×B, then neither 9 ... Q—B4 ch; 10 K—K1, Q×B; 11 Kt×P, Q×Kt5; 12 B×Kt, and wins, nor 9 ... Kt—Kt5 ch; 10 K—K1, Q—B4; 11 Q×Kt, etc., but, artistically, 9 ... P×P; 10 B×Kt, Q—B4 ch; 11 K—K1, P×Kt; 12 B—Kt5 ch, P—B3, and Black recovers his piece and seizes the initiative.

9 P—Q6
A serious effort to contest the initiative.

12 P×P
Most unexpectedly, Black decides on a rare combination, giving up two pieces for the Queen, with fine prospects.

14 B×Q Kt—K6 ch
15 K—K1
After 15 Q×Kt, B×Q; 16 B×P, B×Kt; 17 P×B, B×Q5; 18 P—Kt3, Kt—B3, etc., Black would close his account with a valuable pawn to his credit.

15 K—B
16 Q—Q3 R—Q1
Too niggardly would be 16 ... Kt×R.

17 R—Q2 Kt—B3
Again he scorns the bait 17 ... B—QR4.

18 P—QKt3
If 18 P—QR3, B×Kt; 19 P×B, Kt—Q5; 20 R—B1, QR—B1, etc.

18 B—Q4
19 P—QR3 QR—B1
20 R—Kt1 P—QKt4
This well-prepared sacrifice gains an important tempo.

21 B×P B—Kt
22 P×B Kt—Q5
23 B—B4
He closes at least the open QB file, but meanwhile Black's cavalry has overrun the position.

23 K—B2 Kt—P ch
24 K—K2 Kt—QR
The purely positional sacrifice of the Queen
has paid enormous dividends, but White has
still something to say.

25 R×P ch  K×B3
26 R×B7 ch  K×K13
27 R×K7
If 25 R×QRP, B×K13; 28 R×K17, K×B dis ch.
27 . . . .  Kt×(Q7)×B
28 P×Kt  R×P
29 Q×Kt1
After endless difficulties the Queen has at
last obtained some degree of freedom, and
now threatens 30 Q×K1 ch.

29 . . . .  B×Kt13
A pretty rejoinder, (30 Q×K1 ch, Kt×K15
db ch).

30 K×B3  R×B6
The same motif.

31 Q×R2
Or, e.g. 31 K×K2, R×B7 ch; 32 K×B3
(32 K×Q3, KR×Q1); 32 . . . .  Kt×K17;
33 K×Kt4 (33 Q×R, Kt×K8 ch); 33 . . . .
R×B6, with a mating net.

31 . . . .  Kt×B5 dis ch
Eliminating the threat 32 Q×B7 ch.

32 K×Kt4
For if 32 K×K2, P×B6 ch, and if
32 K×Kt2, R×B7 ch.

32 . . . .  R×Kt11
Threatening 33 . . . .  P×R4 ch, 34 K×R4,
B×Q1; etc., which forces the adversary
to throw more ballast overboard.

33 R×B  P×R
34 K×R4  K×B3
35 Q×K2  R×Kt13
36 Q×R3  Kt×K6
Resigns.

White  353
DE LA MCDONNELL
BOURDONNAS
(Match, 1834)

White prettily demonstrates that the isola-
ted QP is not necessarily a disadvantage.
Here it supports the Knight on outpost duty
at K5, and exercises an increasing pressure
on the opened K file. A double sacrifice (of
the exchange, and then of a Bishop) leads to
a ruthless King hunt—a most artistic execu-
tion of a well-known theme.

1 P×Q4  P×Q4
2 P×Q4  P×P
3 P×K3
A cautious move, with, however, some
valuable points.

3 . . . .  P×K4
Energetic. A quiet continuation is 3 . . . .
Kt×Kt3; 4 B×P, etc. Bad would be 3 . . . .
P×QK14; 4 P×Q, e.g. 4 . . . .
P×QK3; 5 P×P, P×P; 6 Q×Q, and wins.
Or 4 . . . .  B×Q2; 5 P×P, B×P; 6 P×QKt3,
and White very advantageously recovers
the gambit pawn.

4 B×P
He allows his QP to be isolated, deeming
the resulting compensations to be adequate.
Bad would be the liquidation by 4 P×P,
P×Q ch; 5 K×Q, B×K3, and Black has a
very good game.

4 . . . .  P×P
5 P×P  Kt×Kt3
Reserving the option of developing his
KB in one of three ways. As it is at present
difficultly possible to threaten the QP, the
most active would be 5 . . . .  B×Q3 now or
on the next move. Of no value would be
5 . . . .  B×Kt5 ch; 6 Kt×B3, Kt×KB3;
7 Q×Kt3 (avoiding the blunder 7 B×P ch,
K×B; 8 Q×Kt3 ch, Kt×Q4, and Black
remains with a piece ahead); 7 . . . .
B×Kt ch; 8 P×B, and White has a reinforced
centre and two Bishops.

6 Q×Kt13
Or 6 Kt×KB3, B×Q3. Useless would be
6 Q×Kt3, Q×K2 ch; 7 B×K3, Q×Kt5
ch, with an exchange of Queens.

6 . . . .  B×K2
7 Kt×B3 Castles
8 B×K3
Or, in order to proceed with the utmost
soundness, first 8 P×Kt3 (preventing the
doubles 8 . . . .  B×Kt5 or 8 . . . .
Kt×Kt5), and then only 9 K×B3.

8 . . . .  P×B3
To restrain White's QP, but 8 . . . .
B×QKt5, with . . . .  Qkt×Q2 or
Kt×B3, would lead to a freer game.

9 P×Kt3  QKt×Q2
10 B×Kt3  Kt×Kt3
11 Castles  Kt×Q4
12 P×Q4  P×Q4
13 Kt×K5
Boldly seeking adventure.

13 . . . .  B×K3
A cumbrous defence, although the black
QB will now become active. If

13 . . . .  B×KB4; 14 Q×B3. Of little use
would be 13 . . . .  Kt×B8; 14 P×Kt1, B×B3;
15 Q×R5, Q×K2; 16 R×B3, and again
White's centre is strengthened, and in
addition he has a base of action in the KB
file. If 13 . . . .  P×B3; 14 Kt×Q3, etc.
Therefore 13 . . . .  P×KB4 at once is a valid
scheme.

14 B×B2
Eviding multiple exchanges (by 14 . . . .
Kt×B8; 15 P×Kt1, B×B; 16 Q×B, Kt×Q4,
etc.), and stressing the high value of the
diagonal QKt1—K7.

14 . . . .  P×KB4
15 Q×K2  P×B5
16 B×Q  Q×K1
He threatens to win a pawn by 18 Kt×P.

17 . . . .  B×B2
18 Q×K4
Entering a phase of threats and direct
action.

18 . . . .  P×Kt3
Or 18 . . . .  Kt×B3; 19 Q×KBP.
19 B×P  Kt×B
20 Q×Kt  B×B5
Presenting his bill.

21 Q×R6
At last he unveils his plans. In order to
win material Black has had to weaken and
deplete the King's field.

21 . . . .  B×R
22 B×P
A complementary sacrifice.

22 . . . .  P×B
23 Kt×KtP  Kt×B1
If 23 . . . .  R×B2; 24 Q×R8 mate.

24 Q×R8 ch
The final assault.

24 . . . .  K×B2
25 Q×R7 ch  K×B3
26 Kt×B4  B×Q6
Desperation! The object of this move
apart from preventing mate is to reply to 27
Q×B or 27 Kt×B with 27 . . . .  Q×B2.

27 R×Kt6 ch  K×Kt4
28 Q×R6 ch  K×B4
29 P×Kt4 mate.

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White  Black
MARSHALL JANOWSKI
(Ostend, 1907)

Here Black tries to play at being a "cave
man." He creates an outpost at K5, places
his KB on a menacing diagonal (7 . . . .
B×Q3), castles on the opposite wing, and
throws his pawns forward in an illusory
attack (13 . . . .  P×Kt4), only to meet
with a crushing defeat. Not content with a
scientific barrage, White himself embarks on
a fierce counter-attack (13 P×QKt4).

1 P×Q4  P×Q4
2 P×Q4  P×P
3 P×K3
A favourite continuation of Marshall's.

3 . . . .  P×K4
4 B×P  Kt×Q3
Instead of applying a clear and unpre-
tentious strategy by 4 . . . .  P×P; 5 P×P,
B×Q3, Black indicates by his last move
that he holds bolder ambitions.

5 Kt×B3
Demanding a settlement in the centre.
5 P×Q5, QKt×K2 would unnecessarily
close the main road to traffic.

5 . . . .  P×K5
He is practically compelled to commit
himself, for after 5 . . . .  P×P; 6 P×P,
B×Kt5, 7 Castles, etc., White's development
is clearly superior.

6 Kt×Q2  P×B4
One boldness leads to another. The
security of the black King is jeopardised; he
cannot castle on the K side, and his development is neglected. But if 6 ... Kt-B3; 7 Kt-QB3, B-QKt5; 8 Castles, Q-K2; 9 Q-B2, Black is going from bad to worse.

7 Castles B-Q3
8 Kt-QB3
9 P-KKt3
10 Q-R5
11 ... R-B
12 ... B-Q2
13 P-Q4
14 White...

8 Q-KtP ch; 21 P x Q, R-R8 mate would cost White a piece.

16 R-R3
17 QR-B1
18 Kt-Q5

Threatening 19 P-Kt5, Kt-R4; 20 B-Kt4, P-Kt3; 21 B x Kt, P x B; 22 Kt-B7, with the double threat of mate by Q-R8 or Kt-R6.

18 R-R3
19 KR-B2 Kt-K1

He is anxious about his Knight. If 19 ... P-R3; 20 Kt-K6.

20 P x Kt5 Kt-K2
21 Kt x Kt R x Kt
22 Q-Q5 QKt-Q3
23 B x P ch

A thunderbolt. If 23 ... R x B; 24 Q-Kt8 ch.

23 ... K x R1
24 R-B7 Resigns

A great fight between two great fighters.

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White
Black

White's treatment of the opening is refreshing

in the center of the knight's heart position.

1 P-Q4
2 P-Q4
3 Kt-K3

A strong supporting move, introduced by

Blackburne: White first prevents the troublesome advance 3 ... P-K4, without compromising his chance of recovering the gambit pawn.

4 P-Q4
5 P-Q4
6 P-Q4
7 P-Q4
8 Kt-KB4, Kt-K1; 9 Q-B3 ch, Kt-B3; 10 Q x R, B x Kt5 ch, followed by ...

9 Q-Q5, B-Kt2; 10 B x Kt5 ch, B-B3; 11 Kt-K5, Q x B; 12 Q x P ch, and wins.

3 ... Kt-B3

Naturally. If 3 ... P-QKt4; 4 P-K3, P-QB3; 5 P-Q4, Kt-K3; 6 P x P, P x P; 7 P-QKt3 (not 7 Kt-K5, P-K3; 8 Kt x KBP, K x Kt; 9 Q-B3 ch, Kt-B3; 10 Q x R, B x Kt5 ch, followed by ...

Kt-B3); 7 ... P x P; 8 Q x Q, P x Kt5; 9 Q-Q5, B-Kt2; 10 B x Kt5 ch, B-B3; 11 Kt-K5, Q x B; 12 Q x P ch, and wins.

3 ... P-QB3; 4 P-K3, QKt4; 5 P-Q4, etc., reverting to the line shown above.

If 3 ... P-K3; 4 P-K4, etc., and if 3 ... P-QB4, 4 P-Q5.

4 Kt-B3

Too casual. More sensible is the "modern continuation," 4 P-Q3, or the "hyper-modern," 4 Q-R4 ch.

4 ... B-B4

Trying to prevent P-K4, for as long as he can.

A very imaginative continuation is possible after 4 ... P-QR3, e.g. 5 P x Q, P-B4 (safer would be 5 ... P-Q3; 6 P-K3, P-B4; 7 B x P, etc.); 6 P-Q5 (or, more quietly, 6 P-K3, P-K3; 7 B x P; 8 Castles, etc., with an even game); 6 ... Kt-B3; 7 P x K4, P x B; 8 Kt-K5, etc.

The most precise is 4 ... P-B3; 5 P-Q4, B-B4; 6 P-K3, P-K3; 7 B x P, B x Kt5; 8 Castles, Castles, etc. B-Kt7, B-Kt7. Black can hold his own.

5 P-K3 P-K3
6 B x P QKt-Q2

Evidently not 6 ... B-Kt5 at this stage (7 Q x R ch, Kt-B3; 8 Kt-K5, etc.), and if 6 ... P-B3, White no longer needs the counter-measure 7 P-QR4, but he will rather continue with 7 B-Q3.

7 Castles B-B3
8 P-QR4

He could continue scientifically, 8 B-Q3, or, with more imagination, 8 Q-Q2, P-KKt4; 9 B x Kt3, B-Kt5; 10 P-K4, etc. But he prefers to anticipate any expansion of his opponent's game.

8 ... Kt-B3

9 B x Kt3 P-QR4
10 P-Q4

If at once 10 P-Q2 (in order to effect the central thrust 11 P-K4), then not 10 ... B-KKt5; 11 P x Q, B x Kt1; 12 P x Q B, and wins, but 10 ... B-KKt5.

10 ... B-QKt5

More comfortable than 10 ... B-B3 (11 Q-K2, etc.).

11 Q-K2 B-Kt3

A preventive retreat still hindering 12 P-K4. He could have maintained the struggle for this square by playing 11 ... Kt-K5.

12 Kt-K5

Taking the reins into his own hand.
White
EUWE

Black
FLOHR

(Match, Amsterdam, 1932)

The following game can be divided into three phases: the first (initiated by 11 P—Q4) contains many instructive skirmishes on the Q side; in the second White claims his dxe in the centre (20 P—Q); and in the third White launches a violent attack on the K side (21 Kt—Kt5), brilliantly and relentlessly driven home.

1 P—Q4 P—Q4
2 P—Q4 P×P
3 Kt—KB3 Kt—KB3
4 P×K P—B4

Or first 4 . . . . P—K3; 5 B×P, P—B4 (inadequate would be 7 B—Kt5; 6 Kt×B, Castles; 7 Kt—Kt5, etc.); 6 Castles, etc., with the same continuation as in the game.

5 B×P P—K3
6 Castles Kt—B3

He wants as long as possible to avoid losing a tempo by 6 . . . . B—K2 (7 P—Q, Q×Q, B×B, 8 R—Q1, Castles; 9 Kt—B3, etc.), unless White decides on the move 7 Q×Q, Kt—K2 (Castles; 8 R—Q1, etc.).

More original than the text move is 6 . . . . Q×Q; 7 Kt—Kt5; 8 Q×Q; 9 R—Q1, Castles; 10 Kt—Kt5, with an even game, or 12 Kt—Kt5, Kt—Q4 (13 Kt—Kt5, Kt—B3, etc., with the Q side.)

11 P—Q4

If 24 . . . . Q×Q; 25 Kt×RP, K×Kt; 26 B×P, P×B; 27 Q×Q, R×Q; 28 R×R, B×Kt; 29 R—B7 ch, K—R3; 30 Q×Q, Q×Q (31 R—Q7 ch, K×Kt; 32 P×B, K—Kt5; 33 R×B, Kt×R; 34 R×Kt; 31 P—B4, and Black must incur further loss.

11 P—Q5

Here 11 . . . . P×P is better fitted to prevent White from getting a grip, e.g., 12 Kt—B3, Kt—Kt5; 13 Kt—K4, B—K2, etc., with an even game, or 12 Kt—Kt5, Kt—Q4 (13 B×Q, Kt—B3, etc., with an artificial equilibrium.

12 QKt—Q2

White's perspicacity in deferring the development of this QKt is now clear. Its potentiality is either at Kt3 or at Q4B ensure for White a lasting positional advantage.

12 . . . . QKt×Q4

Preventing 13 Kt—Kt3. If 12 . . . . Castles; 13 Kt—Kt3, B—K2; 14 B×Q (or even 14 P—K4); 14 . . . . B—K2; 15 QKt×Q, B—K2, with the propitious occupation of the QB file.

If 16 . . . . P—Q3; 17 B×Q, Kt—B3; 18 Kt—Kt5, with a K side attack.

17 Q×Kt Kt—Q4

If 17 . . . . Q×Kt; 18 B—Kt2, Kt—R4; 19 R×Kt, Q×Q; 20 Kt×B, etc.

18 KR×Q B—K2

19 R×P Q×Q

20 Kt×Q B—K3

21 RK×P Q×Q

22 B×Q Kt—Kt5

Sounding the attack.

21 . . . . . . P×Kt3

To prevent 22 Q×R—R5, whereas if 21 . . . . . . P×R; 22 Q×Kt, P—B4 would merely be weakening Kt3, B×Q; 23 Q—R5 ch, followed by Q×B.

22 Q—B3 Castles

Not 22 . . . . P—B4; 23 Kt—Q6 ch, followed by Kt×Q. 

23 Kt—B6 ch B×Kt

If 24 . . . . . . Q—Q1; 25 Kt×RP, K×Kt; 26 B×P, P×B; 27 Q×Q, R×Q; 28 R×R, B×Kt; 29 R—B7 ch, K—R3; 30 Q×Q (31 R—Q7 ch, K×Kt; 32 P×B, K—Kt5; 33 R×B, Kt×R; 34 R×Kt; 31 P—B4, and Black must incur further loss.

23 . . . . . . Q×Kt

11 P—K4

The centre is moving.

11 . . . . . . P—K5

Or 11 . . . . . . Q×B, a waiting move. Weak would be 11 . . . . . . Q×Q; 12 B—Q, as it would lose a pawn. In reply to the text move, Black expects 12 Kt—Kt4, B×B, but White is able to disrupt the centre.
12 P-K5
Deep play.

12 ....
P × Kt
After 12 .... Kt–Q2, White continues advantageously 13 Kt–K4.

13 P × Kt
KtP × P
Against 13 .... Q × P, the same beautiful rejoinder 14 Q–B4 would allow the sequel: 14 .... P × P (or 14 .... Q–K2; 15 B–K3); 15 Q × B, P × R (Q) (or 15 .... P × B (Q)); 16 Q × Q, B–Q2; 17 KR–Q1, R–Q1; 18 Kt–K5, with a very pretty win; 16 Q × Kt ch, B–Q2 (or 16 .... K–Q1; 17 R–Q1 ch, or 16 .... K–B1; 17 B–R3 ch, or 16 .... K–K2; 17 Q–B5 ch); 17 Q × R ch, K–K2; 18 B–R3 mate.

14 Q–B4
A powerful diversion, which stresses the fact that Black's pieces on the QB file are loose.

14 ....
Q–Kt3
Protecting both the Knight and the Bishop as, if 14 .... Q–Q2; 15 B–K3 wins.

15 Q × BP
He loses no time in recapturing the pawn, as the hostile KBP is now attacked.

15 ....
Kt–Q5
No move here is entirely satisfactory. Thus, e.g. 15 .... Castles; 16 B–R6, R–K1; 17 QR–Q1B wins a piece.

16 Kt × Kt
B × Kt
17 B × R4 ch K × K2
He must forfeit casting, for if 17 .... B–Q2; 18 B × B ch, K × B; 19 R × Q1, P–K4; 20 B–K3, White wins.

18 B × K3
Pretty play, gaining territory.

18 ....
B × Q
Neither 18 .... B × B; 19 P × B, etc., nor 18 .... R–Q1; 19 QR–Q1, etc., nor, finally, 18 .... P–K4; 19 Q–R3 ch saves the situation.

19 B × Q
B–K4
If 19 .... B × P; 20 B–B5 ch, K–Q1; 21 KR–Q1 ch, K–B2; 22 B–Q6 ch, K–K13; 23 QR–Kt1, K–R4; 24 B–B6 wins. After 19 .... P × Kt; 20 KR–Q1 threatens to win the exchange by 21 B–B6, R–QKt1; 22 B–B7, etc.

20 QR–Q1
Threat: 21 B–B5 ch.

20 ....
K–B1
21 P–B4
B × KtP
22 R × R

With a threefold threat of 23 R × Kt3 or 23 R–Kt3 or 23 R–Q8 ch, K–Kt2; 24 R–Kt3 ch, etc. White could also win the exchange by 22 B–B6, R–QKt1; 23 B–B7, etc.

22 ....
B–K12
23 Q × Kt3
Embarras de riches! There is also an easy win by 23 B–B5 ch, K–K12; 24 R–Kt3 ch, K–R3; 25 R–Kt1, etc.

23 ....
B–R6
Desperation, for if 23 .... R–B1; 24 R × Q8 ch, R × R (or 24 .... K × K2; 25 R–Q7 ch, with R × QB to follow); 25 B × B ch, followed by mate.

24 R × B
And, with an extra piece, White won on the 41st move in spite of Dr. Alekhine's heroic resistance.

24 ....
R × Kt1
25 P × R
R × R
26 P × R
B × Q4
27 B × Kt3
B × B
28 P × B
K × K1
29 P × Kt4
R × Kt1
30 B × B5
R × B1
31 R × R
R × B3
32 K × B2
P × B4
33 K × K3
P × B3
34 K × Q4
K × B2
35 K × B4
K × K3
36 R × Q1
K × R4
37 R × Q6
R × R
38 B × R
K × K15
39 B × K7
K × P
40 B × P
K × B
41 K × B5
Resigns

QUEEN'S GAMBIT ACCEPTED

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WHITE

ALEKHINE

BLACK

BOEK

(Margate, 1938)

One of the most wonderful successes in Dr. Alekhine's overflowning honors list!

1 P–Q4
2 P–Q4
3 Kt–Kt3
4 P–Q3
5 B × P
6 P × P
7 P–R5
8 Kt–B3
9 P–Kt5
10 P × Q

The beginning of a whole series of complications.

10 ....
Kt–Q4
After 10 .... B × Kt; 11 R × R, P × P; 12 B × P, Kt × Kt; 13 B × R, Q × Q; 14 B × P, Q × Q; 15 B × P, P × P; 16 B × Kt3, White has a definite positional advantage. And if 10 .... P × Kt then not 11 B × R4, Q × P, etc., with unnecessary complications, but simply 11 P × Kt, P × P; 12 B × B, with a greatly intensified development for White.

11 B–R4 ch B × Q2
12 P × P
P × P
If 12 .... B × B; 13 P × P ch, followed by Kt × B, and Black forfeits casting.

13 R × Q1
A magnificent move, giving up a clear Rook in order to keep up his attack.

13 ....
P × Kt
Black cannot refuse the gifts, for if 13 .... Q × B2; 14 B × B ch, Kt × B; 15 Kt–K4, and White, whose QKt has increased its radius of action, remains master of the situation.

14 R × B
More sacrifices. Obviously 14 Kt × K5 would be useless because of 14 .... B × B, etc., and the advantage would pass over to Black.

14 ....
Kt × R
Black is now a Rook ahead, and will remain so for a long time.

15 Kt–K5
R × P
In White's position he can afford to make this quiet move with a view to fresh enterprises.

16 ....
K–K2
A move dictated by instinctive desire to escape at last from the pin (and which threatens 17 .... Kt × Kt). After 16 .... B–Q3, White obtains substantial compensation for his piece by 17 P–Q5 ch, Kt × Kt; 18 B × P, etc.

17 P–K4
A most disagreeable surprise, for now White has not only prevented 17 .... Kt × Kt (18 B × Kt5, winning the Queen), but has also brought his QB into play (if 17 .... P–R3; 18 Kt–K6 ch).

17 ....
Kt × Kt5
18 B–Kt5
Less fruitful would be the development at K3 or QR3, as also at B4.

18 ....
Q × B2
19 B–B4
Q–Kt3
After 19 .... Q × Kt there is for White a right and a wrong way to proceed:

(a) The wrong way: 20 R × Q1, Q × P (not 20 .... Kt × P; 21 Kt × Kt, Q × Q; 22 B × Kt5 mate); 21 Q × Q2, Kt × Q4 (not 21 .... Q × Q4; 22 K × Q3); 22 B × Kt5 ch, K–Q3, etc., with an uncertain issue.

(b) The right way: 20 Q × Kt3, K × Q1 (not 20 .... Q–Kt1, P × P; 21 Kt × Kt, etc.); 21 Q × Q3, K × K1 (if 21 .... K × K2; 22 R × Q1); 22 R × Kt1, Q × P; 23 Kt × B7. The final point! Although all the white pieces are adrift, Black must succumb to the mating threats 24 R × Kt8 mate or 24 Q × Q8 mate.

20 R–Q1
21 B–Kt5
P × Kt3
22 R–Q1
Kt–Q7
Tightening his grip.

22 ....
Kt–Q2
23 Kt–Q7?
The sanctions!

22 ....
R × Kt
If 22 .... Q × Kt2; 23 P × K5, and wins.

23 R × R ch
K × B1
24 B × Kt
B × B
25 P × K5
Resigns

(For if 25 .... B × K2; 26 Q × B3 ch, K × Kt2; 27 R × B ch, K × R3; 28 Q × K3 ch, and mate in two.)
An indifferent opening is followed by a short middle game mainly taken up by the countering of mutual threats. The resulting duel between Knight and Bishop is a superb example of end-game play.

1 P-Q4
2 Kt-K B3
3 B-Q4
4 Q-R4 ch

Here is a "hyper-modern" idea in place of the academic continuation 4 P-K3, or else 4 Kt-B3. The master of to-day is not afraid to let his Queen manœuvre from the very beginning in the rough ground of the Q side.

4 Q-Kt1-Q2
5 QxP BP

A glance shows that not only is the black Queen better employed than her rival, but also that Black's forces are the more active on the Q side. The Cuban's great art will be employed in gradually overcoming these defects.

14 Kt-K13 B-K13
15 B-K3

Striving for simplification.

14 P-B2
16 B-Q2 Kt-Q5
17 Q-Q3 Kt(Q2)+B4
18 Kt-x Kt Kt-x Kt
19 Q-Q1 B-R1

More enterprising would be 19 B-Q4.

20 B-R1
21 P-Kt3

Both players rely on their chance in the end game, and seek exchanges. A sound constructive move would be 21 P-B3.

22 R x R B x R
23 B x B Kt x B
24 Q x Q Kt x Q
25 R x Q P x B

But now 25 R-B1 would be a better parry to the threat of 26 P-K4 Kt-B3; 27 Q-Q8 ch, etc.

26 Kt-K1 B-K12
27 B x Kt P x B

Undoubtedly it would be wiser here.

28 P-K3
29 P-KR4 Q-K5
30 P-B3 Q x Q

By playing 30 Q-K4; 31 K-B2, P-Kt5, etc., Black would retain greater mobility than after the text move.

31 R x Q R-B8

Aiming, not at an attack, but at a further exchange, which is suicidal. The King should move towards the centre.

QUEEN'S GAMBIT ACCEPTED

32 K-B2 R-R8
33 R-Q2 R-P5
34 Kt-Q3 Kt-QK8
35 R x P+; 35 P x P, R-QK8
36 Kt-B5, B-B3; 37 R-R2, and White's mechanism prevails.

35 Kt-R2 R x R ch
Forced, at this stage. The whole subsequent phase is most instructive.

36 Kt x R B-R3
37 Kt-Q3 P-Kt4

Seeking salvation in a counter-attack.

38 R x P BP x P
39 Kt x Kt4 P x P
40 P x P B-K12
41 P x Kt4

Preventing 41 P-R4.

42 R-Kt2 K-K12
43 K-K2 K-K13
44 P-Q5; 44 P-K4.

44 R x P ch K x P
45 K x Q K-R5
46 Kt x P A well-earned prize.

46 B-K16
47 B x B P-K15
48 P-B5 B-B1
49 K-K5 B-Q2
50 P-B4

A methodical advance. Over-refined would be 50 Kt-B7, B+P; 51 K+K, B-B6; 52 Kt-Q5, P-K4; 53 Kt-B4, K x P; 54 K-K5, P-K15, etc., and Black's cause would be saved.

50 B-K1
51 K x Q

The continuations 51 P-B6 and 51 P-K14 are also playable.

51 K-K6
52 P-K5 K x P
53 Kt-K3 K-K5

A remarkable position. Or 53 B-Q2; 54 P x K6, B-B1; 55 P-K7, B-Q2; 56 P-B6, B-K1; 57 Kt-B5, B-Q7; 58 Kt-R4 ch, K-B5; 59 Kt x Kt ch, K-B4; 60 Kt-K1 ch, K x P; 61 Kt-Q5 ch, and wins.

54 P x K6 P-K7
55 K x P ch K x P
56 K x K5 K x K5
57 Kt-K3 ch K-B3
58 K x Q Resigns.
QUEEN’S Gambit Accepted

White

B. Kt-Q1

Black

Kt-Q2

An interesting and well-contested struggle, of which the outstanding feature is the energy with which White forces an entry into the enemy camp.

1 P-Q4

2 P-QB4

3 Kt-KB3

4 Q-K5

5 BxP

6 Q-Kt3

7 BxP

8 P-Q4, or even 8... Kt-B3;

9 Q-K2, Castles; 10 R-Q1, Q-B1, etc., with even chances.

6

R-R2

Black finds an ingenious defence. Other defences would be in favour of White, e.g.:

(a) 6... P-QKt4; 7 Kt-K5, B-B4;

8 B-K2, threatening B-B3, with a lasting pressure; (b) 6... BxKt; 7 PxB, P-QKt4 (or 7... R-R2; 8 Kt-B3);

8... B-Kt3; 9 P-QR4, etc.; (c)

6... Kt-QB3; 7 P-Q5, BxKt; 8 PxB.

7 Kt-K5

B-R4

8 Castles

Kt-Q2

Better is 8... B-Q3, with the development of the K side.

9 P-B4

10 BxKt

P-QKt4

White having obtained some assets on the 

K side, Black seeks to gain some initiative on the opposite wing.

11 B-Q3

P-QB4

12 B-K4

R-B2

13 B-Q2

P-B5

14 Q-B2

Q-Q2

15 B-R3

R-B1

16 Kt-Q2

Kt-K2

17 Kt-B3

Kt-B3

18 B-K1

Kt-Kt5

Clearly not 18... B-Kt5; 19 BxB, and if 18... B-K2; 19 P-QR4.

19 BxB

Kt-Kt5

20 P-QR4

Sound bilateral strategy. He wishes to disrupt the Q side whilst, on the other wing, he has in view the strong manoeuvre 21 Kt-Kt5, P-R3; 22 Kt-R3, followed by Kt-B4.

20... B-K2

Passing the threat. If, to this end, 20...

P-R3, there follows, as in the text, 21 PnP, PnP; 22 P-Q5.

21 PnP

P-Q5

22 A fine advance.

22... B-Kt3

Not 22... PnP; 23 B-B5, winning the exchange, and if 22... B-Kt5; 23 Kt-Q4.

23 P-Q6

BxB

24 QxB

B-Q1

25 Kt-Q4

Castles

At last. If 25... Kt-K3; 26 R-R6, BxB; 27 QxB, with the decisive threat 28 R-R7.
26 R—R6    P—B6  
27 P—QKt3  
If 27 P—QKt4, R—B5.

27 ...    R—B4  
28 KR—R1    R—Q4  
29 P—QKt4

Preventing 29 ... P—Kt5. The actual threat is 30 R—B6, and the unceremonious capture of the QBP.

29 ...    P—B7

A trap, which at least succeeds in driving the hostile Knight from the field of battle. Against the blunt counter-attack 29 ... P—B4, White would reply 30 Q—B4, P—Kt4; 31 Q—Kt3, P—B5; 32 Q—R3, R×Kt; 33 R—R7, and wins.

30 Kt×BP

Of course, neither 30 Q×P, R×Kt, etc., nor—falling into the trap—30 R—B6,

Q×R; 31 Kt×Q, R—Q8 ch; 32 K—B2, R×R; 33 Q×P, P—B3, and Black has a possible defence.

30 P—B3

A vain attempt to break the hold. Better would be 30 ... P—B4; 31 Q—B4, P—Kt4; 32 Q—Kt3, Q—Kt2, etc.

31 R—R7    Q—K1

32 Q—Kt4  P—Kt3

33 Q—R4    R—B2

34 R×R    Q×Q

35 R—R8    Q—Q2

If 35 ... Q—B1, then, not 36 Q×P, Q×Q; 37 P×Q, R×P, etc., but 36 Kt—Q4. And if 35 ... R—Q8 ch; 36 K—B2, P×P dis ch; 37 K—Kt3, and wins.

36 Q×P    Resigns

A very lively game.

24. QUEEN’S GAMBIT DECLINED

White  Black

ST. AMANT  STAUNTON

(Match, 1843)

In an otherwise almost symmetrical position, White’s sway over the open K file enables him to initiate a combination (22 P—Q5) of unusual beauty and effectiveness.

1 P—Q4    P—K3

2 P—QB4    P—Q4

3 P—K3

White decides on a quiet continuation, because 3 P×P, P×P would free the adverse QB and give Black a pawn majority on the Q side; because an attempted blockade by 3 P—B5 would fail against 3 ... P—QKt3; 4 P—QKt4, P—QR4, etc.; and because he considers that the moves 3 Kt—Q83 or 3 Kt—KB3 (which to-day seem so natural) would conjure up unnecessary risks after 3 ... P×P.

3 ...    Kt—KB3

4 Kt—QB3 P—B4

A sound, liberating move.

5 Kt—B3  Kt—B3

6 P—QR3

With the definite object of allowing 7 B—Q3, without having to fear 7 ... Kt—QKt5.

6 ...    B—K2

Playable also is 6 ... B—Q3, and if then 7 Kt—QKt5, B—K2, followed by 7 ... P×QR3, repelling the invader.

7 B—Q3

Another plan is 7 QP×P, B×R; 8 P—QKt4, B—Q3, and White has gained time, but lost territory in the centre.

7 ...    Castles  
8 Castles  
9 P—QKt3  B—Kt2

10 P×QP

He relaxes the tension in the centre, if only to shut in Black’s QB.

10 ...    KP×P

Simpler would now be 10 ... KKt×P

(e.g. 11 B—Kt2, Kt×Kt; 12 B×Kt, P×P; 13 Kt×P, Kt×Kt; 14 B×Kt, B—KB3, with a well-balanced game), but Black has no desire for simplification.

11 B—Kt2

If first 11 P×P, P×P, Black has a pair of vigorous hanging pawns in the centre.

11 ...    P×P

12 P—P

Or 12 Kt×P×P, Kt×Kt; 13 P×Kt, and the tension would be further reduced, whereas after the text move the evanescence of 13 Kt—K5 remains (and if 13 ... Kt×P; 14 B×P ch, followed by Q×Q).  

12 ...    B—Q3

13 R—Kt1

Although the position is again almost symmetrical, White retains the initiative through his occupation of the open K file.

13 ...    P—KR3

14 R—QB1  R—B1

15 R—B2  R—B2

16 QR—K2 P—R3

Black plans an artificial regrouping of forces by 17 ... B—B1, which, however, is not possible at once, on account of 16 ... Q—B1; 17 Kt—QKt5, R—Q2; 18 B—B5. He could have simplified matters, on this or the next move, by 17 ... R—K2, etc.

17 P—R3  Q×B1

18 Q—Q2  Kt—Q1

Or, e.g. 18 ... Kt—K2; 19 Kt—K5, Kt—B4; 20 Q—B4, Kt—K2; 21 R—K3, preventing 21 ... R×Kt, and launching a fine attack.

19 P—QKt4  Kt—K3

Inviting the crisis. A waiting move such as 19 ... P—QKt4 would be preferable.

20 B—B5  Kt—K5

This hope of cutting the Gordian knot is doomed to disappointment. But after 20 ... R—K2; 21 P—Kt4, etc., Black’s position would become precarious.

21 Kt×Kt  P×Kt

If now 22 B×P, B×B; 23 R×B, R—B7, and wins.
22 P—Q5
A vast and beautiful conception.

23 R x Kt
The preliminary point, leading to the irruption (23 ... P x R; 24 B x P ch).

24 B—B6
A transitory point, bringing about the downfall of the enemy defences.

25 R x B
The final point, regaining the piece—with increment.

26 R x Q
27 B—K4
And White wins.

363

White Black
BLACKBURN LEIPSBURG
(New York, 1889)

A fine contest, already foreshadowing the general character which to-day prevails when this obstructive variation is played: ambitious manœuvres by Black on the Q side, whilst White tries out his creative powers in a K side attack.

1 P—Q4 P—Q4
2 P—Q4 P—Q4
3 Kt—QB3 Kt—KB3
4 Kt—B3 P—QKt3

One of the oldest aspects of the so-called Orthodox Defence. Black’s QB, shut off from one side, seeks to develop on the other.

5 B—Kt5 B—K2
6 R—B1

An important supporting move, heralding White’s pressure on the QB file. Introduced by Blackburne into master practice, this move has considerably strengthened White’s game in this variation, whereas formerly Black’s chances were considered superior.

7 P x P P x P
8 Q x Kt1

For if 8 ... P x P; 9 Kt x Kt, B x Kt (or 9 ... P x Kt; 10 B x B, Q x B; 11 R x P, winning a pawn); 10 B x B, Q x B; 11 R x P, Q x Kt5 ch (or 11 ... B x P; 12 Q x R, or 11 ... Q x Q; 12 R x B3, etc.); 12 Q x Q, Q x Q ch; 13 Kt x Q, K x Q; 14 R x B2, R x QBP (14 ... B x RP; 15 P x QKt3; 15 R x R ch, K x R; 16 P x QB3, and White has annexed a vital point.

9 B—Q3 Castles
10 Castles Kt—K5

Relieving the pin means commitments in the centre. More to the point is emancipation by 10 ... P—B4.

11 B—Kt4

Retaining control of territory and, at the same time, threatening 12 B x P, Q x B; 13 Kt x Kt.

11 ... P—QB4

The possibility of this advance is the key to the whole of this defence.

12 Q—K2

After 12 P x P, P x P, Black’s central pawns would have considerable striking powers.

12 ... P—B4

Not 12 ... P—B5, on account of 13 B x Kt, P x B; 14 Kt—Q2, winning a pawn.

13 Kt—Q1

Threatening 14 P x P, with pressure on the Q file.

13 ... P—B5

Stressing the majority of pawns on the Q side.

14 B x Kt BP x B
15 Kt—K5 Kt—B3

Not 15 ... Kt x Kt; 16 P x Kt, nor 15 ... B—Q3; 16 Q—R5, with an attack.

16 P x Kt4 Q—K1

In order to meet 17 P x Kt5 with 17 ... Kt—R4.

17 Q—B1

Skillfully bringing both the Queen and QKt into the firing line.

17 ... B—Q3
18 P—Kt3 R—Q1
19 Q x Kt2 P x QKt4

He considers the situation on the K side sufficiently strengthened, and turns his attention to the other wing.

20 Kt—K2 P—Kt5
21 Kt—Kt3 Kt—Q2
22 Kt x Kt R x Kt
23 Kt—K2 B x B
24 Kt x B

In spite of the reduced material, White still has some poisoned arrows in his quiver.

24 ... QR—KB2

Threat: 25 ... P x Kt4, followed by ... R x P.

25 P—Kt5 R—B4
26 K—R1 P x QBP

Playing his trumps. If 26 ... R x Kt; 27 P x R, R x P; 28 R—Kt1, Q x B2; 29 R x B2, R x B6; 30 R x K3, maintaining White’s advantage.

27 R—Kt1 B—B1
28 Q—Kt3 Q—R5

The crisis.

29 P x Kt3 P x P
30 P x P Q x P
31 R—B7 P—R5
If 31 ... P x Kt3; 32 P—R4.

32 P—Kt6

This final assault is of great beauty.

32 ... P—R3
33 R x P ch
A bolt from the blue.

33 ... K x R
34 Kt—R5 ch

An original turn, leading to the decisive irruption of the Queen.

34 ... P x Kt
Or 34 ... K x Kt; 35 Q—B7, etc.

35 Q—B7 ch K—B3
36 Q x Q ch Resigns.

PILLSBURY BLACK
(Tarrasch, 1985)

An historical game, which stimulated widespread interest in the Q.G.D. by demonstrating that White can obtain very fine attacking chances.

1 P—Q4 P—Q4
2 P—Q4 P—K3
3 Kt—QB3 Kt—KB3
4 Kt—B3 P—QKt3

The fashion at the time.

8 P x P P x P
9 B—Q3
An attacking post for the Bishop. Later on both 9 B—Kt5 and 9 Q—R4 were tried at this stage. (See next two games.)

9 ... B—Kt2
10 Castles P—B4
Black’s counter-play on the Q side is taking shape.
QUEEN’S GAMBIT DECLINED

PILLSBURY MARKO

(Paris, 1900)

A fine example of the opening, and the prototype of many others. It well illustrates Pillsbury’s genius for attack.

1 P-Q4 P-Q4
2 P-QB4 P-K3
3 Kt-QB3 Kt-KB3
4 B-K5 B-K2
5 P-K3 Castles
6 Kt-B3 P-QKt3

The fianchetto after castling but before developing the Kt1.

7 B-Q3 B-K2
8 P x P P x P
9 Kt-K5

White effects this energetic manœuvre before castling and moving the QR.

9 P-Q4 QKt-Q2
10 P-B4 P-B4
11 Castles P-K5
12 B-B2 P-QR3
13 Kt-QR3 P-K4

Parrying 14 Kt x QBP, and proceeding with his own plan.

14 Q x R3 P-Kt3

Necessary in order to parry the threat 15 Kt x Kt. If 14 ... P-R3; 15 B x P, etc.

15 P-B5

A fine break-through.

15 P-Kt5
16 P-Kt6 P-R4
17 Q x R4 Singling out Black’s weak point (KB6).

18 ... P-Kt4
19 ... P-Kt3
20 Kt-Qt4

Now, thanks to the threat 21 Kt x P ch, White maintains his grip; for if 20 ...

P-B4; 21 Kt-R6 ch, K-R1; 22 Kt x P.

20 P x P P-QR7

If 20 ... P x P; 21 Kt-R6 ch, K-R1; 22 Kt x P.

21 ... B-Kt4

A beautiful surprise!

22 Kt x B Kt x B

44 Q x Kt3 ch

Awaiting the death sentence. But if 44 ... K x B; 45 Q x K KB3 ch, K-K2; 46 Q x R.

45 K x R

A waiting move, but the kernel of White’s combination.

45 ... Q x Q

Or 45 ... P-B7; 46 R x K B3, P-B8 (Q); 47 Q x R Q mate.

46 R x K B3 Q x P
47 Q x R4 ch Q x R
48 Q x B4 ch Q x Kt4
49 R x Q P x R
50 Q x Q6 ch

Setting at naught Black’s hopes of turning his advanced QBP to account.

50 ... K x R4
51 Q x Kt1 P-B7

Vainly hoping for the miracle: 52 Q-B7 ch, K-R5; 53 Q x R, P x B8 (Q) ch, and the tables are turned.

52 Q x P mate

A magnificent game endowed with eternal youth.

40 P x P P x P

If 40 ... Kt x P; 41 Kt x K5.

41 Kt x B R x Kt
42 Kt x R x Kt

After 42 ... Q-B1 or 42 ... Q x Q4;
43 Q x Kt4 forces mate at KKT8 or KKT7.

43 R x R K x R

White’s attack is giving out, whilst Black has ponderous threats on the Q side.

11 R x K1
Preparations “behind the front.” More promising, however, is 11 Q-K2, Kt-K5; 12 B-KB4, Kt x Kt; 13 P x Kt, P x B;
14 B x B, P x Kt; 15 B x Kt1 (if 15 B x Kt1, P-QKt4; 16 P-K4, P x P; 17 B x P, B x B;
18 Q x B, Kt-B3; 19 Q x B, Q x Q; 20 Q x Q, Kt x Q; 21 B x Q, K x B—R1, and
Black’s preponderance on the Q side becomes actual); 15 ... Q x B; 16 Kt x K5,
K x K3; 17 B x R6, to White’s advantage; or at once 11 Kt x K5.

11 ... P-B5
At this stage there is much to be said for
11 ... Kt-K5, e.g. 12 B-KB4, Kt x Kt1;
13 P x Kt, P-B5; 14 B x B, P-Kt3;
15 B x Kt1, P x Kt4; 16 P-K4, P x P;
17 B x P, B x B; 18 R x B, Kt-B3, etc.

12 B x Kt1 P-QR3
13 Kt-K5
Pillsbury’s idea, with which many resounding successes have been scored.

13 ... P x Kt4
As 13 ... Kt x Kt1; 14 P x Kt, Kt x Q2
(or 14 ... Kt x Kt1; 15 B x B, Q x B;
16 Kt x P, etc., or 14 ... Kt x K5; 15 B x B,
Kt x Kt; 16 B x P ch, and wins); 15 B x B4,
Kt-B4; 16 Q x P, Q x Kt4; 17 Q R x Q1,
etc., would be awkward for Black, he needs
must allow his opponent to erect an imposing
structure in the centre.

14 P-B4 R-K1
He wishes to defend the King’s field,
without having recourse to weakening moves such as ... P-KR3 or ... P-KKt3.

15 Q-B3 Kt-B1
16 Kt-K2
If 16 P-QR3, in order to prevent any
gain in space by his adversary, then 16 ...
Kt x K5; 17 B x B, R x B; 18 Kt x Kt1,
P x Kt; 19 B x P (a fatal capture); 19 ...
B x B; 20 Q x B, P-B3, winning a piece.

16 ... Kt x K5
17 B x B R x B
18 B x Kt P x B
19 Q x Kt3
If 19 Q x R3, P-B3; 20 Kt-Kt4, B-B1, etc.

19 ... P-B3
10 R x Kt x P

Now, thanks to the threat 21 Kt x P ch, White maintains his grip; for if 20 ...

P-B4; 21 Kt-R6 ch, K-R1; 22 Kt x P.

20 ... K x Kt1

22 ... R-K1

“Taking back,” so to speak, his 11th
move.

22 ... R-K1
23 R-B4 R x Q3
24 Q x R4 QR-K1
25 Kt-K1 B x B
26 Kt x B2 Q-B3

Protecting his KP, as well as enabling his
QKtP to advance without fear of Kt-QR4
and P-Q5, etc.

27 R x B1
Admirable play.

27 ... P-Kt5
28 Kt-K2 Q x R5

A false alarm.

29 Kt-Kt4 Kt x Q2
For if 29 ... Q x P; 30 Kt x P.

30 R(B4)-B2 K-K1
If 30 ... Q x P; 31 Kt-B4, B-B2;
32 P x Q (not 32 Kt-Kt6, B x Kt; 33 P x B,
P x R3, with an adequate defence); 32 ...
Kt-K4; 33 Kt x P, P x Kt; 34 Q x B P ch,
K x Kt1; 35 P x Q, R x Q2; 36 Kt x K6,
and wins.

31 Kt-B1 P-B6
32 P x QKt1 Q-B3
33 P x Kt3

In a most astute manner, he prepares a
fresh assault.

33 ... P-QR4
Playing steadily for a decision on the extreme Q wing.

34 Kt-R2 P-K5
35 P x Kt4

In order to open the KKt file.

36 ... P x P
37 P x P R x R1
37 P x Kt5 R x R6

Dictated by ambition. Caution demands
37 ... P x P; 38 Q x Kt P, Q-B3, etc.

38 Kt x Kt4 B x P

Black’s advantage on the Q side is very
great, but White has now the lead. Better
at once 38 ... K x K1.

39 R-KKt2 K-R1

If 39 ... P x P; 40 Q x P, K-K1; 41 P-B6, etc.
QUEEN'S GAMBIT DECLINED

11 Q—B2        Kt—K5
Demonstrating that the Knight can still be unpinned, Black speeds up the rhythm of events.

12 B x B        Q x B
13 Kt x Kt
Accepting the challenge, for after 13 B—Q3, P—K4, Black has a fortified position in the centre.

14 Q x Kt
Too passive would be 14 Kt—Q2, P—B4, etc.

14 Q—Q x Kt
15 Kt x Q
Or 15 R—Q2, B x P; 16 B—Q3, P—Kt3.
Black begins to assert himself on the Q side.

15 Q x Kt
Not 15 B x P; 16 P—QKt3.

16 B—Q3        P—Kt3
17 Q x B        K x Kt
More astute than 17 ... K—R2; 18 P—KR4, etc.

18 P—KR4        Kt—Q2
19 Kt x Kt        Q x P
He relies on his phalanx of passed pawns.

20 P—R5        P—KR4
And not 20 ... R—R1; 21 P x P, P x P; 22 Q—Q6, Q—Q4; 23 Q—K7 ch, with improved prospects for White.

21 Q x Kt
Not 21 Kt x P, because of the intermediary check by 21 ... Q—R4 ch, followed by ... Q x Kt.

21 ...        Q—R4 ch
22 K x K2
Establishing the liaison between the Rooks.

22 P—K4
He provokes the sacrifice.

23 Kt x P        P x Kt
24 Q x P ch        K x B2
25 P—R6        R—Kt1
26 Q x R5 ch        K x R2
If instead 26 R x Kt3; 27 P—R7, R—R1; 28 R—R1, Q—Q4; 29 P—K4, and White's chances are on the up grade.

27 P—R7        R x P
The counter-sacrifice.

28 K x B1
If at once 28 P—R8 (Q), R x Q; 29 Q x R, Q—R7 ch; 30 R—Q2, R x P ch; 31 K x R, Q x R ch, and Black, in addition to two pawns for the exchange, has a violent attack.

28 ...        Q x Q
29 P—R8 (Q)        R x Q
30 Q x R
Although Black now has only one pawn for the exchange, his attacking position, together with the threatening mass of pawns on the Q side, is such that it requires all of the Cuban's virtuosity to "hold" the position.

30 ...        Q—B6
31 R—Q2        B—Q4
With the threat of 32 ... R x P ch;
33 R x R, Q—Q8 mate.

32 K—K1
The best defence.

32 ...        R—Kt1
Driving the Queen to more propitious regions. More promising is 32 ... R x Kt, which, incidentally, overprotects the isolated KB P.

33 Q—R4 ch
Clearly not 33 R—R7 ch, K—K1, and the Queen is cornered.

33 ...        K x Q
34 R—B1        B—K3
35 R x B2        P—R4
36 Q x R2 ch        K—K2
37 B—K2        Q—K5
38 K x Q2        P x B
Necessary, in order to parry White's ingenious threat: 39 P—B3, Q—Q4; 40 B—B4, etc.

39 B x Q3        Q x Kt7
40 R—R4 ch        Q x Kt4
41 Q x O ch        R x Q
42 R—Q11
Threatening 43 P x P, etc.

42 ...        P—KB5
A very strong retort, after which, on White's proposal, the game was given up.
For if now 43 K x P, R—Q4, etc., to Black's advantage. Best is therefore to give back the exchange as soon as possible by 43 QP x P, K x P; 44 R x P, P x P; 45 B x P, R—Q4; 46 R x Kt, R x R;
47 R—Kt5, etc., with an automatic draw.

Draw.
Black succeeds here in wresting the initiative from his opponent, and in launching a "screaming sacrifice." The play, full of beautiful points, both manifest and hidden, is an illustration of Mr. Alekhine’s genius for improvisation.

1 P-Q4 Kt-KB3
2 P-QB4 P-K3
3 Kt-KB4 P-Q4
4 Kt-B3 B-K2
5 B-Kt5 QKt-Q2
6 P-K3 Castles
7 R-B1

The advantage of this basic move is that it renders Black’s ... P-B4 more difficult.

7 ... P-B3

In this, the normal position of the Queen’s Gambit Declined, Black has a wide choice of moves. He decides on the modern defence, which tries to reduce the scope of White’s QR.

8 Q-QB2

Continuing the fight for the tempo (B-Q3 x BP) initiated by his preceding move.

8 ... P-QR3

Calmly preparing his counter-action (9 ... P-P; 10 B x P, P-QKt4; 11 B-Q3, P-B4, etc.). A premature decision is 8 ... P x P, as illustrated by a game Bogoljubow—Tarrasch, Hastings, 1922/3, as follows: 9 B x P, Kt-Q4; 10 B x B, Q x B; 11 Castles, Kt x Kt; 12 Q x Kt, P-QKt4; 13 Q-Q3, R-Q1; 14 Q-K2, P-QB4; 15 B-K5, P x P; 16 Kt x P, B-K12; 17 R-B7, QR-Kt1; 18 R-Q1, B-Q4; 19 Kt-B6, resigns.

9 P-QR3

Principally to provide fresh employment for his KB. A decision more trenchant is 9 P-QR4, more committal 9 P-B5, more nonchalant 9 B-Q3, and finally, more simply 9 P x P, KP x P; 10 B-Q3.

9 ... P-R3

10 B-R4 R-K1

11 B-K3 P x P

Black has won the fight for the tempo.

12 B x P P-QKt4

More entering than 12 ... Kt-Q4; 13 B-Kt3.

13 B-R2 P-B4

At the right moment.

14 R-Q1 Loss of time; better is 14 P x P.

15 Kt x Q

More incisive, but also more hazardous, is 15 P x P.

15 ... P x P

16 B-Kt1 B-Kt2

This possibility alone based on a fine tactical episode—allows Black to complete his development unharmed.

17 Castles

For after 17 K Kt x Kt1 there follows, not 17 ... P x Kt; 18 R x Kt, etc., but 17 ... Q x B3; 18 Kt-Q4, Q x P.

17 ... QR-B1

18 Q-Q2 Kt-K4

19 B x Kt B x B

20 Q x B P-Kt3

21 Q x Kt B-Kt5

22 B-K4 B-Kt2

Not 22 ... Kt x R; 23 Q-Q8.

23 B x B Q x B

24 R-B1 P-K4

25 Kt-Kt3 P-K5

26 Kt-Q4 KR-Q1

27 KR-Q1 Kt-K4

28 Kt-R2 Q-Kt6

29 R x Q Q x R

30 P-B3

In dogmatically proceeding to undermine Black’s outpost, he does not allow for the awakening of the latent forces in his opponent’s concentric formation.

Better would be 30 Kt-B3, although even then Black’s positional advantage is definite.

30 ... R x Kt

A cataclysm.

31 P x P

31 P x R, B x P x ch; 32 K-B1, Kt x B5; 33 Q x Kt, Q-B5 ch; 34 K-K1, Kt x P x ch; 35 K x Q, B-K6 ch, and wins.

31 ... Kt-B5

32 P x Kt Q x B5

The key to the beautiful combination. White must lose at least a piece.

33 Q x Q R x R ch

34 Q-B1 B-Q5 ch

And Black mates next move.

Queen’s Gambit Declined

Bogoljubow

Michell

(Margate, 1923)

The pitched battle, announced by White’s 17th move (P-Kt4), causes some weaknesses in his camp. The feature of the game is the admirable manner in which these are exploited by Black.

1 P-Q4 P-Q4

2 P-QB4 P-QB4

3 Kt-QB3 Kt-KB3

4 Kt x B3 B-K2

5 Kt-K5 QKt-Q2

6 Kt x Kt B-Kt3

7 P x B1 castles

8 Q-Q2 P-KR3

As in this modern defence Black’s QB is blocked in both directions, his strategical aim must be to effect either ... P-QB4 or ... P-K4.

8 Q-B2 P-KR3

Another aspect of the fight for the tempo. Playable is 8 ... Kt-K5, etc.

9 B-R4 P-K4

10 P-QR3 P x P

Giving up the fight for the tempo, which could still be usefully prolonged by 10 ... R-K1.

11 B x P ... P-QKt4

12 B-R2 P-B4

Seizing the relatively most opportune moment for this liberating advance. If, more passively, 12 ... B x B; 13 B-K1, B x Kt; 14 Kt-K5, Kt x B1; 15 Castles, etc., White’s pressure would become more and more insistent.

13 P x P B x P

14 Castles

He takes his time. He could have intensified his threats by 14 B-Kt1, Q-Q3; 15 R-Q1.

14 ... B-Kt2

15 KR-Q1

White’s desire to both his Rooks join in the fight is comprehensible.

15 ... B-K2

16 Kt-B1 P-Kt3

Necessary, in view of the threat 17 R x Kt, Q x R; 18 B x Kt. If 16 ... R-K1; 17 Kt-K5.

17 P-K4

If instead, 17 Kt-K5, Q-K1. The text move indicates that White thinks he is progressing.

18 B x Kt ch B x B

19 P-K3 B-K2

20 Kt-B4 P-Kt4

This momentary masking of the Q file enables Black skillfully to free his game. Clearly White does not wish his KBP to be doubled, but he could have prevented that more comfortably by 20 Q-K2.

21 Q-Q2

An illusion would be 21 Kt x Kt x KtP, P x Kt; 22 R x Kt, Q x B3.

21 ... KR-Q1

22 P-K3

Better 24 Kt-B3, but Black already has the better of it.

23 ... Q x Kt

24 Q x R

25 P-B4

26 Q x R

27 Q-Kt1

A very fine conception.

28 Q x Q P x Q

29 R-B7 ch

By leaving his base, White does not improve his prospects. He could not play 29 K-Ke1, B x P, etc., nor 29 P-QKt3, B x Kt7, etc., but the wisest here or on the next move would be P-Kt13.

29 ... K x Kt1

30 P-KKt4 B x P

31 R-B6 R-Q7

32 R x KP Kt-B2

33 R-K3 R-Q8 ch

34 K-B2 R-QR8

35 R-B3 ch K x Kt1

36 Kt-B4 R x P

37 Kt x P R x P

38 K-Kt R-Q4

Although the forces in this Knight v. Bishop end game are equal, the dynamic power of Black’s united passed pawns is irresistible.

39 K-K4 P x R5

40 K x Kt3 K-K2

41 Kt-B4 B-K4

42 Kt-K2 P-R6

This prevents 43 P-B4, on account of
43 ... P—R7, and thus he will with
impunity capture the KRb, whereas if at
once 42 ... B×P; 43 P—B4, and the
Bishop is shut in.

43 Kt—B1 B×P
44 Kt—B2 K×B
45 Kt—K2 K—K4
46 P—B3 B—K4
47 K—K3 P×Kt
Not 47 ... B—Q3; 48 Kt—B3.

48 K—K2 B—K2
Methodical work. Premature would be
48 ... K—R5; 49 P—B4, B—K12;
50 P—Kt5, P×P; 51 P—K, K×P; 52 Kt—B1, etc.,
with a draw in sight.

49 K—K3 K—R5
50 Kt—B4 K×K6
51 Kt—K6
After 51 Kt—R5 ch, K×P; 52 Kt×B,
K×P, Black would win the Knight for his
KRb, and the issue would be settled on the
other wing. With the text move, White has a
last try for 52 P×Kt5, which is ruthlessly
prevented by Black.

51 ... B—B3
52 Kt—B7 K×P
53 Kt—Q5 B—B6
Resigns
For after 54 P×B, P×P; 55 K×RP,
K×P; 56 K—Kt3, P—R4, etc., and the
K side would now see the decision.
A fine game.

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White

STAHLBerg
MENCHIK
(Lodz, 1938)

A very clear-cut game, in which the woman
champion of the world is the victim of
diabolical machinations.

1 P×Q4 Kt—KB3
2 P—QB4 P—K3
3 Kt×QB3 P×Q4
4 B×Kt5 QKt—Q2
5 P×K3 B—K2
6 Kt×B Kt×Q
7 R—B1 P—B3
8 B—Q3

17 Kt×BP

The complications arising from this sacrifice
are very exciting.

17 ... R×Kt

If first 17 ... P—QKt4, then 18 B—Kt3,
R×Kt; 19 R—K7, etc.

18 R—B3

Useless would be 18 R×Kt7, Kt—Q4;
19 R—B3, R×B; 20 R×Q, R—K8 ch;
21 B—B1, Kt×R, etc., and if 18 Q×Kt,
Kt×Q.

18 ... Q—B2

If 18 ... Q—Kt5; 19 R×K8 ch, Kt×R;
20 B×R ch, followed by B×R5. If 18 ... 
Q×Q; 19 Q—Kt3, Q×B; 20 B×R ch,
Q×B; 21 R×K8 ch, etc. If 18 ... 
Q×Kt4; 19 Q—Kt3, Q×Kt3; 20 R×K8 
ch, etc.

19 R (B3)—K3

With the principal threat of a mate in two
(by 20 R×K8 ch, etc.), besides (e.g. after
19 ... B—Q2, or 19 ... B—Kt5, or
19 ... P×Kt3) 20 R—K7.

19 ... B×Kt

If 19 ... Kt—Q4; 20 B×Kt, P×B;
21 R×K8 ch, winning the Queen.

20 Q×P

Another master-stroke (20 ... Kt×Q;
21 R—K8 mate).

20 ... B—K5

Heroic resistance.

21 Q—R ch Kt—K1
22 P×Kt3 B—B4
If 22 ... B—Q2; 23 R—K7.

23 B×R K×B
24 R—Kt3 Resigns
Because of the threat 25 P×Kt4, and if
24 ... K×Kt3, then, equally, 25 P—Kt4,
B—Q2; 26 Q—R5 mate.

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White

VIDMAR
YATES
(San Remo, 1930)

The gain of several pawns by Black, in
spite of attendant dangers, is most original.
A hard-fought game, full of subtle points.

1 P—Q4 Kt—KB3
2 P—QB4 P—K3
3 Kt×QB3 P×Q4
4 B×Kt5 QKt—Q2
5 P×K3 B—K2
6 Kt×B Kt×Q
7 R—B1 P—B3
8 B—Q3

Challenging a decision.
12 R-B5
He counts on the inert but robust mass of his Q side pawn, and refrains from disrupting them by 12 R-Kt5, and from dispersing them by 12 P-Kt6.

13 B-Kt1 Q-Q3
An eliminating manueuvre. If 13 Q-Kt3 (or 13 R-Kt1); 14 P×P, P×P; 15 P-K4, etc.

14 B×B Q×B
15 P×P Kt×Kt1
16 P×Kt P×P
17 P-K4
White now also tries to assert himself, but the situation in the centre is no longer acute.

18 P-K5 B-Kt2
19 Kt-Q2 R-R6
Already aimed at White's weakness at Q3.

20 P-B4 P-Kt3
21 B-K4 Kt×Kt3
22 B×B Q×B
23 Q-K1 Kt×Q4
24 Kt-K4 R-R7
As the adverse QBP is overprotected, the Rook amplifies and even changes its target, which now comprises the whole of the seventh rank.

25 Q-R4
Very skilfully, White creates an attack. If 25 R-R1, KR-R1, etc., and if 25 R-Kt1, Kt×QBP.

26 R-KB2 K-Kt2
27 Q-R1 B-KQ2
Should White's attack fail, the ending is won for Black.

28 Kt-Kt3 K-R1
29 Kt-Kt5 K-Kt2
30 Kt-K4 R-R8
31 P-B5
The opening of the KB file becomes an important asset—discounted, however, by the fact that one of the white Rooks is "dead," being pinned.

31 P×P
32 R×P P-Kt5
A powerful counter-thrust, which takes advantage of the tactical moment when 33 P×P could be refuted by 33 Kt×R6; 34 Q×Kt5, Q×Q; 35 R×Q, P-B6, and wins.

33 R×B R-(R1)-R6
On the way to winning a vital pawn.

34 Kt-Q6
Countering, astutely, with the threat 35 Kt-B5 ch.

35 Kt×P
A magnificent reply no less astute, representing, so to speak, a cross-combination.

35 Q-Kt4
If 35 Kt-B5 ch, K-B1; 36 Kt×Q, R×R ch; 37 R×R (for if 37 K×R, R×R ch; 37 . . . . Q×Kt7 ch; 38 K×Q, Kt×P ch; 39 R×P, P×Kt; 40 P×Kt, P×Kt, with an easy win.

36 . . . . P-R4

37 . . . . Q-B8
Without despairing, White initiates another and very promising action, which Black again masters in a surprising manner.

38 Kt-K7 ch
The effect of this very profound offer will be to drive the adverse King into the corner.

39 K-R1
Indeed, if 39 R×Kt, Q×R5 (with the principal threat: 38 . . . . R×Rch; 39 K×R, R×R ch, etc.); 38 P-Kt3 (or 38 R-K2) Kt×B2 (or 39 R×Kt2, K×R; 40 Q×R, R×R ch; 41 Kt-K2, Q×Q ch; 42 K×Q, R×R ch; 43 R×Kt, R×R ch; 44 Kt×Kt, K×Q ch; 45 R×Kt, R×Kt, and wins); 39 . . . . R×R ch; etc.

39 Q×Q
Evidently not 38 . . . . R×P, Q×R; 39 Kt×Q, R×R ch. And if 39 Q×Q,
Defence, sometimes also the Argentine Defence. Its object is (e.g. against the slow 8 P-QR3) to free Black’s game swiftly by 8 P-QR3; 9 B-R4, P x P; 10 B x P, P-QKt4; 11 B-K2, B-Kt2; 12 Castles, P x B, etc.

8 B x P
A vain attempt to blockade Black’s position. Simplest here is 8 P x P.

8 . . . . . . . . . . P-K4
After this timid reply White’s plan succeeds. Over-hasty would be 8 . . . . P-K4; 9 P x P, Kt x Kt5; 10 B x B, Q x B; 11 Kt x P, etc. The right method of coping with White’s intentions is 8 . . . . P x B; 9 B-Q3, P-QKt4; 10 P-QKt4, P-QR4; 11 P-QR3, R x P; 12 R x P, P x P; 13 Kt x P x P, R x R; 14 Castles, Q x R, and Black has an equal share in the struggle.

9 P x QKt4 P-B3
10 B-Q3 P-QR4
11 P-QR3 R-Kt1

Now that 11 . . . . P x P; 12 P x P would not help to free Black’s game, he tries his luck in the centre.

12 Castles Kt-R4

Of no value would be 12 . . . . P-K4; 13 QP x P, Kt x Kt5, because of 14 B-K4. That is why Black tries this unpinning manoeuvre on the wing. If, by way of preparation, 12 . . . . P x R, Kt x P, Black’s position remains laborious after 13 B x Kt4 (not 13 B x Kt4, R x Kt4); 13 . . . . Kt-R4; 14 B-Kt3. The least evil would therefore be 12 . . . . B-Kt2, or first 12 . . . . P x R; 13 B x P, P x Kt2.

13 B x B Q x B
14 Kt x Kt
A double threat (at QKt6 and KR5).

14 . . . . Kt x Kt
15 B x P ch
An instructive episode by which White earns a valuable pawn (if 15 . . . . K x B; 16 Q x Kt x Kt, K x Kt; 17 P x Kt), whereas after 15 P x Kt, P x Kt, Black has seen the worst.

15 . . . . K-B1
16 Q x Kt
Not 16 P x Kt, P x Kt3, with the twofold task of guarding his own Knight and imprisoning the adverse Bishop.

16 . . . . Kt-B5
17 B x Q3
Thanks to this final point, which threatens an almost smothered mate, White preserves the spoils.

21 L . . . . KR-Kt1
22 R x R P-Kt1 ch
23 K-B1
Far more astute than 23 K-Kt1, after which 23 . . . . R x Kt5; 24 K x RP, R x R; 25 B x B, P x Kt4; 26 P x P, R x P; 27 K-Kt1, B-Kt4, etc., Black would gain the tempo to create counter-chances.

23 . . . . R x Kt5
A more active defence than 23 . . . . R x BQ1; 24 R x R, R x R; 25 K-Kt1, etc.

24 B x P Kt x Kt3
Parrying the threat 25 R x B4.

25 K-Q2
Positional judgment: White’s advantage is now both static (Black’s weak Kt x P) and dynamic (greater activity of White’s King).

25 . . . . P-K4
26 P x P Kt x B5 ch
27 K-R3 Kt x P (K4)
28 R x B5 R x Kt1
29 B x Q3
This magical turn breaks down all resistance (e.g. 29 . . . . R x Kt; 30 R x Kt, R x R; 31 R x R ch, etc.).

29 . . . . Resigns.

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White Black
ROSOLIMO CUKIERMAN
(Monte Carlo, 1904)

In this game Black persistently tries to block up the game, first on the Q side, then on the K side, and finally in the centre. But he finds his intentions thwarted at every turn, first by 8 P-B5 (a hazardous advance), then by the temporary sacrifice 15 B x P (winning a pawn), and finally the double sacrifice 27 R x B and 28 Kt x P—the break-through.

1 P-Q4 P-Q4
2 P-QB4 P-K3
3 Kt-QB3 Kt-KB3
4 B-K15 B-K2
5 P x K3 Castles
6 Kt x B3 QKt-Q2
7 R-B1 P x Q3
This later became known as the Swiss

QUEEN’S GAMBIT DECLINED

17 . . . . Q-K3
18 B x Kt Kt x B
19 P x Kt
Countering Black’s intention to keep the position closed by 19 . . . . P x P; 20 P x P, R x Kt1; 21 R x Kt1, B x Q2, etc.

19 . . . . B-Q5
After 19 . . . . P x P; 20 Kt x Kt1P, soon to be followed by Kt-Q6, White’s Knight, anchored on the sixth rank, would exert an overwhelming influence. If 19 . . . . P-K4, White plays, not 20 QP x P, K x P; 21 Q-Q8 ch, K x Kt2; 22 P x P, B-Kt1; 23 Q-R3, B x P, with good prospects for Black, but 20 Kt x P.

20 P x P
21 R x Kt1
An enduring base of action.

21 . . . . Kt x Kt3
22 Q-R6 ch K-K2
23 B x Kt6 K-K2
Or, forcing the exchange of Queens, 23 . . . . R x R; 24 B x Q4, B x Q; 25 P x Q, K-K2; 26 KR-Kt1, and White still has a won game.

24 Q x R
The threat is eventually 25 P-K4, P x P; 26 P-Q5.

24 . . . . Q x K4
After 24 . . . . R-K1; 25 Q x Kt leads to fresh trouble for Black, e.g. 25 . . . . Q-K2; 26 KR-Kt1, K x RQR2; 27 R x B, K x R; 28 R x Kt6 ch, K x Q2; 29 Kt x Kt5, P-B6 (seeking some counter-chance); 30 Kt x R, P-B7; 31 P-B6 ch (but not 31 R x Kt ch, K x Kt1; 32 Q-Kt8 ch, Q-Q1; 33 R-K7 ch, K x R; 34 Kt-B6 ch, K-B1; 35 Q x Q ch, K-Kt2, and the situation is suddenly reversed); 31 . . . . K-K1; 32 R-Kt8 ch, Q-Q1; 33 R x Q ch, K x R; 34 Q-Q6 ch, K-K1; 35 Q x B, and wins.

25 KR-Kt1 R x R
26 Q-K3 P-B3
A great this the storm breaks, but after 26 . . . . Q x B4; 27 Q x Q, Kt x Q (if 27 . . . . Kt x Q; 28 Kt x P, winning another pawn); 28 P-R3, etc., Black’s cause is lost.

27 R x B
Brilliant and sound.

27 . . . . K x R
28 Kt x P
The decisive breach.

28 KR-Kt1
29 R x Kt1 ch
30 Q x Q, and Black is defenceless.

29 Kt-B4 dis ch
The only correct "discovery," and the Knight has much to say (Kt x Kt); in the sequel.

29 . . . . Q-K2
29 . . . . K x Kt2; 30 Kt x P ch, K-K2; 31 Q x Q ch, K-R2; 32 Q-Q6 ch.

30 R-Kt1 ch
A final touch; White has no need to capture the Rook in order to win.

30 . . . . R x R
31 Q x R ch K-K1
32 P-B6 Resigns

(32 . . . . Q-Q1; 33 P-B7, etc.)

White Black
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Rosenblueth LEVITZ

(Paris, 1937)

Black plays with fire, by venturing with his Queen within the enemy lines, and loses in a very original manner.

1 P-Q4 P-Q4
2 P-QB4 P-K3
3 Kt-QB3 Kt-KB3
4 B-K15 B-K2
5 P-K3 Castles
6 Kt-B3
7 R-B1 P-QR3
8 P x P
This simplifying method (known as the Carlsbad Variation) was played a few times in the Capablanca-Alekhine match, and is not without guilt.

8 . . . . P x P
9 B-Q3 P-B3
Sooner or later necessary, unless it is preferred—
(a) To indulge in manoeuvres behind the front: 9 . . . . R-K1; 10 Q-B2, Kt-B1, etc., or
(b) To maltreat the Q side by 9 . . . . P-B4; 10 P x P, Kt x P; 11 Castles, Kt x B (or 11 . . . . Kt-K3; 12 B-B4, etc.); 12 Q x Kt, K-B3; 13 Kt-Q4, and Black’s
isolated QP, well and truly stopped, ensures for White a lasting advantage.

10 Q-B2
A sound positional manoeuvre. If at once 10 Castles, then Black equalises by 10...
Kt-K5 (e.g. 11 BxB, KtXKt, etc.), or 11 BxKt, BxKt, etc., but by no means 11 KtXKt, KtxK; 12 BxKt, QxKt, with a fork.

10 ....... R-K1
A good plan, vacating the KB square for the QKt. More doubtful would be 10...
P-R3; 11 B-R4, and the King's defences are none too secure.

11 Castles
Kt-B1
Continuation of the intended plan. An unfortunate attempt would be 11...
P-R3; 12 BxK4 (more subtle than 12 B-R4); 12 .... Kt-R4 (in the mistaken belief that he can get rid of the troublesome Bishop); 13 KtxP (a painful surprise); 13 .... KtxB (for if 13 .... P-Kt; 14 BxKt, "mating" the Queen); 14 KtxB, and White has won a sound pawn: an opening trap which is well worth knowing, as even experienced masters have at times been caught by it.

12 Kt-K5
Bold play. A positional plan would be 12 R-Kt1, to be followed by P-QKt4, P-QR4, P-Kt5, etc., engineering a minority attack (two pawns against three). A more dilatory method of carrying out the same general idea is 12 P-QR3 or 12 P-QR4. In reply, Black can play 12 .... Kt-K5, or even 12 .... Kt-R4, etc.

12 .... B-Q3
Even here, unpinning by 12 .... Kt-K5 could well be effected, e.g. 13 BxKt, QxB; 14 KtxKt, P-Kt; 15 BxKt (for, if unheeding, 15 BxP, there follows 15 .... B-Q3; 16 QxKt ch, B-K3, and Black wins a piece); 15 .... B-K3, etc., with an even game.
Another way of parrying promptly the growing danger is 12 .... Kt-Kt5.

13 P-B4
An imposing edifice, which Black misjudged, thinking he could exploit the weakness at K3.

13 .... B-K2
14 P-KR3
Kt-R4
More aggressive than 14 .... Kt-K2.

15 BxKt QxB
16 R-B3 Guarding the KP against the possible threat of 16 .... P-B3.

16 .... Q-R5 An optimistic Queen. Note that after 16 .... P-B3; 17 Kt-K4, BxKt; 18 PxB, Black's Kt has no move.

17 P-KKt4
Impressive strategy.

17 ....... P-B3 The return of the Knight 17 ....... Kt-B3; is called for.

18 BxP ch A terrible shock.

18 .... KtXKt compulsory, for if 18 .... K-Kt1; 19 Kt-B7 mate.

19 Kt-K6 Winning the erring Queen and the game.

White 375

LASKER CAPABLANCA
(Match, Havana, 1921)

This game is a triumph of logic in chess. In the transition to the middle game, Black succeeds in creating some minute weaknesses in White's position. The remainder of the game is an object lesson in skill and patience, culminating in an end game of rare precision and beauty.

1 P-Q4
2 P-QB4 P-K3
3 Kt-B3 Kt-KB3
4 B-K5 KxKt
5 P-K3 Castles
6 Kt-B3 QKt-Q2
7 Q-B2
The advantage of this move (introduced by Marshall) is that R-Q1, or even Castles QR, becomes possible. Its drawback is that Black's 7 .... P-B4 may now be more effective than it is against 7 R-B1.

7 ....... P-B4
An incisive reply. More cautious is 7 .... P-B3, e.g. 8 R-Q5, (or 8 R-B1, reverting to well-trodden paths); 8 .... R-K1; 9 P-QR3, P-QR3; 10 B-Q3,

p-R3; 11 B-R4, P-QKt4; 12 PnP, etc., tending to equality.

8 R-Q1 Here 8 Castles, would be too risky (8 .... Q-R4, etc.). After 8 BPxp the best reply is 8 .... KtxP (not 8 .... KtxP; 9 PnP, P-Kt1; 10 BxKt, nor 8 BPxp; 9 KtxP, KtxP; 10 BxB, QxB; 11 KtxKt, P-Kt1; 12 R-B1, Kt-B3; 13 Q-QB5, QxQ; 14 RxQ, B-K3; 15 B-K2, etc.); 9 BxB, QxB; 10 Kt-K1, P-Kt1; 11 PnP (better than 11 B-Q3, PxB; 12 KtP, P-Kt5 ch; 13 Q-Q2, Kt-K4, etc.); 11 .... KtxP; 12 B-K2, K-B3, with an even issue in sight.

8 .... Q-R4
9 B-Q3 P-KR3
An important preventive measure against the threat 10 BxP ch, etc.

10 B-R4 PxB P-R5
The most convenient continuation is 10 .... QxP; 11 BxP, P-R3 (if 11 .... Kt-K3; 12 B-K2, etc., with an advantage in space for White); 12 PnP, KtxP, and Black has freed his game.

11 KtxP More stubborn than 11 Kt-Kt5.

11 .... PnP
12 BxP Kt-Kt3
13 B-Q3 B-Q2
14 Castles QR-B1
15 Kt-K5 Staking all on an attack. The sound 15 Q-K2 would prevent Black's next move.

15 .... K-Q4
Black looks after the free deployment of his forces. Good is also 15 .... KR-Q1, with possibly 16 .... B-K1.

16 KR-K1 QKt-Q4
17 KtxKt Simplification. White could retain the initiative by 17 QxKt, e.g. 17 .... KtxB; 18 Kt-Kt6, P-Kt (or 18 .... KR-K1; 19 RnP, etc.); 19 RnP, K-B2; 20 RxB, etc., or 17 .... BxB (best); 18 BxKt, PxP; 19 Q-B5, etc., with a promising attack.

17 .... BxKt
18 BxKt Kt-Kt3
19 Q-Kt3 BxKt
20 KtxB P-Qk3
21 R-K5 Kt-K3
22 Q-B2 KR-Q1
23 Kt-K2
Not, of course, 23 R-QB5, Rxp, etc.

23 .... R-Q4
24 RxB
It would be better to avoid this exchange, which rounds up the adverse pawn, by playing 24 R-K3, e.g. 24 .... Kt-B4;
25 R-QKt3, Q-Q1; 26 R-Kt4, and if 26 .... BxKt, 27 R-B4.

24 .... BxKt
25 P-Q2 Kt-B4
26 P-KKt3
Better, here or on the next move, 26 P-KKt5.

26 .... P-KR3
27 Kt-KR3 P-R5
A blockade is gradually taking shape.

28 Q-Q3 R-B3
29 K-B1 P-Kt3
30 Q-Kt1
More useful would be 30 Q-Q2.

30 .... P-Q3
31 K-Kt1 P-R4
A minority attack.

32 Q-Kt2 P-R5
33 Q-Q2 QxQ Skilful liquidation.

34 RxB QnP
35 PnP R-Kt3
36 R-K3 Not 36 R-Kt2, R-Kt5, attacking two isolated pawns.

36 .... R-R6
37 P-Kt4 PnP e.p.
38 PnP After 38 KtxKt 38 .... R-R8 ch; 39 K-Kt2, Kt-Q3; followed by R-QKt8.

38 .... R-R7
39 Kt-B3 R-QB7
Threatening 40 .... Kt-QP.

40 Kt-Q1 Kt-K2
41 Kt-K3 R-B8 ch
42 K-B2 Kt-B3
43 Kt-Q1 R-Kt8

Avoiding the trap: 43 .... Kt-K5; 44 R-Q2, K-R8; 45 Kt-Kt2, R-Kt5; 46 RxB, Kt-Q6 ch; 47 K-K2, KtXR; 48 K-Q2, recovering the piece.

44 K-K2
The loss of a pawn is inevitable, e.g. 44 K-K1, Kt-R4, or 44 K-K3, Kt-K5.

44 .... RnP
45 K-K3 Kt-R5
46 Kt-B3 Kt-K2

Threatening to win a second pawn by 47 .... Kt-B4 ch.
7 ⋯ ⋯ P × P
Stressing at once White's loss of a tempo.
Good is 7 ⋯ P–B4.

8 B × P P–Q5
Or 8 ⋯ P–QQ3; 9 Castles, B–Kt2;
10 Q–K2, etc., or 8 ⋯ P–B4; 9 Castles,
with a concentric development.

9 P–Q4 P–B4
Or 9 ⋯ P–QQ3; 10 Castles, B–Kt2;
11 Q–K2, etc.

10 Castles Q–R4
Less aptly was 10 ⋯ P–QQ3;
11 Q–K2, B–Kt2; 12 KR–Q1, Q–B2, etc.

11 Q–K2 P × P

12 P × P Kt–K13

13 B–Q3 R–Q1

In connection with the next two moves,
this is a sound stratagem, by which liaison
between the various units is established
behind the front, whilst initiating a pressure
against the opposing isolated QP.

14 KR–Q1 B–Q2
15 Kt–K5 B–K1
16 Q–K3 Kt–K4
17 Q–K3 Kt–B3
18 Q × B

Here again Black was to be exposed to
manifold dangers after 18 ⋯ P–B3;
19 Q–R4, P × Kt; 20 Q × P ch.

19 P × Kt Kt–Q4

For the third time the fork 19 ⋯ P–B3
would lead to disappointment after 20 Q–R4,
P × Kt; 21 B × P ch, etc. Too dangerous
also would be 19 ⋯ Q × B; 20 Q–R1,
etc. That is why Black prefers to bring his
reserve cavalry to the threatened wing, whilst
the text move also eliminates the interim
threat of 20 Kt × P.

20 Q–R4

If at once 20 P–QB4, Black consolidates
his position by 20 ⋯ P–R3 (not 20 ⋯
Kt–B3; 21 Kt × P).

20 ⋯ ⋯ Kt–B3
21 P × QB4

The attack by 21 Kt–Kt4, Kt × Kt;
22 B × P ch would have no scope after
22 ⋯ K–R1; 23 B × B double ch, Kt × R3,
and all is safe.

21 ⋯ ⋯ P–R3
22 Q × Kt3
Preventing 22 ⋯ Q–B6, etc.

22 ⋯ ⋯ QR–B1
23 B–R2 B–B3
24 Q–K3
Preventing 24 ⋯ B–K5, and preparing
25 R × R (over-hasty would be 24 R × R3,
R × P).

24 ⋯ ⋯ P × Kt3
25 R–R3 B–R1
26 Q × B
Preparing to evacuate the third rank for
the QR, a large-scale manoeuvre which must
allow for trouble from the other side.

26 ⋯ ⋯ P–QQ4

Taking advantage of the tactical moment
(when neither 27 RP × P nor 27 BP × P can
be played) to provide a retreat for his Queen.

27 R–R3

Ambitious. But neither 27 R–Kt13,
K–B1, etc., nor 27 P × B5, QR × P (28 P × R,
R × R ch; 29 B × R, Q–K8 mate) would
serve White's cause.

27 ⋯ ⋯ P × BP

Had Black foreseen his opponent's deep
machinations, he would have given up the
exchange by 27 ⋯ QR × P; 28 Kt × R,
P × Kt.

28 R × P A brilliant combination.

28 ⋯ ⋯ R–B4

An ingenious parry. Fatal would be
28 ⋯ P × R; 29 Q × Kt, also 28 ⋯
Q × Q4; 29 P × B3, etc.

29 R–R3

A more sober plan—seeking first to
develop his own Q side—is 8 ⋯
P × P; 9 B × P, P–QR3.

29 ⋯ ⋯ QR × Q4

Restoring the threat of 30 ⋯ R × P.
A false hope would be 29 ⋯ B–K5, as
White would not reply 30 B × B, R × Kt,
etc., but 30 R–Kt13, R × P; 31 R–Kt1,
QR–Q4; 32 P × R, with the better game.

30 K–B1

The King defends himself, whilst 30 P × K13
or 30 P × B3 would be no real help against
the threat of 30 ⋯ R × P; 31 R × R,
Q × K8 ch.

30 ⋯ ⋯ Q–Kt3
31 R–Kt13 R–P
There is no saving clause. If 31 ⋯
K–B1; 32 R × P, K × R; 33 Q × Kt5 ch,
K–B1; 34 Q × Kt, Q × B2; 35 P–R4, etc.,
and White must win.

32 R × R Q × R
33 Q × Kt Q × R8 ch
34 R × K2 B–B6 ch
Of five ways of capturing, only one is right.

35 P × B Resigns.

377 White

Black

BOTVINNIK VIDMAR

(Nottingham, 1936)

An old strategic motif in a new guise.
Three strong points in Black's position (Q5,
K6, KB7) are successively demolished on the
Pillsbury plan (Kt–K5, followed by P–KB4),
laying bare the heart of the hostile fortress.
A beautiful game.

1 P × QB4
2 Kt–K3
3 P × Q4
4 B × Kt B–K2
5 Kt × B Castles
6 P × K Kt–B1
7 Q × B B–M4
8 Castles B × P

Hespeculates on the isolation of White's
QP. A more sober plan—seeking first to
develop his own Q side—is 8 ⋯ P × P;
9 B × P, P × QR3.

9 KP × P P × P
10 B × P Kt–K13

With the intention of establishing a perma-
nent control of his Q4, but here again
10 ⋯ P × Q3 is the wiser plan.

11 B–Kt3

More effective than 11 B–Q3.

11 ⋯ ⋯ B–Q2

Too slow in development. The imme-
 diate unpinning on the K side by 11 ⋯
Kt–Kt4 is more to the point.
12 Q–Q3
Intending to reply to 12 ... KKt–Q4 with 13 B–B2, as after 12 Q–K2, KKt–Q4; 13 B × B, Kt× B; 14 Kt–K5, R–B1, the games would be even.

12 ... QKt–Q4
13 Kt–K5 B–B3
14 QR–Q1
More ambitious than 14 Kt× B, P × Kt.

14 Kt–QKt5
Instead of this optimistic expedition, he should have consolidated by 14 ... R–B1, and if then 15 Q–R3, Kt× Kt; 16 P × Kt, B–K5.

15 Q–R3 B–Q4
Parrying the new threat of 16 Kt× P, which, however, he could have dispelled more incisively by 15 ... KKt–Q4.

16 Kt× B QKt× Kt
17 P–B4
As a result of the skirmishes in the centre, White has preserved his outpost and his powerful KB. The text move turns these potential assets into a concrete advantage.

17 ... R–B1
Or 17 ... P–KKt3; 18 B–R6, R–K1; 19 P–K4.

18 P–B5
In a twinkling the KB file has become a powerful base of action.

18 ... P × P
19 R × P Q–Q3
This loses irrevocably. A very elegant “losing variation” is 19 ... Kt–QKt5; 20 P–R3, Kt–B3; 21 B × Kt, B × B; 22 Q × P ch, K × Q; 23 R–R5 ch, K–Kt1; 24 Kt–Kt6, B × P ch; 25 K × R–1, and Black cannot prevent R–R8 mate. The most stubborn defence is furnished by 19 ... R–B2, after which, however, White increases the pressure by 20 QR–KB1.

20 Kt× P
A well-calculated disrupting sacrifice.

20 ... R× Kt
21 QB× Kt B× B
22 R × Kt
Recovering his piece with advantage, and more incisively than by 22 B × Kt.

22 ... Q–B3
23 R–Q6
Ruthless. After 23 R–Q7, R–B1, Black could hold out a little longer.

already begins to take the initiative, stressing his superiority on the Q side.

7 B × B
This fresh exchange is forced.

7 ... Q × B
An ideal post for the Queen, from which she will support the early advance ... P–QB4.

8 Kt–B3
Inconsistent. His 6th move foreshadowed the occupation of the QB file, and he should now play 8 R–B1 (if then 8 ... Kt× Kt; 9 R × Kt).

8 ... Kt× Kt
Blocking the QB file to his own advantage, which more than compensates him for the reinforcement of White’s centre.

9 P × Kt P–QB3
Opening the long diagonal. Every move by Black is lucid, logical and profound.

10 B–K2 B–Kt2
11 Castles P–QB4
He now has the strategic initiative. If, instead, 11 ... Kt–Q2, there follows 12 Kt–Q2, with a view to disputing the benefits of the long diagonal by 13 B–B3.

12 Kt–K5
There would be no compensation for yielding territory by 12 Kt–Q2, because of 12 ... Kt–B3; 13 B–B3, QR–B1, and, within the line of his defences, Black will bring his shock troops to the critical sectors.

12 ... Kt–B3
This tardy development is not too late, as the opposing Knight must take notice of it.

13 Kt× Kt
Practically forced, as in this case the Pillsbury Formation by 13 P–KB4 can be refuted by 13 ... Kt× Kt; 14 BP× Kt; Q×Q, etc. After the text move the white King is without his natural protector.

13 ... P–Q4 Castles
14 B× P QKt× P
15 P–Q5 P × P
16 BP× P P–Kt3
Anticipatory caution—he takes advantage of the lull to provide a flight square for his King, before delivering the final assault on the other wing.

17 B × B R × B
18 Q–Q3
It would avail him nothing to contest the open QB file: 18 Q–Q2, KR–B1; 19 KR–B1, Q–B2, and Black has the last word.

18 Q–Q2
Tactical meaning: in reply to 19 P–R5, he will play 19 ... P–QB4. Strategic meaning: occupation of the long diagonal.

19 KR–Kt1 KR–B1
20 P–R3
He still cannot play 20 P–R5, P–QB4; 21 P–R3 (if 21 Q × P, K × P, etc., or 21 R × P, R × B ch, etc.); 21 ... P–QB3, and Black has a well-secured lead.

20 ... R–Q3
21 Q–R5 R–Kt7
Marking the decisive stage by this intervention on the seventh rank. If, instead, 21 ... Q–B2; 22 Q–Kt3, fixing the hostile QKtP, whilst now, after 22 ... KR–B3, Black regroups his forces by 22 ... R–B2, followed by 22 ... Q–B2.

22 Q–Q6
An interesting but belated demonstration. Relatively best would be 22 R–QB1.

QUEEN’S GAMBIT DECLINED 481

White Black

ALATORZEV CAPABLANCA

(Moscow, 1935)

Once again, simplicity backed by energy, logic coupled with elegance, and lucidity together with economy of means, have a prodigious cumulative effect.

1 P–Q4 Kt–KB3
2 P–QB4 P–K3
3 Kt–QB3 P–Q4
4 P × P Kt–Q2
By countering the pin at once, Black is able to reply to 5 P × P by Kt × P, whereas after 4 ... QKt–Q2 White can obtain a favourable variation by 5 P × P, P × P; 6 P × Kt (but not 6 Kt × P, because of the well-known trap 6 ... Kt× Kt; 7 B × Q, K–B5 ch, and wins).

5 P–K3
6 P × P
After this exchange, Black can speedily free his position. 6 Kt× B is indicated.

6 ... Kt × P
He refuses to help the opponent’s intentions by 6 ... P × P, 7 B–Q3, etc. Black

the open QB file: 18 Q–Q2, KR–B1; 19 KR–B1, Q–B2, and Black has the last word.

18 ... Q–Q2
Tactical meaning: in reply to 19 P–R5, he will play 19 ... P–QB4. Strategic meaning: occupation of the long diagonal.

19 KR–Kt1 KR–B1
20 P–R3
He still cannot play 20 P–R5, P–QB4; 21 P–R3 (if 21 Q × P, K × P, etc., or 21 R × P, R × B ch, etc.); 21 ... P–QB3, and Black has a well-secured lead.

20 ... P–QB3
21 Q–R5 R–Kt7
Marking the decisive stage by this intervention on the seventh rank. If, instead, 21 ... Q–B2; 22 Q–Kt3, fixing the hostile QKtP, whilst now, after 22 ... KR–B3, Black regroups his forces by 22 ... R–B2, followed by 22 ... Q–B2.

22 Q–Q6
An interesting but belated demonstration. Relatively best would be 22 R–QB1.

22 ... R × P
The crowning glory! A splendid sacrifice.

23 Q–Kt3
If 23 K × R, R–B7 ch; 24 K–K1 (or 24 K–Kt3, R × P ch, etc.); 24 ... Q × P; 25 Q × Kt ch, K–Kt2; 26 Q–Kt5 ch, K–Kt1; 27 B × P, cutting short any “spite checks” by the opponent; and if 23 P × Q5, R (B1)–B7 decides. The text move hopes for 23 ... KR–B7; 24 Q × R, R × Q; 25 K × R, and the struggle would only begin.

23 ... R–K7
Resigns
One of the finest games of modern times.
In the following game White indulges in too much maneuvering on the Q side, and Black very skilfully takes advantage of the fact by a beautiful diversion on the opposite wing.

1 P—Q4  P—Q4
2 P—QB4  P—K3
3 Kt—KB3  Kt—KB3
4 Kt—B3  B—K2
5 B—Kt5  Castles

Having already provided against the pin by his preceding move, he could have played 5 ... Kt—K5 at once.

6 P—K3  Kt—K5

The Atkins, or Lasker Variation, which was frequently played in two important matches Marshall-Lasker (1907) and Marshall-Capablanca (1909), and proved to be sound but barren. Black can also first play 6 ... P—KR3, and if 7 B—K4, only then 7 ... Kt—K5.

7 B×B  Q×B

A more ancient treatment is 8 P×P, Kt×Kt (forced); 9 B×P, Kt×P; 10 Q—Q3, after which, however, Black has several lines of defense, namely 10 ... P—B3, or 10 ... Q×Q, or, chiefly, 10 ... R—Q1; 11 P—B4 (a second edition of the Queen's Gambit); 11 ... Kt—B3; 12 P×P, Kt×Q5, etc., with simplification.

8 .....  P—QB3

He could have eased the tension in the centre by an exchange of Knights, but prefers to commit himself in the centre. A game Bogoljubow-Spielmann (match, 1932) ran as follows: 8 ... Kt×Kt; 9 Q×Kt (more scientific than 9 P×Kt); 9 ... P—Q3; 10 B—Q3, P×P; 11 B—B3, P—Q4; 10 B—Q4; 11 P—K5, P—P; 12 Kt—K2, Kt×B; 16 P×B, Kt—Q5, etc., with White resigns (because of 17 Q×B, etc.).

9 B×Q3

More lively play results from 9 Kt×Kt, P×Kt; 10 Kt—Q2 (or 10 Q×P, Q—K5 ch; 11 Kt—Q2, Q×KtP; 12 Q—Kt1, etc.); 10 ... P—KB4; 11 P—B5, etc.

9 ...  P—KB4

A deferred stonewall.

20 P—QB4

Too dangerous would be 20 P×P, Kt×P; 21 Q×P, R×Q, etc., but after the preventive text move also, Black retains to direct action on the K side.

20 .....  R—R3

In the belief that weakening pawn moves are not yet necessary. If 21 Q—B2, Q—R5; 22 P—Kt3, K×Q5F ch; 23 P×Q, R×R ch; 24 K—B2, R—R7 ch, followed by ... R×Q or 22 P—R3, K—K6; 23 P—B3, R×P, winning a pawn.

Relatively best is 21 R—K2.

21 .....  R—Q5

A sad awakening! If 22 P×Kt3, Q×KtP ch; 23 P—Q, R×R8 mate, and if 22 P—R3, B×P; 23 K×B, Q×P ch; 24 K—Kt1, R×R mate. White is therefore compelled to allow his position to be invaded, with fatal results.

22 .....  Q×P ch

23 K—B1  Kt×Q6

Threat: 24 ... R×R8 ch; 25 K×K2, R×R ch; 26 K×R, Q×P ch, etc. White has nothing better than to continue the King's flight.

30 K×Q  Kt×B

Still escaping; the threat was 31 Kt—K6 ch.

31 K×Q  B—K5 ch

32 K×Kt  Kt—Q6

33 B×Kt  P×B

More exacting than 33 ... B×B, which would be followed by 34 Q—K7, R—K11; 35 R×B, P×Kt; 36 Q×P, R×P ch; 37 R×B, K—K18; 38 K—R1, R×R; 39 Q—K8 ch, R—K11; 40 Q×K5 ch, and White would achieve a perpetual check.

34 Q—K7  R×Kt1

35 R×B  B×R

36 R×B  P×K7

37 R×Q  B×P (Q)

38 R×KtP  Resigns

A last hope to obtain, after 38 ... R×R; 39 Q—K8 ch, etc., a surprise.

38 .....  Q×P ch

A splendid performance.

QUEEN'S GAMBIT DECLINED

1 P—Q4  P—Q4

2 P—QB4  P—K3

3 Kt—KB3  Kt—QB3

4 Kt—B3  KKtB

5 B—Kt5  P—B3

Instead of the academic continuation 5 ... B—K2, followed by ... Castles, Black contemplates a counter-offensive on the Q side.

6 P—K3  Q—R4

Defence (unpinning) and attack (against White's QB3) at the same time. 7 ... Kt—K5 or ... B—Kt5 is intended.

7 Kt—Q2

The best method of parrying the danger. Good also in its simplicity is 7 B×Kt, Kt×B; 8 B—Q3, etc., and not without guile, in spite of its peaceful appearance, is 7 P×P.

7 .....  B—K5

The episode 7 ... B×B; 8 Kt×B (forced); 8 ... Kt×B, 9 Kt×P, Q—B2, etc., allows Black the advantage of the two Bishops, but leaves him with a cramped game.

8 Q—B2  Castles

9 B—R4

Evading 9 ... P×P, in order, as far as possible, to preserve his two Bishops. A playable continuation is 9 B—Q2.

A curious mistake would be 9 B—Q3, because of 9 ... P×P, and both White's Bishops are attacked (10 B×P, Q×B, or 10 B×P, K×P, etc.).

9 .....  B—K5

Taking advantage of a short respite, in order to free his game, which, however, he could have done in a more propitious manner by 9 ... P—K4; e.g. 10 Q×P, Kt×K5, etc., or 10 Kt—K5, Q—B2, etc.

10 Kt—K3  Q—R5

11 B×Kt  Kt×B

12 Q×P  Kt×K5

Better is 12 ... Q—B3, or, at least, 12 ... B×Kt ch; 13 Q×B, Kt×K5.

13 P×P

Definitely winning a pawn.

13 .....  B×Kt ch

14 P×B  Kt×P (B4)

Better is 14 ... P×P

15 R—Q1

Stressing the play in the centre (but not 15 P×P, B×P; 16 R×Kt1, Q×B1, etc.).

15 ... P × P
16 R × P Kt × Kt
After this exchange, which rounds off White's position, Black remains a pawn to the bad without any compensation. 16 ... P-QKt3 offers better practical chances.

17 P × Kt Q → B3
18 R → Q4 R → K1
Preventing White from castling in the normal way (by 19 P → B3 or 19 P → K4, followed by Q → Q3, etc.).

19 B → Q3
In great style! White incurs dangers, but feels that his future prospects warrant this course.

19 ... Q × P
There is nothing better for Black than to seek to "fish in troubled waters." After, e.g., 19 ... P → Kt3; 20 Castles, etc., he would remain in a minority of a pawn without counter-chances of any kind.

20 B × P ch K → B1
21 B → K4 Q → R6
22 Q → Q2
Preventing 22 ... B → Q2, followed by B → B3.

22 ... B → K3
23 P → Q4 P → R4
24 R → K1 Q × P
Restoring the balance in material, but at what cost? For White's attack, on an open field, quickly becomes overwhelming.

25 R → R1 Q → B2
26 Q → Q2
With the immediate threat of 27 Q → R3 ch (27 ... Q → K2; 28 R → R8 mate), but aiming at the same time at other important objectives (Pawn at KKt7).

26 ... Q → B4
27 B → Q5
The struggle for strategic posts. After the early elimination of one of his Bishops, the position of Black's King becomes precarious. Thoughtless would be 27 B × P, QR × Kt1; 28 B × Q5, Q × Kt5 ch, etc.

27 ... R → R3
28 R → K4
Still not 28 B × P, R → Kt3, etc.

28 ... R → Q3
Clearly not 28 ... P → B3; 29 R → R8 ch, K → B2; 30 R × R, K × R; 31 B × B.

16 ... K → B1
If at once 16 ... Kt → Kt3; 17 P × P, P × P (not 17 ... B × P; 18 B → B4, winning); 18 B × Kt, P × B; 19 B → B4 ch, followed by Kt → Kt5.

17 B → Q4 Bt → Kt1
18 B → K3 P × P
More resisting is at once 18 ... B → Kt5.

19 B × P B → Kt5
20 Q → K3 R → Q4
Reverting to counter-threats.

QUEEN'S GAMBIT DECLINED

8 Q → Q2
A good reply, strengthening the attacked point QB3 and keeping the centre under observation. Much less propitious would be 8 Q → B2, B → Kt5; 9 R → B1, Q × P (winning a pawn with impunity), or 8 Q → Kt3, B → R6 (a beautiful counter).

8 ... B → Kt5
There is a finesse here, namely 8 ... P → B3 (before White has played P → K4); 9 B → R4, and now only 9 ... B → Kt5; 10 R → B1, Castles, etc. Other ideas are:
8 ... Kt → Kt1; 9 P × Kt, Kt → Kt3, with a view to ... Kt → R5, or, as a preparation, 8 ... QKt → K3.

9 R → B1
Castles
He could first play 9 ... P → Kt3; 10 B → R4, Castles. Over-hasty would be 9 ... P → Q4, on account of 10 P → K4, Kt × Kt; 11 P × Kt, B → R6; 12 R → QKt1, Castles; 13 B → Q3, and White has a preponderance in the centre.

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White 
SPIELMANN
Black
PIRC

(Moscow, 1935)

The striking feature of this game is the prolonged King-hunt, from KKt1 to QKt1, culminating in a series of six shattering checks by White when he is himself in danger.

1 P → Q4 P → Q4
2 P → Q4 P → Q3
3 Kt → Kt3 Kt → B3
4 Kt → B3 P → Kt3
5 B → Kt5 Kt → Kt1
6 P → K3 Q → Q4
7 P × P
Localising the configuration.

7 ... Kt × P
The logical complement of the preceding move, of which his object was to render his Kt at KB3 mobile. Much less consistent would be 7 ... KP × P; 8 B → Q3, Kt → K5; 9 Castles (this sacrifice of a pawn for the sake of rapid development is far more energetic than 9 Q → B2, Kt → B; 10 Kt × Kt, P × Kt; 11 Kt → B3, B → Q3; a blunder would be 9 B × Kt, P × B, and Black wins something); 9 ... Kt × Kt (or 9 ...

16 ... K → B1
A curious assembly of seven pieces on the Q file.

16 ... K → B1
If at once 16 ... Kt → Kt3; 17 P × P, P × P (not 17 ... B × P; 18 B → B4, winning); 18 B × Kt, P × B; 19 B → B4 ch, followed by Kt → Kt5.

21 P → K5
Dividing the position in two.

21 ... P → P
For if 21 ... B → Kt; 22 KP × B, B × R; 23 Q → K7 mate.

22 B → B5 B × B
If 22 ... Kt → B1; 23 R × B, Kt → R; 24 R → Q1, K → K2; 25 R × Kt, R × R; 26 Kt × P, etc.

23 Q × B ch K → K1
24 R → K1 Kt → Q2
Against 24 ... K → Q2; 25 R × P is convincing.

25 R × P ch
Magnificent activity of concentrated pieces.

25 ... Kt × R
26 Kt × Kt B → K3
Ingeniously parrying 27 B → B7 ch (27 B × B, R → Q8 ch, followed by mate).

27 R → K1 R → Q7
Not 27 ... B × B; 28 Kt × P dis ch.

28 B × B Kt → K7
Potting a pistol at White's head (for if 29 R × Q, R × Q ch, or if 29 R → Kt1, R → Q8, and even if 29 Kt → Q3, Q × Q; 30 P × Q, QR × Q, and Black still shows fight), but White now finds a way to bring matters to a conclusion in pandemonium.
500 MASTER GAMES

29 B—B7 ch K—Q1
30 Q—B8 ch K—B2
31 Q—K7 ch K—B1
32 B—K6 ch K—Kt1
33 Kt—Q7 ch K—B2
34 Kt—B5 dis ch Resigns
(34 ... K—Kt3; 35 Q×P ch, K×Kt; 36 Q—K4 mate.)

9 ... Kt—K1
Trying to free his game. If 9 ... P—KR3;

10 P—KR4
White can no longer think of castling on
the K side.

10 ... QKt—B3
If 10 ... B×B; 11 B×P ch.

11 Q—B2 B—K3
Better is 11 ... P—K3, followed by
... Kt—Q3.

12 Kt—B5 B×Kt
13 B×B Kt—Q3
14 B—Q3 P—KR3
15 B—K4 R—B1
With a view to action on the Q side, which
White, however, forestalls.

16 P—K4
A bayonet attack.

16 ... Kt(B3)—K5
Not 16 ... Kt×P; 17 B×Kt, followed by
... B—B5, nor 16 ... Kt(Q3)—K5;
17 P×Kt5. In order to minimise this latter
threat, Black, by his last move, gives up
a pawn.

17 P—Kt5 P—KR4
18 B×Kt(K5) Kt×B
19 Kt×Kt P×Kt
20 Q×KTP R—Q4 ch
More subtle than at once 20 ... Q—Q4;
21 Q×Q, P×Q; 22 R—Q1, etc.

21 K—B1 Q—Q4
22 Q×Q P×Q
23 K—Kt2 R—B7
A promising invasion, for if White guards
his pawn in a normal way (24 P—Kt3 or
24 QR—QKt4), there follows 24 ... 
KR—B1, and Black has sufficient compensa-
tion for his pawn.

24 KR—QB1
This unexpected reply alters the course of
events.

24 ... KR—B1
After 24 ... R×P; 25 R×B7, B—R6
(or 25 ... R×Kt1; 26 R×Q, R×Kt4;
27 P×R4); 26 R—Q7, R—K4; 27 R—Q1,
R—B1; 28 R—Q3, B—B1; 29 R—Kt3, the
white Rooks would take charge of affairs.

25 R×R
Black has won the struggle for this square
(junction of the open QB file and the
seventh rank), but he has had to renounce
the asset of the doubled Rooks.

25 ... Kt—K1
26 R—QKt1 K—R2
27 K—K3 K—Kt3
28 P—B3 B—P3
29 P×P B×P
30 P—R4 K—B4
31 P—K5 R—K7
He represses any idea of 32 R—K1, R×P;
33 P—K4 ch, and thinks himself master of
the situation.

32 R—QB1
By this fresh sacrifice of a pawn, as unfore-
seen as it is profound, Alekhine gives a fresh
impetus to the game.

32 ... R×KtP
33 B—K5 K—K3
34 P—K4
The pith of the combination. If now
34 ... P—P, there follows 35 P—Q5 ch,
K—B4 (or 35 ... K—Q2; 36 P×P, etc.);
36 P—Q6 dis ch, followed by P×P, and
White’s united passed pawns win the day.

34 ... B×P
35 R×P
At this stage 35 P×P ch would be a mis-
take, because of 35 ... K—B4; 36 R—B4,
B—B7 ch; 37 K—R3, R—K4, etc., and
Black wins both territory and material.

35 ... B—B6
Better here would be 35 ... B—B7 ch;
36 K—R3, P—QKt4; 37 P×P e.p., P×P,
etc., trying to turn his pawn to account,
for his hope to “fix” White’s weakness at QR5
will be disappointed.

36 R×P P—R3
37 B—B7 B—K8 ch
If 37 ... R—Kt4; 38 K—Kt4.

38 Kt—K4 R—Kt7 ch
39 K—R3 R—KB7
40 K—Kt4
Threatened was 40 R—K5 ch, K—Q2, etc.,
as also 40 R—K5, P—KKt3;
41 R—B8, K—K2, etc. The players are
now indulging in a repetition of moves to
gain time on the clock.

40 ... Kt—K7 ch
41 K—R3 R—KB7
42 P—B4 R—B6 ch
43 K—Kt2 R—B7 ch
44 K—R3 R—B6 ch
45 K—Kt2 R—B7 ch
46 Kt—Kt1 R—B7
47 B—Kt6 R—B5
In order to recover his pawn, save for the
unexpected.

48 Kt—Kt2
The unexpected happens! By this almost
miraculous King’s move, not only is the KP
indirectly defended (if 48 ... R×P ch;
49 K—B3, R any; 50 R—K5 ch, followed
by R×B), but the King gets nearer the
centre.

48 ... P—Kt3
49 R—K5 ch K—Q2
50 P—R5
Important. The lone pawn (which, in any
event, could not be held, e.g. 50 K—R3,
B—B6, etc., or 50 B—B2, R—B7, etc.) is
sacrificed in a good cause. The pawn mass
in the centre acquires preponderance, whilst
Black’s isolated “forces” on the KR file will
be able to advance only with difficulty.

50 ... R×P
51 K—B3 P—R5
52 R—K5 R—B6 ch
53 K—Kt4 R—B5
54 K—B5 B×P
An attempt at salvation, beautiful but
unlucky.

55 R—R7 ch
The refutation. But not 55 B×B, R—B4
ch; 56 K—Kt4, R×R; 57 K×R, P—R6, and
Black’s passed pawn wins.

55 ... B×B
56 B×B
Calculated to a nicety, this liquidation is
far more effective than the gain of the
exchange by 56 R—B7 ch, K—Kt4; 57 R×R,
B×B, etc.

56 ... R—B4 ch
57 K—Kt6 R×B
58 P—B5 R—K6
59 P—B6
If 59 R×RP, R—KB6; 60 P—B6, P—Kt4,
etc., and Black is not without resource.
A most telling final combination.

Black's first task is to consolidate his Q side pawns. The question then will be whether this pawn chain can be maintained intact.

Preparing P-K4.

A very fine retrograde manoeuvre, always with a view to P-K4.

Not yet 14 ... Kt5, on account of 15 B x Kt, P x B; 16 Q x BP.

The beginning of a phase, magnificent by reason of its basic and precision. Everything depends on a tempo, which Black will lack for the maintenance of his chain of pawns.

In the belief that he has time to attack the hostile QB (for if now, e.g. 18 B-B4, B-Kt2, and Black's position is once more firm.

A sound positional manoeuvre. Much less promising is 7 Q-Q2 or 7 Q-Kt1, because of 7 ... P-B4, followed by 8 Q x B, P x B.

An imaginative continuation is 7 P-K3, P-B4; 8 B x Q, Q x R; 9 B x B, K x B; 10 P x B, Q x BP; 11 ... B x Kt, Q x R; 12 B x Kt, P x B; 13 P x P, K x P; 14 B x Kt, K x B; 15 Q x Q, and White is more than compensated for the pawn given up.

Unfortunate haste. By playing 7 ... Q-K2, Black could have won an important tempo.

A move which carries responsibilities, for

18 P x P
A profound sacrifice.

Asking for developing move, instead of the popular pinning strategy 4 B-Kt5.

A modest but very sound continuation is 5 P x Kt. A very extensive chapter is opened up by 5 BP x P, Kt x P (better than 5 ... KP x P; 6 B-Kt5, etc.); 6 P x Kt, Kt x Kt; 7 P x Kt, Kt x P; 8 P x P, B-Kt5 ch; 9 B-Q2, B x B c; 10 Q x Kt, Castles, etc., a variation which requires most accurate

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A sound developing move, instead of the popular pinning strategy 4 B-Kt5.
the text, Black’s KB obtains a dominating post.

13  
14  
15 P–K1
16 P–B4
He also tries to organise an attack. If relying on tactics, 16 Kt–K4, Black then simply plays 16 ... B–K2, maintaining and even increasing the tension. Or, modestly, 16 B–K2, QR–B1, and Black’s attack grows.

16  
17 P–B5
Who has the attack?

17  
Partly calculated and partly intuitive, for the ultimate consequences of this first sacrifice are indeterminate.

18  
For if, e.g., 18 P×R, Q×P; 19 P×P, B–B1; 20 Q–K2 (or 20 Q×P, K–K1, etc., or 20 B–B2, Q×Kt5 ch; 21 K–Kt1, R×B ch; 22 R×R, B×P, followed by mate); 20 ... B×P; 21 B×P ch; 21 R×B, Q–B8 mate; 21 ... K–B1; 21 ... K×P; 22 Q–B3 ch; 22 Q×K8 ch, R×P; 23 P×R (Q) ch, K×Q, and wins without difficulty.

18  
R–QR6
Beautiful! Capture is compulsory, opening both the QKt file and the extremity of the long black diagonal.

19 P×P ch  
20 P×R  
Q–Kt3 ch
21 B–Kt5
A prophylactic counter-sacrifice.

Or 21 K×R1, B×P ch; 22 R×B, Q×R ch; 23 K×Kt1, Q×Kt5 ch; 24 K×R (or 24 K–B1, R–B2 ch, etc., or 24 K–Kt1, R–B7 ch, etc.); 24 ... Q×Kt ch; 25 K–Kt2, B×B7 ch; 26 K×Kt3, Q×Kt8 ch, and wins; or 21 K–B2, R–B2 ch; 22 K–Q2, Q×P ch; 23 B–Q3, R–B7 ch; 24 K×R, Q–Kt7 mate.

21  
Q×B ch
22 K–R1  
R–B2
Preparing, at leisure, a fresh assault.

Threat: 23 ... R×B8 ch; 24 R×R, B×P ch.

23 R–Q2  
24 K×Q ch
If 24 R×Q×Kt1, Q–B3. If 24 Q×Kt4, Q×B3 (parrying counter-checks and threatening 25 ... R×B8 ch); 25 R–QKt1 (if 25 K–Kt2, Q×Kt3 ch; 26 K×R1, R×P; 27 Q–B8 ch, K×B2; 28 Q–Q7 ch, K–Kt3; 29 Q×Kt8 ch, K×Kt2; etc.) 25 ... P×Kt4; 26 Q×B4, R×P; 27 R×R, Q×B6 ch; 28 R–Kt2, B×R, and wins.

24  
R–B6
25 Q×B5  
Q×B5
The regrouping of Queen and Rook is achieved. Threat: 26 ... R–B8 ch.

26 K–Kt2
The King takes up his own defence, for if 26 R–QKt1, B×P is decisive (e.g., 27 Q×Kt4, R×Q6 dis ch, or 27 Q×K6 ch, K×R1; 28 Q×K7 ch, K×R2, etc.).

Similarly, if at once 26 Q×K6 ch, K×R1; 27 Q×K8 ch, K×R2, White’s "perpetual check" has lasted only two moves.

26 ...  
P×P
A fresh exploit! The surviving Rook tries to prove worthy of its companion.

27 Q×K6 ch  
K×R2
The right method of avoiding a perpetual check, whereas after 27 ... K×R1; 28 Q×K6 ch, K×R2; 29 K×R, Q×B6 ch; 30 K×R, Q×B5 ch; 31 K×Q (31 K×Kt5, P×Kt3 mate); 31 ... Q×B6 ch, and Black must be satisfied with a draw.

28 K×R
Or 28 Q×B5 ch, K×R1, etc. If 28 K×R1, B×P ch, and even if 28 K×Kt1, B×P (less precise is 28 ... R×P; 29 R×Q, K×Kt6 ch; 30 K×B1, etc.); 29 Q×B5 ch, K×Kt1 (not 29 Q×K5, K×R1; 30 Q×K8B ch); 30 Q×Kt6 ch, K×R1; 31 Q×K8 ch, K×R2; 32 R×B, Q×P ch; 33 K×B1, R×B6 mate.

28  
Q×B ch
29 K×R4  
P×Kt4 ch
The finnishing touch.

30 K×P  
Q×B5 ch
31 K×R5  
B×Q1 ch
And Black mates next move.

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White
Black
PILLSBURY
LASKER
(Cambridge Springs, 1904)
A worthy companion to the preceding game. In this case White finds an ingenious means (7 B×Kt, instead of 7 Q×R) of obtaining a positional advantage, which he maintains with iron determination until victory is won.

1 P–Q4  
2 P–QB4  
3 Kt–K3
4 Kt–B3  
5 B–K5
6 P–Q4
7 K×B t
A subtle intermediary manoeuvre, which alters the outlook.

7  
P×B
He resigns himself to this square weakness, which is to influence the whole course of the game. He cannot play 7 ... Kt×Q; 8 B×Kt, Kt×B7 ch (or 8 ... Kt×Kt ch; 9 KP×Kt, Kt×B; 10 P×P, etc.); 9 K×Q, Kt×R; 10 B–R4, etc., nor 7 ... Q×B; 8 Q×P, P×Q; 9 P×P, and Black has no compensation for his pawn.

8 Q×R4  
P×P
9 R×Q1
He refuses to lose his hold on KB6 by playing 9 Q×QBP.

10 P×K3  
Kt×K4
After 10 ... P×Q or 10 ... B–K2, White plays 11 B×P, with fine concentric development of his forces.

11 Kt×Kt  
P×Kt1
12 Q×BP  
P×Kt3
13 B–K2
On the strength of his superior development, White gives up a pawn.

13  
Q×Kt6
An old story! The Queen should not waste time hunting distant pawns. Black has now not much choice; if 13 R×Q, 14 Q×B or, if 13 ... Q×Kt5; 14 Q×B7, or finally, if 13 R×B; 14 Castles, R×Kt1; 15 Kt×Kt4, B–K2; 16 B×R5, B×Q4; 17 R×B, P×R; 18 Q×P, R×KB1; 19 Q×KP, etc.

14 Castles  
R–B1
If 15 ... B–B3; 16 B–B3.

16 Kt–K4
In the mobility of this Knight lies the reason of White’s success.

16  
B–K2
17 Kt–Q6 ch  
K–B1
Or 17 B×Kt; 18 Q×B, K×Kt5 (18 ... Q×Kt3; 19 Q×P (K5)); 19 R×Q; Q×Kt6 ch (if 19 ... Q×B; 20 Kt×Kt3, winning a piece); 20 P×Q (K5), and White has three flies at his disposal for his attack.

18 Kt×B–Q4
19 P×B  
P×P
If 19 ... P×K, then not 20 Q×P, B×Q3; 21 Q×Q–Q, R–Kt1, etc., but 20 Q×Q, R×Kt1; 21 Q×R, B×B4; 22 Q×Kt8 ch, R×B1; 23 Q×Kt5, etc.

20 Q×Q
Far more powerful than 20 R×P.

20 ...  
P×B3
Compulsory weakness, for if 20 ... R×Kt1; 21 Q×BP, with a double threat.

21 Q×B  
P×QB4
22 Kt×K5  
B–K1
23 Kt×Kt4  
P×Kt5
24 B×P
If 24 ... Q×B; 24 R×Q3.

24 Q×R6 ch  
K–B2
25 B×B4
A fresh sensation (25 ... Q×B; 26 Kt×Kt5 ch).

25  
B–R3
Or 25 ... B×Q; 26 R×B, R×R; 27 Q×KP ch, K×Kt1; 28 Kt×B6 ch, and mate to follow.

26 R×P ch
The principal threat (at K6) having been parried, the secondary threat now takes the stage.

26  
Q×B
27 R×Kt1  
Q×Q ch
28 Q×K
And still White’s Bishop cannot be taken (for if 28 ... R×B; 29 Kt–K5 ch).

28  
B–Q2
29 Q×B ch
More telling than 29 Kt×K5 ch, K×Kt1, etc.

29  
Kt–K1
Or, e.g., 29 ... K×Kt2; 30 Q×Kt5 ch, K×Kt1; 31 Kt×R6 ch, K×B1; 32 Q×R mate.

30 Kt×K5  
Resigns
A splendid victory.
White  
Black  
LUNDIN  
ALEXANDER  
(Stockholm, 1937)  

An exciting game, in which both sides stubbornly play for a win. But White's attack, directed against scattered and varied objectives, falls against Black's clever and active defence, the black isolated QP becoming in the end a winning asset.

1 Kt—Kt3  
2 P—B4  
3 Kt—B3  
4 P—Q4  
5 B—Kt5  

Reverting to a species of Queen's Gambit Accepted, with the extended development of White's QB.

6 P—K3  
7 B—P  
8 P—P  
9 Castles  
10 R—K1

Occupation of a potentially open file.

10 .....  
Kt—Q4  
Black changes his plans, as he now considers that no pressure against the isolated QP could be successful (e.g. 10 .... Q—R4;  
11 P—Q5, Kt—P; 12 Kt—Kt1, B—B8;  
13 Kt×B, P×Kt; 14 B×P, etc.). Playable is 10 ..... P—KQKt3.

11 B×Kt  
P×B  
Sharper than 11 ..... B×B.

12 B×B  
Kt×B  
Beginning to lay siege to the weak points.

13 .....  
P—QKt3  
14 Q—R3  
B—K3  
The well-knit black forces preclude access to the position.

15 Kt—Kt5  
Kt—B3  
Resorting to an active defence in preference to 15 ..... Q—Q2.

16 Kt×B  
Ineffective would be 16 R×B, P×R;  
17 Kt—KtP, Q—B3; 18 Kt×Kt, R—Kt1;  
19 R—K1, Q×P, etc.

16 .....  
P×Kt  
17 Q—R4

After 17 R×P, Kt×P; 18 R—Q6, Q—R5;  
19 R—KB1, QR—B1, the rules would suddenly be changed (e.g. 20 Kt×P, Q×BP ch,  
with mate in two, or 20 R×Q, R×Kt1;  
21 P×R, Kt—Kt7 ch; 22 K—R1, Kt—Kt6  
ch; 23 K—Kt1, Kt×R, etc., or again,  
20 Q×P, R×Kt, etc.)

17 .....  
R—B1  
A file with a future.

18 R×P  
Q—R5  
Temporary spoils.

19 P—Kt3  
Q×P  
20 Q×Q  
Kt×Q  
21 R—Q6  
Kt—B6 ch  
22 K—Kt2  
P—Q5  
23 Kt—Q5  
R—B7  
24 Kt—B4  

Hatching a far from amiable plot against the Knight.

24 .....  
Kt—R5 ch  
A very fine counter! 24 ..... Kt—K4;  
25 R×Q, P—KKt4; 26 Kt—R3, R×P;  
27 R—K1, etc., would favour White's chances.

25 K—R3  
He disdains the more sheltered quarters at Kt1 (25 ..... Kt—B6 ch; 26 K—Kt2, draw).

25 .....  
Kt—B4  
26 R—Q7  
Here Black avoids a possible repetition of moves by 26 ..... R—KB2; 27 R—Q8 ch,  
R—B1; 28 R—Q7, etc. Petty would be 26 ..... R×KtP or 26 ..... R×BP;  
27 R—Q8.

27 R—Q1  
If 27 P—KKt4, R×BP.

27 .....  
P—KKt4  
Alea jacta est.

28 Kt—R5  
R—K3  
29 R×QBP  
Serious complications would result from 29 P—KKt4.

29 .....  
R×BP  
30 R—QBP  
Seizing immediately the accessible file (threat: 31 R—B8 ch), but his plans are  
met by Black with the utmost coolness.

30 .....  
Kt—K2  
31 QR—B7  
K—B2  
32 R—Q7  
R—K5  
Defending the QP with a strong threat:

33 .....  
P—Kt5; 34 K—R4, R×P ch;  
35 K—K5, R—P ch; 36 K×P, R—K4,  
and wins.

33 P—Kt4  
This has become necessary, but, by  
denuding his King's defences, he calls up  
a new phase in this merciless struggle.

33 .....  
R—K6 ch  
34 Kt—K13  
P—Q6  
A direct threat of 35 ..... P—Q7, with  
.... R—K8 and 33 ..... P—Q8.

35 R—R3  
R—Q7  
36 P—K4  
Intending 37 R—Kt3, with P—R4 and  
P×R, with new resources, but Black has  
fresh reserves to throw into the mêlée.

36 .....  
K—K3  
The King, a strong piece!

37 R—Q4  
Kt—Q4  
The reserve cavalry.

38 R—K4 ch  
Has White turned the corner?

38 .....  
K—B3  
A brilliant reply (39 R×R, Kt—B5 mate).

39 R—R8  
He manages to get clear with the loss of  
only the exchange, but Black's passed pawn  
now decides the game.

39 .....  
Kt—B5 ch  
40 R×Kt ch  
P×R  
41 R—B8 ch  
K—K4  
42 R—Q8 ch  
K—Q5  
43 R—P ch  
K—B6  
44 P—R4  
R—R7  
45 R—B8  
P—Q7  
46 R—B8 ch  
K×P  
47 R—Q8  
R—K8  
Resigns.

White  
Black  
BURN  
STEINITZ  
(Cologne, 1898)  

An interesting feature of this fine game is  
the ending of Rooks, Bishops and pawns.  
In spite of Bishops of opposite colours, White  
succeeds in exploiting minute advantages (dis-  
jointed black pawns, etc.) until the cumulative  
effect of clever manouvres leads to a decisive  
win.

1 P—Q4  
P—Q4  
2 P—Q4  
P—K3  
3 Kt—Q3  
Kt—B3  
4 Kt—B3  
P×P  
Reverting to a Queen's Gambit Accepted;  
this deferred decision is not without its  
drawbacks.

5 P×K3  
White could also adopt a more pretentious  
policy by 5 P—K4, or revert to a purely  
positional treatment of the opening by  
5 Q—R4 ch, Kt—Q2; 6 P—Kk5 (more  
precise than 6 Q×BP at once); 6 .....  
P—Q3; 7 B×Kt2, P×B (if 7 .....  
P—QKt4; 8 Kt×P); 8 Q×P (B4), etc.

5 .....  
P—Q3  
Black, having given up space in the centre,  
tries to recoup himself on the Q side.  
Other continuations could be, either 5 .....  
P—B4 at once, or, in a more restrained manner,  
5 ..... B—K2; 6 B×P, Castles; 7 Castles,  
KQ×Q; 8 B—K4, and White turns his  
preponderance in the centre to account.

6 P—Q4  
P—B4  
7 B×P  
K—B1  
8 Castles  
B—Q2  
Black tries to solve the problem of the  
QB without weakening the Q side by 8 .....  
P—QKt3. Most pertinent, however, would  
be mobilisation of the K side by 8 .....  
P×Kt2; 9 Q—K2, Castles; 10 R—Q, B—B2,  
with an even game.

9 Q—K2  
A most important regrouping of Queen and  
Rook.

9 .....  
P—QKt3  
Black also goes in for an interesting  
regroupment.

10 R—Q1  
R—Q1  
11 P—Q5  
P×P  
12 B×Q  
B—K2  
If, instead of 12 ..... B—B1 or 12 .....  
P×Kt, then 13 B×Kt ch, Q×B (or 13 .....  
P×B, devaluing the pawns); 14 R×R,  
K×R; 15 P—K4, with advantage to White.
13 P—K4
A bold idea.

Black seeks simplification. After 13 . . .

Castles; 14 P—K5, Kt—B3; 15 P—Kt1, Q—R2; 16 Kt—B, Kt—Kt1; 17 B—K1, KR—K3; 18 R—Q2, etc. White's advantage becomes definite.

14 Q—B4
Kt—Kt1
15 P—Kt Castles
16 B—B4

Again played with great freedom and a keen appreciation of the hidden resources of the position.

16 . . .
Kt—R4
17 B—Kt3
18 R—KF4

Unimproving would be the expulsion 18 . . . Q—P; 19 KR—Kt1 (or 19 QR—Kt1, Q—B7; 20 QR—B1, Q—K17, with a repetition of moves); 19 . . . Q—Q7 (if 19 . . . Q—B7; 20 R—R2, etc., and if 19 . . . Q—Q4; 20 R—Q, P—Q; 21 B×P, B—K3; 22 R—B2, etc., as mentioned to White); 20 R—R2, Q—K14; 21 R×P, and White has the better game.

19 R—Q2
Kt—K1
20 P—R3

In the coming endgame, White relies on his partial blockade of the Q side and his control of the strategic point Q5.

20 . . .
Q—Q
21 B×Q
B—B3
22 B—R5
Q—Q2

Also after 22 . . . B×Kt; 23 P×B, etc., White has sound winning assets.

23 Kt—R4
B—K1
24 R—Q

At first sight it seems that the ending cannot be won (equality in material and Bishops of opposite colours), but there is much room for the unexpected.

24 . . .
KR—Q1
25 R—B4
K—K2

26 R—Q3
K—B1
27 R—Kt3
K—K1
28 K—B1
P—B3
29 K—K2
R—B2
30 K—Q3
K—K1
31 R—B1
K—Q1
32 K—B4
R—Q2
33 K—R1

A fresh perspective.

P×P; 62 P×P, B—Q1 (62 . . . B×P; 63 R—B7ch; 63 K—Kt6, K—K1; 64 B×K6, etc.

31 . . .
P—R3
34 P—B5

Now the K side also is partially blocked.

35 . . .
R (Q2)—Q1
36 R×R
B—B1
37 P—B4
R—Q3
38 K—B3
P—QK4

Breaking at last the evil spell on the Q side, but leaving there two depreciated pawns.

39 P×P e.p.ch
KR×P
40 R×R
R×R
41 R—K1
B—K2
42 P—Kt3
R—Q3
43 R—R1
R—Kt3
44 K—Q3
K—Kt1

The wrong direction.

45 K—K2
R—Q3
46 K—B3
K—B1

Returning at the double.

47 K—Kt4
K—Q1
48 Kt—B5
K—K1
49 Kt—K6

An uncompromising King.

49 . . .
K—B1
50 R—R5
R—Kt3
51 B—B4
R—Q3
If 51 . . . R—B3; 52 B×P, but now if 52 B×P, R×P.

52 R—R1
B—K2
53 K—R7
B—Q3
54 R—Q1
R—B3
55 R×Q
Kt—Q5

After so much labour, here is a real, concrete threat: 56 P—K5.

55 . . .
P—KR4


But White is wide-awake.

56 K—Kt6
P—R4
Or 56 . . . P—R5; 57 P×P, B×P; 58 R—Q8ch, K—K2; 59 R—QR8, R—B3; 60 R—R7ch, etc.

57 K×P
Not 57 P—K5, P×P; 58 P×P, B×P

Methodical. Playable is also 61 P—B6,
another fighting unit after ... B-Q1 and
... B-B2.

17 Q—R2     P—B4

Alloowing the adverse QB to occupy K5,
but if 17 ... P—K3; 18 Q—K2, B—Q1
19 B—Q6, B—K2; 20 B—K5, P—B3 (or
20 ... B—Q1; 21 Q—K4); 21 B—K3,
B—Q1; 22 Q—R5, White will exploit
the holes in the adverse King's position.

18 K—R1     B—Q1
19 B—K5     B—B2
20 P—B4     B—B
21 BP—B     Q—K2
22 P—K4     B—Q2

Bold, but scientific.

22 P—K5     P—K13
If 22 ... P—P; 23 R—R ch, Q—R;
24 R—K1, B—Q2; 25 B—P ch, K—R1;
26 Q—K6, with the decisive threat 27 R—B7.
And if 22 ... Q—R5; 23 R—B3, P—P;
24 B—P ch, and wins.

23 R—B4     B—Q2
If 23 ... P—K4; 24 R—B3, P—P;
25 B—P ch.

24 R—K1
White's concentration, on broad lines,
is finished, but much remains to be done before
the enemy position is ripe for the final assault.

24 ... K—R1
25 Q—K12     P—Q4

Black thinks he has sufficient covering
troops in the threatened sector, and tries to
obtain breathing space on the opposite wing.

26 B—K1     P—QK1
27 RP—P     R—R5

Taking the risk of temporarily leaving the
first rank.

28 P—P

The right tactical moment when 28 ... 
KtP—P would be very risky.

28 P—P     KP—P

Now White has an asset in his passed KP.

29 Q—Q2     R—K11
30 Q—K1     B—B2
31 P—R4     QR—R1
32 R (B4)—B1  R—K2
34 R—K2     QR—K12
34 R—K2     Q—Q2
36 Q–Kt3     R—B1
37 R—Kt1     QR—KK1
38 R (K2)—K12

Dissuading his opponent from playing

38 ... P—KKt4; 39 P×P, R×P; 40 Q×R,
R×Q; 41 R×R, etc., which would be in
White's favour.

38 ...     R—K1
39 Q—B4     (B)–KKt1
40 Q—R6     B—Q2
41 K—R2     B—K3
42 R—Kt5     B—Q2
43 K—K3     B—K1
44 K—B4     B—Q2
45 P—R5     P—Kt6

The assault.

45 ...     B—B1
46 P×P     R×P
47 B×P     R×Q;
48 R×R mate.

47 B—K2

Much more accurate than 47 B×P,
Q—K6.

47 ...     Q—Q1
48 B—R5

The beginning of the end.

48 ...     B×B
49 Q×B     R×R
50 R×R     R×R
51 Q×Q     Q—K1
52 P—K6     Resigns

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White     Black
ALEKHINE     LASKER

A game in which an imputuous aggressor is
gradually driven back. Technically, the value of
the two Bishops is much in evidence.

1 P—Q4     P—Q4
2 P—QB4     P—K3
3 Kt—K3     Kt—KB3
4 Kt—B3     QKt—Q2

A direct threat at once 5 P×P; 6 P×Kt, B—K5,
etc., or 6 P—K3, Kt—Q4 (if 6 ... Kt—Kt3; 7 Kt—K5);
7 B×P, B—Kt5 (better than 7 ... Kt×B;
8 P×Kt); 8 R—QB1, Castles, and Black
holds his own.

Restraint play would be 5 P—K3, whilst
5 B—Kt5 reverts to usual lines.

5 ...     P×P
6 B—B4

Threatening 7 Kt—QKt5.

6 ...     P—B3

With 7 P—K13, White could preserve
his QB.

7 ...     Kt—R4

To eliminate a troublesome fighter, in
preference to 7 ... B—K2; 8 P—K3 or
7 ... Kt—K5; 8 B×Q, which would
gradually lead into normal lines of play, in
which White quite naturally claims the
initiative.

8 B×Q
Alekhine decides on the most trenchant con
continuation. Ineffective would be 8 B—Kt5,
B—K2; 9 B×B, Q×B etc., and 8 B—Kt3,
Kt×B; 9 RP×Kt lacks plastic character.
The most tenous would be 8 B—K5, P—B3;
9 B—Kt8, etc.

8 ...     Kt—B
9 P×Kt
White's QP is isolated, and his KtP
doubled. As Black, moreover, will be the first
to occupy the open K file, he will soon
have a positional advantage.

9 ...     B—Q3
10 P—Kt3

He is forced to create a weakness, for if
10 Q—Q2, Q—Q2 ch (e.g. 11 Kt—K5, 
P—B3, or 11 Kt—K2, B—Kt5, and wins).

10 ...     Castles
11 Castles     R—K1
12 Q—B2     Kt—B1
13 Kt—Q2

An artificial manœuvre. A more direct
line of play would be 13 Kt—KKt5,
P—Kt3; 14 P—K4, etc.

13 ...     P—B3
14 Kt—K3     B—K3
15 Kt—R4

Too much manoeuvring. Here again
15 P—K4 has its points.

15 ...     B—QB2

Heralding the concerted action of the two
Bishops. The KB will aim at the isolated QP,
and the QB will take White's weaknesses
on the K side as its target.

16 P—QB4

As the Q side, in view of Black's threats,
is at present of secondary importance.
16 B—B5 is better, defending the QB by
17 QR—Q1, in case of 16 ... B—Kt3.

16 ...     Kt—B3
17 Kt—B3     Kt—KB2

A profound manœuvre.

18 P—K5

An unwise measure, as the opening of a
file will benefit only his adversary. Sound
again would be 18 B—B5, in order to
 oppose 18 ... B—Kt4 with 19 B—Kt4
(if then 19 ... R×Kt; 20 B×B).

18 ...     B—Kt4
19 P—K4     K—KB2
20 P×P     R—B1
21 Q—K12     P×P
22 P—B5     Q×Q3

Threatening 23 ... Q—B5.

23 Kt—K12     B—B2

Emphasising the weakness of White's
King's Beil.

24 KR—K1

Too late to seek simplification. But if
24 P—KR4, R—K5, etc.

24 ...     P—KR4

An important thrust.

25 P—K3     Kt—R2
26 R×R ch     R×R
27 R—K1     R—Kt1
28 Q—B1     Kt—Kt4

Deadly, for if 29 Kt—Q4, Q—R7 ch;
30 K—B1, P×Kt, threatening 31 ....
Q—R8 ch; 32 K—K2, Q×Kt.

29 Kt—K5

A most ingenious parry, which, however,
does not meet all the threats.

29 ...     P×Kt
More exact than 29 ... Kt×P ch;
30 K—B1, B—K1.

30 Q×Kt     P—K5

Leaving White the choice between losing
the Bishop or the Knight.

31 P—B6     P—Kt3

More exact than 31 ... Q×P.

32 P—B4

Trying to the last to find a way out. White
now threatens 33 P×P, whilst if, at
once, 32 P×P, Q—R7 ch; 33 K—B1, 
P×B, threatening 34 .... Q—R8 mate.
White

**DUSCHOTIMIRSKI MARSHALL**

(Moscow, 1925)

An interesting game, which demonstrates ad oculos that a player with a genius for attack will nearly always succeed in engineering a win, even as Black, and even in so staid an opening as the Queen’s Gambit Declined. After six moves, Marshall assumes the lead (6 ... P–B4), and six moves later he already pieces White’s outer defences.

1 P–Q4
2 Kt–KB3
3 P–R4
4 Kt–B3
An enterprising continuation. Ulterior objects: ... P–QB4 and ... Q–R4.

5 P–K3
If 5 B–K5 seems here to be unpromising, White could upset his adversary’s plans by 5 Q–Q4 ch, Kt–B3; 6 Kt–K5.

6 ... Castles
6 B–Q2
Resigning himself to the role of a defender. A sound positional measure would be 6 Q–Kt5, which would force Black to give up his original intentions: 6 ... P–B4 (on account of 7 QP × P, B × P; 8 Kt × B, etc., with an advantage in development), and to have recourse to less bellicose stratagems, such as 6 ... Q–K2 or 6 ... Kt–B3.

6 ... P–B4
Execution of his bold scheme. Clearly not 6 ... Kt–K5, as 7 Kt × Kt wins.

7 R–B1
White hopes to have the last word on the QB file, whereas the affair will be located in the centre, around his King. More pertinent would be 7 B–K2.

7 ... P × P
A realist’s policy.

33 B–K2
34 B–R5
R–Kt7
35 Kt–R4
Q × P (B5)
36 Q × Q
B × Q
Resigns.

QUEEN’S GAMBIT DECLINED

1 P–Q4
Kt–K3
2 P–Q4
P–K3
3 Kt–K3
P–Q4
4 B–K5
White applies the pinning strategy before playing out his KQt.

4 ... P–KR3
After 4 ... B–K2, White can either revert to the normal development by 5 Kt–B3 or play 5 P–K3, Castles; 6 QKt–Q2, etc., the neo-orthodox development. The same can occur after 4 ... QKt–Q2.

After 4 ... P–B3, White can, with even less misgivings, play 5 P–K3, followed by QKt–Q2 and B–Q3, etc. Therefore Black’s most independent course is 4 ... P × P, or, more accurately, 4 ... B–K5 ch; 5 Kt–B3, P × P (the Vienna Variante), trying, eventually, to hold the gambit pawn.

5 B × Kt
After 5 B–R4 he can still more comfortably capture and hold the gambit pawn by 5 ... B × Kt5 ch; 6 Kt–B3, P × P; for if then 7 P–K4, there follows 7 ... P–K5; 8 Kt × P, P × Kt4 (the Duras Trap).

5 ... Q × B
It is better first to give an intermediary check by 5 ... B–Kt5 ch.

6 Kt–B3
If 6 ... B–Kt5 ch; 7 Q–Kt3.

7 Q–K3
This positional sally (preventing 7 ... B–Kt5 and preparing P–K4) solves the problem of the position in a far more dynamic manner than would 7 P–K3. But 7 P–K4 would be premature, e.g. 7 ... P × K; 8 Kt × P, Kt × P; 9 Q × Kt, B × P, 10 B × Q, etc.

7 ... Kt–K5
After 7 ... B–Q3, White also plays 8 P–K4. Played in a game Winter–Perkins (cable match, 1926), this advance has, it may be said, livened up the rather stereotyped lines of the Orthodox Variation.

8 P–K4
An energetic advance, introduced for the first time in tournament practice in the present game. It changed the appreciation of the whole of this variation, and has been adopted since by several leading masters (amongst them Dr. Alekhine). It may be added that Mr. Berger’s inventive spirit has enriched contemporary theory with a number of fertile and original ideas.

Lagrud would be 8 P–K3, B–Q3; 9 B–K2, Q–B2, etc., and Black’s game is consolidated.

**QUEEN’S GAMBIT DECLINED**

15 ... Kt–K5
A beautiful manoeuvre, avoiding the exchange 16 B × Kt, and threatening 16 ... Q–R4 ch.

16 P–Q3
In order to reply to 16 ... Q × R4 ch with 17 P–K4. If 16 ... Kt × Kt, R × Kt; 17 B–K5, Q–R4, and wins, and if 16 B–K3, Q–R4 ch, with vertical and diagonal effect.

16 ... R × Kt
17 B–K3
Q–B3
Threat: 18 ... Kt × F.

18 B–K2
If 18 B × P, B × P; 19 B × Q, B × P; 20 B × P, B × Kt; 21 Q × B, Kt × P; 22 B × Q, threatening a Rook down. If 22 B × Kt, Q × P; 23 K × Q, Kt × B; 24 B × B, Kt × B, with a piece ahead. Also after 22 K × Kt, Q × Kt, etc., White has nothing left.

15 ... Kt–K5
After 15 ... P–Q3, Black has a considerable advantage, and the Kt file is closed again.

15 ... Kt–K5
After 15 ... B × Kt, 16 P × B, and White wins.

16 ... BP × P
8 Kt × P
After 8 Kt × P, P × P; 9 B × Kt, B–B1, etc., Black would have an easy target in the isolated QP.

8 ... Kt–Q4
9 Kt–B2
If 9 B × Kt, Q–Q5, etc. (not 9 ... P–K5; 10 Kt–Q4, etc.).

9 ... B × Kt
10 B × Kt
Kt × B3
If 10 ... P–Q5; 11 B–K4, R–Kt; 12 B–B2, Kt–B3; 13 P × B (if 13 Castles, P × B; 13 ... B × B; 14 P × Kt; 15 P × P, P × Kt; 16 Castles, and White is mastering his adversary’s onslaught.

11 Kt–K4
He underestimates the latent energy of the black forces. A policy of retreat by 11 P × P, Kt × P; 12 B × Q, etc., is preferable.

11 ... B–Kt5
A most vigorous intermediary measure. It goes without saying that the peaceful line of play 11 ... Kt × Kt; 12 B × Kt, R × Kt; 13 P × Kt, P × Kt; 14 B × Q, etc., does not appeal to him.

12 Q–Q3
Of little use would be 12 B–K2, B × B; 13 Q × B, P × Q; 14 Kt × Kt (not 14 B × Q, P × Q, etc., nor 14 P × P, P × P, threatening ... R × Kt); 14 ... P × Kt; 15 B × Q (if 15 Kt × B, Kt × B; 16 B × Q, P × Q; 17 Q × Q; 18 Q × B; 19 K × Q, Kt × Kt ch, followed by ... Kt × B, winning a piece); 15 ... P × Q, etc., and Black has the advantage. The lesser evil would be 12 P–B3, although it weakens the King’s field.

12 ... P × Q
A pawn sacrifice for the sake of an open file.

13 Kt × Kt
P × Kt
14 P × P
After 14 B × Kt4, R–K1, White’s position is no better.

14 ... P × P
15 B × Kt
If 15 Q × Q, R × Kt ch; 16 K × Q, Q–B2, and wins, whilst after the text move, if 15 ... R × Kt ch; 16 B–K3, and the Kt file is closed again.

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**White**

**BERGER THOMAS**

(Hastings, 1926–7)

An important feature of this game is a new idea in the layout of the opening, which, carried out with the utmost logic and energy, leads to a speedy and conclusive win.
8 ... P×KP
9 Kt×P
The beginning of the Queen hunt.
9 ... Q×B?
Insisting on remaining in enemy territory.
Against 9 ... Q×Q; 10 Castles would be justified.
Relatively best is 9 ... Q×B4.
10 B×Q3 B×K2
11 Castles Castles
12 KR×K1 P×QK3
Or, avoiding this weakness, 12 ... R×Q1; 13 QR×Q1, Q×B2, etc., or, at once, 12 ... Q×B2, but Black's game remains difficult.
13 QR×Q1 R×Q1
14 B×Kt1 Kt×B1
Better would be the discreet retirement 14 ... Q×B2, although even then White maintains a strong and lasting pressure after 15 Q×Q, Kt×B1; 16 Kt×K5, B×Q3; 17 Q×Kt3, B×Kt1; 18 P×B, R×R; 19 R×R, K×R1; 20 Kt×Q6, etc.
15 Kt×K5
Already decisive, as White now threatens 16 P×Kt3, Q×B4; 17 ... Q×Q6, followed by Kt(Q6)×P.
15 ... P×KR4
16 P×Kt3 Q×R3
17 Q×KB3
In order to win, not only a pawn, but the exchange as well, whereas 17 Kt×QBP, R×K1 allowed Black some breathing space.
17 ... B×B3
If 17 ... P×QK4, then equally 18 Kt×P, etc.
18 Kt×QBP R×K1
19 Kt×Q6 B×Q2
20 Kt×R R×Kt
21 Kt×K5 Resigns
An important game.

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White
Black

FINE GRÜNFELD
(AMSTERDAM, 1936)

A feature of this fine game is a positional Queen's sacrifice on the 13th move, an unusual occurrence.

1 P×Q4 P×Q4
2 Kt×KB3 Kt×KB3
3 P×B4 P×K3
4 Kt×B3 P×P
Deferral accepted of the gambit.
5 P×K4
More violent than 5 P×K3.
5 ... B×Kt5
6 B×Kt5
If 6 Q×Q4 ch, Kt×B3, and if 6 ... P×K5, Kt×Q4, in favour of Black.
6 ... P×B4
The position represents the main line of the Vienna Variant.

7 P×K5
Accepting the challenge. After 7 P×P, Black could either simplify by 7 ... Q×Q ch; 8 R×Q, QKt×Q, etc., remaining with an extra pawn, or complicate matters by 7 ... Q×R4. Useless would be 7 P×Q (7 ... P×KR3; 8 B×Kt, P×B, etc.), or the exchange 7 B×P, Kt×Q7 (7 ... Q×B; 8 B×P, P×Q; 9 Q×Q ch, Kt×B3; 10 Q×Q, P×Q, etc. Therefore the simplest is 7 B×P, P×P; 8 Kt×P, etc.
7 ... P×P
8 Q×Q4 ch
Well timed! 8 Kt×P, Q×Q4; 9 P×Kt, Q×B, etc., would be weak. After 8 P×Kt, P×P; 9 B×P, Q×Q4, Q×Q4 ch, B×Kt3; 10 B×Q2, P×Kt, etc., with even chances; 9 ... Kt×B3 (and here clearly not 9 ... P×Kt; 10 Q×Q ch, K×Q; 11 B×P, K×B2; 12 P×P, etc.); 10 Kt×P, K×Bt; 11 KB×P, White has some compensation for his pawn.
8 ... P×Q ch
9 Castles
Wrong would be 9 P×Kt, P×Kt, and Black gets in first.
9 ... B×Q2
An active defence. Unfavourable is 9 ... B×Q1; 10 P×B, with increased pressure by White.
10 Kt×Q4 B×K2
If 10 ... P×Q3; 11 K×QBP ch, P×Kt; 12 B×KBP, and wins. That is why Black intends to give up a piece for three pawns, which plan White will soon thwart by an orgy of sacrifices.
11 P×Kt P×P
12 B×R4 Kt×Kt5
13 Q×Q3
A striking, even though compulsory, sacrifice of the Queen. 13 ... R×Q looks a possible expedient (13 ... Kt×Q6 ch; 14 R×Kt, B×Q4; 15 Kt×P ch, etc., and White sacrifices his Queen in a far more sustained manner), but—Black would reply 13 ... Kt×Q4 with advantage.
13 ... B×Q
14 Kt×P ch K×B1
15 R×P
Another finesse. Hereleaf from recovering his Queen by 15 Kt×P ch, R×Kt1; 16 B×Q, R×B; 17 R×P, P×Kt4, and if anything Black has the best of it!
15 ... Q×R4
This escape succeeds but partially. The best course is 15 ... K×B2; 16 Kt×B ch (not 16 R×B, B×Kt1; 16 ... K×Kt2; 17 R×Kt4 ch, K×R3; 18 KQKt5—K×Q5, the battle is in full swing.
16 Kt×B ch K×K1
17 Kt×B6 ch K×B1
18 ... B×P
Dismissing the draw.

18 ... R×B1
19 K×Kt1 P×R
20 KR×Q1 B×K2
21 Kt×Q7 ch K×K1
22 B×Kt3 R×Kt1
23 P×Kt3 R×Kt2
24 P×R3 P×Kt4
Priming a counter-attack.
25 B×Kt3 P×Kt5
26 P×P B×P
27 B×K5 R×P
28 R×B
A complementary sacrifice.
28 ... Q×R
29 Kt×B6 ch K×K2
30 R×Q7 ch K×B1
31 B×Q6 ch Q×B
32 R×Q R×P
33 R×Q3
Guarding everything. In the subsequent struggle, the exchange of three minor pieces for Rook and two pawns is in favour of White.
33 ... K×K2
Or 33 ... P×R5; 34 Kt×Kt4, R×KB8 ch; 35 B×Q1, etc.
34 Kt×P R×KB8 ch
35 B×Q1
Not 35 K×R2, R×QBP4, with a double target.

QUEEN'S GAMBIT DECLINED

500 MASTER GAMES

15 P×Kt1
36 Kt×Q4 P×K4
37 Kt×B6 ch K×K3
38 K×R2 R×B
Getting two pieces for the Rook, but as his pawns become doubled, the transaction is a poor one.
39 R×R R×Kt4
40 Kt×B4 ch P×Kt4
41 Kt×Q4 ch K×B3
If 41 ... K×K2; 42 R×Kt1, R×R4; 43 P×R4.
42 R×Kt1 R×R4 ch
43 K×Kt1
If 43 K×Kt3, R×R4.
43 ... R×R5
44 Kt×B3
Not 44 R×P ch, K×K4.
44 ... R×Kt5
45 R×Kt1 R×Kt3
46 R×R ch P×R
On the surface, Black has improved his pawn formation and has better prospects, but the white King, arriving in time, decides the issue.
47 K×B2 P×K4
48 K×Q3 K×B4
49 Kt×Q2 K×Kt4
50 K×K4 K×Kt4
51 K×Q P×K
52 K×P Resigns
A magnificent game.

White
Black

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JANOWSKI MARSHALL
(Cambridge Springs, 1904)

A desperate battle, in which White's attacking resources seem to be inexhaustible, but are thwarted by an ingenious and sound defence.
1 P×Q4 P×Q4
2 P×Q4 P×K3
3 Kt×QBP P×Q4
Though simple in appearance, this, the Tarrasch Defence, leads to intricate and varied play. It is, however, less plastic than the orthodox defence (with 3 ... Kt×KB3).
11 P–K4
Opening up the game. Too dissolving would be 11 BP×P, KP×P; 12 P–K4, Kt–K6; 13 R–R2, Kt×B; 14 R×Kt, Q×P; 15 Q×P, P–KKT3, etc.

11 P×BP
He undoubles his opponent's doubled pawns, but frees his own game. After 11 ... P×P; 12 Q–Q, he would have to weaken his position by 12 ... P–Kt3 or 12 ... P–B4.

12 B×P
Kt×B
13 Q×Kt
Q–B2
14 Q×Q
B–B2
15 P–K5
B–K2
16 Kt–Kt5
If 16 B–K5, B–Q8.

16 B×B
K×B
17 B×B
KR–B1
Not merely to meet the threat 18 B–K7, but also to intensify the pressure on the QB file.

18 Q–Kt3
Threatening to produce a mating attack by 19 B–B6, P×P; 20 Q–Kt5, etc.

Here and in the sequel White pursues an aggressive policy, as, with positional manoeuvres, his KP would be a dead weight, hindering his Bishop.

19 KR–B1, QR–Qk1, and Black stands distinctly better.

18 ....... K–R1
19 KR–K1
P×P
20 P×P
Q–B6
An active defence.

21 Q–B4
K–K1
Too passive would be 21 ... B–K1. By playing, now or on the next move, 22 Q–Kt4, K–R1; 23 Q–B4, etc., White could propose a repetition of moves, but prefers to chance his luck.

22 QR–Kt1
P×Kt3
23 P–K4

Neck or nothing! Of course not 23 R–K3, Q–B8 ch.

23 ....... Q×RP
Important capture.

24 P–R5
P–KR3
25 B–R4

After 25 B×P, P×B, neither 26 Q×P, Q–B1, etc., nor 26 R–K3, R–B6, etc., would be healthy for White.

25 ....... R–B6
26 Q–Kt4
QR–QBI

More precise would be first 26 ... Q–B1, for after the text move 27 R–R1, Q–B1; 28 R×P is possible.

27 K–R2
Q–B1
28 K–R4
B–B3
Less clear-cut would be 28 ... B–R5;
29 R–QR1, B–B7; 30 R–B4, etc.

29 R–B4
K–R2
30 P–B3
B–Q4
31 Kt–K3
B–B5
32 R–QR1
P–Q4
33 Kt–K4
B–Q6
34 B–B6

Now or never—otherwise 34 ... B–B4 would drive the Rook from the KKt file. The sacrifice holds also many practical chances.

34 ....... P×B
35 P×P
R–Q1
In order to cope with 36 R–Kt7 ch, K–R1; 37 Q–B4 by 37 ... Q–Q3.

36 R–K1
K–R1
37 R–K5

Exciting play! If 37 R–Kt7, R×P, and if 37 Q–B4 (threat: 38 R–Kt7); 37 ... R–Q4 (counter-threat: 38 ... R×P ch); 38 R–Kt5, R×R; 39 Q×R (or 39 P×R, R–B5, etc.); 39 ... R–B3; 40 Q–Kt3 (if 40 ... Q–Q3; 41 R–Kt8 ch, with perpetual check); 40 ... Q–Q1, and wins.

37 ....... B–B4

Parrying the threat of 38 Q–B4, followed by R–Kt7.

38 R–Kt7
R×QP
Stopping 39 Q–B4.

39 R–Kt5
B–B5
Preventing the capture 40 R×KtP by the counter-threat at Kt5.

40 Q–K5
Now he can reply to 40 ... R–R5 ch by 41 K–Kt3.

40 ....... Q–Q3
41 P–Kt4
G–B ch
42 R×Q
B×P
Giving back the piece at the right moment. Otherwise 43 R×BP would be painful.

43 P×B
R–B7 ch
44 K–Kt3
Q–R6 ch
45 K–B4
R–B5 ch
46 R–K4
R×R ch
47 K×R
R–Q2

A new phase; the birth of a new black

Queen is obviously approaching. But what of White's chances in that respect?

48 K–B4
P–R5
49 P–Kt5
P×P ch
If 49 ... R–Q5 ch; 50 K–K3, P–R6;
51 P–Kt6, etc.

50 K×P
P–R6
51 K–R6
R–R2
Disentangling the King and providing a support for the passed pawn, for if 51 ... P–R7; 52 R–R7 ch, K–Kt1; 53 R–Kt7 ch, K–B1; 54 R–R7, K–Kt1; draw.

52 R–R7 ch
K–Kt1
53 R–Kt7 ch
K–B1
54 K–R7

Imaginative (55 R×Kt8 mate).

54 ....... K–K1
55 K–Kt8
R–Q7
56 P–R6
P–R8 (Q)
57 P–R7

An elegant "dual" is 57 ... R–R1;
58 R×P, Q–Q1 ch; 59 R–Kt7, Q×R ch;
60 Q×Q (60 P×Q, K–K2 mate); 60 ...

58 P–R8 (Q)
K–K1
59 P–R4
R–Q2
60 K–R7
Q×P ch
61 K–K6
R–P4
62 R–Kt1
R–Q1
63 Q–Kt7 ch
Q–Q2
64 Q–B3
Q–K3 ch
Or, ruthlessly, 64 ... Q×R ch;
65 Q×Q, R×R ch, etc.
65 K—R7 Q—Q4
66 Q—R3 ch Q—Q3
67 Q—B1 P—K5

Very powerful, with the main threat of
68 ... Q—R7 ch.

68 K—K2 Q—B4
69 Q×Q ch P×Q
70 R×P K×R
71 R—K1 B—K6
72 R—B1 K—K4
73 K—R6 P—B4
75 K—R5 K—K5
76 R—QR1 P—B5

Resigns.

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White

BLACK

ROTLEVI

RUBINSTEIN

(Lodz, 1907)

If any criticism of the following magnificent
game can be made, it is that White's im-
potent advance (19 P—K5) does not take
his own security sufficiently into account.
Black, on the other hand, has the great and
enviable gift of sensing the exact moment
of the crisis. Any strictures on White's play,
however, must needs be charitable, in view
of the transcending brilliance and depth of his
adversary's operations.

1 P—Q4 P—Q4

2 Kt—K3

Accepted as more solid than at once
2 P—Q4, but it allows the trenchant reply
2 ... P—QB4, which frees Black's game.

2 ... P—K3
3 P—K3 P—QB4
4 P—B4 Kt—QB3
5 Kt—B3

By an inversion of moves, we now have
the normal position of the Tarrasch Defence.

6 Q×P

Less consistent than 6 P—Q3 or
6 B—Q3, maintaining as long as possible
the tension in the centre.

6 ... B×P
7 P—QR3 P—QR3
8 P—KQ4 B—Q3

The Bishop has here a greater field of
action than at K2 or QR2.

9 B—K2 Castles
10 Q—Q2

Loss of time—the Queen will soon have
next to seek a better square (14 Q—K2). The
most useful move is 10 Q—B2.

10 ... Q—Q2
11 B—Q3 P×P
12 B×P P—QK4
13 B—Q3 R—Q1
14 Q—K2 B—K2
15 Castles Kt

It can be seen that, owing to the time
wasted by White's Queen and KB, Black
now has the initiative.

15 ... Kt—K4
16 Kt×Kt B×Kt

Threatening to win a pawn by 17 ... B×P ch;
18 K—K, B—Q3 ch, followed by
19 Q×B. White's next move provides
against this, but loosens the K side defence.

17 P—B4 B—B2
18 P—K4 QR—B1
19 P—K5

This attempted offensive weakens the inner
lines. He should have played 18 QR—Q1.

19 ... B—Kt3 ch
20 K—R1 Kt—K5

A fine manoeuvre, initiating a decisive
attack.

21 B—K4

After 21 Q×Kt, R×B, Black dominates
the field.

21 ... Q—R5

The invasion continues.

22 P—Kt3

The alternative 22 P—R3, parrying
the mate, would lead to the following brilliant
lines of play: 22 ... R×Kt (an eliminating
sacrifice, getting rid of the Knight, which
overprotects the KB); 23 B×R (or 23 Q×Kt,
R×P ch; 24 Q×R, Q×Q ch; 25 P×Q, B×B
ch; 26 K—R2, R—Q7 ch; 27 K—Kt3,
R—Kt7 ch; 28 K—R4, B—Q1 ch; 29 K—K5,
B—Kt3 mate); 23 ... B×R; 24 Q×Kt (or
24 Q×B, Q—Kt6; 25 P×Kt, Q—R5 mate);
24 ... Q×Q; 25 P×Q, R—Q6 (with the
double threat of 26 R×R mate and
26 ... R×R; 26 K—R2, R×B, and Black
wins. Beautiful as are these variations, the
continuation in the text is still more splendid.

22 ... R×Kt
23 P×Q
Or 23 B×R, B×ch, leading to ...
Q×P mate.

23 ... R—Q7

A deflection sacrifice. The whole series of
events centres on White's K4, which is still
guarded by the white Queen.

24 Q×R B×B ch
25 Q×Kt2 B×R

The final point. White resigns, as mate
at R2 cannot be prevented.

A memorable game.

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White

BLACK

NIMZOWITSCH TARRASCH

(St. Petersburg, 1914)

A famous game, in which the tension in the
center is suddenly relieved by a diversion on the
K side, which comprises the extremely brilliant sacrifice of two Bishops. The fact
that it is Black who is responsible for this
deed of valour enhances the merit of the performance.

1 P—Q4 P—Q4
2 Kt—QB3 P—QB4
3 P—B4 Kt—B3
4 P—K3

One of the aspects of the Tarrasch Defence
in which White reserves his decision to
develop the QKt at QB3 or, eventually, at
Q2.

4 ... Kt—QB3
5 B—Q3 Kt—B3

He could gain a tempo by 5 ... Q×P;
White  
BURN ZNOSKO-BOROVSKI  
(Ostend, 1906)

In the following game, Black's KP—isolated but endowed with great striking powers—becomes the principal factor in the struggle.

1. P–Q4  P–Q4
2. P–Q4  P–Q4
3. Kt–QB3  P–Q4
4. P–QP  KP×P
5. Kt–B3  P×P


5.  P–Q5  Kt–QB3

Much more comfortable than 5. Kt–K3, which allows the pin by 6 B–Kt5.

6.  B–Q5  Kt–KB3

This is more straightforward than 6 B–B3 and more assertive than 6 B–Q4; 6 P×P would be less positional; 6 P×Kt3, too slow; 6 P×Kt3, unambitious; while 6 P–Kt3 is very deep.

6.  B–Q5  Kt–KB3

The beginning of telling manœuvres by the black Knights.

22.  Kt–B3  R–Q4
23.  B×P  Q–Kt5
24.  B–B3  P–Kt7
25.  P–Q4  P–R7
26.  B–Kt4  Q–Kt6
27.  Kt–K4  P–B3
28.  P–B4  B–K2
29.  P–R4  B–K3
30.  P–Kt4  Kt–B3
31.  B–Q5  Q–Kt3
32.  Kt–B4  Q–B3
33.  P–Q4  P–Q5
34.  Kt–Q1  Q–Q5

Blasting White’s position, for if 32 R×R, R×Q; 33 Kt–B3, P–Q7; 34 Q–Q1, R×QB1, etc.

10.  Kt–K3  Kt–KB3
11.  Kt–B3  Castles Kt
12.  Castles  Kt–Q1
14.  R–B1  Q–K4
15.  Kt–Q2  QR–B1
16.  P×P  A doubtful advance, but if, e.g., 16 Kt–B5, P×Kt; 17 Kt×B, P×Kt, and Black has succeeded in reinforcing his pawn structure.

18.  Kt(Q4)–B5  P–Kt5
19.  Kt×B  R–Q3
20.  P–Kt4  With the transparent menace 23 P–Kt5.

With the transparent menace 23 P–Kt5.

22.  Kt–Q3  R–Q4
23.  Kt–B5  QR–B1
24.  P–K4  After 24 PxP, Kt×P; 25 Kt×Kt, R×Kt; the black Rooks would soon play a chief rôle.

24.  Kt–K4  R–Q5

The beginning of telling manœuvres by the black Knights.

25. R–Kt1

Now (and even more so on the next move) Kt–B1 is essential, in order to stop the terrible pawn.

26.  Kt(Q3)–B3  Kt–B3
27.  Kt–K4  P–B3
28.  Kt–B3  Q–Kt5
29.  B–B3  Q–Kt7
30.  Kt–B3  P–B3
31.  B–B3  Q–Q3
32.  Kt–B3  Q–Kt4
33.  Kt–B3  Q–Kt5
34.  Kt–B4  Q–Q3
35.  Kt–B3  Q–K3
36.  Kt–B3  P–Q4

Obtaining by this penultimate advance a curious Zugzwang position.

The simple means by which Black secures the victory deserve the greatest praise.

Black  
RUBINSTEIN CAPABLANCA  
(San Sebastian, 1911)

In a game overflowing with the finer points of positional play, the outstanding feature is perhaps the problem-like turn 17 Q–B1, by which White very elegantly saves all his unguarded pieces and remains with an extra pawn.

1.  P–Q3  P–Q4
2.  Kt–K3  B–B2
3.  P–B4  P–B3
4.  B–P  Kt–B3
5.  Kt–K3  P–Q5
6.  Kt–B3  P–B4
7.  B–Kt4  Kt–Kt3
8.  Kt–Q1  P–Q5
9.  Kt–B3  P–B4
11.  Kt–Q4  B–B3
12.  Kt–B5  Q–Kt3
13.  Kt–Q1  Q–Kt5
14.  Kt–B3  Q–B3
15.  Kt–Q1  Q–Kt3
16.  Kt–K3  Q–B3
17.  Kt–B3  Q–Q5
18.  P–B5  Q–Kt3
19.  P–B5  Q–Kt5
20.  P–B5  Q–Kt5
21.  P–B5  Q–Kt5
22.  P–B5  Q–Kt5
23.  P–B5  Q–Kt5
24.  P–B5  Q–Kt5
25.  P–B5  Q–Kt5
26.  P–B5  Q–Kt5
27.  P–B5  Q–Kt5
28.  P–B5  Q–Kt5
29.  P–B5  Q–Kt5
30.  P–B5  Q–Kt5
31.  P–B5  Q–Kt5
32.  P–B5  Q–Kt5
33.  P–B5  Q–Kt5
34.  P–B5  Q–Kt5
35.  P–B5  Q–Kt5
36.  P–B5  Q–Kt5

First introduced by Schlechter (Schlechter—Dus Chotimirsky, Prague, 1908), and systematised by Rubinstein, this positional manœuvre has all but refuted the Tarrasch Defence.

6.  B–K3

The instinctive desire to guard his QP incites Black, here and later, to stress operations on the Q side. Without being, as yet, faulty, this plan insensibly leads on to a thorny path. It is more rational to look after the development of the K side, which can be done in one of two ways, as follows:

(a) 6.  Kt–B3 (with P–Kt2 and .. Castles to follow—the main variation of the Tarrasch Defence) 7 B–Kt2, B–K2 (against 7 ... B–Kt5 the counter-pinning 8 B–Kt5 is effective; if 7 ... P×P; 8 Kt×P, B–Q4; 9 Kt–Kt3, B–Kt3; 10 Castles. Advantage to White); 8 Castles, Castles; 9 P×P (a more expectative plan is 9 B–Kt5, B–K3; 10 R–B1, etc.) 9 ... P–Q5 (the Tarrasch Gambit, instead of which 9 ... B–P×P, etc., can be played without palpable damage); 10 Kt–Q4 (or 10 Kt–Kt5, B–K5, P×P, etc.); 10 ... B–KB4 with even chances.

(b) 6.  B–Kt5 (with a view to .. B–Kt5, Kt–Kt2 and .. Castles
the Folkestone Variation, which revived the interest in the Tarrasch Defence; 7 B-Kt2 (a bold idea is 7 P-K4, P×P; 8 Kt-QKt5, Q×P; 9 B-B4, etc.); 7 B-QKt5; 8 Castles, Kt-Kt-K2; 9 P×P; 10 B-Kt5, P×P; 10 B×Q, or 10 Kt×Kt; 9 P×P; 10 Kt×P, Castles, etc., with equal prospects.

7 B-Kt2 B-K2
8 Castles R-B1
Too dogmatic; Black devotes too much attention to the Q side. If he wishes to avoid being pinned by 8 Kt×B3; 9 B-Kt5, etc., 8 P×P is playable.

9 P×P B×P
10 Kt×Kt5
Feeling for weak points in the enemy camp.

10 ... Kt-B3
11 Kt×B P×Kt
12 B×R3
Attack in the centre, as the black King is still in the danger zone.

12 ... Q×K2
13 B×Kt5 Castles
Too late, and yet—as the storm now breaks—not late enough. Better would be 13 ... Q×R.

14 B×Kt Q×B
15 Kt×P
A very complicated conception.

15 ... Q×R3
Now two white pieces are "in the air." Black cannot play 15 ... P×Kt; 16 Q×P, K×R; 17 B×R, etc., nor 15 ... B×P; 16 K×Kt2, Q×R; 17 Kt×B4, etc., with an easy win for White.

16 K×Kt2 Guarding the Bishop as well as, indirectly, the Knight. But the last word is not yet said.

16 ... QR×Q
The Knight is apparently doomed.

17 Q×Kt
A beautiful and profound manoeuvre, which leads to the gain of a pawn.

17 ... P×Kt
If 17 ... Q×Q; 18 B×P, followed by 19 Q×Q, and if 17 ... R×Kt; 18 Q×Q, P×Q; 19 B×P, with an immediate win.

18 Q×B Q×Q7
19 Q×Kt5
Having cleverly won a pawn, White shows that he also can hold what he has gained.

20 Q×Q Kt-Q5
Evidently not 20 ... Q×Kt1; 21 KR×QKt1, winning a piece. After the exchange of KQs comes the technical phase.

21 P×Q Kt×Q
22 Kt×Kt
Far less good would be 22 KR×Kt1, Kt×B7; 23 R×R ch, R×R; 24 R×Q1 (compulsory inactivity, for if 24 R×Q1, Kt×Q1, attacking two pawns); 24 ... K×B2, (a false hope would be 24 ... R×Kt; 25 B×Kt4, Kt×Kt6; 26 K×B3, Kt×R7; 27 K×R, Kt×KtP; 28 B×Kt6 ch, Kt×B1; 29 B×P, etc); 25 R×Q, Kt×Q5, etc.

22 ... R×Q3
23 KR×Kt1 R×R
24 R×R R×Kt3
Very cleverly Black obtains some counterplay which will bring in a pawn on the Q side.

25 R×K5 Seeking compensation in the centre. For if 25 P×Kt3, Kt-R3, and, on the other hand, 25 R×QKt1 would be too passive.

25 ... R×P
26 R×P Kt×B3
On a defensive mission. After 26 ... Kt×B7; 27 B×Kt6 ch, K×B1; 28 R×Q7, Black's house would be in flames.

27 B×Kt6 Kt×B1
28 R×B3 ch
If, instead, 28 R×Q7, Kt×K4.

28 ... K×K1
After 28 ... K×K2; 29 B×B4 threatens R×B7 ch.

29 B×B7 ch K×Q2
30 B×B P×Q3
To avoid the exchange of Rooks, for if ... K×Q3; 31 R×QKt5.

31 R×B7 ch K×Q3
32 R×Kt1 P×Kt4
33 B×Kt8 P×Q4
34 R×P P×R5
35 P×R4 P×Kt5
36 R×R6 ch K×B4
37 R×R5 ch K×Kt3
38 B×Q6
This energetic-looking move is in reality a mistake. The win—well deserved after the previous deeply conceived play—is as follows: 38 B×B4, e.g. 38 ... P×Kt6; 39 R×Kt5 ch, K×B2; 40 B×P, P×B; 41 P×P, with a winning pawn formation, or

... 38 ... R×P; 39 R×Kt5 ch (not 39 B×R, P×Kt6, etc.); 39 ... K×B2; 40 B×R, and wins.

38 ... P×Kt6
A rare instance of the Cuban missing an opportunity. The solution, in great style, is: 38 ... R×P; 39 B×B4 (making the best of it, for after 39 B×R, P×Kt6 it would be Black's game); 39 ... B×B7 (threat: 40 R×B); 40 R×R, K×B2; 41 B×Kt8, and White's task is exceedingly difficult.

39 P×P
The result of very precise calculations. 39 B×P is another way to win.

39 ... P×R6
If 39 ... P×P; 40 R×R.

40 B×Kt
This paradoxical capture is now feasible, e.g. 40 ... P×R7; 41 R×Kt5 ch, K×R3; 42 R×Kt8, or if 40 ... K×B; 41 R×Q5, etc.

40 ... R×R
41 B×Q P×R7
42 R×R6 ch Resigns
(If 42 ... K×R2 or 42 ... K×R4; 43 R×R8 ch, and if 42 ... K×Kt4; 43 B×B4 ch, followed by R×R6.)

A fine game.

White Black
PIRC ALEKHINE
(Blind for, 1931)

This whirlwind game proves conclusively that the so-called "Morphye Style" is by no means dead.

1 P×Q4 P×Q4
2 P×Q4 B×Q3
3 Kt×Q3 P×Q4
4 B×P P×P
The Daisburg Gambit, which alters the positional course of events. Black gives up a pawn in order to get his pieces into vigorous play.

5 Q×R ch
Or 5 Q×P, Kt×Q3; 6 Q×Q, P×P; 7 Q×P, B×K3 (von Hennig's idea, which allows the exchange of Qs, instead of 7 B×Q3; 8 B×Kt5, etc., or 7 B×Q3; 8 B×Q3, etc.); 8 Q×Q ch, R×Q, etc.

5 ... B×Q
More comfortable than 5 Q×Q.

6 ... B×Q
7 Q×Q
A realist's conception, but dynamically 7 Kt×B3 is better.

7 ... B×Kt3; 8 Q×Q is the wisest course.

8 B×Kt
A plausible but deceptive Sally. More rational is 8 B×Kt3, Kt×B3; 9 Q×Q, etc., trying to castle as soon as possible, thus consolidating his game and remaining a pawn ahead.

8 ... Kt×B3
9 Q×Q P×Kt3
10 B×Kt
He helps his opponent's development. More self-reliant would be 10 B×R4, P×Kt4; 11 B×Kt3, etc.

10 ... Q×B
11 P×Kt Castles
12 Castles
Si duo factunt idem, non est idem. Whereas casting on the Q side on the part of Black carries with it direct threats, it proves disastrous for White, whose Queen is exposed. But if 12 B×K2, B×Kt6; 13 Kt×Q5, B×Kt5; 14 Q×B, Kt×Q; 15 R×B1 ch, K×Kt1; 16 Kt×Q×P, etc.
The best course is 12 Kt×Q5.

12 ... B×Kt5
Decisive.

13 Kt×Q5 Compulsory.
Queens Gambit Declined

399

White

Black

Burn Perlis

(Qostend, 1905)

Although it is at times possible to dispense with castling, in the majority of cases it is an essential of safety. Here Black neglects this precaution, with dire results.

White

1. P-Q4

2. P-QB4

3. Kt-K3

After 3 Kt-KB3, Black can also play

3 .... P-QR3.

3

P-QR3

The Janowsky Defence, which relies on tactical finessing.

4. P x P

Thwarting Black’s primary intention to effect, for instance, after 4 P-K3 the development of his QB by 4 .... P x P; 5 B x P, P x Kt4, followed by .... B-Kt2.

The drawback of the text move is that it allows the hostile QB the freedom of the original diagonal QB1-KR6.

Too dogmatic is an attempted blockade by 4 P-B5, with the immediate reaction 4 .... P-Kt3; 5 P x P, P-QB4, etc. Against 4 Kt-K3 the reply 4 .... P x P; 5 P-QR4, P-QB4 is to be recommended.

4

P x P

5 Kt-B3

Or, e.g., 5 B-B4, Kt-K3; 6 P-K3, B-Q3; 7 B x B, Q x B, and Black has avoided all danger.

5

P x Kt

A time-wasting attempt to procure fresh prospects for the QB, already quite effective on the reopened diagonal QB1-KR6. However, the Bishop at KQ2 is better placed for the protection of the QP, whilst it prevents later on the thrust .... P-K4.

After 5 P x P-QB3 (the black square complex on Black’s Q side proves to be weak, which fact White will try to turn to account); 6 Q-B2, B-Q3; 7 P-KKt3 (preparing to oppose his Bishop, with the object of eliminating the guardian of the black squares in the opposite camp). The most steadfast is therefore 5 Kt-KB3; e.g. 6 B-Kt5, B-K2; 7 P-K3, Castles; 8 B-Q3, P-B3 (an afterthought); 9 B x Kt1, B x B; 10 Q-Q2, B-P, Kt x B, etc.

6

B-Kt2

Not yet 6 .... B-Q3; 7 Kt x P, guarding the QB.

7 P-K3

B-Q3

Or 7 Kt-K3, with greater expectations; 8 P-QR3 (making 8 .... Kt x P useless on account of 9 B x R2, maintaining his important Bishop); 8 .... B-K2, etc.

8 Kt-K5

Assuming control of the entire K side.

Assuming control of the entire K side.

9 K-Kt4

A telling manœuvre, which emphasises the desirability of having a defending Knight at KB3.

More self-possessed is 9 .... P-Kt3.

10 P x B

K-B1

Castles

11

With the triple function of guarding the QB and of keeping K5 and K3 under observation. If 11 .... Kt-K2; 12 K-K4, P x Kt1; 13 R x Kt1, Q x B1; 14 P-K6, etc.

12

P x K4

P-Q5

13 B-K3

The battle now rages around Q4.

13

K-Kt3

14 B-QB4

B-B1

15 P-B4

Q-K2

He tries to take advantage of the situation by initiating a counter-attack. 15 ....

P-QB4; 16 P-B5, Kt-KB3; 17 B-KKt5, Q-K1; 18 Kt-Q5 is an artistic means of saving the forked passes (18 .... Q x P; 19 B-B4, Q x Kt; 20 B-Q6, ch, winning the Queen).

16 B-QB4

Clearly not 16 QB x P, Kt x B, “wore the Queen,” nor 16 Kt x Q5, “wore the two Bishops.”

16

P x Kt

17 P x Kt

K-Kt5

Abandoning the King for an illusory prospect (18 B-Kt3, B x P, etc.). But 17 .... P x P; 18 K-Kt1, B x P; 19 B-B4, Q x P; 20 Q-B, P x Q; 21 B-Kt7, etc.; and if 17 .... P-KR4; 18 Q-Q3, which makes clear the desperate sally in the text.

18 R-Q8 ch

The finish is a perfect picture.

18

K-K2

19 P-B ch

Resigns

(20 .... P x B; 21 Q-Kt7, ch, K x R; 22 R-Q1 ch, Q-Q3; 23 Q-B8 mate.)

400

White

Black

Steinitz

Bird

(Hastings, 1895)

A fine game, full of vicissitudes. White’s extended strategy is badly upset by a riposte (18 .... B-Q4) and his over-confidence in advanced passed pawns and the colourful play of the black Knight brings about an unavoidable mate.

1 P-Q4

P-Q4

2 P-QB4

P-K3

3 Kt-QB3

P-QB3

This Semi-Slav Defence contains a possible threat of taking and (by .... P-K4) maintaining the gauntlet pawn.

4 P-K3

A solid continuation. Against 4 Kt-B3 there are several possible replies:

(a) 4 .... P-B4; 5 Kt-K5; 6 P-QK4; 6 P-QR4, Kt-K5; 7 B-Q2, P-QR4, etc.
500 MASTER GAMES

(b) 4 . . . Kt—Q2; 5 P—K4, K×K×P; 6 Kt×P, B—Kt5 ch; 7 Kt—B3, reverting to the continuation in the text.
(c) 4 . . . Kt—B3; 5 P×K3, K×Q4, K—Q2, etc.
(d) 4 . . . P—K4: a Stonewall Defence, which is not to be recommended in this position because of 5 B—B4, B—Q3; 6 P—K3, etc.

4 . . . . . Kt—Q2
Now that White has also shut in his QB, the Stonewall Defence mentioned above, 4 . . . . P—K4, would be justifiable.

5 Kt—B3 B—Q3
Of little value would be 5 . . . B—Kt5, but here again 5 . . . P—KxB is playable.

6 P—K4
He opens the centre without compunction, and now his QB is freed. Nevertheless, the text move weakens the centre (Q4). A more patient continuation is 6 B—Q3, KtK—B3; 7 Castles, Castles (7 . . . P×P; 8 B×B; Kt—K4; 8 P—K4, K×K×P; 9 K×P, P×Kt; 10 B×Kt, and White has more space.

6 . . . . . P×K×P
7 Kt×P B—Kt5 ch
8 Kt—B3 QK×B3
An original development of the Knights. Black wants to have them both on the K-side, but if at once 8 . . . . Kt—K2; 9 B—Kt5.

9 B—Q3

9 . . . . Q—R4
10 B—Q2 Kt—K2
11 Castles Castles
12 P—Q3 B×Kt
13 B×B
He appropriates the hypothetical advantage of the two Bishops.

13 . . . . Q—B2
14 Kt—K5
The strategy of strong points.

14 . . . . R—Q1
15 Q—K2 P×QK3
Heralding the counter-offensive.

16 . . . . P×QK4
He decides to widen his front, anticipating 16 . . . . P—B4.

The strategy of strong points

16 . . . . B—Kt2
17 . . . . B—Q4
Better is 17 QR—Q1.

17 . . . . . Kt—B4
An active defence.

18 Q—K2
Or 18 B×Kt, P×B, obtaining a strong point in the centre (K5).

18 . . . . . P—B4
With this pawn sacrifice Black breaks up the cohesion of the adverse pawns.

19 Q×P×P
He prefers simplification to 19 P—Q5, with its ensuing complications, after which the opening lines are 19 . . . Kt—K2; 20 Q×P×P, K×B×P×P, etc., would have helped the black forces.

19 . . . . P×P
20 Q×Q Q×Q ch
21 P×Q=K K—K5
22 KR—Q1 KR—QB1
23 P—B6 B×B
24 R×B
Intending (e.g. after 25 B—R5) 25 . . . P—B3, with . . . R×P, recovering his pawn with advantage.

25 B—K4
He avoids the exchange and, incidentally, deprives the adverse QKt of its flight squares.

25 . . . . P—Q4
A mistake would be 25 . . . P—B3, on account of 26 R—K1, P×Kt; 27 R×Kt, P×P (27 . . . R×P; 28 P×P; 28 R×P, and White maintains the advantage.

26 QR—Q1
If 26 B—B1, P—B3, followed by . . . . R×P. It looks as if White's trust in his mass of pawns were justified.

26 . . . . . P×B
27 B×B
A threatening advance. But he has no time to lose, for if at once 27 P×P, there follows 27 . . . P—B3, both driving off the Knight and providing the King with a flight square.

27 . . . . . P—Kt4
The saving clause. The great English player had an extraordinary gift for brilliant and unexpected repartee.

28 R×Q ch K—Kt2
29 RP×P
Another critical moment for Black, whose Rooks seem to be inactive.

29 . . . . Kt—K6
Powerful cavalry! As White's QR can move neither vertically (because of 30 . . . R—R8 ch) nor horizontally (e.g. 30 R—K1, R×R; 31 P×R, QR×Q; 32 R×Kt, R—Q8 ch, followed by mate), White is compelled to exchange Rooks.

30 R×R R×R
31 R—Q4
Or 31 R—Q7, R—Q1; 32 R×P ch, K×Kt1; 33 P×R (33 P×R, R×R ch; 34 K—R2, Kt—B8 ch; 35 K×Kt1, Kt—K6 dis ch; 36 K—R2, R—R8 mate; and if 33 P×B (Q) ch, R×Q; 34 P×P, Kt×BP, etc); 33 . . . R—R8 ch; 34 K—R2, Kt—B8 ch; 35 K×R, R×R ch; 37 R—Kt7, B—B7 mate. This illustrates the tremendous power of the "battery" set up by the two black Knights in the enemy camp.

31 . . . . . B—Q4
32 R—Q7 ch K—R3
33 R×P ch K×P
34 P×R ch
Hoping to disengage his King. If 34 Kt—B7 ch, K—B3, etc.

34 . . . . K—B3
And not 34 . . . K×P; 35 Kt—B3 ch, K—K5; 36 R×P, etc.

35 Kt—B6
Trying to prevent the turning movement 35 . . . R—QR1 by 36 Kt—K5, but in the meantime a frontal attack has become possible.

35 . . . . R—KKt1
What a change in the situation!

Resigns—
for mate is inevitable.

SLAV DEFENCE

401

White Black

ZUKERTORT STEINITZ

(New York, 1886)

A clash of ideas: White's pawn strategy against Black's active handling of his pieces. A positional sacrifice by Black gives the scale in his favour and leads to lively happenings.

1 P—Q4 P—Q4
2 P—Q4 B—Q8
Whether this defence is called Slav (vide Tartakower), Czeck (Tartassch), or Russian (Bogoljubow), the fact remains that it was quoted by Polerio in 1590.

3 P—K3 B—B4
The idea underlying the Slav Defence, namely to preserve the mobility of the QB.

4 Kt—Q3 B—Q8
The restricted development by 4 Kt—Q2 will keep the long black diagonal clear.

After 4 . . . . B—B4, the continuation is, not 4 . . . . B—Kt3, but the far better 4 . . . . B—Kt3. Against 4 P×P Black must avoid 4 . . . . P×P; 5 Q—Kt3, etc., and play 4 . . . . B×Kt; 5 R×B, Q×P, etc. Against 4 Q—Q1 the best reply is 4 . . . . B—Q1; 5 P×P, P×P; 6 Kt—Q3, P×Kt, etc. A curious collapse could occur after 4 . . . . Q—Kt3, e.g. 5 P×P, Q×Q (5 . . . . B—Kt; 6 Q×Q, P×Q; 7 B×R, B×P; 8 B×B, and White has the better game); 6 P×Q, B×Kt; 7 P×P, B—K5 (or 7 . . . . Kt×P; 8 R×B, winning a pawn); 8 R×P, R×R; 9 P—B7, and wins.

4 . . . . B—B5
If 4 . . . . Kt—B3; 5 P×P, e.g. 5 . . . . P×P; 6 Q—Kt3, etc., or 5 . . . . Kt×P; 6 B—B4, with a slight advantage to White.

5 Kt—B3 Kt—Q2
This allows a more active policy than would 5 . . . . Kt—B3.

6 P×P Q—B5
A passive move, which soon turns out to have been loss of time. The accurate application of a blocking plan is: 6 B—K2, B—Q3; 7 P—B5, B—B2; 8 P—QKt4, KtK×B3 (if 8 . . . . P—Q4, 9 P×Kt, etc., but, as in the text, the continuation 8 . . . . P×P, K×P4 is playable); 9 B—Kt2, etc.

The following continuations show little ambition: 6 B—Q3, or 6 P×P, K×P4, or 6 Q—Kt3, Q—Kt3, etc.

6 . . . . Q—B5
7 P—B5
Initiating the blockade which, although a rather rigid undertaking, may be decisive unless opposed by timely and energetic measures.

8 . . . . B—Q2
9 P—Q4
Volla! Prepared by the three preceding moves, this peremptory thrust overthrows the centre and is far more efficacious than
the quiet continuation 8 ... KKt—B3; 9 B—Kt2, Castles; 10 B—Q3, etc.

9 B—K2

Or 9 P x P, Kt x KP; 10 Kt—Q4, B—KKt3, and Black has still kept his hold, e.g. 11 P—B4, Kt—Q2; 12 P—B5 (thinking to win a piece); 12 ... Q—R5 ch; 13 P—Kt3 (or 13 K—Q2, Q x P; 14 Kt x B, Q—B7 ch, followed by ... Q x K); 13 ... B x P ch; 14 P x B, Q x R, 15 P x P, RP x P, etc., with the exchange and two pawns for a piece.

9 ... Kt—B3
10 B—Kt2
11 Kt—Q2
If 11 Kt—Kt4, B x Kt threatens to win a piece by 12 ... P—Kt4.

11 ... P—Kt4
Preventing 12 P—Kt4.

12 P—R3
Kt—B1
The reserve cavalry is being brought to the critical sector.

13 P—Q4
Unaware of danger, White indulges in quite inoffensive infantry manoeuvres. Better would be 13 Q—K3, Kt—Kt4 (if 13 ... P—R4; 14 P—Kt5); 14 Castles QR, etc., with the issue uncertain.

13 Kt—K3
14 K—Kt5
15 Kt—R5
If 15 B x Kt5, Q-Kt1, still preventing 16 P—Kt3, for then 16 ... KB x P; 17 P x B, Q x P ch; 18 K—K2, Kt—Kt5.

17 P x Kt
B x P
18 K—Kt2
B—B2
19 Q—KKt1
Better is 19 Kt—B1 (R—R3; 20 K—B2, etc.).

19 ... R—R3
Substantially strengthening the attack on three files.

20 K—B1
R—Kt3
21 Q—B2
Q—Q2
22 P x P
P x P
23 R—KKt1
He cannot prevent the loss of a third pawn.

If 23 P—R4, Kt—Kt5.

23 ...
24 K-Kt1
Kt—Kt5
25 B x Kt
B x B
26 Kt—K2
Q—K2
Preventing 27 Q—R4, and preparing, eventually, against 27 ... P—R5.

27 Kt—Kt4
B x B
27 ...
28 B—B3
P—R3
29 Kt—K2
R—B3
30 Q x Kt
R x B
31 Kt x Kt1
R—Kt1
32 K—K2
Q x P
33 P—R5
White can do nothing. If, e.g. 33 Kt—R2, R—R6.

34 ...
35 R—R1
Q—B2
36 P x Kt
P x P ch
37 Kt x P
Despair. If 37 Q—Q1, Q—B6; 38 Kt x B, Q—Q6 ch, etc.

37 ...
38 Kt x R
Or 38 KR—B1, Q—R5, e.g. 39 R x Kt1, R—R6; 40 Kt—Kt1, P—Kt5, etc., or 39 Kt x B, Kt x P, etc.

38 ...
39 P x B—B5 ch
40 B—K2
P x Kt
41 B—B1
Q—Kt7
42 K x B3
K x Q
43 R x R7 ch
K x K
44 R x R6
B—B4
A last trap.

45 ...
46 R—B1 ch
After which 46 ... Q x R; 47 Kt—Kt3 ch will not do. But if 46 ... K—K5; 47 R—K6 mate.

46 ...
B—B5
Resigns.

White Black

LANDAU BERGER
(Match, 1932)

The slow and progressive destruction of White's King's field is a useful reminder of the fact that "one evil begets another." If, however, the preparations for Black's counter-attack are slow, its execution is swift and overpowering.

1 P—Q4
P—Q4
2 Kt—K3
Kt—K3
3 P—K3
B—B4
4 P—Q4
P x P
5 Kt—B3
After 5 P x P, P x P the game would become equalised after—

(a) 6 Kt—B3, P—K3; 7 Kt—K5 (or 7 Q—Kt3, Q—B1, etc.); 7 ... KKt—Q2 (not the plausible 7 ... KKt—Q2; 8 P x Kt4, B—Kt3; 9 P—Kt4, with a conclusive advantage to White); 8 Q—Kt3, Q—B1; 9 B—Q2, Kt—Q2; 10 R x B, Kt x Kt4; 11 P x Kt, B—K2, etc.; or

(b) 6 Q—Kt3, Q—B1; 7 Kt—R3 (the better to exploit the open QB file); 7 ... P—K3; 8 B x Q, Kt—B3; 9 R—B, Kt—Kt5; 10 B—Kt5, Kt—Bt5; 11 K x Kt, B—Q3, etc.; or

(c) 6 B—Q3, B x B; 7 Q x B, Kt—B3, etc.

5 ...
6 B—K2
After 6 Q—Kt3, Q—B2 Black has a good game with a strong point in the centre (Q4), and plenty of scope for his QB. The simplest for White is 6 B—Q3.

6 ...
7 Kt—Kt4
QKt—Q2
If at once 6 ... B—Q3; 7 P—B5, B—B2; 8 P—QKt4, P x QKt (8 ... P—Q4; 9 P—Kt5); 9 B—Kt2, etc. Whereas, after the text move, if 7 P—B5, P—Q4 would anticipate the formation of a chain of pawns by White.
4 
5 Kt—B3
4 Kt—B3
For in this Four Knights Slav Variation White is able to use his QB extensively whilst Black cannot very well go in for symmetry.

6 B—B4
Less energetic is 6 P—K3 or 6 P—Kf3. If 6 Q—Qf3, Q—Qf3.

6  
7 P—K3
An important juncture. By shutting in his QB Black has to admit a measure of superiority in his adversary's position. He avoids symmetry by 6 ... B—B4, because of 7 Q—Qf3, e.g. 7 Q—Qf3; 8 Q—Qf3, P—Qf3; 9 B—B7, Kt—Kf1, B—Q2, etc., or 7 Kt—Qf3; 8 Q—Qf3, Q—Qf3; 9 Q—Qf3, etc., with a small but enduring advantage to White.

Not without drawbacks would be other attempts: 6 ... Q—Qf3 or 6 ... Kt—Kf3 or 6 ... Q—Qf3.

7 P—B4
B—Q2
He adapts himself to the sinister character of the position, and decides on a restricted development. Useless would be 7 ... B—Kt5 (8 B—Q7, Castles; 9 Castles, etc.). After 7 ... B—Q3; 8 Q—Qf3 would be hazardous (8 ... B—Q4; 9 B—Q3, etc.), and 8 ... B—Q2 would lead to simplification (8 ... Q—Qf3; 9 B—Q7, Castles, 10 Castles, P—K4, etc.).

The best move would be 8 B—Kt3 (e.g. 8 ... Castles; 9 B—Q7, Q—K1; 10 R—B1, P—Qf3; 11 Castles, Q—K2; 12 B—R4, with a steady pressure by White).

8 B—Q3
9 Castles
The straightforward path in preference to a waiting policy by 9 P—Kf3 or 9 R—Qf1.

9 Kt—Kf3
Kt—B4
Trying to direct the course of events. The demonstration 9 ... Q—Qf3 would fail, as White gains space after 10 Kt—Q4, Q—Q4; 11 P—Qf3, B—Q2; 12 P—Kt4, Q—Q1; 13 Kt—B5, etc.

10 B—K5
Far more dynamic than 10 B—Kt3.

10 P—B4
Black's plan is revealed. He plays for a deferred stonewall.

If 10 ... Kt—Q2; 11 Kt—Q2, Kt—B3; 12 P—B4, P—Kt4; 13 Q—B3, etc., White has a fine attack, and if 10 Kf3 ... P—B3; 11 B—KB4 (not 11 Kt—KB4, P—B; 12 Q—Kt1, P—K5; 13 Kt—KP, B—Kt1, etc., nor 11 Kt—Kf3, P—Kt1, the only good defence; 12 Kt—RP, P—B; 13 B—P, Kt—K1; 14 Kt—R, B—Kt1; 15 Q—Kt4, K—Q3, etc., with the issue uncertain); 11 Kt—B5; 12 P—Kt1, and White has the better prospects.

11 R—B1
Kt—B3
Preventing Black from completing his stonewall plans by ... Kt—K5, e.g. 12 B—KB4, Kt—K5; 13 Kt—K5, B—Q2, etc., with an equalised position.

12 P—B
More bellicose than 12 ... R—B or 12 ... B—B.

13 Kt—KR4
K—R1
14 P—B4
KR—Kt1
15 R—B3
B—Q2
16 R—R3
Hoping to be first with his attack. The best is at once 16 R—K3.

16 K—K1
He has to prevent 17 Q—R5, threatening 18 Kt—K6 ch. Against 16 ... Q—K1 the sacrificial continuation 17 Kt—QP, P—K4; 18 Kt—P, B—Kt1; 19 B—B5, R—Kt2; 20 B—K6, etc., would be disturbing.

17 P—R3
K—K2
In order to reply to 18 Q—B2 by 18 ... B—Q2, etc. If 17 ... R—QB1; 18 Kt—B4, and if 17 ... B—B2; 18 Q—R2, R—K2; 19 Kt—R3, etc., gaining territory on the Q-side.

18 R—K3
Stamping his 16th move as too impetuous.

18 R—R
In view of the threat of 19 R—R, K—R; 20 K—R, followed by P—Kt4, but now the KR file will serve White as a base of action. Better would be 18 ... Q—Q2; 19 R—Kt1, R—Q2, 20 P—KR4, P—R4; 21 Q—P, K—R1; 22 P—B5, B—B2; 23 P—B, and Black is without resources.

19 R—B1
R—B1
20 K—B2
Kt—R4
21 P—B3
Unsatisfactory would be the sacrificial combination 21 P—Kt4, P—P; 22 Q—P, P—B; 23 R—B4, P—Kt4; 24 B—P, B—R3, etc. The correct manoeuvre combining attack and defence, is 21 Q—K2.

21 Kt—B5
Kt—Q2
22 Q—B4
Kt—B1
23 R—K1
Kt—K5 ch
24 B—K3
BP—B3
Against 24 Q—Q7; P—Kt4, the attack 25 P—Kt4, P—P; 26 B—P3, etc., would succeed.

25 Q—K4
P—B4
The only way to parry the double threat 26 P—B and 26 Kt—K6 ch. After 25 ... R—B3; or 25 ... B—B2; there follows 26 P—B5.

26 Kt—QP
This positional sacrifice has been impending for some time. After any other move White's action would slacken, e.g. 26 Q—K2, B—R4, etc., or 26 Q—Q3, K—K2; or finally, 26 Kt—K6, B—Kt1; 27 Q—B7, Q—K1; 28 Q—Q1, R—B3, and Black stands better.

26 P—Kt1
P—B4
27 Q—P
P—K4
28 P—Kt4
A draw would result from 28 Kt—QP, R—B7 ch, etc.

28 R—B3
29 P—Kt5
Not the best. At this point 29 Kt—QP
leads to success, e.g. 29 ... R-B7 ch; 30 K-K13, P-R5 ch; 31 K-B3, Q-Q3; 32 Q-K5 ch, Q-Q; 33 QxP x Q, B-Q1; 34 R-Q1, etc., and White’s advantage has passed into the end-game phase.

29 .... K-K11
If 29 ... R-Q3; 30 P-Kt4.

30 KxP
Here again 30 Q x P ch would yield nothing, but 30 P-KK4 has points.

30 .... B-B2
31 Kt x B ch Q x Kt
32 P-KK4 P x P
He scores with the variation: 32 B-K13 (e.g. 33 Q-Q5 ch, B-B2, etc.) or, even more safely, 32 R-B7 ch (33 K-K3, R-K7; 34 P-Kt6, P-R5 ch; 35 R x P, P x P; 36 K-K12, R-K7 ch; 37 K-B1, R-K8 ch, with perpetual check).

33 Q-R7 ch K-B1
34 R-R6 B-Kt1
35 Q-B5 ch K-K12
If 35 ... K-K1; 36 R x R, P x R; 37 Q-K16 ch, winning the QB.

36 R x R P x R
37 K-K13
A skilful King. Not 37 Q x KtP, B-P4.

37 .... Q-K3
A tactical error, presenting the adverse King with an all-important tempo. A mistake also would be 37 B-K3 38 Q-K5 ch, followed by B-B5. If 37 B-B4; 38 B-Q8, with multiple chances (but not 38 Q x KtP, B-P4). All these dangers would be avoided by 37 B-B2; e.g. 38 Q x KtP, B-P4, or 38 Q-B8, Q-Q3, 39 B-Q2, B-K5, and a draw is in sight, as Black can penetrate into the enemy camp.

38 K x P
The white King’s activity is a token of victory.

38 .... Q x Q ch
If 38 Q x Kt2, 39 Q-K5 ch. After the exchange of Queens the white pawn phalanx, admirably seconded by their King, ensures the win.

39 Q x Q 40 P-Kt4
With a view to K-K5 and P-Kt5.

40 .... P-R3
41 K-K4
Impeccable technique, which will allow the pawn to advance in serried ranks. Less methodical would be 41 K-K5, K-Kt3; 42 K-Q6, K-B4; 43 R-R4, B-Kt6; 44 K x P, etc.

41 .... B-B5
42 B-Kt6
43 K-Q4
44 K-K5
45 P-R4
Proposing the transaction 45 ... B x P; 46 K x P, after which the three united passed pawns would ensure a speedy decision.

45 .... B-K2
46 P-Q5 B-P
47 P-Q6 P-B4
48 P x P B-B3
49 K-K6 P-R4
50 P-B6 ch Resigns
A very fine game.

404 White

KLEIN

CAPABLANCA

(Marrace, 1935)

The interesting opening manoeuvres in this game result in a blockade of Black’s position. The game is also interesting in that it shows how a moment’s relaxation can throw away the whole of a hard-earned advantage.

1 P-Q4
2 P-QB4
3 Kt-Q3
A preparatory move, leading back into the Slav Defence.

4 Kt-QB3
5 Kt-K3
Offering the Slav Gambit in preference to the more circumspect 4 P-K3.

4 .... P x P
Accepting the challenge, instead of reverting to the Semi-Slav Defence by 4 P-K3 or the Fianchetto Variation 4 P-QB3, Kt-QB5. Other, but freakish, continuations are 4 P x Q x Kt3 or 4 B-B4 or 4 B-B4 or 4 B x Kt5 or, finally, 4 Kt-K5.

5 P-QR4
Leading to the primary variation of the Slav Gambit. Instead of preventing 5 P-QK4, White can also revert to the secondary variation by 5 P-Q3, P-QB4; 6 P-QR4, etc., recovering the gambit pawn.

5 .... B-B4
Effecting the main object of the Slav Defence, which is to bring the QB into play from the outset. A more reserved idea is 5 P-K3.

6 Kt-K5
With the twofold mission of regaining the gambit pawn and of challenging Black’s QB by P-B3, followed by P-K4.

Apart from this old Kruze Attack, White can also play the new Kruze Attack by 6 Kt-Q4, or else continue quietly with 6 P-K3, in which case Black must avoid the trap 6 .... Kt-R3; 7 B x P, QKt-K15; 8 Kt-K5, Kt-B7 ch; 9 Q x Kt, B x Q; 10 B x PM.

6 .... QKt-Q2
Unsubstantial would be the continuations 6 .... P-B4 (7 P-Q4, Kt x P; 8 Q-Q3) or 6 .... P-K3 (7 P-B3, B-QKt5; 8 Kt x P-B4), etc.

7 Kt x P(B4) Q x B2
Aiming at 8 .... P-K4. Less ambitious would be 7 .... P-K3; 8 P-B3, etc., or 7 .... Kt-K3.

8 P-KKt3
Suggested by Señor Capablanca himself, who is thus attacking with his own weapons. The sound move in the text assists both White’s Bishops. After 8 P-B3, and even after 8 Q x Kt3, Black could still play 8 .... P-K4.

8 ....
9 P x P Kt x P
10 B x B Kt x Kt2
11 B x Kt P-B3
A "mechanical" but sound protection of the square K4. Less consistent are other attempts, e.g. 11 B-K3 (12 Kt x Kt, Kt x Kt; 13 Castles, B-K2; 14 Q-Q2, etc.) or 11 .... R-Q1 (12 Q x B1, P-B3; 13 Castles, B-K3; 14 Kt-K4, etc.).

12 Castles
He wishes to clear up matters in the centre. If 12 .... R-Q1; 13 Q-B1.

13 Kt x Kt P x Kt
14 B-K3
15 Q-B4
This fine manoeuvre gets the Queen into play, whereas 15 B x B, Kt x B would further Black’s emancipation. An unnecessary weakening of his own base would result from 15 Kt-K4, B x B; 16 P x B, Castles QR, with good prospects for Black.

15 .... P-KKt3; 16 P-R5, B x B; 17 P x Q, B x Q; 18 R x P, etc. The most self-possessed is 15 .... Castles KR.

16 Q x B Q-Kt3
Trying to ease matters. Or 16 Castles KR; 17 P x R5.

17 P-K3
An important move.

18 Q x Q P x Q
19 P x Q
He must prevent the outflanking manoeuvre, but now White’s blockade on the Q side ensures him a positional advantage both sound and lasting. In spite of the absence of Queens, the struggle remains stubborn, and full of interesting and critical moments.

19 Kt-K4 K-K2
20 R-R4 Kt-KB1
21 R-QB1 B-B4
22 Kt-Q2 QKt-K1
23 R-QKt4 Kt-Q1
24 B-K4 P-KKt3
25 B x B P x B
26 Kt-B3
Not at once 26 R-KR4, on account of 26 .... Kt-B3, consolidating his position, whilst now White succeeds in nailing down not only his opponent’s pawns, but his pieces as well.

26 .... R-Kt1
27 R-KR4 R-KR2
28 R-K5 R-KB1
29 R-B4 P-K5
Casting the board in half, and so bisecting his centre, but at least preventing the serious threat of 30 R(B4)-KR4, winning a pawn.

30 Kt-Q4 R(K2)-B2
31 R—B1
Heedless play. By first playing 31 P—QKt4, White could have held his opponent's game in a vice. Not, however, 31 Kt—K13, R—B1, nor clearly 31 R—Kt4, P—B4.

31 ......... P—B4
At one stroke, Black frees himself.

32 Kt—Kt3  R—B1
Not 32 ......... K—Q3; 33 R—R6 ch.

33 Kt—Q4
An artificial equilibrium is now established.

33 ......... R(B1)—B1
34 Kt—Kt3  R—B1
Draw.
An interesting game.

405
White  ALEKHINE
Black  EUWE
(Match, 1935)

A classic example of an attack based on the progressive occupation of strong points.

1 P—Q4  P—Q4
2 P—B4  P—B3
In both matches for the World Championship (1935 and 1937), the Slav Defence was selected by both players as the principal theme of the contests.

3 Kt—B3  Kt—B3
4 Kt—B3  P×P
The Slav Gambit.

5 P—Q4  B—B4
5 Kt—K5
With a threefold object: namely, to seize an outpost position, to recover the gambit pawn, and to vacate the KB file, eventually for P—KB3 and P—K4.

6 ......... QKt—Q2
7 Kt×P (B4)  Q—B2
8 P—KtK3
Helping the development of both the white Bishops (one at KtK2, the other at KB4).

8 ......... P—K4
9 P×P  Kt×P
10 B—B4
The pinning of the Knight now becomes the main topic for discussion.

10 Kt—Q2  KKt—Q2
11 B—K2  B—K3
More tenacious is 11 ......... B—Q2.

12 Kt×Kt  Kt×Kt
13 Castles  B—K2
Here 13 ......... P—B3 would still erect a sound barricade, but Black relies on the development of his pieces.

14 Q—B2  R—Q1
If, instead, 14 ......... P—B3 or 14 ......... Castles KR, then 15 Kt—Q5.

15 Kt—Q5  Castles
16 Kt—K5
More active than 16 Kt—Q5, B×Kt; 17 B×B, etc. White already foresees the important rôle this Knight will be called upon to play.

16 ......... R×R ch
Instead of abandoning the open Q file of his own free will, he should at once have played 16 ......... Q—R4.

17 R×R  Q—R4
This attempt at disengaging the pinned Knight will be refuted in a skilful and ingenious manner.

18 Kt—Q4  B—B1
He hopes to have surmounted the crisis, and to continue if possible with 18 ......... Kt—K13 or 18 ......... B—B3.

19 P—Q4  B—B1
A fine manoeuvre with double action. The real Alekhine!

19 P—KQ4
By means of profound manœuvres Black emancipates his Q side, and then concentrates on a triumphant K side attack; his play is beyond praise. Moves 6 to 10 by Black represent an appropriate defence for an enterprising player. Played for the first time in the present game, it has been named the Meran Variation.

20 Kt—K13  Q—Q5
At last, but at this stage 21 ......... B—B3 would leave Black's position less cramped.

22 Kt×K3  B—B3
Watching the square at Q4, but the frank counter-thrust 22 ......... P×Kt4 now affords the only chance of impeding the hostile impetus.

23 B—Q5  More useful than the plausible 23 Kt×Q5 (B×Kt; 24 B×B cH, K—R1, etc.).

23 ......... B×B
24 R×B  Q—R4
Prepared to leave some casualties on the way, if only he can obtain some counterplay. If 24 ......... R—Q1; 25 Q×B5.

25 Kt—B5  Q—K8 ch
26 K—Kt2  B—Q1
27 B×Kt  P×B
28 R—Q7
Demonstrating that the preceding exchange was not intended to win a pawn of doubtful value (28 R×BP, B—Kt3, etc., or 28 R×KP, P—QKt3, etc.), but to enforce the occupation of the seventh rank.

28 ......... B—B3
Or 28 ......... P×KtK3; 29 Kt—R6 ch, K—R1; 30 Q×BP. Now White is ready for a final coup.

29 Kt—R6 ch  K—R1
(For if 29 ......... P×P; 30 Q×P mate.)

30 Q×P  Resigns
If 30 ......... R—R1; 31 Q—Q5 (threatening a smothered mate); 31 ......... P×Kt, 32 Q×B7, etc.

406
White  GRUNFELD
Black  RUBINSTEIN
(Meran, 1924)

By means of profound manœuvres Black emancipates his Q side, and then concentrates on a triumphant K side attack; his play is beyond praise. Moves 6 to 10 by Black represent an appropriate defence for an enterprising player. Played for the first time in the present game, it has been named the Meran Variation.

1 P—Q4  P—Q4
2 P—B4  P—B3
3 K—K3  Kt—B3
He avoids experiments (4 ......... B—B4; 5 P×P, etc.) and reverts wisely to the Semi-
Slav Defence.

4 Kt—QB3  QKt—Q2
5 P—Q3  P×P
Deferred acceptance of the gambit.

7 B×BP  P×QKt4
8 B—Q3
More artificial is 8 B—Kt3 (8 ......... P—Kt5; 9 Kt—K2, B—R3, etc.), and more passive, 8 B—K2.

8 ......... P—QR3
9 Castles
Or 9 P×Q4, P—Kt5; 10 Kt—K4, P—B4, etc., or 9 Q—Q2, P—B4, etc., or 9 Kt—QB4, P—B4, etc. The main variation is 9 P—K4.

9 ......... P—B4
The point of the whole of this line of play. We now have a very sound variation of the Queen's Gambit Accepted. The only difference is the number of moves played: Black has played his QBP, and White's KB has moved twice to reach its present square.

The Meran Defence—cleverly thought out by Rubinstein—keeps the flag of the defence to the Queen's Gambit Declined flying. Neither 9 ......... B—K2; 10 P—K4 nor 9 ......... B—K12; 10 P—K4 sufficiently safeguards Black's position. If 9 ......... P—Kt5; 10 Kt—K4, etc.

10 P—QR4
Clearly not 10 P×P, Kt×P, etc. If 10 P—QKt3, B—Kt2 (preventing henceforth the advance of White's KP); 11 B—K2, B—K2, followed by ......... Castles, etc. If 10 P—K4, P×P (now the exchange is justified); 11 KtKt×P, B—Kt2 (threatening to win the KP by 12 ......... P—Kt5); 12 P—QR3, Kt—B4, etc., with equality.

If quietly 10 Q—Q2, B—K2; 11 R—Q1, Q—B2 (more astute than at once 11 ......... KtK3; 12 P—QR4, P—Kt5; 13 P—R5); 12 B—Q2 (slow but rational development); 12 ......... B—K2; 13 QR×B1, Q—Kt3; 14 B—Kt1, Castles KR; 15 B—K1, KR×Q1, with an even game.

The move in the text is the most energetic continuation.

10 ......... P—Kt5
11 Kt—K4
Or 11 Kt—Kt1, B—Kt2; 12 QKt×Q2, B—K2, etc., as in the actual game.
11 ... B-Kt2
12 QKt-Q2

Simplification by 12 Kt x Kt ch, Kt x Kt would only further Black’s plans. A favourable clearance in the centre would be 12 Kt x P, B x QKt. 13 P x B, Kt x P, gaining time as well as space. But 12 Q-B2 would strengthen the position.

12 ... B-K2
13 Q-Q4

Here on the next move a playable continuation is P-R5, isolating Black’s QKtP, but at some risk.

13 ... Castles
14 R-Q1 P-QR4

More effective than 14 ... Q-B2; 15 P x R, P x R, etc.

15 Kt x B4 Q-B2
16 B-Q2

The development by 16 P-QKt3 with Kt x Kt2 is to be recommended.

16 ... Kt x Q1

The sequel will show that 16 ... Kt x B1 is a better solution of the positional problem.

17 QR-B1

Again, 17 P-QKt3, which will have to be played sooner or later, would be better.

17 ... Q-B3
18 P-QKt3 Q-Q4
19 B-K1

The relief of the Q file is better effected by 19 QR-B1, followed by B-K2.

19 ... P x P
20 P x P

Practically forced, as the KtKt1 is immobilised by the threat of mate at KtKt2, and if 20 B x Kt1, Kt x B4; 21 R x P, Q-R4, etc., with multiple threats.

20 ... Kt x B1

Preparing for 21 ... Kt-K5, which at present would be over-hasty by reason of 21 Kt x Kt, Kt x KtP; 22 R x B, QR x Kt1; 23 R x B, R x R; 24 B x Kt, R-B2; 25 R-R1, with a winning position.

21 B-Q2

Retracting his 19th move, in order to concentrate his forces on the K file either by 22 R-K1 or by 22 B-K3, etc.

21 ... Kt-K5
22 R-K1 Kt-Q4
23 Q-B1 Kt x Kt
24 P x Kt

He hopes that this additional weak point will find compensation in the activities of the passed QBP.

After 24 B x Kt, Q-R4; 25 Kt-K5, Kt x Kt; 26 P x Kt, R-Q1, Black remains master of the field.

24 ... Q-R4
25 Kt x K5

Plausible, but fatal. White decides on energetic measures, because after 25 B-K4, B x B; 26 R x B, Kt x Kt; 27 P-B5, Kt x Q4 (but not 27 ... Kt x P; 28 Q-Q1); 28 Q-Q4, P-R3, etc., his game remains cramped, and his two centre pawns have no vitality.

25 ... Kt x Kt
26 R x Kt

After 26 P x Kt, White’s weaknesses at QB4 and QR4 would be still more marked.

26 ... Q-R5
27 P-B4

If 27 B-K3, Kt-B3, with the decisive gain of a pawn, if not of the exchange.

27 ... B-KB3
28 P-K3

This gives Black a chance for fireworks. But otherwise a substantial loss of material is unavoidable, e.g. 28 KR x Kt1, B x P ch, winning the QP, or 28 B x Kt1, B x R; 29 BP x B, B x K5, etc., winning the exchange.

28 ... B x R

Offering the Queen (29 P x Q, B x P ch, with advantage).

29 QP x B Q-K2
30 B-K3 Q-Q2

Threatening 31 ... Q x B3, winning the QRP.

31 B-K2 Q x P
32 P-Q4 P-K16
33 Kt-B2 B-K5
34 B x Q R-Q1
35 Kt-K3 B-B7
36 R-R1 Q-K5

Resigns.

SLAV DEFENCE

White 407 Black

CAPABLANCA LÖWENFISCH

(Moscow, 1935)

A wrong conception of the spirit of the variation leads Black to lay too much stress on Q side manœuvre, and allows a fearful storm to break loose on the castled wing.

1 P-Q4 P x P
2 P x P Q x B
3 Kt-KB3 Kt-K3
4 P x P

Both sides play carefully (4 ... B-B4; 5 P x P, etc.),

5 Kt-B3

More straightforward than 5 QKt-Q2 (5 ... P x B4; 6 B-K2, Kt-B1; 7 Castles, B-Q3, etc.) or 5 B-Q3.

5 ... QKt-Q2

The fight for the tempo.

Other continuations:

(a) 5 ... P-QR3; doubtful, because of 6 B-B5.

(b) 5 ... P x P; presenting his opponent with an important tempo.

(c) 5 ... B-K5; too enthralling.

(d) 5 ... P x P; too optimistic.

(e) 5 ... B-K2; the fight for the tempo now takes the following course: 6 B x Q, B x B; 7 B x BP, Castles; 8 Castles, Q x Kt4; 9 B-Q3, P-Kt1; 10 Kt x K4, B-R3, etc. (the pseudo Meran Defence).

(f) 5 ... Kt-K5, followed by ...

P-KB4; a deferred stonewall.

6 B-Q3

Or 6 B-Q2 (continuing the fight for the tempo) or 6 Kt-K5, the Anti-Meran Attack, or 6 P-QKt3, or even 6 P-QR4.

6 ... P x P
7 B x BP P x Kt4
8 B x Q P x Q3

Less turbulent than it looks is the Ultra-Meran Variation, 8 ... P-Kt5.

9 P-K4

The Main Variation. But even here Black is able to effect the liberating advance of his QBP.

9 ... P x B4

The thrust which characterises the whole of the Meran Defence—the wing reaction against the offensive in the centre. Unpromising would be 9 ... B-Kt2; 10 P x K5 or 9 ... B x K2; 10 Castles, B-Kt2; 11 P x K5, etc., but a playable idea is 9 ... P-Kt5, the Neo-Meran Variant.

10 P x K5 P x P

There follow exciting skirmishes. If 10 ...

Kt-Q4; 11 Kt-K5.

11 QKt x P

The Blumenfeld Attack. Useless would be 11 P x Kt, P x Kt, etc.

12 Castles Kt x B

An ambitious reply, which causes White far more embarrassment than would 11 ...

P x Kt; 12 P x Kt, etc. If 11 ... Kt-B1; 12 Kt-Q6 ch.

12 Kt x Kt P x Kt
13 Kt x P

An ingenious continuation (Stahlberg’s idea). Other attempts:

(a) Liquidation: 13 B x P ch, B-Q2; 14 Kt x B (or 14 B x B ch, Kt x B; 15 Kt-Q3, etc., with chances for both sides); 14 ... Q-R4 ch; 15 P x Q, K t x B; 16 Kt x Kt1 ch, P x Kt; 17 Kt-B3 (or 17 Kt-B2, R-QKt1); 17 ... Q-K4 ch; 18 K-Q1, R-B1; 19 K-Kt1, Q-Q3, 20 Q x P, R-KKt1, etc., with even chances.

(b) Concentration: 13 Castles, Q-Q4; 14 K-Q2, R-QKt1 (better than 14 ... B-R3; 15 P x R4); 15 B-K5 (more insistant than 15 B-Q2, B-Q3; 16 P x B4, Castles, etc.); 15 ... Kt-Q2 (a resilient retreat after 15 ... Q x K3, or even after 15 ... B-K2, White could launch a serious attack with 16 B-B4); 16 B x KtB4 (here 16 P x B4 would lead to disappointment after 16 ... Kt x Kt; 17 P x Kt, P-B4); 16 Kt-B1; 17 Q x Kt1 (better than 17 B x Kt1, B-Q3); 17 ... R x Kt3 (fatal would be 17 ... Q x Q; 18 B-Q); 18 Q x Q, P x Q; 19 B-K5, and White recovers his pawn.

13 ... R-KR4

A painful choice. He can play neither 13 ...

Q x Q (14 Q x Q, K x Kt; 15 B x P ch, K-K2; 16 Kt-B6 ch, K x B; 17 Kt x P, with a sound extra pawn) nor 13 ...

B x Q (14 Kt x B, Kt x Kt; 15 B x P, with two Bishops).
If 13 ... R-QK1; 14 B-KB4 (not impulsively 14 Kt-B6, B-K2; 15 BxP; Q-Kt1; 16 P-QR4, Kt-Q2, etc.), for if now 14 ... B-Q3; 15 Q-B6 ch.

Unpleasant would be 13 ... Q-R4 ch (14 K-K2, B-Q3; 15 Q-B6 ch, K-K2; 16 B-Q2, etc.)

Relatively the best would be the freeing check 13 ... B-K5 ch, with the continuation 14 K-K2 (the KR would remain cut off after 14 K-B1); 14 ... B-QKt1 (more artful than 14 ... B-Q2 or 14 ... Q-Q4); 15 Q-Kt3 (15 Kt-B6, B-Kt2); 15 ... Q-Q4; 16 Kt-B6 (or, more solidly, 16 Kt-B3); 16 ... QxKt; 17 QxR, Castles, and Black, although the exchange down, is not without counter-chances.

14 Castles

Ineffective would be 14 Kt-B6, B-Kt2.

14 ...

P-Kt5

B-K4

B-K2

If 15 ... B-Q3; 16 Q-B6 ch, K-K2;

17 KtxB, KxKt; 18 BxB.

16 Kt-Q1 Castles

17 Q-R3

A powerful diversion, which threatens to win the exchange by 18 Kt-B6, and also 18 Kt-Kt4 and 18 B-Kt5.

17 ... R-B4

After this error of judgment Black's resistance falls to pieces. He should have parried the main threat (18 Kt-B6) by 17 ...

B-Kt2, e.g. 18 ... Kt-Kt5; P-R3, etc., or 18 Kt-Kt4, P-Kt3; 19 B-B7, Q-Q4; 20 BxR, QxB, and Black can still hold out.

18 RxB BxB

19 B-Kt5

With a decisive threat against KR7.

19 ...

R-Q3

If 19 ... P-Kt3; 20 Kt-Kt4, B-K2;

21 Q-R4, and wins, and if 19 ... R-K1;

20 BxKt, QxB; 21 QxP ch, K-K1;

22 B-B5, with a decisive gain in material.

20 Kt-Kt4

Beautiful play.

20 ...

B-K2

21 BxB Kt

Despair; but if 21 ... BxB; 22 Kt xP ch, PxB; 23 QxRP, R-K1 (still trying to escape the mate); 24 B-R7 ch, etc.

22 Kt xRP ch K-Kt2

23 Q-Kt4 ch

All runs smoothly (23 ... KxKt; 24 Q-R4 ch, K-Kt2; 25 Q-R7 mate).

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Position after 19 ... P-R3

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23 ...

K-R1

24 Q-R5 Kt-Kt2

25 Kt-P

The final exploit (25 ... R xKt; 26 Q-R7 ch, K-B1; 27 Q-R8 mate).

25 ...

R-R1

26 Q-Kt6 ch Resigns.

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White Black

FLOHR MAROÎZY

(Bled, 1931)

This game is exceptionally impressive, on account of the simplicity of the means employed. A battle of squares, lines and strong points.

1 P-Q4 P-Q4

2 P-B4 Q-B3

3 Kt-QB3 Kt-B3

4 Ki-B3 Kt-Q3

Semi-Slav countours.

5 P-K3 QKt-Q2

6 B-Q3 Kt-B2

He avoids 6 ... P xP (the Meran Defence), as well as 6 ... B-Q3 (7 P-Q4, P xP; 8 Kt xP, Kt xKt; 9 B xKt, Castles; 10 Castles, QBB; 11 B-B2, with the threat of Q-Q3, and White has the better game.

7 Castles Castles

8 P-QKt3 Patience and strategic judgment. If White

were to open the centre in haste by 8 P-K4, P xP; 9 Kt xP, Black, taking advantage of a breathing space, succeeds "under enemy fire" in developing his game by 9 ...

P-QKt3 Fairhurst's discovery!

8 ...

P-QKt3

B-Kt2 B-Kt2

Or 9 ...

R xR (10 Q-K2, R-K1; 11 Kt-K5, Q-B2; 12 P-B4, with an increasing pressure).

10 Q-K2

A fine concentration of forces. White avoids undue haste either in the centre (10 Kt-K5) or on the wings (10 R-B1, R-B1, etc.). A kindred idea is 10 Q-K2.

10 ...

R-B1

Instead of these preparations behind the front, Black could take more trenchant measures such as (a) 10 ... P xP; 11 P xP, P xP; 12 Kt-Q1, Q xP; 13 Kt-Q2, P-QR3 (of course not 13 ... Kt xKt; 14 P xKt, Q xP, because of 15 Kt-Q5); 14 P-B4, etc., or (b) 10 ... P-B4; 11 Kt-Q1, B xP; 12 Kt xP, etc., controlling important sectors.

11 Q-R1 Komberg's preceding move, White now threatens 12 Kt-K5. This outpost manœuvre could have been effected at once (e.g. 11 Kt-Q5, Kt xKt; 12 P xKt, Kt-Kt1; 13 P-B4, etc.), but it is White's intention to proceed methodically.

11 ...

Q-B2

12 P-Q4

The crisis. Although the outstretched manœuvre outlined above could now be carried out (e.g. 12 Kt-K5, Kt xKt; 13 P xKt, Q xP; 14 Kt xP, and wins), White decides on another lively line of play, opening the centre.

12 ...

P xP

13 Kt-KP B-B4

After 13 ... Kt xKt; 14 Q xKt, Kt-B3; 15 Q-R4 (threat: 16 P-Q5), 16 ...

P-KR3; 17 Kt-K5, White energetically takes the lead.

14 P xP

Neither now nor later does White's lucid strategy shrink from large-scale liquidation.

15 Kt xKt Kt xKt

Still avoiding the devaluation of his pawns, which would result from 15 ...

P-KR3; 16 Kt xKt, Kt xKt; 17 B xKt, B xB; 18 Kt xR, K xQ; 19 Kt xB, P xB; 20 Q xKt ch, etc.

16 Kt xKt Q xB

With the object of provoking some weakening of the opposing King's field.

17 P-Kt3 Q xB2

He rejects the bolder itinerary 17 ...

Q-R3.

18 P-B4 Kt-B3

19 Kt xKt ch B xKt

20 P-B5 B xP

21 Q xQ ch K xKt1

22 R xQ P-B4

23 Q xB ch K xKt1

24 B-K2

With a double mission both defensive (24 ... Q-B3; 25 B-B3) and offensive (25 B-K5).

24 ...

KR-K1

If 24 ... Q-R1; 25 B-R5, threatening 26 B xP ch.

25 B-R5 Q-K2

26 Q xQ R xQ

27 R-K6 K-B1


29 K-B2

If 29 R-Q7, B-B3.

29 ...

K xKt2

30 B-B3 B-Q4

31 R-B6 B-B5

32 K xB R xQ1

33 R xR K xR

34 K-K3

A most instructive Rook ending now follows. During the whole of the transition period (moves 21 to 34), White has tried not so much to increase his palpable advantage, but to maintain the superiority in space already acquired, the result of which is the more active position of his Rook.

34 ...

K-B1

35 R-B5 P-B3

If 35 ... K-Kt2; 36 R-Kt5 ch, maintaining his grip. But the text move will have equally unfortunate consequences.

36 R-B6 Q-K2

(1 Diagram. See p. 526.)

37 P-KKt4

Putting the finishing touch to his discreet manoeuvres by a brilliant stratagem with a double break-through.
the Queen's Gambit and the King's fianchetto. The same idea was taken up in inverse order in the twentieth century (Grünfeld's Variation): 1 P—Q4, Kt—Kb3; 2 P—Q4, P—Kt3 (first the King's fianchetto); 3 Kt—QB3, P—Q4 (then the Queen's Gambit).

4 Kt—QB3 B—K2
5 Kt—B3 Kt—B3
6 B—Q3
Nonchalant strategy which puts up, now or later, with the loss of a tempo by 6 ... P×P; 7 B×P. A modern continuation, keeping up the battle for the tempo, is 6 Q—Kt3, Castles; 7 B—Q2, etc.

6 ... Castles
If first 6 ... QKt—Q2; 7 P×P (not 7 Kt—K5, Kt×Kt; 8 P×Kt, Kt—Kt5; 9 P×P, Kt×P (K4); 10 B—K2, P×P; 11 Kt×P, Castles, with an even game); 7 ... P×P; 8 Kt—K5, etc., emphasising the pressure.

7 Kt—K5
If 7 Castles, P×P, and if 7 P×P, P×P, soon to be followed by ... Kt—B3, closing the QB file.

7 ... P×P
Has the effect of neutralising White's impetus, for if 7 ... QKt—Q2; 8 P—B4, and White's pressure is far-reaching.

8 B×BP Kt—Q4
9 P×B
With the threat of 10 ... B×Kt, and if, unsuspectingly, 11 BP×B, then 11 Kt×Kt, and wins. After 9 ... P—K3, Black's game remains cramped.

10 Q—Kt3
Without faltering, he allows a whole series of exchanges, which practically eliminate the middle game, for he hopes to create some interesting tensions in the ending.

10 ... P—QKt4
11 B×Kt B×B
12 Kt×B Q×Kt
13 Q×Q P×Q
14 Kt—Q3 Kt—Q2
15 B—Q2 KR—B1
16 K—K2 P—K3
17 KR—QKt1 B—B1
18 R×R R×R
19 R—QB1 R×R
20 B×R B—Q3
Better would be 20 ... P—Kt5.

21 B—Q2 K—B1
22 B—Kt4
In this battle of the minor pieces, White is looking for a strong point, which he will, in fact, create at QB5.

22 ... K—K2
23 B—B5 P—QR3
24 P—QKt4 B×B
25 P—Kt4
An optimistic exchange, allowing his opponent the potential asset of a passed pawn.

26 KtP×B Kt—Kt1
Or, e.g. 26 P×QR4; 27 P×B6, Kt—Kt3; 28 Kt—B5, K—Q3; etc.

27 P—B5
A brilliant conception, giving this apparently humdrum Knight ending an epic character.
The threat is 28 P×KP, K×P; 29 Kt—B4, etc.

27 ... P—Kt4
After 27 ... KtP×P; 28 P×P, P×P; 29 Kt—B4, White would still have annexed the vital QP.

28 KtP×Kt4 P—QR4
29 P—B6
The unshackled pawn! Apart from the obvious 29 ... P×Kt; 30 P—B7, etc., there are other unexpected finesses.

29 ... K—Q3
30 P×P Kt×P
Again, if 30 ... P×Kt; 31 P—K7, K×KP; 32 P—B7.

31 Kt×Kt K×Kt
32 P×K4
The last-but-one surprise.

32 ... P×P
33 P—Q5 ch
The ultimate artifice.

33 ... K—Q3
34 K—K3 P—Kt5
35 K×P P—R5
36 K—Q4 P—R4
If 36 ... P—B4; 37 P×P, P—Kt6 (if at once 37 ... K—K2, there follows 38 K—B5, P—Kt6; 39 P—Q6 ch, K—Q1; 40 P—B6, P×P; 41 P—B7, etc., and if 37 ... P×Kt5; 38 P—B6, P—R4; 39 P—B7, K—K2; 40 P—Q6 ch, K—B1; 41 P—Q7, and wins; 38 P×P, P×P (or 38 ... P×P; 39 K—B3, K—K2; 40 P—Kt4, P—Kt5; 41 P×P, etc.); 39 K—B3, K—K2; 40 K×P, P—Kt5; 41 K—B4, P—R4; 42 K—B5, P×P; 43 P—Q6 ch, K—Q1; 44 P—B6, and wins; or 36 ... K—K2; 37 K—B4, P—Kt6; 38 P×P, P×P; 39 K×P, P—B4; 40 P×P, P—Kt5; 41 K—B4, P—R4; 42 K—B5, P—R5; 43 P—Q6 ch, K—Q1; 44 P—B6, and wins.

37 P×P P—R6
38 K—B4 P—B4
39 P—R6 P—B5
40 P—R7 Resigns

An ending from practical play which, in beauty and depth, can be compared to any artistic endgame study.

409
Pillsbury
Black
Gunsberg
(410)
White

In this game Black holds his own well in the opening, and brings about a comprehensive liquidation (moves 11 to 13). But with almost diabolical cunning, White effects a scintillating finish in a Knight ending.

1 P—Q4 P—Q4
2 P—QB4 P—QB3
3 P—K3 P—Kt3
A profound conception, a combination of

White

Black

Menchik
Becker
(Carlsbad, 1929)

Three notable features of this game are: White's strong opening strategy up to the exchange of Queens; impeccable technique thereafter; and, last but not least, the artistic touch which pervades the whole—a tribute to Miss Menchik's exceptional powers.

1 P—Q4 P—Q4
2 Kt—KB3 Kt—KB3
3 P—B4 P—B4
4 Kt—B3 P—K3
5 P—K3 Kt—K5
An independent idea.

6 B—Q3
A terrible faux-pas would be 6 Kt×Kt, P×Kt; 7 Kt—K5 (better in any event

500 Master Games
500 MASTER GAMES

7 Kt—Q3, P—KB4); 7 ... KB—Kt5 ch; 8 B—Q2, B x B ch; 9 Q x B, P—B3; 10 Kt—K4, P—KR4, appropriating the Knight.

6 ... P—KB4
This deferred stonewall formation leads to a difficult game for Black. It is playable in this position because White's QB also remains shut in.

7 Kt—K5
Counter-stonewall. A splendid idea.

7 ... Q—R5
More enterprising than 7 ... Q—B3.

8 Castles Kt—Q2
9 P—B4 B—K2
10 B—Q2 Kt x Kt
A less assertive continuation is 10 ... Castles.

11 QP x Kt
Better than 11 BP x Kt, which would enlarge Black's field of action.

11 ... B—B4
12 B x Kt BP x B
If 12 ... QP x B; 13 P—QKt4 (13 ... B x P; 14 Kt x P). 13 ... Q—Kt3
Threat: 14 P x P, KP x P; 15 Kt x QP, winning a pawn.

13 ... Q—Q1
Not 13 ... Castles; 14 P x P, e.g., 14 ... KP x P; 15 Kt x KP, etc., or 14 ... BP x P; 15 Kt x QP, etc., or finally, 14 ... R x P; 15 Kt—R4, and wins. Against 13 ... Q x Kt; 14 Kt x QP, as in the text, would still prevent Black from castling, e.g., 14 ... Castles; 15 Kt x B, Q x Kt; 16 B—K4, etc.

14 Kt—R4 B—K2
15 B—K4 P—QKt3
16 B x B Q x B
17 P x P
Hoping to obtain a well-balanced position by 17 ... B x Kt and ... P—B4, but White prevents this important advance of the QBP. Better would be 17 ... BP x P, followed by ... Castles, with a cramped but playable game.

18 QP—B1 B—K2
After 18 ... B x R, White would not play 19 R x P, B x R; 20 Q x QP, R—Q1; 21 Q x Kt3, R—Q6, etc., but simply 19 KR x Q1, maintaining the pressure.

19 Kt—B3 Q—KB2
Over-protecting the QP, with a view to 20 ... P x P. He can play neither 19 ... Castles nor 19 ... Q x K3, on account of 20 Kt x Kt.

20 Q x Kt—Q1
Not 20 ... Q x K2, because of 21 Q x Q ch, K x Q; 22 Kt x P ch, P x Kt; 23 R x B ch, followed by R x B.

Nor would 20 ... Q x B1 be desirable (e.g., 21 Q x Q ch, R x Q; 22 P—QKt4, etc.), whilst 20 ... Castles QR is too provocative.

Against 20 ... P x B4 the liquidation by 21 Kt x Q5 ch, Q x Q; 22 Q x Q ch, K x Q; 23 KR—Q1, K x Kt; 24 P—QKt4, KR x Q1; 25 Kt x Kt4 would still keep the black forces at bay.

21 KR—Q1 B—R1
Not yet 21 ... Q x K2, by reason of 22 Q x R4, winning a pawn. Best, now or on the next move, is 21 ... P—K4, followed by ... R x R3.

22 P—K3 Q x K2
An illusory relief.

23 Q x Q ch K x Q
24 P x QKt4 Preventing 24 ... P x B4 (25 P x P, P x P; 26 Kt x Kt5).

24 ... R x Q2
If 24 ... R x Q1 (in order at least to play the key move ... P x B4; 25 P—K15.

25 R x Q2 KR x Q1
Not at once 25 ... R x Q1, because of 26 Kt x P ch.

26 Kt x K2 R x Q1
27 R (Q2)—B2 R (Q2)—B2
28 Kt x Q4
The mobile Knight is manifestly superior to the imprisoned Bishop.

28 ... P—Kt3
29 Kt x Kt5 R x Q2
30 K x B2
Methodical procedure. The hasty 30 Kt—Q6 would allow the liberating sacrifice of the exchange by 30 ... R x Kt1; 31 P x R ch, K x P, and Black's position becomes tenable.

30 ... P x K3
Black is reduced to makeshift moves. If his KR moves, 31 K x Q4 wins the QBP. If 30 ... QR x Q1, then equally 31 Kt x Q4, and if 30 ... P x K2; 31 Kt—Q6, etc.

Finally, if 30 ... B x Kt2; 31 Kt x P, R x Q1; 32 Kt x P ch, B x Kt; 33 R x B, R x P ch; 34 R (B1)—B2, with a definite advantage.

31 P—K4
Preparing the break-through.

31 ... B x B3
32 Kt x Q4 R (Q2)—B2
33 P—B5
The deluge!

33 ... P x KKt4
34 K x Kt3 B—K2
If 34 ... P x B4; 35 Kt—K6.

35 K x Q4 P x P ch
Or else there follows 36 P x P, P x P; 37 R x Kt1, a turning manoeuvre which wins easily.

36 K x P
37 K x R5 P—R4
Desperation.

38 R x P
39 Kt—Kt5 R x Q2
40 P x K6 ch Resigns.

411
White Black
ALEKHINE EUWE
(Match, 1937)

This game is instructive in that it shows that even the greatest masters are not immune from errors under the stress of emotion.

Tactically, Dr. Alekhine presents us with one of his most effective attacks. Technically, it is worth noting that even such a steady opening as the Queen's Gambit can, from the very beginning, turn into the fiercest of battles.

1 P—Q4 P—Q4
2 P—Q4 P x B4
3 Kt x Q3 Less used now than 3 Kt—KB3.

2 ... P x P
The solid continuation on both parts is 3 ... Kt—B3; 4 P—K3. The Winawer Counter Gambit 3 ... P—K4 (4 QP x P, P x Q5 or 4 BP x P, BP x P, etc.) is not without its defects.

4 P—K4 An ambitious continuation. Less good is 4 P x K3, leading to the deceptive sequel 4 ... P x QKt4; 5 Kt x Q (apparently favourable); 5 ... P x Kt; 6 Q x B3, Q x B (a decisive counter-sacrifice); 7 Q x R, B x Kt2; 8 Q x P, P—K4 (threat: 9 ... Kt—QB3); 9 B x P (if 9 ... P x Q, B x B4, still harrying the Queen); 9 ... P x B; 10 P x P, Kt—QB3; 11 Q x R4, B x Kt13, and Black has a dominating position.

4 ... P—K4
Here (as against 4 P—K3) 4 ... P x Kt4 is indicated.

5 B x P P x P
5 P x P
6 Kt—B3 A sacrifice of a piece both unexpected and venturesome.

6 ... P x Kt4
The reaction to the sudden shock, and an error of judgment which compromises his game. The most complicated line results from acceptance by 6 ... P x Kt; 7 B x P ch, K—K2; 8 Q x Kt5, etc. After 6 ... P x B4; 7 Q x Kt3, Black's position would be critical, and even after the plausible 6 ... B x B4, White keeps up the offensive with 7 Kt—K5. The most self-possessed reply is therefore 6 ... Kt—Q2.

7 QKt x P
A relentless episode (for if 7 ... P x Kt; 8 B—Q5).

7 ... B—R3
8 Q x Kt3 Q x K2
Or 8 ... B x Kt; 9 B x P ch, K—Q2; 10 Kt x P, and White's attack—in the gambit style—prevails.

9 Castles B x Kt
Or 9 ... P x Kt; 10 B—Q5, B—K12; 11 Q x P ch, and wins.

10 B x P Kt—B3
11 Q x B x P, B—Q5
Or 10 ... P x B; 11 Q x Q5. By playing 10 ... Q x Kt12; 11 B—Q4 or 10 ... Q x Kt5; 11 B—Q4, Q x Q; 12 B x Q, P x B4; 13 Kt—K5, Black could effect the exchange of Queens, without, however, avoiding serious damage.

11 B x B4 QKt x Q2
12 Kt x P He is content with the gain of a valuable pawn, and refrains from 12 P x K5, with further complications.
UNUSUAL DEFENCES

White

ALEKHINE MARSHALL

(Baden-Baden, 1925)

This game is characteristic of Dr. Alekhine’s forceful style. He first presents the opposing King from seeking safety on the Q side (14 Q—K3), and then starts a hand-to-hand fight on the K and KB files which soon develop into a general mêlée. Notable is the advance of the two pawns on the files named, both of which penetrate into the heart of the enemy position.

1 P—Q4
2 P—B4

The American Defence, which forgoes the maintenance of a supported pawn at Q4.

3 P×P

The most assertive continuation.

3 K×P

After 3 . . . . O×P (akin to the Centre Counter) 4 K1—Q3, B×Q, Q×Q (if not 4 . . . . O—Q1, reverting to the line in the text); 5 Kt—B3, Kt—B3; 6 B—Q2, etc., White secures the advantage.

4 P—K4

Trying to register a concrete superiority in the centre. A good positional continuation is 4 P—KtK3, with B—K2, but the soundest is 4 Kt—KB3.

4 Kt—KB3

The retreat 4 . . . . Kt—KB3 is playable.

5 B—Q3

The straightforward course—and the only one by which an advantage in the opening can be maintained—is 5 Kt—QB3, for after 5 . . . . P—K4; 6 P×P (or simply 6 Kt—B3); 6 . . . . Q—Q2; 7 K×Q, Kt—Kt5, White is the first to reap the harvest by Kt—Q5. Therefore, in reply to 5 Kt—QB3, Black’s

best course is 5 . . . . P—K3; 6 Kt—B3, and White has an advantage in space.

5 . . . .

Well countered!

6 P×P

Or 6 Kt—K3, P×P; 7 Kt×P, P—Q4; 8 B—Q3, with an even game.

6 Kt—K5

After the mechanical defence of the pawn by 7 P—B4, the reply 7 . . . . B—Q4 would lead to a painful situation for White.

7 Kt—QB3

Unpromising would be 8 B—KB4, Kt—K5, etc.

8 B—Q2

8 Kt—QB3

Black overestimates his resources, and attacks before he is fully developed. With 11 Kt—Kt1 he could obtain an approximately even game (e.g. 12 B—K2, P—Q3; 13 B—Q4, Kt—Q2; 14 Q—Q4, Castles; 15 Castles QR, Q—B4, etc., or 12 Castles, Castles; 13 B—K2, B—K3, etc.).

12 P—K3

After the plausible 13 Castles, Black could counter-attack by 13 . . . . P—KtK4, with advantage.

13 Q—K3

14 B—Q2

15 Castles QR

Not yet 15 P—B4, Q—Q4; 16 Castles QR, Castles QR, with equality.

16 B—B3

17 Castles KR

Useless is 15 . . . . Q—Q4; 16 B—B4.

18 P—Q3

Or 16 . . . . Q—Q4; 17 P—K5, Kt—Q4; 18 Kt—Kt1, B×Kt; 19 B—P ch, K×B; 20 Q—Q3 ch, followed by B×Q, with the gain of a pawn.

19 P—K5

Threatening 18 P—B5.

20 P—B5

21 KR—K1

In order to play 19 Kt—Q4 at last without losing a pawn.

22 R—B5

Decisive.

23 R×R

24 P×P

25 K×Kt

After 25 B×Kt, there is the saving clause 25 . . . . Q—B4 ch.

25 Q—K1

26 P—K6

A fresh exploit! Less convincing now would be 26 B×P ch, Q—B; 27 Q—R ch, K×P, etc.

26 B—K5 ch

27 K—K1

Avoiding another pitfall: 27 R×B, R—Q8 ch; 28 K×Kt, Q—R5 mate.

27 B—K4

28 P—B4

A desperate measure, but if 27 . . . . P×P; 28 B×P ch, Q—B; 29 Q—R ch, K×P; 30 Q—Q4 ch, followed by R×B, and wins.

28 P—K7 dis ch R—Q4

29 Q—B6

30 P×K Q ch Resigns.

White mates in two.

413

White

Black

VIENNA ST. PETERSBURG

(By cable, 1897–99)

Black gives up a piece without any apparent compensation at the very beginning (6 . . . . P—QK4), but his skilful manoeuvring of his massed pawns compels White to give back the booty and to be content with a draw.
3 Kt—QB3

The most stable continuation is 3 Kt—KB3, e.g., 3 ... B—Kt5 (if 3 ... P—K4; 4 Kt—Q4, still preventing ... P—K4; e.g., 4 ... B × Kt; 5 K × P, B—Kt5; 6 P × P, Q × P; 7 ... Kt—B3, followed by B—K3, and White's forces are better placed); 6 Kt—B3, Kt—B3; 7 ... P × P (a wise precaution); 7 ... B × Kt; 8 P × B, Kt—K2; 9 Q × Kt1, R—QKt1; 10 B—Q3, P × P; 11 B × B, B × B; 12 Castles, etc., with an advantage in territory.

3 ... P × P

Already with a view to the positional sacrifice of a piece.

Lacking in consistency would be 3 ... P—K3, but a violent disturbance in the centre would result from 3 ... P—K4; 4 B × P, Kt × P; 5 P—K3, Kt × B; 6 P—K4, Kt—Q3 (not 6 ... Kt × Q); 7 B—P4, etc.); 7 Kt—B3 (or 7 P—B4); 7 ... P—K3, and Black consolidates his game.

4 P—Q5

Striking the iron while it is hot. Another continuation, 4 Kt—B3, Kt—B3; 5 P—K4, B—Kt5; 6 B—K3, concentrates its energies in the centre.

4 ... Kt—R4

5 Q—R4 ch P—B3

6 P—QKt4 P—QKt4

Revealing his intentions. Short-sighted would be 6 ... P × P; 7 R × P, P—QKt3; 8 P—Kt4, Kt—K2; 9 P × P, and White's advantage becomes manifest.

7 Q × Kt Q × Q

8 P × Q P—Kt5

9 Kt—Q1 P × P

Although Black has only two pawns for his piece, his well-organised chain of pawns, partially advanced and covering the whole board, redresses the balance.

10 P—K4

Seeking to create a weak point (at Q5) in the ominous phalanx.

10 ... P—K3

11 Kt—K3 Kt—B3

12 P × P

13 B—K2 B—K3

If 13 ... P—B6; 14 B—Kt5 ch.

14 B × Kt P × P

15 Kt—K2

After 15 Castles, B—R3; 16 Kt—B3, R—QBl, followed by ... R—B4, Black obtains a dangerous attack.

15 ... R—B1

16 Kt—B4 R—B4

17 R—Q1

The crisis.

17 ... P—B6

If 17 ... R × P; 18 QKt × QP, to White's advantage.

18 P—R6 B—Q3

19 Kt × Kt P

Securing the draw.

After 19 P—Kt3, Castles, B—Q3, P—Q5; 21 Kt × B, P × Kt; 22 Kt—B2, P—K4; 23 Kt × KtP, P—K3; 24 B × P, R—K4; 25 R × P, B × Kt; 26 R × B, Kt × K1; 27 Castles, R × B; 28 R × R, R × R; 29 R—B1, R—Q8, and the Rock ending would also lead to a draw.

19 ... P—B7

20 R—B1 B × Kt

21 Kt × B R × Kt

22 R × P

After the elimination of the passed pawns, the knights of opposite colours herald a peaceful issue.

22 ... K × Kt

23 P—Kt3 R × Kt4

24 B—K2 B × Kt

25 Castles R × Q

And after a few unimportant moves a draw was agreed.

25. ALBIN'S COUNTER-GAMBIT

414 White Black

LASKER ALBIN

(St. Louis, 1893)

The parent game of this bold counter gambit. Although it was won by White, who imperceptibly kept on gaining territory, it does show that the first player can be forced to leave the beaten track.

1 P—Q4 P—Q4

2 P—Q4 P—Q4

3 QP × P P × Q

In the manner of Falkbeer's Counter Gambit.

4 Kt—KB3

A well-known pitfall: 4 P—K3 (what could be more natural?), B—Kt5 ch; 5 B—Q2, P × P; 6 B × B (or 6 Q × R4 ch, Kt × B3; 7 B × P, B × P ch; 8 K × P, Q × R5 ch, and wins; the lesser evil is 6 P × P), 6 ... P × P ch; 7 K × K2, P × Kt (Kt) ch, and wins. Less critical continuations are 4 P—K4 or 4 P—Q3.

4 ... Kt—QB3

5 ... Kt—Q5

4 More pertinent than 4 ... P—Q4

(5 P—K3, Kt—Q3; 6 B—K2, KtKt—K2; 7 Castles, etc.).

5 P × P

5 The more energetic continuation 5 QKt—Q2 already threatens to win the QP by 6 Kt—Kt3.

6 B—Kt5

Quite rightly hastening the development of his Q side, but this can be done with more insistence by 5 ... B—K3, attacking the QBP, with a view to ... Q—Q2 and ... Castles QR. An artificial line of play would be 5 ... P × Q4, intending ... B—Q4; ... Kt—K2; and ... Castles.

6 P—R3

He is not afraid of phantoms, and wishes to clear up the situation. A more scientific continuation is 6 QKt—Q2, e.g., 6 ... Q—K2; 7 P—R3, B × Kt; 8 Kt × B, Castles; 9 Q × Q3, P × Kt3; 10 P × KtP, followed by B—Kt2 and Castles, etc.

18 ... Kt—K1

This appears to parry some of his adversary's serious threats. 18 ... Q × P would clearly be suicidal (if only on account of 19 Kt × KtP, Kt × Kt; 20 R—R1, etc.), but
18 ... B—B3 provides a less melancholy defence.

19 Kt—Kt3
Maintaining a fine initiative. After 19 Kt×P, Kt—R4; 20 P×P, P×Kt the Q side, where White wishes to castle, would be awkwardly disturbed.

19 .... Q—Q2
Rejoicing in her newly-found freedom, the black Queen seeks adventure. But 19 .... Kt—B3 would be better.

20 Castles Q—Q3
21 K—Kt1 Q×B
A delusive satisfaction. Black wants to make up for the imminent loss of his QP.

22 R—Kt4 Q—R3
23 B×Kt P×B
More resistance, at all events, would result from 23 .... Q×B (24 Kt×P, Q—R5; 25 QR—K1, B—B3, etc., or 24 R×P, R×R; 25 Kt×R, Q—KKt3; 26 Kt—B5, B—B3, etc.).

24 R×P R—Q3
25 P—B5 R—K3
26 Q×P Q×P
The balance in material is still maintained, but the co-ordination of the black pieces is deteriorating.

27 R (Q4)—Q3 Q—Kt7
28 Kt—Q4 R—B3
Or 28 .... R—Kt3; 29 R—KB3.

29 R—K3 B—Q1
30 Kt—B2
A curious gain of a piece, and of another soon afterwards.

30 .... R×P
31 R×B Resigns.

18 Q×Q 19 R×Q 20 P—R3 B—Kt5; 21 P×B, R—Q4; 22 Q×Q, B—Q5; 23 Kt—R4, B—Kt5; 24 P×Q, P×Kt; 25 B—Kt5, B—Q5; 26 B—Kt5, B—B5.

455
DUS-CHTOMIRSKI MARSHALL
(Hamburg, 1910)

In the play of trap and counter-trap, White gets the last word in a manner both elegant and unexpected.

White Black

ALBIN'S COUNTER-GAMBIT

The King gets under way in the hope of catching the Queen. But there is a flaw in the whole grandiose conception.

18 P×B Q×B
19 Q—Kt6 R—R3

Jubilation.
26. QUEEN’S PAWN GAME

COLLE SYSTEM

416

White  Black

COLLE  STOLTZ

(Bled, 1931)

This game presents an object lesson in the ill effects of a premature counter-attack.

1 P—Q4  P—Q4
2 Kt—Kb3
A sound supporting move, which reserves the option of either P—QB4 or, quietly, P—K3, as in the present game. Peaceful only in appearance is 2 P—K3, with the possible continuation P—KB4, with Kt—KB3.

2       Kt—Kb3
3 P—K3
Shutting in the QB, in order to bring out the KB as quickly as possible.

3       P—B4
The most usual reply is 3 ... P—K3.

A noteworthy scheme against the Colle System, preventing the exploitation of White’s KB, is 3 ... B—B4, e.g. 4 P—B4, P—B3, etc., reverting to the Slav Defence, or 4 B—Q3, P—K3 (instead of either 4 ... BxB; 5 PxB, with a reinforced white centre, or 4 ... B—K1; 5 BxB, PxB; 6 Q—Q3, Q—B1; 7 Castles, B—K2; 8 P—QKt3, Castles; 9 P—B4, P—B3; 10 Kt—B3, Kt—R3, etc."

4 P—B3
The famous Colle Triangle (Kt—Q—QB3), characteristic of this opening. Also sound is 4 ... QKt—Q2.

4       QKt—Q2
More witty than 4 ... Kt—B3, etc. Not without drawbacks would be 4 ... Kt—K5 (playing the orthodox Queen’s Gambit with a tempo behind). The most academic continuation is 4 ... P—K3, e.g. 5 B—Q3, Kt—B3; 6 QKt—Q2, B—Q3 (a bold counter-scheme would be 6 ... Q—B2; 7 Castles, B—Q2; 8 Q—K2, Castles, etc.);
7 Castles, Castles (the normal position of the Colle System); 8 P—P, B—P; 9 P—K4, P—P; 10 Kt—P, B—K2; 11 Q—K2, and White’s game is slightly superior.

5 QKt—Q2  Q—B2
Instead of the usual move 5 ... P—K3 or 5 ... P—KtKt3 (Fairhurst’s idea).

6 B—Q3  P—K4
White has now the superior chances in the centre and, being better developed, can seriously hamper the opposing King.

7       P—P
8 QKt—P  Kt—Kt
9 B—Kt  B—B3
10 B—B2
The Bishop retreats to a prepared position, and so, without loss of time, White has maintained a superiority in space.

10       BP—B2
If 10 ... B—Kt3; 11 P—KtP, B—B3; 12 Q—Kt2, Castles; 13 Kt—B4, R—K1; 14 P—KtP, B—Q4, and White keeps what he has gained. More prudent is 10 ... KP—B2; 11 Castles, B—K2, etc.

11 Castles
A sound reply. 11 P—P, B—Kt5 ch, etc., would only help Black.

11       BxP
An ill-advised acceptance of a doubtful gift. He should try to avoid the worst by 11 ... B—Q3, followed by 12 Kt—P.

12 Kt—P
A brilliant complement of the previous sacrifice.

12       B—Q3
After 12 ... B—K2; 13 B—R4 ch, Black is in serious trouble.

13 B—R4 ch
Demonstrating that the black King’s position is denuded both frontally and diagonally.

13       K—B1
Or 13 ... B—Q2; 14 Kt—B4, Kt—Kt1; 15 R—Kt1 ch, K—B1; 16 B—Kt1, Q—B; 17 P—P, and Black’s game is tottering.

14 B—B4
Very skillful, for if 14 ... B—Kt1; 15 B—B4, Q—B; 16 Q—Q8 ch, Kt—K1; 17 QR—K1, and wins.

14       B—Kt5
In trying to deal with the situation in combinative style (e.g. if 15 Kt—B4, B—B3, etc., or if 15 P—B3, B—Kt1, etc.), Black himself becomes the victim of a cruel affray. He can only anticipate his opponent’s threat by 14 ... K—Kt1.

15 Kt—Kt6 ch  K—Kt1
A simple calculation: after 15 ... RP—Kt; 16 B—B4 ch, K—Kt1; 17 B—Q, B—Q3; 18 QR—B, White remains a piece ahead.

16 B—B  B—Q
17 B—Q  B—B
18 Kt—R  Kt—Kt
If at once 18 ... K—Kt1; 19 P—Kt3, B—Kt4; 20 KR—Q1.

19 B—R5  P—B7
20 B—Q2
Preventing 20 ... Kt—B5.

20       K—Qt
In the end Black has only lost the exchange and has even a promising passed pawn, but White’s impeccable technique solves the difficulty without much trouble.

21 KR—K1  K—K1
22 QR—B1  R—Q1
Necessary, on account of 23 P—Kt3.

23 R—K4  B—Q2
24 R—Q4  B—K3
25 P—QKt3  P—QKt4
Parrying the threat 26 R—B4. If 25 ... Kt—B3; 26 R—P.

...
538

500 MASTER GAMES

QUEEN'S PAWN GAME

539

8 ·····

Kt×Kt

If 8 ... Q—B2; 9 P—KB4.

9 P×Kt

Kt—Q2

10 P—KB4

P—B4

Energetic play. If 10 ... P—B3, trying
to undermine White's advanced post, then
11 P—K4 (in preference to the doubtful
attack 11 Q—R5, P—B4; 12 P—KK4; 11 ... B×P; 12 KP×P, etc.

11 P—QKt3

Kt—K1

A fine retrograde manoeuvre. The Knight
has no future at QKt3, and seeks fresh
pastures.

12 B—K12

Better than no development, but it is
already clear that sooner or later the problem
of shifting the QBP will arise, and that the
pawn at K5 is nothing more than a dead
point in White's formation.

12 ·····

Kt—B3

13 Castles KR

B—Q2

14 K—R1

As the attack in front of the pawns by
14 R—B3, followed by R—R3, would not
have sufficient substance, White decides on
the old stratagem of "major pieces behind
pawns."

14 ·····

K—R1

15 P—KKt4

P—KKt3

16 R—Kt1

R—Kt1

17 R—Kt3

Q—KB1

18 QR—KKt1

Q—B2

19 Kt—B3

Supporting the advance of the KRP, but
after that White's action will be marking
time. The liquidation by 19 P×P, KP×P; 20
P×P, R×P; 21 R—R, P×R, Q×R, etc.,
would evidently be a mistake; and if
19 P—Kt5 (to be followed by P—KR4, and
then R—R3 and P—R5), then 19 ... Kt—K2;
20 P—KR4, R—R1; 21 R—R3, P—R3; 22
P×P, P×P; 23 P—R5, QR—Q1; 24 R—R2
(K2; 24 R×P, Q×P, R×P; 25 R×R, Q×R,
and Black would benefit from the opening of the critical KKt and
KR files.

19 ·····

QR—Q1

20 P—KR4

P—QR3

Preventing 21 B—K2, followed by the
exchange of an idle Bishop for an active
Knight, but aggressive as well, as it threatens eventually 21 ... P—Kt4, followed by
... P—B3.

21 P—B4

The threat 22 BP×P, KP×P; 23 P—K6

dish ch is alluring, but as it will be eliminated,
White has only added to his weaknesses.
Better is 21 R—R3.

21 P×P

P×BP

At one stroke White has isolated both his
QB and QRP, allowed the black Knight
access to QKt4, barred the long white
diagonal for Black's QB, and opened the
Q file for occupation by the black QR. His
opponent takes full and instant advantage of
his opportunities.

22 ·····

Kt—Kt5

23 B—K1

B—QB3

A very timely occupation of the long
diagonal.

24 P—R3

An illusion measure of relief would be
24 P×P, KP×P; 25 R×R ch, R×R; 26
R×R ch, Q×R, for now 27 P—R3, Q—Kt6
wins, or 27 B×P, Q—Kt5 (not
27 ... B×P; 28 P×Kt6 dis ch), or
27 ... Q—Kt1; 28 Q×Q, P×Q;
29 P—K4, P×P; 30 P—R3, KB×P;
31 P×Kt, P×P, with a winning advantage,
or again, 27 K—R2, Q—Kt5; 28 Kt—Kt1,
Q×RP ch; 29 Kt—R3, B—K1, with a
definite advantage to Black.

Therefore the best course is 24 P—Kt5.

24 ·····

Kt—Q6

A very fine surprise move! White expected
only 24 ... B×Kt ch; 25 R×B, Kt—B3,
etc.

If, after the text move, 25 B×Kt, P×P;
26 R×P, R×B; 27 Q×Q, B×Kt ch;
28—Kt2, B×R; 29 R×B, R—Q1, and
Black has much the best of the bargain.

25 P×P

Q×P

26 K—R2

R—Q4

Again leaving the Knight errant to its fate
in view of promising operations.

White

LANDAU

Black

BOÖK

(Kemeri, 1937)

In this magnificent example of the direct
attack, we witness a perfect "witches' sabbath"
on the vulnerable squares in the
defender's King's field, namely KR2, KR3,
KKt3, KB3, KB2.

1 P—Q4

P—Q4

2 Kt—KB3

Kt—KB3

3 P—K3

Kt—K3

4 P—Q3

P—Q4

5 P—B3

QKt—Q2

Setting his adversary a more arduous
problem than by 5 ... Kt—B3.

6 QKt—Q2

B—Q3

7 Castles

Castles

8 R—K1

An important move. The immediate
advance 8 P—K4 is of doubtful value, e.g.

8 ... BP×P; 9 BP×P, P×P; 10 Kt×P,
Kt×Kt; 11 B×Kt, Q—Kt3, etc. As 8 P×P
falls against 8 ... Kt×P, White, instead,
consolidates his base. Another preparatory
move could be 8 Q—K2 (e.g. 8 ... Q—B2;
9 P—K4, B×P; 10 BP×P, P×P; 11 Kt×P,
etc., with a fine attacking position. 8 P—KR3
is also playable. But after the text move
the KR will show an astonishing versatility.

8 ·····

Q×B2

The advance 8 ... P—K4 is over-hasty,
and 8 ... P—QKt3 is too dilatory.

After 8 ... R—K1 the following superb
continuation occurred in a game Colle
O' Hanlon, Nice, 1930: 9 P—K4, QP×P;
10 Kt×P, P×Kt; 11 B×Kt, P×P (if
11 ... Kt—B3; 12 B—KKt5; the best move
is 11 ... Kt—B1); 12 B×P ch (a familiar
sacrifice, with, however, some additional
points); 12 ... Kt×B; 13 Kt—Kt5 ch,
Kt—K3 (or 13 ... Kt—Kt1; 14 Q—R5); 14
P—KR4, R—R1; 15 R×P ch (most
artistic); 15 ... Kt—B1; 16 P—R5 ch,
K—R3 (16 ... R×P; 17 Q—Q3 ch,
K—R3; 18 Kt×P mate); 17 R×B, Q—R4;
18 Kt×P db ch, K—R2; 19 Kt—Kt5 ch,
K—Kt1; 20 Q×Kt3 ch, resigns.

9 P—K4

Q×B2

10 BP×P

P×P

11 Kt×P

Kt×Kt

12 R×Kt

Much more effective than 12 B×Kt,
Kt—B3; 13 B—B2.

12 ... R—K1

13 R—R4

Kt—B1

14 Kt—Kt5

P×Kt3

Or 14 ... P—Kt3; 15 Q—B3.

15 Q—R5

A brilliant sally, initiating all kinds of
problem-like turns.

15 ... Q—K4

16 B—Q2

P×P

17 R—QB1

Q—K2

18 Kt×K4

Kt×Kt3

In view of the threat 19 B×P.

19 B—KKt5

The "orchestration" of the attack becomes
more and more impressive.

19 ... Q×K4

If 19 ... P×B; 20 Q—R7 ch, K—B1;
21 Q×R ch, Kt×Q; 22 R×Kt mate
(almost a smothered mate).

20 P×B

Q—Q4

Better would be 20 ... Q—R4, after
which, however, the attack continues
ingeniously with 21 P—QKt4.
Queen’s Pawn Game

White

Black

JANOWSKI
TARRASCH

(Ostend, 1905)

As often happens in closed games, there is much manoeuvring on the Q side, where Black actually obtains an advantage. But, suddenly, the black King finds himself menaced at long range, and White’s sacrifice of a Knight in a good cause is the climax to a well coordinated attack.

1 P–Q4
2 Kt–KB3
3 P–B3

Equal chances result from 3 P×P, P–K3; 4 P×K4, B×P; 5 P×P, P×P, etc. Assertive is 3 P–K4; 4 BP×P, KP×P; 5 P–Kt4, a variation of Tarrasch’s Defence); 4 BP×P, P×P; 5 Q×Q (if 5 Kt×P, Kt×P; 6 P–K4, Kt–Kt5); 5...Q×P; 6 Kt–B3, Q×Q; 7 Kt×Q, P×Q3, with an even game.

3.......
4 B–B4
A valid idea.

3 Q–K3
4 Other continuations are 4...B–Q3 or 4...Kt–QB3.

5 Q–K3
Too unassuming would be 5 P–QKt3 (5...P×P; 6 P×P, B–Kt5ch; 7 QKt–Q2, Kt–K3, etc.). The most ingenious is here 5 Q–Kt1, e.g., 5...Kt–Q3; 6 K×Kt, Kt–B3; 7 QKt–Q2, B–Q2; 8 B–Q3, R–B1 (with the positional threat of 9 P×P; 10 KP×P, Kt–Kt5; 11 B–K2, B–Kt4, easing Black’s game); 9 Kt–Kt1, B–K2; 10 P×Kt, Kt–B3, Castles, 11 Kt–K5, etc., stressing the centre.

5.......

Kt–KB3

If 5...P–B5, then not 6 Q×Q, P×Q, etc., but, as the QB file is now closed, 6 Q–B2.

6 P–K3
7 P–Kt3
Anticipating 7...Kt–Kt4.

7.......
B–K2

8 QKt–Q2
B–Q2

9 B–K2
Castles KR

10 Kt–B1

The most natural is 10...Kt–Q1, leaving the QB file to the other Rook.

...419

White

TYLOR
ALEXANDER

(Hastings, 1938)

During the period of transition leading into the middle game (here from the 10th to the 14th move), Black wrests the strategic initiative from his opponent. Unexpectedly, instead of trying to add to his worldly possessions (turning a positional advantage into one in material), he makes a positional sacrifice of

the exchange on his 23rd move. The finish is most attractive.

1 Kt–Kt3
2 P–Q4
3 P–K3
4 B–Q3
5 Castles
6 P–QKt3

White prefers not to revert to the Colle System.

6.......
7 B–Kt2

Preventing 8 Kt–K5, and preparing for 8...P–K4. If, in a stereotyped manner, 7.... Castles, there follows 8 Kt–K5, Q–B2; 9 P–Kt4, preserving the initiative.

8 Kt–B3

An unobjectionable manœuvre. As a rule, in closed games one should avoid blocking the QBP, which is nearly always needed to support any action against Q5. Premature would be 8 P–Kt4, Q×P, etc. The most methodical line of play is 8 Kt×Q, Castles (not yet 8...P×P; 9 P×P, Kt×Kt5; 10 B–Kt5, P–Q2; 11 B×B ch, Kt×B; 12 P–B4, etc.); 9 P–B4, etc.

8.......
9 P×P
10 P–K4
11 Kt–Kt2
12 K–R1

If 12 Kt–Kt3, P–Kt4; and if 12 Kt–K1, P–Kt5; and if 12 Kt–K3, R–Kt1, an uncomfortable situation.

13 Kt–Kt1
Stopping 14 P–Kt4.

13 Kt–Kt1
14 P–Q1
15 P–QB3
16 P×P
17 Kt×Kt
18 B×B
19 Q×Q

Although after 19 Q×Q ch, K×Q; 20 QR–B1 ch, K–Kt1; 21 B–Kt1, KR–Q1 Black would still have the advantage, it would be more prudent for White to adopt this simplifying course.

19.......
20 QR–B1
21 B–B2

Starting a K side attack and eliminating the freeing manœuvre P–B3, for if 22 P×B, Kt–Kt6 ch; 23 P×Kt, Q–R3 ch; 24 Kt–R3, B×Kt; 25 P×B, Q×P ch; 26 K–Kt1, Q×P ch; 27 K–R1, K–Kt3, and mate follows.
In view of the threat 28 Kt x BP, P x Kt; 29 B x Kt, R x B; 30 R x B. Even if 27 ... R-K1; 28 Kt x BP, P x Kt; 29 B x Kt, etc. A tactical expedition could be 27 ... B-Q1, e.g. 28 QR-K1, B-QKt3 (with the improved threat 29 ... B x P, or 28 Kt x B5, B x B2, minimising the dangers.

28 QR-K11 Kt-Q2

He must find artificial means of defence in the absence of natural ones. If, for instance, 28 ... P-R3; 29 R-K17, R-R2; 30 R x B, K x R; 31 B x P ch, etc.; or 28 ... Kt-K2; 29 R-K17, Q-R3; 30 R x Kt, R x B; 31 Q x Q, etc.

29 R-K17

This deeply calculated irritation bears the stamp of genius. Note how smoothly and effectively the two Bishops co-operate.

29 ... Kt-K3

In seeking safety, the KKn1 over-protects the critical point Q4, and appears to shut in the invading Rook.

30 Kt-B5 Q-R3

He expects only the simplification 31 R-QB7, R x R; 32 B x R, Q x B1; 33 B x Kt, Q x Kt, etc. The defensive measure 30 ... B-K1 is essential.

31 Kt x Pch

A break-up sacrifice.

32 Kt x B

A complementary sacrifice. The black King's sole defender disappears, and in place of the defensive rampart of pawns, there will soon be a void.

33 K x R

Threatening above all 34 B-R5 ch, K-K11; 35 Q-Kt6 ch, K-R1; 36 Q x P ch, etc., and also 34 Q-R7 ch, K-B1; 35 B-R5, etc.

33 ... K-K11

The King defends himself desperately. If 33 ... R-B1; 34 Q-R7 mate. If 33 ... B-K1; 34 Q-Kt7 ch, B-K2; 35 B-R5 ch, K-B1; 36 B-Q6 ch, K-K2; 37 B x Kt mate; or 33 ... Kt-K2; 34 Q-R7 ch, K-K1 (34 ... K-B1; 35 B-R5); 35 B-Kt4, Kt-Q2; 36 Q-R5 ch, K-Q1; 37 Q-R8 ch, Kt-Kt1; 38 Q x Q ch, Kt-K2; 39 Q x P ch, enroaching capitulation. Black's misfortune is that he cannot come to the rescue of his second rank by 33 ... Q-Kt2, on account of 34 Q-R7 ch.

34 Q x Q6 ch K-R1

35 Q x P ch K-K1

36 Q-Kt6 ch K-K1

Or 36 ... Q x P, K-B1; 37 B-B4, Black, being a Rook ahead, and seeing White's ingress via Q5 and K7 guarded, hopes to master 37 B-R4 by 37 ... R-B1, but things turn out differently.

37 R-K5

The crowning glory!

37 ... Resigns

An example of modern chess.
15.  B—KBl
Parrying the threat 16 P—Kt5, Kt—K5; 17 Kt × KBP, K × Kt; 18 Q × RP ch, K—B1; 19 B—K5, etc., but allowing another attacking stratagem—the pin.

16 B—Kt5
After 16 B—K2; 17 Q—R4, the diagonal pressure persists, and could be intensified by KR—KKt1—KKt3—KB3.

17 Q—B3
But now the vertical pressure remains (KB7). The ulterior threat is the advance of the KR.

17 P—Kt5
Trying, at all costs, to obtain some counterplay. If 17 ... R—KB1; 18 B—R6, R—K1; 19 P—Kt5, and wins.

18 P × P  B × P ch
19 K — B1  K — K2
20 K — Kt2
White threatens 21 Kt × QBP, which at this point would still be premature (20 Kt × QBP, B—R3). If 20 B—R6, threatening 21 P—Kt5, B—KBl.

20 R—Kt1
21 B—QRP
A fresh calamity.

21 R—Kt1  B—KB1
22 B—R6  Q—BP
23 P—R4  Kt—K5
Launching a counter-attack.

24 Kt—Q7
He threatens to win two exchanges (25 B × R, and then Kt × R).

25 B—B6
The holes in Black’s King’s field would lead to instant loss after 28 ... R × P ch; 29 Q × Kt, Kt × Q; 30 K × Kt, P—K4; 31 QR × Kt1, Q—B1; 32 B × P, etc.

25 B—Q3
He continues to fight, being a Rook down, as his advanced passed pawn gives him an illusory hope of a counter-chance. If 28 ... P—K4 (intending 29 B × P ch; 30 Q × R, Q × P ch, etc.); 29 QR—QKt1, e.g., 29 ... Kt × P; 30 R × R, or 29 ... Kt—Q7; 30 R × R, or 29 ... R × P ch; 30 Q × R, Q × P ch; 31 K—B1, or, finally, 29 ... P × B; 30 R × R, P × R; 31 R × Q ch; finally, 32 P5, Q × Kt4, if 31 ... Kt—Q7; 32 R × P, and if 31 ... K × P; 32 Q × K2, Kt—B6; 33 Q × P, etc.; 32 P—R4, Q—Kt6; 33 Q × Kt, and wins without appeal.

29 QR—KB1  P—B6
If 29 ... Kt—Q7; 30 Q × B4, Kt × R; 31 Kt × R, etc.

29 P—Kt5
A buffer pawn. If at once 30 P—R5, P × Kt4.

30 P × R  Kt—Q7
Not 30 ... P × B7; 31 R × B1, etc., nor 30 ... Kt—Q7; 31 Q × B4, Kt × R; 32 R × Kt, P—B7; 33 R × B1, etc.

31 P—R5  Kt—Q7
32 P × P  BP × P
33 Q × Kt4  Q × Q
34 R × P
A very beautiful touch.

34 ... R × R
After 34 ... K × R, there follows a mate in four. If 34 ... Kt × R; 35 R × Q, Kt × Pch; 36 K × B3, etc.

35 R × Kt1
A convincing "point."

35 ... R × R ch
36 K × R  K—B2
37 Q × R  R × Kt8 ch
38 K × Kt2 Resigns.

422

White  Black

JANOWSKI  ED. LASKER

(New York, 1924)

The major part of this game (16th to 53rd move) is a contest between Rook and Knight against Queen, and it is surprising that the weaker party has the better of the exchanges and manages to win two pawns. But in the moment of danger the power of the Queen reasserts itself, and her mobility saves the day against two Knights and masses of refractory pawns. The ending is of the utmost piqunacy.

1 P—Q4  P—Q4
2 B—Q3
An archaic continuation.

Modern, if unusual, continuations are:
(a) 2 Kt—Q3: Breuer’s Opening.
(b) 2 P—K4, P × P; 2 P × Kt3: Blackmar Gambit unsound because of 3 ... P × P.
(c) 2 Kt—Q2.
(d) 2 P × Kt3: the Catalan Opening.

2 ... P—K3

Queen’s Pawn Game

2 ... Kt—K3

A wise reply.

Against the provocative 2 ... P—Q4 the curios continuation of a game Mason-Tchigorin, New York, 1889, was: 3 B × Kt, R × Kt; 4 Q × QP, P × Q; 5 P—Kt5, P × P; then 8 Q × P, P × Q; 9 K × P, and wins.

6 P × K4, B × P; 7 P × P (if 7 B × Kt5 ch, K—B1; 8 P × P, Q × Kt3, etc.); 7 ... Kt × B3; 8 B × Kt5 ch, K × K2; 9 B × Kt3, B × P (harmful greed; he should play 9 ... K × B5; 10 P × Q ch, B × P; 11 Castles, R—Q1; 12 Q—K2, with a fairly balanced game); 10 P × Q, K × Kt1; 11 Kt × Kt5 ch, P × B; 12 Q × B ch, K × B2; 13 B—K8 ch, resigns.

3 P × Kt3  P × Kt3
4 B × Q  P × B
5 P × B3  P × Kt3
If not 5 ... Kt × B3, or at once 5 ... B—Q3, etc.

6 Q × B2
More precise is 6 Q × B1.

6 ... QKt × Q2
A valid plan is 6 ... Kt × B3; 7 Kt × B3, B × Q; 8 QKt × Q, R × B1, and White must play 9 Q × Kt1, on account of the positional threat 9 ... P × P; 10 KP × P, Kt × QKt1, etc.

7 Kt × Q2  B—Q3
After 7 ... Kt × B2; 8 P × Kt3, etc., the white QB remains a source of danger.

8 B × B  Q × B
9 P × KB4
The text move prevents 9 ... P × K4, and imparts to the game a fanciful character.

9 ... Kt × Kt5
10 Kt × B1
Clearly not at once 10 K × K2, P × B5.

10 ... B × P  P × P
11 BP × P  Q × Kt5 ch
12 K × Kt  K × Kt5
13 P × QKt3  Q × Kt
14 Kt × B3

The development of this Knight could no longer be delayed. If at once 14 P × R3, Q × R5; 15 P × Kt5, Q × R4, Black remains within enemy territory.

14 ... B—Q2
Or 14 ... P × B4; 15 P × R3, Kt—B3, followed by 16 ... Kt × K5.

15 P × R3  R × QBP1
A fine positional sacrifice of the Queen, entailing various advantages: opportunities on the QB and KR files, cohesion of his pawns, etc.

16 P × Q  Kt × Q
17 P × Kt  Kt × Q
18 R—B1  Kt × B5
Ingeniously closing the open QB file. If 18 ... B—B5; 19 Kt × K5, Q × B2; 20 P × Kt4, P × QRP; 21 B × QP.

19 B × Kt  P × B
20 QKt × Q2  P × Kt4
21 R × B3
Not 21 ... Castles; 22 QR—KRP1, K × KR3; 23 P × Kt5.

22 P × Kt5  K × Q1
23 QR × KRP1  B × K1
If 23 ... P × Kt3; 24 P × P.

24 R × P
A hardly-earned pawn.

24 R × P  R × R
25 R × R  P × P
26 KKt × P  K × B1
27 R × R8  Kt × K2
28 QKt × K4
Foreshadowing the threat 29 Kt × P.

28 ... K × Kt3
29 Kt × B5  B—B3
Neither 29 ... P × B2 nor 29 ... B—B2, on account of 30 R × Kt8 ch, followed by R × Kt7.

30 KKt × P
A further and almost decisive gain, for the white pawn mass has become a power.

30 ... B × Q4
He must first of all drive the Knight from its dominant post, for if 30 ... B × P; 31 R × R7, followed by R × P.

31 Kt × Kt5  K × R4
If 31 ... B × P; 32 P × Kt4, cutting off the Bishop.

32 P × Kt  B—B3
33 K × K3  B × K1
34 Kt × B3  P × Kt5
Regardless of further loss (the QBP), Black strives to relieve his game.
27. DUTCH DEFENCE

White

HARRWITZ

Black

MORPHY

(Match, Paris, 1858)

Both opponents play for the end-game, but White fails to maintain the balance in territory. Decisive is the superior mobility of the black King. The joint invasion of the white positions by the black King and Rook—thanks to the dissolving effect of the advance 50 ... P — R 5 — is very impressive.

1 P — Q 4

A positional player, Harrwitz was one of the first to specialise in closed games.

1 P — Q 4

The Dutch Defence suits Morphy's aggressive temperament.

2 P — Q B 4

3 K t — Q B 3

K t — K B 3

4 B — K 5

Treating the opening in the manner of the orthodox Queen's Gambit Declined, but here Black's battery yields little.

After 4 P — K 3, a conventional line of play could be 4 P — Q 3 B 1 (contesting the strategic point K 5); less flexible would be the stonewall treatment 4 P — Q 4, with 4 P — Q 3 B 1 (and 4 P — Q 3 B 2 to follow); 5 P — Q 4, K t — B 6; 6 K t — K 6, K t — K 6; 7 K t — K 8, K t — Q 4, 8 K t — K 8, K t — Q 4, 9 K t — K 8, K t — Q 4, 10 K t — K 8, K t — Q 4, 11 P — K 4, K t — Q 4, etc., as the situation is unclear. Black's Queen Fianchetto could be prevented by 4 P — K 5 K t — B 5; 5 B — B 2, Q — B 1; 6 B — K 2, etc.

4 P — K 5

More elastic than 7 K t — B 3, after which Black could continue the process of emancipation by 7 B — B 4; 8 Castles, K t — B 1; 7 P — K 5, K t — Q 4, etc.

7 P — K 5

8 Castles

K t — R 8

Again, less good would be 8 P — K 4, 8 B — B 3; 10 K t — K 5, K t — B 4; 7 ... Castles; 8 Castles, P — Q 3; 9 P — Q 3 R 3, K B — K 1; 10 B — B 3, K t — K 3, etc., the situation is unclear. Black's Queen Fianchetto could be prevented by 4 P — K 5 K t — B 5; 5 B — B 2, Q — B 1; 6 B — K 2, etc.

5 P — K 3

Useless would be 5 B — K t, B — B 3; 6 P — Q 4, P — B 3; 7 K t — P 3, Castles, etc.

5  ...  Castles

6 K t — B 3

After 6 K t — B 3, K t — K 5, unpinning, is playable.

6  ...  P — Q 3 B

Instead of the far less dynamic conception 6 P — Q 4; 7 K t — B 3; K t — K 5, etc., Black applies the very modern idea of distant control of the centre. A violent episode would be 6 P — B 4; 7 K t — B 2 (not 7 P — Q 3, K t — K 1; 8 P — P, P — K 3; 8 P — P, P — P 2; 8 P — P, etc.

At this stage, unpinning would lead to a more difficult game after 6 ... K t — K 5; 7 B — B 3; B — B 3 (if 7 K t — B 3; 8 B — B 3, K t — Q 8; 9 B — K 1, K t — K 1; 10 B — B 3, K t — B 3, etc., with a difficult game); 8 B — K 1 (8 K t — K 4, P — K 1; 9 B — B 3, P — Q — K 1, recovering both the pawn and territory); 8 P — B 3; 9 K t — K 2, and White stands better.

7 K t — K 2

More elastic than 7 K t — B 3, after which Black could continue the process of emancipation by 7 B — B 3; 8 Castles, K t — K 1; 9 Q — Q 2, K t — K 5.

7  ...  P — K 5

8 Castles

K t — R 8

9 B — Q 6

10 K t — K 3

11 K t — K 3

More methodical than at once 11 P — K 4; 12 P — Q 3, P — Q 3, etc. Black has solved the problem of the opening very satisfactorily.

12 P — B 4

If 12 K t — B 3, K t — K 1, and if 12 B — B 4; P — K 5, preparing the advance of the KP. The text move prevents this threat, but at the cost of a serious weakening of his base.

12  ...  K t — B 3

Preventing 13 P — K 4, which advance might be effected after 12 K t — Q 2.
13 P—KKt4
14 P×P
With the object, not only of eliminating his doubled pawn, but also of preventing once and for all the thrust ..., P—K4, for if, e.g., 14 P—Kt5, P—Kt3; 15 B—Kt1, P—K4, etc.

14 P×P
15 Q—Q2
16 Q—K1
Sounding the attack. The factors will be the long-range effect of the Bishop and the irritation on the QR file.

17 B—Kt1
18 Q—K2
Still warding off the assault.

18 Q—Q
19 P—Q5
20 Q—B3
21 P—R3
22 P—QKt4
Preventing, of course, 22 ..., Kt—B4, but Black need not worry about the Knight’s future.

22 Kt—K1
23 Kt—K2
24 Kt—Kt3
Digging himself in, instead of the doubtful enterprise 24 Kt—Q4, P—Kt3; 25 Kt—K6.

24 P—Kt3
25 K—B2
26 R—R1
27 K—Kt1
28 R×R
29 Q—Q1
Digging himself in, instead of the doubtful enterprise 24 Kt—Q4, P—Kt3; 25 Kt—K6.

Renewing the attack.

30 Q—Q2
31 Kt—B1
He succeeds in warding off the fresh dangers.

31 P—Kt3
32 P—Kt3
33 P—Kt5
Anticipating the chain-breakers (..., P—QB3 or ..., P—QKt4), but offering a target for the subsequent opening of the QR file (35 P—QR3).

33 Kt—B3
34 Q—Kt2
Forcing the exchange of Queens (34 ...

48 K—K1
An interesting position. If, passively, 48 R—Q4, then 48 ..., K—B4; 49 R—Q2, P—R5 (or 49 ..., K—K5; 50 B—B1, B—Q6, etc.); 50 P×P (a will-o’-the-wisp would be 50 R×R, B×R, for 51 B—Q3 ch cannot be played, as the Bishop is pinned); 50 ..., K×P, etc., winning. The text move is thus both an active defence (48 ... K×P; 49 R×B) and a trap, for if 48 ..., K—B4; 49 R×B wins.

48 Q—Kt5; 35 Q—K2, etc.), but Black has no reason to avoid it.

34 Q×Q ch
35 K×Q
P—QR3
He opens the sluices.

36 P—R4
37 R×P
38 Kt—Q2
39 P—K4
40 Kt×P
41 B×Kt
If 41 Kt×Kt, K—B2. In this interesting end-game, it is still very difficult for Black to drive home his advantage.

41 R—Q6
42 B—B3
For if 42 ..., R×P; 43 R—K8 ch, K—B2; 44 R—QKt8, winning a piece.

43 R—K4
44 B—K2
45 R—Q4
The text move prevents 46 P—Kt4; it has also—as the sequel will show—great attacking potentialities.

46 K—B2
47 R—Q2
K—B3
K—B3
This prevents 48 R—R2, and vacates a square for Black’s King.

48 B—K5
This loses no time, as the KKtP is...
The unusual manner in which Black handles his attack (17 ... P—B5), culminating in a splendid sacrifice (25 ... B—P), and succeeding, when a Rook down, in tying up the opposing King, is a treat for the connoisseur.

A “chameleon” defence, which can be turned into one of several known openings.

After 2 P—K4, Black can revert to the French Defence, or by 2 ... P—QB4; 3 Kt—B3, P—P; 4 Kt—B3, etc., to the Sicilian Defence. After 2 Kt—K3, we have a QP game by 2 ... P—Q4, or a Dutch Defence by 2 ... P—QB4, or an Indian Defence by 2 ... Kt—B3, or again, a Sicilian Defence by 2 ... P—QB4; 3 P—K4, P—P; 4 Kt—P, etc.

He now has his Dutch Defence, having first tempted White to play 2 P—QB4 before castling and avoided the dangerous Staunton Gambit, which occurs after 1 P—Q4, P—KB4; 2 P—K4. A possible continuation would be 2 ... B—Kt5 (3 B—Q2, Q—K2, etc., or 3 Kt—B3, P—QB4, etc.).

The direct attack now begins.

If 18 R—P, P—P; 19 BP—P, Q—B7 ch; 20 K—R1, Q—P; 21 P—R3 (21 R—Q2, R—B8 ch, followed by mate); 21 ... Kt—K3, and wins.

To preserve the two Bishops and, incidentally, to lay the foundation for a Q side attack, if 7 Kt—B3, B—Kt1; 8 B—B, Kt—K5; 9 Q—B2, etc. If 7 Kt—R3, P—K4.

To prevent 9 ... Kt—K5, which could be played both after 9 Kt—B3 and 9 Kt—R3.

Fighting indirectly for the junction at K5.

More pugnacious is 10 P—QK4, P—Q6; 11 B—Q, P—K4; 12 B—QB3, etc.

Better than 10 ... P—P.

If 11 P—B3, P—K4; 12 R—Q1, Q—K2, followed by Kt—K3.

Not 14 P—Kt3 nor 14 B—K1, on account of 14 ... P—QB4. Nor would 14 B—Q4 or 14 B—Kt4 be desirable.

If 16 Kt—Q4, then, as in the text, 16 ... Kt—B4; 17 Q—Kt4, P—B5, etc. If 16 P—K3, P—K4.

Not 17 Q—B2, as 17 ... B—R5 would win the exchange.

The key to the converging attack.

If 22 B—B, Q—KP; 23 KR—Q1 (23 R—Q2, R—B8 ch, followed by mate); 23 ... R—B7; 24 Q—Q1, R—P; 25 K—Kt1, R—B; 26 Q—Q, Q—R, with a certain win.

A splendid point, establishing a mating net at one stroke; threat: 34 ... Q—R4.

Or 34 ... P—Q5; 35 R—B8 ch; 36 P—B, K—B2, with 37 ... Q—B3 to follow.

A decisive reinforcement, threatening not only 37 ... K—K3, but also (e.g. after 37 Q—Q5) 37 ... P—R4 ch; 38 Q—K, P—B6 dis ch, and wins easily.

Pretty and peremptory.
426

White  Black

BOGOLJUBOW  ALEKHINE

(Hastings, 1922)

A feature of this magnificent game is the bi-lateral effect of Black's attack. The finish is quite exceptional charm.

1 P—Q4  P—KB4
2 P—Q4  Kt1—K3
3 P—Kt3  P—K3
4 B—Kt2  B—Kt15 ch
5 B—Q2

A sound reply; or 5 QKt—Q2 (5 .... Kt—K5; 6 P—Q3, Kt—Kt7; 7 BxB, BxB; 8 QxB, Castles; 9 Kt—R3, P—Q4, etc.), or 5 Kt—B3.

5 .......
6 Kt—B3

But here a stronger plan would be 6 QxB, Castles; 7 Kt—Q3, BxB3, etc.

6 .......

Kt—B3

Stressing the slight organic defect in White's last move, namely the encumbering of the Q file.

7 KkT—B3  Castles
8 Castles
If 8 Q—B2, P—Q4; 9 Castles KR, P—P; 10 QxBP, Q—Q4, etc.

8 .......

P—Q3

Effecting, in two stages, what White could not achieve: the advance of the KP.

9 Q—Kt3  K—R1
10 Q—B3

He mistakenly thinks he can hinder Black's plan. Better would be 10 P—Q5, P—P; 11 P—Q4, Kt—K4; 12 Kt—Q4, etc., trying to complicate matters.

10 .......

P—K4

Thanks to the forlorn position of White's QKt1, this advance can be effected after all.

11 P—K3

After 11 P—P, P—P; 12 Kt—Q1 (not 12 Kt—Kt1; 13 Q—Q1, P—Q1); 12 P—QKt3, Black has a compact centre.

11 .......

P—Q4

He must prevent the advance of the QKtP, for which White will now patiently prepare.

12 P—Kt3

And not at once 12 P—QR3, P—R5, and this pawn now blockades by itself two hostile pawns, showing how this important endgame stratagem can be profitable in the middle game and even in the opening.

12 .......

P—QR3  Q—R4
13 P—Q3  Q—K1
14 P—K4

Black has energetically transferred the centre of gravity to the castled wing.

If 14 P—QKt4, P—K5; 15 Kt—K1, P—P, winning a pawn. Here again 14 P—P is not playable (14 .... P—P; 15 Kt—P, P—Kt; 16 Q—Kt1, Kt—Kt15).

Or 14 P—P, Kt—Q2, and 15 Kt—Kt3, P—QKt4 and P—QR3.

14 Kt—Kt3  B—Q2
15 P—B3  B—K3

Threatening to break up White's pawn chain by 17 P—B5.

17 P—B4  P—K5

Closing the episode on the K side by blockading the respective pawn chain, but with the positive advantage of restricting the hostile Bishop and both Knights.

18 KR—Q1

Wiser would be to block the centre as well by 18 P—Q5.

18 .......

P—R3

19 Kt—R3  P—Q4

He stirs up the centre to his advantage. White cannot play 20 P—P, KkT—P, followed by Kt—QP.

20 Kt—B1  Kt—K2

Threatening 21 .... P—R5; 22 P—QKt4, P—P; 23 Q—Kt, Q—Q4, and a Knight is permanently posted on this important square.

21 P—R4

Better would be 21 P—B5, as Black, adapting himself to circumstance, will now exploit the accessible squares at QKt5 and Q6.

21 .......

Kt—B3
22 R—Q2  Kt—QKt5
23 B—R1

He tries to get up some sort of an attack on the K side by R—KKt2, Kt—B2, Kt—R2 and P—KKt4.

23 .......

P—K1
24 R—KKt2

If 24 P—B5, P—QKt4 (stronger than 24 P—QKt4) would be damaging for White.

24 .......

Q—K1

This pawn now blockades by itself two hostile pawns, showing how this important endgame stratagem can be profitable in the middle game and even in the opening.

25 P—P  P—Q5

He gives up a pawn of minor importance rather than allow 25 Q—X P, KkT—Q4, threatening 26 .... P—QKt4.

26 KkT—B2  B—Q2
27 Kt—Q2  P—QKt4
28 Kt—Q1

Not 28 P—B5, nor even 28 P—P, on account of 28 .... KkT—Q4. But now that White has guarded his KP and cleared the second rank, he could reply to 28 .... P—P by 29 Kt—B5, P—QKt4; 30 Q—R3, followed by Kt—K5. For this reason Black gives back the pawn to turn his resources to better account.

28 .......

P—QKt5
29 P—R3  B—Q3


29 .......

P—Kt5

The repercussions of this 'exchange combination' are far-reaching.

30 R—R

Or 30 Q—R1, R—R; 31 Q—Q, R—Q1, and Black penetrates into the hostile position via the QR file.

30 .......

P—Q4
31 R—R  P—B7

The point! Black, in the end, obtains a Queen for two disjointed Rooks.

32 R—R  K—R2
33 Kt—B2  P—B8 (Q) ch
34 Kt—B1  Kt—K8

Threat: 35 .... Kt—B6 mate.

35 R—R2  Q—B3

With fresh and powerful threats by 36 .... B—Kt4; 37 Kt—Q2, Q—B8, which forces White to lessen the pressure by giving up the exchange.

36 R—QKt8  B—Kt4
37 R—B  Q—R
38 P—Kt4  Kt—B6 ch
39 B—Kt  P—B
40 P—P  Q—K7

A Zugzwang position! White has only weary pawn moves, for if 41 R any, Kt—Kt5; if 41 Kt—K3, Q—P; and if 41 Kt—R3, there is a renewal of the Queen sacrifice by 41 .... Kt—K5; 42 R—Q, P—R, obtaining—once again—a new Queen!

41 P—Q5  K—K1
42 P—R5  K—R2
43 P—K4  Kt—KP
44 Kt—Kt  Q—Kt1
45 P—Q6  Or 45 R—Q, Q—P (B5).

45 .......

P—P
46 P—B6  P—P
47 R—Q2  Q—K7

An elegant finish.

48 R—Q  P—R
49 K—B2  P—Kt (Q) ch
50 K—Q  K—K2
51 K—B2  K—B2
52 K—K3  K—K3
53 K—K4  P—Q4 ch

Yet another Queen in sight! White resigns.

DUTCH DEFENCE

White  Black

HOROWITZ  FINE

(Match, 1934)

Black's attack, once launched, is kept up relentlessly. The decisive blow is struck by his cavalry.

1 P—Q4  P—KB4
2 Kt—KB3  Kt—KB3
3 P—K3  Kt—Q1
4 B—K2  B—Q2
5 Castles

Note that, in accordance with modern technique, this advance is effected after castling, thus denying the opponent the relieving sally .... B—Kt5 ch.

6 .......

P—Q3

The strategy of the restricted centre. The Stonewall formation is also admissible: 6 .... P—Q4; 7 Kt—B3, P—B3, etc. Playable, too, is 6 .... Kt—K5.

7 Kt—B3  Q—K1

A replying, conforming to the spirit of the defence, which from the first foreshadows expansion on the K side.

8 Q—B2

At the cross-roads. White prepares the advance of his KP, which could also be
Effectuated by 8 R→K1, or even indirectly by 8 B→Kt15 (with a view to 9 B×Kt, B×B; 10 P→K4).
Useless would be the diversion 8 Kt→QKt5, B→Q1; but a sound, constructive idea is 8 P→Kt3, for after 8 . . . . Q→R4; 9 Q→B2, KQt→Q2; 10 B→Q3, the counter-thrust 10 . . . . P→K4 is still impeded.

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26 R→B2
White is condemned to passivity.

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An original idea. Black obviously did not want an exchange when checking on his preceding move, but merely to clog the Q file.

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Excessively cautious. As 9 P→K4 would be neutralised by 9 . . . . P→K4, he would do well to harass his opponent by 9 P→Q5 (e.g. 9 . . . . Kt→Q1; 10 Kt→Q4, etc., or 9 . . . . Kt→QKt5; 10 Q→Kt3, etc.).

9 . . . . P→K4
Thus Black has achieved this central advance ahead of his opponent.

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He underestimated the action preparing on the opposite wing. Better would be, now or on the next move, B→Kt5.

11 . . . . B→Q2
12 Kt→Q2 Q→R4
The direct attack.

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A dead point which virtually immobilises six (!) of his pieces. He should have tried 14 R→B2, e.g. 14 . . . . P→B5; 15 Kt→B1, etc.

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Hoping, not so much for action on the Q side, as for relief, by blocking as far as possible the critical sector after 17 Q→B2, Q→R3; 18 P→KR4, P→Kt4; 19 P→R5. But Black’s strong reply maintains his advantage. Best therefore would be at once 16 R→B2, with 17 Kt→B1.

16 . . . . P→KR4
17 P→P
Compulsory. If 17 P→R3, Kt→Kt4.

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<tbody>
<tr>
<td>Q</td>
<td>P</td>
<td>B2</td>
<td>Kt4</td>
<td>Kt2</td>
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Initiating a very instructive phase, in which Black’s artillery exploits the KR file and thence overruns the adjacent open file.

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<tr>
<td>Kt</td>
<td>B1</td>
<td>Kt</td>
<td>Q</td>
<td>Q</td>
<td>B3</td>
<td>R</td>
<td>R1</td>
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26 . . . . Kt→Kt6 ch
A telling finish.

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<tr>
<td>Kt</td>
<td>Kt1</td>
<td>Kt×Kt</td>
<td>Kt×Kt</td>
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</table>

27 K→Kt1
A tottering King. He hopes to hold out after 27 . . . . Kt×Kt; 28 K×Kt, Q→P; 29 Kt→K2, etc.

27 . . . . Kt→R6 ch
The finishing stroke.

28 B×Kt Kt→Kt7 db ch
Resigns.

428

White ALEKHINE
Black EUWE

(Match, 1935)

In this, the finest game in this match for the World Championship, White demonstrates that even in a closed game an impetuous idea can find expression. Especially remarkable is the immense amount of ground covered by White’s Kt1 (moves 19 to 47), and most instructive the task accomplished by his centre pawns.

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<tbody>
<tr>
<td>P</td>
<td>Q5</td>
<td>Q3</td>
<td>Kt3</td>
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<tr>
<td>Kt</td>
<td>Kt3</td>
<td>Q4</td>
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<tr>
<td>Kt</td>
<td>R1</td>
<td>P3</td>
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Less bellicose would be 15 . . . . Q→Kt5, or, first, 15 . . . . P→B4.

16 Q→Kt3
With the threat of 17 P→B5, e.g. 17 . . . .

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<tr>
<td>P</td>
<td>Q4</td>
<td>Kt1</td>
<td>Q4</td>
<td>B2</td>
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<tr>
<td>Kt3</td>
<td>Q3</td>
<td>P3</td>
<td>B2</td>
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A more concentric development of his forces than 7 Kt→R3, P→Q3; 8 Castles, etc. If 7 Q→B2, Kt→B3; 8 Kt→B3, Q→P4, with a satisfactory game.

7 . . . . Kt→K5
He skillfully follows up the idea of his fourth move.

8 Castles
White calmly pursues his development, and is not tempted to experimenting by 8 P→P or challenging the centre by 8 Q→B2, or manœuvring by 8 Kt→K5, P→Q3; 9 Q→Q3, etc., or rushing matters by 8 Kt×Kt, P×Kt; 9 Kt→Kt1 (not 9 Kt→K5, P→Q3; 10 Kt→Kt4, P→K4, etc.); 9 . . . . P→Q4; 10 Kt→R3, etc.

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<tbody>
<tr>
<td>P</td>
<td>B4</td>
<td>Kt4</td>
<td>B2</td>
<td>B3</td>
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<td>Kt</td>
<td>Kt1</td>
<td>Kt4</td>
<td>Q2</td>
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<td>Kt</td>
<td>Kt3</td>
<td>Kt4</td>
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Closings the Q side, otherwise 19 P×P, Kt×P, 20 Kt→Q5 would impede Black’s game.

19 Kt→B2 Kt→Q2
20 Kt→K3 B→B3
By playing 20 . . . . Kt→B3 Black would have avoided the coming complication, but his position would still be inferior.

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<tbody>
<tr>
<td>Kt</td>
<td>P×P</td>
<td>B×B</td>
<td>B×B</td>
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<tr>
<td>Kt</td>
<td>Q→Kt1</td>
<td>Kt→Q4</td>
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<tr>
<td>Kt</td>
<td>Kt→P3</td>
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To profit by his pawn phalanx.

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<tbody>
<tr>
<td>P</td>
<td>K→Kt4</td>
<td>P→P</td>
<td>P→B</td>
<td>P→Q</td>
<td></td>
</tr>
<tr>
<td>P</td>
<td>B→Q</td>
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<tr>
<td>P</td>
<td>P→Kt</td>
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<tr>
<td>Kt</td>
<td>Kt3</td>
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Clearly not 29 P×Kt, Q→Kt7, etc. The text move, however, is not flawless. The most convincing is 29 Q→Kt3, after which White’s positional advantage is definite.

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<tbody>
<tr>
<td>Q</td>
<td>Kt4</td>
<td>R→Kt4</td>
<td></td>
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<tr>
<td>Q→Q4</td>
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Forced (for if 30 Kt→R4, Q→Kt5, etc.), but forcible as well, as White maintains the initiative.

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<tbody>
<tr>
<td>B</td>
<td>R×B</td>
<td></td>
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<tr>
<td>B</td>
<td>B→B</td>
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</table>

The best defence is 31 . . . . Q→B4; 32 P×Kt, R→P ch; 33 K→R, Q×P (Q2); 34 K→B2, and a draw is in sight. (Diagram. See p. 556.)

32 Kt→Kt5
Brilliant play. Although a Rook down, White manœuvres with perfect ease in the enemy camp, and threatens an immediate decision by 33 Kt→B7 ch.
Position after 31 ... Q-B3

32 R-Kt2
Against 32 P-KR3 there follows 33 Kt-B7 ch, K-R2; 34 Q-Q3 ch, K-R3; 35 Kt-K5, Kt x Kt; 36 P x Kt, Q-K12; 37 P-Q6, and White's passed pawns cannot be mastered.

Note that, had Black played 31 ... Q-B4 (instead of 31 ... Q-B3), the continuation in the text would brusque because of 32 P-KR3; 33 Kt-B7 ch, K-R2, and White's Queen has no diagonal check.

33 P x Kt R x P
Or 33 Q x Q; 34 Q x Q; 36 Kt x Kt, R x P; 37 Q x Q, P x Q; 36 Kt-K6, R x P; 37 K x P, etc., to White's advantage, for—'

As actually played—his pawns are a powerful lever.

34 Q-K3 R-K2
35 Kt-K6 R-KB1
If here 35 ... Q x Kt; 36 P-Q6.

36 Q-K5 Q x Q
37 P x Q R-B4
In trying to maintain the "exchange," Black adds to his difficulties. The most promising defence is 37 ... R x Kt; 38 P x R, R x B4, but even then, after 39 R-K1, K-Kt1; 40 R-K3, K-B1; 41 R-QR3, White has winning chances in the Rook ending.

38 R-K1
The most precise is 38 R-K15, for, after the text move, Black could have obtained the variation cited above by 38 ... R x Kt; 39 P x R, K-Kt1, etc.

38 P-KR3
Still understimating the danger, Black hesitates and—'

39 Kt-Q8
This Knight's action is decisive.

39 ... R x B7
40 P-K6 Q x R7
For if 40 ... R x Kt; 41 P-Q6, etc.

41 Kt-B6 R-K1
42 R-K7
43 Kt-Q8 K-Kt2
Preventing 44 Q-B7 ch.

44 Kt-K17 R-B3
45 R-K6 ch K-Kt4
46 Kt-Q6 R x Kt
Seeking some chances of salvation in case of 47 R x R, R-Q8 ch; 48 K-Kt2, P x P; 49 Kt x P, R x R, etc., but White finds an energetic way of breaking Black's resistance.

47 Kt-K4 ch Resigns.

White 429

Black

MARÓCZY TARTAKOWER
(Teplitz-Schonau, 1922)

A rare occurrence: a positional sacrifice of a Rook, based on general considerations only, succeeds because the opposing forces are disorganised. The sacrifice frustrates nineteen moves after its consummation.

1 P-Q4 P-K3
2 P-QB4 P-KB4
The Dutch Defence Defended.

3 Kt-QB3 Kt-KB3
4 P-QR3 B-K2
The first strategic object: the safety of the King. 4 ... P x Kt3 is playable, but if 4 ... P-Q4; 5 B x B4.

5 P-K3 Castles
6 B-Q3 P x Q
Reverting to the "stone wall" formation, which, besides its defensive rôle of preventing 7 P-K4, offers many attacking chances.

7 Kt-B3 P-B3
Premature would be 7 ... Kt-K5; 8 P x P, P x P; 9 Q x Kt3, with a double attack on Q5 and K4.

8 Castles Kt-K5
9 Q-B2
A waiting policy. A simple continuation is the counter-stonewall 9 Kt-K5, B-Q3; 10 P-B4, with an almost symmetrical battle array.

9 B-Q3
The attack begins.

10 P-QKt3 Kt-Q2
11 B-Kt2 R-B3
The Rook, normally so ponderous, is to co-operate with the "flying column." The alternative, without its participation, is to be followed by ... P-KKt4 and ... P-Kt5.

12 Kt-K1
After 12 Kt-K5, Black would have continued his action by 12 ... R-R3; 13 P-B3, Kt x Kt (Kt4); 14 QP x Kt, B x P, etc., with a winning assault, or 13 P-B4, B x Kt4; 14 P x B, Q x R5; 15 P x R, Kt-Kt4, etc., with a promising attack.

12 ... R-R3
With the well-known threat 13 ... B x P ch; 14 Kt x B, Q-R5, etc.

13 P-Kt3 Kt-Q3
14 B-KB1 P-KKt4
15 QR-Q1
After 15 B x Kt2, Black would regroup his forces by 15 ... Q-Kt3, followed by ... Q-Q4, after which the arrival of the QKt at KtKt5 via KB3 would maintain the attack.

15 ... P-KKt5
16 Kt-Kt
If 16 Kt-Kt, Q x Q; 17 K x Kt, R x P ch; 18 B-K2 x P ch, and if 16 Kt-KR4, R x Kt is decisive.

16 ... B x P x Kt
17 Kt-Q2
Hoping to consolidate his position in time, e.g. 17 ... Kt-B1; 18 B-B2, Kt-Kt3; 19 Kt-Q1, B x Q2; 20 R x Kt2, R-KB1; 21 P x Kt4, and White has nothing more to fear.

DUTCH DEFENCE

17 R x P
This break-up sacrifice succeeds only because Black is able for some time to tie up White's relief troops.

18 K x R
Compulsory acceptance, for if 18 Kt x P, Q x R3, threatening mate.

18 QR-QP
19 K-Kt1
Best. If 19 B-Kt2, Kt-B3, etc.

19 Kt-Q3
The "point" of the Rook's sacrifice. White's second rank being paralysed, Black is able to bring up his reserves at leisure, whereas, if at once 19 ... Q x Kt; 20 Kt-K1, and White's Queen becomes mobile.

20 R-K2 Q x KtP
21 Kt-Kt1 Kt-R4
Not 21 ... Q-R5 ch; 22 R x R2.

22 Q-Q2 B-Q2
Yet another quiet move. Insufficient would be 22 ... Q-B6 ch (or ... Q-R5 ch), because of 23 K-Kt1.

23 R-K2
To prevent 23 ... R x Kt1. If 23 Q-Kt1, Q-B6 ch; 24 R-Kt2, Q-R6 ch; 25 K-Kt1, R-KB1; 26 Kt-Q2, B-Kt6; 27 R x B, Q x R ch; 28 Q x Q, Kt x Q; 29 B-K3, Kt-B4; 30 R-K1, P-KR4, and Black's mobile pawns become effective.

23 ... Q-R5 ch
24 K-Kt1 B-K16
25 B-K3
White is already forced to throw ballast overboard. If 25 R-R2, B x R ch; 26 B x Q, B x Kt4, etc., or if 25 R-Kt2, R-KB1; 26 Q-K2, R-B6, and in either case Black wins.

25 B x R ch
26 Q x B P-K16
27 Q-KKt2 R-KB1
Black's game is developed at last, and he threatens 28 ... R-B7; 29 Q-R1, R-KR7, winning the Queen.

28 B-K1
Offering a compromise, for if Black now recovers his piece by 28 ... Q-R7 ch; 29 Q x Q, P x Q; 30 K x P, R x B, the game would be equalised after 31 Kt-Q2, R-B1; 32 B-R4, etc.

28 R x B ch
A fresh surprise, which wins the tempo
necessary to bring the idle Bishop into the fray.

29 K×R  P—K4
30 K—Kt1
30 . . .  B×P, Kt×B ch; 31 K—B2, B—Kt5, etc.; or 30 K—Kt2, B—Kt5 ch; 31 K—Q2, Q—R7; 32 Q×Q, Q×P, and wins.

8 . . .  P×P
9 Castles  P—Q4
10 B—K4  Q—B4
If 10 . . .  Q—R4; 11 P×P.
11 R—K1 ch  K—B2
12 B—Q3  Q—Q2
13 Kt—R3  Q—Q1
A more stoical resistance results from

31 . . .  Qt×B
32 R—K1  Kt—B4
33 Q—KB2  Q—Kt4
34 Q×P
There is no saving the game. If 34 K—B1, Q—R4, threatening 35 . . .  Q—R8 ch; 36 Q—Kt1, Kt—Kt6 ch; 37 K—B2, Q×B mate.

34 . . .  B—B6 dis ch
35 K—B1  Kt—Kt6 ch
Resigns

(36 K—Kt1, Kt—R8 dis ch.)

BLACKMAR GAMBIT

430

White  Black
VON FREYMANN FORGACZ
(St. Petersburg, 1909)

The salient point of this brilliant game is a triple pin, elegantly turned to account by a "mere nothing" (21 Kt—Kt4). A most instructive turn.

1 P—Q4  P—KB4
2 P—K4
The Blackmar or Staunton Gambit, which aims at opening up the game for the benefit of the assailant.

2 . . . .  P×P
3 Kt—QB3
There is little substance in the violent continuations 3 P×KB3 (3 . . .  P×Q; 4 P—Q×B4, P×Kt3; 5 Kt×B3, B×QKt5, etc.), or the Swedish Attack, 3 P—KtK4.

3 . . . .  Kt—KB3
4 B—KKt5
Recovering his pawn. If 4 P—B3, P—Q4, and if, impetuously, 4 P×P; 5 Kt—Kt4, P—KKt3; 5 B—Kt5, P×P; 6 B×P, P—Q4, etc., with chances for both sides.

4 . . . .  P—B3
A catastrophe would result from 4 . . .  P—Q4, e.g. 5 B×Kt, KP×B; 6 Q×Kt ch, P—Kt3; 7 Q×Kt, Q×Q; 8 Kt×Q, and White wins instead of losing a pawn. More or less ingenious ideas are 4 P×P; 5 . . .  Q×Kt3, or, stressing the development of the pieces, 4 . . .  Kt—B3.

A . . . .  P—Kt1, B—Kt3, the powerful continuation in a game Réti-Euwe (Match, 1920) as follows: 5 P—B3 (after 5 B×Kt, P×B; 6 Kt×P, P—Q4, etc., Black has nothing to fear); 5 . . .  P×P (5 . . .  P—Q4; 6 P×P, P×P; 7 B—Q4); 6 Kt×P, P—Kt2 (more to the point is 6 P×Q; 7 B—Q3, Kt—B3, etc.); 7 B—Q3, P—B4; 8 P—Q5, Q—Kt1; 9 Q—Q2, Q×P; 10 R—QKt1, Kt×P; 11 Kt×Kt (a touch of genius; he sacrifices both Rooks); 11 . . .  Q×R ch; 12 K—Kt2, P—Q3; 13 B—B2, P×P; 14 B×P, Kt—B3; 15 B—Kt5, B—Q2; 16 Kt×Kt, P×B; 17 Q—Q2 ch, resigns.

5 P—B3
Far better than 5 B×Kt, KP×B; 6 Kt×P, Q—Kt3; 7 Q—Kt2, Q×Kt1P; 8 Kt—Q6 db ch, K—Q1, or 7 R—Kt1, P—Q4, and Black has a good game.

5 . . . .  Q—R4
Best. After 5 . . .  Q×Kt3; 6 P×P, Q×KtP; 7 B—Q2, White's attack is maintained. This attack would be even more insistent after 5 . . .  P×P; 6 Kt×P, etc.

6 Q—Q2
Less good is 6 B×Kt, KP×B; 7 P×P, P—Q4; 8 P×P, B—QKt5, and Black has the initiative.

6 . . . .  P—K6
Already renouncing his prey, for his position would be unenviable after 6 . . .  P×P; 7 Kt×P, P—Q3; 8 B—Q3, etc., or 6 . . .  P×Q; 7 P×P, P×P; 8 Kt×P, etc., or again, 6 . . .  P—Kt4; 7 B×Kt, P×B; 8 BP×P, etc.

7 B×P
More diplomatic than 7 Q×P.

7 . . . .  P—K4
More solid is 7 . . .  P—K3, although even then White maintains the initiative by 8 B—Q3, followed by Kt—K2, and Castles KR, etc.

21 . . . .  P×Kt
He must accept the sacrifice, otherwise things would flare up at his KB3. If, for instance, 21 . . .  R—KB1; 22 Kt×Kt,

Position after 20 . . .  B—Kt2

Kt×Kt; 23 B×Kt, B×B; 24 R—Q6, P—KKt4; 25 Q—B5, Q×R; 26 Q—Kt6 mate.

22 B—B4
A vivid illustration of the power of the discovered check.

22 . . . .  K—Kt1
23 R×Kt dis ch  K—R2
24 R×KtP
Cutting the life line of both King and Queen, for after 24 . . .  K×R, there is a mate in two.

24 . . . .  Kt—B3
25 Q—B5
Resigns.
### 28. BENONI COUNTER-GAMBIT

**431**

**White**

HANSTEIN

**Black**

VON DER LAZA

(Berlin, 1841-2)

The following game provides an interesting and very early example of an opening, which, after falling into disuse, has been taken up again lately with modern improvements.

1 P-Q4 P-QB4

"Un-positional" as this move may appear, it is playable. But, needless to say, the continuation requires the utmost care and precision.

2 P-Q5

Driving a wedge into the hostile position, and rendering cohesion between Black's two wings more difficult.

2 . . . . P-K4

In some of the games in the match Staunton-St. Amant (1843), Black tried 2 . . . . P-B4, but without success.

Other moves usually played at this stage are 2 . . . . Kt-QB3 or 2 . . . . Kt-QB4; 3 P-Kt3; 3 P-K4. After 3 P x P, P, P x P; 4 P-K4, Kt-QB3; 5 P-KtB3, P-Q4; 6 P x P, P x P, etc., with an equal game.

3 P-K4

P-Q3

The most ambitious continuation. Concentric development by 4 B-Q3 is also good, while the slower 4 P-KKt3 would permit the counter-attack 4 . . . . P-B4.

Other moves which have been tried here are 4 Kt-Kt3, 4 Kt-K2, and 4 P-Q4.

4 . . . . P-B4

Black's position is not secure enough to justify the violent advance of four pawns in the centre. Only White will profit by it in the end.

Best would have been 4 . . . . P x P.

5 B-Q3

Contesting the square at K4. Also good is 5 Kt-QB3, BP x P; 6 Kt x P, Kt-KB3; 7 B x Q, as Black cannot reply with 7 . . . . Kt x P on account of 8 B-Kt5 ch.

| 5 . . . . | BP x P |
| 6 B x P | Kt-KB3 |
| 7 Kt-QB3 | B-K2 |
| 8 Kt-B3 | By maintaining a piece centrally at K4, White has scored a point. He will soon score another by strengthening his advanced QP. |

8 . . . . Castles

9 P x P

10 Castles

It would have been premature to play 10 Kt x P, because of 10 . . . . Kt x B; 11 Kt x Kt, B-R5 ch; 12 P-PxKt, Q-Q2; 13 P x B, Q x Kt; 14 Q x Kt; 15 Kt-Kt3, Q x Q ch; 16 Kt x B, B-Kt5, with an imminently catastrophe due to the white King's exposed position.

10 . . . . Kt x B

11 Kt-B4

12 R-K1

Leaving to the adverse KR the administration of the sterile KB file, White's KR seizes another and vital file.

12 . . . . Kt-Q2

13 P-Q6

B-R5

14 B-Kt5

Well parried. Now all the white pieces get into play.

14 . . . . B x B

15 QKt x B

Q x B3

This provides against a well-known stratagem (16 Q=Q5 ch, K-R1; 17 Kt-B7 ch, winning the exchange), without, however, avoiding some slight loss in material.

16 Q x Q ch

K-R1

17 Q x KtP

QR x Kt1

18 Q x Q5

Returning to the charge instead of being lured from the main battlefield by 18 Q x P, R x P, etc.

18 . . . . B x P

19 Kt x KP

Bold-looking, but well calculated. Now neither 19 . . . . Q x QKt (20 Kt-B7 ch, winning the Queen) nor 19 . . . . Q x B7 ch (affording no real chance for Black) is playable.

| 19 . . . . | Kt x Kt |
| 20 Q x Kt | Q x B7 ch |

Here again this check represents no more than a purely transitory success. Also of no value would be 20 . . . . Q x Q; 21 R x Q, Kt x P (or 21 . . . . QR x Q; 22 R x P); 22 R-K2, P-B5; 23 P-Q7, and wins.

21 K-Kt1 R-K3

22 Kt x R

B-B3

Equally, if 22 . . . . R-B2, 23 P-Q7 wins a Rook for the advanced pawn.

23 P-Q7

And White wins.

### 432

**White**

RUBINSTEIN

**Black**

SPIELMANN

Pistyan, 1912

The building up of an attack by the second player—especially in an opening both peculiar and difficult to handle—is a special art. We shall be able to follow some of its guiding principles here.

1 P-Q4 P-QB4

2 P-Q4 P-Q3

Reserving the option of 3 . . . . P-K4, and of other plans of development.

3 P-QB4

The most incisive plan here is 3 P-K4, and, whether Black plays 3 . . . . P-K4 or 3 . . . . P-KKt3, the energetic continuation 4 P-KB4.

3 . . . . P-KKt3

In this position, with the long diagonal remaining "wide open," this scheme of development is particularly suitable.

4 P x K4

B-Kt2

5 B-Q3

This Bishop would have more future after 5 P-KKt3, followed by B-B2.

5 . . . . P-K3

It will be noticed that Black carefully refrains from blocking the long diagonal either by 5 . . . . P-K4 or, even temporarily, by 5 . . . . Kt-KB3.

6 Kt-QB3

After 6 P x P, P x P, Black's centre would be strengthened, and the KB file open to him for future action.

6 . . . . Kt-Q2

7 Kt-K2

Here 7 P-B4, followed by Kt-B3, leads to more straightforward development.

7 . . . . P x P

8 Kt x P

Kt-Q2

9 . . . . P-B4

If 9 Castles, Kt-K4, and White loses the two Bishops. But it must be recognised that the move in the text renders the position of White's King more vulnerable.

9 . . . . Kt-KB3

10 Kt-B3

Kt-B4

11 Castles

P-R5

12 Kt-K4

Kt x Kt

13 B x Kt

B-Q5 ch

14 K-Kt1

Kt-B4

Black's attack has quickly assumed a concrete form. The text move announces the well-known attack by 15 . . . . Kt x K6 ch; 16 P x Kt, P x P dis ch, followed by mate.

15 B x Kt

B x B

16 R-K1 ch

K-B1

Leading to artificial casting (21 . . . . K-Kt2), by which all his troops are left undisturbed in their attacking positions.

17 Q-B3

White seeks to avoid fresh weaknesses, e.g. if 17 B-K3, B x Kt; 18 P x B, P x R6; 19 P x Kt3, B x Kt5 ch; 20 K-K1, P-B4 (or 20 . . . . B-K7), and White's position remains restricted.

17 . . . . P-R6

This bold pawn assumes here, as in the sequel, the rôle of a piece.

18 P-KKt3

Evidently not 18 P x Kt4, because of 18 . . . . Q x R5, attacking White's KKtP as well as his Rook.

18 . . . . Q x Q2

19 B x Q2

B-K5

20 Q x B1

Against 20 Q x Q3 Black would also play 20 P-B4, because White could not reply with 21 Q x Q, on account of 21 . . . . B-B6 mate.

20 . . . . Q x B4

With the threat of dissolution by 21 . . . . Q x B7.
He prefers carefully to consolidate his position instead of trying 23 Kt—Kt15, after which 23 ... Q—Q2 would without difficulty have subdued all White's attempts at active play.

Black also adopts a closed style. Another plan of opening is 5 ... P—K3, to be followed by 6 ... Kt—K2. An interesting attempt to bring life into the game is 5 ... P—Q4.

Another type of development arises from 7 ... P—Kt4; 8 Castles; Kt—Kt1; 9 P—B4; P—B4; 10 QKt—Q2, and White's position remains superior, thanks mainly to his advanced pawn at Q5. That is why, for the present, Black prefers avoiding a clinch on the central squares K4 and K5 and pursues a restrained development.

8 P—B4 Kt—Kt3
9 Q—B2 P—K3
10 Castles P×P
11 BP×P

After 11 KP×P, B—B4, etc., Black's task would be appreciably lighter.

Black now also has some definite plans on the K file, which White, however, can easily circumvent.

12 QKt—B3 B—Kt5
In the hope of being able to continue with 13 ... Q—Q and ... B—K6, but, needless to say, White does not allow these plans to fructify.

13 P—KR3 B×Kt
14 Kt×B
Clearly not 14 Q×B, because of 14 ... QKt×P.

14 ... Q—K2
15 Kt—B3
Parrying without difficulty both threats: 15 ... Kt×K and 15 ... QKt×P.

15 Kt—R4
A critical moment. Black's plan to win a pawn is unsound, and will cost him valuable material.

16 K—R2 B×Kt
17 P×B
He readily falls in with his adversary's intentions, because his two Bishops will go from strength to strength. It would, however, be a mistake to play 17 Q×B, Kt—B3; 18 R—K1, on account of 18 ... KKt×Q.

17 ... B—B4
With the double mission of reinforcing the

QP (18 R—K1, KKt×Q) and of reopening the long black diagonal.

18 ... Kt×KP
By capturing the pawn Black signs his death-warrant, for the loses time, commits his Knight, and gives new life to the K file for his opponent's benefit. However, there was not much to be said for a passive defence by 18 ... Kt—Q2; 19 B—K12, P—B3; 20 QR—K1, etc., as White's Bishops are far superior to Black's lame Knights.

19 B—Kt2
Already decisive.

19 ... P—KR3
A belated effort to create a basis for defence, for after 19 ... Kt—B3; 20 Q—B3, KtQ×Q; 21 QR—K1, P—B12; 22 P—Kt4 (threatening 23 P—Kt5), the end is near.

20 QR—K1
P—B4

21 P—Kt4
Preparing to open yet another vital file (KtK1).
Still premature would be 21 B×Kt, P×B; 22 Q—B3, because of 22 ... K—R2.

21 ... K—R2
22 P×Kt P×P
23 R—Kt1 Resigns
24 B×Kt Resigns

After 24 ... P×B; 25 R×P, the effect of the discovered check would be crushing.

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White

BOGOLJUBOW

Black

ALEKHINE

(Match, 1934)

In this game, in which Black conducts the opening in a very original manner, it is particularly interesting to watch—from the 25th to the 37th move—the contest between the two Bishops and the two Knights.

1 P—Q4 P—Q4
2 P—Q5 P—Q5
3 P×Q B×Kt
4 P—Kt3

A positional continuation, which stores up energy for the future.

Therefore the easier course here is 4 B—Q3, preventing the counter-thrust 4 ... P—B4, and developing his own K side at the same time.

5 ... P×P B×P
6 B—Q2 P—Q5

Instead of at once 5 ... Q—Q2, Black's text move is intended to cause a slight weakening in the hostile position. 5 ... B3 leads to nothing because of 6 Q—B1, guarding the two points attacked (the Bishop at KB4 and the pawn at QK2).
If 5 ... Kt—Q2; 6 Kt—K3 furthers White's development, and continues the pressure on K5.

6 P—Kt3
Clearly not 6 B—Kt3, because of 6 ... Q×P ch.

6 ... Q—K2
7 Kt—Q3
Other ways of guarding the KP are 7 B—Q5 or 7 B—K1, but an ingenious idea is to sacrifice it as follows: 7 Kt—KB3, Q×P ch; 8 B—Q2 (with the threat of 9 B—Kt5 ch, followed by R—K1 and ... R—K8); 8 ... Kt—KB3; 9 B—B3 (if 9 B—B3, B×A in order to exchange Queens by 10 ... Q—B7 ch; 7 ... K—K1; 10 R—K1, Q—Kt3, with a most complicated position.

7 P—Kt4
8 B—K3 Kt—Q2
9 Kt—B3
Not a happy position for this undefended Knight, which can be attacked by 10 ... P—Kt5, and which, moreover, obstructs the KB file.

A more promising plan of development would be 9 Q—Q2, P—KR3; 10 Castles, with interesting possibilities for White (e.g. P—K4).

9 P—KR3
10 Q—Q2 KKt×B3
11 Castles Kt—Kt13
It would have been too risky to accept White's sacrifice of a pawn, e.g. 11 ... Kt×KP; 12 Kt×Kt, Q×Kt; 13 B—Kt2 (13 R—K1, Q×Kt; 14 B—Kt2, Kt×Q; 15 B×Q, dis ch, Kt×Kt4, remaining with a piece ahead); 13 ... Q×Kt; 14 QR—K1, and White's frontal attack is very strong.

12 B—K2 B—Kt2
13 KR—B1 Kt×B
14 Q×Kt P—R3
15 Kt—Kt1 Resigns
Less passive would be 15 QR—K1.
15 ... P—Kt4
An offensive on either wing. At the same time the move in the text frees the QB, so that Black will be able to castle on the Q side.

16 QR—K1 B—Kt2
17 Kt—Q1 Castles QR
18 B—K4 K—Kt1
19 B x Kt
Else 19 ... Kt—K4 or 19 ... Kt—Kt3 (and if 20 P—K3, Q—K4) might become awkward. But now the "two Bishops" would become Black's favour.

20 R x B
20 Q—Q2
A vacating manœuvre, allowing the QKt to occupy K5, where, however, it will have no dynamic effect. If 20 Kt—K2 or 20 Kt—B3, then 20 ... R—K1, re-inforcing the pressure against the exposed KP.

20 ... P—Kt5
Emphasising the poor rôle played by the opposing Kt. Black's superiority in space is evident.

21 Kt—K3 Q—K4
22 P—B3 P—K4
23 Kt—B5 B—B3
24 Q—B4
Strategically at a disadvantage, White seeks relief in the exchange of Queens.

24 ... Q x Q
25 P x Q
Not 25 R x Q, B—Kt4.

25 ... QR—Q1
26 P—B4
Hopeing, in vain, to obtain freedom and to regain the pawn. The waiting move 26 K—B2 is better.

26 ... P x P
27 Kt—K3 P—B6
The first hammer stroke, maintaining the pawn.

28 P—Kt3 B—Q5
29 Kt—B4 P—B4
The second hammer stroke, freeing the QB.

30 P x K5 P x P
31 P x P B x QP
32 R x P QR x KB1
33 R x R ch R x R
34 P—K6 R—K1
35 P—K7 QB x Kt
36 P x B B x Kt
37 R x B R x P
After the liquidation, Black remains with a decisive advantage for the ensuing Rook ending.

38 P—KR3 x P x P
39 K—B2 P—R7
40 R—K1 ch R—Kt2
41 R—KR1 R—Kt7 ch
42 R x P P x R
43 K—Q3 Q—Kt2
44 K—K4 K—B3
45 K—B5 P—R4
46 K—Kt5 R—K7
Resigns.

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White Black
ALATORZEV PANOV

(Moscow, 1937)

After a period of "trench warfare," consisting in waiting manœuvres, Black succeeds in thrusting his shock battalions along the opened KR file and disrupting the enemy camp.

1 P—Q4 QR x B4
2 P—Q5 P—B3
3 P—K4 P—Q3
4 Kt—K2
Slower than the alternative development by 4 B—Q3 or 4 Kt—Q3, the text move enables Black to mobilise his forces without difficulty.

4 ... Kt—K3
Black's plan of campaign is first of all to complete the development of his K side by ... B—K2 and ... Castles, and after that to proceed methodically after ... Kt—K1 to the preparation of the thrust ... P—KB4. If, however, 4 ... Kt—K2; 5 Kt—K3, P x Kt3, the impetuous advance of 6 P x Kt4 is likely to undermine Black's K side.

5 P x KB3
Restrained play. If 5 Kt—Kt3, B—K2; 6 P—KB4, Black simply continues with 6 ... P x P; 7 B x P, Castles, followed by ... R—K1, and has full control of the vacated square at K4.

5 ... B—K2
6 P x B4 Castles
7 B—K3 Kt—K1
Patiently making his way, whereas 7 ... Kt—R4, though more energetic in appearance, would be helping White after 8 P x Kt4.

8 Q—Q2 Kt—R3
Bilateral work, much favoured by modern strategists. Before embarking on ... P—B4; Black prefers to effect the active mobilisation of his Q side.

9 QKt—B3 Kt x B2
10 P x Kt4
This preventive measure against the above-mentioned thrust ... P—KB4; causes some disarrangement of White's position.

10 ... R—K5 ch
The subsidiary idea underlying this check is to prevent a future advance by Black's KtP.

11 Kt—Kt3 B—Q2
12 B x Q P—Kt3
13 Castles KtP
In view of Black's preparations, casting on the Q side would be too hazardous, e.g. 13 Castles QR, P—Q3, followed by ... P x Kt4, opening files for the attack.

13 ... Kt—Kt2
14 K—R1 P x Kt4
15 R—K1 Q—K2
16 R—K2 K—R1
17 QR x Kt4
Simulating an intended K side attack, but really waiting on events.

17 ... R—K1
18 R x P QR x Kt1
Now the Q side is ready to strike.

19 P x Kt3 P x B3
And the K side is ready as well.

20 KKt—K2 P—QKt4
And so Black has decided to open hostilities on the Q side.

21 RP x P P x P
22 P—B4
Refusing to await events passively.

22 ... P—Kt5
23 Kt—Q1 P—P
24 Kt x P K—Kt1
Here and in the sequel we see "manœuvres of attrition" carried out behind both fronts.

25 Q—Q2 R—R1
26 B—Q2 B—K1
27 R—B1 B—B1
28 B—B2 Kt—R3
29 Q—B2 Kt—K1
30 P—R4 B x Kt
31 Q x B Kt—Q2
32 B—Kt1 Kt—K4
33 Kt—K3 B—Q2
34 R (Kt2)—B2 R—B2
35 Q—Kt3 P—R3
36 Q—B4
Returning to the charge, without, however, making any impression on KR6.

36 ... K—R2
37 B—B1
Because 37 Kt—B5, P x Kt; 38 Q x RP ch, K—Kt1 would lead to nothing, Black, unlike White, having nothing to fear.

37 ... R—R8
38 R—QKt2 P—R4
Hitting out at last.

39 P x P Kt x RP
40 Q—B2 K—Kt1
41 B—B2 R—KR2
With the immediate threat of 42 ... P—Kt4.

42 R x QKt1 R x R
43 B x R P—Kt4
44 R—Kt1 Kt—Kt2
45 Kt—Kt1 Kt—Kt5
46 Q—Kd2 Kt—R4
Threatening an original mate by 47 ... Kt—Kt6.

47 R—K1 P x P
48 P—K5 P—R6
Resigns
A most piquant ending: after 49 B x RP ch, Q x B; 50 Kt—B4 (or 50 Kt x Kt3, Q x Kt ch); 51 ... Kt—Kt6 ch; 51 K—Kt1, BP x P, White's position is hopeless.

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White Black
FINE STAHLBERG

(Match, 1937)

This game is characteristic of the winner's methods—simple means, both discreet and logical, bring about the collapse of the hostile position with almost elemental force.
500 MASTER GAMES

3 P—Q5
The only continuation likely to give White any advantage in the opening.

3 P—K4
4 Kt—QB3
5 P—K4
6 P—KKt3, Castles; 7 B—Kt2, White has the better chances.

9 Kt—K1
10 P—K3
11 Q—Q2
12 QR—K1
13 P—B4
A well-prepared advance.

13 P—P
This exchange is assuredly unfavourable.

14 P—P
15 P—P
16 Kt—Kt3
17 B—R3
This unpretentious looking move plays a decisive part in the attack. Black's reply is forced, after which White's troops penetrate victoriously into the enemy camp.

1 P—Q4
Kt—QB3
A fancy opening in the same class as:
(a) 1 . . . P—QB4: the Polish Defence.
(b) 1 . . . P—K4: Charlick's Gambit.
(c) 1 . . . P—Q3: the Old Indian Defence.
(d) 1 . . . P—Kt3 and 1 . . . P—QB4: the Fianchetto Defences.

2 P—Q5
The simplest is 2 Kt—KB3 (reverting,

after 2 P—B4: 3 P—K4, Kt—QB3, to the Tschigorin Defence). After 2 P—K4, P—Q4 we have the Nimzowitsch-Fischer Defence.

2 Kt—K4
3 P—K4
More solid is 3 P—K4.

3 Kt—Kt3
Thoughtless would be 3 . . . Kt—Kt5; 4 P—K4, etc.

4 P—K4
5 P—B5
Obduracy. The wise course is 5 P×P e.p.,

5 P×P
6 Q×R ch
7 Q×K
Revealing his intentions.

8 P×Kt
Necessary, to make up for his loss in pawns, for if 7 B—Q, Q×KtP ch; 8 Kt—K2, Q—Kt4 ch; 9 B—K3, Q—R5, and Black saves his piece.

7 Q×Q ch
8 K—K1
9 K×Q
Result: three good pawns for the piece.

A fresh battle begins.

10 Kt—Q3
Better, first, 10 P—B4.

10 P—Q3
Preparing a formidable pawn centre.

11 Kt—B3
12 B—Q3
More reserved would be 12 B—K2, but it is only natural for White to want to exploit his extra piece.

12 Kt—K2
13 R—K1
14 P—Kt3
White decides to give back the piece rather than lose yet another pawn.

14 P—K5
15 B×P
16 Kt×P
Anticipating some frontal attack.

17 B—Q2
If 17 Kt—Q6 ch, K—K1.

17 . . . .
18 P—QKt3
Black's play is remarkably aggressive, although his pieces are slow in getting into play, and he is only a doubled pawn ahead.

19 K—K2
Remaining on the K side, for if 19 P—B3, Kt—Q3; 20 Kt×Kt ch, B×Kt; 21 K—K2, Kt×Kt, White's position would deteriorate rapidly.

19 . . . .
20 Kt—Q3
20 Kt—B2
After 20 Kt×Kt ch, B×Kt, Black's two Bishops would act promptly. After the text move, too, the thrust 20 . . . P—Kt5 is prevented.

20 . . . .
21 K—Q4
22 K—B1
23 Kt—K2
24 Kt—K4
Now Black has two machine-guns in position (Bishop at KKt3 and Bishop at QKt3). Less interesting would be 24 . . . Kt—K6 ch; 25 B×Kt, B×B; 26 Kt—Q6 ch, K—B1; 27 Kt—Kt3, B×B; 28 Kt×Kt3 ch, B×P; 29 B—P, and there is no immediate decision in the contest between the Knights and the Bishops.

25 P—B4
If 25 P—Kt4, Kt—K6 ch; 26 B×Kt, B×B; 27 B×P, B×B, winning another pawn.

25 . . . .
26 Kt—Q1
If 26 P—B5, B×P; 27 Kt×B, R×B; 28 Kt×P, R×Kt, and wins.

26 . . . .
27 Kt×R
Kt—K6 ch
The finishing touch; White loses everything after 28 K—K1, Kt×P ch; 29 K—B1, Kt—K6 ch; 30 K—Kt1, R×P, etc.

White resigns.
29. INDIAN DEFENCES

KING’S INDIAN DEFENCE

White

Black

COCHRANE MOHESUNDER BONNERJEE

(Calcutta, about 1847)

A temporary sacrifice by Black (9 ... Kt1 x KP) allows him to recover his material, but at the cost of territory (especially the square at his K3). A sacrifice of the exchange by Black on that square (16 ... R x Kt) is followed by the loss of another exchange, thanks to pretty play by White, which leads to a thrilling King hunt.

1 P-K4 P-Q3
In this Old Indian Defence we see the tendency, in vogue to-day, of avoiding an early clinch in the centre.

2 P-Q4 Kt-KB3
Gaining a slight moral success, for White must now assign to his KB the modest rôle of a guardian of pawns.

3 B-Q3 P-KKt3
The natural complement of Black’s first move, opening up distant horizons for both Bishops.

4 P-QB4
Showing a wholly modern positional judgment, which requires that the QKt shall not be developed at QB3, before advancing the QBP in support of the centre.

4 ... B-Kt2
5 Kt-QB3 Castles
6 B-P4
By this extension of his front (known to modern theory under the name of the Indian Four Pawns’ Attack), instead of 6 Kt-B3 or 6 Kt-K2, Cochran demonstrates his impetuous temperament. He refrains also from blocking his KBP by the nonchalant development 6 Kt-B3.

6 ... P-K4
A vigorous counter-measure. According to the player’s temperament, three other continuations can be tried here: the patient

7 BP x P P x P
8 P-Q5
Better than 8 P x P, Kt-Kt5, which would help Black’s intentions.

8 ... Kt-K5
Here again a policy of patience can be adopted, e.g. 8 ... QKt-Q2; 9 Kt-B3, Kt-B4; 10 B-B2, P-QR4; 11 Castles (not 11 Kt x P, R-Kt1; 12 B-B4, Kt-K5; 11 ... Q-Q3; 12 Q-K1, B-Q2; 13 Q-R4, QR-K1, with an even game.

9 Kt-B3 Kt-Kt5
Although this is but a temporary sacrifice, the recovery of the piece will cause a weakening of Black’s formation. A more peaceful continuation is 9 ... Kt-K3; 10 P-KR3, B x Kt; 11 Q x B, Kt-B4; 12 B-B2, P-QR4; 13 Castles, Q-Q3, and although White can claim an advantage in space, Black can still hope to equalise.

10 Kt x Kt P-KB4
11 Kt-Kt5 Kt-P5
A fine fork, but it can be mastered.

12 Castles
Safety first. If at once 12 Kt-K6, P x Kt; 13 P x P (not 13 Kt x Q, nor 13 Castles, on account of 13 ... P x P; 13 ... Q-R5 ch holds many dangers to White’s King.

12 ... R-K1
Better would be 12 ... Q-Q3, etc.

13 B-K2 P x Kt
14 B x P B x B
15 Q x B Kt-Q2
Although the balance of power is restored, Black’s position is no longer sound. If, e.g. 15 ... Kt-K3; 16 P-K4.

16 Kt-K6 R x Kt
Paltry would be 16 ... Q-B1, etc. The idea of relieving the Knight’s heavy pressure by the sacrifice of the exchange is sound, if the supporting pawn can be annexed at the same time.

20 B-Kt5 Demonstrating the potential value of a discovered check.

20 ... Q x B
21 P-K7 disch R x Q
22 P x K8(Q) ch B-B1
23 P x R Q-Q3
Black, although two exchanges down, is still full of fight. But 23 ... Kt-Q6 would be better, as now the Knight will remain in quarantine.

24 QR-Q1 P-B5
25 P-QKt4 Kt-K3
26 R-K4 K-K2
An amusing continuation would be 26 ... P-B6; 27 P x P, Q x P; 28 R-KB1, and Black succumbs without even a solitary “spite check.”

27 P-QR3 B-Q3
28 R-KB1 Q-B6
Black leaves his King to fend for himself, in the hope of extricating his Knight. But 28 ... Q-K4 would be better.

29 R-K7 ch A telling reply.

29 ... K-K3
If 29 ... B x R; 30 Q x B ch, K-Kt1; 31 R x P, and wins.

30 Q-B8 ch K-Kt4
31 P-R4 ch
Intensifying the pursuit.

31 ... K x P
Or 31 ... K-Kt5; 32 Q-B8 ch.
32 R x RP ch K-Kt4
Or 32 ... K-Kt5; 33 Q-R6.
33 Q-R6 ch K-B4
34 R-B7 ch K-K5
35 Q x KtP ch K x P
36 Q-B5 ch B-K4
37 R-Q1 ch K-B3
The fugitive still hopes.

38 P-Kt5 ch The final blow.

38 ... K x P
39 R-Q5 ch And White wins.

ENGLISH

TARRASCH

(Hamburg, 1885)

Again an ultra-modern opening from long ago. The manner in which White exploits his advantage by forfetting his Queen is worthy of all praise.

1 P-Q4 Kt-KB3
2 P-QB4 P-KKt3
3 Kt-QB3 B-Kt2
4 P-K4
This Indian Three Pawns’ Attack is more straightforward than 4 Kt-B3, 4 P-KKt3, or 4 P-K3.

4 ... P-Q3
5 P-B4
But, plausible though it may appear, the Indian Four Pawns’ Attack is less energetic than any of the other accepted continuations, which seem to be quieter, such as 5 Kt-B3, or 5 P-KKt3, or 5 P-B3, or, finally, 5 P-KR3.

5 ... Castles
6 Kt-B3
Ineffective would be 6 P-K5, KKt-Q2;
7 Kt—B3, P—QB4; and Black has counter-play in the centre.

6 ....... QKt—Q2

More provocative would be 6 ....
Kt—B3 (7 P—Q5, Kt—K1, followed by
... QKt—Q2 and ... Kt—B4). An optimisitic salvo is
B—K5; 7 B—K2, QKt—Q2, etc. An over-refinement would
be 6 .... Kt—K1, but an elastic retreat is
6 .... Kt—Q2, intending ... P—K4. A
tranchant advance is 6 .... P—K4;
7 B×P, P×B; 8 P—Q5 (awkward would
be 8 Kt×P, P—B4); 8 .... QKt—Q2, etc.
Best is the demonstration on the wing,
6 .... P—B4 (e.g. 7 P×P, Q—R4, etc., or
7 P—Q5, P—K3, etc.), showing that White
has been building on sand.

7 B—K2

More reduced than 7 B—K3. Useless is
7 P—K5, Kt—K1.

7 ....... P—K4

Plausible, but ill-advised. If 7 .... P—B4;
8 P—Q5, and the restricted position of
Black's side affects the whole of his game.

8 Q×P = P P×P
9 P×P Kt—Kt5
10 B—Kt5

In conjunction with the next move, an
awkward episode for Black.

10 ....... Q×K1
11 Kt×Q5 Kt×Kt5

Intending, if 12 Kt×P, Kt×Kt ch;
13 B×Kt, Q×K4; 14 Kt×R, Q×B, etc., not
without practical chances for Black. But
White's next move shatters all illusions.
Tragi-comic would be 11 P—QB5;
12 Kt—B7, capturing the Queen.

12 B—K7 Kt×Kt ch
13 B×Kt P—QB3
14 B×R Q×B

After 14 .... P×Kt; 15 B×B, P×KP;
16 B—K2, K×B; 17 Q—Qch, P—B3;
18 Castles KR, etc., White, in addition to
the exchange, has the initiative.

15 Kt—B3 Q—B4
16 Q—Kt3

After 16 Q—Kt2, B×Kt ch; 17 P×B,
Kt—K4; 18 Castles, B—K3, Black would
have the attack.

16 ....... Kt—K4
Not 16 .... Q×K6 ch; 17 Kt—K2,
Q×Q; 18 P×Q, B×P; 19 R—R2, etc.,
after which White remains the exchange
ahead (for a pawn).

17 Castles Kt×P

Underestimating the force of White's
intention. The interruption of the heavy artil-
lerie could have been prevented by 17 ....
B—K3, e.g. 18 B—K2, P×KQ4, or
18 Q×P, R—K1, and Black could still
hold out.

18 R—Q8 ch B—B1
19 KR—Q1 Kt—K3

This attempt, on which Black built all his
hopes, will be sternly refuted.

20 R×R Q×Kt4 ch
21 K—K1 Kt—Q7 ch
22 R×Kt B×Q
23 K—B8

Through this interpolation White obtains
more than an equivalent for his Queen.

23 ....... B—B5
24 R×B ch K—Kt2
25 KR—Q8

This move eliminates Black's threat of
25 .... B—Q6 ch, followed by mate in two.

25 ....... P—Kt4
26 P×QKt3 B—B8
27 R—Q7 Q×Q4
28 Kt—Q1 P×Kt5
29 R—Q2 Q×K4
30 R×P Q×RP
31 KR—Q7 Q×Kt3
32 R×P B—Q6 ch
33 K—B1 Q×K4
34 K—Q2 B×P
35 B×B Q×B
36 Q×Q ch

The field has been cleared, and White's
advantage is becoming manifest.

36 ....... Q×Kt8
37 K—K2 Q×Kt7 ch
38 K—B3 P×B4
39 QR—Q7 Q×B6

After 39 .... Q×RP, there is a mate in
two by 40 Kt—Kt4 ch, etc.

40 P—Kt4

Threat: 41 R—Q5. The black King is
trapped, and there is nothing to be done.

40 R×P ch K—Kt4
41 Q×Kt ch K—K3
42 P×Kt5 ch Kt—K3
44 R (Q5)—Q7

440

White
SAMISCH
Black
EUWE
(Ebiesbaden, 1925)

The fight for the initiative is the motif of
many a contest. But it is a curious fact that
frequent variations having the most warlike
appearance (as in the present game, 5 P—B4 are apt to provide a weak point as a

target for the counter-attack.

1 P—Q4 Kt—K3
2 P×B4 P×KtK3
3 Kt—Q3 B—Kt2
4 P×K4 P×Q
5 P×B

The present game has instrumental
in revealing that this attack on a widened
front is not as powerful as it looks, because
White's commitments in the centre are too
heavy.

5 ....... Castles
6 Kt—B3 P—B4

This lateral demonstration effects a thorough
emanicipation of Black's position.

7 P×Q

If 7 P×P, then no simplification by 7 ....
P×P; 8 Q×Q, R×Q; 9 P—K5, etc., but,
assuming the offensive, 7 .... Q—Q4, e.g.
8 P×P, Kt×P, etc., or 8 B—Q2, Q×BP, and
Black keeps the lead.

7 ....... P—K3
8 B—Q3

Or 8 P×P, P×P; 9 B—K2, Kt—B3;
10 Castles, Q—K2, and Black has some
advantage. More reserved than the text
move is 8 B—K2, even though Black would
maintain a slight pull after 8 .... P×P;
9 B—P×P, R×Q3; 10 P—Q4, R—K1, etc.

8 ....... B×P
9 B×P ch

Also after 9 KP×P, R—K1 ch, White
would be in difficulties.

9 ....... Q×Kt3

Preventing White from castling (10 Castles,
P—B5 dis ch).

10 Kt—Q2 Kt—Kt1

Maintaining his grip.

11 Kt×B4 Q×Q1

This move still prevents White's castling,
although indirectly, e.g. 12 Castles, B—Q5
ch; 13 K—R1, Q—R5; 14 P×Kt3,
Q×Kt6; 15 P×Kt, Q×R5 mate.

12 B—K2 P×Kt4

An unsuccessful counter-attack, but

White's position is already inferior, e.g.
13 B×Kt, B×B; 14 Q—Q2, Q—R5 ch;
15 P—Kt3, Q—K2; 16 Castles, P—R5, and
Black is busy.

13 ....... P—R3

He is not frightened of phantoms!

14 Kt (Kt5)×P

This costs a piece, but promises some
counter-play, whilst White's game would
become still more precarious after 14 Kt—B3,
P—QKt4; 15 Kt×Kt, Kt×Kt; 16 B×Kt,
P—Kt5; 17 Kt×R, Q—R4; 18 B—Q2,
P—Q2.

14 ....... P—QKt4
15 Kt×B P×Kt
16 P—K5 Q×Kt1
17 P×R Kt×R3
18 P×Kt4 Kt—Q2
19 P×P Q×Q1

Since the 9th move the black Queen has
displayed remarkable activity. The threat
is now 20 .... Q—R5 ch.

20 Castles P—R5

After 21 P×P, Q—Kt6 ch; 22 K—R1,
Q×P ch; 23 K—Kt1, Q—Kt6 ch; 24 K—R1,
Kt×P; 25 P×Kt, B×P, Black's attack
would succeed.

21 B—K1 P×P
22 R—B3 QK×K1
23 B—Q2 Kt×P
24 P×Kt R×P
25 B×K1 Q×K2
26 P×Q Q×K3
27 B—B1 R×Kt4 ch

The final assault against the white King's
departed position.

28 R—Kt3 Q—Kt6 ch
29 B—Q2

Clearly not 29 B—B2, R×R ch.

29 ....... Q×B5
30 R×R Q×R ch

Resigns.

441

White
ALEKHINE
Black
YATES
(Carlsbad, 1923)

A very fine game by the British master.
His final combination, beginning with the
sacrifice of the exchange (33 .... R×Kt)
and extending to twenty moves, is monu-
mental.
500 MASTER GAMES

KING'S INDIAN DEFENCE

1 P—Q4  Kt—KB3
2 P—Q4  P—KQ4
3 P—K3

By this counter-fianchetto (Prezljorka's Attack), White adopts a purely positional treatment of the opening.

3  B—Kt2

An impulsive reply which coffers upon White the hegemony in the centre.

A solid idea is 3  P—B3, preparing for  P—Q4, e.g. 4  B—Kt2, P—Q4; 5  P—P, P—P; 6  Kt—Q3, B—Kt2, etc., with an even game.

Ili-founded, however, is 3  P—Q4, as was shown, in harrowing fashion, in a game Grunfeld-Nagy, Debreczen, 1924: 4  P×P (not 4  B—Kt2, P—P; 5  Q×Q, B—Q3; 6  Q×Q, Kt—B3, etc.); 4  Q—Q: P; 5  Kt—KB3, B—Kt2; 6  B—Kt2 (very strong is also 6  Kt—B3, Q—K8); 7  P—K3, threatening B—Kt2, with Kt—K5 and B—B3, winning the Queen); 6  ...  Castles; 7  Kt—B3, Q—K4; 8  P—K3, Kt—B3; 9  Kt—Kt5, R—Q1; 10  B—B3, R×P; 11  ...  Kt—Q3, resigns.

4 B—Kt2 Castles

At this stage 4  ...  P—B3 or 4  ...  P—Q4 would be less propitious than on the preceding move.

5 Kt—Q3 Still delaying P—K4.

5  P—Q3

6  Kt—B3

By first playing 6  P—K4, White could preserve the option of developing this Knight at Kt2. On the other hand, the text move prevents Black's 6  ...  P—K4.

6  ...  Kt—B3

An interesting idea of Burn's, provoking 7  P—Q5, and freeing Black's QB4. A more usual continuance is 6  Kt—Q2; 7  P—K4, P—K4, etc.

7  P—Q5 Kt—Kt4

8 Castles, Black would avoid 8  ...  P—K4 (9  P×P, P×P; 10  B—Kt5, Kt—B3; 11  ...  Q—Q2, etc.), but would start energetic counter-action by 8  ...  P×Q4, followed by  ...  QKt—Q2 and  ...  Kt—B4.

8  P×Q4  Kt—Q2

Ensuring an influential post for his Kt4 at Q4, a well-known stratagem.

10 B—K3

More prudent is, first, 10 P—KR3 (10  ...  P—Q4; 11 Kt—Q2, P—Kt3; 12 B—K3, etc.). Less plastic would be 10  ...  P—K4, as his own pieces would lose this important square.

10  ...  Kt—Kt5

11 Kt×Kt  Kt×Kt

13 P—B5  P×P

15 B—Q4  B—Q3

16 R—K1  Q×Q

17 B—B1  H×B

18 R×B  P×Q4

Forcing the exchange of the adverse Bishop for the Knight, after which Black can claim to have won the minor exchange, for in this position the Bishop is stronger than the Knight.

19 B×Kt  Q×B

20 Q—Kt3  QR×Kt1

21 Q—Kt5

He must prevent 21  ...  P—QKt4 (22 Kt×P, P×KtP; 23 QR—Kt1, Q×Q; 24 R×P, Q×P; 25 QR—Kt1; P×B, etc.).

21  ...  P—B4

Cleverly taking advantage of the fact that the hostile pieces are not at hand, Black assumes the offensive.

22 QR—K1

After 22  P×P, Q×BP, Black's Bishop gets into action.

22  ...  P×KB5

23 Q—Q7  QR×Q1

24 P—P  Q×Q

25 Q—K6 ch

If 25  P×Q, P—Kt5 ch; 26 K—R1, Q—B6 ch; 27 K—Kt1, QR×Kt1, with a winning attack.

25  ...  K—R1

26 K×B  Q×Kt4 ch

27 K—R1

Relatively better is 27 Q—Kt4.

27  ...  R—Q3

28 Q—R3  B—K4

29 R—K2  QR×KB3

30 Kt—Q1  R×B

31 Kt—K3  R×R5

32 Q—K6

A better defence is 32 Q—Q7, for if then 32  ...  Q×Q; 33 R×B, R×B; 34 Q×K8 ch, K—K2; 35 Q×KP ch, K—R3 (or 35  ...  Kt×Kt; 36 Q×Q ch, K×Kt; 37 Kt×B5 ch; 38 Kt×B5 ch, P×Kt; 37 Q×K6 ch, K×Kt4; 38 Q×Kt8

ch, K—R3 (not 38  ...  K—B5; 39 Q×Q) mate; 39 Q—K6 ch, with perpetual check.

32  ...  Q—Q4

33 Kt—Kt4

If 33 R (B1)—B2, R×BP, etc., by his ingenious reply White hopes to restore the balance.

33  ...  R×Kt

As this is a real sacrifice, it could only be entertained after profound and minute calculations.

34 P×R  R×R ch

35 K—Kt2  Q×R ch

36 K×R  B—Q8 ch

37 B—K2  B—Q5 ch

38 Kt—K3  Q—Kt8 ch

39 Kt—R3

Or 39 R—Kt2, Q—K8 ch, etc.

39  ...  Q—R8 ch

40 K—R2  Q×R ch

41 Kt—K3

Or 41 R—R2, Q×B6 ch; 42 K—R4, B×B3 ch; 43 P×Kt5, P×R; 44 P×B, P×Kt4 mate.

41  ...  Q×Kt5 ch

42 K—K3  P×Kt4

43 R—QB2

The only move to prevent mate or loss of a Rook.

43  ...  Q×B ch

44 K—R2  Q×Kt5 ch

45 K—R3  Q×R ch

46 Kt—K3  Q×Q

Another quiet move, magically effective.

47 R—B3

Sad necessity of leaving the second rank, for if—

(a) 47 R—Kt2, Q—K8 ch is decisive.

(b) 47 R—B2, R×Kt1 ch; 48 K×R, Q—K6 ch; 49 K—Kt2, B—Q7 ch, followed by mate.

(c) 47 Q—B7, Q—Q6 ch; 48 Q—B3, B—K4 ch; 49 K—Kt2, Q×R ch, and wins.

47  ...  Q—Kt8 ch

48 K—R3  Q—B8 ch

49 K—Kt3  B—B7 ch

50 K—B3  B—Kt8 dis ch

And Black mates in two.

White

Black

GOGLIDSE

FLOHR

(Moscow, 1935)

In a most elegant manner Black takes advantage of the weakness he has discovered in White's position at Kt2, and never relaxes his grip. One of those interesting cases where the positional treatment of the game leads logically, so to speak, to a powerful and brilliant finish.

1  P—Q4  Kt—KB3

2  P—Q4  P—KQ4

3  Kt—K3

4 Castles

5  ...  QKt—Q2

6  ...  Kt—B3

7  P—Q5  Kt—Kt4

8 Castles

9  ...  QKt—Q2

If 8 Castles, Black would avoid 8  ...  K—B3 (9  P×P, P×P; 10  B—Kt5, Kt—B3; 11  ...  Q—Q2, etc.), but would start energetic counter-action by 8  ...  P×Q4, followed by  ...  QKt—Q2 and  ...  Kt—B4.

8  ...  QKt—Q2

Ensuring an influential post for his Kt4 at Q4, a well-known stratagem.

9  ...  P×P

P×P

8  ...  P×P

P×P

If 8  P×Kt4, P×P; 9 Kt×P, Kt×K1; 10 Kt—QB3, Kt×P, winning a pawn.

6  ...  Kt—B4

As the pressure on the Q file remains sterile, the initiative gradually passes into Black's hands. Better would be 9 Kt—B3 (9  ...  P×B; 10 P×Kt3, etc.).

7  ...  P—K4

8  ...  P×P

If 8  P×Kt4, P×P; 9 Kt×P, Kt×K1; 10 Kt—QB3, Kt×P, winning a pawn.

8  ...  P×P

P×P

As the pressure on the Q file remains sterile, the initiative gradually passes into Black's hands. Better would be 9 Kt—B3 (9  ...  P×B; 10 P×Kt3, etc.).

9  ...  P—K4

10 Kt—B3

11 Kt—Kt4

In this stage of transition from the opening...
mobilisation to the complexities of the middle game, White pays too much attention to conventional manœuvres on the Q side. He should try to get his pieces into play (e.g. 11 Kt—Q2, with a view to KKn—K4 and Kt—Q6).

11 .... R—K1
Placing the Rook on a "potentially open file."
12 P—K3
Intending 13 B—K3, without fear of .... Kt—K5.
12 .... Kt—R4
Pawn play on White’s part, play by pieces on Black’s.
13 P—B5
He undertakes the dynamic possibilities which are hidden in the black formation. He should have put up a barrage against Black’s coming onslaught in the centre by 13 P—K4.
13 .... P—K5
14 Kt—Q4 P—K6
A fine combination, with the twofold object of clearing the K file and of weakening the white King’s field.
15 B×KP Kt×B
16 Q×R B—K3
17 Kt—QB3 Kt (B3)—K5
Consistently pursuing his plan of attack. After 17 .... Q×P Black would be threatened with many dangers, e.g. 18 Kt×P, R×B; 19 Kt—K4, Q×Q; 20 R×Q ch, B—B1; 21 Kt×Kt ch, K×Kt; 22 Kt—K8 ch, K—R3; 23 R×Q, etc.
18 Kt×Kt
If 18 P×Kt, Kt×Kt, immediately and most advantageously recovering his piece.
18 .... Kt×Kt
19 B—B4
A plausible mistake. His best course is 19 B—Kt, Q×B; 20 Q×Q, R×Q; 21 Kt—B3, B—B4; 22 R×Q, and the fury of the battle dies down and Black’s positional advantage loses its sting.
19 .... Kt×KB
A thunderbolt. The consequences of this move had to be calculated many moves ahead.
20 K×Kt Q—R5 ch
21 B×Kt B×P
22 K×B Q×KB
23 K×Kt
If 23 B—Kt3, B—K4; 24 R—KKt1, B×Kt.

**Position after 19 B—B4**

| 23 P—Q4 | Kt—K5 |
| 24 K—B3 | B—K4 |

A beautiful manœuvre, which eliminates the white King’s only defender.

25 P×Kt
Or, e.g. 25 B×B, R×B; 26 P—K4, Q×R ch; 27 K—B2 (or 27 K—K2, QR×Kt, etc., or 27 K—R4, QR×Kt, threatening 28 ... P×P mate; 27 ... R—K4; 28 Kt×R, R×Kt ch; 29 K×Kt; Q×Kt, with a forced mate. Or 25 K×Kt, Q×Kt ch; 26 K×Kt, B×Kt dis ch; 27 K×B, Q×Kt; 28 K×B, Q×Kt; 29 K×R ch.

Or 25 Q×Q, QR×Q ch; 26 Q×Q, B×Kt dis ch; or 25 Q—K5, Kt×Kt; 26 P×Kt, Q×P ch; 27 K×Q, B×Kt; 28 K×B, Q×Kt; 29 K×R ch.

Or finally, 25 Kt×B5, Q—R4 ch.

25 .... B×B
26 P×B Q×R6 ch
27 K—B3 R×Kt
28 B×KKt1 Q×R1
29 K×Kt2 Q×R5 ch
Resigns.

**443**

**White**

**Black**

Keres Flohr

(Semmering-Baden, 1937)

A grand game, which illustrates the winner’s genius for sustained attack. Moves 11, 14 and 20 by White are admirable examples of well-timed aggression.

1 P—Q4 Kt—K5
2 P—KB4 P—Kt1
3 Kt—K6 B—K2
4 P—KKt3 P—B3
5 B—K2
If, in order to prevent 5 .... P×P, White himself plays 5 P×Q, there follows 5 .... P×P; 6 P×P, Q×Q ch; 7 Kt×B3, Kt×P, with advantage to Black.

5 ....
6 P×P
White prefers not to spend time on guarding the QBP, and gives up the tension in the centre. After 6 Castles, P×P; 7 Kt—K5, B×Kt3, Kt—B3, B—Q4; 8 Q×Kt, Kt×B; 10 K×B, Castles, and, although White has his pawn back, the unrelaxed position is in Black’s favour.

6 ....
Kt×P
More solid is 6 .... P×P.

7 Castles
A doubtful enterprise would be 7 P—K4, Kt—K3; 8 Castles; 9 Kt—B3, B—K5 (an indirect attack on the now vulnerable QP); 10 B—B3, Kt×B, and Black’s counter-play must be taken seriously.

7 .... Castles
8 Kt—B3 Kt×Kt
A more cautious plan is 8 Kt—K13, to be followed by 9 Q×Kt—Q2 and 9 P×P, undermining the centre.

9 P×Kt
But now White’s centre is strengthened.

9 ....
9 P×Q
Hopeful to continue with 10 Kt—B3, which White will prevent.

10 B—Q3 P×P
11 Kt×P
Finely played. He cares not whether his pawns become isolated, relying on the action of his pieces, whilst hindering his adversary’s. If 11 P×P, Kt—B3.

11 .... Q—B2
12 Kt—K3 B×B
His KP must be guarded if 13 Kt—Q2 is to follow. Examine-

(a) 12 Kt—R3; 13 B—Q5, P—Kt3; 14 Kt—Kt5, Q×Q1; 15 B—KKt2, threatening 16 QR×Q, and the Queen is “mated.”
(b) 12 Kt—R3; 13 QR×Kt, Kt—B4; 14 Q×Kt, Kt—R3; 15 Q×Kt, Q×BP; 16 Kt×Kt; 17 QR×Q, commanding the field.
(c) 12 Kt—B3; 13 KKt×Kt, P×Kt; 14 KR×B, and White’s forces are the more effectively placed. Nevertheless, 12 Kt—B3 is the best course in the circumstances.

13 Kt—Q1 Kt—Q2
The proposed itinerary is via QKt3 to QB5.

14 P—Q4
Instead of needling protection, this pawn now becomes a powerful weapon of attack. If now 14 .... Kt—K13; 15 P—B5, Kt—Q2; 16 P×B, P×P; 17 Kt×P, etc.

14 .... Kt—K4
15 Q×Kt Kt—B4
Black’s position becomes more and more cramped. After 15 .... Kt—R3; 16 Q×Kt, R×Kt; 17 QR×Kt, B×Q; 18 QR—K3, Kt—B4; 19 Q×Kt, White maintains his positional advantage.

16 Kt—K5 Q×K4
Threatening to win the Knight by 17 P—Q3.

17 QR×B1
Preventing the exchange of the Queen for two Rooks by 17 .... Q×R.

17 .... R×Q
Here 17 .... P×Q no longer has any value because of 18 Kt—B3, with Q×Kt. Disadvantageous would also be 17 .... Q×KP; 18 Kt—B3; 19 Q×B, Kt—Q, 20 B×B, and wins, or 18 .... Q×Kt; 19 Kt—Q5, R×Kt; 20 Q×Kt5, K×B1; 21 P×B, Q×B; 22 P×Kt4, Q×Kt; 23 Kt×B, and wins; or 18 .... Q×Kt; 19 Q×Kt, and White is master of the situation.

18 R×Q5 R×R
19 P×R P—QR3
A vain hope to slow down matters. Slightly better would be-

(a) 19 .... Kt—Q1; 20 P—Q6, P×P (or 20 .... Kt—B3; 21 B×Kt, P×B; 22 Kt—B7, and wins); 21 Kt—B7, R×Kt; 22 Q×Q, Q×Q; 23 B×Q, etc.

(b) 19 .... Kt—Q5; 20 Kt×Kt, Kt×Q; 21 Q×Q, B×Q; 22 B×P, with a small—but comforting—advantage in material for White.

(c) 19 .... P×Q; 20 R×Kt (20 B×B is also very lively); 20 .... B×Kt; 21 R×B, Q×R ch; 22 B×Q, B—R3; 23 P×P ch, K×P; 24 Kt×P, Black has a distinct advantage to White.
A very original turn, which gains material.

20 Kt—R7

A last attempt. If 22 ... Kt×P ch; 23 K—B1, Kt—Q5; 24 Kt—P ch, K—K12;
25 P—R4 (not 25 Kt—B5 ch, P—Kt1; 26 Q—B8 ch, K—K13; 25 ... Kt—B7;
26 Kt—B5 ch, P×Kt; 27 Q—Kt8 mate); 27 Q—B8 ch, K—K13;
28 Q—Kt8 ch, B—Kt2; 29 P—R5 ch, winning.

23 P—R4 Kt—B4
24 Q—K4 Resigns.

This Bishop is restricted and, in addition, it blocks the usual outlet for the QKt. Nevertheless, he has succeeded in closing the centre, with fair prospects of later becoming aggressive on the Q side.

10 BP×P B—Q2

This Bishop is restricted and, in addition, it blocks the usual outlet for the QKt. Nevertheless, he has succeeded in closing the centre, with fair prospects of later becoming aggressive on the Q side.

11 Castles Kt—K1

Clearing the way for his KBP.

12 B—K3

Not yet 12 P—B4, Q—Kt3 ch.

12 ... P—Kt3

Discarding the aggressive 12 ... P—B4 which would turn to White’s advantage after the counter-stroke 13 P—B4.

13 P—B4

The advance as planned by his 7th move. All White’s pieces are well placed or available, and his attack increases in scope.

13 ... P—B3

Black is definitely on the defensive. Neither 13 ... P—P; 14 P×P, etc., nor 13 ... P—B4; 14 Q—Q2, etc., would do.

14 P—B5

Far more treacherous than 14 P×P, BP×P, and the open KB file becomes neutral.

14 ... P—KtKt4

Trying to keep the K side hermetically sealed, in which, however, he will not be entirely successful. The manner in which White succeeds both in creating and exploiting a flaw in the opponent’s formation is a fine example of modern technique of the attack.

15 P—KtKt4 R—B2

The counter-attack: 15 ... P—KtKt4; 16 P×P, B—R3; 17 P—KtKt4 would not shake White’s grip.

16 Kt—B3 B—Kt1

Black’s forces find little useful employment, and those on the Q side none at all.

17 R—B2

The beginning of a clever regrouping.

18 B—Kt1 B—K1

19 R—B2 P—Q4

20 P—KtKt4 P—R3

If 20 ... P×P; 21 R×P, Kt—R3; 21 B×Kt, R×B; 22 Q—Kt2, QR—Q2;
23 Q—Q2, with R×P to follow. B—Q2; 21 Q—Kt3, and Black’s QKtP must fall.

21 P×P RP×P

22 Q—B3 R—Kt2

23 Q—R1

Completing most skillfully the regrouping begun on his 17th move. Note how important it is to have major pieces posted behind less important units.

23 ... Kt—Q2

24 R—K8 ch K—B2

25 Q—R7 K—K2

Black must guard against the threat 26 Kt×R5, followed by R×B ch and Q×Kt mate.

26 Kt—R5 Resigns

If 26 ... B×Kt; 27 P×B, threatening 28 P—R6.

White Black

Staehelin Eliskases

(Zurich, 1935)

Black wins this positional game only by the following manoeuvres: the alternating play of his KtKt, moves 10 to 13, intermediary evaluation before retaking the KBP, moves 14 to 17, interruption, moves 18 to 20, winning the exchange.

1 P—Q4 Kt—Kt3

2 P—Q4 B—Kt3

3 Kt—QB3 B—Kt2

4 P—K4

This Indian Three Pawns’ Attack henceforth prevents Black’s ... P—Q4; which he could have played on the preceding move.

5 ... P—Q3

6 B—Kt2 P—B3

Trying to build up a strong defensive system. A little “airly” would be 6 ... P—KtKt4; 7 P×P, P×P; 8 Q×Q, R×Q; 9 Kt—Q5, Kt×Kt, 10 BP×Kt, etc., but the most rational is 6 ... QKt—Q2, clearing the way for 7 ... P—K4.

7 ... P—K4

More flexible than 7 Kt—B3, for, although it does not oppose the advance of Black’s KBP, it supports, on the other hand, the forward thrust of his own KBP.

8 ... P—K3

With multiple functions, such as:
(a) To prevent 8 ... Kt×P.
(b) To avoid 9 ... Kt—Kt5; in case he chooses to play 9 ... Kt—K3.
(c) To prevent the manoeuvre possible after 8 Castles, namely 8 ... Q—B2; 9 P—Kt3, Q—B1, followed by 9 ... B—R6.
(d) To prepare the advance P—KtKt4.

8 ... B—K3

Provocative. As 8 ... B—Q2; 9 Castles, Q—B1; 10 K—R2 also fails to open the way into the enemy camp, 8 ... QKt—Q2 is better.

9 P—Q5 P×P

Compulsory, on account of the weakness of the QP. If at once 9 ... B—Q2; 10 P×P, B×BP; 11 B×Kt, Kt—K1; 12 Q—Q2, P×B4; 13 Castles, and White has the greater command of the board.

10 BP×P B—Q2

This Bishop is restricted and, in addition, it blocks the usual outlet for the QKt. Nevertheless, he has succeeded in closing the centre, with fair prospects of later becoming aggressive on the Q side.

11 Castles Kt—K1

Clearing the way for his KBP.

12 B—K3

Not yet 12 P—B4, Q—Kt3 ch.

12 ... P—Kt3

A well-known supporting manoeuvre.

9 Castles Castles

This might be called the normal position of the King’s Indian Defence. As White has blocked the centre, he must now decide on which sector he will become active.

10 P—KtKt3 A more lively action on the Q side results from 10 Kt—Q2, followed by Kt—Kt3. A sound plan of action in the centre is 10 B—K3.
10       Kt—R4
He immediately organises counter-play on the castled wing.

11 R—K1
Intending 12 B—B1, in reply to 11 …… Kt—B5.

11       P—B4
12 Kt—Q2 Kt—B3
Concentrating his energy on the present objective: the point K5.

13 P—B3 Kt—R4
Having weakened the hostile K field, Black "retracts" his last move, intending to initiate a direct attack. It is in the art of the strategist to be able to adapt himself to circumstances, and to change his plans under fire.

14 P × P
A little better is 14 B—R3, but White seeks simplification, expecting nothing more than 14 …… B × P; 15 K Kt—K4, Q—R5; 16 B—K3, etc.

14       Q—R5
This intermediary sally decisively strengthens Black's initiative.

15 B—K1
Clearly not 15 P—Kt3, K Kt × P; 16 P × Kt, Q × P ch; 17 K—B1, B × P, threatening …… B—R6 mate; and if 15 B—R3, P—K5; 16 Kt—B1, B—Q5 ch; 17 K—R1, Q—B7, etc.; or 16 B × Kt, P × B; 17 K Kt × P, B—Q5 ch, etc.

15       B—R3
Threatening mate in two.

16 Kt—B1 Q—Q5 ch
17 K—R1 B—P
18 Q—Q1
Or 18 Kt—K4, B × Kt; 19 P × B, Q × KF; 20 Q × Q, Kt × Q; 21 B × Kt, Kt—B7 ch; 22 K—K1, P × B, with a concrete advantage to Black.

18       Q—B7
19 K—B1
The text move holds, if artificially, all the threatened points after 19 …… B—B; 20 Q × B, Kt—B5; 21 Kt—K3, Kt × Q; 22 R—B1.

19       B—B7
Winning the exchange in a most piquant manner.

Position after 19 B—B1

20 Q × B Q × R
The remainder of the play is only a question of technique.

21 P—QR3
Liquidation by 21 B × B, Q × R; 22 B × R, B × R would only clear the battlefield and help the stronger side.

21       B—B
22 R—B Q—B7
23 Kt—Q1 Q—Q5
24 P—QKt4 P × P
25 P × P Kt—R3
More methodical would be 25 …… Kt—Q2, but Black looks for direct threats.

26 R—K11 Kt—B5
27 Kt—Kt3 P—B4
28 KtP × P
A little more tenacious would be 28 P × P e.p., P × P; 29 Kt—B3, etc.

28       QKt × P
Resigns.

White 446 Black

MENCHIK  THOMAS
(London, 1932)

A game in which the players castle on opposite wings. White's vehement measures (10 P—Kt4, etc.) are based on purely positional considerations, and score an impressive success. A sensational game, which confirmed the opinion that Vera Menchik, the first woman of full master strength in the history of the game, could hold her own with the strongest.

11       P—QR4
12 Castles Kt—QB4
13 Kt—K3 B—Q2
14 P—K4 P—R5
Black's counter-attack becomes concrete only after his opponent's invasion has succeeded. Preventive measures would therefore be more to the point (e.g. 14 …… P—KB3; and if 15 P—R5, P—KKt4) closing the door.

15 P—R5
Forcing open a file.

15       Q—Kt1
16 B—R6 Q—R2
17 B × B K × B

18 Kt—B5 ch
A very fine move, which threatens to clear the K Kt file at one stroke of three hostile units. If 18 R—R1, R—R1.

18       Kt × Kt
An immediate catastrophe results from 18 …… P × Kt; 19 P × P ch, K × R; 20 Q—R6, etc.; and if 18 …… B—B; 19 P × Kt5 mate.

19 KtP × Kt P—R6
Intending, after 20 P—Kt3, to continue 20 Kt—P ch; 21 P × Kt, P—R7, advantageously regaining the piece. But this attempt gives White the opportunity for a magnificent finish; 19 …… R—Kt1 would prolong Black's resistance.

20 P—B6 ch K × R1
Or 20 …… K × P; 21 Q × Kt5 ch, K × Kt2; 22 P—R6 ch, K—Kt1; 23 Q—B6, with unavoidable mate.

21 Q—R6 P × P
22 K × Kt1 R × Kt1
23 P × P P × P
24 Q × R P × P
Resigns
(White mates in two moves.)
WHITE

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FLOHR

BLACK

TYLOR

(Hastings, 1929)

White here starts an attack (6 P–Kt4) with insufficient means. Its refutation by Black is both forceful and brilliant.

1 P–Q4 Kt–KB3
2 P–Q4 B–Kt5
3 P–B3

An innovation at the time, due to Nimzowitsch. It results in a modernised form of the Four Pawns Attack. But after 3 Kt–Q3, Black can revert to 3 P–Q4 (Grinfeld's Defence).

3 P–B4 Kt–B3
4 P–K4 P–Q3
5 Kt–B3 Castles

White takes the lead, in preference to the conventional line of play: 6 B–K3, QKt–Q2; 7 Q–K2, Q–Q4; 8 P–Q5 (or 8 Kt–K2, Kt–K1, avoiding the pin by 9 B–Kt5, and preparing for 9 P–Kt4, etc.); 8 ... Kt–K1; 9 Castles, etc.

4 P–K4 P–Q3
5 Kt–B3 Castles
6 P–Kt4

There is no necessity for Black to attempt hazardous enterprises such as 7 Kt–Kt5; 8 P×Kt, Q–R5 ch; 9 K–Q2, etc.

8 Kt–R3 P–Q3

In keeping with the idea underlying his preceding move, which is not only to undermine White's outpost at Q5, but also to prepare an offensive on the wing.

9 B–K3 P–Kt4
10 QP×P

If 10 BP×P, P×KtP; and Black would benefit from the opening of the QB file, whereas, after the move in the text, White hopes to exert pressure on the Q file.

10 ... P–Kt5
11 Kt–Q5 QKt×P
12 Q–R4

A double attack on the hostile QKt and QKtP. If 12 B–Kt5, P–R3, etc.; if 12 Q–Q2, Q–R4; if 12 B–Kt6, Q–Q2; and in all these cases Black's independent strategy ensures him equal prospects.

12 Kt–Q5 P×B
14 Kt×P Kt–Q2

A clever retreat which has a multiple effect:
(a) Unmasking the Queen, as well as
(b) The long black diagonal.
(c) The threat of jumping back into play via K4 or Q4.

Incorrect would be 14 ... Kt×Kt; 15 P×Kt, Q–R5 ch; 16 Kt–B2, etc.

15 Castles

Relative security. After 15 Kt–Q5, P–B4 would roll up White's position.

15 ... Kt–B4
16 Kt–R3

Remaining in the danger zone. If 16 Q–B2, Q–R4; 17 P–R3, Q–B2, with reinforced pressure by Black.

16 ... P–KR4
17 P–Kt5

If 17 P×P, Q–R5.

17 ... B×Kt
18 B×B Q×P ch
19 Kt×Kt QR×Kt1

A converging assault against White's QKt2.

20 KR–K1

If 20 Kt×P, R–R1, and if 20 P–Kt3, Q–B3; e.g. 21 KR–B1, P–Q6; or 21 Kt–Q3, Q×P.

20 ... P–Q6
21 Q–R5

Or 21 P–Kt3, Q–K4; 22 Kt×QP, Q–R8 ch; 23 K–B2, Q–B6 ch, and White is helpless.

21 ... Kt–Q4
22 R–Q2


22 ... Kt×P

Resigns

Black rarely scores with such energy in a closed game.

WHITE

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ALEKHINE

BLUMICH

(Dresden, 1926)

In this game, built up by White in a manner as confident as it is original, the tragedy of the KB file is vividly illustrated: penetration (11 P–QB4), sacrifice (14 R×P), vertical pin (20 Q–B3), all of which are executed with consummate ease, and depth of artistic conception.

1 P–Q4 Kt–K3
2 Kt–K3

Quite as rational and, in a way, more solid than 2 P–QB4.

3 B–K5

Avoiding the usual development, White aims at a vigorous employment of his pieces. On the same lines, but less insistent, are: 3 B–B, as there is no immediate employment for the Bishop and 3 QKt–Q2, as the QB becomes obstructed; but a continuation worth considering is 3 Kt–B3, as played in a game Palau–te Kolste, London, 1927:

5 ... P–Q4 (better than 3 ... B–K2; 4 B–Q4, P–Q3; 5 P–K4, Kt–B3, etc.); 4 B–B4, Kt–R4;
5 B–K5, P–KtB; 6 B–Kt3, Kt×B; 7 RP×Kt, B–K2; 8 P–K3, P–B3;
9 B–Q3, P–Kt4; 10 R×P, K×B; 11 Q–R5 ch, K–B3; 14 Q×P ch, K–B2;
15 Q×B ch, resigns.

3 ... B–Kt2
4 QKt×Q2 Castles

Better would be 4 ... P–B4, etc.

5 P–K3

White wishes to create a solid base by the pawn triangle Kt3–Q4–QB3, in preference to 5 P–K4, which would increase the range of the adverse KB.

5 ... P–Q3
6 B–Q4 Kt–B3

After 6 ... P–Q4; 7 B–Q3, P–B4; 8 P×B, Kt–B3; 9 Kt–K5, followed by 8–Kt4, and White would have a strong attack in the Pillsbury manner.

7 P–B3 P–QR3
8 Q×Kt B–Kt5

As he has no intention of exchanging this Bishop for a Knight, this sally means the loss of a tempo. Better, therefore, would be...

14 R×P

An elegant sacrifice with picturesque details.

14 ... R×R
15 B×R ch K×B
16 Q×B ch K×B

Or 16 K×B1; 17 R–B1 ch, B–B4; 18 P–Kt4, etc., to White's advantage.

17 P–Q5 B×QP

After 17 ... K–K1; 18 P×B, Black's position would be no less grave.

18 R–B1 ch

This intermediary check prevents the reorganisation of the black forces, whilst after 18 Q×B ch, Q–K3; 19 R–B1 ch, B–B3; 20 Q–B3, K–Kt2, Black would have a chance of recovery.

18 ... Kt–B3

After 18 ... K–K3; 19 Q–Kt4 ch,
Grünfeld Defence

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White
Black

ATKINS PRINS

(Anglo-Dutch Match, 1937)

The feature of the following game is the fight for the long diagonal. Black thinks he is driving, but realises too late that he is being driven. A faultless game by White.

1 P-Q4 Kt-KB3
2 P-QB4 P-KKt3
3 Kt-QB3 Preparing to play P-K4, as soon as possible.

3 ....... P-Q4

Thwarting White’s intentions. The Grünfeld Defence, which forms a connecting link between the Indian idea and the Queen’s Gambit: it is a strong variation, so much so that some move other than 3 Kt-QB3 is frequently preferred.

The principal variation, and the most plausible. Other sound lines are 4 Q-QKt3 (dodmatic) and 4 B-B4 (astute).

The sally 4 B-Kt5 is of little value on account of 4 .... Kt-K5 (e.g. 5 P x P Kt x B; 6 P x Kt, P x P; 7 P x Kt, etc.), but a more compact continuation is 4 Kt-Kt5; 5 B-Kt5, etc. A plaid line of play is 4 P-K3, B-Kt2; 5 Kt-B3, etc.; or 4 P-KKt3, P x P; 5 Kt-B3, B-Kt2; 6 Q x R, followed by Q x P, reverting to a variation of the Queen’s Gambit Accepted.

4 ....... Kt x P
5 K-P

For 5 Q-Kt3, Kt x Kt; 6 P x Kt, P x QB4, etc., Black has a very good game.

5 ......... Kt x Kt
6 P x Kt

White has now gained territory in the centre, but his pawn mass is liable to be shaken.

6 ......... P x QB4

Energetic play. If, in preparation for this advance, 6 .... P-KKt2; 7 B x R, Castles; 8 Q-KKt3, Kt-Q2; 9 Kt-B3, P-QB4; 10 B-K2, etc., and White has the better chances.

7 Kt-B3

Besides this purely developing move, there are several tempting continuations, e.g. 7 B-Kt5, Kt-Q2, etc.; or 7 B x QB4, Kt-K2; 8 B-Kt2, etc.; or 7 B-K2; or 7 B-K3, Kt-Kt3, B-Kt3, etc.

7 ......... B-K2

At the cross-roads. Alternative lines are:

(a) 8 B-KKt5 ch; 9 B x B, Q x B; 10 Castles, P x P; 11 P x P, Kt-KB3; 12 Kt-K5, Castles, Kt KR, and Black has nothing to fear. He has even a slight potential advantage for the end-game: two pawns to one on the Q side.

(b) 8 B-K2 as played in the game which originated this variation, Becker—Grünfeld, Vienna, 1922: 8 .... Castles; 9 Castles, P x P; 10 P x P, Kt-B3; 12 Kt-K5, Kt-K5, etc., and Black has a very good game.

(c) 8 B-QB4, Kt-B3 (if 8 .... B-KKt5; 9 B x P, 9 B x Kt, Castles; 10 P-KR3, P x P; 11 P x P, and White claims the initiative.

(d) 8 P-KR3, preventing the pin.

8 ......... Castles

He strengthens his centre before proceeding with his development.
500 MASTER GAMES

his game by 7 ... P × P; 8 B × P, QKt-Q2; 9 Castles KR, Kt-Kt3; 10 B-K2, B-K3, etc.
8 B-Q3 QKt-Q2
9 Castles KR Kt-Kt3
An artificial idea. If
(a) 9 ... R-K1; 10 KR-Q1, Q-K2; 11 QR-B1, and the White forces are better placed.
(b) 9 ... P × P; 10 B × BP, P-QKt4; 11 B-K2, P-QR3, in order to effect the freeing advance ... P-QB4.
(c) 9 ... P-Kt3, followed by ... B-Kt2, deferring any trenchant decision.
10 KR-Q1
A reply both deep and unexpected. White allows his KB to be exchanged for a Knight, because he foresees his increasing mastery of the centre.
10 ... P × P
11 B × BP Kt × B
12 Q × Kt Kt-Q2
Better is 12 ... Kt-Q4.
13 P-K4 Q-B2
14 P-K5
With a lasting pressure and, incidentally, providing a powerful support for a Knight at Q6 or KB6.
14 ... Kt-Kt3
Or else (after 14 ... P-Kt3) 15 Kt-QKt5, followed by Kt-Q6, etc.
15 Q-K2 P-B4
Eliminating an adverse strong point, but at the cost of a serious weakness. More steady would be 15 ... B-Q2, followed by ... QR-Q1, etc.
16 P × P e.p. R × P
17 Kt-K4 R-B4
More exact would be 17 ... R-B1; 18 B-K4, R-Q1, etc.
18 B-K4 R-Q4
19 Kt-K5
Very astute. Black begins to lack breathing space.
19 ... R-Q1
For if 19 ... B-Q2; 20 Kt-Q3, winning the exchange. On the other hand, after 19 ... B-Kt; 20 P × B, neither 20 ... R-P; 21 B-Q6, nor 20 ... Q × P; 21 B-B3 is playabe.
20 QR-B1 Kt-Q4
21 B-R3 Kt-K2
If 21 ... B-Q2; 22 B-Q6, etc., and if 21 ... B-Kt; 22 P-B, Q × P; 23 B-K7, with the double threat 24 B × R or 24 Kt-B6 ch.
22 Q-B3 Kt-Q4
After 22 ... R-B1; 23 Q-R3, there are many threats such as 24 B-Q6 or 24 Kt-Kt5. More enterprising would be 22 ... Kt-B4.
23 Q-KKt3 B-R3
24 R-B2 B-B1
The weakness of his Q5 still prevents Black from getting his QB into play. Black’s game generally suffers from weakness on the black squares.
25 P × R4 B × B
26 Q × B R-B1
He must fortify his K side. If 26 ... B-Q2; 27 P-R5,
27 P-R5 R-B5
28 R-K2 P × P
29 Q × Kt3 ch K × Kt2
30 R-Q3
A curious position, in which White can afford to exchange Queens when minus a pawn.
30 ... P × R3
31 Q × Qch K × Q
32 P × Kt3 P × P
33 R × Pch K-B1
34 P × B
The second Rook is called into play.
34 ... R-R5; 35 R (K2) × Kt2.
35 R-R2 R × Kt
A despairing sacrifice. If 35 ... Kt × Kt; 36 P × Kt, R × P; 37 R × P, R × P; 38 R (K3) × Kt7, forcing a speedy mate.
36 P × R Kt × P
37 R-K4 Kt-B3
Losing a piece. But after 37 ... Kt-Q3; 38 R × P, there is no hope for Black.
38 R-K2 B Resigns
Triumph of the positional combination.

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White: EUWE
Black: ALEKHINE
(Match, 1935)

White’s work on the KR file, opened up early in the game, is very effective (10 R × P). A piquant feature is that White, on the 20th move, overlooked a far from obvious chance of a win, after which he had, so to speak, to win the game a second time.

GRÜNFELD DEFENCE

1 P-Q4 Kt-KB3
2 P-QB4 P-KKt3
3 Kt-QB3 Anticipating the Grünfeld Defence (3 ... P-Q4, 3 ... B-Kt2; 4 Kt-QB3, P-Q3; 5 Kt-QB3, Castles. White has prematurely committed himself in the centre.
3 ... P-Q4
4 B-B4 Kt-R4
Too restless a solution. Solid, if passive, is 4 ... P-B3. Unambitious is 4 ... Kt-K2, e.g. 5 B × K5, P × B; 6 P × B, Castles: 7 Kt-B3, Kt-Kt2, etc., or 5 P × Kt3, Castles, etc.
5 ... B-K5
Far more astute than at once 5 ... B-K3, for it causes a certain weakness on the opponent’s K side.
5 ... P-Kt3
6 B-Kt3
7 RP × Kt
The open Kt file becomes a powerful asset in White’s hands.
7 ... P-B3
8 P-K3 B-Kt2
9 B-Q3 Threat: 10 R × P, R × R; 11 B × P ch, followed by B × R, as in the game Palau-te Kolsté.
9 ... Castles
He tries to complicate matters, for a passive defence by 9 ... P × KB4 or 9 ... K-K2 would leave the black King in a precarious position.
10 R × P Without being difficult to see, this offer of a sacrifice is elegant.
10 ... P × Kt4
Acceptance would be fatal, e.g. 10 ... K × R; 11 Q × R ch, K × Kt1; 12 B × P, and wins, whereas Black forces the invading Rook to retire, and can make use of the extra tempo.
11 R × R Kt × P
Otherwise White has the blockading move
12 P × B,
12 P × Kt
13 Kt × B B × Kt1
The retreat 13 ... B × Kt2 preserves a useful piece for the defence, but Black would have to submit to a passive defence.

20 R × B Q-K3
15 P × P
Both sides are imbued with the spirit of the attack. White also gives up a pawn rather than being satisfied with 15 Q × Kt3.
15 ... Q × P
16 K-B1 Q-B3
17 K-B1 P × P
18 R × B Kt × Q He naturally would like to block the second rank.
19 B-Kt5 Q-Q3
The only move, for if 19 ... B-B2; 20 Kt-Kt5, and wins, and if 19 ... Kt-Kt3; 20 KR-KR7.

20 R-Kt5
21 QR × KR4 Q-B4
22 B × R Q-B6
23 Kt-K5 Renewing the attack while preventing
23 ... K-Kt3.
23 ... K-Kt3
24 B × Kt
24 Kt × Kt3
25 B × Kt8, etc.
QUEEN'S INDIAN DEFENCE

White

ALEKHINE BOGOLJUBOW
(Triberg, 1921)

The main feature here is the consistency with which White sustains the frontal pressure which, after his 6th move, is inherent in his position.

QUEEN'S INDIAN DEFENCE

White

ALEKHINE SULTAN KHAN
(Prague, 1931)

The manner in which Black wards off his great opponent's furious onslaught is a model of coolness and sagacity.

QUEEN'S INDIAN DEFENCE

White

ALEKHINE BOGOLJUBOW
(Triberg, 1921)

The main feature here is the consistency with which White sustains the frontal pressure which, after his 6th move, is inherent in his position.
9 P × P  B × P
10 Castles  P—Q'R3
With the utmost self-possession, Black frees his game.

11 Q × Kt ch  Q × Q
12 Kt × Q  K × Kt
13 Kt—Q2  KR—Q1
14 Kt—Q3  QR—B1
Renouncing for once his habitual preference for the two Bishops, he boldly manœuvres his Rook within the open space on the fourth rank.

15 Kt × B  ch  R × Kt
16 P—K4  Kt—B3
Like a boomerang the Knight returns to attack the pawn.

17 B—K3
Continuing an unending quest for some tangible advantage. The preliminary consolidating measure 17 R—K1 would be of no avail after 17 .... K—B1; 18 P—Kt3, B × P; 19 B × B, Kt × B; 20 B—R3 (not at once 20 B × Kt, R—Q8 ch, followed by .... R × B); 20 .... Kt—Q7 (not 20 .... R × K4; 21 B × Kt2, nor 20 .... R × QR4; 21 B—K4, and White wins); 21 B × R, Kt—B6 ch; 22 K × Kt, Kt × B; 23 B × P, R × Q3, etc., and Black averts all danger.

18 .... R—QKt4
He defends his QKtP, and now two hostile pawns are attacked.

19 KR—Q1 ch  K—K1
19 R × R ch  K × R
20 B × Q  Kt × P
He accepts stoically his opponent's intentions, for if 20 .... K—K2; 21 R × QB1, and if 20 .... P—K4; 21 P × QR4.

21 B × P
Thus White now not only has the two Bishops, but his pawns are more compact, and Black's Rook has not yet found a safe abode.

21 .... Kt—Q3
The art of defence! If now 22 R—Q1, B × B; 23 R × Kt ch, K—K2, leading to absolute equality.

22 P × QR4  R × KB4
Fateful would be 22 .... R × KB5; 23 R × Q1, B × B (or 23 .... B × Q4; 24 B × B, P × B; 25 R × P, K × K2; 26 R × Kt, etc.); 24 R × Kt ch, K × K2; 25 K × B, K × R; 26 B × B ch, followed by B × R.

23 B—Q4  P—Kt4
24 B × B1  K—Q2
25 P × P  P × P
26 B—K3
If 26 R × R7, R × Q4.

26 .... P × Q4
Preventing 27 P × Kt4, and thus maintaining the active Rook on the fourth rank.

27 P × B4
Hoping to play 28 B × R3, R × Q4; 29 K × B, R × Q6; 30 K × K2, R × Kt6; 31 B × Q4, and the Black Rook is at last dislodged.

27 .... B × K5
28 R × R7 ch  K × K1
29 B × K2
If 29 P × QKt4, then again 29 .... R × Q4.

29 .... R × Q4
Now that Black has effected a sound regrouping of his Rook and Bishop, the battle loses its intensity.

30 B × KB2  B × Q6
31 B × B3  B × K5
32 B × K2
Ineffective would be the attempt 32 R × R8 ch, K × K2; 33 R × Kt8, B × B; 34 K × B, Kt × B5; 35 P × Kt3, Kt × B; 36 K × Kt, R × Q4, and the Rook ending would even be slightly in Black's favour.

32 .... B × Q6
33 Draw.

White  Black

GOLOMBEK  NORMAN-HANSEN
Margate, 1937

After positional manœuvring in the centre and on the Q side, the trenchant manner in which White breaks into the King's position deserves special mention.

1 P × Q4  Kt × Kt3
2 Kt × Kt3  P × K3
3 P × B4  P × Kt3
4 P × Kt3  B × Kt2
5 B × Kt2  B × Kt2
Restrained strategy.

A constructive idea is 5 .... Q × B1; 6 Castles, P × B4, or 6 Kt × B3, B × Kt5, etc.

6 Castles  Castles
7 Kt × B3
Intending Q × B2, and then P × Kt4. If first, 7 Q × B2, then 7 .... Kt × B3; 8 Kt × B3, P × Q4; 9 P × Kt, Kt × Kt4; 10 Q × Kt, Kt × Kt4, and Black's counter-play is satisfactory.

If 7 P × Kt4, Q × B1, guarding the QB, and thus clearing the way for the thursts .... P × Q4 or .... P × B4.

7 .... P × Q4
A more stubborn fight for the strategic point K5 results from 7 .... Kt × K5, e.g. 8 P × B2, Kt × Kt; 9 Q × Kt, P × KB4, etc., or 8 Kt × Kt, B × Kt, with an even game.

8 Kt × K5
If 8 P × P, Kt × P; 9 Q × B2, Kt × R3, and Black's game is free.

8 .... P × B3
Although artificial, this line of defence should be noted. If 8 .... P × B4; 9 B × K3, and if 8 .... Q × QKt1—Q2; 9 P × P, P × P, etc. (not 9 P × P; 10 P × Q6, B × B; 11 P × P, Q × Kt; 12 P × P, B × R; 13 P × Kt, K × P; 14 Q × B and White obtains a conclusive advantage in material). After 8 .... Q × B1 the ruthless continuation of a game Tartakower—L. Steiner, Warsaw, 1935, was: 9 P × P, P × P; 10 Q × Kt3, P × B3; 11 B × Q2, Kt × R3; 12 QR × B1, Kt × B2; 13 P × K4, R × Q1; 14 Kt × Kt1, P × B4; 15 QP × P, Kt × P; 16 P × P, QR × Kt1; 17 B × Kt5, R × Kt1; 18 QB × Kt1, B × B; 19 K × P × P; 20 B × Kt8, resigns (20 .... P × Q; 21 R × K8 mate).

9 P × Kt3
Far-seeing policy.

Too simplifying is 9 P × P, BP × P; 10 B × B4, P—QR3; 11 R × B1, P × QKt4, and Black has recovered ground. Too optimistic is 9 B × B4, too quiet 9 P × K3, and again too expansive is 9 P × K4, P × BP; 10 K × P × B4, B × R3, and Black contests the initiative.

9 .... QKt × Q2
10 B × Kt2  R × B1
11 R × B  B × Q3
To be followed by .... Q × K2 and .... B × R6, in order to eliminate the adverse QB but this regrouping takes much too time. A violent attempt at emancipation in the centre would be 11 .... P × B4.

12 P × B4
A position in the style of Pillsbury.

12 .... K × Kt
13 P × K3
Intending to advance the KKtP as far as Kt5. Committing himself too definitely would be 13 P × Kt4, in view of the possibility .... P × B4.

13 .... B × R6
14 B × B  Q × B
15 P × K4
Now that Black's KB has disappeared and his Queen is far away, this advance is energetic.

15 .... Compulsory.

16 BP × Kt  Kt × P
17 B × Kt
A case in which this Bishop is less valuable than the Knight.

17 .... P × B
18 Kt × P  Q × K2
Home again. Suicidal would be 18 .... Q × R; 19 R × R1, Q × Kt7; 20 R × B2, winning the Queen.

19 Q × R5
With the summary threat 20 Kt × B6 ch.

20 .... P × KB4
An attempt to slow down the enemy's impetus. If, instead, 19 .... K × R1; 20 Kt × K5, and if 19 .... K × R3; 20 Kt × B6 ch, K × Kt12; 23 Q × QKt4 ch, K × R1; 24 Q × R4, K × Kt12; 25 Kt × R5 ch, followed by Q × Q, and wins.

20 P × P e.p.  P × P
21 Kt × Pch
An elegant turn.

21 .... K × K1
For if 21 .... R × Kt1; 22 Q × Kt5 ch, K × B2; 23 R × R ch, Q × R; 24 R × B1, winning the Queen. The remainder is treated by White with the consciousness of a court-martial.

22 Q × K5  K × Kt2
23 R × B4  P × B
24 QR × B1  P × P
25 Kt × K5
A beautiful final stroke.

25 .... Resigns.
QUEEN'S INDIAN DEFENCE

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White

Black

EUWE

CAPABLANCA

(Match, 1931)

After a successful opening trap, White emerges to the exchange to the good. The resulting duel between the Knight, beautifully handled by Capablanca, and the Rook is most exciting.

1 P–Q4

Kt–Kb3

2 P–Qb4

P–K3

3 Kt–Kb3

P–QKt3

4 P–K4

Kt–K13

Or at once 4 B–K15 ch. An original development of the Qb would be 4 . . .

B–R3 (5 QKt–Q2, B–K15, or 5 Q–B2, B–K15 ch, or 5 Q–R4, P–B3, etc.).

5 B–K2

Kt–K15 ch

6 B–Q2

B–B2 ch

7 Q–B

To be followed by Kt–B3, with concerted pressure on Q5. Less good would be 7 QKt–B4.

7

Castles

Instead of disclosing at once the King’s future abode, consolidating measures in the centre can be undertaken first. Even then there are shills to be avoided, as is demonstrated by the game Becker—Fuss, Vienna, 1933: (1 P–Q4, P–K3; 2 Kt–Kb3, Kt–Kb3; 3 P–B4, B–K15 ch; 4 B–Q2, B–B2 ch; 5 Q–B, Q–Kt3; 6 P–K4, B–K12; 7 B–K2, P–Q3) 8 Kt–B3, Kt–K5 (8 . . . QKt–Q2 is better); 9 Q–B4, Kt–Kt; 10 Kt–K15, P–K3; 11 B–B1, P–Kt; 12 Q–K3, Kt–Q2; 13 Q–B, K–B1; 14 B–Q, Q–B5; 15 P–B3, resigns.

8 Kt–B3

More pertinent than 8 Castles, P–Q3; 9 Kt–B3, Kt–K5; 10 Q–B2, Kt–Kt1; 11 Q–Kt (11 Kt–K15, Kt–P ch); 11 . . . Q–Q2; 12 QR–Q1, Q–K2, etc., with an even game.

8 . . .

Kt–K5

Plausible, but not good. He should have been content with 8 . . . P–Q3; 9 Q–B2, QKt–Q2; 10 Castles KR, K–K2; 11 P–K4, P–K4, etc.

9 Q–B2

After 9 Kt–B3, Kt–B3; 10 Castles, P–Q3; 11 Kt–K1, B–B3; 12 Kt–B2, Kt–Q2, etc., a draw is in sight.

9 . . .

Kt×Kt

After 9 . . . P–KB4; 10 Kt–K5, White’s advantage becomes apparent.

10 Kt–K5

The Monticelli Trap, aiming at KR7.

10 . . .

Kt–K5

He finds the best means of avoiding the sudden danger. If 10 . . . Q×Kt; 11 B×B, Kt–B3; 12 B×B, K–KtP; 13 Q×Kt (not 13 B×Kt, Kt–QP; 14 Q×Kt, B×B, etc.); 13 . . . Kt×P; 14 Q–Q3 (but not 14 Q–K4, Q–R4 ch; 15 K–B1, Kt–K6, etc.); 14 . . .


P×B; 17 Q–Kt, winning; 17 B–B3, and Black’s dream evaporates.

11 B×Kt

B×B

12 Q×Kt

Q×Kt

13 Q×R

Kt–B3

Although he is the exchange down, Black is able to put up a fierce fight. Another line of play is 13 . . . Q–R4 ch; 14 K–B1, Kt–B3; 15 Q–Kt7, Q–Q7; 16 P–K3, Q–Q6 ch; 17 K–Kt2, Q–K5 ch (17 . . .

QP×B, 18 KR–Q1); 18 K–K1, B–P, B–B4, and Black still has some shot in his locker.

14 Q–K7

Kt×P

15 R–Q1

Q–K4


16 P–K3

If 16 R–Q2, P–Q4.

16 . . .

Kt–B7 ch

17 K–K2

P–Q4

18 R–Q2

Q×KtP

19 P×P

Q–K4 ch

20 K–K3

Kt–Kt5

21 R–Q1

Q–R4

22 P–Q6

A skilful thrust, which brings about a desirability.

22 . . .

P×P

23 R×B8

P×Kt3

24 R×R ch

K×R

25 Q×B8 ch

K–K2

26 B–Q7 ch

K–B3

27 B–B3 ch

K–K2

28 B–K6 ch

K–K2

29 Q×Q ch

K–K2

30 Q×QP

Kt×P

As long as Black has two extra pawns, he has, theoretically if not practically, sufficient compensation for the exchange.

31 Q–Q4 ch

P–K4

32 Q–Q5

Q×Q

33 R×Q

In the ensuing magnificent battle, the defence succeeds only by astute, problem-like turns.

33 . . .

P–K5 ch

Now if 34 K×P, Kt–B6 ch; whereas neither 33 . . . P–B3; 34 R–Q7 ch, followed by R×R, nor 33 . . .

Kt–B3; 34 R–Q7, P–QR4; 35 R–Q6 ch, followed by R×Q, would be encouraging.

34 K–B4

Kt–K15

35 R–QK15

In order to immobilise both hostile Q side pawns.

35 . . .

Kt–Q6 ch

36 K×P

Kt–P ch

37 Q–Q4

P–B4

38 B–K2

Kt–K15

39 P–R3

Kt–B3

40 R–Q8

Kt–K5

The Knight’s evolutions are intended, as far as possible, to reduce the number of pawns.

41 P–Kt4

K–B3

42 P×P

K×P

He allows his opponent to obtain a passed pawn rather than to let his own K side pawns be passed.

42 . . .

R–Q7

Kt–K14

44 R×QRP

P–R4

45 R–R3

A most astute defence of the KRP (if 45 . . .

Kt×P; 46 P–K4 ch, Kt–K15; 47 R×Kt, K×R; 48 P–K5, and wins).

45 . . .

Kt–B6 ch

46 K–Q3

Artificial. After 46 K–Q5, Black would have arduous problems to solve.

5 . . .

P×P

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500 MASTER GAMES

He loses his Q side pawns, but re-forms a threatening mass on the other wing.

48 R–Kt3

P–R5

49 R×P

Kt×P

50 K–K2

Kt–K5

51 R–Kt5 ch

K–K5

52 R–Q4 ch

K–B4

53 K–B1

K–K4

54 R–Kt5 ch

K–K3

55 R–Kt4

K–R4

56 R–Kt5 ch

Kt–K4

Drawn.

Although normally, against a Rook, a Knight is less useful than a Bishop, the present game is a beautiful illustration of an exceptional case.

White

Black

CAPABLANCA

ALEKHINE

(Match, Buenos Aires, 1927)

The manner in which White harasses the black forces after he has obtained a slight advantage is remarkably consistent and relentless.

1 P–Q4

Kt–Kb3

2 Kt–B3

P–QKt3

3 P–K5

B–K12

4 B–K2

P–B4

Trying to undermine the white centre, after which the formation of a second fianchetto will have a wider scope, thus: 5 P–B5, P×P; 6 Castles, P–Kt3; 7 P–B4, B–Kt2. Awkward, however, would be the immediate fianchetto development by 4 . . .

P–Kt3; 5 Castles, B–Kt2; 6 P–B4, Castles; 7 Kt–B3, P–Q3; 8 Q–B2, QKt–Q2; 9 R×Q, with superior mechanism for White. Note that, where the formation of a double fianchetto demands the preliminary P–B4, it is better to avoid playing P–KR3, on account of the hole at KB3.

5 Castles

He allows simplification in preference to seeking doubtful tensions by 5 P×P, P×P; 6 Castles, P–Kt3, etc.

5 . . .

P×P

It is also possible calmly to play 5 . . .
More awkward is 6 QxP, Kt-B3.

6 BxQ

KtxQ

A doubtful advance. Much more sustained
is the formation of a second fianchetto by
7 P-Kt3 (8 P-QB4, B-K2; 9 Kt-QB3, Q-B1; 10 P-Kt3, Kt-B3,
etc., and Black has a strong game).

8 P-QB4 P-K3
Or 8 P-KtxP; 9 Q-R4 ch, Kt-Q2;
(9 Q-Q2; 10 Kt-Kt5); 10 R-Q1,
manifestly in favour of White.

9 Q-R4 ch Q-Q2
If 9 QKt-Q2; 10 P-QP.

10 Kt-Kt5 Kt-B3
11 P-Kt5 PxP
Not 11 KtxP; 12 R-Q1 (threat:
13 P-K4), nor 11 QxP ch; 12 P-K4.

12 B-B4 R-B1
13 R-B1
The threat is 14 Kt-B7 ch, RxKt;
15 BxR, QxR; 16 Q-Kt ch, etc.

13 B-KB4

14 P-QKt4
A very fine conception, winning material.

14 BxKt PxB
Or 14 KtxP; 15 Kt-Q6 ch, K-Q1;
16 Q-Q ch, K-Q; 17 KtxR, R-Kt;
18 Kt-Q2, Q-Kt5; 19 P-QR3, etc.

15 R-Kt1 R-R
16 QxR
A new phase begins which is far from
plain sailing, for Black will offer the most
stubborn resistance.

16 Kt-K5
17 QxKt
18 Q-Kt1 Castles
19 R-K1 R-R
20 Kt-Q4 R-K1
21 Kt-Kt3 QR-B1
22 P-KR3 Q-KR5
An enterprising idea; he tries to exchange
his QP for White's KR in order to eliminate a
weakness and to create two united passed
pawns for the end-game. But his support
in the centre will disappear at the same time,
and there his opponent will have full freedom
of action. For this reason 22

QR-K1 in support of the QP—weak but
effective—would be the soundest course.

23 QxP R-B7
Not at once 23 . . . . QxP; 24 R-QR1,
followed by RxR.

24 R-Q2 RxP
25 R-R QxR
26 Q-B6 R-KB1
27 Kt-Q4
Preventing 27 . . . . Q-K3.

27 Kt-R1
In order to reply to 28 B-Q6 by 28 . . . .
R-KKt1.

28 B-K5

Threatening 29 BxP ch, KxB; 30 Kt-B5
ch, K-Kt1; 31 Q-KB6.

28 P-B3
A more stubborn resistance would result
from 28 . . . . R-KKt1.

29 Kt-K6 R-KKt1
30 B-Q4 P-KR3
31 P-R4

He is in no hurry, but a more direct
decision could be obtained by 31 Kt-QP,
e.g. 31 . . . . KtxP; 32 QxP ch, K-R2;
33 QxB ch, R-Kt3; 34 Q-Q7 ch,
K-Kt1; 35 Q-K8 ch, K-R2; 36 Q-R8
mate; or 31 . . . . K-QKt1; 32 QxP,
Q-Q4 ch; 33 P-B3, QxP ch; 34 QxKt,
P-QQ; 35 Kt-B2, K-Kt1; 36 BxR, and White
wins, his pawn phalanx being far the
stronger.

31 Q-K8
32 Kt-PQ Q-Kt3
If 32 R-Kt; 33 Q-QP, Q-Q5 ch;
34 K-R2, Q-QKt5, and White's advantage
in material is sufficient for a win.

QUEEN'S INDIAN DEFENCE

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SULTAN KHAN CAPABLANCA

(Hastings, 1930)

The following titanic struggle is both tense
and instructive. By subtle manoeuvring the
Indian master leads his forces to victory.

1 Kt-KB3 Kt-KB3
2 P-Q4 P-QKt3
3 P-B4 B-Kt2
4 Kt-B3
He renounces the more scientific plan
4 P-KKt3, in order to accelerate his
pressure in the centre.

4 . . . . P-K3
5 P-QR3
If 5 Q-B2 or 5 B-Kt5, in order to play
P-K4, Black would oppose White's inten-
tions by 5 . . . . B-Kt5.

5 . . . . P-Q4
Reverting to the outlines of a regular
Queen's Gambit.

6 PxB PxB
Playable is also 6 Kt-Kt.

7 B-Kt5 B-K2
8 P-K5 Castles
9 B-Q3 Kt-K5
10 B-K4
Avoiding the more usual simplification
10 BxB.

10 . . . . Kt-Q2
Instead of this quasi-stonewall, he could
also play 11 QKt-B3 (12 Kt-QKt5,
P-B3).

12 Kt-QKt5

A venture which succeeds.

13 KtxB
He deprives Black of the "two Bishops," and
spoils his pawn formation into the
target. Bad would be 13 KtxB, R-B1;
14 Kt-K6, Q-Q2, etc.

13 . . . . P-Kt4
14 P-KR4
Against 14 Castles KR, Black has a violent
counter-attack by 14 . . . . P-KKt4;
15 B-Kt3, P-KR4, etc.

14 R-B1
15 Q-Kt3 Q-K2
If at once 15 QKt-B3; 16 Kt-K5.

16 Kt-Q2
If, instead, 16 Kt-Kt5, P-KR3.

16 QKt3 B-B3
If 16 . . . . K-Kt1; 17 P-B3 (not
17 Kt-xKt, QxKt, etc., undoubling his
pawns).

17 Kt-Q1
Now that Black can no longer undouble
his pawns, this exchange is effective.

17 . . . . P-Kt4
18 B-K2 R-B3
19 P-Kt4
A bold offensive.

19 . . . . KR-B1
Giving up a pawn is his best chance.

20 P-Kt5 Kt-K1
21 B-Kt4
A grand conception, having already in
view the exchange; if not the sacrifice of
the Queen for two Rooks, which, in present
circumstances, would favour White's chances.

21 . . . . PxB
22 Q-Kt3, B-B8 ch; 23 K-Q2, R-QKt;
24 RxB, Q-Q2B, and Black seizes the
initiative.

21 B-K2 Kt-QB7
More prudent would be 22 . . . . R-QR;
23 R-KKt, R-B5, etc.
QUEEN'S INDIAN DEFENCE

Colle Variation of the Queen's Pawn Game (3 P-Q4; 4 B-Q3, P-B4; 5 P-B3, etc.).

3 P-QK3

In this Colle Variation of the Indian Defence, it is very difficult for White to obtain a strategic initiative.

4 B-Q3 P-Kt2

5 Q-Kt2 P-B4

Preventing, just in time, the thematic advance of the KP, for if now 6 P-K4, P-B5.

6 Castles

White reserves the option of effecting the Colle Triangle by 6 P-B3 (K3-Q4-QB3), or following an ordinary QP game by 6 P-B4.

6 . . . .

More insistent is 6 . . . . Kt-Kt3, threatening 7 Kt-QKt5; 7 P-B3, Q-B2; 8 R-QB1 (8 PxB, BxP); 8 . . . . B-K2, etc. Over-hasty would be 6 . . . . P x P, as is shown clearly in a game Tariakower-Najdorf, Match, Thorn, 1935: 1 P-Q4, Kt-QB3; 2 Kt-QKt3, P-QKt3; 3 P-KKt3, B-B4; 4 P-Q3, P-B4; 5 Q-Kt-Q4, P-Kt3; 6 Castles, B-K2; 7 R-K1, P x P; 8 P x P, Castles; 9 P-QKt3, Kt-B3; 10 P-B4, P-Q4; 11 B-K2, R-B1; 12 Q-R1, B-Kt1; 13 P-QR3, P x P; 14 P x P, B-Kt5; 15 Q-B4, Q-Kt4; 16 Q-K3, Kt-Q2; 17 Kt-K5, R-K1; 18 P-Q4, B-B1; 19 Q-Kt3, P-KB3, 20 Kt-Q4, K-R1; 21 QB x P, resigns.

7 P-QKt3

Or 7 R-K1, with a view to P-K4.

7 . . . . P x P

8 P x P P-Q3

9 B-Kt2 Q-Kt-Q2

10 P-B4 Obtaining a “hanging” but flexible centre.

11 R-B1 R-K1

12 R-K1 Q-B3

13 Q-K2 Q-R1

14 Kt-B1 Q-Kt1

Black is confined to the first three ranks, and that his position is uncomfortable is shown by this bizarre plan of playing the Queen to QB1 in order to manoeuvre the QB on to the long diagonal.

15 Kt-QKt3 Q-R1

16 Kt-QB1 Kt-K1

White’s outstanding strategy will demonstrate that this plausible move is a mistake.

White

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Black

COLLE GRÜNFE LD

(Paris, 1926)

The most attractive feature of this beautiful game is the break-up of Black’s well-guarded King’s position by a sequence of brilliant and logical sacrifices.

1 P-Q4 Kt-KB3

2 Kt-KB3 P-K3

Inviting his adversary to revert to the

56 . . . .

Kt-QKt3

57 R(K1)-B1 Q-Kt4

58 K-B3

Crippling his opponent’s efforts. Now the white King, instead of a Rook, assumes the task of guarding the central zone.

58 . . . . Q-R5

59 B-Kt3 Q x Kt P

60 K-Q2 Q-B4

61 R x P

At last this decisive capture has become possible.

61 . . . . K-Kt2

62 R-Kt7 Kt-K3

63 P-Kt6 Kt-B3

64 B-Kt5

Immobilising the black Knight. Ineffective would be 64 R(B1)-B7, Q-B6.

64 . . . . Q-B6

65 R-Kt8 Resigns

The continuation could be: 65 . . . Kt-Q5 (65 . . . . Kt-R4; 66 R-K8 ch); 66 R-K8 ch, K-B2; 67 P-Kt7, B-R4; 68 R-K1 (not yet 68 B x Kt, Q-K7 ch); 68 . . . . B-Kt5; 69 B x Kt, and wins.
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**White**

**Black**

**TÜRN GOLOMBEK**

(Stockholm, 1937)

The contestants having castled on different wings, Black's strategy aims at preventing the opening of the KKt file, whilst forcing for himself a passage on the Q side. Black's conception and its accomplishment are worthy of all praise.

1 P–Q4
2 Kt–B3
3 B–Kt5

An impulsive sally, which is not to be mistaken for Janowski's Attack, in which, after 2 Kt–K3, P–K3; 3 B–Kt5, the Bishop's move has a definite object in view.

3 . . . . .
4 B–B4

If 4 B–R4, P–Kt3, whereas, after the text move, if 4 . . . . . P–Kt3; 5 Q–B1, B–KtKt2; 6 B–R6, with exchanges.

4 . . . . .
5 Kt–K5

And if 21 . . . . . . Kt–Kt1; 22 B–Kt7 ch, K–B2; 23 Q–K6 ch, K–Q; 24 P–Kt mate.

21 Q–K3
P–Kt

With the double threat 22 P–Q–BP and (or after 21 . . . . . Kt–B1) 22 P–KtB ch and 23 P–Q–B (B6), etc.

22 Q–R6 ch
K–B2

Threatening not only 24 R×B ch, followed by P×Kt ch, but also 24 R–K6, Kt–R; 25 B×Kt mate.

23 . . . . . B×P

In a desperate endeavour to parry one danger, Black exposes himself to another. After 23 . . . . . B–Q1, however, White calmly continues 24 B×P, etc.

24 R×B ch

Sweeping away the last obstacles.

24 . . . . . R×R
25 Q×Kt ch K×Kt1
26 Q–R8 ch K×Kt2
27 B×R Resigns

The balance in material is even, but if 27 . . . . . B×KtP; 28 Q–Kt7 ch, K–K1; 29 Q–Kt8 mate, and if 27 . . . . . B–K3; 28 B×B ch, followed by Q×Q.

A very fine game.

QUEEN'S INDIAN DEFENCE

P–Kt3; 7 Q–Q2, etc., would create fresh confusion in the black King's defences.

7 B–B4
P–K3
8 P–K3
P–B4

Carying out the idea of his 6th move (P–KtB3), which was not to assign to this pawn an obstructive rôle.

9 Kt–Q2
B–Q3

If 9 . . . . . B×Kt2; 10 Q–R5 ch, P–Kt3; 11 Q–R5, B–KtB1; 12 Q–R3, and White takes the lead.

10 B×B
P×B

The doubling of the QB is compensated by the strengthening of his centre.

11 B–K2

Castles

If 11 . . . . . B×P; 12 R–Kt1, and now he cannot play 12 . . . . . Q×Kt4, because of 13 P–KtR4, Q–Kt3; 14 B–Kt5, or 13 . . . . . Q×RP; 14 R×B, Q–R8 ch; 15 B–B1, maintaining the extra piece.

12 B–B3

Consous of the fact that his opening strategy has brought him nothing, White tries to simplify.

12 . . . . . B×B
13 Q×B
Kt–B3
14 P–B3

Preventing 15 P–Q5 (Kt–Kt4; 16 Q–Kt2, P×P; 17 Q–Q5, etc.), whilst if at once 14 P–Q5, Kt–Kt5.

14 . . . . .
P–Q4

Preventing 15 P–Q5 and other attempts at expansion such as 15 P–Kt4 or 15 Kt–B4.

15 Castles QR
Castles KR is safer.

15 . . . . . P–QKt4

Heralding the battering-ram.

16 K–Kt1

Kt–R4

16 . . . . . Kt–R4
17 KR–Kt1
A counter-attack.

17 . . . . . Q–Q5
18 P–Kt4
P–B5

He does not allow the KKt file to be opened (either by 18 . . . . . P×P; 19 Q×KtP, etc., or by 18 . . . . . P×Kt3; 19 P×P, R×P; 20 Q×Kt2, etc.), but skilfully paralyses White's impetus.

19 P×P

He accepts the gift of a pawn, but 19 P–Kt4 is better.

19 . . . . . P–Kt5
Black succeeds in forcing open the critical files.

20 K–R1
P×P
21 P×P
QR–B1
22 P–B5
Q–B3
23 R–Kt3

If he thinks he can still combine attack with defence. He would have done better to restrict himself to defensive measures such as 23 R–Q8 B1.

23 . . . . . Q–R5

Finely played. The immediate threat is 24 . . . . . QR×P.

24 R×Q B1
Q–B3
25 Q–Q3

He hopes at last to relieve the pin of the KBP and to prevent 25 . . . . . R–R3 as well.

25 . . . . . R–R3
For if 26 Q×R, Kt–Kt6 ch; 27 Kt×Kt, Q×Q, besides which he has a convincing threat of 26 . . . . . Kt–Kt6 ch, followed by mate.

26 R–B2

Or 26 Q–B2, Q×Q; 27 R×Q, P×P, and Black has most advantageously recovered his pawn.

26 . . . . .

27 R–Kt1
QR–Kt3
28 P×P
P×P
29 P–QB4

This advance calls forth a catastrophe, but there is no valid defence against 29 . . . . . Q×R6, followed by . . . . . . Kt–T7.

29 Q–KxP
30 Kt×P
Kt–Kt6 ch
Resigns.

460

White

**NIMZOWITSCH MARSHALL**

(Bad-Kissingen, 1928)

A whole series of surprising moves, intertwined with a positional sacrifice (14 . . . . . Kt×P), leads to a winning attack by Black. A game of outstanding merit.
lies in the undeveloped state of the opposing K side.

15 R x Kt
Or 15 Q x Kt, P - QB4; 16 Q - R4, B - B3;
17 Q - R6 (the only refuge, for if 17 Kt x Kt5,
Q x B5, followed by 18 ... P - R3); 17
... Q x B5 ch; 18 K x Kt1, Q x BP;
19 K Kt x K2, KR x Q1, and Black's attack
prevails.

15 ... Q x R
16 P x Kt
After 16 Q x Kt, P - QB4, Black's advantage
would be still more pronounced.

16 ... Q x KBP
With the exchange and two pawns for the
piece, Black is at no disadvantage in material,
and the undeveloped state of White's forces
ensures for Black a dynamic superiority.

17 Q x Q1
18 Q x K2
19 K x B2
P x QB4

Continuing the sequence of masterly
moves.

20 P x P
This allows the second black Rook to get
into active play, but if 20 P x Kt5, P - R5,
followed by ... P - R6.

20 ... R x P
21 K x B3
R x R8

This invasion contains the threat 22 ...
Q x B8 ch; 23 K x Kt3, KR x R1, followed
by ... QR - R6 ch.

22 K x Kt3
In order to parry 22 ... Q x B8 by
23 Q x QB2.

22 ... P x QKt4
If (a) 23 P x P, B - QB4 ch; 24 Kt x B,
Q x R5 ch; 25 K x B3, P x Kt, etc.;
(b) 23 K x P, B x K5, with numerous
threats (24 ... B x Q6, or 24 ... P x QB3,
followed by ... R x Kt1).

23 Q x K5
P x P ch
24 K x Kt4
Q x B8
25 K x Kt5
Q x QKt4

Elegant to the end.

Resigns
(26 K x P, R - Q4 ch, or 26 Q x P, Q x P
ch; 27 K x P, R - B6 ch, followed by mate.)
Marshall at his best.

OLD INDIAN DEFENCE

461

White
Black

COHN
TCHIGORIN

(Carlsbad, 1907)

Loss or sacrifice? Whether it may be,
Black accepts the positional gift of a pawn
(12 Black's position), and has to look on while
White's attack gathers strength and speed.
A boldly contested game.

1 P - Q4
Kt - KB3
2 P - QB4
P - QB4
As White's 2 P - QB4, unlike 2 Kt - KB3,
exercises pressure on Q5, it is sounder to
delay the text move until after 2 ... P - K3,
and to hold a watching brief on the
central square.

3 Kt - QB3

The most energetic continuation, prepa-
ring 4 P - K4, and getting a piece into play.

4 ... P x Kt?
5 Q x B3
6 B - K5
More expeditiously, in view of the pressure
on K4, is at once 4 Q - B2, e.g. 4 ...
P - Q4; 5 Kt - B3, or 4 ... P - K3;
5 P x Kt4, P - Q4; 6 B x P, P x P; 7 P - K5,
with an advantage in space to White.

Another good method of preparing the
advance of the KP is 4 P x Kt3, P - Q4;
5 P x Kt, P x P; 6 P x Kt4, Kt x Kt; 7 P x Kt,
P - K3, or 4 ... P - K3; 5 P x Kt4, P - Q4;
6 Kt x P, P x P, with a complicated game.

4 ... P - K3
If 5 P x Kt4, P x Kt3, forcing the exchange
of the Bishop for the Knight.

5 ... P - KR3
6 B x R4
The desire to keep the Bishop costs two
tempi. Simpler is therefore 6 B x Kt1, Q x B;
7 P - K3, etc.

6 ... B - K2
7 P x K4
P - K5

As a move carries too many responsibil-
ities, the more solid alternative is 7 P - K3.

7 ... Castles
8 P - K5

Having committed himself in the centre,
he needs must continue a policy of violence.
For instance, if-
(a) 8 B - Q3, Kt - B3, with the double
threat of 9 Kt x P and ... Kt - Kt5.
(b) 8 Kt - B3, Kt - B3 (threat: 9 ...
P - KKt4; 10 B - Kt3, Kt x K5, etc.);
9 Castles, Kt - Kt5; 10 Q x Kt1, P x Q,
with counter-chances.
(c) 8 P - B3, P x Q, opening the game.
(d) Castles, P - Q4, freeing his game.
(e) 8 P - Q5, Kt x QP, etc.

8 ... Kt - Q4

The first minor surprise.

9 B - Kt3

More peaceful would be 9 B x B, Kt x B,
etc.

14 ... Kt x P
The justification for this positional sacrifice.
462

White 463

Black

APPEL 
TARTAKOWER 

(Lodz, 1938)

Whilst White indulges in an excess of manoeuvring, Black engineers an increasingly direct attack and succeeds in ransacking the ill-guarded fortress.

OAK INDIAN DEFENCE

19 ....... P–Q4
20 P–B5 
Kt–Kt1
All Black’s forces will now co-operate in the common cause.

21 Kt–Q3 
Q–K2

22 P–K3 
Weakening, but after 22 Kt–B1, Q–K5; 23 Kt–B3, Q–K4, etc., or 22 B–B3, Kt–B; 23 P–Kt, P–Kt1, etc., White’s position remains poor.

23 P×Kt 
Q–R5


24 R–B1 
K–R1

A daylight robbery is being planned.

25 Q–Q1 
P–KKt4

26 Q–K1 
Q–R3

27 K–R2 
P–Kt5

28 R–K1 
R–KKt1

29 K–K1 

As White has nothing to fear from the closure 29 ...... P–Kt6, and as neither 29 P×P; 30 R×P, etc., nor 29 Q×Q; 30 P×P, Q×P; 31 Q–Q4 is dangerous, he seems to have achieved the consolidation of his position.

29 ......... B×P

This irruptive sacrifice gains an essential tempo, for Black thus succeeds in eliminating the three pieces which separated his Rock from the adverse King.

30 P×P 

For if 30 P×P, B×P; 31 Q–B1, P×B; 32 R×P, Q×Q (Q×Q) db ch; 33 Q×Q, R–Kt1; 34 P–Kt3, QR–KKt1, winning with ease.

This Queen’s sacrifice, followed by a quiet move, is the most concise and elegant continuation.

30 .......

32 B×Q 
R×P

33 B–Kt1 
Q×Q

If 33 ..... QR–KKt1; 34 Kt–K5, R×B; 35 Kt–B7 ch, K–Kt2; 36 K×R.

34 Q×Kt 
B×Q

Resigns.
4  
This decision might have been deferred, but could hardly be avoided. After 4 ... 
P×B; 24 Kt×P, P×Q; 25 Q×Q, Kt×Q; 
26 Kt×B, K×Q; 27 Kt×Q, R×P; 
28 R×KtP, R×P, with approximately equal 
chances.

24 Kt×K3  Q×Kt4
A mistake! But after 24 ... Q×Q; 
25 B×P, Kt×Kt3; 26 B×Kt5, threatening 
27 R×R3, etc., White maintains an appreciable 
attack.

25 B×B6
Beautiful.

25 ...  Q×Q
26 R×Pch  K×R1
27 R×Pdisch
The swinging movement begins, and White 
recovers more than enough material.

28 ...  K×Kt1
29 R×Bch  K×Kt1
30 R×Ktch  K×R1
31 R×Ktch  K×R2
32 R×Q  K×Kt3
He recovers his piece, but remains three 
pawns to the bad. The rest requires no 
comment.

33 R×R3  K×B
34 R×Pch  K×Kt4
35 R×Kt1  K×Kt1
36 R×Ktch  K×B3
37 R×Bch  K×Kt3
38 P×QKt3  P×R4
39 P×P  R×P
40 Kt×B4  R×Q4
41 R×B4  Kt×Q2
42 R×Qch  K×Kt4
43 P×Kt3  Resigns.
NIMZOWITSCH VARIATION

465

White

Black

VIDMAR NIMZOWITSCH

(New York, 1927)

Owing to White’s rather passive play (12 B–K1, and again, 23 B–Kt1), Black skillfully seizes the initiative on the semi-open K file, and shows the utmost vitality on the long white diagonal. Modern strategy at its best.

1 P–Q4
2 Kt–K3
3 P–B4

Whether this relieving check is credited to Bogoljubow or—at a far earlier date—to Buckle, it typifies the modern tendency to proceed with the development of the forces, without hastening to occupy the centre by ... P–Q4.

4 B–Q2

More artificial would be 4 QKt–Q2, and more superficial 4 Kt–B3.

4 ......... Q–K2

A very rational post for the Queen. A more conventional continuation for both sides, 4 .... B–Kt; 5 Q–QKt, Kt–B3; 6 P–QKt3, B–Kt1; 7 B–Kt2, leads to a well-known variation of Queen’s Indian Defence proper, a remarkable affinity between two types of the “Indian Complex.”

5 Kt–B3

Unnecessarily interrupting the contact between the two contending Bishops, the text move helps Black’s development. White evidently cannot play 5 B–B, Q–B, winning a pawn; a more scientific line of play is 5 P–Kt3. A continuation which, at the cost of a tempo, forces an immediate settlement is 5 P–Kt3, B–B; 6 Q–B, followed by Kt–B3.


5 ......... Castles
6 P–K3 P–Q3

Thanks to White’s 5th move, Black can turn his attention to the centre and prepare .... P–K4. Less pertinent would be 6 .... P–QKt3; 7 B–B, Kt–Kt; 8 Castles, KB–B; 9 B–B, Kt–Kt; 10 B–B, Kt–B; 11 Kt–Q2, K–B; 12 P–K4, and the white Bishop’s diagonal is far more promising than its counterpart.

Poor strategy would be 6 .... B–Kt1; 7 B–Kt, Kt–Q5; 8 Q–B2, Kt–B; 9 Q–Bt, and White has the slightly better game.

7 B–K2

If 7 B–Q3, P–K4.

7 ......... P–QKt3

Strategy as well as psychology! Having restrained the white KB from controlling the strategic point K4, Black prepares to exercise that control himself.

8 Castles B–Kt2
9 Q–B2 QKt–Q2
10 QR–Q1

Intending, eventually, 11 Kt–Kt1, e.g. 11 .... B–K5; 12 B–Q3, or 11 .... B–B; 12 QKt–B, and White obtains full command of K4. Black’s next move thwarts this plan.

10 ......... Q–K2
11 B–B B–Kt
12 P–Kt5

The disputed square is conquered.

12 B–K1

A passive manœuvre, instigated by White’s desire to preserve his two Bishops. Better as once 12 Kt–Q2, or, with some risk, 12 P–Q5.

12 ......... P–KB4

“A posthumous” Dutch Defence, so to speak.

13 Q–Kt3 P–B4
14 Kt–Q2 Kt–Kt
15 R–Kt P–K4

The typical advance. Black has the better game.

16 P–Kt

Playing for the asset of the open Q file.

16 ......... P–R
17 P–B3

An artificial plan must serve, when a more natural one, such as 17 P–B4, is fraught with danger.

17 ......... P–Kt4

Preventing 18 B–R4, which could be played after 17 .... Kt–B3, or 17 .... QR–K1.

18 B–B2 Kt–B3
19 KR–Q1 QR–K1

A profound idea: Black rightly estimates that the adverse artillery on the open Q file is less dangerous than it looks, and, in consequence, he avoids exchanges and occupies a file which is potentially open.

20 Q–R4 B–R1

Parrying the double threat 21 Q–P or 21 R–Q7, which would win a piece for the exchange.

21 R–Q6

Intending ultimately B–K1 and B–B3, and if possible even R (Q)–Q2 and Q–Q1. But the manœuvre takes too much time.

21 ......... Q–K2

Hoping to open the KKt file by 22 .... P–Kt5.

22 B–B1

In order to play 23 P–B4, in reply to 22 .... P–Kt5. But now Black opens a breach in another manner.

22 ......... P–K5

Breaking the front.

23 B–K1


23 ......... P–P
24 B–B3


24 ......... Q–K2

Fatal would be 24 .... R–P; 25 Kt–K1, R–R; 26 R–Q8 ch.

25 R (Q)–Q3

Not 25 B–Kt1, Q–P ch; 26 Kt–K1, P–P; 27 B–P, Q–K8 ch, with mate to follow, nor 25 R (Q)–Q3, P–P; 26 B–P, B–B; 27 B–Kt1, Q–K5; 28 Q–B2, B–R6, etc.

25 ......... P–Q
26 B–P
27 B–Kt

After 27 Kt–B, Q–K5 ch, matters would run smoothly for Black.

27 ......... Q–K5

Creating an expressive ending.

28 R (Q)–Q2 B–R6

Decisive. (But not 28 .... R–B; 29 R–B, Q–R; 30 Q–R ch, and White escapes.)

29 B–B3 Q–Kt5 ch

And Black mates in two.

(A game typical of the modern style.)

White

Black

ENGLISCH BLACKBURN

(London, 1883)

A moment of inattention in the opening, and Black loses a pawn. But the magnificent fight which he makes of it subsequently more than redeems his delinquency.

1 P–Q4
2 P–Q4
3 Kt–Q3

Thus, then, we have—with a slight inversion of moves—an ultra-modern line of play,
the famous and frequently used Nimzowitsch Variation, applied before its sponsor was born.

Another example, also with an inversion of moves, is a game Steinitz—Engelsich, Vienna, 1882: 1 P—Q4, P—K3; 2 P—QB4, B—Kt5 ch; 3 Kt—B3, Kt—KB3, etc.

4 B—Q2
Strengthening his QB3, and thus assuming, for the time being, a defensive rôle.

4 P—K3
Castles
Kt—B3
P—QKt3
Fighting at long range—quite in the modern style—for the strategic square at his K5. A trenchant line of play, seeking a hand-to-hand fight in the centre, is 5 P—Q4; 6 P—K3, P—B4, and Black has sound prospects of speedily equalising the game.

6 P—K3
B—Kt2
An important alternative is 6 B—Kt1; 7 B—B, Kt—K5, and Black will be able, when necessary, to eliminate the adverse QB.

7 B—K2
More energetic is 7 B—Q3, for if in that case 7 ... KB—Kt1; 8 B—B, Kt—K5, there follows 9 B—Kt1, B—B; 10 Kt—Q2, B—Kt1 (10 ... B—B; 11 R—Kt1); 11 Q—K4, and White’s QB has survived and becomes his principal weapon of attack.

7 P—Q4
More in keeping with the general scheme is the formation of a restricted centre 7 ... P—Q3, or, as mentioned before, 7 ... KB—Kt1; 8 B—B, Kt—K5, etc.

8 Castles
QKt—Q2
A tactical inadverenture, which costs a pawn. Playable is 8 ... P—BxP or, if it is desired to keep up, or even to increase, the tension of the centre pawns, 8 ... P—B4.

9 Kt—B3
Crue! If now 9 ... P—Kt; 10 B—B, and if 9 ... B—B; 10 Kt—Kt1 ch, Kt—Kt1; 11 Kt—B3, etc., a good illustration of the danger of leaving pieces ungarded.

9 P—Kt
10 P—Kt
P—Kt
11 P—P 
12 Kt—K1
Kt—B3
A simple plan is 13 B—KB3.
White: FOHRL  
Black: LISSITZIN  

(Moscow, 1935)

White's scientifically prepared action culminates in a magnificent sacrifice of a Rook, a good illustration of the fact that the most profound strategic ideas lead quite naturally to concrete and conclusive measures.

1 P-Q4  Kt-KB3
2 P-QB4  P-K3
3 Kt-QB3  B-K15
4 P-K3  Castles
5 Kt-K2

White renounces the most natural move, 5 B-Q3, in order to avoid the doubling of his QBP.

5    ...  P-Q4

Straightforward strategy. An idea is ... R-K1, intending to reply to 6 P-QR3 by 6 ... B-B1.

6 P-QR3  B-K2

The simpler continuation 6 ... BxKt ch; 7 KtxB, PxP, 8 BxP, P-QR3; 9 P-QKt4, QKt-Q2, etc., tends to equalise the game.

7 PnP  PnP
8 Kt-K13  P-K4

It would be more solid to reserve this pawn for defensive purposes (... P-QB3), and to play 8 ... R-K1.

9 B-Q3  Kt-B3

10 Castles

If 10 ... P-Kt3 11 P-Kt4, PxKt; 12 BxP ch, K-B1; 13 Q-Kt, B-K3; 14 QKt-K2, etc., in White's favour.

10    ...  P-KK13

There is no threat yet of 11 ... PxB; 12 PxB, P-Kt4, because of 13 BxP ch. Black, with his text move, to limit once and for all the scope of the adverse Kt1, but the long black diagonal is weakened thereby.

11 PnP  Playing without delay for an extended fianchetto.

11    ...  BxP

12 P-Kt4  B-Q3
13 P-Kt5  Not yet 13 B-K12, P-QB5.

13    ...  Kt-K4

14 B-K1  QKt-K15

Instead of attacking with poorly coordinated forces, he would have done better to regroup them by 14 ... R-K1, with ... B-B1 and ... B-Kt2.

15 B-Kt2  P-KR4
16 P-R3  P-R5

Black tries to avoid loss of territory, but his forces lose their cohesion. Bad would be 16 ... Kt-KP; 17 PxB, Kt-B3; 18 Q-Q4, Kt-Q2; 19 QxQ, and White dominates the situation.

17 PxB  PxB

White's threats prevail. At the moment 19 KtxP or 19 P-Kt15 are on the tapis.

18 P-Kt5  Kt-Q2

19 P-Kt4  PxP ch

Not 19 ... Q-Q2; 20 Kt-K4, Q-Q4; 21 KtxB, etc., nor 19 ... B-K4;
20 Q-KR4, R-K1; 21 P-B4, B-Kt2;
22 R-B3, followed by RxP

20 RxB  P-K4

Here again 21 QxQ, QxP would help Black's counter-attack.

21 P-Kt3  Kt-Kt3

22 P-P  A shrewd plan (23 R-R2).

22    ...  P-B4

If 22 ... R-B2; 23 R-R2, R-K1 (or 23 ... P-B4; 24 KtxP, Kt-Kt1; 25 BxB, and wins); 24 KtxP, Kt-Kt1; 25 Q-BP, BxQ; 26 RxB mate.

23 PnP.p  BxP

24 Q-R6  B-Kt2

If 24 ... B-Kt1; 25 QxP ch, and if 24 ... B-B4; 25 RxB, and, finally, if 24 ... Q-K1; 25 RxB, RxR; 26 Kt-K4, QxKt; 27 B-R, and wins.

25 QxB  RxR

White even lets a Rook go in order to gain a tempo—an example of the passive sacrifice which consists in non-recapture.

26 Kt-K4  R-B2

This attempt to hold on to his gain indeed hastens the débâcle, which could have been deferred by 26 ... Q-K2; 27 Kt-KR, Q-QK2; 28 QxKt, etc.

27 Kt-Kt5  R-B3

If 27 ... Q-K1; 28 Q-Q7, K-B1; 29 BxP, RxB ch (or 29 ... K-K2; 30 BxB ch); 30 R-K1 ch, K-K2; 31 QxR, and wins.

28 RxB  QxB

29 R-Q7 ch  K-B1
30 R-KB1  Q-R ch
31 BxP  B-Q2
32 Q-K6  B-K1
33 Q-B5 ch  K-Kt1
34 B-R3  Resigns

(Inc view of the threat 35 Q-R7 ch, K-B1; 36 Kt-K6 ch, winning a piece.)

NIMZOWITSCH VARIATION

469

White: SÄMISCH  
Black: ENGELS  

(Brünn, 1928)

In the following beautiful game, the positional foundation of the contest leads to a scintillating finish, quite in the best Morphy style.

1 P-Q4  Kt-KB3
2 P-QB4  P-K3
3 Kt-Kt3  B-Kt5
4 P-QR3

Trying out a rigorous continuation which stood Sämisch in good stead on subsequent occasions, but which must be credited to Norman (Hastings, 1925).

4    ...  BxKt ch
5 PxB  P-Q3

Intending to exploit the weakness of the doubled pawn.

Complications result from 5 ... P-QKt3; 6 P-B3, P-Q4, as also from 5 ... P-Q4 at once (6 P-B3, P-QKt3). A constructive scheme is 5 ... Kt-K5; 6 Q-B2, P-KB4. If 5 ... Castles; 6 Q-B2, intending P-K4.
6 Q–B2
Another method of preparing P–K4 is 6 P–B3.

6 Q×K2
Or at once 6 ... P–K4; 7 P–K4, Castles; 8 B–Q3, etc.

7 P–K4 P–K4
Neutralising each other's efforts in the centre.

8 P–B3 Castles
9 R–Q2 Kt–B3
10 Kt–K2
Harmonious development, which preserves the flexibility of the central formation, instead of 10 P–Q5, Kt–Q1, etc.

10 ... Kt–K1
Too passive. Better is 10 ... Kt–Q2, where the Knight continues to be useful.

11 Castles P–QKt3
Intending ... Kt–R4, and eventually ... B–R3, besieging the weak point in White's formation, namely his pawn at QB4.

12 B–K3 Kt–R4
13 Kt–K3 B–K3
If 13 ... B–R3; 14 P–B5, B×B; 15 P×Q, B×Q; 16 P×Q, followed by P×R, and White wins the exchange.

14 Q–Q2 P–Kt3
15 P–B4 P×BP
16 R×P Q–B2
17 Q–Q5 B–Q5
Black's partial success in having provoked this advance is offset by his badly-placed KtKt. Nor is the centre hermetically sealed. If 17 P–B5, Q×P×P; 18 P×P, B–B5, and Black is able to effect exchanges.

17 ... B–Q2
18 QR–KB1 Kt–Kt2
19 Kt–B5 Kt–B4
After 19 ... B×Kt; 20 R×B, Kt–B4; 21 B×Kt, Kt×P×B; 22 P–K5, Q×P×P; 23 R×Kt, Black's position is still precarious.

20 B×Kt Kt×P×B
After 20 ... Q×P×B the continuation in the text would be still more decisive.

21 P–K5
A fine break-through of a type which is found in several Morphy games.

21 Q×P×P
Or 21 ... BP×P; 22 Kt–R6 ch, or 21 ... B×Kt; 22 B×B.

22 R–R4
Terrible threats such as 23 Kt–K7 ch or 23 R×P×B are in the air.

22 P–KR3
23 R×P
Fall of the last defences.

23 Kt–Q3
The Rook can be taken neither instead of the text move nor after 23 ... B×Kt; 24 B×B, etc.

24 Kt–K7 ch!
The coping stone.

24 Q×Kt
25 R–R8 ch Resigns
(For there is a mate in three by 25 ... K×Kt; 26 Q×R5 ch, K–Kt1; 27 R–R7 ch, K×B2; 28 B–Kt6 mate; or 25 ... K–B2; 26 B–Kt6 ch, K×B; 27 Q–R5 mate.)

470

White

Black

470

WINTER

SULTAN KHAN

(Hastings, 1933)

After the exchange of Queens, Black seems to be out of difficulty, whereas his troubles only really begin. Ingenious counter-attacks by the second player are countered by equally ingenious measures, which lead to a winning grand offensive by White.

1 P–Q4 Kt–K3
2 P–QB4 P–K3
3 Kt–QB3 B–Kt5
4 P–QR3 B×Kt ch
5 P×B P–B4
6 P–B3

In preparation for 7 P–K4. Once White's central structure is built up and secured, the KtBP will, at an opportune moment, be able to contest its journey and to initiate a direct attack by Kt–B4, etc. That is the strategic meaning of the Sämisch Variation.

If 6 Q×B2, Kt–B3; if 6 P–K3, Kt–K5; and if 6 Kt–B3, Q–Q4.

6 Kt–B3
Inconsistent, for in order to prevent 7 P–K4, and at the same time to continue the attack on the hostile centre, 6 ... P–Q4 is indicated.

7 P–K4 P–Q3
If 7 ... Q–Q4; 8 B–Q2.

8 B–K3
White seeks a harmonious grouping of his forces in preference to simplification by 8 P×P.

8 ... Q–Q4
9 Q–Q2 P–K4
10 P–Q5 Kt–K2
11 B–Q3 Kt–Kt3
12 Kt–K2 Q–R5

The object of the text move is eventually to continue either with 13 P–QKt3 and ... B–R3 or with ... P–QR3 and ... Q–K4, whilst preventing 13 P–QR4 and immobilising the adverse KB.

13 Kt–Kt3
If 13 P–B4, Kt–Kt5, etc. Too slow would be the preparatory 13 P–R3.

13 Kt–Kt3 P–K4
As he cannot very well castle on either side (on the Q side after 13 ... B–Q2), he indulges in meek demonstrations. Better would be 13 ... P–Kt3.

14 Q–Kt2
A skilful manœuvre. Perceiving that Black's weaknesses are of a permanent character, White resolutely plays for wholesale liquidation.

14 R–QKt1
In order to mobilise the QB. If 14 ... P–R5; 15 Kt–B5.

15 Q–Kt5 ch Q×Q
He has to unohandle his adversary's pawns, for if 15 ... B–Q2; 16 Q×Q, Q×Q; 17 Kt–B5.

16 P×Q P–R5
17 Kt–K2 B–Q2
18 P–R4 K–K2
19 K–B2 Kt–R4
20 P–Kt3
Played principally with a view to advancing the KtBP, which will have very considerable dynamic effect.

20 ... R–R2
21 R–Q4 KP×P
If at once 21 ... B–Kt5; 22 P–B5, whereas now Black has freed the square K4.

22 P×BP B–Kt5
An indirect attack on the KtBP.

23 P–K5
Instead of the unimposing continuation 23 P–B5, Kt–K4, the thrust in the text livens up the game.

23 ... B–Kt1
24 B×Kt P×B
25 Kt–B1
Seeking salvation in a counter-attack, according to a well-known formula.

26 QR–KB1 R–B4
27 KR–Kt1 P×P
If 27 ... R–R3; 28 R–Kt5.

28 B×P ch K–Q2
29 P×P R×P ch
30 K–Q3 R×P ch
31 K–B4 R–B4
32 R–Q1 ch K–B2
33 KR–K1
A telling move. White is not anxious to regain his pawn at once by 33 R×P, but, instead, he prepares a ruthless attack.

33 ... R–B2
Clearly not 33 ... P–Kt3; 34 R–K7 ch, K–B1; 35 R–K8 ch, K–B2; 36 B–Q6 ch, etc.

34 B×P R–R1
If 34 ... P–Kt3; 35 R–K6.

35 R–K5 K–B1
Parrying the threat 36 R–B5 mate.

36 P–Kt6
Renewing the mating threat, whilst realising that the imprisonment of the Bishop is only temporary.

36 ... R–B3
Or 36 ... R–B5 ch; 37 K–Kt3,
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R—B4; 38 R—K7, R—B4; 39 R (Q1)—Q7, which is decisive.

37 R—B5 ch R—B3
38 R×R ch P×R
39 P—R5 K×K2
40 R—Q7 ch K—R3
41 B—Kt8

The point! The Bishop is freed and the value of the QKtP increased.

[41 ... K×P
42 K—B5 K—R5
43 B—K5

The most precise move.

43 R—K1
44 R—R7 ch K—K6
45 B—B7 Kt—B3
46 P—K7 K—B7
47 K×P

Avoiding the last shal. If 47 P—Kt8 (Q), Kt—Q2 ch; etc.

47 ... R—K3 ch
48 B—Q6 Resigns.

471

White

BOGORJUBOW

Black

MONTICELLI

(San Remo, 1930)

Although this game is interesting and well-fought throughout, its outstanding feature is a finish of quite exceptional liveliness, where three consecutive sacrifices by Black lead to a problem-like mate.

1 P—Q4 Kt—KB3
2 P—QB4 P—K3
3 Kt—Q3 P—B5
4 Kt—B3

A nonchalant continuation, aiming at development pure and simple, without even reserving, as does 4 P—K3, the option of the KKt1's alternative development at K2.

4 ... P—Kt3
5 B—Kt5 B×Kt ch
6 P×B B—Kt2
7 P—K3 P—Q3

The restricted centre. With fine judgment Black refrains from casting in a hurried and conventional manner, which would favour White's attacking chances, as all his forces

are aimed at the King's wing. Unpinning by 7 ... Q—B1; is rather artificial, and its consequences are illustrated in a picturesque game Dyckhoff—Priswitz (played by correspondence in 1929):

8 B×Kt, P×B; 9 Kt—R4, K—K2;
10 B—Q3, Q—Kt1 (threat: 11 ... Q—Kt4);
11 P—B4, Kt×KtR4; 12 Q—K2, Q—Kt5;
13 Q—KtB2, Kt—B3 (13 ... P—Q3, followed by ... Kt—Q2 tends to consolidation);
14 Q—K5 (not at once 14 Kt—Kt6 ch, P×Kt; 15 P—Kt3, Kt—Kt5), resigns, for after 14 ... P×P; 15 P×P, Kt—R4;
16 Kt×Kt6 ch, P×Kt; 17 P—Kt3, the black Queen is "on the spot."

8 B—Q3 QKt—Q2
9 Castles Q—K2

The threat ... P—K4 is prepared, but in addition Black can castle on the Q side.

10 Kt—Q2

Preparing P—K4, which would however, have been better to have played at once e.g. 10 P×Kt, P—KtR3; 11 B×Kt, Q×B;
12 Q—Q2, etc., with an even game.

10 ... P—KtR3

Not at this stage, and still less on the next move, 10 ... Castles KR; because of 11 P—B4, and then P—K4, assuming the offensive.

11 B—R4 P—KtKt4
12 B—Kt3 Castles QR

A fighting scheme.

13 P—QR4 P—QR4

Evidently necessary, in order to prevent 14 P—R5.

14 R—Kt1 QR—Kt1
15 P—B3

If 15 Kt—Kt3 (intending 16 P—B5), Black plays 15 ... B—B3, with the counter-threat .... B×R×P.

15 ... P—R4
16 P—K4 P—R5
17 B—K1

After 17 B—Kt2, P—Kt5, followed by .... P—Kt6, would effect a break-through, whilst if, after the text move, 17 .... P—Kt5; 18 B—P4, P—Kt6; 19 P×R.

17 ... P—K4
18 P—R3

He hopes to prevent the counter-advance of the KKtP once and for all. But, instead of this plethora of preventive measures, he should hasten to seek chances in the advance 18 P—B5, QP×P; 19 P×Q, etc.

18 ... Kt—R4
19 P—B5

The chances afforded by this pawn sacrifice are considerable.

20 P—Q5 Kt—B5
21 Kt—B4

Threatening 22 P—Q6, P×P; 23 Kt×KtP.

21 ... R—R3

Preparing a counter-sacrifice of the exchange which will break down White's impetus.

22 R—B2

For if 22 P—Q6, R×P; 23 Kt×R ch, Q×Kt, and Black has the attack and two pawns for the exchange.

22 ... P—B4

Threatening to swamp the enemy sector by 23 ... P—Kt5, which forces White to join issue in the centre.

23 P—Q6 R×P
24 Kt×R ch Q×Kt
25 B—B4 R—B1
26 P×P R×P
27 R—Q2

White overrates the results of this occupation of the open Q file. It would be wiser to exchange Queens.

27 ... Q—K2
28 Q—Kt3

Leading to a direct threat after 29 QR—Q1 or 29 B—Kt5, but 28 B—Kt5 at once would be more effective.

28 ... R—B1

In order to reply to the scheme indicated above by 29 ... Kt—B3. White must now change his tactics and assume the defensive.

29 B—Q3 P—K5

He perseveres. If 29 ... Kt×B; 30 R×Kt, P—K5; 31 P×P, and neither 31 ... B×P; 32 R—K3, nor 31 ... Q×P; 32 Q—B2 would have the desired effect.

30 B×KP B×B
31 P×B Q×P
32 Q—B2

The strongest resistance would result from 32 Q—Kt5.

32 ... Q—B3
33 P—B4

In order to prevent inter alia 33 ... P—B5, followed by .... Kt—Q6.

33 ... Kt—K7 ch

A sacrifice with threefold effect: masking (37 K—R2, Q—Kt7 mate), unmasking his Rook, and depriving the King ultimately of a flight square.

36 ... Kt×R
37 R×Kt R—B8 ch
38 K×R Q—R8 ch

Forcing the King into a mating net reminiscent of a problem.

39 K—B2 Kt—Kt5 mate.

472

White

MICHELL

Black

COLLE

(Hastings, 1930-1)

The following game illustrates the folly of attempting too much. Its main feature is White's skilful defence against four black pieces which become mixed in their cooperation.
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1 P—Q4  Kt—KB3
2 P—QB4  P—K3
3 Kt—QB3  B—K5
4 Q—Kt3
A scientific continuation which strengthens the square at QB3 (4 ... B × Kt ch; 5 Q × B) and at the same time forces Black to guard the Bishop.

4 ... B—Q4
A less active defence is 4 ... Q—K2, but the Zürich Variation has many confirmed followers.

5 P × P  Kt—B3
A sound intermediary manœuvre, for if at once 5 ... B × P; 6 Kt—B3 (avoiding the pitfall 6 B—Kt5, B × P ch); 6 ... Castles; 7 B—Kt5, White has the better game.

More artificial is 5 ... Kt—R3.

6 Kt—B3
Timid is 6 B—Q2, whilst 6 B—Kt5 presents no difficulties.

6 ... Kt—K5
Enterprising. ... Increases the pressure on White's QB3 and of relieving it by 6 ... B × P or neutralising it by 6 ... Castles; 7 B—Kt5, etc.

If 6 ... Q—R4 (a false alarm); 7 B—Q2, Q × BP; 8 P—QR3, B × Kt; 9 B × B, and White has slightly the better position.

7 B—Q2
A curious miscalculation would be 7 Kt—Q2, Kt—Q5; 8 Q × R4 (or 8 Q—Q1), B × Kt; 9 P × B, Kt × QBP, and the Queen is lost.

7 ... Kt × P (B6)
Continuing harassing tactics. As for 7 ... Kt × B, whilst it certainly deprives White of the two Bishops, it gives him chances on the Q file.

8 Q—B2  P—B4
The turning point of the game. Black is under threat of 9 P—QR3, B × Kt; 10 B × B, Castles; 11 P—QK4, and for that reason he wishes to create a point of support for his errant Knight at K5. Nevertheless, the advance in the text implies a certain weakness which White will exploit in a scientific manner.

Less impulsive is 8 ... Castles; 9 P—QR3 (best, for if 9 P—K4, Q—B3; and if 9 P—K3, P—Q4; or again, if 9 P—KtK3, P—Q4); 9 ... B × Kt; 10 B × B, and only now in face of the imminent threat 10 ... P—B4;

11 P—QR4, Kt—K5; 12 B—Kt2, P—QKt3;
13 P—K3, B—Kt2; 14 B—K2, R—QB1;
15 Castles KtR, Q—K2; 16 KR—Q1, P—Q3, and the struggle is at its height.

9 P—KtK3
Very finely White no longer troubles about the massed black pieces on the Q side, and proceeds with his own purely positional plans.

9 ... Castles
Perfunctory play. He should immediately apply the counter-measure 9 ... P—Q4.

10 B—Kt2  P—Q4
A more reserved policy would be 10 ... P—QKt3; 11 Castles KtR, B—Kt2; 12 KR—Q1, etc., but White would still have the easier game.

11 P × P  P × P
12 P—QR3  P × Q
With this policy of constant surprises Colle has scored many a success, but on this occasion it fails against the rock-like defence of an opponent of no mean calibre.

13 P × B  Kt × P
14 Q—Q1
Clearly not 14 Q—B1, Kt—Q6 ch.

14 ...  B—K3
15 Castles  B—Kt6
He fails to see that his attack has gone, or else he would have steered into calmer waters by playing 15 ... P × Kt; 16 B × P, Kt—Q4; 17 B × Q, Kt × Q, etc.

16 Q—B1  P × Kt
17 Q × P
A change of scene! Black's three minor pieces being unguarded, he can no longer avoid loss in material.

17 ...  Kt—B7
For if 17 ... Kt (Kt5)—R3; 18 R × Kt, etc.

18 Q × Kt (B5)  Kt × R
19 R × Kt  Q—Q4
20 Q × Kt4  Q—B5
21 Kt—Q4
Ruthlessly adding to his gains.

21 ...  KR—Q1
22 Q × B  Resigns
(22 ... R × Kt; 23 Q × Q ch, R × Q;
24 B × Q5 ch.)
A sad ending to a hazardous adventure.

White
STAHLEBERG
Black
PETROV

(Lodz, 1938)

An impressive example of a blockade on a full board! The game, incidentally, demonstrates that the advantage of "the move" is at times overrated.

1 P—Q4  Kt—KB3
2 P—QR4  P—K3
3 Kt—QB3  B—K5
4 Q—Kt3  Kt—B3

The Zürich Variation. This active defence was already employed in a game Steinitz—Englisch, Vienna, 1882. But after 5 Kt—B3, P × P; 6 P—Q4; 6 P—K3, etc., it ended in a listless draw in seventeen moves.

5 P—K3
Preserving the option of developing the KtKt at K2. It is to be noted that 5 P × Q5, P × P; 6 P × P, Kt—Q5; 7 Q × Q, B × Kt ch; 8 P × B, Kt—B4 gives White no more than equality.

5 ...  P—Q4
Showing that besides the intended ... P—K4, Black, after ... Castles and ... P—Q3, also intends to contest the centre.

6 P × P
He should play 6 Kt—B3. Premature would be 6 P—B5, on account of 6 ... P × Kt; 6 ... P—B6;
7 ... P × B
Continuing the sequence of conventional moves, which in no way hinders the adversary's plans. Better is 7 B—Q3.

7 ...  Q—K2
8 P—QR3  B × Kt ch
9 P × B  Castles
10 B × Kt
Consistent, but bad. By playing 10 Kt × B3, speeding up his mobilisation, White could still hope to redress the balance.

10 ...  P × B
11 Kt × B  B—R3
A powerful combattant.

12 Q—B2  Q—K5
Obtaining a favourable liquidation.

13 Q × Q  Kt × Q
Threat: ... B × Kt, followed by ... Kt × QBP.

14 P—B3  Kt—Q3
15 P—QR4  QR—K11
16 K—B2  R—Kt6
17 B—R3  KR—Kt1
He increases the pressure and resists the bait 17 ... B—Kt7; 18 K × B, R × P; 19 KR—Q1, and White will advantageously regain his pawn.

18 B—Kt4
Neither 18 KR—Q1, B × B; 19 B—B5, R (Kt1)—K2, etc., nor 18 B × Kt, P × B; 19 QR × Q1, R—Kt7; 20 KR—K1, R—R7, etc., would enable White to redress the balance.

19 KR—K1  B—B5
Preventing 20 QR—K1, which now would lead to 20 ... R × R (not 20 ... R × Kt ch; 21 R × R, R × R; 22 K × B, P × QR4; 23 B × Kt, R × R; 24 B × P, followed by B × P); 21 R × R, P × QR4, winning a piece.

20 P × R5
Again threatening 21 QR—Kt1.

20 ...  Kt × Kt4
Opposing the threat, which now would be answered by 21 QR—Kt1; R—Kt ch; 22 R × R, B × R; 23 K × B, Kt × BP ch.

21 QR—B1
If 21 P × K4, P × P; 22 P × P, R × K1; 23 P—K5, P—B3.

21 ...  P × KtB
As the QKt file is blocked, Black concentrates his efforts on the K file.

22 P—B4
To eliminate the break-through ... P × B5, and also to relieve by K—B3 the permanent pin of the Knight. But the move has serious disadvantages.

22 ...  Kt—Q3
A versatile Knight.

23 K—B3
Not 23 R—OKt1, Kt—K5 ch, nor 23 B × Kt, P × B; 24 K—B3, R × R7.

23 ...  Kt—K5
A formidable blockade.

24 R—QR1  P—KR3
25 P × R3  P—Kt4
Already threatening 26 ... B × Kt ch; 27 R × B, P × Kt5 ch.
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26 P×P  P×P 27 P×R

Acquiescing in his fate. But White is beyond help, e.g. 27 P×Kt4, P×Pch; 28 P×P, P×B; 29 B×P, B×B; 30 P×Kt, K×B ch (more conclusive than 30 ... R×B1 ch; 31 Kt×B, P×Kt; 32 P×P, etc.); 31 R×B, R×B1 ch, forcing capitulation.

27 ... B×Kt ch

This game shines like a jewel against the frequently aired background of modern strategic conceptions.

474

White  Black

VIDMAR ALEKHINE

(San Remo, 1930)

A game of the first rank, in which Dr. Alekhine’s conceptions prove to be more profound than his tenacious adversary’s. Opening finesse (7 ... Q×B, Q×B; 12 ... Kt×Q, Kt×Q) has finally decided the middle game (20 ... Kt×Q, ch; final duel between Rook and Knight (51 ... R×Q): how finely chiselled it all is!

1 P×Q 4  P×K3

2 P×Q4  Kt×B3

3 Kt×QB3  B×K15

4 Q×B  P×Q4

5 P×Q3

Challenging a decision at the cost of a tempo. If 5 P×K3, or 5 Kt×B3, P×B4. A risky plan is 5 B×Kt5, P×P; 6 Castles, etc., but midway between these various ideas lies the clear-cut continuation 5 P×P, Q×P (if 5 ... Q×P, P×Q×P; 6 B×Kt5, without any risk); 6 P×K3, P×B4; 7 P×Q3, B×Kt ch; 8 P×B, P×QKt3; 9 Kt×B3, QKt×Q2, etc., with equal chances.

5 ... B×Kt ch

Playable also is 5 ... B×K2.

6 Q×B  Kt×K5

7 Q×B2  Kt×QB3

Intending 8 P×K4, and eventually ... B×B4. A more standardised line of play is 7 P×Q4; 8 B×P, Kt×Q3; 9 P×K3 (or 9 Kt×B3, Q×Q4 ch, etc., but not 9 P×QKt4, Q×B3); 9 ... Q×Q4 ch; 10 B×Q, Kt×B; 11 Q×Kt, Q×BP, with an even game.

8 P×K3

The continuation 8 Kt×B3 lends more support to the centre, but even then Black can play 8 ... P×K (e.g. 9 P×K3, B×B4, etc., or also 9 QP×P, B×B4, threatening 10 ... Kt×K6).

8 ... P×K4

9 P×B

Artificial. A continuation which creates widespread and perplexing complications is at once 9 BP×P, Q×P; 10 B×B4, Q×R4 ch; 11 P×Kt4, Kt×KtP; 12 Q×Kt, Kt×B7 db ch; 13 K×K2, and the white King’s wanderings begin.

9 ... Kt×B3

10 P×Q  P×Q4

11 B×B4  Q×Q3

12 P×P  Kt×P

13 B×Q  Castles

14 B×Kt4  P×B4

A subtle retort, for if now 15 B×P, Q×B; 16 B×P ch, R×B; 17 Q×Q, then 17 ... Kt×Q ch, followed by ... Kt×Q, shatters White’s hopes.

15 R×Q  Q×B3

16 B×Q2  B×B4

A fresh and well-managed surprise, by which Black obtains a favourable exchange.

17 Q×B  Kt×B

18 B×B1  KR×K1

Black now obtains an enduring initiative, as 19 P×K4 fails on account of 19 ... Kt×KP.

19 K×B2  R×K3

Making effective the threat 20 ... Kt×K5 ch; 21 P×R, R×B3.

20 Kt×R3  Kt×K5 ch

21 K×K1  Kt×K3

22 Q×Q  Q3

Or 22 Q×B4, QR×K1, etc.

51 ... R×Q4

After delicate preparatory manoeuvres, here is something concrete.

52 P×B  R×K4

An efficient “frontier guard.” White cannot now play 53 Kt×P, by reason of 53 ... R×BP; 54 Kt×K6, R×B3, and the Knight is cornered.

53 K×K4  R×B3

54 P×B  R×B2

55 P×Kt3

Or 55 P×B6, R×P; 56 Kt×P, K×K5, etc.

55 ... K×K5

56 Kt×B5 ch  K×Q5

57 Kt×K3 ch  K×K4

Resigns

A masterly game.

475

White  Black

FINE REYNOLDS

(Ostend, 1937)

In the following game Black rises to the heights of modern strategy.

1 P×Q  Kt×B3

2 P×Q4  P×K3

3 Kt×QB3  B×Kt3

4 Q×B2  B×Kt3

As also against 4 Q×Kt3, the Zürich idea aims at obtaining the control of the centre (.... P×K4, with or without ... Castles, and ... P×Q3).

5 Kt×B3

If 5 P×K3, P×K4.

5 ... Castles

He could even play 5 ... P×Q3 at once, e.g. 6 B×Q2, P×K4.

A different and less flexible, although playable, line is 5 ... P×Q4.

6 B×Q2

A consolidating manœuvre. Either 6 B×Kt5, R×K1; 7 P×Q3, P×Q3; 8 B×K2, P×K4, etc., or 6 P×Kt5, K×Q4; 7 P×Q3, B×Kt ch; 7 ... Q×B, Kt×K5; 8 Q×B2, P×B4, and Black contests the mastery of the centre.

6 ... P×Q3

7 P×Q3  B×Kt1

8 B×B  R×K1

Another open sesame in the centre is 8 ... Q×K2; 9 P×K3, P×K4, etc.

9 R×Q1  Q×K2

10 P×K3

If 10 P×K4, P×K4; 11 P×Q5, Kt×Q5.

10 ... P×K4

At last!

11 P×Q5  Kt×Kt1

12 Kt×Q2

Less sound is 12 B×K2.
12 ....... QKt—Q2
13 P—K4
Kt—R4
Initiating an action on a grand scale.

14 P—KKt3
P—KB4
A temporary pawn sacrifice.

15 P×P
P—K5
Threatening 16 .... P—K6.

16 B—K2
QKt—B3
17 Castles
If 17 QB×Kt, Kt×B; 18 P×Kt4, P—K6; 19 P×P, Kt×P; 20 B×Kt, Q×R ch.

17 ....... B×P
18 KR—K1
Q—B2
19 Kt—B1
Kt—K5
Threatening 20 .... P—K6 or 20 .... Kt×BP.

20 Kt—K3
Kt×Kt
21 P×P
Q—Kt3
22 B—B1
B—B2
After 22 B×Kt, Q×B the Bishops of opposite colours would render White's defence more difficult, as Black's Bishop would become practically inexpugnable.

22 ....... B—K15
23 R×Q
Q×B
But not 23 .... B—B6; 24 B—Kt2, simplifying. If, after the text move, 24 QR—Q1, Kt—B3. So White tries to tie the opposing forces to the defence of their advanced KP.

24 B—K12
Kt—B3
25 R—KB1
Kt—K5
26 B—Q2
Kl—K4
Artistic manoeuvring. If now 27 B×P, Kt—B6 ch; 28 R×Kt, B×B, winning the exchange.

27 R—B4
Kt—Q6
28 R—B1
P—KR4
Black's evolutions are animated by a praiseworthy spirit of aggression.

29 B—QB3
R—K2
30 Q—K2
R—KB1
31 Q—Q2
Q×Q ch
White, reduced to inactivity, awaits events.

31 ....... R×Q ch
32 R—B4
Threatening 32 .... P—R5; 33 P×P, B—R6; 34 R×R, R×R, followed by .... R—B7.

32 R×B
He throws ballast overboard.

32 ....... Kt×R
33 KP×Kt
P—R5
34 Q—K3
P×P
35 P×P
R—K2
36 R—Q2
B—Kt5 ch
37 R—KB2
B (R1)—K1
38 K—R2
Q×B
39 B—Q4
P×KKt3
He skillfully provides his Rooks with an effective base of action.

40 B—QB3
R—R2 ch
41 K×Kt
K—B2
42 P—B5
Ineffective would be 42 Q—Q4.

42 ....... B—B6
43 B×B
Or else 43 .... Q—K15.

44 P×B
Q×Q ch
45 R—Q6
Threatening 45 .... R—K6.

45 B—Q2
R (K1)—KR1
Treach impressively.

46 P—B5
Fighting to the end.

46 ....... Q×R ch
47 Q×Q
R×Q ch
48 K—Kt2
R (R1)—R7 ch
49 K—B3
R×R ch
50 K×R
Kt×P×P
51 P—B6
P×P
A jewel of aggressive chess!

CATALAN SYSTEM

White

Black

RESHEVSKY
TREYSTMAN

(New York, 1938)

Blockading strategy in the grand style, and highly characteristic of the winner's play.

1 P—Q4
Kt—KB3
2 P—QB4
P—Q3
3 P—KKt3
The Catalan Gambit, which avoids a pin after 3 Kt—KB3, B—K5, and at the same time prevents the Queen's Fianchetto (3 Kt—KB3, P—QKt3).

3 ....... B—Kt5 ch
Or 3 .... P—Q4; 4 B—Kt2, P×P; 5 Q—Q4 ch, Kt—Q2, etc. A modern variation of the Queen's Gambit Accepted, in which White's fianchetto formation would be very effective.

4 B—Q2
Q—K2
5 B—Kt2
Castles
6 Kt—KB3
Bringing about a position which can result from Buckle's Defence (1 P—Q4, Kt—KB3; 2 P—Kt4, P—K3; 3 Kt—Kt3, Kt—B5 ch; 4 B—Q2, Q—K2; 5 P—Kt3, Castles; 6 B—K2, etc.).

6 ....... P—Q4
Unpromising. A more stubborn defence arises from 6 .... B×B ch; 7 Q×B, Kt—K5; 8 Q—B2, P×Kt, etc.

7 Q—B2
Kt—K5
He unwisely relies on a policy of exchanges. Stronger is 7 .... P×B, and Black's game is tenable in spite of the difficulty of exploiting his imprisoned KB.

7 ....... Castles
8 B—Q2
Kt×B
If 8 .... B×B; 9 Kt×B.

9 QKt×Kt
P—QB3
10 P—K4
B×Kt
11 Kt×B
P×P
12 Kt×P
Kt—Q2
13 P—B5
White has a definite advantage: tactically, the occupation of Q6 by a Knight is promised; strategically, a blockade is forestalled.

13 ....... P—K4
A move dictated by the desire to open a way for the Bishop, and by the general considerations of an active defence. But it is too bold considering the K file is already half open.

14 P×P
Kt×KP
After 14 .... Q×KP; 15 KR—K1. The open K file would be exclusively White's own.

15 KR—K1
Kt—Kt3
Anticipating the latent threat by the Rook against the Queen, e.g.:
(a) 15 .... B—Kt5; 16 P×B, Kt—Kt3;
17 Kt—Q5, Q—Q2; 18 P×B, Kt—K2;
19 Q×K, and wins.
(b) 15 .... B—B4; 16 Q—B3, threatening
17 Kt—Q6, etc.
(c) 15 .... P—B3; 16 P×B, Kt—B2;
17 Kt—Kt5, and wins.

16 Kt—Q6
Q—B2
17 P—B4
B—Q2
Or 17 .... R—Q1; 18 P×B, Kt—B1;
BUDAPEST DEFENCE

477

White

Black

RUBINSTEIN

VIDMAR

(Berlin, 1918)

The following encounter is the first example of the Budapest Defence to be found in a Masters' Tournament. The ultra-rapid development of the black forces leads to a decisive sacrifice of the exchange.

1 P－Q4

Kt－Kb3

2 P－Q4

Kt－Kb4

Thought out and elaborated in Budapest chess circles in 1917, this defence, if not altogether sound, is both brilliant and interesting.

3 P × P

Kt－Kt5

4 B－Q4

Kt－Q3

If 4 P－Q3, KKt－K4; 5 B－Q2, and White tries to exploit the weakness of the adverse formation.

5 Kt－Kb3

B－Kb4

6 Kt－B3

B－Kb5

More solid is 6 QKt－Q2, e.g. 6 Q－Q2; 7 P－Q3, KKt×KP; 8 Kt×Kt (of course, neither now nor on the next move 8 P－B3, Kt－Q6 mate); 8 Kt－Kt; 9 P－K3, B－Kt ch; 10 Q×B, P－Q3, and the fighting has died down.

6 Q－K2

More precise is 6 B－Kt ch; 7 P－B, Q－K2; for now White would have to play 8 Q－Kt3.

7 Q－Q5

Maintaining his gain.

8 B×P

Q－R6

A critical moment. The following line of play offers good practical chances: 8 P－B3; 9 P×P, Kt×P (B3); 10 Q－Q3, P－Q3, and the superior disposition of Black's forces compensates for the pawn invested.

9 R－B1

If 9 Q－Q2, Q－K2; 10 Q－Q5, etc.

9 P－B3

Conceding the pawn, but claiming the initiative.

10 P×P

Or 10 P－K6, P×P; 11 Q－R5 ch, P－Kt3; 12 Q×Kt, P－Kt4, and Black regains his piece with advantage.

10 P－Q3

Kt×P (B3)

11 Q－Q2

P－Q3

12 Kt－Q4

Castles

13 P－K3

He underestimates Black's resources. His best play would be 13 P－B3.

13 Kt－Kt

He takes advantage of the moment when 14 Q×Kt is not available, to effect a break either diagonally as in the text, or vertically after 14 KJ×Kt.

14 B×P

Kt×Kt

Or 14 KP×Kt, Kt－Kt5; 15 Q－Q3, R－Kt1; 16 B－Kt2, Q×P, etc.

14 Kt－Q4

Kt－K5

15 Q－B2

Q－R4 ch

16 K－K2

Or 16 K－Q1, B－B4; 17 B－Q3, Kt×P ch, etc.

16 Q－B

A clearance sacrifice.

17 P×P

B－B4

18 Q－Kt2

Kt－Q7 ch

19 K－B3

Kt－Kt5 ch

20 K－Kt3

Kt－Kt5 ch

21 K－Kt4

His morale has weakened. Better is 21 Kt－B3, after which Black could reinforce his attack by 21 . . . . . . P－R4. But the "undecided decision" in the text brings about a débâcle.

21 Q－Q3

22 B－K2

R－R3 ch

23 B－B5

R－B ch

24 K－R

Kt×B ch

None too soon—25 K－Kt4, Q－R4 mate.

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White

Black

YATES

SPIELMANN

(Carlsbad, 1923)

This game is noteworthy for the skill displayed by White in changing his advantage in mobility into one of territory, which in turn is translated into one of material. These most instructive changes are effected not only with an implacable logic, but with a light artistic touch.

1 P－Q4

Kt－KB3

2 P－Q4

Kt－Kt5

3 P×P

Kt－Q4

He gives back the pawn in order to preserve an advantage in development.
21 B × P c h.
A temporary sacrifice.

21 ....... K × B
22 Q − K 3
A subtle manoeuvre, which is based on the fact that his opponent's two minor pieces are insecure.

22 ....... P − B 3
23 P × K t P × K t
24 R × R Q × R
25 Q × R c h
More astute than at once 25 Q × B.

5 P − K 3, Kt − Q B 3; 6 P − Q R 3, P − Q R 4, and Black regains his pawn, without inconvenience for the time being.

3 Q − K 3
In this Rook ending, the victory of the extra pawn still appears problematic, but White solves all difficulties with virtuosity. If 30 R − Q 1, K − K 3, etc., whilst now the white Rook finds a way of getting into effective action on the Q side.

16 Castles Kt − B 4
A temporary sacrifice of a pawn in preference to the timid 16 ... P − B 3.

17 P × P B − K 5
18 P − B 6
Returning the pawn under the most favourable conditions.

18 ....... Q × P
19 K t − Q 5 Q − Q 1
20 Q R − K 1 K t − K 4
Better is 20 ... B − B 4. White refutes the text move very prettily.

5 Kt − B 3
A sober continuation, instead of holding on to his pawn by 3 B − B 4.

7 P − K t P B − Q 4
8 P − Q R 3 B − K t
Or 8 P − K 2; 9 Kt − Q 5, Kt × K t c h (in order to preserve the two Bishops): 10 Q × K t, B − K 4 t; 11 P − K R 4, B − R 3 (for if 11 B − B 8 P; 12 Q − R 5); 12 P − K K t 4, and Black's position fast becomes unsafe.

11 B − K 2 Kt × K t c h
12 B − K 2 K − K 4
13 B − K 2 B − K 3
14 Castles Q − Q 2
Not 13 K t × P; 14 B × K t, B × B; 15 Q − Q 4 (or 15 Q − K t 4), winning, nor yet 13 ... B × P; 14 B × B, Kt × B; 15 Q − Q 5 (if 15 B × P, then, not 15 ... K × B; 16 Q − K t 4 c h, K − R 1; 17 Q − K t, to White's advantage, but 15 ... Kt × P; 16 P × K t, K × B, remaining with an extra pawn); 15 ... K t × K t 4; 16 Q × K t 4, and White has the better game owing to his more compact pawn formation.

14 P − B 5
Finely played! White creates a lasting weakness in the opposing camp.

14 ....... K R − Q 1
15 P × P Q × P
16 Q × Q P × Q
After the exchange of Queens, Black's task becomes even more arduous.

17 K R − Q 1 Q R − B 1
If 17 ... B − B 5; White would disdain the gain of a meagre pawn by 18 B × K t, B × B; 19 R × P, etc., but would still play 18 B − K 1.

18 R − Q 4
An effective post for the Rook.

21 B × P c h.
A temporary sacrifice.

21 ....... K × B
22 Q − K 3
A subtle manoeuvre, which is based on the fact that his opponent's two minor pieces are insecure.

22 ....... P − B 3
23 P × K t P × K t
24 R × R Q × R
25 Q × R c h
More astute than at once 25 Q × B.

The simple means by which White obtains first a positional and then a material advantage are noteworthy, whilst his methodical persistence in turning his extra material to account equals the best performances of the great end-game virtuosi.

1 P − Q 4 K t − K 3 B 3
2 P − Q B 4 P − K 4
3 P × P K t − K 5
4 K t − K 3 B 3
He does not attempt to refute Black's defence (by 4 P − K 4 or otherwise), and relies on simple and rational development.

4 ....... K t − Q B 3
Another possibility is 4 ... B − B 4;

White

Budapest defence

Thomas Réti

(Baden-Baden, 1925)
47 P—KB5
The battering-ram.

47 . . . . P × BP
48 R—Kt7 ch K—K3
49 R × P R—Q3 ch
50 K—B3 K—K4
51 P—R6 R—K3
52 R—R8 R—K5
53 P—R7 R—K2
54 K—K4 P × P

The balance in material is restored.

55 K—K5
Nothing could be achieved without the King's intervention, for after 55 R—KB8, R × P; 56 R × P, R—R6; 57 R—Q5, K—K5, etc., a draw would be in sight.

55 . . . . P—B5
56 K—B6
Very shrewd play! After 56 K × P, P—B6, a draw would result, whereas, after the text move there is a threat of 57 K—Q6, R—KB2; 58 R—K8 ch, or 57 . . . . R—K5; 58 R—KB8.

56 . . . . K—B7
If 56 . . . . P—B6; 57 K—Q6, P—B7; 58 K × R, P—B8 (Q); 59 R × K8, followed by P—R8 (Q), and wins.

57 K × P
Winning the decisive tempo.

57 . . . . P—B6
58 K—B6
And again the King's progress (K—Q6) is all-important, and not the advance of the QBP.

58 . . . . R—B2
After 58 . . . . R—Kt2; 59 P—B5, Black can play neither 59 . . . . K—B8; 60 R—KB8, nor 59 . . . . K—K7; 60 R—Kt8.

59 P—B5 K—B8
60 K—Kt6 P—B7
61 P—B6 K—K7
62 R—K8 ch K—Q6
63 P—R8 (Q) P—B8 (Q)

Black puts up a heroic resistance; he also has queensed a pawn, and more finessing will be needed before White can finally secure the victory.

64 R—Q8 ch K—B7
65 Q—R2 ch R—B7
66 K—Q5 R—B5
67 Q—Q5 Q—K8
68 Q—Q3 ch K—B8
69 Q—R3 ch K—B7
70 Q—B5 ch K—K7
71 R—QKT8

In order to reply to 71 . . . . R—Kt5ch with 72 Q × R ch, etc.

71 . . . . R—QR5
72 K—B7 dis ch K—R8
73 R—Kt3
Preparing without more ado for a final liquidation.

73 . . . . Resigns
(73 . . . . K—R7; 74 Q—QB2 ch, or 73 . . . . Q—K7; 74 Q—B1 ch, etc.)

For once the great composer of end-game studies, Réti, found his master.

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White Black

ALEKHINE TARTAKOVER

(London, 1932)

The effect of a fine retrograde manœuvre by White (8 Kt—QKt1) is most remarkable. There is no doubt that no master has done as much as Dr. Alekhine to enrich chess strategy.

1 P—Q4 Kt—KB3
2 P—QB4 P—Q4
3 P × P

All kinds of methods of refusing the Budapest Gambit are ineffective, such as 3 Kt—K3, P × P, or 3 B—Kt5, P × P, or 3 P × K4, Kt × P, or, timidly, 3 P—K3, P × P; 4 P × P, P—Q4, etc., and Black's game has reached emancipation without any trouble.

Against 3 P × Q, the continuation of a game N.—Romano, Rio de Janeiro, 1936, was as follows: 3 . . . . B—B4; 4 P—QR3 (another dilatory measure; the storm breaks); 4 . . . . B × BP ch; 5 K × B, Kt—K5 ch; 6 K × K, P—KB4; 7 Kt—Kt6; P—Q3; 8 Kt—B3; P—B5 ch; 9 K × Kt, B—B4 ch; 10 K × B, Q—B3 ch; 11 K—K4 (or 11 K—Kt4, P—R4 ch, etc.); 11 . . . . Q—Kt3 mate. Beautiful!

3 . . . . Kt—K5

The Leipzig Variation, recovering his pawn at once, but at some risk.

4 Kt—Q2
Or 4 Kt—KB3, Kt—Q3; 5 Kt—Kt2, Kt—B4, etc. Less good is the precautionary measure 4 P—QR3, giving up a tempo to prevent . . . . B—Kt5 ch.

4 . . . . Kt—B4
More useful than 4 . . . . B—Kt5.

5 Kt—Kt3
Kt—B3
6 P—KKt3

Scientific treatment. 6 P—QR3 yields nothing, e.g. 6 . . . . Q—K2; 7 P—K3, Kt × P; 8 Q—B2, P—QR4; 9 P—QKt3, P—QKt4, etc., even with an even game, but not 7 P—QKt4, Kt × P; 8 P—K3 (if 8 P × Kt, Kt—Kt6 mate; and if 8 Kt × Kt, Q × Kt, etc.); 8 . . . . Kt—Q6 ch, to Black's advantage.

6 . . . . Q—K2

He prefers to recover his pawn rather than to continue, in gambit style, 6 . . . . P—Q3; 7 P × P, B × P; 8 B—Kt2, B—B4, etc., without practical chances.

7 B—Kt2 P—KKt3
Not yet 7 . . . . Kt × P; 8 Kt × Kt, Q × Kt; 9 Kt—B3, which would favour White's development.

8 Kt—QKt1

Profound as well as original. The Knight is bound for Q5.

9 . . . . Kt × P
9 Castles Kt × Kt ch
He allows his adversary to obtain a powerful base of action on the K side. Far preferable is 9 . . . . P—Q3.

10 P × Kt Kt—K2
11 R—K1 Kt—K3
12 Kt—B3 Castles

13 Kt—Q5 Q—Q1
Not 13 . . . . Q—B4; 14 B—K3, Q × P; 15 B—KB1, Q—B3; 16 Kt—Kt7 ch, and wins.

14 P—B4 P—QB3
Black's position is already difficult, but it would be wiser to avoid this weakness by playing at once 14 . . . . P—Q3.

15 Kt—B3 P—Q3
16 B—K3 Q—B2
17 R—Q81 B—Q2
18 Q—Q2 QR—Q1
19 Kt—K1 B—Q1
Black has succeeded in consolidating his position up to a point, but White finds a way of reinforcing his pressure.

20 Kt—K4 Kt—B4
He decides on an active defence.

If 20 . . . . P—KB4; 21 Kt × P, B × P;

22 Q × B, R × Kt; 23 R × R, Q × R; 24 QB × P, and White has won a valuable pawn. And if 20 . . . . P × Kt; 21 Kt—K3, P × Kt4.

21 Kt × P Kt—R5
22 P—QB5 Kt × KtP
23 R—K1
Black must now provide against the threat 24 B—Q4, Kt—R5; 25 B × B, K × Kt; 26 Q—Q4 ch, followed by Q × Kt.

23 . . . . P—QK4
This abrupt advance is magnificently refuted. If 23 . . . . B—B4; 24 B—B1, and if 23 . . . . B—K3; 24 B—Q4. He should have made the best of 23 . . . . Kt—R5, with the probable loss of two minor pieces for a Rook.

24 P × P P×P
Giving up a piece in order to give his pawn a chance to triumph.

24 . . . . Q × Kt
If 24 . . . . P × P; 25 R × P.

25 Q × Q R × Q
26 P × P B—Kt2
Or 26 . . . . B—K3; 27 B—B5, QR—Q1; 28 B × R, followed by B × P and P—R8 (Q).

27 B—B5 QR—Q1
28 B × R

29 B × P B × B
30 R × B R—K1
31 R—Kt6 R × P
32 R—Kt8 mate.
30. ENGLISH OPENING

White

Black

STAUJTIN

HORWITZ

(London, 1851)

Here we see a methodical blockade—which would do credit to the technicians of modern times—allowing White gradually to increase his zone of influence and, at the right moment, to launch his final assault.

1 P—QB4

A remarkable feature of Staunton’s play is that he was familiar, e.g. the restricted centre, the fianchett0 development, bilateral, work, the theory of the local engagement, etc., and, last but not least, the English Opening (sometimes called the Staunton Opening).

1 . . . . . . P—K3

2 Kt—QB3 P—KB4

Trying to revert to the Dutch Defence. But White, instead of playing 3 P—Q4, decides on a restricted centre (5 P—Q3), with action on the wings.

3 P—KKt3

A scientific treatment.

3 . . . . . . Kt—KB3

Here and on the next move the thrust 3 . . . . P—K4 would rest on the centre, but would, in effect, mean a loss of time.

4 B—Kt2 P—B3

Restricting the scope of the adverse KB, but his own development lags behind.

5 P—Q3 Kt—R3

He uses the respite accorded by White’s last move for acrobatic evolutions, but 5 . . . . . B—K2, or even 5 . . . . B—Kt5, would be more natural.

6 P—QR3 B—K2

7 P—K3

The restricted centre.

7 . . . . . . Castles

8 KKt—K2 Kt—B2

9 Castles P—Q4

10 P—K3 Q—K1


11 B—Kt2 Q—B2

Another modern idea: the occupation of a potentially open file.

12 . . . . . . B—Q2

Black’s plan is to complete his mobilisation behind a curtain of pawns. White, however, does not wait, and himself starts an affray in the centre.

13 P—K4

He uses this pawn as a lever, as he foresees that the opening of the KB file and later on the QB will be of little use to his adversary.

13 . . . . . . BP×P

14 QP×P QR—Q1

15 P—K5

A far-sighted plan. Sooner or later White will succeed in re-opening the long diagonal.

15 . . . . . . KKt—K1

16 B—B4 P×P

17 P×P

White’s pawn formation on the Q side is spoilt, but the striking force of his pieces becomes greater. Static warfare imperceptibly changes into a war of movement.

17 . . . . . . B—B4 ch

18 K—R1 B—K6

19 R—QQ1 P—KKt3

20 Q—Kt3

A useful maneuver.

20 . . . . . . B—B1

21 Kt—K4 B—Kt3

22 QR—Q1 Kt—R3

23 Q—B3 R×R

If 23 . . . . Q—B2; 24 Kt×Q. The potential value of the long black diagonal begins to make itself felt.

24 R×R Kt—B4

25 Kt—Q6 Q—B2

26 Q—B2 Kt—Kt2

27 P—Kt4

The steam-roller.

27 . . . . . . Q—Q2

28 B—Q4 Q—QB2

It is clear that Black has been outmanoeuvred.

29 P—Q4

Threat: 30 P—R5, B×P; 31 B×Kt.

29 . . . . . . Kt—R3

30 P—QB5 B—R4

31 Q—Kt3 P—Kt3

32 Kt—K4 P×P

After 32 . . . . Kt—K1, Black’s situation remains precarious.

33 Kt—B6 ch K—R1

If 33 . . . . R×Kt; 34 P×R.

34 Q—Kt3 Kt—K1

35 B—R1

Clearly, the pawn won by Black can have no influence in such a position.

35 . . . . . . Kt×Kt

36 Necessary, in order to parry the threat 36 R—Q7, but now the long black diagonal definitely comes to life.

36 P×Kt K—Kt1

37 B—K5 Q—QKt3

38 B—K4

Heralding the eventual threat of B×KtP.

38 . . . . . . Q—KB2

39 Kt—Kt1 B—Q1

40 P—Kt5 B—Kt2

41 Kt—B3 R—K1

With a view to 42 . . . . B—B2; 43 B×B, Q×B.

42 B—Q6

With the cruel threat of mating the Queen by 43 Kt—K5.

42 . . . . . . B×P

43 P×B Q×P

44 Kt—Kt5

Harrying the disabled enemy.

44 . . . . Q—Kt2

45 B—K5 Q—Q2

46 B×KtP Resigns.

6 P—Q4

Reverting to the classical lines of the Queen’s Gambit Declined.

7 Kt—B3 Castles

8 P—QKt3 QKt—Q2

A more comfortable plan is 8 . . . . P—B4, with . . . . Kt—B3.

9 B—Kt2 Q—K2

He allows his enterprising Bishop to be exchanged for a Knight.

10 Kt—QKt5 Kt—K5

11 Kt×B P×Kt

12 Kt—Q2 QKt—B3

Instead of the more active 12 . . . . Kt×Kt, followed by . . . . P—B4.

13 P—B3 Kt×Kt

14 Q×Kt P×P

Instead of releasing the pressure in the centre, he could have intensified it by 14 . . . . K—K4.

15 B×P P—Q4

Clearly so as to prevent P—K4.

16 B—Q3 KR—B1

The plan of exploiting the open QB file is good, but the hope of turning it into the main field of battle will prove too one-sided.

17 QR—K1

A deep conception, which rejects simplification by 17 QR—B1, and allows Black the mastery over the only open file on the board. Tactically, the thrust P—K4 is being prepared.

17 . . . . . . R—B2

18 P—K4 QR—QB1

Without any precise target, but with hopes of the future.

19 P—K5 Kt—K1

20 P—B4 P—Kt3

21 R—K3

The Rook is making for KKt3 or KR3.

21 . . . . . . P—B4

Too abrupt.
22 P×P P×P 
The frontal pin of the KP could be eliminated here by 22 ... Q×P.

23 P×B Kt×K5
He must close the critical K file even if only superficially. For if 23 ... Kt×P×P; 24 B×P.

24 B×Kt P×B
25 P×Kt
Far-sighted calculation or foresight.

25 ....... R×B7
A hasty reply, which seems to win a piece, but unleashes the latent energy of the white forces. He should have played 25 ....... P×P, although White still has a fine attack after 26 R×Kt3, Q×Kt1; 27 Q×R6, etc., or 26 ....... Q×R2; 27 R×B6, R×Kt2; 28 R×R3, etc., or 26 ....... Q×Kt2; 27 P×Q, P×Kt4; 28 Q×Kt5, R×K1; 29 R×B6, etc.

26 P×P ch K×R1
Hopeless would be 26 ....... K×P; 27 R×R ch, K×Kt1; 28 R×Kt ch, K×R2; 29 Q–B4 (threat: 30 Q–Qk4); 29 ....... P×K; 30 R×R ch, K×Kt1; 31 Q×Kt4 ch, Q×Kt2; 32 Q×P ch, followed by mate.

27 P×Q5 dis ch P×K4
The critical moment.

28 Q×Kt4
A Queen's sacrifice of exceptional splendour. If 28 P×Q6, Q×Kt2.

28 ....... QR×B4
If 28 ....... Q×Q, there is a mate in seven by 29 B×P ch, K×P; 30 R×B ch, K×Kt3; 31 R×Kt ch, K×R3; 32 R×B ch, K×R2 (or 32 ....... K×R4; 33 R×B...

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White TARTAKOWER
Black LASKER

(St. Petersburg, 1909)

An interesting feature of this fine game is the highly modern method employed by Black in exploiting the weakness of the white square complex in his opponent's position, and the subtle means he uses in turning this advantage to account.

1 P×Q4 P×K4
An enterprise reply, after which White plays a Sicilian Defence, with a move in hand.

2 Kt×Q3 Kt×KB3
3 P×Kt3
The Bremen System, which eschews any immediate commitments.

3 ....... B×K2
Very reserved play. A heavy instrumentation results from 3 ....... P×Kt3. Black can obtain a free game by 3 ....... P×Q4; 4 P×P, Kt×P; 5 B×Kt2, Kt×Kt3 (far more independent than 5 ....... B×Kt3; 6 Kt×B3, Kt×Q3; 7 Castles, B×K2; 8 P×Q, P×P; 9 Kt×P, or 5 ....... P×B3; 6 Kt×B3, Q×B2; 7 P×Q4, etc.); 6 Kt×B3, Kt×Kt3; 7 Castles, B×K2; 8 P×Q3, Castles; 9 B×K3, B×Kt5, and Black contests the initiative.

4 B×Kt2 Castles
5 Kt×B3 P×Q3
To be followed by 6 ....... QKt×Q2, keeping the Q file intact, whereas after 5 ....... Kt×B3; 6 P×Q, P×P; 7 Kt×P, the Q file is unmasked, to White's advantage. Not 5 ....... P×K5; 6 Kt×Kt5, winning the KP.

6 Castles QKt×Q2
7 P×Q3
More straightforward would be 7 P×Q4, for now Black will himself try to push his QP forward.

7 ....... P×B3
8 Kt×Kt1 Kt×Kt3
9 P×K4 P×Q4
10 BP×P
He allows a weakness to emerge at his Q3 as he foresees its speedy elimination. Otherwise 10 Q×K2, or 10 KP×P, P×P; 11 Q×K2, etc., would be to the point.

10 ....... P×P
11 P×P Kt×Kt4
12 Kt×Kt1 P×Kt
13 P×Q4 P×P
14 Q×P B×B3
15 Kt×B2 B×B3
16 Q×K4 Q×R4
Skilfully evading the threat 17 R×Q1.

17 Kt×Q4 B×Kt1
18 Q×KB Kt×Q1
White controls a long diagonal while Black manoeuvres on an open file. If White's Queen may be said to survey a wider territory, she is at the same time more exposed than her rival.

19 B×Kt5
The more modest 19 B×Q2 would give White a well-balanced game.

19 ....... P×Q3
If 20 B×Q2, Q×Q1.

20 P×Q3 Kt×Kt3
21 Q×KR4 Kt×B5
22 P×Q4 Q×Kt3
If 23 B×K4, then not 23 ....... P×B4; 24 B×BP, but, without fear, 23 ....... P×Kt3; 24 B×RP, P×B; 25 Q×P, B×B4, and White's impetus is broken.

23 ....... P×Kt3
An important measure, which puts an end to an illusory attack.

24 B×K7
Incorrect would be 24 QB×P, P×B;
25 Q×P, B×Q4, etc.

24 ....... Q×B2
25 B×B5 Kt×K4
26 B×K3
If 26 KB×P, Kt×Kt3.

26 ....... Kt×Q6
27 KR×Q1 B×K6
28 R×Kt1 B×Q4
After much careful maneuvring, he succeeds in eliminating the guardian of the white squares in the enemy camp, which White can ill afford, in view of his weakness at KB3.

29 B×B R×B
30 Q×K4 Q×Q2
All three open files are in Black's keeping.

31 R×R2
Not 31 Q×Q1, Kt×BP.

31 ....... R×K1
32 Q×K2 P×QK3
33 R×B2 R×Q1
34 Q×K4 P×QK4
35 P×B4
A risky advance, but White is fighting for air.

35 ....... R×K1
36 Q×B3 Q×K3
37 B×B2
Clearly not 37 B×P, Kt×K8, etc.

37 ....... R×Q2
38 K×Kt2
A little better is 38 R×B3. But not 38 R×Q2, Kt×K4.

38 ....... K×Kt6
Black stresses his opponent's weakness at QKt3. The harrying tactics employed by him from his 24th move onwards now give way to more concrete measures.

39 Q×B6
The only playable counter-measure. If 39 R×Q2, Q×RP; 40 KR×Q1, KR×Q1; 41 Kt×Kt1 (in order to play 42 B×P, without fear of ....... Kt×Kt3 ch); 41 ....... Q×P, and neither 42 R×Kt, R×R; 43 R×R, Q×Kt8 ch, nor 42 B×P, Kt×Kt4; 43 R×R, Q×Kt8 ch, etc., will save White.
ENGLISH OPENING

18 B—B3
After 18 Castles, B × P; 19 R × B, R × R; 20 K × R, Q × R5 ch; 21 K × K, Q × K5 ch; 22 K—Q4, B—R3, White’s King is in a bad way. If 23 B—Q3, Q × K4 mate; and if 23 K × Q3, K × K5 mate. If 18 P × Q, K × Q2; and if 18 B—K3, Q—K1; 19 B—B3, B × Q2, maintaining the pressure.

18 B × QR
Or 19 Q—K3, Q—K4.

19 B × K3
20 P × QR3
He still cannot castle. If 20 Castles KR, R × B; 21 P × R, B × R6; 22 K × R1, Q × R4, etc., and the attack increases in intensity; and if 20 Castles QR, B × R5.

20 B × R4
Threat: 21 K × K4; 22 Q—B3, R × KtP; 23 Q × R, Q × B ch; 24 K—B1, R × B; 25 P × R, Q × BP; 26 R × Kt1, B × Kt4; 27 K × K1, Q × K6 ch; 28 K × Q1, B × R5 ch, and wins.

21 Q × Q3 B × QK4
22 Q × Q2 Q × K3
23 Castles
At last White can castle, but there is no safety even now.

23 R × R5
24 B × K2
The only way to meet some extent the terrible threat of 24 R × B5 ch, for if 24 B × K4, B × Kt4; if 24 P × QK3, R × P; and if 24 Q × Kt, R—B5 ch; 25 K × Q1, Q × Kt8 ch; 26 K × K2, R × B7 mate.

24 B × B B × B
25 Q × B B × B
A brilliant conception. If now 26 B × B, R × B; 27 Q × R, R × B5 ch; 28 K × Q2, Q × B7 ch; 29 K × K1 (or 29 K × K3, Q × K5 ch; 30 K × Q2, R × B7 mate); 29 R × K5 ch, with an early mate.

26 B × Q2 R × K5
27 Q × Kt5 R × Q5
28 Q × K2
If 28 B × B, B × K6 ch; and if 28 K × R1, Q × K5.

28 R × P
29 B × B
If 29 Q × B4, Q × Q6, as Black has an advantage in material.

29 B—B3
QR × KB4
30 P—KKt3 P—Q4
41 Kt × B1 B × Kt4
Winning the exchange and avoiding a trap by 31 P × P; 32 B × P.

32 B × Q2 Q × B3 ch
33 K × Kt1 R × R
34 B × B
Otherwise a piece is lost. The rest is Kismet.

34 R × R ch
35 Q × R Q × B5
36 B × B4 P × Q
37 Q × Kt4 Q × Q4
38 K × B2 P × B4
39 K × K2 Q × K5
40 Q × Q7 R × K1
Resigns.

White
485
NIMZOWITSCHE RUBINSTEIN
(Dresden, 1926)

A beautiful example of ultra-modern chess. White’s surprising conquest of the open K file, after a series of deep manœuvres contrived with great cunning, leads to a well-earned victory.

1 P × Q4 B × Q4
2 Kt × KB3
A very interesting scheme, tried out by Nimzowitsh in the same tournament, and sometimes called the Dresden Variation, is 2 Kt × KB3, Kt × KB3; 3 P × Kt4 (instead of 3 Kt × B3 or 3 P × Kt1); 3 Kt × B3; 4 P × B4, P × Q3; 5 Kt × B3, etc.

2 Kt × KB3
Kt × B3
3 P × Q4
Preventing his opponent from gaining the initiative.

4 P × P Kt × P
5 P × Kt4
Entertaining play.

If 5 P × Kt3, Kt × Kt; 6 KtP × Kt, B × Kt1; 7 B × Kt2, B × Kt2, etc., with equal chances.

5 Kt × Kt5
He could revert to Grünfeld’s Indian Variation by 5 Kt × Kt; 6 KtP × Kt, P × Kt1; 7 P × Q4, etc.
ENGLISH OPENING

This and the following move preserve the character of the English Opening, while 2 Kt—KB3 reverts to the Zukertort–Reilly Opening.

Preparing to support the centre. Playable also, without any preparation, is 2 P—Q4 (3 P×P, Kt×P×P; 4 Kt—B3, P—Kt3, etc.); or as in the preceding game, 2 P—Kt3, 3 P—Q4 (P×P, Kt×P×P, etc.). A close struggle results from 2 ... P—Kt3 (P—Kt4, Q—P; 3 P—B4, etc.) or 2 ... P—Q3.

A modern line of attack.

Leading to a violent clash in the centre.

If first, 4 BP×P, P×P; 5 P—K5, the reply 5 ... Kt—Kt5; 6 P—Q4, P—Kt4, etc., is interesting.

If 4 ... P—Q4, 5 P—Q5; 6 Kt×P, P×P; 7 B×P, P×P, Black has nothing to fear.

A beautiful final effort.

Desperation; a victim falls by the wayside, for if 34 ... B×B; 35 Q—B6 ch, Kt×Kt; 36 Q×B, and if 34 ... P×P; 35 Kt—K6, P—R4; 36 Q—B6 ch, Kt×Kt; 37 Kt—Kt5 ch, K—R3; 38 B—K4 (the move for which White was playing); 38 ... P×R; 39 B—B8 ch, K—R4; 40 Kt—B3, or 34 ... P×R; 35 Kt—K6, threatening 36 Q—B6 ch, K—R2; 37 Kt—B8 ch.

35 Q×Q ch Q×K
36 P×B Resigns.

A game which impressively illustrates two features of the art of the contemporary technician: in rounding off the corners in the most complicated openings, and in exploitation in an inexorable end-game of the slightest weakness in the enemy camp.

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If 4 ... P—Q4, 5 P—Q5; 6 Kt×P, P×P; 7 B×P, P×P, Black has nothing to fear.

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35 Q×Q ch Q×K
36 P×B Resigns.

White

Black

Alexander Fine

(Nottingham, 1936)

A game which impressively illustrates two features of the art of the contemporary technician: in rounding off the corners in the most complicated openings, and in exploitation in an inexorable end-game of the slightest weakness in the enemy camp.
White's camp can definitely be won by Black, but he will encounter a stubborn and ingenious resistance.

24 R—Q1  R—K1
25 K—B1  R—K3
26 R—K1  K—B1
27 P—Kt3  P—KKt4
28 R—K4  K—K2
29 K—K2  P—KB4
30 R—K3  K—B3
31 K—Q3  R—Q3 ch
32 K—B2  P—B5
33 R—K2  K—K4
34 B—B1  R—B3
35 K—Q3  P—Kt4
A very fine move.

36 KtP x P  P x P

Cool, calm and collected! If 36 .... P x P, then not 37 K—K4, B x KBP; 38 B x B, R—K3 ch; 39 K—B3, P—Kt5 ch, winning the exchange; but 37 K—B2, P x P; 38 P x B and the “dead points” in Black's position prevent the full deployment of his forces.

37 R—K4  K—B4
38 P—B3  R—Q3 ch
39 K—B2
More resisting is 39 K—K2.

39 .......  P x P
40 R x P  R—KKt1

A salient point. Although the forces are balanced, and all eight pawns equally weak, Black’s prospective passed pawn proves more dynamic than its counterpart.

41 R—R4  R—Kt7 ch
42 B—Q2  R—Q4
43 R x P  P—R5
44 R—R8  R—R6
45 R—B8 ch  K—K3
46 R—QK8  R—R8
47 R—K8 ch  K—Q3
Resigns.

487

White  Black
GOLOMBEK  HOROWITZ
(Warsaw, 1935)

A fine game. White deserves credit for the ingenious way in which he wins a pawn, and still more for the clever and patient manner in which he turns this gain to account in a quaint Bishop’s ending.

1 P—QB4  Kt—KB3
2 Kt—QB3  P x B
Supporting the square Q4 in the same way as 2 .... P—K3, but more rigidly.

3 P—K4  P—Q4
4 P x K5
The exchange by 4 BP x P, P x P; 5 P—K5, P—Q5, etc., would needlessly free the black forces.

4 .......  KtKt—Q2
More independent is 4 .... P—Q5; 5 P x Kt, P x Kt.

5 P x Q  P—K3

The game assumes the character of an ultra-closed French Defence.

6 Kt—B3
He wisely develops his pieces in preference to extending his front—and responsibilities—by 6 P—B4.

6 ........  B—K2
7 B—Q3  P x P
Gaining a tempo, without, however, being able to free his centre.

8 B x BP  Kt—Kt3
9 B—Q3  P x Q
10 Castles  Kt—Q2
The exchange 10 ....... Kt x Kt; 11 P x Kt deserves consideration. While it reinforces White’s centre, it reduces his chances of attack.

11 Kt—K4  P—KR3
He must provide against the threat of 12 B—KKt5, followed by B x B and Kt—Q6.

12 P—QR3  B—Q4
13 P x P  Kt x BP
14 Kt x Kt  B x Kt
15 P—QK4  B—K2
16 B—K2  B—Q5

Black can develop his game only with difficulty, as neither 16 .... Castles nor 16 .... P—QK3 is inviting. Even the attempt at simplification by 16 .... Kt—B5 would turn out to White's advantage after 17 B—Kt5 ch, B—Q2; 18 Kt x Q, B x B; 19 Kt x B, etc.

17 Kt—Q4
A fine centralising move, resulting in the survey of four squares in hostile territory, the prevention of 17 .... B—B3, and the preparation for 18 Q—Kt4.

17 ....... Castles
18 Q—Kt4
The beginning of a direct attack which, although difficult to sustain, will have a lasting effect.

18 .......  B—K1
19 QR—Q1
Leaving the other Rook for duty on its natural file. Ineffective would be 19 Q—Q4, P—KKt3; 20 B—B1, K—Kt2, as Black, by his last move, has wisely strengthened his KKt3, which prevents the sacrifice 21 Kt x P.

19 .......  R—B1
20 B—K4
White has no intention of embarking on an altruistic combination by 21 Kt x P, P x Kt, etc., or 21 B x Kt, Q x B, etc. He wants rather to clear his third rank. Incorrect would be 20 Kt x P, P x Kt; 21 Q x KP ch, B—B2.

20 .......  R—B5
21 R—Q3
The “mountain artillery.”

21 .......  Q x Q
22 R—KKt3  P—KKt3

Having provoked this weakening of the adverse King's field, White takes up the attack with fresh vigour.

23 B—Q3  R—B1
24 P—B4  Kt—B6
25 P x B  P x P
26 Kt x P

Masterfully. 26 B x P, which looks very forcible, would yield very little after 26 .... Q x Kt ch; 27 Q x Q, Kt—Kt7 ch; 28 K—B2 (or equally 28 K—R1, Kt x Q, etc.); 28 .... Kt x Q; 29 B x R, B—QKt4.

26 .......  B—K4
27 P—K4  P—Kt4
28 B x P  Q x Q
29 P x B  Kt—K7 ch
30 K—R2  R—B5

Preventing the worst.

31 Q x R  Kt x R
32 K x Kt  Q x B
33 P x P
A quick win could have been obtained here by 33 Q—B4, B—B3; 34 R—B2, Q—B6 ch; 35 K—R2, R—K1; 36 P—K6.

Both players were short of time.

33 .......  Q x KP ch
34 K—R3  K—R1
35 Q—B4  Q x Q
36 R—Q7

In this interesting ending, White's extra pawn at KR6 is a host in itself.

36 .......  B—B3
37 R—Q4
Unavailing would be 37 B—Kt6, B—P ch; 38 K x B, R—KKt1; 39 R x P, R x B ch; 40 K—B3, R—KKt3, etc., and if 37 B—K6, R—KKt1 (not now) 37 .... B x P ch; 38 K x B, Kt—K1 ch; 39 R—K4, P x B; 40 R x R ch, K x R; 41 K—B3, and wins.

37 .......  R—K1
38 P—K4  K—K1
39 K—R4  R—B5
40 K—K5  P—Kt3
41 K x B  K—K6
42 P—Kt5  R—R1
43 P—Kt3  R—K1
44 R—Q7  R—R1
45 K—K7  B—B5
46 R—Q8 ch

Bringing about, with a sure hand, a Bishop's ending in which Black succumbs in spite of the temporary restoration of the balance in material.

46 .......  R x R
47 K—R  B x P
48 K—B7  B—B5
49 K—Kt7  B—K3
50 B—Q3  R—P4
51 K x P  R—R5
52 K—B6  B—Kt6
53 K—Q6  B—R7
54 K—K7  B—K6
55 K x B  R—B7
56 B—Kt5  B—Kt6
57 B—K8  Resigns.
31. RÉTI-ZUKERTORT OPENING

White

RÉTI

Bogoljubow

(New York, 1924)

A magnificent example of ultra-modern strategy: delayed occupation of the centre, positional manoeuvres with latent and powerful threats. The problem-like ending is worthy of the subtle operations that lead up to it.

1 \( \text{Kt} - \text{Kb}3 \)

An opening from the past, which became, towards 1923, the opening of the future.

1. \( \text{Kt} - \text{Kb}3 \)

A non-committal reply. Against 1 \( \text{Kt} - \text{Kb}3 \) P - Q4 the same incisive reply 2 \( \text{P} - \text{B}4 \) (the Réti Gambit) is available. But White can of course play 2 \( \text{P} - \text{Q}4 \), leading into a QP game as Zukertort used to do, and as happened in a game Owen - Burn, Horton, 1887: 1 \( \text{Kt} - \text{Kb}3 \), P - Q4; 2 \( \text{P} - \text{B}4 \), B - B4 (this reply is far from non-committal, and against it 3 \( \text{P} - \text{B}4 \), P - Q3; 4 \( \text{Q} - \text{Kt}3 \), Kt - B3; 5 \( \text{P} - \text{Q}3 \), P - B4; 6 \( \text{B} - \text{Kt}5 \) ch, QKt - Q2; 7 \( \text{Kt} - \text{Q}5 \), B - Q3 (better is 7 \( \text{P} - \text{Q}3 \); 8 \( \text{P} - \text{Kt}4 \), B - Kt1; 9 \( \text{P} - \text{Kt}4 \), B - Kt1; 10 \( \text{P} - \text{B}4 \), B - B4; 11 \( \text{P} - \text{Kt}4 \), Q - Kt1; 12 \( \text{Kt} - \text{Q}3 \), B - Q1; 13 \( \text{Q} - \text{Q}4 \), Castles (into the lion's mouth); 14 \( \text{B} - \text{Kt}4 \), Q - Q1; 15 \( \text{Kt} \text{Kt} - \text{Kt}1 \) (if 15 \( \text{P} - \text{Kt}4 \); 16 \( \text{Q} - \text{Kt}1 \); if and 15 \( \text{Kt} - \text{Q}4 \); 16 \( \text{Kt} - \text{Q}4 \) ch, P - Kt4; 18 \( \text{R} - \text{Kt}1 \), P - Kt3; 19 \( \text{Kt} - \text{Q}4 \), Castles, etc.); 17 \( \text{Kt} - \text{Kt}1 \) ch, K - R1; 18 \( \text{Q} - \text{Kt}1 \) ch, and mate next move."

2 \( \text{P} - \text{B}4 \)

In order to support the advance 3 \( \text{P} - \text{Q}4 \). Another method of effecting this thrust, but without shutting in the QKt, is 2 \( \text{P} - \text{B}3 \), b3; 3 \( \text{P} - \text{Kt}3 \) (or 3 \( \text{P} - \text{Q}4 \), Q - Q4, the Slav Defence of the Queen's Gambit); 3 \( \text{P} - \text{Q}4 \); 4 \( \text{P} - \text{Kt}3 \) (with the double function of guarding the QBP and of effecting a double fianchetto); 4 \( \text{B} - \text{B}4 \), etc.

A sound counter-plan is 2 \( \text{P} - \text{Kt}3 \) (3 \( \text{P} - \text{QKt}4 \), B - Kt2; 4 \( \text{B} - \text{Kt}2 \), Castles, etc.).

3 \( \text{P} - \text{Kt}3 \)

Instead of coming to grips in the centre, Black can quite well compromise in the modern Indian style by playing 3 \( \text{P} - \text{Kt}3 \); 4 \( \text{B} - \text{Kt}2 \), B - Kt2; 5 \( \text{Kt} - \text{Q}3 \), P - B4, etc.

4 \( \text{B} - \text{Kt}2 \)

B - Q3

He concentrates his pieces in the centre, with a view to ... P - K4. Less attractive is 4 ... B - K2. Ineffective would be 4 ... P - P; 5 Q - R4 ch.

5 \( \text{Castles} \)

6 \( \text{P} - \text{Kt}3 \)

As a consequence of White's "centre-phobe" policy, the double fianchetto is one of the basic ideas of the Réti system.

6 \( \text{Kt} - \text{Q}1 \)

7 \( \text{Kt} - \text{Kt}2 \)

8 \( \text{P} - \text{Q}4 \)

He occupies the centre at the right moment. Less convincing would be 8 ... P - Q3.

8 \( \text{P} - \text{B}3 \)

Assigning to this pawn a static rôle. It could be employed dynamically by 8 ... P - P; 9 P - P, P - B4, etc.

9 \( \text{QKt} - \text{Q}2 \)

Much more effective than 9 ... Kt - B3.

9 \( \text{Kt} - \text{Kt}5 \)

Seeing that the intended thrust 9 ... P - K4 would now come without its drawbacks (10 P - B4, P - B4; 11 P - QKt4, P - Kt4; 12 Kt - B1, B - B1; 13 B - B4, R - B4; 14 Kt - B4, R - Kt1; 15 Kt - K3, B - K3; 16 Q - Q4, and Black's isolated pawn is an easy mark), and that 9 ... Q - K2 would not release the tension, Black now engages in a hand-to-hand tussle, which, however, turns to White's advantage.

More steadfast is 9 ... P - QKt3.

10 \( \text{Kt} - \text{Kt}1 \)

P - Kt1

Thus the cohesion of his three centre pawns is destroyed, and, moreover, his outpost K5 requires support.

11 \( \text{Kt} - \text{K5} \)

P - Kt4

The only possible defence of the KP, for neither 11 ... Kt - B3; 12 Q - B2, nor 11 ... B - Kt1; 12 P - B, P - KB4; 13 P - P e.p. would save it.

12 \( \text{P} - \text{B}3 \)

The well-known method of undermining an advanced post.

12 ... \( \text{P} - \text{P} \)

13 \( \text{B} - \text{P} \)

A beautiful tactical finesse. Instead of 13 P - P, he reserves a more heroic part for his KP.

14 ... \( \text{Q} - \text{B}2 \)

He tries to eliminate the dominant factor at White's K5, for if 13 ... Kt - B3; 14 Q - B2, etc., White's resources are increased. The lesser evil would be 13 ... Kt - Kt1; 14 P - Kt1, B - B4 ch; 15 K - K2, Q - Q2, trying to effect a regrouping of his forces - Q at B2, QR at Q1, and Bishop at QB1 - but in that case the imprisonment of Black's QB would be a definite advantage for White.

15 \( \text{Kt} \times \text{Kt} \)

16 P - K4

Disrupting the centre.

15 ... \( \text{Kt} - \text{B}1 \)

16 ... \( \text{Q} - \text{K}4 \)

17 ... \( \text{P} - \text{Q}4 \)

A double threat on Black's KP and KBP.

17 ... \( \text{P} - \text{B}2 \)

18 P - Q4

Or 17 ... P - K4; 18 B - P, P - KtKt3; 19 P - P, etc.

18 ... \( \text{P} - \text{Q}3 \)

The forces are still equal, but Black is the more exposed.

18 ... \( \text{Kt} - \text{K}5 \)

19 B - R5

The decisive assault.

19 ... \( \text{Kt} - \text{K}4 \)

Not 19 ... R - K2; 20 B - B, P - QP, P - Q4; 21 Q - B, R - B; 22 Q - B mate, nor 19 ... R - K6; 20 B - P.

20 B - P

21 R - B4

A very important exchange of two Pawns does not threaten any further action.

21 Q - Kt1

As a consequence of White's "centre-phobe" policy, the double fianchetto is one of the basic ideas of the Réti system.

21 ... \( \text{Kt} - \text{B}3 \)

22 Q - B2

And into the balance material is even (and with Bishops of opposite colours as well), but in spite of the simplified position, a tactical finesse puts the finishing touch to White's wonderful strategy.

23 R - KB1

Not 23 Q - K6 ch, K - R1; 24 R - KB1, Q - K2, with an even game.

23 ... \( \text{R} - \text{Q}1 \)

24 ... \( \text{B} - \text{K}7 \)

25 B - Q8

A very useful final touch.

25 ... \( \text{R} - \text{Q}1 \)

26 R - KB7

27 B - Q8

A work of art.

White

RÉTI

RomanoVski

(Moscow, 1925)

If in the preceding game Réti succeeded in building up his opening with marvellous skill, in the present example he weaves on the same frame a surprising ending in which space seems to be at his beck and call.
3 P—Kt13
True to his own system, White renounces the equally sound continuation 3 P—Q4, P×P; 4 Kt×P, etc.

3 . . . . . . P—K3
The symmetrical variation 3 . . . . . P—KKt3 (4 B—Kt2, B—Kt2; 5 Kt—B3, Kt—B3; 6 P—Q3, P—Q3; 7 B—Q2, etc.) would, in the long run, result in an advantage for the first player.

A sound idea is 3 . . . . . P—QKt3, with a double fianchetto for Black after 4 B—Kt2, B—Kt2; 5 Castles, P—Kt3.

4 B—Kt2 B—K2
5 Castles Castles
He refrains from revealing his plans in the centre. If 5 P—Q4; 6 P×P, Kt×P; 7 P—Q4, P×P; 8 Kt×P, and White has an easy objective in the centre.

6 P—Kt3 Kt—B3
7 B—K2 P—Q4
8 P×P Kt×P
After 8 . . . . . P×P; 9 P—Q4, White obtains a fairly favourable variation of the Tarrasch Defence to the Queen's Gambit.

9 Kt—B3 B—B3
10 R—B1 Kt×Kt
11 B×Kt P—K4
Black treats the opening in an independent manner. After 11 . . . . . R×B; 12 R×B, he would have difficulty in defending the QB.

12 B—Kt2 Q—Q3
He even threatens to win a piece by 13 . . . . . P—K5; 14 B×B, P×Kt, etc.

13 Kt—K1 B—B4
14 P—Q3 QR—Q1
15 Kt—B2 P—Kt3
16 Kt×Kt B—K3
17 P—B4
A violent action, creating pressure on the K side, not, however, without weakening the K file.

17 . . . . . Kt—Q5
18 . . . . . B×B; 18 B×B.
18 P—B5 B—Kt4
An active defence.
19 Kt—B4 B×Kt
20 R×B B—K6 ch
An interesting episode would be 20 . . . . . P—Kt4; 21 R—QB3, P—B5, etc.

21 K—R1 Q—R3
22 B×Kt R×B
23 R×R R×B
24 B—K4
With Bishops of opposite colours, only a fine analytical brain could conceive that the problem can be solved.

24 . . . . . R—Q1
25 K—Kt2 P×QKt4
26 Q—B1 Q×Q
27 R×Q P—Kt5
Intending to establish himself at QB6 after 28 K—B3 and P—K3.

28 R—B4 B—K1
29 K—B3 R—B1
30 P—K3 B—B6
31 P—Q4 P—KR3
Bringing this pawn to life.

31 . . . . . K—K2
32 B—Q5 R—B2
33 R—R4 P—R4
34 K—K4
The mechanism of all the white pieces functions admirably.

34 . . . . . K—B3
35 R—R5 R—Q2
36 K—Q4

36 . . . . . P—Kt3
Inventing an ingenious parry.
37 R×P
An even more subtle refutation.

37 . . . . . K—K4
38 R—R7 K×P

39 B—K6
A problem in an actual game!

39 . . . . . P×B
He must accept the sacrifice, for if 39 . . . . . R×Kt2; 40 R×P, R×R; 41 P×P dis ch, etc.

40 P×Kt4
Again not 40 R×R, P×P mate.

41 R×P
On balance White has obtained three very insistent passed pawns for his piece. If only the black Bishop could come to the rescue in time!

41 . . . . . K—Kt4
If 41 . . . . . B—K8; 42 P—R5, R—R5; 43 P—R6, B—B3; 44 P—Kt7, R—KKt1; 45 R—Kt1, B—P; 46 P—R7 (threatening 47 R×R; the black Bishop arrives one tempo late on the battlefield); 46 . . . . . R—QR1; 47 R×B ch, and wins.

42 P—Kt7 K—R3
43 P—R5 K—R2
44 P×R P×R
QR ch, there follows 45 R—Kt7 and P—R7.

45 P—R4
The third musketeer.

45 . . . . . B—K8
46 P×R B—R5
47 P—R6
Resigns.

490
White
EUWE
Black
ALEKHINE

(Match, 1926)

The way in which White obtains, in a pitched battle, two advanced united passed pawns is impressive, and gives this game a monumental aspect. Once again the dead point at his Q5 serves Black badly.

1 Kt—Kt3 P—Q4
2 P—B4 P—Q5
Instead of giving the Réti Gambit the go-by in this manner, Black can decline it by 2 . . . . . P—K3 or 2 . . . . . P—QB3, or accept it by 2 . . . . . P×P. The text move leads to many complications.

3 P—QKt4
The best course is the immediate challenge by 3 P—Kt3.

3 . . . . . P—KKt3
White is faced with more difficult problems should Black, taking advantage of the momentary respite, play 3 . . . . . P—KB3; 4 P×Kt3, P—K4.

4 P—K3 P—QR4
Or, without committing himself to this episode, 4 . . . . . P—QB4; 5 P×BP, Kt—QB3; 6 B—Kt2, B—Kt2, for he will sooner or later recover his pawn.

5 P—Kt5 P—QB4
6 P×P B—Kt4
7 P×Q P×P
8 P×Kt3 Kt—Q2
9 QKt—Q2
He could, without encumbering the Q file, play 9 B—KKt2 (Kt—B4; 10 B—QR3, Q—Kt3; 11 Castles, etc.).

9 . . . . . Kt—B4
10 Kt—Kt3 Q—Kt3
11 Kt×Kt Kt×Kt
12 B—KKt2 Kt—R3
13 Castles Castles
14 P—QR4
Positional judgment. White's superior pawn mass on the Q side ensures his advantage, as Black's pressure in the centre lacks useful targets.

14 . . . . . R—K1
Black's position would be tenable if only he could keep the QBP blocked. But this is not possible, e.g. 14 . . . . . P—Kt3; 15 B—QR3, Q—B2; 16 Kt×P, R—Kt1; 17 Kt—B6, etc., and White has a definite advantage.

15 R—K1 B—B4
16 B—QR3 Q—B2
17 P—B5 QR—Q1
18 Kt×Kt B—B3
19 Kt×K4 B—Kt2
20 Q×Q Kt—K5
21 P—Kt6 Q×B1
Black is in a precarious position, owing to the lack of cohesion of his forces. (Diagram. See p. 640.)

22 P—B6
The decisive advance, giving White advanced and united passed pawns.
500 MASTER GAMES

1 Kt—KB3 P—Q4
2 P—QK4

The object of this, the Danish System, is to exert a strong pressure on K5. White can also defer the text move by 2 P—K3, P—QB4; 3 P—Kt3, etc.

2 ... P—QB4

Or, without disturbing the pawns, which may lead to weaknesses around QB3, 2 ... B—Kt5; 3 B—Kt1 (3 Kt—K5, B—R4); 3 ... Kt—Q2, 4 P—K3, KKt—Kt3; 5 P—Kt3, B—R4; 6 B—K2, P—K3, with an even game.

The most independent reply is 2 B—B4, as the natural reaction to 3 P—B4, followed by Q—K1, is not possible, and Black’s Q side thus remains secure.

3 P—K3

Or at once 3 B—Kt2, for if then prematurely 3 P—Q5, White wins the local engagement around Q4 after 4 P—K3, Kt—Q3; 5 B—Kt5, etc. Generally speaking, the moves P—QK3 and P—K3 go together, as do P—KKt3 and P—Q3 (not P—K3, as it would bring into being a more undesirable hole at KB3).

3 ... Kt—QB3

If, instead, 4 P—Kt3; 5 B—Kt5 (attack on QB6, in order to conquer the square K5); 5 ... B—Q2; 6 Castles, Kt—B3; 7 P—Q3, (Kt—K2; 8 QKt—Q2, Castles; 9 KBxKt, BxKt; 10 KKt5, R—B1; 11 P—K4, etc., and White has a lasting initiative.

It may be noted that the advance of the KBP on the 11th move can also be made on the 1st move (1 P—B4, P—Q4, etc.), leading gradually to the identical position.

5 P—Kt3

More active than 5 B—K2, P—K3; 6 P—Kt3, B—Kt1; 7 B—B, Kt—B3, etc., for now the Queen gets into play.

5 ... BxKt

If 5 ... B—R4; 6 B—Kt5, R—B1; 7 P—KKt4, B—Kt3; 8 Kt—K5.

6 QxB P—K4

Preventive occupation of the point in dispute. Black hopes to restrict the opposing QB. If, more peacefully, 6 ... P—K3; 7 B—Kt5 favours White’s chances.

7 B—Kt5 Q—Q3
8 P—K4 P—Q5

If 8 ... PxB; 9 QxP, P—B3 (9 ... KKt—K2; 10 QxKt); 10 P—K4, and White succeeds in spoiling Black’s pawn formation. Or 8 ... R—Q1; 9 P—QxP, Q—QxP; 10 QxQ, R—Q; 11 B—Kt ch, P—B; 12 Kt—B3, R—Q2, 13 Castles QR, etc., equally to White’s advantage. Or again, 8 ... Kt—B3; 9 P—P, Kt—K2; 10 Kt—B3, and White as before has the better game.

9 Kt—R3 P—B3

A measure born of the desire of avoiding the doubling of the QBP, but White will now concentrate his efforts on breaking up the hostile chain of pawns.

10 Kt—B4 Q—Q2

If 10 ... Q—K3; 11 Kt—R5, and if 10 ... Q—Q2; 11 Q—K4.

11 Q—R5 ch

A provocative check intended to weaken the hostile KBP. If at once 11 Kt—R5, KKt—K2.

11 ... P—Kt3

12 B—Q3 Q—Q2

Not only to prevent 13 Kt—R5, but also to make possible 13 P—Q3, which at this stage would be a mistake because of 12 P—Q3; 13 Kt—K6.

Another miscalculation would be 12 ... K—B2; 13 B—Kt, Q—Q; 14 Kt—P ch, but after 12 Castles; 13 Kt—R5, White would succeed in doubling Black’s QBP, as 13 ... KKt—K2 cannot be played (14 QxP).

13 Q—K4 K—B2

Artificial castling, for if 13 ... P—Q3; 14 Q—K6 ch.

14 P—B4

Hammer-blows follow upon harrying tactics. White, so to speak, offers a deferred King’s Gambit.

14 ... P—K4

15 Q—B3 P—P

16 B—Kt P—P

17 Castles KR P—Kt4

The barricade improvised by Black inspires little confidence.

18 P—B3

A move of some importance. If, first, 18 QR—Kt1, B—Q3; 19 P—B3, B—K4.

18 ... R—Q1

19 QR—K1 Kt—K2

If here 19 ... B—Q3; 20 P—P.

Position after 21 ... Q—B1

22 ... PxP

If 22 ... Q—P; 23 Kt—Q6, winning the exchange.

23 Q—P Kt—K4

24 Q—Q2 Q—K3

25 P—R5

Saving the QRP and QKtP, while the loss of the third pawn attacked (Q3) is of lesser importance.

25 ... Kt—P

26 Kt—B5 Kt—Kt

27 BxKt Q—K4

As his game is strategically lost, Black has for a time been angling for some tactical finesse, but in vain.

If 27 ... Q—Kt2; 28 P—R6 is crushing, and if 27 ... P—Q6; 28 R—K3.

28 BxKP QR—B1

29 B—B1 Q—K6

30 R—R3

Although in point of numbers the forces are still equal, and Black also has two passed pawns, White’s lead is decisive.

30 ... Q—Q4

31 P—Kt7 R—Kt1

32 P—R6

And White wins.

491

White NIMZOWITSCH

Black ROSELLI

(Baden-Baden, 1925)

An energetic game which, built on strategic considerations, ends in crushing tactical hammer-blows.

RÉTI-ZUKERTORT OPENING

20 P—K5

Gaining considerable territory.

20 ... Kt—B4

Or 20 ... P—P; 21 Kt—P ch, K—K3; 22 P—Kt4.

21 P—QxP Kt—P

22 Q—K4 B—K2

23 P—Kt4

The decisive blow, eliminating the support of the gambit pawn.

23 ... Q—Q2

24 P—B P—B

25 P—P Resigns

Not 25 ... B—P; 26 Kt—K5 ch, nor 25 ... B—K2; 26 R—P ch, K—K1; 27 Kt—K6, and Black is defenceless.

A game which combines finesse with energy.

492

White BOTWINNIK

Black TCHEOCHER

(Moscow, 1935)

This fine game begins in the positional style with maneuvres around the centre. But, by a brilliant sacrifice, 22 Kt—Kt5! soon to be followed by another, 24 Kt x P, White starts an increasingly violent attack. A third sacrifice, 32 Kt x Kt, initiates a magnificent King hunt in which the black King is driven from his KR1 to QKt7 to meet his fate.
1 Kt—Kb3  P—Q4
2 P—B4  P—K3
3 P—QKt3

Combining the pressure against Q5 with that on K5.

3 .......  Kt—Kb3
4 B—K2  B—K2
5 P—K3

The lines of the Danish System. With 5 P—Kt3, followed by B—Kt2, White returns to the Réti System.

5 ......... Castles
6 B—K2  P—B3
7 Castles  QKt—Q2
8 Kt—B3  P—QR3

In preparation for the contingency 9 R—B1, P—K4, without being exposed to molestation by 10 P×P, P×P; 11 Kt—QKt5.

9 Kt—Q4

An interesting manœuvre, which is intended to provoke 9 ....... P—K4 (10 Kt—B5) or 9 ....... P—B4 (10 Kt—B3), after which Black’s pawn skeleton would be slightly disarranged.

9 ......... P×P
10 P×P  Kt—B4

He thinks he has time for 11 ....... P—K4; 12 Kt—B3, P—K5; 13 Kt—Q4, Kt—Q6, etc., but in reality he loses precious moments. He should at once regroup his forces by 10 ....... Q—B2, ....... R—Q1, and eventually ....... Kt—B1, with a cramped but defensible position.

11 P—B4  Q—B2
12 Kt—B3  R—Q1
13 Q—B2

Stopping not only 13 ....... Kt—Q6, but also 13 ....... QKt—K5.

13 ......... QKt—Q2

Return of the prodigal Knight.

14 P—Q4

He is now ready for a grapple in the centre.

14 ......... P—B4
15 Kt—K5  P—QKt3
16 B—Q3  P×P

If at once 16 ....... B—Kt2; 17 P—Q5.

17 P×P  B—Kt2
18 Q—K2  Kt—B1
19 Kt—Q1

Beginning of a lengthy but far-sighted perëgination directed towards the castled wing, which gradually becomes the main battlefield. Clearly not 19 Q—KB2, R×P.

19 ......... R—R2

He almost instinctively strengthens the second rank (especially KB2), and allows for some rearrangement of his forces by ....... Q—Kt1; followed by ....... Q×R1; or by ....... B—R1; followed by ....... Q—K2.

A less complicated plan of defence is 19 ....... Kt—K1; with a view to ....... B—KB3 or ....... P—B3.

20 Kt—B2  Q—Kt1
21 Kt—R3  P—R3

He should have played 21 ....... Kt—K1; 22 Kt—Kt5, B×Kt; 23 P×B, B—R1, etc.

22 Kt—Kt5

A brilliant conception.

22 ......... P×Kt
23 P×P  Kt(B1)—Q2

Black is already anxious to give back the extra material, for if 23 ....... Kt—K1; 24 Kt×P, with the telling menace 25 Q—R5.

24 Kt×P

Logic of circumstances: instead of recovering his piece by 24 P×Kt, Kt×P, which would allow the critical KB file to be masked, he even sacrifices his second Knight in order to force a way in.

A strong continuation, however, would also be 24 Kt×Kt, P×Kt (24 ....... Kt×Kt; 25 Q—R5); 25 P×Kt, P×P (or 25 ....... KB×P; 26 R×P, B×R; 27 Q—Kt4, etc.); 26 Q—Kt4 ch, K—B1; 27 Q—R4, B—Q3; 28 R×P, etc., with a persistent attack.

24 ......... K×Kt
25 P×Kt6 ch

The wrong move would be 25 Q—R5 ch.

25 ......... K—Kt1

He offers the strongest possible resistance.

26 Q×P ch  K—K1
27 Q—R3 ch  K—Kt1
28 B—B5

An important reinforcement.

Pigquant would be 28 ....... B—Q3; 29 B—K6 ch, K—B1; 30 Q×R8 ch, K—K2; 31 Q×P ch, K×B; 32 Q—B7 mate.

29 B—K6 ch  Kt×B
30 Q×Kt ch  K—R1
31 Q—R3  Kt—Kt1
32 R×Kt

Ruthless again!

32 ......... B×R
33 Q—R7 ch  K—B1
34 R—K1

Cutting off the King's flight.

34 ......... B—K4

A desperate attempt at salvation.

35 Q—R8 ch  K—K2
36 Q×P ch  K—Q3
37 Q×B ch  K—Q2
38 Q—B5 ch  K—B3
39 Q—Q5 ch  K—B4
40 B—R3 ch  K×P
41 Q—K4 ch  K—B6
42 B×Kt4 ch  K—Kt7
43 Q—Kt1 mate.

RÉTI-ZUKERTORT OPENING

500 MASTER GAMES

493

White  Black

Mikenas  Alexander
(Hastings, 1938)

A short but impressive game. The means employed in refusing a premature attack can only be termed masterly.

1 Kt—KB3  Kt—KB3
2 P—B4  P—K3
3 P—QKt3  P—Q4
4 B—Kt2  QKt—Q2
5 P—K3  P—B3
6 B×K  B—Q3

More enterprising than B—K2, as it has in view the advance 7 ....... P—K4.

7 Kt—Q4

Better, first, 7 Kt—B3, after which 7 ....... P—K4 would be of doubtful expediency, on account of 8 P×P, P×P; 9 Kt—QKt5. As for Q4, White prefers to delay it in order to conserve greater elasticity in the centre.

7 ......... P—K4

He accepts the challenge.

8 Kt—B5  B—B1
9 P—B4

This attack is premature. Better is 9 Q—B2.

9 ......... KP×P
10 KP×P  Kt—B4
11 Kt—Q4

He is already on the retreat, and tries to mask the Q file. If 11 Q—B2, Kt×K5, and White is uneasy. If 11 Kt—K3, P—Q5, etc. But 11 Kt—K5 would be more plastic than the move in the text.

11 ......... P×P
12 P×P

If 12 B×P, B—Kt5.

12 ......... B—Q3

White has nothing better than to follow a hazardous course, for if 13 Castles, Q—B2; 14 P—Kt3, B—R6; 15 R—K1, Castles QR, and Black dominates the field.

13 ......... B×P
14 Castles

A little better is 14 P—Kt3.

14 ......... Q—B2

Virement! If 15 P—Kt3, B×KtP; 16 P×B, Q×Pch; 17 K—R1, Kt×K5, with decisive threats.

15 ......... P—B3
16 K—R1  B×Kt
17 R×B

Or 17 Q×B, QKt—K5; 18 Q×R, B×K4, forcing matters.

17 Kt—B4—K5

A well-calculated coup, which is more effective than 17 ....... Kt(B3)—K5.

18 B×Kt  Kt—K6 ch
19 K×B  Kt×R dis ch
20 K×Kt  Kt—K6

A quiet move which decides the issue, for now both hostile Bishops are under fire.

21 B×Kt4

Or 21 B×P, Kt×B ch; 22 K—B2, Q×Kt6 ch, etc.
21 . . . . .   P × B
22 Kt—B3    Q—K4
23 K—B2
In view of the threat 23 . . . . Q—Q5 ch, followed by . . . Q × B, White’s King tries to take a hand, for after 23 B—B3, Castles, or 23 B—R3, Castles, White is hopelessly lost.

23 . . . . Q—B5 ch
24 B—B3    Castles Q R
25 P—Q3    Kt—B4
26 R—K1    Q—Q5 ch
Resigns
(27 K—B1, Kt—Kt6 mate; or 27 K—K2, Q—K6 ch; 28 K—Q1, R × P ch, etc.)
A débacle.

494

White    Black
SANTASIERE    REINFELD
(New York, 1936)

A beautiful game, in which White skillfully effects and exploits a breach in the enemy lines: a success all the more praiseworthy, as it is gained against an outstanding theoretician.

1 Kt—KB3    Kt—KB3
2 P—QKt4

Besides the Réti System (2 P—B4) and the Danish System (2 P—QKt3), White can adopt quiet continuations such as 2 P—K3 or 2 P—KKt3. The Extended Fianchetto illustrated in the text is less fantastic than it looks, as it has a definite strategic tendency to anticipate any counter-play on the Q side.

In a similar manner, this opening was adopted in an extraordinary game Alekhine–Drewitt, Portsmouth, 1923: 1 Kt—KB3, P—Q4; 2 P—QKt4, P—K3; 3 B—KKt2, Kt—KB3; 4 P—Q3, P—B4; 5 P × P, B × P; 6 P—K3, Castles; 7 P—B4, Kt—B3; 8 P—Q4, B—Kt1; 9 QKt—Q2, Q—K2; 10 B—Q3, R—Q1; 11 Castles, B—Q2; 12 Kt—K5, B—K1; 13 P—B4, QR—B1; 14 R—B1, Kt—Q2; 15 Kt × Kt (B6), R × Kt (a relieving sacrifice of a piece for three pawns); 16 P—B5, Kt—B5; 17 P × Kt, B × P; 18 R—KB3, B × P; 19 R × R, B × R; 20 B × P ch (the prelude to a double Bishop’s sacrifice, a rare occurrence); 20 . . . . K × B; 21 R—R3 ch, K—Kt1; 22 B × P, resigns (22 . . . K × B; 23 Q—Kt4 ch, with mate in two).

2 . . . .    P—K3
3 P—QR3
If 3 P—Kt5, P—Q3.
3 . . . .    P—Q4
4 P—K3
Combining a wing offensive with a quiet conception in the centre, which, by a curious psychological reaction, incites his opponent to become aggressive in turn.

4 . . . . P—QR4
If 4 . . . . P × B; 5 P × P (exchanging an unimportant pawn for one which affects the centre); 5 . . . . B × P; 6 P—Q4, with advantage to White.

5 P—Kt5    P—B4
6 B—Kt2    B—Q3
7 P—B4    Castles
8 Kt—B3    QKt—Q2
9 Q—B2    Kt—Kt3

10 P × P    P × P
11 B—Q3    R—K1
If 11 . . . . B—Kt5; 12 Kt—K2, reserving the option of castling on either side.

12 Castles K R    P—R3
13 Kt—K2    B—Q2
With a modest threat of 14 . . . . P—B5, followed by . . . . QB × P.

14 P—QR4    Kt—K5
15 Kt—Kt3    Q—K2
16 Kt—R5    P—B3
Quite distressing would be 16 . . . . P—Kt3; 17 B × Kt, P × Kt; 18 B—R7 ch, K—B1; 19 Q—B3, etc.

17 Kt—Kt3    P—B5
18 B × Kt    P × B
19 Kt—Q4    P—Kt3
He must prevent 20 Kt—B5.

20 P—B3
Having created a bulge in the hostile formation, White uses it to gain access to the enemy’s lines.

20 . . . .    P—B4
Compulsory, for if 20 . . . . P × P; 21 Q × P ch, and if 20 . . . . B × Kt; 21 P × B, B—B4; 22 Kt × B, P × Kt; 23 P × P, etc.

21 P × P    P × P
22 Kt (Q4)—K2
Black’s position is ripe for storming.

22 . . . .    K—R2
Or 22 . . . K—K4; 23 Kt—B4.
32. BIRD’S OPENING

White

Buckley

Löwenthal

(London, 1851)

Buckley, one of the strongest players of his time, is seen in this game to have been as well versed in preparatory positional manoeuvres as in the handling of a dashing direct attack.

1 P—K4

A sound opening move, which, however, has the drawback of slightly weakening the King’s field.

12 P—Kt3

P—QB4

With this symmetrical reply, Black declines to contest the initiative.

2 P—QKt3

Logical, while looks ahead to the future of his QB, which is obstructed by the KBP. Or 2 P—K3. A violent continuation is the

Swiss Gambit: 2 P—K4, P×P; 3 Kt—QB3, Kt—KB3; 4 P—Kt4, etc.

2 P—Kt1

Here, as in most closed openings, symmetry could be maintained a good deal further, e.g., 2 P—QKt3; 3 B—Kt2, B—Kt2; 4 P—K3, P—K3.

3 P—Kt3

Foreshadowing the modern trend of thought in which development on the wings precedes that of the centre.

3 P—K3

4 B—QKt2

B—B2

5 B—Kt2

P—B3

Restricting the adverse KB without having recourse to the trenchant advance 5 P×P.

6 Kt—QB3

He accepts the neutralisation of the two centre files, instead of the more assertive 6 P×B, followed by the text move.

6 P—R3

Kt—Kt3

7 Kt—K3

The players vie with one another in giving the game an original, if waiting, character.

7 P—Q3

Preparing the thrust . . . . P—K4.

8 Castles

Castles

8 P—Kt3


9 Q—K2

P—P

10 Kt—K3

Q—B2

11 Kt—B2

P—K4

12 Kt—Q3

B—Q3

13 P×P

B—P

14 Kt—K4

P—B5

He tries to mask the weaknesses in his game, and hopes to fish in troubled waters.

15 P×P

16 Kt×P

Of course, neither here nor later 16 . . . . P×P, because of the fork by 17 P—K5.

17 Q—B2

Q—Q2

18 Q—R4

Kt—R4

19 P×B

B—Kt3

White keeps the material gained.

20 Kt—K2

A double threat (winning the KP or, after 20 . . . . QR×K1; 21 Kt×Kt, with P—KR3).

20 B×Kt

R×B

21 R×R

QR—K1

22 K—R1

Preparing a decisive action by the Rooks on the depleted Kt file.

22 P—QKt4

Lacking a proper objective, Black is reduced to a waiting policy.

23 B—KB3

Q—KB2

24 R—Kt1

K—R2


25 R—Kt6

R—Kt1

26 Kt(K2)—Kt1

Kt—Kt1

27 Kt—B2

Q×Kt

28 P—Q3

The QB is to take part in the general assault.

28 K—R1

If 28 . . . . Kt—B1; 29 B—B1, threatening 30 Q×P, P×Q; 31 R×P mate.

29 B—B1

K—R2

So as to be able to play 30 . . . . Kt—B1, which without this move would be catastrophic: 29 . . . . Kt—B1; 30 B×P, P×B; 31 Kt×Kt, or 30 . . . . Kt×R, 31 P×Kt, etc.

30 B—R5

White’s manœuvres are admirably timed. If now 30 . . . . Kt—B1; 31 R×P, P×Q.

30 Q—B1

31 Q—R3

Preventing consolidation by 31 . . . . Kt—R1.

32 Q×Kt

Kt—Kt3

33 Q—R3

B—R6

In order to reply to 34 B—Q2 by 34 . . . . R—Kt2.

34 B×P

The long-expected sacrifice.

34 Kt—R2

It would be hopeless to accept the sacrifice: 34 . . . . P×B; 35 R×P, Q×R; 36 Q×Q, Kt—R2; 37 Kt×Kt, etc.

35 B×P

R×B

36 R×R

Q×R

37 R×Q

K×R

38 Kt—Kt4

Black could well resign here.

38 . . . . B—B8

39 Q—R5

R—K2

40 Q×Kt6

K—B1

41 P—B6

Resigns

A brilliantly conducted attack.

496

White

Lasker

Bauer

(Amsterdam, 1889)

In this celebrated game, Lasker enriches the repertoire of the combative player with a double Bishop’s sacrifice, a feat which has since been repeated (notably: Alekhine—Dresd, Portsmouth, 1923; and—with the black pieces—Nimzowitsch—Tarrasch, St. Petersburg, 1914).

1 P—K4

P—Q4

A Dutch Defence, with a move in hand.

2 P—K3

Kt—Kt3

If 2 . . . . P×Kt3 (as played by White in the Blackburne Variation of the Dutch Defence); 3 P—B4.

3 P—Kt3

More precise is, first, 3 Kt—Kt3, for after the text move Black could play 3 . . . . P—Q5.

3 . . . . P—K3

More active is 3 . . . . B—Kt5, e.g., 4 Kt—K3, Kt×Q; 5 Q—R4, Kt—B3, followed by 5 . . . . QKt—Q2.

4 B—Kt2

B—K2

Not without danger would be 4 . . . . P—B4; 5 B—Kt5 ch, Kt—B3; 6 Kt—KB3 (Bird, who was an expert in this opening, named after him, used to play 6 B×Kt, P×B; 7 Kt—K3, Kt×B; 8 Kt—K5, etc.:) 6 . . . . Q—Q2; 7 Castles, B—Q3; 8 P×Q, Castles; 9 QKt—K2, R—B1; 10 KB×Kt, K×Kt; 11 Kt—K5, and the conquest of this strategic point secures White’s advantage.

The same plan used to be followed by Nimzowitsch in devisive ways: 1 Kt—KB3, P—Q4; 2 P—QKt3, playing P—KB4 at a much later stage.

5 B—Q3

He avoids the standard continuation 5 Kt—K3, and obtains a rational cooperation of his two Bishops, reserving the possibility of Q—B3, followed by Kt—KR3.

BIRDS OPENING
5

An original if cumbersome counter-plan.

6 Kt-QB3 B-K2
7 Kt-QB3 QKt-Q2
8 Castles Castles
9 Kt-K2 P-B4

After 9 Kt-K3, B-Kt4, he would eliminate the two Bishops, but White's centre would be strengthened.

10 Kt-Kt3 Q-B2

With a view to 11 . . . P-B5.

11 Kt-K5
If 11 Q-K2, QR-B1.

11

B-Kt4

12 B-Kt4 Q-B3
If 12 B-Q3; 13 B-Kt4, PxB; 14 Q-R5, P-B4; 15 Q-Kt5 ch, K-R1; 16 Q-B6 ch, K-Kt1; 17 Kt-R5, forcing the mate. It can be seen that the clouds are gathering around the black King's field.

13 Q-K2 P-QR3

Stopping 14 B-K5, and intending 14 . . . P-QK4. He can play neither 13 KR-KB1; 14 B-K5, holding the black Queen to ransom, nor 13 KR-Q1, nor 13 P-KR3, nor even 13 Kt-R1; 14 Kt-R5, Kt-Kt1; 15 BxRP, Kt-Q3; 16 BxP, PxB; 17 Q-R5, R-RKt1; 18 R-B3, and wins. Comparatively the best is 13 . . . P-Kt3.

KxKt; 18 Q-Kt4 ch, K-R2; 19 R-B3, followed by R-R3 mate. Or if 14 . . . P-R3; 15 Kt-Kt1 ch, BxKt (15 . . . P-Kt1; 16 Q-QKt4 ch, K-R1; 17 Q-R4, K-Kt2; 18 R-B3, etc.); 16 BxB, PxB; 17 Q-Kt4 ch, K-R1; 18 R-B3, R-Kt1; 19 Q-Kt4, K-Kt2; 20 R-Kt3 ch, K-B1; 21 QxP, etc., with enough to win.

After the text move, Black expects 15 Q x Kt, after which 15 . . . P-B4 would enable him to hold out. But a well prepared and miraculous combination frustrates his hopes.

15 B x P ch K x B
16 Q-Kt1 ch K-Kt1
17 B x P

This complementary sacrifice of a second Bishop completes the destruction of the black King's position.

17 K x B
18 Q-Kt4 ch K-R2
If 18 . . . K-B3; 19 Q-Kt5 mate.

19 R-B3

The reserve artillery.

19 . . .

P-K4

The only means of saving the mate.

20 R-R3 ch Q-R3
21 R x Q ch K x R
22 Q-Q7

The final point.

22 B-KB3

A better defence than 23 . . . P x P;
24 R-KB1.

24 R-KB1 QR-Kt1
25 Q-Q7 KR-Q1
26 Q-Kt4 ch K-K1
27 P x P B-Kt2
If 27 . . . B x P; 28 Q-K6.

28 P-K6 K-R2
29 Q-Kt6 P-B3
30 R x P ch

The final blow.

30 . . .

B x R
31 Q x B ch K-K1
32 Q x R8 ch K-K2
33 Q x Kt7 ch Resigns.

K x B; 17 Q-R5 ch, K-Kt1; 18 Q-Kt4 ch, K-R2; 19 R-B3, followed by R-R3 mate. Or if 14 . . . P-R3; 15 Kt-Kt1 ch, B x Kt (15 . . . P-Kt1; 16 Q-QKt4 ch, K-R1; 17 Q-R4, K-Kt2; 18 R-B3, etc.); 16 B x B, P x B; 17 Q-Kt4 ch, K-R1; 18 R-B3, R-Kt1; 19 Q-Kt4, K-Kt2; 20 R-Kt3 ch, K-B1; 21 Q x P, etc., with enough to win.

After the text move, Black expects 15 Q x Kt, after which 15 . . . P-B4 would enable him to hold out. But a well prepared and miraculous combination frustrates his hopes.

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The reserve artillery.

19 . . .

P-K4

The only means of saving the mate.

20 R-R3 ch Q-R3
21 R x Q ch K x R
22 Q-Q7

The final point.

22 B-KB3

A better defence than 23 . . . P x P;
24 R-KB1.

24 R-KB1 QR-Kt1
25 Q-Q7 KR-Q1
26 Q-Kt4 ch K-K1
27 P x P B-Kt2
If 27 . . . B x P; 28 Q-K6.

28 P-K6 K-R2
29 Q-Kt6 P-B3
30 R x P ch

The final blow.

30 . . .

B x R
31 Q x B ch K-K1
32 Q x R8 ch K-K2
33 Q x Kt7 ch Resigns.

White

497

TARTAKOWER

PRINS

(Zandvoort, 1936)

The feature of this game is White's sacrifice of the exchange at the very moment when he looks like gaining material, which in fact breaks down Black's resistance.

1 P-KB4 P-K4

A violent reply.

2 P x P

White can revert to the King's Gambit by 2 P-K4.

2 . . .

P x P

On the strength of the threat 4 . . . Q-R5 (5 P-Kt3, Q x P ch; 6 P x Q, B x P mate), the From Gambit is not without practical chances.

4 Kt-KB3

More awkward is 4 P-KKt3, P x Kt4, etc.

4 . . .

Kt-Kt3

Aiming at both KKKt5 and Kt5. A less varied route is available after 4 . . . Kt-Kt3; 5 P-Q4, Kt-Kt5; 6 Q-Q3, and Black's impetus will be gradually checked.

The most incisive continuation is 4 . . . P-Kt4, as played in a consultation game Bird and Dobell—Gunsell and Lockoc, Hastings, 1992: 5 P-B3 (the best is 5 Q x P, P x Kt and now, not the chance 6 Kt-K5, but 6 Kt-K5, B x Kt; 7 P x B, Q x Q ch; 8 K x Q, Kt-Q3; 9 B-Kkt5, etc., and the strangulating formation of Black's pawns tells against him); 5 . . . P-K5; 6 Q-R4 ch, Kt-B3; 7 Q-Q4, Q-R5 ch; 8 K-Q1, P x P; 9 P-Kt3 (9 P-Kt3 is necessary); 9 . . . Q x P, and White resigns.

5 P-KKt3

If 5 P-Q4, Kt-K5 (instead of 5 . . . Kt-Kt5; 6 Q-Q3, etc.); 6 Q-Q3, P x Kt4, fishing in troubled waters.

5 . . .

KR4

A natural reaction.

6 P-Q4 P-R5
7 P x P

Kt-K5

Threat: 8 . . . R x P.

8 Q-Q3 B x KB4
Not 8 . . . R x P; 9 B-Kt5, Kt x B; 10 Kt x R.

9 B-R3

Only this duplication can stop Black's onslaught, which was already threatening


9 . . .

B-Kt3

After 9 . . . B x B; 10 Q x Kt ch, White would rapidly gain the upper hand.

10 R-Kt1

Openly announcing his intention of giving up the exchange.

Joyless would be 10 Q-Kt5 ch, P-B3; 11 Q x P, R x P, etc.

10 . . .

P-QR3

An eliminating sacrifice with far-reaching effect.

11 P-R3

QR x P

12 Kt-B3

If 12 Q-Kt5, P x R, whereas after the text move 12 . . . P x R is inadmissible on account of 13 B-Kt5.

12 . . .

Kt x Kt

13 P x Kt

White refrains from rushing his offensive. He could agree to an exchange of Queens by 13 Q x P ch, Q-B2; 14 Q x Q ch, K x Q; 15 P x Kt, remaining with three pawns for the exchange.

13 . . .

Castles

Rightly seeking salvation in a counter-attack.

14 Q-P x P R-K1
If 14 . . . R x Kt; 15 B-K6 ch, R-B2; 16 B-Kt5, Q-Kt1; 17 P-R7 (not 17 Castles, K-Kt1, nor 17 P-K4, Kt-Q2, nor again, 17 K-Kt1, Kt-Q2, etc.); 17 K-B1; 18 R-Kt7, R-B8 ch; 19 K-Q2, B-B5 ch; 20 K-K3, Q-Kt4 ch; 21 P-B4, Q x B; 22 Q-Kt8 ch, K-K2; 23 Q-B7 ch, K-K3; 24 R x R, and wins.

15 Q-Q3 Kt-Q2
16 Kt-Kt5 Kt-B3
If 16 . . . Kt-B1; 17 B-K6 ch.

17 B-K6 ch K-K1
After 17 . . . K-B1, White maintains his grip by 18 Q-B5, e.g. 18 . . . KR-Q1; 19 Kt-R7 ch, K-Kt1; 20 Q-Kt6 ch, or 18 . . . Q-Q1; 19 Q-Kt6, K-K2; 20 P-Q5, with the threat Q-R7. Giving up the Queen by 17 . . . B x B; 18 Kt-Kt5, R x Kt; 19 B-Kt5, etc., would be insufficient.

18 Kt-B7 ch K-Kt1
19 B-Kt3 K-B1
20 Kt-R8

This final stroke (threatening 21 Kt-Kt6 mate) is not without humour.

20 . . .

Resigns.
33. IRREGULAR OPENINGS

498

WHITE BLACK
BLACKBURN NIMZOWITSCH

The freshness and vitality with which the veteran conducts this game are reminiscent of his prime.

1 P-K3
Mentioned long ago by Lucena (1498), this, the Van't Krzyz Opening, is a highly modern opening showing a spirit of discretion in the centre. It frequently leads into variations of other openings.

1 P-Q4 P-Q3
Reserved in his turn. After 1 P-Q4, White can revert to the Exchange Variation of the French Defence, or seek untrodden paths by 2 Kt-QB3, P-Q4; 3 P-Q4, P×P; 4 Q×P, Kt-KB3; 5 P-K4, Kt×B; 6 B-QKt5, etc.

2 P-KB4
A Bird's Opening Deferred.

2 P-K4
The opening of the KB file is destined to be of great advantage to White. More reserved is 2 P-KKt3.

3 P×P P×P
4 Kt-QB3
In order to bring about an open game by 5 P-K4—a bold conception, which reckons nothing of loss of time or of the depletion of the weakened diagonal Kt1-QR7. Of course, not at once 4 P-K4, Q-R5 ch, nor 4 Kt-KB3, P-K5.

4 B-Q3
If 4 P-KB4; 5 P-K4.

5 P-K4
Evidently not 5 P-Q4, P×P; 6 P×P, Q-R5 ch; 7 P-Kt3, B×P ch, and wins, nor, prematurely, 5 Kt-B3, B×KKt5.

5 B-K3
Preventing White from occupying the live diagonal QR2-KKt6 by 6 B-B4.

6 Kt-B3 P-KB3
Creating a fairly secure asylum for his King.

7 P-Q3 Kt-K2
If 7 B-QB4; 8 Kt-QR4.

8 B-K3 P-QB4
Foreshadowing his plan of blockading Q5, which, however, creates some dead points in his own position. Better is 8 P-Q2, Kt-Q2, with a view to 9 B-QB4.

9 Q-Q2 QKt-B3
10 B-K2 Kt-Q5
11 Castles KR Castles
12 Kt-Q1 Kt-KB3
13 P-B3
Again White shows that he is not afraid of phantoms, for he risks weakening and exposing his base at Q3.

13 Kt×B ch
14 B×Kt Q-R1
15 Kt-R4
The beginning of lengthy operations on the KB file.

15 B-KB1
16 Kt-B5 K-R1
Simpler would be 16 B×Kt.

17 P-KKt4 Q-Q2
If 17 B×Kt; 18 KtP×B, and the KKt file becomes the base of action.

18 Kt-B2 P-QR4
Very naturally, he seeks counter-action on the opposite wing.

19 P-QR3
In order to render the QR mobile, which it would not be after 19 P-QR4.

19 P-KR4
20 QR×Q QKt×Kt1
21 R-Q2 P-Kt5
22 RP×P RP×P
23 B×P
He closes two files (QKt and QB) at one stroke. The open QR file will be of little use to Black.

23 R-K1
24 Q-B3 R-R1
25 P-Kt5
A very fine break-through.

25 P-Kt3
He hopes to escape with little harm. Better is 25 B×Kt, in spite of hidden or apparent dangers.

26 Kt-K4
A brilliant conception.

26 P×Kt
Or 26 P×P; 27 Kt-B6, etc.

27 Kt×BP Kt×Q5
Or 27 P×P; 28 Q×P, and the tension continues.

28 Q-B2 Q-B3
29 Kt×R Q×Kt
30 B×Kt KP×B
31 P×P B-Q2
32 R×Kt1
On balance White has an advantage of the exchange and two pawns for a piece. Nevertheless, the black Bishops could quickly become an influential force unless White succeeds in turning his Rooks to account on the open K file, and in using his advanced pawns as battering rams. The way White effects both these operations is masterly.

32 B-QB3
33 Q×Q R×R
Not 33... Q×KB3; 34 R×KB1, nor 33... B×P; 34 R×KB2, Q×Kt3; 35 R (K1)×KB1, and wins.

34 R×R2 B-B3
35 Q×Kt4 R×Kt1
36 R×R Q×R
37 R×K2
This Rook is to keep three hostile pieces occupied.

37 Q×Q Kt×Q2; 40 Q×Kt2, Q-R2 or 39 Q×R5.

39 P-Kt6
Refuting Black’s intentions, for if 39... Q×Kt2; 40 Q×Kt4, and if 39... Q×R2; 40 R×Kt6, Q×R8 ch; 41 K×Kt2, Q×P ch; 42 Q×Kt2, and wins; or 39... Q×R5; 40 P×P, etc. On the other hand, White already threatens 40 P×P.

39 P×P
Triumph of the “twin-open files.”

40 P×Q
Or 40... Q×Kt2; 41 Q×R ch, Q×R2; 42 Q×B6 ch, Kt×Kt2; 43 Q×Q ch, K×Kt1; 44 Q×Q ch, K×Q; 45 P×B6; or 40... B×KKt2; 41 Q×R5 ch, K×Kt1; 42 P×B6.

41 Q×Kt3 Q×R4
42 Kt×Kt4
With the double effect of stopping 42... Q×Q ch, and threatening 43 R×R4.

42 Resigns
If 42 B×Kt2; 43 Q×K5 ch, etc.

499

White Black
BARATZ MENCHIK

A pretty game, in which Black wins, one after another, no less than four pawns with astuteness worthy of the former woman world Champion of the World.

1 P×QKt3
The Queen’s Fianchetto Opening, mentioned by Lucena (1498), leads to a slow development.

More risky is the Extended Queen’s Fianchetto, as shown in a game Fleischig—Schlechter, Vienna, 1895: 1 P-QKt4, P×Kt3; 2 B×Kt, Kt×Kt3; 3 P×P, P×B4; 4 P×Kt, P×Q; 5 P×Q, Q×R4 ch; 6 Kt×B3, Kt×Kt5; 7 Q×P3, P×P; 8 Q×P, B×B4; 9 Q×Kt P×B ch; 10 K×Q, P×Q; 11 Q×R ch, K×Kt2; 12 Q×B, P×Kt; 13 B×B1, Kt×Q2; 14 Q×R,
Position after 11 \textit{Kt}--\textit{Kt}3

12 \ldots 
\textit{B} \times \textit{B}  
13 \textit{QR}--\textit{Kt}1  
\textit{B}--\textit{B}6 \textit{ch}  

Although White has only lost a pawn, his game suffers from other organic weaknesses.

14 \textit{Kt}--\textit{Q}2  
Compulsory, for otherwise there follows 14 \ldots \textit{B} \times \textit{P}.

14 \ldots 
\textit{Kt}--\textit{K}4

15 \textit{B}--\textit{B}3  
If 15 \textit{P}--\textit{B}3, \textit{Kt} \times \textit{P}.

15 \ldots 
\textit{Q}--\textit{R}4

16 \textit{Kt}--\textit{B}1  
\textit{Q} \times \textit{P}

Severe reprisals.

17 \textit{B}--\textit{K}2  
\textit{Q}--\textit{R}4

18 \textit{B}--\textit{P}4  
\textit{Kt}--\textit{B}3

19 \textit{K}--\textit{B}2  
White's King is paying dearly for having scorned humdrum castling.

19 \ldots 
\textit{Q}--\textit{B}2

20 \textit{B}--\textit{B}3


20 \ldots 
\textit{P}--\textit{Q}5

21 \textit{Kt}--\textit{K}4  
\textit{P} \times \textit{P} \textit{ch}

22 \textit{K}--\textit{K}3  
\textit{B}--\textit{K}2

If 22 \ldots \textit{B} \times \textit{Q}5; 23 \textit{P}--\textit{B}3.

23 \textit{Kt} \times \textit{KP}  
\textit{B}--\textit{K}1

Turning the Rook to account whilst forestalling the threat 24 \textit{Kt} \times \textit{P}, for now 24 \ldots \textit{B}--\textit{Q}5.

24 \textit{Q}--\textit{KB}1  
\textit{P}--\textit{KR}3

An astute double threat.

25 \textit{P}--\textit{B}3

even the hostile base at QB3. But now a tactical coup prevails over strategic considerations.

500 MASTER GAMES

If, instead of the text move, 30 \( R \times P \), then neither 31 \( R \times Kt, B \times Kt \), etc., nor 31 \( R-Q3, QKt-K5 \), but 31 \( R(Q2)-B2 \), \( R \times R; 32 \ R \times R, R \times R8 ch; 33 \ K-Kt2 \) (if 33 \( K-KR2, R \times B ch; 34 \ K \times R, B \times Kt ch, and Black has two minor pieces for a Rook); 33 \( Kt-Kt4 \) (threatening 34 \( B \times Kt ch); 34 \( Kt-K5 \), and White is out of the danger zone.

31 \( K-K2 \)

If 31 \( K-B1, Kt \times P ch; 32 \ P \times Kt, B \times R, R \times B ch; 34 \ K-Kt2, QR-R6, and wins.

31 \( \ldots \ldots \) \( Kt-K5 \)

A powerful reinforcement.

32 \( R-B4 \)

If 32 \( P \times P, KKt \times P, R \), and White loses at least the exchange.

32 \( \ldots \ldots \) \( Kt \times TP \)

33 \( B-Kt2 \) \( B-K3 \)

The final combination.

34 \( R(B4)-B2 \) \( Kt-Kt5 ch \)

35 \( K-R3 \)

He can do no other: if 35 \( K-R1, R \times R8 ch. \)

35 \( \ldots \ldots \) \( Kt-K4 dis ch \)

36 \( K-R2 \)

If 36 \( K-R4, R \times K5 ch. \)

36 \( \ldots \ldots \) \( R-Kt1 \)

37 \( R-Kt1 \) \( Kt-Kt5 ch \)

38 \( K-R3 \) \( Kt-K6 dis ch \)

39 \( K-R2 \) \( Kt \times R \)

40 \( B \times R \) \( Kt-Q5 \)

The key to the whole combination; a white piece is lost in lamentable circumstances. White resigns. A great feat.

30 \( Kt \times Q \) \( Kt \times P ch \)

A most complicated affair.

APPENDIX

GAMES AT ODDS, BLINDFOLD, ETC.

GAMES AT ODDS

I. PAWN AND MOVE (REMOVE BLACK'S KBP)

White Black

ATWOOD PHILIDOR

(London, 1795)

Undisputed champion of his time and the founder of modern chess, Philidor was a firm believer in pawn strategy. His motto was: The pawns are the soul of chess. In the following game, won from a player of the first rank, he effects his favourite strategem—assault by pawns—by means of a pretty sacrifice of a Bishop.

1 \( P-K4 \)

2 \( P-Q4 \) \( Kt-QB3 \)

3 \( B-Q3 \) \( P-K4 \)

4 \( P-KB4 \) \( P-Q4 \)

5 \( P-K5 \) \( P-B4 \)

6 \( P-B3 \) \( QKt-B3 \)

7 \( Kt-B3 \) \( Q-Kt3 \)

8 \( B-Q3 \) \( Kt-R3 \)

9 \( Q-Kt3 \) \( P-B5 \)

10 \( Kt-B1 \) \( P-Q \)

11 \( B-Kt4 \) \( P-Q \)

12 \( P-B2 \) \( P-QKt4 \)

13 \( B-Q4 \) \( P-Kt4 \)

14 \( B-Q4 \) \( P-Kt4 \)

15 \( B-QR4 ch \) \( K-K1 \)

16 \( B-Kt5 \) \( Kt-B3 \)

17 \( P-K4 \) \( P-Q \)

18 \( B-B2 \) \( R-B1 \)

19 \( Castles \) \( B-Kt2 \)

20 \( B-B4 ch \) \( K-Q1 \)

21 \( Kt-Kt5 \) \( R-B3 \)

22 \( B-Q2 \) \( R-B \)

23 \( B-R5 ch \) \( P-Kt3 \)

24 \( B-Kt4 \) \( Kt-B3 \)

25 \( B-Kt5 \) \( B-B1 \)

26 \( QR-B1 \) \( B-B \)

27 \( Kt-B1 \) \( Kt-Q5 \)

28 \( KR-K1 \) \( R-Kt1 \)

29 \( K-B1 \) \( Kt-K5 \)

30 \( B-Q1 \) \( Kt-Q7 ch \)

31 \( K-B2 \) \( R-B3 ch \)

32 \( K-K3 \) \( R \times P \)

33 \( B-K2 \) \( Kt-K5 \)

34 \( B-R5 \) \( Kt-B4 ch \)

35 \( K-B3 \) \( Kt-R5 db ch \)

36 \( K-K3 \) \( R-B6 ch \)

37 \( B \times R \) \( Kt-B4 \)

38 \( Q-Q3 \) \( R-Q7 mate \)

Without trying to push his name forward
or courting public favour, Lewis was one of the foremost players of his day.

III. PAWN AND TWO (REMOVE BLACK’S KBP)

White

COCHRANE DESCHAPELLES

(Paris, between 1815 and 1832)

A pitched battle in which the contestants fight desperately for the initiative, until a stroke of genius (22 ... Q×R5) decides the day in favour of Black.

1 P—K4
2 P×Q4 P×Q4
3 B—Q3 P—B4
4 P—QB3 P×P
5 P×P Kt—QB3
6 P—K5 Q—K3
7 Q—R5 ch K—Q1
8 Kt×K2 Kt×K2
9 Q—Kt4 Kt×Q5 ch
10 B—Q2 Kt×KP
11 B×Q Kt×Q
12 Kt—Q2 Kt×Q
13 B×B P—BK3
14 P—K3 Kt(K5)—B3
15 Castles KR P—K4
16 P—KR4 B—QK2
17 P—R3 P×P
18 P×P P×P
19 R×R ch B×R
20 R—R1 B—QK2
21 R—R7 K—B1
22 R×B B×B
23 R×R1 P—Kt5
25 P—R4 B—Q3
26 P×KKt3 R×KB1
27 R×R B×P
28 R×R1 P—Kt5

And Black wins.

V. ODDS OF THE KNIGHT (REMOVE WHITE’S KKt1)

White

GRECO

Black

N.

(1622–34)

A “storm in a teacup.” In this short skirmish one can almost feel the hope, the triumph, and then the sad disillusionment of the odds taken in quick and exciting sequence.

1 P—K4 P—K4
2 P×K4 P×P
3 Kt—B3 P×K4
4 P×B Kt—B4
5 P—Q4 Q—K2
6 Castles P—Q3
7 Q×Q P×Q
8 P×P Kt×P
9 Kt×Kt P×Kt
10 B×ch K×Kt
11 B—R3 ch P—B4
12 Q—K2 Kt—B3
13 QR×Q Kt—K1
14 P—KB P×B
15 P×P Castles
16 Kt×Kt1 P×B
17 B×Q Kt—Q1
18 B—Q2 Kt—B2
19 QR×K B—Q1
20 Kt×Kt P×Kt
21 P×Kt Kt×Kt
22 P×Q Kt×Q
23 B×P Q×P
24 P×Q B×Q
25 Q×B P×Q
26 Q—K5 Resigns.

VI. ODDS OF THE KNIGHT (REMOVE WHITE’S QKt1)

White

PHILIDOR

BLACK

ATWOOD

(London, 1794)

Philidor’s method of besieging the critical point KB7 positionally is very remarkable. Remarkable, because in those days rapid and brilliant decisions were the order of the day, because the King’s Gambit does not lend itself to a slow and scientific treatment, and, finally, because a player, giving the odds of a piece, usually seeks the solution of the problem in surprise moves, and not in methodical play.

1 P—K4 P—K4
2 Kt×B3 Kt×QB3
3 B×B B—B4
4 P—QKt4 B×P
5 P×B B×B
6 Castles P—Q3
7 P×Q P×Q
8 Kt×P Kt×P
9 Kt×Kt P×Kt
10 B×ch K×K2
11 B—R3 ch P—B4
12 Q—K2 Kt—B3
13 QR×Q Q×B2
14 P—KB4 Kt×Kt5
15 P×P B×P
16 P—Kt3 Kt—K6
17 B—Kt8 Kt—P3
18 R—R7 ch K×K1
19 Kt×Kt5 ch B—Q2
20 Q×B mate.

VIII. ODDS OF THE KNIGHT (REMOVE WHITE’S QKt1)

White

MORPHY

MAURIAN

(New Orleans, 1857)

An amazing number of sacrifices takes place in the following short game: besides the KtKt given at the outset, the KKt is offered (5 P—Q4, Ghulam Kassim’s Attack, a variant of the Muzio Gambit), then the KB, two innocent pawns, and, finally, the Rook. A real “Morphy.”

1 P—K4 P—K4
2 P×K4 P×P
3 Kt—B3 P×K4
4 B×B Kt—B4
5 P×Kt B×Q
6 Castles P—KB4
7 B×KB ch K×B
8 Q×Kch K×B
9 Q×R ch Kt×Kt1
10 B×P B×P
11 Castles KR Q×P ch
12 K×Kt Q×KP
13 QR×Q Kt×Q
14 R×ch Kt×Q
(a) If 14 ... Kt×R; 15 B—R6 ch and mate next move.
15 B—Q6 ch Resigns (b)
16 R×Kt ch, K×Kt; 17 Q×K7 ch, Q×R; 18 Q×Kch, mate.
APPENDIX

X. Odds of the Knight (Remove White's QKt)

White  Black
MORPHY  THOMPSON
(New York, 1859)

Although Black puts up a strong defence, he is not proof against Morphy's encircling stratagems. The finish, with a Queen's sacrifice leading to a "two Bishops' mate," is very brilliant.

1 P—K4  P—K4
2 Kt—B3  Kt—QB3
3 B—B4  B—B4
4 P—QKt4  B—P
5 P—B3  B—R4
6 Castles  Kt—Kt3
7 P—Q4  P—Q3
8 P×P  Kt×P
9 K×Kt  K—K6
10 P—Q4  Q—K3
11 R—K1  Kt—P
12 P×Kt  R×P
13 Q—B2  B—Kt3
14 B—P  R—Q1
15 Q×Q  Q×Kt
16 B—Kt5  Q×Q
17 Q—B5  Q×Q
18 R×R  K×R
19 R—K8 mate.

XI. Odds of the Knight (Remove White's QKt)

White  Black
CAPABLANCA  N.
(1919)

In the best classical tradition, the Cuban genius forces a free passage through the KB file, after which he willingly allows all exchanges offered by his adversary. The mate, effected, so to speak, by the Queen alone, is impressive.

1 P—K4  P—K4
2 P—K4  P×P
3 Kt—B3  P—Kt4
4 B—B4  B—K2
5 Castles  P—Kt3
6 P—Kt3  P×Kt
7 Kt×Q  P—Kt
8 B—P  P—Q6
9 B—Kt3  B—K5
10 Q×P  Kt—B3
11 P—K5  R—B1
12 P×Kt  B—P
13 P—Q4  Q—K3
14 R—R  B—K3
15 B—B  P×P
16 Q×Q  K×Q
17 Q—Q  Q—Kt
18 R×R  Resigns.

XII. Odds of Knight and Move (Remove Black's QKt)

White  Black
ALDERTON  DU MONT
(London, 1931)

In this game at unusual and difficult odds, Black submits to and encourages a violent attack by White. White overruns the KKt file, doubles and trebles the pressure on the KKt pawn, the presumed centre of Black's resistance, displaces the obstacle, wins the Queen, only to find that the pawn in question has become White's winning asset, and cannot be prevented from queening.

1 P—Q4  P—K4
2 P—Q4  P—K4
3 Kt—Q3  B—K3
4 K×Kt  B×P
5 Kt—B3  Q—Q1
6 P—Q4  B—K3
7 B×P  P—K3
8 Q—Q  K—Kt1
9 K—Q  P—B4
10 K—Kt  B×P
11 K×Q  B—R4
12 Kt—Q1  P×P
13 Kt×B  K—B1
14 B—R6 mate.

XIII. Odds of the Queen (Remove White's Queen)

White  Black
COCHRANE  N.
(London, between 1815 and 1832)

Giving the odds of the Queen implies remuneration of an immediate attack, and waiting until the presumably inexperienced opponent commits himself to some sterile expedition. The co-operation of White's three minor pieces in the weaving of a mating net is very effective.

1 P—K4  P—K4
2 P—K4  P×P
3 B—B4  Q×P
4 K×Q  B—B4
5 Kt—B3  Q—Q1
6 P—Q4  B—K3
7 B×P  P—K3
8 K—Q5  K—Kt1
9 P×P  P×P
10 Kt—B3  QKt—B3
11 R—K1  B—R4
12 Kt—K4  B×R
13 K×B  K—B1
14 B—R6 mate.

BLINDFOLD GAMES

XIV

White  Black
BRUHL  PHILIDOR
(London, 1878)

Philidor introduced the art of blindfold play, then new to Europe, playing usually three games at the same time. This number has, in modern times, been increased to an incredible extent. Philidor, however, having no competitor, lacked the incentive to try for more.

In the present game, against one of the strongest players of the period, Philidor shows the depth of his conceptions in the middle game and his flawless technique in a Rook ending.

1 P—K4  P—K4
2 B—B4  P×P
3 Q—K2  B—B4
4 P—QB3  P—QB3
5 P—Q3  Kt—B3
6 P×P  B×P
7 P×Q  P×Q
8 B—K15  P—Q4
9 B—Kt3  B—Q3
10 Kt—Q2  QKt—Q2
11 P—K3  P—K3
12 B—Kt  Q—Kt
13 P—Kt  P—Kt
14 P—B4  P—R4
15 P×P  P×P
16 Q—B2  Castles
17 Kt—K2  P—QKt4
18 Castles Kt  Kt—Kt3
APPENDIX

19 Kt—Kt3
20 QR—B1
21 Kt—B3
22 Q—Kt3 ch
23 Q×Q ch
24 B×Kt
25 P—KKt3 QR—Kt1
26 P—Kt3 B—R6
27 R—QB2 P×P
28 P×P KR—B1
29 R×R RxR
30 R×R B×Kt
31 R×P B×B
32 K×B R×Q
33 R×B ch Q×Q
34 P×B B×B
35 B×B Kt×B
36 R—KKt1 Resigns.

BLINDFOLD GAMES

33 K×Kt2 R—KKt2
34 B×P ch R—Kt1
35 B×Kt4 R×R ch
36 B×R R×R ch
37 K×B Resigns.

XVII

WHITE Black
BLACKBURN O’HANLON
One of eight simultaneous blindfold games
(Belfast, 1896)

Himself an expert in combinative and imaginative play, J. J. O’Hanlon, who later
several times became Champion of Ireland, is here drawn into the complications of the
Hamppe-Allgaier Gambit, and succumbs to surprise manoeuvres imagined by his great
opponent.

WHITE

MORPHY FREEMAN
One of eight blindfold games
(Birmingham, 1858)

In this game, Black makes an early attempt to obtain the initiative (4...P), which,
however, is refused by admirably forceful play.

P—K4
2 B×B
3 P×QKt4 B×B
4 Kt—Kt3 P×Q
5 P—Q4 Kt×P
6 KtxP B×B
7 Kt—Kt5
8 B×B ch
9 Kt×P B×B
10 P×Q
11 B×B
12 B×Kt Q×Q
13 Kt×B6 ch Q×Kt
14 QB×P Q×Q
15 Kt—Kt6 B×B
16 Q×R5 B×P ch
17 K—Kt1 Q×B
18 R×B Kt×Q
19 B×Kt2 B×Q5
20 P×Kt3 B×B3
21 P×Q Kt×Q
22 B×B Kt×P
23 R×Kt1 ch Kt×Kt3
24 QR×Kt ch R×P ch
25 R×P ch K×R
26 R×Kt7 ch K×R
27 B—Q4 P×B
28 B×Q P×Kt3
29 R×Kt3 R×B2
30 K×K5 R×K1
31 B×B ch K×R2
32 R×Kt5 R×K8 ch

WHITE

PILLSBURY MOLLER
One of 21 simultaneous blindfold games
(Hanover, 1902)

A memorable seance against first-class opponents, many of them of master strength.
His opponents in this game is a Danish master and an outstanding theoretician. He treats
the opening in excellent fashion, only to find, in a Rook ending, that the “blindfold
player has “seen” one move further.

P—K4
2 Kt×Kt3 Q×Q
3 B×B
4 B—Kt3
5 K×Kt4
6 P×B P×P
7 P×Kt
8 R—Kt1 ch
9 Kt—Kt5 K×Kt3
10 B×Q4 Q×Q
11 B×B
12 KtxP K×B
13 Kt—Q2 Q×B
14 P×Q K×P
15 K—K5 P×Kt3
16 K—B1 P×QKt4
17 Kt×Kt5 ch
18 B×Kt K×B3
19 QR×Q QR×Q
20 P×Kt4 R×Q2

XVIII

WHITE Black
PILLSBURY HOWELL
One of twelve simultaneous blindfold games
(London, 1902)

Joining imagination to elegance, Pillsbury was one of the greatest masters of blindfold
play. He was said to see everything and a little more, as in this game the prodigious
coup 16 R—Kt7.

1 P—K4
2 Kt×Kt3
3 B×B
4 Kt—B3
5 P×Kt4
6 Kt×Kt5
7 B×P K×Q
8 P—Q4 P×Q
9 B×P B×Kt2
10 B×Kt3 B×P
11 P×P B×P
12 B—B4 ch K×Kt
13 Castles B×Q
14 R—B7 ch K×Kt3
15 P×R5 ch K×P
16 R—Kt7 K×Kt
17 B×B Kt×Kt13
18 K×Kt12 R×P2
19 Q×R1 ch Kt×R5 ch
20 Q×Q R×Q X
21 B—B7 mate.

And Black wins.

XV

White

MORPHY AMATEUR
One of six simultaneous blindfold games
(New Orleans, 1858)

Playing over one of Morphy’s masterpieces, such as the following game, is to the enthusiast
like drinking from the fountain of youth.

1 P×K4
2 Kt×Kt3
3 B×B
4 P×QKt4
5 P×B
6 P×Q4
7 Castles
8 B×R3
9 Q×Kt3
10 Kt×P
11 B×P
12 R×Kt1 Q×Q
13 Kt×B6 ch Q×Kt
14 QB×P Q×Q
15 Kt—Kt6 B×B
16 Q×R5 B×P ch
17 K—Kt1 Q×B
18 R×B Kt×Q
19 B×Kt2 B×Q5
20 P×Kt3 B×B3
21 P×Q Kt×Q
22 B×B Kt×P
23 R×Kt1 ch Kt×Kt3
24 QR×Kt ch R×P ch
25 R×P ch K×R
26 R×Kt7 ch K×R
27 B—Q4 P×B
28 B×Q P×Kt3
29 R×Kt3 R×B2
30 K×K5 R×K1
31 B×B ch K×R2
32 R×Kt5 R×K8 ch

XVI

White

MORPHY
One of eight blindfold games
(Birmingham, 1858)
**APPENDIX**

| 21 R—Q3 | KR—Q1 |
| 22 P—K4 | P—Q4 |
| 23 K—B2 | B—Q3 |
| 24 K—B3 | K—Q2 |
| 25 P—KKt4 | P×Pch |
| 26 P×P | P—B4 |
| 27 P—Kt5 | K—B3 |
| 28 P—B5 | R—K1 |
| 29 K—B4 | B—B2 |
| 30 Q×R | Q—R4 |
| 31 B×B | R×Pch |
| 32 K—Kt4 | R×R |
| 33 K—R | K×B |
| 34 R—Kt ch | Q—Q3 |
| 35 R×P | B—B5 |
| 36 R—R3 | K—K4 |
| 37 R—Kt3 | K—K5 |
| 38 R×R | P×Rch |
| 39 K—Kt3 | Resigns. |

**SIMULTANEOUS CHESS**

White | Black
---|---
ALEKHINE | STEINER

One of 26 simultaneous blindfold games (New York, 1924)

*Here, again, the blindfold player meets an opponent of master strength, against whom a surprise attack has little chance of succeeding. And so we witness trench warfare and positional play. The resulting ending is worth careful study, and the finish would do credit to any player in a normal single-handed contest.*

1 P—K4 | P×B4
2 Kt—KtB3 | P—Kt3
3 P—Q4 | P×P
4 Kt×P | B—Kt2
5 P—Q4 | Kt—Q3
6 B—K3 | K—B3
7 Kt—Q3 | B—B2
8 B—K2 | K×B2
9 P—B3 | Castles
10 P×B | P×Kt3
11 P—B4 | Q×Q1
12 P×Q | Kt—K2
13 Kt—Q4 | B—Kt2
14 P×P | P×B
15 B—Kt3 | K×B3
16 R—K1 | R×B1
17 Q×B | Kt—B3
18 Kt—B5 | K—Kt3
19 R×B | Resigns.

**SIMULTANEOUS CHESS**

XXIII

White | Black
---|---
ALEKHINE | KUSSMAN

From a simultaneous performance (New York, 1924)

*After an exemplary treatment of the opening, the champion obtains here a solid positional advantage. From this he evolves a combination of surpassing charm, leading to a powerful finish.*

1 P—Q4 | P—Q4
2 Kt—B3 | Kt—B3
3 P—B4 | P—Kt4
4 Kt×B | B—B4
5 P×Q | KP×P
6 B—Kt5 | B—K3
7 B×Kt | Q×B
8 P—K4 | P×KP
9 B—Kt5 | B—Q2
10 Kt×P | Q×OKt3
11 B×Bch | Kt×B
12 Castles | P×P
13 Kt×P | R—Q1
14 Kt—B5 | Kt—K4
15 Q—K2 | P×Kt3
16 Q—Kt5 | Kt—Q2
17 Kt—K1 | B—Kt5
18 Kt×B | B—Kt1
19 Kt×Kt | R×Kt
20 Q—K5 | Resigns.

There are three distinct and separate threats of mate.

**XXIV**

White | Black
---|---
TARTAKOWER | N.

From a simultaneous performance (Paris, 1933)

*In order to cope with a large number of opponents at the same time, the simultaneous player must be well equipped with a theoretical knowledge of all phases of the game. Only*
thus can he hope to take instant advantage of every opportunity. For instance, in the following game, if 14 ... Q × P ch; 15 Q × Q, B × Q; 16 P × B mate.

A humorous feature is the repetition of the same stratagem on moves 17 and 19 by White: R — K7.

1 P — K4  P — K4
2 Kt — KB3  Kt — QB3
3 B — B4  B — B4
4 P — Q4  P × P
5 Castles  Kt — B3
6 P — K5  P — Q4
7 P × Kt  P × B
8 R — K1 ch  B — K3
9 Kt — K5  Q — Q4
10 Kt — QB3  Q — B4
11 QKt — K4  B — KB1
12 Kt × BP  K × Kt
13 Kt — K5 ch  K — Kt4
14 P — KKt4  Q × P (B3)
15 R × B  Q — Q1
16 Q — B3  Q — Q2
17 R — K7  Kt — K4
18 R × Kt  P × KR3
19 R — K7  Resigns.

LIVING CHESS

XXV

White  Black
DU MONT  Réti

Lightning Tournament
(London Congress, 1922)

The following game is an example of modern positional play at ten seconds a move. Both players are on the watch; up to the last moment, Black effects dangerous threats, in the hope of catching his opponent off guard, but in the end the co-operation of the well-directed white pieces (Queen, Rook and Bishop) prevails.

1 P — QKt3  P — K4
2 B — Kt2  Kt — QB3
3 P — K3  P — Q4
4 Kt — KB3  B — Q3
5 P — B4  Kt — B3
6 P × Q3  Castles
7 QKt — Q2  Q — K2
8 Q — B2  Kt — QKt5

LIVING CHESS

XXVI

White  Black
MICHELL  Griffith

Living Chess
(Hurlingham, 1936)

A game played with living pieces at great speed, for whoever was the first to use up five minutes lost the game. The winner used two and a half minutes, or less than seven seconds a move—a tribute to his quick sight, and to the nimbleness of the living pieces.

The sacrificial combination which Black manages to evolve, despite the speed, is mastered.

1 P — K4  P — QB3
2 P — Q4  P — Q4
3 P × P  P × P
4 P — QB4  P — K3
5 Kt — QB3  Kt — KB3
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