MIKHAIL CHIGORIN

The Creative Chess Genius

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Mikhail Ivanovich Chigorin (1850-1908) is not only recognised as being the true founder of the Russian chess school, but must also be considered one of the most important figures in the history of the development of chess knowledge.

Many of his ideas were years ahead of his time and only appreciated long after his death. However, that marvellous creative approach to chess, which Chigorin displayed to the full in his games and writings, has served as a wonderful inspiration to a long line of Russian/Soviet players, including world champions Alekhine, Botvinnik, Smyslov, Tal and Spassky, who have all spoken of the great influence of Chigorin on their own attitude to chess. Even the present world champion, Kasparov, with his love of dynamic play and precise analysis, continues the Chigorin traditions.

Particularly significant, in both variety and durability, are Chigorin's contributions to opening theory. His ideas lie at the basis of such modern opening systems as the Slav, Nimzo-Indian, Pirc and King's Indian Defences, the closed defences to the Spanish Game, and the King's Indian Attack, and sometimes find themselves applied to openings for which Chigorin had not intended them. Without doubt, under the influence of Chigorin's methods of struggle against the mobile pawn centre, were born such popular systems as the Alekhine Defence, Grunfeld Defence, and the Cambridge Springs Defence, while even the outlines of the so-called Marshall Attack were drawn by Chigorin several years before its application in the famous game, Capablanca-Marshall. The Chigorin Defence to the Queen's Gambit was in itself a whole and original chapter of opening theory, while Chigorin's imaginative innovations in the romantic Kings and Evans Gambits and the Two Knights Defence have become legendary. If, as White, Chigorin employed lively opening systems with a view to obtaining an enduring initiative, whilst avoiding dull drawing variations, then with the Black pieces he strove not for mere equalisation but the assurance of equal chances of counterplay for the second player.
Chigorin also contributed many valuable ideas to the middle game. Dynamic manoeuvring, sacrifice of a pawn for the initiative, blockade of a pawn centre, exploitation of weak squares, strangulation play, centralisation, the latent power of cramped positions, energetic methods of attack and counterattack, a concrete approach to making a decision in a position - all these are seen clearly in Chigorin's games. Amongst his games are both those in which he convincingly demonstrated the strength of the two bishops, and, no less convincing, where the knight triumphed. In each position he tried to understand precisely its particular, distinctive features.

Also, in the endgame, when there were still hardly any reference books or fundamental analyses, Chigorin was, to a large extent, a pioneer, creating standards of intricate work to convert to victory an advantage which might have seemed insignificant to his contemporaries. Chigorin was especially strong in endings where rooks were left on the board, whether a pure rook ending or one complicated by the presence of minor pieces on the board.

Striking traces of the creative work of Chigorin remain in all three stages of the game, as the reader may see for himself in the extracts from his inexhaustible creative legacy which are featured in the pages of this book, which consists of translations from the following excellent Russian publications: "Selected Games of Chigorin" (1926) by E.Bogoljubov, "M.I.Chigorin: The Great Russian Chessplayer" (two editions 1939 and 1949) by N.Grekov, "120 Selected Games of M.I.Chigorin" (1952) by N.Grekov, and "Mikhail Chigorin" (1972) by E.Vasyukov, A.Narkevich and A.Nikitin. The introductory article on Chigorin by P.Romanovsky has been taken from I.Romanov's "The Creative Legacy of M.I.Chigorin" (1960).

Jimmy Adams
London 1987
GRANDMASTERS ON CHIGORIN

"The most worthy challenger in the struggle for the world championship." (Steinitz)

"Chigorin's creative work in the area of the openings can serve as a model for chess masters....In the Soviet Union, the Chigorin traditions are being maintained." (Lasker)

"A naturally-gifted genius - he was the first Russian to work at the creation of public chess life in Russia." (Winawer)

"Though ruined by ill-health, he, at the same time, contributed so much that was new to the theory of the openings, like nobody else." (Rubinstein)

"There was nobody in chess who was more artistic and creative than Chigorin." (Mieses)

"There was never a master who combined the art of attack and defence to such an extent as Chigorin." (Pillsbury)

"Combinations, such as Chigorin's, can be created only by a great master." (Gunsberg)

"An outstanding master of the endgame." (Schlechter)

"For Chigorin, in principle, the word "draw" did not exist. What could a half, a one and a zero mean for him when he was looking for a fight, for discovery, for truth?" (Spielmann)

"No master was closer to the great Morphy than Chigorin." (Maroczy)

"My best teacher." (Charousek)
"There was no master, against whom a defeat would be less annoying, than a defeat in an encounter with Chigorin." (Salve)

"There was nobody who was so little favoured by tournament luck as Chigorin, but also nobody who needed so little luck in a tournament as Chigorin." (Tarrasch)

"Rememberance of the great Chigorin lives on in my memory as lives and will live his glory in the history of chess art for as long as people play chess." (Duras)

"Chigorin is the founder of the Russian chess school. No one has done so much for the development and popularisation of chess in Russia as Chigorin. We, Soviet chess players follow his creative behests, revere his memory, and are profoundly grateful to him for his selfless service to the game." (Smyslov)

"Chigorin was one of the greatest Russian players, an artist of chess thought, and perhaps the first player in the world to treat the game as it deserves. He did a great deal for the development of chess in Russia and had a very powerful influence on world chess thought. He was many years ahead of his time, and his work will always be an inexhaustible source for the development and perfection of chess ideas." (Botvinnik)

***
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<th>Place</th>
<th>Pts</th>
<th>Move</th>
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<td>1875</td>
<td>Petersburg. (1st Winawer)</td>
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<td>2½</td>
<td>2</td>
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<tr>
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<td>1</td>
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<td>7</td>
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<td>1=</td>
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<td>Petersburg. Play off v Alapin</td>
<td>13</td>
<td>7</td>
<td>2</td>
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<tr>
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<td>3</td>
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<tr>
<td>1879</td>
<td>Petersburg. Match v Schmidt.</td>
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<td>6</td>
<td>2</td>
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<tr>
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<td>Petersburg. Merchants Club.</td>
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<td>11</td>
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<td></td>
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<td>34</td>
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<td>London.</td>
<td>26</td>
<td>16</td>
<td>10</td>
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<td>1883</td>
<td>Paris. Match v de Riviere</td>
<td>10</td>
<td>5</td>
<td>1</td>
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<tr>
<td>1883</td>
<td>Petersburg. Match v Nolde</td>
<td>12</td>
<td>5</td>
<td>4</td>
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</table>

(Odds of pawn and move)

1884 Kharkov. 12 12 0 0 1

*If drawn, the first two games of each match did not count, a third game was played, which counted.
<table>
<thead>
<tr>
<th>Year</th>
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<th>Opponent</th>
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<tbody>
<tr>
<td>1884</td>
<td>Kharkov. Match v Beklemishev.</td>
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<td>Kharkov. Consultation Games.</td>
<td>4 4 0 0 4</td>
<td>Won</td>
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<td>1884</td>
<td>Moscow. Match v Solovtsov.</td>
<td>2 1 1 0 1</td>
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<td>Petersburg. Handicap (25 players)</td>
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<td>1884/86</td>
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<td>22 20 0 2 21 1</td>
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<td>1885</td>
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<td>16 3</td>
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<td>9 5 2 2 6</td>
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<td>7½ 7</td>
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<td>1*** Won</td>
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<td>Havana. Match v Steinitz.</td>
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<td>Havana. Consultation Games with Ponce, Gavilan, and Steinitz.</td>
<td>3 1 1 1 1 ½</td>
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<td>1889</td>
<td>New York.</td>
<td>38 27 7 4** 29 1=</td>
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<td>New York. Play off v Weiss.</td>
<td>4 0 0 4 2</td>
<td>Draw</td>
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<td>Havana. Match v Gunsberg.</td>
<td>23 9 9 5 11½</td>
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<td>1891/92</td>
<td>Havana. Consultation Games with Cuban masters v Steinitz.</td>
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<td>1892</td>
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<td>23 8 10 5 10½</td>
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<td>Riga. Match v Asharin.</td>
<td>3 3 0 0 3</td>
<td>Won</td>
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<tr>
<td>1892</td>
<td>Petersburg. Handicap.</td>
<td>(Chigorin did not qualify for winners group.)</td>
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<td>Petersburg. Match v Belin</td>
<td>7 5 2 0 5</td>
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<tr>
<td>1893</td>
<td>Petersburg. Consultation tourn.</td>
<td>4 3 0 1 3½</td>
<td>Won v lst category players.</td>
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* Solovstov did not continue the match.
** The lst game in the second half did not count, if drawn, and a second game was played which did count.
*** One game remained unfinished, but in a won position for Petersburg.
<table>
<thead>
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<th>Year</th>
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<th>Score 1</th>
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<td>19</td>
<td>11</td>
<td>7</td>
<td>4</td>
<td>11½*</td>
</tr>
</tbody>
</table>

* Game totals and points totals do not correspond. Initial games, if a draw, counted ½ and were replayed. If the replayed game was drawn, both players won another ½. The winner of a replayed game got ½, the loser 0.

** 2 games by default.
<table>
<thead>
<tr>
<th>Year</th>
<th>Event</th>
<th>Pl.</th>
<th>+</th>
<th>-</th>
<th>=</th>
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<tr>
<td>1902</td>
<td>Hannover</td>
<td>17</td>
<td>6</td>
<td>5</td>
<td>6</td>
<td>9</td>
<td>7</td>
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<tr>
<td>1902</td>
<td>Petersburg. Strongest Players.</td>
<td>14</td>
<td>12</td>
<td>2</td>
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<td>1902</td>
<td>Moscow. Exhibition Game with Pillsbury</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>Won</td>
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<tr>
<td>1903</td>
<td>Vienna. Gambit Tournament.</td>
<td>18</td>
<td>12</td>
<td>4</td>
<td>2</td>
<td>13</td>
<td>1</td>
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<tr>
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<td>Brighton. Match v Lasker with Rice Gambit</td>
<td>6</td>
<td>2</td>
<td>1</td>
<td>3</td>
<td>3½</td>
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<tr>
<td>1903</td>
<td>Kiev. 3rd All Russian Champ.</td>
<td>18</td>
<td>14*</td>
<td>2</td>
<td>2</td>
<td>15</td>
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<td>1904</td>
<td>Cambridge Springs.</td>
<td>15</td>
<td>6</td>
<td>6</td>
<td>3</td>
<td>7½</td>
<td>6</td>
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<tr>
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<td>Petersburg. Strongest Players.</td>
<td>11</td>
<td>9</td>
<td>1</td>
<td>1</td>
<td>9½</td>
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<tr>
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<td>14</td>
<td>12*</td>
<td>2</td>
<td>0</td>
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<td>1</td>
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<td>Ostende.</td>
<td>26</td>
<td>3</td>
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<td>Barmen.</td>
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<td>4</td>
<td>5</td>
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<td>Petersburg. 4th All Russian Ch.</td>
<td>4</td>
<td>1</td>
<td>3</td>
<td>0</td>
<td>1</td>
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<td>Lodz. Match v Salve for Russian Champ.</td>
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<td>7</td>
<td>5</td>
<td>3</td>
<td>8½</td>
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<td>5</td>
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<td>Ostende.***</td>
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<td>6</td>
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<td>Moscow</td>
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<td>2</td>
<td>0</td>
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<td>1</td>
<td>12</td>
<td>7</td>
<td>4½</td>
<td>6</td>
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<td>Carlsbad.</td>
<td>20</td>
<td>6</td>
<td>11</td>
<td>3</td>
<td>7½</td>
<td>16-18</td>
</tr>
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</table>

* 1 game by default.
** Chigorin withdrew after the 5th round due to a disputed loss on time.
*** This event was played in five qualifying stages. Chigorin did not get beyond the 2nd stage.
Chess life has in the last few decades made important progress in its development.

However, even this stormy period of development of chess thought, which we have experienced, cannot in any way dim Soviet chessplayers' memory of the creative outlook of the founder and organiser of the Russian chess school, Mikhail Ivanovich Chigorin.

And what is more, with the years further and further removing us from the time of life and creative work of this great Russian master, we are giving him even more attention, we sense the need to retain unbroken contact with the inexhaustible well of Chigorin's creative work.

The name of Chigorin stands by itself in the history of the development of chess thought of his day.

Chigorin lived in a period, when, in the arena of chess art, shone such leading lights as Zukertort, Steinitz, Lasker, Tarrasch, Pillsbury, Schlechter, Janowski, Teichmann, Maroczy, Blackburne. It would seem to have been impossible to take up a special place in this brilliant constellation of talent. And yet there was a chessplayer who managed to do this - and it was Chigorin.

To the chess world, everything was unusual about this representative of Russian chess: the suddenness of his appearance in the arena of at first Russian and then international chess life, the late age - 24 years, at which he, for the first time, in the court of the best Russian masters of that time, Schumov and Schiffers, cast his own creative discoveries, both the swiftness of his chess development and spreading fame as a master, personifying his own ideas of artistic beauty, and many other things.

At first, the chess world regarded Chigorin as a talented individual, almost a new Morphy, this time appearing from the East. Shortly afterwards, however, Western critics, following the example of Steinitz, declared Chigorin an adherent of the "old" combinational school, which, in Europe, was represented at that time, in the opinion of these same critics, by Anderssen, Blackburne, up to a certain point Zukertort, and several other mas-
It would be difficult to find a greater lack of understanding of the creative outlook of Chigorin. How would it be possible to explain their "old", that is archaic, backward, belonging to the past, when Chigorin saw each game as a step forward in the progressive process of the development of chess thought? Not very much in accord with this characteristic is also the fact that Chigorin, supposedly representing the old views, after administering a series of shattering defeats both to Steinitz and his associates, was himself declared by them as being a purveyor of the ideas of the heralded by them "modern school".

Chigorin, indeed, did enter international chess life as a lone man. But passionate adherents and followers already soon began to appear amongst masters of the West, not to mention Russia.

The famous Czechoslovakian grandmaster, Oldrich Duras, wrote: "It is difficult for me to explain to the wide audience of the modern generation what the name of Chigorin meant and to this day means to Czechoslovakian players.... On the Chigorin traditions which dominated Czech chess art, I also grew up. Rememberance of the great Chigorin lives on in my memory even now, as lives and will live his glory in the history of chess art for as long as people play chess."

Declaring themselves disciples of Chigorin were the very talented but unfortunately prematurely deceased, Rudolph Charousek, the Austrian Rudolph Spielmann, and many others.

Through his creative work, Chigorin actively influenced the attitudes of many foreign chess-players, who were attracted by his innovations and the scope of his ideas, the artistic value of his style, and finally his wholehearted love of chess.

"It was characteristic of Chigorin - wrote Spielmann - that the main thing in chess for him was not the numerical result, but the search for truth, and through truth - the thirst for knowledge. Immediately after the end of a game he would sit down to analyse it. An endless melody of irrationality, not yielding to calculation, the unexplored, the inexhaustible, he lived through all this during the game, but after the game he worked tirelessly so that the irrational was made rational and intelligible, the in-
calculable - worked out precisely, the unexplored - explored; this is how he fought for truth in chess art."

If we try to find the main thing that separated and distinguished the figure of Chigorin in the history of chess thought, then it is this understanding of chess as a full-blooded art and the resulting from this principal view that his creative searching should take a truly artistic line.

Yes, Chigorin was a great chess artist and hardly any of his contemporaries could compare with him in the quality and quantity of artistic chess productions created by him.

And so Chigorin was neither a follower of the ideas of the "old" Italian school, nor a champion of the positional teachings of Steinitz. Chigorin was the founder and organiser of a new progressive chess tendency, which gave life to the Russian chess school.

However, this school consisted not only of creative work, but also organisational collaboration.

When we speak about Chigorin as the founder of the Russian chess school, we have in mind not only his creative work, due to which, in itself, Russian chessplayers rallied around him, but also work in the public and literary-propaganda field, to which he devoted many years of his life.

Chigorin was the first real public chess worker, organiser of the chess press and enthusiast-propagandist in our country.

There were many strong masters before Chigorin, for example A. Petroff and S.Winawer, but for them chess was a side-line and therefore they could not fully appreciate its immense cultural-educational role. The significance of Chigorin's active work for the development of Russian chess culture was immeasurably greater.

Even in his first years of service to Russian chess, Chigorin organised the magazine "Chess Sheet". Though he had a very modest income, Chigorin had to put his own money into the business of bringing out his first-born magazine, since the subscriptions (there were not even 250 subscribers in the whole of Russia!) covered only part of the expenses involved in its publication. In the end, the magazine ceased due
to lack of resources. The same fate befell another publication, rising out of its ashes and again conducted by Chigorin - "Chess Herald". Nevertheless the literary and public propaganda activities of Chigorin expanded from year to year. He conducted extensive correspondence with chess-players and chess circles of different towns in Russia, played many games by correspondence, and from time to time visited the provinces, where he strived to support chess enterprises through simultaneous exhibitions and talks, to heighten interest in chess.

The organisational and public activity of Chigorin bore its fruit. The ranks of Russian chessplayers increased. Chigorin's distinctive and beautiful style of play as well as his numerous victories over foreign masters, attracted the sympathy of broad circles of Russian chess-players, especially the young.

The well-known chessplayer, Rosenkranz, wrote: "Chigorin was in the full sense of the word "a ruler of men's minds" when it came to Russian chess youth.... All the young players found themselves under the spell of Chigorin's elegant play and the beauty of his combinations."

Another young contemporary of Chigorin, E. Znosko-Borovsky, defined his role and place in Russian chess life in the following lively way: "Chigorin....you know he represents the best in Russian chess life, you know he - is the whole of our chess life. To speak about him - means to speak about chess in general in Russia, about the most beautiful in it, about the greatest successes, about the best of its time, about the supreme efforts and manifestations of Russian chess creative work....Chigorin has not only elevated the name of Russian chess to an unprecedented height, hitherto unattained by any other Russian, but also justified his own life, as it were, by actually sanctifying chess itself in Russia."

"His exceptional talent - remarked the prominent Soviet writer and strong chessplayer, professor A. Smirnov, about Chigorin - was expressed in his own individual style of play, which he created and which was successively passed on directly and indirectly to a whole galaxy of disciples, colouring all our most recent chess creative work and leading to the establishment of a Russian chess school."

And so, the result of the many-
sided activities of Chigorin was the creation of a native chess school. A tireless organiser, a public-spirited person, a writer, a great and original talent in chess art, a passionate and selfless chess enthusiast, Chigorin not only laid the foundations, but also erected the main construction of the building, where Russian and Soviet chessplayers later grew and were nurtured.

***

Mikhail Ivanovich Chigorin was born 31 October 1850 in Petersburg. His father worked in the Okhtensk gunpowder works, his mother came from peasant stock. Chigorin's parents died young and already at ten years of age little Mischa became an orphan. Soon after, thanks to the efforts of his aunt, in whose care he was left, Mischa entered the Gatchinsk Orphans' Institute.

Chigorin began to play chess only at 16 years, not long before he was expelled from the Institute for taking part in "disturbances" which had been provoked by the brutality that had been directed against the pupils.

However, Chigorin's appearances on the horizons of Petersburg relate to an even later period - 1873-1875. He encountered E. Schiffers, I. Schumov, S. Winawer - Russian chess celebrities of this time. In the very first small tournaments and matches, Chigorin performed with great success.

The year 1876 should be mentioned as the beginning of Chigorin's literary activity. In September of this year came out the first number of his magazine "Chess Sheet".

In 1873-1880 Chigorin gained the reputation of being the best Russian chessplayer, defeating Schiffers, Alapin, Schmidt, Asharin, etc. in matches and tournaments. Beautiful combinations with sacrifices wound up many of Chigorin's attacks and made a strong impression on his contemporaries. Here are two examples.

The diagram depicts a position
from a match game, Chigorin-Schiffers, 1880:
24 \( \text{\textit{xe}}7+! \text{\textit{xe}}7 25 \text{\textit{xe}}7+ \textbf{\textit{f}}7 \\
\text{(No less beautiful is the other variation: 25...\textit{g}8 26 \textit{c}4+ \textbf{\textit{f}}7 \\
27 \textit{e}8+ \textbf{\textit{g}}7 28 \textit{e}6 mate.)} \\
26 \text{\textit{e}}6+ \textbf{\textit{g}}8 27 \textit{e}8+ \textbf{\textit{f}}8 28 \textit{xf}8 \\
\text{mate.}

And here is the conclusion of the last encounter of the match, Alapin-Chigorin, which took place in the same year.

\[ \text{30...\textit{g}xg2+! 31 \textit{fxg2 g}5+ 32 \textit{g}f3 \textit{h}5+ 33 \textit{f}4 \textit{h}6+ 34 \textit{g}f3! \textit{h}1+ 35 \textit{g}2 \textit{h}3+ 36 \textit{f}4! \textit{g}f1+ 37 \textit{g}f3} \]
\[ \text{(Up to the present move, Alapin has defended excellently, but now it would be better to continue 37 \textit{g}5! \textit{g}xg2+ 38 \textit{f}6.)} \\
37 \text{\textit{xf}3+ 38 \textit{e}5 \textit{xe}3+ 39 \textit{d}6 \textit{g}xg2, and Black won.} \]

Chigorin's name also became known in foreign chess circles. His international debut - participation in the Berlin international tournament of 1881 - was met with great interest and ended in an important success: the sharing of 3rd and 4th prizes (amongst 17 competitors) with Winawer - one of the winners of the international tournament in Paris 1878. Above him were only Blackburne and Zukertort. Chigorin's victories over L.Paulsen, Winawer, Schmidt, Riemann, displaying beautiful creative ideas, attracted universal attention.

In 1882 at the international tournament in Vienna, occurred Chigorin's first encounter with Wilhelm Steinitz, considered at that time, due to his numerous brilliant victories, the best chessplayer in the world. The tournament was double-round and therefore the opponents met twice. We present these highly interesting and stormy games.

Steinitz-Chigorin: King's Gambit
\[ 1 \text{e}4 \text{e}5 2 \text{f}4 \text{exf}4 3 \textit{d}f3 \textit{g}5 4 \textit{c}4 \textit{g}4 5 \textit{c}e5 \textit{h}4+ 6 \textit{f}1 \textit{h}6 7 \textit{d}4 \textit{f}3 8 \textit{c}c3 \textit{c}c6 \\
\text{(The opening reference books recommend 8...d6 9 \textit{d}d3 \textit{fxg}2+ 10 \textit{g}xg2 \textit{g}7.)} \\
9 \textit{f}4 \textit{d}6 10 \textit{xe}c6 \textit{fxg}2+ 11 \textit{g}xg2 \textit{bxc}6 12 \textit{f}1 \textit{d}7 \\
\text{(Interestingly played! Black does not fear 13 \textit{d}xh6 \textit{d}xh6 14 \textit{xf}7+ \textit{g}7 and Black threatens a counterattack after ...\textit{h}8.)} \\
13 \textit{d}d2 \textit{g}7 14 \textit{a}e1 0-0 15 \textit{e}3 \]

18
15...\(\text{h8}\) 16 \(\text{dxe2}\) d5!

(A surprising sacrifice of a pawn which leaves White no choice.)

17 exd5 \(\text{e5}\) 18 \(\text{d3}\) \(\text{h5}\) 19 \(\text{g1}\) \(\text{h4}\)

20 \(\text{g3}\) \(\text{g6}\) 21 \(\text{e5}\) \(\text{f3}\)+ 22 \(\text{h1}\) h5

(Black has a counterattack! Steinitz finds the only antidote.)

23 d6!

(Threatening \(\text{h5+}\).)

23...f5 24 \(\text{xc7}\) \(\text{Bad8}\) 25 \(\text{Be3}\) h4 26 \(\text{dxe2}\) \(\text{xd4}\)

(It was impossible to calculate the consequences of the move 26...\(\text{xd2}\). Probably Chigorin decided not to go in for a position where he would have to defend without any sort of counterplay. Unpleasant is the variation 26...\(\text{xd2}\) 27 \(\text{Be7}\) \(\text{xf1}\) 28 \(\text{Bxg7}\) ! \(\text{Bxg7}\) 29 \(\text{h5}\) \(\text{h7}\) 30 \(\text{f4}\) and, despite the loss of two "exchanges", White has a dangerous initiative. All the same, it was necessary for Chigorin to go in for this, since after the move chosen by him White's initiative proves decisive.)

27 \(\text{Be7}\) \(\text{xe2}\) 28 \(\text{dxe2}\) g3

(28...\(\text{e6}\) is slightly better.)

29 \(\text{df3}\) \(\text{g8}\) 30 \(\text{hxg3}\) hxg3 31 \(\text{g2}\) \(\text{h6}\) 32 \(\text{d6}\) Black resigned.

In the second half, Chigorin took full revenge.

Chigorin-Steinitz: Evans Gambit

1 e4 e5 2 \(\text{d3}\) \(\text{d6}\) 3 \(\text{c4}\) \(\text{c5}\) 4 \(\text{b4}\)

(The first time Chigorin employed the Evans Gambit in international practice was at the international tournament in Berlin. Before the Berlin tournament, Chigorin chose this opening in several games played by correspondence in Russia. It is highly interesting that, after losing his first game to Steinitz, he decided to employ the gambit of the British captain in an important encounter. Incidentally, in the first half of the competition, Chigorin had to defend with Black in an Evans Gambit against Zukertort: he declined the gambit with the move 4...\(\text{e6}\).)

4...\(\text{xb4}\) 5 \(\text{c3}\) \(\text{f3}\)

(Probably reckoning on avoiding theoretical analysis. Chigorin later expressed the opinion that even on this method of defence it is not easy for White to create an attack.)

6 \(\text{d4}\) \(\text{xc7}\) 7 0-0 \(\text{d6}\) 8 \(\text{b3}\) \(\text{g6}\) 9 dxe5 dxe5 10 \(\text{d1}\)

(Already having in mind the combination: 10...\(\text{xf6}\) 11 \(\text{g5}\) \(\text{xd8}\) 12 \(\text{xf7}\).)
10...\textit{Qh6} 11 \textit{\texttt{Qbd2 Qf6}} 12 \textit{\texttt{Qa3 Qge7}}
13 \textit{\texttt{Qd5}} 0-0 14 \textit{\texttt{Qxc6 bxc6}} 15 \textit{\texttt{Qb4 c5}}
(Forced, if Black wants to defend the e5 pawn. If 15...\textit{Be8}, then 16
\textit{\texttt{Qa5 Qg4}} 17 \textit{h3 Qxf3} 18 \textit{Qxf3 Qf4} 19
\textit{\texttt{Qxc7}}.)
16 \textit{\texttt{Qxc5 Qc6}} 17 \textit{Qc4 Qe8}
(On 17...\textit{Qg4} would follow 18
\textit{\texttt{Qcxe5 Qxe5}} 19 \textit{\texttt{Qxe5 Qxe5}} 20 \textit{\texttt{Qxe5}}
\textit{\texttt{Qxd1}} 21 \textit{\texttt{Qxf8}}.)

\textbf{18 Qd6!}
(Obviously a combination which
was seen beforehand.)
18...cxd6 19 \textit{\texttt{Qxc6 Qg4}} 20 \textit{\texttt{Qxd6 Qg7}}
21 \textit{\texttt{Qd1}}
(Now White threatens a new com-
bination - 22 \textit{\texttt{Qxa8}}! If 21...\textit{\texttt{Qac8}},
then 22 \textit{\texttt{Qxc8 Qxc8}} 23 \textit{\texttt{Qd8}}. Black
gives up two bishops for the
rook, but this only postpones defeat.)
21...\textit{\texttt{Qg5}} 22 \textit{\texttt{Qxg5 Qxd1}} 23 \textit{\texttt{Qxd1}}
\textit{\texttt{Qac8}} 24 \textit{\texttt{Qxa4 Qxf6}} 25 \textit{\texttt{Qf3 Qe6}} 26 \textit{\texttt{Qd5}}
\textit{\texttt{Qb6}} 27 \textit{\texttt{Qb4 Qe6}} 28 \textit{\texttt{Qxe5 Qce8}} 29
\textit{\texttt{Qd6! Qb8}} 30 \textit{\texttt{Qd7 Qd8}} 31 \textit{\texttt{e5}}
(Chigorin himself pointed out 31
\textit{\texttt{Qf6+ Qxf6}} 32 \textit{\texttt{Qxe8+}}, which he did not notice during the game.)

\textbf{31...a5} 32 \textit{\texttt{Qa3 Qxd6}} 33 \textit{\texttt{Qxd6 Qe6}}
34 \textit{\texttt{h3 Qg5}} 35 \textit{\texttt{f4 Qg3}} 36 \textit{\texttt{Qc5 Qxd6}}
37 \textit{\texttt{exd6 Qe3+}} 38 \textit{\texttt{Qh2 Qxc5}} 39 \textit{\texttt{Qe8+}}
Black resigned.

Despite the fact that Chigorin
managed to gain several victories
over serious opponents, his over-
all result proved to be a fail-
ure. Out of 34 games, he scored a
total of 14 points and shared
12th and 13th places with
Schwarz.

In the following year, 1883,
Chigorin took part in the great
international tournament in
London (14 competitors, double
round), where were gathered prac-
tically all the best chessplayers
in the world, amongst whom were
numbered Steinitz, Zukertort,
Blackburne, Mason, Englisch,
Winawer and Mackenzie.

In this tournament, Chigorin com-
penated fully for his failure in
Vienna. He gained 4th prize, won
both games against Steinitz and
exchanged victories with Black-
burne, against whom he had al-
ready lost three times in pre-
vious competitions. However it
was not just sporting success,
but above all the style of Chig-
orin's victories which once again
ttracted universal attention.

His deeply ideological and pur-
poseful play, pouring out with brilliant, elegant combinations, far from stereotyped, genuinely innovative, aroused true admiration in chess circles.

We give the concluding part of the game, Chigorin-Blackburne, played at the London tournament.

White is a pawn ahead, but Black's pieces are very active. Now he threatens to decide the game with the move $el$ or $f3$. The defence $d1$ would lead, after $f2$, to a position which had already occurred in the game (Black's last move was $f1$). Chigorin solved the complicated creative problem in the following way:

33 $a4!$

(White threatens mate in three moves by $e8+$ etc. Blackburne, a very sharp and ingenious chess-player, undoubtedly foresaw this attack, but reckoned that, having in reserve a sacrifice of the exchange on $c1$, he would be able to repulse the onslaught of the opponent.)

33...$a5$ 34 $d5!$ $xcl+$

(The only continuation, but seeming to be sufficient to save him.)

35 $xcl$ $xel+ 36$ $b2!$

(Black counted on 36 $d1$, which would have allowed him to carry out a beautiful combination: 36...$x3+$! 37 $cxd3$ $xc3+$ 38 $d1$ $d3+$ 39 $xd3$ $d3+$ securing a draw.)

36...$a7$ 37 $d4!$ $a5$

(If now 37...$x3+$, then 38 $xd3$ $d3$ 39 $c6$.)

38 $b4$ $c5$ 39 $bxc5$ $dxc5$ 40 $h4$ $d2$

41 $h7+$ $a6$ 42 $b7+$ $a7$ 43 $d5+$ $a6$ 44 $b7+$ $a7$ 45 $g2+$ $a6$ 46 $f1+ c4$

(Or 46...$d3$ 47 $d7!$)

47 $x4+$ and mate in two moves.

"Organisation and activity! - this is the password and slogan of those who work for the future of chess in our land - exclaimed Chigorin in the pages of "Chess Herald". It is not enough to love and study chess, all chess enthusiasts must unite in order to achieve common aims. It is not enough to unite in societies, these societies must live a full life, work, propel themselves and others forward."

Chigorin advanced the idea of creating an All-Russian chess
union with annual congresses and tournaments in different towns. This idea, it is true, was not destined to be fulfilled in the conditions of the autocratic regime which prevailed at the time. But, all the same, Chigorin's activity bore its fruit. Chess societies were formed in many towns. In Petersburg and Moscow, chess movements began amongst students.

"Tireless energy, passionate love and selfless work - all of his strength, all of his life, all of himself, Chigorin gave to chess art" - this is how the well-known Chigorinophile, N.Grekov, charac terised the public, literary and organisational activity of the great Russian chessplayer.

***

From 1889 began a new and very important period in the creative life of Chigorin. He once again travelled abroad, in order to defend the colours of Russian chess art in a struggle against the world champion, Steinitz.

This struggle was not a usual sporting duel, but a clash of two creative trends, which, starting with the decade 1880-1890, became a pivot for the development of world chess art.

Steinitz, the creator and leader of the positional school, which he termed "modern", duly recognised the talent of Chigorin, but came forward with statements about the principal erroneousness of his views.

The significance of combinations, which for Chigorin served as beacons for his artistic purposefulness, Steinitz reduced almost to the level of simple tactical motives, considering that, upon a good and correct defence, combinations ought not to have a place in the course of a chess struggle.

The whole of his theory of positional struggle, Steinitz laid down in a series of laws and principles, creating a very basis for solving creative problems by means of evaluation and understanding of general characteristics.

With such an approach to chess (by which, incidentally, Steinitz himself was far from always guided and which his "blind" admirers very quickly made so much of), the living creative process was, to a certain extent, inevitably
substituted by worship of dryish principles and theoretical canons, while the creative individuality of a chessplayer was levelled and even erased. And though, in the positional teachings of Steinitz there was much new, fresh and progressive, on such ground inevitably had to develop, and later actually did develop, the roots of dogmatism.

For Chigorin, as we have already mentioned, chess was a continually developing art.

The distinguishing feature of Chigorin's method of play consisted of bringing to a high level of perfection, the concrete definition of a position, that is deciding it not on the basis of general positional considerations, but by means of the calculation of concrete variations. Of course, not all positions lent themselves to calculations of this sort, and Chigorin did not always have to depend upon the calculation of variations for his decisions. But when calculation was possible, Chigorin usually carried this out to maximum depth and in this way revealed heavily veiled features of a position, which for many of his opponents remained unfathomable secrets.

Another feature (and in addition particularly near and dear to us) of the creative work of Chigorin was his striving to avoid, as far as possible, well-trodden paths. Chigorin was a fierce enemy of stereotype. His experimental play in the opening time and again gave rise to stormy criticism by his contemporaries, who stuck strictly to the way of Steinitz' positional teachings.

It should be emphasised that Chigorin's creative searchings, his thirst for the new, the unknown, were not anarchic attempts to protest against the principles of the "modern school". He not only recognised the right of many of these principles to exist, but also he himself was at times prepared to be guided by them. It was not the actual laws and principles which Chigorin condemned, as many thought; not at all. He was protesting only against the excessive limitation of the creative process by these laws and principles. He maintained that they were not the beginning and end of the creative line of chess thought, that this line was far broader than the existing positional dogma, and warned that orientation only on these principles paralysed the flight of creative imagination of a chessplayer and, as it were, deprived him of the possibility of becom-
ing a real artist, an active participant in the process of the development of chess thought.

"In general, the game of chess - wrote Chigorin in his famous article "The opening and its logical development" - is far richer than is to be gathered from the existing theory which endeavours to compress it within definite narrow bounds."

Seeing Chigorin as a talented and principal opponent of his views, Steinitz himself announced his name as the most worthy pretender to the world champion's title. He wanted, of course, to take revenge for the three defeats which he had suffered in the tournaments at Vienna and London.

And so, Chigorin entered into a duel with the world champion. The match took place in Havana in January-February 1889. In this contest, the creative dispute of the two great chessplayers revolved mainly around the Evans Gambit, which Chigorin offered in all the games (except one), where he played White. Steinitz gladly accepted the gambit, considering it, in accordance with the principles which he had enunciated, as being incorrect.

The beginning of the match was marked by serious mistakes on both sides. Thus, in the first game, on an already comparatively empty board, Steinitz suddenly overlooked the loss of a piece. An outright "blunder" of a piece was made also by Chigorin in the fifth game. Gross errors likewise marred the course of the second and third encounters. This can apparently be explained by the lack of training of the contestants, particularly Chigorin, who, from 1883 to 1889, was not able to play one official game. It was also not easy to get acclimatised to the tropical climate of Havana.

After eight encounters, the score was 4-4, while the games played with the Evans Gambit gave Chigorin a 2-1 advantage.

One of the most brilliant of Chigorin's efforts in this contest was in the seventh game.

Chigorin-Steinitz: Evans Gambit 1 e4 e5 2 f3 c6 3 c4 c5 4 b4 a6 5 c3 d5 6-0-0

(Steinitz' own invention, with which he intended to inflict a shattering blow upon Chigorin. However, the weapon rebounded against its author.)
7 d4 g7 8 g5

(In the 15th and 17th games, Chigorin stuck to a different
move-order 8 d5 ��8 9 ��a4 ��b6 [in the 11th game, 9...b6 was tried, but this proved unsatisfactory] 10 ��g5, which is probably the most convincing refutation of Steinitz' defence.)

8...��d6 9 d5 ��d8 10 ��a4 ��b6
(In the 13th game, Steinitz replied 10...f6 and obtained a quite satisfactory position. That is why Chigorin came to play d5 and ��a4 with the Black queen on f6.)

11 ��a3 ��g6 12 ��xe7 ��xe7 13 ��xe5 ��f6 14 ��f3 ��xc3 15 e5 c6 16 d6+ ��f8 17 ��b3 h6 18 ��h4 g5 19 ��g5 ��d3 20 ��ad1
(20 ��xg5 ��g6 would not be so energetic. Now, however, on 20...��g6 would follow 21 ��xg6 fxg6 22 e6 ��g7 23 ��fel! with the win of a piece.)

20...��h7 21 ��c2
(In Steinitz' opinion, 21 e6 ��xe6 22 ��xe6 fx e6 23 ��e5 followed by ��d3 led at once to victory. The move 21 e6 is striking and Chigorin could hardly have missed the possibility pointed out by Steinitz. Did not Chigorin notice the fact that, after 23 ��e5 ��g8 24 ��d3 g4!, with the threat ...��g5, White's attack comes up against obstacles? The quiet bringing up of reserves, chosen by Chigorin, does not leave Black even the faintest chance to save the game.)

21...��g7 22 ��c d4 ��g6 23 ��g4 h5 24 ��f5+ ��f8 25 ��xg5 ��xg5 26 ��xg5
(The pieces on Black's queen's flank find themselves paralysed and, to all intents and purposes, in the forthcoming battle White has a rook and bishop advantage. Instead of attempting to mobilise the forces on the queen's flank, say by means of ��a5 and b6 or a5-a4, Steinitz makes two insipid moves, which allows Chigorin to conclude the attack in brilliant style.)

26...h4 27 ��h1 ��h5 28 f4 ��e6 29 g4 hxg3 30 ��xg3 ��h6

31 ��xf7! ��xf7 32 f5 ��e8 33 fxe6 dxe6 32 ��e4 Black resigned.

But, all the same, the creative discussion revolving around the Evans Gambit, remained unresolved in the first match. Despite the unsatisfactory nature of the defence 6...��f6, Chigorin obtained only a minimal advantage of one point (+4 -3 =1).

Meanwhile, the games in which
Chigorin played Black revealed his lack of preparation for defending positions arising from the Queen's Gambit. Out of eight of these encounters, Chigorin lost seven, in several putting up only weak resistance. Particularly characteristic in this respect is the 4th game.

Steinitz-Chigorin: Queen's Gambit
1 e4 f5 2 d4 Qg4
(This move received its international baptism in a game of the telegraph match between London and Petersburg, which took place in 1886-1887. In his annotations to it, Chigorin wrote: "The reason, which prompted us to choose this move was above all the desire to avoid the usual way of development in the present opening. In the variation 1 d4 d5 2 e5 f6 3 e3, the move 3...Qg4 is not considered good for Black, though practice does not provide confirmation of this opinion. In five or six games known to us, appearing in the press, with these opening moves - above all in games in which Winawer was playing Black - we did not notice any negative side to the position of the bishop on g4.")
3 c4 Qxf3
(In making this exchange, Chigorin reckoned, in the event of 4 exf3, on making the d4 pawn an object of attack, while after 4 gxf3 it is difficult for White to castle - two concrete calculations! Steinitz, however, considered the exchange favourable for White in view of the "advantage of the two bishops" which he obtains. And so we have a difference of ideas and evaluations from the very first moves! Later, Chigorin also exchanged on f3 in a Hastings game against Lasker.)
4 gxg5 e6 5 cxd5 Qxd5
(It would have been better for Chigorin to play Qc6 on the 4th move, as he continued in the above-mentioned game against Lasker; now 5...exd5 is not good because of 6 Qb3.)
6 e4 Qb4+ 7 Qc3 Qd5 8 Qd2 Qc6?
(But after this error Black is faced with insuperable difficulties.)
9 d5 exd5 10 a3!
(Material loss for Black is inevitable.)
10...Qd4 11 Qd3
(Not 11 axb4? at once, in view of 11...Qxal. Black cannot retreat the bishop, upon which would follow Qxd5.)
11...0-0-0 12 axb4 Qxf3+ 13 Qxf3 Qxal+ 14 Qe2 Qxb2 15 Qbl Qd3 16 Qb5 Qa6 17 Qxf7 Qb6 18 bc1 Qh6
(Or 18...c6 19 Qf4 with the threat Qxc6+.)
19 Qxg7 dxe4 20 Qxc7+ Qxc7 21 Qxc7+ Qb8 22 Qxe4 Black resigned.

The match was played to the best
of 20 games, but already after the 17th encounter, Steinitz, by scoring 10½ points (+10 −6 =1) was able to defend his title of the strongest chessplayer of the globe.

It was, in all, a month after the end of the match with Steinitz when Chigorin once again entered the field of battle, by taking part in the great international tournament in New York. 20 contestants, double-round, 38 games (in fact more, since, in the second half, draws were replayed), only a passionate, wholehearted love of chess could have induced Chigorin to accept this new load, virtually without a rest after the tiring match against Steinitz.

The backbone of the participants of the New York tournament consisted of American masters, headed by Delmar, Lipschutz, Hanham and Showalter. English chess was very strongly represented in the personage of the venerable Blackburne and Mason, while also the international debutants Burn and Gunsberg had appeared in tournaments with great success in their country. Finally, great interest was aroused by the participation of the Austro-Hungarian champion, Weiss, who had performed very successfully in several international tournaments in Europe.

The tournament lasted about two months. Chigorin conducted the struggle enterprisingly, sharply, combinatively, at times riskily. His play earned him the general sympathy of spectators and high praise from Steinitz. Chigorin shared 1st and 2nd prizes with Weiss.

World public opinion unanimously recognised the need for a second match between Chigorin and Steinitz for the chess crown.

Such a duel soon did take place, but before this there occurred several important events.

Firstly, the match between Chigorin and Gunsberg, which was held in Havana again, at the end of 1889 - beginning of 1890. The struggle, surprisingly for many, assumed a stubborn character and ended with a level score - +9 −9 =5. Of course, this result did not reflect the actual relative strengths, but it opened the way for Gunsberg to a match with Steinitz, which, as is well known, brought a new victory for the world champion.

Secondly, the telegraph match between Chigorin and Steinitz
(1890-1891), which was one of the central episodes of the creative discussion which was developing between them.

As far back as 1889, a dispute arose between the two chessplayers over these two positions:

In both cases, Steinitz considered that the side having the extra pawn should win. Chigorin could not agree with such an assessment. It is necessary, however, to state that in respect of the second position, he by no means held a diametrically opposite view, as is depicted by N. Grekov in his book "M.I. Chigorin".

Time and again, Chigorin pointed out that it required a great deal of practice in order to draw any kind of definite conclusions about the positions at issue in the Two Knights Defence, and that he did not even draw them after his victory in the match by telegraph. Chigorin also said later that 9 \texttt{h3}, instead of 9 \texttt{f3}, was worthy of attention. With regard to the position from the Evans Gambit, Chigorin expressed himself more categorically, considering already that Black's 6th move \texttt{f6} was unsatisfactory.

It was not Chigorin, but Steinitz, who endeavoured to give the match a principal character, by portraying it as a clash of the "modern" and "old" schools.

In one of his annotations relating to the first game, after 8 \texttt{g5} \texttt{d6} 9 \texttt{d5} \texttt{x} 8 10 \texttt{a} 4 \texttt{b} 6 11 \texttt{a} 3 \texttt{c} 6 12 \texttt{a} 2, Steinitz, after reference to his move 12...\texttt{c} 7,
noted "In general I may remark that my antagonist's attack is of the same description as in most of the games which we have played together and it is representative of the old school. He believes in advancing the pawns and sacrificing one or more of them in order to create difficulties on the king's side, or for the purpose of blocking his opponent's pieces, whereas I maintain that the king is a strong piece that can usually take care of itself, and that in his style of attack Chigorin has to employ powerful pieces in order to block inferior ones. In the end, I opine that as usual, my minor pieces will thoroughly develop, while his far advanced pawns, which cannot retrace their steps, will form weak marks for my own ultimate counter attack. For the present I am a pawn ahead, but I am likely to lose it, as on previous occasions, in order to rectify my position. Or in other words, if the sacrificing tactics hold good, I have one pawn to spare for the purpose."

Upon this self-confident tirade Chigorin gave the following reproof, which is an unusually vivid reflection of his creative outlook:

"I do not consider myself belonging to this or that "school", I am guided not by abstract theoretical considerations on the comparative strength of pieces etc., but only the data as it appears to me in this or that position of the game, which serves as an object of detailed and possibly precise analysis. Each of my moves presents itself as a feasible inference from a series of variations in which theoretical "principles of play" can have only a very limited significance."

At the end of the match, in which, as is well-known, Steinitz suffered cruel defeats in both games, he nevertheless tried to save the reputation of the "modern school." "It remains, therefore, a fair question, which I trust will be put to another test either over the board or by correspondence, whether or not I have overshot the mark in the two innovations which have been the bone of contention. But so far from the play in the cable match being a proof contrary to the doctrines of the modern school, I think that impartial experts will have to recognise that the Russian master's tactics seem to show a conversion to the new ideas or at any rate that the modern principles have made their impression on his style (just like on that
of most players of the new generation) ....But I feel sure that the match will not affect the modern school, which is accepted in theory and practice amongst first class masters. Nor can I admit that my own views about the two openings in dispute have been completely disproved."

In another article, Steinitz quoted a letter which he had received from Chigorin, where, incidentally, the Russian master wrote: "True friends of chess must be thankful to you for the interest which you constantly awake with your innovations and for your aversion to routine-like play. As known to you, I do not share your theory and principles completely, which, however, does not prevent me from appreciating them. But you are doing me an injustice, dear Mr. Steinitz, when you ascribe to me a one-sided view about the treatment of the king's flank. After all, we are probably both right in our views about the conduct of the game. In some of your own best games you have also not denied to yourself the attack on the royal flank."

This interesting letter, as it were, finding a way to bring together both points of view, did not meet with a due response from Steinitz. "I may answer - he wrote - that some critics who have systematically claimed Chigorin as belonging exclusively to the old school are more responsible for his being charged with one-sided views than I am. However his letter on the subject of the late cable match will no doubt confirm in the main my comments on his style of play."

We see that Chigorin had great respect not only for Steinitz personally, but also, to a large extent, for his ideas about positional principles. Even if he did not agree with Steinitz, Chigorin was capable of making an objective assessment of his views.

The chess world heaped great praise upon Chigorin's victory. The Parisien magazine "La Strategie" wrote: "This mighty battle is over: the "old" school has gained a victory over the "modern". We are cheered by this result, because we prefer brilliant combinations, though they do not represent strictly theoretical play, to skilful and correct play, the main basis of which is to not lose sight of the draw."

This interesting appraisal of the match is, of course, primitive. The two trends of chess thought which came up against each other,
were depicted as correct play according to theory (Steinitz) and brilliant combinations (Chigorin), while the outcome of the struggle – as a victory of the "old" over the "modern". Unfortunately a similar interpretation was made by many people, amongst whom were also numbered Russian chessplayers. Chigorin was highly grieved by this; such a vulgarisation of chess sickened him.

And so the question of a second match for the world championship between Chigorin and Steinitz came to be on the agenda. Steinitz refused an offer to play the match in Petersburg, and Chigorin had to travel once again to hot Havana.

The match was played to ten won games.

"The first move in the first game of the great chess contest between the two strongest players of our time was made by Chigorin on 2 January at 2.30 p.m. In the first game, Chigorin drew the White pieces; as everybody expected, he offered the Evans Gambit. But this time Steinitz refrained from his previous defence with the queen and preferred to go back to the old variations, analysed even by Anderssen.... On the 19th move, Chigorin, after 15 minutes reflection, sacrificed a knight."

This is how the first report ran on the match (1892) from Havana. Here is this game.

Chigorin-Steinitz: Evans Gambit

1 e4 e5 2 c3 c6 3 c4 c5 4 b4 cxb4 5 c3 a5 6 0-0 d6

(Concerning this move, Chigorin remarked: "For some reason Steinitz varies from his defence 6... d6.")

7 d4 d4 8 b5 exd4 9 cxd4 d7 10 b2 c7 11 d7+ d7 12 a3 h6 13 c4 b6 14 a4 c6 15 e5

("The following continuation is also possible: 15 d5 0-0 16 xb6 axb6 17 d4 f6 18 xb6 cxd5 19 exd5 [19...xd5 20 b3 etc.], but with the recovery of the pawn, White's attack is weakened.")

15...d5 16 d6+ f8 17 a3 g8 18 d1 h5

19 dxf7!!

(How many exclamation marks were bestowed upon this move in the
press! Chigorin himself also accompanied it with this mark. And only Emanuel Lasker expressed the opinion that 19 a5 would have led more rapidly to the goal. Chigorin intended to play this in reply to 18...\(\text{c8}\); but when he saw a beautiful way to victory with the sacrifice of a knight, after 18...\(\text{h}5\), then he chose this possibility. Later analysis showed that the move 19 a5 also ought to have led to a win, but in no way can this take anything away from Chigorin's brilliant combinative idea.)

19...\(\text{xf7}\) 20 e6+ \(\text{xe}6\) 21 \(\text{e}5\) \(\text{c8}\) (Emanuel Lasker considered that 21...\(\text{e}8\) was better here, but, after 22 \(\text{e}1\) \(\text{e}6\), for some reason continued 23 \(\text{g}4\), whereas simply 23 \(\text{xe}7\) would decide the game at once.)

22 \(\text{e}1\) \(\text{e}6\) 23 \(\text{h}5\) g6 24 \(\text{xe}7+\) \(\text{xe}7\) 25 \(\text{xxg}6+\) \(\text{h}6\) 26 \(\text{xh}8\) \(\text{xd}4\) 27 \(\text{b}3\) \(\text{d}7\) 28 \(\text{f}3\) \(\text{xh}8\) 29 g4 \(\text{g}8\) 30 \(\text{h}6+\) \(\text{g}6\) 31 \(\text{xf}5+\) (An attack carried out in irreproachable style! Black resigned.)

With White, Steinitz at first stuck to the move 1 e4. In the Spanish Game he achieved an overwhelming advantage +3 -1. However the struggle bore the character of a principal discussion on the Two Knights Defence, where Steinitz tried to defend the "telegraph" retreat \(\text{h}3\) on the 9th move. The 6th game ended in a success for him, but in the three following even numbered encounters he was crushed and so then refrained from his experiment. We present the 12th game.

Steinitz-Chigorin: Two Knights

1 e4 e5 2 \(\text{f}3\) \(\text{c}6\) 3 \(\text{c}4\) \(\text{f}6\) 4 \(\text{g}5\) d5 5 exd5 \(\text{a}5\) 6 \(\text{b}5+\) c6 7 dxc6 bxc6 8 \(\text{e}2\) h6 9 \(\text{h}3\) \(\text{c}5\) 10 0-0 (In the game by telegraph, play went 10 d3 0-0 11 \(\text{c}3\) \(\text{d}5\) 12 \(\text{a}4\) \(\text{d}6\) 13 \(\text{g}1\) f5, and Black obtained an attack. In the 8th and 10th games, Steinitz retreated the bishop on the eighth move to fl, but he was not able to guarantee the security of his king. In the present game he tries to shield his king from attack by means of king's side castling. However, with the position of the knight on h3 [instead of f3], this standard method of defence does not achieve its aim.)

10...0-0 11 c3 \(\text{d}7\) 12 \(\text{a}4\) (In Chigorin's opinion, Steinitz, even in domestic analysis, in-
tended this manoeuvre, the idea of which is to bring the queen over to the defence of the king's flank. But, as is seen from the game, this plan proves to be a failure; therefore some people considered that the best continuation here would be 12 d3. One can object to this since the d3 pawn would be doomed after 12...Af5, followed by Bd7 and Bd8. In our opinion, Steinitz had to play 12 d4! exd4 13 Ef4 and White has quite a few resources in the struggle. It was not in the spirit of the world champion, however, to give back a gambit pawn without compulsion - this would be a violation of one of the principles proclaimed by him.)

12...Axh3 13 gxh3 Bd6 14 d3 exd5 15 Ef3
(Steinitz considered that this move was weak, but White hardly has a sufficient defence against the attack by ...f5. His king is insecure and the pieces on the queen's flank are not developed.)

15...Ab6 16 Bh4 Ac7 17 Bd1 f5 18 Axex5+
(The only defence against ...e4.)

18...cxd5 19 Bd2 Ef6 20 Ef1 e4 21 d4 Eg6 22 Wh5 Eg5 23 Wh4
(It turns out that 23 Wh2 is impossible because of mate in 3 moves - Bh1+ etc.)

23...Af6+ 24 c4 dxc4 25 f4 c3+ 26 Ef2 e3+ White resigned.

(A convincing game, which summed up the creative discussion about the pawn sacrifice which lies at the base of the Two Knights defence.)

The threat of defeat hang over Steinitz. After the 19th game, the score was +8 -7 =4 in favour of Chigorin. Then Steinitz switched to the platform of the Queen's Gambit. Before the 23rd game, which was destined to be the last, the world champion already had a point advantage. The denouement came about surprisingly, in the position depicted in the diagram.

Chigorin has an extra piece and, of course, he ought to win. In that case, with the score 9-9, the match was due to be continued to three won games. However there followed 32 Ab4?? and after 32...Bxh2+ White is mated.

The match with Steinitz ended the first stage of Chigorin's creat-
ive activity, in which he encountered mainly masters of the old generation, who began their chess life in the 50's and 60's of the 19th century: Blackburne, Mackenzie, Englısch, Rosenthal, Zukertort, L. Paulsen, Winawer, Schumov, and, finally, the first world champion, Steinitz. Chigorin failed to do battle only with the famous Adolph Anderssen, who passed away in 1879, before Chigorin's entry into the international arena. Anderssen, however, was one of the beacons, which lit up the whole length of Chigorin's creative path, as is witnessed by the great deal of material published in the pages of this book.

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The year 1893 opened a new stage in Chigorin's creative activity. He had encounters in prospect with the mighty cohort of masters of the new generation, which developed in the 80's-90's and at once took up a leading position in world chess life. Already gaining world fame was the strict "lawyer" Tarrasch, the most talented followers of Steinitz - Pillsbury and Lasker, the successors of Weiss - the Austro-Hungarian masters, Marco and Schlechter, then later Maroczy, Teichmann, Janowski. It was with these that Chigorin was about to cross swords in the last decade of the 19th century.

From 1893 to 1900, Chigorin took part in nine great tournaments. He had a preceding (in 1893) important match with Tarrasch. The German champion, not without foundation, was at that time considered the main rival of Steinitz in the struggle for the chess "throne". The unofficial match was seen as a contest for the chess championship of Europe. Tarrasch had to his credit three first prizes in international tournaments at Breslau 1889, Manchester 1890 and Dresden 1892, and out of 53 games played here he lost only one! Possessing fine positional intuition, Tarrasch, at the same time, conducted the struggle very actively, attacked magnificently, combined excellently, hardly ever made a serious oversight, let alone a "blunder", and was an outstanding expert on opening theory and the endgame. Tarrasch's chess technique was at a high level, but a particularly important place in his creative work was taken by the planning of a game. In other words, there was a serious test in prospect for the creative views and style of
Chigorin.

The experience of the struggle with Steinitz, of course, did not pass without leaving its mark on Chigorin. He understood the need to work out more diligently an opening platform for Black against the Spanish Game and the Queen's Gambit, while, when playing White - to deviate from the boundaries of theoretical routine in those cases when the opponent, on 1 e4, refrained from the reply 1...e5. In the creative work of Chigorin was finally put together and reinforced that realistic style which was to bring him a great number of victories in future battles. A deeper and more comprehensive penetration into the secrets of positions, rejection of unjustified risk, mastery of the creation of combinative situations in sharp middlegames, raising of the technique of active defence and endgames - all these realistic features of his style Chigorin brought to the arena of the struggle against the mighty German champion.

And though, as also in his match with Steinitz, Chigorin did not always succeed in overcoming his "rebellious" inclinations, the match ended in a draw - 9-9 (not counting draws). This score showed that Chigorin could boldly enter into battle with European chess youth and, in the struggle with them, defend the creative views and methods of the Russian chess school.

Chigorin's theoretical innovating manifested itself in the move 2 Qe2 in the French Defence and Qd7 in the Spanish Game. Both opening "discoveries" brought good results.

The reader will find statements about the move 2 Qe2, taken from the above mentioned article "The opening and its logical development", amongst the game annotations.

Interesting polemics developed between Chigorin and his opponents regarding the plan with Qd7. Thus, in the 17th match game with Tarrasch, after 1 e4 e5 2 Qf3 Qc6 3 Qb5 a6 4 Qa4 Qf6 5 Qc3 d6 6 d4 Qd7 7 Qe2, he played 7...f6.
This move was roundly condemned by many commentators, who declared, in particular, that the weakness of the move was so obvious that a theoretician such as Dr. Tarrasch would exploit it without difficulty.

Assessing Chigorin's idea from the point of view of modern opening principles, it is not difficult to see that, with his 7th move, he in fact anticipates the formation of a defensive system in the Spanish Game, which is not infrequently seen in our day - 1 e4 e5 2 d4 d6 3 Bb5 a6 4 Ba4 d6 5 Bxc6+ bxc6 6 d4 f6. It is true that the triangle of pawns, d6-e5-f6, is today formed in a somewhat different way, but the prototype of such a formation belongs, without doubt, to Chigorin.

"I do not see the weakness of the move f7-f6 - retorted Chigorin to his critics - Not having the possibility of foreseeing all the perturbations which could occur in actual play, I naturally wanted to test in practice what would come out of all this."

Chigorin appears here as a bold experimenter, who was ready to take risks in an important match with a dangerous opponent in order to test in practice the new idea, which went far beyond the boundaries of the opening routine of this time.

Nearly two years passed between the match with Tarrasch and the next international tournament in which Chigorin took part. This time Chigorin devoted mainly to literary and analytical work. He organised his third, perhaps best, magazine under the name "Chess", which unfortunately did not exist very long - in all for half a year.

And so Chigorin's chess views finally took shape, his understanding of positions became wiser and more sober, and he considerably enriched his knowledge of opening theory, not only due to a great deal of analysis, but also on the basis of his bold struggle against routine and the search for the new.

Filled with great creative hopes, Chigorin travelled to England in summer 1895 to take part in the Hastings international tournament where the pick of world chess thought was gathered. Here were the new world champion, Emanuel Lasker, who had won a match against Steinitz in 1894, Steinitz himself, Tarrasch, Burn, Blackburne, Schlechter, Teichmann, Gunsberg, and finally the
exceptionally talented representative of the New World, Pillsbury.

Chigorin showed in Hastings that he was an all-round master, who had reached the peak of chess art. He defeated his opponents both in strict positional style (Lasker, Teichmann, Bardeleben) and in fierce attacks (Pillsbury, Gunsberg, Tinsley, Tarrasch), and delicate endgames (Blackburne, Schlechter), and in many other situations. All of these games went into the history of chess as artistic productions, the life of which will last for ever.

Not one of the participants of the tournament created even half of those masterpieces through which the ideas and thoughts of Chigorin adorned the days at Hastings. And yet Chigorin did not come first, but only second. In the end, Pillsbury outdistanced him by half a point.

Two rounds before the end, Chigorin was in first place, having 15 points out of 19. Lasker and Pillsbury were ½ point behind. In the 20th round, however, occurred a creative catastrophe, roughly of the same order as that of the last game of the second Chigorin-Steinitz match. In his game with the young Janowski, who was placed somewhere in the second half of the tournament table, Chigorin, already on the 17th move, had to resign because of unavoidable mate. It is difficult to even annotate this game, since it is clear by Chigorin's moves that on this day he was in no condition to play chess. Chigorin also put it in his chess column without notes, subjecting his own play to only silent criticism by means of question marks, which he placed on 8 of his 16 moves! Pillsbury's opponent in this round was Vergani, who was hopelessly placed in bottom position with 3 points. The struggle was over quickly and Pillsbury went up to first place. In the last round, Chigorin and Pillsbury both won their games.

The international tournament at Hastings represented the culmination of the development of Chigorin's creative thought. The wise realism of his play, hand in hand with his brilliantly coloured combinative creations, won him general admiration.

Here are two endings of his games with Lasker and Tarrasch.

Lasker-Chigorin:
53...exd3+! 54 exd3
(If 54 ef1, then 54...exb4.)
54...cxd3 55 exd3 e8g1 56 ef5+ ef8 57 eg5
(In the event of 57 exf4, Chigorin had planned a charming mate by 57...e6g2+ 58 ef3 eel mate.)
57...e6xg5 White resigned.

(The depth and fineness of Chigorin's calculation is characterised by the variation 34 ed8 ef4
35 eh8+ eg6 36 ed6+ eh5! 37 ef5 efxf5 38 ecx6 d2 39 ef8+ eg4 40 h3+ eg3.)
34...eg6 35 ef8 eg5! 36 ef3 d2 White resigned.

In 1895/96, at Petersburg, was held a match-tournament of leading players, in which, besides Chigorin, took part Lasker, Pillsbury and Steinitz. Tarrasch declined an invitation. Great organisational responsibilities fell upon Chigorin and, indeed, also certain social conditions prevailing at the time in Petersburg, which were particularly unfavourable for him, did not provide the necessary climate for creative inspiration. This resulted in Chigorin playing throughout the first half of the tournament extremely badly: out of 9 games he won only one, suffered seven defeats, and made one draw. In the second half, Chigorin played convincingly, but by this time it was impossible to lift himself out of last place. His result against Lasker (-4 =2) was totally unsatisfactory; he also lost his match to Pillsbury (-3 +2 =1) though all three defeats occurred in the first half of the contest; in return, he won against Steinitz (+3 -2 =1).

Tarrasch-Chigorin:
28...cxd3! 29 exf6+ exf6 30 ec1 h6! 31 ec8+ eh7 32 eb4 ec6! 33 eb8 efxf5!
(How refined, elegant and deeply realistic all this is; an appreciation of all the nuances of the sharp positions, sated with combinations!)
34 eh8+
In 1896, Chigorin took part in the international tournament at Nurnberg, where there was assembled an even stronger line-up than at the Hastings tournament. To the "Hastingers" were added Maroczy and Charousek - the most prominent representatives of Hungarian chess. By this time, Janowski was not the novice that he had been in Hastings. Also appearing were the talented American Showalter - Pillsbury's main rival in the struggle for the title of champion of the New World, Porges - the second prize-winner in the Dresden tournament of 1892, and finally Winawer.

Chigorin began the tournament very well. After seven rounds he was at the head of the tournament table, with Lasker. In the eighth round took place their personal encounter. After a tense struggle Chigorin won a pawn, but firstly missed a win, then twice a draw, and in the end suffered a defeat. This apparently shook him so much that in the following 11 rounds he scored, in all, 4½ points and, for the first time in his international practice, was left without a prize.

In the same year, Chigorin compensated for this failure by gaining first prize in the tournament at Budapest. Here he created a series of magnificent productions of chess thought (we mention the brilliant rook ending against Tarrasch and the beautiful combinational attack in his game with Walbrodt), but, on the whole, starting from this time, age (46 years!) and nervous fatigue began to tell more and more on Chigorin's play.

In the Berlin tournament of 1897, Chigorin had, after the 15th round, 10½ points, but then lost all his remaining games and once again remained without a prize. He put his queen en prise against Blackburne. Such blunders haunted Chigorin in nearly every competition.

In the great double-round tournament at Vienna 1898, his shared 6th-7th place with Burn was a success. Nevertheless, Chigorin was dying to take part in every contest. A month after Vienna he was already in Cologne for the next of the regular congresses of the German Chess Federation. Amongst the competitors, there was neither Lasker, nor Tarrasch, nor Pillsbury, nor Maroczy. The line-up was by no means top class. A possible winner was reckoned to be Janowski, Charousek or Chigorin, but it turned out to be Burn. Chigorin shared 2nd-3rd-4th places with V.Cohn.
and Charousek. In London 1899, Chigorin came 7th. With his participation in the Paris tournament of 1900 (result - 6th prize), Chigorin concluded the second stage of his creative activity.

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Chigorin was a true artist of chess, to which he gave, without a break, his whole life. A big book would be necessary, in order to give a comprehensive account of the characteristics of Chigorin's artistic ideas. Laying no claim to completeness, we nevertheless present a few illustrative combinations, through which Chigorin endeavoured to express his chess ideas. For Chigorin, combinations were like beacons lighting up the creative path. Dearest of all to Chigorin, however, was truth. In particular, therefore, his combinations were not tinsel, not a chase after outward show, not adventurous dash, but a valuable form, combining brilliant, beautiful sacrifices with deep idea-content and correctness of artistic expression.

Winawer, making use of his world fame, rendered valuable assistance to Chigorin in securing his compatriot's first appearance abroad. In their personal encounter, Chigorin, as White, chose the King's Gambit and the following position was reached after 17 \( a5 \):

![Chess Diagram](attachment:chess_diagram.png)

On the previous move, Black had sacrificed a piece and in fact this idea would not be bad (the White king is exposed, and over him hangs the dangerous threat of \( g4-g3 \) and \( \text{Be2} \)) if .... he could manage to avoid mate. Meanwhile, on \( 17...b6 \), follows simply \( 18 \text{a}6+ \text{b}8 \ 19 \text{dxc7}+ \text{a}8 \ 20 \text{xb6} \) mate. After \( 17...\text{b}8 \), Chigorin intended to conclude the struggle in spectacular style by \( 18 \text{f4} \text{a}6 \ (18...\text{c6} 19 \text{e}6!) \ 19 \text{xc7}+ \text{f}8 \ 20 \text{xb8+} \) (But not 20 \text{d7?}, with the threat of \( \text{xb8+}, \) because of 20...\text{xd5.}) 20...\text{xb8} 21 \text{d7+} \text{a}8 \ 22 \text{c7+} \text{a}8 \ 23 \text{xe8+} \text{a}8 \ 24 \text{d8(\text{c})} \) mate. Unfortunately, in reply to 17 \( \text{a}5 \), Winawer .... resigned, and the brilliant combinational idea remained as a
In 1884, in one of the Petersburg tournaments, Chigorin (White) met Alapin. In a sharp variation of the Evans Gambit, Chigorin, after sacrificing the exchange and two pawns, obtained a threatening attack.

15 ²e6+!! fxe6
(Of course, 15...dxe6 is insufficient because of 16 ²h6+ ²f6 17 ²g5+.)
16 ²h6+ ²f7 17 ²xg6+ ²e7 18 ²h4+! ²f6
(He cannot save himself from mate by 18...²d6 or 18...²f6, in view of 19 ²a3+.)
19 ²a3+! d6 20 ²h7+ ²f8 21 ²h8+ ²e7 22 ²g7+ ²f7 23 ²xf7 mate.

It seems that the Black rook on e2 is caught in a trap, but ....
20...²xh3! 21 gxh3
(21 ²h4 ²xg2)
21...²b8xe3 22 ²c6el
(Clearly, 22 ²g4 ²xg4+ 22 hgx4 ²xc3 does not save him.)
22...²xh3 23 ²xg2 ²e2 24 ²b1 ²e4 and Pollock resigned.

At the same tournament, in his game with Bird, Chigorin (White), with a surprising sacrifice of a rook, forces a ten move combination ending in mate. Bird's king goes on an intricate march-route h7-g7-g6-f5-e4-e3-e2-d3-e2-e3-d4-c4.

Chigorin decided his encounter with Pollock, New York 1889, with an uncomplicated, but nevertheless elegant combination.

diagram
With his last move, 33...\textit{Be}e8, Black finally introduces (with tempo!) into battle his king's rook. After a retreat of the queen, he reckoned on obtaining chances of counterattack by \textit{Se}4. However something quite different happens.

34 \textit{Bx}g7+! \textit{Ex}g7 35 \textit{B}b7+ \textit{G}g6 36 \textit{Af}f7+ \textit{B}f5 37 \textit{B}b5+ \textit{B}e4
(This combination, which Steinitz called splendid, required from Chigorin deep and accurate calculation, since it is carried out against a background of mating threats against also the White king.)

38 \textit{f}f3+ \textit{Se}3 39 \textit{B}b3+ \textit{Se}2 40 \textit{B}b2+ \textit{S}d3 41 \textit{B}b1+ \textit{Se}2 42 \textit{B}b2+ \textit{Se}3 43 \textit{B}el+ \textit{S}d4 44 \textit{B}b2+ \textit{S}c4 45 \textit{B}b4 mate.

Chigorin's last move, 34...\textit{Bf}h7, creates the threat of \textit{Ael}.

35 \textit{Bd}1
(On 35 \textit{B}g1 would follow the same reply as in the game.)

35...\textit{Bxf}3!! 36 \textit{Bxf}3
(If 36 \textit{Bxf}3, then 36...\textit{Bf}4+ and mate in three moves. In the event of 36 \textit{Bx}h4, however, Chigorin had in mind 36...\textit{Bg}3+! 37 \textit{Ex}g3 \textit{Bxh}4+ 38 \textit{Bf}3 \textit{Bh}3+ 39 \textit{Bf}2 \textit{Bf}7+ 40 \textit{Ael} \textit{Bg}3+ 41 \textit{Be}1 \textit{Bf}2 and Black must, in order to avoid worse, give up queen for rook.)

36...\textit{Bd}2+ 37 \textit{B}g1 \textit{Bf}2+!
(In this beautiful check and also the following knight move, lies the basis of the whole combination.)

38 \textit{Bfl}
(The only move. On 38 \textit{B}g2, mate is forced by 38...\textit{Be}3+, while 38 \textit{Bxf}2 loses in view of 38...\textit{Bxh}1+ 39 \textit{B}g2 \textit{Bh}2+.)

38...\textit{Bd}4! 39 \textit{Ax}d4 \textit{B}xcl+ 40 \textit{Se}2 \textit{Bxh}1 41 \textit{Bxf}2 \textit{Bxb}1 42 \textit{g}5 \textit{Bfl}+ and Gunsberg resigned.

Amongst the brilliant ideas demonstrated by Chigorin at the Budapest tournament of 1896, particular attention is attracted by the combinational attack in his game with Walbrodt (Black). Already in the opening, Chigorin sacrificed a bishop for two central pawns.

diagram
There follows a 15 move attack by Chigorin, full of combinational brilliance:

11 \texttt{a}g5! \texttt{a}xg5
(More tenacious, probably, would be 11...\texttt{a}d7.)

12 \texttt{a}xe6 \texttt{a}h6
(On 12...\texttt{a}d7, White could play simply \texttt{a}xd7+, but, all the same, this continuation would have given more chances of defence.)

13 \texttt{a}e8! \texttt{a}d7 14 \texttt{a}xb7 \texttt{a}e7 15 \texttt{a}xc6 \texttt{a}af8 16 \texttt{a}c3 \texttt{a}xf1+ 17 \texttt{a}xf1 \texttt{a}f8 18 \texttt{a}d5+ \texttt{a}d8 19 \texttt{a}f4! \texttt{a}e8 20 \texttt{a}d5 \texttt{a}e7 21 \texttt{a}b5 \texttt{g}5 22 \texttt{a}a8+ \texttt{a}b8 23 \texttt{a}d5 \texttt{a}e6 24 \texttt{a}xd7 \texttt{a}xd7 25 \texttt{a}d7+ \texttt{a}c7 26 \texttt{a}xc7 mate.

One difficult partner for Chigorin was Schlechter. After meeting him first at Hastings 1895 and gaining victory in a long ending, Chigorin lost to him later in Nurnberg, Budapest, Berlin and, after three draws, once again in the first half of the London tournament of 1899. In the second half, Chigorin played with White and, after 1 e4 e5, offered the King's Gambit. Schlechter, who usually declined such "Greek gifts", this time surprisingly accepted the gambit, possibly inspired by his past victories. The game, however, lasted in all ...17 moves and was concluded with the following combination.

14 \texttt{a}xf7! \texttt{a}xf7
(If 14...\texttt{a}xh3, then 15 \texttt{a}e7+ \texttt{a}xe7 16 \texttt{a}e5+.)

15 \texttt{a}e7+ \texttt{a}xe7 16 \texttt{a}xf7+ \texttt{a}xf7 17 \texttt{a}xf7
(And it turns out that, after 17...\texttt{a}xf7 18 \texttt{a}h5+ and \texttt{a}xa5, Black would have only two minor pieces for the queen. Therefore Schlechter resigned.)

In the tournament at Paris 1900, Chigorin received a special prize for brilliant play, in his game against Mortimer. Chigorin, as White, chose the very sharp Steinitz Gambit, in which the
king, already on the 5th move, begins a journey via e2.

Chigorin-Mortimer: King's Gambit
1 e4 e5 2 c3 c6 3 f4 exf4 4 d4
5...e2 d5 6 exd5 Ag4+ 7 d3
0-0-0
(Mortimer plays rather riskily. However, the theoretical manuals also recommend this sacrifice of a piece. The White king, indeed, finds itself in a dangerous position.)
8 dxc6 d6
(Better is 8...d5.)
9 d1! e8+ 10 d2 d5 11 d2 d4
12 d3 d3
(Unpleasant for White would be 12...d5, preventing 13 cxb7+ d8
14 dxe5, because of 14...dxe5! 15 dxe5 dxe5. The obvious continuation, chosen by Mortimer, is energetically refuted by Chigorin.)
13 cxb7+ d8
14 d5!
(A move which seems to be impossible in view of the following reply on Mortimer's part. Chigorin's combinational conception contains within itself the seed of a dangerous counterattack. The position is beautiful and unusual.)
14...d2+ 15 dxe2
(In Chigorin's opinion, stronger than 15 dxe2 d4+ 16 d1, but also this is in White's favour.)
15...dxe2 16 dxe2 d4+ 17 d3!
18 d4 d6 19 d3! c5 20
d7+ d7 21 dxf4+! dxf4 22 d5+
d7 23 dxf4 d8 24 dxc5 a5 25
b4 a4 26 d1+
(The first and last move of the rook in this beautiful game.)
26...d8 27 d6+ and Mortimer resigned.
(On 27...d8 would follow 28 d8+.)

In the creative work of Chigorin, one cannot find many games in which combinations were not present or were not concealed in the form of a threat. Therefore, for this reason, both his contemporaries and historians of chess regarded Chigorin's creative work and his style combinational.

But nevertheless it is necessary to firmly oppose the attempt - and there were such attempts - to portray Chigorin as a one-sided master of combination, of attack.

Chigorin played the endgame finely and with inspiration. His rook
endings against Tarrasch (18th game of their match and the tournament encounter at Budapest 1896), Schlechter (Hastings 1895), Marshall (Barmen 1905) and many others, have gone into the history of chess as classic examples of their kind.

The main thing, however, is the fact that Chigorin was an outstanding positional chessplayer, who produced scores of examples of logically conducted positional games. Here is one of these:

Chigorin-Teichmann: French Defence
1 e4 e6 2 4e2 d5 3 d4 c3 4 g5 5 d5 Ae7 6 g3 d5 7 Ae2 dx e4 8 Ae3

(Black obtains a good, if not better game. White has a passive king's bishop, he lags behind in development. However, there are also weaknesses in Black's position. They are imperceptible, but, with deep insight, Chigorin soon begins to sound these out.)

8...Ad6 9 Abd2 0-0 10 Ac4 Ae6 11 0-0 Ae8

(Intending to stabilise the position in the centre with the move f7-f6, and, in the event of 12 Axd6, to take knight with knight. However, the retreat of the knight restricts Black's pieces. A more purposeful plan would be Ae7 and then Fd8.)

12 b4! a6 13 Bd1 Ae7 14 a4 f6 15 Aa3 b5

(This move, played to prevent the breakthrough b4-b5, creates new positional weaknesses in Black's position.)

16 axb5 axb5 17 Axe3 Ab8 18 Ac1 Ad8 19 Ba7 Ac6 20 Ba6 Ad8 21 Ac5

(And, in the event of 21...Axd5 22 exd5, to prevent the move c7-c6, and afterwards begin an attack on the b5 pawn.)

21...Ab7 22 Ae1

(White strives to exploit the weakness of the c5 square.)

22...c6 23 Ae3 Ab7 24 Ba1 Ac7 25 Af5

(Not a single piece on the board has been exchanged, while the positional manoeuvering has already led to the White pieces taking up dominating positions.)

25...Ab6 26 Ae3 Axe3 27 Axe3

(The exchange of bishops leads to an even further weakened c5 square, which the knight now heads for.)

27...Af7 28 Ac3

(White threatens the combination 29 Ac5 and Bxd8.)
28...\textit{c8}
(Overlooking another little combination, but Black already could hardly put up a satisfactory defence. For example, 28...\textit{a}8 29 \textit{xc}5 \textit{xal} 30 \textit{xal} \textit{xc}8 31 \textit{xd}2 \textit{d}7 32 \textit{exe}6 \textit{exe}6 33 \textit{h}3 etc.)
29 \textit{exe}5 \textit{fxe}5 30 \textit{xd}8 \textit{xe}6 31 \textit{d}6 Black resigned.

"The whole game is an excellent example of play in the spirit of the modern school" - remarked Tarrasch. We would say that this game is characteristic of Chigorin's realistic style of play. The brightest reflection of this style is to be found in the games of his match with Tarrasch and in international tournaments of the years 1895-1900.

Chigorin's realistic play consisted of directing his thoughts to a comprehensive penetration into the secrets of every position. With this thinking process it would be impossible to entice even a real weakness on one part of the board, while a concrete, in the broad sense, examination of all other possibilities had not been made, and primarily the prospects of creating an attack on the king's flank. Chigorin strived for this in every game, it was the main stimulus of his creative aspirations, and therefore he had exceptional skill in being able to detect even very latent chances of such attacks. But then again, when there was no possibility of organising an attack on the king, Chigorin, with no less zeal and profundity, directed the spearhead of his thoughts to any weak point in the opponent's position, while, if it proved necessary - even to the defence of his own weaknesses. For Chigorin, the position was a complicated mechanism, into the workings of which he endeavoured to penetrate, as a skilled mechanic does in his working hours.

In addition to this, his thoughts often took an experimental course. Chigorin could not stand stereotype and was at times prepared to dare and risk, in order to reveal parts of the work mechanism, previously not investigated. And if in five cases out of ten his experiment proved to be justified, then this gave his creative daring new strength.

Chigorin expressed his realistic approach to a position very well in the following words: "The ability to combine skilfully, the capacity to find in each given position the most purposeful move, soon leading to the execution of a well-conceived plan, is higher than any principle, or more correct to say, is the only
principle in the game of chess which lends itself to precise definition."

Chigorin left a noticeable track on the theory of the openings. Indeed, he had a great dislike for the very word "theory". "Not infrequently - said Chigorin - theoretical is a synonym for the stereotyped. For this "theoretical" in chess is nothing more than that which can be found in the manuals and to which players try to conform, because they cannot think up anything better or equal, anything original." But none the less, Chigorin enriched the theory of the openings with many interesting ideas, which even to the present day are included in the weapons of the best chessplayers.

There was a great deal of analysis in the area of the King's Gambit and the Evans Gambit, which was deep in content and broad in its scale and deservedly won him fame as a peerless master of these favourite openings of his.

But the need to work out a worthy method of struggle against the Spanish Game and the Queen's Gambit, induced him also here to open with a system of play which entered into opening theory under his name.

In the Queen's Gambit, after 1 d4 d5 2 c4, the systems with 2...c6 and 2...Ag4 are Chigorin's ideas. However the system which had the richest development was that connected with the moves c7-c6, e7-e6, f6 and d6, and a subsequent counterattack in the centre by means of c6-c5 or e6-e5.

The very broad and successful practical application of this method of play, including his classic victories over Janowski (Budapest 1896) and Maroczy (London 1899), naturally linked it with Chigorin's name.

And, as regards the Spanish Game, then it was enriched by the untarnished Chigorin pawn-chain "a6-b5-c5-d6-e5" and the elastic knight retreat, d7, in the Steinitz Defence.

About the move 2 e2 in the French Defence we have already spoken.

In his last few tournaments, Chigorin repeatedly employed as Black an opening set-up, which, in contemporary opening theory is called the King's Indian Defence, and which is now perhaps the most popular method of play against 1
It is interesting that not one of Chigorin's opening ideas has been refuted by the theory of the 20th century. They are all alive today.

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Entering already into the 20th century, the last eight years of life for Chigorin were likewise a way of crusade. To him was not given the joy of summing up the results of his selfless life's work. He was grieved by the early onset of old age, sickness, and failing strength. Time and again, Chigorin was overcome by anxious feelings, the prospect of an eternal parting with his beloved art pained him. Under conditions of autocratic social stagnation, where even in chess any public activity was stifled and killed off, for Chigorin, as also for many prematurely deceased people, there could not but arise the oppressive question: for what had he spent his life, in the name of what had he squandered his best dreams and given without a break all his strength? But Chigorin did not give way to sorrow and, with all his passion and energy, to his last days propagated chess art, attracting new followers under its banner and uniting the not numerous, but nevertheless growing chess forces. "Under such conditions - said Chigorin not long before his death - it is difficult to do anything for our art. Though I personally may not have been able to actually achieve what I have been striving for, if I have succeeded in leaving after myself ten others, truly captivated by our art - from these might arise hundreds and thousands." Hundreds of thousands and millions - we might have corrected Chigorin today.

Amongst Russian chessplayers, Chigorin was able to remain undefeated. In the All-Russian championships, he invariably occupied first place (I - 1899; II - 1900/1901; III - 1903), while in 1906 he won a match for the championship of Russia against Salve, winner of the IV Championship (Chigorin felt obliged to withdraw from participation in this competition after four rounds, because of an unfair loss on time to Izbinsky, against which even Izbinsky himself and other competitors protested.). In the V Championship of the land, which took place in the last months of his life, Chigorin was
already unable to appear.

From 1901 to 1907, Chigorin took part in 11 international tournaments, out of which a great celebration for him proved to be the Gambit Tournament in Vienna 1903 (all games in it were played with the King's Gambit Accepted). Here Chigorin was in his element, and neither Teichmann, nor Maroczy, nor Pillsbury, nor Schlechter, nor Marshall, could deny him his "right" to take first prize. But this was the last international success for Mikhail Ivanovich.

In a few tournaments (Cambridge Springs 1904, Nurnberg 1906), he still managed to hold his ground in the middle of the table. However, in Ostende 1905, he was second to last, while in the Ostende match tournament 1907, even last. The swan song of Chigorin's creative work was the Carlsbad tournament of 1907. The mortally ill Chigorin could not expect success. But also here, even in lost games, his thoughts time and again were illuminated with beautiful ideas.

Chigorin passed away on 12th January 1908. He died in Lublin in the circle of his family.

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The best Chigorin traditions even today inspire chessplayers of our country. The understanding of chess as a craft with rich artistic content, the tireless striving for the new, boldness and experimentation in creative decisions, a deep realistic approach to the evaluation of a position - these are the basic features which constitute Chigorin's legacy to Soviet chessplayers.

The memory of the great organiser of the Russian chess school, Mikhail Ivanovich Chigorin, will live for ever.

P.A. Romanovski
Moscow 1960
Chigorin - Davidov  
(Petersburg 1874)  
King's Gambit Accepted  
1 e4 e5 2 f4 exf4 3 f3 g5 4 c4 g4 5 0-0  
(Now we have the famous Muzio Gambit, which over the course of a century captured the hearts of contemporary players with its beautiful and complicated variations. Though Black lags seriously behind in development after the win of the piece, he has rich defensive resources. It is not at all simple for White to develop an attack: to achieve victory he must display enterprise, daring and even real genius - as is shown for example in this game by the brilliant performance of the young unknown Chigorin.)  
5...gxf3 6 Oxf3 Of6  
(At first sight this move seems weak, since the queen serves as a convenient object of attack; however, at the same time, it is quite well-founded. The key to the position is the f4 pawn; if White is allowed to gallop along, he develops a decisive attack on the f7 square, and that is why the struggle revolves around the f4 pawn. After the move ...Oxf6, White, of course, cannot take this pawn since this would involve an exchange of queens in a position where he has sacrificed a piece.)  
7 e5 Oxe5 8 d3 Oh6 9 Oc3 Oe7 10 Oe2  
(The whole of this variation, the entire system of attack and defence, would in those days have been fashionable and studied as in our time has been the Orthodox Variation of the Queen's Gambit. It is appropriate to mention that lively analysis of this variation continued for a long time, even up to the beginning of the 20th century.)  
10...Oc6 11 Oael Of5 12 Oxd5 Oe8  
(A complicated position. How should White proceed with the attack? For the present, Black is managing to defend the position and, after ...d6, Oe6, Od7 and Oae8, threatens to obtain a winning position. If 13 We2, then 13...Oe6! [bad is 13...Oxd5 14 Oxd5 Oxd5 because of 15 Oc3 etc.] and White must move his queen away. If 13 Oxf4, then 13...Oxf4 14 Oxf4 d6 etc. As a consequence of this, Chigorin works out a complicated plan involving a positional bind.)  
13 Oc3!
13...Be8

(A very natural move, but not the best. Of course, 13...Qxd5 cannot be played because of 14 Qxd5. Also poor would be 13...Qg8, e.g. 14 Bxe7! Qxe7 15 Qf6 Be8 [if 15 ...Qg5, then 16 Qxe7 Qxf6 17 Qg8 Qg7 18 h4! Qxh4 19 Qxf4 with a win for White] 16 g4 Qg6 17 Qe2 Qf8 [if 17...Qg5 then 18 Qe5! and wins] 18 g5 [18 Qe1 does not work because of 18...f3! 19 Qxe7 Qg4+ 20 Qh1 Qg2+] d6 19 Qxf4 [19 Qe1 f3 20 Qe3 f2+ 21 Qxf2 Qe6] Qf5 20 h3 h6 21 Qxf7 hxg5 22 Qxh5 Qxh3 23 Qg5 Qg3+ 24 Qg2 and White wins back the rook, whilst retaining the attack.

However 13...Qf8 gives Black good chances of defence since it is difficult for White to avoid exchanges. The attempt to decide the game by a combinative attack does not work, e.g. 13...Qf8 14 Qxe7 Qxe7 15 Be5 Qg6 16 Qf1 Qc6 17 Qe2 Qxe5 18 Qxe5 Qg5 19 Qxf7, and the quiet move 19...d6!! decides the game in Black's favour. Therefore, on 13...Qf8, the best continuation for White in general is 14 g4 Qg6 15 h4 [if at once 15 Qf6 then 15...Qg5], creating an extremely complicated position, rich in tactical chances for White, since it is very difficult for Black to develop his queen's flank. If, for example, 15...Qxd5 16 Qxd5 f6 [preventing 17 g5 and defending the e8 square] then 17

Qe2 d6 [17...Qg7 18 g5, or 17...Qe5 18 g5 d6 19 d4] 18 Qxc6 Qxg4+ 19 Qxg4 Qxg4 20 Qxb7 with an excellent game for White. Or 15...d6 16 g5 Qxd5 17 Qxd5 Qd7 [after 17...Qxg5 18 hxg5 Qxg5+ 19 Qg2 Qxg2+ 20 Qg2, Black quickly loses the pawns on the queen's flank] 18 Qf6+ Qc8 19 h5 Qg8 [19...Qf5 20 Qe4 Qc5+ 21 Qf2] 20 Qxf4 Qg7 21 Qh2! with a crushing position for White in return for the sacrificed piece.)

14 Qf6 Qg5

(If 14...Qf8 then 15 g4 Qg6 16 g5 with Qxf4 or Qxf4 to follow.)

15 g4! Qg6 16 Qxg5 Qxg5 17 h4! Qxh4

(17...Qg7 offered more chances of defence.)

18 Qxf4

(Now the defects of Black's 13th move are revealed. If the rook was on f8, Black could now take the Qd5, simplifying the defence. Now, however, on this would follow mate in three moves.)

18...d6 19 Qf6! Qe5?

(The decisive mistake. He should play 19...Qf8, after which White could continue the attack by means of 20 d4 with a subsequent doubling of rooks on the e-file. Now follows one of Chigorin's ingenious combinations.)

20 Qxe5!! dxe5 21 Qxe5

(Threatening 22 Qd4+.)

21...Qxg4

(Or 21...Qe6 22 Qd4+ Qc8 23 Qxe6

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fxe6 24 \texttt{\textit{d}7+ \texttt{\textit{q}8} 25 \texttt{\textit{x}e}8+ \texttt{\textit{g}8} 26 \texttt{\textit{d}7} mate!)

22 \texttt{\textit{d}4+ \texttt{\textit{g}8} 23 \texttt{\textit{a}6}+!!
(A brilliant final blow.)

23...\texttt{\textit{d}8
(If 23...fxe6, then mate in 3 moves with the \texttt{\textit{d}} on \texttt{\textit{d}7}.)

24 \texttt{\textit{d}7+ \texttt{\textit{g}8} 25 \texttt{\textit{c}5}+ \texttt{\textit{h}8} 26 \texttt{\textit{a}6}+ bxa6 27 \texttt{\textit{d}4} mate.
[Notes by Panov.]

2 Schmidt-Chigorin
(Petersburg 1878)
Spanish
1 e4 e5 2 \texttt{\textit{f}3 \texttt{\textit{c}6} 3 ..\texttt{\textit{b}5} \texttt{\textit{\textit{f}6} 4 0-0 \texttt{\textit{d}xe}4
(An old defence which of late has virtually gone out of fashion. Despite its apparent harmless-ness, there are quite a few submerged reefs which an expert navigator, as was Chigorin, can skillfully exploit to destroy an opponent in a sea of endless sharp conflicts.)

5 \texttt{\textit{d}4 \texttt{\textit{a}7} 6 \texttt{\textit{a}2
(Considered the best continuation of the attack. The drawback of the move is that it results in an exchange of the king's bishop and this weakens White on the light squares. The present game graphically illustrates the disadvantage of this exchange.)

6...\texttt{\textit{d}6 7 \texttt{\textit{c}x}6 bxc6 8 dxe5 \texttt{\textit{\textit{d}7} 9 \texttt{\textit{d}4} 0-0 10 \texttt{\textit{c}3} \texttt{\textit{c}5} 11 \texttt{\textit{f}5}?
(As is well known, the best move in the present position has proved to be 11 \texttt{\textit{\textit{e}l! in order, after the obligatory 11...\texttt{\textit{c}e}6 12 \texttt{\textit{e}3} \texttt{\textit{\textit{x}d}4} 13 \texttt{\textit{x}d}4 c5 14 \texttt{\textit{e}3} d5 15 exd6, to force Black to take on d6, not with the pawn but the bishop [the so called Rio de Janeiro variation]. The hasty White attack is, of course, easily refuted by Chigorin.)

11...d5!
(Of course not 11...\texttt{\textit{a}6} 12 \texttt{\textit{g}4}.)

12 \texttt{\textit{\textit{x}e}7+ \texttt{\textit{g}7} 13 \texttt{\textit{e}l \texttt{\textit{c}e}6} 14 f4 f5!
(A masterly move! Thanks to the knight blockade, the e5 pawn is not to be feared; however, the f5 pawn is extraordinarily strong, since it strengthens Black's command of the white squares in the centre of the board.)

15 \texttt{\textit{c}2 d4! 16 \texttt{\textit{c}e}2 c5
(Little by little, Black has opened the strong a8-h1 diagonal, which will soon be completely in his possession.)

17 \texttt{\textit{d}2 \texttt{\textit{b}7} 18 b4 \texttt{\textit{d}ad}8 19 bxc5
(With his last two moves, White has only increased the range of action of the Black pieces.)

19...\texttt{\textit{\textit{x}c}5 20 c3
(This attempt to develop activity only hastens the inevitable end for White.)

20...d3! 21 \texttt{\textit{e}3
(The exchange of queens is also hopeless for White, despite the opposite coloured bishops.)

21...\texttt{\textit{c}4 22 \texttt{\textit{d}4} \texttt{\textit{c}5} 23 \texttt{\textit{e}l} \texttt{\textit{e}4} 24 \texttt{\textit{e}l} c5 25 \texttt{\textit{f}3} \texttt{\textit{d}5} 26 \texttt{\textit{\textit{d}1

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26...g5!
(Chigorin carries out the attack masterfully and with his customary energy and precision. Characteristic for Chigorin is the timing of the attacking blow. Thus, for example, many masters, in the present position, would have occupied themselves with the preparation of the move ...g5, by moving away the king to h8, placing the rook on g8 etc; however, the text move typifies Chigorin's energy and dash.)
27 fxg5 f4 28 c4 29 d2 2xg5 30 h4 d4!
(Rapidly introducing the last piece into the attack.)
31 c3 e4 32 f1 f3 33 f3
(Also 33 g3 f2+ loses instantly.)
33...fxf3+ 34 gxf3 g4+ 35 h1
fxf3+ 36 xf3 xf3 mate.
(The attack was conducted very powerfully by Chigorin.)
[Notes by Bogatirchuk.]
3 Chigorin - Yakubovich
(Correspondence Game 1879)
Evans Gambit
1 e4 e5 2 f3 c6 3 d4 c5 4 b4
x b4 5 c3 d5 6 0-0 d6 7 d4 exd4
8 cxd4 b6 9 c3 a5
(A continuation which was very popular at the time. Black tries to drive away the White pieces from the a2-g8 diagonal, even at the cost of a delay in development.)
10 g5!
(White does his utmost to increase his advantage.)
10...f6 11 h4
(Only the retreat to f4 gives White the possibility of fighting for the initiative. Later on, Chigorin himself recognised 11 f4 as being the best move. It is difficult for Black to play ...c6 since the d6 pawn becomes weak and its advance would lead to an exposed position.)
11...xc4 12 a4+ d7 13 xc4 f7
14 d5
(For the sacrificed pawn, White has obtained a strong centre, the better development and the initiative. Black must not only prevent the breakthrough e4-e5, but also repulse the positional pressure on his queen's flank. To do this is not altogether simple. Thus, on 14...e6, strong is 15 a4+ d7 16 a3! c8 17 xb6 axb6
18 e5!, and on 14...c6 could follow 15 Oxb6 [15 Oa4 Od8!] axb6 16 Oa4 Oe7 17 Oxd6 0-0 18 Og3, and again White has the advantage.)
14...Oxh6 15 Oad1
(Also 15 a4 deserves attention.)
15...Og4 16 Ocl! Oxf3 17 gxf3 0-0!
(Black succeeds in completing his development. Now Chigorin could win a pawn by 18 Oxf6+ gxf6 19 Oxh6, but after 19...Og6+ 20 Oxg6+ hxg6, the game is completely equal.)
18 Oxh1 Oxh5
(White threatened 19 Oxf6+.)
19 Oxf4!
(White makes a heroic effort to sharpen the game and hold on to the initiative, which is slipping away. For this, he provokes the move 19...g5, intending the attack 20 Oxf6+ Bxf6 21 Oxf6 Oxh4 22 Bgl Of7 23 Bg4 Oxh6 [23...Oxh5 24 Bdgl h6 25 f4 and White wins] 24 Oxg5+ Oxg5 25 Bgl. Also quite acceptable for White are the complications following 19...c6 20 Oxf6+ Bxf6! 21 Oxf6 gxf6 22 Oxh6 Oxf7. However, Black makes a quiet move which will underline the solidity of his position.)
19...Oxh8

[diagram]

20 Oxf6!?
(The only, though also a risky continuation of the attack. However, White has no choice since ...g5 is threatened, for example 20 Bgl g5 21 Oxg5 fxg5 22 Oxg5 Oxf3+.)
20...Oxf7
(Not a very successful square for the retreat of the queen, since the Oxh6 is left undefended. The retreat of the queen to g6 seems dangerous because of the open g-file, but it is precisely the move 20...Og6 which could place under doubt the correctness of White's attack, e.g. 21 Bgl Oxf6! or 21 e5 gxf6 [also possible is 21...Oxd4] 22 Bgl fxe5! 23 Oxg6 Bxf4 24 Oxh6 Og7 25 Oxh5 Oxd4!) 21 e5! dxe5
(Black safely avoids the trap: 21 ...Oxd4 22 Oxd4! dxe5 23 Oxg3 Oxf5 24 Oxe4! and White is left with an extra piece, since on 24...Oe6 follows 25 Oxh7. But none the less his move is a serious inaccuracy since the d-file is opened for the White rooks. Quite acceptable is the defence 21...Og8! 22 Bgl Oxg6! 23 exf6 gxf6 24 Bg2 f5!)
22 dxe5 \( \text{c6} \)
(After 22...\text{Bd}8, White would reply with 23 \text{Ae}4, saving the knight.)
23 \( \text{Bgl}! \) gxf6
(If 23...\text{Axf}6, then 24 exf6 gxf6 25 \text{Bd}7! \text{Be}6 26 \text{Wh}6 and White wins.)
24 \text{Bxg}8+! \text{Bxg}8
(It is necessary for Black to go in for the dangerous, although apparently defensible position, after 24...\text{Bxg}8 25 \text{Bgl}! \text{Be}6 26 \text{Wh}6 \text{Be}7! The point is that, after 27 exf6 \text{Bd}7 28 \text{Bf}7, there is the sole retort 28...\text{Ae}5!, while the variation 28 \text{Bf}7+ \text{Bg}7 29 f\text{xg}7+ \text{Bf}8 30 g\text{xg}8(+ \text{Bf}8 31 \text{Bd}1 brings about a game with an approximately equal ending.)
25 \text{Axf}6+ \text{Bf}7 26 \text{Bgl} \text{Bag}8 27 \text{Wh}6! \text{Bc}5?
(Up to now it has been thought that, in this position, Black can no longer be saved, but the following analysis places this judgement under doubt: 27...\text{Axf}2 28 \text{Bxg}7 \text{Bxg}7 29 e6 \text{Bf}8 30 e7 \text{Axe}7? or 28 \text{Bg}4 \text{Bc}5 29 e6 [29 \text{Bh}4 \text{Bxf}6! 30 \text{Bxf}6 \text{Bxe}7] 29...\text{Bf}8, and it is not easy for White to carry out the attack.)
28 e6 \text{Bf}8 29 f4!
(Now White weaves a mating net around the Black king, while Black can do nothing.)
29...\text{Bc}7 30 \text{Ba}1! b5
(With the faint hope of 31...\text{Bb}8 and 32...\text{Bf}8, but...)
31 f3! c5 32 f5! b4 33 \text{Be}3 c4
(Black lacks the one saving tempo. After 34 \text{Bxh}7+! \text{Bxh}7 35 \text{Bh}3+ \text{Bh}4 36 \text{Bxh}4 he is mated.)
1-0
(A game which is remarkable, not only for the extraordinary position, with its cluster of pinned Black pieces, but also for Chigorin's skill in exploiting every possibility to preserve a dying flame of attack.)
[Notes by Vasyukov and Nikitin.]

4 Vigiliansky and Miasnikov - Chigorin
(Petersburg 1880)
Queen's Indian Defence
1 c4 \text{Af}6 2 d4 e6 3 \text{e}3 d5 4 \text{Af}3 b6
5 a3
(As is shown by the further course of the game, White does not play the move a3 in connection with a definite plan, but only to be sure to prevent the move ...\text{Ab}4. A similar scheme of development was revived in our times by ex-world champion, Petrosian. He played it with the move order 1 c4 \text{Af}6 2 d4 e6 3 \text{Af}3 b6 4 a3 \text{Ab}7 5 \text{Ac}3, and after 5...d5, exchanged 6 cxd5, so as after 6...exd5 to play 7 \text{Bg}5 and only then e3.)
5...\text{Ab}7 6 \text{Ac}3 \text{Ad}6 7 \text{Ad}3
(Again rather casual. 7 cxd5 was necessary. Chigorin also considered that "better was 7 cxd5 exd5 8 \text{Ad}3, though in this case, after...
8...O-O 9 O-O c5, Black obtains a somewhat freer game." Also nothing is changed by 8 \&b5+ c6 9 \&d3, since after 9...O-O 10 O-O \&bd7 11 b4 a5, Black again stands well. It is interesting that the first five moves were repeated in the 11th game of the 1969 World Championship Match, Spassky v Petrosian. Playing White, Spassky chose 6 \&c3, but after 6...\&bd7 7 cxd5 exd5 8 \&e2 \&d6 9 b4 0-0 10 O-O a6 11 \&c3 \&f6! Black obtained the better prospects in the centre.

7...O-O 8 O-O \&e4
("Black's game is better since the \&cl is badly placed." Chigorin.)

9 \&xe4?
(White, prematurely and without any necessity, determines the pawn structure in the centre. Since playing to undermine the e4 pawn involves great risk, then White, deprived of any kind of active play, ought now to endeavour to strengthen his position in anticipation of the attack. Instead of 9 \&xe4, he should play 9 \&c2 f5 10 cxd5 exd5 11 \&e5 and then f4.)

9...dxe4 10 \&d2 f5 11 f4
(And so White begins to build a fortress. On 11 f3 would have followed 11...\&h4, and 12 g3? is not possible because of 12...\&xg3 13 hxg3 \&xg3+ 14 \&h2 \&f6.)

l1...\&d7 12 b3 (12 b4 would have been considerably more active.)

12...c5 13 \&e2 \&f6 14 \&e1 \&g4 15 \&f1 \&h4 16 g3 \&h3 17 \&a2 \&f6
(Black is captivated by the creation of direct threats on the king and does not want to lose time on the move 17...\&ad8.)

18 \&c3?
(now Black's attack develops without hindrance, whereas, after the unexpected 18 dxc5 \&xc5 19 \&d7, White might keep pace with the coming threats and even perhaps seize the initiative, for example, 19...\&g7 20 \&xe6 \&d8 21 b4 \&g8 22 bxc5 \&f6 23 \&d4! \&xd4 24 \&xf6+ \&xf6 25 exd4.)

18...cxd4 19 exd4
(On 19 \&xd4 or 19 \&b5, equally strong is 19...e5!)

19...\&g6 20 \&e2
(Realising all the dangers from the threat ...h5-h4, White hastens to exchange queens and strives to transfer the queen to g2.)

20...e3!
(A brilliant pawn sacrifice to open the diagonal for the \&b7.)

21 \&xe3
(On 21 \&xe3, the simplest of all is 21...\&xh2 22 \&xh2 \&xg3+ 23 \&g2 \&xh2+ 24 \&xh2 \&xc3 25 \&xe6 \&d8.)

21...\&e8 22 \&d1 h5 23 \&b3 h4 24 \&c1
(Black's pieces are extremely active and White's extra pawn is of no account. Before going over
to a decisive action, Black, taking advantage of the opponent's helplessness, could transfer the rook to the h-file by playing ...\texttt{f7}. Another good continuation of the attack would be 24...\texttt{f6}. Chigorin chooses the spectacular, but less strong...)

24...\texttt{e5}!?

(Now already nothing is impossible for this pawn and White's defence quickly falls apart.)

27 \texttt{d5}

(If 27 \texttt{axe3}, then 27...\texttt{axe3} 28 \texttt{axe3} h\texttt{g3} and Black wins.)

27...\texttt{hxg3} 28 \texttt{g3}

(On 28 h\texttt{g3}, decisive is 28...

\texttt{f2}.)

28...\texttt{dxe2} 29 \texttt{exe2} c\texttt{g3}+ 30 \texttt{e2} e2! 31 \texttt{eh4} \texttt{e2+} 32 \texttt{e2} \texttt{c1}+ winning the queen.

Black's initiative looks very threatening, with all his pieces aimed at the king, but White nevertheless has sufficient defensive resources, and, if he covers the a8-h1 diagonal by 25 \texttt{axe5}, then the success of Black's attack would be very conjectural, e.g. 25...e4 26 \texttt{c3} h\texttt{g3} 27 h\texttt{g3} e3! 28 \texttt{axe3} \texttt{xf4} [28...\texttt{ge6} 29 \texttt{f4}! \texttt{exe2} 30 \texttt{exe2}.]

25 b4 e4 26 \texttt{bdl} e3! (The capture of this pawn was at least hazardous at this juncture.)

5 Chigorin - Schiffers

(6th Match Game, 4th Match 1880)

Scotch Game

1 e4 e5 2 \texttt{f3} \texttt{c6} 3 d4 exd4 4 \texttt{xd4} \texttt{c5} 5 \texttt{e3} \texttt{e6} 6 c3 \texttt{ge7} 7 \texttt{c4} d6

(7...\texttt{exe5} 8 \texttt{exe2}! d5 9 f4 [or 9 \texttt{cxd2} \texttt{g6} \texttt{c4} is, in our opinion, the best defence here, for if 10 e5 \texttt{wh4+} [not 10...\texttt{axe3} 11 exf6 \texttt{exe1} 12 \texttt{fxg7} 11 g3 \texttt{axe3} 12 \texttt{exe4}+ \texttt{d7}.] 8 f4 \texttt{xe6} 9 0-0 \texttt{exe4} ("The capture of this pawn was at least hazardous at this juncture."))

10 \texttt{exe6}

("Necessary; if 10...0-0, then 11 \texttt{d3} \texttt{exe4} 12 c4 and wins." Chigorin.)
11 6xc6 6xe3+ 12 6xe3 bxc6 13 6e2
5f6 14 6d2 d5 15 6d3 6e6 16 6fl!
(An excellent move which obviously prevents Black's castling at once, as he threatens to win a piece by f5.)
16...g6 17 6b3 0-0 18 g4!
(White might have also recovered the pawn with the better game by 6c5, but, as will be seen, this is much stronger. He threatens again f5 etc.)
18...6ae8 19 6c5 d4
(Weak. 19...6h4 was his best play.)
20 g5 6h8
(Foreseeing the sacrifice of the exchange, which White would recover with a pawn plus after 20...
6g7 21 6xe6 fxe6 22 6xe6 6f7
23 6xf8 6xf8 24 cxd4, and should Black attempt 24...6xa2, the reply 25 f5!, opening the f-file, would win for White. But, no doubt, he would have chosen this line of play as the lesser evil had he perceived the fine combination which White winds up with.)
21 6xe6! fxe6 22 6xe6+ 6g7
(Of course, if 22...6f7, White wins by 25 6c4.)
23 6fl!
(A masterly move which leaves no escape for the opponent.)
23...6xc3
(Of course overlooking the opponent's deep design. But he could not save the game, for if the knight removed White would win by 24 6d7+.)
24 6xe7+!!
(A highly ingenious and brilliant termination.)
24...6e8 25 6xe7+ 6f7
(On 25...6g8 follows 26 6c4+ 6f7
27 6e8+ 6g7 28 6e6 mate.)
26 6e6+ 6g8 27 6e8+ 6f8 28 6xf8 mate. 1-0
[Notes by Steinitz.]

6 Alapin - Chigorin
(10th Match Game 1880)
Queen's Gambit Declined
1 d4 6f6 2 c4 e6 3 6c3 d5 4 6g5
6e7 5 e3 0-0 6 6f3 b6
[The defence chosen by Chigorin began to be popular at the end of the last century. Later on it also included the move ...h6, which was frequently played by Capablanca and Tartakower. Credit for the modern treatment of this variation belongs to the Soviet grandmaster, Bondarevsky, and master Makogonov.]
7 cxd5 exd5 8 6d3 6b7 9 0-0 6bd7
10 6c1 6e4 11 6xe7 6xe7
It is interesting that this position also occurred, after a slight transposition of moves, in the game Botvinnik-Stoltz, played in 1926!

12 \( \text{b}3 \) \( \text{c}6 \) 13 \( \text{a}3? \)

[A useless move.]

13...\( \text{\texttt{h}8} \) 14 \( \text{e}2 \) \( \text{f}5 \) 15 \( \text{a}4 \)

(We do not understand the point of this move. Possibly White wanted to follow up with \( \text{d}a6 \), in order to weaken the defence of the \( \text{c}6 \) pawn? This would have been all very well if Black did not have an attack on the king's flank.)

15...\( \text{g}5 \) 16 \( \text{Bfd}1 \) \( \text{g}4 \) 17 \( \text{d}x \text{d}2 \) \( \text{df}6 \) 18 \( \text{f}4 \) \( \text{g}3! \) 19 \( \text{hxg}3 \)

(It is obvious that after 19 \( \text{fxg}3 \) would have followed 19...\( \text{e}x \text{d}2 \) 20 \( \text{d}x \text{d}2 \) \( \text{xe}3+ \) and Black wins.)

19...\( \text{\texttt{xf}2} \)!! 20 \( \text{\texttt{Be}1} \)

(If 20 \( \text{\texttt{xf}2} \), then 20...\( \text{g}4+ \) 21 \( \text{\texttt{g}1}! \) \( \text{xe}3+ \) 22 \( \text{\texttt{h}1} \) \( \text{gx}3! \) 23 \( \text{\texttt{f}l} \) \( \text{xf}4 \) etc.)

20...\( \text{\texttt{xd}3} \) 21 \( \text{\texttt{xd}3} \) \( \text{\texttt{e}4} \) 22 \( \text{\texttt{f}l} \) \( \text{gf}8 \)

23 \( \text{d}e5 \) \( \text{\texttt{dx}3} \) 24 \( \text{\texttt{dx}3} \) \( \text{\texttt{dx}3} \) 25 \( \text{\texttt{Be}2} \)

(On 25 \( \text{\texttt{xc}6} \), Black would have replied 25...\( \text{\texttt{g}5} \) or 25...\( \text{\texttt{h}4} \) threatening ...\( \text{\texttt{Bx}g2+} \).)

25...\( \text{a}5 \) 26 \( \text{\texttt{Bx}c6} \)

(Thanks to this sacrifice of the exchange, White wins three pawns and obtains two passed pawns for himself: however, this is not to his advantage.)

26...\( \text{\texttt{xc}6} \) 27 \( \text{\texttt{xc}6} \) \( \text{\texttt{Bd}8} \) 28 \( \text{\texttt{xb}6} \)

\( \text{\texttt{Bc}8} \) 29 \( \text{\texttt{xa}5} \) \( \text{\texttt{Bc}1+} \) 30 \( \text{\texttt{f}2} \)

30...\( \text{\texttt{Bx}g2+} \)!!

(30...\( \text{\texttt{h}4} \) would be a mistake in view of 31 \( \text{\texttt{d}8}+! \) \( \text{\texttt{xd}8} \) 32 \( \text{\texttt{f}f}7+ \).

30...\( \text{\texttt{g}8} \) 31 \( \text{\texttt{g}3} \) \( \text{\texttt{g}7} \) 32 \( \text{\texttt{g}4} \) was not decisive.)

31 \( \text{\texttt{\texttt{xa}2} \text{\texttt{g}5+} \) 32 \( \text{\texttt{\texttt{f}3}! \) \( \text{\texttt{h}5+} \) 33 \( \text{\texttt{f}4} \)

\( \text{\texttt{\texttt{h}6}+} \)

(After the win of the rook by 33...\( \text{\texttt{f}f1}+ \) 34 \( \text{\texttt{f}3} \) \( \text{\texttt{xf}3+} \) 35 \( \text{\texttt{e}5} \)

\( \text{\texttt{xe}2} \), White gives perpetual check by \( \text{\texttt{\texttt{d}8}+} \) and \( \text{\texttt{\texttt{f}6}+} \).)

34 \( \text{\texttt{f}3}! \)

(Obviously after 34 \( \text{\texttt{g}3} \) \( \text{\texttt{g}1}+ \) Black mates easily.)

34...\( \text{\texttt{\texttt{h}1}+} \) 35 \( \text{\texttt{Bg}2} \)

(If now White places his king on \( \text{\texttt{f}4} \), then Black can choose a continuation such as 35 \( \text{\texttt{f}4} \) \( \text{\texttt{\texttt{d}6}+} \) 36

\( \text{\texttt{f}3} \) \( \text{\texttt{f}f1}+ \) 37 \( \text{\texttt{f}2} \) \( \text{\texttt{h}5+} \) 38 \( \text{\texttt{g}3} \) \( \text{\texttt{Bg}1+} \)

39 \( \text{\texttt{f}4} \) \( \text{\texttt{g}5+} \) 40 \( \text{\texttt{f}3} \) \( \text{\texttt{Bg}3}+ \) 41 \( \text{\texttt{\texttt{e}e}2} \)

\( \text{\texttt{\texttt{e}e}3+} \) 42 \( \text{\texttt{f}f1}! \) \( \text{\texttt{\texttt{c}c}1}+ \) 43 \( \text{\texttt{\texttt{e}e}1} \) \( \text{\texttt{Bg}1+} \) 44

\( \text{\texttt{e}x} \text{\texttt{g}1} \) \( \text{\texttt{xe}1+} \) 45 \( \text{\texttt{g}2} \) \( \text{\texttt{xe}4+} \) 46 \( \text{\texttt{f}3} \) \( \text{\texttt{g}7} \)

and Black should win with the help of his f and h-pawns.)

35...\( \text{\texttt{\texttt{h}3}+} \) 36 \( \text{\texttt{f}f4}! \) \( \text{\texttt{f}f1}+ \) 37 \( \text{\texttt{f}3} ? \)

(White could prolong the game by 37 \( \text{\texttt{g}5} \) \( \text{\texttt{\texttt{g}2}+} \) 38 \( \text{\texttt{f}6} \) \( \text{\texttt{\texttt{g}7}+} \) 39 \( \text{\texttt{e}6} \),

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but it is difficult to say whether he could save the game after 39...\texttt{h8}+ 40 \texttt{f6} \texttt{f8}+ 41 \texttt{e6} \texttt{h1}.)

37.....\texttt{f3}+ 38 \texttt{f5} \texttt{f3}+ 39 \texttt{e4}

\texttt{xg2} 40 \texttt{d8}+ \texttt{g7} 41 \texttt{b4} \texttt{g6}+ 42

\texttt{xd5} \texttt{f6}+ 43 \texttt{c5} \texttt{f7}+ 0-1

[Notes by Chigorin.]

7 Chigorin [odds of $\text{Sbl}$] - Otto
(Petersburg 1881)

King's Gambit Accepted
1 \texttt{e4} \texttt{e5} 2 \texttt{f4} \texttt{exf4} 3 \texttt{d4} \texttt{g5} 4 \texttt{c4}

g4 5 0-0 \texttt{xf3} 6 \texttt{xf3} \texttt{xf6} 7 \texttt{d3} \texttt{h6}

8 \texttt{ad2} \texttt{e7} 9 \texttt{c3} \texttt{b6}+ 10 \texttt{h1} 0-0

11 \texttt{g3} \texttt{d5} 12 \texttt{exd5} \texttt{xe3}?! 13 \texttt{wh5} \texttt{f3}

14 \texttt{d6}! \texttt{g6} 15 \texttt{ae1} \texttt{g5} 16 \texttt{xf3} \texttt{xf5}

(The position is rather interesting. On 16.....\texttt{ae6} would follow 17
\texttt{exe6}!; if, however, 16.....\texttt{g7}, then White mates in four moves,
beginning with 17 \texttt{xf7}+!)

17 \texttt{ae2} \texttt{ad7} 18 \texttt{wh5} \texttt{g7}

19 \texttt{ae7}! \texttt{xe7}

(The feature of this game lies with the present position: if not this move, then there is an interesting and surprising sacrif-

8 Chigorin - Paulsen
(Berlin 1881)

Sicilian Defence
1 \texttt{e4} \texttt{c5} 2 \texttt{d4} \texttt{c6} 3 \texttt{d4} \texttt{cxd4} 4

\texttt{xd4} \texttt{w6} 5 \texttt{b3} \texttt{f6} 6 \texttt{c3} \texttt{e6} 7 \texttt{a3}

\texttt{e7} 8 \texttt{e2} 0-0 9 0-0 \texttt{a6} 10 \texttt{d3} \texttt{c7}

11 \texttt{f4} \texttt{d6} 12 \texttt{g3} \texttt{d7} 13 \texttt{e3}

(On the board we have a classical position of the Scheveningen system, which became popular forty years after this game!
Later, Chigorin, in reply to 1...
\texttt{c5}, played only the Closed System
[2 \texttt{c3}] but the opening far from

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always turned out to his advantage. The skill with which he carries out firstly a strategical bind, and then also the attack in this game, makes us regret Chigorin's voluntary restriction of his opening repertoire, as a result of which he was obliged to frequently play tedious positions quiet alien to his style [3 exd5 in the French Defence, 4 d3 in the Italian Game].

13...%ad8?
(Black considers it necessary to play ...d5. Contemporary theory recommends that Black carries out operations on the c-file, for which purpose he plays 13...b5 or 13...%ac8. Besides, as is shown clearly later on, the other rook should go to d8.)

14 %d2
(White not so much threatens 15 %c4 - it is clear that Black replies either 14...b5 or 14...d5 - as he prepares the transfer of the knight to f3, an idea which is nowadays recommended by theory on the basis of the analysis of later games.)

14...d5 15 e5 %e8 16 %f3
(Black's position is clearly worse and this is a consequence of the mistaken advance ...d5 [he should have played 15...b5] as a result of which his knight has been forced to retreat to a passive position [15...d4 is not possible because of 16 exf6 %xf6 17 %ce4 and wins] and, in addition, his rooks have been disconnected. Paulsen principally prevents the threat of f5, but finds himself in a positional bind.)

16...f5 17 %f2 %b8 18 %b6 %c8 19 %d3
(After completely paralysing the opponent's queen's flank, Chigorin now prepares the occupation of the d4 square with the knight.)

19...%c7 20 %e2 %a8 21 %e3 %a5 22 b3 b5
(Black succeeds in advancing to b5, but this does not ease his situation. There are no squares on the c-file on which to invade and he is obliged to begin a transfer of pieces for defence of his king against the approaching attack.)

23 h4! %b7 24 b4!
(Splendid! The manoeuvre b4 [after the retreat ...%b7] is seen nowadays in text books in similar positions and credited largely to Bronstein. It turns out that this was played as long ago as Chigorin! Now the %b7 is condemned to a miserable existence and the weakness of the c4 square is very difficult for Black to exploit.)

24...%c7 25 %ed4 %d8 26 g4! %xg4 27 %g5 %xg5
(A necessary exchange as if 27...g6, then 28 %g3 followed by %xg4
threatening $\text{Nxh7}$ or h5. Or 27...
h6 28 $\text{Nh7}$ $\text{Be8}$ 29 $\text{Qg6}$ $\text{Qf7}$ 30 f5! and White wins easily.)
28 hxg5 g6 29 $\text{Qg2}$ $\text{Bb8}$
(Black wants to bring into play
the $\text{Qa8}$ via b6, and had also
hoped to defend the h7 pawn with
the queen's rook from the b7
square, after moving the bishop
to c8. However, after 30 $\text{Ahl}$ $\text{Bf7}$
31 $\text{Ah6}$ $\text{Bg7}$ 32 $\text{Ahl}$ $\text{Qc8}$ 33 $\text{Sh4}$ $\text{Ab7}$
34 $\text{cxg6}$ hxg6 35 $\text{Bxg6}!!$ White
wins.)
30 $\text{Ahl}$ $\text{Bf7}$ 31 $\text{Ah6}$ $\text{Bg7}$ 32 $\text{Ahl}$ $\text{Sf7}$
33 $\text{Bh6}$ $\text{Bf8}$
(He must refrain from 33...$\text{Cb6}$,
as after this would have followed
34 $\text{Cg1}$ $\text{Cc4}$ 35 $\text{Sh2}$ g3 36 $\text{Sf3}$ $\text{Qxe3}$
37 $\text{Bxh7}$ with a decisive attack.)
34 $\text{Bg3}$ $\text{Cxd8}$ 35 $\text{Bxg4}$

(Black's stubborn defence has
prevented a quicker defeat, but,
all the same, there is not much
hope for him to save the game.
White has a huge positional ad-
vantage and the game can be
decided by direct attack on the
h-file. Bogoljubov considered
that after 35...$\text{Qc8}$ "Black has no
particular fears on the king's
flank"; but is there a sound
defence for Black after 36 $\text{Sh3}$?
Here are some sample variations:
(1) 36...$\text{Cb6}$? 37 $\text{Bxb6}$! $\text{axb6}$ 38
$\text{Qxb6}$ $\text{Qxb6}$ 39 $\text{Bxh7}$ $\text{Bxh7}$ 40 $\text{Qxg6}$
$\text{Bxh7}$ 41 $\text{Bxh7}$+$ $\text{Qf7}$ 42 $\text{Qd3}$ and
Black has no defence; (2) 36...
$\text{Bf7}$ 37 $\text{Bh6}$ [threatening 38 $\text{Qxg6}$]
$\text{Sh8}$ 38 $\text{Qf3}$ d4 39 $\text{Qd4}$ $\text{Qxf4}$ 40
$\text{Qc5}$+$ $\text{Qe8}$ 41 $\text{Bxh7}$ etc. But all
this revolves around "what might
have been". Paulsen, however,
allows a tactical blow after
which the struggle is over at
once.)
35...$\text{Cb6}$? 36 $\text{Bxh7}$! $\text{Bxh7}$ 37 $\text{Bxh7}$
(The rook cannot be taken because
of mate in three moves after 37
...$\text{Bxh7}$ 38 $\text{Sh5}$+.)
37...$\text{Bf7}$ 38 $\text{Bh6}$ $\text{Cc4}$ 39 $\text{Qxg6}$+$ $\text{Qf8}$
40 $\text{Qf2}$ $\text{Qc8}$ 41 $\text{Sh4}$ $\text{Qe7}$ 42 $\text{Bg8}$ $\text{Qd7}$
43 $\text{g6}$ $\text{Be7}$ 44 $\text{Qxe7}$+
(An elegant finish.)
1-0
[Notes by Vasyukov and Nikitin.]

9 Chigorin - Winawer
(Berlin 1881)
King's Gambit Accepted
1 $\text{e4}$ $\text{e5}$ 2 $\text{f4}$ $\text{exf4}$ 3 $\text{Qf3}$ $\text{g5}$ 4 $\text{Cc4}$
g4 5 $\text{Qe5}$ $\text{Qh4}$+ 6 $\text{Qf1}$ f3 7 $\text{d4}$ $\text{Qf6}$
(The best move here is 7...$\text{Qh6}$;
it is bad for White to take the
knight, and then the f7 pawn with
the bishop, since, after 8...$\text{Qe7}$,
Black obtains a strong attack.)
8 $\text{Qc3}$ $\text{fxg2}$+ 9 $\text{Qxg2}$ $\text{Qh3}$+ 10 $\text{Qg1}$ d5
(A mistaken combination; the best reply here was 10...d6.)

11 Qxd5 Qxd5 12 Qxd5 Qd6 13 Be1! Qd7

(13...Qc6 was best, but even then White obtains the better game after 14 Qxc6 bxc6 15 e5 etc.)

14 Qxd7 Qxd7 15 e5 0-0-0

(After the retreat of the bishop, Black, of course, loses a rook. Winawer counted on obtaining an attack, but White’s decisive 19th move escaped his notice.)

16 exd6 Qde8 17 Qa5!

[The idea behind Black’s piece sacrifice would be very good (White’s king is exposed and in imminent danger from the threats of ...g3 and ...Qe2), if he could manage to avoid mate. However, on 17...b6, follows 18 Qa6+ Qa8 19 dxc7+ Qa8 20 Qxb6 mate. Chigorin was also ready to conclude the game effectively after 17...Qd8 18 Qf4! Qc6 [18...c6 19 Qf6!] 19 Qxc7+ Qa8 20 Qb8+! [but not 20 d7? threatening 21 Qb8+, because of 20...Qxd5] Qxb8 21 d7+ Qa8 22 Qc7+ Qb8 23 Qxe8+ Qa8 24 d8(Q) mate. Unfortunately, in reply to 17 Qa5, Winawer resigned and so the brilliant combinative idea remained in the notes.]

1-0

[Notes by Chigorin () and Romanowsky []]

10 Bird – Chigorin

(Vienna 1882)

Two Knights Defence

1 e4 e5 2 Qf3 Qc6 3 Qc4 Qf6 4 Qg5 d5 5 exd5 Qa5 6 Qb5+ c6 7 dxc6 bxc6 8 Qe2 h6 9 Qf3 e4 10 Qe5 Qc7 11 Qg4

(This retreat is not considered strong. Instead of making the useful developing move 11 d4 or strengthening the centre by means of 11 f4 [see the game Arnold v Chigorin], White exchanges what is for the present his only active piece.)

11...Qxg4 12 Qxg4 Qd6

(A move programmed into this system and here quite strong, since it prevents immediate castling by White. However, seventy years after this game, one of the best Soviet masters of attack, Nezhmetdinov, suggested an even stronger plan in which the attack is directed at both the h2 and f2 squares: 12...Qc5! 13 Qe2 Qd8 14 c3 Qb7 15 0-0 h5! 16 d4 exd3 17 Qxd3 Qg4! The game Ciocaltea v Nezhmetdinov, Bucharest 1954, continued 18 Qe2+ Qf8 19 g3 Qd7 20 Qe4 h4 21 Qf4 Qxh2!}

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and Black won shortly.)

13 h3

(Bronstein, in a training game with Smyslov in 1953, retreated the bishop to h3, in order to transfer it to g2. However, this move costs a great deal of time and allows Black to increase the pressure after 13 Qh3 0-0 14 g3 Qd5 15 0-0 Ba8 16 d3 e3.)

13...0-0 14 c3

(Steinitz considered that it is necessary to prevent the transfer of the a5 to the centre, by playing 14 b3. But this move will hardly improve White's development and might possibly change the character of the struggle: Black develops very strong pressure on the centre files, e.g. 14 ...e5 15 c3 Bd8 16 b2 e3! 17 fxe3 xc3 18 xc3 Fe4!)

13...c4 15 b3?

(White plays the opening too carelessly. The development of the bishop on b2 is mistaken. The principal events must take place in the region of the king's flank where Black is directing all his pieces; therefore deserving attention is a plan of development such as 15 a2 e5 16 d3! [16 d4 Qg6 17 0-0 Qh4] exd3 17 cxd3 Bd8 18 0-0. Of course, even here, Black's slight advantage in development allows him to keep the initiative, but White's defence would be far easier than in the game.)

15...e5 16 b2 Bf8 17 0-0

(It is too late for White to retreat the bishop to e2 - 17 a2 Ff3+! 18 h1 Qh4 - and he hurries to get his king out of the centre even though he loses a pawn.)

17...exf4 18 hxg4 cxd7 19 f3

(Defending the g4 pawn would lead to the creation of another weakness: 19 f3 c5+ 20 g1 B7d8 21 a4 Qd4!)

19...cxd4

(The turning point. With material equality, it is difficult for White to reckon on a successful defence. But could he take the e4 pawn, 20 Exe4, exploiting the fact that the opponent does not have the move 20...f5 because of 21 c4+? It seems the risk is great as the pin of the e4 is very unpleasant and allows Black to obtain the advantage in two ways: 20 Exe4 (1) 20...h2+ 21 g1 c7 22 f3 f5 23 c4+ h8 24 f2! d6 [for example, 25 hxg4 fxg4 26 f4 Qg6], or (2) 20...f5 21 f3 [hardly satisfactory is the
queen sacrifice 21 \( \text{\texttt{\textbackslash oxed \textbackslash textit{6} \textit{\texttt{w}}5 \textit{\texttt{2}2 \textit{\texttt{w}}xg4 \textit{\texttt{w}}xg4 23 \textit{\texttt{oxe8 \textit{\texttt{exe8 24 \textit{\texttt{q}\textit{\texttt{f1 \textit{\texttt{b}xel 25 \textit{\texttt{bxel \textit{\texttt{w}5 26 d3 \textit{\texttt{w}5}!}21 \textit{\texttt{...w5!}22 \textit{\texttt{fxg4 \textit{\texttt{w}h2+ 23 \textit{\texttt{w}f2 \textit{\texttt{w}f4+ 24 \textit{\texttt{w}g1 \textit{\texttt{b}x4 \textit{\texttt{25 \textit{\texttt{b}xf4 \textit{\texttt{exe2 \textit{\texttt{26 \textit{\texttt{w}f2 \textit{\texttt{w}e4 [Chigorin's variation]. All the same, if he wants to choose the lesser evil, White must look for salvation in this endgame, since, in refusing to take the pawn, he dooms himself to hopeless defence.\}20 \textit{\texttt{g3 \textit{\texttt{w}f5 21 \textit{\texttt{w}g2 \textit{\texttt{exe6 22 \textit{\texttt{w}ae1 (Exchanging the e4 pawn, by 22 f3 \textit{\texttt{exf3+ [22...w65 23 f4!] 23 \textit{\texttt{w}xf3, does not free White from the attack, after 23...w65!\}22...\textit{\texttt{w}e8 23 \textit{\texttt{w}h1 h5! (The win of the exchange, by 23 ...w63+ 24 wxf3 wxf3 25 wxf3 bxe1 26 bxel bxel 27 wxe4 w65, also guarantees Black victory, but in a longer way. There is still the possibility of strengthening the attack and Chigorin continues his offensive. Now he threatens 24...w63+ with the win of a rook, since the w65 is defended.) 24 wfl w65! 25 w61 (It seems that Black's queen has lost power in order to free a way for the f7 pawn, and certainly now 25...f5 26 we3 f4 would also give him an irresistible attack. However, Chigorin demonstrates a surprising combinational possibility.) 25...e3! (Making it clear that the g3 pawn is not to be defended from the invasion of the Black queen, since, after 26 wxe3 wxe3+ 27 dxe3, would follow 27...wxe3 28 wwh5 w63+ and mate on the following move.) 26 w64 wxf2 27 wxf2 w63+ 28 wfl wxf2 29 we3 c5 30 w63 wxe3 31 dxe3 wxe3 32 w61 h4 33 w62 h3 0-1 [Notes by Vasyukov and Nikitin.]

11 Chigorin - Mackenzie (Vienna 1882) Centre Game 1 e4 e5 2 d4 exd4 3 wxd4 w66 4 w63 g6 (The strongest continuation now is 4...w66 5 w63 w64, followed by ...0-0 and w68 to attack the e4 pawn and prepare to open the game by means of ...d5, which would favour Black in view of the unfortunate position of the White queen. Mackenzie does not strive for great activity in the opening, setting himself the modest aim of developing his pieces.) 5 w62 w67 6 w63 d6 (Now already White has the necessary means and time to prevent ...d5, for example, 6...w67 7 0-0-0 0-0 8 w64 etc.) 7 f4 (Attacking the centre before deciding upon the position of his minor pieces on the king's flank. Now [after f4] the knight on gl
will exert strong pressure on the centre from f3. Not bad now is 7 0-0-0 and, if 7...\(\text{\textit{e}}7\), then 8 \(\text{\textit{c}}4\) 0-0 9 h4 with an immediate attack on the king's flank, as happened for example in a later game Mieses v Spielmann, Breslau 1912.)

7...\(\text{\textit{e}}7\)
(7...\(\text{\textit{f}}6\) offered Black greater prospects.)

8 0-0-0 \(\text{\textit{e}}6\) 9 \(\text{\textit{f}}3\) \(\text{\textit{d}}7\) 10 \(\text{\textit{c}}5\)!
(Though simple, this manoeuvre is full of deep positional significance: White maintains his domination of the centre and prepares the exchange of the finely placed Black bishop on g7 by means of \(\text{\textit{c}}3\).)

10...0-0-0 11 \(\text{\textit{c}}3\)! \(\text{\textit{x}}c3\) 12 \(\text{\textit{x}}c3\) (Already threatening to win the queen by 13 \(\text{\textit{f}}6\), which graphically illustrates how unfortunately placed are the Black pieces.)

12...\(\text{\textit{b}}8\) 13 \(\text{\textit{a}}3\)!
(With this move, Chigorin offers a subtle pawn sacrifice. Mackenzie is tempted and comes under a very strong attack.)

13...\(\text{\textit{x}}d5\)?
(Correct was 13...\(\text{\textit{e}}c6\).)

14 \(\text{\textit{x}}d5\) \(\text{\textit{f}}5\) 15 g3 \(\text{\textit{x}}d5\)

\(\text{\textit{d}}4\)!
(Tempting was 16 \(\text{\textit{g}}5\), with the threat of \(\text{\textit{h}}3\), but after this would follow 16...\(\text{\textit{x}}f4\)! 17 h4 h6! etc.)

16...\(\text{\textit{d}}7\)
(Relatively best. 16...\(\text{\textit{e}}4\) would have lost immediately to 17 \(\text{\textit{h}}3+\) f5 18 \(\text{\textit{h}}el\).)

17 \(\text{\textit{b}}5\)! c6 18 \(\text{\textit{x}}a7+\) \(\text{\textit{c}}7\) 19 \(\text{\textit{x}}d5\)!
(Undoubtedly, when carrying out the manoeuvre \(\text{\textit{d}}4\)-b5\(\text{\textit{x}}a7+\), Chigorin had in mind this sacrifice of the exchange.)

19...\(\text{\textit{c}}xd5\) 20 \(\text{\textit{b}}5\) \(\text{\textit{e}}6\)
(Also after 20...\(\text{\textit{g}}4\) or \(\text{\textit{f}}5\), White's attack on the opponent's king would be irresistible.)

21 \(\text{\textit{c}}3+\) \(\text{\textit{b}}6\) 22 \(\text{\textit{h}}el\) \(\text{\textit{xa}}7\)
(Black had already committed himself to this on his 20th move, as retreating the queen would lead to a catastrophe in view of the threat \(\text{\textit{d}}4+\) and \(\text{\textit{e}}7+\).)

23 \(\text{\textit{xe}}6\) \(\text{\textit{fxe}}6\) 24 \(\text{\textit{e}}3+\) \(\text{\textit{a}}8\) 25 \(\text{\textit{a}}3+\) \(\text{\textit{a}}6\) 26 \(\text{\textit{xa}}6\) \(\text{\textit{bxa}}6\) 27 \(\text{\textit{xa}}6+\) \(\text{\textit{b}}8\) 28 \(\text{\textit{b}}6+\) \(\text{\textit{c}}8\) 29 b4 \(\text{\textit{h}}8\) 30 \(\text{\textit{a}}7\) e5 31 b5 1-0

[Notes by Ragosin.]
12 Zukertort - Chigorin
(Vienna 1882)
Evans Gambit
1 e4 e5 2 d4 d5 3 c4 c5 4 b4 
(a6 5 a5
(This continuation of the attack is not so good as 5 0-0 or 5 a4.)
5...e5 6 dxe5 dxe5 7 d3 de7 8 0-0 
(If White defends the pawn by 16 a3, then, irrespective of whether or not it remains defensible, Black obtains a counterattack, e.g. 16...h4 17 g2 g6 18 0-0 .)
16...fxa2 17 g5 
(White would obtain a very strong position if Black allows him to play his knight to f5. The next move destroys White's plan.)
17...f6! 
(The best move - to exchange off the menacing White pawn.)
18 c3 
(White wins the exchange, but for two pawns. After 18 h4, Black would continue 18...fxg5 19 hxg5 
(Also on any other move by White, Black obtains a winning position: he threatens 37...c3+ 38 0-0-0.)
37...h2+ 0-1 
(After 38 0-0 would follow 38...c3 39 0-0-0 and mate in a few moves.)
[Notes by Chigorin.]

13 Helvig - Chigorin
(Correspondence Game 1882)
Ponziani
1 e4 e5 2 d4 d5 3 c3 c6 4 d4 
(Also on any other move by White, Black obtains a winning position: he threatens 37...c3+ 38 0-0-0.)
37...h2+ 0-1 
(After 38 0-0 would follow 38...c3 39 0-0-0 and mate in a few moves.)
[Notes by Chigorin.]
$\text{xd3+ 8 xd3 } \text{ae7 9 0-0 d6 10 } \text{xf3}$
(White safely avoids the trap, 10 $\text{b5+ c6 11 dxc6 bxc6 12 xc6 ad7 13 xd8 xb5.}$)
$10 \ldots 0-0 11 \text{c4 xd7 12 xc3}$
(The opening phase of the game has ended in Black's favour. The reason for this lies not in the advantage of the two bishops, but in the possibility of further strengthening his position. White's pieces also are not badly placed and, thanks to the d5 pawn, he controls more space; but there does not appear to be any plan to further activate his men. Meanwhile, besides the routine deployment of his forces by 12... $\text{c5 13 e2 f6 14 bbl a5 15 a3 g6, Black has at his disposal an interesting possibility of organising an attack on the king's flank.)}$
$12...f5! 13 xe1$
(White prevents the exchange of the knight on e5 and the formation of a dangerous pawn pair, but there follows an unexpected reply after which it becomes clear that Black's plan is impossible to stop.)
$13...xf6! 14 ae3$
(White resigns himself to the impossibility of preventing the move 14...ae5 and prepares, after 15 a5 xe5 dxe5, to play 16 f4! However, Chigorin, exploiting the stabilisation of the centre, begins a pawn attack on the king's flank.)
$14...g5!$
(Black's intention is absolutely clear: f4 and then g4. The correctness of this idea could be placed under doubt only on the course 15 $\text{xf5 xc3 16 e6+ g7 17 bxc3.}$ Chigorin considered that Black wins by means of 17...ae5 18 axg5 f6, but all is not so simple: instead of 18 axg5, stronger is 18 ed4!, and in the event of 18...ae8 19 axg5 xg5 20 xg8 f6 21 e6+ White wins. But, for all that, the f5 pawn cannot be taken - he need only move the knight to f6 on the 17th move, after which 18 xg5 [or 18 ed4] is refuted by the effective 18...ae6!!) $15 ed4 g4 16 ed2 ae5 17 e2 f4! 18 f3 axd4+ 19 xxd4$
[ Zukertort considered that best now was 19 axd4, and if 19...ae5, then 20 f1.]
$19...ae5!$
(The Black knight occupies an impregnable position and, under its
cover, Black is able to regroup his forces for an attack on the king. The organisation of the decisive attack is carried out by Chigorin with great skill.)

20...\textit{xf4}

[Other continuations were also in Black's favour, for example:

(1) 20 fxg4 f3 21 gxh3 \textit{xf3} 22 \textit{gf1} \textit{bd3} 23 \textit{hf4} \textit{gxg4} 24 \textit{fg3} \textit{ah3} 25 \textit{gf2} \textit{gf8} and, after the exchange of queens, Black's game is better; if, however, 26 \textit{ae4}, then 26...\textit{exd2}! 27 \textit{exf8+} \textit{exf8} with a winning position for Black [28 \textit{sf1} \textit{xb2}, threatening \ldots \textit{cef3+}].

(2) 20 \textit{gf1} \textit{gxf3} 21 \textit{gxf3} \textit{ah4}! 22 \textit{xh4} \textit{xf3} 23 \textit{ee6} \textit{he7} 24 \textit{gxh3} [24 \textit{gxh3} \textit{ag7}] \textit{xf3} 25 \textit{sh1} \textit{sh6} 26 \textit{ef1}+ \textit{gf8}, and Black, threatening \ldots \textit{gf2}, has a significantly better game: for example: 27 \textit{dxg7} \textit{exg8} 28 \textit{exa7}? \textit{ef2} and Black wins.]

20...\textit{ag5} 21 g3 \textit{gxf3}!

[In this pawn, defended by the knight, lies the whole strength of Black's game.]

22 \textit{gf1} \textit{ae8} 23 \textit{ef2}

[Or 23 \textit{oe4} \textit{xf4}? [if the queen retreats, then 24 \textit{ef2} and White's game is better] 24 \textit{gxh4} 25 \textit{dxd1} \textit{eb8}? 26 \textit{ef2} [or 26 \textit{ef2} \textit{sh3} 27 \textit{ag3} \textit{eg5} 28 \textit{sh1} h5 threatening \ldots \textit{ag4} and also \ldots h5-h4; if 29 \textit{ae4}, then 29...\textit{eg2}+.] \textit{eg5} 27 \textit{gxc4} [27 \textit{sh1} \textit{sh3} \textit{gxg4} 28 \textit{sh1} \textit{ed3} 29 \textit{eg1} \textit{eg2}+! 30 \textit{xf2} \textit{xf2}+ 31 \textit{eg1} \textit{gf1}+ and 32...\textit{xf1}(\textit{gf1}) mate.] 23...\textit{bae8}

[White's intention was to play with advantage his knight to d3, after which Black would have difficulty in satisfactorily defending the f3 pawn. The move in the game indirectly prevents White's plan.]

24 \textit{sh1}

[If instead (1) 24 \textit{dxd3} c5! 25 \textit{dxg6} \textit{txc6} 26 \textit{ed5}+ \textit{exd5} 27 \textit{fxd5} \textit{dxd4} 28 \textit{ce2}+ 29 \textit{dxe2} \textit{fxe2} 30 \textit{exf8+} \textit{exf8} 31 \textit{ef2} \textit{be5} 32 \textit{oe4} \textit{bf5}+ 33 \textit{sh3} \textit{exd5} and Black is left with an extra pawn; (2) 24 \textit{exa7} \textit{exf4}! 25 \textit{gxh4} \textit{gxf4} 26 \textit{be1} \textit{sh3} 27 \textit{es3} \textit{eg4}+ 28 \textit{sh1} \textit{eg2}+ 29 \textit{sh1} \textit{eg8} 30 \textit{ed4} \textit{eh3}+ 31 \textit{eg3}! h5 32 \textit{sh1} \textit{eg2}+ 33 \textit{sh1} h4 34 \textit{sh4} \textit{eh3}+ etc.] 24...h5!

[White threatened 25 h3; now, after this, would follow 25...h4! White does not prevent the move 25...h4! by 25 \textit{ef1}, in view of the variation 26 \textit{ed6} \textit{ed6} 27 \textit{dxc7} \textit{dxc7} 28 \textit{ed8} \textit{ed6} 29 \textit{ef2} \textit{sh3} [threatening \ldots \textit{gh4}] 29 \textit{sh3} \textit{be7} 30 \textit{ef1} \textit{ff7} 31 \textit{eg3} \textit{eg4}, and Black must win. If 25 h4, then 25...\textit{eg4}! (1) 26 \textit{gxh4} \textit{gxf4} 27 \textit{sh2} \textit{sh3} 28 \textit{ed1} \textit{ef8} 29 \textit{ed2} \textit{eh3} 30 \textit{gxg2}+ \textit{gxg2}+ 31 \textit{sh1} \textit{gh6} 32 \textit{sh2} \textit{sh2} 33 \textit{sh1} \textit{eg7} 34 \textit{ef2} \textit{eg4}+ 35 \textit{eh2} \textit{ed6} etc. (2) 26 \textit{gxf4} \textit{gxf4} 27 \textit{gxh3} \textit{gxh3} 28 \textit{ed3} [if 28 \textit{ef1}, then 28...f2 29 \textit{eg2} \textit{be2} 30 \textit{ed3} \textit{xf4}; 31 \textit{eg3} \textit{ed3} and Black must win] \textit{xf3}+ 29 \textit{xf3} \textit{xb2} 30 \textit{ed1} \textit{be2} etc.] 25 \textit{ed4} \textit{gxf4}! 26 \textit{gxh4} \textit{ed4} 27 \textit{ef1}
[This move accelerates his defeat. Better was 27 $d1; then 27...$h3 and afterwards as indicated above.]

27...$d7 28 $e1

[Or 28 h3 $xe4 29 $d2 $xc4 30 $xf4 $xf4 31 hxg4 hxg4 with ...$e5 to follow and an easy win.]

28...$c5! 29 $fe2

[An interesting position is reached after 29 $f6+ $f7!! and Black wins.]

29...$e5!

[Together with this move were sent the following variations:
(1) 30 $e3 $xe4! 31 $xf4 $f2+ 32 $g1 $h3+ 33 $h1 $xf4 34 $xe5 dxe5 35 $g1 $f2+; (2) 30 $f6+ $xf6 31 $xe5 dxe5 32 $xe5 [32 $xe5 $f7 and ...f2] $xe5 33 $xe5 f2 34 $g2 $h3+ 35 $xf2 $d3+; (3) 30 $e3 f2 and Black wins.]

0-1

(This game is not only a classic example of the carrying out of an attack in a complicated position, but also would be a credit to any grandmaster today.)

[Notes by Vasyukov and Nikitin () and Chigorin [].]

14 Steinitz - Chigorin
(London 1883)
Vienna Gambit

1 e4 e5 2 $c3 $c6 3 f4 exf4 4 d4

$h4+ 5 $e2

(An astute opening, which was introduced by Steinitz into tour-

ament practice in 1867. White voluntarily deprives himself of castling and, in addition, his king takes up a quite unaesthetic position. In return, he obtains a powerful pawn centre and prospects of winning several tempi by $f3 and $d5. Nevertheless, by energetic play, Black has good chances of undermining the centre and commencing an immediate attack on the king, by exploiting White's difficulty in developing his pieces on the king's flank. Chigorin liked to enter such non-stereotyped, very sharp variations, and later on was happy to play this position equally with White or Black. Actually, in 1892, Chigorin, as White, chose the Steinitz Gambit in the 21st game of the return match with Steinitz.)

5...d5!

(Zukertort suggested this move over a hundred years ago and even today it is considered the most dangerous for White. The idea of it is absolutely correct: Black must open the centre files as quickly as possible. Another equally sharp plan, connected with the opening of the centre, was suggested by Steinitz in 1895: 5...d6 6 $f3 $g4 7 $xf4 f5! Then the thrust 8 $d5 would immediately lose its strength because of 8...fxe4!; on 8 exf5, Black simply castles 8...0-0-0;]
the pawn advances 8 d5 and 8 e5
do not look very dangerous, while
the move 8 c3 cannot be taken
seriously, as, after 8...\textbackslash alf3!
White is forced to make a third
move with the king, 9 \textbackslash alf3, and
furthermore, after 9...g5, he has
to retreat his bishop to cl.)
6 exd5
(After 6 \textbackslash axd5 \textbackslash ag4+ 7 \textbackslash alf3 0-0-0 8
c3 f5, White clearly loses the
skirmish in the centre.)
6...\textbackslash alf7+
(Only several years after this
game was it established that
Black obtains a clear advantage
with the continuation, 6...\textbackslash ag4+ 7
\textbackslash alf3 0-0-0 8 dxc6 \textbackslash ac5 9 \textbackslash axel \textbackslash ah5!
10 cxb7+ \textbackslash ab8 11 \textbackslash ad1 \textbackslash axd4, when
White's king cannot hide from the
Black rooks on the centre files.)
7 \textbackslash ah4+ 8 g3
(Firstly to avoid perpetual check
on the 8th move.)
8...\textbackslash fxg3+ 9 \textbackslash ag2
(From being a target, the king
suddenly becomes an active piece,
by setting up the threat 10 hxg3.
Chigorin [playing White] often
made the rook sacrifice 9 hxg3.
In the event of the acceptance of
the sacrifice, 9...\textbackslash axhl 10 \textbackslash ag2
\textbackslash ah2 11 dxc6 \textbackslash ad6 12 \textbackslash af3, White
obtains a very active position,
and, by not taking the rook, 9...
\textbackslash axd4+, Black likewise gives up
the initiative: 10 \textbackslash ac3! \textbackslash axd1 11
\textbackslash axd1 \textbackslash ae5 12 \textbackslash af4 \textbackslash ad6 13 \textbackslash be1 f6 14
\textbackslash af3.)
9...\textbackslash ad6!
(Already, in the opening, a
beautiful tactical struggle is
under way. Black leaves the \textbackslash ac6
under attack, though, after 10
dxc6 gxh2 11 \textbackslash af3! hxg1(\textbackslash w)+12 \textbackslash axg1
\textbackslash axd4+ 13 \textbackslash ac3 \textbackslash df6 14 \textbackslash ag2 b6 15 \textbackslash ab5
\textbackslash ae5, the complications are not
unfavourable for Black.)
10 \textbackslash af1+ \textbackslash ce7
["If 10...\textbackslash af7 11 \textbackslash ag5 f6 [11...
\textbackslash axel 12 \textbackslash axel+ \textbackslash af7 13 hgx3, followed
mostly by \textbackslash af4 etc.] 12 dxc6 \textbackslash fxg5
13 \textbackslash ab5 b6 14 \textbackslash ad5 \textbackslash axel 15 \textbackslash axel+
\textbackslash af8 [15...\textbackslash af7 16 \textbackslash axe7+] 16 hxg3
with the superior game" Steinitz]
11 hxg3 \textbackslash axd4
(A critical position in this
opening. White has definite
compensation for the pawn, since
his pieces are able to quickly
come into play. Now the natural
move, 12 \textbackslash af3, deserves serious
attention, in order to leave the
opponent behind in development
after 12...\textbackslash af6 13 \textbackslash ag5 \textbackslash af6 14 \textbackslash ab5+
Incidentally, Chigorin himself
played this way in a correspond-
ence game in 1900. Steinitz makes
a move, which not only does not
advance the development of his
pieces, but also contributes
little to the strengthening of
his position.)
12 \textbackslash ah4 \textbackslash af6 13 \textbackslash ce4 \textbackslash af6 14 \textbackslash ad3 \textbackslash af5
15 \textbackslash axd6+
(It is already difficult for
White to find a plan to further
strengthen his position and also,
after deciding to exchange the \( \text{Qd6} \), he hurries to do this now so as to close the d-file to the Black rooks. On 15 \( \text{Qf3} \) 0-0-0 16 c4, Chigorin gives the convincing retort 16...\( \text{Qf6}! \) 17 \( \text{Qxd6+} \) \( \text{Qxd6} \) 18 \( \text{Qxe7?} \) \( \text{Qe8!} \) 19 \( \text{Qxf5} \) \( \text{Qxf5} \) etc.)

15...\( \text{cxd6} \) 16 \( \text{Qb5+} \) \( \text{Qf8!} \)

(White has not achieved much: the Black king, though also deprived of castling, does not find itself in any danger. At the same time, Black threatens to occupy the e4 square with his pieces after ...\( \text{Qf6} \). Steinitz defends the attacked pawn, but thereby shuts his white squared bishop out of the game.)

17 c4 \( \text{Qf6} \) 18 \( \text{Qf3} \) \( \text{Qg4} \)
(Another plan is 18...\( \text{Qe4} \) and then ...a6 and b5.)

19 \( \text{Qd4} \) \( \text{Qf5} \) 20 \( \text{Qxf5} \) \( \text{Qxf5} \) 21 \( \text{Qf4} \)
(White seems to be creating some threats, but there is actually only one, by the \( \text{Qf4} \). All the other pieces are uncoordinated and do not take an active part in the game: therefore the surprising reply is fully justified.)

21...\( \text{g5!} \) 22 \( \text{Qxd6+} \) \( \text{Qg7} \) 23 \( \text{Qxg4} \)
(The only way to fight for the initiative. With the help of an exchange sacrifice, White attempts to disorganise the opponent's attack and complete the mobilisation of his pieces. In the event of 23 \( \text{Qh2} \), Black would achieve a decisive superiority by 23...a6 24 \( \text{Qa4} \) b5! and 25...\( \text{Qae8} \).)

23...\( \text{Qxg4} \) 24 \( \text{Qc3+} \)
(The White queen must keep control over the activity of her opposite number, and therefore White should play 24 \( \text{Qe2} \) h5 25 \( \text{Qf1} \). Steinitz reckoned that in this way he could make at least a draw, but he is hardly right. Of course here White has generally more prospects of complicating the game, for example: 25...\( \text{Qae8} \) 26 \( \text{Qxe8} \) \( \text{Qxe8} \) 27 \( \text{Qxf5} \) \( \text{Qxe2+} \) 28 \( \text{Qfl} \) [28 \( \text{Qf3} \) \( \text{Qe3+} \) 29 \( \text{Qg2} \) \( \text{Qg6} \) 30 \( \text{Qf3} \) \( \text{Qe2+} \) 31 \( \text{Qgl} \) \( \text{Qxb2} \), and if 32 \( \text{Qb3} \), then 32...\( \text{Qxa2} \) 33 \( \text{Qxb7} \) \( \text{Qe3} \) etc.], but, all the same, Black's chances remain better: 25...\( \text{Qg6} \) 26 c5 \( \text{Qae8!} \) 27 \( \text{Qxe8} \) \( \text{Qxe8} \) 28 \( \text{Qxe8} \) \( \text{Qc2+} \) 29 \( \text{Qf3} \) \( \text{Qh2+} \) 30 \( \text{Qe3} \) \( \text{Qxf1+} \) 31 \( \text{Qd4} \) \( \text{Qxb2+} \) etc.)

24...\( \text{f6} \) 25 \( \text{Qf1} \) \( \text{Qe4+} \) 26 \( \text{Qgl} \)
(Only 26 \( \text{Qf3} \) \( \text{Qe3+} \) 27 \( \text{Qh2} \) provides a longer resistance. Now follows a decisive invasion by the Black pieces.)

26...\( \text{Qe2} \) 27 \( \text{Qf3} \) \( \text{Qae8!} \) 28 \( \text{Qxe8} \) \( \text{Qxe8} \) 29 \( \text{Qc5} \) \( \text{Qh2+} \) 30 \( \text{Qfl} \) \( \text{Qe2} \)
(Black had here a mate in two by 30...\texttt{Wh}h1+ 31 \texttt{Qg}1 \texttt{Wh}3 mate.)

0-1

(A very sharp and non-stereotyped played game by both partners. The tactics which Chigorin introduced to the game, in a sharp position, were very instructive.)

15 Chigorin - Steinitz
(London 1883)
Evans Gambit
1 e4 e5 2 \texttt{Qf}3 \texttt{Cc}6 3 \texttt{Qc}4 \texttt{Cc}5 4 b4 \texttt{Qxb}4 5 c3 \texttt{Qa}5 6 0-0 d6 7 d4 exd4 8 cxd4 \texttt{Qb}6 9 \texttt{Qc}3 \texttt{Qa}5 10 \texttt{Qg}5 f6 11 \texttt{Qf}4 \texttt{Qxc}4 12 \texttt{Qa}4+ \texttt{Qd}7 13 \texttt{Qxc}4 \texttt{Qf}7 14 \texttt{Qd}5 g5?

(A weak move which greatly compromises Black's game.)

15 \texttt{Qg}3 \texttt{Qe}6

(Steinitz at first intended to continue 15...h5, but now discovered that, after 16 \texttt{Qxb}6 axb6 17 \texttt{Qxf}7+ \texttt{Qxf}7 18 \texttt{Qf}1, he loses a pawn. However, in my opinion, this avenue of attack fails, because, after 18...\texttt{c}6! 19 \texttt{Qxd}6 \texttt{Qe}7, Black obtains a very good game due to the weakness of White's a2 pawn; if 20 a4, then 20...\texttt{Qe}6 etc. The move 15...h5 is not good on two counts, i.e. after the move 16 \texttt{Ba}1, if Black has no better move than 16...\texttt{c}6, then 17 \texttt{Qxb}6 axb6 18 \texttt{Qb}4, and White wins a pawn, keeps queens on the board and maintains the attack. If, however, after 16 \texttt{Ba}1, Black replies 16...h4? then 17 \texttt{Qxd}6! cxd6 18 \texttt{Qxb}6 axb6 19 \texttt{Qxc}8+! \texttt{Qxc}8 20 \texttt{Qxc}8+ \texttt{Qd}7 21 \texttt{Qf}1 \texttt{Qe}7 22 \texttt{Bc}7+ \texttt{Qe}6 23 d5+ \texttt{Qxd}5 24 exd5+ \texttt{Qxd}5 25 \texttt{Bxf}7, and White is left with knight against two pawns.)

16 \texttt{Ba}4+ \texttt{Qd}7 17 \texttt{Qa}3 \texttt{Cc}8 18 \texttt{Bf}1 \texttt{g}4 19 \texttt{Qxb}6 axb6 20 \texttt{Qd}2 \texttt{Qe}6

(After 20...\texttt{Qe}7 would follow 21 e5 dxe5 [or 21...\texttt{fxe}5] 22 \texttt{Qe}4! 0-0 23 dxe5 \texttt{fxe}5 24 \texttt{Qxe}5 \texttt{Qd}5 25 \texttt{Ba}1, and White, threatening \texttt{Qa}1 and \texttt{Qb}2, obtains a winning position.)

21 f4

(White threatens f5 and then e5.)

21...\texttt{gx}f3 22 \texttt{Qxf}3 \texttt{Qe}7 23 e5 \texttt{fx}e5 24 dxe5 d5 25 \texttt{Ba}1 \texttt{Qf}5

(Steinitz, in his notes to the game, considers this move a mistake and indicates that the best reply is 25...\texttt{Cc}6. If Steinitz had played 25...\texttt{Cc}6 in the game and seen the consequences of it, then he would admit that it is a mistake and indicate quite the reverse - that the best move is 25...\texttt{Qf}5. One must look for the cause of defeat not in this move nor in the further continuation of the game, but in Black's 14th move, which led to a clearly unsatisfactory position for him. After 25...\texttt{Cc}6, would follow 26 \texttt{Qg}5, and after 26...\texttt{Qe}7 - on which Steinitz mainly bases his defence, with an analysis of the game right down to the ending - 27 \texttt{Qe}3 \texttt{Bf}8 28 \texttt{Qxf}8+ \texttt{Qxf}8 29 \texttt{Bf}1+...
We do not believe that Black can save the game.

26 leck 4 19

(If 26...f7, then Black loses a piece. White, however, threatens 27 xxf5 xxf5 28 g1. After 26...c5, would follow 27 a4+ d8 [27 ...d7 28 e6!] 28 xxf5 xxf5 29 4h4+ c7 30 g4 g8 31 g3 and White wins a bishop [31...xg4 32 xg4].)

27 xxf5 xxf5 28 4h4 c5 29 g3 d7 30 a7 f8 31 g3

31...d6

(Steinitz remarks that, with the continuation 31...e6 32 a4+ c7! 33 g7+ b8 34 e7 b8 [34...xe5 35 xxf8 xxf8 36 e6 and White wins a piece], despite the loss of the exchange, he would have had not only chances of a draw, but even of a win(?). However, if now White does not take the rook, but plays 35 e6! 4d3 36 b6 c4 [36...a6 37 xxd8 xxd8 38 e6!] 37 xxd8 g8 38 e6! [38 e7, then he must win.)

32 e6 e6

(If 32...xf6 33 exf6 gxf6, then 34 e4+ and 35 g3.)

33 d7!

(It is interesting that the queen, which since the 17th move has not assumed an active part in the attack, now delivers the decisive blow. Made earlier, this move would have been premature.)

33...c6

(After 33...c6, would have followed 34 b3 b5 35 xxb5! xxb5 36 b1+ c4 37 a4+ and White mates in a few moves.)

34 b3 d7 35 xb6 c6 36 xb7+ c7 37 c6 1-0

[Notes by Chigorin.]

16 Mason - Chigorin

(London 1883)

Italian Game

1 e4 e5 2 f3 c6 3 c4 c5 4 c3 d6 5 d3 d5 6 e3 a6 7 e2 e6

(Worthy of attention is 7...d4, which forces the reply 8 h3, and only then 8...e6.)

8 b3 e7 9 h3

(White voluntarily plays a move which nowadays would be regarded as artificial. Tarrasch, the foremost populariser of Steinitz' principles, used up a great deal of ink discussing such moves as h3, a3, h6, a6. Actually, such moves weaken the pawn cover and should be avoided if they are not played in conjunction with a definite plan of play. Mason
plays 9 h3 since he finds himself in an original zugzwang. For the time being, until the opponent's plan becomes clear, he does not want to castle. Mason was evidently afraid that Chigorin would castle on the opposite side and begin a violent attack on the king. This fear of the attack is a characteristic of Steinitz' comprehension of the chess struggle. It goes without saying that White could quietly castle.)

9...dxe3 10 fxe3
(The first consequence of the move 8 h3. On 10 fxe3, would follow ♞h5-f4 and the Black knight cannot be driven away by g3.)

10...♞h5 11 ♞f2 ♞xb3 12 axb3 ♣b4!
(An important move. The open a and f-files are a very significant trump for White, though, on the other hand, the doubled b and e-pawns restrict the mobility of the White pawn mass. The text move prevents the manoeuvre ♞d5 and b4-b5, threatening to paralyse the Black pawns on the queen's flank.)

13 0-0
(It is clear that Black cannot castle queen's side, because of the open a-file, and, in this way, Mason insures himself against the unpleasantness associated with castling on different sides. All the same, I would prefer 13 0-0-0, which would more rapidly allow him to realise the advantage of the open f-file and which, incidentally, would justify the move 8 h3.)

13...0-0 14 g4
(♘x5, here or earlier, would have been a mistake because of ...♗d5, exd5 e4!)

14...♗f6 15 ♞h4 ♞d7 16 ♞f5 ♙g5!
(A characteristic move for Chigorin's style of play. It not only does not combat White's attack, but even provokes it. After 17 h4, the Black queen must retreat to d8, since 18...♗xg4+ 19 ♞h2 ♞h5 [the threat was ♞h6+] 20 ♞g1 g6 21 ♞g5 leads to the loss of the queen. On 17 h4, would follow 17...♗d8 18 ♞h1 g6 19 ♞h6+ ♙g7 20 ♞g5 f6! 21 ♞g2 fxg5 22 hxg5 ♙f7! with the threat of ...♗xc2 [♗xc2 ♞xg5; ♞f5+ ♞h8!].)

17 ♞h1 ♞h8 18 ♕a1 g6 19 ♞h6+ ♙g7 20 ♙e2 ♕ae8 21 ♙e1 ♙e6 22 ♙b1! c5 23 ♙d2!
(An excellent manoeuvre. White transfers the knight sharply to the king's flank. On 23...♗xc2, would follow 24 ♙f3 ♙xel 25 ♙xg5 winning the exchange.)

23...♗h6 24 ♙f3! ♕ee8
(Now ...♗xh3+ is threatened, which on the previous move would have led to the loss of the queen after ♙h2 and ♙h4.)

25 ♙h2 d5!
(This counterattack in the centre obliges White to force his attack on the king's flank.)
26 h4 d4 27 exd4 exd4 28 g5 \(\text{\text{g}7}\) 29 h5 \(\text{g}8!\) 30 h6
(After 30 hxg6 fxg6 31 \(\text{h}f2\) \(\text{d}5!\) the initiative passes to Black.)
30...\(\text{h}8\)

(The Black queen is driven into the corner and must lie in wait. White's position looks very threatening, but Chigorin was a great master of defence: he does not fight ghosts and obtains a position which he had foreseen long before. The weak points in Black's position, f6 and g7, are adequately defended; meanwhile, White has no means of strengthening the attack and so the course of the game inevitably changes.)
31 \(\text{d}2\) f6! 32 \(\text{f}4\) \(\text{f}5\) 33 \(\text{d}6\)
(On 33 \(\text{x}g5\), would follow 33...\(\text{e}5\) 34 \(\text{x}e5\) \(\text{xf}1\) 35 \(\text{xf}1\) \(\text{xe}5\), and White cannot avoid defeat. Mason makes a quite reasonable attempt to sharpen the game.)
33...\(\text{f}7\) 34 \(\text{h}f2\) \(\text{f}6\) 35 \(\text{xf}6\) \(\text{xf}6\) 36 e5!
(36 \(\text{x}g5\) \(\text{xf}2\) 37 \(\text{xf}2\) \(\text{e}5\) is quite hopeless for White, since, after an immediate \(\text{e}7\) and \(\text{f}7\), Black wins the \(\text{c}2\) or \(\text{h}6\) pawns. The text move contains a trap: 36...\(\text{x}e5?\) 37 \(\text{f}4!\) \(\text{xf}3\) 38 \(\text{xf}3\) \(\text{xf}3\) 39 \(\text{f}6+\) \(\text{f}7\) 40 \(\text{x}e8\) and White wins.)
36...\(\text{f}4!\) 37 \(\text{x}g5\) \(\text{xf}2\) 38 \(\text{xf}2\) \(\text{xe}5\)
(If now 39 \(\text{f}3\), then 39...\(\text{f}5\), and, after the exchange of rooks, the knight ending is hopeless for White. Therefore he undertakes a last venture.)
39 \(\text{h}7\) \(\text{h}7\) 40 c3
(Striving to reduce the pawn material on the board.)
40...\(\text{x}d3\) 41 \(\text{f}7+\) \(\text{x}h6\) 42 \(\text{x}d7\) \(\text{x}b2\) 43 \(\text{c}xd4\) \(\text{x}d4\) 44 \(\text{x}b7\)
(On 44 \(\text{c}xd4\), \(\text{e}3\) followed by ...\(\text{x}b3\) with an easy win.)
44...d3 45 \(\text{d}7\) \(\text{g}5\)
(45...\(\text{c}5!\), followed by \(\text{c}1+\), \(\text{c}2+\) and d2 decides the game more quickly.)
46 \(\text{x}d4\) a5 47 \(\text{g}2\) \(\text{f}6\) 48 \(\text{f}3\) \(\text{e}6\)
49 \(\text{f}4\) \(\text{h}5\) 50 \(\text{d}8\) \(\text{b}3+\) 51 \(\text{f}4\) \(\text{x}4+\) 52 \(\text{e}3\) \(\text{e}7\) 53 \(\text{d}4\) \(\text{b}3+\) 54 \(\text{f}4\) \(\text{h}2\)
(Chigorin finds himself in time trouble and the last useless moves are made by him to gain time.)
55 \(\text{g}3\) \(\text{e}2\) 56 \(\text{f}3\) \(\text{h}2\) 57 \(\text{f}2\) \(\text{h}5\)
(White cannot take the pawn, since ...\(\text{x}h3+\) would follow, with an exchange of all the pieces and a winning pawn ending.)
58 \(\text{e}4\) \(\text{b}5\) 59 \(\text{d}2\) \(\text{e}6\) 60 \(\text{g}4\) \(\text{f}5+\)
61 \(\text{g}3\) g5 62 \(\text{d}4\) \(\text{d}5\) 63 \(\text{e}4+\) \(\text{e}5\)

76
64 e5 f4
(After 64...f5 65 exf5 g4 66 hxg4, followed by e3, White wins the d3 pawn.)
65 Bg4 d5 66 e1! 67 Bxe5+ d6 68 f2 d3 69 Kg2
(Not 69 e4+ because of 69...dxe4 70 fxe4 d2 etc.)
69...exd1 70 e4+ Bb3 71 Bd2!
(Mason, untiringly, looks for a chance. If now 71...e6, then 72
f2 and the d3 pawn is lost, since after 72...Bf1, 73 g2, or
72...e3, 73 Bxb2.)
71...Be3+
(Simpler than 71...dxe4, which
also was sufficient, e.g. 72
Bxd3+ e3 73 Bxc3+ Bxc3 74 Bxe4
d4, or 72 exd1 Bc4! 73 Be3 Bc8!
74 Bd2 Bb2 etc.)
72 Bd4 dxe4+! 73 Bxe4 Bb2 74 Bb2
Be3 75 Bb3 d2! 0-1
(In this game, Chigorin showed
his great mastery of defence.)
[Notes by Levenfish.]

17 Arnold - Chigorin
(Blindfold Game 1885)
Two Knights Defence
1 e4 e5 2 Bf3 Bc6 3 Bc4 g6 4 d4
d5 5 exd5 Qa5 6 Qb5+ c6 7 dxc6
Bxc6 8 Qe2
[Weaker is 8 Qa4 h6 9 Bf3 e4 and
White cannot play 10 e5 because of 10...Bd4 with a double attack,
as taking on c6 would lead to the loss of a piece.]
8...h6 9 Bf3 e4 10 Qe5 Bc7 11 f4
[Later on, Black very skilfully
exploits the shady side of this
natural move, which implies the
following: (1) a somewhat weaken-
ed position of the White castled
king; (2) in the event of the Qe5
moving away, the f4 pawn will be
exposed to attack. It would be
better to play at once 11 d4.)
(The attitude of theory to this
move has changed several times.
Now it is regarded as the most
reliable.)
11...Bb6 12 d4
(The excellent reputation of the
move 11 f4 is based on the var-
iation 12 0-0! 0-0 13 Qc3 Qxe5 14
fxe5 Qxe5 15 d4 exd3 16 Qxd3 Qg4
17 Qf4! Qc5+ 18 Qd4, in which
White, by giving back the pawn,
obtains the advantage of the two
bishops and better placed
pieces.)
12...0-0 13 0-0 c5!
(White must resolve the problem
of the d4 pawn. On 14 Qc3, could
follow 14...cxd4 15 Qb5 Qb6 16
Qxd4 Qc5 17 c3 Qb8, and, if 18
Q4, then 18...Qxd4+ 19 cxd4 Qxb4.
White reinforces the d4 pawn in
the simplest way.)
14 c3 Qb8
(A cunning move. White, ad-
mittedly safely avoids one trap
- 15 Qd2 cxd4 16 cxd4 Qb4 17 Qb3
Qxb3 18 axb3 Qxd4 - but falls
into another.... However, as
will be clear from the following
notes, Black's last move also has
its drawbacks. Perhaps more
logical would be 14...cxd4 15 cxd4 \( \text{\text{\text{\text{\text{\text{d}5}}}!}} \) with sufficient compensation.)

15 \( \text{\text{\text{\text{\text{\text{a}3}}} \text{cxd4}}} \)

16 \( \text{\text{\text{\text{\text{\text{b}5}}} \text{(This tempting intermediate move allows a mating attack. However, the position is far from clear after the simple 16 cxd4. The continuation, 16...\text{\text{\text{\text{\text{\text{a}3}}} \text{bxa3 \text{\text{\text{\text{\text{\text{c}3}}}}, seems strong, but after 18 \text{\text{\text{\text{\text{\text{d}2}}} \text{\text{\text{\text{\text{\text{d}4+}}} \text{19 \text{\text{\text{\text{\text{\text{h}1}}}}}, Black loses material: 19...\text{\text{\text{\text{\text{\text{d}6}}} \text{20 \text{\text{\text{\text{\text{\text{a}x}a5}}} \text{\text{\text{\text{\text{\text{a}5}}}}} \text{20 \text{\text{\text{\text{\text{\text{c}6}}} \text{It seems that Black should reply 16...\text{\text{\text{\text{\text{\text{c}6}}} \text{The continuation, 17 \text{\text{\text{\text{\text{\text{b}5}}, would reveal Black's principal threat: 17...\text{\text{\text{\text{\text{\text{b}b}5}}} \text{18 \text{\text{\text{\text{\text{\text{b}b}5}}} \text{\text{\text{\text{\text{\text{d}d}4}, with a very sharp position [for example, 19 \text{\text{\text{\text{\text{\text{e}e}2}}} \text{\text{\text{\text{\text{\text{c}c}2!}}} \text{20 \text{\text{\text{\text{\text{\text{b}b}1}}} \text{\text{\text{\text{\text{\text{d}d}8}}, or 19 \text{\text{\text{\text{\text{\text{c}c}4}}} \text{\text{\text{\text{\text{\text{e}e}5}}} \text{20 \text{\text{\text{\text{\text{\text{f}f}x}e5}}} \text{\text{\text{\text{\text{\text{c}c}4}}} \text{21 \text{\text{\text{\text{\text{\text{e}e}f}6}}} \text{\text{\text{\text{\text{\text{a}a}6]}}}

If, however, White spends time on 17 \text{\text{\text{\text{\text{\text{h}h}1}}, then after 17...\text{\text{\text{\text{\text{\text{a}a}a3}}} \text{18 bxa3 \text{\text{\text{\text{\text{\text{e}e}7!}}, Black's knight succeeds in taking up an ideal position in the centre. Possibly best of all for White is 17 \text{\text{\text{\text{\text{\text{c}c}c6}, though, after 17...\text{\text{\text{\text{\text{\text{c}c}c6}}} \text{18 \text{\text{\text{\text{\text{\text{c}c}c4 \text{\text{\text{\text{\text{\text{d}d5}, the position would be double edged, despite White's extra pawn.)}}}

16...\text{\text{\text{\text{\text{\text{e}e}b5!}}} \text{17 \text{\text{\text{\text{\text{\text{e}e}b5}}} \text{\text{\text{\text{\text{\text{b}b}6}}} \text{18 a4}} \text{[Not 18 c4, since White wants to retain the c4 square for his knight.]} \text{18...d3+ 19 \text{\text{\text{\text{\text{\text{h}h}1}}} a6!} \text{[Black could also play the prosaic 19...\text{\text{\text{\text{\text{\text{e}e}5}}} \text{20 \text{\text{\text{\text{\text{\text{f}f}x}e5}}} \text{\text{\text{\text{\text{\text{d}g}4}, winning back the sacrificed material with interest. Chigorin, however, playing blindfold, finds a more energetic continuation.] (Even without forced variations, it is clear that two connected passed pawns in the centre give Black compensation for the exchange. Chigorin strengthens his position still further, forcing the exchange of the strong knight on e5 for his unfortunate opposite number standing idle on the edge of the board.)}}}

20 \text{\text{\text{\text{\text{\text{c}c}c4}}} \text{\text{\text{\text{\text{\text{e}e}c}c4}}} \text{21 \text{\text{\text{\text{\text{\text{e}e}c}c4}}} \text{\text{\text{\text{\text{\text{d}d}g}4}}} \text{[The g4 square serves as an ideal jumping off point for the invasion of the Black pieces.]} \text{22 a5 \text{\text{\text{\text{\text{\text{a}a}a7}}} 23 \text{\text{\text{\text{\text{\text{a}a}a4}}} \text{\text{\text{\text{\text{\text{e}e}e2}}} 24 \text{\text{\text{\text{\text{\text{h}h}e1}}} \text{\text{\text{\text{\text{\text{d}d}g}4}}} \text{[Threatening the famous mate by ...\text{\text{\text{\text{\text{\text{d}d}d}f}f2+} etc. White's reply is therefore forced.]}}}

25 \text{\text{\text{\text{\text{\text{h}h}h3}}} \text{\text{\text{\text{\text{\text{f}f}f2}}} 26 \text{\text{\text{\text{\text{\text{d}d}d2}}} \text{\text{\text{\text{\text{\text{c}c}c5}}} \text{[25...\text{\text{\text{\text{\text{\text{g}g}g3 is just as quickly decisive, but the text continuation is more beautiful. White's following sacrifice staves off the inevitable for a few moves.]} [Six moves are required by}
Chigorin to demonstrate the hopelessness of further resistance. There follows a desperate burst of activity by White, which is punished by a beautiful mating finale.

27 \texttt{fxf7+ Bxf7} 28 \texttt{e8+ \texttt{h7}} 29 \texttt{xf7} [29 \texttt{xe4+ g6} 30 \texttt{exe2 \texttt{g3}}! is equally hopeless. Now follows a spectacular study-like ending, with a queen sacrifice and mate with the minor pieces.]

29...\texttt{xg2}+! 30 \texttt{\texttt{xf7}+ \texttt{f3}}+ 31 \texttt{\texttt{e1 \texttt{h2}} mate.}

[This elegant little game enjoyed particular popularity at the time, and was featured in many chess magazines throughout the world.]

[Notes by Vasyukov and Nikitin () and Blumenfeld .]

18 London - Petersburg (Telegraph Game 1886/1887) Queen Pawn Opening

1 \texttt{f3} d5 2 d4 \texttt{g4}

[In choosing this move, we intended, above all, to avoid the usual mode of development in the present position. In the variation 1 d4 d5 2 \texttt{f3 \texttt{f6}} 3 e3, the move 3...\texttt{g4} is not considered good for Black, although practice does not confirm this opinion.]

(The problem of the development of the \texttt{c8} in the Queen's Gambit is complicated: it is necessary to decide both where this bishop is developed and also when to do this. Chigorin tried several times to solve this problem directly. Contemporary theory, however, regards the move 2...\texttt{g4} with scepticism, considering that the weakening of the queen's flank and above all, the b7 pawn, could give rise to new difficulties for Black.)

3 \texttt{xe5 \texttt{h5}}

(This continuation is not better than 3...\texttt{f5}, which is discussed in the notes to the game, Consul­tants v Chig orin, Havana 1891. White, in his struggle for an opening advantage, ought to play 4 c4.)

4 g4 \texttt{g6} 5 h4 e6!

(In his pursuit of the bishop, White has recklessly advanced his flank pawns, but Chigorin, not fearing ghosts, makes a useful developing move which invites White to advance his h-pawn even further. After 6 h5 \texttt{e4}! 7 f3 f6 8 \texttt{d3}! \texttt{xd3} 9 \texttt{xd3 \texttt{c6}}, Black does not stand worse.) [And if here 8 fxe4 fxe5 9 dxe5 \texttt{e7}, Black has a strong attack and can win back the pawn.]

6 \texttt{f4} f6

(Now the bishop is ready to defend the h4 pawn from the g3 square, and the complications, 6...\texttt{e4} 7 f3 f6 8 fxe4 fxe4 and 9...\texttt{e7} are unfavourable for Black. He is forced to exchange the \texttt{e5}.)

7 \texttt{\texttt{xg6 hxg6} 8 \texttt{d3 g5} 9 \texttt{g3}
(Pawn grabbing could lead to a catastrophe: 9 \textcolor{red}{\text{f5+ \text{c6} 10 \text{xb7? \text{xd4} 11 \text{xc7 \text{f8}! etc.)}}})

9...\text{c6} 10 \text{g6+}

[It is not this move which changes White's position for the worse; weaknesses had appeared even earlier, due to the advance of the g and h-pawns. On 10 \text{cx}2, as on 10 a3 or 10 c3, Black would reply 10...
\text{d6}!, then 11 c3 [if 11 0-0-0 \text{gxh4} 12 \text{bxc4 \text{bxc4} 13 \text{dxc4 \text{e5} 14 \text{f3 \text{xe5} 15 \text{d6 \text{cxd6} 16 \text{xe5 \text{h4} 17 \text{f3 \text{e5}}}}]] .]

11 \text{cxd6} \text{e8}

[After 12 \text{f3 \text{xe8}, Black's position would be still stronger. On 12 \text{c2, Black would reply} 12...\text{d6, in order to divert the bishop from defence of the h4 pawn.}]

12 \text{d3 \text{xe7}}

(The basic aim of this move is to force the exchange of queens and transpose the game into a complicated ending, where the Black knight will be stronger than the bishop.)

13 \text{g2 \text{xe8} 14 \text{d3 \text{xd4} 15 \text{d5 \text{f6} 16 \text{d6}}}}

(Black threatens not only to take the g4 pawn, but also, after 16...\text{xe6}, to break through to cl. Therefore the exchange of queens is forced.) [And if 16 \text{f3, then} ...\text{xe2}]

16...
\text{xe6} 17 \text{f3 \text{f6} 18 \text{d6 \text{d6} 19 e3 \text{f6} 20 \text{f3} e5}

[This move is linked to a complicated plan of attack, crowned by an exchange sacrifice on the 33rd move. It is not difficult to see that most of the following moves of White are simply forced. Black would also obtain a good game with the manoeuvre \text{d8-f7-g5, which does not involve a weakening of the d5 pawn.}]

19 \text{d3 \text{f3}}

(Black reckoned precisely on this natural reply, when playing his last move. Meanwhile, White could
have played simply 22 idebar, forcing the rook to retreat. Black would then have to prepare the advance ...e4.)

22...exd4 23 cxd4 idebar 24 idebar [Black was threatening ...e6c2.] 24...b6 25 b3 idebar8!

[This move is necessary, in order, after 25 a3, to ensure the incursion 26...e6d3+. If the rook remains on h4, White, on 25...e6d3+, would have replied 20 idebarg3, and idebarf1.]

26 a3 e6d3+

27 idebarf2

[As a result of this plan of defence, Black's rook dominates the open file, and considerably limits the mobility of the enemy king and knight. However, Black, in making his 20th move, had in mind, above all, the defence by 27 idebarg3, which would lead to extremely interesting variations. The principal variation was 27 idebarf8 28 idebarf1 c5 29 dxc5+ bxc5 30 idebarf1 c4 31 bxc4 dxc4 32 idebarf2 idebarc5 33 idebarf4+ idebarxe4 34 fxe4 idebarge5 35 idebarf1! idebarb5. It is clear that, after the sacrifice of the exchange, Black has at least an equal game.]

(Though grandmaster Kotov subsequently showed that, in the basic continuation of Chigorin's analysis, 36 idebarc3 idebarc3 37 idebarf3 idebarc4 38 idebarf2 idebarc3 39 idebarx3t+! cxd3 40 idebarf3 g5, White could make the strong move 41 e5!, the evaluation of the position remains as before, since, apparently, taking the White bishop with the pawn is stronger - 36...cxd3, and indeed also 40...g5 seems a loss of an important tempo, instead of the natural 40...e6a3.)

27...endirh2 28 idebarf3

(White is forced to give up the second rank, since, on 28 idebarf1, strong is 28...e6c1t+! as pointed out by Bogoljubov.)

28...e6xg2

[There is no doubt that, in this position, White can defend only in two ways: to immediately prevent the advance ...c5, by playing 29 b4, or occupying the h-file with the rook.... The weak side of White's position undoubtedly lies in his unfavourable pawn formation and the limited mobility of his king and knight. Finally, also the White rook cannot take up a good position, if the Black rook dominates the h-file. Black's plan of attack is to divert the White king and knight away from the...]

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defence of the e and f-pawns; this plan is realised by the further manoeuvre of his knight. If White, anticipating this, plays for the opening of the a-file, by continuing 29 b4 ah2 30 a4 ef7 31 a5 [if 31 b5 c5 32 bxc6 dxc6 33 eb1 ef7, followed by ...a5 and ef4+] ef6 32 axb6, then there follows 32...dxb4+ 33 ef3 axb6. If White were to attack, not with the a-pawn but with the b-pawn, then he cannot prevent the knight from establishing itself on the c4 square: 29 b4 ah2 30 b5 ef7 and, after a further ...c5 and bxc6, would follow the transfer ...dxc6-a5-c4. But if, finally, White does not advance either the a or b-pawns, then Black transfers the knight to b6, via e7 and c8, and then weakens the c4 square and also occupies it with the knight. To conclude, it is necessary to mention that Black's most accurate way to the win lies in the immediate occupation of the h-file by the rook.]

29 ef1 c5! 30 sh7
(There is no sense in exchanging on c5, since the pawn should remain on d4, so as not to allow the Black knight to e5. Therefore White is forced to submit to a further weakening of his pawn chain.) [If 30 dxc5+ bxc5 31 sh7, then 31...ef5+ 32 ef3 d4+ winning the knight.]

30...cxd4 31 exd4 ef4+ 32 ef3 (32 ef3? loses at once, because of 32...g5! and White must sacrifice a knight to avoid the mate.)

32...ef6 33 ef3 a5 34 ef3 ef1! (This fine manoeuvre, in conjunction with the following combination, guarantees Black a quick win. Black could win a pawn by 34...dxd4 35 dxd4 dxd2+ 36 ef3 ef2 37 dxc7 ef3+; but, after 38 ef2, the rook ending can hardly be won. Chigorin considered that another way to win the game was by 34...g5; however, he noted that "the win is not achieved so quickly and will be far more difficult".)

35 sh8 ef1 36 sh8
[On 36 ef3, Black intended to reply not 36...ef4+, but 36...g5! forcing the king to return to the e3 square, because of the threat of 37...ef4+ and 38...efel+.]

36...ef3+ 37 ef2 dxd4 38 exb6 ef5 39 eb7 ef4 40 g5
[Or if 40 dxc7, then 40...ef3+ 41 ef1 ef2+ 42 ef1 ef3+ 43 ef1 ef2 and wins. Or 40 eb7 ef3 41 ef1 ef2+ 42 ef1 ef2 43 dxc5 ef3, followed by ef3.]

40...ef3 0-1
[For if 41 dxc7 f5! 42 g6 ef2+ 43 ef1 ef3 44 ef7 [if 44 ef1 ef2 or ef2] dxc2, and mate in a few moves; and if 41 ef1 ef2+ 42 ef1 ef3+ 43 ef2 and wins.]

[Notes by Vasyukov and Nikitin () and Chigorin [.]]

82
19 Chigorin - Steinitz
(3rd Match Game, Havana 1889)
Spanish
1 e4 e5 2 Ȗf3 Ȗc6 3 Ȗb5

[One of the extremely rare occasions when Chigorin played the Spanish as White - of course, in the present game, he expected the "Steinitz Defence", which, in Chigorin's opinion, gives Black "well-known difficulties". Later, regarding the Steinitz Defence in the Spanish Game, Chigorin wrote, "Steinitz, in choosing the defence ...d6, always combined it with the move ... Ȗe7, in order not to be forced to take the pawn on d4, with his e5 pawn. It presents well-known difficulties; and it is well-known that Steinitz' skill overcomes these difficulties."

Also on Steinitz' later treatment of this defence, in a somewhat modified form, with the development of the king's knight, not on e7 but on f6, Chigorin did not have a favourable opinion: "I consider the move 5... Ȗf6 [after ...d6 and Ȗd7] to be inadequate because of the following continuation: 6 Ȗc3 Ȗe7 7 Ȗxc6 Ȗxc6 8 dxe5 dxe5 9 Ȗe2 0-0 10 Ȗd1 and then, for example, if 10... Ȗc8 11 Ȗg5. Black's position, despite the two bishops - to which many are inclined to attach an exaggerated importance - in my opinion cannot be regarded as good."

Of course, the Steinitz Defence would not appeal to Chigorin, since it contained no basis for counterplay and allowed simplification; the main point of this defence - the passive stability of the Black position - had little attraction for Chigorin. Though Chigorin considered the Steinitz Defence in the Spanish favourable for White, and gained an important victory in the beginning against this variation in the present game, he did not in the future, at any time, choose to play the Spanish - probably considering that the Evans Gambit would give him an even greater advantage in practical play against Steinitz. And, indeed, out of 8 games of this match, begun with the Evans Gambit, Chigorin won 4, lost 3 and drew one - and all this despite the fact that on Steinitz' side were all the advantages of a novelty: all systems of play with the move ... Ȗf6 were thoroughly prepared by Steinitz in deep secrecy, especially for the present match, and Chigorin refuted the fruits of Steinitz' analyses at the board. There is no justification this time for Alekhine's expressed opinion that "after a novelty, there usually follows a mistake."

It is interesting to record that
the sum total of games between Chigorin and Steinitz, opening with the Evans Gambit, shows a decisive superiority to Chigorin: out of 23 games, Chigorin won 12, lost 6 and drew 5.

In the whole of his life, Chigorin played, in general, few Spanish Games. The reason for this lies not only in the fact that he obtained a game more in keeping with his creative nature from other openings, but also in that Chigorin willingly deviated from all that was universally adopted in chess - and, at the time, the Spanish was a very popular opening. On the other hand, the Evans Gambit was not only played comparatively little, but greatly condemned; Steinitz himself maintained that the Evans Gambit was an "incorrect" opening, in which Black, by giving back the gambit pawn, could obtain the better game. And so, as pointed out above, Chigorin was all the more willing to play this "incorrect" opening in his encounters with Steinitz and other principal opponents - and with great success.

Among the rare number of Spanish Games played by Chigorin were a few outstanding examples: the present match game with Steinitz, a brilliant game won against Pillsbury at Petersburg 1895/96, and a win against Tarrasch at the Budapest tournament 1896.]

3...d6 4 d4 Qd7 5 dxe5 dxe5 6 0-0 Qd6 7 Qc3 Qge7 8 Qg5! f6
((Better was 8...0-0, and only after 9 Qd5 f6.))

9 Qe3 0-0 10 Qc4+ Qh8 11 Qb5
[Here, there is another attack: 11 Qh4, followed by Qh5 or Qf3 and Qf5. This direct attack on the king's flank would have been even stronger after the move Qb5, which provokes the reply ...Qc8.]

11...Qc8 12 Qd2 Qe8
((The more defensive 12...Qe7 was probably better.))

13 Qa1!
((Threatening 14 Qxc7.))

13...Qg4 14 Qe2 Qd8 15 c4 Qe6 16 h3!
[In order to divert the bishop from defence of the Qe6, or to provoke an exchange of pieces.]

16...Qh5 17 c5 Qe7
((Black could have won the queen here temporarily for only two minor pieces, but his game would have been so much disorganised as to become indefensible, e.g. 17...Qxf3 18 gxf3 Qxc5 19 Qxc5 [if 19 Qxc5, then 19...Qg6+ 20 Qh2 Qxe3 and Black wins] Qf4 20 Qxf4! [if 20 Qh2 then 20...Qh5 and, though White may now capture the knight and afterwards take the rook with the bishop, Black will be able to make a better fight than in the line of play we propose] 20...exf4 21 Qxf8 Qxf8 22 Qxc7 [threatening Qe6] Qb6 23}
After \(\text{18...Qxf3, White would have the choice of taking the bishop with the pawn or the bishop. In the first case, after 19 gxf3 Qxc5 20 Qxc5? [20 Qxc5? Qf4!] Qxc7 21 Qxc5, White has a small advantage in position; secondly, after 19 Qxf3 axb5 20 Qxe6 - more significantly so [20...Qxc5 21 Qd5].] 19 Qc4 Qe8 20 a4![\]

[Lasker recommended here, 20 b4, and considered Chigorin's move, 20 a4, a mistake, which, in his opinion, Steinitz did not exploit. Lasker thought that, on 20 a4, Steinitz ought to have continued 20...a6 21 Qxc6 Qxc6 22 Qxe6 axb5 23 axb5 Qxb5, and "Black has quite a good development". We cannot agree with Lasker's opinion, as, on the reply 20...a6, White could continue with the stronger 21 Qxe6! [instead of 21 Qxc6?] (1) 21... Qxe6 22 Qxe6 axb5 23 Qd5 and White's game is better [23...c6 24 Qb3 bxa4 25 Bal]; (2) 21... axb5 22 Qxc6 Qxc6 [22...bxc6 23 Qb3!] 23 axb5 Qxe4 24 Bal! and White seizes the open a-file and obtains the better game; Black must exchange rooks or continue 24...Qb8 [not possible is 24...Qa7? 25 c6 b6 26 Ba2 with the win of a piece]. From this discussion, it is obvious that Chigorin's move, 20 a4, is by no means a mistake.]

20...Qxc5

(An error which costs the exchange. Black might have obtained a defensible game by 20...Qxd5 21 Qxd5 [if 21 exd5, then 21...Qxb5 22 axb5 Qxc5 with advantage to Black] c6 [but not 21...Qxb5, for, as Chigorin rightly points out, White would then obtain the advantage by 22 axb5 Qxc5 23 Bcl etc.] 22 Qxe6 cxb5 23 Qd5 Qc6 etc.)

21 Qxc5 Qxc5 22 Qxc6 Qxc6 23 Qxc7 Qd6 24 Qb3

[Or 24 Qd5 Qxa4 25 Bcl Qb6 26 Qxa8 Qxa8. It seems to me that it is better for White that Black should obtain an extra pawn on the king's flank, rather than on the queen's side. White wins the exchange for a pawn, but in either case, winning the game is very difficult.]

24...Qxe4 25 Qxa8 Qxf3 26 gxf3 Qxa8
(As a result of a tense strategical battle, White has managed to achieve a small material advantage, by winning rook for knight and pawn. The absence of pawn weaknesses in Black's camp, and, on the other hand, the weakness of his own pawns on the king's flank, make a realisation of his advantage exceptionally difficult. Moreover, Black's pieces, although not very active, are deployed in such a way that all points of invasion by the White rooks are covered. It is interesting to observe how consistently Chigorin strengthens his position and realises his minimal material advantage. First and foremost, he makes his rooks more active and ties Black's pieces to the defence of the e6.

27 Bd5 b6 28 Bfd1 Bd8

(An interesting moment. Steinitz and, later, Bogoljubov, commenting on the game, noted that it is now worthwhile for White to open another line for his rooks, by playing 29 a5. But Chigorin plans to delay the advance of the a4 pawn, and even allow Black's pawn to go to a5, considering that this is in his favour, since White has at his disposal also the possibility of replying with an exchange sacrifice on c5, with a subsequent win of the a5 pawn.)

29 h2 a5 30 Ac2 g6 31 h4 Ag7 32 f4!

(Chigorin strives for a fresh, favourable change in the position by opening the e-file. Black cannot prevent this by 32...Ad4, since, after 33 fxe5 fxe5 34 f4! Af6 35 fxe5+ Axe5 36 Bf1+ Ae6 37 Ab3, White wins.)

32...exf4 33 Af3 f5 34 Af4 Af6 35 Ab3 h6 36 h5!!

(A very fine and, at the same time, very strong move. White prepares the invasion of his rook to e6, under the most favourable conditions. In this case, the h5 pawn would play an important role in White's attack, by giving him a strong point on g6. After 36...g5+ 37 Af3, Black could not prevent the seizure of the e-file by the White rooks, for example: 37...Ab7 38 Ae1 Be7 39 Bxe7 Axe7 40 Be5+. And so he must break up his well formed pawn chain.)

36...gxh5 37 Ac2 Ae7 38 Be5+ Af8 39 Bxf5+ Ae7 40 Be5+ Ad7 41 f3 h4 42 Ag4 Ag8+ 43 Axh4 Bg2 44 Af5+ Ac6

(White's pieces are excellently placed. Black has lost a pawn, but nevertheless the win is still a long way off for White: there are only a few pawns left on the board. Moreover, White must give up another pawn. Which? It seems the b2 pawn: is it not the f-pawn which is passed? But Chigorin, on the contrary, retains the b-pawn, because its loss could entail the elimination also of the a-pawn,
and then Black would have two connected passed pawns, while it is quite difficult to advance the f-pawn.)

45 b3!

(Steinitz says of Chigorin's decision, "A profound move. White perceives the exigencies of the position with an acumen that hardly finds its equal in any ending previously played over the board.")

45... ef2+ 46 $h3 eg3+ 47 $h2 xf3 48 $g2 $f4!

(Black is not tempted by the series of exchanges, 48...xf5 49 x6+ xd6 50 xf5 $e3, since, after 51 $f3, White transfers his king to the centre and obtains a technically won endgame.)

49 $e6!

(Here, the attempt to win with little bloodshed, by 49 $f1, ends in failure, since Black manages to exchange another pair of pawns: 49...xf5 50 xf2 xf2+ 51 xf2 $d4 52 $e3 b5 53 $d3 bxa4! 54 bxa4 $c5 with a draw. Therefore Chigorin avoids exchanges and endeavours to increase the activity of his pieces.)

49... $c5 50 $d5+ $d7 51 $e6 $f5 52 $c4+ $c7 53 $d3 h5 54 $b5 $g4+

(Black apparently overestimated his chances, otherwise he would have chosen the continuation 54...$f2+ 55 $h3 $d6 56 $e2! $f4 57 $c3+ $c5, after which the unfortunate position of the White king gives him good chances of a draw.)

55 $h2 $h4+ 56 $h3 $d6+ 57 $g2 $g4+ 58 $f1 $g3+ 59 $f2 h4

(It seems that Steinitz aimed for this position, when making his 54th move. He has managed to disconnect the White rooks, while one of them is also severely restricted. However, the cage for the $h3 proves to be fragile, and Steinitz, stubbornly trying to keep the rook on h3 behind bars, allows the position of his own pieces to deteriorate, and in the first instance it is his king that suffers.)

60 $h6! $f4+ 61 $g2 $e7 62 $c6+ $b7 63 $c4 $f8 64 $d4 $c8 65 $d7 $d8 66 $h2!

(With the threat of 67 $h3, White forces the knight to retreat.)

60...$e4 67 $g7

(Obviously, the knight is heading for c5, where it will be defended by a pawn. Therefore White removes the rook from attack beforehand, and, by preventing 67...$g8+, prepares to free the $h2 by $g1. The variation, 67...$f2+ 68 $g1 $xh2 69 $xh2 does not hold out any hopes at all for Black, since, by placing the rook on h7, White directs his king to the vicinity of the d5 or c6 squares, and wins easily.)

67...$c5

(Now this retreat leads to a liberation of the rook.)
68 Nh3 Qf6 69 Bg6 Qd8 70 Qc4 Qf4 71 Qf3!
(White, by threatening to exchange, forces the Black rook to leave the f-file and provides for the ex-prisoner, formerly confined to h3, a beautiful square of invasion on f7.)

71...Qd4 72 Bg7 Qd8 73 Qf7
(White has achieved a maximum activation of his rooks and unpleasantly cut off the king. But Black's defence seems solid: the knight defends the b7 and d7 squares, the bishop - the c7 square, and likewise the b6 and h4 pawns. However, Chigorin finds a flaw in this defensive set-up. He transfers his bishop onto the h1-a8 diagonal and creates a mating threat by Qf7-a7-a8. In order to defend against this, Black must demolish his own fortress.)

73...Qd6 74 Qh3 Qd2 75 Qh7 Qd6 76 Qf1 Qe6!
(If 76...Qxb3, then 77 Qb7+ Qc8 78 Qa6 with the threat of Qbc7+ and Qc8 mate.)

77 Qd7!
(The experience of old battles keeps Chigorin away from the hasty check 77 Qb7+. After 77...Qc8, White is surprisingly faced with an unpleasant choice, since the knight not only threatens the Qh7 by 78...Qg5+, but also the Qb7 by 78...Qc7! After this move it becomes clear why Chigorin, despite the little material, managed to successfully carry out an attack and soften up the strong defensive structure erected by his opponent. The basis of White's attack lay in the threat to exchange rooks and transpose into a technically won endgame. It was precisely these threats which allowed Chigorin to break through [and he did this very skilfully and directly] when Black's defence seemed impregnable. Also now, in this way, he neutralises the threat of a knight fork on g5. The endgame, after 77...Qg5+ 78 Qg4 Qxh7 79 Qxd6, is lost for Black, for example: 79...Qc7 80 Qh6 Qf6+ 81 Qf5 Qd7 82 Qb5 Qc5 83 Qe5 Qxb3 84 Qh7+ Qb8 85 Qd6 etc.)

77...Qc6 78 Qg4 Qc7 79 Qc4!
(Note this "shuttle" manoeuvre. On the 76th move, the withdrawal of the bishop to f1 wrecked one Black stronghold. Its return demolishes the last of the fortifications and all hopes of salvation. And again this is not mere chance, but clearly the masterly technical method of Chigorin. On the 66th-68th moves he freed his rooks in just the same way.)

79...Bxc4+ 80 bxc4 Qc8 81 Bd6 Qc5 82 Qc6+ Qb8 83 Bh8 1-0
(On 83...Qb7, decisive is 84 Qxb6 followed by Qxb7+. An amazingly fine game by Chigorin, who manag-
ed to create an attack on the
king in the ending and success­
fully drive it through to the
end, despite Steinitz’ very stub­
born defence. This endgame is a
classic example of the realisat­
on of a minimal material advant­
age.)
Notes by Vasyukov and Nikitin ( ),
Chigorin [ ], Steinitz ( ( ), and
Grekov [ [ ]].

20 Chigorin and Ponce - Steinitz
and Gavilan
(Consultation Game, Havana 1889)
Evans Gambit
(At the end of the match in
Havana, three consultation games
were arranged with the particip­
ation of Chigorin and Steinitz;
each side won one game and the
other was drawn. This is the
first game.)
1 e4 e5 2 f3 c6 3 c4 c5 4 b4
AXB4 5 c3 a5 6 0-0 6f6 7 d4 e7
8 d5 d8 9 a4! b6 10 g5 d6 11
d3! c6 12 Badl 6b8
[If 12...f6 13 dxc6 xxc6 14 b5
fxg5 [or 14...c5 15 d3 etc.] 15
dx5 6c5 16 d6+ 6f8 17 xdx7!!
with a winning attack.] 
13 xdx7 xdx7 14 d6+ 6f8 15 6b4
[The most powerful continuation.
It is a waiting move that pre­
vents Black from playing ...c5,
and keeps the latter's pieces
shut up for a long time.]
15...f6 16 6b3
[ Still stronger is, we believe,
16 6h1, with the following prob­
able continuation: 16...g6 17
axe5 fxe5 18 f4 6e8 19 fxe5+ 6h7
20 e6 6xe6 21 6xe6 6xe6 22 e5
6xe5 23 6h4 6e6 24 6f4 and wins.]
16...6f7
(Steinitz tried to convince him­
self that, in the last game of
the match, he lost only because
here he did not make this move,
which gives Black the advantage
(?), White's attack being re­
futed. The 17th game of the match
had continued 16...g6 17 c4 6g7
18 a4 6f7 19 6xb6 axb6 20 6xf7
6xf7 21 6xe5+! 6h7 [21...fxe5 22
f4! 6e8 (22...exf4 23 6d4 6g8 24
6f6 wins) 23 fxe5+ 6g7 24 6d4 6e7
25 6f2 b5 26 6d4 wins. ] 22 c4
b5 23 axb5 6e7 24 b6 6a4 25 6c5
6e8 26 f3 6c2 27 6e3 6b3 28 6bl
6f7 29 6c4 6a4 30 6b4 6a6 31 6d4
6g8 32 6e3 6a3 33 6b4 6b3 34 6ba1
6g7 35 6a8 6b5 36 6b8 c5 37 6d5
6xb6. Here, White can simply
force a win: 38 6xf7+ 6xf7 39
6a8 6a6 [or 39...6c6 40 6d5 and
41 6c7 and wins ] 40 6xa6 bxa6 41
6d5 a5 42 6a8 6b7 43 6xa5, then
White captures another pawn and
wins. Instead of this, White
played 38 6a8 and the game fin­
ally ended in a draw.)
17 6h4 g6
[A loss of time. The Black party
had nothing to fear from 6f5 and
they ought to have retreated
...d8 at once. If then, for in­
stance, 18 6c4 6h6 19 6f5 b5 etc]

89
18 筧h1 筧d8 19 f4 exf4 20 筧xf7!
(In order to carry out White's plan of attack, it is necessary to firstly take the knight. If 20 e5, then 20...筧xe5, but not 20...fxe5, after which would have followed 21 筧xf4! exf4 22 筧xf4 筧g7 23 筧xf7+ and 24 筧d3.)
20...筧xf7

21 e5!!
[This gives White a powerful attack, which was extremely difficult to parry.]
21...fxe5
[Certainly an error, but only on account of the most ingenious rejoinder which White had in store. The best defensive plan was 21...筧g7, with the probable continuati-22 筧xf4 筧f8 23 e6 dxe6 24 d7 筧xf4, and Black has three pawns for the piece with a good game. But 21...g5 was also of no use, on account of 22 筧c4+ 筧f8 23 筧f5 fxe5 24 筧e4 筧f6 25 筧c4.]
22 筧xf4+!
[As will be seen from an analysis, this sacrifice is as deep as it is beautiful, and forms one of the finest instances of brilliant combination play.]
22...筧g7
(If 22...exf4, then 23 筧xf4+ 筧g7 24 筧f1 筧g8 [the only move; if 24...筧xh4, then 25 筧d4+ 筧g8 26 筧c4+ 筧g7 27 筧f7+; if 24...筧b5 25 筧f7+ 筧h6 26 筧f5+ 筧xf5 27 筧xf5 筧g5 28 筧h4 and wins] 25 筧d4+ 筧h6 26 筧f7 筧g5 [to counter the threat 27 筧e3+ 筧g5 28 筧f5+ and 29 筧h3+; if 26...g5 27 筧e4 筧g6 (if 27...筧xh4 28 筧xh7+ followed by 筧f5+ and 筧h5 mate) 28 筧xh7+ 筧xh7 29 筧xg6+ 筧h8 30 筧f5 and wins] 27 筧g4, threatening 筧h3; if 27...筧g7, then 28 筧h3 筧xf7 29 筧f5 mate, or if 27...筧xd6 28 筧f5+ 筧xf5 29 筧h3+ and wins.)
23 筧f5+!!
(By playing 23 筧d1 White would force Black to take the rook, leading to play as in the position pointed out in the previous note. The move in the game is more decisive.)
23...筧xf5 24 筧xf5 筧g8 25 筧d1! b5
[The Black allies might have somewhat prolonged the game by 25...筧h6, but after 26 g4 筧g6 [if 26...筧g5 27 筧h4 筧xf5 28 筧xf5 wins] 27 筧c4 筧g5 [to prevent 28 筧h5+] 28 筧h4 筧f4 29 筧1xf4! wins.]
26 筧g4+ 1-0
(And White announced mate in four moves.) [There is nothing to be done, for White will proceed with 筧f8.]
21 Pollock - Chigorin  
(New York 1889)
Scotch Game
1 e4 e5 2 d4 d5 3 c3 c6 4 d4 exd4 5 cxd4 d4 6 cxc6 bxc6 7 a3 d5 8 c5
(An unfortunate idea. The worry over defending the e5 pawn very rapidly ties down White's pieces. 8 exd5 was correct.)
8...e4 9 0-0 0-0
(White is already in difficulties. It seems that the e5 pawn can be defended by the move 10 Qf4, the more so as 10...e8 11 e1 d4 is not dangerous, because of 12 a3 a5 13 b4. However, instead of 10...e8, good is 10...f6! 11 exf6 xf6 12 exf6 c5, with a very strong attack. Pollock decides to exchange the ill-fated e5 pawn for the h7 pawn, allowing his opponent the two bishops, which are also aimed at the White king's position.)
10 h3 dxe5 11 xh7+ xh7 12 xh5+ g8 13 xc7 xc7 14 xg3 xg5
(Black's advantage is beyond question. In addition to ...xc2, he threatens also the move ...d4, after which the Black rook invades on e2.)
15 g5 xd7 16 b3 b6?
(A careless move after which White forces the exchange of bishop for knight and thereby somewhat reduces the opponent's attacking potential. Simply 16 ...d4 17 a4 a6 18 f4 c5 19 xd6 cxd6 20 b3 b6 would consolidate Black's advantage.)
17 xh4!
(The exchange of the unfortunately placed xc3 is of course to White's advantage.)
17...xc3 18 bxc3 e2!
(Black is still left with the better prospects, and the opposite coloured bishops can only help him in his attack. Now White should exchange the active Black rook, by playing 19 f6. Black can maintain his advantage, not with 19...e8 because of 20 xe2 xe2 21 d8, but by 19...e1+ 20 xe1 f6 21 h4 xc2 22 g3 c5! 23 xc7 xc7 24 xc7 d4.)
19 a4? e8!
(Now Black's domination of the e-file is assured, he begins to play exclusively for the attack. How can White conduct the defence? Steinitz considered that
the continuation, 20 \textit{\textcolor{black}{\textbf{x}}}a7 \textit{\textcolor{black}{\textbf{x}}}h3 21 \textit{\textcolor{black}{\textbf{f}}}4 [21 g\textit{x}h3 is not possible because of 21...\textit{\textcolor{black}{\textbf{g}}}xh3 22 \textit{\textcolor{black}{\textbf{c}}}c7 \textit{\textcolor{black}{\textbf{e}}}e5! 23 \textit{\textcolor{black}{\textbf{f}}}4 \textit{\textcolor{black}{\textbf{h}}}5 24 \textit{\textcolor{black}{\textbf{h}}}2 \textit{\textcolor{black}{\textbf{e}}}6 25 \textit{\textcolor{black}{\textbf{g}}}1 \textit{\textcolor{black}{\textbf{f}}}3+ etc.], would give quite good chances of repulsing the attack. At first glance, the strongest threats for Black are created by 21...\textit{\textcolor{black}{\textbf{g}}}4 22 \textit{\textcolor{black}{\textbf{g}}}3. Tempting is the queen sacrifice, 22...\textit{\textcolor{black}{\textbf{g}}}xg3!? 23 fxg3 \textit{\textcolor{black}{\textbf{x}}}g2+ 24 \textit{\textcolor{black}{\textbf{h}}}1 \textit{\textcolor{black}{\textbf{e}}}e2, but the whole idea is "spoil" by the countersacrifice 25\textit{\textcolor{black}{\textbf{g}}}1! after which White can play for the win - 25...\textit{\textcolor{black}{\textbf{b}}}xg1+ 26 \textit{\textcolor{black}{\textbf{b}}}xg1 \textit{\textcolor{black}{\textbf{f}}}5 27 \textit{\textcolor{black}{\textbf{b}}}g1 \textit{\textcolor{black}{\textbf{e}}}4+ 28 \textit{\textcolor{black}{\textbf{g}}}1 \textit{\textcolor{black}{\textbf{g}}}g2+ 29 \textit{\textcolor{black}{\textbf{f}}}1 \textit{\textcolor{black}{\textbf{b}}}xg3 30 a4! \textit{\textcolor{black}{\textbf{c}}}c3 31 a5, and if 31...\textit{\textcolor{black}{\textbf{a}}}xc2, then 32 \textit{\textcolor{black}{\textbf{g}}}2! Beautiful also is the other combinative attack, 22...\textit{\textcolor{black}{\textbf{b}}}e3! 23 \textit{\textcolor{black}{\textbf{c}}}c7 \textit{\textcolor{black}{\textbf{x}}}xf2!! 24 \textit{\textcolor{black}{\textbf{b}}}xf2 \textit{\textcolor{black}{\textbf{b}}}xg3 25 \textit{\textcolor{black}{\textbf{g}}}f7+ \textit{\textcolor{black}{\textbf{h}}}7, but the calm 26 \textit{\textcolor{black}{\textbf{f}}}4! \textit{\textcolor{black}{\textbf{b}}}xg2+ 27 \textit{\textcolor{black}{\textbf{h}}}1, enables White to defend. All the same, it seems that the position after 20 \textit{\textcolor{black}{\textbf{a}}}xa7 \textit{\textcolor{black}{\textbf{x}}}h3 21 \textit{\textcolor{black}{\textbf{f}}}4 is not defensible for White. Former world champion, Spassky, suggested this plan of attack: 21...\textit{\textcolor{black}{\textbf{g}}}f5 22 \textit{\textcolor{black}{\textbf{g}}}3 \textit{\textcolor{black}{\textbf{b}}}e6 23 \textit{\textcolor{black}{\textbf{c}}}c7 [23 \textit{\textcolor{black}{\textbf{d}}}4 \textit{\textcolor{black}{\textbf{b}}}h6 24 \textit{\textcolor{black}{\textbf{f}}}4 \textit{\textcolor{black}{\textbf{h}}}5!] \textit{\textcolor{black}{\textbf{b}}}xg2 24 \textit{\textcolor{black}{\textbf{b}}}xg2 \textit{\textcolor{black}{\textbf{b}}}e4+ 25 \textit{\textcolor{black}{\textbf{g}}}1 \textit{\textcolor{black}{\textbf{b}}}h6 26 \textit{\textcolor{black}{\textbf{h}}}2 \textit{\textcolor{black}{\textbf{b}}}g6+ 27 \textit{\textcolor{black}{\textbf{g}}}3 f5! etc. Since it is too late to return the queen, 20 \textit{\textcolor{black}{\textbf{f}}}4, if only because of 20...f6 21 \textit{\textcolor{black}{\textbf{h}}}4 g5, Pollock still hopes to exchange the \textit{\textcolor{black}{\textbf{b}}}e2, but.....] 20 \textit{\textcolor{black}{\textbf{a}}}e3 \textit{\textcolor{black}{\textbf{x}}}h3! 21 gxh3 (If 21 \textit{\textcolor{black}{\textbf{b}}}fel, then White is mated after 21...\textit{\textcolor{black}{\textbf{b}}}e4! and 22...\textit{\textcolor{black}{\textbf{g}}}g4.)
the way for the advance of the f pawn to f5, and then to transfer the knight via d4 to e6. But all this takes a long time and is not so simple: in the meantime, Black manages to complete his development. In this respect, his last move seems superfluous and its advantage over 15...£e7 is not clear.)

16 a4! £e7 17 £e3!

(A very good positional move, with the idea of weakening the defence of the c7 pawn. Black is obliged to defend the pawn by 17...£d8, in order, after 18 £xb6, to have the reply 18...axb6. This would in fact mean going over to passive defence, and be quite out of keeping with Pollock's aggressive style. He prefers to weaken the d6 pawn, hoping to exploit the newly opened c-file.)

17...¥g6 18 £xb6 cxb6 19 £b4 £e7 20 £g3 Bac8 21 £d4 £c5 22 f4 £hc8 23 £d2

(Both players logically carry out their respective plans: Black seizes the c-file, White concentrates his forces for an attack on the king. His £d4 prepares to jump to e6, while, for the time being, not allowing the Black rook to invade on c2, and thus considerably reducing the effectiveness of Black's counterplay. On 23...£f8, White, not worrying about the weakness of the a4 pawn would transfer the rook to the centre, 24 £ae1, and also create the dangerous threat 25 £gf5 and, when the opportunity presents itself, e5.)

23...£c4 24 £e6! £h4

[If 24...£xe6 25 dxe6+ and, if the queen retakes, he loses a piece by f5.] (Black defends the f5 square, but perhaps it is worth trying to disorganise the attack by giving up the exchange: 24...£c2 25 £xc2! [after 25 £d1 £xe6 26 dxe6+ £g8 27 £g4, Black has an extra tempo compared to the game] 25...£xc2 26 £f5 £xe6 27 £xe7 £xe7 28 dxe6+ £xe6.)

25 £d1 £xe6 26 dxe6+ £g8

[Again he could not retake with the queen, on account of f5 followed by £h5+.]

27 £g4!

(Dangerous for Black would also be the continuation 27 f5, cutting off the way of retreat of the £h4. After 27...£g5 28 £f2 [also good is the simple 28 fxg6], White creates the threat 29 £d2 followed by e5. Chigorin chooses a plan of attack which looks very strong. By invading on f5, the White knight keeps under threat both basic objects of attack - the d6 and g7 pawns - and the e6 pawn threatens to force its way to e7 and cut off the Black pieces from defence of the g7 square.)

27...£g6 28 £f5 £c7
(The culminating moment of the game. Thus Black has not been able to set up counterplay on the c-file, capable of diverting White from his preparations for attack on the king. Chigorin now has at his disposal several tempting attacking continuations, the basic motive of which is clearly the threat of mate on g7. Tempting is the direct 29 h4, with the threat of 30 h5 and then 31 e7, but Black has the defence 29...hxg4 30 h5 g5 31 g3 c4 and ...c5+. However, the march of the h-pawn is logical and it is also possible to prepare this with the move 29 Bael! It seems in this case Black would be defenceless. Chigorin decides to first cut off the Black queen from the g7 square and only then to advance the h-pawn.)

29 e7!

["Everything is geared to the aim of attacking the king. The 0g6 is pinned and threatened by the terrible h4-h5. However, many masters of the latest "careful" times would hardly have decided to break contact with the passed pawn by this distant advance, which will serve to guarantee victory." Spielmann.]

29...c7?

(He cannot capture the e7 pawn by 29...hxg4, because of 30 0xd6, but Black could put up a stubborn resistance by at once giving up the exchange - 29...e8 30 h4 hxg4 31 h5 f8 32 0xe7+ 0xe7. The unavoidable loss of the e4 pawn would force White to play solely for the attack, for example: 33 Bael 0xe4 34 Bael! 0xd4+ 35 0h1, though the outcome of the struggle remains unclear. Pollock however, chooses an apparently active plan of defence, but even his first move allows White to prepare an effective breakthrough in the centre.)

30 Bael b5+ 31 0h1 Bc6

["This weakens the back rank. Now White carries out a genius-like breakthrough." Spielmann.] (Black defends the d6 pawn and now threatens to take the e4 and a4 pawns. Apparently he is prepared to sacrifice the 0g6, reckoning on also being able to capture the e7 pawn. for example, 32 h4 Bxe4 33 h5 d5 34 hxg6+ hxg6 35 0h4 f5 36 0xf5 gxf5 37 0xf5+ 0xe7 38 Bxd5 0h6+. Of course, the variation is not forced and the method of defence not reliable, but there is a small chance and Pollock does not want to let it
32 e5!!
(To break through at the strongest point is a sign of the supreme mastery of the art of attack.)
32...fxe5
(The e5 square is defended four times, but it is no good taking the pawn: (1) 32...dxe5 33 fxe5 e5 [33...dxe7 34 fxg7+ e6 35 dxe7, with the threat of f5+ winning] 34 f8+! dxg8 35 fxe7+; (2) 32...dxe5 33 fxg7+; (3) 32...dxe5 33 dxe6+ dxe6 34 fxe5 fxg4 35 exd6, or 34...dxe1 35 dxe4+.)
33 fxe6+! dxe6 34 fxe5+ fxe6 35 e8+f+! e8+ 36 d7+ f8 37 exf6 1-0
(This game justly belongs to the golden treasury of chess. Chigorin’s splendidly conducted attack was enthusiastically praised by Spielmann, “Chigorin’s grandiose ingenuity is fascinating: each of his moves breathes creative strength and irresistible will to win.”)
[Notes by Vasyukov and Nikitin (.)]

23 Chigorin - Bird
(New York 1889)
Ponziani
1 e4 e5 2 f3 c6 3 c3 d5 4 f4 dxe4 5 fxe5 d5 6 c6!
(This, we believe, is new and very ingenious in connection with the sequence.)
6...bxc6 7 c4 d6 8 d3!
(White is sure to recover the pawn here given up.)
8...exd3 9 0-0 a6
(There seems to have been nothing better. It was too hazardous to try and maintain the pawn by 9...d5, for then would follow 10 f4 d7 [obviously if 10...xf4 11 xf7+ and wins] 11 d5+ d8 [or 11...d8 12 d2 followed by f3 with an excellent attack] 12 d5, recovering the pawn with the superior position.)
10 d3! d7 11 a4 f6 12 a3 d4 13 f4 c5 14 g3 a6?
(An ill-considered move which allows the adversary a strong attack, whereas h5 instead would have given White no time for offensive operations.)
15 a4+ f8 16 f3
(Necessary, as Black threatened ...cxd3.)
16...e6
(This weak move leaves the c-pawn without sufficient protection, of which circumstance the opponent clearly takes advantage. 16...a5 was much better.)
17 b4!
(Chigorin now assumes the attack in his usual spirited manner.)
17...cxd3 18 d5! xb4 19 bx5!
(Stronger than 19 d6+ cxd6 20 d7 a5 21 a6+ g8 etc.)
19...cxd6 20 af5! g8 21 dxc6 fxe6 22 bx6 d7
(If 22...d8 [obviously the rook
is lost by \( \text{axd6} \) if he move elsewhere] 23 \text{exd6}, and Black dare not retake on account of \( \text{axe8 mate.} \)

23 \text{bbl c5} 24 \text{d7+ g6} 25 \text{b7 ag8} 26 \text{f7+ h6} 27 \text{xe6+ f6} 28 \text{f4+ g6} 29 \text{b3(?)}

(Upp to this, White has pursued his attack with masterly skill, but here he could have made an end of all resistance at once by 29 \text{d3}, which equally threatened \( \text{g3+} \), followed by \( \text{h3 mate} \), with the important difference that Black's king could not effect his exit by 29...h6, for after 30 \text{g3+ h7}, White simply takes off the knight with the queen, winning a piece and preparing an unavoidable mate.)

29...h6 20 \text{g3+ h7} 31 \text{axd6 h5} 32 \text{bcl?}

(Feeble, as Black's prompt reply shows.)

32...\text{c8?!} 33 \text{b1 hhe8?}

(Overlooking the opponent's profound combination. 33...\text{d5} instead would have forced the exchange of queens, and though of course, he would have remained under the disadvantage of a pawn behind, he could still hope to make a fair struggle for a draw.)

34 \text{bxc7??}

(A magnificent sacrifice.)

34...\text{xc7} 35 \text{b7+ g6} 36 \text{f7+ f5}

37 \text{b5+ e4} 38 \text{f3+ e3}

(Of course, 38...\text{d4} would subject him to the additional loss of the knight, which the opponent would capture with a check. But 38...\text{d3} would have prevented his being mated. His game was, however, clearly lost even then.)

39 \text{d3+ e2}

(If 39...\text{d2} 40 \text{f4+ e1} [or 40...\text{e2} 41 \text{b2+} followed by \text{d2+ etc.] 41 \text{b1+ e2} 42 \text{f1 mate}.]

40 \text{b2+ d3}

(A curious finish might have occurred if Black had played 40...\text{d1}; for after 41 \text{b1+}, the same kind of mate could be forced by White as in the actual play in reply to 41 \text{e2} or \text{d2}, but if 41...\text{c1} 42 \text{d3+ e1} 43 \text{g3 mate.})

41 \text{b1+ e2} 42 \text{b2+}

(All this is splendid: White disdains winning the queen, having calculated to a nicety that he will drive the opponent into a fine mating net.)

42...\text{e3} 43 \text{e1+ d4} 44 \text{d2+ c4} 45 \text{b4 mate}

[Notes by Steinitz.]
24 Gunsberg - Chigorin
(2nd Match Game, Havana 1890)
Spanish
1 e4 e5 2 d$f3 d$c6 3 d$b5 a6 4 d$a4
d$6 5 d3 d6 6 c3
(This move, in conjunction with
the following manoeuvre d$b1-d2-f1
was recommended by Steinitz.)
6...g6 7 d$bd2 d$7 8 d$f1
(The chain of knight moves is
made with a view to supporting a
pawn attack on the king's flank,
from e3 or g3 [after g4]. However
White, forced into defence, does
not achieve this.)
8...0-0 9 h3
[Nowadays, this scheme of develop­
ment, in which White advances the...g-pawn before castling, is
not very popular. The reason for
this unpopularity becomes clear
after a study of this game.]
9...d5! 10 d$e2
[The game turns out in Black's
favour after 10 dxc6 bxc6 11 dxe5
d$d6 [12 d$f4? d$h5 wins] or 11...
d$e8!]
10...b5 11 d$c2
[As a result of this retreat, the
bishop remains shut out of play
until the end of the game. Prob­
ably he had intended retreating
to b3, and, only on the reply
d$a5, to withdraw the bishop to
c2. In this case, it would be
more difficult for Black to
occupy the d4 square.]
11...d4!
(This move constrains White suffi­
ciently to force him to take the
d4 pawn, and thanks to this the
d3 pawn will be weakened.)
12 g4 d$d6 13 d$ld2
[Because of the threat 13...d$c5,
White is forced to observe d4,
and therefore gives up his
intended d$g3 and returns the
knight to d2.] (White wants to
prevent the move 13...d$c5, forc­
ing him to take the d4 pawn; how­
ever, after Black's reply, this
is virtually forced.)
13...d$e6 14 cxd4
(After 14 0-0, Black could reply
14...h5 at once, or later after a
preliminary ...d$a8; in either
case, White's position is cramp­
ed.) [There is no other useful
move to be seen for White. The
pawns on the king's flank are
badly placed for castling.]
14...d$x$4 15 d$x$4 d$x$4 16 d$f3
d$d4+ 17 d$f1
((17 d$e2, as recommended by
Steinitz, is no better: 17...d$e6!
and if 18 d$d4? then 18...exd4 19
exd4 [19 e5 allows 19...d$c6! 20
d$e2 d$c4! 21 d$d3 d$d5] dxe4!! 20
dxe4 d$d5 21 d$e2 d$xb2!! 22 d$xb2
d$ae8 and wins.))
17...d$d6
[The opening stage of the game
has ended clearly in Black's fav­
our. White lags behind seriously
in the mobilisation of his pieces
and it is this in particular
which does not allow him to play
18 d$d4, to somewhat liberate him-
self. After 18...\texttt{c}c4 19 \texttt{d}d3 \texttt{x}xd3
20 \texttt{x}xd3 \texttt{d}d7 21 d5 c6, it is
difficult for him to hold on to
the d5 pawn.]
18 b3 c5 19 \texttt{b}b2 \texttt{d}d7!
[Beginning a fine positional man­
euvre with the aim of increasing
his control over the d4 square.]
20 \texttt{g}g5
[It is hard to blame White for
this exchange, since otherwise
there would follow 20...f5 and
Black opens the f-file with even
greater effect.]
20...\texttt{b}b8 21 \texttt{x}xe6 fxe6! 22 \texttt{g}g2 \texttt{a}a7
23 \texttt{f}f1 \texttt{f}f7 24 \texttt{f}f3 \texttt{c}c6 25 \texttt{f}f2 \texttt{f}f4
26 \texttt{a}ad1 \texttt{e}e7 27 \texttt{e}e1 \texttt{a}f6
[By tying down the \texttt{b}b2 to defence
of the d4 square, Black takes
under control also the black
squares on the king's flank. Now
28 \texttt{c}c1 cannot be played because
of 28...\texttt{h}h4 29 \texttt{c}c3 [29 \texttt{e}e2 \texttt{d}d4]
\texttt{x}f3 30 \texttt{x}f3 \texttt{x}f3 31 \texttt{x}f3, then
31...\texttt{f}f6+ 32 \texttt{g}g2 \texttt{f}f2+ 33 \texttt{h}h1 \texttt{f}f3+
and mate in three moves.]
28 \texttt{e}e2 \texttt{h}h4 29 \texttt{b}b1 \texttt{h}5! 30 a3 \texttt{h}xg4
31 \texttt{h}xg4 \texttt{g}g5!
[Now he threatens 32...\texttt{x}f3 33
\texttt{x}f3 \texttt{x}xg4+. On 32 \texttt{c}c1 would
follow the exchange sacrifice
32...\texttt{d}d4 33 \texttt{x}f4 \texttt{x}f4 34 \texttt{g}g2 \texttt{x}f3
35 \texttt{h}h1 \texttt{x}xg4 36 \texttt{g}g2 \texttt{h}h5 and Black
wins.]
32 \texttt{h}h3 \texttt{h}h7!
[White is doomed in view of the
weakness of the black squares and
his unfortunately placed pieces.
His \texttt{b}b2 is tied to the defence of
the d4 square, and the \texttt{b}b1 and
\texttt{d}d1 play the role of an "extra".
The greatest danger is threatened
from 33...\texttt{h}h7, and the move 33
\texttt{c}c1 does not in the least change
Black's plan of attack: 33...\texttt{h}h7
34 \texttt{x}f4 \texttt{g}g3+ 35 \texttt{g}g2 \texttt{h}h2+ 36 \texttt{g}g1
\texttt{x}f4 etc. White tries to divert
his opponent from the attack by
an assault on the c5 pawn, but in
vain....]
33 \texttt{b}b1
(If the move 33 \texttt{b}b1 gives Black
the opportunity of the following
beautiful combination, with a
rook sacrifice quickly deciding
the game, then nor would any
other move save White's position.
Thus, for example, White cannot
prevent the other Black attack:
33...\texttt{d}d4 34 \texttt{x}d4 exd4 35 e5
[Black threatened ...\texttt{e}e5 and then
...\texttt{b}xg4] \texttt{h}h7 36 \texttt{g}g2 \texttt{f}f8! and
after ...\texttt{x}f4 he must win the
game. But now another attack is
possible....)
33...\texttt{h}h6 34 \texttt{g}g2 \texttt{h}h7 35 \texttt{b}b1
\texttt{x}f3!!
98
"A combination of uncommon beauty and depth" says Steinitz. "Combinations of this kind can be made only by a great master" remarks Gunsberg. A combination of genius, concluded in masterly fashion! The pearl of the match! exclaimed numerous commentators on this game.)

[A terribly strong blow. The weakness of the black squares is after all White's downfall. The d2 square is already found to be quite unexpectedly fatal for him.]

36 �xf3
[36 �xh4 loses to both 36...<exg3+! 37 <exg3 <exh4+ 38 <xf3 <exh3+ 39 <f2 <f7+ 40 <e1 <exg3+ 41 <d1 <f2, with win of the queen, and also the simple 36...<exh4.]

36...<xd2+ 37 <e1 <f2+!
((Elegant and at the same time necessary. Not 37...<exf2?? because of 38 <f1.))

38 <f1
(If 38 <xf2, then 38...<exh1+ 39 <g2 <h2+.)

38...<xd4!
(The final blow. This time based on the overloading theme. The <e1 has to abandon the <c1.]

39 <xd4 <xc1+ 40 <e2 <exh1 41 <xf2 <xbl 42 g5 <f1+ 0-1
((There could follow 43 <d2 <h2 44 <e3 <h3 45 <g3 <g1+ etc.))

[The middle game is a classic example of the creation of play on the black squares. The final attack is a real masterpiece.]

[Notes by Chigorin (), Vasyukov and Nikitin [], and Bogoljubov (())]
(As will be seen later, with this move White takes a first step towards meeting his opponent's plan. If Gunsberg had played 10 fxe4, a double-edged tactical struggle would unfold, for example: 10...d6 11 xf3 0-0! [11...e6 12 e5 e7 13 g3!] 12 exd5 cxd5 13 xd5 e8.)

[If 10 fxe4 d6 11 e5 e7, and the White centre pawns can be later undermined by ...c5 and f6.]

10...c5

(The weakened and immobilised Black pawns on the queen's flank also give White grounds to count on an advantage. It is quite obvious that success in this game will depend on whether White can establish his domination over the black squares, and, in the first instance, over the c5 square. Besides this, threats for Black are concealed in the advance of the f-pawn. The basic pivot in Black's defence must be in the blockading manoeuvre of ...e6 followed by ...f5. If White allows this set-up, then his chances are sharply decreased. Therefore now he should make a responsible decision by choosing an order of moves upon which, in reply to ...f5, he could advantageously play exf6. Worthy of attention is this plan of development: 11 e3 e7 12 d2 e6 [12...0-0 13 b4!] 13 f4 g6 [13...f5 14 exf6! xf6 15 f5! and d4] 14 c4.)

11 b3

(This natural move has one serious drawback, which has a direct bearing on the previous discussion — it weakens the a1-h8 diagonal and facilitates Black's intended blockading set-up.)

11...e6 12 f4

(The development of the bishop on a3 does not change the character of the struggle, since castling king's side is not obligatory for Black. In reply to 12 a3, he could, in addition to 12...f5, also play 12...f6, and likewise exploit the departure of the bishop from the cl-h6 diagonal by bringing the queen to g5.)

12...f5

(Now the shady side of White's 11th move is revealed — after 13 exf6 xf6, the a1 finds itself under attack; and so there is nothing else left for White but to resign himself to the blockade of his central pawns. Several times Chigorin, in his practice, achieved success by blockading the e5 and f4 pawns with a knight on e6 and pawn on f5.)

13 a3

(White, all the same, prevents king's side castling. Direct play on the weakness of the c5 square would not be successful: 13 c3 0-0 14 a4 e7 15 c3 ffd8 16 b4 a5!)
13...\textit{\textbf{g}h4} 14 \textit{\textbf{d}d2}
(A tempting, but possibly not the best continuation. A display of activity in the centre is worth a try: 14 c4 \textit{\textbf{d}d4} 15 \textit{\textbf{f}f3}, or 14 \textit{\textbf{c}c3}, since if 14...\textit{\textbf{a}xf4}, possible is the attack 15 g3 \textit{\textbf{h}h3}+ 16 \textit{\textbf{g}g2} \textit{\textbf{g}g4} 17 \textit{\textbf{x}xg4} \textit{\textbf{fxg4}} 18 e6! \textit{\textbf{a}xe6} 19 \textit{\textbf{a}ael}.)

[On 14 \textit{\textbf{d}d2}, Black would reply 14...\textit{\textbf{d}d4}, and, if 15 \textit{\textbf{c}c3}, then 15...\textit{\textbf{c}c5}.]
14...\textit{\textbf{h}h5}!
(An original idea. Black prepares the transfer of the queen to \textit{\textbf{g}6}, followed by an advance of the \textit{\textbf{h}}-pawn. He chooses to get to this position via the \textit{\textbf{g}4} square, considering that the exchange of queens there will give him extra chances in view of the open \textit{\textbf{h}}-file. He could, in addition, also take the pawn - 14...\textit{\textbf{a}xf4}, not fearing a sharpening of the game. After 15 e6 \textit{\textbf{a}xe6} [15...\textit{\textbf{a}xe6} 16 \textit{\textbf{a}ael}! or Chigorin's 16 g3 \textit{\textbf{h}h3}+ 17 \textit{\textbf{g}g2} \textit{\textbf{g}g4} 18 \textit{\textbf{a}el} \textit{\textbf{f}f7} 19 \textit{\textbf{a}f3}] 16 \textit{\textbf{a}xf5} \textit{\textbf{a}d4}+ 17 \textit{\textbf{a}hl} 0-0-0, or 15 g3 \textit{\textbf{h}h3}+ 16 \textit{\textbf{g}g2} \textit{\textbf{g}g4} 17 \textit{\textbf{x}xg4} [17 e6 \textit{\textbf{a}xe6} 18 \textit{\textbf{a}el} f4!] \textit{\textbf{fxg4}} 18 e6 \textit{\textbf{a}xe6} 19 \textit{\textbf{a}ael} \textit{\textbf{g}g5} 20 \textit{\textbf{a}e5} \textit{\textbf{h}h6}, the White knight is a long way from the \textit{\textbf{c}5} square and Black succeeds in beating off the attack.)
15 \textit{\textbf{g}g3}
(An unnecessary weakening of the position. The move 15 \textit{\textbf{f}f3} would be more useful.)
15...\textit{\textbf{g}g4}

[15...\textit{\textbf{h}h3} would be weaker, in view of 16 \textit{\textbf{f}f3}.]
16 \textit{\textbf{g}g2} \textit{\textbf{c}c5} 17 \textit{\textbf{h}h3} \textit{\textbf{g}g6} 18 \textit{\textbf{a}h2} 0-0-0 19 \textit{\textbf{h}h4}
(For the present, the \textit{\textbf{f}4} pawn is defended by the rook, and the threat of ...\textit{\textbf{h}h4} is not to be feared by White since he could reply \textit{\textbf{g}4} and then \textit{\textbf{g}5}, locking the position. However, Gunsberg wants to transfer the knight to \textit{\textbf{f}3} and therefore radically prevents the move ...\textit{\textbf{h}h4}.)
19...\textit{\textbf{a}c6} 20 \textit{\textbf{a}f3} \textit{\textbf{b}b7}! 21 \textit{\textbf{d}d2} \textit{\textbf{d}d4} 22 \textit{\textbf{a}ael}
(It is quite obvious that, on a quiet course of events, the initiative will very quickly pass to Black and the threats on the a8-h1 diagonal will give him a strong attack. Could White not change the course of events? The apparently active move 22 \textit{\textbf{a}a5} would lose by force - 22...\textit{\textbf{g}g4}! 23 \textit{\textbf{a}g1} \textit{\textbf{g}5}! 24 \textit{\textbf{fxg5}} \textit{\textbf{a}e4}! Perhaps only by an exchange of knights, 22 \textit{\textbf{g}g5} \textit{\textbf{x}xg5} 23 \textit{\textbf{fxg5}}, could White knock the opponent off his attacking rhythm, though after 23...\textit{\textbf{a}a5}! 24 \textit{\textbf{a}f4} \textit{\textbf{a}f8}, his position remains difficult. Gunsberg builds up counterplay by an attack on the \textit{\textbf{c}5} pawn, but it proves insufficient, and the removal of the knight from the king's flank is deeply felt.)
22...\textit{\textbf{a}e8} 23 \textit{\textbf{d}d3}
[White cannot play for the win of a pawn with the move 23 \textit{\textbf{a}a5}, as]
then would follow 23...\texttt{\textit{c6}} 24 \texttt{\textit{x}a7} \texttt{d3} and if 25 \texttt{cxd3} \texttt{\textit{e}x}d3 and Black has a strong attack.\]
23...\texttt{\textit{c6}}!
(Black regroups his forces, organising a powerful battery strike on the a8-h1 diagonal. Now he has to reorganise his rooks in order to carry out the breakthrough ...g5 more effectively.)
24 \texttt{\textit{e}f}2 \texttt{\textit{e}d}g8
[Black intends to play ...g5, and, after sacrificing the knight, to decide the game with the move ...h4; in addition to this he has another idea in mind: to transfer the knight via d8-f7-h6 to g4.]
25 \texttt{\textit{a}f}1 \texttt{\textit{h}6} 26 \texttt{\textit{a}a}5 \texttt{\textit{a}b}6!
(The exchange of queens, 27 \texttt{\textit{x}b}6 \texttt{\textit{x}b}6, is in Black's favour, and therefore White is forced to retreat the queen, giving up the attempt to threaten the c5 pawn. Before returning with the queen to c6, Chigorin strengthens the position of his rooks.)
[After the exchange of queens, Black's position would be undoubtedly better; the knight could have been transferred to g4, the Black pawns on the queen's flank would be very strong, and in addition he would have the open a-file.]
27 \texttt{\textit{e}f}1 \texttt{\textit{g}6} 28 \texttt{c}4 \texttt{\textit{g}4} 29 \texttt{\textit{a}c}1 \texttt{\textit{c}6}! 30 \texttt{\textit{g}1} \texttt{\textit{b}h}8
(The basic drawback of White's position is his total lack of any counterplay whatsoever. It seems that a passive contemplation of Black's preparation for the decisive breakthrough ...g5 does not suit Gunsberg and he decides to hasten events.)
31 \texttt{\textit{b}2}
[I do not think that White can prevent sooner or later the move ...g5, or some other threat. For example, the sacrifice of the knight on f4 - a square which could be attacked again by the queen. Generally White's position is very cramped and he can only defend: the move made only accelerates the end.]
31...\texttt{\textit{f}3}
[Black wins at least a pawn.]
32 \texttt{\textit{e}f}2
(On 32 \texttt{\textit{e}e}2, strong is simply 32...\texttt{\textit{b}x}g3, and then 33 \texttt{\textit{x}f}3 \texttt{\textit{b}x}f3 34 \texttt{\textit{a}e}1 \texttt{\textit{c}c}3 35 \texttt{\textit{d}d}2 \texttt{\textit{e}e}4! 36 \texttt{\textit{a}x}c3 \texttt{\textit{d}x}c3, followed by ...\texttt{\textit{d}d}4 or \texttt{\textit{b}b}8, according to White's move, [37 \texttt{\textit{f}2} \texttt{\textit{b}d}8!] and White will have to give up the knight for the c-pawn.]
32...g5!!
(The beginning of a well-prepared conclusive attack on the king. Black's threats have become irresistible: (1) 33 fxg5 f4! 34 \texttt{\textit{\textbf{x}}}xg4 hxg4 35 \texttt{\textit{\textbf{g}}}g2 [35 g1 fxg3+; or 35...\texttt{\textit{\textbf{x}}}xh4+ 36 gxh4 g3+ 37 \texttt{\textit{\textbf{s}}}h3 \texttt{\textit{\textbf{x}}}xg5+! 38 hxg5 \texttt{\textit{\textbf{h}}}h5 mate] 35...
\texttt{\textit{\textbf{x}}}xg5 36 g1 [36 \texttt{\textit{\textbf{f}}}xf4 \texttt{\textit{\textbf{x}}}xh4+ 37 gxh4 \texttt{\textit{\textbf{g}}}h3+ 38 g1 \texttt{\textit{\textbf{d}}}f3+] \texttt{\textit{\textbf{x}}}xg2+! 37 \texttt{\textit{\textbf{x}}}xg2 \texttt{\textit{\textbf{d}}}f3+ 38 g1 \texttt{\textit{\textbf{a}}}xel and wins; (2) 33 \texttt{\textit{\textbf{e}}}e2 gxh4 34 \texttt{\textit{\textbf{x}}}xf3 \texttt{\textit{\textbf{a}}}xf3 35 \texttt{\textit{\textbf{x}}}xg4 hxg4 36 gxh4 \texttt{\textit{\textbf{g}}}xh4+ 37 \texttt{\textit{\textbf{g}}}g3 \texttt{\textit{\textbf{g}}}h3+ 38 \texttt{\textit{\textbf{f}}}f2 \texttt{\textit{\textbf{e}}}e4 39 \texttt{\textit{\textbf{a}}}el d3 followed by ...\texttt{\textit{\textbf{d}}}d4 with a quick win.)
33 \texttt{\textit{\textbf{a}}}xg4 hxg4 34 g1 [Black threatened ...\texttt{\textit{\textbf{x}}}xh4+ and \texttt{\textit{\textbf{g}}}h3 mate.]
34...\texttt{\textit{\textbf{a}}}xh4+!
(Now also the point of the manoeuvre 30...\texttt{\textit{\textbf{a}}}ah8 becomes clear. From an ambush position, the rook makes a decisive attack.)
"[The second genius-like sacrifice decides the game. Also leading to a win was 34...gxh4 35 \texttt{\textit{\textbf{e}}}xf3 hxg3+ 36 \texttt{\textit{\textbf{a}}}xg3 \texttt{\textit{\textbf{g}}}h3+ 37 \texttt{\textit{\textbf{d}}}f2 \texttt{\textit{\textbf{x}}}xf3+ 38 \texttt{\textit{\textbf{a}}}el \texttt{\textit{\textbf{a}}}xf4 etc - the two passed pawns decide the game." Deutscher Schachzeitung.]
35 gxh4 g3+ 36 \texttt{\textit{\textbf{a}}}xg3 \texttt{\textit{\textbf{a}}}xf1
(Here we have the result of the splendidly carried out attack. Black has obtained a great material advantage and kept the initiative.)
37 \texttt{\textit{\textbf{b}}}gl \texttt{\textit{\textbf{b}}}f3 38 fxg5 \texttt{\textit{\textbf{a}}}f4 39 \texttt{\textit{\textbf{a}}}xf4 \texttt{\textit{\textbf{x}}}xf4+ 40 \texttt{\textit{\textbf{a}}}h3 \texttt{\textit{\textbf{a}}}f3
(Gunsberg continued the useless resistance for another 15 moves.)
41 \texttt{\textit{\textbf{f}}}f2 \texttt{\textit{\textbf{g}}}g4+ 42 \texttt{\textit{\textbf{g}}}g2 \texttt{\textit{\textbf{e}}}e4+ 43 \texttt{\textit{\textbf{h}}}h2 \texttt{\textit{\textbf{f}}}f3 44 \texttt{\textit{\textbf{e}}}gg2 d3
[Stronger than 44...\texttt{\textit{\textbf{a}}}h3+ 45 g1 \texttt{\textit{\textbf{a}}}xh4; then would follow 46 g6 \texttt{\textit{\textbf{g}}}g5 47 g7 \texttt{\textit{\textbf{g}}}xg7 48 \texttt{\textit{\textbf{f}}}xf5.]
45 g6 \texttt{\textit{\textbf{g}}}xe5+ 46 \texttt{\textit{\textbf{g}}}g3 \texttt{\textit{\textbf{d}}}d4 47 \texttt{\textit{\textbf{d}}}d2 \texttt{\textit{\textbf{a}}}f6 48 \texttt{\textit{\textbf{a}}}xd3 \texttt{\textit{\textbf{x}}}xh4+ 49 g1 \texttt{\textit{\textbf{g}}}g5 50 \texttt{\textit{\textbf{g}}}g2 \texttt{\textit{\textbf{e}}}xg6 51 \texttt{\textit{\textbf{h}}}f2 \texttt{\textit{\textbf{f}}}f6 52 Bd5 \texttt{\textit{\textbf{a}}}h4+ 53 g1 f4 54 Bdd2 \texttt{\textit{\textbf{a}}}e1+ 55 \texttt{\textit{\textbf{a}}}h2 \texttt{\textit{\textbf{a}}}f3 0-1
(A deep positional game. Chigorin prepared his attack on the White king and carried it out very effectively and accurately.)
[Notes by Vasyukov and Nikitin () and Chigorin [.].]

26 Gunsberg - Chigorin
(20th Match Game, Havana 1890)
Spanish
1 e4 e5 2 \texttt{\textit{\textbf{d}}}f3 \texttt{\textit{\textbf{c}}}c6 3 \texttt{\textit{\textbf{a}}}b5 a6 4 \texttt{\textit{\textbf{a}}}a4 \texttt{\textit{\textbf{f}}}f6 5 d3 d6 6 \texttt{\textit{\textbf{c}}}c3
(The seemingly quiet continuation 5 d3 serves to introduce a quite aggressive set-up, which Anderssen and Steinitz liked to employ. After strengthening the centre, White intends to play h3 and g4, followed by transferring the \texttt{\textit{\textbf{a}}}bl to g3, and placing the rook on g1; after this he can either prepare the sacrifice \texttt{\textit{\textbf{g}}}g3-f5, or further advance the g or h-pawns. But this plan requires a great deal of time and Black succeeds in obtaining sufficient counterchances in the centre.
On the 6th move, Anderssen usually parted with his bishop - 6 \texttt{\textit{\textbf{a}}}xc6+.
Steinitz, on the other hand, preserved it by playing 6 c3. Gunsberg does not object to exchanging the bishop, only not at the cost of opening the b-file, upon which Black's counterplay might distract his opponent from preparing an attack on the king's flank.

6...g6 7 a3 d7 8 d2 g7 9 h3 0-0 10 g4 h8 11 b3 a5 12 e2 xxb3 13 axb3 e7 14 g3 g8 15 a1 c6

(Chigorin has achieved a harmonious deployment of his forces in the centre and the king's flank, and, though White has realised the planned arrangement of his pieces, their aggressive intent for the present is not felt, and, what is more, Black can begin play in the centre by ...d5 or f5, or, if White castles queen's side, he can advance the a-pawn. Gunsberg decides to leave his king in the centre, and gain space also on the queen's flank.)

16 c3 h6

(It would seem that Black, particularly after the weakening of the White pawn chain on the queen's flank, should play 16...f5; however, after 17 gxf5 gxf5 18 a5! f7 19 h4, White, at the expense of his pawns, seizes the g5 square and really obtains an attack. Therefore Chigorin does not hurry with a decisive action but continues to strengthen his position.)

17 b4 h7 18 e2 f6

(Chigorin's opening strategy becomes clear. He keeps the doubled-edged move ...f5 in reserve, for example in reply to 19 d2 bae8 20 h4 f5! and, by consolidating his king's flank, he gradually switches active operations to the other side of the board.)

[Black's move prevents 19 g5 h5 20 h4 and a sacrifice of the knight for the h5 pawn.]

19 a1 f7 20 h4 d5! 21 f3

(Black's first success. Gunsberg gives up the attempt to create an attack and begins to construct a defence. However it was still necessary for him to put right the lack of coordination of nearly all his pieces, while the very good interplay of the Black men allows Chigorin to quickly seize the initiative on the queen's flank.)

21...f6

(An accurate plan. Black threatens to play ...a8 and, by thus freeing his queen from defence of the g6 and h5 squares, after ...dxe4, to transfer it to b3 and double rooks on the d-file. Therefore White must at once drive away the rook from the d-file, although the position of his bishop on b6 gives Black extra time for regrouping.)

22 b6 e8 23 a2 e7 24 c5 c8 25 e2 b6 26 a2 f8 27 f1 d4

(Black could prepare the continuation ...f5 by playing 27...a6
followed by ...\textit{\textbf{a}}c7, \textit{\textbf{d}}e7 and f5, but Chigorin consistently takes the open line on the queen's flank.)

28 \textit{\textbf{d}}d2

[On 28 \textit{\textbf{cxd4}} would follow 28...\textit{\textbf{axb4}}+ 29 \textit{\textbf{xd2}} \textit{\textbf{xb3}}, and, if 30 \textit{\textbf{xb1}}, then 30...\textit{\textbf{xc2}}.]

28...\textit{\textbf{c5}} 29 \textit{\textbf{bxc5}} \textit{\textbf{bxc5}} 30 \textit{\textbf{c4}}

(The operation on the queen's flank will begin under conditions which are favourable for Black. He is on the point of establishing himself on the b-file and attacking the b2 pawn. White has no counterplay and, for the present, manœuvres in his own camp.)

30...\textit{\textbf{ab6}} 31 \textit{\textbf{d1}} a5

[If at once 31...\textit{\textbf{eb8}}, then 32 \textit{\textbf{ba5}} \textit{\textbf{e8}} 33 b3; now however, on 32 b3 would follow 32...\textit{\textbf{a4}}.]

32 \textit{\textbf{g2}} \textit{\textbf{eb8}} 33 \textit{\textbf{e2}}

(Opening the game by 33 f4 \textit{\textbf{exf4}} 34 \textit{\textbf{xf4}} \textit{\textbf{d6}}, would be in Black's favour.)

33...\textit{\textbf{ee8}} 34 \textit{\textbf{ec2}} \textit{\textbf{a4}}

(Now, in order to defend the b2 pawn, he is forced to bring over the \textit{\textbf{bgl}}, which signifies White's total transfer to defence.)

35 \textit{\textbf{bg1}}

(On 35 \textit{\textbf{ba2}} would follow 35...\textit{\textbf{bb4}} followed by ...\textit{\textbf{bab8}}; but now, on 35...\textit{\textbf{bb4}}, possible is 36 \textit{\textbf{ba3}} \textit{\textbf{bab8}} 37 \textit{\textbf{bb3}} followed by \textit{\textbf{el}}. However, by fine manœuvring, Chigorin lines up his heavy pieces on the b-file in a situation favourable for himself.)

35...\textit{\textbf{ba6}}! 36 \textit{\textbf{el}} \textit{\textbf{eb7}}! 37 \textit{\textbf{el}}

(It is interesting to note that here Gunsberg proposed a draw.)

37...\textit{\textbf{ba7}} 38 \textit{\textbf{dd2}} \textit{\textbf{eb6}} 39 \textit{\textbf{g3}} a4 40 \textit{\textbf{h1}} \textit{\textbf{e8}} 41 \textit{\textbf{h1}}

(41 h4 would be worth a try, with some hopes of revitalising his pieces; however, as before, White concerns himself only with defence.)

41...\textit{\textbf{bb7}} 42 \textit{\textbf{sh1}}

[In order to defend the b2 pawn as will be apparent from the continuation of the game.]

42...\textit{\textbf{bab6}} 43 \textit{\textbf{ac1}} \textit{\textbf{e7}} 44 \textit{\textbf{f2}} \textit{\textbf{ab8}} 45 \textit{\textbf{dd1}} \textit{\textbf{c6}}!

\textbf{Diagram}

(Black's pressure increases with each move. He intends to transfer the knight to b3 and, after the exchange ...\textit{\textbf{excl}}, threatens a sacrifice of the exchange on b2.)

46 \textit{\textbf{ff2}} \textit{\textbf{a5}}

(On 46...\textit{\textbf{bb3}}, White would probably have hit upon the reply 47 \textit{\textbf{el}} \textit{\textbf{bb4}} 48 \textit{\textbf{ee2}}, when the weakness of the a4 pawn does not allow Black to play 48...\textit{\textbf{ae6}} [in order to prepare... \textendash ;]}
the sacrifice ... $\text{hx}d3$.)

47 $\text{g}1$ $\text{b}3$ 48 $\text{b}1$ f5!

(Black plays ... f5 at the right moment, when the White king has gone over to the king's flank and any pawn exchange on f5 is unfavorable for White.)

49 $\text{e}2$ f4

(A necessary move, since Black intends to open the h-file by ... h5. This cannot be prevented since, after 50 h4 $\text{e}7$, White cannot do anything against the opening of lines on the queen's flank [after ... $\text{hx}c1$ and a3].)

50 $\text{e}1$ $\text{e}7$!

(The tempting sacrifice of the exchange, 50... $\text{hx}c1$ 51 $\text{xc}1$ $\text{xb}2$ 52 $\text{xb}2$ $\text{xb}2$, is not clear because of 53 $\text{d}1$ a3 54 $\text{f}2$. But Black, as previously, is hurrying nowhere and can, without risk, continue to strengthen his position.)

51 $\text{xc}2$

[If White returns the knight to g2, in order to prevent ... $\text{h}4$, then Black has a strong position with open a and b files, after ... $\text{a}6$, $\text{xc}1$ and a3.]

51... $\text{h}4$ 52 $\text{a}2$

(White decides to rid himself of the threat of the exchange sacrifice on b2, after ... $\text{xc}1$. On 52 $\text{a}3$, Black could also play simply 52... h5.)

[On 52 $\text{a}1$ would have followed 52... $\text{xc}1$ 53 $\text{xc}1$ $\text{xb}2$ 54 $\text{xb}2$ $\text{xb}2$ 55 $\text{d}1$! a3 56 $\text{c}2$ $\text{b}4$! 57 $\text{g}2$ (57 $\text{xb}2$ $\text{xb}2$ 58 $\text{c}2$ $\text{b}3$!) $\text{a}4$ 58 $\text{c}1$ $\text{c}3$! and White is forced to exchange queens: 59 $\text{xc}3$ (59 $\text{h}2$ $\text{g}3$ 60 $\text{g}2$ $\text{g}5$) $\text{dx}c3$ 60 $\text{c}1$ a2!]

52... $\text{xc}1$ 53 $\text{xc}1$ $\text{g}7$

(White is absolutely helpless. His pieces on the queen's flank are tied to the defence of the b2 pawn and can only watch as Black, by preparing to open the h-file, creates an attack on the king.)

54 $\text{a}1$

[White cannot free either the rook or the knight from defence of the b2 pawn. On 54 $\text{a}3$ could follow 54... $\text{g}3$ 55 $\text{a}1$ h5 with the threat of the above-mentioned exchange sacrifice: after ... $\text{hx}g4$ the h-file is still opened.]

54... h5 55 $\text{a}2$ g5 56 $\text{e}2$ $\text{g}3$ 57 $\text{a}3$ $\text{hx}g4$ 58 $\text{fx}g4$

[If 58 $\text{hx}g4$, then 58... $\text{h}6$ followed by ... $\text{h}8$.]

58... $\text{h}6$!

(Suddenly it turns out that White might just as well surrender. His pieces, scattered over the first two ranks, are unable to go over to the help of the king. An instant end to the struggle is a completely natural result.)

59 $\text{g}2$

(To add to his troubles, even the $\text{f}1$ does not manage to take part in the defence of the h3 pawn - the last support of White's position. On 59 $\text{g}2$ the quite straightforward combination 59... $\text{hx}h3$ 60 $\text{hx}h3$ $\text{h}8$+ 61 $\text{g}2$ $\text{h}2$+ 62 $\text{f}3$ $\text{h}3$!}
[threatening \( ...\text{gxg4+} \)] decides the game.)

59...\text{\texttt{a}h8} 60 \text{\texttt{b5} b}xh3 61 \text{\texttt{d}d6 \texttt{a}h2}
62 \text{\texttt{f}f3 \text{\texttt{g}xg4} 63 \text{\texttt{e}e8+ \texttt{g}g6} 0-1}
(A splendid wholehearted strategical game.)

[Notes by Vasyukov and Nikitin () and Chigorin []]

27 Gunsberg - Chigorin
(22nd Match Game, Havana 1890)
Two Knights Defence
1 e4 e5 2 \text{\texttt{f}f3 \texttt{c}c6 3 \texttt{c}c4 \text{\texttt{f}f6} 4 \text{\texttt{g}g5}
(Gunsberg risks this move, relying on the inventive new defence introduced by his 8th move.)
4...d5 5 exd5 \text{\texttt{a}a5} 6 \text{\texttt{b}b5+ c}6 7
dxc6 bxc6 8 \text{\texttt{d}d3}
(The usual move now is 8 \text{\texttt{e}e2}.)
8...\text{\texttt{g}c5}
(Black prevents the move 9 \text{\texttt{e}e4}
[9...\text{\texttt{d}xe4} 10 \text{\texttt{d}xe4 \text{\texttt{a}f2+}].]
9 0-0 0-0 10 \text{\texttt{c}c3 \texttt{a}b6}
(In order, after 11 \text{\texttt{g}ge4 \text{\texttt{d}xe4} 12
\text{\texttt{d}xe4}, to then immediately continue the attack with ...\text{\texttt{f}5}.)
11 \text{\texttt{e}e2 \text{\texttt{d}d5} 12 \text{\texttt{d}d3 \text{\texttt{b}b7}
(This knight makes fifteen moves in the game and plays a very important role in the attack. Its last move actually forces White to resign.)
13 \text{\texttt{f}f3 \text{\texttt{c}c7} 14 \text{\texttt{e}e1 \text{\texttt{f}5} 15 \text{\texttt{d}d2}
(White wisely defends the h2 pawn from danger: after ...\text{\texttt{d}d6}, the knight on f3 could later come under threat from the advance of the pawn to e4, in which case White would have to make the move
\text{\texttt{g}3, compromising his game. I would however prefer some other kind of defensive plan.)
15...\text{\texttt{d}c5} 16 \text{\texttt{f}f1 \text{\texttt{b}b8} 17 \text{\texttt{f}f3 \text{\texttt{e}e6} 18
\text{\texttt{g}3 \text{\texttt{d}d4} 19 \text{\texttt{d}d5}
(This exchange is virtually forced; after 19 \text{\texttt{a}g2} Black could steadily continue the attack by ...
\text{\texttt{f}4 threatening \text{\texttt{f}3}.)
19...\text{\texttt{c}xd5} 20 \text{\texttt{a}g2 \text{\texttt{f}4} 21 \text{\texttt{c}3 \text{\texttt{e}e6} 22
\text{\texttt{b}b3 \text{\texttt{g}g5} 23 \text{\texttt{h}h5}
(White must prevent the knight check on h3, or the even stronger move \text{\texttt{a}h3} [in the event of \text{\texttt{e}e2].
But no matter how White defends, he cannot avoid the catastrophe on the king's flank.)
23...\text{\texttt{b}b6}! 24 \text{\texttt{c}4 \text{\texttt{h}h6} 25 \text{\texttt{e}e2}
(Perhaps White reckoned on the reply ...\text{\texttt{f}3}, after which he could obtain three pawns for the piece after 26 \text{\texttt{a}xg5 \text{\texttt{f}xe2} 27 \text{\texttt{a}xd8
\text{\texttt{xf1}}\texttt{h}) 28 \text{\texttt{xf1} \text{\texttt{a}xd8} 29 \text{\texttt{a}xd5+}
.However, retreating to dl would not have been better. If 25 \text{\texttt{a}xd5+},
then 25...\text{\texttt{a}xd5} 26 \text{\texttt{h}h6 \texttt{d}f3+ 27 \text{\texttt{a}h1
\texttt{b}b7 and Black wins.)
25...\text{\texttt{a}h3+ 26 \text{\texttt{a}h1}
(If 26 \text{\texttt{a}xh3}, then after 26...\text{\texttt{a}xh3}
Black would win the game with no particular difficulty, in view of the threat ...\text{\texttt{f}3 followed by \text{\texttt{d}7}.)
26...\text{\texttt{a}b7 27 \text{\texttt{c}xd5

diagram

27...\text{\texttt{a}xd5}!
(Here, I preferred a straightforward honest attack to guarantee
the win of the game. The spectators - amongst whom were a number of strong Havana players - expected the move 27...f3, which would win a piece. In practical play it is difficult to see one's way through the mass of complicated variations which would follow this continuation: 27...f3 28 axf3 axf3 29 axf3 cxd5 30 be4 ef6 31 ag2! axf2+ 32 ag1 cxd3 33 ae3. What kind of attack does this leave Black? If 33...ae8, then 34 od2; if 33...axf1+ 34 bxfl ae8, then 35 ec2; finally, if 33...eb6 34 ad1! aexe3+ 35 axe3 ef2, then 36 axf2 axf2 37 edx5.) 28 a4 eb6 29 f3 aexe4 30 dxe4 ed7 (Black threatens 31...af2+. Black would obtain the same position as he gets in the game if he gives an earlier check with the knight.)

31 g4
(White would also lose quickly if he sacrifices the exchange by 31 oc4+ ah8 32 be2 af2+ 33 bxfl. Black continues 33...axf2 34 g4)

Nd1 35 ag2 axh2+! 36 axh2 af3 37 ec2! h5 38 gxh5 ef6 and ...eh6.)

31...af2+ 32 ag2 ed8!
(Black does not play the queen to e7, so as to not give White the opportunity of sacrificing the queen for two pieces, after which the game would be considerably lengthened; but now White is forced to sacrifice a piece.)

33 oe3 fxe3 34 aexe3 aexe3 35 aexe3 oh3 36 bad1 wh4 37 ed2 og5 38 ef2 wh3+ 39 sh1 axf3 40 ble2 ad8 41 ac1 ad6 42 af1 ed2 43 af2 h6 (Black would only win a pawn after 43...axb3; now, after ...eh8, he plans to take the e4 pawn. White obviously cannot capture the knight.)

44 ac7 af3! 0-1
[Notes by Chigorin.]

28 Chigorin - Steinitz
(Telegraph Game 1890/91)
Evans Gambit
1 e4 e5 2 af3 oc6 3 ac4 ac5 4 b4 oxb4 5 c3 oxe5 6 0-0 of6
(In his first match with Chigorin in 1889, Steinitz played only this defence. Despite its artificiality and his success against it in practice, Chigorin emphasised that White could only obtain an advantage by an energetic and ingeniously-conducted attack.)

7 d4 oh6
(In the above-mentioned match, Steinitz played 7...oge7, but Chigorin, in the last game, found
the correct way: 8 d5 cxd5 9 exd5 b6 10 g5! d6 11 a3! c6 12 d4 b8 13 a4! dxe5 14 d6+ a3 15 a4 f6 16 a6, and obtained a winning attack.

After this, Steinitz, in the first part of his "Modern Chess Instructor", recommended 7...h6 as the best defence to the Evans Gambit. At the same time he also recommended the retreat of the knight, 9 a4, in the Two Knights Defence. Chigorin maintained that both these innovations were bad. And so there arose the idea of organising two thematic games by telegraph, in which each of the two chess giants could demonstrate the correctness of their opinions.

Later Steinitz considered that the most accurate way of repulsing White's attack lay in the move 7...h6, which he tried successfully in his match with Gunsberg. However he did not choose to employ this in the revenge match with Chigorin.

After the revenge match, Chigorin showed the most active method of attack, also after 7...h6. Here it is: 8 a3! b6 9 dxe5! g6 [9...dxe5 10 dxe5 dxe5 11 a4!] 10 b2 dxe3 11 fxe3 g7 12 b4 etc.)

8 a5 b6 (Steinitz plays to hold on to the gambit pawn, whereas, in Bogolyubov's opinion, he could quietly obtain an equal game by giving up the pawn: 8...g6 9 d5 b8 10 a4! a6 11 a3! c6 12 d4 b8 13 a4! dxe5 14 d6+ a3 15 a4 f6 16 a6, and obtained a winning attack.

This appraisal is questionable. In our opinion, after 13 a4! g6 14 b1, White stands better.)

9 d5 cxd5 10 a4 b6 11 a3 c6 (Realising that the a3 will soon transfer to c4, Steinitz prepares to drive it away with the move ...b5. The attempt to develop his pieces a little by 11...0-0, would lead to a miserable position after 12 b3 g6 13 f3 f6 [13...d6 14 a7!] 14 x6 cxb6 cxb6 15 a3.)

12 a4! c7 (Black consistently carries out his plan and, in addition, the bishop defends the e5 pawn. After 12...c5, White would obtain a very strong attack by means of 13 x4 a8 14 d8 e8 15 cxe5 f6 16 dxc6! fxe5 17 x7 d7 18 d1 a7 19 a5, e.g. 19...d6 20 x7 c6 21 x6 d6 22 d1 and wins.)

13 c4 f8

[Other moves of the queen are weaker: 13...e5 14 d6! and the pawn cannot be taken because of a3 winning the queen, and if 14...b8 15 f3 b5 16 c2, threatening a6 winning the queen or the rook; if 13...g6 14 d8! xd8 15 x5 a6 16 d1 c7 17 d6 a moves 18 a3 b5 19 e5 with an excellent game.)

14 d6!

(An exceptionally strong and un-
expected blow. Black has no choice: 14...d6 15 e7! or 14...b5 15 dxc7 a6 16 b3 c5 17 bxc4 bxc4 18 d8!)

14...axb6 15 b6 b8 16 a7

(Here we see the first result of the breakthrough 14 d6! - White steals up close to the immobilised Black pieces on the queen's flank. It becomes clear that Black finds himself limited in his choice of moves and has a hopelessly compromised position. White has several natural ways of strengthening his position, whereas it is difficult for Black to find a plan of defence. Very soon attention will be focussed on the b6, the only defender of the b8. If White succeeds in driving it away from the d6 square, then the fate of the rook and therefore also the bishop on c8 will be decided, since the retreat ...c7 does not help because of the effective reply a8.)

16...e6

(In a game against Gunsberg, played in 1891, Steinitz chose 16...g4 17 h4! e6 18 xg4 xg5 19 f5 e6 20 b6 c7 21 a8! bxa8 22 gxa8 g8 23 d7+! The move 16...e6 seems more advisable, since, after 17 xh6 g6 18 h4 g7 followed by ...c7, Black could hold on.)

17 a1!

(A brilliant move. The threatened loss of the exchange after 18 a3 forces Black into a further weakening of his position. Later, Steinitz, in his annotations to the games of the match, wrote about the move 17 a1, "Amazing. This move, as also the 12th and 14th moves of White, bear the stamp of genius.")

17...g8 18 a3 c5

(White threatened to win by the move 19 xxb8.)

19 b6!!

(Once again White revolves the play around Black's necessity to defend the bishop on d6.)

19...f6

(On 19...c7, Chigorin had prepared the forcing variation: 20 b5 f6 21 d5 d6 [best: if 21...xd5 22 exd5 f4 or d8 23 x5 or 23 d6 and wins] 22 h4! xd5 23 x5 c7 24 f5 g6 25 fd1 gxf5 26 x7 x7 27 x7)
It would have been bad to play 20 axa8 axa8 21 ede7 22 edh4 g6 and Black's king is in a safe position. Black could attempt an attack by ... edh6.

20... edc7
(It is difficult to suggest a plan of defence here. Black, threatened thick and fast, for the present makes a move which does not lose at once. Thus, after 20... edxe4, decisive would be 21 edc8 edc8 22 edxb7 edc6 23 edxe5, and, on 20... ede7, he achieves his goal by 21 edxe6 fxe6 22 edc4 edc7 23 edc5 and 24 edx6+.)

21 ed5!
(The strongest and at the same time most elegant continuation of the attack.)

21... edx6 22 edh4!
(It was already possible here to reap the fruits of his play by 22 edxf6+ gxf6 23 edxe6 fxe6 24 edc5 edc5 25 edxb8, but Chigorin sees the possibility of still further strengthening his position.)

22... edx5
(Black is powerless against the invasion of the knight on f5. On 22... b5, Chigorin again gives a forcing variation: 23 edf5 edx5 24 edx5 edb7 25 eda6! edb8 26 edxb5 [threatening edx7+] edc7 27 edc8+ edc8 28 edx7 [threatening edd6+] 29 edf1 edf8 30 edd8+ edd8 [if 30... edx8 31 edc5+ and mate next move] 31 edx8+ edx8 32 edc5+ edd6 33 edx6 mate.)

23 edf5! g6
(Black can no longer endure the growing pressure and decides to immediately clarify the situation.)

24 edx6+ edx6 25 edx5
(It seems an even quicker conclusion to the game could be reached by 25 edx5 edf4 26 edc5 edc7 27 edb5 followed by d6; however, the reply 27... eda8 leads to approximately the same position as in the game.)

25 edc7 26 edxe6 fxe6 27 edc5 eda8
[Because of the threat of 28 edd6, Black must give up the exchange.]
28 edxa8 edc5 29 eda4 edd8 30 edx2 edc7
(Steinitz has managed to avoid a quick rout, but his position is lost. Chigorin brings the edf1 into play and this soon decides matters. The final attack is combined with the threat to transpose into a winning endgame.)

31 edb1! edd8 32 edb5 edc6 33 edd4 d6
(White has restricted the advance of the d-pawn to the d6 square.)
34 a4! ede8
(The bishop cannot go to d7; 34... edd7 35 edx6 etc.)
35 edb6 edf8 36 edc5 d5
[If 36... edx8 37 edb2 (threatening mate in two moves by edc6 and edd8)
M4 38 $\text{x}b7+$ $\text{x}b7$ 39 $\text{xd}8+$ and mate in a few moves.]
37 exd5 $\text{c}8$ 38 d6 1-0
[It was certainly useless to continue the game. Steinitz could not play 38...$\text{xf}4$ because of 39 $\text{xb}7+$ $\text{xb}7$ (if 39...$\text{xb}7$ 40 $\text{b}2+$ and mate in a few moves) 40 $\text{xd}8+$ $\text{a}7$ 41 $\text{a}5+$ $\text{b}8$ 42 d7 followed by $\text{d}8(\text{c})+$ etc. And if 38...$\text{d}7$ 39 c4 $\text{f}4$ 40 c5 $\text{e}4$ 41 h3 and Black, not being able to prevent either c6 or $\text{db}2$ threatening $\text{a}6$, is forced to sacrifice his queen for the rook, or the rook for the d-pawn. And if Black had continued 38...$\text{f}6$, in order to defend the rook and the e-pawn, the conclusion would have been 39 $\text{xb}7+$ $\text{xb}7$ (if 39...$\text{xb}7$ 40 $\text{c}7+$ $\text{a}8$ 41 $\text{bb}2$ $\text{b}6$ 42 $\text{c}6+$ $\text{a}7$ 43 $\text{db}6+$ and mate next move) 40 $\text{c}7+$ $\text{a}7$ 41 $\text{bb}2$ $\text{bb}8$ 42 $\text{b}6+$ and 43 $\text{a}5+$ and mate on the following move.]

(This game serves as an object lesson in the breakthrough of chess "concrete". Chigorin's attacking manoeuvres, between the 12th and 22nd moves, make a striking impression.)

[Notes by Vasyukov and Nikitin ( and Chigorin [])]

29 Steinitz - Chigorin
( Telegraph Game 1890/91 )
Two Knights Defence
1 e4 e5 2 $\text{df}3$ $\text{xc}6$ 3 $\text{ac}4$ $\text{df}6$ 4 $\text{ag}5$
d5 5 exd5 $\text{a}5$ 6 $\text{ab}5+$ c6 7 dxc6
bxc6 8 $\text{e}2$ h6 9 $\text{h}3$
(This position was also the object of a creative argument. Later on, each of the opponents brings into play his pieces in accordance with his creative opinion. Chigorin endeavours to concern himself with activating his position. Steinitz, however, ardently refrains from moving his pawns and is not in any hurry to castle, in order to leave the gl square free for the knight.)
9...$\text{ac}5$
[I did not play 9...$\text{ad}6$ because of the reply 10 d4; the text move, 9...$\text{ac}5$, is more aggressive and forces White to later play some moves, e.g. $\text{a}4$, which do nothing to strengthen his position. I no longer wanted to take the knight because my bishop is needed for the attack, while the knight will soon be forced to go back to gl. That seemed to be all the more favourable for me as I could, for a long time, prevent the knight coming to f3, and it is only after this move that White can develop properly.]
10 d3 0-0 11 $\text{ac}3$
[Steinitz said that he did not play 11 c3 because of the continuation 11...$\text{bb}8$ 12 b4 $\text{xb}4$ 13 cxb4 $\text{dd}4$ 14 bxa5 $\text{xa}1$ 15 $\text{dd}2$ $\text{xa}2$
etc., which is unattractive for White. However, on the move 11 c3, I would not have replied 11...$\text{bb}8$, since this move is use-
less in the variation 12 egl! "6 13 d4 exd4 14 b4, winning a piece for two pawns. I would consider that it is absolutely necessary to not allow the White king's knight to go to g1 and then f3, because White, being then able to castle, would have easily repulsed the whole attack. I intended to reply to 11 c3 by ...e7! when White could play neither 12 b4, because of 12...xb4 13 cxb4 "d4, nor 12 egl, because of 12..."b6 13 d4 exd4 14 b4 "d6 15 "xd4 "xd4 16 cxd4 "b4+, regaining the pawn with a good position.]

11..."d5
(The knight on h3 is so badly placed that to exchange it for the "c8, which will certainly prove useful for the attack, would mean relieving White's game. Chigorin frees the way for the f-pawn.)

12 "a4
(If Steinitz intends to retreat the knight to g1, then the text move is absolutely necessary since the bishop must be driven away from attacking the f2 square. Of course, the knight's position on a4 is not exactly aesthetic, but is the position of the knight on a5 any better?)

12..."d6 13 egl f5
(Steinitz wrote, "On my side are six unmoved pawns which, according to my theories, are a great advantage, especially for the ending, where it is important to retain the option of moving either one or two squares. Moreover, not a single piece of mine will be within reach of either of my opponent's pawns for a long time to come. His only point of attack lies in advancing his f-pawn to f3, and this point is now well-guarded." Chigorin also considered the retreat of the knight to g1 the best, but now his whole game revolves around encouraging the exit of the knight to f3! Thus, on 14 f3 now, could follow 14...e4 15 "d4 "d7 and it is clear that the ill-fated knight stands even worse on d4 than on gl.)

14 c3 "d7
(Again it is not possible to bring out the knight: 15 f3 e4 16 "d4 c5 17 dxe4 cxd4! 18 exd5 "e8! and Black's attack becomes dangerous. But, by playing 14 c3, Steinitz had apparently decided to establish a pawn outpost on d4.)

15 d4 e4
(Chigorin does not fear the formation of a mobile pawn chain on the queen's flank, and logically carries out his plan. Now White has out of play the knight on gl and rook on gl, and also his king is stuck in the centre. Chigorin prepares a further advance of his centre pawn, aiming to open the e and f-files. On ...exd4, Steinitz}
suggested the defensive set-up 16 cxd4 e7 17 g1, followed by g3, d3 and d2.)
16 c4 e7!
(Just this way, so as firstly not to block the f-file, and secondly
to bring the knight to f4 [via g6] or to f5 [after ...f4].)
17 c3 e6 18 b3
(Steinitz sticks to his prin-
ciples and does not weaken his
position on the king's flank;
meanwhile, by making use of the
immune c4 pawn [18...xc4? 19 xb3
b8 20 xc4! xb3 21 xe6+ and 22
xb3], he could either endeavour
to bring out the knight, 18 sh3,
and then castle, or prevent the
further advance of the f-pawn by
playing 18 f4. It seems that, on
both these moves, equally strong
would be the reply 18...b8 [on
18 sh3, also good is ...g5!] with
threats on both the c4 pawn and
the pawns on the king's flank.
Thus after 18 f4 b8 19 a4 b4!
20 c5 xa4 21 xa4 c7 22 g3
fb8, Black's pieces occupy very
menacing positions.)
18...b4 19 b2

19...f4!
(Black consistently carries out
his plan and in the quickest
possible time intends to open the
game with a sacrifice of the f-
pawn. White already has no satis-
factory continuation. On 20 g1,
strong is 20...f3! 21 gxf3 exf3
22 xf3 g6 followed by ...sh4,
and, on 20 a3, good is 20...xc3+
21 xc3 d5 22 d4 b8. Steinitz
gives up his centre pawn, hoping
to exploit the vis-a-vis of the
b2 and d4.)
20 c2
(This is, all the same, an ad-
mission of the bankruptcy of
White's opening strategy. The
pawn sacrifice, which Black must
accept in order not to allow his
opponent to castle queen-side,
does not change the character of
the struggle - the threat of
...f3 cannot be averted.)
[If 20 a3 the continuation would
have been 20...xc3+ 21 xc3 d5
22 d4 b8! and not 22...h8 as
indicated by Steinitz. And if 20
g1, the strongest reply seems to
be 20...e3, in order, after 21
fxe3 or 21 d5, to be able to
play ...f5.]
20...xd4 21 g1
(The choice is miserable for
White. After 21 a3 he would find himself under a terrible attack by 21...f3! 22 gxf3 e3! 23 fxe3 \#h4+! It seems there would be some chances of salvation in 21 \#d1 \#f6 22 a3 \#xc3+ 23 \#xc3 \#g6 24 \#f1. Steinitz endeavours to quickly unpin the \#c3 in order to uncover the \#b2, but leads his king directly into trouble.)

21...f3!

[This attack seemed very strong to me and more interesting than the continuation 21...\#f5, which would equally give an advantage in position: 21...\#f5 22 \#d5 \#c5 (White would not obtain any advantage by continuing 23 \#xf4 because of the reply 23...\#xf2+ 24 \#xf2 e3+ 25 \#xe3 \#xc2). A detailed analysis of the present position convinced me that Black must win.]

22 gxf3

(The sacrifice of the bishop: 22 \#xe4 fxe2+ 23 \#xe2 \#b6 would somewhat revitalise the White pieces, but not for long: 24 \#f6+ \#f7! or 24 c5! \#b5! 25 \#xb5 cxb5 26 a3 \#xb3 27 axb3 \#xal 28 \#xal a5!)

22...exf3 23 \#xf3

(23 \#xf3 is no better. Chigorin intended to continue the attack by 23...\#h3+ 24 \#e1 \#xf3! 25 \#xf3 \#e8 26 \#e2 [he was threatened with ...\#d4+] \#g6 27 \#d1 [if 27 \#d2 \#xe2+] \#f6. An analysis of this variation shows that Black very soon obtains a great material advantage.)

23...\#f5 24 \#e4

(After 24 \#d1, Black retains the attack by moving the queen to f4 or h4.)

[If 24 \#d1 \#h4 25 \#e4 (if 25 \#e2 \#g6 etc.) \#ad8 26 \#xd8 \#xd8 27 \#e2 (he was threatened with ...\#d2 followed by \#xe4, and if 27 \#c1 \#d4 etc.) 27...\#g6 (now White has no other move) 28 h3 (to prevent the two variations 28 \#e3 \#xe4 29 \#f4 or \#xe4 \#d1+ and wins, or 28 a3 \#f4 29 \#e3 \#h3+ 30 \#xh3 \#xh3+ 31 \#g1 \#d1+ and mate next move) 28...\#f4! and White, in order not to lose a piece by ...\#h4, must sacrifice the exchange by 29 h4 \#xh4 30 \#xh4 \#xh4.]

(At first sight it seems that White has succeeded in achieving his aim - his black squared bishop comes into play and, by driving the bishop away by b4, his queen can go to the a1-h8 diagonal. But the logic of chess does not like exceptions. Up to now Black has consistently carried out his attack, with no let-up, and so the initiative must lie with him. There will just come a time when he must find an accurate and perhaps also the only move.)

24...\#xe4! 25 \#e2!

(Of course not 25 \#xe4 \#xb2 26 \#bl \#xa2, or 25 \#xe4 \#xf2+ 26
\( \text{xf2 xf4 27 \textsf{xf3} f8 28 \textsf{g2} g6} \)

[and not \( \text{...\textsf{xf5}} \) on which White would reply 29 \textsf{hfl} saving the exchange] 29 \textsf{hel} [if 29 \textsf{hfl xf3} \textsf{xe1} 30 \textsf{xe1} \textsf{h4+} 31 \textsf{g4} gxf3+ 32 \textsf{g1} ef4, winning the queen or mating.]

25...\textsf{xf3}!!

(Here is the outcome of events, which Black must undoubtedly have foreseen when making his 24th move. Black could give up the queen in a different way: 25... \textsf{c3} 26 \textsf{d1} gxf3 27 \textsf{e6}+ [27 dxf3 \textsf{g4} 28 \textsf{xc3} \textsf{h3+} etc.] 27...\textsf{h7} 28 \textsf{xd4} \textsf{xd4} 29 \textsf{xf3} \textsf{xb2}; however, the way chosen by him is more effective, since it keeps more pieces on the board, which is to Black's advantage.)

26 \textsf{e6}+ \textsf{h7} 27 \textsf{xd4} \textsf{hxh1} 28 \textsf{h3} \textsf{f5} 29 \textsf{e5} \textsf{ae8} 30 \textsf{f4}

(White is mated beautifully after 30 f4 \textsf{xe5} 31 \textsf{fxe5} \textsf{g3} mate. Black has a material and positional advantage, and, of course, not just one way to victory. There is an effective win after 30...\textsf{e4} 31 \textsf{e2} \textsf{xe2}! 32 \textsf{xe2} \textsf{xd4+} 33 \textsf{\textsf{d3} xf4}, or 33 \textsf{\textsf{e3} c2+ [Chigorin continues the variation 34 \textsf{\textsf{d3}! \textsf{xf1} xf4 36 \textsf{hxh1} \textsf{d1xb3} 37 \textsf{axb3} \textsf{exe2} 38 \textsf{\textsf{b1} (threatening \textsf{c3}) \textsf{g8} 39 \textsf{g4}, when "Black certainly must win, but the text move seemed to me to be more decisive."]]

(Chigorin chooses a no less correct way, at the same time taking his bishop out of the corner.)

30...\textsf{xd4}! 31 \textsf{\textsf{d3}+ e4} 32 \textsf{\textsf{xd4} \textsf{xf4} 33 f3}

(The pawn cannot be taken at once - 33 \textsf{\textsf{xa7} g4} 34 f3 \textsf{\textsf{d3}+ 35 \textsf{\textsf{f2} g5} followed by \( \text{...\textsf{c5+}} \) [Chigorin's variation].)

33...\textsf{e8f} 34 \textsf{\textsf{xa7} c5! 35 \textsf{\textsf{c7}}}

[If 35 a3, the reply would be \( \text{...c6} \) and the game does not change much from the text continuation; and if 35 \textsf{d1}, there would follow 35...\textsf{c6} 36 \textsf{g7} or \textsf{b6} \textsf{\textsf{d4} or \textsf{e5} and Black will win easily by taking the f-pawn with the knight or with the bishop.]

35...\textsf{c6}! 36 a3 \textsf{\textsf{f3}+! 37 \textsf{\textsf{xf3} \textsf{e3}+ 38 \textsf{\textsf{g1}}}

[If 38 \textsf{\textsf{e2} \textsf{\textsf{d4}+} and \( \text{...\textsf{f1} mate, while 38 \textsf{g2 would lose the queen by \( \text{...\textsf{f7}+}.]}

38...\textsf{\textsf{d2}!}

(Black's last move threatens to win the queen by 39...\textsf{\textsf{e3}+ 40 \textsf{\textsf{g2} \textsf{f7}+}. White can save his queen only by 39 \textsf{\textsf{d6}, but then follows 39...\textsf{\textsf{e3}+} and \( \text{...\textsf{f5}+} with a mate in five moves at most. If 39 h4 \textsf{\textsf{d4} and wins the queen or mates in a few moves. There remains only one defence, which leads to an interesting end to the game: 39 \textsf{\textsf{g3} \textsf{\textsf{e3}+ 40 \textsf{\textsf{g2} \textsf{f5}+ 41 \textsf{\textsf{h3} \textsf{\textsf{d5}+ 42 \textsf{\textsf{g3 exf5+} 43 \textsf{\textsf{g3 exh4} 44 \textsf{\textsf{f4}, Black mates in two moves} \textsf{\textsf{e5}+ 43 \textsf{\textsf{h5} g5!! and, in order to delay the mate for a move, White is forced to take

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this pawn with the queen. This mating position is very rare in an actual game: after 44 \( \text{xe3 } \text{g6} \) mate; with the exception of the c-pawn, all Black's pieces and pawns are needed to execute the mate.]

0-1

(Such an abundance of exclamation marks at the end, when the result of the game was clear, is no mere coincidence - Black's way of realising his advantage was very elegant.)

[Notes by Vasyukov and Nikitin () and Chigorin []]

30 Consultants - Chigorin
(Havana 1891)
Queen's Pawn
1 d4 d5 2 \( \text{f3 } \text{g4} \) 3 c4!
(The most logical reply. Without this move, White cannot reckon on achieving much. The exchange 3...
\( \text{xf3} \) 4 gxf3 is not to be feared since White's position in the centre is strengthened.)
3...e6
(The natural reply, but also possible is 3...\( \text{c6} \), transposing into the Chigorin Defence.)
4 \( \text{e5} \) \( \text{f5} \) 5 \( \text{c3} \)
(Now Black manages to firmly reinforce the d5 pawn and free his queen for defence of the b7 pawn. Therefore more accurate would be an immediate 5 \( \text{b3} \), forcing Black to the weakening 5...
\( \text{c6} \)! 6 \( \text{xc6} \) [6 \( \text{xb7} \) \( \text{xd4} \) 7 e3 \( \text{b8} \) 8 \( \text{xa7} \) \( \text{c2+} \) 9 \( \text{e2 } \text{e7} \) 6...\( \text{xc6} \), while after 7 \( \text{xc3} \), probably he must still play a gambit by 7...
\( \text{f6} \) 8 \( \text{b7} \) \( \text{b8} \) 9 \( \text{xc6+ } \text{d7} \) 10 \( \text{xd7+ } \text{e7} \) 11 e3 \( \text{f4} \), with highly problematic compensation for the pawn.)
5...c6 6 \( \text{b3} \)
(How should Black defend the b7 pawn? The obvious reply, 6...b6, could lead to difficulties in developing his queen's flank, since the \( \text{b8} \) will be tied to the defence of the c6 pawn. The move 6...
\( \text{c8} \) is too passive and would allow White to also create threats to the d5 pawn after \( \text{g5} \) and \( \text{ac1} \).)
6...\( \text{b6} \)
(Chigorin points out the possibility of driving the knight away from the centre with 6...
\( \text{f6} \), based on the tactical consideration 7 \( \text{xb7} \) \( \text{xe5} \) 8 \( \text{xa8} \) \( \text{exd4} \) 9 \( \text{d1} \) \( \text{b4+} \) followed by ...\( \text{c7} \), \( \text{f6} \) and 0-0; but after 7 \( \text{f3} \) it turns out that the advance of the f-pawn has taken away a very good square from the \( \text{g8} \) and still leaves him the worry over the b7 pawn. So, after all, he still has to play 7...
\( \text{b6} \) 8 \( \text{c5} \) \( \text{xb3} \).)
7 c5 \( \text{xb3} \)
(Taking into account Black's growing difficulties arising from the open a-file, and also the removal of the pawn tension in the centre, it is worth examining the consequences of the manoeuvre.
7...c7 8 af4 c8. In such a closed position, White's advantage in development is immaterial. However, if White had begun to open the game: 9 g4 g6 10 h4 f6 11 xg6 hxg6 12 e4!, Black would have experienced more difficulties.)

8 axb3 f6 9 df3 e6

(Black's difficulties do not disappear with the exchange of queens. White's principal threat is not the manoeuvre 3-a4-b6 [refuted by any move of the 9b8] but the running of both his b-pawns to the b5 square. The other move to bring out the rook from a8 is also insufficient for Black: 9...d7 10 b4 a6 11 b5! Hardly satisfactory is the stronger 10...e5 11 b5 e7! since, after 12 e3 g4, White succeeds in re-forming by 13 d2! f5 14 b3, and seizes the initiative thanks to the strong threats of g5, or h3 and g4. Chigorin endeavours to eliminate White's threat. More than this, he intends the aggressive manoeuvre ...b4-c2.)

10 b4

(White could have set Black new problems with the energetic 10 e4! Taking the pawn would be bad: 10...dxe4 11 xxa6 bxa6 12 h4! 0-0-0 13 xxa6, since it leads to a serious weakening of the pawns, for example: 13...xd4 14 xf5 exf5 15 e3, and then if 15...b4 16 xc6+ b7 17 e6. There remains only 10...b4 11 a4! d2+ 12 d1 dxe4 13 d2 xd4 [13...e3? 14 xe4! xe4 15 xe4 f5 16 c2!] 14 xd4 d5 15 c4 xf2 16 xxe4 xe4 17 xe4 0-0-0+! 18 c2 xb6 19 b4 e7. Black has a sufficient pawn equivalent for the piece, but some initiative remains with White.)

10...b4?!

(Chigorin begins a risky experiment. The quiet continuation 10...c7 11 af4 0-0-0 12 c3 a6 13 d4 e8! 14 b6+ d8! would have retained the tension of the position in the centre and on the king's flank.)

11 d1 c2 12 a2 e5

(After 12...d4, White could not avoid the draw. In the event of 13 a3 c2 14 b6? xxa3 15 xxa8 b5 16 f4 e5! 17 xxe5 xxc5 18 e3 a6 19 exf6 xf6 20 xxb5 axb5 21 d4 d7 22 e2 e7, Black's advantage is indisputable. However, Black makes an attempt to forcibly upset the natural order of events, apparently trusting in the difference in class of play.)

13 b6!

(Of course not 13 dxe5 fxe5 14 xe5, since "after 14...e5, Black, threatening ...xe4, obtains a strong attack for the sacrificed pawn." [Chigorin] But also 13 e3 h6 14 h3 would be quite solid.)

13...d8

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14 Bxa7 exd4 15 Qa4
(White considers that this knight has done its business by helping the rook to break through to a7, and now defends the c5 pawn. He also has at his disposal such tempting continuations as 15 Qh4 Qe4 16 f3 Qxc5 17 fxe4 Qe3+ 18 Qxe3 dxe3 19 Qxb7 dxe4+ 20 Qc1 Qxb6 21 Bxb6 Qe7 22 g4, or 15 b4! Qh6 [15...Qxb4 16 Qxd4 Qxc5 17 Qxf5; or 15...g5 16 Qd2] 16 h3! Qxb4 17 Qh6 gxh6 18 Qxd4 Qxc5 19 Qxf5 Qb8! 20 Qa4 Qd8! 21 e3 Qc7 22 Qxd5+.)
15...g5!
(At the cost of a pawn, Black wants to safeguard his Qf5, and thereby also the Qc2. White must take the pawn, since the f4 square is taken away from the White bishop and, on 16 b4, possible is 16...Qh6 17 h3 Qb8.)
16 Bxb7 Qh6 17 h3 Qe4 18 Qd2 Qf5
difficult. It is obvious that White's extra pawn is of secondary importance, while the outcome of the game depends largely on whether it is possible to support the knight on the c2 square. The move 19 g4 seems to give White a favourable reply to both these questions. In any case, in the variation 19...Qg7 20 h4! Qe6 [20...Qxh4 21 g5] 21 hxg5 Qxc5 [21...fxg5 22 Qxg5!] 22 Qxc5 Qxc5 23 Qxf6 Qa8 24 Qg5 Qa1+ 25 Qc1, the Qb7, with help from the Qg5 and the f6 pawn, begins to look threatening. Also favourable for White seems the continuation 19...Qh4 20 Qxh4 Qxh1 21 Qf5 Qe4 22 Qg3 Qg6 23 Qf5 Qxf5 24 Qxf5, for example: 24...d3 25 e3 d4 26 e4 followed by Qxd3. However, after the paradoxical 24...Qa1!! it becomes clear that White needs to counter the threats of 25...Qa8 and 26...Qxb3. In the variation 25 e3 dxe3 26 Qxe3 Qe7 [26...d4 would revitalise the Qf1, while 26...Qd7 is dangerous because of 27 Qb6 Qc7 28 Qe2 h5 29 Qc1 Ba7 30 Qd1] 27 b4, arise puzzling complications in which White has quite good chances. By not exploiting this opportunity, he once and for all lets the initiative slip.)
19 Qel? Qa1!
(White's pieces, standing on the first rank, lack mobility and it is clearly not in Black's inter-
The deep significance of the move 19...\(\text{\=e}1\) becomes clear. The result lies not so much in winning a pawn after ...\(\text{\=a}xb3\) and \(\text{\=a}xa4\) as in the subsequent invasion of the Black rook on al.)

21 g4
(The \(\text{\=f}5\) must be driven back, though it transfers via g7 to the splendid e6 square. Chigorin pointed out a beautiful variation in the event of the somewhat "cooperative" 21 f3. Then 21...\(\text{\=d}1\) 22 \(\text{\=e}6\) \(\text{\=a}2\) [it seems that this is not chess but the familiar children's game of "hide and seek" - and even here Black is clearly successful!] 23 \(\text{\=c}1\) \(\text{\=x}b3\) 24 \(\text{\=x}b1\) \(\text{\=a}1\)+ 25 \(\text{\=c}2\) \(\text{\=x}d2\) 26 \(\text{\=x}d2\) \(\text{\=e}3\) with an unavoidable mate by \(\text{\=d}1\!).

21...\(\text{\=g}7\)
(Black has achieved a great deal. His knight, perched on al, is still not threatened with danger. More than this, it poses an unpleasant threat to the b3 pawn. The bishop on e4 occupies a strong position, and indeed also the \(\text{\=a}8\) is ready to enter the game. However, his king's flank is still not developed and without its help it is difficult to create decisive threats. Chigorin considered that "White's game is not good because of the weak pawns on b3 and c5" but examined only 22 \(\text{\=g}3\) \(\text{\=e}6\) 23 \(\text{\=d}3\) \(\text{\=x}d3\) 24 \(\text{\=x}d3\) [or 24 \(\text{\=e}d3\) \(\text{\=x}c5\)] \(\text{\=x}c5\), or 23 \(\text{\=b}6\) \(\text{\=a}2\) 24 \(\text{\=c}1\) h5 25 b4 [if 25 g\(x\)h5 f5 and then ...f4] h\(x\)g4 26 h\(x\)g4 \(\text{\=a}1\) 27 \(\text{\=g}2\) \(\text{\=x}g2\) 28 \(\text{\=x}g2\) \(\text{\=b}3\), in both cases with a clear advantage for Black.

The greatest difficulty in developing Black's initiative arises if White were to combine the endeavour to mobilise his slumbering king's flank with the struggle for the centre squares. The manoeuvre 22 f3 \(\text{\=g}6!\) 23 e4! meets these requirements. Black cannot play 23...dxe4 because of 24 fxe4 \(\text{\=x}e4\) 25 \(\text{\=c}4\), and must take the path 23...dxe3 24 \(\text{\=x}e3\). All the same, after 24...\(\text{\=a}xb3\) 25 \(\text{\=b}xb3\) \(\text{\=x}a4\) 26 \(\text{\=d}3\) \(\text{\=e}6!\) Black takes over the initiative, since it is difficult for White to find a rational plan to develop his pieces. After 27 \(\text{\=f}5\) \(\text{\=x}f5\) 28 gxf5 \(\text{\=g}7\) 29 f4, the simple 29...h6 is strong, while 27 \(\text{\=b}8+\) \(\text{\=d}7\) 28 b4 is refuted by the effective 28...\(\text{\=x}c5!\) 29 \(\text{\=x}h8\) \(\text{\=x}e3\).)

22 \(\text{\=b}6\) \(\text{\=a}2\) 23 \(\text{\=d}7\)
(White hopes not only to defend the c5 pawn, but also to create threats to the f6 pawn. But....) 23...\(\text{\=e}7!\)
(A very strong move, emphasising the erroneousness of the manoeuvre \(\text{\=a}4\)-b6-d7. After 24 \(\text{\=b}8+\) \(\text{\=x}d7\) 25 \(\text{\=x}h8\), all White's pieces are badly placed and, in the meantime, the Black rook has...
broken through on a2 and the \( \text{Qd7} \) hampers the White rook.)
24 \( \text{Bg3?} \)
(White is too submissive in giving up his position: 24 \( \text{Ac1} \) would be more tenacious.)
24...\( \text{Bxb2} \) 25 \( \text{Ag2} \) \( \text{e6} \) 26 \( \text{Axe4} \)
(White has no useful moves.)
26...\( \text{dxe4} \) 27 \( \text{b4} \) \( \text{Qd8} \) 28 \( \text{Ba7} \) \( \text{Ab1+} \) 29 \( \text{Ac1} \) \( \text{Ob3} \)
(The win of a piece by 29...\( \text{d3} \) 30 \( \text{Axd3} \) \( \text{exd3} \) 31 \( \text{Bxd3} \) \( \text{Ob3} \) 32 \( \text{Qc2} \) \( \text{Bxc1+} \) [32...\( \text{Axc1?} \) 33 \( \text{Qe3!} \) 33 \( \text{Qxb3} \), would somewhat revitalise White's pieces.)
30 \( \text{Bxb3} \) \( \text{Bxb3} \) 31 \( \text{Cc2} \)
(By giving up the exchange, White has rid himself of his inactive pieces and intends to transfer the knight to the threatening f5 position. Black must solve the problem of the \( \text{Sh8} \). He does not choose the obvious 31...\( \text{h5} \) because of 32 \( \text{gxh5} \) [32 \( \text{Axd4} \) \( \text{hxg4!} \) 33 \( \text{Qxb3} \) \( \text{gh3} \)] 32...\( \text{d3} \) 33 \( \text{Qd4!} \) \( \text{dxe2+} \) 34 \( \text{Qxe2} \) \( \text{Qd3} \) 35 \( \text{Qf5} \). Chigorin finds a way: he likewise gives up the inactive rook for a minor piece, but in addition wins a pawn and exchanges nearly all the pieces. As a result, the complex middlegame position is converted to a technically winning endgame.)
31...\( \text{d3} \) 32 \( \text{Qd4} \) \( \text{Bxb4} \) 33 \( \text{Qf5} \) \( \text{Bb7!} \) 34 \( \text{Qxf6+} \) \( \text{Qf7} \) 35 \( \text{Bxb7} \) \( \text{Qxb7} \) 36 \( \text{Qxe7} \)
("If 36 \( \text{Qxe4} \), then 36...\( \text{Qxc5} \) and the passed \( \text{c-pawn} \), together with the exchange, decides the game." Chigorin.)
36...\( \text{Qxf6!} \) 37 \( \text{Qb2+} \) \( \text{Qxe7} \) 38 \( \text{Qxh8} \) \( \text{Qxc5} \)
(Chigorin has calculated precisely the consequences of the eight move combination. The extra passed \( \text{pawn} \) and the weakness of the \( \text{h3} \) \( \text{pawn} \) guarantees Black an uncomplicated win. Probably White could hold out longest by 39 \( \text{Axd4} \) \( \text{e6} \) 40 \( \text{Qe3} \) \( \text{dxe2+} \) 41 \( \text{Qxe2} \), so as, on the natural 41...\( \text{Qf4+} \), to continue 42 \( \text{Qd2} \) \( \text{Qxh3} \) [42...\( \text{Qd6} \) 43 \( \text{Qh4} \) 43 \( \text{Cc3} \) followed by \( \text{Qd4} \). However, after 41...\( \text{Qd6} \) 42 \( \text{f3} \) \( \text{Qe5} \), followed by ...\( \text{Qf4} \), Black would win a second pawn. The variation 39 \( \text{exd3} \) \( \text{exd3} \) 40 \( \text{Qd2} \) \( \text{Qe4+} \) 41 \( \text{Qxd3} \) \( \text{Qxf2+} \) followed by 42...\( \text{Qxh3} \) is also bad for White.)
39 \( \text{e3} \)
(White decides to prevent the transfer of the knight to f4, but now Black has two strong passed pawns, whilst it is also possible to attack the \( \text{h3} \) \( \text{pawn} \) from another square.)
39...\( \text{Qb3} \) 40 \( \text{Qc3} \) c5 41 \( \text{Qe1} \) \( \text{Qe6} \) 42 \( \text{Qd1} \) c4 43 \( \text{Qe1} \) \( \text{Qc1} \) 44 \( \text{Qd2} \) \( \text{Qe2} \) 45 \( \text{Qb4} \) \( \text{Qg1} \) 46 \( \text{Qc3} \) \( \text{Qd5} \) 0-1
(An exceptionally puzzling and unsterotyped game. The depth and originality of Chigorin's ideas is amazing.)
[Notes by Vasyukov and Nikitin ( ).]
31 Chigorin - Steinitz
(1st Match Game, Havana 1892)
Evans Gambit
1 e4 e5 2 d3 f3 d6 3 d4 d5 4 b4
dxb4 5 c3 a5 6 0-0
(6 d4 seems more accurate than
casting, since after 6...d6 7
b3, Black cannot get into the
defence ...b6, suggested by
Lasker. But when this game was
played, Lasker had only just
begun his chess career.)
6...d6
(The first moral victory for
Chigorin. Though stubborn in his
convictions [and delusions],
Steinitz rejects the system of
defence invented by him, 6...d6,
which up to now he had regularly
played in games with Chigorin
[see Chigorin-Steinitz, Telegraph
Game 1890/91].)
7 d4 g4
(It is well known that this move,
after the exchange of pawns
[...exd4, cxd4], hampers Black's
defence, forcing him to forfeit
casting after b5, f6. By play-
ing the move ...g4 before the
exchange of pawns, Steinitz aims
to prevent White supporting his
pawn centre with the develop-
ment of the knight to c3; this he act-
ually achieves, but the cbl plays
a not unimportant, even a more
significant role by transferring
to c4 via a3.)
(Steinitz endeavours to fight for
the e5 square. The romantic Evans
Gambit disappeared from Chig-
orin's opening repertoire shortly
after the appearance in 1895 of
Lasker's defence 7...b6. Against
this, Chigorin could not find a
reinforcement of the attack for
White and suffered two painful
defeats:
Chigorin-Lasker 1895; 7...b6 8
a4 [better is 8 dxe5 and 9 b3]
d6 9 b5 a6 10 c6+ bxc6 11 a5
a7 12 dxe5 cxe4 13 e2 d5 14 c4
c3 15 cxd4 16 c3 c5 17
c3 e6 18 g5 c7 19 c1 c6 20
exf6 gxf6 21 f4 c8 22 c3 0-0-0
23 c1 c4 24 e2 f5 25 e2
xg2+ 26 c1 cxf2 0-1.
Chigorin-Pillsbury 1899; 7...b6
8 dxe5 dxe5 9 cxd8+ cxd8 10 cxe5
d6 11 c2 d7 12 a3 f6 13 c3
c6, with a good game for Black.)
8 b5 exd4 9 cxd4
(White forces a favourable ex-
change due to the threat of 9 d5.
It is true that, with the depart-
ure of the bishop to b5, the
threats against the f7 pawn are
weakened.)
[In a game from a correspondence
tournament played in 1899/1900,
Chigorin continued here 9 e4,
and after 9...c3 10 cxc3 dxc3
11 c6+ bxc6 12 c6+ d7 13
c3 f6 14 c4 e7 15 c4, ob-
tained an excellent game; Black
resigned on the 30th move.]
9...d7 10 b2
(White maintains an elastic pawn
centre and completes his develop-
ment. "The plan of attack with the move d5 and a later e5 seems premature to me, even with a preliminary a4 to defend the b5." Chigorin.)

10...c6

(A questionable decision. Black falls behind in development. In subsequent games of the match, Steinitz improved the defence and played 10...d6.)

11 axd7+ cxd7

[The "prophets" predicted that White's attack would end with the exchange of bishops, whereas after White's 12th and 13th moves it is in fact only beginning.]

12 c3! d6 13 d6+ b6 14 a4!

(The threat of 15 a5 forces Black to advance his c7 pawn, since 14...a6 is clearly bad because of 15 c3!, or 14...a5 because of 15 cxb6 cxb6 16 c3 c8 17 d5 with an enormous positional advantage for White. The advance of the c7 pawn leads to a weakening of the d6 square, which Chigorin exploits with exceptional skill.)

14...c6 15 e5

[Possible is 15 d5 0-0 16 cxb6 axb6 17 d4 f6 18 cxb6 cxd5 19 exd5 (19...dxe5 20 d3), but with the recovery of the pawn White's attack is weakened.]

15...d5

(The weakness of the d6 square gives White a great advantage also in the event of an exchange of queens: 15...dxe5 16 dxe5!

xg7+ b7 18 d17 bxd1 0-0 18 bd7. After 15...c7, Black is destroyed by the pin on the e-file: 16 exd6 bxd6 17 a4+ b6 18 a3 and 19 b1.)

16 b6+ g8 17 a3 g8 18 b1!

(A subtle move, placing Black in a critical position. White not only threatens the moves a5 or e6, but also gains time for the transfer of the rook via b3 to the king's flank. Black might be able to hold the position here by playing 18...d8, whereas 18...d8 would lose after 19 a5! c8 20 b6 e5 21 c6 e8 22 d7 [22 f5 f6 23 d7 e8 24 b7 fxe5 25 dxe5 and White's pawns decide the game. Chigorin.] c7 23 f5 b6 24 e7 etc.

The move made by Steinitz not only does not prevent White's idea, but weakens the f7 square, allowing Chigorin to sharply change the character of the play with a direct attack on the Black king.)

18...f5
19 _RANK5!
(Of course, also 19 a5 leads to an overwhelming advantage for White, and Chigorin undoubtedly saw this—all White's previous play was based on the threat of a5. But such a great artist cannot let pass a combinative and forcing decision in the position.)

19..._RANK7 20 e6+ _RHE6 21 _RHE5 _RHE8
(Lasker in his "Manual of Chess" [4th edition], maintained that Chigorin's combination was insufficiently correct and that 19 a5 was the only right move in the position. He indicated that Steinitz could repulse the attack by retreating the queen to e8, for example, 21..._RHE8 22 _RHE1 _RHE6 23 _RHE4 _RHE5 24 _RHE7+ _RHE7 25 gxf5 _RHE8 26 _RHE4+ _RHE4 27 _RHE7 _RHE7 28 _RHE4 _RHE6 etc.)

[However, instead of 25 gxf5?!, Grekov, in his 1939 book on Chigorin, pointed out that White could play far stronger, i.e. 25 g5+! _RHE5 26 _RHE2+ _RHE6 27 _RHE4+! _RHE4 (or 27...g6 28 _RHE5+ _RHE7 29 _RHE6+ _RHE8 30 _RHE5+ _RHE8 31 _RHE6 etc.) 28 _RHE4+ _RHE5 29 _RHE4+ _RHE4 30 _RHE7 _RHE7 31 _RHE5+! (Worse is an immediate 31 _RHE5 since then Black, by continuing 31..._RHE8 32 _RHE5+ _RHE8!, introduces into play the second rook, succeeds in walking away with the king to the queen's flank and even obtains counterplay after ..._RHE7.) 31..._RHE8 32 _RHE5. Lasker himself acknowledged the correctness of this refutation in the 5th edition of his Manual.)

(Only in 1948, when an analysis by G. Serzhanov was published in the magazine "Chess in the USSR" [No.3], in which a forced win for White was shown after 23 _RHE7+! _RHE7 [23..._RHE7 24 _RHE4+] 24 _RHE3+ _RHE6 [if 24..._RHE5, then 25 _RHE4+ etc.] 25 _RHE7+ _RHE7 26 _RHE4+ _RHE7 27 _RHE4+ _RHE7 [27..._RHE8 28 _RHE6+] 28 _RHE6+ _RHE8 29 _RHE7, was the debate put to an end. It is worth mentioning that Bogoljubov, in his book on Chigorin published in 1926, indicated that 21..._RHE8 was bad because of 22 _RHE7+.)

[Though Lasker's "Manual" was printed in many thousands of copies and taught countless numbers of chessplayers, the first refutation of Lasker's variation was found only ten years after its publication, and the second, more simple refutation after another ten years. How slow is the birth of truth in chess analysis! Grekov.]

22 _RHE1 _RHE6 23 _RHE5+ g6
(White could avert the mate [24 _RHE4] also with the move 23..._RHE6, but then 24 g4 decides the game due to the terrible threat of g5+.)

24 _RHE7+ _RHE7
(He could not take with the knight because of 25 _RHE4+ g5 26
27... \text{Kf7} 28 \text{Qxg5} and White wins easily, since if 27... \text{Qe8} there is a mate in two moves.)

25 \text{Qxg6+} \text{Kf6} 26 \text{Qxh8}
(The outcome of the game is already decided. Over the next few moves, the Black king, deprived of pawn cover, is pounced upon by the heavy pieces and his only defence is the \text{Qf5}. Since 26... \text{Qxh8} loses at once after 27 \text{Qe5} \text{Qc8} 28 \text{g4}, Black must choose between 26... \text{Qd7} [27 \text{Qb3!} \text{Qxh8} 28 \text{Qf3} \text{Qg8} 29 \text{Qe5} \text{Qg5} 30 \text{Qh6+} \text{Qg6} 31 \text{Qxf5+} \text{Qxf5} 32 \text{Qf8+}] and 26... \text{Qxh4}

but in both cases White's final attack is decisive.)

26... \text{Qxd4} 27 \text{Qb3} \text{Qd7} 28 \text{Qf3} \text{Qxh8} 29 \text{g4} \text{Qg8} 30 \text{Qh6+} \text{Qg6} 31 \text{Qxf5+} 1-0
(After 31... \text{Qxf5} 32 \text{Qf8+}, Black loses his queen. This game is one of the most celebrated masterpieces of chess art.)

[Notes by Vasyukov and Nikitin (and Chigorin/Grekov []).]

32 Steinitz - Chigorin
(12th Match Game, Havana 1892)
Two Knights Defence
1 \text{e4} \text{e5} 2 \text{Qf3} \text{Qc6} 3 \text{Qc4} \text{Qf6} 4 \text{Qg5} \text{d5} 5 \text{exd5} \text{Qa5} 6 \text{Qb5+} \text{c6} 7 \text{dxc6} \text{bxc6} 8 \text{Qe2} \text{h6} 9 \text{Qh3}
(Steinitz played this move several times in games with Chigorin, but without success. The idea of it is simple: the exchange of the \text{Qc8} weakens Black's attacking potential, while White's two bishops defend the pawn weaknesses on the king's flank. In addition, the white squared bishop could be used to threaten the c6 pawn from f3 or g2. In modern times, Fischer has shown the viability of Steinitz' idea.)

9... \text{Qc5}!
(Of course, Black should not hurry with the exchange of the \text{Qh3}.)

10 0-0!
(In the telegraph game, Steinitz played here 10 d3.)

10...0-0 11 c3
(This move has more drawbacks than assets. White takes away a good square for his knight and the Black knight is driven away to a more fortunate position. Fischer revitalised Steinitz' system by making the more useful move 11 d3! He played this move against Bisguier in 1963: 11... \text{Qxh3} 12 \text{gxh3} \text{Qd7} 13 \text{Qf3!} \text{Qxh3} 14 \text{Qd2} \text{Qad8} 15 \text{Ag2} \text{Qf5} 16 \text{Qe1} \text{Qf8} 17 \text{Qe4}! and White gradually took over the initiative. In 1969, the position after 11 d3 was again met in the game Platonov-Geller, in which Black also was not able to cope with a similar plan: 11... \text{Qd5} 12 \text{Qc3} \text{Qxc3} 13 \text{bxc3} \text{Qh4} 14 \text{Qh1} \text{Qxh3} 15 \text{gxh3} \text{Qxh3} 16 \text{Qf3} \text{Qd6} 17 \text{Ag2} \text{Qh4} 18 \text{Qf3} with a clear positional advantage for White.)

11... \text{Qb7} 12 \text{Qa4}
(The idea of White's previous
move becomes clear; Steinitz intends to transfer the queen via a4 to h4 [where it will defend the king's flank against the attack ... \( \text{hxh3} \) followed by \( \text{xd5} \) and \( \text{nh4} \) and he consistently carries out his plan. Also deserving attention here is 12 d3, or even 12 d4 exd4 13 d4 with an equal game.)

12 ... \( \text{hxh3} \) 13 gxh3 \( \text{fh6} \! \! \) (White's h3 pawn is easy to defend and so Chigorin refrains from the attack by 13 ... \( \text{bd7} \) and intends to transfer the bishop to c7.)

14 d3 \( \text{d5} \) 15 \( \text{f3} \)
(White begins to experience difficulties with the development of his pieces on the queen's flank, whereas Black has various possibilities of strengthening his position.)

[In the "Deutsche Schachzeitung" it is stated that Steinitz considered this move a mistake. Actually, Steinitz remarked, "A weak move. Far better would be 15 \( \text{d1} \) followed by \( \text{d2}. \)" And also 17 \( \text{f1} \) adds the "Deutsche Schachzeitung". Of course the term "weak" and "mistaken" move are not one and the same. Thus, in the present example, after 15 \( \text{d1} \) f5, the move 16 \( \text{d2} \) indicated by Steinitz and the "Deutsche Schachzeitung" can be considered a "mistake" because they overlook the reply 16...\( \text{f4} \) [with the threat ...\( \text{g6}+ \) ] after which Black wins the h3 and f2 pawns. Steinitz frequently makes such mistakes in annotations - but not in the actual game.]

15...\( \text{b6} \)
[In order to transfer the bishop to c7, so as to also attack the h2 square.]

16 \( \text{h4} \) \( \text{c7} \) 17 \( \text{d1} \) f5

(Black does not hurry with the move ...\( \text{e4} \), and strengthens his position still further. Steinitz does not want to allow the opening of the f-file [for example in the variation 18 \( \text{a3} \) e4! 19 \( \text{g2} \) \( \text{h2}+ \) 20 \( \text{f1} \) f4! 21 \( \text{xe4} \) \( \text{e3}+ \) 22 \( \text{xe3} \) fxe3] and exchanges the \( \text{f3} \). However, now Black forms a powerful pawn centre and the attack does not cease.)

18 \( \text{xd5+} \) \( \text{cx} \) 5 19 \( \text{d2} \) \( \text{f6} \) 20 \( \text{f1} \)
(An admission of failure. It would be more logical to conclude the manoeuvre of the knight by placing it on f1. White's position, it is true, remains extremely difficult. Chigorin indicated
this plan of attack - 20 Ʌf1 f4!,
e.g. 21 f3? Ʌg6+ 22 Ʌh1 e4! 23
dxe4 Ʌb6 24 Ʌd2 dxe4 25 fxe4 Ʌc5
and White cannot unravel his
tangled pieces without loss.)
20...e4 21 d4
[White cannot save the game; if
21 Ʌb3, then 21...Ʌxh2 (or a pre-
liminary ...Ʌe8) 22 dxe4 fxe4 23
Ʌe3 Ʌg3.]
21...Ʌg6!
("Black conducts the attack ad-
mirably. He now threatens ...Ʌa6+
or else Ʌxh2 followed by ...Ʌg1+ and
Ʌg3." Steinitz.)
22 Ʌh5 Ʌg5!
(Concluding the struggle, since
the queen not only cannot retreat
to e2 - 23 Ʌe2 Ʌg1+! - but must
also in general let the e2 square
"out of sight".)
23 Ʌh4 Ʌa6+ 24 c4 dxc4 25 f4 c3+
26 Ʌf2 e3+ 0-1
(In this game, Steinitz suffered
a terrible defeat in a principal
creative argument. Many encount-
ners between Chigorin and Steinitz
passed in tense combat and their
noble rivalry has a worthy place
in chess history.)
[Notes by Vasyukov and Nikitin ()
and Chigorin []]

33 Chigorin - Steinitz
(19th Match Game, Havana 1892)
Scotch Game
1 e4 e5 2 Ʌf3 Ʌc6 3 d4 exd4 4
Ʌxd4 Ʌh4
(Very frequently played by Stein-
itz. However, for the most part,
it is not favourable at such an
early stage of the opening to
play out the queen, in order to
win a pawn.)
5 Ʌb5
(This pawn sacrifice was recom-
ended by Horwitz and is consid-
ered the strongest continuation.)
5...Ʌxe4+ 6 Ʌe3
(Also worthy of attention is 6
Ʌe2 Ʌb4+ 7 Ʌd2 Ʌd8! 8 0-0 Ʌxd2 9
Ʌxd2 Ʌf4 - Black has a pawn, but
a difficult position.)
6...Ʌd8
(Necessary. On 6...Ʌb4+ could
follow 7 c3 Ʌa5 8 Ʌd2 Ʌc7 9 Ʌc4
d6 10 Ʌa4! Ʌb6 11 Ʌxb6+ with ad-
vantage to White, as in the game
L.Paulsen-Meitner, Vienna 1882.)
7 Ʌlc3 Ʌe5
(Rosenthal played the simpler
7...Ʌg6, in order to meet 8 Ʌd5
with 8...Ʌb4!)
8 Ʌd5 Ʌf6!
(Best. 8...Ʌd6 9 Ʌxd6 Ʌxd6 would
give Black a cramped game, and
8...Ʌxb2? would be unfavourable
because of 9 c3, shutting in the
queen.)
9 Ʌbx7 Ʌd6!
(Very originally played. After
9...Ʌxd5 10 Ʌxd5 Ʌxb2 11 Ʌb1 Ʌxa2
12 Ʌe2 and White has a strong
attack.)
10 f4(!)
(Otherwise he gets nothing.)
10...Ʌe4
(Simpler is 10...Ʌxb2, and if 11
l3b1 then 11...\texttt{xa}2 [if 11...\texttt{xa}3, then 12 \texttt{xb}5] 12 \texttt{bal} \texttt{xb}2 and White must be contented with a draw by repetition of moves, since, after 13 \texttt{xc}4?, Black, by 13...\texttt{xc}7 14 \texttt{ba}2 \texttt{xd}5! 15 \texttt{xb}2 \texttt{xe}3 etc., would obtain too great a material advantage; likewise also after 13 \texttt{xf}6? \texttt{xc}7 14 \texttt{xd}5 \texttt{yb}4! Black must win.

11 \texttt{ad}3 \texttt{xg}2 12 \texttt{bg}1 \texttt{yh}2?
(Not good, since the queen is at once subjected to threats. It would be considerably more difficult to calculate the consequences of the move 12...\texttt{yh}3!, e.g. 13 \texttt{af}1! [if 13 \texttt{yg}3? then 13...\texttt{yh}2! 14 \texttt{yb}3 \texttt{yg}5 and Black must win] \texttt{yh}2 14 \texttt{bg}2 [14 \texttt{yb}3? is bad because of ...\texttt{xd}5, and 14 \texttt{xa}8 is bad because of ...\texttt{yb}8] \texttt{yh}3! and both sides must be satisfied with a draw by repetition of moves: 15 \texttt{bg}1 \texttt{yh}2 etc.)

13 \texttt{yb}3 \texttt{xd}5 14 \texttt{xd}5
(Risky and not good would be 14 \texttt{bh}1 \texttt{yh}1+ 15 \texttt{bh}1 \texttt{xe}3 [or 15...\texttt{xc}7] 16 \texttt{xa}8 \texttt{xf}4 etc., with a strong attack for Black.)

14...\texttt{yf}6 15 0-0-0 \texttt{f}5
[White threatened 16 \texttt{f}5. If 15...\texttt{g}6, then 16 \texttt{f}5 \texttt{yb}8 17 \texttt{yg}5+ \texttt{yb}7 18 \texttt{xe}7 \texttt{xe}7 19 \texttt{xf}6 \texttt{xf}6 20 \texttt{yb}f8+ \texttt{yb}8 21 \texttt{d}e1 \texttt{be}8 22 \texttt{xe}7 \texttt{be}7 23 \texttt{be}1 and White wins.]

16 \texttt{xf}5 \texttt{g}6 17 \texttt{yb}f6(?)
(Here, Chigorin betrays his genius for attack! He moves away his excellently posted knight, in order to exchange it. With 17 \texttt{yb}h3 [or 17 \texttt{yb}e4] followed by 18 \texttt{f}5 and 19 \texttt{yg}5, he would win immediately. Even 17 \texttt{yg}6 \texttt{hx}g6 18 \texttt{f}5 etc. would win easily.)

17...\texttt{yb}8(?)
(Inferior would be 17...\texttt{yg}xf5? 18 \texttt{yb}d6 \texttt{yb}f8 19 \texttt{yb}b5 \texttt{yb}h5 [19...\texttt{yb}f6? 20 \texttt{yb}h6] 20 \texttt{xb}h5 and wins.)

18 \texttt{xb}7(?)
(Again weak! With 18 \texttt{yb}e4 \texttt{yb}7 19 \texttt{yb}h3 etc., White would retain a strong attack.)

18...\texttt{yb}xf6 19 \texttt{yb}c6 \texttt{yb}c7! 20 \texttt{yb}e4 \texttt{yb}f8 21 \texttt{yb}f1 \texttt{yb}d7(!) 22 \texttt{yb}d3
(Worthy of note here is 22 \texttt{yb}b7 \texttt{yb}b8 23 \texttt{yb}d6! \texttt{yb}d6 24 \texttt{yd}1 \texttt{yb}4! 25 \texttt{yb}d7+ \texttt{yb}d7 26 \texttt{yb}c6+ \texttt{yb}d8 27 \texttt{yb}d5+ \texttt{yb}c7! 28 \texttt{yb}c6+ etc. with a draw.)

22...\texttt{yb}c6
(Best. If 22...\texttt{yb}e8? then 23 \texttt{yb}d1 \texttt{yb}e6 24 \texttt{f}5! \texttt{yg}xf5 25 \texttt{yb}b7! and wins; of course, not 25 \texttt{yb}d6? because of 25...\texttt{yb}d6, and if 26 \texttt{yb}f4 \texttt{fx}e4 27 \texttt{yb}d6?? [27 \texttt{yb}c3+ \texttt{yb}c3 28 \texttt{yb}d6+ etc. would still leave slight drawing chances.] then 27...\texttt{yb}xf4+ and wins.)

23 \texttt{yb}c6
(Deserving attention is 23 \texttt{yb}c3 \texttt{yb}e4 24 \texttt{yb}c4 a5 25 c3 \texttt{yb}7 with an approximately equal game.)

23...\texttt{xb}c6
(diagram

24 \texttt{yb}d2!
(On 24 \texttt{yb}d1 Black achieves an equal game.)
24...Qc5
[On 24...a5 would have followed
25 Ac3! (1) 25...Qxf4+ 26 Qxf4
Axf4+ (if 26...Bxf4, then 27
Bfdl! and White wins) 27 Bxf4
Bxf4 28 Ae5+ etc; (2) 25...Qf7 26
Bxd6! Bxd6 27 Ae5+ Qe7 28 Ac6
We6 (or 28...Bfd8 29 Ac5+ Ce8 30
Bel and White wins) 29 Wb7+ Wd7
30 Ad6+! and White wins.
(Steinitz gave 24...Bac8 as the
best continuation, and, on 25
Ab3, Ac5 26 Ac3 Ad4 etc.)
25 Ac3 Qf7?
(A decisive mistake, allowing
White to occupy the d-file with
tempo. Quite good would be 25...
Be6 26 Ae5+ Qe7 27 Bfdl Bac8
etc.)
26 Ae5+ Qe7 27 Bfdl Ac4
(On 27...Be6 or 27...Bxa2, White
wins by 28 Ab3+ and Bd6.)
28 Bc3 Ab5 29 Bb3 Ab4 30 Bd7+ Ab6
31 Ac7+ Qa6 32 Bxb4! 1-0
[Notes by Bogoljubov () and Chigorin [.]]

34 Asharin - Chigorin
(1st Match Game, Riga 1892)
Evans Gambit
1 e4 e5 2 Ab3 Ab6 3 Ac4 Ac5 4 b4
Abxb4 5 c3 Ad5 6 d4 exd4 7 0-0 d6
8 cxd4 Ab6 9 Ac3 a5 10 Ag5 f6 11
Axf4 Ae7
(11...Axh4 is worse.)
12 h3!
(A very good move, preventing
...Ag4, which would considerably
improve Black's attacking
chances.)
12...c6
(After the continuation 12...Axh4
13 Ac4+ c6 14 Ac4 d5 15 exd5,
there are many interesting varia-
tions with pretty combinations.
We show just one of these: 15...
Dxd5 [if 15...cxd5 16 Ab3 0-0,
then 17 Ac1, and after Ab3 Black
would hardly be in a position to
hold the d5 pawn, and White still
maintains the attack] 16 Bf1+
Ae7 17 Ad4 Ac7 18 Axc7 Ac7 19
Aeg5+! fxg5 20 Aexg5+ Ae6 21 Ae5
[threatening 22 Bxd5] Ad8 22 Bael
h6 23 Ae6+! Aex6 24 Bxe6+ Aexg5 25
Ad3 with a quick mate.)
13 Ab3 Ae6 14 Ag3 Ae7
(This seems to be the only way
for Black to prepare king's side
castling, but it does not dimin-
ish the strength of White's
attack, which, however, in this
game, Asharin conducts with in-
sufficient force.)
15 \( \text{B}e1 \text{xb3} \) 16 \( \text{B}xb3 \) \( \text{B}e6 \) 17 \( d5 \)

(Now the strongest move is 17 \( \text{B}d5 \) \( \text{B}d8! \) 18 \( \text{B}a3 \) 0-0 19 \( \text{B}e3! \) [better than 19 \( \text{B}xb6 \) \( \text{a}xb6 \) 20 \( \text{B}xd6 \) \( \text{B}xa2 \)] and White has an excellent attack with his centre pawns favourably placed.)

17 ... \( \text{Bf7} \) 18 \( \text{Ba4} \) 0-0

(It would be worse for Black to defend the pawn, by playing 18 ... \( \text{Bd8} \), because of 19 \( \text{B}d4 \) with the threat of \( \text{B}f5 \).)

19 \( \text{B}xb6 \) \( \text{a}xb6 \) 20 \( \text{B}xb6 \)

(Steinitz, as is well known, adheres to the opinion that in the Evans Gambit, as in other gambits, the extra pawn held by Black in the opening can be given back, in order to improve his position, at a moment when White has to lose time to capture the pawn. Of course it is not always possible to achieve this, but the present game confirms Steinitz’ opinion. In any case it would be better for White not to hurry to regain the pawn but to maintain the attack by playing 20 \( \text{B}d4 \): then Black would have no better move than 20 ... \( \text{B}d7 \) [or 20 ... \( \text{B}d8 \)].)

20 ... \( \text{Ba6} \) 21 \( \text{Bb2} \) c5 22 \( \text{Bd}2 \) \( \text{Bb8} \)
23 \( f4 \) \( b5 \) 24 \( \text{Bf3} \)

(White, in all probability, wrongly lets slip the moment to offer the exchange of the a-pawn f-pawn, by playing 24 \( a4 \). It is true that Black could then obtain two passed pawns [...b4], but it would be difficult to utilize these after the reply 25 \( \text{B}c4 \). It is not easy to give a more precise evaluation of this position as it is so very complicated. After the move in the game, Black takes over the attack.)

24 ... \( \text{Ba4}! \) 25 \( \text{Bc2} \) \( \text{Be8} \) 26 \( \text{Bd2} \) \( \text{Ba3}! \) 27 \( \text{Bh2} \) \( h5 \) 28 \( h4 \) \( \text{Bd8}! \)

(In order to transfer the queen to a5 and the \( \text{Be8} \) to a8, for an attack on the a2 pawn. The retreat of the queen is necessary also for the combination which follows in the game.)

29 \( \text{Ba1} \) f5 30 \( \text{Bf3} \)

(If 30 \( \text{exf5} \), then either 30 ... \( \text{B}xh4 \), or even 30 ... \( \text{B}xg3 \) 31 \( \text{Bxe8}+ \) \( \text{B}xe8 \) 32 \( \text{B}xg3 \) \( \text{B}xh4+ \) 33 \( \text{B}f3 \) \( \text{B}xf4+ \) etc. For the exchange, Black has two pawns and the attack.)

30 ... \( \text{fxe4} \) 31 \( \text{Bxe4} \) \( \text{Bxe4} \)

(If \( \text{Bxe4} \) \( \text{Bxe4} \), Black would lose: 32 \( \text{Bxe8}+ \) \( \text{B}xe8 \) 33 \( \text{Be1} \) \( \text{Bf7} \) 34 \( \text{Bg5} \) \( \text{Bf6} \) 35 \( \text{Be8+} \) \( \text{Bf8} \) 36 \( \text{Bh7} \) mate.)

32 \( \text{Bxe4} \) \( \text{Bf7} \) 33 \( \text{Bf5} \)

(After the exchange of queens, White would not be able to defend the d5 and a2 pawns; Black would be left with an extra passed pawn. After the move in the game, White threatens 34 \( \text{B}g5 \) obtaining a strong position. The following exchange sacrifice decides the game on the black squares.)

Diagram

[Despite the very limited mater-
ial on the board, Chigorin carries out the subsequent attack extraordinarily gracefully and energetically. Grekov.]  

33...\texttt{Bxf3!} 34 gxf3 \texttt{\textit{Qe}2+} 35 \texttt{Qg1}  
(35 \texttt{Qh3} would be no better. Then, after 35...\texttt{Bxf3} with ...\texttt{\textit{Q}xd5} [or a preliminary ...\texttt{f}e7] to follow, Black would easily drive home the win.)  

35...\texttt{\textit{Q}xf3} 36 \texttt{\textit{Qh}3} \texttt{\textit{Q}xd5} 37 \texttt{Bf1} \texttt{\textit{Qe}3+}  
38 \texttt{\textit{Q}h2} \texttt{\textit{Q}e}2+ 39 \texttt{Bf2} \texttt{\textit{Q}e}4 40 \texttt{Bf1}  
\texttt{\textit{Q}e7!} 41 f5  
(If 41 \texttt{\textit{Q}e}2, then 41...\texttt{\textit{Q}d}3  
[threatening ...\texttt{\textit{Q}c}4] 42 \texttt{\textit{Q}e}1 \texttt{\textit{Q}f}5  
43 \texttt{\textit{Q}f}2 \texttt{\textit{Q}f}3 etc.)  
41...\texttt{\textit{Q}c}6 42 \texttt{Bf}4  
(Of course he must not take the \texttt{d6} pawn with the bishop.)  
42...\texttt{\textit{Q}c}2+! 43 \texttt{Bf2} \texttt{\textit{Q}a}4! 44 \texttt{\textit{Q}e}2 \texttt{\textit{Qe}5}  
45 \texttt{Bf}4 \texttt{\textit{Q}xa}2 46 \texttt{\textit{Q}xa}2 \texttt{\textit{Q}xa}2 47 \texttt{Bf1}  
b4 48 \texttt{\textit{Q}d}1 \texttt{b}3 0-1  
(On 49 \texttt{\textit{Q}xd}6 would follow 49...\texttt{\textit{Q}b}2  
50 \texttt{\textit{Q}b}6 \texttt{\textit{Q}g}4+ and 51...\texttt{Bf}1(\text{f).})  
[Notes by Chigorin.]  

35 \texttt{Solovtsov} - \texttt{Chigorin}  
(2nd Match Game, Moscow 1893)  
Queen's Gambit Declined  
1 \texttt{d}4 \texttt{d}5 2 \texttt{\textit{Q}f}3 \texttt{\textit{Q}f}6 3 \texttt{e}3 \texttt{c}6 4 \texttt{c}4 \texttt{e}6  
5 \texttt{\textit{Q}c}3 \texttt{\textit{Q}d}6 6 \texttt{c}5  
(This queen's side pawn attack of \texttt{Zukertort}, I consider to be unsatisfactory.)  
6...\texttt{\textit{Q}c}7 7 \texttt{b}4 \texttt{\textit{Q}bd}7 8 \texttt{\textit{Q}e}2 \texttt{e}5 9 \texttt{\textit{Q}b}2  
\texttt{\textit{Q}e}7 10 \texttt{a}4 0-0 11 \texttt{b}5 \texttt{\textit{Q}e}8 12 0-0  
\texttt{\textit{Q}a}5! 13 \texttt{\textit{Q}e}1  
(Black threatened 13...\texttt{\textit{Q}xd}4, with the win of the \texttt{c}5 pawn.)  
13...\texttt{e}4 14 \texttt{\textit{Q}d}2 \texttt{\textit{Q}f}8 15 \texttt{\textit{Q}b}3  
(It seems it would be more circumspect to transfer the knight to \text{f1} for defence of the castled position, but this would be inconsistent since White is preparing an attack on the queen's flank; he would have to make several useless moves just to free the \texttt{\textit{Q}c}3 and \texttt{\textit{Q}e}1, which are for the present doomed to inactivity.)  
15...\texttt{\textit{Q}c}7 16 a5 \texttt{\textit{Q}b}8  
(For as not to be forced to exchange pawns after 17 b6. Unfavourable for Black would be 16...  
\texttt{\textit{Q}e}6 17 b6 \texttt{\textit{Q}b}8 18 \texttt{b}xa7 \texttt{\textit{Q}xa}7 [or  
...\texttt{\textit{Q}xa}7] 19 \texttt{\textit{Q}a}4 and then \texttt{\textit{Q}b}6.)  
17 \texttt{bxc}6 \texttt{\textit{Q}xc}6 18 a6 \texttt{\textit{Q}c}7 19 g3 \texttt{\textit{Q}e}6  
20 \texttt{\textit{Q}a}2  
(To attack the \texttt{c}6 pawn.)  
20...\texttt{\textit{Q}g}5! 21 \texttt{\textit{Q}b}4 \texttt{\textit{Q}d}7 22 \texttt{\textit{Q}d}2  
(This is necessary for defence of
the king. If 22 \( \text{a}_5 \), then 22...
\( \text{h}3 \) 23 \( \text{f}1 \) \( \text{h}6 \) 24 \( \text{g}2 \) \( \text{g}4 \) 25 \( \text{c}2 \) \( \text{f}3+ \) 26 \( \text{xf}3 \) \( \text{xf}3 \) 27 \( \text{h}4 \) \( \text{g}5 \) and Black must win.)
22...
\( \text{h}3 \) 23 \( \text{f}1 \)
(If 23 \( \text{f}1 \), then 23...
\( \text{g}4! \); White is forced to take the bishop, 24
\( \text{xf}4 \) \( \text{xf}4 \), and, not having any way to prevent the move ...
\( \text{f}3+ \), cannot save the game.)
23...
\( \text{h}6 \) 24 \( \text{h}4 \) \( \text{g}4! \) 25 \( \text{g}2 \)

25...
\( \text{f}5! \)
(The best move. It is necessary to prepare the retreat of the knight to e6, whilst at the same time leaving the \( \text{g}4 \) defended. If 26 \( \text{hxg}5 \), then 26...
\( \text{h}2+ \) 27 \( \text{f}1 \) \( \text{xf}2! \) 28 \( \text{xf}2 \) \( \text{g}3+ \) 29 \( \text{f}1 \) \( \text{h}3! \)
30 \( \text{xe}2 \) \( \text{h}1 \) mate.)
26 \( \text{f}1 \) \( \text{e}6 \) 27 \( \text{f}4 \)
(White cannot allow the move ...
\( \text{g}5 \). If 27 \( \text{xc}6 \) \( \text{g}5 \) 28 \( \text{hxg}5 \) \( \text{g}5 \) 29 \( \text{xb}8 \) \( \text{b}8 \) 30 \( \text{c}3 \), then 30...
\( \text{h}3+ \) 31 \( \text{hxh}3 \) \( \text{h}3 \) followed by...
\( \text{e}6 \), threatening...
\( \text{h}6 \) [if 32
\( \text{f}3 \), then 32...
\( \text{xf}3 \) 33 \( \text{xf}3 \) \( \text{e}4 \)].)
27...
\( \text{xf}3 \)
(With this move, Black gives up the c6 pawn, which he could have defended by 27...
\( \text{dd}8 \); this would have also been good, since Black can set up an attack by means of ...
\( \text{f}6 \) and \( \text{g}5 \).)
28 \( \text{xf}3 \) \( \text{g}6 \) 29 \( \text{xc}6 \) \( \text{e}4 \) 30 \( \text{d}1 \) \( \text{e}7 \) 31 \( \text{xe}4 \)
(This exchange is forced, otherwise Black gains time for an attack on the g3 pawn by playing ...
\( \text{f}6 \).)
31...
\( \text{xe}4 \) 32 \( \text{e}2 \) \( \text{g}6 \) 33 \( \text{g}2 \) \( \text{f}6 \)
34 \( \text{b}4 \)
(If 34 \( \text{e}5 \), then 34...
\( \text{xe}5 \) 35 \( \text{dxe}5 \) \( \text{e}4 \) 36 \( \text{bd}1 \) \( \text{b}8 \) and in the end White is unable to defend the pawns on a6 and c5, for example, 37 \( \text{d}4 \) \( \text{c}7 \). In addition to this, the remaining White pawns are badly placed.)
34...
\( \text{b}8 \) 35 \( \text{c}6 \) \( \text{a}8 \)
(If White had not returned with the knight to c6, then it would have been to Black's advantage to keep the rook on the e-file.)
36 \( \text{b}4 \) \( \text{e}8 \) 37 \( \text{e}1 \) \( \text{e}4 \) 38 \( \text{g}4 \) \( \text{f}5! \)
39 \( \text{xf}5 \)
(If 39 \( \text{g}5 \), then 39...
\( \text{xd}5 \) and White cannot defend the h4 pawn [40 \( \text{h}3 \) \( \text{xf}5 \).]
\( \text{xf}5 \) 40 \( \text{c}3 \) \( \text{f}8 \) 41 \( \text{d}2 \) \( \text{g}3! \)
42 \( \text{xd}5 \) \( \text{g}4 \) 43 \( \text{e}1 \) \( \text{h}4 \) 44 \( \text{xc}7 \)
(Or 44 \( \text{f}3 \) \( \text{xf}3! \) 45 \( \text{xf}3 \) \( \text{f}8 \) 46
\( \text{g}2 \) \( \text{g}5 \) and White, as happens in the game, must lose his queen.)
44...
\( \text{g}5! \) 45 \( \text{xa}8 \)
(The intermediate 45 \( \text{d}5+ \) would not prevent the catastrophe: 45...
\( \text{h}8 \) 46 \( \text{xa}8 \) \( \text{e}4 \) [possible
is 46...@3e4] 47 #xe4! #xe4 48 #xe4 #g4+ 49 #h2 [49 #h1 #h4+ etc.] #f3 and White cannot defend against mate.)
45...#h3+ 46 #h2 #f4+ 47 #gl #xg2 48 #xg2 #g4 0-1
[Notes by Chigorin.]

36 Tarrasch - Chigorin
(7th Match Game, Petersburg 1893)
Spanish
1 e4 e5 2 #f3 #c6 3 #b5 a6 4 #a4 #f6 5 #c3
(At this time the development of the knight to c3 was rather popular, but it was played usually in connection with the sluggish plan of d3 and the manoeuvre #c3-e2-g3.)
5...#a4 6 #d5 #a5
(As the age-old practice of the Spanish Game has proved, also in the system 5 #c3 the placement of the bishop on e7 is the most expedient and reliable. However, Chigorin is consistent in the carrying out of his plan and the bishop does not abandon the a5-e1 diagonal.)
7 0-0 #d6 8 d3 #g4 9 c3 #d7
(The absence of the bishop on e7 forces Black to take measures against the unpleasant threat of 10 #g5; all the same, he should make this move after a preliminary 9...b5 10 #b3. The manoeuvre #f6-d7, thanks to which Black not only strengthens the support to his centre - the e5 pawn, but also prepares the transfer of the knight to c5, after this game became Chigorin's favourite method of defence in many positions of the Spanish Game.)
10 #e3!
(Tarrasch skilfully exploits Black's inaccuracy. The natural 10 #e3 would allow Black not only to make amends for his negligence, but also, by playing 10...b5! 11 #b3 #e7, would drive the White knight away from the centre. Though the move 10 #e3, undoubtedly, is very unpleasant for Black, deserving attention also is the plan to gain space on the queen's flank, beginning with the move 10 b4.)
10...#h5
(A responsible, but forced decision. After 10...#xf3 11 #xf3, Black would have difficulty in creating counterplay, and so Chigorin proposes to give up a pawn for the sake of activating his pieces.)
11 #xc6 bxc6 12 #a4 #b6 13 #xc6 0-0
(Black is in no hurry to double the White pawns, since 14 g4 #xe3 would seriously compromise the position of the White king, and the retreat 14 #d2 is parried by the move 14...#e2.)
14 #f5 #c5 15 d4
(An amusing draw was pointed out by Bogoljubov, in reply to 15 #d1. Then 15...f6, and White can-
not defend the queen from perpet­
ual chase by ...\(\text{\textit{h}}5\)-e8-f7-e8
etc.)
15...\(\text{\textit{e}}\)e6 16 dxe5 \(\text{\textit{x}}\)f3 17 gxf3
dxe5

(And so each side's plans are
determined. White's extra pawn on
the queen's flank is, for the
time being, not felt, since the
immediate developments must un­
fold on the king's flank, where
the weakened pawn cover of the
White king gives Black chances of
attack. First of all, White must
avert the invasion of the Black
queen into his position, by
transferring his queen to e2, for
example: 18 \(\text{\textit{c}}\)c4 \(\text{\textit{f}}\)f6 19 \(\text{\textit{e}}\)e2 \(\text{\textit{h}}\)h8 20
\(\text{\textit{f}}\)fd1 \(\text{\textit{g}}\)6 21 \(\text{\textit{x}}\)g3. The other contin­
uation, 18 \(\text{\textit{e}}\)e3 \(\text{\textit{x}}\)xe3! 19 fxe3 \(\text{\textit{g}}\)6
20 \(\text{\textit{g}}\)3 \(\text{\textit{x}}\)d2, would give Black good
counterplay. Apparently, Tarrasch
underestimates the two move queen
manoeuvre of his opponent, and
chooses a move which allows Black
to win back the pawn and retain
the activity of his pieces.)
18 \(\text{\textit{h}}\)h1?

(If White succeeds in playing
\(\text{\textit{g}}\)g1, then the threats of \(\text{\textit{x}}\)xg7 or
\(\text{\textit{h}}\)h6 will become unpleasant, but....)
18...\(\text{\textit{d}}\)d3 19 \(\text{\textit{e}}\)e3 \(\text{\textit{e}}\)e2!
(A splendid move, forcing White
to go over to defence. It is
clear that 20 \(\text{\textit{g}}\)g2 cannot be play­
ed because of 20...\(\text{\textit{x}}\)xe3 21 \(\text{\textit{x}}\)xe3
\(\text{\textit{g}}\)g5. Since he cannot give up the
f3 pawn - 20 \(\text{\textit{x}}\)xb6? \(\text{\textit{x}}\)f3+ 21 \(\text{\textit{x}}\)g1
\(\text{\textit{f}}\)f4, the White knight is forced
to abandon the excellent outpost
on f5.)
20 \(\text{\textit{h}}\)h4 \(\text{\textit{x}}\)xe3 21 fxe3
(On 21 \(\text{\textit{b}}\)ael, the simplest choice
would be the refined queen sac­
rifice - 21...\(\text{\textit{xe}}\)xel! 22 \(\text{\textit{b}}\)xel \(\text{\textit{x}}\)f2
23 \(\text{\textit{g}}\)g2 \(\text{\textit{a}}\)axel 24 \(\text{\textit{a}}\)xel \(\text{\textit{b}}\)ad8, after
which the invasion of the rooks
into White's position via the
d-file quickly decides the game.)
21...\(\text{\textit{x}}\)xe3!
(It is this pawn which Black cap­
tures, and not the b2 pawn, as he
needs the f4 square.)
22 \(\text{\textit{c}}\)c4 \(\text{\textit{f}}\)fd8 23 \(\text{\textit{f}}\)f5 \(\text{\textit{b}}\)d2 24 \(\text{\textit{x}}\)g1!
(By ingenious defence, Tarrasch
has virtually eliminated the
after-effects of his blunder on
the 18th move. He not only antic­
ipates the invasion of the Black
rook on d2, but also, by creating
several threats to the enemy king
- 24...\(\text{\textit{x}}\)xb2? 25 \(\text{\textit{x}}\)xg7+! \(\text{\textit{h}}\)h8 [25...
\(\text{\textit{x}}\)xg7 26 \(\text{\textit{h}}\)h6+ etc., or 25...\(\text{\textit{f}}\)f8 26
\(\text{\textit{b}}\)ag1 \(\text{\textit{x}}\)xg7 27 \(\text{\textit{c}}\)c5+ \(\text{\textit{f}}\)d6 28 \(\text{\textit{x}}\)d6
eetc.]) 26 \(\text{\textit{b}}\)ag1 \(\text{\textit{x}}\)xg7 27 \(\text{\textit{x}}\)xf7 \(\text{\textit{g}}\)g8 28
\(\text{\textit{h}}\)h6!! followed by 29 \(\text{\textit{x}}\)xg8+ and 30

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mate - he succeeds in bringing over his rooks for defence of the second rank.)

24...g6 25 £g2 £f4
(Probably Chigorin failed to take into account the tactical niceties, otherwise it is difficult to explain his rejection of 25... £d3, after which Black would retain his domination of the d-file and hold a strong initiative.)

26 £e7+ £g7 27 £d5 £h6
(The threat to the f3 pawn proves to be illusory: 27...£xf3 28 £f1 £h5 29 £xc7 £f4 30 £xa8. By retreating the queen to h6, Chigorin endeavours to retain control over the invasion point [d2] on the d-file.)

28 £ag1?
(A loss of time at a very tense moment - the doubling of rooks on the g-file is absolutely useless. Of course, 28 £xc7 would be dangerous because of the forcing variation pointed out by Chigorin: 28...£f4 29 £xa8 £xg2 30 £c7 £h5! 31 £xd8 £xf3 32 £d1 £xe4 33 £gl £f4 34 £d2 £h3+ 35 £f1 £hl+ 36 £e2 £xal, but both now and also on the following move, White should begin to advance the a and b-pawns, even if it is with the aim of placing the pawn on b5 to thereby hold on to the outpost on d5 and prevent the invasion of the Black rooks.)

28...£d7 29 £c6 £ad8 30 £xa6 £d6
(White once again has obtained an extra pawn, but at too high a price. The invasion on the d-file cannot be averted.)

31 £e2 £h8 32 £e3 g5!
(Chigorin avoids the exchange of queens, correctly appreciating that, after the inevitable ...c6, he will have more chances to decide the game by direct attack.)

33 £el f6 34 £f2 c6 35 £e3 £h5 36 £g2 £d3 37 £gf1
(White has managed to build up what seems a strong defence, by gathering all his pieces around his king. But all of these occupy passive positions, and, exploiting this, Chigorin carries out an original queen manoeuvre.)

37...£f7! 38 b4?
(Apparently, Tarrasch does not appreciate the depth of Chigorin's idea, and in voluntarily weakening his queen's flank, facilitates the very aim of the Black queen.)

38...£a7! 39 £c1 £a6 40 £c2?
(The last chance of resistance lay in the variation, 40 £gl £c4 41 £c2. Tarrasch overlooks a simple tactical blow and the strong White defence at once falls to pieces.)

40...£c4! 41 £c1 £xc3! 42 £xc3 £xc3 0-1
(White resigned since, after 43 £xc3 £d1+ 44 £e1 £xel+ 45 £g2 £f4+ 46 £g3 £gl+, he is mated. An exceptionally complicated, large-scale strategical game. Chigorin's
method of taking the d-file, and his concluding fine queen manoeuvre, make a striking impression.) [Notes by Vasyukov and Nikitin.]

37 Chigorin - Tarrasch
(8th Match Game, Petersburg 1893)
French Defence
1 e4 e6 2 d3
(It was in his match with Tarrasch that Chigorin first played this move. In the magazine "Shakhmaty" [1894], Chigorin wrote:

"I must say that the origin of this move has to be attributed, to a considerable extent, to chance. I pointed it out half in jest during a private conversation with a group of players. Analysing the move later, however, I saw that it did not at all deserve a jesting attitude. I was struck by a remote resemblance with the position in one of my games with Steinitz: 1 e4 e5 2 d6 c6 3 b5 d6 4 d3 d6 5 c3 g6 6 b2 g7 7 f4 h5 8 a4 d5 9 d2. With this queen move, Steinitz avoided the need to take Black's d-pawn with his e-pawn, which is defended by his own d-pawn. This gave me the idea of the moves g3, h2, d3, a plan which I later elaborated. I think that, generally speaking, chance will time and again play a significant role in the development of an opening.

An evaluation of the move 2 d3 can only be made in conjunction with the whole plan arising from it and not in isolation as did the chess critics. The narrowness and shortsightedness of these critics is astonishing. One, for example, gave the variation 3 d4, after 1 e4 e6 2 d3 d6, which leaves White's game weak everywhere; but in my calculations, as mentioned above, I never had any intention of playing the pawn to d4. Another critic commented that "the move 2 d3 leads to a "peculiar" game which is a mixture of Sicilian, Fianchetto and French Games, and in which "the defence is easier after this move than on the usual continuations". The result of the match games seems to sufficiently demonstrate that the defence is not as easy as appears to the critic [out of 10 games in which the move 2 d3 was played, Chigorin had 5 wins, 3 losses and 2 draws - ed.]. The third, fourth, fifth etc. insisted that "stronger was 2 d4". But it is difficult to catch the meaning of this "stronger"! There was a time when, everywhere I read and heard that here this or that is "stronger", it was as if I understood what this meant; but the blissful times of belief passed and the meaning of this "stronger" became for me "more obscure".)
((As an appendix to Chigorin's narrative on the origins of the move 2 \( \text{e}2 \), it is interesting to give the opinion of M.Botvinnik, who wrote in "Chess in the USSR" [1949] on 2 \( \text{e}2 \): "Already getting away from the usual French Defence and in no time reaching the King's Indian Defence with reversed colours. It was Chigorin in particular who first played the King's Indian Defence and worked out the opening scheme right from the beginning.")

2...c5 3 g3 \( \text{c}6 \) 4 \( \text{d}2 \) \( \text{d}7 \) 5 \( \text{c}3 \) \( \text{c}7 \)

(I would prefer 5...d6, refraining completely from the move of the knight to d4, then ...\( \text{f}6 \) and 0-0.)

6 \( \text{e}3 \)

[Here and on f4, the position of the knight is better than on f3, where it blocks the diagonal of the queen and the bishop.]

(The success which I had in this game gave the commentators a reason to believe that moving the knight to h3 was stronger than to f3, where, in their opinion, the knight "stands worse than on h3". However, I neither claim this, nor attach any particular importance to the move.)

6...a6

(On 6...\( \text{d}4 \), I intended to reply 7 \( \text{d}1 \), and not 7 \( \text{b}5 \).)

7 \( \text{f}4 \) \( \text{d}4 \) 8 \( \text{d}1 \)

(Now I already did not find it necessary to play the queen to d3, the more so, since after 8...\( \text{f}6 \) 9 \( \text{h}5 \) \( \text{e}5 \), Black would threaten ...\( \text{c}4 \), and if 10 b3 then 10...b5.)

8...\( \text{f}6 \) 9 d3 b5 10 0-0 \( \text{b}7 \) 11 \( \text{e}3 \) \( \text{c}8 \) 12 a4 b4 13 \( \text{b}1 \! \) e5

((Tarrasch considered his mistake to lie in this and the following moves, as they allow White to take possession of the c4 and d5 squares.))

[More in accordance with the position is 13...0-0, so as to reply to 14 \( \text{d}2 \) with ...\( \text{d}5 \).]

14 \( \text{d}5 \) ! \( \text{xd}5 \) 15 exd5 \( \text{d}6 \)

[As White's reply shows, it is a totally mistaken plan to play for the win of the d5 pawn. He should play 15...\( \text{f}5 \).]

16 \( \text{d}2 \! \)

[If Black now takes the d5 pawn, then after 16...\( \text{xd}5 \) 17 \( \text{c}4 \) \( \text{e}6 \) 18 a4 \( \text{d}4 \) cxd4 19 \( \text{xd}5 \) \( \text{xd}5 \) 20 \( \text{b}6 \) he loses the exchange.]

16...\( \text{c}7 \) 17 \( \text{c}4 \) h5

[A desperate attempt at attack. If 17...d6, then 18 \( \text{h}3 \), threat-
ening c3; and if 17...\(\text{Qf5}\), then 18 \(\text{Ad2}\), followed by 19 \(\text{Bfel}\) etc.] 18 \(\text{f4}\) \(\text{Qf5}\) 19 \(\text{Ad2}\) \(\text{exf4}\) 20 \(\text{Qxf4}\) \(d6\) 21 \(\text{Qe2}\) \(\text{Bd8}\) 22 \(\text{Bael}\) \(\text{Qf8}\) [If 22...0-0 then 23 \(\text{Ag5}\)! and White wins a piece.] 23 \(\text{c3}\) [Threatening 24 \(\text{Ad2}\).] 23...\(\text{a5}\) [Also deserving attention is 23...\(\text{bxc3}\) 24 \(\text{bxc3}\) \(\text{Be8}\), but also in this case Black must lose.] 24 \(\text{Ad2}\) \(\text{bxc3}\) 25 \(\text{bxc3}\) \(\text{Bh6}\) [Also on 25...g6 White forces the win: 26 \(\text{Qh3}\) \(\text{Qg4}\) 27 \(\text{Qxg4}\) \(\text{hxg4}\) 28 \(\text{Qxa5}\) \(\text{Qxa5}\) 29 \(\text{Qxf5}\) \(\text{gxg5}\) 30 \(\text{Qxe7+}\) \(\text{Qg7}\) 31 \(\text{Qg5+}\) etc.] 26 \(\text{Qxa5}\) \(\text{Qf8}\) 27 \(\text{Qc6}\) \(\text{Be8}\) 28 \(\text{c4}\) \(\text{Qd7}\) 29 \(\text{Qf4}\) \(\text{h4}\) 30 \(\text{g4!}\) \(\text{Qxg4}\) (If 30...\(\text{Qxg4}\), then 31 \(\text{Qxg4}\) \(\text{Qxg4}\) 32 \(\text{Qxe7}\) \(\text{Qxe7}\) 33 \(\text{Qxd6}\) etc.) [Also on all other continuations Black's game is totally lost.] 31 \(\text{Qh3}\) \(\text{Qf6}\) 32 \(\text{Ag5}\) \(\text{Qh5}\) 33 \(\text{Qxf6}\) \(\text{gxg6}\) 34 \(\text{Qxg4!}\) 1-0 [After 34...\(\text{Qg5}\) would follow 35 \(\text{Qxg5}\) \(\text{Qxh3}\) 36 \(\text{Qh6+}\) \(\text{Qg8}\) 37 \(\text{Qh1}\) etc.] [Notes by Chigorin () and Bogoljubov [.]]

38 Tarrasch - Chigorin
(11th Match Game, Petersburg 1893)
Spanish
1 \(e4\) \(e5\) 2 \(\text{Qf3}\) \(\text{Qc6}\) 3 \(\text{Qb5}\) \(a6\) 4 \(\text{Qa4}\) \(\text{Qf6}\) 5 \(\text{Qc3}\) \(d6\) 6 \(\text{Qxc6+}\) \(\text{bxc6}\) 7 \(d4\) \(\text{Qd7}\) 8 \(\text{dxe5}\) \(\text{dxe5}\) (Interesting is Tarrasch's opinion on this opening system: "Now Black has a completely shattered pawn formation on the queen's flank, and in this respect is doubtless at a disadvantage. Thus far I can agree with all the commentators of this game. But these gentlemen have forgotten only to take into account the benefits which Black obtains through the exchange on c6: (1) the open b-file; (2) the possession of the two bishops; (3) the immunity of Black's position from attack. For these reasons I prefer Black's game.")
9 \(\text{Qe3}\) \(\text{Qd6}\) 10 0-0 0-0 11 \(\text{Qd2}\) (An inappropriate move which takes away d2 from the White knight. Better was an immediate 11 \(\text{Qa4}\).) 11...\(\text{Qe7}\) 12 \(\text{Qa4}\) (Applying a method of development known from similar positions. Tarrasch wrote: "If the disadvantage of Black's position, the shattered pawn formation, is to be exploited at all, then it must happen as soon as possible and this is the point of the following manoeuvre. White will advance the c-pawn, probably to c5. If he achieves this, he would certainly have the advantage. White has no other attacking plan and stands or falls with this queen's side offensive.") 12...\(\text{Qb8}\) 13 \(\text{b3}\) \(\text{Qb7}\) (Chigorin points out another, apparently more promising possib-
ility, 13...cxb6, after which White would have to agree to the exchange 14 bxc6 bxc6, repairing the damage to Black's pawn structure. The fact of the matter is that 14 f2 c5 15 c4 b7 16 c2 f5, or even at once 14...f5, would give Black a threatening initiative.

14 c4 b6

(Even here, Black might have opened the diagonal for his bishop with the move 14...f5! The continuation chosen by Chigorin allows White to consolidate his position in the centre.)

15 bxc5 c5 16 b4 a6 17 bxc5 a7 18 f2

(White has managed to regroup and prepares to meet the break ...f5 with the careful f3. Black's bishops still lack scope and to open diagonals for them is considerably more difficult than it was four moves ago.)

18...f6!

(The best chance. Black provokes the move f3 and again obtains the possibility of increasing the activity of his pieces. If Tarrasch were to play 19 f3 19 e3 20 d5 e4 21 fxe3, then Black would have to solve more difficult problems.)

19 f3 d3! 20 b1 g8 21 bbl (The greedy 21 e4 is punished at once by 21...c6!) 21...c6 22 b2

(On 22 b2 would follow the tactical operation 22...c4 23 c4 exd4 25 f4 fxe4 etc., which is favourable for Black.)

22...d7 23 bcl d5 24 b1 f4 25 f4 exf4 26 b3

(In this position, the extra but also doubled White pawn does not play any role whatsoever. On the other hand, the initiative must gradually pass to Black. He occupies the d-file with his rooks, and has two active bishops. To achieve success, he has to solve two problems: to prevent the manoeuvre c3-d5 and to clear the White pawns out of the way of his king's bishop.)

26...h4!

(Now, on 27 b1, would follow 27...f5! He has to drive the knight away from the c3 square, from where it could get to d5.)

27 f2 b6 28 b2 g6!

(With the threat of 28...xf2+, Chigorin "pulled" the rook to the second rank and now unexpectedly reveals the danger that lies in wait for White on the first rank.)
He threatens $29...\text{dxe}4!$ $30\text{dxe}4\text{d}1+$! and $31\text{b}1$ cannot be played because of ...$\text{bxc}2$.)

$29\text{c}3\text{h}5$!

(A fine move, which not only prevents the exchange of rooks - $30\text{d}2?\text{xd}2$ $31\text{xd}2\text{xf}2+\text{xf}2\text{h}2$ - but also forces White to make a responsible decision - to admit, with the move $30\text{a}5$, that a draw is the best result for him [in reply, Black could undermine the e4 pawn by $30...\text{g}6\text{c}3\text{f}5!$] or continue a tense struggle by relying on steadfastness in defence. Tarrasch chooses the second way, but makes a pseudo-active move, abruptly easing Chigorin's task. He moves the same e4 pawn off the diagonal, after which the Black bishop increases its influence.)

$30\text{e}5?\text{g}6$!

(This fourfold move, consisting of the short pendulum-style movement of the Black queen, makes a striking impression. White at once finds himself in a critical position. An immediate win is threatened by $31...\text{xf}3$ $32\text{xf}3\text{xc}2$. White cannot defend the f3 pawn: $31\text{d}2\text{xf}2+32\text{xf}2\text{xc}2$! On $31\text{f}1$ would follow $31...\text{d}3$ $32\text{xd}3\text{xd}3$ $33\text{b}2\text{xe}1$ $34\text{e}1\text{xf}3$. There remains a move of the b2, but on $31\text{b}2$ would White parry the threat $31...\text{d}3$ $32\text{xd}3\text{d}3$ with the crafty $33\text{c}1$! However, by continuing $31...\text{h}5$! Black retains his activity, fully compensating for the pawn sacrifice. Tarrasch decides to exchange a pair of rooks and thereby weaken Black's pressure on the d-file.)

$31\text{d}2\text{xf}3$!

(Chigorin safely avoids the trap, $31...\text{xd}2$ $32\text{xd}2\text{xd}2$ $33\text{xd}2\text{xf}3$ $34\text{h}3$! $\text{xe}1$ $35\text{d}8$ mate, and, by exploiting the overloaded White queen's defensive function, carries out a favourable exchanging operation.)

$32\text{xf}3\text{xd}2$ $33\text{xd}2\text{xd}2$ $34\text{f}1$ $\text{h}6$ $35\text{xf}4\text{g}5$ $36\text{f}3\text{e}7$ $37\text{h}1\text{xa}2$

(And so Black has restored material equilibrium, retaining a tangible positional advantage. He has an active rook, a distant passed pawn on a6, the $\text{e}7$ will attack the weak White pawns in the centre, and White's pieces are tied to the defence of the g2 square - all this ought in the end to yield Black an uncomplicated win.)

$38\text{d}3\text{g}5$ $39\text{b}4\text{b}2$ $40\text{d}5\text{c}6$ $41\text{c}3\text{b}3$ $42\text{d}1\text{h}7$

(It seems that fatigue, at the end of a very tense battle, makes itself felt. After $42...\text{c}2$! $43\text{d}3\text{xc}3$, White would remain a piece down.)

$43\text{h}3\text{e}7$ $44\text{d}3\text{xc}5$ $45\text{e}4\text{b}1+$

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46 \text{c}h2 \text{a}gl+ 47 \text{c}h1 \text{a}d4+ 48 \text{c}h2 \text{a}xe5+ 49 \text{g}3 \text{g}b2+ 50 \text{g}1 \text{f}5! 51 \text{c}c5 \text{a}5?

(Yet another "stroke of the brush" [compare 42...\text{h}7], but still not letting the win slip. The whole sense of Black's previous moves lies in driving away the knight from e4, and occupying the seventh rank with his heavy pieces - 51...\text{g}5 52 \text{e}6 \text{c}c1+ 53 \text{d}d1 \text{c}c2, to decide the game with a mating attack.)

52 \text{d}d7

(White's position is so bad that his only chance consists of this transparent forking threat.)

52...\text{c}c7??

(An incomprehensible oversight, which cannot be explained even by tiredness. 52...\text{d}d6 wins easily.)

53 \text{f}f8+ 1-0

(This is probably one of Chigorin's most vexing creative misfortunes, before which pales even his famous blunder in the last game of the return match with Steinitz.)

[Notes by Vasyukov and Nikitin.]

39 Chigorin - Tarrasch

(18th Match Game, Petersburg 1893)

French Defence

1 \text{e}4 \text{e}6 2 \text{c}c2 \text{e}7 3 \text{b}3 \text{d}5 4 \text{b}2 \text{a}f6 5 \text{a}xf6

(In a previous game, I made the move 5 \text{e}5. To my mind, both this and the other move give White equally advantages and disadvantage, but 5 \text{e}5 creates for him [and possibly also for Black] a more difficult and complicated game - that is to say more abundant in various hidden reefs; at least this is the impression I had from the games of the match.)

5...\text{e}xf6 6 \text{e}5 \text{f}d7 7 \text{g}4 0-0

(In the 20th game, Dr. Tarrasch played 7...\text{g}6, and in the 22nd again 7...0-0.)

8 \text{f}4 \text{c}c6

((This opening is discussed in detail in the notes to the 22nd Game.))

[Nowadays, any master would play firstly 8...\text{c}5.]

9 \text{f}f3 \text{f}5 10 \text{h}3 \text{e}8 11 \text{c}c3 \text{f}f8 12 \text{a}a2

[A characteristic move for Chigorin. Of course, by continuing 12 \text{b}b5, pinning the \text{c}c6, and, in the event of playing \text{a}xc6, White would insure himself against all danger. But Chigorin preferred to avoid simplification, though at a high price. Now Black begins a dangerous offensive.]

12...\text{g}6 13 \text{g}3 \text{d}4

[Driving the knight away from the \text{c}3 square, from where it defends the \text{a}2 pawn.]

14 \text{a}a4 \text{b}4 15 \text{a}d1 \text{d}3

[The initial cause of Black's defeat. He underestimated or simply did not notice White's 18th move. Tarrasch strives for a forcing variation, but the time has not come for this yet. Corr-
ect was 15...b5 16 cxb5 c5 17 0-0 (17 a4 a6!) Qh7! (Chigorin examined only 17...Qxd5 18 Qg5 h6 19 Qh5! or 18...Qf8 19 a4!) and Black has an obvious advantage in the centre and on the queen's flank, whereas the White rooks are still disconnected. It remains to point out that, after 15...Qxd5 16 Qxd4 Qxf4 17 Qf3 Qd7 Black would also have at least an equal game.

16 c4 b5

(Wrongfully, the gentleman critics condemned this move. Dr. Tarrasch saw that White would, either sooner or later, win the d3 pawn and, with h4, would obtain an attack which is dangerous for Black.)

[Now White will obviously stand better as the d3 pawn is hopelessly weak.]

17 cxb5 Qd5

18 Qd4!

[A remarkable move, which could hardly have been envisaged by Tarrasch. If, at first, 18 0-0, then 18...Qxf4, and the White knight on f3 has no good jump away. Now, however, after the transfer of the Qf3 to c6, the Black knight cannot hold his ground on f4 and Black's position in the centre falls apart.] 18...Qxf4

[Or 18...Qgxf4 19 0-0! Qg6 20 Qc6 Qh4 21 Qxh4 Qxh4 22 Qc5 winning a pawn (22...a6? 23 bxa6 Qxa6 24 a4).]

19 Qc6 Qd5 20 Qc3!

([White's last three knight moves surely represent the strongest continuation. To play for the win of the exchange by 20 Qf3 Qxb5 21 Qe7+ Qxe7 22 Qxa8 would be a mistake since Black would obtain the advantage by 22...Qxe5; also 21 Qc3 Qc5 22 b4 Qb6 23 Qe7+ was unfavourable for White. Tarrasch.)]

20...Qc5

([After this, the queen will be driven right back and Black's position will be virtually hopeless. Black should simply take the g-pawn with the queen and then, after 20...Qxg2 21 Qf3 Qxg3+ 22 hxg3 Qd5 23 Qxd5 exd5 24 Qxd5, would have won the game by the simple but surprising move 24...Qb7; also after 23 Qxd5! exd5 24 Qxd5+ Qe6, he would have maintained a good game because of the weakness of the e5 pawn. Tarrasch.)]

21 b4! Qf8 22 0-0!

[And so White does not castle un-
til the 22nd move! But this move wins the d3 pawn at once, since the &f4 must move away."

22...&xe2+ 23 &xe2 dxe2 24 &xe2 &d7 25 &c3
[Defending the b4 pawn and the d4 square. The sharp struggle has ended in White's favour, since he already has an extra pawn. Now begins the technical phase to realise the advantage he has obtained.]

25...&xc6 26 bxc6 &h8 27 d4 &ed8 28 &c4 &f7 29 &ad1 &e7 30 b5 &d5 31 &f3 &e7
[It turns out that it is not quite so easy for White to realise his extra pawn, since the position is of a reserved nature and Black has the important strong point on d5.]

32 a3 &b6
[As White, the whole time, has refrained from exchanging the minor pieces, then Black himself forces the exchange, because, on 33 &a2, he would reply 33...a6! introducing into play the Ba8.]

33 &b3 &xc4
(On 33...&d5 would follow 34 &xd5 &xd5 35 &xf5 &xd4 36 &xd4 exf5 37 &d5 h6 38 e6 and White wins without difficulty.)

34 &xc4 g6
(Reinforcing the f5 pawn. Bad would be 34...&xa3 35 &xe6 &e3+ 36 &hl &xd4 37 &xd4 &xd4 38 &xf5 and White ought to win easily. But how does White win after 34...g6? Of course by means of an offensive on the queen's flank: for example, 35 a4 &d5 36 &d3 &g7 37 &dl &f7 38 a5 &b8 39 &b4 &g7 40 &dl &f7 41 &db1 and there is no defence against the advance b6. It is not clear how Black can prevent the execution of this plan. However, Chigorin makes a surprising decision: with his next move he gives up a pawn and obtains a slightly better ending.]

35 d5
(The "Deutsche Schachzeitung" calls this a gross mistake, as a consequence of which the game should be drawn with correct play. In the opinion of this magazine, White ought to break through on the queen's flank with the move 35 a4! and then the win of the game would be assured. I calculated a more favourable position for White, namely 35 &c5 &f7! 36 a4 &d5 37 &c4, with no less doubt of securing the win of the game.)

35...exd5 36 &xd5 &xd5 37 &xd5 &d8!
[With this move, Black wins an important pawn.]

38 &a2! &xe5 39 &al &xa1
(This exchange of queens is forced. If 39...&d4, then 40 &el &f6 41 &e6! &dl+ 42 &xdl &xe6 43 &d8+ and 44 &xc7+ etc.)

40 &xal &g7
[And so a rook ending is reached,
in which White has a definite advantage. This advantage lies in the distant advanced pawns on the queen's flank, where White can create for himself a dangerous passed pawn. Besides this, Black has weak pawns on a7 and c7. With his last move, Black prevents the manoeuvre Bel-e7.]

41 $f2 $f6 42 a4 $d5
[Black holds his ground passively. Very interesting here is the attempt to exchange the weak a7 pawn by 42...a6, in order to simplify the position, for example: 42...a6 43 $b1 axb5 44 $xb5 $b6 45 $c5 $d4 46 a5 $e6 47 $e3 $a4 and $d6; or 43 $e3 $e6 44 h4 $d5 45 $b1 axb5 46 axb5 $e6 and White is tied to the defence of the b5 pawn.]

43 $e3 $e5 44 $b1
[After this, 44...a6 is already impossible because of 45 b6. Now the difference between the position in the game and in the preceding variations is clear: the b5 pawn is defended by the a4 pawn, and the White rook is free to manoeuvre.]

diagram

44...g5
["This pawn offensive" says the Deutsche Schachzeitung, "does not achieve its aim, since the f5 pawn is shown to be weak. Black ought to have made a waiting move and then he would probably have obtained a draw." However, what waiting move is there for White? Let us suppose he moves the king; then $c4, g3, $h4 and, after ...h5, $b4, Black is forced to advance the pawn to g5, after which White, by playing h4, would still win the game simply. Precisely for this reason, Dr. Tarrasch prevents White from occupying the h4 square with the pawn.]

45 g3 h5
[But this is useless. Simpler and stronger would be 45...h6.]

46 $c4 g4
[A new weakening. It seems that, after 46...$d1, White would not be able to strengthen his position. Here are some sample variations: (1) 47 h4 gxh4 48 gxh4 $e1+ 49 $d2 $b1; (2) 47 $c5+ $f6 48 a5 $b1 49 $d3 $f6 [also ...h4] 50 $c2 $b4 51 $c3 $b1 52 $d5 $b6 53 $d7 $xb5 54 $xc7 $xa5 etc.]

47 $b4 $e6
[In his notes to this game, Chigorin wrote that, on 47...$d6,
White replies 48 \textit{\textbf{d}d4} \textit{\textbf{c}c5} 49 \textit{\textbf{xd}d5+ \textbf{xd}d5} 50 \textit{\textbf{f}f4} \textit{\textbf{c}c5} 51 \textit{\textbf{x}xf5} \textit{\textbf{d}d4} 52 \textit{\textbf{e}e6} \textit{\textbf{xa}4} 53 \textit{\textbf{d}d7} and White wins. However, Black could play more strongly, and namely: 48...\textit{\textbf{d}d4}! 49 \textit{\textbf{xd}d4} \textit{\textbf{e}e6} 50 a5 [not 50 \textit{\textbf{c}c5 \textbf{f}f4}] \textit{\textbf{d}d6} 51 a6 \textit{\textbf{e}e6} 52 \textit{\textbf{e}e3 \textbf{d}d6!} 53 \textit{\textbf{d}d4} and a draw is unavoidable. Therefore Black could still play 47... \textit{\textbf{d}d6.}

48 a5!

[The last chance. If 48 \textit{\textbf{d}d4}, then of course not 48...\textit{\textbf{d}d4} 49 \textit{\textbf{xd}d4} \textit{\textbf{d}d6} 50 a5 \textit{\textbf{e}e6} 51 \textit{\textbf{c}c5!} and Black must resign, but 48...\textit{\textbf{e}e5+} 49 \textit{\textbf{d}d3 \textbf{e}e1} 50 \textit{\textbf{d}d2 \textbf{h}h1} with good counter-chances.]

48...\textit{\textbf{f}f6}

(Black is uncertain in his play and, with each move, worsens his position. 48...\textit{\textbf{e}e5} loses quickly because of the line pointed out by Botvinnik: 49 b6 axb6 50 axb6 cxb6 51 c7 \textit{\textbf{c}c5} 52 \textit{\textbf{d}d5!}; some initiative remains with White also on 48...\textit{\textbf{d}d6} 49 \textit{\textbf{d}d2!} [49 \textit{\textbf{d}d4 \textbf{c}c5!}] followed by \textit{\textbf{f}f4.} It seems that the Black king is in its most favourable position on e6, where it is near to the queen-side pawns and, at the same time, defends the f5 pawn. If Black had played 48...\textit{\textbf{c}c5!} restricting the mobility of the White pawns, he would easily prevent the attempt to break through with the White king, e.g. 49 \textit{\textbf{f}f4 \textbf{f}f6, or 49 \textit{\textbf{e}e4 \textbf{d}d6.}})

49 b6 axb6 50 axb6 cxb6 51 c7!

[In order to force Black to stop the pawn with the rook and not the king.]

51...\textit{\textbf{c}c5} 52 \textit{\textbf{xb}b6+ \textbf{g}g5}

[A decisive mistake. Tarrasch tries to utilise his extra pawn on the king's flank, but this proves to be a mistaken plan. If Black had transferred his king to the queen's flank, then he would still retain chances of a draw, and namely 52...\textit{\textbf{f}f7!} 53 \textit{\textbf{d}d7 \textbf{e}e6} 54 \textit{\textbf{f}f4 \textbf{d}d7} 55 \textit{\textbf{c}c8(=)}+ \textit{\textbf{xc}xc8} 56 \textit{\textbf{h}h7 \textbf{b}b2} 57 \textit{\textbf{x}xh5 \textbf{f}f2+} 58 \textit{\textbf{e}e5 \textit{\textbf{d}d7} 59 \textit{\textbf{x}xf5 \textbf{b}b2} 60 \textit{\textbf{f}f4 \textit{\textbf{e}e6} 61 \textit{\textbf{g}g4 \textbf{h}h8} and a draw.]

((Black is faced with a painful alternative, to use the king for the protection of his pawns then the c7 pawn decides; if he holds the c7 pawn in check with the king, then, after 52...\textit{\textbf{e}e7} 53 \textit{\textbf{c}c6 followed by \textit{\textbf{f}f4,} Black loses his pawns on the king-side. Tarrasch.})

53 \textit{\textbf{f}f7} h4 54 \textit{\textbf{d}d4 \textbf{b}b1} 55 \textit{\textbf{e}e5 \textit{\textbf{h}xg3} 56 \textit{\textbf{hxg3 \textbf{b}b3}}}

(Or. Tarrasch remarked that, after 56...f4, he would achieve a draw. This was also given in the "Deutsche Schachzeitung". As far as I can remember, Dr. Tarrasch tried to give this move at the end of the game and was easily convinced that Black could no longer be saved. The following variation graphically confirms this: 56...f4 57 gxf4+ \textit{\textbf{h}h4} 58 \textit{\textbf{d}d6 \textbf{d}d1+} [58...g3 59 \textit{\textbf{f}f8} g2 60
c8(\textit{\textdegree}) Bxc8 61 Bxc8 gl(\textit{\textdegree}) 62 \textit{\textdegree}8+ and White wins] 59 Bxe7 Bc1 60 Bd7 Bd+ 61 Bxc8 g3 62 \textit{\textdegree}8 Bc1 63 c8(\textit{\textdegree}) Bxc8+ 64 Bxc8 Bg4 65 Bf7! Bf3 66 f5 g2 67 Bg7 and wins. This is by no means the only way to win. There are others.)

57 Bd6 Bd3+ 58 Bc7 Bc3+ 59 Bd6 Bd3+ 60 Bc5 Bc3 61 Ba7!
(In order to hide from the checks with the king on a8.)

61...f4 62 Bf4! 1-0
(If 62...Bc6, then 63 Ba5+ and 64 Bc5.)

((The whole of the extremely difficult and interesting endgame was handled by Chigorin with the greatest mastery. Tarrasch.))

[Notes by Chigorin (), Botvinnik [], Vasyukov and Nikitin ()].

40 Tarrasch - Chigorin
(19th Match Game, Petersburg 1893)
Spanish
1 e4 e5 2 f3 Bc6 3 Bb5 a6 4 Ba4 Bf6 5 Bc3 d6 6 d4 Bd7 7 Be2
(The position after 6...Bd7 was the object of a creative argument in the Chigorin-Tarrasch match. In the beginning, Tarrasch tried direct play against the weakness of the Black pawns after 7 Bxc6 bxc6 8 dxe5 dxe5, but convinced himself that the two bishops and open b-file allow Black to develop piece pressure, compensating for the pawn weaknesses. Then he hit upon the idea of creating a defended pawn centre. In the present game, Chigorin demonstrates the effectiveness of Black's opening system also in this case.)

7...b5
(In the 15th game, 7...Be7 was played, and in the 17th game, 7...f6. I found that, even after these moves, Black could conduct the defence just as successfully; each of these defences has its own character: in the present game, the move 7...b5 gives Black a counterattack.)

8 Bb3 Ba5! 9 dxe5
(Chigorin wrote that he would have preferred 9 c3 Bxb3 10 Bxb3. This line conforms to White's opening idea, but does not promise him any advantage. Both 10...Be7 and 10...Bb7 11 Bg5 d5! allow Black to comfortably develop his forces.)

9...Bxb3 10 axb3 Bxe5
(The careless 10...dxe5 would lose a pawn to 11 Bd5.)

11 Bfd4
(It would be unfavourable for White to exchange 11 Bxe5 dxe5 12 Bxd8+ Bxd8, since Black has the two bishops and good chances in an ending with many pieces on the board. Therefore Tarrasch, in anticipation of 11...Bg4, moves the knight away to the centre.)

11...Bb7 12 Bg3 g6!
(Black not only places his bishop actively, but also takes away the f5 square from the White knight.)
The initial cause of all the subsequent trouble. Such a pawn move is justified only if it is linked to a plan of later advancing it and also thoroughly supporting it with pieces. With an incomplete development, the e4 pawn becomes a convenient target. Bogoljubov recommended limiting the mobility of Black's bishops by 13 0-0 0-0 14 b4 0-0 15 c3 e8 16 f3, but this would be playing only for equalisation.

13...e7 14 b4

(it is doubtful that White wants to transfer the e4 pawn via b3 to a5, in order to drive away the b7 from the long diagonal and weaken the pressure on the e4 pawn. Obviously it would be enough for Black to play ...aabb8, and the bishop on b7 obtains the comfortable a8 square. Apparently, Tarrasch wants to limit the mobility of the Black knight by taking away from it the c5 square, which is necessary for the pressure on the e4 pawn.)

14...a7 15 b3 0-0 16 0-0

(There is no time for 16 a5, because of 16...a4 e4 17 a4 e8 etc.)

16...e8 17 e1 f6

(A critical moment in the game. It becomes clear that the hand-
then White is ruined by the lack of cooperation between the rooks: 19...d5 20 e5 $\text{exb4!}$ 21 exf6 $\text{exel+}$ 22 $\text{xf2}$ $\text{a1c1}$ etc. There remains the defence chosen by Tarrasch, but in this the $\text{f1}$ and $\text{c1}$ are cut off from the game and Black obtains an enormous advantage in the battle for the centre.

18 $\text{ed2}$ $\text{ad7}$ 19 h3 $\text{be7}$ 20 $\text{be2}$ $\text{b8}$
(A complete triumph for Chigorin's strategy. White is in a zugzwang position. The defence of the e4 pawn completely ties down the White pieces.)

21 $\text{f1}$
(No better is 21 $\text{e1}$. Though Black cannot avoid e5, he has at his disposal the possibility of winning the ill-fated e4 pawn, by exploiting the weakness of the g2 square: 21 $\text{e1}$ $\text{c6}$ 22 c3 $\text{exe4!}$ and on any capture of the knight would follow 23...f5. Tarrasch defends the g2 square, but the game is decided by Black's last reserves.)

21...h5! 22 h4
(Black threatens ...h4; if White defends the e4 pawn by 22 $\text{e1}$, then would follow 22...$\text{c6}$ 23 c3 $\text{exe4!}$ and on any capture of the knight would follow 23...f5. Tarrasch defends the g2 square, but the game is decided by Black's last reserves.)

22...$\text{g4}$ 23 $\text{f2}$ $\text{xh4}$
(Black wins a pawn and retains an overwhelming positional advantage.)

24 $\text{xf3}$ $\text{g4}$ 25 e5 $\text{d5}$ 26 $\text{h2}$ $\text{d7}$ 27 exd6 $\text{xd6}$ 28 $\text{xe7}$ $\text{xe7}$ 29 c3 $\text{xb4!}$ 30 $\text{e3}$ $\text{xd3}$ 31 $\text{d2}$ $\text{xb2}$
(The rest of the game is of no interest.)

32 $\text{c1}$ $\text{c4}$ 33 $\text{f2}$ h4 34 $\text{g1}$ $\text{e2}$ 35 $\text{f3}$ h3 36 $\text{g3}$ $\text{xf3}$ 37 $\text{xf3}$ h2+ 38 $\text{g2}$ $\text{e3}$ 39 $\text{h1}$ $\text{c6}$
[Black could play the more energetic 39...$\text{xf4}$, forcing White to sacrifice his queen.]

40 $\text{e4}$ $\text{g4}$ 41 $\text{g2}$ $\text{xf2}$ 42 $\text{xf2}$ $\text{c5}$ 0-1
(This game is a classic example of the immobilisation of the f4 and e4 pawns with a subsequent piece attack on the e4 pawn.)

[Notes by Vasyukov and Nikitin (]) and Chigorin (]).

41 Chigorin - Tarrasch
(22nd Match Game,Petersburg 1893)

French Defence

1 e4 e6 2 $\text{d2}$ $\text{e7}$ 3 b3 d5 4 $\text{b2}$
(The exchange 4 exd5 looks tempting, for example: 4...$\text{f6}$ 5 $\text{c3!}$ $\text{xc3}$ 6 dxc3 $\text{xd5}$ 7 $\text{f4!}$, however, after 4...exd5! 5 $\text{xb2}$, Black could play both 5...f6 and 5...$\text{xf6!}$ 6 $\text{xf6}$ $\text{xf6}$, for example: 7 $\text{f3}$ $\text{c6}$ 8 d4 $\text{g4}$ 9 c3 $\text{d7}$, completely equalising the chances.)

4...$\text{f6}$ 5 $\text{xf6}$
(A debatable decision. Though the exchange of the black squared bishops might prove favourable for White, who is ready to set up the pawn wedge d4, e5, f4, he must watch the danger of falling behind in development.)

5...$\text{xf6}$
(5...\text{xf}6 6 \text{e}5 \text{g}6 7 \text{d}4 \text{e}7 is also quite possible, but Tarrasch chooses the most purposeful continuation.)

6 \text{e}5 \text{fd}7

(The advance of the pawn to e5 could bring great danger also to White. Immediate events will show whether this pawn is an outpost or a target for attack, and for this plan the transfer of the knight to d7 is very much to the point.)

7 \text{g}4

(It is clear that Black, after castling, will begin to undermine the centre, in order to thereby exploit his advantage in development. Therefore White must act quickly and in the first place solve the problem of the development of his bishop. He cannot fianchetto it: 7 \text{f}4 0-0 8 \text{g}3 \text{f}6 9 \text{f}3 \text{fxe}5 10 \text{exe}5 \text{exe}5 11 \text{fxe}5 \text{c}6 12 \text{g}2 \text{g}5!, so he has to lose time in order to provide a way out for the bishop along the f1-a6 diagonal.)

7...0-0 8 f4 \text{c}6

(The natural move is 8...c5. Tarrasch prefers to play for an advantage in development.)

9 \text{c}3

(The remoteness of the White queen on the king’s flank begins to tell - White begins to have trouble with the defence of the c2 pawn. On the natural 9 \text{f}3, the thrust, 9...\text{b}4, practically forces 10 \text{d}1, since equally bad are both 10 \text{a}3, because of 10...\text{f}5 11 \text{g}3 \text{c}5 12 \text{c}3 \text{a}5 13 \text{cxb}4 \text{xa}3, and 10 \text{d}4, because of 10...\text{c}5 11 \text{a}3 \text{a}5 12 \text{c}3 \text{cxd}4 13 \text{cxb}4 \text{c}7. He has to spend another tempo to defend the d4 and b4 squares from invasion by the Black knight. In giving this variation, Chigorin remarked that he did not want to forfeit castling in this game.)

9...d4! 10 \text{f}3

(The first critical position. Black’s fine play has not only increased his advantage in development, but also created tension in the centre. The success of his opening strategy now depends on whether he can remove the e5 pawn and break up the centre. There are several ways to achieve this. Firstly, 10...f6! - the most logical; now dangerous for White are both 11 \text{exe}6+ \text{h}8 and 11 \text{exf}6 \text{xf}6, but also after the relatively better 11 \text{cxd}4 \text{b}6, Black’s advantage is obvious. Also good is another way, 10...\text{f}5 11 \text{h}3 \text{dxc}3 12 \text{xc}3 \text{c}5 13 \text{d}4 \text{e}4! The complications after 14 \text{exe}4 \text{fxe}4 15 \text{g}5 \text{h}6 16 \text{exe}6 \text{xd}4 17 \text{xc}4 \text{xe}6 or...\text{c}2+ are clearly in Black’s favour. Tarrasch proceeds along this path, but makes a transposition of moves, and this enables White to hold his position by a heroic effort.)

10...\text{dxc}3 11 \text{xc}3 \text{c}5 12 \text{d}4 \text{f}5
Black side-steps the trap - 12...\textit{\&}xd4 13 0-0-0!, and now waits for the move 13 \textit{\&}h3, so he can then entrench his knight in the centre by 13...\textit{\&}e4.)

13 exf6!

(At first sight this seems suicide: to the weakness of the d4 pawn is added also the weakness of the f4 pawn, which gives rise to the possibility of ...e5. However, it is only this move which preserves the tension in the game. A concrete calculation of the peculiarities of this position shows that the \textit{\&}c5 is now deprived of support in the centre and the threat to take it paralyses the Black queen, Black's main attacking weapon.)

13...\textit{\&}xf6 14 \textit{\&}ad1!

(Chigorin conducts a difficult defence with remarkable composure. By defending the d4 pawn, he also indirectly defends the f4 pawn. It seems this aim is also served by casting - 14 0-0-0. Tarrasch considered that, in this case, Black would obtain the advantage by means of 14...e5 15 \textit{\&}c4+ \textit{\&}h8 16 fxe5 \textit{\&}h6+ 17 \textit{\&}g5 \textit{\&}xf3 18 \textit{\&}xh6 \textit{\&}xc3+ 19 \textit{\&}h2 \textit{\&}xh6; however, if one continues the variation - 20 \textit{\&}xc3 \textit{\&}e4+ 21 \textit{\&}f2 \textit{\&}f2 22 \textit{\&}df1 \textit{\&}xh1 23 \textit{\&}f8+, then it becomes clear that Black gets mated. Nevertheless, the pawn weaknesses on the queen's flank make the position of the White king on c1 precarious, and Black retains the initiative after both 14...a5 and also 14...\textit{\&}d7 15 g3 e5 16 \textit{\&}d5 \textit{\&}d6.)

14...\textit{\&}d7

(This retreat is a small victory for White. However, Black has no useful move to strengthen his position or even prevent his opponent from playing 15 \textit{\&}e2 and then casting. 14...\textit{\&}d8 seems strong, but there is a sufficient defence in 15 \textit{\&}g5! [with a threat on c5] \textit{\&}xg5 16 fxg5, and Black's initiative evaporates. Also 14...e5 does not work because of 15 \textit{\&}c4+ \textit{\&}h8 16 fxe5 \textit{\&}xg4 17 exf6.)

15 \textit{\&}d3!

(It would be unfavourable for Black to take White's d4 or f4 pawns: 15...\textit{\&}xf4 16 \textit{\&}xf4 [16 \textit{\&}xe6+ would be bad since it frees Black's game; after 16...\textit{\&}h8 17 \textit{\&}d5 \textit{\&}c5 Black stands well] \textit{\&}xf4 17 \textit{\&}d5 \textit{\&}b6 18 \textit{\&}xc7 \textit{\&}b8 19 0-0 \textit{\&}d7 20 \textit{\&}g5. Despite all the apparent dangers of the move 15 \textit{\&}d3, this is the only, but nevertheless adequate, means of neutralising Black's initiative. 15 g3 would hold no promise of a quiet life, in view of 15...e5! 16 \textit{\&}c4+ \textit{\&}h8.)

15...\textit{\&}h6

(As the frontal attack on the d4 and f4 pawns is not succeeding, Tarrasch includes also the \textit{\&}f8, and frees the f6 square for the \textit{\&}d7. Besides this, Black does not abandon the idea of playing ...e5)
and for this he must defend the h7 pawn, since an immediate 15...
e5 fails to 16 \( \text{wh}5 \) g6 17 fxe5!)
16 0-0!
(Chigorin completes his development, with an awareness of the
finest nuances of defence. Again Black cannot take the f4 pawn:
16...\( \text{exf4} \) 17 \( \text{lxh7+} \) \( \text{gh8} \) 18 \( \text{g3} \) \( \text{xf3} \) 19 \( \text{xf3} \) \( \text{xh7} \) 20 \( \text{xc7} \), and
the cluster of Black pieces cannot be developed without loss.
For the last time, Black could try to exploit the vis-a-vis of
the \( \text{ac8} \) and the White queen, by playing 16...e5, but again
without advantage: 17 \( \text{g5} \) \( \text{f6} \) 18 \( \text{g3} \) \( \text{h5} \) 19 \( \text{h4} \) \( \text{xf4} \) 20 \( \text{c4+} \) with
a very strong attack. One is struck by the timely, simple
looking but deeply conceived moves of Chigorin. In a very
sharp situation, he does not fear ghosts, but, at the same time, he
also does not get carried away by mirages. Thus now 16 \( \text{g5} \) looks
tempting, but after 16...\( \text{f6} \) 17 \( \text{g3} \) \( \text{h5} \) 18 \( \text{xh7+} \) \( \text{gh8} \) 19 \( \text{h4} \) \( \text{xf4} \! \) White's position once again
becomes critical.)
16...\( \text{f6} \) 17 \( \text{g3} \)!
(One must explain this move by purely sporting considerations,
since, in this last game of the match, Chigorin was required to
play for a win. 17 \( \text{g5} \) \( \text{xg5} \) 18 \( \text{fxg5} \) \( \text{d5} \) 19 \( \text{c1} \) would have led
to a quiet position with some advantage for White.)

17...\( \text{h5} \) 18 \( \text{h4} \) \( \text{xf4} \)

(Now White intensifies the game, and, for this purpose, has vol-
untarily given up the long suffering f4 pawn. However, there is
little risk involved, since his pieces are actively placed,
while, on the other hand, Black's rook and bishop are still not
developed and the knight and queen are suddenly shown to be
idle on the edge of the board. The most tense situation would be
created by the move 19 \( \text{e1} \), after
which White would have many ways
to further strengthen his position:
20 \( \text{b5} \), 20 \( \text{e4} \), 20 \( \text{c4} \), or
even 20 d5. Chigorin's choice is
quite unexpected.)
19 g4!? \( \text{f6} \) 20 \( \text{xh6} \)
(White's plan consists of a rapid
exchange of the active Black
pieces, so as to try to break
through to the enemy camp with a
small force, before Black intro-
duces the \( \text{ba8} \) and \( \text{ac8} \) into play.
In this position, many were puzz-
led by Tarrasch's refusal to cap-
ture the g-pawn, and that even with check. However, he breaks a lance for nothing; the g4 pawn is of no value. But what could prove important is the fact that the rook, by moving away from f4 to g4, has left the f6 undefended and the jump of the White knight on f3 is now very strong. Giving concrete variations, Chigorin shows that, by taking the second pawn – 20...\textit{gxg}4+ 21 \textit{h}1 \textit{gxh}6 – Black would probably be exposed to greater danger:

(1) 22 \textit{b}5 \textit{d}7 23 \textit{e}5 \textit{xe}5 24 \textit{xf}6 \textit{c}6+ 25 \textit{xc}6 \textit{xc}6 26 \textit{xe}6 \textit{xd}4 27 \textit{e}7 and White's chances are not worse.

(2) 22 \textit{c}4! \textit{d}7 23 \textit{b}4! \textit{f}8 24 \textit{a}4 \textit{xb}4 25 \textit{e}5 \textit{g}7 26 \textit{xd}7 \textit{xd}7 27 \textit{xe}6+ \textit{h}8 28 \textit{d}5! with an active position.

Chigorin concluded that "if Black, in conducting the defence, tries to hold on to the two pawns he has won, then he will be subjected to a varied and dangerous attack". After long thought and agonising deliberation, Tarrasch rejects the move 20...\textit{gxg}4+.

20...\textit{gxh}6 21 \textit{e}5 \textit{xf}1+ 22 \textit{xf}1 \textit{xe}5 23 \textit{dxe}5

(Chigorin strived for this type of position, when making his surprising thrust 19 g4. If the rook breaks through to d8, it ties down Black's forces. However, the vulnerability of White's g4 and e5 pawns enables Black to easily bring the game to a drawn position, for example: 23...\textit{gxg}4 24 \textit{h}3 \textit{xe}5 25 \textit{d}8+ \textit{f}7 26 \textit{b}5 \textit{c}6 27 \textit{h}8 \textit{g}7 28 \textit{e}8 \textit{b}8 29 \textit{xc}7 \textit{ad}7. But Tarrasch, having an extra pawn, does not want to allow the White rook into his camp....)

23...\textit{d}5 24 \textit{e}4 \textit{b}6

(Black must limit the mobility of the \textit{d}4, since, after 24...\textit{ad}7, unpleasant is not the combination indicated by Chigorin, 25 \textit{xd}5 \textit{exd}5 26 \textit{f}6+ \textit{f}7 27 \textit{xd}7 \textit{b}6! 28 \textit{f}6 \textit{c}6! followed by ...\textit{f}6, but simply 25 \textit{c}5.)

25 \textit{g}2 \textit{b}7 26 \textit{f}6+ \textit{g}7

(Black is quite right in rejecting the rook ending with an extra pawn, but without any chances of victory: 26...\textit{xf}6 27 \textit{xb}5 \textit{b}8 28 \textit{xf}6 \textit{xb}7 29 \textit{d}7. However, it is pointless worrying about the h7 pawn. He should play 26...\textit{f}7 followed by ...\textit{e}7.)

27 \textit{h}5+ \textit{g}8 28 \textit{xd}5 \textit{exd}5

(Black could hold the position after 28...\textit{xd}5, for example, 29 \textit{f}1! [29 \textit{f}6+ \textit{f}7!] \textit{f}8 30 \textit{f}6+ \textit{h}8 31 \textit{f}4! \textit{h}7 32 \textit{d}4 \textit{c}8. Black's last move surprisingly allows the e5 pawn to gallop forward, and the tide begins to turn in White's favour.)

29 e6!

(White threatens \textit{f}1, \textit{f}7, \textit{f}6+. On 29...\textit{c}8 would follow 30 \textit{el}.)

29...\textit{c}6?

(Tarrasch probably did not see 29 e6, and the move of the bishop to
c6 serves as proof of his confusion. He should bring up his king: 29...\textit{\texttt{\textcolor{blue}{a}f8}} 30 \textit{\texttt{\textcolor{blue}{f}1+ e7}.} 
30 \textit{\texttt{\textcolor{blue}{e}1 e8}} 31 \textit{\texttt{\textcolor{blue}{f}6+ g7}} 32 \textit{\texttt{\textcolor{blue}{x}d5 c5}} 33 \textit{\texttt{\textcolor{blue}{f}1!}}
(White cuts off the enemy king from the e6 pawn.)
33...\textit{\texttt{\textcolor{blue}{d}8}} 34 \textit{\texttt{\textcolor{blue}{f}5 d6}}
(It is to Black's advantage to force the e6 pawn to advance to e7. For this purpose, 34...\textit{\texttt{\textcolor{blue}{g}6}} 35 \textit{\texttt{\textcolor{blue}{e}5 e8}} 36 \textit{\texttt{\textcolor{blue}{f}4 f7}} deserves attention.)
35 \textit{\texttt{\textcolor{blue}{e}5}}
(Having achieved a clear advantage, White now prolongs the struggle. The win of a piece by 35 \textit{\texttt{\textcolor{blue}{c}c7 c6}} 36 e7 decides the game, for example, 36...\textit{\texttt{\textcolor{blue}{g}6}} 37 \textit{\texttt{\textcolor{blue}{e}8(f5)}} \textit{\texttt{\textcolor{blue}{x}e8}} 38 \textit{\texttt{\textcolor{blue}{x}e8 d1+}} 39 \textit{\texttt{\textcolor{blue}{g}2 d2+}} 40 \textit{\texttt{\textcolor{blue}{f}2}}, or 36...\textit{\texttt{\textcolor{blue}{d}1+}} 37 \textit{\texttt{\textcolor{blue}{f}2 d2+}} 38 \textit{\texttt{\textcolor{blue}{e}3}} [38 \textit{\texttt{\textcolor{blue}{g}3 g2+}} 39 \textit{\texttt{\textcolor{blue}{h}3 e2!}}] 38...\textit{\texttt{\textcolor{blue}{x}h2}} 39 \textit{\texttt{\textcolor{blue}{e}8(f5)}} [It is possible to win also by means of the suggestion of Chigorin's contemporary, Klements: 39 \textit{\texttt{\textcolor{blue}{e}6+ g6}} 40 \textit{\texttt{\textcolor{blue}{f}4+ g7}} 41 \textit{\texttt{\textcolor{blue}{h}5+}}.] 39...\textit{\texttt{\textcolor{blue}{x}e8}} 40 \textit{\texttt{\textcolor{blue}{x}e8+ g6}} 41 \textit{\texttt{\textcolor{blue}{f}2 f2}} 42 \textit{\texttt{\textcolor{blue}{x}f2}} \textit{\texttt{\textcolor{blue}{h}5}} 43 \textit{\texttt{\textcolor{blue}{g}xh5+ xh5}} 44 \textit{\texttt{\textcolor{blue}{d}d6 a6}} 45 \textit{\texttt{\textcolor{blue}{e}e8 g4}} 46 \textit{\texttt{\textcolor{blue}{c}c7 a5}} 47 \textit{\texttt{\textcolor{blue}{e}e3}} etc.)
35...\textit{\texttt{\textcolor{blue}{d}8}} 36 \textit{\texttt{\textcolor{blue}{f}2 c6}} 37 \textit{\texttt{\textcolor{blue}{f}4 f8}} 38 \textit{\texttt{\textcolor{blue}{g}3 f6}} 39 \textit{\texttt{\textcolor{blue}{e}7 c8}} 40 \textit{\texttt{\textcolor{blue}{e}e6+ f7}} 41 \textit{\texttt{\textcolor{blue}{x}xh6 e4}} 42 \textit{\texttt{\textcolor{blue}{e}e6}}
(As a result, White has won a pawn, but the win is still far off since the e7 pawn is an obvious weakness.)
42...\textit{\texttt{\textcolor{blue}{g}7}}
(The bishop must retreat along the a8-h1 diagonal, in order to avert the invasion of the knight on d5, but Tarrasch twice rejects the move ...\textit{\texttt{\textcolor{blue}{a}a8}. And it is precisely in this case that the manoeuvre \textit{\texttt{\textcolor{blue}{f}4-e6-d8}} loses strength and the e7 pawn is lost.)
43 \textit{\texttt{\textcolor{blue}{e}e3 c6}}
("On 43...\textit{\texttt{\textcolor{blue}{e}e8}} would follow 44 \textit{\texttt{\textcolor{blue}{e}e6}} and Black cannot take the pawn." Tarrasch.)
44 \textit{\texttt{\textcolor{blue}{g}5 e8}}
(Now, in reply to 44...\textit{\texttt{\textcolor{blue}{a}a8}}, Black could create threats to the h7 pawn, after 45 \textit{\texttt{\textcolor{blue}{h}5 e8}} 46 \textit{\texttt{\textcolor{blue}{f}f6}}, and obtain a winning position, for example: 46...\textit{\texttt{\textcolor{blue}{x}xe7}} 47 \textit{\texttt{\textcolor{blue}{x}xe7+ xxe7}} 48 \textit{\texttt{\textcolor{blue}{x}xh7 e4}} 49 \textit{\texttt{\textcolor{blue}{f}f6 b1}} 50 \textit{\texttt{\textcolor{blue}{d}d5+}} and 51 \textit{\texttt{\textcolor{blue}{c}c3}).
45 \textit{\texttt{\textcolor{blue}{e}e6! c8}} 46 \textit{\texttt{\textcolor{blue}{f}f8 g7}} 47 \textit{\texttt{\textcolor{blue}{e}e6 f7}} 48 \textit{\texttt{\textcolor{blue}{e}e5 g7}} 49 \textit{\texttt{\textcolor{blue}{f}f4 c8}} 50 \textit{\texttt{\textcolor{blue}{a}a8}}
(With the activation of the White king, Black's chances of salvation vanish. Though the outcome of the struggle is clear, the tail-piece of the game is elegant and not lacking interest.)
50...\textit{\texttt{\textcolor{blue}{b}5}} 51 \textit{\texttt{\textcolor{blue}{d}d5 b7}} 52 \textit{\texttt{\textcolor{blue}{x}xh7 c4}} 53 \textit{\texttt{\textcolor{blue}{f}f6 c3}} 54 \textit{\texttt{\textcolor{blue}{e}e5 g7}}
(On 54...c2, would have followed 55 \textit{\texttt{\textcolor{blue}{g}6+ g7}} 56 \textit{\texttt{\textcolor{blue}{x}xh8+ h6}} 57 \textit{\texttt{\textcolor{blue}{e}e6}} \textit{\texttt{\textcolor{blue}{c}c1(g5)}} 58 \textit{\texttt{\textcolor{blue}{x}xe1 c5}} 59 \textit{\texttt{\textcolor{blue}{d}d6}} and White wins.)
55 \textit{\texttt{\textcolor{blue}{x}xe8+ xxe8}} 56 \textit{\texttt{\textcolor{blue}{c}c8 e7}} 57 \textit{\texttt{\textcolor{blue}{d}d7 c2}} 58 \textit{\texttt{\textcolor{blue}{e}e6}} 1-0
(A titanic battle. Black gave a brilliant lesson in building up his game in the opening. In reply
White gave a virtuoso display of accurate, active defence; with amazing skill, he abruptly changed the character of the struggle and showed fine technique in the endgame. His victory was fully deserved.)

[Notes by Vasyukov and Nikitin.]

42 Chigorin – Schiffers
(10th Match Game, Petersburg 1895)
Sicilian Defence
1 e4 c5 2 c3 c6 3 d3 e6 4 d4 d5 5 g3 d5 6 d3 0-0 7 0-0
(By a transposition of moves is reached one of the basic positions of the Chigorin system 2 d4 in the French Defence, which at the time gave broad scope for creativity. Black can choose play according to his taste – either a pawn offensive on the queen's flank with ...b5-b4, or maintaining the tension in the centre with 8...e8, or, what is very logical, to seize space in the centre.)

8...d4 9 d1 e5
(With colours reversed, a well analysed [today!] position of the King's Indian Defence is reached: 1 d4 d5 2 c4 g6 3 c3 g7 4 e4 d6 5 d3 0-0 6 c2 e5 7 0-0 c6 8 d5 e7. Not so long ago it was once again tried, in a candidates match for the world championship. White's position - but applied to the present game, Black's position - deserves the preference, since he has at his disposal a clear plan of a pawn attack by ...b5 and c4, which can be supported by the knight transferring from f6 via d7 to c5.)

10 d1 e6 11 d1 g4 12 f3 d7 13 f4 c8 14 b3
(This position was almost repeated [with colours reversed] in the 3rd Match Game, Taimanov-Fischer, 1971: 1 d4 d5 2 c4 g6 3 c3 g7 4 e4 d6 5 d3 0-0 6 c2 e5 7 0-0 c6 8 d5 e7 9 d2 e8 10 c1 f5 11 d3 b6. Even if here, after 12 exf5 gxf5, the good continuation 13 d5! e6 14 f4 had occurred to Taimanov, with the help of which he seizes the initiative, then Chigorin's deployment of pieces – c2, d1 [instead of ...d8, e7, as Fischer's] is more favourable, since it practically eliminates the unpleasant invasion of the knight on e3. All the same, Schiffers ought to have played 14...exf4 and, on 15 gxf4, continued 15...e8! 16 f3 f5!, retaining equal chances.)

14...e8 15 f5 d8
(The advance of the f2 pawn to f5 is White's first achievement, since it facilitates the advance of another pawn - the "g". Black hurriedly organises a defence.)

16 g4 g8 17 f3
(The exchange of the black squared bishops on the g5 square must be prevented. Now 18 h4hx4? 19
g5! is threatened.)
17...g5
(Also this method of defence is worthy of study and is considered quite reliable, the more so since 17...f6 seems too passive: 17...f6 18 h4 b5 19 \[c2 \[e8 20 \[g1 \[f7 21 \[h3 c4 22 g5!) 18 \[f2 f6 19 h4 h6 20 \[h2 \[g7 21 \[h1
(White has managed to bring to a halt the attack of the White h and g-pawns, by constructing in its way a strong pawn rampart, in which the g5 pawn is fortified by the f6 and h6 pawns, which in their turn are firmly defended by the \[g8. Now Black could reorganise his forces - \[f8-f7, \[g7-f8, \[f7-g7, \[d7-e8-f7, and only then carry out the break ...b5 and c4.) 21...b5 22 \[g3 a5
(Up to here, one can perhaps argue about the quality of Black's individual moves, but now it was already necessary for him to play 22...c4, in order, after 23 \[d2, to drive the bishop back to c1 with the move 23...c3. In this case, White would not be able to bring the \[al over to the attack, and its effectiveness is sharply reduced.) 23 \[d2 \[e8 24 \[h2 \[f7?
(Black misses the last opportune moment for evacuating his king from the danger zone [24...\[f7 followed by ...\[f8, \[g7 and \[f7] and instead of this locks it up in a cage with his own pieces. White's task becomes extremely clear - a sacrifice of a piece on g5.) 25 \[ahl \[b4
(Alas, freeing the way for the king here by 25...\[e8 is probably too late, since after 26 hxg5 fxg5 27 \[xg5 \[xg5 28 \[xg5 hxg5 29 \[d2, White has a most dangerous attack for the piece.) 26 \[h3
(Chigorin plays inaccurately. After 26 hxg5 fxg5 27 \[h3, he could have placed his opponent in a hopeless situation, for example 27...\[xa2 28 \[h1xg5 \[xg5 29 \[xg5 hxg5 30 \[h7+ \[f6 31 \[xg5+! \[xg5 32 \[hlh6! \[xh6 33 \[d2+ \[f6 34 \[xh6+ \[e7 35 \[e6 mate.) 26...gxh4+
(The only chance of holding back the onslaught of the White pieces. Both of White's knights now stand in the way of his rooks, and while he is clearing the way, Black can create counterplay.) 27 \[xh4 c4?
(Black at once misses his lucky chance. Only after 27...\[xc2 followed by ...\[e3 would he manage to take White's dark squared bishop out of play and retain hopes of holding the position. In the variation 28 \[xh6+ \[xh6 29 \[xc2 \[h8 30 \[f3 c4! Black not only holds the defence but also
preserves his prospects on the queen's flank.)

28 əf2

28...c3

(Now one can try to understand Black's previous move. It seems he underestimated the sacrifice of the bishop and reckoned on refuting the attack with the quite comfortable 29 a cl əxa2 and ...əxcl. Likewise it is clear that Black will be given not two moves [the retreat of the knights on h4 and h3] to reinforce his position, but only one, since on 28...əxc2 would follow 29 əxh6+ əxh6 30 əg6 cxd3 31 əxh6, and White's attack becomes decisive, for example: 31...əg8 32 əxd3 əe3 33 əgx e5! əf7 [33...fxe5 34 əg6+ əf7 35 əxe5+ əe8 36 əb5+] 34 əg6+ əf8 35 əxg8+ əxg8 36 əb8+! əxh8 37 əxf7+ and 38 əxd8. The same manoeuvre is also decisive in the event of 28...cxd3 29 cxd3 əc2 30 əd1 əxa2. Then 31 əxh6+ əxh6 32 əg6! əxg6 33 əxh6 əc8 34 əxg6+ əf7 35 g5 [35 əb7+? əe8 36 əgg7 əd6 gives Black good counter-chances] əc2 [White threatened 36 əh5] 36 əxc2 əxc2 37 əb7+ əe8 38 əgg7 əd6 39 əa7 etc.)

29 əxh6+! əxh6 30 əg6

(White risks little by the sacrifice of the bishop. Black has no counterplay and must for the present just defend. However, his defence is not simple, since he cannot prevent the invasion of the White rooks on the h-file only by giving back the material with interest. Thus, after 30...əxg6 [30...əg8 31 əh7 mate], would follow the forcing mating attack 31 əxh6 əg8 [31...əf7 32 əh7+] 32 əxg6+ əf8 33 g5 fxg5 34 əh5 əf6 35 əh6+ etc. Therefore he decides to give up the queen.)

30...əh8 31 əxh8 əxh8 32 g5 fxg5 33 əxh6

(At first sight, even stronger was 33 əg4; however, the surprising queen sacrifice 33...əxg4! [33...əc6? 34 f6+] 34 əxh8 əxh8 35 əxh8 əxh8 36 əxg4 əf6! allows Black to put up a successful resistance.)

33...əxh6 34 əxh6 əxh6

(Thus White has won the queen, but the pawn chain's mobility is frozen, and if Black manages to place his bishop on f6, he would save the game. Chigorin sacrifices the f5 pawn, in order to revitalise the bishop and break through with his queen via the f5 square into Black's position.)
However, it would be better to do this at once, not fearing the threat to the c2 pawn. Chigorin decides to parry the threat to the c2 pawn and drive back the knight, but, from the c6 square, the knight defends the e5 pawn.)

35 a3 ♜c6 36 f6 ♜xf6 37 ♜g4+ ♜g7 38 ♜xf6 ♜xf6 39 ♜h3 ♜c7 40 ♜f3+ ♜e7 41 ♜f5

(Though the White queen is very active, the win is still far off, since, besides the doomed g5 pawn, Black has no weaknesses. If Black now plays 41...b4, then, after 42 a4! ♜d4 43 ♜xg5 ♜xg5 followed by ...♖b6, his position would become a real fortress. White has to reckon with the threat to sacrifice the bishop on b3, and, after an exchange of bishops, Black, by placing the rook on d8, to not allow the White king further than the e6 square, will also achieve a draw. Schiffers makes a last mistake, as a result of which the queen obtains a new object for attack, and White finally manages to crush the opponent's resistance.)

41...♖d6? 42 b4

(If 42 ♜xg5, then 42...b4! with chances of a successful defence.)

42...AXB4 43 AXB4 ♜e7

(The pawn cannot be taken, since, after 43...AXB4 44 ♜f6+! ♜c5 45 ♜xe5+, he would lose the whole of his pawn chain.)

44 ♜c8 ♜b3

(Though Black has let the queen into his position, he still retains the capacity to defend the game. He should not allow the queen to a6: 44...AXa7 45 ♜f8+ ♜e7 46 ♜xa8 ♜a7 etc. By keeping in force the threat of ...♕b3, he could put up a more stubborn resistance.)

45 ♜a6

(Of course not 45 cxb3 c2 and Black wins at once.)

45...g4 46 ♜xg4 ♜g7

(A more complicated task would be set for White by the logical continuation of the bishop manoeuvre - 46...♕a4, on which Black keeps the b5 pawn defended and also waits for a suitable moment to capture the c2 pawn. However, White would have a win even then: after 47 ♜b6! ♜e8, he transfers the king to f6 and the bishop via e6 to d5 [after ♜c5+]. But Schiffers allows a tactical blow and Black perishes at once.)

47 ♜xb5! ♜e6 48 ♜c5+ ♜c7

(Quite bad is 48...♕d7 49 ♜d5+.)

49 b5 ♜xg4+ 50 ♜f2 ♜f4+ 51 ♜e1 ♜h3 52 ♜xc6+ ♜d8 53 b6 1-0

(An interesting game, characterised by the difficulty in conducting both attack and defence in Chigorin's favourite set-up.)

43 Chigorin - Pillsbury

(Hastings 1895)

King's Gambit Declined
1 e4 e5 2 f4 ♜c5 3 ♜f3 d6 4 ♜c4
(Chigorin enters a principal argument, since Pillsbury considered the sacrifice of the f6 not quite correct. This combination was well-known to the players from a game between Blackburne and Anderssen in 1873.)

9...\texttt{\textbackslash O}x\texttt{c}2+

(Contemporary theory maintains that Black can only retain equal chances by the exchange 9...exf4, for example, 10 \texttt{\textbackslash O}xg7 \texttt{\textbackslash K}f8 11 \texttt{\textbackslash O}xd1 \texttt{\textbackslash O}e7 12 \texttt{\textbackslash O}f1 \texttt{\textbackslash O}g8 [12...0-0-0? 13 \texttt{\textbackslash O}xf4 \texttt{\textbackslash O}h5 14 \texttt{\textbackslash O}xf7] 13 \texttt{\textbackslash O}h6 \texttt{\textbackslash O}xg2 14 \texttt{\textbackslash O}xf4.)

10 \texttt{\textbackslash O}xd1 \texttt{\textbackslash O}xal 11 \texttt{\textbackslash O}xg7 \texttt{\textbackslash O}d7

(It was precisely with this move that Pillsbury reckoned to refute Chigorin's attack, by moving his king over to the queen's flank. The natural way, defending the f7 square by 11...\texttt{\textbackslash K}f8, does not succeed, since after 12 fxe5 dxe5 13 \texttt{\textbackslash O}g5 \texttt{\textbackslash O}e7 14 \texttt{\textbackslash O}f1 \texttt{\textbackslash O}h5 15 \texttt{\textbackslash O}xf7+ \texttt{\textbackslash O}d7 16 \texttt{\textbackslash O}xe5, Black cannot hold out for long.)

12 fxe5 dxe5 13 \texttt{\textbackslash O}f1 \texttt{\textbackslash O}e7 14 \texttt{\textbackslash O}xf7

(It is difficult to understand why Chigorin did not play 14 \texttt{\textbackslash O}g5. The threat of 15 \texttt{\textbackslash O}xf6 could be parried in two ways - 14...\texttt{\textbackslash O}g8 and 14...\texttt{\textbackslash O}h5. However, 14...\texttt{\textbackslash O}g8 is refuted easily: 15 \texttt{\textbackslash O}xf7 \texttt{\textbackslash O}xg5 16 \texttt{\textbackslash O}xe6+ \texttt{\textbackslash O}e8 17 \texttt{\textbackslash O}xf6 \texttt{\textbackslash O}g7 18 \texttt{\textbackslash O}xe5 c6 19 \texttt{\textbackslash O}f3! and the \texttt{\textbackslash O}g7 cannot move away because of 20 \texttt{\textbackslash O}f8+! Chigorin considered that Black could defend by 14...\texttt{\textbackslash O}h5 15 \texttt{\textbackslash O}xf7 \texttt{\textbackslash O}e8 16 \texttt{\textbackslash O}xe7 \texttt{\textbackslash O}xe7 17 \texttt{\textbackslash O}h5 \texttt{\textbackslash O}f8, but after 18 \texttt{\textbackslash O}f5! Black's position remains difficult. However, after 14 \texttt{\textbackslash O}g5 \texttt{\textbackslash O}h5 15 \texttt{\textbackslash O}xf7 \texttt{\textbackslash O}e8, Black's defence could be demolished more simply by 16 \texttt{\textbackslash O}f5+ \texttt{\textbackslash O}d8 17 \texttt{\textbackslash O}xe5, threatening 18 \texttt{\textbackslash O}xe7+; also 17...\texttt{\textbackslash O}f8 cannot be played because of 18 \texttt{\textbackslash O}e7+! White has a strong attack also after 16 \texttt{\textbackslash O}e6+ \texttt{\textbackslash O}d8 17 \texttt{\textbackslash O}g5! c6 18 \texttt{\textbackslash O}d6+ \texttt{\textbackslash O}c8 19 \texttt{\textbackslash O}xe7 cxb5 20 \texttt{\textbackslash O}xe5. Probably Chigorin wanted to prove that White's attack is strong even if Pillsbury does carry out the intended flight of the king to the queen's flank.)

14...\texttt{\textbackslash O}c8 15 \texttt{\textbackslash O}g5 \texttt{\textbackslash O}f8 16 \texttt{\textbackslash O}e6+ \texttt{\textbackslash O}d8 17 \texttt{\textbackslash O}h6

(Though, as before, White has the initiative, his attack has subsided and the struggle drags on. Now he is forced to move away the bishop, since on 17 \texttt{\textbackslash O}xe5 would follow 17...\texttt{\textbackslash O}g8 or even 17...\texttt{\textbackslash O}g4.)

17...\texttt{\textbackslash O}e8 18 \texttt{\textbackslash O}xe5 \texttt{\textbackslash O}d7

(Another defensive possibility was 18...\texttt{\textbackslash O}g8, but Black wants to bring the knight over to b6, in order to weaken the defence of the d3 pawn.)

19 \texttt{\textbackslash O}h5 \texttt{\textbackslash O}b6 20 \texttt{\textbackslash O}d5 a6

(Only a little better was the other defence: 20...\texttt{\textbackslash O}xd5 21 \texttt{\textbackslash O}xd5 \texttt{\textbackslash O}xd5 22 \texttt{\textbackslash O}xd5 a5, since Black does not succeed in bringing out the rook via a6 - 23 \texttt{\textbackslash O}f4 \texttt{\textbackslash O}d6 24 e5!)
\( \text{d5} 25 \text{e6} \text{d6} 26 \text{xd6} \text{cxd6} 27 \text{e7} \text{a7} 28 \text{f7}, \text{and his position [despite the extra rook in the ending!]} \text{remains difficult.} \)

21 \text{d2} \text{xd5} 22 \text{xd5} \text{g8} 23 \text{g4}

(Since the loss of the Black knight is inevitable, material equilibrium can be considered as re-established. However, the initiative and positional advantage lies clearly on White's side. His pieces occupy dominating positions, while, for the present, Black's heavy pieces, especially the \( \text{a8} \), do not take part in the game.

Black must now decide where to look for counterchances - in the endgame or in complications. Let us examine the first way: 23... \( \text{g5} \) 24 \text{gx5} \text{gx5}+ 25 \text{gx5} \text{gx5} 26 \text{axa1}, or 23...c6 24 \text{exe7} [24 \text{c3} \text{g5}+ 25 \text{gx5} \text{gx5} 26 \text{hxh7? a6!}] 24...\text{exe7} 25 \text{f4}+ \text{c8} 26 \text{f5}+ \text{d7} 27 \text{bxal} \text{xf5} 28 \text{exf5} \text{d7} 29 \text{d6} \text{a8} 30 \text{d4} - in this ending White has great chances of success, thanks to his passed pawns. Also, in the event of 23...\text{c5} 24 \text{bxal} c6 25 \text{f4}+ \text{a7} 26 \text{c7} \text{d4} 27 \text{xc5}+ \text{xc5} 28 \text{ae3} \text{xe3}+ 29 \text{xe3} \text{af8}, Chigorin assessed the ending after 30 \text{d6} 31 \text{d4} h5 32 \text{g1}, followed by \text{f5}, as winning for White. In the last variation, Black, admittedly, could maintain a sharp struggle by playing 26...\text{b4}+ [instead of 26...\text{d4}], and only after 27 \text{e2} move away the rook - 27...\text{e8}. However, both 28 \text{a3} and also 28 \text{e4} would leave White with the advantage. Pillsbury chooses perhaps the relatively best continuation, increasing the activity of his queen and rook.)

23...\text{b4}+ 24 \text{b4} \text{d4}! 25 \text{c2}!

(It seems that Black's idea would be most simply refuted by the effective 25 \text{f8}!, for example: 25...\text{xb2}+ 26 \text{e3} \text{c2}+ 27 \text{xc2} \text{xc2} 28 \text{hh7} \text{xa2} 29 \text{f7} \text{g5} 30 \text{xc7} \text{g5} 31 \text{d6}! \text{a7} 32 \text{c5}+ \text{e8} 33 \text{e7}, however after 25...\text{f8}! 26 \text{xf8}+ \text{e7} 27 \text{xa8}+ \text{xa8} 28 \text{b8}+ \text{e7} 29 \text{e7} \text{xb2}+ there is a long struggle in prospect.

Leading surprisingly to a difficult position for White is 25 \text{bxal} \text{xb4}+ 26 \text{c2} \text{g6}! 27 \text{f1} \text{c6}+ 28 \text{d1} \text{d4}! or 27 \text{d1} \text{a4}+ 28 \text{c1} \text{c6}+ or 27 \text{d2} \text{a4}+ 28 \text{b3} \text{c6}+.

By rejecting the win of the doomed knight, Chigorin endeavours to maintain the activity of his pieces.)
25...\texttie xxc2 26 \texttie xxc2 \texttie g6
(Risky but quite possible was the continuation 26...\texttie f7 27 \texttie f3 c5! since, after 28 \texttie e3 \texttie a4+ 29 \texttie c1 \texttie mac8, all of Black's pieces also enter the game.)
27 \texttie ad2 \texttie d6 28 \texttie f3 \texttie a4+ 29 \texttie c1 \texttie xxa2 30 \texttie c3
(Black has managed to win back one pawn and obtain some counter-chances; however, his position is more difficult since Chigorin has built a strong defence around his king and his pieces occupy quite active positions. Black's only real chances of saving the game depend on whether he can quickly bring into play the ill-fated \texttie a8. Now White is threatening to win by 31 \texttie f8+ \texttie a7 32 \texttie c5+ \texttie d6 33 \texttie ad4! and so there is no time to defend the h7 pawn. He must choose between 30...\texttie a7 and 30...b5. Though 30...\texttie a7 could be played - 31 \texttie c5+ \texttie d6 32 \texttie ad4 \texttie d8! 33 \texttie c3 \texttie al+ 34 \texttie d2 \texttie xxd4! - White would nevertheless face his most difficult task after 30...b5, enabling the Black king to move to b7 and forcing White to watch out for the further advance of the b-pawn. Chigorin considered that, in reply to 30...b5, White could calmly take the h7 pawn - 31 \texttie f8+ \texttie a7 32 \texttie xxa8 \texttie xxa8 33 \texttie xhx7, but this is not so. On the 32nd move, Black, with the intermediate move 32...\texttie xxd3!, would guarantee himself at least a draw; and, indeed, if we continue with Chigorin's variation - 33...b4! or 33...\texttie xxd3, then it becomes clear that White must fight for the draw. It seems that, after 30...b5, White would have to go in for a very sharp endgame: 31 e5! \texttie c6 32 \texttie f6 \texttie xxc3+! [32...\texttie a7 33 \texttie xxc6 \texttie xxc6 34 \texttie xhx7 b4 35 \texttie d4+ and wins] 33 \texttie bxc3 \texttie al+ 34 \texttie d2 \texttie b2+ 35 \texttie c3 \texttie xxc3 followed by ...
...\texttie c7, in which he would retain the somewhat better chances. Pillsbury was in time-trouble, and his last move before the control is understandable: not having time to calculate the variations, he takes away the c5 square from the White queen.)
30...\texttie c6 31 \texttie xhx7 b5 32 \texttie w7
(With the fall of the h7 pawn, the sacrifice ...\texttie xxc3+ is not dangerous for White, but there is no other counterplay for Black. The move 32...a5 offered some chances of salvation, but Pillsbury makes a decisive mistake.)
32...\texttie a3 33 \texttie d2! a5 34 \texttie f5!
(Pillsbury admitted afterwards that, in playing 32...a5, he had overlooked this reply. Now 34...b4 35 \texttie b5+ \texttie a7 is refuted by the reply 36 \texttie d4+! \texttie a6 37 \texttie c5. Black cannot strengthen his position further, and his initiative abruptly subsides.)
34...\texttie b7 35 \texttie c5 \texttie ba6 36 g5 \texttie xxc5 37 \texttie xxc5 \texttie b6 38 \texttie d5!
(The outcome of the game becomes
clear. Black cannot prevent the advance of the g-pawn.)
38...\texttt{wa} 4 39 \texttt{g} 6 b 4 40 \texttt{g} 7 bxc3+ 41
bxc3 \texttt{wa} 3 42 \texttt{g} 8(\texttt{w})

[The well-known master and chess journalist, G. Marco, in one of
his reports on the tournament, relates an amusing incident:
"Chigorin, in promoting his pawn, instead of a queen placed an
upside-down rook, and then proceeded to a neighbouring room in
order to obtain a White queen. En route he ran into Lasker, who,
quickly meeting him half-way and taking into account that White
had yet another two irresistible passed pawns on the board, handed
him three queens with the words "I trust, Mr. Chigorin, that
these will be enough for you!"

42...\texttt{x} c 3+ 43 \texttt{e} 2 \texttt{c} 2+ 44 \texttt{f} 3
\texttt{d} 1+ 45 \texttt{g} 3 \texttt{g} 1+ 46 \texttt{h} 4 \texttt{f} 2+ 47
\texttt{h} 5 \texttt{f} 3+ 48 \texttt{g} 4 \texttt{f} 6 49 \texttt{g} 5 \texttt{h} 5 50 \texttt{g} 4 \texttt{g} 7+ 51 \texttt{g} 5
1-0
(A very interesting game. After
"misfiring" the first phase of
the attack, Chigorin continually
forced his opponent to solve the
most difficult problems.)

[Notes by Vasyukov and Nikitin.]

44 Lasker - Chigorin
(Hastings 1895)

Queen's Gambit: Chigorin
1 \texttt{d} 4 \texttt{d} 5 2 \texttt{f} 3 \texttt{g} 4 3 \texttt{c} 4 \texttt{xf} 3
4 \texttt{gxf} 3 \texttt{xc} 6 5 \texttt{c} 3 \texttt{e} 6 6 \texttt{e} 3 \texttt{b} 4 7 \texttt{c}xd5
\texttt{xd} 5 8 \texttt{d} 2
(The game arrives at one of the}

principal positions. Black gives
his opponent both the advantage
of the two bishops and a superi­
ority of pawns in the centre,
but in return he obtains counter­
play, particularly on the block­
aded centre.)
8...\texttt{xc} 3

(It is possible to wait for this
exchange, by playing 8...\texttt{d} 7 or
8...\texttt{h} 5, and exchanging only in
reply to a3.

But it must be taken into account
that this was the first meeting
of the best representatives of
two opposing schools of creative
thought. That is why, without
delay, Chigorin exchanges his
bishop for Lasker's knight; one
can assume that he made this con­
sciously, endeavouring to very
quickly obtain a position which
could serve as a basis for a
principal creative argument.

The new school, the basic prin­
ciples of which were proclaimed
by Steinitz, considered the ad­
antage of the two bishops, the
pawn centre and the possession of
open lines, very important fac­
tors in the evaluation of a pos­
tion. And all these, already on
the 9th(!) move, Chigorin has
voluntarily given Lasker....)
9 bxc3 \texttt{g} 7 10 \texttt{g} 1
(Lasker hurries to occupy the
open file, though the threat to
the g7 pawn is illusory. Deserv­
ing attention is the strengthen-
ing of the position in the
centre: 10 c4, and after 10...\textit{d}7
[or 10...\textit{h}5] - 11 f4. Later the
bishops will move to c3 and g2
and obtain good prospects.)
10...\textit{h}5
(Black wants to at once emphasise
the weakness of the h2 pawn, but
allows a strong retort by his
opponent. Castling is stronger,
and only then the transfer of the
queen to h5 [with the aim of
playing ...e5], for example:
10...0-0 11 c4 [on 11 \textit{b}3, quite
possible is 11...\textit{xf}3 12 \textit{g}2 \textit{h}5
13 \textit{xb}7 \textit{h}2 14 0-0-0 \textit{ab}8!] 11...\textit{h}5 12 \textit{ac}3 \textit{g}6 13 \textit{g}3 e5 14
d5 \textit{ec}7.)
11 \textit{b}3!
(A strong move, after which 12
\textit{bg}7 \textit{g}6 13 \textit{xb}7 is threatened.
There are three possible ways to
defend against this threat: 11...
\textit{ab}8, 11...\textit{d}8, and 11...0-0, but
probably only the last, the most
natural move, gives Black a fully
acceptable defence. After 11...
0-0 12 \textit{xb}7 \textit{h}2 13 \textit{g}3 \textit{ec}8,
followed by ...\textit{Ba}8-b8-b6 and \textit{f}5,
the position rather favours
Black; but even on the stronger
continuation, 12 \textit{g}3 \textit{d}8 13 \textit{e}4!
\textit{g}6 14 \textit{h}3 \textit{a}5 15 \textit{d}3 \textit{e}5!, there
arises a position, which, though
better for White, all the same
gives Black definite counter-
play.)
11...\textit{d}8
(Now White succeeds in exchanging
queens, after which the threats
to the h2 and f3 pawns come to an
end and he is left with a position-
ional advantage.)
12 \textit{b}5+ \textit{xb}5 13 \textit{xb}5+ c6 14 \textit{d}3
(White has excellent prospects in
the forthcoming struggle. There
is no possibility of taking on
the pawn centre as then his
bishops become very menacing.
Black's pieces, for the present,
are passively placed, while his
 cramped position prevents him
from quickly putting right their
co-ordination. However, the ab-
sence of weaknesses gives Black a
position quite capable of being
defended. If he succeeds in giv-
ing the game a closed character,
by limiting the mobility of the
White centre with pawns on f5 and
c5 [and even better ...c4], then
White's advantage will disappear.
Later, Chigorin played the Black
pieces very skilfully in similar
positions. The present game was
his first attempt to work out a
method of restricting the mobi-
ity of the opponent's bishops.)
14...\textit{g}6 15 f4 0-0 16 \textit{e}2 \textit{bc}8?
(An inaccuracy in the execution
of a correct strategical plan,
which might have had serious con-
sequences for Black. With the
move 16 \textit{e}2, White has not only
established communication between
the rooks, but also anticipates
the thrust ...\textit{h}4. Therefore
Black is obliged to play 16...f5,
preventing the opening of the position, and only then carry out the advance ...c5-c4. Admittedly, in this case, after 17 a4 Ac8 18 Ac1 Ef7 19 Aa3, White would have a significant positional advantage, but now it could be even greater if he were now to play 17 f5. After 17...exf5 18 Axf5 Ac7 19 e4, Black's position suddenly deteriorates. It is hard to believe that Lasker did not see the move 17 f5. Apparently he decided not to give the Black Ac8 an outlet on e6 and overestimated the strength of White's threats on the g-file. Only with this is it possible to explain his rejection of the move f5 [for two moves running].

17 Ag3 c5 18 Bag1 c4! 19 Ac2 f5! 20 Ac1 Ef7!

(What a sudden change in the character of the position over the last four moves! Black has succeeded in blockading the centre, while his last move eliminates threats to the g7 square.

The activity of both the bishops is sharply, and for a long time, reduced, while the knights will obtain splendid outposts in the centre. The outcome of the struggle now largely depends on whether White is able to transfer his rooks quickly to the b-file and loosen the queen's flank.)

21 Aa3 Ac6 22 Af5 Ba6!

(Any movement of the a7 and b7 pawns would create an extra object of attack for the White pieces. In his turn, Black favourably provokes the move a4, since this will limit the sphere of activity of the Ac2.)

23 a4

(Both 23 a3 and 23 Ba1 are not good because of 23...b6 24 Axb4 Ac6 25 a4 Axb4 26 cxb4 Ae7, and then ...Axd5.)

23...Ac6 24 Bb1 Bd7 25 B3g1 Ae7 26 Bb2 Axd5 27 Axd2 Ba5

(Black has continued to consistently improve the position of his pieces, and it only remains for him to free his Ba6 from imprisonment, after which the success of his strategy would become obvious. Over the next few moves, Chigorin proceeds to further strengthen his position.)

[Now there springs up the threat of ...Axf4 followed by ...Bxc5. The point of Black's move clearly lies not in this threat, but simply in the transfer of the rook to a better position.]
28 \textit{gb1} b6 29 \textit{a3} g6 30 \textit{db5} \textit{a6} 31 \textit{dl} \textit{d8} 32 \textit{ba1} \textit{f7} 33 \textit{bb1} \textit{d6} (This complicated knight manoeuvre has only one aim - to provoke the move \textit{f3}. But in his apparently quite pointless regrouping, White has been preparing this very same move! The fact of the matter is that he only needs to play \textit{a3} and \textit{e2} and he will be ready for the break \textit{e4}. Lasker carries out this preparation not quite accurately [it is necessary to include the move \textit{h4}] and if Chigorin were now to play not 33...\textit{d6}, but 33...\textit{g5}, then White would be faced with an unpleasant choice: to give up the \textit{f4} pawn or allow the invasion of the knight on \textit{e4}, after 34 \textit{fxg5} \textit{dxd5}.)

34 \textit{f3} \textit{f7} 35 \textit{b3}! g5 (On the 33rd move, the fortuitous possibility, 33...\textit{g5}, would have given Black real chances of success. But now the attempt by Chigorin to put right his negligence provokes keen activity by the White pieces. Chigorin continues to look for an active plan, though it was probably wiser to return with the knight to \textit{d6}, and, by placing the rook on \textit{f7}, to construct a fortress.)

36 \textit{e2}! (Precisely this. The \textit{c3} pawn is now defended by the rook, while the king, in leaving \textit{d2}, opens the way for the \textit{dl}. The threat is 37 \textit{fxg5} \textit{dxd5} 38 e4 and Black's reply is forced.)

36...\textit{gxf4} 37 e4! (The \textit{f3} pawn now proves useful. Black loses his strong point in the centre.)

37...\textit{d6} 38 \textit{dxf4}! [If 38 \textit{exf5}, then 38...\textit{exf5} 39 \textit{dxf5} \textit{e7+} 40 \textit{e2} \textit{d6} followed by ...\textit{d5} with an excellent position.]

38...\textit{e5} (Once again the position changes out of all recognition. White has formed an ideal centre, the Black knights have been driven away from the centre, and the bishops are just about to show their strength. It seems that it is necessary for White to retreat his bishop to \textit{d2}, for example: 39 \textit{d2} \textit{fxe4} 40 \textit{fxe4} \textit{e5} 41 \textit{bgl+} \textit{f8} 43 \textit{e3}! \textit{exd4} 43 \textit{cxd4} \textit{bxd4}? 44 \textit{b4+} \textit{e8} 45 \textit{e3}!, or 39...\textit{e5} 40 \textit{exf5}! \textit{exd4} 41 \textit{cxd4}, in both cases developing an attack. Lasker again displays excessive caution.)

39 \textit{d3}? f4! (Chigorin at once gets to work to again set up a blockade of the position.)

40 \textit{f2} \textit{a3} (Again the rook vainly crawls out to \textit{a5} [we recall the 27th move]. Black might have at once erected a second rampart in his blockade - 40...\textit{e5} 41 \textit{bgl+} \textit{f8}, since the obvious 42 \textit{dxe5} \textit{exe5} 43 \textit{bg5} is refuted by the simple 43...\textit{d2+}.)
41 \textit{Bg1+ Qf8}
(The exchange of rooks, by 41... \textit{Bg5}, would be to White's advantage after 42 \textit{Bxg5+ Qxg5} 43 a5.)

42 \textit{B3a1?}
(The immense effort expended in the principal battle gives rise to a mistake. In this game, Lasker either generally underestimated the significance of the blockade, or continued to consider his position as won, otherwise he would have played 42 e5 and, on 42...b5, replied 43 \textit{Ba1}, after which White's advantage could become overwhelming.)

42...e5!
(Chigorin does not let slip the moment to again close the game.)

43 \textit{Bab1 Qg7} 44 \textit{Bb4 Bc7} 45 \textit{Bbl Qe6} 46 \textit{Bd1}
(White wrongly refrains from the opening of the b-file by means of 46 \textit{Ba2} b5 47 \textit{Bxb5}, after which both of his rooks would occupy threatening positions.)

46...\textit{Qed8}!

(By heroic efforts, Black has succeeded, if not in equalising the position [after his mistake on the 35th move], then, at least, in avoiding a quick death. Now White has to make a responsible decision, which will largely determine the character of the future struggle. He could try to limit the mobility of the knight, by advancing the d-pawn, and, after 47 d5 \textit{Qd6} 48 \textit{Qc2}, to bring the rook again over to the g-file. In this case, Black would exchange one pair of rooks on g7 and transfer the \textit{Qd8} via b7 and c5, setting up a defensible position. The greatest difficulties lying in store for Black to overcome, would arise if White were to strive for the opening of the game by means of 47 dxe5!, for example, 47...\textit{Qc6} 48 e6! [but not 48 \textit{Bb5 Bxb5} 49 axb5 \textit{Qxe5} 50 \textit{Bd5 Qe7!}] 48...\textit{Qfe5} 49 \textit{Qc2 Qd3} 50 \textit{Bb5}. Lasker does not want to spoil his centre and waits for Black himself to exchange on d4. In this, he notices that 47...\textit{Qc6} 48 \textit{Bxc4 Qxd4+} is parried by the move 49 \textit{Bxd4!}; also, not wanting to release the \textit{Ba5} from imprisonment after 47 \textit{Ba2} b5, he decides to prepare the transfer of the bishop to a2.)

47 \textit{Bd2 Qc6!} 48 \textit{Bb5}
(It becomes clear that, on 48 \textit{Bxc4}, would follow 48...\textit{Qd6}! and White's rook is caught in a trap, while the attempt to catch the
Black rook in a net, by 48 \( \text{Qc}2 \), fails to 48...exd4! 49 \( \text{Qxd}4 \) \( \text{Rx}b4 \) 50 \( \text{cxb}4 \) \( \text{Qh}5 \).)

48...\( \text{Rx}a4 \)

(Black's rook comes into play, taking an important pawn on the way.)

49 dxe5 \( \text{Qf}xe5 \)

(This game is striking by its kaleidoscopically changing events. Only three moves earlier, it seemed that Black had some work to do to complete the blockade of the centre, and achieve equality. And now he already has an extra pawn, his rooks threaten to break into the opponent's camp on the a and g-files, while his knight has again become firmly established in the centre, but this time not on d5, but on e5. Lasker defends desperately, but positions with active pieces and concrete calculation, Chigorin played splendidly.)

50 \( \text{Qh}4 \) \( \text{Bg}7 \) 51 \( \text{Qf}2 \) \( \text{Bg}6 \) 52 \( \text{Qd}d5 \) \( \text{Ba}l \) 53 \( \text{Qd}8 \) \( \text{Qd}3+! \) 54 \( \text{Qx}d3 \)

(The retreat of the king leads to mate after 55...\( \text{Qc}b4 \)!) 54...\( \text{cx}d3 \) 55 \( \text{Bx}d3 \) \( \text{Bag}1 \) 56 \( \text{Qf}5+ \) \( \text{Qe}8 \)

(The f4 pawn is immune from capture: 57 \( \text{Bx}f4 \) \( \text{Bx}g2+ \) 58 \( \text{Qe}3 \) Bel mate. White's last hope is dashed to the ground.)

57 \( \text{Qg}5 \) \( \text{Bx}g5 \) 0-1

(An exceptionally tense battle of principle, in which each of the partners followed, to the end of the game, a strategy chosen beforehand. Though this game shows the strength of the pawn centre and the power of the two bishops, Chigorin nevertheless won the creative argument. Twice in the game, Lasker had everything to which he aspired, and each time Chigorin demonstrated an effective method of play against both the pawn centre and the two bishops - the method of blockade.)

[Notes by Vasyukov and Nikitin () and Romanovsky [ ].]

45 Tarrasch - Chigorin

(Hastings 1895)

Queen's Pawn

1 d4 d5 2 e3 \( \text{Qf}6 \) 3 \( \text{Qd}3 \) \( \text{Qc}6 \! \)

(Very strong. White must play f4 at once [otherwise 4...e5!], but he has had no time to play c3.)

4 f4 \( \text{Qd}4 \! \) 5 \( \text{Qf}3 \)

(After 5 \( \text{Qe}2 \) would have followed 5...\( \text{Qf}5 \) 6 \( \text{Qa}3 \) c5 7 c3 \( \text{Qc}6 \) with an excellent game for Black.)

5...\( \text{Qx}d3+ \) 6 \( \text{cx}d3 \)

(To reinforce the e4 square. All the same, the doubled pawn deprives the White pawn mass of mobility.)

6...e6 7 0-0 \( \text{Qe}7 \) 8 \( \text{Qd}2 \) 0-0 9 \( \text{Qc}2 \)

(White's last two moves reveal his plan: he wants to hold back the advance of the Black c-pawn and blockade the opponent's queen's side. However this plan is not good because it is imprac-
tical. More promising is $9 \text{Qe}5$, $10 \text{Qd}f3$ and then $g4$, with an attack on the king's flank.)

$9...\text{Qd}7$ $10 \text{Qb}3 \text{Qa}4!$ $11 \text{Qc}3 \text{b}6$ $12 \text{Qel} \text{c}5$

(The aim is achieved. Now Black sets about bombarding the pawn on $d3$.)

$13 \text{Qd}2 \text{Qb}5$ $14 \text{Qe}5 \text{Qfd}7!$ $15 \text{Qcl} \text{Qxe}5$ $16 \text{dxe}5 \text{Qc}8$

(Threatening $17...\text{c}4$, when White must not play $18 \text{d}4$ because of $18...\text{c}3$, while, after $18 \text{dxc}4$, Black invades on the $c$-file. White's reply is forced.)

$17 \text{Qf}2$ $\text{f}6$ $18 \text{Qcl} \text{d}4$

(Black opens lines, since the two bishops and a superior development must tell in an open position.)

$19 \text{exd}4 \text{cxd}4$ $20 \text{exf}6 \text{Qf}6$

(Now White has two weak pawns - $d3$ and $f4$.)

$21 \text{Qb}4 \text{ac}5$ $22 \text{Qxc}5 \text{bxc}5$ $23 \text{Qd}2 \text{Qd}6$ $24 \text{Qe}2 \text{Qf}8$ $25 \text{Qaf}1 \text{Qd}5!$

(Chigorin gives his opponent no respite, not even for one move. He threatens $26...\text{Qxa}2$. On $26 \text{a}3$ would follow $26...\text{g}5!$ $27 \text{fxg}5 \text{Qxf}2$ $28 \text{Qxf}2 \text{Qxf}2$ $29 \text{Qxf}2 \text{Qf}5+$ and $30...\text{Qxd}3$.)

[On $26 \text{b}3$, would follow of course $...\text{a}5$.]

$26 \text{Qg}3! \text{e}5!$

(After $26...\text{Qxa}2$, White saves himself by $27 \text{Qe}4$, when $27...\text{Qf}5$ must not be played because of $28 \text{Qd}6$.)

$27 \text{f}5(?)$

(Tarrasch thought that he would manage to set up a blockade with the moves $28 \text{Qe}4$ and $29 \text{b}3$, and this admittedly would give White the advantage. However, the best continuation for White would be

$27 \text{Qe}4 \text{Qxf}4$ $28 \text{Qxf}4 \text{exf}4$ $29 \text{Qxf}4 \text{Qa}8!$ $30 \text{b}3 \text{a}5$ and then $...\text{a}4$. Black maintains the pressure, but White's game is still viable.)

[He should play $27 \text{fxe}5$.]

$27...\text{c}4!$ $28 \text{Qe}4$

$28...\text{cxd}3!!$

(A beautiful and decisive combination. In the event of $28...\text{Qxf}7$ $29 \text{f}6 \text{g}6$ $30 \text{Qel} \text{cxd}3$ $31 \text{Qh}6$, the chances are on White's side. After the sacrifice of the exchange, Black's centre pawns must decide the fate of the game.)

$29 \text{Qxf}6+ \text{Qxf}6$ $30 \text{Qcl} \text{h}6$ $31 \text{Qc}8+ \text{Qh}7$ $32 \text{Qb}4!$

(Threatening $33 \text{Qc}5$ and in the event of a retreat by the bishop - $33 \text{Qb}8$ with a mating threat on the eighth rank. Sufficient to win now is $32...\text{a}6!$ $33 \text{a}4 \text{e}4$ $34 \text{axb}5 \text{e}3$ $35 \text{b}6 \text{exf}2+ 36 \text{Qf}1 \text{Qe}4$ $37$
32...c6! 33 \( \text{b}8 \\

[If 33 \( \text{f}8 \\

\), then 33...d2!! 34 \( \text{e}4 \) 35 \( \text{f}2 \) \( \text{xf}8 \) 36 \( \text{xf}8 \) \( \text{d}5! \) and wins.] 33...\( \text{xf}5 \) 34 \( \text{h}8+ \\

(No help is 34 \( \text{d}8 \) \( \text{e}4 \) 35 \( \text{h}8+ \) \( \text{g}6 \) 36 \( \text{d}6+ \) \( \text{h}5! \) [36...\( \text{f}6? \) leads to a draw: 37 \( \text{xf}6+ \) \( \text{xf}6 \) 38 \( \text{g}8+ \) \( \text{h}7 \) 39 \( \text{h}8+! \) 37 \( \text{xf}5+ \) \( \text{xf}5 \) 38 \( \text{xc}6 \) \( \text{d}2 \) 39 \( \text{a}4 \) \( \text{bl}+ \) and Black wins.) 34...\( \text{g}6 \) 35 \( \text{f}8 \) \( \text{g}5! \) 36 \( \text{h}3 \) \( \text{d}2 \) 0-1 36...\( \text{gl}7 \) and ...\( \text{lad}8 \). In- stead of this he makes several planless moves and finds himself in a positional bind.)

46 Chigorin - Teichmann  
(Hastings 1895) 
French Defence  
1 e4 e6 2 \( \text{e}2 \) \( \text{c}6 \) 3 \( \text{f}3 \) e5  
(Quite feasible, since the extra move made by White - 2 \( \text{e}2 \\

, only shuts in the \( \text{a}1 \).

4 c3 \( \text{f}6 \) 5 d3 \( \text{e}7 \) 6 g3 d5 7 \( \text{g}2 \\

(Each partner chooses a plan of developing forces in accordance with his chess style. Black occupies the centre with two pawns, but White, after securing possession of the e4 square, prepares, after castling, to carry out a pawn storm on the king's flank.

Now Black, not fearing the threat to the e5 pawn, could proceed with his development by ...\( \text{e}6 \) 38 \( \text{xf}2 \) d2; or 33 \( \text{e}7 \) \( \text{e}4 \) 34 \( \text{c}7 \) \( \text{e}1+ \) 35 \( \text{f}1 \) \( \text{xf}1+! \) 36 \( \text{xf}1 \) \( \text{d}2+ \) 37 \( \text{f}2 \) \( \text{xf}5+ \) 38 \( \text{g}3 \) \( \text{g}5+ \) 39 \( \text{h}3 \) \( \text{bl}(_) \\

, but the continuation chosen by Black forces the win more elegantly.)

7...dxe4 8 dxe4 \( \text{d}6 \) 9 \( \text{bd}2 \) 0-0 10 \( \text{c}4 \) \( \text{e}6 \) 11 0-0  
(White's position clearly has the greater prospects. He has at his disposal many tempting plans: 12 \( \text{h}4 \) 12 \( \text{d}1 \), 12 b4. Black must endeavour to put right the coordination of his pieces, for example, 11...\( \text{e}7 \) and ...\( \text{bad}8 \). Instead of this he makes several planless moves and finds himself in a positional bind.)

11...\( \text{e}8? \) 12 b4 a6 13 \( \text{f}1 \) \( \text{e}7 \) 14 a4 f6 15 \( \text{a}3 \)
15...b5?
(After this voluntarily created weakness on b5, Black's position becomes critical. He should play 15...\textit{\textalpha}f7 16 \textit{\textalpha}fd2 \textit{\textalpha}e7, though also in this case the initiative remains with White.)
16 axb5 axb5 17 \textit{\textalpha}e3 \textit{\textalpha}b8
(The need to defend the b5 pawn obliges Black to give up the a-file.)
18 \textit{\textalpha}c1 \textit{\textalpha}d8 19 \textit{\textalpha}a7 \textit{\textalpha}c6 20 \textit{\textalpha}a6 \textit{\textalpha}d8 21 \textit{\textalpha}d5
(White consistently carries out a strategical offensive. The \textit{\textalpha}d5 cannot be taken: 21...\textit{\textalpha}xd5 22 exd5 followed by \textit{\textalpha}a5 and \textit{\textalpha}f1.)
21...\textit{\textalpha}d7 22 \textit{\textalpha}e1 c6 23 \textit{\textalpha}e3 \textit{\textalpha}b7
(More chances of a successful defence were offered by 23...\textit{\textalpha}c8 [maintaining control over the f5 square] followed by the regrouping \textit{\textalpha}f7 and \textit{\textalpha}f8.)
24 \textit{\textalpha}a1 \textit{\textalpha}c7 25 \textit{\textalpha}f5!
(An unpleasant move. White does not give the knight the chance to move from e8 to d6. Taking the knight is again impossible, since after 25...\textit{\textalpha}xf5 26 exf5, the bishop on g2 enters the game with decisive effect.)
25...\textit{\textalpha}b6 26 \textit{\textalpha}e3 \textit{\textalpha}xe3
(Black resigns himself to defeat, though also after the relatively better 26...g6 27 \textit{\textalpha}d6 \textit{\textalpha}c7 28 \textit{\textalpha}xe8 \textit{\textalpha}xe8 29 \textit{\textalpha}f3 \textit{\textalpha}f8 30 \textit{\textalpha}d3 \textit{\textalpha}b7 31 \textit{\textalpha}a6 it would only be possible to prolong his resistance.)
27 \textit{\textalpha}xe3 \textit{\textalpha}f7 28 \textit{\textalpha}d3
(The threat to invade on c5 with the knight decides the game. Black's oversight - necessary was 28...\textit{\textalpha}a8 - only shortens his agony.)
28...\textit{\textalpha}c8? 29 \textit{\textalpha}xe5 fxe5 30 \textit{\textalpha}xd8 \textit{\textalpha}e6 31 \textit{\textalpha}d6 1-0
(Of course, Black's defence was not exemplary; nevertheless, the intricate work of Chigorin, in accumulating small advantages and consistently maintaining a bind on Black's position, is very impressive.)
[Notes by Vasyukov and Nikitin.]

47 Chigorin - Gunsberg
(Hastings 1895)
Evans Gambit
1 e4 e5 2 \textit{\textalpha}f3 \textit{\textalpha}c6 3 \textit{\textalpha}c4 \textit{\textalpha}c5 4 b4 \textit{\textalpha}xb4 5 c3 \textit{\textalpha}c7 6 0-0 d6 7 d4 exd4 8 cxd4 \textit{\textalpha}b6 9 \textit{\textalpha}c3 \textit{\textalpha}g4 10 \textit{\textalpha}b5
(On 10 \textit{\textalpha}b3 would follow 10...\textit{\textalpha}xf3 11 \textit{\textalpha}xf7+ \textit{\textalpha}f8 12 gxf3 \textit{\textalpha}xd4 to Black's advantage.)
10...\textit{\textalpha}f8
(Quite good, but even stronger is a preliminary 10...a6 and only after 11 \textit{\textalpha}a4 to play 11...\textit{\textalpha}f8.)
11 \textit{\textalpha}e3 \textit{\textalpha}ge7 12 a4 a5
(Though Black now obtains a strong point on b4, in so doing he weakens his king's flank.
"The same opening was played in the telegraph game between Petersburg and London, 1886/87. Several chess magazines remarked that Black should play the pawn to a6 and not to a5. Black's plan of
defence with the pawn move to a5 consists of playing the knight to b4, now this square is defended, in order to then continue at once with ...d5; if White does not prevent this advance by playing d5 himself, closing the diagonal of the a4, then he cannot carry out a successful attack, which is possible either on the open diagonal for his bishop with the centre pawns on d4 and e4, or, as seen in the game, the open f-file for his rook. Black, in addition to the plan indicated above - to force White to play the move d5 - makes available the c5 square for the knight, which later transfers there via a6. Such is the plan of campaign with the move 12...a5. What the point is of 12...a6, I do not know. However, the only explanation it is possible to give is that the pawn on a6 later, after many moves, prevents White from playing the knight to b5." Chigorin.)

13 a4 b5
(14 axf7 was threatened.)
14 a1 b4
(Now Black threatens to secure a hold on the centre with 15...d5. White's reply is forced.)
15 d5 a3(?)
(Black wants to manoeuvre without having any weak points in his camp, but in this he underestimates the danger connected with the open f-file. After 15...g6! 16 x b6 cxb6, Black's game is definitely better since the weakness of White's dark squares is incurable.)

16 x e3 g8 17 c1 g6 18 e2 h6 19 d4 x e2 20 x e2 a6
(Gunsberg manoeuvres well and finds excellent positions for his knights.)
21 f3 e5 22 g3 c5 23 f1 c7 24 h5
(Now the open f-file tells. White has emerged with tactical chances.)
24 g8!
("White threatened 25 x f7 x f7 26 g6+. If 24...d7, then 25 f5 and if 25...h g8 then 26 x g7+ and mate in two moves." Chigorin.)
25 f5! f8!
(Mate in three was threatened by 26 x g7+ etc.)
26 h3!
(Preventing ...g6. Now White threatens g4-g5.)
26 c7! 27 e2 h8
(In order to meet 28 g4 with 28...g8. On 28 h5 would follow 28...c5.)
28 d5 c8 29 d b4
(diagram)
29...c5?
(There are not many masters to be found who keep calm and collected under a strong attack. Steinitz, Chigorin and Lasker belong to
this select few. Black should prepare \ldots g6 by playing 29 ... \textit{\textcolor{red}{\textbf{g8}}}. After the retreat of the \textit{\textcolor{red}{\textbf{f5}}, White's attack loses its edge. In the event of 30 ...g6, White could win the queen by 31 \textit{\textcolor{red}{\textbf{e6}} fxe6 32 \textit{\textcolor{red}{\textbf{xh6+}}, but at too high a price. No help is 30 \textit{\textcolor{red}{\textbf{h5}} \textit{\textcolor{red}{\textbf{f6}} 31 \textit{\textcolor{red}{\textbf{g4}} \textit{\textcolor{red}{\textbf{g6}}}} with win of the e4 pawn. But Gunsberg, envisaging all kinds of devastating combinations, is already in a panic. In the whole of the game he has avoided weakening pawn moves, but now he makes a mistake which loses the d6 pawn. Bad also would be 29 ...c6, since after 30 dxc6 bxc6 31 \textit{\textcolor{red}{\textbf{b3}}, White soon wins either the a or d-pawn."

"Black gives up the d6 pawn in order to transfer his queen's rook to the king's flank." Chigorin.

30 \textit{\textcolor{red}{\textbf{b5}}! \textit{\textcolor{red}{\textbf{a8}} 31 \textit{\textcolor{red}{\textbf{xd6}} \textit{\textcolor{red}{\textbf{a6}} 32 \textit{\textcolor{red}{\textbf{b5!}} \textit{\textcolor{red}{\textbf{g6}} 33 \textit{\textcolor{red}{\textbf{h4}} \textit{\textcolor{red}{\textbf{d8}} 34 \textit{\textcolor{red}{\textbf{hf4}} b6 35 \textit{\textcolor{red}{\textbf{fd6}} \textit{\textcolor{red}{\textbf{gf6}}! 36 \textit{\textcolor{red}{\textbf{h5}} \textit{\textcolor{red}{\textbf{g6?}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}{}
ition. White allows an exchange of queens and totally "disintegrates" his pawn chain. The lack of pawns does not bother him. The centralised position of the rooks on the open e and d-files, the power gained by the $\text{Qh}4$, and the Black king on e8 - all this gives him sufficient grounds for opening the game.

[An interesting and deeply calculated combination which shows Pollock's talent in a very favourable light. Incidentally, at the Hastings tournament, Pollock defeated both Steinitz and Tarrasch.]

13...$\text{dxe5}$ 14 $\text{dxe5}$ $\text{axd1}$ 15 $\text{Bxd1}$ $\text{Qxc4}$

[Not 15...f5, because of 16 $\text{Qe}6$!]
16 $\text{exf6}$ $\text{gxf6}$ 17 $\text{Qxf6}$

(A no less strong continuation seems to be 17 $\text{Qd5}$. However, Levenfish pointed out that the attack is repulsed by castling queen's side, for example: 17...
0-0-0 18 $\text{Qxe7+}$ $\text{Qb8}$ 19 $\text{Qxf6}$ $\text{Bxd1}$ 20 $\text{Bxd1}$ $\text{Qf8}$ 21 $\text{Qd3}$ $\text{Qxf3}$ 22 $\text{Bxf3}$ $\text{Qd2}$ 23 $\text{Qf5}$ $\text{Qe4}$! 24 $\text{Qh4}$ $\text{Bxf5}$ 25 $\text{Qxf5}$ c5! and the Black pawns advance more quickly than White's.)

17...$\text{Qf7}$!

(Attack and defence in this game is equal to the occasion. In the event of 17...
0-0 18 $\text{Qxe7}$ $\text{Qxf3}$ 19 $\text{gxf3}$ $\text{Bxf3}$, White, after 20 $\text{Qe4}$, would obtain good piece play for the pawn.)

18 $\text{Qxe7}$ $\text{Qxf3}$ 19 $\text{gxf3}$ $\text{Qa5}$!

(Despite the exchange of queens, the heat of the battle is intense. Chigorin finds the best retort to the opponent's inevitable invasion on the seventh rank and sets a cunning trap. Worse would be 19...
$\text{Qhe8}$ 20 $\text{Qd7}$ $\text{Qg8}$ 21 $\text{Qd5}$! or 19...
$\text{Bhg8+}$ 20 $\text{Qf1}$ $\text{Bg7}$ 21 $\text{Qd7}$ $\text{Qg8}$ 22 $\text{Qd5}$.)

20 $\text{Qd7}$?

(Pollock probably did not see Chigorin's splendid reply. White still has equality: 20 $\text{Be4}$! [after 20 $\text{Bd3}$ $\text{Qhe8}$ White loses] 21 $\text{Qxc3}$ 21 $\text{Bxc4}$ $\text{Qe5}$ 22 $\text{f4}$! and 22...
$\text{Qg8+}$ 23 $\text{Qf1}$ $\text{Bg4}$ is no good because of 24 $\text{Qg5}$! and 25 h3. The invasion of the rook seems to be decisive, since, on 20...
$\text{Qxc3}$, strong is 21 $\text{Qb4}$+, and 20...
$\text{Qe8}$ is parried by means of 21 $\text{Qd3}$! $\text{Qf7}$ 22 $\text{Qe4}$ $\text{Qxc3}$ 23 $\text{Bxc3}$.)

20...

$\text{Qb6}$!

[If 20...
$\text{Qe8}$, then 21 $\text{Qd3}$.] 21 $\text{Bxc7}$ $\text{Bhc8}$!

(In this lies Chigorin's defensive idea. Black still wins a piece.)

22 $\text{Bxb7}$ $\text{Qxc3}$

(diagram

(Despite the extra piece, Black is faced with a difficult task. White, however, cannot hope for victory but the limited number of pawns gives him grounds for reckoning on a draw. In Bogol-
jubov's opinion, White retains equality after 23 \( \text{b4+} \) [Levenfish says "there is no hope in 23 \( \text{b4+} \) \( \text{g6} \) 24 \( \text{b6+} \) (24 \( \text{b3+} \) h6) \( \text{f5} \) 25 \( \text{h6} \) \( \text{g8+} \) 26 \( \text{g3} \) \( \text{g7} \) and Black must win."]. In our opinion, a sufficiently good continuation would be the move 23 \( \text{b4} \). Pollock once again chooses the most aggressive line.

23 \( \text{a3+} \) \( \text{f6} \) 24 \( \text{b7+} \) \( \text{g8+} \) 25 \( \text{f1} \) \( \text{d3} \)

(The ingenuity of both players is beyond praise. Chigorin does not try to defend the a7 pawn, but also plays for the attack.)

[With the text move Black threatens 26...\( \text{xd1+} \) 27 \( \text{e2} \) \( \text{d2+} \) 28 \( \text{e3} \) \( \text{c4+} \) 29 \( \text{e4} \) \( \text{d4} \) mate.]

26 \( \text{f7+} \! \)

(It is necessary to force the king to cover up the g-file.)

26...\( \text{g6} \) 27 \( \text{g2} \)

(White should seek salvation in 27 \( \text{xa7} \) \( \text{d1+} \) 28 \( \text{g2} \) \( \text{h5+} \) 29 \( \text{h3} \) h6 30 \( \text{f5+} \) or 30 \( \text{c5} \). Now, however, Black succeeds in setting up an attack.)

27...\( \text{c4+} \) 28 \( \text{c5} \) \( \text{d5} \! \)

(The bishop has no comfortable square of retreat. The a7 pawn cannot be taken: 29 \( \text{xa7} \) \( \text{d6} \) 30 \( \text{g7} \) \( \text{g5}+ \) etc. On 29 \( \text{e3} \), decisive is 29...\( \text{xe3+} \) 30 \( \text{xe3} \) \( \text{h6+} \) 31 \( \text{f1} \) \( \text{d1+} \) 32 \( \text{e2} \) \( \text{d2+} \) 33 \( \text{f1} \) \( \text{g4} \) 34 \( \text{xh7+} \) \( \text{g6} \) and there is no defence against the threat of 35...\( \text{d2+} \) mate. Pollock wants to move the king away to h3 and therefore prevents ...\( \text{h6+} \). But now the White rook is tied to the defence of the bishop.)

29 \( \text{f8} \) \( \text{d2} \) 30 \( \text{a3} \) \( \text{f5} \) 31 \( \text{f7} \)

(White's initiative has evaporated. He could not take the pawn: 31 \( \text{xa7} \) \( \text{g5}+ \) 32 \( \text{h3} \) \( \text{g7} \) 33 \( \text{h4} \) [33 \( \text{f4} \) \( \text{d5} \)] \( \text{xf3} \) 34 \( \text{g4} \) \( \text{g1+} \) 35 \( \text{g3} \) \( \text{e2+} \) 36 \( \text{f3} \) \( \text{f8+} \) and wins.)

31...\( \text{g5}+ \) 32 \( \text{h3} \) \( \text{f6} \) 33 \( \text{f4} \) \( \text{h5+} \) 34 \( \text{g2} \) \( \text{f5+} \) 35 \( \text{g1} \) \( \text{f3} \)

(That's it. The cage is slammed shut. The rest is agony.)

36 \( \text{d5}+ \) \( \text{e6} \) 37 \( \text{f5+} \) \( \text{xf5} \) 38 \( \text{e6} \) \( \text{d7} \) 39 \( \text{d6+} \) \( \text{c7} \) 40 \( \text{b1} \) \( \text{h5} \) 0-1

[After 41 \( \text{c1+} \) \( \text{b8} \)! White loses a rook or is mated.]

(A most fascinating game, in which Chigorin displayed great skill in counterattack.)

[Notes by Vasyukov and Nikitin () and Levenfish []]

49 Steinitz - Chigorin
(Petersburg 1895/96)
Queen's Gambit Declined
1 \( \text{d4} \) \( \text{d5} \) 2 \( \text{f3} \) \( \text{f6} \) 3 c4 e6 4 \( \text{c3} \) \( \text{e7} \) 5 \( \text{af4} \)
[Steinitz was successful with this move in many games.]

5...c6

(Contemporary theory recommends a more active plan with ...c5. For example: 5...d5 0-0 6 c3 c5 7 dxc5 cxd5 8 exd5 9 e2 0-0 10 a4 d4! with equal chances.)

6 e3 d6

(A useful but not obligatory move. White could also allow the exchange of his bishop on the f4 square, after ...a5[d5]. In this case, his position in the centre would be still further strengthened. A similar scheme is nowadays skillfully employed by Korchnoy, and it was also a formidable weapon in the hands of Alekhine.)

7...0-0 8 a3

(Black would have more difficulties after 8 c5. In this way, White could gain space on the queen's flank, with firm control of the centre and a gradual preparation for an attack on the king's flank.)

[After 8 c5, the attack 8...b6 does not give Black anything substantial after 9 b4 a5 10 a3, but the break ...e5 could be more awkward.]

8...dxc4

[The beginning of a sharp and complicated operation, characteristic of Chigorin's style, which was full of initiative.]

9 a3 cxd5 10 a4

(And now the variation 10 0-0 0-0 would not be unfavourable for White, but of course Steinitz played 7 h3 in order to preserve the bishop.)

10...a5 11 a3

(Steinitz is careful. It would be quite possible to castle: 11 0-0 0-0 12 a4 b5 [if 12...b4, then 13 a3 a5 14 axb4 and 14...xb4 is not possible because of 15 xb4 followed by a6] 13 a3 b4 [and now on 13...b4 would follow 14 a3 a5 15 axb4 xb4 16 c2 with the threats of xc6 and xh7++] 14 bxc3 bxc3 15 c2. However, Black would obtain a comfortable game by means of 15...g6! [15...f6 16 e5!] 16 a4 d6)

11...b6 12 b3 b4

(In this game can be seen the outline of a defence which nine years later was tried in the tournament at Cambridge Springs and the author of which was Pillsbury. But do we not have here its original source?)

13 a3

(Steinitz is too cautious. With the sacrifice of a pawn - 13 a3 xc3+ [13...xc3 14 axb4!] 14 bxc3 xa3 15 c4 f6 16 c5 - he could obtain a menacing initiative.)

13...xc3 14 bxc3 a3 15 d1 d5 16 b3

(The exchange 16 xd5! cxd5 would have gone against the theory of...
Steinitz. Black would have a very good game after ...\textit{Qd}7-a4, \textit{Bf}c8 etc. A sharp game would have occurred if Steinitz had decided upon the pawn sacrifice: 16 0-0 \textit{Qxc}3 17 \textit{Qe}4! \textit{Qe}7.)

16...e5!
(It is just such an unexpected thrust, allowing Black to seize the initiative, which crowns the opening strategy of the Cambridge Springs Defence. It is also strong here. The threat is 17...\textit{Qf}5.)

17 e4
(There is no choice – the continuation 17 \textit{Qxd}5 cxd5 18 \textit{Bd}2 [if 18 \textit{Bd}1, then 18...\textit{Qd}7 with the threat of ...\textit{Qa}4 and \textit{Bc}8] e4 19 \textit{Qg}1 [19 \textit{Qg}5, \textit{Qe}5 or \textit{Qh}4 lead to the loss of the knight] b6 20 \textit{Qe}2 \textit{Qa}6 21 0-0 \textit{Bac}8 gives Black an overwhelming advantage.)

17...\textit{Qxc}3! 18 0-0!
(Steinitz has several times rejected the promising sacrifice of a pawn. Now he is obliged to give it up, since 18 \textit{Bxc}3 \textit{Qb}4 19 \textit{Qd}2 exd4 20 \textit{Qxd}4 \textit{Bd}8 would lead to a clear advantage for Black, who will be left at least the exchange and a pawn ahead. Black can now take either pawn. After 18...\textit{Qxe}4 19 \textit{Qxe}5 \textit{Qd}6, the Black knight remains in the centre and White's initiative does not compensate for the material loss.)

18...exd4 19 \textit{Bxd}4 \textit{Qb}5 20 \textit{Ba}4 \textit{Bb}6 21 \textit{Qg}5
(White does not obtain very much for the pawn. It is only the absence of Black pieces on the king's flank which allows him the hope of creating threats before Black has had time to set up a defence. How should he begin? On 21 e5 would follow 21...\textit{Qe}7 and the \textit{g}4 and \textit{h}4 squares are inaccessible to the \textit{Ba}4. On 21 \textit{Qe}5, good is 21...\textit{Qd}6, and the combination 21 \textit{Qxf}7 does not come off: 21...\textit{Qxh}2+ 22 \textit{Qxh}2 \textit{Bxf}7 23 \textit{Qc}4 \textit{Qc}7+ etc. The plan chosen by Steinitz is the most dangerous for Black. Now he threatens both 22 \textit{Qxf}7 \textit{Bxf}7 23 \textit{Qc}4 and also 22 e5 followed by \textit{Bh}4.)

21...\textit{Qc}5 22 \textit{Qd}2 h6 23 \textit{Qf}3 \textit{Qe}7
(White rejects the unclear piece sacrifice 22 \textit{Qxf}7 \textit{Bxf}7 23 \textit{Qc}4 and also 22 e5 followed by \textit{Bh}4.)

[Black plays this move in order to firstly get back into the game his bishop which is stuck on a3.]

24 e5
(White achieves his objective – to provide for the rook the \textit{h}4 square, from where it would threaten the sacrifice \textit{Bxh}6. Chigorin now finds that he has to withstand a very strong attack, all because for four moves in a row [23rd-26th moves] he rejected the exchange of the white squared bishops, which would have weakened White's attacking potential and brought into play the \textit{Ba}8.

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Even now, after 24...\textit{\textcolor{red}{\textbf{a}}e6} 25 \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}h4}} \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}xb3}} 26 axb3 \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}e6}}! followed by ...\textit{\textcolor{red}{\textbf{\textcolor{red}{a}}e7}}, Black would have managed to solve the problem of his defence. Chigorin's commencement of operations on the queen's flank just gives White more time to concentrate his pieces on the king's flank.)

24...a5 25 \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}h4}} \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}b4}} 26 \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}c2}} \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}h8}}?

(Chigorin stubbornly refrains from the move 26...\textit{\textcolor{red}{\textbf{\textcolor{red}{a}}e6}}. He parries the threat of 27 \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}xh6}} gxh6 28 \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}g6}}+ \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}h8}} 29 \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}xh6}}+ with an unfortunate move of his king, which leads to hard times for Black.)

27 \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}f4}}

(White brings his second bishop into the attack, with the clear intention of sacrificing it on h6, and, at the same time, he sets a cunning trap by tempting the opponent into making the spectacular move 27...\textit{\textcolor{red}{\textbf{\textcolor{red}{a}}d4}}. In this case, 28 \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}xh6+}} gxh6 29 \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}xd4}} \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}h4}} [29...\textit{\textcolor{red}{\textbf{\textcolor{red}{a}}g7}} 30 e6 fxe6 31 \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}e5}}+] 30 \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}e4}}! \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}g8}} 31 e6 fxe6 32 \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}c2}} leads quickly to a rout of Black's position. It should be noted that White also has at his disposal the move 27 \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}c1}}, with the "crude" threat of 28 \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}xh6}}+. It is too late for the reply 27...\textit{\textcolor{red}{\textbf{\textcolor{red}{a}}e6}}: 28 \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}xh6+}} gxh6 29 \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}xh6+}} \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}g8}} 30 \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}g5}} \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}f5}} 31 g4! \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}d3}} [31... \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}d2}} 32 h4!] 32 \textit{\textbf{\textcolor{red}{\textcolor{red}{a}}d1}} and wins. Perhaps slightly stronger is 27...\textit{\textcolor{red}{\textbf{\textcolor{red}{a}}e6}} 28 \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}xh6+}} \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}g8}}! or 27...\textit{\textcolor{red}{\textbf{\textcolor{red}{a}}f5}} 28 \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}xh6+}} \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}g8}}! but, in these variations, Black's position is hanging by a thread.)

27...f5 28 exf6

(But this is inaccurate as it allows the \textcolor{red}{\textbf{\textcolor{red}{a}}f8} to take part in the defence of the h6 pawn. Very strong would be 28 \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}g5}} [hardly successful would prove to be the sacrifice of the bishop 28 \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}xh6}} gxh6 29 \textit{\textbf{\textcolor{red}{\textcolor{red}{a}}c1}} f4] \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}e8}} [Romanovsky gives 28...\textit{\textcolor{red}{\textbf{\textcolor{red}{a}}c5}} to meet 29 \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}xh6}} gxh6 30 \textit{\textbf{\textcolor{red}{\textcolor{red}{a}}xh6+}} with ...\textit{\textcolor{red}{\textbf{\textcolor{red}{a}}g7}}, refuting White's attack] 29 \textit{\textbf{\textcolor{red}{\textcolor{red}{a}}c1}. The strength of White's attack is shown by the following variations

(1) 29...\textit{\textcolor{red}{\textbf{\textcolor{red}{a}}g6}} 30 \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}xh6}} \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}e6}} 31 \textit{\textbf{\textcolor{red}{\textcolor{red}{a}}d2}}+ \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}g8}} 32 axb4 axb4 33 \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}g5!}} \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}f7}} 34 \textit{\textbf{\textcolor{red}{\textcolor{red}{a}}h8+!!}} \textit{\textbf{\textcolor{red}{\textcolor{red}{a}}h8}} 35 \textit{\textbf{\textcolor{red}{\textcolor{red}{a}}h4+}} \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}g8}} 36 \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}g5}}

(2) 29...\textit{\textcolor{red}{\textbf{\textcolor{red}{a}}e7}} 30 \textit{\textbf{\textcolor{red}{\textcolor{red}{a}}e7}} \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}xe7}} 31 \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}xh6+}} gxh6 32 \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}xh6+}} \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}h7}} 33 \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}xf8+}}

(3) 29...f4 30 \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}xf4}} \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}e7}} 31 \textit{\textbf{\textcolor{red}{\textcolor{red}{a}}xh6}} \textit{\textbf{\textcolor{red}{\textcolor{red}{a}}xh4}} 32 \textit{\textbf{\textcolor{red}{\textcolor{red}{a}}xh4}} \textit{\textcolor{red}{\textbf{\textcolor{red}{a}}h5}} 33 \textit{\textbf{\textcolor{red}{\textcolor{red}{a}}g5}} \textit{\textbf{\textcolor{red}{\textcolor{red}{a}}d4}} 34 \textit{\textbf{\textcolor{red}{\textcolor{red}{a}}d1}} \textit{\textbf{\textcolor{red}{\textcolor{red}{a}}e2+}} 35 \textit{\textbf{\textcolor{red}{\textcolor{red}{a}}e2}} \textit{\textbf{\textcolor{red}{\textcolor{red}{a}}e2}} 36 f4 or 36 \textit{\textbf{\textcolor{red}{\textcolor{red}{a}}g6+})

28...\textit{\textcolor{red}{\textbf{\textcolor{red}{a}}xf6}}

(28...\textit{\textbf{\textcolor{red}{\textcolor{red}{a}}xf6}} is not possible because of 29 \textit{\textbf{\textcolor{red}{\textcolor{red}{a}}xh6+}} gxh6 30 \textit{\textbf{\textcolor{red}{\textcolor{red}{a}}e5}}.)
29 \text{Ag5}\? 

(Now White's attack peters out, whereas after 29 \text{Ae5} Black would have difficult problems. White's basic threats are seen in the following variations: 29...a4 30 \text{Ag5}! \text{Af5} 31 \text{Bxf5}!! \text{Bxf5} 32 \text{Bxh6} mate, or 29...\text{Bd6} 30 \text{Ac1} \text{Ad2} 31 \text{Bxd2}! \text{Bxd2} 32 \text{Bxh6} mate.

The only defence would be 29...\text{Ad6}!, keeping the f5 square under control; in this case, after 30 a3! \text{Axa3} 31 \text{Bael} \text{Af5}, Black could hope for a successful defence.)

29...\text{Af5}! 30 \text{Bc1} 

[After 30 \text{Bxf6} \text{Bxf6} (it would be a mistake to play 30...\text{Ac2}? 31 \text{Bxh6}+ \text{Ae7} 32 \text{Axe7}, when 32...\text{gxh6} is not possible because of 33 \text{Af6} mate), Black has more than sufficient compensation for the exchange in view of the pawn, two harmonious active bishops and significant pawn majority on the queen's flank.]

30...\text{Baf8} 31 a4 

(Recognising the failure of his attack, White begins to make "casual" moves. Now the knight enters the battle very strongly. After 31 \text{Bxf6} \text{Bxf6} 32 \text{Ac3}, he would find himself switching over to defence. Black would play 32...\text{Ac3} followed by ...b5, preserving all his winning chances.)

31...\text{Ac3} 32 \text{Ah1} 

[Now after 32 \text{Ac3}, Black simply exchanges queens.]

32...\text{Ad3} 33 \text{Bcl} \text{Ae2} 34 \text{Bd1} \text{Axel} (The situation has changed abruptly over the last six moves. With a swift counterattack, Chigorin has disorganised White's attacking formation and completely seized the initiative. Black has three pieces under attack, but it is equally bad to take any one of them. If 35 \text{Bxf6} \text{Bxf6}, there is the irresistible threat of ...\text{Bxf3}, and so Steinitz decides to leave the pinned Black rook for the time being and capture a minor piece; however he chooses an unfortunate continuation. He could have put up the most stubborn resistance by 35 \text{Bxe1} [bad is 35 \text{Bxe1} because of 35...\text{Ag3+} \text{Bg3}+ 36 \text{Ah2} [36 \text{Bgl} \text{Bxe1}+ 37 \text{Bxe1} \text{Ah6}! 38 \text{Bxf6} \text{Bxf6} 39 \text{fxg3} \text{Ab1+}] 36...\text{Bc4} 37 \text{Bxf6} \text{Bxf6} 38 \text{Bxa5} \text{Bxf3} 39 \text{gxf3} \text{Bxh4} 40 \text{Bh8+} \text{Ah7} 41 \text{Bg8+} \text{Ag6} 42 \text{Bf7+} \text{Ag5}! 43 \text{Bf7+} \text{Bf6} 44 \text{Bxg7+} \text{Bf4}, but even then Black has a decisive advantage.)]

35 \text{Bxd3} \text{Bxf3}! 

(Breaking the pin on the \text{Bf6} and thereby also White's further hopes of a successful defence.)

36 \text{gxf3} 

(Other moves also lose quickly: 36 \text{Bxf3} \text{Bxf3} 37 \text{Axe7} \text{Bxb3}, or 36 \text{Axe7} \text{Bxd3} 37 \text{Ac4} [37 \text{Bxf8} \text{Bxb3} 38 \text{Be4} \text{Bd1} 39 \text{Bxe2} \text{Bd4+} and ...\text{Bxf8]} \text{Bxf2}! 38 \text{Bxd3} \text{Bfl+} 39 \text{Ah2} \text{Ag3} mate.)

36...\text{Bxg5} 37 \text{Ag4} 

(In this position, Black has sev-
eral ways to win, but Chigorin's choice is the most elegant.)

37...\$c1! 38 \$e4 \$f5! 0-1
(A tense struggle. Chigorin demonstrated exceptionally subtle opening strategy and created a model lightning counterattack.)
[Notes by Vasyukov and Nikitin () and Romanovsky []]

50 Pillsbury - Chigorin
(Petersburg 1895/96)
Queen's Gambit: Chigorin Defence
1 d4 d5 2 c4 \$c6 3 f3 \$g4 4 cxd5
(The only drawback of this move as compared to the "theoretical" 4 \$a4 lies in the directness of its plan. White does not conceal his intention of creating a strong pawn centre.)

4...\$a6
(Tarrasch considered that much stronger was 4...\$xd5 5 \$c3 \$a4 followed by ...0-0-0. Tarrasch's recommendation was played in a game, Tolush-Aronson, 1957, which however did not last long: 6 d5! 0-0-0 7 \$d2 \$xf3 8 exf3 \$xb4? 9 a3 \$xd5 10 \$a4! and Black resigned. Of course, 8...\$xb4 is a fatal mistake, but Black's position is suspect.)

5 dxc6
(White creates a strong pawn centre, but Black, with the help of his two bishops, attacks it and obtains clear counterplay. Lovers of complicated positions, in which the accumulation of positional advantages comes by slow and painstaking work, would prefer the more substantial 5 gxf3 \$xd5 6 e3 e6 [it is possible to play also the sharper 6...e5] 7 \$c3 \$d7 [7...\$b4 8 \$d2 \$xc3 9 bxc3 favours White]. It is not difficult to see that positions arise, strongly characteristic of Chigorin's favourite set-up, and one which he time and again played successfully as Black. The correct method of playing such positions for White was shown in the game, Taimanov-Spassky, 1960: 8 \$g2 \$b4 9 0-0 \$ge7 10 f4 \$d8 11 a3 \$xc3 12 bxc3 \$a5, and, after 13 \$c2, White can play c4, obtaining the advantage.)

5...\$xc6 6 \$c3 e6 7 e4
(Timid moves, such as 7 \$f4 or 7 e3, would contradict the point of playing 5 dxc6. After 7 e3 \$d7, White begins to experience difficulties in developing his king's flank, because of the strong position of the \$c6.)

7...\$b4 8 f3 f5
(In Chigorin's time, the teaching of Steinitz, on the strength of the pawn centre, was considered absolute. Chigorin was by no means in opposition to this, but he, undoubtedly, was the first to pay attention both to the weaknesses of the pawn centre and the working out of a method of struggle against it. In the present game we have the first practical
trial of Chigorin's method of loosening the centre. The strategical plan, applied by Chigorin, made a strong impression on his contemporaries and proved to be a great influence on the development of the creative ideas of the new generation of chessplayers. The Grunfeld Defence, the Alekhine Defence - the basic idea of these topical present-day opening systems is Black's struggle against a mobile pawn centre.

9 e5?

(A serious positional mistake. With one move, White deprives his beautiful centre of mobility, in that he weakens irreparably his d4 pawn and leaves the d5 square totally in the opponent's hands. This game is an example not only of great strategical skill but also of the fine exploitation of a single mistake.

Not much better than 9 e5, is the exchange of pawns, 9 exf5 exf5 [if at first 9...h4+ then after 10 g3h5 11 fxe6! 0-0-0 the e6 pawn proves to be very full of life] 10 c4 h4+! 11 g3e7+ 12 f2 [12e2? xf3] 0-0-0 13 e1f6, as the weakness of the White pawns in the centre and on the king's flank, gives Black a clear advantage. In order to assess the strength of the move 8...f5, it is necessary to estimate the position after 9 c4! h4+ 10 g3e7 11 0-0-0.

9...ge7

(Playing such a position is easy and pleasant. The strategical plan is clear and the moves come forward all by themselves.)

10 a3

(Since the exchange would remove White's worry over the defence of the d4 pawn, he drives back the bishop in case he should need to break the pin by b4.)

10...a5 11 c4 d5 12a4+

(The weakness of the d4 pawn is shown by the variation 12xd5xd5 13d2h4+. Perhaps the crisis would have come later if White had played 12b3. However, after 12...xc4 13xc4d7 14g5 b5 15d3xc3+ 16 bxc3xd5, Black's advantage is indisputable.)

12...c6 13d3

(He must not play 13xd5xd5 14d2, because of 14...b5! 15c2h4+ and 16...xd4. But here he should have played 13b3.)

13...b6!
threatened, and on 14 b4 or a re-
treat of the queen, possible is 14...\hight{ac}d4.)
14 \hight{ac}c2 \hight{ac}a6!
(Again the queen finds itself
threatened, this time by the move ...
b5, while the text move also,
incidentally, prevents castling.
Even now, White cannot play 15 b4
because of the loss of the d4
pawn: 15...\hight{ac}c4! 16 \hight{ab}2 \hight{ab}6 etc.)
15 \hight{ad}1 \hight{ac}c4!
(White's tragedy is that the
weakness of the d4 pawn and the
white squares is so organic that
not even exchanges promise any
relief, e.g. 16 b4 \hight{ab}6 17 \hight{xa}6
[or 17 \hight{ae}3 \hight{f}4 18 \hight{xf}4 \hight{xd}4 and
19...\hight{eg}6] \hight{xa}6 18 \hight{ae}3 \hight{f}4! 19 \hight{xf}4
\hight{xd}4 20 \hight{bc}1 \hight{xc}3+ 21 \hight{xc}3 \hight{xd}5 and
White loses the exchange.)
16 \hight{f}4 0-0-0 17 \hight{ae}3 \hight{xd}5 18 \hight{ad}2 \hight{ab}6
19 \hight{ec}2 \hight{xd}4
(Black's positional advantage
yields its first fruit.)
20 \hight{bc}1
(Losing a piece as well, but 20
\hight{gf}2 \hight{ad}3 21 \hight{bc}1 \hight{xc}4 does not put
off the rout for long.)
20...\hight{ad}3 21 \hight{bb}3 \hight{xc}4
(It turns out that the bishop on
d2 is not to be saved, since
22...\hight{xd}2 23 \hight{xd}2 \hight{ac}4+ is threat-
ened.)
22 \hight{gf}2 \hight{xd}2 23 \hight{xe}6+ \hight{ab}8 24 \hight{gf}3
\hight{ab}6 25 \hight{ag}3 \hight{xf}3
(Prolonging the struggle is
pointless, but Pillsbury does not
resign until the 39th move.)
26 \hight{gf}3 \hight{ac}4 27 \hight{xf}5 \hight{xc}3 28 \hight{bc}3
\hight{ad}2 29 \hight{th}3 \hight{g}6 30 \hight{he}4 \hight{h}6 31 \hight{ag}4
\hight{f}2+ 32 \hight{ag}3 \hight{g}5+ 33 \hight{ag}4 \hight{h}5+ 34 \hight{f}5
\hight{ad}3+ 35 \hight{ee}6 \hight{ab}6 36 \hight{xe}5 \hight{c}5+ 37
\hight{f}7 \hight{ac}4+ 38 \hight{ag}7 \hight{eg}8+ 0-1
[Notes by Vasyukov and Nikitin.]
51 Chigorin - Pillsbury
(Petersburg 1895/96)
Spanish
1 e4 e5 2 \hight{df}3 \hight{ac}6 3 \hight{ab}5 g6 4 \hight{ac}3
(Chigorin rejects the usual con-
tinuation, 4 d4, and chooses a
quiet scheme of development.)
4...\hight{ag}7
[A very strong move now is 4...
\hight{xd}4! after which White cannot
continue either 5 \hight{exe}5? \hight{ag}5! or 5
\hight{xd}4 \hight{xd}4 6 \hight{ae}2 \hight{ag}5! 7 \hight{xd}4 \hight{ag}7,
and after 5 \hight{aa}4 would follow 5...
\hight{xf}3+ 6 \hight{xf}3 \hight{c}6 (Keres' vari-
tion) and Black has a good game.)
5 d3 \hight{ge}7 6 \hight{ag}5 \hight{f}6
(After 6...h6, the bishop could
move away to h4, and the threat
of \hight{xd}5 would force Black to sub-
mit to a new weakening.)
7 \hight{ae}3 a6 8 \hight{aa}4 b5 9 \hight{bb}3 \hight{ea}5 10
\hight{dd}2 \hight{xb}3 11 axb3 \hight{ab}7 12 \hight{ah}6 0-0
13 \hight{h}4
(White goes in for a risky in-
tensification of the struggle. 13
0-0 would lead to a quiet game in
which Black would have no diffi-
culties. He could either play at
once 13...d5, or else prepare
...f5. Not bad now would be 13...
\hight{gf}7, and, after 14 \hight{xf}7, to reply
14...\hight{bg}7 in order to meet 15 \hight{h}5
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with either 15...g5 or 15...d5 16 hgx6 hxg6. It would not be easy for White to create real threats on the h-file. Pillsbury considers the defence of his king to be quite solid and proposes to open the a-file, not worrying about the concentration of White forces on the king's flank.)

13...d6

(On 13...d5, White would continue the attack by playing 14 h5, and on 14...g5 he could successfully sacrifice his knight for three pawns: 15 Axd5 Ad5 16 g5 fxg5 17 Bxg5+ Bf7 18 Bxe5 etc.)

14 0-0-0 c5 15 g4 b4 16 Ab1 a5 17 Ba2l a4 18 bxa4 Bxa4 19 Be3

(Chigorin liked positions in which there was the possibility of a pawn storm on the enemy king position. Here he treats a quiet variation of the Spanish Game just like his favourite opening 1 e4 e5 2 Ab5 a6 3 e5 d5 4 Bb5 c5 5 Ab4 Bc5 6 0-0-0 Ac4 7 Bd6 Ac6 8 Be3...)

(Chigorin also gives, in reply to 23...Axd5, 24 Axd5 Bxd5 25 Bxh8+ Bxh8 26 Bxg7 threatening both Bxh6 and Bxg7.)

20 Axd7 Bxd7 21 g5 f5 22 h5 Bf8 23 hxg6 hxg6. Pillsbury chooses another, no less solid plan, in which, however, Chigorin manages to open the Black king position by combinative means.)

20 Bxd7 Bxd7 21 g5 Bd4

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20 Bxd7 Bxd7 21 g5 f5 22 h5 Bf8 23 hxg6 hxg6. Pillsbury chooses another, no less solid plan, in which, however, Chigorin manages to open the Black king position by combinative means.)

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(Chigorin liked positions in which there was the possibility of a pawn storm on the enemy king position. Here he treats a quiet variation of the Spanish Game just like his favourite opening 1 e4 e5 2 Ab5 a6 3 e5 d5 4 Bb5 c5 5 Ab4 Bc5 6 0-0-0 Ac4 7 Bd6 Ac6 8 Be3...)

20 Bxd7 Bxd7 21 g5 f5 22 h5 Bf8 23 hxg6 hxg6. Pillsbury chooses another, no less solid plan, in which, however, Chigorin manages to open the Black king position by combinative means.)

20 Bxd7 Bxd7 21 g5 Bd4

(Chigorin liked positions in which there was the possibility of a pawn storm on the enemy king position. Here he treats a quiet variation of the Spanish Game just like his favourite opening 1 e4 e5 2 Ab5 a6 3 e5 d5 4 Bb5 c5 5 Ab4 Bc5 6 0-0-0 Ac4 7 Bd6 Ac6 8 Be3...)

20 Bxd7 Bxd7 21 g5 f5 22 h5 Bf8 23 hxg6 hxg6. Pillsbury chooses another, no less solid plan, in which, however, Chigorin manages to open the Black king position by combinative means.)
cover has been completely destroyed.)

25...\textit{\texttt{\textbackslash e}6}

(To avoid the hostilities, Pillsbury chooses a promising plan of defence - moving his king over to the queen's flank, where there is the possibility of hiding behind his own pawns.

A commentator of this game, Pollock, points out, citing the opinion of Pillsbury and Steinitz, that in the variation, 25...\textit{\texttt{\textbackslash f}7} 26 \textit{\texttt{\textbackslash x}g1} \textit{\texttt{\textbackslash f}6}? 27 \textit{\texttt{\textbackslash h}3} \textit{\texttt{\textbackslash c}8} 28 \textit{\texttt{\textbackslash h}5+} \textit{\texttt{\textbackslash e}7} 29 \textit{\texttt{\textbackslash g}8(?)} Black ought to win [29...\textit{\texttt{\textbackslash f}4+} 30 \textit{\texttt{\textbackslash d}1} \textit{\texttt{\textbackslash b}1} 31 \textit{\texttt{\textbackslash x}f8} \textit{\texttt{\textbackslash x}b1+} 32 \textit{\texttt{\textbackslash e}2} \textit{\texttt{\textbackslash g}4+} etc.]. Chigorin refutes Pollock's analysis by the variation 29 \textit{\texttt{\textbackslash b}3!} \textit{\texttt{\textbackslash a}8}! [29...\textit{\texttt{\textbackslash a}2} 30 \textit{\texttt{\textbackslash g}8}] 30 \textit{\texttt{\textbackslash g}8} \textit{\texttt{\textbackslash e}6} 31 \textit{\texttt{\textbackslash h}8(?)} and "White at least secures for himself a draw."

With due respect for the rich imagination of Chigorin in conducting an attack, it should be noted that, in the diagrammed position, Black could repulse the attack in two ways, found by the former world champion, Spassky:

25...\textit{\texttt{\textbackslash g}7!} 26 \textit{\texttt{\textbackslash h}6+} \textit{\texttt{\textbackslash h}8} and 25...\textit{\texttt{\textbackslash f}7} 26 \textit{\texttt{\textbackslash x}g1} \textit{\texttt{\textbackslash h}4!})

26 \textit{\texttt{\textbackslash x}g1} \textit{\texttt{\textbackslash d}7} 27 \textit{\texttt{\textbackslash h}3+} \textit{\texttt{\textbackslash c}6} 28 \textit{\texttt{\textbackslash e}6} \textit{\texttt{\textbackslash b}8} 29 \textit{\texttt{\textbackslash g}7} \textit{\texttt{\textbackslash e}6}

(Thus Black has succeeded in sheltering his king behind the pawn chain and safely prevented the promotion of the h7 pawn into a queen. It only remains to make the move 30...\textit{\texttt{\textbackslash c}6} and it will be possible to go over to the counterattack by means of ...\textit{\texttt{\textbackslash h}4}. With regard to this, 30 \textit{\texttt{\textbackslash d}7} cannot be played because of 30...\textit{\texttt{\textbackslash g}5+}. Chigorin finds a surprising possibility to introduce into play his last reserve - the \textit{\texttt{\textbackslash b}1} - and the attack breaks out with new strength.)

30 \textit{\texttt{\textbackslash a}3!} \textit{\texttt{\textbackslash a}6}

(In a very sharp position, Pillsbury makes a move spontaneously, to repulse the threat of 31 \textit{\texttt{\textbackslash c}4+}. Admittedly, it gives up the queen, but with firm compensation and, most of all, it sharply reduces White's attacking potential.

It seems that Pillsbury could not take the knight, since, after 30...\textit{\texttt{\textbackslash b}xa3} 31 \textit{\texttt{\textbackslash b}3+} \textit{\texttt{\textbackslash a}6} 32 \textit{\texttt{\textbackslash x}b7+} \textit{\texttt{\textbackslash a}5} 33 \textit{\texttt{\textbackslash b}4+} \textit{\texttt{\textbackslash c}xb4} 34 \textit{\texttt{\textbackslash d}5+} \textit{\texttt{\textbackslash a}6} 35 \textit{\texttt{\textbackslash b}7} \textit{\texttt{\textbackslash b}6} 36 \textit{\texttt{\textbackslash x}b6+} \textit{\texttt{\textbackslash x}b6} 37 \textit{\texttt{\textbackslash d}6+} \textit{\texttt{\textbackslash b}7} 38 \textit{\texttt{\textbackslash b}1}!, the h7 pawn limits the activity of the Black rook to the eighth rank, and the game is decided by the advance of the White pawn mass in the centre.

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All the same, the extra rook would give Black the chance of defending in another way: 30... Bf6 31 Kg8 Kh6! 32 Rf7 Qc6 33 Qc4+ Kc6 34 Kg8 Bxh7 35 Qxh7 Qxg8 though after 36 Qc7 he must force a draw by perpetual check.

31 Bd7 Bxd7 32 Bxd7 Bb8 33 Kg7 bxa3 34 bxa3
(Black has managed to rebuff the attack. His two rooks and bishop, struggling against queen and three pawns, would have more chances of success if it were not for the h7 pawn, rivetting both Black's rooks to the defence of the h8 square. However, if Pillsbury were to play 34...Ab5, the game in all probability would end peacefully. However, he decides to lengthen the diagonal of the bishop and falls into a trap.)

34...c4? 35 d4! Bxf2
(Chigorin points out the win both on 35...c3 - then 36 dxe5 Bxf2 37 g1 Bf8 38 h8(Q), and 35...Ab7 - then 36 dxe5 Axe4 37 e6! Apparently, Pillsbury noticed some of these variations after playing the move 34...c4. However, even 35...Bxf2 is only a desperate attempt to postpone the so unjustly cruel end, in view of the preceding events. The game is already over.)

36 h8(Q) Bxh8 37 Qxh8 Bf1+ 38 Kb2 exd4 39 Qxd4+ Qc7 40 a4 Bf7 41 a5 Qc8 42 Qxd6 Bb7+ 43 Qc3 Kb5 44 a6 Bc7 45 a7 1-0

(A mighty battle: the royal art of attack of Chigorin set against the young American's calm and steadfast defence, which is broken down only at the very end. Chigorin's rich imagination is very impressive.)

[Notes by Vasyukov and Nikitin.]

52 Chigorin - Charousek
(Nurnberg 1896)

Gioco Piano
1 e4 e5 2 Qf3 Qc6 3 Qc4 Qf6 4 d3
5 c3 d6 6 Qbd2 0-0 7 Qf1 d5 8 exd5 Qxd5 9 c3 Qxe3 10 Qxe3
(In the Petersburg tournament, 1895/96, Chigorin, against Lasker, took back with the pawn here, whereupon Lasker made the fine pawn sacrifice...e4.)

10...Qd6 11 Qe2 Qe6 12 Qg5
(White has played the opening listlessly. He would even obtain the worse position if Black now played 12...Qxe3. In this case the continuation 13 Qxe3 Qxc4 14 dxc4 h6 favours Black, and the sacrifice of a pawn 13 Qxe6 Qxf2+ 14 Qxf2 fxo6 15 Qe3, would hardly be sufficient for equality. In the search for a more lively game, Charousek refuses to simplify, but this decision proves to be fatal. From this moment, Chigorin begins, move by move, to strategically outplay his opponent.)

12...Qxc4 13 Qxc4 Qg6 14 Qe4 Qe7
(Probably Charousek considered
his game quite acceptable, since
White's position in the centre
seems quite unstable in view of
the threat ...f5. For example, on
the natural move 15 0-0, could
follow 15...b5 16 c3 f5, with an
excellent game for Black.)

15 g4!
(A splendid positional move which
at once clarifies the situation.
White secures his c4 from attack
and prepares the occupation of
the f5 square. It is interesting
that Chigorin applied a similar
method of consolidating a minor
piece in the centre, in a game
against Pillsbury [Game 50].
What can Black do? Probably de-
serving a try is the transfer of
the knight via d8-e6 to f4, and
after this to begin to put pres-
sure on the d3 square, for example
15...f6 16 c3 g7 17 g5 d8! 18
h4 c6 with a complicated game.
Also deserving attention is the
transfer of the bishop: 15...g5
16 h4 f4!
[To prevent ...f5, after which
the e-pawn would be isolated and
the g-file opened for a rook
attack. Chigorin now prepares the
attack in the finest way and con-
ducts it with wonderful verve.]
15...Bd8 16 c3 b5?
[Black should rather double rooks
on the d-file or make some defen-
sive move.]
17 g5 f8 18 h4 c6 19 g3 c7
20 h5
(A positional game was not to
Charousek's taste. Hereabouts, as
Chigorin carries out a splendid
regrouping of forces and goes
from defence over to the offens-
ive, Charousek plays without a
clear plan. Here, also now, in-
stead of preventing the further
weakening of his position by
20...h6 [though after 21 gl
White has an indisputable advan-
tage], he sets a simple trap.)
20...Bd7?
(Obviously counting on 21 c5
[g5] d5! or 21 g6+ xg6 22
cxg7 23 xa8 xd3 with some
hopes of defence, However, Chig-
orin at once provokes a weakening
of the f6 square, after which
there arises a variety of forks
by the e4.)
21 h6 g6 22 g7
[This is even stronger than 22
cxg7 23 g6+ xg6 24 xa8+]
22...xg7 23 hxg7
(The game is over. Black cannot
simultaneously defend against the
two terrible threats of g6+ and

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23...\textit{\textcolor{red}{\textbf{exd5}}} 24 \textit{\textcolor{red}{\textbf{exh7}} \textit{\textcolor{red}{\textbf{exh7}}} 25 \textit{\textcolor{red}{\textbf{exg5+}}} \textit{\textcolor{red}{\textbf{exg7}}} 26 \textit{\textcolor{red}{\textbf{exxe6+}}} \textit{\textcolor{red}{\textbf{fxe6}}} 27 0-0-0 \textit{\textcolor{red}{\textbf{exb6}}} 28 \textit{\textcolor{red}{\textbf{exg5}}} \textit{\textcolor{red}{\textbf{exf8}}} 29 \textit{\textcolor{red}{\textbf{exh3}}} \textit{\textcolor{red}{\textbf{exxf2}}} 30 \textit{\textcolor{red}{\textbf{exh6+}}} \textit{\textcolor{red}{\textbf{exf7}}} 31 \textit{\textcolor{red}{\textbf{exh7+}}} \textit{\textcolor{red}{\textbf{exe8}}} 32 \textit{\textcolor{red}{\textbf{exg6+}}} \textit{\textcolor{red}{\textbf{exd8}}} 33 \textit{\textcolor{red}{\textbf{exg8+}}} \textit{\textcolor{red}{\textbf{exe7}}} 34 \textit{\textcolor{red}{\textbf{g6}}} \textit{\textcolor{red}{\textbf{exg2}}} 35 \textit{\textcolor{red}{\textbf{exf1}}} 1-0

[This game is amongst the finest of the tournament.]
[Notes by Vasyukov and Nikitin () and Tarrasch []]

53 Chigorin - Kotrch
(Prague 1896)
King's Gambit Declined
(This game was played by Chigorin against the then Czech champion, during an exhibition tour of Czechoslovakia after the international tournament at Nurnberg 1896.)
1 e4 e5 2 f4 d5 3 \textit{\textcolor{red}{\textbf{exf3}}}
(Chigorin often played 3 exd5 and after 3...e4 checked with the bishop on b5.)
3...\textit{\textcolor{red}{\textbf{dxe4}}} 4 \textit{\textcolor{red}{\textbf{exxe5}}} \textit{\textcolor{red}{\textbf{exe6}}}
(The best now seems to be 4...\textit{\textcolor{red}{\textbf{d6}}} after which, in his game against Walbrodt at Budapest 1896, Chigorin played 5 \textit{\textcolor{red}{\textbf{exf2}}}.)
5 \textit{\textcolor{red}{\textbf{d4}}}
(Many manuals now recommend 5 \textit{\textcolor{red}{\textbf{exf2}}} with an attack on the e4 pawn and the threat of check on b5. However, Chigorin took the view that "in each opening there is hardly a variation in which it is not possible to avoid routine book lines and of course to obtain not worse, if not better results". In this respect, the move 5 \textit{\textcolor{red}{\textbf{exf2}}} is rather doubtful: after 5...\textit{\textcolor{red}{\textbf{d6}}} 6 \textit{\textcolor{red}{\textbf{d5+}}} \textit{\textcolor{red}{\textbf{exb7}}} White, of course, could win a pawn but then he is seriously behind in development.)
5...\textit{\textcolor{red}{\textbf{d6}}}
(Now this natural move is shown to be a mistake; Black must exchange on d3 and, after 6 \textit{\textcolor{red}{\textbf{exd3}}}, play 6...\textit{\textcolor{red}{\textbf{c5}}}.)
6 c4!
(By taking control of the most important squares in the centre, White looks for a positional advantage.)
6...\textit{\textcolor{red}{\textbf{c6}}} 7 \textit{\textcolor{red}{\textbf{exf2}}} h5
(It is easy to criticise such a move, but Black quite clearly is eager to secure a position for his bishop on f5. In addition, one ought to take into account that simple developing moves already do not save Black from his difficulties: for example, 7...\textit{\textcolor{red}{\textbf{exf7}}} 8 0-0 and the threat of f5 is very unpleasant.)
8 \textit{\textcolor{red}{\textbf{exc3}}} \textit{\textcolor{red}{\textbf{exb7}}} 9 \textit{\textcolor{red}{\textbf{exc2}}} \textit{\textcolor{red}{\textbf{exf5}}} 10 \textit{\textcolor{red}{\textbf{exf3}}} \textit{\textcolor{red}{\textbf{exb4}}} 11 0-0-0 \textit{\textcolor{red}{\textbf{exc3}}}
(Premature. Black obtains more chances of creating counterplay after 11...\textit{\textcolor{red}{\textbf{exa5}}}.)
12 \textit{\textcolor{red}{\textbf{exc3}}} \textit{\textcolor{red}{\textbf{exc8}}}
(This manoeuvre appears to be very promising; now ...\textit{\textcolor{red}{\textbf{exc5}}} is threatened.)
13 \textit{\textcolor{red}{\textbf{exf2}}}!
(The craft of a great master is revealed by this move. Chigorin counters the opponent's threat
and plans the transfer of the bishop to the important h4-d8 diagonal.)
13...0-0
(Now after 13...cxd5, White would reply 14 g3.)
14 Qh4 b5

15 g4!
(Chigorin's amazing skill in conducting the attack is shown in full measure by this move! After deciding where to land his main blow, White energetically and cleverly storms the fortifications around the Black king. 15 c5 would have been weak because of 15...cxd5 16 g3 Qa5 and Black already initiates a dangerous offensive.)
15...hxg4 16 Qxg4 Qxg4 17 Qxg4 Qc7
(Attempting to free himself from the unpleasant pin on the Qf6. Bad now would be 18 Qxf6+ Qxf6 19 Qxf6 Qxf4+ and 20...Qxf6.)
18 Qxe5! Qh5
(Or 18...bxc4 19 Qhgl etc.)
19 Qh3!

(A fresh, strong and accurate attacking blow. With this indirect defence of the f4 pawn, White forces an exchange on e5 and then quickly transfers all his heavy pieces to the king's flank.)
19...Qxe5
(If 19...Qb6, then 20 Qg5 g6 21 Qhgl, with a menacing attack.)
20 fxe5 f5
(Uncomfortable is 20...bxc4 21 Qg4 g6 22 Qhgl etc.)
21 Qg5 g6
(Or 21...Qf7 22 e6 Qg6 23 Qhgl with an irresistible attack.)
22 Qhgl Qf7 23 Qb1
(Also good was 23 Qh6 Qg7 and only now 24 Qb1.)
23...Qh7
(In its notes to this game, the Czechoslovakian chess magazine now recommends the continuation 23...f4. However, in this case, Chigorin would drive home the victory by means of 24 d5! cxd5
25 cxd5 e3 26 e6 Qf5+ 27 Qxf5 Qxf5 28 d6 and White's passed pawns break through irresistibly to queen.)
24 Qf6 bxc4 25 Qg5 Bg8 26 Bdg1 Qh6 27 Qh4 Qb8 28 Qlg3
(Chigorin could have immediately decided the game by playing 28 Qxh5+ Qxh5 29 Qf4+ Qh7 30 Qxf5+ Qh6 31 Qg5+ Qxg5 [31...Qg7 32 Qe7+] 32 Qxg5+ Qh7 33 e6! Admittedly, Black cannot save the game in any case.)
28...c3

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(A picturesque position. Both kings are threatened with a mating attack. Chigorin decides the game with an exchange sacrifice.)

29 \texttt{Exh5+ gxh5 30 \texttt{Qf4+ \texttt{h7 31 \texttt{Exf5+ \texttt{h6 32 \texttt{Qg5+!} 1-0}}}

(If 32...\texttt{Bxg5}, then simply 33 \texttt{Exf7, and, on 32...\texttt{Qg7}, 33 \texttt{Qe7+ wins.})

[Notes by Yudovich.]

54 Janowski - Chigorin

(Budapest 1896)

Queen's Gambit: Semi-Slav Defence

1 \texttt{d4 d5 2 c4 e6 3 \texttt{Qc3 c6 4 e3}}

(The principal alternatives are 4 \texttt{e4 dxe4 5 \texttt{Qxe4 \texttt{Qb4+ 6 \texttt{Qd2}, and 4 \texttt{Qf3 dxc4 5 e3 b5. Janowski is not}}}

for the present thinking about the fate of the \texttt{Qc1 and defends the c4 pawn.)}

4...\texttt{Qf6 5 \texttt{Qd3 \texttt{Qbd7 6 \texttt{Qf3 \texttt{Qd6}}}}

(One of Chigorin's opening ideas. Black prepares the advance ...e5 at an early stage. On the basis of numerous games and analyses of this position, a clear way of retaining an opening advantage for White was found. White must play at once 7 \texttt{e4. Since 7...\texttt{dxe4 8 \texttt{Qxe4 \texttt{Qxe4 9 \texttt{Qxe4 e5 10 0-0 exd4 11 \texttt{Qg5! Qf6 12 \texttt{Qxd4 \texttt{Qe7 13 \texttt{Qe5 is}}}}}}}

not at all promising for Black, he must go in for a series of exchanges: 7...\texttt{dxc4 8 \texttt{Qxc4 e5 9 dxe5 \texttt{Qxe5 10 \texttt{Qxe5 \texttt{Qxe5 11 \texttt{Qxd8+ \texttt{Qxd8. Now the fine point of the}}}}}}

move 7 \texttt{e4 is clear - Black is deprived of castling and it is}

difficult for him to improve the coordination of his pieces. Out of two possible continuations - 12 \texttt{Qg5 \texttt{Qe7 13 0-0-0 \texttt{Qe6 14 \texttt{Qd3 h6 15 \texttt{Qe3 Qg4! 16 \texttt{Qc5+ \texttt{Qf6 17 h3 b6!}}}}}

and 12 \texttt{Qxf7 \texttt{Qxc3+ 13 bxc3 \texttt{Qxe4 14 0-0! \texttt{Qxc3! 15 \texttt{Qb2 \texttt{Qf8 16 \texttt{Qb3!}}}}}}

the latter holds the most prospects for White.

Later, world champion Alekhine, upon whom, as he himself said, Chigorin exerted immense influence, somewhat modernised the plan with the advance ...e5. He proposed, instead of 6...\texttt{Qd6, the move 6...\texttt{Qb4}, in order to hamper the advance \texttt{e4 and prepare ...e5.}}

One of the most serious practical trials of this idea took place in the game, Botvinnik-Taimanov, played in 1953: 7 \texttt{a3 \texttt{a5 8 \texttt{Qc2}}}

[better is an immediate 8 \texttt{Qd6}]

0-0 9 \texttt{Qd2 \texttt{Qc7 10 0-0 dxc4 11 \texttt{Qxc4 e5, and now, instead of 12 \texttt{Ba1}}}

\texttt{exd4 13 \texttt{exd4 \texttt{Qd6!}}}, White must play 12 \texttt{Qxe5 \texttt{Qxe5 13 dxe5 \texttt{Qxe5 14}}}

\texttt{f4, striving to advance his pawn centre. Theory, instead of 6...\texttt{Qd6}, recommends the so-called \texttt{Meran variation: 6...\texttt{dxc4 7 \texttt{Qxc4}}}

\texttt{b5 8 \texttt{Qd3 a6, or even 8...b4.)}

7 0-0 0-0 8 \texttt{e4}

(Now Black carries out his idea in the most favourable light and obtains counterplay in the centre. Contemporary opening strategy, in similar positions, considers as more expedient the plan involving the fianchetto of
the a2 - b3 and then b2. In this case, White firstly completes his development - a2, b2, and then carries out the advance e4.)

8...dxc4 9 axc4 10 a5 g7!
(A critical position in the opening system. Black reinforces the e5 square [inferior would be 10...h6 11 a4 exd4 12 axd4 a5 13 b3 a6, because of 14 e5! axd3 15 axd3 g6f5 16 e4] and wants, after ...b7, to create some threats in the centre. But, all the same, White is fully capable of maintaining the tension in the centre, by playing 11 Bel. The position which is created after the standard 11...h6 12 a4 13 b3 a6, can be estimated as complicated and approximately equal. Janowski liquidates the tension in the centre and thereby simplifies Black's problems.)

11 d5 b6 12 b3 a4! 13 h3 b5 14 dxc6 bxc6
(White's opening achievements are modest. It is difficult to get near to the weak c6 pawn. Furthermore, this pawn defends the d5 square against invasion by the White pieces, whereas Black can formulate a plan connected with the weakness of the d4 square, for example the transfer of the b6 along the march route d7-c5-e6-d4. Janowski finds an interesting plan of attack on the king's flank.)

15 g4! g6 16 h4
(White's pressure is becoming unpleasant, but it is hard to believe that this is the result of the move 11 d5. Probably Chigorin committed an error in playing 12 a4. It was necessary to play 12...h6 13 g4 g5! so as, after 14 a3, to pin the knight by 14...g4.)

16...b7
(Subjectively the best move, though it does not eliminate his difficulties. By taking the king off the a2-g8 diagonal, Black prepares the move ...h6, and, on 17 xg6, prepares to take back with the f-pawn, in order, after ...h6 and g5, to obtain the f4 square and play on the f-file. Black cannot linger by 16...a5 17 f3 b8, since after 18 b2 there is an unavoidable invasion of the knight on f5.)

17 f5 xf5
18 gxf5?
next move already shows that White has neither the strength nor the time to organise an attack on the king. From this moment on, Chigorin conducts the struggle with exceptional skill and energy and creates decisive threats... on the g-file.

After 18 exf5! Black would have to go over to defence, since the White knight swoops upon the freed e4 square. The attempt to seize the initiative at the cost of a pawn: 18...e4[with the threat of ...£e5] does not work because of 19 £xe4 or 19 £xf6 gx6 20 £xe4. After 18...£ad8 would have followed 19 £e4 £c7 20 £c2 with a bind. He could only resign himself to the inevitable, and build a fortress, for example: 18...£c5 19 £e4 £d4 20 £c1 £ac8 21 £xf6 gxf6 22 £h6 £d7."

18...h6 19 £h4

"(It is useless for White to move his bishop away from the centre, since he does not succeed in exploiting the pin on the £f6. Necessary was 19 £e3, tempting the opponent into the effective 19...g5 20 fxg6 £g8. In this case, 21 £h1 £xg6 22 £f3, followed by £g1, gives White equal chances. Instead of 19...g5, more substantial looks 19...£c5, followed by an occupation of the d4 square.)

19...£ad8 20 £e2 g5! 21 £g3 £g8 22 £g2 £g7 23 £ad1

(White does not have any serious counterplay and decides to place his pieces simply in "good positions". The sortie on the queen's flank, 23 a4 a5 24 £a6, is doomed to failure: 24...£c5! 25 £xa5? £a8.)

23...h5!

(Of course, Black risks nothing by beginning an attack on the king, and White is obliged to go over to passive defence.)

24 £h1 h4 25 £h2 £dg8 26 £f1 £c5 27 £b1

(This move is not good, if only because after a few moves the knight returns to c3 and with the result that White loses two tempi. But also hardly better would be 27 £f3, because of the simple 27...£d4 followed by £d7-c5, and in the event of 28 £e2, strong is 28...c5! 29 £xd4 £xd4. Little is changed also by 27 £a4 £xa4 [27...£d4? 28 £xb6 axb6 29 £xd4! exd4 30 e5!] 28 £xa4 g4 and Black would continue the attack as in the game.)

27...g4 28 hxg4 £xg4 29 £g1 £g5

(Treating 30...£h2! 31 £e1 £g2.)

30 £f3 £d4 31 £c3 c5 32 £e2 c4 33 £c2 £h6!

(Black completes his preparations for a decisive invasion on the g-file and the only way to prevent this is by the move 34 £h3 [so as, after 34...£xf2, to play 35 £xh4!]. However, after 34...£h7!, Black's attack would all
the same develop without hindrance, for example: 35 \( \text{c8} \) \( \text{b5} \) [35 \( f3 \) \( \text{c8} \) \( \text{e3} \!) \text{xf2} \] 36 \( \text{xf2} \) \( \text{xf2} \) 37 \( \text{xf2} \) \( \text{g3} \!) \text{38 \( \text{d8} \) \( \text{g7} \) 39 \( f6 \) \( \text{xf6} \) 40 \( \text{f5} \) \( \text{xd8} \) and wins.)

34 \( \text{c8} \) \( \text{xf2} \) 35 \( \text{xf2} \) \( \text{xf2} \)
(The bishop is immune from capture - 36 \( \text{xf2} \) \( \text{g3} \!) or 36 \( \text{xf2} \) \( \text{g2} \). The agony begins.)

36 \( \text{d6} \) \( \text{c5} \) 37 \( f6 \) \( \text{g2} \) 38 \( \text{f1} \) \( \text{d6} \) 39 \( \text{xd6} \) \( \text{xc2} \) 40 \( \text{d1} \) \( \text{cg2} \) 41 \( \text{e1} \) \( \text{a4} \) 42 \( \text{h3} \) \( \text{g1} \) 43 \( \text{xc1} \) \( \text{xc1} \) + 0-1
(The seizing of the initiative and the subsequent attack was conducted splendidly by Chigorin.)
[Notes by Vasyukov and Nikitin.]

55 Chigorin - Walbrodt
(Budapest 1896)
King's Gambit Declined
1 \( e4 \) \( e5 \) 2 \( f4 \) \( d5 \) 3 \( \text{f3} \) \( \text{dxe4} \) 4 \( \text{dxe5} \) \( \text{ad6} \)
(Modern theory considers this continuation, equally with 4... \( \text{d7} \), as the strongest for Black. The \( \text{c8} \) must in the first instance be exchanged, since 5 \( \text{c4} \) is threatened.)

5 \( \text{e2} \)
(The more natural move is 5 \( d4 \), but Chigorin is planning a knight sacrifice.)

5...\( \text{e7} \)
(A chivalrous gesture - Black accepts the challenge. The shortcomings of the move 5 \( \text{e2} \), related to the retarded development of his king's flank, can be underlined by means of 5...\( \text{f6} \) 6 \( d4 \) \( \text{exd3} \) 7 \( \text{xd3} \) \( \text{e7} \) followed by ...0-0 with a good game.)

6 \( \text{xe4} \) \( f6 \) 7 \( d4 \) \( \text{fxe5} \) 8 \( \text{fxe5} \)
(A typical positional piece sacrifice for two pawns and a powerful pawn centre. Though Chigorin considered that White ought to obtain an attack just as strong as in the Muzio or Allgaier Gambits, the problem here is considerably more difficult, since White does not for the present have an advantage in development. But in order to place under doubt the correctness of Chigorin's sacrifice, Black must play energetically, not clinging to his material advantage, and he will not be able to do this.
It is interesting that a similar sacrifice of a piece, but in a Two Knights Defence, was successfully carried out by grandmaster Bronstein: 1 \( e4 \) \( e5 \) 2 \( \text{f3} \) \( \text{c6} \) 3 \( \text{c4} \) \( \text{f6} \) 4 \( \text{g5} \) \( d5 \) 5 \( \text{exd5} \) \( \text{a5} \) 6 \( d3 \) \( h6 \) 7 \( \text{f3} \) \( e4 \) 8 \( \text{dxe4} \) ! \( \text{xc4} \) 9 \( \text{d4} \) [Bronstein-Rojahn, Moscow 1956].)

8...\( \text{c6} \)
(Walbrodt wants to provide the c7 square for his bishop and, at the same time, cover the b7 pawn, freeing the \( \text{c8} \) from the responsibility of defending it. But, all the same, this move does not help his development and gives White time to organise an attack.
Black ought to play for an advan-
tage in development by $8...\texttt{Qf6}$ [on the move $8...\texttt{Qd7}$, White obtains a good game with the reply $9 \texttt{Qd3}$, but possible also is the attack with $9 \texttt{Qb5}$; if $9...\texttt{c6}$ then $10 \texttt{Qxc6} \texttt{bxc6} 11 \texttt{Qxc6} \texttt{Qxb8} 12 \texttt{Qxd6}$ etc.]. Also Chigorin considered this move equally strong, rightly believing that the attempt to at once return the sacrificed material by $9 \texttt{Qe2}$ could lead to a dangerous attack on the White king after $9...\texttt{0-0}$! However, the plan suggested by him, $9 \texttt{Qh4} \texttt{Qd5} 10 \texttt{Qg5} \texttt{Qe6} 11 \texttt{Qc4}$ etc., is not forced. Black could seize the initiative by the counter-sacrifice of a piece, $9...\texttt{Qxe5}! 10 \texttt{dx5}$ $\texttt{Qx5+}$, for example: $11 \texttt{Qe2} \texttt{Qg4} 12 \texttt{Qc3} \texttt{0-0}$ and White can play neither $13 \texttt{Qg5}$, because of $13...\texttt{Qxe2}$ $14 \texttt{Qxe2} \texttt{Qxb2}$, nor $13 \texttt{0-0} \texttt{Qxe2} 14 \texttt{Qe1}$, because of $14...\texttt{Qc5+}$.)

$9 \texttt{Qc4} \texttt{Qc7} 10 \texttt{0-0} \texttt{Qe6}$

(At first sight it seems that Black has found a successful deployment of his forces and if he succeeds in playing $...\texttt{Qd7}$ and $\texttt{0-0-0}$, everything would be in order. But White has an advantage in development and, exploiting this, he begins an attack on the king.)

$11 \texttt{Qg5}! \texttt{Qxg5}$

(It is difficult to say which is the lesser evil for Black. Of course, the exchange of bishops favours White, since he obtains the possibility of invading both on $f7$ and also on $c8$, and on $h7$ [after $\texttt{Qxg8}$]. However, in the event of $11...\texttt{Qd7}$, the Black king is stuck in the centre for a long time, and White strengthens his attack with each move, for example: $12 \texttt{Qd2}! \texttt{Qe7} 13 \texttt{c3} \texttt{Qa6} 14 \texttt{Qh4} \texttt{Qg6} 15 \texttt{Qh5} \texttt{Qd8} 16 \texttt{Qe4}$ etc.)

$12 \texttt{Qxe6}$

$12...\texttt{Qh6}$?

(Black has played the opening somewhat incorrectly, but this move finally ruins his game. Probably this is the result of an oversight, since, in repulsing the threat of invasion on the $f7$ square, Black does not notice the threat to the $b7$ pawn.

Chigorin, analysing this position, analysed only two variations: $12...\texttt{Qe7} 13 \texttt{h4} \texttt{Qh6} 14 \texttt{Qg4}$, and $12...\texttt{Qe7} 13 \texttt{Qc8}!$ [not $13 \texttt{Qxg8}(?) \texttt{Qxg8} 14 \texttt{Qxh7} \texttt{Qe6} \texttt{Qd6} 14 \texttt{Qd2} \texttt{Qa6} 15 \texttt{Qc4}$ allowing White to develop a very strong attack, for example: (1) $15...\texttt{Qf6} 16 \texttt{Qh4} \texttt{Qd5} 17 \texttt{Qd6+} \texttt{Qd8} 18 \texttt{Qf7} \texttt{Qxh4} 19 \texttt{Qd7}$ mate; (2) $15...\texttt{Qxc8} 16 \texttt{Qd6+} \texttt{Qd8}$
17 \text{Bf7} \text{Be6} 18 \text{Bf8+} \text{Bf7} \text{[if 18... Be7 then 19 \text{Bxc8} \text{Bxc8} 20 \text{Bxb6+} \text{axb6} 21 \text{d5!} \text{cxd5} 22 \text{Qa4+} and \text{Bxh8}.]} However, Black's position could be defended with the move 12...\text{Qd7}, preparing 0-0-0. White would have several tempting attacking plans, but in none of them can be seen a quick outcome to the struggle, for example: 13 \text{Bf7} \text{Qc1+} \text{[or ...Qe7], 13 h4 Qe7 14 Qf7+ Qd8 15 \text{Qc3} \text{Qh6} 16 \text{Qb3} \text{g6} followed by ...Qf5; 13 \text{Qc3} 0-0-0 14 \text{Bf7} \text{Qh6!} 15 \text{h4} \text{Qg6} 16 \text{Qxg6} \text{hxg6} 17 \text{Qxg7} Qf5!}

After 12...Qd7, the best prospects seem to lie in 13 \text{Bf7+} \text{Qd8} 14 \text{Qc3} \text{Qh6} 15 \text{Qad1} followed by d5, but also here it is not simple to prove an advantage for White.)

13 \text{Qc8!} \text{Qd7} 14 \text{Qxb7} \text{Qe7} 15 \text{Qxc6!} \text{(White secures the d5 square for his knight. This invasion must decide the game far quicker than the prosaic 15 \text{Qxa8}.)}

15...\text{Baf8} 16 \text{Qc3} \text{Bxf1+} 17 \text{Bxf1} \text{Bf8} 18 \text{Qd5+} \text{Qd8} 19 \text{Qf4} \text{Qe8} 20 \text{Qd5} \text{Qe7} 21 \text{Qb5!}

(Chigorin conducts the attack beautifully. The bishop clears the way for the queen to a8.)

21...g5 22 \text{Qa8+} \text{Qb8} 23 \text{Qd5} \text{Qe6} 24 \text{Qxd7} \text{Qxd7} 25 \text{Qb7+} 1-0

[Notes by Vasyukov and Nikitin.]

56 Chigorin - Tarrasch
(Budapest 1896)

Spanish

1 e4 e5 2 \text{Qf3} \text{Qc6} 3 \text{Qb5} \text{Qf6} 4 \text{Qe2} \text{d6}

(Tarrasch does not play "according to Tarrasch". He might have calmly continued 4...Qc5. If then 5 \text{Qxc6} \text{dxc6} 6 \text{Qxe5}, then not 6...Qd4 7 \text{Qd3} \text{Qb6} 8 \text{f3} 0-0 9 \text{Qf2} with advantage to White, but simply 6...0-0 with an attack for the pawn.)

5 d4 exd4

(Simpler is 5...Qd7, but Tarrasch has a highly piquant retort in mind.)

6 e5 d3!

(The only move, since after 6...dxe5 7 \text{Qxe5} \text{Qb4+} 8 \text{c3}, Black loses a piece. By diverting the c2 pawn, Black gains time for a saving check on b4.)

7 cxd3 dxe5 8 \text{Qxe5} \text{Qb4+} 9 \text{Qd2} 0-0

(The threat of ...Qe8, exploiting his backward development, requires White to play very accurately. Chigorin repulses all Black's attempts to obtain the attack in exemplary fashion.)

10 \text{Qxc6!} \text{Qxd2+} 11 \text{Qxd2} \text{bxc6} 12 \text{Qxc6} \text{Qd6} 13 \text{Qe7+} \text{Qh8} 14 \text{Qxc8} \text{Baxc8} 15 0-0

(White completes his development. He will of course lose the d3 pawn, but he endeavours to sell its life as dearly as possible.)

15...Qf8 16 \text{Qe4!} \text{Qxd3} 17 \text{Qxd3} \text{Bxd3} 18 \text{Qxf6} \text{gx6}

(And so we have reached the ending. Black's pawns are all isolated and weak, and his only
counterchance consists of invading with his rooks on the seventh rank. In rook endings, such an invasion can compensate even for the loss of a pawn. White's position is complicated still further in that he must lose time to create a flight square for his king. Nevertheless Chigorin finds the only way to give himself winning chances - by invading on the seventh rank."

19 Bd1! Bc8 20 Bxd3 Bxd3 21 g3 Bg6 22 Bc1! Bxb2 23 Bc7 Bxa2
(As is shown by the game continuation, occupying the seventh rank, with the Black king on the eighth, proves decisive, and, objectively speaking, Tarrasch should have continued 23...Bg7 24 Bxa7 Bg6. Since the Black rook occupies a position behind the a-pawn, such an ending would give Black greater chances of a draw. I realise that such advice is easy to give after the end of a game, but which master, in a similar position, would willingly allow the opponent an extra passed pawn?)

24 Bxf7 Ba6

(diagram)

(White has achieved his optimum position. That the extent of White's advantage is not great, can be seen by the fact that, even in the event of the loss of Black's a7 pawn, the ending of rook and three pawns against rook and two pawns is still far from won.)

25 g2 Bg8 26 Bb7 Ba2 27 h4 a6
(Black's last two moves reveal that he does not suspect any danger for himself; he intends to stick to his waiting tactics. In particular, he does not advance the pawn further so as not to limit the mobility of his rook on the a-file. I consider that this tactic is right: the variation 26...Ba1 [instead of the move in the game, 26...Ba2] 27 h4 a5 28 h5 h6 29 Bf3 a4 30 Ba4 a3 31 Bf5 Bf1 [or 31...a2 32 Ba7] 32 Bg6 Bf8 33 Ba7 Bxf2 34 Bxa3, shows the danger to which Black exposes himself by speeding up the advance of the a-pawn.)

28 Bf3 h5
(The preceding move, 27...a6, prepared the advance of the pawn to h5, since it prevented the reply 29 Bb5. An analysis of the position shows that Tarrasch 193
chose the best defence. A simple continuation of the waiting tactics does not help, for the reason that the Black king finds itself in zugzwang [on ...\text{\textit{\textordmasculine}h}8, would follow \textit{\textit{\textordmasculine}f}7] and Black, if he does not want to advance the a-pawn, can move the rook only along the a-file. White sets up a pawn formation, f3, g4, h5, which, in view of the threat h6, evokes the reply ...h6. But then the White king invades via f5 to g6; for example: 28...\text{\textit{\textordmasculine}a}4 29 h5 h6 30 \text{\textit{\textordmasculine}a}7 \text{\textit{\textordmasculine}a}2 31 g4 a5 32 \text{\textit{\textordmasculine}g}3 a4 33 f3 f5 [otherwise 34 \text{\textit{\textordmasculine}f}4 etc.] 34 \text{\textit{\textordmasculine}g}xf5 \text{\textit{\textordmasculine}b}al 35 \text{\textit{\textordmasculine}f}4 \text{\textit{\textordmasculine}h}1 36 \text{\textit{\textordmasculine}e}5 \text{\textit{\textordmasculine}h}xh5 37 \text{\textit{\textordmasculine}e}6 \text{\textit{\textordmasculine}h}1 38 \text{\textit{\textordmasculine}a}8+ \text{\textit{\textordmasculine}h}7 39 f6 \text{\textit{\textordmasculine}g}el+ 40 \text{\textit{\textordmasculine}e}5, and the f-pawn advances to queen.)

29 \text{\textit{\textordmasculine}c}7 \text{\textit{\textordmasculine}a}5
(The threat was 30 \text{\textit{\textordmasculine}c}5. In this position, Tarrasch proposed a draw, not seeing the winning plan for White. Chigorin declines the draw and brilliantly demonstrates the way of realising White's tiny advantage.)

30 \text{\textit{\textordmasculine}f}4 \text{\textit{\textordmasculine}f}8 31 f3
(Now White's plan unfurls. He agrees to the exchange of one third of his small pawn possessions, just to obtain a passed h-pawn. However, in carrying out this plan, which must lead to victory, Chigorin makes an inaccurate order of moves; here he should have at first played 31 \text{\textit{\textordmasculine}a}7 and only after 31...\text{\textit{\textordmasculine}g}8 continued 32 f3; then 32...\text{\textit{\textordmasculine}a}4+ 33 \text{\textit{\textordmasculine}f}5 \text{\textit{\textordmasculine}a}3 does not work because of 34 \text{\textit{\textordmasculine}g}6 \text{\textit{\textordmasculine}f}8 35 \text{\textit{\textordmasculine}f}7+ and 36 \text{\textit{\textordmasculine}x}f6.)

31...\text{\textit{\textordmasculine}g}8
(But Tarrasch also does not take advantage of the opportunity presented to him; by playing 31...\text{\textit{\textordmasculine}a}4+ 32 \text{\textit{\textordmasculine}f}5 \text{\textit{\textordmasculine}a}3 33 f4 \text{\textit{\textordmasculine}x}g3 34 \text{\textit{\textordmasculine}x}f6 \text{\textit{\textordmasculine}g}8 35 \text{\textit{\textordmasculine}c}5 \text{\textit{\textordmasculine}g}4! 36 \text{\textit{\textordmasculine}g}5+ \text{\textit{\textordmasculine}f}8, he could have brought the game to a drawn conclusion.)

32 \text{\textit{\textordmasculine}a}7 \text{\textit{\textordmasculine}f}8 33 g4! hxg4 34 fxg4 \text{\textit{\textordmasculine}b}1
(At first sight it is incomprehensible why Black frees the way for the White king. But Tarrasch rightly calculates that he cannot continue with passive play for much longer; for example: 34...\text{\textit{\textordmasculine}g}8 35 h5 \text{\textit{\textordmasculine}f}8 36 h6 \text{\textit{\textordmasculine}g}8 37 \text{\textit{\textordmasculine}g}7+ \text{\textit{\textordmasculine}f}8 38 \text{\textit{\textordmasculine}g}6 \text{\textit{\textordmasculine}f}7 39 h7! \text{\textit{\textordmasculine}a}4+ 40 \text{\textit{\textordmasculine}g}3 \text{\textit{\textordmasculine}a}3+ 41 \text{\textit{\textordmasculine}h}4 \text{\textit{\textordmasculine}b}al 42 h8(\textit{\textordmasculine}x)+ \text{\textit{\textordmasculine}f}8 43 \text{\textit{\textordmasculine}x}f6+ \text{\textit{\textordmasculine}g}7 44 \text{\textit{\textordmasculine}g}5! \text{\textit{\textordmasculine}x}h8 [44...\text{\textit{\textordmasculine}a}5+ 45 \text{\textit{\textordmasculine}f}5 \text{\textit{\textordmasculine}x}f5+ 46 \text{\textit{\textordmasculine}g}xf5 \text{\textit{\textordmasculine}x}h8 47 \text{\textit{\textordmasculine}g}6f6!] 45 \text{\textit{\textordmasculine}g}6 \text{\textit{\textordmasculine}g}8 46 \text{\textit{\textordmasculine}b}6, and White wins by the same method as in the game. However, Black can still save himself if he, by giving up the a6 pawn and maintaining his rook on the fifth rank, does not allow the advance of the king, for example: 34...\text{\textit{\textordmasculine}g}8 35 h5 \text{\textit{\textordmasculine}b}5! 36 \text{\textit{\textordmasculine}x}a6 \text{\textit{\textordmasculine}g}7 37 \text{\textit{\textordmasculine}a}7+ \text{\textit{\textordmasculine}g}8! 38 \text{\textit{\textordmasculine}g}3 \text{\textit{\textordmasculine}c}5 39 \text{\textit{\textordmasculine}h}4 \text{\textit{\textordmasculine}b}5 40 h6 \text{\textit{\textordmasculine}c}5 41 \text{\textit{\textordmasculine}g}7+ \text{\textit{\textordmasculine}f}8 42 \text{\textit{\textordmasculine}g}6 \text{\textit{\textordmasculine}f}7 43 h7 \text{\textit{\textordmasculine}b}8! and the variation might end in the following way, 44 \text{\textit{\textordmasculine}h}5 \text{\textit{\textordmasculine}c}1! 45 h8(\textit{\textordmasculine}x)+ \text{\textit{\textordmasculine}f}8 46 \text{\textit{\textordmasculine}x}f6+ \text{\textit{\textordmasculine}g}7 47 \text{\textit{\textordmasculine}f}7+ \text{\textit{\textordmasculine}x}h8 48 \text{\textit{\textordmasculine}g}6 \text{\textit{\textordmasculine}b}8 with a drawn pos-
Tarrasch defends in masterful fashion.

37 g5! fxg5
(If 37...hxh4, then not 38 gxf6? but 38 Be8+! Bxe7 39 gxf6+ etc.)

38 hxg5
(Though White is left with only one pawn, his position, from being somewhat better, is transformed into a theoretical win thanks to the active position of his pieces and the position of the pawn on the g-file.)

38...Ba4
(Black cannot achieve a draw by means of 38...Qg8, since there would follow 39 Ba8+ [after 39 Bxa6? Bf8 draws] Bf8 40 Bxf8+ Qxf8 41 Qh7, and the g-pawn advances to queen.)

39 Ba8+ Qxe7 40 Wh6 a5
(Also hopeless is 40...Qd6 41 g6 Qc5 42 g7 Qg4 43 Bxa6. After 40...Ba1 41 g6 Bh1+ 42 Qg7, there is also reached a well-known theoretical position, winning for White.)

41 g6 Ba1 42 g7 Bh1+ 43 Qg6 Bgl+ 44 Qh7 Bh1+ 45 Qg8 Ba1 46 Ba7+ Qg8 47 Ba6!
(White intends to promote the g7 pawn after 48 Bh6 and Wh8.)

47...Bh1 48 Bxa5
(Now White threatens 49 Be5+ Qd7 50 Qf7 Bf1+ 51 Qg6 Bgl+ 52Bg5.)

48...Be1 49 Bh5 Bgl 50 Be5+ 1-0
(An important rook ending, requiring from Chigorin quite exceptional mastery - the more so that Tarrasch also defended excellently. The importance of possessing the seventh rank came out very clearly in the present game.

Botvinnik bestows great praise on this ending and, in his "Selected Games", writes "Whenever I play a rook ending, I always remember this game.")

[Notes by Levenfish.]

57 Maroczy - Chigorin
(Budapest 1896)
Dutch Defence
1 d4 f5
(Chigorin rarely chose the Dutch Defence. Probably he expected 2 e4, the Staunton Gambit, which he was happy to accept, and with great success.)

2 c4 e6 3 a3 Qf6 4 Qc3 Qe7 5 e3 0-0 6 Qf3 d5
(White intends to continue Qd3 and e4, opening the centre. The manoeuvre in the game immediately changes the situation: the centre is closed and White begins operations on the queen's flank, Black - on the king's side.)

7 b3 c6 8 Qd3 Qd7
(Not 8...Qbd7 because of 9 cxd5 and White opens the c-file to his advantage. Black intends to transfer his bishop to the king's flank.)

9 Qc2 Qh8!
(Parrying the threat 10 cxd5, after which could follow 10...

exd5 11 axf5? axf5 12 xf5 e4 with the win of a knight.)

10 ab2 ad6

(Now after 11 cxd5 exd5 12 axf5 axf5 13 xf5 e4 14 h3, unfavourable for Black would be 14...

a5? 15 b4 xb4 16 axb4 xf4 17 0-0! xb2 18 xe4 xe4 19 g5
e etc. Chigorin has in mind a positional sacrifice of a pawn:

14...d7! 15 0-0 e7 and then ef6 with a very strong attack. White
therefore finally closes the centre and begins active operations
on the queen's flank.)

11 c5 bc7 12 b4 ac8 13 g5
(White takes advantage of the moment to strengthen the centre
by means of f4, thereby severely reducing Black's chances of
attack.)

13...be7 14 f4 bbd7 15 ac2
(The natural continuation is 15 df3 ah5 16 ac5; however, after
this could follow 16...ac5 17 fxe5 ag4 18 ac1 ag5! 19 cd1 axh2!
White's backwardness in development begins to tell and also the
fact that he has not castled.)

15...ag6 16 0-0
(Probably the best way out of the position. White sacrifices a pawn
but seizes the initiative. Castling queen's side is obviously risky with Black threatening ag4
and e5.)

16...ag4! 17 ad2 axh2 18 xh2

31...b6!
(Beginning a new phase of the game. Black, having secured his
king's position, sets about breaking through the enemy front.
The struggle assumes a very tense character.)

32 ab2!
(Preparing, in the event of 32...

bxc5 33 dxc5, to occupy the al-h8 diagonal with queen and bishop.)

32...af6 33 a1 c8 34 a3 a7 35 a1 a8 36 af3 ag4
(Necessary, to prevent the move
Maroczy plays the whole game with extraordinary enterprise. The combination in the game looks very tempting, but in the end it is refuted by Chigorin's skilful defence. Perhaps he should have quietly maintained the tension by means of 38 \( \text{c2} \), not fearing 38...\( \text{cxb}5 \) 39 \( \text{axb}5 \) \( \text{bxc}5 \) 40 \( \text{dxc}5 \) \( \text{AXB}5 \), because of 41 \( \text{AXB}4 \) \( \text{fXg}4 \) 42 \( \text{AXB}4 \) etc. He also cannot go into 38...\( \text{AXB}5 \) 39 \( \text{AXB}5 \) \( \text{AXB}5 \) 40 \( \text{AXB}5 \) \( \text{BXc}5 \) 41 \( \text{BXc}5 \) \( \text{e7} \) 42 \( \text{c6} \) \( \text{XB}2 \) 43 \( \text{XB}2 \) \( \text{BXa}8 \) \( \text{BXc}5 \) 45 \( \text{dxc}5 \) \( \text{XB}1+ \) 46 \( \text{b}1 \) when White would win.)

38...\( \text{AXB}2! \)

(Necessary. On 38...\( \text{e}x\text{d}4 \) would follow 39 \( \text{d}5 \) \( \text{exd}5 \) 40 \( \text{AXB}4 \) \( \text{fXg}4 \) 41 \( \text{AXB}4 \) with a strong attack.)

39 \( \text{exd}5 \) \( \text{g}4 \)

(If 39...\( \text{cxd}5 \), then 40 \( \text{c}6 \), while after 39...\( \text{exd}5 \) the open e-file is dangerous.)

40 \( \text{bx}\text{c}6 \) \( \text{g}7 \) 41 \( \text{d}6 \)

(There is nothing better. On 41 \( \text{dxe}6 \) would follow 41...\( \text{bx}\text{c}5 \) 42 \( \text{BXc}5 \) \( \text{Af}6 \) 43 \( \text{Ac}3 \) \( \text{AXd}4+ \) 44 \( \text{AXd}4 \) \( \text{Bl}1+ \) 45 \( \text{XB}1 \) \( \text{AXd}4+ \) and Black wins.)

41...\( \text{bx}\text{c}5 \) 42 \( \text{BXc}5 \) \( \text{Af}6 \) 43 \( \text{Bd}3 \)

(\( \text{BXb}2 \) is threatened. On 43 \( \text{Ac}3 \), \( \text{AXd}4 \) is decisive.)

43...\( \text{Bl}6 \) 44 \( \text{d}7 \) \( \text{AXd}7 \) 45 \( \text{cxd}7 \) \( \text{AXd}7 \) 46 \( \text{Ac}1 \) \( \text{Bab}8 \)

(The attack has been repulsed. Black retains the pawn and, in addition, his pieces all occupy dominating positions. With a few energetic moves, Chigorin decides the game.)

47 \( \text{Ac}3 \) \( \text{Ad}6 \) 48 \( \text{g}3 \) \( \text{Ab}3 \) 49 \( \text{Bcd}1 \) \( \text{Bc}8 \) 50 \( \text{Ael} \) \( \text{Bxd}3 \) 51 \( \text{Bxd}3 \) \( \text{Ac}4 \) 52 \( \text{AXB}4 \) \( \text{hxg}4 \) 53 \( \text{Bl}1 \)

(Or 53 \( \text{Ac}3 \) \( \text{Ac}6 \).)

53...\( \text{Bxd}4 \) 0-1

[Notes by Levenfish.]

58 Chigorin – Charousek

(2nd Match Game, Budapest 1896)

Two Knights Defence

1 \( \text{e}4 \) \( \text{e}5 \) 2 \( \text{Af}3 \) \( \text{Cc}6 \) 3 \( \text{Ac}4 \) \( \text{Af}6 \) 4 \( \text{d}4 \) \( \text{Bxd}4 \) 5 0-0 \( \text{Ac}5 \)

[Another good continuation is 5...\( \text{AXe}4 \) 6 \( \text{Bd}1 \) \( \text{d}5 \) 7 \( \text{Bxd}5 \) \( \text{Bxd}5 \) 8 \( \text{Ac}3 \) \( \text{Aa}5 \) ! and Black has a good game.]

6 \( \text{e}5 \) \( \text{d}5 \) 7 \( \text{exf}6 \)

(I find that White preserves all of his resources for a lasting and successful attack.)

7...\( \text{AXd}4 \) 8 \( \text{Bl}1+ \) \( \text{Ac}6 \) 9 \( \text{Bl}5 \)

[The "Larobok" gives also 9 \( \text{fXg}7 \) \( \text{Bg}8 \) 10 \( \text{Bl}5 \) \( \text{Be}7 \) 11 \( \text{AXe}7 \) \( \text{Xxe}7 \) 12 \( \text{Bxd}4 \) \( \text{Bd}8 \) 13 \( \text{c}3 \) \( \text{Bxg}7 \) 14 \( \text{Bf}4 \) \( \text{Af}8 \) and Black's position is better, since 15 \( \text{AXc}6 \)? is not possible because of ...\( \text{Bxg}2 \).]

9...\( \text{Bd}5 \) 10 \( \text{Ac}3 \) \( \text{Bf}5 \) 11 \( \text{Bce}4 \) \( \text{Bb}6 \)

[The "Larobok" recommends 11...\( \text{Af}8 \) 12 \( \text{g}4 \) \( \text{Bxg}4+ \) 13 \( \text{Bxg}4 \) \( \text{Axg}4 \) 14 \( \text{fXg}7 \) \( \text{Axg}7 \) 15 \( \text{Af}6+ \) \( \text{Af}8 \) and Black has the better game: 16 \( \text{Bxg}7+ \)

(if 16 \( \text{Bxg}4 \) then 16...\( \text{h}5 \) \( \text{Bxh}7 \) 17 \( \text{Bxh}7+ \) \( \text{Gg}8 \) 18 \( \text{Gg}5 \) \( \text{Bb}4 \) etc. Nowadays 11...0-0-0 is considered

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best.]
12 \( \text{g}3 \)
[12 \text{fxg}7 \text{is stronger, e.g. the game Chigorin-Teichmann, London 1899, which continued 12...\text{g}8 13 \text{g}4 \text{g}6 14 \text{fxe}6 \text{fxe}6 15 \text{g}5! \text{Bxg}7 16 \text{e}5? (or 16...\text{Bf}7 17 \text{g}6+) 17 \text{g}6+ \text{Bf}7 18 \text{h}4 \text{h}6 19 \text{e}4+ \text{Bxe}6 (or 19...\text{Bh}8 20 \text{h}5 \text{Bf}7 21 \text{g}6+) 20 \text{h}5 \text{Bf}7 21 \text{g}6! \text{Bgg}8 22 \text{g}5+ \text{Bd}5 23 \text{b}3! \text{Bxg}4+ 24 \text{Bxg}4 \text{Bxg}8 25 \text{Bxc}4+ 26 \text{Bxg}5 \text{hxg}5 27 \text{g}3! \text{Bd}5 28 \text{Bxe}5 1-0.)]

12...\text{g}6
(\text{If 12...\text{Bxf}6? then 13 \text{Bh}5 \text{g}6 14 \text{Bxe}6 \text{fxe}6 15 \text{Bxe}6+ etc.)
13 \text{Bxe}6 \text{fxe}6 14 \text{Bxe}6+ \text{Bd}7 15 \text{Bh}5! \text{Bxe}8 16 \text{Bf}4 \text{Bf}7(?)
[After 16...\text{Bf}5 17 \text{g}4 \text{Bc}5 etc.,
Black has an excellent game.]
17 \text{Bf}3!
(This move plays an essential part in White's attack.)
17...\text{Bd}8!
(On 17...\text{Bxe}6 would follow 18 \text{Bd}5+ \text{Bf} moves 19 \text{Bxe}6 \text{gxf}6 20 \text{Bf}4;
White returns the pawn for an excellent position; he can take the c4 pawn with the queen, or the c7 pawn with the knight.)
18 \text{Bd}2
(Again, equally strong, it seems, would be the continuation 18 \text{Bd}5+ \text{Bc}8 19 \text{Bf}5 \text{Bb}8 20 \text{Bd}2 \text{gxf}6 21 \text{Bxf}6 \text{Bd}7 22 \text{Bd}6 \text{Bc}8 23 \text{Be}1, and
White has many chances of winning the h-pawn and after that the game.)
18...\text{gxf}6 19 \text{Be}1

[A mistake. Now Black could have obtained the advantage with the move 19...\text{Bd}5!, e.g. 20 \text{Bd}5+ \text{Bc}8 21 \text{Bxe}8 (21 \text{Bxe}5? \text{Bdx}5 22 \text{Bxe}8+ \text{Bd}8) \text{Bxe}8, and White no longer has an attack. White should have played 19 \text{Bd}5+ and 20 \text{Bxc}4 with an equal game.]
19...\text{Bxe}6 20 \text{Bxe}6 \text{Bxe}8 21 \text{g}5! \text{Bxe}1+ 22 \text{Bxe}1 \text{Bd}7 23 \text{Bf}5+ \text{Bd}8
[After 23...\text{Bd}8 24 \text{Bd}4 \text{Bd}5! 25 \text{Bxf}6+ \text{Bf}7 26 \text{Bxe}5 \text{Bxe}5 27 \text{Bxh}7 \text{Bd}6 28 \text{Bf}8+ \text{Bf}7 29 \text{Bh}7 \text{Bd}6 etc.,
Black could achieve a draw; however, he quite justifiably plays for the win.]
24 \text{Bd}2!
(This is stronger than 24 \text{Bd}4, as now White immediately wins the h7 pawn and then the f6 pawn. Without doubt, the advance of the h-pawn is in itself sufficient to win the game.)
24...\text{Bd}2
(Black cannot defend the h7 pawn. If 24...h6 then 25 \text{Bd}4; or 24...\text{Bd}5 25 \text{Bxh}7 \text{Bd}7 26 \text{h}4! threatening \text{Bxf}6.)

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[Not 26 \(\text{Qg5}\) \(\text{Qe2}\), while after 26 \(\text{Qf1}\) \(\text{Qc5}\) Black could have still obtained a good game. The move in the game ought to lead to a draw.]

25 \(\text{Qxf6+}\) \(\text{Qe7}\)

(On 25...\(\text{Qd8}\), White could also leave the bishop under attack by the queen, by playing 26 \(\text{Qf5+}\) \(\text{Qd8}\) 27 h4; if 27...\(\text{Qxd2}\), then 28 \(\text{Qxe6}\) \(\text{Qc7}\) 29 \(\text{Qf7+}\) \(\text{Qd8}\) 30 \(\text{Qd1+}\) 31 \(\text{Qh2}\) \(\text{Qh5}\) 32 \(\text{g4}\) \(\text{Qxh4+}\) 33 \(\text{Qg2}\) and wins; only a sacrifice of the queen saves Black from mate in two moves.)

26 h4!

[A strong move. Now Black should force a draw: 26...\(\text{Qxd2}\)! 27 \(\text{Qf7+}\) \(\text{Qe8}\) (if 27...\(\text{Qe8}\?), then 28 \(\text{Qe5}\!\) \(\text{Qd1+}\) 29 \(\text{Qh2}\) \(\text{Qh5}\) 30 \(\text{g4}\!) 28 \(\text{Qxe7}\) \(\text{Qc1+}\) (28...\(\text{c6}\) 29 \(\text{Qd6+}\) mates) 29 \(\text{Qh2}\) \(\text{Qf4+}\) and White best plays 30 \(\text{Qg1}\), since 30 \(\text{Qh3}\) \(\text{Qf5+}\) 31 \(\text{Qg3}\) \(\text{Qg6+}\) 32 \(\text{Qf4}\) \(\text{Qg8}\!\) Black stands well.]

26...\(\text{d3}\)?

[A decisive mistake!]

27 \(\text{Qf7+}\) \(\text{Qc8}\)

(If 27...\(\text{Qe8}\) then 28 \(\text{Qe5}\) and, to avoid mate, Black must sacrifice a piece by taking the f2 pawn with the queen; if however 28...\(\text{Qxf2+}\) then 29 \(\text{Qh2!}\) \(\text{Qh5}\) 30 \(\text{Qg5}\!).

28 \(\text{Qh8+}\) \(\text{Qd7}\) 29 \(\text{Qd8+}\) \(\text{Qe6}\)

[Or 29...\(\text{c6}\) 30 \(\text{Qe8+}\) \(\text{Qd5}\) 31 \(\text{Qd7+}\) \(\text{Qc5}\) 32 \(\text{Qe3}\) and the \(\text{Qe7}\) is lost.]

30 \(\text{Qg5+}\) \(\text{Qf5}\) 31 \(\text{Qf8+}\) 1-0

(On 31...\(\text{Qg4}\) would have followed 32 \(\text{Qf4+}\) \(\text{Qh5}\) 33 \(\text{Qe4!}\))

[An interesting game, though not without mistakes!]

[Notes by Chigorin () and Bogoljubov []]

59 Chigorin - Charousek
(4th Match Game, Budapest 1896)
Two Knights Defence
1 e4 e5 2 \(\text{Qf3}\) \(\text{Qc6}\) 3 \(\text{Qc4}\) \(\text{Qf6}\) 4 d4 exd4 5 0-0 \(\text{Qc5}\) 6 e5 d5 7 \(\text{Qb5}\)

(In my opinion, the attack with this move guarantees White a certain draw.)

[At this stage, it was sufficient for Chigorin to make a draw in order to win the match, and so, in this game, he avoids the countless complications involved in the so-called Max Lange Attack 7 exf6 dxc4 8 \(\text{Qel+}\) etc., as played in the second game of the match.]

7...\(\text{Qe4}\) 8 \(\text{Qxd4}\) 0-0

(In practical play, the defence 8...\(\text{Qd7}\) is more often seen. Actually if White continues the attack with 9 \(\text{Qxc6}\) or 9 \(\text{Qxc6}\), as is constantly played, then Black obtains an excellent game by continuing later ...\(\text{f5}\) or \(\text{f6}\). However, I intended to continue the attack by 9 \(\text{Qb3}\!\) and Charousek had also given attention to this move. I do not think that Black can find a satisfactory defence.)

[In his "New Times" column, 28th October 1896 to 6th January 1897, Chigorin gave a very detailed analysis of this attack.]
In the textbooks, the main variations are all in Black's favour. However, I think that White can win a pawn without any danger to himself.

9 Qxc6

[Possible is 9 Qxc6 and 10 Qxc6.]

9...bxc6 10 Qxc6 Qa6! 11 Qxd5
(11 Qxa8 Qxf1 12 Qxd5 is not possible because of 12...Qc4! [or 12...Qa6] with the win of a piece.)

11...Qxd5

(By exchanging queens, Charousek recovers the two pawns, but this results in the exchange of many pieces, after which White undoubtedly has the better position. However, after the continuation 11...Qxf1 12 Qxe4 Qa6, Black wins the exchange for two pawns and the question as to which side then has the advantage is difficult to decide by analysis. I outline only the main features of the further possible plan of play for White: (1) 13 Qc3 Bb8 14 Qg4 f5 15 Qg3; the text books consider Black's game is stronger, but this is open to question. "Contemporary Openings" gives the preference to White's game. A fine illustration of this variation is shown by the game, Chigorin-Kolenko, played in a correspondence tournament in 1899, which continued 15...Qb6 16 Qh6! Qf7 17 Qg5 Qxf2+ ("After 17...Qe7 would follow 18 Bd1 Qf8 19 e6." Chigorin) 18 Qxf2 Qxg5 19 Qd5 Qb7 20 Qe4! Qg6 21 Qxf7+ Qxf7 22 Qg5 Qg6 23 Qd2 Qe8 24 Bd1 Qc6 25 Qd3 h6 26 Qc4+ Qh8 27 Bd8 hxg5 28 Bxe8+ Qxe8 29 Qxc7 1-0.) Or (2) 13 Qd2 Qb8 14 c3, and then, according to Black's move, either b4 or Qd5 and Qb3. On a full examination of the other move 12...Qb5 [in place of 12...Qa6] I did not find a better reply than 13 Qc3; then would follow 13...Qxc6 14 Qxc6 Qd4 15 Qf4 Qb8 16 Qb1 or b3.)

12 Qxd5 Qad8 13 c4 Qxd5
((If 13...Qxf2, then 14 Bxf2 Qxc4 15 Qf3! etc.))

14 cxd5 Qxf1 15 Qxf1 Qxf2 16 Qc3
(The best. White cannot hold on to the extra pawn.)

16...Qd3 17 Qe2 Qxe5 18 Qf4 Be8 19 Qxe5 Bxe5+ 20 Qd3 Bh5?
((Here he should continue 20...f5!, so as to offset the weakened position of his queen's flank with an advantage on the king's side.))

21 Qc4! Qf8
(On the retreat of the bishop to b6, White, by continuing Be1, gains time for the defence of the g2 pawn with the rook on e2.)

22 h3 Nh4+ 23 Kh3 Nh4 24 g3 (White threatens either 25 Qb5, or 25 de4 [if then 25...f5, there follows 26 Qg5 and Bf1].)

24...Bf2 25 Be2 Bxe2

((After the exchange of rooks, the ending is hopeless for Black.))

26 Qxe2 Qe7 27 Qc4 Qf8 28 Qb5 Qe8 29 Qa6 Qc5 30 Kh5 Qe3

(If now Black returns the bishop to e7, then White would play his king to c6, followed by a3 and b4. Black, however, moves the bishop to e3 and this hastens the end.)

31 Qc6 Qd8 32 b4 h5 33 a4 Qd2 34 b5 h4 35 Qd4 g5 36 Qf5 Qe1

(Necessary, otherwise White would win a pawn by playing Qb7.)

37 Qh6 f6 38 Qf5 Qb4 39 Qd4 Qc8 40 Qe6 Qd6

(If 40 Qc5, then 41 Qc5 f5 42 Qf7 Qb4 43 d6 Qxh6+ 44 Qxh6 Qxh6 45 Qxd6 g4 46 Qe5 etc.)

41 a5 Qg3 42 b6 axb6 43 axb6 cxb6 44 d6 Qxd6 45 Qxd6 b5 46 Qd4 b4 47 Be6 1-0

[Notes by Chigorin (), Grekov [] and Bogoljubov (()).]

60 Chigorin - Schiffer

(14th Match Game, Petersburg 1897)

Sicilian Defence

1 e4 c5 2 Qc3 Qc6 3 g3 d6 4 Qg2 e5

(In the 1860's this move was recommended by Anderssen: it is an attempt to limit the activity of White's king's bishop. However, Black's d6 pawn is left backward and the d5 square is weak. In my opinion, it would be better not to advance the e-pawn, but to develop with the moves ...g6 and Qg7.)

5 Qe2 f5

(Schiffer played the same opening also in his game with von Bardeleben at the Hastings tournament in 1895.)

6 d3 Qf6 7 f4 fxe4

(This same mistake - in my opinion already decisive - was also made in the above-mentioned game, though Schiffer's opponent did not exploit it. However, Chigorin in the present game plays absolutely faultlessly and finds the strongest move every time - and this is rarely seen, even in games between the strongest masters. In similar positions, where two pairs of pawns stand opposite each other, in the majority of cases the inferior game is obtained by the player who exchanges pawns first - apart from the case when such an exchange gives an immediate advantage.)

8 dxe4 Qg4

(Whether Black makes this move or not - there is no longer any chance of him equalising the
(On a deeper study of this position, which on the surface might seem quite equal, the significance of Black's mistaken idea becomes clear. Black, by exchanging his f-pawn for the White d-pawn [but not for the e-pawn], cleared the f5 square and gave the opportunity for the White pawn to advance to this square. This outpost creates the danger of a quick attack, which actually proves irresistible. But, on the other hand, the Black d-pawn shows itself as a material, but by no means a positional equivalent for the White f5 pawn. Thus Black loses because these two pawns of different value, he evaluates as being of equal worth, and exchanges them.)

12...Ec8
(Other moves, for example 12...Ed4, would not be better.)

13 Cc3 Eh8

(Black was threatened with the loss of a pawn after 14 Ed3+.)

14 g4 Ed8 15 Eh2!
(As will be seen later, this is the beginning of a fine manoeuvre which has the aim of carrying out a pawn storm on the opponent's king position.)

15...Ec7
[Nowadays, in the defence of similar positions, the exchange of bishops by means of 15...Ag5 would be considered absolutely essential.]

16 Ag1 Bb7 17 Ae2 Ec7 18 Ef3 d5
(Black advances his backward pawn and, with its further advance, it might even become passed. However this pawn does not have any kind of influence on the further course of the game as does the White f-pawn [and the other White pawns on the king's flank].)

19 h4!
(Of course, Black cannot take this pawn, since after 20 g5 he would lose a piece.)

19...dxe4
(This frees the e4 square for White. Possibly more chances were offered by 19...d4.)

20 Axe4 Ed8
(White cannot now play 21 g5, because of 21...Ed6.)

21 Ed5 Axg5
(If Black does not exchange, then this knight invades on e6.)

22 hxg5 Ed6 23 Axe3 Eb6 24 g6! Ed8
(On 24...hxg6 would have followed
\( \text{wh3+, Qd5+ and fxg6.)} \)

25 \( \text{wh3 h6 26 Qxh6! Qf6} \)

(On 26...gxh6 would have followed
27 Qxh6+ and then Qd5+.)

27 Qg5+ Qg8 28 Qxf6 Qxf6 29 Qh7+ 1-0

[Notes by Tarrasch. In giving the
game with Tarrasch's notes it is
necessary to state that here and
there they are too dogmatic, and
therefore questionable; however,
they clearly reflect the character of the struggle and most importantly its fine points.]

61 Burn - Chigorin
(Berlin 1897)
Queen's Gambit: Chigorin Defence
1 d4 d5 2 c4 Qc6 3 Qf3 Qg4 4 e3
e6 5 Qc3 Qb4 6 Qb3
[The text move introduces a
broadly thought out, but, appar­
etly incorrect strategical plan:
White prepares queen's side cast­
ling, which, in conjunction with
the open g-file and the presence
of the two bishops, should give
him attacking chances.]

6...Qxf3
[Otherwise 7 Qe5 Qxe5 8 Qxb4,
winning a pawn.]

7 gxf3 Qge7 8 Qd2 0-0 9 a3
(White immediately puts the ques­
tion to the bishop on b4; how­
ever, the move 9 f4, or even 9
0-0-0, would contribute more to
his development.)

9...Qxc3
(The retreat of the bishop, 9...

dxc4 10 Qxc4 Qd6, is less attrac­
tive, since after 11 Qe4 Qb8 12
a4 Black does not succeed in
playing either ...b5 or e5.)

10 Qxc3 Qb8
(As will be seen later, the de­
fence of the b7 pawn is by no
means the main purpose of this
move.)

11 Bgl Qg6
(More accurate would be another
order of moves - 11...Qd6, for
the present not determining the
position of the Qe7, and also
attacking the h2 pawn. In this
case, White would have no better
move than 12 f4, after which
Chigorin could carry out his
tried and tested scheme of block­
ading the centre: 12...dxc4 13
Qxc4 Qd5! and then ...f5.)

12 0-0-0
[And so White carries out the
strategical plan outlined in the
note to his sixth move. However,
even now its negative side is
apparent. Black has an advantage
in development, White's "bishop­
pair" is restricted in its mobil­
ity due to the pawn chain, the
White queen is unfavourably plac­
ed, and, finally, the pawns on
the king's flank are extremely
weak.]

12...Qd6 13 Bg3
(Black has come out of the open­
ing with the better prospects.
The advantage of the two bishops
is not felt here, since they are

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restrained by his own immobile pawn mass in the centre. For the creation of any real threats on the g-file, White needs a great deal of time, whereas Black's counterplay on the queen's flank very quickly creates havoc.)

13...dxc4! 14 bxc4!

(Taking the pawn with the bishop leads to an opening of the b-file in a considerably more favourable situation for Black - with the queen on b3: 14 a3 b5 15 a4 b4 16 axb4 axb4 17 axb4 axb4 18 ac3 b5.)

14...b5!

(The basic aim of the move 10...a5 becomes clear.)

15 ac5! b4! 16 axb4 axb4 17 ac4

(White introduces the bishop into play [forestalling ...ac2+] and waits for a suitable moment to simplify. Now 17 axd6 cxd6 18 axb4 axb4 19 ad3 ac7 would be rather in favour of Black, who develops pressure on the b2 pawn.)

17...ad6 18 ag1

(An unnecessary move, since White cannot create threats on the g-file. Either now or on the following move, White should have exchanged queens, and then, after ...ac2, occupied the a-file with the rook. The ac3 reliably defends the b2 pawn, and the pressure on the a7 pawn could gradually equalise the chances.)

18...af8 19 ad2 ad7!

(Until now the Black queen could not move away from d6 because it defended the cb4. Now, when the knight is defended by the rooks, Chigorin immediately moves the queen away from exchange and the tension increases sharply. At once there arise concrete threats to the White king, for example, 20...xa4 and 21...ac6.)

20 bal

(White not only parries the threat 20...xa4, but also attempts to divert the Black pieces by an attack on the a7 pawn. The other way of defending against 20...xa4 was by 20 b3; after this Black is under some threat from the march h4-h5. Nevertheless, Black's initiative would be sufficiently strong, for example: 20 b3 axd5 21 h4 bxb3! 22 axb3 axb3 23 ac1 axh4 24 xa7 h6.)

20...a6!

(Black not only defends the pawn but creates the threat of ...ac6 or e5.)

[If at once 20...ac6, then 21 ba5, and if 20...e5, then 21 xa7 exd4 22 edx4 [but not 22 axd4? because of 22...ac6] 22...ac6 [if 22...ac6 then 23 ba5!] 23 ba2 and White retains the extra pawn.]

Diagram

21 ac2?

(An oversight, immediately losing the game in a position where
White still had great defensive resources. Also bad was 21 b3 because of 21...\( \text{fxd5} \) 22 a5 [if 22 \( \text{axb2} \) then 22...\( \text{c6} \) 23 a5 \( \text{xc4} \) or 23 \( \text{e3} \) e5] \( \text{c6} \) 23 \( \text{a3} \) e5 with advantage to Black. Above all it was necessary for him to eliminate the \( \text{xb4} \) - 21 \( \text{xb4} \), so as, after 21...\( \text{xb4} \), to reply 22 b3, and then set about the a6 pawn. However, it is not so simple to find a clear way to equalise after 21 \( \text{xb4} \) \( \text{c6} \)! A sharp variation is 22 \( \text{c3} \) \( \text{xc5} \) 23 \( \text{xc5} \) \( \text{a8} \) 24 \( \text{b4} \) \( \text{xc8} \) 25 f4, or 22 \( \text{b5} \) \( \text{xb5} \) 23 \( \text{xb5} \) \( \text{c2+} \) 24 \( \text{xc2} \) \( \text{xb5} \) 25 \( \text{xc3} \) \( \text{xe2} \) 26 f4 \( \text{xf2} \) 27 \( \text{xa6} \) h6 28 \( \text{al} \) \( \text{h2} \) 29 \( \text{ag1} \)\, favouring Black. However, there is another possibility - 22 \( \text{a5} \) \( \text{xc4} \) 23 \( \text{xc3} \) \( \text{xc6} \) 24 \( \text{xe2} \). Black's positional advantage is beyond doubt, but he has still to demonstrate that White is not able to create sufficient counterplay against the weak a6 and c7 pawns.)

21...\( \text{bc6} \) 22 \( \text{a7} \)

(Probably White did not see the opponent's reply. The consequences of the variation 22 \( \text{xb5} \) \( \text{xb5} \) 23 \( \text{xb5} \) axb5 24 \( \text{a8}+ \) \( \text{xf8} \) 25 \( \text{xb4} \) \( \text{d6} \) 26 e4 \( \text{c6} \) are obviously unfavourable for him.)

22...\( \text{c8}!! \)

(A terribly strong surprise move. It turns out that White has no time to defend the \( \text{xc4} \) since the queen is in a trap.)

23 \( \text{xb4} \)

(There is no hope in 23 b3 \( \text{xd5} \)!

[but not 23...\( \text{a8} \) 24 \( \text{xa8} \) \( \text{xa8} \) 25 \( \text{xb4} \).]

23...\( \text{xc4} \)

(Now the bishop on b4 is under threat, while the queen awaits its execution by the move \( \text{a8} \).)

24 \( \text{c5} \) \( \text{a8} \) 25 \( \text{xa8} \) \( \text{xa8} \) 26 \( \text{d3} \)

[White's last hope - to catch the rook - is fated to be not feasible.]

26...\( \text{e5+} \) 27 \( \text{e2} \) \( \text{d7} \) 0-1

(White resigned. On 28 \( \text{d3} \), there is an elegant mating finish by 28...\( \text{xc5+} \) 29 \( \text{xc4} \) \( \text{d5+} \) 30 \( \text{d4} \) \( \text{b3} \) 31 \( \text{xc5} \) \( \text{b5} \) mate. A splendid example of the carrying out of a positional attack in a complicated middlegame.)

[Notes by Vasyukov and Nikitin () and Panov [ ].]

62 Chigorin - Burn
(Vienna 1898)
French Defence
1 e4 e6 2 \( \text{e2} \) \( \text{e7} \) 3 b3 d5 4 \( \text{b2} \) \( \text{f6} \)

(A dubious move. 4...\( \text{f6} \) is
better.)
5 ... c3! dxe4
(Already forced. White threatened 6 exd5. If, however, 5...e5, then 6 e5 Qg5 7 f3 with advantage to White. Also unfavourable for Black is 5...d4 6 d1 followed by f4 and e5. 5...c6 would be too passive.)
6 ... e4 e7 7 f3 c6
(Finally giving up the centre to White without a fight. He should play 7...c5 with the idea of developing by ...c6, 0-0, a5 etc.)
8 0-0-0 0-0 9 h4!
(At just the right moment, Chigorin begins an attack on the king's flank and, with his customary mastery, sees it through to the end, despite Burn's excellent defence. After the routine move 9 d4, the important attacking diagonal a1-h8 would be closed. If, however, 9 g4, then could follow 9...c5, and, after 10 g5 xc3 11 dxc3 [11 ...c3 Qxc3 12 dxc3 a7 11...Qg5+ 12 Qg5 Qg5+ 13 b1 Qf5 and Black, though he finds himself under attack, has a sound extra pawn with a simplified position. Now on 9...Qd5, very good would be 10 Qg5 g6 11 f4 followed by h5, and if 11...Qxc3, then 12 dxc3.)
9...Qf5
(Preventing the formation pointed out in the previous note. If now 10 Qg5, then apart from the risky 10...Qxg5, possible is the simple reply 10...h6. If however 9...e5 [so as to meet 10 Qg5 with ...Qf5] then 10 g4 and the e5 pawn remains weak.)
10 g4 Qd6
(Of course, 10...Qxh4 cannot be played because of 11 g5.)
11 a3 b6 12 g5 e7 13 g2 Qf5 14 Qe4 Qb7 15 Qg4 Qb4
(Black's development is at a standstill and it is difficult for him to find a good plan of defence against the imminent White attack. Bad, for example, is 15...Qcd4 because of 16 Qxd4 Qxg2 17 Qxe6 etc. But generally stronger seems to be 15...Qc8.)
16 a3 a6 17 d4 Qc8 18 Qe5!
(After the exchange of the white squared bishops, Black will at once inherit some weak squares.)
18...Qg2 19 Qg2 c5 20 d5 Qc7 21 Qc6! Qd6
(The only move, since White threatened 22 Qxe7+ and 23 d6. If, however, 21...exd5, then 22 Qxd5 Qxd5 23 Qxd5, threatening not only an invasion on the d-file but Qxf5 and Qxe7+.)
22 dxe6 Qf4+
(22...Qxe6 is inferior because of 23 Qel with a clearly better game for White, and after 22...fxe6 or 22...Qxe6, White wins at once by 23 Qxd6.)
23 b1 fx e6
(If 23...Qxe6, then 24 Qd5 with an irresistible attack. Or 23...Qxe6 24 Qel Qg6 25 Qf3 Qd6 26...
\( \text{\textbf{\textit{\(ex4!\) with the double - decisive - threats of \(\text{\textbf{\textit{\(exd6\) and h5.})}}\)}} \)

24 \text{\textbf{\textit{\(ex4 \text{\textbf{\textit{\(ex8!\)}}}}\}}

(The best indirect defence of the \(\text{\textbf{\textit{\(Af4.\)}}}\). If 24...\(\text{\textbf{\textit{\(Ad6,\)}}\), then not 25 \(\text{\textbf{\textit{\(Bxd6,\)}}\) because of simply \(\text{\textbf{\textit{\(Bxd6,\)}}\), but 25 h5! followed by h6, exposing the position of the Black king at a time when all Black's pieces are paralysed.)

25 \text{\textbf{\textit{\(ex5! \text{\textbf{\textit{\(Ad4\)}}}}\}}

26 g6!

(With this, Chigorin forces a decisive weakening of the opponent's king's flank.)

26...\(\text{\textbf{\textit{\(Bf5\)}}\}

(Or 26...h6 27 \(\text{\textbf{\textit{\(Bf7\)}}\).)

27 gxh7+ \(\text{\textbf{\textit{\(Bxh7\)}}\}.

(27...\(\text{\textbf{\textit{\(Bh8\)}}\) is no better, e.g. 28 \(\text{\textbf{\textit{\(Bd3 \text{\textbf{\textit{\(Bd6 29 Bxe2 \text{\textbf{\textit{\(Bxe2 30 Bxe2 \text{\textbf{\textit{\(Bh5 31 \text{\textbf{\textit{\(Be4 with the threats \(\text{\textbf{\textit{\(Bc6, Bg1\)}}\) etc.\)}}\)}}\)}}\)}}\)}}\)}}\)}}\)}}\)})

28 \(\text{\textbf{\textit{\(Bg4 \text{\textbf{\textit{\(Bh8 29 h5! e5 30 h6 g6 31 \text{\textbf{\textit{\(Bxe2\)}}))}}\)}}\}}

(The weakness of the e5 square in conjunction with the unfortunate position of the Black king on the a1-h8 diagonal, rapidly allows White to decide the game in his favour.)

31...\(\text{\textbf{\textit{\(Bd8\)}}\}

(Or 31...\(\text{\textbf{\textit{\(Bxe2 32 Bxe2 \text{\textbf{\textit{\(Bh7 33 Bxd6\)}}\) with a quick win.\)}}\}

32 \(\text{\textbf{\textit{\(Bxf4!\)}}\}

(If 32...\(\text{\textbf{\textit{\(Bxf4\)}}\), then 33 \(\text{\textbf{\textit{\(Bxd4! cxd4\)}}\) 34 \(\text{\textbf{\textit{\(Bxd4+ Bxd4 [34...Bh7 35 Bxf5\)}}\})

35 \(\text{\textbf{\textit{\(Bxd4+ etc.\)}}\})

33 \(\text{\textbf{\textit{\(Bxe5+ Bxe5\)}}\) 34 \(\text{\textbf{\textit{\(Bxe5 \text{\textbf{\textit{\(Bh7 35 c3 \text{\textbf{\textit{\(Bd6 36 Bxd8 Bxd8 37 \text{\textbf{\textit{\(Bd1\)}}\)}}\)}}\)\)}}\)}}\)

(After the invasion of the rook, Black's position is hopeless.)

37...\(\text{\textbf{\textit{\(Bde6\)}}\}

(37...\(\text{\textbf{\textit{\(Bf8\)}}\) cannot be played because of 38 \(\text{\textbf{\textit{\(Bd7+ Bh6 39 Bxd8 Bxd8 40 Bf7+\)}}\).)

38 \(\text{\textbf{\textit{\(Bd7+ Bh6 39 Bc1 g5 40 Bxf4 gxf4 41 Bc2 Bh5 42 Bc3 Bf5 43 Bc6 a5 44 Bf7+ Bg4 45 Be5+ Bh3 46 Be7! Bh2 47 f3 Bb5 48 a4 c4+ 49 bxc4 Bxa4 50 Bh2 Bh2 51 c5 a3 52 c6 a4 53 Bb1 Bb3 54 Bc2 Bd2 55 Bg6 Bc3 56 Bf8 1-0\)

(A beautiful game. Chigorin carried out the attack in irreproachable style.)

[Notes by Panov.]

63 Chigorin - Caro
(Vienna 1898)
Vienna Gambit
1 e4 e5 2 \(\text{\textbf{\textit{\(Bc3 \text{\textbf{\textit{\(Bf6 3 f4 d5 4 d3\)}}\)}}\})

[Chigorin repeatedly played this old continuation recommended by Steinitz, but nowadays far stronger is reckoned to be 4 fxe5 \(\text{\textbf{\textit{\(Bxe4 5 Bf3, or 5 Bf3.\)}}\})

4...\(\text{\textbf{\textit{\(Bb4\)}}\)

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(Choosing this defence is tantamount to already agreeing to a draw, as Black can be forced into giving perpetual check [see note to White's 12th move]. In the game, Steinitz-Blackburne, Vienna 1882, White obtained a very favourable position after 4...dxe4 5 fxe5 dxe4 6 dxe4 dxe5 7 d4.)

[Much stronger is 4...exf4 5 xf4 dxe4 6 exd5 (6 e5 d4!) xdx5 7 d2 0-0 with the better game for Black.]

5 fxe5 dxe4 6 dxe4 vh4+ 7 xh2 xh2 8 bxc3 dxe4 9 dxe4 dxe4 10 dxe4 vh5 11 xh3 dxe3 12 xg5+

(By taking the bishop, White would force his opponent to give perpetual check: 12...xh1+ 13 xh1 vh4+ etc. To avoid the draw, Steinitz, in the 5th game of his match with Blackburne in 1876, played 12 xh5+ and the game continued 12...c6 13 gxf3 cxb5 14 xxe4 vh6+ 15 xh2 xh6 16 xg6 xh2 17 a3 b4 18 xh2 xh2 19 xh2 xh6 20 xg6 xh2 21 xh2 xh6 22 xh6 xh6 and Black resigned on the 53rd move: the two pawns of course guarantee White the win.)

12...c6 13 gxf3 vh6+

(In the Vienna 1898 tournament book, Marco writes: "The usual move is 13...cxb5 14 xxe4 xxe4+ 15 xxe4 vh7! [but not 15...c6 because of 16 vh1 a6 17 a4!] and Black has the better game". However, I have never come up against this continuation either in match or tournament play. In the "Handbuch", Bilguer gives only one variation: 14 xxe4 xxe4+ 15 xxe4 0-0 16 vh1 a6 - which, in the editor's opinion, is also to Black's advantage: hardly a correct evaluation of the position. The variation does not clear up the important role which, in the practical game, the e-pawn can play with support from the bishop, f-pawn and even the king.)

14 xxe4 vh6+ 15 vh3 cxb5 16 a3 xh6 17 vh5 vh5 18 vh5 19 vh5 vh5 20 vh5 vh5 21 vh5 vh5 22 vh5 vh5

[This I consider a mistake. After 19...b4! 20 cxb4 0-0 etc., Black has the slightly better position. Bogoljubov.]

20 xh5 a6 21 vh1 vh5+ 22 f4 vh2 23 vh3 vh3+ 24 vh4 f5+ 25 vh5

(The extraordinary position of the king in the centre of the board seems dangerous, but the opponent does not have any way of
preventing this king travelling
back to his own camp.)
"When this remarkable position
appeared on the board, a certain
spectator informed the tournament
director that White, instead of a
queen, had apparently placed a
king, and in place of a king - a
queen!" Marco in the tournament
book.]
25...\textit{g2}+ 26 \textit{c4} \textit{b5}+ 27 \textit{d3} \textit{f3}+
28 \textit{c2} \textit{f2}+ 29 \textit{b3} \textit{e8}
(By playing 29...\textit{a5}+ 30 \textit{b4}! \textit{e8}
Black would make a draw if White
takes the knight [31 \textit{xa5} \textit{c4} 32
\textit{b4} \textit{a7} 33 \textit{xf5} \textit{c7}+ 34 \textit{xa6}
\textit{c6}+! 35 \textit{a5} \textit{a8}+ 36 \textit{xb5} \textit{c6}+ etc.],
but with the defence 31
\textit{c2}! \textit{c4}+ 32 \textit{a3} \textit{xf4} 33 \textit{xd1},
the course of the game is virtually
unchanged. If, for example,
33...\textit{a4}+ 34 \textit{b2} \textit{c4}, then 35 \textit{xd1}
\textit{e6} [otherwise \textit{e6}] 36 \textit{xf3} or \textit{ab4}!
etc.)
30 \textit{c2} \textit{xf4} 31 \textit{b2} \textit{a5} 32 \textit{a1} \textit{c4}
33 \textit{e6}! \textit{c6} 34 \textit{xd1} \textit{h5}
(Better of course would be 34...
\textit{d8}, but also in this case,
equally as on 34...g6, Black can-
not get out of his cramped posi-
tion and will not be able to ac-
tivate his king's rook: for ex-
ample: 34...\textit{d8} 35 \textit{e3}, and if
35...\textit{e7} 36 \textit{d2} \textit{g6} 37 \textit{ab4} etc.)
35 \textit{bl} \textit{h7}
(This does not prevent White from
taking the pawn. A more inter-
esting ending would occur on the
defence 35...\textit{d8} 36 \textit{xf7} \textit{h4} 37
\textit{c2} \textit{e7}; then would follow 38
\textit{xe7}+ \textit{xe7} 39 \textit{xh5}+! \textit{xh5} 40 \textit{g8}+
\textit{f8} 41 \textit{xf8} mate.)
36 \textit{ag7}! 1-0
(If Black takes the rook, he is
mated in three moves, and if he
retreats his rook to h8 - in two
moves.)
[Notes by Chigorin () and Grekov
[].

64 Chigorin - Steinitz
(Vienna 1898)
Ponziani
1 e4 e5 2 \textit{df3} \textit{c6} 3 c3 d5 4 \textit{wa4}
f6
(Though this move is considered
weaker than the gambit line 4...
f6 5 \textit{xe5} \textit{ad6} 6 \textit{xc6} \textit{xc6} 7
\textit{xc6}+ \textit{ad7}, it still gives Black a
quite satisfactory game.)
5 \textit{ab5}+ \textit{xe4}
(An ingenious, but nevertheless
incorrect pawn sacrifice, based
on the resulting weakened white
squares following the exchange of
bishop for knight.)
6 \textit{xc6}+ \textit{xc6} 7 \textit{xc6}+ \textit{ad7} 8 \textit{xe4}
\textit{d7}
(This move holds up the develop-
ment of the king's flank for a
long time, but, in return, leads
to a complicated double-edged
game. However, after 8...\textit{ad6} 9 \textit{d4}
[a general purpose defensive-
attacking move!] \textit{f5} [or 9...\textit{e7}
10 dxe5 \textit{ad6} 11 \textit{e2} fxe5 12 \textit{xe5}
\textit{xg2} 13 \textit{gl}] 10 \textit{e2} \textit{e4} 11 \textit{g5}!,
White keeps the pawn with a good
game.)
9 d4 “That 10 1e2 e4
(After the tempting 10...exd4 11
ccd4 1b6, threatening 12...db5 or
12...dxf3 13 1xf3 1xd4, White
also retains the advantage in all
variations, for example: 12 1c3
fxf3 13 1xf3 1xd4 14 0-0, or 12
1d6 13 0-0 1f7 14 1e1 1xf3 15
1xf3 [possible is also 15 xf3]
1xd4 16 1f4 !)
11 1fd2 1d5 12 0-0 0-0 13 1e1
f5 14 f3
(White must open up the game as,
on passive continuations, Black
could obtain a strong attack: for
example, 14 1a3 1g6 15 1f1 f4
followed by 1...a6 and 1f8.)
14 1e8
(14...exf3 is unfavourable for
Black because of 15 1xf3 with the
threat of 1e6+ and 1e5.)
15 fxex4 1xe4 16 1a3!
(If 16 1xe4? then 16...1f5 17
1bd2 1d6 18 1xd6+ 1xd6 19 1d6+
1b7 20 1xe6+ 1xe6 21 1xe2 1e1 ! and
Black wins.)
16 1f5
(Or 16...1g6 17 1f1. If 16...e3,
then 17 1f1 1f5 18 1a2 1b5 19
1dxe3 !)
17 1c2 h5
(Black's artificially created
attack begins to move into a cul-
de-sac and he cannot prevent
White from safely completing his
development and setting about
realising his material advantage.
Possibly better was 17...1b7,
waiting for his opponent's strategi-
egical plan to unfold.)
18 1f1 1h4 19 1f4 1g6
(19...g5 was better. The move in
the game gives Chigorin the
opportunity to conduct one of his
devastating lightning attacks.)
20 1a6+ 1f8 21 1de3 1e6
(If 21...1f7, then 22 d5! 1xf4
[22...1xd5 23 1xd6] 23 dxc6 1e8
24 1b5+ 1e8 25 1d5! with a crush-
ing superiority for White.)

22 1xc7+! 1xc7 23 d5 1xd5 24
1a5+ 1f6
(A forced reply. If 24...1c6,
then 25 1d4+, and if 24...1d6,
then 25 1xd5 1xd5 26 1d1.)
25 1xd5 1a6 26 1d4 1f4
(If 26...a6, then 27 1f7+ and 28
1d5, or simply 27 1d4.)
27 1b5+ 1d7 28 1f5+ 1f8 29 1xd6
1xd6 30 1a4 1b6
(Bad is 30...1b8 31 1d1+ 1d3 32
1xd3+! 1xd3 33 1xd3+ 1f7 34 1d6+
1b7 35 1a5+ and White wins.)
31 1xf4 1xc4 32 1d1+ 1c8 33 1d4
1c5 34 1e6e4
(The result of White's beauti-
A fully conducted attack is that he has two extra pawns and this, in conjunction with the exposed position of the Black king, leaves Black no chance, despite the transition to a heavy piece ending.)

34...h5f8 35 g3x3 cxe4 36 dxe4 a5 37 g3x3 g5 38 h3 g5 39 c4+ d5 40 c5 d7 41 c4+ d6 42 d5 c6 43 d4+ c7 44 xax5 1-0

[Notes by Panov.]

65 Chigorin - Showalter (Vienna 1898)
French Defence
1 e4 e6 2 d4 c5
(Of the many good replies to 2 d4, the most expedient seems to be 2...c5 and only then 3...dxc6.)
3 c3
(In the final years of his chess career, Chigorin played here the more logical 3 f4.)
3...c7 4 g3 d5 5 d3 h6 6 g2 0-0 7 h3 d4 8 d1 e5 9 0-0
(Though Chigorin voluntarily went in for this position, Black’s prospects here are by no means worse. He has seized more space in the centre, and it is also easy for him to manoeuvre. If now Black chooses the plan, 9...d7 10 c1 c5 11 f4 exf4 12 gxf4 f5! followed by ...c6, d7 and eae8, then he would not have any difficulties. Nowadays, a similar position [with colours reversed] quite often arises from the Ufim-
tsev Defence: 1 e4 d6 2 d4 g6 3 c3 c7 4 c4 f6 5 c3 e5 7 d5; the knight is better placed on b8 than on d8, while 7...c7 is by no means a move everyone would choose to make. Practice shows that the continuation 8 d2 [analogous to 9...d7] etc. favours White. But all this is known only now, and in the overwhelming majority of games Chigorin succeeded in developing a pawn offensive - beginning with f4-f5 and then also g4-g5. The move chosen by Showalter cannot be called inaccurate, it is simply that the e8 square is not very good for the knight.)
9...c8 10 c1 f5 11 f4
(A programmed move. Of course it would be unjustified greed to win a pawn by 11 exf5 c5f5 12 cxc6 bxc6 13 cxe5. Black would quite quickly bring into play all his pieces and obtain a menacing initiative, for example, 13...d7 14 c2 f6 15 c2 c6 followed by ...c8.)
11...fxe4
(But this already is an inaccuracy. White obtains the possibility of transferring the knight from e1 to d3 without partitioning off the f-file. He should exchange the other pair of pawns - 11...exf4! Then, on 12 c4f4, the capture 12...fxe4 would be fully justified, since White is forced.
to choose between voluntarily isolating his pawn, after 13 dxe4, and losing the initiative, after 13 dxe4 f6 14 g2 d5! 15 d2 xf1+ 16 xf1 e6 17 f3 d7. In the event of 12 gxf4, Black could reinforce the f5 pawn with the move 12...g6 and then regroup his forces: g7, e6, d7 and e8.

12 dxe4 e6 13 d3 d6 14 f5 f7 (Black should move the bishop to c4 and, after ...d4, exchange on d3, in order to limit the mobility of the g2.)
15 d1f2 d6 (If Black wants to set up a blockade, then it would be better to begin with the move 15...e7.) 16 g4 h6 17 g5! (White changes his plan of attack just in time. On 17 h4, Black has time to dig himself in, by retreating the knight to h7 and then the bishop to e7.)
17...hxg5 18 xg5 h5 19 f3 xf3 20 xf3 f7 (The exchange of the white squared bishops is objectively in White's favour, but, by undertaking this, Showalter intends the tempting plan of evacuating the king and occupying the h-file.)
21 g4 h8 22 f2 g8

diagram

23 xf6 (White would have a good position also in the event of 23 g2 xg4 24 xg4, but Chigorin works out an interesting plan: with the help of his rook and two knights he constructs an impregnable defence for his king, while his queen, supported by the other rook, penetrates the enemy camp on the a2-g8 diagonal.)
23...gxh6 24 g2 h7 25 d6f2 (With the building of a fortress, Black's battery on the h-file will be ineffective - and meanwhile h3+ is threatened.)
25...a5 26 d3! (All White's further operations have one aim - to break through with the queen on e6.)
26...a6 (On 26...c5, Black apparently feared the reply 27 b5 b6 28 d7+.)
27 c3 (Not so clear was the tempting 27 b4, because of 27...xb4 28 xf6 xf6 29 g4+ e7 30 xe5 c3.)
27...c5 28 b4 xb4
(With the counter-sacrifice, 28...c4 29 \(\text{\#f1}\) b5 30 bxa5 \(\text{\#c5}\) 31 cxd4 \(\text{\#xd4}\), Black could only stir up trouble, but not save the game: 32 \(\text{\#d1}\) \(\text{\#d8}\) 33 \(\text{\#h1}\) etc.)

29 cxb4 \(\text{\#b4}\)

(At this point, the combination 31 \(\text{\#xf6}\) \(\text{\#f6}\) 32 \(\text{\#g4+}\) \(\text{\#e7}\) 33 \(\text{\#xe5}\) does not promise much.)

30...\(\text{\#e7}\) 31 \(\text{\#c2}\!\)

(Now White breaks through to d7, either via a4 or c7.)

31...b5

(After 31...\(\text{\#ac8}\) 32 \(\text{\#a4}\) b6! 33 \(\text{\#d7}\) \(\text{\#c6}\), simply 34 \(\text{\#d3}\) is decisive, since there is no defence against 35 \(\text{\#xe5}\)+.)

32 \(\text{\#c7}\) \(\text{\#c4}\) 33 \(\text{\#d7}\!\)

(White's attack becomes irresistible. Black has to defend against numerous threats - 34 \(\text{\#xf6}\), 34 \(\text{\#d5}\)+, 34 \(\text{\#e6}\)+.)

33...\(\text{\#f8}\) 34 \(\text{\#c6}\!\) \(\text{\#ad8}\) 35 \(\text{\#xf6}\)

(The first breach in Black's defence.)

35...\(\text{\#h4}\) 36 \(\text{\#e2g4}\) \(\text{\#e3}\)

(A desperate attempt at counter-attack, which Chigorin meets with a brilliant combination. Black could have made his opponent's task more difficult by continuing 36...d3.)

37 \(\text{\#d7}\)+! \(\text{\#xd7}\) 38 \(\text{\#xd7}\) \(\text{\#xg4}\)

(On 38...\(\text{\#xg2}\), the invasion of the White rook is likewise decisive: 39 f6! \(\text{\#xf6}\) 40 \(\text{\#c1}\) etc.)

39 \(\text{\#c1}\) \(\text{\#h6}\) 40 \(\text{\#c8+}\) \(\text{\#g7}\) 41 f6+! \(\text{\#xf6}\) 42 \(\text{\#f5+}\) \(\text{\#g7}\) 43 \(\text{\#xg4+}\) 1-0

(Chigorin exploited the possibilities of his favourite opening scheme splendidly. A highly instructive creation of an impregnable fortress, to shelter the king, and a fine queen manoeuvre.)

[Notes by Vasyukov and Nikitin.]

66 Albin - Chigorin

(Cologne 1898)

Italian Game

1 e4 e5 2 \(\text{\#f3}\) \(\text{\#c6}\) 3 \(\text{\#c4}\) \(\text{\#c5}\) 4 c3 \(\text{\#f6}\) 5 b4

(This idea of attacking with the pawns on the queen's flank does not bring the desired initiative. Theory rightly considers as strongest the continuation 5 d4.)

5...\(\text{\#b6}\) 6 a4 a6 7 a5 \(\text{\#a7}\) 8 d3 d6 9 \(\text{\#b3}\) \(\text{\#e7}\)

(Chigorin deviates slightly from the variation he played in his game with the same Albin at the Budapest tournament two years earlier: 9...0-0 10 \(\text{\#e3}\) \(\text{\#xe3}\) 11 \(\text{\#xe3}\) \(\text{\#e7}\) 12 \(\text{\#bd2}\) \(\text{\#e6}\) with an equal game.)

10 0-0 0-0 11 \(\text{\#e3}\)

(An unfortunate move as is shown by Chigorin's knight manoeuvre following the exchange of bishops. The development of the bishop to g5 was preferable. After 11 \(\text{\#g5}\) h6 12 \(\text{\#e3}\) \(\text{\#xe3}\) 13 \(\text{\#xe3}\) \(\text{\#g4}\) 14 \(\text{\#e1}\) \(\text{\#h8}\) 15 h3, the h6 square has been taken away from Black's knight by his own pawn.)

11...\(\text{\#xe3}\) 12 \(\text{\#xe3}\) \(\text{\#g4}\!\)

(The beginning of an attack on
the king's flank. Black clears the way for the advance of the f-pawn, while forcing the White rook to move to an inferior position.)

13 a\textsubscript{1} h\textsubscript{8} 14 h\textsubscript{3} g\textsubscript{6} 15 a\textsubscript{bd} f\textsubscript{5} 16 exf\textsubscript{5} a\textsubscript{xf} 17 e\textsubscript{4}  

(A critical decision, since Black now has at his disposal the beautiful strong point on f4. More advisable would be 17 b\textsubscript{f}1, though admittedly in this case Black would reply 17...c\textsubscript{8} followed by ...c\textsubscript{6} and d\textsubscript{5}, driving home his pawn preponderance. The initiative lies with Black, who at once begins operations on the open f-file.)

17...c\textsubscript{d}7 18 b\textsubscript{f}1 b\textsubscript{f}4 19 a\textsubscript{e}1 b\textsubscript{f}8 20 d\textsubscript{4} g\textsubscript{f}6!  

(The heavy Black pieces on the f-file look impressive. On 21 g\textsubscript{3} Chigorin probably had in mind the variation 21...a\textsubscript{x}h\textsubscript{3}! 22 gxf\textsubscript{4} a\textsubscript{xf} 23 a\textsubscript{h}1 a\textsubscript{g}4 followed by 24...a\textsubscript{g}3, or 23 a\textsubscript{f}2 a\textsubscript{xd}2+.)

21 d\textsubscript{5} a\textsubscript{d}8 22 a\textsubscript{h}2 g\textsubscript{5}!  

(Threatening to expose the White king by advancing the pawn. White has nothing left but to attack the Black rook.)

23 g\textsubscript{3}  

(On this follows a spectacular and accurately calculated Chigorin combination.)

\begin{center}
\textbf{diagram}
\end{center}

23...a\textsubscript{x}h\textsubscript{3}!! 24 a\textsubscript{x}h\textsubscript{3}  

(On 24 gxf\textsubscript{4} there follows, as indicated by Chigorin, 24...a\textsubscript{xf} 25 a\textsubscript{x}f1 a\textsubscript{xf} with a very strong attack; for example, 26 a\textsubscript{h}1 a\textsubscript{g}4 27 a\textsubscript{e}2 a\textsubscript{f}6 setting up mating threats.)

24...g\textsubscript{4}+ 25 a\textsubscript{h}2 gxf\textsubscript{3} 26 a\textsubscript{xf}  

(There is no defence. Of course, after 26 gxf\textsubscript{4}, White would be mated by 26...a\textsubscript{h}4+.)

26...a\textsubscript{xf} 27 a\textsubscript{xf} a\textsubscript{xf} 28 a\textsubscript{h}3 a\textsubscript{df} 29 a\textsubscript{d}1 a\textsubscript{g}5+ 30 a\textsubscript{h}4 a\textsubscript{f}4+!  

(It seems that Chigorin is weary of the hopeless resistance of his opponent and he concludes the game with a little combination.)

31 gxf\textsubscript{4} a\textsubscript{xf} 0-1  

(White resigns, since after 32 a\textsubscript{h}5, a\textsubscript{f}3 is decisive. An energetic attack by Chigorin.)

[Notes by Smyslov.]

67 Chigorin - Showalter  
(Cologne 1898)  
French Defence  
1 e4 e6 2 a\textsubscript{e}2 a\textsubscript{c}6 3 a\textsubscript{c}3 a\textsubscript{e}7 4 g\textsubscript{3} d\textsubscript{5} 5 d\textsubscript{3} a\textsubscript{f} 6 a\textsubscript{g}2 0-0 7 a\textsubscript{h}3  

(This idea is probably not quite
justified in the present game. Chigorin developed his pieces the same way in the 8th Match Game against Tarrasch, who however defended differently from Showalter. In that game, Chigorin boldly transferred the knight via f4 to d5 and drove home his advantage; here, however, Chigorin does not manage to solve the problem of his king's knight so successfully.)

7...\(\text{Qd}4\) 8 \(\text{Qd}1\) dxe4 9 dxe4
(It seems that Chigorin wants to avoid the exchange of his knight, but it would be better to play 9 \(\text{Qxe}4\) so as to then be able to attack the knight on d4 with c3. Now White runs into some difficulties.)

9...e5!
(Showalter plays the opening well and now threatens 10...\(\text{Qg}4\) [11 \(\text{f}3?\) \(\text{Qxf}3+!\)].)

10 0-0 \(\text{Qg}4\) 11 \(\text{f}3\) \(\text{Qe}6\) 12 \(\text{Qf}2\) \(\text{Qc}4\) 13 \(\text{Be}1\) \(\text{Qb}4\)
(Though he already threatens ...\(\text{Qxc}3+\) followed by \(\text{Qe}2+\) winning at least a pawn, the position of this bishop on b4 is not particularly secure. A more accurate plan would be 13...\(\text{c}6\) followed by \(\text{Qc}7\) and a transfer of the rook to the d-file.)

14 \(\text{Qd}2\) \(\text{Qd}6\)
(And now he should probably play 14...\(\text{Qe}7\) and then ...\(\text{Qad}8\).)

15 a3 \(\text{Qxc}3\)
(15...\(\text{Qa}5\) was better as White cannot play 16 \(\text{Qb}5\) because of 16...\(\text{Qxf}3+\). After this exchange, the tension is relieved to White's advantage. It seems that Showalter thought he would now win a pawn, as is seen by his next move.)

16 bxc3 \(\text{Qb}5\)?
(Black plays for the win of the c3 pawn, assuming that after the following rook move to d8 he would force White to renounce its defence. By playing simply 16...\(\text{Qe}6\) [also good is 16...\(\text{Qc}6\)], and if 17 \(\text{Qe}3\) then 17...\(\text{Qa}6\) followed by ...\(\text{Qad}8\), Black could still fight for the initiative. Chigorin meets the American's somewhat over-confident play with a deep, well-disguised idea.)

17 a4!
(With this move begins a ten move chase of the Black knight, which Chigorin carries out very skilfully.)

17...\(\text{Qfd}8\) 18 \(\text{Qe}3\) \(\text{Qxc}3\)
(Unsuspectingly tasting the forbidden fruit! It was still not
too late to change his mind by playing 18...\(\text{xd}1\) and then \(\text{xd}6\). However, Chigorin's plan is so deep that not every master would have the power to detect it.)

19 \(\text{xd}6\) \(\text{xd}6\) 20 \(\text{xd}3!\) \(\text{xd}3\) 21 \(\text{cxd}3\) \(\text{xd}7\)

(It is not easy for Black to rescue his knight, which has lost its way in broad daylight. Nevertheless 21...\(\text{Ba}6\) was possible. If 22 \(\text{a}5\) then 22...\(\text{Bb}5\), but after 23 \(\text{Beb}1\) \(\text{xd}6\) 24 \(\text{Bc}1\) \(\text{Bf}8\) 25 \(\text{Bf}1\), White, threatening \(d4\) winning back the pawn with a fine position [25...\(\text{Bc}6\) 26 \(\text{Bxc}6\) \(\text{Bxc}6\) 27 \(\text{Bc}1\)], has an excellent game. Of course, 21...\(\text{Bxd}3\) 22 \(\text{Bf}1\) \(\text{Bd}6\) 23 \(\text{Bc}1\) \(\text{Bc}6\) 24 \(\text{Bd}3\) or 24 \(\text{Bd}2\) would lose the knight.)

22 \(\text{Bf}1!\)

(Now 23 \(\text{Bc}1\) is threatened and on 22...\(\text{Bb}6\) would follow 23 \(\text{Bd}2\) \(\text{Bxa}4\) 24 \(\text{d}4\).)

22...\(\text{Bb}6?\)

(But this already is the undoing of the knight. Necessary was 22...\(\text{b}5!\) and Black can still put up resistance, though admittedly after 23 \(\text{axb}5\) \(\text{Bxb}5\) 24 \(\text{Beb}1\), White's two bishops and the broken pawns on Black's queen's flank, give White good chances.)

23 \(\text{a}5!\) \(\text{Bba}4\) 24 \(\text{Bc}1\) \(\text{Bb}5\)

(Now this no longer helps. 24...\(\text{Bc}6\) also fails to 25 \(\text{Bd}2\) and then \(\text{Bd}3\).)

25 \(\text{axb}6\) \(\text{cxb}6\) 26 \(\text{Bd}2\) \(\text{b}5\)

(If 26...\(\text{Bc}6\) or 26...\(\text{Bc}8\), then 27 \(\text{Bxa}4\).)

27 \(\text{Bc}3\) \(\text{Bc}6\) 28 \(\text{Bxe}5\)

(And Black resigned after a few moves.)

1-0

(A highly interesting game!)

[Notes by Romanovsky.]

68 Lee - Chigorin

(London 1899)

Queen's Pawn

1 \(d4\) \(d5\) 2 \(e3\) \(\text{f6}\) 3 \(\text{d3}\) \(\text{c6}\)

(A characteristic deployment of this knight for Chigorin in the Queen's Pawn Opening. Black threatens 4...\(e5\), obtaining a free game.)

4 \(f4\) \(e6\)

(In a game against Tarrasch, played at Hastings in 1895, Chigorin continued 4...\(\text{Bb}4\) 5 \(\text{Bf}3\) \(\text{Bxd}3+\) 6 \(\text{cxd}3\) \(\text{e}6\) and achieved an excellent position. Obviously, in the present game, Chigorin wanted to try a new move avoiding simplification.)

5 \(\text{a}3\) \(\text{Bd}6\) 6 \(\text{Bf}3\) 0-0 7 \(\text{Bc}3\)

(White interprets the position superficially. Deserving attention was the development of the knight on \(d2\) and the fianchetto of the bishop on \(b2\). This plan is more in accordance with the spirit of the system chosen by White.)

7...\(\text{Bb}6\) 8 \(\text{Bc}5\) \(\text{Bb}7\) 9 \(\text{Bf}3\) \(\text{Bd}7\) 10 \(\text{Bh}3\) \(f5\)

(After this, White's attacking pieces come up against a "Stone-
...wall". Now, on the only attacking continuation, 11 g4, Chigorin probably had in mind the interesting combinative blow 11...\text{\textit{Q}}\text{xe5} 12 fxe5 \textit{Q}xe5 13 dxe5 \textit{Q}xe5 with very great complications, for example, 14 gxf5 \textit{Q}xd3+ 15 cxd3 d4 16 \textit{Q}e4 exf5 or 14 0-0 \textit{Q}xg4 15 \textit{Q}d2 d4! with an irresistible attack for Black. And on other replies, by obtaining for the piece three pawns and a strong pawn centre, Black can begin a dangerous offensive. It is a characteristic of Chigorin's creative work that he was able to penetrate deeply into the hidden secrets of a position and had amazing skill in conducting an active defence.)

11 \text{\textit{Q}}\text{xd7}

(White senses the dangerous intentions of his formidable opponent, but does not choose the best continuation. It was stronger to take the other knight. After 11 \textit{Q}xc6 \textit{Q}xc6 12 g4, Black cannot do without the move 12...g6, weakening his position, as after 12...\textit{Q}f6, White would have at his disposal the knight manoeuvre \textit{Q}e2-g3. After forcing 12...g6, White advances his pawn to g5 and prepares to attack with his h-pawn. In this case, a sharp struggle could arise, with chances for both sides. After the move in the game, White's attack loses its power and the initiative passes to Black.)

11...\textit{Q}xd7 12 g4 \textit{Q}e7 13 \textit{Q}e2 a5!

(Chigorin conducts the positional struggle beautifully. With the text move he prepares the exchange of the white squared bishops. It is interesting to note that nowadays an analogous manoeuvre is considered the best recipe against the "Stonewall" in the Dutch Defence.

If it is frequently said - and rightly so - that in the field of opening theory Chigorin left a richer legacy than anybody, then one should mention that of no less importance were Chigorin's innovations in the middlegame, where he also introduced many ideas which were new for his time. For anyone striving for improvement in chess, a serious study of the creative work of Chigorin would be particularly beneficial!)

14 \textit{Q}g3

(He should avoid the exchange of bishops by means of 14 c3, though admittedly, after 14 c3 b5 15 \textit{Q}d2 b4! 16 axb4 axb4, Black opens lines for attack on the queen's flank.)

14...\textit{Q}a6 15 gxf5 exf5 16 \textit{Q}xa6 \textit{B}xa6

(Now we can make an assessment. White is left with the "bad" bishop and an immobile backward pawn on e3. Without doubt an advantage for Black is now taking shape. It is interesting to ob-
serve how systematically Chigorin exploits the advantage of his position.)

17 0-0 \(\text{g}6\) 18 \(\text{g}2\) \(\text{a}8\) 19 \(d2\) \(\text{h}8\) 20 \(\text{h}1\)
(The only chance for White is to develop an initiative on the g-file, but Black without difficulty carries out the necessary counter-action by a similar plan of regrouping his pieces.)

20... \(\text{g}8\)
(Only here is it possible to notice that Chigorin does not play in the strongest way. He should at first play 20... \(\text{h}6\) 21 \(\text{f}1\) \(\text{e}6\). The \(g8\) square ought to be left free for the itinerary of the \(\text{e}7\) via \(g8\)-\(f6\) to \(e4\).)

21 \(\text{g}1\) \(\text{h}6\) 22 \(\text{f}1\) \(\text{e}6\) 23 \(\text{d}3\) \(\text{f}8\) 24 \(\text{g}2\) \(\text{h}3\) 25 \(\text{e}2\) \(\text{h}6!\)
(Black increases the activity of his heavy pieces. Now it only remains for him to transfer the knight to \(e4\) or \(g4\), in order to increase the positional pressure. White finds the best defence, freeing the \(g1\) square for the knight.)

26 \(\text{f}1\) \(\text{g}8\) 27 \(\text{g}1\) \(\text{h}5\) 28 \(\text{f}3\) \(\text{f}6\) 29 \(\text{e}5\)
(This eases Black's task; White's plan allows the exchange of the bishop for the opponent's knight, after which Black's knight takes up an unassailable position in the centre. A more complicated game arises after 29 \(\text{g}5\) \(\text{g}4\) 30 \(\text{e}2\) \(\text{g}6\), though in this case also Black would in the end realise his advantage.)

29... \(\text{e}4\) 30 \(\text{e}1\) \(\text{h}3\) 31 \(\text{e}2\) \(c5\) 32 \(\text{f}1\) \(\text{e}5\) 33 \(dxe5\) \(\text{g}8\) 34 \(c3\) \(\text{c}6!\)

(Remarkable - a true Chigorin move! At the heart of it lies a beautiful strategical idea: the queen transfers to a diagonal which is dangerous for White - and on which stands his king. Chigorin not only prepares the beautiful combination 35... \(d4\) 36 \(\text{xd4}\) \(\text{xh2}+!!\) but also sets a fine, disguised trap. White's best defence was 35 \(\text{f}1\), although the variation 35... \(\text{d}8\) 36 \(\text{f}3\) \(\text{xf}3\) 37 \(\text{xf}3\) \(d4\) 38 \(\text{exd4}\) \(\text{cxd4}\) 39 \(\text{d}2\) \(d3!\) does not give him much hope. In looking for a way out, White himself decides to make a combination, but by doing so he falls into Chigorin's carefully prepared trap.)

35 \(\text{xg}7\)
(White counts on winning back the rook by his 37th move, but he does not foresee Black's reply.)

35... \(\text{xg}7\) 36 \(\text{xg}7\) \(\text{xg}7\) 37 \(\text{g}2+\)
(A spectacular move which refutes White's combination! Now Black remains the exchange ahead and the game is decided.)

38 $\text{axg3 h6}$ 39 $\text{h4+ g6}$ 40 $\text{f6+ f7}$ 41 $\text{f3 e6}$ 42 c4 b5! 43 b3 $\text{bxc4!}$ 44 $\text{bxc4 b7}$ 45 h4 $\text{bl+}$ 0-1

(With the exception of the inaccuracy on the 20th move, Chigorin handled the game very finely.)

[Notes by Smyslov.]

69 Maroczy - Chigorin
(London 1899)

1 $\text{c4 f6}$ 2 d4 e6 3 $\text{c3 d5}$ 4 $\text{f3 c6}$ 5 e3 $\text{bd7}$ 6 $\text{d3 d6}$ 7 0-0 0-0 8 e4 dxc4 9 $\text{xc4 e5}$

(This opening was discussed in the notes to the game Janowski-Chigorin, Budapest 1896. We would remind you that modern theory considers the best continuation to be 11 $\text{h1}$, though also possible are both 11 h3 and even 11 d5 as Janowski played. Maroczy, wishing to remove the tension in the centre, makes a perhaps too crafty prophylactic move.)

10 $\text{g5 e7}$ 11 $\text{hl!? d8}$

(Chigorin creates threats on the d-file, although another no less effective plan would be to increase the pressure on the e4 pawn, beginning with 11... $\text{e8}$.)

12 $\text{c2}$

(Now the point of the move 11 $\text{hl}$ becomes clear. After the natural exchange 12... $\text{exd4}$ 13 $\text{xd4}$, White threatens f4, since there is no pin from the c5 square. It is not possible to win a pawn by 13... $\text{axh2}$? 14 $\text{f5}$! or 13... $\text{a6}$ 14 $\text{d3}$ $\text{axh2}$ 15 $\text{f3}$ $\text{e5}$ [15... $\text{c7}$ 16 $\text{e5}$! $\text{xe5}$ 17 $\text{xe5}$ $\text{bae1}$ $\text{bd7}$ 18 $\text{xe5}$ $\text{xe5}$ 19 $\text{f4}$ $\text{a6}$ 20 $\text{xd3}$] 16 $\text{xe5}$ $\text{xe5}$ 17 $\text{f4}$ $\text{dd4}$ 18 $\text{e2}$ with dangerous threats.)

12... $\text{h6}$!

(A move which is useful in all respects. Black not only makes a flight square for his king, but also creates threats to the h2 pawn. The point is that, after 13 $\text{h4}$ $\text{exd4}$ 14 $\text{xd4}$ $\text{c6}$ 15 $\text{d3}$ [or 15 $\text{h3}$] $\text{axh2}$ 16 $\text{f3}$ $\text{e5}$ 17 $\text{xe5}$ $\text{xe5}$, 18 f4 allows the strong reply 18... $\text{h5}$!, and 18 $\text{e2}$ is parried by the simple 18... $\text{e8}$. If White, on the 15th move, retreats his bishop to e2, then the covering up of the e-file also makes possible the variation 15... $\text{axh2}$ 16 $\text{f3}$ $\text{c7}$ 17 $\text{e5}$ $\text{xe5}$

There is no comfortable retreat of the $\text{g5}$ along the h6-c1 diagonal [13 $\text{e3}$ $\text{g4}$] and so he has to exchange the active bishop, ridding Black of the pin.)

13 $\text{xf6}$ $\text{xf6}$ 14 $\text{dx5}$

(Once again, a natural move conceals a cunning idea. But is it the best in the present position? Apparently yes. Actually, closing the centre by 14 d5 $\text{c6}$ 15 $\text{h3}$ is unfavourable because of 15... $\text{g4}$ followed by 16... $\text{ac8}$, while retaining the tension by
14 Bd1 is risky for White after the exchange of the Qg5 since, with the move 14...Be8, Black firmly reinforces the e5 square and threatens to seize the initiative with the manoeuvre ...c6 and Qg4.)

14...Qxe5!
(Splendid. Maroczy probably hoped for the natural 14...Qxe5 15 Qxe5 Qxe5, which would allow him to sharpen the conflict by a pawn sacrifice: 16 f4! Qxf4 17 g3 Bd2 18 Qxd2! [18 Qd3 Bxh2+!] Qxd2 19 Bxf6 gxf6 20 Bd1 Qxc3 21 Bd8+ or 16...Qxc3 17 e5! Chigorin finds a stronger plan and takes the initiative.)

15 Bd1
(Capturing on e5 is dangerous since, after 15 Qxe5 Qxe5, Black is the first to create threats: 16 Qb3 Qf3! 17 Bd1 Qh3!! or 16 Qe2 Qf4 17 g3 Qf6! 18 f4 Qg4.)

15...Be8
(Chigorin calmly moves away the rook, thereby eliminating the threats connected with the d-file. On 15...Qc7, White "comes to life" after 16 Qb3, with the unexpected threat of 17 Qd5.)

16 Qe2?
(White begins to think about defence too soon, and once and for all cedes the initiative. As before, it is dangerous to take the bishop - 16 Qxe5 Qxe5 17 Qe2 Qf4 18 h3 [18 g3 Qf6] Qh4! - when the White king finds itself under attack. But it was necessary to retreat to b3 - 16 Qb3 - since dangerous is 16...Qc7 17 Qd5! cxd5 18 Qxc7 dxe4, because of 19 Bb6 Qe7 20 Bael, and it is difficult for Black to unravel his pieces. However, by means of 16...Qxc3! 17 bxc3 Qc5 18 e5 Qf5!, Black would still retain the better chances in view of the weakness of the c3 and e5 pawns and the strong position of the Qc5.)

16...Qc7!
(With the bishop placed on e2, the blow 17 Qd5 does not have its former strength - 17 Qd5 cxd5 18 Qxc7 dxe4 19 Bb6 exf3! 20 Bxf6 fxe2 21 Bael Qxf6, and Black's advantage is sufficient for victory.)

17 Qel Qe5 18 f4 Qg4 19 Qxg4
(A necessary exchange. On 19 e5 would follow 19...Qe7 and the threats of 20...Qe3 and Qxh2 force the exchange 20 Qxg4 with an inferior position for White due to his weak white squares and

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ossified pawns.)
19...\texttt{Qxg4}
(And so at the cost of the advantage of the two bishops, White obtains, as it were, some sort of play in the centre. By the same token, his position has not improved at all. The e4 and f4 pawns may look beautiful, but any move - e5 or f5 - will paralyse them. Forcing these pawns to move - it is precisely this which is Black's basic problem, and Chigorin easily solves it.)
20 \texttt{Qd3 Bxd8}
(For the present, the rook on d3 is the most active White piece and its exchange increases Black's attacking potential.)
21 \texttt{Qf2 Bxd3} 22 \texttt{Qxd3 Bxd8}
(Black seizes the d-file. The \texttt{Qd3} has no comfortable square for retreat - on 23 \texttt{Qc5}, strong is 23...\texttt{Qc8}.)
23 \texttt{Qg3 Qe6}!
(Now material loss for White is inevitable in view of the terrible threat of ...\texttt{Qe6-c4}. On 24 \texttt{Qc5}, decisive is 24...\texttt{Qc4} 25 \texttt{Bf3 Qxc3}! In desperation White tries to exchange even if it is only one bishop, but at too high a price.)
24 \texttt{e5 Qf5} 25 \texttt{Qc5}
(White would also not suffer for very long after 25 \texttt{Qf2 Bd4}! 26 \texttt{Qe2 Bd2}.)
25...\texttt{Qxe5} 26 \texttt{Qxe6 fxe6}
(The game is over. Black's extra pawn and overwhelming positional advantage makes resistance useless.)
27 \texttt{Qe3 Qxc3} 28 \texttt{bxc3}
(If 28 \texttt{Qxc3}, then 28...\texttt{Qxf4}!) 28...\texttt{b6} 29 \texttt{h3 Qd3} 30 \texttt{Qe2 Qxc3} 31 \texttt{Qa6 Qd5}! 32 \texttt{Qg1 Qd2} 33 \texttt{Qf3 Qd1+}
(In this game, Chigorin showed himself as an exceptionally fine strategist and his play with the two bishops, which with only five moves completely tore White's position to pieces, is a classic model.)
[Notes by Vasyukov and Nikitin.]

70 Chigorin - Steinitz
(London 1899)
Ponziani
1 \texttt{e4 e5} 2 \texttt{Qf3 Qc6} 3 \texttt{c3}
(Nowadays this opening does not enjoy great popularity, since practice shows that White does not succeed in building up a pawn centre.)
3...\texttt{d5} 4 \texttt{Qa4 dxe4}
(More promising here is considered to be the sacrifice of a pawn for the sake of a very quick development: 4...\texttt{Qf6} 5 \texttt{Qxe5 Qd6}, with the sample variation 6 \texttt{Qxc6 bxc6} 7 \texttt{d3 0-0} 8 \texttt{Qe2 Be8} 9 \texttt{Qg5 h6} 10 \texttt{Qxf6 Qxf6}.)
5 \texttt{Qxe5 Qd5} 6 \texttt{Qxc6 bxc6} 7 \texttt{Qc4 Qd7}
(Apparently the best square for the queen. On 7...\texttt{Qd6} could follow 8 0-0 \texttt{Qf6} 9 \texttt{d3 exd3} 10 \texttt{Qf4}! and White would win an im-
portant tempo for his development [10...\textit{xf}4 is not possible because of 11 \textit{xf}7\textplus].]

8 0-0 \textit{f}6 8 d3! exd3 10 \textit{d}1
(It is too early to determine the position of the rook. More accurate would be at once 10 \textit{xd}3, in order after 10...\textit{d}6 to have the choice between 11 \textit{d}1 and 11 \textit{e}1+.)

10...\textit{d}6 11 \textit{d}3 0-0 12 h3
(A useful move, taking away the g4 square from the Black knight. White has obtained a positional advantage from the opening. Black has weak c-pawns, his queen is badly placed, and, in addition, the transfer of the White queen to h4 and the bishop to g5 could give White a dangerous attack.)

12...\textit{e}6!
(A clever defensive resource. Black not only indirectly continues to defend the c6 pawn, but also wants to outstrip his opponent in attack by transferring the queen to e5.)

13 \textit{f}4
(The other build-up also deserves attention: 13 \textit{d}2 \textit{b}7 14 \textit{c}4 c5 15 \textit{c}2.)

13...\textit{b}8 14 \textit{xd}6 \textit{xd}6 15 \textit{d}2! \textit{d}5 16 \textit{h}4 f5
(Black's idea is clear - to remove the threat to the h7 pawn and provide an outpost for the knight on e4; however, its great drawback is perfectly obvious - the weakening of the a2-g8 diagonal. Meanwhile Steinitz could have built up a strong defensive position with the simple manoeuvre 16...\textit{h}6! 17 \textit{b}3 \textit{e}5 18 \textit{e}1 \textit{f}4! or 17 \textit{e}1 \textit{f}6 18 \textit{xf}6 \textit{xf}6 19 \textit{b}3 \textit{e}6.)

17 \textit{b}3!
(The first consequence of the ill-advised 16...f5 - the Black knight loses its foothold in the centre. 18 \textit{d}4 followed by \textit{xc}6 is threatened, and, on 17...c5, would follow 18 \textit{c}4 \textit{b}7 19 \textit{e}1 \textit{f}7 20 \textit{e}7 etc. Also no better is 17...\textit{h}8, for example: 18 \textit{d}4 \textit{f}6 [18...\textit{d}7 19 \textit{xf}5] 19 \textit{xf}6 \textit{xf}6 20 \textit{xc}6 \textit{xb}2 21 \textit{d}b1 \textit{xb}1 22 \textit{xb}1 and then \textit{b}8 with a winning endgame. The knight has to retreat.)

17...\textit{f}6 18 \textit{d}4 \textit{f}7 19 b3 d5
(Seeing that material loss is unavoidable, Steinitz in desperation tries to consolidate his knight on the e4 square.)

20 \textit{xc}6 \textit{b}6 21 \textit{d}4
(The outcome of the struggle is clear and the plan chosen by Chigorin to realise a huge positi-
ional advantage, is far from being the only way of playing. White could also occupy the centre by means of 21 \( \text{c5} \ \text{c7} \ 22 \text{d4} \ \text{e8} \ 23 \text{f4}. \) Chigorin, however, wants to leave the e-file for his rook.

21...\( \text{c4} \ 22 \text{f3} \ \text{h6} \ 23 \text{f4} \)

(Black has too many weaknesses. realising that 23...\( \text{g6} \ 24 \text{h5} \) \( \text{xc3} \) 25 \( \text{dcl!} \) is bad for him, Steinitz endeavours to open the king position and complicate the game.)

21...\( \text{g5} \ 24 \text{c1} \ \text{g7} \ 25 \text{fxe4} \text{dxe4} \)

(Taking with the other pawn would be more logical [not allowing White to move away with his bishop with tempo], but also bad: 25...\( \text{fxe4} \ 26 \text{e2} \text{g4} \ 27 \text{xg4} \text{eg4} \ 28 \text{hxg4} \text{eg6} \ 29 \text{f1 etc.} \))

26 \( \text{c4+} \ \text{h8} \ 27 \text{e3} \ \text{e8} \ 28 \text{xc2} \text{f4} \ 29 \text{exe4!} \) 1-0

(Chigorin conducted the positional struggle in fine style. This was his last game with Steinitz.)

[Notes by Vasyukov and Nikitin.]

71 Chigorin - Schlechter
(London 1899)

King's Gambit Accepted
1 \( \text{e4} \text{e5} \ 2 \text{f4} \text{exf4} \ 3 \text{c4} \ \text{f6} \)

(Probably the only serious antidote to 3 \( \text{c4}. \) By exploiting the position of the bishop on \( \text{c4}, \) Black is able to carry out the advance ...\( \text{d5}, \) even in reply to \( \text{e5}. \) It is precisely because of the move 3...\( \text{f6} \) that the attack with 3 \( \text{c4} \) lost its popularity.)

4 \( \text{d3} \)

(The most useful move for the struggle in the centre, and also primarily for control over the d5 square.)

4...\( \text{c6} \)

(A natural move, but not the best, after which Black gets into difficulties. Most contemporary chessplayers, having learned from the experience of the previous generation, would play here 4...\( \text{c6} \) and then 5...\( \text{d5}; \) for example 5 \( \text{e5} \text{d5}! \ 6 \text{exf6} \text{dxc4} \ 7 \text{fxg7} \text{dxc7}, \) or 5 \( \text{e2} \text{d5}! \ 6 \text{exd5+} \text{d7} \ 7 \text{dxc6} \text{dxc6} \))

5 \( \text{f3} \text{b4} \ 6 \text{0-0} \)

(An immediate 6 \( \text{d5} \) is considered a better plan of attack, with the idea, after 6...\( \text{0-0} \ 7 \text{0-0}, \) to offer a sacrifice of the \( \text{e4} \) pawn. However, after 6...\( \text{a5} \ 7 \text{0-0} \text{d6}, \) it would only lead to a simple transposition of moves.)

6...\( \text{0-0} \ 7 \text{e5} \)

(An active but at the same time committal move, allowing the opponent to create tension in the centre. Theory recommends 7 \( \text{d5}. \))

7...\( \text{d4} \)

(Black could still reply with the counterattack 7...\( \text{d5}, \) but he prefers to set up an attack on the \( \text{e5} \) pawn.)

8 \( \text{d4} \)

(In similar positions of the King's Gambit, White usually goes for the exchange of the \( \text{c1} \) after
...\(\text{\textit{3}}\), hoping to exploit the opening of the f-file.)

8...\textit{d6}! 9 \textit{h3}

(With a well-timed blow in the centre, Black has managed to obtain counterplay, and White must play accurately. Thus, on 9 \textit{\textit{xf4}}, would follow 9...\textit{dxe5} 10 \textit{\textit{dxe5}} [10 \textit{\textit{dxe5? \textit{\textit{c5+}} and 11...\textit{\textit{f2+}}}] 10...\textit{\textit{cxe5}} 11 \textit{\textit{\textit{c5}} \textit{\textit{c3}} 12 \textit{\textit{xf7} \textit{xf7}} 13 \textit{\textit{xf7+}} with equality, and, on 9 \textit{\textit{d5}}, Black has the pleasant choice between 9...\textit{\textit{dxe5}} and 9...

\textit{\textit{\textit{d6}}}. Finally, after 9 \textit{\textit{exd6 \textit{\textit{d6}}}}, Black is left with an extra pawn and, in addition, a harmonious development. Chigorin spends time getting rid of the unpleasant knight on g4. Though the worry over the centre diminishes, the f-file gives White some attacking chances on the f7 square.)

9...\textit{\textit{\textit{c3}}} 10 \textit{\textit{\textit{c3}}} \textit{\textit{f3}} 11 \textit{\textit{d5 \textit{\textit{a5}}}}?

(A serious mistake at a critical moment. Black could have advantageously pinned the active knight on d5 with the move 11...

\textit{\textit{\textit{d6}}}, which Schlechter in fact played four years later in a game against Maroczy: 12 \textit{\textit{\textit{c3}}} \textit{\textit{dxe5}}! 13 \textit{\textit{c5!}} etc. Instead of this, Black loses an important tempo and also shuts the bishop on b4 out of the game. White not only eliminates all his difficulties, but also seizes the initiative.)

12 \textit{\textit{exd6}}!

(Black cannot hold on to the e3 pawn since 12...

\textit{\textit{Be8}} would catastrophically weaken the f7 square and 12...

\textit{\textit{cxd6}} would lead to a clear positional advantage for White after 13 \textit{\textit{\textit{c3}}.).

12...\textit{\textit{\textit{\textit{\textit{d6}}}}} 13 \textit{\textit{\textit{\textit{g5}}}}!

(White is in no hurry to win back the pawn and at once creates serious threats - 14 \textit{\textit{\textit{d3}}, 14 \textit{\textit{\textit{e4}}.}})

13...

\textit{\textit{\textit{\textit{d6}}}}

(On 13...

\textit{\textit{\textit{\textit{\textit{d4}}}}, decisive is 14 \textit{\textit{\textit{d3}}. By defending the bl-h7 diagonal and also the f7 square an extra time, Black seems to have warded off the first onslaught.)

\begin{center}
\includegraphics[width=\textwidth]{chess-board.png}
\end{center}

14 \textit{\textit{\textit{\textit{\textit{dxf7}}}}?}

(Though the f7 pawn is defended three times, it is in reality unprotected, since it is defended by pieces of too high a calibre, and it is in this circumstance which lies the basis of Chigorin's combination. However, the execution of his brilliant idea is not quite right. Winning at once would be 14 \textit{\textit{\textit{\textit{xf7}}}, when Black would be powerless to do anything against the discovery of the \textit{\textit{\textit{\textit{\textit{g4}}}}.})
14...\textit{Bxf7}

(Now Chigorin's inaccuracy passes without leaving a trace and Black perishes instantly, whereas the move 14...\textit{\texttt{d}e6} would have given him chances of a successful defence; indeed, in some variations, there is a queen sacrifice, for example: 15 \textit{\texttt{f}f4} \textit{\texttt{axc}4}! 16 \textit{\texttt{axg}6} hxg6, or 15 \textit{\texttt{ad}3} \textit{\texttt{axd}5} 16 \textit{\texttt{axg}6} hxg6 17 \textit{\texttt{g}5} \textit{\texttt{axc}4}, or 15 \textit{\texttt{xe}5!} \textit{\texttt{ag}5}! 16 \textit{\texttt{xf}3} \textit{\texttt{axd}5} 17 \textit{\texttt{axg}5} \textit{\texttt{axc}4} etc.)

15 \textit{\texttt{xf}3}+! \textit{\texttt{exe}7} 16 \textit{\texttt{xf7}+!} \textit{\texttt{xf7}} 17 \textit{\texttt{axf7}} 1-0

(Black resigns, since after 17...\textit{\texttt{Bxf7}} White wins by 18 \textit{\texttt{eh}5+} and 19 \textit{\texttt{exa}5}. Despite the lightning finish which crushed Black, a very tense game.)

[Notes by Vasyukov and Nikitin.]

72 Pillsbury - Chigorin

(London 1899)

Queen's Gambit: Chigorin Defence
1 \textit{\texttt{d}4} \textit{\texttt{d}5} 2 \textit{\texttt{c}4} \textit{\texttt{xc}6} 3 \textit{\texttt{f}3} \textit{\texttt{ag}4} 4 \textit{\texttt{e}3}

(It was not until after Chigorin's death that the move 4 \textit{\texttt{ag}4}, which theory considers best, was introduced into tournament practice. But though 4 \textit{\texttt{ag}4} poses Black complicated problems, it does not refute the Chigorin Defence. Critical for the evaluation of the opening is the position reached after 4 \textit{\texttt{ag}4} \textit{\texttt{axf}3} 5 \textit{\texttt{exf}3} \textit{\texttt{e}6} 6 \textit{\texttt{xc}3} \textit{\texttt{ge7}} 7 \textit{\texttt{cxd}5} \textit{\texttt{exd}5} 8 \textit{\texttt{ab}5} \textit{\texttt{a}6} 9 \textit{\texttt{xc}6+} \textit{\texttt{xc}6} 10 0-0, when a rather unclear continuation is 10...\textit{\texttt{ed}7} 11 \textit{\texttt{eh}1+} \textit{\texttt{ae}7} 12 \textit{\texttt{ab}3}

0-0-0.

By making the move 4 \textit{\texttt{e}3} - of good quality, reinforcing the \textit{\texttt{d}4} pawn, but at the same time limiting the mobility of the \textit{\texttt{ac}1} - White gives to understand that he does not lay claim to an opening advantage and wants to quietly finish his development and switch the whole weight of the struggle to the middlegame.)

4...\textit{\texttt{e}6} 5 \textit{\texttt{xc}3} \textit{\texttt{ab}4} 6 \textit{\texttt{ab}3}

(A committal move which in large measure determines the character of the further struggle. White considers that the exchange on f3 is favourable to him, since it strengthens his centre and opens the \textit{\texttt{g}2} file. A quieter development of events arises from 6 \textit{\texttt{ad}2} followed by \textit{\texttt{ae}2}. Then White would avoid the doubled pawns.)

6...\textit{\texttt{axf}3} 7 \textit{\texttt{gf}3} \textit{\texttt{ge7}} 8 \textit{\texttt{ad}2} 0-0

(Chigorin had this position several times and always played it with the greatest skill.)

9 \textit{\texttt{ad}3}

(In the last round of the grandmaster tournament in Petersburg 1895/96, Pillsbury chose possibly the strongest plan: 9 \textit{\texttt{f}4} \textit{\texttt{ab}8} 10 0-0-0, but, all the same, Chigorin successfully carried out his planned regrouping: 10...\textit{\texttt{dxc}4} 11 \textit{\texttt{axc}4} \textit{\texttt{b}5} 12 \textit{\texttt{ad}3} \textit{\texttt{xc}3} 13 \textit{\texttt{xc}3} \textit{\texttt{gb}6} 14 \textit{\texttt{gb}1} \textit{\texttt{a}5} 15 \textit{\texttt{eh}1} \textit{\texttt{gb}4}. The game obtained is very fascinating: 16 \textit{\texttt{ae}4} \textit{\texttt{ed}5} 17 \textit{\texttt{xc}5} \textit{\texttt{ab}8} 18 \textit{\texttt{xb}4} \textit{\texttt{axb}4} 19 \textit{\texttt{ad}5} \textit{\texttt{exd}5} 20 \textit{\texttt{xb}4} \textit{\texttt{eb}6} 21 \textit{\texttt{eb}3}
b8 22 Đg5! c6 23 Đd1 g6 24 f5 b4 25 fxg6 hxg6 26 Đd3 Đf8 27 Đxg6 Đxa2 28 Đg8+ Đe7 29 Đxb8 Đxa1+ 30 Đd1+ Đe6 31 Đc1 Đal+ 32 Đd2 Đxg1 33 Đc2 Đxc2+ 34 Đxc2 Đg2 35 Đxb4 Đxh2 36 Đb7 Đxf2 with a draw on the 62nd move.

In our opinion, White should not castle queen's side but rather complete his development in this manner: f4, Đe2, 0-0, Đh1, Đd1 - and then play on the queen's flank.

9...Đb8 10 cxd5

(It is easy to see that this capture changes nothing in comparison with the variation 10 0-0-0 dxc4 11 Đxc4 Đxc3 12 Đxc3 b5 13 Đc5 b4.)

10...Đxd5!

(Black introduces the knight into play, and the pawn on e6 could prove useful for the break ...e5.)

11 0-0-0

(It is already too late for castling king's side - 11 0-0 Đh4!)

11...Đxc3 12 Đxc3 b5!

("A timely counterattack. White threatened a dangerous thrust in the centre [e4 followed by d5]. Now on 13 e4 would follow 13...b4! 14 Đd2 Đxd4 15 Đc4 Đb6 16 Đxb4 c5! with advantage to Black. Chigorin's knights are not inferior to the White bishops!" Levenfish.)

13 Đd2 Đb6

(A critical moment. Black's plan is clear - to open lines on the queen's flank to try to get at the king. A very complicated problem for White. His pawn mass in the centre is not mobile [in a few moves Chigorin even totally paralyses it] and Pillsbury begins to prepare directly to double rooks on the g-file. The decision, arising naturally from the character of the position, has disastrous consequences for White. Neither the queen nor the bishops can support the attack by the White rooks and they will be choked. Meanwhile the march of the b-pawn weakens the c5 square, and White could organise counterplay on the queen's flank by means of 13 Đb1 a5 14 Đc1! a4 15 Đd1 and then Đd2 and Đc5.)

14 Đd1 a5 15 f4

(Necessary, otherwise ...e5.)

15...f5!!

(This move has so much merit that it fully deserves two exclamation marks. The White pawn mass in the centre is immobilised and becomes
a barrier blocking his bishops. The position of the $\text{Kd5}$ becomes unassailable and the lengthy re-grouping by White on the g-file can be countered by just one move of the rook to f7.)
16 $\text{Bg3}$ a4 17 $\text{Bd1}$ $\text{Ocb4}!$
(Revealing a deep understanding of the position. It would seem there is no sense in exchanging the $\text{Nd2}$, rather he should aim to eliminate the $\text{Nd3}$....)
18 $\text{Oxb4}$
(There is no choice. On 18 $\text{Obl}$, decisive is 18...$\text{Bc6+}$.)
18...$\text{Oxb4}$ 19 $\text{Bgl}$ $\text{Bf7}$ 20 $\text{Obl}$ a3
(Without his black squared bishop, White would dangerously weaken the position of his king with 21 b3 [after this would follow 21...$\text{Oad6}$ and then c5] and he has to go in for the opening of lines. The significance of Black's 17th move becomes clear.)
21 $\text{bxa3}$ $\text{Oxd5}$ 22 $\text{Obd3}$ b4
(White is absolutely helpless. In the event of 23 a4, the weakness of the c3 square ruins him - 23...$\text{Bc6+}$ 24 $\text{Od2}$ $\text{Oc3}$! 25 $\text{Oxb2}$ c5.)
23 $\text{axb4}$ $\text{Bxb4}$ 24 $\text{Ovd3}$ c5 25 $\text{dxc5}$ $\text{Oxa5}!$
(Now the White king cannot take flight to the king's flank. 26...$\text{Oxc5+}$ 27 $\text{Odl}$ $\text{Oxb1+}$ is threatened: White is forced to give up the a2 pawn. The rest is clear without commentary.)
26 $\text{Oc2}$ $\text{Oxa2}$ 27 f3 $\text{Bc4}$ 28 $\text{Bgl}$ $\text{Bd7}$
29 c6 $\text{Bxc6}$ 30 $\text{Od4}$ $\text{Oa3+}$ 31 $\text{Od2}$ $\text{Bxc2+}!$
(The simplest.)
32 $\text{Oxc2}$ $\text{Oxe3+}$ 33 $\text{Obl}$ $\text{Oxd4}$ 34 $\text{Bxg7+}$ $\text{Of8}$ 35 $\text{Og8+}$ $\text{Oe7}$ 0-1
(Chigorin's logical execution of the strategical idea of the opening and his method of opening lines on the queen's side, were very impressive.)

[Notes by Vasyukov and Nikitin.]

73 Chigorin - Zhibin
( Correspondence 1899 )
King's Gambit Accepted
1 $\text{e4}$ e5 2 f4 exf4 3 $\text{Oc4}$ $\text{Of6}$ 4 $\text{Oc3}$ $\text{Oc6}$ 5 $\text{Of3}$ $\text{Obd4}$ 6 0-0
(This opening variation was discussed in the notes to Chigorin-Schlechter, London 1899.)
6...d6 7 $\text{Od5}$
(Chigorin suggests a debate with his opponent, since the opening "Handbuch", famous at this time, recommended, on the basis of the game Paulsen-Du bois, 7...$\text{Oxd5}$ 8 $\text{exd5}$ $\text{Oe5}$ 9 $\text{Oxe5}$ dxe5 10 $\text{d4}$ $\text{Oe7}$ 11 $\text{c3}$ as a reliable method of defence. Chigorin intended to play instead 11 $\text{Ob5+}$ - a recommendation which he had made long before to strengthen the White attack.)
7...$\text{Og4}$ 8 $\text{c3}$ $\text{Oa5}$ 9 $\text{Obd3}$ $\text{Oxd5}$ 10 $\text{Oxd5}$ $\text{Oa6+}$ 11 $\text{d4}$
(The opening has turned out in White's favour as he has been able to set up a strong pawn centre. However, if Black had castled now, then there is a stubborn resistance in prospect,
although after 12 a4! White keeps the advantage. To his misfortune, Black embarks upon a combination, hoping to win a bishop.)

11...æa5 12 æxf7+ æf8 13 æd5 æf6
(Apparently Black noticed too late that on 13...c6 would follow 14 æg5! after which the f-file is opened unexpectedly quickly and with disastrous effect: for example, 14...æxg5 15 æxg5 h6 16 æxf4 hxg5 17 æxd6 mate, or 14...æxf3 15 æxf4! æf6 16 æxf3.)

14 b4!
(Of course, the combination 14 æxf4 æxf7 15 æxd6+ æg8 16 æxf7+ æxf7 17 æxc7 æxc7 18 æe5+ and 19 æxg4 would be too light a punishment for Black for his premature activity in the opening. White wants to drive away the knight to c6, thereby eliminating the threat ...c6.)

14...æc6
(After 14...æxf7 15 æg5! there is suddenly a threat to win two pieces - b4xa5xb6.)

15 æh5 æxf3
(Black could win the a1: 15...æxh5 16 æxh5 æxd4 17 cxd4 æxd4+ 18 æxd4 æxd4+ 19 æh1 æxal, but after 20 æxf4+ his king cannot be saved from mate.)

16 æxf3 g5
(Again after 16...æxd4 17 cxd4 æxd4+ 18 æf1 æxal 19 æf7, Black gets mated; therefore he tries to barricade the f-file by holding on to the f-pawn, but this is in vain.)

17 æxf4!

1-0
(After 17...gxf4 18 æxf4 æxf4 19 æf1 æxf1+ 20 æxf1 æd8 21 æf5+ æg8 22 æg5+ æf8, there are two possible forcing continuations: 23 æf6+ æg8 24 æd1 h6 25 æb3+ æh7 26 æe7+ æg6 27 e5! Æxe5 28 æc2+ æh5 29 æg7 mating, and also that pointed out by Chigorin, 23 e5 h6 24 æf6+ æg8 25 e6 etc. A textbook example of a lightning defeat in a position with the king stuck in the centre.)

[Notes by Vasyukov and Nikitin.]

74 Chigorin - Falk
(All-Russian Champ., Moscow 1899)
French Defence
1 e4 e6 2 Æf3 Æc6 3 Æc3 e5 4 d3 Æxd4? 5 æd1 Æb4 6 Æd2 Æf6 7 Æge2 Æc6?
(A second loss of tempo. He should play 7...d5.)

8 g3 d6
(And now 8...d5 9 exd5 Æxd5 10 Æg2 Æe6 was good.)

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9 \text{Ag2} 0-0 10 0-0 \text{Be6}

(A pointless move, as it is already too late to attempt the freeing move \text{...d5}. Better was 10...\text{Ac5}, and if 11 f4, then 11...\text{Ac5+} 12 \text{Ah1 Ag4} 13 \text{Ael Ae3} 14 \text{Axe3 Aexe3} 15 f5 f6 and it is very difficult for White to conduct the attack without the black squared bishop.)

11 f4 \text{Ag4}

(Now, however, after 11...\text{Ac5+} 12 \text{Ah1 Ag4} 13 f5 \text{Ad7} 14 \text{Ael Ae3} 15 \text{Axe3 Aexe3} 16 f6 g6 17 \text{Ad5 Ah6} 18 \text{h3 Ae6} 19 g4 \text{Be8} 20 \text{Ah4 Af8} 21 \text{Ag3}, White obtains a strong attack. Instead of the move in the game, better would be 11...\text{Ah8} 12 f5 \text{Ad7}, retaining the bishop which is important for the defence.)

12 h3 \text{Axe2} 13 \text{Axe2 Ad4} 14 \text{Ad1 Ad7}

(Necessary now or on the following move is ...c6, preserving the black squared bishop from exchange by the knight.)

15 f5 f6 16 \text{Ah2 Af7} 17 a3 \text{Aa5} 18 b4 \text{Ab6} 19 \text{Ad5 Ac6} 20 \text{Af3 Ae7} 21 \text{Axb6 axb6}

(As a result of Black's passively played opening, White has obtained the advantage of the two bishops and a pawn attack on the king's flank. It is interesting to observe the elegant way Chigorin achieves victory.)

22 g4 g5!

(The best defence, as after 22...h6 23 h4 and 24 g5, White's bishops would quickly win the game.)

23 h4

(Very strong is 23 fxg6 \text{Axg6} [23...hxg6 24 g5] 24 \text{Ah1} and then h4-h5 and g5.)

23...h6 24 hxg5 hxg5

(24...fxg5 is no better.)

25 \text{Ag3 Ah7} 26 \text{Ah1 Ag7} 27 \text{Exh7+ Exh7}

28 \text{Ah1}!

(A deeply thought out and original regrouping of forces, so characteristic of Chigorin! Before going over to a decisive attack, White places his bishops in ideal positions. The white squared bishop is to be transferred to b3 so as to occupy the powerful a2-g8 diagonal. In addition to this, it is important to place the rook in front, and not behind the queen, on the h-file. If, for example, at once 28 \text{Ah1}+ \text{Ah7} 29 \text{Ah5}, then 29...\text{Ah8 with an exchange})

28...\text{Ae8} 29 \text{Ah2 Ag7} 30 \text{Ah1 Af8} 31 \text{c3 Ae8} 32 \text{Ad1 Ff8}
(Or 32...Bd8 33 Ab3 Bg7 34 Ae3! c6 35 Ae6 Ac7 [otherwise Bh5 and Ah2] 36 Axd7 Axd7 37 Axb6 Bh8 38 Bxh8 Bxh8 39 Ah2 and White wins.) 33 Ab3 Bg7 34 Ac1! c6 35 Aa5 Bd8 (Possibly 35...Bd7! would put up a more tenacious resistance. But after 36 Bh2 Ac7 37 Bh8 Bd8 38 Bh6 Bxh6 39 Bxh6 Oc7 40 Bh7 Be8 41 Lf7 Lf8 42 Ae6 Be8 43 Bg7 Oc8 44 Axd7 Axd7 45 Aeg5 fxe5 46 f6 followed by 47 fxe7 Bxe7 48 Bxg5, White has a winning ending.) 36 Lf2 Oc8 37 Ae3 b5 38 Ah2 b6 (A final mistake, though he is already in a losing position.) 39 Ae6! Oc7 40 Axb6 Axex6 (Or 40...Ba8 41 Bh8 etc.) 41 fxe6 Og6 42 Bh7 Og8 43 Wh5! 1-0 (After 43...Bb8 would follow 44 Bh8! Bxh8 45 Bxg6+ and mate on the next move.)

[Notes by Panov.]

75 Brody - Chigorin (Paris 1900)

Spanish

1 e4 e5 2 Af3 Oc6 3 Ab5 Af6 4 0-0 d6 5 d4 Od7 6 Oc3 Ae7 (Chigorin introduced this system into practice in his match with Tarrasch in 1893 and stubbornly defended its right to exist. The basis of the system lies in the sound positional idea of maintaining a pawn outpost at e5. A few defects appear in the formation of doubled and isolated pawns on the c-file. However, Chigorin considered that this circumstance "in the present case does not cause a deterioration of Black's position". Possible proof of this is his game with Zbibin, played in the same year 1900: 7 Axc6 bxc6 8 dxe5 dxe5 9 Ae2 0-0 10 Og3 Od6 11 Og5 f6 12 Ae3 Ob6 13 b3 Oc7 14 Oc4 g6 15 Cd2 Ae6 16 Oc4 Ab4 17 Oc2 Ae3! 18 Bd1 Oc5 19 Af3 Od7 20 Od6 Bf8 21 Bd3 Oc8 22 Ad2 Oc6 23 Oc3 Od5 24 Oc3 Od8 25 Oel Ae6! Nowadays, Smyslov plays a similar system with great skill.)

7 Ae2 Axd4 (Usually Chigorin played 7...0-0 8 c3 Af6, but here he shows the flexibility of his opening set-up. In the present situation, this decision to exchange on d4 is probably the most appropriate. The exchange Axc6 and a later e5 is not threatened and the knight, having left c3, does not get to d5.) 8 Adxd4 exd4 9 Axd4 0-0 (Black intends a comfortable and single-minded deployment of his forces: Af6, Oc5, Be8. White should complete his development, for example with the moves 10 Af4 and then Cc2 and c3. However, he makes a rash move.)

10 Af5? Af6 11 c3 Oc5! (White begins to have his first trouble with the e4 pawn. The threat is not only ...Axe4, but
also ...d5.)
12 \( \text{c} \text{g}3 \text{ a}6 \) 13 \( \text{a}e2 \text{ b}e8 \) 14 \( f3 \)
(Thanks to the pressure on the e4 pawn, Black has taken the initiative and his further progress depends on how successful he is in introducing into play the pieces on the queen's flank.)

14 \( \text{\ldots e}7 \) !
(A cunning move. Does Black allow the exchange of the bishop on f6? Yes, but only after 14 \( \text{\ldots h5 e}5 \) ! [threatening 15...g6] 15 \( f4 \text{ a}f6 \). But in this case the e4 pawn is lost.)
15 \( \text{a}e3 \text{ h}4 \)! 16 \( \text{a}x\text{c5 dxc5} \)
(The tempting exchange has led not only to a doubled Black pawn, but also to a weakening of the dark squares in White's camp and it is particularly this which is exploited by Chigorin.)
17 \( \text{d}d3 \)
(White goes over to passive defence too early. He should play 17 \( \text{c}4 \text{ g}5 \)! 18 \( f4 \text{ g}6 \) 19 \( f5 \) after which complications arise, but the position is still somewhat better for Black.)
17...\( \text{d}6 \) 18 \( f4 \text{ d}8 \)! 19 \( \text{c}2 \text{ b}6 \)!
20 \( \text{c}1 \text{ c}4\+)
(Black clearly shows up the defects of the move 17 \( \text{d}3 \). With a forcing manoeuvre, he has seized the d-file and ensured the other bishop entry to g4.)
21 \( \text{b}f2 \)
(21 \( \text{h}1 \) would lose at once to 21...\( \text{a}x\text{g3 h}x\text{g3 d}d6 \).)
21...\( \text{a}g4 \) 22 \( f5 \)?
(Black does not suspect any danger and makes a pseudo-active move - cutting off the retreat of the bishop on g4 and preparing \( \text{f}4 \). It was necessary to immediately unpin the rook on f2 by playing 22 \( \text{f}1 \). Admittedly, after 22...\( \text{d}7 \) 23 \( \text{b}3 \text{ c}5 \)! or 23 \( e5 \text{ b}d8 \), Black has an obvious advantage, but a struggle is still in prospect.)
22...\( \text{a}7 \)!
(White finds himself unable to defend against the threat of...\( \text{c}5 \), since, on 23 \( \text{f}1 \), would follow 23...\( \text{c}5 \) 24 \( \text{d}2 \text{ x}d2 \) 25 \( \text{x}d2 \text{ d}8 \) and the rook invades on d2 with a mating attack. The continuation chosen by White saves him only from mate.)
23 \( \text{h}3 \text{ c}5 \) 24 \( \text{f}4 \text{ x}f2 \)\+)
(White resigned in view of the heavy material loss. A splendid example of the exploitation of the strength of the two bishops.)
[Notes by Vasyukov and Nikitin.]
76 Mason - Chigorin
(Paris 1900)
Centre Game
1 e4 e5 2 d4 exd4 3 f3 fxe4 4
\( \text{e}3 \) f6 5 \( \text{e}2 \) a7
(One of the possible continuations. Much later it was found that Black could already at this early moment exploit the unfortunate position of the queen by 5...g4 6 g2 g5 7 f4 d4! 8
\( \text{d}1 \) e5 etc., as shown in Collijn's "Larobok").
6 e3 0-0 7 0-0-0 e8
(More accurate here is 7...d5!)
8 f3
(8 c4 is a better continuation.)
8...d5! 9 exd5 dxe5 10 ef2 a6
(In practice it is very rare in an open game that Black so far outstrips his opponent in development that he is able to attack first.)
11 c4 xc3 12 xc3 c8 13 b5
(The most natural reply. After 13 xe6 xe6 14 \( \text{e}1 \) a5, Black immediately begins to storm the opponent's king position; in the event of 13 \( \text{e}2 \), White would not resolve the problem of completing the development of his pieces.)

![Diagram](image.png)

13...\( \text{a} \) a2!
(A daring and unexpected sacrifice of a piece! In similar positions where there is a marked advantage in time and space, combinations frequently appear all by themselves and are always more effective. On the other hand, a positional way of playing, as for example 13...d7, preventing the unpleasant doubling of his pawns, would mean the loss of the initiative for Black after 14 f2 etc.)
14 b3 f5
(Many a chessplayer's intuition would prompt him to believe that Black's piece sacrifice is correct, since at the given moment White has still not developed either his king's knight or rook. However, every sacrifice demands a precisely conducted attack. Chigorin, who like Morphy was a brilliant and fine master of the attack, unfortunately in the present game does not make full use of the resources of the position, as will be seen from the subsequent play. The move in the game is clear and strong. There would be unnecessary complications after 14...f6 15 \( \text{xf}6 \) f5)
16 \(a_xc6 \ xxf6\) 17 \(e_d4\) [but not 17 \(e_b5\) because of 17...\(e_al+\) 18 \(e_d2\) \(x_a8+\) 19 \(e_d3\) \(x_d3+!\)] \(x xc6\) 18 \(e_b2\) \(e_5\) etc.
Perhaps also 14...\(a_f6\) would not be unfavourable for Black in the practical struggle, where one must consider quiet moves at any time as it is frequently more advantageous to pass over a complicated and insufficiently forcing continuation.

15 \(a_xc6\) \(bxc6\) 16 \(e_b2\) \(a5\) 17 \(x xa2\) \(a4\) 18 \(b4\) \(e_6+\)
(Considerably stronger was an immediate 18...\(c5!\))

19 \(e_al\) \(a_f6\)
(This is an inaccuracy after which White can avoid defeat. In our opinion the correct continuation of the attack was 19...\(c5!\)
20 \(b5\) \(e_c4\), though even in this case there is no clear win in sight.)

20 \(a_xf6\) \(x xf6+\) 21 \(e_d4\)
(This loses the game, whereas after 21 \(c3!\) [but not 21 \(e_d4??\) because of 21...\(x_d8!\)] \(x xc3+\) 22 \(e_b2\) \(e_3\) 23 \(x_h3\), Black would find himself struggling for a draw.)

21...\(x a8\) 22 \(c3\) \(c5!\)
(A decisive opening of the file.)

23 \(bxc5\) \(e_b3\) 24 \(c_e2\)
(Too late!)

24...\(x eb8!\) 25 \(x xa4\) \(c_6\) 26 \(e_d4\)
(Also on 26 \(Ba2\) would follow 26...\(x b5.\))

26...\(x b5\) 27 \(e_c4\) \(e_a3+\) 28 \(x xa3\) \(x b2\) mate

[Notes by Ragosin.]

77 Lebedev - Chigorin
(Correspondence 1900)
Queen's Gambit: Chigorin Defence
1 \(d4\) \(d5\) 2 \(c4\) \(e_c6\) 3 \(e_c3\)
(Theoreticians do not now pay very much attention to this move; indeed also in practice it is met far more rarely than 3 \(e_f3\). But for the present Black must at once solve the problem of the \(d5\) square and determine his strategy in the struggle for the centre.
Obviously, only 3...\(e6\) substantially reinforces Black's position in the centre, but at the cost of temporarily limiting the mobility of the \(e_c8\). Logic would dictate a plan for White of 4 \(e_e4\) \(dxe4\) 5 \(d5\), however, after 5...\(x b4\) White achieves nothing. There remains the restrained scheme of development: 4 \(e_f3\) \(x b4\) 5 \(e_e3\) \(f6\) 6 \(e_d3\) 0-0 7 0-0, which the Soviet players, Ragosin and Lipnitsky, spent a great deal of energy analysing. They, in particular, showed that Chigorin's manoeuvre 7...\(dxc4\) 8 \(x xc4\) \(x d6\) followed by ...

And if he does not hold on to the \(d5\) pawn? The cunning move 3...\(e_f6\) would tempt White to take a wrong road: 4 \(x xd5\) \(x xd5\) 5 \(e_e4\) \(x c3\) 6 \(bxc3\), since then, after 6...\(e5\) 7 \(d5\) \(\text{or} 8\), Black completely blockades the pawn chain in the centre. However, if on the cunning, White also replies with cunning - 4 \(x g5\) \(e_e4\) 5 \(cxd5!\) [but not 5 \(e_xe4\)
dxe4 6 d5? e6!! 7 dxc6 🙅‍♂️g5 8 🙅‍♂️a4 🙅‍♂️b8 9 cxb+? 🙅‍♂️d7 etc.] 5...©xc3 6
bxc3 🙅‍♂️xd5 7 🙅‍♂️f3 🙅‍♂️g4 8 🙅‍♂️b3! then Black has in prospect a struggle
for equality.

One can play in the style of the
Albin Counter Gambit, 3...e5, but
in the variation 4 cxd5 🙅‍♂️xd4 5 e3
©f5 6 🙅‍♂️c2 🙅‍♂️d6 7 ©f3, Black must
worry about both the e5 and c7
pawns.)

3...dxc4 4 d5 🙅‍♂️a5!? (It was precisely this continu­
ation, in conjunction with the sac­
rifice of a piece, which Chigorin
considered the basic objection to
3 🙅‍♂️c3. Deserving attention is
4...©e5, which was played in the
game, Gligoric-Smyslov, Amsterdam
1971.)

5 🙅‍♂️a4+ (It seems that the moving away of
the knight to the edge of the
board allows White to seize the
initiative in the centre in var­
ious ways, and in particular with
the move 5 🙅‍♂️f4. However, after
5...e6 6 e4 🙅‍♂️f6, Black has a
completely satisfactory position,
since the c4 pawn hampers the
development of the 🙅‍♂️f1, while
there is no threat of 🙅‍♂️b5 for the
present because of ...&view4!)

5...c6 6 b4 (On 6 dxc6, Chigorin pointed out
the following way to equality:
6...©xc6 7 e3 🙅‍♂️d7 8 ©xc4 e6 9 🙅‍♂️f3
©f6 10 0-0 🙅‍♂️c8.)

6...cxb3? (Later on, the erroneousness of
this prepared sacrifice was de­
monstrated. It seems the estima­tion of the move 4 d5 depends on
an assessment of the position
arising from the variation 6...

b5! [instead of 6...cxb3] 7 🙅‍♂️xa5
©xa5 8 bxa5 b4. Theory considers
that 9 🙅‍♂️d1 cxd5 10 e4 e6! gives
Black sufficient compensation for
the piece, since the pawn aval­
anche paralyses the activity of
the White pieces.)

7 axb3 e6 8 🙅‍♂️b2? (Of course, it is impossible to
take the 🙅‍♂️a5, either now or after
8 dxe6 🙅‍♂‍e6 [9 🙅‍♂️xa5 🙅‍♂‍a5 10 🙅‍♂‍xa5
©b4]. To an unclear game would
also lead 8 b4 🙅‍♂‍f6! [possible
also is 8...b5] 9 🙅‍♂‍a3 🙅‍♂‍c4! 10
dxc6 b5!, but nevertheless the
inviolability of the knight seems
temporary and rather acci­
dental. White need only defend the
©c3 with the bishop, that is from
d2. In this case, the combination
8...©b6 9 🙅‍♂‍a5 🙅‍♂‍xb3 is unfa­
vourable for Black because of 10 🙅‍♂‍b1,
and in the variation 8...©xb3 9
©xb3 exd5 10 e4! d4 11 🙅‍♂‍c4! 🙅‍♂‍e7
12 🙅‍♂‍e2, the extra White piece
[though also for three pawns] as
well as a big advantage in devel­
opment and the open character of
the position, has decisive sig­
nificance. Probably, after 8 🙅‍♂‍d2,
Black would have to reply 8...b6
9 dxc6 🙅‍♂‍e7.)

8...©b6! 9 🙅‍♂‍a5 🙅‍♂‍xb3

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This is where the drawback of the move 8 \( \text{b}2 \) tells. The bishop finds itself under attack and White is forced to lose an important tempo on its defence. In so far as the continuation 10 \( \text{a}2 \text{xa}2 \text{11 xa}2 \text{ reduces sharply White's attacking potential, there is the possibility of 11... exd5. The tactical trap 10 dxc6 [so as after} 10...bxc6 to reply 11 \( \text{a}2 \) \( \text{b}8 \) 12 \( \text{xb}3 \text{xb}3 \text{13 a}4 \)!] is beautifully refuted by 10... \( \text{ab}4 \) 11 \( \text{xb}7 \text{xb}2 \) 12 \( \text{ab}5+ \text{f}8 \) White has to switch over to defence.)

10 \( \text{b}1 \text{ab}4 \) 11 \( \text{a}1 \text{f}6 \! \! 
(By taking the pawn [11...exd5], Black would risk losing the initiative: 12 \( \text{f}3 \text{c}2 \) [12...\( \text{f}5 \) 13 \( \text{d}5 \) \( \text{c}2 \) 14 \( \text{cl} \) and wins] 13 \( \text{d}4 \text{g}6 \) 14 \( \text{a}3 \).)

12 dxc6 \( \text{xe}4 \) 13 \( \text{cl} \) 14 ...dxc6 \( \text{xe}4 \) 13 \( \text{cl} \) (Despite his material advantage, White is forced to defend. His pieces on the queen's flank are tied to the defence of the \( \text{c}3 \), while the king's flank up to now has been unmoved. But how can Black strengthen his position? There is no time for the capital 13...0-0, because of 14 \( \text{f}3 \text{d}8 \) 15 e3, after which the combination 15...\( \text{xc}3 \) 16 \( \text{xc}3 \text{d}1+ \) 17 \( \text{xd}1 \text{xb}2 \) is refuted by 18 \( \text{d}8+ \). Chigorin finds a way of breaking the coordination between the pieces defending the \( \text{c}3 \); he begins a forcing combination, at the basis of which lies the attempt to run the Black pawn to a3, with the aim of eliminating the \( \text{b}2 \).

The very same motive of attack on the \( \text{b}2 \) lies at the heart of another manoeuvre to consolidate Black's advantage - 13...\( \text{xc}5 \) 14 e3 0-0!, for example: 15 \( \text{f}3 \text{a}4 \) 16 \( \text{a}1 \text{xc}3+ \) 17 \( \text{xc}3 \text{xb}1 \) 18 \( \text{xb}1 \text{xc}3 \) 19 \( \text{xb}7 \text{b}8 \) 20 \( \text{b}3 \) ! \( \text{xb}7 \) !)

13...a5! 14 \( \text{f}3 \)!

(The plausible 14 f3 would in fact be a waste of time, since it is not the \( \text{e}4 \) but the a-pawn which is dangerous for White. Chigorin gives the following convincing variation: 14 f3 a4! 15 fxe4 a3! 16 \( \text{f}2 \text{axb}2 \) 17 \( \text{xa}8 \text{bxcl} \) 18 \( \text{xc}8+ \text{e}7 \) 19 \( \text{c}7+ \) \( \text{f}6 \) and Black wins. White manages to bring up his reserves to the area where the crisis is about to take place.)

14...a4 15 \( \text{d}4 \text{d}5 \) 16 e3 a3! 16...e5 would put Black's game in jeopardy after 17 \( \text{xb}7 \text{a}8 \text{c}7 \) 18 \( \text{b}5+ \) \( \text{f}8 \) 19 \( \text{a}3 \text{c}5 \) 20 \( \text{xb}4 \text{xb}4 \) 21 \( \text{c}6 \) !)

...diagram

17 \( \text{a}3 \)!

(At this moment, when it seems that White's resistance is broken - 17 \( \text{ab}5 \) 0-0! 18 0-0 \( \text{axb}2 \) 19 \( \text{xa}8 \text{xc}3 \) 20 \( \text{bl} \text{d}4 \), or 17 \( \text{xb}7 \) \( \text{xb}7 \)
18 $b5+ $f8 19 $xde2 $xb2 20 $xb2 $a3 - he finds a tactical chance, endeavouring to divert the $b4 from the a5-e1 diagonal, after which the Black queen finds itself under attack.)

17...$xc3!!
(The best reply. The pin of the $c3 can no longer be exploited: 17...$xa3 18 $xa3; 17...$a5 18 $xb7 $xb7 19 $b5+, or 17...0-0 18 $xb4 $xal 19 $xal! $xc3 20 $xc3 [20 $xf8 e5 21 $a8 exd4 22 $xc8 $f5!] 20...$xc6 21 $e2 e5 22 $f3 with advantage to White.)

18 $xb4 $xal 19 $xal $a2!
(Black not only moves the knight away from attack, but also prevents the invasion of the rook.)

20 $b5! $d8 21 $a5+ $e7 22 0-0
(A very sharp and original position. Black has a small material advantage, but the for present only his queen takes an active part in the game. White's pieces are actively placed but his formation has a defect which is not immediately obvious - the precarious position of the $b5. This circumstance is immediately exploited by Chigorin.)

22...e5! 23 e4!
(The only way of maintaining the tension. On 23 $f3, Black would win a pawn - 23...$xc6 24 $fd1 [24 $xc6 $xa5] $xb5 25 $xa2 $e6.)

23...$xd4 24 $xa2 $xc6 25 $xc6 $e6 26 $a4 $xd3 27 $b4+ $f6
(Up to now, White has defended ingeniously, and if he now succeeds in exchanging rook and bishop, then the pawn formation all on one flank and the absence of weaknesses, foreshadows a drawn result. The exchange of rooks is probably not difficult: 28 $a7 $b8 29 $e7+ $g6 30 $b3 $b3 31 $xb3 $xb3, but the queen and bishop, assisted by the pawns, might still create threats to the White king, though there is also a long struggle in prospect. Instead of this, White falls into a cunning trap and loses at once.)

28 f4? $c8 29 fxe5+ $g6 30 $d5 $e1+ 0-1
(White resigns, since large-scale material loss - 31 $xcl $e3+ 32 $f1 $xcl+ 33 $e1 [33 $f2 $c2+] $f4+ 34 $f2 $xd5 - is unavoidable.
A tense struggle! White displayed great tenacity in defence in a difficult position, but the greater impression is made by the energy and fine precision of Chigorin in conducting the attack.
and in the realisation of his material advantage.)
[Notes by Vasyukov and Nikitin.]

78 NN - Chigorin
(Correspondence 1901)
Spanish
1 e4 e5 2 d4 f3 c6 3 d5 a6 4 a4 d6 5 0-0 d6 6 c3 b5 7 d3 c4 8 d3
(Better here is 8 e3, not fearing the doubled pawns. In striving to avoid the doubled pawns, White prepares the following artificial manoeuvre of the knight. Of course he cannot play 8 h3 d5 9 g4? xg4 10 hxg4 xg4 etc.)

8...d7 9 b1
(8 a3 was necessary, to anticipate the move 9...e4.)

9...e4 10 b2 x6! 11 d1
(He ought to play 11 x,e6.)

11...f4 12 e3
(Now follows a spectacular rout.)

12...a3!! 12 gxh3 x4! 14 xel xex2! 15 x3
(In order, after 15...xh3, to defend against the mate with the move 16 xel. The White queen finds itself swinging like a pendulum from e1 to e3.)

15...x4!
(Three successive moves - three knight sacrifices!)

16 d1
(Again the queen must return to its previous position.)

16...a6 17 b1 xbx3 18 xxf4 exf4 19 b2
(For the third time the ill-fated knight leaves its original square!)

19...x4!
(Over the course of the last seven moves the Black knight has three times occupied the g4 square - each time with a new threat.)

20 d5
(White could put up more resistance by playing, 20 x7+ x7 21 d1 h5 22 x6 xh6 23 x5 g6 24 x6 and then xel and xfl.)

20...h5! 21 x,a8
(And now he ought to play 21 x7+ followed by x6.)

21...xh6 22 e5 xg6 23 x4 x3+ 24 xg6
(This bishop has captured both Black rooks....)

24...xg2 mate
(An amusing game. The life in some of the pieces was very curious. Chigorin played this game with wonderful elegance.)
[Notes by Grekov.]
Chigorin - Lebedev
(All-Russia Champ., Moscow 1901)
Petroff Defence
1 e4 e5 2 ²f3 ²f6 3 d4 ²xe4 4 ²xe5 d5 5 ²d3 ²d6 6 0-0 0-0 7 c4
c6 8 ²c3 ²xc3 9 bxc3
(For the present, White is winning the opening battle. He has a pawn superiority in the centre and a strong knight on e5. The direct attempt to drive it away with 9...f6 is refuted at once by 10 ²h5, after which there is nothing left for Black except 10...f5 [10...h6 11 ²xh6 fxe5 12 ²g5 ²e8 13 ²h7+ and mate in two moves]. Nevertheless Black must not leave the ²e5 in peace, and must at the same time develop his pieces. For this purpose, 9...²xd7 is the indicated move, for example: 10 ²h5 ²f6 11 ²h4 ²e4 or 10 ²f4 ²f6 11 ²xd7 ²xd7 12 ²xd6 ²xd6 and the game should be gradually equalised. However, Black gives his opponent the advantage of the two bishops in an open position.)
9...²xe5 10 dxe5 dxc4
(Possibly also inaccurate. Black diverts the bishop from the h7 square, but the weakness of the f7 point now begins to tell. Black's position may rightfully be considered difficult, but, after examining his defensive resources, Chigorin points out only the move 10...²e6, which though solid does not create a threat to the e5 pawn. But it is precisely this fact which allows White to embark upon a direct attack - 11 ²h5 g6 12 ²h6! Now, on 12...²xd7, would follow the forced destruction 13 ²g5 f6 14 ²xg6 hxg6 15 ²xg6+ ²h8 16 exf6 ²xf6 [if 16...²xf6 then 17 ²a1 ²e7 18 ²e3 and White wins] 17 ²h5+ ²g7 18 ²a1 ²e8 19 ²xf6+ ²xf6 20 ²g5+ ²f7 21 ²e3 and White wins. Black could put up a more tenacious defence after 10...²xd7, so as, after 11 cxd5, to continue 11...²xe5! 12 ²xh7+ ²xh7 13 ²h5+ ²g8 14 ²xe4 ²xd5, and on 11 f4 to reply 11...²c5 12 ²a3 ²xd3! 13 ²xf8 dxc4. Only after 11 ²a3! ²e8 12 f4 does White retain a clear advantage.)
11 ²xc4 ²e7
(The exchange of queens leaves White with an enormous positional advantage: the open d-file, two strong bishops and a strong pawn on e5.)
12 a4!
(Refined, though also not obviously decisive. White prepares the transfer of the bishop to a3 without spending time on the defence of the e5 pawn.)
12...²d8
(With such a backward development, it would be extremely dangerous to take the pawn. Chigorin's variation: 12...²xe5 13 ²a1 ²c7 14 ²a3 ²d8 15 ²xf7+! ²xf7 16 ²h5+ is sufficiently convincing.)
13 \( \text{Qh5 Be8} \)

(\text{It is difficult to give good advice to Black. On} 13...\text{g6, a very unpleasant reply would be 14 Qg5! and equally bad are also 14...Qxe5 because of 15 Qxf7+ and 14...gxh5 in view of 15 Qxe7 Be8 16 Qd6.})

14 Qa3! Qd7 15 Bxd1 Qf5 16 Qh4

(\text{There is of course no sense in White exchanging queens. He now threatens 17 Ad3 and, on 16...Qg4, both 17 Bd8 and 17 e7 win.})

16...Qxe5 17 f4

(\text{Beginning a forced winning manoeuvre.})

17...Qf6

(\text{The Black queen cannot desert the e7 square, for example: 17...Qe3+ 18 Kh1 Qxc3 19 Qe7!})

18 Qxf6!

(\text{The most effective continuation of the attack. Added to all Black's misfortunes, now threats on the g-file come down upon his king.})

18...Qxf6 19 Bf3 Qe6

(White threatened 20 Qg3+ and 21 Qxf7.)

20 Qg3+ Qh8

(White, of course, has a winning position, but the decisive blow is not immediately obvious.)

\text{diagram}

21 Qe7! h5

(\text{Desperation, but 21...Qd7 would lose a piece: 22 Qxe6! Qxe7 23 Qxd7 Bd8 24 Qg3+ etc.})

22 Qf6+

(\text{And without waiting for the announcement of mate in three moves, Black resigned.})

1-0

(\text{A refined, lucid game. Chigorin very skilfully created and carried out an attack on the king by exploiting, in essence, the only mistake by Black in the opening - on the 9th move.})

[Notes by Vasyukov and Nikitin.]

80 Chigorin - Gunsberg

(Monte Carlo 1902)

French Defence

1 e4 e6 2 Qe2 Qc6

(\text{After ten years practice during which all sorts of defences were tried against Chigorin's move 2 Qe2, theoreticians came to the conclusion that the best reply was 2...c5. It is interesting that it was precisely this move which Tarrasch made in the opening games of his match with Chigorin, when 2 Qe2 made its debut.})
The result of these four games was two wins apiece. Obviously Tarrasch was not satisfied with this, as he believed he had a right to win the majority of games when White, already on the second move, so crudely violated the basic principles of the "modern school": (1) The queen is brought into play before the minor pieces; (2) The queen blocks the way out for his king's bishop.

In all the subsequent games of the match, Tarrasch played 2... \( \text{e}7 \) in reply to 2 \( \text{e}2 \). This "improvement" however brought him little joy - in six games in which he opened this way, Tarrasch won only one, lost three and drew two.

In later contests, Black also tried other ways to refute Chigorin's "incorrect" move, but with the same lack of success. An interesting try was the system with 2... \( \text{e}5 \), which was once even played by Lasker. The justification for this move follows this line of reasoning: though Black also loses time, White's extra tempo consists of the "harmful" move 2 \( \text{e}2 \), blocking the way out for his white squared bishop. This "logic" is demolished by the fact that Chigorin will develop his bishop on g2.... Black would also achieve nothing by trying to gain time by means of an attack by the queen's knight: \( \text{c}6-\text{d}4 \) - the queen would quietly return to d1 and the knight on d4 must soon also retreat with loss of time.)

3 \( \text{f}4 \) \( \text{g}e7 \) 4 \( \text{f}3 \) \( \text{d}5 \) 5 \( \text{e}5 \) \( \text{d}4? \) (An unfortunate advance, as this pawn becomes an object of attack for White.)

6 \( \text{g}f2 \)

(Chigorin could have exploited Black's last move by playing an immediate 6 \( \text{c}3! \) in order to then attack the d4 pawn with the queen and force Black to exchange on c3. Now Black has the opportunity for a counterattack.)

6...\( \text{c}4 \) 7 \( \text{c}3 \) (7 \( \text{c}xd4? \) loses to 7...\( \text{d}xd4. \))

7...\( \text{c}5 \)

[A mistake would be 7...\( \text{d}3(?) \), since after 8 \( \text{c}3 \) the pawn would be doomed.]

8 \( \text{c}3 \) \( \text{b}c6 \)

(After 8...\( \text{dxc}3? \) 9 \( \text{bxc}3 \), Black would lose the c5 pawn.)

9 \( \text{b}5 \) a6 10 \( \text{a}xe6+ \) \( \text{xe}6 \) 11 \( \text{c}2! \) (So as to force Black to exchange the d4 pawn.)

11...\( \text{e}7 \) 12 \( \text{b}3! \)

(But not at once 12 \( \text{cxd}4 \) \( \text{cxd}4 \) 13 \( \text{d}xd4 \) because of 13...\( \text{c}5 \) and Black wins a piece.)

12...\( \text{dxc}3 \)

(After 12...\( \text{d}3 \) this pawn would find itself isolated and Black would be tied to its defence.)

[Opening the d-file favours White; appropriate would be 12...
d3!]
13 dxc3 0-0 14 0-0 $d3
(The Black queen begins to "rush about" over the board - now Black transfers it to g6, but after a few moves the queen finds itself on c8. Generally, Black plays this part of the game unsystematically. More advisable was 14... $c7 and then $b6, $b7 and $d8.)
15 $b2 $b6 16 $xd1 $g6 17 $e3 $a5
18 $fel $a6 19 $c1 $ad8 20 f5!
(The beginning of a Chigorin attack.)
20...exf5 21 $d5 $e6 22 c4!
(In the present position, an energetic continuation of the attack is more important than winning back the pawn.)
[Threatening 23 $g5! $xg5 24 $xg5 and $f6++]
22...h6 23 $g3
[If 23 $xb6? then 23...$xe5!! and Black holds the pawn, e.g. 24 $xe5 $xd1 24 $xd1 $xe5 and 25 $d7? would be a mistake because of 25...$d8!]
23...$h7 24 $f4 $c8
25 e6!
(Plotting a very beautiful combination, which gives Chigorin a strong attack on the king. All White's pieces participate in the attack; however, Black's queen and white squared bishop remain out of play.)
25...g5 26 $d5 fxe6 27 $xe7 $xe7
28 $xg5! $xd1 29 $xd1 $g8
(Black would also quickly lose after 29...hxg5: for example, 30 $xg5+ $h6 [30...$h8? 31 $e5+ and $xe6] 31 $h4+ $g6 32 $h7+ $xg5 33 $xe7+ $f6 [33...$g6 34 $d7] 34 $h4+ $g6 35 $h5+ $g5 36 $g7+ etc.)
[Bogoljubov gives instead here 31 $d6! (inferior is 31 $xe6 $xe6 32 $d6 etc., because Black is left with three pieces for the queen) $f6 32 $h4+ $g6 33 $f3 $g7 34 $g5+ $g6 35 $e5 followed by $d7+ and wins.]
30 $h4 $f7
(Necessary, in order to prevent $e5 and $d7, but now follows a decisive attack.)
31 $d8! $g7 32 $g5+! hxg5 33 $xc8 $xc8 34 $xg5 $b7 35 $h4 $f6 36 $e5 $e4 37 $xe6 $xg5 38 $xf5+ $h6 39 $f6+ $h7 40 hxg5 $e4 41 $h6+ 1-0
[Notes by Grekov () and Bogoljubov []]

81 Chigorin - Schlechter
(Monte Carlo 1902)
Italian Game
1 e4 e5 2 $f3 $c6 3 $c4 $c5 4 $c3
$f6 5 d3 d6 6 $e3 $xe3 7 fxe3 $a5
(Black consistently goes for simplification and this is sufficient for equality.)
8 \( \text{d}3 \text{xb}3 \text{a}2 \text{xb}3 \text{c}0 \text{c}0 0 \text{c}0 \text{c}0 \text{d}4 \)
(Having in mind the advance ...f5, neutralising the open file.)
11 \( \text{c}1 \text{e}5 \text{f}5 12 \text{exf}5 \text{d}5 \text{f}5 13 \text{e}4 \text{d}7 \)
(On the retreat of the bishop to e6, Black would not be very happy after the continuation 14 \( \text{h}3 \text{f}6 \text{d}5 \text{g}5 \) followed by \( \text{h}4 \).)
14 \( \text{h}3 \text{d}6 15 \text{h}4 \text{c}6 \)
(To once and for all take away the d5 square from the White knight.)
16 \( \text{h}1 \text{e}8 \)
(Black intends to oust the White queen from the king's flank.)
17 \( \text{e}2 \text{h}5 18 \text{g}4 \)
(White hopes to develop favourable piece play after the exchange of queens.)
18...\text{exh}4
(Avoiding the exchange would be risky, but also there is no need; the peace-loving Schlechter was nearly always contented with a draw.)
19 \( \text{exh}4 \text{g}6 \)
(Now Black has consolidated everything and in the quiet position a peaceful outcome to the game seems inevitable.)
20 \( \text{g}2 \text{a}6 21 \text{g}3 \text{g}7 22 \text{f}3 \text{e}8 \)
(If Black had been aware that his aggressive opponent would decide to undermine the centre, not worrying about isolating his e4 pawn, then he would probably have played ...c5, in order to then transfer the knight via e8 and c7 to e6. Or did Schlechter consider \text{d}4 favourable for himself and provoke White? Whatever the case, Chigorin shows that he is not only bold, but also shrewd.)
23 \text{d}4!
(Livening up the game and increasing the mobility of the White knight. Admittedly, White has an isolated pawn in the centre, but Black's d6 pawn is also in a weak position.)
23...\text{exd}4 24 \text{exd}4 \text{e}7 25 \text{e}6l \text{xf}1 26 \text{xf}1
(And so an endgame is reached with chances for both sides; Black has knight and bishop against two White knights - but two knights are remarkable material in Chigorin's hands!)
26...\text{e}8 27 \text{f}3 \text{xe}4
(Black has a limited choice here. Losing is 27...\text{e}6 28 \text{g}5 \text{f}6 29 \text{e}5; also 27...d5 has its drawbacks, since after 28 \text{exd}5 \text{xd}5 29 \text{c}4, the knight is forced back to the bad position b6 [to avoid the loss of a piece by 29...\text{f}4? 30 \text{g}3 \text{e}2+ 31 \text{f}2 \text{c}8 32 \text{e}1].)
28 \text{xd}6 \text{e}7
(To defend the seventh rank and the bishop, for which there is presently no good square of retreat [28...\text{e}6? 29 \text{g}5 \text{e}5 30 \text{xe}6+ \text{xe}6 31 \text{d}7+].)
29 \text{e}3! c5

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(In order to reinforce the position of the bishop, Black frees the c6 square for it. This is good, but with the irony of fate things turn out otherwise: it is not possible to take advantage of the bishop’s chosen position for a long time, and when he finally obtains it then it brings Black no joy.)

30 0-5!

(White makes heroic efforts just as the fortunes of war are changing to his side.)

30...0-6

(It is clear that 30...0xe5 loses a pawn after 31 0xd7+ and 32 0xc7.)

31 0xd5!

(White makes a surprising knight sacrifice - the more so since this is repeated three times in a row!)

Necessary was 31...0xe5 32 0xc7 0f6+ 33 0xf2 0xf7! and if 34 0xa6? then 34...0xe7. After the move in the game it will soon become clear that White’s knight is much stronger than Black’s bishop, which is also destined to not display its long range.)

32 0xd5 0f6

(Nothing good comes from a timid defence. In the event of 32...b6 33 h4 0f7 34 0xf7 0xf7 35 0f3 0e6 36 0d8, Black’s difficulties remain even in the rook ending, in view of the weakness of his queen’s flank and the activity of the White rook.)

33 g5+! 0e6 34 c4

(Not 34...0xe5? because of 34...b6.)

34...b6 35 0f3 a5

(The attempt to open the h-file for the rook is unsound: 35...h6 36 gxh6 0h7 37 0g4 0c6 38 0f4 0xd5 39 cxd5+ and Black does not dare take the pawn; but then White penetrates to g5 with the king and wins easily. Schlechter therefore commences a plan involving the advance of the pawn to a4 with the particular aim of providing an outlet for his bishop. Nevertheless, the lesser evil would have been to adopt waiting tactics: 35...0d7 36 0f4 0c8 37 0d8 0b7 38 0f8 0d6 39 0f6+ 0c7(!) 40 h4 0h1.)

36 0f4 a4

(It is too late to stop half-way; losing is 36...0d7 37 0xd7 0xd7

(BLACK must now take a knight, but which?)

31...0xd5

(Chigorin demonstrates masterfully the error of this decision.)
38 \( \text{Qxd7} \) \( \text{Qxd7} \) 39 \( \text{Qxe5} \) \( \text{Qe7} \) 40 \( \text{h4} \);
also 36...ab7 does not save him
after 37 \( \text{Qd8} \) \( \text{Qe7} \) 38 \( \text{Ba8} \) \( \text{Ad7} \) [if
38...\( \text{Qg8} \), then 39 \( \text{Qg4} \) with \( \text{Qf6} \) to
follow] 39 \( \text{Qh8} \).
37 \( \text{Qd8}! \) \( \text{axb3} \) 38 \( \text{Qb8}! \)
(Threatening mate!)
38...\( \text{Qd6} \) 39 \( \text{Qxb6+} \) \( \text{Qc7} \) 40 \( \text{Qxb3} \)
(A deserved reward.)
40...\( \text{Qc6} \)
(See the note to the 29th move.)
41 \( \text{Ba3} \) \( \text{Qb7} \) 42 \( \text{Ba5} \) \( \text{Qd6} \) 43 \( \text{Qb5} \)
(The technical phase of the game
- to exploit his advantage - is
conducted by White with great
clarity.)
43...\( \text{Qg2} \) 44 \( \text{Qb6+} \) \( \text{Qc7} \) 45 \( \text{Qf6}! \)
(Not refraining from the exchange
of the h3 pawn for the c5 pawn.)
45...\( \text{Qb7} \) 46 \( \text{h4} \) \( \text{Qa8} \) 47 \( \text{Qf7} \)
(The exchange of rooks is decisiv-
ely, due to the weakness of
Black's pawns on both flanks.)
47...\( \text{Qd6} \) 48 \( \text{Qxe7} \) \( \text{Qxe7} \) 49 \( \text{Qd3}! \)
(The knight heads for \( e4 \) in order
to drive back the Black king to
the queen's side and thereby to
give his own king a path to the
opponent's defenceless king's
flank.)
49...\( \text{Qd6} \) 50 \( \text{Qf2} \) \( \text{Qg2} \) 51 \( \text{Qe4+} \) \( \text{Qc6} \)
(In the pawn ending [after 51...
\( \text{Qxe4} \)] White wins simply by trans-
ferring the king to \( c3 \) and then
playing \( b4 \).)
52 \( \text{Qe5} \) \( \text{Qf1} \) 53 \( \text{Qd2} \) \( \text{Qd3} \) 54 \( \text{Qf6} \) \( \text{Qd6} \)
55 \( \text{Qg7} \) \( \text{Qe5} \) 56 \( \text{Qxh7} \) \( \text{Qf4} \)
(Or 56...\( \text{Qd4} \) 57 \( \text{Qh6} \) \( \text{Qe3} \) 58 \( \text{Qb3} \).)
57 \( \text{Qb3} \) 1-0

(A game which is modest in
appearance, with no violent
attack and complicated posi-
tions, but which graphically illus-
trates how "out of nothing" it
is possible to firstly achieve a
great deal and then later every-
thing. The second half of the
game quite brilliantly depicts
Chigorin as a prominent master of
endgame play.)

82 Chigorin - Popiel
(Hanover 1902)
Caro Kann Defence
1 e4 c6 2 d4 d5 3 \( \text{Qc3} \) dxe4 4 \( \text{Qxe4} \)
\( \text{Qf5} \) 5 \( \text{Qg3} \) \( \text{Qg6} \) 6 \( \text{h4} \)
(The variation is subject to the
whims of fashion, though practice
has never placed under doubt its
reliability. 25 years ago White
went in rather for the system 2
\( \text{Qc3} \) d5 3 \( \text{Qf3} \), allowing the pin
3...\( \text{Qg4} \) [but in return preventing
the development of the bishop to
\( f5 \) - 3...\( dxe4 \) 4 \( \text{Qxe4} \) \( \text{Qf5} \) 5 \( \text{Qg3} \)
\( \text{Qg6} ?? \) 6 \( \text{h4} \) 6 7 \( \text{Qe5!} \). The system
with the development of the
bishop to \( f5 \) was adopted in the
match for the World Championships,
Botvinnik-Petrosian, and only
Spassky, in his match with Pet-
rosian in 1966, succeeded in
finding a sufficiently effective
plan for White.)
6...\( \text{h6} \) 7 \( \text{Qf3} \) \( \text{Qd7} \)
(This order of moves, through
which Black prevents the White
knight easily occupying the e5

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square is considered the best. But, nowadays, White, before ex-
changing the white squared bish-
ops, advances the pawn to h5 – 8 h5 \( \text{d}h7; \) he thereby not only gives
himself a space advantage and a
bind on the king's flank for the
middlegame, but also good chances
in the ending, where he is usual-
ly left with knight against black
squared bishop. The standard of
play for White is as in the 13th
game of the Spassky-Petrosian
match, 1966, in which, after 8 h5
\( \text{d}h7 9 \text{d}d3 \text{xd}3 10 \text{xd}d3 \text{c}7 11 \text{ad}2
e6 12 \text{e}2! \text{f}6 13 0-0-0 0-0-0 14
\text{e}5 \text{exe}5 15 \text{dxe}5 \text{d}7 16 \text{f}4 \text{e}7 17
\text{ad}4 \text{c}5 18 \text{c}3, \) White obtained
the advantage.

8 \( \text{d}d3 \text{xd}3 9 \text{xd}d3 \text{e}6 10 \text{ad}2 \text{gf}6
11 0-0-0 \text{c}7 12 \text{e}4 0-0-0 13 \text{g}3
\) (The plan with the exchange of
the badly placed \( \text{g}3 \) and a sub-
sequent struggle for the f4 and
e5 squares is thought by many of
our contemporaries as having been
worked out by Ukranian chess-
players. However, the source of
it, we see, is deeper.)

13...\( \text{d}xe4
\) (Usually, in similar positions,
as frequently occur in the Caro
Kann and French Defences, an ex-
change of the knight on e4 fol-
lowed by a transfer of the other
knight with tempo to f6, is con-
sidered a minor success for
Black. Here, however, the matter
is far more complicated, since
the \( \text{f}6 \) does not take part in the
struggle for the key point e5
and, in this respect, is placed
even worse here than on d7. Bol-
eslavsky suggested the exchange
13... \( \text{xe}5 14 \text{xc}5 \text{xc}5; \) however,
after 15 \( \text{c}4! \text{d}6 16 \text{e}2, \) Black
experiences difficulties, both in
the event of 16...c5 17 dxc5 \( \text{xc}5
18 \text{f}4 \text{d}6 19 \text{xd}6, \) and also
16... \( \text{d}7 17 \text{c}4 \text{c}5 18 \text{c}3. \)
14 \( \text{xe}4 \text{d}6 15 \text{el} \text{e}8 16 \text{b}1
\text{f}6 17 \text{e}2! \) (Spassky time and again has
stressed that the greatest role
in his chess development was
played by a careful study of the
creative work of Chigorin. This
is apparent for example in how
skilfully he plays the King's
Gambit, his love of the Chigorin
treatment of the Closed Variation
of the Sicilian Defence, and fin-
ally his handling of the Caro
Kann Defence - in particular the
manoeuvre \( \text{e}4-\text{e}2 \) with which
Spassky began to soften up
Black's tough position in this
opening.)

17...\( \text{f}6
\) (Black makes his aim the carrying
out of the freeing advance ...c5,
but, played at once, this would
give White a clear advantage:
17...c5 18 dxc5! \( \text{xc}5 19 \text{f}4 \text{d}6
20 \text{xd}6 \text{xd}6 21 \text{xb}6 \text{xb}6 22 \text{e}5
\text{c}7 23 \text{h}5 followed by \( \text{el}-\text{h}4-\text{c}4. \)
18 \( \text{c}4 \text{c}5 19 \text{b}1 \text{e}8
\) (The advance of the pawn to c5
does not rid Black of his opening difficulties, since the natural freeing manoeuvre, the exchange 19...cxd4, is for the present not possible because of 20 c5! dxc5 21 bxc5+ bxc5 22 cxd5 etc. This combination later on will paralyse Black's activity, as will be underlined by the unfortunate triangular arrangement of the queen, bishop and c5 pawn.)

20 e5 e7

(By retreating the queen to c7, Black would risk coming under attack on the h2-b8 diagonal: 20...c7 21 f4 cxd4? 22 c5!, or 21 d3 d7 22 b4! cxd4 23 c5! f8 24 f4 e5 25 cxd5 etc.)

21 e5 f4 22 a1

(Moving the king into the corner represents a little chess enigma, since, on the reply 21...a8, White could at once and with great effect play 22 b4! Instead of this, Chigorin likewise moves his king off the b-file. However, it is difficult for Black to take advantage of this short pause. After the relatively best 22...c6 23 dxc5 dxc5 24 dxc5 bxc5, he has in prospect a long and agonising struggle for equality.)

22...c7

diagram

23 b4!

(Beginning to "crack" the c5 square. Defending it with the move 23...b6 would be risky because of the opening of the b-file, which, in conjunction with the threats on the h1-a8 diagonal would give White a strong attack. There remains a tactical possibility which has a surprising effect.)

23...d7! 24 cxd5

(White takes a wrong path; here the simple 24 dxc5 would guarantee him a big advantage [24...dxc5 25 dxc5 d2 26 ed1].)

24...cxd4 25 f4 h5?

(Now Black once again finds himself under attack. It was possible to hold the position by immediately seizing the a8-h1 diagonal with the queen: 25...c6! 26 b1 [he has to lose time to defend against ...e4] 26...b6 27 b5 b7 28 b4 b4 29 d3! 30 d3 d6 31 d1 b4! with equality.)

26 b5 b6 27 b4 g4

(It is difficult to suggest a more tenacious defence - the threats of f3+ and c5 are very
strong. Thus, on 27...xf6, would follow 28 dxe6 dxe6 29 c5, and, after 27...c8, unpleasant is 28
f3+ b8 29 c5 or even 29 e5.
28 dxe6 dxe6 29 c5! bxc5 30 Bxc5
c7 31 Bdcl Bxc5 32 Bxc5 g6?
(He could have put up a more
stubborn resistance by playing
32...e6 33 f3+ d5, though
after 34 xh5 White has a great
advantage.)
33 f3+ b8 34 b4!
(The rook on c5 is immune from
capture and there is no defence
against 35 a6+.)
34...a5 35 a6+ e7 36 c7+ xc7
37 xc7 1-0
(After 37...d3 38 c6 d2 39 b6+
he is mated. A very good illustra-
tion of the theme, "The role of
Chigorin in the development of
modern opening systems".)
[Notes by Vasyukov and Nikitin.]

83 Chigorin - Zhibin
(Petersburg 1902)
King's Gambit Accepted
1 e4 e5 2 f4 exf4 3 f3 g5 4 c4
g7
(Black refrains from the sharp
but committal 4...g4 and prefers
to complete his development.)
5 0-0 d6 6 d4 h6 7 c3
(In the King's Gambit, the c3
square is generally best left for
the knight. Chigorin apparently
decides to test the strength of
the attack with b3.)
7...xf6
(The natural reaction to 7 c3,
though theory recommends 7...c6
or even 7...e7.)
8 e5
(The attack 8 b3 0-0 9 e5 is re-
futed by the counter-blow 9...
d5!)
8...dxe5 9 xxe5
(But here White could play 9 b3.
Chigorin considered that, in
reply to this it is possible to
defend in a rather original way,
9...f7!? 10 x7+ f8 11 h5
f7 and after 12 dxe5 xxe5 13
dxe5 a5+ 14 g3, to reply 14...
f7, preserving the extra pawn
and a solid position. Though on
the 12th move White could
strengthen the attack with a
knight sacrifice - 12 x4!! g4
13 dxe5 xxe5 14 x7, Black again
would hold the defence by 14...
f7; admittedly he would still
have to ward off some dangerous
threats, for example: 15 d2 x4
16 x4 x5+ 17 x1 xh5 18 x6!)
9...xd5
(In good time Black covers the
a2-g8 diagonal. Other moves seem
to be less reliable. Thus 9...e6
10 x6 fxe6 leads to a formation
in Black's camp with numerous
weaknesses, and on 9...0-0, the
reply 10 b3 practically forces
Black to sacrifice the exchange
by 10...e8 11 g6 c6 12 x8. Of
Certainly, in this case, the
position remains very tense and
unclear but White hardly has an

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advantage since Black's pawn chain on the king's flank is very strong.)

[Black has, in comparison with the "theoretical" variations, a very desirable game. White only with difficulty will profit from the insignificant advantage in material (rook against bishop and pawn) as he cannot smash the Black pawns on the king's flank; if h4, then ...\( \text{gh5} \) and the knight obtains a strong position on g3.]

10 \( \text{wb3} \)

(Chigorin is consistent in the carrying out of his opening idea, but his opponent fathoms out his intentions and takes necessary measures. On the other hand, the transfer of the knight to d5, as pointed out by Spassky, gives White the opportunity to conduct a sharp combinative attack: 10 \( \text{xf7}! \) [possible also is 10 \( \text{wh5} \) 0-0 11 \( \text{xf4}! \)] 10...\( \text{xf7} \) 11 \( \text{xf4 } \text{gxf4} \) 12 \( \text{wh5+} \) etc.)

10...c6 11 \( \text{d2} \)

(The attack with \( \text{b3} \) has been shown to be harmless. While the regrouping, \( \text{d2-f3}, \text{cl-d2} \) and \( \text{a1} \), is taking place, Black can also develop his pieces on the queen's flank. Thus, now deserving attention is 11...\( \text{d7} \) 12 \( \text{xd7 } \text{xd7} \) 13 \( \text{eh1} \) \( \text{xf8} \) or 11...0-0 12 \( \text{df3 } \text{d7} \); however, Black unexpectedly rids himself of the \( \text{e5} \), giving up the bishop which plays an important role in the defence of the king.)

11...\( \text{xe5} \) 12 \( \text{eh1} \) 0-0

(Confusion. It was possible to organise a defence only by exchanging queens - 12...\( \text{e3} \)! 13 \( \text{xf7+ } \text{f8} \) 14 \( \text{xe5 } \text{b6}! \))

13 \( \text{xe5 } \text{e3} \) 14 \( \text{f3 } \text{xc4} \)

(Black cannot exploit the rook's exposed position on e5; 14...\( \text{d7} \) 15 \( \text{xe3 } \text{xe5} \) 16 \( \text{xe5 } \text{fxe3} \) 17 \( \text{xf7 } \text{b6} \) 18 \( \text{c2 } \text{c5} \) 19 \( \text{g5+} \) etc., and he exchanges the menacing \( \text{c4} \). However, such a solid defence of the king, as he himself wrecked with one careless move 11...\( \text{xe5} \), already cannot be set up.)

15 \( \text{xc4 } \text{xe6} \) 16 \( \text{d3} \)

(Threatening 17 \( \text{xe6 } \text{fxe6} \) 18 \( \text{g6+} \) etc.)

16...\( \text{f6} \)

[If 16...\( \text{d7} \), then 17 \( \text{xe6 } \text{fxe6} \) 18 \( \text{g6+ } \text{h8} \) 19 \( \text{h6+ } \text{g8} \) 20 \( \text{g5 } \text{e7} \) 21 \( \text{xe6+} \) and White obtains three pawns for the exchange.]

17 \( \text{h4}! \)

(A typical and above all well-timed blow to the pawn chain,
which is characteristic for the King's Gambit. Black's position crumbles in a few moves.)

17...g4

(Black avoids serious material loss only in the event of 17...gxh4 18 $h5 $g6! [18...$g4
19 $xh4 $xf3 20 $xf4 and White has undoubtedly the better position] 19 $xg6+ fxg6 20 $xh6 $g7 21
exh4, escaping with the loss of a pawn, as 17...$d7 loses far more: 18 $xg5! $g7 19 $xf4 $xe5 20 $xe5
f6 21 $xe6 etc. The move chosen by Zhibin is also bad.)

18 $g5! $g7 19 $xf4 $d7 20 $xe6
fxe6 21 $xe6 $f6

(Summing up, White has two extra pawns and a strong attack. With the following six move manoeuvre, Chigorin obtains a decisive material advantage.)

22 $a1 $af8 23 $d6 $xe6 24 $xe6
$e8 25 $e8+ $f8 26 $c4+ $h7
[If 26...$h8, then 27 $e5.]

27 $e7

(The rest is of no interest.)

27...$xd6 28 $xg7+ $xg7 29 $c5
$e6 30 $xa7 $e7 31 $c5 $g6 32 $g3
[Better than 32 $h5 $g3 33 $f1 $f7+ 34 $e1 $f4.]

32...$e2 33 $f5 $xb2 34 $xg4 $f6
35 $h5 $h8 36 $f4+ $g7 37 $e5+ $h7
38 $f6 $e2
[If 38...$g8 39 $g4 $f7, then 40
$g5 $xg5 41 $g6+ and White wins easily.]
10 c3.)
9 Kg3! Qc6 10 Ke2!
(The bishop occupies its best position, preventing the various Black attacks which are possible when the queen's bishop goes to the a6 or g4 squares.)
10...Qbd5 11 0-0 Qc7 12 Qc3!
(A pawn sacrifice. My opponent does not take it in view of the following variation: 12...Qxf4 13 Qxe4 Qxe4 14 Qxe4 Qxe2+ 15 Qxe2 Qxh2+ 16 Kh1 0-0 17 g3 Qxg3 18 Qg2 Qd6 19 Kh6 [if 19...f6 then 20 Qxd6].)
12...Qxc3 13 bxc3 0-0 14 c4 c5 15 d5
(This is better than 15 c3. Black would then reply 15...Qa6, forcing White into the move d5, after which the c3 pawn would prevent White from carrying out an attack on the al-h8 diagonal.)
15...Be8 16 Qe3 Qh8
[Black does not have in the position sufficient compensation for the gambit pawn: he should play a waiting game, best of all by means of Qb8, Qd7 etc. The following unfortunate manoeuvre weakens the king's flank.]
17 Qb1 Qg8 18 Qel f5 19 Qc3 Qf6
(Necessary. Otherwise White plays Qh5.)
20 Qa3 Qd7 21 Qb3 Bab8 22 Qh5 Qxh5 23 Qxh5 Bxc8 24 g3
(I was asked why I did not play 24 Qd2 to prevent ...Qxb4. To this I might reply that I was not afraid of the move ...Qxb4; secondly, the move g3 is necessary for defence of the f4 pawn, so as to be able to double rooks on the b-file and transfer the bishop to c3 where it occupies a strong position; thirdly, because after 24 Qd2 Black would simply reply 24...a6 and if White is to be "consistent", that is to continue his plan of attack by playing 25 Qa5, then the rook move will not be prevented after 25...Qa7 26 g3 Qb4, already with the double threat of ...Qa4 and Qxc4.)
24...Qxb4 25 Ke2 a5 26 Qd2 a4 27 Qb2 Bcb8 28 Qf1
[It is clear that after 28 Qxb4? the queen would have no square for retreat.]
28...Qb6 29 Qg2 Qxb2
[Forced. On 29...Qg8, for example, already follows 30 Qxb4 cxb4 31 Qxb4 Qb7 32 c3 etc.]
30 Qxb2 Qb8 31 Qc3 Qg8
32 Qh5!
[Refined play. At first sight it
seems that White wants to provoke a weakening of the Black position by the move ...g6. In reality, however, the move prepares the threat of \( \text{d}xg7! \]

32...\( \text{h}f8 \)

[A blunder. He should play 32...\( \text{d}f8! \) Less good, on the other hand, would be 32...\( \text{b}xb2 \) because of 33 \( \text{d}xb2 \) followed by 34 \( \text{c}c3 \) (33...\( \text{d}b4 \) is of course bad in view of 34 \( \text{d}xb4 \) cxb4 35 \( \text{d}d4! \) etc.).]

(Pillsbury does not foresee White's combination with the bishop sacrifice, but he could not have saved the game by playing 32...g6. In general terms: White retreats the bishop, exchanges rooks, then plays the bishop to b2 or a1 and the queen to c3, according to Black's move, and exploits the open a1-h8 diagonal.)

33 \( \text{d}xg7+! \) \( \text{e}e7 \)

(If 33...\( \text{d}xg7 \), then 34 \( \text{c}c3+ \) \( \text{g}8 \) [34...\( \text{d}e5 \) is no help] 35 \( \text{d}f6! \) and Black, in order to save himself from mate in four moves [starting with \( \text{d}f7+ \)], must sacrifice a bishop. White, having two extra pawns, must of course win.)

34 \( \text{c}c3 \) \( \text{d}d8 \) 35 \( \text{d}a5 \) 1-0

[Notes by Chigorin () and Bogolyubov [].]

85 Chigorin - Maroczy
(Vienna 1903)
King's Gambit Accepted

1 e4 e5 2 f4 exf4 3 \( \text{c}c4 \) d5 4 \( \text{d}xd5 \) \( \text{h}h4+ \) 5 \( \text{f}f1 \) g5

(This system is considered quite promising for Black. By giving back the pawn, he frees the way for a quick development of his pieces, while the king, deprived of castling, could cause White trouble.)

6 \( \text{g}3! \)

[I do not remember with whom, and when I first played this attack. Up to now I have no grounds to suppose that it is unfavourable for White.]

(Chigorin gladly played this astute move, which allows White various possibilities - from a favourable early exchange of queens [in the event of 6...\( \text{f}xg3 \)] to a characteristically sharp King's Gambit position after 6...\( \text{h}h6 \).)

6...\( \text{f}xg3 \) 7 \( \text{f}f3! \)

(The move 7 \( \text{g}2 \) is more romantic than strong. The simple 7...\( \text{d}d6 \) sets White difficult problems since it threatens 8...gxf2, and the attack 8 e5 \( \text{d}xe5 \) 9 \( \text{e}e2 \) \( \text{d}d4 \) 10 \( \text{d}xf7+ \) \( \text{xf7} \) 11 \( \text{f}f3 \) is refuted by the effective 11...\( \text{d}h3+! \) Chigorin also defends the \( \text{h}1 \) and wants to play 8 hxg3, but more importantly he creates mating threats and obliges Black to occupy himself with organising a defence.)

7...\( \text{g}2+ \)

(Black does not want to allow the open h-file.)
8 ...gxg2 9 h6 9 ...gxg3!
(A rather surprising [for the King's Gambit], but also quite correct decision in the position. The exchange of queens is favourable for White.)

9 ...Qd6
(Black cannot avoid the exchange [9 ...Qh5 10 Qe5+] and wants to immediately determine the character of the position. In addition, at the cost of doubled pawns, he reckons on obtaining play on the g-file. After 9 ...Qc5 could follow 10 d4! Qxd4 11 Qf3 Qxg3+ 12 hxg3 Qg7 13 Qxg5 with the better game for White.)

10 Qh<h4! gxh4 11 d4 Qg8+ 12 Qf1 Qg6 13 e5
(Black has indeed obtained counterplay based on the rook on the g-file and White has to solve several problems connected with the development of his pieces. Chigorin takes away the f6 square from the rook and, in addition, defends the g2 square with the bishop, making possible the development of the king's knight. However, for this he has to concede the f5 square.)

13 ...Qe7 14 a4
(Chigorin does not want to exchange the white squared bishop - 14 c3 c6 15 a4 Qf5, though, in our opinion, after 16 Qxh6! Qxe4 17 Qxe4 Qxh6 18 Qf3, White's position possibly deserves the preference.)

14 ...Qf5
[On 14 ...f5, White could reply 15 Qf3.]

15 c3 Qg4 16 Qge2 Qc6 17 Qf3

(A critical moment. Black, by retreating the rook, gives White the chance to reinforce the d4 pawn and gradually take over the initiative. Deserving serious attention is the exchange sacrifice 17 ...Qf4d4 18 Qxg4 Qxg4 19 Qxd4 Qxd4, and if 20 Qgl, then 20 ...Qf3! [but not 20 ...Qh3+ 21 Qf2 0-0-0 22 Qg5, or 20 ...h5 21 Qd5].)

17 ...Qg8 18 Qb5! Qd8 19 c3 a6
(Black seems to have lost the thread. Nevertheless the knight will travel on to a3, even if Black does not drive it away but makes a useful developing move [19 ...Qd7].)

20 Qa3 f6
[It is difficult to indicate a move which would improve Black's position.]

21 Qh5+ Qe7 22 exf6+ Qxf6 23 Qf4!
[A strong move, finally placing
Black in a "vice".
(Black's position has deteriorated. The king is ridiculously placed, blocking the way of the a8, which in turn means that the a8 remains out of play.)
23...�f7 24 a2 5f5 25 e6 g6
(Though Black's last three moves appear to be the most expedient, his position remains very difficult. Chigorin does not hurry and first of all improves the coordination of his rooks.)
26 5f2
["Chigorin finds a fine move, which evokes our admiration". Schlechter.]
26...h3 27 egl!
(Now White seizes the g-file and the threat of 28...�xf4 and 29...5g2+ is neutralised.)
27...5f7 28 e6f1!
(A very strong move. White not only renders the move 28...5h4+ harmless, but also wants to derive benefit from the vis-a-vis of his rook and the Black king.)
28...5g7 29 5g4 5f8 30 e6 5xg4+ 31 5xg4
(Now the h3 pawn is lost. The most tenacious resistance was to be shown by 31...5f7, though Black has no serious chances of saving the game. Instead of this, he overlooks the loss of a piece.)
31...5f5 32 5xg6! 1-0
[Notes by Vasyukov and Nikitin () and Chigorin ()]
Moving away the bishop, for example 10 \( \text{Qh6} \), leads to a clear advantage for Black after 10...
\( \text{Be8} \) 11 0-0 \( \text{Qh4} \); on 10 0-0, strong would be simply 10...
\( \text{Qxh4} \) with the "crude" threat of 11...
\( \text{Qxe5} \) and g3.)
10 g3 f6!
(Strictly speaking, also 10...
\( \text{Qxf4} \) 11 gxf4 favours Black, but Chigorin chooses the most effective way of refuting White's opening strategy.)
11 \( \text{Qd3} \) \( \text{Qxg3!} \) 12 \( \text{Qxg3} \)
(A sad necessity. In the event of 12 \( \text{Qg1} \), Black would also obtain the attack - and no less strong - by 12...
\( \text{Be8+} \) 13 \( \text{Qe5} \) fxe5!)
12...
\( \text{Qxg3+} \) 13 \( \text{Qf1} \) \( \text{Qe8} \)
(The advance of the f-pawn is also unpleasant for White, but Chigorin prefers a piece attack.)

14 \( \text{Qc3} \)
(A second and this time disastrous inaccuracy. White should not allow the queen into his position and, with this in mind, should play 14 \( \text{Qe2} \). After the exchange of queens, 14...
\( \text{Qxe2+} \) 15 \( \text{Qxe2} \) f5,
and on the avoidance of it, 14...
\( \text{Qg6} \) 15 \( \text{h5} \) \( \text{Qh6} \) 16 \( \text{Qg2} \) \( \text{Qd6} \) 17 \( \text{Qd2!} \)
\( \text{Qxd2+} \) 18 \( \text{Qxd2} \) f5 19 \( \text{Qhf1} \) f4 20
\( \text{Qe4} \) f3 21 \( \text{Qf2!} \) \( \text{Qd7} \), there arises a sharp position which is also favourable for Black.)
14...
\( \text{Qe3!} \) 15 \( \text{Qe2} \)
(Apparently Pillsbury intended 15
\( \text{Qb5} \), but just in time saw the stunning reply 15...
\( \text{Qe8!} \) after which the threat to annihilate the \( \text{Qd3} \), the defender of the f2 square, by 16...
\( \text{Qf5} \) is irresistible. The other way of defending the d4 pawn, by 15 \( \text{Qe2} \), is also insufficient: 15...
\( \text{Qf3+} \) 16 \( \text{Qg1} \)
\( \text{Qf5} \) 17 \( \text{Qf1?} \) \( \text{Qe3+} \) 18 \( \text{Qf2} \) \( \text{Qe4} \) etc.)
15...
\( \text{Qxd4} \) 16 \( \text{Qe4} \)
(Though he has lost a pawn, Pillsbury nevertheless offers an exchange of queens in order to save himself from an intensification of the attack; however, Chigorin refuses to exchange.)
16...
\( \text{Qb6!} \) 17 \( \text{Qg2} \) f5 18 \( \text{Qe7} \) \( \text{Qd6} \) 19
\( \text{Qg5+} \) \( \text{Qh8} \) 20 \( \text{Qhf1} \) \( \text{Qd4} \) 21 \( \text{Qf4!} \) \( \text{Qg8}! \)
(21...
\( \text{Qxc4} \) is not playable because of 22 \( \text{Qg6+!} \) hxg6 27 \( \text{Qh6+} \) with a draw, but Black could simply retreat by 21...
\( \text{Qg7} \). However, Chigorin conducts an accurately calculated plan of active defence, based on the unstable White pieces in the centre.)
22 \( \text{Qh6} \) \( \text{Qd7!} \)
(Now 22...
\( \text{Qxc4} \) would even lose after 23 \( \text{Qf6+} \) \( \text{Qg7} \) 24 \( \text{Qh5} \), and on 22...
\( \text{Qf8} \) would again follow 23
\( \text{Qg6+!} \) By defending the f6 square,

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Chigorin threatens to take the bishop.)
23 Qd3 Qf8! 24 Qh5 Qf6 25 Qf7 Qd7
(Now we see the hidden strength of the move 22...Qd7! The White queen, not long ago active, now finds itself in a trap and in order to save it White is forced to exchange the Qf4, thereby clearing the way for the Black f-pawn.)
26 Qh5!
(On 26 Qe6 would follow 26...Qxe6 27 Qxe6 f4 and ...f3+. Pillsbury tries to prevent the advance of the f-pawn, but goes out of the frying pan into the fire.)
26...Qxh5 27 Qxh5 Qe3!
(Now the White king is subjected to threats from the entire Black army.)
28 Qxf5 Qh3+ 29 Qf2 Qxf5 30 Qxf5 Qc5+ 31 Qe1 Qae8+ 32 Qe2 Qgf8 0-1
(A splendid example of an actively conducted struggle in one of the sharpest variations of the King's Gambit. The game once again demonstrates how far ahead of his contemporaries Chigorin was in his understanding of the King's Gambit.)
[Notes by Vasyukov and Nikitin.]

87 Lasker - Chigorin
(4th Match Game, Brighton 1903)
King's Gambit Accepted
1 e4 e5 2 f4 exf4 3 Qf3 g5 4 h4
g4 5 Qe5 Qf6 6 a3 d5 7 exd5 Qd6 8 O-O Qe5 9 Qe1 Qe7 10 c3 f3
(The Rice Gambit was not destined to live a long life, though the complicated and sharp positions arising in it attracted many players. The fact of the matter is that Black is not obliged to enter the main variation of the gambit. As was discovered later, he can obtain good counterchances by playing 10...Qd7 11 d4 Qh5.
This, by the way, is how the games Malutin-Chigorin and Koyalovich-Chigorin, continued in the thematic tournament organised by Rice in Petersburg 1905. The further course of these games showed the idea of Black's counterattack: 12 Qh5 [Chigorin effectively refuted the move 12 Qg4 made by Koyalovich: 12...Qdf6, and Black has a miserable choice: 13 Qe2 Qg4 14 Qxe5 Qxe5 15 Qxe5 Qe6! 16 dxe6 f5! or 13 Qg5 Qxd4+ 14 Qf1 Qxe4+!! 15 Qxe4 h6!] 12...Qd8 13 Qxd7 Qxd7 14 Qxe5 Qxh4 15 Qxh5 Qxh5 16 Qxf4 Qe8 [threatening 17...g3!] 17 Qe5 Qxe5 18 dxe5 Qxe5 19 Qa3 Qe3+ 20 Qh1 a5! 21 Qe1 Qg5 22 Qg3 Qa6 23 c4 Qh6+ etc.)
11 d4 Qe4 12 Qxe4 Qh2+ 13 Qxh2 Qxe4 14 g3
(The games in the Lasker-Chigorin match all began with this basic position of the Rice Gambit.)
14...0-0
(For the sacrificed exchange, White has two bishops, strong
pawns on the d-file and chances of attack in connection with the possibility of penetrating with the queen to h6. Meanwhile, it is not easy to get near the White king, since the basic point of invasion - the e2 square - is defended by the bishop. It is not possible to give a simple assessment of this position and the stereotyped phrase "the chances for both sides are approximately equal" is very appropriate here.)

15 Af4

(Keres, in his opening handbook, indicates the best method of attack as being the variation 15 Af3 $\text{xd5} 16 \text{xd2} [16 c4 $\text{wh5!}] after which the threat $\text{wh6}, in his opinion, completely equalises the chances. The move chosen by Lasker is logical. While creating a threat to the c7 pawn, he prepares to bring into play the pieces on the queen's flank.)

15...$\text{Be8}!

(Of all the possible replies, this is the most important and interesting. Black does not worry about the c7 pawn, but prepares an invasion on the e-file. The threat is 16...$\text{Be1}. Besides 15...$\text{Be8} there are some other continuations, which we give with Chigorin's assessments:

1. 15...b5 16 $\text{xb5} \text{a6} 17 c4 $\text{xb5} 18 $\text{xc3}! - "and the pawn has been given up for nothing".

2. 15...Af5 16 $\text{d2!} $\text{c2} [16...$\text{e7} 17 $\text{f1} followed by $\text{g5} etc.] 17 $\text{xc2} $\text{xc2} 18 $\text{f1} and "in view of the threat 19 $\text{e3}, Black must worry about the defence of the g4 pawn".

3. 15...c6 16 $\text{d2} ["The best reply is 16 $\text{d3}, as was played in the 3rd game, ending in a draw",] 16...$\text{g6} 17 $\text{e1} ["With the idea of occupying the e-file with the queen and rook, but White's plan is shown to be unsound. Having bishop for rook, White must strive for play on the diagonal, and therefore better is 17 $\text{h3}."]

Bogoljubov.] 17...Af5 18 $\text{e7} $\text{d7} 19 $\text{e1} $\text{xd5} [It would be bad for Black to win the queen for two rooks: 19...$\text{ae8} 20 $\text{xe8} $\text{xe8} 21 $\text{xe8} $\text{g7} - or 21...$\text{f8} 22 $\text{d6} - 22 $\text{dxc6} $\text{xc6} 23 $\text{e7}.] 20 $\text{xd5} [If White plays 20 $\text{b5}, then Black, now not fearing the attack, could win the queen for two rooks.] 20...$\text{f6} 21 $\text{xb7} $\text{ae8} 22 $\text{xe8} [If 22 $\text{e5} $\text{c8} 23 $\text{b3}, then 23...$\text{d3} 24 $\text{f1} $\text{xd5} 25 $\text{xd5} $\text{c2}+ and mate in three moves.] 22...$\text{xe8} 23 $\text{e5} $\text{c8} 24 $\text{c6} $\text{c2}! 25 $\text{xf7+} $\text{f8}! 0-1 [If 26 $\text{d6+} then 26...$\text{e7}], was how the 2nd game of the Lasker-Chigorin match ended.)

16 $\text{d2} $\text{g6} 17 $\text{f1}

(17 $\text{xc7} would lead to a transposition of moves.)

17...Af5 18 $\text{c4} $\text{d7} 19 $\text{xc7}

diagram

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(With the win of the c7 pawn, White has not only restored material equality, but also obtains the d6 square for the knight, which, in conjunction with a subsequent c4, should promise him good prospects in the centre.)

19 ... \( \text{\textit{Q}} \text{f6} ! \)

(It turns out that White's problems are far from simple. After 20 d6, the bishop is locked out of the game, and, on 20 \( \text{\textit{Q}} \text{d6} \), would follow 20...\( \text{\textit{Q}} \text{c2} \) 21 \( \text{\textit{Q}} \text{d2} \) \( \text{\textit{Q}} \text{e7} \) 22 \( \text{\textit{Q}} \text{b5} \) \( \text{\textit{Q}} \text{xd5} \) 23 \( \text{\textit{Q}} \text{e5} \) f6 etc.)

20 \( \text{\textit{Q}} \text{e5} \) \( \text{\textit{Q}} \text{h6} \) 21 c4

(After 21 \( \text{\textit{Q}} \text{c4} \), Black, as Chigorin points out, carries out a decisive invasion of his rook on e2; 21...b5! 22 \( \text{\textit{Q}} \text{xb5} \) \( \text{\textit{Q}} \text{xd5} \) 23 \( \text{\textit{Q}} \text{xe8} \) \( \text{\textit{Q}} \text{xe8} \) 24 \( \text{\textit{Q}} \text{a5} \) f6 [25 \( \text{\textit{Q}} \text{b3?} \) \( \text{\textit{Q}} \text{d2+} \).] 21...\( \text{\textit{Q}} \text{e3} ! \)

(An unpleasant move. Since 22 \( \text{\textit{Q}} \text{el} \) would lose the very important d4 pawn, Lasker allows the Black queen into f2 and goes va banque, counting on breaking through with the queen to the Black king.)

22 \( \text{\textit{Q}} \text{cl} \) \( \text{\textit{Q}} \text{f2+} \) 23 \( \text{\textit{Q}} \text{hl} \) \( \text{\textit{Q}} \text{e4} ! \)

(Yet another unpleasantness. In order to defend himself against mate, White must take away the knight from e5 and open the e-file.)

24 \( \text{\textit{Q}} \text{d3} \) \( \text{\textit{Q}} \text{xg3} + \)

(A precisely calculated action. Black allows the queen to g5, since it has no available support.)

25 \( \text{\textit{Q}} \text{xg3} \) \( \text{\textit{Q}} \text{xg3} \) 26 \( \text{\textit{Q}} \text{g5+} \) \( \text{\textit{Q}} \text{g6} \) 27 \( \text{\textit{Q}} \text{e5} \)

(White must cover the e-file again, since if 27 h5, immediately decisive is 27...\( \text{\textit{Q}} \text{e2} ! \) However, there follows a conclusive combination.)

27...f2 28 \( \text{\textit{Q}} \text{g2} \) h6!

(There are no chances at all of saving the game after 29 \( \text{\textit{Q}} \text{f6} \) \( \text{\textit{Q}} \text{xe5} \), there is not the reply 30 dxe5 [because of 30...\( \text{\textit{Q}} \text{e4} ! \).] 29 \( \text{\textit{Q}} \text{h6} \)

(Chigorin consistently carries out his intended plan. The other way - 30...\( \text{\textit{Q}} \text{e4} ! \) 31 \( \text{\textit{Q}} \text{g5+} \) \( \text{\textit{Q}} \text{f8} \) 32 \( \text{\textit{Q}} \text{h6+} \) \( \text{\textit{Q}} \text{e8} \) 33 \( \text{\textit{Q}} \text{h8+} \) \( \text{\textit{Q}} \text{d7} \) 34 e6+ \( \text{\textit{Q}} \text{e7} ! \) 35 d6+ \( \text{\textit{Q}} \text{xe6} \) 36 \( \text{\textit{Q}} \text{h6+} \) f6, he reckoned to be longer.)

31 \( \text{\textit{Q}} \text{f1} \) g3 32 \( \text{\textit{Q}} \text{g5} \) \( \text{\textit{Q}} \text{xe5} \) 33 hxg5 \( \text{\textit{Q}} \text{g7} ! \) 34 \( \text{\textit{Q}} \text{f3} \) \( \text{\textit{Q}} \text{d3} \) 0-1

(This game could serve as a textbook example of the playing of a sharp position.)

[Notes by Vasyukov and Nikitin.]
Chigorin - Marco  
(Cambridge Springs 1904)  
French Defence  
1 e4 e6 2 ∆e2 c5 3 f4 ∆e7 4 b3 d5  
5 ∆b2 ∆f6 6 ∆c3  
(By advancing the pawn to e5, White would gain space in the centre but limit the prospects of his black squared bishop. Instead of this, he tempts his opponent to advance the d5 pawn, after which the c4 square could prove handy as an outpost for the White pieces.)  
6...∆c6 7 ∆f3 ∆d4  
(With an incomplete development, such an operation will seldom be successful. Castling king's side is safer.)  
8 ∆d3 dxe4  
(Black should go back with the knight and then castle. This exchange in the centre not only does not ease his position, but, on the contrary, allows White to bring his white squared bishop to a different position and take the initiative.)  
9 ∆xe4 ∆xe4 10 ∆xe4 ∆xf3+ 11 ∆xf3 0-0  
(At first sight it seems, after the inevitable ...∆f6, the game might quickly end in a draw, since it is not clear how White can progress after those two moves which Black needs for getting out his queen's bishop [b8 and b6]. However, Chigorin finds a way to complicate Black's task.)  
12 ∆d3 ∆f6 13 ∆c3!  
(It seems, by agreeing to an exchange of his black squared bishop, White goes into the least favourable variation. However, he is endeavouring to obtain open lines in the centre. This position is probably critical for the game. Black will hardly manage to equalise if his white squared bishop does not have so active a participation in the game as that of his opponent. Of course, transferring the bishop to the bl-h7 diagonal in the near future is hardly feasible, and the best he can do for the present is to bring it to the long a8-h1 diagonal. However, its presence on this diagonal will only be noticed if White castles king's side and the g2 square needs defending. This last point is particularly important in the event of ...∆xc3; however, Black is not obliged to exchange first. His c5 pawn controls the d4}
square and Black could reinforce it with 13...\(a\text{d}4\)! and then, after \(\ldots b\text{c}8\), bring the white squared bishop into play. This would give him the most practical chance of equalisation.)

13...\(a\text{x}c3\) 14 dxc3

(Black not only loses control over the d4 square, but also will be forced to move his queen off the d-file. Since he can hardly move away without the move \(\ldots g6\), it is worth provoking White to castle king's side by playing 14...\(a\text{a}5\), in order to safeguard himself against the march of the pawn, h4-h5, and then, by moving the queen to c7, concern himself with the transfer of the bishop to the a8-h1 diagonal. In this case, Black could still count on equalisation. But, instead of this, he drives the queen to the edge of the board in order to prevent his opponent castling king's side!)

14...\(a\text{h}4+\) 15 g3 \(a\text{h}3\)

(It seems that Black in this way wanted to defend the h7 square without weakening the pawn chain with the move g6. However, it soon transpires that the advance of the g7 pawn is still necessary in order to save the queen, perched on the edge of the board.)

16 0-0-0 \(a\text{b}8\) 17 \(a\text{h}el\) b6 18 \(a\text{e}5\) g6

(18...\(a\text{b}7\) was slightly more accurate, but the time that Black gains - 19 \(a\text{e}2\) g6 20 \(a\text{f}2\) \(a\text{bd}8\) - does not facilitate his defence.)

19 \(a\text{f}2\)! \(a\text{d}8\) 20 \(a\text{gl}\) \(a\text{b}7\) 21 \(a\text{fl}\)!

(For the present, White's bishop abandons its post on d3 in order to prepare a pawn storm on the king's flank. Black has no counterplay whatsoever and he is obliged to wait passively for the approaching denouement.)

21...\(a\text{h}6\) 22 \(a\text{c}2\) \(a\text{d}6\) 23 g4 \(a\text{bd}8\) 24 \(a\text{d}3\)

(The bishop has carried out its mission and returns to its attacking position. At the same time, it covers the a-file and the Black rooks are once again left unemployed.)

24...\(a\text{d}5\) 25 \(a\text{e}2\) \(a\text{c}8\) 26 f5 exf5

(Black wants to lengthen the diagonal for his bishop, but this results in the activating of both White rooks. One stands master of the e-file and obtains a splendid square for invasion on e7, the other begins to take aim at the g6 square. However, it is difficult to suggest a good plan of defence in this position. White, by placing his bishop on c4, threatens to set up powerful pressure on the e6 pawn.)

27 gxf5 \(a\text{h}5\) 28 fxg6 hxg6 29 \(a\text{e}7\) \(a\text{f}5\)

(Black's whole game has suffered from the fact that the White bishop has no opponent on the b1-h7 diagonal. At last it arrives, but too late. After 30
c4 or 30  sàn3, White would quickly obtain a decisive material advantage. However, Chigorin overstepped the time limit, as he never made his 30th move....)
0-1
[Notes by Vasyukov and Nikitin.]

89 Teichmann - Chigorin
(Cambridge Springs 1904)
Queen's Gambit: Chigorin Defence
1 d4 d5 2 c4 c6 3 f3 g4 4 cxd5
exf3 5 dxc6 fxe5
[With this, in my opinion, favourable opening for Black, I have had success in several games against Pillsbury and others.]
6 ëc3 e6 7 ëf4
[Pillsbury continued 7 e4 ëb4 8 f3. But after 8...ëe7 and then ...f5, White's centre pawns lose their importance.]
7...ëf6 8 e3
(White, preferring to have the principal struggle outside the centre, [for 7 e4 see Pillsbury-Chigorin, Petersburg 1895/96] chooses a modest scheme of development without pretence to obtaining an opening advantage.)
8...ëb4 9 ëb3 ëd5 10 ëg3 0-0
(The opening has resulted in a slight advantage for Black. In fact, with careful calculation, his advantage in development is found to be equal to one tempo, and, in particular, this tempo also means that now Black can endeavour to force his opponent into a game suited more to his own style of play. Probably, after the cautious 11 ëe2 [not good is 11 e4? ëxc3 12 bxc3 because of 12...ëa5 13 ëa3 b6], with a subsequent transfer of the bishop to f3, White would not experience any difficulty, but to his misfortune he chooses a more active square for the bishop.)
11 ëd3? ëg5!
(It is more desirable for White to castle king's side and Chigorin naturally strives to prevent this: 12 0-0 ëxc3 13 bxc3 ëxe3! White ought to unpin his knight by playing 12 ëf1! with the threat of 13 ëxd5. The exchange 12...ëxc3 13 bxc3 would strengthen White's centre and make the position of the ëd5 precarious. The sacrifice 12...ëxe3+ 13 fxe3 ëxe3 appears to be incorrect because of 14 ëe2 [with the threat of 15 ëf4]. However, Teichmann does not sense the danger and does not notice the move 12...f5 after which he has to urgently castle on the queen's side.)
12 ëc2? f5 13 ëe5 ëf7 14 0-0-0 ëxc3 15 bxc3 b5!

[On looking at the apparently so solid position of White, who himself is ready to attack on the king's flank, it is difficult to believe that in only 12 moves his
king position, at present far removed from the influence of the Black pieces, will be completely routed: the more so, since the player of the White pieces was a prominent master of defence - but his opponent an incomparable master of attack. Grekov.]

(Here we have the result of differing conceptions of a position. White has made moves which seem to be of a high quality, but his position soon changes from slightly worse to hopeless. Botvinnik wrote in the magazine "Chess in the USSR" [No.2 1949] as regards the position, "Black's move, 15...b5, secures an impregnable position for the centralised knight on d5. We notice the same reinforced knight in the centre [with help from the two pawns on b5 and f5] in analogous positions reached by grandmaster Nimzovitch a quarter of a century later....

It is paradoxical that the basic drawback of White's position lies in the "strong" position of the White bishop on e5, even though all White's hopes are obviously placed on this bishop. But this White bishop cannot participate in the defence of his king in the position where Black undertakes an energetic counterattack. Only four moves are required and Black's attack will be irresistible.

This position could occur today. Despite the fact that chess technique has advanced greatly, contemporary masters would not be ashamed to play such a game, and what is more they would be proud of it. But Chigorin played this game 44 years ago!"

16 Bh1 a7! 17 Bd1
[So that after 17...e3+ 18 d2 b4 and ...a4, the queen and rook are not both under attack by the bishop. The move 17 b2 would not prevent Black from continuing his direct attack on the king; for example: 17...b8 18 g4 b4 19 c4 c3 20 Bd1 a4+ 21 c1 [even worse is 21 c1] b3 22 axb3 e3+ 23 c2 xb3 and Black wins at least a bishop.]

17...e3+ 18 d2 b4! 19 c4 a4! 20 b1 c3
["Blow after blow! Chigorin, as always, conducts the attack with enormous energy." Schlechter.]

21 c1 a8 (A useful move, after which White's attempt to unlock the e5
for defence of his king, by d5, would lead to an immediate catastrophe because of the opened d-file. Probably White would have held out for an extra 5 or 6 moves with 22 f3, but now follows a forcing and quick finish.)

22 g3 £e4+ 23 £e2
(After 23 £xe4 fxe4, White, to defend against 24...£d3+, must play 24 £b1, but then 24...£c3+ 25 £e2 £c2 is decisive.)

23...£c5! 24 £b1
[After 24 £b1, Black would win the queen by 24...£b3.]

24...£xd3 25 £xd3 £xa2+ 26 £f3 £c2 0-1

(One of the masterpieces from the treasure house of chess. A true classic. Chigorin's strategy in the first half of the game was highly profound yet crystal-clear as was his accurate, powerful and lightning attack on the king. One such game bestows upon the winner chess immortality.)

[Notes by Vasyukov and Nikitin () and Chigorin [.]]

90 Malutin - Chigorin
(Petersburg 1904)
Evans Gambit
1 e4 e5 2 £f3 £c6 3 £c4 £c5 4 b4 £xb4

(Chigorin was a connoisseur of the Evans Gambit. He was a virtuoso when playing White, where the initiative was a fearsome weapon in his hands. However Chigorin could also defend actively and, without waiting for a mistake by the opponent, would take steps to seize the initiative by combinative means. The present game will convince the reader of this.)

5 c3 £c5 6 0-0 d6 7 d4 exd4 8 cxd4 £b6
(In the last quarter of the previous century, this position underwent many fine practical trials and analyses, but without coming to any final verdict. Nowadays, theoreticians consider it favourable for Black, but this is based on inadequate analytical research. It is a pity that the Evans Gambit is now a very rare visitor to tournaments as this means there is no incentive for analytical research.)

9 d5
(Chigorin used to play 9 £c3 here, and this seems to me to be the strongest continuation.)

9...£a5 10 £b2 £e7! 11 £d3
(White must already be alert. 11 £xg7 would lose because of the effective combination: 11...£g8 12 £f6 £xc4 13 £a4+ £d7 14 £xc4 £xg2+! 15 £h1 £h3 16 £bd2 £g4 17 £b3 0-0-0! 18 £xe7 £dg8 19 £g1 £xf3 20 £xf3 £xf2 and Black wins.)

11...0-0 12 £c3 £g6 13 £e2 £g4
(Master Belavenets considered an immediate 13...c5 to be the strongest here, and if 14 £d2, to
reply 14...f6 15 Bacl e5 16 a1 
fxd3 17 fxe3 df8. Chigorin plays 
differently and it is interesting 
to note that later he does not 
attempt to exchange his central­
ised knight for the White bishop, 
though this possibility presents 
(Reaching a very interesting 
position. Despite the extra pawn, 
Black's position seems dangerous. 
Possibly the strongest continut­ 
ion of the attack now was 23 Bgl 
followed by Bg3.)
23 f5 e5 24 f4 ed7 25 eg2 dc5 26 
Bf3 fe8! 
(This move is part of a surpris­ 
ing combination.)
27 Bh3 da4! 28 Aal c3! 29 Bxc3 
Bxc3 30 Bxc3
(Now Black cannot play 30...Bxc3 
because of 31 Bxg7 mate, but al­
ready on the 26th move Chigorin 
had foreseen this position and 
prepared the following surprise.)
30...@xh5!!
(A spectacular and finely calcul­
ated combination. Chigorin goes 
over to the attack and carries it 
out in energetic style.)
31 Bxh5 Bxc3 32 Ac2 Be3!
(The rook gets behind enemy 
lines. The position of the White 
king proves to be insecure.)
33 h4 Ac8 34 e5
(In search of counterplay, White 
is forced to offer this sacrif­ 
ce.)
34...dxe5 35 d6 Be1+ 36 Bh2 Ag1+ 
37 Bh3 Ac3+ 38 Ac4 Bc4
(The White king is in a trap. 
What is there to do? If 39 Acb7 
then 39...Bc3+ 40 Bh3 Bf1!! 41 
Ag2 Bxc2+ 42 a1 Ac3 mate. White 
finds the last chance to put up 
resistance.)
39 Bxh7+ Bxh7 40 Bh5 Bxd6 41 fxe5 
Be5 42 Be6+ Bh8 43 Bh3 Bxb3!
(With this move, the main point, 
the game is over. Now Black's 
material advantage - rook, 
bishop, knight and two pawns for 
the queen - is far too great. It 
is equivalent to an extra piece. 
There followed....)
44 axb3 Bxf5+ 45 Ag4 Bc3 46 Bh3 
Bf3+ 47 Bh2 Bf2+ 48 Bh1 Bf4 49 h5 
Bf5 50 Bf4 Bf4 51 b4 Bc4 52 Bh3 
Bxh5+ 53 Bh1 Bg5+ 54 Bh1 Ag3+ 55 
Ag2 Bf5+ 56 Bf1 Ac3 57 Bxb7 Ab6 
58 Bh2 Bh6 59 Bh8+ Bh7 60 Ac4+ f5 
0-1
(A game of true artistic quality. 
The combination with the queen
sacrifice is very impressive.)
[Notes by Ragosin.]

91 Taubenhaus - Chigorin
(Ostende 1905)
Spanish
1 e4 e5 2 ∂f3 ∂c6 3 ∂b5 a6 4 ∂a4
∂f6 5 0-0 ∂e7 6 ∂e1 b5 7 ∂b3 d6 8
c3 0-0
(Nowadays, this is the standard position of the Spanish Game.)
9 d3 ∂g4
(Contemporary opening theory considers the pin of the ∂f3 premature with the pawn on d3, since White transfers his ∂b1 via d2, f1 and e3, with gain of tempo.)
10 ∂bd2 ∂e8 11 ∂fl d5!?
(Apparently Chigorin considered that in a quiet game he would for a long time be confined to repairing the weakness of the d5 and f5 squares; he therefore prefers to sacrifice a pawn to sharpen the game.)
12 exd5
(A hasty decision. After 12 ∂e3 ∂xf3 [12...∂e6 13 exd5 ∂xd5 14 ∂xd5 ∂xd5 15 ∂xe5] 13 ∂xf3 dxe4 14 dxe4 ∂e5 15 ∂c2 g6, White has possibilities of increasing the pressure and Black has no counterplay.)
12...∂xd5 13 h3 ∂h5 14 g4?
(A serious weakening of the king position. The e5 pawn could be captured under more favourable circumstances: 14 ∂g3 ∂g6 15 ∂xe5 ∂xe5 16 ∂xe5. After 16...c6 17 d4 ∂d6 18 ∂xe8+ ∂xe8 19 ∂d2 or 19 a4, White would have a solid position.)
14...∂g6 15 ∂xe5 ∂xe5 16 ∂xe5
(It is astonishing, but before us lies the prototype of the Marshall Attack, introduced into practice after the sensational game, Capablanca-Marshall, played in 1918, thirteen years after this game.
Marshall also played in Ostende and it is very likely that it was there in particular that he took note of Chigorin's method of counterattack beginning with the move 11...d5.
In comparison with the widely known initial position of the Marshall Attack, White has managed to transfer the knight from b1 to f1, but has seriously weakened his king position by the pawn advance to g4.
Now Chigorin could play 16...c6 and then ∂d6, but he intends another plan of attack - the same plan as Marshall later adopted!)
16...∂f6 17 d4 ∂d6 18 ∂xe8+ ∂xe8
(This position is more favourable for Black than the variation of the Marshall Attack after 7...0-0 8 c3 d5 9 exd5 e4 10 dxc6 exf3 11 ∂xf3 ∂g4 12 ∂g3 ∂e8 13 d4 ∂d6 14 ∂xe8+ ∂xe8. Chigorin transfers the ∂g6 to a longer diagonal and thereby creates some strong threats which force White to still further weaken the pawn
cover of his king.)

19 \textit{ae3 \textit{ae4}}! 20 f3 \textit{ab7} 21 \textit{ac2}
(It is difficult for White to find an active plan. Closing the diagonal of the \textit{ab7} with the move 21 d5 is not successful because of both 21...c6 and 21...\textit{ad8}.)

21...\textit{ad5} 22 \textit{ad3} g6 23 \textit{be1 \textit{ac6}} 24 \textit{ad2 \textit{ag7}}
(White has completed a regrouping of his forces and prepares for defence. His further activity is designed to cover the pawn weaknesses on the king's flank, while Black continues to strengthen his position. Black can increase the pressure in two ways: by transferring the rook to h8 and playing ...h5, or, with help from the rook on f8, to advance ...f5. This last plan is the most unpleasant for White, since he will be deprived of his last support in the centre - the e4 square.)

25 \textit{be2 \textit{gf8}} 26 \textit{ae4}
(The reply 26 \textit{ag2} would prevent 26...f5, but then other possibilities emerge for Black - 26...g6 or 26...b4.)

26...f5 27 gxf5 gxf5 28 \textit{ac2 \textit{ae7}}

(Over the last few moves, Black has noticeably strengthened his position. The f5 pawn deprives White of the e4 square and with it the hope of reducing the pressure on the a8-h1 diagonal. And what is more, the opening of the g-file is unpleasant, not only because of the threat of invasion by the Black rook, but also with the clearing of the g6 square Black's knight threatens to jump to h4.)

29 \textit{ag5 \textit{gg6}} 30 \textit{ad2 \textit{ag3}} 31 \textit{bf1 h6}! 32 \textit{ae3}
(Black's counterattack becomes clear. The knight is to be transferred to h4, to increase the pressure on the f3 pawn and also to defend the f5 pawn; then the rook is free for action on the g-file.)

32...\textit{eh4}! 33 \textit{eh1}
(On 33 d5, good is 33...\textit{ag6}! 34 \textit{ad4+ \textit{eh7}} and White has no time for 35 \textit{ae7+ \textit{bf7}} 36 \textit{ae8} in view of 36...\textit{eh2}+) 33...\textit{eh7}
(White is defenceless against the oncoming threats. He can neither seize the g-file - 34 \textit{bg1 \textit{xf3}} - nor utilise the moment to display some activity - 34 \textit{ae4} - since, in the resulting combination, 34
...fxe4! 35 dxe4+ dxe4 36 fxe4 dxe3+ 37 dxe3 dxe4+ 38 g1 dxf3+ 39 g2 d2+ 40 dxd3 dxf1+, he is left without any pieces.)

34 d3 f6 35 d1 f5! 36 d5
(White closes the diagonal of the bishop. The fragility of this barrier is underlined if only by the variation 36...f8 37 d3 [37 f4 dxd5] 37...c6, but Chigorin no longer needs this diagonal.)

36...d8 37 c2
(White tries to defend against the threat of dxf3 by tying down the knight to the defence of the f5 pawn; however, there follows a splendid reply and all becomes clear.)

37...c8!
(The bishop has done its work - the bishop can leave....)

38 e4
(A desperate attempt to divert Black from his intended plan of attack.)

38...fxe4 39 fxe4
(With the vain hope of 39...dxf3 40 e5+.)

39...d5!
(Of course not the only, but undoubtedly the most elegant decision. The struggle is at an end.)

40 dxf5 dxf5 41 exf5 dxf3+ 0-1
(A brilliant creative achievement by Chigorin. The game reveals the source of the Marshall Attack and once again shows how far ahead of its time was the chess genius of Chigorin.)

[Notes by Vasyukov and Nikitin.]
handling the knights in attack and defence! In particular, he liked to have his knight on f2, from where it could be easily transferred both for attack and defence - as in the present game.)

15...\(\text{c5}\)
(Black threatens \(\text{a}2\) or \(\text{xe4}\).)
16 \(\text{h2}\) \(\text{a5}\) 17 \(\text{gxh5}\) \(\text{Bxh5}\)

18 \(\text{Bg5!}\)
(A strong attacking move, threatening not only \(\text{Bxh5}\) followed by the win of the h5 pawn [after \(\text{g5}\)], but also \(f5\). At the same time, this rook move, pinning the \(\text{c5}\), makes it difficult for the opponent to regroup his pieces for the attack.)

18...\(\text{Bxg5}\) 19 \(\text{dxg5}\)
(Now there is no defence against the breakthrough by h5.)

19...\(\text{Ec6}\) 20 \(\text{h5}\) \(\text{Eb4}\) 21 \(\text{Bxb4}\)
(At first sight, this seems too daring, since it opens up the a-file for Black, but it is nevertheless quite correct because White has the means to liquidate Black's attempt to obtain a counterattack.)

21...\(\text{axb4}\) 22 \(\text{hxg6}\) \(\text{Exa2}\)
(Black must try this, since if 22...\(\text{fxg6}\) 23 \(\text{Exe6}\) \(\text{Exe6}\) 24 \(\text{Exe6}\) and the White bishop on e6 defends the a2 pawn.)

23 \(\text{gxh7+}\) \(\text{Ed7}\)
[If 23...\(\text{Ed7}\), then 24 \(\text{f8(D)}\)+ and then 25 \(\text{Ed5}\) - and White must win.]

24 \(\text{Exe6!}\) \(\text{Ba1}\) 25 \(\text{Ed2}\)
(Virtually the whole of White's defence is based solely on the knight on d1!)

25...\(\text{Exe6}\) 26 \(\text{gg4}\)
[Perhaps simpler would be 26 \(\text{Exe6}\) \(\text{Ed7}\) (if 26...\(\text{Exe6}\), then 27 \(\text{gg4}\)+ \(\text{xf7}\) 29 \(\text{Ed7}\) 27 \(\text{gg4}\).]

26...\(\text{b3}\) 27 \(\text{Bxg7}\)
(Covered in dust, Chigorin overlooks an immediate win: 27 \(\text{Ed6+}\) \(\text{Ed8}\) 28 \(\text{gf6+!}\) \(\text{Bxf6}\) 29 \(\text{f8(D)}\)+ \(\text{Ed8}\) 30 \(\text{xf6+}\) \(\text{Ed7}\) 31 \(\text{Exh8+}\) \(\text{Ed8}\) 32 \(\text{Ed4+}\) \(\text{Ed7}\) 33 \(\text{Bf5}\) etc.)

27...\(\text{Ed5}\) 28 \(\text{Ed2}\)
(A simpler win is 28 \(\text{c3}\) ! \(\text{Bxc3}\) + 29 \(\text{Exc3}\) and Black is helpless against the terrible threat of \(\text{f8(D)}+\).)

28...\(\text{Exh5}\) 29 \(\text{Ed2}\) \(\text{Ec6}\)
[If 29...\(\text{Exh4}\) 30 \(\text{Ed2}\) \(\text{Exh3}\) + - then 31 \(\text{Exh3}\).]

30 \(\text{Bf6!}\)
[Not good would be 30 \(\text{f8(D)}\) \(\text{Bxf8}\) 31 \(\text{Bxf8}\) \(\text{Bxc2}\) 32 \(\text{Bf6+}\) \(\text{Ed5}\) etc.]

30...\(\text{Bxc2}\) 31 \(\text{Exe6+}\) \(\text{Ed5}\) 32 \(\text{Ed4+}\) \(\text{Ed5}\) 33 \(\text{B4+}\) \(\text{Ed4}\) 34 \(\text{Exc2+}\) 1-0
(The whole game was conducted by
Chigorin with youthful energy.
[Notes by Bogatirchuk () and Chigorin [].]

93 Chigorin - Marco
(Ostende 1905)
King's Gambit Declined
1 e4 e5 2 f4
(Even in his declining years, Chigorin remained true to himself and did not fear the complications of the King's Gambit.)
2 ... d5 3 f3 d6 4 d4 f6
(As is well known, more active for Black is the Rubinstein system, in which Black temporarily refrains from the development of the \f\text{g}8, by playing after ... \f\text{c}6, a preliminary ...f5.)
5 d3 \f\text{bd}7
(This old method of development, well known since Anderssen's time, is not as bad as it seems at first sight.)
6 g3 c6 7 \f\text{e}2 b5
(An aggressive advance, not in keeping with Black's cramped position and backward development, and which leads only to a weakening of Black's pawn formation on the queen's flank.)
8 \f\text{b}3 a5 9 a4
(Simply 9 a3 is also good.)
9 ... b4 10 \f\text{d}1
(The transfer of the queen's knight via d1 to f2 or e3, to help with the pawn storm, was one of Chigorin's favourite manoeuvres.)

10 ... a6
(Hampering the development of the bishop to e3, because of the threat of ... \f\text{d}xe4.)
11 fxe5 dxe5 12 \f\text{e}3!
(With a trap: if 12 ... \f\text{d}xe4? then 13 \f\text{f}5! with a very strong attack.)
[If 12 ... \f\text{d}xe4, then White, with the move 13 \f\text{c}4!, wins back the pawn with the better position.]
12 ... \f\text{d}xe3?
(An antipositional exchange, presenting White with the two bishops and an easy game with good attacking prospects on both sides of the board.)
13 \f\text{d}xe3
(Not wanting to let himself in for the unclear complications which would arise from 13 \f\text{d}xe3 \f\text{d}xe4.)
13 ... \f\text{c}4?
[Too hasty! He should first play 13 ... 0-0, and if 14 0-0, then in this case, 14 ... \f\text{c}5 15 \f\text{e}2 \f\text{c}5!] 14 \f\text{e}2 0-0
[The intended 14 ... \f\text{c}5 is useless because of 15 \f\text{x}f7+.]
15 \f\text{g}5! \f\text{g}f6
[If 15 ... \f\text{b}6, then 16 h3 \f\text{f}6 17 \f\text{x}f6 \f\text{x}f6 18 \f\text{d}xe5 \f\text{d}4 19 \f\text{f}3 \f\text{xb}2 20 0-0 etc., with the better game for White.]
16 0-0 h6 17 \f\text{h}4 \f\text{c}7 18 \f\text{d}2 \f\text{d}6 19 \f\text{h}1 g5?
[Otherwise, by means of a doubling of rooks on the f-file, White obtains a decisive advantage.]
(Finally ruining what is already a bad game for Black. 19...<£h7 was necessary, with a tenacious defence.)

20 <£g3 <£g7 21 <£f5 <£g8
[Just in time to prevent the catastrophe on the f-file.]

22 <£f1 <£ae8 23 <£e3 <£g6 24 <£af1
(With simple moves, Chigorin has completely paralysed Black's defence.)

24...<£f6 25 h4 <£c5
(At last the knight occupies this square, to which he has in vain been aspiring already for a long time - however, even now this brings Black no great joy.)

26 h5 <£h7
[If 26...<£xe4, then 27 <£e1 <£h7 28 <£f3 <£d6 29 <£xc6 and White wins two pieces for the rook.]

27 <£c4 <£c8
[On 27...<£xc4 28 <£xc4 <£xa4?, follows 29 <£xe5 <£xe5 30 <£f1 <£e8 31 <£f6 32 <£xe6 <£xf6 33 <£f2 etc. Note the pitiful position of the Black queen.]

(After 27...<£xc4 28 <£xc4, White has the double threat of <£xa5 and <£xe5.)

28 <£f2 <£e6
(This loses, as do other continuations, e.g. 28...<£d7 29 <£g8 <£xg8 30 <£c4, with the win of a pawn.)

[This allows White a brilliant finish to the game. But also on 28...<£d7 29 <£g4 followed by <£xg8 and <£xf6, Black is totally lost.]

29 <£xe5!!
(A beautiful combination which forces an immediate win.)

29...<£xe5 30 <£xe5+ <£f6 31 <£g4! <£f4 32 <£a7+! <£h8 33 <£xf6+ 1-0
[A very well conducted game by Chigorin.]
[Notes by Bogatirchuk () and Bogoljubov []]

94 Mieses - Chigorin
(Barmen 1905)
English Opening
1 g3 e5 2 c4 <£c6
(By a transposition of moves, the game has gone into the English Opening. Here it is simpler for Black to continue at first with 2...<£f6, after which he could free his game with ...d5.)

3 <£c3 <£f6 4 d3
(Mieses, however, does not think about preventing Black's move, ...d5, and without good reason: recent tournament practice has shown that, after 4 <£g2, Black cannot advance his d-pawn two squares and is left with a cramp-
ed position for a long time.)
4...d5 5 cxd5 Exd5 6 Ag2 Ae6 7 
Af3 Ae7 8 0-0 0-0
(And now we have the "Dragon Var-
iation" of the Sicilian Defence,
with reversed colours. The theory
of this opening recommends play-
ing 8...Ab6 to prevent the move
d4. Actually, now, after 9 d4
exd4 10 Exd4 Exd4 11 Exd4 Af6 12 
Ec5, the chances would be equal.
But Mieses, playing White, of
course is trying to win and
avoids premature exchanges. And
so he finds the only other plan -
to utilise the half-open c-file.)
9 Ad2 Ed7
(It is now taken for granted that
there is no danger to Black in an
immediate 10 Ag5 Exg5 11 Exg5 
Ed4! and, though White has two
bishops, Black's position is far
better, as he dominates the
centre.)
10 a3 f6
(Reinforcing the e5 pawn, as
White threatened b4-b5.)
11 Ae4
(The knight heads for c5. For
this purpose, 11 Aa4 was suffi-
cient.)
11...Af7
(Obviously a loss of time. It is
possible that Chigorin was pre-
paring to play ...f5 [11...f5 is
not possible now because of 12 
Eeg5 with the exchange of the 
Ae6] but later on ...f5 is shown
to be impossible.)
12 Ac1 Af8
(If 12...f5, then 13 Eeg5 Ah5 14 
Ab3 and Black's difficulties are
obvious. With the following man-
eoever, White obtains the advant-
age of the two bishops, but,
since Black stands actively in
the centre, the chances of both
sides must be regarded as equal.)
13 Ac5 Ac5 14 Bxc5 Ece7 15 Ac1
(A very serious mistake. He must
of course also not play 15 d4 e4!
16 Ae1 f5, but after 15 b4!
White's position would be by no
means worse. With the move in
the game, White allows the advance
...c5 which is very cramping to
his game.)
15...b6 16 Ec2 c5 17 h4
(Mieses still does not suspect
that he will soon find himself
almost completely stalemated.
Otherwise he would have certainly
played 17 b4! cxb4 18 axb4 a5
[18...Bac8 19 Bxc8 Bxc8 20 Bb3]!
19 bxa5 bxa5 20 Bb3 a4 21 Bb1,
and White can successfully con-
tend with the a-pawn. Obviously,
Mieses is playing for "traps"; he
waits for the move 17...Ac6 in
order to then play 18 b4.)
17...Bac8
(A contemporary chessplayer would
play 17...a5, reliably preventing
the move b4. Admittedly, even
now, after 18 b4 cxb4 19 axb4 
Ab5, White would not easily be
able to defend the b4 pawn. Nev-
evertheless, this would be White's
best chance.)
18 \( \text{c}3? \text{c}6 19 \text{h}2 \text{g}6 \\
(\text{Before I was acquainted with this game, I thought that it was Rubinstein who was the first to show how one should play such positions for Black [see for example the famous game, Zhubarev-Rubinstein, Moscow 1925]. Now I see that I was sadly mistaken. It turns out that, even in 1905, Chigorin had found the correct plan for Black. This plan is very simple: by playing } \ldots \text{c}4, \text{Black forces the move } \text{c}xd4 \text{and takes the bishop on } d4 \text{with the } e5 \text{pawn, opening the e-file for attack by the rook on the backward pawn on } e2. \text{And against this plan, White is absolutely helpless.} \\
\text{Mieses, for his part, aims for the move } f4, \text{but this only plays into the hands of the opponent, since it leads to the exposure of the } e3 \text{square on the open e-file.)} \\
20 \text{g}1 \text{e}5e7 21 f4 \\
(\text{Now Black carries out his plan.} \text{Also hopeless was } 21 \text{b}4 \text{c}d4 22 \text{c}xd4 \text{cx}d4 23 \text{w}b2 \text{c}xc2 24 \text{w}xc2 \text{b}c8 25 \text{w}b2 \text{c}7.) \\
21 \ldots \text{c}4! 22 \text{c}xd4 \text{ex}d4 23 \text{c}4 \\
(\text{Preventing the manoeuvre } \text{c}f5-e3. \text{If } 23 \text{b}4, \text{then } 23 \ldots \text{c}f5 24 \text{b}xc5 \text{c}3 25 \text{c}6 \text{e}7 \text{and White's position is hopeless, since he loses both the exchange and the passed pawn on } c6.) \\
23 \ldots \text{c}d5 \\
(\text{Up to this point, Chigorin has played excellently, but here he gives White a respite. Rubinstein would certainly, without a moment's hesitation, have played } 23 \ldots \text{c}b3 24 \text{d}d2 \text{c}f5 25 \text{c}xf5 \text{c}xf5 \text{followed by a doubling of rooks on the e-file, and White is completely stalemated. Chigorin, obviously thought that White would exchange on } d5, \text{after which the knight still gets to } e3. \text{White, however, prefers to accept a weak pawn on } e4, \text{in order to somewhat liberate his game.)} \\
24 \text{f}5 \text{c}c6 25 \text{w}d4 \text{c}e8 26 \text{c}f3 \text{c}xe4 27 \text{d}xe4 \text{c}e7 28 \text{c}d2 \text{c}d8 \\
(\text{Carelessness. With a simple transposition of moves } [\text{c}e5 \text{and then } \text{c}d8], \text{Black would not allow the move } b4. \text{But now the weakness of the } c5 \text{pawn is shown.)} \\
29 \text{b}4 \text{e}5 30 \text{b}xc5 \text{bxc5 31 \text{c}h3} \\
(\text{If at first } 31 \text{e}3, \text{then simply } 31 \ldots \text{dxe3 } [32 \text{c}xe3? \text{c}g4+].) \)
31...h5
(Threatening [if opportunity presents] 5e5-g4-e3; but now a new weakness appears in Black's position - the h5 pawn.)
32 e3
(The only useful move. 32 Efcl would be bad because of 32...d3! Now, however, on 32...d3, would follow 33 Ec3 and it is not so simple to exploit Black's passed pawn. Nevertheless Black should play this, so as, after 32...d3 33 Ec3, to continue 33...Ed7 34 Ec4 [34 Efcl Ec8] Ec4 35 Ec4 d2 36 Bd1 Ed8 and White cannot resist for much longer.)
32...dxe3 33 Ecxe3 Bd3 34 Ed2
(Of course not 34 Ec5 Ec5 35 Ec5 Ed2. Incidentally, White threatens to take the h5 pawn.)
34...Ed8 35 Ec4 Ec4
(To divert the rook from the second rank. On 35...Ec4, there would possibly follow 36 Ef3.)
36 Ec4 Ec5 37 Bg1 g6!
(Defending the important h5 pawn. On 38 fxg6 would follow 38...Ec6+ and on 38...Ec2, simply 38...Ed7.)
38 Ed2 Ed4
(Nothing good comes out of 38...Ed2 39 Ec5 Eb2 40 Ed1.)
39 Ec4
(Here, Mieses misses his chance, though even after 39 Eb2! Ec7 40 Ec4 Eb4 [40...Ec4 41 Ec6] 41 fxg6 c4, White's position is joyless.)
39...Ec4 40 Eb2+
(And now better was 40 Ed4 cxd4 41 a4 Ed3 42 Ec1 with slight chances of a draw. But after the text move, White's game is totally bad.)
40...Ec4 41 fxg6
(It should be noted that 41 Ed1 Exg3+ 42 Exg3 Ex3+ 43 Eh2 Ef4+! 44 Eg2 Ec4+ 45 Ef2 Ef4+ and...Ec1 leads to a hopeless queen ending.)
41...Ed7+ 0-1
(Since after 42 Eg2 Ed2+ White would lose his queen. In this game, Chigorin showed his mastery in two ways: firstly he outplayed his opponent in the positional struggle, and then, after the fault on the 23rd move, showed his excellent tactical skill.)
[Notes by Botvinnik.]

95 Marshall - Chigorin
(Barmen 1905)
Queen's Gambit: Semi-Slav
1 d4 d5 2 c4 e6 3 Ec3 Ed4 4 Ef3 c6
(The move 4...c6 is not as advisable as 4...Ef6, but Chigorin aims at his usual method of reinforcing the centre. The opening phase of the game is interesting in that Chigorin, for the first time in practical play, refrains from the development with the bishop on d6, after which he allows the advance of the White pawn to e4, and, on the contrary, attempts to make this advance
more difficult, not fearing an exchange of bishop for knight. Later, Nimzovitch relied on this idea as a basis for his now so popular defence.)

5 a3
(Half a century of experience of playing similar positions has shown that the exchange of bishop for knight, when the other White knight is placed on f3, makes it difficult for White to fight for the e4 square; from this point of view it would be more useful to play 5 b3.)

5...Ax c3+ 6 bxc3 f6 7 e3 Ab d7 8 Ac2 0-0 9 Ad3 Ae8!
(In a quite unsophisticated way, Black obtains counterplay by means of the advance ...e5. This would follow both on 10 e4 dxe4 11 Axe4 — and now ...e5!, as also in the event of 10 0-0 and then 10...e5! 11 dxe5 dxc4 12 Ac c4 Axe5 13 Axe5 A xe5. However, in the last variation, by playing 13 Ae2 [instead of 13 Axe5], White retains some opening advantage by playing c4 and Ab2.)

10 cxd5?
(A serious inaccuracy, after which the role of the Be8 is increased, while the Ac8 obtains squares on the c8-h3 diagonal.)

10...exd5 11 0-0 f8
(Black intends the regrouping ...Ag6 followed by Ag4. Therefore White’s reply seems natural.)

12 Ae5

[As shown by Black’s reply, this natural “active” move fails. He should play 12 c4.]

12...c5!
(Splendid. Now White finds himself rejecting the programmed 13 f4 because of 13...c4 14 Ae2 Ag6, after which Black occupies the e4 square [Ag6-h4-f5-d6 or Ag6-h4 and Af5]. Not wishing to resign himself to the loss of the initiative, Marshall tries to make his bishops more lively.)

13 c4 cxd4! 14 exd4 dxc4 15 Ac c4 Ae6
(White has obtained diagonals, but at a high price — the d4 pawn is weak, or rather not so much the d-pawn as the adjacent squares: c4, d5, e4. This consequence of the weakness of the isolated pawn was first formulated by Nimzovitch and one of the best illustrations of it appears in the present game — which was played when Nimzovitch was still only beginning his chess career!)

16 Ab2
(An unfortunate position for the bishop. On e3 it would not only defend the pawn, but would also participate in the defence of the king’s flank.)

16...Ac8 17 Ad3
(The great master sets a trap, but Marshall fortunately sidesteps the danger: 17 Ab3? Ac4! 18 Ac c4 Ad5 19 Ac1 b5.)

17...Ac4
[Consistent! In order to exploit the weak squares it is necessary to exchange the white squared bishops.]

18 \( \text{c}x\text{c}4 \text{ g}6 \\
(\text{This is where the mistake in the choice of position for the } \text{c}1 \text{ tells -- the f4 square is left undefended.)} \\
19 \text{b}f1 \text{ f}4 20 \text{f}1 \\
(\text{There is no other move. The queen must defend both the } \text{c}4 \text{ and the g2 square: } 20 \text{f}b3 \text{ d}5!; 20 \text{f}3 \text{ cxc}4 21 \text{x}f4 \text{ c}2! \text{ winning the bishop in an amusing way, thanks to the absence of a flight square for the White king.)} \\
20...\text{d}5! \\
[A clear demonstration of Black's positional advantage.] \\
21 \text{x}e8+ \text{e}8 \\

(Over the last five moves, White's position has sharply deteriorated. His rook and bishop do not take part in the struggle, his queen is tied to the defence of the g2 pawn, and only the knight is not badly placed. Now all he can do is cover the e-file so as to not allow a Black invasion on e2.

On 22 \( \text{e}3, \text{Chigorin intended to commence an attack by means of } 22...\text{h}5. \text{Then White cannot play } 23 \text{h}3 \text{ because of } 23...\text{e}2+ 24 \text{h}2 \text{ cxe}3 25 \text{fxe}3 \text{ g}4+ 26 \text{h}1 \text{ g}3+, \text{but it is not easy to demonstrate a sufficiently effective way of carrying out the attack after } 23 \text{b}1. \text{If Black makes the prophylactic move } 23...\text{h}6, \text{then White also replies } 24 \text{h}3! \text{Therefore, after } 22 \text{e}3, \text{it is better for Black to operate on the queen's flank rather than loosening the well-fortified defence of the White king. For this purpose, the move } 22...\text{b}3 \text{ is very good. On } 23 \text{b}1 \text{ e}4 24 \text{c}4 \text{ cxc}4 25 \text{cxc}4 \text{ would follow, as also in the game, } 25...\text{b}5, \text{and, on } 23 \text{b}1, \text{the beautiful attack } 23...\text{bxe}3 24 \text{fxe}3 \text{ bxe}3+ 25 \text{h}1 \text{ g}4 26 \text{e}1 \text{ f}2+ 27 \text{g}1 \text{ g}2\text{h}3+. \text{28 } \text{h}1 \text{ e}2! \text{is decisive.)} \\
22 \text{e}5 \text{ e}4 23 \text{c}4 \\
(\text{It is not easy to give good advice here. The threat of } 23...\text{d}2 \text{ is too unpleasant. On } 23 \text{b}1 \text{ would follow } 23...\text{b}3; \text{on } 23 \text{f}3, \text{the simple } 23...\text{d}6 24 \text{g}3 \text{ e}6 25 \text{b}1 \text{ f}6 \text{ is good; on } 23 \text{c}1, \text{decisive is } 23...\text{xg}2; \text{on } 23 \text{f}3, \text{strong is } 23...\text{b}3 24 \text{c}1 \text{ g}3+. \text{A faint hope of fortifying the defence lay only in } 23 \text{d}3.)} \\
23...\text{xc}4!
(Chigorin chooses the clearest way to realise his positional advantage, transposing to an endgame where a decisive role will be played by the activity of the Black rook and the obvious superiority of the knight over the bishop. Another tempting continuation was the effective 23... \( \text{Ng3!} \) 24 \( \text{f3} \) [24 \( \text{Bxd5 Bxe2 mate!} \)] \( \text{Bxc4} \) 25 \( \text{Bxc4 Bf5} \), for example, 26 \( \text{Bf1 b5} \) 27 \( \text{Be5 f6} \) [27 \( \text{Bc1 Bd3} \) 28 \( \text{Bxg4 h5} \) 29 \( \text{Bf2 Bxe3+} \) 30 \( \text{Bxg1 Bc4} \).] 24 \( \text{Bxc4 b5!} \)

(Black consistently carries out his plan, rejecting the tempting 24... \( \text{Bd3} \) 25 \( \text{f3} \) \( \text{b5!} \) 26 \( \text{fxe4 Bxc4} \), or 25 \( \text{Bb1 b5} \) 26 \( \text{Be5 Bxf2} \).) 25 \( \text{Be5 f6} \) 26 \( \text{Bf3 Bc8} \)

(The same iron consistency, although 26... \( \text{Bd3} \) 27 \( \text{Bb1 Bxf2} \) 28 \( \text{Bc3 Be4} \) would have allowed Black to win a pawn at once as well as hold on to his initiative.) 27 \( \text{Be1} \)

(White defends both squares of invasion - d3 and c2.) 27... \( \text{Bd2} \) 28 \( \text{f3?} \)

(28 g3 was more tenacious.) 28... \( \text{Bc4} \) 29 \( \text{g3} \)

(All other moves lose at once; 29 \( \text{Bc1 Bxe2+} \); 29 \( \text{Bb1 Bxb2} \) 30 \( \text{Bxb2 Bc1} \) 31 \( \text{Bf2 Bxel!} \) ) 29... \( \text{Be6} \)

(On 29... \( \text{Bxb2} \) 30 \( \text{gxf4} \), the wrecked pawn chain is a sorry sight, but Chigorin produces a classic example of the domination of the Black knight over the bishop and isolated d-pawn.) 30 \( \text{Bc3 Bb6} \) 31 \( \text{Bb2 Bc4} \) 32 \( \text{Bd1 Bc7} \)

[It is clear that he must not allow the d-pawn to move. White, now, as in the future, refrains from the move \( \text{Bc1} \), as an exchange on c4 would only hasten the occupation of dominating squares by the Black knights.] 33 \( \text{Bf2} \)

(The exchange of rooks [33 \( \text{Bc1} \) would not change the character of the struggle.) 33... \( \text{Bcd5} \) 34 \( \text{f4 Bf7} \) 35 \( \text{Bd2 Ba4} \)

(Here it is, the triumph of Chigorin's white squared strategy! Now, as White's last defensive resources are running out, Black continues to improve his position and is almost ready to justly reap the fruits of his splendid play.) 36 \( \text{Bg2 a6} \)

[Threatening to exchange on b2 and win the d4 pawn.] 37 \( \text{Be3 Bxe3} \) 38 \( \text{Bxe3 Bxb2} \) 39 \( \text{Bxb2} \)

[Rook endings are well known for their drawing tendencies. In the
present ending, Black has a range of advantages: a pawn majority on the queen's flank, weak White pawns on a3 and d4, domination of the open c-file. In the earlier stages of the game, Chigorin rejected various tempting continuations and prepared to transpose to this rook ending. In appraising this rook ending as a win, and, as the manner of his handling of it shows, Chigorin reached the heights of chess mastery in his understanding of such endgames - as was later achieved by only a select few, e.g. Rubinstein, Lasker and Capablanca.]

39...\textit{f}6!
(The exchanges have not improved White's position at all.)

[Excellent! Black refrains from 39...\textit{e}c3+ 40 \textit{f}4 \textit{x}a3 with the win of a pawn and a formation of two connected passed pawns. Actually, after this, White, by continuing 41 \textit{b}c2, combines play of the king, rook and d-pawn to set up strong threats; however, the advance of Black's passed pawns is hampered by the White rook from the b7 or a7 squares. It is doubtful whether Black can win with this continuation. After the move in the game, 40...\textit{b}c3+ [41 \textit{e}f4? f5 mate] is threatened.]

40 \textit{b}b3
(Now Black was threatening 40...\textit{b}c3+, since, on 41 \textit{e}f4, would follow 41...f5 mate.)

40...\textit{d}d5 41 \textit{b}d3 f5! 42 h3 h5
(White is in zugzwang. The pawn ending is hopeless: 43 \textit{b}d2 \textit{b}c3+ 44 \textit{b}d3 \textit{x}d3+ 45 \textit{x}d3 a5 etc., with an elementary winning pawn endgame, thanks to the obtaining of the distant passed pawn.)

43 \textit{e}e2 \textit{b}d4 44 \textit{b}c3 \textit{e}e4+!
(The last fine point. Black forces the White king to move away from the pawns on the king's flank, since, after 45 \textit{f}f3, would follow 45...\textit{d}d4 46 \textit{b}b3 \textit{c}c4 47 \textit{d}d4+ \textit{d}d3 48 \textit{b}b3+ \textit{e}e2.)

45 \textit{d}d2 h4 46 \textit{b}c7 \textit{h}xg3!
(Yet again, Chigorin chooses the clearest way to win, rejecting 46...\textit{a}a4 47 \textit{x}xg7 \textit{x}a3 48 \textit{g}xh4 \textit{f}f4 49 h5 \textit{x}f4 50 h6 \textit{b}xh3 51 h7 a5, after which the opponent is allowed some practical chances.)

47 \textit{x}xg7 \textit{x}f4 48 \textit{x}xg3 \textit{e}e5 49 \textit{f}f2 \textit{b}c4 50 \textit{b}g6 \textit{a}a4 51 \textit{g}g3 \textit{f}4 52 \textit{b}b3 \textit{b}c4 53 \textit{d}d1

[If White advances 53 h4, the pawn would quickly be lost. White's game is hopeless.]

53...\textit{e}e4 54 h4 \textit{f}3 55 \textit{e}e1 \textit{g}f4 56 h5 \textit{b}c1+ 57 \textit{f}f2 \textit{b}c2+ 58 \textit{e}e1 \textit{g}g3 59 h6 \textit{b}e2+

[Driving the king away from the f1 square.]

60 \textit{d}d1 \textit{e}h2 61 a4 \textit{b}a4 62 h7 \textit{b}xh7 63 \textit{x}xb4 \textit{h}h1+ 64 \textit{d}d2 \textit{f}2 65 \textit{b}b8 \textit{f}1(\textit{g}) 0-1

(A beautiful positional game! A classic example of a consistently carried out master-plan, with the gradual accumulation and realis-
ation of advantages and the technical execution of the game in the rook ending. This is probably one of Chigorin's finest creative achievements.

[Notes by Vasyukov and Nikitin ( ) and Blumenfeld [ ].]

96 Chigorin - Salve
(8th Match Game, Lodz 1906)
French Defence
1 e4 e6 2 d4 d5 3 �c3 d6 4 g5 dxe4 5 �xe4 �f6 6 fxe4 gxf6
(Nowadays, it is considered that taking the bishop with the pawn does not promise equal chances. Practice shows that Black's pawn weaknesses on the king's flank serve as objects of attack, and this is far more important than the advantage of the two bishops and the half-open g-file. A serious drawback of the system is that Black, as it were, takes it upon himself to bring about a decision in the middlegame, because in the ending he pays dearly for his pawn weaknesses. At the time, the system with 6...gxf6 was warmly recommended by Lasker and was readily adopted by Rubinstein and Salve. Chigorin, right from the start, had a poor opinion of this opening set-up and therefore his encounter with Salve bore the character of a principal creative argument. Interesting is Chigorin's remark on the plan of play in the event of the more solid 6...�xf6: "In the good old days, 4...dxe4 was avoided, as the continuation 5 �xe4 �e7 6 �xf6 �xf6 7 �f3 was considered as being not quite acceptable for Black. After he castles on the king's side, before he has time to bring the queen's bishop into play [e.g. on b7], White, by playing �d3 and h4, sets up a strong attack on the king's flank, often with a sacrifice of bishop or knight for the h-pawn".

We should mention that occasionally the system with 6...�xf6 is seen today in competition of the highest class. Thus the game Spassky-Petrosian, from the 1966 World Championship Match, continued 7...�d7 8 �d2! �c6 9 �xf6+ �xf6 10 �e5! 0-0 11 0-0-0 �d7 12 �xc6 bxc6 13 h4 �ab8 14 �h3 c5 15 �g5! and White obtains a greatly superior ending.)
7 �f3 f5 8 �g3 c5
(It is not necessary for Black to create tension in the centre. 8...�d7 is better.)
9 �b5+
(Chigorin also played 9 dxc5 �xc5 10 �xd8+ �xd8 11 �c4, but convinced himself that Black's pieces obtain great scope for action. In variations with 9 �b5+, White plays for an advantage in development and creates threats in the centre.)
9...�c6?
(A serious mistake which allows White to deploy his pieces in the very best way. Necessary was 9...\texttt{\textbackslash d}d7 10 \texttt{\textbackslash e}xd7+ \texttt{\textbackslash e}xd7 followed by ...\texttt{\textbackslash b}c6. Admittedly, in this case, Black has in prospect a long struggle with equal chances, albeit in a position without any hint of activity, e.g. 11 dx\texttt{\textbackslash c}5 \texttt{\textbackslash e}xd1+ 12 \texttt{\textbackslash e}xd1 \texttt{\textbackslash e}c6 13 0-0 \texttt{\textbackslash a}xc5 14 \texttt{\textbackslash f}fel \texttt{\textbackslash f}e7.)

10 c3 \texttt{\textbackslash f}6

[Rubinstein, in a game played against Chigorin in the match-tournament at Lodz, a little later, played 10...0-0, but was forced to lay down his arms even sooner; the game continued: 11 \texttt{\textbackslash a}xc6 bxc6 12 0-0 cxd4 [12...\texttt{\textbackslash b}7!] 13 \texttt{\textbackslash e}xd4 \texttt{\textbackslash b}c7 14 \texttt{\textbackslash h}5 \texttt{\textbackslash e}h8 15 \texttt{\textbackslash f}fel f4 [15...\texttt{\textbackslash b}7!] 16 \texttt{\textbackslash e}4 f5 [Black already has no satisfactory defence e.g. 16...c5 17 \texttt{\textbackslash g}5! \texttt{\textbackslash x}g5 18 \texttt{\textbackslash x}g5 cxd4 (or 18...f6 19 \texttt{\textbackslash w}h6 etc.) 19 \texttt{\textbackslash w}f6+ \texttt{\textbackslash b}g8 20 \texttt{\textbackslash w}e5 \texttt{\textbackslash h}6 21 \texttt{\textbackslash w}h5 and wins; or 16...f6 17 \texttt{\textbackslash c}5! etc. with a winning position. Bogoljubov.] 17 \texttt{\textbackslash g}5 \texttt{\textbackslash x}g5 18 \texttt{\textbackslash x}g5 e5 19 \texttt{\textbackslash w}h6 \texttt{\textbackslash d}d7 20 \texttt{\textbackslash f}f3 \texttt{\textbackslash b}fe8 [if 20...\texttt{\textbackslash b}e8 21 \texttt{\textbackslash w}xe5; or 20...\texttt{\textbackslash e}4 21 \texttt{\textbackslash w}g5] 21 \texttt{\textbackslash w}g5! \texttt{\textbackslash b}e7 [21...\texttt{\textbackslash c}8 22 \texttt{\textbackslash x}e5!] 22 \texttt{\textbackslash w}f6+ \texttt{\textbackslash w}g7 23 \texttt{\textbackslash f}f7+ \texttt{\textbackslash w}g8 24 \texttt{\textbackslash w}h6+ \texttt{\textbackslash w}h8 25 \texttt{\textbackslash b}xe5 \texttt{\textbackslash c}8 26 \texttt{\textbackslash b}e7 \texttt{\textbackslash f}8 27 \texttt{\textbackslash f}7! 1-0 A devastating finish!]

11 \texttt{\textbackslash e}2 cxd4 12 \texttt{\textbackslash e}xd4 \texttt{\textbackslash d}d7 13 0-0

(Black experiences serious difficulties in the further development of his pieces. His king cannot castle because of 14 \texttt{\textbackslash g}xf5. Salve endeavours to weaken White’s threats in the centre by preparing the exchange ...\texttt{\textbackslash x}d4.)

13...\texttt{\textbackslash b}d8 14 \texttt{\textbackslash a}xc6! bxc6

(There is no choice. On 14...\texttt{\textbackslash a}xc6 follows a sacrifice on f5: 15 \texttt{\textbackslash g}xf5 exf5 16 \texttt{\textbackslash x}f5 \texttt{\textbackslash d}d7 17 \texttt{\textbackslash f}fel [Chigorin gives 17 \texttt{\textbackslash b}d1 \texttt{\textbackslash c}7 18 \texttt{\textbackslash x}d7 \texttt{\textbackslash x}d7 19 \texttt{\textbackslash b}el and White wins.] \texttt{\textbackslash w}c5 18 \texttt{\textbackslash w}g4 with a very strong attack.)

15 \texttt{\textbackslash f}fel \texttt{\textbackslash c}5 16 \texttt{\textbackslash b}d1!

(White does not hurry to force events and brings into play his last piece. He threatens 17 \texttt{\textbackslash x}xf5 exf5 18 b4 or 17 \texttt{\textbackslash g}xf5 exf5 18 \texttt{\textbackslash w}b3, and, on 16...\texttt{\textbackslash w}c8, with the idea of parrying 17 \texttt{\textbackslash x}xf5 with the intermediate 17...\texttt{\textbackslash b}d1, to follow with the beautiful combination 17 \texttt{\textbackslash g}xf5 exf5 18 \texttt{\textbackslash x}e7!! \texttt{\textbackslash w}xe7 19 \texttt{\textbackslash b}xe7+ \texttt{\textbackslash w}xe7 20 \texttt{\textbackslash b}xc6+ and White has two extra pawns.)

16...f4 17 \texttt{\textbackslash e}4 \texttt{\textbackslash e}5

(At the cost of new pawn weaknesses, Black endeavours to transfer the queen to the safer square c7, where it will also take part in the defence.)

18 \texttt{\textbackslash f}3!

(In view of the threats 19 \texttt{\textbackslash b}3 or 19 \texttt{\textbackslash e}2, the Black queen is forced to immediately retreat.)

18...\texttt{\textbackslash c}7 19 \texttt{\textbackslash h}5!

(Once again he threatens the incursion of the knight on f5.)

19...\texttt{\textbackslash c}8 20 \texttt{\textbackslash g}5 \texttt{\textbackslash x}g5 21 \texttt{\textbackslash x}g5

diagram
After the exchange of the black squared bishop, Black's position is left defenceless. White threatens both 22 ¤xc6 and 22 ¤f5, and on 21...£d5 would follow 22 £g7 £f8 23 ¤xe6 £xe6 24 £xd5 £xd5 25 £xe6+ winning. Black's further resistance is of a purely symbolic character.

21...h5 22 £f5
[White could play 22 ¤xc6, after which would follow 22...£d6. White would of course still win the game, but after the text move he achieves his aim more simply and accurately.]

22...£d5
[23 £g7+ was threatened.]

23 c4!
[On 23 £g7, Black could reply 23...£xf5! which would considerably delay White's victory, even if that is all he can expect.]

23...£xd1 24 £xd1
[White could win by the continuation 24 £g7+ £f8 25 £xd1, but this would not force the opponent to resign more quickly; by playing 25...£g8 26 £xe6+ £xe6 27 £d8+ £xd8, Black would prolong the game for quite some time.]

24...exf5 25 £g7 £f8 26 £e1+ £e6 27 £xe6+ £d7 28 £h6! £a5 29 £d4+ £e8 30 £h3 £f6 31 £xf4 £d7 32 £xh5 £xa2 33 £h7+ 1-0
[Notes by Vasyukov and Nikitin (and Chigorin).]

97 Salve - Chigorin
(13th Match Game, Lodz 1906)
Queen's Gambit Declined
1 d4 d5 2 £f3 e6 3 c4 £f6 4 £c3 £g6 5 £g5 £e7 6 e3 0-0 7 £c5
[Salve was well known for being a "natural player" and was not an expert of opening theory. The text move facilitates Black's defence.]

(Whilst shutting in the black squared bishop with the White pawn chain, Salve endeavours to gain space on the queen's flank. However, such an early advance of the c-pawn removes the tension in the centre and presents Black with a clearly defined plan of action - to prepare a break in the centre by ...e5.)

7...c6 8 £d3 £h6
(A questionable move, which could seriously hamper his preparations for ...e5, since Black drives back the bishop to a diagonal on which it participates in the struggle for the e5 square. Deserving attention is another plan: 8...£e8 9 £c2 £f8 10 £e5
\( \text{\&d7}, \text{for example: 11 \&xe7 \&xe7}
\)
12 f4 f6 [or 12...\&xe5 13 fxe5 f6
14 exf6 \&xf6] 13 \&xd7 \&xd7 14 e4
e5! 15 fxe5 fxe5 16 exd5 exd4+.)
9 \&f4 \&h5 10 \&g3?
(A serious positional mistake,
after which Black at once advances ...e5. It was absolutely neces-
sary to leave the bishop on f4 and either castle or firstly play
10 b4 [or even 10 h3]. Then, after the inevitable exchange
10...\&xf4 11 exf4, it would be
far more difficult for Black to
carry out the break ...e5.)
10...\&xg3 11 hxg3 e5 12 \&c2 e4 13
\&d2
(Black can be altogether satis-
fied with the opening. His central outpost on e4 is stronger
than White’s c5 pawn. This out-
post cannot be undermined by
means of f3 as that would imme-
diately weaken the g3 pawn. The
open h-file for the White rook
has a purely symbolic meaning.)
13...\&f6
(This move seems to be the most
natural, since it opens the way
for the \&c8 and also prepares
...\&g4. However, Black could
begin immediate play against the
c5 pawn: 13...b6 14 b4 a5 15 a3
\&f6! 16 \&a4 \&a6.)
14 b4 \&c7
[Preventing f3.]
15 \&b3 b6 16 \&e2?
(Now Black gains the initiative
on the queen's flank. Castling
was necessary.)
16...a5! 17 a3
(There is no choice - 17 bxa5
bxc5, or 17 cxb6 \&xb4+.)
17...axb4 18 axb4 \&g4 19 \&c1 \&xal
20 \&xal \&b7 21 \&c3 \&a8 22 \&b2 \&a6
23 \&d2!
(In a difficult position, White
finds a good defensive resource.
Making use of the closed nature
of the position, he is willing to
leave his king in the centre in
order to quickly introduce the
rook on h1 into play.)
23...\&c4!
[This move requires deep calcul-
ation. It also testifies to the
fact that, until the end of his
life, Chigorin maintained his
wonderful combinative talent.]

(Black takes very energetic meas-
ures to once and for all change
the momentum of the struggle to
his advantage, but nevertheless
White has still sufficient def-
estive resources.
White is obliged to exchange
rooks - 24 \&al \&xal [24...\&b8 25
Chigorin considered that White could then put up a successful defence. All the same, in our opinion, his position remains very difficult, though not after 25...\texttt{bxb4?} 26 \texttt{a8}+ \texttt{h7} 27 \texttt{xc6}, but after the cunning 25...\texttt{f8}, as a result of which the White queen remains tied to the defence of the \texttt{b4} pawn and the \texttt{f1} square. Instead of this, Salve makes a tempting and seemingly useful move. It not only defends the \texttt{b4} pawn but prepares the break \texttt{f3}. However, it is highly doubtful whether there is any benefit from the advance \texttt{f3}, and once again the White rook is cut off from play and this has a decisive effect on the following events.

24 \texttt{c1?} \texttt{d7}!!

[This conception had already been thought out by Chigorin on the preceding move!]

25 \texttt{f3}

[Salve, unsuspectingly, thought that he had "caught" Chigorin. Alas, a cruel disappointment awaits him.]

25...\texttt{bxc5}!

(Refuting White's idea. On 26 \texttt{fxg4} would follow 26...\texttt{cxd4} 27 \texttt{d3a2} [27 \texttt{d1} \texttt{a4+}; 27 \texttt{exd4} \texttt{xd4}+ and ...\texttt{xb4}] \texttt{g5}! and, on 25 \texttt{bxc5}, Black succeeds in both taking the \texttt{f3} pawn and getting out with the queen: 26...\texttt{b8} 27 \texttt{a3 exh3} 28 \texttt{d3 b4}.)

26 \texttt{dxc5 exf3}

(Another obvious continuation, which is equally unpleasant for White, would be 26...\texttt{f6} 27 \texttt{fxg4 d4}!, but Chigorin consistently carries out his plan.)

27 \texttt{ad3} \texttt{fxg2} 28 \texttt{d1} \texttt{e5}!

(In this lies the whole point of Chigorin's idea.)

[This blow crowns Chigorin's deep combination. Black not only saves the queen, but also remains with an extra pawn as well as the better position.]

29 \texttt{xc4}

(On 29 \texttt{bxc4} would follow the calm 29...\texttt{d8} and Black wins another pawn, e.g. 30 \texttt{bxa2} \texttt{xd3} 31 \texttt{xd3} \texttt{xc5} 32 \texttt{xc5} \texttt{xc5} 33 \texttt{e5} \texttt{a7}.)

29...\texttt{xc4+} 30 \texttt{c2} \texttt{xb2} 31 \texttt{xb2} \texttt{f3}

(The storm is over and White's position is in ruins.)

32 \texttt{d4} \texttt{f6} 33 \texttt{d1} \texttt{e4} 34 \texttt{e2} \texttt{xc3} 35 \texttt{fxe4!} 36 \texttt{c2} \texttt{d3} 37 \texttt{dd1} \texttt{a2}+ 38 \texttt{c1}

(Material loss for White is inevitable. After 38...\texttt{g5}! 39 \texttt{h5} \texttt{e5}! or 39 \texttt{g2} \texttt{d4}!, Black would win very quickly. Chigorin chooses a different, albeit longer method.)

38...\texttt{a4} 39 \texttt{e1} \texttt{b4} 40 \texttt{e4} \texttt{a4} 41 \texttt{exd5} \texttt{xh5} 42 \texttt{xd5} \texttt{cxd5} 43 \texttt{e8}+.
Thus, the position reached in the game, Chigorin-Schiffers, Petersburg 1895, after 14 moves, was repeated [with reversed colours] 76 years later in the game, Taimanov-Fischer, played in the quarter-final match for the world championship. And to whom is not well known the position 1 d4 ∑f6 2 ∑f3 b6 3 c4 ∑7 4 e3 g6 5 ∑c3 ∑g7 6 0-0 d6 7 0-0 0-0 8 e4 ∑bd7 9 ∑e3 e5, and is this not as was played by Chigorin even in 1898?

Contemporary Yugoslav masters have spent a lot of time and energy analysing the position 1 d4 ∑f6 2 c4 c5 3 d5 d6 4 ∑c3 g6 5 e4 ∑g7. They have also examined the system, 6 f4 0-0 7 ∑f3 ∑g4 8 h3 ∑xf3 9 ∑xf3 ∑bd7, and is it not true that this is a position from the game, Burn-Chigorin, played in 1898?

The great majority of Chigorin's King's Indian Defences consisted of the set-up in which the black squared bishop is developed on e7. From the Old Indian formation for Black, it is interesting to look at another opening of a game, Schiffers-Chigorin, played in 1903; 1 e4 g6 2 d4 ∑g7 [Ufimtsev Defence!] 3 ∑e3 d6 4 ∑d3 ∑f6 5 h3 ∑bd7 6 ∑e2 e5 7 c3 ∑e7 8 ∑d2 0-0 9 ∑e2 ∑e8 10 0-0-0 d5! 11 f3 exd4 12 cxd4 dxe4 13 fxe4 ∑xd5! 14 e4 e5 5 d5

(Chigorin considered that, as a result of this move, "White's
king's bishop is inactive until the end of the game." It seems he was not quite right in his judgement. If White will later commence preparations for a queen's side pawn offensive, the bishop placed on e2 could be useful for him. Of course, instead of 5 d5, White could maintain the tension in the centre, as a very early advance of the d4 pawn rather prematurely determines the pawn structure, which somewhat limits White's possibilities.)

5...\texttt{Ke}7 6 \texttt{Kd}3 \texttt{Kf}8

(Nowadays, the knight would be attracted to the c5 square, but Chigorin, in the system with the development of the bishop to e7, as a rule transferred the knight to g6.)

7 \texttt{Ke}3 \texttt{Kg}6 8 h3

(A move useful in itself, but here connected also with the beginning of a not very justified diversion on the king's flank.)

8...0-0 9 g4

(White should play simply 9 0-0 and then \texttt{Ke}3 and b4.)

9...\texttt{Ke}8 10 \texttt{Ke}2 \texttt{Kf}8 11 \texttt{Kc}2

(The first pause - instead of the natural continuation of White's chosen plan of development [11 \texttt{Kg}3], he has to defend the e4 pawn, which could find itself under threat after 11...\texttt{Kf}4.)

11...c6!

(Black, in good time, gets down to operations in the centre and on the queen's flank. His plan is clear: after 12...\texttt{Kd}7, to place his rook on c8 and play ...b5.)

12 \texttt{Kg}5 \texttt{Kd}7

(Black would also have a very good position after 12...h6, but he does not want to spend time on operations which do not fit in with the plan.)

13 \texttt{Kb}3

(It is difficult for White to do anything against the growing initiative of the opponent. On 13 \texttt{Kc}4, good are both 13...\texttt{Kf}4 and 13...h6 14 \texttt{Kx}g6 hxg5. The queen leaves the c-file, but, all the same, finds itself faced by the Black rook.)

13...\texttt{Kb}8 14 \texttt{Kf}1 h6 15 \texttt{Ke}3

(The exchange 15 \texttt{Kf}6 \texttt{Kx}f6 16 \texttt{Kg}2 would allow White to hold his pawn chain, but abruptly weakens his king's flank.)

15...b5!

(Strategically the game is decided. White cannot prevent the opening of lines in the centre. The forcing operation, 16...bxc4
17 \( \text{xc}4 \) cxd5 18 exd5 e4 is threatened. It works also after 16 \( \text{xa}7 \), since, on 16...bxc4, White cannot play 17 \( \text{xb}8 \) \( \text{xb}8 \) 18 \( \text{xb}8 \) because of 18...\( \text{xd}5! \)

16 dxc6 \( \text{xc}6 \) 17 cxb5
(White has managed to avoid the opening of the b-file, but now his position in the centre collapses. Probably, 17...\( \text{xe}4 \) would be good enough, but Chigorin opens the centre more effectively and powerfully.)

17...d5! 18 \( \text{e}1 \)
(There is nothing better, and the variation 18...\( \text{dxe}4 \) 19 \( \text{c}4 \) would suit White.)

18...d4!
(Black intends to capture the e4 pawn, but under more favourable circumstances. White decides to "pay off" the b5 pawn.)

19 \( \text{c}2 \) dxe3!
(As Chigorin notes, this is stronger than 19...\( \text{a}8 \) 20 \( \text{d}2 \) \( \text{c}8 \) 22 \( \text{bl} \).)

20 bxc6 \( \text{b}6 \)
(White has somehow managed to stabilise the position in the centre, but at a high price: Black seizes the b and c-lines, and, in addition, there are beginning to be unpleasant threats to the White king on the gl-a7 diagonal.)

21 fxe3 \( \text{ec}8 \) 22 \( \text{cl} \) \( \text{xe}3 \) 23 \( \text{g}2 \) \( \text{b}6 \)!
(White rejects the doubtful 23...\( \text{f}3+ \) and returns with the queen in order to capture the c6 pawn. White's position is hopelessly lost, with his pieces out of play on the king's flank.)

24 \( \text{a}4 \) \( \text{e}7 \) 25 b3 \( \text{xc}6 \) 26 \( \text{xc}6 \) \( \text{xc}6 \)
(The active White rook is exchanged [though White will still fight for the c-file]; Black's next rook move takes the d-file and it becomes clear that Black has an extra rook in play.)

27 \( \text{c}4 \) \( \text{d}8 \) 28 \( \text{el} \) \( \text{b}4 \)!
(All goes according to plan. Against the threat of ...\( \text{f}3 \), there is no defence, and White decides to hasten events. He could have put up a longer resistance by means of 29 \( \text{g}1 \) followed by \( \text{g}3 \).)

29 a3 \( \text{xd}3 \) 30 \( \text{xd}3 \) \( \text{e}3 \)
(The \( \text{f}8 \) enters the game and the struggle is over.)

31 \( \text{xe}5 \)
(Somewhat more tenacious is 31 \( \text{f}2 \) \( \text{c}5 \) 32 \( \text{h}2 \) \( \text{f}3 \)! 33 \( \text{el} \) \( \text{e}3 \), though White finds himself in zugzwang and must suffer defeat. However, he chooses an instant death.)

31...\( \text{c}5 \) 32 \( \text{xf}7+ \) \( \text{h}8 \) 33 \( \text{d}4 \) \( \text{xd}4 \) 0-1

[Notes by Vasyukov and Nikitin.]

99 Duras - Chigorin
(Nurnburg 1906)
(Spanish)

1 e4 e5 2 \( \text{f}3 \) \( \text{c}6 \) 3 \( \text{b}5 \) a6 4 \( \text{a}4 \) \( \text{f}6 \) 5 0-0 \( \text{e}7 \) 6 \( \text{el} \) b5 7 \( \text{b}3 \) d6
8 c3 0-0 9 h3 d5 10 c2 c5 11 d4 e7 12 ebd2
(Here we have a genuine pearl from Chigorin's legacy of openings. Nowadays, this position is continually encountered in competition of the very first rank. Analysis of it has been carried out by many theoreticians around the world. In the Soviet Union, this includes Rauser, Panov, Boleievsky and Furman.

Chigorin also employed a similar opening set-up before this game, for example, against Lasker at London 1899 - but here c3 was played on the 6th move and d3 on the 8th, and the opening debate did not take place.

The richness of ideas contained in Chigorin's conception was not at once realised. Some time already after his death, the system was considered bad, but subsequently it proved its worth and thereafter its reliability was never in doubt. Later analysis polished up Black's method of defence, making it more active.)

12 ... #18 13 e3 e8 14 e3 e6 15 e5
(The invasion of the knight on d5 is more dangerous for Black. After 15 dxe5 dxe5 16 e5 16 e5 17 exd5, the two bishops guarantee White the initiative.)

15 ... e6 16 d5
(White goes over to a scheme of attack which was popular at this time. After closing the centre, he will launch an attack with the g and h-pawns. In reply, Chigorin begins to prepare the advance ...f5 - a method which even nowadays is considered to be the most effective.)

16 ... e7 17 g4 g6 18 e3 e7 19 e2 e4 20 e2 e6
(Objectively stronger was the exchange of knights, since the position of the knight on b6 is only a little better than that on a5. Chigorin, apparently, simply wants to avoid exchanges. After 20 ... e2 and 21 ... e8, Black would impede the further advance of the h-pawn.)

21 h4
(A sharp conception, at the basis of which lies the correct idea of opening the h-file at the cost of a pawn.)

21 ... e8! 22 e2
(Of course, not 22 g5 because of 22 ... f6! after which the initiative on the king's flank passes completely over to Black, e.g. 23 e3 xf5 24 e5 e5 24 e5 25 f2+ followed by ... e8.)

22 ... e4
(Black makes a principal, though also risky decision. Never in the game is his position as dangerous as it is now.)

23 f3?
Lo sing an important tempo for the attack. He should play at once 23 \( \text{h1} \), after which extremely dangerous for Black would be 23...\( \text{h}4 \) because of 24 \( \text{f3} \)! when both king and queen are shown to be in danger. The strength of White's threats can be illustrated by the following variations:

- 24...\( \text{a}8 \)? 25 \( \text{h}xh7+! \) and 26 \( \text{g}5+\); 24...\( \text{c}8 \) 25 \( \text{h}4 \) \( \text{d}7 \) 26 \( \text{h}1! \) \( \text{f}6 \) 27 \( \text{g}5 \); 24...\( \text{f}6 \) 25 \( \text{e}1 \) with the threat of 26 \( \text{d}1 \).

It seems Black has to retreat the queen to d8, but then, after 24 \( \text{d}f1 \), he does not succeed in creating such strong counterplay on the black squares as he obtains in the game.)

23...\( \text{h}6! \) 24 \( \text{h}1 \) \( \text{f}6 \)

(An important moment. White decides not to make the further sacrifice - 25 \( \text{x}h6 \) \( \text{x}h6 \) 26 \( \text{g}5 \) \( \text{x}g5 \) 27 \( \text{f}4 \) - and his initiative abruptly decreases. Chigorin considered that he would repulse the attack by 27...\( \text{h}4 \) 28 \( \text{x}b6 \) \( \text{h}3+ \) 29 \( \text{f}2 \) \( \text{h}2+ \) 30 \( \text{e}3 \) \( \text{g}3 \) 31 \( \text{x}d7 \) \( \text{f}d8 \) 32 \( \text{f}6 \) \( \text{f}4+ \) 33 \( \text{e}2 \) \( \text{x}f6 \) 34 \( \text{x}h6 \) \( \text{g}5 \) followed by \( \text{g}8-\text{g}6 \). However, after 35 \( \text{h}1 \) \( \text{g}8 \) 36 \( \text{h}3 \) \( \text{g}6 \) 37 \( \text{h}1 \), the advantage remains with White. Nevertheless Black has a defence: instead of 28...\( \text{h}3+ \), he should play 28...\( \text{h}3+ \) and the White king is already shown to be in danger - 29 \( \text{f}2 \) [29 \( \text{h}2 \) \( \text{g}4+! \)] \( \text{b}8 \). After 30 \( \text{d}2 \) \( \text{g}8 \) or 30 \( \text{e}3 \) \( \text{f}5 \) 31 \( \text{x}h6 \) \( \text{f}4 \), Black seizes the initiative.)

25 \( \text{h}3 \) \( \text{g}7! \)

(Because of the threat ...\( \text{f}5 \), White must move his king off the g-file, so losing yet another tempo.)

26 \( \text{f}2 \) \( \text{f}4 \) 27 \( \text{x}f1 \) \( \text{e}8 \) 28 \( \text{e}3 \) \( \text{e}7 \)

(A little uneveness in the conduct of the strategical plan. Stronger was 28...\( \text{f}6 \), since White could now, by means of 29 \( \text{g}2 \), force Black to exchange bishops at a not very favourable moment.)

29 \( \text{h}1 \) \( \text{f}6 \) 30 \( \text{g}2 \)

(If 30 \( \text{d}2 \) [to prepare \( \text{b}1 \)] then 30...\( \text{c}4! \) 31 \( \text{c}4 \) \( \text{c}4 \) \( \text{b}4 \) 32 \( \text{f}4 \) \( \text{f}4 \) 33 \( \text{e}2 \) \( \text{g}5! \) 34 \( \text{e}5 \) \( \text{f}5 \) 35 \( \text{h}7+ \) \( \text{x}h7 \) 36 \( \text{h}7 \) \( \text{h}7 \) 37 \( \text{g}2 \) \( \text{f}6 \) 38 \( \text{d}1 \) \( \text{e}8 \) etc., with the irresistible threat of ...\( \text{e}4 \). Bogoljubov.)

30...\( \text{g}5! \)

(After this excellent move, Black can calmly prepare the breakthrough ...\( \text{f}5 \). White has no counterplay whatsoever. After the exchange 31 \( \text{x}g5 \) \( \text{f}xg5 \), Black's
pressure on the f-file is decisive.)
31 b3 Qe7 32 Qe3 Qe7 33 Qh4?
(Hastening the end, since, with the king on e3, the advance ...f5 is carried out with particularly great force. He could put up a more stubborn resistance by 33 Qh2 followed by h6l.)
33...Qxe3+ 34 Qxe3 f5!
(And so, White has failed in his preparations to meet this breakthrough, as a result of which his position now literally falls to pieces. The rest is clear even without comments.)
35 exf5 gxf5 36 Qxf5 Qg5+ 37 Qe2 Qxd5 38 Qe1 Qe3+ 39 Qe2 Qf4 40 Qg2 Qxe2 41 Qxe2 Qxc3+ 42 Qf2 Qd4+ 43 Qg2 Qg7+ 44 Qg6+ Qxg6 45 fxg6 Qc6 46 Qf2 Qxf3
(After 46...e4! the end of the game would come even quicker.)
47 Qxf3 Qxf3+ 48 Qxf3 Qc3+ 49 Qe4 Qxc2+ 50 Qd5 Qd3+ 51 Qe6 Qxg6 52 Qb6 d5+ 53 Qxc5 Qc7+ 54 Qxd5 Bd7+ 55 Qxe5 Qxe8+ 56 Qf4 Qf7+ 57 Qg3 Qe3+ 0-1
[Notes by Vasyukov and Nikitin.]

100 Chigorin - Tarrasch
(Ostende 1907)
Scandinavian Defence
1 e4 d5
[Tarrasch, over the course of many years, repeated a countless number of times that the King's Gambit was "incorrect" and that Black should accept the gambit or decline it with 2...d5, obtaining the better game. However, in his encounters with Chigorin, this spokesman of the "scientific" in chess nearly always preferred to "seek shelter" in the French, Sicilian or Scandinavian Defences. Grekov.)
2 exd5 Qxd5 3 Qc3 Qa5 4 Qf3 Qf6 5 d4 Qg4
(Contemporary theory recommends to find out at once the intentions of the Qg4 by playing 6 h3. After 6...Qxf3 7 Qxf3, White has a rich choice of promising plans, and, after 6...Qh5, it considers favourable for White Lasker's variation 7 g4 Qg6 8 Qe5 c6 9 h4 Qbd7 10 Qc4.)
6 Qe2 Qc6 7 Qe3 0-0-0
(Black has positioned his forces quite successfully and threatens to still further increase the pressure in the centre after ...e5. Chigorin plays the move recommended by Duras, which uses tactical means to eliminate the pressure on the d4 pawn.)
8 Qxd2! Qxe2
(Retreating the bishop is less favourable: 8...Qf5 9 Qc4 Qh4 10 a3; 8...Qe6 9 Qb3 Qd4 10 a3 Qd6 11 Qb5 Qd5 12 0-0 a6 13 c4 Qf5 14 Qc3.)
9 Qxe2
(In this capture lies Duras' idea. The d4 pawn cannot be taken - 9...Qxd4 10 Qxd4 Qxd4 11 Qb3; also 9...e5 cannot be played be-
cause of 10 c4 b4 11 dxe5! cxe5
12 dxe5 axb2 13 0-0 xc3 14 xf7.
The game will now assume a quiet positional character.)
9...e6 10 c3 f5 11 0-0-d6
(Deserving attention is 11...e4,
with the aim of preparing ...e5,
by preventing d5 after this move.)
12 h3 a5
[In order to obtain the a5 square for his queen, which, though it controls an open line, has no move.]
(Tarrasch goes against his own principles, offering an exchange of knights, the position of which, on b3, he considered to be very bad. Of course, without any particular risk, Black, by playing 12...h5, could prevent White seizing space on the king's flank.)
13 g4 xb3+ 14 axb3 a5 15 c1 c5 16 c4
(White avoids the exchange of knights, since the c5 is about to be dislodged from the centre after 17 d2 and c4.)
16...e3?
(The critical moment of the struggle. Black voluntarily exchanges his centralised knight for the passive a3. To crown the misfortune of this exchange, it strengthens White's position in the centre and opens the f-file for him. After 16...c6! Tarrasch would have retained a solid position, control over the f4 square and the possibility of the break ...e5.)
17 fxe3 h5 18 h1 f6 19 e4
(Of course, it is pleasant for White to play such a position. He has the possibility of playing in the centre [e5 or d5] and then also on one of the flanks. Meanwhile, Black is obliged to concern himself with the defence of his weaknesses, without any particular chances of creating active counterplay. Now he must transfer the queen to the king's flank - 19...g5, in order to try to isolate the relatively weak pawns on h3 and g4. Instead of this, with a careless move, he not only weakens the e6 pawn, but also gives the opponent the opportunity to cut off his queen from the king's flank.)
19...f6?
[On 19...hxg4, would follow 20 e5 a7 21 xg4, when White threatens not only to take the g-pawn but also to gain the advantage by a
rook sacrifice on f7.]
20 d5! e8 21 gxh5 exd5 22 g4+ h8 23 Bxd5 B4 24 c3
[White now has an extra pawn, and even if his pawn formation does not have great attacking power, it is still an advantage which can be favourably exploited, since, above all, he still has the attack.]
24...e5 25 a2
(25 xg7 deserved attention.)
25...f8 26 Bfd1 B6!
[26...f7 would be a mistake because of 27 B7, whereupon Black cannot capture the h-pawn because of the threatened mate on d8.]
27 c3 a6
(White has positioned his pieces well and seized the d-file, but to speak of it as a clear advantage would at this stage be premature. Black has counterplay, especially on the weakness of the pawns on e4 and h5. With the rooks on e8 and h8, Black can attack the h5 pawn by placing the queen on f7 and the bishop on e5, or the e4 pawn by placing the queen on e7. Over the next six moves, Chigorin tries to transfer the knight to d3 or exchange one of the rooks.)
28 e2 f7! 29 Bfd4 e5 30 Bd2 Be6 31 c3 f7 32 Bf2 e5
[It was probably better to again play 32...e5. Then 33 Bd7 was not to be feared since Black could then attack the h3 pawn by

33...xh5.]
33 Bf5
(White has not strengthened his position with this series of moves, and, after the retreat of the rook to e7, followed by...e8, it is doubtful whether he would manage to obtain the advantage, nor organise active operations on the queen's flank.)
33...Bf5?
(After this exchange, Black deprives himself of counterplay and White can immediately transfer the knight to the ideal d3 square.)
34 Bf5 f5 35 Bd5 Bd7 36 Bd4! Bd2 37 Bd3
(After 37 xg7 Bd8, White, to avoid worse trouble, would have to allow perpetual check [38 Bd5 B6+].)
37...Bd8
(Black tries to hold the position by tactical means.)
38 Bf2
[38 xxe5 would again allow perpetual check.]
38...Bf5 39 e2
[Of course not 39 xg7? because of 39...Bxd3 etc.]
39...Bf5 40 Bg2
[40 xxe5 xxe5 would increase Black's drawing chances.]
40...Bd7 41 Bf2!
(By attacking the a7 square, White creates the threat of 42 h6 gxh6 43 Bg8+ followed by mate.)
41...Bd4 42 Bf3 e7 43 Bg6 Bxe8 44
(Though Black, as before, keeps the e4 pawn under attack, the situation has clearly changed to White's favour. He has successfully regrouped his forces and now once again creates the threat of 44 h6. To repulse this, Black must allow an exchange of rooks and the g7 pawn for the h5 pawn.)

44...\(\text{b}5\) 45 \(\text{xg7}\) \(\text{xg7}\) 46 \(\text{xb7}\) \(\text{xb5}\) 47 \(\text{g4}\)

(There follows a technical phase of the game, and the win for White is already only a question of time.)

47...\(\text{h6}\) 48 \(\text{h4}\) \(\text{d2}\) 49 \(\text{h5}\) \(\text{e3}\) 50 \(\text{f3}\) \(\text{g5}\) 51 \(\text{b4}\) \(\text{b6}\)

(Now Black has created a weak square on c6 and White still further improves his position by obtaining, in addition to a passed h-pawn, an attack on the king.)

[This weakens the king's position. He could have put up a longer resistance by the waiting move \(51...\text{e8}\). Bogoljubov.]

52 \(\text{g4}\) \(\text{b7}\) 53 \(\text{e5!}\) \(\text{fxe5}\) 54 \(\text{e4+}\) \(\text{xb8}\) 55 \(\text{xe5!}\)

(The invasion of the knight on c6 promises White more advantage than securing the advance of the passed pawn. But, besides the threat of 56 \(\text{f6}\), White threatens the transfer of the knight to f7 or g4. Therefore Black has no choice.)

55...\(\text{a1+}\) 56 \(\text{a2}\) \(\text{h5}\) 57 \(\text{c6+}\) \(\text{h7}\)

(After 57...\(\text{f8}\), White wins the bishop: 58 \(\text{f5+}\) \(\text{h7}\) 59 \(\text{d8+}\) \(\text{g8}\) 60 \(\text{e6}\).)

58 \(\text{a5+}\) \(\text{e8}\) 59 \(\text{f5+}\) \(\text{d8}\)

[After 59...\(\text{f8}\), the bishop would again be captured by \(\text{c6+}\) followed by \(\text{d8+}\) and \(\text{e6}\).]

60 \(\text{c6+}\) \(\text{e8}\) 61 \(\text{c8+}\)

[It was possible to win a piece by 61 \(\text{e5}\) followed by \(\text{f3}\), but Chigorin prefers to take the pawns. In practice this is not worse. Grekov.]

61...\(\text{f7}\) 62 \(\text{xc7+}\) \(\text{g8}\) 63 \(\text{xb6}\)

(The rest is simple.)

63...\(\text{f7+}\) 64 \(\text{f3}\) \(\text{f3+}\) 65 \(\text{c3}\) \(\text{f1}\)

66 \(\text{d4}\) \(\text{f6}\) 67 \(\text{d5+}\) \(\text{f8}\) 68 \(\text{d3}\) \(\text{e2}\)

69 \(\text{d8}\) \(\text{g7}\) 70 \(\text{d7}\) \(\text{f1}\) 71 \(\text{d6}\) \(\text{g5}\)

72 \(\text{e5}\) \(\text{g6}\) 73 \(\text{f7+}\) \(\text{h6}\) 74 \(\text{d3}\) \(\text{g1}\)

75 \(\text{h3+}\) \(\text{g7}\) 76 \(\text{g4+}\) \(\text{xb4}\) 77 \(\text{c6x}\)

(And Black resigned on the 94th move.)

1-0

(An excellent positional game. Tarrasch set up a solid defence, but Chigorin displayed fine, skilful positional manoeuvering and perfect technical realisation of his advantage.)

[Notes by Vasyukov and Nikitin (and Tarrasch []).]

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