MASTERS OF THE CHESS BOARD

BY

RICHARD RÉTI

TRANSLATED FROM THE GERMAN

BY

M. A. SCHWENDEMANN

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NOTE ON THE AUTHOR

RICHARD RÉTI was born on May 28th 1889 at Pezinick, Czecho-Slovakia.

He studied mathematics and physics at the Vienna University, but in the end the lure of chess, which was particularly flourishing in Vienna in those days, proved too strong, and he devoted the rest of his life to the art.

His premature death, on June 6th, 1929, was an irreparable loss to International Chess. Quite apart from his imposing list of successes in big tournaments, his charming personality endeared him to all and the value of his literary work put him in the very front rank of chess writers.

His most noteworthy performances were :

Kashau 1918	First Prize	
Göteborg 1920	,, ,,	
Teplitz-Schönau 1922	,, ,,	(divided)
Carlsbad 1923	Second ,,	
Mährisch-Ostrau 1923	First ,,	
Vienna 1928	,, ,,	
Berne 1928	,, ,,	(divided)

In blindfold-chess Réti's performances were astounding. On one occasion he played no less than 29 games simultaneously without sight of the board.

I was honoured by the Master's friendship, and, like all those who knew him, I shall never forget his charm of manner and his kindly disposition.

I can see him now, with his perennial smile on his good-humoured features, bustling along with his leather brief case under his arm. It used to be a saying amongst his friends that where Réti's brief case was, there was Réti. At last he has had to part with it, but let us all be grateful that, in it he left his *Magnum Opus*, 'Masters of the Chess Board.'

J. DU MONT.

AUTHOR'S PREFACE

THIS book, though it is in the form of a collection of games, is nevertheless meant to be a text-book, – quite unlike a text-book on mathematics or some other science of course, since chess has never been learned from books alone. Just as one learns to swim by swimming, so one learns to play chess by playing chess. A text-book on chess can be nothing more than a guide for the amateur, a friend in time of need, warning him against pitfalls and revealing to him in leisure hours enough of the beauty and fascination of our art to give him that sense of enjoyment in chess which is the essential condition of success.

Such are the reasons which have led me to believe that this text-book might best take the form of a collection of games. Complicated mathematical calculations are a result of the synthesis of simple theories. The opposite is true of chess where the theory is an abstraction, a generalization of experiences gained in the playing of actual games. The primary element is the living game which is the foundation of all chess theory.

I have presented the achievements of the great masters of the chessboard in historical order because that is also the logical order.

The modern technique of chess is based on past experience and for this reason the newer master games can be correctly understood only after a study of the older masters.

In the selection of games as well as in their analysis I constantly kept in mind the fact that I was writing a text-book, and it was therefore invariably from the individual case that I derived the general principles and the theory not only of the openings but also of the middle game. Thus I dare hope that both experienced and less experienced players will find in my book a good companion and a faithful helpmate in their chess exploits.

CONTENTS

PART I

THE OLDER MASTERS

ADOLF ANDERSSEN

A KNOWLEDGE of combination is the foundation of positional play. This is a rule which has stood its test in chess-history and one which we cannot impress forcibly enough upon the young chess player

A beginner should avoid Queen's Gambit and French Defence and play open games instead ! While he may not win as many games at first, he will in the long run be amply compensated by acquiring a thorough knowledge of the game.

There were position-players even in the remote past, outstanding among whom was André Danican Philidor, who was perhaps the greatest chess thinker of all time. He had this in common with all his predecessors and contemporaries, that combination was not his strong point. The master who by his example developed the power of combination of the entire chess world to such an extent that it became ripe for position play was Adolf Anderssen.

Anderssen was born in Breslau, Germany, on July 6, 1818. But little is to be said about his life and career. He studied philosophy and mathematics and taught at the *gymnasium* of his native city till his death on March 13, 1879.

While yet a student he became engrossed with chess, although his powers developed but slowly. His winning of the first prize at the First International Master-Tournament in London in 1851, with which began the modern age in chess, therefore came as a surprise to both German and international chess circles. This triumph was followed by others, notably in London in 1862 and at Baden-Baden in 1870.

To the student we would like to recommend an analysis of the following Anderssen games, not only for his own pleasure, but in order to develop his powers of combination. It is a mistake to think that combination is solely a question of

talent and that it cannot be acquired. The same elements, as double attacks, pins, obstructions, etc., occur here again and again in more or less complicated associations. The more one sees of them, the easier it becomes to conceive and follow through such combinations oneself.

A thorough study of the following games will at the same time give us a better understanding of the so-called theory of openings. The opening of the following game is the King's Gambit. A Gambit is an opening in which a Pawn is sacrificed in order to obtain an advantage in development or some other gain. The oldest Gambit known in chess literature is the King's Gambit, 1. P—K4, P—K4; 2. P—KB4. The idea underlying this Gambit is twofold. In the first place it opens the KB-file, on which the KR can quickly become active, as for example after Castling. In the second place it offers the possibility, after elimination or exchange of the black K Pawn, of forming a strong Pawn centre eventually by means of P—Q4. We shall learn more about the strength of such a Pawn centre later. Of course after 2. . . . . P × P; White cannot very well play 3. P—Q4, at once, but has to guard first against the threatening Q—R5 ch.

The student as well as the more experienced player will improve his play considerably if he make it a rule to treat each opening systematically in accordance with its basic idea. Consequently, in playing the King's Gambit, he will keep in mind the two aims of this opening, namely pressure on the KB-file and the formation of a Pawn centre. If he allows himself to be tempted into by-paths however, he deprives his first moves of all meaning, and inconsistent play cannot fail to bring retribution.

How is Black now to reply to the King's Gambit? In former times the rule was to accept the sacrifice offered by the adversary. The King's Gambit was therefore accepted almost without exception by means of 2. . . . . P × P; with P—KKt4; following, in an endeavour to defend the Pawn on KB5. Apart from its material value, this defence has also a positional purpose. The defence of the KB5 Pawn effectively blocks the KB-file. In order to carry out the attack on the KB-file, which is in accordance with the underlying idea of the opening, White generally will have to sacrifice a piece in order to remove the black Gambit Pawn.

Another reply to the King's Gambit is the counter-attack in the centre: 2. . . . . P—Q4; usually continuing after 3. P × P (Q5) (it would of course be a serious mistake to play 3. P × P

(K5), on account of Q—K5 ch.) with 3. .... P—K5. The Gambit is here played by Black and is called the Falkbeer Gambit after its inventor, the Austrian chess master Ernst Karl Falkbeer, born in Bruenn in 1819, died in Vienna in 1885.

What does Black gain by making this Pawn sacrifice? Above all it achieves the complete defeat of the aims inherent in White's Gambit move. The opening of the KB-file, as well as the intended establishment of a Pawn centre are thoroughly thwarted. The position of the Pawn on KB4 seems now devoid of meaning. Moreover, Black's Pawn at K5 exerts a certain amount of pressure on the position of White which obstructs his development. Black is decidedly superior in the centre. For this reason the Falkbeer Gambit has come of late to be considered almost as the refutation of the King's Gambit.

Finally Black may attempt to ignore the Gambit move of White to some extent and to continue his development. In doing so Black does not necessarily have to play the protective move 2. .... P—Q3; at once which would shut in the black KB. The attack on Pawn K4 is illusory as 3. P × P, would prove abortive on account of Q—R5 ch. Black therefore can well afford to play first 2. .... B—B4; and to defend the Pawn on K4 later on with P—Q3; without limiting the freedom of action of the Bishop.

We shall of course have more to say concerning the King's Gambit during discussion of the games. But we would ask the student not to pass lightly over the general ideas concerning openings which we shall develop here and later. It seems unfortunate that most chess players appreciate only exact variations. The opposite would be more to the point. There is more real chess truth in ideas than in variations. Although these are to be found in black and white in voluminous books of scientific aspect, they are usually after a few short years found to be incorrect, sometimes almost as soon as they are off the press. Anyone with a correct understanding of the real intent and meaning of openings need never fear for his game, even without a knowledge of variations.

GAME 1

FALKBEER GAMBIT

Breslau 1862

White	*Black*
ROSANES	ANDERSSEN
1. P—K4	P—K4
2. P—KB4	P—Q4
3. P × QP	P—K5
4. B—Kt5 ch.	.....

This move is characteristic of the old-time player. The game was played without consideration of the finer positional qualities and the player was concerned mainly with obvious material advantages or mating attacks. To-day we know that the primary object of the struggle in the opening is the control of the centre. A modern player therefore aims first of all at the removal of the oppressive Pawn K5 and for this reason naturally plays 4. P—Q3. In this game White as was customary at that time attempts to establish first his preponderance in Pawns, even at the expense of his development and therefore plays 4. B—Kt5 ch., in order to exchange the Pawn Q5 which otherwise might become weak, after P—QB3.

4.	P—B3
5. P × P	Kt × P

The exchange of the Pawn was here usually accomplished with P × P.

6. Kt—QB3	Kt—B3
7. Q—K2	.....

White would have done better to move the QP in order to make up as much as possible for his rather backward development.

White instead continues to play for material gain, namely the capture of a second Pawn, the KP. Black is quite justified in not defending this Pawn, but to continue his development instead. The more Pawns are eliminated from the board and the more lines are opened thereby, the greater will be his advantage in development.

7.	B—QB4
8. Kt × P	Castles
9. B × Kt	P × B
10. P—Q3	R—K1
11. B—Q2	.....

In Castling on the Q-side, White is attempting to guard his King against possible danger. Black, however, has too many open lines on the Q-side also.

11.	Kt × Kt
12. P × Kt	B—B4
13. P—K5	Q—Kt3

After 13. ..... B × P; and 14. Q—B4, Black would have to exchange one of his valuable Bishops, but in view of White's undeveloped position, even this continuation would be advantageous for Black.

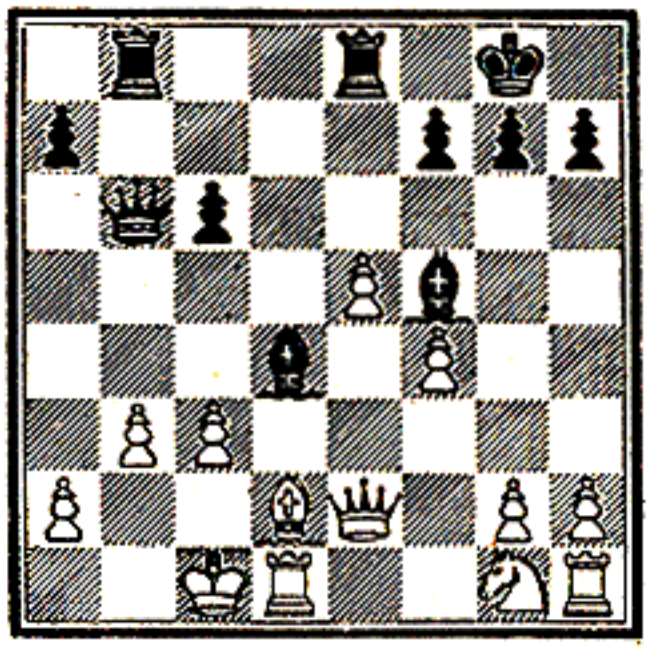
14. Castles QR B—Q5

This move weakens White's Castled position.

15. P—B3	QR—Kt1
16. P—QKt3	.....

Position after 16. *P—QKt3*

Black: ANDERSSEN



White: ROSANES

16. ..... KR—Q1

A quiet waiting move quite in the Anderssen manner and preparing a brilliant combination, which is completely overlooked by his opponent.

17. Kt—B3 .....

Had White seen through his adversary's plan, he would have played. 17. K—Kt2, although Black would have won speedily with B—K3; threatening B × P.

17. ..... Q × P !
18. P × Q R × P
19. B—K1 B—K6 ch.!

And mate next move.

GAME 2

KIESERITZKY GAMBIT

Breslau 1863

White	*Black*
ROSANES	ANDERSSEN
1. P—K4	P—K4
2. P—KB4	P × P
3. Kt—KB3	.....

This constitutes the so-called King's Knight's Gambit. Other current continuations are 3. B—B4, the Bishop's Gambit, and 3. B—K2, the restricted Bishop's Gambit. More recently 3. Q—B3, (Breyer Gambit) has occasionally been played. We shall say more about these continuations later.

3. ..... P—KKt4

As far back as three centuries ago it was known that the Gambit Pawn can only be protected in the long run by making this defensive move without delay. As we have already mentioned in the opening of the first game, it is fairly obvious that this endeavour to maintain the advantage gained was the prevailing manner of play in Anderssen's time. White now has two fundamentally different continuations. He can continue his development with 4. B—B4, and Castles, in the next move. Such naïve tactics might be used by superficial players whose only aim is the attack at all cost and who are not aware that this is not in accordance with the spirit of the King's Gambit. We know that the idea of the King's Gambit is to attack on the KB-file, where Black's KB3 and KB4 have become weak as a consequence of P—KKt4; as this pawn can no longer protect these squares or drive off hostile units from them. Playing in accordance with the real meaning of the Gambit, White therefore would have to aim first of all at the opening of the KB-file and at the elimination of the Pawn on B4. The continuation leading to positional advantage is therefore 4. P—KR4, undermining the defence of the Gambit-Pawn.

It was no accident therefore that typical positional players like Steinitz and Rubinstein are of the opinion that this variation of the King's Gambit is in favour of White. It should also be noted that in this fourth move White must determine his further course of action. If he plays 4. B—B4, Black can answer with B—Kt2; which would deprive the move 5. P—KR4 of its purpose, since Black has now the possibility of maintaining his chain of Pawns through P—KR3.

4. P—KR4 P—Kt5
5. Kt—K5 .....

This opening is called the Kieseritzky Gambit. Another continuation is the Allgaier Gambit with 5. Kt—Kt5, which gives White a

very dangerous attack, though he has to sacrifice the Knight after Black's move P—KR3; with Kt × BP.

5.....		Kt—KB3

We have here an excellent opportunity of demonstrating the advantages of a proper understanding of the real meaning of an opening and of showing how much more important this is than a mere memorising of variations. The average player, looking for the obvious attacking moves, would probably play 6. B—B4. But even the chess student who has taken the trouble of studying Bilguer's famous text-book would probably make the same move and soon be at a disadvantage, if his adversary played correctly.

It is not astonishing that this great work contains many flaws in regard to the analysis of the King's Gambit. In the first place almost every analysis based only upon variations has proved erroneous in the course of years, because a knowledge of variations is after all only sham knowledge. It is further to be considered that the King's Gambit is not a modern opening, most of its variations having originated at a time when positional thinking was relatively rare. Keeping in mind the underlying idea of the opening, the elimination of the Gambit-Pawn on B4 and the opening of the B-file, 6. P—Q4, would seem to be of primary importance. This is the move which was favoured by the oldest of the great masters of positional play, Philidor, and which recently has been demonstrated by Rubinstein as being advantageous for White. It is true that after 6. P—Q4, P—Q3; 7. Kt—Q3, Kt × P; 8. B × P, Black is a Pawn ahead, but his position is far from enviable, due to the irreparable weakness of the now open B-file.

It is not surprising that White in the following game made the more obvious, but weaker move.

6.	B—B4	P—Q4
7.	P × P	B—Q3
8.	P—Q4	Kt—R4

We can readily see that it is not so easy now for White to open the B-file, though he should have persevered, preferably with 9. Castles, in spite of the possible answer Q × P. As in the previous game, however, Rosanes again plays not for position, but for material advantage.

9.	B—Kt5 ch.	P—B3
10.	P × P	P × P
11.	Kt × P	Kt × Kt
12.	B × Kt ch.	K—B1
13.	B × R	.....

White to be sure now has the advantage of a clear Rook, but on the other hand a quite undeveloped game and an endangered King's position.

13.	.....	Kt—Kt6
14.	R—R2	

It seems almost superfluous to mention that White here should have tried to throw a sop to Cerberus by sacrificing the exchange with 14. K—B2, instead of wasting his Rook on R2. As Anderssen has shown in a long analysis, he would however even then have obtained a sufficient attack.

14.-	.....	B—KB4
15.	B—Q5	.....

A better defence would probably have been 15. B—B6, in order to prevent the black Rook from occupying the King's square.

15.	.....	K—Kt2 !
16.	Kt—B3	R—K1 ch.
17.	K—B2	Q—Kt3

With this move Black threatens to bring about a decision by means of B—K4.

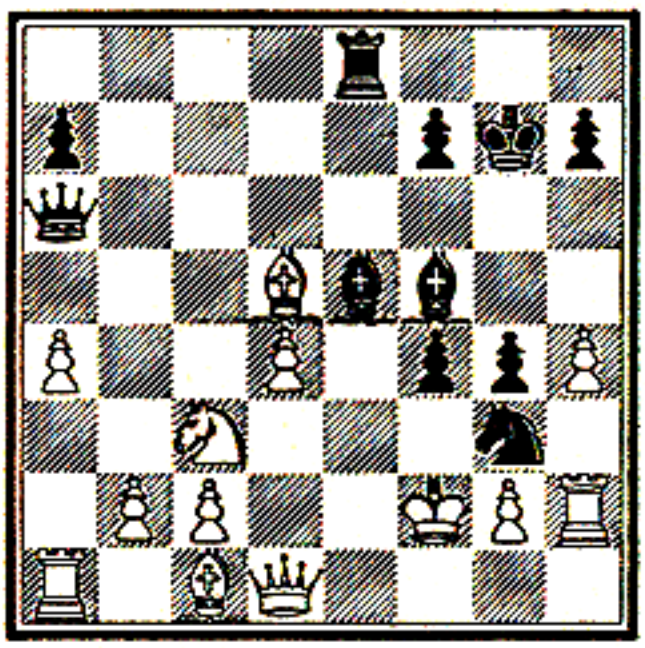
18. Kt—R4 Q—R3

threatening mate in four moves, Q—K7 ch.; 20. Q × Q, R × Q ch.; 21. K—Kt1, R—K8 ch.; 22. K—B2, R—B1 mate. White cannot parry this threat with 19. P—B4, since Black would answer with Q × Kt; and after 20. Q × Q, would mate, again with R—K7; etc.

19. Kt—B3 B—K4 !
20. P—R4 .....

Position after 20. *P—R4*

Black: ANDERSSEN



White: ROSANES

Black announced mate in four moves.

20. ..... Q—B8 ch !
21. Q × Q B × P ch.
22. B—K3 R × B !
23. K—Kt1 .....

Any other move is followed by R—K7 mate.

23. ..... R—K8 mate.

Following the trend of the times, Anderssen in later years turned more and more to positional play. We shall add one of these later games, though even here Anderssen's power of combination triumphs at the end. In consequence this game, based on positional play, obtains a character of its own.

GAME 3

PHILIDOR DEFENCE

Vienna 1873

White	*Black*
ANDERSSEN	L. PAULSEN
1. P—K4	P—K4
2. Kt—KB3	P—Q3

The defence of Philidor. 2. ...., Kt—QB3; is considered the better move, giving Black the possibility of playing P—Q4; eventually and thereby of participating more effectively in the opening fight for the superiority in the centre. The move P—Q3; to a certain extent constitutes a surrender, the surrender namely of the greater freedom of action, in case the opponent should choose to play P—Q4. Older theoreticians have mainly criticised P—Q3; because it blocks the King's Bishop, which, though quite true, is of comparatively minor importance.

3. P—Q4 P × P
4. Q × P Kt—QB3
5. B—QKt5 B—Q2
6. B × Kt B × B
7. B—Kt5 Kt—B3
8. Kt—B3 B—K2
9. Castles QR Castles
10. KR—K1 KR—K1

White has completed his development, Black only as far as his cramped position will permit. The Pawn-position in the centre, White : K4, Black Q3, indicates an unmistakable advantage for White. As one result White was able to place his Rooks advantageously on K1 and Q1 while Black has no

open file at his disposal for his QR.

11. K—Kt1 .....

Content with his victory in the fight for the superiority in the centre, Anderssen here makes a waiting move, contributing to the safety of his position. In cases like the above where a lasting positional advantage has been achieved, such safety moves are nearly always to the point.

11. ..... B—Q2

Black wants to manœuvre his Bishop to K3, giving thereby his opponent however an opportunity of increasing his positional advantage, or, more accurately, of exchanging it for another, even larger and more lasting advantage.

12. B × Kt B × B
13. P—K5 ! B—K2
14. Kt—Q5 B—KB1

All the moves of Black are forced.

15. P × P P × P

The point of Anderssen's combinations, introduced with the twelfth move, lies in the fact that Black after 15. .... B × P; would lose a Pawn with 16. Kt × P. Thus Black is forced to see his Pawn isolated on Q3. This is the greater positional advantage for which Anderssen sacrificed the advantage which he had gained in the opening with his Pawn on K4 against Black's Pawn on Q3. Let us say a few words here concerning the isolated Pawn. Every chess player seems to realise that an isolated Pawn is a disadvantage, but only very few really know why it is a disadvantage and how it can be turned to the best possible account. Most players believe the isolated Pawn to be weak and easy to capture. This, however, is only rarely the case if the position is otherwise fairly even, because there is absolutely no reason why the opponent should not be able to defend the Pawn with as many pieces as are used to attack it.

The essential disadvantage of the isolated Pawn, its essential weakness, lies not in the Pawn itself, but in the square in front of the Pawn, here for example in Black's Q4. This square is entirely under the control of White and here White will be able to establish a piece with great and lasting effect, since on the one hand there are no neighbouring Pawns with which to dislodge this piece and on the other hand the isolated Pawn itself is an obstruction for the black Rooks which otherwise could attack the piece.

The most effective piece in such a position is a Knight. The others are long range pieces and just as effective from a distance. Only the Knight increases in effectiveness if he succeeds in taking up a permanent position close to the opponent's lines. After these remarks it is clear that Black will endeavour above all to get rid of the Knight on Q5, i.e. to exchange it against his QB. The manner in which Anderssen opposes this intention and is seemingly losing time to maintain the Knight on Q5 at any cost, is very instructive and shows Anderssen as a positional player, just as during the whole first part of this game.

16. R × R B × R
17. Kt—Q2 ! B—B3
18. Kt—K4 .....

Now Black dare not play B × Kt since thereby he would lose the Pawn on Q3.

18. ..... P—B4
19. Kt (K4)—B3 .....

Thus has White secured the dominating Knight-position.

19. ..... Q—Q2
20. P—QR3 .....

Just as after move 11, we see here how Anderssen, having secured his positional advantage, makes a waiting move to improve his King's position.

20. ..... Q—KB2
21. P—R3 .....

Here begins a new phase of the game: The assault of the Pawns on the K-side. Similar tactics are frequently observed in tea-shop games, but only rarely are they positionally justified. The attack of the Pawns on the flank presupposes absolute safety in the centre as is the case in the game under discussion. As long as the opponent has a chance of breaking through in the centre, an offensive manœuvre on the flank is usually a mistake.

21. ..... P—QR3

The most unfortunate part of Black's position is the fact that it is impossible for him to play P—KKt3; with B—Kt2; following, inasmuch as White would always counter P—KKt3; with Kt—B6 ch. This illustrates the great force of the Knight at Q5. Black now intends to prepare P—KKt3 with R—K1—K3 and therefore secures the RP from the attack by the white Queen.

22. P—KKt4 .....

The continuation of the Pawn-attack and at the same time a preventive measure against Black's intention.

22. ..... R—K1
23. P—B4 R—K3
24. P—Kt5 .....

With this last move Black's plan is defeated. Nevertheless we believe that the criticism which was levelled at Paulsen's last move is unjustified. He apparently intended to provoke P—KKt5, in order to make it more difficult for White to open the KKt-file which otherwise would have been effected, after some preparatory moves, with P × P.

24. ..... P—Kt4

Black who cannot do anything very effective, attempts a demonstration on the Q-side.

25. P—KR4 R—K1
26. Q—Q3 .....

Anderssen conducts his attack subtly and unrelentingly. The Q-move prepares P—KR5.

26. ..... R—Kt1
27. P—R5 P—R4
28. P—Kt4 ! .....

White stops Black's manœuvre at exactly the right moment. Black's P on QKt4 now obstructs the B on B3.

28. ..... P × P
29. P × P Q × P

To prevent the White Pawns from getting too powerful, White for example threatened R—Kt1, and even before perhaps Q—B3, with P—Kt6. Another threat was P—R6, and if Black moves his KtP to Kt3, White would reply with Kt—B6 ch., and Q—Q4.

30. Q × BP Q—B2
31. Q—Q3 B—Q2

This frees the Knight on B3 but

Black has no other plausible reply against the threat of 32. R—R1,

32. Kt—K4 Q—B4

White threatened Kt—Kt3, with control of the square B5 and then R—R1. If on the other hand Black plays 32. . . . ., B—B4; White would reply with 33. Kt(K4)—B6 ch.

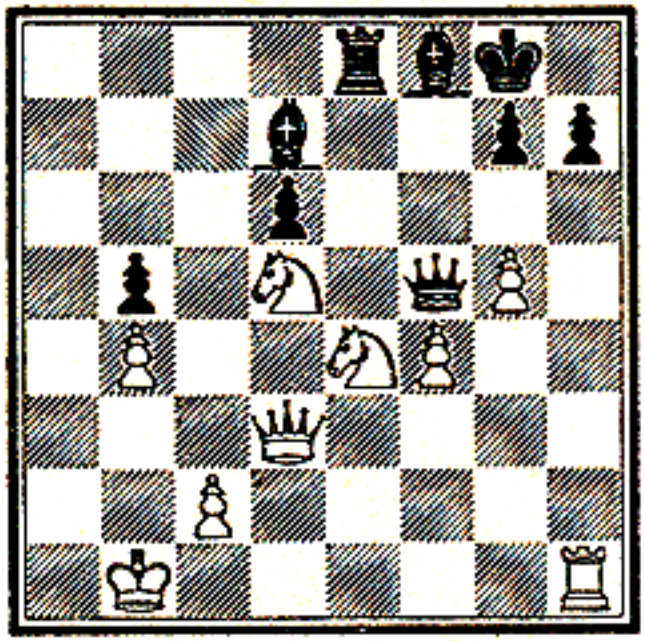
33. R—R1

White, who conducts his attack with wonderful precision, now threatens 34. Kt—K3, Q—Kt3; 35. P—B5. In order to prevent this, Black scarcely has any other move but that shown below which however once again affords Anderssen an opportunity of demonstrating his power of combination.

33. . . . . R—K1

Position after 33. . . . . *R—K1*

Black: PAULSEN



White: ANDERSSEN

34.	Kt(K4)—B6 ch. !	P × Kt
35.	Kt × P ch.	K—B2
36.	R × P ch.	B—Kt2
37.	R × B ch.	K × R
38.	Kt × R ch.	K—B1
39.	Q × Q ch.	B × Q
40.	Kt × P	. . . . .

and White wins.

PAUL MORPHY

THE life-story of this perhaps most famous of all chess-masters may be told in a few words. Paul Morphy was born in New Orleans in 1837. In 1857 he won first prize at the first American chess tournament, defeating the German master L. Paulsen. In the following years he visited Europe to compete with the greatest European masters of chess, defeating every one of his opponents. His most important matches were those against Loewenthal, Harrwitz and Anderssen, the first one of which was played in London, the two others in Paris. Shortly afterwards he retired entirely from participation in tournaments and matches and died on July 10, 1884, in his native city.

His contemporaries reproached Morphy with a certain dryness, a criticism which has been levelled against every world's champion before and after him. His inclination to exchange Queens in order to win a paltry Pawn was found fault with, fundamentally the same criticism aimed at Capablanca to-day, except that the exchange of the Queens is to-day considered self-understood even by less advanced players and that the exchange is made by Capablanca for much smaller positional advantages. Times have changed and the numerous chess amateurs who lack a full understanding of the now prevalent and more difficult closed games are glorifying Morphy's open play.

This is due to the fact that nowadays the open game is readily understood even by less advanced players which was not the case however in Morphy's time, since it is to him and to his games that we owe this understanding. Morphy's superiority over his contemporaries is the consequence of the fact that he was first to understand the nature and characteristics of the open positions and had elaborated sound principles for their treatment.

A position is called open after some of the centre Pawns have been exchanged, so that the pieces command open lines. The openings beginning with 1. P—K4, P—K4; are more apt than others to lead to open positions, since as a rule P—Q4, and exchange of centre Pawns will follow. On the other hand it is obviously more difficult to carry out the move 2. P—K4,

after 1. P—Q4, inasmuch as the square K4 is originally unprotected. This is the reason why QP-openings as a rule lead to closed positions. The open positions quite naturally lead to a lively game, wherefore – and this is Morphy's most important discovery – it is essential to develop the pieces without delay, to bring them quickly into action and not to lose any time. Morphy's contemporaries on the contrary indulged all too frequently in premature attacks with their forces insufficiently developed, or in unnecessarily timid defensive moves, as we shall see more clearly in the following games.

GAME 4

SCOTTISH GAMBIT

Mobile 1855

	White	*Black*
	MEEK	MORPHY
1.	P—K4	P—K4
2.	Kt—KB3	Kt—QB3
3.	P—Q4	P × P

A few words may be said here regarding the possible loss of tempi (time-units) arising from exchanges, which we shall frequently notice in the play of Morphy's opponents.

Although the move 3. . . . . P × P; is not a developing move, it nevertheless does not represent the loss of a move since White, in order to recapture his Pawn, will sooner or later have to play Kt × P. This is not a developing move either, as it involves moving a previously developed piece, the Kt on B3. Should, however, Black after 4. Kt × P reply with 4. . . . . Kt × Kt; such an exchange would involve the loss of a tempo, inasmuch as White develops a hitherto undeveloped piece, with 5. Q × Kt.

In surveying the position before this unsound exchange, it may be seen that both parties have developed a piece, White the Kt at Q4 and Black the Kt at QB3. After the exchange however, White still has one developed piece, the Queen on Q4 while Black on the other hand has no piece developed. In such a way the loss of a tempo resulting from this exchange can be very drastically demonstrated.

The situation is entirely different, if White, as for instance in the centre counter, continues after 1. P—K4, P—Q4; with 2. P × P. It is true that for the moment Black gains an advantage in time with Q × P, but the Queen is in a rather exposed position on Q4 and White can readily and advantageously even up the score with 3. Kt—QB3.

The opening 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. P—Q4, is known as the 'Scottish Game.' Inasmuch as the Pawn K4 is attacked and cannot very well be protected, Black has no better reply than 3. . . . . P × P. The prevailing continuation is 4. Kt × P, seemingly giving White more ground and unhampered sway in the centre on account of the Pawn on K4. This should not prove a lasting advantage however, if Black consistently aims at the removal of the K Pawn, either by means of direct attack or through exchange which after suitable preparations may be accomplished with P—Q4. An immediate P—Q4; would not be advantageous on account of 5. B—Kt 5.

We would like to use the example of this Scottish opening to demonstrate how much more important and advantageous it is to understand the spirit of an opening than to study variations. After what

we have said, it is evident that the best moves for Black are the developing moves attacking White's K4 and Q5, since only in this manner is it possible to remove the pressure of the Pawn at White's K4 and to enforce P—Q4. On the other hand White's only hope of transforming his apparent advantage into real gain lies in the protection of these squares, in order to prevent, or at least to retard, the early opening of Black's game by means of P—Q4.

It is logical therefore that both sides during the opening fight should endeavour to find moves attacking White's K4 and Q5. The following continuation would therefore seem most natural: 4. .... Kt—B3; (attacking White's K4 and Q5). 5. Kt—QB3, (protecting these squares). 5. .... B—Kt5; (continuing the attack). 6. Kt × Kt, (this move, in preparation of 7. B—Q3, is White's only remaining possibility of protecting K4). 6. .... KtP × Kt; 7. B—Q3, P—Q4. Black has achieved his purpose, the Pawn K4 is being exchanged and the games are even. An understanding of the significance of an opening therefore, as we have seen, leads quite naturally to the tactics recommended by all the text-books, which many a beginner in chess has laboriously and mechanically learned by heart.

4. B—QB4	.....

This move, sacrificing a Pawn in the interest of the more rapid development, may be made without detriment to White and is characteristic of the Scottish Gambit. As we shall see at once however, White here makes the mistake of playing the Gambit not for the sake of more rapid development, but in the interest of a premature attack on KB7, in accordance with the ideas of the time, which were however exploded by Morphy.

4.	B—B4
5. Kt—Kt5	.....

This is a mistake for two reasons: In the first place White moves a second time with an already developed piece, thus losing a tempo and giving Black the advantage in development; in the second place White forgets the fact that the opening is a fight for domination in the centre and through the above move relinquishes the superiority in the centre to his opponent.

The best continuation here is: 5. P—QB3, in order to continue, after P × P; with 6. B × P ch., K × B; 7. Q—Q5 ch.

5.	Kt—R3

Black defends himself with a developing move. If instead he had made the more obvious move Kt—K4, simultaneously attacking and covering, he would only be repeating White's error of moving an already developed piece again. As a result White would gain the upper hand by means of the combination which follows in the game. See our comment in regard to move 9 of White.

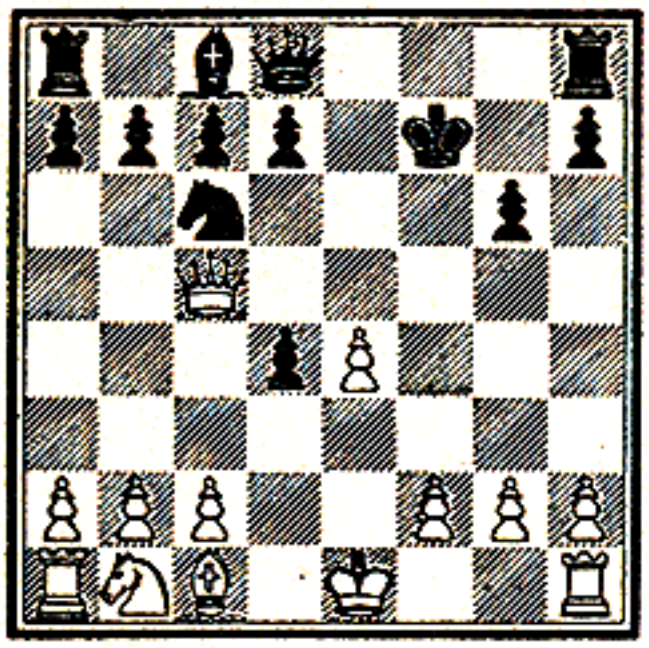
6. Kt × BP	Kt × Kt
7. B × Kt ch.	K × B
8. Q—R5 ch.	.....

White's combination will probably find the approval of beginners. An experienced player, however, will from the first be suspicious of a combination, in the course of which all the pieces developed by White disappear from the board, only the undeveloped ones remaining. It is evident that no lasting attack can result from such a method.

8.	P—Kt3
9. Q × B	.....

Position after 9. *Q* × *B*

Black: MORPHY



White: MEEK

The consequences of White's incorrect play are now plainly visible. The only piece developed by White is the Queen which will soon be exposed to attack, giving Black a decisive advantage. If Black in the fifth move, instead of Kt—R3; had played 5. .... Kt—K4; the position of the diagram would have resulted by means of 6. Kt × BP, Kt × Kt; 7. B × Kt ch., K × B; 8. Q—R5 ch., P—Kt3; 9. Q × B, with the essential difference however that Black would not have a Knight developed on QB3 but an undeveloped Knight on KKt1. Black then would have to lose a Pawn and would be at a very serious disadvantage.

9.	.....	P—Q3
10.	Q—QKt5	R—K1
11.	Q—Kt3 ch.	.....

In moving about with the Queen, White is losing some more time. From this juncture Morphy marches to victory in superior style. White should certainly have Castled on move 11.

11.	.....	P—Q4
12.	P—KB3	Kt—R4
13.	Q—Q3	P × P
14.	P × P	Q—R5 ch.
15.	P—Kt3	R × P ch.
16.	K—B2	Q—K2
17.	Kt—Q2	.....

The following moves show some nice and not difficult manœuvres which depend upon the continued protection of the square K2 by White's Queen.

17.	.....	R—K6
18.	Q—Kt5	P—B3
19.	Q—B1	B—R6
20.	Q—Q1	R—KB1

Beginners who, in the heat of the fight only play with pieces that are already engaged in battle and often forget to call on their reserves, can learn a lesson from this move.

21.	Kt—B3	K—K1

Resigned.

GAME 5

SCOTTISH GAMBIT

New York 1857

	White	*Black*
	TH. LICHTENHEIN	MORPHY
1.	P—K4	P—K4
2.	Kt—KB3	Kt—QB3
3.	P—Q4	P × P
4.	B—QB4	Kt—B3

The important thing in open positions is to bring all pieces into play as quickly as possible. In open games it is therefore possible to form a perhaps superficial but rapid and for all practical purposes often sufficient judgment in regard to a position, by simply counting the pieces that have been developed. Let us do so in this instance. White has developed two pieces (King's Knight and King's Bishop) and has played the two centre Pawns, which is absolutely essential for the

development of the pieces. We can therefore count four tempi (time-units) in White's position. Black also has developed two pieces, the two Knights, but has only moved one centre Pawn, resulting in only three tempi. Does this mean that White already has an advantage? The answer is no, because at least for the time being he has one Pawn less than Black. In order to recapture it, he will have to play Kt × P which is not a developing move, since in this case the Knight is already developed on B3. This means that White in order to regain the Pawn will have to give up his advantage in time. According to this superficial inspection the games are about even.

5. P—K5 .....

Here we again have one of the cases which we have already met in the fifth move of the preceding game, namely loss of time on account of an attacking move. While move 5. P—K5, attacks the Knight on B3 it does not constitute a continuation of the development. If Black were forced to reply with a defensive move pure and simple, that is to say with a move not contributing to the development of his pieces, the loss in time would be balanced and the attack of White would be justified. Morphy however, as in the preceding game manages to answer with a developing move and thereby obtains the advantage in pace.

The correct move would have been 5. Castles. Should Black then play Kt × P; White would recapture the two lost Pawns with 6. R—K1, P—Q4; 7. B × P, Q × B; 8. Kt—B3.

5.	P—Q4
6. B—QKt5	Kt—K5

Both sides were forced to move an already developed piece which makes matters even, as far as time is concerned.

7. Kt × P B—Q2

Let us again count the developed pieces. White has not progressed any further. He still has only two pieces developed and has moved the two centre Pawns which as before give us four tempi. Black on the other hand has developed three pieces, the two Knights and the Queen-Bishop and also the two centre Pawns, i.e. five tempi. Black therefore is one move ahead in development as a result of the fifth move of White.

8. Kt × Kt .....

This move constitutes another loss of time, inasmuch as Black, in countering with the Pawn, forces White's already developed KB to move again.

8.	P × Kt
9. B—Q3	B—QB4

White so far has lost two tempi. Let us see whether they appear in our count. White has one piece developed and has moved the two centre Pawns which gives him altogether three tempi. Black has three developed pieces and also moved the two centre Pawns, so that White's loss of tempi is plainly recognisable in the position.

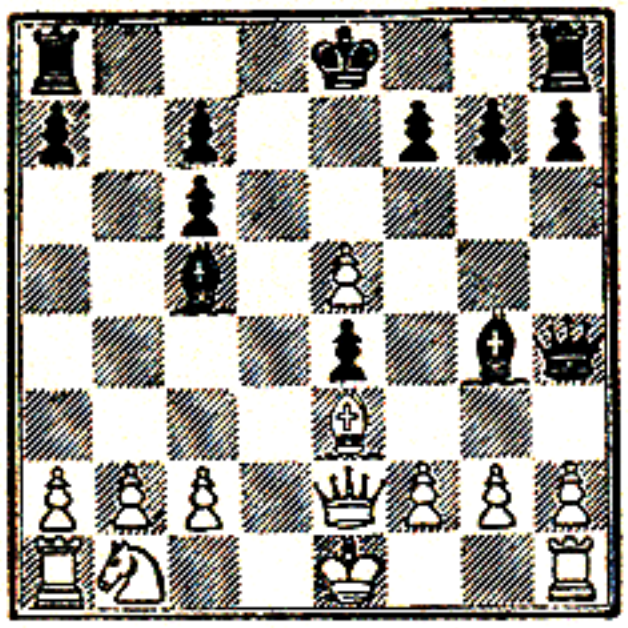
10. B × Kt	Q—R5 !
11. Q—K2	P × B
12. B—K3	.....

In open positions, especially in cases of retarded development, the safety of the King should be the first consideration. Castling was therefore imperative.

12. ..... B—Kt5

Position after 12..... *B—Kt5*

Black: MORPHY



White: LICHTENHEIN

13. Q—B4 .....

White resorts to the counter-attack, inasmuch as 13. Q—Q2, would be hopeless on account of R—Q1. This gives rise to wild combination-play in which the side having the greater number of pieces at his disposal naturally has more favourable prospects.

13.	B × B !
14. P—KKt3	.....

Very nice would be 14. Q × P ch., B—Q2; 15. Q × R ch., K—K2; 16. P—KKt3 ! B × P ch.; 17. K × B, P—K6 ch.; 18. K—K1; (after 18. K—Kt1 follows P—K7) 18..... Q—QKt5 ch.; 19. P—B3, Q × P; 20. Q × R, B—Kt5; with an unavoidable mate.

14.	Q—Q1
15. P × B	Q—Q8 ch.
16. K—B2	Q—B6 ch.
17. K—Kt1	B—R6

Now White can no longer cover the mate.

18. Q × QBP ch.	K—B1
19. Q × R ch.	K—K2

Resigns.

GAME 6

FALKBEER GAMBIT

New York 1857

White	*Black*
SCHULTEN	MORPHY
1. P—K4	P—K4
2. P—KB4	P—Q4
3. KP × P	P—K5
4. Kt—QB3	Kt—KB3
5. P—Q3	B—QKt5
6. B—Q2	P—K6 !

We have here a typical case of the Pawn sacrifice so frequently seen in Morphy's games and which is not based on exact combination but on positional considerations. After Morphy had become aware of the fact that the most important concern in open positions is the furtherance of one's development there was but one more step to the further understanding that it must be the player's endeavour to bring about as open a game as possible, once he has gained the advantage in development, and that by means of Pawn exchanges, by breaking through the opponent's Pawn-cordons and, as a last resort, even by means of Pawn-sacrifices, in order to obtain open lines for his pieces.

In the present case Black sacrifices his KP, seeing that he can occupy the K-file much more readily than his opponent.

7. B × P	Castles
8. B—Q2	B × Kt
9. P × B	R—K1 ch.
10. B—K2	B—Kt5
11. P—B4	.....

White here and in the next move is far too much concerned about his Pawn preponderance, though obviously the game was hardly tenable even with better play.

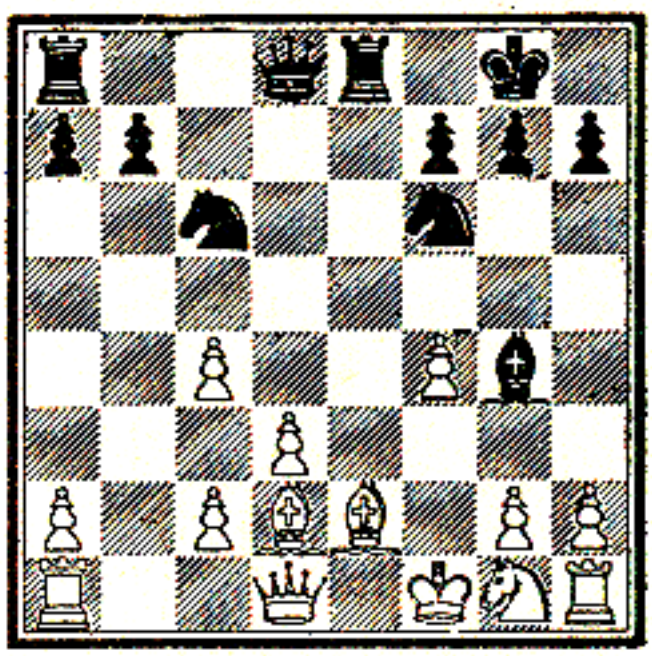
11.	P—B3

Again the principle of opening the game as much as possible once better development has been attained.

12. P × P	Kt × P
13. K—B1	.....

Position after 13. *K—B1*

Black: MORPHY



White : SCHULTEN

13.	R × B !
14. Kt × R	Kt—Q5
15. Q—Kt1	B × Kt ch.
16. K—B2	Kt—Kt5 ch.
17. K—Kt1	.....

17. K—K1 is followed by Q—R5 ch. and Q—K2. As it was played Black forces the mate in seven moves.

17.	Kt—B6 ch.
18. P × Kt	Q—Q5 ch.
19. K—Kt2	Q—B7 ch.
20. K—R3	Q × BP ch.
21. K—R4	Kt—R3
22. Q—Kt1	Kt—B4 ch.
23. K—Kt5	Q—R4 mate.

GAME 7

FRENCH DEFENCE

New York 1857

White	*Black*
MORPHY	MEEK
1. P—K4	P—K3

Since the privilege of the first player implies an advantage in tempo, it should be Black's aim to oppose the opening up of the game, which, as we have seen, is to the advantage of the better developed side. It may seem strange that this fact has been recognised only during recent years. In modern tournaments the move 1. P—K4, is followed much more frequently by a closed defence than by the old 1. .... P—K4. Of the more closed defences the French Defence characterised by 1 .... P—K3; is the oldest.

2. P—Q4	P—QB4

Correct is P—Q4. The move as played will give White the advantage in the centre.

3. P—Q5	P—K4

Generally speaking Morphy's treatment of closed games does not show the superiority of his open games. The move in the text, however, with its implied loss of tempo gives him an opportunity of opening the game with advantage.

4. P—KB4 !	P—Q3
5. Kt—KB3	B—Kt5
6. P × P	B × Kt

Again a loss of time and that in a case which we have discussed before, namely loss of time through an exchange, as White recaptures with simultaneous development. Before the exchange White had a developed piece on B3 and Black on Kt5. After the exchange the Black's piece has disappeared, while that of White has been replaced by another.

7. Q × B	P × P
8. B—Kt5 ch.	Kt—Q2
9. Kt—B3	Kt—B3
10. B—Kt5	B—K2
11. P—Q6 !	.....

Morphy's line-breaking Pawn sacrifice which here brings an immediate decision.

11.	B × P
12. Castles QR	Resigned.

GAME 8

EVANS GAMBIT

New Orleans 1858

Taken from six simultaneous blindfold games.

White	*Black*
MORPHY	AMATEUR
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—B4	.....

In the games discussed so far we have only found the continuation of the Scottish Game, 3. P—Q4. As played above, White continues his development and reserves the decision concerning the manner in which he will open the game later on, either with P—Q4, after the preparatory move P—B3, or after Castling and some preparation with P—KB4. Viewed in the light of modern chess-conception the move in the text does not seem quite consistent. After 1. P—K4, P—K4; Black's immovable K4 Pawn is the natural point of attack for White, by means of which he is able to open his game with either P—Q4 or P—KB4. In this way only can the advantage connected with the privilege of the first move be made effective. This attack is initiated with 2. Kt—KB3, and after Black's answer Kt—QB3; White is in a position to continue consistently with 3. P—Q4, or with the even stronger move 3. B—Kt 5 (Ruy Lopez). The move 3. B—B4, continues White's development, but does not advance his positionally indicated attack against Black's Pawn on K4. This is the reason why this opening has almost completely disappeared from modern tournament play.

Black's best reply is 3. .... Kt—KB3; thereby taking the initiative with an attack on White's K4 Pawn. Less certain is 3. .... B—B4; the 'Giuco-Piano,' preventing P—Q4 only for the time being, since White may accomplish his aim and gain the advantage in tempo after first moving 4. P—B3. Another reply that has been tried is 3. .... B—K2; (Hungarian Defence) which move obviously leaves all the initiative in the hands of White.

3.	B—B4
4. P—QKt4	.....

This is another attempt to take the lead by exploiting the position of Black's Bishop. As our analysis has shown, it is White's aim to play P—B3, in preparation of P—Q4, but in such a way that the preparatory move, P—B3, can be made without loss of time. For this reason he entices Black's Bishop or Knight to QKt4 by means of the Pawn-sacrifice. This opening, after its inventor, called the 'Evans Gambit' was very popular in Anderssen's and Morphy's time.

4.	B × P

The Evans Gambit can very well be declined with B—Kt3. In that case the advanced Pawn on Kt4 very often proves weak. Apart from this consideration, the Bishop is quite as effective on Kt3 as on B4 and less exposed at that. For this reason alone the Evans Gambit is not very commendable.

5. P—B3	B—R4

This is better than B—B4; which

would expose the Bishop to the attack of P—Q4.

6.	P—Q4	.....

The continuation in the Gambit style. It is White's intention to put Black before the alternative of either leaving White's Pawn centre intact or playing for the winning of more Pawns, in which case White would maintain a very material advantage in development with an open game, the very type of game best suited to Morphy's style. In the game under discussion Black chooses the second alternative.

6.	.....	P × P

Very good would be 6. .... P—Q3; either in order to maintain the Pawn at K4 and thereby a hold on the centre, or to simplify the game should White want to regain his Pawn with 7. P × P. In the latter case White would have destroyed his own centre and would be at a disadvantage in the end game, on account of his weak Q-side Pawns.

7.	Castles	P × P
8.	B—R3	.....

It is probable that White's advantage in development does not compensate for the sacrificed Pawns. In any event 8. Q—Kt3, would be preferable and would force Black to play Q—B3; enabling White to continue the attack with 9. P—K5. As it is, Black has at his disposal the very convenient Kt—R3; in case White should play Q—Kt3 later on.

8.	.....	P—Q3
9.	Q—Kt3	Kt—R3
10.	Kt × P	B × Kt

This exchange facilitates the formation of an offensive position for White.

11.	Q × B	Castles
12.	QR—Q1	.....

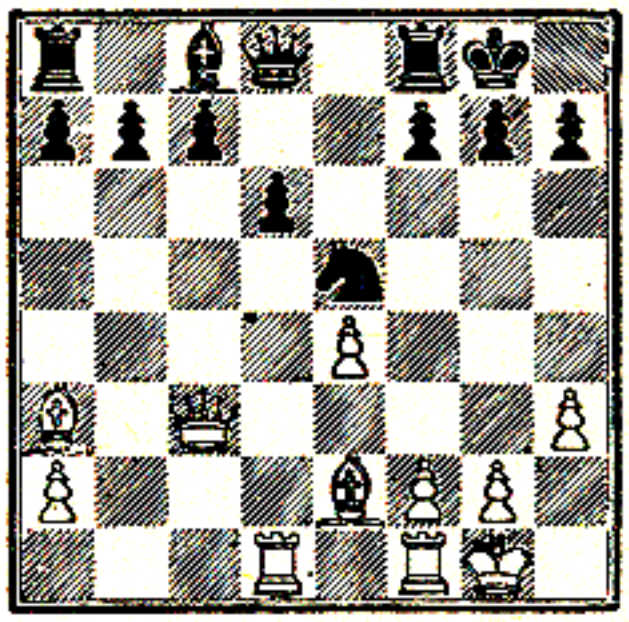
In order to make his advantage in development felt, White must endeavour to open the game completely. The appropriate move to this end is P—K5, now threatened by White, but cleverly prevented by Black.

12.	.....	KKt—Kt5
13.	P—R3	KKt—K4
14.	Kt × Kt	Kt × Kt
15.	B—K2 !	.....

In the case of 15. B—Kt3, Black would play B—K3; in order to simplify the game. White now intends to continue with P—KB4, in preparation of the opening of the game.

Position after 15. *B—K2 !*

Black: AMATEUR



White: MORPHY

In this position Black made a very instructive mistake. Inasmuch as White has a strong advantage in development, Black should above all be bent on keeping the game closed, for instance by playing P—KB3; and Kt—KKt3; in order to control the key-position, White's K5, on which White threatens to concentrate his efforts so as to open the game with P—K5. In playing along these lines Black, considering

his material superiority, very probably would be at an advantage. He opens the game however, probably with the fallacious idea of wanting to disengage his position and thereby solves his adversary's most difficult problem which his opponent himself was not able to solve thus far, namely the problem of how to arrive at an open game.

15.	.....	P—KB4

This move opens 1. the K-file, 2. the diagonal QR2—KKt8, 3. the diagonal QR1—KR8 which from now on can no longer be blocked with P—KB3. With this 17th, 18th and 19th move Morphy takes possession of these three open lines.

16.	P—B4	Kt—B3
17.	B—B4 ch.	K—R1
18.	B—Kt2	Q—K2
19.	QR—K1	R—B3
20.	P × P	Q—B1

White now sees a chance for decisive action by means of a brilliant combination.

21.	R—K8 !	Q × R
22.	Q × R	Q—K2
23.	Q × P ch. !	Q × Q
24.	P—B6	Q × P ch.

Despair. After 24. .... Q—KB1; White forces the mate with 25. P—B7 dis. ch., Kt—K4; 26. P × Kt, P—KR4; 27. P—K6 ch., K—R2; 28. B—Q3 ch., K—R3; 29. R—B6 ch., K—Kt4; 30. R—Kt6 ch., K—B5; 31. K—B2 !

25.	K × Q	B × P ch.
26.	K × B	P—KR4
27.	R—KKt1	Resigns.

GAME 9

PHILIDOR DEFENCE

Paris 1858

White	*Black*
	DUKE OF BRAUNSCHWEIG and
MORPHY	COUNT ISOUARD
1. P—K4	P—K4
2. Kt—KB3	P—Q3
3. P—Q4	B—Kt5

This move clearly means a loss of tempo, because after 4. P × P, Black is forced to play B × Kt; in order to avoid the loss of a second Pawn which means loss of tempo through exchange, as we have seen several times before. Compare for example Game 7.

4.	P × P	B × Kt
5.	Q × B	P × P
6.	B—QB4	Kt—KB3

The loss of time by Black can clearly be seen in the position. White with a symmetrical Pawn-position has two pieces developed, Black only one. Furthermore Black's last move is an error making possible the following double attack by Morphy.

7.	Q—QKt3	Q—K2

With the intention, after 8. Q × P, of exchanging the Queens with Q—Kt5 ch.; and to get away with the loss of the Pawn.

8.	Kt—B3	.....

In view of his great advantage in development, Morphy is not satisfied with the gain of the Pawn. In order to size up the position correctly, it should be noted that the Queen—K2 cannot be considered as developed, inasmuch as she

obstructs the necessary development of the Bishop and furthermore that Black is now forced to lose another tempo in order to protect the Pawn on QKt 2.

8.	.....	P—B3
9.	B—Kt5	P—Kt4

This gives White an opening for a decisive combination, but Black had no other move.

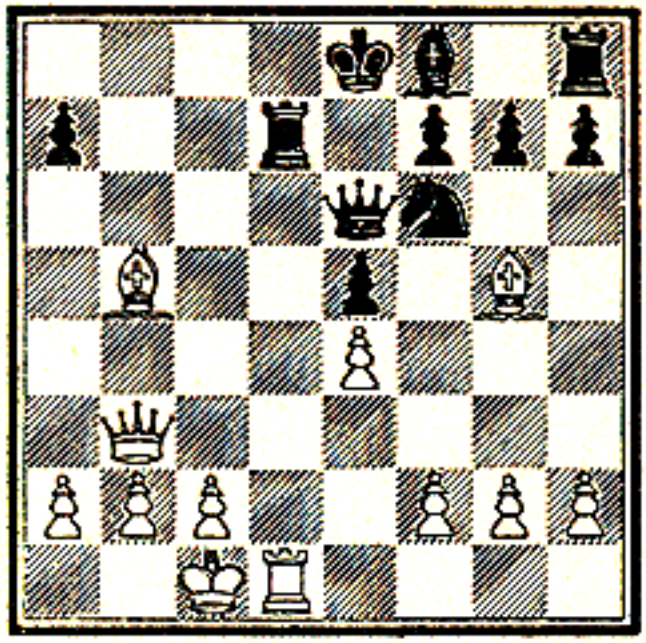
10.	Kt × P	P × Kt
11.	B × KtP ch.	QKt—Q2
12.	Castles QR	.....

The attack against the fettered Kt on Q2 is the leitmotif of the combination.

12.	.....	R—Q1
13.	R × Kt !	R × R
14.	R—Q1	Q—K3

Position after 14. . . . . *Q—K3*

Black: CONSULTANTS



White: MORPHY

White can win in various ways, the simplest of which is 15. B × Kt, replying after Q × Q; with B × R mate. Morphy prefers an even more artistic way.

15.	B × R ch.	Kt × B
16.	Q—Kt8 ch.	Kt × Q
17.	R—Q8 mate.	

WILHELM STEINITZ

WILHELM STEINITZ was born in Prague on May 18,.1836. At the age of twenty-two he came to Vienna as a student. His chess career began in the Vienna Chess Club, the school of so many a later chess master. In 1862 he represented Austria at the International Tournament in London, winning sixth place and playing what was generally recognised as the finest game of the tournament. He remained in London until 1882 and in 1866 played a match against Anderssen, again the leading chess master after Morphy's retirement. Steinitz won the match, winning 8 : 6 without a draw. Although the title did not exist at the time, Steinitz had actually become world champion. His successes in some of the great international tournaments were as follows: Baden-Baden 1870, second prize; Vienna 1873, first prize; Vienna 1882, first and second prizes; London 1883, second prize. In this last tournament J. H. Zuckertort won first prize, Steinitz and Zuckertort being without question the two leading masters of the time. In 1886 they met in the first official match for the world's championship. In view of the fact that Steinitz had taken permanent residence in the United States the match was played in New York, St. Louis and New Orleans and was won by Steinitz with a score of 10 : 5, with 5 drawn.

Steinitz subsequently defended his title successfully in several matches, the most important ones being those against Tschigorin in 1889 and 1892. In 1894 he was defeated by Dr. Em. Lasker. In Lasker's own words, the thinker had been conquered by the player.

After Steinitz had lost the title he again frequently participated in tournaments, but was unable to win another first prize. He died in 1900.

In an earlier chapter we have acclaimed Morphy as the most famous of all chess masters. There is no doubt that in the eyes of the general chess public, he is the hero of the game. Chess connoisseurs and especially most of the more recent chess masters, however, recognise in Steinitz the most profound and eminent personality of the chess world. In his textbook Lasker has erected a worthy monument to his great

predecessor, describing with warmth and sincere devotion the philosophical foundation of Steinitz's system of chess. In accordance with the object of our book we intend primarily to demonstrate on the basis of his games the practical applicability of the Steinitz system.

While Morphy was mainly concerned with the open game, Steinitz endeavoured to find the rules and principles underlying the closed positions. This was by no means accidental, since in chess every master is, generally speaking, interested principally in the style of play best adapted to his character. The open game of Morphy is characteristic of the man who favours action and quick success. Steinitz on the other hand was not interested in the glory of swift success, but was striving for lasting values. It is very typical of him that very often we see him assume the ungrateful task of a long drawn-out defence for the sake of a most trifling, but lasting positional advantage.

It was this characteristic which made the closed position his own special domain. While all the elements of the open game are in constant flux, the closed position is characterized by fixed Pawns on both sides and as a result by lasting positional features. The knowledge and appreciation of these lasting positional characteristics are attributable to the work of Steinitz and form the foundation of the modern technique of chess.

GAME 10

GIUOCO PIANO

London 1862

White	*Black*
DUBOIS	STEINITZ
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—B4	B—B4
4. Castles	.....

According to the modern theory of openings it is better not to Castle so early in view of the possibility of Castling later on the Q-side. It must be noted in this connection however, that we cannot find this postponement of Castling in the games before Steinitz, for example in Morphy's games. Since Morphy always played for a rapid advance of his centre Pawns in order to open the game, he was of course bent above all upon protecting his King by means of Castling.

4.	Kt—B3
5. P—Q3	P—Q3

In contrast to his opponent, Steinitz quite correctly defers Castling.

6. B—KKt 5	.....

If White could have foreseen the consequences of this move, he would probably have moved to K3 instead.

6.	.....	P—KR3
7.	B—R4	P—KKt4

We see here the consequences of White's premature Castling and the postponement of the same move by Black. We would vainly look for such an attack which to-day is accepted as a matter of course, in an offensive player of Morphy's type. This is due to the fact that such an advance is appropriate only when the centre is fully protected and if possible closed up, while Morphy, as we have seen, always endeavoured to open the game in the centre as quickly as possible. In the lay-out of the attack this game therefore is a predecessor of Steinitz's later offensive games, being characterized by a protected and closed centre and by the Pawn attack on the King's side.

8.	B—Kt3	P—KR4 !
9.	P—KR4	.....

A very fine continuation after 9. Kt × KtP, would have been: 9..... P—R5 ! 10. Kt × P, P × B; 11. Kt × Q, B—Kt5; 12. Q—Q2, Kt—Q5; 13. Kt—B3, Kt—B6 ch.; 14. P × Kt, B × P; and an early mate.

9.	.....	B—KKt5

If White now plays 10. P × P, there would follow P—R5; and 11. B—R2, Kt—R2; to the advantage of Black. White decides to counter the attack on the K-side with the opening of the game in the centre which of course means a Pawn sacrifice.

10.	P—B3	Q—Q2
11.	P—Q4	P × QP
12.	P—K5	P × KP
13.	B × P	Kt × B
14.	Kt × Kt	Q—B4 !

The counter-attack of White in the centre is thus parried and Black's attack intensified.

15.	Kt × B	P × Kt
16.	B—Q3	Q—Q4
17.	P—Kt4	.....

This move is made with the intention of continuing after B—Kt 3; with P—B4—B5. Black, however, prefers to give up the threatened Bishop, presuming that the fate of the attack will be decided on the KR-file. The point of the attack is to be found in move 22 of Black, Steinitz exchanging Queens in spite of the fact that he has one piece less, in order to prevent the escape of the White King to KB2.

17.	.....	Castles QR
18.	P—QB4	.....

The best move under the circumstances. It is intended to prevent the Black Queen from dominating square KB5 or the long diagonal, in order to be able to play P—KKt3, if necessary. The importance of the square KB5 will become apparent in the continuation of the game.

18.	.....	Q—B3
19.	P × B	R × P

Black now threatens 20. .... QR—R1; 21. P—B3, P—Kt6; 22. B—B5 ch., (aiming at B—R6), Q—K3 ! and an early mate.

20.	P—B3	QR—R1
21.	P × P	Q—K1

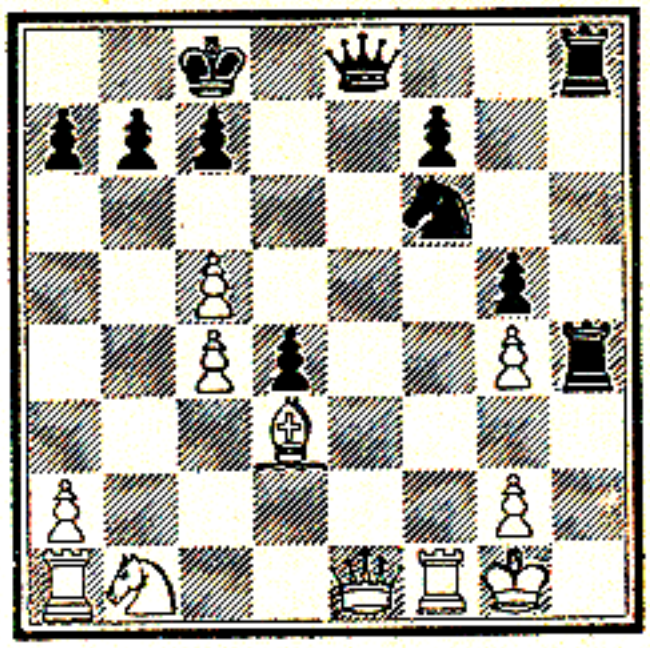
Kt × P would be a mistake on account of 22. B—B5 ch.

22.	Q—K1	.....

On 22. R—K1, there would follow R—R8 ch.; 23 K—B2, Q × R ch.; 24. Q × Q, Kt × P ch.; 25. K—K2, R—K1 ch. etc.

Position after 22. *Q—K1*

Black: STEINITZ



White: DUBOIS

22.	.....	Q—K6 ch. !
23.	Q × Q	P × Q
24.	P—Kt3	R—R8 ch.
25.	K—Kt2	QR—R7 ch.
26.	K—B3	R × R ch.
27.	B × R	R—B7 ch.
28.	K × P	R × B

On account of the blocked up position of his pieces it is evident that the end-game is hopeless for White. Black accordingly won after a few more moves.

GAME 11

EVANS GAMBIT

London 1863

White	*Black*
BLACKBURNE	STEINITZ
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—B4	B—B4
4. P—QKt4	B × P
5. P—B3	B—B4

We have previously had occasion to note that B—R4 would be preferable, since there the Bishop is not exposed to the attack of P—Q4. The theory of openings of the time however considered both moves of equal value.

6.	P—Q4	.....

If the Bishop were now placed on R4, Black would not have to relinquish the centre with P × P, as is now the case, but could play 6. .... P—Q3. In case White should reply with 7. P × P, P × P; 8. Q × Q ch., Kt × Q; 9. Kt × P, in order to win back the Gambit Pawn, he would be at a disadvantage because of his Pawn position.

6.	.....	P × P
7.	Castles	P—Q3

P × P; would be incorrect on account of 8. B × P ch., K × B; 9. Q—Q5 ch.

8.	P × P	B—Kt 3

In former times this position was designated as the normal position of the Evans Gambit, the moves up to this point being considered the best possible ones for both sides.

9.	Kt—B3	.....

This developing move which we to-day accept as a matter of course, was practically unknown before Morphy. Players before him favoured direct attacks as for example 9. P—Q5, although the disadvantages of this move are quite evident. In the first place it limits the effectiveness of the KB and secondly it fixes the position of White's centre Pawns.

9.	.....	B—Kt 5

While Black has the advantage of a Pawn, White shows the better development and dominates the centre. This very same Pawn formation with White on K4 and Q4 and Black on Q3 recurs again

and again. White's advantage lies in his domination of the centre and the consequent possibility of moving his pieces quickly from one side to the other. Black on the other hand is restricted in the centre, which results in faulty liaison between the K-side and the Q-side. As a result, the pieces on the Q-side, for example the Bishop on QKt3, furnishes a good illustration—can only be transferred to the K-side with considerable difficulty and loss of time.

This discussion will also indicate the logical points of attack for both sides. White's aim will be to attack one of the wings, preferably the King's side where he can make himself felt with superior force. Black on the other hand will choose the white centre as his object of attack, in order to transfer the play to the centre which is the only direction in which his separated forces can act with combined effect. Apart from that Black in his cramped position will be glad to relieve his game through the exchange of pieces while White of course will oppose this aim.

The move as played by Steinitz initiates the attack against White's centre in accordance with the requirements of the position.

10.	B—QKt5	.....

In a game Morphy—de Rivière which so far had been played as above, the best answer to the threat of P—Q5, that Black could find, was B—Q2; abandoning the attack against the centre. The following move by Steinitz clearly shows that his first principle was the execution of positional requirements and that he would unhesitatingly subordinate passing difficulties to this higher aim.

10.	.....	K—B1
11.	B × Kt	P × B
12.	B—R3	.....

It would be difficult to find a better plan for White than the preparation of the advance in the centre in order to take advantage of the exposed position of Black's King.

12.	.....	B × Kt

This looks dangerous, the open KKt-file seemingly favouring the attack of White. Steinitz however consistently aims at the fixation of the White centre and the weakening of the Pawn at Q4.

13.	P × B	Q—Kt4 ch.
14.	K—R1	Kt—K2

In order to obtain the attack, White first of all must advance the KB Pawn, in other words he must seek to obtain control of the square KB4.

15.	Kt—K2	Kt—Kt3
16.	KR—Kt1	Q—B3
17.	Q—Q3	K—Kt1

This move prevents P—K5, and is meant to link up the Rooks with P—R3; and K—R2; in order to continue the attack against the White centre.

18.	B—B1	P—KR3
19.	P—B4	K—R2
20.	P—B5	Kt—K2
21.	B—Kt2	.....

The weakness of the Q4 Pawn is becoming apparent and White therefore covers it with the Bishop, threatening Kt—B4—R5.

21.	.....	P—Q4

Continuation of the attack against the White centre.

22.	P—B3	QR—Q1
23.	Kt—B4	KR—Kt1
24.	Kt—R5	Q—R5
25.	P—B6	.....

As a result of his attack White now wins back the Gambit Pawn.

25.	.....	Q × Kt
26.	P × Kt	R—Q2
27.	P × P ch.	P—Kt3
28.	QR—K1	.....

Anyone following the play during these last moves must have gained the impression that Blackburne is attacking with great verve while Steinitz is just managing to defend himself. In reality the situation is quite different. While Blackburne was swimming on the sea of combination, Steinitz very characteristically had never lost sight of the essential positional element of the game, the domination of the centre, in spite of the difficulties of the defence. As an example we might mention move 26 where perhaps it would have been more obvious to play R—K1 instead of R—Q2, since on Q2 the Rook is exposed to attack by the Pawn at Q5. The following move by Black shows however that Steinitz foresaw the position and intended to reserve the K-square for the other Rook.

28.	.....	R—K1

It is now evident that Black after 29. P × P, R(Q2) × P; would have an advantage through domination of the K-file and as a result of the weakness of the White Pawns. Blackburne therefore for the time being evades the issue and continues the attack in brilliant fashion. Finally however all his efforts are frustrated by the relentless defence of his opponent.

29.	R—K5	Q—R5
30.	R—B5	.....

Very clever! Black can of course not afford to take the Rook. Even R(Q2) × P would not be advantageous on account of 31. R × P ch. and the following Q × P ch.

30.	.....	Q × P(K2)
31.	P × P	R(Q2)—Q1
32.	B—R3	.....

White of course cannot occupy the K-file with R—K5, since Black would simply take the Rook.

32.	.....	Q—K3
33.	R—B4	P—KB4

Black has no intention of relinquishing the K-file and now prevents R—K4, also threatening Q × BP.

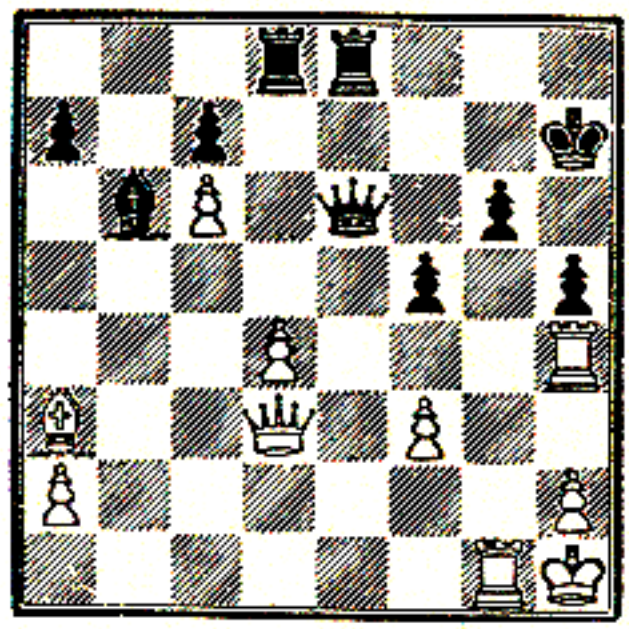
34.	R—R4	.....

Here and later we have to admire Blackburne's power of combination. Should Black now take the BP, White would win with 35. B—B1, P—R4; 36. R × P ch.! P × R; 37. Q × P ch.

34.	.....	P—KR4

Position after 34. .... *P—KR4*

Black: STEINITZ



White: BLACKBURNE

Many a master would have fallen into Blackburne's diabolical trap and would have made the seemingly annihilating move 34. .... Q—K7; apparently forcing Q-exchange and a hopeless end-game. The consequence, however, would have been 35. B—B8!! If Black in reply takes the Queen, White has a draw

by means of perpetual check, or if Black plays 35. .... P—R4; White would sacrifice the Rook on R5.

35. B—Kt2 R—Q4

Covering KB4 and again threatening the capture of the QBP.

36. Q—B2 Q—K7
37. Q—Kt3 Q—Kt5
38. Q—B3 R—K7

This obviously settles the matter. However Blackburne sets one last trap.

39. P—B4 .....

In the case of 39. .... B × P; there follows 40. R × P ch., P × R; 41. Q—KKt3, B × R; 42. Q—Kt 7 mate.

39. ..... R × P
40. Q—B3 .....

Threatening R or Q-sacrifice on R5.

40. ..... Q—Q4

Resigns.

GAME 12

KING'S FIANCHETTO

London 1863

White	*Black*
STEINITZ	MONGREDIEN
1. P—K4	P—KKt3

This flank-development of the Bishop, usually called Fianchetto, very advantageously places the Bishop on the longest diagonal, from where it can exert considerable pressure on the centre. On the other hand it has the disadvantage, especially in the second move, of giving the opponent too much freedom of action in the centre. This type of development is therefore only permissible in connection with other moves, bearing down against the centre, as we see it in modern developments.

2. P—Q4 B—Kt2
3. P—QB3 .....

The careful manner in which White protects his centre position is typical of Steinitz. More aggressive moves as for example 3. P—QB4 or P—KB4 would probably soon have enabled Black to weaken and break through the White centre.

3. ..... P—Kt3
4. B—K3 .....

White plays with great precision. He intends, after the move of Black's Bishop to QKt2, to protect the K Pawn, not by means of B—Q3, as this Bishop will find a better position on QB4, but by means of QKt—Q2. This is why he develops the Q-Bishop first.

4. ..... B—Kt2
5. Kt—Q2 P—Q3
6. KKt—B3 P—K4
7. P × P ! .....

At first blush this would seem to ease the position of Black. In reality, however, White thereby prevents the otherwise possible liberation of Black's position by means of P × P; P × P, P—QB4. This possibility incidentally shows how lively a game can result from the Fianchetto development, if the obstructing centre Pawns can be got rid of.

7. ..... P × P
8. B—QB4 Kt—K2
9. Q—K2 .....

Here we again have the postponement of Castling so typical of Steinitz, in order not to miss the possibility of Castling on the Q-side. The essential feature of the positional picture should be noted: the centre Pawn position, White on K4 and QB3, Black on K4, preventing the penetration of the centre by Black's pieces, so that White will soon be ready for a flank attack. We find this Pawn formation, together with the development of the Queen to K2 and of the QKt to Q2 and subsequent Castling on the Q-side in many of Steinitz's later and famous games against the greatest masters of his time, so against Blackburne, Tschigorin and Lasker. This game may therefore be considered as a first model of the method later used by Steinitz in building up his attack.

9.	.....	Castles
10.	P—KR4	.....

May we recall here our remarks in connection with Game 9? This Castling attack which we accept today as a matter of course, and which we find so frequently with Steinitz, was never used by Morphy, who always Castled early in order to break through the centre. It should be noted incidentally that Steinitz has very carefully timed his attack, without troubling to Castle beforehand, in order to prevent Black from protecting the square KR4 with QKt—Q2—KB3.

10.	.....	Kt—Q2
11.	P—R5	Kt—KB3
12.	P × P	Kt × P
13.	Castles QR	P—B4

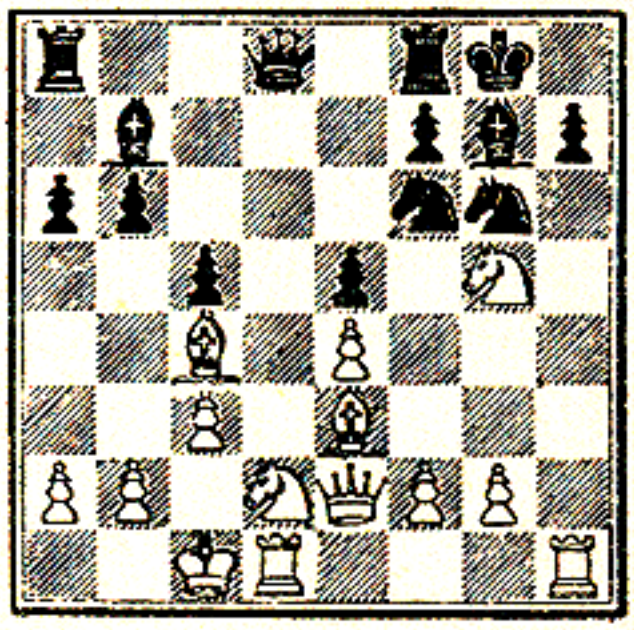
Black's position is now obviously none too enviable and he has hardly any other alternative than this attempt to force White's K-Bishop from the diagonal with P—QR3; P—QKt4; and P—QB5; at the same time initiating a counter-attack against White's Castled position.

14.	Kt—KKt5	P—QR3

In case of P—KR3; White would advantageously continue with 15. Kt × BP, 16. B × KRP.

Position after 14. ..... ***P—QR3***

Black: MONGREDIEN



White: STEINITZ

15.	Kt × RP	.....

A beautiful and keenly calculated combination.

15.	.....	Kt × Kt
16.	R × Kt	K × R
17.	Q—R5 ch.	K—Kt1
18.	R—R1	.....

18. Q × Kt would not be sufficient and Black would gain the upper hand with Q—B3.

18.	.....	R—K1
19.	Q × Kt	Q—B3
20.	B × P ch.	Q × B
21.	R—R8 ch.	K × R
22.	Q × Q	Resigned

Although Black has two Rooks for his Queen, he is left defenceless in view of his hopelessly obstructed Bishops and White's Pawn superiority.

GAME 13

PHILIDOR DEFENCE

Dublin 1865

White	*Black*
STEINITZ	MACDONNELL

This game offers a good example of the treatment of restricted positions. This method is essentially the creation of Steinitz and was made popular through the distinguished pedagogical studies of Dr. Tarrasch. In accordance with the principles of this book we shall demonstrate the essential characteristics of this theory in this and some following games, instead of giving a dry theoretical discussion.

1.	P—K4	P—K4
2.	Kt—KB3	P—Q3
3.	B—B4	.....

In former games we have encountered at this point only the seemingly more effective move 3. P—Q4. Very characteristically Steinitz, however, is working towards the following structure: A fully secured, rather defensive position in the centre, in preparation and execution of a flank-attack, undisturbed by counter-attacks in the centre. It should be noted that in spite of the symmetrical Pawn position (White Q3 and K4, Black Q3 and K4), the development of the K-Bishop beyond the chain of Pawns gives White slightly better prospects, and that on the other hand Black's KB remains in a restricted position. The advantage may appear trifling, but it is in accordance with the important principle, which the progressive chess-player will do well to acquire, that the chances of obtaining an advantage are the better, the smaller it is. Play for an important advantage is justified only on the basis of grave errors committed by the opponent.

3.	.....	B—K2
4.	P—QB3	.....

This move is made not, as might be imagined, in order to play P—Q4, but in order to acquire the central formation outlined in the previous game which secures the centre from the enemy's attacks.

4.	.....	Kt—KB3
5.	P—Q3	Castles
6.	Castles	B—Kt5
7.	P—KR3	B × Kt

A modern master would hardly have made Black's last two moves. Steinitz was the first to demonstrate clearly the superiority of two Bishops over Bishop and Knight.

8.	Q × B	P—B3
9.	B—Kt3	QKt—Q2
10.	Q—K2	Kt—B4

The purpose of the seemingly senseless move 9. B—Kt3, now becomes apparent. Had the Bishop been left standing on B4, White would not now be able to prevent the exchange of this piece.

11.	B—B2	.....

White is now fully prepared to begin the Pawn attack on the K-side with P—KB4.

11.	.....	Kt—K3
12.	P—KKt 3 !	.....

White postpones P—KB4, in order to save his two Bishops.

12.	.....	Q—B2
13.	P—KB4	KR—K1
14.	Kt—Q2	QR—Q1
15.	Kt—B3	K—R1

As a result of his restricted position, Black is rather at a loss what to do next. The following move makes White's advantage more apparent.

16.	P—B5	Kt—B1
17.	P—KKt4	P—KR3
18.	P—Kt5	P × P
19.	Kt × Kt	K—Kt1
20.	K—R1	.....

The nature of White's terrain advantage may clearly be seen if for a moment we envisage the attack on the KKt-file obviously planned by White against the square KKt7. White intends to triple his heavy pieces on the KKt-file which is very easily accomplished on the ground at his disposal. Black's pieces on the other hand are limited to a very restricted field and stand in each other's way making it very difficult for Black to arrange his pieces in an adequate manner for the defence of his KKt 2.

20.	.....	Kt(B3)—R2
21.	Kt—B3	.....

It is an important principle of the attack against restricted positions, to avoid any exchange of pieces not absolutely expedient, in order not to give the opponent greater freedom of action.

21.	.....	R—Q2

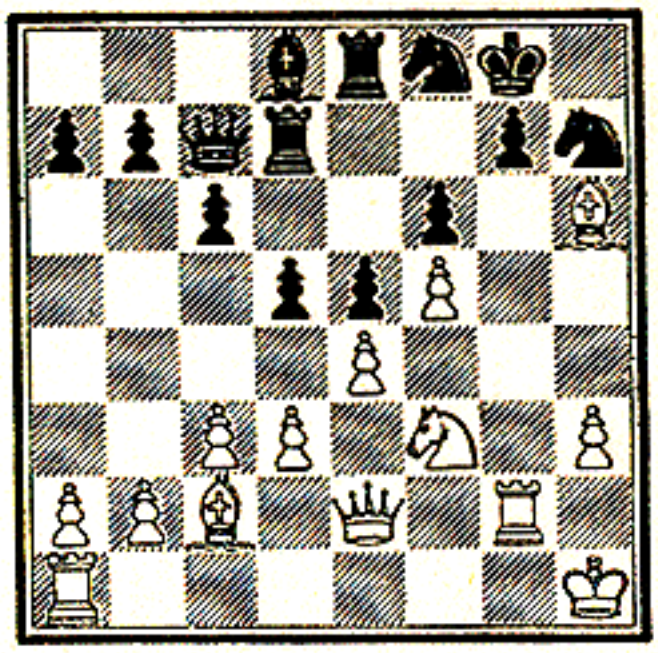
Already now Black is forced to prepare for the protection of KKt7 which is rather an unwieldy process.

22.	R—KKt1	B—Q1
23.	B—R6	P—B3
24.	R—Kt2	P—Q4

It is only natural that Black should want to gain more freedom of action in this way. The move, however, gives Steinitz an opportunity of using the disadvantage characteristic of the restricted position, the fact namely of Black's pieces standing in each other's way, to his own advantage. Black's position to be sure was hopeless in any case.

Position after 24. .... P—Q4

Black: MACDONNELL



White: STEINITZ

25.	QR—KKt1	KR—K2
26.	P × P	P × P
27.	B—R4	R—Q3

Simply because there is no longer room for the Rook on the second rank.

28.	R × P ch.	R × R
29.	R × R ch.	Q × R
30.	B × Q	

and White won.

GAME 14

THREE KNIGHTS' GAME

Baden-Baden 1870

White	*Black*
L. PAULSEN	STEINITZ
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. Kt—B3	.....

The remarks made in connection with move 3. B—B4 (compare Game 8) apply also to the above move. It does not represent a consistent continuation of the attack against the Pawn K4, initiated

by 2. Kt—KB3. For this reason Black has more freedom of action than in the 'Ruy Lopez' after 3. B—Kt 5. As a rule Black now continues with 3. .... Kt—B3; which would constitute the Four Knight's Game. Whenever Black chooses another third move, the opening is designated as the Three Knight's defence Game.

3.	P—KKt3

Steinitz very often used the 'Fianchetto' especially that of the K-Bishop. We never find it with Morphy who preferred the open game and was bent above all upon bringing all of his pieces into play. Steinitz with his preference for closed positions took great pains to manœuvre his pieces into positions lending them greater effectiveness in the long run.

4. B—B4	.....

More conventional is P—Q4, leading to an open game. Paulsen probably wished to avoid this continuation, because it opens an entire long diagonal for Black's K-Bishop. The usual move P—Q4, on the other hand gives White a chance of profiting from the weakness of Black's KB3 which has become exposed as a result of his P—KKt3. The following continuation will illustrate our point: 4. P—Q4, P × P; 5. Kt—Q5 ! B—Kt2; 6. B—KKt5, and White will have no difficulty in recapturing his Pawn to advantage, as for example after 6. .... P—B3; with 7. B—B4, or after KKt —K2; with 7. B—B6.

4.	B—Kt2
5. P—Q3	P—Q3
6. B—KKt5	Q—Q2
7. P—QR3	.....

To prevent the exchange of the B on QB4 by means of Kt—QR4.

7.	P—KR3
8. B—R4	P—KKt4 !

This advance of the K-side Pawns seems to weaken the position and looks almost amateurish. In reality, however, it is the introduction to a very carefully considered positional plan which lays the foundation for ultimate victory.

9. B—KKt3	KKt—K2

Black intends to continue with P—B4 and to force White to exchange Pawns by means of the threat P—B5, which would give Black the Pawn superiority in the centre and possibly lead to the formation of a Pawn centre. This is the fundamental idea of Steinitz's plan which Paulsen vainly tries to block with the following attacking moves.

10. P—KR4	P—Kt5
11. Kt—Q2	P—KR4

In order to prevent P—R5 by White and consequent freedom of action for the Bishop on KKt 3.

12. Kt—Q5	Kt × Kt
13. B × Kt	Kt—K2
14. B—Kt3	P—KB4

Black has accomplished his end. White now obviously is forced to exchange Pawns, as he cannot tolerate the lasting isolation of his Bishop by means of P—B5.

15. P × P	Kt × P
16. Kt—B1	.....

A sad move, but White cannot very well countenance the doubling of his Pawns on the K-side, since after Kt × B; 17. P × Kt, he would have one Pawn less in the centre and no equivalent on the K-side, the doubled Pawn being worthless.

16. ..... P—B3

Preparing the formation of a Pawn centre with P—Q4. The move P—Q4 itself is delayed by Steinitz until his development is completed, in order to prevent the weakening of the Pawn centre on account of lack of protection by other pieces.

17. P—QB3 Q—QB2

In preparation of Q—Kt3; from where the Queen can become effective in every direction.

18. Q—K2 Q—Kt3
19. B—QR2 B—Q2
20. Castles QR Castles QR
21. P—B3 Kt × B
22. Kt × Kt P—Q4

This completes the Pawn centre and it might be recalled what was said on a previous occasion in regard to this formation. Black, as master of the centre, endeavours to direct his attack against one of the wings. In this case he selects the K-side for his attack, because of the inherent weakness of White's position on that flank, and not the Q-side, in spite of the fact that the King is stationed there. White's only choice on the other hand is the offensive against the centre, as the only means of achieving concerted action for his widely separated pieces, in view of his narrowly hemmed-in position in the centre. It can easily be seen how difficult it would be for White, for instance to manœuvre the Bishop on R2 to the K-side, or the Knight on Kt3 to the Q-side.

23. K—Kt1 .....

As a first move, White secures his King with the intention of continuing with P—QB4.

23. ..... B—B1 !

Initiating the attack against White's K-side.

24. K—R1 B—Q3
25. Kt—B1 QR—B1
26. Kt—Q2 R—R3
27. P—QB4 B—K3
28. Kt—Kt3 .....

Threatening the destruction of the Pawn centre with P—QB5, B × P; Kt × B, Q × Kt; Q × P.

28. ..... KtP × P
29. P × BP B—QB2

Preventing the threat of White, outlined above.

30. Kt—Q2 KR—B3
31. R—QB1 .....

Threatening 32. P × P which Black would not be able to counter with P × P; on account of 33. Q × P.

31. ..... K—Kt1
32. P × P P × P
33. KR—Kt1 B—Q3
34. R—Kt5 B—KB2
35. Kt—Kt1 .....

A last attempt to harass Black's centre with Kt—B3.

35. ..... Q—Q5
36. Kt—B3 P—R3

At this point Black cannot play Q × RP, as this would be followed by 37. R × KP, B × R; 38. Q × B ch., K—R1; 39. B × P, etc.

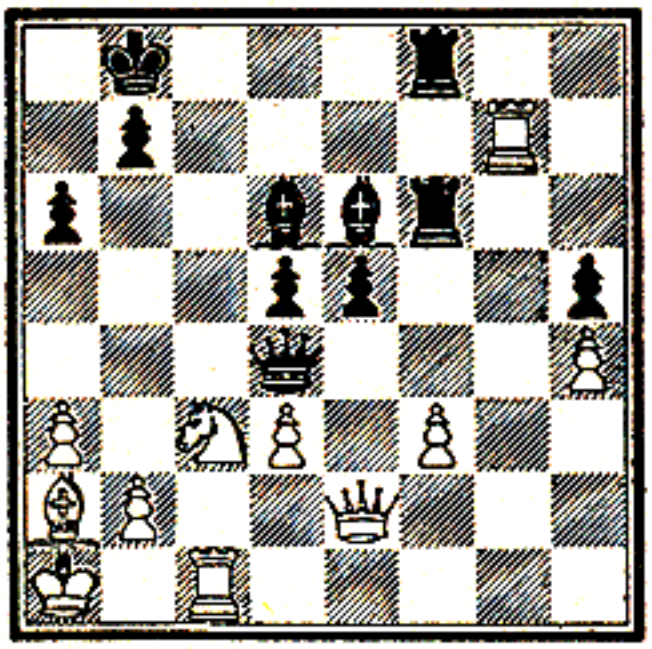
37. R—Kt 7 .....

Threatening the Bishop, apparently with the intention of sacrificing the Rook, in order to improve his position with B × P.

37. ..... B—K3

Position after 37. . . . . *B—K3*

Black: STEINITZ



White: PAULSEN

White lost the game in this position by exceeding the time limit, though the game was hardly tenable in the long run even without that. First of all Black threatens R × P with decisive effect. The Pawn cannot be protected by R—Kt3 on account of P—K5. Should White however play 38. R—B1, Black wins a Pawn with B—R6; resulting in a further betterment of his position.

GAME 15

THREE KNIGHTS' GAME

Vienna 1873

White	*Black*
ROSENTHAL	STEINITZ
1. P—K4	P—K4
2. Kt—QB3	. . . . .

This opening which was much analysed by Viennese masters of a century ago, is known as the 'Vienna Game.' The aim of all continuations after P—K4, P—K4; should be the opening of the game either with P—Q4, or P—KB4. Move 2. Kt—QB3, obviously is not a suitable preparation for P—Q4, perhaps even slightly detrimental, as it prevents the possibility of P—QB3. As a matter of fact, move 2. Kt—QB3, is therefore made as a rule in preparation of P—KB4. The meaning of this preparatory move is to be seen in the fact that the immediate King's Gambit 2. P—KB4, finds a very powerful reply in the Falkbeer Gambit 2. . . . . P—Q4. This is the reason why similarly 2. B—B4, is often used in preparation of P—KB4. Move 2. . . . . Kt—KB3; is considered to-day as the best answer to either the 'Vienna Game' or 2. B—B4 (King's Bishop's Opening), because it protects square Q4 a second time and after 3. P—KB4, makes possible the reply P—Q4.

In our game, however, an inversion of the moves leads again to the Three Knight's Game with which we are already familiar.

2.	Kt—QB3
3. Kt—B3	. . . . .

The spirit of the 'Vienna Game' would here require either an immediate P—B4, or first of all the continuation of the development with 3. B—B4, and P—Q3, with Kt—K2 (not B3) in order to give increased effect to the later P—KB4. Preparation of P—KB4, with 3. P—KKt3, and B—Kt2 (increasing the pressure on Q5) and KKt—K2 following, would also be applicable.

3.	P—KKt3
4. P—Q4	P × P
5. Kt × P	. . . . .

We have recommended here 5. Kt—Q5, (compare the previous game).

5.	B—Kt2
6. B—K3	KKt—K2
7. B—QB4	P—Q3
8. Castles	Castles

As a result of the Pawn formation K4 as against Q3, White at this juncture has the more open game. Compare our remarks in Game 3. White's succeeding move, however, is premature.

9. P—B4 .....

White now has two fine Pawns in the centre, though not for long.

9. ..... Kt—R4 !

Making possible P—Q4.

10. B—Q3 P—Q4
11. P × P .....

P—K5 would be wrong as Black threatens to win a piece by means of P—QB4.

11. ..... Kt × P
12. Kt × Kt Q × Kt

The position of White's Pawn at KB4 is now devoid of all meaning and only forms an obstruction for the Q—Bishop. The Pawn would be much better placed on KB2, since the K-file may now easily become weak.

13. P—B3 R—Q1

Threatening P—QB4.

14. Q—B2 .....

In order to be able to answer P—QB4; with 15. B—K4.

14. ..... Kt—B5

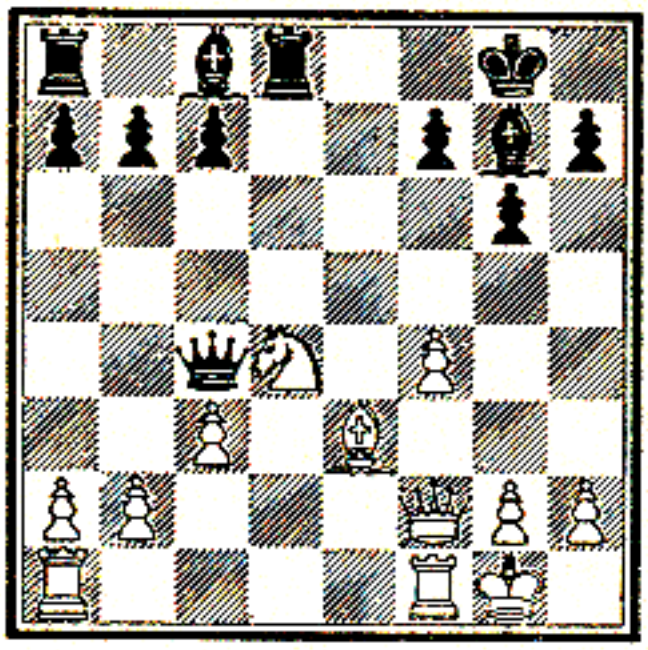
Giving Black the additional advantage of the combined Bishops against Bishop and Knight.

15. B × Kt Q × B
16. Q—B2 .....

Because of the threat of B × Kt; B × B, R × B.

Position after 16. *Q—B2*

Black: STEINITZ



White: ROSENTHAL

This is perhaps the oldest game in which we find the practical application of the theory created by Steinitz to demonstrate the advantage of the combined Bishops. Most chess players thanks to the comments on master games are familiar with the fact that two Bishops are stronger than two Knights or than Bishop and Knight, though very few really know the reason for this advantage and how to turn it to account. In order to obtain a better understanding, we have to consider first of all the differences in the use of Bishop and Knight.

In contrast to the far reaching Bishop which can become effective from a distance, the Knight, in order to become effective, has to operate in close proximity to the opposing forces. In order to become lastingly effective, it must find protected squares near the enemy's camp, mostly squares protected by Pawns, inasmuch as other pieces are in the long run not suitable for the protection of the Knight. It follows therefore that in completely open positions without Pawns, the Bishop is superior to the Knight, a fact which is confirmed by the results of the end-game theory. Conversely, the Knight is superior to the Bishop in closed positions,

on the one hand because the Pawns are in the Bishop's way, and on the other hand because the Pawns form points of support for the Knight, as remarked above.

The method created by Steinitz to turn the advantage of two Bishops to the fullest possible account, is applicable only to positions like the above which are neither closed, nor completely open, but in which there are still to be found some points of support for the Knight, protected by Pawns, as here for example on the squares Q4 and K5. The method then consists in advancing the Black Pawns in such a way that these points of support become unsafe for the Knight which thereby is condemned to a passive rôle and becomes quite ineffectual. It will be seen that the same Pawn moves can be used also against the Bishop.

It is of course possible to use the same method occasionally also in the fight of a Bishop against a Knight. This is rare, however, because the advance of the Pawns often weakens the position and offers hostile pieces a chance of breaking through. With a pair of Bishops covering squares of either colour, such Pawn advances can as a rule be ventured on.

16.	.....	P—QB4

Deprives the White Knight of the square at Q4.

17.	Kt—B3	P—Kt3

Forming a Pawn chain which robs the White Bishop of all effectiveness against the Q-side, while in the other direction the Bishop is blocked by his own unlucky KB Pawn.

18.	Kt—K5	Q—K3
19.	Q—B3	B—QR3
20.	KR—K1	.....

Black now continues the Pawn moves designed further to restrict the field of action of the White Knight.

20.	.....	P—B3
21.	Kt—Kt 4	P—R4
22.	Kt—B2	Q—B2

In order to be able to play B—QKt 2. It should be noted that White's Bishop and Knight are even now completely blocked. The following incorrect attempt at liberation by White is thereby psychologically accounted for.

23.	P—B5	.....

White apparently had no idea that this Pawn becomes weak. Steinitz, however, would be the last to overlook such an opportunity and he captures the Pawn in just five moves, the result of the ineffectuality of White's Bishop and Knight.

23.	.....	P—KKt4
24.	QR—Q1	B—Kt2
25.	Q—Kt3	R—Q4
26.	R × R	Q × R
27.	R—Q1	.....

27. Q—R3, is followed by P—Kt5.

27.	.....	Q × P
28.	Q—B7	.....

Initiating a series of desperate and perfectly futile counter-attacks, since they are not assisted by Bishop and Knight.

28.	.....	B—Q4
29.	P—QKt3	R—K1
30.	P—B4	B—B2
31.	B—B1	R—K7
32.	R—B1	Q—B7

Threatens R × Kt.

33.	Q—Kt3	Q × RP

And Black won.

GAME 16

RUY LOPEZ

London 1876

White	*Black*
STEINITZ	BLACKBURNE
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	.....

This is the 'Ruy Lopez' which, as has been mentioned before, is the consistent continuation of the attack begun with 2. Kt—KB3 against Black's Pawn on K4. The attack to be sure is not actually in full swing as yet, since, even were it White's move now, it would not be advantageous for White to continue with 4. B × Kt, QP × B; 5. Kt × P, inasmuch as Black could easily win back his Pawn to advantage with Q—Q5 or with Q—Kt4. The attack against Black's KP becomes very real, however, with continued development.

3. ..... P—QR3

This move, driving off the troublesome Bishop, is to-day the most generally accepted defence.

4. B—R4 .....

As has been seen above, 4. B × Kt, would not actually win a Pawn, but would only advance Black's development after QP × B; though 4. B × Kt, has been used with the idea of deriving profit in the end-game from Black's impaired Pawn position. This is known as the Ruy Lopez Exchange Variation.

4. ..... Kt—B3

It would seem more obvious to play at once 4 .... P—QKt4; which in turn would force White to play 5. B—Kt3, in which case the question might be raised why White chose to play the Ruy Lopez at all and why he did not choose to play the Giuoco Piano with B—B4. The answer is that the position of the Spanish Game existing after 5. B—QKt3, is more advantageous for White than the positions of the Italian Game after 3. B—B4, for two reasons. In the first place the Bishop is better protected and more secure on Kt3 than on B4 and therefore is not exposed to possible attacks by means of P—Q4; or Kt—R4; which in the Italian Game have to be answered in most cases with B—Kt3. The second reason is that the advanced Pawns R3 and Kt4 of the black Q-side may very easily become the cause of weakness in Black's position. They invite attack by means of P—QR4, in which case and if Black should make the move P—Q4; which may become necessary in order to disencumber his game, his QB4 may become weak, i.e. a point of attack for White's pieces, as it cannot now be protected by Pawns.

For this reason Black avoids P—QKt4 until this has become necessary in order to protect the KP.

5. P—Q3 .....

Nowadays the Ruy Lopez is generally played with the idea of playing P—Q4, as soon as possible, as will be seen in later games. Steinitz, however, regularly chose a closed formation, with the Pawns placed on QB2, Q3 and K4, in order to be able to attack the K-side without interference. This does not mean that Steinitz thereby renounces all the advantages of the first move. In view of the now clearly defined attack against Black's KP; Black is forced to play either 5. .... P—Q3; giving White the small advantage of an unencumbered KB while Black's KB is caught behind his own chain of Pawns (see our remarks at the

beginning of Game 13.), or Black is compelled to play immediately 5. .... P—QKt4; 6. B—Kt3, B—B4; giving White some advantages in that his KB is better protected and that Black's Queen-side Pawns have become weakened.

5.	P—Q3
6. P—B3	.....

Building up the defensive position in the centre so typical of Steinitz and with which we are already familiar.

6.	B—K2
7. P—KR3	.....

This move, usually implying loss of time and strength, especially when made by less experienced players, is very fine in this instance. It has not been made, as might be imagined, to prevent B—Kt5; which is usually the intention of less experienced players, but to prepare for P—KKt4, in case Black should, after Castling, threaten to disengage his game by means of P—KB4; P—KKt4, being at the same time the beginning of White's intended attack against the K-side.

7.	Castles
8. Q—K2	.....

In this variation, Steinitz always develops his Queen to K2, since in case of P—Q4 by Black he does not want to capture the Pawn with P × P which would impair the safety of his own centre, but intends to keep point K4 covered. Should Black then play P × P, White would reply with P × P, avoiding the possible exchange of the Queens. The early development of the Queen to K2 moreover facilitates an intended Castling on the Q-side.

8.	KKt—K1

In order to play P—KB4. White is, however, fully prepared for this move.

9. P—KKt4	P—QKt4

This, as well as the following moves, give the impression that Black is unable to develop a systematic plan.

10. B—B2	B—Kt2
11. QKt—Q2	.....

Intending to reach Q5 or KB5 by means of KB1 and K3 or KKt3. This manœuvre of the Knight which Steinitz here applies for the first time, is quite regularly found in modern games with the same opening.

11.	Q—Q2
12. Kt—B1	Kt—Q1
13. Kt—K3	Kt—K3
14. Kt—B5	.....

It is only natural that Black should not intend to leave this dangerous Knight unmolested and should attempt to drive him away with P—Kt3, although a modern player, understanding Steinitz's theory of weak points, would probably first have played B—Q1.

14.	P—Kt3
15. Kt × B ch.	Q × Kt

This is the first time that the so-called 'weak points' have been mentioned. A weak point is a square which can no longer be protected by a Pawn and where, owing to the material at his disposal, the opponent may hope to settle a piece without fear of being driven off. Such squares in our case are KB3 and KR3 (counting from the side of Black) in view of the fact that

Black has no black Bishop left. With such a Bishop, especially if it were placed on square KKt2 which is well adapted to the defence, Black would have nothing to fear. It is true that Blackburne cannot very well be blamed for not knowing this at the time. Even Morphy would probably have been very much surprised if anybody had told him that only ten moves later white pieces would be settled permanently on KB3 and KR3.

16.	B—K3	Kt(K1)—Kt2
17.	Castles QR	P—QB4
18.	P—Q4	.....

With his last moves White has prepared his conquest of the long diagonal (Q4—KB6), in order to win the approach to the weak points in Black's position.

18.	.....	KP × P
19.	P × P	P—B5

Facilitating White's plans and representing an attempt on the part of Black to take the offensive against the White K-position.

20.	P—Q5	Kt—B2
21.	Q—Q2	.....

With the idea of moving the Bishop to KB6 and the Queen to KR6.

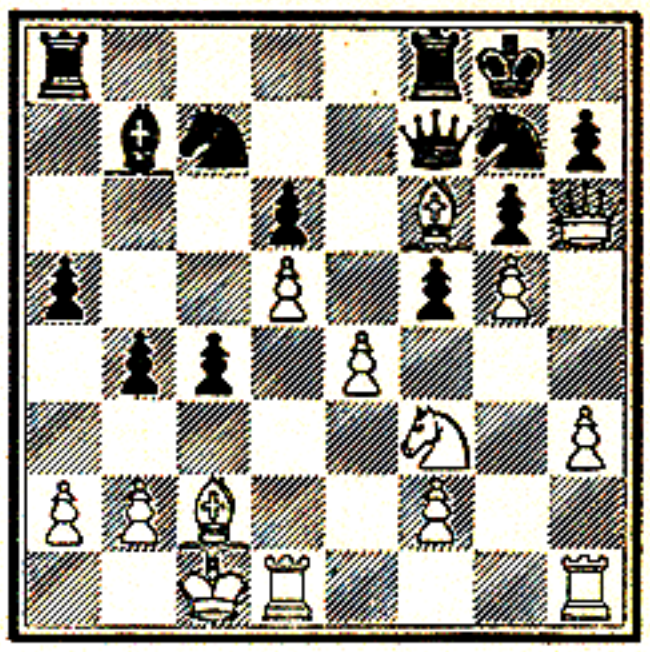
21.	.....	P—QR4
22.	B—Q4	P—B3
23.	Q—R6	P—Kt5
24.	P—Kt5	P—B4
25.	B—B6	.....

Steinitz has reached his goal. Thanks to his dominating position he now forces a decision with a very pretty combination.

25.	.....	Q—B2

Position after 25. ..... Q—B2

Black: BLACKBURNE



White: STEINITZ

26.	P × P	P × P

If Kt × P; there follows 27. B × Kt, P × B; with 28. P—KKt6, winning.

27.	P—Kt6 !	Q × KtP

P × P; is followed by 28. Kt—Kt5.

28.	B × Kt	.....

White thereby winning a piece, inasmuch as Q × B is followed by 29. R—Kt1

28.	.....	Q × Q ch.
29.	B × Q	

And White won.

GAME 17

RUY LOPEZ

London 1863

	White ENGLISCH	*Black* STEINITZ
1.	P—K4	P—K4
2.	Kt—KB3	Kt—QB3
3.	B—Kt5	P—KKt3

This defence which was frequently used by Steinitz and later by Pillsbury has been demonstrated as being unsatisfactory, in the game Marco–Pillsbury (Vienna 1898). White exposed the weakness of P—KKt3; by continuing with 4. P—Q4, P × P; 5. B—KKt5 ! It would seem that Black in the KP-opening (1. P—K4, P—K4 ;) cannot afford the time-consuming Fianchetto development as it generally offers White a chance for a gain in tempo and an open game.

4.	P—Q4	P × P
5.	Kt × P	B—Kt2
6.	B—K3	Kt—B3
7.	Kt—QB3	Castles
8.	Castles	.....

In case Black now simply continues his development with QKt × Kt; 9. B × Kt, P—Q3; White gains a positional advantage, due to his Pawn at K4 which, as has been seen before, guarantees a less restricted game. In correct evaluation of the position Steinitz therefore aims at P—Q4.

8.	.....	Kt—K2 !

Steinitz here follows an idea which much later became current as a result of the Alekhine defence. He intends to provoke 9. P—K5, in order to use the advanced White Pawn after 9. .... Kt—K1; 10. P—B4, with P—Q3, in the furtherance of his own development. Nevertheless White should probably have continued with 9. P—K5, anyway, as this would have given him, after KKt—K1, a very propitious game with 10. B—B4.

9.	Q—Q2	P—Q4
10.	P × P	Kt (K2) × P
11.	Kt × Kt	Q × Kt
12.	B—K2	Kt—KKt5

Giving Black the advantage of two Bishops.

13.	B × Kt	B × B
14.	Kt—Kt3	.....

As otherwise Black would increase the pressure with QR—Q1.

14.	.....	Q × Q

Whatever advantage Black now may have is very small, resulting however in a very instructive continuation of the game. More effective would have been 14. .... Q—QB5; whereupon White has to cover his Pawn on QKt2, enabling Black to proceed with QR—Q1 thereby gaining time.

15.	Kt × Q	QR—Q1

Threatening 16. .... B × P; afterwards answering 17. QR—Kt1, with B—Q5 (better than B—B6; on account of 18. Kt—K4).

16.	P—QB3	.....

This move looks harmless enough, but in reality means a weakening of White's position. On the one hand the Pawn on QB3 lessens the value of the B because of the possibility of limiting its range and on the other hand the square Q3 has now become 'weak,' since it cannot be covered by either Pawn or Bishop. As a consequence White will experience some difficulty, perhaps even in the last phases of the end-game, in preventing Black's pieces from invading his position by way of Q3.

Here already we have an example of the general rule, often illustrated by Steinitz's games, that, broadly speaking, it is advisable not to place one's Pawns on squares of the same colour as the Bishop. This rule is here mentioned only in passing; it is of the greatest importance for the interpretation and correct treatment of closed and partially closed positions and we shall later have occasion to discuss it in more detail.

16. ..... KR—K1
17. Kt—Kt3 P—Kt3

As in the preceding game, Black now forms the Pawn-chain R2, Kt3 and B4 which on the one hand is meant to limit the range of the B in the direction of the Q-side and on the other hand makes the square Q4 unsafe for the White Knight. This is the farthest advanced square that can be covered by one of its own Pawns. (Compare our remarks in the preceding game regarding the exploitation of the superiority of the combined Bishops.)

18. P—KR3 B—K3
19. KR—Q1 P—QB4
20. B—Kt5 P—B3
21. B—B4 K—B2

Showing a further advantage of the combined Bishops. Black is already able to advance his King towards the centre of the board in preparation of the last phases of the end-game. White in his restricted position cannot afford to do the same, as otherwise his King would be exposed to attack.

22. P—B3 P—KKt4

The formation of a Black Pawn-chain on the King's wing now limits the White Bishop also in this direction.

23. R × R .....

White cedes the open file to his opponent. There is no other way however in which he could play 24. B—K3, without loss.

23. ..... R × R
24. B—K3 P—KR3

Completing the chain of Pawns on the K-side, with the intention of continuing with P—B4; in order to restore freedom of action to his Bishop and rendering the square K4 (Kt—Q2—K4) inaccessible for the White Knight.

25. R—K1 P—B4
26. P—KB4 .....

A very comprehensible attempt at liberation.

26. ..... B—B3
27. P—Kt3 P—QR4

Further restricting the White Knight.

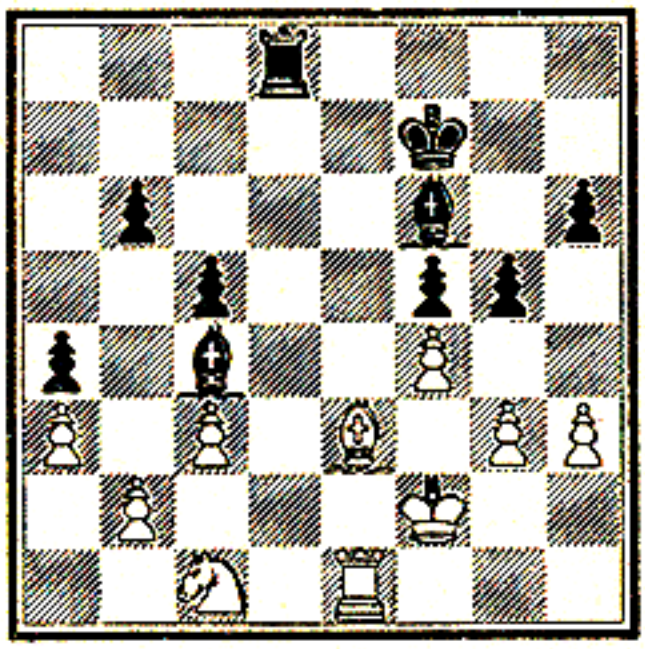
28. Kt—B1 P—R5
29. P—R3 .....

P—R6; had to be prevented.

29. ..... B—B5
30. K—B2

Position after 30. *K—B2*

Black: STEINITZ



White: ENGLISCH

After making the utmost of his Bishop's superiority in restricting and limiting White's position, Black strikes hard.

30. ..... P × P
31. B × P B—KKt4

Threatening exchange of Bishops and R—Q7 ch.

32. B × B .....

An immediate 32. K—K3, would win for Black with R—K1 ch; 33. K—B2, R × R; 34. K × R, K—K3;

and the Black King invades the White position via Q4 and K5.

32.	P × B
33. K—K3	K—B3
34. P—R4	.....

If 34. R—R1 Black forces R—Q7 with K—K4 and P—B5 ch.

34.	P × P
35. P × P	R—K1 ch.
36. K—B2	R × R
37. K × R	K—K4

As the White Knight cannot move without being captured by the Bishop, we have in effect a Pawn ending, which is won for Black owing to the advanced position of his King, in spite of the fact that White has the advantage of the 'distant passed Pawn.'

38. Kt—K2	B × Kt
39. K × B	K—B5
40. P—QB4	K—Kt5
41. K—K3	P—B5 ch.

In case of K × P; White would win with 42. K—B4 which shows how closely Black had to calculate the end-game before taking the offensive.

42. K—K4	P—B6
43. K—K3	K—Kt6

Resigns.

GAME 18

RUY LOPEZ

Havana 1892

White	*Black*
STEINITZ	TSCHIGORIN
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	Kt—B3

This is the so-called 'Berlin Defence' to the Ruy Lopez. Instead of taking pains to defend the Pawn K4, Black answers with a counter-attack. If White now, in the spirit of the Ruy Lopez, continues as is usually the case, with the intention of playing P—Q4, and of opening the game to advantage, it is evident that 4. P—Q3, is not the correct continuation for White. The same thing applies to 4. Kt—B3, as this move gives Black a chance to continue his counter-attack against the KP with B—Kt5 and finally forces White to be content with the purely defensive P—Q3. Similarly 4. Q—K2, has nothing much to recommend it as a preparation for P—Q4, as it deprives point Q4 of one of its protecting units. If White wants to bring about the open Ruy Lopez by means of P—Q4, his best preparation is 4. Castles, thereby indirectly covering the Pawn and easily recapturing it in case of 4. .... Kt × P; by means of an attack on the K-file, preferably beginning with 5. P—Q4.

As we already know, Steinitz was not interested in opening up the game in the centre and therefore simply played P—Q3, compelling Black to cover his K-Pawn in turn. He therefore also played P—Q3; and White once more had the advantage of an unrestricted K-Bishop while Black's K-Bishop was hemmed in by his own Pawns.

It might be mentioned here again that it is better to have the Pawns posted on squares of a different colour from that of one's Bishops (see comment to move 16 of Game 17). Inversely speaking a Bishop is of greater value, if it is not placed on a square of the same colour as one's own permanently posted Pawns.

In the King's Pawn openings, provided they turn out to be of a somewhat closed character, the White Pawns K4 and perhaps Q3 and the Black Pawns Q3 and K4 are the permanent characteristics of the position. This means that

the black Bishop for White and white Bishop for Black, i.e. the Queen's Bishop on both sides, is the more valuable piece. The board shows this to be true, inasmuch as the Queen's Bishops on both sides are free, while the King's Bishops are in danger of becoming restricted. The opposite holds for the Queen's Pawn game (1. P—Q4, P—Q4;), where the King's Bishops are stronger and the Queen's Bishops may easily remain confined. The main problem of a good defence of the Queen's Pawn Opening may as a rule be found in the judicious use of the Queen's Bishop.

4.	P—Q3	P—Q3
5.	P—B3	P—KKt3

White has already begun to build up the closed position towards the centre so typical of Steinitz and the above move may for this reason pass here more easily than in a previous phase of the game, when White would still be able to play for a quick opening of the game.

6.	QKt—Q2	.....

The same construction as in Game 16.

6.	.....	B—Kt2
7.	Kt—B1	Castles
8.	B—R4	.....

In order to safeguard his Bishop which on Kt5 was exposed to exchange by means of P—R3; and Kt—Q2—B4; as actually played by Tschigorin.

8.	.....	Kt—Q2
9.	Kt—K3	Kt—B4
10.	B—B2	Kt—K3
11.	P—KR4	.....

The Pawn attack on the flank which we have seen in several previous Steinitz games.

11.	.....	Kt—K2
12.	P—R5	P—Q4
13.	RP × P	BP × P

In case of Black's RP × P; White would have maintained his strong position in the centre, with 14. Q—K2, as he did in other games, in order to carry on the attack on the KR-file, probably in combination with Q-side Castling. The dangerous weakness existing in Black's K-position after BP × P is however of an entirely different nature, its main characteristic being the missing B-Pawn which in any other case might have been advanced to B4. The weakness is rendered more acute by the fact that the Kt-Pawn also has been advanced to Kt3. We have met this weakness of the diagonals QR2—KKt8 and QR1—KR8 before, notably in Game 8. This weakness frequently leads to brilliant combinations.

It is obvious that the study of some of the brilliant combinations of the past led Steinitz to believe that their success was not due to the chessmaster's genius alone, but that their fundamental basis lies in some hidden weakness of the opponent's position. In this way he probably created for himself a theory of combinations, seeking and finding the relationship between frequently recurring positional weaknesses and the possibility of creating combinations on the basis of such weaknesses.

Accordingly Steinitz abandons his habitual positional treatment of the opening immediately after Tschigorin has weakened his position by playing BP × P. Instead of continuing to play for the maintenance of his defensive position in the centre, he now prepares to make the most of his opponent's weakness. The first step in this direction is obviously the opening up of the centre, in order to remove all obstructions from the diagonals.

14.	P × P	Kt × P
15.	Kt × Kt	Q × Kt
16.	B—Kt3	Q—B3

One of the diagonals is conquered and now follows the fight for the long diagonal from QR1 to KR8.

17.	Q—K2	B—Q2
18.	B—K3	K—R1
19.	Castles QR	QR—K1

Preventing the intended P—Q4.

20.	Q—B1	.....

This innocuous looking move, apparently intended only to facilitate P—Q4 which Black could not prevent anyway has a deeper meaning however and lays the foundation for the surprise in move 24.

20.	.....	P—QR4

Tschigorin is unaware of the proximity of disaster and gets ready for a counter-attack.

21.	P—Q4	P × P
22.	Kt × P	B × Kt

If Kt × Kt, 23. R × P ch., K × R; 24. Q—R1 ch., wins immediately.

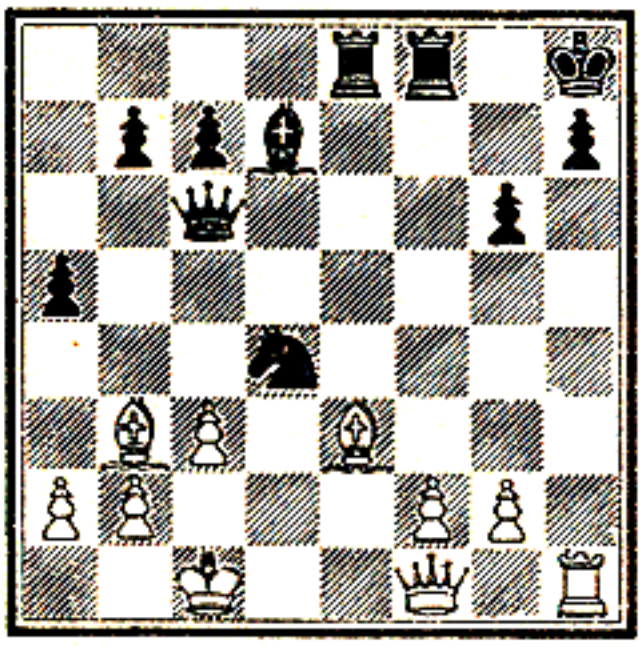
23.	R × B	.....

The long diagonal has been captured and Steinitz goes on to a brilliant finale.

23.	.....	Kt × R

Position after 23. .... *Kt × R*

Black: TSCHIGORIN



White: STEINITZ

24.	R × P ch.	K × R
25.	Q—R1 ch.	K—Kt2
26.	B—R6 ch.	K—B3
27.	Q—R4 ch.	K—K4
28.	Q × Kt ch.	Resigned.

GAME 19

GIUOCO PIANO

Hastings 1895

	White	*Black*
	STEINITZ	VON BARDELEBEN
1.	P—K4	P—K4
2.	Kt—KB3	Kt—QB3
3.	B—B4	B—B4
4.	P—B3	.....

White intends to use the position of Black's Bishop on B4 for the formation of a Pawn centre with P—Q4; P × P; P × P. Correct play on the part of the opponent would bring this play to naught and for this reason this old continuation cannot be considered quite sound. The simple continuation with 4. P—Q3, also Kt—QB3, and B—K3, finally making possible P—Q4 (eventually after Q—Q2) is preferable. It should now be Black's first concern to oppose the formation of a Pawn centre by White. If White's plan succeeds he will be clearly at an advantage. The logical move to destroy the Pawn centre is P—Q4; and Black should consequently be intent upon preparing this move with 4. .... Kt—B3.

4.	.....	Kt—B3

In the light of the above remarks 4. .... P—Q3; would be a mistake, as it would enable White to form the centre with 5. P—Q4, P × P; 6. P × P, and after 6. .... B—Kt3; to oppose successfully Black's attempt at freeing himself by means

of Kt—B3; and P—Q4; with 7. Kt—B3.

5. P—Q4	P × P
6. P × P	.....

The continuation 6. P—K5, has also been tried, but Black would naturally counter with P—Q4; and gain of a tempo.

6.	B—Kt5 ch.

As far as the attack against White's centre is concerned, the Bishop would be posted to better advantage on Kt3. It should be noted, however, that in this case White would be able to prevent Black's intended liberating move P—Q4 with 7. Kt—B3.

7. Kt—B3	.....

The sounder continuation here is 7. B—Q2, giving Black an opportunity, after B × B ch.; 8. Kt × B, for P—Q4. After 9. Kt × P, White has an isolated Pawn on Q4 instead of the planned Pawn centre, As previously pointed out (see Game 3), the principal disadvantage of an isolated Pawn lies in the fact that it offers the opponent a chance of permanently establishing a piece on the square in front of such a Pawn, as in our case on Black's square Q4. In the long run White cannot do much against this plan, for example 10. Q—Kt3, (attacking Q5 and preventing B—K3;) 10. .... Kt—K2; (all the Black moves tend to fortify the strong point Q4, and not as might be thought, to attack the isolated Pawn), followed by P—QB3; Q—Kt3; (to relieve the QB) and B—K3.

Instead of 7. B—Q2, Steinitz, however, chooses the Gambit move 7. Kt—B3, first mentioned in the work of the old Italian chessmaster Greco (beginning of the 17th century) and usually designated as the Moeller attack after the Danish theoretician who distinguished himself in the analysis of this variation.

The idea of this Gambit is that of most Gambits, White disregarding the attacks against his Pawns and proceeding with his development as rapidly as possible, If Black loses time in capturing the Pawns, their disappearance results in a very open game, giving White the advantage in development and an open game which sometimes makes up for the material loss. The principal variation of the accepted Moeller Gambit begins with 7. .... Kt × KP; 8. Castles, B × Kt; (8. .... Kt × Kt; 9. P × Kt, B × P; 10. Q—Kt3, leads to combinations which are not favourable for Black; on the other hand 9. .... P—Q4; would be quite correct) 9. P—Q5. (In case of 9. P × B, Black secures himself with P—Q4). It is extremely difficult to find generally valid principles for the treatment of such irregular moves. Unless a Gambit has been made the object of special thought and study it should as a rule therefore not be accepted. In our game Bardeleben wisely continued with his plan to break through White's Pawn centre with P—Q4.

7.	P—Q4
8. P × P	KKt × P

Instead of the contemplated Pawn centre White now has an isolated Pawn on Q4 as in the above variation beginning with 7. B—Q2, which goes to show once more the fallacy of the play with 4. P—QB3, the intended advantage not having been achieved. White to be sure has a less restricted game than in the B—Q2 variation and consequently some prospects of attack. If Black, however, takes care to fortify his strong point Q4, any attack of White's will come to naught.

9.	Castles	B—K3
10.	B—KKt5	B—K2

Steinitz succeeds in preventing Black from Castling, thus giving additional power to his attack.

11.	B × Kt	QB × B
12.	Kt × B	Q × Kt
13.	B × B	Kt × B
14.	R—K1	P—KB3

Since Black cannot Castle, he intends to connect his Rooks by means of K—B2.

15.	Q—K2	Q—Q2
16.	QR—B1	.....

This move is made in order to induce Black to abandon K—B2; and Kt—Q4; (occupation of the strong point) as well as R—K1; with which continuation Black would have repelled White's attack. Bardeleben is actually intimidated.

16.	.....	P—B3

Black apparently was afraid that White after 16. .... K—B2; would sacrifice the exchange by means of 17. Q × Kt ch., Q × Q; 18. R × Q ch., K × R; 19. R × P ch., giving White a second Pawn for the exchange and a seemingly favourable game, in view of the Rook on the seventh rank. All this, however, is illusory, since Black could reply with 19. .... K—Q3; after 20. R × QKtP, (or KKtP,) threatening checkmate and winning a tempo with R—QB1, enabling him to repulse or exchange White's Rook by means of R—B2. The two Pawns which White captures do not fully make up for the exchange, because White has no passed Pawn and because a Knight is rather awkward in play against a Rook and further because Black's King is in an excellent position for the end-game.

After the move in the text however, Steinitz wins in admirable fashion.

17.	P—Q5	.....

A positional Pawn sacrifice, which changes the situation completely. The formerly strong square Q4, on which Black might have been able to settle a piece permanently is now being blocked by one of Black's Pawns and so made inaccessible to Black's pieces. On the other hand, the Pawn posted on Q4 has become isolated, which means that White now has a strong point, Q4, and the possibility of invading K6 with his Knight before Black is able to contend for the K-file himself by means of K—B2; and R—K1.

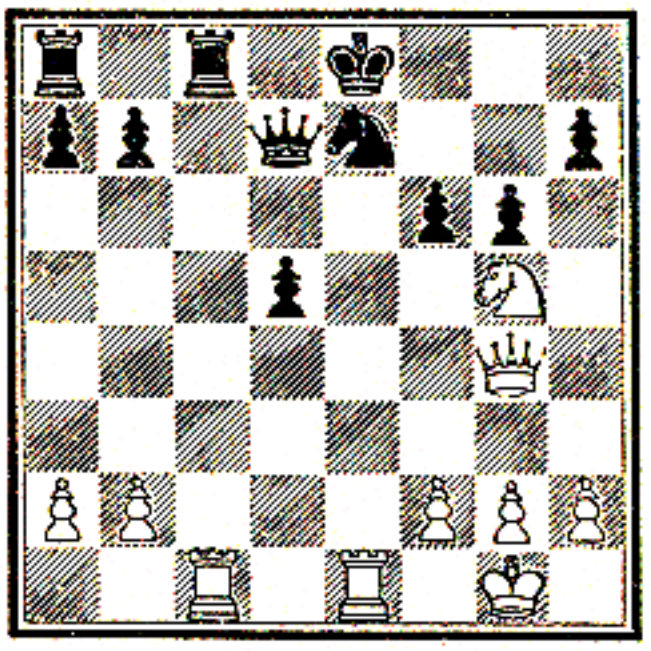
17.	.....	P × P
18.	Kt—Q4	K—B2
19.	Kt—K6	KR—QB1

In order to prevent 20. R—B7.

20.	Q—Kt4	P—Kt3
21.	Kt—Kt5 ch.	K—K1

Position after 21. .... *K—K1*

Black: VON BARDELEBEN



White: STEINITZ

22. R × Kt ch. K—B1

Black dare not take the Rook, because Q × R is followed by 23. R × R ch., and 22. .... K × R; by 23. R—K1 ch., K—Q3; 24. Q—Kt4 ch., K—B2; 25. Kt—K6 ch., K—Kt1; 26. Q—B4 ch., and White wins.

The point of the combination, however, lies in the fact that after the move in the text 22. .... K—B1; all of White's pieces are attacked, Black moreover threatening Mate, so that White is apparently lost, in spite of having a piece more. Steinitz, however, has thought much further.

23. R—B7 ch. K—Kt1

The King obviously cannot go back and the Queen here and later dare not take the Rook, on account of R × R ch.

24. R—Kt7 ch. .....

The unprotected Rook continues the pursuit of the King. Black is unable to reply with 24. .... K—B1; on account of 25. Kt—R7 ch., which would be conclusive.

Black resigned at this point. The continuation would have been:

24.	.....	K—R1
25.	R × P ch.	K—Kt1
26.	R—Kt7 ch.	K—R1
27.	Q—R4 ch.	K × R
28.	Q—R7 ch.	K—B1
29.	Q—R8 ch.	K—K2
30.	Q—Kt7 ch.	K—K1
31.	Q—Kt8 ch.	K—K2
32.	Q—B7 ch.	K—Q1
33.	Q—B8 ch.	Q—K1
34.	Kt—B7 ch.	K—Q2
35.	Q—Q6 Mate	

SIEGBERT TARRASCH

STEINITZ had rivals like Anderssen and later Blackburne and Zuckertort, all of whom probably surpassed him in natural ability for chess. His general theory was so profound, however, that he defeated all of them in their matches with him. Lasker has emphasised the fact that the theory of Steinitz bears upon something much bigger than chess, namely upon life itself in all its complexities, the battles of which are reflected in chess as in a mirror. It follows therefore that the theory of Steinitz could be further developed in two directions. On the one hand it could be elaborated philosophically, as a general theory of the fight, for which chess offers a clear and definite example. On the other hand it could be developed purely from the viewpoint of practical chess with the idea of finding that form for the theory which would be most suitable for the practical execution of a chess game. Lasker followed the first lead which took him somewhat too far off the beaten path to win any immediate following, while Tarrasch chose the other way, thereby giving the theory of chess the beginning of a scientific form and making him the teacher of the generation of chess masters after Steinitz.

Dr. Siegbert Tarrasch was born in Breslau, Germany, March 5, 1862. He studied medicine and for many years practised in Nuremberg and later in Munich. In later years he devoted almost his entire time to chess and to his writings on chess.

His outstanding successes were: First Prizes at the international tournaments of Breslau in 1889, Manchester in 1890, Dresden 1892, Leipzig 1894, Vienna 1898, Monte Carlo 1903, and Ostend 1907, as well as his matches with Wahlbrodt in 1894 and Marshall in 1905, both of which he won in superior style.

Not less distinguished are Tarrasch's contributions to the literature of chess, of which his book *Three Hundred Chess Games*, interpreting his theories in a most fascinating manner, is probably the most valuable.

The following game, after the opening, leads to a somewhat closed position, characterised by the stopped centre Pawns –

White Q4 and K5, Black Q4 and K3, – later joined by the Pawns QR3 and QKt4, respectively.

From this game we can learn something about two frequently recurring points of strategy, both of which have previously been touched upon and which we shall discuss here somewhat more in detail.

The first of these is characterised by the fact that a Bishop, moving on squares of the same colour as his own fixed Pawns, especially if the Bishop is posted within this chain of Pawns, is a very ineffectual piece, much less effective than another Bishop or a Knight. In the following game we can see Black struggling with such an ineffective Queen's Bishop, limited by his own chain of Pawns K3, Q4, QKt4 and QR3. The drawback of this Bishop is on the one hand his limited freedom of action and on the other hand his inability to assist in the protection of the gaps in Black's position within his own chains of Pawns, as for instance QB4 and Q3, so that these squares of Black are almost foreordained to become weak points in accordance with the theory of Steinitz. It is said of such positions that Black is weak on the black squares.

The second point concerns the typical method of treating an opponent's restricted position. It is, generally speaking, not possible in a closed position to bring about a decision by direct action and it becomes necessary to begin by opening up the position. A favourable decision can only be reached by the leading side attacking with his Pawns on one of the flanks, so as to force the opening of the game. It is very essential in this manœuvre that before breaking through and opening the game, the greater freedom of action be used in such a way that the pieces are posted as favourably as possible for the ensuing open game, so as to create the most advantageous conditions.

GAME 20

FRENCH DEFENCE

Hamburg 1885

White	*Black*
TARRASCH	NOA
1. P—K4	P—K3

It is hardly possible for Black to achieve the full equilibrium of the forces in the initial stages of the fight for the superiority in the centre. After 1. P—K4, White, by using the most forceful continuation of the attack, the Ruy Lopez, will attain P—Q4, as will be shown later, while Black will have to be content with P—Q3. It is therefore not so far fetched for Black voluntarily to forego the move P—K4; and to prepare P—Q4; by means of P—K3; (French Defence) or P—QB3; (Caro Kann Defence). The Centre Counter Game 1. .... P—Q4; has been frequently attempted; it has, however, not been

found entirely satisfactory, since after 2. P × P, Q × P; the Queen, in violation of the generally recognised principles of development, is brought into play rather too early in the game. White would of course continue immediately with 3. Kt—QB3.

2. P—Q4 P—Q4

What is White now to do with the attacked KP ? At a time when the influence of Philidor's theory regarding correct Pawn play was preponderant, it was customary to play 3. P—K5, on the one hand giving White a certain superiority of terrain, but on the other hand leaving the initiative to Black, in view of the loss of time involved in the Pawn moves. Black was then in a position to make immediate attempts to break through White's centre Pawns, with 3. . . . . P—QB4; followed by Kt—QB3; and Q—Kt3; and eventually perhaps P—KB3. It became clear that White was unable to defend his chain of Pawns in the long run and this opening was finally abandoned altogether, in spite of the attempts at reviving it made by the German master Louis Paulsen.

This criticism of course pertains only to the system as a whole, the system of wanting to form and maintain a chain of Pawns, designed to restrain the opponent. Steinitz revived the move 3. P—K5, though with an entirely different thought in mind. During the past few years Nimzowitsch has further developed the idea and has used it successfully in a great many games. For details refer to the chapter on Nimzowitsch.

Morphy, the master of the open game, regularly continued with 3. P × P, with successful results against many of his contemporaries, who not infrequently were guilty of incomprehensible losses of tempo. To-day, however, this 'Exchange Variation' is generally considered as leading to a draw. There is only one open file after 3. P × P, P × P; the K-file. Inasmuch as neither side dare abandon this file to his opponent, without suffering a serious disadvantage, it is evident that it is on the K-file that the heavy pieces will give battle and be exchanged. Moreover neither White nor Black would be able to move the QB Pawn two paces without isolating his Q-Pawn after the exchange.

By far the most usual continuation 3. Kt—QB3, also introduced by L. Paulsen, corresponds to the idea of postponing the exchange as long as possible.

3. Kt—QB3 Kt—KB3

As has frequently been seen before, the central Pawn formation so often resulting from King's Pawn games, White Pawn K4 against Black Pawn Q3, means greater freedom of action for White. Analogously White would have a certain superiority after 3. . . . . P × P; 4. Kt × P, in view of the now existing Pawn formation Q4 for White, K3 for Black. The exchange has nevertheless been played quite frequently, especially by Lasker, Rubinstein, Tartakower and Alekhin. Black then will have to aim at P—QB4; or P—K4; in order to get rid of the oppressive Pawn on Q4 and thus clear up the game.

4. P—K5 . . . . . .

More in vogue is 4. B—KKt5, postponing the decision regarding the Pawn on K4.

4. . . . . KKt—Q2
5. QKt—K2 . . . . . .

In order to reply to Black's P—B4 with P—QB3 and to maintain the chain of Pawns intact. This is, however, a mistake. Following the example of Steinitz, White should continue with 5. P—B4, and

after 5. .... P—B4; simply play 6. P × P, and be content to remain master of point K5. The attempt to keep the chain of Pawns intact, that is, to hold Black's game in complete restraint, is contrary to the principle not to aim for a big advantage until this becomes justified by errors on the opponent's part, or the accumulation of small advantages.

5.	P—QB4
6. P—QB3	Kt—QB3
7. P—KB4	P × P

We shall continue from here to the end of the game with Dr. Tarrasch's own comments taken from his *Three Hundred Chess Games* as an example of the excellent and instructive manner in which he elucidates his own games.

Black would more easily maintain the advantage which will undoubtedly result from the unnatural move 5. QKt—K2, by postponing the Pawn exchange, continuing with Q—Kt3; P—B3; and Castling instead.

8. P × P	B—Kt5 ch.
9. B—Q2 !	.....

A calculation a good many moves deep; the more obvious move 9. Kt—B3, would lead to the sacrifice of the exchange, which often is possible in the French Defence, in this case on KB3, as follows: 9. Kt—B3, Castles; 10. Kt—B3, P—B3; 11. B—Q3, P × P; 12. BP × P, R × Kt; 13. P × R, (in order not to lose both centre Pawns), Q—R5 ch.; 14. K—B1, Kt × QP; 15. P—B4, Q—R6 ch.; 16. K—B2, B—B4; 17. B—K3, Kt × P; 18. P × Kt, B—Q2.

9.	Q—Kt3
10. Kt—KB3	.....

White intends to let his opponent Castle before bringing about the exchange of Queens, which will place Black's King in an unfavourable position for the end-game.

10.	Castles
11. B × B	Q × B ch.
12. Q—Q2	Kt—Kt3
13. Kt—B3	R—Q1

Accentuating the threat of Kt—B5; as B × Kt, P × B; would leave White's Queen's Pawn exposed.

14. Kt—QKt5 !	.....

To cut off the KR by Kt—Q6.

14.	B—Q2
15. Kt—Q6	QR—Kt1
16. R—B1	Q × Q ch.

White has taken care not to exchange Queens himself which leaves his King favourably developed.

17. K × Q	Kt—B1
18. Kt—QKt5	P—QR3
19. Kt—B3	.....

Inasmuch as Black has not made the most of the weakness of White's centre during the opening, this centre has now become very strong and exerts considerable pressure upon Black's position.

19.	Kt(B1)—K2
20. B—Q3	QR—B1
21. P—QKt3	.....

In order to play the Knight to B5 via QR4 which was incorrect before, on account of Kt × KP; or Kt × QP; followed by B × Kt. The following fight on the Q-side has as its object the occupation of QB5 by the respective Knights.

(It might be mentioned here in addition that White's chances in this fight for the settling of a Knight on B5 are better from the outset. The reason is to be found in the fact mentioned in the introduction to this game, that White has a 'good' Bishop posted on squares of

a different colour from that of his own fixed Pawns, while Black has a 'bad' Bishop, moving on squares of the same colour as his own fixed Pawns. In the worst case White is thereby enabled to exchange his opponent's Knight on B5 for his Bishop, which, as we know, is weaker in closed positions than a well posted Knight, while the 'weak' squares Q3 and QB4 of Black's position, on the other hand, are truly weak squares, which cannot be protected by the Bishop.—Comment of the author.)

21.	.....	Kt—Kt5
22.	P—QR3	.....

Knowing that for the execution of the above mentioned plan the Knights are more important than the Bishops, White offers the exchange which is declined by Black for the same reason.

22.	.....	Kt—B3

The Knight now threatens to move to R4.

23.	P—QKt4	.....

Kt—QR4, would be a mistake on account of 23. ....Kt—QR4; 24. Kt—B5, R × Kt with Kt × P ch. By means of the seemingly useless manœuvre with the Knight, Black has thwarted White's plan of playing Kt—QR4—B5.

23.	.....	P—R3
24.	P—KR4	.....

In order to prevent P—KKt4; on the one hand, though this would not have been any too advantageous for Black, and on the other hand as a preparation for the future attack on the King side.

24.	.....	Kt—Kt1

Not R—B2; at once on account of Kt—R4.

25.	K—K3	.....

In order to make room for the Knight.

25.	.....	R—B2
26.	R—B2	KR—QB1
27.	KR—QB1	K—B1
28.	P—Kt4	B—K1
29.	Kt—Q2	Kt—Q2
30.	Kt—Kt3	Kt—QKt3
31.	Kt—B5	.....

At last the Knight has reached this dominating position.

31.	.....	Kt—B5 ch.

Not favourable for Black, but even in reply to any other move White would at this point launch his attack against the K-side, since the QB-file has been blocked by the Knight on B5 and the Rooks are not required there any longer.

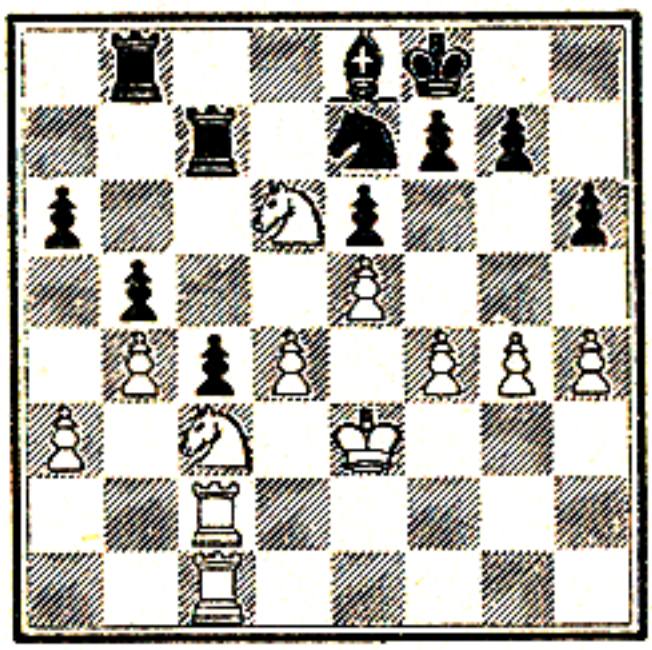
32.	B × Kt	P × B
33.	Kt(B5)—K4	.....

Placing the Knight even better; Kt(B3)—K4 would not do of course on account of Kt—Q4 ch.; and B—B3.

33.	.....	P—QKt4
34.	Kt—Q6	R—Kt1

Position after 34. ..... *R—Kt*1

Black: NOA



White: TARRASCH

35. P—B5 .....

Starting the carefully prepared attack against the K-side.

35.	.....	B—Q2
36.	R—B2	Kt—Q4 ch.
37.	Kt × Kt	P × Kt
38.	P—Kt5	P—KR4
39.	R(QB)—KB1	K—Kt1
40.	P—Kt6	P—B3
41.	R—K2	B—B3
42.	R(KB)—K1	R—Q1
43.	K—B4	P × P ch.
44.	R × P !	K—B1
45.	Kt—B7	R—K1
46.	Kt—Kt5	R(B2)—K2

A mistake which however does not change matters; Black's game is lost, since after 46. .... R × R; there would follow 47. P × R, R—K2; 48. P—B6, P × P; 49. P × P, R × R; 50. Kt—R7 ch., K—K1 ! 51. P—B7 ch., K—Q2; 52. P—B8(Q), R—B1 ch.; 53. K—Kt5, R × Q; 54. Kt × R ch., K—K2; 55. P—Kt7, K—B2; 56. K—R6, K—Kt1; 57. Kt—Kt6 and wins.

47. Kt—R7 ch. Resigned.

GAME 21

PETROFF DEFENCE

Vienna 1898

White	*Black*
TARRASCH	MARCO
1. P—K4	P—K4
2. Kt—KB3	Kt—KB3

This move is characteristic of the so called 'Petroff Defence.' The chess player believing in the justice and pitiless logic of chess, will look upon this play with some suspicion, especially in view of the fact that Black plays for attack and not for defence, in spite of being second player. For this reason this opening is to-day used only very rarely.

3. Kt × P .....

It is in the interest of the first player to open the game if this can be done without involving the loss of the initiative, in order to make the most of his advantage in having 'the move.' For this reason the move 3. P—Q4 favoured by Steinitz would seem to be preferable. This move incidentally demonstrates the disadvantage of 2. .... Kt—KB3; in comparison with 2. .... Kt—QB3; inasmuch as in the Petroff Defence 3. .... P × P; may be answered by 4. P—K5. Should Black however reply to 3. P—Q4, with Kt × P, White can continue in good style with 4. B—Q3, P—Q4; 5. Kt × P, B—Q3; 6. Castles, Castles; 7. P—QB4 ! and work for the opening of the game.

3. ..... P—Q3

The variation 3. .... Kt × P; 4. Q—K2, would very plainly demonstrate the danger to which the second player exposes himself in trying to maintain the symmetry of the game at all cost.

4.	Kt—KB3	Kt × P
5.	P—Q4	B—K2

As a rule 5. .... P—Q4; is played, whereupon White tries to undermine the position of Black's Knight on K5 with such moves as B—Q3, P—QB4, Kt—QB3 etc. The essential problem of the Russian Defence is the question as to whether Black will be able to maintain his advanced outpost or whether he will have to put up with retreat or exchange.

In this game however, Black does not seem to be concerned with the solution of this problem but tries to sidetrack it by simply ignoring

the fight for K5 altogether. This means greater freedom of action for his opponent from the outset. And in making the most of this chance Dr. Tarrasch is as incomparably great as Anderssen in seizing the opportunity for a mating attack, or as Steinitz in espying a weak point in the opponent's position.

6.	B—Q3	Kt—KB3
7.	Castles	Castles
8.	P—KR3	.....

This move was formerly used almost regularly by Dr. Tarrasch in games with the K-Knight opening. It has for its purpose the restricting of the QB and the preparation of the subsequent attack on the Castled position beginning with P—KKt4.

8.	.....	B—K3

In the following moves Dr. Tarrasch very instructively carries the restricting manœuvre initiated by 8. P—KR3 to a successful close.

9.	P—B4	P—B3
10.	Kt—Kt5 !	.....

Calling upon the KB-Pawn for help.

10.	.....	Kt—R3
11.	Kt—QB3	.....

Not a mere developing move; it is intended to free the Kt square as a haven for the attacking Bishop in case of Kt—QKt5 by Black.

11.	.....	Kt—B2
12.	P—B4	P—KR3
13.	Kt—B3 !	.....

From the study of the Steinitz games we know that useless exchange is to be avoided when the opponent is in a restricted position.

13.	.....	Q—B1
14.	Q—B2	R—Kt1

Black attempts operations on the Q-side being condemned to inactivity in the centre and on the K-side.

15.	P—KB5	B—Q2
16.	B—B4	P—QKt4
17.	P—QKt3	P—B4
18.	P—Q5	P—Kt5
19.	Kt—K2	P—QR4
20.	P—Kt4	Kt—R2
21.	P—KR4	.....

The very same Pawn-moves by which White completes the narrowing down process of Black's pieces are at the same time preparatory to the decisive attack intended to open up the game to advantage. This is quite typical of the treatment of an opponent's restricted position. We have had occasion to point out in connection with the discussion of the Anderssen-Paulsen game that such a Pawn attack on the K-side is only justified where a counter-thrust in the centre is impossible. This is especially true for those cases where a player possesses a lasting advantage in the centre. In the above mentioned Anderssen-Paulsen game the advantage lay in the strong point Q5, while in our case the advantage lies in the greater freedom of action due to the central Pawn formation. In such a case the attack on the K-side is not only justified but really the only way by which the advantage may be turned to account:

21.	.....	Q—Q1
22.	B—Kt3	P—R5
23.	K—R1	R—R1
24.	QR—K1 !	.....

In order to avoid the exchange of Rooks. See our comment regarding move 13.

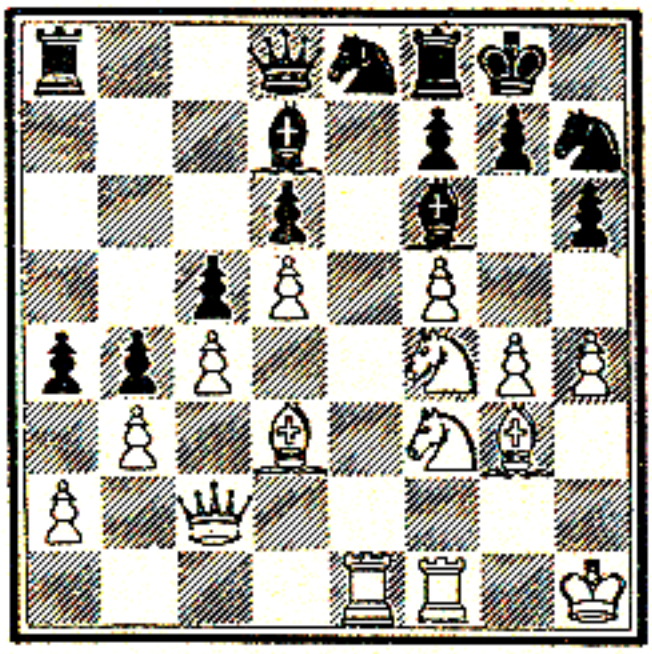
24.	.....	Kt—K1

Covering Q3, in order to be able to continue the attack against the Q-side with B—KB3.

25. Kt—B4 B—KB3

Position after 25. . . . . *B—KB3*

Black: MARCO



White: TARRASCH

26. Kt—K6 ! . . . . . .

Black dare not take this Knight inasmuch as after 26. . . . . P × Kt; 27. BP × P, the Knight on R2 can neither move nor be protected. It is thus a drastic example of how pieces in restricted positions have a habit of standing in each other's way.

26.	RP × P
27. P × P	Q—Kt3
28. Kt × R	K × Kt
29. P—Kt5 !	. . . . .

The final attack, which, in view of Black's helpless position, brings about an immediate decision.

29.	P × P
30. P × P	Kt × P
31. Q—R2	K—Kt1
32. Kt × Kt	B × Kt
33. P—B6	P—Kt3
34. B × KtP	Resigned.

REGARDING THE THEORY OF THE RUY LOPEZ

Let us recall how Steinitz managed the Ruy Lopez or again the Philidor Defence. He did not attempt to bring about an advantage in space in the centre, his aim being the formation of a solid Pawn centre K4, Q3, and QB3, in order to fortify himself against attacks in the centre and thus be able to take the offensive on the flank. In contrast to these tactics we have seen how White in the game Anderssen-Paulsen after 1. P—K4, P—K4; 2. Kt—KB3, P—Q3; successfully contended for immediate superiority in the centre by means of 3. P—Q4.

Experience has shown that this space winning move P—Q4 is only then of real advantage in KP-openings where Black has previously played P—Q3, a rule which it is well to remember. The reason for this lies in the fact that otherwise Black may attack the KP with Kt—KB3; thereby taking the initiative and without further difficulty arriving at the liberating move P—Q4; which would not be possible at all or only with the greatest difficulty by first playing P—Q3 on account of the loss of a tempo. The modern treatment of the Ruy Lopez in regard to which Dr. Tarrasch has distinguished himself, is to be found in the logical attack against Black's KP which is contained in the moves 2. Kt—KB3, and 3. B—Kt5, in order to induce Black to play P—Q3; thereby achieving superiority by means of P—Q4, all of which we have seen in the Anderssen-Paulsen game.

In the modern defence of the Ruy Lopez Black therefore resists this for White ideal formation as long as possible. The so-called Berlin Defence 3. . . . . Kt—B3; is very instructive in this respect. Black is not

protecting his KP but in reality makes a counter-attack on White's KP. As we have mentioned in connection with game 18 (Steinitz-Tschigorin) White, in order to maintain his plan of arriving in due course at P—Q4, will have to abandon the defence of his KP and Castle on the fourth move. If Black then protects his KP by means of 4. .... P—Q3; White realises his intention with 5. P—Q4. In order to avoid restriction, Black therefore must play 4. .... Kt × P; though White obviously will regain his Pawn and will be at an advantage in the resulting open position, thanks to his better development. True, this advantage is only minute and hardly decisive, and as it is in the nature of chess that the second player must be at some disadvantage, the above line of play, which we shall discuss more fully in the following games, must be considered as pertaining to the enduring elements of the theory of openings.

GAME 22

RUY LOPEZ

Munich 1908

White	*Black*
TARRASCH	LASKER
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	Kt—B3
4. Castles	Kt × P
5. P—Q4	.....

If White after winning back the Pawn intends to maintain the advantage in development, he must endeavour to recapture the Pawn by means of developing and attacking moves and not by simply moving his Rook to K1 in order to take the Pawn with his Knight.

5.	B—K2
6. Q—K2	.....

This is better than 6. R—K1, since it opens the Queen's square for the Rook.

6.	Kt—Q3
7. B × Kt	KtP × B

It would have been more natural to take the Bishop with the Queen's Pawn, and it would have been possible if White had not moved his Queen to K2 in the sixth move and had played 6. R—K1, instead. As it is now it would be inadvisable for Black to use the Q-Pawn for this purpose, as this would enable White to continue with P × P, and R—Q1

8. P × P	Kt—Kt2
9. Kt—B3	Castles
10. R—K1	.....

In order to free himself Black must attain P—Q4. The move in the text is designed to prevent this. For this reason Black has to move his Knight first to K3.

10.	Kt—B4
11. Kt—Q4	Kt—K3
12. B—K3	Kt × Kt
13. B × Kt	.....

The obvious thing to do now would be to play 13. .... P—Q4; since after 14. P × P, e.p. Black would be compensated for his weaker Pawn position by his two very effective Bishops. In a game Pillsbury-Tarrasch (Vienna 1898) Pillsbury has however demonstrated the defectiveness of P—Q4; which creates a weak point in Black's position on his QB4 which weakness was immediately made use of by Pillsbury by playing 14. Kt—R4. (14. Q—K3, would also have been a very good move.) In order to avoid this weakness Lasker plays

13.	P—QB4
14. B—K3	P—Q4
15. P × P e.p.	B × P
16. Kt—K4	B—Kt2

If White now plays 17. Kt × P, Black wins a piece through exchange on QB4 and Q—Kt4.

17. Kt × B .....

Black's two Bishops would otherwise become too threatening. White still maintains a small advantage on account of Black's backward Pawn on Q3, while Black on the other hand has good prospects of a draw, thanks to the Bishops of opposite colours.

17.	P × Kt
18. QR—Q1	Q—B3
19. P—QB4	KR—K1
20. Q—Kt4	.....

White thereby takes the initiative which Black would assume otherwise with Q—Kt3; or with R—K3; and Q—B4. White now threatens 21. Q—Q7. If Black now played 20. .... Q × P; the game would go to White with 21. R—Kt1, Q—B6; 22. KR—QB1, Q—R6; 23. B—R6, P—Kt3; 24. Q—B4.

20. ..... B—B3

This loses time so that White's position soon becomes overwhelming. The correct move to hold the game would have been R—K3.

21. R—K2 .....

Preventing R—K3; by Black which would be followed by 22. B—Kt5, and 23. R × R with Pawn gain.

21.	R—K5
22. Q—Kt3	Q—K3

The following comments are quoted from Tarrasch's *The Chess Match Lasker-Tarrasch:*

'A surprising move leading to some very interesting manœuvres. The generally expected move was 22. .... R × P; with the continuation 23. R × P, R—Q1 ! 24. R × R ch., Q × R; which would leave White with the advantage after 25. P—KR3 ! in view of the threats B—R6, R—Q2, etc. The move in the text threatens first of all R—Kt5. This also is the reply to Q × P which threatens a catastrophe on White's Kt2 and to the loss of the exchange by means of B—B6. Satisfactory for White after Black's Q—K3; would have been the reply 23. R × P, Q × P; 24. KR—Q2, which would make Black's reply 24. .... R—Kt5; disadvantageous on account of 25. R—Q8 ch., B—K1; 26. Q × R, and R × R. The following move simply parrying the principal threat of R—Kt5; is even better.'

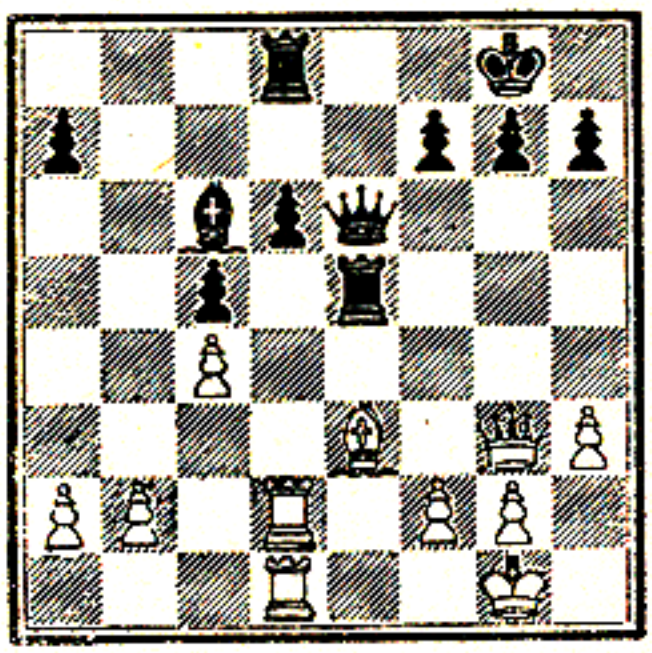
23. P—KR3 ! .....

'Now if 23. .... Q × P; White would obtain an excellent game with 24. B—R6, P—Kt3; 25. R × R, Q × R; 26. R × P. The Bishop on R6 is very powerful and the Mate by means of R × B, Q × R; Q—K5, P—B3; Q—K7, is not far off.'

23.....	R—Q1
24. KR—Q2	R—K4

Position after 24. .... *R—K4*

Black: LASKER



White: TARRASCH

25. B—R6 Q—Kt3

Q × B; would be followed by 26. Q × R.

26. B—B4 R—K3
27. B × P Q—R4
28. Q—Kt4 Q × Q
29. P × Q R—K5
30. B × P R × R
31. R × R P—KR4
32. R—Q6 Resigned.

GAME 23

FRENCH DEFENCE

Berlin 1916

White	*Black*
TARRASCH	MIESES
1. P—Q4	P—K3
2. P—K4	.....

A French Game with transposition of moves.

2. ..... P—Q4
3. Kt—QB3 P × P

See comment concerning move 3 in Game 20 (Tarrasch-Noa).

4. Kt × P Kt—Q2

An immediate Kt—KB3; is not advisable on account of 5. Kt × Kt ch., Q × Kt; 6. Kt—KB3, threatening to win the Queen by means of B—KKt 5. The continuation in the text has been elaborated by Rubinstein; it has been frequently played and is sometimes known as the 'Rubinstein Variation' of the French Defence.

5. Kt—KB3 KKt—B3
6. B—Q3 B—K2

In a previous game by the same opponents Black played 6. .... Kt × Kt; 7. B × Kt, Kt—B3; which gave White a good continuation with 8. B—Kt5, B—K2; 9. B × Kt.

7. Castles Kt × Kt
8. B × Kt Kt—B3
9. B—Q3 P—QKt3

While the development of the QB to Kt2 is indicated, it is a tactical error to play P—QKt3; before Castling, a mistake which soon makes Black's game untenable.

10. Kt—K5 .....

If 10..... B—Kt2; White prevents his opponent from Castling with 11. B—Kt5 ch.

10. ..... Castles
11. Kt—B6 Q—Q3
12. Q—B3 .....

Better than first Kt × B ch. followed by 13. Q—B3, inasmuch as Black would reply with R—Kt1; and B—Kt2; all of which is not possible now.

12. ..... B—Q2
13. Kt × B ch. Q × Kt
14. B—KKt5 QR—B1

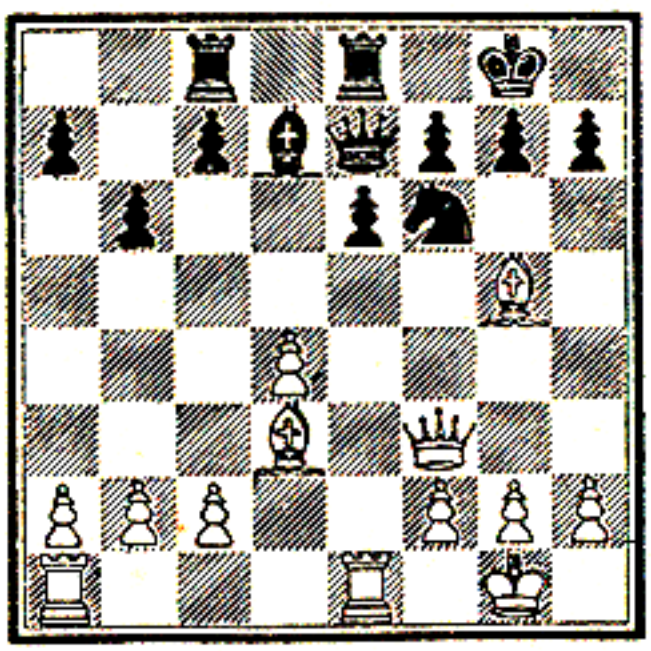
The correct move for Black was unquestionably 14. .... P—KR3; since it was imperative that the pressure on his castled position should be removed.

15. KR—K1 KR—K1

Again Black should have played P—KR3. White now definitely prevents this move.

Position after 15. .... *KR—K1*

Black: MIESES



White: TARRASCH

16. Q—R3 .....

Black can no longer play 16..... P—R3; since White would win with 17. B × P, P × B; 18. Q × P, and the threat of R—K3. Black hopes to save the situation by means of a Pawn sacrifice.

16.	Q—Q3
17. B × Kt	P × B

If White now plays Q × P ch., the King escapes via B to K2 and Black may even expect to launch an attack on the now open Knight and Rook files. With his next move White however holds Black's King fast in the net which he has cast over him.

18. Q—R6 ! .....

Threatening the well-known mate in four moves beginning with 19. B × P ch.

18.	P—KB4
19. R—K3	Q × P
20. P—QB3	Resigned.

Any and all moves of the Queen are followed by 21. R—Kt3.

The Queen's Gambit

Apart from 1. P—K4, 1. P—Q4, has at all times been the most usual opening move. If after that Black has no other thought but to maintain the balance of the forces in the centre, he replies with P—Q4; on the analogy of his reply 1. .... P—K4; to 1. P—K4, which is known as the Queen's Pawn Opening, 1. P—Q4, P—Q4. At first it might appear that the Queen's Pawn Opening is nothing but the reflected likeness of the King's Pawn Opening, 1. P—K4, P—K4. On second thought however, it is really seen that the Queen's Pawn Opening creates essentially different conditions in regard to the opening fight in the centre.

It will be remembered that White, after 1. P—K4, P—K4; has two essentially different methods of turning the advantage of the first move to account by trying to open up the game. The move to achieve this in the one method is P—KB4, as for instance in the King's Gambit or the Vienna Game, and in the other method it is P—Q4, as in the Scottish Game or the Ruy Lopez.

In considering these methods of attack we have become aware of the fact that the methods using P—Q4 are superior to those with P—KB4. One of the reasons is that P—KB4 involves a weakening of one's own King's position, another that after P—Q4, the Q-Pawn is automatically protected by the Queen while the Pawn on KB4 enjoys no such protection. Similarly we have also in the Queen's Pawn Openings after 1. P—Q4, P—Q4; two methods of arriving at the opening of the game, the moves now being P—QB4 or P—K4. In contrast to the King's Pawn Game however, it is here the opening on the flank by means of P—QB4, which is superior to the attack with the other centre Pawn with P—K4.

The one disadvantage of P—KB4 in the King's Pawn Game, the weakening of the King's position, is obviously non-existent with P—QB4. The opening by means of P—K4, in the Queen's Pawn Game on the other hand is rather more difficult than the corresponding opening with P—Q4, in the King's Pawn Game, inasmuch as the KP does not have the automatic protection of the Queen. For this reason the usual continuation in the Queen's Pawn Game is the Queen's Gambit (2. P—QB4,) or with transposition of moves 2. Kt—KB3, and 3. P—B4. Other methods where White aims at a break-through by P(K2)—K4, or P(K3)—K4, are of less frequent occurrence.

GAME 24

QUEEN'S GAMBIT

Berlin 1920

White	*Black*
TARRASCH	TARTAKOWER
1. P—Q4	P—Q4
2. P—QB4	.....

The Queen's Gambit is not a real Gambit since Black cannot take and keep the Pawn. In case of 2. .... P × P; White, in order to win back the Pawn as soon as possible, plays 3. P—K3, and, should Black try to parry with 3. .... P—QKt4; replies with P—QR4, and has the advantage, e.g.: 4. .... P—QB3; 5. P × P, P × P; 6. Q—B3, and White wins a piece. Another example: 4. .... B—Q2; 5. P × P, B × P; 6. P—QKt3, etc. It is true that Black after 3. P—K3, can free his game by means of 3. .... P—K4; instead of fighting for his Gambit Pawn. This Pawn however is so weak that White is in no hurry to win it back and has ample time to prevent Black's P—K4; with 3. Kt—KB3. Even now Black has no chance of effectively defending his Gambit Pawn, e.g. 3. .... P—QB3; 4. P—K3, P—QKt4; 5. P—QR4, P—K3; 6. P × P, P × P; 7. P—QKt3 (a move characteristic of this game), 7. .... B—Kt5 ch.; 8. B—Q2, B × B ch.; 9. Kt × B, and White wins back his Pawn with a superior game.

2. ..... P—K4

This reply, known under the name of 'Albin's Counter-Gambit,' presents the counterpart to the Falkbeer Gambit. The Queen's Pawn Opening is however not a mere symmetrical likeness of the King's Pawn Opening and the variations cannot be transposed symmetrically. The Falkbeer Gambit is so powerful that we are inclined to consider it as the refutation of the King's Gambit.

Albin's Counter-Gambit however is scarcely correct. It differs from the Falkbeer Gambit essentially in so far as White's King's position is not weakened, though this is by no means the only difference. In the Falkbeer Gambit White's Gambit Pawn is placed on Q5, where it is exposed to the attack of Black's Queen, while on the other hand in Albin's Counter-Gambit White's Gambit Pawn after 3. P × P, P—Q5; is posted on K5 where it is not under fire. Then again we see that in the Falkbeer Gambit the oppressive black Pawn on K5 is not attacked while in Albin's Counter-Gambit it is posted on Q5 and exposed to the attack of White's Queen from the first and furthermore is liable to become weak after Kt—KB3, and QKt—Q2—Kt3.

3. P × KP P—Q5

The natural move now would seem to be 4. P—K3, as in the Falkbeer Gambit. The analogy is however only apparent. Black would reply to 4. P—K3 with B—Kt5 ch. 5. B—Q2, P × P; 6. B × B, P × P ch.; 7. K—K2, P × Kt(Kt) ch.; or 6. Q—R4 ch., Kt—QB3; 7. B × B, P × P ch.; 8. K × P, Q—R5 ch.; 9. P—Kt3, Q—Q5 ch.; and be ahead.

4. Kt—KB3 P—QB4

The usual move here is 4. .... Kt—QB3; followed by 5. QKt—Q2, P—KKt3, and B—Kt2. If Black after QKt—Q2, plays 5. .... B—KB4; White is forced to insert first 6. P—QR3, in order to prevent Kt—Kt5.

The move 4. .... P—QB4; has frequently been used by Tartakower to prevent the Pawn on Q5 from becoming weak; it contributes nothing however to the development of the attack and is therefore not in

harmony with the idea of the Gambit.

5.	P—K3	Kt—QB3
6.	P × P	P × P
7.	B—Q3	KKt—K2
8.	QKt—Q2	B—Kt5
9.	Q—Kt3	Q—B2
10.	Castles	Castles QR

Black is confronted with the difficult task of playing on the one hand for the capture of the K-Pawn and on the other hand for the maintenance of his own Q-Pawn, in order to achieve equalisation of the forces. Castling on the Q-side therefore seems the only way to mobilise his pieces. The resulting opportunities for attack are turned to splendid account by Tarrasch.

11.	R—K1	Kt—Kt3
12.	P—KR3	B—K3

Black might have won back his Pawn by means of B × Kt; 13. Kt × B, Kt × P; but after 14. B—K4 ! White would nevertheless be ahead in view of his strong pair of Bishops and the fact that Black's King's position would not be any too pleasant. Tartakower therefore removes his Bishop, especially also because White's P at K5 is rather exposed anyway.

13.	B—K4	Kt(Kt3) × P
14.	Kt × Kt	Q × Kt

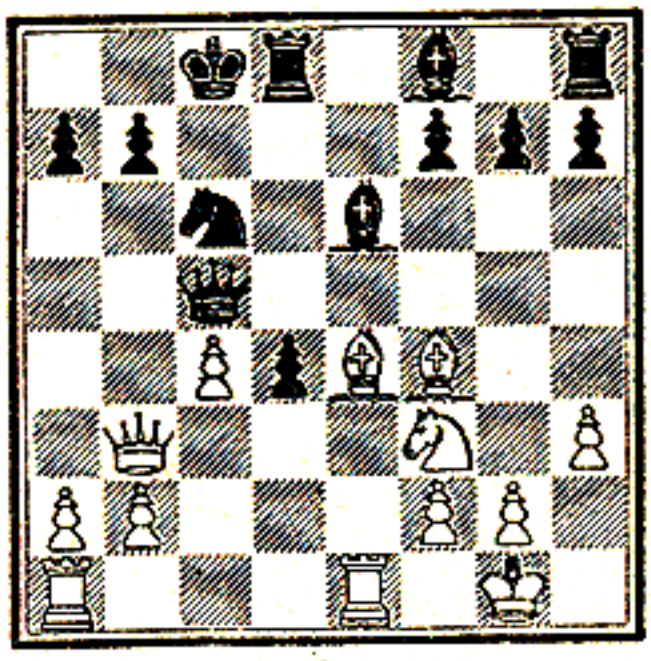
In case of Kt × Kt; White would continue with 15. B × P ch., Q × B; 16. R × Kt, and Black would have to exchange Queens in view of his exposed King's position. After 16. .... Q × Q; 17. P × Q, K—Kt2; 18. R(K5)—QR5, Black's end game would be hopeless.

After the move in the text White could also exchange Queens and win a Pawn by means of 15. Q × P ch., K × Q; 16. B × Kt ch., K × B; 17. R × Q, though Black would have good chances in view of his otherwise favourable position, his two Bishops and his passed Pawn.

15.	Kt—B3	Q—QB4
16.	B—B4 !	.....

Position after 16. *B—B4*

Black: TARTAKOWER



White: TARRASCH

A beautiful move. If 16. .... B × P; White would continue with 17. Q × B, Q × Q; 18. B—B5 ch., R—Q2; 19. R—K8 ch., Kt—Q1; 20. Kt—K5.

16.	.....	B—Q3
17.	B × Kt	P × B
18.	B × B	R × B
19.	Kt—K5 !	KR—Q1

Once more Black dare not play for the capture of the Pawn on B4. If Black plays 19. .... P—B3; White would advantageously continue with 20. Kt—Q3, Q × P; 21. Q—R3.

20.	Q—R4	.....

White now threatens to win speedily with P—QKt4, and P—B5. Black therefore stakes his all on his passed Pawn, and in order to make it more effective, sacrifices the exchange. Nevertheless he loses as a result of his exposed King's position the logical

consequence of the entire structure of his game.

20.	.....	P—Q6
21.	P—QKt4	Q—Q5
22.	Kt × QBP	R × Kt
23.	Q × R ch.	K—Kt1
24.	P—B5	P—Q7
25.	R(K1)—Q1	B—B4

B—B5; is followed by 26. P—Kt5, B—K7; 27. P—Kt6, respectively 26. .... B—Q4; 27. Q—R6, Q × P; 28. R × P. But if White now continues with 26. P—Kt5, Black would reply with B—K5; 27. Q—R6, Q × P.

26.	Q—Kt5 ch.	K—B2

Other moves by the King could be answered by White to advantage with 27. P—B6, which now however would result in this Pawn becoming weak on account of 27. .... B—B1.

27.	Q—R5 ch.	K—Kt1
28.	P—Kt5	B—B7
29.	P—Kt6	R—Q2
30.	P × P ch.	.....

30. P—B6, would of course be answered by P × P.

30.	.....	K—R1
31.	P—B6	R—Q4
32.	P—B7	B—B4
33.	P—B8(Q)ch!	B × Q
34.	Q—B7	.....

Black now has to give up the Bishop which means the end.

34.	.....	R—QKt4
35.	Q × B ch.	K × P
36.	P—QR4	R—QB4
37.	Q—Kt4	Q × R
38.	R × Q	R—B8 ch.
39.	Q—Q1	Resigned.

EMANUEL LASKER

EMANUEL LASKER, who was born 1868 at Berlinchen in the Neumark, has distinguished himself not only as a chess master but also as a mathematician and philosopher. We are concerned here only with his achievements in chess. His most eminent successes are as follows: The matches against Steinitz, 1894 (10:5 with 4 draws), Marshall, 1907 (8:0 with 7 draws) and against Tarrasch, 1908 (8:3 with 5 draws). With his defeat of Steinitz, Lasker won the title of world's champion which he kept until 1921 when he was defeated in turn by Capablanca (Havana 1921). In tournament play Lasker won first prize at the International Tournaments of Nurnberg 1896, London 1899, Paris 1900, Petrograd 1909 (divided with Rubinstein), Petrograd 1914, Maehrisch-Ostrau 1923 and New York 1924. On the basis of comparison of the results achieved at international tournaments, that is to say ever since chess became of international importance, Lasker must be considered as the most successful of all chess masters.

The philosophical foundation of Lasker's play has been discussed in the chapter on Tarrasch. We might add here that Lasker, though he was fully familiar with the theory of Steinitz, in his style shows a closer relationship to the style of Morphy. Like Morphy he is not as infallible in closed positions as he is in the open game and in closed positions not infrequently drifts into danger of defeat. But since no closed position can be overthrown by strategy alone and since a final decision can only be achieved by breaking through and opening up the game, none of his opponents can entirely eliminate this open phase of the game in which Lasker is most dangerous. This is one of the reasons why Lasker more often than any other chess master has succeeded, when already in an unfavourable position, in regaining the initiative.

Lasker's most original contribution to chess however is not a purely technical, but a psychological element, the psychological play. This has first been pointed out by the author in an article published after the New York tournament of 1924, and of which the following is an excerpt.

'In analysing Lasker's tournament games I was struck by

his lasting and at first seemingly incredible good luck. There are tournaments in which he came out on top and won almost every game, though in a losing position in every other game, so that many masters spoke of Lasker's hypnotic influence over his opponents. What is the truth? Again and again I studied Lasker's games to discover the secret of his success. There is no denying the fact that over and over again Lasker's lay-out of the game is poor, that he is in a losing position a hundred times and nevertheless wins in the end. The hypothesis of lasting luck is too improbable. A man who steadily wins such success must be possessed of surprising power. But why then the bad, the losing positions? There is only one answer which may sound paradoxical at first blush: Lasker often deliberately plays badly.

'The motive is not far to seek. It was Dr. Tartakower who created the paradox which may give us the explanation: "a game is always won through a mistake, either the opponent's or one's own." As a result of the far-reaching development in the technique of chess all too many games are drawn if the game is played correctly. In order to avoid this, Lasker manages to manœuvre the game to the brink of an abyss by means of a series of theoretically unsound moves. And while he himself is hardly able to hold on, he finally manages, thanks to his greater staying power, to emerge victoriously while his opponent who seemed safe enough falls into the gulf. In this way Lasker wins a victory which he could never have achieved by simply playing a correct, steady game.

'To this extent I had come to understand Lasker's style from book study. During the international tournaments of Maehrisch-Ostrau and New York I had occasion to observe Lasker's manner of playing at first hand and to see him engaged in battle with his opponents all of whom I had met myself and whose game I knew very well. Thus I was able to come to an even closer understanding of his game and his success and to know why his opponents faltered and plunged in to the abyss, as if seized by vertigo.

'Every game of chess in a way is a contest of the nerves. Tournament play is essentially different from work in the quiet of one's study, where you work when you feel so disposed and where you rest when you are tired; it is a relentless intellectual struggle before a numerous public, at a prescribed hour and with a prescribed time limit. Every chess master moreover takes his vocation very seriously and he feels that each move is a contribution to his life's work. This may explain

why most chess masters suffer a sort of nervous collapse after a mistake, especially after a game has been lost. I have known chess masters who after a defeat stayed in their room for a whole day, unable to eat or to cheer up.

'And here is where we discover Lasker's secret: For him the essential element is this contest of the nerves, he uses the medium of the chess game to fight above all his opponent's psyche, and he knows how to bring about the nervous collapse, which otherwise occurs only after a mistake, even before a mistake has happened, and to make this the very cause of subsequent errors. How does he do it ? He studies the game, the manner of playing, the strong and the weak points of the masters whom he is to meet. He is not so much interested in making the objectively best moves as those most disagreeable to his opponent; he turns the game in a direction not suitable to the style of his opponent and on this unaccustomed road leads him to the abyss, often by means of intentionally bad moves, as I have previously outlined. This is why Lasker's opponent never has a chance of playing a position which suits him, that, objectively speaking, he often stands to win, but is again and again confronted by new and for him especially difficult problems. And thus much precious time is lost, awkward situations must be attended to in haste, difficulties appear to become overwhelming and then all of a sudden Lasker begins to play magnificently and to show his real strength. There follows the nervous collapse, the psychic catastrophe, the direct consequence of which is a catastrophe on the chess board.'

Lasker's own remarks, as contained in an interview in *De Telegraaf* of June 23, 1924 should be compared in this connection. The question was as follows: 'I have heard that after you have carefully studied some of your opponent's games, you know both his weak and his strong points.'

Lasker replied:

'That is self-understood and is entirely in line with my theoretical conception of the fight. A game of chess after all is a fight in which all possible factors must be made use of, and in which a knowledge of the opponent's good and bad qualities is of the greatest importance. Thus Réti's games for instance show that he plays better with White than with Black; Maroczy's that he is very cautious in defence and that he attacks only when driven by necessity; Janowski's that he may stand to win six times but finds it regrettable that the game should end and that finally he manages to lose. In New

York he has performed the impossible in this respect. In short there is much to be learned from a few serious games of one's opponent.'

This would seem to confirm our opinion. Of what possible advantage would it be to know that Maroczy for instance dislikes the attack, if one were not willing to utilise such psychological factors in selecting one's moves? Such knowledge certainly is not required in order to arrive at the objectively best move in a given position.

We are not surprised after all this to find that Lasker had no disciples and that he founded no school of his own, in contrast to Tarrasch who became the teacher of an entire generation of masters. His successes made him famous and he was much admired; though the reasons for these successes were not fathomed. Only during the past few years have Lasker and his conception of chess come to be better understood and it is to be hoped that this will be a fountain of rejuvenation for the old game.

In the following game we see once more a fight of two Bishops against Bishop and Knight. The reader will do well first to play once more through the corresponding games of Steinitz, in order to obtain a clearer understanding of the Lasker game. Again we encounter the same Pawn attacks, restricting White's Knights on the one hand and forming a barrier against White's Bishop. Obviously young Lasker had a thorough comprehension of Steinitz's theories. But there is also a new element. The same Pawn advances which restrict White's pieces, are at the same time the beginning of an attack on White's King's position so that the decisive break does not lead to a favourable end-game as in the games of Steinitz, but to a victorious attacking combination against White's King.

GAME 25

CENTRE GAME

London 1892

White	*Black*
BLACKBURNE	EM. LASKER
1. P—K4	P—K4
2. P—Q4	.....

As we have previously seen, the plan of opening the game by means of P—Q4 is probably the most promising attempt of turning the advantage of the first player in the King's Pawn Game (1. P—K4, P—K4;) to good account. This must however not be done quite so crudely and without any preparation. It has been noted before that the best preparation is to be found in the consistent attack on Black's K4 Pawn, i.e. in the Ruy Lopez, in order to induce Black to make the defensive move P—Q3. Only then can P—Q4 be played with telling effect. The move in the text

gives Black the initiative and an attack against White's KP, after the exchange of Pawns and it will then be easy for him to force P—Q4, and obtain an even if not a better game.

2.	.....	P × P
3.	Q × P	.....

If Black now had to be content with P—Q3, White would have obtained the frequently discussed advantage of the Pawn formation K4 as against Q3. Black however now arrives without difficulty at move P—Q4; which frees his game.

3.	.....	Kt—QB3
4.	Q—K3	.....

The square best suited to retard P—Q4.

4.	.....	P—KKt3

The simplest continuation would be the consistent preparation of P—Q4, namely 4. .... Kt—B3; 5. Kt—QB3, B—Kt5; with Castling and R—K1, after which White could no longer prevent P—Q4. The continuation chosen by Lasker, while in accordance with his style, is less clear, but particularly less easy for the opponent to survey though at the same time good enough. As far as the development is concerned, Black can now place his King's Bishop on the nice long diagonal, which has become unobstructed after 2. .... P × P.

Since Black is obviously losing some time in this manœuvre, White at this point would have a better chance of preventing P—Q4. He has to consider however that Black, after some preparation, may choose to play P—KB4; in order to disengage his game. In short White's task has become more complicated while the continuation indicated above would have made it easier because of the greater clarity of Black's plan. To confront his opponent with difficult problems is one of the most characteristic qualities of Lasker's psychological style.

5.	B—Q2	.....

Blackburne was apparently afraid of Kt—Kt5; after 5. Kt—QB3.

5.	.....	B—Kt2
6.	Kt—QB3	Kt—B3
7.	Castles QR	Castles

White is now unable to prevent P—Q4; after R—K1; and is therefore preparing an attacking continuation in combinative style.

8.	P—B3	.....

This added protection of the K4 Pawn is necessary for the continuation planned after P—Q4; as we shall see directly.

8.	.....	P—Q4

Lasker has probably foreseen Blackburne's plan, but also recognised its weakness.

9.	Q—B5	P × P
10.	B—KKt5	Q—K1

This seems forced and so far Blackburne's attack looks well enough.

11.	B × Kt	B × B
12.	Kt × P	B—Kt2
13.	B—Kt5	.....

This is as far as Blackburne has probably thought, assuming that he would now have a nice open game, overlooking however that Black in the following move could force the exchange of the Queens and maintain the advantage of two Bishops.

13.	.....	Q—K4
14.	Q × Q	Kt × Q
15.	Kt—K2	P—QR3

Black begins with the typical Pawn moves, restricting Knight and Bishop. It should be noted that White has posted his KB Pawn on the white square B3 which is the colour of his own Bishop, thereby weakening the black square K3.

16.	B—Q3	P—KB4

Depriving the Knight of the farthest advanced square protected by one of his own Pawns, namely square K4 and completing the Pawn formation R2—Kt3—B4, rendering White's Bishop quite ineffective in the direction of the K-side.

17.	QKt—B3	B—K3
18.	K—Kt1	KR—Q1
19.	Kt—B4	B—B2
20.	B—K2	Kt—B3

Black proceeds systematically with the penetration of the weak black squares of White's position. From his strong position on K4 the Knight moves to Q5 and the decision is brought about by invading K6. Again we draw attention to Lasker's complicated style, to the connection between his pieces, to his exploitation of the advantage of the two Bishops and of White's weak Bishop and finally to his direct attack on the King.

21.	R × R ch.	R × R
22.	R—Q1	R—K1 !

In order to make the most of the advantage of two Bishops or more generally speaking, in order to make the most of any lasting advantage which necessitates a decision by means of a Pawn attack and penetration of one of the flanks, it is better not to exchange both Rooks but to keep at least one of them. The Rook posted behind the advancing Pawns is sometimes essential to the decisive attack.

23.	B—B1	.....

Black threatened B × Kt; accompanied by P—KKt4.

23.	.....	P—QKt4

Continuing the advance of the Pawns with a view to restricting the Knights and the Bishop and in preparation of the attack on the King. IncidentallyWhite threatens to gain some ground with 24. Kt(B4)—Q5, although this would give Black the upper hand, as follows: 24. .... P—Kt5; 25. Kt—K2, B × Kt; 26. R × B, Kt—Q5; 27. Kt—B1, R—K8.

24.	Kt—Q3	B—Q5

At this juncture Black proceeds to rearrange his pieces. The Bishop is to be moved to QKt3 in order to protect the black squares of his Q-side which otherwise might become weak after the Pawns have been advanced to white squares. As a first result Kt—B5 is now prevented. At the same time the Bishop makes room for the King who is now able to move to B3 via Kt2. Some of the Steinitz games have shown us that one of the advantages of having two Bishops is the possibility of advancing the King towards the centre even before the last stages of the endgame, without exposing him to any danger. The square at K4 being thus covered, Black may freely remove his Knight from B3, in order to advance him towards the weak square K3 in White's camp by way of K2 and Q4.

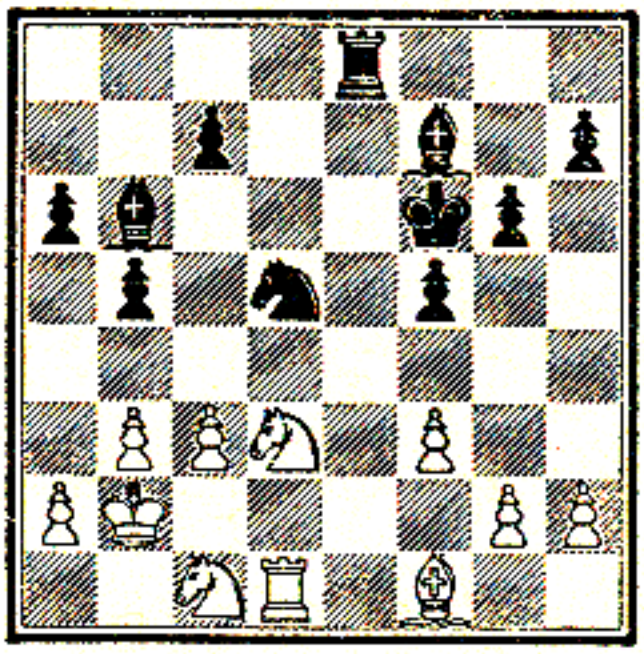
25.	Kt—K2	B—Kt3
26.	P—QKt3	.....

In order to gain more ground.

26.	.....	K—Kt2
27.	P—B3	K—B3
28.	K—B2	Kt—K2
29.	Kt(K2)—B1	Kt—Q4
30.	K—Kt2	.....

Position after 30. *K—Kt2*

Black: LASKER



White: BLACKBURNE

Now Lasker is ready to break through his opponent's position, not systematically, as we have seen it in the games of Steinitz, but beginning with a Pawn sacrifice which in turn leads to a combination made possible by the unwieldy position of White's pieces. This is not an accident however, the awkward position of White's pieces being the necessary consequence of the judicious application of the advantage of the two Bishops which are used by Lasker in accordance with the ideas developed by Steinitz.

30.	.....	P—Kt5
31.	Kt × P	.....

31. P × P, is followed by B—Q5 ch.; 32. K—R3, Kt—K6; etc.

31.	.....	Kt—K6
32.	R—K1	Kt—B5 ch.
33.	B × Kt	R × R
34.	B × P	R—Kt8
35.	P—Kt3	R—Kt7 ch.
36.	K—R3	R × RP

This is as far as Lasker had to calculate his combination. The end-game is now won without further difficulty.

37.	Kt—K2	R—Kt7
38.	Kt—B2	P—Kt4
39.	B—Q3	P—R4
40.	K—Kt4	B—B7
41.	P—R4	P—B4 ch.
42.	K—Kt5	B × QKtP
43.	P—R5	P—QB5
44.	B × P	B × Kt
45.	P—R6	B—Q8
46.	Kt—Q4	B × Kt
47.	P × B	B × P
48.	P—Q5	B—K7
49.	B × B	R × B
50.	P—R7	R—QR7

Resigned.

GAME 26

SICILIAN DEFENCE

Cambridge Springs 1904

White	*Black*
LASKER	NAPIER
1. P—K4	P—QB4

The Sicilian Defence. If White sooner or later plays P—Q4, in order to obtain a free and open game, Black, though his position will be somewhat crowded, has some future hope of having an extra Pawn in the centre, as he will have exchanged one of the White centre Pawns. This explains why the majority of the Sicilian Games of short duration are won by White, longer ones on the other hand as a rule by Black.

2.	Kt—QB3	Kt—QB3
3.	Kt—B3	.....

Besides this preparation of P—Q4, a more closed treatment of the Sicilian Game has frequently been tried of late, in which White does

not aspire to the opening of a file by means of P—Q4. Development is here achieved by means of 3. P—KKt3, followed by B—Kt2, KKt—K2, P—Q3, and, when opportunity arises, P—KB4. This attempt by White to gain ground on the K-side is best countered by Black with play on the Q-side, by developing his K-Bishop on the flank and later by advancing his Pawns on the Queen's side. Since White in this way can neither open the game with advantage of tempo nor gain much ground, this manner of playing is not especially dangerous for Black.

3. ..... P—KKt3

This to all appearance is the most consistent continuation, the fianchetto development of the Bishop making the pressure on Q4 begun with 1. .... P—QB4; and 2. .... Kt—QB3; more pointed. Nevertheless a simpler continuation, such as 3. .... P—Q3; would be more in keeping with the spirit of the Sicilian Defence, inasmuch as the concentration of Pawns in the centre would be of great defensive value.

4. P—Q4	P × P
5. Kt × P	B—Kt2
6. B—K3	P—Q3
7. P—KR3	.....

The usual and more natural move here is 7. B—K2. The move in the text is the beginning of a Pawn attack on the K-side which Lasker more than once carried out successfully in games with this opening.

This is the more surprising as such a premature flank attack with the centre only partly closed is in violation of all the rules of chess. As Marco has pointed out in an article in the *Wiener Schachzeitung* (1908) this manner of playing is also in conflict with the principles which Lasker himself has so lucidly expounded in his book *Common Sense in Chess*. Why then the above continuation? We are inclined to believe that the reasons are of a psychological nature.

The opponent who has chosen the Sicilian Defence has a very tedious and difficult task before him, the reward for which will be the better end-game, thanks to his Pawn superiority in the centre. We know however that a premature flank attack such as Lasker's can only be effectively parried by a forceful counter-attack in the centre. It is however, psychologically speaking, extremely difficult suddenly to have to abandon a strategy which possibly has been decided upon and prepared beforehand and which is in keeping with one's experience, in favour of a fundamentally different strategy, an attack in the centre.

It must be said that in the present case Napier shows a praiseworthy grasp of the changed state of affairs. That he tries, however, to proceed somewhat nervously and hastily with quite attractive, though in the last analysis not quite adequate manœuvres, is easily accounted for.

7.	Kt—B3
8. P—KKt4	Castles

Black Castles in spite of the threatening Pawn attack which is as it should be. Black's best answer consists in an attack in the centre, in preparation for which the King must first be removed from the centre.

9. P—Kt5	Kt—K1
10. P—KR4	Kt—B2
11. P—B4	P—K4
12. Kt(Q4)—K2	P—Q4

This is the rather nervous move referred to before. Instead of quietly strengthening his game with

B—Kt5; he tries to force his way through the centre by means of this Pawn sacrifice. It will soon be seen however that Napier has calculated as far ahead as was humanly possible and still not quite far ahead enough.

13. KP × P Kt—Q5
14. Kt × Kt .....

If 14. B × Kt, P × B; 15. Kt × P, Kt × P; White's position is obviously ruined.

14. ..... Kt × P

The worst surprise; after 15. Kt × Kt, Black plays P × Kt ! and is clearly ahead.

15. Kt—B5 ! .....

Lasker parries with a similarly surprising move which Napier must have foreseen however, as otherwise he would be losing a piece.

15. ..... Kt × Kt
16. Q × Q R × Q
17. Kt—K7 ch. .....

How far ahead Black has calculated may be seen from the fact that neither with this move nor with 17. Kt × B, can White obtain any material advantage. In case of 17. Kt × B, Black would play 17. .... Kt—Q4; 18. Castles QR, B—Kt5; and be to the good.

17. ..... K—R1

Even now Black's Knight is invulnerable. After 18. P × Kt, Black answers with P × P; 19. B—Q4, B × B; 20. P × B, R—K1; and has the advantage. If 18. Kt × B, however, in order to capture the Kt afterwards, Black can save himself with 18. .... Kt—Q4; with the better game.

18. P—R5 ! .....

For open positions of this type Lasker has the subtlest possible understanding. He is not to be diverted from the K-side, by the fact that the Knight is 'en prise' and on that part of the battlefield White obviously is superior. White's immediate threat is: 19. RP × P, P × P; 20. Kt × P ch., K—Kt1; 21. B—B4 ch., Kt—Q4; 22. B × Kt ch., R × B; 23. Kt—K7 ch.

18. ..... R—K1
19. B—B5 .....

Maintaining the above threat.

19. ..... P × RP

Surprising, but well thought out; in reply to the more obvious P × BP; White would obtain a dangerous advantage with 20. P × P, BP × P; 21. B—B4, threatening B—B7. Now however White faces a much more difficult task. He still cannot take the Knight, since Black after 20. P × Kt, B—B1; 21. B—Kt5, R × Kt; 22. B × R, B × B; would have a favourable game in spite of the loss of the exchange in view of his two strong Bishops and White's torn position. Lasker therefore resumes the K-side attack.

20. B—B4 P × P

Napier in turn now seems determined to carry out his counter-attack at any cost. A defensive attitude would indeed not seem to lead very far. If 20. .... B—K3; White could continue with 21. B × B, P × B; 22. P × Kt, B—B1; 23. R × P, B × Kt; 24. B × B, R × B; 25. P × P, R—QB1; 26. Castles QR, etc. and bring about a favourable end-game, especially if we take into consideration that White's position in this variation could be further strengthened.

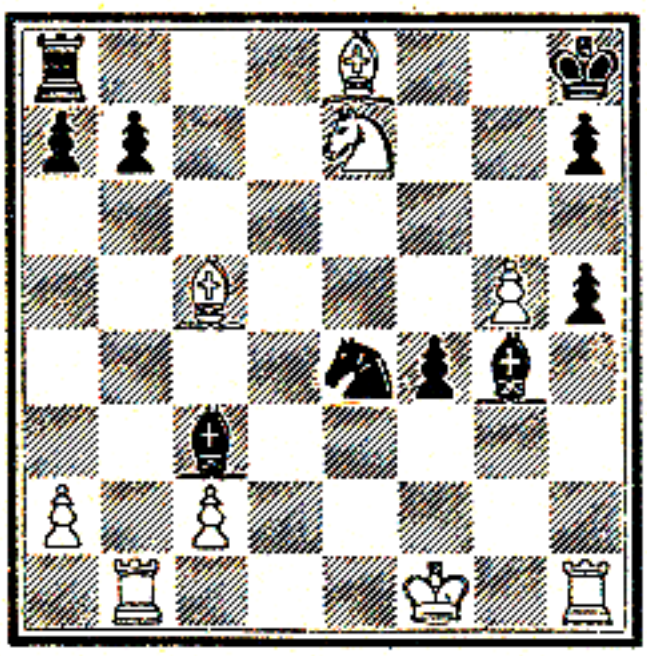
21.	B × P	Kt—K5

This Rook sacrifice is a stroke of genius; it is Napier's best chance and against a less astute tactician might perhaps even have won the game.

22.	B × R	B × P
23.	R—QKt1	B—B6 ch.
24.	K—B1	B—KKt5

Position after 24. . . . . *B—KKt5*

Black: NAPIER



White: LASKER

Although White is a Rook ahead, his outlook is none too bright. Black has four direct threats: R × B; Kt × B; Kt—Q7 ch.; Kt—Kt6 ch. Moreover White's King is in a very exposed position; in short Black has a powerful attack while White's attack seems a thing of the past. It seems incredible at this point that White will finally be able to decide the game in his favour through nothing else but the continuation of his King's side attack begun in the opening phase of the game.

25.	B × KRP !	. . . . .

White thereby relinquishes all advantage in material strength but once more assumes the attack which in spite of the reduced material strength at his disposal terminates in his complete success.

25.	. . . . .	B × B
26.	R × B	Kt—Kt6 ch.
27.	K—Kt2	Kt × R
28.	R × P	P—R4
29.	R—Kt3	B—Kt2
30.	R—KR3	Kt—Kt6
31.	K—B3	. . . . .

The first tangible success. Black's B-Pawn cannot be protected, inasmuch as B—K4; is followed by 32. Kt—Kt6 ch., a threat which has recurred again and again during the entire game.

31.	. . . . .	R—R3
32.	K × P	Kt—K7 ch.
33.	K—B5	Kt—B6
34.	P—R3	Kt—R5
35.	B—K3	. . . . .

Black is powerless against the threat of P—Kt6, and therefore resigned at this point.

GAME 27

RUY LOPEZ

New York 1907

White	*Black*
F. J. MARSHALL	EM. LASKER
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	Kt—B3
4. P—Q4	. . . . .

It has previously been pointed out that P—Q4, in KP games can achieve its purpose of obtaining a greater freedom only after Black has played P—Q3. If however, as in this game, P—Q4, is played prematurely, Black will have no difficulty in playing P—Q4 himself.

4.	.....	P × P
5.	Castles	B—K2
6.	P—K5	.....

This advance of the R-Pawn should at all times be carefully considered. Compare the comment in connection with Black's move 8 of Game 17 and Black's move 8 of this game.

6.	.....	Kt—K5
7.	Kt × P	Castles
8.	Kt—B5	P—Q4

We have now reached the Pawn formation: White K5, Black Q4. It frequently arises when Black after the exchange of his K-Pawn against White's Q-Pawn is able to play P—Q4; and White answers this move with P—K5.

This Pawn at K5 is often very effective aid in White's attack on Black's Castled position. It is obviously awkward for Black not to be able to post a Knight on KB3 to protect KR2. If Black is forced to play P—KKt3; in order to defend himself, White obtains a strong point usually of decisive value for his pieces at KB6. If Black has Castled, the Pawn on K5 sometimes makes possible certain combinations involving the sacrifice of the Knight or Bishop on Black's KB3.

On the other hand White's Pawn on K5 is sometimes of advantage to Black, since it can be used by Black to open the KB-file for his Rook by means of P—KB3. At times it also happens that the K5 Pawn becomes a point of attack for Black, forcing White to the defensive move P—KB4, which renders White's Q-Bishop ineffectual. (See the introduction to Game 20.) As a result the white squares of White's position, as for example K4 and KB5, may easily become weak and accessible to Black's pieces.

Our conclusion is therefore that the Pawn at K5 may be an element of strength as well as weakness. The Pawn is strong when White is better developed and has taken the offensive, weak however, when the development is even on both sides and even more so when Black has taken the initiative. It follows that the move P—K5, should be made only with a good position and when it may be made with gain of a tempo.

9.	B × Kt	.....

The exchange of the Bishop against the Knight would seem to indicate that Marshall himself does not consider his Pawn at K5 as much of an asset.

9.	.....	P × B
10.	Kt × B ch.	Q × Kt
11.	R—K1	Q—R5

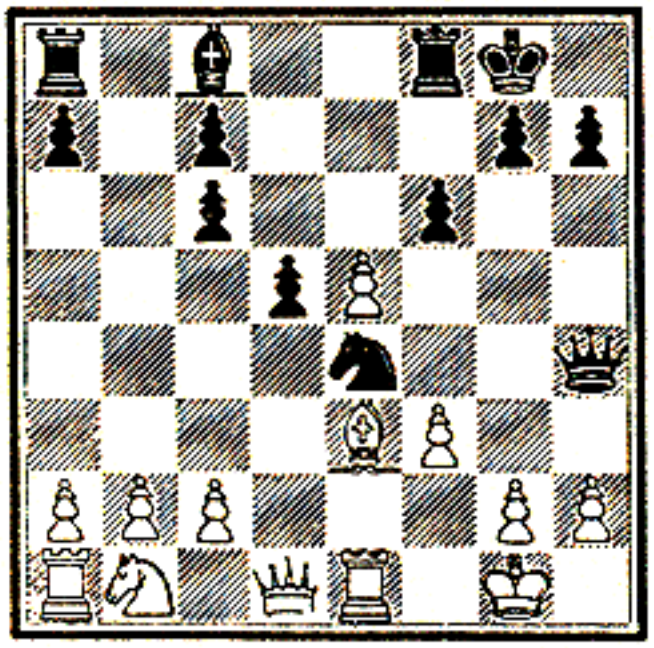
The positional requirement here was P—KB3; and it would have been simplest and best to make this move at once. Chess to-day however has reached a stage of development where it has become very difficult to win a game with the best and simplest moves, though the often positionally incorrect combination of an Anderssen would even be less effective these days. Lasker however is a master of the art of creating complications, and of blending the requirements of a position with these complications. It is the same method which has also led Alekhin and Nimzowitch from success to success.

In the present position Lasker evolves an idea from the fact that White has played R—K1, thus depriving point KB2 of a guard, and that it is Black's intention of playing P—KB3; in order to open the KB-file, and so begins a complicated attack against point KB7.

12.	B—K3	P—B3
13.	P—KB3	.....

Position after 13. *P—KB3*

Black: LASKER



White: MARSHALL

13.	.....	P × P
14.	P × Kt	P—Q5

Now White cannot play 15. B—Q2, (even worse would be 15. B—B1, on account of Q—B7 ch.; and B—Kt5;) because of 15. .... B—Kt5; 16. Q—B1, R—B7 ! 17. B—Kt5, R × P ch.; 18. K × R, B—R6 ch.; 19. K—R1, Q—B7; and Black wins.

Marshall therefore starts by driving away Black's Queen. Very probably however he did not fully appreciate the cleverness of Lasker's combination. Had he foreseen that he would not be able to save his Bishop even in the next move, he would probably have given it up at once with 15. Q—K2. After 15. .... P × B; 16. Q × P, Black would have his pieces placed somewhat better, but White's Pawn position would be clearly superior.

15.	P—KKt3	Q—B3
16.	B × P	.....

White nevertheless has to give up the piece, since 16. B—Q2, is followed by Q—B7 ch.; 17. K—R1, B—R6; 18. R—Kt1, P—KR4 ! which is the hidden point of the combination. White now is defenceless against the threat of B—Kt5; inasmuch as both after 19. Q × P, and 19. B—K1, Black mates by means of the Queen's sacrifice Q × R ch.

16.	.....	P × B
17.	R—B1	Q × R ch.
18.	Q × Q	R × Q ch.
19.	K × R	R—Kt1

B—R6 with R—KB1 ch. leading to development with gain of tempo would have been more obvious at this point. Most chess players would probably have made this move, since it is a common failing to consider only the new field of action of a piece after it has been moved while neglecting or completely overlooking the field of action which has been given up as a result of the new move. In the position in the text Black's Bishop can become effective in two directions, QR3 and KR6 both of which in fact subsequently become important. . . . With commendable self control Lasker therefore refrains from gaining a tempo by B—R6 ch.

20.	P—Kt3	R—Kt4

The rook here dominates the completely unobstructed fourth rank.

21.	P—B4	.....

Now Black has a passed QP. If White however makes the more obvious move 21. Kt—Q2, Black answers with R—KR4; 22. K—Kt2, R—QB4; 23. R—QB1, B—R3; threatening B—Q6; and has the advantage. In this variation the possibility of developing the Bishop to QR3 is therefore of moment. It is this possibility, i.e. the fact that Black has refrained from making the obvious move 19. .... B—R6 ch.; which has induced White to move 21. P—B4, thereby giving Black a passed QP, which finally decides the issue.

21.	.....	R—KR4
22.	K—Kt1	.....

P—KR4 is followed by P—Kt4; 23. P × P, R—R8 ch.; and White's position is permanently blocked.

22.	.....	P—B4

This move covers the passed Pawn and while it obstructs the fourth rank for Black's Rook, it frees the third. It should also be noted that Black has a valuable Bishop moving on squares of a different colour from that of Black's centre Pawns.

23.	Kt—Q2	K—B2

To develop the King before White can intercept it by means of R—B1.

24.	R—B1 ch.	K—K2
25.	P—QR3	R—R3
26.	P—KR4	R—QR3
27.	R—R1	B—Kt5
28.	K—B2	K—K3
29.	P—R4	K—K4
30.	K—Kt2	R—KB3
31.	R—K1	P—Q6

The passed Pawn, supported by the King, now brings about the decision.

32.	R—KB1	K—Q5
33.	R × R	P × R
34.	K—B2	.....

The line-dominating pieces, Bishop, Rook and Queen, can move without losing control over points needing protection. With the King and the Knight it is a different matter. This is the reason why in end-games such as this, forced moves play such an important part. White here is in just such a position, since any move by the Knight is followed by K × P; and any move by the King by K—K6. The following moves by Black find their explanation in this factor.

34.	.....	P—B3
35.	P—QR5	P—QR3
36.	Kt—B1	K × P
37.	K—K1	B—K7
38.	Kt—Q2 ch.	K—K6

White again is forced to move, thereby giving up his B3 to Black's King. Black however is in no hurry and occupies this square only two moves later.

39.	Kt—Kt1	P—B4
40.	Kt—Q2	P—R4
41.	Kt—Kt1	K—B6

Resigns.

The Steinitz Defence of the Ruy Lopez

This defence which we are about to discuss is of great historical importance since it has been favoured by three world's champions, Steinitz, Lasker and Capablanca. From the point of view of the theory of the openings its importance is even greater, inasmuch as it represents an attempt to defend the Ruy Lopez by means of the simplest and most obvious developing moves. In the light of the theoretical understanding of the game to-day this defence cannot be considered wholly adequate. In the Ruy Lopez the defending player is consequently faced by such eminently difficult problems that simple and clear developing moves will not completely meet his needs. In order to avoid the restricted position resulting from the Steinitz Defence, he is compelled to use means leading to lasting weaknesses, as for instance P—QR3; and later P—QKt4; or even such counter-attacks as 3. .... Kt—Q5; or 3. .... P—KB4; which are repugnant to a deeper understanding of chess and certainly incorrect. These considerations are evidence of the power of the Ruy Lopez which

must be considered as the logical opening in King's Pawn games. As has previously been pointed out, the Ruy Lopez represents the consistent attack on Black's K4 Pawn, which in the first move has been posted on this central square and which is therefore the natural object of attack in the opening fight.

As will be noted, the Ruy Lopez claims to be the theoretical refutation of 1. .... P—K4; which claim finds its clearest expression in the Steinitz Defence. White's method of attack has been developed mainly by Tarrasch.

The idea of the attack is as follows: In attacking Black's KP, White wants to force the defensive move P—Q3. Only after Black has made this move White continues the attack by means of P—Q4. If Black at this point plays P × P White has achieved the Pawn formation which frequent discussion has shown as favourable for White, namely P—K4 for White, and P—Q3 for Black. White, for several reasons, has the freer game, the Rooks may easily be developed on the K- and Q-files, while Black's Rooks only have the K-file. White's Bishops are unrestricted while Black's King's Bishop is hemmed in by his Queen's Pawn. The radius of action of the Knights is small and in order to become effective they have to be brought up close to the opponent's position and can only maintain themselves so close to the enemy's camp on protected squares. In the Pawn formation under discussion, White's Knights have the protected squares Q5 and KB5 while Black's cannot proceed farther than K4 and QB4. It will thus be noted that White's Knights may be brought up closer to Black's base of operation than Black's to White's camp. It is true that Black can drive away the Knight on Q5 by means of P—QB3; and the Knight on KB5 by means of P—KKt3; but the first move weakens the Pawn Q3 while the other weakens the King's position after Castling.

After this outline of White's plan of attack let us now consider the various phases of Black's defence in accordance with the Steinitz Defence. In the first place Black tries to avoid the move P × P; which has been very aptly termed by Tarrasch the surrender of the centre, by means of a counter-attack on White's KP. If White however is successful in repelling this counter-attack, somewhat along the lines of Tarrasch for instance, by means of Kt—QB3, and R—K1, Black is forced nevertheless to take White's Queen's Pawn.

Black thereafter has two alternatives. He may either prepare for the liberating move P—Q4; eventually P—KB4; in order to exchange White's KP, or, when there is no possibility of completely freeing the game, he may try to adapt the development of his pieces to his restricted territory. This will be the easier, the more pieces he is able to exchange. White on the other hand in this case will avoid all useless exchange of pieces.

Let us now consider the following series of moves :

1. P—K4	P—K4
2. Kt—KB3	Kt—QB3

Inasmuch as White's first intention is the forcing of the defensive move P—Q3; by means of the attack on Black's KP, Black would only further White's object if he played 2. .... P—Q3; as in the Philidor Defence. White could reply immediately with 3. P—Q4. If Black then exchanges Pawns, White has achieved his aim—the Pawn formation K4 as against Q3 of Black. Black may, of course, try to avoid the exchange of the Pawns and the resulting surrender of the centre and to defend his KP.

3. .... Kt—QB3; is not suitable for this purpose, as White by means of exchange on K5 and exchange of Queens can either prevent Black from Castling, or he can lead into the Steinitz Defence of the Spanish Game by means of B—Kt5, in which, as will be seen, Black is finally forced to abandon the centre. Black can however defend the centre with 3. .... Kt—Q2. This so-called Hanham Defence was much in vogue for some years, but in the end has been found wanting. It is too difficult a task for Black to maintain the doubtful position in the centre with a somewhat restricted game.

3. B—Kt5	Kt—B3

Steinitz usually played 3. .... P—Q3; at once, which merely results in a transposition of moves. White can of course immediately reply with 4. P—Q4.

4. Castles	.....

The only correct continuation for the purpose of achieving P—Q4. Compare our remarks in connection with move 3 of Game 18.

4.	P—Q3

If Black does not want to play 4. .... Kt × P; which move has been discussed in the above game, he now has to make the protective move P—Q3.

5. P—Q4	.....

Black now tries to avoid the surrender of the centre with a counter-attack against White's KP.

5.	B—Q2

If White now plays 6. B × Kt, in order to conquer Black's KP, White's K-Pawn will be doubly attacked. In order to render the threat against Black's KP effective, i.e. in order to force Black to play P × P; White now must cover his KP twice.

6. Kt—B3	B—K2
7. R—K1	.....

This is the older continuation derived from Tarrasch. More recently 7. B × Kt, B × B; 8. Q—Q3, has been preferred. After the text move White's KP is protected and Black's KP is attacked, finally forcing Black to abandon the centre and to leave the freer game to the first player. After what has been said above, it is most important for the theory of this opening, to prove that Black is actually forced to give up the centre. This was demonstrated in the game Tarrasch-Marco, Dresden 1892, which continued as follows:

7.	Castles

This is not an oversight but a rather far-calculated combination. Black believes that in case of White winning his KP, he will obtain full compensation. Tarrasch however, who has calculated even some moves farther ahead, refutes this combination which proves that Black actually had to play 7. .... P × P.

8. B × Kt	B × B
9. P × P	P × P
10. Q × Q	.....

In case of an immediate 10. Kt × P, Black exchanges Queens and wins back his KP.

10.	QR × Q

It will soon be seen why it was necessary for Marco's combination to take the Queen with the QR and to leave the KR on KB1.

11. Kt × P	B × P
12. Kt × B	Kt × Kt
13. Kt—Q3	P—KB4
14. P—KB3	B—B4 ch.

It now looks as if Black has averted the threatened loss of a piece and had regained his Pawn with an even game. Should White, in order to win the piece, play 15. K—B1, Black replies with B—Kt3 ! 16. P × Kt, P × P ch.; 17. Kt—B4, P—KKt4; and has a good game. This explains why Black could not play 10. .... KR × Q.

15. Kt × B !	

It would now seem as if Black had overcome all difficulties. There follows however a little surprise, the three moves which Tarrasch had calculated further than Marco.

15.	Kt × Kt
16. B—Kt5	R—Q4

In case of any other move by the Rook, White nevertheless wins the exchange with 17. B—K7.

17. B—K7	.....

and at the least Black loses the exchange, as any move by the K-Rook is followed by 18. P—QB4.

In the course of the following game and on later occasions the principles underlying the attack, as well as the defence of this important variation after the forced surrender of the centre, will be discussed in greater detail.

GAME 28

RUY LOPEZ

Düsseldorf 1908

White	*Black*
TARRASCH	LASKER
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	Kt—B3
4. Castles	P—Q3
5. P—Q4	B—Q2
6. Kt—B3	B—K2
7. R—K1	P × P
8. Kt × P	Castles

Having given up the centre, Black is in a restricted position which offers him the choice of two methods of defence. The one selected here by Lasker consists in an attempt to force P—Q4; which would open up the g me, destroy White's favourable Pawn position in the centre and bring about

equalisation. It has already been noted that the reply P—K5, to Black's P—Q4; is of doubtful value in most instances. (*See* Game 27.)

The less ambitious plan of defence which Black has at his disposal does not aim at complete equalisation but tries to make the best of the restricted position and to organise it as effectively as possible. In restricted positions it is well to exchange as many pieces as one can. If he chooses this second plan, Black will thus begin with a double exchange of pieces by means of Kt × Kt; combined with B × B.

9.	Kt × Kt	.....

All of the customary continuations in this position aim at preventing the double exchange of pieces, which might relieve the situation for Black. For this reason it is customary to play here either 9. Kt × Kt, or B × Kt, that is, to exchange one piece in order to avoid having to exchange two pieces, or, as an alternative, one of the two pieces that are threatened by an exchange can be brought back, that is, 9. Kt(Q4)—K2, or 9. B—B1. This latter retreat of the Bishop is to-day considered the strongest attack, as it makes it very difficult for Black to open up his game.

With the continuation selected here, Tarrasch won a brilliant victory over Steinitz in Vienna 1898. Since then this continuation was considered a very strong one, but in the present game it is thwarted by Lasker in a very simple manner. Of course, by saying it was 'thwarted' we do not mean that Black obtained the advantage but that he was able to overcome with comparative ease the difficulty of opening up the game, which would naturally hamper the second player if his opponent played vigorously.

9.	.....	B × Kt

Steinitz, in the above mentioned game, played the inferior P × Kt. After the text move White cannot in the long run prevent the liberating move P—Q4. After 10. B—Q3, for instance, P—Q4; would follow immediately.

10.	B × B	P × B
11.	Kt—K2	.....

As P—Q4; cannot be prevented anyway, White begins to finesse somewhat. Naturally, Black must not play Kt × P; now, as White would obtain the advantage with 12. Kt—Q4, combined with Kt × P.

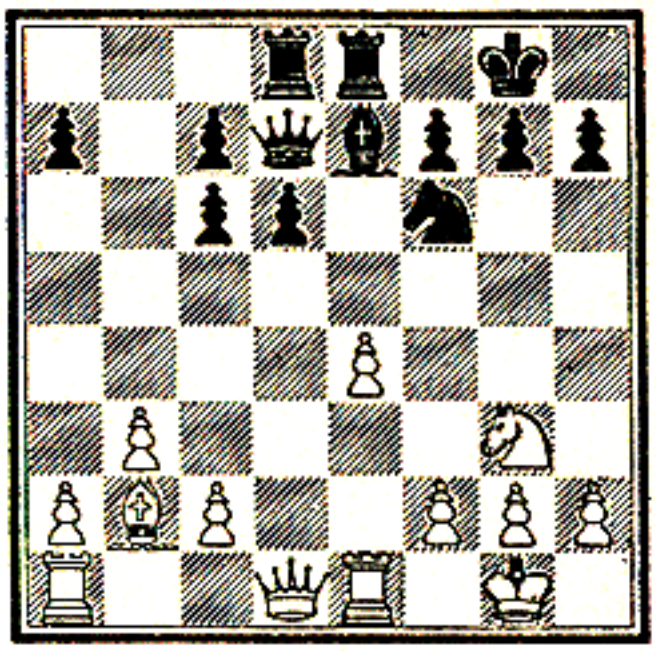
11.	.....	Q—Q2

A simpler move would be an immediate P—Q4; but Lasker, in keeping with his complicating style, wants to develop his Rooks first, so that he can with greater effect play P—Q4; a move which White cannot prevent anyway. The plan in itself was a good one, but Lasker makes one mistake in its execution. He should have developed the Rooks not to Q1 and K1, but to QKt1 and Q1, in order to keep K1 available for the Knight as a place of retreat.

12.	Kt—Kt3	KR—K1 ?
13.	P—Kt3	QR—Q1
14.	B—Kt2	.....

Position after 14. *B—Kt2*

Black: LASKER



White: TARRASCH

We can now realise just what the disadvantage is of developing the Rook to K1. Black thereby deprived himself of the possibility of making the liberating move P—Q4; as White can now reply with 15. P—K5, to advantage, and Black's Knight would have no good square at his disposal. Black thus finds himself in a restricted position without the possibility of opening up the game to his advantage, and what is more, he is playing against Tarrasch, who is a master in dealing with opponents who are in such a position. Practically everybody but Lasker would certainly lose this game. But he appreciates the situation correctly and once more takes the psychological course.

The following move looks like an oversight. As a matter of fact, however, it is a deliberate Pawn sacrifice aiming at the isolation of White's KP. We have already discussed the nature of the isolated Pawn in connection with Game 3 (Anderssen-Paulsen), and we saw that the chief advantage to be derived from such a Pawn in the opponent's camp is not in the attack against that Pawn itself, but in the fact that the square in front of the isolated Pawn becomes a strong point, where a piece can be placed without fear of its being removed. As White's KP will be isolated in the course of the following continuation, K4 will become a strong point for Black, where he can establish himself and make a counter-attack.

A game of chances and counter-chances, however, is much less in keeping with Tarrasch's style than the gradual crippling and storming of his opponent's restricted position, in which there are no counter-chances. And so Lasker's next move, which must be regarded as a blunder when viewed objectively, is psychologically altogether admirable.

14.	.....	Kt—Kt5
15.	B × P	Kt × BP !

After 15. .... K × B; follows 16. Kt—B5 ch. With the text move, White's KP is isolated.

16.	K × Kt	.....

Instead of thus playing for a Pawn win, White could with 16. Q—Q4, introduce a strong attack, which could not be parried for long. Against an attacking player Lasker would therefore have lost this game, or to put it more correctly, against an attacking player the psychologist Lasker would certainly not have chosen the two-edged expedient Kt—Kt5.

16.	.....	K × B
17.	Kt—B5 ch.	K—R1
18.	Q—Q4 ch.	P—B3
19.	Q × RP	.....

One might think now that White has a Pawn more and also the initiative, owing to Black's disrupted K-position. This initiative is only apparent however. As a consequence of the isolation of the KP, the point K4 is a strong point for Black, over which White's attack cannot advance.

19.	.....	B—B1 !
20.	Q—Q4	R—K4 !

The game is thus balanced. White has a passed pawn on the Q-side to be sure, although it cannot be turned to account for a long time to come. In the centre, however, Black now has the superiority. Objectively, White still has the better position, but in this difficult situation Lasker plays with much more vigour than Tarrasch and finally makes his advantage an overwhelming one, while White's passed pawn plays no part in the continuation. After having examined so thoroughly the general features of

this game, we shall not go into great detail in the sequence.

21. QR—Q1	QR—K1
22. Q—B3	Q—B2
23. Kt—Kt3	.....

White's Knight, heretofore aggressively placed, retreats for defensive purposes, and Black's Bishop, which was shut in before, now attacks. It should be noted that this is the result of the isolation of White's KP.

23.	B—R3
24. Q—B3	P—Q4
25. P × P	B—K6 ch.
26. K—B1	P × P
27. R—Q3	.....

Tarrasch is of the opinion that 27. Kt—B5, was his last chance of turning his advantage in material into a win.

27.	Q—K3
28. R—K2	P—KB4
29. R—Q1	P—B5
30. Kt—R1	P—Q5
31. Kt—B2	.....

Lasker now forces the decision with two beautiful, well thought out Queen moves. (Moves 31 and 33.)

31.	Q—QR3
32. Kt—Q3	R—KKt4
33. R—R1	.....

Still worse would be 33. P—QR4, as the King must go to Q1 for the purpose of defence in the 35th move.

33.	Q—R3

The KRP can no longer be defended, as after 34. P—KR3, Black with R—Kt6; would threaten the Queen sacrifice on R6.

34. K—K1	Q × P
35. K—Q1	Q—Kt8 ch.
36. Kt—K1	R(Kt4)—K4
37. Q—B6	.....

So as to be able to reply to B—B7; with 38. Q × R ch.

37.	R(K4)—K3
38. Q × P	R(K1)—K2
39. Q—Q8 ch.	K—Kt2
40. P—R4	P—B6 !

This Pawn sacrifice makes possible the retreat of the Bishop to Kt4, so that White has no opportunity of exchanging his Queen for the two Rooks.

41. P × P	B—Kt4

White resigned, as after 42. R × R, Black would reply with 42. .... R × R; 43. Q—Q7 ch., R—K2.

The Ruy Lopez Exchange Variation

After the moves

1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—QR3
4. B × Kt	QP × B

(After 4. .... KtP × B; also, White could not very well play 5. Kt × P, on account of the reply Q—Kt4; but he would obtain a very nice game with 5. P—Q4, P × P; 6. Q × P. This is a case where, contrary to the rule, it is well to develop the Queen early, as it has on Q4 a strong position that

cripples Black's development and it cannot be driven out with loss of tempo.)

5. P—Q4	P × P
6. Q × P	Q × Q
7. Kt × Q	.....

a position has been reached in which White has the better placed Pawns. We urge the student to convince himself that when all the pieces, with the exception of the King, of course, are off the board, the Pawn end-game is easily won by White, who will finally have a passed pawn on the K-side, while Black can in no way break through with his four Pawns against White's three Pawns on the Q-side, if only White places his Pawns correctly.

The most favourable of such defensive position is the Pawn chain QR3, QKt 2 and QB3, or QR4, QKt3 and QB4. If white places his Pawns in this manner, he need have no concern about Black's Pawn advances on the Q-side, as Black will be unable to break through. Another good defensive formation is the Pawn chain QR2, QKt3, QB2, but in that case White must be careful to exchange immediately against Black's Pawn advancing to QB5, as otherwise Black's double Pawns will no longer be doubled. In all these cases, Black cannot turn his superiority on the Q-side to account, and in a way White plays the end-game with a pawn more. Of course, White has the superior end-game similarly, when there is also a piece on the board. If Black has a Bishop, White will be careful to place his Pawns of the Q-side on squares of another colour than that of the hostile Bishop.

It is apparent, therefore, that the above variation, the so-called Exchange Variation of the Ruy Lopez, offers the first player favourable prospects for the end-game. White needs only to simplify as much as possible by exchanging all the pieces he can, and then the game is necessarily his. Is this exchange variation therefore favourable for White? After Black's 3rd move, White ruthlessly carries out obvious exchanges for an advantage which amounts to a superiority in Pawns. The player with a deeper understanding of chess will be reluctant to assume that one can by means of such moves obtain an advantage without subtlety and depth. As a matter of fact, Black has in his two Bishops a compensation for his obviously poorer Pawn position in this exchange variation. For experience has also shown that if one knows how to make use of these Bishops in the spirit of the Steinitz principles, it is Black who has the more favourable outlook. That is why the exchange variation is very seldom played. However, it has acquired a certain fame from the fact that Lasker has used it with great success—infrequently, it is true, but always on decisive occasions. How can this be explained?

It is not to be assumed that Lasker considers this exchange variation an especially strong one, for he himself plays it only rarely, as we have said, preferring 4. B—R4, as a rule. We may conclude therefore, that it is again, for psychological reasons, that he chooses this exchange variation at just the decisive moments.

Looking into the circumstances more closely, we shall find that as a rule Lasker has selected this exchange variation when he could assume that his opponent wanted to play only for a draw. When one sits down to a game with the firm resolution to run no risk, undertake no attack, and only play for simplification as much as possible, if this resolution has been made long before the game, and one is therefore peacefully inclined, so to speak,

it is very difficult to change one's tactics completely during the game and try to win by enterprise. But in the exchange variation Black must play for attack and victory, it is not possible to play here for a draw, for a policy of simplification only accommodates the first player and leads to the end-game desired by White, with a consequent defeat for Black. This is therefore the psychological reason why Lasker readily resorts to this exchange variation in decisive games when he can assume that his opponent intends from the first to play for a draw.

GAME 29

RUY LOPEZ

St. Petersburg 1914

White	*Black*
LASKER	CAPABLANCA
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—QR3
4. B × Kt	QP × B
5. P—Q4	P × P
6. Q × P	Q × Q
7. Kt × Q	B—Q3

The Bishop is very well posted here. That is, if White succeeds in exchanging it, in order to deprive the second player of the weapon furnished by the two Bishops, then after the Pawn recaptures on Q3, Black's pawn position will also be improved.

8. Kt—QB3	Kt—K2
9. Castles	Castles

In a later game, Schlechter at this point played against the author of this book the much better move B—Q2, combined with Castles QR.

10. P—B4	R—K1

A more vigorous move would be B—QB4, which Lasker prevents with his following move, which is excellent.

11. Kt—Kt3	P—B3

An absolutely unnecessary defensive move, for White's P—K5 would be of advantage only for Black, since he would then have the points Q4 and KB4 free for his pieces. In Capablanca's remarkably cautious playing in this game it is easy to see that owing to his favourable position in the tournament he has determined to play only for a draw, which is never so ill advised as when one is the second player in the Ruy Lopez exchange variation.

12. P—B5	.....

A surprising move, for at first glance it is apparent that it renders the KP immovable and weakens the point K5. On closer examination, however, it is perceived that these apparent disadvantages go hand in hand with less apparent but actually more important advantages. First of all, White's Bishop has more room to move about. (White's fixed Pawns K4 and B5 are on squares of another colour than that of the Bishop.) Black's QB and Knight are greatly restricted in their movements. In addition, the point K6 will now be permanently dominated by White, which offers compensation for the weakness at K5.

12.	P—QKt3

Because Capablanca hits on the unfortunate idea of withdrawing his QB from the defence of the point K3, that point becomes much weaker than K5 is for White. The simplest alternative is probably the development by B—Q2; combined with QR—Q1. If White thereupon

continues with 13. B—B4, as in the game, Black can exchange the Bishops and bring the Knight over B1 to Q3.

Much consideration was also given to 12. . . . . P—KKt4; to prevent 13. B—B4, and secure the strong position of the Bishop on Q3. If White after that replies 13. P × P e.p., Kt × P; 14. R × P, Black wins back his Pawn and obtains Bishops of opposite colours by B—K4; combined with B × Kt; and R × P.

13.	B—B4	B—Kt2

Here Black himself had to exchange at all cost. After 14. B × B, P × B; Black no longer has the doubled Pawn, it is true, but on the other hand the Pawn on Q3 sq. becomes permanently weak, which is of great consequence, in view of the unfavourable development of Black's pieces.

14.	B × B	P × B
15.	Kt—Q4	QR—Q1
16.	Kt—K6	R—Q2
17.	QR—Q1	Kt—B1
18.	R—B2	P—QKt4
19.	R(B2)—Q2	R(Q2)—K2
20.	P—QKt4	. . . . .

Prevents the possibility of liberation by P—QB4.

20.	. . . . .	K—B2
21.	P—QR3	B—R1
22.	K—B2	R—R2
23.	P—Kt4	. . . . .

We recognise once more the type of game in which the advantage of controlling more territory is turned to account. The centre is closed, and White, who controls more ground, prepares to break through with his Pawns on the K-side. Black, also in regular style, soon tries to break through in turn on the Q-side, but fails completely. Black's Rook can do nothing on the QR-file when it is opened up soon after, and therefore quickly returns again to the middle. Later the QR-file proves useful to White's Rook.

We see here a frequently recurring case. That is, it is natural when in a restricted position to seize eagerly upon every opportunity to free oneself and open up lines. But it is often better to control this instinctive desire for liberation. If the liberating attempt does not completely remove the hostile pressure – as, for instance, P—Q4; in the Steinitz Variation of the Ruy Lopez – but merely leads to the opening up of lines on a secondary battlefield without reaching the root of the evil, then this opening-up operation must first be considered carefully.

If it leads to a lasting counter-attack, it diverts the opponent's forces, which would otherwise be occupied in breaking through and attacking on the other wing, and thus it leads to some good. But if the opening up of lines offers no opportunity of a protracted counter-attack, these open lines will eventually prove useful to the opponent with his greater control of territory, as is the case in this game.

23.	. . . . .	P—R3
24.	R—Q3	P—QR4
25.	P—KR4	P × P
26.	P × P	R(R2)—K2
27.	K—B3	R—Kt1
28.	K—B4	P—Kt3
29.	R—Kt3	P—Kt4 ch.

After this White opens up the KR-file with a decisive advantage. It would have been better to open up the KKt-file with 29. . . . . P × P. If White then took back with the KP, Black could improve his position with P—Q4. But if White took back with the KtP, Black

would exchange Rooks and then he could quickly occupy the KKt-file with the other Rook. After the text move, there is no possible way of saving the situation against Lasker's skilful play in the ending.

30.	K—B3 !	Kt—Kt3
31.	P × P	RP × P
32.	R—R3	. . . . .

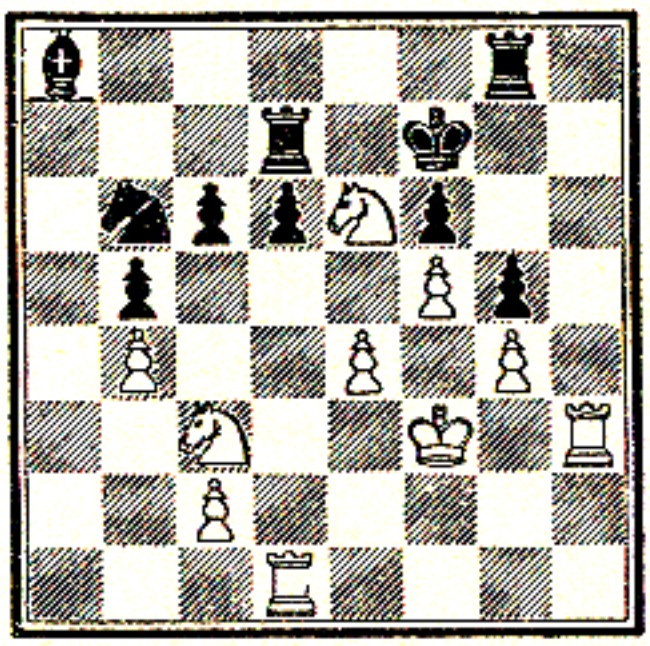
White plays according to plan to penetrate the K-side. After 32. R × P, Black would obtain a very stable position with R—R1, combined with Kt—B5.

32.	. . . . .	R—Q2

More natural, but not so good, would be Kt—B5. That is, as a result of the opening up of the QR-file criticised above, the Knight on Kt3 is necessary for the defence, as the following continuation will show: 32. . . . . Kt—B5; 33. R—R7 ch., K—K1; 34. R—QR1, B—Kt2; 35. Kt—B7 ch., K—Q2; 36. R × R ch., K × R; 37. R—R7, and Black will lose material, as R—QKt1 would be thwarted by 38. Kt—R6.

Position after 32. . . . . *R—Q2*

Black: CAPABLANCA



White: LASKER

33.	K—Kt3 !	. . . . .

A skilful move in preparation for the final combination. Now, after the contemplated P—K5, the King will not be exposed to a discovered ch. by P—QB4.

33.	. . . . .	K—K1
34.	QR—KR1	B—Kt2
35.	P—K5 !	QP × P
36.	Kt—K4	Kt—Q4
37.	Kt(K6)—B5	B—B1

Black must give up the exchange, for, if the Rook moves, 38. Kt × B, R × Kt; 39. Kt—Q6 ch., White wins a Rook. The disadvantage in material combined with the unfavourable position, now leads naturally to a speedy collapse.

38.	Kt × R	B × Kt
39.	R—R7	R—B1
40.	R—R1	K—Q1
41.	R—R8 ch.	B—B1
42.	Kt—B5	Resigns.

GAME 30

QUEEN'S GAMBIT

Moscow 1925

	White	*Black*
	RUBINSTEIN	LASKER
1.	P—Q4	P—Q4
2.	P—QB4	. . . . .

If Black should now wish to reply with 2. . . . . Kt—KB3; for instance, as unpractised players like to do, White obtains a considerable superiority in the middle with 3. P × P. After 3. . . . . Kt × P; there can be an immediate reply 4. P—K4. Even worse would be 3. . . . . Q × P; whereupon White continues with 4. Kt—QB3, and soon moves P—K4, to advantage. It follows that Black must cover the Pawn on K4 with a Pawn. As rational methods

of declining the Queen's Gambit, therefore, only 2. .... P—K3; and 2. .... P—QB3; can be considered.

The move 2. .... P—K3; seems more natural, as this contributes to the development, while 2. .... P—QB3; on the other hand, deprives the QKt of a point of development. When the nature of the central Pawn formation in the Queen's Pawn Game becomes more familiar, one can find still another objection to 2. .... P—QB3. To make the matter more comprehensible for the reader who has not yet been initiated into the Queen's Pawn Game we shall here recall an analogy from the King's Pawn Game. In that opening, after Black has captured the Pawn at White's Q4, White's Pawn at his K4 exerted pressure on Black's game, and Black could free himself only if he could remove this Pawn, usually by P—Q4; or possibly by P—KB4.

In the Queen's Pawn Game, by analogy, White's Pawn Q4 will restrict Black's position, and Black will have to think how to remove this Pawn to liberate his game. Here Black's liberating moves, which correspond to the moves P—Q4; and P—KB4; in the King's Pawn Game, are therefore P—QB4; and P—K4. The more normally liberating move – thus corresponding to P—Q4; in the King's Pawn Game – is P—QB4, as the point QB4 is protected by Black's KB, while the liberating move P—K4; is much more difficult and therefore to be made only as an exception, on the one hand because the point K4 is from the first not in the control of Black, and on the other hand because White protects it still further by natural development.

As the aim in the defence of the Queen's Gambit is to work for the liberating move P—QB4; the move P—QB3; appears to the experienced player to be a loss of tempo.

We shall further call the attention of the less experienced player to the fact brought out in these explanations, that as a rule in the Queen's Pawn Game the QBP should not be blocked, and therefore the QKt should not be developed to QB3 before the move P—QB4; has been made. Such a move is as disastrous as when in the King's Pawn Game the move B—Q3; is made while the QP is still on Q2. Certainly, the theory of openings takes account of the defence of the Queen's Gambit by 2. .... Kt—QB3; deriving from Tschigorin. This defence does have the aim of bringing about the other liberating move, P—K4; with all possible vigour and logic. But if White counters correctly, Black will never accomplish this, and will have later no possibility at all of freeing himself. The data on this defence are at present almost a closed book.

It is evident, therefore, that 2. .... P—K3; has very naturally become the most usual reply to the Queen's Gambit. However, 2. .... P—QB3; is also tried repeatedly, as the disadvantages are accompanied by several advantages.

The Queen's Pawn games generally have a greater tendency to take on the characteristics of closed games than the King's Pawn games, for the reason that the points Q4 and Q5 are from the first better protected than the points K4 and K5, and thus complete success in breaking through in the centre, with total liquidation of the Pawn position there, is of less frequent occurrence in the Queen's Pawn Game than in the King's Pawn Game. Consequently the difference between the more and the less effective Bishops here becomes of greater importance. The effective Bishops, which have complete freedom of motion, are here the King's Bishops, while the less effective Bishops, which are restricted in

their activity by the fixed Pawns (White's Q4, K3; Black's Q4, K3, or possibly QB3), are the Queen-Bishops.

Now in the defence 2. .... P—K3; Black's QB remains inside of the Pawn chain confining it, while White's QB is developed beyond the fixed Pawn chain by 3. Kt—QB3, Kt—KB3; 4. B—KKt5, combined with 5. P—K3. Thus White really has from the very beginning a small advantage, Black's game often suffers permanently from the confinement of his QB, for which reason it has frequently been said that the problem of the correct defence of the Queen's Gambit is really nothing but the problem of the development of Black's QB.

Now, in this Bishop problem, the defence 2. .... P—QB3; is more effective than 2. .... P—K3. First of all, in the case of 2. .... P—QB3; the QB is not yet shut in, and there is still hope, therefore, of moving B—KB4; or B—KKt5; before P—K3; is made necessary. On the other hand, after 2. .... P—QB3; White must always take into account the possibility that Black may subsequently take the Gambit Pawn with QP × P and maintain it permanently by P—QKt4. This possibility can lead White, as in the present game, before he develops his QB, to move P—K3, for the protection of QB4, and thus shut in his own QB.

2.	P—QB3
3. P—K3	.....

For the purpose, first, of avoiding the necessity of reckoning for any length of time with the complications involved in the subsequent acceptance of the Queen's Gambit by P × P; and second, in order not to shut in one's own QB with P—K3, a move frequently made here is 3. P × P, which certainly does make Black's game easier after the reply P × P, as a result of the opening up of the QB-file.

3.	Kt—B3
4. Kt—QB3	P—K3

Black also shuts in his QB, as after 4. .... B—KB4; 5. P × P, combined with 6. Q—Kt3, Black would be very uncomfortable. The student should take special note of this possibility of attack, as it is often present when Black's QB is developed prematurely.

5. Kt—B3	QKt—Q2
6. B—Q3	P × P

This exchange and the ensuing advance of the Pawn on Black's Q-side introduce a system of defence which was worked out by Rubinstein and first used in the Tournament at Meran 1924. Since then it has come to be known as the 'Meran Variation' and is held in great favour to-day.

7. B × BP	P—QKt4

Rubinstein now avoids the extensively studied and not yet completely clarified principal variation 8. B—Q3, and follows another plan which is purely positional: Black will in the continuation have to play P—QB4; in order to obtain an open game. Rubinstein therefore wishes to develop his QB to QKt2, so that after Black's P—QB4; and White's P × P, the long diagonal is opened up for this Bishop, which would otherwise be shut in. Since it is to be expected that Black will reply to P × P, with Kt × P; Rubinstein now goes back with the attacked Bishop, not to Q3, for he wants to avoid losing a tempo later, but to K2. At the same time, it has also become possible to oppose with B—KB3, Black's QB, which would occupy a very strong position after B—Kt2;

combined with P—QB4. As will appear in the continuation, however, Rubinstein's plan comes to grief through a detail.

8.	B—K2	P—QR3
9.	Castles	B—Kt2
10.	P—QKt3	B—K2
11.	B—Kt2	Castles
12.	Kt—K5	.....

This is the most logical move. After the expected move P—QB4; White's KB will oppose Black's QB at once. This is also necessary for the reason that the Bishop on K2 can then vacate the best point for the development of the Queen.

12.	.....	P—B4
13.	B—B3	Q—B2
14.	Kt × Kt	Kt × Kt !

Excellent ! If White now plays P × P according to plan, in order to open the long diagonal for the Bishop on Kt2, Black takes back with his Knight, and White will be troubled by the weakness of the points Q3 and K4. That explains the following move, which aims at exchanging the Knight also on QB5.

15.	Kt—K4	QR—Q1 !

The Rook development that offered was QR—QB1, KR—Q1. Lasker, however, with exact calculation, here moved QR—Q1; preferring to lose a tempo later in the necessary regrouping of the Rooks. The idea is this: A Rook has to be placed on Q1 to thwart White's immediate P × P. But Lasker did not wish to move KR—Q1; as he had been preparing to retire his Queen to Kt1 in the next move, and wanted naturally to avoid shutting in his QR.

16.	R—B1	Q—Kt1
17.	Q—K2	P × P

White cannot very well take back with his Bishop, as after 18. B × P, would follow: P—K4; 19. B—Kt2; (better, but also obviously unsatisfactory is 19. B—B5), P—B4; combined with P—K5; which would win a piece. He is therefore obliged to play 18. P × P, whereby Rubinstein's entire opening scheme is shown to be a mistake. The QB now has not the fine prospects that were anticipated of operating on the long diagonal, rather this possibility is permanently destroyed by the isolated pawn Q4.

18.	P × P	R—B1
19.	P—Kt3	.....

In this position Rubinstein cannot undertake anything, and he tries to render the disposition of his forces somewhat more elastic. The Pawn move has something in its favour. On the one hand, it opens for the King a flight square which is always useful in the endgame with Queen and Rooks, and on the other hand it makes possible for the Bishop which is inconveniently placed on B3 an eventual retreat to Kt2. Finally, it prevents Black's invasion of KB4. But the move has also its unfavourable feature, namely, that it weakens the long diagonal from KR1—QR8, and Lasker at once takes advantage of that fact.

19.	.....	Q—R1
20.	K—Kt2	KR—Q1
21.	R × R	R × R
22.	R—B1	R × R
23.	B × R	P—R3
24.	B—Kt2	Kt—Kt3
25.	P—KR3	.....

Rubinstein feels rather ill at ease in his somewhat poorer position, and accordingly plays too anxiously. Undoubtedly he should be thinking of obtaining some counter-play with 25. Kt—B5.

25. . . . . Q—QB1
26. Q—Q3 . . . . . .

White is a little the worse off, not only on account of his isolated Pawn, but especially because the exchange of his Bishop on B3 against Black's Bishop on Kt2 is unavoidable sooner or later, owing to the pressure that Black exerts on the long diagonal. But then White would be left with the poorer Bishop on Kt2 – blocked by the isolated Pawn Q4 on the same colour – as opposed to Black's more effective Bishop on K2. The point Q4 will be a strong one for Black's Knight, and eventually in the latter phases of the end-game for Black's King.

This advantage alone, however, would probably be too little to lead to victory. But Lasker finds the decisive manœuvre. First he provokes with 26. . . . . Kt—Q4; the reply 27. P—R3, then the Knight goes back, to make room for the Bishop (B—Q4), so that if it becomes necessary by advancing the QRP (P—R4—R5) he can still force either P—QKt4, or P × RP. Then White will have all the stranded Pawns of the Q-side on the unfavourable points controlled by Black, and still more of White's points in White's camp will become weak, especially QB4.

26. . . . . Kt—Q4
27. P—R3 Kt—Kt3
28. K—R2 . . . . . .

Distress !

28. . . . . B—Q4
29. K—Kt2 Q—B3
30. Kt—Q2 P—QR4 !

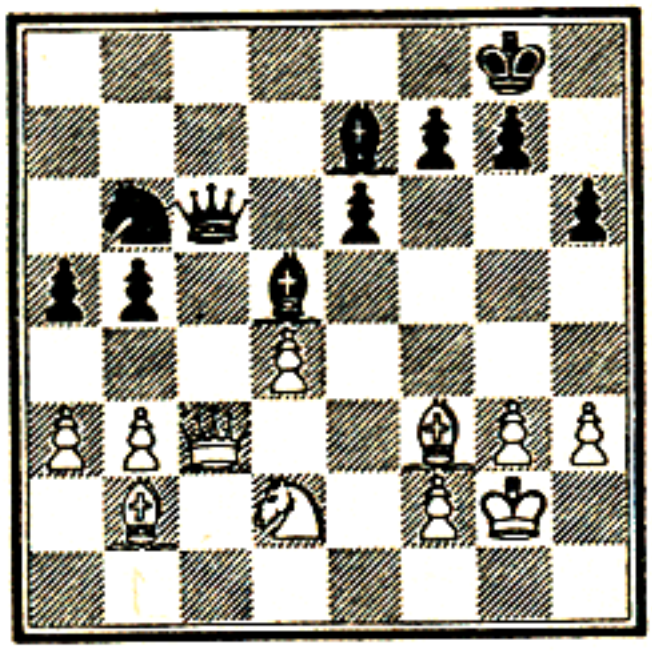
The Pawn is to go to R5, in order to cut off the objective R6 and also to remove the Pawn Kt6 from the protection of the point B5, so that this point can be made accessible to Black's invading pieces.

31. Q—B3 . . . . . .

If it were not for the exchange of Queens, Rubinstein could have prolonged his resistance.

Position after 31. *Q—B3*

Black: LASKER



White: RUBINSTEIN

Lasker now carries out the decisive liquidation in a deeply thought out manner. The position might be presented as an end-game study: 'Black to move and win.'

31. . . . . B × B ch. !

Black in this way diverts White's Knight from the threatened Q-side. If he first exchanged the Queens, the King could take back in the Bishop exchange.

32. Kt × B . . . . . .

After 32. Q × B, the move Q—B7; would not be decisive as yet, to be sure, on account of the effective reply 33. Q—B3, but Black would reply to 32. Q × B, with Kt—Q4 ! whereupon White would no longer have a defence against the threat Q—B7; e.g., 33. Q—K4, P—B4; and White's Queen must return to KB3.

32. . . . . Q × Q
33. B × Q P—R5

Of course, after 34. P—QKt4, the game is won by Kt—B5. But after 34. B—R5 (to divert the Knight on Kt3 from B5, and then play P—QKt4), Lasker would have considered the pretty win 34. .... P×P; 35. B×Kt, B—Kt4 ! !

34.	P×P	P×P
35.	K—B1	.....

White hastens to bring up his King. It would have been even more hopeless to play 35. B—Kt4, B×B; 36. P×B, P—R6; 37. Kt—Q2, P—R7; 38. Kt—Kt3, K—B1; etc.

35.	.....	B×P
36.	K—K2	K—B1
37.	K—Q3	Kt—Q4
38.	B—K1	B—Q3
39.	K—B4	K—K2
40.	Kt—K5	B×Kt
41.	P×B	K—Q2
42.	B—Q2	P—R4

With 43. K—Kt5, White could now win the RP, but he would lose his K-flank: 43. K—Kt5, P—R6; 44. B—B1, Kt—B6 ch. ! 45. K—B4, P—R7; 46. B—Kt2, Kt—K4; 47. K—Kt3, Kt×BP.

43.	B—B1	K—B3
44.	B—R3	Kt—Kt3 ch.
45.	K—Q4	K—Kt4
46.	B—B8	Kt—B5
47.	K—B3	P—Kt3
48.	P—B4	Kt—K6
49.	K—Q3	Kt—Q4

Threatens P—R5. If White parries with 50. P—R4, Black brings his Knight to KB4 in some way and wins easily. Rubinstein accordingly seeks another chance.

50.	B—R3	P—R5
51.	P×P	Kt×P ch.
52.	K—K4	Kt—R4

If Kt×P then 53. K—B3, and the Knight will be perpetually attacked by K—Kt3—B2—Kt3—B2.

53.	K—B3	.....

The last attempt will be a King's march: K—Kt4—Kt5—R6—R7—Kt8. Lasker parries this with great circumspection.

53.	.....	K—B5
54.	B—Kt2	K—Kt6
55.	B—R1	P—R6
56.	K—Kt4	K—B7
57.	K—Kt5	K—Q6 !

So that if White's King wins the Pawn B7, Black's King can stand on B4. The Knight has time to calmly devour White's Rook Pawns and finally the Bishop on QR sq. And so White resigned.

KARL SCHLECHTER

In the nineties of the last century, the theories of Steinitz had not yet become a matter of common knowledge among chess players, nor even among the chess masters. And so it happened that it was comparatively easy for the masters who did command these theories to become very successful in tournaments without giving the best that was in them, for they defeated the poorer players, and their games with one another usually ended in a draw. This explains the style of the period, which showed little initiative, the idea being merely to wait for a weak opponent to blunder into an incorrect position because of his ignorance of the Steinitz theories. The individual style of the best masters was obscured by the nearly complete uniformity that prevailed. To this group belonged Schlechter. In studying his games, however, we can often see behind the mask of the decadent technique of the time the more attractive outlines of his real personality.

Karl Schlechter was born on March 2, 1874, in Vienna. His greatest tournament successes were: Munich 1900, divided First and Second Prizes with Pillsbury; Ostend 1906, First Prize; Ostend 1907, Second Prize; Vienna 1908, divided First to Third Prizes; Prague 1908, divided First and Second Prizes; Hamburg 1910, First Prize; Karlsbad 1911, divided Second and Third Prizes. He won a match against Janowski in Karlsbad 1902 with 6:1 and 3 drawn games, while matches with Lasker (Vienna and Berlin 1910) and with Tarrasch (Cologne 1911) were undecided. The recorded results were 1:1 with 8 drawn games and 3:3 with 10 drawn games, respectively.

Schlechter died on December 27, 1918, in Budapest, a victim of the food shortage in Central Europe during and after the World War.

GAME 31

QUEEN'S GAMBIT

Monte Carlo 1904

White	*Black*
SCHLECHTER	MARCO
1. P—Q4	P—Q4
2. P—QB4	P—K3

As we have already noted, this is the most usual reply to the Queen's Gambit. Black's position is at first somewhat cramped, especially as his QB remains shut in.

3. Kt—QB3	Kt—KB3	

The immediate liberating move

3. . . . . P—QB4; has also been tried here and recommended especially by Tarrasch. But fortunately chess is not so simple, and must be played more skilfully than that. After 31. . . . . P—QB4; White can isolate Black's QP with 4. P × QP, and thus, as we shall observe later on, obtain an advantage in position.

The proper line of defence for Black would rather be for him first to play P × P; so as to prevent the isolation of his QP, and only then to work for the liberating move P—QB4; or P—K4. With P—QB4; the QB is developed to Kt2, as we have already seen in the Rubinstein-Lasker game. But Black must still wait with the exchange P × P until it can be effected without loss of tempo, that is, until White has already developed his KB. Otherwise Black risks a disadvantage in development in the open game that will result from the Pawn exchange in the centre. For the time being, therefore, Black continues with his development.

4. B—Kt5 B—K2

The move 4. . . . . QKt—Q2; can also be made here, as White cannot thereupon win a Pawn with 5. P × P, P × P; 6. Kt × P ? for Black would win a piece with Kt × Kt; 7. B × Q, B—Kt5 ch.

5. P—K3 Castles
6. Kt—B3 QKt—Q2
7. R—B1 . . . . . .

After 7. B—Q3, Black could reply immediately with P × P. With the text move White presents his opponent with a difficult problem, as Black does not wish to exchange on QB5 as long as White has not moved his Bishop, but on the other hand, he no longer has any strong developing move at his disposal. However, Black can count on it that White will not find many more moves, either, to advance his game, if he does not soon decide upon B—Q3.

7. . . . . P—QR3

In former years the usual continuation here was P—QKt3; and at present it is P—B3. The text move was considered ineffectual because of this very game, but recently it has been taken up again. The excellent Swiss amateur Henneberger used it for instance in a time handicap game against Alekhin, who then tried it in turn in his match against Capablanca, certainly not without thorough preliminary examination.

8. P—B5 . . . . . .

If White decided here to move 8. B—Q3, Black would now obtain a fine open game with 8. . . . . P × P; 9. B × P, P—Kt4; combined with B—Kt2; and P—B4. If instead of 7. . . . . P—QR3; Black had chosen the more usual move 7. . . . . P—QB3; he would have had a tempo less in this variation, since the Pawn must still go to QB4. On the other hand, after 7. . . . . P—QB3; the confining move 8. P—QB5, would be definitely bad, as Black could roll up White's Q-side with an immediate P—QKt3; and later, after White's possible P—QKt4, with P—QR4; also. In the position in the game, however, Black cannot play 8. . . . . P—QKt3; immediately, as White could continue with 9. P—B6, combined with 10. Kt—K5.

8. . . . . P—Kt4

With that the game remains closed on the Q-side, and Black must suffer permanently by reason of his restricted position and his confined QB. Black should without doubt therefore have played for liberation on the Q-side as outlined above, even at the cost of losing a

tempo, that is, 8. . . . . P—B3; as a preparation for P—QKt3.

9.	P—QKt4	P—B3
10.	B—Q3	P—QR4

In this way Black can no doubt open up the QR-file, but by the method indicated above (P—QB3; combined with P—QKt3; and later P—QR4;) he would have succeeded in opening up both the QR-file and the QKt-file. Experience teaches us that the QR-file alone does not as a rule offer adequate counter-play against a hostile attack on the K-side, as it is too far removed from the principal scene of the conflict.

11.	P—QR3	R—K1
12.	Castles	Kt—R4

An error, which Schlechter nicely takes advantage of to win a Pawn. Black should first cover the Pawn (B3) with B—Kt2.

13.	B × B	Q × B
14.	Kt—K5	Kt × Kt
15.	B × P ch.	K—B1
16.	Q × Kt	Kt—B5
17.	B—Q3	Q—B3
18.	B × Kt	KtP × B
19.	P—Kt5	B—Q2

Obviously, Black must not exchange, as otherwise White's Knight would invade Q6. Just because of his ineffective Bishop, Black is weak on the Black squares.

20.	P × P	. . . . .

With 20. P—Kt6, the position would remain closed in such manner that it would be out of the question to break through and reach a decision. White would be obliged slowly and cautiously to put into effect his Pawn superiority on the K-side.

20.	. . . . .	B × P
21.	R—Kt1	P—Kt3
22.	Q—R6 ch.	K—K2

It will shortly appear that the King is not secure in the centre, in spite of the protecting wall of Pawns. But with K—Kt1, Black would have had to abandon all hope of ever obtaining a counter-game.

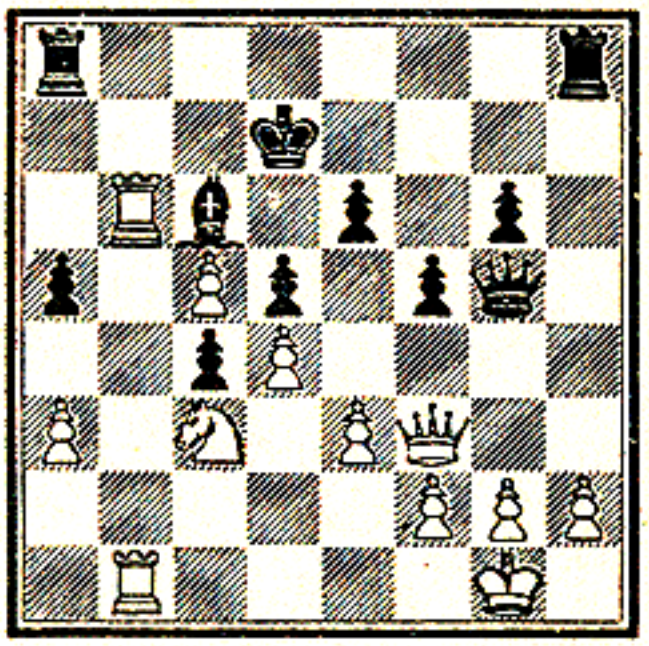
23.	R—Kt6	K—Q2
24.	Q—R3	Q—Kt4

Otherwise the very strong move 25. Q—Kt3, would follow.

25.	KR—Kt1	R—R1
26.	Q—B3	P—B4

Position after 26. . . . . *P—B4*

Black: MARCO



White: SCHLECHTER

Schlechter now in surprising fashion breaks through the seemingly strong defensive formation about Black's King.

27.	R × B	K × R
28.	Kt × P	. . . . .

If P × Kt follows, then the game is decided by 29. R—Kt6 ch., K—B2; 30. Q × QP.

28.	. . . . .	QR—QKt1
29.	Kt—B4 ch.	K—Q2
30.	R—Kt7 ch.	R × R
31.	Q × R ch.	K—K1
32.	P—B6	Resigns.

GAME 32

QUEEN'S GAMBIT

Barmen 1905

White	*Black*
SCHLECHTER	JOHN
1. P—Q4	P—Q4
2. P—QB4	P—K3
3. Kt—QB3	P—KB4

The Pawn formation chosen here by Black, Q4, K3, KB4, which will be completed in the next move by QB3; is known as the Stonewall Formation, and is played not only by the second player, but frequently by the first player also in a similar way. The purpose is obvious: Creation of a strong supporting point for the Knight on K5, and preparation for an eventual attack on the Castled position, with the centre made secure, by P—KKt4 when the opportunity arises. The real weakness of the Stonewall Formation is not very obvious, but it makes itself strongly felt in the game. It consists in the fact that the QB remains still more restricted behind its own Pawn chain than it usually is in the defence of the Queen's Gambit. This ineffective QB is the essential feature of the present game. The Stonewall Formation may sooner be used by the first player than by the second, because Black on the defensive has seldom time to develop his QB before the Pawn chain on squares of similar colour is closed.

4. Kt—B3	P—B3
5. B—B4	B—Q3

Black offers the exchange of his good Bishop, in the hope that after 6. B × B, Q × B; he can soon with Kt—Q2; bring about P—K4; and thus liberate his QB.

6. P—K3 !	.....

This hinders Black's aim. If Black now exchanges on KB5, then after P × B, White will have permanent possession of the point K5. Moreover, White on the open K-file will bring great pressure to bear on K5 and also on the backward Pawn at K6.

6.	Kt—B3
7. B—Q3	Q—B2

Black would like in this way to force B × B, but Schlechter sticks to his strategy.

8. P—KKt3 !	Castles
9. Castles	Kt—K5

A good post for the Kt, but not really a strong point, as White still has the move P—B3, at his disposal.

10. Q—Kt3	.....

Now White threatens 11. P × P, as after Black's KP × P; he can capture twice on K4, owing to the pinning of the Pawn at Black's Q4. The reply 11. .... BP × P; is impossible, however, on account of the loss of a piece by 12. Kt—QKt5.

10.	K—R1
11. QR—B1	B × B

In face of the threat 12. P × P, combined with 13. Kt—QKt5, Black loses patience and does White the service of opening up the K-file for him by this exchange.

12. KP × B	Q—B2
13. Kt—K5	.....

In contrast to K4 – see comment on 9th move – this is a permanent strong point. In general, we have reached a typical position, in which Black, who still has only his poorer Bishop, is weak on the Black squares.

13.	.....	Q—K2

One would expect Schlechter to drive out Black's Knight from his excellent post by means of P—B3, and thus obtain undisputed control of the K-file. The following exchange therefore seems all the more surprising at first glance. But after the 15th move that follows, we realise that in this way White achieves even more effectively his purpose of clearing the K-file, and besides he sets free his doubled Pawn. As a similar procedure is often available, but is not at all likely to occur to one who has never seen it, the student should impress it upon his memory.

14.	B × Kt	BP × B
15.	P—B3	KP × P
16.	QR—K1	Q—QB2
17.	Q—R3	.....

Here White's Queen looks right into the weak Black squares and makes Black's normal development difficult. After 17. .... Kt—Q2; for instance, White would gain the advantage with 18. Q—K7.

17.	.....	K—Kt1
18.	R × P	Kt—R3
19.	P—Kt3	.....

The Queen has done her duty, and will now be brought back gradually to the K-side.

19.	.....	Q—Q1
20.	P—QB5	Kt—B2
21.	Q—Kt2	B—Q2
22.	Q—QB2	Q—K2
23.	QR—KB1	QR—K1
24.	P—KKt4	B—B1
25.	R—R3	.....

An important moment. White thereby forces P—KKt3; and consequently a further weakening of Black squares, namely KB3 and KR3.

25.	.....	P—KKt3
26.	P—Kt4	.....

This procedure on the Q-side has a surprising effect, altogether unanticipated. It is characteristic of the style employed by Schlechter, who, just as Bogoljubow later, was fond of conducting his attack on a large scale, over the entire board. As White, the position in the centre being locked, controls more territory, an advantage which is increased still more by the fact that Black has the ineffective Bishop, the thing for White to do is to make preparations for breaking through on the flank, as we have already seen in several games. In the present game, White makes preparations for a break-through on either flank, so that he can finally choose the side that will appear most practicable, according to the defensive measures taken by Black.

26.	.....	Q—B3
27.	R(R3)—B3	R—K2
28.	P—QR4	P—QR3
29.	Kt—Q1	.....

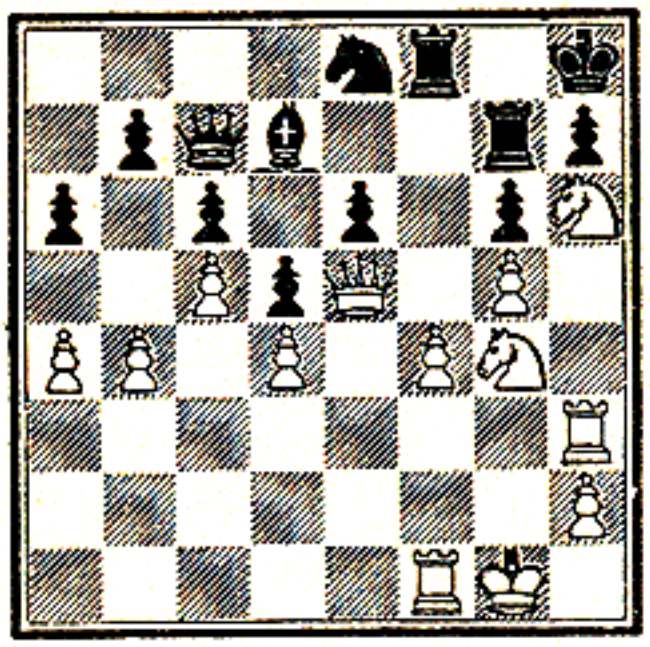
White wishes to play P—KKt5, to create strong points at KB6 and KR6. In preparation, the Knight is brought to K3, for after an immediate 29. P—KKt5, would follow Q—B4. The Knight can then penetrate at once from K3, over Kt4, to the points indicated.

29.	.....	R—Kt2
30.	Kt—K3	Q—K2
31.	P—KKt5	B—Q2
32.	Kt(K3)—Kt4	B—K1
33.	Kt—R6 ch.	K—R1
34.	Q—K2	Q—Q1
35.	Kt(K5)—Kt4	B—Q2
36.	Q—K5	Kt—K1
37.	R—KR3	Q—B2

After Q—K2; the game is won by 38. Q—Kt8.

Position after 37. . . . . *Q—B2*

Black: JOHN



White: SCHLECHTER

38. Kt—B6 ! . . . . . .

White's strategy has reached its high point. His pieces are now established on all the weak Black squares of Black's position.

38. . . . . Q × Q

Black cannot avoid exchanging Queens; after Q—Q1; the game is won by 39. Kt × RP !

39. BP × Q R—K2
40. R(R3)—B3 . . . . . .

Black must now exchange on KB3, as otherwise White will exchange and force a mate with R—B8 ch., with R—Kt8.

40. . . . . Kt × Kt
41. R × Kt R × R
42. KP × R . . . . . .

White has thus regained point K5, where first the Knight, and in the last phases of the end-game the King, can take up a position.

42. . . . . R—K1
43. Kt—B7 ch. K—Kt1
44. Kt—K5 R—Q1
45. K—Kt2 . . . . . .

Before breaking through decisively, White first brings up his King as close as possible, so that he can be certain of winning the end-game. This procedure is typical of the method of turning to account the advantage of a greater control of territory in games which cannot be decided by attack as early as the middle game.

45. . . . . K—B1
46. P—R4 B—K1

Black brings his Bishop to the K-side for the defence against an attempt to break through with P—KR5. For this reason, Schlechter selects for the decisive action the possibility of breaking through on the Q-side already prepared during the middle game.

47. K—B3 B—B2
48. K—B4 K—K1
49. R—QKt1 K—B1
50. P—Kt5 . . . . . .

Here Black resigned, after realising his helpless position. The continuation, in which White's King also, after so many other pieces, would finally invade K5, might have been:

50. . . . . RP × P
51. P × P B—K1
52. P × P B × P
53. Kt × B P × Kt
54. K—K5, etc.

GAME 33

QUEEN'S GAMBIT

Vienna 1915

White	*Black*
SCHUBERT	SCHLECHTER
1. P—Q4	P—Q4
2. Kt—KB3	. . . . . .

This can serve as the introduction to several less usual systems of development of the Queen's Pawn Game. Here, however, the move P—QB4, which characterises the Queen's Gambit, occurs a moment later.

2. ..... P—QB4

Black himself also plays the Queen's Gambit here, and thus obtains an open game. For in spite of his extra move, it is not advisable for White either, to take the Gambit Pawn with 3. P×P, and it is at any rate impossible to keep it. But although Black thus obtains an open game, or perhaps because of that, the move is suspect. That is, the study of openings allows us to recognise the general rule that in view of the disadvantage of the second player, Black cannot obtain complete equalisation in a well played game. He has only the choice of two evils:-either he will be content with a restricted but secure position, in which case he will control less territory; or he will make premature liberating moves, such as P—QB4; here, which avoid the restricted position, and in that case White will always be able to render Black's Pawn position permanently weak.

Tarrasch considers it better to obtain free play for his pieces and accept certain weaknesses in return. In keeping with this idea, he recommends in the Ruy Lopez the defence 3. .... P—QR3; 4. B—R4, Kt—KB3; 5. Castles, Kt×P; and in the Queen's Gambit P—QB4; as soon as possible, that is, either in the 2nd move, or, if White plays 2. P—QB4, then in the 3rd move, after 2. .... P—K3; 3. Kt—QB3. To-day on the other hand, the almost universal view is that restricted positions are much more capable of being defended than are weak points, and these defences recommended by Tarrasch are hardly ever used at present.

3. P—QB4 P—K3

Here Black still has the opportunity of avoiding the isolation of his QP and reaching a symmetrical position with 3. .... BP×P; 4. P×P, Kt—KB3! (not 4. .... Q×P; as White with 5. Kt—QB3, obtains a strong advantage in development). But as the game is very open, the advantage of the first player is then greater than in the position at the commencement of the game, and this method of playing is not recommended for Black.

4. BP×P KP×P
5. Kt—B3 Kt—KB3

Black now has the famous isolated QP, about which a great deal has already been written. In general, it is an advantage to have a middle Pawn on the 4th rank, because in the struggle for domination in the centre, it has the force of an additional unit, and especially because it procures protected posts for the Knights on their advance in the centre – here K5 and QB5.

One may compare in this connection the detailed discussion elsewhere of the greater power of the Pawn K4 as opposed to Pawn Q3 in the Steinitz Defence of the Ruy Lopez. But the Pawn Q4 has not only the advantage of being a central Pawn, it has also the disadvantage of being isolated. That means, on the one hand, that some of Black's pieces will always be committed to its protection, and on the other hand, that the point in front of the Pawn, that is, Q5 here, will be a strong point for White. This point will be stronger for White than Black's K5 and QB5, as Black's pieces on these points can be driven out, after all, by

White's P—KB3, or P—QKt3, respectively.

After comparing advantages with disadvantages, it may be concluded that in the circumstances the isolated middle Pawn is a source of weakness rather than strength. Still, it should not be underestimated. Often, it participates advantageously in an attack which superior handling of the pieces may bring about. It follows from this that in general it is not advisable to play for the isolation of a hostile middle Pawn at the cost of losing tempo. In the present position however, the isolated QP is certainly a disadvantage.

6. P—KKt3 .....

This flanking of the KB, in keeping with the position, was first used by Schlechter and elaborated especially by Rubinstein. This method of playing is generally called the Rubinstein Variation of the Queen's Gambit, and it is regarded to-day practically as the refutation of the Tarrasch Defence (P—QB4).

6.	.....	Kt—B3
7.	B—Kt2	B—K3
8.	Castles	B—K2
9.	B—Kt5	.....

The Bishop is not well posted here, as it is deprived of the possibility of retreat by the Pawn at Kt3. The best way to take advantage of the weakness of the isolated Pawn does not consist in attacking the Pawn itself, – obviously, B—Kt5, is meant to be an attacking move of this kind – but, as was already noted more than once, in dominating the strong point in front of the Pawn. For this reason Bogoljubow recommends the development P—Kt3, combined with B—Kt2. But the strongest method is considered to be the one originated by the author of this book: 9. P×P, B×P; 10. Kt—QR4, B—K2; 11. Kt—Q4.

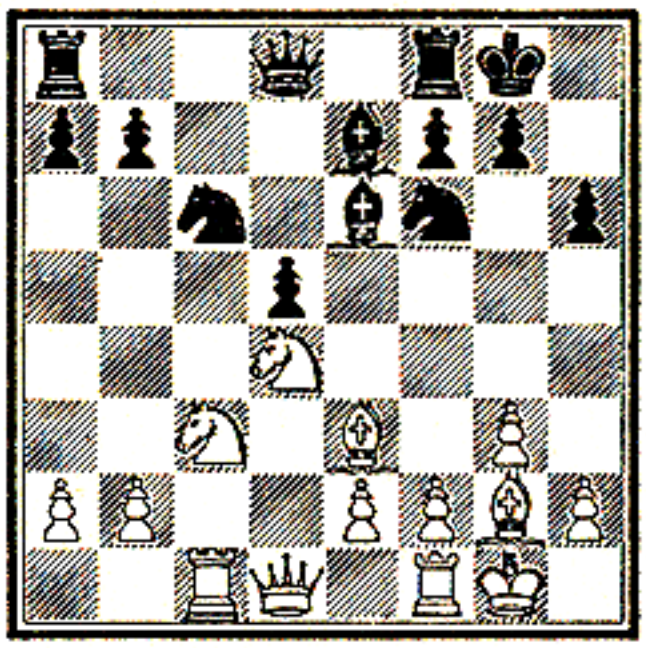
9.	.....	Castles
10.	P×P	B×P
11.	R—B1	B—K2
12.	Kt—Q4	P—KR3

In this way Black turns to advantage the poor position of White's Bishop on Kt5. If White does not wish to exchange it, because it would aid Black's development, he must bring it back to K3.

13. B—K3 .....

Position after 13. *B—K3*

Black: SCHLECHTER



White: SCHUBERT

13. ..... Kt—KKt5 ! !

This looks like a blunder, as White can thereupon win two Pawns. As a matter of fact, however, the move introduces a deeply thought out combination.

14. Kt×B .....

White must submit to the combination, as otherwise he would obviously be at a disadvantage positionally.

14.	.....	P×Kt
15.	B—R3	Kt×B
16.	B×P ch.	K—R1
17.	P×Kt	B—Kt4

White cannot now protect the Pawn K3 by 18. Q—Q3, for instance, as Black would win with R—K1. He is therefore obliged to take the Pawn Q5 also. A preliminary exchange, 18. R × R ch., would not bring about any essential change in the situation. (Compare the comment on White's 22nd move.)

18. Kt × P	Q—Q3
19. B—R3	R × R ch.
20. K × R	R—Q1

This decisive pin is the object of Schlechter's combination.

21. B—Kt2	Kt—K2
22. P—KR4	.....

After 22. Kt—B3, the game is won by Q—KB3 ch. Even if White had exchanged Rooks on KB8 on the 18th move, so that his King now stood on KKt1, still 22. Kt—B3, could not be played, on account of the reply B × KP ch.

22.	Kt × Kt
23. B × Kt	.....

After 23. Q × Kt, the game is won by means of R—KB1 ch.

23.	B × KP
24. R—B3	Q × P

Resigns.

HARRY NELSON PILLSBURY

HARRY NELSON PILLSBURY was born in Summerville in the United States, on December 5, 1872. He learned to play chess at the age of sixteen. In 1895 he took part for the first time, in an international tournament at Hastings, and won the First Prize in competition against the greatest masters of the day, Tschigorin, Lasker, Tarrasch, Steinitz, etc. Although Pillsbury continued to be a chief candidate for the first prize in all the tournaments in which he took part, this first success of his was to remain his greatest. On only one other occasion did he succeed in being the winner in an international tournament, and that was in Munich 1900, when he shared first honours with Schlechter. In his last years he was handicapped by an incurable illness, to which he finally succumbed on June 17, 1906, before he had attained the age of thirty-four.

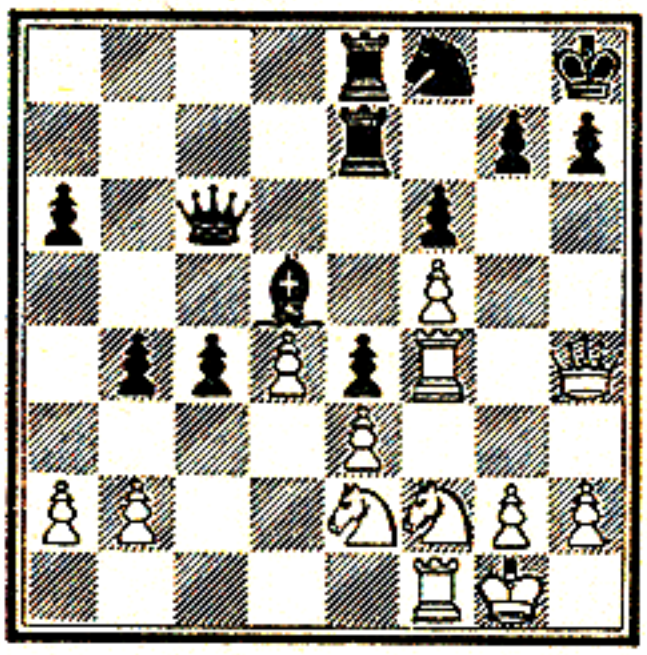
Pillsbury stood out prominently among the masters of his time, who were influenced by the teachings of Steinitz and Tarrasch, by virtue of his great energy and his passionate will to win. At that period, the type of masterly game that was held up as an ideal was the closed game, in which an opponent's faulty opening or other mistakes were utilised to hem in his forces more and more closely. Then followed the well prepared tactics of breaking through his lines, as a rule by advancing the Pawns on one flank, thus opening up the game and turning to decisive advantage the better position of the pieces. In games of this type the moment of breaking through, which converted the closed game into an open one, offered the greatest opportunity for the free exercise of individuality and creative power. For the operation could be accomplished not only systematically, by means of advancing Pawns and forcing exchanges, but also by the sacrifice of Pawns, and even of pieces. And often it was only such violent measures that made it possible to avoid a locked position ultimately leading to a draw. This was the nature of the game in which Pillsbury's will to victory and his power of combination were expressed in such beautiful playing as will never be forgotten, his personality transcending the limitations of his time.

Examples of the Break-through on the Grand Scale

We are all familiar with the film dramas, in which the hero or the heroine is in imminent danger of death, whilst at the same time other developments are taking place with a view to rescue. The audience follows the action and counter-action in breathless suspense, for to all appearances the rescuers will arrive on the scene too late. Only at the very last moment, when all hope has been abandoned, is the tragic end averted.

A similarly exciting drama is offered in the following game (Hastings 1895). After White's 28th move, the following position was reached:

Black: Tarrasch



White: Pillsbury

Tarrasch played.

28. ..... Q—R5

which appears to be decisive, as after 28. Kt—B1, Q—B7; White's Q-side would be wiped out. But Pillsbury gave his opponent something to think about with

29. Kt—Kt4 .....

With this move White threatened a Knight sacrifice on B6, and so it called forth the protective move

29. ..... Kt—Q2

There followed

30. R(B4)—B2 .....

and still Black could not play Q×P; as White would thereupon win with 31. Kt—B4, B—B2; 32. Kt—Kt6 ch., B×Kt; 33. P×B, Kt—B1; (after 33. .... P—R3; there would follow 34. Kt×RP, P×Kt; 35. Q×P ch., K—Kt1; 36. R—B4,) 34. Kt×P, P×Kt; 35. R×P, K—Kt1; 36. R—B7. For this reason the move made was:

30. ..... K—Kt1

and thus Pillsbury had gained time to escape the worst with

31. Kt—B1 .....

for now Q—B7; is prevented. Will it help in the long run? Black continued his attack on the Q-side with

31. ..... P—B6
32. P—QKt3 Q—B3

and now threatened to annihilate White's Q-side and win easily with P—QR4—R5×P; P×P, R—R1—R6. What is White to do? Defensive measures would be hopeless in the long run, owing to Black's strong passed Pawn. Pillsbury therefore now launches his counter-attack on Black's K-side.

33. P—KR3 .....

Pillsbury has calculated the time at his disposal with mathematical precision, and he prepares his action with the greatest calm.

33.	.....	P—QR4
34.	Kt—R2	.....

To anyone re-playing this game and seeing that the Black menace on the Q-side is so close, this seems tormentingly slow.

34.	.....	P—R5
35.	P—Kt4	P × P
36.	P × P	R—R1
37.	P—Kt5	R—R6
38.	Kt—Kt4	B × P

One would think now that White is lost, that the attempted rescue will come too late. But at the very last moment comes the catastrophe, which destroys the already triumphing Black.

39.	R—KKt2	.....

Threatens not only P × P, but also Kt × P ch.

39.	.....	K—R1
40.	P × P	P × P

After Kt × P; the game would be decided by 41. Kt—K5.

41.	Kt × B	R × Kt
42.	Kt—R6	R—Kt2

The only move.

43.	R × R	K × R

White's attack seems to be at an end, while Black threatens P—B7—B8. But now follows, in the nick of time, the long prepared catastrophe.

44.	Q—Kt3 ch. !	K × Kt
45.	K—R1	.....

This threatens 46. R—KKt1. Black cannot now avert the threatened mate without the most severe sacrifices.

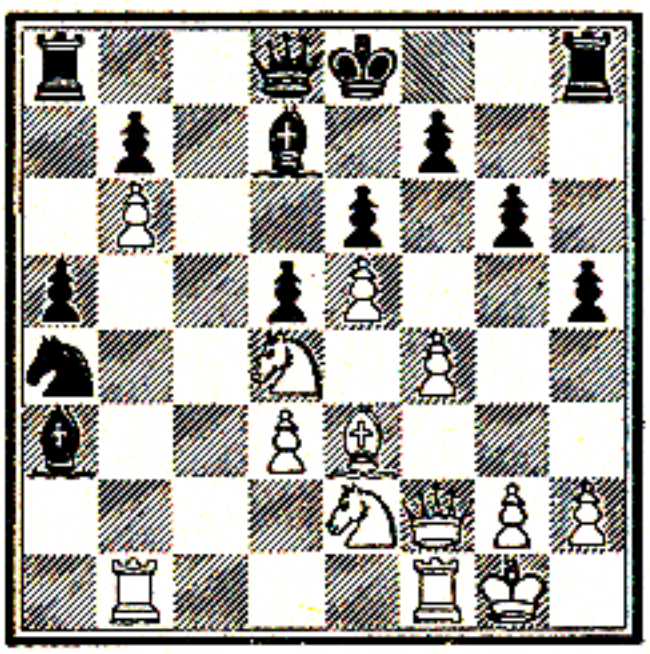
45.	.....	Q—Q4
46.	R—KKt1	Q × BP
47.	Q—R4 ch.	Q—R4
48.	Q—B4 ch.	Q—Kt4
49.	R × Q	P × R
50.	Q—Q6 ch.	K—R4

Black can move his King only in such a manner that White will take the Knight, either with a check or a threat of immediate mate, so that there is no time for P—B7.

51.	Q × Kt	

and wins.

Black: LASKER



White: PILLSBURY

This position was reached in the tournament at Nuremberg 1896, after Black's 20th move.

On the Q-side, Black clearly has the advantage, and has even won a Pawn already. On the K-side, the possibility of White's breaking through systematically with P—Kt4, and P—B5, is prevented by Black's Pawn chain, Kt3 and R4. On the other hand, Black's Pawn position on the K-side is so full of holes, that if White does break through, in spite of the difficult circumstances, the results must be of momentous importance. Pillsbury has the necessary boldness, energy and imagination to conceive

such an operation and carry it through to success.

21. P—B5 !	KtP × P
22. Kt—B4	P—R5

To prevent Q—Kt3—Kt7.

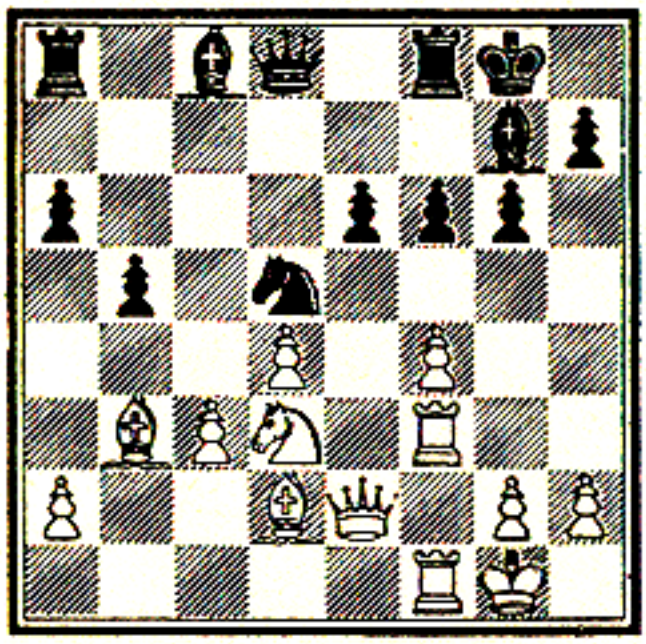
23. R—R1	B—K2
24. R × Kt	. . . . .

With this sacrifice of the exchange, White diverts the Bishop on Q2 from the protection of the K-side.

24.	B × R
25. Kt(Q4) × P	P × Kt
26. Kt × KP	. . . . .

If Black now draws away with his Queen, to B1 for instance, there follows 27. Q × BP, whereby the break-through is completed and Black's position completely demolished. In spite of Black's great advantage materially, he is rendered helpless, as one can easily perceive on examination. Lasker therefore preferred to give up his Queen with 26. B—Q2, which might prolong the game, but naturally could not save it.

Black: GUNSBERG



White: PILLSBURY

In this position, occurring in the tournament in Monte Carlo 1902, Pillsbury initiated his break-through with the same Pawn sacrifice as in the preceding game.

19. P—B5	KtP × P
20. R—R3	R—B2
21. Q—R5	B—B1
22. R × P ! !	P × R
23. Kt—B4	B—QKt 2
24. R—Kt3 ch.	B—Kt 2

After R—Kt2; White wins with 25. Kt—K6, Q—Q2; 26. Kt × R, B × Kt; 27. B—R6. If Black in this variation should instead of 25. . . . . Q—Q2; play 25. . . . . Q—K2; White would continue with 27. Q × P.

25. R—R3	. . . . .

Instead, White could already win here with 25. Q × BP, the move he makes later in the game. After 25. . . . . Q—Q2; there would follow 26. Kt × Kt, Q × Q; 27. Kt—K7 ch., K—R1; 28. Kt × Q, whereupon Black must lose the exchange, as his Rook in the seventh rank will be constantly attacked, and Black will remain in an inferior position with a Pawn to the bad. As Pillsbury must surely have seen this continuation, and even selects it in the next move, it must be assumed that by repeating the move he wished either to gain time, or to give his opponent an opportunity of avoiding the repetition with his next move and thereby render his position still worse.

25.	B—R1
26. Q × BP	Q—Q2
27. Kt × Kt	B × Kt

After Q × Q; 28. Kt—K7 ch., K—B1; 29. Kt × Q, R—B2; the game is won immediately by 30. R—Kt3.

28. Q × B Q × Q
29. B × Q

and White wins in the end game through his superiority in Pawns.

GAME 34

QUEEN'S GAMBIT

Paris 1900

White	*Black*
PILLSBURY	MARCO
1. P—Q4	P—Q4
2. P—QB4	P—K3
3. Kt—QB3	Kt—KB3
4. B—Kt5	B—K2
5. P—K3	Castles
6. Kt—B3	P—QKt3

This fianchetto development of the QB was formerly almost the only defence in use. To-day it is out of fashion, although it has not been altogether discredited. The sequence selected here by Black is certainly questionable. It is safer to move QKt—Q2; before P—QKt3; and perhaps even before Castling. For now White could initiate a dangerous attack with the continuation used in the same tournament by Marshall (see the section dealing with this subject): 7. P × P, P × P; 8. B × Kt, B × B; 9. B—Q3, B—Kt2; 10. P—KR4 ! (threatens the familiar Bishop sacrifice on R7).

It should be observed, further, that after 5. . . . . QKt—Q2; (instead of Castling) 6. Kt—KB3, the immediate flank development P—QKt3; before Castling is a decisive mistake, as the following miniature game of Pillsbury's from the London tournament of 1899 will show:

White: PILLSBURY; *Black:* LEE

1. P—Q4, P—Q4; 2. P—QB4, P—K3; 3. Kt—QB3, Kt—KB3; 4. B—Kt5, B—K2; 5. P—K3, QKt—Q2; 6. Kt—B3, P—QKt3 ? 7. P × P, P × P; 8. B—Kt5, B—Kt2; 9. Kt—K5, Castles; 10. B—B6, B × B; 11. Kt × B, Q—K1; 12. Kt × B ch., Q × Kt; 13. Kt × P, (White has now won a Pawn, and Black wants to win a Pawn in turn by means of the following moves, which only hastens his defeat). 13. . . . . Q—K5; 14. Kt × Kt ch., P × Kt; 15. B—R6, Q × KtP; 16. Q—B3 ! ! and White wins. Black loses at least the exchange, as after Q × Q; mate would be forced by 17. R—Kt1 ch.

7. B—Q3 B—Kt2
8. P × P . . . . . .

This exchange is made regularly, if Black has developed his QB on the flank, as otherwise the possible liberation of Black's QB by P × P; has constantly to be reckoned with. Of course, Black must decide to take back with the Pawn and block his Bishop, as otherwise White will soon come to P—K4, and thereby obtain a powerful centre.

8. . . . . P × P
9. Kt—K5 . . . . . .

This Knight position, which will be made secure in the next move with P—B4, introduces the famous Pillsbury Attack which this master executed in numerous games, often in brilliant style. However, to judge from the studies made by Teichmann shortly after Pillsbury's death, the correctness of this attack is very questionable. To-day, therefore, the fianchetto development of the QB is often opposed by a positional attack on the Q-side. (Compare the Marshall-Kline Game, No. 38.)

9.	.....	QKt—Q2
10.	P—B4	P—B4

Black plays here with the aim of securing by P—QB5; a superiority of three Pawns against two on the Q-side, while White's Pawn majority on the K-side is nullified by the immovability of the Pawn K3. And yet Pillsbury himself, in numerous games, showed that while Black is seeking advantages on the Q-side, White obtains an extremely strong attack on the K-side. The idea of the counter-attack recommended by Teichmann consists in the direct attack on White's backward KP, that is 10. .... Kt—K1; whereupon White must exchange on K7. Then Black opens up the K-file by means of Kt × Kt; White, BP × Kt, P—B3.

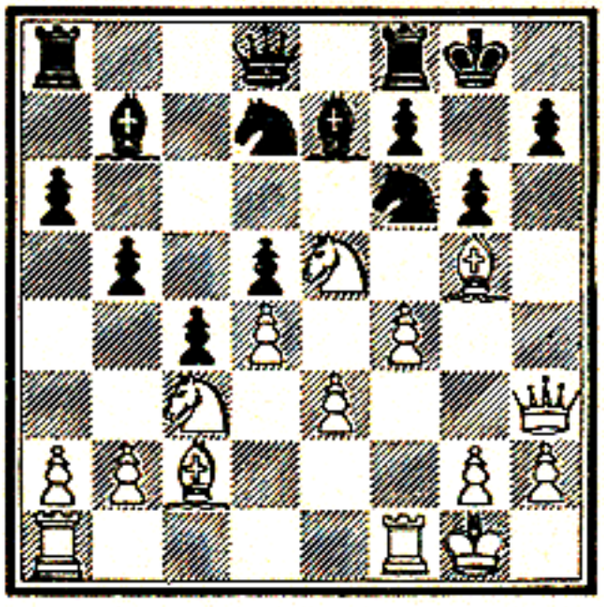
11.	Castles	P—B5
12.	B—B2	P—QR3

Black prepares to advance his Pawns on the Q-side, but before they have gone very far White's attack will be irresistible.

13.	Q—B3	P—Kt4
14.	Q—R3	P—Kt3

Position after 14. .... *P—Kt3*

Black: MARCO



White: PILLSBURY

Now the break-through follows in real Pillsbury style, demolishing Black's position with surprising rapidity.

15.	P—B5	P—Kt5
16.	P × P	RP × P
17.	Q—R4 !	P × Kt
18.	Kt × Kt	Q × Kt
19.	R × Kt	P—R4

To make possible the defence R—R3; which comes too late, however.

20.	QR—KB1	R—R3
21.	B × P !	P × B
22.	R × R ch.	B × R
23.	R × B ch.	K × R
24.	Q—R8 ch.	K—B2
25.	Q—R7 ch.	Resigns.

PART II

MASTERS OF TO-DAY

FOREWORD

THE scheme of this text-book is based on the belief that no intellectual activity can be properly understood unless one has passed through the several stages of its historical development, if only in a general way. In the first part, we tried to describe the older masters and their ideas. This is by no means to say that an actual and exhaustive history of Chess is to be expected, as we omitted a number of masters of the very first rank, such as Staunton, Paulsen, Zuckertort, Bird, Blackburne, Tschigorin, Burn and others. Thus, we never lost sight of the fact that we were writing a text-book, for none of the above-mentioned masters, in spite of their great successes and their many valuable ideas, ever founded an enduring school of players. The development of chess did not follow the path prescribed by them. Blackburne and Tschigorin, for instance, were the antipodes of Steinitz in their entire conception of chess. But it was Steinitz' school to which the next generation of chess masters belonged. That does not imply a condemnation of these other masters; it is a historic fact which was partly due perhaps to the extraneous circumstance that Steinitz held the title of world champion. This must be so when we consider that the present generation of chess masters have in many of their ideas approached those of Tschigorin, and some openings in the repertoire of that great master – his defence of the Ruy Lopez, for instance – have since become modern again.

While we made a selection from among the older masters, in so far as we discussed only those who, in our opinion, influenced the evolution of chess, we do not feel competent to make a similar selection among those who are most prominent at the present time. In this second part, therefore, we present all the masters who have won successes of the very first importance in recent years, and we have taken pains to be objective and to do justice to their ideas, even when they are not in agreement with our own.

GEZA MAROCZY

GÉZA MARÓCZY was born March 3, 1870, in Szeged, Hungary. For many years he was engaged in mathematical and technological pursuits, both as a student and professionally.

He learned to play chess at the age of fifteen, and soon acquired the skill of a master in competition with the best players in Budapest, but he did not win official recognition as a first-class player until the international major tournament at Hastings in 1895. From that time until 1908, Maróczy took part in most of the great international chess tournaments and was always among the prize winners, except in the Vienna-Gambit Tournament of 1903. In the period from the tournament at Monte Carlo in 1902 up to and including the Vienna Tournament of 1908, Maróczy was the most successful of the tournament players, never taking less than second place, with the exception noted above. He won first prize in Monte Carlo 1902, Monte Carlo 1904, Ostend 1905, Barmen 1905 (divided with Janowski), Vienna 1908 (divided with Duras and Schlechter). After 1908 Maróczy took very little part in chess competitions. It was not until after the war that he again played in international tournaments. He was able to attain high honours once more by dividing the first three prizes with Alekhin and Bogoljubow in the Carlsbad Tournament of 1923.

The chess student will not find very frequent mention of Maróczy's games in the manuals in general use, for the reason that as a rule they are not brilliant attacking games. It is in his defence that his strength chiefly lies, and, as might be expected of such a successful tournament player, in his end-game. Maróczy's defensive skill contributed a great deal in bringing discredit upon several vigorous but not very sound openings that had been in vogue formerly, and, on the other hand, he helped to make more general the use of certain closed defences (such as the French and Sicilian), which had not been held in great favour before, owing to the exacting demands they made on the defending player.

GAME 35

DANISH GAMBIT

Monte Carlo 1902

White	*Black*
MIESES	MAROCZY
1. P—K4	P—K4
2. P—Q4	P × P
3. P—QB3	.....

The so-called 'Danish' Gambit. Very properly, it is no longer used by the masters to-day. For one thing, it is questionable whether the offer of the Pawn sacrifices is correct, and besides it is ineffectual if Black ignores the offer and simply plays for position. For what is the purpose of 3. P—QB3? Obviously, it aims at nothing more than a concentration of Pawns in the centre by P × P. But Black can prevent this very easily by continuing his development, replying with 3. .... P—Q4! After 4. KP × P, Q × P; 5. P × P, White has an isolated QP instead of the intended concentration of Pawns in the centre, and so, to say the least, he has not the opening advantage which the attacking side is really entitled to expect. Moreover, instead of 4. .... Q × P; Black might still better play 4. .... Kt—KB3; and Kt × P; to prevent the attack to which the Q on Q4 is exposed.

3.	P × P
4. B—QB4	.....

This further sacrifice of a Pawn is the only consistent and usual procedure.

4.	P × P
5. B × P	P—Q3

Schlechter recommends the following excellent defence here: 5. .... P—Q4; 6. B × QP. (If 6. P × P, Black continues with Kt—KB3; and maintains his superiority in Pawns without any special difficulty). 6. .... Kt—KB3; 7. B × P ch., K × B; 8. Q × Q, B—Kt5 ch.; whereby the games are even in material, although Black has the advantage, owing to his superiority in Pawns on the Q-side.

6. Kt—K2	.....

It is difficult to determine what move holds out the best prospect of attack. In addition to the move indicated, there have also been tried 6. Kt—KB3, 6. Q—Kt3, and 6. P—B4.

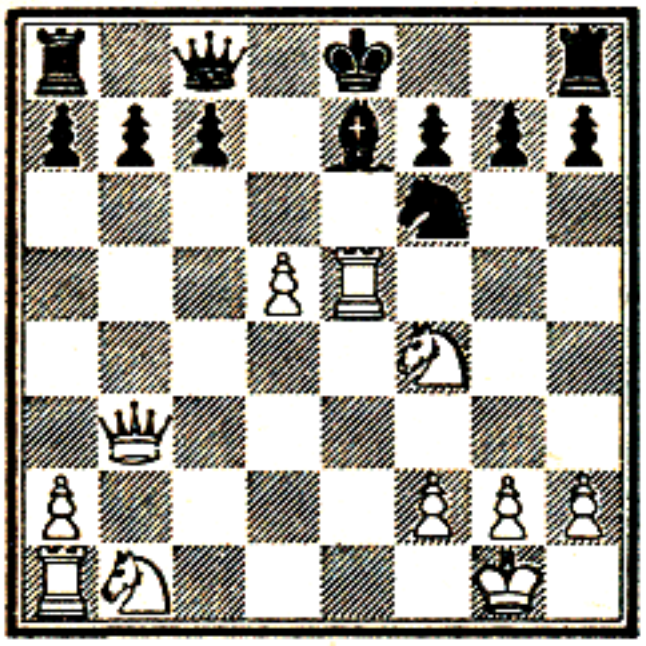
6.	Kt—QB3
7. Castles	B—K3
8. B—Q5	Kt—B3
9. Q—Kt3	Q—B1
10. Kt—B4	B × B
11. P × B	Kt—K4

A typical example of the correct defence in Gambit play. Black does not try rather spasmodically to maintain his superiority in Pawns, but gives his opponent the opportunity of winning back first one Pawn and then the other. But the time taken up by White in winning back the Pawns, Black utilises to complete his own development, so that finally he becomes the attacker. This is not accidental, but, as mentioned above, typical. For it is easy to see that as a rule a tempo is gained only by ignoring a Pawn that is attacked, sacrificing it and going on to continue the development; on the other hand, several tempi will generally be lost in winning it back.

12. R—K1	B—K2
13. B × Kt	P × B
14. R × P	.....

Position after 14. $R \times P$

Black: MAROCZY



White: MIESES

14. ..... Q—Q2 !

Black gives back his second Pawn. But after 15. Q × P, Castles; White would obviously be in a very bad position. Mieses therefore attacks the other KtP, which does not improve the situation, however, as Maróczy chooses not to defend this Pawn either, but Castles on the Q-side.

15. Q—Kt3 Castles QR !
16. Q × P .....

The sides are now even materially, but White's pieces have no real organisation, White's Q-side being completely undeveloped. Here too the old aphorism holds good, that after an attack has been repulsed, the counter-attack is mostly decisive.

16. ..... Q—Q3
17. Q—Kt5 .....

Forced, since after 17. R—B5, the vigorous move Q—Kt5; would overcome all resistance. To 17. Kt—Q3, Black's simplest reply would be Kt—Q2; and B—B3.

17. ..... KR—K1

Black threatens Kt—Q2 and White can no longer prevent the loss of the exchange.

18. Kt—Q2 Kt—Q2
19. R × B Q × R

Of course, the game is Black's in any event. Nevertheless, Black's vigorous conclusion is noteworthy.

20. Q—Kt3 Q—Kt5
21. Kt—B3 .....

Only by 21. Kt—B1, could White avoid the loss of a piece.

21. ..... R—Kt1
22. Q—R4 .....

Of course, after 22. Kt—Kt5, would follow P—KR3.

22. ..... Q—B6
23. R—Kt1 Q × Kt

and wins.

GAME 36

SICILIAN DEFENCE

Scheveningen 1923

White	*Black*
MAROCZY	EUWE
1. P—K4	P—QB4
2. Kt—KB3	Kt—QB3
3. P—Q4	P × P
4. Kt × P	Kt—B3

In the Sicilian Defence, Black elects the poorer development, as we have already stated, in the hope of later gaining the advantage of position by means of his superiority of Pawns in the centre and by bringing pressure to bear on the QB-file. For that reason, 4. .... Kt—B3; is indicated, to provoke 5. Kt—QB3, as otherwise White

could move P—QB4 ! and effect a disposition of forces that would make both of Black's hopes for the future illusory.

5. Kt—QB3 P—Q3

Formerly it was customary in this position to play 5. .... P—K3; followed up soon by P—Q4; in order to emphasise the superiority of Pawns in the centre. And so the move was 5. .... P—K3; and shortly thereafter P—Q4. But the final result of this was an open game and the isolation of Black's QP, which is not in keeping with the heavy, closed character of the Sicilian defence.

To-day the trumps are not played so quickly, and preference is given to the so-called 'Scheveningen Variation,' which was first used in this game by Euwe. After 5. .... P—K3; the play develops as follows: 6. Kt(Q4)—Kt5, B—Kt5 ! 7. P—QR3. (7. Kt—Q6 ch., K—K2 ! makes for an extremely short-lived attack with a permanent disadvantage in position.) 7. .... B × Kt ch. ; 8. Kt × B, P—Q4; 9. P × P, P × P; 10. B—Q3, Castles; 11. Castles, and White has an excellent game.

Similar to the Scheveningen Variation is the Paulsen Variation, which was often used in the past: 1. P—K4, P—QB4; 2. Kt—KB3, P—K3; 3. P—Q4, P × P; 4. Kt × P, P—QR3; and Q—B2; whereby Black leaves the details of his Q-side development in abeyance. This method of play was effective as long as White continued with the simple development of his pieces, e.g., with 5. Kt—QB3. But by playing for position – see the comment on move 4. of the game – 5. P—QKt4 ! which was first used by the present author against Tartakower (Mannheim 1914), White acquires the superiority, so that the Paulsen Variation is scarcely used to-day. The Scheveningen Variation can therefore serve as the improved, modernised version of Paulsen's old method.

6. B—K2 P—K3

From the Lasker-Napier game we already know the move 6. .... P—KKt3; which has the disadvantage, however, of leaving too much territory in the middle to White. Since, after the development of the Bishop at KKt2, the move P—K3, would render Black's QP extremely weak, Black's Q4 especially will be a strong point for White.

7. Castles B—K2
8. K—R1 ! .....

Maróczy, who often played the Sicilian Defence himself, also understands very well how to cope with it positionally. Thus, Black will be expected to counter by occupying the QB-file with a heavy piece and then Kt—K4—B5; or Kt—R4—B5. Maróczy now wants to prevent this. First, by P—B4, the Black QKt must be kept from occupying his K4. But as an immediate 8. P—B4, would be met by Black with Q—B3; the preparatory 8. K—R1, is necessary.

8. ..... Castles
9. P—B4 Q—B2
10. Kt—Kt3 .....

Thus Black's Kt has lost the approach to QB5 via R4 also.

10. ..... P—QR3
11. P—QR4 .....

All Black's hopes of bringing positional pressure to bear on the Q-side are thus destroyed, and White has the advantage, owing to the superior position of his pieces. As Euwe stated later, Castling was not the proper continuation for

Black. He should have played 8. . . . . P—QR3; immediately, then White could not prevent both P—QKt4; and Kt—K4 (R4)—B5.

11.	P—QKt3
12. B—B3	B—Kt2
13. B—K3	Kt—QKt5

Black wants to move P—Q4; as we can understand, for otherwise his game is too restricted. But here, as generally in such positions of the Sicilian Defence, P—Q4; is not a good move if White can reply with P—K5. White would then dominate the K-side and have a promising attack, and on the Q-side Black can do little, as White controls the central point Q4.

14. Q—K2	P—Q4
15. P—K5	Kt—K5

Relatively better would be Kt—Q2.

16. B × Kt	P × B
17. Q—B2	P—QKt4

Black defends his Pawn with difficulty. If White now captures twice at QKt5, Black will have the BP as compensation.

18. P × P	P × P
19. Kt—Q4	B—QB3
20. Q—Kt3 !	. . . . .

White now demonstrates his chances on the K-side and threatens P—B5—B6.

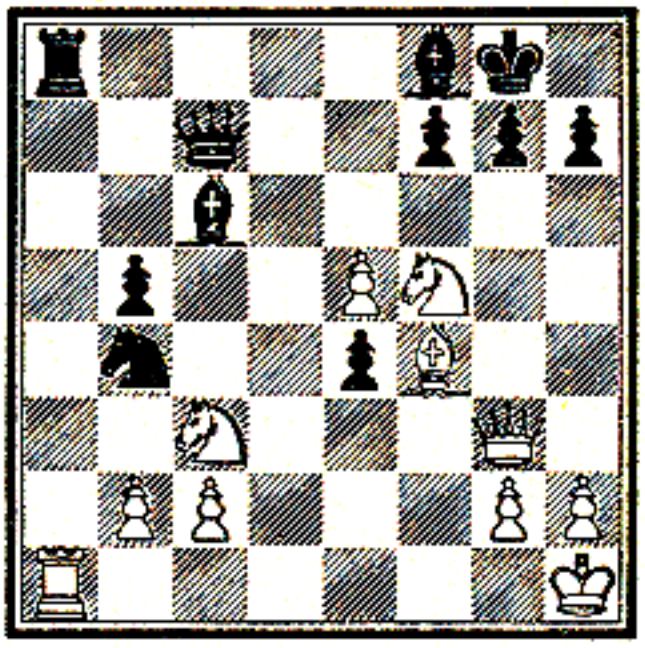
20.	R × R
21. R × R	R—Kt1

For protection, Black had to evacuate the square KB1 for the Bishop. It is easy to understand that Black moves R—Kt1 in order to cover yet again the Pawn on Kt4, but nevertheless it soon appears that the Rook is not safe at Kt1.

22. P—B5	P × P
23. Kt × BP	B—B1
24. B—B4	R—R1

Position after 24. . . . . *R—R1*

Black: EUWE



White: MAROCZY

25. R—QB1 ! . . . . . .

A well thought-out winning move. Black now has no defence against the threat P—K6—K7, as Black's Queen must not leave its exposed position, otherwise White's sacrifice of the Kt at KKt7, coupled with B—KR6, will be decisive. An inferior move would be 25. R × R, B × R ! 26. P—K6, to which Black's reply would be Q—R2; threatening Q—R8 ch. Also 25. R—KB1, would not be so conclusive as the move made in the game, as Black then has a way out – 25. . . . . Kt—Q4; 26. Kt × Kt, B × Kt; 27. P—K6, Q—B5.

25.	P—Kt3
26. P—K6	Q—Kt2
27. P—K7	B—Kt2

After B × P; follows 28. Kt × B ch., Q × Kt; 29. B—Q6.

28. Kt × B	K × Kt
29. Q—R4	P—B3
30. Q—R6 ch.	K—Kt1
31. B—Q6	Resigns.

FRANK MARSHALL

MARSHALL, who was born August 21, 1877, in Brooklyn, has been the undisputed champion of the United States since the death of Pillsbury. In former years he attacked in a risky manner, that being the reason for his extremely unequal fortune in tournament games. In many tournaments he was left far behind, in others he won first prize (Cambridge Springs 1904, Nuremberg 1906, Duesseldorf 1908). The public often saw in Marshall's game a renaissance of the attacking manœuvres of the old masters, but in the matches which he played with the greatest masters of his time after his tournament successes, the inferiority of his style as opposed to that of the modern position players was demonstrated. In 1905 he lost in decisive fashion to Tarrasch (8 : 1 : 8), still worse was his defeat in 1907 by Lasker (8 : 0 : 7), and finally in 1909 he was beaten by the young Capablanca (8 : 1 : 14). It was probably as a consequence of these unfortunate experiences that Marshall adopted a solid style, with the result that although he has not won any first prizes for a very long time, he comes off very well in every tournament and obtains a good place.

The success which Marshall's attacking game, so abundant in combinations, was able to achieve from time to time even in bad positions by means of clever traps, produced a grateful reaction against the contempt for combinations which set in after Steinitz.

GAME 37

QUEEN'S GAMBIT

Paris 1900

White	*Black*
MARSHALL	BURN

Concerning the opening, see the comments on the opening of Game 34.

1.	P—Q4	P—Q4
2.	P—QB4	P—K3
3.	Kt—QB3	Kt—KB3
4.	B—Kt5	B—K2
5.	P—K3	Castles
6.	Kt—B3	P—QKt3
7.	B—Q3	B—Kt2
8.	P × P	P × P
9.	B × Kt	B × B
10.	P—KR4	P—Kt3

There was a threat of the well-known sacrifice of White's B on R7 and Kt—Kt5 ch. If Black defends with 10. . . . . P—KR3; White continues the attack with P—KKt4—Kt5.

11.	P—R5	R—K1

In the Marshall-Marco game of the same tournament, Black tried instead of this defensive move to oppose P—B4, but White's attack in a few moves proved too powerful.

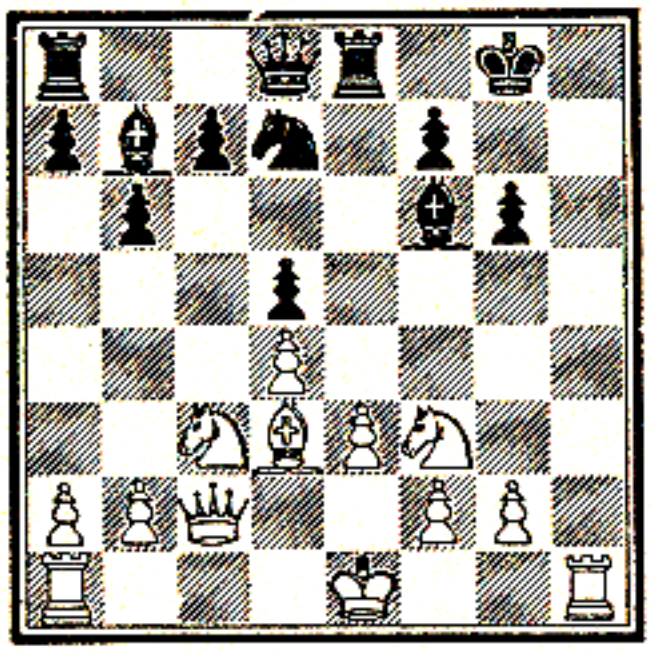
12. P × P RP × P

As Burn lost rapidly after this move, it is easy to understand the subsequent declaration of all the critics that BP × P; is a better move. Whether this criticism is justified or not is difficult to say. Certain it is that in any case White would attain a powerful attacking position without any sacrifice of material.

13. Q—B2 Kt—Q2

Position after 13. . . . . *Kt—Q2*

Black: BURN



White: MARSHALL

14. B × P ! P × B
15. Q × P ch. B—Kt2

After 15. . . . . K—B1; also, White wins with 16. Kt—Kt5, B × Kt; 17. R—R7.

16. Kt—KKt5 Q—B3
17. R—R8 ch. K × R
18. Q—R7 mate

GAME 38

QUEEN'S GAMBIT

New York 1913

White	*Black*
MARSHALL	KLINE
1. P—Q4	P—Q4
2. P—QB4	P—K3
3. Kt—QB3	Kt—KB3
4. Kt—B3	B—K2
5. B—Kt5	QKt—Q2
6. P—K3	Castles
7. R—B1	P—QKt3
8. P × P	P × P
9. Q—R4	. . . . .

We already know the tactics adopted against this defence of the Queen's Gambit by Pillsbury, who customarily completed his advance with B—Q3, Castles, Kt—K5 and P—B4, in order to attack the K-side. In this game we see one of the more modern procedures, which aims at obtaining an advantage of position on the Q-side, especially by an attack against the weakened point QB6 on White's open QB-file. To this end, Marshall here plays Q—R4, and B—QR6, in order to exchange against Black's QB. This play derives from Duras. Another procedure with a similar aim is introduced with 9. B—Kt5.

In the present game Black does not defend himself well, but just for that reason Marshall has an opportunity of demonstrating in a very instructive fashion the weakness of Black's Q-side.

9. . . . . B—Kt2

But as White in the next move makes an exchange against Black's QB by B—QR6, it is natural to consider B—Kt2; a loss of tempo that should be avoided. However, if Black tries immediately to oppose White's pressure on the QB-file by

P—B4; White can win a Pawn with 10. Q—B6. But as White loses a great deal of time in this manner, Black obtains an advantage in development in return for the lost Pawn. That is why Teichmann has recommended 9. .... P—B4; in spite of the loss of the Pawn. This recommendation of Teichmann's found practical application in the Capablanca-Lasker match, which was won by Capablanca, although the question of the soundness of the Pawn-sacrifice was not fully clarified.

10. B—QR6	B × B
11. Q × B	P—B3

More vigorous is P—B4; but after 12. Castles, and R—Q1, Black's QP is weak.

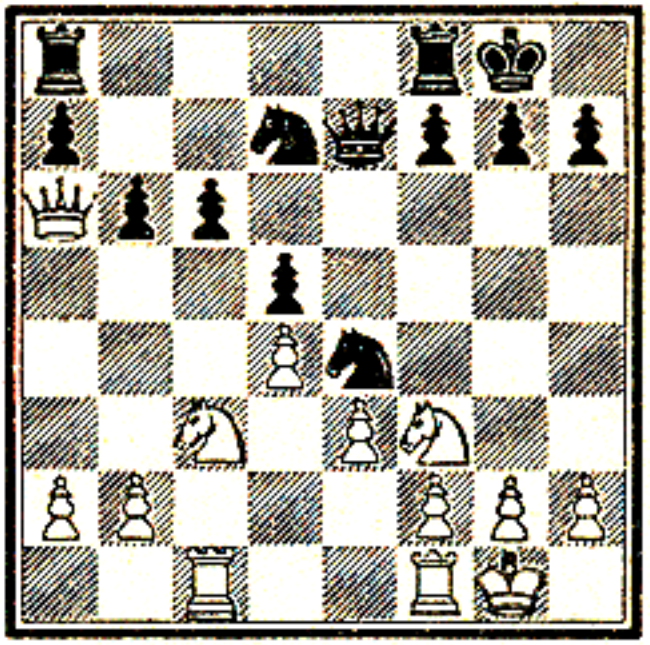
12. Castles	Kt—K5

This loses a Pawn. But Black's game is already very much embarrassed.

13. B × B	Q × B

Position after 13. .... *Q × B*

Black: KLINE



White: MARSHALL

White now obtains a decisive advantage in material by three vigorous moves.

14. Q—Kt7	KR—B1
15. Kt × P	Q—Q3
16. R × P	Resigns.

AKIBA RUBINSTEIN

RUBINSTEIN, born October 12, 1882, in Staviak, Poland, was before the war Lasker's chief rival for the world championship. During the period of the war, however, it seems that his nerves were affected, so that in recent years he has had some severe defeats as well as great victories. On the whole, however, few others have been so brilliantly successful both in tournaments and matches. In international tournaments he won first prize in Ostend 1907 (divided with Bernstein), Carlsbad 1907, St. Petersburg 1909 (divided with Lasker), San Sebastian 1912, Pistyan 1912, Breslau 1912 (divided with Duras), Vienna 1922, Marienbad 1925 (divided with Nimzowitsch). Strength, and perhaps character also, can be seen in the results of his matches, all of which he won, but as a rule by an extremely small margin, namely, with Marshall, Lodz 1908 (3 : 2 : 3 draws), with Salwe, Lodz, 1908 (3 : 1 : 4 draws), Marshall, Warsaw 1908 (4 : 3 : 1), Teichmann, Vienna 1908 (3 : 2 : 1), Mieses, Berlin 1909 (5 : 3 : 2), Schlechter, Berlin 1918 (2 : 1 : 3), Bogoljubow, Stockholm 1920 (5 : 4 : 3).

These victories Rubinstein was able to win, in spite of the fact that there is scarcely another master who suffers so from nerves, which cause him moments of complete exhaustion, when he commits crude blunders. Indeed, he has more than once overlooked a mate in one or two moves in tournament competition. The fact that he could obtain such results in spite of this handicap speaks much for his truly great abilities. For Rubinstein has created the most perfect games of the epoch since Steinitz. The theories of Steinitz and their application in chess practice have the same history as the theories of physics and their application in technology. The games of Steinitz himself, who created the theories, were far from being the best games exemplifying them. It took an entire generation of chess masters to derive from those theories all that they contained of value for practical playing. Rubinstein was the keystone of this generation, and his games are the most perfect demonstrations of Steinitz' teachings.

GAME 39

QUEEN'S PAWN GAME

Lodz 1908

White	*Black*
MARSHALL	RUBINSTEIN
1. P—Q4	P—Q4
2. B—B4	.....

Marshall plans the disposition P—K3, P—QB3, followed by further development of his pieces by Kt—KB3, QKt—Q2, B—Q3 and Castles. This simple development was often employed in former years, but it is too simple to justify any real hope of gaining the advantage. With this opening White makes no attempt to obtain a preponderance in the centre, which must be the aim of all strong opening play.

Still less effective is the same disposition without B—B4, that is, with a restricted QB. In this case White must not fail to play P—K4, later on, in order to free his Bishop for action, and Black thus has the advantage of knowing White's strategic plan and he can organise his forces to meet it.

However, this opening is not altogether without cunning. The somewhat restricted position voluntarily elected by White tempts Black from time to time to advance to the middle prematurely with P—QB4 and P—K4; whereupon White, with the properly executed reply, P × BP, or P × KP, and P—B4, or P—K4, can often demonstrate a weakness in Black's centre Pawns. The Belgian master, Colle, played this opening for a long time with good results, but he discarded it when the correct methods of defence were discovered.

This last opening system can also be commenced with 1. P—QB3, as after all Black cannot prevent the continuation 2. P—Q4, and P—K3. The Spanish chess master, Juncosa of Saragossa, is of the opinion that this series of moves is psychologically more effective than the commencement with 1. P—Q4, and apparently it is his belief that after 1. P—QB3, Black will allow himself still more easily to be led into premature advances. The move 1. P—QB3, is called, after him, the Saragossa opening.

2.	Kt—KB3
3. Kt—KB3	P—K3
4. P—K3	P—B4
5. P—B3	Kt—B3

Here Q—Kt3; would not yet be effective, as White would reply very well with 6. Q—Kt3. If Black then exchanges the Queen, White has the advantage because of the open QR-file.

6. B—Q3	Q—Kt3

Now White is somewhat embarrassed. The move 7. P—QKt3, would obviously be a serious positional mistake, owing to the weakness of QB3. The move 7. Q—Kt3, would be answered by P—B5; 8. Q × Q, P × Q; and P—QKt4— Kt5; and Black would then have the advantage because of the open QR-file. The move 7. Q—Q2, has the disadvantage that White cannot continue with QKt—Q2. The natural move therefore would be 7. Q—B2, but after Black's B—Q2; and R—B1; White would again lose time on account of the threat P × P; and Kt—QKt5; for which reason White here makes the best decision, and plays 7. Q—B1 at this point.

7. Q—B1	B—Q2
8. Castles	R—B1
9. QKt—Q2	B—K2
10. R—Kt1	.....

White wants to play Kt—K5, but cannot do so at once, as Black would reply P × P. For this reason,

White wants to withdraw his Q from the B-file and therefore covers the QKtP with the Rook.

10.	Castles
11. Q—Q1	KR—Q1
12. Kt—K5	Kt × Kt
13. P × Kt	Kt—K1
14. Q—R5	P—B4

Black now threatens B—QKt4; to force the exchange of Bishops. Then White would certainly have no more prospect of attack, and moreover he would be badly placed for the end game on account of his inferior Bishop. That is the explanation of the following Rook move by White, which enables him still to avoid exchanging Bishops. But now White will be forced more and more on the defensive. The correct move would be 15. P × P e.p., Kt × P; 16. Q—K2, with approximately equal chances.

15. KR—K1	B—QKt4
16. B—B2	Q—R3
17. R—R1	.....

Covers the R Pawn and at the same time prevents once more the exchange of Bishops by B—Q6.

17.	B—Q6
18. B—Q1	Q—Kt3

Now White has no good protection for the QKtP. For after 19. P—QKt3, would follow Q—R4.

19. Kt—Kt3	.....

In order to compensate somewhat for the loss of the KtP by domination of the strong point Q4, Rubinstein, although he has already gained such a clear advantage in position – he holds much wider sway in the middle as well as on the Q-side, while White's attempt to attack the K-side was repulsed – will not be bought off so cheaply, and he renounces the capture of the Pawn to continue his blockading activities.

19.	P—R4
20. B—B3	B—K5

After P—R5; would follow Kt—B1. But now White must cover his KtP.

21. R—K2	Kt—B2
22. R—Q2	P—R5
23. Kt—B1	P—Kt3
24. Q—R3	K—R1

Black's attack on the Q-side has resulted in several of White's pieces being hopelessly displaced. This situation is utilised by Rubinstein, who controls enough ground, to transfer his forces from the Q-side to the K-side and seize the initiative there also.

25. Q—R6	B × B
26. P × B	P—Kt4 !
27. B—Kt3	P—Q5 !

Black now threatens to break through victoriously into the Q-file with P × KP. Marshall therefore decides to sacrifice a piece for two Pawns, thereby also presenting Rubinstein with a difficult problem.

28. KP × P	P—KB5
29. Kt—K2	.....

Of course not 29. B × P, P × B; 30. Q × BP, because of B—Kt4.

29.	P × B
30. RP × P	Q—B3
31. Q—R5	R—B1
32. K—Kt2	Q—K1
33. Q—Kt4	Q—Kt3
34. R—R1	P—B5 !

Thus Black wins for his Knight the permanent post Q4.

35. Q—K4	K—Kt2 !

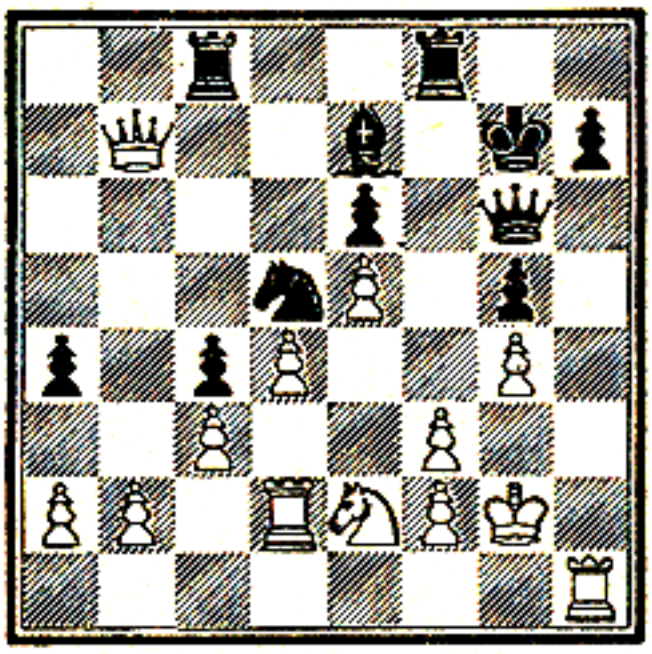
Black sacrifices his QKtP, in order to cut off White's Q from the defence of the K-side.

36.	Q × P	Kt—Q4
37.	P—KKt4	.....

Otherwise there would follow P—Kt5; and then, after P—B4, or P × P, would follow Q—K5 ch.

Position after 37. *P—KKt4*

Black: RUBINSTEIN



White: MARSHALL

37.	.....	R × P ! !

It is difficult to say just what determines the general opinion that the public holds regarding the style of a chessmaster. Rubinstein, for example, is generally considered a dry player, and yet from his games one can derive a much larger and richer collection of beautiful combinations than from those of many masters who have a great reputation for 'Combinative Play.'

38.	Q × R	.....

The move 38. K × R, is followed by R—B1 ch. ; 39. K—Kt3, Q—K5; 40. R—B1, R—B6 ch.; 41. K—R2, Q × KtP; 42. Kt—Kt3, K—B2; and White has no defence against the threat Kt—B5.

If White in this variation plays 39. K—Kt2 there follows 39. .... Q—K5 ch.; 40. K—Kt1, Q × KtP ch.; 41. Kt—Kt3 (if 41. K—R2, then Q—R5 ch.; and wins: if 41. K—B1, then Q—B6;), 41. .... R—B6 ! and White has no effective defence against the threat P—R4—R5.

Noteworthy in these variations, as well as in the continuation of the game, is the large number of waiting moves. We find them very often in Rubinstein's games, and they lend the fascination of a problem to his combinations.

38.	.....	Q—K5
39.	K—Kt1	Kt—K6
40.	Kt—Kt3	.....

There was a threat of R—Kt6 ch.; and 40. R—R2, would have been followed by Q—Kt8 ch.

40.	.....	R × Kt ch.
41.	P × R	Q—Kt8 ch.
42.	K—B2	.....

If 42. K—R2, then Kt × P ch. ; 43. K—R3, (if 43. K—Kt2, Black wins with Q—K5 ch.;) 43. .... Q × R ch.; 44. K × Kt, P—R4 mate.

42.	.....	Kt × P ch.
43.	K—K2	Q—K5 ch.
	Resigns	

THE RUBINSTEIN DEFENCE OF THE FOUR KNIGHTS GAME

Thus far we have discussed two classes of the King's Pawn Game. In one, White plays for an open game by means of P—Q4, in the other by means of P—KB4. Now there is still a third class to be considered. Let us examine the Four Knights Game, for example. After 1. P—K4 P—K4; 2. Kt—KB3, Kt—QB3; the continuation 3. Kt—B3, does not seem so logical as the Ruy Lopez 3. B—Kt 5, since the development of the

QKt does not continue the attack begun in the second move. But the object of this Three Knights Game (or Four Knights Game, after 3. ..... Kt—B3;) is not at all to make possible P—Q4, in any event, which would be the consummation of the attack on the KP, but first to develop White's pieces, for example, with 4. B—Kt 5 (the so-called Spanish Four Knights Game), B—B4; 5. Castles, Castles; 6. P—Q3, P—Q3; 7. B—Kt 5, and reserve the choice of finally opening up the game with P—Q4, or P—KB4. As Black in this manner must take account of two possible initiatives by White, he may fall into great difficulties in his purely defensive tactics. That is what constitutes the great strength of this opening. Of a similar nature is the tame variation of the Giuoco Piano 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—B4, B—B4; 4. P—Q3, Kt—B3; 5. Kt—B3, P—Q3; 6. B—K3, etc. For this reason, correct reply by Black in such openings does not lie in mere defence. Rather Black will do best to utilise White's slow and not especially logical play to seize the initiative for himself. The Rubinstein Defence of the Spanish Four Knights Game offers such an example.

After 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. Kt—B3, Kt—B3; 4. B—Kt 5, Rubinstein in his game against Spielmann in San Sebastian in 1912 continued for the first time with 4. ..... Kt—Q5. In that way, on the one hand he takes advantage of the fact that with a Knight at QB3 White is no longer able to move P—QB3, and on the other hand the Bishop now stands on Kt5 without any purpose. In the game mentioned, Spielmann continued with 5. B—B4, whereupon, after B—B4; 6. Kt × P, Q—K2 ! 7. Kt—B3, P—Q4; 8. Kt × Kt, P × B; Black remained with a slight advantage. Immediately after the game several analysts thought that White could have gained the advantage with 8. B × P, but shortly thereafter Rubinstein playing against Bernstein, proved this procedure also to be harmless by the powerful move in Gambit style 8. .... B—KKt 5.

A precursor of this defence is to be found in the Tarrasch-Rubinstein game in the same tournament, as we shall show presently.

A serious effort to overcome the Rubinstein defence was made by Bogoljubow in his match with Rubinstein in Stockholm and Goeteborg in 1920. Bogoljubow replied to 4. .... Kt—Q5; every time with 5. Kt × P. With this move he achieved practical success, to be sure, but the Rubinstein variation emerged unscathed from ensuing analyses.

The chief variation of these analyses, deriving from Teichmann, is as follows:

1.	P—K4	P—K4
2.	Kt—KB3	Kt—QB3
3.	Kt—B3	Kt—B3
4.	B—Kt5	Kt—Q5
5.	Kt × P	Q—K2
6.	P—B4	Kt × B
7.	Kt × Kt	P—Q3
8.	Kt—KB3	Q × P ch.
9.	K—B2	Kt—Kt5 ch.
10.	K—Kt3	.....

In 6. P—KB4, in conjunction with this bold manœuvring of the King, lies Bogoljubow's innovation.

10.	.....	Q—Kt3 !

Rubinstein chose instead of this the defensive move K—Q1; and lost.

11.	Kt—R4	Q—R3
12.	Kt × P ch.	.....

Tartakower recommends instead of this 12. P—KR3, which is probably best, but it does not place any difficulties in Black's path.

12.	.....	K—Q1
13.	Kt × R	P—KKt4

and Black has a decisive attack.

GAME 40

FOUR KNIGHTS GAME

San Sebastian 1912

White	*Black*
TARRASCH	RUBINSTEIN

This game is notable for Rubinstein's manner of playing the end game even more than for his opening. The end game illustrates what is already familiar to us from several of Steinitz' games, namely, the conflict of two Bishops against Bishop and Knight. For a better understanding of the matter we suggest that the reader look over once more the comments in this connection in the section on Steinitz as in this game the same characteristic moments occur again, as, for example, the restricting moves of the Pawns, and their breakthrough after completing the blockade. In addition to this, however, the game has its special feature in the fact that Tarrasch, himself very well acquainted with the Steinitz method, is a pastmaster at exploiting the advantage of having two Bishops. Consequently, he makes a stubborn resistance, in contrast with Steinitz' opponents, who were probably not even aware of the danger. Nevertheless, he cannot escape defeat against the almost miraculous precision with which Rubinstein leads his forces to victory.

1.	P—K4	P—K4
2.	Kt—KB3	Kt—QB3
3.	Kt—B3	Kt—B3
4.	B—Kt5	B—B4

In this game Rubinstein does not yet play his defence in the correct sequence. This would be 4. .... Kt—Q5; and only after B—R4, the Gambit move B—B4. If White then takes the Pawn, we reach the position given in the text. On the other hand, the sacrifice of the Pawn in the sequence chosen here by Rubinstein is not correct.

5.	Kt × P	Kt—Q5
6.	B—R4	.....

The refutation of the sequence selected by Rubinstein consists in 6. B—K2, after which Black cannot obtain any compensation for his sacrificed Pawn.

6.	.....	Castles
7.	P—Q3	.....

Here 7. Kt—Q3, B—Kt3; 8. P—K5, has been recommended. But with this continuation White would suffer difficulties in development, so that Black could soon obtain a good position with P—KB3; or P—Q3.

7.	.....	P—Q4
8.	B—Kt5	P—B3

At first glance, one cannot see at all what Black has in return for the sacrificed Pawn, and yet curiously enough, White cannot retain it.

9.	Q—Q2	.....

On considering the continuation of the game – see Black's 12th move – one might think that this disposition of the Queen enables Black to win back his Pawn. But what else is White to play? Surely the King cannot remain standing there in the middle, and 9. Castles, would not be good, as 10. P—KB4, cannot be played in reply to 9. .... R—K1; and 10. Kt—B3, would be followed by B—KKt5. White is therefore

obliged to move his Queen, in order to make Castling on the Q-side possible, and for that he has only the point Q2 at his disposal. Accordingly, this move Q—Q2, which later enables Black to win back his Pawn apparently by accident, is really no accident at all, but based on positional requirements.

9.	.....	R—K1
10.	P—B4	P—Kt4 !

As we shall see in a moment, this move is absolutely necessary before the ensuing recapture of the Pawn.

11.	B—Kt3	P—KR3
12.	B—KR4	.....

If White wanted to keep the Pawn, he would have to continue with 12. B × Kt, Q × B; 13. Castles QR. But then with 13. .... P—QR4 ! Black would have a very strong attack, as White would lose with the alluring continuation 14. P × P, P—R5; 15. Kt—K4, Q—K2; 16. P—Q6, on account of the surprising reply 16. .... P × B ! ! 17. P × Q, P × RP.

12.	.....	Kt × KP
13.	B × Q	Kt × Q

Now one perceives why Rubinstein made the move 10. .... P—Kt4; 11. B—Kt3. If he had not, White could now capture the Knight after 14. B—KR4.

14.	K × Kt	R × B

Thus Black has won back his Pawn, and owing to his two Bishops he has the superior end-game.

15.	Kt—K2	.....

This is necessary in face of the threat P—QR4. The tournament book suggests the following continuation instead: 15. QR—K1, P—QR4; 16. Kt—K2, Kt × Kt; 17. R × Kt, P—R5; 18. Kt × QBP, B—KKt5; 19. Kt × R, B × R; 20. B × QP, R × Kt; 21. B × P ch., K × B; 22. K × B. It seems to us, however, that in this position White's three Pawns are no equivalent for Black's Bishop. For example, the continuation could be; 22. .... R—K1 ch.; 23. K—Q1, P—R6; 24. P—QKt3, B—Kt5; and White's position is hopeless.

15.	.....	Kt × Kt
16.	K × Kt	R—K1
17.	K—B1	.....

Of course, White is reluctant to make this move, which breaks the liaison between the Rooks. However, he fears that 17. K—Q2, would be followed by 17. .... P—B3; 18. Kt × P, B—K6 ch. But it seems that this continuation would not be at all dangerous, as White could reply 19. K—K2 ! ! without disadvantage.

17.	.....	B—Kt2
18.	P—B3	P—B3

This Pawn move and the next force White's Knight back to a modest post, a proceeding with which we are already familiar from the Steinitz games illustrating this point – the conflict of two Bishops against Bishop and Knight.

19.	Kt—Kt4	P—KR4
20.	Kt—B2	B—K6
21.	B—Q1	P—R5
22.	P—KKt3	P—R4

Now begins a new phase of the game, which is also known to us already from the Steinitz games illustrating our subject, namely, the advance of the Pawns, and

ultimately their break-through on one flank.

23.	B—B3	P—Kt5
24.	K—Kt2	P × BP
25.	P × BP	B—R3
26.	P—B4 !	.....

It may be recalled that Steinitz' opponents in similar positions allowed their Bishops to be completely disabled by the enemy's chain of Pawns, while Tarrasch, the great expert in this type of end-game, understands how to destroy the chain of Pawns B6 and Q5 and make his Bishop effective.

26.	.....	QR—Q1

It is not a dignified task for a Rook to protect a Pawn. But soon Black's King will come up to relieve the Rook. We also know already from older games, that in such end-games the King of the side which has both Bishops can get into action quite early, while here White's King cannot venture to go out into the open so soon, on account of the crossfire of the hostile Bishops.

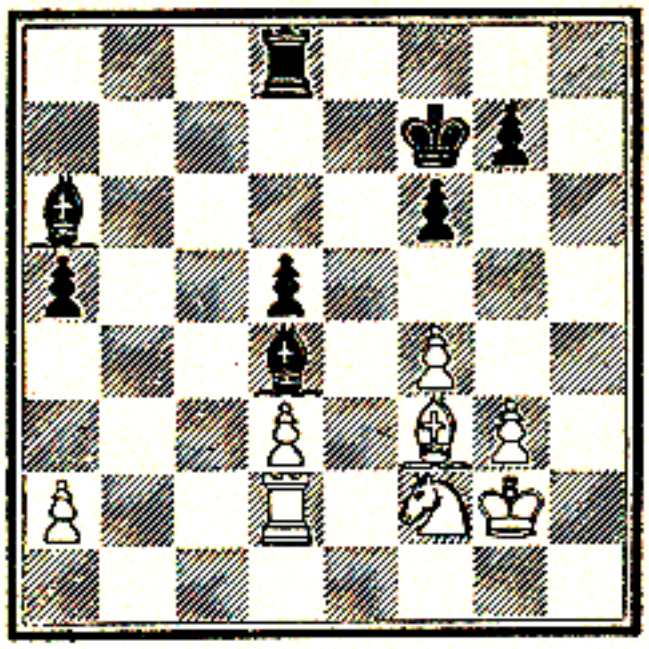
27.	P × QP	P × QP
28.	KR—Q1	R—K2
29.	Kt—Kt4	P × P
30.	P × P	B—Q5
31.	QR—B1	R—Kt2
32.	R—B2	K—B2
33.	Kt—B2	R—Kt7

Black no longer needs his Rooks, as the break-through on the Q-side has already been accomplished. He now wants to exchange his Rooks, in order to penetrate the Q-side with his King.

34.	R × R	B × R
35.	R—Q2	B—Q5

Position after 35. .... *B—Q5*

Black: RUBINSTEIN



White: TARRASCH

Now begins the most exciting part of the end-game. As we know from older games, the system of confining the Knights depends upon taking from them all the good squares which are supported by Pawns. This system is found again in the position we have reached. That is, the Pawns are not in closed formation at all, but rather Rubinstein has manœuvred in such a way that his Pawn at his Q4 renders inaccessible to the Knight the squares protected by White's pawn at Q3, and his Pawn at his KB3 the squares protected by White's Pawn at KB4.

If such a formation were not possible and White's Knight could occupy a good post, then the superiority of the two Bishops would be very questionable. Tarrasch now conceives a plan to obtain such a post for his Knight. It is really very dramatic to see how Rubinstein at the last moment frustrates this plan in a well thought out manner, just when it seems about to succeed.

36.	Kt—R3	.....

The beginning of the plan. White wants to play P—B5, in

order to win for his Knight the beautifully protected point K6.

36.	.....	K—K3

Prevents P—B5. But by his next move White again diverts the King.

37.	R—QB2	K—Q3
38.	P—B5	.....

White's plan seems to have succeeded. What is Black to do now against the threat Kt—B4 ?

38.	.....	R—QB1 !

The guard at the right moment. After the exchange of Rooks, Black will attack the B Pawn either with B—B1; or K—K4; and thus force the protective move P—Kt4. Then White's Knight can be definitely cut off by B—K6.

39.	B—Q1	R × R ch.
40.	B × R	K—K4
41.	P—Kt4	B—K6

The end game is now won for Black without any great difficulties, as all his pieces, including the King, are in a substantially better position than the corresponding White pieces, so that White cannot maintain his Pawns for long. Still, the precision with which Rubinstein concludes the game is remarkable. In this connection note especially moves 43 and 51.

42.	K—B3	K—Q5
43.	B—Kt3	B—Kt2
44.	K—K2	B—QR3

This meaningless repetition of moves is probably due to the approach of the time limit at move 45.

45.	B—B2	B—QKt4
46.	P—R4	B—Q2

There is now a threat of P—Kt3.

47.	K—B3	K—B6
48.	K × B	P—Q5 ch.
49.	K—K2	K × B
50.	Kt—B4	B × RP
51.	Kt—K6	B—Kt6
52.	Kt × QP ch.	K—Kt7
53.	Kt—Kt5	P—R5
54.	K—K3	P—R6
55.	Kt × P	K × Kt
56.	K—Q4	K—Kt5

Resigns.

GAME 41

KING'S GAMBIT DECLINED

Maehr.-Ostrau 1923

White	*Black*
RUBINSTEIN	HROMADKA
1. P—K4	P—K4
2. P—KB4	B—B4

This unconcerned development of the pieces is the simplest, but not the strongest method of declining the King's Gambit. See the comments on the opening of the first game (Rosanes-Anderssen).

3.	Kt—KB3	P—Q3
4.	Kt—B3	.....

Another continuation which was preferred by Morphy, is 4. P—B3, leading to a concentration of Pawns in the centre with P—Q4. This centre, is not sufficiently protected, however, considering Black's superior development of his pieces, and could not be maintained against vigorous opposition.

4.	.....	Kt—KB3

Instead of this 4. .... Kt—QB3; would be inferior, as White with 5. B—Kt5, would bring greater pressure to bear on Black's game.

5.	B—B4	Kt—QB3
6.	P—Q3	.....

The balance which has now been reached in the middle is favourable to White, as Black cannot destroy it by P × P; without a marked disadvantage in position, unless he has the possibility of continuing immediately with P—Q4; while White can, as occasion arises, open the KB-file for attack by P × P, as well as play for the restriction of the Black position by P—B5. For this advantage in position White can very well accept the inconvenience of being prevented from Castling on the K-side.

6.	.....	B—KKt5

More in accord with the position would be the move in the centre 6. .... B—K3. The doubling of his Pawns thus made possible on the K-file need cause Black no concern, as he will be amply compensated by the opening of the Q-file and the KB-file.

7.	P—KR3	B × Kt
8.	Q × B	Kt—Q5
9.	Q—Kt3	.....

An offer of Rook sacrifice known of old. After 9. .... Kt × P ch.; 10. K—Q1, Kt × R; 11. P × P, P × P; 12. Q × P, White has a win.

9.	.....	Q—K2
10.	P × P	P × P
11.	K—Q1	P—B3
12.	P—QR4 !	.....

On the one hand, White thus prevents P—QKt4; and on the other he prepares the attack against Black's expected Castling on the Q-side.

12.	.....	R—KKt1

At first glance this seems to be superfluous, as the capture on KKt2 was not yet threatened. However, White intends to play 13. R—B1, with the double threat 14. Q × KtP, and 14. B—KKt5. For this reason Black has not yet had time to Castle on the Q-side.

13.	R—B1	P—KR3
14.	Kt—K2	Castles QR
15.	Kt × Kt	B × Kt
16.	P—B3	B—Kt3
17.	P—R5	B—B2
18.	B—K3	K—Kt1

With that Black threatens Kt × P; which would have been bad up to now because of Q—Kt4 ch.

19.	K—B2	K—R1
20.	R—B3	.....

White now threatens 21. Q—B2, with an attack against both RPs.

20.	.....	Kt—Q4

A pretty move, with which Black hopes to evade White's pressure on the KB-file. However, Rubinstein works out a much more beautiful and decisive reply, even, than that.

21.	B—Kt1	.....

After 21. P × Kt, Black has a promising attack with P × P; 22. B—R2, P—K5; 23. B—B4, P × R; 24. B × B, R—QB1; followed by Q—K7 ch.

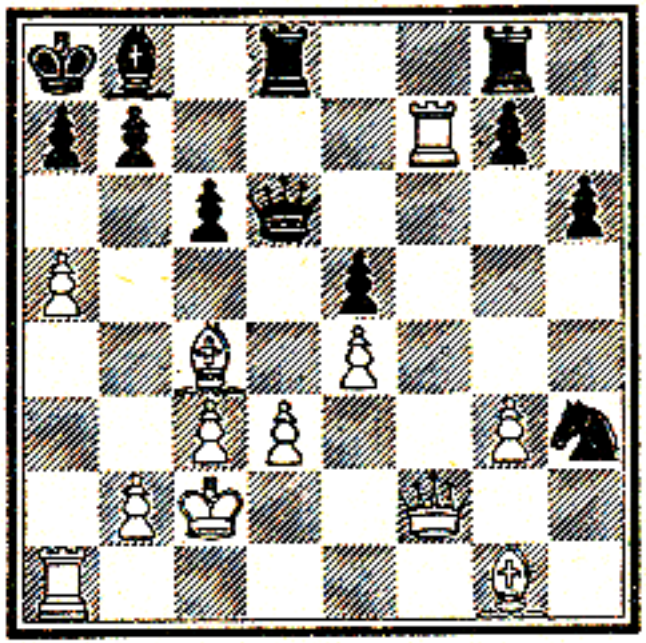
21.	.....	Kt—B5
22.	Q—B2	B—Kt1
23.	P—KKt3 !	.....

The introduction of the decisive combination. Black did not fear this move, as he thought he would obtain the exchange of the White's B at KKt1 and thus break up the attack.

23.	.....	Kt × RP
24.	R × P	Q—Q3

Position after 24. . . . . Q—Q3

Black: HROMADKA



White: RUBINSTEIN

25. Q—Kt6 . . . . . .

With this brilliant move White crosses Black's plans for simplification. Of course, Black must not take the Queen, as he could no longer prevent mate after 25. . . . . P × Q; 26. P × P ch., B—R2; 27. R × B ch., K—Kt1; 28. R(B7) × P ch., K—B1; 29. B—R6.

25.	R—Q2
26. B—B5 !	R × R

Black cannot avoid a decisive loss of material. If he moves 26. . . . . Q—B2; the Rook on Kt1 is lost after a double exchange at QB2.

27. B × Q	R—B7 ch.
28. Q × R !	Kt × Q
29. B—B5	Resigns.

RUDOLF SPIELMANN

RUDOLF SPIELMANN was born May 5, 1883, in Vienna. He learned to play chess while still a boy, and was exhibited in public as a prodigy, but in spite of that he later became a great master. With his nervous, impressionable temperament, he obtains unequal results. His greatest victories were: Gambit Tournament, Abbazia 1912, First Prize ; San Sebastian 1912, Second and Third Prizes divided with Nimzowitsch; Pistyan 1912, Second Prize; Gambit Tournament, Baden 1914, First Prize; Pistyan 1922, Second and Third Prizes divided with Alekhin; Teplitz-Schoenau 1922, First and Second Prizes divided with the present author; Semmering 1926, First Prize – in this tournament all the masters of the first rank took part, with the exception of Capablanca and Lasker; Magdeburg 1927, First Prize.

The most modern trend in chess, of which we shall have something more to say later, has often been called the new romantic style. This appellation is misleading, because even though it was no longer possible to win success in tournament play by mere technique, after the Steinitz principles were popularised and became widely known, the most modern players proceeded to develop the theory more widely and deeply, where Steinitz left off. Spielmann, on the other hand, really merits the epithet of a new romantic. For he seeks the salvation of chess in a return to the style of the old masters, of course with the unavoidable retention of the Steinitz principles, which have become necessary to technique. His models are Anderssen and Tschigorin.

Spielmann is the last bard of the Gambit Game, and what he wanted to revive especially was the King's Gambit. Today his intentions and achievements can already be appraised from the historic point of view. He brought to his undertaking every necessary gift: not only great imagination and a talent for combinations, but also unusual resourcefulness in complicated situations, in which he felt perfectly at home, probably owing to the fact that he learned the game as a boy (compare Capablanca). It was therefore natural that he should become very successful. But he was thwarted in his

real aspiration. He obtained his best results against weaker opponents, who lost their heads in complicated positions. The games he won in the old style are very interesting, but not convincing, and for that reason he could not create a school. He himself, in the course of years spent in his old Vienna, has grown less enthusiastic.

The past is dead, but in the history of chess Spielmann will have a place of honour as the last upholder of the romantic tradition.

On the Gambit Variation of the Vienna Game

As we have remarked elsewhere, the refutation of the King's Gambit is to be sought in the Falkbeer Gambit. The thing to do, therefore, is to prepare the Gambit move P—KB4, by a developing move which prevents P—Q4. To this end the Bishop move 2. B—QB4, may be considered, as well as the Vienna Game 2. Kt—QB3. In both cases Black's reply 2. .... Kt—KB3; is indicated, in order still to make P—Q4 possible. After 1. P—K4, P—K4; 2. B—B4, Kt—KB3; 3. P—KB4, P—Q4; 4. P × QP, P—K5; Black obtains an easy variation of the Falkbeer Gambit by a different sequence of moves. The Bishop move is therefore not suitable for preparing the Gambit move effectively.

The case is otherwise with the Vienna Game. Let us examine the sequence: 1. P—K4, P—K4; 2. Kt—QB3, Kt—KB3; 3. P—B4, P—Q4. Now White is not forced into 4. P × QP, P—K5; the awkward Falkbeer position, in which the pawn KB4 itself stands in the way of the intended opening of the KB-file, but can open this file immediately with 4. P × KP. After the continuation 4. .... Kt × P; 5. Kt—KB3,—(a trial has also been made of 5. Q—B3, but this premature development of the Queen does not seem quite correct)—everything possible has already been tried and analysed for Black, e.g., 5. .... Kt—QB3; 5. .... B—QKt5; 5. .... B—KKt5; 5. .... B—QB4. But moves come to nought, only ideas persist. Thus, in contradiction to the practice and theoretical analysis which had prevailed before, the reply finally established was that made by Breyer in 1917 as the only sound, logical one, without recourse to the analysis of variations.

That is, here as always, the essential point to be considered in judging a position is the opening, the formation in the centre, or in this case, White's Pawn at K5, which here threatens to become more powerful than in analogous positions of the Ruy Lopez, which we discussed before, because here the effective protection P—Q4, is available. If White is permitted to complete his development unhindered, this Pawn at K5, in conjunction with the open KB-file, will bring enormous pressure to bear on Black's game, especially on Black's K-position. As compensation for the open B-file, Black has nothing more, indeed, than the open K-file, which cannot furnish any basis of operations if the Pawn at K5 is gradually given support and made unassailable. From this consideration it follows that if Black is to play rationally, he must immediately proceed to displace the Pawn at K5, and therefore prepare P—KB3. Thus we arrive at the correct game for Black, namely, 5. .... B—K2; and Castles; and P—KB3.

Accordingly, the modern variation of the Vienna Game is as follows:

1.	P—K4	P—K4
2.	Kt—QB3	Kt—KB3
3.	P—KB4	P—Q4
4.	P × KP	Kt × P
5.	Kt—B3	B—K2
6.	P—Q4	Castles
7.	B—Q3	P—KB4

This move serves the same purpose here as P—KB3; since White must play P × P, in any case. Otherwise the position of the Black Kt on his K5 would be too strong, and on the other hand White's attacking possibilities on the B-file would be lessened if the Black Pawn remained on his KB4.

8.	P × P e.p.	B × P

This move, with the idea of a counter-attack on White's QP provides Black with an easier game than Kt × P.

9.	Castles	Kt—B3

and Black faces no difficulties.

GAME 42

VIENNA GAME

Mannheim 1914

	White	*Black*
	SPIELMANN	FLAMBERG
1.	P—K4	P—K4
2.	Kt—QB3	Kt—KB3
3.	P—B4	P—Q4
4.	P × KP	Kt × P
5.	Kt—B3	B—KKt5
6.	Q—K2 !	. . . . .

This excellent move of Spielmann's is just the reply to make to Black's last move. In face of the double threat 7. Kt × Kt, and 7. Q—Kt5 ch., Black should play 6. . . . . Kt × Kt; whereupon White would recapture with the KtP.

6.	. . . . .	Kt—B4

In the belief that there would be no advantage for White in moving P—Q4, on account of exchange in the sequel.

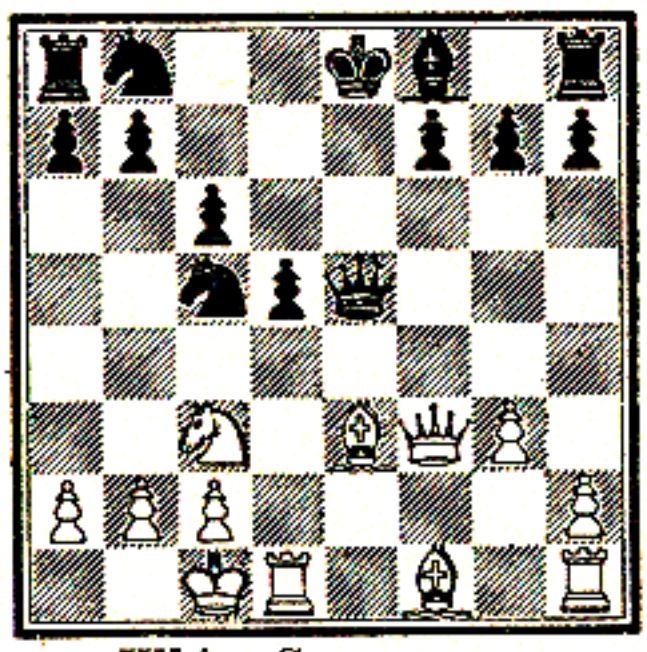
7.	P—Q4 !	B × Kt
8.	Q × B	Q—R5 ch.

Black now expected 9. Q—B2, perhaps with the continuation 9. . . . . Q × Q ch. ; 10. K × Q, Kt—K3; 11. Kt × P, P—QB3; and Kt × P; by which Black would have had the better end-game. But Spielmann would not miss such a favourable opportunity of bringing Morphy's style to life again. Just as his model did, he sacrifices several pawns for purely positional considerations, to bring about an open game. In the resulting position White's advantage in development has an overwhelming effect.

9.	P—KKt3	Q × QP
10.	B—K3	Q × P
11.	Castles	P—QB3

Position after 11. . . . . *P—QB3*

Black: FLAMBERG



White: SPIELMANN

12. Kt × P

With this sacrifice of a Knight, Spielmann opens up the position, whereupon Black's undeveloped game immediately collapses.

12.	.....	P × Kt
13.	R × P	Q—K3

It would be no improvement to play Q—K5; after which White would end the game with 14. B—Kt5 ch., Kt—B3; 15. B × Kt, Q × Q; 16. R—K1 ch.

14.	B—QB4	.....

Much stronger than 14. B × Kt, B × B; 15. R × B, Castles.

15.	.....	Q—K5
16.	B × Kt !	Resigns.

After Q × Q; White forces mate with 17. R—K1 ch.

ARON NIMZOWITSCH

ARON NIMZOWITSCH was born in 1887 in Riga. His most important chess victories are: division of the Second and Third Prizes with Spielmann in San Sebastian 1912; division of the First and Second Prizes with Rubinstein in Marienbad 1925; First Prize in Dresden 1926; division of the First Prize with Tartakower in Niendorf and in London 1927; First Prize in Berlin 1928; First Prize in the very strongly contested Carlsbad Tournament, 1929.

While Spielmann sought in a return to the old Gambit style a way out of the decline in interest which the game had suffered in the period after Steinitz, Nimzowitsch strove for a greater refinement in the practical application of the Steinitz principles. Spielmann, as a combinative and attacking player, was consciously opposed to the apostles of Steinitz, who tried to win by pure strategy, but for Nimzowitsch the combination was the necessary means of demonstrating the strategic superiority of a position. In that he was the first of a group of masters who are usually called 'Hypermoderns,' in Tartakower's terminology. But it is incorrect to speak of a hypermodern school. For the only thing they have in common is that they are all pioneers who want to develop still further the laws of chess strategy, of which Steinitz laid the foundations, and so they often play unsoundly from the standpoint of the old rules. However, within this common aim the so-called Hypermoderns pursue the most varied paths, and the final conclusions are reserved for the future.

How public opinion is influenced exclusively by latest results, may be seen in the judgments that have been passed upon Nimzowitsch. When he had no special success for several years, his playing was considered baroque, affected – a judgment that every innovator, including Steinitz, has had to suffer – but since he became successful, he has been considered a great strategist by many.

He began his investigations in the field of chess strategy by challenging and correcting many of Tarrasch's theories that had been generalised too dogmatically. For instance, Tarrasch overestimated the value of the Pawns in the centre in the opening

of the game. Nimzowitsch showed that the domination of the centre – which is the real aim of the opening – is possible even without Pawns, simply by utilising the pieces; that the Pawns, in fact, can often become harmful obstructions. Again, Tarrasch overestimated the disadvantage of being in a restricted position. Here too Nimzowitsch reduced Tarrasch's statements to their correct proportions. In closed positions the essential point to be considered is the possibility of breaking through. As a rule, this possibility will be greater where more ground is controlled, but if this is not the case with regard to the position as a whole, the greater control of territory will be of no avail, and it is possible to have the better game even with restricted territory. Strategic examples illustrating this can be found as far back as the Steinitz Games. But they had been forgotten or counted among the supposedly baroque elements of the Steinitz Strategy, while Nimzowitsch made them part of the stock of chess science.

GAME 43

FRENCH DEFENCE

Carlsbad 1911

White	*Black*
NIMZOWITSCH	SALWE
1. P—K4	P—K3
2. P—Q4	P—Q4
3. P—K5	.....

The so-called Paulsen Variation of the French Defence, which was revived and given new life by Nimzowitsch. Black is obviously restricted by the grouping of his Pawns Q4 and K3. Paulsen at this point tried to make this restriction permanent by protecting and maintaining his chain of Pawns Q4 and K5. But in the end he failed to check Black's attempts to break through with P—QB4; and P—KB3; and as a result this Paulsen Variation was not adopted for years. Nimzowitsch, however, recognised that what White really wants is to block the Black Pawns at K6 and Q5, but that it is not important whether this is effected by White's Pawns or pieces.

As we shall see in the present game, he is therefore not at all concerned with spasmodic attempts to keep the chain of Pawns Q4 and K5 intact, but rather is willing to allow the exchange of his middle Pawns against Black's Bishop Pawns, if only he can keep the points Q4 and K5 sufficiently covered with his pieces. These then become strong points, or, from Black's point of view, weak points, in the sense of the Steinitz theory. Moreover, Steinitz himself often regarded the French game in the same light.

3.	P—QB4
4. P—QB3	.....

Of late Nimzowitsch generally continues even with 4. B—KB4, thus permitting P×P; and, of course he does not take back this Pawn at all, but blocks it with B—Q3. Then Black's Pawn at Q5 in turn obstructs his Pawn at Q4. White now protects his K5 with pieces, in order to make it a strong point if Black should want to free himself with P—B3; and an exchange of Pawns. Black has therefore in this variation an

additional Pawn which only acts as an obstruction to his own development, however, and cannot make itself felt as long as White maintains his blockade. The data determining the value of this variation are not yet complete but it is certain that Black would make a mistake in playing for the protection of his extra Pawn. That is, if Black takes protective measures, such as B—QB4; or Q—Kt3; the protected Pawn Q4 will act as an obstruction for the protecting pieces, just as White intended.

4.	.....	Kt—QB3
5.	Kt—B3	Q—Kt3
6.	B—Q3	B—Q2

Of course, Black could not take the Pawn Q5 immediately, but now it is really threatened. However, White now has a favourable opportunity of exchanging a centre Pawn against a hostile BP, according to plan, as by an early P—QKt4, he succeeds in controlling the point Q4 with pieces. Better therefore would be 6. .... P×P; 7. P×P, B—Q2.

7.	P×P	B×P
8.	Castles	P—B3

Perhaps P—QR4; to prevent P—QKt4, would be positionally sounder. But that would weaken Black's QKt5, which White could demonstrate by P—QKt3, coupled with Kt—R3.

9.	P—QKt4	B—K2
10.	B—KB4	P×P
11.	Kt×P	Kt×Kt
12.	B×Kt	.....

Nimzowitsch has carried out his plan. The chain of White Pawns in the middle has disappeared, to be sure, but the points Q4 and K5 are under White control, so that Black's Pawns K3 and Q4 which hem in Black's game, remain blocked, in spite of the absence of the usual blockade by White Pawns. In the following moves Nimzowitsch develops his pieces to cover these strategic points Q4 and K5, of which K5 is obviously the more important, as it cuts deeper into Black's position.

12.	.....	Kt—B3
13.	Kt—Q2	Castles KR
14.	Kt—B3	B—Q3
15.	Q—K2	QR—B1
16.	B—Q4	Q—B2
17.	Kt—K5	B—K1
18.	QR—K1	B×Kt

The exchange of the more mobile Bishop renders Black's position still worse. Still, it is psychologically natural that Black, in his restricted position, should want to exchange.

19.	B×B	Q—B3
20.	B—Q4	B—Q2
21.	Q—B2	R—KB2
22.	R—K3	P—QKt3
23.	R—Kt3	.....

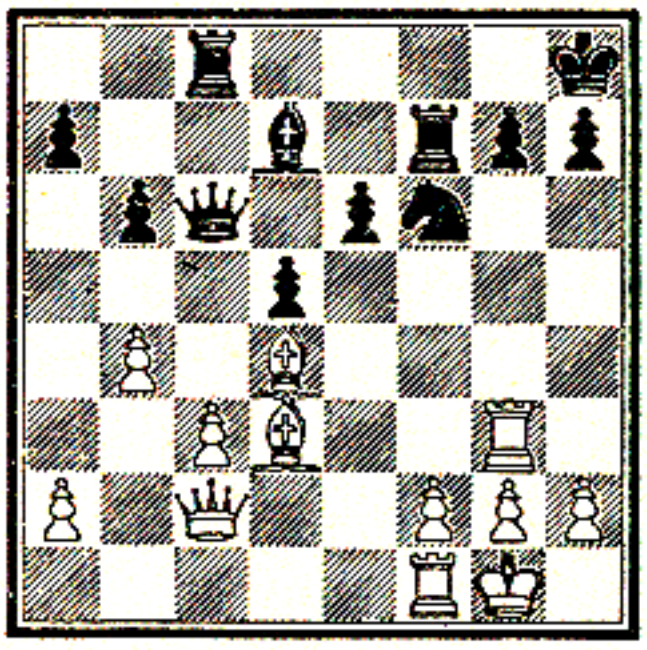
Black's restricted position in the centre, and his inability to co-ordinate his scattered forces, invites an attack. This now leads to an immediate advantage.

23.	.....	K—R1

Only the move P—Kt3; which would obviously be very weakening, could prevent material loss.

Position after 23. .... *K—R1*

Black: SALWE



White: NIMZOWITSCH

24. B × RP ! .....

This decides the game, since after Kt × B; 25. Q—Kt6 wins at once.

24.	P—K4
25. B—Kt6	R—K2
26. R—K1	Q—Q3
27. B—K3	P—Q5
28. B—Kt5	R × P
29. R × R	P × R
30. Q × P	K—Kt1
31. P—QR3	K—B1
32. B—R4	.....

Threatens to win another Pawn by B—Kt3.

32.	B—K1
33. B—B5	Q—Q5
34. Q × Q	P × Q
35. R × R	K × R
36. B—Q3	K—Q3
37. B × Kt	P × B
38. K—B1	B—B3
39. P—KR4	Resigns.

The Hanham Variation

As we have seen, the principal disadvantage of the Steinitz Defence of the Ruy Lopez lies in the fact that ultimately Black will be obliged to exchange his KP – designated by Tarrasch as 'Surrender of the Centre' – and White will thereby have the freer game. From the American chess player Hanham is derived a defensive system which aims at bringing about the Pawn position of this Steinitz Defence, K4 and Q3, and manages to maintain it. In other words, Black can provide sufficient support for his Pawn at K4 to escape the necessity of 'surrendering the centre' by exchanging it.

1. P—K4	P—K4
2. Kt—KB3	.....

Black protects the Pawn at K4, not by 2. .... Kt—QB3; for it is just this move which permits 3. B—Kt5, the Ruy Lopez attack, against which the centre cannot be properly maintained—but by going back to the Old Philidor Defence.

2.	P—Q3
3. P—Q4	.....

Now the protection 3. .... Kt—QB3; would again allow the pin by 4. B—QKt5. Black therefore again holds the centre with

3.	Kt—Q2

This move characterises the Hanham Defence. To be sure, it has this advantage over the Steinitz Defence of the Spanish Game, that the centre can be maintained, but on the other hand the position of the Knight on Q2 makes development difficult, which is why Black has to play most carefully. After 4. B—QB4, Black must decide on 4. .... P—QB3; as 4. .... KKt—KB3; is of doubtful value, on account of 5. Kt—Kt5, but 4. .... B—K2; is a fatal blunder, because of the reply 5. P × P, P × P; 6. Q—Q5, or 5. .... Kt × P; 6. Kt × Kt, P × Kt; 7. Q—R5. At any rate, such difficulties can be avoided by careful play on Black's part, and they are no justification for condemning the Hanham Variation. But a good reason will probably be found if one examines more thoroughly the positional characteristics of the situation. Black's centre is safe, but restricted. The disposition is similar to that of White in the attacking formation of the

Ruy Lopez created by Steinitz, in which he places the Pawns on K4, Q3 and QB3, in order to initiate a flank attack based upon the security of his centre. However, the disadvantage of the Hanham formation as opposed to the old Steinitz arrangement is that the King's Bishop remains enclosed within the chain of his own Pawns. As a result, the possibilities of attack on the wing, which are the only compensation for the confined position in the centre, are very much lessened, and vigorous countering by White shows them to be without prospects of success.

The proper treatment of the Hanham variations by White, therefore, consists not in any sharply aggressive action in the middle, but rather in preventing all possibilities of Black's deployment on either flank. The consequence will be such a restricted game for Black, that in order not to be completely stifled and to keep at least the point K4 for his pieces, he will finally agree to a voluntary surrender of the centre by exchanging his KP, as a rule under less favourable circumstances than he might have chosen at the beginning of the game.

Nimzowitsch, who for a time played the Hanham Variation with special partiality, introduced a tactical improvement, first replying to 3. P—Q4, with the counter-attack 3. .... Kt—KB3; and only after 4. Kt—QB3, going on to the characteristic Hanham protection 4. .... Kt—Q2. This sequence, though useful in so far as it helps the second player to avoid certain traps in the opening, can change nothing in the essential features of the position.

GAME 44

PHILIDOR DEFENCE

(HANHAM VARIATION)

San Sebastian 1911

White	*Black*
TEICHMANN	NIMZOWITSCH
1. P—K4	P—K4
2. Kt—KB3	P—Q3
3. P—Q4	Kt—KB3
4. Kt—B3	.....

There is no advantage for White in 4. P×P, Kt×P; 5. B—QB4, P—QB3.

4.	QKt—Q2
5. B—QB4	B—K2
6. Castles	.....

Here there is a possibility of direct attacking combinations, which would naturally be premature, however, and therefore not effective, e.g., 6. B×P ch., K×B; 7. Kt—KKt5 ch., K—Kt1; 8. Kt—K6, Q—K1; 9. Kt×BP, Q—Kt3; 10. Kt×R, Q×P; 11. R—B1, P×P! (A poor move would be Kt—Kt5; on account of 12. Q—Q3 !) followed by Kt—K4; or: 6. Kt—KKt5, Castles; 7. B×P ch., R×B; 8. Kt—K6, Q—K1; 9. Kt×BP, Q—Q1 ! 10. Kt×R, P—QKt3; and White will finally have a Rook and three Pawns for two minor pieces, but he will be in an unfavourable situation, nevertheless, owing to his poorer development.

6.	Castles
7. Q—K2	P—B3
8. B—KKt5	.....

This is a mistake which gives Black a very good game. Instead, White must allow Black no opportunity of expansion on the Q-side as explained above. For this purpose the move to make here is 8. P—QR4.

8.	P—KR3
9. B—R4	Kt—R4
10. B—KKt3	Kt×B
11. RP×Kt	P—QKt4
12. B—Q3	P—R3

In order to move P—QR4; eventually. Obviously, Black has already attained an attacking position on the Q-side.

13. P—R4	B—Kt2
14. QR—Q1	Q—B2

With P×QP; 15. Kt×P, P—QB4; Black would not win a piece, as White would reply 16. Kt—B5, P—B5; 17. Q—Kt4.

15. P×KtP	RP×P
16. P—KKt4	.....

White seems to be dreaming of an attack with P—KKt3, K—Kt2, and R—KR1. Instead of this he ought to be thinking of consolidating his already rather poor position, which might be possible with Kt—QKt1, and P—B3.

16.	KR—K1
17. P—Q5	P—Kt5
18. P×P	B×P
19. Kt—Kt1	Kt—B4
20. QKt—Q2	Q—B1
21. B—B4	P—Kt3

This prepares the attack on the K-side as well. Of course, Q×P; would be a mistake, on account of 22. B×P ch.

22. P—KKt3	K—Kt2
23. Kt—R2	B—KKt4
24. P—KB3	.....

After 24. P—B4, P×P; 25. P×P, B—B3; two of White's Pawns would be attacked.

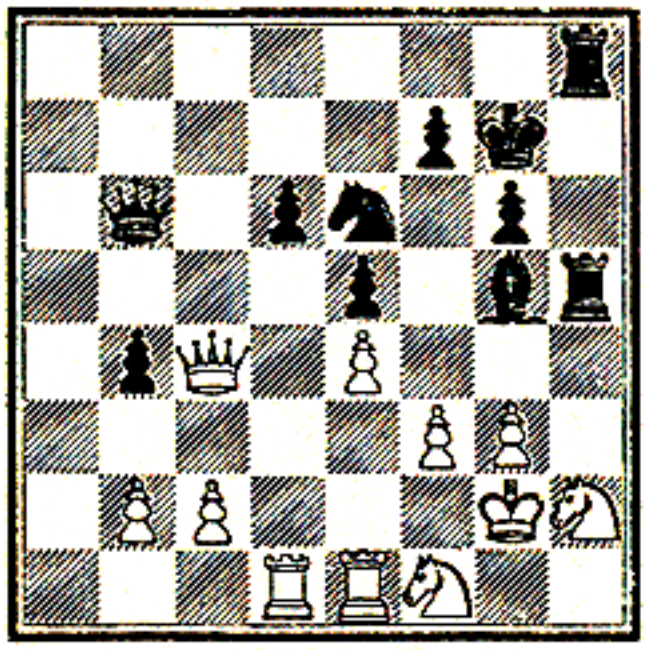
24.	Q—B2
25. KR—K1	.....

There was a threat of 25. .... Kt—R5; 26. R—Kt1, B×Kt; 27. Q×B, B×P; which is parried by the move actually made, as White's Bishop is protected after 28. R×B.

25.	R—R1
26. QKt—B1	P—R4
27. P×P	R×P
28. B—Q5	QR—R1
29. B×B	Q×B
30. Q—B4	Q—Kt3
31. K—Kt2	Kt—K3

Position after 31. .... *Kt—K3*

Black: NIMZOWITSCH



White: TEICHMANN

Black now threatens to finish the game in brilliant fashion, as follows: 32. .... R×Kt ch.; 33. Kt×R, R×Kt ch.; 34. K×R, Q—B7 ch.; 35. K—R3, B—B5; 36. R—KKt1, Kt—Kt4 ch.; etc.

32. R—K2	Kt—Q5
33. R(K2)—K1	.....

After 33. R—B2, follows B—K6 !

33.	Q—Kt2

Now White no longer has a good defence against 34. .... R—QB1; as 34. P—B3, will be refuted by P×P; 35. P×P, Q—Kt7 ch. He therefore decides to sacrifice the exchange, but the game is lost.

34. R×Kt	P×R
35. Kt—Kt4	Q—Kt3
36. P—B4	B—K2
37. R—Q1	P—B4
38. Kt—B2	P×P

39.	Q × P ch.	Q × Q
40.	R × Q	P—Q4
41.	P—Kt4	B—B4
42.	R—Q1	R—R5
43.	R × P	B × Kt
44.	K × B	R × P
45.	K—K3	R—QB1
46.	K × P	R—B5 ch.
47.	K—Q3	R(B5) × KBP

and Black wins. It is instructive to see how Black carries out the strategic idea of the Hanham Variation in this game. It is analogous to the strategic idea of the Steinitz attacking formation in the Ruy Lopez, that is, a secured centre, making a flank attack possible. Here Nimzowitsch is not content with an attack on *one* side, he knows how to combine the attack on the K-side and the Q-side, in an admirable manner.

Indian

The same considerations which make questionable the reply 1. .... P—K4; to 1. P—K4, also apply to the reply 1. .... P—Q4; to 1. P—Q4. With 1. .... P—Q4; the White Pawn Q4 as well as the Black Pawn Q4 will be fixed. Consequently, both Pawns can become points of attack for the other side—either for direct attack or to open up the file. But with early attack and counter-attack, when there is an open game at once, the advantages of having the first move become more evident. Practice confirms this theory. White can immediately make the move 2. P—QB4, which aims at opening the game, while Black can only with extreme caution and under great difficulties bring about P—QB4; which becomes absolutely necessary to even up matters.

Now it would not be far-fetched to seek a foothold in the middle in reply to 1. P—Q4, not with P—Q4; but, after certain preparations, with P—K4; on the analogy of the French game or the Caro-Kann, in which openings the reply to 1. P—K4 is not P—K4; but play that makes possible P—Q4. This defence was put into practice by Tschigorin. First, after 1. P—Q4, Black plays 1. .... Kt—KB3; in order to prevent or hinder P—K4, and then he plays P—Q3; QKt—Q2; after which White can no longer prevent P—K4.

The centre is in a state of flux, just as in the Hanham Variation. If White in the continuation is led to make the exchange P × P, an even game obviously results. Should Black, on the other hand, be forced to exchange Pawns, White has the freer position in the centre. In addition, White has the possibility, at need, of converting the unsettled position into a closed one with the advantage of controlling more territory by P—Q5. Moreover, White's Pawn at Q4 is better protected than Black's Pawn at K4, to begin with. And so we see that this state of flux is more favourable to White, for which reason this defence of Tschigorin's cannot be considered a very good one and is hardly played any more to-day. For the same reasons, the defence 1. .... Kt—KB3; was formerly considered irregular. A system of defence beginning in the same way has since been devised, which differs completely from Tschigorin's, and is now generally called the Indian defence, after an inspiration of Tartakower's.

In the early days of the Indian opening – 1920–1924 – it did not offer a system, but a great lack of system, and consequently there was a great diversity of moves. They played 1. .... Kt—KB3; held back the centre Pawn as long as possible, so as to be guided by White's disposition of his forces, and made White's formation of a centre difficult by a fianchetto

development of the Bishops. To bring some order into this multiplicity of moves, Kmoch suggested the following nomenclature: Old Indian, if no Bishops are developed on the side, Queen's-Indian or King's-Indian, if the QB or KB is so developed, and All Indian if both Bishops are.

That these designations are superfluous will appear very soon, we believe. For Old Indian – Tschigorin's defence, mentioned above – is bad, and is no longer played, and the same can be said of the fianchetto development of the KB. Here again we are not speaking of variations – the most certain variations are so often refuted – but of general considerations. With the fianchetto development of the KB to Kt2, Black is supposed to direct the attack against White's strong point. But when he is on the defensive Black has no justification for directing the attack against White's stronghold. It is impossible for such an attack to be successful. With B—QKt2; on the other hand, Black would be continuing the attack already begun with Kt—KB3; against White's points in the centre (White's K4 and Q5), which were weakened by White's first move, 1. P—Q4. This is a counter-move such as the second player should seek to make. It establishes a protective bulwark opposite the attacker's strong point, in order thus to obtain a position where the forces are balanced against each other.

On the other hand, one should attack the opponent's strong points only when one feels justified in playing for an advantage. After 1. P—Q4, Black is certainly not justified in doing that.

From this we realise also that Black in the Indian Defence will make all those moves which bring pressure to bear on K5 and Q4, and so not only 1. . . . . Kt—KB3; and B—QKt2; but also, especially after White's move Kt—QB3, the confining move B—QKt5.

The essential difference between the Indian Defence and 1. . . . . P—Q4; lies in the elasticity of Black's Pawn position. If, for example, White immediately exerts every effort to build up new strong points on his white squares and to enforce P—K4, then Black is not forced to persist stubbornly in his plan, but may feel free to adapt himself to the new situation and now in his turn concentrate on his black squares, and so, to make possible after all the moves P—Q3; and P—K4. In this he has an advantage over the old Tschigorin Defence, namely, that his KB is already on QKt 5, and can be exchanged for the Kt on QB6, but in any case does not remain locked up within its own chain of Pawns.

The extension of this system of the Indian Defence must be credited chiefly to Nimzowitsch.

GAME 45

INDIAN

Dresden 1926

White JOHNER	*Black* NIMZOWITSCH
1. P—Q4	Kt—KB3
2. P—QB4	P—K3
3. Kt—QB3	. . . . .

To avoid the pin on the next move, preference is usually given to-day to 3. Kt—KB3.

3.	B—Kt5
4. P—K3	. . . . .

An unassuming move, by which White shuts in his QB and obviously makes no attempt to obtain an advantage from the opening. In view of this situation, Black also plays simply, and no longer needs to develop his QB at Kt2.

4.	Castles
5. B—Q3	P—B4

This move, attacking White's QP, is the typical method of preventing the formation of a White Pawn centre by P—K4.

6.	Kt—B3	Kt—B3
7.	Castles	B × Kt
8.	P × B	.....

Of course, White now has the two Bishops, but they are ineffective here, as the QB has only limited power, owing to the way the Pawns are placed. On the other hand, the fact that the doubled Pawns B3 and B4 are blocked by Black's Pawn B4, is for White an obvious disadvantage that will cause much trouble in the course of the game.

8.	.....	P—Q3
9.	Kt—Q2	.....

A good move, which on the one hand protects B4, eventually permitting the reply Kt—Kt3, to the attacking move Kt—QR4; and on the other hand makes possible P—KB4. This is all the more important here, as Black will have to move P—K4; in order to free his QB for action.

9.	.....	P—QKt3
10.	Kt—Kt3 ?	.....

Here 10. P—B4, should have been played immediately, giving White an even game.

10.	.....	P—K4
11.	P—B4	.....

Now this move no longer leads to an opening up of the B-file. A still poorer move would be 11. P—Q5, on account of the reply P—K5; and Kt—K4.

11.	.....	P—K5
12.	B—K2	Q—Q2 !

With this original Blockade Manœuvre (P—KR4 and Q—B4—R2), Black permanently prevents any attack by White's P—Kt4. Furthermore, White's K-side, which has in this way been immobilised, will soon offer an object for Black's attack.

13.	P—KR3	Kt—K2
14.	Q—K1	.....

Here White could still gain an approximately even game if he had attended to the worst weakness of his position, namely, the ineffectiveness of his QB, by B—Q2—K1—R4.

14.	.....	P—KR4
15.	B—Q2	Q—B4
16.	K—R2	Q—R2

Nimzowitsch has completed his manœuvre, and White's K-side, which previously seemed threatening, is now condemned to a passive rôle and is itself threatened.

17.	P—QR4	Kt—B4

Threatens Kt—Kt5 ch.

18.	P—Kt3	P—R4

Thus White's Q-side is also blocked.

19.	R—KKt1	Kt—R3
20.	B—KB1	B—Q2
21.	B—B1	QR—K1

With this move Black wants to force White's P—Q5, so that after this immobilisation of the Q-side he can throw all his strength into an attack on the K-side.

22.	P—Q5	.....

White could still wait with that, but eventually Black would still carry out his plan with B—K3. Now Black begins his attack on the K-side.

22.	.....	K—R1
23.	Kt—Q2	R—KKt1
24.	B—KKt2	P—KKt4
25.	Kt—B1	R—Kt2
26.	R—R2	Kt—B4
27.	B—R1	QR—KKt1
28.	Q—Q1	P × P

Opening up the game in this way required careful consideration, as now Black's KP also becomes weak. Nimzowitsch plays the following combination part of the game with an abundance of ideas.

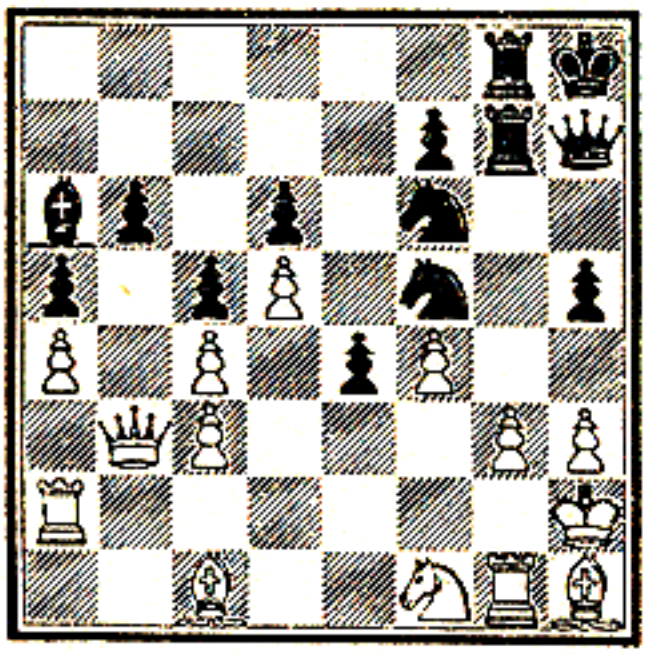
29.	KP × P	B—B1

The attack against the weak QB4 Pawn is meant to divert White's fighting forces from the defence of the K-side.

30.	Q—Kt3	B—R3

Position after 30. .... *B—R3*

Black: NIMZOWITSCH



White: JOHNER

31.	R—K2	.....

Johner is playing for a counter-attack. In the event of his plausible attempt to protect the point KKt3 still further by B—Q2—K1, Nimzowitsch had the following beautiful combination in mind: 31. B—Q2, R—Kt3; 32. B—K1, Kt—Kt5 ch.; 33. P × Kt, P × P ch.; 34. K—Kt2, B × P ! 35. Q × B, P—K6 ! and White can prevent the mate threatened with Q—R6; only by giving up his Queen.

31.	.....	Kt—R5
32.	R—K3	.....

If White, with 32. Kt—Q2, aimed at capture of the Pawn K5, a pretty conclusion might have followed:

32. Kt—Q2, B—B1; 33. Kt × P, Q—B4; 34. Kt—B2, Q × P ch.; 35. Kt × Q, Kt—Kt5 mate.

32.	.....	B—B1
33.	Q—B2	B × P
34.	B × P	.....

After 34. K × B, the game is decided by Q—B4 ch. White's defensive position has now been penetrated, and will soon be completely untenable as a result of Black's vigorous play. The conclusion is simple to understand.

34.	.....	B—B4
35.	B × B	Kt × B
36.	R—K2	P—R5
37.	R(Kt1)—Kt2	P × P ch.
38.	K—Kt1	Q—R6
39.	Kt—K3	Kt—R5
40.	K—B1	R—K1 !

Resigns.

GAME 46

NIMZOWITSCH DEFENCE

Niendorf 1927

White	*Black*
BRINCKMANN	NIMZOWITSCH
1. P—K4	Kt—QB3

This defence, which is often used by Nimzowitsch, brings pressure to bear on White's Q4, which has been weakened by his P—K4, and thus constitutes a preparation for P—

Q4. In the event of 2. P—Q4, for example, there follows 2. .... P—Q4; which continues the attack on White's Q4 according to plan. To 3. P—K5, Black's reply is B—B4; and he continues his attack on White's centre very soon with P—B3. Nimzowitsch has even recommended an immediate 3. .... P—B3; considering the continuation of White's attack by 4. B—Q3, quite harmless.

Opinions differ as to the best procedure to adopt against Nimzowitsch's Defence. Lasker recommends 2. P—Q4, P—Q4; 3. Kt—QB3, P × P; 4. B—QKt5. It seems to us that 2. Kt—KB3, is the most logical move, as it cripples the effectiveness of Black's QKt and thus opposes the formation of a closed defensive position by Black.

2. Kt—QB3	.....

In an absolute sense, this move is hardly a very strong one, as Black with P—K4; can bring about the innocuous Vienna Game. Relatively, however, i.e., against Nimzowitsch, the move does have this advantage over an immediate 2. P—Q4, that Black being anxious to play P—Q4; plays the preparatory move 2. .... P—K3; whereupon his QB can no longer develop to B4.

2.	P—K3
3. P—Q4	P—Q4
4. P—K5	.....

This move can be made here with less hesitation than in the analogous variations of the French Game, as Black cannot clean up White's centre with P—QB4; so easily, on account of his Kt at QB3. But, the question is whether Black cannot in the end succeed in breaking up White's centre with advantage.

4.	KKt—K2
5. Kt—B3	P—QKt3
6. Kt—K2	.....

White wants to have the possibility of consolidating his centre with P—B3, but thereby makes possible for his opponent the following strong move, which eventually leads to the exchange of Black's inactive QB for White's KB, which has much more scope.

6.	B—R3 !
7. Kt—Kt3	B × B
8. K × B	.....

White has plans for attack, and therefore does not want to go back with his Kt.

8.	P—KR4 !

Such manœuvres are somewhat startling, and yet they are excellent, and aim at the domination of white squares. First there is a threat of P—R5; combined with an impregnable Kt-position on KB4. We shall see later that, positionally, the most important factor in this game is Black's domination of the white squares, which has been made possible only by the exchange of White's KB.

9. B—Kt5	Q—B1
10. Q—Q3	.....

White wants to meet the thrust Q—R3. Positionally more correct, however, would be to maintain the Kt on Kt3 by P—KR4.

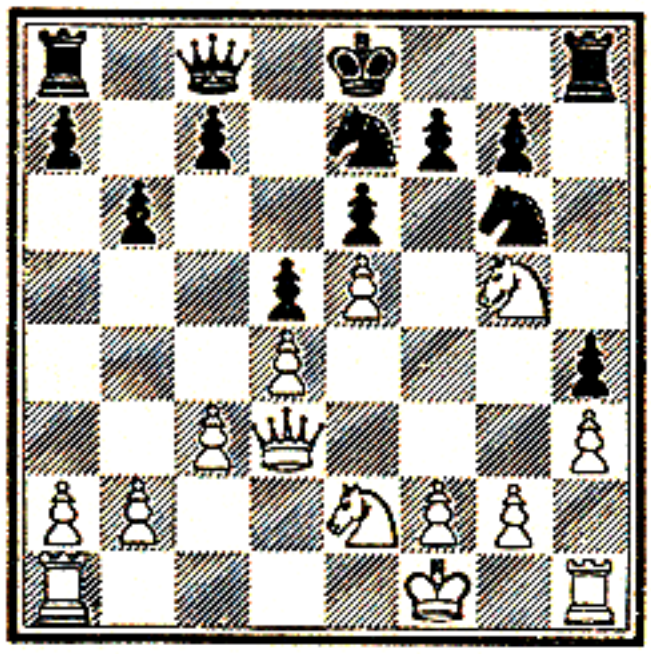
10.	Kt—Kt3
11. P—B3	.....

Even now White could still play P—KR4, but then Black could seize the initiative on the Q-side by gaining tempo with Kt—Kt5; and P—QB4.

11.	.....	P—R5
12.	Kt—K2	B—K2
13.	P—KR3	B × B
14.	Kt × B	QKt—K2

Position after 14. .... *QKt—K2*

Black: NIMZOWITSCH



White: BRINCKMANN

Much profit can be derived from a study of this position. White is in control of more territory, and so one might think he has the advantage. But that is not the case. The real criterion by which to appraise closed positions is the possibility of breaking through. In general, the player who can move freely over a greater area can probably place his pieces more advantageously for a possible breakthrough than his opponent, who is restricted in his movements.

As we know, this is the idea underlying the method of playing in restricted positions which owes so much to Dr. Tarrasch. Tarrasch's opposite, Nimzowitsch, now shows that one may be in a restricted position and yet have every possibility of breaking through. Thus, in the present position, the possibilities of White's breaking through obviously lie in P—QB4, and P—KB4—B5. The first is scarcely a strong move, for White dominates more territory in the middle and on the K-side, but not on the Q-side. In the present case it is a particularly doubtful move, as White's QP would become 'backward.' The liberating move dictated by the position would therefore be P—KB4—B5.

But there can be no question of making those moves, as White will obviously never be able to dominate the point KB5. Furthermore, Black has made very good provision for the future in his seemingly artificial but really very profound manœuvres (Kt—Kt3; P—KR4—R5; Kt—K2; but above all in the exchange against White's KB).

Thus, while White has no possibilities of breaking through, and is therefore limited to making waiting moves behind the wall of his Pawns, the second player has at his disposal the possibilities of breaking through afforded him by P—KB3; and P—QB4. Black alone, therefore, is able to take the initiative, and consequently he is in a superior position, in spite of his limited control of territory.

15.	K—Kt1	P—KB3 !
16.	Kt—B3	Q—Q2
17.	K—R2	P—QB4
18.	P—QB4	.....

As Brinckmann himself states in the Niendorf Tournament Book, he commits an act of violence in this move, realising that otherwise he will be gradually crushed through lack of a counter-offensive.

18.	.....	Q—B2
19.	P × QP	P—B5
20.	Q—B2	P × QP
21.	KR—K1	Castles
22.	Kt—B3	P × P
23.	Kt × KP	Kt × Kt
24.	P × Kt	P—Q5
25.	Kt—Kt5	Q—B4
26.	Kt—Q6	P—Q6

It would seem simpler for Black to keep his mass of Pawns intact

with P—QKt4. However, White will reply with 27. Q—Q2, and obtain counter-chances on the K-side, where he has the superiority.

27.	Q × BP ch.	Q × Q
28.	Kt × Q	R × P
29.	QR—Q1	R—QB1
30.	Kt—K3	R—Q1
31.	Kt—B4	Kt—B4

After an immediate P—QKt4; there would follow 32. Kt—Q6. But now White must prevent P—QKt4.

32.	P—R4	.....

To 32. P—K6, Nimzowitsch planned the beautiful reply R—K7. If that led to 33. R × P, for example, there would follow R × R; 34. R × QR ch., K—R2; and White has not sufficient defence against the threat Kt—Kt6.

32.	.....	K—B2
33.	R—K4	R—K7 !
34.	R—B4	.....

White is now completely lost. After 34. R × R, P × R; 35. R—K1, Black would win with R—Q8; 36. R × P, Kt—Kt6.

34.	.....	K—K3
35.	R—Kt4	P—Q7
36.	R—Kt6 ch.	K—B2
37.	R—Kt4	P—R3
38.	R—B4	K—K3

White now has no defence against P—Kt4.

39.	Kt—Q6	Kt—K6

Resigns.

MILAN VIDMAR

VIDMAR was born in Laibach in 1887. He completed his studies at the Vienna Technical College and is at present Professor at the Technical College in Laibach. He has won renown especially in the field of electrical engineering.

It was during his college days that he, like so many others in Vienna, received his training as a chess master. He has not been as successful in chess as most of the masters discussed in this book. He never won first prize in the more important international tournaments, and hardly ever the second prize. Probably his greatest success was the division of the second and third prizes with Rubinstein in San Sebastian 1911, half a point behind Capablanca. Nevertheless, Vidmar is included among the most important masters of the present day, for the reason that he never has failures. With almost unvarying regularity he is accustomed to getting third place even in the strongest tournaments. These uniform results indicate that he always plays with scientific calm and puts all his strength into the game. He has accomplished very little that is theoretically new, and yet his games are extremely instructive for the student on account of their lucidity and technical precision.

GAME 47

BUDAPEST DEFENCE

Berlin 1918

White	*Black*
RUBINSTEIN	VIDMAR
1. P—Q4	Kt—KB3
2. P—QB4	P—K4

This 'Budapest Defence,' invented in 1917 by the masters Abonyi, Barasz and Breyer, is significant for its attack against those of Black's points in the middle of the board, which have been weakened by P—QB4. In the light of other experiences, however, Black's aggressiveness so early in the game is not without its drawbacks.

3. P × P .....

If it is thought preferable to decline the sacrificed Pawn, this can be done very well with 3. Kt—KB3, and a method of play introduced that is similar to the analogous tactics of the English Game 1. P—QB4.

3. ..... Kt—Kt5

White now has several continuations:

1. The attempt to keep the Pawn. However, the disadvantage of this will be revealed in the present game.

2. The impetuous, aggressive continuation 4. P—K4, Kt × KP; 5. P—B4. This continuation is obviously intended as a clear refutation of the Budapest Defence and should, therefore, in order to be correct, presuppose the blatant incorrectness of the Budapest Defence. The analysis of this attempt can be said to be as yet incomplete, but there is a steadily growing conviction that although on the one hand the extravagant hopes that were placed in the Budapest Defence when it first appeared were not justified – refutation of 2. P—QB4, – on the other hand it is not so unsound that it can simply be demolished. Methods will therefore have to be sought to assure to the first player if not a decisive advantage then at least the usual small advantage which he ought to expect.

White's task of maintaining the advantage of 'the move' is easier in the Budapest Defence than in the usual Indian Defence on account of the early opening up of the game which brings in its wake well defined strategic ideas. The comment on the 6th move of this game will suggest what is at least a very simple and convenient method, if not the strongest one.

4. B—B4	.....

If 4. Kt—KB3, Black can win back the Pawn without any difficulty by B—B4; 5. P—K3, Kt—QB3.

4.	Kt—QB3
5. Kt—KB3	B—Kt5 ch.
6. Kt—B3	.....

If Rubinstein were not playing with the aim of keeping the Pawn, he would certainly prefer the more natural move 6. QKt—Q2, as he did in later years. The sequel would be: 6. .... Q—K2; 7. P—QR3, KKt × KP ! 8. Kt × Kt, Kt × Kt; 9. P—K4, B × Kt ch.; 10. Q × B, and White with his two Bishops has the easier game.

6.	Q—K2
7. Q—Q5	B × Kt ch.

Whether the attack herewith introduced by Vidmar would have been effective against the best possible play by his opponent is very doubtful. See the comment on the 13th move. A decision in favour of immediately playing the real Gambit Game with 7. .... P—B3; would probably have been stronger.

8. P × B	Q—R6
9. R—B1	P—B3
10. P × P	.....

To 10. P—K6, Black's reply would be simply P × P; 11. Q—R5 ch., P—Kt3; 12. Q × Kt, P—K4; winning back the piece with advantage.

10.	Kt × P
11. Q—Q2	P—Q3
12. Kt—Q4	Castles
13. P—K3	.....

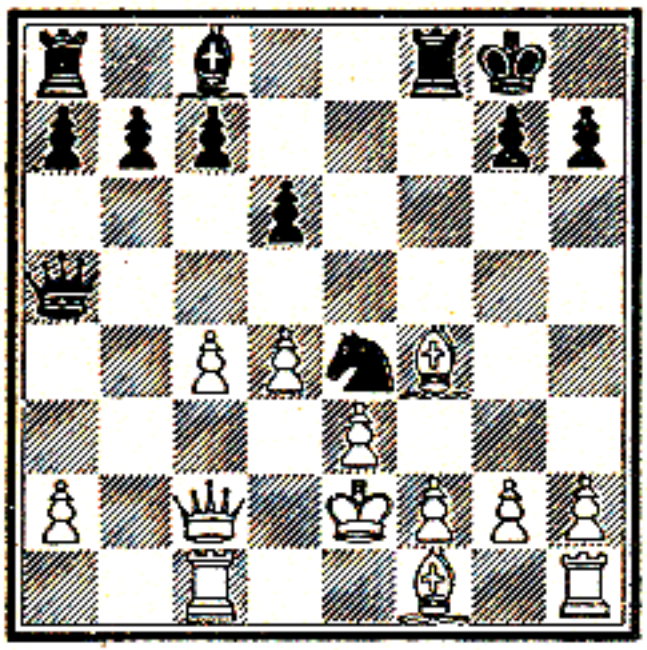
This is the decisive mistake. With 13. P—B3, and 14. P—K4, White could take up a secure position.

13.	Kt × Kt
14. BP × Kt	Kt—K5
15. Q—B2	Q—R4 ch.
16. K—K2	.....

After 16. K—Q1, Black continues the attack with B—B4; 17. B—Q3, Kt × P ch.

Position after 16. *K—K2*

Black: VIDMAR



White: RUBINSTEIN

16.	.....	R × B !
17.	P × R	B—B4
18.	Q—Kt2	R—K1
19.	K—B3	Kt—Q7 ch.

Black could also force the win by P—R4; 20. P—KR3, P—R5. White's King will then be unable to free himself from the mating net without decisive material loss. Instead of this Vidmar succeeds in making things easier for himself by repeating his last move; in attempting to avoid a repetition of moves Rubinstein is lured into selecting a square still less favourable for his King.

20.	K—Kt3	Kt—K5 ch.
21.	K—R4 ?	R—K3
22.	B—K2	R—R3 ch.
23.	B—R5	R × B ch.
24.	K × R	B—Kt3 ch.

and mate next move.

SAVIELLY TARTAKOWER

TARTAKOWER, like so many other chessmasters, has led the life of a wanderer. He was born at Rostov-on-the-Don in 1887. His native language was Russian, but he was a subject of Austria-Hungary, and since the war he has been a Polish citizen. He received his early education in the city of his birth, later obtaining a degree in Geneva and completing his legal studies at the University of Vienna. In the decade preceding the World War probably more chess masters of note, especially the younger, rising talents, were to be found in Vienna than in any other city at any time.

It was in this environment that Tartakower received his chess training. As early as 1906 he succeeded in winning first prize and the title of Champion of the German Chess League from fifty competitors in the international Major tournament at Nuremberg. A few months later he divided the third to fifth prizes with Maroczy and Vidmar at a master's tournament held under the auspices of the Vienna Chess Club. However, he did not at once fulfil the expectations that he aroused in the chess world by this rapid progress. Not until after the war was he able to win the successes which have placed him among the leading masters. We mention only the most important ones: Second Prize, The Hague 1921; Second Prize, Vienna 1922; First Prize in the Schlechter Memorial Tournament of the Austrian Chess Association, Vienna 1923; First and Second Prizes divided with Nimzowitsch in Niendorff 1927 and again in London 1927.

Tartakower is besides an extremely versatile personality. Not only is he a Doctor at Law, a chess master and a very prolific author of books on chess, but he has also won a reputation in the literary world, has written for the screen, and is particularly well known for his translations of modern Russian poetry into German and French. At first his brilliant intellect, which readily finds expression in aphorism and paradox, makes a fascinating impression. Then there usually comes a critical doubt, borne of the suspicion that there may be only superficiality behind all this sparkling wit. But in the end it becomes clear that Tartakower's real personality, which is rather

difficult to apprehend, the real foundation of his success, is to be found in his admirable capacity for work, in an indefatigable search for truth with which to overcome an inborn scepticism that breaks out again and again.

We can understand the psychology of the chess player from the psychology of the man. Tartakower knows everything, but he does not play the openings that are considered the strongest; it gives him pleasure to choose those that are considered weaker, so that he can reveal the shortcomings of the recognised theories wherever that is possible. Indeed, he has in this way contributed much to the revision of old dogmas.

Dutch

Among the openings which it had been thought were for ever done with and which Tartakower brought back to new life, are the Dutch Attack (1. P—KB4), and the Dutch Defence (1. .... P—KB4; against 1. P—Q4, or 1. P—QB4, or 1. Kt—KB3). The objection to the Dutch Attack is that it reveals White's game or 'commits' the first player. Thus, for instance, it is clear that White's QB, in order not to remain restricted in its activity by the Pawn on KB4, had best be developed on the wing, and that in the continuation White will therefore select the development P—QKt3, and B—QKt2. Such considerations facilitate the second player's defence, in bringing about a closed position without disadvantage in territory, and thus an equalisation. The so-called 'From's Gambit,' 1. .... P—K4; by which the second player, certainly without sufficient justification, seeks to open up the game violently by sacrificing his Pawn, is a contradiction of logic and therefore hardly correct. Black may win back his Pawn, but he will be worse off in the end.

More deserving of consideration than the Dutch Attack, which is hardly used any more to-day, is the Dutch Defence 1. P—Q4, P—KB4. It should cause no surprise that a move that may be good as Black's first move, may not be recommended as a first move for White, though he is one tempo ahead. The great difference consists in the fact that Black, just because he is at a disadvantage as regards tempo, should from the first strive only for equalisation, and must therefore be satisfied with a system which has that in view, while White naturally should seek a scheme of development that promises him an advantage, even though it be a minute one. Now the move 1. .... P—KB4; probably has the same disadvantage as 1. P—KB4, namely, that it reveals the plan at once and means a commitment. The same objection, moreover, can also be made to 1. .... P—Q4; after which the Pawn position already tends to become fixed. And yet the Dutch Defence has in common with 1. .... P—Q4; and also with the Indian Defence 1. .... Kt—KB3; that by means of it the second player, in keeping with the demands of logic, attacks White's K4, which has been weakened by 1. P—Q4, and thus plays for a closed type of defence, while an early opening up of the game would accommodate the first player, who has the advantage of tempo.

For a long time it was thought that the Dutch Defence could be refuted by opening up the game immediately in the Gambit style with 2. P—K4,

the so-called 'Staunton Gambit.' But in any case it is doubtful policy to sacrifice a centre Pawn thus early, for which reason the correctness of the Gambit appears very questionable. After

1. P—Q4	P—KB4
2. P—K4	P × P
3. Kt—QB3	Kt—KB3
4. B—KKt 5	. . . . .

White does not yet threaten anything, for winning back the Pawn by 5. B × Kt, and Kt × P, does not constitute a threat; in fact, Black would then have the advantage, owing to his two Bishops. Therefore no matter how Black may play, – not 4. . . . . P—K3; of course, on account of Kt × P, – White will have to offer a real Gambit with 5. P—KB3. Black can accordingly prepare himself for that. Tartakower recommends 4. . . . . P—KKt 3; 5. P—KB3, P × P; 6. Kt × P, P—Q4; against which Alekhin opposes 5. P—KR4, which is, however, by no means a definite continuation of the attack. It seems to us a very good continuation would be

4.	P—Q3

With the double purpose of making headway in the centre with P—K4; and of preparing for Castles QR.

5. P—B3	P × P
6. Kt × P	B—Kt5

At any rate, Black's position is not a bad one.

However, in order to avoid the complications of this Gambit, the Dutch Defence is often introduced with 1. . . . . P—K3; thus 1. P—Q4, P—K3; 2. P—QB4, or 2. Kt—KB3, P—KB4. If White plays 2. P—K4, the French Game is brought about.

Staunton's Gambit is based on a positionally correct idea, although it takes a somewhat rash form. The purpose of the Dutch Defence is to establish Black's point K5 as an advanced post of a closed formation. The moves that follow as a rule, Black's Kt—KB3 ; P—QKt3; B—QKt2; the pin of White's QKt by B—Kt5; are all subordinated to this aim. If White therefore succeeds, without loss of tempo and without exposing himself to attack in other ways, in breaking through the white squares, K4 and eventually Q5, Black's scheme of development will be thwarted, and the game opened up with advantage to the first player. White's K4 is therefore the most important strategic point in the Dutch Defence, and the opening as a rule commences a battle for its possession. If White does not fight for K4 at all, but allows the second player to complete his formation, Black obtains in the Dutch Defence a very good game with many possibilities.

With the positional trend of this battle for K4, White has at his disposal two systems deriving from Steinitz. One consists in development by P—QB4, P—K3, Kt—QB3, B—Q3, KKt—K2, so that if Black meanwhile has already made all the above-mentioned typical moves for the domination of K4, White can thwart them by P—KB3, and if opportunity arises break through himself with P—K4. However, this method of development is untrustworthy, like all systems that seek too great an advantage without the justification of a serious blunder on the part of one's opponent or of an accumulation of small advantages beforehand. White's Pawn

position Q4, QB4, K3, KB3, does not, and can be rolled up by P—QB4; and P—Q4.

The other system, which has been taken up again in recent years, especially by Gruenfeld, consists in the Fianchetto development by 2. P—KKt3. This system is awkward for Black, as it makes the development of his QB at Kt2 more difficult. If Black now plays P—Q4; to oppose White's B at Kt2, White gets up an attack against Black's fixed Pawn position by P—QB4. According to Gruenfeld, the best policy for White is to develop his KKt over KR3 to KB4. But if Black introduces the Dutch Defence with P—K3; that is, after 1. P—Q4, P—K3; White is obliged to make the more modest move 2. Kt—KB3, if he selects this system. Of course, the move 2. P—KKt3, would be senseless, as Black would reply to it not in the Dutch manner, but with P—Q4; for example, and 2. P—QB4, would not be in keeping with the spirit of the system, which only uses the QBP as a battering ram after Black has played P—Q4.

GAME 48

DUTCH

Teplitz-Schoenau 1922

White	*Black*
MAROCZY	TARTAKOWER
1. P—Q4	P—K3
2. P—QB4	P—KB4
3. Kt—QB3	Kt—KB3
4. P—QR3	.....

A move that is characteristic of Maroczy's defensive style. The aim, of course, is to prevent B—QKt5. We can see that here too it is a question of dominating the point K4, in keeping with the idea of the Dutch game. But though P—QR3, has this positional significance, still it appears to be too tame to exploit the advantage of 'having the move.'

4.	B—K2
5. P—K3	Castles
6. B—Q3	P—Q4

Black thereby selects the Stonewall formation, which we have seen in the Schlechter-Johner game. The essential difference between the two games consists in the fact that in the latter case White could develop his QB to KB4 and exchange against Black's KB. After that, the Black squares in Black's position remained hopelessly weak. However, if White has confined his QB by P—K3, there can be no great objection to Black's Stonewall formation, especially if Black has an advantage in development, as in the present game. The best thing for White now is to realise that he has derived no benefit from the opening, and to form an opposing Stonewall, thus obtaining equalisation, either by P—KB4 combined with Kt—KB3 and later on Kt—K5, or first, as in this game 7. Kt—KB3, and 8. Castles, but then 9. Kt—K5, and P—KB4.

7. Kt—B3	P—B3

Observe here the possibility of making an error which often occurs in the Stonewall: 7. .... Kt—K5; 8. P×P, P×P; 9. Q—Kt3, and Black, on account of White's double attack on Black's Q4 and K5, would have to decide on Kt×Kt.

8. Castles	Kt—K5
9. Q—B2	B—Q3
10. P—QKt3	Kt—Q2
11. B—Kt2	.....

Positionally White's next task should be to make use of his rather indifferently placed QB. The development to QKt2 would be logical if White continued with Kt—K5. Maroczy, however, to his cost, does

not play such a logical and energetic game, but continues his pointless defence.

Nimzowitsch, incidentally, solves the problem of the QB in such situations with P—QR4 and B—R3.

11.	R—B3
12. KR—K1	R—R3

This threatens to sacrifice the B on R7.

13. P—Kt3	Q—B3
14. B—KB1	.....

White's position is already very uncomfortable. The move that one would most like to make, 14. Kt—Q2, would be refuted by Black's Kt-sacrifice on KB7. White would do best to carry out consistently the defensive manœuvre begun with the text move, continuing with 15. B—KKt2, and 16. Kt—Q2.

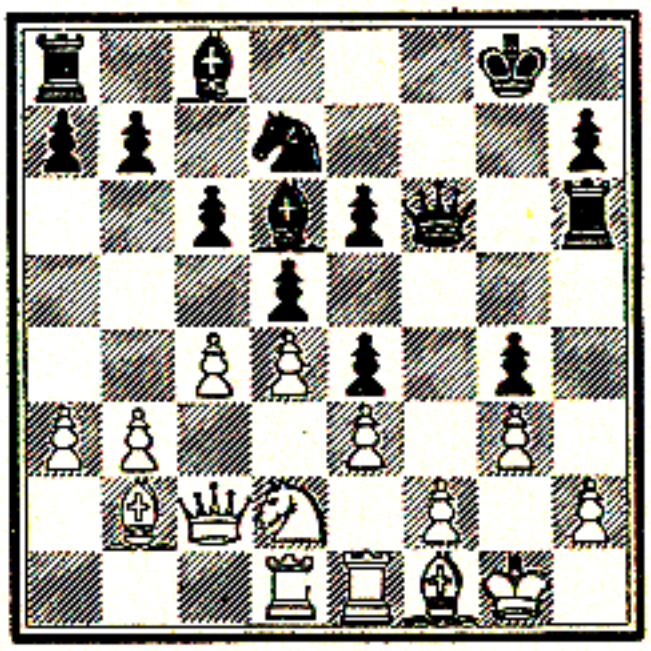
14.	P—KKt4
15. QR—Q1	P—Kt5
16. Kt × Kt	.....

Forced. After 16. Kt—Q2, Black's sacrifice of a Kt would again be decisive: 16. .... Kt × BP; 17. K × Kt, R × P ch.; 18. B—Kt2, B × P ch.

16.	BP × Kt
17. Kt—Q2	.....

Position after 17. *Kt—Q2*

Black: TARTAKOWER



White: MAROCZY

White's K-position certainly seems to be endangered, but on the other hand Black's Q-side is backward in its development, and if Black should continue his attack in routine fashion, White will gain time for the consolidation of his position. See, for example, the following plausible continuation suggested by Tartakower: 17. .... Kt—KB1; 18. B—Kt2, Kt—Kt3; 19. Kt—B1, B—Q2; 20. R—K2, R—KB1; 21. P—Kt4, etc.

Instead of this ineffective continuation of the attack, Tartakower demonstrates the superiority of his position by devising a type of combination without precedent in the literature of chess. He first sacrifices a Rook, in order to demolish the Pawn wall protecting White's King, and then very deliberately completes the development of his Q-side despite his great disadvantage in material. The possibility of making this combination arises from the fact that, though White's pieces seem to be in a good position on the Q-side, it is, as Tartakower has cleverly realised, only by extremely protracted and unwieldy tactics that they can group themselves for protection of the K-side.

As Black, after his Rook sacrifice, does not continue with an immediate attack but completes his development, White is not limited to forced moves but has many moves to choose from. It would not suit the general pedagogical purpose of this book to examine all the details of every possible variation. The fact is that in spite of numerous analyses, no really satisfactory defence has been found for White.

17.	R × P
18. K × R	Q × P ch.
19. K—R1 !	.....

A weaker move would be 19. B—Kt2. White must reserve himself the option of playing his Rook to KR2 via K2.

19. ..... Kt—B3 !

The pin of the Knight on White's Q2 constitutes an essential element of Black's combination. After 19. .... Q × KtP; would follow 20. Kt—Kt1, and White's Queen could be brought up for the defence of the K-side.

20. R—K2	Q × KtP
21. Kt—Kt1	Kt—R4
22. Q—Q2	B—Q2 !
23. R—B2	Q—R5 ch.
24. K—Kt1	B—Kt6

This already forces White to surrender the exchange. For, if 25. R—Kt2, then, after 25. .... R—KB1; 26. Q—K2, R—B6; 27. B—B3, B—Q3 (threatening R—R6); 28. B—K1, P—Kt6; 29. Kt—Q2, Q—Kt5; there is a fantastic situation, in which White, in spite of his large material superiority, would be completely helpless against the threat Kt—Kt2—B4.

25. B—B3 .....

Here is the only critical point of the bold combination. As Tartakower himself states, White would do better to yield the exchange with 25. R—R2. Tartakower remarks that even so, Black would remain master of the situation with 25. .... B × R ch.; 26. Q × B, Q—Kt4; 27. B—B1, P—Kt6; 28. Q—R1 ! K—R1 ! 29. B—K2, Kt—B3; 30. R—B1, R—KKt1; 31. R—B4, P—K4 ! 32. P × KP, Q × P; 33. Q—R4, R—Kt3; 34. B—Q2, P—Q5; 35. P × P, Q × P ch.; 36. K—Kt2, Q—Kt7; but he overlooks White's favourable continuation 37. R × Kt, R × R; 38. Q × R ch., Q × Q; 39. B—QB3.

Of course, this demonstration does not prove the incorrectness of the combination; the entire variation is much too long and not sufficiently convincing for that.

25.	B × R ch.
26. Q × B	P—Kt6
27. Q—Kt2	R—KB1

Black completes his development and at the same time threatens R—B7; 29. Q—R1, R—R2 winning the Queen.

28. B—K1 .....

White hopes to propitiate his opponent by giving back the piece. Thus, if 28. .... Q—R7 ch.; 29. Q × Q, P × Q ch.; 30. K × P, R × B; White, in spite of his disadvantage in material, would attain a strong position with 31. Kt—Q2, and 32. B—R4.

28. ..... R × B ch. !

Black concludes the game in style.

29. K × R	P—K4
30. K—Kt1	.....

Dr. Tartakower here suggests the following two piquant variations: (1) 30. B × P, Kt × B ch.; 31. K—B2, B—Kt5; 32. R—K1, Kt—K7 ch.; 33. K—B1, K—R1; with B—R6. (2) 30. K—K2, B—Kt5 ch.; 31. K—Q2, Q—R7 ! etc.

30.	B—Kt5
31. B × P	.....

After 31. R—Q2, Black established his advantage in the simplest way with 31. .... P × QP; 32. P × QP, B—B6; 33. B × P, Kt × B; 34. Q—R2, Q × Q ch.; 35. R × Q, Kt—K2 ch.; and Kt × P.

31.	Kt × B
32. R—K1	Kt—B4
33. Q—B2	Q—Kt4
34. P × KP	.....

White has lost the energy to resist. But even after the better move 34. K—B1, the inevitable conclusion could not be put off much longer. After that Black could continue the attack with Q—R4; or P—KR4.

34.	B—B6 ch.
35. K—B1	Kt—Kt6 ch.

Resigns.

JOSE RAOUL CAPABLANCA

José Raoul Capablanca was born in Havana, November 19, 1888. He learned to play chess at the age of four, and at eleven he was already champion of Cuba. After that he renounced the game for several years in order to devote himself to his studies, which he completed at Harvard University. In 1909 he gained international recognition as a chess master in a match with Marshall, which the 21-year old player, until then practically unknown, won with 8:1 and 15 drawn games, to everybody's great surprise. He proceeded to pile up victories in rapid succession. To mention only the great international tournaments, he won First Prize in San Sebastian 1911, London 1922 and New York 1927, Second Prize in St. Petersburg 1914, New York 1924. Only once, in Moscow 1925, did he have to content himself with Third Prize. In match games, he defeated not only Marshall but also Kostitsch (Havana 1919) with 5:0 and no drawn games and Lasker (Havana 1921) with 4:0 and 10 drawn games. This last match also won for him the title of world champion, which he lost to Alekhin in Buenos Aires 1927.

What is immediately striking, even in a superficial study of Capablanca's method of play, is his great assurance, his almost complete freedom from blunders and false interpretations of the position. This is undoubtedly a consequence of the fact that he learned chess as a child of four. In a sense, chess is his mother tongue. To him deductions from simple positions are a matter of course where players who have learnt their chess more laboriously later in life must first take their bearings. To carry the simile further, let us compare him, say, with Rubinstein who, together with Capablanca, was considered Lasker's chief rival in the period before the war. The experts thought more highly of Rubinstein, because of the depth of his style, but the general public favoured Capablanca on the whole.

Rubinstein first learned chess when he was eighteen, and he has never quite mastered all the difficulties of the medium, so that again and again he commits surprisingly obvious blunders, sometimes in his best conceived games. He is like an orator

speaking not his own but some foreign language, that he has learned late in life, so that in spite of his profound ideas, he cannot always find the most effective word. Capablanca, on the other hand, speaks his native tongue when he plays chess, and he couches his thoughts in the proper terms with ease. It is owing to this, also, that he plays the most difficult tournament games with comparative rapidity, rarely uses the full period allowed for reflection and never finds himself pressed for time.

The rules of technique signify for chess what the rules of grammar signify for language. But in one's native language, grammar is an unnecessary crutch, which is replaced by one's feeling for the language, the rich experience stored in one's subconscious mind. And Capablanca has the finest possible feeling for chess. Just by reference to that superior pattern in his mind he has succeeded in pointing out the errors of exaggeration in many of the old rules. We shall exemplify this by instances in particular games.

The following game gives us an opportunity of discussing the Ruy Lopez in the form most generally used to-day.

GAME 49

RUY LOPEZ

New York 1927

White	*Black*
CAPABLANCA	VIDMAR
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—QR3

This is practically the only defence of the Ruy Lopez used to-day, as it relieves the pressure a little and in the advance of the Pawns on the Q-side, offers the hope of obtaining a counter-offensive, even though it be at the cost of incurring some disadvantages. On the other hand, 3. . . . . Kt—B3; very clearly leaves the first player the initiative, and other defences, such as 3. . . . . Kt—Q5; or 3. . . . . P—B4; are obviously incorrect.

A defence of the Ruy Lopez that should really be altogether satisfactory in every respect has not yet been discovered and will probably never be. That this opening is so rarely used in the modern tournaments is principally due to the fact that to-day the move 1. P—K4, is hardly ever answered by P—K4; any more. The hypothesis that the author advanced and established in his earlier book, *Modern Ideas in Chess*, namely, that the reply 1. . . . . P—K4; is a mistaken one and will be refuted by the consistent attack against Black's K4 as exemplified in the Ruy Lopez, is admitted to-day in the practice of the masters.

4. B—R4	Kt—B3
5. Castles	B—K2

The chief alternative 5. . . . . Kt × P; 6. P—Q4, P—QKt4; 7. B—Kt3, P—Q4; has often been condemned, on account of the many weak points that it gives to Black, but as it offers the second player a larger range of action for his pieces than other defences, it is tried repeatedly by combinative players.

6. R—K1 .....

On the analogy of similar positions, one would really have to assume that 6. Q—K2, is stronger here. To-day the move with the Rook is preferred in practice.

6. ..... P—QKt4
7. B—Kt3 P—Q3
8. P—B3 Kt—QR4

Formerly, this move was considered necessary here, in order to lead to P—B4; and thus make possible a counter-offensive in the centre and on the Q-side. The argument was that after White's P—Q4, Black's Knight on QB3 would be committed to the protection of Black's K4, and that besides, White would then threaten to isolate Black's Pawns R3 and QKt4 with P—Q5, and subsequently attack them with P—QR4. Although this argument is strategically correct, tactically it does not answer in this position, as was recognised during the New York tournament of 1924. That is, Black can here first move 8. .... Castles; without fear, since an immediate 9. P—Q4, would give the second player a very good game after the reply B—Kt5! After 8. .... Castles; White's best reply therefore would be a preparation for P—Q4; with 9. P—KR3, whereupon Black would now have to play Kt—QR4; for the reasons mentioned above.

As later in the present game there will be played 11. .... Castles; 12. P—KR3, we have merely a different sequence of the more precise continuation suggested in our comment.

9. B—B2 P—B4
10. P—Q4 Q—B2
11. QKt—Q2 Castles
12. P—KR3 Kt—B3

The characteristic feature of the position is the state of flux in the centre, which is obviously favourable here for White, as Black cannot put an end to it except with disadvantage to himself. Indeed, a single or double exchange on White's Q4 would clearly be of great advantage to White. In such positions Black must try to force White to declare his intentions in the centre – P—Q5, or P×KP, – simply because he cannot change the situation nor can he undertake anything else very well, owing to the unclarified centre.

This clearing up of the centre Black wants to provoke by the text move Kt—QB3. Many players prefer for the same purpose B—Q2; and KR—B1; as Black's Knight at QR4 can from time to time do good service there by threatening to reach B5; for example, in case White should want to continue his development with Kt—KB1 and B—K3.

13. P—Q5 .....

In his match with Tarrasch in 1908, Lasker tried in two games to maintain the balance in the centre by the offer of a Pawn sacrifice by 13. Kt—KB1, but later investigations showed that the sacrifice is not altogether correct.

13. ..... Kt—Q1
14. P—QR4 .....

Normally, in this variation of the opening, White undertakes a Pawn attack on the K-side on the strength of his superiority in the centre, which offers him greater possibilities of mobilisation, as compared with Black's restricted pieces. On the other hand, Black tries a counter-offensive on the Q-side by breaking through with his Pawns and opening the files, so that in this way he can confine White's pieces and keep

them from attacking Black's King-position. For these reasons, the move P—QR4, may seem ineffective, for although White does indeed want to attack the K-side, in keeping with the position, on the other hand he wants to keep the Q-side closed, in order to prevent Black's counter-attack there.

But a closer examination will reveal that the move P—QR4, is prompted by that very desire to keep the Q-side as closed as possible and is thus completely suitable to the position. For White cannot keep the Q-side altogether closed against Black's manœuvre P—QR4; P—QB5; and P—QKt5. With P—QR4, and eventually P × KtP, White does open the QR-file, to be sure, but he makes it possible to avoid the opening of further files as far as possible. The QR-file, however, is the least valuable for Black's plans of attack or exchange, as it is farthest removed from the centre. To avoid an exchange, therefore, White can often deliberately abandon it to Black's Rooks and content himself with keeping any points of entry covered.

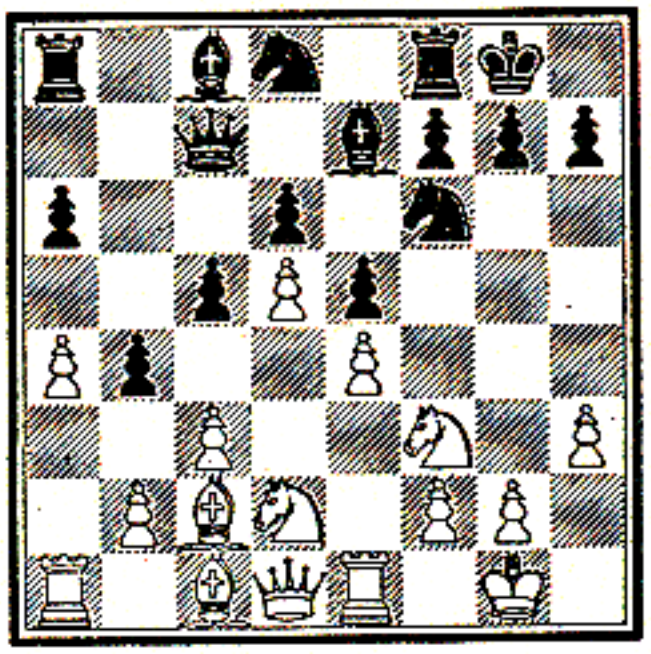
Thus, properly to appreciate the move P—QR4, one must understand that it is not an attacking move. White's prospects of attack lie rather on the K-side. The move P—QR4, is a preventive move, to keep later counter-attacks of Black's on the Q-side from becoming too strong.

14.	.....	P—Kt5

Here R—Kt1; should have been played. The move in the text is wrong if only because White can now close the Q-side permanently with P—B4, and then turn his attention to the K-side without any fear. But Capablanca shows the shortcomings of P—Kt5; in still more striking and more elegant fashion.

Position after 14. . . . . *P—Kt5*

Black: VIDMAR



White: CAPABLANCA

15.	Kt—B4	P—QR4

To meet the obvious threat P—QR5. But White had still another intention.

16.	Kt(B3) × P !	B—R3
17.	B—Kt3	P × Kt
18.	P—Q6	B × P
19.	Q × B	Q × Q
20.	Kt × Q	Kt—Kt2
21.	Kt × Kt	B × Kt
22.	P × P	BP × P
23.	P—B3	KR—Q1
24.	B—K3	.....

The weakness of the Pawns on Black's Q-side and the superiority of White's two Bishops promise victory to the first player.

24.	.....	P—R3
25.	KR—Q1	B—B3
26.	QR—B1	B—K1
27.	K—B2	R × R
28.	R × R	R—B1
29.	P—Kt4	B—Q2
30.	B—Kt6	B—K3

It would be purposeless to try to protect Black's Pawn QR4 with R—R1. White would easily win with R—QB1, threatening R—B5.

31.	B × B	P × B
32.	R—Q8 ch.	.....

The simplest and surest way to win.

32.	R×R	34. B×P	Kt—B4
33. B×R	Kt—Q2	35. P—Kt3	Kt×KtP
		36. B×P	Kt—Q5
		37. P—R5	Resigns

The Theory of the Caro Kann Defence

If the Caro Kann Defence 1. P—K4, P—QB3; is compared with the French game 1. ..... P—K3; (the purpose of both is the same, that is, to bring about P—Q4;) it is perceived that the first has a disadvantage as regards tempo. For to open up the game completely, the Pawn will generally have to go to QB4, sooner or later, and in the French game this can be accomplished by one move, but in the Caro Kann two moves are needed. Opposed to this disadvantage is a striking strategic advantage of the Caro Kann opening, namely that the QB can be developed without hindrance, while in the French game, as in the Queen's Gambit, it becomes a great source of worry for the defence. Since Steinitz, the strategic peculiarities of a position have attained more importance than tempi of development, and the Caro Kann, which one only used to meet occasionally under the name 'irregular opening' has now come into greater favour than the French Defence. Capablanca and several other masters consider 1. ..... P—QB3; the best reply to 1. P—K4.

Very much as in the French game, after the moves

1. P—K4	P—QB3
2. P—Q4	P—Q4

White has a choice of three moves here: 1. To protect the attacked Pawn by 3. Kt—QB3, a continuation which we shall examine later in connection with the Alekhin-Tartakower game. 2. To advance the Pawn 3. P—K5, the least advisable here, for Black's position cannot be effectively restricted because of the freedom of Black's QB. See in this connection the following game. And 3. To exchange

3. P×P	P×P
4. B—Q3	.....

White must make this developing move before anything else, as otherwise Black will have a strong development of his Bishop in B—B4. If then White were to oppose this Bishop by B—Q3, it would lead to the exchange of both those Bishops, an exchange that would have to be considered advantageous for Black. For on both sides the K-Bishops are the more valuable considering that the Q Pawns are already fixed – the White Pawn on a black square, Black Pawn on a white square (e.g., see the the introductory remarks to Game 20).

4.	Kt—QB3
5. P—QB3	Kt—B3

To develop the QB to Kt5 before the Pawn chain is completed with P—K3. In fact, an essential part of the idea of the Caro Kann Defence, is that the QB should not be imprisoned.

6. B—KB4	.....

Instead of this, an attempt has also been made to prevent the development of Black's QB with 6. P—KR3. But the move is too tame. After that, in view of Black's better development, he can readily accept the isolation of his QP and open up the game strongly with P—K4.

6.	B—Kt5
7. Q—Kt3	Q—B1
8. Kt—Q2	P—K3
9. KKt—B3	B—K2
10. Castles KR	Castles

In this way or something like it, both sides complete their development undisturbed. In any case, the characteristic feature of the position, which will dictate the strategy of each side, is in any case the open K-file for White, and the open QB-file for Black. White will thus post a Rook on K1, Black on QB1. White will effectively post a Knight on K5, Black on his QB5. For if these Knights are dislodged by P—KB3 or P—QKt3 respectively, a serious weakening of the Pawns would result. Such advanced Knight positions on half-open files are called 'outposts' by Nimzowitsch.

Finally, this position is the cause of a typical Pawn manœuvre. Black will advance his QKtP to Kt5 and support this manœuvre with P—QR4; should White wish to oppose it with P—QR3. After the exchange Black's P × P; or White's P × P, either Black's Pawn on QB6 will be very weak or else White's Pawn on Q4 will be isolated and weak. Can White carry out a similar manœuvre on the basis of his open file? It would be a question here of P—KB4—KB5, or, in case Black moves P—KKt3; of protection by P—KKt4. It can be seen from this that in White's initiative as based on position he is bound to endanger his own K-position. This is the reason why in practical playing of this variation the chances of winning are rather on Black's side.

A similar Pawn position but with the colours reversed, is reached in a variation of the Queen's Gambit which the German master Samisch especially, is fond of playing: 1. P—Q4, P—Q4; 2. P—QB4, P—K3; 3. Kt—QB3, Kt—KB3; 4. Kt—B3, QKt—Q2; 5. P × P, P × P; 6. B—B4, P—B3 (this move must be made very soon if not immediately); 7. P—K3, etc. White's tactics, similar to those explained above, are intended also in this variation to gain advantages in position by posting the KR on QB1!, a Knight on QB5, and advancing the Q-side Pawns, while it should hardly be possible for Black to obtain sufficient compensation on the K-side.

GAME 50

CARO KANN

New York 1927

White	*Black*
NIMZOWITSCH	CAPABLANCA
1. P—K4	P—QB3
2. P—Q4	P—Q4
3. P—K5	B—B4
4. B—Q3	. . . . .

Although White controls more territory, Black has the better Bishop after the exchange of Bishops on White's Q3. As White is consequently inclined to be weak on White squares, correct play by his opponent will make it impossible for him to break through with P—KB4—B5, which would ordinarily be the form of attack indicated. It seems, therefore, that in this variation of the Caro-Kann Black has

rather the advantage. Furthermore, the position is essentially very similar to analogous positions of the Nimzowitsch Defence or of the French Defence, in which Black succeeds in exchanging the White Bishops. The reader is referred to the comments on the Brinckmann-Nimzowitsch game in this connection.

In place of 4. B—Q3, the attacking move 4. P—KKt4, has also been tried, but is obviously unsound. The object is to paralyse Black's position, after B—KKt3; with the sacrifice of a Pawn by 5. P—K6. However, Black could reply more simply with 4. . . . . B—Q2; whereupon the Pawn at KKt4 will constitute a permanently weak point of White's position.

4.	B × B
5. Q × B	P—K3
6. Kt—QB3	Q—Kt3
7. KKt—K2	P—QB4
8. P × P	B × P
9. Castles	Kt—K2

As we have said, the disadvantage of White's game lies in his ineffective Bishop, which will be blocked by the Pawn K5 and later also by the Pawn KB4, as P—KB4 will have to be played sooner or later to protect K5. The Bishop, also, can contribute nothing to the protection of the points QB4 and KB5, which are supported by Black's Pawns; consequently, Black has prospects of creating strong points on these squares, particularly as White could not dislodge Black pieces settling there even by Pawn-moves, without weakening his position. Thus the move P—QKt3 would weaken White's QBP, which, being on Black's open file, can find a secure post only at QB3 as long as the QKt Pawn remains on Kt2. Again, the move P—KKt4, would obviously weaken White's K-position.

Black has therefore no reason at all to avoid the exchange of his Bishop QB4 by White's Kt—R4, for in the battle against the ineffective Bishop, a Knight is at least as good as the better Bishop.

10. Kt—R4	Q—B3
11. Kt × B	Q × Kt
12. B—K3	Q—B2
13. P—KB4	Kt—B4
14. P—B3	Kt—B3
15. QR—Q1	P—KKt3

Capablanca's style exhibits several peculiarities the explanation of which must be sought in the fact that they are a consequence of his sovereign insight into all the elements of a position. For instance, he is sometimes content with surprisingly small advantages, although the position may be such that many a master would feel justified in trying to obtain more than that. The thing is that very early he clearly perceives small nuances as real advantages, and turning them to account is for him a matter of definite and perhaps not too laborious technique. From time to time, however, this has also caused Capablanca to be held to a draw in games he could have won.

Another characteristic of Capablanca's style is that he does not cling stubbornly to an advantage he has gained, but is always ready to exchange one advantage for another. Thus we believe that in the present game, most masters would have held fast to the advantage in position with 15. . . . . P—KR4; and there does not seem to be any objection to this method. But Capablanca readily permits White's P—KKt4, as he realises that then, even after the exchange of White's ineffective Bishop, the too far advanced Pawn position will offer him other permanent advantages.

16. P—KKt4	Kt × B
17. Q × Kt	P—KR4

This move explains why Black allowed P—KKt4. Now White is obliged to move P—KKt5, and Black has a strong point on his KB4. Moreover, it is not merely a question of the one point, rather White's Pawn position in general is too far advanced and consequently weak and full of holes.

18.	P—Kt5	Castles KR
19.	Kt—Q4	Q—Kt3
20.	R—B2	KR—B1
21.	P—QR3	.....

This move appears to weaken White's position still further. But it was not practicable to leave the QRP permanently unprotected, or White would constantly have to be on guard against surprises by some little combination, a double attack, etc.

21.	.....	R—B2
22.	R—Q3	Kt—R4
23.	R—K2	R—K1

To prevent an attack with 24. P—B5, KP × P; 25. P—K6.

24.	K—Kt2	Kt—B3 !

Capablanca now discovers the right plan and for that reason rejects the apparently natural move Kt—B5. That is, the point QB5 is to remain accessible to the Rook for an attack on the points K5 and KB5, and White's Knight, which still stands in the way of this attack, is to be removed by a method to be explained later. White is so crippled that he must remain a passive spectator of this manœuvre of Black's.

25.	KR—Q2	KR—QB1
26.	R—K2	Kt—K2
27.	KR—Q2	R—B5
28.	Q—R3	.....

To prevent Kt—B4.

28.	.....	K—Kt2
29.	R—KB2	P—R4

The continuation of Black's plan consists in P—QR5; and Kt—B3—R4—Kt6. White would then be obliged to exchange his Knight, if only on account of the threat Kt—B4—K5; and thus accommodate the second player. The following move of White's, instead of which he should have moved KR—Q2, does again however give Capablanca the desired opportunity to remove White's Knight on Q4 in a shorter way.

30.	R—K2	Kt—B4 !

This stroke would not be possible after 30. KR—Q2, owing to the continuation 31. Kt × Kt, KtP × Kt; 32. Q × RP, R—KR1; 33. Q—B3, R—R5; 34. R—Q4. This last defensive move is made impossible by the position of the R on K2.

31.	Kt × Kt	.....

After 31. KR—Q2, Black would likewise obtain a powerful superiority in position with Kt × Kt; 32. R × Kt, R × R; 33. P × R, Q—Kt4; combined with R—B8.

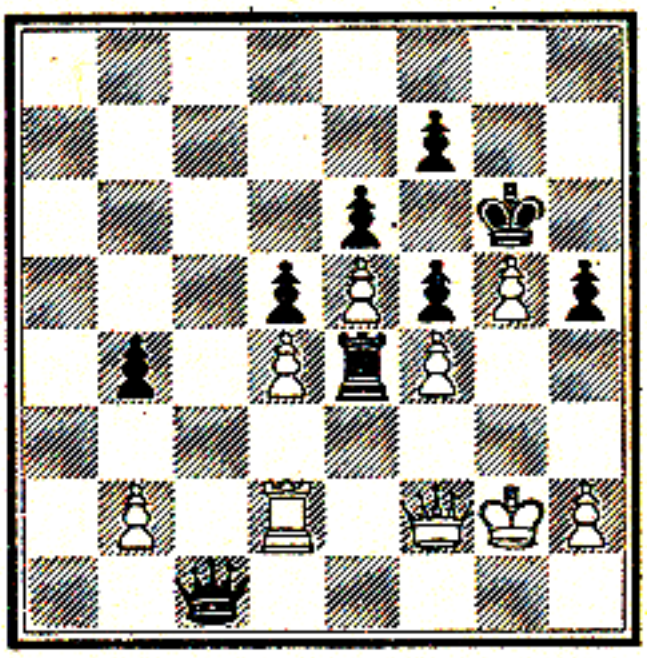
31.	.....	KtP × Kt
32.	Q—B3	K—Kt3
33.	KR—Q2	R—K5
34.	R—Q4	R—B5
35.	Q—B2	Q—Kt4
36.	K—Kt3	R(B5) × R
37.	P × R	Q—B5
38.	K—Kt2	P—Kt4 !

White's Queen and Rook are so committed to the protection of the Pawns Q4 and B4 and the protection of the second rank, that they cannot move. We shall see how that furnishes Capablanca with an opportunity of deciding the game by 'Zugzwang.' But first he must get his QKtP to help.

39.	K—Kt1	P—Kt5
40.	P × P	P × P
41.	K—Kt2	Q—B8

Position after 41. . . . . *Q—B8*

Black: CAPABLANCA



White: NIMZOWITSCH

The first forced move position. It is evident that Q and R cannot move, and P—R4, would weaken White's position still more. Black's best after that would be P—Kt6; and then R—K8; or even Q—K8. White is therefore obliged to move the King, making it possible for Black's Queen to penetrate to KR8.

42.	K—Kt3	Q—KR8
43.	R—Q3	. . . . .

It can be seen that White cannot improve his position, as he is unable to exchange either Queen or Rook without incurring a disadvantage.

43.	. . . . .	R—K8
44.	R—KB3	R—Q8

A play for tempo, as White once more is under 'Zugzwang.' Evidently the Queen cannot move. After 45. K—R3, Black wins with R—Q7, and after 45. R—QKt3, follows R—KB8; 46. Q—Q2, R—B6 ch.; 47. R × R, P—R5 ch.; 48. K × P, Q × R; 49. P—R3, P—Kt6; 50. Q—R2, Q—K6; and White is helpless.

45.	P—Kt3	R—QKt8

Another play for tempo, maintaining the forced move position.

46.	R—K3	R—KB8
Resigns		

THE CAMBRIDGE SPRINGS AND THE WESTPHALIA DEFENCES OF THE QUEEN'S GAMBIT

We already know from several games the old, but not yet obsolete, so-called orthodox defence of the Queen's Gambit:

1.	P—Q4	P—Q4
2.	P—QB4	P—K3
3.	Kt—QB3	Kt—KB3
4.	B—Kt5	QKt—Q2
5.	P—K3	. . . . .

The 'orthodox' way consists in completing the development now, as far as a simple form of development is possible in the restricted position, and so B—K2; and Castles; and then preparing for the liberating moves P—QB4; or P—K4; preferably after P × P; in order to prevent the isolation of Black's QP. These manœuvres have the object of developing the imprisoned QB.

Instead of playing this purely defensive game, Black can base a counter-offensive on an entirely different idea; that is, he can take advantage of the absence of White's QB from the Q-side to launch a counter-attack against that wing. This idea has in its favour the fact that it accords very well

with the general strategic principles of defence. There are two such methods of play; the older, the Cambridge Springs Defence, derives its name from the fact that it was used frequently in the tournament at Cambridge Springs 1904, while the later Westphalia Defence was so called because it was analysed in detail by the European masters who travelled to the New York tournament in 1927 on the steamer *Westphalia*.

The idea of both defences lies in the attack against White's QB3 by Q—R4; B—Kt5; and Kt—K5. But while the Cambridge Springs variation begins soundly with

5. . . . . P—B3

and so has the point Q4 well protected, the Westphalia variation is characterised by 5. . . . . B—Kt5; combined with P—B4. This variation is less sound but more aggressive, therefore more in keeping with the idea of the counter-attack, upon which this whole method of play is based, so it should also be more correct than the Cambridge Springs Defence.

First we shall examine more closely the older method of play.

6. Kt—B3 . . . . . .

As an alternative White can very well avoid the complications of this variation with the move 6. P—QR3, introduced by Capablanca. The move P—QR3, will always be appropriate in the orthodox defence of the Queen's Gambit and will not involve a loss of tempo.

6. . . . . Q—R4
7. Kt—Q2 ! . . . . . .

Owing to the threat Kt—K5; and B—Kt5; this is almost a forced move, but excellent nevertheless, as it easily repulses Black's attack on the Q-side and demonstrates the disadvantage of the Queen's position on R4.

Instead of 7. Kt—Q2, Tarrasch recommended 7. P × P, but then Black can take back with the Knight as well as the K-Pawn without disadvantage. According to Spielmann, even 7. . . . . Kt—K5; would be a good reply.

Although the direct attack on the Q-side has now been beaten back by Kt—Q2, that in itself is not proof of the ineffectiveness of this system. As White, in playing Kt—Q2, has relaxed his hold on the strategic point K5, Black can now try by P—K4; to liberate the QB, which is indeed the real problem of the defence of the Queen's Gambit. This system has been worked out by Bogoljubow in particular. In the following we give the next moves of the Gruenfeld-Bogoljubow game, Maehrisch-Ostrau 1923.

7. . . . . B—Kt5
8. Q—B2 Castles

Instead of this, Alekhin in the match with Capablanca used with success a system recommended by Rubinstein, namely, P × P; 9. B × Kt, Kt × B; 10. Kt × P, Q—B2. Black builds up his game in the continuation with Castles; KR—Q1; B—Q2; QR—B1; B—K1; B—B1; and eventually Q—Kt1; which gives a restricted but secure position. If Black then succeeds in opening up the game with P—QB4; both his Bishops can obtain greater effectiveness. The entire method of play may not be clarified, as yet, but it should be better than the system which Bogoljubow employs to bring about P—K4.

9. B—K2 . . . . . .

In the 7th game of the Capablanca-Alekhin match, Capablanca played 9. B—R4, with success. But there Black's reply P—K4 ! would have been much better than that in the present variation.

9.	P—K4

In the light of this Gruenfeld-Bogoljubow game, this move has since been considered an absolute refutation of White's method of development. The truth of the matter is that White must now gain the advantage, as we shall see. This is another example of the harm caused by blind faith in authority.

10. P × KP	Kt—K5
11. Kt(Q2) × Kt	P × Kt
12. Castles KR	B × Kt
13. P × B	Kt × P

In this position Gruenfeld played 14. Q × P, whereupon, Black surprisingly won the Queen by P—B3; 15. B—B4 ? B—B4 ! Instead, White could have gained the advantage with the fairly obvious move 14. B—K7.

The Westphalia Variation in its pure form has the disadvantage that Black shows his cards too early. After 1. P—Q4, P—Q4; 2. P—QB4, P—K3; 3. Kt—QB3, Kt—KB3; 4. B—Kt5, QKt—Q2; 5. P—K3, the move 5. . . . . P—QB3; does not yet indicate anything, and White will therefore continue his normal development. With 5. . . . . B—Kt5; however, Black makes definite plans for the attack on the Q-side, and White can therefore prepare for it immediately with 6. B—Q3, and 7. KKt—K2. Black will accordingly do well to choose the Westphalia variation only if White has played Kt—KB3, early. Whether White can be provoked to do that depends upon the state of the opening theory at the moment. About twenty years ago it was customary to introduce the Queen's Gambit almost regularly with 1. P—Q4, P—Q4; 2. Kt—KB3, and to play 3. P—QB4, only then, as it was desired to avoid the complications of Albin's counter-gambit, which are brought about after 2. P—QB4, P—K4. But to-day nobody fears this counter-gambit. Not long ago, to provoke an early Kt—KB3, the reply to 1. P—Q4, was Kt—KB3; for White as a rule did not follow with 2. P—B4, which would permit of the Budapest Defence 2. . . . . P—K4. But to-day there is very little fear of the Budapest Defence, so that in keeping with the present status of the opening psychology, we recommend the following system with which to introduce the Westphalia Variation:

1. P—Q4	Kt—KB3
2. P—QB4	P—K3
3. Kt—KB3	. . . . .

The great majority of chess players to-day prefer the development of the KKt at this point, as the consequences of 3. Kt—QB3, B—Kt 5; seem more difficult, and by this development Black has attained his aim and can now turn to the Queen's Gambit.

3.	P—Q4
4. Kt—B3	QKt—Q2
5. B—Kt5	B—Kt5
6. P × P	. . . . .

This exchange must come here or in the next move at the latest, as Black will otherwise release his Knight by Q—R4; and then be able to take back on Q4 with the Knight.

6.	P × P
7. P—K3	.....

The most natural move. Regarding 7. Q—R4 see the following game.

7.	P—B4
8. B—Q3	Q—R4
9. Castles	.....

This Pawn sacrifice was played in New York 1927 by Alekhin against Vidmar. In Trentschin-Teplitz 1928, Gruenfeld tried against Spielmann the more cautious move 9. Q—B2, but he could gain no advantage with it. There followed: 9. .... P—B5; 10. B—B5, Castles; 11. Castles, R—K1. Black can, after that, with B—B1; and P—KKt3; and P—KR3; obtain the exchange of one of White's Bishops. The only counter-offensive by White in that position, if he wants to obtain an advantage, consists in the attempt to advance the K-Pawn with Kt—Q2, and R—K1, which meanwhile leads to the isolation of White's Q-Pawn.

9.	P—B5
10. B—B5	.....

The Alekhin-Vidmar game had 10. B—B2, instead. The text move which derives from Walter, strengthens White's attack if the Pawn sacrifice is accepted. After B × Kt; 11. P × B, Q × P; White gains the advantage with B × KKt. But at any rate Black has at his disposal the following continuation leading to a draw:

10.	B × Kt
11. P × B	Kt—K5
12. B × KKt	P × B
13. Kt—K5	Kt × Kt
14. P × Kt	Castles

with a certain draw.

GAME 51

QUEEN'S GAMBIT

New York 1927

White	*Black*
CAPABLANCA	SPIELMANN
1. P—Q4	P—Q4
2. Kt—KB3	P—K3
3. P—B4	Kt—Q2
4. Kt—B3	KKt—B3
5. B—Kt5	B—Kt5

This brings about the Westphalia Defence, which is quite playable here, as White's KKt is already on KB3.

6. P × P	P × P
7. Q—R4	.....

In an earlier game against Spielmann, Capablanca at this point played 7. Q—Kt3, but after P—B4; 8. P—QR3, B × Kt ch.; 9. Q × B, P—B5; he was at a disadvantage in

position, as Black has a sound Pawn majority on the Q-side, while White's Pawn majority in the centre seems to be backward, for Black will bring pressure to bear on the K-file.

After Capablanca's success in the present game, the text move was considered to be the refutation of the Westphalia Variation, but such a conclusion was incorrect, as we shall see in a moment.

7.	.....	B × Kt ch.

With this, Spielmann does just what his opponent desires and gives up the Q-side attack, which is the whole idea of this defence. Correct would be 7. .... P—B4; 8. P × P, B × Kt ch.; 9. P × B, Castles. Capablanca believed that he could then keep his extra Pawn with 10. P—B6, but he did not take into consideration the possible excellent reply Q—B2 !

8.	P × B	Castles
9.	P—K3	P—B4
10.	B—Q3	P—B5
11.	B—B2	.....

In this position the Pawns are unequally distributed: White has the preponderance in the centre and Black on the Q-side. In such positions the advantage of the combined Bishops, which White enjoys here, is all the greater, as the long-range Bishop can be simultaneously effective on several battle fronts, in contrast with the Knight, who has a limited sphere of action.

The technique with which Capablanca makes the most of his advantage is noteworthy. First, by KR—K1, coupled with Kt—Q2, he makes acute the threat P—K4, thus forcing the protection of Black's QB Pawn by P—QR3; and P—Kt4; and finally rolls up this chain of Pawns by P—QR4. Indeed in the well prepared opening up of the game lies always the secret of properly turning to account the superiority of Bishops over Knights.

11.	.....	Q—K2
12.	Castles KR	P—QR3
13.	KR—K1	Q—K3

The opening up of the game by P—K4, was already threatened.

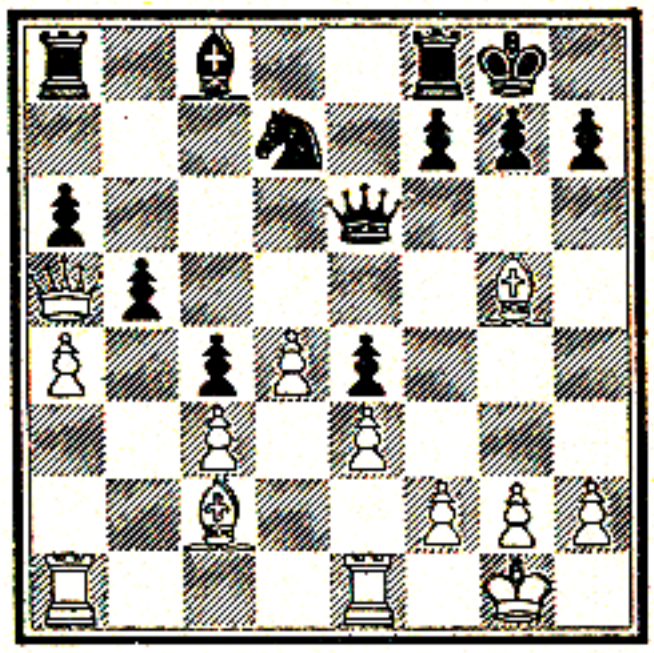
14.	Kt—Q2 !	P—Kt4
15.	Q—R5	Kt—K5

Of course, Spielmann again prevents P—K4. However, the same purpose would be served by the sounder move B—Kt2. The text move gives Capablanca the opportunity of consummating his attack in this position by a beautiful combination.

16.	Kt × Kt	P × Kt
17.	P—QR4	.....

Position after **17. *P—QR4***

Black: SPIELMANN



White: CAPABLANCA

However, Spielmann had already thought of protection for his QKtP when he moved 15. .... Kt—K5. For the only direct protection 17. .... R—Kt1; is unsatisfactory on account of 18. KR—Kt1, Q—Q4; 19. B—B4, R—Kt3; 20. R—Kt4, coupled with QR—Kt1. However, Spielmann hoped by the attack on White's B involved in 17. ....

Q—Q4; to win the necessary tempo for making his position secure with B—Kt2.

17.	Q—Q4
18. P×P!!	Q×B
19. B×P	R—Kt1

The principal variation of the combination consists in 19. .... R—R2; 20. P—Kt6! Q×Q; 21. P×R! and White will always have the advantage in material.

20 P.×P	R—Kt4
21. Q—B7	Kt—Kt3
22. P—R7	B—R6

Black might just as well resign here, as White could already obtain a decisive superiority of two Pawns with P—R8. However, Capablanca now plays for more than that.

23. KR—Kt1	R×R
24. R×R	P—B4
25. B—B3	P—B5
26. P×P	Resigns.

Rook End-Game

The end-games that occur most frequently in practice are the Rook End-Games. To become a good chess player, it is therefore absolutely necessary to make a special study of them.

The principles of the correct playing of Rook End-Games are based on the fact that the Rook is by far the most powerful piece with which to attack the hostile Pawns. Although in general one can attack only a blocked, immovable Pawn, the Rook can successfully attack a moving Pawn also. For it has merely to take up a position on a point in the same file as the Pawn, to attack not only the square on which the Pawn is actually placed, but also every possible future position of the Pawn as it advances. The same circumstance, that the Rook and the Pawn both move along a straight line, explains why it is that a Rook is the best piece with which to support the advance of one's own passed Pawn. For here again, without moving at all, it can cover simultaneously all the points over which the Pawn must pass on its way to the Queen.

There is a well-known rule, first formulated by Dr. Tarrasch, that in both these cases, in attacking the hostile Pawns as well as in supporting the advance of one's own, the Rook is more effective behind the Pawn than in front of it. The chief reason for this is that when it is placed behind the Pawn, every move made by the Pawn increases the Rook's field of action, and on the contrary, when it is placed in front, every move of the Pawn will diminish the Rook's effectiveness.

While the Rook thus possesses great offensive strength both in conjunction with and in opposition to the Pawns, it is less effective as a defending piece in this kind of end-game. Of course, it is very easy to see that it is not worthy of a Rook, which has so much power, to be used for the protection of a Pawn. But even for the purpose of blocking the advance of a hostile passed Pawn, the Rook is less suitable than the Bishop, which is in itself a weaker piece. For instance, let us imagine that White's King is on KKt5, a White passed Pawn is on KKt6 and a Black Rook has moved to KKt2 to block the Pawn. White will be able to force a further advance by K—R6, or K—B6, while a Bishop standing on Kt2 instead of the Rook, would make it difficult for White's King to approach.

These considerations lead to the principle, which is confirmed by experience, that in Rook End-Games one should always prefer to attack rather than remain on the defensive. For instance, when one has a Pawn more, which can be retained only by a liaison between the pieces, it is usually

better to give up this Pawn so as to gain the necessary time for the purpose of taking the initiative, penetrate the hostile position with the Rook or give vigorous support to a passed Pawn. Conversely, even in a poor position the best chance of success lies in an energetic counter-attack, rather than the anxious defence of every weak Pawn.

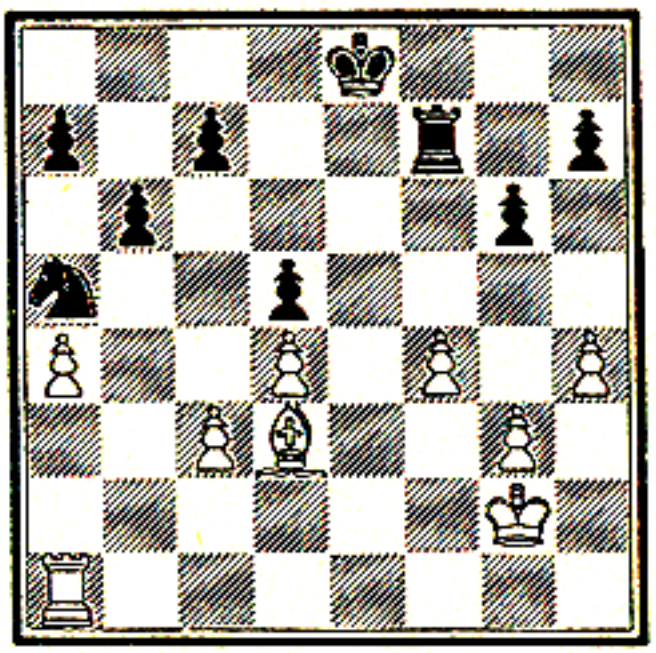
As good results in chess can only be obtained by the harmonious co-operation of the pieces, the King too must adapt himself to this characteristic of the Rook End-Game, and not remain on the defensive, but try to act aggressively, for instance, to invade the hostile camp, to occupy the opponent's weak points, or support his own passed Pawns.

The very frequent occurrence of the Rook End-Game explains why all the masters of the first rank have had to know this kind of end-game to perfection. But no one has played these end-games with such elegant ease as Capablanca, no one else has looked upon these technical difficulties so casually as a matter of course.

The following position was reached in the New York Tournament 1924.

Position after Black's 26th Move

Black: TARTAKOWER



White: CAPABLANCA

In this position, White has the advantage on the K-side and Black on the Q-side. However, White is taking the initiative, which is very important in such cases.

27.	P—R5 !	R—B3
28.	P × P	P × P
29.	R—R1	.....

We see that White plays logically to utilise his advantage on the K-side and very properly does not concern himself with the weakness of his Q-side. Black, on the other hand, now makes a defensive move, which he could perhaps have omitted.

29.	.....	K—B1
30.	R—R7	R—B3
31.	P—Kt4 !	.....

Anxious natures might have moved the King towards the Q-side, but Capablanca in playing his end-game adheres to the above mentioned aggressive principles.

31.	.....	Kt—B5
32.	P—Kt5 !	.....

He gives his opponent the opportunity of winning a Pawn with Kt—K6—B4. But Capablanca has thought the matter out well and has confidence in the passed Pawn which he thus obtains.

32.	.....	Kt—K6 ch.
33.	K—B3	Kt—B4
34.	B × Kt	P × B
35.	K—Kt3 ! !	.....

It is extremely instructive to see how Capablanca is no longer in the least concerned about material equality but thinks only of supporting his passed Pawn.

35.	.....	R × P ch.
36.	K—R4 !	R—B6

37.	P—Kt6	R × P ch.
38.	K—Kt5	R—K5
39.	K—B6 !	.....

It is a frequently available finesse, in such positions, not to capture hostile Pawns but to pass them by in order to be protected in the rear against checks by the Rook.

39.	.....	K—Kt1
40.	R—Kt7 ch.	K—R1
41.	R × P	R—K1
42.	K × P	.....

White is already 'cleaning up,' as Black is obviously lost beyond hope after this.

42.	.....	R—K5
43.	K—B6	R—B5 ch.
44.	K—K5	R—Kt5
45.	P—Kt7 ch.	K—Kt1

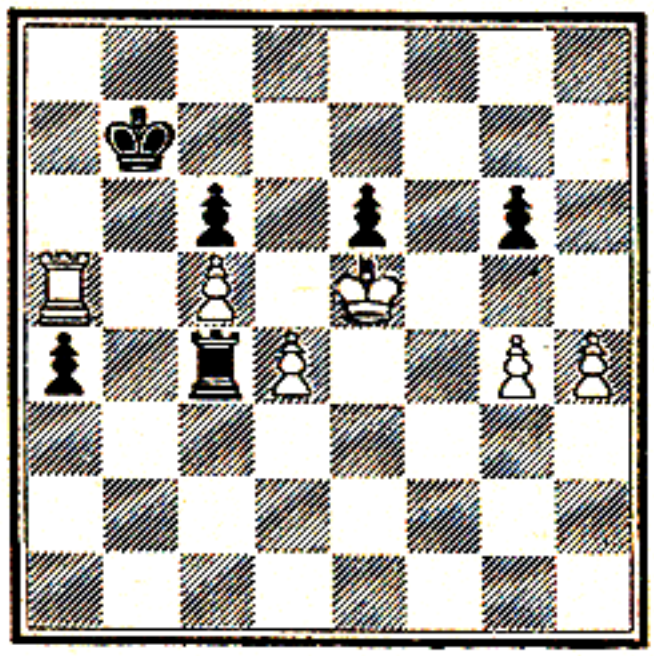
After exchanging Rooks, White would of course win still more easily.

46.	R × P	R—Kt8
47.	K × P	R—QB8
48.	K—Q6	R—B7
49.	P—Q5	R—B8
50.	R—QB7	R—QR8
51.	K—B6	R × P
52.	P—Q6	Resigns.

The playing over of such an ending gives the impression of being so natural, that one easily forgets the difficulty of such precise end-game play. The difficulty is chiefly of a psychological nature. In chess, as in life, one is so accustomed to place value upon the material factors that it is not easy to conceive the idea of indulging in Pawn sacrifices, when there is so little available material. A remarkable example of this is to be found in the comments made by some of the foremost masters on the following end-game in the Moscow Tournament 1925.

Position after Black's 35th Move

Black: SPIELMANN



White: LASKER

36.	P—R5	.....

All the commentators queried this move, on the ground that White was thus throwing away the victory, which would have been easy to force by P—Kt5.

36.	.....	P × P
37.	P × P	R—B8

This was generally described as a losing move and it was believed that instead of this Black could have obtained a draw with 37. ..... R—Kt5; 38. P—R6, R—Kt6. As a matter of fact, Lasker would also have won quite easily after Black's R—Kt5. True, the win is made possible only by a method analagous to Capablanca's in the preceding game, that is, by ignoring the defence of Pawns and bringing up the King immediately to protect the passed Pawn with 38. K—B4 ! ! R × P ch.; 39. K—Kt5. This method of winning is so natural, that only the above mentioned psychological considerations can explain the fact that none of the masters who have analysed this game has discovered it. The author's attention was called to this by an essay written by the composer of studies, F. J. Prokop, of Prague.

EFFIM D. BOGOLJUBOW

EFFIM D. BOGOLJUBOW was born April 14, 1889, in the Government of Kiev in Russia. He has obtained very unequal results in tournaments and matches. Yet several of his victories were so remarkable that to-day he is considered one of the chief contenders for the world championship. These were his winning of the first prize in the great tournaments at Pistyan 1922 (leading Alekhin), Carlsbad 1923 (divided with Alekhin and Maroczy), Moscow 1925 (leading Capablanca and Lasker), Berlin 1926 and Kissingen 1928 (leading Capablanca).

As a result of these great successes, Bogoljubow must without doubt be included not only among the leading masters of the present day, but also among the greatest masters in the history of chess. As far as our text-book is concerned, we are interested above all in the question of whether he has contributed anything essential to the perfection of chess theory and the improvement of chess technique. Bogoljubow himself once said that formerly he played in a more modern manner, but that recently his game had taken a more classical turn. Still, we do not know what style he considers classical. Is it Morphy's style, or that of Steinitz, or of Lasker ?

As we have said before, Bogoljubow is a man of moods who plays very unequally, but overruns all his opponents when he is in the proper frame of mind. And so his playing gives one the impression of being less a result of thoroughly considered technique than a phenomenon of nature; a wild tempestuous stream that bursts all the dikes. Thus, Bogoljubow's confidence in himself, his infinite optimism, must be an essential factor in his success. Since all the first-class masters of modern chess have perfected themselves in technique to about the same degree, the psychological element plays a more important part than it did in the past, and self-confidence is extremely important. Moreover, this fact has been established scientifically. In this connection one may refer to the results of the psychological tests made by Russian university professors on the chess masters during the international tournament at Moscow in 1925.

In recent years, it has generally been the custom to judge a

position dynamically, thus contrasting with, or, properly speaking, supplementing Steinitz's static view of a position (weak points, etc.). Seemingly poor, restricted positions, may be good ones, if they are capable of development and offer possibilities of planning ahead. On the other hand, a fine, unrestricted position, which is seemingly better, may sometimes be actually bad, if it is not capable of development and no plan can be discovered for making it stronger. Bogoljubow's game, in particular, is characterised by strong dynamics. It is possible that the sources of Bogoljubow's strength lie in this phase of the game, which has scarcely been studied systematically, as yet, so that the last word about him must be left to the coming generation.

GAME 52

INDIAN

Pistyan 1922

White	*Black*
Bogoljubow	H. Wolf
1. P—Q4	Kt—KB3
2. P—QB4	P—K3
3. Kt—KB3	P—B4
4. Kt—B3	.....

It is probably best to occupy with 4. P—Q5, the territory offered by Black in his last move. Alekhin, however, in the Pistyan Tournament, thereupon introduced the Blumenfeld Gambit 4. .... P—QKt4; – see the chapter on that subject – into the practice of the masters, and Bogoljubow wanted to avoid the developments arising from that opening, which were not then well known as yet.

4.	P × P
5. Kt × P	B—Kt5
6. B—Q2	.....

In such positions of the Indian Defence, White has at first in the middle game the advantage that he controls more territory. But those very Pawns of Black's which confine Black's game and have not yet been moved, may represent an advantage in the end game, where a limited control of territory no longer plays such an important part. It follows that in such positions Black should play as much as possible for simplification. Here this was possible by the typical manœuvre 6. .... B × Kt; 7. B × B, Kt—K5. After that White cannot retain both his Bishops with 8. B—Kt4, as Black would reply Kt—R3; 9. B—R3, Q—R4 ch. In the present game, Black simply continues his development.

6.	P—QKt3
7. P—K3	B—Kt2
8. B—K2	Castles
9. Castles	Kt—R3

Judging by the principle discussed above, according to which Black in such restricted positions should strive for simplification, the move Kt—B3 is preferable. Black's continued pressure on the point K5 is an aimless demonstration, as White can remove it completely with the single move P—B3, which he does make in his 12th move.

10. P—QR3	B—K2
11. R—B1	Kt—B4
12. P—B3	.....

If we survey the entire board, it becomes obvious that Black now suffers from his limited space. All his pieces obstruct one another. It is easy to understand, therefore, that Black now wants to advance with a middle Pawn at all odds, in order to obtain space to move in before it is too late. At the same time, the natural move P—Q4; would give the first player all too clear an advantage in position after 13. P—QKt3, QKt—Q2; 14. P×P, Kt×P; 15. Kt×Kt, B×Kt; 16. Kt—B6. Black therefore decides on P—K4; but prepares for this move by P—Kt3; in order not to allow the White Knight access to KB5. Of course Black's P—Kt3; weakens his King's position, this being here, as so often, a consequence of his restricted position.

12.	P—Kt3
13. P—QKt4	P—K4

Otherwise the Knight has no desirable retreating move. Black hopes to place it on K3.

14. P×Kt	P×Kt
15. P×QP	P×P
16. P—Q5	P—Q3

Thus the game has passed from the 'hyper-modern' stage with still movable middle Pawns to one of the positions known of old, where the Pawns are stuck fast. The situation can accordingly be surveyed more clearly. White has a clear advantage in position, first of all because of his greater control of space and then because of Black's weakened K-side. The natural way to undertake the attack against Black's K-side would now consist in 17. P—B4. However, Black would defend himself with B—B1; 18. B—Q3, B—Kt5; combined with Q—Q2. As is so often the case, Bogoljubow knows how to co-ordinate the possibilities on both flanks with his general plan.

17. R—Kt1 !	Q—Q2

Bogoljubow could count on this natural reply all the more, as B—B1; would give the first player a clear advantage on the Q-side, which he might possibly enhance with Q—R4.

18. P—B4	.....

Now B—B1 no longer offers a defence. That was the meaning of White's previous move.

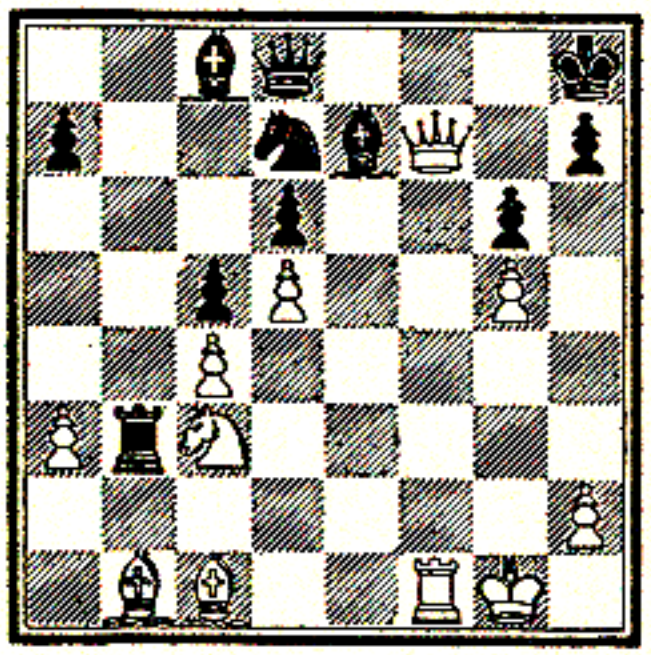
18.	KR—Kt1
19. P—B5	B—QB1
20. B—Q3	Q—Q1
21. Q—B3	R×R
22. B×R	.....

Realising that his attack on the K-side is already strong enough to count decisively, White thus leaves the preponderance of strength on the Q-side to his opponent.

22.	R—Kt1
23. P—Kt4	R—Kt7
24. B—B1	R—Kt6
25. P—Kt5	Kt—Q2
26. P×P	BP×P
27. Q—B7 ch.	K—R1

Position after 27. .... *K—R*1

Black: H. Wolf



White: Bogoljubow

28. B×P !	.....

Bogoljubow had already decided on this several moves back. It would be a mistake to play instead of this 28. B—B2, as Black does not take on his B6 at once, but has first the move Kt—K4 at his disposal.

28.	P × B
29. Q × P	Q—Kt1
30. Q—R5 ch.	Q—R2
31. Q—K8 ch.	Kt—B1
32. R—B7	Q—B7
33. Q × KB	Q × B ch.
34. R—B1	R × Kt

Sacrifice of the Queen is the only way to prevent an early mate.

35. Q × Kt ch.	K—R2
36. Q—B7 ch.	R—R1
37. R × Q	R × R ch.
38. K—B2	Resigns.

GAME 53

DUTCH DEFENCE

Baden-Baden 1925

White	*Black*
BOGOLJUBOW	MIESES

This game provides yet another example of Bogoljubow's art of continuing, in one great harmonious whole, seemingly disconnected manœuvres on both wings. The effect is the more surprising as the centre is entirely blocked up by interlocked Pawns.

1. P—Q4	P—KB4
2. P—KKt3	.....

This treatment of the Dutch Defence originates from Steinitz and is to-day in general use. The main object is to exert pressure on the long diagonal and so to impede the Fianchetto development of the Black QB, the Black Pawn at his KB4 hindering its progress in the other direction. To oppose this pressure, Black is usually under compulsion, as in the present game, to adopt the Stonewall Formation.

2.	Kt—KB3
3. B—Kt2	P—K3
4. Kt—KB3	P—Q4

Black would do better to wait with this, in order not to make the first player's plan of development too easy for him. It is well known that the Stonewall Formation is satisfactory only when the KB can be retained, as its exchange creates weak squares. But Black can hope to do that only if White has already shut in his QB with P—K3.

5. Castles	B—Q3
6. P—B4	P—B3
7. Kt—B3	QKt—Q2

If Black now captures White's QBP, White can win it back by Kt—Q2. But even when, as in the next move, it is not altogether clear that the Pawn can be regained, Black must not make the capture, as then the disposition of his forces would become entirely meaningless, and would perforce lead to an early collapse in face of White's superiority and his possibilities of breaking through in the centre.

8. Q—B2	Kt—K5
9. K—R1	.....

The KKt-file is to be used for the attack.

9.	Q—B3
10. B—B4	.....

See the comment on Black's 4th move.

10.	B × B
11. P × B	Q—R3
12. P—K3	QKt—B3
13. Kt—K5	Kt—Q2
14. R—KKt1	Kt × KKt
15. QP × Kt	Kt × Kt
16. P × Kt	.....

More obvious would be 16. Q × Kt. But Bogoljubow wishes to reserve for himself the option of a break-through by P × P, and probably is also thinking of an attack on the QKt-file.

Black's position is clearly inferior owing to his restricted Bishop and the weakness of his Black squares. It is, however, not yet easy to see how White, with the position blocked as it is, will be able to break through.

16.	B—Q2
17. QR—Q1	P—QKt4

The best move, which permanently destroys every possibility of White's breaking through on the Q-side, and even seems to give the second player a positional superiority there, as after the exchange on Black's Q4 or QKt4, White's Pawn at QB3 will become weak. On the other hand all is quiet on the K-side, where Black has certainly nothing to fear.

18. Q—Kt2	Castles KR
19. Q—R3	.....

The weakness of the Black squares makes itself felt, to be sure, but Black can still protect himself adequately against a direct invasion by White's Queen.

19.	KR—Q1
20. P × KtP	.....

As was stated above, this looks bad on account of the persistent weakness of the P at QB3, for which reason one might have expected P—B5, with a certain draw. However, the purpose of the move becomes clearer at once.

20.	P × P
21. Q—R6	.....

This, surprising as it may seem, attacks the K-side, the threat being: 22. B × P, P × B; 23. Q × Q. Moreover, on the Q-side there is a threat of 22. B—B1, should Black parry the chief threat by 21. .... K—R1.

21.	Q—R4

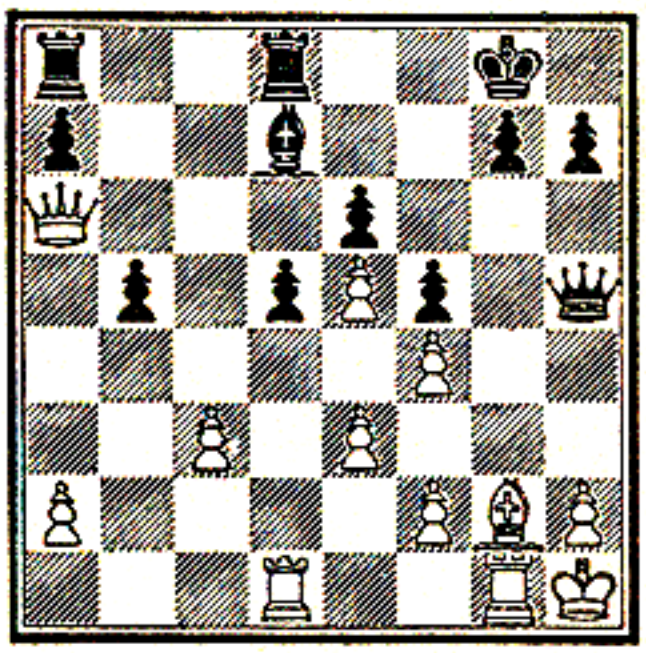
After Q—R5; Bogoljubow would have at his disposal a no less elegant continuation of the attack than in the actual game, namely: 22. R × P, P × R; 23. B × P ch., and then

(A) 23. .... K—R1; 24. B × R, R × B; 25. Q—Kt7, R—Q1; 26. P—K6, etc. It was against this variation that the move made by Mieses, Q—R4; was directed, as Black, with the Q at R4, would now win by 25. .... Q—K1.

(B) 23. .... K—B1; 24. R—Kt5 ! – a magical winning move, all others, such as 24. Q—Q6 ch., or 24. P—K6, leading only to a draw – 24. .... Q—R6; 25. P—K6, and Black has no defence.

Position after 21. .... *Q—R4*

Black: MIESES



White: BOGOLJUBOW

22. B × P !	.....

The seemingly closed centre is broken through and White's Queen, stationed at the extreme end of the Q-side, brings about the decision on the K-side.

22.	.....	P × B
23.	R × P ch. !	K × R
24.	Q—B6 ch.	K—Kt1
25.	R—Kt1 ch.	Q—Kt5

Obviously, Mieses had confidence in this Queen sacrifice and did not consider White's combination over dangerous, as he keeps two Rooks and a Bishop for the Queen. However, the real kernel of the combination lies in White's centre Pawns, now liberated, which will henceforth play a decisive part in the attack.

26.	R × Q ch.	P × R
27.	P—B5	KR—QB1
28.	P—K6	B—B3
29.	Q—B7 ch.	K—R1
30.	P—B6	R—KKt1
31.	Q—B7	QR—QB1
32.	Q—K5	P—Q5 ch.
33.	K—Kt1	B—Q4

A trap. If White takes the Bishop at once, Black escapes with P × BP.

34.	P—B7 ch.	R—Kt2
35.	Q × B	Resigns.

The following game is extremely characteristic of Bogoljubow's optimistic style. It shows with what self-confidence and directness he carries out his plans even in a doubtful position, and at the same time makes little of his opponent's threats. This method may not be altogether commendable, when viewed objectively, but there is much to be said for it from the psychological point of view. It has a close bearing on the subject of 'Luck in Chess.' It is well known that Bogoljubow, just like Lasker, is one of those chess masters who have had exceptionally good luck. This luck is not undeserved, however, but a consequence of the method of play.

Most chess players in a poor position make the mistake of attacking impetuously, at all costs, and without any regard for the positional requirements of the situation. The usual result is that they lose still more quickly. To understand this, it is necessary to imagine the psychology of the player who finds that he has the advantage. His chief and anxious concern will be to make sure of what he has won, to avoid traps, to simplify matters, in short and above all to defend. Thus it is natural that desperate attacks on the part of his opponent will almost always fail. In order to play correctly in poor positions, one must recognise and turn to account the psychological weaknesses of the player who has the advantage. This weakness consists in that very fact that he wants to avoid complications and combinations, that he would like to win in a simple manner, without undertaking any new attacks, and especially without making any sacrifices.

Accordingly the psychologically correct procedure for a player who finds himself in a bad position is as follows: he must strengthen to the utmost possible extent such strong points and lines to which he is positionally entitled to lay claim, so that his opponent, who has relaxed his efforts and hopes to win without further struggle, finds real obstacles in his path which cannot easily be overcome. In such cases positional strengthening of the game is of far greater importance than thinking out possible attacks and complicated combinations by an opponent who already has the advantage and, as outlined above, probably thinks only of simplification.

A beautiful example of this way of saving the situation is found in the second Tarrasch-Lasker match game (Game 28 of this book). There, the impression after the opening stage, is that Lasker's position is becoming untenable, and probably Tarrasch felt already quite sure of winning. Lasker's one thought, however, is not the defence of his K position, but the creation and occupation of a strong point at his K4, and on this strong

point the attacker comes to a standstill, as, wishing to play, not with the utmost vigour, but by simple means, he had, in sheer cautiousness, made several unnecessary defensive moves.

The following game follows essentially the same course. Black's position is seemingly very bad, as he has an isolated, blocked Pawn on QKt4, and moreover Black's K-side is exposed to attack. And just as Lasker did in the other game, when he created the point K5, Bogoljubow now with the greatest consistency turns into account the real possibilities of the position. These are the K-file, which has been weakened by White's move P—KB4, and the weakened long diagonal from White's KR to QR8 making especially important the point where the two lines cross, that is, White's K4. The two games have a still further similarity, in that both Lasker and Bogoljubow, in their efforts to utilise the real possibilities of the position, make so little of their opponent's attacking possibilities, that each of them permits the destruction of the King's position by B × KKtP.

Lasker's masterly treatment of inferior positions is due to his psychological trend of thought at the chess board. In the case of Bogoljubow, it is very obviously the consequence of his optimistic, self-confident style.

GAME 54

SICILIAN DEFENCE

Berlin 1926

White	*Black*
VON HOLZHAUSEN	BOGOLJUBOW
1. P—K4	P—QB4
2. Kt—KB3	P—K3

Many analysts consider 2. .... Kt—QB3; more correct here, on the assumption that White must necessarily obtain the better game if he can play P—QB4, as Black's pressure on the QB-file is one of the most important factors in the Sicilian Defence. Compare the comments on the Maróczy-Euwe game. After 2. ..... Kt—QB3; 3. P—Q4, P × P; 4. Kt × P, Black can by Kt—KB3; force the obstruction of White's QBP by 5. Kt—QB3, while if instead of 2. .... Kt—QB3; the move is 2. .... P—K3; as in this game White can cover his Pawn K4 in the 5th move with B—Q3. As the present game shows, however, neither of the opponents seems to consider the move 5. B—Q3, a strong one. Bogoljubow prefers 2. .... P—K3; as for him the most important thing is to be able to develop his QKt either to Q2 or QB3, according to circumstances.

3. P—Q4	P × P
4. Kt × P	Kt—KB3
5. Kt—QB3	P—Q3
6. B—K2	B—K2
7. Castles	Castles
8. K—R1	P—QR3
9. P—QR4	P—QKt3
10. P—B4	B—Kt2

It may be observed that White models his development on the famous example of the Maróczy-Euwe game, Scheveningen 1923. But while Euwe in this game allows himself to be slowly crushed, Bogoljubow is consistently concerned with turning to account the slight drawback involved in White's otherwise very strong move P—KB4, that is, he wants above all to exploit the weakening of the diagonal from White's KR1 to QR8, and especially of White's point K4, to obtain counter-chances.

11. B—B3	P—Q4

Two-edged, but consistent.

12. P × P	.....

After 12. P—K5, Black would reply Kt—K5.

12.	P × P
13. Q—Q3	Kt—B3
14. Kt × Kt	B × Kt
15. B—K3	.....

This is the situation of which we spoke in the introduction to this game, and in which all the chances seem to be on White's side. But now Black begins to counter on the K-file and the long white diagonal.

15.	R—K1
16. QR—Q1	B—Kt5 !

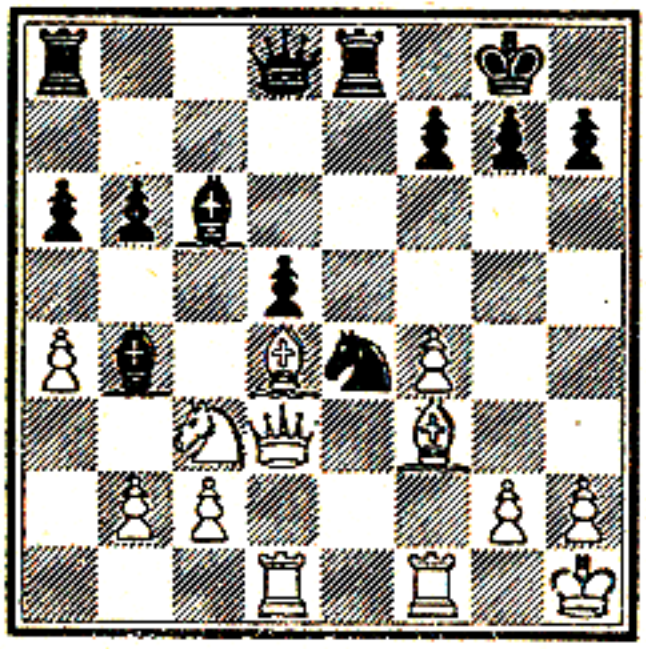
In order to weaken the point K5 by the possibility of an exchange on QB6.

17. B—Q4	Kt—K5 !

This looks like a blunder, and yet it has been deeply thought out. It is a companion move to Kt—Kt5; in the second Lasker-Tarrasch match game mentioned above.

Position after 17. .... *Kt—K5*

Black: BOGOLJUBOW



White: VON HOLZHAUSEN

In this position several seemingly decisive continuations are at the disposal of the first player. As a matter of fact, however, Black has some counter in each case, e.g., 18. B × Kt, P × B; 19. Q—Kt3, P—B3; 20. B—B5, B × B ! 21. R × Q, QR × R; and Black has in his two Bishops and his strong passed Pawn a more than promising compensation for his loss in material; or 18. B × Kt, P × B; 19. Q—B4, B × Kt; 20. Q × B, P—K6 ! 21. B × KP, Q—B1. Black has forfeited a Pawn, to be sure, but he will obtain great pressure against White's game on the K-file and on the long diagonal (Q—QKt2;), and at the worst he will hardly be able to lose even in the end-game, because of the Bishops of opposite colours.

18. B × KKtP	.....

This is the third and most dangerous continuation which is at White's disposal, but this was not overlooked by Black either, but rather taken into consideration, as the sequence shows.

18.	Q—R5 !
19. K—Kt1 ?	.....

White, thinking victory to be within his grasp, rather thoughtlessly makes the move which prevents the loss of the exchange with which he was threatened both by Kt—Kt6 ch ; and by Kt—B7 ch. Instead, he should have taken the kind of decision which is so difficult to take when within sight of victory. He should have given up the exchange, thereby destroying Black's newly acquired strong posts. With two Pawns and a good position for the exchange he had then winning chances e.g.: 19. Kt × P, Kt—Kt6 ch. ; 20. K—Kt1, Kt × R; 21. R × Kt, B—B4 ch.; 22. B—Q4, etc.

19.	P—B3 !

With this move Black wins a piece and the game.

20. P—KKt3	.....

If White here or in the next move plays B × Kt, in order to continue after P × B; with Q—B4 ch., Black foils White's plan by the interposing B—B4 ch.

20.	.....	Q—R6
21.	Kt × Kt	P × Kt
22.	Q—B4 ch.	K × B
23.	Q × B(B6)	B—B4 ch.
24.	K—R1	P × B
25.	Q × P(B3)	R—K6 !

A vigorous conclusion. White must not take the R on QR8, as Black would force mate with R—K7.

26.	Q—Kt7 ch.	R—K2

Resigns.

GAME 55

QUEEN'S GAMBIT

Berlin 1928

White	*Black*
JOHNER	BOGOLJUBOW
1. P—Q4	Kt—KB3
2. P—QB4	P—B3
3. Kt—KB3	P—Q4
4. P—K3	P—K3
5. B—Q3	.....

The idea is to wait for a time with the development of the QKt, in order to develop it to Q2 or QB3, according to circumstances. As we shall see in a moment, this precaution prevents the Meran Variation, for instance. Against that Black could, with Kt—K5; bring about the Stonewall Formation for which White's Bishop is more favourably placed at K2.

5.	.....	QKt—Q2
6.	Castles	B—K2

White's only possibility of obtaining attacking chances lies in Kt—QB3, combined with P—K4. In anticipation of this, Bogoljubow places his Bishop on K2 and not on the apparently more aggressive point Q3.

7.	Kt—B3	Castles
8.	P—K4	P × KP
9.	Kt × P	P—QKt3
10.	Q—K2	B—Kt2
11.	R—Q1	.....

One would really expect here the development of the QB. At the same time there are quite a number of squares open to it, and the decision is therefore not an easy one to make. Most in accord with the position seems to be P—QKt3, with B—Kt2. As sooner or later Black will have to make the liberating move P—B4, the Bishop would thus have a beautiful long attacking diagonal. As Johner could not make up his mind, and still wanted to leave himself all the possibilities, he chose the move in the text, which is not exactly bad, but colourless, and at bottom a makeshift.

Such moves reveal the principal difference between Bogoljubow and most of his opponents. Bogoljubow always has absolute confidence in the correctness of his plans, and so he knows no vacillation, and loses no tempo in carrying them out. Here too, in spite of his being the second player, he gradually takes the initiative.

11.	.....	Q—B2
12.	B—Kt5	KR—K1
13.	Kt × Kt ch.	.....

White plays to bring his Knight to K5. But it would have been better to renounce already all thoughts of attack and make as much preparation as possible for exchange and simplification after Black's P—B4, which is to be expected.

13.	.....	Kt × Kt
14.	Kt—K5	P—B4 !

White wanted to prevent this move by posting his Knight on K5. For Black must not reply to 15. P×P, with Q×P; as White can thereupon sacrifice his Bishop on R7 after exchange on KB6.

15.	P×P	P×P !

Superficially, it might be thought that Black has the inferior position on account of his isolated Pawn. As a matter of fact, he has the better game. Obviously, the Pawn itself is quite safe, but on the other hand White's Pawn majority on the Q-side is now of less value, as his QKtP will never get past the point Kt4. Thus it is clear that Bogoljubow has an extra Pawn in the centre, the mobilisation of which is the difficult problem in the next part of the game.

16.	P—B4	.....

White is concerned with establishing more securely his control of the point K5, in order thus to make impossible the utilisation of Black's additional Pawn in the centre. It is worth noting that the Bishop Sacrifice on R7 instead of this would be unsuccessful. Though White would obtain a draw, with 16. B×P ch., K×B; 17. R—Q7, Kt×R; 18. Q—R5 ch., Black has a better line of play in: 16. .... Kt×B; 17. R—Q7, Q×R; 18. Kt×Q, Kt×B; and retains more than an equivalent for the Queen.

16.	.....	QR—Q1
17.	B—B2	R×R ch.
18.	R×R	R—Q1
19.	R×R ch.	Q×R
20.	Q—Q3	Q—R4 !

In view of the threat B—K5 and the unprotected position of the QRP, White now decides to yield possession of the two Bishops to Black by exchange on KB6. Apparently Johner thinks that Black will not be able to realise on this advantage, owing to the strong Knight position on K5. But as Bogoljubow does find the way to demonstrate the superiority of his Bishops, 21. Q—Q1, would have been preferable, whereupon Black would obviously be unable to take the QRP: e.g., 21. .... P—KR3 ! 22. B—R4, Q×P ? 23. B×Kt, P×B; (if B×B; then 24. Q—Q7,) 24. Q—Q3 ! P—B4; 25. Q—Q7, etc.

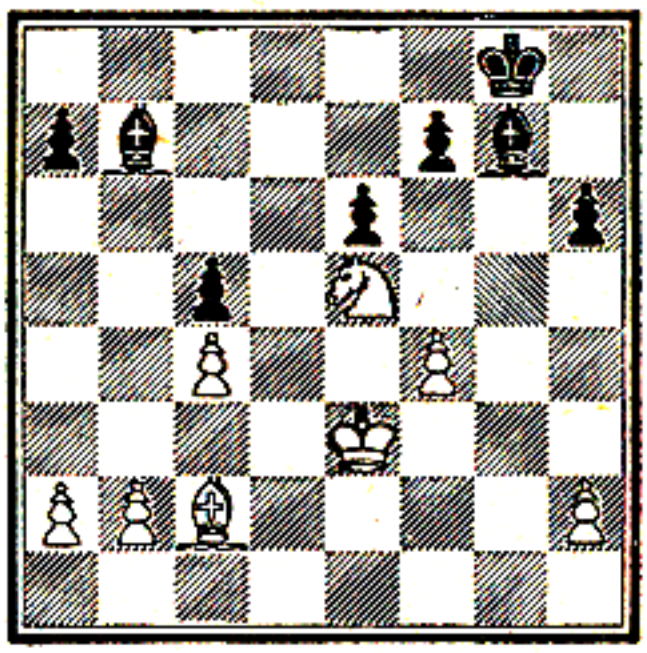
21.	B×Kt	Q—K8 ch.
22.	Q—B1	Q×Q ch.
23.	K×Q	B×B
24.	P—KKt3	P—KR3

Although later on the strength of the two Bishops makes itself very much felt, this end-game should not be considered as a typical example of the superiority of the two Bishops. For in that case Black's aim above all would be to restrict the White Kt, and therefore to play P—B3; as early as possible; he would even have played P×B; instead of B×B; on the 23rd move. But, now as before, the chief advantage of Black's game consists in the extra Pawn in the centre, for which White's QKtP is no compensation, as it cannot be advanced.

25.	K—K2	P—Kt4
26.	K—K3	P×P ch.
27.	P×P	B—Kt2

Position after 27. .... *B—Kt2*

Black: BOGOLJUBOW



White: JOHNER

28. P—Kt3 .....

The obvious looking move 28. B—K4, would lead to a won Pawn-ending for Black after B × B; 29. K × B, P—B4 ch.! with B × Kt. Black's extra Pawn in the centre would in this way be converted into a protected passed Pawn.

28. ..... P—B4!

The beginning of the decisive manœuvre. The Bishop is to be moved to Q3 and the King to KB3, after which White's Kt must give up the post K5. Then Black can show his superiority in the centre with P—K4. Meanwhile the Pawn at KB4 in several variations offers good protection for Black's QB on K5.

29. P—QR3 P—QR4
30. B—Q3 .....

White can only wait. After B—Q1, B—K5; would completely cripple White's game.

30. ..... B—KB3
31. B—B2 K—Kt2
32. B—Q3 B—Q1
33. B—B2 B—B2
34. B—Q3 B—Q3
35. B—B2 K—B3
36. Kt—B3 .....

The move 36. Kt—Q3, could not prevent the Pawn's breaking through with P—K4; as Black would accomplish it in any event with B—K5

36. ..... P—K4
37. P × P ch. B × P
38. B—Q3 .....

White gives up his KRP, still hoping afterwards to obtain a draw in view of the Bishops of opposite colours. The game was lost in any case, as White plays in effect with one Pawn less, and besides has the worse position. After 38. P—R3, the immediate sequel would be B—Kt7; 39. P—QR4, B—B8 ch.; with P—B5; or B—K5.

38. ..... B × Kt
39. K × B B × P
40. B—K2 K—K4
41. K—K3 B—B5 ch.
42. K—B3 .....

After 42. K—Q3, Black continues with B—B8; and K—B5.

42. ..... B—B8
43. P—R4 K—Q5
44. B—Q1 K—Q6
45. B—K2 ch. .....

The KtP cannot be saved.

45. ..... K—B7
Resigns.

If White opens the game by moving a centre Pawn two squares and Black replies symmetrically, White will try to turn his opening advantage to account by selecting Black's fixed centre Pawn as the object of attack, and thus bring pressure to bear on his opponent's position or open up lines to his own advantage. As we have seen, that is the real meaning of the Ruy Lopez and the Queen's Gambit. Conversely, all the methods by which Black strives for equalisation against 1. P—K4, or 1. P—Q4, have this in common that they make White's middle Pawn the point of attack. In the KP-openings, P—Q4; is thus the liberating move for Black, as a rule, and in the QP-openings it is P—QB4; or P—K4.

By this reasoning we have already brought out before that 1. .... P—K4; or 1 .... P—Q4; is probably not the best reply to 1. P—K4, or 1. P—Q4, respectively, as they at once offer White a point of attack. This view is shared by many chess masters to-day. By this time we realise that it is possible to doubt whether 1. P—K4, and 1. P—Q4, are the best opening moves for White, for we have seen above that those centre Pawns are the very ones which will become the target of Black's operations in order to obtain equalisation. But it follows from this that no matter how many good features the moves 1. P—K4, and 1. P—Q4, may have, as far as gaining freedom of movement, dominating the centre, and opening up the game for the other pieces are concerned, nevertheless they have also a weakness, namely, that they themselves are a point of attack for the opponent. Of course, this is no sufficient reason for condemning these moves, since it remains questionable whether one could find a better opening system, that is, a system which offers similar advantages and lesser disadvantages. Nevertheless, after realising that the traditional opening moves are not altogether beyond criticism, it is the duty of the thinking chess player to occupy himself with the problem of finding a better system. As the opening is in general a struggle for domination in the centre, the characteristic feature of every such new system will be a desire to direct pressure against the centre without fixing the middle Pawns too soon.

The natural opening move in such a system is 1. Kt—KB3. The move directs pressure against the centre, prevents P—K4; and keeps open almost all the possibilities for the first player. The obstruction of the KBP is of little import, as this Pawn should rarely, and only with the greatest caution, be drawn into the conflict in the centre, on account of the weakening of its own K-position. As the reply 1. .... P—K4; is impossible, the adherent of the old views thereupon plays 1. .... P—Q4; whereby White really plays a kind of Indian Defence in the opening move. For this reason Kmoch calls this system the Indian Attack. But the student should not allow this designation to lead him into applying the principles of the Indian Defence to the Indian Attack. The essential difference lies in the fact that Black plays the Indian Defence with the desire of obtaining equalisation. The first player, on the other hand, chooses a definite opening system in order to turn the opening advantage to account, and to improve his chances. Now it is clear to any experienced chess player, as a matter of course, that an attack which will bring an advantage, when justified by the fact that the player is a tempo ahead, may be ill-advised and produce the reverse effect, when the development is as yet insufficient.

In the beginning of 1923, two Indian attacking systems of this kind were introduced into master play. One of them, deriving from Nimzowitsch, is intended to continue the pressure against the weakened point K5 after 1. Kt—KB3, by 2. P—QKt3, combined with B—Kt2. Nimzowitsch, who is to be credited with working out the best method of the Indian Defence, has, as we see, applied the methods of this defence to the attack. But what is good for the defence, what is good for obtaining equalisation, is not suited to winning an advantage. The tendency, expressed in this system, to attack the opponent's weak points in order to establish strong posts there oneself as advance guards, and on the other hand to leave the opponent's strong points untouched, leads to mutual blocking and a completely closed position, in which the advantage of the opening move hardly counts any longer. That is the real reason why this system is especially desirable for the second player, as we have already explained elsewhere, but as an attacking system it would hardly become standard.

In order to derive an advantage from the opening move, one must play with a system which does not allow the second player to bring about a closed position without disadvantage in space, nor to place irremovable bulwarks in the centre. Not

the weak points, therefore, as in the defence, but the strong points, that are to become bulwarks, must be brought under fire. It is upon this idea that the opening system introduced by the author of this book is based. After 1. Kt—KB3, P—Q4; White directs the attack not against the weak point K5, but against Q5, continuing with 2. P—QB4, P—KKt3, and B—KKt2. In the nomenclature of the theory of openings, this opening system has been given the author's name, in accordance with the suggestion of the Serbian master Vukovic. In addition there is also the designation Zuckertort Opening, which is much more general, in fact, as it is characterised by the first move Kt—KB3. Kmoch, who is of the opinion that openings should not be named after persons, suggests for both the systems discussed here the designations 'Queen's Indian Attack' and 'King's Indian Attack.' Just as in the case of the Indian Defence, we believe that here too it will soon appear how superfluous these names are. While in the defence the King's Indian is dying out, in the attack the Queen's Indian is hardly played any more !

By far the best defence against this attacking system, which Tartakower named 'Opening of the Future,' is still to be found in the counter-attack first employed by Lasker in New York 1924. To be sure, Lasker's method is probably held in greater esteem because of the repute of its creator and the success he has won with it, than because of its true value, as the following may serve to show.

1. Kt—KB3	P—Q4
2. P—B4	P—QB3

Inferior would be 2. . . . . P—K3; on account of the confinement of Black's QB. Nimzowitsch and several other masters recommend 2. . . . . P × P; whereupon White can win back his Pawn with 3. Kt—QR3, or still more simply with 3. P—K3.

3. P—QKt3	. . . . .

After Black's move P—QB3; White's QBP must be covered, while after P—K3; there can be an immediate 3. P—KKt3, as after P × P; there is then available 4. Q—R4 ch.

3.	B—B4

This development of the Bishop, for which a place to retreat will later be provided by P—KR3; distinguishes Lasker's

system. Bogoljubow later (Moscow 1925) against the author of this book played B—Kt5; a method which was subsequently used by Capablanca also.

4. P—Kt3	Kt—KB3
5. B—KKt2	P—K3

If Black before this move plays QKt—Q2; the simple exchange P × P, already gives White a small but definite advantage.

6. B—Kt2	QKt—Q2
7. Castles	B—Q3

Here the Bishop is exposed, and besides it is in the way of Black's Queen if the Q-file should be opened eventually. For this reason we consider Spielmann's more unassuming move 7. . . . . B—K2; the better one.

8. P—Q3	. . . . .

If Black had chosen the system 2. . . . . P—K3; confining his QB, then P—Q4 would be stronger here.

8.	Castles
9. Kt—B3	. . . . .

Much stronger than QKt—Q2, for the aim of White's opening tactics is to demolish Black's bulwark Q4.

9.	P—KR3
10. P—KR3	. . . . .

A preparation for P—K4! which would otherwise be answered by B—KKt5.

10.	Q—K2
11. Q—B2	. . . . .

and White will presently maintain the superiority in the centre with P—K4.

The comments on the following game by the chess master and excellent chess analyst Hans Kmoch, were published originally in a daily newspaper in Vienna.

GAME 56

Carlsbad 1923

White	*Black*
RÉTI	RUBINSTEIN
1. Kt—KB3	P—Q4
2. P—KKt3	Kt—KB3
3. B—Kt2	P—KKt3
4. P—B4	.....

This attacking system, which is not new in itself, has been developed by Réti as his special weapon. If among the many designations used for this opening one is to be selected which is taken from the name of a player, then there can only be a choice of 'Réti Opening' or 'Réti System.'

(For the names and the precursors of this opening system, see the preceding chapter. Author's Note.)

4.	P—Q5

As in most cases, the early advance past the middle of the board is questionable here. Better would be P—B3.

5. P—Q3	B—Kt2
6. P—QKt4	.....

Excellent! Black's QP is to be isolated and then either captured or – after P—K3 – forced to exchange on K3, whereupon White obtains the decisive superiority in the centre.

6.	Castles
7. QKt—Q2!	P—B4

Black has no satisfactory strategic defence, although the text move parries the chief threat mentioned.

8. Kt—Kt3	.....

Again very good! As Black would open up the diagonal to QR1 if he moved P—QKt3; nothing is left to him but the following poor exchange.

8.	P × P

He must therefore give up his pride, the blockade Pawn Q5, for the 'outsider' Kt5.

9. B—Kt2	.....

Always precise! An immediate QKt × P, would be weaker, on account of the reply P—K4.

9.	Kt—B3
10. QKt × P	Kt × Kt
11. B × Kt	P—Kt3
12. P—QR3	.....

Opening up the file advantageously. On the other hand, an assault upon Black's QR with 12. Kt—Q2, would fail completely because of Q × B; 13. B × R, Kt—Kt5! etc.

12.	B—Kt2

Threatens B × Kt; 14. B × B, Q × B; 15. B × R, Kt—Kt5; and wins.

13. B—Kt2	.....

But now Black has to exchange on R3.

13.	P × P
14. R × P	Q—B2
15. Q—R1	.....

One may confidently assert that Réti did not discover this move, he invented it! It is very strong, and the entire design of the game is very characteristic. Black must make haste to shake off the pressure against KKt2.

15.	Kt—K1
16. B × B	Kt × B
17. Castles KR	Kt—K3
18. R—Kt1	.....

Threatens 19. R×RP, R×R, 20. Q×R, as now the capture of the Q by R—R1; would be frustrated by Q×P.

18.	.....	B—B3
19.	P—Q4	B—K5
20.	R—Q1	P—QR4

In order to be finally rid of the latent threat against Black's QR2. On the other hand, Black's QKt3 now becomes even weaker than was QR2.

21.	P—Q5	Kt—B4
22.	Kt—Q4	.....

Wins the point QB6 for the Knight. The great strategist Rubinstein is already completely outplayed – a very rare thing, for if Rubinstein had heretofore lost a game now and then, it happened almost invariably *only* through over-combination.

22.	.....	B×B
23.	K×B	KR—Q1
24.	Kt—B6	R—Q3
25.	R—K3	R—K1

Maróczy is of the opinion that here the exchange should have been sacrificed, for better or worse, on Black's QB3. But that would only put off the disaster for a time.

26.	Q—K5	.....

(To provoke P—B3; and thus make permanently impossible the undermining of Q5 and the Kt-position B6. Author's Note.)

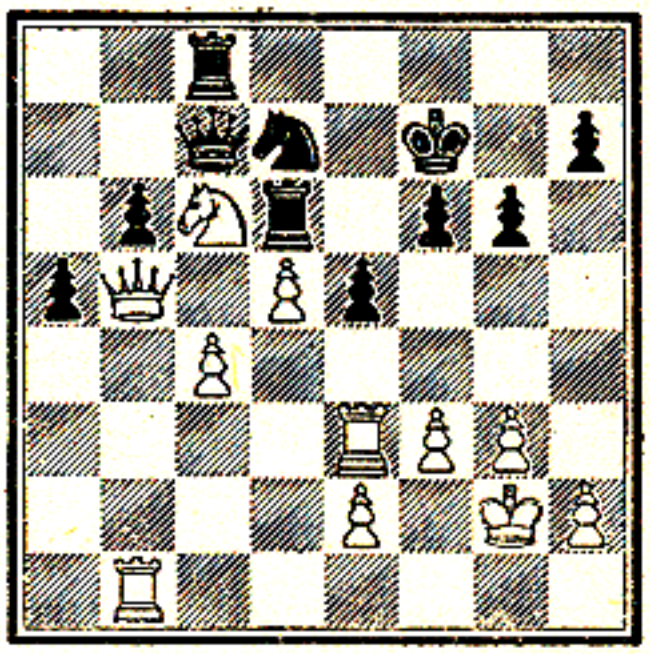
26.	.....	P—B3
27.	Q—Kt2	P—K4
28.	Q—Kt5 !	.....

The Queen is here in a very strong position. It attacks Kt6 and in any case prevents the liberating sacrifice on B6.

28.	.....	K—B2
29.	R—QKt1	Kt—Q2
30.	P—B3	R—QB1

Position after 30. .... *R—QB*1

Black: RUBINSTEIN



White: RÉTI

31.	R—Q3 !	.....

Very fine ! Black was preparing to obtain equalisation by Kt—Kt1. White therefore covers his QP, so that after Kt—Kt1; he can continue victoriously with 32. P—B5.

31.	.....	P—K5

After Kt—B4; White wins with 32. Q×KtP, etc. By sacrificing the Pawn, the Kt on B6 is eliminated; but it is too great a price to pay.

32.	P×P	Kt—K4
33.	Q×KtP !	.....

For after Kt×R; 34. P×Kt, etc., White's army of passed Pawns would win quite easily.

33.	.....	Kt×Kt
34.	P—B5 !	.....

The point of the manœuvre introduced with 31. R—Q3 ! The immediate reprisal on B6 would only lead to a draw.

34.	.....	R—Q2
35.	P × Kt	R × R
36.	Q × Q ch.	R × Q
37.	P × R	R × P
38.	R—Kt7 ch.	K—K1
39.	P—Q4	R—R3
40.	R—Kt6 !	.....

Captures another Pawn, for if Black exchanges, there follows 41. P × R, K—Q1; 42. P—K5, P × P; 43. P × P, P—R5; 44. P—K6, P—R6; 45. P—Kt7, K—B2; 46. P—Kt8 (Q) ch., K × Q; 47. P—K7, P—R7; 48. P—K8(Q) ch., and wins. The rest is now very simple and requires no explanation.

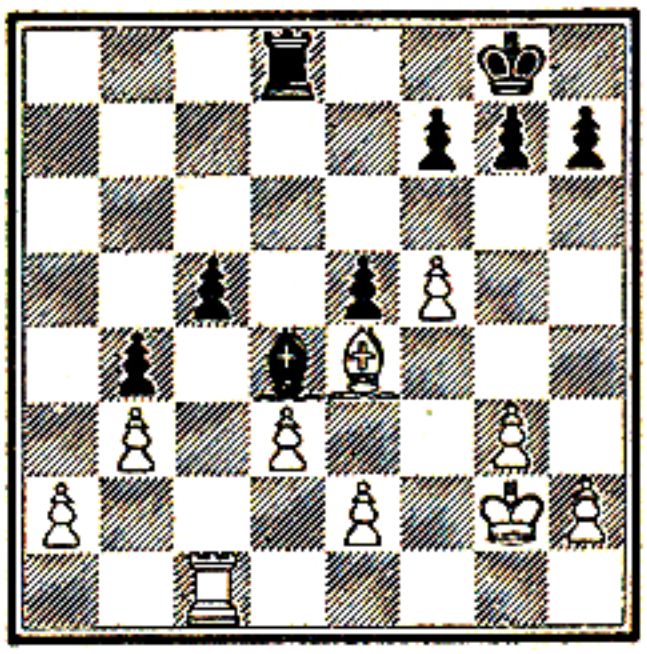
40.	.....	R—R1
41.	R × P	P—R5
42.	R—B2	P—R6
43.	R—R2	K—Q2
44.	P—Q5	P—Kt4
45.	K—B3	R—R5
46.	K—K3	P—R4
47.	P—R4	P × P
48.	P × P	K—K2
49.	K—B4	K—Q2
50.	K—B5	Resigns.

The Centre Pawn as an Obstruction to its own Pieces

A centre Pawn advanced to the fourth square and blocked there can have still another disadvantage than the fact that it is an object for hostile attack. It can also be an obstruction to its own pieces, especially a Bishop; other pieces may be blocked, and in the end-game even the King. Holding back the middle Pawns in the so-called 'hyper-modern game' is therefore often very advantageous even in the last phase of the end-game. An example of this is offered in the following ending from a tournament game played in Moscow 1925.

Position after the 27th Move

Black: ROMANOWSKI



White: RÉTI

If in this position White's KP were on K4, and his Bishop say on QB4, the last square still open to it, both sides would obviously be absolutely even. The difference in the position of the King's Pawns, however, gives White a superiority in position. Black's KP does seem quite harmless, and the most one perceives is that it restricts the activity of Black's Bishop. Yet in order to understand the full extent of the harm done by this centre Pawn, we must ask what advantage White derives in the continuation from the fact that the square K4 is not made inaccessible to his pieces by any Pawn.

For the present, White's Bishop is very comfortable on this square, then it will be used by the Rook as a thoroughfare, and finally it will constitute a strong post for White's King.

28.	R—B4	K—B1
29.	K—B3	R—B1
30.	P—K3	B—B6
31.	P—QR4	.....

White takes advantage of the opportunity of advancing his backward QRP.

31.	.....	K—K2
32.	B—Q5	R—B2

33.	R—R4	P—R3
34.	K—K4	K—B3
35.	R—R5	.....

Now White, who has obtained a dominating position for his pieces, thanks to the square K4, threatens to win with P—Kt4, combined with P—R4, and P—Kt5 ch., as the invasion of R8 by the Rook would always decide the game quickly. There is nothing much that can be done strategically against this threat, and the ingenious combination that Romanowski invents is therefore all the more admirable. But as usual, in combination playing also, the prospects are greater for the more favourably placed pieces, and so White succeeds in frustrating the hostile combination. The essential point here is the sad part played by Black's Bishop, which is prevented by its own Pawns from returning in time for the defence.

35.	.....	R—Q2

The preparation for the following combination.

36.	P—Kt4	P—Kt3
37.	R × P	K—Kt4
38.	R—R7	K × P

Threatens mate by P × P. If 39. P × P, then P—B4 mate. After 39. P—B6, there would be a forced draw by K—Kt4; but now there is a successful culmination of the counter-combination, which White has had in mind for several moves.

39.	B—K6	.....

Black must accept this sacrifice, as after R—K2; White would win with 40. R × P, R × R; 41. P × P dis. ch.

39.	.....	P × B
40.	P × KtP	.....

Of course not 40. R × R, because of P × P mate.

40.	.....	R—Q1
41.	R—R7	K—Kt4

The Bishop would come to the rescue just one move too late; 41. .... B—K8; 42. P—R5, B—R5; 43. P—R6, B—B3; 44. P—Kt7, R—KKt1; 45. R—Kt7, B × P; 46. P—R7, and Black is obliged, on account of the threat R—Kt8, to move R—QR1; whereupon White wins easily with 47. R × B ch.

42.	P—Kt7	K—R3
43.	P—R5	K—R2
44.	P—R6	R—Q3

Otherwise White wins with R—Kt7, combined with P—R7, and R—Kt8.

45.	P—R4	B—K8
46.	P—R5	B—R5
47.	P—R6	Resigns.

After B—B3; the simplest win is by 48. R—KB7.

ALEXANDER ALEKHIN

THE present world champion was born in Moscow, on October 19, 1892. He became a master when only sixteen years of age by winning first prize in the All-Russian Major Tournament at St. Petersburg, which took place at the same time as the International Masters' Tournament in 1909. Even before the war, in spite of his youth, he achieved great victories, the most conspicuous of which was his winning first place in the Mannheim Tournament 1914, which was interrupted by the outbreak of the war.

Since the Russian revolution he has been living in Paris, where he has found time to apply himself successfully to legal studies as well as chess.

His greatest tournament triumphs are First Prize in Budapest 1921, The Hague 1921, Carlsbad 1923 (divided with Bogoljubow and Maroczy), Baden-Baden 1925, Kecskemet 1927, as well as second prize in Pistyan 1922 (divided with Spielmann after Bogoljubow), London 1922 (after Capablanca), Semmering 1926 (after Spielmann) and New York 1927 (after Capablanca).

It was owing to these successes that the chess world considered him the most promising challenger for the world championship. The long-awaited match took place in Buenos Aires in 1927, under the auspices of the 'Club Argentino de Ajedrez,' and ended with Alekhin's triumph by 6 : 3 and 25 drawn games.

One may read the most varied opinions concerning Alekhin's style. This is due to the fact that his chess art is not merely a gift of the Muses, but even more so the result of the highest intelligence and an enormous capacity for work. When he began, one admired his rich imagination and his impetuous will to attack. His strength of character kept him on the path that leads to the ultimate heights and allowed neither these special characteristics of his youth nor the admiration of the multitude to lead him astray; he subordinated his gifts to his intelligence, his talent to his genius.

Lasker has preached the creed of 'Common Sense in Chess.' There is a series of his lectures with that general title for elementary students of the game. His purpose is to show that

the student can make rapid progress if he does not adhere blindly to too many rules, does not regard the problems of chess as something special and altogether different from other human affairs, but applies to them the same simple reasoning and common sense that he uses in dealing with the questions of practical life. This idea is developed further in Alekhin's games and also in his excellent works on chess. (Tournament Book, New York 1924 and *My Hundred Best Chess Games*.)

In his thinking and in his writing on the subject of chess, he is always so logical and easy to understand, so far removed from any mystical tendency, that he may best be described by the epithet that has been grossly misused in recent years – to wit 'realist.'

GAME 57

QUEEN'S GAMBIT

Pistyan 1922

White	*Black*
ALEKHIN	H. WOLF
1. P—Q4	P—Q4
2. Kt—KB3	P—QB4
3. P—B4	P × QP

With P—K3; we would arrive at the Tarrasch Defence of the Queen's Gambit, which has hardly any adherents to-day.

The text move undoubtedly is preferable. After the fourth move it leads to a symmetrical position, in which the problem of exploiting the advantage of the first move is at any rate very difficult. Indeed, for several years this problem was considered absolutely impossible of solution, and the preparation of the Queen's Gambit by 2. Kt—KB3, therefore a failure. Incidentally, the same position is also frequently reached by the continuation 1. P—Q4, P—Q4; 2. Kt—KB3, Kt—KB3; 3. P—B4, P—B4; 4. P × QP, P × P.

4. P × P	Kt—KB3

After Q × P; White would obtain a great superiority in development with Kt—B3. The text move brings about the above mentioned symmetrical position. Black can still maintain the symmetry in the next move by capturing on Q4 with the same piece with which White will capture on his Q4.

5. Kt × P	P—QR3

Black incorrectly refrains from Kt × P, which would give the first player a small advantage in development after 6. P—K4, Kt—Kt5 ! 7. B—K3 ! The idea of move 5. .... P—QR3; is to wait for 6. Kt—QB3, and then to reply Kt × P; after which P—K4 would obviously be bad on account of Kt × Kt.

However, artificial moves of this kind in the opening can be used successfully only against a player who does not allow them to interrupt his humdrum progress. Alekhin, on the contrary, immediately gives his attention to the problem of refuting this move.

6. P—K4 ! !	.....

White sacrifices his K-Pawn in order to keep his QP, which does not become weak, as one might think, but in conjunction with the open K-file soon exerts overwhelming pressure against that file.

6.	.....	Kt × KP
7.	Q—R4 ch. !	.....

In order to force obstruction of the Q-file by one of Black's pieces. Obviously, Black cannot reply Q—Q2; on account of 8. B—QKt5.

7.	.....	B—Q2
8.	Q—Kt3	Kt—B4
9.	Q—K3 !	.....

Prevents the opening up of Black's game by P—K3. Black therefore tries to obtain a Fianchetto development of his KB, so that he can then Castle, but that too is prevented by a few vigorous moves of Alekhin's.

9.	.....	P—KKt3
10.	Kt—KB3	Q—B2
11.	Q—B3	R—Kt1
12.	B—K3	P—Kt3
13.	QKt—Q2	.....

The attempt to play for the gain of a piece by 13. P—QKt4, would fail, as Black would have at his disposal the reply B—Kt2; 14. Kt—Q4, Q—R2; or 14. B—Q4, B × B; 15. Kt × B, Q—K4 ch.; as the case might be.

13.	.....	B—Kt2
14.	B—Q4	B × B
15.	Q × B	B—Kt4

In order to be able to develop the QKt. The move B—B4; would not be suitable for this purpose, as after 16. B—K2, Black could not play QKt—Q2; on account of 17. P—KKt4, B—B7; 18. R—QB1.

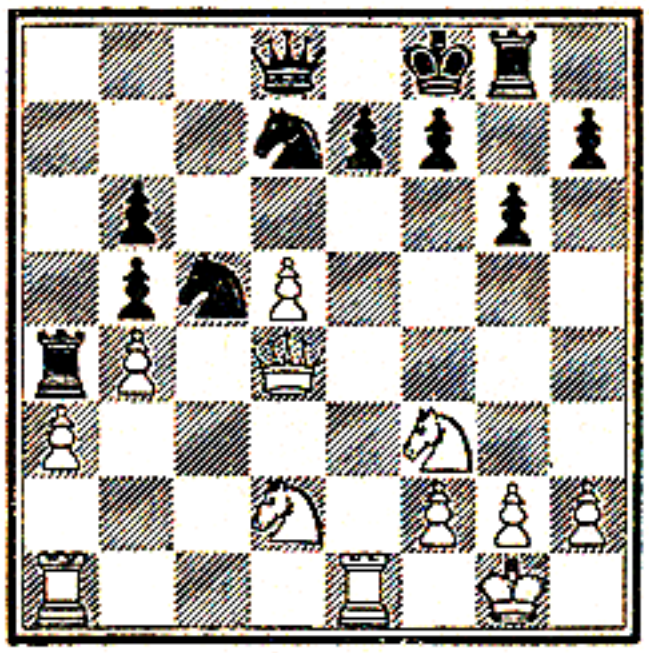
16.	B × B ch.	P × B
17.	Castles KR	.....

Now that White has completed his development, it can be seen that the strategy introduced with 6. P—K4, has attained its object. The pressure on the K-file with the aid of the P at Q5 has a decisive effect.

17.	.....	R—R5
18.	P—QKt4	Q—Q1
19.	P—QR3	QKt—Q2
20.	KR—K1	K—B1

Position after 20. .... *K—B1*

Black: H. WOLF



White: ALEKHIN

Now follows the final combination.

21.	P—Q6	Kt—K3
22.	R × Kt	P × R
23.	Kt—Kt5	Q—Kt1
24.	Kt × KP ch.	K—B2
25.	Kt—Kt5 ch.	K—B1
26.	Q—Q5	R—Kt2
27.	Kt—K6 ch.	K—Kt1
28.	Kt × R dis. ch.	K × Kt
29.	P × P	Kt—B3

30. Q × P and White won.

THE 'BLUMENFELD GAMBIT' AND RELATED SYSTEMS

The 'Pawn majority on the Q-side' is one of the principles of Steinitz' theories that has become famous. The advantage of this Pawn majority as opposed to the hostile Pawn majority on the K-side at times makes itself felt in the middle game, when the majority on the K-side cannot participate actively on account of the exposure of their own King. The Pawn majority on the Q-side also can occasionally be superior to a Pawn

majority in the centre, when the additional hostile centre Pawn is backward. This sometimes happened, for instance, with the first player's Pawn at K3 in the older defence of the Queen's Gambit, where for purposes of attack he moved P—KB4, (Pillsbury Attack).

However, it follows from the enormous importance of the centre of the chess board, that other things being equal, the Pawn majority there is stronger than the hostile Pawn majority on the Q-side. Many a game has been lost through ignorance of this fact and an erroneous interpretation of Steinitz's theory of the Pawn majority on the Q-side. The modern masters, who have completely discarded this false interpretation of Steinitz's teaching, have deliberately tried in many openings to obtain the Pawn majority in the centre. An important means to this end in the Queen's Pawn opening and similar openings, in which Black or White must at some time move P—QB4 to complete his development, is for White or Black, respectively to play P—QKt4, in order to exchange this Pawn against the hostile BP.

The most ingenious form of this type of opening is an immediate 1. P—QKt4. For, Black can very well reply with 1. . . . . P—K4; cover this Pawn after 2. B—Kt2, with P—KB3; and later establish a strong centre with P—Q4. As Black in this system does not have to play P—QB4; the chief aim of White's opening is thwarted. It is therefore more in keeping with the system to play 1. Kt—KB3, and only after Black's P—Q4; the move 2. P—QKt4, as we shall see in the Alekhin-Drewitt game.

Another opening belonging to this group is the so-called Polish Defence, which consists in the reply 1. . . . . P—QKt4; to 1. P—Q4. This defence is questionable, however, as White can subsequently build a strong centre without first playing P—QB4, just as Black does in the opening 1. P—QKt4, by P—KB3, combined with P—K4.

At the present time, the most important opening variation in which P—QKt4 is characteristic, is the so-called Blumenfeld Gambit:

1. P—Q4	Kt—KB3
2. P—QB4	P—K3
3. Kt—KB3	. . . . .

White can avoid the Blumenfeld Gambit with 3. Kt—QB3.

3.	P—B4
4. P—Q5	P—QKt4

This gambit, deriving from the Moscow chess master Blumenfeld, was first used in Masters' Tournament practice in the Tarrasch-Alekhin game (Pistyan 1922). Tarrasch accepted the Gambit (see the next game), but thereby gave his opponent too strong a superiority in the centre. To-day the Gambit is declined, as a rule. The strongest continuation for White is:

5. B—Kt5	P × QP

In the concluding note we shall explain why this exchange is necessary before P—KR3.

6. P × QP	P—KR3
7. B × Kt	Q × B

With this, a position that is not yet clarified is reached. White controls more ground, it is true, but Black has two Bishops.

On the other hand, it would have been an error to play P—KR3; on the 5th move before the Pawn exchange in the centre, as White would thereupon necessarily obtain a clear advantage with 6. B × Kt, Q × B; 7. Kt—QB3, P—Kt5 (after Black's P—R3; would follow P—QR4,); 8. Kt—QKt5, Kt—R3; 9. P—K4. In the main line of play shown above, White cannot continue in a similar manner, after the Pawn exchange on White's Q5, as Black would reply to Kt—QKt5, with Q—QKt3; combined with P—QR3.

GAME 58

BLUMENFELD GAMBIT

Pistyan 1922

White	*Black*
TARRASCH	ALEKHIN
1. P—Q4	Kt—KB3
2. Kt—KB3	P—K3
3. P—B4	P—B4
4. P—Q5	.....

Here 4. P—KKt3, with B—Kt2, avoids the Blumenfeld Gambit.

4.	P—QKt4
5. P × KP	P × KP
6. P × P	P—Q4
7. P—K3	.....

Since this game there has been no attempt to accept the Blumenfeld Gambit. The power of Black's centre Pawns in the continuation of the game was too great a deterrent. Yet it is still an open question whether White can venture to accept the Gambit. But at this point he should first play 7. QKt—Q2 (to prevent the recapture of the Pawn by Q—R4;), and then develop the KB on the flank by P—KKt3, combined with B—Kt2. This Bishop would then exert pressure upon Black's centre Pawns.

7.	B—Q3
8. Kt—B3	Castles
9. B—K2	B—Kt2
10. P—QKt3	QKt—Q2
11. B—Kt2	Q—K2
12. Castles	QR—Q1

Black has now completed his development and obtains an overpowering attack by advancing his K-Pawn to K5.

13. Q—B2	P—K4
14. KR—K1	.....

White vacates the square KB1 for the KKt, to defend KR2, and leaves Q1 vacant for the QKt, for the purpose of defending KB2. For that reason, an immediate P—K4; by Black in the 12th move instead of QR—Q1; might have been still more forcible.

14.	P—K5
15. Kt—Q2	Kt—K4
16. Kt—Q1	Kt(B3)—Kt5
17. B × Kt(Kt4)	.....

After 17. Kt—B1, the game is quickly decided by the reply Kt—B6 ch. !

17.	Kt × B
18. Kt—B1	Q—Kt4

After White has provided adequate protection for the points KB2 and KR2, Black directs the next attack against White's KKt2. In order to parry this threat (Kt—R3—B4—R5), White is compelled to move one of his K-side Pawns, whereby Black obtains further possibilities of attack.

19. P—KR3	.....

In order to provide in time for the protection of KKt2 by K—R1, Kt—R2, and R—KKt1.

19.	Kt—R3
20. K—R1	Kt—B4
21. Kt—R2	P—Q5

The centre returns to life. White cannot take this Pawn, e.g., 22. P×P, P—K6; 23. Kt×P, Kt×Kt; 24. P×Kt, Q—Kt6; and wins.

22. B—B1	P—Q6
23. Q—B4 ch.	K—R1
24. B—Kt2	Kt—Kt6 ch. !

Of course, this Knight cannot be taken.

25. K—Kt1	B—Q4

Stronger than the immediate win of the exchange by P—Q7.

26. Q—R4	Kt—K7 ch.
27. K—R1	R—B2
28. Q—R6	P—R4

The progress of the attack thus far shows how difficult it is to storm a position without the aid of Pawns.

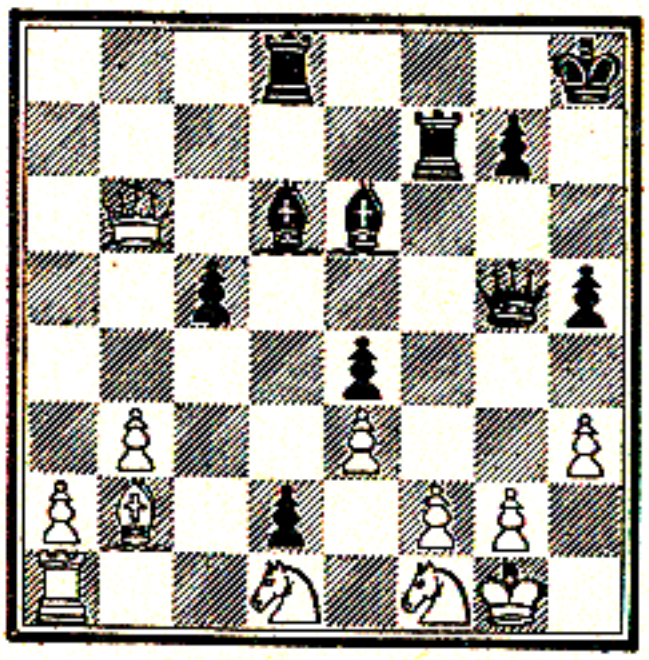
29. P—Kt6	.....

With the object of sacrificing the exchange on K2 after Black's P×P; and still reaching a tenable position.

29.	Kt—Kt6 ch.
30. K—Kt1	P×P
31. Q×KtP	P—Q7
32. R—KB1	Kt×R
33. Kt×Kt	B—K3 !

Position after 33. .... *B—K3 !*

Black: ALEKHIN



White: TARRASCH

Now White no longer has a defence. After 34. Q—B6, with the purpose of protecting the point KKt2 with Q×KP, Alekhin suggests the following decisive continuation: 34. Q—B6, R—B6; 35. Q×KP, B—Q4; 36. Q—QR4, Q×P ch. ! 37. K×Q, R—Kt6 ch.; 38. K—R2, R—Kt7 ch. and mate in two moves.

34. K—R1	B×RP
35. P×B	R—B6
36. Kt—Kt3	P—R5
37. B—B6	.....

An ingenious move, but it is too late to be of any use.

37.	Q×B
38. Kt×P	R×P ch.

White resigns, as after 39. K—Kt1, B—R7 ch.; the Queen is lost, and after 39. K—Kt2, Q—KB6 ch.; all is lost.

GAME 59

IRREGULAR

Portsmouth 1924

White	*Black*
ALEKHIN	DREWITT
1. Kt—KB3	P—Q4
2. P—QKt4	P—K3
3. B—Kt2	Kt—KB3
4. P—QR3	P—B4

Thus the opening selected by White comes into its own. By means of the exchange of the KtP against the hostile BP; White obtains the Pawn majority and as a logical consequence the superiority in the centre and thereby the better game.

5. P×P	B×P
6. P—K3	Castles

7.	P—B4	Kt—B3
8.	P—Q4	B—Kt3

The Bishop would have been decidedly better placed on Q3.

9.	QKt—Q2	Q—K2
10.	B—Q3	R—Q1
11.	Castles	B—Q2

Here or in the continuation, Black should open up the game by P × P; it is true that the first player would still have a clear advantage, but with the closed centre, White's Pawn majority in the centre soon has a crippling effect on Black's disposition of his pieces.

12.	Kt—K5	B—K1
13.	P—B4	QR—B1
14.	R—B1	Kt—Q2

This was the last opportunity of altering the trend of the game by P × P.

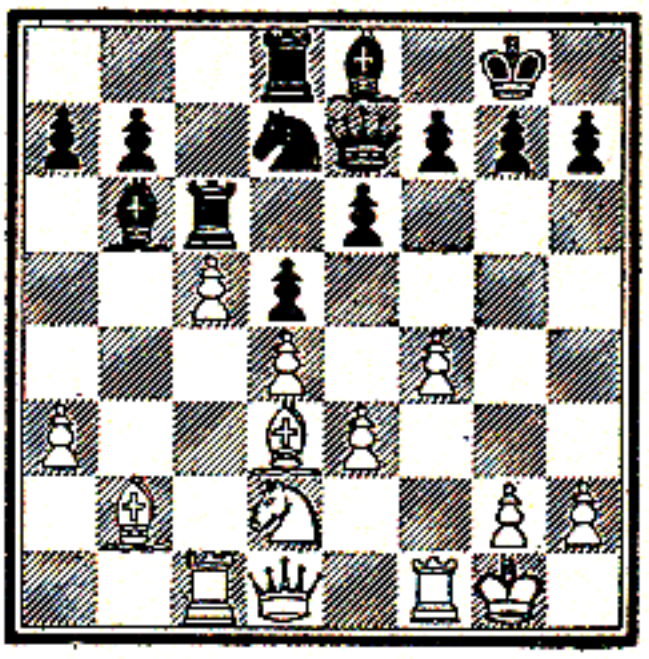
15. Kt × Kt(B6) R × Kt

If P × Kt; White can with P—QB5, and Q—R4, lay siege to Black's Q-side, which would be decisive on account of the helpless position of Black's pieces, and eventually extend the attack to the K-side as well, as Black would by then be poorly situated on both wings. Black therefore in the text move prepares a combination with which he hopes to free himself.

16. P—QB5 .....

Position after 16. *P—QB5.*

Black: DREWITT



White: ALEKHIN

Black in this position cannot retire his Bishop, as then B—Kt5, would decide the game. In case of Black's B—R4; White would first move Kt—Kt3. Therefore Black is compelled to make the following sacrifice of a piece, which he had obviously planned in his preceding move. Black does receive three Pawns for his Knight, but all the lines are opened up for White's attack, so that Alekhin obtains the opportunity of concluding the game in brilliant style.

16.	.....	Kt × P
17.	P × Kt	B × P
18.	R—KB3	B × RP
19.	R × R	B × R

In the comment on the 21st move we shall see that P × R; would not have prevented White's following decisive combination, either.

20. B × P ch. .....

It is often thought that combinations cannot be learned but are only possible to those who have an inborn talent for them. As a matter of fact, however, the planning of strong combinations can be learned much more easily than the novice believes. On the one hand, this ability depends upon calculation, which can naturally be developed through practice. On the other hand, powerful combinations require the use of imagination, which can also be fostered by a knowledge of many facts. A large number of combinations can be found, which belong to similar types.

Probably the best known example of this is the frequently recurring sacrifice of the Bishop on Black's KR2, in order to bring about a mate

subsequently with Kt—Kt5 ch., and Q—KR5. The type of combination used here by Alekhin is also very familiar; the KKt-Pawn and KR-Pawn in front of the hostile Castled King are removed by the sacrifice of pieces, in order to introduce after that a mating attack by Queen and Rook, on the files thus opened up. The best known examples of this type are to be found in the following games: Lasker-Bauer (Amsterdam 1889), Steinitz-Lasker (London 1899), and Nimzowitsch-Tarrasch (St. Petersburg 1914).

20.	.....	K × B
21.	R—R3 ch.	K—Kt1

If Black had played P × R; in the 19th move, and the Bishop would therefore still be on the K-sq, the move 22. B × P, would not be correct now, on account of the reply P—B3. On the other hand, White could in that case continue victoriously with 22. Q—R5, P—B3; 23. Q—R8 ch., K—B2; 24. R—R7, Q—B1; 25. B × B.

22.	B × P !	Resigns.

After 22. .... P—B3; follows 23. B—R6, and the game is decided in a few moves.

GAME 60

QUEEN'S GAMBIT

Carlsbad 1923

	White GRUENFELD	*Black* ALEKHIN
1.	P—Q4	Kt—KB3
2.	P—QB4	P—K3
3.	Kt—KB3	P—Q4
4.	Kt—B3	B—K2
5.	B—Kt5	QKt—Q2
6.	P—K3	Castles
7.	R—B1	P—B3
8.	Q—B2	P—QR3
9.	P—QR3	P—R3
10.	B—R4	R—K1
11.	B—Q3	.....

With this White gives up the 'fight for tempo' discussed in the earlier theoretical introduction, which he could have continued with 11. P—R3, or 11. B—Kt3, or, following Vukovic's example, with 11. R—Q1.

11.	.....	P × P
12.	B × P	P—QKt4
13.	B—R2	P—B4

Now Black has opened up his game completely, and his position begins to improve as the natural consequence of the fact that White has failed in his attempts to keep Black's game confined. In recognition of this situation, White should complete his development with 14. Castles, in order still to obtain equalisation if possible. Instead of this, Gruenfeld, in ignorance of the situation, still pursues the phantom of an advantage, and instead of completing his development, endeavours to institute an attack and so in face of the excellent counter-play is soon at an obvious disadvantage.

14.	R—Q1	P × P
15.	Kt × QP	Q—Kt3
16.	B—Kt1	B—Kt2

With this Black completes his development without fear of his opponent's threats. It is true that after 17. Kt(Q4) × KtP, he must not take this Knight on account of 18. R × Kt, but he would gain the advantage with 17. .... Q—B3; 18. Kt—Q4, Q × KKtP.

Now Gruenfeld realises that his lay-out was unfortunate and that he is forced to take the defensive.

17.	Castles	QR—B1
18.	Q—Q2	Kt—K4
19.	B × Kt	.....

In order to gain control of K4 and thus be able to exchange the dangerous QB.

19.	.....	B × B
20.	Q—B2	.....

An immediate B—K4, would come to grief through R × Kt.

20.	.....	P—Kt3
21.	Q—K2	Kt—B5
22.	B—K4	B—Kt2

Kt × RP; would be wrong on account of 23. Q—B3.

23.	B × B	Q × B
24.	R—B1	P—K4

In order to obtain the strong point Q6 for the Knight by advancing the KP to K5.

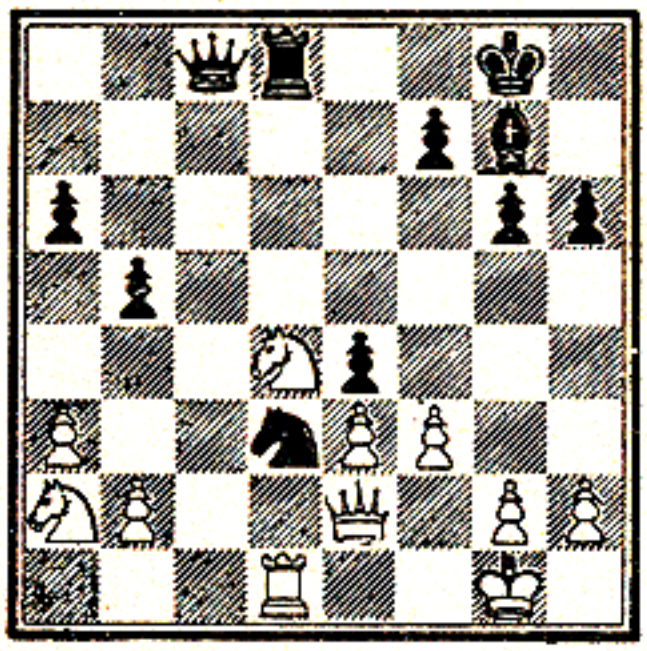
25.	Kt—Kt3	P—K5
26.	Kt—Q4	KR—Q1
27.	KR—Q1	Kt—K4

White now devises a plan to counter the Black Knight's advance to his Q6.

28.	Kt—R2	Kt—Q6
29.	R × R	Q × R
30.	P—B3	.....

Position after 30. *P—B3*

Black: ALEKHIN



White: GRUENFELD

30.	.....	R × Kt

An obvious sacrifice of the exchange, and in no way a surprise for Gruenfeld. It is easy to see that Black wins after 31. P × R, B × P ch.; 32. K—B1, Kt—B5; followed by Q—B5 ch. But in thinking out this entire combination, Gruenfeld was of the opinion that by playing 31. P × P, now he could win back the piece with a defendable position.

31.	P × P	Kt—B5
32.	P × Kt	Q—B5

But White had not counted on this. He would now have to lose at least one piece, and prefers to let himself be checkmated.

33.	Q × Q	R × R ch.
34.	Q—KB1	B—Q5 ch.

Resigns.

GAME 61

QUEEN'S GAMBIT

Semmering 1926

	White DAWIDSON	*Black* ALEKHIN
1.	P—Q4	P—Q4
2.	Kt—KB3	Kt—KB3
3.	P—B4	P—B3
4.	P—K3	P—K3

It is evident that Alekhin wanted to use the Meran Defence. At that time it was considered very strong to continue here with 5. QKt—Q2, so that later, after Black's P × P; White could recapture advantageously with the Knight. But to 5. Kt—QKt2, Alekhin had prepared the strong reply 5. .... P—B4. According to the old views, it is true, this move would be condemned as a loss of a tempo, but

the discriminating modern player would consider this seeming loss of tempo well justified, as White by the development of his QKt to Q2 releases the pressure on Q5, and after Black's P—B4 he will also have to lose time in posting this Knight effectively within the frame of the changed Pawn formation.

5.	Kt—B3	QKt—Q2
6.	Q—B2	.....

Now White decides anyway to avoid the Meran Variation, which at that time was still considered very strong, and so he does not play 6. B—Q3. But after the text move Alekhin changes to an older method of play, which in itself is very favourable to White, but which renders the Queen's position on QB2 unsatisfactory, as will appear soon.

6.	.....	B—Q3
7.	B—Q3	Castles
8.	Castles	Q—K2
9.	P—K4	P × BP
10.	B × P	P—K4

This method of play had often been used before, as was mentioned above, but with the difference that White's Queen was still on Q1, and the QB was already on Kt5. This difference proves to be very significant. Thus, Black now threatens a Pawn win by P × P; Kt × P, B × P ch.; combined with Q—Q3 ch.

11.	R—Q1	P × P
12.	Kt × P	.....

Considering this position in the light of older principles, one might conclude that White with as good a development as Black, has a somewhat better position, as he has a middle Pawn. However, this game offers still another example of the 'hypermodern' doctrine that an advanced centre Pawn can signify a disadvantage as well. In fact, the Pawn has here no future, as the square K5 is in Black's possession, and White will never be able to move P—B4. Also, the KP can never serve here as a support for White's pieces, as this will be made impossible by Black's Pawns at QB3 and later at KKt3. Thus there remain of the centre Pawn's properties only the undesirable one that it hinders the effectiveness of its own pieces.

12.	.....	Kt—Kt3
13.	B—B1	R—Q1

Hypermodern again. The Rook in the move after next goes to K1 so that one might feel tempted to speak of a loss of tempo. But the purpose of the move is to induce White to weaken his K-position, as actually happens, the threat being B × P ch.; 15. K × B, R × Kt; 16. R × R, Q— K4 ch.

14.	P—R3	B—B2 !

Threatens R × Kt; and Q—K4; and thus provokes the development of White's QB to K3.

At this point, the reader will probably be perplexed. What advantage can there be in forcing one's opponent to an apparently sound development ? As a matter of fact, we see here a strategic idea which had not been applied before Alekhin, but is to be found for the first time in the Tarrasch-Alekhin game of the Baden-Baden Tournament 1925. To understand this idea, let us recall that in the modern openings the Bishops developed on the flank are for two reasons superior to the centrally developed Bishops, if the aim is to demolish Pawn positions in the centre.

The first reason is the natural one that from QKt2 and KKt2 the Bishops exert pressure upon more numerous central points than the hostile Bishops from Q3 and K3,

for example. The other reason is that the Bishops developed on the flank do not stand in the way of the Rooks which should be developed at say Q1 and K1 for the conflict in the centre, whereas the Bishops developed in the centre do stand in their way. Thus we can here see the possible disadvantage of having a mass of pieces crowded together in the centre; they stand in one another's way, and besides they can offer the opponent points of attack.

Now the strategy employed here by Alekhin consists in leading White on to form such a mass of pieces in the centre, his Pawn K4 already forming a fixed part of it.

15.	B—K3	R—K1 !
16.	B—Q3	Kt—R4

The mass of White's pieces already offers points of attack. Black now threatens Kt—KB5; as with the Pawns unequally distributed on both flanks the superiority of two Bishops would tell heavily.

17. Kt(B3)—K2 .....

In this formation it is very evident that White's minor pieces prevent White's Rooks from occupying open files and thus seriously delay their becoming fully effective.

17. ..... P—Kt3

See the comment after White's 12th move.

18. R—K1 Kt—Q2

Threatens to attack White's awkwardly disposed pieces with Kt—K4.

19. Kt(Q4)—B3 B—Kt3
20. B—KKt5 .....

The exchange of the Bishop would not only open up Black's R-file, but would be risky for the further reason that White would then remain with only the less effective Bishop, which is confined by the K-Pawn.

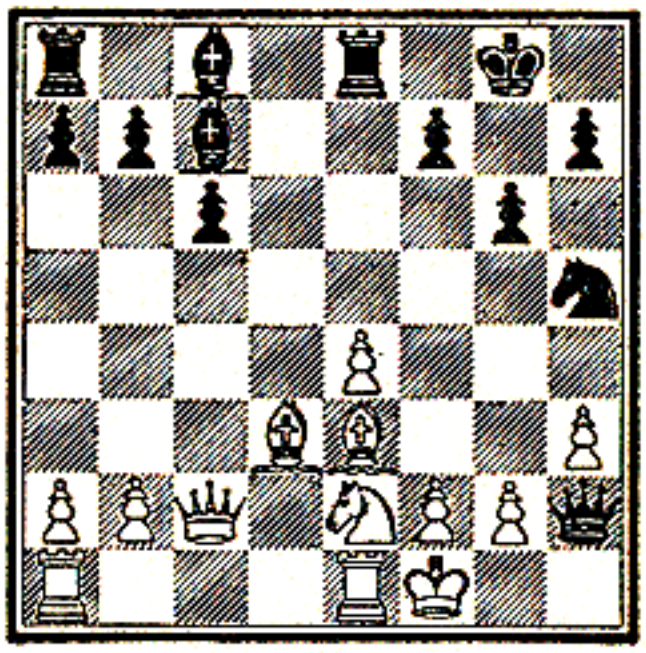
20.	.....	Q—B4
21.	Kt—B3	.....

White must renounce the exchange of Queens, for he would be at a decisive disadvantage after 21. Q × Q, Kt × Q; 22. Kt—B1, P—B3; 23. B—Q2, Kt × B; 24. Kt × Kt, Kt—Kt6; 25. P—K5, B—KB4.

21.	.....	Kt—K4
22.	Kt × Kt	Q × Kt(K4)
23.	B—K3	B—B2
24.	Kt—K2	Q—R7 ch.
25.	K—B1	.....

Position after 25. *K—B1*

Black: ALEKHIN



White: DAWIDSON

25. ..... B × P !

It is remarkable that, in the Tarrasch-Alekhin game in Baden-Baden, to which reference has been made for a comparison of the strategy used, the decision after the manœuvres in the centre was also brought about, surprisingly, on the King's-side.

26.	P × B	Q × RP ch.
27.	K—Kt1	B—R7 ch.
28.	K—R1	Kt—B5 !
29.	Kt × Kt	.....

After 29. B × Kt, Black with B—Kt6; would have a mate in three moves.

29.	B × Kt ch.
30. K—Kt1	B—R7 ch.
31. K—R1	Q—B6 ch.
32. K × B	R—K4

Thus it is evident that the combination is of the type we discussed in connection with the Alekhin-Drewitt game; Black has sacrificed two pieces in order to remove White's KKtP and KRP, and obtain a mating attack with Queen and Rook. White is now forced to sacrifice his Queen, whereupon Black has the decisive superiority in material.

33. Q—B5	R × Q
34. B × R	Q—R4 ch.

Black prefers to take the better Bishop.

35. K—Kt2	Q × B

and Black won.

GAME 62

CARO KANN

Kecskemet 1927

White	*Black*
ALEKHIN	TARTAKOWER
1. P—K4	P—QB3
2. P—Q4	P—Q4
3. Kt—QB3	.....

This is the favourite continuation to-day, but it is clear that it cannot give White any advantage.

In general, it can be established that there are two defences against 1. P—K4, which make it absolutely impossible for the first player to obtain any initiative, and which give Black such an even game, without any difficulties at all, that it has now become unwise in practical play to open with P—K4, since these defences are generally known. They are the Caro Kann Defence and the variation of the French: 1. P—K4, P—K3; 2. P—Q4, P—Q4; 3. Kt—QB3, Kt—KB3; 4. B—Kt5, P × P.

3.	P × P
4. Kt × P	Kt—B3 !

If White exchanges this Knight, Black should recapture with the KtP, as doing so with the KP would render Black's Pawn position irremediably bad for the end-game. But after KtP × Kt; it is obvious that White will have no advantage, but only difficulties.

5. Kt—Kt3	P—K4

This move is too violent to be good. As White has brought over his QKt to the K-side with the loss of a tempo, Black should assume the initiative on the Q-side. Therefore the proper continuation, which the author of this book first played against Tarrasch in Kissingen 1928, is P—QB4; which gives Black a good, comfortable game.

6. Kt—B3	P × P
7. Kt × P	B—QB4
8. Q—K2 ch.	.....

With this surprising move White makes good use of the premature opening of the game by Black's P—K4. If Black interposes his Queen, White exchanges and obtains the superior game with Kt(Q4)—B5.

8.	B—K2
9. B—K3	P—B4

In order to make it difficult for White to Castle on the Q-side, which he would otherwise do at once.

10. Kt(Q4)—B5	Castles
11. Q—B4 !	.....

By attacking Black's QB4, this wins a tempo for B—Q3, followed by Castles QR.

11.	.....	R—K1

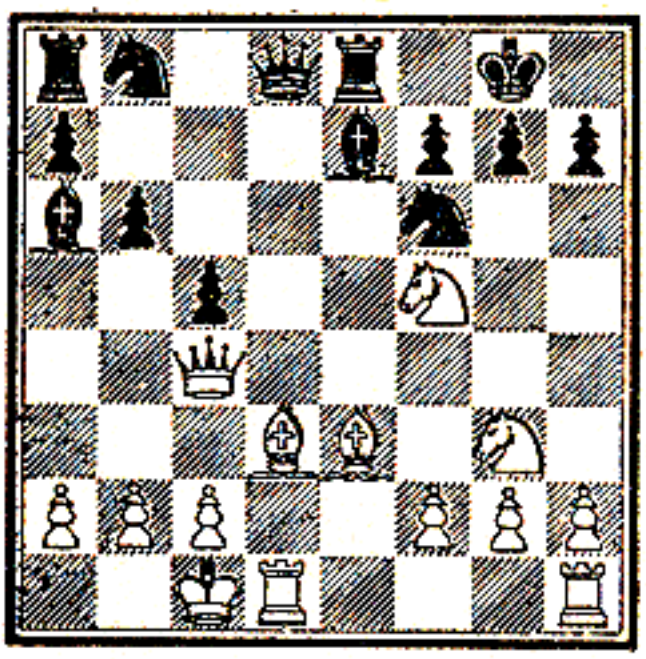
Preferable to this indirect protection is the direct protection by P—QKt3; which must finally be made in any case.

12.	B—Q3	P—QKt3
13.	Castles QR	B—R3

This offers an opportunity for fireworks. However, White already has a strong attacking position in any case.

Position after 13. .... *B—R3*

Black: TARTAKOWER



White: ALEKHIN

14.	Kt—R6 ch. !	P × Kt
15.	B × P ch.	Kt × B

Of course, if the King took the Bishop, there would follow 16. Q × P ch.

16.	Q—Kt4 ch.	K—R1
17.	R × Q	R × R
18.	Q—K4	.....

This move, which wins an additional piece and thus obtains for White the superiority in material, is the point of the entire combination. For Black, of course, B × R; would not be better than R × R; as White's Queen would thereupon have the move Q—B3, at his disposal.

18.	.....	Kt—QB3
19.	Q × Kt	B—KB1
20.	Kt—B5	B—B5
21.	B × RP	B—Q4
22.	Q—B7	QR—B1
23.	Q—B4	R—B3
24.	B × B	R × B
25.	Q—K5 ch.	Kt—B3
26.	Kt—Q6	Resigns.

DECLINING THE CAMBRIDGE SPRINGS VARIATION

Since the Alekhin-Capablanca match it has become the modern practice to avoid the Cambridge Springs Defence. In that match two methods were used, which have since been frequently imitated. One of them derives from Capablanca and the other is Alekhin's invention. Capablanca's method does not give one the impression of strength, but rather of anxiety. As a matter of fact, it is not a very strong one, and by a different sequence of the moves one may easily obtain the variation that we had in the Gruenfeld-Alekhin game, which was very favourable for Black. In the method selected by Capablanca, after

1.	P—Q4	P—Q4
2.	P—QB4	P—K3
3.	Kt—QB3	Kt—KB3
4.	B—Kt5	QKt—Q2
5.	P—K3	P—B3

White does not continue with 6. Kt—B3, but to prevent Q—R4; moves

6.	P—QR3	.....

The writer of this book, in a game with Spielmann, tried to give the move another meaning by proceeding, after

6.	B—K2
7. Kt—B3	Castles
8. Q—B2	P—QR3

to develop his Rook not to B1 but

9. R—Q1	.....

so that after Black's P × P; later on this Rook should oppose the liberating move P—QB4. For an exact comparison see the above-mentioned Gruenfeld-Alekhin game; however, Black could have proved the first player's plan to be worthless by replying to the Rook move with

9.	P—QKt4

Contrasting with Capablanca's method of declining the Cambridge Springs Variation we have Alekhin's method, which we have called an invention, for it does actually point out a new line of attack. Furthermore, it would be wrong to consider it a method dictated by the desire to avoid complications, which the move 6. P—QR3, really is; Alekhin does make an attempt to demonstrate the shortcomings of Black's move P—QB3; unless this move has been made for a compelling reason as a reaction to White's move R—B1. This appears in greater detail in the following game.

GAME 63

QUEEN'S GAMBIT

Buenos Aires 1927

White ALEKHIN	*Black* CAPABLANCA
1. P—Q4	Kt—KB3
2. P—QB4	P—K3
3. Kt—QB3	P—Q4
4. B—Kt5	QKt—Q2
5. P—K3	P—B3
6. P × P	KP × P

Here Alekhin begins the procedure mentioned above. The exchange seems surprising, and one is tempted to believe that Black's game will thereby be completely freed. As a matter of fact, however, it soon becomes evident that White has well-founded prospects of attack on the K-side, thanks to the freedom of his pieces and to his Pawn majority there, while Black has no opportunity of turning to account his Pawn majority on the Q-side with P—QB4; as Black's QP would then become too weak.

7. B—Q3	B—K2
8. KKt—K2	.....

This development of the KKt which is unusual in the Queen's Gambit, is proper to this system. The Knight is to go to KKt3, in order to dominate KB5, the weak point of White's camp.

8.	Castles

Here 8. .... P—KR3; was subsequently recommended, with the idea that after 9. B—R4, White's Kt on K2 could not without loss of a piece move either to Kt3 or to B4. Still, this confinement would hardly last long, as Black will at some time have to move the Kt on

KB3 to obtain a reasonably free game, so that the B at R4 furnishes the opportunity of exchanging. And then Black's Pawn KR3 will probably prove to be nothing but an objective for the attack contemplated by White.

9.	Kt—Kt3	Kt—K1

If Black now plays 9. .... P—KR3; the first player has the reply 10. P—KR4. Capablanca's aim is to dominate White's K4 with Kt—Q3; and Kt—B3.

10.	P—KR4	QKt—B3
11.	Q—B2	B—K3

At this point P—KR3; is perhaps preferable; in case of White's reply 12. Kt—B5, Black would at least win a tempo as compared with the actual game.

12.	Kt—B5	B × Kt
13.	B × B	Kt—Q3

This move can now be made, as after 14. B × Kt, Black could have the reply Kt × B; 15. B × B, Kt × B.

14.	B—Q3	P—KR3
15.	B—KB4	R—B1

The immediate purpose of the move is to be able to oppose White's threatened Castles QR, with P—B4; and thus obtain a counter-attack at once. But the move has besides a still deeper meaning, namely, if White does not Castle, Black can carry out his original plan of occupying the point K5, even with a Pawn sacrifice, so that he can then by means of the already contemplated move 21. .... QR4—Q4; force White to open up the QB-file. After the more natural move 15. .... R—K1; White would obtain an overpowering attack with 16. Castles QR, Kt(Q3)—K5; 17. P—B3, Kt × Kt; 18. P × Kt.

16.	P—KKt4 !	.....

Black must not take this Pawn, if only because of the loss of the exchange brought about by White's B × Kt, combined with B—B5. It looks as if White's attack would have to break through in a few moves, but now follows what Capablanca has prepared for with his preceding move, the Pawn sacrifice, after which Alekhin's advantage becomes extremely small, and capable of being turned to account only by his excellent play in the following part of the game.

16.	.....	Kt(B3)—K5
17.	P—Kt5 !	P—KR4
18.	B × Kt(K5)	Kt × B
19.	Kt × Kt	P × Kt
20.	Q × KP	Q—R4 ch. !

Of course, Q—Q4; would be useless, as after the exchange of Queen's White would prevent the entry of Black's Rook with K—Q2.

21.	K—B1	.....

After 21. K—K2, there would follow Q—Kt4 ch. But after 21. K—Q1, White's King position. would be too greatly endangered and Black could take advantage of the situation with KR—K1; combined with P—QB4.

21.	.....	Q—Q4

The above-mentioned point of Black's tactics.

22.	Q × Q	P × Q
23.	K—Kt2	R—B7
24.	KR—QB1	KR—B1

Much better, of course, than 24. .... R × KtP; whereupon White would obtain a decisive superiority in position with 25. KR—QKt1, R × R; 26. R × R, P—QKt3; 27. R—QB1. The entire end-game is a

good demonstration of the theorem that in the Rook end-game the initiative is more valuable than a small advantage in material.

25.	R × R	R × R
26.	R—QKt1	K—R2
27.	K—Kt3	.....

White now proceeds to turn to account his Pawn majority in the centre.

27.	.....	K—Kt3
28.	P—B3	P—B3

The move K—B4; would be incorrect, as White could then continue with P—K4 ch.

29.	P × P	B × P
30.	P—R4 !	.....

Now commences a manœuvre to relieve the Rook.

30.	.....	K—B4
31.	P—R5	.....

White threatens to carry out the relief in the following manner: 32. P—R6, P × P; 33. R—QR1, R × P; 34. R × P, R—Kt2; 35. R—R5, K—K3; 36. B—Kt5, with the forces equal, but a more evident domination of the position by White. Should Black in this variation play 33. .... B—Q1; there follows 34. R × P, B—Kt3; 35. B—Kt8. This variation also reveals the meaning of Black's countermove, which commits White's Bishop B4 to the protection of White's KP.

31.	.....	R—K7

If instead of this Black wanted to oppose White's efforts at relief with P—R3; White would be able to free himself by P—Kt4—Kt5.

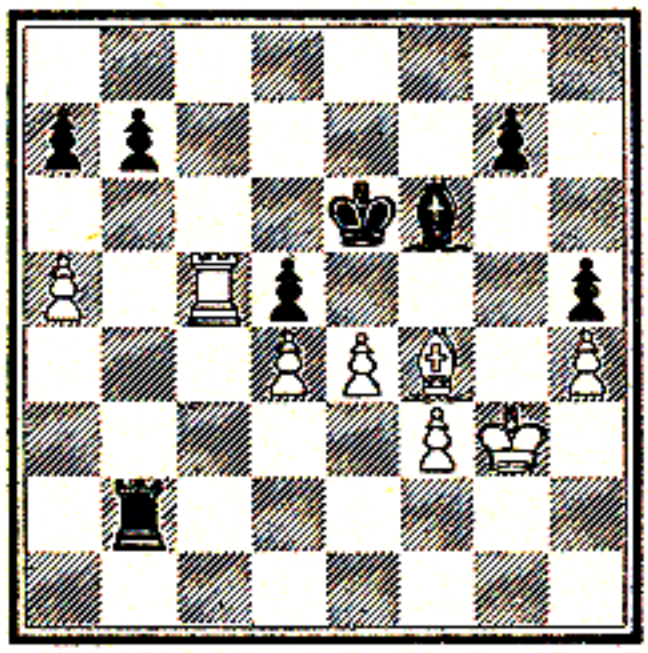
32.	R—QB1	.....

This Pawn sacrifice is made not merely from the general consideration that White will now obtain the initiative; but it is the beginning of an extremely profound end-game combination.

32.	.....	R × KtP
33.	R—B5	K—K3
34.	P—K4	.....

Position after 34. *P—K4*

Black: CAPABLANCA



White: ALEKHIN

34.	.....	B × P

Here it seems that Black could obtain a draw with P × P. This move has therefore been recommended by several critics. The argument given for it is as follows: 34. .... P × P; 35. P—Q5 ch., K—B4; 36. P—Q6 dis. ch., K—K3; 37. P × P, R—Kt6 ch.; 38. K—Kt2, R—Kt7 ch. ! 39. K—R3 !, R—Kt5; 40. R—B8, R × P; 41. R—K8 ch., K—B4; 42. R × R, K × R; 43. B—Kt5, B—B6 !; 44. P—R6, P × P; 45. P—Q7, B—R4 !; 46. P—Q8(Q), B × Q; 47. B × B, K—B4; 48. K—Kt3, P—R4; and Black obtains a draw, as White's King is not in the square of Black's passed Pawns. As a matter of fact, however, with that variation Capablanca would become a victim of Alekhin's power of combination, and the latter must surely have calculated in advance this

seemingly compelling development, and noticed also that White with 46. K—Kt3 ! ! instead of an immediate P—Q8(Q) would have won the decisive tempo for bringing his King closer to Black's passed Pawns.

35.	R × P	B—B6

A more stubborn resistance might have been made possible perhaps by 35. .... B—B7 ch.; although even then White's advantage is clear after 36. K—R3, R—B6; 37. R—K5 ch., K—B2 ! 38. B—Kt5.

36.	R × P	P—R3
37.	B—B7 !	B—K8 ch.
38.	K—Kt4	R—Kt7 ch.
39.	K—R3	R—KB7
40.	P—B4	R—B6 ch.
41.	K—Kt2	R—B7 ch.
42.	K—Kt1	R—QB7
43.	B—Kt6	R—B5
44.	K—Kt2	P—Kt3

Of course, R × P; would be a mistake, on account of 45. K—B3.

45.	R—K5 ch.	K—Q2
46.	P—R5	.....

Thus White gets two united passed Pawns, after which the win is no longer difficult.

46.	.....	P × P
47.	K—B3	P—R5
48.	R—R5	R—B6 ch.
49.	K—Kt4	R—B5
50.	K—B5	B × P

Trifles of this kind cannot halt the victorious advance of White's passed Pawns.

51.	R—R7 ch.	K—B3
52.	B × B	R—B4 ch.
53.	K—K6	R × B
54.	P—B5	R—R6
55.	P—B6	R—KB6
56.	P—B7	P—Kt4
57.	R—R5	.....

The shortest way to the win, which has the fascination of a study.

57.	.....	P—R6
58.	R—B5	R × R
59.	P × R	Resigns.

After P—R7; 60. P—B8(Q), P—R8(Q); White wins with 61. Q—R8 ch.

The Technique of Chess Combinations

There is a widespread notion that the faculty of devising combinations in chess cannot be acquired, but depends rather on an inborn power of calculation and imagination. Every experienced player knows, however, that this general opinion is erroneous, and that most combinations, indeed, practically all of them, are devised by recalling known elements, such as the famous Bishop sacrifices on White's KB7, or KR7, which will not give the advanced player anything much to think about. That the power of combination can be developed by study really seems very natural after one considers both its components separately. No one will doubt that the ability to think a thing out tediously in advance can be practised, and as for the imagination which furnishes the necessary ideas and surprises for the combination, it has been proved by psychologists that it cannot offer anything absolutely new, but, contenting itself with combining familiar elements, can be developed by increasing knowledge of such elements.

It would be a grateful task to write a complete theory of combinations; it would have to demonstrate the ever-recurring types, and show what principal factors must be kept in mind in judging of the correctness of combinations and in carrying them out.

We shall consider one such type here, not the perennially discussed Bishop sacrifice on White's KR7 combined with Kt—Kt5 ch., and Q—KR5, but the co-operation of Queen and Rook in attacking and invading Black's King-position, in the form which it usually takes in practice after Castling on the K-side; it manifests itself either on the KR-file or else horizontally on the 8th rank, if Black's King has slipped away to, say, KR2 or KKt2, while White's Queen and one of White's Rooks have penetrated to the 8th rank.

In this group of combinations there is one single rule, a knowledge of which will point out the correct way, while the player who does not know it will find it almost impossible to hit upon the right method, as he is bewildered by the mass of variations. This rule reads that in those cases, of course, where the Queen cannot mate immediately, it is better to send the Rook out in advance and post the Queen behind the Rook. In other words, this is just the opposite of what is done in mating attacks with Queen and Bishop, where the Queen as a rule will have to stand in front of the Bishop, as otherwise the Bishop will only be able to offer a harmless check.

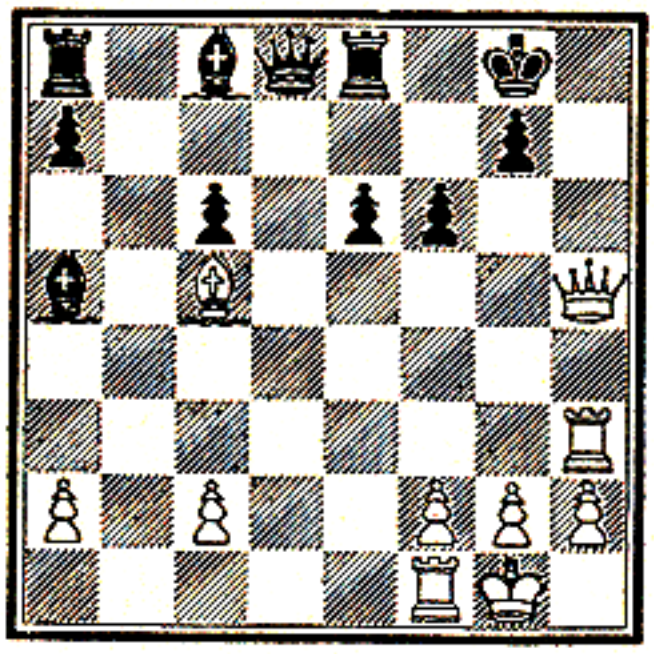
But it is just because of this mistaken analogy that chess players who do not know the correct rule generally hit upon the wrong way automatically in such attacks with Queen and Rook. Furthermore, the logical reason for the rule is extremely simple: When the King stands on his KKt1, in the case of the vertical attack (along the KR-file), or say on his KR2, in the case of the horizontal attack (along the 8th rank), the Rook, by offering check on White's KR8, forces the King to abandon the points to which he can retreat and to venture to his KB2 or KKt3 respectively, whereupon the Queen can continue the attack against the King, while the Rook will have to remain standing for a moment on White's KR8, in order to prevent the hostile King from returning home again. But if the Queen were to stand in front and give check on White's KR8, this most powerful piece would first have to stand inactive there in the corner and the weaker Rook would have to continue the attack against the King, which will thus fail as a rule. Moreover, in the correct position, that is, with the Queen behind the Rook, one can also frequently develop an unanswerable threat of mate, as the Queen not only protects the Rook, but in addition, thanks to its power on the diagonal, can deprive the King of flight squares on the side. This very simple case appears in the following example from the distant past.

White	*Black*
ZUCKERTORT	ANDERSSEN
1. P—K4	P—QB4
2. Kt—KB3	P—K3
3. P—Q4	P × P
4. Kt × P	Kt—KB3
5. Kt—QB3	B—Kt5
6. B—Q3	Kt—B3
7. B—K3	P—Q4
8. P × P	Kt × P
9. Kt × QKt	P × Kt
10. Castles	Kt × Kt
11. P × Kt	B × P
12. R—Kt1	Castles
13. R—Kt3	B—R4
14. B—QB5	R—K1
15. B × P ch. !	K × B
16. Q—R5 ch.	K—Kt1
17. R—KR3	P—B3

No modern player would think of doing this, the capture on White's K3 would be a matter of course. But this was long before chess fell into the coma of drawn results, and they played for a loss with joy and vigour.

Position after 17. . . . . *P—B3*

Black: ANDERSSEN



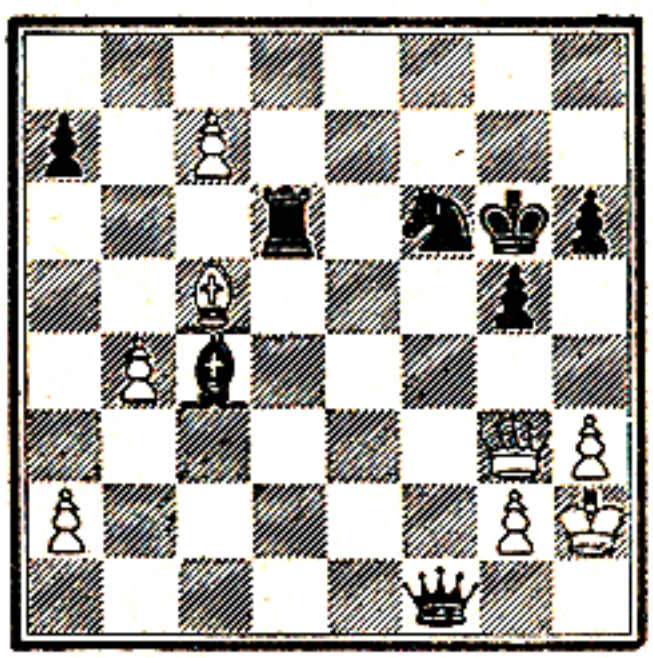
White: ZUCKERTORT

We now have the typical attacking position on the KR-file. It looks as if White has nothing but a perpetual check. But this is only due to the fact that the Queen is in front of the Rook. Reverse the positions of the Queen and the Rook, and it is perceived that White can force mate in three moves. In fact, Black's position is so hopeless that White has time to make this change in the actual game:

18. Q—Kt6 B—R3
19. R—R7 Q—B2
20. Q—R5, with an early mate.

Now let us consider an example of the attack on the 8th rank:

Black: RÉTI



White: TARTAKOWER

The position was reached in a match game played in Vienna 1914, In order to play for an attack. Black has permitted one of his opponent's Pawns to go into Queen. Now there followed:

1. P—B8(Q) R—Q8
2. Q—KB3 Q—R8 ch.
3. K—Kt3 Q—K8 ch.

It would be a mistake to move Kt—R4 ch.; as White would thereupon sacrifice his old Queen and mate with the new one.

One might think that Black must now be contented with a draw. But he seeks and finds a way of placing the Queen behind the Rook, whereupon the attack quickly succeeds.

4. K—R2 Q—K4 ch. !

White cannot reply to this with 5. P—Kt3, as Black would force mate with B—Q4 ! 6. Q × R, Q—Kt7 ch.

5. Q—KKt3 Q—R8 !

With that the proper position is reached. Much weaker would be R—R8 ch., which would allow White to remain with a strong passed Pawn for the piece.

6. Q—Q6 . . . . . .

A palliative, which Black ignores. The most prolonged resistance, though equally fruitless, would be made by 6. Q—K3, R—R8 ch.; 7. K—Kt3, Kt—R4 ch.; 8. K—B3, R—B8 ch.; etc.

6. . . . . R—R8 ch.
7. K—Kt3 Q—B6 ch.
Resigns.

Now one more example, this time a very recent one.

From a recent simultaneous exhibition at Lodz.

GAME 65

White	*Black*
ALEKHIN	N. N.
1. P—Q4	P—Q4
2. Kt—KB3	Kt—KB3
3. P—B4	P—K3
4. B—Kt5	QKt—Q2
5. Kt—B3	P—B3
6. Q—B2	.....

Long ago, masters used to win numerous games from amateurs after a few moves, because of their greater knowledge of the theory of the openings. To-day the master will frequently avoid the familiar methods of the theory, lest he should stray into one of the numerous drawing variations. Here Alekhin obviously wants to avoid the Cambridge Springs Variation, but he would have encountered some difficulty if his opponent had hit upon the correct reply 6. .... P—KR3.

6.	Q—R4

As Black does not even notice the difference made by the KP not yet being on K3, he wants to continue the Cambridge Springs Variation that he has learned.

7. B—Q2 !	Q—Q1
8. P—K4	P × KP
9. Kt × P	B—K2
10. B—Q3	P—QKt3
11. Castles KR	B—Kt2
12. KR—K1	Castles
13. QR—Q1	Q—B2

So far White has completed his development and thus maintained his advantage in position. But now he is obliged to attack, if he does not want to let his advantage gradually diminish.

14. Kt—Kt3	KR—K1
15. Kt—Kt5	Kt—B1
16. Kt—R5 !	Kt—Kt3
17. B × Kt	RP × B

By this exchange, White has brought about the first conditions for an attack on the KR-file.

18. Kt—B4	.....

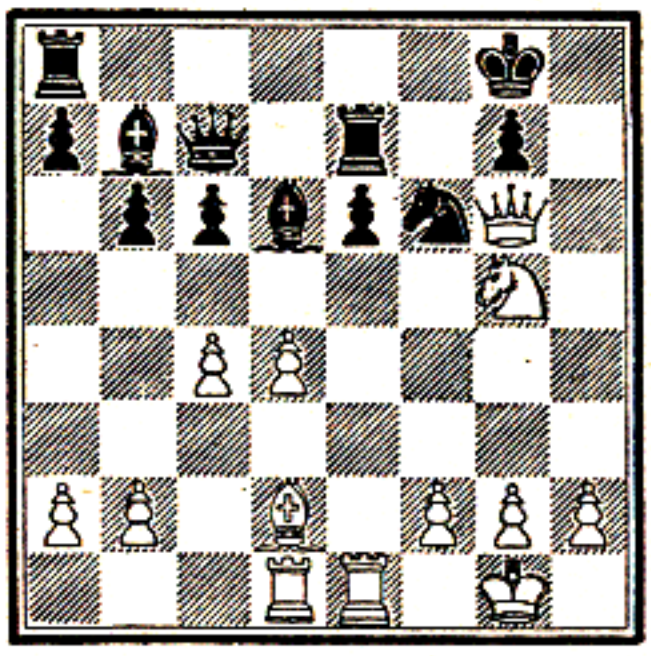
This threatens 19. Kt × BP, so that Black is forced to make the following reply.

18.	B—Q3
19. Kt × KtP !	P × Kt
20. Q × P	R—K2

With the intention of playing Q—Q2—K1. Alekhin will prove that this plan is inadequate, but Black's situation was unsatisfactory in other continuations also.

Position after 20. .... *R—K2*

Black: N. N.



White: ALEKHIN

Now follows the point of the entire combination. White wants to bring up his Rook for the attack on the KR-file. For that there offers itself the method R—K3—KR3. But the correct attacking formation demands that the Rook should precede and the Queen follow behind it. Therefore the Rook will be brought to KR4, then the

Queen to KR3, and this disposition is decisive.

21.	R—K4	Q—Q2
22.	R—R4	Q—K1
23.	Q—Q3	R—B2
24.	Q—KR3	Resigns.

After 24. ..... K—B1; the game is won by 25. R—R8 ch., Kt—Kt1; 26. R—K1 ! B—B1; 27. Q—R4.

THE ALEKHIN DEFENCE

This defence was introduced by Alekhin in the Tournament at Budapest 1921, and it is therefore properly called by his name. But the opening owes a great deal to Gruenfeld's analytical research work.

The idea is obvious. After

1.	P—K4	.....

Black intends by means of

1.	.....	Kt—KB3

to attack this Pawn and provoke a further advance,

2.	P—K5	.....

as the Pawn thus pushed forward offers the second player a mark for the attack on the centre by P—Q3. On the other hand, it can scarcely be assumed that White would obtain any sort of advantage, should he choose to play carefully and to avoid 2. P—K5. After 2. P—Q3, Black's P—K4; may be open to question, as White can play 3. P—KB4, to advantage, thanks to the position of Black's Kt on KB3. But after 2. P—Q3, Black can certainly bring about an easy variation of the Sicilian Defence with P—QB4. Black has still less to fear from 2. Kt—QB3. For if he knows nothing better than 2. .... P—K4; a Vienna Game has been reached, and by not moving his KP on the first move Black has at least avoided the Ruy Lopez. But 2. Kt—QB3, can also be answered very well with 2. .... P—Q4; with the continuation 3. P—K5, KKt—Q2; 4. Kt × P, Kt × P; 5. Kt—K3, P—K3; 6. Kt—B3, Kt × Kt ch.; 7. Q × Kt, Kt—B3; or 3. P × P, Kt × P; 4. B—B4, Kt—Kt3; 5. B—Kt3, P—QB4; 6. P—Q3, Kt—B3; etc. Obviously, Black in both continuations reaches a very satisfactory position.

The really essential variation of the Alekhin Defence is therefore reached after 2. P—K5, by

2.	.....	Kt—Q4

Black wants to provoke P—QB4, in order to make White's weakened Q-file the basis of attack after Black's P—Q3; and P × P.

3.	P—Q4	P—Q3
4.	P—QB4	.....

A less ambitious, less risky continuation, but also less dangerous for Black, than the Four-Pawns Formation introduced herewith is 4. Kt—KB3. After that Black should not simply continue his development with B—B4; as Tarrasch did against Bogoljubow in Breslau 1925, but continue

the attack against K4, that is he should play 4. . . . . B—Kt5; in keeping with the spirit of the opening. After 3. B—K2, we should then recommend the innovation 5. . . . . Kt—Kt3.

4.	Kt—Kt3
5. P—KB4	. . . . .

Concerning P × P, see following game.

5.	P × P
6. BP × P	Kt—B3

B—B4; used to be played frequently here. But in the attack against White's Pawn centre lies the meaning of the entire opening. It is therefore better that the Bishop should be kept ready to go advantageously to Kt5, in the event of White's incautiously playing 7. Kt—KB3.

7. B—K3	B—B4

Now Black has nothing better, as he certainly does not want to lock up his QB with P—K3.

8. Kt—QB3	. . . . .

Perhaps 8. Kt—KB3, played by the author in Vienna 1928 against Takacs is preferable here. Of course, after 8. . . . . Kt—Kt5; there can follow 9. Kt—QR3. But otherwise, after continuation of the development, or after B—Kt5; White's QKt can be developed at Q2, which renders the Pawn centre more secure.

8.	P—K3
9. B—K2	. . . . .

In this normal position, Black has two continuations, by which to break up White's Pawn centre. The older one consists in Kt—Kt5; combined with P—B4; the other, which is less troublesome, and preferred at the present time, is P—KB3. It is clear that White has the better development of the pieces, but thus far it has not been possible to find a continuation which could do more than compensate for the weakness created by the premature advance of the Pawns.

GAME 66

ALEKHIN DEFENCE

Pistyan 1922

White	*Black*
H. Wolf	Gruenfeld
1. P—K4	Kt—KB3
2. P—K5	Kt—Q4
3. P—Q4	P—Q3
4. P—QB4	Kt—Kt3
5. P × P	KP × P
6. B—K3	B—K2
7. B—Q3	QKt—Q2
8. Kt—K2	Kt—B3
9. P—KR3	Castles
10. Kt—Q2	. . . . .

Here QKt—B3, seems more natural. White plays for a K-side attack but does not take into consideration the fact that matters in the centre are not in any way settled yet, and it is known that, as a rule, a K-side attack fails if the

opponent can obtain a counter-attack and break through in the centre. Gruenfeld prepares this break-through in the following moves in a well thought out manner, and carries it out at the last moment, but still in time to provide the 'reductio ad absurdum' of White's attack.

10.	.....	R—K1
11.	Q—B2	Kt(Kt3)—Q2

On the one hand, the Knight is to go to KB1 for defensive purposes, and on the other hand, it is intended that after Black's P—Q4; White should not be able to make the reply P—B5, with the gain of a tempo.

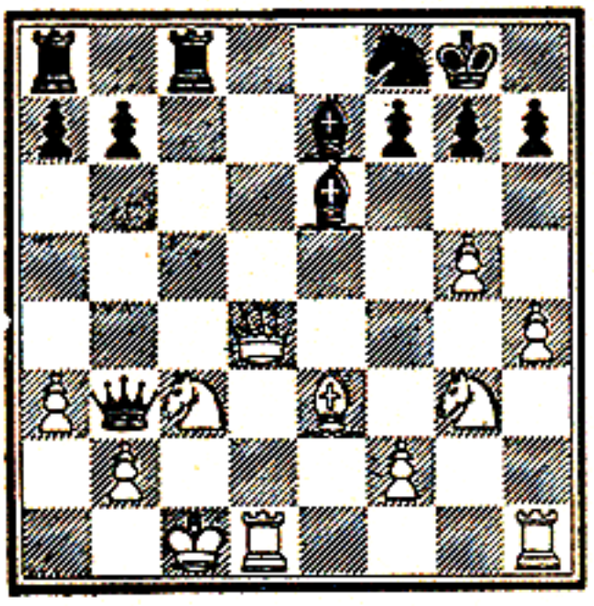
12.	P—KKt4	Kt—B1
13.	Castles QR	P—B3
14.	Kt—KKt3	P—Q4
15.	P—Kt5	P × P

With this Black isolates White's QP, gains control of his own Q4, and in consequence beats back White's attack completely, obtaining a counter-attack into the bargain. It should be observed that if both Pawns keep on capturing, Black finally remains the exchange to the good.

16.	Kt × P	Kt—Q4
17.	P—KR4	Kt—Kt5
18.	Q—Kt1	Kt × B
19.	Q × Kt	Q—Q4
20.	P—R3	B—K3
21.	Kt—Q2	P—QB4
22.	Kt—Kt1	P × P
23.	Q × P	KR—B1 ch.
24.	Kt—B3	Q—Kt6

Position after 24. .... *Q—Kt6*

Black: GRUENFELD



White: WOLF

Black's attack is now overwhelming. White has no defence against the threat B × RP.

25.	Kt(Kt3)—K2	B × RP
26.	P × B	Q × P ch.
27.	K—B2	Q—Kt6 ch.
28.	K—Q2	.....

White must bow to the inevitable, as after 28. K—B1, Black decides the game still more quickly with B—B4.

28.	.....	R—Q1

and Black won.

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