

being on e4 or d4 according to Black's double complex on the Queenside or Kingside. The importance of this pawn configuration lies in the fact that Black may regard his c6 pawn (or f6 pawn) as compensation for his lost center, since either pawn has an action towards the center. This action finds expression in the fact that White, (In Diagram 136b) cannot use e5 as an outpost station. Furthermore, Black has the threat of ...e5, and also the possibility of ...f5, ...Rg8 (White would here play g3), ...h5, ...f4 and ...h4. In other words, the pawn mass e6, f6, and f7, which in the first instance is defensive in its action, can deploy and be thrown forward to the attack. Its weakness lies in the isolated h-pawn. White will seek to neutralize the attack we have outlined (Black's ...Rg8, ...f5, etc.) by posting his pawns at f4, g3, and h2 with perhaps Knights at f3 and g2. The game would then be equal. It is, however, extremely difficult for Black to decide the fitting moment when to emerge from the defensive with ...f5. We give here an example -

Nimzowitsch-Dr. Perlis, Ostend, 1907. 1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.Bg5 dx e4 5.Nxe4 Be7 6.Bxf6 gxf6 7.Nf3 Nd7 8.Qd2 Rg8. This move could have been postponed 9.0-0-0 Nf8 (protects the weak, isolated h-pawn) 10.c4 c6 11.g3 Qc7 12.Bg2 b5 13.Rhe1 Bb7 14.Kb1 0-0-0. Dr. Perls has very skillfully turned the defensive strength of his "complex" to good use, and will soon see the moment ripe to let his double complex appear as an attacking weapon. 15.Nc3 Kb8. See Diagram 137. 16.Qe3 (White feels the lack of an outpost station on e5 painfully) 16...Ng6 (already ...f5 is threatened, for the Knight is now watching e5) 17.h4 f5 18.Ne5 (finally) 18...f4 19.Qf3 Nxe5 20.dxe5 fxg3 21.fxg3 Bb4 with an equal game. 22.a3 Bxc3 23.Qxc3 c5 24.Bxb7 Qxb7 25.Rd6 Rxd6 26.exd6 Rd8 27.Rd1 Qe4+ 28.Ka2 Rd7 and the game was abandoned as a draw two moves later.

The treatment of the problem was less convincing in the game Yates-Dr. Olland, Scheveningen, 1913. 1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.Bb5 dx4 5.Bxf6? (5.Nxe4 should have been played first) 5...gx1f6 6.Nxe4 15? (the moment for the advance seems premature. The construction of the characteristic position [pawn skeleton] by means of ...b6 ...c6 ...Nd7 ...Cc7 ...Bb7, and ...0-0-0, similar to the previous game, was a better plan). 7.Nc3 Bg7 (the Bg7 now undertakes the protection of the point e5, but the f-pawn, [now pushed] would have made a better watchman) 8.Nf3 0-0 (if ...Nc6 [my recommendation] 9.Bb3 0-0 10.Bx6 bxc6 11.Qd3 Rb8 12.0-0-0, and any Black attempt at attack would probably fail because of a White invasion of e5. For example 12...Cg7 13.Ne5 Qb4 14.b3, etc) 9.Bc4? (9.Qd2 followed by 10.0-0-0 was better) 9...b6? (9...Nc6 10.Ne2 e5! 11.dxe5 Nxe5 would have given the Black Bishops maneuvering space, i.e. 12.Nxe5 Bxe5 13.c3 Be6 and Black stands well. The important point is that the chance of playing ...e5 arose. See introductory remarks to Diagrams 136a, 136b). 10.Qd3 Bb7 11.0-0-0 Nd7 12.Rhe1 Qf6 13.Kb1 Rad8 14.Qc3 c5? (14...c6 seems better, in order to hold White's d-pawn in check, while at the same time preparing ...b5 followed by ...Nb6. The move 6...f5? has not turned out well. Black's pawn mass came to nothing, and the pawn push g4 is in the air for White), 15.d5 e5 16.g4 (White should have been happy with the passed d-pawn in this position. Best would have been maneuvering to restrain the Black e-pawn by Nd2 and c3. White would then stand well. The move 16.g4 leads to great complications) 16...hxg4 17.Ng5 Bhe 18.Nce4 Qg6 19.f4 exf4 20.Qxf4 and after further mistakes on Black's part White won in 44 moves.

In the game just given Black's double complex did not make itself felt as an instrument of attack. The case is quite otherwise in the following game, in which it is true we have to do with the complex of pawns c7, c6, d6 vs. c2, e4. We may regard this position as wholly identical in characteristics to the skeleton positions of Diagrams 136a and 136b.

Teichmann-Bernstein, Petrograd, 1914. 1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Bb5 d6 5.d4 Bd7 6.0-0 Be7 7.Re1 exd4 8.Nxd4 0-0 9.Bxc6 bxc6 10.b3 Re8 (Diagram 137a). In addition to the problem of how to take proper advantage of his double complex, Black has another problem to solve, the restraint of the free enemy center) 11.Bb2 Bf8 12.Qd3 g6 13.Rad1 Bg7 14.f3 (forging the chance of attaining, by the move 14, the aggressive development of his center, he strives for a secure position) 14...Qb8 (the final measures are taken to make the effect of the intended ...f5 a powerful one) 15.Bc1 Qb6? (better, according to Dr. Lasker was 15...a5, [threatening 16...a4] 16.Na4! c5. If 16.a4, comes 16...c5 17.Nb5 Bc6 followed by ...Nd7 with a

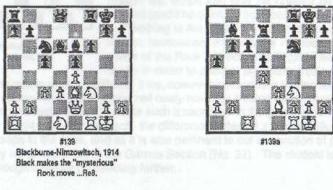


#137a
Teichmann-Bernstein
Petrograd, 1914



which we emphasized at the beginning of this Chapter may already be accepted as probable. As we go on the probability is likely to be turned into a certainty. See game No. 12, Leonhardt-Nimzowitsch.

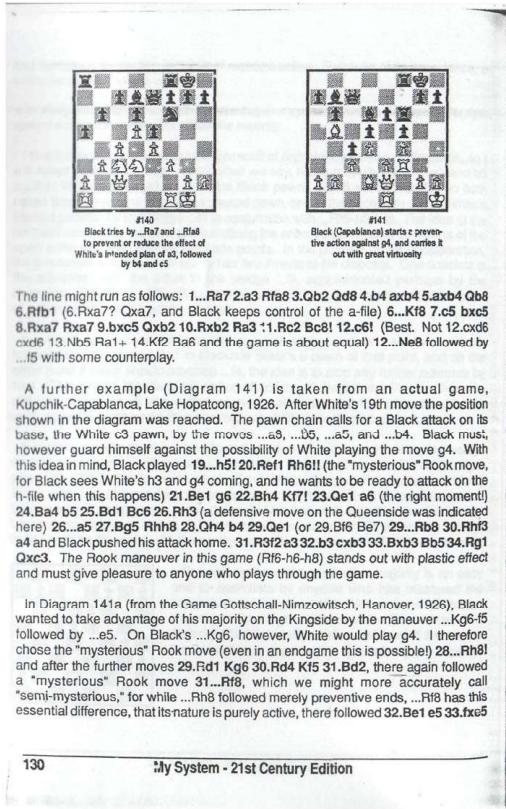
* 3. Restraint. The "mysterious" Rook moves. On true and imitation freeing moves, and how they are to be combated.



#139
Blackburne-Nimzowitsch, 1914
Black makes the "mysterious"
Rook move ...Rxe8.

In Diagram 139 White clearly intends to play d4 at any moment when this move seems feasible. Black's moving his Rook to e8 is intended to help make this freeing move difficult to execute for all time. We have here therefore an interest in preventive action. It is only the intention of this move which is mysterious (a Rook seizing a file which is still closed). Its strategic purpose is more clear. To defend of a piece only direct attacking activity is the stamp of the mere "woodpecker". The answer check and quiet rightly demands of the pieces that they also undertake preventive action. The following situation is typical. A freeing action (usually a pawn advance) planned by the opponent would give us an open file. The potential of the opening of this file, which is not in our power, we nevertheless seize, and in advance, with the idea of giving our opponent a dictate for the freeing action. The "mysterious" Rook move is an indisputable ingredient of a rational strategy. See Diagram 139a. The position is a constructed one, in the opening stage of a game, and White plays 1.Rfd1. He expects ...c5 to be played at an opportune moment, and intends in this case after dxc5 and ...bxc5, to take advantage of the c and d-files, bringing pressure on the resulting hanging pawns (on c5 and d5).

The "mysterious" Rook move is generally an affair of the opening, though in the early stages of the middlegame it also plays an important role. In Diagram 140 Black calmly plays 1...Rd7. If White now plays 2.a3 then 2...Rfa8. Now White can only realize his plan to play b4 and c5 at the cost of certain concessions to his opponent.



The line might run as follows: 1...Rd7 2.a3 Rfa8 3.Qb2 Qd8 4.b4 axb4 5.axb4 Qb8 6.Rfb1 (6.Rxa7? Qxa7, and Black keeps control of the a-file) 6...Kf8 7.c5 bxc5 8.Rxa7 Rxa7 9.bxc5 Qxb2 10.Rxb2 Ra3 11.Rc2 Bc8! 12.c6! (Best. Not 12.cxd6 exd6 13.Nb5 Ra1+ 14.Kf2 Ba6 and the game is about equal) 12...Ne8 followed by ...f5 with some counterplay.

A further example (Diagram 141) is taken from an actual game, Kupchik-Capablanca, Lake Hopatcong, 1926. After White's 19th move the position shown in the diagram was reached. The pawn chain calls for a Black attack on its base, the White c3 pawn, by the moves ...a5, ...b5, ...a5, and ...b4. Black must, however guard himself against the possibility of White playing the move g4. With this idea in mind, Black played 19...h5! 20.Ref1 Rh6!! (the "mysterious" Rook move, for Black sees White's h3 and g4 coming, and he wants to be ready to attack on the h-file when this happens) 21.Be1 g6 22.Bh7! Kf7! (the right moment!) 24.Ba4 b5 25.Bd1 Bc6 26.Rh3 (a defensive move on the Queenside was indicated here) 26...a5 27.Bg5 Rrh8 28.Qh4 b4 29.Qe1 (or 29.Bf6 Be7) 29...Rh8 30.Rhf3 a4 and Black pushed his attack home. 31.Rf2 e3 32.b3 cxb3 33.Bxb3 b5 34.Rg1 Qxc3. The Rook maneuver in this game (Rf6-h6-h8) stands out with plastic effect and must give pleasure to anyone who plays through the game.

In Diagram 141a (from the Game Gottschall-Nimzowitsch, Hanover, 1926), Black wanted to take advantage of his majority on the Kingside by the maneuver ...Kg6-f5 followed by ...e5. On Black's ...Kg6, however, White would play g4. I therefore chose the "mysterious" Rook move (even in an endgame this is possible) 28...Rh8! and after the further moves 29.Rd1 Kg6 30.Rd4 Kf5 31.Bd2, there again followed a "mysterious" Rook move 31...Rf8, which we might more accurately call "semi-mysterious," for while ...Rh8 followed merely preventive ends, ...Rf8 has this essential difference, that its nature is purely active, there followed 32.Be1 e5 33.fxe5



#142
Gottschalk-Nimzowitsch
Hanover, 1928

$fxe5$ 34. $Rh4$ $g5$ 35. $Rb4$ (35. $Rxh5??$ $Kg6+$) 35... $Ke6+$
36. $Ke2$ $e4$ 37. $Bf2$ $Rf3$. The passed pawn, the penetration of the Rook into the enemy position, and a certain weakness in White's c-pawn slowly wrought the destruction of White's game.

The "mysterious" Rook move, places our Rook on a close file, which can only be opened by the enemy himself (and if he does not our Rook is left standing there with nothing to do). Such a move must never be played, except consciously and with the intention of sacrificing some of the Rook's effective strength. This sacrifice is made in order to prevent an enemy freeing maneuver, or at any rate to render it difficult. If we, however, recognize a freeing move planned by our opponent as illusory, and not really having a freeing effect, then it would be in the most uneconomical to make such a sacrifice. In the game which was quoted earlier, Blackburne-Nimzowitsch, the difference between a true and illusory freeing move leaps to the eyes, and as it is also pertinent to our conception of prophylactic strategy we give it in full in the Games Section (No. 32). The student is advised to play through it before proceeding further.

The following postulate I regard as of the utmost importance: **There is no such thing as an absolute freeing move.** A freeing move in a position in which development has not been carried far always proves to be illusory, and vice versa, a move which does not come at all in the category of freeing moves, can, given a surplus of tempi to our credit, lead to a very free game.

Consider for instance the position in Diagram 142. White obviously has a substantial plus in tempi, and in these circumstances the Black freeing move ... $f5$, only leads to a premature opening of Black's undeveloped game. For example 1... $f5$ 2. $exf5$ $gx5$ 3. $Nh5$ followed by 4 with a strong attack. This association of ideas was unknown to the pseudo-classical school, which knew only absolute freeing moves. Black's ... $f5$ in a position with the central pawn configuration as in the diagram was reckoned as such by this school, and in 80% of cases was held worthy of commendation. We have reduced the proportion to about 60%, for even after the defensive White move 3. $f3$ (after 1... $f5$ 2. $exf5$ $gx5$) the strength of the pair of Black pawns at e5 and f5 must not be rated too high. With this we suddenly



#142
Black's "freeing" move ... $f5$ leads, owing to backward development,
to a premature opening of the game and an unfavorable position for
the second player

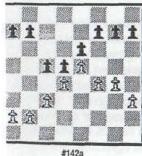
find ourselves facing the germcell of restraint action. Because of its importance, a separate section will be devoted.

♦ 4. *The germcell of restraint action directed against a pawn majority is developed. The fight against a central majority. The qualitative majority.*

I find it impossible to present the germcell of restraint by means of diagrams, so I will adopt another method. Black, shall we say, has a majority: pawns e5 and b5 against White's pawn a3, or perhaps Black pawns e5, f5 vs. White f3. In both cases Black threatens to create a passed pawn, and in the second to attack White's castled position by the wedge ...f4 in conjunction with ...Rf5-h5, etc. The idea of the restraint now lies in the plan of neutralizing the enemy's pawn, plus by means of the open e-file and two different blockade points. In the position under consideration, the possessor of the pawn majority has two threats at his disposal. One consists in the advance ...e4, the other in the wedge ...f4, supplemented perhaps by the diversion ...Rf5-h5 or ...Rf5-g5, or possibly ...h5. At the same time the establishment of a Black Knight at e3 will be planned.

In what does the restraint idea now consist? In the case of ...e4, the move f4, followed by an eventual Be3 to blockade Black's e-pawn at that point, and on the other hand if Black should advance ...f4, the idea is to stop any further advance by Ne4. This Knight, thanks to his radius of action, will help make Black's diversion difficult to carry out. It follows that we must look for the germcell of restraint action in an open file combined with a two-fold possibility of setting up a blockade.

A central majority must not be allowed to advance too far, otherwise the wedge threat would have a much too painful effect. For example in the position White: Kf1, pawns f2, g2, h2; Black: pawns e4, f4, g7, h7 (imagine any number of pieces added.) Black with ...f3 (the wedge) threatens to cut the White lines of communication between his h and g pawns along the rest of his 2nd rank, and Black's attack must be reckoned as very strong. It is therefore necessary to fit an enemy central majority on its 4th rank - with the configuration Black: pawns e5, f5. White: pawn f3.



The conception of the qualitative majority is an easy one to assimilate by anyone who has mastered the pawn chain. In Diagram 142a, White has the qualitative majority on the Kingside, Black on the Queenside. The majority which is the more advanced toward the enemy base is naturally regarded as qualitatively the superior one.

♦ 5. The different forms under which restraint customarily appears are further illustrated.
 (a) The fight against mobile center pawns. (b) The restraint of a qualitative majority. (c)
 Restraint of double complexes. (d) My "special variation" and its restraint motif.

(a) The mobile center pawn. White with an e4 pawn against Black's pawns at d6 and f7. Such a pawn can result from 1.e4 e5 2.Nf3 Nc6 3.Bb5 d6 4.d4 exd4 5.Nxd4 Bd7. Black's restraint therefore will be fought by ...Nf6 ...Bd7 ...O-O ...Re8 and ...Bf8. Another important aid towards the crippling of White's center is the more passive pawn structure with pawns at d6 and f6. This position White pawn e4, Black Pawns at d6, f6 is typical and I call it the "sawing" position, since White's e-pawn is to be sawed up between these pawns.

The sequence of events in a maneuver directed against a mobile center is usually:
 (1) the passive "sawing" position, then (2) the more aggressive hindering action of a Rook exerting pressure on it, (3) making backward or isolated a once mobile center pawn, (4) mechanical stopping of the same by a blockading piece, (5) the winning of the pawn.

The aim of the restraining party in a game may be sufficiently summed up thus:
 First restraint, next blockade, lastly destroy! To carry this out is difficult but remunerative, and the process is instructive for the student. The analysis, therefore, of the position reached after 1.e4 c5 2.Nf3 d6 3.d4 exd4 4.Nxd4 is excellent training, and as such cannot be too strongly recommended to the aspiring student of chess.

The following illustrative game is apparently complicated, but it is this in its motives only. In reality it is the fight against White's e4 pawn, which dominates. Shoosmith-Nimzowitsch, Ostend, 1907. 1.d4 Nf6 2.c4 d6 3.Nf3 Nbd7 4.Nc3 e5 5.e4 Be7 6.Bd3 0-0 7.0-0 exd4! (if 7...Re8 then 8.d5 and Black will be cramped for a long time. For example, 7...Re8 8.d5 Nc5 9.Bc3 Nxd3 10.Qxd3 Nf7 11.b4 a5 12.a3, etc) 8.Nxd4

Re8 9.Bc2 Ne5 10.Bc2 a6 (this advance will soon be intelligible) 11.Bb2 Bd7 12.g3 Bf8 13.I4 Ng6 14.Qf3 c6 15.Rac1 b5 (now the pawn chain is formed). Black keeps an eye on White's e-pawn and speaks at the same time to the end of the disturbing c-pawn, since the latter makes his d6 pawn backward) 16.Qd3 Qc7 17.Kh1 Rad8 18.Bb1 b4!! (Diagram 142b). This has to do with a chain formation, certainly a rather unusual one. This plan for the links of the chain would be White's pawns on b3, and c4, Black's pawn on b4 and Knight on c5! Why as an exception should we not allow an officer to play the role of a pawn in a chain? The plan consists in the maneuver ...Bc8...Ng7-c5 and ...a5-a4 attacking the enemy pawn base at b3. Accordingly 18...b4!! involved the

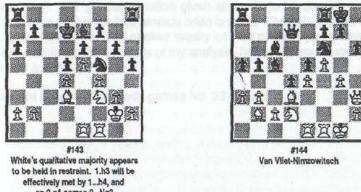


H142
Shoosmith-Nimzowitsch
Ostend, 1907

transference of the attack from c4 to b3) 19.Nd1 Bc8 20.Qf3 Nd7 21.Nf5 Nc5 22.Qg4? (a mistake which leaves f4 for a moment insufficiently defended, but this short moment is long enough to allow Black to break through brilliantly) 22...Ne6 23.Qg3 Bb7 24.h4 d5 25.e5 c5 26.cxd5 Rxd5 27.Kg1 (27.Be4? Rxd1) 27...Rd2 28.Nfe3 Qc6 and White resigned.

The reader may here be referred to my games against Teichmann and Blackburne (Nos. 2 and 32).

(b) *The fight against a qualitative majority.* Let us imagine that in Diagram 140 the Black Knight is at d5 instead of f5. We would then have a typical case of the restraint of a qualitative majority. If now 1.Nxc5, then 1...bxc5 and White's advance is crippled. If, however, 1.a3 intending 2.b4, then 1...a4! 2.b4 Nb3! and the strongly posted Knight is compensation for White's possibility of playing c5. The student should notice that the action of Black's a-pawn is made up of equal parts of passive and aggressive effect, for this pawn, or the pawn on h5 in Diagram 143, is the true prop of our whole restraint maneuver. In both positions White's a3 (or h3) will be answered by pushing the flank pawn to the fourth rank (...a4 or ...h4).



Another typical example is shown in the following endgame. (Diagram 144). Here the advance in close formation planned by White, namely Qg3, h4, g5, cannot be held up permanently. The advance (let us imagine for a moment that Black's inevitable ...f6 has taken place) would expose the base of Black's pawn chain. Much worse for Black, however, would be the Kingside attack that is involved in this advance. The right plan for Black would be to hold up White's h4 and g5 long enough for his King to escape. With this idea Black played 21...Nh7 22.Nf3 Qe7 23.Qg3 Rfe8 24.h4 f6 25.Ra1 (White has weaknesses, too) 25...Qb7 26.Rf1 Kf7 27.Re2 (if 27.g5, then 27...hxg5 28.hxg5 Kf7! with a tenable game) 27...Rh0! (the "mysterious"

Rook move!) 28.Kf2 Nf8 29.g5 hxg5 30.hxg5 Nd7 (White's Kingside attack may be said to have spent itself, for after 31.gxf6 gxf6 32.Qg6+ Ke7 33.Qg7+ Kd6, Black would have a superb game). The game proceeded: 31.gxf6 gxf6 32.Nh4 Rg8 33.Ng6 Rh5 34.Rg1 Rg5 with advantage to Black. The resource demonstrated here is worth the attention of the student.

(c) Restraint of double complexes. Side by side with the dynamic weakness of such a complex, which we have often emphasized, we have to characterize the following points as often decisive: (1) the imprisoned Bishop (2) cramped terrain and consequent difficulties in finding a defense.

Bird's opening and the English will give us examples of (1) and in both forms of the opening.

1.e4 d5 2.Nf3 e5 3.d3 Nc6 4.Nc3 Bg4! 5.g3 Bxf3!! 6.exf3 e6 7.Bg2 f5! 8.0-0 d4 (delightful play; the Bishop at g2 is now a prisoner in his own camp. Black's weakness at e6 is easily defended. See Diagram 145) 8.Nb1 b5 9.a4 b4 10.Nb2 Na5 12.Qe2 Kf7 13.Rc1 Qd7 14.Nc4 Nxc4 15.dxc4 Nf6 and Black dictated the tempo.

1.e3 e5 2.c4 Nf6 3.Nc3 Nc6 4.Nf3 Bb4 5.Bc2 (if 5.d4 exd4 6.axd4 d5 7.Bc2 with an equal game) 5...0-0 6.0-0 Re8 7.a3 Bxc3 8.bxc3 d6 and White labored the whole game through under the difficulty of making use of his Queen Bishop. (From the game Nimzowitsch-Reti, Breslau, 1925).

Diagrams 146 and 147 are given to illustrate (2). The latter shows us a blockading Knight whose effect on the double complex is simply enormous. Not only is Black's majority in its collective value illusory, but each single component of that majority seems individually to have its life threatened. Under these conditions White's majority will unquestionably win. Even with Rooks present on both sides of the board (White: Rook on a4, Black: Rook on d8 or b6), the game would be lost for Black. This shows to what degree a restrained doubled pawn may cripple a position.

(d) My "special variation" with its restraint motif. The line of play in question is 1.c4 e5 2.Nc3 Nf6 3.Nf3 Nc6 and now 4.e4. As early as 1924 I had tried (after the



#145
The "dead" Bishop at g2, a prisoner
in his own camp. The Bc1 is
not in much better shape



#146
Without the c7 pawn, Black would
have freedom to move about. As it is
(with Bb7 hanging over his head)
Black is very nearly stalemated



#147
The effect of a knight blocking
an enemy doubled pawn
complex is crushing

moves 1.e4 c5 2.e4 Nc6 3.d3 g6), the move 4.c4, the motive of which I visualized as a blockade spanning half the board, and in a review I made the following note to this move: "Since this move is not inspired by the hope of preventing or even of making ...d5 more difficult, a special explanation is needed. Black wishes to build up the configuration e6-d5. This done, he will consider the extension of his attack formation to the Queenside by ...Nd4 when opportunity offers, in order after Nxd4 ...cx d4, to bring pressure on the c-file to the point c2. The text move is made to forestall this possible extension of play on the Queenside. The hole at d4 does not seem to be a serious matter."

When I today ask myself where I got the moral courage to form a plan running counter to all tradition, I think I may answer that it was only my intense preoccupation with the problem of the blockade which helped me do so. To this problem I was ever seeking to bring out new sides, and so in Dresden, 1926, as Black after the moves 1.e4 c5 2.Nf3 Nc6 3.Nc3, I ventured the move 3...e5, which at that time caused a huge sensation. My special variation given above is to be considered merely a further step on a trail which had already been broken. The able Danish theorist Dr. O. H. Krause, has pursued an original inquiry into the possibility of a combination of e4 and c4, in which, independently of my analysis, he has arrived at much the same conclusions as I did.

The student is advised to study games No. 33-35 at this point.

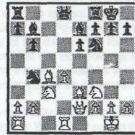
Usually such a blockade is a static feature positive to the player with the weaker side's king. A blockade on the other side forces a dynamic attack with the entry of a second attacking knight. However, there can be both static and dynamic blockades, or even situations of compensation. As a compensation for the loss of a knight, for instance, cast of the Rook can be compensated by a pawn. Such losses can only be compensated by some gain. To compensate for a pawn loss in this manner, sufficient time must be allotted to be compensated. This will be undertaken later, when we shall discuss the Ruy Lopez, the French, and the Sicilian, which, while they in themselves do not require the blockade, may have such a result. Whether a pawn loss can be compensated by other configurations will depend upon the circumstances of the game, and certain configurations can be compensated without pawn loss. There are also situations in which a pawn loss is compensated by a compensation of another kind. Most frequently, though, pawn losses do not pay off, and the student is advised to study the following recommended as a combination of a blockade and a pawn loss, the attack and the review, #147, and also those involving a knight attack at a pawn hole, the attack and the review, #148.

CHAPTER 12

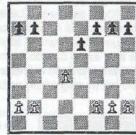
THE ISOLATED d-PAWN AND ITS DESCENDANTS

* 1. Introductory

The problem of the isolated d-pawn is in my opinion one of the fundamental problems in the whole theory of positional play. We are concerned with the appraisal of a statically weak pawn, which, even though weak, is permeated with dynamic strength. Which is dominant, the static weakness or the dynamic strength? The problem gains in significance, in fact it strays in a sense beyond the circumscribed boundaries of chess.



#148
The isolated d-pawn. Notice White's outpost station at c5, Black's at d5



#149
Skeleton diagram of the isolated d-pawn. White outposts at c5 and a5.
Black outpost at d5

It is indispensable that the student face this problem himself, meaning that he must experience the problem head-on in actual play. He should try as White to get the so-called normal position in the Queen's Gambit, 1.d4 d5 2.Nf3 Nf6 3.c4 e6 4.e3 c5 5.Nc3 Nc6 and then alternately, in one game 6.Bd3 cx d4 7.exd4 dx e4 8.Bxe4 and White has an "isolani", in the other, 6.cxd5 exd5 7.dxc5 Bxc5, and White now is fighting against the isolani. It will do him good to realize how dangerous an enemy isolani may be, and how difficult it is to save his own from an untimely end.

* 2. The dynamic strength of the isolated d-pawn.

The strength of an isolani (Diagram 149) lies in its lust to expand (advance). In addition to the circumstances, this pawn protects and indeed creates the White outpost stations at e5 and c5. On the contrary, the Black outpost station at d5 does not have, at any rate in the middlegame, the full equivalent value. Quite apart from any arithmetical preponderance (two outposts to one), White can point to the fact that a Knight on e5 (see Diagram 148) would have a sharper effect than is ever

possible to an opposing Knight on d5. It is clear that a Ne5 supported by two powerful Bishop diagonals (b1-h7 and h4-d8) must exert pressure on Black's Kingside, and what can be sharper than an attack on the King? The lineal investigation yields therefore an undoubted plus to White.

Our pawn, on the other hand, as is well known, tends to become weak in the endgame. How are we to understand this? Is the difficulty only this, that the d-pawn is hard to defend, or are there other calamities in store?

♦ 3. *The isolant as an endgame weakness.*

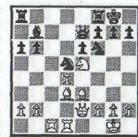
Our judgment on the problem, which we have outlined must be influenced by the circumstance that the points e5 and d5 must have a different evaluation in the ending than was the case in the middlegame. In the endgame attacks on the King are not in question, so White's e5 loses much of its glory, while d5 gains in importance for Black. If White has not by the time the ending has come, at least gotten through to c7, or obtained another trump of some sort, his position will not be particularly enviable. White will suffer not only under the want of protection felt by his isolani, but also from the fact that the light squares such as d5, e4, and e4 can easily become weak. Imagine in Diagram 149, a White King at c4 and Bishop at d2; Black with his King at c6 and a Knight d7. Black with a Knight check drives the White King from c4, plays his King to d5, and pushes further forward with his King via c4 or e4. In every pertinent case that may arise d5 must be regarded as the key point of Black's position. With this point as a base he will blockade, centralize, and maneuver. d5 will provide a gate of entry into the enemy position and also a point of junction in all possible troop movements, as for instance (imagine now Diagram 149 enlivened by the presence of Rooks and Knights) the case of Black's Rd8-d5-a5, or Nf6-d5-b4, or finally Nd5-e7-f5xd4. A Black Knight posted at d5 exercises an impressive effect on both wings. A Bishop at d5 not seldom forces a decision even with Bishops of opposite colors (if Rooks remain on both sides). White may obviously have counterbalancing, or even apparently a preponderance of compensation for these trumps of Black's. For instance, one of his Rooks may have penetrated to c7, but such cases can only be considered as exceptions to the rule. To recapitulate: White's weakness in the endgame rests on the fact that d4 seems to be threatened, while d5 is extraordinarily strong for Black. Further, the light squares c4, d5, e4, tend to become weak, while the importance of e5 (from the middlegame) has been spent. White's pawn position was in fact not "compact", (by "not compact" we are describing positions with isolated pawns) and other disadvantages to which we have called attention, such as weakness pervading a complex of squares of a given color, must necessarily attach themselves to a pawn position which is not compact. We earnestly recommend to the student that he sharpen his sense for compact positions and the reverse. He must also bear carefully in mind that it is not only the isolani

itself that tends to become weak, but also the complex of squares surrounding it. In this the principal evil is to be found.

* 4. *The isolani as a weapon of attack in the middlegame.*

Solidity of construction and purpose should at the first sign of neglect on the part of the opponent (if he has withdrawn his pieces from the Kingside) give place to a violent attack. Many players with an isolani proceed much too violently, but it seems to me that there is no objective motive for "plunging" on a desperate attack. At first the utmost solidity is called for. The attack will come of itself in good time, for instance when Black has withdrawn his Nf6, which he will at some time naturally do, since the Knight wants to get to d5. In the development stage (see Diagram 148) we would therefore recommend solid construction, Be3 (not g5), Ce2, Rooks c1 and d1 (not d1 and e1), Bd3 or b1 (not b3); and White cannot be too strongly warned against attempting surprise attacks in the early stages, started by perhaps N(e5)xh7 (with a Bishop at a2), or by a Flock sally (Re1-e3-h3). A solid position aimed at maintaining the security of the d4 pawn is the one and only right course, and it must be ever remembered that the d4 pawn is the one and only right course, and it must be ever remembered that the d4 pawn is the one and only right course, and it must be ever remembered that the d4 pawn is the one and only right course (Editor's note - nowadays theory does find instances of placing the Bishop on g5, and placing Rooks on d1 and e1 thereby avoiding exchanges on the c-file).

It is only when Black has withdrawn his pieces from the Kingside that White may sound the attack, and this he may carry out in sacrificial style. (Diagram 150), White has developed his pieces in the spirit of this section, the text move (19...Ne8) gives him the chance which, as in all similar cases, he avidly hunes to launch a direct attack on the enemy King. The result in the present case is doubtful, but since the whole manner of conducting the attack is characteristic of "isolani positions", I will give here a few variations. 19...Ne8 20.Qh5 g6 (20...f5 21.Bg5) 21.Qh6 Ng7 (21...f6 22.Ng4) 22.Bg5 (the pieces now come out of reserve). 22...f6 23.Bxg6 hxg6 24.Nxg6 and now two variations arise according to how the Queen chooses to retreat. If 24...Qd7 25.Bh4! (or 25.Bxf6 Nxh6 26.Qh8+ Kf7 27.Ne5+ Ke8 28.Nxd7 Rxh8 29.Nxh6+ with three pawns for the sacrificed piece). If 24...Qd6 25.Qh3+ Kf7 26.Qh7 fxg5 27.Ne5+ and the continuation could be 27...Ke8 28.Qxg7 Qe7 29.Qg6+ Kd8 30.Rc6 with wild complications. So, once more, remember to build up a solid position, support the isolani (Be3) and only attack when the opportunity really is there.



#150 Nimzowitsch-Tschigorin
Black to move played ...Nh6 to get to e5. This is the trump card for the attack for White. How will the attack be started, and what will be its course?

*5. Which cases are favorable for White and which for Black?

In general it may be said that the two following cases are worth striving for by White:

- (i) When White has effected d5, ...exd5; or (after d5) a piece x d5, and White thereby gets the better, because more centralized position (as in the game Rubinstein-Tartakower, Baden-Baden, 1925).
- (ii) When White has built up a position on the c-file (see game 36, Nimzowitsch-Taubenhaus).

For Black the following are desirable:

- (i) All positions of an endgame character (other things being equal).
- (ii) Those positions where Black has played ...N(d5)xN(c3), and White's recapture was bxc3. Black's idea is to pin down the c3 pawn from the start and of laying siege to it (see game 11, Thomas-Alekhine and +7 of this chapter on the isolated pawn couple).

*6. On the possible genesis of reflex weaknesses among the Queenside pawns of the player with an island.



An index of the weakness of the isolani appears in the possibility which is not seldom offered to the opponent, of transferring his attack from the d-pawn to the Queenside. Such a case of "reflex weakness" may be seen in game No. 23 (Rubinstein-Duras). A similar picture as presented in the following game (Rubinstein Dr. Lazkov, Moscow, 1925). After the moves 1.d4 d5 2.c4 c6 3.e3 Nf6 4.Nc3 e5 5.Nf3 Nbd7 6.Bd3 dxc4 7.Bxc4 b5 8.Bc2 a6 9.0-0 Bb7 10.b3 Be7 11.Bb2 0-0 12.Ne5 c5 13.Bf3 Qc7 14.Nxd7 Nxd7 15.Ne4 Rad8 16.Rc1 Qd8 17.Qe2 cxd4 18.exd4 Rc8 19.g3 Qa8 20.Kg2 Rfd8 21.Rxc8 Rxc8 22.Rc1 Rxc1 23.Bxc1 h6 Black took advantage strategically of the isolated d4 pawn. The continuation was 24.Bb2 Nb6 25.h3 (since he wants to avoid the exchange of Queens, 25.Qc2 Qc8 would be of no use) 25...Qc8 26.Qd3 Nd5! (with the idea of 27...Nb4) 27.a3 Nb6!! (now b3 has become weak!) 28.Kh2 Bd5 29.Kg2 Qc6 30.Nd2 a5! 31.Qc3 (Diagram 150a. In his trouble he decides after all to exchange Queens, but succumbs to the reflex weaknesses which have now arisen) 31...Bxf3+ 32.Nxf3 (if 32.Qxf3 Qc2) 32...Qxc3 33.Bxc3 a4! (now the weakness of the White Queenside is evident) 34.bxa4 bxa4 and White lost, since the attempt to save himself by 35.Bb4

failed against 35...Bxb4 36.axb4 a3 37.Nd2 Nd5 whereby the approach of the White King via e2,d3, and c4 is prevented (the answer to Ke2 would always be ...Nc3+). What is remarkable in this fine ending, in addition to the transfer of the attack, is the masterly and varied use made of the d5 square.

On the manner of laying siege to an isolani I would make this additional remark, that nowadays it is no longer considered necessary to render an enemy isolani absolutely immobile. On the contrary, we like to give him the illusion of freedom, rather than shut him up in a cage. How this is done is shown in the following game. Lasker (whom we class under the moderns) - Tarrasch, Petrograd, 1914. 1.d4 d5 2.Nf3 c5 3.c4 e6 4.cxd5 exd5 5.g3 Nc6 6.Bg2 Nf6 7.d0-0 Be7 8.dxc5 Bxc5 9.Nbd2 and now the isolani has the choice whether he will become weak on d5 or d4. Tarrasch chose the latter and there followed 9...d4 10Nb3 Bb6 11.Qd3 Be6 12.Rd1 Bxb3 13.Qxb3 Qe7 14.Bd2 0-0 15.a4 Ne4 16.Be1 Rad8 17.a5!! Bc5 18.a6 bxa6 (if 18...b6, then 19.Qa4 threatening 20.b4) 19.Rac1. Now all the pieces defending d4 are in the air. There followed 19...Rc8 20.Nh4 Bb6 21.Nf5 Qe5 22.Bxe4 Qxe4 23.Nd6 winning the exchange. Taking everything into consideration the isolani can be an effective weapon in the middlegame, but can also become very weak in the endgame.

♦ 7. *The isolated pawn couple.*

In the position on Diagram 151 Black can exchange at c3. If he then in the sequel succeeds in holding back White's c and d-pawns, and finally in blockading them absolutely, his otherwise rather doubtful strategy (...Nxc3) will have been justified, for to have the pawns tied down in their own camp and close to the frontier will be a great worry to White. The one trouble, namely the obligation to keep the c3 and d4 pawns protected, will be aggravated by the other, a cramped terrain. The pawns blockaded on c3 and d4, and only these, are what I call the *isolated pawn couple*. A good example is seen in game No. 11 (Thunius-Alekhnine).

An essentially different picture is met when the beleaguered player succeeds in advancing his c-pawn. We then have White pawns on c4 and d4. These pawns we no longer call an "isolated pawn couple", but designate them instead as "hanging pawns".

It will not be difficult to decide where the preference lies between the isolated pawn couple, which as a rule has but slight mobility, and the two hanging pawns. It stands to reason that hanging pawns are much to be preferred, if only for the reason that



#151
The genesis of an isolated pawn couple, c3, d4 occurs after 1...Nxc3 2.bxc3

they imply threats. Even if these should prove to be only apparent threats, a doubtful initiative is always better than a passivity which is dead beyond all manner of doubt, as we have discovered in the case of a blockaded isolated pawn couple in Game No. 11. We have then the following postulate for our guidance: The possessor of an isolated pawn couple (Diagram 151 after the moves ...Nxc3, bxc3) must do everything in his power to make c4 possible. He must not at any cost allow a blockade. He must regard the awkward formation c3, d4 as a transition stage to the mobile structure c4, d4, with its eternal threat of c5 or d5.

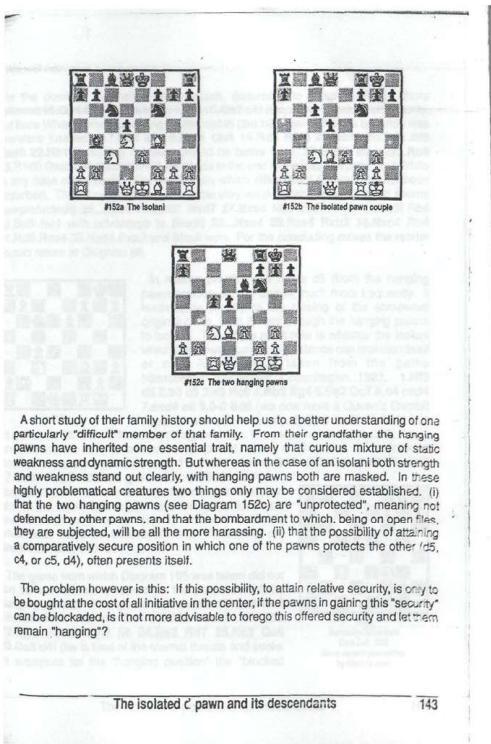
We now give an example of the case where Black, (who is saddled with an isolated pawn couple) struggles to make the desirable advance possible. Nimzowitsch-J. Giersing and S. Kirci, Copenhagen, 1924. 1.c4 e5 2.Nf3 Nc6 3.d4 exd4 4.Nxd4 Nf6 5.Nxe5 bxc6 6.g3 d5 7.Bg2 Bb4+ 8.Bd2 Bxd2+ 9.Nxd2 0-0 10.0-0 Rb8 11.Qc2 (White avoids 11.b3, as he wishes to keep this square available for piece maneuvers like Nb3 or Qa4) 11...Re6 12.e3 Be6 13.cxd5 (13.Nb3 dxc4 14.Nd4 was also to be considered), 13...cxd5. (Diagram 151a). Black now has the isolated pawn couple in question. The pawn formation c7, d5 deserves the designation "isolated" even

more than c6, d5. Black therefore quite rightly tries to make ...c5 possible: 14.Nb3 Qd6 15.Rfc1 Rec8 16.Qc5 Qxc5 17.Rxc5 Nd7 18.Ra5 (in order on the next move, by 19.Rc1 to establish an enduring blockade) 18...c5!! 19.Rxa7 c4 20.Nd4 Rxba 21.Nxe6 fxe6 22.Rxd7 c3 (Black has purchased the mobility of his c-pawn at the cost of a minor piece! White cannot force a win), 23.Bh3 c2 24.Bxe6+ Kf8 25.Rf7+ Ke9 26.Bxc8 Rh1+ 27.Kg2 Rxat (if 27...c1=Q 28.Bxb1 Qxb1 29.Rf4) 28.Rc7 c1=Q 29.Rxc1 Rxc1 and the game was drawn on the 42nd move.

♦ 8. Hanging pawns. Their pedigree and what we can learn from it. The advance in a blocked position.

The evolution, or the story of the genesis of hanging pawns, will be found illustrated in the trio of diagrams 152a, 152b, 152c. A glance at this shows that we are reminded to trace the descent of the hanging pawns from the isolani, and the "family tree" shows very clearly the generations: Isolani, the founder of the family. Isolated pawn couple. Hanging pawns.

This view, of which the soundness is demonstrable, will serve us well, for it will enable us to compare the hanging pawns with their anything but distinct motives, with their grandfather, the Isolani whose motives are more plain.



The answer to this is not easy. It depends entirely on the particular circumstances, namely on the manner and the details of the resulting blockade. To talk of the "security" in which such a blockaded complex can bask is greatly to stretch the meaning of the word. This I concede in advance, as blockaded pawns all too easily tend to become weaknesses. It would seem nevertheless, to be entirely fitting, in certain cases, to let the hanging pawns advance in a blocked position. These cases are as follows: (i) When the pawns in the enemy blockading ring are themselves attackable, as is the White b2 pawn in Diagram 152c. (ii) When the blockade would cost the enemy too much, either because the blockading apparatus is too great, or because the blockaders at his disposal prove to be for some reason unfitted for their task, whether for lack of elasticity or as having insufficient threat effect from their positions. As an antithesis to this we may point to Diagrams 153 and 154. Here the



#153

E. Colle-Durau
Carlsbad, 1911
The "security" achieved by the
hanging pawns is a very relative
one. The c5 pawn is weak even
though the d4 pawn is passed



#154
The d4 pawn is the product of two
hanging pawns. Many moves ago
there occurred ...d4, e5, ...f5.
This isolated d4 pawn will be
blockaded by Kc3 and White will
have the advantage

"blockaded" security is shown to be deceptive. The advanced pawns become weak. Again the reason for this lies in the quality of the blockading forces: in Diagrams 153 and 154 the Nd3 and the Kd3 (after Ke2-d3) are respectively excellent blockaders, which sufficiently accounts for the miscarriage of the attempt to save the situation.

The truth seems, therefore, to lie in the following statement of the case: Just as our judgment on the isolani on d4 depended on the greater or lesser degree of initiative to which he could lay claim (of course the outpost station which he supports must have some importance), we also consider that we have the right to expect some measure of initiative in hanging pawns which have attained a "blockaded" security. Dead passivity has no prospects before it.

We will now give some examples:

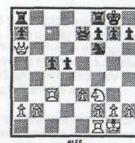
In the position Rubinstein-Nimzowitsch, (returning to Diagram 152c), there followed 15.Qa4 Qb6 (Black holds tight) 16.Qa3 c4! (steps into "blockaded" pawn). Black's advance was therefore justified. 17.Be2 a5 18.Rfd1 Qb4 19.Rd8 20.Rcd1 Rd7 21.Rf3 Rdc8 22.Nb1 (a waiting measure would be better here: 22.Rd42, etc.) 22...Rb8 23.R1d2 Qxa3! 24.Nxa3 K16 25.e4! (leads in the end to the loss of a pawn, but White in any case stood badly. The equilibrium which still existed at move 21 has been disturbed. The b2 pawn has now become very weak, whereas the d5 pawn seems overprotected) 25...dx4 26.Rxd7 Nxd7 27.Bxe5 Nc5 28.Rd4 (or 28.Bc6! Rb4 29.Bd5, Na4, with advantage to Black) 28...Nxe4 29.Rxe4 Rxb2 30.Nxc4 Rb4 31.Nd5 Rxe4 32.Nxe4 Bxa2 and Black won. For the concluding moves the reader should return to Diagram 66.



In master practice the move d5 (from the hanging pawn position c4, d4) occurs much more frequently. It leads quite prelily to the closing of the somewhat original circle, from isolani through the hanging pawns to isolani. The whole point now is whether the isolani which has newly come into existence can maintain itself or not. An example taken from the game Nimzowitsch-Tartakower, Copenhagen, 1923. 1.Nf3 d5 2.b3 c5 3.e3 Nc3 4.Bb2 Bg4 5.Bc2 Qc7 6.d4 cxd4 7.exd4 e6 8.d5 Bb6 (we now have a Queen's Gambit declined with colors reversed) 9.h3 Bxh3 10.Bxf3 Nf6

11.c4! dx4c4 12.bxc4 0-0 13.Nc3 (Diagram 154a). The sequence Nc2-b3, Qe2, Rac1, and Rfe1 would here have been in the spirit of holding a tight policy, but I wanted to "realize" my stock-in-trade, by d5! 13...Rfd8 14.Nb5 Qe7 15.Qe2 Bb8 16.d5 exd5 17.Qxe7 Nxe7 18.Bxf6 gxf6 19.cxd5 Bb5! 20.Rab1, and the d-pawn not only managed to maintain itself, but also in the whole further course of the game formed a counterweight to Black's majority on the Queenside which was not to be underestimated. Tartakower did underestimate, and lost.

The game from which Diagram 155 was taken did not run so comfortable a course for the possessor of the hanging pawns. The game proceeded: 17.Qa3 Ne4 18.Rd3 Rfd8 19.Rfd1 Qe6 20.Nd2 Qb6 21.Nf1 Nf6 22.Ng3 Rac8 23.h3 h6 24.Ne2 Rd7 25.Nc3 Qe6 26.Qa5 d4! (he is tired of the eternal threats and seeks to substitute for the "hanging position" the "blocked



#155
Bernstein-Tschmann
Carlsbad, 1923
Some elegant ploughing
by Black is seen

security" of which we have so often spoken, but it nearly cost him dearly) 27.exd4 cxd4 28.Nb5 (how is the newly arisen isolani to be saved?) 28...Qf5! (now some dexterous parties follow) 29.Qa4! Rxcl30.Rxc1 Qxd3 31.Rc8+ Kh7 32.Qc2 Qxc2 33.Rxc2 d3! 34.Rd2 (the isolani still seems to be in danger) 34...Ne4! 35.Rd1 Rb7 (the final liquidation) 36.Nc3 Nxc3 37.bxc3 Rb2 38.Rxd3 Rxe2 and the players agreed to a draw.

The student should observe the way in which the d-pawn was indirectly protected. This stratagem furnishes the defending party with one chance more to emerge from the distress of his hanging pawn position to more settled circumstances.

The "hanging condition" must be regarded as a passing one and what we have to do is to find the proper moment for liquidating it. In general the defending party proceeds to this a move or two too soon, he does not hold tight long enough, perhaps because the consciousness of being "in the air" is not greatly to the taste of the human psyche. But if you have it in mind to realize your hanging pawns, do not do it unless you can sense behind the "blockaded security" which you crave, a glimmer of an initiative. Never let yourself be drawn into a dead blockaded position. It is much better to remain with options.

Other games illustrating the ideas of this chapter are Nos. 36 and 37.

4. The Hanging Position

"Our first step, when this may have developed diagonally, has always been to try to bring into play our knight, rook, and sometimes even our queen to relieve the hanging. This always is easier commanding. One cannot afford an unnecessary pawn break, which would be the best policy for this strategic situation. But when one is compelled to do so, I feel it is best that the piece which makes up the hanging pawn's support should be the knight, not the rook. The knight's effect, though not dramatic, continues longer than that of the rook. And when we attack another pawn, like the e-pawn, it is best to do so with the knight, not the rook. That is to say, the knight should be used to support the hanging pawn, and the rook should be used to support another pawn."

CHAPTER 13

THE TWO BISHOPS

* I. Introductory. Relative strength of Bishop and Knight.

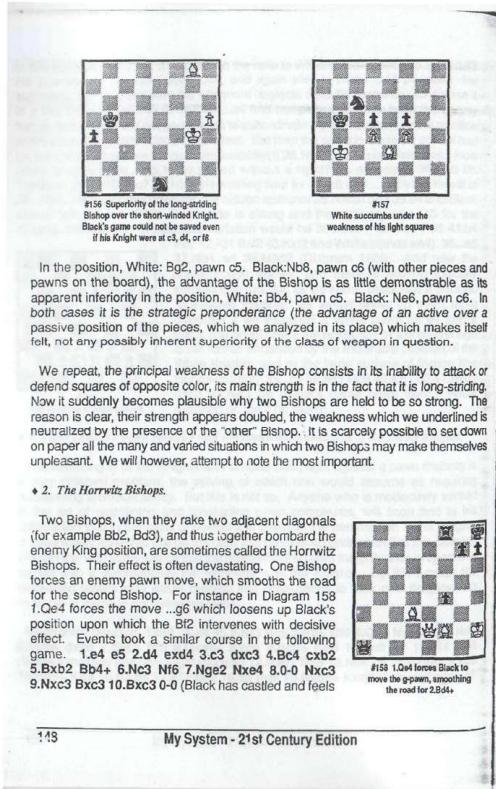
The two Bishops are a terrible weapon in the hands of a skillful fighter, yet I confess that for a moment I toyed with the blasphemous thought of omitting them from any detailed examination in my book. *My System*, I said to myself, only recognizes two things worthy of thorough investigation: the elements, and strategic devices. For instance, we regarded the *isolani*, which seemed to us in some way to have grown out of the problem of restraint, as a strategic device. Under what heading however were the proud Bishops to be placed?

This question which we have thrown out must not be dismissed as an idle or insignificant one, rather it appears to me to be one of decided theoretical interest. It would lead us too far to develop here the grounds on which my views on this are based, so I will content myself with giving the result. I have arrived at the conclusion that the advantage of the two Bishops can be called neither an element nor a strategem. To call it a weapon is absurd, and can be nothing else than a kind of weapon. The examination of the various kinds of weapons and the determination of their applicability to given cases lies totally outside the plan of this book. The reader, nevertheless, has the right to expect that I should enlighten him, as far as I can, on the dangers in which a pair of enemy Bishops may involve him.

The superiority of the Bishop over the Knight is strikingly shown in one of the two following diagrams. Each player has one or more passed pawns (Diagram 156) which are supported by their own King. The Bishop wins because he is outstanding at holding up the advance of passed pawns, or at slowing them down.

On the other hand the game in Diagram 157 shows up the principal weakness of the Bishop, namely that if his wish is to defend a terrain, he is usually helpless, for how shall a dark-squared Bishop protect light squares! Black's advance in Diagram 157 which puts the Bishop to shame would develop somewhat as follows: 1...Na5+ 2.Kc3 Ka4 3.Bf2 Nc6 4.Be3 Na7 5.Bf2 Nb5+ 6.Kd3 Kb3 and there eventually will follow a Knight check at b2 or b4 whereby the Black King will win the square c4.

We ask the reader to regard the cases in the positions on Diagrams 156 and 157 as the two poles between which all other cases occur. The advantage of the Bishop is that he can take long strides. The disadvantage lies in the weakness of the squares of the opposite color on which he operates.



safe against 11.Qg4 [11...g6], or against 11.Qd4 [11...Qg5], but overlooks the combined play which is characteristic of the Horwitz Bishops). 11.Qg4 g6 and only now 12.Qd4 and mate cannot be averted. The co-operation of the Bc4 lies obviously in the pinning of Black's f-pawn.

The Bishops in Diagram 159 I would call a variety of the Horwitz Bishops, one indeed of the nobler sort. There is no talk of an attack on the King in this position. Yet the attack on a7 (I have included only the most important pieces), though not very intensive, is still unpleasant, and will in the end force the enemy to place his pawns on a7, b6, c5, at which time the road will have been smoothed for the other Bishop. White then follows with pawn moves to a4 and b3, and the squares a6, b5, and particularly c4 are made available for the White Bishop. Now Black's majority appears crippled.

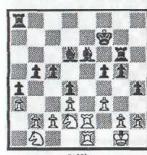
*3. *The effective support afforded by the two Bishops to an advancing pawn mass. The hemming in of the enemy Knights.*

A pawn mass, which need not by any means be a "majority," guided by a pair of Bishops can roll forward fairly far, and in the process lead to the imprisoning of the enemy Knights. The game Richter-Tarrasch may serve as an example. From Diagram 160 the game continued 19...c5 20.Ng3 h5 21.f3 (he does not show great skill in the defense. If the Knights are not to go under altogether, they must fight for stations for themselves. Indicated was 21.a4 followed by Nc4) 21...Bd7 22.Re2? b5! 23.Rae1 Bf8! 24.Nge4 Rg8 (in order to be able to play ...f5) 25.Nb3 Rcb8 26.Ned2 Bd6 27.Ne4 Bf8 28.Ned2 f5 29.Rc5 Bd6 30.Rf5? (30.Rd5?) 30...Rab8 (now the a-pawn is to advance) 31.Na5 Rab8 32.Nab3 h4 33.Kh1 Rg6 34.Kg1 Be6 (the barricading of the e-file effected by the Bd7 and Bd6 has been up to this move more of an "ideal" nature. With 34...Be6 this is changed into a "material" one, corresponding to the process we have before noted, where the "ideal" restraint of a passed pawn gave place to a mechanical stopping (blockade). So much on the strategic-theoretical meaning of the maneuver chosen. The practical significance of the move lies, however, as Dr. Tarrasch himself very rightly notes in the fact that fresh possibilities are opened up. (i)...Ke7-d7 (ii)...a6...Rc8, then ...Bb6-a7 followed finally by ...c4. I may add this remark that ...c4 must be regarded as without question the strategic plan indicated



#159 Two Bishops attack a pawn mass with the intention of winning stations for themselves

in this position. Why it will appear in the note to White's 38th move. 35.Rf2 Ra8? He is untrue to his main plan, ...e4, and again tries to make ...a5 possible. He succeeds, but only because his opponent neglects a subtle resource. Of course it is a fine thing to put into execution ...a4 and completely to drive back the enemy forces, but one should not go so far as to subordinate a plan indicated by the position to the idea of a broader decorative effect. But then the pseudo-classical school had an incredible weakness for such embroidery! 36.Rfe2? (a serious mistake. How could anyone allow ...a5 to be played without a fight?) In answer to 36.Na5 Dr. Tarrasch gives 36...Bc7 37.Nb7 Bf4 winning time for ...Rc8 and ...e4 by the threat of 38...Be3. He overlooks however, the hidden resource 38.Nxc5! Be3 39.c4 and Black cannot win, as the White Queenside is strong and the dark squares (c5 for the Knight), not less so. A plausible variation would be 39...bxc4 40.dxc4 Rc8 41.b4 Rc7 42.Kf1 Bx2 43.Kx2 and White stands well!, 36...a5 37Nb1 a4 38.N3d2 (Diagram 160b). And now the breakthrough follows, and there is nothing logically surprising in this, for as we know, Black has a decided "qualitative majority," as would show up even more obviously if we imagined a White pawn on e4 and a Black one on e5. Here the possibility of a breakthrough is still further enhanced by the miserable position of the White Knights, and by the large surface of friction [the four pawn front] 38...c4 39.Nf1 Rc8 40.Kh1 c3 41.bxc3 dxc3 42.Ne3 b4 (Black's game plays itself. White resigned on the 47th move).



#160b
The hemming in accomplished

♦ 4. *Fight against a pawn majority with simultaneous hemming in of the enemy Knights.*

The hemming in of the Knights with simultaneous fight against a pawn majority is a very different problem, the solving of which one would assume as requiring outstanding technical ability. But this is not so. Anyone who is moderately versed in the art of restraining and blockading pawn complexes, will soon find to his satisfaction that in the class of positions in question the hemming in of the Knights is more easily achieved than in the case just considered under part 3 of this chapter. We can say with some justice that the restraint of the pawn majority once in operation carries with it automatically the hemming in of the Knights. By this I mean the blockaded pawns may easily develop into obstructions to their own Knights. An example is found in the following game.

Harmonist-Tarrasch, 1889. 1.e4 e5 2.Nf3 Nc6 3.Bb5 Nf6 4.O-O Nxe4 5.d4 Nd6 6.Bxc6 dxc6 7.dxe5 Nf5 8.Qxd8+ Kxd8 9.Bg5+ Ke8 10.Nc3 h6 11.Bf4 Be6 (White's majority has only slight mobility) 12.Rd1+ Rd8 13.Ne4 e5 14.Rxd8+ Kxd8 15.Rd1+ Ke8 16.h3 b6 17.Kf1 Be7 18.a3 Rd8 19.Rxd8+ Kxd8 (The exchange of

Rooks has increased the radius of action of the Black King) 20.c3 Bd5 21.Nfd2 Kd7 22.Ke2 g5 23.Bh2 Nh4 24.g3 Ng6 25.I4 Ke6 26.Kc3 c4 27.Nf3 gxf4+ 28.gxf4 c5 (Diagram 161). In the current position White's pieces are fairly well shut in. This grafting state of affairs has followed almost automatically from Black's successfully executed blockade of the e8 and f5 pawns. This cannot surprise us, for have we not often experienced how the whole situation may be favorably affected, as if by a miracle, by a successful blockade? The game proceeded: 29.Ng3 Nh4 30.Nxn4 Bxh4 31.Ne4 Be7 32.Bg1 Bc6 (intending to move the King to d5 followed by



#161 Harmonist-Terrach, 1889
After 28...c5



#161a

...Bd7-f5 driving the Knight further back) 33.Bf2 Bd7 34.Bg3 (34.Nd6 offered the possibility of a draw, by playing for opposite colored Bishops) 34...Kd5 35.Nf2 h5 36.Kf1 Bf5 (Blockade!) 37.Kc3 b5 38.Kf3 a5 (Diagram 161a. White is "stalemated") 39.Kc3 b4 40.Kf3 Kc6 41.axb4 (White is lost) 41...cxb4 42.cxb4 axb4 43.Ne4 Kd5 44.Nd6 Bxd6 45.exd6 c3 46.bxc3 b3 and White resigned.

* 5. *The two Bishops in the endgame.*

We regard as the ideal the transmutation of an advantage founded only in the class of weapon employed to one which is clearly and perceptibly strong. For instance, that of the aggressive position of our pieces as opposed to the passive one of our opponent. Combined play with two Bishops, leading to such a transmutation as we have mentioned, comes out in the following example. See Diagram 162. Michel-Tartakower, 1925. White's position is well consolidated, the weakness of the dark squares c3 and d4 does not appear important. The game continued 40.Kg1 Kg7 41.Kf1 Bc6 42.Ng1 g5 43.Nf3 h5 (The two pawns advance, since they feel themselves to be a qualitative majority due to the exalted protection which they enjoy, supported as they are by the two



Diagram 162
Tartakower (Black) takes advantage
one after another, of the various
chances given to him by his Bishops

Bishops) 44.Be2 Re4! 45.Bd3 Rf4 46.Kc2 g4 47.hxg4 hxg4 48.Nh2 g3! 49.Nf3 (Black has quite correctly not pursued any further advantage to be obtained by hemming in the Knight. What he now has is more valuable). White's g2 pawn is marked for attack, and White's forces are from now on forced to keep perpetual watch over him. This strategic advantage very quickly brings a decision). 49...d4 50.Rf1 b4 51.Nd2 f5! 42.Nf3 Rh8 (from here he threatens simultaneously the point h2 and the e-file) 53.Kd2 (for - with apologies to Goethe and his translator - where of good moves there's a failing, a botch stops promptly in as deputy!) 53...Rh2! 54.Nxh2 gxh2 55.Rh1 Be5 56.Bf1 Be4 (a charming situation!) 57.Kd1 Kf6 58.Kd2 Kg5 59.Kd1 Kg4 and White resigned.



#163
Black's position appears defensible

An excellent example of play with two Bishops will be found in Game No. 41, Lasker-Burn, and also in No. 47, Gregory-Nimzowitsch.

We have now done enough for the glorification of the Bishops, and a few words may be added on situations in which they do not play as well. These are closed or half closed positions, (see for example games No. 15 and 38) while they are astonishingly weak against an unassassable, centrally posted Knight. Even in the position in Diagram 163, it seems to me that Black can maintain himself against the Horowitz Bishops. In the next chapter we will pass to "overprotection".

CHAPTER 14

OVERPROTECTION

* I. Why we should systematically overprotect our own strong points.

A short chapter, which in particular may serve to illustrate the various forms under which "overprotection" may appear. We have already attempted to explain the spirit and inner significance of overprotection. We will therefore only repeat here that the contact established between the strong point and the "overprotector" can only be of advantage to both parties. To the strong point because the prophylactic induced by such a process affords it the greatest imaginable security against possible attack; to the overprotector, since the point serves him as a source of energy, from which he may continually draw fresh strength!

Overprotection clearly represents a maneuver, which from its very essence must have developed in close connection with positional play. Nevertheless even in the "Elements" we came across traces of overprotection; for example in the open file. White: R_{d1}, N_{c3}, pawn e4. Black: pawns c7, d6. The outpost Knight (after Nc3-d5) must, as was emphasized earlier, be protected not only by a pawn but also by a Rook. What can this compulsion signify other than the necessity of overprotecting the strategically important outpost?

Again, in the domain of the pawn chain overprotection is a stratagem which deserves every preference. Turn back to the game Nimzowitsch-Giese (Diagram 115), and notice in particular how the overprotection was not even intended for the base of the pawn chain, but rather for a more humble candidate for that position. We overprotected the e5 point since we had always to deal with an eventual and inevitable dxc5, when the e-pawn would be promoted to the base.

The wonderful vitality of the overprotector may here be demonstrated by two further examples, Nimzowitsch-Rubinstein, Carlsbad, 1911, 1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Nf3 Qb6 6.Bd3 cxd4 7.cxd4 Bd7 8.Bc2 Nge7 9.b3 Nf5 10.Bb2 (At the moment d4 is barely protected, not more) 10...Bb4+ 11.Kf1 h5 12.g3 Rc8 13.Kg2 g6 14.h3 Be7 (Intending to answer a possible g4 with ...Nh4+) 15.Qd2! a5 16.Rc1 Bf8 17.Qd1! Bh6 18.Rc3 O-O 19.g4 Nf6? 20.Na3 (Diagram 163a). Only now will it be clear why White delayed with the development of the Knight. An honorable post had been contemplated for him, namely as overprotector of the d4 pawn) 20...Nb4 21.Nc2 (there



now follows a surprising and effortless unravelling of the corps of White pieces on the Queenside) 21...Rxc3 22.Bxc3 Nxc2 23.Qxc2 Rc8 24.Qb2! (whatever happens, the d4 pawn will stay overprotected) 24...Bb5 25.Bxb5 Qxb5 26.Bd2! (the overprotector shows his teeth!) 26...Bf6 27.Rc1 hxg4 28.hxg4 Rc6 29.Qa3 Rxcl (A pity!, for on 29...Nf5, White intended to offer a Queen sacrifice - 30.Rxf6 Bxa3 31.Rcb+ Kg7 32.gxf5 with a strong attack) 30.Qxc1 with the superior game.



#164
White derives his pieces
systematically in overprotected
the point d4

Nimzowitsch-Spielmann, Stockholm, 1920. 1.e4 e6 2.d4 d5 3.e5 c5 4.Nf3 Nc6 5.c3 Qb6 6.Bc2 cxd4 7.cxd4 Nh5 8.Nc3 Nf5 9.Ne4 Qa5+ 10.Bd2 Bb4 11.Bc3 Bd7 (preferable would have been 11...Bxc3+ 12.Nxc3 Qb4 [12...Bb5 13.Na4] 13.Bb5 0-0 14.Bxg6 Qxb2 15.Nd4 Qb4+ 16.Qd2. White would then have had the point c5, Black a backward pawn plus) 12.g3 Bxc3+ 13.Nxc3 h5 14.0-0 Rcb (Diagram 164) 15.Qd2 Qd8 (threatening 16...g5) 16.h3 (in order to meet 16...g5 with the riposte 17.g4, e.g. 16...g5 17.g4 hxg4 18.hxg4 Nh4 19.Nxh4 Rxh4 20.Kg2 followed by 21.Rh1 with advantage to White) 16...Na5 17.Rad1 Qb6 18.Rfe1 (d4 and to a certain degree e5 are now systematically overprotected, and this strategy makes it

possible later to be automatically master of the situation, whatever complications may arise) 18...Nc4 19.Bxc4 Rxc4 20.Ne2 Be4 21.Rc1 (notice how available an overprotector is for service in all directions) 21...Bb3 22.Rxc4 Bxc4 23.Ng3 Ne7 and White with the better position won on the 61st move.

So much on the overprotection of the base. The overprotection of the following points is also of importance. (a) Overprotection of the central points. We have already on a previous opportunity emphasized the fact that the very common neglect of the central theatre of war is reprehensible. We are dealing here with a detail, or more accurately, with the examination of a quite definite, and, for the hypermodern style of play, typical situation. As is generally known, the hyper-modern knows admirably how to resist the temptation to occupy the center with pawns, at any rate not until a really favorable opportunity presents itself. If such an chance presents itself, he casts aside all shyness, and the pawns, supported by the fianchettoed Bishops, rush wildly forward, seize the center, and strive to crush the enemy. Against this threatened evil the overprotection of certain central points provides a thoroughly proven remedy, which cannot be too strongly recommended. Let us glance at the following opening of the game Reili-Yates, New York, 1924. 1.Nf3 d5 2.c4 e6 3.g3 Nf6 4.Bg2 Bg6 5.B3 0-0 (Why this hurry? To put the center in order was much more pressing. The moves ...c6, ...Nb7 and ...e5 was the proper line of play) 6.0-0 Re8 7.Bb2 Nbd7 8.d3? c6 9.Nbd2 e5 (the position now reached is undoubtedly favorable to the second player. White should have played 8.d4) 10.cxd5 cxd5 11.Rc1 Nf8

12.Rc2 Bd7 13.Qa1 Ng6 14.Rfc1. Diagram 165. White's Queen maneuver is significant. He intends to undermine the enemy center by d4 when opportunity offers and if Black replies ...e4, then Ne5. Black's duty therefore is to overprotect e5, to excess even. His best course was first 14...b5 aiming at White's Queenside which is compromised by the position of his Queen. If then 15.Nf1, there would follow 15...Qb8! (overprotection of e5) 16.Ne3 a5 and Black has the better game. For a game which took a most instructive course, and in which I employed the same Queen maneuver (...Qb8) see No. 38.

(b) The overprotection of the center as a measure of defense for our own Kingside.

The case which is about to be discussed in detail differs from that considered above under (a) in its general tendency, and is therefore treated here as an independent maneuver, not as a subdivision of that case. Earlier in the position of Diagram 124, a position was discussed which comes under the classification of the case now to be considered. Game No. 15 is also instructive in the same sense. In this game after Black's 13th move a position was reached which is shown in Diagram 166. Black's move was 13...g4!. To the reply 14.hxg4 hxg4 15.Qxg4, he had planned 15...Rxb2! followed by ...Bxe5+ and ...Bxb2. White, however, played 14.Re1, end in doing something for his center he at the same time strengthens the power of resistance of his position against flank attacks as well. There followed 14...Kf8 15.Nc3! (the prelude to a blockading maneuver) 15...Qe7 16.Bxf5 exf5 17.Qe3 Rh5 18.Ne2 c5 19.Nf4, and White is better, for the two Bishops have little to say in view of the strength of the unassailable Knight, moreover, the collective mobility of Black is limited, for though the d5 and c5 pawns have a certain measure of mobility, the rest are blockaded.

Of quite special interest in the same sense is the position shown in Diagram 167 which is taken from game No. 39. Black is to play. That the Nd5 was the pride of Black's position is beyond all doubt. It was, however, not easy to devise a suitable plan. White was preparing one, though it is true it presented no great danger, namely Qd2 followed by Ne1-d3-c5. The train of thought which I followed in the game brought me on the track of a hidden maneuver which to this day I consider a good one. The separate links of this chain of ideas are as follows: (i) the Nd5 is strong, therefore (ii) the overprotectors, the Qd7 and Rd8 are also strong, but (iii) the Rf2



#165
Black to move. What point is worthy of his overprotection?



#166
White parries every attempt at an attack on his King by overprotecting a central point. How does he do it?



#167
Consultation game.
Three amateurs-Nimzowitsch

has a duty in connection with the King's position, which has a bearing on his strength in the center; therefore, surprisingly (iv) the R(h8) must come to d8! There followed 14...Kb8 15.Qd2 Rc8! 16.Ne1 Be7 17.Nd3 Rh8, and the deed is done! The Rook at d8 now feels that he can devote his whole attention to the center, since his colleague at c8 is looking out for the King. The further adventures of the Rdc will be found in Game No. 39.

We could name many more "points" that are worthy of overprotection, but will limit ourselves to the few examples we have given here. Before passing on to the next strategic device, we must again stress the fact that only strategically valuable points should be overprotected, not a sickly pawn, or a Kingside which rests on a weak foundation. Overprotection must in no sense be regarded as an act of Christian meekness and lovingkindness! The pieces overprotected a point because they promise themselves strategic advantages to be gained from contact with it. We must therefore seek to establish connection with strong points. A weak pawn is only in a single exceptional case justified in claiming overprotection, and that is when he is engaged in looking after a potential giant of his species. For instance: White: pawns d4, e5. Black: pawns d5, e6. The d4 pawn as the base of White's pawn chain is next to the strategically important pawn on e5. Overprotection of the point d4 is therefore indicated.

♦ 2. How to get rid of weak pawns.

We are not concerned here with the actual way by which we may get rid of weak pawns, but rather with the question of what pawns deserve to have this treatment meted out to them.

The situation is always the same: an otherwise sound pawn complex which, however, has to acknowledge a weakness in its body. We distinguish two cases:

(a) the weakness of the pawn is unmistakable.

(b) the weakness would only appear after a pawn advance, whether of our own or on the part of the enemy.

We shall give an example of each of these two cases. Diagram 167a.

(a) Nimzowitsch-Jacobson. 36.Rc5 Bd7 (if 36...Bd3+ 37.Kc1 Rd7 38.Rc8+ followed by 39.Rb8), 37.Rxd5. White is now a pawn to the good. 37...Kf8 38.Kc2 b3+ 39.Kc3 Ke7 (White is in a position to bring his own flock of pawns, the e, f, and

g pawns, under one shelter, and to do this he has only to play e4. Everything will then be beautifully protected, and the shepherd, the R_d5, can with a clear conscience, turn his attention to other matters. Not quite, for the stupid little sheep, the h-pawn, would scamper away from the shepherd – for at some time there would be threatened ...R_a1-h1 followed by the capture of this pawn) 40.h5 B_e6 41.R_e5 K_d6 42.R_c6+ K_d7 43.hxg6 hxg6 44.N_xe6 fxe6 (44...K_xc6 45.N_db+) 45.R_c5 to be followed by R_g5 and 14 with an easily won Rook and pawn ending. (The type of position reached after Black's 41st move has been considered earlier in Diagram 124).

(b) Tarrasch-Barthmann, played when Dr. Tarrasch was still a youth. See Diagram 168. Black played here 21...R_c6 and there followed 22.R_hc1 R_hc8 23.g4 g6 24.f5 gxf5 25.gxf5 Rg8? (He shouldn't have allowed 26.f6+ at any price. Essential was 25...exf5 26.N_f4 B_e6 27.R_g1, with a tough fight ahead) 26.f6+ K_f8 27.R_g1 Rxg1 28.N_xg1 Kg8 and Black's h-pawn is a glaring weakness.

This drawback could have been avoided had Black played 21...h5 with the idea of only allowing White to play his pawn to f6 on the stipulation that both the g and h-pawns should disappear in the exchange. The continuation might have been: 21...h5 22.h3 g6 (not 22...h4?, because of 23.Ng1 followed by Nf3) and Black, after a few moves, would have obtained a more favorable position than he did in this game.

Whereas case (a) does not make very great demands on the player, the right handling of the strategic weapon discussed under (b) is extremely difficult. It demands, above everything a pretty thorough knowledge of the various forms under which an advance of a compact pawn mass, may run its course, particularly on a wing. Many pages of this book have been devoted to this advance with all its consequences, and to deal with it we may therefore leave the kind reader to his own, as we hope, not less kind fate. Only let him keep well in view that the strategic necessity of getting rid of a troublesome pawn of his own may arise in the case of an advance of his pawns, just as much as in that of an



#167a



#168
Tarrasch-Barthmann

enemy advance. When the Black sheep of the family should be cast out, whether before the operation begins, or during it, can only be decided on the merits of each case.

For a very instructive game illustrating overprotection, see No. 39.

With these great masters' typical examples of this type of maneuvering, we



(a) A pawn weakness which fails to be brought under control from the off-side. Rubinstein-Gelseroff, Diagram 4. White sacrificed 1.d6! (2.c6! threatened). 2.e5! Rf8 3.Qg5 Pd6 4.Qxf6! (Rxf6 5.Qxh7#). The pawns advanced 2.b6! Rf6 3.b7! Rxf7 4.Qh5# Pd7 5.Qh6. Rf6 6.Qh7 (now some ingenuity is required) zugzwang against the h7 pawn? 7...Rf5 8.Qh2 Rf6 8.g4 Kd5 9.Qg7# etc 11.Qg5# 12.Qd5 13.Qxg5# (attack from Rf6) is made a passed pawn by ...Qd6, etc. Rubinstein attacks the weakness, the Rf7 pawn, from the other sides: 14.Qg5# 15.Qf5# Rf6 16.Qf6# and 17.Qd6# Pd7 18.Qd7# (the "hedgehog" has fallen).

This subsequently goes to much more complicated



(b) Two pawn weaknesses (Diagram 47A). Here as well the pawn weaks. The pawn itself, around which the game seemed to turn (it's subject to no threatening, but is threatened), and notably by heavy attention paid to the weak spot on the other side of the board. We see here the first time when the threat of two logically connected attacks is utilized. The game continues: 1.e5! Kf7 2.Qg5! Kf6 3.Qh5! (White would only be robbing Black, since he has no pawn to give up) Qd6 4.Qxh7# (Qxf6 is followed by g4). White would then prefer to develop with Qg3, yet would thereby skip the opportunity thus forced to Kf7, and would thereby also thus expose the h7 pawn to the enemy's attack, which would then be able to bring the Rf6 out of the way. White's idea of his strategy at this point was to bring his Rf6 into Kf7's square through different (but still not possible) less violent-looking variations. However his plan fails as under his suspicion, at the evaluation as two pawns and about 1/3 knight, White's Rf6 is captured in exchange for the pawn and the knight, and the Rf6 is captured.

CHAPTER 15

MANEUVERING AGAINST WEAKNESSES

Maneuvering against an enemy weakness. The combined attack on both wings.

♦ 1. *The logical components which go to make up a maneuvering action against a weakness.*

As an introduction to the following analysis I would like to try to present an idea for the operation which is to be considered. I picture the course of a maneuvering action somewhat as follows: An enemy weakness can be attacked in at least two ways. Each of these attempts at attack would be met by an adequate defense. In order that we might in the end conquer the enemy weakness in spite of this, we take advantage of the greater freedom of movement which belongs to our pieces, due to certain conditions of the terrain, so as to attack it in turn by different ways (maneuvering action), and thus oblige the enemy pieces to take up uncomfortable positions for its defense. Eventually an obstruction to the defense or something of the kind will intervene, and the "weakness" will prove untenable.

As we can see from this scheme, it would be quite a mistake to label this type of maneuvering as mere purposeless moving back and forth. On the contrary every move has set before it a clearly prescribed end with the conquest of a quite definite weakness in view. The ways which lead to this conquest are of a complicated nature.

♦ 2. *The terrain. The conception of the pivot around which the maneuvering turns.*

The terrain over which any maneuvering action takes place must, if our plan is to succeed, be strongly built up. A characteristic of such action is that the different troop movements always cross a quite definite square (or line of demarcation). As an example see Diagram 169. Here it is the point d5 which the White pieces will wish to occupy, making it a base for further maneuvering. Accordingly the point d5 might be described as a fortified post in the lines of communication, and it is therefore right and proper to regard it as the pivot around which the whole maneuvering action turns. It is in virtue of this fortified post d5 that the whole operation is accomplished. Every piece, even the Rd1 strives to get there at some time or another. The law governing this maneuvering action moreover demands that d5 will be occupied by different pieces in turn, for this will always create new threats and thus help to embarrass the enemy. The relationship between the White pieces and the pivot



d5 exactly corresponds also to the "contact" between overprotectors and a strategically important point, which was discussed in the previous chapter. In this case the pieces strive to establish contact with d5. This speaks plainly for the strength of that point. Notice too, the device by which pieces exchange stations in, for example, the sequence of White moves Ne3-Cd5-Nc4. This operation serves well the purpose of the general plan of maneuvering action.

We now give some typical examples of this type of maneuvering.



#170
Rubinstein-Selesnjeff
(a) A pawn weakness which is to be brought under bombardment from the 7th rank. Rubinstein-Selesnjeff, Diagram 170. There occurred 1...b6 (1...d4 deserved preference. For instance, 2.Cxd4 Nxd4 3.Bg5 Ne2+ 4.Kf2! [otherwise 4...Rf7] 4...Rf8+ 5.Rf8 Rxf6+ 6.Bxf6 Re6). The game continued 2.Bf2 Rf8 3.Re1 Re7 4.Rhx6 Rx2 5.Rxe8+ Kb7 6.Rxf8 Rxf8 7.Re7 (now some magnificent maneuvering begins against the h7 pawn) 7...Rh8 8.Kf2 Kc6 9.g4 Kd6 10.Rf7 ab 11.Qg4 12.h4 b5 13.Kg3 c5 (Black now threatens to make a passed pawn by ...b4, so Rubinstein attacks the weakness, the h7 pawn, from the other side) 14.Rf6+ 15.Rh6 b4 16.cxb4 cxb4 17.axb4 Ra8 18.Rxh7+! (the "weakness" has fallen) 18...Kb6 19.Rf7 a3 20.Rf1 a2 21.Rai1 Kb5 22.g6 Kxb4 23.h5 Black resigns.

The following case is much more complicated.



#171
Dr. Kalaschnikow-Nimzowitsch, 1914
(b) Two pawn weaknesses (Diagram 171). Here c3 and h3 are both weak. The pivotal point, around which action against h3 turns (4), seems to be threatened, but is rescued, and actually by timely attention paid to the weak c3 pawn on the other side of the board. We see here the two separated theatres of war logically connected one to the other. The game continuation follows: Dr. Kalaschnikow-Nimzowitsch. Black played 36...Ke7. If White would only do nothing Black could get the advantage by a direct attack, by ...Kf7-g6 followed by ...f5. White would then have to defend with f3, and would thereby give his opponent the handle to clutch which he has long wanted, namely (after of course moving the Nf4 out of the way) the posting of his Bishop at g3, when the threat to White's entire line of defense could not be parried. But White did not sit still. Instead he did his best to hinder his opponent in the execution of this plan, and played 37.Ng2!. With this he hopes to bring off a general exchange which would lead to a clear draw. The idea is 38.Bxh4

Nxf4 39.Nxd4 Bxg4 and there is nothing left. The pivotal point f4 could now not be held were it not for the maneuvering chances on the other side of the board. There followed: 37...Ra1+ 38.Rc1 Ra2! 39.Ne1! (the relief expedition) carried out by Black with his 37th and 38th moves has succeeded, for now with the Rook at a2 White's intended exchange would lead to his own disadvantage. For example 39.Bxg4 Bxg4 40.Rd1 Bg2 41.Ne2 Ng1 and now if 42.Ra1+ Kf8 43.Kg2 Rg2 44.Ra2 Rg1 (a remarkable sacrifice), 39...Kf7 Black has gained a tempo. Now the same starts anew, 40.Rc2 Ra3! 41.Ng2 Ra1+ 42.Rc1 Ra2! 43.Ne1 Kf8 44.Rc2 Ra3 45.f3 (this weakening move could not have been permanently avoided, otherwise ...f5 would follow, and if gxf5 ...Kxf5 followed by ...g4 creating a passed pawn) 45...f5. It is accomplished! The end is peaceful. 46.Kf2 Kf6 (making room for the Knight) 47.Bc1 Ra1 48.Kg3 Ng6 49.Nd2 Bg3 (see note to Black's 36th move) 50.Ne2 Ngf4 51.Ng1 Nxd3 52.Kxd3 Bf4! 53.Ne2 Bxc1 54.Nxc1 Ni4+ 55.Ke3 Nxh3. After a heroic defense the fortress falls (h3). There followed only 56.Ne2 f4+ and White gave up since ...Rf1 will win another pawn.

(c) The King as a "weakness". See Diagram 172. For the terrain there function here two possibilities of a driving action. As pivot we have a line of demarcation.

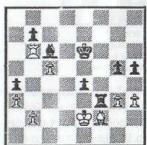
Nimzowitsch-Kalinsky, 1914. In this very poignant position there occurred first 1.Bb3 (the reply to 1.Bc2 f2 2.Rd1 would be 2...Ke6 and White cannot win.) 1...d4 2.Bd5 Rg4 (2...f2 3.Bxe4) 3.Rh5 f2 and now White doubles his Rooks on the f-file with gain of tempo. 4.Rf6+ Ke7 5.Rhf5 Rg1+ 6.Ka2 d3. We will use the position now reached as a touchstone of the correctness of our thesis. We explained in its place that a maneuvering action is only possible if certain conditions are fulfilled. These were: (a) the presence of a pivot, (b) a diversity of threats which might be directed against the weakness. The test turns out in our favor. Although this time the weakness is an ideal one, with no concrete pawn weakness, the circumstances (favoring a maneuvering action) are identical with those which we have laid down as typical. The variety of threats leaves nothing to be desired, for White plans by their means not only to force the King to the edge of the board, but determines also to arrange, when opportunity serves, a pretty Kinghunt, which drives him into the middle of the board. The requisite pivot is the f-file (line of demarcation which the King cannot pass). The game proceeded 7.Re6+ Kd7 8.Rf7+ Kd8 9.Re6 d2 (the border mating position now reached cannot be taken advantage of, for on 10.Rf7, comes 10...f1=Q, and as 10.Rh6 is not possible, he maneuvers further) 10.Rf8+ Ke7 11.Rf7+ Kd6 12.Bb3 Bb6? (perhaps 12...a6 would have been better as it gives the King an escape route to creep through) 13.Rf6+!! Now the Black King has to face the choice. He may return to the edge of



#172
Nimzowitsch-Kalinsky, 1914

the board, where his position will now be untenable, or he must go out into the open, where fate in another form will overtake him. There followed 13...Ke5 (13...Ke7 14.Rf7+ Kd8 15.Rh6 and wins) 14.Re6+! Kd4 15.Rxf2! d1=Q 16.Bxd1 Rxd1 17.Re2! winning the pawn and the game.

♦ 3. Combined play on both wings, with weaknesses which though for the moment are lacking are yet hidden.



#13
v. Gottschall-Nimzowitsch
Hanover, 1926
Combined attack on both wings.
The White weaknesses are the
c-pawn, and as becomes
evident later, the h-pawn

Von Gottschall-Nimzowitsch, Hanover, 1926. (Diagram 173). A logical analysis of the position reveals the following data. White's pawn on c5 is, in view of the insecure position of the Bf2, to be regarded as a pawn weakness. On the other hand I cannot agree under any circumstances in branding the pawn mass g3, h3, as a "weakness," and this for the reason that here, on the Kingside, "terrain" is lacking. Black chose the following maneuver which at first sight looks most unintelligible.

39...Ke5 40.Rb4 Kd5. The explanation of this combination which sacrifices a tempo lies in the following: With these moves a position is reached

where White is in Zugzwang, for if the Rook goes back

to b6 (and he has other plausible moves, for 41.Rd4+ fails against 41...Kxc5 42.Rxf4+? Rxh2+, etc., while

41.h4, as we will see, provides just that "terrain" which

before was so sadly missed) 41.h4 (on 41.Rb6 h4 42.gxh4 oxh4 43.Bxh4 comes

the intermezzo 43...Kxc5 threatening the Rook) 41...gxh4 42.gxh4 Rh3! 43.Rd4+

Ke6 44.Rd8 Bd5 and now Black began systematically to maneuver against the h4

pawn, with the square g4 as his pivot, and in fact by way of this point succeeded in

breaking into his opponent's game.

The meaning of the strategy employed here appears out of the following scheme which is applicable to all analogous cases. We maneuvered first against the obvious weakness, the c5 pawn. By means of Zugzwang (with a slight mixture of threats) we succeeded in inducing our opponent to make a deployment (moving the pawn to h4). This, however, led to a weakness, which before h4 was played was merely latent, but afterwards became manifest and easily assailable. To recapitulate: Play on two wings is usually based on the following idea. We engage one wing, or the obvious weaknesses in it, and thus draw the other enemy wing out of its reserve, when new weaknesses will be created on that reserve wing, and so the signal is given for systematic maneuvering against two weaknesses, as in the game Dr. Kalaschnikow-Nimzowitsch which was given above.

This is the rule. As an interesting exception to the rule, I may call attention to the case where we may act as though the exposure of the weakness on the other wing had already taken place.

The following is an example of such an exposure. Von Holzhausen-Nimzowitsch, Hannover, 1926.

(Diagram 174). Black here hastened to bring about the exposure and played 32...Rh6. True, the real fight was on the Queenside (...b5), but I knew that after I had succeeded in opening up the game with ...b5 the advanced position of White's Kingside pawns could only serve my ends. There followed: 33.h3 Rg6 34.Re2 a6 35.Rf4 b5 36.b3 Rg5 37.g4 Rge5 38.Kc3 a5! (the weakness h3 along with the chance of getting the e4 pawn unblocked made Black decisive in his demand for "terrain" with the pivot to go with it. It was for this that Black was fighting with his last moves) 39.Ref2 a4 (threatening 40...axb3 followed by ...bx4 followed by an invasion by the Rooks via the now opened Queenside files) 40.bxa4 bxc4! 41.Rf8 R5e7 42.Rxe8 Rx8 43.Nxc4 Nxc4 44.Kxc4 Ra8 (the desired terrain is now won; it consists of the a, b, and d-files. The pivot will be the point d4) 45.Rf7 (45.Kc3? Kd5) 45...Rfx4+ 46.Kb3 (better was 46.Kc3) 46...Rb4+ 47.Kc3 Rb7 48.Rf5 Ra7 49.Kc4 Ra4+ 50.Kb3 Rd4 (the pivot) 51.Re5 Kd6 52.Re8 Rd3+ 53.Kc4 Rxh3 (the proper use made of the "terrain" has not failed to yield fruit, as the "weakness" has fallen) 54.Rxe4 Ra3 55.Re2 Ra4+ 56.Kb5 Rxq4 57.a4 Rb4+ and Black won on the 71st move.



#174

In Diagram 175 an elegant mating threat is used merely as an instrument to carry out with gain of tempo a weakening attack on the enemy's Queenside. 31...Ne6 (threatening 32...Rxh2+ 33.Nxh2 Rxh2+ 34.Kh2 Qf2+ 35.Kh3 Bf4! and wins) 32.Re2 (parries the threat but now there follows a gain of tempo) 32...Nd4 33.Ree1 (if 33.Rf2 Be3!) 33...Qb7! (now 34...Rc8 can be parried off only by a sacrifice) 34.Rxd4 (34.c3 bxc3 35.bxc3 Qb2+ and wins) 34...exd4 and Black won after a hard struggle. (See game No. 40)



#175 Tscherny-Nimzowitsch
San Sebastian, 1911

We will now give two endgames which illustrate in miniature the combined attack on two wings. As the position in Diagram 176 shows, Black (Nimzowitsch) has first made a gesture as if he were going to attack the Queenside, but then has chosen



#176
Vestergaard-Nimzowitsch
From a simultaneous
display against 25 opponents



#177
Selbert-Nimzowitsch

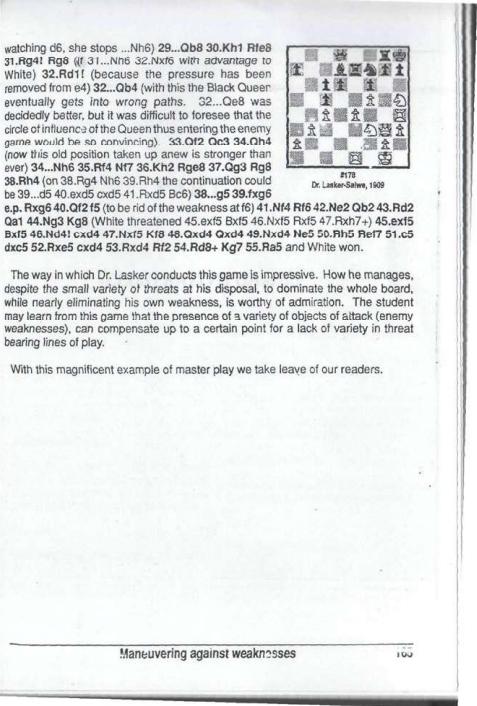
the Kingside for his field of operation. White has taken up a tough defensive position. It was my move and after a little reflection I played 1...b5!! Great astonishment among the spectators! On the Queenside Black surely has no troops for the attack. The game continued 2.cxb5 Rh2 3.Nxh2 Rxh2 4.Bf1 Bxb5! Now we have daylight. The advance on the Queenside was conceived as a diversion against the King's side. 5.Bxb5 Nh3+ 6.Kf1 Qxe3 7.Qe1 Qg1+ 8.Kg2 Qxg2+ and mate in two moves.

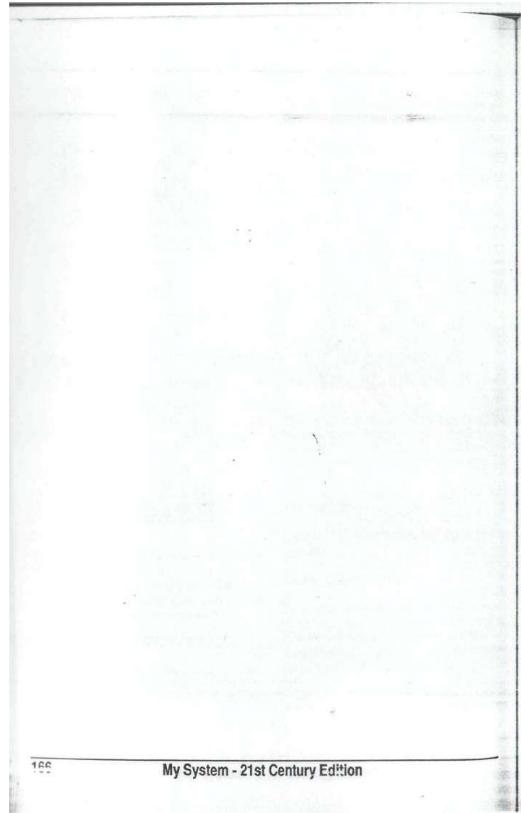
The next example also, Diagram 177, is characteristic of a surprising co-operation of two separate "diversions." It is taken from a game played in a tournament of the lighter order in Leipzig, 1928. The game proceeded 1...h4 2.Nxg3 hxg3 3.Rd2 and now there followed a thrust on the other wing, 3...a5. My opponent parried with 4.b5 but after 4...Bxh3 5.gxh3 Qxh3+ 6.Kg1 d5!! (the point), he resigned since the effect of the check at c5 is catastrophic. His right course would have been 4.Bf1 axb4 5.Rb2 c5 with a drawish position.

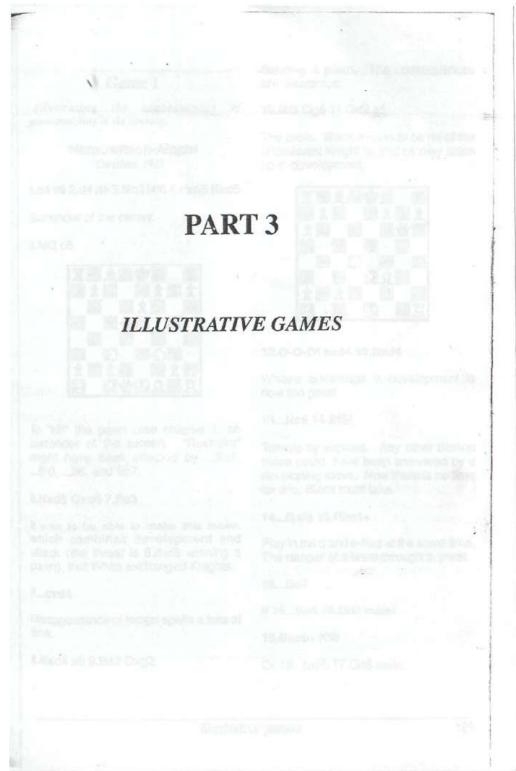
For further games illustrating this Chapter, see Nos. 40-45.

♦ 4. Maneuvering under difficult conditions, our own center lacking protection.

In conclusion we will give a game inspired with the true spirit of this form of maneuvering. (Diagram 178). Black's cramped King position is here a glaring weakness, along with the weak d6 pawn. But his own weakness at e4 forces a certain reserve on White. The terrain bearing on the weak d6 pawn has little elasticity. This pawn can only be attacked by the Rook from d1 and from the diagonal. Somewhat more varied seem the possibilities of an advance on the Kingside, for Queen and Rook can at any time change places on the g and h-files. To make these not precisely impressive possibilities the basis of an effective operation demands the highest skill of a master. Lasker displayed it as follows in his game against Salwe. From the diagrammed position the game continued 27...Qe8 28.Qf2! (if 28.Nf4 the parry 28...Nh6 would be possible) 28...Rf8 29.Qd2 (by







8.24

The closed center of this game allows pawn moves in the open files.

8.24.1 Black's 2nd

In order to be able to immediately advance the c-pawn,

10...c3! bxc3

8.24.2 White 10.Rd8 mate, 1-0

1. e4 e5 2. Nf3 Nc6
3. d4 exd4 4. Nxd4 Nf6
5. Nc3 Bb4 6. Bg5 Bxg5
7. Qxg5 Nxe4 8. Nxe4 d5
9. Nc3 Nf6 10. Rd8#

8.25

Giving up the center must not here be regarded as "logical". Was it planned no longerwise because it intended for just a short time? One rarely always be happy.

8.25.1 Black's 2nd

Retiring strategy, directed against the e-pawn.

12...Nc6 13.e3 Nc5

The additional bishop will force early queen cast (due to later promotion of an unended pawn at g5) and his vehicles feel no difficulties. This is a highly probable advantage in a simple position.

14.Bd3! Nf6 15.Qd2 Nc6 16.Qd3 Nf6 17.Qd2 Nc6

Game 1

Illustrating the consequences of pawn-snatching in the opening.

Nimzowitsch-Alapin
Carlsbad, 1911

1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.exd5 Nxd5

Surrender of the center.

5.Nf3 c5



To "kill" the pawn (see chapter 1, on surrender of the center). "Restraint" might have been effected by ...Be7, ...O-O, ...b6, and Bb7.

6.Nxd5 Qxd5 7.Bc3

It was to be able to make this move, which combines development and attack (the threat is 8.dxc5 winning a pawn), that White exchanged Knights.

7...cxd4

Disappearance of tempo spells a loss of time.

8.Nxd4 a6 9.Bc2 Qxg2

Stealing a pawn. The consequences are disastrous.

10.Bf3 Qg6 11.Qd2 e5

The crisis. Black means to be rid of the unpleasant Knight so that he may catch up in development.



12.O-O-O! exd4 13.Bxd4

White's advantage in development is now too great.

13...Nc6 14.Bf6!

Travels by express. Any other Bishop move could have been answered by a developing move. Now there is no time for this; Black must take.

14...Qxf6 15.Rhe1+

Play in the d and e-files at the same time. The danger of a breakthrough is great.

15...Be7

If 15...Re6 16.Qd7 mate!

16.Bxc6+ Kf8

Or 16...bxc6 17.Qd8 mate.



17.Qd8+!! Bxd8 18.Rc8 mate. 1-0.

Game 2
Teichmann-Nimzowitsch
Carlsbad 1911

1.e4 e5 2.Nf3 d6 3.d4 Nf6 4.Nc3 Nbd7



The Hanham variation. Development is more difficult, but it holds the center. To call the move "ugly" would be a question of aberration of taste. See game #40 between the same opponents.

5.Bc4 Be7 6.O-O O-O 7.Qe2 c6

Black at least establishes a sort of pawn majority in the center, though it is true that White for the time being, calls the shots.

8.a4

The closed character of the game allows pawn moves in the opening.

8...Qc7 9.Bb3 a6

In order to be able to eventually advance the c-pawn.

10.h3 exd4



Giving up the center must not here be regarded as illogical. Was happiness no happiness because it endured for just a short time? One cannot always be happy.

11.Nxd4 Re8

Restraint strategy, directed against the e-pawn.

12.Bf4 Bf8 13.f3 Nc5

The attentive student will here have expected Black to take possession of an advanced post at e5, but he wishes first to exchange. This is a commendable strategy in cramped positions.

14.Ba2 Ne6 15.Bxe6 Bxe6 16.Qd2 Rad8 17.Rfe1 Bc8 18.Rad1 Nd7

Now having harmoniously completed his development (though for harmony there was in truth not much room to spare in his cramped quarters), Black occupies the advanced post.



19.Nf5 Ne5

Controls the field with a large radius of attack. Any attempt to drive him away by f4 would weaken the e-pawn.

20.Nd4 f6

Observe the gradual paralyzing of the e-pawn.

21.Kh1 Qf7 22.Qf2 Qg6 23.b3 Nf7

Now ...f5 has been prepared. The student will perhaps ask what the Ne5 has accomplished. Quite enough, since White could undertake nothing.

24.Kh2 Re7 25.Nde2 (see next Diagram).

25...f5

Killing the paralyzed pawn.

26.Ng3 fxe4?

Overhasty. 26...Rd8 should have been played. For example, 27. exf5 Bxf5 28.Nxf5 Qxf5 29.Bg3 Rxe1 30.Rxe1 Rxe1 31.Qxe1 Qxc2.

27.Ncxe4

After 27.fxe4? the e-pawn would have been very weak.

27...d5 28.Ne5 Rdc8 29.Nd3 Rxc1

Black has equalized. 29...Nd6 would surrender the e5 square allowing 30.Be5.

30.Rxe1 Rxe1 31.Qxe1 Qe6 32.Qxe6 Bxe6 33.Bc3

This good move puts Black's pawn majority under restraint. Black should now have contented himself with a draw; he wished to get more and lost the game as follows.

33...Bd6 34.f4 Kf8 35.Kg1 g6 36.Kf2 h5 37.Nc5 Bc8 38.a5 Nh6 39.b4 Kf7 40.c3 Ng8

40...Nf5 would have drawn.

41.Kf3 Nf6 42.Bd4 Bxc5 43.Bxc5 Be6

44.Bd4 Ne4 45.Ne2?

Not 45.Nxe4 dx5+ 46.Kxe4 because of 46...Bd5+ and Bxg2.

45...Bf5

It's no use. Black is in effect a pawn down; his majority is paralyzed. White's is mobile.

46.g4 hxg4+ 47.hxg4 Nd2+

It would have been much better to keep the Bishop at home with 47...Bd7.

48.Kg3 Bc2 49.Ng1 Ke6 50.Kh4 Bd1
51.Nh3 Ne4



52.f5+

Ingeniously turns his majority to account.

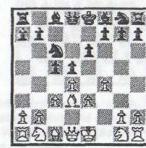
52...gx f5

If 52...Kf7, then 53.fxg6+ Kxg6 54.Nf4+ would be unpleasant.

53.Nf4+ Kf7 54.g5! Bg4 55.g6+ Ke7
56.g7 Kf7 57.Ng6 1-0

Van Vliet - Znosko-Borovsky
Ostend, 1907

1.d4 d5 2.e3 c5 3.c3 e6 4.Bd3 Nc6 5.f4



The Stonewall, a very close opening.

5...Nf6 6.Nd2 Qc7 7.Ng3

Overlooks the threat involved in 6...Qc7. 7.Nh3 followed by 8.QR3 would have been better.

7...cx d4 8.cxd4

Positionally the right move here would usually be 8.cxd4, giving White the e-file with an outpost station at e5, while the pawn at c3 closes the e-file, preventing its use by Black. Here, however it would lose a pawn. Nevertheless it was preferable to the text move, for 8.cxd4 Qxf4 9.Ne4 Qc7 10.Qd3 10.Ne3! 10.Ne5 Bd6 11.Qc6, and White has a fairly protected outpost in the e-file, which Black cannot disturb even by 11...Bxe5 12.cxe5 Nd7 13.Bf4 f6?, for then comes 14.exf6 Cxh4 15.bxg7 Rg8 16.Qxe6+, and White wins. As long as the e-file with the outpost e5, or its full equivalent (a pawn at e5 for example), remains in White's possession, he

Game 3

An excellent example of play in the open file. Black by this alone builds up a superior position, and without the establishment of any outpost, he forces his way to the enemy's base.

would stand excellently, despite being a pawn down.

8...Nb4 9.Bb1 Bd7 10.a3 Rc8

It is only by this subtle Rook move that the somewhat beginner-like Knight maneuver gets a meaning.

11.O-O Bb5 12.Rc1 Nc2 13.Bxc2 Qxc2
14.Qxc2 Rxc2

Black has obtained the 7th Rank, the diagonal f1-a6 for his Bishop, and the e4 square for his Knight.

15.h3 Bd6 16.Nb1 Ne4

No outpost in our sense, as the open file behind is lacking, but yet a good substitute.

17.Nfd2 Bd3 18.Nxe4 Bxe4

18...dxe4 with the Bishop established at d3 would also have been good.

19.Nd2 Kd7 20.Nxe4 dx e4 21.Rb1
Rhe9 22.b4 Rxe9 22.Kh1 Ke6 24.Bb2
Rb2 25.Rd2 Rx e2 26.Kxe2 Kb5 27.Kd2
Ka4 28.Kc2 a5



The decisive breakthrough. The position of Black's Rook, holding the

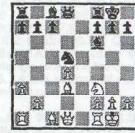
White e-pawn under continual threat, was also too strong to be withstood. The rest is easily understandable.

29.Kf2 axb4 30.axb4 Kxb4 31.Ke2 Kb5
32.Kd2 Ba3 33.Kc2 Rxb2+ 34.Rxb2+
Bxb2 35.Kxb2 Kc4 36.g4 Kd3 37.g5
Kxe3 and 0-1

Game 4

Lee-Nimzowitsch
Osendarf, 1907

1.d4 Nf6 2.Nf3 d5 3.Nbd2 Nbd7 4.e4
e5 5.c3 Be7 6.Bc4 O-O 7.O-O exd4
8.cxd4 d5 9.Bd3 dxe4 10.Nxe4 Nxe4
11.Bxe4 Nf6 12.Bd3 Nd5 13.a3 Bf6



14.Qc2 h6 15.Bd2 Be6 16.Rae1 c6
17.Bc3 Qb5 18.h3 Rd8 19.Rc1 Rd7

Quietly building up the position. The d-pawn cannot move, so why get excited?

20.Rfe1 Rfd8 21.Qe2 Qc7 22.Bb1 Ne7

His work done, (the Knight HAS been working), a change of air is good. The Knight is aiming for f5.

23.Ne5 Bxe5 24.dxe5 Qxe5 25.Bxa7
Qxe2 26.Rxe2 Rd1+

Black now invades the enemy position
via the d file.

27.Re1 Rxc1 28.Rxc1 Rd2

Now play on the 7th rank begins.

29.b4 Nd5 30.Be4 Nf6 31.Bc2 Nd5
32.Bc4



32...Ra2

Allowing Bishops of opposite colors.

33.Bxd5 Bxd5 34.Rc3 f5!

All according to my system. Black
seeks an object of attack on the 7th
rank. Nothing can be done against the
a-pawn, so the second player intends to
lay bare White's h-pawn. This will be
done by an advance on the Kingside.

35.Kh2 Kf7 36.Bc5 g5 37.Rd3 b5
38.Bd4 Be4 39.Rc3 Bd5 40.Bc5 Kg6
41.Rd3 h5 42.Bb6 f4 43.Bd4 Kf5 44.f3

White stood very badly. The threat was
44...g4, followed by ...g3+

44...g4 45.hxg4+ hxg4 46.Kg1 Re2



White's first rank is weak. ...g3 is
threatened when the opportunity arises,
and White has not a plethora of moves
at his command.

47.fxg4+ Ke4! 48.Rd1 Bb3 49.Rf1
Kxd4 and 0-1 in a few moves.

*In the two games which follow, the Knight as
an outpost is the chief actor. In the first he is
exchanged, but finds full compensation in the
recapturing pawn. In the second his capacity to
maneuver is exemplified.*

Game 5

Dr. v. Haken-Giese
Riga, 1913

1.e4 e6 2.d4 d5 3.exd5 exd5 4.Nf3 Bd6
5.Bd3 Nf6 6.h3 O-O 7.O-O h6

In the exchange variation of the French
defense with the KNs developed on f3
and f6 respectively, the pinning moves
by the Bishops Bg5 and ...Bg4 furnish
for both sides one of the leading
motives. Here, however, this motif is

ruled out by the movement to h3 and h6 of the h-pawns. Except for a moment, we see and hear of, nothing but the e-file.



After 7...h6

8.Nc3 c6 9.Ne2 Re8 10.Ng3 Ne4

The outpost.

11.Nh5 Nd7 12.c3 Nd6 13.Nh2 Qc7
14.Nxf6+ Nxf6 15.Nf3 Ne4 16.Bc2 Bf5

All pieces are directed towards the strategic point. This is also called emphasizing one's strength. Here we refer to the Knight on e4.

17.Nh4 Bh7 18.Be3 g5 19.Nf3 f5
20.Rc1 Re7

The pressure in the file grows more acute move by move.

21.Nd2 f4 22.Nxe4 dx4

The place of the outpost Knight is now worthily taken by a "half-passed" pawn.

23.Bd2 Rae8 24.c4 c5 25.Bc3 Bg6

In order to be able to play ...Kh7 and ...e3. A timely advance against the

pawn h3 is also threatened by ...h5 followed by ...g4.

26.Qg4 cxd4 27.Bxd4 Be5 28.Bxe5

Rxe5



If 29.Rad1, then 29...e3 30.Bxg6 exf2+
31.Kxf2 Qxf5 32.Kh1 Qxg4+ 33.Kf2
Qc5+ 34.Kh1 Qb5+ 35.Kf2 Cxb2+
36.Kh1 Qb5+ 37.Kf2 Qb6+ 38.Kh1 Qa6+
39.Kf2 Qxa2+ 40.Kg1 Qa6+ 41.Kf2
Qa5+ 42.Kg1 followed by the double
exchange on e1 and the capture of the
Bg6. A fine example of the theme of
winning a pawn with check.

29.Qd1
30.Qb1 Rd2 31.Bxe4 Qc5
32.Bd5+ Kg7 33.Qc1 Qxf2+ 34.Kh1
Rexd5 0-1.

The above game provides a transparent, therefore a good illustration to the outpost theme.

Game 6

A game from the early days of chess science.
Breslau, 1889

Dr. Tarrasch-J. Berger

After the opening moves:

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6
5.Nc3 Bb4 6.Nd5 Be7 7.d3 d6,
Tarrasch, with 8.Nb4 Bd7 9.Nxc6 Bxc6
10.Bxc6+ bxc6 gave Black a doubled
pawn, whose weakness, however, must
be considered for the present as
problematic.

The game proceeded:

11.O-O O-O 12.Qe2 c5?



This move would today be considered bad. The weakness of the doubled pawn appears when Black advances, while an advance by White in the center would not reveal it. On the contrary, after d4, exd4 the pawn on c6 would attack White's outpost station on the Queen file! One can see how much easier thinking is made by the system.

Right was, therefore, 12...Re8 followed by...Bf8 awaiting events.

13.c3

To be able at any cost to play d4 as quickly as possible. We know today that the central attack is by no means the only one to bring happiness. The right course was Nd2-c4, followed after due preparation by b4 or f4, leaving the center passive.

13...Nd7 14.d4 exd4 15.cxd4 Bf6
16.Be3 cxd4 17.Bxd4 Re8 18.Qc2
Bxd4 19.Nxd4 Nc5



If this Knight is driven away, Black's c-pawn may become weak.

20.f3 Qf6 21.Rfd1 Re8

White has the d-file with a point at d5. The e-file is of no value to Black, partly because of White's protected e-pawn, partly, however because his Rooks have been instructed to stop the move b4.

22.Rab1 a5 23.Kh1!

The idea of this subtle move is to use the center as a weapon of attack. The threat now after 23.Kh1 is 24.e5 Qxe5 25.Nc6 winning the exchange. This would have

failed previously due to 25...Qe3+. Of positive value, however, there is little in this King move, for in any case Black would have to play ...Rh7 even if only to double Rooks. We see that Black operates in the b-file against the thrust b4.

23...Rb6

Not good, for White suddenly becomes strong on the d-file, as the outpost station at d5 will now be occupied with an attack on the Rb6. Better would have been 23...Rb7 (given by Steinitz) or some passive move like e-h5. For instance, e4-h6 24.a5 dx5 25.Qxc5 g4 26.Rxd4 a4 (the b-file is telling) 27.Rb4 Qd6, equalizing comfortably. Or 23...Rb7 24.Ne2 Rb8 25.Nc3 and now 25...a4 and the b-file makes itself felt.

24.Ne2 Ne6 25.Nc3 Rc6

It is intelligible that Berger should regard Nd5 as not conducive to his comfort, nevertheless, it would have been better to retreat in good order with 25...Qd8 26.Nd5 Rb7 followed by 27...Rab8.

26.Qa4 Rc5 27.Nd5 Qd8 28.Rbc1



White's maneuver (Qa4, Rbc1) is as clear as daylight. White wishes to control the c-file, which is still in dispute, in order at the proper moment to play his trump card, Qc6.

28...Rxc1 29.Rxc1 c5

Puts c7 out of danger, but now the pawn on d6 has become a delicate child. Black, however, already stood unfavorably. He had in fact neglected the b-file.

30.Rd1 Nd4 31.Qc4

White wishes to exchange the Knight by the maneuver Nc3-e2 in order then to be able to attack the d-pawn to his heart's content. This attack must succeed, for the protecting pieces can easily get into uncomfortable positions (e.g. Black: Rd7, Qe7; White: Rdc5, Qd3) in which the e-pawn will attack for the 3rd time and the Black d-pawn will be won. From our point of view it is of interest to notice how the White pieces have their eyes fixed on the point d5 (31.Qc4!). What happens is that if one is in possession of such a point as d5 is in this case, one embarks on protracted maneuvering with the point in question as base. That is to say one's own pieces come and go over the point d5. The poor Black d-pawn is attacked first in one way, now in another, and at last Black loses its wind, cannot keep pace with this tacking maneuver, which is intelligible enough since he not only has no base on which to pivot, but is in addition cramped for space (see Chapter 2 on maneuvering against enemy weakness). True, in this game it does not come to the sort of struggle we have sketched, for Black makes an error which takes the game out of the path of its logical development.

31...Rb8 32.b3 Rc8?



33.Rxd4 cxd4 34.Ne7+

and not 34.Qxc8? Qxc8 35.Ne7+, as the d-pawn would queen.

34...Qxe7 35.Qxc8+ Qf8 36.Qxf8+ Kxf8 and 1-0.

White won the pawn ending by means of the outside passed pawn. (See Diagram 58).

Game 7

Rabinowitsch-Nimzowitsch
Baden-Baden, 1923

1.d4 Nf6 2.c4 e5 3.Nf3 b6 4.Nc3 Bb7
5.Bg5 h6 6.Bh4 Be7 7.e3 d6 8.Bd3 Nbd7



Black has a solid but cramped game; such a game can as a rule only be slowly opened up.

9.O-O O-O 10.Qe2 e5

Slower, therefore more true to type would be 10...Nh5.

11.dxe5 Bxf3!

Not 11...Nxe5 12.Nxe5 dxe5 13.Rfd1 with pressure on the d-file.

12.gxf3 Nxe5 13.Bxf6 Bxf6 14.Be4 Rb8

White with his d-file and Knight outpost at d5 will be able to force ...e6, that is already clear. True the Black d-pawn will not be difficult to defend, for it stands on a square of the same color of the Bishop, but what is going to happen on the g-file? This we shall soon see.

15.Rad1 Nd7! 16.Nd5 Ne5 17.Bb1 a6

No outpost, yet strong. The student should learn by careful practice how to establish Knights so that they cannot be driven away.

18.Kh1 g6

This would in any event be forced by Qc2.

19.Rg1 Bg7 20.Rg3 c6! 21.Nf4 Rb7!

The situation in the g-file may now be regarded as so far cleared up. It is evident that the threat consists in a sacrifice at g6 the ("revolutionary" type attack). A slow, undermining operation

by h4 and h5, on the other hand, would be difficult to carry through.

22.Qc2 Qf6 23.b3

He might have tried the "combination" 23.Nh5 Oxb2 24.Rxg6 fxg6 25.Qxg6, but the attack would hardly have succeeded.

23...Re8 24.Ne2'

In order to bring the Knight to d4, White's dilemma consists in having two files, the d-file and the e-file. He cannot quite decide which one to use, and on this indecision his game goes to pieces.

Rd7 25.Rd2 Re8 26.Nf4 Kf8 27.Qd1
Rd7 25.Rd2 Re8 26.Nf4 Kf8 27.Qd1
h5!!



Not merely to make ...Bh6 possible, but also because the h-pawn has a great role to play.

28.Qg1 Bh6 29.Ne2 d5

Gets rid of the weakness at d6 and soon commands the d-file.

30.cxd5 Rxd5 31.Rxd5 Rxd5 32.f4

If 32.Nd4, then 32...Bf4 33.exf4 Qxd4 34.f5 h4! 35.Rf4 Qe3 and now the f3 pawn is difficult to defend.

32...Bg7

The decision to abandon the diagonal c1-h6, a difficult one to have to make is here comparatively easy to one who knows that there will be impediments (perhaps a Knight at d4) to be bombarded. I did not like 32...Rd2 at once because of the reply 33.Nd4 Bxf4 34.Rf3.

33.Qc1

I had expected here (at last!) the sacrifice at g6 and had prepared a real problem in reply, 33.Bxg6 h4! 34.Rg4 fxg6 35.Rxg6 Qf5! 36.Rxg7 Qe4+ 37.Qg2 (forced) 37...Rd1+ 38.Ng1, and now the point, 38...h3 39.Qxe4 Nxe4 threatening mate at f2.

33.Qd6

The exploitation of the d-file which now follows is all according to book (I mean my book), but is here embellished by a pretty feature.

34.Bc2 Ne4 35.Rg2 h4 36.Ng1

I was glad to be rid of the Knight and played...

36...Nc3

This Knight maneuver makes possible the invasion of the enemy's base (here his 1st and 2nd ranks).

37.a4

If 37.a3, then 37...Na2 winning the a-pawn.

37...Na2 38.Qf1 Nb4

Game 8

Here I had the unpleasant feeling that I had let the Bishop escape, or at least allowed him elbow room.

39.Be4 Rd1

My first thought was: What a pity! Now the Queen will also find her way into the open, but then I saw the mating specter loom up, the same one which I had known well since the 33rd move.

40.Qc4 f5 41.Bf3 h3 42.Rg3 Nd3

43.Qc2 Rc1

Here I rejoiced over the Queen's involuntary return home.

44.Qe2 Rb1

and 0-1, for the turning move 45...Rb2 will be in deadly effect.

The impression we get from this game is that the system supports combinative play most effectively.

And now a short game which is especially interesting since the outpost appears only as a threat, as a mere ghost, and yet its effect is enormous.

**Samisch-Nimzowitsch
Copenhagen, 1923**

1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.g3 Bb7 5.Bg2 Be7 6.Nc3 O-O 7.O-O d5 8.Ne5 c6

Safeguards the position.

9.cxd5 cxd5 10.Bf4 a6!

To protect the outpost station c4, by this move and ...b5.

11.Rc1 b5 12.Qb3 Nc6

The ghost! With noiseless steps he presses on to c4.

13.Nxc6

Samisch sacrifices two tempi (exchange of the tempo-eating Ne5 for the Nc6 which is almost undeveloped) merely to be rid of the ghost.

13...Bxc6 14.h3 Qd7 15.Kh2 Nh5

I could have supplied him with yet a second ghost by 15...Qb7, and




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Nd7-b6-c4, but I wished to turn my attention to the Kingside.

16.Bd2 f5! 17.Qd1 b4! 18.Nb1 Bb5
19.Rg1 Bd6 20.e4



20...fxe4!

This sacrifice, which has a quite surprising effect, is based upon the following sober calculation: two pawns and the 7th rank, plus an enemy Queen-side which cannot be untangled at this for only one piece!

21.Qxh5 Rxg2 22.Qg5 Rfa8 23.Kh1
Rf15 24.Qe3 Bd3 25.Rce1 h6!!



A brilliant move which announces the Zugzwang. White has not a move left. If 26.Kh2 or g4 then comes 26...Rf3. Black can now make waiting moves with

his King, and White must eventually throw himself upon the sword. 0-1

Game 9

Nimzowitsch-Pritzel
Copenhagen, 1922

1.c4 g6 2.e4 Bg7 3.Nc3 d6 4.Be3 Nf6
5.Bc2 O-O 6.Qd2



In order by Bh6 to exchange the Bg7.

6...e5 7.dxe5 dx5 8.O-O-O

The plan chosen by White is seductive in the simplicity of the means to be employed. He intends after allowing the exchange of Queens, to get some advantage on the d-file.

8...Qxd2+ 9.Rxd2 c6



Moves which weaken such important points as $c6$ should be avoided if in any way possible, and in fact a piece soon settles itself on this square. The intention of the student is clear. The student is that before Black's ... $c6$ the d-file was only under pressure, whereas after this move it is clearly weakened. It would have been better to forgo ... $c6$ and to instead have played 9... $Nc6$. For instance, the continuation might be 10.h3 (in order to be able to play 11.Nf3 without the fear of the reply 11...Ng4), 10...Nd4!?, 11.Nf3! (but not 11.Bxd4 exd4 12.Rxd4 Ng4!), 11...Nxe2+ or 11...Nx3 and White stands better after either recapture. Nevertheless, 9... $Nc6$ was the correct move, but after 10.h3, Black must continue with 10...Be6. For example 10.h3 Be6 11.Nf3 h5 12.Rhd1 a5. In this position White has unquestionably full possession of the d-file. Since, however, neither an invasion of the 7th rank by Rd7 nor the establishment of an outpost by Nd4 is possible, due to the possibility, the value of the file would seem to be problematic. White's e-pawn is in need of protection and this circumstance has a considerable crippling effect.

Black has two courses open for consideration: (a) to play at once ...Rhd8, with the idea of the double exchange on $d8$ followed by Nxe5 and ...Nxe4 though this variation must be prepared for by ...Kh7 or ...g5 in order to safeguard the h-pawn against the Be3. (b) the slow maneuver ...Rfc8, followed by K-f8-e8, and finally the challenge of the Rooks by ...Rd8. The fact that this last line of play is possible is significant proof of the small amount of activity of White on the d-file.

10.a4

Apparently compromising, in reality, well thought out, for first b5, which would be an indirect and therefore unwelcome attack on the pawn at e4, must be answered by b6. On the Queenside Black's Queenside is to be strengthened. We feel ourselves justified in pursuing the ambitious plan since now that 9... $c6$ has been played our positional advantage in the center is unquestionable and should have a real effect even on the wings; a proposition which may be thus formulated: *a superior position in the center justifies a thrust on an extreme flank*.

10...Ng4 11.Bxg4 Bxg4 12.Nge2 Nd7

In unusual situations ordinary moves are, it would seem, seldom suitable. The proper system of development here was ...Na6, ...Rfe8, and ...Bf8. The weakness at $c6$ would then have been covered and the position would have been perfectly tenable.

13.Rhd1 Nb6 14.b3 Bf6 15.f3 Be6
16.a5 Nc8 17.Na4

It is now clear that the suggested development by 12...Na5 would have wasted less time than that in the text (Nd7-b6-c8). White now has a strong position on the Queenside and threatens to get a grip on the enemy with Nc5. We see that 10.a4! was valuable as an attacking move.

17...b6 (see next Diagram)

An excellent parry. If 18.axb6 axb6 19.Bxb6 (19.Nxb6 Nxb6 20.Bxb6 Bg5) naturally comes 19...Bg5.

18.Rd3 bxa5

After 17...b6

Bad. The right move was 18...Rb8 and Black's position still had life in it.

19.Rc3 Ne7 20.Rc5 Rfb8 21.Nec3

The a-pawn won't run away.

21...a6 22.Rxa5 Kg7 23.Nb6 Ra7 24.Nca4

One Knight makes room for the other.

24...Rab7 25.Rxa6 Nc8 26.Nxc8 Rxc8 27.Nc5 Rbc7 28.Rd6

Now at last the point seized which Black weakened by his 9th move; but its occupation had always been in the air.

28...Rd8 29.Rxe6 1-0.

Final Position

In the notes to this game we have become acquainted with the resources at the disposal of the defender of a file. Since a knowledge of these is of the greatest practical value in the conduct of a game, we give another game which will be found instructive in the same sense.

Game 10

Nimzowitsch-Dr. Tarrasch
Breslau, 1925

1.Nf3 Nf6 2.c4 c5 3.Nc3 d5

Playable, but 3...e6 seems better. 3...e6 4.d4 cxd5 5.Nxd4 Bb4 or even 3...Nc6. For example 3...Nc6 4.d4 cxd5 5.Nxd4 g6, and now White could, if it is true, by means of 6.a4, succeed in toting up his opponent, but this attempt could be adequately parried by 6...Bg7 7.Bc3 Ng4! (Breyer's move) 8.Qxg4 Nxg4 9.Qd1! Ne6! (suggested by Nimzowitsch). The position reached after 9...Ne6! is fairly rich in resources for Black. Development might continue with ...Qa5 ...O-O followed by ...f5 ...b6 and ...Bb7. The student should examine for himself these lines of play.

4.cxd5 Nxd5 5.d4 cxd4

Best for Black would appear to be 5...Nxc3 6.bxc3 cxd4 7.cxd4 e6.

6.Qxd4 e6 7.e3 (see next Diagram)

A very cautious move, on which I decided because I recognized the more enterprising continuations 7.e4 and 7.Nxd5 exd5 8.e4, as leading to little for



After 7...a5

White. For instance 7.e4 Nxc3 8.Qxc3 (after 8.Qxd8+ and bxc3 he would have had a sick c-pawn on an open file to tend) 8...Nc5 9.a3 Qa5; or 9.Bb5 Bd7 with equality. Or 7.Nxd5 exd5 8.e4 dxe4 9.Qxd8+ Kxd8 10.Ng5 Bb4+ 11.Bd2 Bxd2+ 12.Kxd2 Ke7 with an equal game. The student who is interested in problems of development should test the following variation: 7.Nxd5 exd5 8.e4 Nc6 instead of 8...dxe4 as given by us. After 9.Qxd5 Qxd5 10.exd5 Nb4 there would follow 11.Bb5 Black would have difficulty in finding a good continuation.

7...Nc6 8.Bb5 Bd7 9.Bxc6 Bxc6 10.Ne5 Nxc3 11.Nxc6 Qxd4 12.Nxd4 Nd5 13.Bd2



The position here shown is for all its harmless appearance full of poison.

White threatens to take possession of the c-file, moreover he has at his disposal a convenient square for his King (e2). Black on the other hand enjoys this last advantage in only a restricted fashion. See note to move 17. In such positions the defense must be very carefully played.

13...Bc5

In order to drive the Knight away from the center, but as the Knight moves to b3 in order to promote c5 into an outpost station, 13...Bc5 proves to be pleasant for White. Best appears to be 13...Be7 intending ...Bf6. For example 13...Be7 14.e4 Nb6 15.Rc1 0-0 16.Kc2 and now White is full of pride in his developed King. His Black majesty however, can in this case give up all thought of development since the Be7 is a crafty minister, who likes to keep the reins of government in his own hands. For instance 16...Bf6 17.Be3 Rfc8 18.b3 Bxg4 19.Bxd4 and now 19...Nd7, or else 19...Rxc1 20.Rxc1 Rc8 21.Rxc8+ Nxc8 22.Kd3 and though it is true that the White King is now able to make his influence felt, it is questionable whether Black will not overtake his opponent. 22...f6 23.Kc4 K7 24.Kb5 a6+! (else the Bishop sacrifice) 25.Kc5 K6 followed by ...Rg7 with a draw. It follows that 13...Be7 was the correct defense.

14.Nb3 Bb4

Either 14...Bb6 or 14...Be7 would have been decidedly better. 14...Bb6 would have safeguarded c7 against invasion, and this in the defense is an imperative duty. After 14...Bb6 15.e4 Ne7 White's advantage would have been infinitesimal.

15.Rc1 Rd8 16.Bxb4 Nxb4 17.Kc2

Black has cleared a square for himself, but at what a cost of valuable time (...Bc5-b4). (b4) threatens to confine Black within still narrower limits.

22...e5

In a cramped position the attempt to strike out is explicable on psychological grounds, even if it is not always equally justified if viewed dispassionately. So too, here, it is true that in any case Black stands badly.

23.fxe5 fxe5 24.Nf3 Ke6 25.b4 b6 26.Rfc2!

One of those unpretentious moves which are more disagreeable to a cramped opponent who is threatened on all sides than the worst direct attack. The move is a defending and a waiting move, and moreover involves a threat, though this from the nature of things is but a small one, and is in fact of but secondary importance. The slight threat is 27.Ng5+ and Ne4 followed by b5, driving the Black Knight back to b4.

26...h6 27.h4! Rd6 28.h5

As a result of 26.Rfc2! entirely new attacking possibilities have arisen. Black's pawn on g7 has become backward. The maneuver Rg4 would, however, not only help to expose the weakness of the g-pawn, but, what is more important, put the Black King in an extremely disagreeable situation. All this fell like ripe fruit into White's lap simply and solely as the logical result of the waiting move 26.Rfc2!. The finest moves are after all, waiting moves!

28...Rd5 29.Rg4 R5d7 30.Rc6+ Rd6

If 30...Kf5?, then 31.Rcg6 followed by mate. If 30...Kd5 31.Rcb6 e4!, there



22.a4!

Even the full advance of a pawn can imply a waiting policy. White does not fear ...e5 in the least; for after 22...e5 23.fxe5 fxe5, Black's e-pawn would be weak. The more energetic 22.b4 was also to be considered, but would have been less advantageous because of the reply 22...b5. Now, however this move

would follow 32.Nd2 Nxb4 33.Nxe4 with advantage to White.

31.Rg6+

The possession of the points c6 and g6 insures the complete investment of the enemy King. Observe how the c-file has been used as a jumping off place to get into the g-file.

31...Ke7

On 31...Kd5 there would have followed a pretty little catastrophe. 32.Rcx6+ Rxd6 33.e4+ Kc6 34.b5+ and the Knight, who had felt so thoroughly safe at a6, to his intense surprise meets his doom!

32.Rxg7+ Kf8 33.Rxd6 Rxd6 34.Rxa7 Nxb4 35.Nxe5 Re6



White wins. To make effective use of a superiority in material is one of the most important things which a student has to learn. He cannot practise himself enough in it. White has now won two pawns. A glance at the position shows (1) that White commands the 7th rank; (2) that White's e-pawn is isolated and his g-pawn is backward. The policy, therefore, is, taking full advantage of the 7th rank, to unite isolated or badly placed detachments. To this end the

Knight will be brought, with gain of tempo, to f5.

36.Ng6+ Kg8! 37.Ne7+ Kf8 38.Nf5 Nd5 39.g4

The Knight at f5 has the effect planned for him, he protects the e-pawn, attacks the h-pawn, and makes Kf3 possible.

39...Nf4+ 40.Kf3 Nd5

In order, if 41.Rh7, to protect the h-pawn by 41...Ne5+ and 42...Nf7.

41.Ra8+! Kf7 42.Rh8 Nc5 43.Rh7+

One always returns to his first love!

43...Kg8

For if 43...Kf8, White gets a mating attack or the advance of his g-pawn cannot be stopped.

44.Rxh6 Rxh6 45.Nxh6+ Kf8 46.Nf5 Nxg4 47.h6 Kg8 48.g5 Kh7 49.Kg4 Nc5 50.Kh5



According to the motto, the line will advance!

50...Ne6 51.g6+ Kg8 52.h7+ Kh8 53.Kh6 1-0

Game 11

Sir George Thomas-Dr. Alekhine
Baden-Baden, 1925

1.e4 Nf6 2.d3 c5 3.f4 Nc6 4.Nf3 g6
5.Bc2 Bg7 6.Nbd2 d5 7.O-O O-O
8.Kh1 b6 9.exd5 Qxd5 10.Qe1 Bb7
11.Nc4

The position of this Knight is all White has as poor compensation for the lack of harmony in his position (the Be2 is clearly limited in scope). Black stands much better. White on his 5th move or even sooner should have played c4.

11...Nfd4

Outpost on the d-file.

12.Ne3 Qe6 13.Bd1 Nd5 14.Nxd4 cxd4
15.Nxd5 Qxd5 16.Bf3 Qd7 17.Bxb7
Qxb7



White has eased his position by the exchanges, but the open c-file forces the next disorganizing move.

18.c4 dxec3 e.p. 19.bxc3 Rac8 20.Bb2
Rfd8 21.Rd3 Bf6 22.d4



We have now arrived at a well-known position in the Cf opening but with colors reversed. Compare the opening to the following game, Nimzowitsch vs. Professor Kudrjawzew and Dr. Landau (in consultation) Dorpat, 1910 1.d4 d5 2.Nf3 Nf6 3.c4 e6 4.Nc3 c5 5.cxd5 exd5
6.Bg5 cxd4 7.Nxd4 Be7 8.e3 O-O 9.Be2
Nc6 10.Nxe6 bxe6



Nimzowitsch vs. Kudrjawzew and Landau, Dorpat 1910

And now we have the same pawn configuration (with colors reversed) as in the game Thomas-Alekhine. The game went on: 11.O-O Be6 12.Rc1 Rb8
e5 13.Qd2 Qc7 14.Rfd1. Then the theme of isolani queens now comes up for discussion. 14...Ne8 15.Bx7 Qxe7
16.Na4 Nf6 17.Nc5 Rb6 18.Rd4! Rfb8
19.b3 Be8 20.Bd3 h6 21.Qc3 Bd7
22.Ra4 with a marked advantage in

position. We now revert to the Thomas-Alekhine game -

22...Qd5 23.Qe3 Qb5 24.Qd2 Rd5
25.h3 e6 26.Rc1 Qa4 27.Ra1 b5
28.Qd1 Rc4



The "restricted advance", or else the c-file used as a jumping off place for the a-file. Observe the similarity of the maneuver in this game and the consultation game quoted above.

29.Qb3 Rd6 30.Kh2 Ra6

The d-file is also used as a jumping off place!

31.Rff1 Be7 32.Kh1 Rcc6

Very fine! The regrouping ...Qc4, ...Ra4, and...Rca6 is planned.

33.Rfe1 Bh4 34.Rf1



White dare not weaken his own base by 34.Re5? Qxd3 35.axh3 Rxa1 36.Rxa1 Ra6 37.Bb2 Ra2 and wins.

34...Qc4! 35.Qxc4 Rxc4

The exchange is grist to Black's mill, for now White's a-pawn has become very weak. The student should notice that the exchange is the direct, almost automatic result of the quiet seizing of strategically important points. The beginner seeks to bring about an exchange in other ways; he pursues the piece, which tempts him, with offers to exchange only to have them refused. The master occupies the strong points and the exchange which seems desirable to him falls like ripe fruit into his lap.

36.a3 Be7 37.Rfb1 Bd6 38.g3 Kf8
39.Kg2 Ke7

Bringing the King to the center.

40.Kf2 Kd7 41.Ke2 Kc6 42.Ra2 Rca4
43.Rba1 Kd5



Centralization is now complete.

44.Kd3 R6a5 45.Bc1 a6 46.Bb2 h5

A new attack and yet the logical consequence of the play on the

Queenside, for the White Rooks are chained to the a-pawn, and even if we assumed the Black Rooks to suffer from a like immobility, which is not the case since they can be brought into play via c4 against the White c-pawn, there remains to Black an indisputable advantage in the more enterprising position of his King. That this advantage should weigh in the balance at all, we have once more only to thank the fact that as a consequence of Black's diversion the White Rooks have lost their wind. If they were mobile, White's advantage derived from his King position would be illusory. Thus the attack on the extreme flank has not exaggeratedly increased the importance of the mobility of the Rooks. (60) The strategic contact between the two seemingly separated theatres of war is now made clear. And now on the Kingside Black's ...h5 is intended to provoke h4, in order that, with White's g3 exposed, ...e5 may exercise its full effect. A very instructive case which is recommended for study.

47.h4 f6 48.Bc1



48...e5

The breakthrough which sets the seal on White's downfall.

49.fxe5 fxe5 50.Bb2 exd4 51.cxd4 b4!

As obvious as this move is, it must yet delight every connoisseur, that the sole purpose of the breakthrough was to get the disturbing White c-pawn out of the way.

52.axb4 Rxa2 53.bxa5 Rxb2 0-1.

The restricted advance was in this game carried out with great virtuosity.

Game 12

P.S. Leonhardt-Nimzowitsch
San Sebastian, 1912

1.e4 e5 2.Nf3 d6 3.d4 Nf6 4.Nc3 exd4

Surrender of the center. Black will seek to keep White's e-pawn under restraint. See game #2.

5.Nxd4 Bc7 6.Bc2 O-O 7.O-O Nc6
8.Nxc6 bxc6

This exchange creates advantages for both sides. Black gets a more compact pawn formation in the center, safeguards for instance, d5 against its possible occupation as an advanced post by a White Knight, but his a-pawn is isolated, moreover, as in the game continuation, c5 may become a weak point.

9.b3 d5

Very playable here would also have been ...Re8 and ...Bf8, directed at the restraint of the White e-pawn.

10.e5 Ne8 11.f4 f5
Otherwise 12.f5 with a strong attack.

12.Be3 g6!



13.Na4! Ng7 14.Qd2 Qd7

In order to follow with ...Rd8 as soon as possible.

15.Qa5

Combines continued pressure on c5 (see note to move 8) with play against the weak, isolated Black a-pawn.

15...Ne6 16.Rd1 Rd8 17.Nc5?

A positional mistake. White should seek to keep the Knight as a potential blockader, or at any rate only exchange him for a Knight. The situation is this: the two Knights are here the chief actors (because they are most effective in blockade) and whoever gives up his proud horseman for a Bishop gets in this case the worst of the bargain. 17.Bc5 was the correct move.

17...Bxg5 18.Bxc5 Bb7 19.Rf3 Kf7
20.Rh3 Kg7 21.Rf1 Re8 22.Rhf3 Rad8

The a-pawn is poisoned. 23.Qxa7? Ra8
24.Qxb7 Reb8. There is little that White can undertake.

23.Rd1 a6 24.b4 Kh8 25.Qa3 Rg8
26.Qc3 Pg7 27.Kh1 Rdg8

Black plans ...g5, and in this the blockading Knight at e6 would render priceless service. A comparison between the two blockading pieces, the Black Knight at e6, and the White Bishop at c5, is here all in favor of the Knight. The Bishop does his work as a blockader pure and simple enough, but his effective range of action is very limited.

28.Be3 c5!



The advance which we have so often discussed! The Bishop's diagonal is opened by the pawn sacrifice. It may be objected that the c-pawn is here neither a passed pawn or even a candidate, yet logically he must be filled with that ambition to expand, for otherwise White would not have kept him under blockade for so long. Now he takes vengeance for the restraint he has had to suffer.

29.Rg3

Best, as given by Schlechter would have been 29...bx_c5 d4 30.Rxd4 Nxd4 31.Bxd4 Bx_f3 32.Bx_f3 with two Bishops and two pawns in exchange for two Rooks.

29...d4 30.Qa3 g5 31.Bc4 gx_f4

31...Bd5 would have been good, if only to preserve the Knight.

32.Bxe6



32...Bxg2+!

Now the Bishop runs amok! The death of the Knight makes him utterly reckless.

33.Kg1

But behold he still lives! Indeed after 33.Kxg2 (33.Rxg2? Qc6) 33...Qc6+ 34.Kf1 fxg3 35.Bxg8 gxh2 he would be bloodily avenged.

33...Qxe6

He who would regard 32...Bxg2+! as a bolt from a clear sky, shows that he has not fully grasped the logic which lay in this sudden irruption of the Bishop, which had been kept under restraint for such ages.

34.Bxf4 Bb7 35.bxc5 Qd5



36.c6 Bxc6 37.Kf2 Rxg3 38.hxg3 Qg2+ 39.Ke1 Bf3 40.Qxa5 Qg1+ 0-1.

Game 13

An instructive example of the method of dealing with the supports of a blockader. In the endgame they are usually driven away, in the middlegame, on the other hand, they are kept busy.

Nimzowitsch-von Gottschall
Breslau, 1925

1.Nf3 e6 2.d4 d5 3.e3 Nf6 4.b3 Nbd7

He should have played 4...c5 and ...Nc6.

5.Bd3 c6 6.O-O Bd6 7.Bb2 Qc7

In order to play ...e5 opening up the game. To prevent this, White counterattacks.

8.c4 b6 (see next Diagram)

If 8...e5, the continuation would be 9.c5 Be7 (9...e4 10.cxd8 Qxd8 11.Ba3) 10.dxe5 Ng4 11.b4 Ndx5 12.Nxe5

Nxe5 13.f4 Nxd3 14.Qxd3 and White commands the diagonal a1-h8.



9.Nc3 Bb7 10.Rc1 Rc8 11.cxd5 exd5
12.e4

Opening up all the lines.

12...dxe4 13.Nxe4 Nxe4 14.Bxe4 O-O
15.d5 c5

The two Bishops now have a clear line of fire to the enemy Kingside. Impressed by this Black underestimates the fact that the d-pawn is now passed, in fact he overlooks it altogether. And indeed what possible role could this most carefully blockaded passed pawn play? In fact a reserve blockader is already stationed at d7! But things turn out quite otherwise.

16.Re1 Qd8 17.Bb1

The attack leads to the instructive result that the blockading pieces, the Bd6 and Nd7 are either cut off or killed.

17...Re8 18.Qd4

18.Rxe8+ first would have been more precise.

18...Nf8

And here too, 19...Rxe1+ would have been better.

19.Rxe8 Qxe8 20.Nh4! f6 21.Nf5 Rd8

Black is about to try to show the weakness of White's d-pawn, when he is awakened from his dream by the flash of a sacrifice.



22.Bxf6 Bxh2+!

In order not to lose a pawn Black had to submit to this indirect exchange of his Bishop. If 22...gxsf6 23.Nxd6 Rxd6 24.Qg3+ followed by 25.Qxd6.

23.Kxh2 gxsf6

What a change! The Bishop on d6 has disappeared and the reserve blockader, the Nd7, will soon be landed at g6 leaving the White d-pawn free!

24.Qg3+ Ng6 25.f4

To allow the Rook to go to e1. The d-pawn is indirectly protected.

25...Kh8

Not the capture of the White d-pawn by the Rook or Bishop because of Re1 followed by Ne7+.

26.Re1



26...Qg8!

If 26...Qg8, the passed pawn would have come into his own in a most interesting way. 27.Ne7 Nxe7 28.Rxe7 (7th rank) 28...Cxg3+ 29.Kxg3 Rg8+ 30.Kf2 Rg7. Apparently the 7th rank is now neutralized, but the passed pawn has something to say about that. 31.d6 Rxe7 32.dxe7 Bc6 33.Be4 Be8 34.f5! Kg7 35.Bd5 and e7 is unassailable. 35...Kh6 36.Kb3 Kg5 37.Kc4, and Black cannot stop the threat of Bb7 followed by Kd5 and Bc6. The blockading Bishop must die.

27.d6! Rd7

Why not 27...Bc8? Would not this have led to the winning of the passed pawn? The answer is no, for the continuation would have been 28.Ne7 (By playing the pawn to d6 White has provided the Knight an outpost at e7) 28...Qh6+ (Best) 29.Kg1 Nx4, and now 30.Nxc8 Rxc8 31.d7 wins.

28.Oc3

Threatening 29.Rb8! Qxe8 30.Qxf6+ Kg8 31.Nh6 mate. Accordingly the 8th rank must be safeguarded by the retreat

28...Rd8, but in this case the 7th rank will be left without protection and White will win by playing the Rook to e7. Note that the winning moves Re7 or Ne7 (as in the last note) must be regarded as a direct consequence of the advance of the d-pawn.

29...Rxd6

A desperate grasp. If 28...R7, then 29.d7 Rxd7 30.Rb8! would have been decisive.

29.Nxd6 Qxd6 30.Bxg6 hxg6 31.Re8+ Kg7 32.Qg3



and White went on to win as follows:

32...Bc6 33.Re3 Bd7 34.f5 Qxg3+ 35.Kxg3 Bxf5 36.Re7+ Kh6 37.Rxa7 Bb1 38.Ra6 b5 39.a4 bxa4 40.bxa4 Kg5 41.Rb6 Be4 42.a5 f5 43.a6 c4 44.a7 c3 45.Rb3 f4+ 46.Kf2 c2 47.Rc3 1-0

Game 14

Nimzowitsch-C. Behting
Riga, 1919

1.e4 e5 2.Nf3 f5

According to C. Behting's view, which I am inclined to share, this move is quite playable. At any rate I do not know a refutation to it.

3.Nxe5 Qf6 4.d4 d5 5.Nc4 fx4



6.Ne3!

Against this move speak (1) tradition, which demands 6.Nc3; (2) the principle of economic development, moving each piece only once in the opening; (3) the apparently small threat effect of the blockader. And yet 6.Ne3, taken with the following move is in every respect a master move. Even if all the rest of the world would play here 6.Nc3, I yet hold my move 6.Ne3 to be more correct, and this for reasons based on the "system."

6...c6 7.Bc4!!

The point. In order to be able to castle Black must now play 7...d5, but this move will hold out another field for the Knight after Bb3 and c4.

7...d5 8.Bb3 Be6

or 8...b5 9.a4 b4 10.c4,etc.

9.c4 Qf7 10.Qe2 Nf6 11.O-O



Not 11.Nc3 because of 11...Bb4. White wants to bring the maximum pressure to bear on d5. If we look at the blockading Ne3 more closely, do we find that it meets the requirements asked of a blockader? Yes, for (1) he establishes a strong blockade, hindering the approach of enemy pieces to g4(2) exercises threats from where he is stationed; (3) is very elastic, as we shall see later. In short, the Ne3 is an ideal blockader.

11...Bb4! 12.Bd2 Bxd2 13.Nxd2 O-O
14.f4

Threatening f5, winning the d-pawn.

14...dxc4 15.Ndx4 Qe7 16.f5 Bd5

Black seeks to maintain the point d5.

17.Nxd5 cxd5 18.Ne3

Hardly has the Ne3 disappeared than a new one stands in his place. Against such "elasticity" not even Death can prevail.

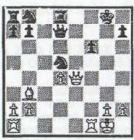
18...Qd7 19.Nxd5!

The threat effect of the blockader from his post culminates in this decisive sacrifice.

19...Nxd5 20.Qxe4 Rd8 21.f6!

The point of the combination and at the same time a further illustration of the pawn's lust to expand, as the f-pawn was a "candidate".

21...gx f6



If 21...Nc6 22.f7+ Kh8 23.Bxd5 Qxd5? 24.Qb8=Q+, followed by 25.Qxd5+. If 22...Kf8, then 23.Bxd5 Qxd5 24.Qxh7 and wins.

22.Rf5 Kh8 23.Rxd5 Re8

If 23...Qe8 24.Bc2! wins a whole Rook.
24.Rxf7 Rxe4 25.Rd8+ Kg7 26.Rg8+ Kh6 27.Rf1 1-0



And now the companion picture to the above game.

Game 15

Nimzowitsch-von Freymann
Wilna, 1912

1.e4 e6 2.d4 d5 3.e5 c5 4.Nf3 cxd4

4...Qb6 seems to be better.

5.Nxd4 Nc6 6.Nxc6 bxc6 7.Bd3 Qc7
8.Bf4 g5

Not quite sound but leading to interesting play.

9.Bg3 Bg7 10.Qe2 Ne7 11.O-O h5
12.h3 Nf5 13.Bh2

If 13.Bxf5 exf5 14.e6 15.exf7+ Kxf7 and Black is better.



13...g4

The pretty point of the attack started by 8...g5.

14.Re1

The answer to 14.Rxg4 hxg4 15.Qxg4 would be 15...Rhx2 16.Kxh2 Bxe5+ followed by ...Bxb2.

14...Kf8 15.Nc3

This Knight proposes to make his way to f4 after the Black Knight on f5 is exchanged off.

15...Qe7 16.Bxh5 exf5 17.Qe3 Rh6
19.Ne2 c5 19.Nf4!

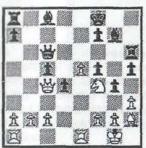
This Knight is to be regarded as primarily the blockader of f5 and its adherent mass of pawns; but in addition he acts as an "anti-blockader" for his pawn at e5.

19...d4 20.Qd3 Qd7 21.Qc4 Qc6

22.hxg4!

The necessary prelude to Nd3. If at once 22.Nd3 there would have followed 22...gxh3 23.Qxc5+ Qxc5 24.Nxc5 Rg6 25.g3 and White stands badly.

22...Ba6




23.Qd5!! Qxd5

More interesting would have been 23...hxg4; the result would have been a triumphant march of the e-pawn. For instance 23...hxg4 24.e6 with attack on the Queen 24...Qxd5 25.Q7+ Ke8 26.Nxd5 followed by check at c7. The "unexpected advance of the unstoppable pawn."

24.Nxd5 Bc4 25.Nf6 hxg4 26.Bf4 Rg6
27.Nd7+

1-0 in 47.

Winning the c-pawn and after twenty more moves, the game. What interests us in the above game is primarily the role which the Nf4 has played. As a blockader he was strongly posted and excellently supported by the Bh2. Again, he had a crippling effect on Black's Bg7 and Rnb. Further, his "threat effect" was considerable, particularly on the points d5 and e6. (The mobility of White's e-pawn affords a piquant antithesis to the immobility of Black's f5 pawn). Lastly, the Knight's elasticity was striking, for he could composedly go on his travels, leaving the Bishop to take his place.

The three following games show the connection between the "pin" and the center.

Game 16

Nimzowitsch-P.S. Leonhardt
San Sebastian, 1911

1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Bb5
Bb4 5.O-O O-O 6.Bxc6 dxc6 7.d3

White now has a solid position, since the enemy d-file "lies on granite" (the protected d-pawn). This solidity, however, also finds expression in the fact that White's e-pawn can never be troubled by an advance of the Black d-pawn. In other words the center cannot be opened.



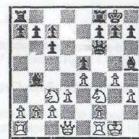
7...Bg4

The pin.

8.h3 Bh5 9.Bg5

9.g4 would have been premature because of 9...Nxe4 10.hxg4 Bxg4 followed by ...f5.

9...Qd6 10.Bxf6 Qxf6 11.g4



The "question" is here indicated, since the Bishop will be driven into a desert, which, because of the impossibility of ...db, can never be transformed into a "flowering garden". Observe how the White h and g pawns slowly develop into storm troops.

11...Bg6 12.Kg2 Rad8 13.Qe2 Bxc3

Otherwise Nd1-e3-f5 would have followed.

14.bxc3 c5 15.Nd2

White now intends to bring his Knight to f5 via c4 and e3. He also proposes to prevent the embarrassing move ...c4 for as long as possible without having to play c4, as this move would leave an outpost at d4 unguarded.

15...Qe7 16.Nc4 b6 17.Ne3 f6

In order to free the Bishop. This move however, invites g5 when the opportune moment comes.

18.Rg1 Qd7 19.Kh2 Kh8 20.Rg3 Qb5
21.Qe1 Qa4 22.Qc1 Rd7 23.h4 Bf7
24.c4

Black has succeeded in provoking c4. In the meantime, however, White has

beautifully arranged the Kingside to suit his purposes.

24...Be6 25.Qb2 a5 26.Rag1 Qc6



27.R1g2!!

White quietly makes his last preparations for a worthy reception of the enemy Queen at d4, for which she is striving. Observe how White has succeeded in combining the defense of the center with his plans for an attack on the Kingside

27...Qd6 28.Qc1 Qd4?



29.Nd5!

Winning the Queen, or as in the game, sufficient material for victory. This "trap" was everywhere applauded. That it was

subordinate to those strategic ends I had set myself in this game was taken into consideration by nobody. The aim of my strategy was to prevent a breakthrough or any maneuvering in the center and to make possible the ultimate advance g5 with the attack. There followed:

29...Rxd5 30.c3 Qxd3 31.exd5

31.cxd5 was more accurate,

31...Qxc4 32.dxe6 Qxe6 33.Qc2 c4
34.Qf5 Qxf5 35.gxh5 and 1-0.

The student may see from the laborious and tedious defense which White adopted see moves 21, 22, 25, 28 that he fully recognized the fact that the disposition of his Kingside pawns on h3 and g4 demanded a closed center. This game elucidates the problem of the "question" in an instructive manner.

Game 17

Nimzowitsch-Dr. Fluss
Correspondence, 1913

1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Bc4 Bc5
5.d3 d6 6.Bg5 h6 7.Bh4 (see next diagram).

7.Be3 was of course also playable.

7...g5

Here 7...Be6 was probably better (see discussion of Diagram 88).



8.Bg3 Bg4 9.h4 Nh5 10.hxg5

White here ought to have given more attention to the problem of the center. For instance 10.Nd5 Nd4 11.c3 and White is better.

10...Nd4

And here Black by 10...Nnxg3 11.fxg3 Nd4, could have utilized the center which White has neglected. As we have already seen (in our discussion of Diagram 88), 12.Nd5 would not be sufficient, since Black has the Queen sacrifice at his disposal. (12.Bxg3 13.gxf3 Qxg5 14.g4 c6 15.Rh5 cxg5), nor would the sacrificial combination 12.Bxf7+ Kxf7 13.Nxe5+ dx5 14.Qxg4 be enough, for after 14. Qxg5 15.Qd7+ Kf6, Black is safe. The move 10.hxg5 instead of the central thrust 10.Nd5, which we indicated, would seem to be a decisive mistake, of which Black could have taken advantage by 10...Nnxg3 followed by 11...Nd4.

11.Bxe5!

A disconcerting evasion. White gives up the Bishop, but leaves Black with a Knight in the air, and a King in much the same state.

11...Bxf3

If 11...dxe5 immediately, then 12.Bxf7+ Kxf7 13.Nxe5+ Kg8 14.Qxg4 and wins.

12.gxf3 dxe5 13.Rxh5 Rg8

On the surface White's position is by no means enviable, for the Nc4 exerts pressure and the g-pawn seems doomed.

14.f4

The saving move.

14...exf4 15.Qg4

The point. White isn't afraid of Black's attack ...Nxc2+, which is only a flash in the pan.

15...Nxc2+ 16.Kd2 Nxa1



17.Bxf7+! 1-0.

For if 17...Kxf7 18.Qf5+ Ke8 19.Qe5+ Kf8 20.g6 and wins. On 19...Qe7 20.Qxg8+ Qf8 21.Qh7 Qe7 22.g6 Qxh7 23.gxh7 Bd4 24.Nb5!. Or 22...Bd4 23.Nb5 Qb4+ 24.Kd1 and wins.

Game 18

This game introduces a whole assortment of pins, poisonous and harmless ones following in quick succession.

Rubinstein-Nimzowitsch
Marienbad, 1925

1.d4 Nf6 2.Nf3 b6 3.g3 c5 4.Bg2 Bb7
5.dxc5 bxc5 6.c4

The line of play chosen by White is certainly not to be blamed. He holds the d-file with the outpost station at d5, whereas Black's majority in the center (the c, d, and e pawns against the White c and e pawns) gives evidence of but slight mobility.



6... g6 7.b3 Bg7 8.Bb2 O-O 9.O-O

Each side castles now with a clear conscience, for not even the most hypermodern pair of masters can produce more than four fianchettoed Bishops!

9...Nc6

A normal move which has a deeper meaning. The Knight is better placed at

c6 than at b6 (Nd7-b6), for White is clearly planning the configuration Nc3, Qc2, followed by e4. Black therefore relies on the counter configuration ...Nc6, ...d6, ...a5, followed by ...Nd4 and when the opportunity presents itself, ...a4, thus sheltering his d-pawn behind the Nd4.

10.Nc3 a5 11.Qd2 d6 12.Ne1



The start of a tiring journey: Ne1-c2-e3-d5. More natural would have been 12.Nc5. For instance, 12...Nxd5 13.Bxg7 Kxg7 14.cxd5.

12...Qd7 13.Nc2 Nb4! 14.Ne3 Bxg2
15.Kxg2

Taking with the Knight would mean straying off the road to the goal of the journey, d5.

15...Qb7+ 16.f3

If 16.Kg1 Ne4 17.Nxe4 Qxe4 and the pawn at a5 becomes an actual menace.

16...Bh6

A pin of the harmless order, since obviously this last move creates a serious weakening of the Black Kingside.

17.Ncd1

Now the threat is 18.Bxf6 exf6 19.Qxd6.



17...a4

See note to move 9.

18.bxa4 Rfe8!!

This purely defensive move against the previously mentioned threat of Bxf6 is surprising, since after the energetic thrust at move 17, which had been so eagerly looked forward to for so long, anything but a defensive move was to be expected. This amalgamation of attack and defense stamps the combination as a truly original one.

19.Bxf6 exf6 20.Kf2

Now White plans to break the pin by f4, after which he would be in a position to take possession of the d5 point once and for all.

20...f5!!

Revealing Black's plan. He threatens 21...f4 22.gx4 Bx4 with an enduring pin on the one hand, and 21...Bg7 followed

by ...Bd4 with an equally chronic pin on the other. White is defenseless.

21.Qxd6 Bg7! 22.Rb1 Bd4

Threatening 23...Nd3+

23.Kg2

The poor Knights! At the 17th move they had to break their journey, and now they actually both have to die before reaching their journey's end. In reply to 23.Rb3, Black with 23...Rc6 24.Qf4 Qe7 (threatening 25...Nc2) 25.Kg2 Rae8 would have pushed forward the siege in the most energetic way.

23...Bxe3 24.Nxe3 Rxe3 25.Qxc5

Now it is White's turn to pin.

25...Rxe2+ 26.Rf2 Rx2+ 27.Qxf2

Forced, for 27.Kxf2 Nd3+ and 28...Nxc5 protecting b7 would lose at once.



27...Rxa4!

The "immediate unpinning" by 27...Qe7 is avoided, as White can get no profit out of the pin.

28.a3

If 28.Qb2, then 28...Qc8! This is the only feasible retreat for the piece behind the pinned one. 28...Qc7 would be bad because of 29.Rc1, just as 28...Qc6 would be because of 29.Rd1. Obviously 28...Rxa2? would be a gross error because of 29.Qxa2.

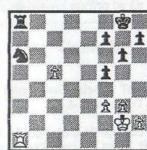
28...Rxa3 29.Qe2 Ra8

Now he goes back home, tired but happy.

30.c5 Qa6

Unpinning.

31.Qxa6 Nxa6 32.Ra1



A last pin.

32...Nc7

And a last unpinning.

33.Rxa8+ Nxa8

And White resigned on the 38th move.
0-1

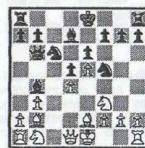
There follow six games illustrating the Pawn-Chain.

Game 19

Louis Paulsen-Dr. Tarrasch

Played in 1868

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Nf3
Qb6 6.Bd3 cxd4 7.cxd4 Bd7 8.Be2
Nge7 9.b3 Nf5 10.Bb2 Bb4+



11.Kf1

Forced, for otherwise the d-pawn falls.

11...Be7

In order to keep up the pressure on the d-pawn (12.g4 Nh4), but Black should have played to take direct advantage of White's spoiled Kingside with 11...0-0!

12.g3 a5?

In order to exploit the new "weakness" at b3. The only pity is that this point is no weakness; he should have gone for the weaker d White King's position.

13.a4 Rc8 14.Bb5

The square b5 now becomes a good pivot for White's pieces.

14...Nb4 15.Bxd7+?

Quite wrong. With 15.Nc3 (see next game) White could have overcome all difficulties. For instance, 15.Nc3 Bxb5+ 16.Nxb5 Nc2 17.Rc1 Nc3+ 18.fxe3 Nxe3+ 19.Kc2 Nxd1 20.Rxc8+ Kd7 21.Rxh8 Nxb2 22.Rc1 and wins.



15...Kxd7

16.Nc3 Nc6 17.Nb5 Na7 18.Nxa7?



Never in this life should White have relinquished his Nb5. Instead 18.Qd3 Nxb5 19.axb5 would have sufficed. We can see what harm Black's a-pawn has done him.

18...Qxa7 19.Qd3 Qa6! 20.Qxa6

Now we shall see how a weakened "base" becomes a weakness in the endgame.

20... bxa6 21.Kg2 Rc2 22.Bc1 Rb8 23.Rb1 Rc3 24.Bd2 Rxcb3 25.Rxb3 Rxb3 26.Bxa5

Now White is happily rid of his weakness at b3 on an open file, but the pawns on a4 and d4 are hard to defend.

26...Rb2

Not 26...Re3 because of 27.Rc1, but now the answer to 27.Rc1 would be 27...Ne3+ followed by ...Nc4.

27.Bd2 Bb4 28.Bf4 h6

There is no harm in this; Black's position can stand this little weakness. The pawn on h6 is now a possible objective.

29.g4 Ne7 30.Ra1 Nc6 31.Bc1 Rc2 32.Ba3 Rc4

32...Bxa3 would have been simpler.

33.Bb2 Bc3 34.Bxc3 Rxcc3 35.Rb1 Kc7 36.g5 Rc4

Finally!

37.gxh6 gxh6 38.a5 Ra4 39.Kg3

A last desperate attempt to continue the attack begun by 36.g5.

39...Rxa5 (see next diagram)

and Black won as follows:

40.Kg4 Ra3 41.Rd1 Rb3 42.h4 Ne7 43.Ne1 Nf5 44.Nd3 a5 45.Nc5 Rc3



 After 39...P vs S

16.Kg2 Nc7 17.Be2 Bb4 18.Na2 Na6
19.Bd3 Ne7 20.Rc1 Nc5 21.Nxb4
Naxb4 22.Bb1

46.Rb1 Nxd4 47.Na6+ Kd8 48.Rb8+
Rc8 49.Rb7 Ke8 50.Nc7+ Kf8 51Nb5
Nxb5 52.Rxb5 Ra8 0-1.

We recommend to the student to study this well-played ending by Dr. Tarrasch.

Game 20

Nimzowitsch-Dr. Tarrasch
San Sebastian, 1912

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Nf3 Qb6 6.Bd3 exd4 7.Qxd4 Bd7 8.Bc2 Ng5 9.b3 Nf5 10.Bb2 Bb4+ 11.Kf1 Be7 12.g3 a5 13.a4 Rc8 14.Bb5 Nb4 15.Nc3!



15...Na6

For 15...Bxb5+ 16.Nxb5 Nc2, see the note to move 15 in game 19.



29.Bc1

White has now overcome the difficulties of development, the base d4 is now thoroughly protected. The game can now take another course. White opens an attack against the Black Kingside which is cramped by the pawn at e5.

22...h6 23.g4

To make castling appear unhealthy. The maneuver Rc3-e3 was perhaps even better here.

23...Ne7 24.Rxc8+ Bxc8 25.Ne1 Rf8 26.Nd3 f6 27.Nxb4 Qxb4 28.exf6 Rxf6

The courage required to deliberately let oneself be kept under pressure for hours, simply for the sake of a remote chance of attack, now has its reward. White gets a direct attack. Note the dark-squared Bishop which has been roused to activity.

29...Nc6 30.g5 hxg5 31.Bxg5 Rf8
32.Bc3



32...Qe7 33.Qg4 Qf6 34.Rg1 Rh8
35.Kh1 Rh4 36.Qg3 Rxd4



Despair! Both 37.Qxg7 and 37.Bg5 were threatened.

37.Bxd4 Nxd4 38.Qxg7 Qf3+ 39.Qg2
Qxg2+ 40.Rxg2 Nxb3 41.h4 1-0.



Amos Burn remarks on this game:

"An excellent game on the part of Herr Nimzowitsch, well illustrating his strategic skill. Dr. Tarrasch, himself one of the greatest masters of strategy, is completely outplayed." Flattering as this praise is, I must, nevertheless, remark that it is probably not so very difficult to maneuver well if one has a complete system to fall back on. A pawn on e5, as I even then knew, seriously cramps Black's Kingside, and if White succeeds in holding d4 without any counterbalancing disadvantage elsewhere, a moment must sometime come when fortune will smile on him, in the form that is, of an attack with his pieces on the Black King's cramped position, or else a vigorous onslaught on the chain by f4-f5 followed by fxg6. Today all of this seems plausible. At the time this game was played it seemed nothing short of revolutionary.

Game 21

The following game illustrates my idea of the two theatres of war in a particularly striking manner.

Professor Becker-Nimzowitsch
Breslau, 1925

1.e4 e6 2.d4 d5 3.Nc3 Nc6

The "odds-giving" style to use Dr. Lasker's expression, Lasker meant by this that one chooses a variation which one considers inferior, with the idea of setting the opponent a difficult problem to solve. Lasker played by preference - and with imitable virtuosity - this style. It is this that might make people believe that the heel of Achilles lay for Lasker in his treatment of the openings. Such a judgment rests, however, on an entire misconception.

The move 3...Nc6 was introduced by Alapin. The Black c-pawn is obstructed, and in the event of White's playing a pawn to e5, there is a very dark side to Alapin's innovation.

4.Nf3 Bb4 5.e5 Bxc3+ 6.bxc3 Nc5 7.a4
Not very intelligible. Better was 7.Nd2 Ne7 8.Qg4. Black would then have had laboriously to defend himself by 8...Nf5 9.Bd3 Rg8 10.Qh3 h6.

7...Ne7 8.Bd3 b6

Preparing to attack the White base d4 by ...c5.

9.Nd2 c5 10.Qg4

11.Qh3 Kd7

How is Black to defend his g-pawn?

10...c4

The answer is not at all, for all direct defenses would here be compromising.

11.Bg2

If 11.Qxg7? Rg8 followed by cxd3.

11...Nf5

The g-pawn is protected, but the pressure on d4 has been removed and now White gets a free hand for play on the Kingside.

12.Nf3 h6



In order to be able to maintain the Nf5 at his good post. The threat was 13.Bg5 Q moves 14.Nh4. Lasker rightly preferred the elastic defense 12...Nc6, and if 13.Bg5, then 13...f6. Another interesting possibility is 12...Nc6 13.a5! Nxa5 14.Bg5 16.exf6 gxf6 16.Bh4 and now 16...Nxd4 would fail to 17.Qg7!. On the other hand 16...Qe7 would seem to consolidate the position sufficiently.

13.Qh3 Kd7

My King likes going for walks.

14.g4 Ne7 15.Nd2

With the threat of 16.Qf3 followed by
17.Qxf7 or 17.Nxc4!

15...Qe8

The Queen takes possession of the
throne, which the King has vacated!
She has her eye on the a-pawn for which
she seems to have a fancy

16.f4

The scene shifts! The old theatre of war
vanishes in a flash and new plans of
attack appear. White intends to attack
the base of the chain by f5.

16...Kc7

The King proceeds on his walk.

17.Ba3 Bd7 18.Qf3 h5

White's Kingside provides him with a
terrible instrument of attack. To blunt
this was the object of Black's last move.
18...Be6, (to counter the threat 19.Nxc4)
would not have sufficed. 18...Bc6 19.f5
followed by f6 and the wedge would
have been unendurable.

19.Nxc4!

If 19.gxh5 then comes 19...Nf5, and the
Kingside, which had been all ready to
march to the attack, is crippled. White
should try 19.h3, then 19...hxg4 20.hxg4
Rxh1+ 21.Oxh1.

19...Nxc4 20.Bxc4 hxg4

Naturally not 20...dxc4?? 21.Bd6+
followed by 22.Oxa8+.

21.Qg2 Nf5 22.Bd3 Bxa4!!



Lunch under dangerous conditions!

23.Bxf5 exf5 24.Qxd5

24.c4 would also have been difficult to
prevent. The defense would be found in
24...Qc6 25.Qd5 (and not 25.cxd5
because of 25...Qc3+) 25...Qxd5!
26.cxd5 Bb5!!; for then the
establishment of the Bishop at d5 via c4
could not have been prevented.

24...Bc6

Black's position is threatened on all
sides, but the situation is not hopeless.

25.Qd6+ Kc8

Having regard for the planned
combination. An alternative was
25...Kb7 26.d5 Bb5.

26.d5 Rh6 27.e6 (see next Diagram)
27...Bxd5!

This was afterwards pronounced the
"only move". Black had, however,
another one, namely 27...Rxe6+. If now



After 27...e6

Professor Becker is absolutely bent on winning, and so it comes about that in the end he loses

The game continued:

49...Ke5 50.Rf3 a2 51.Bd2+ Kb5
52.Bc3 Rd4+



28.dxe6 Bxh1 29.0-0-0 Bh3! (and not 29...Be4? because of 30.e7 followed by 31.Qe5 and the White Queen now has new squares for decisive operations)
30.exf7 Qxf7 31.Qd8+ Kb7 32.Rd7+ Ka6 and the Black King is safe.

28.Qxd5 Qxe6+ 29.Qxe6+ Rxe6+

White now has a piece for two pawns, but his own pawns are weak.

30.Kd2 Kb7 31.Rae1 Rh8 32.Rxe6!
fxe6 33.Re1! Rxh2+ 34.Kd3 g3

Anything but a passive Rook (34...Rh6?).

35.Rg1

After 35.Rxe6 would come 35...g5!
36.fxg5 g2 and the White pawn on g5 would be an obstruction.

35...Rh3

Much better than 35...g2, for it is soon clear that Black must have a route to c2.

36.Kd4 Kc6 37.Rg2 a5 38.c4 Rh2!
39.Rxg3 Rxc2 40.Rxg7 Re2 41.Bc1 Re4+ 42.Kd3 b5 43.cxb5+ Kxb5
44.Be3 Kc6 45.Rf7 a4 46.Rf8 a3
47.Ra8 e5 48.Ra6+ Kb5 49.Rb6+

After six hours of hard fighting to get such a problem check is hardly pleasurable!

53.Ke2

Correct was 53.Kc2 Re4 54.Kb2 Rxc3 55.Rxf5.

53...Rx14 54.Rf8 Kc4 55.Ba1 Re4+
56.Kd2 f4

White is lost.

57.Rc8+ Kd5 58.Rd8+ Ke6 59.Re8+
Kf5 60.Rg8 f3 0-1.

The following game shows how an advance on the wrong wing should be punished.

...the muzzling of White's wing

Game 22

St. Louis 1924

Opocensky-Nimzowitsch
Marienbad, 1925

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.Qc2 b6
5.e4 Bb7

The expansive power of White's center pawns is less than might at first sight appear.

6.Bd3 Nc6 7.Nf3 Be7!

By this unexpected retreat, which threatens 8.Nb4, Black manages to muzzle White's mass of pawns in the center, while still keeping his valuable dark-squared Bishop.

8.a3 d5 9.O-O e5 10.d5

The muzzling.

10...Nb8 11.b4 Nbd7



12.Bb2

The pawn formation called for White to play, after proper preparation, the move c5. For of the two theatres of war resulting from 10.d5, only one is

available, namely an attack on the Black pawn base at d6. The other theoretically possible plan, an advance with pieces against the wing cramped by the d5 pawn, must be regarded as nipped in the bud by the presence of an obstruction at c4. The only plan of action feasible here (c5) could, however, have been prepared by 12.h3 followed by 12.Be3. For instance, 12.Be3 g5 14.Nh2. Black will try to attack White's Kingside, but White's attack on the Queenside (Na4 followed by c5) is quickly put into motion, while his castled position is defendable. 12.h3 to be followed by 13.Be3 was therefore the correct continuation.

12...O-O 13.Ne2

White's pieces desert the Queenside in order to demonstrate on the other wing. By this movement, however, the effect of his own center is weakened. For with the Knight still at c3, ...c6 could be answered by dxc6, while this Knight at the same time casts a threatening eye on the d5 square as an outpost station. If, however, the Nc3 has gone on a journey, the thrust ...c6 gains in effect. True for the moment this thrust is not a threat, for on the Queenside Black is weak, and the King is safe. But all change. The way in which the theatre dictated by White is made a base of operations by his opponent makes the game of fundamental interest to the student.

13...Nh5 14.Qd2

The answer to 14.g4 would have been 14...Nf6. Black wants to be attacked on the Kingside as he regards that theatre as unavailable. (See note to move 12).

14...g6 15.g4 Ng7 16.Ng3 c6!

What sense can there be in this move? If in the end ...cx d5 is played, then the answer cxd5 would attain nothing other than the exposure of his own base at d6. Black in this case would have worked for his opponent, for with the Black pawn still at c7 the strategic advance indicated for White, c5-cx d6, would lead to exactly the same pawn configuration, the one which is the object of White's efforts!

This calculation contains, however, two logical errors. First White in advancing c5 will certainly not content himself with cxd6; this is only a threat. The insertion of a wedge, in other words the shifting of the attack by c6, would be a much sharper threat. Second, White by Bb2, and Ne2-g3 has been untrue to his Queenside. The just punishment will lie in Black's becoming strong there!

17.Qh6 Rc8 18.Rac1



18...a6!!

A very difficult move. The answer to 18...cx d5 could be 19.exd5 and Black could get two powerful pawns by 19...f5 20.gxf5 gxf5. After 21.Kh1 and 22.Rg1, however, Black would stand badly. The mobility of his e and f-pawns would prove to be illusory, whereas White's

Kingside attack would be very real. Black intends to play ...cx d5 at a moment when the recapture exd5 is not feasible.

19.Rfd1 Rct7 20.h4? cx d5 21.cxd5

Since 20.h4? has still further weakened White's position (the square g4), 20...cx d5 seems correct. The answer to 21.exd5 would have been 21...Nf6 as in the game. In addition, the threat of a breakthrough by ...b5 would be in the air.

21...Rxc1 22.Rxc1 Nf6 23.Nh2 Kh8



The White Queen goes in danger of her life. For instance if now 24.f4?? Ng8. If 23.Ng5, then 23...Qd7 24.f3 Rc8, and the Bishop threatens to attack her from f8.

24.Qe3 Nd7 25.Nf3 Nf6 26.Nh2 Ng8
27.g5 f6 28.Nf3 fxg5 29.hxg5 Bc8
30.Rc6

A very clever resource, which is extraordinarily difficult to parry. Observe too, that in the current position it looks as though White had operated exclusively of the Queenside by c4-c5-cx d6, and Black, on the other hand had sought salvation by a

counterattack directed against the base of the White pawn chain, e4.

30...Bd7 31.Bxa6

31.Rxb6? would have been answered by 32...Rxf3. The sacrifice of the exchange is very promising.

31...Bxc6 32.dxc6 Qc7 33.b5



After 30.5

40.axb6 Ng4 41.c7 Nxe3 42.c8=Q Qf3
43.fxe3 Qxg3+ 0-1.

Black will take the e-pawn with check followed by the capture of the b6 pawn.

33...h6!

This pawn sacrifice yields Black freedom to maneuver. Without this move sacrifices at e5 or d6 would have been possible for White. Take for example the following variation.
33...Ne6 34.a4 Bd8 35.Ba3 Qf7
36.Bxd6 Qxf3 37.Bxe5+ Ng7 38.Qxf3
Rx3 39.c7.

34.gxh6 Ne6 35.a4 Bd8 36.Ba3 Qf7

For now if 37.Bxd6 Qxf3 38.Bxe5+ would be answered by 38...Kh7.

37.Nxe5 dx5 38.Bxf8 Qxf8 39.a5 (see next Diagram)

39...Nxf6

Black has also his 33rd move to thank for the possibility of this Knight's intervention.

Game 23

Rubinstein-Duras

Carlsbad, 1911

1.c4 e5 2.Nc3 Nf6 3.g3 Bb4 4.Bg2 O-O

5.Nf3 Re8 6.O-O Nc6



The exchange 6...Bxc3 was to be considered.

7.Nd5 Bf8 8.d3 h6 9.b3 d6 10.Bb2
Nxd5 11.cxd5 Ne7 12.e4 c5

In the long run, something must be done
for the c-pawn.

13.dxc6 e.p. Nxc6 14.d4 Bg4 15.d5
Ne7



We now have our pawn chain, and the
Black base, the pawn on d6, already
seems exposed from the side, just as if
the typical attack had been made on it
by c4-c5-cxd6 with Black recapturing
cxd6.

16.Qd3 Qd7 17.Nd2

The Knight is already being sent forward
to attack the exposed base.

17...Bh3 18.a4

To safeguard the Knight's position at c4.

18...Bxg2 19.Kxg2 Reb8 20.Nc4 b5
21.axb5 Qxb5 22.Ra3

In this and similar positions the question
arises, which pawn is weaker, the White
b-pawn or the Black a-pawn? In the
present case this problem could be
solved by logical deduction. Since the
square d6 is weaker than d5, a like



relationship must exist throughout the
remainder of the Queenside. Were this
not the case then White's 18.a4 must
have been wrong, and that is unlikely.
Was he in fact not justified in supporting
the Knight move to c4? But that would
be absurd. No, 20.Nc4 was indicated,
similarly 18.a4. Therefore 20...b5 must
have led to a less favorable position for
Black. The course of the game proves
the correctness of this judgment.

22...Ng6

22...Nc8 would perhaps have been
better.

23.Rfa1 a6 24.Bc1 Rb7 25.Be3 f6 26.f3

If Black could manage to play ...f5, his
position would not be so bad. But this is
out of the question and he is besieged.

26...Ne7 27.Qf1

Threatening 28.Nxd6

27...Nc8 28.Nd2 Qb4 29.Qc4 Qxc4
30.Nxc4 Rab8 31.Nd2 Rc7 32.Rxa6

The masterly and varied uses made of
the points d2 and c4 will be noted.



Game 24

Maroczy-Suchting
Barmer, 1905

1.d4 d5 2.c4 e6 3.Nc2 Nf6 4.Bg5 Nbd7
5.e3 Be7 6.Nf3 O-O 7.Qc2 c6 8.a3 Nh5

32...Rc2 33.R6a2 Rxa2 34.Rxa2

The rest of the game, which consists of bringing the King to the center followed by an advance in close order of the King, Bishop, and Knight is easily understood.

There followed:

34...Be7 35.Kf2 Kf7 36.Ke2 Ke8
37.Kd3 Kd7 38.Kc3 Bd8 39.Nc4

c3 is our shelter.

39...Bc7 40.g4 Bd8 41.Rb6 Bc7 42.h4
Bd8 43.h5 Bc7 44.b4 Rb7 45.Rb8 Kd8
46.Kb3 Rh8 47.Rxb8 Bxb8 48.b5 Ne7
49.b6 f5

There is nothing left to hope for.

50.gxf5 Ng8 51.Bf2 Nf6 52.Bh4 1-0



Better would have been 8...Re8 or
8...h6.

9.Jh4 15
9...f6 would be answered by 10.Bd3.
10.Be2 Ndf6 11.Ne5! Bd7 12.Qd1 Be8
13.c5

Weaving the chain.

13...Qc7 14.b4 a5 15.g3!

Nobody knows better than Maroczy how to prevent freeing moves (here ...f4).
15...axb4 16.axb4 Rxz1 17.Qxa1 Ne4
18.g4! Nxc3 19.Qxc3 Nf6

At last!

28...Qc8
Or 28...cxb5 29.Nb4.

29.b6
With this White transfers the attack to the new base, the pawn on b7. Play against the base c6 could have been pursued by 29.Nb4 followed by Qa3-a4, but attacking b7 is even stronger, and above all, safer. Suchting is now helpless.

29...Be8 30.Nc1 Nf8 31.Nb3 e5!
The only way of saving the b-pawn, otherwise comes Na5, Nxb7, and if ...Rxb7, Ba6.

32.dxe5 Ne6 33.Bd3! g6 34.h5 Bf7
35.Na5 Nd8 36.e6!

Our sacrificing advance of the unblockaded passed pawn. The pieces to the rear now come to life.

**36...Qxe6 37.h6 d4 38.Qxd4 Qa2+
And White won as follows:**

39.Ke1 Ne6 40.Qe5 Re8 41.Nxb7 Qb3
 42.Bc2 Qb4+ 43.Kf2 Qh1 44.Nd6
 Qh4+ 45.Kg2 Nx4+ 46.Qx4 Bd5+
 47.Bf3 Bxf3+ 48.Kxf3 1-0

Game 25

This game illustrates the idea of collective mobility, and touches also on the problem of prophylactic.

Nimzowitsch-Dr. Michel
 Semmering, 1926

1.Nf3 d5 2.b3 Nf6 3.Bb2 c5 4.e3 e6



A new idea. Black avoids developing the Knight at c6, since it might be pinned by Bb5.

5.Ne5 Nbd7 6.Bb5 a6?

6...Bd6 here was much better than the text move, first with regard to his development, and second because White threatens to make strong use of the diagonal a1-h8, particularly to support his outpost at e5. A prophylactic

measure was urgently needed. For instance 6...Bd6! 7.Nxd7 Bxd7 8.Bxd7+ Qxd7 9.Bxf6 gxf6 and the doubled pawn has both its dark and bright sides. Further we consider 6...Be7 also better than the text move.

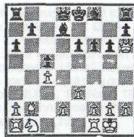
7.Bxd7+ Nxd7 8.Nxd7 Bxd7 9.O-O f6

An admission of weakness on the long diagonal. There came under consideration also 9...Bd6 10.Qg4 Qc7 followed by ...O-O.

10.c4 dxc4

The threat was 11.cxd5 exd5 12.Qh5+ followed by Qxd5.

11.bxc4 Bd6 12.Qh5+ g6 13.Qh6 Bf8



14.Qh3!!

The best place for the Queen and one difficult to find. 14...e5 would now only surrender the point d5 to White. For instance, 14...e5 15.Qg3 (with the threat of 15.Bxe5) 15...Bg7 16.e4 followed by 17.d3 and Nc3-d5 with advantage to White.

14...Be7 15.Nc3 O-O 16.a4!

White plans to place his pawns on e4 and i4, which would leave his d-pawn backward. As he thus sacrifices the effective power of his d-pawn, he first paralyzes the three Black Queenside pawns.

16...Bd6 17.i4 Qe7 18.e4 Bc6 19.g4



The following variation may be dedicated to those who love combinative complications. On 21.Nd5 (instead of 21.e5) Qxd4 22.Rae1 Qxc4 23.Ne7+, Bxe7 24.Rxe7 Rf7 25.Rxf7 Qxf7 26.Qc3 Kf8! and Black appears to have a sufficient defense.

21...Bc7 22.Nd5 Bxd5 23.cxd5 Qd7 24.e6! 1-0.



A "pawn roller" which can hardly be rendered innocuous.

19...J5

If Black does nothing, White has the choice between a direct attack on the one hand and play against the c-pawn on the other. On 19...Raa8, for example, the latter could be carried out by 20.Qe3 followed by a5 and Ba3, and finally driving away the defending Bishop with e5. After the text move a mating attack wins the game in short order.

20.gxf5 exf5

On 20...gxf5 21.Kf2

21.e5

For if 24...Qxd5, 25.Qh6 forces mate or the loss of a Rock. If 24...Qe7 the fatal Queen goes to c3 and there is no good answer.

The following game shows how easily the early surrender of the center can lead to disaster. Nevertheless, this procedure seems to us to be in itself quite practicable, provided we bring to bear on the problem all the tenacity which we possess, and do not allow ourselves to be forced down a dead end road.

If we do this our prospects for the future are good. See game 28 as another example.

Game 26
Dr. Tarrasch-J. Mieses
Berlin 1916

1.e4 e6 2.d4 d5 3.Nc3 dx4

Gives up the center, but opens the d-file and the long diagonal a8-h1 for pressure on White's center.

4.Nxe4 Nd7 5.Nf3 Ngf6 6.Bc3 Nxe4

Better would be 6...b6, but the text move is playable.

7.Bxe4 Nf6 8.Bd3



If 8.Bg5 Be7 9.Bxf6, then best for Black would be 9...gx6.

8...b6 9.Bg5 Bb7 10.O-O Be7 11.Qe2 O-O 12.Rad1 h6?

The tenacity of purpose so necessary to tournament play fails him here. Why not 12...Qd5? If then 13.c4 Qa5 14.d5, then 14...Rae8! with strong counterthreats. For instance, 15.axe6? Bxf3 followed by 16...Qxg5. Why the mere contact with the square d5 must bring a blessing is evident. This point in the first place is the outpost station on the d-file, and in the second the same thing on the

diagonal a8-h1, and finally, the square d5 is a blockading point. The enormous strategical importance to Black of the point d5 makes it clear that any, even the most passing contact with it must work wonders.

13.Bf4 Qd5

Now this move is unfavorable, as the c-pawn is hanging. Black's position is not enviable.

14.c4 Qa5 15.Bxc7 Bxf3

15...Rac8 was to be considered here, and after 16.Bc5 Rfd8, the advance of White's pawn majority is very much hindered.

16.gxf3! Qxa2?

Black will not resign himself to the loss of pawn and loses his Queen in an attempt to maintain material equality. With 16...Rfc8 17.Bc5 Nd7! (with a view to the threatened 18.Kh1 followed by Rg1), he could have put up a resistance. For if now 18.Ba4, 18...Nxe4 19.Bxa8 Ngs and Black threatens 20...Nf4 with a later ...Bd6 and ...Qh5.

17.Ra1 Qb3 18.Bc2 Qb4 19.Ra4 1-0.



The Queen is prettily trapped.

Game 27

In a situation very similar to that in the preceding game Tartakower succeeds in making the point d5, which Mieses so badly neglected, the basis of an undertaking which he carries out with great virtuosity.

Grunfeld-Dr. Tartakower
Semmering, 1926

1.d4 d5 2.c4 dxc4 3.Nf3 Bg4 4.Ne5 Bb5 5.Nxc4

The best answer to 5.Nc3 would be 5...Nd7, and the proud Ne5 would be forced to declare his intentions.

5...e6 6.Qb3

Threatening both 7.Qxb7 and 7.Qb5+.

6...Nc6 7.e3



7...Rb8!

He does not hesitate to employ the Rook for the protection of a pawn.

8.Nc3 Nf6 9.Bc2 Bxe2 10.Nxe2 Bb4+
11.Nc3 O-O

Both sides have now completed their

development, and the game is about equal. White's center, which is otherwise well protected, betrays a striking measure-of immobility. "My System" however, teaches that every immobile complex tends to become a weakness. The truth of the proposition will here be shortly manifested.

12.O-O



12...Nd5!

The Knight feels at home here, as 13.e4 is not possible because of 13...Nxd4.

13.Nxd5

If 13.Ne4, the result would be the mobilization of Black's Queenside by 13...b5 14.Ne5 Nxe5 15.dxe5 c5 16.a3 c4. On 14.Ncd2 e5 and White's game is disorganized.

13...Qxd5! 14.Qc2 e5

White's center is already being demolished.

15.Nxe5 Nxe5 16.dxe5 Qxe5 17.Bd2 Bxd2 18.Qxd2 Rfd8 19.Qc2 Rd5!

He makes use of the point d5 in excellent fashion.



20.Rad1 Rbd8 21.Rxd5 Rxd5 22.Rd1
g6 23.Rxd6 Qxd5 24.a3 c5

Black has a decided advantage for the endgame. He has a pawn majority on the Queenside, possession of the d-file, and last but not least the central position of his Queen. The advantage is still, however, only small.

25.h3 b5 26.f4 c4

Centralization proceeds! White's pawn majority is much less easily realizable than Black's (if for instance 26.f3, Black plays 26...f5 with control of e4).

27.Qc3 Qe4! 28.Kf2 a5

The entire ending is played by Tartakower with wonderful precision and true artistic elegance. (Tartakower was considered by Nimzowitsch to be third among all masters of his time, in the artistry of endgame play-Ed.).

29.g4 h6 30.h4 Qh1+

Only now, and this tardiness is to his credit, does he give up the central position in favor of a diversion.

31.Kg3 Qg1+ 32.Kf3 Qh2! 33.g5 h5
34.Ke4 Qxh4 35.Qxa5 Qh1+ 36.Ke5
Qc6!

In order on 37.Qe1 to put in operation the following maneuver. 37...Qc5+ 38.Ke4 Qf5+ followed by ...Qc2 and wins.

37.Qa7 h4 38.f5 gx f5 39.Kxf5 Qf3+
40.Ke5 h3 41.Kd4 Qg4+ 0-1.



The following game illustrates the plan of action "center file's attack on a flank".

Game 28

Kline-Capablanca

New York, 1913

1.d4 Nf6 2.Nf3 d6 3.c3 Nbd7 4.Bf4 c6
5.Qc2 Qc7 6.e4 e5 7.Bg3 Be7

White has the attacking position in the center. This is unquestionably an advantage. The weakness of e4, however, (we shall quickly see why e4 is weak) will soon force White to surrender this advantage.

8.Bd3 O-O 9.Nbd2 Re8! 10.O-O Nh5

In order to exchange the Bishop.

11.Nc4 Bf6 12.Ne3 Ni8



13.dxe5

Since the Bishop is needed at d3 for the protection of the e-pawn, the d-pawn can only be protected against a Knight at e6 by exchanging himself. The student should consider carefully the motif used, aimed at forcing the opponent to declare himself (whether for 13.dxe5 [as in this case], or 13.d5).

13...dxe5 14.Bh4 Qe7 15.Bxf6 Qxf6
16.Ne1 Ni4?

With this and the next move a diversion is put in place which may be said to be counter to the spirit of the opening. The right line of play consisted in ...Be6 and the doubling of Rooks on the d-file. By this means advantage could have been taken of the uncomfortable position of White's Bd3. Black's simplest course would have been to play ...Be6 on the 14th move.

17.g3 Nh3+ 18.Kh1 h5 19.Ng2 g5
20.f3 Ng6 21.Ne3! h4

The entry of the Knight at f5 would, according to my analysis, have decided the game in White's favor. The retreat of the Black Knight at h3 is cut off. The

attempt at a rescue undertaken by means of a reckless advance of the Kingside pawns gives opportunity, often occurring in such a position, for a decisive counterstroke, by an invasion in the center (in the present case by Ni5). For instance 22.Ni5 hxg3 23.hxg3 Bxg5 24.exf5 Ne7 25.Kg2 Kg7 (is the pawn sacrifice 25...g4 26.fxg4 Ng5 any better?); 26.Kh3 Rh8+ 27.Kg2 Oh6 28.Kf2 Oh2+ 29.Ng2 Rh3 30.Ke1 Rxg3 31.Ne3. Moreover, the move 26.Rh1 is also playable, which I showed to be a win for White in analysis I published in the *Rigaer Rundschau*.



22.g4?? Nh4

Now the Knight rejoices in his rediscovered freedom, and Black, after this doubtful excursion, which could have ended fatally for him, takes up the right line, plays on the d-file, and pursues it with complete mastery to victory. What remains needs but few remarks. The continuation was:

23.Rf2 Nxd3 24.Nxd3 Be6 25.Rd1
Rd8 26.b3 Ni4 27.Ng2 Nxd3 28.Rxd3
Rxd3 29.Qxd3 Rd8

The move 29...Bxg4 may have been better.

30.Qe2 h3 31.Ne3 a5 32.Rf1 a4 33.c4
Rd4 34.Nc2.Rd7 35.Ne3 Qd8 36.Rd1
Rxd1+ 37.Nxd1 Qd4



Centralizing and taking the d-file.
38.Nf2 b5 39.cxb5 axb5 40.axb3 Bxb3
Threatening 41...Qa1+.

41.Nxh3 Bd1 42.Qf1 cxb5 43.Kg2 b4
44.Qb5 b3 45.Qe8+ Kg7 46.Qe7 b2
47.Nxg5 Bb3 0-1.



The next game illustrates the following plan of action - Play in a file against the enemy center. First restrain, then blockade, and finally destroy!

Game 29

Rubinstein-Levenfish
Carlsbad, 1911

1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.Bg5 Be7
5.e5 Nfd7 6.Bxe7 Qxe7 7.Qd2 O-O 8.f4
c5 9.Nf3 f6



It would be more in the spirit of a correct attack on a pawn chain to first play 9...cxd4 10.Nxd4 and only then ...f6. But after 10...f6 11.exf6 Qxf6 the position is after all similar to the game.

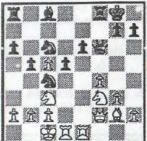
10.exf6 Qxf6 11.g3 Nc6 12.O-O a6
13.Bg2 Nb6

The diagonal attacking range (from e2 to d5) is a necessary element in White's plan of operations. The Bishop on g2 holds up the freeing thrust e5 better than any other possible disposition could.

14.Rhe1 Nc4 15.Qf2 b5 16.dxc5!

Bravo! The flank attack ...Nb2 has no terror for him, since a flank attack by itself can never ruin a strongly centralized game. White's game is centralized, for he holds the center files and pressure on them is already making itself felt. Further he has the prospect of

occupying the central points d4 and e5. Observe now how Black's wing attack is thrown back by action in the center.



16...Nxb2 17.Kxb2 b4 18.Nd4! bxc3+
19.Ka1

A Rook will soon gobble up the Black c-pawn.

19...Nxd4

If 19...Bd7, then 20.Nxe6 Bxe6 21.Rxe6 followed by 22.Bxd5

20.Qxd4 Rb8 21.Re3 g5

Now Black has a go on the other wing.

22.Rxc3 gxh4 23.gxf4 Bd7 24.c6 Qxd4
25.Rxd4 Be8 26.Bh3 Rf6 27.c7

It would have pleased me even more if the decision had been brought about in a Bishop ending instead of through the somewhat "tacked on" action of the passed c-pawn. For instance, from such a position as follows: White: Ke5, Bh3, pawns a2, c3, f4, h2; Black: Ke7, Bf7, pawns a6, d5, e6, h7. White plays 1.f5 exf5 2.Bxf5 and White will win the d-pawn and with it the game. We should then have the general idea more markedly brought out, namely first to keep the e-pawn and d-pawn under restraint, then to blockade them, and only in the end to destroy them. But as played, the game was instructive enough! (Note moves 13, 16, and 18).

27...Rc8



28.Rxd5 Rxct7 29.Bxe6+ 1-0.

The following game is instructive for the way in which Black turns his majority in the center to account despite disturbing countermeasures.

Game 30

Bogoljubow-Nimzowitsch
London, 1927

1.c4 e6 2.Nc3 Nf6 3.e4 c5

Since 4.e5 did not seem dangerous.

4.g3

There was also to be considered 4.Nf3 Nc6 5.d4 cxd4 6.Nxd4 Bb4 7.Qd3 (Bogoljubow's suggestion).

4...d5 5.e5 d4 6.exf6 dxc3 7.dxc3

An interesting idea. White, so to speak, sacrifices a pawn, in that he makes his

pawn majority on the Queenside of no value. He hopes, by occupying certain central points, to be able to bring counterpressure to bear. See next note.

7...Qxf6 8.Nf3 h6 9.Bg2 Bd7! 10.Nd2

White's command of the diagonal h1-a8 coupled with control of e4 is no small embarrassment to Black. If now 10...Qe5+?, then 11.Ne4 followed by Bf4.

10...Bc8 11.Ne4 Qg6 12.Qe2 Be7

Not 12...f5 because of the reply 13.Bf3 followed by 14.Nd2 and e5 remains weak.

13.O-C O-O



14.h4

An ingenious move, which, however, brings about a disturbance of the equilibrium which up to now existed. Better was 14.f4! Nd7 15.Bd2 Kf8! 16.Rae1 Nf6 17.Bc1. After the text move the balance weighs in Black's favor.

14...f5 15.Nd2 Bxg2

Not 15...Bxh4 because of 16.Nf3!

16.Kxg2 Nc6 17.Nf3 14

Otherwise 18.Bf4 and the balance is readjusted.

18.Re1 Rf6 19.Qe4

The game is already lost for White, for the occupation of the point a4, which seems to consolidate the position proves to be deceptive. In fact, g3 is sick unto death.

19...fxg3 20.fxg3 Bd6 21.g4 Qxe4
22.Rxe4 Ra8 23.Rc3 Rf4 24.g5

24.Rxe6 Rxg4+ 25.Kf2 Ne5 would lead to a massacre.

24...Rg4+ 25.Kh1

Or 25.Kf2 Ne5 26.Ke2 Rg2+ 27.Kf1 Rg3 winning a piece.

25...hxg5 26.hxg5 Kf7



27.Ng1

If 27.g6+, best would be 27...Kf6 (not 27...Ke7 because of 28.Nh2 Rh8 29.Rc2 Rgh4?? 30.Bg5+).

27...Rh8+ 28.Nh3 Ke7 29.b3 Bf4
30.Rf3 Ne5 0-1.

Game 31

A game in which seven White pawns show greater collective mobility than eight Black ones. A case of mind's dynamic effect over matter.

Nimzowitsch-Anton Olson
Played in 1924

1.f4 c5 2.e4 Nc6 3.d3 g6 4.c4 Bg7
5.Nc3 b6 6.Nf3 Bb7 7.g4



The collective mobility of White's Kingside pawns already makes itself quickly felt.

7...e6 8.Bg2 Nge7 9.Nb5!

In order to provoke ...a6, after which the lack of protection from which the b-pawn will suffer from is to form the basis of a sharp combination.

9...d6 10.O-O a6 11.Na3 O-O 12.Qe2 Qd7 13.Bc3 Nb4

Otherwise White would play 14.Rad1 followed by d4 with advantage.

14.Nc2! Bxb2 15.Rab1 Bc3 16.Nxb4 Bxb4

or 16...cxb4 17.Bxb6 See note to White's 9th move.

17.Bc1!

White has succeeded in wresting the long diagonal from his opponent.

17...f6 18.Bb2 e5 19.g5

The connection between "sacrifice" and "blockade" would have been more definite had the continuation been 19.f5 g5 20.h4 with an enduring attack, while Black's pawn plus would have but an illusory value.

19...Nc6

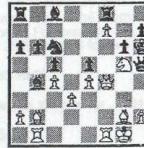
or 19...fxg5 20.Nxg5 threatening 21.Bh3.

20.gxf6 Qg4 21.fxe5 dxe5 22.Qe3 Qh5

To hold the e-pawn.

23.Ng5 Bc8 24.f7+ Kg7 25.Qf4 Kh6

Forced.



26.Ne6+! exf4 27.Bg7 mate. 1-0

'In the following game we have an example of a "mysterious" Rook move, also a striking example of the difference between a true and a false freeing move. As this game also illustrates very clearly our conception of prophylactic strategy, it is inserted here.'

Game 32
Blackburne-Nimzowitsch
Petrograd, 1914

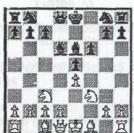
1.e3 d6 2.f4 e5 3.fxe5 dx5 4.Nc3 Bd6

The best move, for the early development of the Knights advocated by Lasker would not get at the root of the matter here. This root lies rather in the pawn configuration and in the prevention of any freeing pawn moves.

5.e4 De6

Preventing 6.Bc4.

6.Nf3 f6



Black plays (as will become evident on his 8th move) to prevent the advance to d4, which would in a certain sense have a trifling effect, as it would merely leave White's majority in the center felt. Black, as he plays it, succeeds in completely crippling the enemy majority in the

center. The reader may ask, why does Black give White the opportunity of playing d4 on his 7th move?

7.d3

White forgoes the advance, and rightly, for 7.d4 would have been the typical false liberating move, which merely creates new weaknesses. For instance, 7.d4 Nxd7! 8.c5 (otherwise ultimately ...exd4 with play against the isolated White e-pawn), 8...Bf7 followed by the occupation of the square c5 by a Knight or Bishop.

7...Ne7 8.Be3 c5!

With the aid of the resources he has on the d-file, Black now succeeds in forcing his opponent to the defense. See Black's 9th and 10th moves.

9.Qd2 Nbc6 10.Be2 Nd4 11.O-O O-O

12.Nd1 Nec6 13.c3

The reward which Black's systematic scheme of operations has earned for him: d3 is now a weakness.

13...Nxe2+ 14.Qxe2 Re8!

The "mysterious" Rook move, which in the event of White playing d4, threatens to make things uncomfortable for him on the e-file. In addition to this, it makes room for the Bd6 at f8.

15.Nh4 Bf8 16.Nf5 Kh8!

White has made pertinent use of the open f-file, his one advantage. Black's move, for all its unpretentiousness, has its significance in positional play. Black insures the eventual possibility of

playing ...g6 and ...f5 without being disturbed by a Knight check at h6.

17.g4 Qd7!



Renders possible a parry to the ever threatening advance g5. For example 18.g5 g6 19.Ng3 f5! with an excellent game (see previous note).

18.Nf2 a5

White's a-pawn is constantly threatened, and if now 19.b3, 19...a4 is possible. It is evident that White's Queenside is sympathetically affected by the weakness of his center.

19.a3 b5

19...Bb3 would have been a strong move here, although by it Black would have to forgo this parry he had planned to b4. Nevertheless, 19...Bb3 could have composedly have been played (one should not be a slave to one's parries), 19...Bb3 20.g5 fxg5 21.Bxg5 c4! (Lasker's suggestion) 22.dxc4 Qe6 23.Ne3 Qg6 24.Qg4 Bc5! and wins. Or 23.Qf3 Bxc4 24.Rfd1 and Black has a slight advantage.

20.Rad1 Rab8

Some tempi could have been saved by playing 20...b4 at once.

21.Rd2 b4 22.axb4 axb4!

if 22...axb4, then 23.d4!

23.c4



Black ought now to play his trumps.

23...Ra8?

Black had brought about a strategically won position, only he should not have delayed playing his trumps any longer. These consisted of ...Nd4, which would have led to Bxd4 by White, and ...g6 followed by ...Bh6 dominating the diagonal. For example, 23...g6 24.Ng3 Nd4! 25.Bxd4 cxd4 followed by ...Bh6.

24.Qf3 Ra2?

There was still time for ...Nd4.

25.g5

Thanks to a tactical shot (White's 26th move) this thrust which was thought to have been prevented, is now possible after all.

25...g6 26.Ng4!

This move robs Black of the fruits of his deep plan of campaign. There followed:
 26...gx5 27.Nxf6 Nd4 28.Qf2
 28.Qn5 would have won more quickly.
 28...Qc6 29.Nxe8 Qxe8 30.Bxd4 exd4
 31.exf5

White won easily. 1-0.

What we have to learn from this game is the ability to distinguish between true and false trapping moves. The manner in which Black was able to hold in check the thrusts d4 and later (until the moment of aberration) g5 is worthy of special notice.

It was not possible here to take immediate advantage of White's weakness at d3. For example 6...Nc6
 7.Ke2!Nf4; 8.Kf1 with the threat of 9.d4. Or 6...Nd3+ 7.Kg2 Nxc1+ 8.Rxc1 Nc6
 8.Bb5 Bd7 10.Bxc6 with the better ending.

7.O-O Nc6

Better here was 7...a6, though it is true that even then White with 8.a3 Nc6
 9.d3 followed by 10.Bc3 would have an excellent game.

8.d3 Nd4

9.a3 was threatened.

9.Nxd4 cxd4 10.Ne2

The following game illustrates the effect of preventive measures and the idea of collective mobility.

Game 33 Nimzowitsch-Rubinstein Dresden, 1926

1.c4 c5 2.Nf3 Nf6 3.Nc3 d5 4.cxd5
 Nxd5 5.e4

A novelty, which at the price of a backward d-pawn, aims at securing other advantages.

5...Nb4

Preferable was 5...Nxc3 6.bxc3 g6.

6.Bc4! e6

White now stands very well. Any weakness at d3 is covered up, the collective mobility of White's Kingside (f4!) is considerable, and most important, the apparently blocked Bc4 plays a preventive role (directed against a possible ...e5) from the background, all of which goes far in leading to a White advantage.

10...a6



Directed against the threat of 11.Bb5+
Bd7 12.Nxd4.

11.Ng3 Bd6 12.14

12.Qg4 would have been very strong here. 12.Qg4 0-0 13.Bg5! Be7 14.Bh6 Bf6 15.Bxg7 Bxg7 16.Nh5; or else 13...e5 14.Qh4 with the sacrifice at g7 to follow (Nh5, Nxg7). The best answer to 12.Qg4 would have been 12...Qf6. For example, 12.Qg4 Qf6 13.14, but even in this case White's superiority in position would have been very great. After the less incisive text move Black can equalize.

12...O-O 13.Qf3

A direct mating attack is no longer feasible. For example: 13.e5 Rc7! 14.Qg4 Kh8 15.Nh5 Rg8 16.Rf3 f5! 17.exf6.p. gxf6 18.Qh4 Rg6 19.Rh3 Qe7 and Black threatens to consolidate his position by ...Bd7 and ...Rag8.

13...Kh8 14.Bd2 15.Rae1 Nc6

Rubinstein has defended himself skillfully, but White has a trump in hand, the e-file.

16.Re2 Qc7

Not good. In cramped positions one should never give away the possibility of a future move. But here ...Qc7 gives away the possibility of playing ...Qf6 after exf5 ...exf5. The right move was therefore 16...Bd7, and if then 17.exf5 (best) 17...exf5 18.Rfe1, 18...Qf6 and Black stands much better at any rate than he does in the game.

17.exf5 exf5

18.Nh1

The Knight starts on a long journey with g5 as his goal, in order to support with all the means at his disposal the King Bishop which now wakes up and throws off his preventive role for one of direct activity. In the meantime White's e-file, thrown, so to speak, on its own resources, makes a desperate but successful struggle for existence. This vitality of the e-file gives point to the Knight's maneuver.

**18...Bd7 19.Nf2 Rae8 20.Rfe1 Rxe2
21.Rxe2 Nd8**

We see now that 21...Re8 would be met by 22.Qd5.

22.Nh3 Bc6

And here 22...Re8 would lead to a combination full of pleasures. 22...Re8 23.Qh5! Rxe2 24.Ng5 h6 25.Qg6 hxg5 26.Qh5 mate.

23.Qh5 g6 24.Qh4 Kg7 25.Qf2

Black's castled position was still too

strongly defended, so White intends to first force a regrouping of the enemy forces.

25...Bc5

Or 25...Qb6 26.b4 followed by Bc3!

26.b4 Bb6 27.Qh4

The switchback theme, such as usually only occurs in problems. 27.Qe1 would also have been good. 27.Qe1 Be4 28.Nf2 winning a pawn by Nxe4, etc.

27...Re8

The answer to 27...Rf6 would have been 28.Ng5 h6 29.Nh7 winning at once.

28.Re5! Nf7

If 28...h6 there would follow 29.g4 with a very strong attack. After the text move White forces an elegant win.

29.Bxf7 Qxf7

If 29...Rfx5 30.bx5 Qxf7 31.Ng5 Qg8 32.e6 Bd5 33.Qf4 with an easy win.

30.Ng5 Qg8 31.Rxe8 Bxe8 32.Qe1



32...Bc6

If 32...Kf8, White wins by 33.Qe5 Bd8 (best) 34.Ne6+ Ke7 35.Qc5+ Kd7 36.Nf8#! Observe how White on his 35th move forgoes the discovered check and how the Black King has gotten tangled up with his own pieces.

33.Qe7+ Kh8

On 33...Kh6, obviously comes 34.Ne6.

34.b5

Tightening the noose! If 34...axb5 35.Ne6 h5! 36.Qf6+ Kh7 37.Ng5+ Kh6 38.Bb4 leads to mate.

34...Qg7

Desperation.

35.Qxg7+ Kxg7 36.bxc6

And White won. 1-0.

Game 34

Illustrates the restraint of a double complex in an extraordinarily striking manner.

Nimzowitsch-Marquis S.
Rosselli del Turco
Baden-Baden, 1925

1.Nf3 d5 2.b3 c5 3.e3 Nc6 4.Bb2 Bg4
5.h3 Bxf3 6.Qxf3 e5 7.Bb5 Qd6 8.e4

We have here a position in which White does not immediately double the Black pawns by 8.Bxc6+ bxc6, but brings this about by a roundabout way. After 8.Bxc6+,? bxc6, we would never be able



After 8.e4

to force our obstinate opponent to accommodate us by playing ...d4. Black would (after 8.Bxc6 bxc6 9.e4) simply play 9...Nf6.

8...d4 9.Na3

Threatening 10.Nc4 Qc7 11.Bxc6+ bxc6 and the weakness of the doubled pawns is now evident.

9...f6 10.Nc4 Qd7 11.Qh5+

The maneuver of the Queen is intended to help prevent Black's castling on the Queenside, not on the Kingside as one might think.

11...g6 12.Qf3 Qc7

Not 12...0-0-0 because of 13.Na5 and the covering move ...Nge7 is ruled out as the f-pawn would hang.

13.Qg4!

Now she rejoices in the observation post she has won for herself. This Queen maneuver has quite a hypermodern air to it.

13...Kf7

The threat was 14.Qe6+ Kd8 (14...Be7 15.Na5) 15.Bxc6 and the unpleasant doubled pawn is a fact.

14.f4 h5 15.Qf3 exf4



16.Bxc6

At the right moment, for the Queen dare not recapture. If 16...Qxc6 17.Qxf4 Rf8 18.Q-0-0!! Qxe4 (18...Rxe4 19.Ne5+!) 19.Qc7+!! and wins (19...Qe7 20.Nd6+ followed by ...Nxg8).

16...bxc6

At last White has attained his end, at the cost it is true of a pawn, but this plays a subordinate role in this case.

17.O-O g5

Black's position can be broken up. White must prevent the maneuver Ng8-e7-g6-e5. To break up Black's game three pawn moves are necessary. (1) c3 (2) e5 and (3) h4. If White contented himself with only two of these, his work would be only half done. In the game all three are brought about.

18.c3 Rd8

Now this Rook is happily chained to the d4 pawn.

19.Rae1! Ne7 20.e5 Nf5



21.cxd4! Nxd4

If 21...cx_d4 22.ex_f6 Kxf6 23.Qe4 and 23...Ng3 fails because of 24.Bxd4+.

22.Qe4 Be7

The reply to 22...f5 would have been 23.Qb1, an attacking move in the best modern spirit! For example, 22...f5 23.Qb1 Ke6 (protecting the f-pawn) 24.Qd3! and Nd6! with a decisive attack.

23.h4

Now the undermined Black position tumbles like a house of cards.

23...Qd7 24.ex_f6 Bxf6 25.hxg5 1-0.



For after 25...Bg7 26.Ne5+ Bxe5 27.Qxe5, Black's King in his helplessness is a pathetic figure.

Game 35

Illustrates a position held under complete restraint, and may serve as a pendant to my game (No. 8) against Samisch.

Johner-Nimzowitsch
Dresden, 1926

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.e3 O-O

Black intends to bring into existence the double complex only under conditions favorable to himself. (see game 34).

5.Bd3 c5 6.Nf3 Nc6 7.O-O Bxc3 8.bxc3



The prognosis for the pawn complex c3, c4 is slightly favorable for Black. Yet after 9.e4 e5 10.d5 Na5 Black would not have been able to bring about the barricade which he achieves cheaply in the game, as his c pawn would have been much better placed at c7 in this case.

9.Nd2!

A fine idea. In reply to 9...e5 10.d5 Na5, the intention is to bring the Na5 to reason by 11Nb3.

9...b6 10.Nb3?

There was time enough later for this. 10.f4 should have first been played. If then 10...e5, there would follow 11.fxe5 dxe5 12.d5 Nc5 13.Nb3 Nb7 14.e4 Ne8, and the weak point c4, which now can be attacked from d6, will be protected by Qe2, while White for his part can use the f-file together with e4-a5 as a base of operations. The game would then stand about even.

10...e5 11.f4

For the reply to 11.d5 would now be 11...e4! Thus 11.d5 e4! 12.Be2 Ne5!, or 12.dxc6 exd3 with advantage to Black.

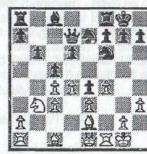
11...e4

11...Qe7 was also possible. If 12.fxe5 dxe5 13.d5, then 13...Nd8 14.e4 Ne8 and Black by ...Nd6 and ...f6 gets a strong defensive position.

12.Be2 Qd7

Black sees in White's Kingside pawns (f, g, and h-pawns) a qualitative majority. The text move involves a complicated system of restraint. A simpler one could have been brought about by 12...Ne8. For example, 13.g4 (or 13.f5 Qg5), 13...f6 14.dxc5! (observe the "dead" Bishop at c1 and consider further how ineffectively posted the White pieces are for an attack to be launched on the g-file). 14...dxc5 15.Qd5+ Qxd5

16.cxd5 Ne7 17.Rd1 Nd6 and Black has the better game.

13.h3 Ne7 14.Qe1**14...h5! 15.Bd2**

15.Qh4 will not do because of 15...Nf5 16.Qg5 Nh7 17.Qxh5 Ng3.

15...Qf5!

The Queen is bound for h7! Here she will be excellently placed, for then the crippling of White's Kingside by ...h4 will at once be threatened. It must be conceded that the restraint maneuver ...Qd7-f5-h7 represents a remarkable conception.

16.Kh2 Qh7! 17.b4 Nf5

Threatening 18...Ng4+ 19.hxg4 hxg4+ 20.Kg1 g3!

18.g3 a5!

In this position the backwardness of the b-pawn is easy to put up with.

19.Rg1 Nh6 20.Bf1 Bd7 21.Bc1 Rac8

Black wishes to force d5 in order to operate undisturbed on the Kingside.

22.d5

Otherwise ...Bc6 would follow and d5 would be forced anyway.

22...Kh8 23.Nd2 Rg8



And now comes the attack. Was ...Qd7-f5-h7 actually an attacking maneuver? Yes and no. No, since its main idea was to distract White's Kingside pawns. Yes, since every restraining action is the logical prelude to an attack, and since every immobile complex tends to be a weakness and therefore sooner or later become an object of attack.

24.Bg2 g5 25.Nf1 Rg7 26.Ra2 Nf5
27.Bh1

White has very skillfully brought up all of his defensive forces.

27...Rcg8 28.Qd1 gxh4

Opens the g-file for himself, but the e-file for his opponent. This move therefore, demanded deep deliberation.

29.exf4 Bc8 30.Qb3 Ba6 31.Re2

White seizes his chance. Black's e-pawn now needs to be defended. If he had limited himself to purely defensive

measures, as perhaps 31.Bd2, a pretty combination would have resulted. 31.Bd2 Rg6! 32.Be1 Ng4+ 33.hxg4 hxg4+ 34.Kg2 Bxc4! 35.Qxc4 and now follows the quiet move 35...e3 and ...Qh3 mate can only be parried by Nxg3 which, however would cost White his Queen.

31...Nh4 32.Re3



32...Bc8 33.Qc2 Bxh3 34.Bxe4!
34.Kxh3 Qf5+ 35.Kh2 would have led to mate in three.

34...Bf5

Best, for ...h4 can no longer be withheld. After the fall of White's h-pawn the defense is hopeless.

35.Bxf5 Nxf5 36.Re2 h4 37.Rgg2
hxg3+ 38.Kg1 Qh3 39.Ne3 Nh4 40.Kf1
Re8! 0-1.

A precise finish, for now there is threatened 41...Nhg2 42.Rxg2 Qh1+ 43.Ke2 Qxg2+ and against this threat White is defenseless. If 41.Kg1 Nf3+ Kd1 (or f1) ...Ch1+ leads to mate. One of the best blockading games that I have ever played.

Game 36

This game illustrates the isolated d-pawn.

Nimzowitsch-Taubenhaus
Petrograd, 1913

1.d4 d5 2.Nf3 Nf6 3.c4 e6 4.e3 c5
5.Bd3 Nc6 6.O-O dxс4 7.Bxc4 cxд4
8.exd4 Be7 9.Nc3 O-O 10.Bc3



10 d5 would be bad because of 10...Na5
11.b3 Bb4. On 10.Bg5, Black plays
10...b6.

10...b6

10...a6 followed by ...b5 would
unnecessarily weaken c5.

11.Qe2 Bb7 12.Rfd1 Nb4 13.Ne5 Rc8
14.Rac1 Nbd5 15.Nb5



A strategically noteworthy conception. White says to himself: in the center I am strong, therefore a strategic diversion is justified; moreover, I have no particular wish after 15.Ba6 or Bd3 to be saddled with hanging pawns. The right move was, nevertheless, 15.Ba6. There would follow 15...Nxc3 16.bxc3 Qc7 17.Bxb7 Qxb7 18.c4 with a4 and a5 to eventually follow.

15...a6 16.Na7! Ra8

If 16...Rc7 17.Bxa6.

17.Nac6 Qd6 18.Nxe7+ Qxe7 19.Bd3!



There was no occasion for this. There were other lines of play to be considered. (1) 19...a5 and ...Rfc8, or (2) 19...Rfd8 followed by ...Nd7-f8.

20.fxe3 b5

Creates a weakness of the point c5. After 20...a5 followed by 21...Rfc8, Black is ok.

21.Rc5

By controlling this outpost station, Black gets play on the c-file.

21...Rfc8 22.Rdc1 g6 23.a3

What now follows could serve as a text book example for play in an open file. The slowness with which White step by step gains in terrain is also of significance from the point of view of positional play.

23...Ne8 24.b4 Nd6

On 24...Qg5 25.Nxf7?

25.Qf2 f5

In order to relieve the f-pawn and make ...Qg5 possible.

26.Qf4 Ne8

Black can undertake nothing.

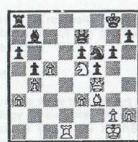
27.Bc2 Nd6 28.Bf3

Breaks down the opposition on the c-file.

28...Rxc5 29.dxc5 Ne8

If 29...Ne4, then 30.c6! g5 31.cxb7 Rf8
32.Rc8 and wins.

30.Rd1 Nf6



31.c6

The c-pawn, the fruit of the operations on the c-file, now brings a decision.

31...Bc8 32.c7 Ra7 33.Rd8+ Kg7
34.Rxc8 Rfxc7 35.Nxg6 1-0.

Game 37

This game is dedicated to hanging pawns, and is characteristic of these though only in a quite special sense. It shows the frightful dangers to which hanging pawns are exposed at birth. Infant mortality is very high among them, and appreciably exceeds the mortality of grown up hanging pawns, who if worst comes to worst can seek refuge in "blockaded security."

Rubinstein - Znosko-Borovsky

Petrograd, 1909

1.d4 d5 2.e4 e6 3.Nc3 Nf6 4.Bg5 Be7

5.e3 Nbd7 6.Nf3 O-O 7.Qc2



7...b6

7...c5 is possible here. For instance,
8.cxd5 Nxd5 9.Bxe7 Qxe7 10.Nxd5

exd5 11.dxc5 Nxc5 and the isolani doesn't look so bad.

8.cxd5 exd5 9.Bd3 Bb7 10.O-O O Ne4 11.h4 f5 12.Kb1 c5

The correctness of this move stands or falls by that of the pawn sacrifice recommended in the next note. Sound and good is, instead of 12...c5, 12...Rc8 as given by Dr. Lasker. For instance, 13.Qb3 Nxc3+ followed by ...c5. Not quite so good, yet by no means bad would seem to be 12...h6 13.Bf4 Bd6 14.Bxd6 cxd6.

13.dxc5 bxc5

13...Rc8 was possible here. If then 14.cxb6 Nxb6 Black would have attacking chances. The answer to 14.Nd4 might be 14...Ndx5. The outcome of the game would have been doubtful in either case, whereas now there is no doubt whatever. It may be observed that if 13...Ndx5, the 14.Nxd5 Bxd5 15.Bc4! wins.

14.Nxe4 fxe4 15.Bxe4 dxe4 16.Qb3+ K8 17.Qxg7 exf3 18.Rxd7 Qe8 19.Rxe7 Qg6+ 20.Ka1 Rab8 21.Qe4



Lasker praised this move, but 21.Qd5 seems to do as well. After 21.Qd5 fxg2

22.Qxg2 Qc2, comes 23.Bf6! True, many roads lead to Rome.

21... Qxe4 22.Rxe4 fxg2 23.Rg1 Rx2 24.Rf4 Rc2

If 24...Rbx2 25.Rf3+ wins outright.

25.b3 h5 26.Be7 Re8 27.Kb1 Re2 28.Bxc5 Rd8 29.Bd4 Rc8 30.Rg4 1-0.

Game 38

This game takes an instructive course. It was played in a simultaneous exhibition in Leipzig in 1926. White was played by Schurig and K. Lause together up to the 12th move and from that point on played alone by Schurig.

Allies-Nimzowitsch

1.Nf3 e6 2.g3 d5 3.Bg2 c6 4.b3 Bd6 5.Bb2 Nf6 6.d3 Nbd7 7.Nbd2 Qc7

7...e5 was also possible. With the text move an original maneuver begins. Black plans an attack on the Queenside, but before launching it he wishes to safeguard his center against the possible threat of e4-e5. Accordingly, he first sees to the overprotection of e5. Further, from where the Black Queen stands she has at her disposal a reserve square in b3 to which she can withdraw if the need arises, perhaps on the opening of the c-file.

8.O-O a5 9.c4 b5

The question whether a flank attack is admissible or not can only be solved by

reference to the actual position in the center. If this is secure a flank attack cannot be totally amiss. This is true here. What matters is that the King has not yet castled. As it is he is unassailable.

10.cxb5 cxb5 11.Rc1 Qb8

The withdrawing room.

12.Qc2

12.e4 seems more to the point.

12...O-O 13.e4 Bb7 14.Nd4 Rc8
15.Qb1 Rxc1 16.Rxc1 b4 17.Nc6

A bit premature in my opinion.

17...Bxc6 18.Rxc6 a4



Every free moment is used to the strengthening of the position on the Queenside.

19.d4

This move must be credited to Black's strategy in overprotecting e5. The valuable diagonal a1-h8 is now obstructed, but by no other means could the thrust e5 have been effected. Those engaged in this overprotection have

once more stood the test excellently. They have had to put up with no inconveniences, but have made themselves felt in all directions.

One variation should be mentioned, namely 19.f4, in order to keep the d-pawn at d3. The continuation might have been 19...Bc5+, and White has after all to submit to playing 20.d4, and after 20...Bb8 21.e5 we will have arrived at the position in the text.

19...Bf8 20.e5 Ne8

The White Bishops have small possibilities of action.

21.f4 Qb5

21...a3 at once would have been more precise.

22.Qc2 a3 23.Bc1

It was essential to interpolate 23.Bf1 here.

23...Bc5

This interesting combination should begin with 23...Nc5! Instead of 23...Bc5. The difference will soon be manifest.

24.Rxc5 Nxc5 25.dxc5?

The interpolation here of 25.Bf1 (which would not have been possible if Black had played 23...Nc5) would have yielded him an extra tempo for the endgame.

25...Rc8

We can see by his face that White's a-pawn is marked for death.

26.Nb1 Qxc5+ 27.Qxc5 Rxc5 28.Bxa3



Or 28.Bd2 Rc2 29.Bf1 Rxa2 30.Bxb4 Rg2+! and wins (On 31.B or Kxg2, comes 32...a2). If White had one tempo more (see note to move 25), this combination would have been impossible.

28...bxa3 29.Nxa3 Ra5 30.Nc2 Rx a2 31.Nd4 Rb2 32.f5 Nc7 33.fxe6 Nxe6 34.Nc6 d4 0-1.

Game 39

Illustrates overprotection and also the problem of the isolated d-pawn.

Three Swedish Amateurs-Nimzowitsch
Played in 1921

1.e4 Nc6 2.d4 d5 3.e5 f6 4.Bb5
4.f4 would have been better.

4...Bf5 5.Nf3 Qd7 6.c4 Bxb1!

With this exchange, which is anything but obvious. Black plans to win the square d4 for his Knight.

7.Rxb1 O-O-O



8.cxd5

If 8.c5 then 8...g5. A fight would then take place for possession of the point e5. For example, 8.c5 g5 9.Qe2 (to threaten e5 shutting Black in), 9...Qe6 10.a3 Nh6, followed by ...Nf7 or else ...Nb8. In either case Black would not stand badly.

8...Qxd5 9.Bxc6 Qxc6 10.O-O e6 11.Bc3 Ne7 12.Qe2 Nd5

We may with a clear conscience regard White's d-pawn as isolated. His weakness (for the endgame!) is evident. Black has in the square d5 a very strong point. As regards any compensating advantage for what we have called his isolated d-pawn, White has the outpost station c5 which will serve some purpose. On the other hand e5 is of no use to him as a station for his Knight. The game is about equal.

13.Rfc1 Qd7

It is very questionable whether 13.exf6 would not have been better for White than the Rook move. True his opponent would have had the g-file and a centrally posted Bishop at c6, but the e-file must not be despised, at any rate as a counterweight. A rather curious

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overprotection is now built up in moves 13-18 and has been previously discussed in Diagram 167.

14.Rc4 Kb8 15.Qd2 Rc8 16.Ne1 Be7

17.Nd3 Rhd8 18.Qc2 f5



Having consolidated his position, Black passes to the attack, which is not easy to conduct, since for one thing objectives are lacking and for another White has attacking chances of his own.

19.Rc1

Without question 19.b4 should have been played here, with the intention of playing 20.Nc5 Bxc5 21.bxc5. The question now arises, is Black's position strong enough to bear weakening? Two moves in particular come under consideration in answer to 19.b4, namely 19...b6 and 19...b5. If 19...b6, then 20.Nc1 can be played, but after 20...Bxc5 21.bxc5 c6, Black would stand very well. He must, however, emphatically not accept the Knight as the following combination proves.

19.b4! b6 20.Nc5 bxc5 21.bxc5 Kd7?

(the return sacrifice 21...Nb6 was essential). 22.c6 Qe8 23.Ra4

(threatening 24.Rxa7+), 23...Nb6

24.d5!! Rxd5 25.Rxa7+ Kxa7 26.Qa4+ Kb8 27.Bxb6 cxb6 28.Rxb6+ Kc7 29.Rb7+ Kd8 30.c7+! Rxc7 31.Rb8+ Rc8 32.Rxc8+ Kxc8 33.Qxe8+ and White wins. A true Morphy combination.

We may quietly note the fact that his overprotected central position is so strong that Black can here without a qualm leave himself unprotected and yet remain master of the situation as he was before, for he is in a position "laughingly" to evade any enemy combination, be it ever so diabolical.

We have still to show what would happen if Black played 19...b5 in reply to 19.b4. In this case, too, Black would not fare badly. 20.Rc6 Kb7 21.Nc5+ Bxc5 22.Rxc5 Nb6 followed by ...c6, and Black is strong on the light squares.

19...g5 20.Nc5 Bxc5 21.Rxc5 Rg8 22.Qe2 h5! 23.Bd2

23...hxg5? g4 and ...Rh8.

23...h4 24.a4 q4 25.a5 a6! 26.b4 c6

White has spent his last fury.

27.Rb1 Qf7 28.Rb3 f4 29.Qe4



29...f3!

White would not be able to hold out after
30.gxf3 gxf3+ 31.Kf1 Rcf8. (stronger
than 31...Rg1+).

30.Rc1 fxg2 31.Kxg2 Rcf8

Note with what surprising ease the Black
Rooks are brought into action, a further
proof, in my opinion, of the enormous
vitality of overprotecting pieces.

32.Rf1 g3! 33.hxg3 hxg3 34.f4

After 34.Rxg3 Rxg3+ the King would be
exposed.

34...Ne7 35.Be1 Nf5 36.Rh1 Rg4
37.Bxg3 Qg6 38.Qe1 Nxg3

Decisive, though so simple and even
insipid. It wins the pawns which are so
conveniently exposed on the 4th rank.

39.Rxg3 Rfx4 40.Rhh3 Rxd4 41.Qf2
Rxg3+ 42.Rxg3 Qe4+ 43.Kh2 Qxe5
44.Kg2 Qd5+ 1-0.



One of my favorite games.

Game 40

*The Hanham defense. Illustrates combined
play on both wings. The fearlessness with which
black is able up to a certain point to ignore his
own weakness at d5 is noticeable.*

Teichmann-Nimzowitsch

San Sebastian, 1911

1.e4 e5 2.Nf3 d6 3.d4 Nf6 4.Nc3 Nbd7
5.Bc4 Be7 6.O-O O-O 7.Qe2 c6 8.Bg5

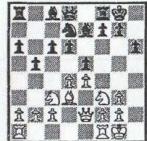


8.a4 would have been preferable.

8...h6 9.Bh4 Nh5 10.Bg3 Nxg3

10...Bf6 was also to be considered.

11.hxg3 b5 12.Bd3 a6!

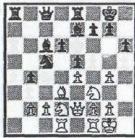


Black's pawn mass is now of such a constitution (I mean inner structure), that they must inspire respect. Notice the two-fold possibility of deployment by ...c5 or, on occasion ...d5.

13.a4

He tries to nip the latent strength of Black's pawns in the bud.

13...Bb7 14.Rad1 Qc7 15.axb5 axb5
16.g4 Rfe8 17.d5 b4 18.dxc6 Bxc6
19.Nb1 Nc5 20.Nbd2 Qc8



White's attempt to pick a quarrel, must be regarded as having failed, for d5 is easily defensible, while the two Bishops in conjunction with the a-file and the threatening diagonal c8-h3, exercise significant influence.

21.Bc4

A witty defense of the g-pawn.
(21...Qxg4?? 22.Bf7+).

21...g6 22.g3 Kg7 23.Nh2 Bg5!

The weakness of d6 is here of only slight importance.

24.f3

24.f4? exf4 25.gxf4 Bf6 winning a pawn.

24...Qc7

Threatening 25...Na4, and if 25.Rb1, then 25...Bxd2 followed by 26...Bxe4 and the Dc4 hangs.

25.Rfe1 Rh8 26.Ndf1 h5

The following moves lead to the occupation of the important files and diagonals.

27.gxh5 Rxh5 28.Bd5 Rah8 29.Bxc6
Qxc6 30.Qc4 Qb6 31.Kg2

A weakness has now slowly crystallized; namely that of White's base. With the Black Knight placed at d4 the invasion of White's 2nd rank would be decisive.

31...Ne6



He has his eye now on d4 but at the same time threatens the Kingside by 32...Rhx2+, 33.Nxh2 Rxh2+, 34.Kxh2 Qf2+, 35.Kh3 Bf4! and wins. (36.Rg1 Ng5+ 37.Kg4 Qx3#; or 37.Kh4 Qh2+)

32.Re2

Were it not for the threat mentioned in the last note, White might find an adequate defense by 32.Qd5 Nd4 33.f4.

32...Nd4

This move now takes place with the win of a tempo.

33.Ree1

or 33.Rf2? Be3!

33...Qb7

34...Rc8 cannot be parried. A good example of how one can devote one's attention to several weaknesses at the same time.

34.Rxd4

After 34.c3 bxc3 35.bxc3 Qb2+, the weakness of White's 2nd rank would be shown.

34...cxd4 35.Ng4

or 35.Qxd4- Bf6 36.Qxd6 Rd8

35...Qb6



36.f4 Be7 37.Rd1 f5 38.Nf2 fxe4
39.Qxd4+ Qxd4 40.Rxd4 d5 41.g4 Bc5

42.Rd1 Rh4 43.Rxd5 Bxf2 44.Kxf2 Rxg4

Black, in order to maintain his advantage had always to try to combine attack on the Kingside with play in the center. See his 40th and 41st moves.

45.Ke3 Rcb8



And now White's Queenside is brought in, too.

46.Kxe4 Rc4+ 47.Kd3 Rcx4

Now things go easier.

48.Ne3 Rg3 49.Re5 Kf6 50.Re8 Kf7
51.Re5 Rf6 52.c4 b3 53.Ke4 Re6
54.Rxe6 Kxe6 55.Nd5 g5 0-1.

Game 41

14...Nxg4 15.h3 Nf6 16.Be3 Nd7
17.Qe2 Bf6 18.Rd1 Ne7 19.Bb1 Nb6
20.a3 Ng6 21.g3 Rfe8



A most complicated game in the strategic sense. Lasker maneuvers on one wing and breaks through on the other. The why and the wherefore of this procedure will be found in the notes.

Dr. Lasker-Amos Burn
Petrograd, 1909

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6
5.O-O Be7 6.Re1 b5 7.Bb3 d6 8.c3 Na5
9.Bc2 c5 10.d4 Qc7 11.Nbd2 Ne6
12.Nf1



12...O-O

Black should have tried to force White to declare his intentions in the center by 12...cx d4 13.cxd4 Bg4.

13.Ne3 Bg4 14.Nxg4

The reply to 14.Nd5 would have been 14...Qa7 15.Nxe7+ Nxe7! With the text move Lasker plays for the advantage of the two Bishops.

Black has consistently kept his goal in sight - to prepare for ...d5. Lasker is now forced to play d5 blocking his own Bishop. The game enters a new stage.

22.d5 Nd7 23.Kg2 Qd8

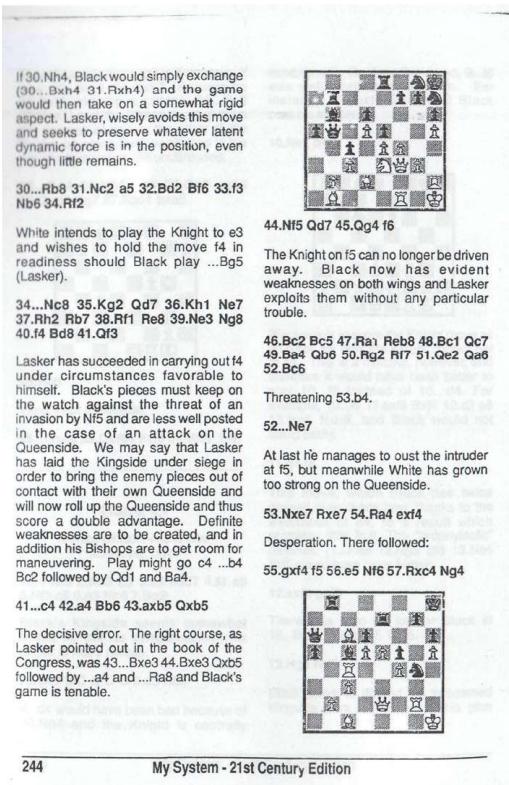
Instead of this he should have played ...c4 followed by ...Nc5. The Knight would have been well posted, and more important would have had a preventive effect, as White was preparing to play 14.

24.h4 Be7 25.h5 Ngf8 26.Rh1 h6
27.Rdg1 Nh7

The point g5 seems well fortified.

28.Kf1 Kh8 29.Rh2 Rg8 30.Ne1





If 30.Nh4, Black would simply exchange (30...Bxh4 31.Rxh4) and the game would then take on a somewhat rigid aspect. Lasker, wisely avoids this move and seeks to preserve whatever latent dynamic force is in the position, even though little remains.

30...Rb8 31.Nc2 a5 32.Bd2 Bf6 33.f3 Nb6 34.Rf2

White intends to play the Knight to e3 and wishes to hold the move f4 in readiness should Black play ...Bg5 (Lasker).

34...Nc8 35.Kg2 Qd7 36.Kh1 Ne7 37.Rh2 Rb7 38.Rf1 Re8 39.Ne3 Ng8 40.f4 Bd8 41.Qf3

Lasker has succeeded in carrying out f4 under circumstances favorable to himself. Black's pieces must keep on the watch against the threat of an invasion by Nf5 and are less well posted in the case of an attack on the Queenside. We may say that Lasker has laid the Kingside under siege in order to bring the enemy pieces out of contact with their own Queenside and will now roll up the Queenside and thus score a double advantage. Definite weaknesses are to be created, and in addition his Bishops are to get room for maneuvering. Play might go c4 ...b4 Bc2 followed by Qd1 and Ba4.

41...c4 42.a4 Bb6 43.axb5 Qxb5

The decisive error. The right course, as Lasker pointed out in the book of the Congress, was 43...Bxe3 44.Bxe3 Qxb5 followed by ...a4 and ...Ra8 and Black's game is tenable.

On which have been held meetings of the Royal Chess Club of Madrid to examine



44.Nf5 Qd7 45.Qg4 f6

The Knight on f5 can no longer be driven away. Black now has evident weaknesses on both wings and Lasker exploits them without any particular trouble.

46.Bc2 Bc5 47.Ra1 Reb8 48.Bc1 Qc7 49.Ba4 Qb6 50.Rg2 Rf7 51.Qe2 Qa6 52.Bc6

Threatening 53.b4.

52...Ne7

At last he manages to oust the intruder at f5, but meanwhile White has grown too strong on the Queenside.

53.Nxe7 Rxe7 54.Ra4 exf4

Desperation. There followed:

55.gxf4 f5 56.e5 Nf6 57.Rxc4 Ng4



58.Rxc5 Qxe2 59.Rxe2 dxc5 60.d6
Ra7 61.e8 Ra6 62.e7 Nf6 63.d7 Nxd7?
64.Bxd7 1-0.

This fine game is instructive as illustrating the struggle of united Bishops for open space in which to maneuver.

The following game won a brilliancy prize in the New York tournament of 1927.

Game 42

Nimzowitsch-Marshall
New York, 1927

1.c4 Nf6 2.d4 e6 3.Nf3 c5 4.d5 d6
5.Nc3 exd5 6.cxd5 g6 7.Nd2

To establish himself at c4.

7...Nbd7 8.Nc4 Nb6 9.e4 Bg7 10.Ne3



Planning a4-a5 and posting the Knight anew on c4, Black would have done better to exchange Knights on his 9th move. White now gets the advantage.

10...O-O 11.Bd3 Nh5 12.O-O Bc5
13.a4 Nf4 14.a5 Nd7 15.Nc4 Nxd3
16.Qxd3 f5 17.exf5 Rxf5 18.f4



The prelude to a complicated attacking operation which was unexpected since 18.Ne4 gave White a good position without any effort. But for once, I wanted to go in for a combination.

18...Bd4+ 19.Be3 Bxc3 20.Qxc3 Nf6
21.Qb3

White gets compensation for the d-pawn, as it is difficult for Black to develop his Queenside.

21...Rxd5

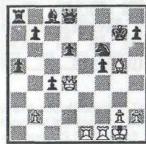
The answer to 21...Nxd5 would have been 22.Ra1!!; by which 22...Be6 would have been prevented because of 23.Bxc5. Black would then have been quite helpless, and White could have won by playing his Bishop to d2 and doubling Rooks on the e-file.

22.f5! gx5 23.Bg5



There is a peculiar point in this move. If now 23...Be6 24.Qxb7 (threatening 25.Bxf6 winning a piece), 24...Rc8 25.Rae1! and the Bishop must give up the defense of one or the other of the Rooks, on which Bxf6 would lead to the win of whichever is left undefended.

23...Rd4 24.Nb6+ c4 25.Qc3 axb6
26.Qxd4 Kg7 27.Rae1 bxa5



28.Re8

Violent but intelligible.

28...Qxe8 29.Qxf6+ Kg8 30.Bh6 1-0.

established. On the other hand, 9...f6 was well worth consideration. For instance, 10.exf6 Bxf6 and Black controls the center.

10.Ne2 d4!?



Black wants to score the Knight move as an error, for now the Knight cannot get to e4. This is a mistake, however, and therefore it would have been better to play 10...f6 instead of 10...d4. For example, 10...f6 11.exf6 Bxf6 12.c3 e5 13.fxe5 Nxe5, and Black would not stand badly.

11.g4 f6

This move, which Black has twice passed over, leads now, thanks to the weakness of e4, to a result which promises little fruit. The "prophylactic" defense, 11...Re8 12.Ng3 Bf8 13.Ne4 Nd5 would have been better.

12.exf6 gxf6

There was also no joy for Black in 12...Bxf6 13.Ng3 e5 14.f5.

13.Ng3 Nd5

Black seeks to defend his threatened Kingside from the center. This plan

should not have been sufficient to save the situation.

14.Qe2 Bd6 15.Nh4

Threatening 16.Bxd5 followed by Nh5.

15...Nce7 16.Bd2

Sharper here would have been 16.Nh5 Ng6 17.Bxd5 exd5 17.Nf5 with a winning attack.

16...Qc7 17.Qf2



17.Nh5 was still to be preferred.

17...c4! 18.dxc4 Ne3!

With this ingenious diversion Dr. Alekhine succeeds in bringing his opponent's attack to a standstill for some time.

19.Bxe3 dxe3 20.Qf3 Qxc4

The position is to a degree cleared up. Black has a passed pawn which is sick, but very highly insure against death. We mean that the diagonals a8-h1 (after ...Bd7-c6) and a7-g1 are compensation for Black with his two Bishops. Instead of chasing after a dubious win of the pawn, it would have been more to the purpose had White gone on with his

Kingside attack with the immediate g5. Neglect of this move sets White back.

21.Ne4 Bc7 22.b3 Qd4 23.c3 Qb6
24.Kh1

White has localized the enemy thrust.

24...Nd5

24...Bd7 was certainly better.

25.f5



Here White misses his opportunity to play 25.g5 with a win. For instance, 25...fxg5 26.Nxg5 fxg4 27.Qh5; or 25...f5 25.Qh5 fxg4 26.Bxe4.

25...Nf4 26.Rfd1 Kh8

Better, according to H. Wolf, would have been 26...e2 27.Rd2 Qb5 followed by ...Qe5.

27.Bf1 exf5 28.gxf5 Be5 29.Re1 Bd7

Now it happens as was indicated in the note to move 20. White wins the pawn, but Black keeps the pressure by means of his two Bishops.

30.Rxe3 Bc6 31.Rae1 Nd5

With 31...Rg8, Black could have increased the pressure.

32.Rd3 Nxc3



Pretty but insufficient. True, the acceptance of the sacrifice would have been ruinous (33.Rxe3 Bxc3 34.Cxc3 Qf2), but White has a truly startling counter at his disposal.

33.Ng5+! hxg5 34.Qg4!!

The point. To strike at once would have been bad. For example, 34.fxg6 Kg7 35.Qh3 Rh8 36.Rd7+, Bxd7 37.Qxd7+ Kxg6 and White is threatened by mate.

34...Rf7

34...Rg8 would have offered stiffer resistance.

35.Rh3+ Kg7 36.Bc4 Bd5 37.fxg6 Nxe4 38.gxf7+ Kf8 39.Rxe4

Simpler would have been 39.Qg8+ Ke7 40.f8=Q+ Rxf8 41.Rh7+ Ke8 42.Qxd5.

39...Bxe4+ 40.Qxe4 Ke7 41.f8=Q+

The passed pawn's lust to expand!

41...Rxf8 42.Qd5 Qd6

42...Qc6 would have led to the loss of Black's Queen. 43.Rh7+ Ke8 44.Bb5.

43.Qxb7+ Kd8 44.Rd3 Bd4 45.Qe4 Rg8 46.Rxd4 1-0.

Game 44

Illustrates in an instructive manner the connection between play in the center on the one hand, and diversions undertaken on the wings on the other. The dependence of a flank attack for success on the "state of health" of the center is very clearly brought out. This was one of four simultaneous consultation games.

E. Andersson, R. Enstrom, and
O. Oeberg-Nimzowitsch
Uppsala, 1921

1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.Bd3 Nc6
5.Nge2 Nge7 6.O-O O-O 7.e5 Nf5
8.Bc3 f6



Black has overcome the difficulties of the opening.

9.Bxf5 exf5 10.f4 Be6

Obedient to the law that a passed pawn must be blockaded.

11.Ng3 Bxc3! 12.bxc3 Na5!

It was only reluctantly and after much deliberation that I determined on this diversion on the Queenside. It appears risky, since the situation in the center is by no means secure. For one of my leading principles lays down that a flank attack is only justified if the center is secure. Yet in the present case White cannot force his opponent to play ...xe5, and if White plays ...e6, he gets, it is true, the square e5 (after ...Rxe6), but Black brings up his reserves and mitigates this danger.

13.Qd3 Qd7 14.Rf3 g6 15.Ne2 Rf7!
16.h4 h5 17.Kh2! Ra8!

The reserves. See last note.

18.Rg3 Kh7 19.Ng1!

Aiming for g5 or e5. It will be seen that the consulting players are thoroughly exercised in the art of maneuvering, and are opponents to be taken seriously.



19...Rg7 20.Nf3 Qa4

Black at last proceeds with the attack to which his 11th move was the prelude. This slowness is all to his credit.

21.exf6 Rxf6 22.Ng5+ Kg8 23.Bg1 Nc4
24.Re1 Bd7!!

This simple strategic retreat reveals my plan of defense. As my system lays down, the ideal aimed at by every operation in a file is the entry to the 7th and 8th ranks. However, here the points of invasion, e7 and e8 are safeguarded, and the Rook on g3 cannot co-operate since he is deprived of the square e3.

25.Nf3 Bb5 26.Qd1 Qxa2 27.Qe2



27...Nd6!!

With this retreat a maneuver is started which is designed to neutralize the enemy's strong hold on the e-file. Less effective would have been 27...Qa3 (with the idea of getting home safely with the body) 28.Ne5 Qd6 29.Nxc4 Bxc4 30.Qf2 Re5 31.Rf5! and White still has drawing chances, whereas the text move wins.

28.Qe5 Ne8!

With this, the regrouping ...Rd6 followed by ...Nf6 is threatened. The Rock and

Knight will have exchanged stations. If White prevents this by 29.Ng5, (29...Rd6?? 30.Qxe8+ mating) he will undoubtedly be strong on the e-file, yet the distinctive characteristic of the position, namely the spearhead station of White's Queen will prevent him from taking full advantage of the file. For instance, 29.Ng5 Bc6 30.Rge3 Qxc2; or 30.Rc2 Qc4 (Blockade!) 31.Rge3 a5 and wins, for 32.Ne6? is impossible because of 32...Re7 and White has no other effective move on the e-file at his disposal. The game continuation was:

29.Nd2 Rd6 30.c4 Bd7 31.Rc3 Nf6

Now the difficult regrouping maneuver (under enemy fire) has been carried out.

32.cxd5??

A gross mistake, but even after 32.Qe2 Rf6 33.Qd1 Rge7, White's game would have been hopeless.

32...Ng4+ 0-1.

In the following game two armies out of contact with one another operate in the center and on a flank. It is interesting to see how contact between them is finally established.

Game 45

Yates-Nimzowitsch
London, 1927

1.e4 c5 2.Nf3 Nf6

The innovation introduced by me in 1911 at San Sebastian.

3.e5 Nd5

The relationship between Alekhine's Defense and this treatment of the Sicilian will be noted.

4.Bc4 Nb6 5.Bc2 Nc6

White has lost a tempo with his Bishop. The Black Knight on b6 is not well placed, however, so the Bishop maneuver is not to be blamed.

6.c3 d5 7.d4

Better would have been 7.exd6 e.p.

7...cxd4 8.cxd4 Bf5 9.O-O e6 10.Nc3 Be7 11.Ne1

If the attack planned by this move, namely 14 to be followed by g4 and f5 should really prove possible to carry out, this would be a proof of the incorrectness of 8...Bf5, and that would be an absurdity. In point of fact the matter stands as follows: No particular result is achieved by the move 11.Ne1, and this diversion would better have been abandoned in favor of a systematic utilization of the c-file. For example, 11.Bc3 0-0 12.Rc1 followed by a3, b4, and Nd2-b3-c5, and the establishment of an outpost advocated by my system would have been attained.

11...Nd7! 12.Bg4!

Well played! The answer to 12.f4 would have been, of course, 12...Nxd4 13.Qxd4?? Bc5. 12.Bc3 would also have been bad because of 12...Ndx5 13.dxe5 d4 14.Bd2 dx3 15.Bxc3 Qc7 with advantage to Black. By the move 12.Bg4! Yates is able in a quite startling

manner to play f4, the move at which he has been aiming.

12...Bg6 13.f4 Nxd4 14.Nxd5! Nc6

If 14...Bc5, then 15.b4 would have been strong. 14...exd5 would also have been bad because of 15.Bxd7+ followed by Qxd4.

15.Nxe7 Qb6+ 16.Kh1 Nxe7



17.Qe4?

A typical sin of omission!

In the face of Black's obvious plan to occupy the central points, White should, by also centralizing, have disputed this with his opponent. Therefore, 17.Qe2 (intending 18.Bc3) 17...Nds 18.Bf3 Qc5 19.Bd2 N7b6 20.Rc1 Qe7, and White has more of the center than Black. Even if "more" of the center were not attainable, White should have fought for whatever share he could get. As it is a just punishment now overtakes him.

17...h5 18.Bh3

Forced, for if 18.Bf3, then 18...Nf5 with a further gain of terrain in the center. There would then also be a mating threat in the air, namely ...h4 followed by ...Ng3+.

18...Bf5 19.Qa3 Qb5

Making room for the Nd7 to maneuver to d5 via b6.

20.Kg1 Nb6 21.Qf3 Nbd5 22.b3 Qb6+
23.Rf2



23...Rc8

This move in conjunction with the next leads to a decentralization of one of his Rooks and so to a defect in his position which has been so harmoniously constructed. On the other hand the continuation 23...0-0-0 held out the promise of uninterrupted harmony, or after 24...Kh8 and 25...g6 nothing stood in the way of employing the two Rooks centrally. Perhaps even better might have been 23...Bg4! For instance, 24.Bxg4 hxg4 25.Qxg4 Rxf2 26.Qxg7 0-0-0 27.Kh2 Qxf2 28.Nd3 Qe2 and Black must win. Lastly, it was also possible to combine the two plans, 23...0-0-0 24.Ba3 and now 24...Bg4. If then 25.Rc1+ Kh8 26.Bc5 Qxc5 27.Rxc5 Bxf3 28.Rx3 Rc8 with a victorious incursion on the c-file.

24.Bd2 Rh6

Interesting, for when all is said and done, Black's position, centralized even to the extent that it is, can support an

adventurous raid; yet 24...0-0 with ...g6 and ...Rfd8 was certainly more correct.

25.Rd1 Bxh3 26.Qxh3 Nf5 27.Qd3 Rg6
28.Nf3 Rg4 29.h3 Rg3 30.a4 Nh4



Black's structure suffers under an inner discord. The position of the cut off Rook makes a mating attack seem desirable, but the disposition of the rest of the army is rather directed towards the endgame, in which the Nd5 would have enormous effect, while the light squares would be in Black's undisputed possession.

31.Kf1 Rc6

To neutralize White's threat of Qh7-g8+, the Rook flees the back rank. Black must maneuver cautiously.

32.a5 Qd8 33.Kg1 Nf5

If 33...Nxf3+ 34.Rxf3 Rxf3 35.Qxg3 g6 would be bad for Black because of 36.Bf1

34.Kh2 a6 35.Qb1

To threaten 36.Nd4 (attacks the defender of the Rg3).

35...Qe7

Black does not mind the threat, and actually has his eye on the move ...Qc5.

36.Nd4

Loses; 36.Rc1 was better.

36...Qh4!

All of the detachments which have been cut off cannot get back to the army, so the army comes to them.

37.Bc1

If 37.Nxc6?? Rxh3+! followed by mate.

37...Nx14

Black threatens mate again, this time by 38...Rxg2+!

38.Rx14



To neutralize White's threat of Qh7-g8+, the Rook flees the back rank. Black must maneuver cautiously.

38...Rxh3+!

The simplest.

39.gxh3 Qxf4+ 40.Kg2 Ne3+

And mate follows. 0-1. This game was awarded a special prize "for the best played game" of the tournament.

There follow five games of historic interest.

Game 46

A most instructive game from A to Z, one which I regard as the first in which my new philosophy of the center was exhibited.

Nimzowitsch-Salwe
Carlsbad, 1911

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Nf3 Qb6 6.Bd3 Bd7 7.dxc5 Bxc5 8.O-O f6



Black hungrily attacks the last remaining member of the once-proud White pawn chain. His war cry is "Room for the e-pawn!" But it happens quite otherwise.

9.b4

In order to be able to provide e5 with an enduring defense, 9.Qe2 would also have been a defense, but not an enduring one, for there would follow 9...fxe5 10.Nxe5 Nxe5 11.Qxe5 Nf6 and the blockading Queen at e5 will be easily driven away.

9...Be7 10.Bf4 fxe5

Once again we have the exchange operation which we have so often

discussed. This time it is not really justified, for the new blockader, the Bishop, proves to be very stout.

11.Nxe5 Nxe5 12.Bxe5 Nf6

12...Bf6 would be met by 13.Qh5+ g6 14.Bxg6+ hxg6 15.Qxg6+ Ke7 16.Bxf6+ Nxf6 17.Qg7+.

13.Nd2 O-O 14.Nf3!

The blockading forces are to be reinforced by the Knight.

14...Bd6

14...Bb5 would yield little profit for 15.Bd4 Qa6 16.Bxb5 Qxb5 17.Ng5 wins a pawn.

15.Qe2 Rac8 16.Bd4 Qc7 17.Ne5



The immobility of the Black e-pawn is now greater than ever. White has utilized his resources very economically. The possibility of a successful occupation of the points d4 and e5 hung on a hair, on taking small advantage of the terrain.

17...Be8 18.Rae1 Bxe5 19.Bxe5 Qc6 20.Bd4

Forcing the Be8 (who was looking at h5) to come to a decision.

20...Bd7 21.Qc2

The decisive regrouping.

21 ...Rh7 22.Rc3 b6 23.Rg3 Kh8



24.Bxh7 e5

24...Nxh7 lost because of 25.Qg6.

25.Bg6 Re7 26.Re1 Qd6 27.Be3 d4
28.Bg5 Rxg3 29.Rxc3 dxc3 30.Qxc3
Kg8 31.a3 Kf8 32.Bh4 Be3 33.Bf5 Qd4
34.Qxd4 exd4 35.Rxe7 Kxe7 36.Bd3
Kd6 37.Bxf6 gxf6 38.h4 1-0.

Gregory-Nimzowitsch Petrograd, 1913

1.d4 Nf6 2.Nf3 e6 3.Bg5

In answer to 3.c4 I had planned 3...b6.
The point d5 is to remain permanently unoccupied.

3...h6 4.Bxf6 Qxf6 5.e4 g6

Black owns the two Bishops, and in what follows concerns keeping them.

6.Nc3 Qe7

In order after ...d6, not to be exposed to e5, opening up the game.

7.Bc4 Bg7 8.O-O d6 9.Qd3 O-O
10.Rae1 a5 11.a4 b6 12.Ne2

The mobility of White's center must be rated as very slight, for any thrust would be intercepted without any trouble. For example 12.e5 d5!, or 12.d5 e5!

12...c5



Game 47

Of special interest historically as being the first game in which what has been called the "Ideal Queen's Gambit" was played, where Black forgoes altogether the occupation of the center by his pawns. It was played in the all-Russian Tournament in Petrograd, 1913.

A strategic device which the Hypermodernist may care to note, makes its appearance here. I mean the continuity of an attack directed against

a pawn mass. This is to be understood as follows. The threatened advance must first have its sting drawn in this game this was done by ...Qe7. It is only when this has happened that we may regard the mass as semi-mobile and attack it, for only those objects which have been made immobile should be chosen as a target.

13.c3 Bd7 14.b3

14.Nd2 was to be considered. For instance, 14...Bxg4 15.i4 with definite chances.

14...Qe8 15.Qc2 b5 16.axb5 axb5
17.Bd3 Qc8 18.dxc5 dxc5 19.e5 Nc6
20.Bxb5

If 20.Ng3, then 20...b4 and if 21.c4 Be8 with the superior game.

20...Nxe5 21.Nxe5 Bxb5 22.Nf3 Qb7
23.Nd2 Bc6 24.I3 Rfb8

Now the Bishops assert their rights.

25.Ng3 Qe7 26.Rf2 Bd5 27.Kf1 Qa2
28.Qxa2 Rfxa2 29.c4 Bd4 30.Rfe2 Bc6
31.Rd1 Rb2 32.Rc1 h5 33.Ke1 Ra8



Threatens complete paralysis by

34...Raa2, since 35.Rb1 is impossible because of 35...Rxb1+ followed by ...Ra1.

34.Nh1 Raa2 35.Nf2 Rxd2 36.Rxd2 Rxd2 37.Kxd2 Bxf2

The win is still a considerable way off. In what follows Black maneuvers against the c-pawn, but also keeps before him the possibility of an incursion of his King at g3. This however, by itself would not be sufficient. Black has also still to play out the duel on the Kingside with his pawn majority, and in doing so his position will become broken up, and with all of this the c-pawn is a constant worry.

38.Rb1 Kf8 39.b4 cxb4 40.Rxb4 Ke7
41.Rb8 Bd4 42.Rc8 Bd7 43.Ra8 e5
44.Kc2 Bc6 45.Rc8 Ba4+ 46.Kd3 Bd7
47.Rc7 Kd6 48.Rb7 Bg1 49.h3 h4



The square g3 now looks ripe for invasion by Black.

50.Rb8 Be6 51.Ra8 Bb6 52.Rh8 Bf2
53.Ra8 Bf5+ 54.Kc2 Bb5 55.Rh8 g5
56.Rg8 f6 57.Rf8 Ke7 58.Rb8 Bd4
59.Rb5 Bg6 60.Ra5 Bf5 61.Ra6 Bb8
62.Rc6 Bd7 63.Ra6 Bc5 64.Kd3 Bf5+
65.Ke2



65...e4!

At last the right moment has arrived.
66.Rc6 Bd4 67.Ra6 Be6 68.Ra4 e3
69.Kd3 Bc5

Now the King threatens to journey to g3.
70.Ra6 Bxg4+ 0-1.

After 71.Kxc4 e2, the pawn decides matters.

at the Knight now confidently, now auspiciously, and after much hesitation gave up the possible chase started by 3.e5 and played the more circumspect 3.Nc3. The next year I tried 2...Nf6 on Schlechter, and in the Book of the Congress we find the following note to this move by Tarrasch: "Not good, since the Knight is at once driven away, but Herr Nimzowitsch goes his own road in the openings, one, however, which cannot be recommended to the public."

Ridicule can do much, for instance embitter the existence of young talents, but one thing is not given to it, to put a stop permanently to the incursion of new and powerful ideas. The old dogmas, such as the ossified teaching on the center, the worship of the open game, and in general the whole formalistic conception of the game, who bothers himself today about these? The new ideas, however, those supposed by-ways, not to be recommended to the public, these are becoming today highways, on which great and small move freely in the consciousness of absolute security.

3.Nc3 d5 4.exd5 Nxd5 5.Bc4 e6 6.O-O
Be7 7.d4 Nxc3 8.bxc3 O-O 9.Ne5 Qc7

Game 48

This was the first game in which the thesis of the relative harmlessness of the pawn roller was stated.

Spielmann-Nimzowitsch
San Sebastian, 1911

1.e4 c5 2.Nf3 Nf6

This set Spielmann thinking. After some minutes I raised my eyes from the board and saw that my dear old companion in arms was quite disconcerted. He looked



What now follows is play against the hanging pawns, which will soon come into existence.

10.Bd3 Nc6 11.Bf4 Bd6 12.Rc1 cxd4!

This exchange in conjunction with ...Nb4 is the point of the proceedings started by 9...Qc7.

13.cxd4 Nb4 14.Bg3 Nxd3 15.Qxd3 b6
16.c4 Ba6



The hanging pawns, which come under heavy fire, prove in the end to have much vigor. The game is about equal.

17.Rac1 Rac8 18.Qb3! f6 19.Qa4?

19.c5 Bxe5 20.dxe5 would have led to a draw.

19...fxe5 20.dxe5 Ba3! 21.Qxa3 Bxc4
22.Rc4 Qd7 23.h3 Bd5

With his Bishop posted here, Black's advantage is clear.

24.Rc2 Qb7 25.h4 Qf7 26.Rc2 Rxc2
27.Rxc2 Qg6 28.Qc3

White cannot well give up the c-file. If
28.Rc3 h5 29.h4 Rx4.



28...Bxa2! 29.Bh4

On 29.Rxa2 comes 29...Qb1+.

29...Bd5 30.Be7 Re8 31.Bd6 Qe4
32.Qc7 h6 33.Rf2 Qe1+ 34.Rf1 Qe3+
35.Rf2 a5 36.Be7 Qe1+ 37.Rf1 Qe3+
38.Rf2 Kh8

Directed against the possibility of Bf6.

39.Bd8 Qe1+ 40.Rf1 Qe3+ 41.Rf2
Qe1+ 42.Rf1 Qg3 43.Rf2 Rf8 44.Qxb6
Rxf4 45.Be7 a4

A passed pawn and a mating attack - these make a wicked affair.



46.Kf1?

Black was lost in any case.

46...Qxg2+ 0-1.

Game 49

This was the first game in which my idea of a sacrifice for the sole purpose of establishing a blockade was illustrated.

Nimzowitsch-Spielmann
San Sebastian, 1912

1.e4 e6 2.d4 d5 3.e5 c5 4.Nf3 Nc6
5.dxc5 Bxc5 6.Bd3 Nge7 7.Bf1!



Overprotection of the strategically important square e5.

7...Qb6 8.O-O Qxb2

This was no ordinary pawn sacrifice for the attack. Its motive was simply and exclusively this: to maintain the point e5 in order to use it as a base for blockading action.

9.Nbd2 Qb6 10.Nb3 Ng6 11.Bg3 Be7
12.h4

This is no attacking move in the ordinary sense. Its meaning is: "Get away from the Key Square e5."

12...Qb4 13.a4 a6 14.h5 Nh4 15.Nxh4
Bxh4 16.c3 Qe7 17.Bh2 f5

This move, which throws open all lines of approach to his opponent, must be made by Black in order to give himself air. With it White's attack first appears in evidence.

18.exf6 e.p. gxf6 19.Nd4 e5 20.Bf5!



and 1-0 in 44. For the continuation, see Diagram 76, page 66.

Game 50

From a match; the first game in which the idea of a pawn sacrifice in the opening is used not to obtain an attack, but to overprotect a strategic point with a view to cramping the enemy forces.

Nimzowitsch-A. Hakansson
Kristianstad, 1922

1.e4 e6 2.d4 d5 3.e5 c5 4.Qg4

My innovation.

4...cxd4 5.Nf3 Nc6 6.Bd3 f5 7.Qg3
Nge7 8.O-O Ng6 9.h4 Qe7 10.Re1

White's plan is now clear. He has given up a pawn, not caring when, if ever, he recovers it, provided e5 is maintained as



After 10.Rf1

an instrument to cramp Black's game. There was no idea of attack in 9.h4. Its idea was only to pave the way to the removal of some of the pressure on the e5 square. The pawn sacrifice clearly comes within the category of sacrifice for the sake of blockade.

10...Bd7

10...Bc5 was essential here in order to leave f8 for the Knight in the case of the pawn push h5.

11.a3 O-O-O 12.b4



White if he had wanted, could have won the exchange here by 12.h5 Ne7 13.Ng5 Re8 14.Nf7 Rg8 15.Nd6+, but with his undeveloped Queenside and his unprotected pawn on h5 he would have had some difficulties to contend

with. The text move is the logical continuation.

12...a6

Better would have been 12...Kb8 13.c3 dxc3 14.Ne4 b4 15.axb4 Qxc3 16.Bxa5 cxb4 17.Bxc7+ Kd8 18.Rxd8 Bxd8 19.b5! Oxb5 20.Nd4 with complications. White, had he wanted, could have avoided all of this by playing 13.Bb2.

13.h5 Nge7 14.Bd2 h6 15.a4 g5 16.b5 f4 17.Qg4

The Queen is actually well placed here, for the sake of blockade.

17...Nb8 18.c3 Re8

Black's only move. It will be noted that the overprotector, the Re1, now has the c-file opened for him without any trouble. In order to avoid loss of material Black has to submit to a curious regrouping of his forces.

19.cxd4 Kd8 20.Rc1 Qb6 21.a6 Qa7
22.b6 Qa8



The Queen finds herself in a position which would normally only be seen in a problem!

23.Rc7 Nf5 24.Nc3 Be7 25.Nxd5 Nxd4
26.Nxd4 exd5



27.Qxd7+.

Mate by the Knight follows. A beautiful finish. 1-0.