

Game 7

1. d4 d5

2. c4 e6

3. Nc3 Nf6

4. Bg5 Be7

5. e3 Ne4

Today, when I have developed theories in accordance with my greater experience and knowledge, the chances are great against my making such a move, but then it was different, I did not know what to play, and when someone told me that Lasker had successfully played this move in his match with Marshall, I decided to adopt it. It was not till the end of the match, when I learned something else, that I changed my defence.

6. Bxe7 Qxe7

7. Bd3

The continuation adopted by Marshall in this game is in my opinion deficient. I believe that he played this variation best in the twenty-first game. Here, at any rate, I think it is best to play cxd5, followed by Qb3, after the knights have been traded.

7. . . Nxc3

8. bxc3 Nd7

8 . . . dxc4 is better.

9. Nf3 O-O

10. Qc2 h6

11. O-O

He still had time to play 11. cxd5 , which was the correct continuation.

11. . . c5

With the idea of counterbalancing on the queenside the attack of White against the Black King.

12. Rfe1 dxc4

13. Bxc4 b6

14. Qe4

I do not think well of this manouver, as the attack is too slow to obtain any advantage, and on the other hand it compels Black to post his pieces where he wanted, i.e. the Bishop at b7, the Knight at f6 and his two Rooks at c8 and d8 respectively, thereby holding the open lines with the Rooks and ready at the same time to attack the enemy's center.

14. . . Rb8

15. Bd3 Nf6

16. Qf4

If 16. Qh4 , Nd5 would have been sufficient.

16. . . Bb7

17. e4 Rfd8

18. Rad1 Rbc8

Black has now the superior game, as there is no weak point in his position, and his queenside is much stronger than White's. Besides, the strategic position of Black's pieces is superior to that of White's

19. Re3

Not good, as Black quickly demonstrates.

19. Bb1 was the correct move.

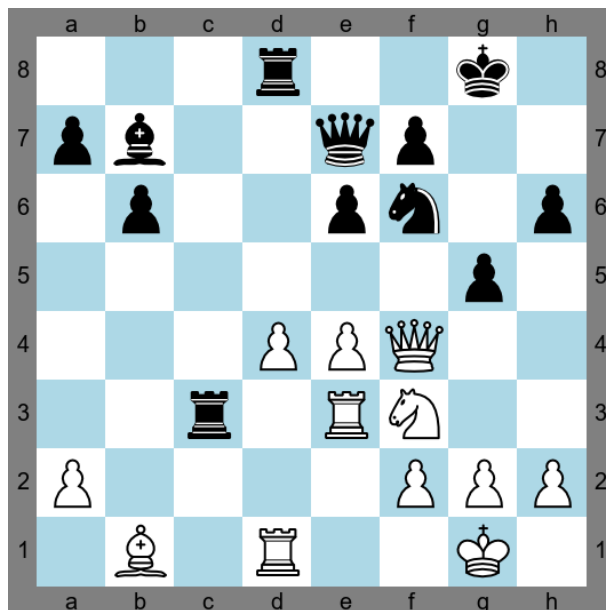
19. . . cxd4

20. cxd4 Rc3

21. Bb1

An error, 21. Qh4 was the only chance White had of holding the game.

21. . . g5



22. Nxg5

22. Qg3 would have lost a pawn, but White sees chances of attack by sacrificing the knight and consequently adopts this continuation in preference to the other, which he thought would also have lost the game with less chances of a possible mistake on Black's part.

22. . . Rxe3

23. Qxe3 Ng4

23 . . . hxg5 would have avoided complications but would have left White with two pawns for the knight.

24. Qg3 Qxg5

25. h4

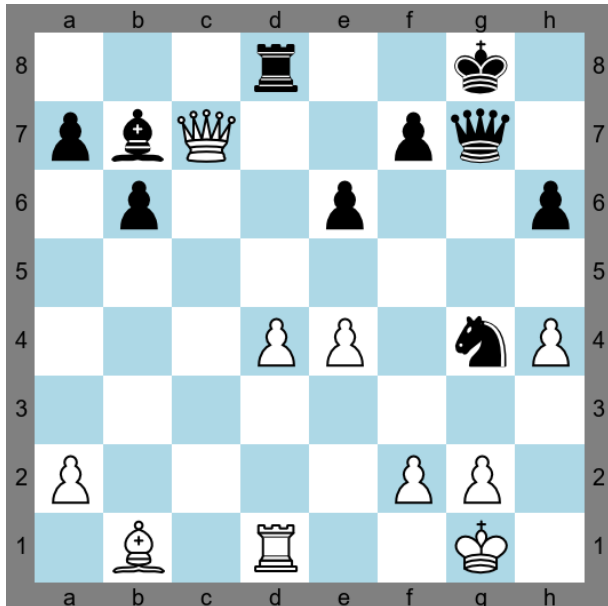
Had White played 25. Qc7 at once, Black

would have answered Rc8 26. Qxb7 Rc1 27.

Qb8+ Kg7 28. Rf1 Qd2 winning outright.

25. . . Qg7

26. Qc7



26. . . Rxd4

Not the best, as 26 . . . Qf6 was the best move. Incidentally it would have saved me a great deal of trouble which I had to win the game. Here I will call attention to the poor notes sometimes written by analysts. Games are often annotated by unknown players who have not sufficient knowledge of the game. As a matter of fact, the games of the great masters, at least, can only be properly annotated by very few players. Of course even the best are not exempt from mistakes,

but while they make them few and far in between the others do so continuously.

I was highly praised by many because of the excellence of my play in this position, while in reality I would have done better. They simply did not see that here 26 . . . Qf6 was better than the text move.

27. Qb8+ Kh7

28. e5+ Be4

29. Rxd4 Bxb1

30. Qxa7 Nxe5

31. Rf4 Be4

White should not have allowed this move.

32. g3 Nf3+

Very poor play, 32 . . . f5 at once was the right move. After the text move Black has a difficult game to win.

33. Kg2 f5

34. Qxb6 Nxh4+

35. Kh2

If 35. Kh3 , then Qa1 would win at once.

35. . . Nf3+

36. Rxf3

Forced, as Black threatened ...Ng5+ followed by ...Qh8.

36. . . Bxf3
 37. Qxe6 Be4
 38. f3 Bd3
 39. Qd5 Qb2+
 40. Kg1 Bb1

It is from now on that it can be said that I played well. The ending is worth studying.

41. a4 Qa1
 42. Qb7+ Kg6
 43. Qb6+ Kh5
 44. Kh2 Ba2
 45. Qb5 Kg6
 46. a5 Qd4
 47. Qc6+ Qf6
 48. Qe8+ Qf7
 49. Qa4 Qe6
 50. a6 Qe2+
 51. Kh3 Bd5
 52. a7 Bxf3

White resigns.

Game 8

1. e4 e5
 2. Nf3 Nc6
 3. Bb5 d6
 4. c3

Not in accord with the true theory of the game, but as I have already said, my knowledge of such things at the time was not of any account. 4. d4 is generally conceded to be the proper continuation.

4. . . Bg4

I do not like this move, because later on the Bishop will be driven back by h2-h3 with evident gain of time for White. 4 . . . f5 seems good and leads to interesting complications.

5. d3 Be7

6. Nbd2 Nf6

7. O-O O-O

8. Re1 h6

The manouver intended by Black is too slow to be good. Time is too important to be thus wasted. White with the move possesses an advantage, which can only be held in check by very accurate play on the part of Black.

9. Nf1 Nh7

10. Ne3 Bh5

If 10 . . . f5 11. exf5 Bxf5 12. Nxf5 Rxf5 13. d4 and White should win, because if exd4 (13 . . . Bf6 14. Bd3) 14. Bxc6 followed by

capturing with the knight wins at least a pawn.

11. g4 Bg6

12. Nf5 h5

Not good, because Black can derive no advantage from the open h-file, while White will be able to utilize it for his rooks. Better would have been 12 . . . Ng5 in order to simplify the position.

13. h3 hxg4

14. hxg4 Bg5

I would have preferred 14 . . . Ng5 , although the chances are that the position cannot be saved.

15. Nxf5 Nxf5

16. Kg2 d5

17. Qe2 Re8

18. Rh1

Now what I said in a previous note becomes evident.

18. . . Re6

19. Qe3

a very important move, the object of which is to shut off the action of the opposing Queen and at the same time to bring the White queen into the game. It also creates a

weak diagonal in Black's game, against which the White bishop can act.

19. . . f6

20. Ba4 Ne7

21. Bb3 c6

22. Qg3 a5

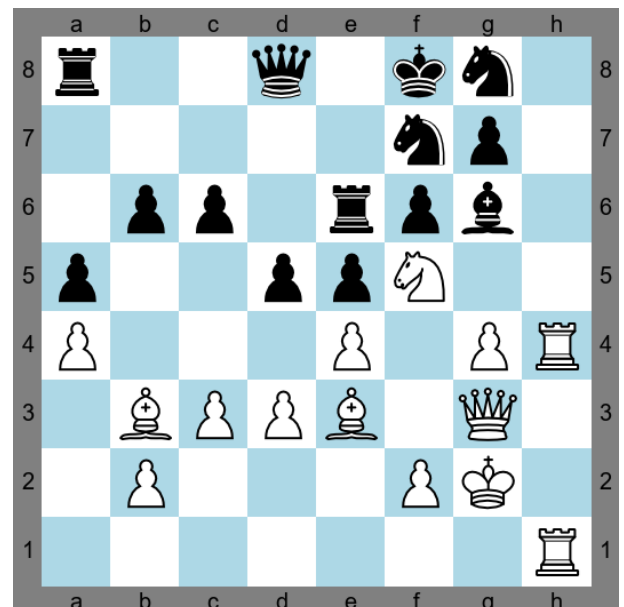
23. a4 Nf7

24. Be3 b6

To prevent the coming of the bishop to c5. It favors, however, the plan of White, which is to close in the Black pieces so as to be able to use his own freely.

25. Rh4 Kf8

26. Rg1 Ng8



27. Qf3

Compelling Black to take the knight,

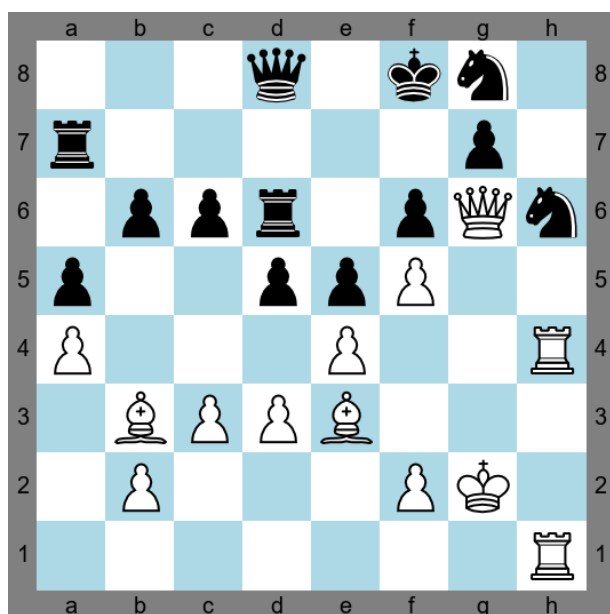
strengthening still more the position of White.

27. . . Bxf5

28. gxf5 Rd6

29. Qh5 Ra7

30. Qg6 Nfh6



There was no defense available. If 30 . . .

Ne7 31. Rh8+ Nxb8 32. Rxb8+ Ng8 33. Qh7

Kf7 34. Bxb6 winning.

31. Rxb6 gxb6

32. Bxb6+ Ke7

33. Qh7+ Ke8

34. Qxg8+ Kd7

35. Qh7+ Qe7

36. Bf8 Qxh7

37. Rxb7+ Ke8

38. Rxa7

Black Resigns.

Outside of the opening it would be difficult to find where White could have improved his play. This is one of my best games. I saw Napier the day after I played it and he praised it highly.