175

Chess

Brilliancies

P. Wenman

Hello everybody!!
Hola a todos!!

We found this material over P2P Network, and we made some cosmetic changes to it!, thank you very much to the original creator.
Encontramos este material en la red P2P, y le hicimos pequeñas modificaciones , Mil gracias a los creadores originales.

We are a group of chess fans who are producing new chess material. We have members from all around the world, belonging to different cultures and speaking different languages, all of us joined by our common love for chess!
Somos un grupo de fanáticos del ajedrez, que estamos tratando de producir nuevo material como este, desarrollando diferentes proyectos e ideas. Tenemos miembros de diferentes partes del mundo, provenientes de diferentes culturas, hablando diferentes lenguas, unidos por nuestra pasión por el ajedrez!.

If you are interested in joining us, or send any comments drop us an email at: **hecaissalovers@gmail.com**
Si alguien estuviese interesado en unirse al grupo nos pueden escribir a:
t**hecaissalovers@gmail.com**

Best regards!!
Saludos!

ONE HUNDRED AND SEVENTY FIVE CHESS BRILLIANCIES

ILLUSTRATED WITH 222 DIAGRAMS

BY

P. WENMAN

EX-SCOTTISH CHAMPION

AUTHOR OF
ONE HUNDRED REMARKABLE ENDINGS, ONE HUNDRED
CHESS GEMS GEMS OF THE CHESS BOARD MASTERPIECES
OF THE CHESS BOARD, GAMES FROM MONTE CARLO
FIFTY TWO-MOVE PROBLEMS, PROBLEMS AND PUZZLES,
LEARN TO PLAY CHESS, ETC , ETC

BOOK
PRODUCTION
WAR ECONOMY
STANDARD

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PREFACE

THE publication of this book has been long delayed as the work was complete several years ago. It is in two sections and contains ninety-five complete games and eighty game endings (or composed positions). A few old favourites are to be found, but not too many Examples of the play of most of the leading players of the world, past and present, have their place, but it is unlikely that the average player will have seen more than a small number of those included. Many very brilliant games and endings from both ancient and modern records are presented to the reader, and it is hoped they will satisfy the desire of even the most ardent admirer of gambits and enterprising play The text is illustrated with 222 diagrams

P. WENMAN

LONDON
2nd September, 1946

Played in the Monte Carlo Tournament, 1904
"Queen's Gambit Declined"

WHITE	BLACK
F J MARSHALL	I GUNSBERG
1 P–Q 4	P–Q 4
2 P–Q B 4	P–K Kt 3

An original defence indeed. Probably never tried before or since in master play

3 P×P	Kt–K B 3
4 Q–R 4 ch	Q Kt–Q 2

B–Q 2 might be expected here.

5 Kt–Q B 3	B–Kt 2
6 P–K 4	Castles
7 Kt–B 3	Kt–Kt 3

The new defence has not given Black a very good game

BLACK I GUNSBERG
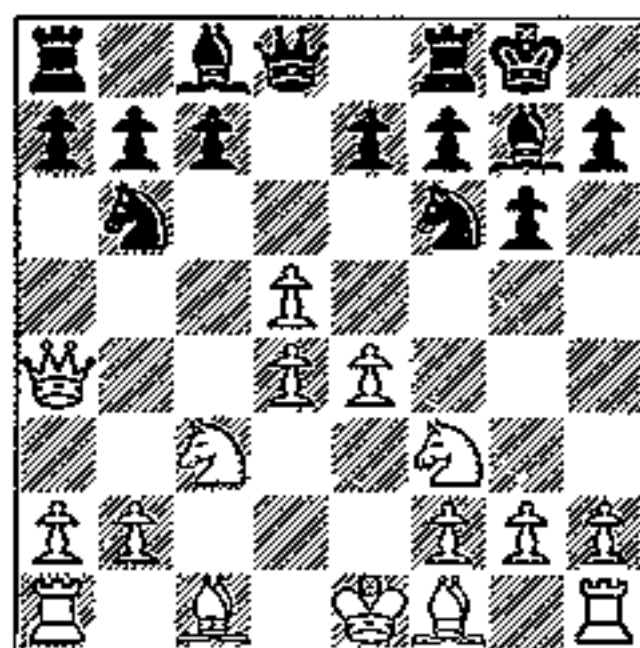
WHITE F. J MARSHALL
White to play

8 Q–B 2	Kt–K 1
9 B–Q 3	P–K B 4
10 P–K 5	K–R 1

If Kt×P, 11 Kt×Kt, Q×Kt, 12 B–Q B 4

11 P–K R 4	

The start of a real Marshall attack.

11	P–K R 4

Absolutely necessary

12 R–R 3	P–B 5
13 B×Kt P	

A brilliant and correct sacrifice

13	B×R.
14 P×B	B–R 3

Position after 13 B×Kt P

Position after 13 B×Kt P

BLACK   I GUNSBERG
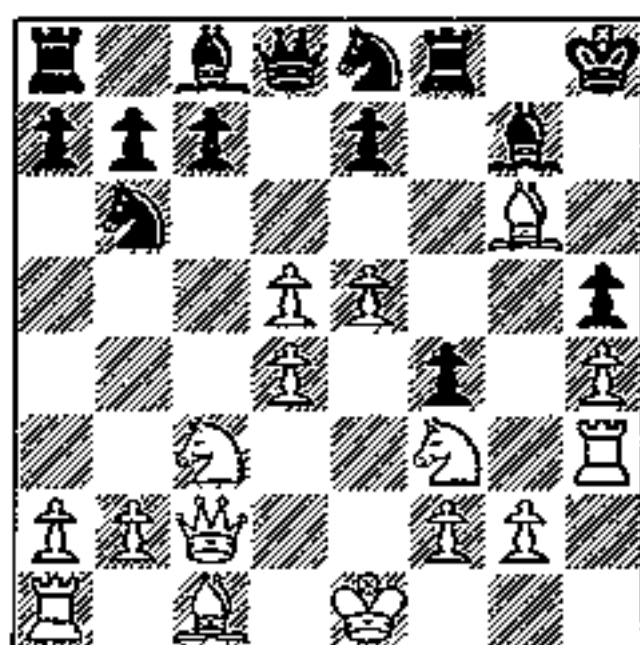
WHITE F. J MARSHALL
Black to play

15	B×R P	R–K Kt 1
16.	Q–B 5	Kt×P
17	B–B 7	R–K B 1
18.	Q–R 5	R×B

If K–Kt 2, mate in two

19.	Q×B ch	Resigns

If R–R 2, 20 Q–B 8 mate Or 19 K–Kt 1; 20 Q–Kt 6 ch, K–B 1,
21 Kt–Kt 5 Or 20 Kt–Kt 2, 21 Kt–Kt 5 Finally if 20 R–Kt 2, 21
Q–K 6 ch wins easily A true Marshall game

GAME 2

Played at Carlsbad, 1907
"Queen's Gambit Declined"

	WHITE		BLACK
	I O MAADER		V TIETZ
1	P–Q 4		P–Q 4
2	P–Q B 4		P–K 3
3	Kt–K B 3		P–Q B 4
4	P–K 3		Kt–K B 3
5	P×Q P		K P×P
6	P×P		B×P
7	B–Q 3		Castles
8	Castles		Kt–B 3
9	B–Q 2		B–K 3
10	Q–B 2		Q–K 2
11	B–B 3		Q R–B 1

The key move of an excellent combination which secures a quick victory.

    12 B × Kt   Q × B

The acceptance of the offer is fatal.

BLACK   V. TIETZ
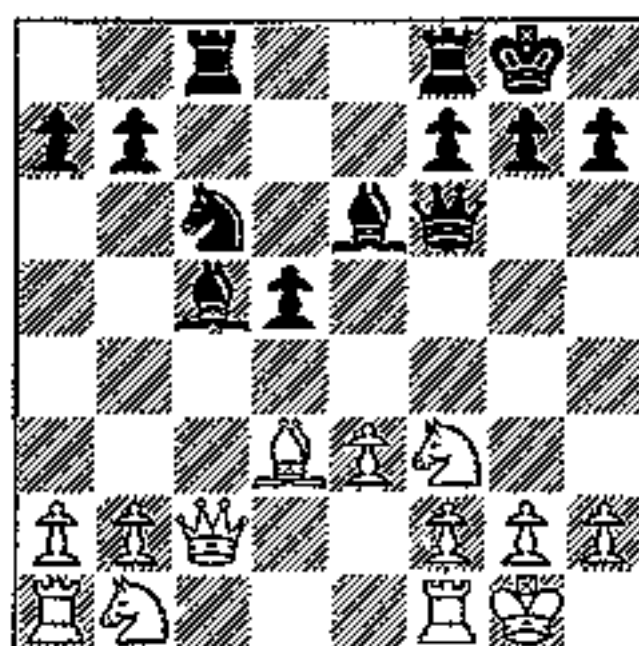
WHITE L O MAADER

White to play

    13. Q × B   Kt–K 4

Now there is no escape for White

    14 Q–Q 4   Kt × Kt ch

    15. P × Kt   Q–Kt 4 ch

    16. K–R 1   B–R 6

    17 R–Kt 1   Q × R ch

    18 K × Q   R–B 8 ch

And mates next move. A sparkling little game.

GAME 3

Played in Holland in June, 1939

      "Queen's Gambit Declined"

WHITE	BLACK
DR M EUWE	S FLOHR
1. P–Q 4	P–Q 4
2 P–Q B 4	P–Q B 3
3 Kt–K B 3	Kt–B 3
4 Kt–B 3	P–K Kt 3
5 B–B 4	B–Kt 2
6 P–K 3	Castles
7 Q–Kt 3	

A move which has been very popular of late

7	P × P
8. B × P	Q Kt–Q 2
9. Kt–K 5	Q–K 1

An awkward looking move, but much better than Kt×Kt, 10 P×Kt, Kt-R 4; 11 P-K 6.

10	B–K 2	Kt×Kt
11	B×Kt	Q–Q 1

A quick return home

12	Castles	Q–Kt 3
13.	Q–R 3	R–K 1
14	Q R–B 1	B–B 1
15.	Kt–R 4 .	Q–Q 1

Black seems determined to keep his pieces on their original squares

16.	K R–Q 1	Kt–Q 4
17	P–K 4	P–K 3
18	Q–K B 3	

With this move White establishes a great advantage

18.		Kt–Kt 3
19	Kt–B 5	Kt–Q 2
20	Kt×Kt	B×Kt
21	B–B 6	

A wedge that usually proves fatal.

21		Q–R 4

If B–K 2, simply 22 P–K 5

    22. R–B 5

Very attractive chess If B×R, 23 P×B wins by threatening R×B and also 24 Q–K 3 and 25 Q–R 6

22	.	Q×P

BLACK   S FLOHR

WHITE   DR M EUWE

White to play
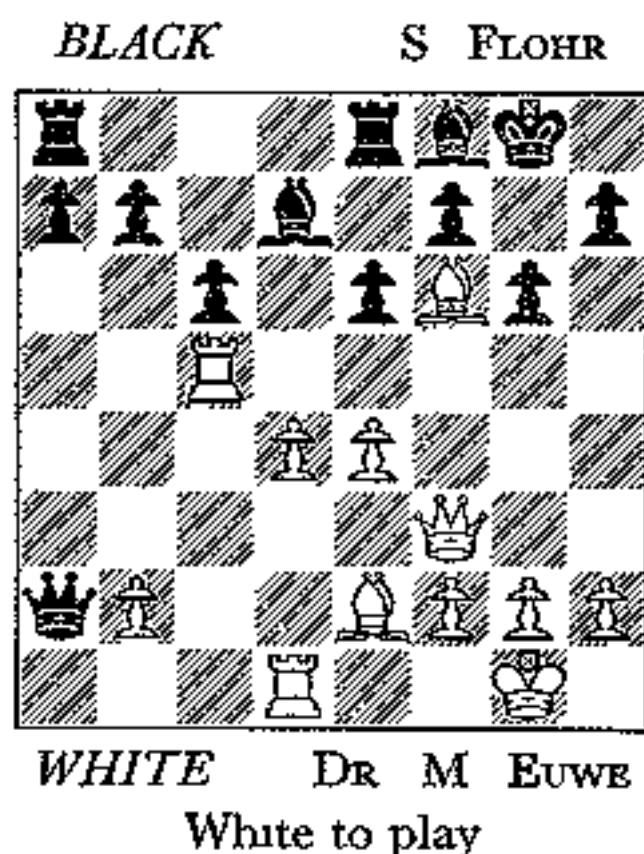
    23 R–K R 5

Excellent Threatening 24 Q–K R 3, Black is hard pressed to meet it

23	.	P–K 4
24	P×P	

Now if P×R, 25 R×B leads to a forced mate

24	.	B–K 3
25	Q–B 4	Q×P
26	B–B 1	B–K 2
27	Q–R 4	B–Q B 4

Preventing 28 R×P to which the reply would be Q×P ch.

28.	R–R 6	P–R 4
29	R–Q 3	

Threatening 30 R–K B 3 and forcing B×P ch at once.

BLACK   S FLOHR

WHITE   DR M EUWE

Black to play
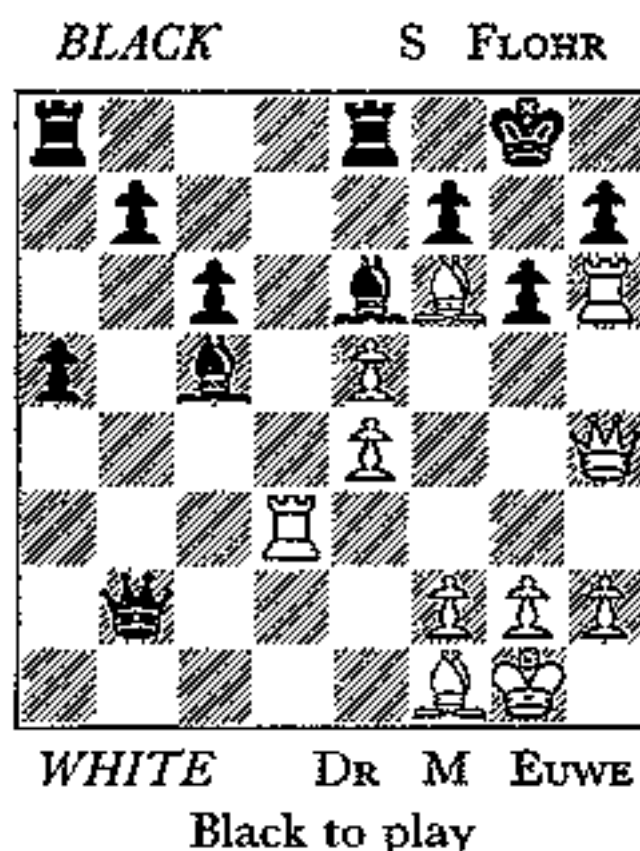
29		B×P ch
30	Q×B	Q×Q ch
31	K×Q	P–R 5

Black still appears to have some prospects, but White's next two moves completely shatter them.

32	B–K 2	

This clever move threatens P–Kt 4 and R(Q 3)–K R 3, which can only be prevented at ruinous loss

32	.	R–R 4
33	P–Kt 4	R×P
34.	B×R	B–B 5
35.	R(Q 3)–K R 3	B×B
36	B–B 6	

And this brings an end to Black's resistance

36	.	R–K 3
37	P–K 5	B×P
38	R×P	R×B ch
39	P×R	Resigns

A splendid game all through

GAME 4

Played in America in 1907

"Queen's Gambit Declined"

	WHITE	BLACK
	AMATEUR	PROF BRUENING
1	P–Q 4	P–Q 4
2	P–Q B 4	P–K 3
3	B–B 4	P–Q B 4
4	Kt–Q B 3	B P × P
5	B × Kt	P × Kt
6	B–K 5	P × P
	Resigns	

Final Position

BLACK   PROF   BRUENING
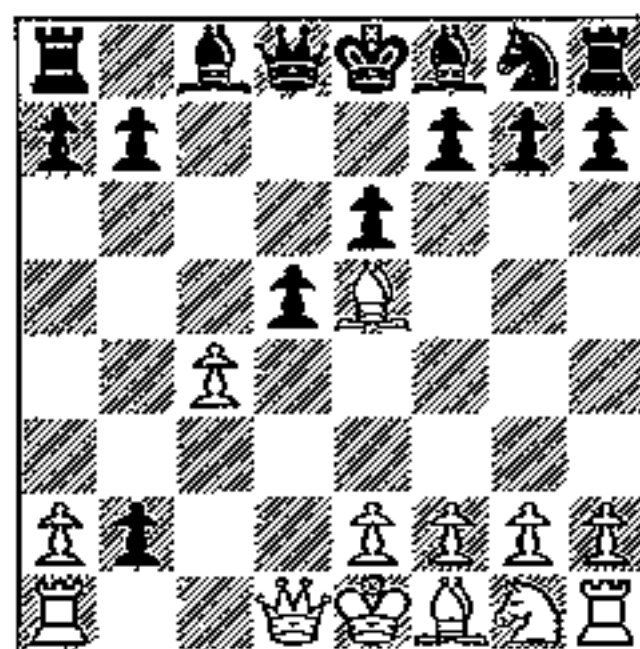
WHITE   AMATEUR

White resigns

The curious part of this six-move game is that Black has won without even moving a single piece   This must be almost a record

GAME 5

Played in 1909   "Queen's Gambit Declined"

	WHITE	BLACK
	REV W C PALMER	E. G SERGEANT
1	P–Q 4	P–Q 4
2	P–Q B 4	P–K 3
3	Kt–Q B 3	Kt–K B 3
4	B–Kt 5	B–K 2
5	P–K 3	Castles
6	Kt–B 3	Q Kt–Q 2
7	Q–B 2	P–B 4
8	R–Q 1	P–Q Kt 3
9	Q P × P	Kt × P
10	P × P	Kt × P
11	B × B	Q × B

12	Kt×Kt	P×Kt
13	R×P	

With the gain of a P, but Black gets the advantage in position.

13		B–Kt 2
14	R–Q 4	

Not a happy idea   R–Q 1 was much better

14		Kt–K 3
15	R–K R 4	P–Kt 3
16	Q–R 4	Q R–B 1
17	B–K 2	

If 17 B–B 4, B×Kt, White has no good move at this point

17		R–B 8 ch
18	B–Q 1	Kt–B 4
19	Q–K Kt 4	P–B 4

BLACK E G Sᴇʀɢᴇᴀɴᴛ

WHITE Rᴇᴠ W C Pᴀʟᴍᴇʀ
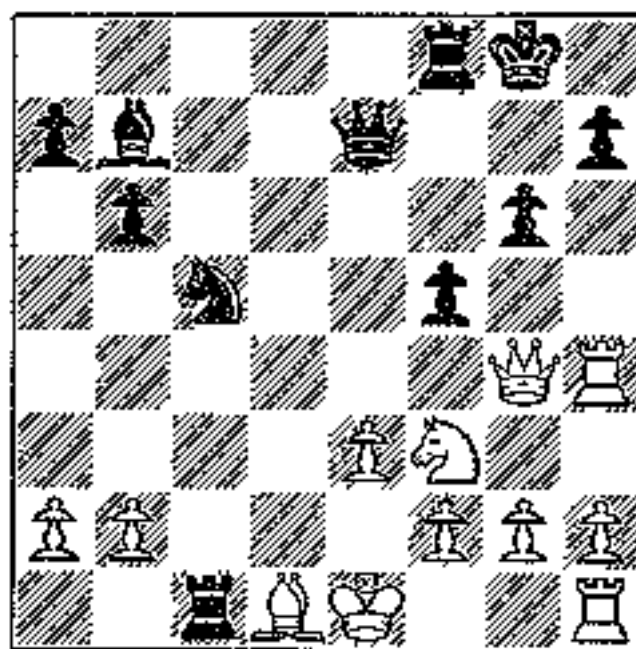
White to play

A nice position   If 20 Q–Kt 5, B×Kt, 21 Q×Q, R×B mate

20	Q–Kt 3	Kt–K 5
21	R×Kt	

A bold attempt at some relief

21		P×R
22	Castles	

If 22 Kt–Q 2, B–R 3 would soon end matters.

22		R×B

The deciding stroke   If P×Kt, of course 23 B–Kt 3 ch.

23	R×R	P×Kt
24	R–Q B 1	P×P
25.	P–K R 4	R–Q 1
26	P–R 5	Q–B 4

A pretty finish

27	R×Q	

If 27 R–K 1, Q×R P; 28 Q–R 2, Q–Q 8 is also a nice ending.

27	..	R–Q 8 ch
28.	K–R 2	R–R 8 mate

GAME 6

Played in the Moscow Tournament, 1937
"Queen's Gambit Declined"

	WHITE R. FINE	BLACK M. YUDOVITCH
1	P–Q 4	P–Q 4
2	P–Q B 4	P–K 3
3	Kt–Q B 3	Kt–K B 3
4	Kt–B 3	P–B 4
5	B–Kt 5	P×Q P
6.	K Kt×P	P–K 4
7	K Kt–Kt 5	P–Q R 3
8.	Kt×P	

White falls into a modern trap in the openings. The variation looks good

8		P×Kt
9	Kt×Kt ch	

Expecting P×Kt, 10 Q×Q ch, K×Q; 11 B×P ch and should win But there is a surprise.

BLACK   M. YUDOVITCH
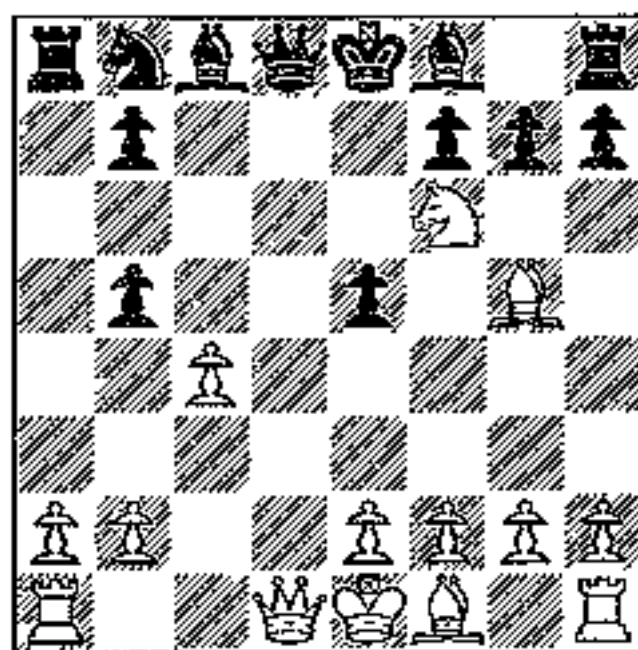
WHITE   R FINE

Black to play

9		Q×Kt

This new brilliant move turns the tables completely.

10	B×Q	B–Kt 5 ch
11	Q–Q 2	B×Q ch
12	K×B	P×B

And Black won

GAME 7

"Queen's Gambit Declined"

	WHITE	BLACK
	W GIBSON	P WENMAN
1	P–Q 4	P–Q 4
2	P–Q B 4	P–K 3
3	Kt–Q B 3	P–Q B 4
4	B P × P	, K P × P
5	P–K 3	Kt–K B 3
6	Kt–B 3	Kt–B 3
7	B–K 2	B–Q 3
8	P × P	B × B P
9	Castles	Castles
10	P–Q R 3	

All these moves were fashionable at the time this game was played

10		P–Q R 4

The merits of this move are difficult to decide   It has the disadvantag of leaving Black's Q–Kt 4 weak

11	Q–B 2	B–K 3
12.	R–Q 1	B–Kt 3

White was threatening Kt × P

13	P–R 3	Q–K 2
14	Q–R 4	K R–Q 1
15	Kt–Q Kt 5	

The start of great complications

15	.	Kt–K 5
16	B–Q 2	B–K B 4

Playing for a trap to win the Q by Kt–B 4, but first the three squar B 2, K B 4 and K R 4 have to be guarded

17	Q R–B 1	P–K Kt 4

With this most peculiar move, the threat Kt–B 4 is now ready

18	Kt–B 3	

Very fine play, allowing Black to win the Queen.

18.		Kt–B 4
19	Q–Kt 5	R–R 3

An extraordinary concentration of pieces on the Q side   The Q is no lost however White plays

20	Kt–Q 4	Kt–R 2

If Kt × Kt; 21 P × Kt, B–Q 2, 22 Kt × P and the Q gets away

21	Kt × B	Q–K 4

Various moves were tried at this point, but were no better. If Q–B 1 22 Kt × P, Kt × Q, 23 Kt–B 6 ch, K–R 1, 24 B × Kt and White wil win. Or 22 R × Kt, 23 Q–B 4, R × Kt, 24 Q–K Kt 4 with advantage Or White could play 22 Q × R, P × Q, 23 B–B 3 with good prospects

22.	Kt–R 6 ch	K–B 1

BLACK P WENMAN
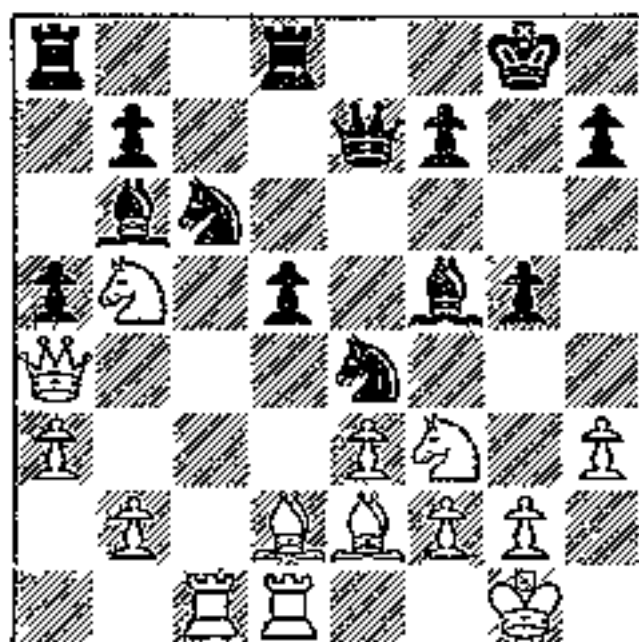
WHITE W GIBSON
White to play

If K–Kt 2 the reply is the same
     23 Kt×B P
The point of White's clever play After K×Kt, 26 B–R 5 ch, he makes
way of escape for the Queen
     23   Q–Kt 1
Black, who finds he has been outplayed, is still determined not to let
he Q go

BLACK P WENMAN
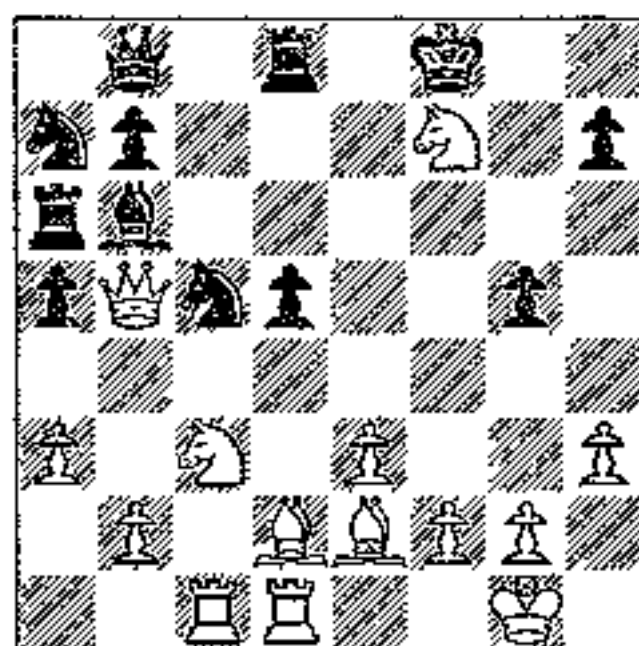
WHITE W GIBSON
White to play

    24 Kt×R   Kt×Q
At last! But the cost proves too high
    25 B×Kt   R–R 1
A mistake Q×Kt would probably still have saved the game.
    26 Kt×Q P   Q×Kt

2

27.	B–B 3	Kt–K 5

The position is very difficult, and this move leads to a lost ending

28.	Kt–B 6	Kt×Kt
29.	R×Q ch	B×R
30.	B–Q 4	Kt–Q 4
31.	R–B 5	Kt–Kt 3
32	R–B 5 ch	K–K 2
33	R×P	R–B 1
34.	R–Kt 7 ch	Resigns

This game was awarded a special prize, and is the most interesting over fifty match games played between Mr Gibson and the Author.

GAME 8

Played in the London Tournament, 1900.
"Queen's Pawn Opening"

White	Black
I. Gunsberg	L Van Vliet

1	P–Q 4	P–Q 4
2	P–K 3	Kt–K B 3
3	B–Q 3	Kt–B 3
4.	P–K B 4	Kt–Q Kt 5
5	Kt–K B 3	Kt×B ch

Black does not gain much by this exchange

6.	P×Kt	P–K 3
7.	B–Q 2	B–K 2
8.	Castles	Castles
9.	B–B 3	P–Q Kt 3
10.	Kt–K 5	

White has already a very strong position.

10.	..	B–Kt 2
11	Kt–Q 2	Kt–K 1
12	Q–Kt 4	P–K B 4
13.	Q–R 3	R–B 3
14.	P–K Kt 4	P×P
15.	Q×P	Kt–Q 3
16.	R–B 3	Kt–B 4
17.	R–R 3	Q–K 1
18	R–K 1	R–Q 1
19	Q Kt–B 3	B–Q 3
20.	R–K 2	B–K B 1

Black is at a standstill.

21	Kt–Kt 5	

With tremendous pressure.

21		P–K R 3

22	R–Kt 2	B–B 1
23.	P–K 4	

The break-through commences

BLACK   L. van Vliet
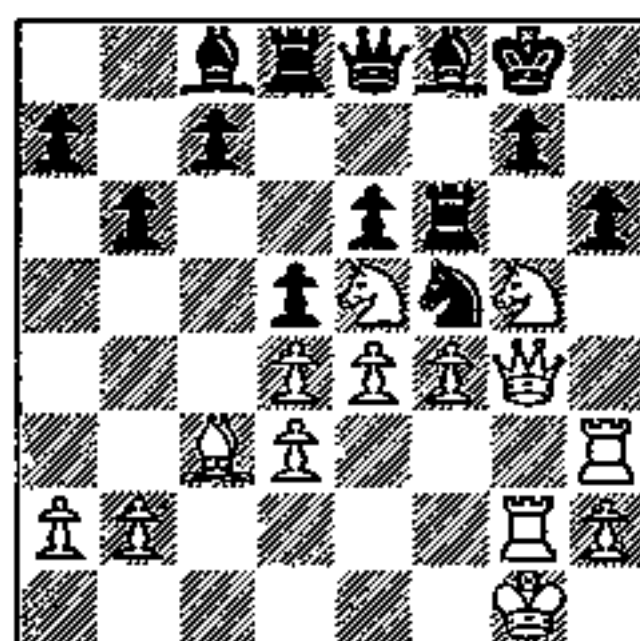
WHITE   I. Gunsberg

Black to play

23		Kt–Q 3
24	R–K 3	Kt–Kt 4
25.	Kt(Kt 5)–B 3	Kt×B
26	P×Kt	

The position of the White pawns is very peculiar.

26.	.	K–R 2
27.	Q–Kt 3	B–Kt 2
28	Kt–Kt 4	R–B 2
29	Kt×P	

A neat finish

29.		R–B 3
30.	Kt–Kt 5 ch	K–R 1

If K×Kt, 31 Q–R 4 ch, Q–R 4, 32 Q×Q ch, K×Q, 33 R–R 3 ch, K–Kt 3, 34 Kt×P ch, etc

31.	Kt(R 6)–B 7 ch	Resigns

For if 31 R×Kt; 32 Q–R 4 ch, K–Kt 1, 33 Q–R 7 mate, and if 31 K–Kt 1; 32 Q–R 4, R–R 3, 33 Kt×R ch, P×Kt, 34 Kt×P, etc A very well played game by Gunsberg

GAME 9

Played in a Tournament at Moscow in 1940
"Queen's Pawn Opening"

	WHITE		BLACK
	A Ludowski		E Phobedin
1.	P–Q 4		Kt–K B 3
2.	P–Q B 4		P–K 3

3.	Kt–Q B 3		P–Q Kt 3
4	P–K 4		B–Kt 5
5	P–K 5		Kt–K 5
6	Q–Kt 4		

Strong and original play   The R can be offered quite safely.

6			Kt × Kt
7	P × Kt		B × P ch
8	K–Q 1		K–B 1

Of course if B × R, 9 Q × P, R–B 1, 10 B–Kt 5 wins offhand.

9.	R–Kt 1		Kt–B 3
10.	B–R 3 ch		K–Kt 1
11	R–Kt 3		B × P

Allowing a pretty finish to a very short tournament game

BLACK   E Phobedin
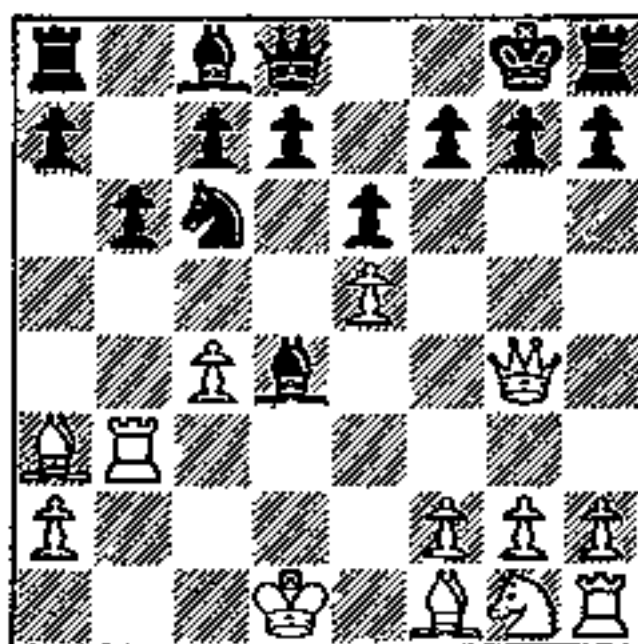
WHITE   A Ludowski

White to play

12	Q × P ch		K × Q
13.	R–Kt 3 ch		K–R 3
14	B–B 1 ch		K–R 4
15	B–K 2 ch		K–R 5
16	R–R 3 mate		

GAME 10

Played in the Tournament at Dellas, Texas, in 1941
"Queen's Pawn Opening"

WHITE	BLACK
H Steiner	Thompson

1	Kt–K B 3		P–Q 4
2	P–Q 4		Kt–K B 3
3	P–B 4		P–K 3
4	Kt–B 3		P–B 4

5	P×Q P	Kt×P
6	P–K 4	Kt×Kt
7.	P×Kt	Kt–B 3
8.	P–Q 5	Kt–K 2
9.	B–Kt 5 ch	B–Q 2
10.	B×B ch	Q×B
11	Kt–K 5	

A curious situation. The Q must go to Kt 4 which leaves White with an immediate win

11.		Q–Kt 4
12	P×P	Resigns

Final Position

BLACK   THOMPSON
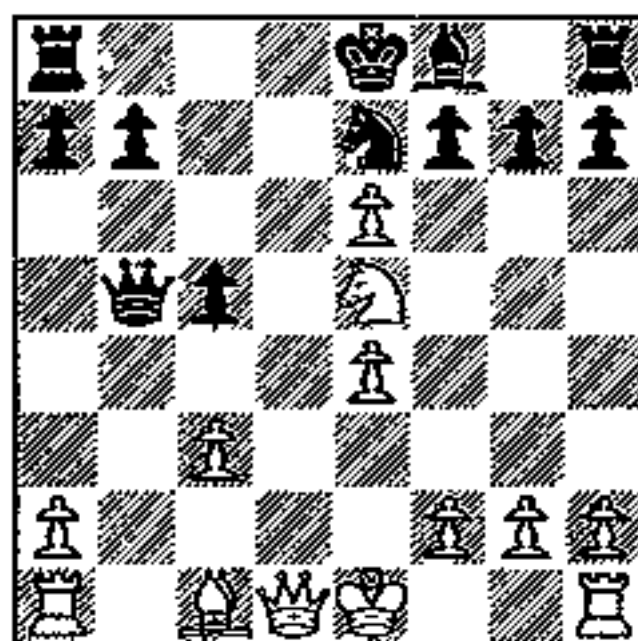
WHITE   H STEINER

Black resigns

Because if P×P; 13 R–Q Kt 1, Q×R, 14 Q–Q 7 mate Or 12 R–Q 1, 13 P×P mate And if 12 P–B 3, 13 R–Q Kt 1, R–Q 1, 14 Q×R ch, K×Q, 15 Kt B 7 ch followed by 16 R×Q.

GAME 11

Played in the Marshall Club Championship at New York, 1940
"Queen's Pawn Opening"

WHITE	BLACK
Dr E Lasker	R Fine
1 P–Q 4	Kt–K B 3
2 P–Q B 4	P–K Kt 3
3 Kt–Q B 3	P–Q 4

The Grunfeld Defence

4. B–B 4	B–Kt 2
5. P–K 3	Castles

6.	P×P	Kt×P
7.	Kt×Kt	Q×Kt

An excellent sacrifice of a P

8.	B×P	Kt–B 3
9.	Kt–K 2	B–Kt 5
10.	P–B 3	Q R–B 1
11.	Kt–B 3	Q–K 3
12.	B–K B 4	Kt×P

A highly interesting and probably sound sacrifice of a piece.

13.	P×B	K R–Q 1
14.	B–K 2	

If 14 Q–B 1, P–Q Kt 4, 15 P–Q R 3, P–Q R 4 could well follow.

14.	..	Kt×B
15.	Q×Kt	R×Kt

BLACK R. FINE
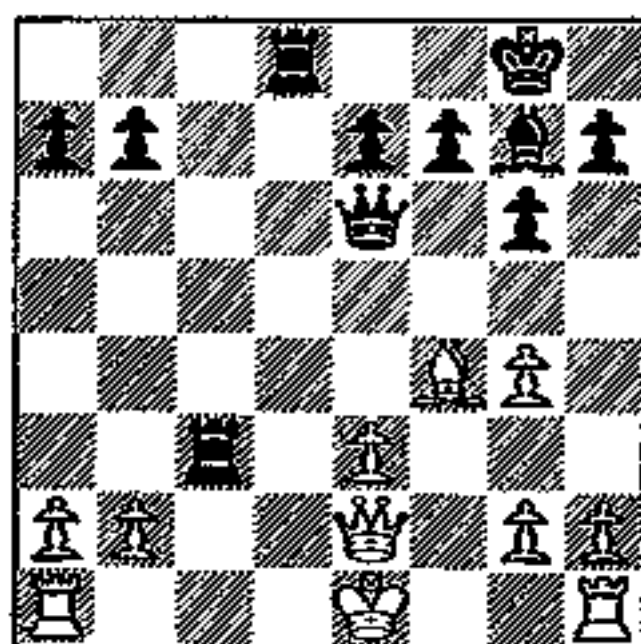
WHITE Dr. E. LASKER

White to play

16. P×R

Here White goes entirely wrong. With 16 Castles he still stood a very good chance. After the text-move the game is lost.

16.	...	B×P ch
17	K–B 2	R–Q 7
18	Q×R	B×Q
19.	K R–Q 1	B–R 4
20.	K–B 3	Q–B 3 ch
21.	K–Kt 3	B–Kt 3
22.	P–K R 3	Q–K 5
23.	K–R 2	B×P
24.	B×B	Q×B
25.	K–R 1	Q–R 6

The two Rooks are nowhere against the Q in this position.

26.	R–Q 7	P–Q Kt 4

27	R–K 1	Q × P
28	R(K 1) × P	P–Q R 4

White might as well resign

29	R–Q 8 ch	K–Kt 2
30	P–Kt 5	Q–B 5
31	R(Q 8)–Q 7	P–R 5
32.	R–B 7	Q–K B 8 ch
33	K–R 2	Q–B 5 ch
34	K–Kt 1	P–R 6
	Resigns	

GAME 12

Played in the Ostende Tournament, 1902.

"Queen's Pawn Opening"

WHITE	BLACK
H. W. SHOOSMITH	NIEMZOWITCH

1.	P–Q 4	Kt–K B 3
2.	P–Q B 4	P–Q 3
3	Kt–K B 3	Q Kt–Q 2
4	Kt–B 3	P–K 4
5	P–K 4	

White has transformed the game into a bad variation of the Philidor Defence.

5	.	B–K 2
6	B–Q 3	Castles
7.	Castles	P × P
8	Kt × P	R–K 1
9	P–Q Kt 3	Kt–K 4
10	B–B 2	P–Q R 3
11.	B–Kt 2	B–Q 2
12	P–K R 3	B–K B 1
13.	P–B 4	Kt–Kt 3
14.	Q–B 3	

A highly interesting situation has developed.

14.	.	P–B 3
15.	Q R–K 1	P–Kt 4
16.	Q–Q 3	Q–B 2
17	K–R 1	Q R–Q 1
18.	B–Kt 1	P–Kt 5
19.	Kt–Q 1	B–B 1
20	Q–K B 3	Kt–Q 2
21.	Kt–B 5	Kt–B 4
22.	P–Kt 4	

With the prospect of a great attack, but his own K gets too much exposed

BLACK   NIEMZOWITCH
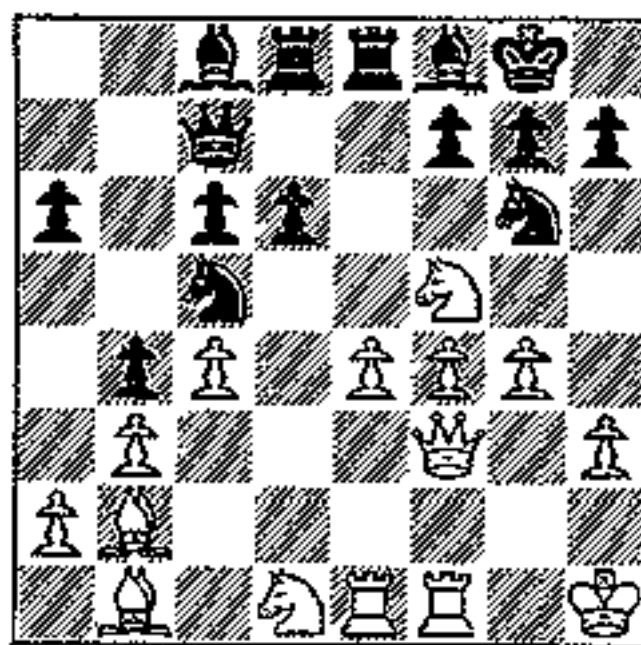
WHITE   H W SHOOSMITH

Black to play

22		Kt–K 3
23	Q–Kt 3	B–Kt 2
24	P–K R 4	P–Q 4

A beautiful counter-attack which brings the game to a sudden conclusion

25	P–K 5	P–B 4
26	P × P	R × P
27	K–Kt 1	R–Q 7
28	Kt(B 5)–K 3	Q–B 3
	Resigns	

Final Position

BLACK   NIEMZOWITCH
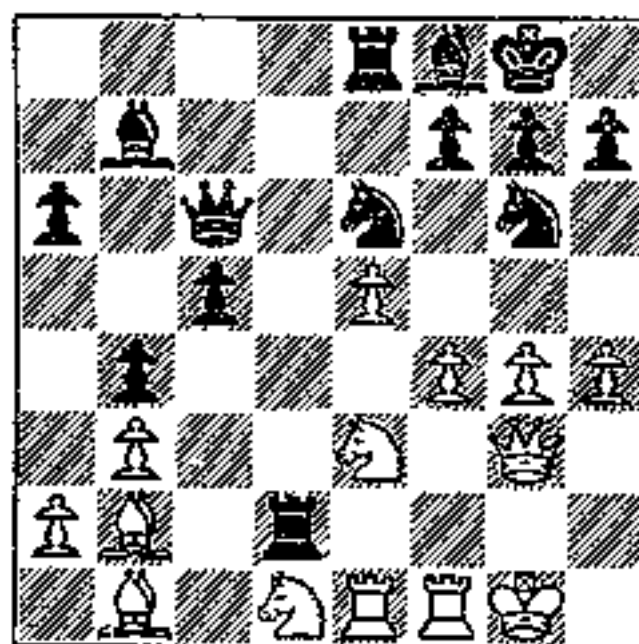
WHITE   H W SHOOSMITH

White resigns

An extraordinary finish to a very fine game with only four pawns o in 28 moves There is no defence of any kind left Up to his 24th move White seemed to have all the advanta e.

GAME 13

"Queen's Pawn Opening"

	WHITE	BLACK	
	ST. AMANT	H STAUNTON	
1	P–Q 4	P–K 3	
2	P–Q B 4	P–Q 4	
3	P–K 3	Kt–K B 3	
4	Kt–Q B 3	P–B 4	
5	Kt–B 3	Kt–B 3	
6	P–Q R 3	B–K 2	
7.	B–Q 3	Castles	
8	Castles	P–Q Kt 3	
9	P–Q Kt 3	B–Kt 2	
10	P×Q P	K P×P	
11	B–Kt 2		

No harm has been done by the transpositions. We have arrived at a very old variation of the Queen's Gambit Declined

11		P×P	
12	P×P	B–Q 3	
13	R–K 1	P–K R 3	
14	R–Q B 1	R–B 1	
15	R–B 2	R–B 2	
16	Q R–K 2		

An advantage seems to be established after this

16.		Q–B 1	
17	P–R 3	Kt–Q 1	
18	Q–Q 2	P–R 3	

Position after 24 B–B 6

BLACK   H STAUNTON
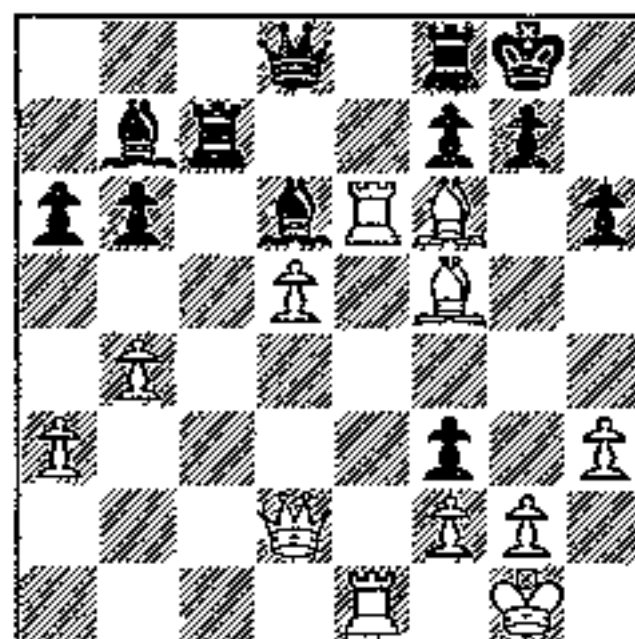
WHITE   ST AMANT

Black to play

| 19 | P–Q Kt 4 | Kt–K 3 |
| 20 | B–B 5 | Kt–K 5 |

Allowing White a fine combination   Black is hoping to get a R to B 7

| 21 | Kt × Kt | P × Kt |
| 22. | P–Q 5 | |

Of course not 22 B × P, B × B, 23 R × B, R–B 7.

| 22. | . | P × Kt |
| 23. | R × Kt | |

The winning move, which Black seems to have overlooked.

| 23 | . | Q–Q 1 |
| 24 | B–B 6 | |

And this beautiful move decides the question.

If Q–Q 2, 25 R(K 1)–K 4 threatening 26 Q × P can be played

| 24 | . | P × B |
| 25 | R × B | K–Kt 2 |

Forced, because if Q × R, 26 Q × P wins at once.

| 26. | R × Q | R × R |
| 27 | R–K 4 and wins. | |

One of St Amant's most brilliant victories over Staunton.

GAME 14

Played in 1908

"Queen's Pawn Opening"

WHITE	BLACK
CHALUPETZKY	J MIESES
1 P–Q 4	P–Q 3

One of Mieses's favourite moves

2.	P–K 4	Kt–K B 3
3	Kt–Q B 3	Q Kt–Q 2
4	P–B 4	P–K 4
5	Kt–B 3	P × Q P
6	Q × P	B–K 2
7.	B–B 4	Castles
8.	P–K R 3	P–B 3
9.	B–K 3	P–Q 4

This fine advance soon gives Black a winning attack.

10.	P × P	B–B 4
11	Q–Q 3	R–K 1
12	Kt–Q 4	Kt–Kt 3
13	K–Q 2	

White has nothing better

13.	. .	K Kt × P
14	B × Kt	Kt × B
15.	Q R–K 1	Kt × B
16	R × Kt	R × R

17 K × R   B–B 4

This pretty move brings the game to a sudden conclusion

BLACK   J Mieses
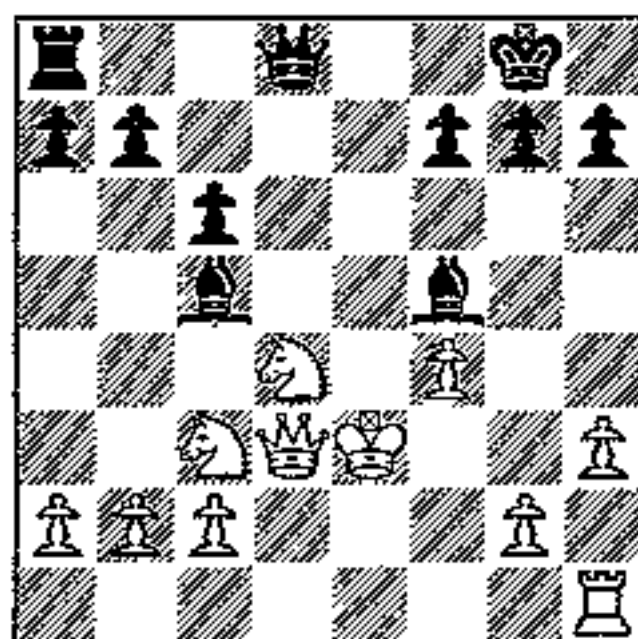
WHITE   Chalupetzky

White to play

18 Q–Q 2   Q × Kt ch
19 Q × Q   R–K 1 ch
    Resigns

GAME 15

Played in the Paris Tournament, 1900
"Queen's Pawn Opening"

	WHITE	BLACK
	Dr E Lasker	J Mieses
1	P–Q 4	P–Q 4
2	Kt–K B 3	Kt–K B 3
3	P–B 4	P–K 3
4	Kt–B 3	P–B 4
5	P × Q P	K P × P
6	B–Kt 5	B–K 3
7	P–K 4	

This strong move gives White an excellent game

7	.	B P × P
8	Q × P	Kt–B 3
9	B–Kt 5	P × P
10	B × Kt	Q × B
11	Kt–K 5	R–Q 1
12	Q × K P	B–Q Kt 5

A fine open position has been reached, and there are many interesting
lines of play to choose from
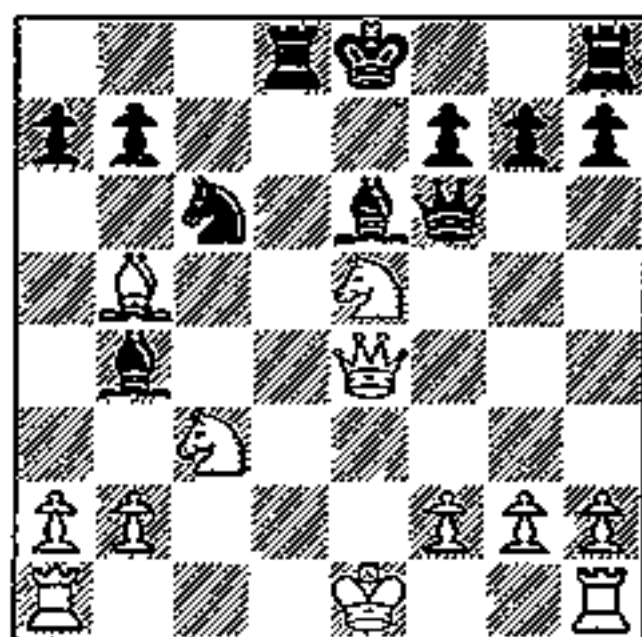
White to play

13	B×Kt ch	P×B
14	Q×P ch	K–B 1
15	Q–K 4	

White has now a P, but with his K exposed his position is not too secure

15		B×Kt ch
16	P×B	B–Q 4 ı
17	Q–K 3	B×Kt P

The capture of this P, as is usual in such positions, does not turn out well

18	R–K Kt ı	B–R 6
19	R–Kt 3	B–B 4
20	K–B ı	

This excellent move turns the game in White's favour

20		P–K R 4
21	R–K ı	P–R 3

Rather than give up his Q R P, Black lets the exchange go

22 ı	Kt–B 6	Q×Kt
23	Q–K 7 ch	K–Kt ı
24	Q×R ch	K–R 2
25.	Q–Q 4	Q–R 8 ch

The game is gone   The checks lead to nothing

26	R–Kt ı	B–R 6 ch
27	K–K 2	B–Kt 5 ch
28	Q×B	

The final stroke   This game is a fine example of Dr Lasker's play.

28. .		R–K ı ch
29	K–Q 2	Resigns

GAME 16

Played in a tournament in 1939

"Queen's Pawn Opening"

WHITE	BLACK
E D BOGOLJUBOW	HASENFUSS
1. P–Q 4	P–K 3
2. Kt–K B 3	P–K B 4
3 P–K Kt 4	

A highly original and interesting variation of the Dutch Defence

3	P×P
4. Kt–K 5	Q–R 5

An extraordinary move which turns out particularly well

5 P–K 4	P–Kt 6

Black obtains a lasting advantage with this advance.

BLACK   HASENFUSS

WHITE E D BOGOLJUBOW

White to play
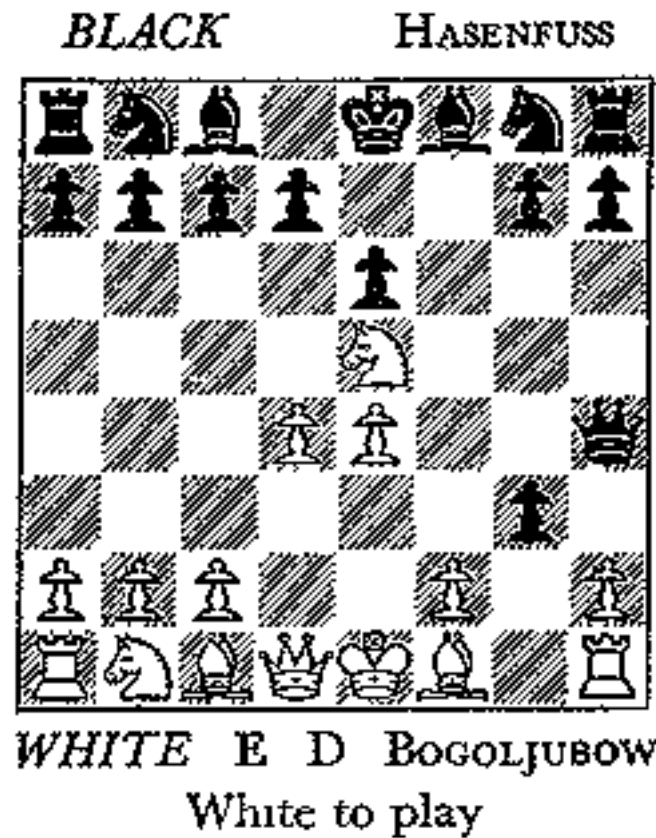
6 B–Kt 2	P×P ch
7 K–B 1	Kt–Q B 3
8. Kt×Kt	Kt P×Kt
9 P–B 4	Kt–B 3
10 P–K 5	Kt–Q 4

Another fine move   11 P×Kt cannot be played on account of B–R 3 ch

11 B–B 3	B–R 3
12. P–Kt 3	B–K 2
13 K–Kt 2	Castles
14 R–B 1	R×B

And this excellent sacrifice soon puts an end to the game
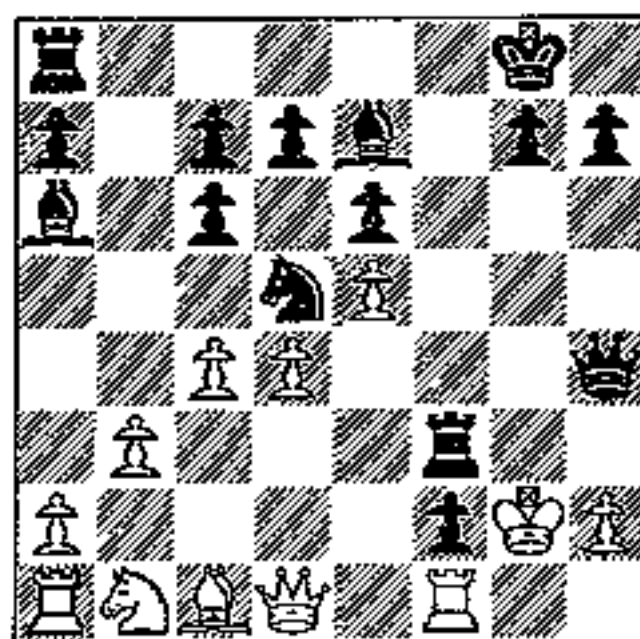
WHITE   E D Bogoljubow
White to play

15	Q×R	R–K B 1
16	Q–Q 3	Q–Kt 5 ch
17.	K–R 1	Kt–Kt 5
18.	Q–Kt 3	

A forced move

18	.	Q×P
19	Kt–B 3	B–R 5
20.	Q–K 3	P–B 4

A final threat which cannot be stopped   The P established on B 7 as early as move 6 has led to victory; a very fine game all through

21	Q×Q	P×Q
	Resigns	

Of course if 22 Kt–K 4, B–Kt 2 follows

GAME 17

Played at Dusseldorf in 1908

"Queen's Pawn Opening"

WHITE	BLACK
A. N. Other	Koehnlein
1. P–Q 4	P–Q 4
2. Kt–K B 3	P–K 3
3 P–K 3	Kt–K B 3
4 B–Q 3	B–Q 3
5 Q Kt–Q 2	Q Kt–Q 2
6. P–K 4	Kt×P
7 Kt×Kt	P×Kt
8 B×P	Castles

Kt–B 3 was correct here

9 B–Kt 5	Q–K 1
10. Castles	P–K B 4
11 B–Q 3	P–K 4
12. P×P	Kt×P
13 R–K 1	Q–R 4

A peculiar mistake not easy to see It results in the loss of a piec Kt×Kt ch was the right move.

14 Kt×Kt	Q×B
15 B–B 4 ch	K–R 1
16 Q×B	Resigns

As P×Q, 17 Kt–B 7 ch follows.

Final Position

BLACK   KOEHNLEIN
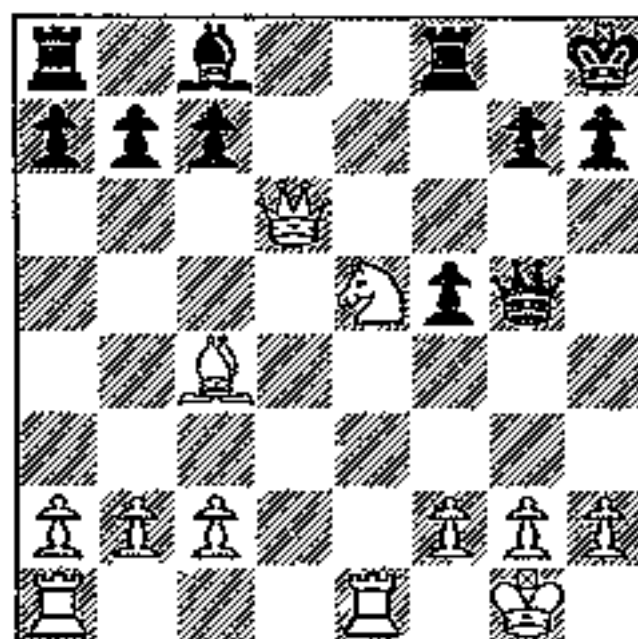
WHITE   A N Other

Black resigns

GAME 18

Played in Denmark in 1941

"Queen's Pawn Opening"

WHITE	BLACK
A NIELSEN	T HAARH
1 P–Q 4	Kt–K B 3
2 Kt–K B 3	P–Q 4
3 P–B 4	P×P
4 Kt–B 3	P–B 4
5. P–K 3	P–K Kt 3
6. B×P	B–Kt 2
7. Q–R 4 ch	

A clever move to induce B–Q 2

7. .	B–Q 2

This faulty reply allows White a smart win in another four moves

8. Q–Kt 3	Castles

9	Kt–K 5	B–K 1
10	Q×P	Q Kt–Q 2
11	Kt–B 6	Resigns

Final Position

BLACK   T Haarh
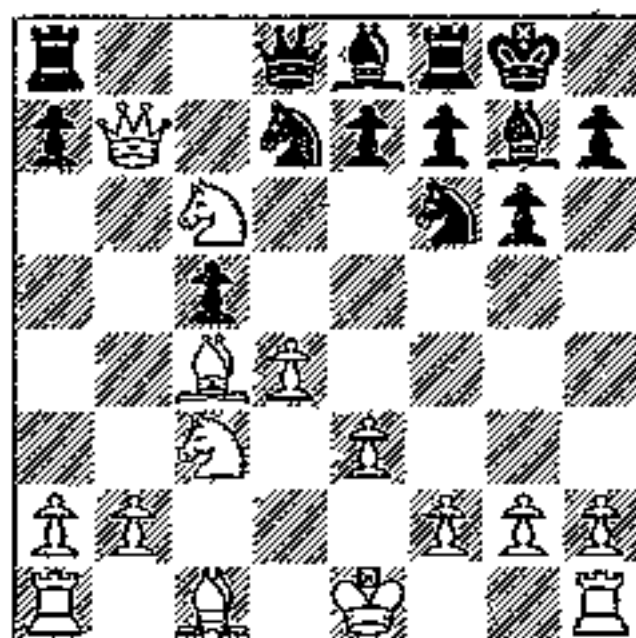
WHITE   A Nielsen

Black resigns

GAME 19

Played at Rio de Janeiro

"Queen's Pawn Opening"

WHITE	BLACK
O Trompowsky	Dr A Alekhine
R Charlier	Dr O Cruz
A Silva Rocha	

	WHITE	BLACK
1	P–Q 4	Kt–K B 3
2.	B–Kt 5	P–Q 4

A curious variation would be Kt–K 5, 3 B–R 4, P–Q 4, 4 P–K B 3 Kt–Q 3, 5 Kt–B 3, Kt–B 4, 6 B–B 2, P–K R 4

| 3 | B×Kt | K P×B |
| 4 | P–K 3 | B–K 3 |

White has certainly not obtained any advantage in the opening

5.	Kt–Q 2	P–B 3
6	P–Q B 4	B–Q Kt 5
7	P×P	B×P
8	P–Q R 3	B–R 4
9	Kt–B 3	P–K B 4
10	B–Q 3	P–K Kt 3
11	Castles	Castles
12	B–B 4	Kt–R 3

A strange move with the idea of Kt–B 2 holding Q 4   If 13 B×Kt, P×B, 14 Q–K 2, Q–B 1 seems good enough
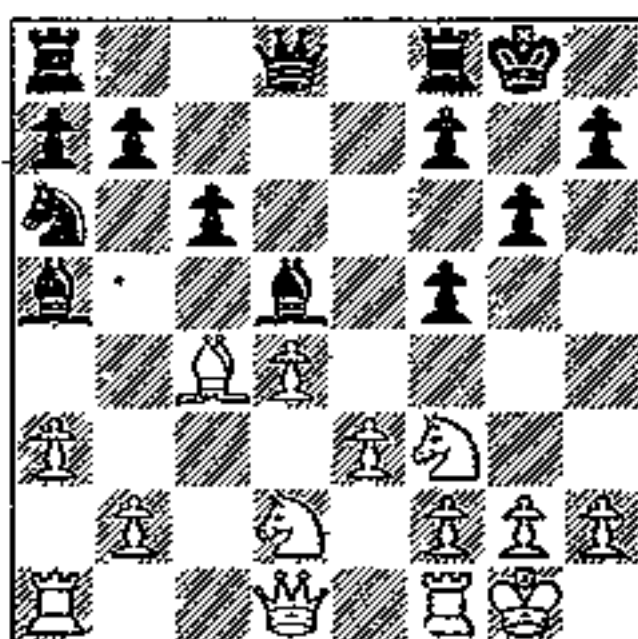
O Trompowsky
WHITE R Charlier
A Silva Rocha

White to play

| 13 | Q–Kt 3 | Kt–B 2 |
| 14 | Q×P | |

This capture forces a draw

14		R–Kt 1
15	Q×R P	R–R 1
16	Q–Kt 7	

If 16 Q–B 5, Kt–K 3 wins the Q

| 16 | | R–Kt 1 |
| 17 | Q–R 7 | R–R 1 |

Drawn

GAME 20

Played at Orebro, 1937

"Queen's Pawn Opening"

	WHITE	BLACK
	R Fine	Pettersson-Ekelund
1	P–Q 4	Kt–K B 3
2	P–Q B 4	P–B 3
3	Kt–Q B 3	P–Q 4
4	Kt–B 3	P×P
5	P–Q R 4	B–B 4
6.	Kt–K 5	Q Kt–Q 2
7.	Kt×P(B 4)	Q–B 2
8	P–K Kt 3	P–K 4
9	P×P	Kt×P
10	B–B 4	K Kt–Q 2
11	Q–Kt 3	

3

This move is the cause of all White's trouble.

11. ...	B–K 3

The right reply, forcing a hole for the Kt at B 6

12. P–K 3	Kt–B 6 ch
13 K–Q 1	Q–Q 1

This clever move gives Black a forced win

BLACK PETTERSSON-EKELUND
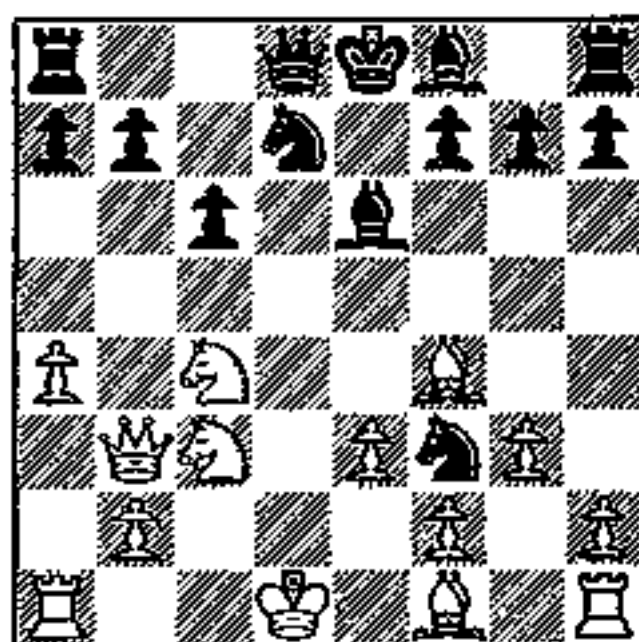
WHITE R. FINE

White to play

14. K–B 1	Kt–B 4
15. Q–Q 1	Q × Q ch
16 K × Q	Castles ch
17. K–K 2	B–Kt 5
18 P–K R 3	R–Q 7 ch

A lovely finish.

BLACK PETTERSSON-EKELUND
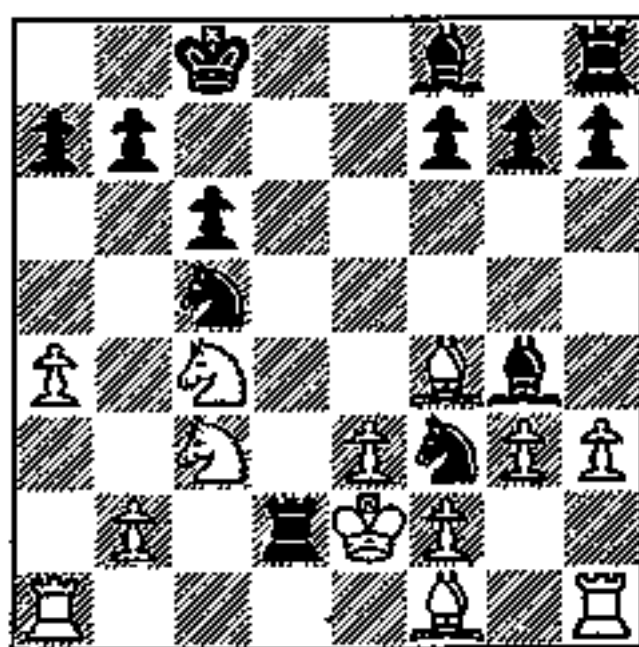
WHITE R. FINE

White to play

19 Kt × R	Kt–Q 5 ch
20. K–K 1	Kt–B 7 mate

GAME 21

Played in the Paris Championship.

"Queen's Pawn Opening"

	WHITE	BLACK
	A GIBAUD	F LAZARD
1	P–Q 4	Kt–K B 3
2	Kt–Q 2	P–K 4
3	P×P	Kt–Kt 5
4	P–K R 3	

This most peculiar move leads to one of the shortest tournament games ever played

4	.	Kt–K 6
	Resigns	

Final Position

BLACK   F LAZARD
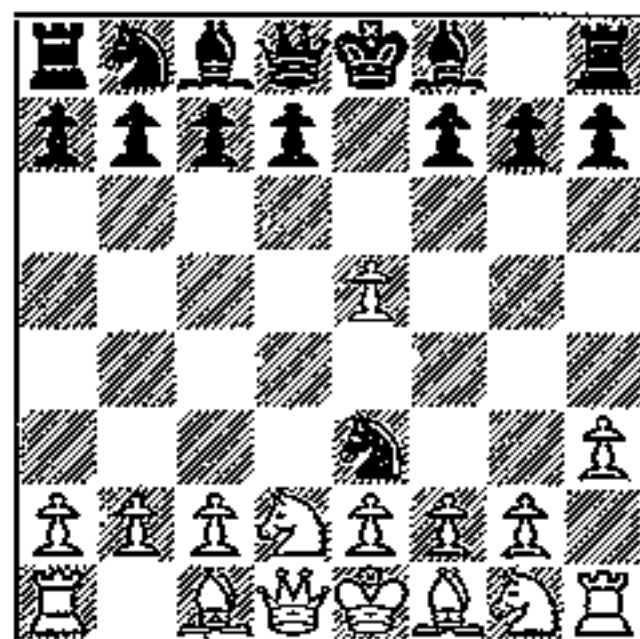
WHITE   A. GIBAUD

White resigns

GAME 22

Played in the Plymouth Tournament, 1938.

"Queen's Pawn Opening"

	WHITE	BLACK
	P M LIST	DR. A ALEKHINE
1	P–Q 4	P–Q 4
2	Kt–K B 3	P–Q B 3
3	P–K 3	B–B 4
4	B–Q 3	P–K 3

An unusual defence leading to an original game

5	Castles	Kt–Q 2
6	Q–K 2	K Kt–B 3
7.	Kt–K 5	Kt×Kt

8	P×Kt	Kt–Q 2
9	P–K 4	P×P
10	B×P	B×B
11	Q×B	Q–R 4
12	P–K B 4	Castles
13	Kt–Q 2	Kt–Kt 3
14	Kt–Kt 3	Q–Q 4

Black seems to wish to reduce the position to an end game.

15.	Q–K 2	Kt–B 5
16	B–K 3	Q–K 5
17	Q R–K 1	
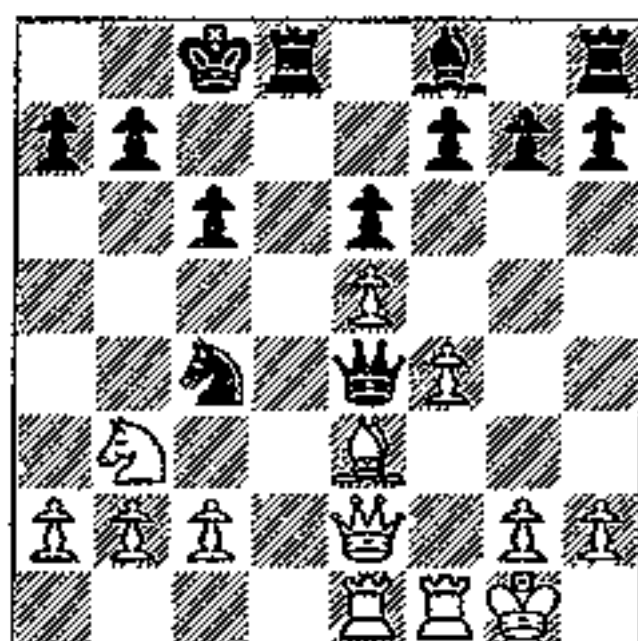
Black to play

17		Q×B ch
18.	Q×Q	Kt×Q
19	R×Kt	B–K 2
20	K–B 2	R–Q 4
21	K–K 2	K R–Q 1
22	R–Q 3	P–B 3
23.	R×R	R×R
24	P–B 4	

By strong play White has secured an advantage in position

24		R–Q 1
25	R–B 3	P–Q B 4
26	R–R 3	P×P
27	P×P	P–K R 3
28.	R–Kt 3	R–Kt 1
29	Kt–Q 2	B–Kt 4
30	Kt–B 3	B–B 8
31	P–Kt 3	P–K Kt 4
32	Kt–K 1	B–B 5
33.	R–R 3	P–Kt 5

34.	R–R 5	B–Kt 4
35	Kt–Q 3	P–Kt 3

The game was adjourned here and List was thought to have a winning advantage.

BLACK Dr A Alekhine
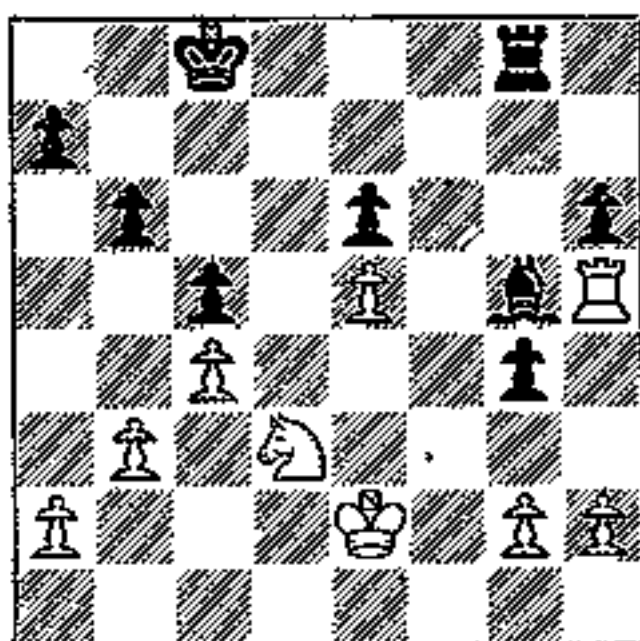
WHITE P M List

White to play

36.	Kt–B 2	B–B 8
37.	P–Kt 3	R–Q 1
38.	P–Q R 4	

Kt × P was probably better

38		R–Q 7 ch
39	K–K 1	R–Q 5
40	R–R 4	B–K 6
41.	K–K 2	B × Kt
42	K × B	R–Q 6
43	R × R P	

A very difficult position   List afterwards preferred R × Kt P.

43		R–B 6 ch
44	K–Kt 2	R × P
45	R–Kt 6	

R × P at once would have saved a move

45		R–Kt 7 ch
46	K–Kt 1	R–Kt 8 ch
47	K–B 2	R–Kt 7 ch
48	K–K 3	R × P
49	R × K P	R × Q B 7
50.	K–B 4	R × P ch
51.	K–B 5	R–Q 5

Alekhine was very short of time here   R × P would lose.

52.	P–R 5	

The second sealed move   A draw seems to be the correct result now.
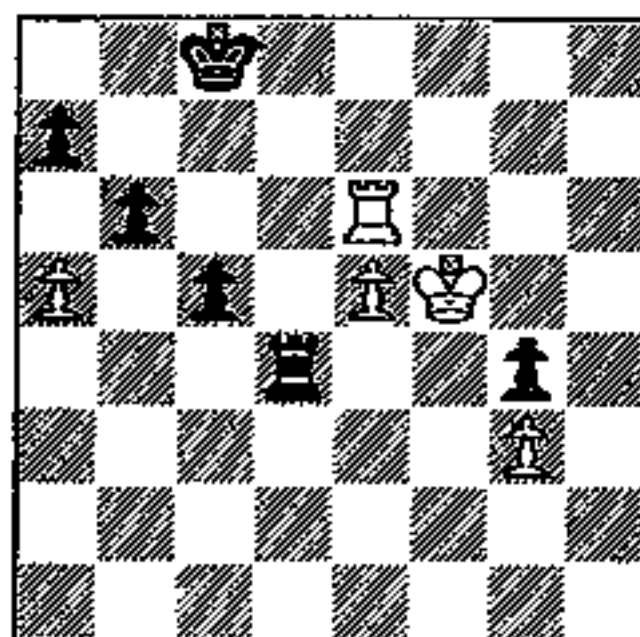
Black to play

52		K–B 2
53	R–Kt 6	P–B 5
54	R–Kt 7 ch	K–B 3
55.	R×R P	P–B 6
56	P×P	K×P
57	R–R 1	P–B 7
58	R–Q B 1	R–Q 7
59	K×P	K–B 4
60.	K–B 3	K–Q 4

Drawn

Alekhine had a very narrow escape from defeat in this game.

GAME 23

Played in the Bournemouth Tournament, 1938.
"Queen's Pawn Opening"

WHITE		BLACK
Dr A Speyer		P. Wenman
1.	P–Q 4	Kt–K B 3
2	P–Q B 4	P–K 3
3	P–K Kt 3	P–Q 4
4.	B–Kt 2	B–K 2
5.	Kt–Q B 3	Castles
6	P×P	P×P
7.	Kt–B 3	P–B 3
8.	Castles	B–K B 4

A risky move to induce Kt–K R 4. It has, however, some points in its favour.

9.	Kt–K R 4	B–K 3
10.	P–B 4	Kt–K 5
11	Kt–B 3	

Either B×Kt or Kt×Kt would leave Black with a good game.

11	P–K B 4

With a good defence.

12. Q–Kt 3	Q–B 1

Q–Kt 3 was better here.

13. Kt–K Kt 5	Kt×K Kt
14. P×Kt	Q–Q 2
15. B–B 4	Kt–R 3
16. P–K 3	Q R–Q 1

The wrong Rook. K R–Q 1 should have been played.

17. Q–R 4	

To keep the Kt tied up.

17. .	B–Q 3
18. Q R–Q 1	R–R 1

To release the Kt, but a fatal mistake overlooking the pretty combination which follows B×B first would have avoided it.

19 Kt×P	

This pretty move wins a P whatever the reply.

BLACK   P WENMAN
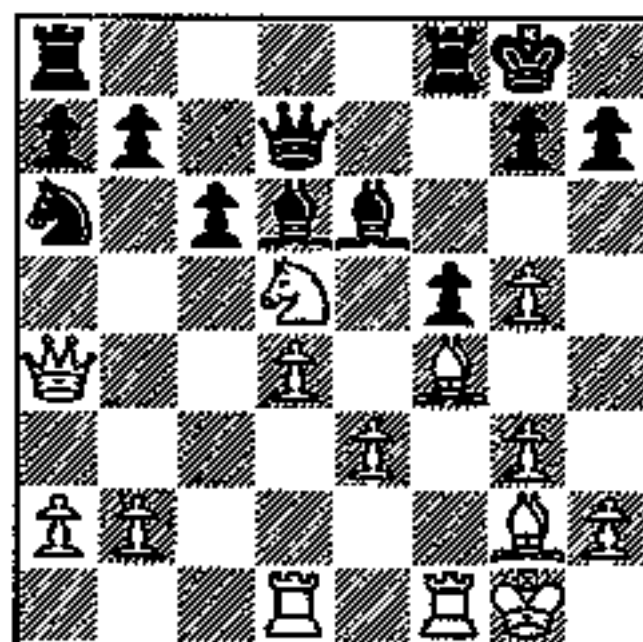
WHITE DR A. SPEYER

Black to play

19. .	K R–Q 1

The best chance If B×B; 20 Kt×B. If B×Kt; 20 B×B ch Or if P×Kt, 20 Q×Q, B×Q; 21 B×P ch, K–R 1; 22 B×B wins.

20. Kt–B 3	B×B
21. Kt P×B	Kt–B 2
22. K R–K 1	Kt–Q 4
23 Kt×Kt	B×Kt
24 B×B	Q×B
25 Q–Kt 3	Q×Q
26. P×Q	

And White won the end-game at the 45th move.

GAME 24

"Queen's Pawn Opening"

	WHITE	BLACK
	C. SULLIVAN	M A INSALL
1	P–Q 4	Kt–K B 3
2.	Kt–K B 3	P–K 3
3.	P–B 4	B–Kt 5 ch
4.	Kt–B 3	Castles
5	Q–B 2	P–Q Kt 3
6.	P–K 4	P–Q 4
7	P–K 5	Kt–K 5
8	P–Q R 3	B×Kt ch
9	P×B	B–Kt 2
10	B–Q 3	Kt–Q 2
11	P×P	P×P
12	B×Kt	P×B
13	Kt–Kt 5	P–Q B 4

With this move Black gains a rapid and surprising attack

| 14 | B–K 3 | |

Kt×K P was dangerous but probably better than this If in reply
P×P, then 15 Kt–Q 6, B×P; 16 R–K Kt 1   Or instead 14 B×Kt,
15 Q×B, P×P, 16 P×P, and White has better prospects than in the
actual game

14		P×P
15	P×P	R–Q B 1
16	Q–Kt 1	R–B 6

This excellent move threatens R×B ch followed by Q×Kt

| 17 | Kt×K P | |

Leaving Black with a very pretty forced win

BLACK   M. A INSALL
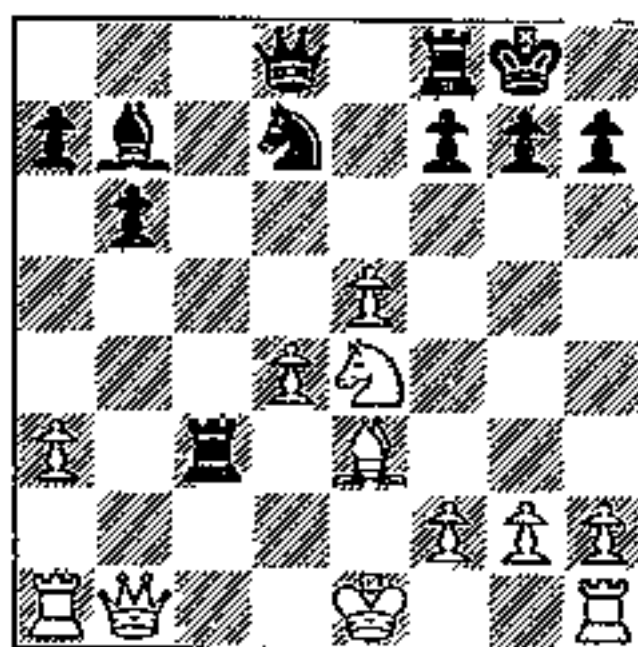
WHITE   C SULLIVAN

Black to play

17		R×B ch
18	P×R	Q–R 5 ch
19.	Kt–Kt 3	B×P
20	R–Kt 1	Q×R P

White's position is in complete ruins

21	R×B	Q×R
22	Kt–K 4	R–B 1
23.	Kt–Q 2	R–B 6
24.	Q–B 5	R×P ch
25	K–Q 1	Q–R 8 ch
26.	Kt–B 1	R–K B 6

This is the end of the attack.

27	Q×Kt	Q×Kt ch
28	K–B 2	

Or 28 K–Q 2 and Black mates in two

28		Q–K 7 ch

And mates next move   A fine game by Mr Insall.

GAME 25

Played in the Bournemouth Tournament, 1939
"Queen's Pawn Opening"

WHITE	BLACK
D PORDHORCER	P WENMAN

1	P–Q 4	P–Q 4
2	Kt–K B 3	Kt–K B 3
3	P–B 4	P–K 3
4	Kt–B 3	B–K 2
5	P–K 3	Castles
6	B–Q 3	P×P
7.	B×P	P–Q R 3
8.	P–Q R 4	P–Q Kt 3
9	Q–K 2	

An unusual move and also a good one

9	.	B–Kt 2
10	P–K 4	R–K 1
11.	Castles	Q Kt–Q 2
12.	R–Q 1	Kt–B 1
13	Kt–K 5	P–B 3
14	B–Kt 3	Kt–Kt 3
15	Kt×Kt'	R P×Kt
16	P–K 5	Kt–R 2
17.	Kt–K 4	

The start of a strong attack, but the Black defences are still in good order
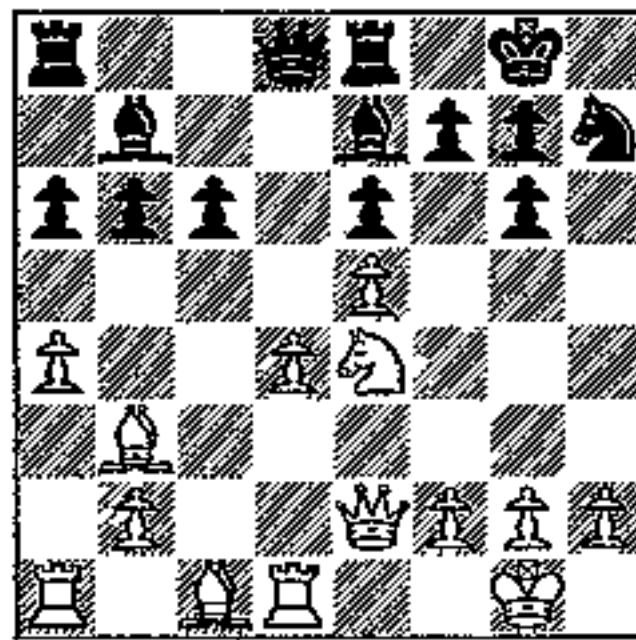
WHITE D. PORDHORCER

Black to play

17	.	Q–B 2
18.	B–K B 4	K R–Q 1
19	Q R–B 1	Q–Q 2
20.	R–B 3	

White aims at getting his R on K R 3 and his Q on K R 4, when the game would be over   In the end the idea comes about

20.	.	Q R–B 1
21.	R–R 3	P–Q B 4

An attempt at counter-attack.

BLACK   P   WENMAN
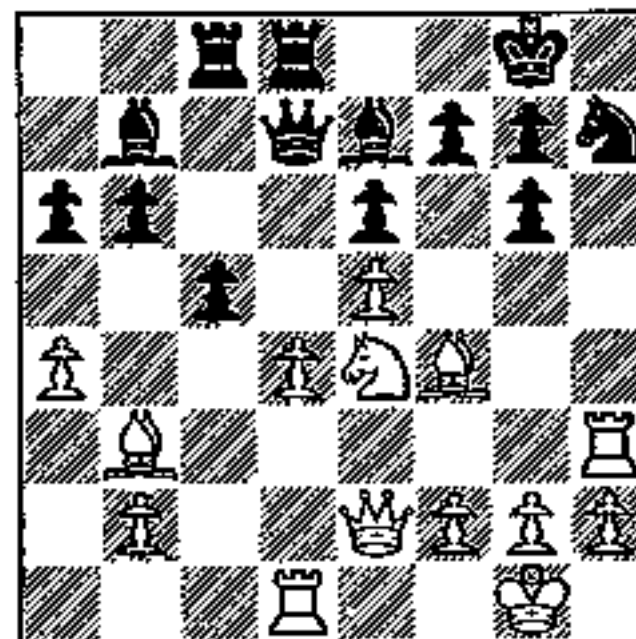
WHITE D. PORDHORCER

White to play

22	Kt–Q 6	B × Kt
23	P × B	P–B 5

A useful move. If 24 B × P, Q–B 3 wins a piece by threatening mate.

24.	B–B 2	Kt–B 3

The Kt must be got to R 4 before the Q can arrive at K R 4.

25	P–B 3	Kt–R 4
26	B–K 5	P–B 4

If P–B 3, 27 P–K Kt 4 with great advantage

27	Q–Q 2	Kt–B 3
28.	Q–Kt 5	Q–K B 2
29.	P–K Kt 4	

The break-up now begins.

29	.	P–B 6
30	P–Kt 3	B–Q 4
31	Q–R 4	

The plan evolved so long ago has come about The Q has got to R 4 with the R behind her. Black cannot save the situation

31.		K–B 1
32.	Q–R 8 ch	Kt–Kt 1
33	R–R 7	R–Q 2

A last hope in case of B × P ch

BLACK   P WENMAN
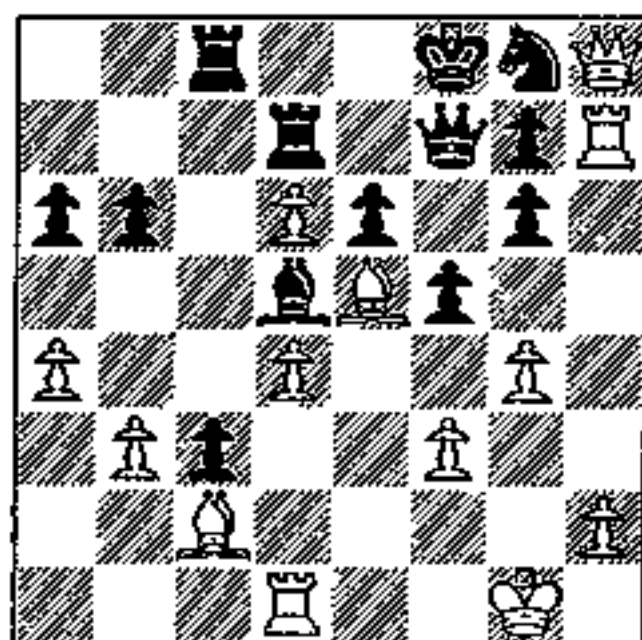
WHITE D. PORDHORCER

White to play

34 R × P

In this strange position if White plays 34 B × P ch after K–K 1 his Queen, Rook, and Bishop all remain locked in and unable to move without loss

34.		Q × R
35	B × Q ch	R × B

Black is not able to make much further resistance.

36	P × P	K P × P
37.	R–Q 3	P–Q Kt 4
38	P × P	P × P
39	P–Kt 4	R–B 5

A mistake, allowing a pretty finish.

40	Q × R ch	K × Q
41	P–Q 7	Resigns

A fine game by Pordhorcer.

Played in the Bristol Club Championship, 1938
"Albin's Counter-Gambit"

WHITE	BLACK
A. N OTHER	P. WENMAN
1 P–Q 4	P–Q 4
2 P–Q B 4	P–K 4
3 Kt–Q B 3	P × B P
4. P × P	Q × Q ch
5 Kt × Q	Kt–Q B 3
6. Kt–K B 3	B–Kt 5
7 B–B 4	Castles
8 Kt–K 3	

This strange blunder allows Black to win three pieces, one after the other

BLACK　P WENMAN
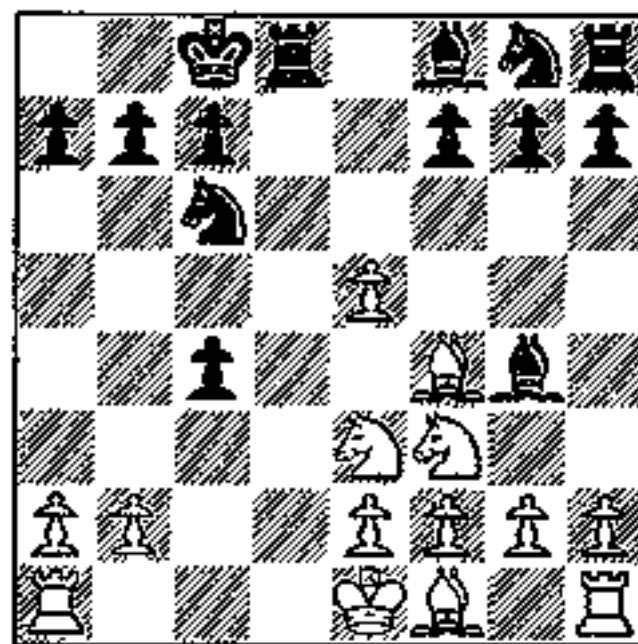
WHITE　A N OTHER

Black to play

8. ...	B–Kt 5 ch
Resigns	

Because there is only 9 Kt–Q 2, B × Kt ch, 10 K–Q 1, B × Kt ch, 11 K–K 1, B × B, with three pieces to the good

GAME 27

Played in 1906   It has an extraordinary ending
"Albin's Counter Gambit"

WHITE	BLACK
AMATEUR	A N OTHER
1 P–Q 4	P–Q 4
2 P–Q B 4	P–K 4
3. P–K 3	K P × P

4	Q×P	Kt–K B 3
5	Kt–Q B 3	Kt–B 3
6	Q–Q 1	B–K B 4
7	P–B 3	Kt–Q Kt 5
8	Q–R 4 ch	Q–Q 2
9	Q×Q ch	K×Q

With a won position for Black of course

10	P–K 4	P×K P
11	P×P	Kt×P
12	R–Kt 1	Kt–B 7 ch
13	K–Q 1	Kt–B 7 ch
14	K–K 2	B–B 4
15	Kt–B 3	B–Q 6 ch
16	K–Q 2	B–K 6 mate

As peculiar a mate as could ever be seen on the chessboard

Final Position

BLACK   A N OTHER
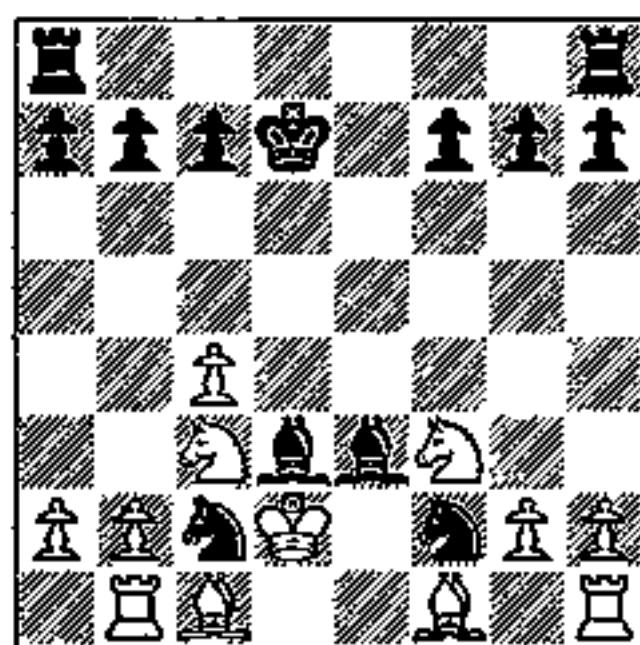
WHITE   AMATEUR

GAME 28

Played in the Bournemouth Tournament, 1939
"Polish Defence"

WHITE	BLACK
DR. M. EUWE	G ABRAHAMS
1. P–Q 4	P–Q Kt 4

This move was not likely to succeed against his great opponent

2 P–K 4	B–Kt 2
3 P–K B 3	

An unexpected move. Most players would play B–Q 3 here

3 .	P–Q R 3
4 P–Q B 4	P×P
5. B×P	P–K 3

This and his final move are the only ones Black ever makes on his K side.

6.	Kt–B 3	P–Q 4

Kt–K B 3 was better

7.	Q–Kt 3

This smart reply soon brings the game to an end.

7.	. .	Kt–Q B 3

If P×B; 8 Q×B, Kt–Q 2; 9 Q–B 6.

8.	P×P

Of course Q×B loses the Q after Kt–R 4

8.	.	Kt×P
9.	Q×B	R–Kt 1

If Kt–B 7 ch, 10 K–B 1, Kt×R, 11 P×P, P×P, 12 Q–B 6 ch wins

10	Q×R P	R–R 1
11	B–Kt 5 ch	K–K 2
12	P–Q 6 ch	Resigns

Final Position

BLACK   G ABRAHAMS
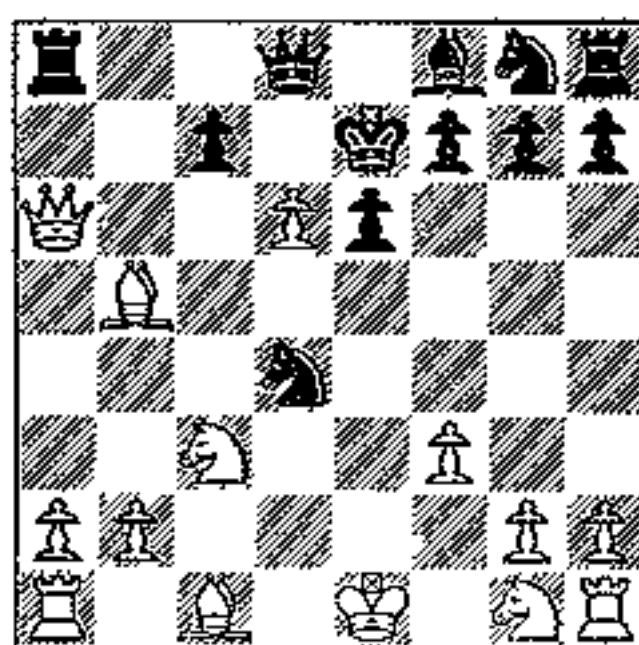
WHITE DR. M. EUWE

Black resigns

If K–B 3, 13 P×P, Q×P, 14 Kt–Q 5 ch, or 12 P×P, 13 B–Kt 5 ch, P–B 3, 14 Q–Kt 7 ch, and mates next move. A smart little game.

GAME 29

Played in 1806. This game has one of the most brilliant problem moves ever played.

"King's Gambit"

WHITE	BLACK
S LOYD	DR MOORE
1 P–K 4	P–K 4
2 P–K B 4	P×P
3 P–Q 4	

One of the old moves which has disappeared in the modern chess age.

3.	..	P–Q 4	
4.	B–Q 3	Kt–K B 3	
5.	B×P	P–B 4	

P×P looks better here.

6	B–Kt 5	P×K P	
7	B×P	P×P	
8	B×Kt	Q×B	
9.	Kt–K B 3	B–Q B 4	
10.	Castles	Castles	
11.	Q Kt–Q 2	P–Q 6 ch	
12.	K–R 1	P×P	
13.	B×P ch	K×B	
14	Q×P ch	Q–Kt 3	
15	Q×B	Kt–R 3	

A neat offer of the R. If 16 Q×R, then follows B–R 6, 17 Kt–K R 4, B×P ch; 18 K–Kt 1, Q–Kt 3 ch and wins

16.	Q–Q Kt 5	Kt–B 2	
17.	Q–B 4	Q–Kt 3	
18.	Kt–K R 4	P–R 4	
19.	Q Kt–B 3	R–R 3	

This method of defence is too cramped

20	Kt–K 5	P–B 3	
21	R–B 3	Q×P	
22.	R–K 1	P–B 4	
23.	R–K R 3	P–B 5	

What has up to now been a very ordinary game becomes all at once a startling brilliancy White can force a mate in 3 moves against any possible reply by one of the most beautiful moves ever made in actual play.

BLACK   Dr Moore
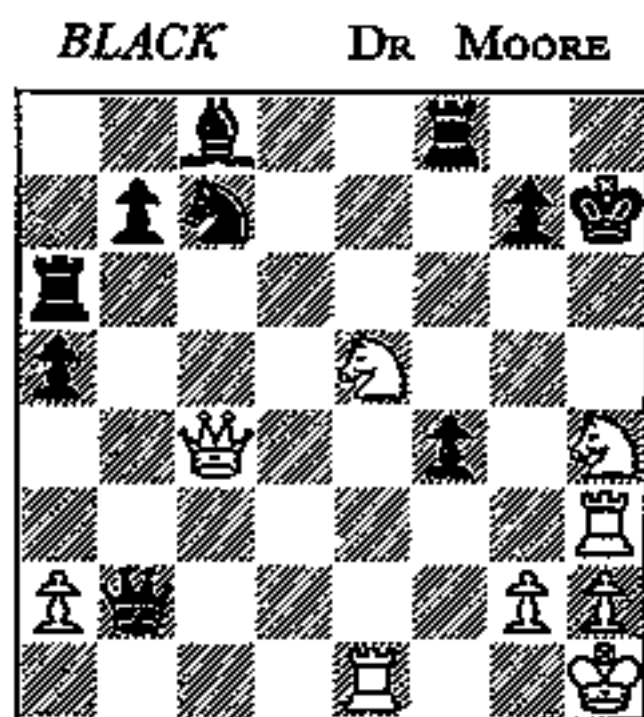
WHITE   S. Loyd

White to play

24 Q–K 6

And this is how it is done, with the threat of Kt–Kt 6 ch and R–R 8 mate   The object of the move is to cut the Black B off K R 6 and the Black R off K R 3 by a self-block.   If B×Q,   25 Kt–B 5 ch, K–Kt 1;   26 Kt–K 7 mate   Or Kt×Q the same   If R×Q, 25 Kt–Kt 6 ch, K–Kt 1, 26 R–R 8 mate   Again, if P–K Kt 3,   25 Q×P ch, K–R 1,   26 Kt–B 5 mate   Or Q×P ch, 25 Kt×Q mate.   Or Q–B 6, 25 Kt–B 3 mate   The position is highly remarkable   Black resigns

Final Position

BLACK   DR MOORE

WHITE   S LOYD

Black resigns
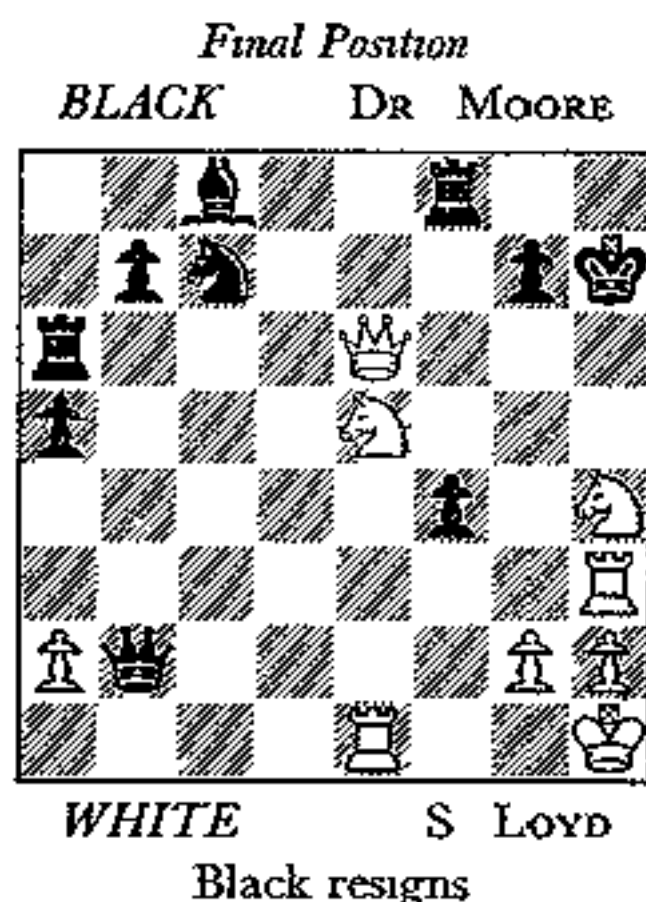
GAME 30

Played in the Vienna Tournament, 1882.
"King's Gambit Declined"

WHITE	BLACK
W STEINITZ	MEITNER
1 P–K 4	P–K 4
2 P–K B 4	B–B 4
3. Kt–K B 3	P–Q 3
4 B–B 4	B–K Kt 5

This is one of those blunders which lead to highly interesting play.

5 P×P	P×P
6 B×P ch	K–B 1
7 B–Kt 3	Kt–Q B 3
8 Kt–B 3	P–K Kt 3
9 P–Q 3	K–Kt 2

Black has a lost game, but he makes an excellent fight of it

10 Kt–Q R 4	B–Kt 5 ch
11 P–B 3	P–Q Kt 4

Introducing clever complications

12	P×B	P×Kt
13	B×P	Kt×P
14	B–Q Kt 5	

A curious spot for the Bishop

14		B×Kt
15	P×B	R–Kt 1
16	B–Q B 4	Q–R 5 ch
17.	K–B 1	Kt–B 3

Things look much more promising for Black now.

18	K–Kt 2	Kt–R 4
19	R–B 1	Kt–Q B 3
20	P–Kt 3	K R–K B 1
21	B–K 3	Q R–Q 1
22	Q–Q 2	Kt–B 5 ch
23	K–R 1	R–B 3
24	Q R–B 1	Kt–Q 5
25	Q–R 5	

A counter-attack in an unexpected place   The interest in the game increases

25	.	Q–R 6
26	B×K Kt	P×B
27	R–K B 2	Kt×B P
28	P–K 5	R–B 3
29	P–K 6	R×Q P
30	P–K 7	

The P must be stopped, but how? R–K 6 will be answered by 31 Q–Q 5

30	.	Q–K 3

This is one of those brilliant moves which almost succeed, but not quite. The ending is a clever piece of chess

BLACK   Meitner
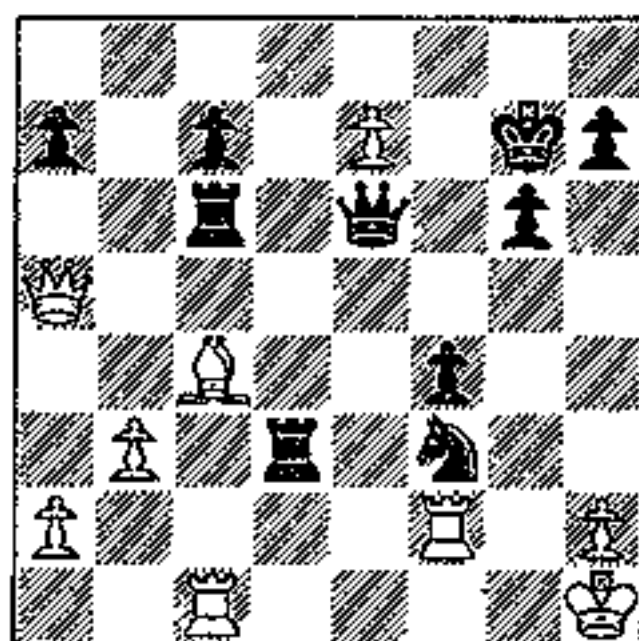
WHITE   W. Steinitz

31	R–K 1	

4

For if 31 B×Q Black wins by R×R ch, 32 R–B 1 (if K–Kt 2, Kt–R 5 mate), R–B 7 (R×R ch will lose); 33 R–B 2, R×R wins

| 31 | - | R×B |

A final offer of the Q which this time can be safely accepted

| 32. | R×Q | R–B 8 ch |
| 33. | R–K 1 | Resigns |

GAME 31

Played 14th January, 1905.

"King's Gambit Declined"

	WHITE	BLACK
	W E NAPIER	H. E. ATKINS
1	P–K 4	P–K 4
2	P–K B 4	B–B 4
3.	Kt–K B 3	P–Q 3
4.	P–B 3	Q–K 2

A weak defence which soon gives Black a difficult game.

5.	P–Q 4	B–Kt 3
6.	B P×P	P×P
7.	Kt×P	P–K B 3

Black has no prospects unless he recovers the pawn

| 8 | Kt–B 3 | Q×P ch |

This is bound to be a highly dangerous capture

9	K–B 2	Kt–K 2
10	B–Kt 5 ch	P–B 3
11	R–K 1	Q–B 4
12	Q–K 2	B–Q 1
13	B–Q B 4	P–K Kt 4

Black is already reduced to a hopeless position.

BLACK   H E ATKINS
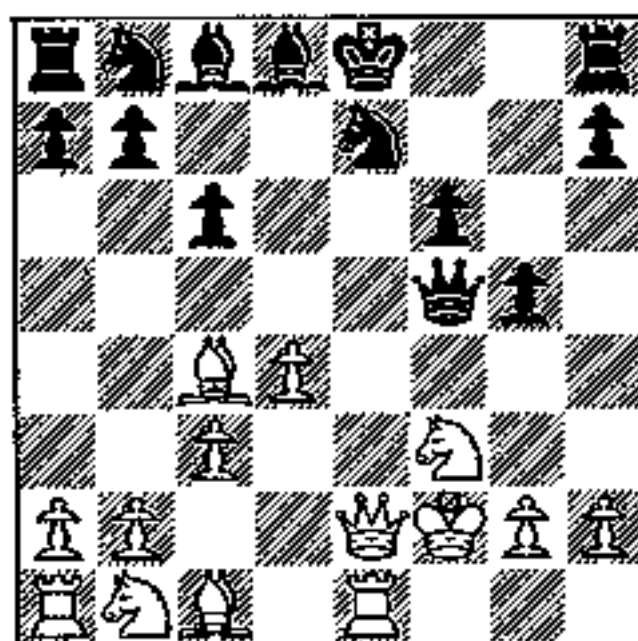
WHITE   W. E NAPIER

White to play

14	K–Kt 1	Kt–Q 2
15	Q Kt–Q 2	Kt–B 1
16	Kt–K 4	

This strong move settles the issue

16	..	K–Q 2

There is no other reply.

17	B–Q 3	Resigns

If Q–R 4; 18 Kt×P ch, K–B 2; 19 B×Kt P, etc.

This short game decided the British Championship for 1905

GAME 32

Played in the City of London Club Championship in 1909.
"King's Gambit Declined"

WHITE	BLACK
H. S BARLOW	E. G. SERGEANT

1	P–K 4	P–K 4
2	P–K B 4	B–B 4
3.	Kt–K B 3	P–Q 3
4	B–B 4	Kt–K B 3
5	P–Q 3	Kt–B 3
6	P–B 3	Q–K 2
7.	P–Q Kt 4	B–Kt 3
8.	P–Q R 4	

Black does not reply with the usual and expected P–Q R 3.

8	.	P×P

With this move the game takes a very interesting turn.

9.	B×P	P–Q 4
10.	B–Q Kt 5	P–Q R 3

P×P might be considered

11.	B×Kt ch	P×B
12.	P–R 5	

Played four moves later than he intended it

12	.	P×P
13	P×B	P×Kt ch
14	K–B 2	P×Kt P
15	R–K 1	B–K 3
16.	P×P	

P–Kt 7 followed by Q–R 4 was also a good line

16	.	Kt–Q 4
17	R×P	

Following up his intention when 16 P×P was played. But the move
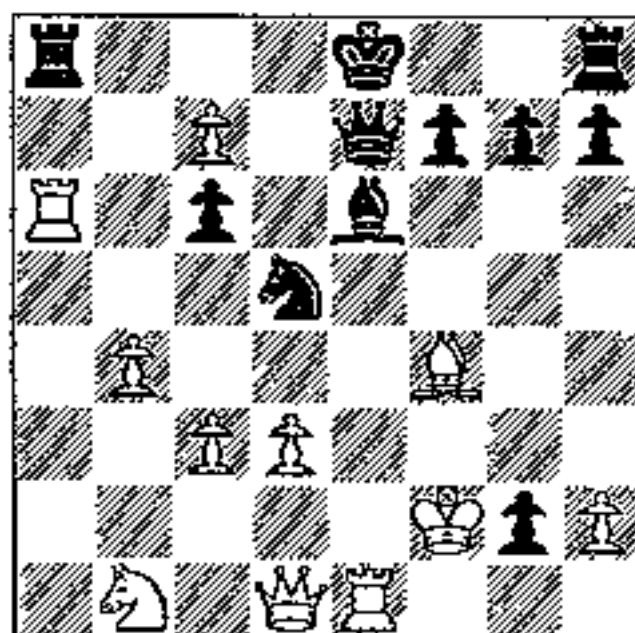
Black to play

17		Castles

Because Black misses a brilliant win as follows   P–Kt 8(Q) ch, 18
K × Q (R × Q cannot be played on account of R × R), Kt × B; 19 R × R ch,
K–Q 2,   20 R × R, Q–Kt 4 ch,   21 K–B 2, Q–Kt 7 ch,   22 K–K 3,
Kt–Q 4 ch; 23 K–Q 4, Q–B 7 ch, 24 K–B 4, Kt–Kt 3 mate

18	R × R	R × R
19	B–Kt 3	Kt × P(B 2)

Now the dangerous P has gone

20.	K × P	R–R 7 ch
21.	K–Kt 1	Q–Q 2

Q–Kt 4 instead looks stronger

2	B × Kt	

This exchange ought to have been avoided

22		Q × B
23	R–K 2	Q–R 2 ch
24	P–Q 4	R × R
25	Q × R	Q–R 8

It is curious how Black wins the undeveloped Kt

26.	Q–K 4	P–R 3
27	K–B 2	Q–Kt 7 ch
28	K–K 3	Q–B 8 ch
29	K–B 2	

If 29 Kt–Q 2, Q × P ch, 30 K–K 2, Q × Kt P; 31 Q × P, Q × P and
wins

29		B–R 7

With an easy win, as the pawns are of no value against the piece in
this position

30	Q × P	Q × Kt
31	P–Kt 5	Q–B 4 ch
32	K–K 2	

This hastens the end

32	.	Q–K 3 ch

33	Q×Q ch	P×Q
34.	K–Q 3	K–B 2
35.	P–B 4	K–K 2
36.	K–B 3	P–Kt 4
37	P–Kt 6	K–Q 3
38.	K–Q 3	K–B 3
39	P–B 5	B–Q 4
	Resigns	

GAME 33

"Kieseritzky Gambit"

	WHITE KIESERITZKY	BLACK CALVI
1.	P–K 4	P–K 4
2	P–K B 4	P×P
3.	Kt–K B 3	P–K Kt 4
4	P–K R 4	P–Kt 5
5	Kt–K 5	P–K R 4
6	B–B 4	R–R 2

The old move in this Gambit before P–Q 4 came into fashion.

7.	P–Q 4	P–Q 3
8	Kt–Q 3	P–B 6
9	P×P	P–Q B 3

B–K 2 is a stronger move here

10	Kt–B 4	Kt–K 2
11	Kt–B 3	Kt–Q 2
12	K–B 2	R–R 1

A strange retreat at this stage

13	Q–Q 3	B–Kt 2
14.	B–Q 2	K–B 1
15.	Q R–K 1	

With a perfect position for attack

15		Q–Kt 3
16.	B–K 3	Q–B 2
17	B–K 6	P–Kt 4
18	P–Kt 4	Kt–Q Kt 3
19	B–Kt 3	P–R 4
20.	P–R 3	P–R 5
21	B–R 2	

This B eventually gives mate by discovery.

21		B–Kt 2
22	P–K 5	P–Q 4
23.	P–K 6	B–B 1
24	B–B 1	Q–Q 3
25	P×B P	K×P
26	Kt–K 4	Q–B 2
27	Kt–Kt 5 ch	K–Kt 1

28 R × Kt

The first of a brilliant series of winning moves

28		Q × R
29	R–K 1	Q–B 3
30.	R–K 8 ch	B–B 1
31	Kt–Kt 6	B–B 4

BLACK   CALVI
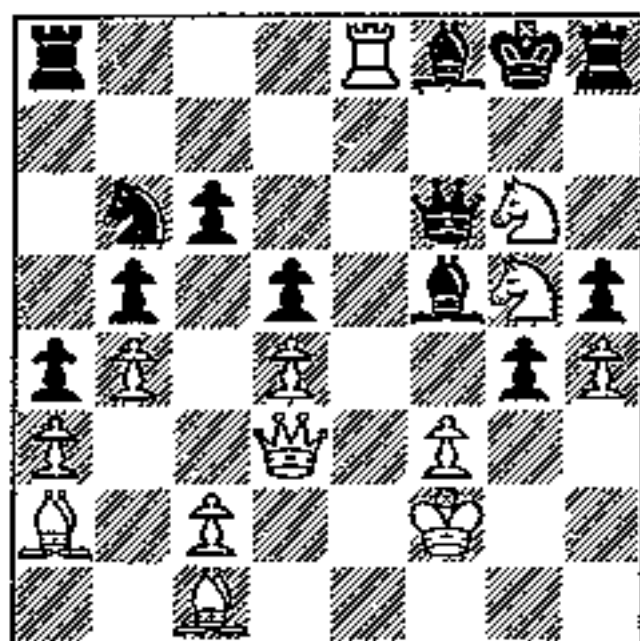
WHITE   KIESERITZKY

White to play

32 Q × B

Leading to a splendid termination

32		Q × Q
33	Kt–K 7 ch	K–Kt 2
34.	Kt × Q ch	K–B 3

If instead K–Kt 1, 35 R–K 6 wins easily.

Final Position

BLACK   CALVI
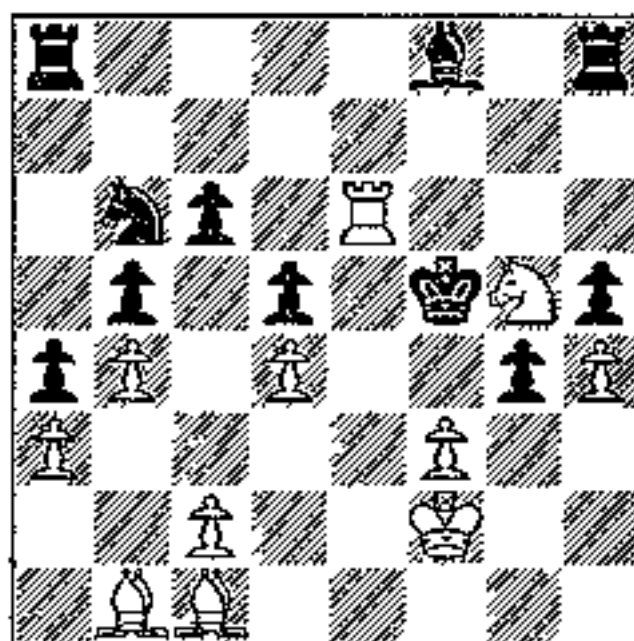
WHITE   KIESERITZKY

Black resigns

35. R–K 6 ch	K × Kt
36 B–Kt 1	

With a forced mate in two moves.

36 ..	Resigns

There is only P × P which is followed by 37 K × P and 38 P–B 3 mate, whatever Black plays. One of the most brilliant games ever played at this opening.

GAME 34
"Bishop's Gambit"

WHITE	BLACK
SCHULTEN	P. MORPHY
1. P–K 4	P–K 4
2. P–K B 4	P × P
3 B–B 4	P–Q 4
4. P × P	

Not considered as good as 4 B × P

4 .	B–Q 3
5. Kt–Q B 3	Kt–K B 3
6 P–Q 4	Castles

With evident advantage

7 K Kt–K 2	P–B 6

A happy move in Morphy's best style

8. P × P	Kt–R 4
9. P–K R 4	R–K 1
10. Kt–K 4	B–Kt 6 ch
11 K–Q 2	B–Q 3
12. K–B 3	

White could not expect his King to remain here undisturbed very long.

12.	P–Q Kt 4
13 B × P	P–Q B 3
14 Kt × B	Q × Kt
15 B–R 4	B–R 3
16 R–K 1	Kt–Q 2
17 P–Kt 3	

It is time for the K to retire

17	Kt–Kt 3
18 B × P	Q R–B 1

A very pretty position If now 19 K–Kt 2, R × B; 20 P × R, B × Kt, 21 R × B, Kt–R 5 ch; 22 P × Kt, Q–Kt 5 mate.

19 K–Q 2	R × B

Much the same thing comes about in the actual game.

20 P × R	B × Kt
21 R × B	Q × P ch
22 K–K 1	Q–Kt 8 ch
23. K–Q 2	R–Q 1 ch

BLACK P. MORPHY
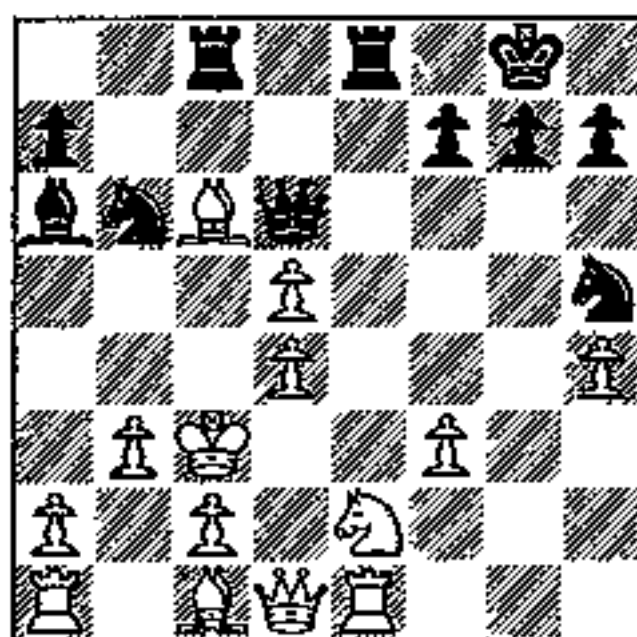
WHITE SCHULTEN

White to play

24	K–B 3	Q–B 4 ch
25	K–Kt 2	Kt–R 5 ch
26	P×Kt	Q–Kt 5 mate

GAME 35

Played in the St Petersburg Tournament, 1914
"Bishop's Gambit"

	WHITE	BLACK
	I GUNSBERG	J. R CAPABLANCA
1	P–K 4	P–K 4
2	P–K B 4	P×P
3	B–B 4	Kt–K B 3

Safer, but less interesting than the more usual P–Q 4, 4 B×P, Q–R 5 ch

4	Kt–Q B 3	B–Kt 5
5	P–K 5	P–Q 4
6	B–Kt 3	

B–Kt 5 ch, P–B 3, 7 P×Kt, P×B, 8 Q–K 2 ch was better

| 6. . | | Kt–K 5 |
| 7 | Kt–B 3 | |

Of course not 7 Kt×P on account of Q–R 5 ch

7		P–Q B 3
8.	Q–K 2	B×Kt
9	Q P×B	P–K Kt 4

Black holds on to the gambit pawn

| 10 | Kt–Q 2 | |

White is unable to play the usual P–K R 4 on account of Kt–Kt 6.

10. .		B–B 4
11	Kt×Kt	B×Kt
12	B–Q 2	

But now he should have availed himself of the opportunity.

12	.	Kt–Q 2
13	P–B 4	Q–K 2
14	P × P	P × P
15	B–B 3	Castles Q R
16	P–K 6	Kt–B 3
17.	P × P	Q × P
18.	Castles Q R	K R–K 1
19	P–K R 4	P–K R 3
20	P × P	P × P
21	R–R 6	R–K 3
22	B × Kt	

White should not have parted with the well-posted Bishop.

22		R × B
23	Q–Kt 4 ch	R–B 4

BLACK   J R Capablanca
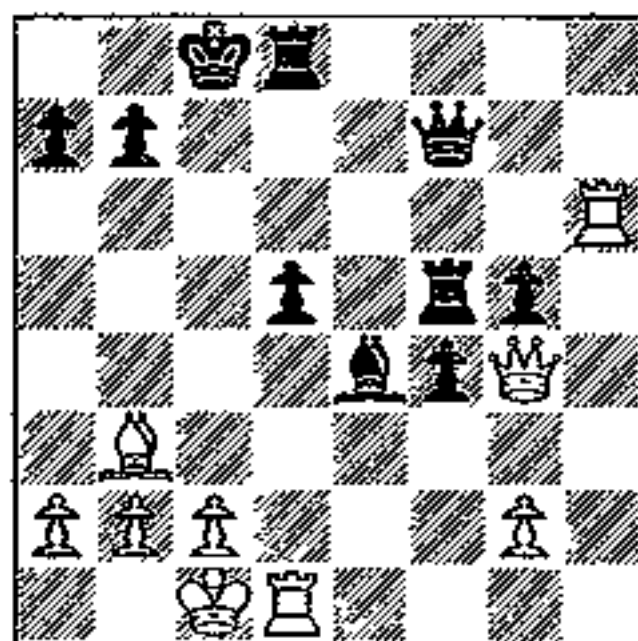
WHITE   I Gunsberg

24 Q R–R 1

The final error   White had an excellent game after 24 R–Q 4   If in reply Q–Kt 2, 25 R × B wins

24		P–B 6

Now the counter-attack wins

25	R–R 7	P × P
26	R(R 1)–R 6	P–Kt 8(Q) ch
	Resigns	

GAME 36

A very fine game played at Leipzig in 1906
"Bishop's Gambit"

	White	Black
	Lepge	Saalbad
1	P–K 4	P–K 4
2	P–K B 4	P × P

3.	B–B 4	Q–R 5 ch

P–Q 4 before the check is much better

4	K–B 1	P–K Kt 4
5	Kt–Q B 3	B–Kt 2
6	P–Q 4	Kt–K 2
7	Kt–B 3	Q–R 4
8	P–K R 4	P–K R 3
9.	K–Kt 1	Q–Kt 3
10.	P×P	P×P
11.	R×R ch	B×R
12.	P–K 5	Q Kt–B 3
13.	Kt–Kt 5	

The position now becomes of great interest

13.	.	K–Q 1
14	K B×P	

A fine sacrifice which seems to be perfectly sound.

14		Q×B
15	Kt×Kt P	Q–B 4
16	Q–R 5	Kt–Kt 3
17.	B×P	

An excellent way of bringing the R and B into play.

BLACK Saalbad

WHITE Lepge
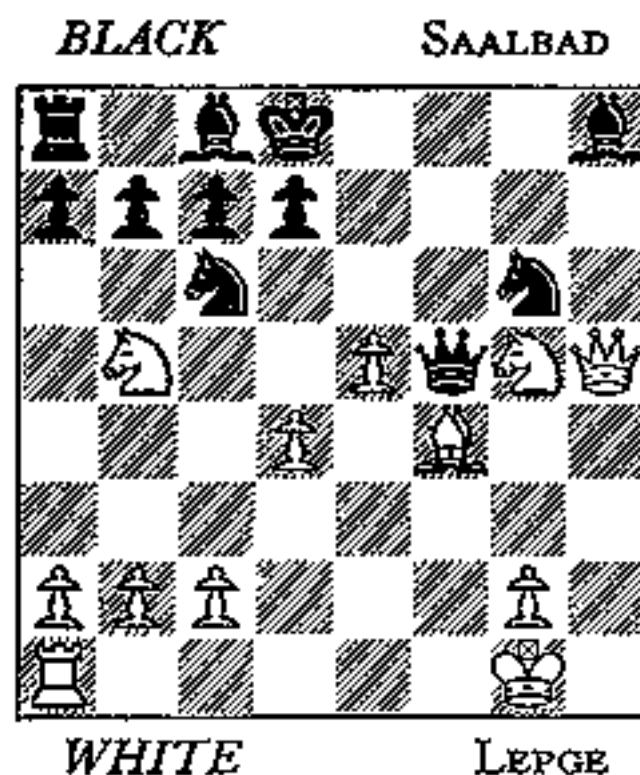
Black to play

17	.	P–R 3
18	R–K B 1	P×Kt
19	Kt–B 7 ch	

Perhaps this surprise combination was not foreseen by Black

19.	.	Q×Kt
20	B–Kt 5 ch	Q–K 2
21	Q×B ch	Kt×Q
22	R–B 8 mate	

"Evans Gambit"

WHITE	BLACK
LABOURDONNAIS	JAY
1 P–K 4	P–K 4
2 Kt–K B 3	Kt–Q B 3
3. B–B 4	B–B 4
4 P–Q Kt 4	B×P
5 P–B 3	B–R 4
6 Castles	Kt–B 3
7. P–Q 4	Kt×K P

This move is too risky to be good.

8. P×P	Kt×Q B P
9. Kt×Kt	B×Kt
10. Q–Kt 3	

The sacrifice of the R gives White a won game.

10. .	B×R
11 B×P ch	K–B 1
12 B–Kt 8	

A very pretty and unexpected move

| 12. | R×B |
| 13 Kt–Kt 5 | Kt×P |

If Q×Kt, 14 B×Q, B×P; 15 Q–B 3 ch wins

| 14 P–B 4 | |

Leading to a highly interesting game, but 14 Kt×P ch won in a few moves

14. .	P–Q 4
15. P×Kt ch	K–K 1
16 Q–Q 3	

Position after 19 K–R 1

BLACK JAY
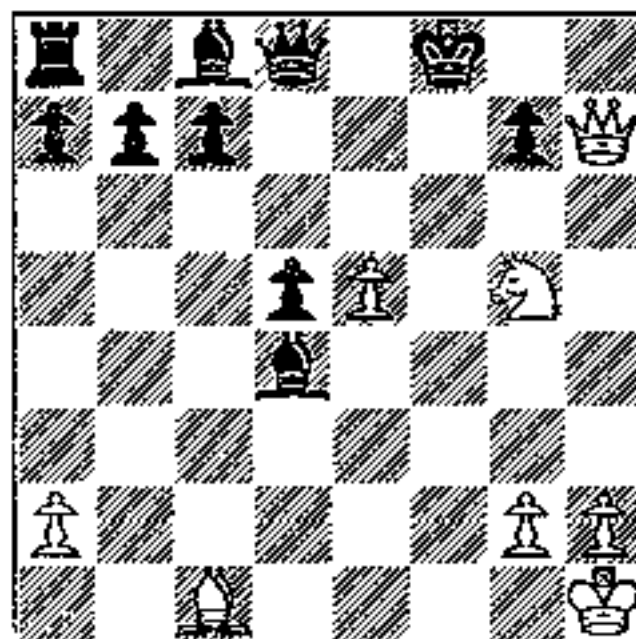
WHITE LABOURDONNAIS
Black to play

Black is a R ahead, but he has very little prospects of avoiding defeat

16	.	R–B 1
17.	R×R ch	K×R
18	Q×R P	

Mate in 3 is now threatened

18		B–Q 5 ch
19	K–R 1	Q–K 1
20	Q–R 8 ch	K–K 2
21	Q×P ch	K–Q 1
22	Kt–B 7 ch	K–Q 2
23	Kt–Q 8 ch	

This excellent move prevents the K escaping by way of B 3   If K×Kt, 24 B–Kt 5 ch and mates next move

| 23 | | Q–K 2 |
| 24 | P–K 6 ch | K–K 1 |

Now if K×Kt, 25 Q–Kt 8 ch, Q–K 1, 26 B–Kt 5 ch

25	Q–Kt 6 ch	K–B 1
26	B–R 6 ch	B–Kt 2
27	Q–R 7	

Threatening 28 Q–R 8 mate   If B×B it is still the same   Or if 27 Q×Kt, 28 Q×B ch, K–K 1, 29 Q–B 8 mate

BLACK   JAY
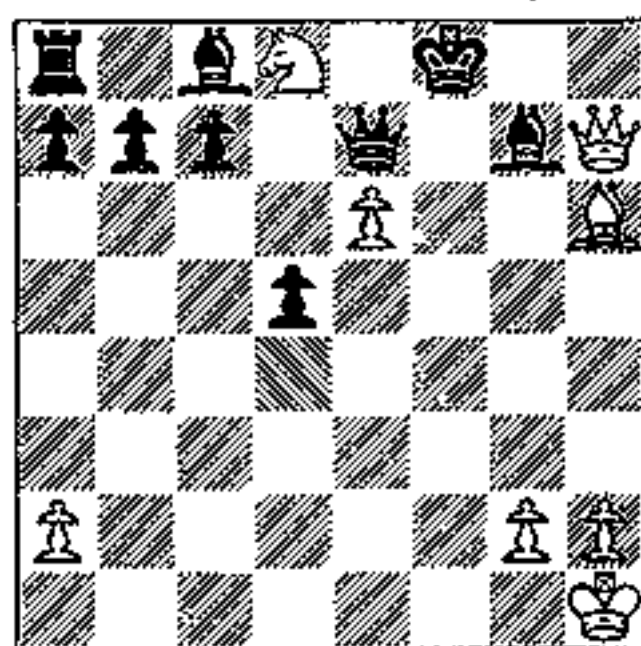
WHITE LABOURDONNAIS
Black to play

27		B×P
28	Q–R 8 ch	B–Kt 1
29	B×B ch	

This is one of those games which seems to play itself   If now 29 Q×B, 30 Kt–K 6 ch

29		K–K 1
30	Q×B ch	K–Q 2
31	Q×P ch	K–K 1

If K-B 1, 32 Q×P ch, K×Kt, 33 Q×R ch, K-Q 2; 34 B-Q 4;
and if 31 Q-Q 3; 32 Q-B 7 ch, K-B 1; 33 Q-K 6 ch gives a difficult
win

32 Kt-K 6, and White won

This splendid game was played by Labourdonnais blindfold

GAME 38

"Evans Gambit"

	WHITE	BLACK
	DUPRÉ	ZUKERTORT
1	P-K 4	P-K 4
2	Kt-K B 3	Kt-Q B 3
3	B-B 4	B-B 4
4	P-Q Kt 4	B×P
5.	P-B 3	B-R 4
6	P-Q 4	P×P
7	Castles.	P×P
8	Q-Kt 3	Q-B 3
9	P-K 5	Q-Kt 3
10	Kt×P	K Kt-K 2
11	Kt-K 2	P-Kt 4
12.	B-Q 3	Q-K 3
13.	Q-Kt 2	Kt-Kt 3
14.	Kt-B 4	Kt×Kt
15.	B×Kt	P-Q R 3

The moves on both sides were considered the best up to 1871.

| 16 | Q R-Q 1 | |

Q R-B 1 or Kt-Kt 5 also come in for consideration

16		P-R 3
17	B-Kt 3	B-Kt 2
18	Kt-R 4	

This move leads to a very peculiar combination

18		Kt-K 2
19	P-B 4	P-Kt 4
20	P-B 5	Q-Kt 3 ch
21.	B-B 2	

White expects to win a piece

| 21 | | P×Kt |

But it is unlikely that he anticipated this reply

| 22. | B×Q | B×B ch |
| 23 | K-R 1 | P-R 6 |

The power of the two Bishops is remarkable

24	R-Q 2	R-K Kt 1
25.	K R-B 2	Castles
26	B-B 1	B×R

BLACK   ZUKERTORT
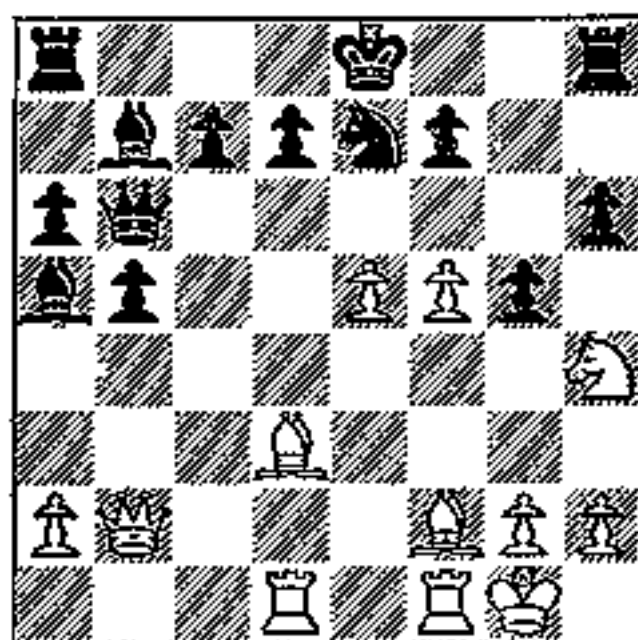
WHITE   DUPRÉ

Black to play

27.	R × B	P × P ch
28	B × P	R × B
29	R × R	R–Kt 1
	Resigns	

GAME 39
"Salvio Gambit"

WHITE	BLACK
MICHELET	KIESERITZKY
1 P–K 4	P–K 4
2 P–K B 4	P × P
3 Kt–K B 3	P–K Kt 4
4 B–B 4	P–Kt 5
5 Kt–K 5	Q–R 5 ch
6 K–B 1	P–B 6
7 P–Q 4	Kt–K B 3
8 Kt–B 3	

Played by Tchigorin in the Berlin Tournament, 1881.

8 ...	B–Kt 2

If P × P ch, 9 K × P, Q–R 6 ch, 10 K–Kt 1, P–Q 4; 11 B × P, Kt × B; 12 Kt × Kt, B–Q 3; 13 Q–K 1 with advantage

9 P–K Kt 3	Q–R 6 ch
10 K–B 2	P–Q 3
11. Kt × P (B 7)	R–B 1

A highly complicated position is now reached.
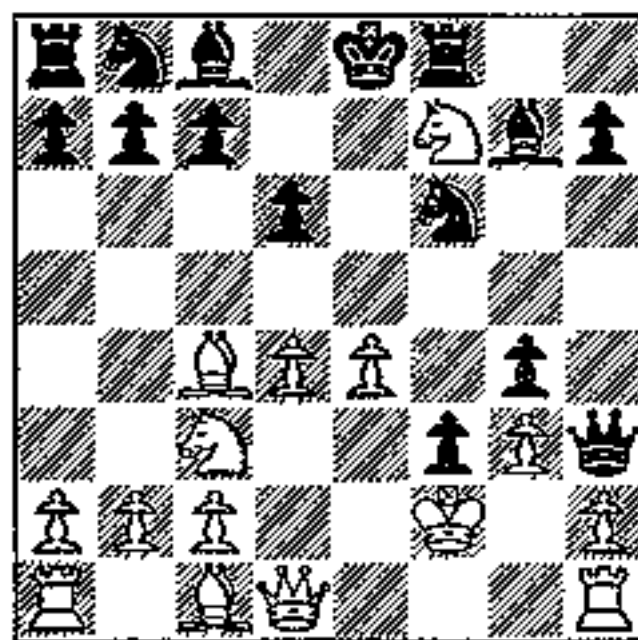
WHITE   Michelet
White to play

12	Kt–K Kt 5	Q–Kt 7 ch
13	K–K 3	B–R 3
14	K–Q 3	Kt–B 3

Threatening mate in two

15.	P–Q R 3	B×Kt
16	B×B	Kt×K P
17	Q–K 1	B–B 4
18	Kt×Kt	P–B 7
19	Q–K 3	K–Q 2
20	B–Q 5	Q R–K 1
21	Q R–K B 1	

The position is like a problem

21.		B×Kt ch

This wins the Q but loses the game

22	B×B	R–B 6
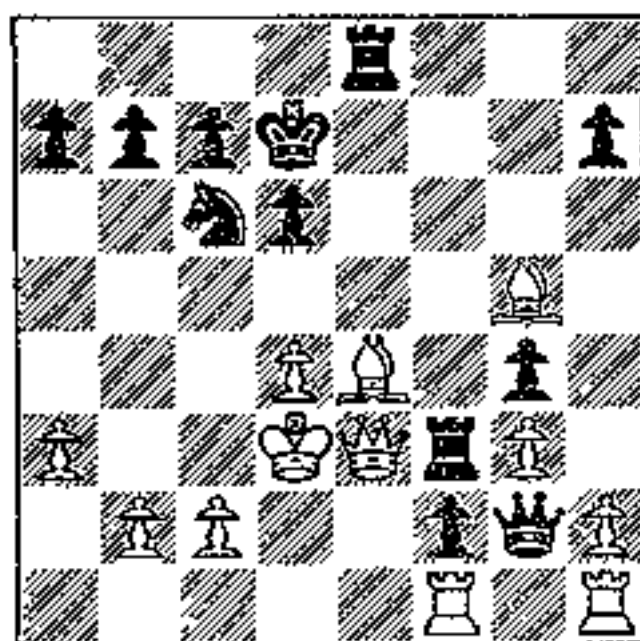
WHITE   Michelet
White to Play

23	Q×R	P×Q
24	B–B 5 ch	R–K 3
25	P–Q 5	Kt–K 4 ch
26	K–Q 4	P–K R 4

An unusual and striking position   The Black Q cannot escape
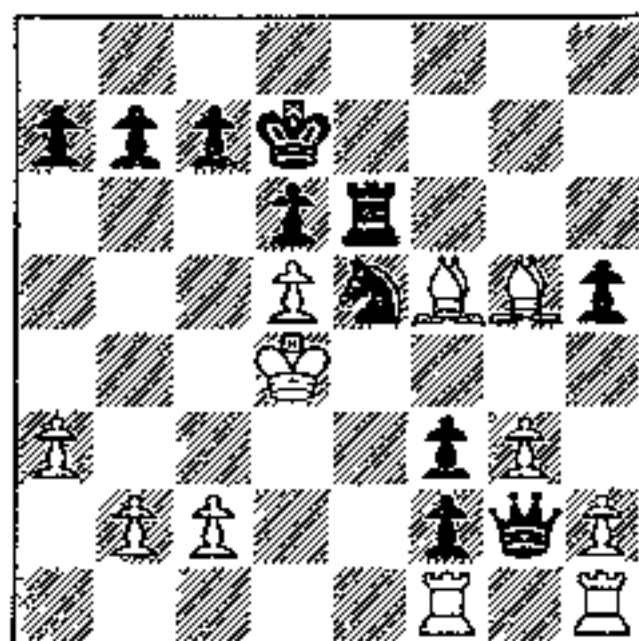
WHITE   MICHELET

White to play

27	P×R ch	K–K 1
28	B–B 6	P–R 5
29	B×Kt	P×B ch
30	K×P	P×P
31	K–B 6	Resigns

A singular termination to a splendid game

GAME 40

Played in the Rice Gambit Tournament at London, 1905
"Rice Gambit"

	WHITE E J MARSHALL	BLACK W. E NAPIER
1	P–K 4	P–K 4
2	P–K B 4	P×P
3	Kt–K B 3	P–K Kt 4
4	P–K R 4	P–Kt 5
5	Kt–K 5	Kt–K B 3
6	B–B 4	P–Q 4
7	P×P	B–Q 3
8	Castles	B×Kt
9	R–K 1	Q–K 2
10	P–B 3	Kt–R 4
11	P–Q 4	Kt–Q 2

12.	B–Kt 5	K–Q 1
13.	B×Kt	B×B
14	R×B	Q×P
15	R×Kt	Q×R
16	B×P	R–K 1

This was a standard variation of the Rice Gambit and the tournament games all started from this point The majority of the games ended **in** favour of Black
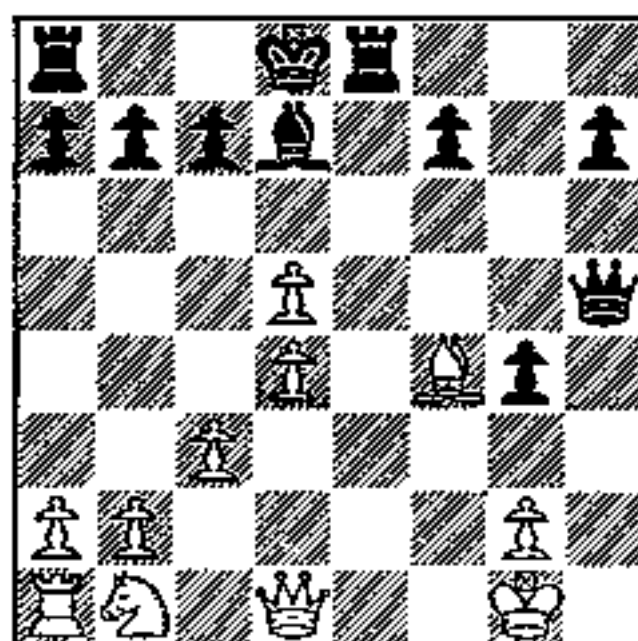
WHITE   F J. MARSHALL

White to play

17 Kt–Q 2

There is a very neat variation here if 18 P–Q 6   Black replies P–Kt 6; 19 Q×Q, R–K 8 mate

17		Q×P
18	Kt–B 1	Q–K 5
19.	B–Kt 5 ch	K–B 1
20.	Kt–Kt 3	Q–Kt 3
21.	Q–Q 2	P–K B 3
22	B–B 4	P–K R 4

This P exerts great pressure on White.

| 23 | P–B 4 | P–R 4 |

A strong and unexpected line.

24.	Kt–K 2	P–K R 5
25.	Kt–B 3	P–R 6
26.	P–K Kt 3	P–R 7 ch

This pretty sacrifice is the winning line

27.	K×P	R–R 3
28.	P–Q 5	R–R 1 ch
29.	K–Kt 1	Q–R 2
30	Q–Kt 2	R–Kt 3
31.	P–Kt 3	Q–Q 6

Completely breaking White's resistance

| 32. | B–Q 2 | R–R 6 |

5

BLACK   W. E NAPIER
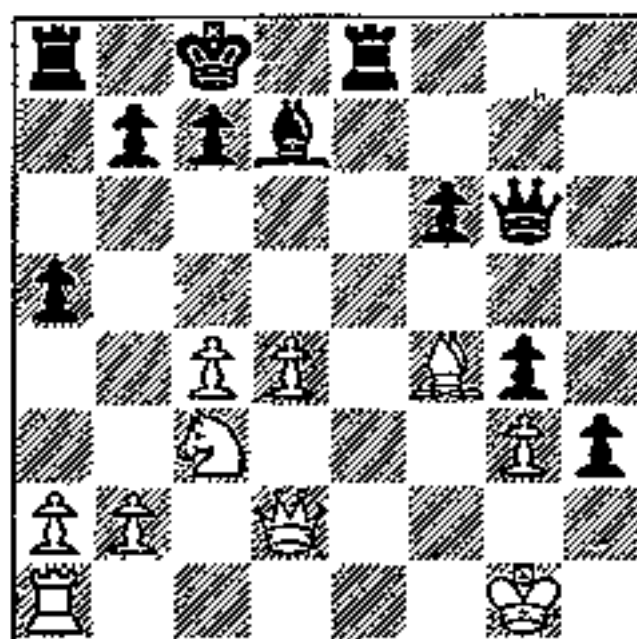
WHITE   F. J MARSHALL

Black to play

33	B–K 1	Q–K 6 ch
34	K–B 1	B–B 4
35	R–Q 1	B–Q 6 ch
36	R × B	Q × R ch
	and wins	

GAME 41

Played at Bristol in 1903

"Danish Gambit"

WHITE	BLACK
F J LEE	T J EDWARDS
1 P–K 4	P–K 4
2 P–Q 4	P × P
3 P–Q B 3	P–Q 4
4 Q × P	

Not a good move   The correct reply is 4 K P × P

4		P × P
5	Q × P ch	B–K 2
6	B–Q B 4	Kt–K B 3
7	Q–K 2	Castles
8	P–K R 3	

White is already at a serious disadvantage

8.		B–Q B 4
9	Q–Q 3	Kt–K 5

This fine move leaves no good reply

10	B–K 3	B × B

Leaving White with a choice of evils
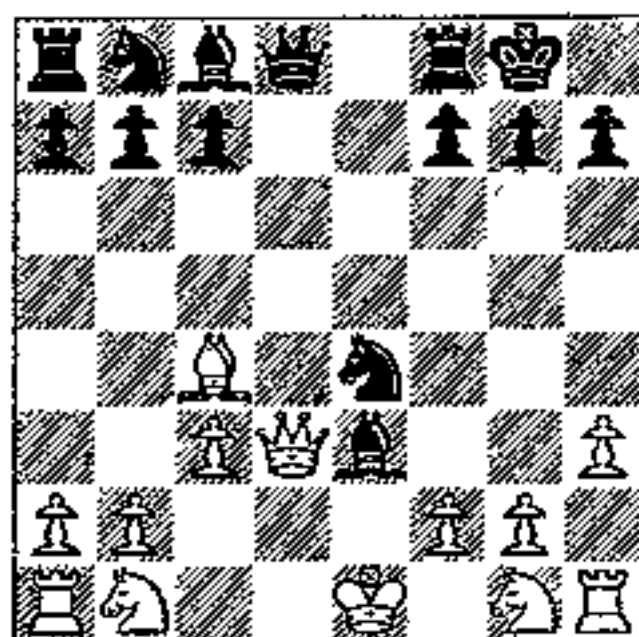
WHITE   F J LEE
White to play

11 Q×Kt
Q×B was the better course

11   R–K 1

12 Q–B 2
Fatal To save the R after B–B 8 ch, 12 Q–B 3 was the only line to prolong the game

12.   B–Q 7 ch
A pretty move.

13 K any   R–K 8 mate
The Master fared very badly in this game

GAME 42

"Muzio Gambit"

MacDonnell	Labourdonnais
1 P–K 4	P–K 4
2 P–K B 4	P×P
3 Kt–K B 3	P–K Kt 4
4. B–B 4	P–Kt 5
5. Kt–B 3	

This is believed to be the invention of MacDonnell

5	P×Kt
6. Castles	P–Q B 3

The best line is P–Q 4, 7 B×P, B–K Kt 5.

7. Q×P	Q–B 3
8. P–K 5	Q×P
9. B×P ch	K×B
10 P–Q 4	

One sacrifice follows another.

10	Q×P ch
11 B–K 3	

The critical point. Can the position be defended by Black after this? It appears not.

11.	.	Q–Kt 2
12	B×B P	Kt–B 3
13.	Kt–K 4	B–K 2
14	B–Kt 5	R–Kt 1
15	Q–R 5 ch	Q–Kt 3
16.	Kt–Q 6 ch	

A beautiful winning sacrifice
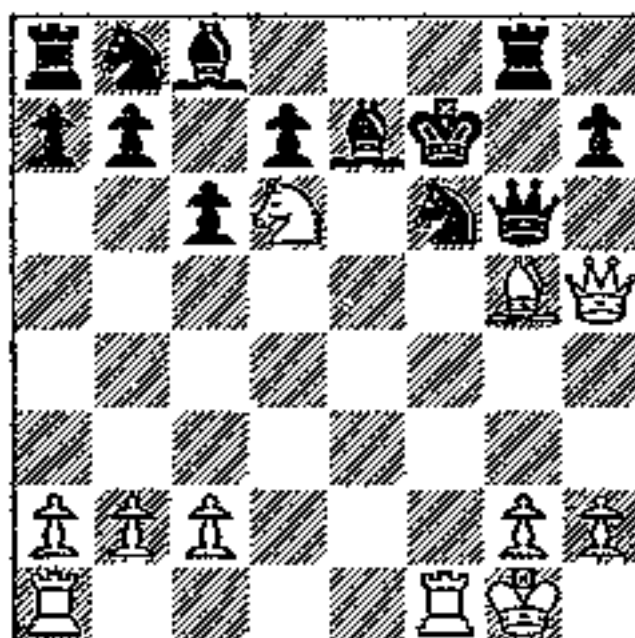
WHITE   MacDonnell

Black to play

16		K–K 3

If K–Kt 2, 17 B–R 6 ch, Q×B, 18 Kt–B 5 ch, or 17 K–R 1, 18 Kt–B 7 ch

17	Q R–K 1 ch	K×Kt
18	B–B 4 mate	

GAME 43

Played at Riga in 1900.

"Muzio Gambit"

| WHITE | BLACK |
NIEMZOWITSCH	N N
1 P–K 4	P–K 4
2. P–K B 4	P×P
3. Kt–K B 3	P–K Kt 4
4. B–B 4	P–Kt 5
5. Castles	P×Kt
6. Q×P	Q–B 3
7. P–Q 3	B–Kt 2

B–R 3 is the usual and better move here

8 Kt–B 3	Kt–Q B 3

9.	B×P	Kt–Q 5
10.	Q–B 2	P–Q 3

11 P–K 5 cannot be allowed at once.

11.	Kt–Q 5	Q–Q 1
12	P–K 5	

And it still proves too strong for the defence

12		P–Q B 3
13	B–K Kt 5	Q–Q 2
14.	Kt–B 7 ch	

A nice sacrifice   If K–B 1, mate in two

14	.	Q×Kt
15.	B×P ch	K–Q 2
16	Q–B 5 ch	

As pretty as a two-move problem.

16.	.	Kt×Q
17.	P–K 6 mate	

Final Position

BLACK   N   N

WHITE   Niemzowitsch
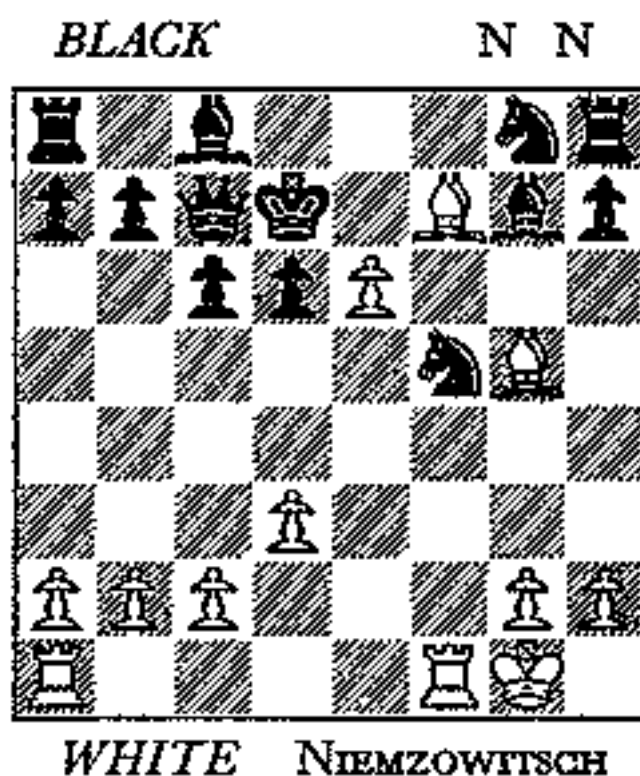
GAME 44

Played in the British Championship at Southport in 1905
"Falkbeer Gambit"

WHITE	BLACK
J H Blackburne	Sherrard

1.	P–K 4	P–K 4
2.	P–K B 4	P–Q 4
3.	Kt–K B 3	P×K P
4	Kt×P	B–Q 3
5.	P–Q 4	

B–B 4, B×Kt; 6 Q–R 5 has often been played at this point.
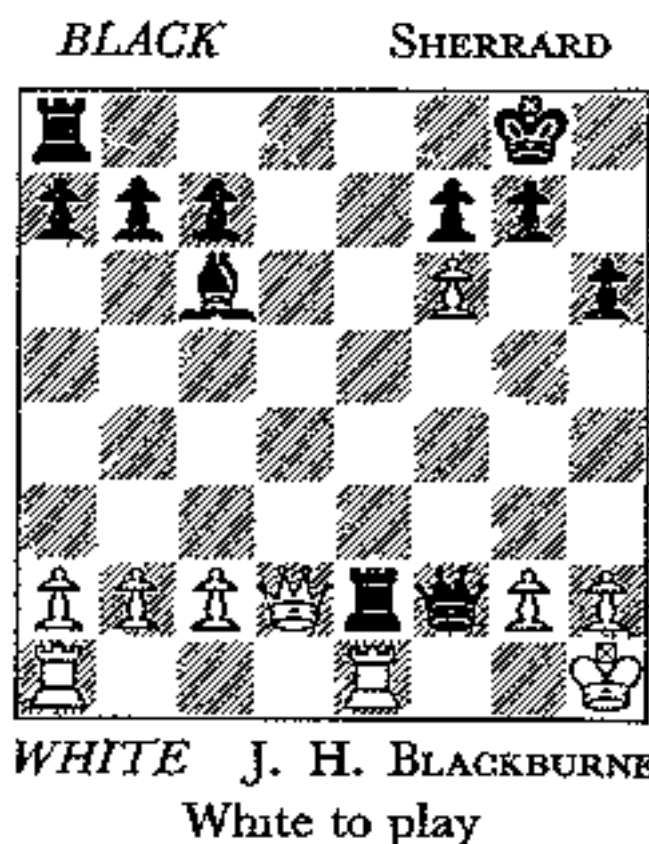
5	.	P×P(e.p.)

6	B×P	Kt–K B 3
7	Castles	Castles
8.	Kt–Q B 3	Q Kt–Q 2
9	Kt×Kt	B×Kt
10	P–B 5	

An entirely premature move which results in the loss of the game

10.	.	B–B 3
11.	B–K Kt 5	P–K R 3
12	B–R 4	R–K 1
13	R–K 1	B–K 4
14	B–K 2	B–Q 5 ch
15	K–R 1	Kt–K 5

There is no defence to this attack

16.	Kt×Kt	Q×B
17	Q×B	R×Kt
18.	Q–Q 2	Q–B 7
19.	P–B 6	R×B

BLACK   SHERRARD

WHITE   J. H. BLACKBURNE

White to play

20	Q×R	B×P mate

Black did well to mate Blackburne in 20 moves in a British Championship game

GAME 45

"Falkbeer Gambit"

WHITE	BLACK
A. ANDERSSEN	A. N OTHER
1 P–K 4	P–K 4
2. P–K B 4	P–Q 4
3 Kt–K B 3	P×K P

4 Kt×P	B-Q 3
5. B-B 4	B×Kt
6 P×B	

Q-R 5 can also be played here

6 .	Q-Q 5

Gaining a P but at the loss of position

7 Q-K 2	Q×K P
8 P-Q 4	

Very good and quite sound

8	Q×Q P
9 Kt-B 3	Kt-K B 3
10. B-K 3	Q-Q 1
11. Castles	P-K R 3

Too slow, but there is no good line

12. B-B 5	

And this is crushing

12. ..	Q Kt-Q 2
13. Q×P ch	

A nice Queen sacrifice

BLACK   A. N. Other

WHITE   A Anderssen

13	Kt×Q
14. B×P mate	
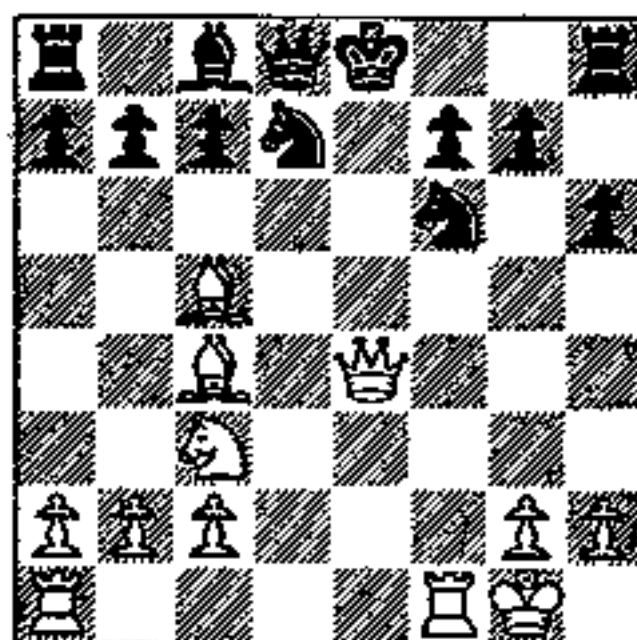
GAME 46

Played in a Lightning Tournament at Bristol, 1938   Rate of play ten seconds a move

"Greco Counter-Gambit"

WHITE	BLACK
P Wenman	A N Other
1. P-K 4	P-K 4
2 Kt-K B 3	P-K B 4

3. Kt–B 3	Q–B 3
4. Kt–Q 5	Q–B 2
5. Kt×K P	

BLACK   A N OTHER
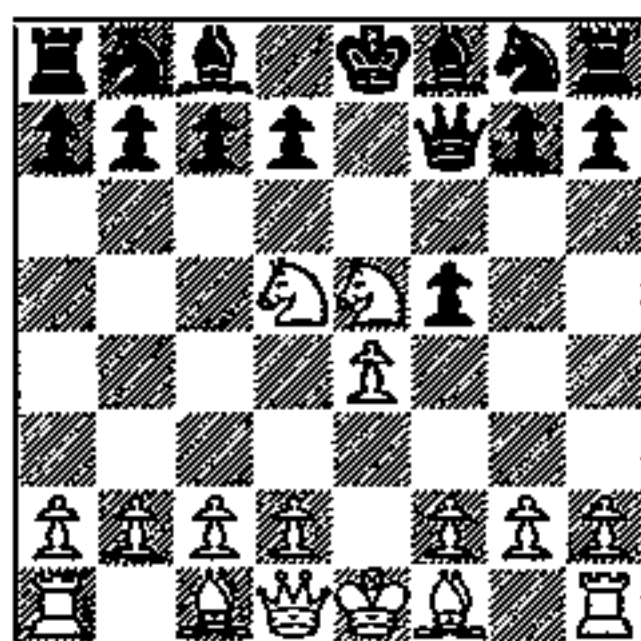
WHITE   P WENMAN

Black to play

5	· ·	Q–K 3
6	Kt×P ch	Resigns

GAME 47

Played in a match at Bath in 1938.

"Two Knights' Defence"

WHITE	BLACK
P. WENMAN	E. DALE
1. P–K 4	P–K 4
2. Kt–K B 3	Kt–Q B 3
3. B–B 4	Kt–B 3
4. P–Q 4	P×P
5. Castles	Kt×P
6. R–K 1	P–Q 4
7. B×P	Q×B
8. Kt–B 3	Q–Q 1
9. R×Kt ch	B–K 2
10. Kt×P	P–B 4
11. R–B 4	Castles

B–Kt 4 would be answered by 12 Q–K 2 ch

    12   B–K 3

An interesting but rather risky line

    12   · ·   B–Q 3

P–K Kt 4, 13 Kt×Kt, Q×Q ch, 14 R×Q, P×Kt, 15 K R–Q 4
would be good for White.

13. Kt×Kt	P×Kt
14. R–Q 4	Q–K 1
15 B–B 4	B×B
16 R×B	B–K 3
17. R–Q 4	R–Q 1
18 R×R	Q×R
19. Q–K 2	

With an advantage in position

19 . .	R–B 3
20 R–Q 1	Q–Kt 1
21. P–Q Kt 3	P–K R 3
22 Kt–R 4	Q–K B 1
23 Q–K 5	Q–B 1

The Black Q makes too many moves

24. Kt–B 5	K–R 2
25. R–K 1	B–Kt 1
26. Q–K 7	Q–B 1
27. Q×Q	R×Q
28. R–K 7	R–Q 1
29. R–Q 7	R–K 1
30. K–B 1	B–Q 4
31. R×P	R–K 4

This peculiar blunder loses at once.
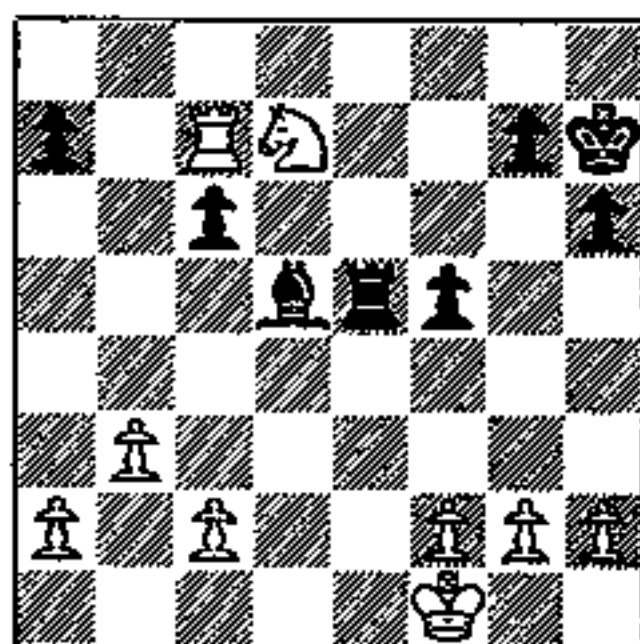
32 Kt–Q 7	Resigns

Because the R is lost wherever it moves

Final Position

BLACK   E. DALE

WHITE   P WENMAN

Black resigns

GAME 48

Played in the Plymouth Tournament, 1938.
"Four Knights' Game"

	WHITE	BLACK
	P. WENMAN	P MOORE
1	P–K 4	P–K 4
2	Kt–K B 3	Kt–Q B 3
3.	Kt–B 3	Kt–B 3
4	B–Kt 5	B–Kt 5
5	Castles	Castles
6	P–Q 3	P–Q 3
7	B–Kt 5	P–Q R 3
8	B–Q R 4	

8 B × Kt followed by 9 Kt–K 2 is a good alternative

8.		Kt–K 2
9.	Kt–K 2	Kt–Kt 3
10.	Kt–R 4	P–R 3
11.	Kt × Kt	P × Kt
12	B–Kt 3 ch	K–R 2
13.	P–Q B 3	B–R 4
14	B × Kt	Q × B

Black has obtained the better game out of the opening

15	Kt–Kt 3	B–Kt 3
16	Q–Q 2	P–K R 4

A good way of carrying on the attack. White gets into difficulties

17.	B–Q 1	P–R 5
18	Kt–R 1	P–Kt 4
19	P–K R 3	B–Q 2
20.	K–R 2	P–B 3

The exchange of Queens by Q–B 5 ch would give Black a favourable end-game position.

21.	P–B 3	P–Q 4
22	Kt–B 2	

With a safe position

22.	. .	Q R–Q 1
23	Q–B 1	Q–K 2
24	B–B 2	B × Kt
25	R × B	P × P
26.	Q P × P	P–Kt 5

This advance turns out badly

27	R P × P	B × P
28.	Q–K 3	Q–B 3
29.	Q R–K B 1	B–K 3
30.	P–K B 4	

This move completely turns the tables. Black has a lost game however he plays. The discovered check kills him

Black to play

	30		P × P
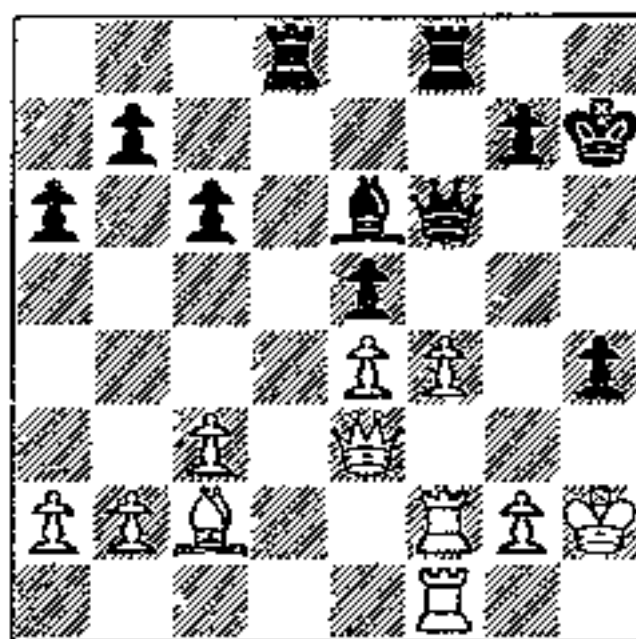
There is nothing any better

31	P–K 5 ch	K–Kt 1
32	R × P	Q–K 2
33	Q–K 4	P–K Kt 4
34	Q–Kt 6 ch	K–R 1
35	R × R ch	R × R
36	R × R ch	Q × R
37	Q–R 7 mate	

GAME 49

Played in Holland in 1902.

"Giuoco Piano"

WHITE	BLACK
A Speyer	D. Janowski

1	P–K 4	P–K 4
2.	Kt–K B 3	Kt–Q B 3
3	B–B 4	B–B 4
4	P–Q 3	Kt–B 3
5	P–B 3	Castles
6	Q–K 2	P–Q 4
7	B–Kt 3	B–K Kt 5
8	B–Kt 5	P–Q 5
9	Q Kt–Q 2	P–Kt 4

A very pretty move to induce B–Q 5 and the sacrifice of the Q which follows

10	B–Q 5	Kt × B
11.	B × Q	Kt–B 5
12	Q–B 1	K R × B

13. Kt–Kt 3	B–K B 1
14. Castles	P–Q R 4
15 K–Kt 1	P–R 5
16. Kt–B 1	P–R 6

The sacrifice has turned out well and White has great difficulty in defending.

BLACK   D JANOWSKI
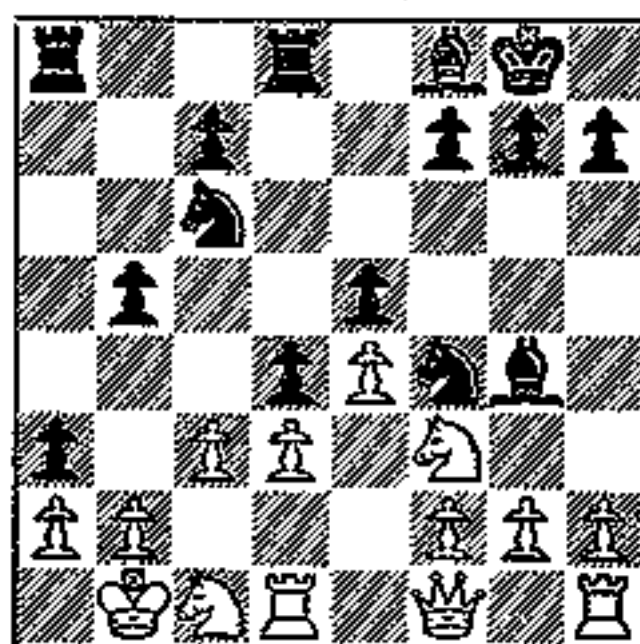
WHITE   A SPEYER

White to play

17. B P×P	R P×P
18 Kt–Kt 3	Kt–Kt 5
19. Kt×P	B×R
20. Q×B	R×R P
21. Q–B 3	K R–R 1
22. Kt–B 5	B×Kt
23. P×B	Kt–K 7

A very pretty final combination.

24. Q×Kt	R–R 8 ch
25 K×P	R(R 8)–R 7 ch
26 K–Kt 3	R×Q
27 K×Kt	R–Kt 7 ch
28 K–B 3	R×P
Resigns	

One of Janowski's usual bright games.

GAME 50

Played in the St Petersburg Tournament, 1914
"Giuoco Piano"

WHITE	BLACK
I. GUNSBERG	A ALEKHINE
1. P–K 4	P–K 4
2. Kt–K B 3	Kt–Q B 3
3 B–B 4	B–B 4

4	P–B 3	Q–K 2

A very old move, but probably P–Q 3 is better.

5	Castles	P–Q 3
6	P–Q 4	B–Kt 3
7	P–Q R 4	P–Q R 3
8	P–R 5	

An ingenious sacrifice of the exchange in the hope of obtaining a strong attack   It is hardly justified by the result

8.	.	Kt × R P

Of course if B × R P, then P–Q 5

9.	R × Kt	B × R
10.	Q–R 4 ch	P–Kt 4
11.	Q × B	P × B

BLACK   A ALEKHINE
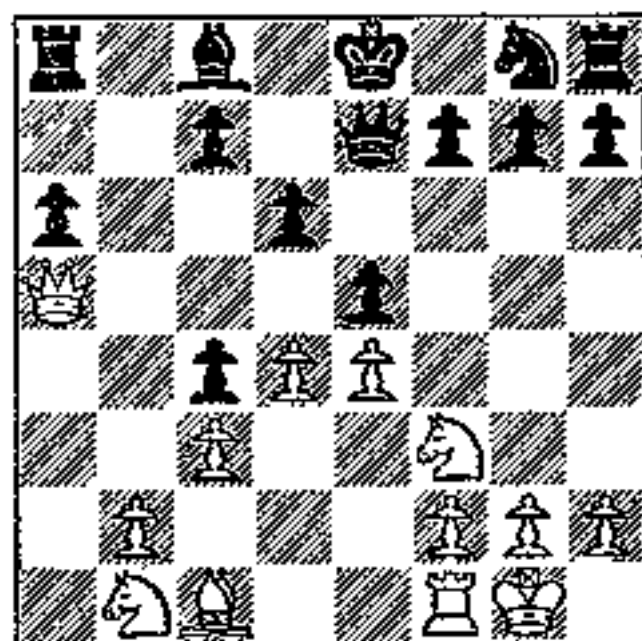
WHITE   I GUNSBERG

White to play

12.	P × P	P × P
13.	P–Q Kt 3	

Another promising move, but probably Kt × P would have been better.

13.		P–K B 3

Now Black prevents Kt × P and has a safe position

14	R–Q 1	B–K 3
15	B–R 3	R–Q 1

A smart reply. From this point Black obtains the upper hand

16	Q Kt–Q 2	Q–Q 2
17	R–K 1	Kt–K 2
18	Q–Kt 4	P–Q R 4

Another keen move.

19.	Q–B 5	P × P

White has now a lost game

20.	Kt–B 1	Q–Q 3
21.	Q × R P	Q–Kt 3
22.	Q–R 4 ch	K–B 2
23	B × Kt	K × B

24.	Q–R 3 ch	P–B 4
25.	P–B 4	R–R 1
26.	Q–B 1	P–Kt 7
27.	Q–B 2	R–R 8
28	Kt(B 1)–Q 2	R × R ch
29.	Kt × R	R–Q 1
30	Kt–Q 3	Q–Q 3
	Resigns	

A further piece is lost.

GAME 51

Played in the Manchester Tournament, 1890.
"Giuoco Piano"

	WHITE	BLACK
	E THOROLD	J H BLACKBURNE
1	P–K 4	P–K 4
2	Kt–K B 3	Kt–Q B 3
3	B–B 4	B–B 4
4	P–Q 3	Kt–B 3
5	B–K 3	B–Kt 3
6.	B × B	R P × B
7	Q Kt–Q 2	Castles
8.	P–B 3	P–Q 4
9	B–Kt 3	P × P
10	P × P	Q–K 2
11	Q–K 2	P–Kt 3
12.	P–Kt 3	Kt–Q 2
13	P–K R 4	

The start of highly interesting play

13		Kt–B 4
14	B–B 2	

This retirement is only temporary

14.	...	P–R 4

Appears to be necessary, but leaves a weakness all through the game

15	Q–K 3	R–Q 1
16	P–Q Kt 4	Kt–Q 2
17	B–Kt 3	

White has an advantage now which he never relaxes.

17.	.	Kt–B 1
18.	Kt–Kt 5	B–K 3
19.	Kt × B	Kt × Kt
20	P–K B 4	Q–B 3
21	P–B 5	

Very good play. If P × P, then 22 P × P, Q × P, 23 Kt–K 4 followed by R–K B 1

Black to play

21		Kt–B 1
22	P × P	Q × P
23	Castles K R	R–Q 2
24	R–B 5	

The attack is becoming very strong.

24.	.	Kt–R 2
25	Q R–K B 1	R–K B 1
26	Kt–B 4	

Winning a P   For if R–K 2, 27 P–Kt 5

26		P–Kt 4
27	Kt × P	Kt × Kt
28	R × Kt	K–R 1
29	Q–B 4	R—K Kt 1
30.	R–B 3	

Of course if 30 B × P, the reply is R × B

30.		Q–Kt 3 ch
31.	K–Kt 2	R–Kt 5
32	R–K 8 ch	K–Kt 2
33	Q–K 5 ch	K–R 3

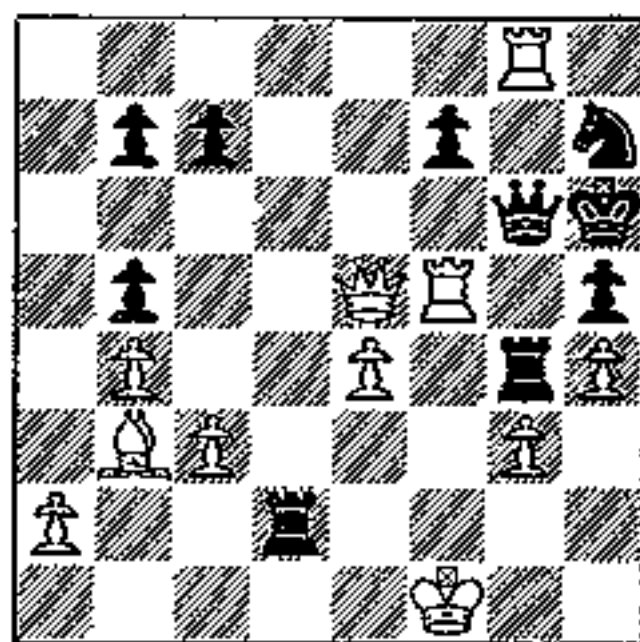Black is hard pressed. If Kt–B 3, 34 R × Kt, Q × R, 35 R–Kt 8 ch winning the Q.

34.	R–B 5	R–Q 7 ch
35.	K–B 1	Q–Kt 3
36.	R–K Kt 8	

A splendid sacrifice which Black must accept.

36		Q × R(Kt 8)
37.	R × P ch	K–Kt 3
38.	Q–B 5 ch	K–Kt 2
39.	Q × R ch	K–R 1
40	Q–B 4	Q–Q 1

There is no defence left

BLACK   J. H. BLACKBURNE

WHITE   E. THOROLD

Black to play

41 B–Q 5
And this is final

41   R–Q Kt 7
42. Q×K B P   Resigns

This game was considered a great credit to English chess at the time it
was played

GAME 52

Played in 1887

"Zukertort's Opening"

WHITE	BLACK
J OWEN	A. BURN
1. Kt–K B 3	P–Q 4
2 P–Q 4	B–B 4
3 P–K 3	P–K 3
4 Kt–B 3	

P–B 4 is the natural move.

4 .	Kt–K B 3
5 P–Q R 3	P–B 4
6 B–Kt 5 ch	Q Kt–Q 2
7 Kt–K 5	B–Q 3
8 P–K Kt 4	

This strong move gives Whites an immediate advantage.

8 ..	B×Kt
9 P×Q B	B–Q 3
10. P×B P	B×B P
11 P–Kt 4	B–Q 3

This B reaches Q 3 for the third time in eleven moves   Clearly something has gone wrong

12. B–Kt 2

This piece plays a decisive part in the final attack

| 12 | . . | R–Q B 1 |
| 13 | Q–Q 4 | Castles |

Right into the jaws of death

| 14 | B×Kt | Q×B |
| 15 | Kt×P | |

The surprise   If P×Kt, 16 Q×Kt forces mate

| 15 | | Kt–K 1 |
| 16 | Kt–B 6 ch | |

And a further one too ! Now the Kt must be taken

BLACK   A. BURN

WHITE   J OWEN

Black to play

16	.	P×Kt
17	R–Kt 1 ch	K–R 1
18	Q×P ch	Kt×Q
19	B×Kt mate	

Burn was not often beaten in such a decisive way in under 20 moves.

GAME 53

"King's Bishop's Opening"

WHITE	BLACK
LABOURDONNAIS	MACDONNELL
1. P–K 4	P–K 4
2 B–B 4	B–B 4
3. Q–K 2	

A very old style of play

6

3	·	Kt–K B 3
4.	P–Q 3	

P–B 4 would be more vigorous

4		Kt–B 3
5	P–Q B 3	Kt–K 2
6	P–B 4	P × P
7	P–Q 4	B–Kt 3
8	B × P	P–Q 3
9.	B–Q 3	Kt–Kt 3
10	B–K 3	Castles
11	P–K R 3	R–K 1
12	Kt–Q 2	Q–K 2
13	Castles	P–B 4
14	K–Kt 1	P × P
15	P × P	P–Q R 4

The chances look about equal

BLACK   MacDonnell
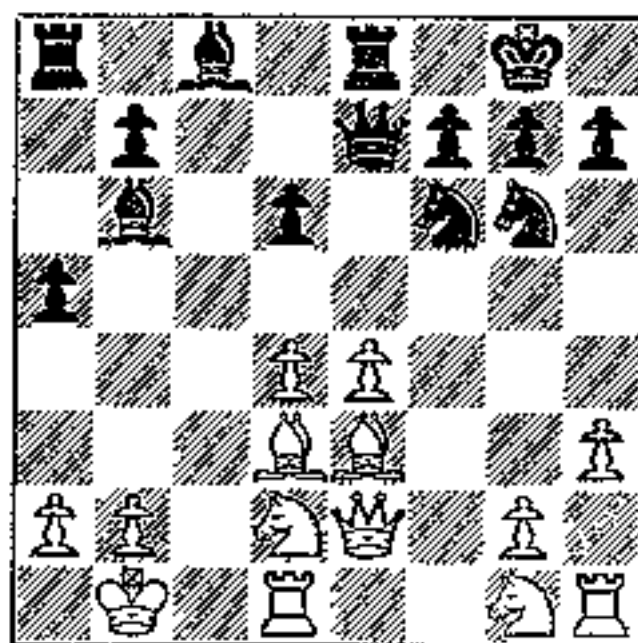
WHITE Labourdonnais

White to play

16	K Kt–B 3	B–Q 2
17	P–K Kt 4	P–R 3
18	Q R–Kt 1	P–R 5
19	P–Kt 5	P × P
20	B × P	P–R 6
21	P–Kt 3	B–B 3
22.	R–Kt 4	B–R 4
23	P–R 4	B × Kt
24	Kt × B	R–R 4
25.	P–R 5	R × B

A fine sacrifice which turns out well

White to play

26	R×R	Kt–B 5
27	Q–B 3	Kt×B
28	P–Q 5	

The saving move that White depended upon   If 28 Q×Kt then Kt×K P wins.

28	.	Kt×Q P
29	K R–Kt 1	

One of the most complicated positions ever reached on the chessboard. It looks impossible for either side to save the game

BLACK MacDonnell
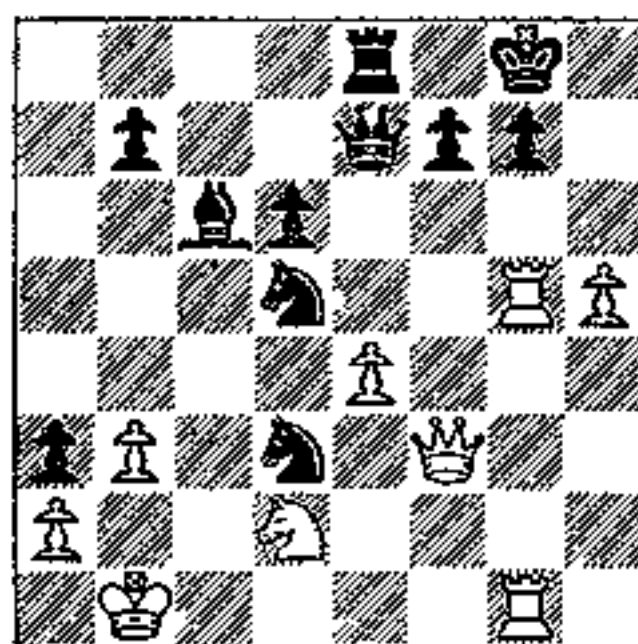
WHITE Labourdonnais
Black to play

29	.	Kt–B 6 ch
30.	K–R 1	B×P
31	R×P ch	K–R 1

32	Q–Kt 3	B–Kt 3

A splendid defence

33	P×B	

A case of diamond cut diamond

33		Q–K 8 ch
34	R×Q	

If 34 Kt–Kt 1, Q×Q, 35 R–R 7 ch (35 R×Q loses), K–Kt 1, 36 P×P ch, K×R (best), 37 R–R 1 ch, K–Kt 2; 38 P×R (Q) and wins

34	.	R×R ch
35.	Q×R	Kt×Q
36	R–R 7 ch	K–Kt 1
37.	P×P ch	K×R
38	P–B 8(Q)	

Or if he wants to prolong it one move, P–B 8(Kt) ch

38		Kt–B 7 mate

A wonderful termination to one of the greatest games on record

Final Position

BLACK MacDonnell
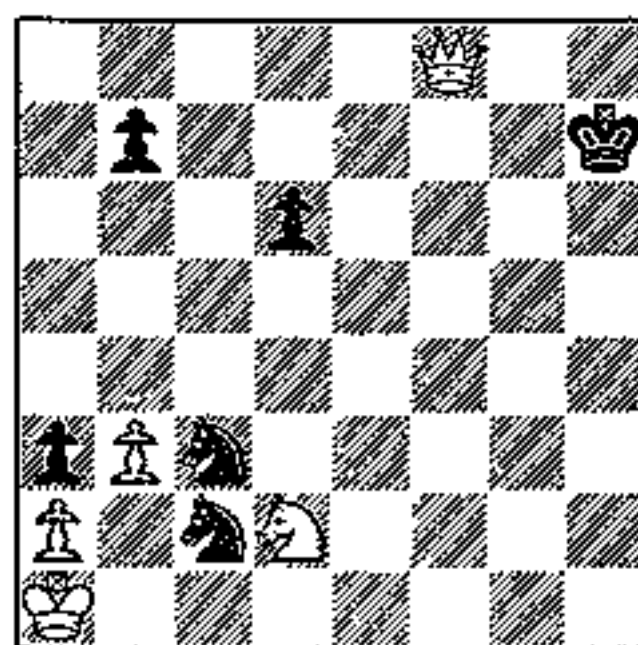
WHITE Labourdonnais

GAME 54

"King's Bishop's Opening"

WHITE	BLACK
St Amant	Perigal
1 P–K 4	P–K 4
2 B–B 4	B–B 4
3 Q–Kt 4	

Already this specially fine game takes an unusual turn.

3	Q–B 3

A very good reply

4 P–Q 4	

A promising sacrifice.

4	B×P

5.	Kt–K B 3	Kt–B 3
6	Q–Kt 3	P–K R 3
7	P–B 3	B–Kt 3
8	P–Kt 4	P–Q 3
9	P–Q R 4	P–Q R 4
10	P–Kt 5	

The good old fashioned style of play.

10.	. .	Kt–Q 1
11	Castles	Kt–K 2
12	Kt–R 3	Kt–Kt 3
13.	Kt–B 2	B–K 3
14	B–Q 3	Castles
15	K–R 1	Kt–B 5
16	Kt–Kt 1	Kt × B
17.	Q × Kt	Q–K 2

Black still a pawn to the good has the advantage

18	B–K 3	P–K B 4
19	B × B	P × P
20	Q × K P	P × B
21	Q Kt–K 3	R–B 5
22	Q–Q 3	R–Q B 1
23	Kt–Q 5	B × Kt
24	Q × B ch	Kt–B 2
25	Q R–B 1	R × R P

A second pawn falls

BLACK PERIGAL

WHITE St AMANT
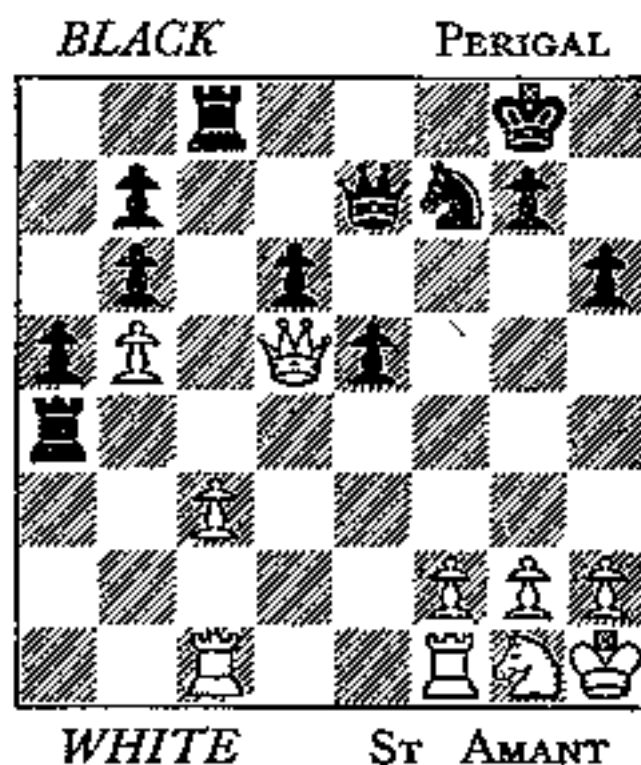
White to play

26	Kt–B 3	K R–Q B 5
27.	Q R–K 1	Q R–B 4
28.	Q–Q 2	R × Kt P

Three pawns up ! The real fun now commences

29	Kt–Q 4	Q R–B 4
30.	P–B 4	P–K 5

31	P–B 5	K R × P
32	P–B 6	P × P

Five pawns up! It has been truly said that the old school did not place any value on pawns

BLACK   Perigal
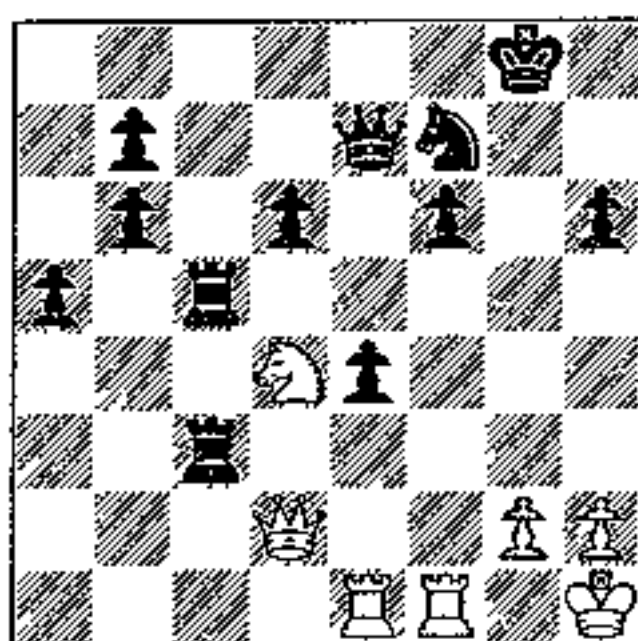
WHITE   St. Amant
White to play

33.	Kt–B 5	Q–K 4
34	Q–K 2	

A very strong threat at last

34		K–B 1
35	Q–Kt 4	Q–K 3
36	Q–Kt 7 ch	K–K 1
37	Q–Kt 8 ch	K–Q 2
38	Kt–Kt 7	Q–K 2

A forced move.

39	R × B P	

Fine chess If Q×R, 40 Q–K 8 ch, K–B 2, 41 Kt–K 6 ch wins the Q

BLACK   Perigal
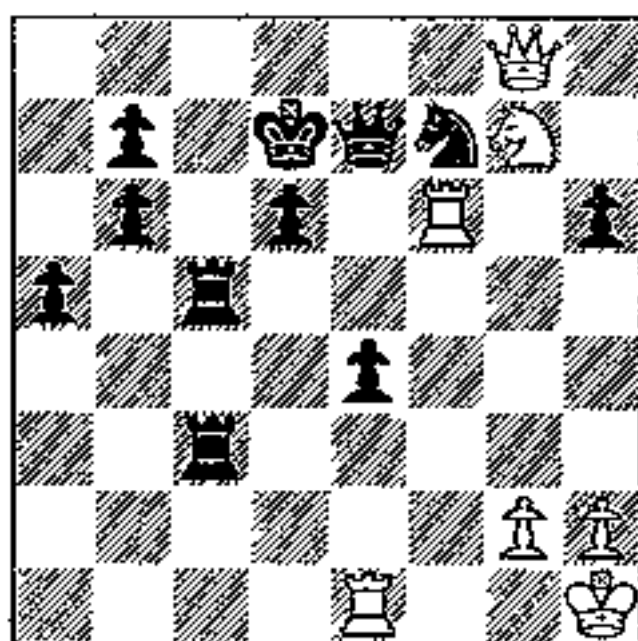
WHITE   St. Amant
Black to play

39.	.	R–B 8
40	R(B 6)–B 1	R × R
41.	R × R	R–B 1
42	Q–R 7	K–B 2
43	R × P	K–Kt 1

Another interesting move

44	P–R 3	Kt–Kt 4

And this leads to an end-game of great difficulty

45	R × Q	Kt × Q
46.	Kt–B 5	R–B 2
47.	R–K 8 ch	K–R 2
48	Kt × Q P	R–Q 2
49	Kt–B 8 ch	K–R 3
50	R–K 6	R–Q 8 ch
51	K–R 2	R–Q Kt 8
52	R × P	P–R 5

Black plays to win   The result is still in great doubt

53	R × Kt	P–R 6

BLACK   Perigal
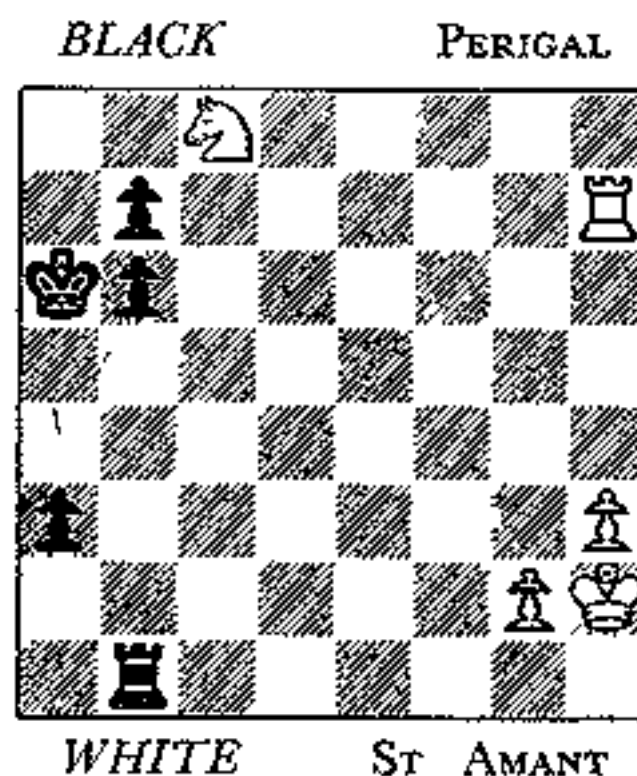
WHITE   St Amant

White to play

54	Kt–Q 6	P–Kt 4
55	R–R 8	P–Kt 5
56	R–R 8 ch	K–Kt 3
57	P–R 4	R–Q B 8
58	P–R 5	R–B 3
59	Kt–B 7	R–B 3
60	P–R 6	R × Kt
61	P–Kt 4	K–Kt 4
62	P–Kt 5	
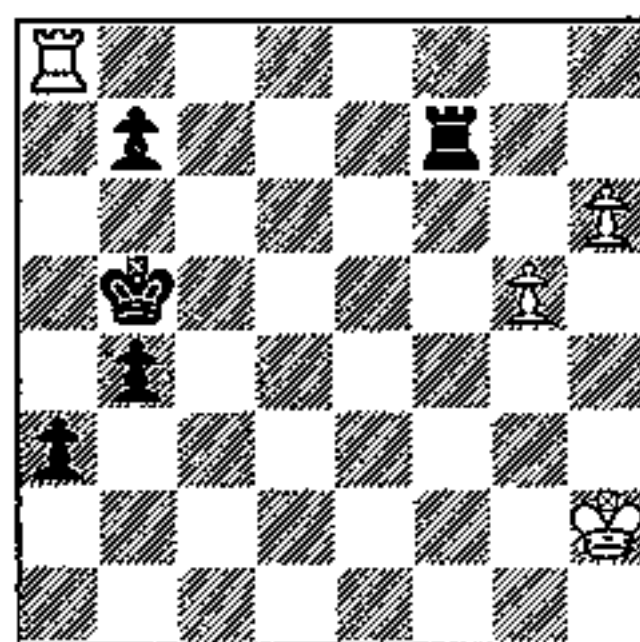
WHITE   St. AMANT

Black to play

62.	.	R–R 2
63.	K–Kt 3	K–B 5
64.	K–Kt 4	P–Kt 4
65.	K–R 5	P–Kt 6
66.	P–Kt 6	R–Q 2
67.	P–Kt 7	R–Q 4 ch

Artful. This prevents P–Kt 8(Q) with a check.

68	K–Kt 4	P–Kt 7
69	P–Kt 8(Q)	P–Kt 8(Q)
70	R–B 8 ch	K–Q 5
71	Q–Kt 7 ch and wins	

A very fine effort by both sides

GAME 55

Played at Milwaukee, 1937.

"Alekhine's Defence"

WHITE	BLACK
A. POWERS	A. W. DAKE
1 P–K 4	Kt–K B 3
2 P–K 5	Kt–Q 4
3. Kt–K B 3	P–Q 3
4. B–B 4	Kt–Kt 3
5. B×P ch	

An interesting sacrifice which is probably not sound.

5. ..	K×B
6. Kt–Kt 5 ch	K–Kt 1
7. Q–B 3	Q–K 1
8 P–K 6	P–K R 3

A sad blunder. P–K Kt 3 was correct of course

9.	Q–B 7 ch	Q×Q
10	P×Q mate	

Final Position

BLACK   A W. DAKE
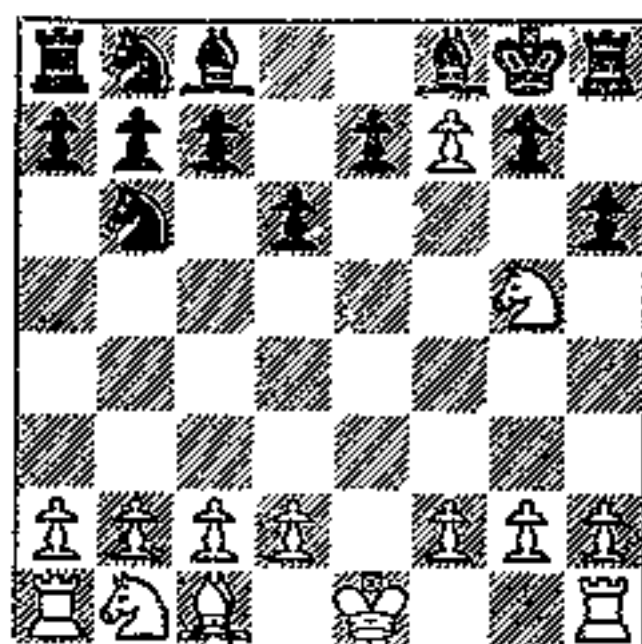
WHITE   A POWERS

GAME 56

Played in 1907
Remove White's Q Kt

"Centre Counter-Gambit"

WHITE	BLACK
A. VON ROTHSCHILD	N. N

1	P–K 4	P–Q 4
2	P×P	Q×P
3	P–Q 4	B–B 4
4	Kt–B 3	Q–K 5 ch
5	B–K 3	Q×B P

Black has done well He has gained a P and forced an exchange of
Queens. The subsequent play is remarkable.

6.	Q×Q	B×Q
7.	R–B 1	B–K 5
8	R×P	Kt–Q B 3
9	B–Q Kt 5	K–Q 1
10	R×Kt P	Kt–Kt 1

For the last 3 moves Black has been playing to cut off and win the Rook
Another exchange is now forced.

11.	P–Q 5	B×P
12	R×R P	R×R
13	B×R	Kt–Q 2

14	Castles	B × P

Otherwise the two united pawns will become very strong

15	R–Q 1	Kt–B 3
16	Kt–K 5	B–K 3

With a piece up and a lost position˜

BLACK   N N
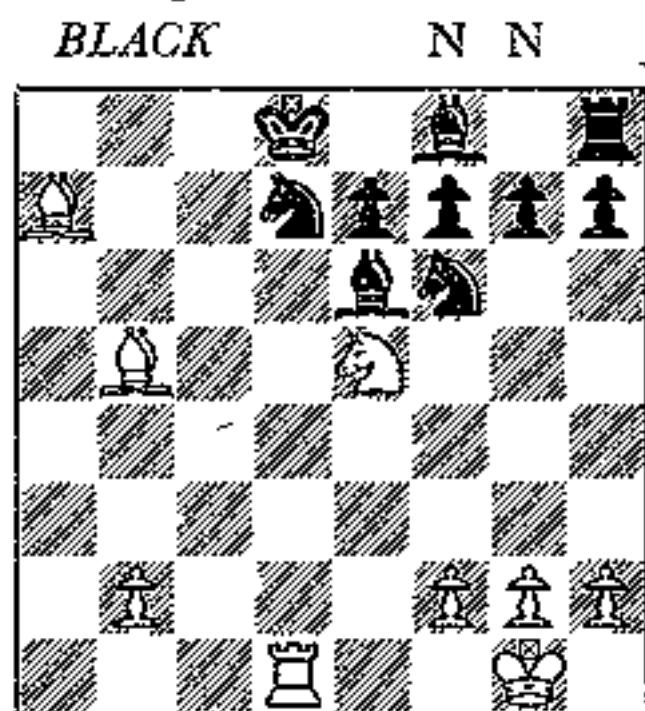
WHITE A   von Rothschild

17	B–Kt 6 ch	K–B 1

If K–K 1, 18 R–B 1 wins at once

18	B–R 6 ch	K–Kt 1
19	Kt–B 6 ch	K–R 1
20	R–R 1	Resigns

A very strange position   The whole of the White force is concentrated on the Black King   There are very few examples of such endings   The whole ending was very well managed by White

Final Position

BLACK   N N
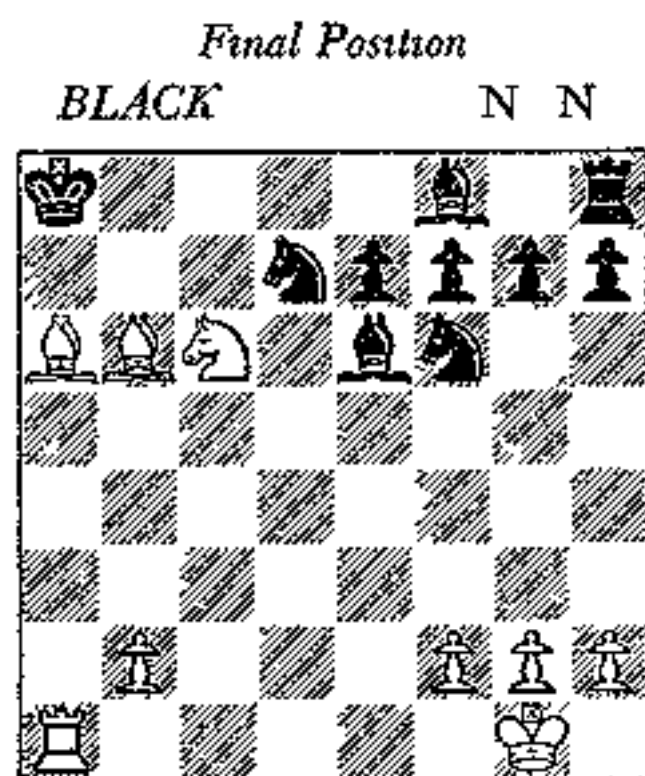
WHITE A   von Rothschild

Black resigns

GAME 57

Played at Basingstoke in 1901

"Centre Counter-Gambit"

	WHITE	BLACK
	A N OTHER	DR. E LASKER
1	P–K 4	P–Q 4
2.	P×P	Kt–K B 3
3	B–Kt 5 ch	B–Q 2
4	B–B 4	

This does not turn out well   Better is 4 B×B ch

| 4 | | P–Q Kt 4 |

A very good reply

5	B–Kt 3	P–Q R 4
6	P–Q R 3	P–B 3
7	Kt–Q B 3	Kt–R 3
8.	P×P	B×P
9	Kt–B 3	P–K 3
10	P–R 3	

Weak   P–Q 4 is necessary

10		B–Q 3
11	Castles	Kt–B 4
12	B–R 2	P–Kt 5
13	Kt–Kt 1	P–Kt 6
14	P×P	Kt–Q 6

White has made an excellent job of stalemating his Bishop

15	Kt–B 3	B–B 2
16	Kt–K 1	Q–Q 3
17	P–Kt 3	Kt–B 5
18	K–R 2	P–R 4
19	P–Q 4	Kt–Kt 5 ch
20	K–Kt 1	Kt×P mate

Final Position

BLACK DR B LASKER
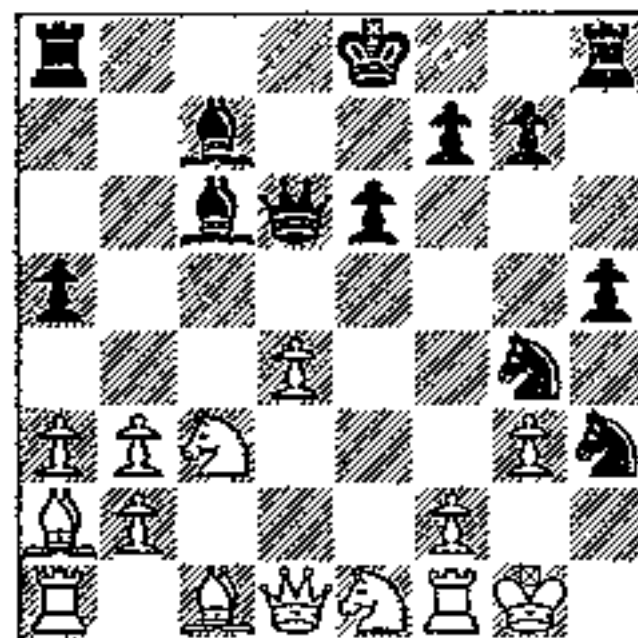
WHITE A N OTHER

GAME 58

Played in 1939.

"Ruy Lopez"

	WHITE	BLACK
	DUBININ	BOTVINNIK
1	P–K 4	P–K 4
2.	Kt–K B 3	Kt–Q B 3
3.	B–Kt 5	P–Q R 3
4	B–R 4	Kt–B 3
5.	Castles	B–K 2
6.	R–K 1	P–Q Kt 4
7	B–Kt 3	P–Q 3
8	P–B 3	Castles
9.	P–Q 3	Kt–Q R 4
10	B–B 2	P–B 4
11.	Q Kt–Q 2	Q–B 2
12	Kt–B 1	P–R 3
13	P–K R 3	B–K 3
14	Kt–K 3	Q R–Q 1

The opening has followed routine moves and now becomes interesting. This threatens Kt–B 3 followed by P–Q 4.

15	Kt–B 5	B × Kt
16	P × B	Kt–B 3
17.	P–Q 4	K P × P
18	P × P	P–Q 4
19.	B–K 3	K R–K 1

The play has turned to Black's advantage. If 20 P × P, then P–Q 5 follows

20	R–Q B 1	P–B 5
21	P–K Kt 4	Kt–K 5

A strong thrust   If 22 B × Kt, P × B, 23 Kt–R 2, Kt–Kt 5 followed by Kt–Q 6

22	B–Kt 1	B–Q 3
23	Kt–R 4	B–B 5
24	Q–B 3	B–Kt 4

Another keen reply, for if 25 B × B, Kt × B, 26 R × R ch, R × R, 27 Q × P, Kt × P ch wins

25	Kt–Kt 2	B × B
26	Q × B	R–K 2
27	Q–B 4	

To meet the threat of Kt–Kt 4, but overlooking a beautiful Q sacrifice.

27		Q Kt × P
28	Q × Q	Kt–B 6 ch
29	K–B 1	

If K–R 1, Kt × P mate

BLACK BOTVINNIK
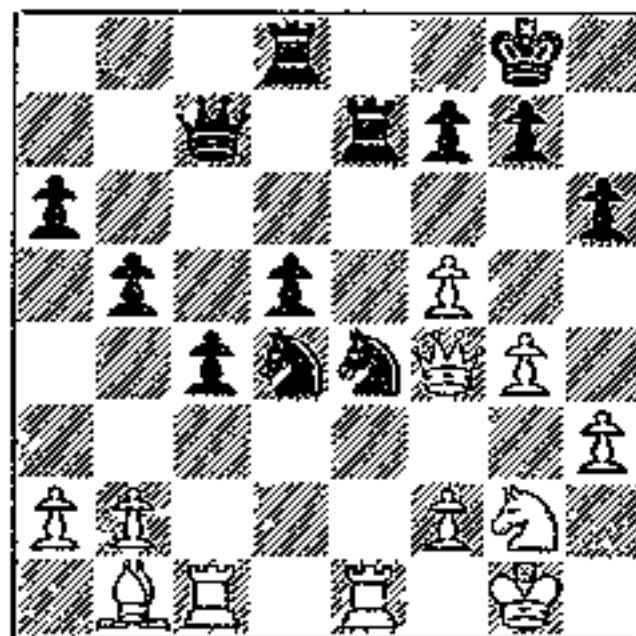
WHITE DUBININ

White to play

<pre>
        29   Kt(K 5)–Q 7 mate
A splendid mating position.
</pre>

GAME 59

From the Ostende Tournament, 1905
"Ruy Lopez"

	WHITE	BLACK
	G MARCO	D. JANOWSKI
1	P–K 4	P–K 4
2	Kt–K B 3	Kt–Q B 3
3	B–Kt 5	P–Q R 3
4	B–R 4	Kt–B 3
5	Kt–B 3	P–Q 3
6	P–Q 4	Kt–Q 2

Tchigorin's Defence

7	P × P	P × P
8	Q–Q 5	

Winning a P but at some loss of position

8		B–Q 3
9	B × Kt	P × B
10	Q × P	R–Q Kt 1
11	Kt–Q 5	Castles
12	Castles	

White fails to see what is coming.

12		Kt–B 4

This pretty move wins the Q whatever the reply

WHITE   MARCO

White to play
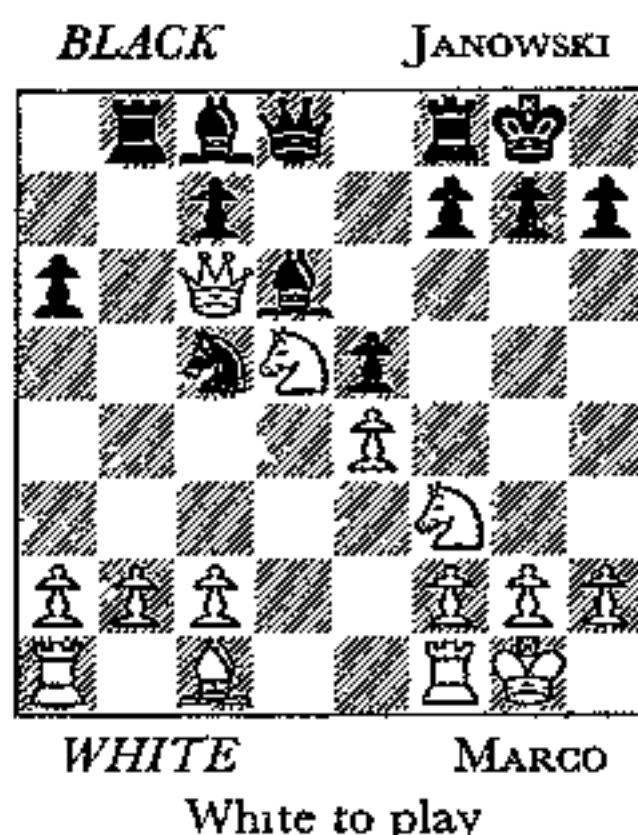
13	P–Q Kt 4	B–Kt 2
14	P × Kt	B × Q
15	P × B	P × P

And White resigned on the 27th move

GAME 60

Played in a Lightning Tournament in America in 1909 at the rate of ten seconds a move

"Ruy Lopez"

	WHITE		BLACK
	J R CAPABLANCA		I ROSENTHAL
1	P–K 4		P–K 4
2	Kt–K B 3		Kt–Q B 3
3	B–Kt 5		Kt–B 3
4	Castles		B–K 2
5.	P–Q 3		P–Q 3
6	R–K 1		Castles
7	Q Kt–Q 2		B–Kt 5
8	P–B 3		K–R 1

Good enough for a lightning game, but a useless move

9	Kt–B 1	Kt–K R 4
10	P–K R 3	B × Kt

If B–K 3, 11 Kt × P of course

11	Q × B	Kt–B 3

P–K Kt 3 would be better

12	P–K Kt 4	P–Q R 3
13	B–R 4	P–Q Kt 4

14.	B–B 2	P–Q 4
15.	Kt–Kt 3	P×P
16	P×P	Q–B 1
17.	Kt–B 5	B–B 4
18.	Kt×P	

Very good indeed

18.		K×Kt
19	B–R 6 ch	K–Kt 3
20	P–Kt 5	

BLACK   I   ROSENTHAL
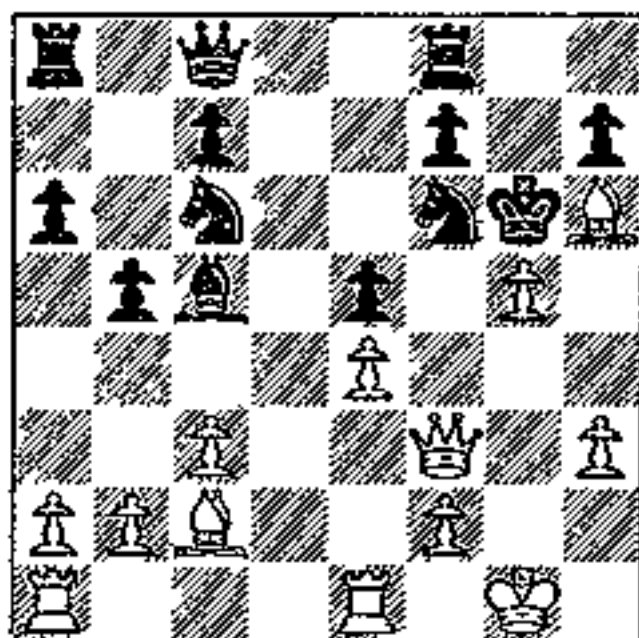
WHITE   J R   CAPABLANCA

Black to play

20.		Kt–R 4

There is no way out   Kt×P could be answered by 21 Q–B 6 ch and Kt–Kt 1 allows mate in 7, as follows   21 Q–B 5 ch, Q×Q, 22 P×Q ch, K–R 4,   23 B–Q 1 ch, K–R 5,   24 R–K 4 ch, K×P,   25 B–Kt 4 ch, K–R 5,   26 B–B 3 ch, K–R 6;   27 B–Kt 2 mate

21	Q–B 5 ch	Q×Q
22.	P×Q mate	

GAME 61

Played in the St Petersburg Tournament, 1914.
"Ruy Lopez"

WHITE		BLACK
BERNSTEIN		I. GUNSBERG
1	P–K 4	P–K 4
2	Kt–K B 3	Kt–Q B 3
3	B–Kt 5	P–Q R 3
4.	B–R 4	Kt–B 3
5	Castles	B–K 2

6.	R–K 1	P–Q 3
7	B×Kt ch	P×B
8	P–Q 4	P×P

Tchigorin's move Kt–Q 2 is better

9	Kt×P	B–Q 2
10.	Kt–Q B 3	Castles
11.	B–Kt 5	Kt–K 1
12.	B×B	Q×B
13	Q–Q 3	Q–K 4

The Q starts on an adventure which 8 moves later results in her loss

14	Q R–Q 1	Q–Q B 4
15	P–K 5	P–Q 4

This leaves the Kt without a flight square. There was nothing better than P×P, 16 Kt–Kt 3, Q–Q 3; 17 Q–Kt 3, Q–K 2, 18 R×P, B–K 3, 19 Kt–B 5

16	Kt–Kt 3	Q–Kt 5
17	P–Q R 3	Q–Kt 5
18.	Q–K 3	P–Kt 3
19	R–Q 4	

The net tightens.

19	..	Q–B 4
20	Kt–B 5	B–K 3
21	P–K Kt 4	

And now there is no escape.

21		Q×B P
22	R–Q 2	Resigns

A curious finish with nearly a board full of pieces.

Final Position

BLACK I GUNSBERG
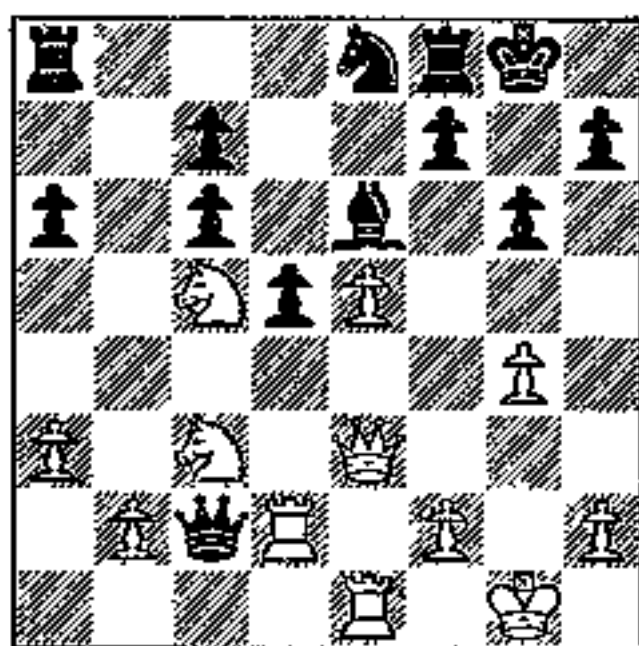
WHITE BERNSTEIN

Black resigns

GAME 62

Played at Breslau in 1859

"Ruy Lopez"

WHITE	BLACK
A ANDERSSEN	MAX LANGE
1. P–K 4	P–K 4
2. Kt–K B 3	Kt–Q B 3
3 B–Kt 5	Kt–Q 5
4. Kt×Kt	P×Kt
5 B–B 4	Kt–B 3
6. P–K 5	P–Q 4
7. B–Kt 3	B–K Kt 5

The start of one of the finest combinations on record

8 P–B 3	Kt–K 5
9 Castles	

If 9 P×B, Q–R 5 ch, 10 P–Kt 3, Kt×Kt P with a winning advantage

9.	P–Q 6

With great pressure

10. P×B	B–B 4 ch
11. K–R 1	Kt–Kt 6 ch

Instead of winning the exchange by Kt–B 7 ch, Lange carries out an eleven-move mate in splendid style.

12 P×Kt	Q–Kt 4
13 R–B 5	

The only move

BLACK   MAX LANGE
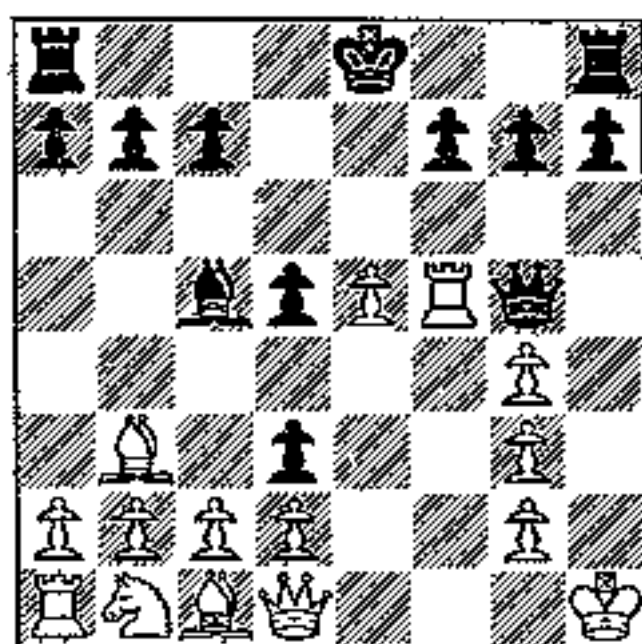
WHITE A ANDERSSEN
Black to play

13 .	P–K R 4

A bolt from the blue If 14 R×Q, P×P ch and mates next move White's moves are all forced.

14 P×P	Q×R
15 P–Kt 4	Q–B 7

Another way of getting in.

16.	P–Kt 3	Q×Kt P
17	Q–B 1	Q×Kt P
	Resigns	

White is reduced to 18 Q×P ch, K×Q, 19 B×P ch, K–K 2, 20 B–Kt 2, Q–R 5 ch, 21 B–R 3, Q×B mate.

GAME 63

Played in the British Championship at Edinburgh, 1920.

"Ruy Lopez"

WHITE	BLACK
P WENMAN	W GIBSON
1 P–K 4	P–K 4
2 Kt–K B 3	Kt–Q B 3
3 B–Kt 5	P–Q R 3
4 B–R 4	Kt–B 3
5 P–Q 3	P–Q 3

Considered superior to B–B 4.

| 6 P–B 4 | |

The Duras Variation with a view to preventing P–Q 4 It is now out of date

| 6 | P–K Kt 3 |
| 7 Kt–B 3 | |

7 P–K R 3 is probably better

7	B–Kt 2
8 P–K R 3	Castles
9 B–K 3	Kt–Q 2
10 B×Kt	P×B

Position after 14   , P–Q 4

BLACK   W GIBSON
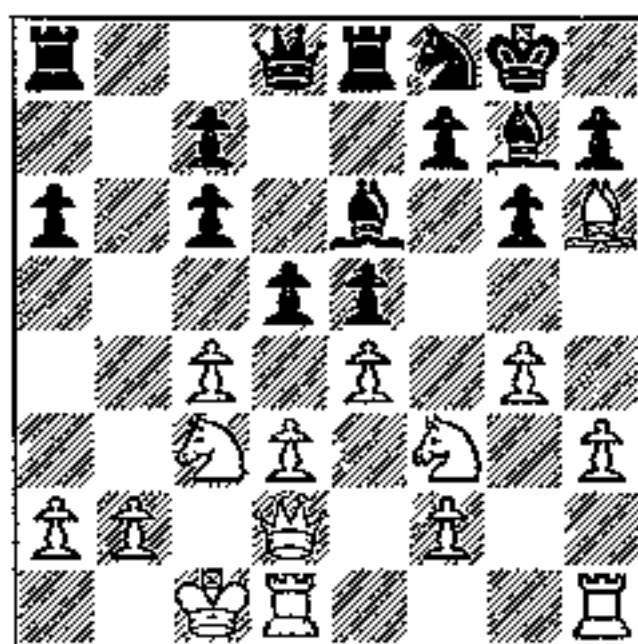
WHITE   P WENMAN

White to play

11.	P–K Kt 4	R–K 1
12.	Q–Q 2	Kt–B 1
13	Castles Q R	B–K 3
14	B–R 6	P–Q 4

But he plays it after all and offers a pawn into the bargain. The combination is a clever one

15.	B×B	K×B
16	Kt×K P	Q–Q 3

The reply White expected If 17 Kt–B 3, P×B P, 18 P×P, B×B P, or 17 P–B 4, P–B 3, followed by P×B P as before

| 17 | Kt×Q B P | |

The intention, but Gibson has a very strong reply

| 17. | . | P–Q 5 |

Winning a piece for three pawns

BLACK   W GIBSON
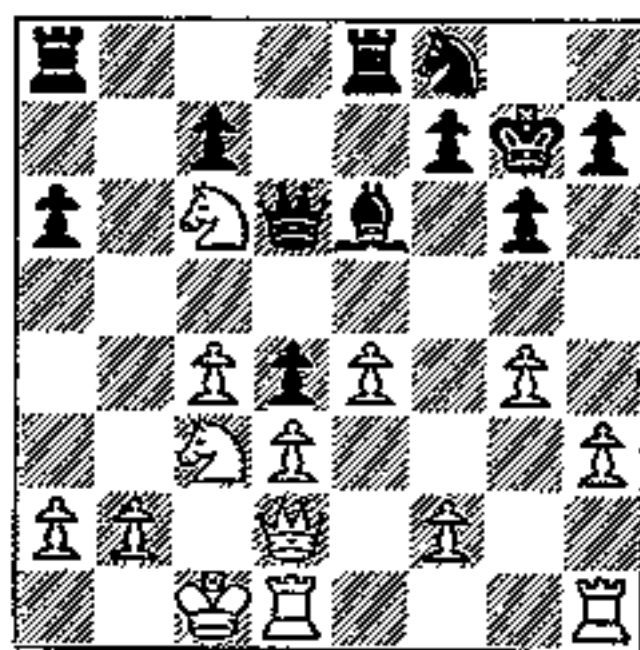
WHITE   P WENMAN

White to play

18	Kt–K 2	Q×Kt
19	Kt×P	

The pawns in this position are not value for the piece

19		Q–R 5
20	Q–B 3	

Threatening mate in two

20		K–Kt 1
21	K–Kt 1	P–Q B 4
22	Kt–B 5	B×Kt

Not P×Kt because of 23 Kt P×P, B–Q 2, 24 Q R–Kt 1 ch, Kt Kt 3, 25 P×Kt and the advance of the K R P wins.

White still has good chances of attack

23	Kt P×B	Q–Q 2
24	Q R–Kt 1	Q R–Q 1

Fine play, concentrating on the weak Q P

25	R–Kt 3	Q–Q 5
26	Q–B 2	Kt–Q 2
27	P–K R 4	Kt–K 4
28.	K R–R 3	K–R 1
29	P–B 4	Kt–B 3
30	Q–R 4	

With the intention of picking up another pawn, but it loses   30 P–R 3 might still have saved the situation

| 30. | | R × P |

A splendid double sacrifice which wins against any play.

BLACK   W Gibson

WHITE   P. Wenman
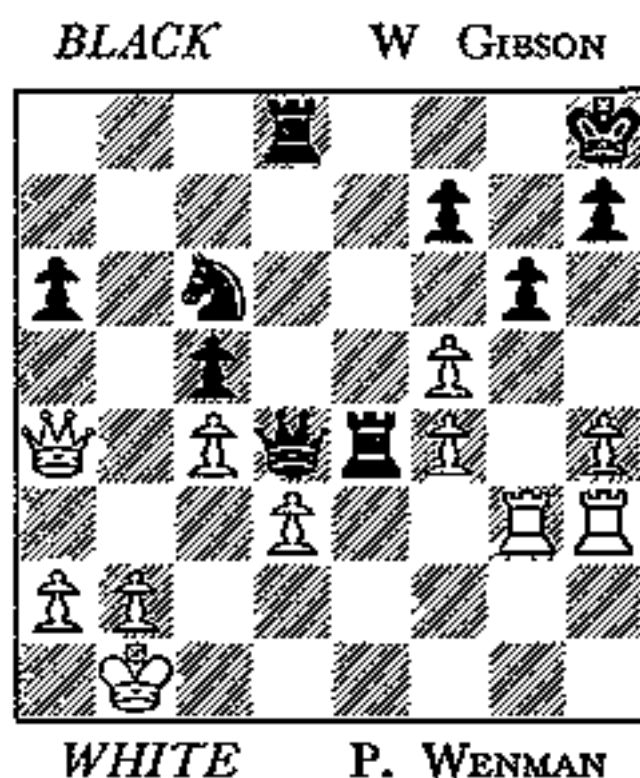
White to play

If 31 P × R, Q × P ch, 32 K–B 1 (32 Q–B 2, R–Q 8 mate), Q–K 8 ch; 33 K–B 2, Kt–Q 5 ch, 34 K–Q 3, Kt–Kt 4 ch, 35 K–B 2, Q–Q 8 mate. Or if 32 R–Q 3, Kt–Kt 5 wins

31	Q × Kt	R–K 8 ch
32	K–B 2	R–K 7 ch
33.	K–Q 1	Q × Kt P
	Resigns	

This game is a fine example of the late Mr. Gibson's style of play.

GAME 64

Played in the St Petersburg Tournament, 1914.
"Ruy Lopez"

	WHITE	BLACK
	Dr E Lasker	I Gunsberg
1	P–K 4	P–K 4
2	Kt–K B 3	Kt–Q B 3
3	B–Kt 5	P–Q R 3

4	B–R 4	Kt–B 3
5	Castles	P–Q 3
6.	R–K 1	B–Q 2
7	P–B 3	B–K 2
8.	P–Q 4	Castles
9	Q Kt–Q 2	P–Q Kt 4
10.	B–Kt 3	P × P
11	P × P	B–Kt 5
12	Kt–B 1	P–Q 4
13.	P–K 5	Kt–K 5
14.	Kt–K 3	B–K 3

Time has been lost with this Bishop.

15. Q–B 2

Setting a very clever trap into which Black falls

15		Kt–Kt 5
16	Q–Kt 1	P–K B 4

A mistake P–Q R 4 was necessary, or P–Q B 4 was playable.

17 P–Q R 3

Now the trap works and Black's game falls to pieces

BLACK   I. GUNSBERG
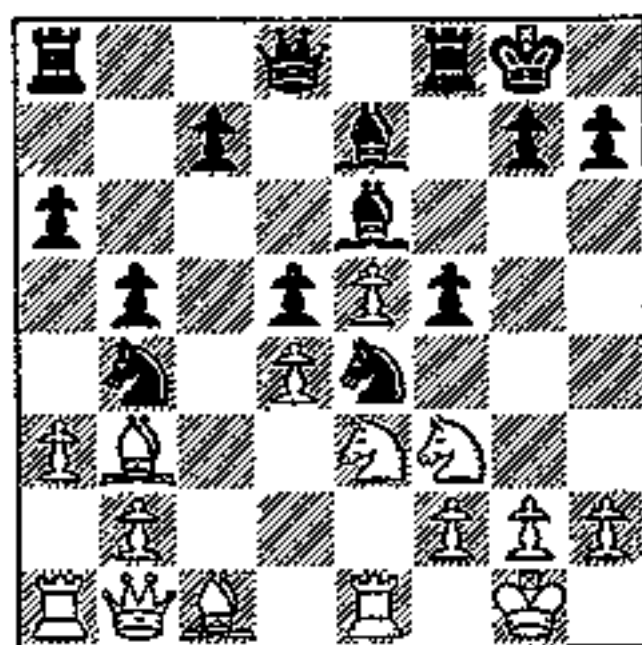
WHITE Dr E Lasker

Black to play

17.		Kt–Q B 3
18	Q–R 2	

The move that Black completely overlooked, and which Lasker intended when he played 15 Q–B 2

18		Kt–Kt 4
19	Kt × Kt	B × Kt
20	B × P	B × B
21.	Kt × B	K–R 1
22	P–B 4	B–R 5
23.	R–Q 1	Q–K 1

Intending Q–R 4, but the case is hopeless

| 24 B–K 3 | R–Q 1 |
| 25 Kt×P | Resigns |

Because Kt–K 6 gaining the exchange follows   A bright interesting game

GAME 65

Played in a match at Bath in 1937.

"Sicilian Defence"

WHITE	BLACK
P WENMAN	REV E W POYNTON, M A
1 P–K 4	P–Q B 4
2 P–K B 4	

A very old variation of the Sicilian

2	P–K 3
3 Kt–K B 3	Kt–Q B 3
4 Kt–B 3	Kt–B 3

Leading to an interesting game

5 P–K 5	Kt–Q 4
6 P–Q 4	Kt×Kt
7 P×Kt	P–Q 4
8. B–K 3	P×P

Black could have closed the Q side with P–B 5

| 9 P×P | P–Q Kt 3 |
| 10. P–B 3 | |

9 B–Kt 5 ch would have been answered by 10 K–B 2

10	B–K 2
11 B–Q 3	Q–B 2
12 Q–B 2	P–Kt 3
13 P–K R 4	

Starting a strong K side attack

| 13 | B–Q 2 |
| 14 Kt–Kt 5 | |

Intending to sacrifice a piece after 14 P–K R 3 by 15 Kt×B P, K×Kt, 16 B×P ch, K–Kt 2, 17 B–R 5 with good prospects

14.	B×Kt
15 R P×B	Castles Q R
16 K–B 2	Kt–R 4
17 R–R 6	

With the forced gain of a P in a few moves.

17.	Q R–Kt 1
18 Q R–R 1	R–Kt 2
19 P–Kt 4	Kt–B 5
20. B–B 1	Q–Q 1
21. P–B 5	

Threatening 22 P×Kt P, B P×P, 23 B×P, R×B, 24 Q×R, P×Q, 25 R×R and wins

21   Q–K 1
22. P–B 6

Now the P is won, but great difficulties follow.

BLACK   Rev Poynton
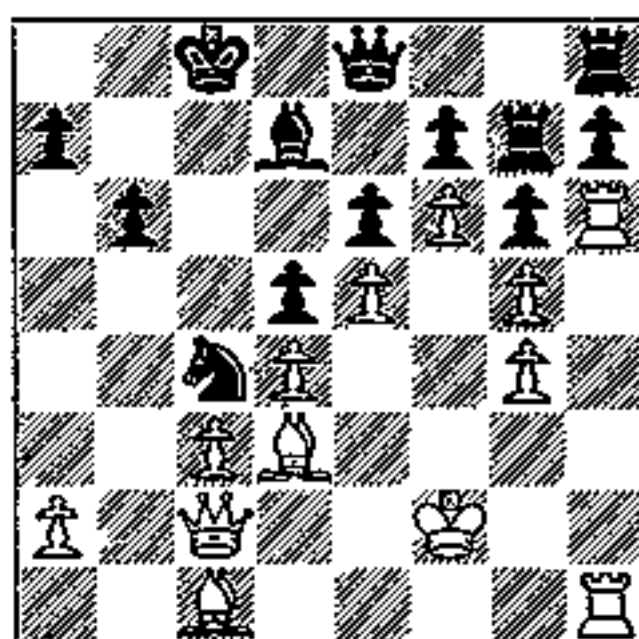
WHITE   P. Wenman

Black to play

22		R(Kt 2)–Kt 1
23	K–Kt 1	K–Kt 1
24	R×R P	R×R
25	R×R	B–B 3
26	Q–R 2	Q–K B 1
27	Q–R 6	B–K 1

Black is secure on the K side and there is no possible entry for White although a pawn up.

28.	K–B 2	P–Kt 4
29	K–Kt 3	P–R 3
30	Q×Q	

White cannot do better than reduce the position to a R and P ending and try for a win on the Q side

30	. .	R×Q
31.	B×Kt	Kt P×B
32	B–R 3	R–Kt 1

But with Bishops of different colour the difficulties only seem to increase

33	K–B 2	K–Kt 2
34	K–K 2	P–R 4
35	B–K 7	P–R 5

This is a mistake because later on it lets the K in at Kt 4 By keeping the P on R 4 Black could probably have secured a draw

36	K–Q 2	K–R 3
37	K–B 2	K–Kt 2

K–Kt 4 gave better prospects, although the R could play round to Q Kt 1. The position of the Black R is very curious
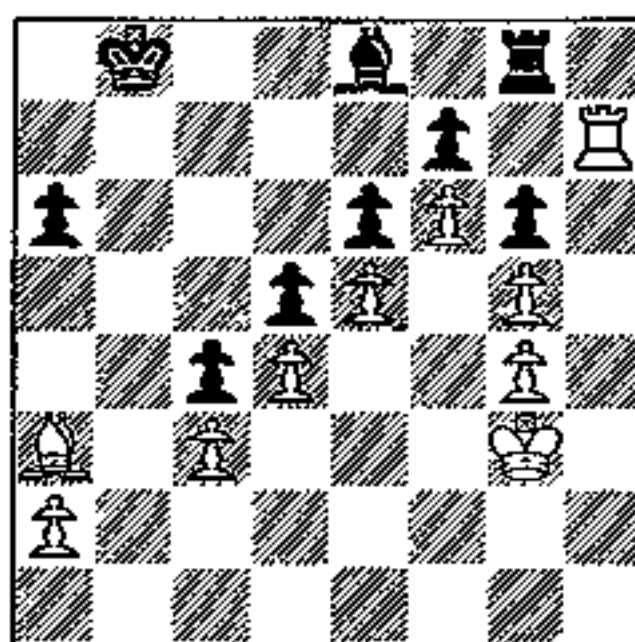
BLACK   Rev. Poynton

WHITE   P Wenman

White to play

38	K–Kt 2	K–B 1
39	K–R 3	K–Kt 2
40	K–Kt 4	K–Kt 3
41	B–Q 6	

Now the White K comes right into the game

41		K–R 3
42	K–B 5	K–R 2
43	B–K 7	K–Kt 2
44	K–Q 6	K–B 1
45.	P–R 3	

The waiting move is just right

Position after 47 K–K 7

BLACK   Rev. Poynton
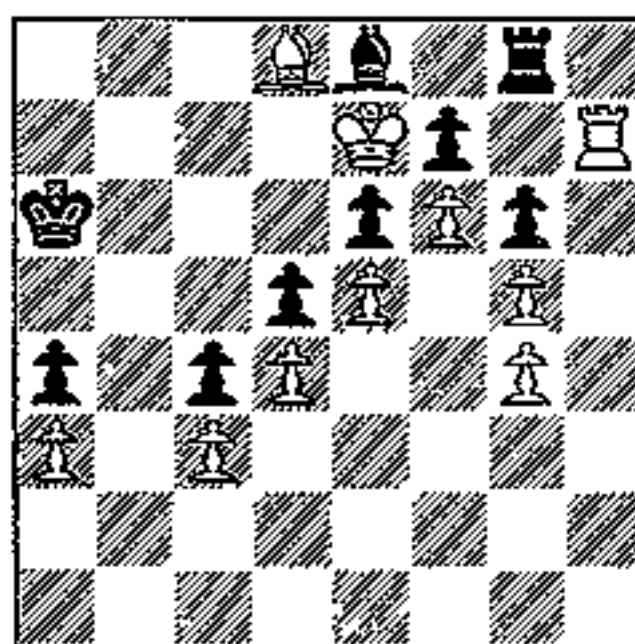
WHITE   P Wenman

Black to play

45	.	K–Kt 2
46	B–Q 8	K–R 3
47	K–K 7	

Now R×P cannot be prevented and the game is won The White K has made an unusually long tour from K Kt 1 via K Kt 3 to K B 7, thirteen moves in all

47		K–Kt 2
48	B–R 5	K–R 3
49.	B–Kt 4	K–Kt 4
50	R×P	K–B 3
51	R–B 8	Resigns

GAME 66

Played in the Bristol Club Championship, 1940.
"Sicilian Defence"

WHITE	BLACK
C WELCH	N N
1 P–K 4	P–Q B 4
2. Kt–K B 3	Kt–Q B 3
3. P–Q 4	P×P
4 Kt×P	Kt×Kt
5 Q×Kt	Kt–B 3

Obviously a wrong move The Kt must retire again

| 6 P–K 5 | Q–R 4 ch |

Hoping for 7 P–Q Kt 4 or 7 B–Q 2, to which the reply would be Q–Q 4

| 7 P–B 3 | Kt–Kt 1 |
| 8 B–K 3 | P–K 3 |

Position after 10 . , Q–Q 4
BLACK   N. N
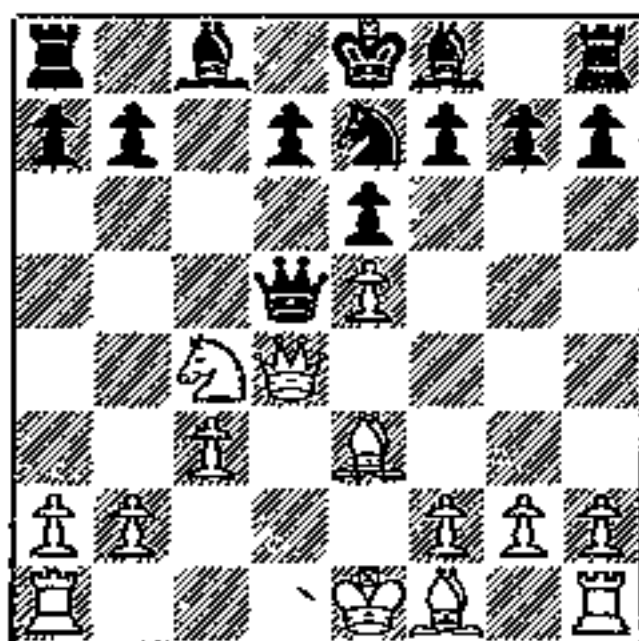
WHITE   C WELCH
White to play

9.	Kt–Q 2	Kt–K 2

Black already has a lost game, for if B–B 4, 10 Q–K Kt 4 wins The text-move allows a neat finish

10	Kt–B 4	Q–Q 4

Allows mate in three or loss of the Q.

11.	Kt–Q 6 ch	K–Q 1
12.	Q–Kt 6 ch	P×Q
13	B×P mate	

GAME 67

Played in a tournament at Birmingham
"Sicilian Defence"

	WHITE	BLACK
	J. MIESES	B H WOOD
1	P–K 4	P–Q B 4
2	Kt–Q B 3	Kt–Q B 3
3.	P–K Kt 3	P–K Kt 3
4.	B–Kt 2	B–Kt 2
5	K Kt–K 2	P–K 3
6.	P–Q 3	K Kt–K 2
7	B–B 4	P–Q 4
8.	Castles	P–Q 5
9.	Kt–R 4	P–K 4

Black has done well out of the opening play

10.	B–Q 2	Q–Q 3
11.	P–Kt 3	

To meet the threat of P–Q Kt 4

11		B–Kt 5
12	P–K B 3	B–K 3
13	Kt–Kt 2	P–Q Kt 4
14	P–Q R 4	P–Kt 5
15.	Kt–B 4	B×Kt
16	Kt P×B	Castles Q R

The position has become one full of interest.

17	P–R 5	P–Q R 3
18.	P–B 4	P–B 3
19.	Kt–B 1	Q R–B 1
20.	Kt–Kt 3	P–R 4
21.	P–R 4	K–B 2
22.	R–Kt 1	B–R 3
23	R–B 2	Kt–K Kt 1
24	Q–K 2	Q–K 2

25 Q R–K B 1	K–Q 3

The play enters a critical stage

BLACK   B H WOOD
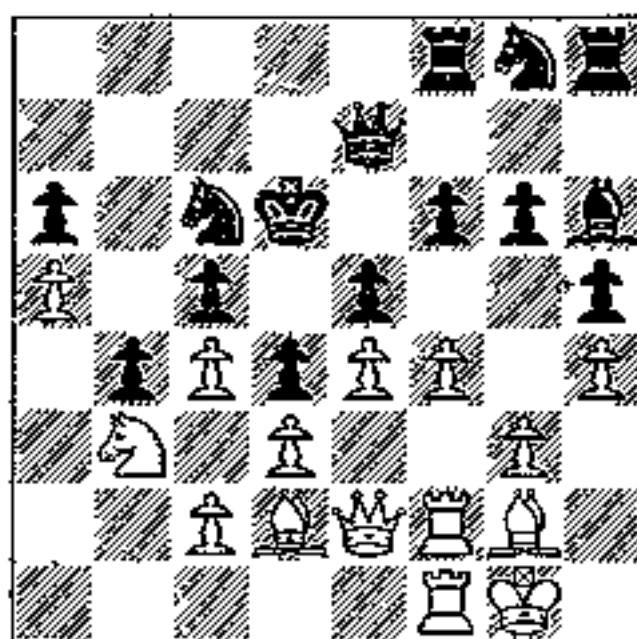
WHITE   J MIESES

White to play

	26 P×P	

White breaks up the game and makes an ingenious sacrifice

	26 .	Kt×P
	27 Kt×Q P	B×B

This is, of course, necessary before P×Kt

	28 Q×B	P×Kt
	29 Q×P ch	K–K 3

The K has plenty of room to escape

	30 P–B 5	K–B 2
	31 Q×P	R–Q 1
	32 Q–Kt 4	Kt–Kt 5

This strong move brings the White K into danger

	33 R–K 2	Q–K 4
	34 R–B 3	Kt–K 2
	35 P–B 3	R–Q Kt 1
	36 Q–B 4 ch	Q–K 3
	37 Q×Q ch	K×Q
	38 R–B 1	R–Kt 6
	39 P–Q 4	K R–Q Kt 1
	40 P–Q 5 ch	K–K 4

The position is going against White who now brings off an ingenious draw with the sacrifice of a Rook.

	41 R–B 5 ch	P×R

41.

Kt×R leads to the same result

	42 P×P ch	K×P
	43 B–K 4 ch	K–K 4
	44 B–Kt 2 ch	K–B 4
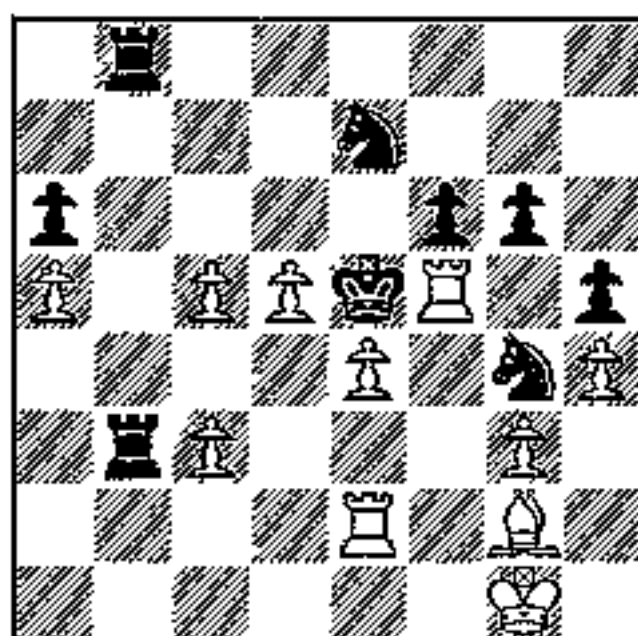
WHITE   J Mieses

Black to play

45	B–K 4 ch	K–K 4
46	B–Kt 2 ch	Drawn

Kt–K 6 will lose by 47 R × Kt ch, K–B 4, 48 R × Kt, R × P, 49 B–K 4 ch, K–Kt 5, 50 R–Kt 7 ch, etc A pretty ending

GAME 68

Played in 1901

"Sicilian Defence"

WHITE	BLACK
C Ruck	G Ernst
Dr Dyckhoff	H Starflinger
1 P–K 4	P–Q B 4
2 Kt–K B 3	Kt–Q B 3
3. Kt–B 3	P–K 3
4 P–Q 4	Kt–B 3

A mistake   P–Q 5 should not be allowed

| 5 P–Q 5 | Kt–Q Kt 1 |

If P × P, 6 P × P, Kt–Q R 4, 7 P–Q 6

| 6 P–Q 6 | P–K R 3 |

P–K Kt 3 was better.

| 7 P–K 5 | Kt–R 2 |
| 8 B–Q 3 | P–B 4 |

P–K Kt 3 was still correct

| 9 B–K 3 | |

A good move to induce P–Q Kt 3, stalemating the Queen

| 9. | P–Q Kt 3 |
| 10 Kt–Q 5 | |

A winning sacrifice   The Kt must be taken
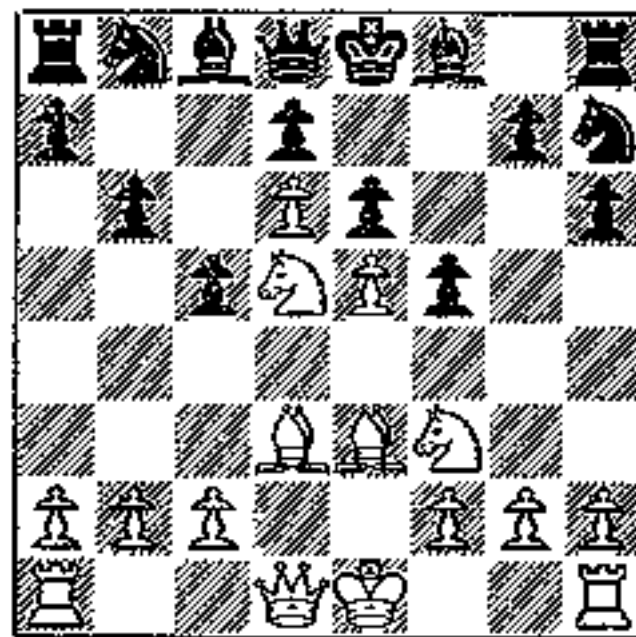
WHITE C RUCK
DR. DYCKHOFF

Black to play

| 10 | . . | P×Kt |
| 11. | K B×P | B×P |

There is nothing else, for if K–B 2, 12 Q×P ch and mates next move
A clever finish.

| 12 | Q×P | Resigns |

GAME 69

Played at Texas, 1941.

"Sicilian Defence"

	WHITE	BLACK
I	HOROWITZ	HRISIKOPOULOS
1	P–K 4	P–Q B 4
2	P–Q 4	P×P
3	Kt–K B 3	P–K 4

An old move   Of course if 4 Kt×K P, Q–R 4 ch

4	P–B 3	Kt–Q B 3
5	P×P	B–Kt 5 ch
6	Kt–B 3,	P×P
7	Kt×P	Kt–B 3
8	Kt×Kt	Kt P×Kt
9.	B–Q 3	P–Q 4
10.	P×P	Kt×P
11.	Castles	Kt×Kt
12	P×Kt	B×P
13	B–R 3	

The game is now concluded by some very brilliant play.

/

13	.	B×R
14	Q–K 2 ch	

A neat way of capturing the Bishop

14		B–K 3
15	R×B	Q–R 4
16	Q–Kt 2	

Very strong indeed, threatening both Q–Kt 7 and Q×P   Black must castle

16		Castles
17	R–Kt 1	K–Q 2
18	B–K 4	P–B 3
19	B×P ch	

A smart finish to a very bright game

BLACK   Hrisikopoulos

WHITE   I Horowitz

Black to play

19		K×B
20	Q–Kt 7 mate	

GAME 70

Played in the Munich Tournament in 1900
"Sicilian Defence"

WHITE		BLACK
J W. Showalter		J Mieses
1.	P–K 4	P–Q B 4
2	Kt–K B 3	P–K 3
3	P–Q 4	P×P
4	Kt×P	Kt–Q B 3
5	Kt–Q B 3	Kt–B 3
6.	Kt×Kt	Kt P×Kt
7.	P–K 5	Kt–Q 4

8	Kt×Kt		Kt P×Kt

A highly interesting situation in the centre has already arisen

<p align="center"><i>BLACK</i>   J. MIESES</p>
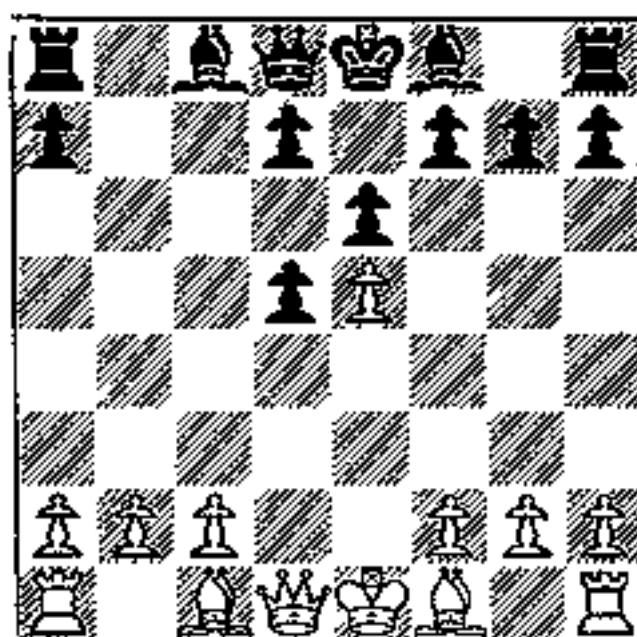
<p align="center"><i>WHITE</i> J W. SHOWALTER</p>
<p align="center">White to play</p>

9	B–Q 3	P–Q 3
10	B–K B 4	Q–B 2
11.	Q–K 2	B–Q 2
12	Castles K R	P×P
13	B×K P	B–Q 3

A fine move in Mieses's usual style

14	B×Kt P	

Risky The simple 14 B×B was better

14		R–K Kt 1
15	B–B 6	B×P ch
16	K–R 1	Q–B 5
17	Q–R 5	

This is the move White depended upon

17.		Q×B
18.	Q×B	R–Kt 5
19	P–K Kt 3	K–K 2
20	P–K B 3	R–Kt 4
21	P–K B 4	R–Kt 5
22	P–B 3	Q R–K Kt 1
23.	R–B 3	B–B 3

Exerting great pressure on White's position

24.	R–K 1	P–K R 4
25	Q–K B 2	K–Q 1

A clever dodging move to induce Q×P

26	Q×P	

White falls into it because he expects P–R 5 when he would obtain a draw by perpetual check by 27 Q–Kt 8 ch, K–K 2, 28 Q–R 3 ch, etc

26	.	Q–R 5 ch

But he overlooked this brilliant stroke and had to resign at once.

Resigns

If 27 P × Q it is mate in two, and 27 K–Kt 2 loses at once by R × P ch.

Final Position

BLACK　　　J. MIESES
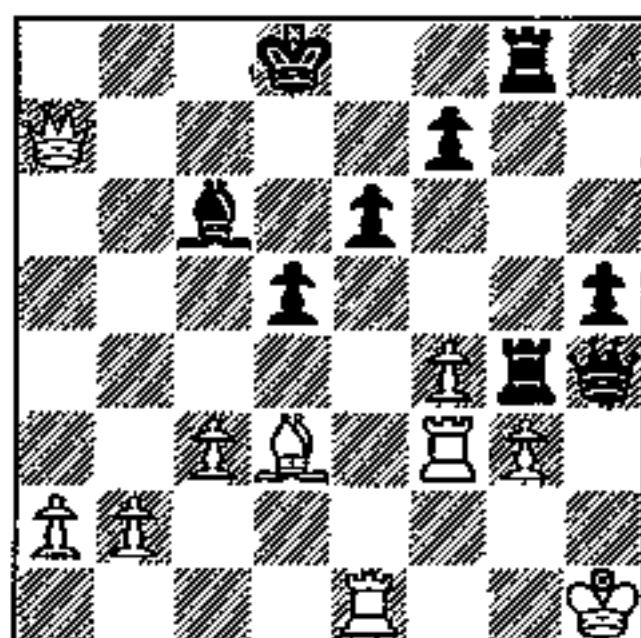
WHITE　　J　W. SHOWALTER

White resigns

GAME 71

Played in the British Championship at Southport in 1905.
"Sicilian Defence"

	WHITE	BLACK
	SHERRARD	H W. SHOOSMITH
1	P–K 4	P–Q B 4
2	Kt–K B 3	P–K 3
3	P–Q 4	P × P
4	Kt × P	P–Q R 3
5	Kt–Q B 3	Q–B 2
6	P–Q R 3	Kt–K B 3
7	B–Q 3	Kt–B 3
8	B–K 3	P–Q Kt 4
9.	Castles	B–Kt 2
10.	Q–K 2	B–K 2
11	P–B 4	

The start of a very well-conducted attack

11		P–Q 3
12.	Q R–Q 1	Castles K R
13	K–R 1	

A nice precaution in such positions.

13.		Kt × Kt
14.	B × Kt	P–K 4

15	B–K 3	K R–K 1
16	Q–B 3	B–K B 1
17	P×P	P×P
18	B–Kt 5	R–K 3
19	Q–R 3	Kt–K 1
20	Kt–Q 5	Q–B 3
21	B–K 2	Kt–Q 3
22	B–R 5	B–B 1
23	Q–K Kt 3	R–R 2

If Kt×P, 24 B×P ch, K–R 1, 25 Q–Kt 4, Kt×B, 26 Q×Kt wins.

| 24 | Kt–B 6 ch | K–R 1 |
| 25 | B–R 6 | |

A delightful position   Black makes a combination to escape the pressure, but there is a flaw in it.

| 25 | | R×Kt |
| 26 | R×R | |

BLACK   H   W.   SHOOSMITH
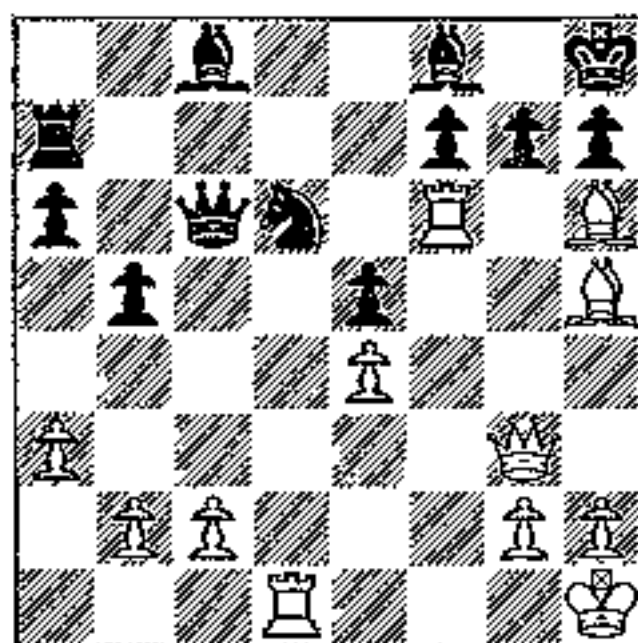
WHITE   SHERRARD

Black to play

26		Kt×P
27	Q×P ch	B×Q
28	R–Q 8 ch	Resigns

GAME 72

Played in the Championship match in 1907.
"French Defence"

WHITE	BLACK
Dr E Lasker	F J Marshall
1 P–K 4	P–K 3
2 P–Q 4	P–Q 4

8

3	Kt–Q B 3	Kt–K B 3
4	B–Q 3	

Many of the games in this match opened with these moves.

4		P–B 4
5	Kt–B 3	P×K P
6	Kt×P	P×P
7.	Kt×Kt ch	P×Kt
8	Kt×P	B–Q 2
9	B–K 3	Kt–B 3
10	B–K 4	Q–R 4 ch
11	P–B 3	R–B 1
12	Castles	R–K Kt 1

With this move Black starts a lively attack

| 13 | R–K 1 |

The P might have been captured at once.

13	.	Kt–K 4
14	B×R P	R–K R 1

With the gain of the open file

15	B–K 4	Q–B 2
16	B–B 4	B–Q 3
17	B–Kt 3	Kt–B 5
18.	Q–B 3	

White has obtained the mastery of the position

18		B×B
19.	B P× B	Kt–K 4
20	Q×P	R×P

Very pretty but quite unsound.

BLACK   F J Marshall
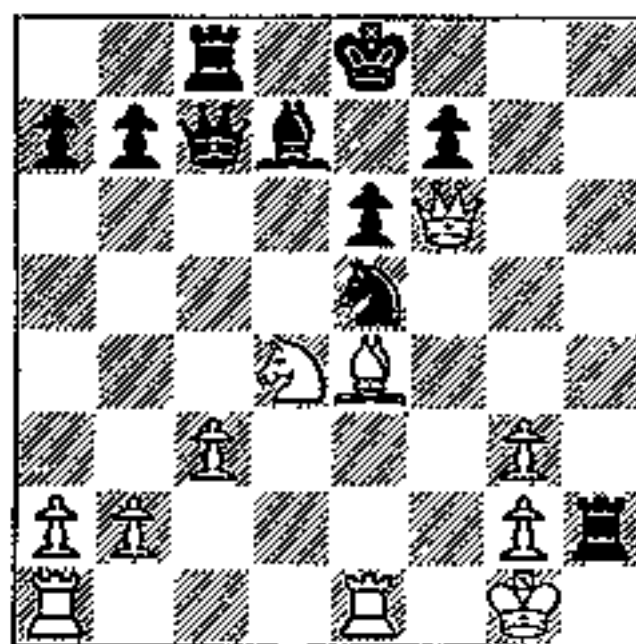
WHITE   Dr E Lasker

White to play

| 21. | B–B 5 |

This simple move wins a piece and kills the combination.

| 21 | . | R–R 4 |

22. R × Kt	Q–Q 1
23. Q × Q ch	K × Q
24 P–K Kt 4	R–Kt 4
25. Kt–B 3	R–Kt 2
26 B–Q 3 and wins	

GAME 73

Played in the B C F. Tournament at Yarmouth
"French Defence"

WHITE	BLACK
L PRINS	IVANOFF
1 P–K 4	P–K 3
2 P–Q B 4	P–Q B 3
3 Kt–Q B 3	P–Q 4
4. P–Q 4	P × K P
5. Kt × P	B–Kt 5 ch
6 B–Q 2	

A good sacrifice of a P which should have been refused

6.	Q × P
7. B × B	Q × Kt ch
8 B–K 2	Kt–Q R 3
9 B–Q 6	

This may almost be said to be a winning move in such a position

9	Kt–K 2
10 Kt–B 3	P–B 3
11 Castles	K–B 2

This brings the game to an abrupt termination by losing the Queen

BLACK   IVANOFF

WHITE   L PRINS

White to play
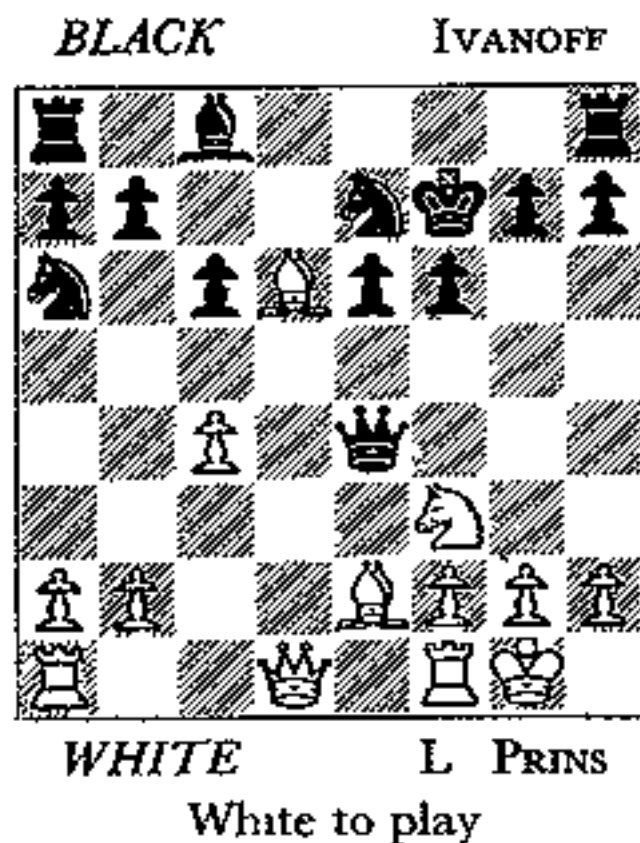
| 12 B–Q 3 | Resigns |

For if Q–Kt 5, of course 13 Kt–K 5 ch.

GAME 74

Played in the Carlsbad Tournement, 1911.
"French Defence"

	WHITE	BLACK
	A NIEMZOWITCH	S ALAPIN
1	P–K 4	P–K 3
2	P–Q 4	P–Q 4
3	Kt–Q B 3	Kt–K B 3
4	P × P	Kt × P

An unusual move at this stage

5	Kt–B 3	P–Q B 4
6	Kt × Kt	Q × Kt
7	B–K 3	P × P
8	Kt × P	P–Q R 3
9	B–K 2	Q × Kt P

Black grabs at the Kt P with the usual result

10	B–B 3	Q–Kt 3
11	Q–Q 2	P–K 4
12	Castles Q R	

This sacrifice leads to one of the most brilliant finishes on record

12		P × Kt
13	B × Q P	Kt–B 3
14	B–B 6	

A real problem move

BLACK   S ALAPIN
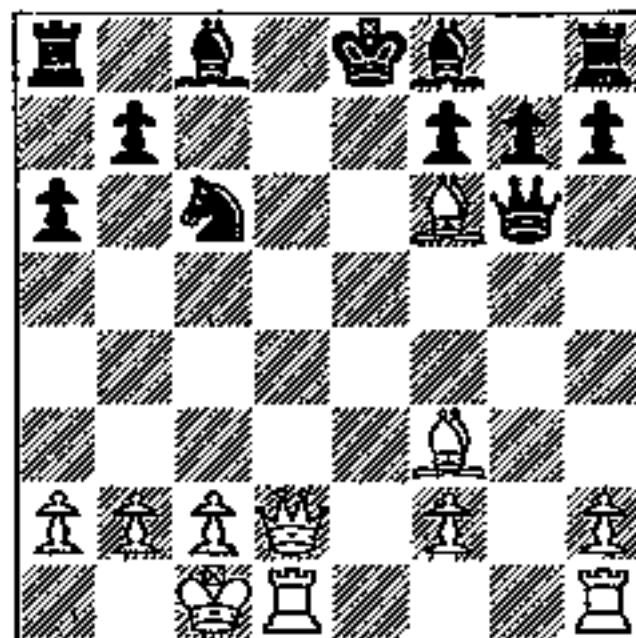
WHITE   A NIEMZOWITCH

Black to play

| 14 | | Q × B |
| 15 | K R–K 1 ch | B–K 2 |

If B–K 3, 16 B × Kt ch, P × B, 17 Q–Q 7 mate

| 16 | B × Kt ch | K–B 1 |

If P×B, 17 Q–Q 8 mate. Or B–Q 2, 17 Q×B ch, K–B 1; 18
Q–Q 8 ch, R×R; 19 R×R ch; B×R; 20 R–K 8 mate

      17. Q–Q 8 ch   B×Q
      18 R–K 8 mate

GAME 75

Played in the Carlsbad Tournament in 1923.
"French Defence"

WHITE	BLACK
Sir G. A. Thomas	Dr. S. Tarrasch
1. P–K 4	P–K 3
2 P–Q 4	P–Q 4
3 Kt–Q B 3	Kt–K B 3
4 B–Kt 5	B–Kt 5
5 P–K 5	P–K R 3
6. B–Q 2	

6 P×Kt, P×B, 7 P×P, R–Kt 1; 8 Q–R 5 also leads to an interesting
game.

6. ..	B×Kt
7 P×B	Kt–K 5
8 Q–Kt 4	K–B 1
9 P–K R 4	P–Q B 4
10. R–R 3	

A usual move in such positions.

10. .	Kt–Q B 3
11. B–Q 3	Kt×B
12. K×Kt	P–B 5
13 B–K 2	Kt–K 2

Position after 17   , Kt–B 4
BLACK Dr. S. Tarrasch
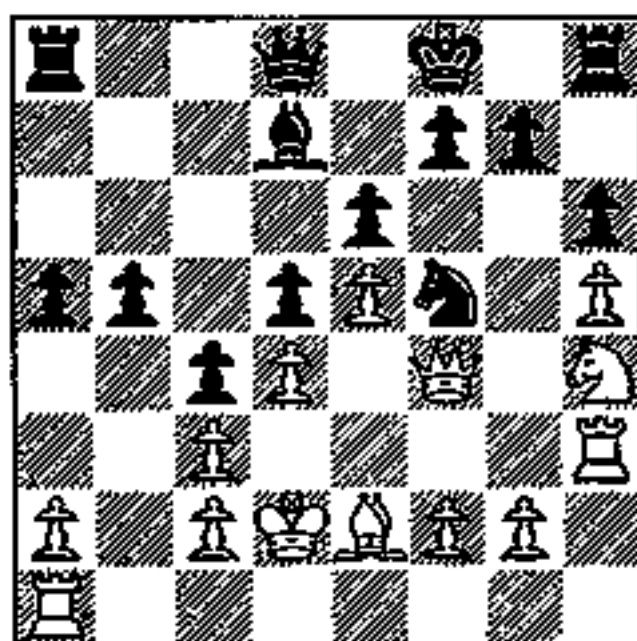
WHITE Sir G. A. Thomas
White to play

14.	Kt–B 3	B–Q 2
15	Q–B 4	P–Q Kt 4
16	P–R 5	P–R 4
17	Kt–R 4	Kt–B 4

This strong reply causes White to lose two moves   A long and interesting fight is now in prospect

18	Kt–B 3	P–Kt 5
19	P–Kt 4	P×P ch
20	K–Q 1	

20 K×P would be met by R–Q Kt 1 followed by Q–Kt 3.

20	.	Kt–K 2
21	Q–K 3	Q–Kt 3
22	Q×B P	Kt–B 3
23	K–Q 2	K–K 2
24	K R–R 1	Q–Kt 5
25	Q R–Q Kt 1	Q×Q ch
26	K×Q	Q R–Q Kt 1

Black enters on the end game with some advantage

27.	Kt–R 4	

A useless move with the Kt, it just returns again

27.		Kt–R 2
28.	Kt–B 3	Kt–Kt 4 ch
29.	K–Q 2	Kt–R 6
30.	R×R	R×R
31	R–R 1	

A peculiar defence and a good one.

31		B–R 5
32	Kt–K 1	P–B 3
33	P–B 4	P×P
34	B P×P	R–K B 1
35	R–B 1	R–B 5
36	P–B 3	R–B 7
37	Kt–B 3	B–B 7
38	K–K 3	R–Kt 7
39	Kt–K 1	R–Kt 6 ch
40.	K–B 2	

A serious mistake   40 B–B 3 would have won for White here

40		R×B P

The P can be safely captured

41	B–Q 1	B×B
42	R×R	Kt–Kt 4
43.	R–K Kt 3	Kt×P
44.	P–Kt 5	B×P
45.	P×P	P×P
46	R–K R 3	B–Q 8
47.	R×P	Kt–B 3
48	R–R 7 ch	K–Q 1
49	K–K 3	Kt×P

BLACK Dr. S. Tarrasch
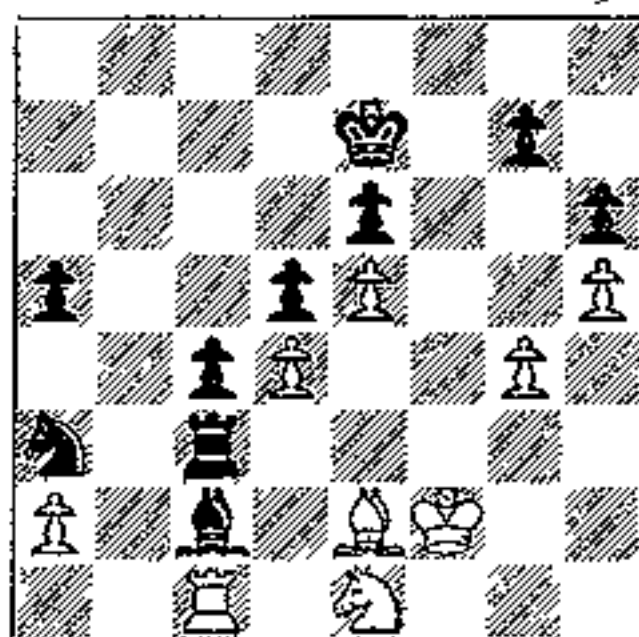
WHITE Sir G. A. Thomas

White to play

50	K–Q 2	B–R 5
51	K–B 3	B–Q 2
52	K–Q 4	Kt–B 3 ch
53	K–B 5	K–B 2
54	Kt–B 3	P–B 6
55	Kt–Q 4	Kt × Kt
56	K × Kt	P–B 7
57.	R–R 1	B–K 1
58.	R–Q B 1	B–Kt 3
59.	K–B 5	K–Q 2
60	P–R 4	K–K 2
61	K–Q 4	K–Q 3
62	K–B 3	K–B 4
63.	R–K 1	B–K 5
64	R–K Kt 1	P–Q 5 ch
65	K–Q 2	B–B 4
66	R–Kt 8	K–Kt 5
67	R–K R 8	P–Q 6
68	R–R 4 ch	K–B 4
69	R–R 8	B–K 5
70	R–Q Kt 8	B–B 3
71	R–Kt 3	B–K 5
72	R–Kt 5 ch	K–Q 5
73	R × P	

At last White has gained a P, but it is too late to be of any use

73		B–Q 4
74	R–R 7	P–B 8 (Q) ch
75	K × Q	K–K 6
	Resigns	

Tarrasch scored a well deserved success in this game

Played at Yeovil, 1938.

"French Defence"

WHITE	BLACK
P. WENMAN	H. STREETER
1. P–K 4	P–K 3
2. Q–K 2	

Tchigorin's move, now largely forgotten, but always leading to an interesting game

2	Kt–K 2

One of the main variations used to be B–K 2, 3 P–Q Kt 3, B–B 3 4 P–K 5, B–K 2, 5 Q–Kt 4, B–B 1

3 P–Q Kt 3	P–Q 4
4. P–K 5	P–Q B 4
5. B–Kt 2	Q Kt–B 3
6. P–Q R 3	Kt–Kt 3
7 P–Kt 3	P–Kt 3
8 P–K R 4	

These sort of moves are part of the style of this kind of game.

8	Q–B 2
9 Kt–K B 3	B–Kt 2
10 P–R 5	K Kt–K 2
11. Kt–B 3	P–Q R 3
12. B–Kt 2	Kt–B 4
13 Kt–Q 1	R–B 1
14. R–Q B 1	K Kt–Q 5
15 Kt×Kt	Kt×Kt
16 B×Kt	P×B
17. P–Q R 4	P–Q 6

A good move which gives Black the advantage.

18. Q×P	Q×P ch
19 K–B 1	B–B 4
20 R–R 4	

A very odd shot. White starts to work up an attack.

| 20. | P–R 3 |
| 21. Kt–B 3 | |

And the pieces start to come into play

21 . .	Castles
22 R–K 1	Q–B 2
23. R–K Kt 4	K R–K 1
24 P–Kt 4	

To enable the Q to get to K 3.

24	B–B 1
25 Q–K 3	K–R 1
26. K–Kt 1	Q R–Q 1
27 B–B 1	

This B is bound for Kt 1 [1]

| 27 | | R–K 2 |
| 28 | P–Q 4 | R–B 1 |

This move wins three pawns   The White attack must either succeed very shortly, or Black will win for certain on the Q side

BLACK   H STREETER
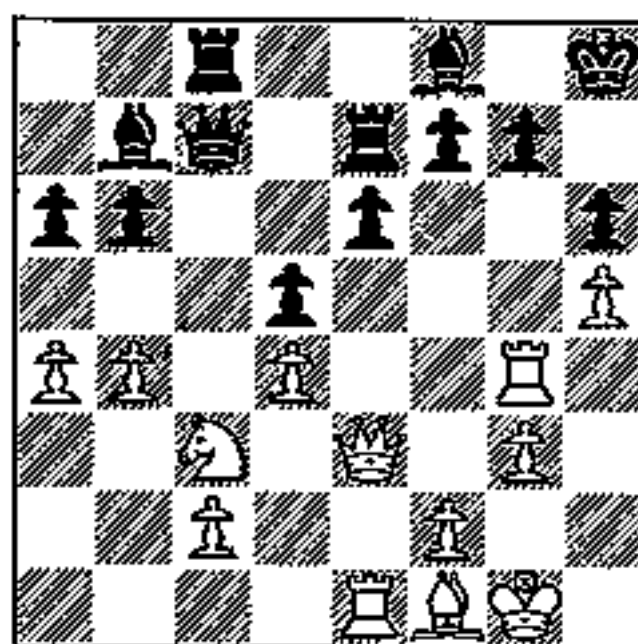
WHITE   P WENMAN

White to Play

29	Kt–Q 1	Q×P
30	B–Q 3	Q×P
31	P–Kt 5	P×P
32	B–Kt 1	

The B has got to Kt 1 and if the Q can get to Q 3 White will win, as after P–B 4 comes R–Kt 6 and P–Kt 4. But Black can still prevent it

| 32 | | Q–B 5 |

Position after 37 B–Kt 6
BLACK   H. STREETER
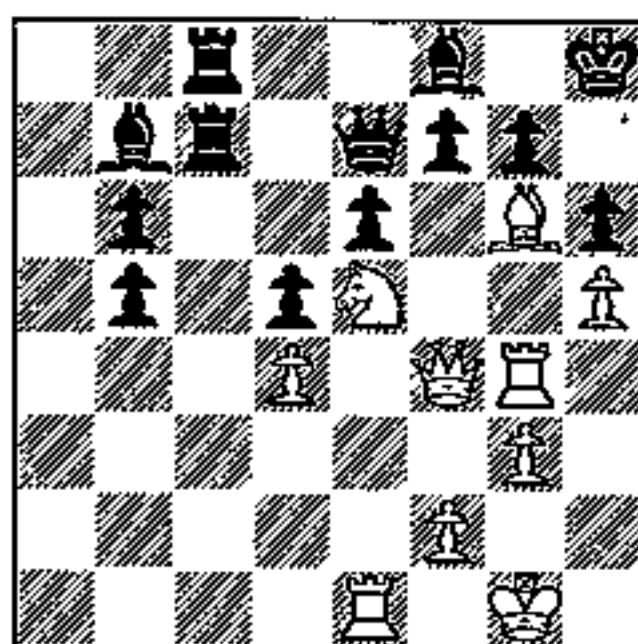
WHITE   P WENMAN

Black to play

33.	Kt–Kt 2	Q–B6
34.	Kt–Q 3	

It is peculiar how this Kt works from Q 1 up to K B 7

34.		K R–B 2
35	Q–B 4	Q–R 6
36	Kt–K 5	Q–K2
37	B–Kt 6	

At this highly interesting juncture the game was abandoned as drawn as no further time was available   There are many possibilities, but I think White can force a win as follows

37.	.	P–B 3

If P–B 4, 38 B×P

38	Kt–B 7 ch	K–Kt 1
39.	Kt×P ch	P×Kt

If K–R 1; 40 Kt–B 7 ch, K–Kt 1, 41 P–R 6, threatening 42 P–R 7 mate.

40	R×P	Q×R
41	B–B 5 ch	K–B 2
42	B×Q ch	K×B
43	R–Kt 6	B–K 2
44	R×P	R–B 8 ch
45.	K–Kt 2	P–Kt 5
46	P–Kt 4	R(B 1)–B 6
47	P–Kt 5 and wins	

A game full of interesting play

GAME 77

Played at Hamburg in 1902.

"Queen's Gambit Declined"

WHITE	BLACK
F. J MARSHALL	ALLIES
1. P–Q 4	P–Q 4
2. P–Q B 4	P–K 3
3. Kt–Q B 3	Kt–K B 3
4. B–Kt 5	B–K 2
5 Kt–B 3	Kt–B 3

An unusual move at this stage which turns out well in the present instance.

6	P–K 3	P×P
7	B×P	Castles
8	B–Q 3	Kt–Q 4
9	B×B	Q×B
10	Castles	Kt×Kt
11	P×Kt	P–K 4
12	Q–B 2	P–K B 4

If White has no better line the 5 Kt–B 3 variation gives Black a good game.

| 13 | P–K 4 | Q–B 3 |
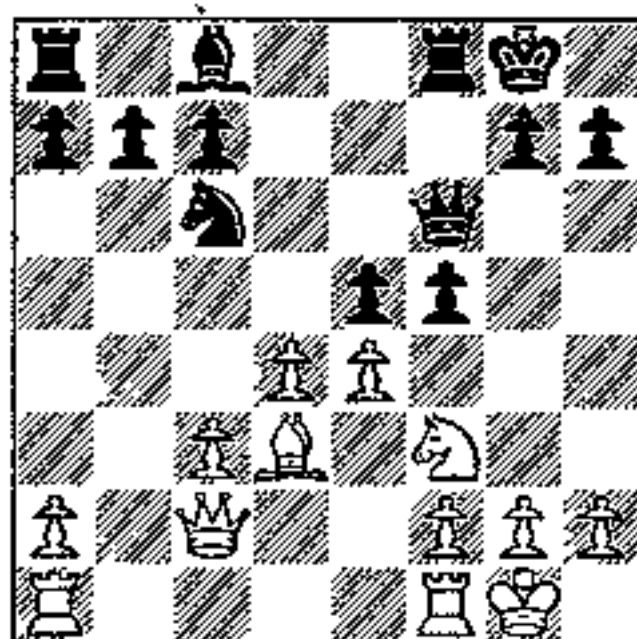
WHITE F J Marshall

White to play

| 14 | P×B P | P×P |
| 15. | P×P | K–R 1 |

Of course if Kt×P, 16 Q–B 4 ch.

16	Q–B 3	P–Q R 4
17	Q R–Kt 1	Kt–Kt 5
18	B–K 4	B×P
19	B×B	Q×B
20	Q×P	R–B 2
21	Q–K 5	Q–Q 2
22	P–Q R 3	Kt–Q 4

Position after 26   Kt–R 6 ch

BLACK   Allies
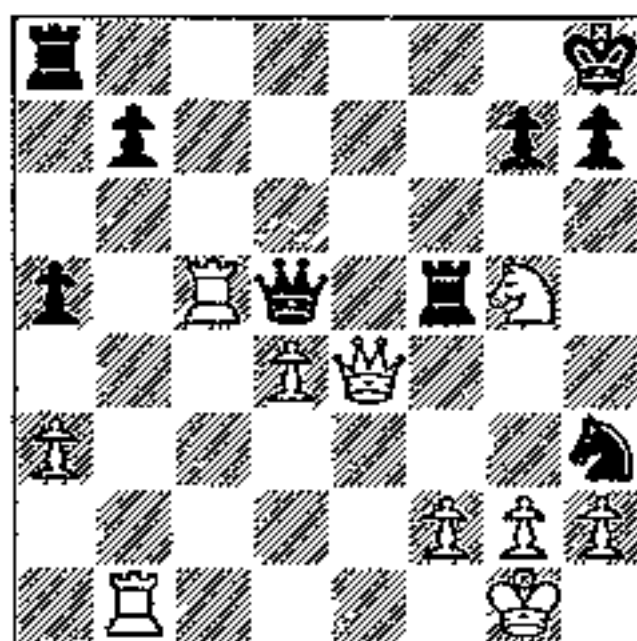
WHITE   F. J. Marshall

White to play

An interesting situation in which the chances should be about even.

23.	K R–B 1	Kt–B 5
24	Kt–Kt 5	R–B 4
25.	Q–K 4	Q–Q 4
26.	R–B 5	Kt–R 6 ch

With this very pretty move Black obtains an advantage out of the complications of the last few moves. The reply is forced.

27.	K–B 1	R × P ch
28.	K–K 1	Q × Q ch
29.	Kt × Q	R × P
30.	R × Kt P	P–R 3

The end-game is far from being won yet, and is of great interest.

31	Kt–Q 6	R–Kt 5
32.	R–R 5	Kt–Kt 4
33	P–K R 4	Kt–B 6 ch
34.	K–B 2	Kt × Q P
35.	Kt–B 7 ch	K–Kt 1
36.	Kt–K 5	R–B 1 ch
37.	K–K 3	R × P
38	R × R	Kt–B 4 ch
39	K–B 4	

Leaving Black with the happy choice of either Rook

BLACK   ALLIES

WHITE   F J MARSHALL

Black to play
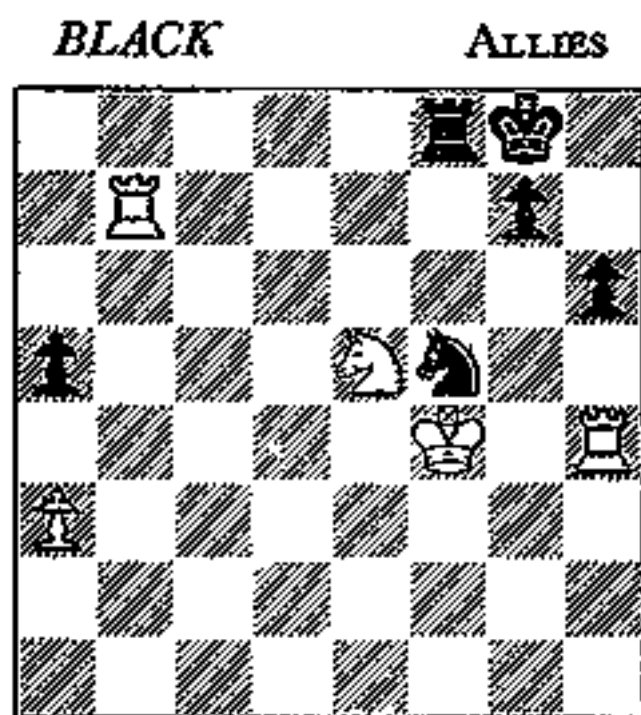
39	.	Kt–Q 3 ch
40.	R–B 7	Kt × R
41.	Kt–Kt 6	R–K 1
42.	R–R 3	K–R 2
43.	R–K Kt 3	Kt–Kt 4
44	Kt–K 5	P–Kt 3
45	R–Kt 3	Kt–K 3 ch
46.	K–Kt 3	Kt–B 4

47	R–K 3	Kt–Q 2
48.	Kt–Kt 4	R × R ch
49	Kt × R	P–R 5
	and wins	

A very hard fought game.

GAME 78

Played in the Ostende Tournament, 1905   Brilliancy prize game.
"Dutch Defence"

WHITE	BLACK
R TEICHMANN	M TCHIGORIN
1. P–Q 4	P–K B 4
2 P–Q B 4	P–K 3
3 P–K Kt 3	P–Q 4
4 B–Kt 2	P–B 3
5 Kt–Q B 3	Kt–Q 2
6 P × P	K P × P
7 Kt–R 3	Q Kt–B 3

The last two moves are very peculiar

8. Castles	B–Q 3
9. P–B 3	Kt–K 2
10. P–K 4	

Opening the game with great effect

10.	B P × P
11. P × P	P × P
12 Kt × P	Kt × Kt
13 B × Kt	B × Kt

Position after 19 .   , Kt–B 4
BLACK   M TCHIGORIN
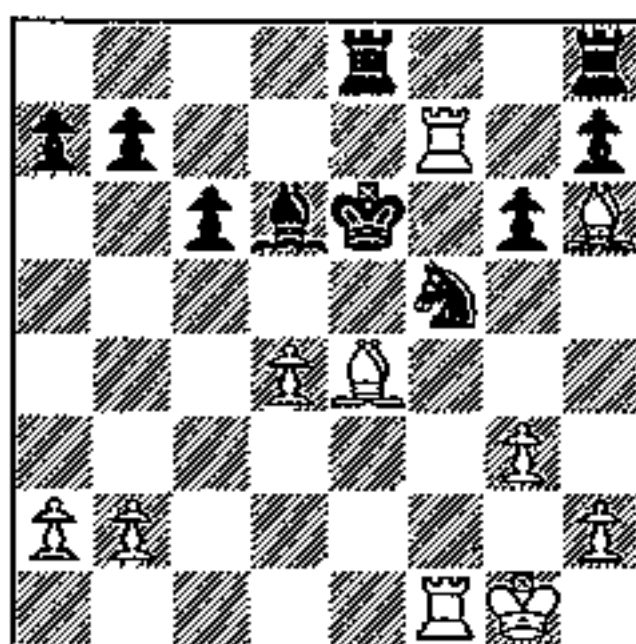
WHITE   R TEICHMANN
White to play

14 Q–R 5 ch	P–Kt 3
15 Q × B	Q–Q 2
16. Q × Q ch	K × Q

Some grand play follows from this simple looking position

17 B–R 6	Q R–K 1
18 R–B 7	K–K 3
19 Q R–K B 1	Kt–B 4

This wins the exchange, but falls into a mating net

20. B × Kt ch	K × R
21. B–Kt 4 ch	B–B 5

Forced because if K–Kt 1, 22 B–Q 1, and 23 B–Kt 3 ch, and if 21 K–K 2 at once 22 B–Kt 5 mate

22. R × B ch	K–K 2

If K–Kt 1, 23 B–K 6 ch, and 24 R–B 8 mate

23 B–Kt 5 ch	K–Q 3
24 R–B 7	K–Q 4
25 R × Kt P	K R–B 1
26. R–Q 7 ch	K–B 5
27 B–K 7	

A beautiful final combination

BLACK M TCHIGORIN
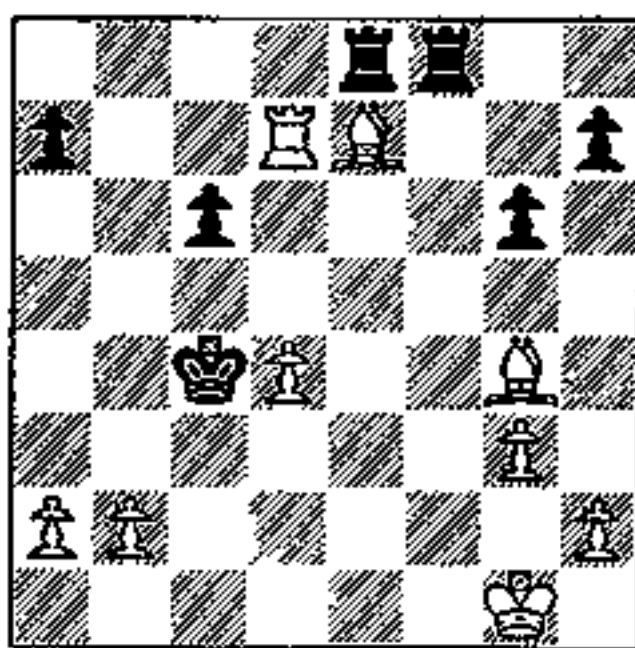
WHITE R TEICHMANN
Black to play

27	R–K R 1
28 B–K 2 mate	

GAME 79
"Scotch Game"

WHITE	BLACK
A N OTHER	H. E BIRD
1. P–K 4	P–K 4
2 Kt–K B 3	Kt–Q B 3
3 P–Q 4	P × P

4 Kt×P	Q–R 5
5. Kt–Kt 5	B–B 4
6 Q–B 3	Kt–B 3

Leading to brilliant play

7. Kt×P ch	K–Q 1
8 Kt×R	R–K 1
9 B–Q 3	Kt×P

A clever way of keeping up the attack

10 Castles	Kt×P

After this White cannot save the game

BLACK   H E. BIRD
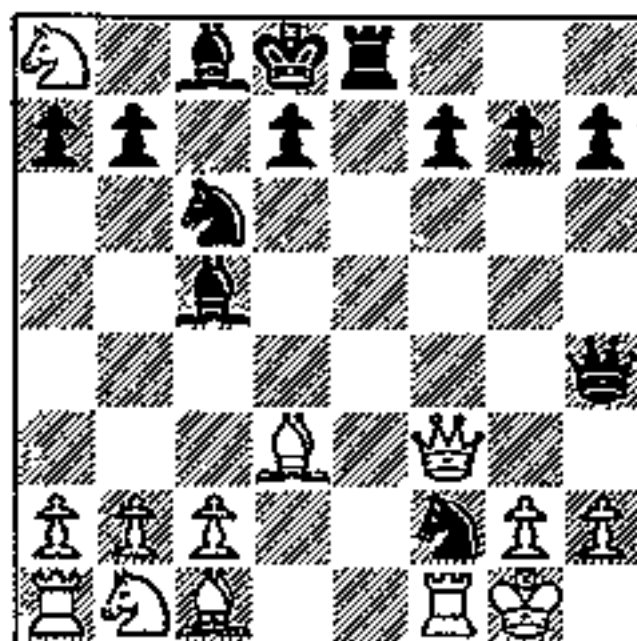
WHITE   A. N. OTHER
White to play

11 R×Kt	R–K 8 ch
12. B–B 1	Kt–Q 5
13 Q×B P	Kt–K 7 ch
14 K–R 1	Kt–Kt 6 ch

Or R×B ch, 15 R×R, Kt×Kt 6 mate

15 K–Kt 1	R×B mate

A bright little game

GAME 80

"Scotch Game"

WHITE	BLACK
KOLISCH	ANDERSSEN
1 P–K 4	P–K 4
2 Kt–K B 3	Kt–Q B 3
3 P–Q 4	P×P
4 B–B 4	B–B 4
5 Castles	P–Q 3
6. P–B 3	B–K Kt 5

This move was introduced by Anderssen and was found to upset the whole of White's variation.

7.	Q–Kt 3	B×Kt
8	B×P ch	K–B 1
9	B×Kt	

Steinitz considered 9 P×B was better.

9	.	R×B
10	P×B	P–K Kt 4

There is no defence to this very fine move.

BLACK   ANDERSSEN
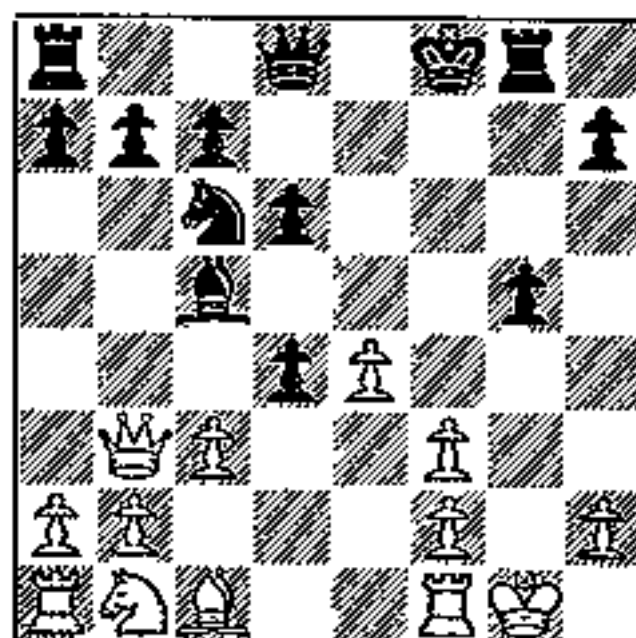
WHITE   KOLISCH

White to play

11	Q–Q 1	Q–Q 2
12	P–Kt 4	B–Kt 3
13	B–Kt 2	P–Q 6
14	Q×P	Kt–K 4
15	Q–K 2	Q–R 6
16	Kt–Q 2	P–Kt 5
	Resigns	

For if 17 P–K B 4, P–Kt 6 wins at once.

GAME 81

One of twenty played at Hampstead simultaneously in 1902, and a quick loss for Pillsbury   "Vienna Game"

WHITE	BLACK
H N. PILLSBURY	ALLIES
1 P–K 4	P–K 4
2. Kt–Q B 3	Kt–K B 3
3 P–B 4	P–Q 4
4 P×K P	Kt×P
5 Q–B 3	P–K B 4
6 P–Q 3	Kt×Kt
7 P×Kt	P–Q 5

This strong move frequently turns to Black's advantage.

8	B–Kt 2	

Kt–K 2, P×P; 9 P–Q 4 is an alternative.

8.		P×P
9	B×P	B–Kt 5

This excellent move was probably unexpected. If 10 B×B, Q–R 5 ch with great advantage.

10.	Kt–K 2	Kt–B 3
11.	Q–Kt 3	Castles
12.	K–Q 2	P–B 5

Again good If 13 Kt×P, B×B ch; 14 K×B, Q–Q 5 ch, etc.

13.	Q–B 2	B×B ch
14.	K×B	

Very risky It was better to give up the P by 14 Kt×B.

14	...	Q–K 2

BLACK   ALLIES
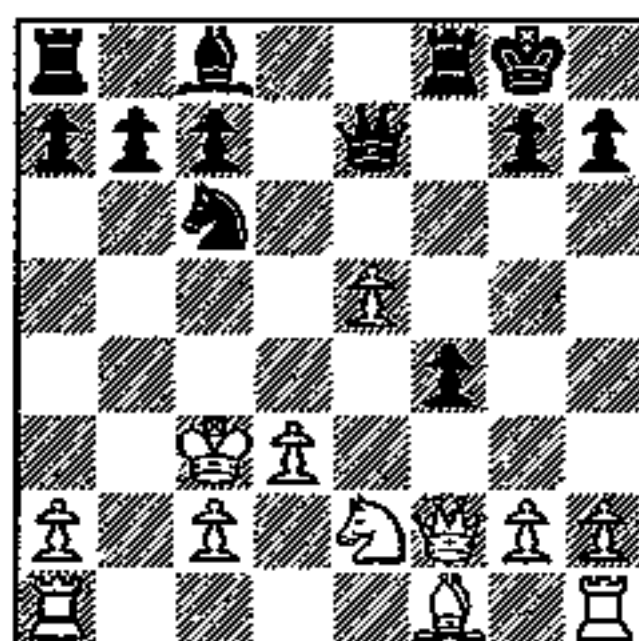
WHITE H N. PILLSBURY

White to play

15. P–Q 4

White still persists in holding the P with the result that he is mated.

15	.	Q–Kt 5 ch
16	K–Q 3	B–B 4 mate

Pillsbury was not often mated in 16 moves

GAME 82

Played at Paris in 1905

"Vienna Opening"

WHITE	BLACK
AMATEUR	DR. B. LASKER
1 P–K 4	P–K 4
2. Kt–Q B 3	Kt–K B 3
3. P–Q 3	

A very poor variation.

3	.	Kt–B 3
4	P–Q Kt 3	

This kind of move shows Dr Lasker that he can take liberties.

    4   P–Q 4

The natural reply.

    5 B–Kt 5   P×P

    6 Kt×P   Kt×Kt

This sacrifice is not perfectly sound, but is good enough against a weak opponent

    7 B×Q   B–Kt 5 ch

    8 K–K 2   Kt–B 6 ch

    9 K–K 1   Kt–Q 5

The surprise move instead of recapturing the Q

BLACK Dr. B Lasker
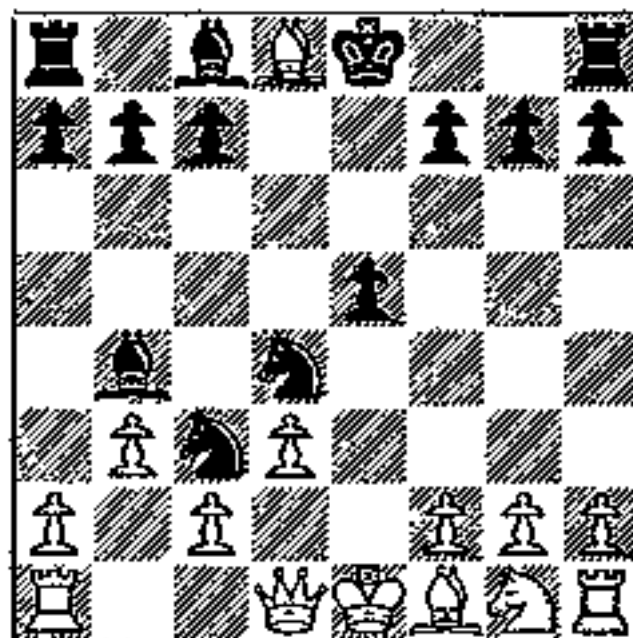
WHITE   Amateur

White to play

    10 Q–Q 2   B–Kt 5

Another unexpected move

    11 B–Kt 5   Kt–K 5

Very pretty, but it should not have been sufficient   If 12 P×Kt, Kt×P mate.

    12 Q×B   Kt×P mate

White should have played 12 P–K B 3, when would follow Kt×Q, 13 B×Kt, Kt×Q B P ch, 14 K–Q 1, B×B, 15 K×Kt in White's favour. Or Black could play 14 Kt×R, 15 B×B, B–B 4, and the result is doubtful

GAME 83

A charming blindfold game played in Vienna in 1901.
"Vienna Opening"

WHITE	BLACK
H N Pillsbury	Amateur
1 P–K 4	P–K 4
2. Kt–Q B 3	Kt–Q B 3
3 P–B 4	

The Gambit is very strong preceded by Kt–Q B 3.

3	...	P×P
4.	Kt–B 3	P–K Kt 4
5	P–K R 4	P–Kt 5
6.	Kt–Kt 5	Kt–R 3

This is an improvement on the usual P–K R 3 forcing White to sacrifice the Kt.

7.	B–B 4	Kt–K 4
8.	B–Kt 3	P–K B 3
9	P–Q 4	Kt–Kt 3
10.	P–R 5	P×Kt
11.	P×Kt	P×P

A very pretty and singular position.

BLACK   AMATEUR
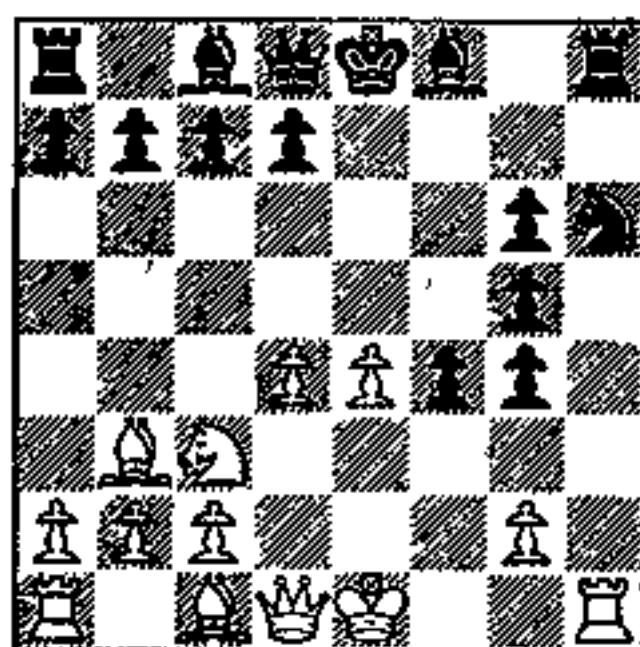
WHITE   H. N. PILLSBURY

White to play

12.	P–K 5	B–Kt 2
13.	Kt–Q 5	P–Q 3
14	Q–K 2	P×P
15.	P×P	P–B 3
16.	Kt–B 6 ch	B×Kt
17.	P×B ch	K–B 1
18.	B–Q 2	P–R 4

This kind of move is usually a signal of distress.

19	Castles Q R	Q–B 2
20	K R–K 1	B–B 4
21.	B×R P	

The finish is in Pillsbury's best style.

21	.	P–B 6
22	Q–K 3	Q–B 5
23.	Q×Q	P×Q
24	B–Kt 4 ch	P–B 4
25	B×P mate	

A grand game for blindfold play.

BLACK   AMATEUR
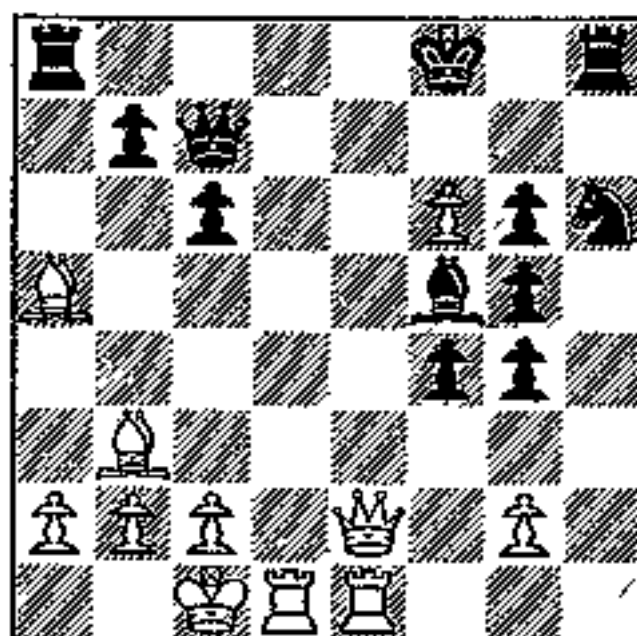
WHITE H N PILLSBURY

Black to play

GAME 84

Played in the Monte Carlo Tournament in 1902.
"Petroff Defence"

	WHITE	BLACK
I	GUNSBERG	C. SCHLECHTER
1	P–K 4	P–K 4
2	Kt–K B 3	Kt–K B 3
3	Kt×P	P–Q 3
4	Kt–K B 3	Kt×P
5	Kt–B 3	P–Q 4
6	Q–K 2	B–K 2

An interesting offer of a pawn.

7	Kt×Kt	P×Kt
8	Q×P	Castles
9	B–Q 3	

With the threat of a sudden finish

9	.	P–K Kt 3
10	Q–Q 4	B–Q 3
11.	Q–K R 4	R–K 1 ch
12	B–K 2	Q×Q
13	Kt×Q	Kt–B 3

Black a P down has all the prospects

14	P–Q B 3	P–K Kt 4
15	Kt–B 3	P–Kt 5
16	Kt–Kt 1	Kt–K 4
17	P–Q 4	Kt–Q 6 ch
18	K–B 1	B–K B 4
19	P–Q Kt 3	P–Q R 4
20	B–K 3	P–R 5

BLACK   C. SCHLECHTER
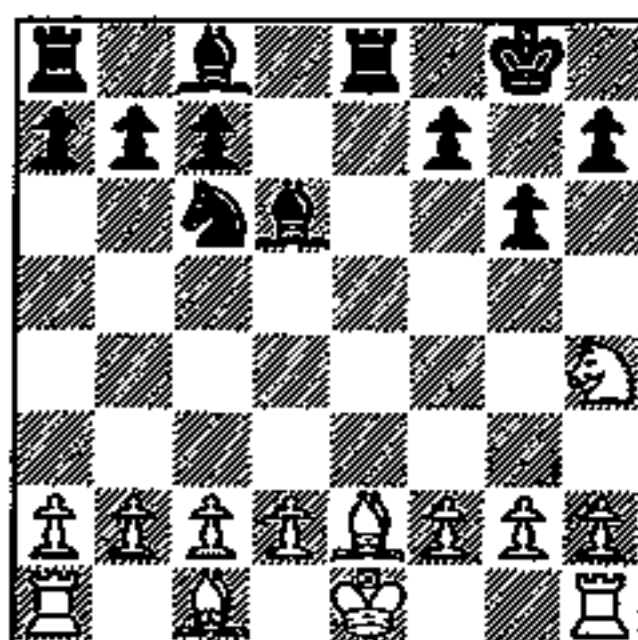
WHITE   I. GUNSBERG

White to play

	21. P–Q Kt 4	P–R 6

Black has established a winning position.

	22. B × Kt	B × B ch
	23 K–K 1	P–K B 4
	24 K–Q 2	B–Q B 5
	25 P–B 3	R–K 3
	26. P–Kt 3	Q R–K 1
	27. B–B 4	B × B
	28. P × B	R–K 6
	Resigns	

After 29 P × P, P × P, 30 P–R 3, P–Kt 6, White is in a stalemate position

Final Position

BLACK   C. SCHLECHTER
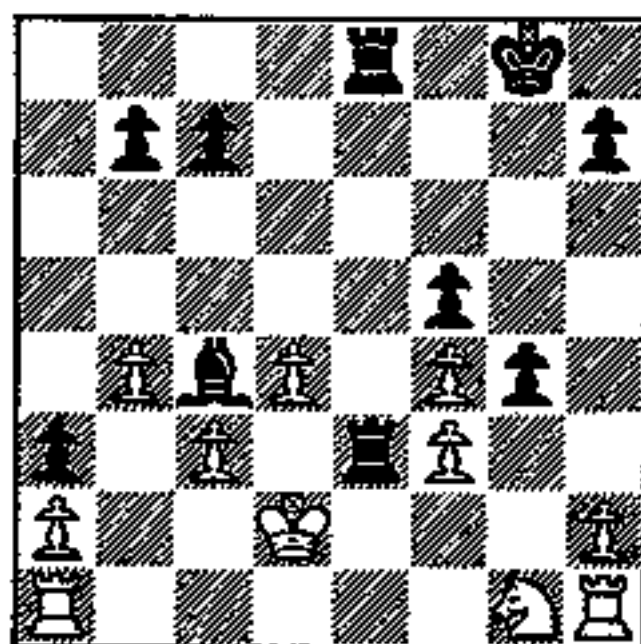
WHITE   I. GUNSBERG

White resigns

GAME 85

Played in a tournament at Tiflis in 1937

"Philidor Defence"

	WHITE	BLACK
	RAUSER	ILYN-GENEVSKI
1.	P–K 4	P–K 4
2.	Kt–K B 3	P–Q 3
3	P–Q 4	P×P
4	Kt×P	Kt–K B 3
5	P–K B 3	

A peculiar move which can hardly be expected to turn out well.

5	. .	P–Q 4

A forcible reply.

6	P–K 5	Kt–Q 2
7.	P–K B 4	

With the loss of a move.

7	.	Kt–Q B 3
8	Kt×Kt	P×Kt
9	B–Q 3	Q–R 5 ch
10	P–Kt 3	Q–R 6
11.	Q–B 3	B–B 4
12.	B–K 3	Castles
13.	Kt–Q 2	P–B 3

This excellent move opens up a decisive attack

14.	P×P	R–K 1
15	Kt–B 1	Kt×P
16.	K–Q 2	B–Kt 5
17.	Q–B 2	P–Q 5

The end of the combination winning a piece.

Final Position

BLACK   ILYN-GENEVSKI
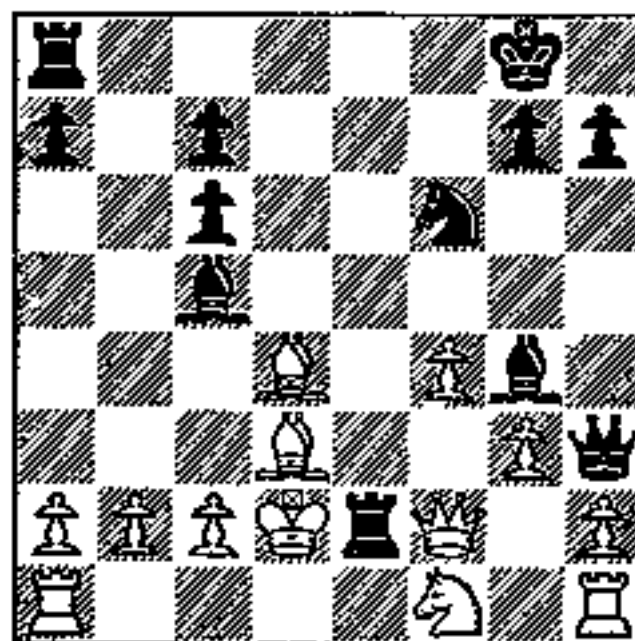
WHITE   RAUSER

White resigns

| 18. B×P | R–K 7 ch |
| Resigns | |

Because if 19 B×R, Kt–K 5 ch; 20 K–K 1, Kt×Q, 21 B×Kt, R–K 1 ends the struggle.

GAME 86

Played at Bristol, April, 1941.

<div align="center">"Philidor Defence"</div>

	WHITE	BLACK
	P. WENMAN	N. N.
1.	P–K 4	P–K 4
2.	Kt–K B 3	P–Q 3
3.	P–Q 4	Kt–Q 2
4.	B–Q B 4	P–K R 3

A weak move to prevent Kt–Kt 5. It allows a sound sacrifice.

5.	P×P	P×P
6	B×P ch	K×B
7	Kt×P ch	K–B 3
8.	Kt–Q B 3	B–Kt 5
9.	Q–B 3 ch	K×Kt
10.	B–K 3	

Keeping the checks in reserve and hoping for Q–B 3.

| 10. | . | Q–B 3 |
| 11. | B–Q 4 ch | |

This third sacrifice gives a forced win.

| 11. | ... | K×B |
| 12. | Q–Q 1 ch | |

<div align="center">BLACK N. N.</div>

<div align="center">WHITE P. WENMAN</div>

<div align="center">Black to play</div>

| 12 | . | K–K 4 |
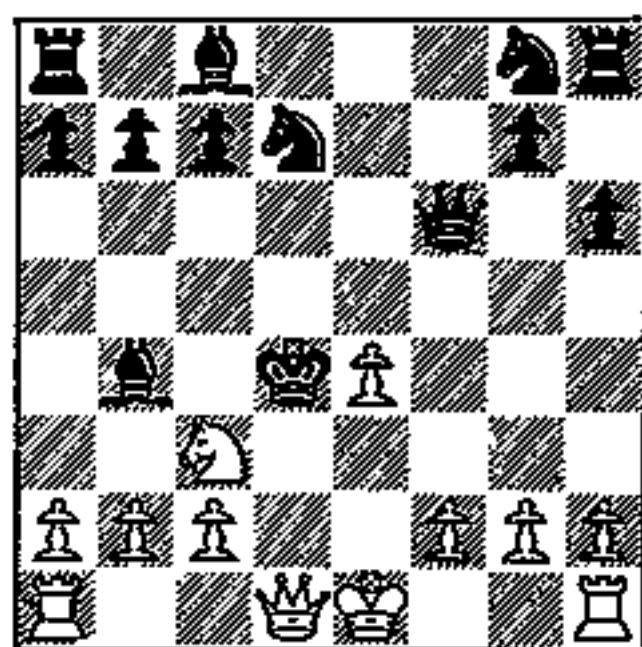
If K–B 4; 13 Q–Q 5 ch, K–Kt 3, 14 Q–Kt 5 mate.

13.	Q–Q 5 ch	K–B 5
14	P–Kt 3 ch	K–Kt 5

If K–B 6; 15 P–K 5 ch, K–Kt 5; 16 P×Q, K–R 6; 17 Q–B 5 ch, K–Kt 7, 18 Castles Q R, and 19 Q R–Kt 1 mate.

15.	P–R 3 ch	K–B 6
16	P–K 5 mate	

GAME 87
"Philidor Defence"

WHITE	BLACK
BARNES	P. MORPHY
1. P–K 4	P–K 4
2. Kt–K B 3	P–Q 3
3 P–Q 4	P–K B 4
4 P×K P	

Steinitz says 4 P×B P is best.

4.	.	B P×P
5.	Kt–Kt 5	P–Q 4
6	P–K 6	B–B 4
7.	Kt–B 7	

The correct move is 7 Kt×K P and if B–K 2, 8 Q–Kt 4.

7	.	Q–B 3
8.	B–K 3	P–Q 5
9	B–Kt 5	Q–B 4

A pretty position

BLACK   P MORPHY
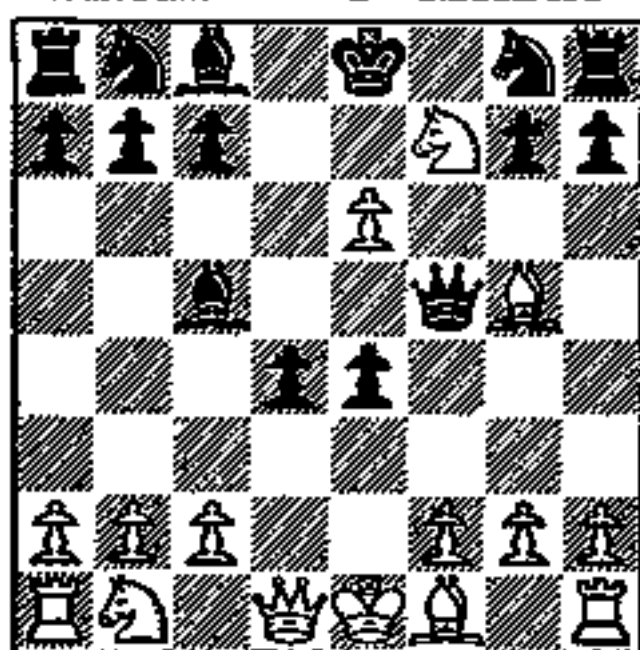
WHITE   BARNES

White to play

10.	Kt×R	Q×B
11	B–B 4	

Kt–B 7 was much better.

11		Kt–Q B 3
12.	Kt–B 7	Q×P

13 R–B 1	Kt–B 3
14. P–K B 3	

This error instead of 14 Kt–Q 2 gives Morphy his opportunity.

14 ..	Kt–Q Kt 5
15 Kt–R 3	B×P

This and the next move constitute a brilliant combination

16. B×B	Kt–Q 6 ch

If 17 P×Kt, B–Kt 5 ch and mate next move

BLACK   P. MORPHY
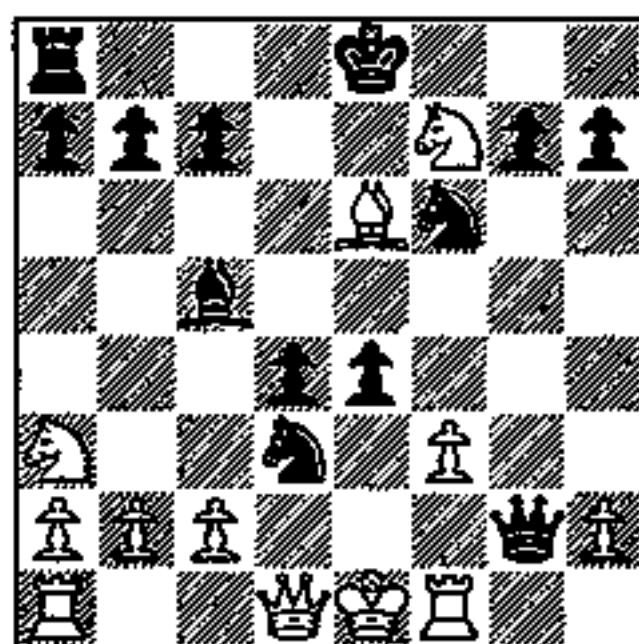
WHITE   BARNES

White to play

17. Q×Kt	P×Q
18 Castles	B×Kt
19 B–Kt 3	P–Q 7 ch
20 K–Kt 1	B–B 4
21. Kt–K 5	K–B 1
22 Kt–Q 3	R–K 1
23. Kt×B	Q×R
Resigns	

If 24 R × Q it is mate in two of course.

GAME 88

Played by correspondence about 1861.

"Ponziani Opening"

WHITE	BLACK
NEWCASTLE-UPON-TYNE	GLASGOW
1 P–K 4	P–K 4
2. Kt–K B 3	Kt–Q B 3
3 P–B 3	

Also known as Staunton's Opening.

3 ..	Kt–B 3

P–Q 4 also leads to highly interesting play.

4.	P–Q 4	Kt×K P
5.	P×P	

Staunton used to play P–Q 5 with great success here.

5.	.	P–Q 4

It has been claimed that the strongest move here is B–B 4.

6	B–Q Kt 5	B–Q B 4
7	Kt–Q 4	Castles
8.	B×Kt	P×B
9.	Castles	B–Q 2
10	P–B 3	Kt–Kt 4
11.	K–R 1	P–B 3
12.	B×Kt	P×B
13.	Kt–Q 2	R–K 1
14	R–K 1	B–Kt 3
15.	P–K 6	

The real play begins at this point.

15	.	B–B 1
16	Q–R 4	P–B 4
17.	Q–B 6	B–Kt 2
18.	Q×Q B	P×Kt
19.	P–Q B 4	

A strong reply which causes Black serious difficulty.

19		B–R 4
20.	P–K 7	Q–Q 3
21.	P–B 5	Q–Q 2
22	P–Q Kt 4	Q R–Kt 1

The only way to save the piece.

23	P–B 6	

Excellent play in conjunction with the sacrifice which follows.

23.	.	Q–Q 3

BLACK   Glasgow
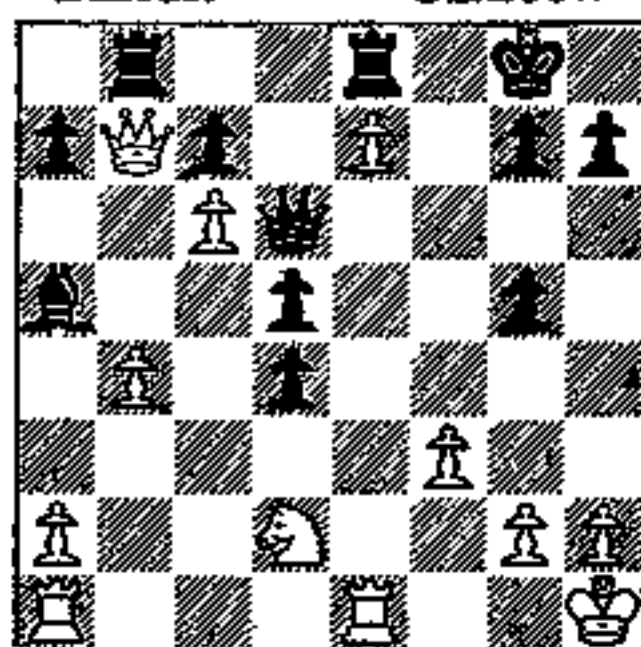
WHITE   Newcastle-upon-Tyne

White to play

24.	P×B	

This sacrifice is proved sound many moves later.

24.	..	R×Q
25	P×R	P–B 4

The only defence available.

26	Q R–Kt 1	Q–Kt 1
27.	P–R 6	

The advanced P is well supported now

27	..	P–B 5
28.	R–Kt 5	P–Q 6
29	R×P	P–B 6
30	R×P	

Another necessary sacrifice   The Rook beats the Black Queen.

30.	..	P×Kt
31	R×P	K–B 2
32	R–Q 7	Q–B 5

In order to reach Q–Kt 5

33	P–Q R 3	P–R 4
34	R–Q 8	P–Kt 5
35	P×P	Q–B 7
36	R–Q Kt 1	R×P
37	R(Q 8)–Q 1	

A finishing touch to a very fine game

37		Q–K 7
38	P–Kt 8(Q)	Resigns

GAME 89

Played in a match at Bristol, 1939.

"Irregular Opening"

WHITE	BLACK
P. WENMAN	DR R M NORMAN

1	P–K Kt 3	

Not often seen nowadays, but leading to an interesting game.

1	.	P–Q 4
2.	P–Q B 4	P–Q 5

The reply to P×P would be 3 Q–R 4 ch

3.	P–B 4	Kt–K B 3
4	B–Kt 2	Kt–B 3
5.	P–Q 3	P–K 4

A natural attempt to open the game, but it does not turn out well
Black is unable to recover the P.

6	B×Kt ch	P×B
7	P×P	Kt–Kt 5
8	Kt–K B 3	B–Kt 5 ch
9.	K–B 1	

A good move. The Black B is left in a loose position and Black must
give up another P. If Q–K 2 the B is lost by 10 P–Q R 3, etc
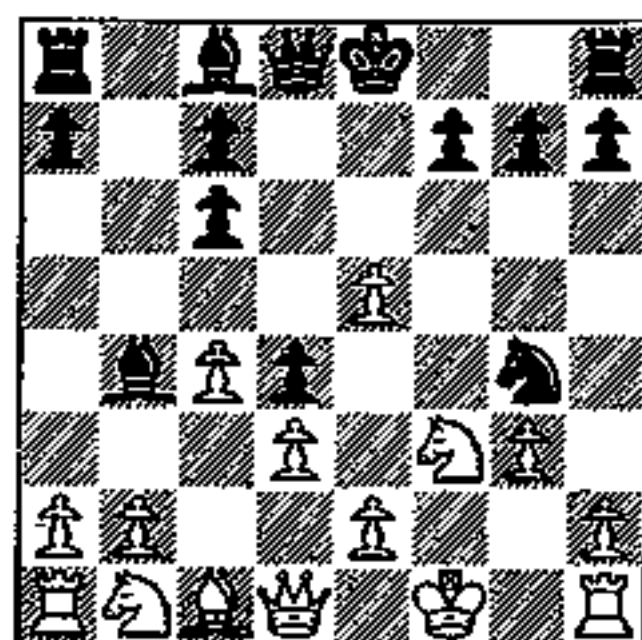
Black to play

| 9. .. | P–B 3 |
| 10. Q–R 4 | |

This is really the winning move. Black has no real compensation for the two pawns down.

10	R–Q Kt 1
11. Q×P ch	B–Q 2
12. Q–K 4	Kt×P
13. Kt×Kt	B–R 6 ch
14. K–Kt 1	

This blocks the R, but it is a better move than K–B 2.

| 14 . | P×Kt |
| 15. Q×P ch | K–B 1 |

Both Kings are dislodged now.

16 P–R 3	B–K 2
17. P–Q Kt 4	R–Kt 3
18 Kt–Q 2	R–K 3

This drives the Q out of the game for a time.

| 19. Q–K R 5 | R–K R 3 |
| 20 Q–R 5 | |

A long shot, but the Q cannot be pursued again.

| 20 . | R–K 3 |
| 21. Kt–K 4 | |

White still has an awkward game to manage

| 21. ... | R×Kt |

An expected sacrifice, it is Black's best chance.

| 22. P×R | P–Q 6 |
| 23. B–K 3 | |

The saving clause.

23. ..	P×P
24. Q–Q 5	Q–K 1
25 K–B 2	P–B 3

BLACK Dr R M. Norman
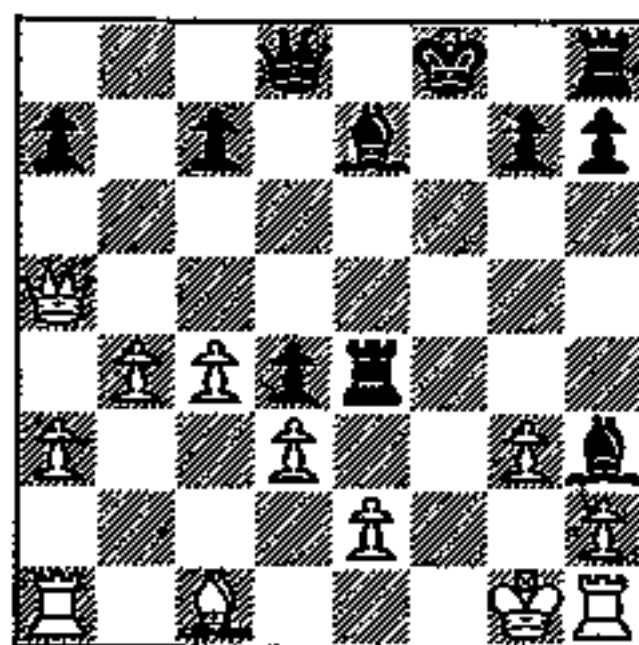
WHITE   P. Wenman

White to play

26.	Q–K 5	Q–B 2 ch
27.	Q–B 4	B–B 3
28	B–B 5 ch	K–K 1
29	P–K 5	

The time limit was pressing here. Q–Kt 8 ch would lead to complications after B–Q 1 dis ch.

29.	..	B × P
30.	Q × Q ch	K × Q
31.	Q R–K 1	B–B 8
32.	K R × B	

The shortest road. The end-game is won.

32.	.	P × R (Q ch)
33.	K × Q	B–B 3
34.	R–Q 1	P–Q R 4
35.	R–Q 7 ch	K–Kt 3
36.	P × P	R–R 1
37.	R–R 7	R × R
38.	B × R	B–K 4
39	B–Kt 6	Resigns

GAME 90

Played at Budapest in 1897.

"Irregular Game"

| WHITE | BLACK |
| CHAROUSEK | BRODY |

1. P–Q Kt 4

There are several examples of this peculiar move in first-class play.

1 ...   P–Q 4

2	B–Kt 2	P–K 3
3.	P–K 3	Kt–K B 3
4	P–Kt 5	

Certainly a very curious idea, but there appears to be no objection
it

4.	.	B–Q 3
5.	Kt–K B 3	Q Kt–Q 2
6.	P–B 4	P–Q Kt 3
7.	B–K 2	B–Kt 2
8.	Castles	Castles
9.	Kt–B 3	P–B 3
10	KtP×P	B×P
11.	P×P	P×P
12	R–B 1	

White has come out of the opening with at least an equal game.

12.		P–Q R 3
13.	B–Q 3	B–Kt 2
14.	B–Kt 1	Kt–K 4
15	Kt×Kt	B×Kt
16	P–B 4	B–Q 3
17	Kt–K 2	R–B 1
18.	Kt–Q 4	R×R
19	Q×R	Q–B 2

Black hopes to bring about equality by exchanges, but overlooks his
opponent's intention.

20	Kt–B 5	Q×Q
21.	R×Q	B–Kt 1
22.	Kt×P	

This fine move wins a P and the game.

BLACK   BRODY
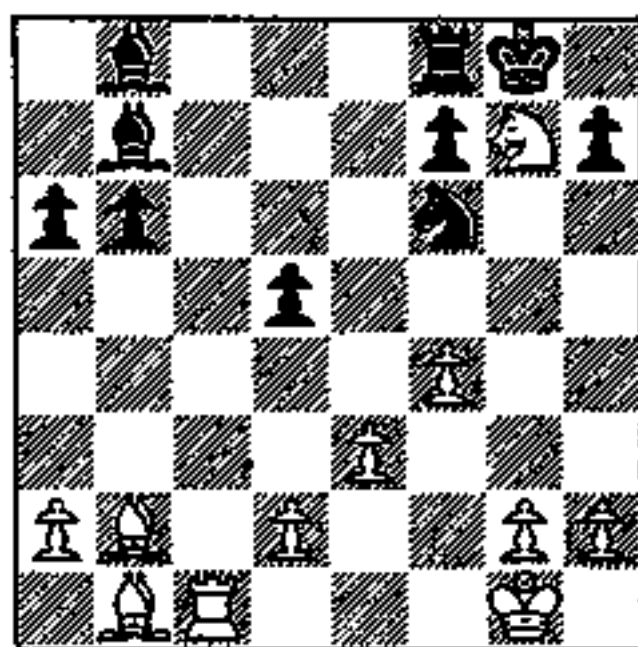
WHITE   CHAROUSEK

Black to play

22		K×Kt
23.	P–K Kt 4	

The piece is regained however Black plays.

23.	. . .	P–R 3
24	P–Kt 5	P×P
25.	P×P	R–B 1
26	B×Kt ch	K–Kt 1
27	R–B 1	R–B 5
28.	B–Q 4	B–Q 3

The position is now hopeless.

29	B–R 7 ch	K×B
30.	R×P ch	Resigns

–

GAME 91

Played at Bristol in February, 1941

"Irregular Opening"

WHITE	BLACK
P. WENMAN	N. N.
1. P–K 4	P–K 4
2. Kt–K B 3	Kt–Q B 3
3. B–B 4	P–K R 3
4. P–Q 4	P–Q 3
5. P×P	P×P
6. B×P ch	K–K 2
7. B–Q 5	Kt–B 3
8. Castles	B–Kt 5
9. P–B 4	Kt–Q 5
10. P–Q Kt 3	P–B 3
11. Kt×P	

BLACK   N. N.
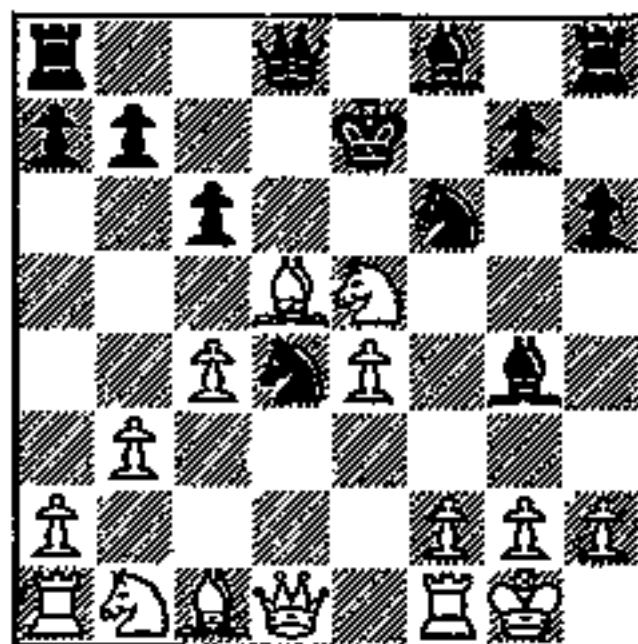
WHITE   P. WENMAN

Black to play

11.	. .	B×Q
12.	B–R 3 ch	K–K 1
13.	B–B 7 mate	

GAME 92

Played in 1901.

"Irregular Defence"

WHITE	BLACK
ZAMBELY	G MAROCZY
1. P–K 4	P–K 4
2. Kt–K B 3	P–Q 4

Not often seen in first-class play.

3 P×P	B–Q 3
4 Kt–Q B 3	Kt–K B 3
5. B–Kt 5 ch	P–B 3
6 B–R 4	

Not a good idea as the loss of time enables Black to work up a smart attack.

6.	P–K 5
7 P×P	Castles
8. Kt–Q 4	P×P
9. Kt×B P	Q–Kt 3
10 Kt×Kt	R×Kt
11. B–Kt 5	

A very quaint idea to bring the B round again

11. .	R–Q 1
12. Castles	

Now a beautiful combination follows

12. .	B×P ch
13 K×B	Kt–Kt 5 ch
14 K–Kt 3	Q–B 2 ch
15 P–B 4	P×P(e.p.) ch
16 K×P	R–Q 5

Position after 22 Q×R

BLACK   G. MAROCZY
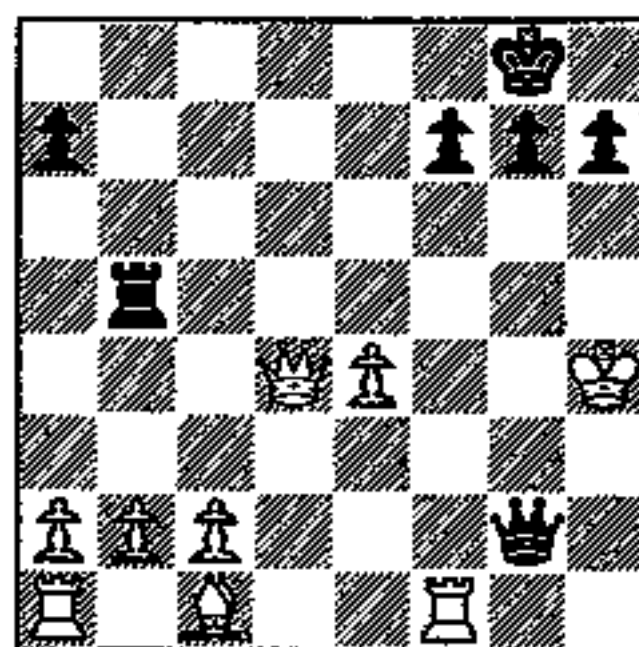
WHITE   ZAMBELY

Black to play

17	P–Q 3	B–Kt 2 ch
18	Kt–K 4	B×Kt ch
19.	K×Kt	Q–R 7
20.	P×B	Q×P ch
21.	K–R 4	R×B
22.	Q×R	

A mate in 5 moves is now on the board.

22		R–R 4 ch
23	K×R	Q–R 6 ch
24.	K–Kt 5	P–R 3 ch
25	K–B 4	P–Kt 4 ch
26.	K–K 5	Q–K 3 mate

A first-class finish.

GAME 93

An amusing brevity played in a Lightning Tournament at Bristol, 1939. Rate of play ten seconds a move.
Remove White's Q R and Q Kt

	WHITE P WENMAN	BLACK AMATEUR
1.	P–K 4	P–Q 4
2.	P–K 5	B–K 3
3	P–Q 4	P–Q B 3
4	Kt–K B 3	Kt–Q 2
5	B–Q 3	P–Q B 4
6	Kt–Kt 5	P–B 5
7.	Kt×B	P×Kt
8.	Q–R 5 ch	P–Kt 3
9.	Q×P ch	P×Q
10.	B×P mate	

Final Position

BLACK   AMATEUR
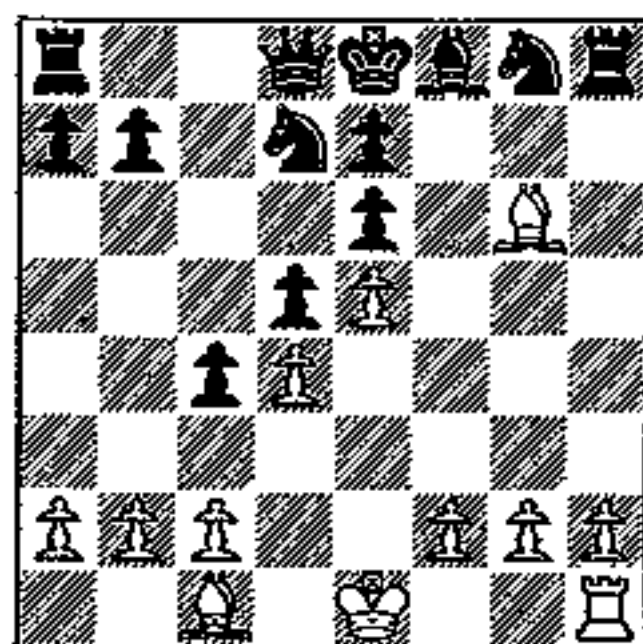
WHITE   P. WENMAN

Played in 1908   Remove Black's K B P

WHITE	BLACK
AMATEUR	DR. S TARRASCH
1. P–K 4	Kt–Q B 3
2. P–Q 4	P–K 4
3 Kt–K B 3	

Or 3 P×P, Kt×P, 4 P–K B 4, Kt–B 2

3	P×P
4 Kt×P	Kt–B 3
5 Kt–Q B 3	B–Kt 5
6 Kt×Kt	Kt P×Kt

A Scotch Gambit without the K B P

| 7. B–Q 2 | Castles |

With an excellent game

8 B–Q 3	P–Q 4
9 P×P	Kt–Kt 5
10 Castles	Q–R 5

And now a violent attack

| 11 P–K R 3 | R×P |

Leading to a forced win

BLACK   DR S TARRASCH
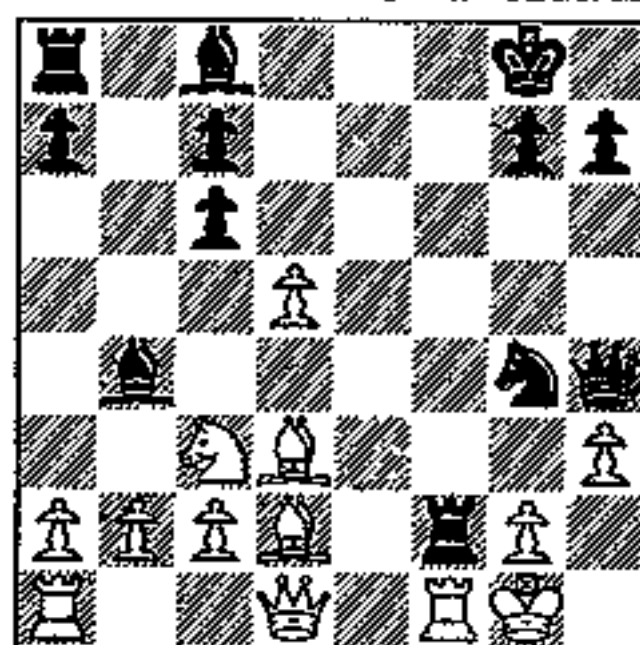
WHITE   AMATEUR

White to play

| 12. Q–K 1 | |

The only reply If 12 R×R, Q×R ch, 13 K–R 1, Q–Kt 6; 14 P×Kt.
Black mates in 4 moves at most.

12. .	B–Q B 4
13 Kt–K 4	R×R ch
14. K×R	

An ideal mate in three moves now follows

14 .	Kt–R 7 ch
15. K–K 2	Q–Kt 5 ch
16. P×Q	B×P mate

GAME 95

Played in a match in 1848.

Remove Black's K B P

	White		Black	
	Bird		Buckle	
1	P–Q 4		P–K 3	
2.	P–Q B 4		P–Q 4	
3.	Kt–Q B 3		Kt–Q B 3	
4.	Kt–B 3		Q Kt–K 2	
5.	B–Kt 5		P–B 3	
6.	P–K 4			

White adopts an energetic line of play

6	.		P–K Kt 3	
7.	B P×P		K P×P	
8.	P×P		P×P	
9.	B–Kt 5 ch		B–Q 2	
10	Castles		B–B 3	
11	Kt–K 5		Q–B 2	
12	Q–B 3			

And already has practically a won game

12.	...		Kt–R 3	
13.	K R–K 1		Castles	
14.	Kt×B		P×Kt	
15.	B–R 6 ch		K–Kt 1	
16.	B–K B 4			

With a winning position, but a brilliant combination follows.

16	.		R–Q 3	
17	Kt×P		P×Kt	
18.	Q R–B 1		Q–Kt 3	
19.	Q×P			

BLACK　　　Buckle
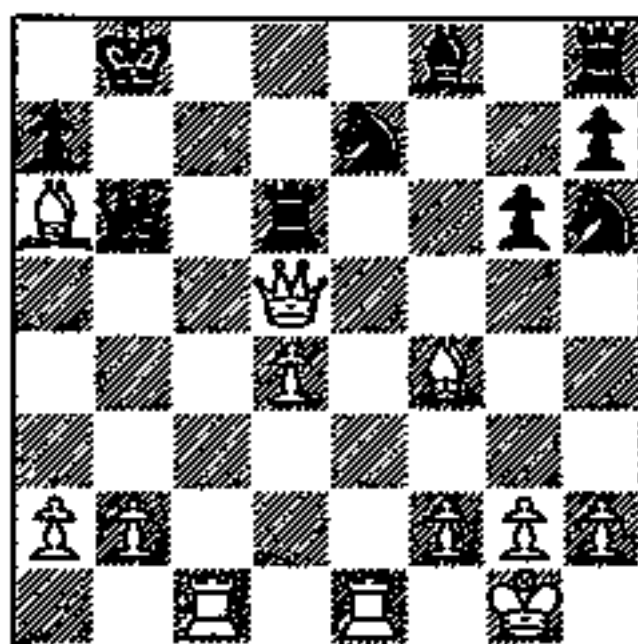
WHITE　　　Bird

Black to play

K Kt–B 4

It is obvious that neither the Q nor the B can be captured

    20   R–K 6

A hard knock. Now Q×B is the only reply

    20   Q×B

    21   R×R   Kt×Q

The Q must be taken as well, allowing a problem mate.

    22   R–Q 8 ch   K–Kt 2

    23   R–Kt 8 mate

Such games at the odds of K B P are very rare

GAME 96

A position from Czechoslovakia

BLACK
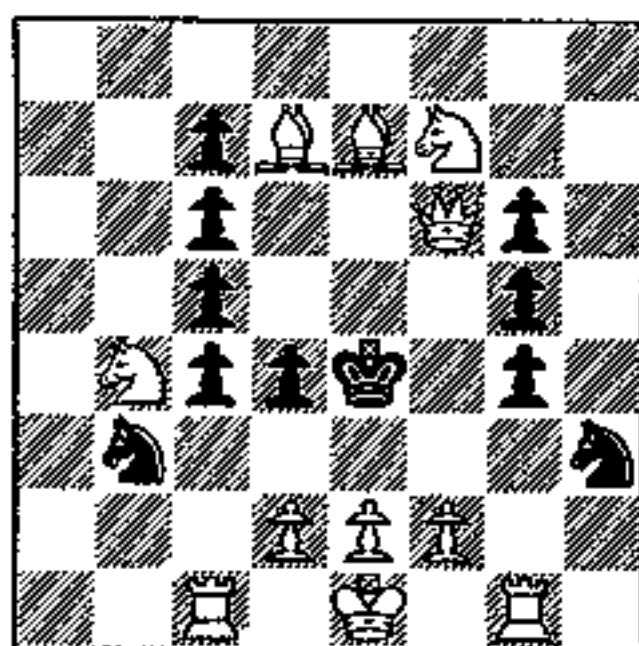
WHITE

White to play

In this remarkable position White does not mate by the direct means, but by the following curious play   All the Black moves are forced.

1	P–B 3 ch	P×P
2.	Q–K 6 ch	K–B 5
3	P–K 3 ch	P×P
4	Q–B 6 ch	K–K 5
5	P–Q 3 ch	P×P
6	R–B 4 ch	Kt–Q 5
7	Q–K 6 ch	K–B 5
8	R×Kt ch	P×R
9	Kt–Q 5 ch	P×Kt
10	B–Q 6 ch	P×B
11	Q–B 6 ch	K–K 5
12	R–Kt 4 ch	Kt–B 5
13.	R×Kt ch	P×R
14.	B–B 5 ch	P×B

| 15. | Q–K 5 ch | P×Q |
| 16. | Kt–Q 6 mate | |

Final Position
BLACK
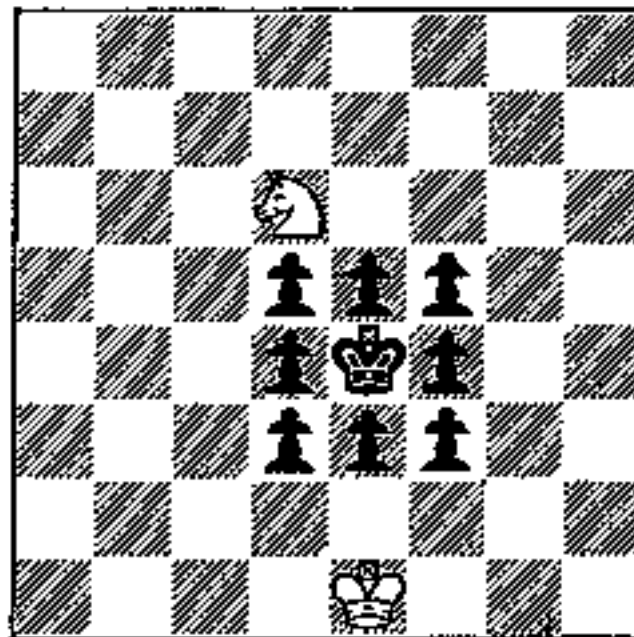
WHITE

GAME 97

Played at New York, 1885.
A smart win as follows.

BLACK   E. DELMAR
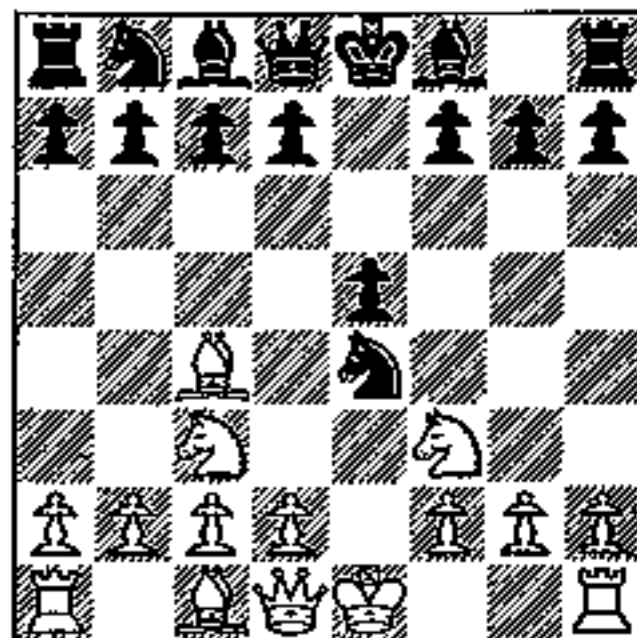
WHITE   P. RICHARDSON

Black to play

WHITE	BLACK
E DELMAR	P RICHARDSON
4	Kt×B P
5 K×Kt	B–B 4 ch
6. P–Q 4	P×P
7 R–K 1 ch	K–B 1

8. Kt–K 4	B–Kt 3
9. Q–Q 3	P–Q 4
10 Q–R 3 ch	K–Kt 1
11 B×P	Q×B
12 Kt–B 6 ch	P×Kt
13. Q–B 8 ch	K×Q
14 B–R 6 ch	K–Kt 1
15. R–K 8 mate	

GAME 98

An elegant piece of work in which greatly superior force fails to win

BLACK
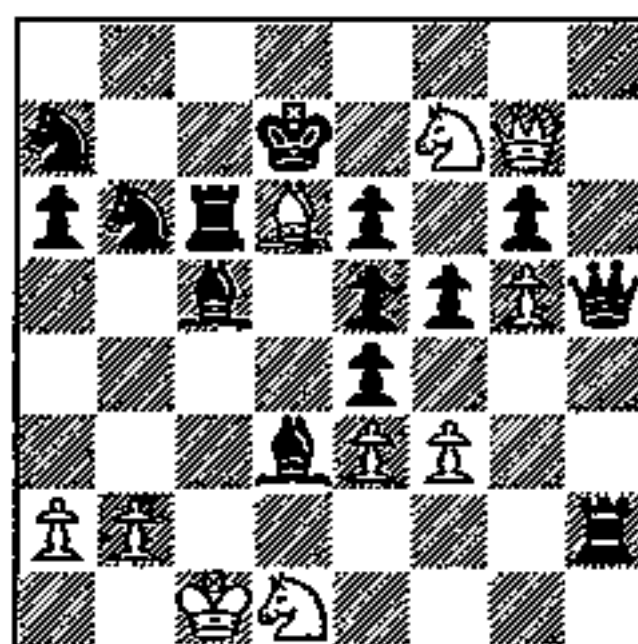
WHITE
White to play

WHITE	BLACK
1 Kt–Q 8 ch	K×B
2 Kt–Kt 7 ch	K–Q 4
3. Q×P ch	K×Q

If K–B 5; 4 Q–B 3 ch, K–Q 4; 5 Q–Kt 3 ch, B–B 5; 6 Kt–B 3 ch,
K–K 4; 7 P–B 4 mate Or 4 K–Kt 4 instead of K–Q 4, then 5 Q–R 5 ch,
K–B 5; 6 P–Kt 3 ch, K–Q 4; 7 Kt–B 3 ch, K–K 4, 8 P–B 4 mate.

4. P–B 4 ch	K–Q 4
5 Kt–B 3 ch	K–B 5
6. Kt–R 5 ch	K–Kt 5
7. P–R 3 ch	K×Kt
8. P–Kt 4 ch	B×P
9 P×B ch	K×P
	Stalemate

Truly a wonderful performance.

GAME 99

A delightful study from the Barmen Tournament, 1905.

BLACK C. von Bardeleben
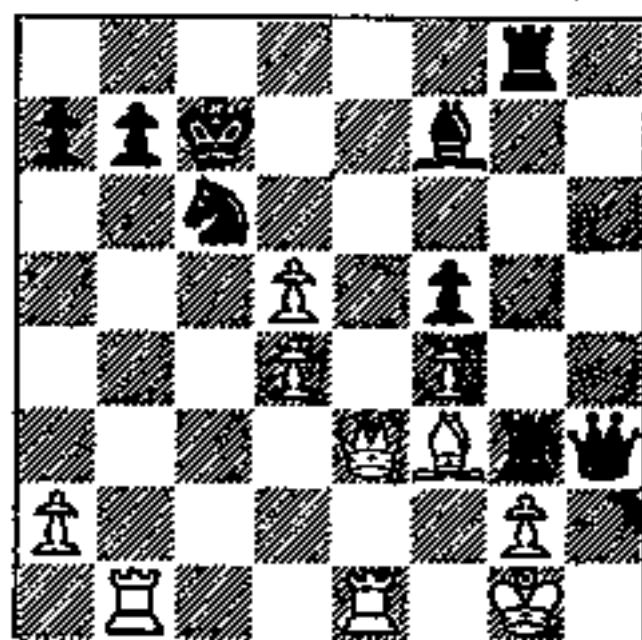
WHITE J. Mieses

White to play

WHITE	BLACK
J Mieses	C von Bardeleben
1 R×P ch	K×R
2. P×Kt ch	K–R 1
3. P–B 7 ch	R×B
4. Q–K 8 ch	R×Q
5. R×R ch	B×R
6. P–B 8(Q) mate	

This piece of chess is equal to anything in this collection.

GAME 100

End-game by Dr E Lasker

White is a R down, but can at least draw as follows

WHITE	BLACK
1. R–Kt 5 ch	K×Kt
2 R×R ch	R×R
3 Kt–B 3	

And wins the R wherever it goes. When this position was first published many years ago it was disputed if it really was a win for Black after 3 R–Q 5; 4 Kt–Kt 5 ch, K–Q 4; 5 Kt×R, K×Kt, and it was generally agreed that it is too difficult to prove a win, even if one exists. A clever position. It appears it should be considered a draw.

BLACK
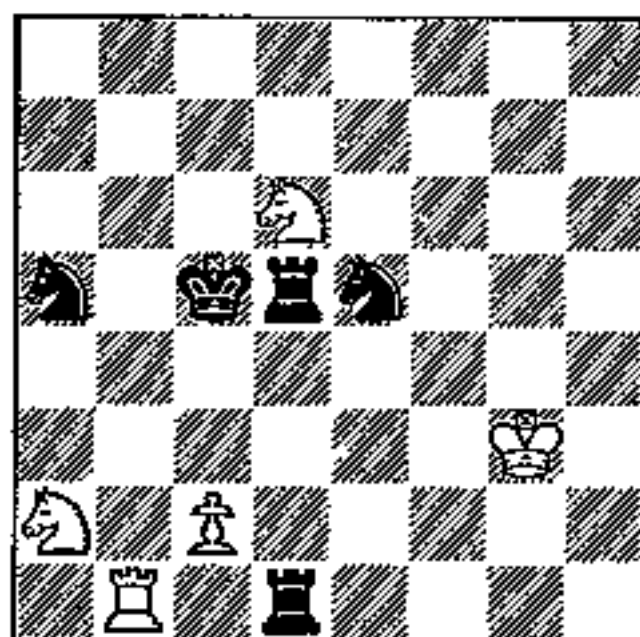
WHITE

White to play

GAME 101

From a game played at Metz in 1935 It is a wonderful ending by Mieses

BLACK   Amateur

WHITE   J. Mieses

White to play

White	Black
J Mieses	Amateur
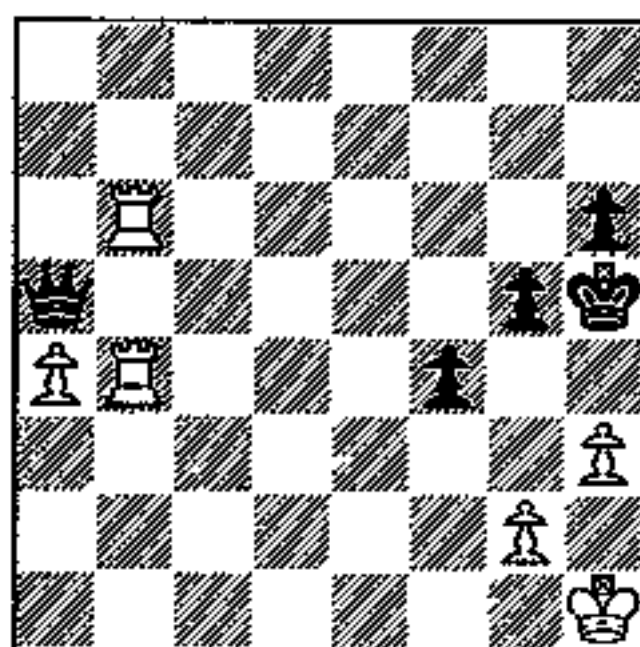
1 P–Kt 4 ch   P×P (e p)

If K–R 5, 2 K–R 2, P–R 4, 3 R–K R 6, Q×R, 4 R×P mate.

2. R–R 4 ch   P×R

If K×R, 3 R×P mate

3 R–Kt 5 ch   Q×R

4. P×Q   Resigns

From a very complicated game between Blackburne and Pitschel which Blackburne lost

BLACK   PITSCHEL

WHITE J. H BLACKBURNE

Black to play
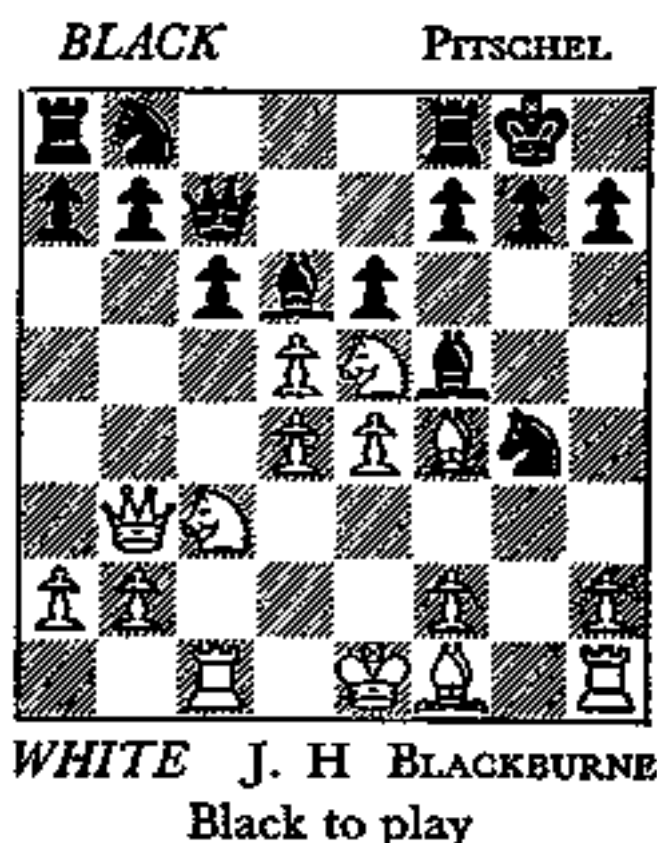
There are only two pawns exchanged.

WHITE	BLACK
J. H BLACKBURNE	PITSCHEL
11. .	Kt × Kt
12 Kt–Kt 5	B–Kt 5 ch

Clever, if 13 Q × B, then Kt–B 6 ch and Q × B winning.

13 K–Q 1	B–Kt 5 ch

Black is getting out of his difficulties

14. B–K 2	B × B ch
15 K × B	Q–R 4
16. Kt–B 7	

A true Blackburne move

16. . .	Kt–Kt 3
17. B–Kt 3	K P × P
18. Kt × R	Kt–R 3
19. P–Q R 3	R × Kt
20. P × B	Q–Kt 3
21. K R–Q 1	Kt × P
22. B–Q 6	P–Q R 4
23 B–B 5	Q–Kt 4 ch
24 K–Q 2	Kt–B 5

Threatening mate in two.

25. K–K 3	P–Kt 4

And now in one

26. R–Q 2	P × P
27. B × Kt	R–K 1

Excellent play. Threatening Kt–Kt 7 mate.

28. Q–B 4	Q–K B 4
29 P–Q 5	P×B
30 R–K Kt 1	Kt×P ch
31. K–K 2	P–K 6

Another good stroke.

32. P×P	R×P ch
33 K–Q 1	Kt–B 6 ch
34 P×Kt	Q–Kt 8 mate

Black well deserved his victory.

GAME 103

A pretty win by Mieses

BLACK   AMATEUR
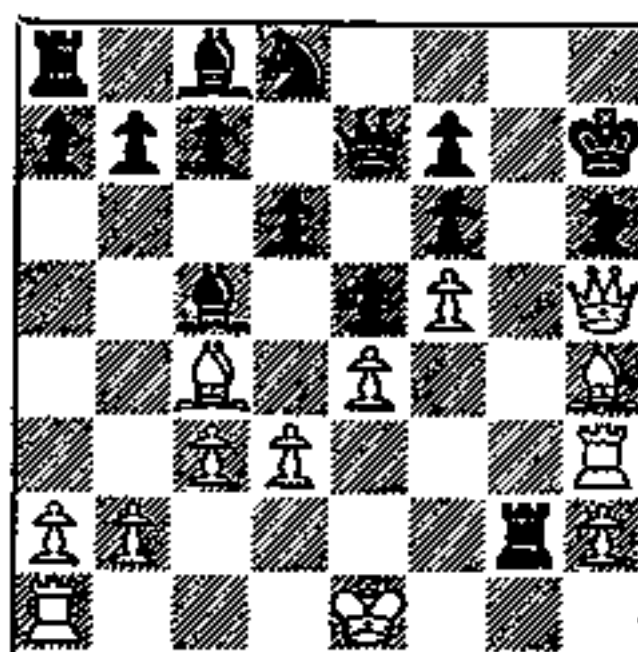
WHITE   J. MIESES

White to play

	WHITE	BLACK
	J MIESES	AMATEUR
1.	Q×P ch	K–Kt 1
2	Q–R 8 ch	

A second offer of the Queen.

2.	. .	K×Q
3	B×P ch	K–Kt 1
4.	R–R 8 mate	

GAME 104

A queer position from a game by E. Delmar

	WHITE	BLACK
	AMATEUR	E. DELMAR
1.	.	Q–Kt 5 ch
2.	P×Q	B×P ch
3.	K–B 4	P–Kt 4 ch

BLACK   E DELMAR
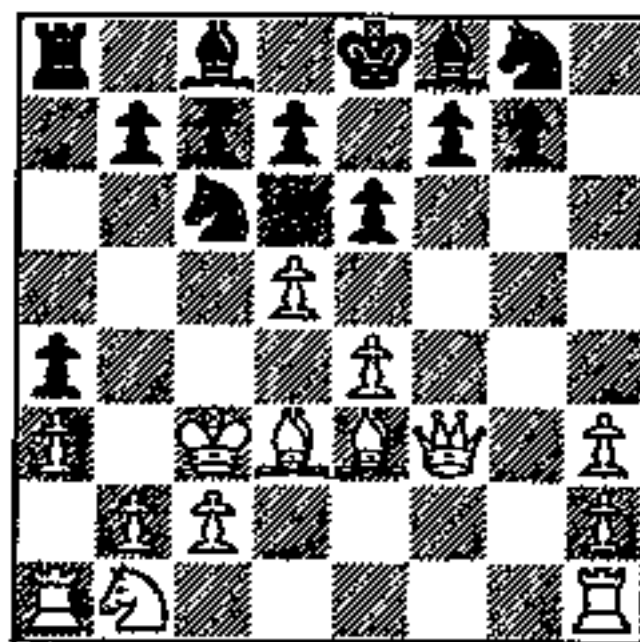
WHITE   AMATEUR

Black to play

4	K × P	B–R 3 ch
5.	K × P	B–B 5 ch and mates next move

GAME 105

From a game between Metjer and Meiners.

BLACK   MEINERS
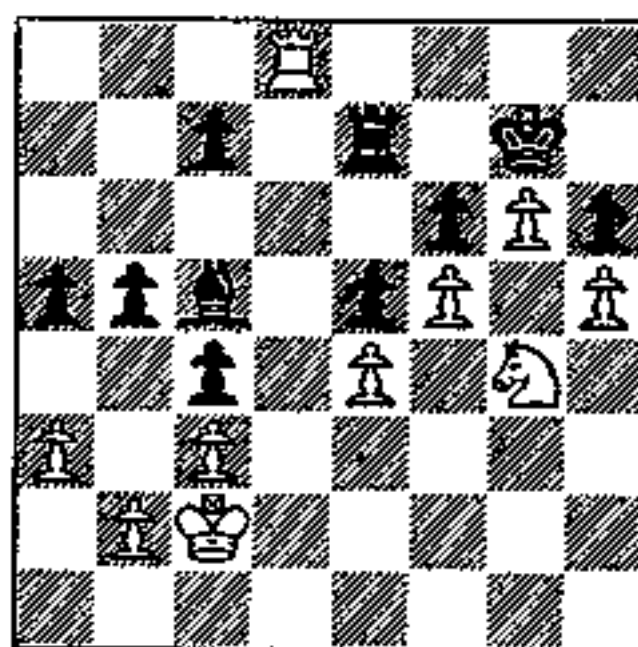
WHITE   METJER

White to play

WHITE	BLACK
METJER	MEINERS
1. R–Kt 8	

A necessary move to draw the B away.

1.	..	B–Kt 3
2.	Kt × R P	K × Kt
3.	R–R 8 ch	K–Kt 2

If K–Kt 4, 4 P–R 6 wins

4. R–R 7 ch	K–B 1
5. P–R 6	R × R
6. P × R	Resigns

GAME 106

An elegant piece of chess from a game played at Nürnberg in 1895 between Kolb and Schröder.

BLACK   SCHRODER

WHITE   KOLB

Black to play

WHITE	BLACK
KOLB	SCHRÖDER
1. . .	B × P
2. B × Kt	P–R 7
3 P–Kt 7	P–R 8 (Q)
4. P–Kt 8 (Q)	Q–R 2 ch
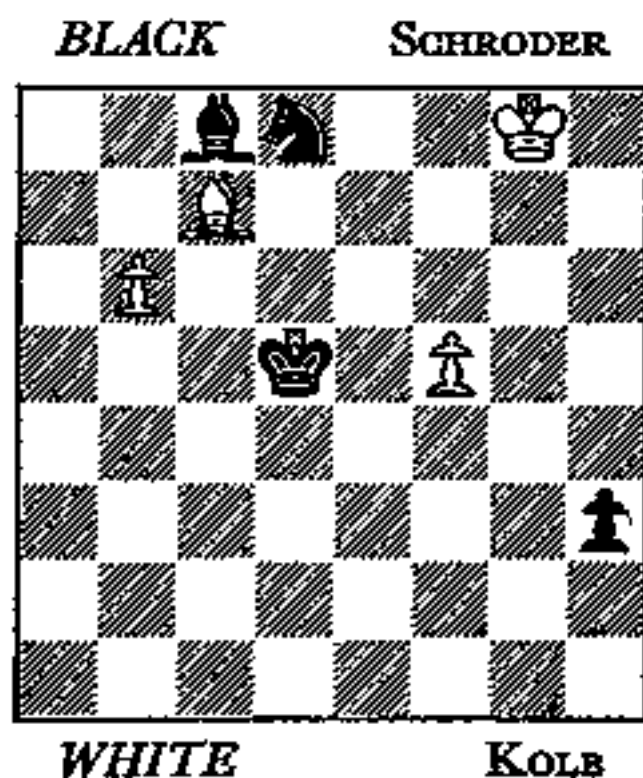
Black has now a forced win.

5 K–B 8	Q–R 3 ch
6 K–K 8	

If K–Kt 8, Black mates in one, and if K–K 7, mate in two.

6. ..	B–Q 2 ch
7. K × B	Q–K 3 ch
8. K–B 7	Q–B 3 mate

GAME 107

In this position, which is probably composed, White is able to bring off a splendid finish as follows—

WHITE	BLACK
1. P–B 4 ch	K–Q 4
2. P–B 5	B × P
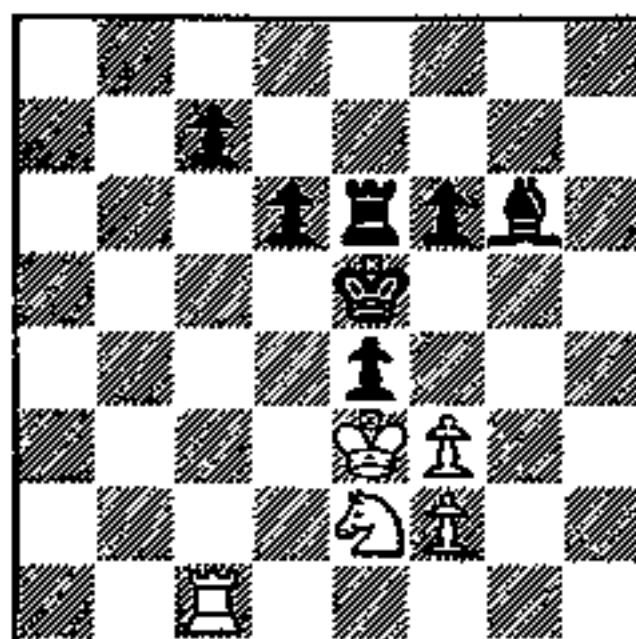
BLACK

WHITE

White to play

3	Kt–B 4 ch	K–K 4
4	R–Q 1	P–B 3
5	R–Q 5 ch	P×R
6	Kt–Q 3 ch	P×Kt
7	P–B 4 mate	

GAME 108

Played in the Fourth Russian National Tourney, 1906

BLACK   SNOSKO-BOROWSKI
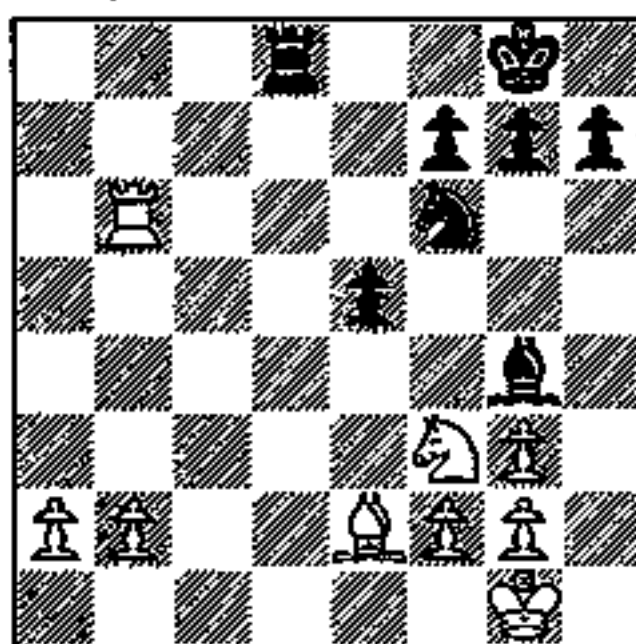
WHITE   TABUNSCHIKOW

Black to play

Black obtains a smart win in this ending, although a pawn down

WHITE TABUNSCHIKOW	BLACK SNOSKO-BOROWSKI
1. .	P–K 5
2. Kt–Q 4	B×B

3. Kt × B	R–Q 8 ch
4. K–R 2	Kt–Kt 5 ch
5. K–R 3	Kt × P ch
6. K–R 4	P–R 3
7. P–K Kt 4	

All White's moves have been forced

7. ...	R–Q 7
8. Kt–B 3	R–Q 6
9. P–R 4	

The pawn never gets any further.

9	P–Kt 4 ch
10. K–R 5	K–Kt 2
11. R × P	R × Kt

A neat final shot

12 P × R	P–K 6
13. R–Kt 6	P–K 7
14. R–Kt 1	Kt–Q 8
Resigns	

GAME 109

A neat ending from the Ostende Tournament, 1906.

BLACK SUCHTING

WHITE O DURAS

White to play
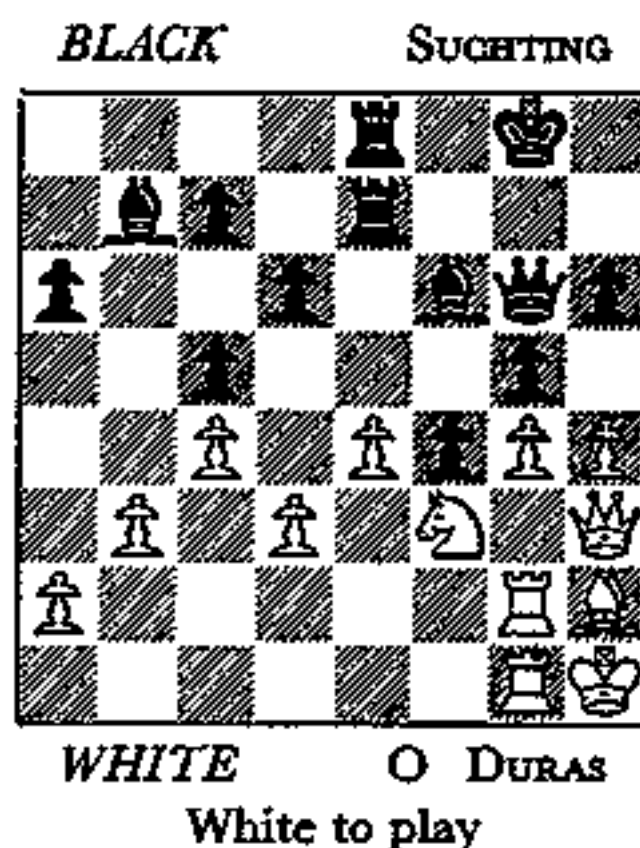
WHITE	BLACK
O. DURAS	SUCHTING

1. B × P

A neat sacrifice which wins the game.

1	P × B
2. P–Kt 5	B–Kt 2

3.	P–R 5	B–Q B 1
4	Q–R 2	Q–K 3
5.	P×P	Q×R P
6.	R–Kt 6	R–K 3

If Q–R 2, 7 P–R 6 wins easily.

7	R×Q	R×R
8	Q–R 4	K–R 1
9	R–Kt 6	R–B 1
10.	Q–Kt 5	R–R 2
11.	P–R 6	B–B 6
12.	K–Kt 1	B–Q 2
13.	P–K 5	P×P
14.	R–Kt 7	P–K 5
15.	P–Q 4	Resigns

GAME 110

End-game by H. Rinck, 1912.

BLACK
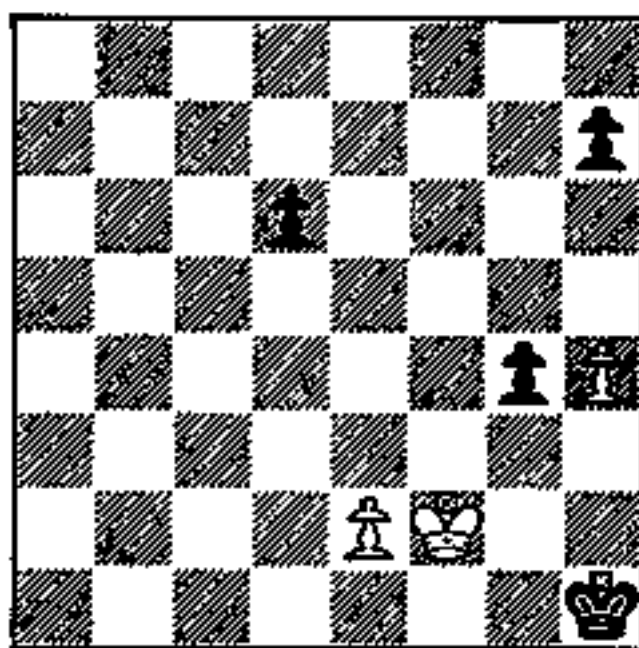
WHITE

White to play

An interesting ending in which White forces a draw although a pawn down.

WHITE		BLACK
1	K–Kt 3	P–R 4
2	P–K 4	K–Kt 8
3.	P–K 5	P×P
	Stalemate	

A very unusual finish.

End-game by Liburkin

BLACK
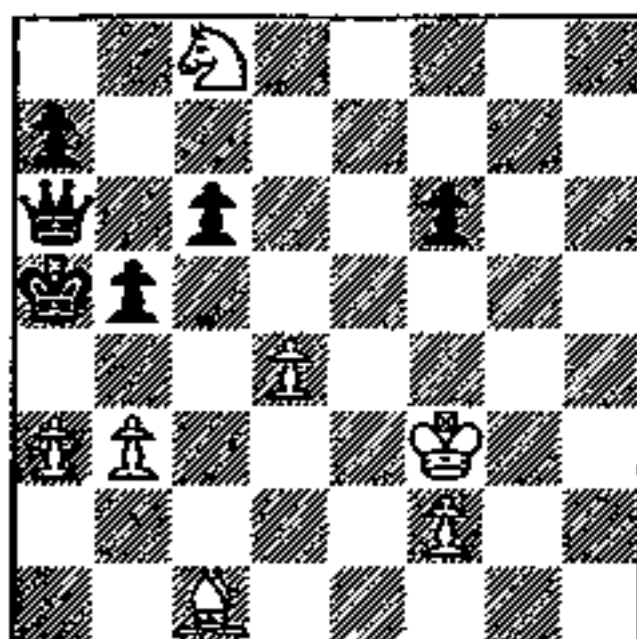
WHITE

White to play

White wins by some clever play as follows—

WHITE	BLACK
1. B–Q 2 ch	P–Kt 5
2. B × P ch	K–Kt 4
3 Kt–Q 6 ch	K–Kt 3
4. B–R 5 ch	

A very fine resource.

4. .	K × B
5 Kt–B 4 ch	K–Kt 4
6. K–B 4	P–Q B 4
7 P–Q 5	P–B 4
8 K–Kt 5	

The final point in the position.

8	P–B 5
9. P–B 3 and wins	

GAME 112

Played in the London Tournament, 1939.

WHITE	BLACK
SIR G A. THOMAS	W. RITSON-MORRY
1. Q–K 5	

A powerful move which forces a win

1. .	Q–K Kt 1
2. Q–Q 6 ch	K–B 1
3. K R–K 1	R–R 3
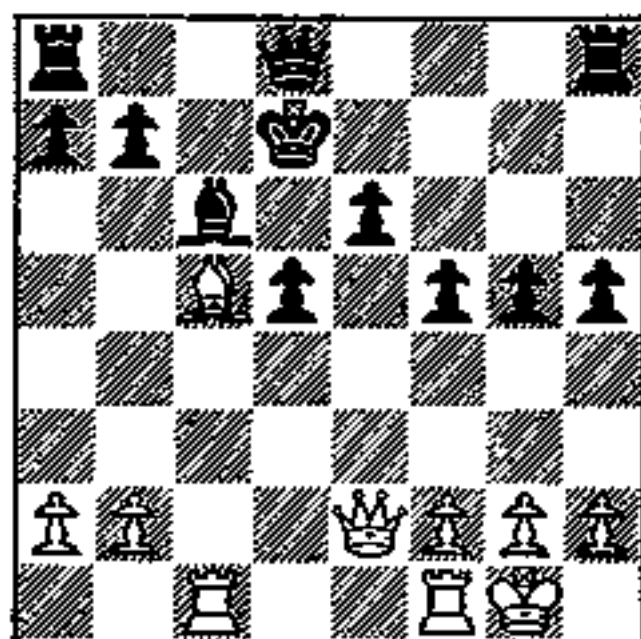
White to play

4 B–Kt 6	R–R 2
5. R × B ch	P × R
6. Q × B P ch	K–Kt 1
7. B–Q 4	

And this is final.

7. ...	P–R 3
8. Q–Kt 6 ch	R–Kt 2
9 B–K 5 ch	Resigns

GAME 113

A very brilliant finish played at Lodz in 1940.

Black to play

WHITE	BLACK
POPEVSKI	KAVNI
1 .	Kt × K P
2 P × Kt	Q × B
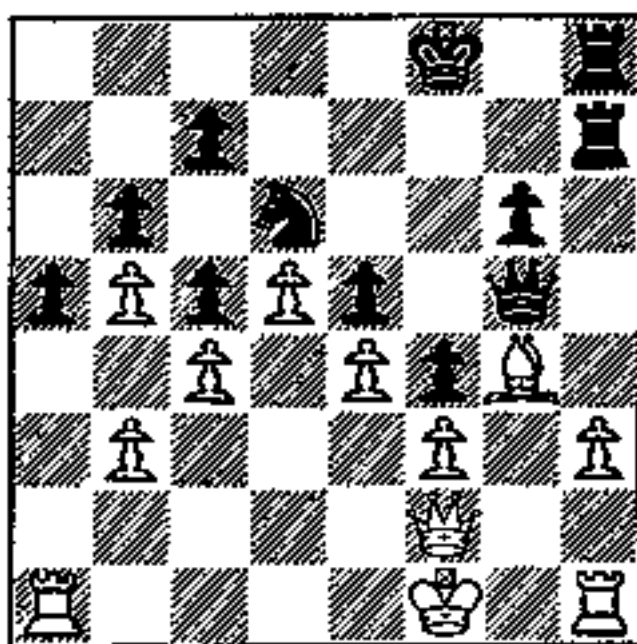
Good. If 3 P × Q, R × R ch, K–K 2, R × R wins easily.

3 R × P	

A pretty attempt to avert defeat, but it is not sufficient   If P × R, 4 Q × P ch followed by 5 P × Q, R × R ch and Black would still win.

3. ...	Q–Q 8 ch
4 K–Kt 2	Q × R ch

This is much better.

5 K × Q	R × P ch
Resigns	

GAME 114

From a game between Mikenas and Schmitt played at Brunn in 1931.

BLACK   SCHMITT
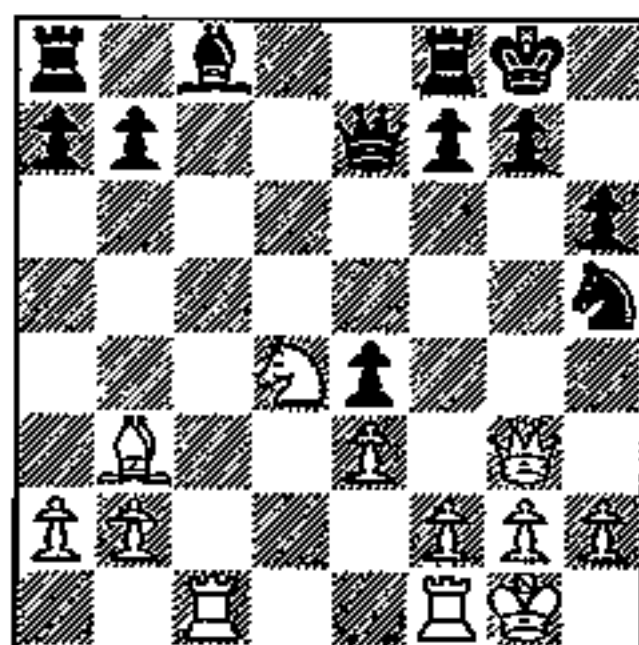
WHITE   MIKENAS

White to play

WHITE	BLACK
MIKENAS	SCHMITT
1 Q–Kt 6	Kt–B 3
2 R × B	K R × R
3. Kt–B 5	Q–B 1
4 Kt × P ch	K–R 1
5 Kt × P ch	K–Kt 1
6. Kt–K 5 ch	K–R 1
7 Q–Kt 5	Q–B 4
8 Q–R 4 ch	Kt–R 2
9 Kt–Kt 6 mate	

GAME 115

An ending by Ponziani

BLACK
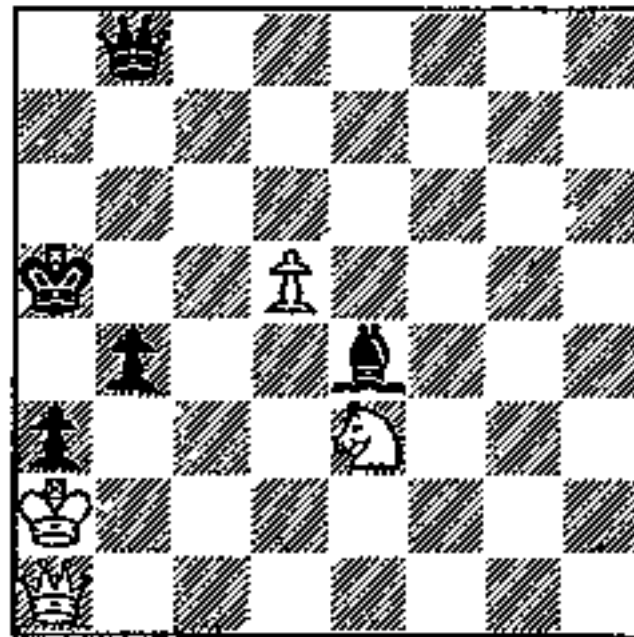
WHITE

Black to play

Black has an unaccepted mate in three moves as follows.

WHITE	BLACK
1 .	Q–R 7 ch
2 K–Kt 3	Q–B 7 ch
3. Kt×Q	B×P mate

GAME 116

A first-class piece of chess from a game between Bernstein and Cohn.

BLACK   E COHN
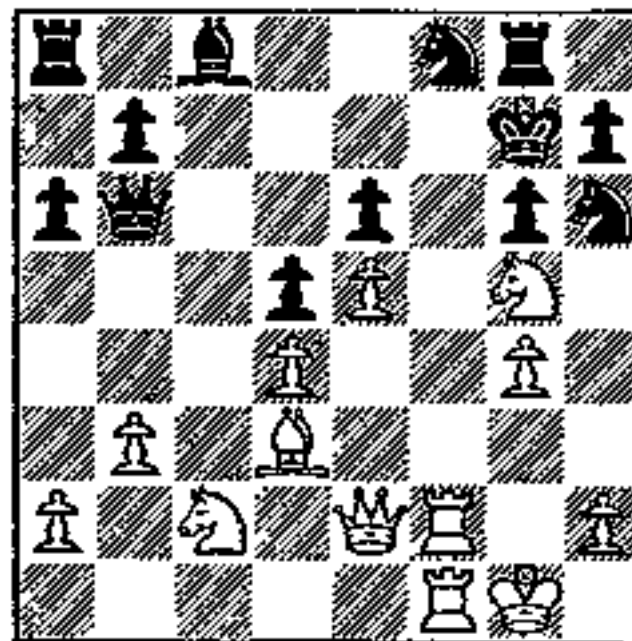
WHITE   BERNSTEIN

White to play

WHITE	BLACK
BERNSTEIN	E. COHN
1 R–B 7 ch	

A good start

		Kt×R
1.	.	Kt×R
2.	R×Kt ch	K–R 1
3.	Q–B 2	Q–Q 1

Certainly a forced retreat

4	Q–B 6 ch	Q×Q
5	P×Q	B–Q 2
6	R×P ch	Kt×R
7	Kt–B 7 mate	

A new type of smothered mate

GAME 117

This is from actual play, but is more like a problem than a game ending.

BLACK
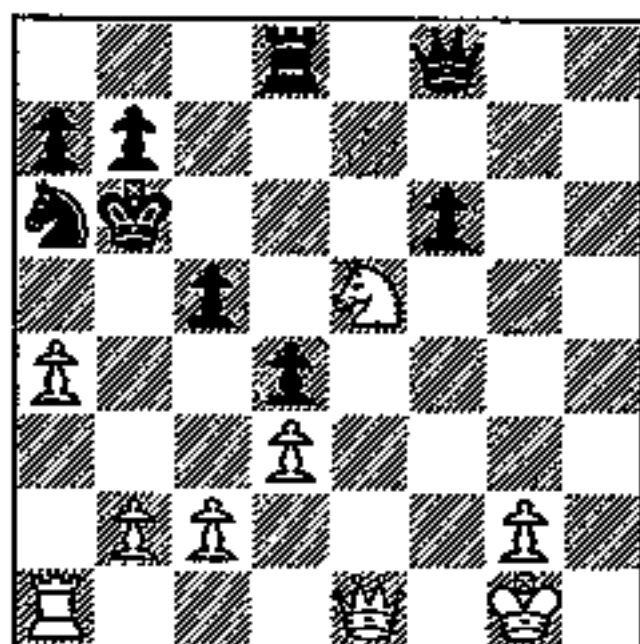
WHITE

White to play

WHITE		BLACK
1.	Q–R 5 ch	K×Q
2	Kt–B 4 ch	K–Kt 5
3	R–R 3	

The real problem move.

3		Any move
4	P–B 3 ch	P×P
5.	P×P mate	

.

GAME 118

A fine ending from a game between Charousek and Wollner.

WHITE		BLACK
CHAROUSEK		WOLLNER
1	Kt×P ch	P×Kt
2	R×P	K×R
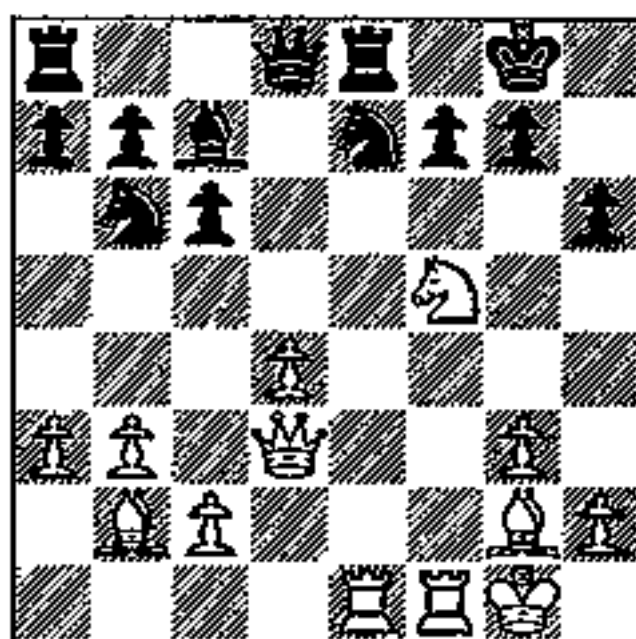
WHITE   CHAROUSEK

White to play

3.	Q–R 7 ch	K–B 3
4	P–Q 5 ch	

Every piece seems to be on the right square in this game.

4	.	K–Kt 4
5.	P–R 4 ch	K–Kt 5
6.	Q–K 4 ch	B–B 5
7.	Q × B ch	K–R 4
8	Q–B 7 ch	K–Kt 5
9.	Q–B 3 mate	

GAME 119

Played in the Paris Championship, 1929

BLACK   VOISIN
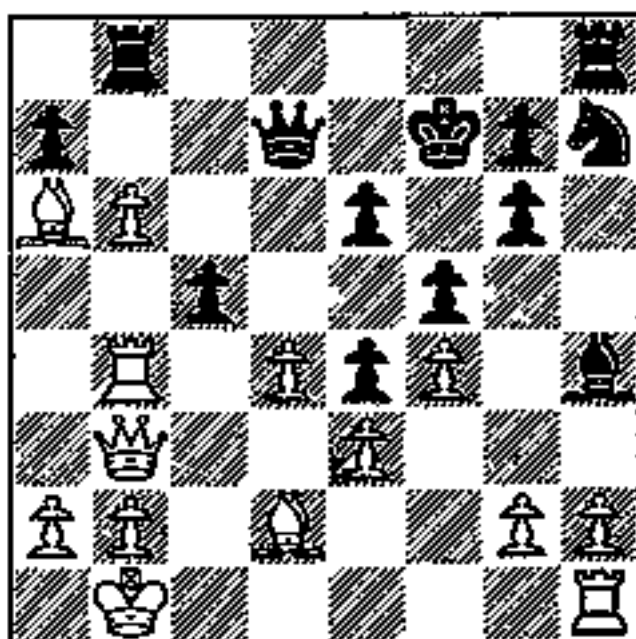
WHITE   CUKIERMANN

White to play

WHITE	BLACK
CUKIERMANN	VOISIN
1. Q P × P	

The start of a brilliant combination

| 1. . | Q × B |

Risky, but he has little choice.

2 R–Q 1	Q–B 7
3 Q R–Q 4	P × P
4 R–Q 7 ch	B–K 2

Now follows a fine problem mate in four.

5 Q × P ch	K × Q
6. B–B 4 ch	K–B 3
7. R(Q 1)–Q 6 ch	B × R
8. R–B 7 mate	

GAME 120

A complicated position from a game played at Bristol in 1939

BLACK   A. N. OTHER
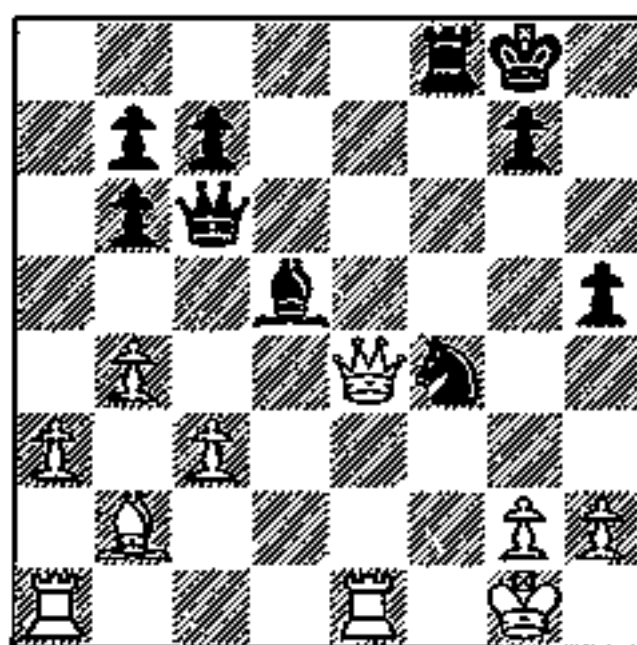
WHITE   P WENMAN

White to play

WHITE	BLACK
P. WENMAN	A N OTHER
1. P–Kt 5	Q–B 3
2. P–B 4	Kt–R 6 ch
3. K–R 1	B × Q
4. B × Q	R × B
5 R–R 2	P–R 5
6. R(R 2)–K 2	Kt–Kt 4

and Black has come out with some advantage. After a good many more moves the following ending was reached.
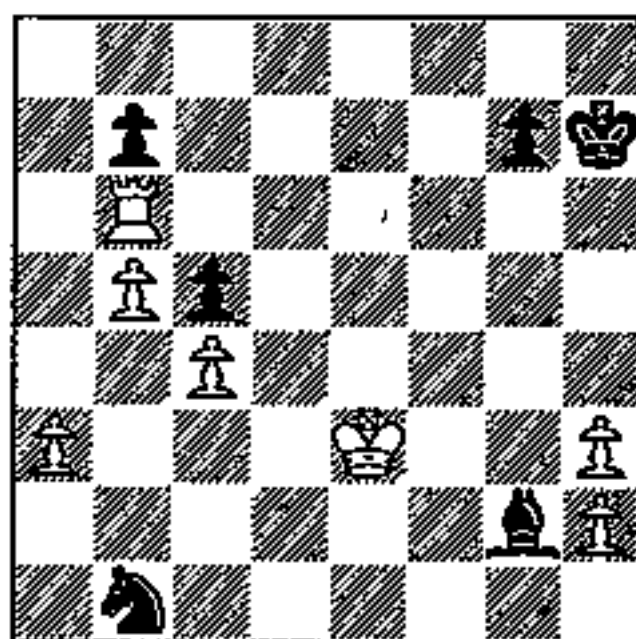
White to play

Here White played the pretty move.

	White	Black
1	R–B 6	B×R

If P×R, 2 P–Kt 6 and the pawn cannot be stopped

2.	P×B	P×P
3	P–Q R 4	

The only move to win.

3	.	Kt–B 6

If Kt–R 6, then 4 K–Q 3 followed by 5 P–R 5 wins

4	P–R 5	Kt–R 5
5	K–Q 3	K–Kt 3
6	K–B 2	K–B 2
7	K–Kt 3	K–K 2
8	K×Kt	K–Q 2
9	P–R 6	K–B 2
10	K–R 5	P–Kt 4
11.	P–R 7	K–Kt 2
12.	P–R 8(Q) ch	K×Q
13	K–Kt 6	Resigns

An interesting ending

GAME 121

A charming ending from actual play.

	WHITE	BLACK
1	K R–K 1 ch	Kt–K 4
2.	R×Kt ch	P×R
3	Q×P ch	Q×Q
4	B–R 4 ch	P–Kt 4
5	B×P ch	R×B
6.	R–Q 8 mate	
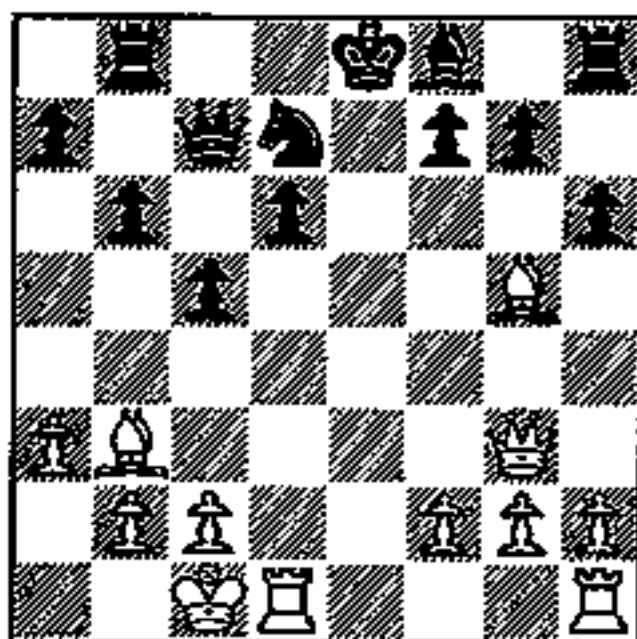
WHITE

White to play

GAME 122

A unique ending played at Brooklyn in 1904.

BLACK   C. JAFFE
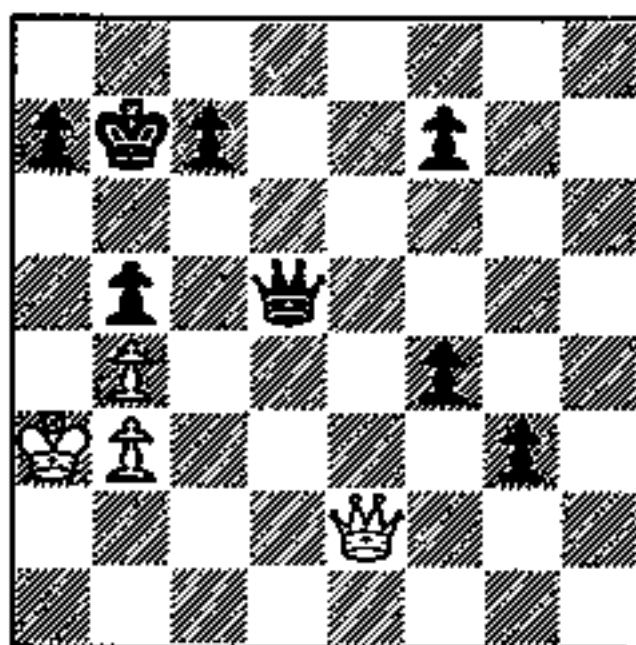
WHITE   H N PILLSBURY

Black to play

Pillsbury appears to be in a most hopeless position, yet he manages to draw as follows

WHITE	BLACK
H. N. PILLSBURY	C JAFFE
1	P–B 6
2 Q–Q 2	

The first of many offers of the Queen.

2. ..	Q–B 3
3. Q–Q B 2	P–B 7

P–R 4 was the right move to win.

G

4. Q–K 2	Q–B 8 ch
5. K–R 2	P–B 8(Q)
6. Q–B 3 ch	.

It seems to have been overlooked by previous commentators that 6 Q×P ch draws at once.

6 .	Q–B 3

The only move to avoid a draw

7 Q×Q(B 1)

The new Queen has fallen

7. ...	P–Kt 7
8 Q–B 2	Q–K Kt 3
9 Q–Kt 1	Q–Kt 5
10. K–Kt 2	Q–K 7 ch
11. K–R 3	Q–B 8

P–R 4 would still win

12. Q×Kt P ch	Q×Q

Stalemate

Pillsbury is well rewarded by a stalemate at last. A fine piece of chess in spite of its obvious faults.

GAME 123

A pretty ending from a Max Lange game played at Bristol, March, 1941

BLACK   P WENMAN
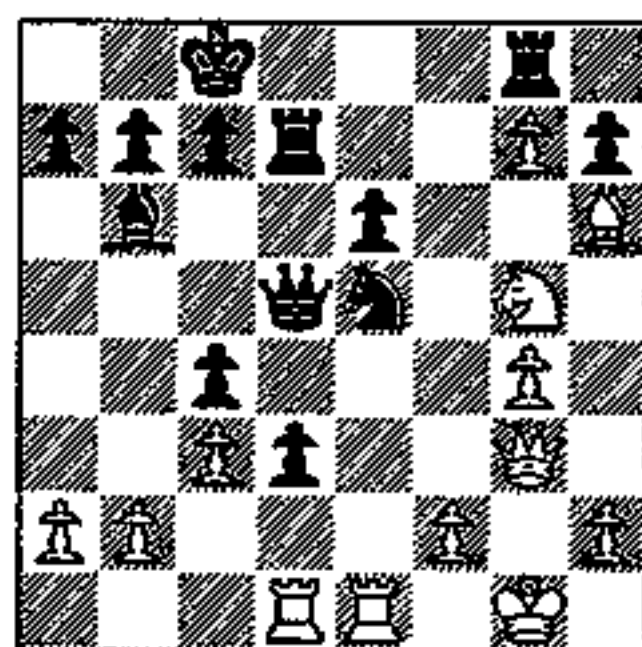
WHITE   A N OTHER

Black to play

WHITE	BLACK
A N OTHER	P. WENMAN
1.	Kt–Kt 3
2 R×K P	R–B 2

3. Kt×R	Q×R
4 Q–B 3	

To prevent Q–K 7.

4. .	Kt–R 5
5 Q–Kt 3	

But the Q is forced to return to this square

5 ..	B×P ch

A winning sacrifice

6 Q×B	

If K×B, Q–K 7 ch, and Q×R ch.

6. ..	Q×P ch
7. K–R 1	Q×R ch
8 Q–Kt 1	Q–B 6 ch

And mates next move.

GAME 124

From the Nürnberg Tournament, 1905

BLACK   H. Wolf
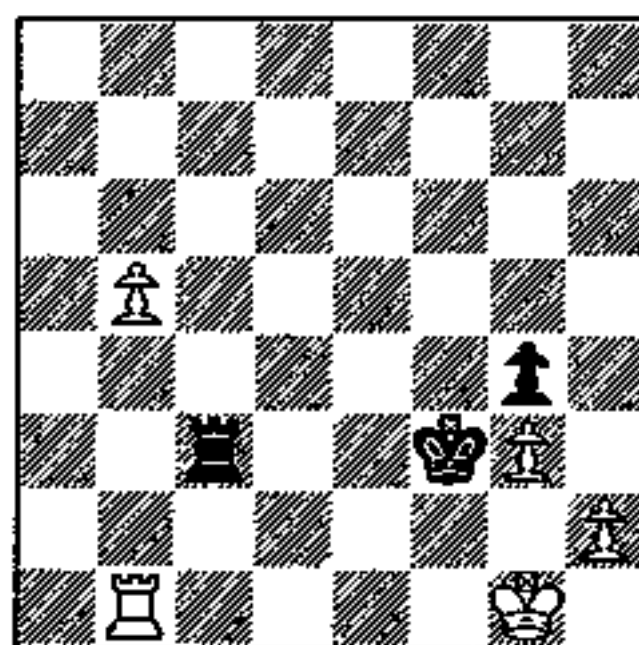
WHITE C. Schlechter
Black to play

As a last hope Black plays R–K 6; and it comes off

WHITE	BLACK
C Schlechter	H. Wolf
1.	R–K 6
2. P–Kt 6	

The mistake   2 K–B 1 followed by 3 P–Kt 6 would have won

2. .	R–K 8 ch
3 R×R	

Stalemate

GAME 125

Played in the Ostende Tournament, 1905   An ingenious draw by Schlechter.

BLACK   C SCHLECHTER
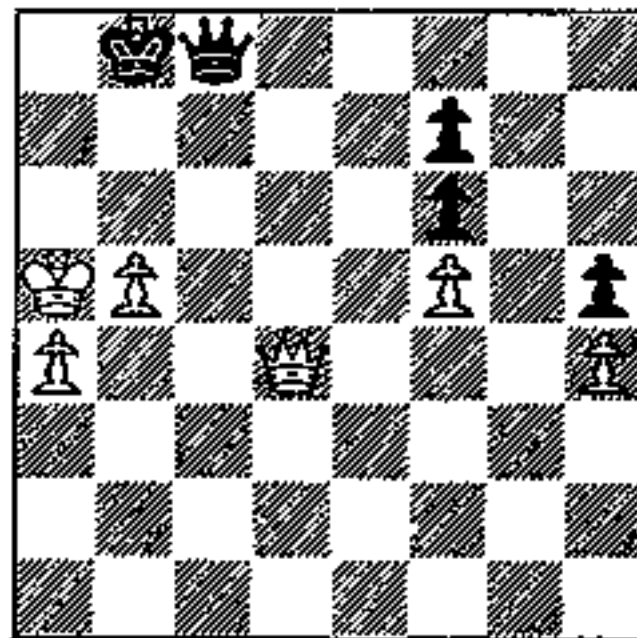
WHITE   M TCHIGORIN
Black to play

WHITE	BLACK
M. TCHIGORIN	C. SCHLECHTER
1 .	Q–B 2 ch
2 Q–Kt 6 ch	

The natural move to exchange Queens, but it only draws.
2 P–Kt 6 would have won

2   .   K–R 1

A surprise move, White cannot escape the draw   There is only 3 K–R 6, Q–B 1 ch, 4 K–R 5, Q–B 2, etc. Or else 3 Q×Q stalemate.

GAME 126

A perfect gem by Troitzky.

BLACK
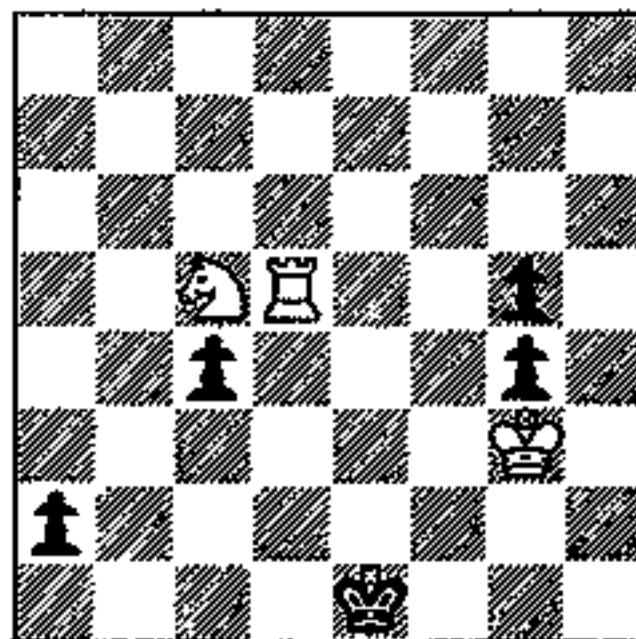
WHITE
White to play

WHITE	BLACK
1. Kt–Q 3 ch	P×Kt
2 R–K 5 ch	K–B 8
3 R–B 5 ch	K–Kt 8
4 R–R 5	P–Q 7
5. R×P	P–Q 8 (Q)
6. R–Kt 2 ch	K–R 8
7. R–R 2 ch	K–Kt 8
8. R–Kt 2 ch	K–B 8
9. R–Kt 1 ch	K×R

Stalemate.

GAME 127

The following interesting ending occurred in the Bournemouth Tournament, 1938

BLACK   A. N. OTHER
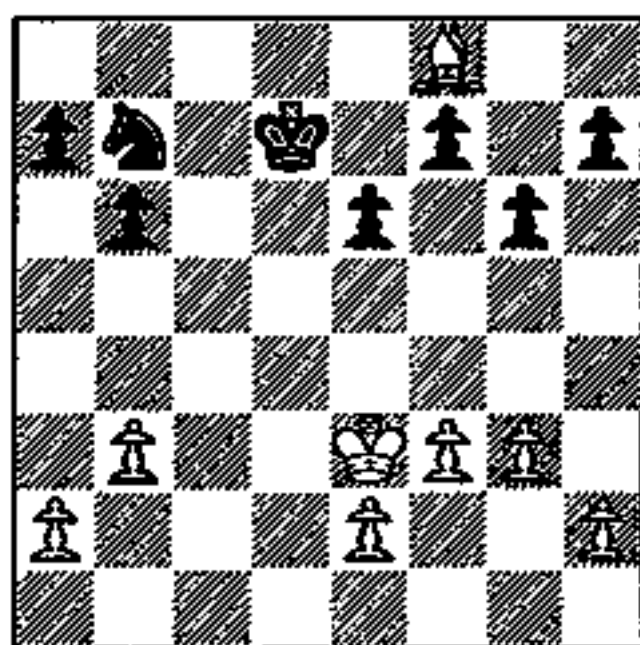
WHITE   P. WENMAN

White to play

It is curious that after 28 moves White's K P is still unmoved.

WHITE P. WENMAN	BLACK A. N. OTHER
29. K–K 4	Kt–Q 3 ch
30 K–K 5	Kt–K 1
31 P–B 4	P–B 3 ch
32 K–Q 4	Kt–Q 3
33. P–K 4	

At last !

33 .	Kt–Kt 4 ch
34. K–B 4	Kt–Q 3 ch
35. K–Q 4	Kt–Kt 4 ch
36. K–Q 3	P–K 4

This move is weak and results in the ultimate loss of the game.

37.	K–B 4	Kt–Q 5
38.	P×P	P×P
39	K–Q 5	Kt–B 6
40	P–K R 4	Kt–Q 7
41	K×P	Kt–B 8
42	K–B 4	

White is now a pawn up, but the end-game proves very difficult to win.

42.	..	K–K 3
43.	P–K Kt 4	K–B 3
44.	B–Kt 4	K–K 3
45.	B–B 3	K–B 2
46.	P–K 5	K–K 3
47.	B–K 1	

White is trying to corner the Kt

47.	.	K–Q 4
48	B–B 3	Kt–R 7
49	K–Kt 5	K–K 3
50	K–R 6	Kt×P ch
51.	K×P	K–B 4
52.	P–K 6	

The only way to make any progress.

52.	..	K×P
53	K×P	Kt–K 6
54.	K–Kt 5	Kt–Q 4
55.	B–Q 2	Kt–B 3
56	K–Kt 6	Kt–K 5
57.	B–B 4	Kt–B 3
58	B–Kt 5	Kt–Kt 5
59.	B–B 4	Kt–B 3
60.	P–R 5	

And this is the only certain method of winning.

60	...	Kt×P
61	K×Kt	K–Q 4
62	B–Kt 8	P–R 3
63	B–B 7	K–B 4
64.	K–Kt 5	K–Kt 5
65.	B×P	K–R 6
66.	B–R 5	

B–B 5 ch will only draw because it will allow P–R 4 presently.

66	.	K×P
67.	P–Kt 4	K–Kt 6
68.	K–B 5	K–B 5
69.	K–K 5	Resigns

GAME 128

From a Russian Tournament in 1940

BLACK   UFIMZEV
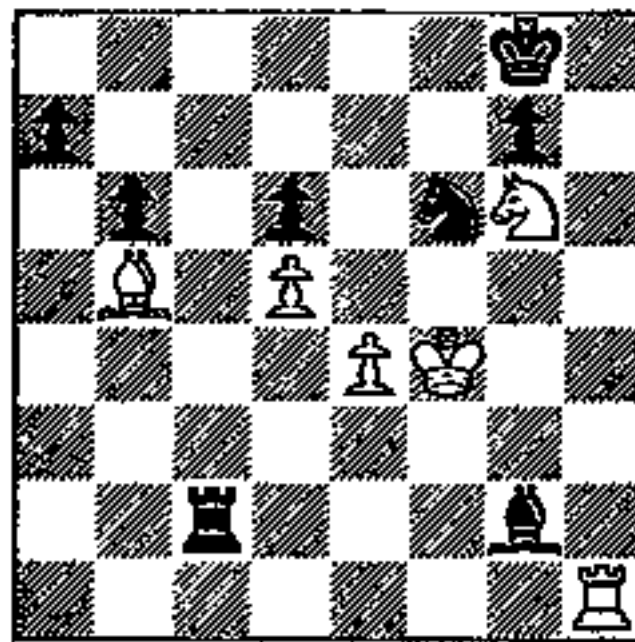
WHITE   BONDAREVSKY

White to play

White wins a problem-like ending by sacrificing a piece to prevent the Black Kt giving check to his K as follows.

WHITE	BLACK
BONDAREVSKY	UFIMZEV
1 R–R 8 ch	K–B 2
2. B–K 8 ch	Kt × B
3 K–Kt 5	Any move
4 R–B 8 mate	

GAME 129

From a game between Monticelli and Horowitz

BLACK   HOROWITZ
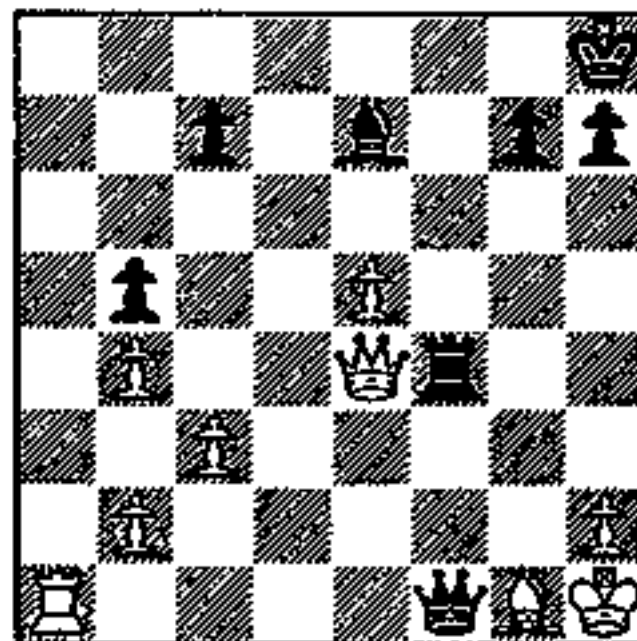
WHITE   MONTICELLI

Black to play

In this position Horowitz missed a very peculiar win in two moves as follows.

WHITE	BLACK
MONTICELLI	HOROWITZ
1. ..	Q×R
2. Q×R	Q–R 1 ch

and mates next move.

GAME 130

In this position White obtains an attractive draw as follows.

BLACK
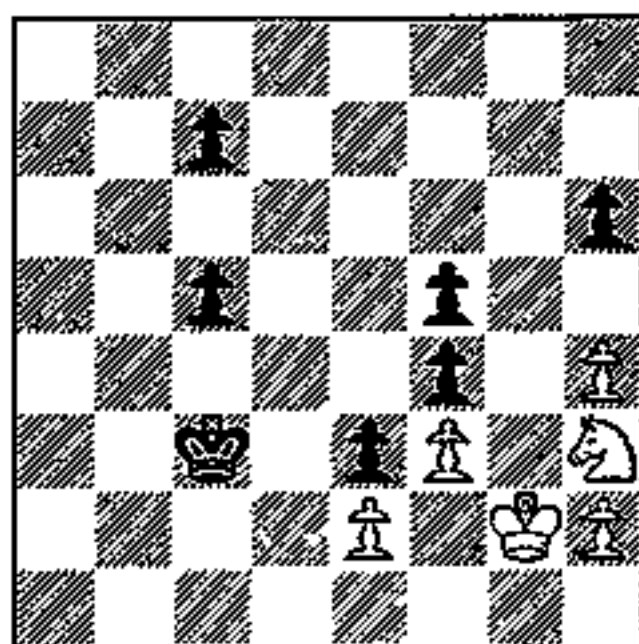
WHITE
White to play

WHITE	BLACK
1. P–R 5	K–Q 7
2. Kt–Kt 1	P–B 5
3. K–R 3	P–B 6
4. K–R 4	P–B 7
5 P–R 3	Any move

Stalemate.

GAME 131

From a game played at Prague in 1916.

WHITE	BLACK
GOLDSCHMIED	PREINHALTER
1 Q–R 8 ch	K–B 2
2. Kt–K 5 ch	K–K 2
3. Q×P ch	B×Q
4 R–B 7 ch	K–Q 3
5. Kt–Kt 5 ch	K–Q 4
6. P–B 4 ch	K–K 5
7 R–K 1 mate	
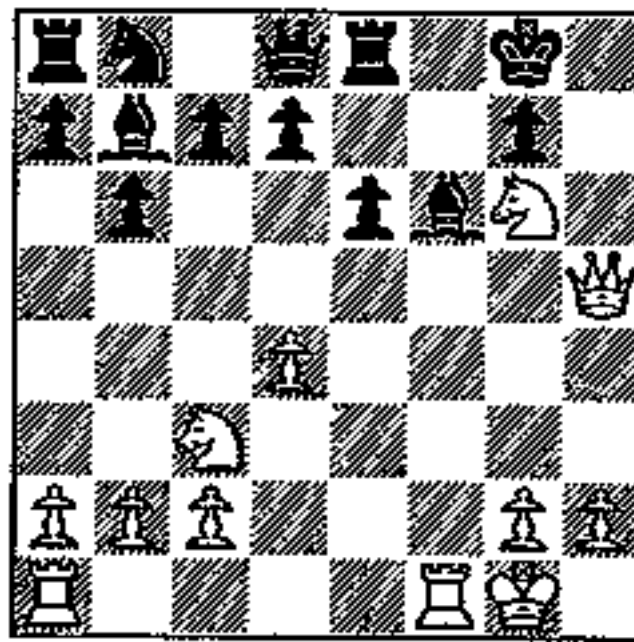
White to play

GAME 132

A nice draw by Tattersall.

BLACK
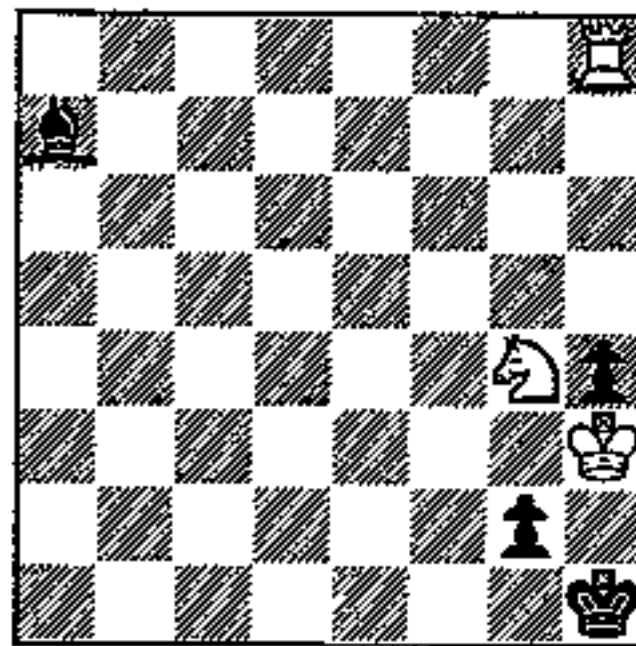
WHITE
White to play

	WHITE	BLACK
1	R–Q 8	P–Kt 8(Q)
2	R–Q 1	Q×R
3	Kt–B 2 ch	B×Kt

Stalemate.

GAME 133

Played in Ohio

	WHITE	BLACK
	E E STEARNS	M. LEYSENS
1	Q×P	Q–Kt 8 ch
2	K–Kt 3	R–Kt 7
3.	Q–K 6 ch	K–R 1

4. R–B 8	Q × P ch
5 K–R 4	P–Kt 4 ch
6 K–R 5	Q × R ch
7. K–R 6	Q × B P
8. Q–K 5 ch	Q × Q
9. R × R mate	

BLACK　　M. Leysens
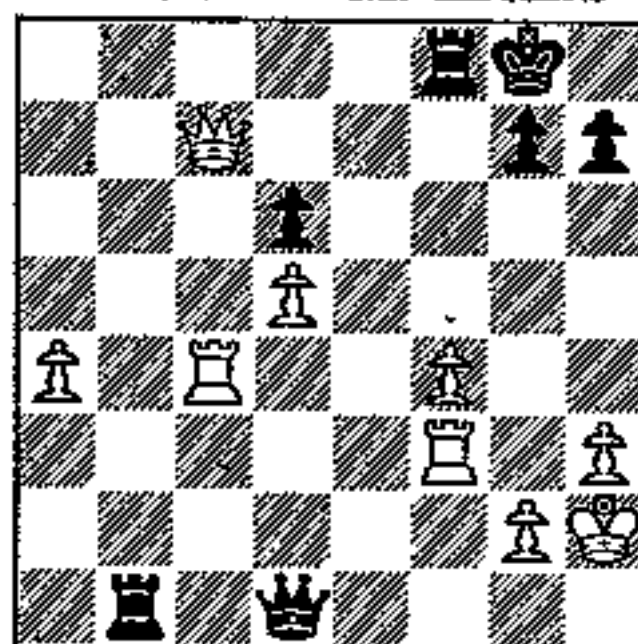
WHITE　E. E Stearns
White to play

GAME 134

A clever draw by Liburkin

BLACK

/
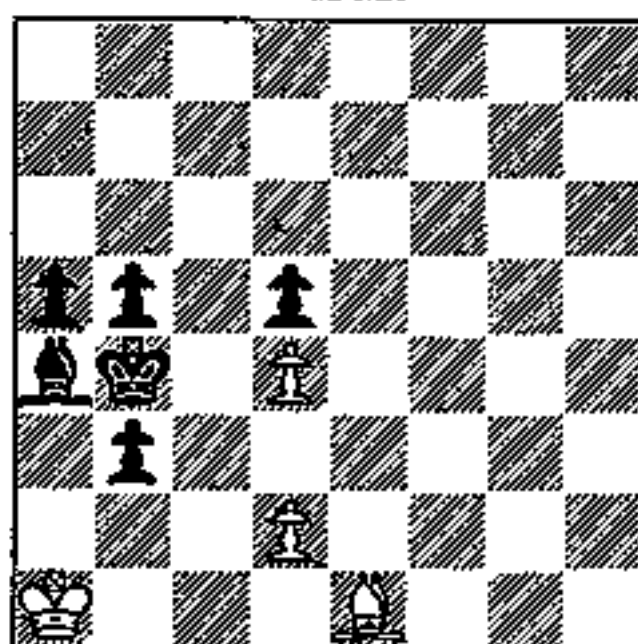
WHITE
White to play

White	Black
1. P–Q 3 ch	K–R 6
2. B–Kt 4 ch	P × B

If K × B, 3 K–Kt 2, White stalemates Black

3. K–Kt 1	P–Kt 7

And Black stalemates White

GAME 135

Played in 1941 by Alekhine blindfold, with other games.

BLACK   A. SUPICO
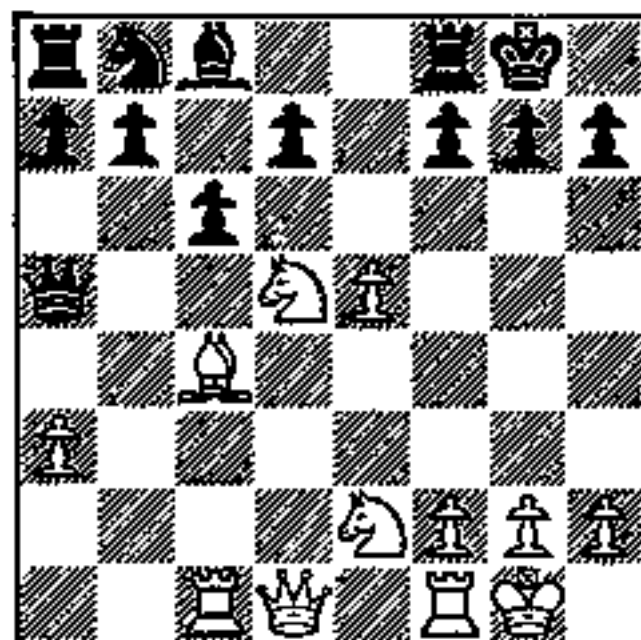
WHITE   Dr A. ALEKHINE

White to play

WHITE	BLACK
DR A ALEKHINE	A SUPICO
1. Kt–K 7 ch	K–R 1
2. Q–Q 6	Q–Q 1
3. Kt–Q 4	P–Q Kt 3
4 R–B 3	P–Q B 4

BLACK   A. SUPICO
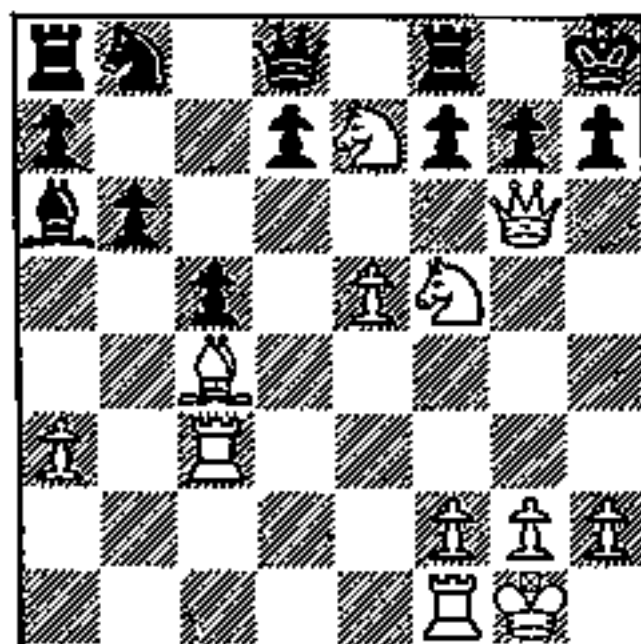
WHITE   Dr A ALEKHINE

Black to play

5 Kt(Q 4)–B 5	B–R 3
6 Q–Kt 6	

This startling move has a strong resemblance to a well-known ending
of Marshall's, given as No 41 in my book *One Hundred Remarkable Endings*

6. .	B P × Q
7. Kt × P ch	P × Kt

White mates in two more moves.

GAME 136

Played in the Paris Championship, 1930.

BLACK   TARTAKOWER

WHITE   CUKIERMANN
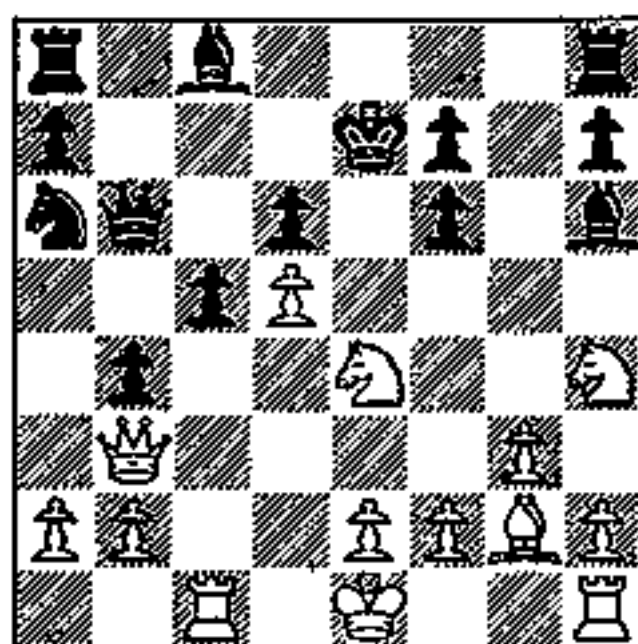
White to play

WHITE	BLACK
CUKIERMANN	TARTAKOWER
1. Q–K B 3	P–B 4
2. R–B 4	

A good move, threatening Kt × P ch.

2. .	P × Kt
3. R × P ch	K–B 1
4. Q–B 6	

This may be called the winning move

4. .	B–K Kt 2
5. Q–K 7 ch	K–Kt 1
6. Q–K 8 ch	B–B 1
7. R–K 7	B–K 3

The only reply allowing a very pretty finish   8 Q × R would win 1
any case

8   P × B

But this is excellent.

8 ..	R × Q
9. P × P ch	K–Kt 2
10. P × P (Q) ch	K–R 3
11. R × P ch	K × R
12 Q–Kt 6 mate	

In this game of 27 moves White has never moved his K P or castled.

GAME 137

From the Russian Championship, 1940. Keres brings off a lovely finish.

BLACK   PETROV

WHITE   P. KERES

White to play
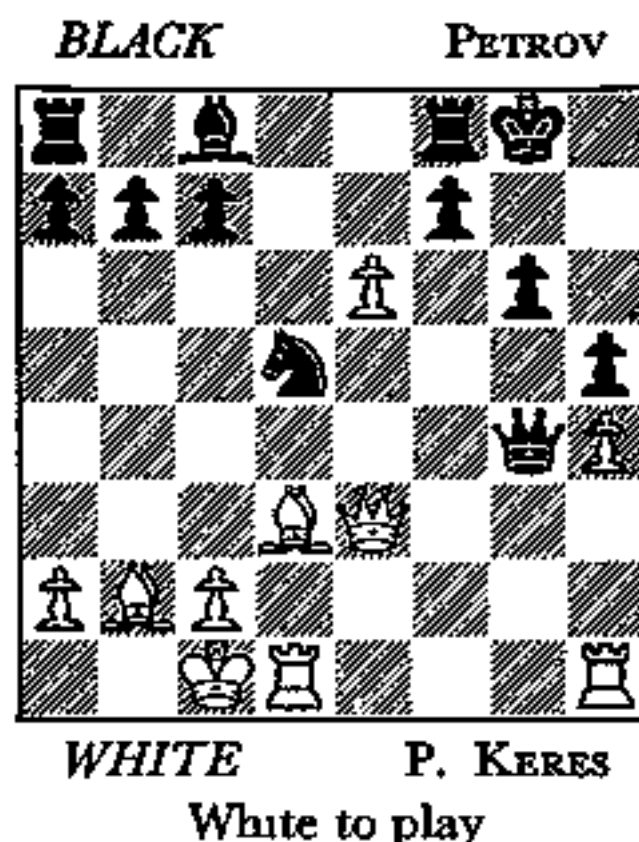
WHITE	BLACK
P. KERES	PETROV
1. P×P ch	R×P

K–R 2 would be answered by 2 B×P ch, Q×B, 3 R×Kt, B–Kt 5; 4 R–K Kt 5, Q×P, 5 R–Kt 7 ch, etc

2. B–B 4

A splendid double sacrifice If Kt×Q then 3 R–Q 8 ch, K–R 2; 4 R–R 8 mate. Or Q×B, 3 Q–K 8 ch, R–B 1, 4 Q×P mate.

| 2. ... | P–B 3 |
| 3. R×Kt | |

More fireworks. If P×R, 4 Q–K 8 ch, R–B 1; 5 B×P ch, B–K 3, 6 B×B ch wins.

3. ..	Q×B
4 Q–K 8 ch	R–B 1
5 Q×P mate	

This mate comes about after all.

GAME 138

A splendid ending by Troitzky.

WHITE	BLACK
1. Kt–Q 4	P×Kt

If P–R 7, 2 Kt–Kt 3 wins. But not 2 Kt–B 2 which would be met by Kt–K 6
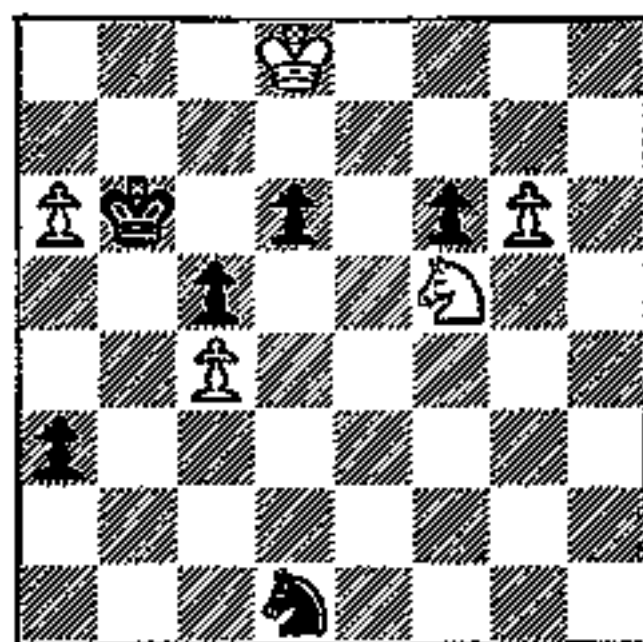
White to play

	2. P–B 5 ch	P×P

If K–R 2; 3 P–B 6, P–R 7; 4 P–B 7, P–R 8(Q); 5 P–B 8(Q),
Q–R 4 ch; 6 Q–B 7 ch, etc. Or 2 K×R P; 3 P–B 6, P–R 7; 4 P–B 7,
P–R 8(Q); 5 P–B 8(Q) ch, K moves; 6 P–Kt 7 wins.

	3. P–Kt 7	

Now and now only this move wins. On the first or second move it
fails.

3	.	P–R 7
4	P–Kt 8(Q)	P–R 8(Q)
5.	Q–Kt 3 ch	

The sacrifice of the Kt and pawn has made this move possible.

5	...	K×P

If K–B 3, 6 Q–Kt 7 ch, and 7 P–R 7.

6	K–B 7	Q–R 4 ch
7	K–B 6	Q–Kt 5
8	Q–R 2 ch	Q–R 4
9	Q–K 2 ch	K–R 2
10.	Q–K 7 ch and wins.	

GAME 139

A very brilliant ending by James Mason.

WHITE	BLACK
AMATEUR	J. MASON
1. .	P–B 3
2. Q×P ch	R–K 2
3. Q×R	B–B 1

A delightful move, the object of which is not easily seen.

4. Q×B	Q–K 8 ch

BLACK   J. MASON
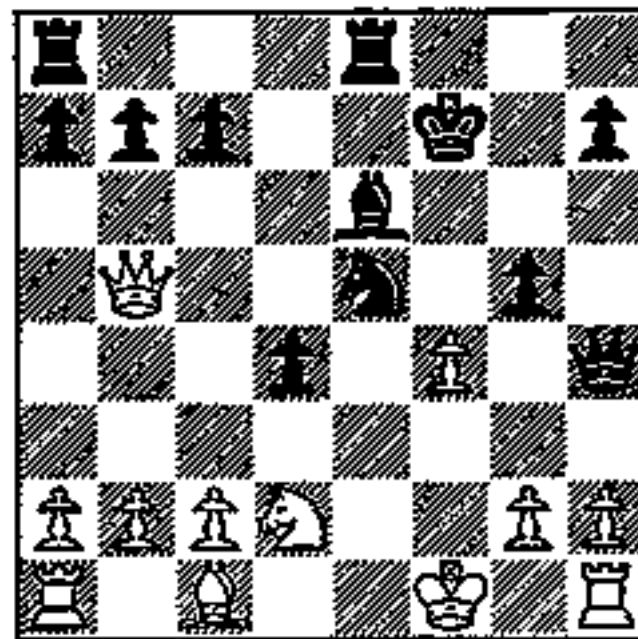
WHITE   AMATEUR

Black to play

5. K×Q		Kt–Q 6 ch

The object was to clear the way for the R to mate on K 8.

6. K–B 1		R–K 8 mate

GAME 140

This ending is a high-class piece of work.

It looks like a win for Black.

BLACK
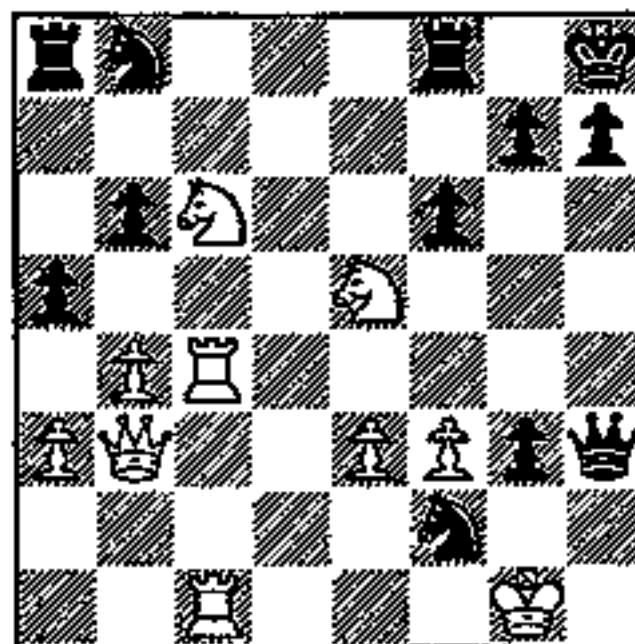
`\` *WHITE*

White to play

WHITE   BLACK

1. R–R 4

Splendid. If Q–B 4, 2 Kt–K 7, Q×Kt; 3 Kt–Kt 6 mate.

1. .		Q×R
2 Q–Kt 8 ch		K×Q

If R×Q, 3 Kt–B 7 mate

3. Kt–K 7 ch	K–R 1
4. Kt–B 7 ch	R × Kt

White mates in two moves.
This kind of play could hardly be improved upon.

GAME 141

Played in 1865
Steinitz, three pieces down, brings off a forced brilliancy

BLACK   Van der Meden

WHITE   W. Steinitz

White to play

WHITE	BLACK
W. Steinitz	Van der Meden
1. Q–K 5	B–Kt 2
2 Q–Q 5 ch	Q–K 3
3. Q–K Kt 5	Q–K R 3
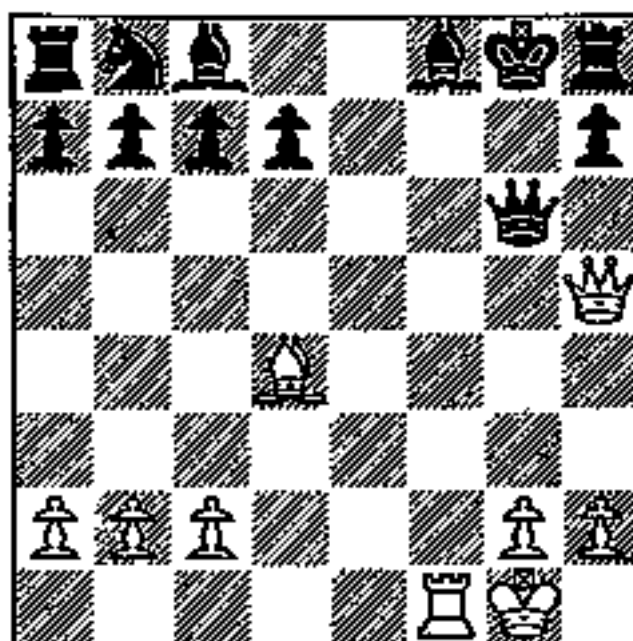
Every move is forced

4 Q–Q 8 ch	B–B 1
5 Q–K 8	Resigns

There is only Q–Kt 2, 6 B × Q, K × B; 7 Q–B 7 ch, K–R 3; 8 R–B 5 left.

GAME 142

Played at Jersey City in 1939.

With two pawns up it looks impossible for White to lose in two moves
1 Q × Q wins, but he looks for a shorter road to victory and falls into a deep trap

WHITE	BLACK
MALZBERG	TWYFORD
1 R–B 8 ch	K–R 2
2 R–B 7	

Intending Q moves 3 P × P ch, but—
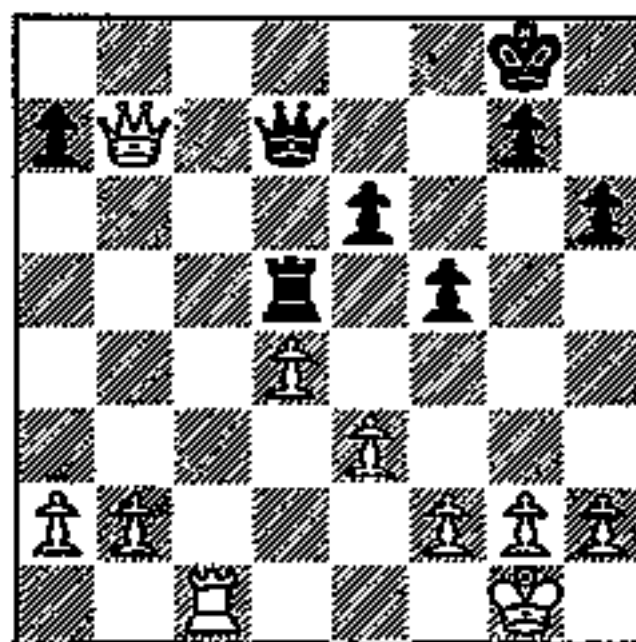
WHITE   MALZBERG
White to play

2 ...   R–B 4

Forces White to resign at once, as a Rook is lost or mate follows. A very clever device.

GAME 143

An ending from one of Blackburne's exhibition games
Mr. Blackburne, whose game is in a bad way, showed the Author this position many years ago.

BLACK   AMATEUR
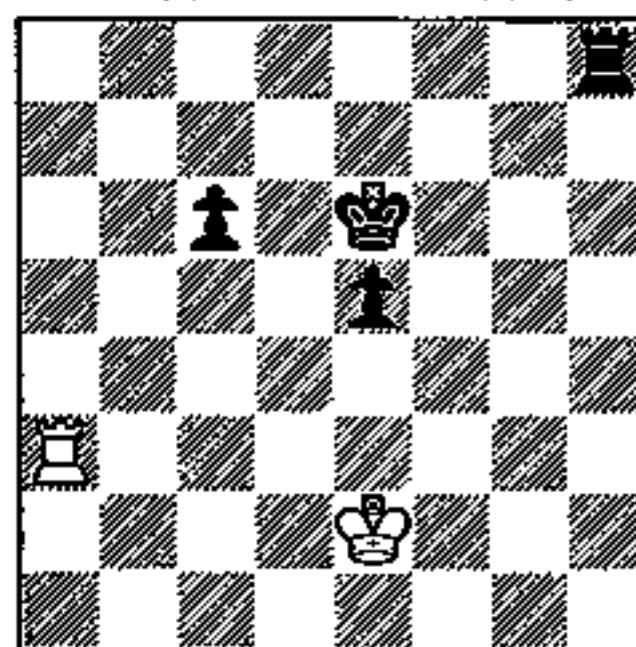
WHITE   J H. BLACKBURNE
White to play

He played here—
     1. K–K 3
And his opponent at once played—
     1.   .   R–R 6 ch
Blackburne without hesitation continued—
     2. K–K 4

And Black snapped the R off by—

2   ..   R × R

Here White inquired what his next move was to be, and his opponent's
face turned very red and there was no reply

Stalemate.

GAME 144

<div align="center">

BLACK   WINAWER
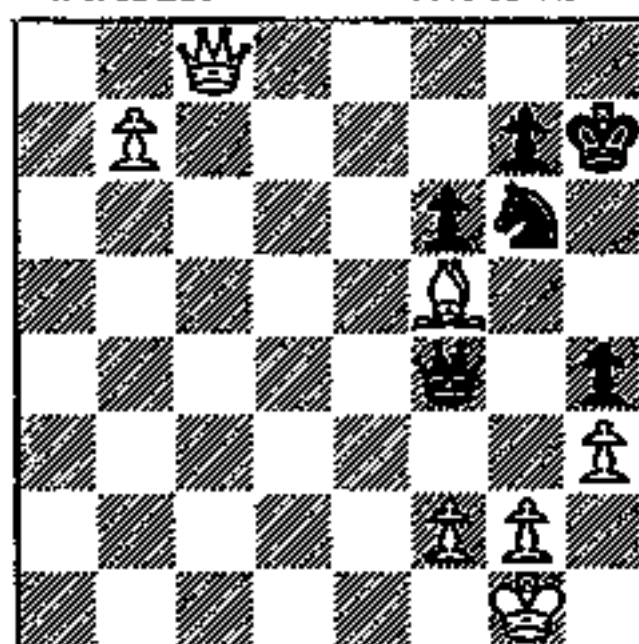
WHITE   J. H BLACKBURNE
White to play

</div>

In this position Blackburne played 1 B × Kt ch and Black, of course,
resigned.

Had he, however, played the obvious and tempting 1 P–Kt 8(Q),
Winawer would have obtained a wonderful draw as follows—

WHITE	BLACK
J H. BLACKBURNE	WINAWER
1. P–Kt 8(Q)	Q–B 8 ch
2. K–R 2	

If Q × Q stalemate

2. .	Q–B 5 ch
3 K–Kt 1	

If 3 Q × Q again stalemate.

3. ...	Q–B 8 ch

And draws by perpetual check. Black's last move was P–B 3 to create
the stalemate position.

GAME 145

An interesting position by H V. Trevenen.
White wins as follows

WHITE	BLACK
1 P–Kt 7	

Not 1 Kt–Q 6 ch, because of K–B 1, 2 P–Kt 7, P–Kt 8(Q) ch, and Black
can draw by perpetual check
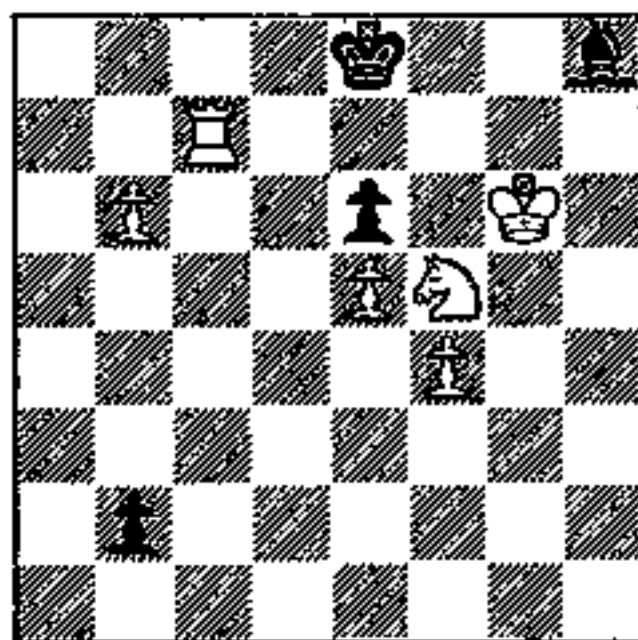
BLACK

WHITE

White to play

1		P–Kt 8(Q)
2	P–Kt 8(Q) ch	Q×Q
3	R–B 8 ch	Q×R
4.	Kt–Q 6 ch	K–Q 1
5.	Kt×Q	K×Kt
6.	K–R 7	B×P
7.	P×B	K–B 2
8	K–Kt 7	K–B 3
9.	K–B 7	K–Q 4
10.	K–B 6 and wins.	

GAME 146

Played by Leonhardt at Stockholm in 1906 blindfold, with five other games.

BLACK   A. N. OTHER
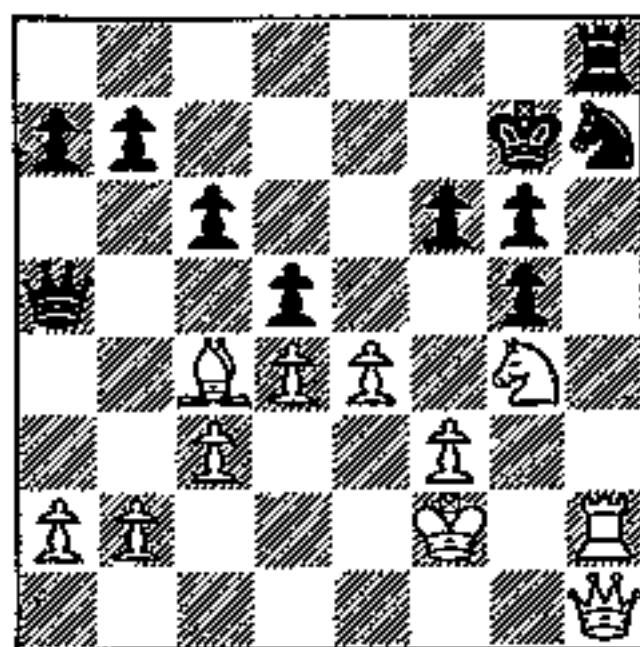
WHITE   P S LEONHARDT

White to play

White has a won game in any case, but he finds an exceptionally neat finish as follows.

White	Black
P. S. Leonhardt	A N Other
1. Kt×P	K×Kt
2 R×Kt	R×R
3 Q×R	P×B
4 Q–Q 7	

The piece has gone, but a mating position remains

4. .	P–Kt 5
5. P–B 4	P–K Kt 4
6. P–B 5	Resigns

Final Position

BLACK   A. N. Other
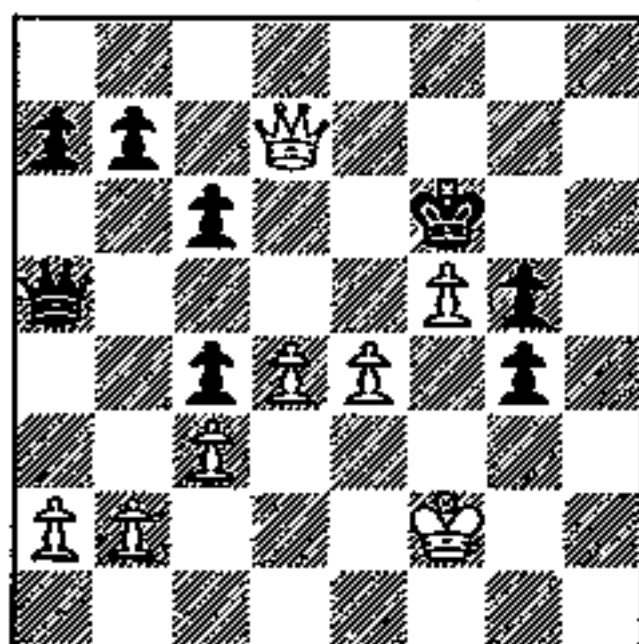
WHITE   P S Leonhardt

Black resigns

GAME 147

Played at Bristol, 1940.

In this interesting position Black has two pieces for the Rook and appears to have the better chances. White, however, has a pretty combination in view.

White	Black
P. Wenman	C. B. Heath
1. Q–B 5 ch	K–Kt 1
2 R×P	B×R

Black would have done better to refuse the offer.

    3 Q×Kt

The point of the combination. White is able to offer both his remaining pieces.

    3 ..   Q–B 1

If Black had played Q–Kt 3 ch the reply is not Q×Q, but K–R 2. The best move was B–K 6 and if 4 Q×P, P–Kt 4.

4. Q×B

Another offer of the Q The piece has been regained with a pawn up and a better position White won the ending.

BLACK   C. B. HEATH
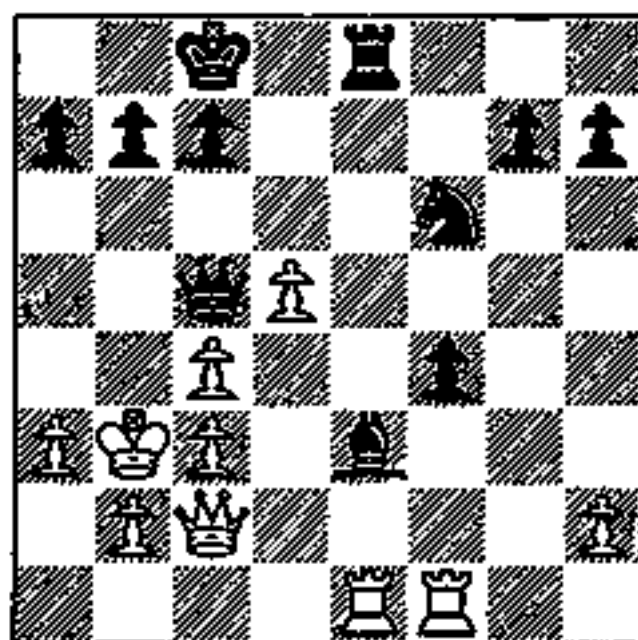
WHITE   P. WENMAN
White to play

GAME 148

From a game between the old time masters, Max Lange and Heineman.

WHITE	BLACK
MAX LANGE	HEINEMAN
1. R×P	K×R
2. B×Kt ch	K×B
3. Q–Q 5 ch	K–K 2

BLACK   HEINEMAN
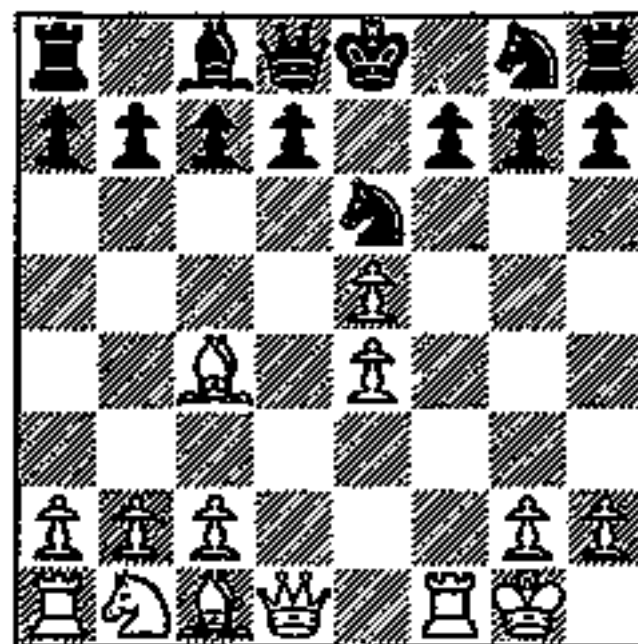
WHITE   MAX LANGE
White to play

4. B–Kt 5 ch	Kt–B 3
5. Kt–B 3	R–B 1

6	R–K B 1	P–Q 3
7	P×Kt ch	P×P
8	R×P	R×R
9	P–K 5	B–K 3
10	B×R ch	K–B 2
11	Q–B 3	Q–K Kt 1
12	Kt–K 4	P×P
13	B–Q 8 ch	K–Kt 3
14.	Q–B 6 ch	K–R 4
15	Q–R 4 ch	K–Kt 3
16	Q–Kt 5 ch	K–B 2
17	Q–B 6 ch	K–K 1
18.	Q–K 7 mate	

GAME 149

From a game between Mason and Marco

WHITE		BLACK
J MASON		G MARCO
30.	P–R 3	R–Kt 7 ch
31.	K–R 1	R(B 4)–B 7
32.	Kt–B 1	R–Kt 8 ch
33.	K×R	R×Kt mate

BLACK G. MARCO
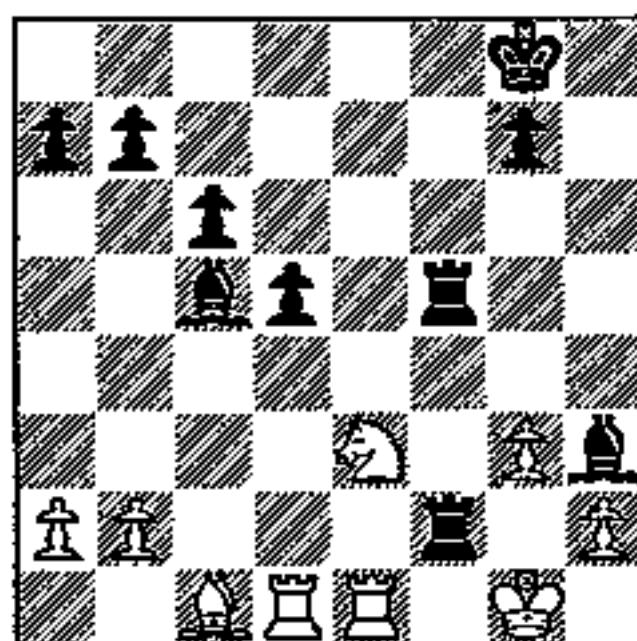
WHITE J. MASON

White to play

GAME 150

From a game between Tarrasch and Tchigorin

WHITE		BLACK
DR S TARRASCH		M. TCHIGORIN
1		B×Kt
2	P×B	P–R 7 ch

3.	K–Kt 2	Kt–K 6 ch
4	K–R 1	Q–Q B 3
5.	Kt–K 4	Kt–Kt 5
6	K–Kt 2	Kt × B
7	Kt × Kt	Q–B 4
8.	Q–B 1	P–R 8(Q) ch
	Resigns	

BLACK   M Tchigorin
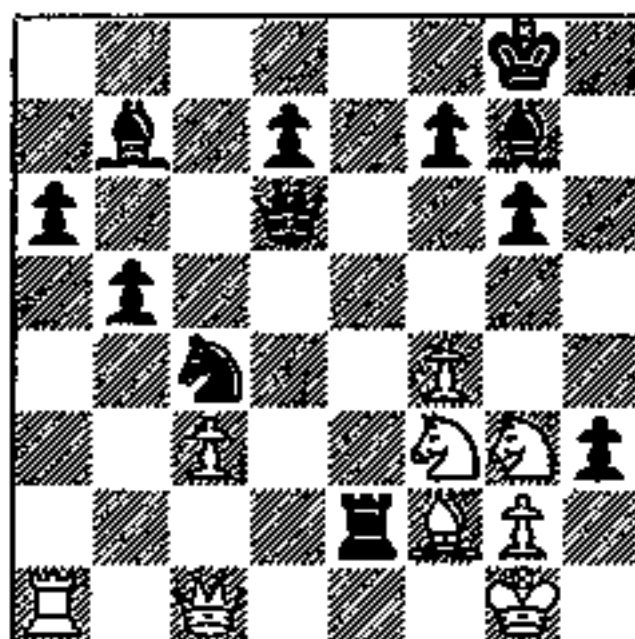
WHITE   Dr. S Tarrasch

Black to play

GAME 151

A pretty win by Blackburne.

BLACK   Amateur
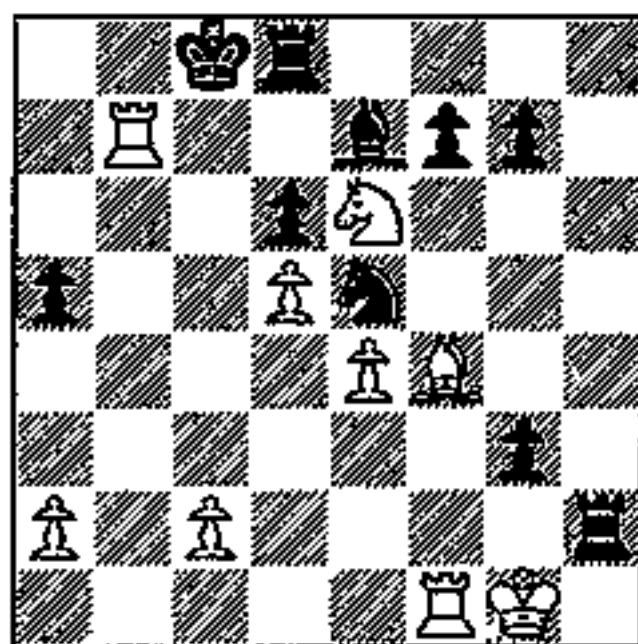
WHITE   J. H Blackburne

White to play

White	Black
J H. Blackburne	Amateur
1 R–B 7 ch	K–Kt 1
2 R–Kt 1 ch	K–R 1

	3	R–R 7 ch	K × R
	4	B–K 3 ch	K–R 1
	5.	Kt–B 7 mate	

GAME 152

Played at Bristol, 1937

BLACK　　P. WENMAN
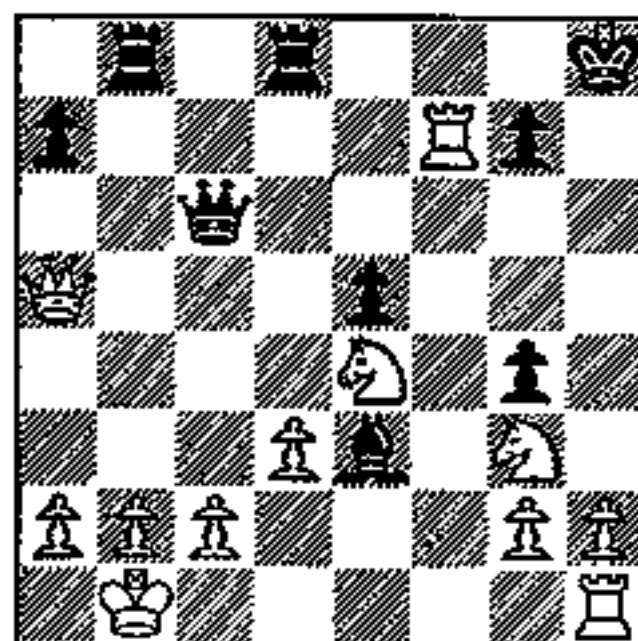
WHITE　　A. N. OTHER

Black to play

Black, a piece and two pawns down, has a winning attack.

WHITE A. N. OTHER	BLACK P WENMAN
1.　..	R × P ch
2. K × R	R–Kt 1 ch
3. K–R 3	Q × P
4. Q–B 3	B–B 4 ch
5. Q × B	Q–Kt 7 ch
6. K–R 4	Q × P ch
7 Q–R 3	Q × R
8. Kt–B 3	Q–Q 2 ch
9 K–R 5	Q–Q 1 ch
10. K–R 4	Q–Q 5 ch
11. K–R 5	Q–Kt 3 ch
12. K–R 4	Q–R 3 mate

GAME 153

A very pretty ending played at Bristol, 1937.

WHITE P. WENMAN	BLACK N. N.
1. Q–B 6	.

Regaining the piece, but it is not required.
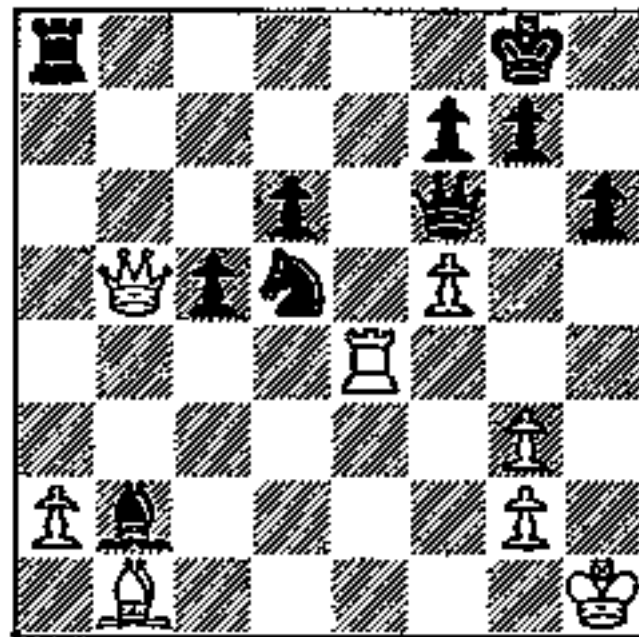
WHITE   P   WENMAN
White to play

1.	..	R–R 4
2	R–K 8 ch	K–R 2
3	Q–B 8	P–Kt 4
4	R–R 8 ch	Q×R

If K–Kt 2, 5 Q–B 8 mate

     5. P–B 6 mate

A most unusual mate of the long-range variety

Final Position

BLACK   N N
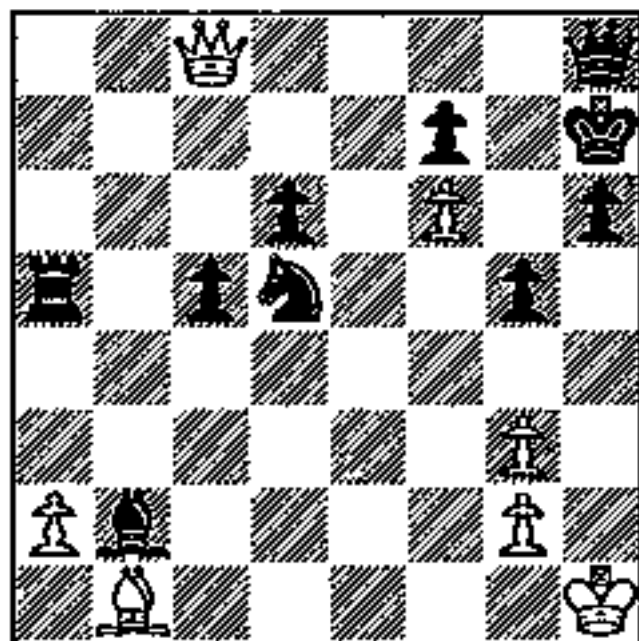
WHITE   P. WENMAN

GAME 154

A very unexpected draw from actual play

     WHITE   BLACK

    1   K–K 1

Secures the draw because if Q×Q it is stalemate

1 . .	B–Kt 6
2. Q×Q ch	K×Q
3 K–Q 2 and draws	

Black was probably greatly surprised at not getting a win

BLACK
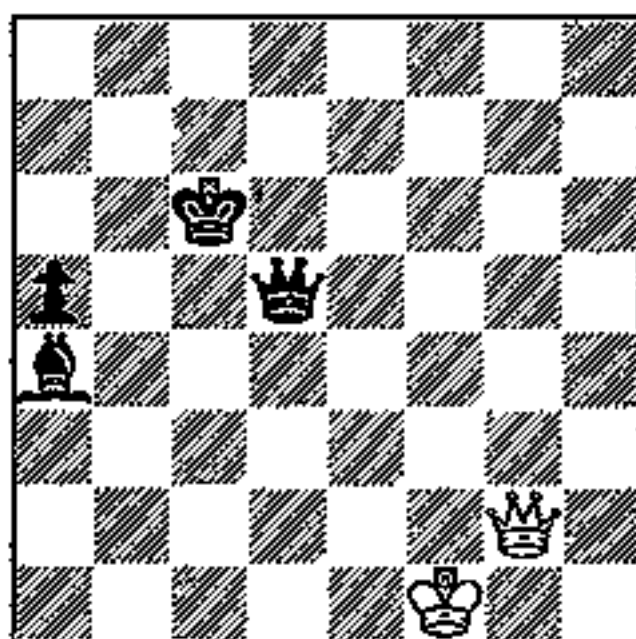
WHITE

White to play

GAME 155

A fine piece of work by Dr E Lasker

BLACK
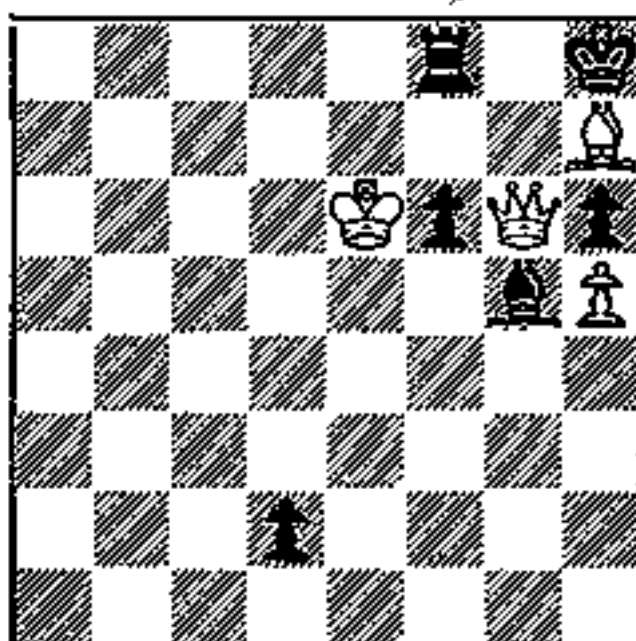
WHITE

White to play

White obtains a quick win by two unexpected moves.

WHITE	BLACK
1. B–Kt 8	R×B
2. K–B 7	R×Q
3. P×R	

And mates in three moves at most.

13

GAME 156

A well-known ending by two famous players, Dr E Lasker and J. R. Capablanca.

BLACK
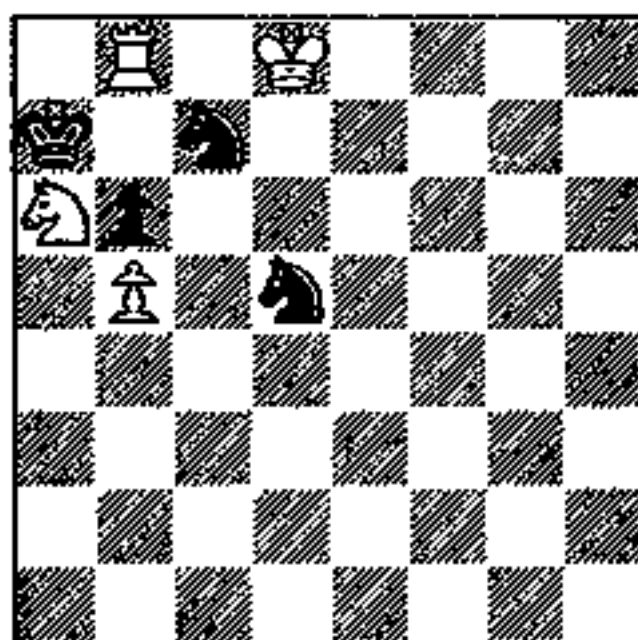
WHITE

White to play

WHITE	BLACK
1. Kt × Kt	Kt × Kt
2. R–R 8 ch	

This surprising move wins

2 ..	Kt × R
3. K–B 8	Kt–B 2
4. K × Kt and wins.	

GAME 157

Played at Brooklyn in 1887.

BLACK   W. R. Sands

WHITE   W Steinitz
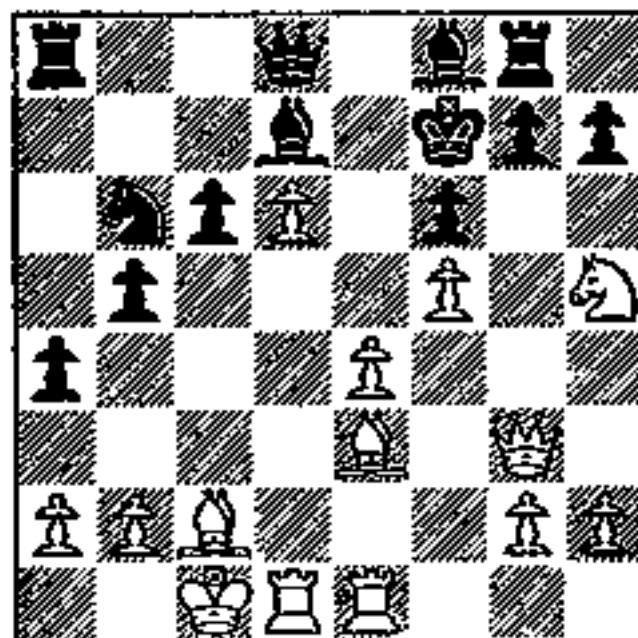
White to play

WHITE	BLACK
W. STEINITZ	W. R. SANDS
1 P–K 5	P × P
2 B × Kt	Q × B
3 R × P	P–B 4

To prevent B–Kt 3 ch, but it allows—

4 Q–Kt 6 ch	P × Q
5 P × P mate	

GAME 158

Played at Olmutz between Krejcik and Kudielka
White gave the odds of his Queen's Bishop

WHITE	BLACK
KREJCIK	KUDIELKA
1.	B–K 8

Black has retained his piece and now aims at winning another by P–Kt 4 as the White Q is trapped.

BLACK   KUDIELKA
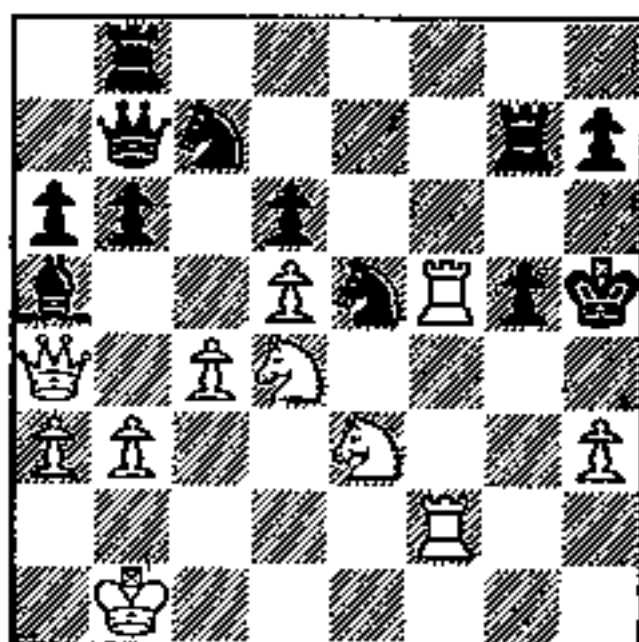
WHITE   KREJCIK

Black to play

2 R–K R 2	P–Kt 4
3 P × P	P × P

And he has succeeded.

4. Kt × P	Kt × Kt
5 Q–Kt 4 ch	

But we may be sure he did not expect this gift of the Queen

5 .	Kt × Q
6 P × Kt ch	

The object of 2 R–K R 2 is now apparent.

6. .	K–Kt 3
7 R–R 6 ch	

And the gift of a Rook, too !

7.		K×R
8. R–B 6 ch		R–Kt 3
9. Kt–B 5 mate		

GAME 159

Played at New Orleans, 1909
A nice ending by Capablanca who is a piece down

WHITE	BLACK
AMATEUR	J. R. CAPABLANCA
1	R–K 7
2. B×P	Kt–K 5
3 R–K B 1	Kt–B 7 ch
4. K–Kt 1	Kt–R 6 ch
5 K–R 1	R–Kt 7
6. B×P	R–Kt 8 ch
7. R×R	Kt–B 7 mate

BLACK   J. R CAPABLANCA
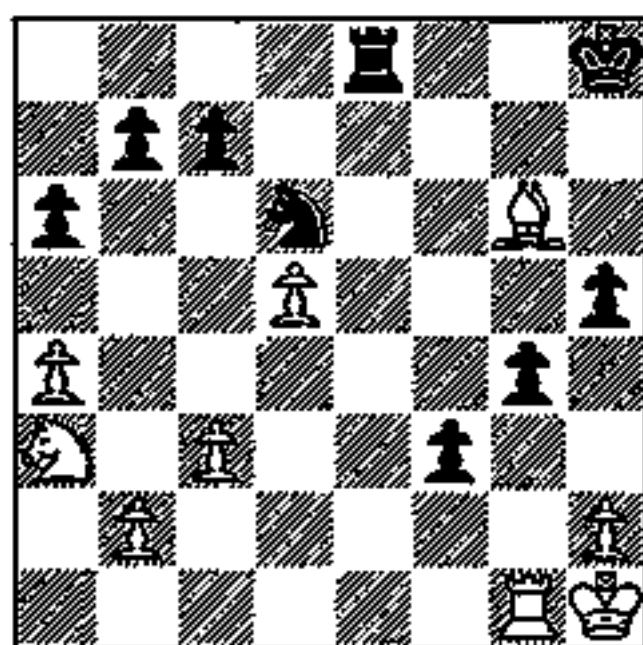
WHITE   AMATEUR

Black to play

GAME 160

Played at New York, 1940.

WHITE	BLACK
1.	P–R 4
2. P–R 4	P–Kt 4
3. K–R 3	

The only move which, however, allows a very pretty and sudden termination
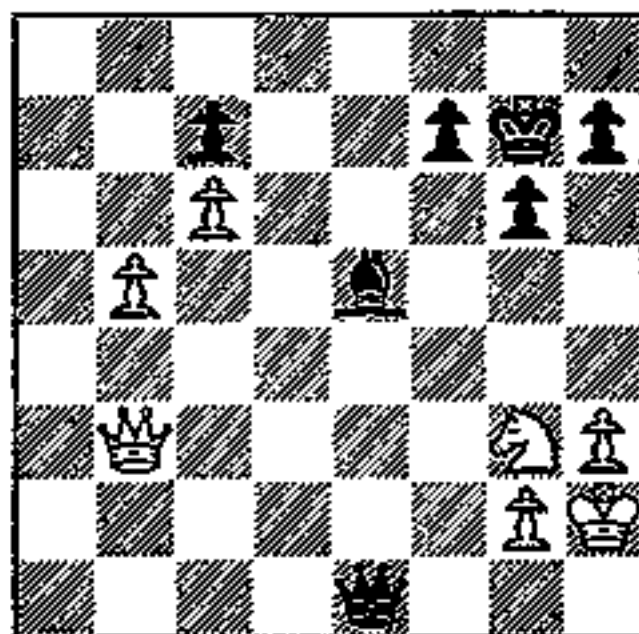
| 3. | Q–R 8 ch |
| 4. Kt×Q | P–Kt 5 mate |

Black to play

GAME 161

A highly interesting position by Dr. E Lasker, showing very remarkab
lay with a Kt.
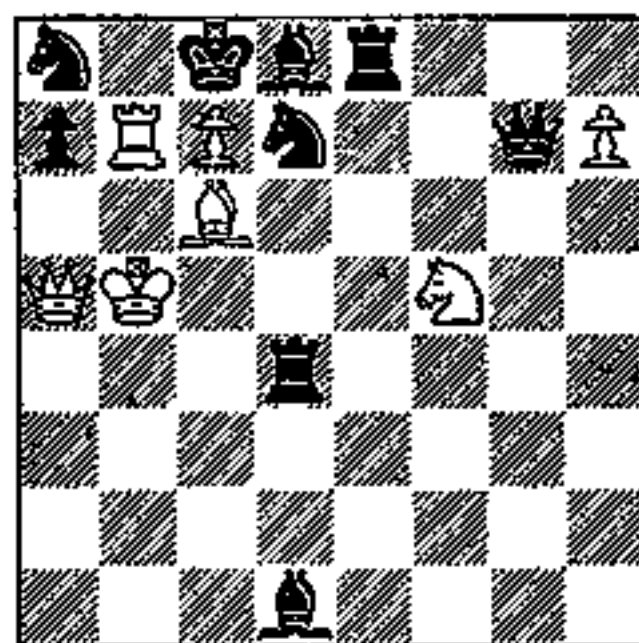
BLACK

WHITE

White to play

	WHITE	BLACK
1	Kt–Q 6 ch	R × Kt
2	R–Kt 8 ch	Kt × R
3.	B–Kt 7 ch	K × B
4	Q × P ch	K × Q

If K–B 1, 5 P × Kt(Q) mate

| 5 | P–B 8(Kt) ch | |

The lone Kt draws against seven pieces

| 5. | . | K–Kt 2 |

WHITE

Black to play

6. Kt × R'ch	K–B 2
7. Kt × R'ch	K–Q 2
8. Kt × Q	

And White draws easily with some winning chances

GAME 162

BLACK

WHITE

White to play

A position by Steinitz showing an obvious but pretty win.

WHITE	BLACK
1. P–R 7 ch	K–Kt 2
2. P–R 8(Q) ch	K × Q
3. K–B 7	R–B 8 ch
4. B–B 6 ch	R × B ch
5. K × R and wins	
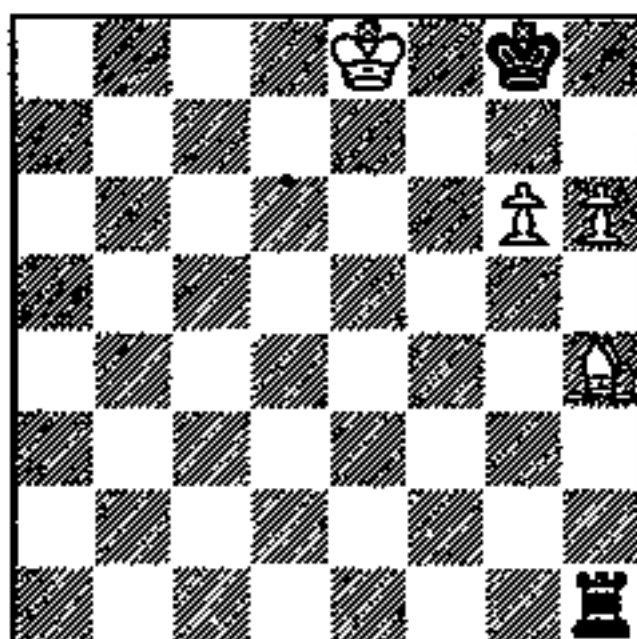
GAME 163

From a game played blindfold by Pillsbury. The lone Bishop ending. Pillsbury was said to be very proud of it

WHITE AMATEUR	BLACK PILLSBURY
1. Q–R 4	Q–B 2
2. B × K P	Q–B 8 ch
3. B–Kt 1	Q–B 6 ch
4. B × Q	B × B mate

BLACK   PILLSBURY
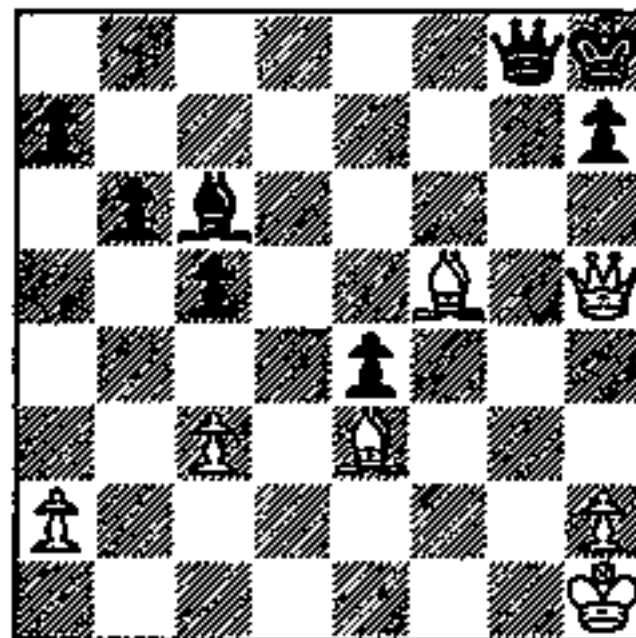
WHITE   AMATEUR

White to play

GAME 164

A very fine end-game from the Vienna Tournament, 1881
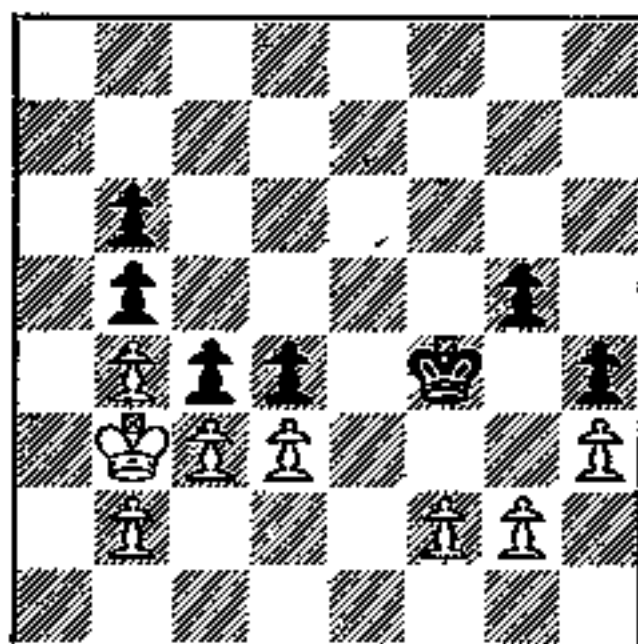
BLACK   A. MANDELBAUM
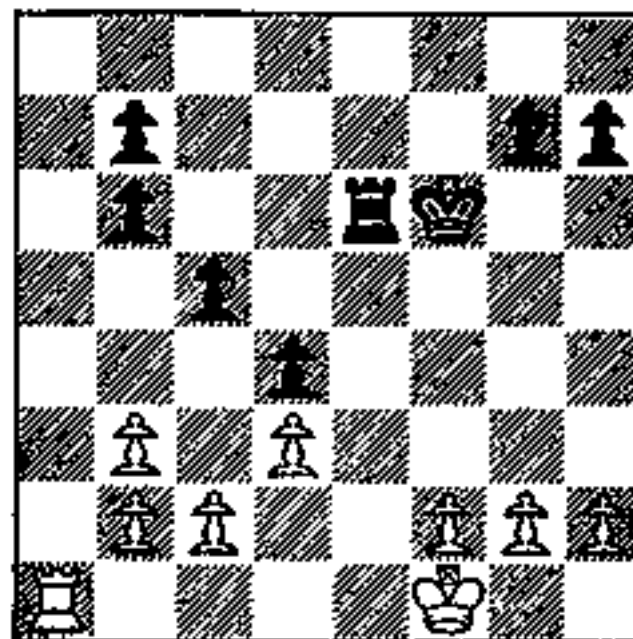
WHITE   V. HRUBY

Black to play

WHITE	BLACK
V HRUBY	A. MANDELBAUM
1.	K–B 4
2. R–K 1	R × R ch
3 K × R	K–B 5
4. K–K 2	P–R 4
5 P–R 3	P–R 5
6 P–Q B 3	P–Q Kt 4
7 P–Q Kt 4	P–Q Kt 3
8. K–Q 2	P–Kt 3
9 K–B 2	P–Kt 4
10 K–Kt 3	P–B 5 ch

The ingenious part of the play begins

BLACK A MANDELBAUM

WHITE V HRUBY

White to play

11. P × P	P–Q 6
12. P × P	P–Kt 5
13 P × P	P–R 6
14 P × P	K–B 6
15. P–B 4	P–Q 7
16. P–B 5	P–Q 8(Q) ch
Resigns	

GAME 165

From a tournament in America
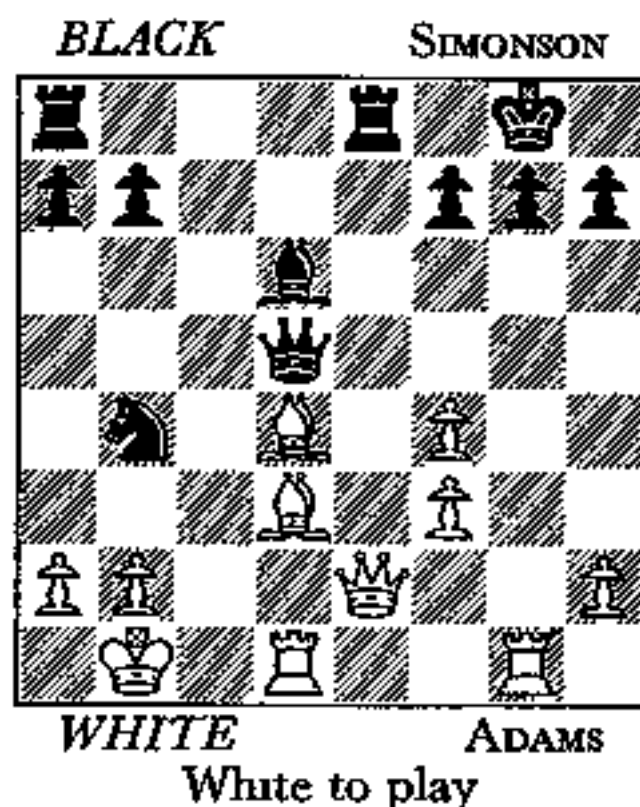
In this position White played 1 B × P ch, K × B, 2 R × P ch, K–R 3 and lost Actually he missed a very brilliant win as follows.

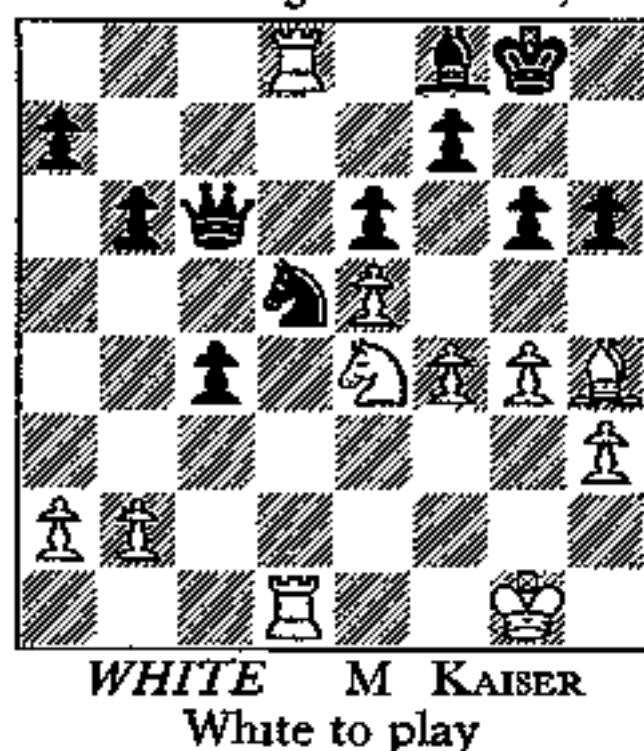| WHITE | BLACK |
ADAMS	SIMONSON
1 R × P ch	K–B 1
2 R–Kt 8 ch	K × R

3. R–Kt 1 ch	K–B 1
4 B–Kt 7 ch	K–Kt 1
5 B–B 6 ch	K–B 1
6 R–Kt 8 ch	K × R
7 Q–Kt 2 ch	K–B 1
8 Q–Kt 7 mate	

BLACK   SIMONSON

WHITE   ADAMS

White to play

GAME 166

A clever ending from a game between M Kaiser and Rev John Owen, played at Liverpool
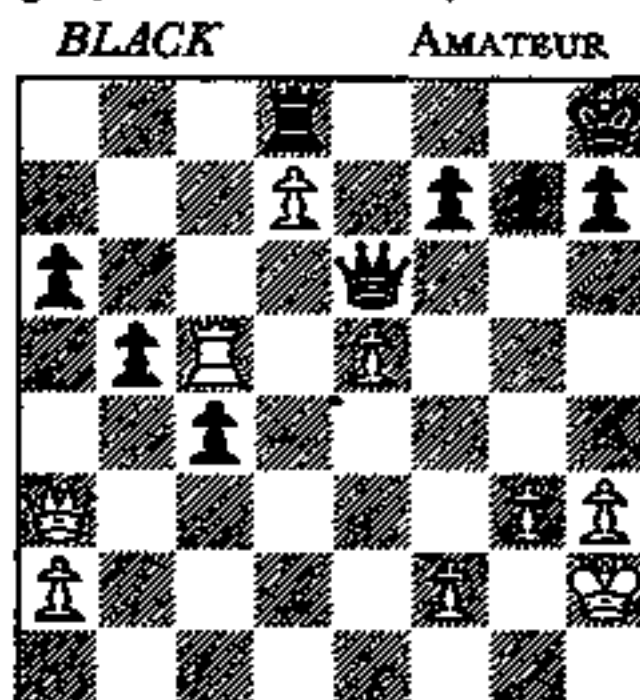
BLACK REV JOHN OWEN, M A

WHITE   M KAISER

White to play

WHITE	BLACK
M. KAISER	REV. JOHN OWEN, M.A

1. R(Q 1) × Kt

A good sacrifice which leads to a forced win.

1.	.	P × R
2.	B–K 7	P × Kt
3.	R × B ch	K–Kt 2
4.	R–Q 8	P–B 4
5.	P × P (e p.) ch	K–B 2
6.	P–B 5	P × P
7.	P × P	Q–K 1
8.	R × Q	Resigns

GAME 167

A well-known ending by Alekhine. Played at Trinidad in 1939.

BLACK   AMATEUR

WHITE   A. ALEKHINE
White to play

| WHITE | BLACK |
| A. ALEKHINE | AMATEUR |

1. R–B 8

This forces a win against any line of play.

1.   .   R × R

For if Q × Q P, 2 Q–B 8 ch follows.

2. Q–K 7

A knock-out blow to which there is no reply whatever. Simple and very brilliant.

GAME 168

Position from a game played at Maritzburg in 1939.
Play proceeded as follows—

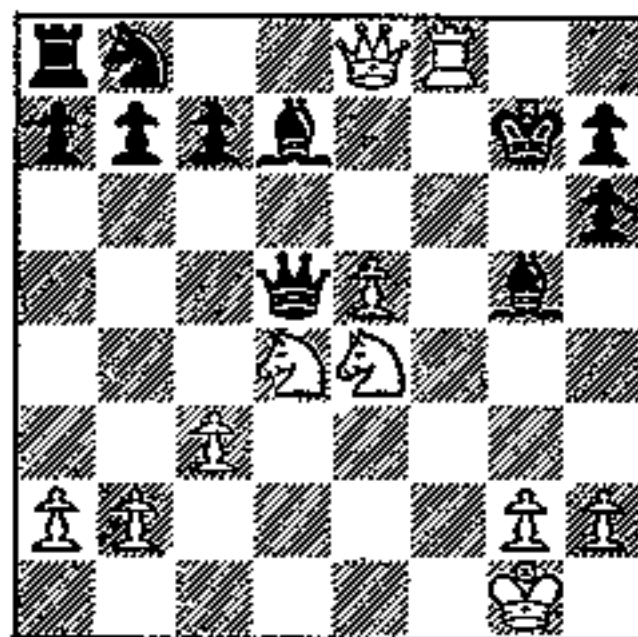| WHITE | BLACK |
DR. L. C. KING	A. E. CAMPBELL
1. Kt × B	B × Q
2 Kt(Kt 5)–K 6 ch	K–Kt 3
3 R–Kt 8 ch	K–R 4

White to play

4.	Kt–B 4 ch	K–R 5
5	Kt–B 5 mate	

If instead—

1.	. .	Kt–B 3
2.	Q×B ch	Q×Q
3.	Kt(Kt 5)–K 6 ch	K–Kt 3
4	R–B 6 ch	K–R 4
5	Kt–B 4 ch	K–R 5
6	Kt–B 3 ch	K–Kt 5
7.	P–R 3 ch	K–Kt 6
8	Kt–K 2 mate	

GAME 169

A tournament game that ran to 117 moves

BLACK   H E. BIRD
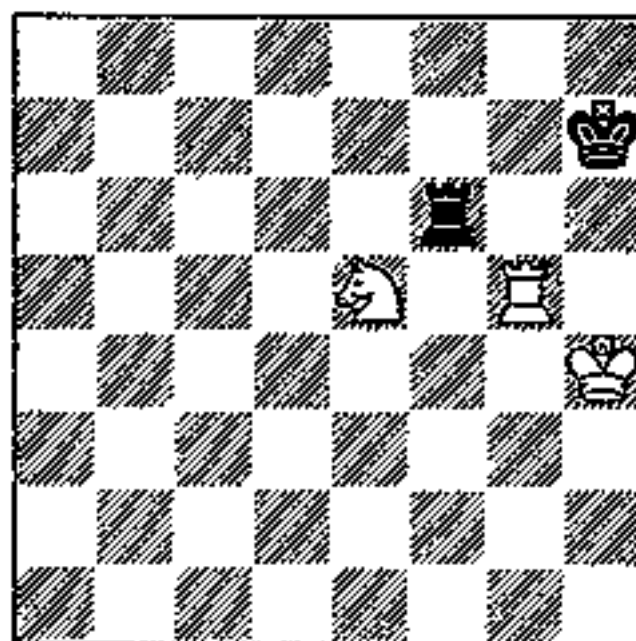
WHITE   MAJOR HANHAM

White to play

WHITE	BLACK
MAJOR HANHAM	H E BIRD
112 K–Kt 4	R–B 8
113 Kt–B 3	R–Q R 8
114 K–B 5	R–K B 8
115. R–Kt 3	K–R 3
116. K–B 6	K–R 4

Bird evidently got tired at this point

117 K–Kt 7	Resigns

GAME 170

A very surprising pawn ending

BLACK

WHITE

White to play

WHITE	BLACK
1 R–B 7 ch	K–K 4
2 R × P	
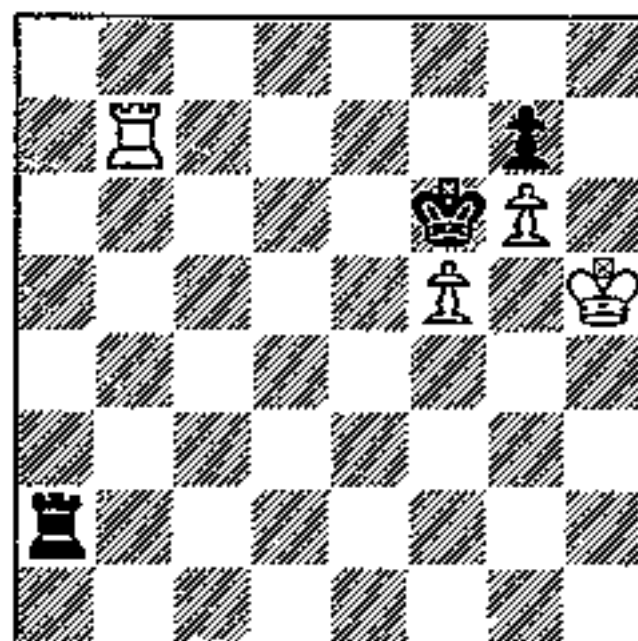
A very natural move indeed, but—

2. .	K–B 5

and mate next move whatever White plays Being two pawns up does not win an ending in this case
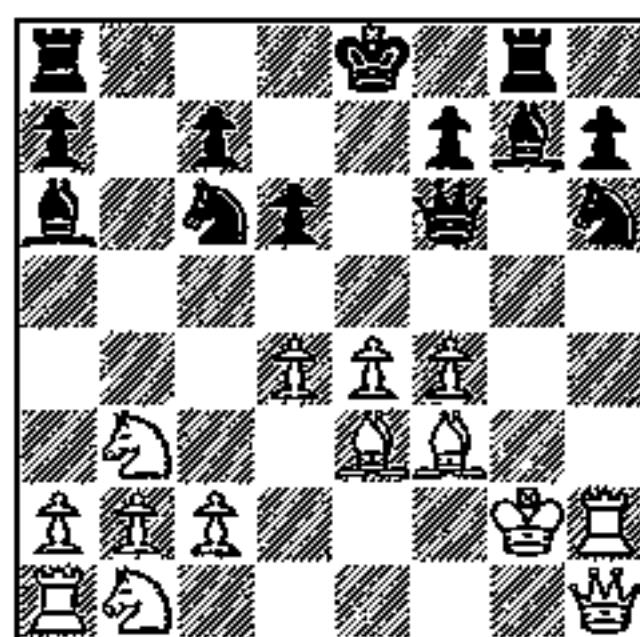
GAME 171

An old time brilliant combination

WHITE	BLACK
DESLOGES	KIESERITZKY
1 .	Kt × P
2 Kt × Kt	Q × Kt
3. B × Q	B × B ch

Black to play

4	K–R 3	B–B 1 ch
5	K–R 4	

If P–B 5, Kt × P

5		B–B 3 ch
6	K–R 5	R–Kt 3
7	R–Kt 2	Kt–Kt 1

A very pretty resource

8	P–B 5	R–R 3 ch
9	K–Kt 4	R × Q
10	P–B 3	B–K 4

Threatening mate in two by Kt–B 3 ch, K–Kt 5, P–R 3

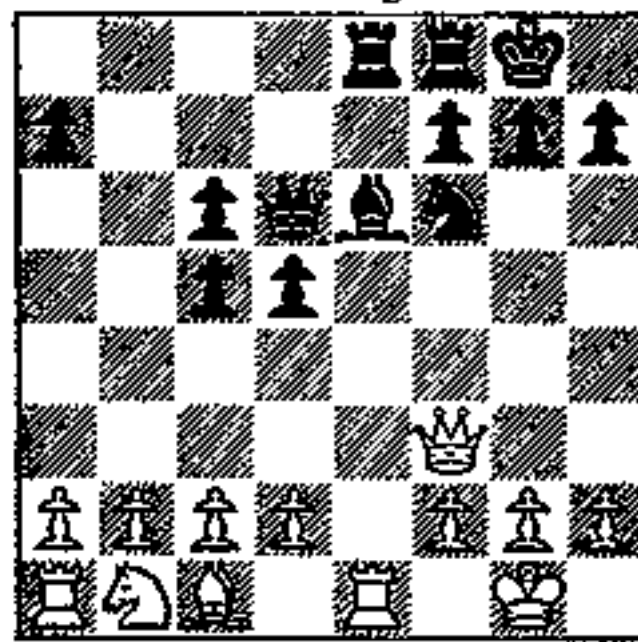|		
11	B–K 2	Kt–B 3 ch
12.	K–B 3	Kt × P
13	R–Kt 8 ch	K–K 2
14.	R × B	Kt–Kt 4 ch
15	K–Kt 4	P–R 4 ch
16.	K × Kt	P–B 3 ch
17	K–Kt 6	R–Kt 8 ch
18	K–R 7	R × R and mates in a few moves.

GAME 172

A very peculiar ending

	WHITE		BLACK
	CHAPELLE		JOURNOUD
1.	R–K 3		P–Q 5
2.	Q–Kt 3		P × R
3	Q × Q		P–K 7
	Resigns		

The pawn position must be very rare indeed
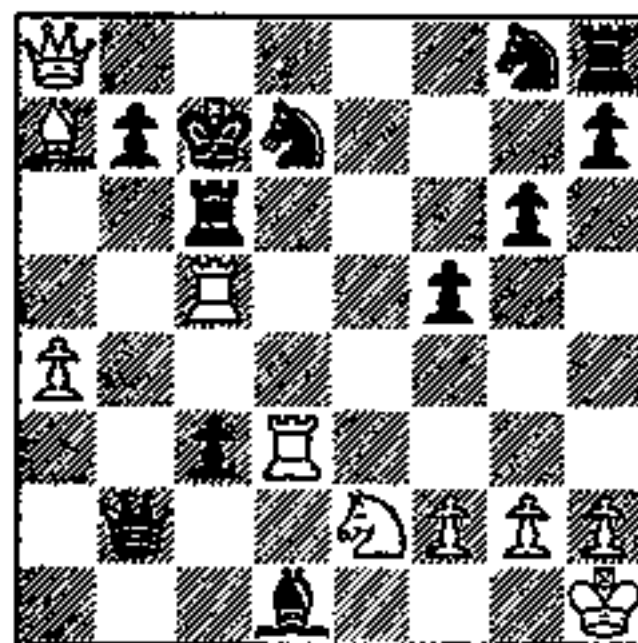
BLACK   JOURNOUD

WHITE   CHAPELLE

White to play

GAME 173

A lovely position from a game played about 1875   White has a forced mate in three moves from the position on the diagram.   It is difficult to solve.

BLACK

WHITE

White to play

WHITE	BLACK

1   Kt–B 4

After this quiet opening move it is mate in two more moves, however Black plays

1.   .   Q—Kt 6

If Kt × R, 2 Q–Q 8 mate. Or R × R, 2 Kt–K 6 ch, K–B 3, 3 Q–B 8 mate   And if B–Kt 6, then 2 B–Kt 6 ch, K × B, 3 Q–R 5 mate.
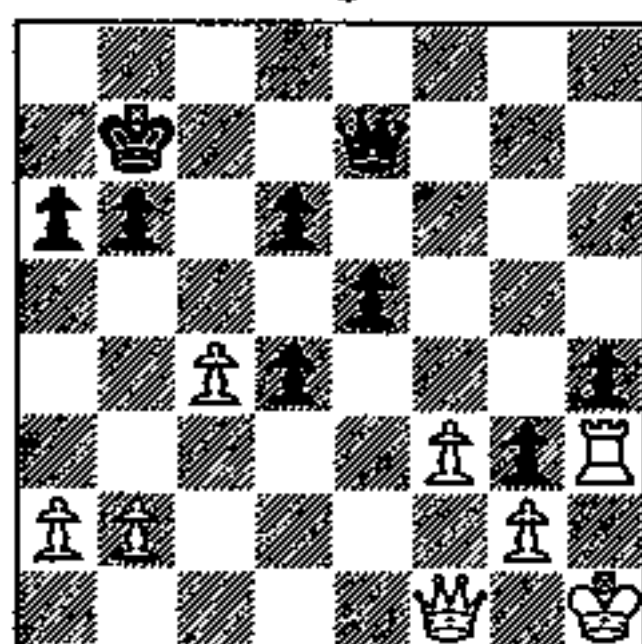
2 B–Kt 6 ch and mates next move, because if K × B, 3 Q–R 5.   Or Q × B, 3 Kt–K 6. Or Kt × B, 3 Q–Q 8 mate

A fine problem from actual play

GAME 174

In the following peculiar position White, with a Rook to the good, has a lost game.

BLACK   J A Lewis

WHITE   E Spencer

White to play

WHITE	BLACK
E Spencer	J A Lewis
1. Q–K 1	Q–Kt 4
2. K–Kt 1	K–B 2
3. K–B 1	P–Q 6
4. P–Kt 4	P–K 5
5. P–B 5	P–Q 7
6. P×Q P ch	K–Kt 1
Resigns	

If 7 Q–K 2, Q–Kt 4, 8 Q×Q, P–Q 8(Q) mate

GAME 175

Played in 1849.

In this position White by capturing the R P ties up his Q and B, allowing Black a good combination.

WHITE	BLACK
Horwitz	Harrwitz
1. B×P	R–R 1
2. P–Q Kt 4	Castles
3. P×P	P×P
4. Q R–K 1	P–K 4

A well-planned attack.

5. P×P	B–Kt 3 ch
6 K–R 1	P×P
7 R×P	Q×R
8. Kt×Q	R×R ch

9	K–R 2	B–B 2
10	P–Kt 3	

The position of the Q is fatal

10	.	B × Kt
11	K–Kt 2	Q R–K B 1
12	B–Kt 6	P–Q 5
13	P–R 4	Q R–B 7 ch
14	K–R 3	P–R 4
	Resigns	

BLACK   HARRWITZ
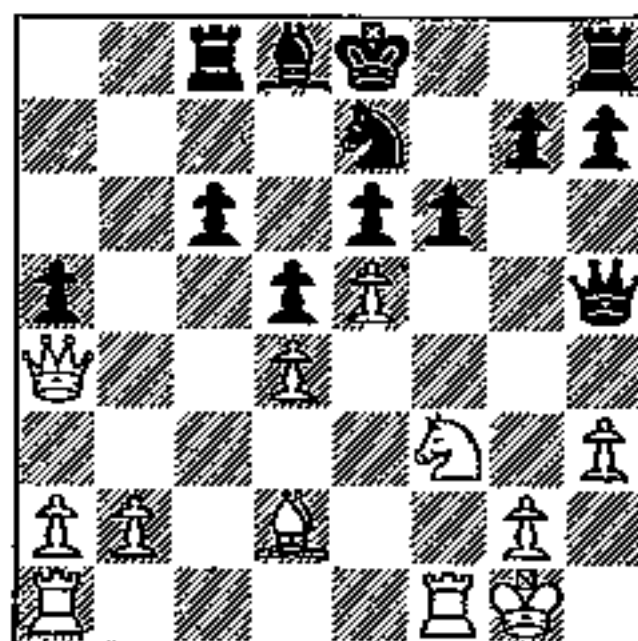
WHITE   HORWITZ

White to play