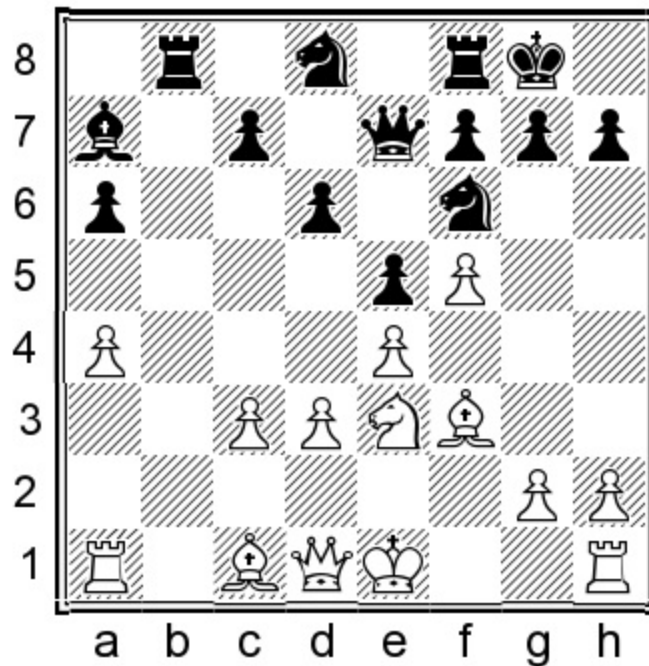


*To be champion requires more than simply being a strong player;
one has to be a strong human being as well. – Anatoly Karpov*

Show in Text Mode

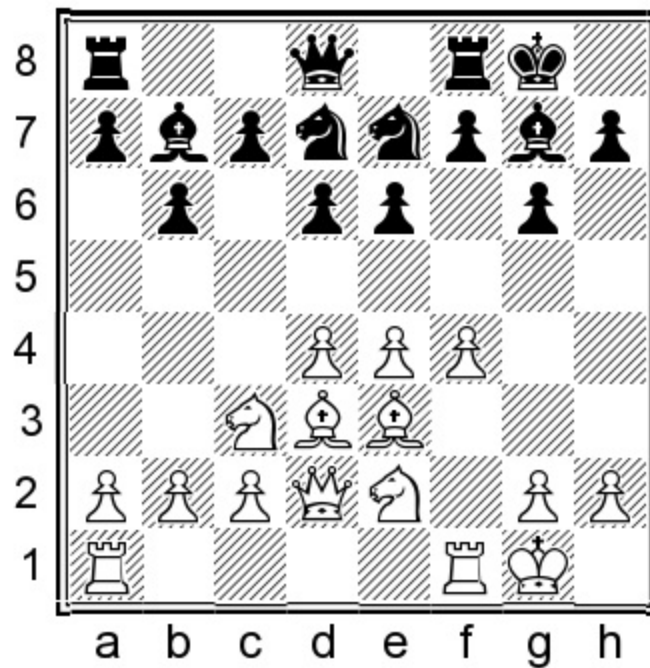
1. Steinitz – Robey, London 1862



Show/Hide Solution

16.g4!± Launching an attack. 16.0-0 was played in the game, but White should be happy that the king is still on e1. A plausible continuation: **16...♞d7** **17.h4 c6** Stopping ♞d5. **18.g5 f6** White continues with g5-g6 or ♞g4, ♞a2-g2 and h4-h5.

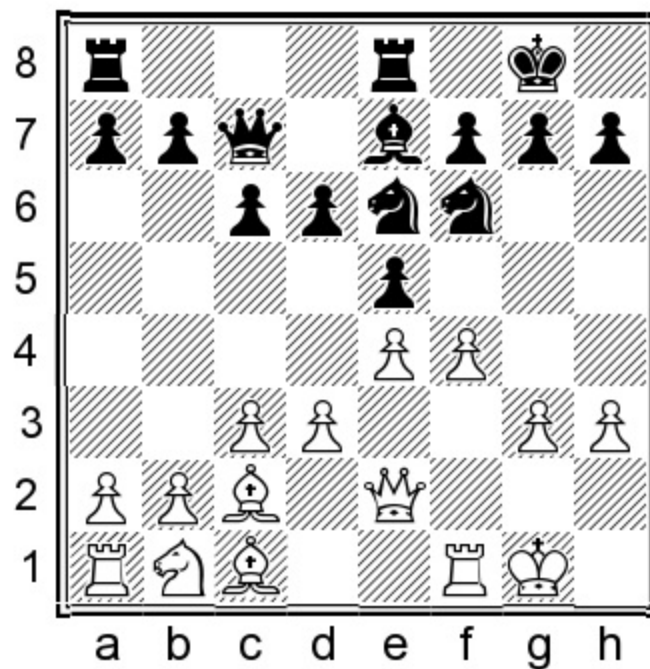
2. Steinitz – Blackburne, London (1) 1862



Show/Hide Solution

10.f5! Increasing the scope of the f1-rook, e3-bishop and e2-knight; and after the next move, also the remaining pieces on d3, c3 and a1. It can hardly be better! If White does not push immediately, Black can play 10...d5 and it will be too late. **10...exf5** Otherwise Black would get a weak e-pawn after fxe6. **11.exf5±** White continues with ♖g5 or ♖h6, playing on the kingside.

3. Steinitz – MacDonnell, Dublin 1865

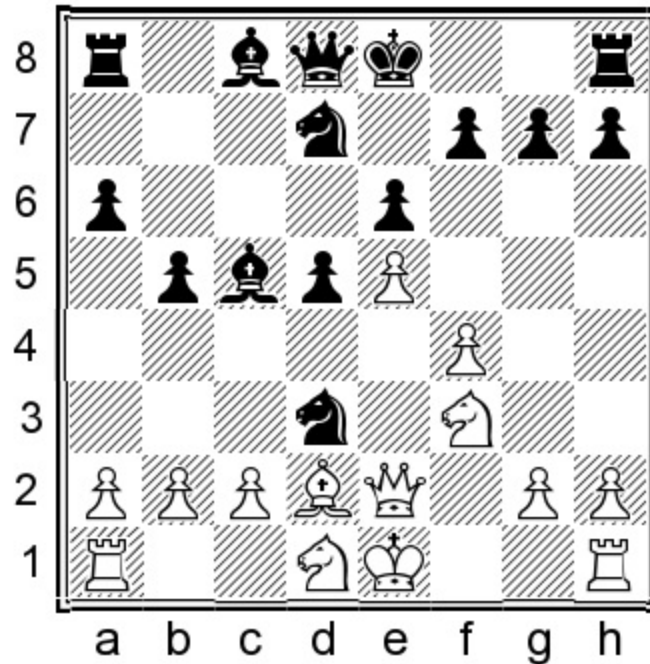


Show/Hide Solution

14.f5! Steinitz played 14.♘d2 which allows 14...exf4 15.gxf4 g6, when the open centre (rook against

queen!) gives Black some counterplay. **14...♖c5** Since the centre is closed, White obtains a dangerous attack by advancing the g-pawn. In the event of 14...♗f8 15.g4 h6 a possibility that might be worth remembering is: 16.h4 (The simple 16.♗d2± is also good.) 16...♗6h7 A standard defence. 17.g5 hxg5 18.♕h1!↑ With ♖g1 coming next.

4. Steinitz – Sellman, Baltimore 1885

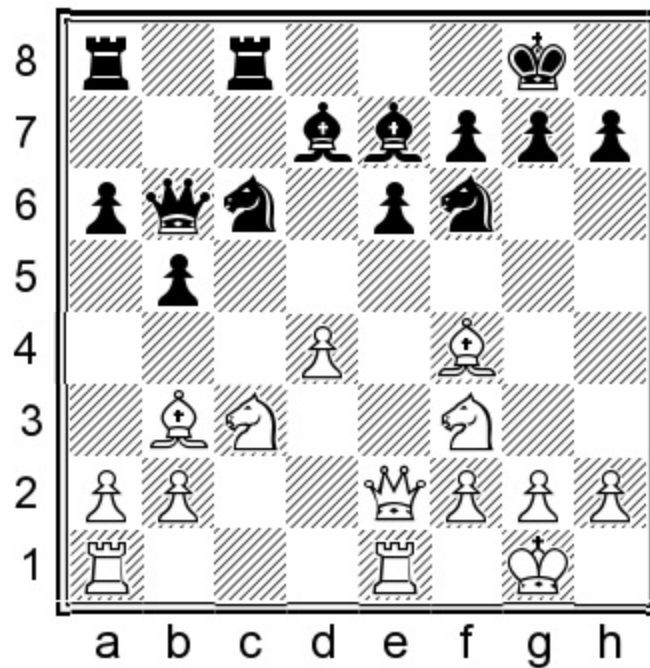


Show/Hide Solution

12.cxd3! This improves White's structure since:

- a)** It controls the c4- and e4-squares (the main point)
- b)** White can use the open c-file
- c)** Black can't use his queenside pawns to open files (not relevant in this game)
- d)** The pawn can advance to d4
- e)** It closes the a6-f1-diagonal. "It may seem strange to attach an exclamation mark to a move which today would be automatically made by any candidate master," wrote Kasparov in the book series on his predecessors. "But then, in 1885, the consequences of the pawn capture were by no means obvious, and the majority of players were simply unable to think long-term." According to Kasparov, Black had to play **12...b4** followed by ...a6-a5 and ...♕a6. 12...a5 has the same idea. 12...d4 opens the long diagonal for the light-squared bishop, but also gives up the e4-square. 13.♗f2±

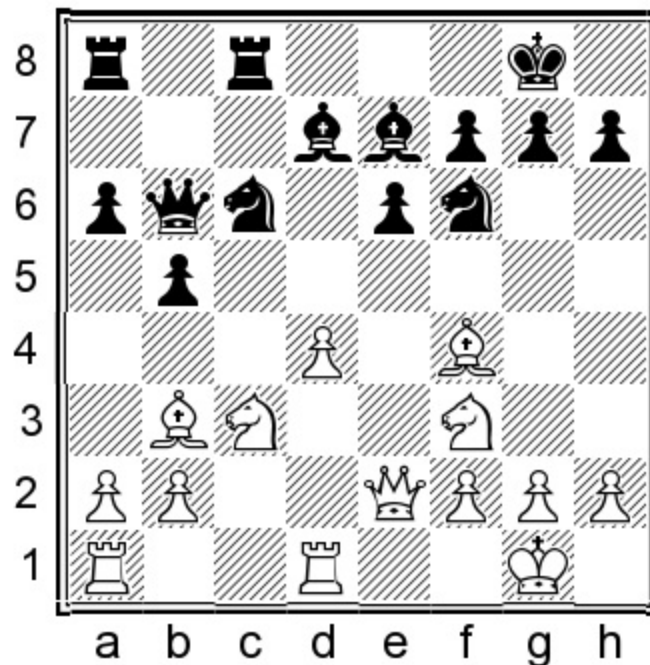
5. Zukertort – Steinitz, USA (13) 1886



Show/Hide Solution

17.d5! A standard isolated queen's pawn position. Pushing and exchanging the pawn is usually favourable, as White's pieces are more actively placed. Zukertort missed this opportunity by playing 17.♖ed1?, which takes us to the next exercise. 17...exd5 18.♘xd5 ♘xd5 19.♙xd5 ♙f6 20.♗ad1 ♗f8 21.♙e4 All White's pieces are on excellent squares and Black has no good defence. For instance, 21...♗ad8 22.♕c2 with a double threat – or triple if you count ♗d6.

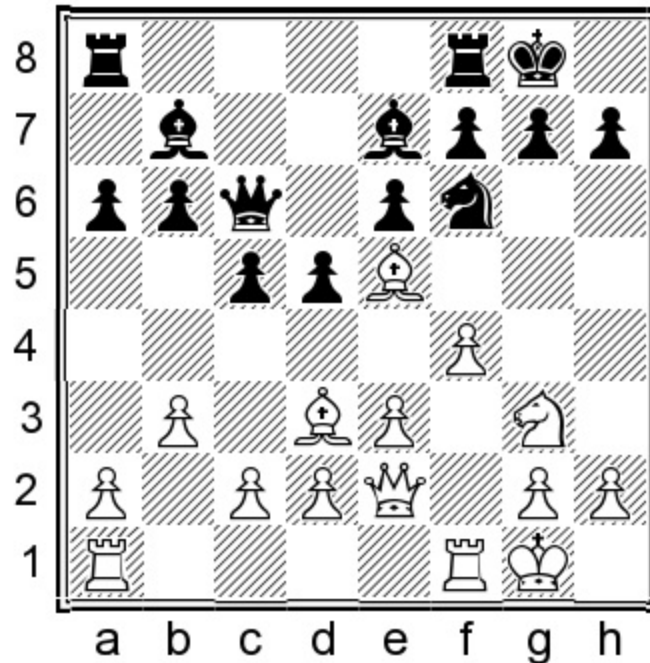
6. Zukertort – Steinitz, USA (13) 1886



Show/Hide Solution

17...♖a5! Chasing back the bishop to increase Black's control over the important d5-square. 17...b4 is met by 18.♗e4= and if ...♗d5, White can trade on d5. **18.♙c2 b4 19.♗e4 ♗d5** The isolated pawn is blocked for the foreseeable future.

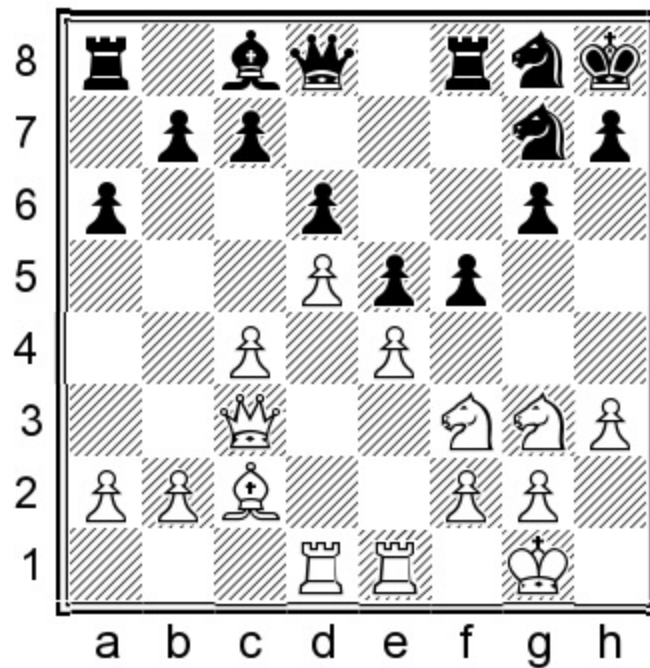
7. Lasker – Bauer, Amsterdam 1889



Show/Hide Solution

14.♗h5! Exchanging the key defender. 14.f5 g6!± defends quite well. **14...♗xh5 14...♗e8 15.♙xg7! ♗xg7 16.♙g4** wins. 14...♞fc8! was the best defensive try, when White can win the h7-pawn but the black king escapes to the centre and the game continues. **15.♙xh7†! 15.♙xh5 f5= 15...♗xh7 16.♙xh5† ♗g8 17.♙xg7!! ♗xg7 18.♙g4† ♗h7 19.♞f3** Black has to give up too much material to avoid mate. **19...e5 20.♞h3† ♙h6 21.♞xh6† ♗xh6 22.♙d7!** White could have won more slowly, but the double threat ends the game in short order. Why are we seeing a tactical combination in a book of positional exercises? Because classic combinations such as this one should be part of one's foundational knowledge, which can guide us towards correct positional decisions – in this case, exchanging the defensive knight.

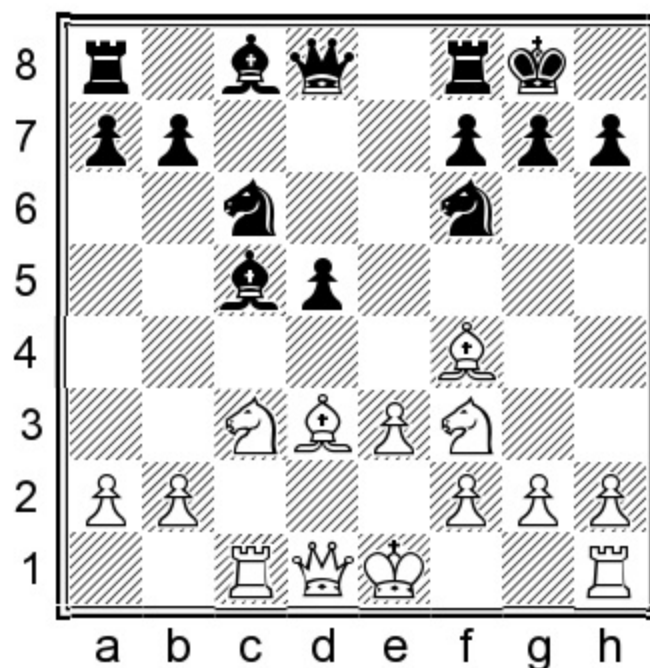
8. Lasker – Steinitz, St. Petersburg 1895



Show/Hide Solution

21...f4! Closing the centre and gaining space. Black prepares to push the g-pawn and launch an attack, using as many pieces as possible on the kingside. After the game continuation 21...fxe4? White gets a nice square on e4. 21...♘f6 22.exf5 gxf5 opens things up for White's pieces. There is even 23.♘xe5!? dxe5 24.♖xe5 with compensation, as Black is cramped. **22.♘f1 b6 23.♘1d2** After 23.b4 a5 24.a3 g5 25.c5 h5 White's pieces are not well placed to attack on the queenside. **23...g5 24.♕f1!∞** White should run from the kill zone.

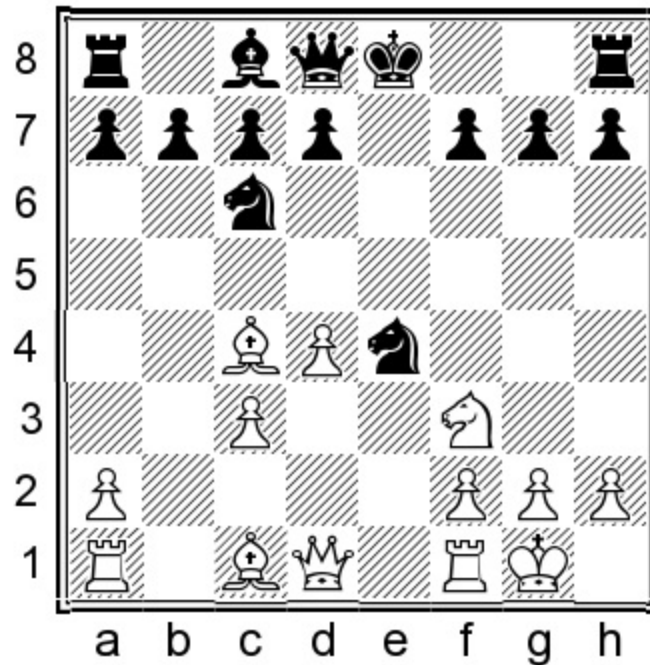
9. Steinitz – Lasker, St. Petersburg 1895



Show/Hide Solution

10...d4 Following the school book by exchanging the isolated pawn to release the active pieces behind it. **11.exd4 ♖e8!** An irritating intermediate move, forcing White to retreat. There is no need to calculate further. Lasker played 11...♘xd4 with a balanced position

10. Steinitz – Lasker, Moscow (3) 1896



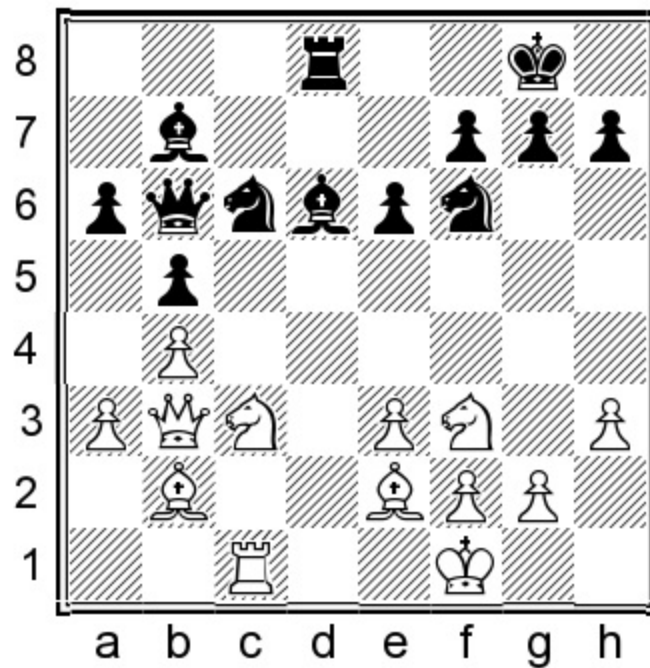
Show/Hide Solution

9...d5! White should not be allowed to gain space with d4-d5. 9...0-0? 10.d5± **10.♕a3?** White should play something else, but in that case Black simply castles with a good game. The only downside to Black's last move would be if White could catch the king in the centre, so this is the only critical move to check. **10...dxc4 11.♖e1** Black has several decent moves, so you didn't need to decide between them before choosing 9...d5. Best is: **11...♔d5 12.♘d2 ♕e6** Followed by long castling.

William Steinitz “

A sacrifice is best refuted by accepting it.”

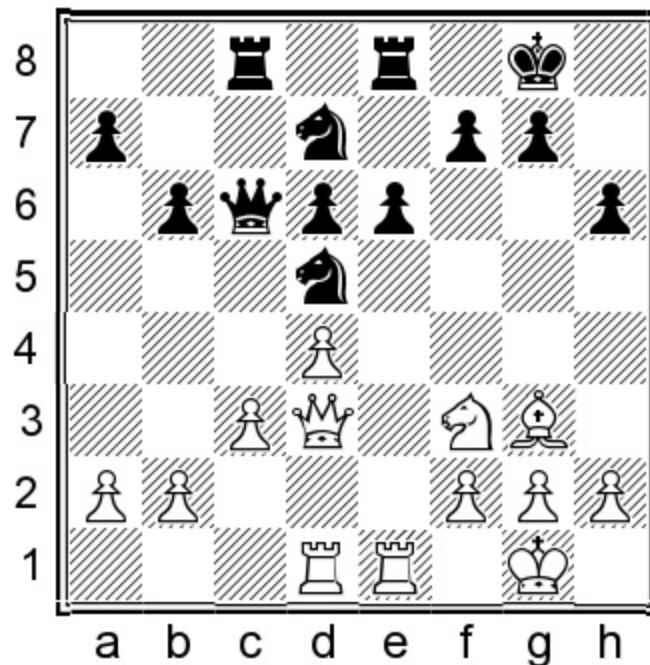
11. Lasker – Maroczy, London 1899



Show/Hide Solution

18...♖e5! Opening the diagonal for the bishop on b7, and also in some way preparing ...♗e5 which neutralizes White's bishop on b2. In many similar positions with the c- and d-pawns exchanged, both players try to be first with ...♗e5 or ♖e4, to exploit their respective diagonals. **19.♗xe5** Instead Lasker accepted doubled pawns on f3, a long-term concession. **19...♗xe5** **20.♖c2** Black has slightly more active pieces, but it's not enough to claim a real advantage.

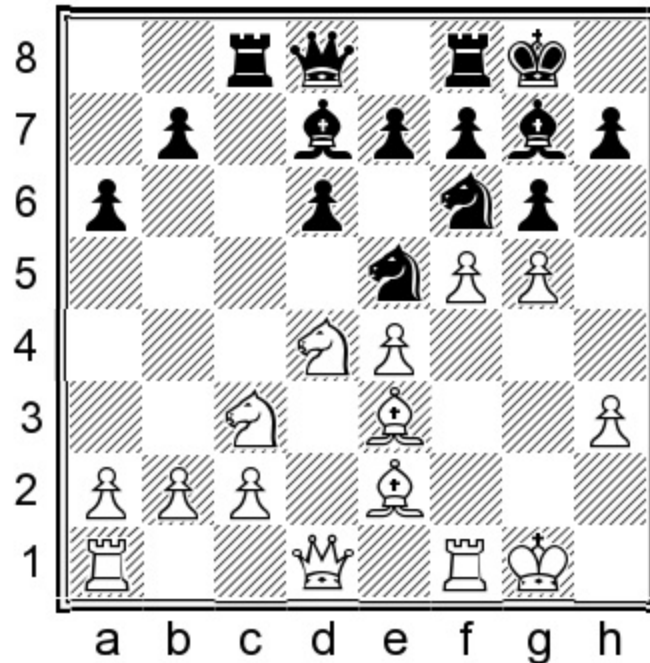
12. Blackburne – Lasker, London 1899



Show/Hide Solution

18...b5 A standard minority attack, to eventually create a weak white pawn on the queenside – and in the meantime, solidifying the c4-outpost for a knight. 18...f5 is also a good move, gaining space and controlling the light squares. The game continuation is more straightforward though.

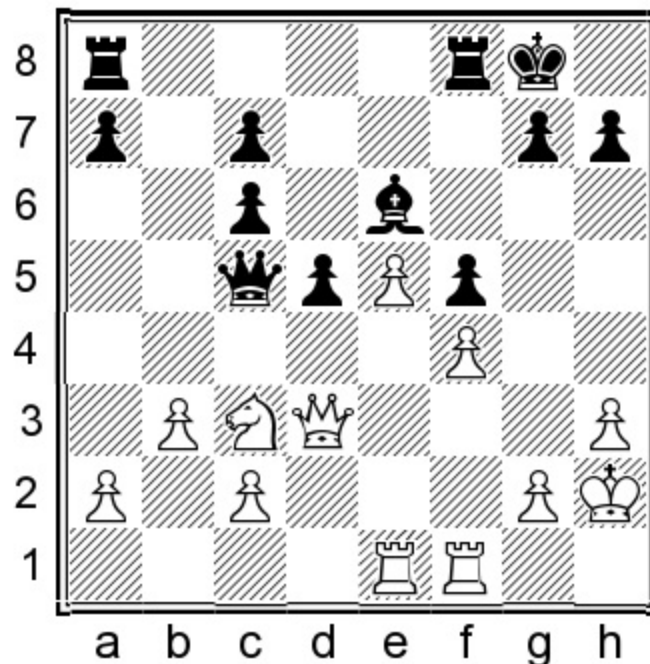
13. Lasker – Mackay, Great Britain (Simul) 1908



Show/Hide Solution

13...Bxc3! For the exchange, Black destroys White's structure and picks up a valuable central pawn.
14.bxc3 14.gxf6 Bxe3 15.fxg7 Qxg7+ **14...Nxe4**+ Lasker went on to lose this simul game.

14. Lasker – Cohn, St. Petersburg 1909



Show/Hide Solution

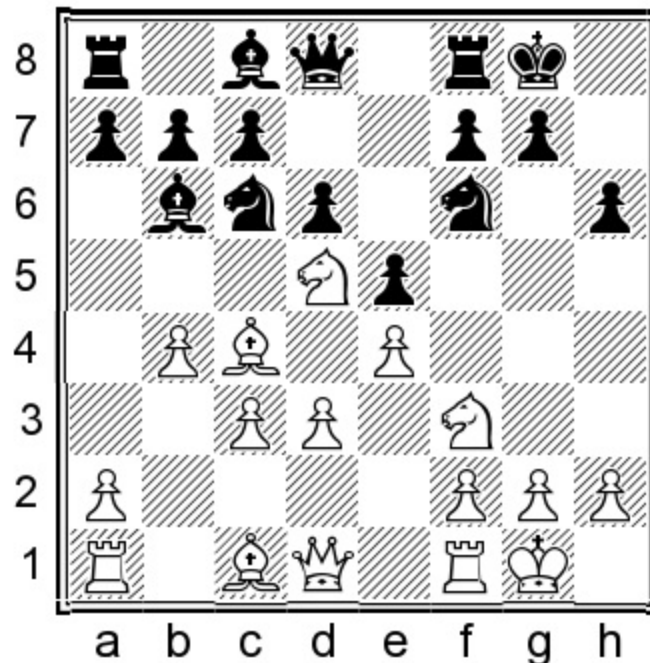
14. Emanuel Lasker – Erich Cohn, St. Petersburg 1909

20. ♖a4!+– Taking control over the dark squares, where Black is helpless due to the immobile doubled c-pawns. Other moves are also good (winning), but that's no reason not to choose the most logical and convincing path.

Emanuel Lasker

“To refer to the oft-mooted question, ‘Which piece is stronger, the bishop or the knight?’ it is clear that the value of the bishop undergoes greater changes than that of the knight.”

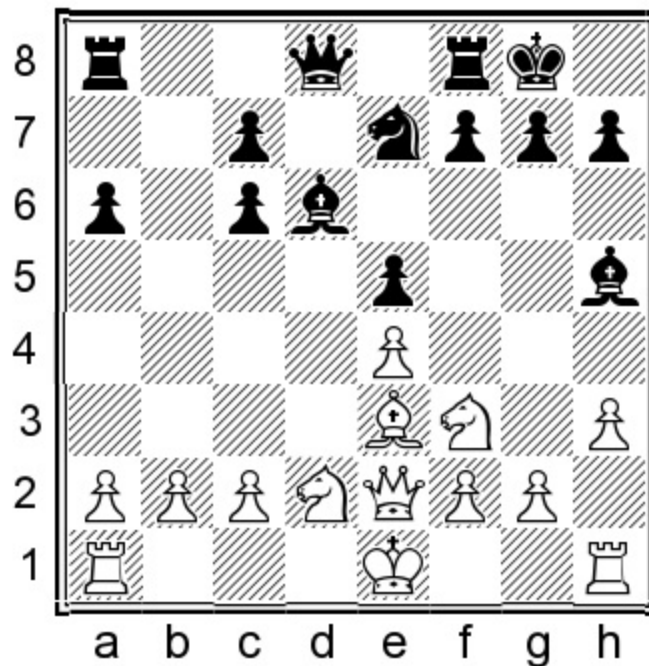
15. Alekhine – Cohn, Karlovy Vary 1911



Show/Hide Solution

10. a4!± Black is forced to move the a-pawn and recapture with ...cxb6, weakening his structure and giving up the d5-square.

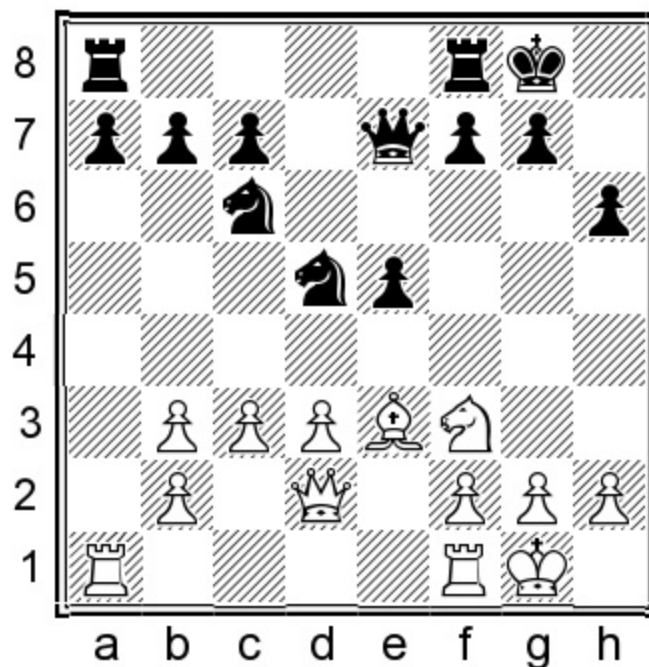
16. Znosko-Borovsky – Alekhine, St. Petersburg 1913



Show/Hide Solution

12.g4! With a closed centre, White can afford to advance on the wing. **12...♙g6 13.h4 f6 13...h5 14.♘g5! hxg4 15.h5 ♖h7 16.h6 g6** and it's tempting to use another diagram to embarrass the bishop on h7. **14.h5 ♙f7** White failed to find the best continuation: **15.g5!** Before Black has a chance to stop it with ...h7-h6. The attack is winning.

17. Ed. Lasker – Alekhine, Scheveningen 1913



Show/Hide Solution

14...a5! ♞ Stopping b3-b4.