

BATSFORD CHESS



THE MOST INSTRUCTIVE GAMES OF CHESS EVER PLAYED

Irving Chernev

The Most Instructive Games of Chess Ever Played

62 Masterpieces of Modern Chess Strategy

Irving Chernev

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Introduction

Chess masters play to win. In doing so they would like to create master pieces. They would like to conjure up brilliant combinations that leave everybody gasping with wonder and admiration – but first and foremost, they play to win, and win quickly and easily.

The chess master knows which positions are favorable, and tries to bring these positions about. He knows that his pieces must be placed where they exert the utmost influence, and where they prevent the opponent's pieces from moving about freely. He knows that Rooks must seize the open files, with a view to gaining control of the seventh rank. He knows that Bishops must either command long diagonals, or else pin down and paralyze the opponent's Knights. He knows the squares on which his Knights must be posted to get a powerful grip on the position. He realizes the essential truth in Tartakover's epigram, "Seize the outpost e5 with your Knight, and you can go to sleep. Checkmate will come by itself." The chess master knows how to obtain a slight advantage, and then exploit it to the fullest. In short, he knows the strategy of winning.

The games in this book are to my mind the most instructive examples in the whole literature of the game, of position play – the strategy of winning chess. Who, for example, will doubt the tremendous power exerted by a Rook posted on the seventh rank, after seeing Capablanca's delightfully clear-cut demonstration in Game No. 1 against Tartakover? And who will not learn a great deal about the art of handling Rook and Pawn endings (the most important endings in chess) after playing through Tarrasch's game against Thorold? And can there be a more convincing illustration of the paralyzing effect on the opponent's position that comes from control of the black squares, than in the Bernstein – Mieses game? Or are there more enlightening and entertaining Bishop and Pawn endings than feature the two games between Blackburne and Weiss?

These games, as well as all the others, are masterly demonstrations of the basic strategy of winning. So much so that I thought an appropriate title for a book of these games should be The Most Instructive Games of Chess Ever Played.

But I might just as well have called this collection The Most Beautiful Games of Chess Ever Played.

Paris 1965
New York 1965

– Irving Chernev

To My Dear Wife

*Chess, like love, is infectious
at any age – Salo Flohr*

■ GAME ONE ■

Rook on the Seventh Rank

J. R. Capablanca – S. Tartakover

New York 1924, DUTCH DEFENSE

Capablanca's play in the game that follows provides us with a magic formula for conducting Rook and Pawn endings: seize the seventh rank with your Rook, and advance your King to the sixth!

Capablanca gives up a couple of valuable Pawns to get his King and Rook onto the key squares. Once there, they keep the adverse King busy warding off threats of mate, and leave him no time to defend his Pawns. Four of these pawns fall victims in half-a-dozen moves, after which resistance is of course hopeless. Capa's clear-cut, methodical play is so easy to understand that the whole ending is a marvellous piece of instruction, and a thing of beauty as well.

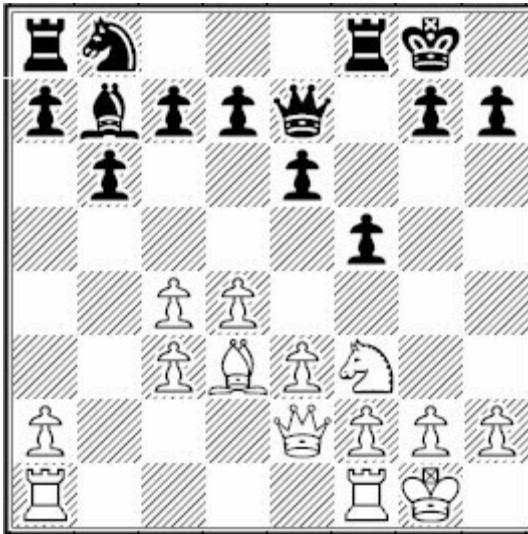
1	d4	e6
2	♘f3	f5
3	c4	♘f6
4	♗g5	♗e7
5	♘c3	o-o
6	e3	b6
7	♗d3	♗b7
8	o-o	♗e8

Black evidently intends to attack on the King side by 9 ... ♘h5 and 10 ... ♘g4 – customary strategy in the Dutch Defense.

9 ♘e2!

This move makes Tartakover change his mind, since 9 ... ♘h5 is met by 10 e4, and White's center is imposing.

9	...	♘e4
10	♗xe7	♘xc3
11	bxc3	♗xe7



The exchanges have left White with a doubled c-Pawn. In compensation for this weakness, the b-file has been opened and is available to his Rooks.

12 **a4!**

A clever preventive move! It stops an unwelcome intrusion by $12 \dots \mathbb{Q}a3$, and also prepares to meet $12 \dots \mathbb{Q}c6$ with $13 \mathbb{R}fb1$, and if then $13 \dots \mathbb{Q}a5$ $14 c5$ undoubles the Pawns by force, since the continuation $14 \dots bxc5$ $15 \mathbb{R}b5$ is to White's advantage.

12	...	$\mathbb{Q}xf3$
13	$\mathbb{Q}xf3$	$\mathbb{Q}c6$
14	$\mathbb{R}fb1$	$\mathbb{R}ae8$
15	$\mathbb{Q}h3$	

Another preventive move. Black cannot free himself by $15 \dots e5$ as $16 \mathbb{Q}xf5$ would follow. The Queen's move also makes it possible for White to play $16 f4$, giving him a grip on the square e5.

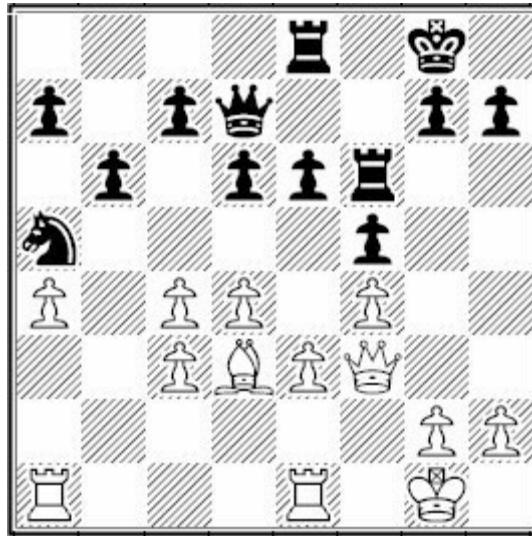
15	...	$\mathbb{R}f6$
16	f4!	$\mathbb{Q}a5$
17	$\mathbb{Q}f3$	

The Queen returns to f3, to dominate the long diagonal.

17	...	d6
18	$\mathbb{R}e1$	

Having done its work on the b-file, the Rook moves to the center, to support a break by $19 e4$.

18 **...** **$\mathbb{R}d7$**



19 **e4!**

White opens up the position to give his pieces more scope.

19 ... **fxe4**

20 **♘xe4** **g6**

21 **g3**

White stabilizes his position with this move and the next, before starting an attack on the King side by h4 and h5.

21 ... **♔f8**

22 **♕g2** **♗f7**

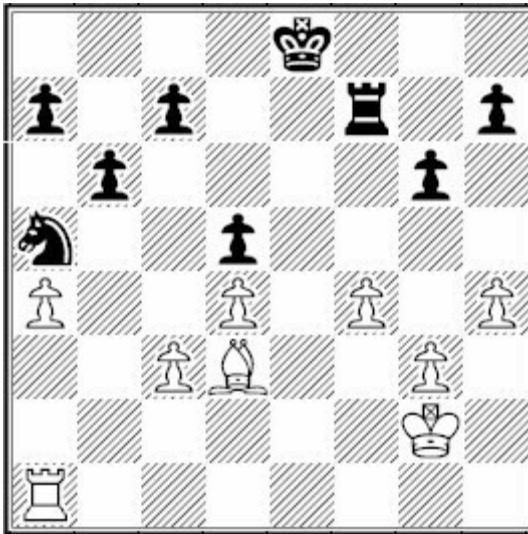
23 **h4** **d5**

This leads to an exchange of Queens, leaving White with a tiny advantage – but all Capablanca needs is a microscopic advantage!

24 **cxd5** **exd5**

25 **♗xe8+!** **♗xe8**

26 **♗xe8+** **♗xe8**



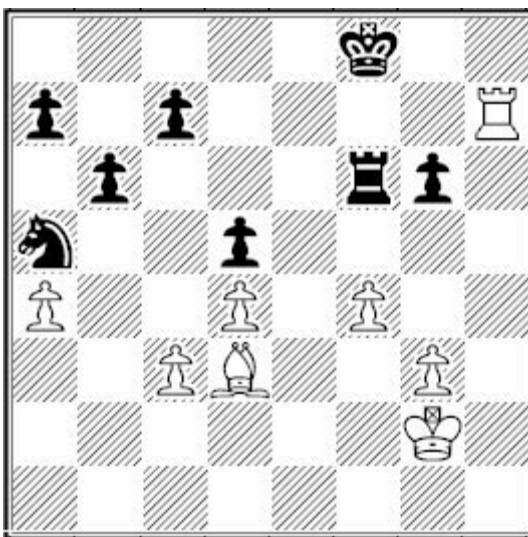
27 **h5!**

All according to plan! If Black plays 27 ... gxh5, there follows 28 ♜h1 ♛f8 29 ♜xh5, and White wins the h-Pawn or the d-Pawn.

27	...	♜f6
28	hxg6	hxg6
29	♜h1	

Good players always seem to hold the high cards. Capablanca's Rook controls an open file and will seize the seventh rank next move. Should Tartakover's Rook become ambitious and try to counter-attack by 29 ... ♜c6, the reply 30 ♜b5 would come like a flash and pin the unfortunate piece.

29	...	♛f8
30	♜h7	



Rook to the seventh – the magic move in Rook and Pawn endings. What is the secret in the

strength of this move? It is this:

(a) The Rook is in perfect position to attack any Pawns that have not yet moved – those still standing on the second rank.

(b) The Rook is prepared to attack any Pawns that have moved, by getting behind them *without loss of time*. The Pawns would be under constant threat of capture, no matter how many squares they advanced on the file.

(c) The Rook's domination of the seventh rank confines the opposing King to the last rank, preventing him from taking any part in the fighting.

30 ... ♕c6

31 g4 ♕c4

The Knight hastens to get into active play. Black naturally avoids 31 ... ♕xc3, as the reply 32 ♙xg6 allows his opponent to have two connected passed Pawns.

32 g5

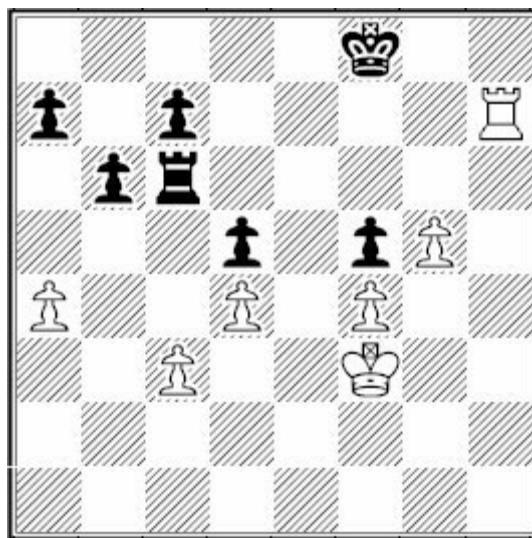
Threatens to win by 33 ♕h6 ♔g7 34 f5.

32 ... ♕e3+

33 ♔f3 ♔f5

34 ♙xf5 ♗xf5

This is the position, with White to move:



Now comes a brilliant continuation, which Capablanca must have planned many moves before. In a simplified ending where Pawns are worth their weight in gold, he gives away two Pawns! Moreover he lets Black capture them with check!

35 ♔g3!

The King is headed for f6, a square from which he can assist the Rook in mating threats, and also help the passed Pawn take those last three steps.

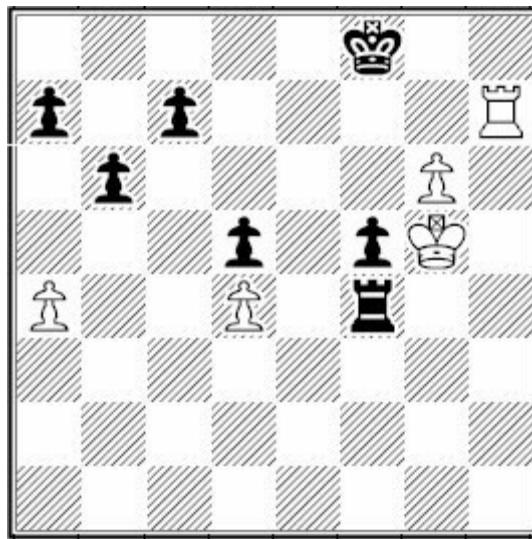
35 ... **Rxc3+**

36 **Qh4** **Rf3**

Instead of this, if Black tries to exchange Rooks, this follows: 36 ... **Rc1** 37 **Qh5** **Rh1+** 38 **Qg6** **Rxh7** 39 **Qxh7** **c5** 40 **g6**, and the Pawn crashes through.

37 **g6** **Rxf4+**

38 **Qg5**



38 ... **Re4**

Capturing the d-Pawn would be fatal: 38 ... **Rxd4** 39 **f6** **g8** (on 39 ... **e8** 40 **h8+** **d7** 41 **g7** and Black must give up his Rook for the Pawn) 40 **d7** and White mates.

39 **Qf6!**

Excellent! The King is beautifully placed to support the passed Pawn, and incidentally to frighten Black with threats of mate.

Notice that White disdained capturing Black's Pawn. Now it acts as a buffer against annoying checks by the Rook.

39 ... **Qg8**

40 **Rg7+** **Qh8**

41 **Rxc7** **Re8**

42 **Rxf5** **Re4**

43 **Qf6** **Rf4+**

44

♕e5

White goes after the Queen side Pawns. Contrasting the activity of the two Kings, White is practically a piece ahead!

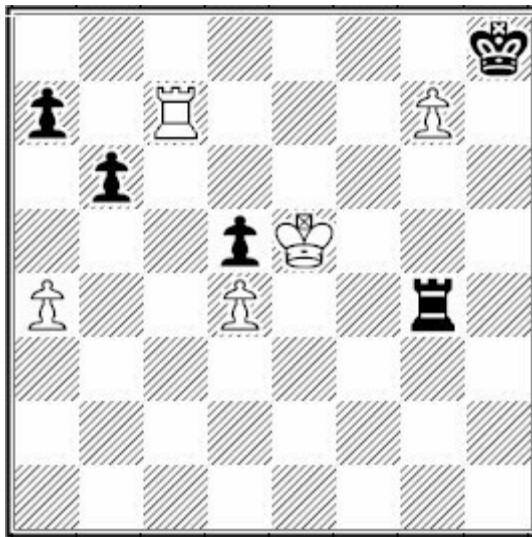
44

...

♖g4

45

g7+



Black doesn't dare take the Pawn. If 45 ... ♜xg7 46 ♜xg7 ♔xg7 47 ♕xd5 ♔f7 48 ♔d6 ♔e8 49 ♔c7 ♔e7 50 d5, and the Pawn cannot be stopped.

45

...

♕g8

46

♜xa7

♖g1

47

♔xd5

♖c1

48

♔d6

♖c2

49

d5

♖c1

50

♖c7

♖a1

51

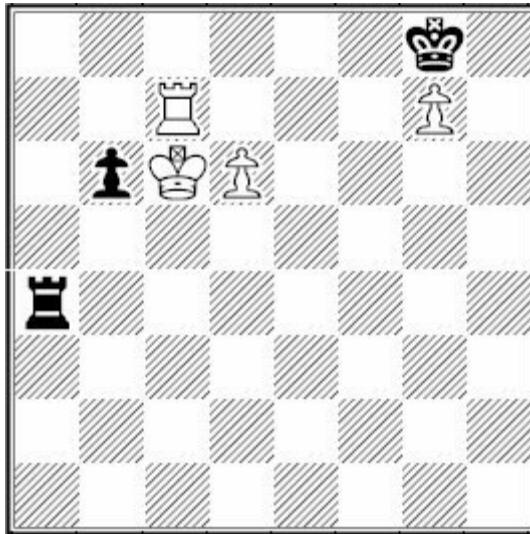
♔c6

♜xa4

52

d6

Resigns



The continuation (for anyone still skeptical) would be 52 ... $\mathbb{R}d4$ 53 $d7$ $\mathbb{R}c4+$ (if 53 ... $\mathbb{Q}xg7$ 54 $d8(\mathbb{Q})+$) 54 $\mathbb{Q}b7$ $\mathbb{R}d4$ 55 $\mathbb{Q}c8$ and the Pawn becomes a Queen next move.

“No one has ever played these endgames with such elegant ease as Capablanca,” says Réti.

■ GAME TWO ■

The King is a Strong Piece

M. Tal – G. Lissitzin

Leningrad 1956, SICILIAN DEFENSE

To those of us who worry about the safety of the King, Tal's play in this game is a joy and a revelation. Tal realizes that the power of the King increases as the game progresses and as the pieces come flying off the board. By the time the ending has been reached, the King is truly a formidable fighting piece.

Watch Tal's King stroll nonchalantly into the heart of the enemy camp, gather up a couple of Pawns, and then prepare to escort one of his own Pawns to the Queening square. It is a treat to watch, an absorbing lesson in endgame procedure.

1	e4	c5
2	♞f3	d6
3	d4	cx d4
4	♞xd4	♞f6
5	♝c3	g6
6	f4	♝c6

Black avoids a trap with this move, indicating that one must not play mechanically even at this early stage. If 6 ... ♜g7 (the natural follow-up to 5 ... g6) the continuation is 7 e5 dx e5 8 fxe5 ♜g4 9 ♜b5+ ♜f8 (on 9 ... ♜d7 or 9 ... ♜d7 10 ♜xg4 wins a piece) 10 ♜e6+, and White wins the Queen.

7	♞xc6	bx c6
8	e5	♞d7
9	exd6	exd6
10	♜e3	

Other lines of play look more aggressive, but lead to no more than equality. For example: 10 ♜d4 ♜f6 11 ♜e3 ♜e7 12 ♜e2 0–0 13 0–0 c5. Or 10 ♜e2+ ♜e7 11 ♜e3 0–0.

10	...	♜e7
11	♞f3	d5

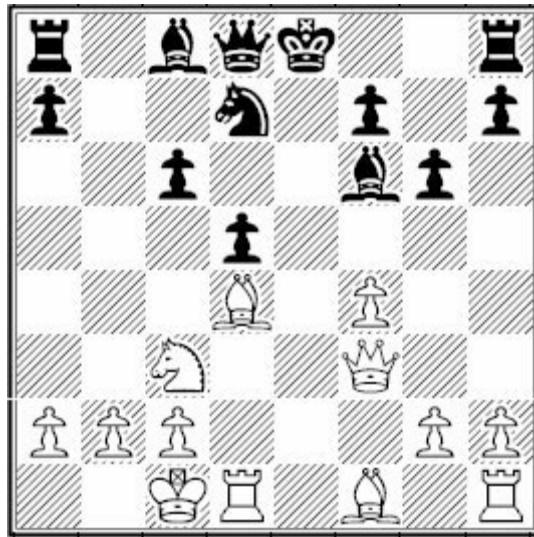
12

0–0–0

♗f6

13

♘d4



Proper development does not concern itself merely with placing the pieces where they are effective for attack. It is equally important to interfere with the range of influence of the opponent's pieces. You must dispute control, as Tal does here, of every file, rank and diagonal.

13

...

0–0

14

h4

Indicating his intention of opening up the h-file by 15 h5.

14

...

♖b8

Black seizes an open file. Capturing the h-Pawn instead would be dangerous, as after 14 ... ♗xh4 15 ♖h3 g5 16 g3 ♘f6 17 f5 and the Bishop is trapped.

15

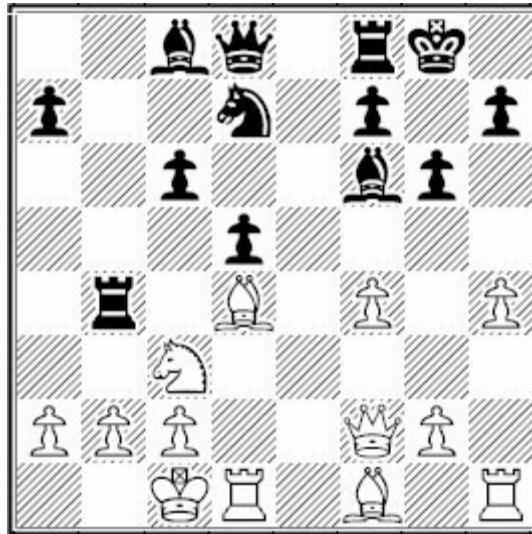
♘f2

Guards against the threat 15 ... ♘xd4 16 ♕xd4, ♗b6, and Black attacks the Rook as well as the b2 Pawn.

15

...

♖b4



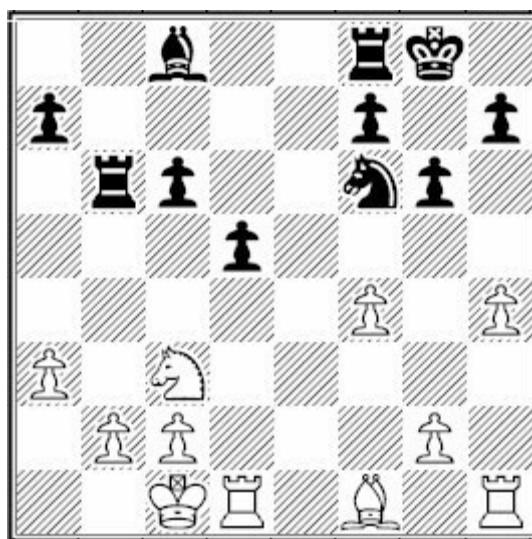
16 ♕xf6

Tal is not tempted by the offer of a Pawn. It is easy to yield and then fall into something like this:
16 ♕xa7 ♕a5 **17** ♕e3 ♕xb2! **18** ♕xb2 ♕xc3+ **19** ♕c1 ♕a3+ **20** ♕b1 ♕b2 mate.

16	...	♕xf6
17	a3	

Here too Tal resists temptation. **17** ♕xa7 ♕d6 **18** g3 ♕xb2 **19** ♕xb2 ♕b4+ **20** ♕c1 ♕xc3 and Black has a strong attack, one threat for example being **21** h5 ♕a1+ **22** ♕d2 ♕e4+ **23** ♕e1 ♕c3+ **24** ♕e2 ♕g4 mate.

17	...	♕b6
18	♕xb6	♕xb6



19 ♕a4!

A powerful move, even though the Knight moves to the side of the board. Tal has two objects in mind: To fix Black's center Pawns so that they may not advance, and to dominate his opponent's

weakened black squares.

19	...	♝b7
20	♞d3	♝h5
21	♜hf1	♝e7
22	f5!	

A fine positional sacrifice. At the cost of a Pawn Tal disrupts his opponent's Pawn structure on the King side. In addition to this, the acceptance of the sacrifice leaves Black's Bishop hemmed in by Pawns occupying white squares.

22	...	gx f5
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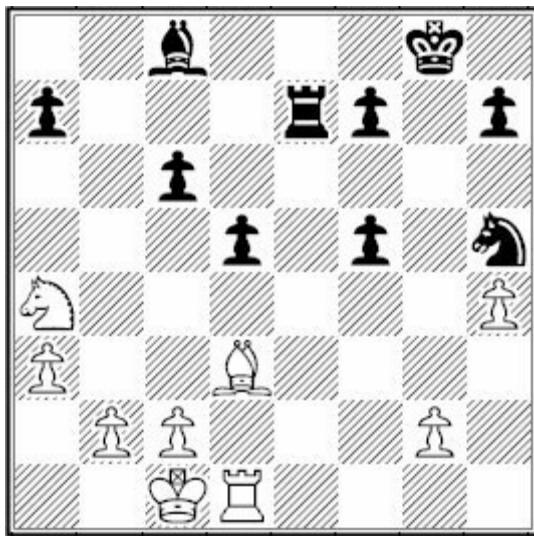
Black is hypnotized into taking the Pawn, and that leads to his ruin.

23	♝fe1!
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Another fine positional move. Tal is a Pawn behind, but does not hesitate to exchange pieces. The point is that he must dispute control of the open e-file, or else Black will double Rooks and gain complete possession of it.

23	...	♝fe8
24	♜xe7	♜xe7

This is the position with Tal to play:



25	♚d2!
-----------	-------------

The beginning of a remarkable tour. The King is headed for the Queen side where it will terrorize all the Pawns in sight.

25	...	♝g3
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26

♔c3

f4

Clears the way for the Bishop to come into the game.

27

♕d4

The King continues his journey along the black squares.

27

...

♗f5

Not only does Black want to exchange Bishops (being a Pawn ahead) but he has this idea in mind: 28 ... ♗xd3 29 ♔xd3 ♕e3+ 30 ♔d4 ♕e2 and his Rook controls the seventh rank.

28

♖d2

♕e6

Obviously, to go after the h-Pawn.

29

♘c5

♖h6

30

♔e5!

♗xd3

31

cxd3

♖xh4

32

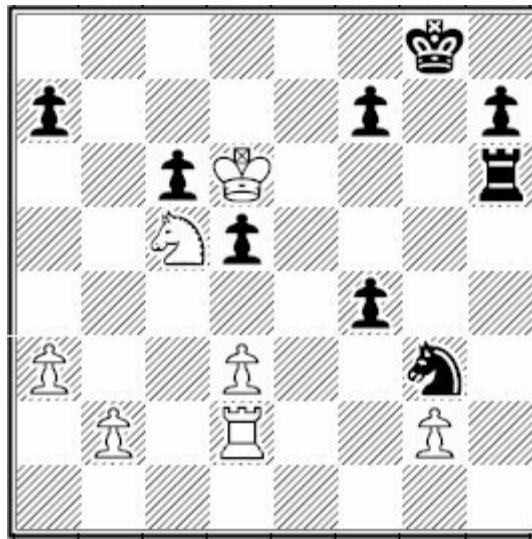
♔d6

The King goes merrily on his way.

32

...

♖h6+



33

♔c7

Despite the fact that he is two Pawns down, White's chances are better in the ending. His King is so wonderfully active, and Black's so woefully passive, that he is in effect a King ahead!

33

...

♗f5

34

♕b7

♘d4

The Knight guards the c-Pawn, freeing the Rook for active duty. Black threatens now 35 ... ♕h2 followed by 36 ... f3, winning another Pawn and the game.

35

♖f2

a5

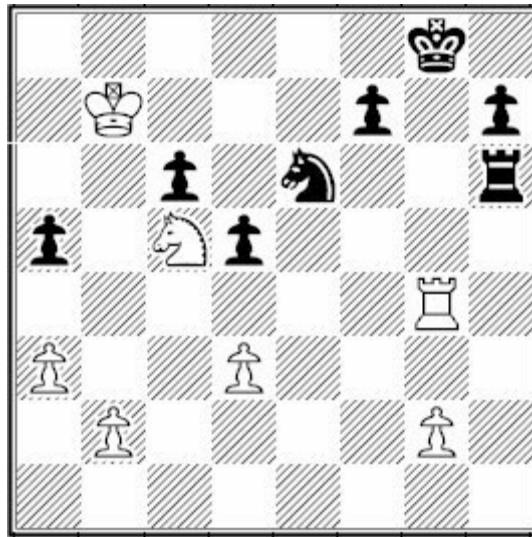
36

♕xf4

♗e6

37

♕g4+



37

...

♔f8

Instead of this, if Black tried to exchange Rooks (being a Pawn ahead), this would teach him the error of his ways: 37 ... ♕g6 38 ♕xg6+ hxg6 39 ♗xe6 fxe6 40 ♔xc6 ♔f7 41 b4, and White will have a new Queen in a few moves.

38

♕xc6!

The King fears nothing – not even discovered check.

38

...

♗xc5+

39

♔xc5

♖e6

40

♕xd5

(One must resolutely avoid the impulse to say, “The Pawns fall like ripe apples.”)

40

...

♖b6

41

b4

axb4

42

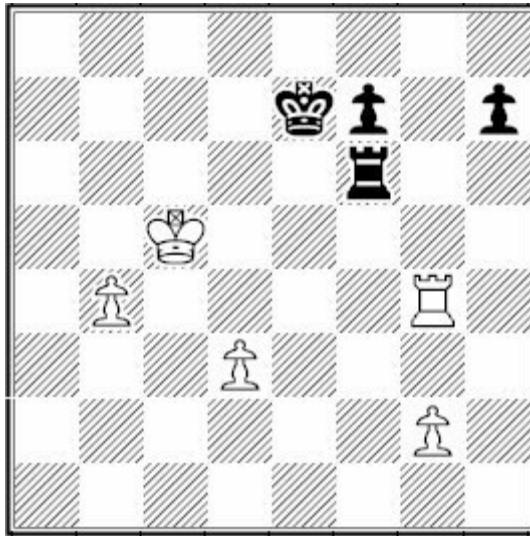
axb4

♔e7

43

♔c5

♖f6



44 $\mathbb{Q}d4$

This cuts off Black's King from the Queen side, and the possibility of blocking the passed Pawn.

44 ... $\mathbb{Q}f5+$

45 $\mathbb{Q}b6$

Better than 45 $\mathbb{Q}d5$ when 45 ... $\mathbb{Q}f4$ (threatening 46 ... $\mathbb{Q}g4$) allows Black counter-play.

45 ... $\mathbb{Q}f6+$

46 $\mathbb{Q}c7$ $\mathbb{Q}f5$

47 $\mathbb{Q}e4+$

Drives the King still farther away from the Queen side.

47 ... $\mathbb{Q}f6$

48 $\mathbb{Q}c6$ $\mathbb{Q}f2$

49 $g4$ $h5$

Black sacrifices one Pawn to make a passed Pawn of the other. There was nothing in 49 ... $\mathbb{Q}c2+$, as after the reply 50 $\mathbb{Q}c4$, Black has simply wasted a move.

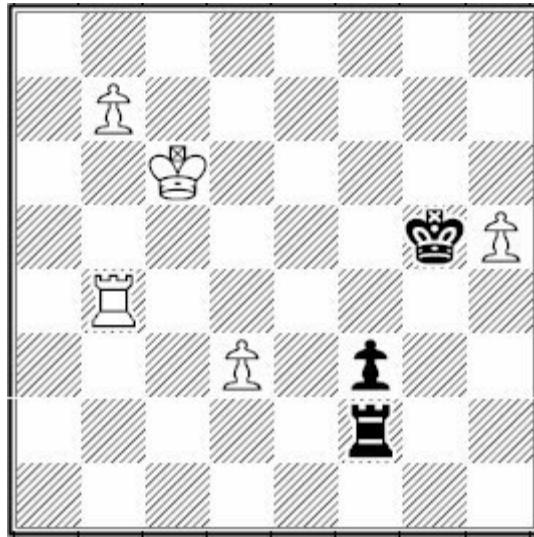
50 $gxh5$ $\mathbb{Q}g5$

51 $b5$ $f5$

52 $\mathbb{Q}b4$ $f4$

53 $b6$ $f3$

54 $b7$ Resigns



The finish, had Lissitzin played on would have been 54 ... ♜c2+ 55 ♛d5 f2 56 b8(♕) f1(♕) 57 ♕g3+ ♛f6 (or 57 ... ♛f5 58 ♕g6 mate) 58 ♕g6+ ♛e7 59 ♕b7+ and a quick mate.

■ GAME THREE ■

Knight Outpost at d5

I. Boleslavsky – G. Lissitzin

Moscow 1956, SICILIAN DEFENSE

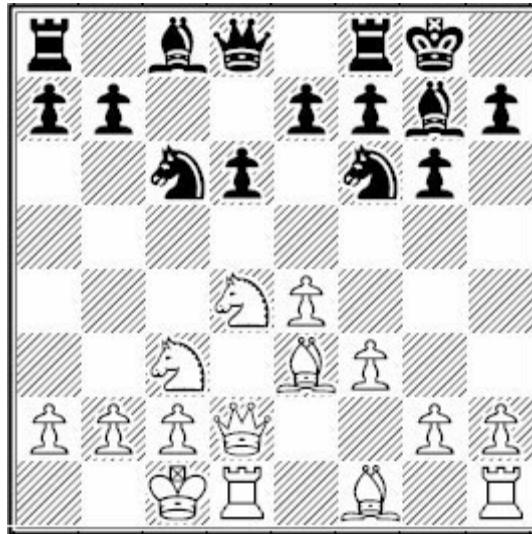
Boleslavsky knows that a good grip on the center almost always guarantees the success of a King side attack. He therefore plans to anchor a Knight at d5 – so firmly that it can *never* be driven away. To accomplish this he must do away with two enemy pieces that bear down on that square, a Bishop and a Knight. He lures the Bishop off by a gift of a Pawn, and disposes of the Knight by pinning it and forcing its exchange.

Once Boleslavsky's Knight reaches the magic square d5, combinations appear out of the air as a reward, and the King side attack seems to play itself.

1	e4	c5
2	♘f3	d6
3	d4	cx_d4
4	♗xd4	♘f6
5	♘c3	g6
6	♗e3	♗g7
7	f3	

This move does many things: it strengthens the center, prevents an attack on the Bishop (and its subsequent exchange) by 7 ... ♗g4, and prepares for a later Pawn storm by g4 and h4.

7	...	o-o
8	♗d2	♘c6
9	o-o-o	



9

...

$\mathbb{Q}xd4$

An attempt by Black to free him self by 9 ... d5 could lead to this interesting combination: 10 $\mathbb{Q}xc6$ $bxc6$ 11 $exd5$ $cxd5$ 12 $\mathbb{Q}xd5$ $\mathbb{Q}xd5$ 13 $\mathbb{Q}xd5$ $\mathbb{Q}c7$ 14 $\mathbb{Q}xa8$ $\mathbb{Q}f5$ (threatens mate) 15 $\mathbb{Q}xf8+$ $\mathbb{Q}xf8$ 16 $\mathbb{Q}d2$, and White has the better prospects.

10

$\mathbb{Q}xd4$

$\mathbb{Q}a5$

11

$\mathbb{Q}b1$

Threatens 12 $\mathbb{Q}d5$ $\mathbb{Q}d8$ (if 12 ... $\mathbb{Q}xd2$ 13 $\mathbb{Q}xe7+$ wins a Pawn, and White will win the d-Pawn.)
13 $\mathbb{Q}xf6+$.

11

...

$e5$

12

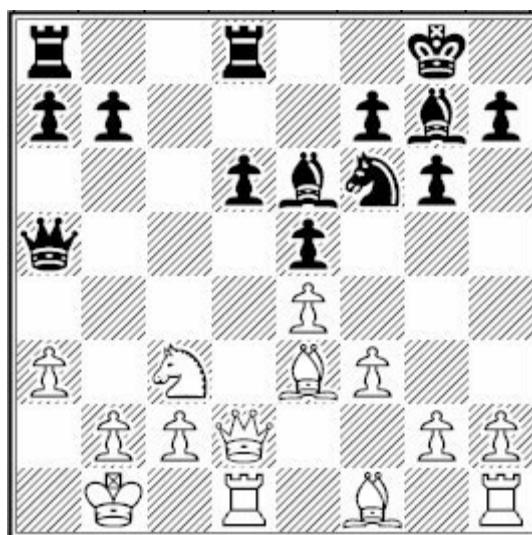
$\mathbb{Q}e3$

$\mathbb{Q}e6$

13

$a3$

$\mathbb{Q}fd8$



Prepares for an eventual ... d5, which would free his game.

14

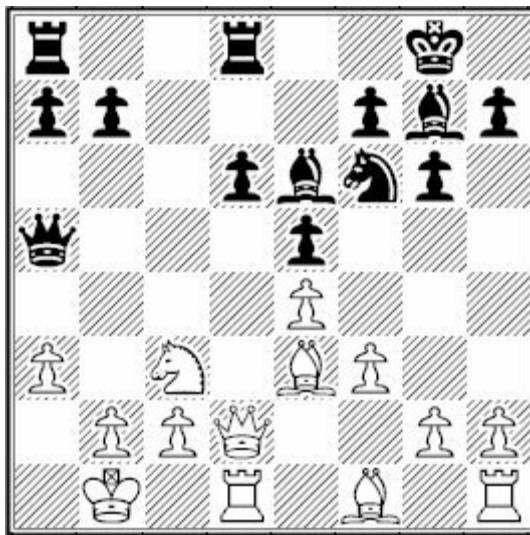
♝ b5

This powerful move interferes with Black's plans. If Black replies to it with 14 ... ♜xd2, then 15 ♜xd2 follows and White threatens 16 ♜xd6 as well as 16 ♜c7 ♜ac8 17 ♜xe6, and he has the advantage of two Bishops against Knight and Bishop.

14

...

♚ a4



The d-Pawn is attacked three times, but if White took it this would be the consequence: 15 ♜xd6 ♜e8 16 ♜c5 ♜xd6 17 ♜xd6 ♜f8 18 ♜b4 ♜xd6 19 ♜xd6 (on 19 ♜xa4 ♜xd1 is checkmate) 19 ... ♜xb4 20 axb4 ♜xd6, and Black has won a piece.

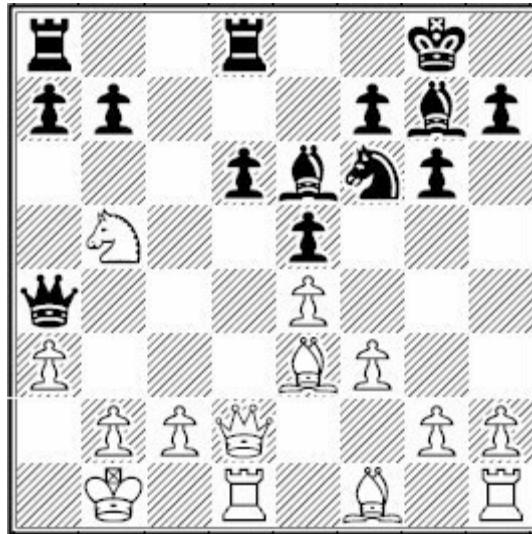
At this point Boleslavsky has two objects in mind:

- (1) Prevent Black from freeing himself by ... d5.
- (2) Establish his Knight firmly at the outpost station d5.

To bring the latter about it is necessary to rid the board of the two black pieces that guard the square d5, the Bishop at e6 and the Knight.

15

c4!



A brilliant sacrifice which must be accepted. Refusing the Pawn means that Black could never free himself by ... d5. It would also enable White to play 16 ♔c3 next move (attacking the Queen) and thus gain time for 17 ♔d5, establishing a strongly supported outpost.

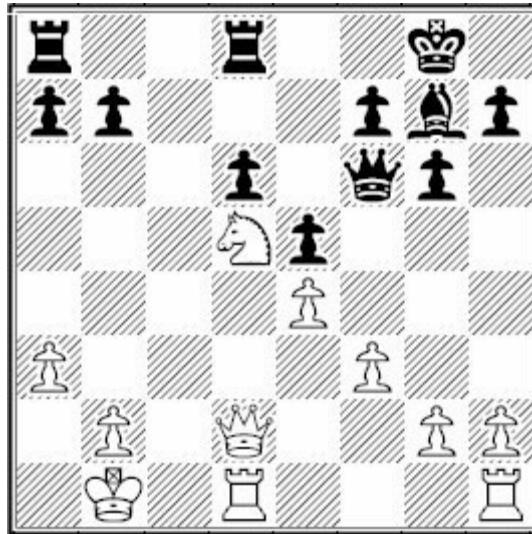
15	...	♕xc4
16	♔c3	♗b3
17	♕xc4	♗xc4

One black piece has been disposed of. Now to get rid of the other!

18	♕g5!
-----------	-------------

White pins the Knight to keep it from running away. Now he is assured of being able to remove it from the board.

18	...	♘e6
19	♕xf6	♗xf6
20	♔d5	



Now we shall see whether Boleslavsky's imaginative strategy is justified. He has given up a solid, valuable Pawn for something that is intangible – the unassailable position of his Knight. The Knight, it is true, dominates the board and cannot be driven off, but is that worth a Pawn?

20 ... **♘h4**

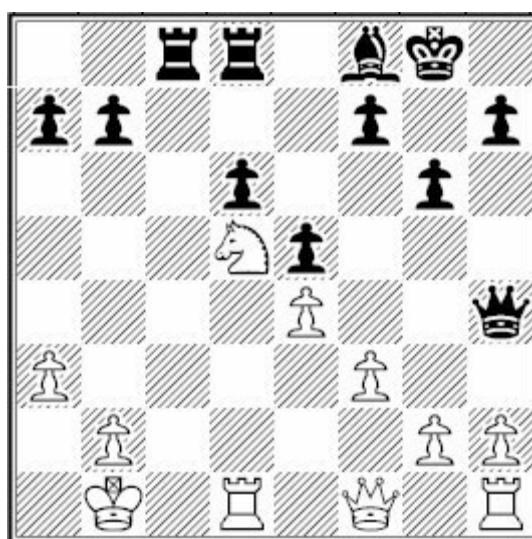
Black tries to prevent the advance of the adverse King side Pawns. He intends to meet 21 g3 with 21 ... ♜h3, while the reply to 21 h3 would be 21 ... ♜h6 followed by 22 ... ♜f4.

21	♜e2	♝f8
22	♝f1!	

A subtle preparatory move. If at once 22 g3, ♜h3 blockades the h-Pawn.

22 ... **♝ac8**

This is how things look:



23 **g3**

The Pawns begin their advance to break up Black's King side.

23 ... **g5**

24 **h4** **h6**

If 24 ... $\mathbb{Q}xg3$ 25 $\mathbb{Q}d2$ leaves Black curiously helpless against the threat of 26 $\mathbb{Q}g2$ winning the Queen.

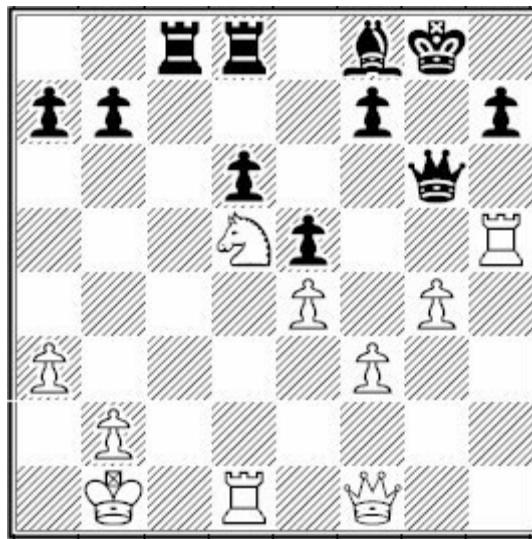
25 **g4**

Now White intends 26 g5 $\mathbb{Q}g7$ (if 26 ... $\mathbb{Q}h5$ 27 $\mathbb{Q}f6+$ wins the Queen) 27 $\mathbb{Q}f6+$ $\mathbb{Q}h8$ 28 h5 (threatens to win the Queen by 29 h6) 28 ... gxh5 29 $\mathbb{Q}xh5$, and the attack on the h-Pawn will force Black to give up his Queen.

25 ... **g5**

26 **hxg5** **Qxg5**

27 **Qh5** **Qg6**



28 **g5!**

Threatens annihilation by 29 $\mathbb{Q}f6+$ followed by 30 $\mathbb{Q}xh7+$.

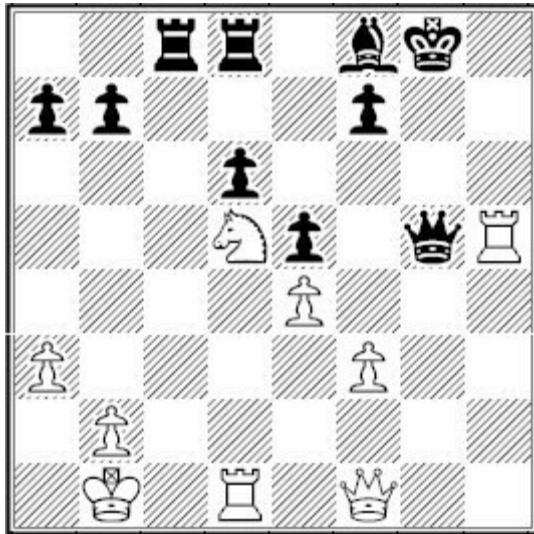
Black has no defense in 28 ... $\mathbb{Q}xh5$, as 29 $\mathbb{Q}f6+$ wins the Queen, nor in 28 ... $\mathbb{Q}g7$ when 29 $\mathbb{Q}e7+$ does likewise.

28 ... **h6**

29 **Qxh6!** **Qxg5**

Here too 29 ... $\mathbb{Q}xh6$ is penalized by 30 $\mathbb{Q}e7+$ and loss of the Queen.

30 **Qh5!** **Resigns**



On 30 ... ♕g6, the continuation is 31 ♕h1 (threatens 32 ♕g1 winning the Queen) 31 ... ♕e6 32 ♕h8+ ♔g7 33 ♕h7 mate.

The King side Pawns did an amazing job of opening up files for the benefit of the heavy pieces.

■ GAME FOUR ■

Aggressive Rook in the Ending

S. Tarrasch – E. Thorold

Manchester 1890, FRENCH DEFENSE

Tarrasch plays the following game as though he were giving a good friend a lesson in the art of winning an ending. “In a Rook and Pawn ending,” Tarrasch used to say, “the Rook must be used aggressively. It must either attack enemy Pawns, or give active support to the advance of one its own Pawns to the Queening square.”

Here, with the help of an active Rook that keeps the opponent under unremitting pressure, Tarrasch’s King and passed Pawn march methodically up the chessboard. As they move forward step by step, the opponent’s pieces are driven further and further back until they reach the very edge of the board. There, they can put up little resistance to the inexorable advance of the passed Pawn.

The classic simplicity of Tarrasch’s technique in the conduct of this ending is so impressive as to make it in my opinion:

The Most Instructive Rook and Pawn Ending Ever Played.

1	e4	e6
2	d4	d5
3	♘d2	

Tarrasch prefers this to the usual 3 ♘c3, since the Knight is developed without blocking the c-Pawn.

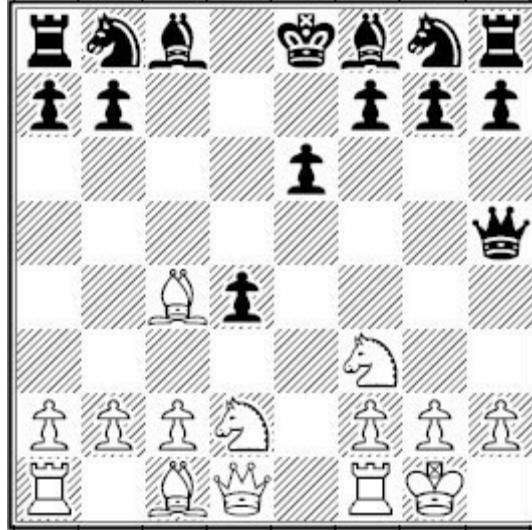
3	...	c5
4	exd5	♗xd5

This is better than 4 ... cxd4 5 ♘b5+ ♗d7 6 dxe6 ♘xb5 7 ♗h5 (threatens 8 ♗xf7 mate) 7 ... ♗e7 8 ♗xb5+, and White enjoys a pleasant initiative.

5	♗g3
----------	------------

A temporary Pawn sacrifice, to gain time for quick development of the pieces.

5	...	cxsd4
6	♘c4	♗h5
7	o-o	



7

...

♘c6

It would be a mistake to protect the d-Pawn by 7 ... e5 as the continuation 8 ♘xe5 ♖xd1 (8 ... ♖xe5 9 ♕e1 wins) 9 ♗xf7+ ♔e7 10 ♖xd1 would cost Black a couple of Pawns.

8

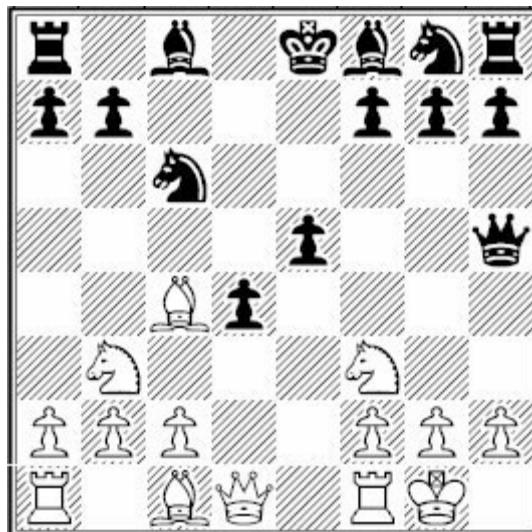
♘b3

With a triple attack on the d-Pawn.

8

...

e5



9

♘xe5!

♖xd1

Other captures lose instantly: 9 ... ♗xe5 by the brusque 10 ♖xh5; and 9 ... ♖xe5, by the equally ungallant pin of the Queen 10 ♕e1.

10

♖xd1

♘xe5

11

♕e1

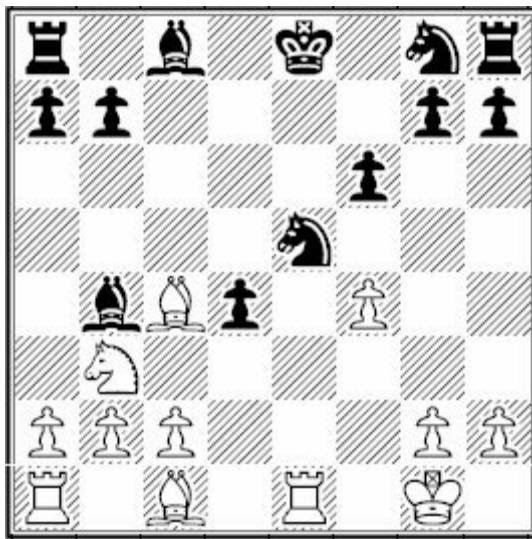
This pin, followed by 12 f4, will regain the piece given up by White.

11	...	f6
12	f4	

The threat is now 13 fxe5 fxe5 14 ♕xe5+ followed by 15 ♖xd4 and White is a pawn ahead.

12	...	♕b4
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Not merely a developing move, this attack on the Rook must be met carefully, if White is to avoid being forced into a draw.



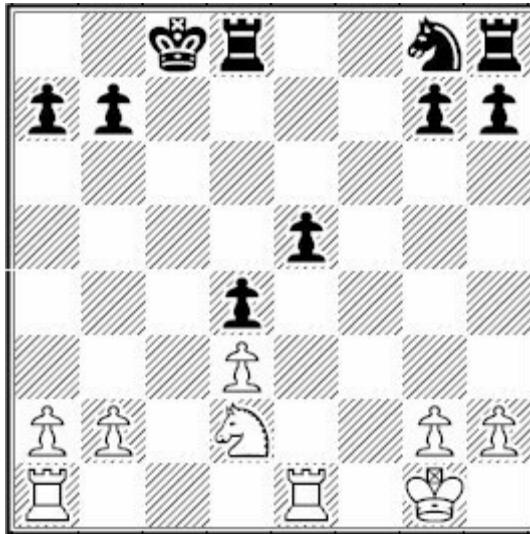
13	♕d2	
14	♖xd2	♕f5
15	fxe5	o-o-o

Best, since the King reaches comparative safety while the Queen Rook comes into play.

16	♕d3	♖xd3
17	exd3	

White benefits in two ways by the exchange of pieces: he is rid of Black's active Bishop, and he has an open file for his Queen Rook.

17	...	fxe5
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18 $\blacksquare a c 1 + !$

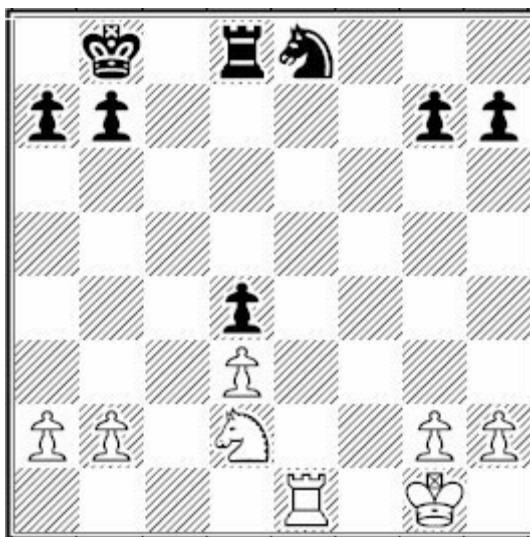
This prevents the King from moving toward the center for the ending. If he does so by 18 ... $\blacksquare d 7$, there follows 19 $\blacksquare x e 5$ $\blacksquare d 6$ 20 $\blacksquare e 4$ $\blacksquare d 5$ 21 $\blacksquare c 4$, and White wins the d-Pawn.

18	...	$\blacksquare b 8$
19	$\blacksquare x e 5$	$\blacksquare f 6$
20	$\blacksquare c e 1$	$\blacksquare h e 8$

Preferable to this is 20 ... $\blacksquare d 7$, to dispute possession of the seventh rank. If then 21 $\blacksquare e 7$ $\blacksquare h d 8$ gives Black a fair chance to hold the game.

21	$\blacksquare x e 8$	$\blacksquare x e 8$
-----------	----------------------	----------------------

If 21 ... $\blacksquare x e 8$ instead, 22 $\blacksquare x e 8 + \blacksquare x e 8$ 23 $\blacksquare b 3$ follows, and White wins a Pawn.



Rook on the Seventh Rank.

22 $\blacksquare e 7$

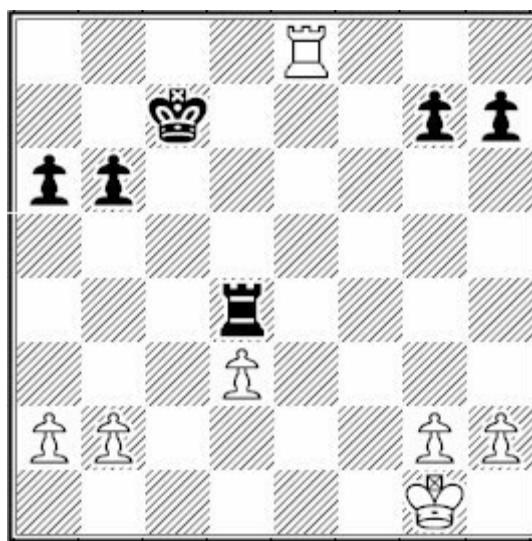
A paralyzing move! Black must submit to the loss of a Pawn.

22	...	a6
23	♘b3	b6

To prevent the Knight from coming in at a5. If instead 23 ... ♕a7, to get the King into play, then 24 ♘a5 ♜b8 25 ♘c6+ wins a whole Rook.

24	♘xd4	♘xd4
25	♕xe8+	♔c7

This is the position on the board:



White is a Pawn ahead, and that should be sufficient to win. If he is greedy though, and wants to pick up another Pawn or two (just to make sure) this is what might happen: 26 ♜e7+ ♕d6 27 ♜xg7 ♜xd3 28 ♜xh7 ♜d1+ 29 ♔f2 ♜d2+ 30 ♔f3 ♜xb2, and Black has good drawing chances, his Rook being so active.

26	♜e3!
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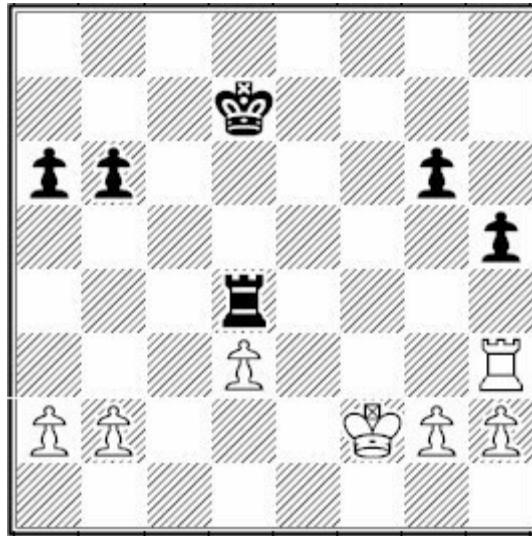
A star move! White protects the important passed Pawn, while keeping the adverse Rook out.

26	...	♔d7
27	♔f2	g6
28	♜h3!	

This forces the h-Pawn to advance, thus weakening the g-Pawn.

28	...	h5
-----------	-----	-----------

Changing of the Guard.



29 $\text{♚} \text{e}3!$

This move accomplishes a great deal:

- (1) The King protects the Pawn, freeing the Rook for active duty.
- (2) The King is brought closer to the center.
- (3) Black's Rook, blockader of the Pawn, is forced to retreat.
- (4) The passed Pawn will be able to advance.

29 ... $\text{♜} \text{d}6$

30 $\text{d}4$ $\text{♜} \text{e}6+$

31 $\text{♚} \text{d}3$ $\text{♜} \text{e}1$

An attempt to get behind White's Pawns.

32 $\text{♜} \text{g}3$ $\text{♜} \text{e}6$

The Rook must return to defend the g-Pawn. On 32 ... $\text{♜} \text{b}1$ instead, 33 $\text{♚} \text{c}2$ wins a Pawn for White.

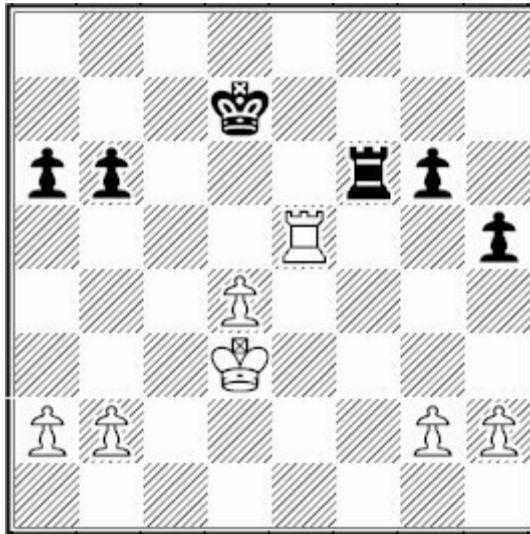
33 $\text{♜} \text{e}3$

An offer to exchange Rooks, which Black dares not accept. The ensuing Pawn ending would be an easy win for White.

33 ... $\text{♜} \text{d}6$

34 $\text{♜} \text{e}5$ $\text{♞} \text{f}6$

Once more the Rook tries to get at the Pawns.



35

a4

Mindful of the safety of his Queen side Pawns, Tarrasch moves them away from the second rank and possible attack by the Rook.

35

...

♖f2

36

♖e2

The hostile Rook must be evicted – and at once!

36

...

♖f6

37

b4

♖f1

38

♖e5

♖f2

The Rook persists in trying to settle down on the seventh rank. An attack on the Queen side Pawns would be futile, 38 ... ♖a1 being met by 39 a5, and 38 ... ♖b1 by 39 b5.

39

♖g5

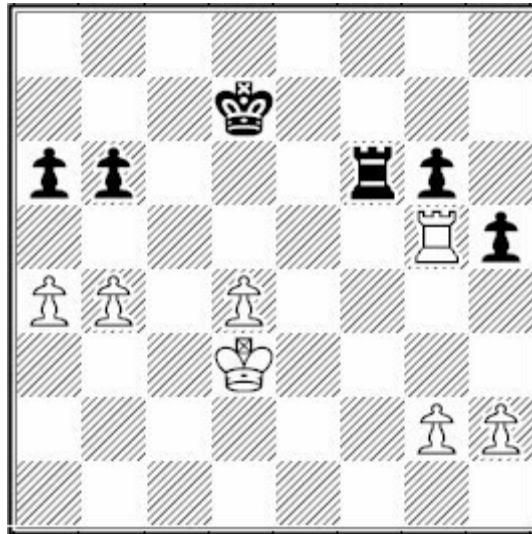
Combines attack (on Black's g-Pawn) with defense (of his own). Black's Rook will have to scurry back.

39

...

♖f6

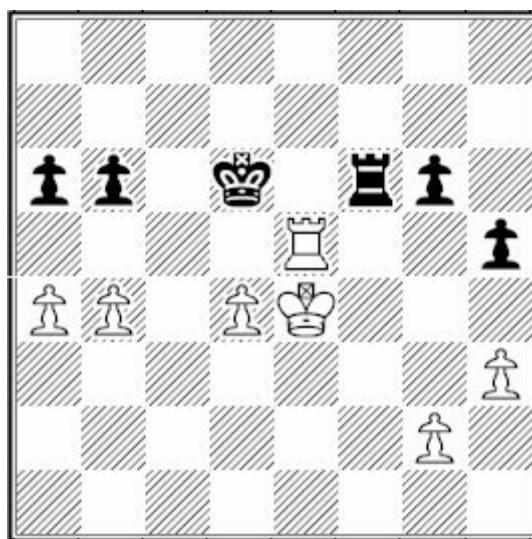
Clearly, this is better than 39 ... ♖b2, which loses a Pawn at once after 40 ♔c3 in reply.



40 **h3!**

An effective waiting move. If at once 40 d5, $\mathbb{R}f4$ is annoying, while 40 $\mathbb{Q}e4$ is met by 40 ... $\mathbb{R}e6+$ 41 $\mathbb{R}e5$ $\mathbb{R}c6$, and Black has some counter-play.

40	...	$\mathbb{K}d6$
41	$\mathbb{Q}e4$	$\mathbb{R}e6+$
42	$\mathbb{R}e5$	$\mathbb{R}f6$



43 **d5!** **$\mathbb{R}d7$**

Cuts down the choice of reply. For example, if 43 ... $\mathbb{R}f2$ 44 $\mathbb{R}e6+$ wins a Pawn. Or if 43 ... a5 44 bxa5 bxa5 45 $\mathbb{R}e6+$ $\mathbb{R}xe6+$ 46 dxе6 $\mathbb{Q}xe6$ 47 $\mathbb{Q}d4$ $\mathbb{Q}d6$ 48 $\mathbb{Q}c4$ $\mathbb{Q}c6$ 49 h4 $\mathbb{Q}b6$ 50 $\mathbb{Q}d5$ $\mathbb{Q}b7$ 51 $\mathbb{Q}c5$ $\mathbb{Q}a6$ 52 $\mathbb{Q}c6$, and Black has run out of moves.

44 **$\mathbb{R}g5!$**

Clears the square e5 for the King, and also arranges to bring the Rook to g3 and then to f3, where the threat of exchange will drive the opposing Rook off the open file.

44

...

♕d6

45

♖g3

♔e7

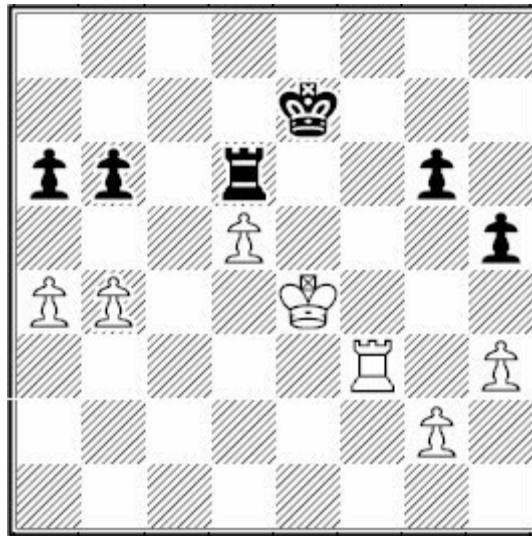
46

♖f3

♔d6

The Rook must leave the only available open file, since an exchange would be ruinous.

Advance of King and Pawn.



47

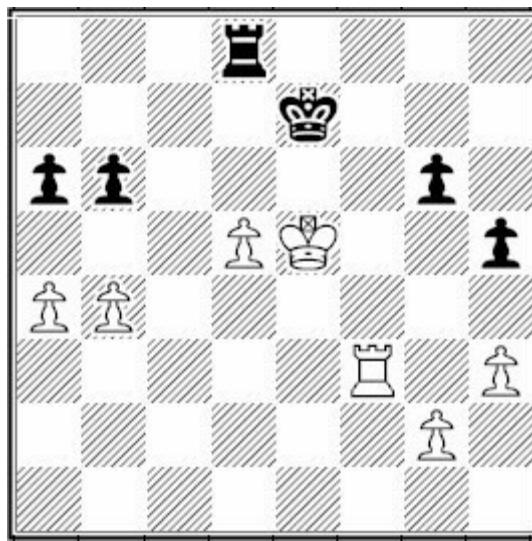
♔e5

White threatens a quick win by 48 ♖f7+ ♔xf7 49 ♕xd6 ♕e8 50 ♕c7, and the Pawn marches through.

47

...

♖d8



48

d6+!

Very pretty! If Black captures by 48 ... ♖xd6, the continuation is 49 ♖f7+ ♔xf7 50 ♕xd6, and

White picks off the Queen side Pawns, winning easily.

48

...

Qd7

No better is 48 ... **Qe8** 49 **Qe6** **g5** 50 **d7+** **Rxd7** 51 **Rf8+** and it's all over.

49

Rf7+

Qc8

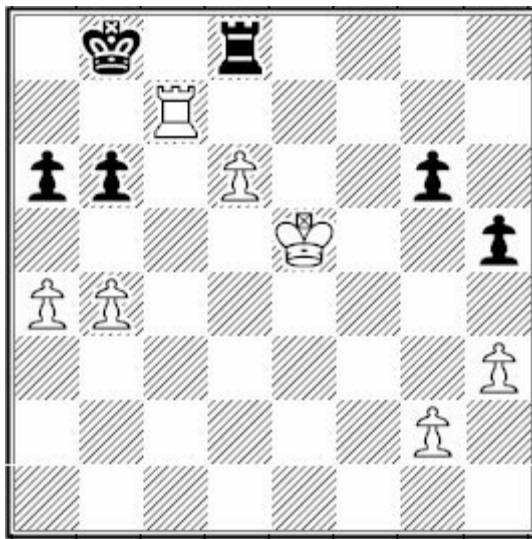
A humiliating retreat, but 49 ... **Qc6** 50 **Rc7** mate is even more embarrassing.

50

Rc7+

Qb8

Forcing the exchange of Rooks.



51

Rc2

Re8+

52

Qf6

b5

53

d7

Rh8

54

Qe7

Rh7+

55

Qd6

Rh8

56

Re2

Indicating that he will check at e8, and Queen the Pawn. The threat is decisive, so ...

56

...

Resigns

GAME FIVE

The Passed Pawn

A. Rubinstein – O. Duras

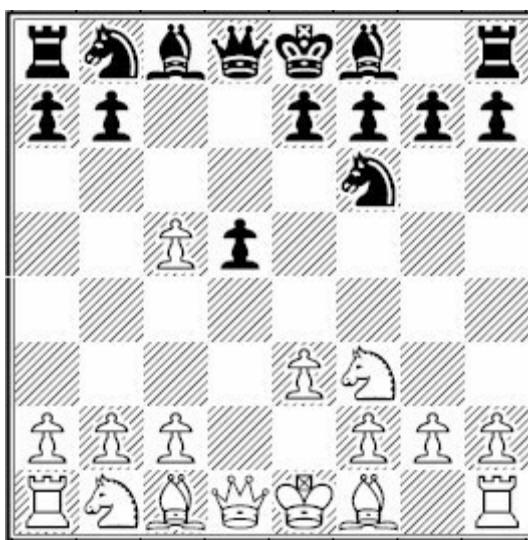
Vienna 1908, QUEEN'S PAWN GAME

I don't know which you will enjoy more – Rubinstein's explosive combination early in the game to win a Pawn, or his skillful play thereafter to exploit his advantage.

The combination, involving a Queen sacrifice, is brilliant and clear-cut. The subsequent strategy of winning with an extra Pawn may be summed up as follows:

- (1) Rubinstein simplifies the position by exchanging as many pieces as possible.
 - (2) He returns the extra Pawn on one wing to create a passed Pawn on the other.
 - (3) He rushes the passed Pawn to the Queening square.

1	d4	d5
2	♞f3	c5
3	e3	♞f6
4	dxc5	



4 ... a5+

The Queen should not come into play so soon. A safer way to regain the Pawn is by the simple 4 ... e6. White could not then hold on to the Pawn, for if 5 b4 a5 6 c3 axb4 7 cxb4 b6, and if White continues stubbornly by 8 ♕a3, then 8 ... bxc5 9 bxc5 ♖xa3 10 ♘xa3 ♔a5+, and Black wins two

pieces for a Rook.

5	$\mathbb{Q}bd2$	$\mathbb{B}xc5$
6	a3	$\mathbb{B}c7$
7	c4	$dxc4$

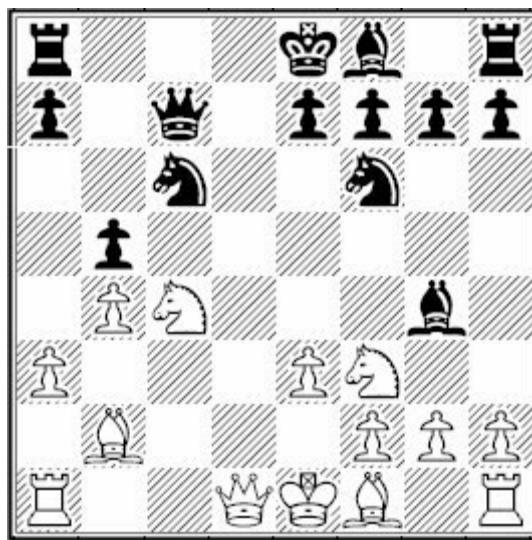
This move not only surrenders the center, but helps White develop his pieces. A preferable move is 7 ... e6.

8	$\mathbb{Q}xc4$	$\mathbb{Q}g4$
---	-----------------	----------------

“Knights before Bishops!” advised Lasker, way back in 1895, but some people just won’t listen.

9	b4	$\mathbb{Q}c6$
10	$\mathbb{Q}b2$	b5

A nervous attempt to force the Knight to retreat, but Rubinstein has other plans for the piece. Its next move initiates a spectacular combination.



11	$\mathbb{Q}ce5!$	$\mathbb{Q}xe5$
12	$\mathbb{Q}xe5$	$\mathbb{Q}xd1$
13	$\mathbb{Q}xb5+$	$\mathbb{Q}d7$

The alternative 13 ... $\mathbb{Q}d8$ leads to this sparkling finish: 14 $\mathbb{Q}xd1+$ $\mathbb{Q}c8$ 15 $\mathbb{Q}a6+$ $\mathbb{Q}b8$ 16 $\mathbb{Q}c6+$ $\mathbb{Q}xc6$ 17 $\mathbb{Q}e5+$ $\mathbb{Q}d6$ 18 $\mathbb{Q}c1$ and mate follows next move.

14	$\mathbb{Q}xd7+$	$\mathbb{Q}xd7$
----	------------------	-----------------

Practically forced, as after 14 ... $\mathbb{Q}d8$ 15 $\mathbb{Q}xd1$ leaves Black helpless to ward off the many threats.

15	$\mathbb{Q}xd7$	$\mathbb{Q}h5$
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16

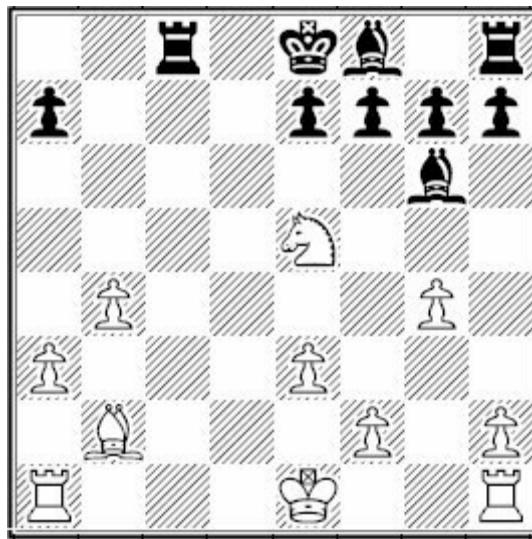
$\mathbb{Q}e5$

$\mathbb{Q}c8$

17

$g4$

$\mathbb{Q}g6$



18

$\mathbb{Q}xg6$

The two Bishops might enable Black to put up a good deal of resistance, so Rubinstein removes one of them. In return, Black gets an open file for his King Rook.

18

...

$hxg6$

19

$\mathbb{Q}d4$

$a6$

20

$\mathbb{Q}d2$

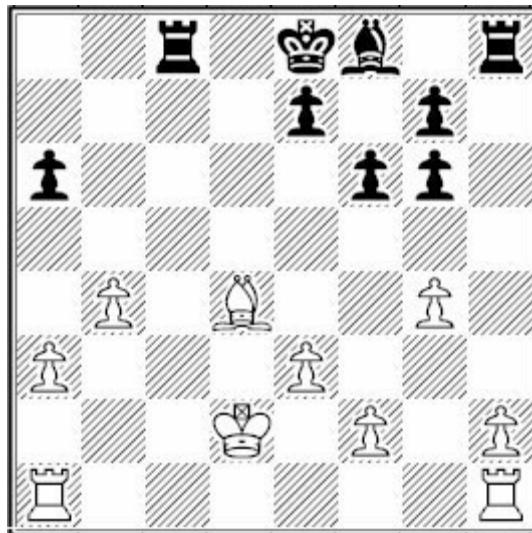
The King moves toward the center, to take an active part in the endgame.

20

...

$f6$

Preparing to evict the Bishop by $21 \dots e5$, from its strong position in the middle of the board.



21

\mathbb{R} ac1!

Puts the question to Black. He must either exchange Rooks or abandon control of the open file.

21

...

\mathbb{R} xc1

22

\mathbb{R} xc1!

Much better than capturing with the King. *The Rook must attack in the endgame, not stay inert at h1 protecting a Pawn.*

22

...

e5

If 22 ... \mathbb{R} xh2 23 \mathbb{R} c8+ \mathbb{Q} f7 24 \mathbb{Q} e2 e5 25 \mathbb{Q} c5 \mathbb{Q} xc5 26 \mathbb{R} xc5 \mathbb{R} h8 27 \mathbb{R} c7+ \mathbb{Q} e6 28 \mathbb{R} a7, and White will soon have two connected passed Pawns.

23

\mathbb{Q} c5

\mathbb{R} xh2

Or 23 ... \mathbb{Q} xc5 24 \mathbb{R} xc5 \mathbb{Q} d7 25 \mathbb{R} a5 \mathbb{R} a8 26 b5 and White wins.

24

\mathbb{Q} xf8

\mathbb{Q} xf8

25

\mathbb{Q} e2

e4

26

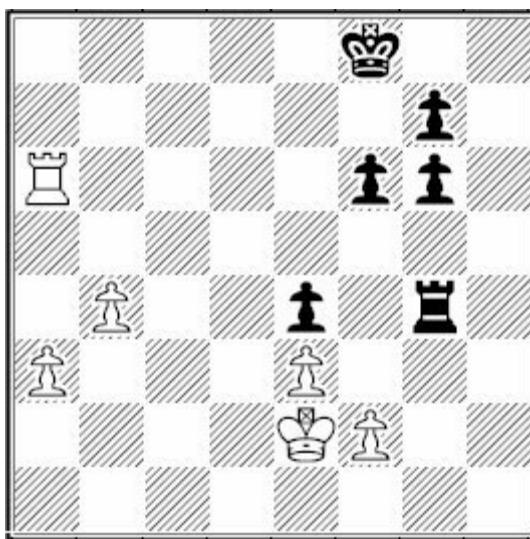
\mathbb{R} c6

\mathbb{R} g2

27

\mathbb{R} xa6

\mathbb{R} xg4



Material is even, but Rubinstein has a great positional advantage in his two connected passed Pawns – either of them a potential Queen.

28

\mathbb{R} a7

Almost instinctively the Rook hastens to seize control of the seventh rank.

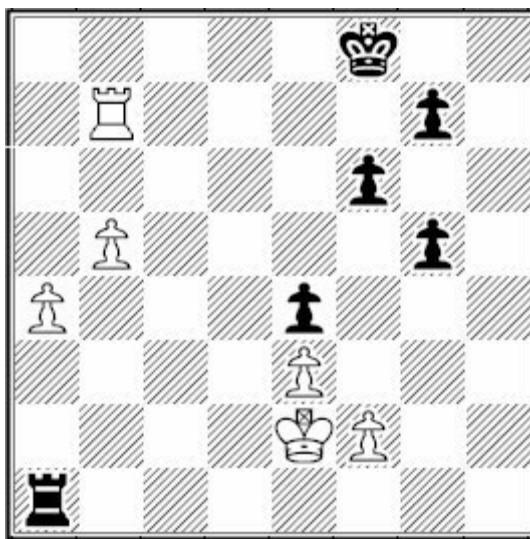
28

...

\mathbb{R} g1

29	b5!	♖b1
30	a4	g5
31	♕b7	♕a1

This is the position with White to play:



32	b6!
-----------	------------

Rubinstein doesn't waste time saving both Pawns. One Pawn (in the right hands) is enough to win.

32	...	♕xa4
33	♕a7	

Offers an exchange of Rooks (which Black dares not accept) and clears the way for the Pawn's advance.

33	...	♕b4
34	b7	

With the threat of winning by 55 ♕h8+ followed by Queening the Pawn.

34	...	g4
-----------	------------	-----------

Nothing else is any better, 34 ... ♕e7 losing instantly by 35 b8(♕) discovered check.

35	♕a8+	♔f7
36	b8(♕)	♕xb8
37	♕xb8	♔e6
38	♕e8+	♔f5

39

♚f1

Resigns

Further resistance is not only useless, but could lead to this humiliating finish: 39 ... g3 40 fxg3 ♜g4 41 ♜g2 f5 42 ♜e7 g5 43 ♜g7 f4 44 exf4 e3 45 ♜xg5 mate.

■ GAME SIX ■

Weak Pawns, Weak Squares and Mighty, Mighty Knights

H. Mattison – A. Nimzovich

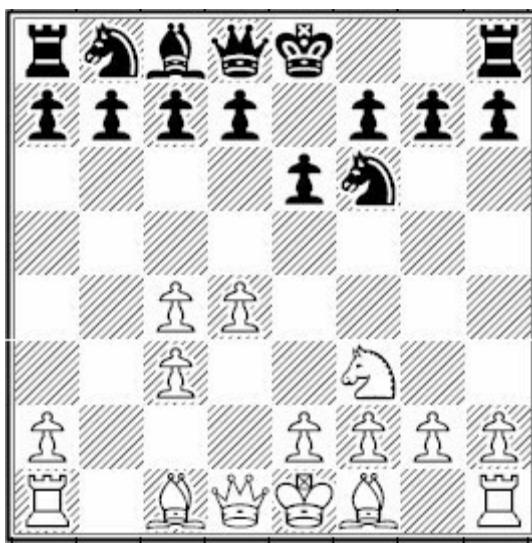
Carlsbad 1929, NIMZO-INDIAN DEFENSE

It is amazing how much instructive strategy Nimzovich can pack into a mere 23 moves.

His attack on a doubled Pawn leads to a weakening of a key square. On this important square Nimzovich plants a Knight so firmly that it cannot be dislodged. He then forces open a file for the benefit of his Queen Rook. With that sector under control, he switches the King Knight over to the center of the board. The power generated by the centralized Knights is devastating. So great is the effect that Mattison feels compelled to resign, though he hasn't lost so much as a Pawn.

Is chess of this sort an art or a science? In the hands of a crafts man like Nimzovich, it may be either.

1	d4	f6
2	c4	e6
3	xc3	b4
4	f3	xc3+
5	bxc3	



An exchange which probably pleases both parties. White, because he has the two Bishops, and an open file for his Queen Rook. Black, because he has created a weakness – a doubled Pawn – in his opponent's position.

5	...	d6
6	c2	e7

Black is ready to meet 7 e4 with 7 ... e5, securing a fair share of the center.

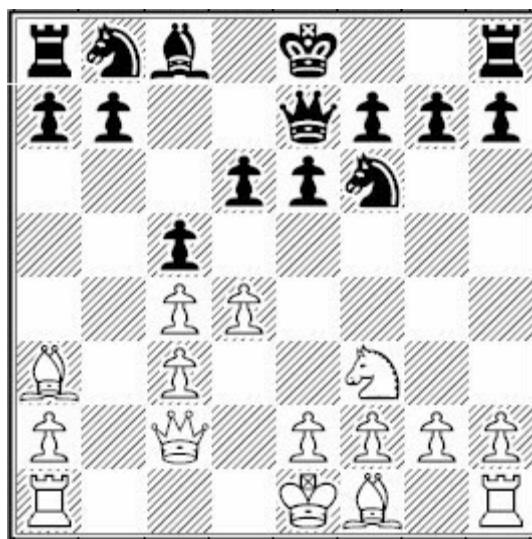
7	a3
----------	----

With two objects in mind:

- (1) To prevent 7 ... e5, after which 8 dx5 leaves Black unable to recapture, and
- (2) To advance 8 c5, with the idea of dissolving the doubled Pawn.

7	...	c5
----------	-----	-----------

This fixes White's Pawn at c4, making it a stationary target at which Nimzovich can aim an attack.



8	g3
----------	-----------

White prepares to fianchetto the Bishop and control the long diagonal. Ordinarily, this is a commendable development, but here this has the drawback of depriving the weak Pawn (at c4) of a defender. A better course was probably 8 e4 followed by 9 d3.

8	...	b6
----------	-----	-----------

Black of course intends to dispute control of the diagonal.

9	g2	b7
10	o-o	o-o
11	h4	

White is anxious to exchange Bishops, since Nimzovich's has more scope, and bears down (together with the Knight) so strongly on the square e4.

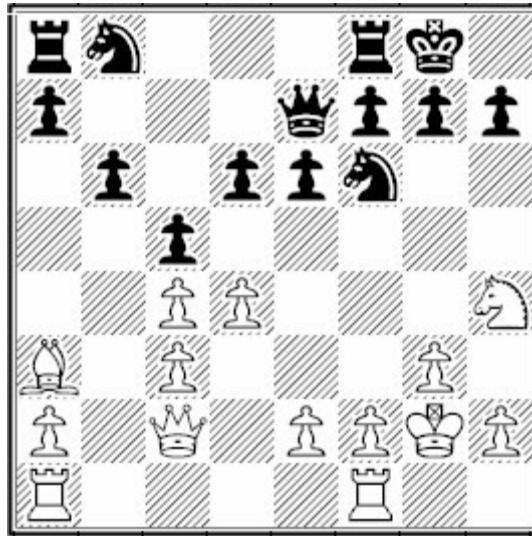
A better way to bring about an exchange though was by 11 ♜d2. The Knight would then not only exert more influence on the center, but would be a useful protector of the frail c4 Pawn.

11 ... ♜xg2

12 ♛xg2

Much better than this was the recapture by 12 ♜xg2, to bring the Knight back into play. If then 12 ... ♜c6 13 e4 ♜a5 14 ♜e3, and White does not stand too badly, his Knight being centralized, and his c4 Pawn defended.

This is the situation, with Black to play:



12 ... ♜b7+

13 ♛g1

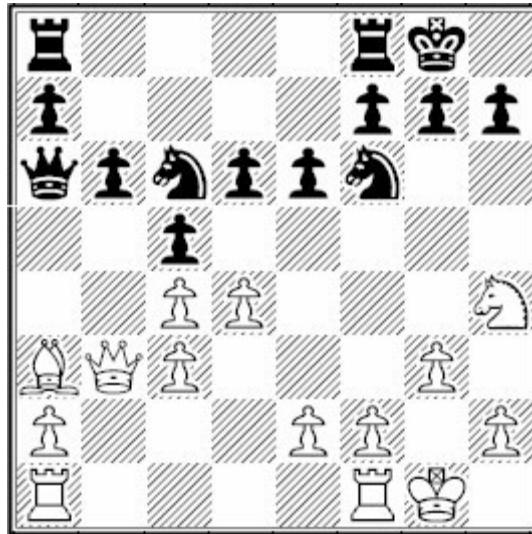
White gets into difficulties after this. The right move was 13 ♜f3, which gets the Knight back from the sidelines, and gives White a fighting chance.

Interposing by 13 f3 would lose a piece after 13 ... g5 14 ♜d2 h6, and the Knight has no flight square.

13 ... ♜a6

Attacks Bishop and c-Pawn, forcing White's reply.

14 ♛b3 ♜c6

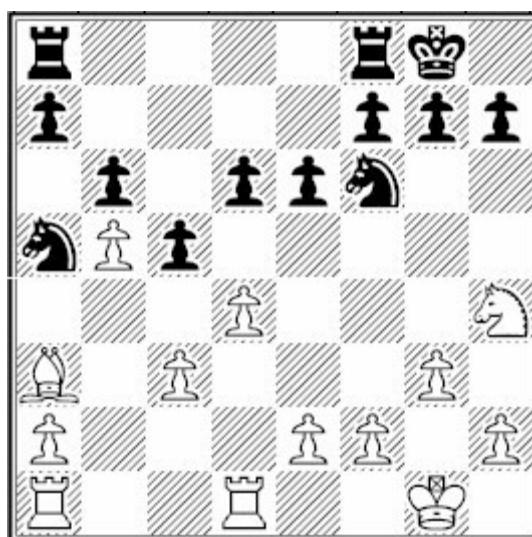


15 $\mathbb{R}f1$

The alternatives are:

- (1) 15 dxc5, bxc5, and Black threatens 16 ... $\mathbb{R}ab8$ winning the Bishop and 16 ... $\mathbb{Q}e5$ winning the c-Pawn.
- (2) 15 $\mathbb{Q}f3$ $\mathbb{Q}a5$ 16 $\mathbb{B}b5$ $\mathbb{Q}xb5$ 17 cxb5 $\mathbb{Q}c4$ 18 $\mathbb{Q}c1$ $\mathbb{Q}d5$, and the c-Pawn falls.

15	...	$\mathbb{Q}a5$
16	$\mathbb{B}b5$	$\mathbb{Q}xb5$
17	$cxb5$	



17 ... $\mathbb{Q}c4!$

The doubled Pawn has been dissolved, but the weakness of the square on which it stood remains. Nimzovich anchors his Knight on this vital square, and with that move he secures new advantages:

- (1) The Knight is posted aggressively. It attacks the Bishop and drives it back to its original

square.

(2) The Knight is posted defensively. It protects the d-Pawn and the b-Pawn against possible attack.

(3) The Knight has a great deal of influence on the important central squares.

(4) The Knight cannot be dislodged by Pawns, nor by the Bishop (which operates on black squares only).

18

$\mathbb{N}c1$

$a6!$

This forces open the a-file, since White must capture or lose a Pawn.

19

$bxa6$

$\mathbb{R}xa6$

Now the Rook has a fine target in the isolated a-Pawn.

20

$dxc5$

$bxc5$

21

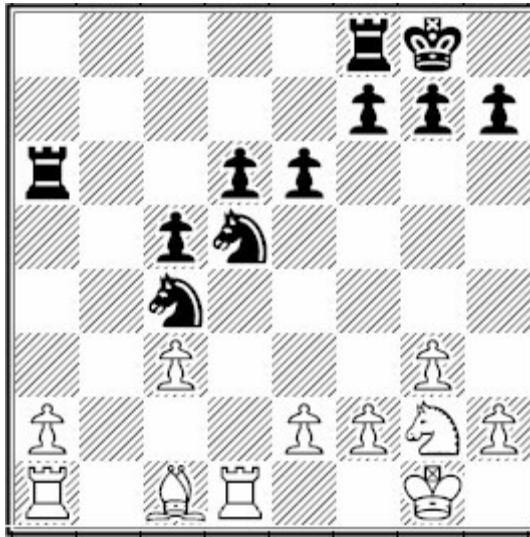
$\mathbb{N}g2$

The Knight returns, but it's late in the day.

21

...

$\mathbb{N}d5$



A comparison of the positions shows the superiority of Black's in that his Knights are strongly centralized, and his Rooks can operate on the two open files. White's minor pieces are widely scattered, and his Rooks out of touch with each other.

22

$\mathbb{N}d3$

$\mathbb{R}fa8$

23

$e4$

$\mathbb{N}e5$

24

Resigns

Mattison surrenders though he hasn't lost so much as a Pawn! If he chose to play on, this would

be the continuation: 24 ♕d1 ♖xc3 25 ♕f1 (on 25 ♕d2 or 25 ♕e1 ♖f3+) 25 ... ♖xa2 26 ♕xa2 ♖f3+ 27 ♔h1 ♖xa2 and White must lose a third Pawn.

■ GAME SEVEN ■

Finesse in the Ending

R. Domenech – S. Flohr

Rosas 1935, SICILIAN DEFENSE

For a description of Flohr's skill in this game, I commend you to Roget's Thesaurus, where you will find such adjectives as exquisite, elegant, artistic, and enchanting.

Throughout the play there are delightful finesse and touches of originality. Who but Salo Flohr would interrupt a series of exchanges, force an irreparable weakness, and then proceed to complete the exchanges?

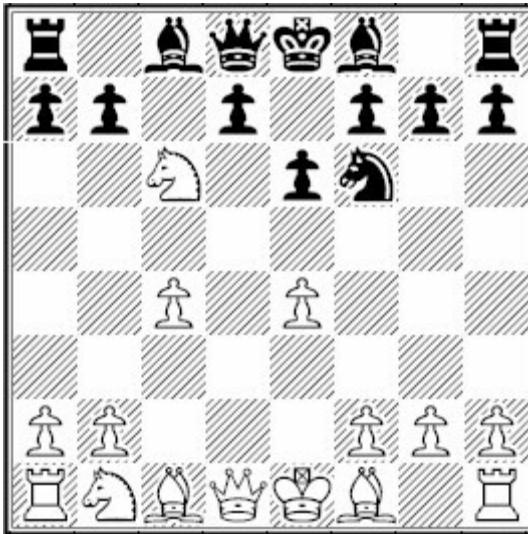
To my mind, this quiet little positional game, played with cry stalline clarity, outshines all the blazing combinations of a dozen wide-open, slam-bang attacking games.

1	e4	c5
2	♘f3	e6
3	c4	

An attempt to get the Maroczy Bind, which is no improvement on the usual 3 d4. A move has been wasted that should have been devoted to straightforward development, while the Pawn at c4 restricts the scope of White's King Bishop.

3	...	♘c6
4	d4	cx d4
5	♘xd4	♘f6
6	♘xc6	

Apparently White does not care to play 6 ♘c3, when 6 ... ♘b4 in reply puts him on the defensive. He would have to guard against 7 ... ♘xe4 (winning a Pawn) as well as 7 ... ♘xc3+ 8 bxc3 (saddling him with a doubled Pawn).



6

...

dxc6!

Geniuses do not have to capture toward the center! Black wants the d-file open so that he can exert pressure on White's d₃ and d₄ squares, both of these squares having been weakened by White's premature third move.

These weaknesses are almost imperceptible, and it is difficult at this early stage to see how Flohr can possibly exploit them, but he does so – and beautifully!

7

♕xd8+

♔xd8

Black has lost the privilege of Castling, but it is of no consequence. The King is more useful in the center than hidden away in a corner. With Queens off the board, there is little danger of the King running into a mating attack.

8

f3

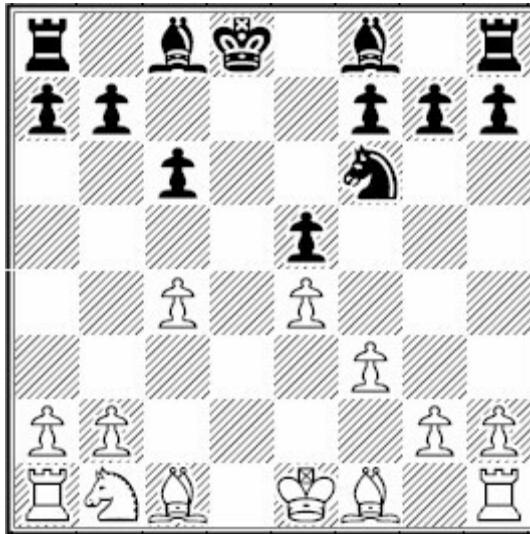
This saves the e-Pawn, but it limits still more the scope of White's King Bishop. The more of White's Pawns there are on white squares, the less freedom of action the King Bishop has, since it travels on white squares only.

On 8 e5 instead, there follows 8 ... ♕g4 9 ♘f4 ♗c5 (threatens 10 ... ♗xf2) 10 ♘g3 (or 10 f3 ♘f2 11 ♗g1 ♘d3+ and Black wins the exchange) 10 ... ♗d4, and Black wins a Pawn.

8

...

e5!



A little move, but it accomplishes a great deal:

- (1) It releases the Queen Bishop, which will assume a strong attacking position at e6.
- (2) It fixes White's e-Pawn at e4, preventing it from advancing to e5.
- (3) It exerts pressure on d4, one of the weak squares in White's position.

9

$\mathbb{Q}e3$

$\mathbb{K}c7$

10

$a3$

White's idea may have been to prevent 10 ... $\mathbb{Q}b4+$ (a move his opponent had no intention of making) but time is wasted, and another weakness created – a 'hole' at b3. This will cause White bitter regret later on.

The simple 10 $\mathbb{B}c3$, developing a piece, would have been better.

10

...

$\mathbb{B}d7!$

The point of this is that it will enable Black to play ... $\mathbb{Q}c5$, and force an exchange of Bishops. This would eliminate White's good Bishop, and leave him with the one that is ineffectual.

11

$\mathbb{B}d2$

$a5!$

The Pawn is to advance to a4, where it will have a crippling effect on White's Queen side.

12

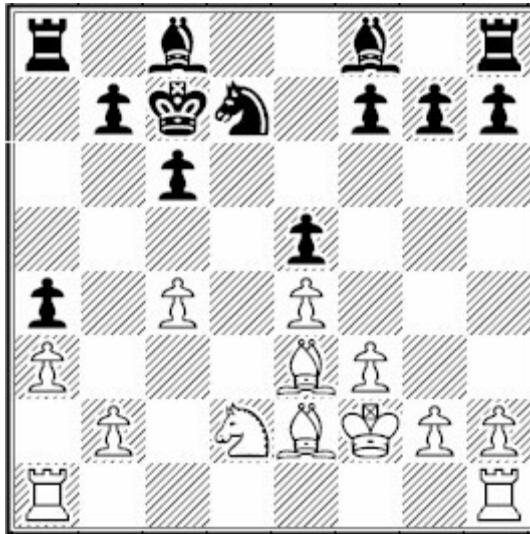
$\mathbb{Q}e2$

$a4!$

13

$\mathbb{K}f2$

This is the position, with Black to move:



13

...

$\mathbb{Q}c5!$

Forces an exchange which will leave Black in control of the black squares.

14

$\mathbb{Q}xc5$

$\mathbb{Q}xc5$

15

$\mathbb{R}ac1$

$\mathbb{R}e6$

This Bishop is aggressive, White's Bishop is passive.

16

$\mathbb{R}hd1$

$\mathbb{R}hd8$

Intending to double Rooks on the d-file. If White tries to dispute control of the file, this is what might happen: 17 $\mathbb{Q}f1$ $\mathbb{Q}b3$ 18 $\mathbb{R}xd8$ $\mathbb{R}xd8$ 19 $\mathbb{R}d1$ $\mathbb{R}xd1$ 20 $\mathbb{Q}xd1$ $\mathbb{Q}xc4$, and White has lost a Pawn.

17

$\mathbb{Q}e3$

$\mathbb{R}d7$

18

$g3$

The purpose of this move and White's next, is to place some Pawns on black squares, thereby allowing his pieces (notably the Bishop) more freedom of movement.

18

...

$\mathbb{R}ad8$

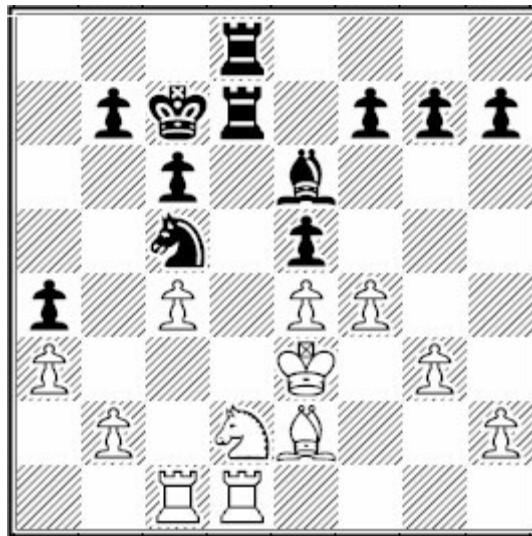
Black now has a powerful grip on the d-file. His opponent can do little but sit tight and await developments.

19

$f4$

A perfectly natural move, but it opens the door to a surprising delayed-action combination. It is one that is unique, so far as I know, in the literature of chess.

This is the position, with Black to play and win:



19 ... **exf4+**

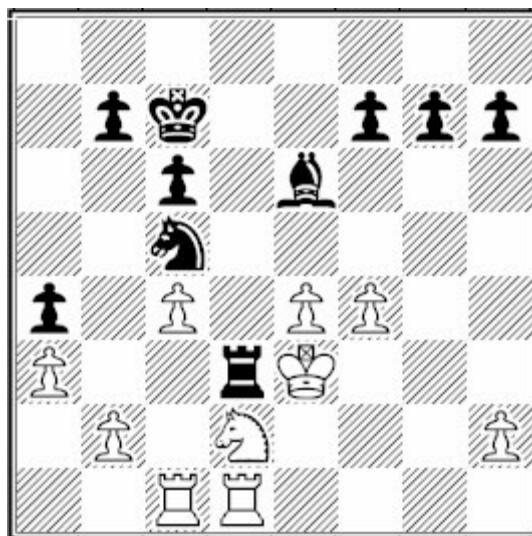
20 **gxf4**

Obviously 20 $\mathbb{Q}xf4$ loses a piece instantly by 20 ... $\mathbb{R}xd2$.

20 ... **$\mathbb{R}d3+$!**

At this point, with so little material on the board, this is a startling sacrifice of the exchange.

21 **$\mathbb{Q}xd3$** **$\mathbb{R}xd3+$**



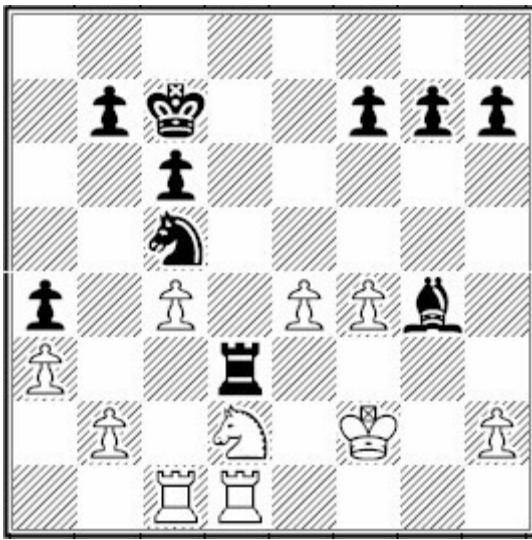
22 **$\mathbb{Q}f2$**

The alternative is 22 $\mathbb{Q}e2$, after which the play would go 22 ... $\mathbb{Q}g4+$ 23 $\mathbb{Q}e1$ $\mathbb{Q}xd1$ 24 $\mathbb{R}xd1$ (if 24 $\mathbb{Q}xd1$ $\mathbb{Q}xe4$ 25 $\mathbb{R}c2$ $\mathbb{R}xd2+$ with an easy win for Black) 24 ... $\mathbb{Q}xe4$ 25 $\mathbb{Q}xe4$ $\mathbb{R}e3+$, and Black wins another Pawn and the game.

22 ... **$\mathbb{Q}g4$**

Threatens a quick finish by the simplification: 23 ... $\mathbb{Q}xd1$ 24 $\mathbb{R}xd1$ $\mathbb{R}xd2+$ 25 $\mathbb{R}xd2$ $\mathbb{Q}xe4+$

followed by 26 ... ♕xd2+.



23

e5

White is practically in *zugzwang* (compelled to move, without a playable move left):

(1) If the King Rook moves, 23 ... ♕xd2+ wins a piece.

(2) If the Knight moves to f3 to shield the Rook from the Bishop, 23 ... ♕xf3+ finishes the Knight's career.

(3) If the Queen Rook moves, Black wins as in the previous note.

Grateful for small favors, White advances the e-Pawn to rescue it from immediate danger of capture.

23

...

♕xd1

24

♕xd1

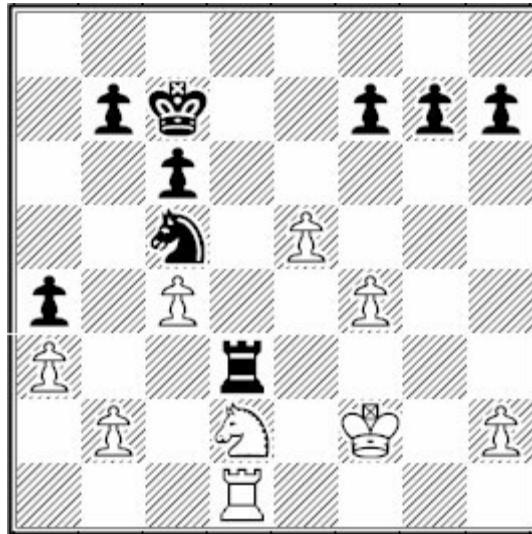
One would now expect Flohr to continue by 24 ... ♕b3 25 ♕e2 ♕xd2+ 26 ♕xd2 ♕xd2, leaving him with a slightly superior position. Whether Flohr could squeeze a win out of it is doubtful, skilled though he is in the endgame.

Flohr does bring the Knight to b3.

Flohr does clear away all the pieces.

But first his Knight will make two moves that will create irreparable weaknesses in White's Pawn position.

Watch the Knight do some fancy stepping!



24

...

Q e6!

Attacks the f-Pawn, and forces its advance.

25

f5

Nothing else saves the Pawn, 25 ♔e2 being refuted by 25 ... ♕xf4+.

25

...

Q d4!

26

f6

Once again the only move.

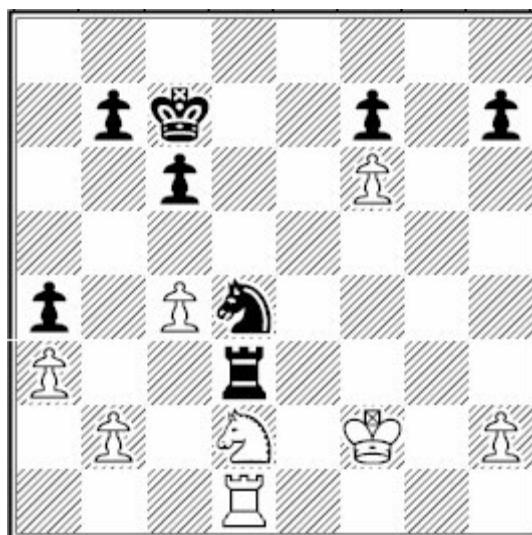
26

...

gx f6

27

ex f6



27

...

Q b3!

Plants a piece in the 'hole' created by White's tenth move.

28	♛e2	♚xd2+
29	♝xd2	♝xd2
30	♛xd2	♚d6
31	Resigns	

The rest is a matter of counting moves. In order that White may Queen a Pawn he must capture the b- and c- Pawns (six moves), move his King aside (one move) and advance the c-Pawn (four moves). Total – 11 moves.

Black meanwhile captures the f-Pawn (two moves), moves his King aside (one move), and advances the f-Pawn (five moves). Total – 8 moves.

Resignation for White was clearly in order.

■ GAME EIGHT ■

Phalanx of Pawns

T. Petrosian – Kozali

Montevideo 1954, QUEEN'S GAMBIT DECLINED

Petrosian's moves flow along in this game like the words of a well-written short story. Imperceptibly he gets one little advantage, transforms it to another, and then to still another. Thus, an admirable centralization allows Petrosian to start a flank attack with his Pawns.

The invasion of these Pawns opens up files for the pieces behind the Pawns. One of the pieces (a Rook) shoots up a file to the seventh rank, and imprisons the enemy King. The end comes very quickly after that – loss of material, or checkmate in two.

1	d4	♘f6
2	c4	e6
3	♘c3	d5
4	cx d5	

A favorite move of many modern players, among them Botvinnik, Keres and Reshevsky. It simplifies the position without relieving the pressure Black is under in Queen side openings.

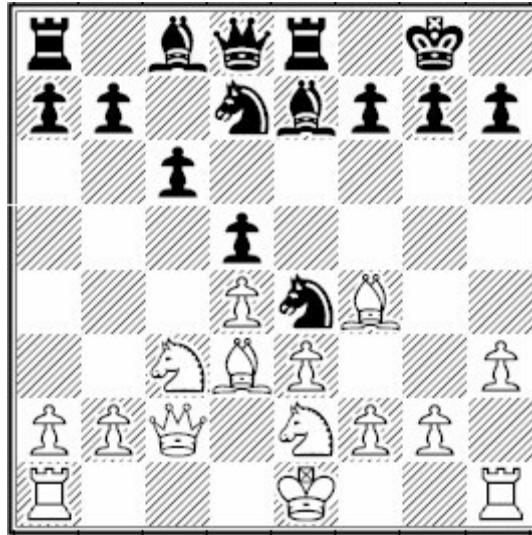
4	...	exd5
5	♗g5	♘bd7
6	e3	

Naturally, White does not try to win a Pawn, as that would land him in a well-known opening trap: 6 ♘xd5 ♘xd5 7 ♘xd8 ♗b4+ 8 ♔d2 ♘xd2+ 9 ♕xd2 ♗xd8, and Black has won a piece.

6	...	♗e7
7	♗d3	o-o
8	♗ge2	♘e8
9	♗c2	c6

Protects the d-Pawn so that he can free himself by 10 ... ♘e4.

10	h3	♘e4
11	♗f4	



With the mild threat of gaining a Pawn by 12 ♜xe4 dxе4 13 ♜xe4, and the vicious threat of winning the Queen by 12 ♜xd5 cxд5 13 ♜c7.

11	...	♞df6
12	f3	

This Knight must be dispossessed!

12	...	♞xc3
13	bxc3	♝d6

An attempt to relieve the pressure by exchanging pieces. Strangely enough, this does not lessen Black's troubles.

14	♛xd6	♛xd6
15	e4	

Threatens to win a piece by 16 e5.

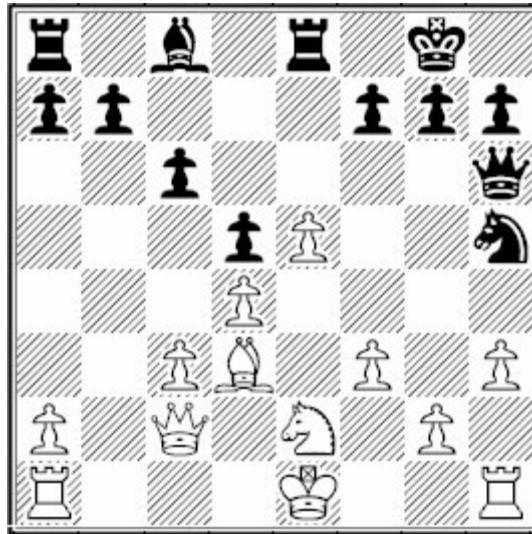
15	...	♞h5
-----------	-----	------------

This leads to difficulties for the Knight. A better defense, though not an agreeable one, was 15 ... ♞d7 followed by ... ♞f8 later on.

16	e5	
-----------	-----------	--

Attacks the Queen, and also threatens 17 ♜xh7+.

16	...	♝h6
-----------	-----	------------



17

♕d2!

Brilliant! White's threat of winning the stranded Knight by 18 g4 forces an exchange of Queens. Though the forces are then greatly diminished, Petrosian can, remarkably enough, really start an attack rolling.

17

...

♕xd2+

18

♕xd2

g6

19

g4

♘g7

20

h4

The stabilized center enables White to set in motion the phalanx of Pawns on the King side, without worrying too much about counter-play.

20

...

h6

Black prepares to meet 21 h5 with 21 ... g5.

21

♖af1

♗d7

22

♖hg1

This protects the g-Pawn, making 23 f4 and 24 f5 possible – the next steps in the invasion.

22

...

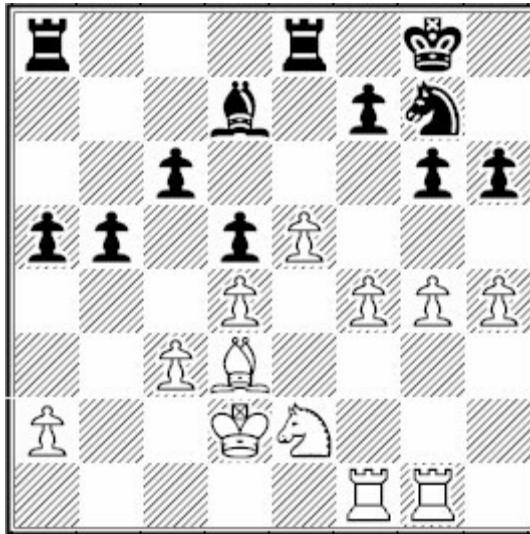
b5

23

f4

a5

Black tries a diversion on the Queen side, a gesture to which his opponent pays no attention.



24

f5

The attack begins! Two immediate threats are: 25 fxg6 fxg6 26 ♗xg6 winning a Pawn, and 25 e6 fxg6 26 f6, stealing the Knight, which has no flight square.

24

...

gx_f5

No better is 24 ... ♕h7 25 fxg6+ fxg6, when White can attack the doomed g-Pawn again by 25 h5 or 25 ♖f6.

25

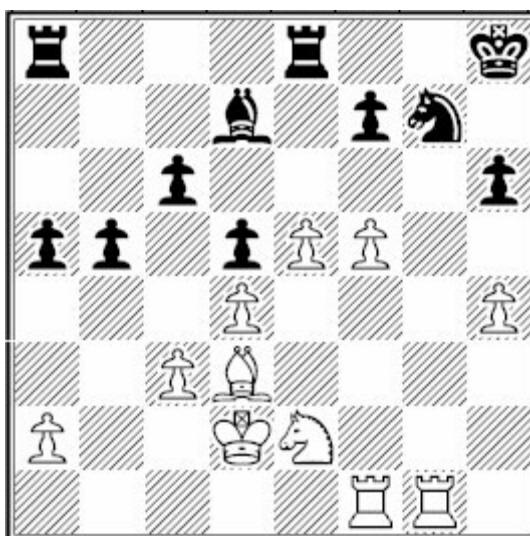
gx_f5

The last exchange has uncovered an attack on Black's Knight. It is pinned by the Rook, and White threatens to win the beast by 26 f6.

25

...

♕h8



26

e6!

This of course is the way to break up the position, and not 26 f6, to which Black replies 26 ... ♕e6.

26

...

fxe6

27

f6

g5

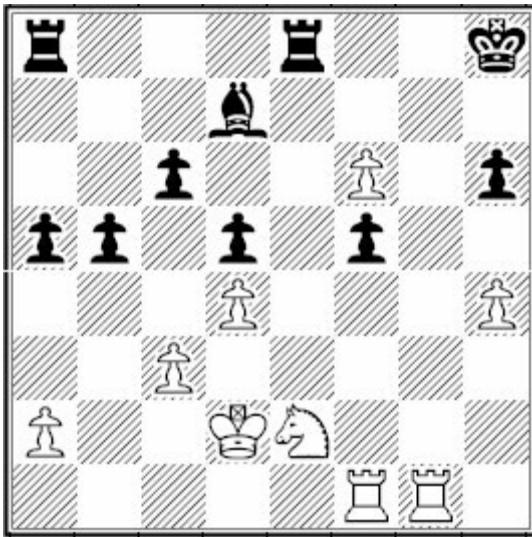
Forced, the alternative 27 ... $\mathbb{Q}h5$ losing a piece by the Bishop fork 28 $\mathbb{Q}g6$.

28

$\mathbb{Q}xf5$

exf5

This is the position before Petro sian administers the *coup de grâce*:



29

$\mathbb{Q}g7!$

Resigns.

Decisive! At one stroke the Bishop is attacked, the King imprisoned, and mate in two threatened by the Knight!

29

...

Black is curiously helpless! After 29 ... $\mathbb{Q}ad8$, 30 $\mathbb{Q}f4$ threatens a mate at g6 which cannot possibly be parried and 29 ... $\mathbb{Q}ed8$ 30 $\mathbb{Q}f4$ $\mathbb{Q}e8$ 31 $\mathbb{Q}fg1$ followed by 32 $\mathbb{Q}g8+$ wins.

GAME NINE

Passed Pawn's Lust to Expand

R. Fischer – H. Berliner

New York 1960, ALEKHINE DEFENSE

"A passed Pawn increases in strength," says Capablanca, "as the number of pieces on the board diminishes."

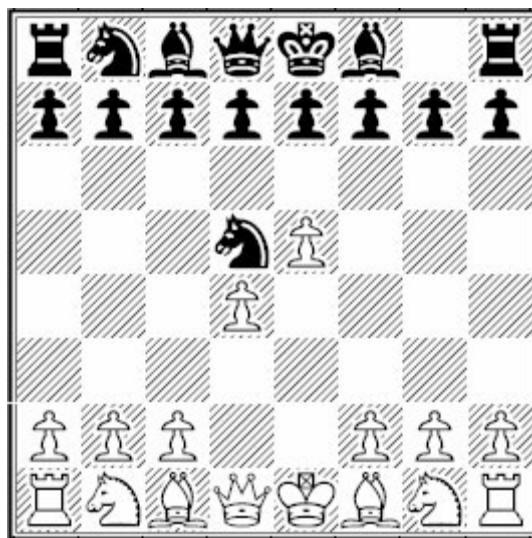
In this game Fischer demonstrates in brilliant style the power that is pent-up in a passed Pawn. Note how Fischer drives off the blockaders of the Pawn, and disposes of the pieces that impede its progress. Note also how Fischer's persistent threats against unprotected Pawns and pieces keep his opponent on the run while he gains precious time.

Fischer's restless energy in attack is reminiscent of the fire and dash of that other prodigy who dazzled the chess world with his mastery – Paul Morphy.

1 e4 ♜f6

This defense to 1 e4 was first played in serious tournament chess in 1921, when Alekhine beat Steiner with it at Budapest. Previous to this no master had ever ventured on 1 ... ♜f6. It seemed a sad waste of time to let the Knight be chased around by Pawns, aside from the fact that these Pawns were building up an imposing center for White. Alekhine showed that the Pawn center was not so strong as it looked, and that the advanced Pawns could be vulnerable objects of attack.

2 e5 ♜d5
3 d4



3 ... ♜d6

But not 3 ... ♜c6 when 4 c4 ♜b6 5 d5 ♜xe5 (5 ... ♜b4 6 c5 ♜6xd5 7 a3 and Black loses a Knight) 6 c5 ♜bc4 7 f4 wins a Knight, as Borochow did from Reuben Fine.

4	c4	♜b6
5	exd6	cxsd6
6	♞c3	g6
7	♝d3	♝g7
8	♞ge2	

Preferable to 8 ♜f3, which allows an annoying pin by 8 ... ♜g4.

8	...	♞c6
9	♝e3	o-o
10	o-o	e5!

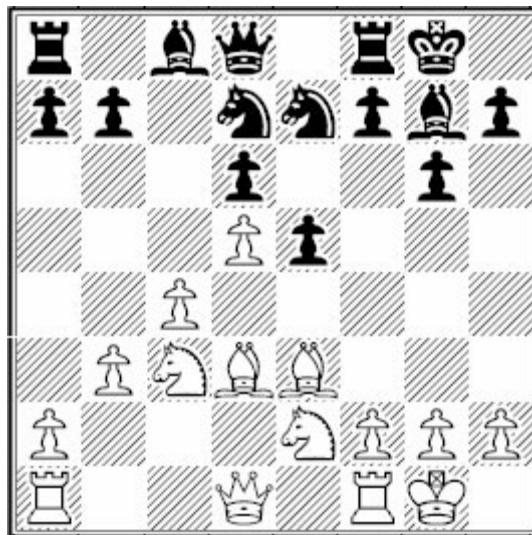
This is the sort of move *which must be made, win or lose*. Black must assert his right to a fair share of the center.

11	d5	♝e7
12	b3	

Protects the c-Pawn, relieving the King Bishop of that task. It is important not to tie pieces down to menial duties.

12	...	♝d7
-----------	-----	------------

This is the position, with White to play:



13	♞e4	♝f5
-----------	------------	------------

14

Qg5

f6

15

Qd2

Now there is a threat of 16 g4, dislodging the protector of the d-Pawn.

The best way to meet the threat is probably by 15 ... **Qc7**. Then if 16 b3, b6 leaves Black with a cramped but tenable position.

15

...

Qc5

This remedy though, proves worse than the disease. White simply exchanges Knights, thereby creating a passed Pawn.

16

Qxc5

dxc5

17

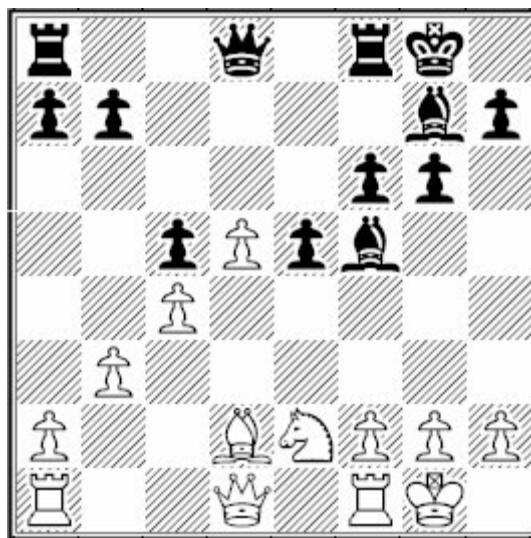
Qxf5

It may hurt a bit to let Black have the two Bishops, but otherwise the Knight (ideal blockader of a passed Pawn) settles down on d6, and stops the d-Pawn dead in its tracks.

17

...

Qxf5



18

f4!

exf4

It is true that 18 ... e4 is not promising, as White can win a Pawn by 19 **Qg3 Qd7 20 Qxe4 f5 21 Qc3**, but giving up the center without being compelled to do so, has no justification. Black should batten down the hatches with 18 ... **Qd6**, and prepare for the storm that will assail his e5 square.

19

Qxf4

Qd6

20

Qh5!

An alert move that kills off one of the Bishops.

20

...

Qae8

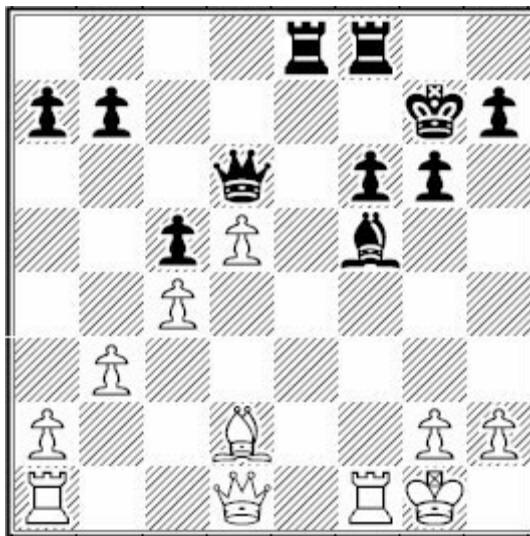
Clearly, 20 ... gxh5 21 ♕xf5 leaves Black's Pawn position on the King side in ruins, but if Black tries to keep both his Bishops by 20 ... ♘h8, then 21 ♘g3 ♘d7 22 ♘f4 ♗e7 23 ♘e1 ♗g7 24 ♘d6 f5 25 ♘xf8 ♗xa1 26 ♗xa1 ♘xa1 27 ♘xc5 gives White the advantage, as Leonard Barden points out.

21

♗xg7

♕xg7

This is the situation:



22

♗f4

White's pieces spring to life, with this and the next few moves. The Bishop comes into active play by the attack on the Queen, and a blockader of the passed Pawn will be driven away. The Pawn, with its lust to expand, is anxious to press on.

22

...

♕d7

23

♘d2

Threatens to win the exchange by 24 ♘h6+, and at the same time clears the way for the Queen Rook to come into the game.

23

...

♖f7

24

♗h6+

♕g8

25

♕ae1

♕fe7

26

♕xe7

♗xe7

27

h3!

Believe it or not, this is a strong attacking move!

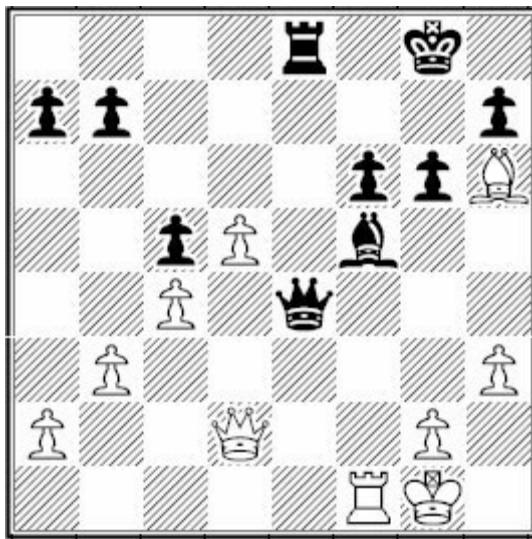
27

...

♗e4

The tempting 27 ... ♗e2 would be fatal after 28 ♗xe2 ♕xe2 29 g4 ♘e4 30 ♕xf6, and Black is

faced with unavoidable mate.



28

$\mathbb{Q}f2$

White does not play 28 g4 at once, as after 28 ... $\mathbb{Q}xg4$ 29 hxg4 $\mathbb{Q}xg4+$, Black has an easy draw by perpetual check. In fact, there are a number of amusing ways in which White could lose if he tried to avoid the draw. For example:

(1) 30 $\mathbb{Q}h2$ $\mathbb{R}e2+$.

(2) 30 $\mathbb{Q}h1$ $\mathbb{R}e2$, and White must give up the Queen or be mated.

(3) 30 $\mathbb{Q}g2$ $\mathbb{Q}d4+$ 31 $\mathbb{Q}h2$ $\mathbb{Q}h4+$ 32 $\mathbb{Q}h3$ $\mathbb{R}e2+$ and Black wins the Queen.

(4) 30 $\mathbb{Q}g2$ $\mathbb{Q}d4+$ 31 $\mathbb{Q}f2$ $\mathbb{R}e1+$ 32 $\mathbb{Q}h2$ $\mathbb{Q}h4+$ 33 $\mathbb{Q}h3$ $\mathbb{R}h1+$ 34 $\mathbb{Q}xh1$ $\mathbb{Q}xh3+$ 35 $\mathbb{Q}h2$ (to save the Bishop) 35 ... $\mathbb{Q}f1$ mate.

(5) 30 $\mathbb{Q}g2$ $\mathbb{Q}d4+$ 31 $\mathbb{Q}h1$ $\mathbb{Q}h4+$ 32 $\mathbb{Q}h2$ $\mathbb{Q}e4+$ 33 $\mathbb{Q}g1$ $\mathbb{Q}g4+$ 34 $\mathbb{Q}f2$ $\mathbb{R}e2$ mate.

28

...

$\mathbb{Q}e7$

The move White does play attacks the c-Pawn, and also threatens 29 g4 $\mathbb{Q}xg4$ 30 $\mathbb{Q}xf6$, and Black must give up a piece by 30 ... $\mathbb{Q}d4+$ 31 $\mathbb{Q}xd4$ cxd4 32 hxg4, or be mated.

29

g4

$\mathbb{Q}d3$

Things go at a rapid pace from now on. Every one of Fischer's moves is a hammer blow!

30

$\mathbb{R}d1$

$\mathbb{Q}e4$

31

d6

The Pawn takes a giant step.

31

...

$\mathbb{Q}e5$

32

$\mathbb{Q}f4$

$\mathbb{Q}c3$

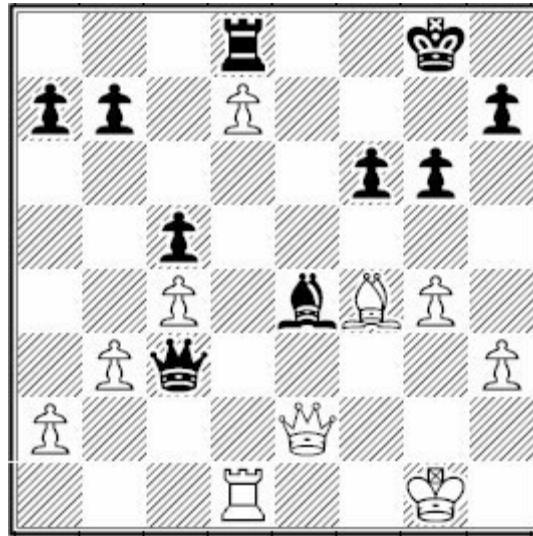
33

d7

♖d8

34

♕e2



34

...

♕f3

There is no hope in 34 ... ♜xh3 35 ♜xe4 ♜xg4+ 36 ♛f2 ♜xd1 37 ♜e6+ ♜g7 (or 37 ... ♜f8 38 ♜h6 mate) 38 ♜e7+ and White wins.

35

♜xf3

♝xf3

36

♝c7!

Resigns

If 36 ... ♜xd1 37 ♜xd8 ♛f7 38 ♜xf6, and the Pawn becomes a Queen next move.

■ GAME TEN ■

Rook and Pawn Ending

V. Smyslov – S. Reshevsky

Moscow 1948, RUY LOPEZ

All chess players (and that includes you and me) must have a sadistic streak or we would not enjoy seeing a fellow chessplayer being methodically and remorselessly crushed.

In this game Smyslov gets an iron grip on the center almost from the start. He tightens the grip move by move in the style made famous by Tarrasch. Something has to give way, and it turns out to be a Pawn that weakens and can not avoid being captured.

Once Smyslov is a Pawn ahead he brings the game quickly to an ending. He brings it in fact to one of those Rook and Pawn endings which are so confounded instructive. His treatment is more than worthy of note, as Smyslov plays it beautifully. His skill in that department is now so evident as to find his name mentioned in the same breath with those of Capablanca and Rubinstein. There is no higher praise.

1	e4	e5
2	♘f3	♘c6
3	♗b5	a6
4	♗a4	d6
5	c3	♘ge7

This development of the Knight was favored by Steinitz, although he was not particularly successful with it. The idea is to bring the Knight to g6, where it exerts pressure on the square e5 and is prepared to seize the outpost f4.

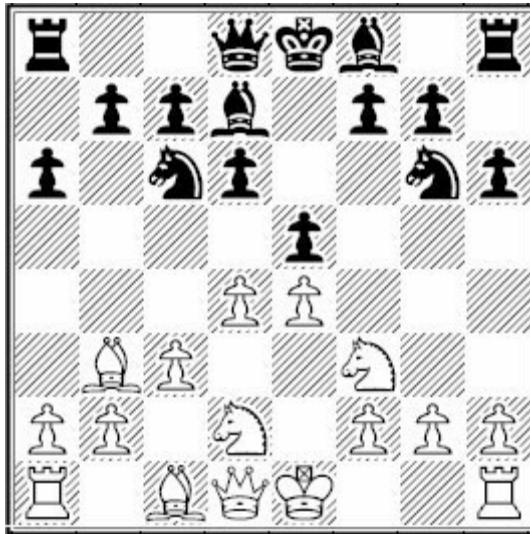
6	d4	♗d7
7	♗b3	

With the transparent threat of 8 ♘g5, attacking the vulnerable f-Pawn with two pieces.

7	...	h6
8	♘bd2	

This Knight is headed by way of c4 and e3 for the outpost d5, where it can make its presence felt.

8	...	♘g6
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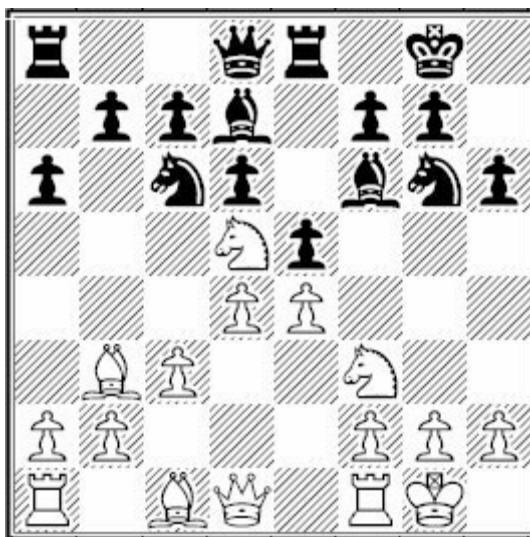


9 **Qc4**

Nice timing! A mechanical move, such as 9 o-o would allow the reply 9 ... Qf4 followed by 10 ... g5, and Black has seized the initiative.

9	...	Qe7
10	o-o	o-o
11	Qe3	Qf6
12	Qd5	Qe8

The Rook move turns out to be inferior to 12 ... exd4 13 Qxd4, Qe8, played in an earlier round of the tournament by Keres and Euwe. Here is the position:



13 **dxe5!**

This deserves an exclamation point! White gets the advantage with this capture, no matter how the opponent recaptures the Pawn – and he has five ways of doing so!

13

...

$\mathbb{Q}xe5$

If 13 ... $dxe5$ 14 $\mathbb{Q}xf6+$ $gxf6$ (but not 14 ... $\mathbb{Q}xf6$ as 15 $\mathbb{Q}xd7$ wins a piece) 15 $\mathbb{Q}xh6$, and White wins a Pawn.

If 13 ... $\mathbb{Q}gxe5$ 14 $\mathbb{Q}xe5$ $\mathbb{Q}xe5$ 15 $f4$ $\mathbb{Q}c6$ (on 15 ... $\mathbb{Q}g4$ 16 $h3$ wins a Pawn) 16 $\mathbb{Q}f3$, with a fine position for White.

14

$\mathbb{Q}xe5$

$dxe5$

15

$\mathbb{Q}f3!$

The Queen comes into play while vacating a good square for the benefit of the Rook.

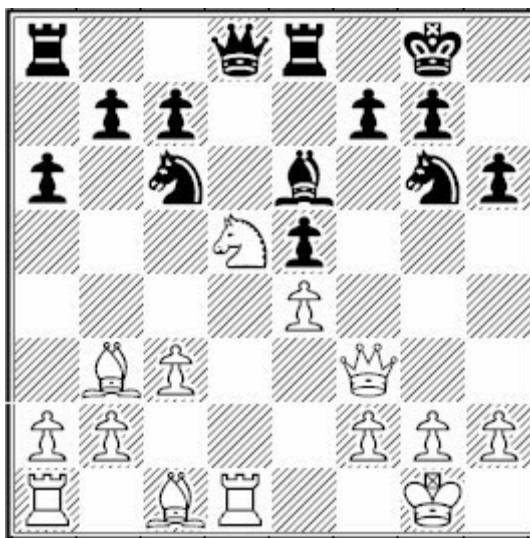
15

...

$\mathbb{Q}e6$

16

$\mathbb{Q}d1$



Strategically, White's game is superior. His Knight dominates the center, his Rook exerts pressure on the d-file, and he has two active Bishops.

Tactically, White has threats in 17 $\mathbb{Q}b6$, winning the exchange by virtue of the discovered attack on the Queen, and in 17 $\mathbb{Q}xh6$ $gxh6$ 18 $\mathbb{Q}f6+$, winning the Queen for Rook and Bishop.

16

...

$\mathbb{Q}xd5$

Black is understandably anxious to remove the Knight, even at the cost of increasing the power of the Bishops.

17

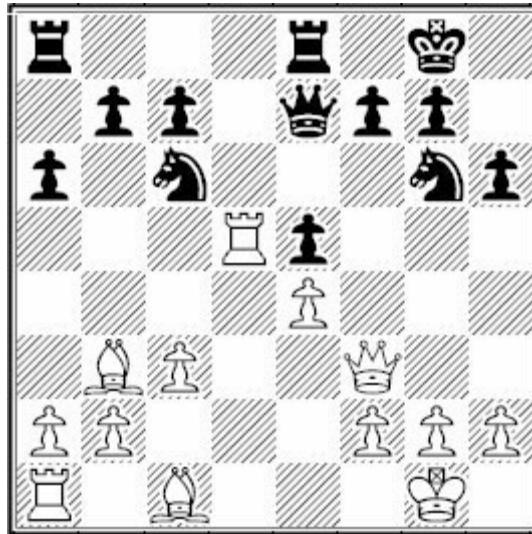
$\mathbb{Q}xd5$

Of course not 17 $exd5$, as the Pawn would shut off the action of the Bishop and the Rook. The capture with the Pawn would also allow Black counter-play by 17 ... $e4$ 18 $\mathbb{Q}e2$ $\mathbb{Q}a5$.

17

...

$\mathbb{Q}e7$



18 ♕f5!

A powerful move! The immediate threat is 19 ♜d7 winning on the spot, as the Rook attacks the Queen and the tender f-Pawn behind the Queen.

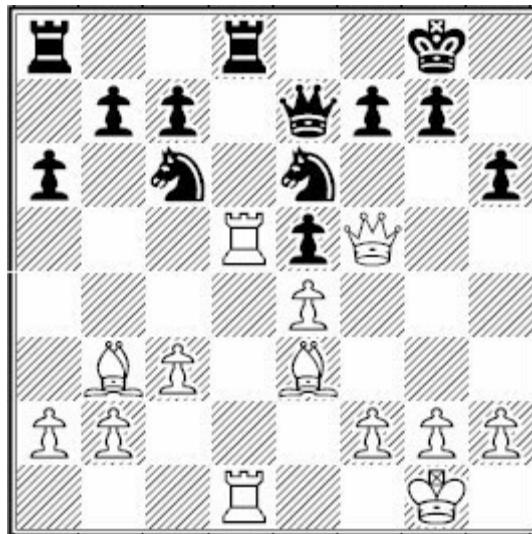
18 ... ♜f8

Keeps the Rook out. If instead 18 ... ♜ad8 19 ♜xd8 ♜xd8 20 ♜xh6 (not 20 ♜xg6 as 20 ... ♜d1+ 21 ♜xd1 fxg6 is a nasty surprise for White) 20 ... gxh6 21 ♜xg6+, and White wins a couple of Pawns.

19 ♜e3 ♜e6

This prevents the Bishop from coming in at c5.

20 ♜ad1 ♜ed8



21 g3!

Euwe points out the merits of this quiet little move:

- (1) It provides the King with a flight square against threats of mate on the back rank.
- (2) It prevents an unwelcome intrusion at f4 by the Knight.
- (3) It protects the square h4, the importance of which will be evident later on.

21

...

♖d6

A desperate attempt to relieve the pressure on the d-file by doubling Rooks.

22

♕xd6

Smyslov doesn't give him time to complete the operation.

22

...

cxd6

This leaves Black with an organic weakness – a backward Pawn on an open file.

23

♘g4

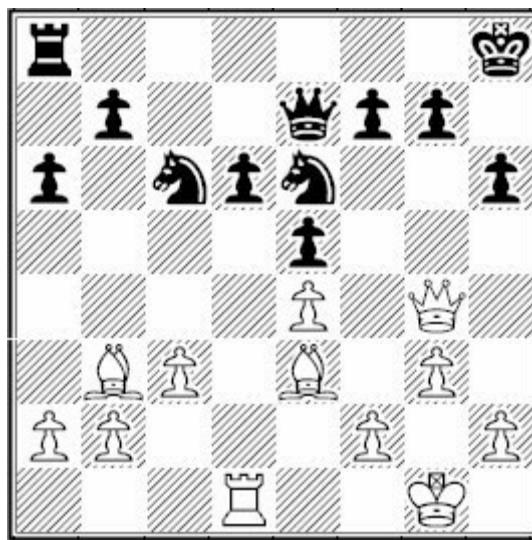
A subtle move. The direct threat is 24 ♜xh6 winning a Pawn, the indirect threat is 24 ♜d2 followed by 25 ♘d1, bearing down on the luckless d-Pawn.

23

...

♔h8

Black would have no picnic after 23 ... ♔f8, when the reply 24 ♜b6 threatens to win by 25 ♜xe6 fxe6 26 ♘f3+ ♔e8 27 ♘d3 ♔d7 28 ♜c5, and the d-Pawn cannot be saved.



24

♜b6!

Very strong! It prevents 24 ... ♜d8 protecting the Pawn, and also deprives Black of counterplay beginning with 24 ... ♜a5. White's intention now (if undisturbed) is to win the d-Pawn by doubling his heavy pieces on that file.

24

...

♜b8

An awkward move (since the Rook is shut off) but the Knight wants to get to d7, to drive the

troublesome Bishop away.

Other defenses are no more satisfactory. For instance:

(1) 24 ... ♜c5 25 ♜xc5 dxc5 26 ♜d7, winning a Pawn.

(2) 24 ... ♜cd8 25 ♜d2 f6 (to protect the Pawn by 26 ... ♜f7) 26 ♜xe6! ♜xe6 27 ♜d1, and the Pawn falls.

(3) 24 ... ♜c8 25 ♜d2 ♜b8 26 ♜d1 ♜c6 27 ♜a7 ♜d7 28 ♜d5 ♜c7 29 ♜xe6 ♜xe6 30 ♜xd6, and White has won a Pawn.

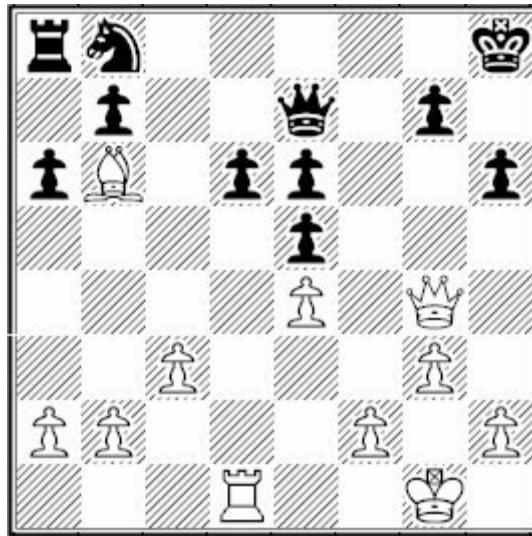
25

♜xe6

fxe6

Capturing with the Queen instead is more expensive, viz: 25 ... ♜xe6 26 ♜xe6 fxe6 27 ♜xd6, and the King Pawn comes off the board next move.

This is the position, with White to play:



26

♝h4!

Clever play! The idea is to force an exchange which will rid the board of Black's Queen, the only defender of the d-Pawn.

Note that this stratagem was made possible by White's triple-threat 21st move g3.

26

...

♜d7

No better is 26 ... ♜xh4 27 gxh4, and the Pawn is beyond help.

27

♝d8+!

Brutal, but they always say, "Chess is not for the kind-hearted."

27

...

♞xd8

28

♛xd8

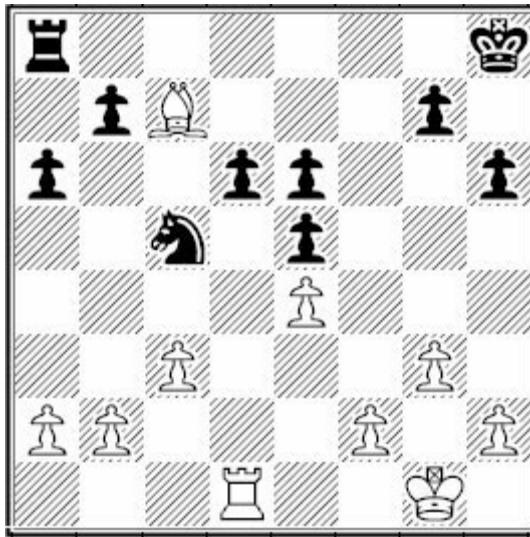
♝d7

There is no way to save the Pawn. On 28 ... ♕c6 29 ♕c7 seals its fate.

29

♕c7

♕c5



30

♖xd6

It is easy to go wrong, even in a winning position. For instance, if 30 ♖xd6 (plausible enough) ♖d8 31 f3 b6, and Black will attack and win the pinned Bishop next move by 32 ... ♕b7.

30

...

♕c8

There is no comfort in 30 ... ♕xe4 when 31 ♕xe6 wins two e-Pawns for one.

31

♕b6

♔a4

32

♕xe6

♔xb2

33

♕xe5

♔c4

If 33 ... ♕xc3 34 ♔d4! ♕c1+ 35 ♕g2 ♕d3 36 ♕e7, and the rest is easy for White.

34

♕e6

♔xb6

35

♕xb6

♔xc3

36

♕xb7

♔c2

37

h4

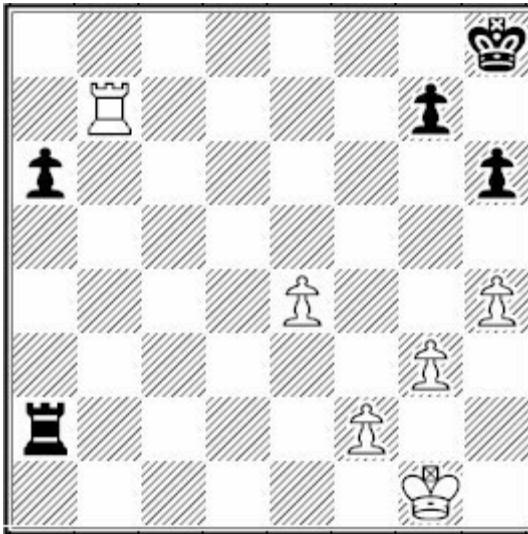
The a-Pawn could not be saved, but White can put his trust in the Pawn majority on the King side.

37

...

♔xa2

This is how things stand:



We now have a position of the sort Capablanca had in mind when he said, "Endings of one Rook and Pawns are about the most common sort of endings arising on the chess board. Yet though they do occur so often, few have mastered them thoroughly. They are often of a very difficult nature, and sometimes while apparently very simple they are in reality extremely intricate."

We can appreciate this particular ending if we have an outline of Smyslov's general plan.

White's Rook will assume its best position – at a7, where it dominates the all-important seventh rank, and at the same time keeps the adverse passed a-Pawn under constant attack, *no matter how far it advances on the file.*

White's King will advance under a Pawn shelter to g6, where it is in position, assisted by the Rook, to remove Black's King side Pawns. The Pawn shelter is necessary to prevent Black from checking and then Queening his Pawn, this Pawn having reached a7, with the Rook defending it at a8.

38	♖g2	a5
39	h5	a4
40	♘a7!	

The Rook not only keeps the dangerous Pawn under surveillance, but ties down the adverse Rook to its defense.

40	...	♔g8
41	g4	a3

On 41 ... ♘a3 (to keep the King from advancing), White builds a shelter by 42 f3, and then continues by 43 ♔g3 and 44 ♔f4.

42	♔g3	♘e2
43	♔f3	♘a2
44	♔e3	♔f8

45

f3

♖ a1

46

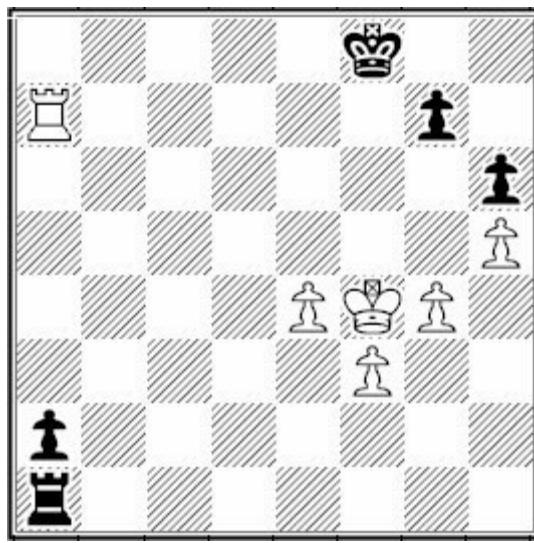
♕ f4

Intending (if let alone) to follow with 47 ♕f5 and 48 f4.

46

...

a2



47

e5

Care is needed every step of the way. The hasty 47 ♕e5 would lead to 47 ... ♖f1 48 ♖xa2 (the Pawn was threatening to become a Queen) 48 ... ♖xf3, and White will have trouble winning.

47

...

♔ g8

A King move is about all that Black has left. If he plays 47 ... ♕e8, then 48 ♕f5 ♖f1 49 ♖xa2 ♖xf3+ 50 ♕e6 (threatens mate) 50 ... ♕d8 51 ♖a8+ ♔c7 52 ♖a7+, and White wins.

48

♔f5!

♖ f1

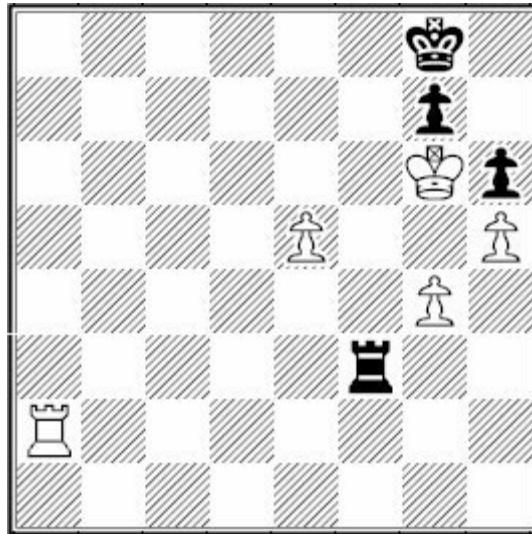
49

♖xa2

♖xf3+

50

♔g6



50

...

♔f8

On 50 ... ♕f7 51 ♕a8+ (definitely not 51 e6 ♕f6 mate!) 51 ... ♕f8 52 ♕xf8+ ♔xf8 53 e6 ♔e7 (if 53 ... ♔g8 54 e7 and mate next) 54 ♕xg7 and wins.

51

♕a8+

♔e7

52

♕a7+

Resigns

Black loses the King side Pawns. After 52 ... ♔f8 53 ♕xg7 ♕f4 54 ♕xh6, White's Pawns can not be stopped.

■ GAME ELEVEN ■
King in the Center
S. Tartakover – M. Frentz

Paris 1933, ENGLISH OPENING

If once a man delays Castling and his King remains in the center, files will open up against him, Bishops sweep the board, Rooks will dominate the seventh rank, and Pawns turn into Queens. Irving Chernev.

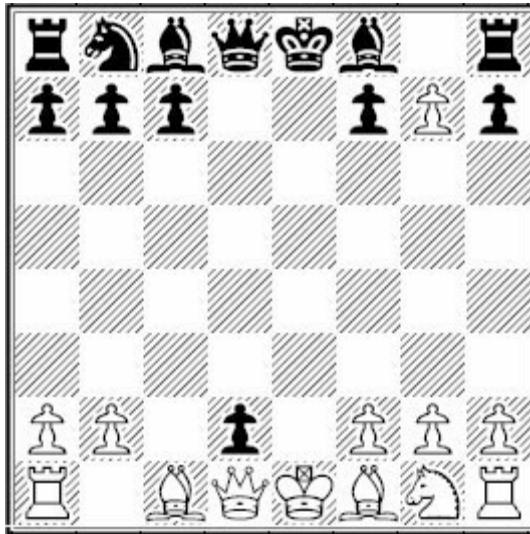
The moment I wrote this I recalled another piece of advice, moral in nature:

If once a man indulges himself in murder, very soon he comes to think little of robbing; and from robbing he comes next to drinking and Sabbath-breaking, and from that to incivility and procrastination. Thomas De Quincey.

1	c4	f6
2	¤c3	e6
3	e4	d5
4	cx d5	ex d5
5	e5	d4

Black has a good line in 5 ... ¤e4, sacrificing a Pawn for the sake of the initiative. The continuation could be 6 ¤xe4 dx e4 7 ¤a4+ ¤c6 8 ¤xe4 ¤e6 9 ¤b5 ¤d5 10 ¤g4 a6 11 ¤xc6+ ¤xc6.

6	exf6	dxc3
7	fxg7	cxd2+



It is almost incredible that each player should have at this early stage a passed Pawn on the seventh rank. Naturally, this remarkable position will last only for a fleeting moment.

8

$\mathbb{Q}xd2$

$\mathbb{Q}xg7$

9

$\mathbb{Q}c2$

$\mathbb{Q}c6$

10

$\mathbb{Q}f3$

$\mathbb{Q}g4$

Black is neglecting the safety of his King. The modest $10 \dots \mathbb{Q}d7$, with a view to Queen side Castling offered better chances.

11

$o-o-o$

$\mathbb{Q}xf3$

12

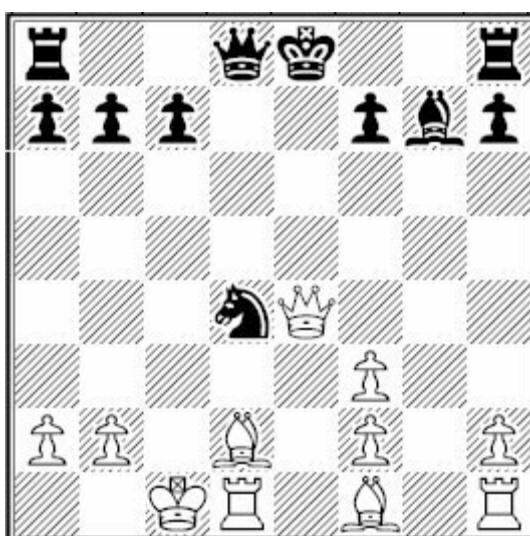
$gxf3$

$\mathbb{Q}d4$

This attacking move is unjustified in view of the dangers facing his exposed King. It is hard to suggest an airtight defense, but Black might have done better with $12 \dots \mathbb{Q}f6$ $13 \mathbb{Q}e1+$ $\mathbb{Q}f8$, and prepare for a long, hard winter.

13

$\mathbb{Q}e4+$



13

...

♕e7

Good moves are getting scarce: 13 ... ♕f8 loses at once by 14 ♜b4+ ♔g8 15 ♜g1 (threatens 16 ♜xd4), while 13 ... ♜e6 fails after 14 ♜b5+ c6 15 ♜xc6+ bxc6 16 ♜xc6+ ♕f8 17 ♜b4+ and White wins the Queen.

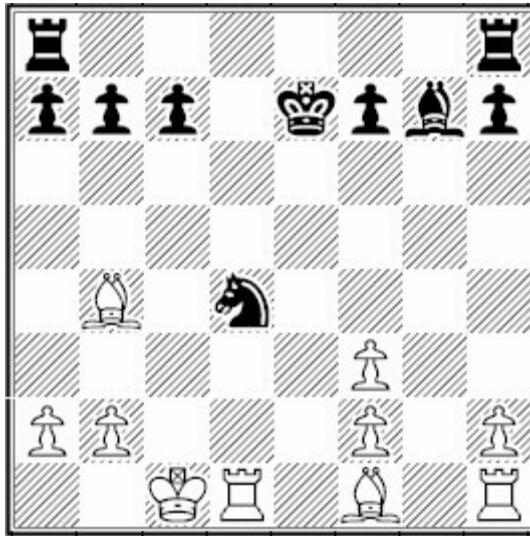
14

♘xe7+

♕xe7

15

♗b4+



15

...

♔e8

Just about the only move. The alternatives are:

(1) 15 ... ♕d7 16 ♜c5 (not 16 ♜c3 c5) winning the pinned Knight.

(2) 15 ... ♜e6 16 ♜h3+ f5 17 ♜he1+ ♔f7 18 ♜e7+ ♔f8 19 ♜xg7+, and White wins two pieces for a Rook.

(3) 15 ... ♜e6 16 ♜h3+ ♜f5 17 ♜he1+ ♔f6 18 ♜c3+ ♔g5 (18 ... ♔g6 19 ♜xf5+ wins a piece) 19 ♜d5, and White wins a piece.

16

♗b5+!

c6

Here, if 16 ... ♜xb5 17 ♜he1+ and mate next move.

17

♜he1+

Every piece is engaged in the attack!

17

...

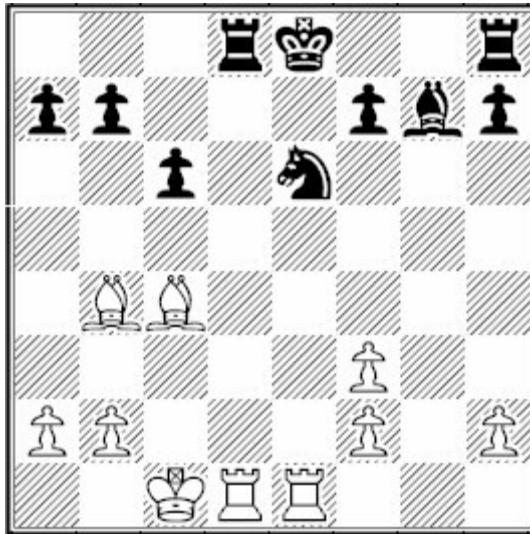
♞e6

18

♝c4

♛d8

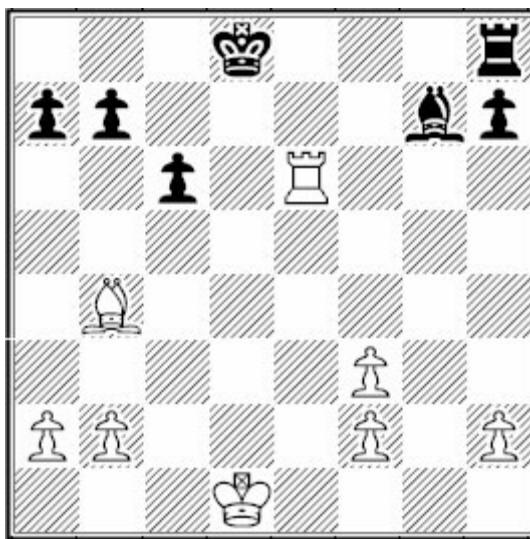
This is the position, with White to play:



19 $\mathbb{Q}xe6$

White does not hold on to his Bishops. One must know when to give up one advantage for the sake of securing another, and perhaps better one.

19	...	$\mathbb{R}xd1+$
20	$\mathbb{Q}xd1$	$fxe6$
21	$\mathbb{R}xe6+$	$\mathbb{Q}d8$



22 $\mathbb{R}e7!$

Much better than the meek 22 $\mathbb{Q}c2$, protecting the b-Pawn. *The Rook must be aggressive in the endgame.*

22 ... $\mathbb{Q}xb2$

If 22 ... $\mathbb{Q}f8$ 23 $\mathbb{R}xb7$ (guards the Bishop directly) 23 ... $\mathbb{Q}c8$ 24 $\mathbb{R}xa7$ (now indirectly by the threat of 25 $\mathbb{R}a8+$) 24 ... $\mathbb{Q}b8$ 25 $\mathbb{R}a4$ (once again directly, having picked up two Pawns in the interval).

23

$\mathbb{R} \times b7$

Attacks the a-Pawn, and also threatens 24 $\mathbb{Q} a5+$, discovering an attack on the Bishop.

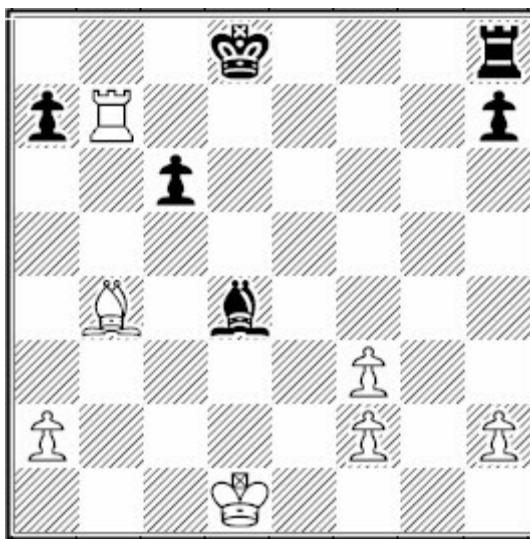
23

...

$\mathbb{B} d4$

The Bishop now protects the Pawn at one side of the board and the Rook at the other. So White disrupts the Bishop by a problem-move.

This is the position:



24

$\mathbb{Q} c5!$

A pretty move which renews the threat of winning the a-Pawn.

24

...

$\mathbb{K} c8$

Obviously 24 ... $\mathbb{Q} xc5$ would lose the Rook by 25 $\mathbb{R} b8+$.

25

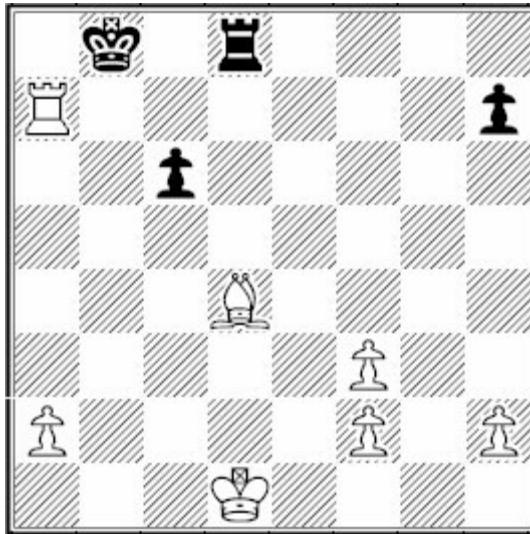
$\mathbb{R} \times a7$

$\mathbb{K} b8$

26

$\mathbb{Q} \times d4$

$\mathbb{R} d8$



Black will win the piece back, but White meanwhile gains time – and Pawns.

27 $\blacksquare x h7$ $\blacksquare x d4+$

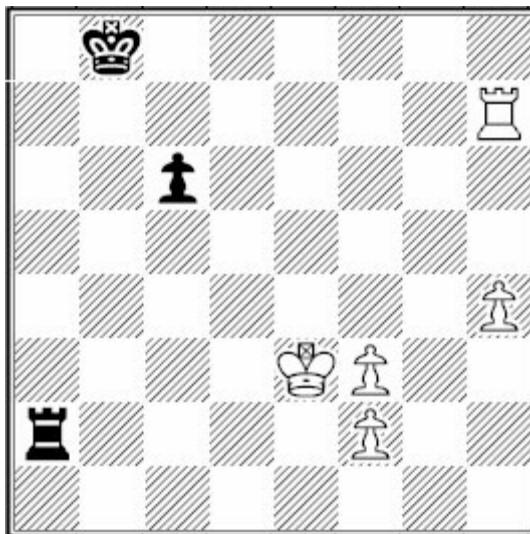
28 $\mathbb{Q} e2$ $\mathbb{Q} a4$

29 **h4**

“Passed Pawns must be pushed!” as I must have said a thousand times.

29 ... $\mathbb{Q} x a2+$

30 $\mathbb{Q} e3$



30 ... $\mathbb{Q} c8$

The King hurries back to head off the Pawn. If Black defends by getting his Rook behind the passed Pawn, this is how the play might run: 30 ... $\mathbb{Q} a1$ 31 $h5$ $\mathbb{Q} h1$ 32 $h6$ $c5$ 33 $\mathbb{Q} d3$ $\mathbb{Q} h4$ 34 $f4$ $\mathbb{Q} xf4$ 35 $\mathbb{Q} g7$ $\mathbb{Q} h4$ (if 35 ... $\mathbb{Q} f8$ 36 $h7$ followed by 37 $\mathbb{Q} g8$ wins) 36 $h7$ $\mathbb{Q} c8$ 37 $\mathbb{Q} g8+$ and White wins.

31

h5

♔d8

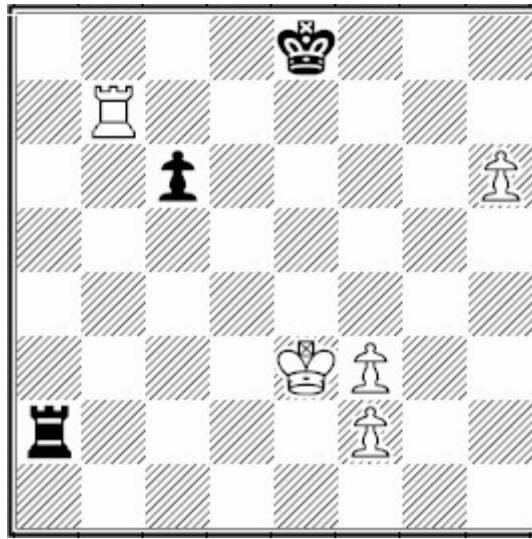
32

h6

♔e8

33

♕b7



33

...

♔f8

Or 33 ... ♕a1 34 h7 ♕h1 35 h8(♕)+ ♕xh8 36 ♕b8+ and White wins.

34

h7

♕a3+

35

♔f4

Resigns

An easily understood bright little game.

■ GAME TWELVE ■

The Shifting Attack

S. Reshevsky – M. Najdorf

Dallas 1957, NIMZO-INDIAN DEFENSE

The attack of a tactician can be troublesome to meet – that of a strategist even more so. Whereas the tactician's threats may be unmistakable, the strategist confuses the issue by keeping things in abeyance. He threatens to threaten!

Take this game for instance: Reshevsky posts a Knight at d6 to get a grip on the center. Then he establishes a passed Pawn on one wing to occupy his opponent on the Queen side. Finally he stirs up the position on the King side. What does the poor bewildered opponent do? How can he defend everything at once? Where will the blow fall?

Watch Reshevsky keep Najdorf on the run, as he shifts the attack from side to side!

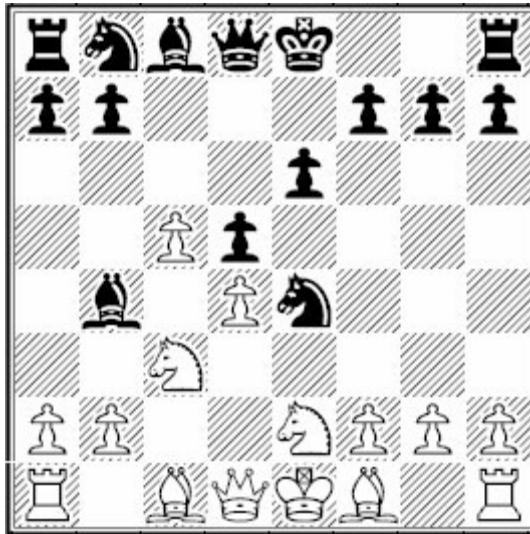
1	d4	f6
2	c4	e6
3	c3	b4
4	e3	

A quiet-looking but exceedingly strong move.

4	...	c5
5	g e2	cxd4

This is better than 5 ... d5 6 a3 cxd4 7 axb4 dxc3 8 ♜xc3 o–o 9 cxd5 ♜xd5 10 ♜xd5 11 ♜xd5 exd5 12 ♜d2, as Najdorf discovered when he lost with this line to Botvinnik in 1956.

6	exd4	d5
7	c5	g e4



8 **Qd2!**

Reshevsky cheerfully allows one of his Bishops to be exchanged for a Knight. The old line of play 8 a3 ♜xc3 9 ♜xc3 ♜xc3+ 10 bxc3 b6 11 cxb6 axb6 12 ♜d3 ♜a6, is in Black's favor.

8	...	Qxd2
9	Qxd2	b6
10	a3	

Forced, since 10 ... ♜a5 allows 11 b4 trapping the Bishop.

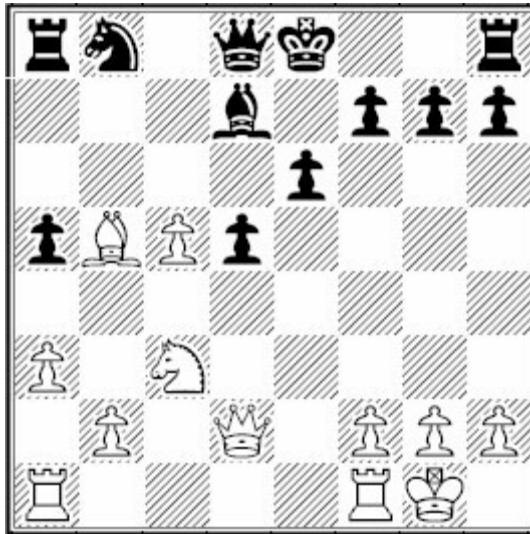
10	...	Qxc3
11	Qxc3	bx5
12	dxc5	a5

This prevents White from supporting his passed Pawn by 13 b4. It might have been better though to Castle, and get some pieces into active play.

13	Qb5+	Qd7
-----------	-------------	------------

Clearly, 13 ... ♜d7 is immediately fatal, as after 14 c6 the Knight dares not move away.

14	o-o
-----------	------------



14

...

0–0

If Black tries to prevent 15 b4 by 14 ... ♜a6, the advance 15 c6 wins a piece, or if 14 ... ♜c6 (with the same object) 15 ♜xd5, (a sacrifice one would make instinctively) 15 ... exd5 16 ♜xd5 needs no analysis to demonstrate Black's helplessness.

15

b4

White will now have two connected passed Pawns, whether Black captures or not.

15

...

♜xb5

This will enable White to anchor a Knight at d6, but if 15 ... ♜c6 instead, 16 ♜xc6 ♜xc6 17 b5 is not particularly pleasant for Black.

16

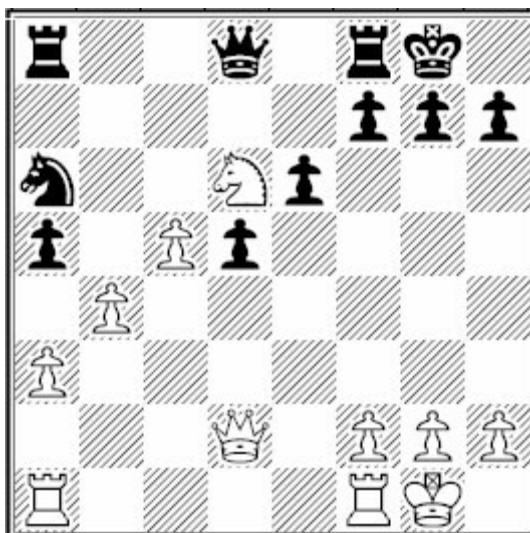
♞xb5

♞a6

17

♞d6

White gets a tremendous positional advantage with this move. The Knight exerts pressure in every direction, and is not easily dislodged from its fine outpost.



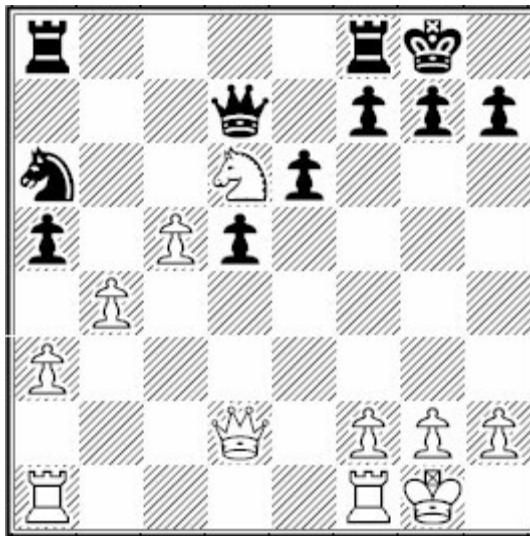
The immediate threat is 18 ♜b7 ♜c7 19 ♜xa5 ♜xc5 20 ♜fc1 ♜e4 21 ♜xc7 ♜xd2 22 f3 (cuts off the Knight's retreat) 22 ... ♜fc8 23 ♜ac1 ♜xc7 24 ♜xc7 ♜b1 25 b5! h6 26 b6 ♜xa5 27 b7 ♜b5 28 ♜c8+ and White wins.

17

...

♕d7

This is the position, with White to move:



18

f4!

The attack shifts to the King side! The threat is 19 f5 followed by 20 f6, disrupting the Pawns guarding Black's King. If Black tries to prevent the advance by 18 ... g6, this might occur: 19 f5!, exf5 (if 18 ... gxf5 19 ♜g5+ ♔h8 20 ♜f6+ ♔g8 21 ♜f3 and mate follows soon) 20 ♜xf5 gxf5 21 ♜g5+ ♔h8 22 ♜f6+ ♔g8 23 ♜xf5, and Black must give up his Queen to prevent mate.

18

...

♜ab8

19

f5

exf5

Here if 19 ... axb4 20 f6 (threatens 21 ♜g5 g6 22 ♜h6 and mate next) 20 ... gxf6 21 ♜h6 and there is no defense, e.g. if 21 ... f5 22 ♜g5+ ♔h8 23 ♜f6+ wins, or if 21 ... ♜e7 22 ♜f3 ♔h8 23 ♜h3 is decisive.

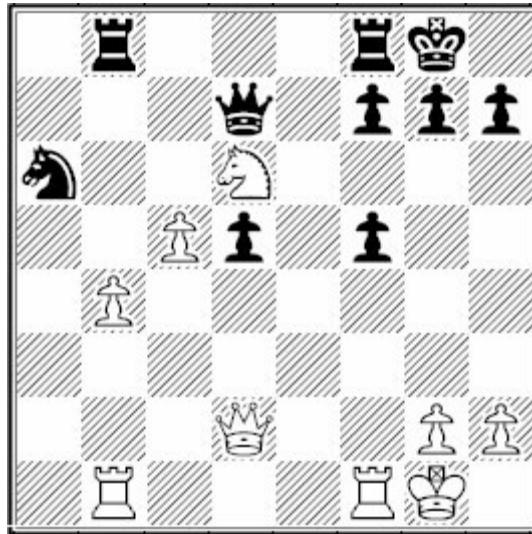
20

♜ab1

axb4

21

axb4



21

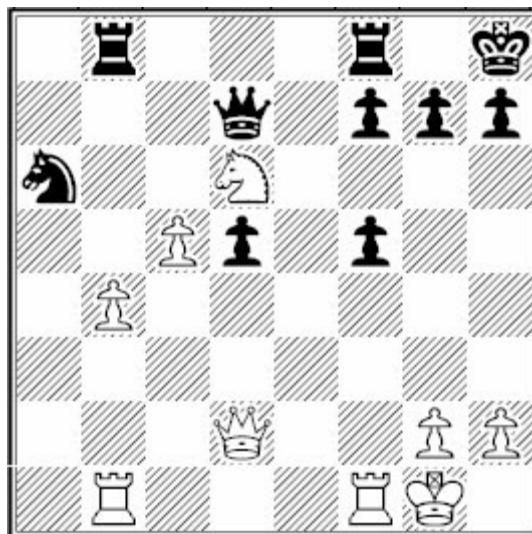
...

♕h8

If Black defends the f-Pawn by 21 ... g6, the reply is still 22 ♕xf5, after which 22 ... gxf5 23 ♕g5+ ♜h8 24 ♜f6+ ♜g8 allows White the luxury of choosing one of several winning moves – 25 ♜f3, or 25 ♜b3, or 25 ♜xf5 – but not 25 ♜xa6, which would be petty, even if it did win.

In this line, if Black refused the Knight and played 22 ... f6 to give his King more room, White could force a quick win by 23 ♜xd5+, ♜xd5 (on 23 ... ♜f7 24 ♜h6+ wins) 24 ♜e7+ followed by 25 ♜xd5, and the passed Pawns are irresistible.

This is the position on the board:



22

♘c3!

♕c7

A master move! The Queen operates on both wings simultaneously! On the King side, the Queen's pin of the g-Pawn prevents it from moving to g6 to protect the f-Pawn. On the Queen side, the Queen's defense of the c-Pawn makes the advance of the b-Pawn feasible.

22

...

♕c7

The Knight returns to the theater of action.

23

$\mathbb{Q}xf5$

$\mathbb{Q}e6$

24

$\mathbb{Q}d6$

f6

25

$\mathfrak{Q}h3!$

Threatens to win a piece (or at least the exchange) by 26 $\mathbb{Q}fe1$.

25

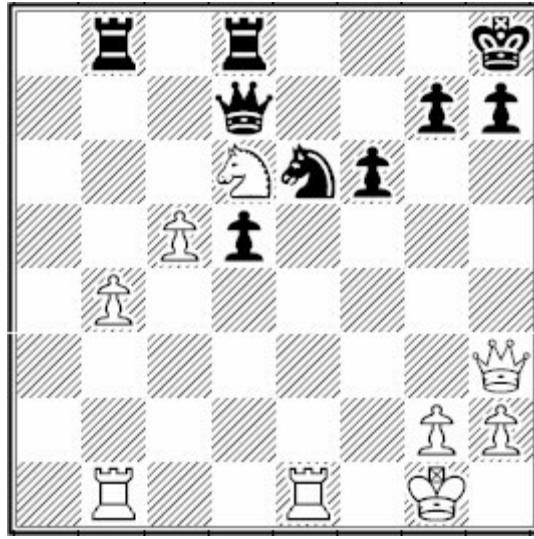
...

$\mathbb{Q}fd8$

Protects the Queen, and thereby frees the Knight – but it's getting late!

26

$\mathbb{Q}fe1$



26

...

$\mathbb{Q}d4$

This allows White to win the Queen by drawing away the Rook that protects it, but if 25 ... $\mathbb{Q}f8$ instead, there follows 27 $\mathfrak{Q}xd7$ $\mathbb{Q}xd7$ (on 27 ... $\mathbb{Q}xd7$ 28 $\mathbb{Q}f7+$ wins the exchange) 28 b5, an advance by the Pawns which will be decisive.

27

$\mathbb{Q}e8+!$

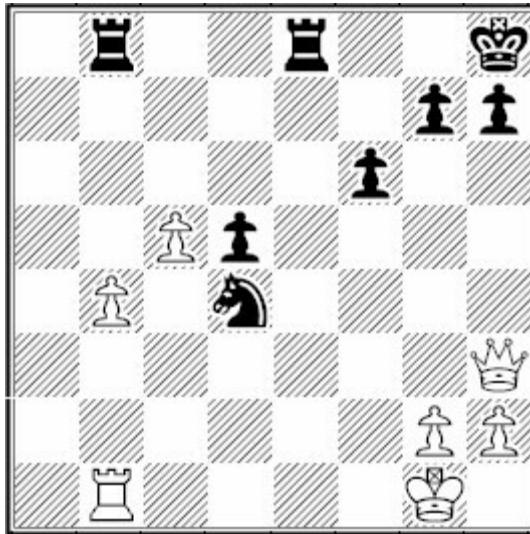
$\mathfrak{Q}xe8$

Obviously 27 ... $\mathbb{Q}xe8$ 28 $\mathfrak{Q}xd7$ does not improve matters.

28

$\mathfrak{Q}xe8$

$\mathbb{Q}xe8$



29 **b5!**

Nicely played! Giving up a Pawn to disorganize Black's pieces is the quickest way to break down resistance.

29 ... **♕xb5**

Or 29 ... ♕xb5 30 ♕xb5 ♘xb5 31 ♔d7 ♕b8 32 c6, and White wins easily.

30 **♘d7** **♘c3**

Attacking the Queen by 30 ... ♕ed8 is useless. White simply plays 31 ♕xb5, and Black may not capture either Queen or Rook.

31 **♕xb8** **♕xb8**

32 **c6** **♘e4**

33 **h4**

Does Najdorf really think that Reshevsky will fall into 33 c7 ♕b1 mate?

33 ... **Resigns**

■ GAME THIRTEEN ■

Every Move a Threat!

M. Porges – E. Lasker

Nuremberg 1896, RUY LOPEZ

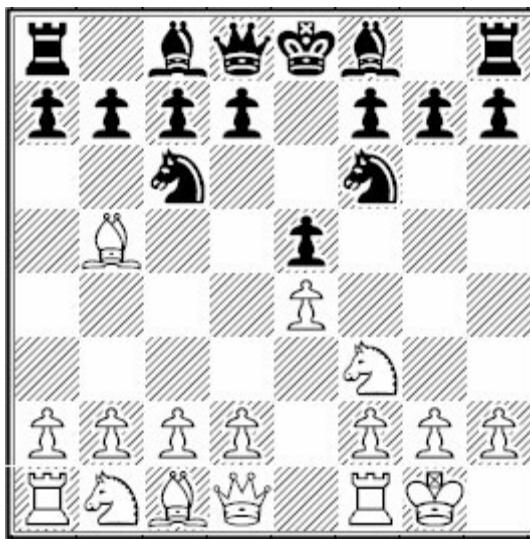
One of the reasons Lasker was a tough man to beat was that he made use of ideas in his games years before they were discovered by the Hypermoderns. Here for example he demonstrates the Nimzovich concept that a restricted position is not necessarily disadvantageous. What counts is the amount of pent-up energy in the position, and the possibility of this energy exploding.

I think you will enjoy the way Lasker lets loose with ten moves in a row, each of them containing a threat!

1	e4	e5
2	♘f3	♘c6
3	♗b5	♗f6

Lasker preferred this move, which develops a piece, to the popular 3 ... a6.

4	o–o
----------	------------



4	...	♘xe4
----------	------------	-------------

Regarding the capture of a Pawn early in the game, Lasker gives this advice: “When you are conscious not to have violated the rules laid down, you should accept the sacrifice of an important Pawn, as the King Pawn, Queen Pawn, or one of the Bishop Pawns. If you do not, as a rule, the Pawn which you have rejected will become very troublesome to you. Do not accept the sacrifice, however,

with the idea of maintaining your material advantage at the expense of development. Such a policy never pays in the end. By far the better plan is to give the Pawn up after your opponent has made some exertions to gain it.”

5	d4	♘e7
6	♗e2	

This is stronger than 6 dxe5, which lets Black free his game by 6 ... d5 7 exd6 ♘xd6.

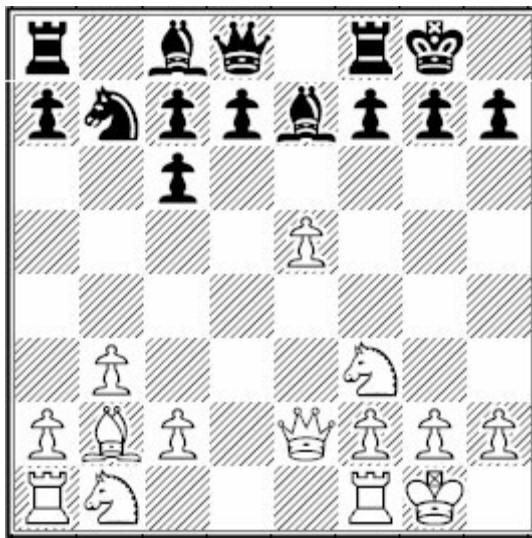
6	...	♗d6
7	♘xc6	bxc6
8	dxe5	♗b7

The Knight retreats, but after it makes its way back to e6, by way of c5, it will exert a great deal of influence on the center squares.

9	b3
----------	-----------

The fianchettoed Bishop is not particularly well placed, as it exerts no pressure on Black's position. The natural 9 ♘c3 is stronger, or perhaps 9 ♘d4 to prevent Black from playing 9 ... d5.

9	...	o-o
10	♗b2	



10	...	d5!
-----------	------------	------------

Once he gets ... d5 in, Black can equalize in nearly all King Pawn openings.

11	exd6
-----------	-------------

This does away with Black's center Pawn, but in return it enables him to dissolve his doubled Pawn.

11

...

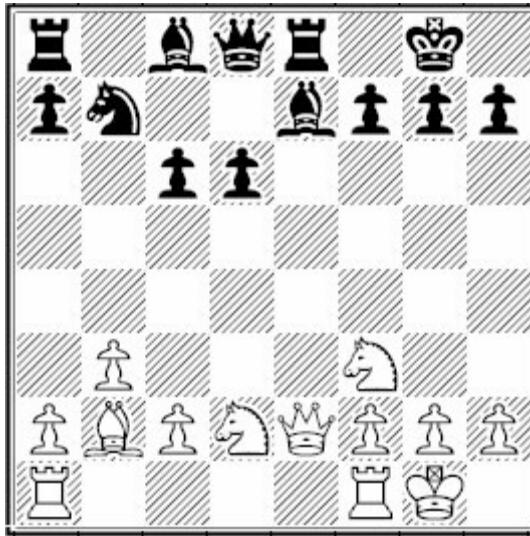
cxd6

12

♝bd2

♛e8!

With indirect threats against the Queen. It is interesting to see how quickly Black acquires a decisive advantage.



13

♝fe1

Restrains the Bishop for the time being. If instead 13 ♜d3 ♛c5 forces the Queen back to the e-file, since 14 ♜c4 loses the exchange after 14 ... ♜a6 and 14 ♜c3 is dangerous after 14 ... ♜f6 15 ♜d4 ♜b6, and Black threatens 16 ... ♜e6.

13

...

♛d7

Protects the Rook (a necessary step, as we shall see) while developing a piece.

14

♞e4

An attempt to be aggressive, but it turns out to be a waste of time. The modest 14 ♜f1 was safer, even though it seems to be an admission of helplessness.

14

...

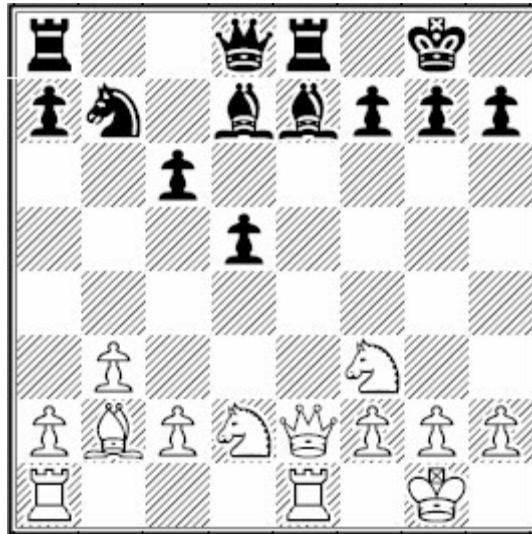
d5

Once again Black establishes a Pawn in the center – and with gain of time!

15

♝ed2

The Knight is forced to return to the square it came from. If instead 15 ♜g3, the reply 15 ... ♜b4 wins the exchange for Black, while 15 ♜c3 loses a whole piece by 15 ... ♜a3 16 ♜a6 ♜xb2.



15 ... **a3**

16 **e5**

The only move since 16 **a6** loses a piece by 16 ... **xb2** 17 **ab1** **c5**.

16 ... **f6**

17 **a6**

This was forced, but is White wriggling out of his troubles? The Queen is now attacking two pieces.

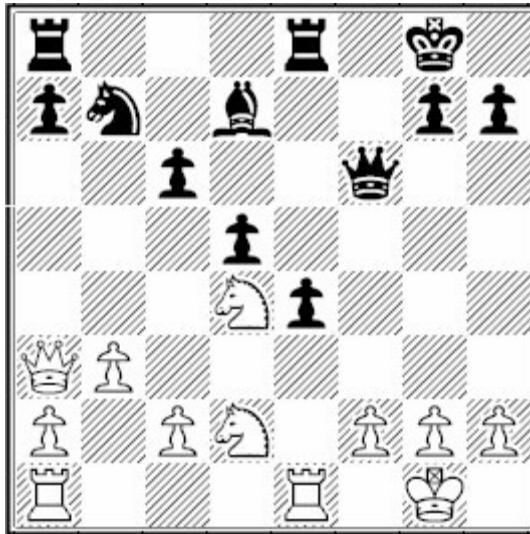
17 ... **fxe5**

18 **xa3**

This is better than 18 **xb7** **e4** 19 **a6** (on 19 **d4** **b2** wins the exchange) 19 ... **b2** 20 **ab1** **f6**, and White's unfortunate Knight, having no flight square, is lost.

18 ... **e4**

19 **d4** **f6!**



Black has attained his objective. All his pieces are admirably placed for a King side attack, while White's pieces are disorganized and ineffective.

20

c3

f8

21

f3

If 21 $\mathbb{Q}f1$ (to protect the f-Pawn) 21 ... $\mathbb{B}g5$ (attacks the Knight) 22 $\mathbb{R}c1 \mathbb{N}h3$, and White must give up the exchange by 23 g3 to prevent mate.

21

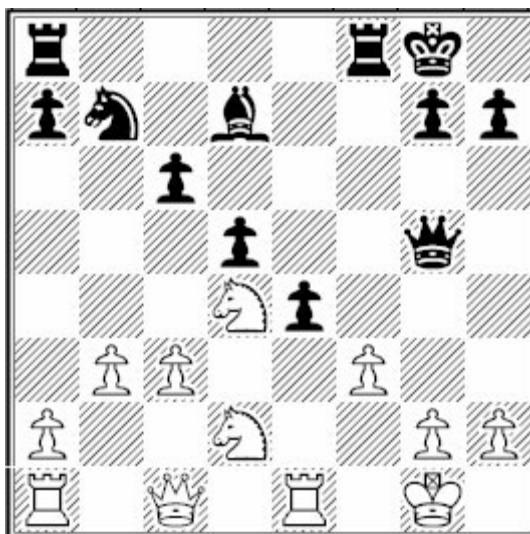
...

$\mathbb{B}g5!$

“One attacking move after another! Lasker plays this very strongly,” says Tarrasch, who was usually rather chary of praise.

22

$\mathbb{Q}c1$



The threatened Knight cannot move because of 22 ... c5 followed by 23 ... exf3 and wins; or if 22 $\mathbb{Q}ad1$ c5 23 $\mathbb{Q}e2$ exf3, and White is overwhelmed with threats, chief of which are 24 ... $\mathbb{B}xg2$ mate, 24 ... f2+ and 24 ... fxe2.

22

...

♘c5!

The Knight enters with powerful effect. The first threat is 23 ... ♘d3 winning the exchange.

23

♗f1

♕g6

24

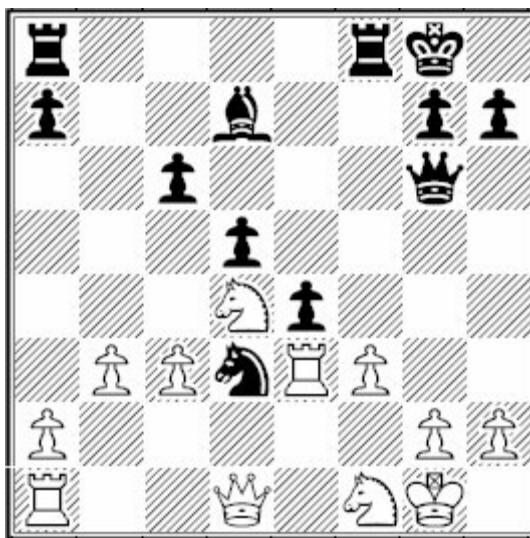
♗e3

♘d3

25

♗d1

This is the position, with Black to move:



25

...

♘f4!

Threatens mate in one move (26 ... ♜xg2 mate) and the Queen in two (26 ... ♘h3+ 27 ♛h1 ♘f2+).

26

♗g3

h5!

The Knight must be dislodged!

27

♘de2

♗xg2!

The sacrifice will bring the King out into the open.

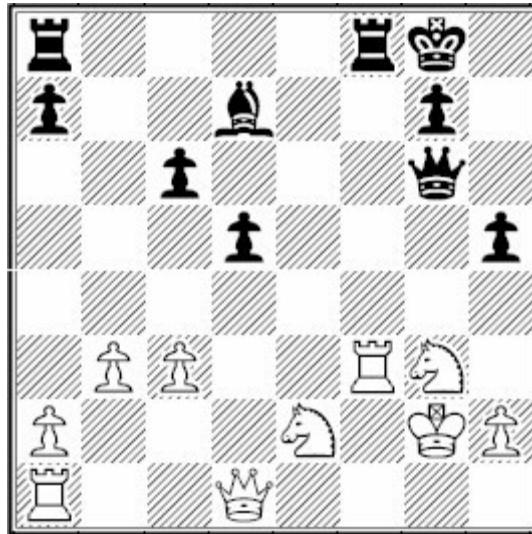
28

♗xg2

exf3+

29

♗xf3



29 ... **Qh3+!**

30 **Qxh3**

Or 30 **Qf2 Qg4** 31 **Rxf8+** **Rxf8+** 32 **Qe3** **h4** 33 **Bf1 Qe4+** 34 **Qd2 Rf2**, and White is lost.

30 ... **Qg4+**

31 **Qg2** **Rxf3+**

32 **Qg1**

Or 32 **Qh3 Qg4+** 33 **Qg2** **h4**, and the poor Knight is pinned.

32 ... **h4**

33 **Bh1**

If 33 **Bf1** **h3** forces mate quickly.

33 ... **Qe3+**

34 **Resigns**

For 34 **Qg2** allows a pretty mate by the h-Pawn.

■ GAME FOURTEEN ■

A Touch of Jujitsu

T. Petrosian – V. Korchnoi

Leningrad 1946, DUTCH DEFENSE

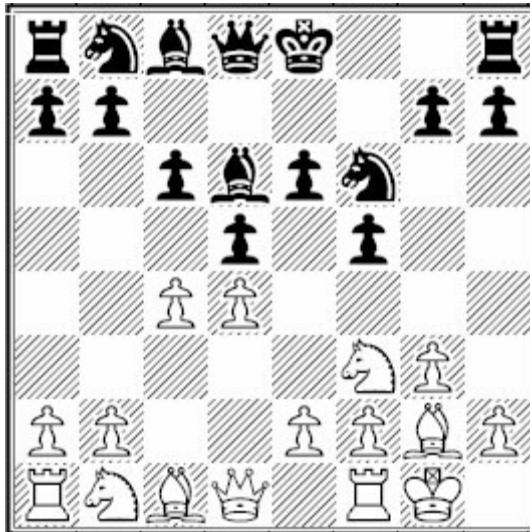
Petrosian must have the spark of genius! How else could he, with a few mysterious moves, cause the quick collapse of so eminent a player as Korchnoi?

By means of subtle strategy Petrosian brings about a position where his opponent's pieces must depend on each other for support. The Queen defends a Knight which defends a Rook which defends a Pawn. With the skill of a jujitsu expert, Petrosian applies pressure to the critical points, and Korchnoi is forced to resign at once.

1	d4	e6
2	♘f3	f5

The Dutch Defense was for a long time a favorite defense of Alekhine and Botvinnik, both of whom won some marvellous games with it. One has only to recall Bogolyubov – Alekhine, Hastings 1922 (in my opinion the most brilliant game ever played), Rabinovich – Botvinnik, Moscow 1927, and Steiner – Botvinnik, Groningen 1946 to realize that the Dutch can be a formidable weapon in the right hands.

3	g3	♘f6
4	♗g2	d5
5	o–o	♗d6
6	c4	c6

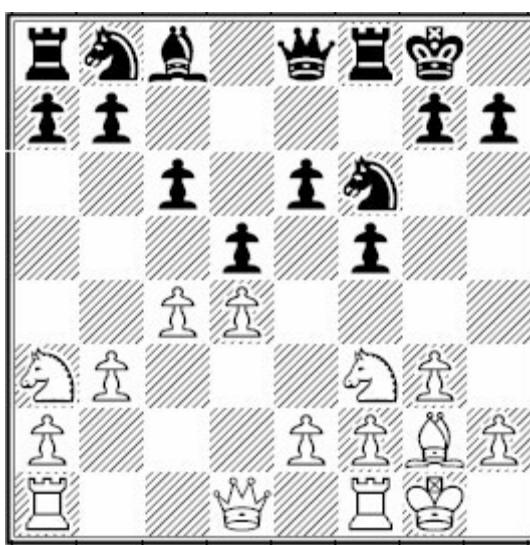


Black adopts the Stonewall formation. In this type of counter attack, the Knight will occupy the outpost e4, the Queen (after the King has Castled) will move to h5, by way of e8, the g-Pawn will start the attack rolling by advancing to g5 and the King Rook will swing over to h6 by way of f6 to add weight to the assault.

7	b3	o-o
8	$\mathbb{Q}a3!$	

One would expect the fianchetto development of the Bishop after 7 b3, but Petrosian prefers to remove Black's King Bishop, a potentially dangerous attacking piece. Black's other Bishop is less to be feared, hemmed in as it is by Pawns on white squares.

8	...	$\mathbb{Q}xa3$
9	$\mathbb{Q}xa3$	$\mathbb{Q}e8$



10	$\mathbb{N}c2$
----	----------------------------------

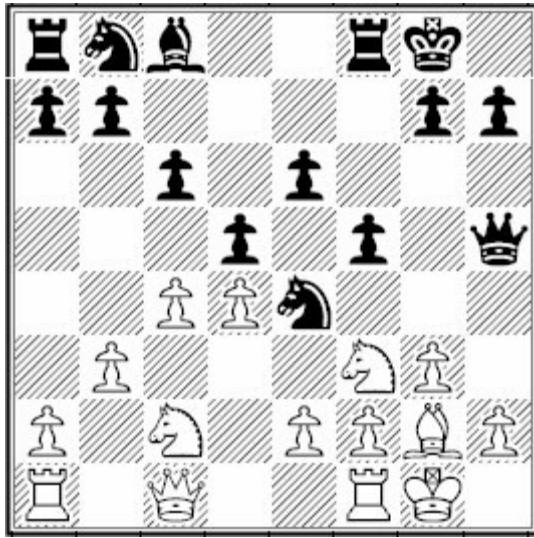
The Knight must not stay on the sidelines! The great master, you will note, does not waste time at every stage looking for a move or a combination that will suddenly win the game in a burst of

brilliancy. What he is concerned with, long before he looks for any combinations, is to see that every piece is placed where it can do some good. Every piece should be centralized (if possible), every piece should have a fair amount of mobility (freedom of movement), and every piece should have some influence on the course of the game.

10	...	♘ h5
11	♗ c1!	

Only a great master would find this move! Its first effect is to prevent Black from continuing his attack with 11 ... g5. (*It is as important to prevent the opponent from making good moves as it is to make them yourself.*) Its later effect will be the entrance of the Queen at c7, with startling consequences.

11	...	♕ e4
12	♘ ce1!	



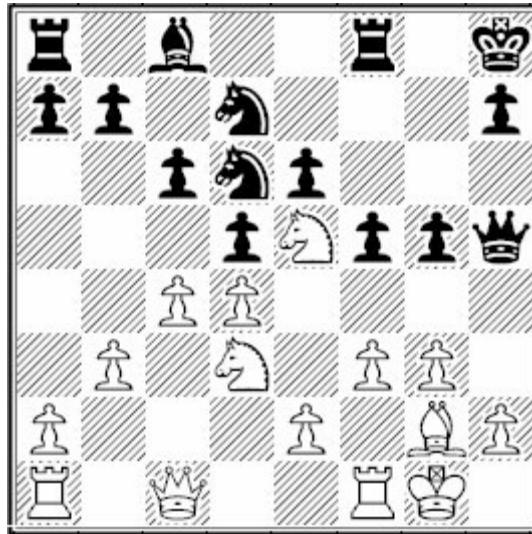
12	♘ ce1!	
13	♗ d3	♗ d7

This is the sort of move Nimzovich would recommend. The Knight is headed for e5, to exploit the weakness created on that square by Black's Pawn position in the center. Nimzovich gave it as a principle that "Strategically important points should be overprotected. If the pieces are so engaged, they get their reward in the fact that they will then find themselves well posted in every respect."

12	...	g5
13	♗ d3	♗ d7
14	♘ fe5	♕ h8

Stealing a Pawn would be disastrous: After 14 ... ♗xe2 15 f3 ♘ef6 (or 15 ... ♘d2) 16 ♕e1 follows, and White wins the Queen.

15	f3	♘ d6
16	♗ e1	QxP



16 **e4!**

An offer of a Pawn which Black does not dare accept. For instance: If 16 ... fxe4 17 ♕xd7 ♔xd7 18 ♘e5 ♕ad8 19 fxe4 ♕xf1+ 20 ♕xf1 (the threats are now 21 ♕f6+ winning a rook and 21 ♕xd7 ♕xd7 22 ♕f8 mate) 20 ... ♕e8 (if 20 ... ♕h6 21 c5 wins the Knight since it must stay put) 21 ♕f6+ ♕g8 22 ♕xg5+ ♕h8 23 ♕f1 and Black is helpless against the threats (24 c5 followed by 25 ♕f7+, and 24 ♕f6+ ♕g8 25 ♕f4).

16	...	♘f7
17	cxd5	♕dxe5
18	dxe5	cxd5
19	exd5	exd5

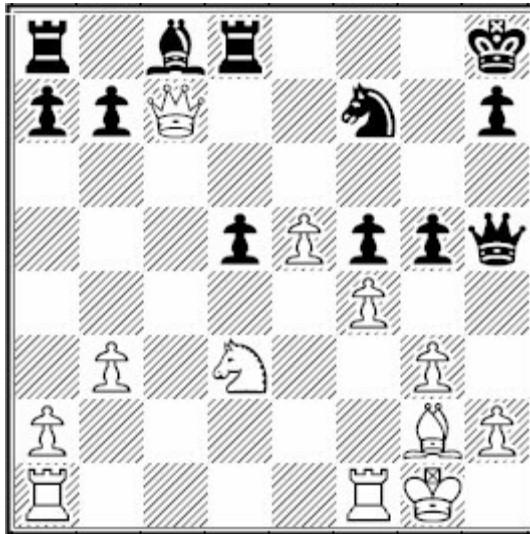
Material is even, but White has more freedom of movement. Is that enough to be decisive?

20 **f4** **♖d8**

If 20 ... ♕e6 21 ♘c5 ♕ac8 22 ♕e3 ♕g6 23 ♕ad1, and White wins a Pawn.

21 **♗c7!**

Did Petrosian foresee that he could make this tremendous move when he played ♗c1 ten moves earlier?



21

...

b6

Black avoids the temptation to drive the Queen off by $21 \dots \mathbb{Q}d7$. The reply would be $22 \mathbb{B}c5$, when suddenly White has three threats:

- (1) $23 \mathbb{B}f8$ mate.
- (2) $23 e6$, winning a piece.
- (3) $23 \mathbb{Q}xd5$, winning an important Pawn while bringing the Bishop strongly into the game.

With the move he makes, Black hopes at long last to develop his Queen Bishop, and unite his Rooks.

22

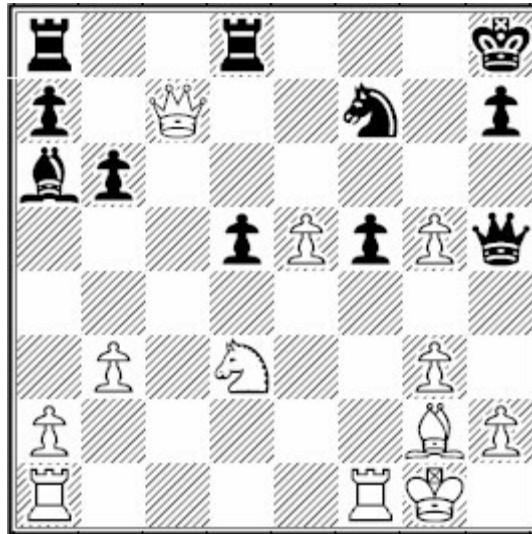
fxg5

$\mathbb{Q}a6$

Quite plausible. The Bishop comes into play attacking a piece, and communication is established between the Rooks.

Here too, driving the Queen away by $22 \dots \mathbb{Q}d7$ is fatal. White meets the attack by $23 \mathbb{B}c6$, after which he can win as he pleases – $23 \dots \mathbb{R}b7 24 \mathbb{B}e8+ \mathbb{Q}g7 25 e6$ being one possibility.

This is the position:



Notice how Black's pieces must depend on each other for protection. His d-Pawn is defended by the Rook, the Rook by the Knight, and the Knight is defended by the Queen. *Something has to give way if pressure is exerted at the right point.*

23

$\mathbb{Q}f4!$

Resigns

The Queen must abandon the Knight, after taking which, White has an easy win.

■ GAME FIFTEEN ■

The King Side Attack

S. Tarrasch – T. von Scheve

Leipzig 1894, QUEEN'S GAMBIT DECLINED

“A plan is made for a few moves only,” says Reuben Fine, “not for the whole game.”

This may be so, but here is an instance where Tarrasch maps out a course of play leading practically to mate, from so early a stage as the eighth move in the game!

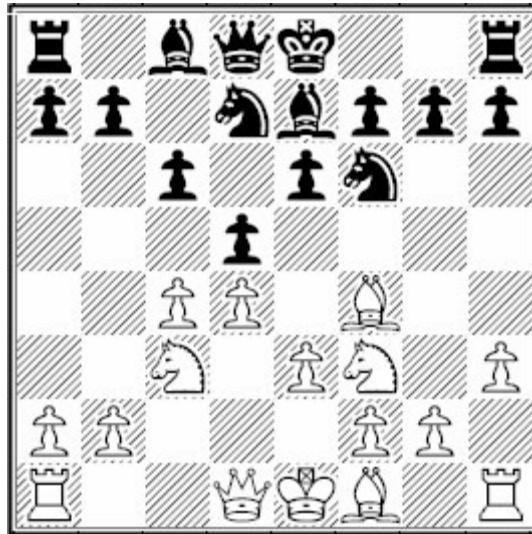
His attack on a Pawn forces an exchange which pries open the g-file. On this file, leading straight to von Scheve's King, Tarrasch posts both his Rooks. Then he adds to this concentration of power by swinging the Queen over to that area. The way these heavy pieces then crash through the barriers is in itself an object lesson in the art of conducting an assault against the King.

1	d4	d5
2	c4	e6
3	♘c3	♘f6
4	♘f3	♗e7
5	♗f4	c6

Instead of this meek move, Black should attack the center by 5 ... c5.

6	e3	♗bd7
7	h3	

Prepares a flight square for the Bishop in the event that Black plays 7 ... ♘h5. Even in his early years Tarrasch knew the value of preserving the two Bishops.



7

...

♘e4

Believe it or not, this might be the losing move! This is Tarrasch's own comment on 7 ... ♘e4: "The decisive error. After the exchange of Knights, Black's capturing Pawn becomes weak and needs protection by ... f5. It is then attacked by f3, forcing Black to exchange and open the g-file for White. Thereupon there ensues a combined attack of White's Queen, both Rooks and the Queen Bishop against the g-Pawn (the key stone of the Castled position), an attack which is irresistible. I know of no game in all of chess literature in which it is possible to conceive so detailed a plan, leading almost to mate, and in which the remaining 20 moves lead up to a catastrophe."

8

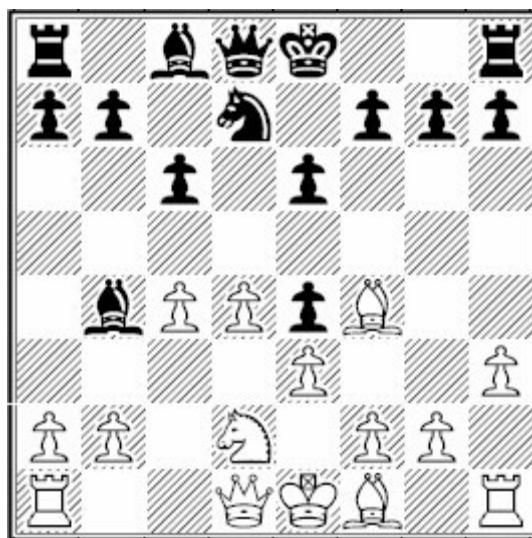
♘xe4

dxe4

9

♗d2

♗b4



Of this move Tarrasch says characteristically, "Had Black foreseen the consequences of my plan (which could hardly have been expected of him) he would have retained this Bishop for the protection of the g-Pawn."

10

a3

♕xd2+

11

♗xd2

Now White has the advantage of the two Bishops.

11

...

0–0

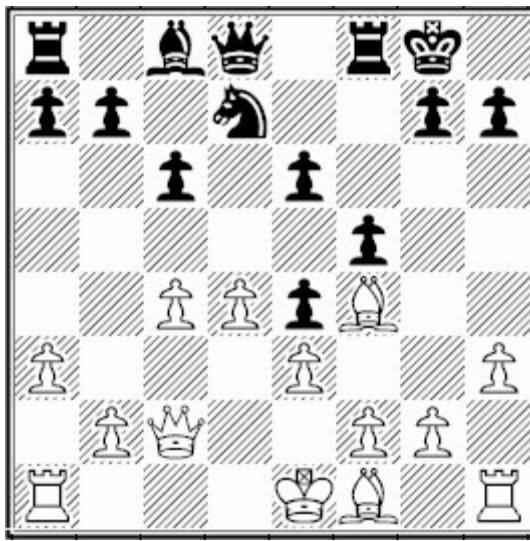
There was no hurry to Castle, and let the opponent know the new address of the King. There was more fight in 11 ... ♜e7 followed by 12 ... e5, to get some counter-play in the center.

12

♜c2

f5

If Black protects the Pawn by 12 ... ♛f6 instead, then 13 ♛e5 followed by 14 ♛xf6 will win the Pawn.



13

♛d6!

Gets a grip on the black squares, while preventing 13 ... ♜e7 and 14 ... e5.

13

...

♚e8

Better than this was 13 ... ♛f7, which defends the vulnerable g-Pawn. Black would surely have played this move had he visualized the attack contemplated by Tarrasch against this Pawn.

14

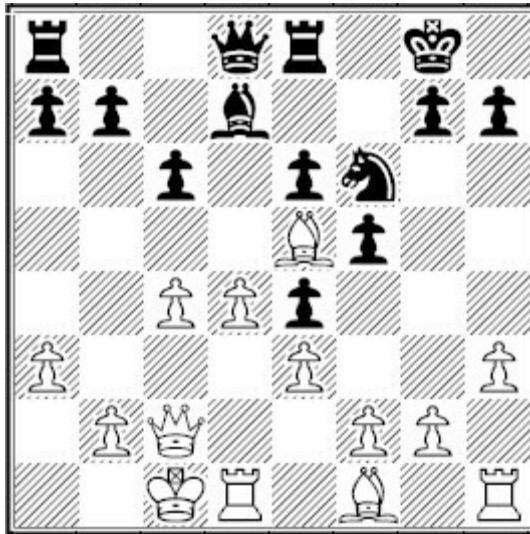
0–0–0

♝f6

15

♛e5

♝d7



16 **f3!**

Threatens to win a Pawn by 17 ♜xf6 ♛xf6 18 fxe4 fxe4 19 ♔xe4.

16 ... **exf3**

17 **gxf3**

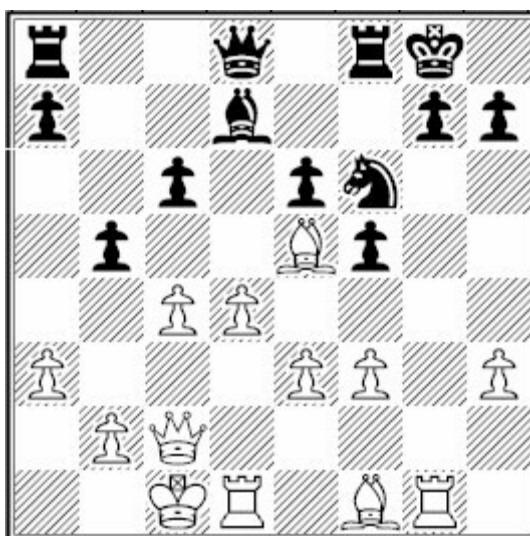
Second step of the plan: the g-file is now open for business.

17 ... **b5**

Black tries to get some sort of counter-play.

18 **♖g1** **♖f8**

Ready to meet 19 ♜g2 with 19 ... ♕f7. Of course not 18 ... ♕e7, with the same object in mind, as White simply snips off a piece by 19 ♜xf6.



19 **♕d2!**

Much more to the point than mechanically developing a piece. A move such as 19 ♜d3 would be

a waste of time, as the Bishop can take no part in the attack against the g-Pawn.

19 ... **f7**

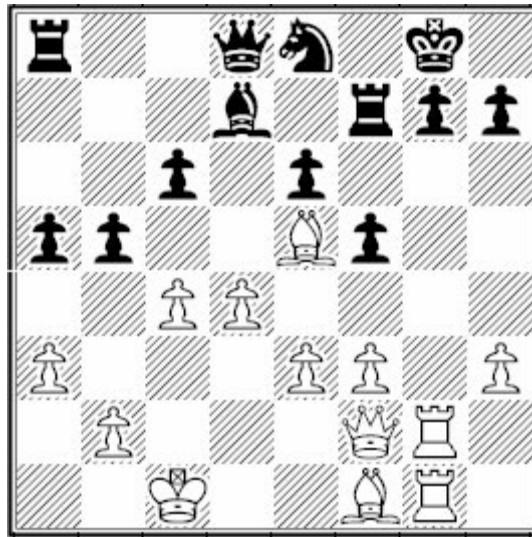
20 **dg2** **a5**

21 **f2!**

The Queen is on her way to h4 and then h6.

21 ... **e8**

This move not only defends the Pawn once more, but prevents White from moving his Queen to h4.



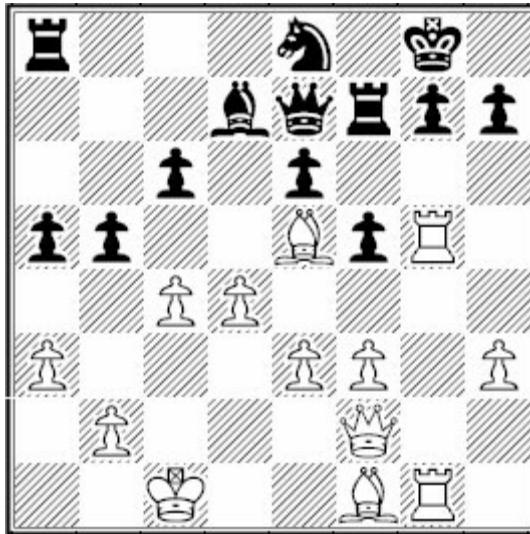
22 **g5!**

"Behind the broad back of this Tower, the Queen will manage to get to the square h4," says Tarrasch.

22 ... **e7**

If 22 ... g6, White breaks through by 23 h4 and 24 h5.

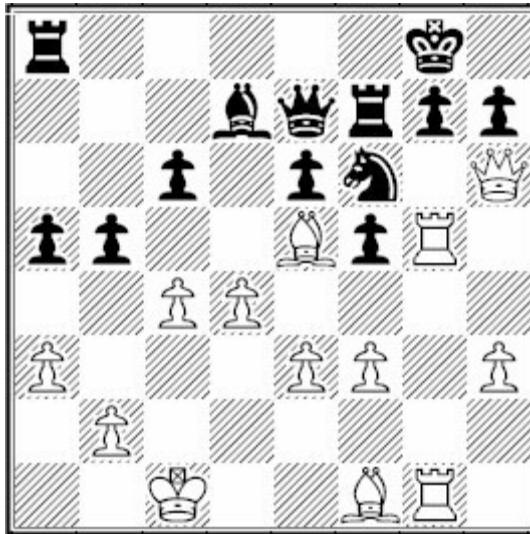
Or if 22 ... h6 23 **g6** **h7** 24 **g3** **e7** 25 **xh6+** **gxh6** 26 **g8** mate.



23 ♔h4

Threatens 24 ♔h6 followed by 25 ♕h5. If then 25 ... g6 26 ♕xg6+ ♔g7 (or 26 ... ♕g7) 27 ♕xh7+ and White wins.

23	...	♕f6
24	♔h6	



Threatens 25 ♕xf6 ♔xf6 26 ♕xf6 ♕xf6 27 ♕xg7+ ♔h8 28 ♕xd7 and White wins a piece.

24	...	♕a7
-----------	-----	------------

Other defenses lose quickly:

(1) 24 ... g6 25 ♕xg6+ hxg6 26 ♕xg6+ ♕g7 27 ♕xf6.

(2) 24 ... ♔h8 25 ♕xg7 ♕xg7 26 ♕xf6;

(3) 24 ... ♔e8 25 ♕xf6 ♔xf6 26 ♔xf6 ♕xf6 27 ♕xg7+ ♔f8 28 ♕xh7, and White wins easily.

25

Qd6!

In a strategically superior position, the combinations come of themselves!

White sacrifices the Bishop to lure away one of the defenders of the g-Pawn.

25

...

Qxd6

26

Rxg7+

Qf8

Black must walk into a discovered check! If 26 ... **Qh8** instead, 27 **Rxh7+ Qxh7** 28 **Rg8** is checkmate.

27

Rxh7+

It is necessary to remove this Pawn, as we will see later.

27

...

Qe7

28

Rxf7+

Qxf7

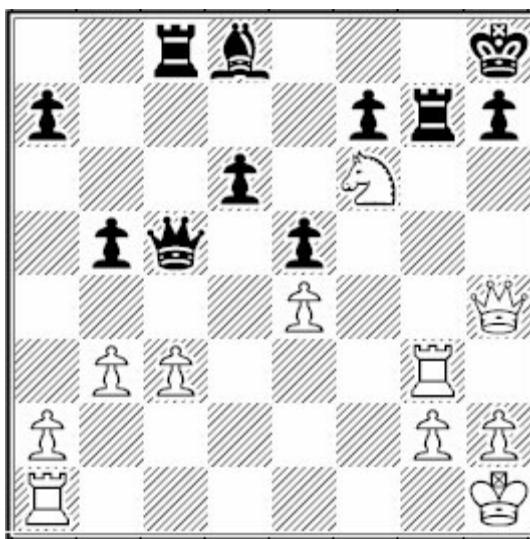
29

Rg7+

Qe8

30

Qxf6



The threat is 31 **Rg8+** and mate next move. If Black defends by 30 ... **Qf8**, then 31 **Rg6+** (this move was made possible by removing the h-Pawn at the 27th move) 31 ... **Qd8** 32 **Rg8**, and White wins the Queen.

30

...

Resigns

A curious feature of this game is that Tarrasch won it without making a single move with his King Bishop. What makes this particularly note worthy is that Tarrasch once said, "As Rousseau could not compose without his cat beside him, so I cannot play chess without my King's Bishop. In its absence the game to me is lifeless and void. The vitalizing factor is missing, and I can devise no plan of attack."

■ GAME SIXTEEN ■

Magnificent Outpost

V. Smyslov – I. Rudakovsky

Moscow 1945, SICILIAN DEFENSE

“The Knight at c3,” says Nimzovich, “is under obligation, the moment the enemy gives him the chance, of undertaking an invasion of the center by ♜d5.”

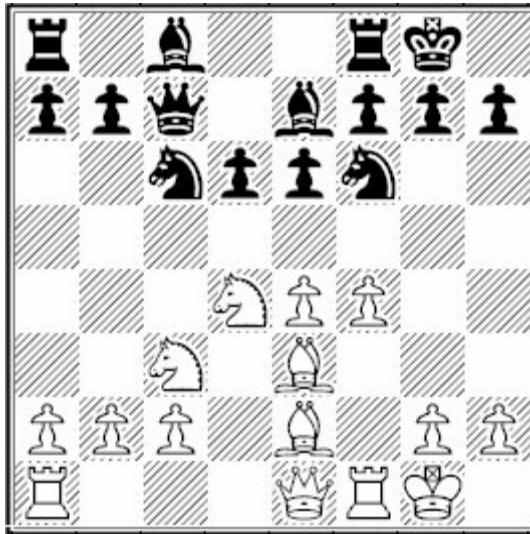
Smyslov has a Knight at c3, but does not intend to sit by idly and wait for such a chance. The key square is heavily guarded, but Smyslov finds a way to get rid of its defenders. Once they are disposed of, Smyslov plants his Knight firmly at d5, and stabilizes the center. He then turns his attention to the King side, and breaks through quickly with a brilliant attack.

1	e4	c5
2	♞f3	e6
3	d4	cxsd4
4	♞xd4	♞f6
5	♞c3	d6

The Scheveningen Variation, a deceptive line of play. It is particularly effective against a premature King side attack.

6	♝e2	♝e7
7	o–o	o–o
8	♝e3	♞c6
9	f4	♝c7
10	♝e1	

Clears the square d1 for the Queen Rook, and prepares to develop the Queen at g3.



10

...

♗xd4

This exchange is not in keeping with the requirements of the Scheveningen. In this line, Black's Queen Knight aims at occupying the square c4 after suitable preparation, say by ... a6 and ... b5. From that square the Knight will be in position either to destroy (by exchange) one of White's powerful Bishops, or simply stay there and exert strong pressure on the center.

The ideal set-up for Black is something like this:

The a-Pawn at a6, to prepare for ... b5, and to prevent White from attacking the Queen by ♘b5.

The b-Pawn at b5.

The Bishops at d7 and e7.

The King Knight at f6.

The Queen Knight at c4 (by way of c6 and a5).

The Queen at c7.

The Queen Rook at c8.

The King Rook at d8.

Besides seizing the outpost at c4, Black aims at control of the c-file, and a fair share of the center after an eventual ... d5.

The thing to remember is that the Scheveningen is a fighting defense. White's threats on the King side should be met by counter-attack on the Queen side.

11

♗xd4

e5

A good alternative is 11 ... ♗d7 followed by 12 ... ♗c6, with some thing to say about the center.

12

♗e3

The position is tricky. If 12 fxe5 dxe5 13 ♘g3 (pinning the Pawn) 13 ... ♗c5 is a counter-pin

which might induce White to commit hara-kiri by 14 ♕xe5 ♕xe5.

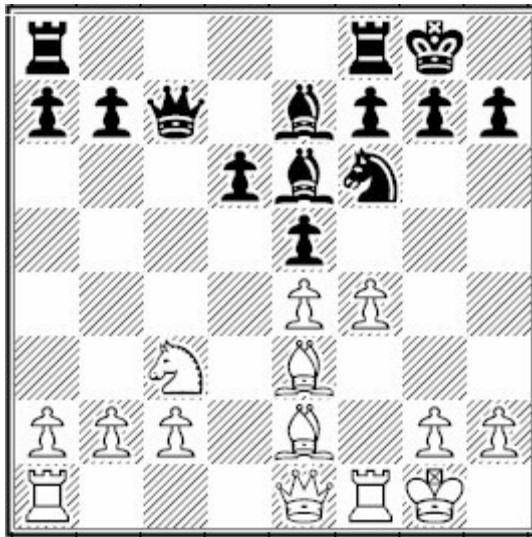
12

...

♝ e6

This leads to more exchanges, which may have been what Black wanted. Preferable though was quiet development by 12 ... ♜d7 and 13 ... ♜c6.

Here is the position:



13

f5!

Gains a tempo for the pursuit of the King side attack.

13

...

♝ c4

There was still time for the Bishop to retreat to d7. In Black's offer to exchange Bishops he loses a guardian of his d5 square.

14

♝ xc4

White is happy to oblige!

14

...

♝ xc4

15

♝ g5!

And this will get rid of another defender of the vital square. Black cannot avoid the exchange of his Knight.

15

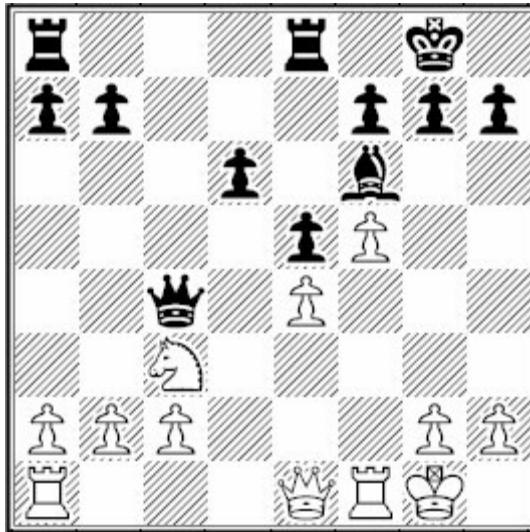
...

♞ fe8

16

♝ xf6

♝ xf6



17

♕d5!

The exclamation point is not for the move itself (since it is self-evident) but for the manner in which White attained his objective – control of the center.

“If the defender is forced to give up the center,” said Tarrasch (long before this game was played) “then every possible attack follows almost of itself.”

The reader will note that the Knight is not only strongly placed, but is almost impossible to dislodge.

17

...

♕d8

Black avoids 17 ... ♜xc2, as after 18 ♜f2 ♜c6 19 ♜c1 ♜d7 20 ♜c7, he loses the exchange.

18

c3

b5

19

b3

♗c5+

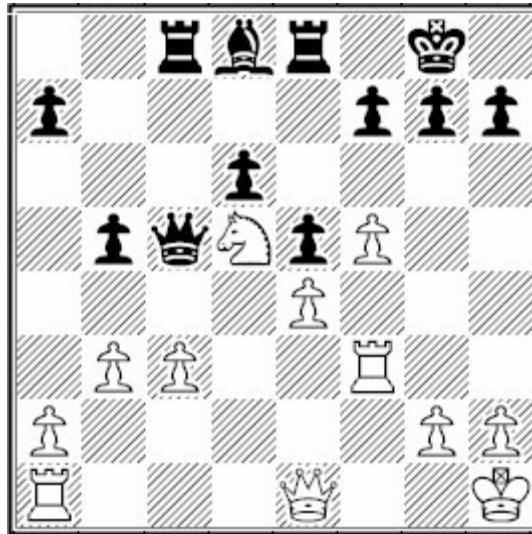
20

♔h1

♗c8

21

♖f3



21

...

♚h8

Black might have played 21 ... f6 here, to prevent the break-up of his King side position. The subsequent play would probably have gone something like this: 22 ♜h3 a5 23 ♜h4 h6 24 ♜g4 (threatens 25 ♜xh6) 24 ... ♛h8 25 ♜f1 ♛e7 26 ♜g6 ♛f8 27 g4, and Black has no defense.

22

f6!

A fine sacrifice! It breaks up the enemy Pawn position, and opens up lines leading to his King.

22

...

gx_f6

On 22 ... g6, White has choice between the simple 23 ♜d2 (threatening 24 ♜h6) and the combinative 23 ♜h3 (threatens 24 ♜xh7+ ♛xh7 25 ♜h4+ ♛g8 26 ♜h6 followed by mate) 23 ... h5 24 ♜g3 ♜g8 25 ♜g5 ♛h7 26 ♜xh5+ gxh5 27 ♜xh5 mate.

23

♚h4

♜g8

Otherwise 24 ♜h3 is immediately decisive.

24

♝xf6

Threatens 25 ♜xh7 mate.

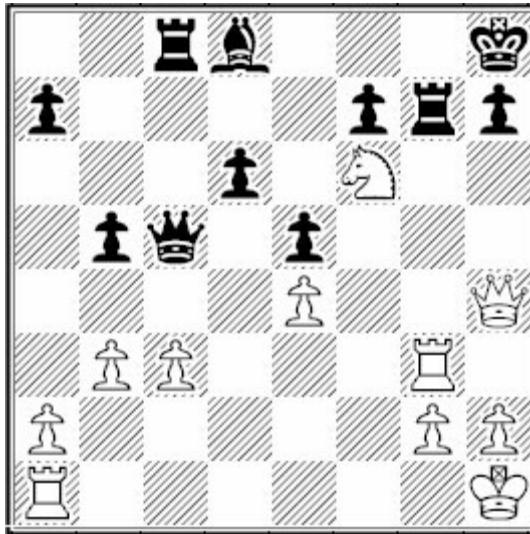
24

...

♜g7

25

♜g3!

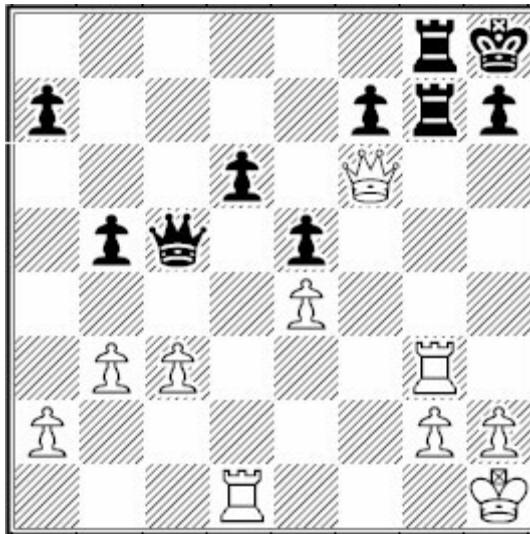


Initiates two pretty threats:

- (1) 26 ♜xh7+ ♕xh7 27 ♖g8 mate.
- (2) 26 ♕xg7 ♔xg7 27 ♜xh7+ ♕xf6 28 ♕f1+ ♔e7 29 ♜xf7 mate.

25	...	♖xf6
26	♕xf6	♔cg8
27	♖d1	

White's reserve piece comes out of the corner. The intention is now 28 ♕xd6 followed by 29 ♕xg7 ♕xg7 30 ♕d8+ and mate next move.



27	...	d5
-----------	-----	-----------

Hoping to prolong the struggle (if there is any merit in prolonging a lost game). If now 28 ♕xd5 ♜f8 29 ♕xg7 ♜xg7 30 ♜xg7+ ♔xg7 31 ♕xe5 a6, and Black can add a few more moves to his score before resigning.

28	♕xg7!
-----------	--------------

But White polishes him off neatly by reversing moves!

Now if 28 ... $\mathbb{Q}xg7$ 29 $\mathbb{Q}xd5$ $\mathbb{Q}f8$ 30 $\mathbb{Q}d8$, and Black's Queen is pinned.

28

...

Resigns

■ GAME SEVENTEEN ■

The Art of Exchanging Pieces

V. Menchik – J.R. Capablanca

Hastings 1931, QUEEN'S INDIAN DEFENSE

Nothing exciting seems to happen in this game, yet it is a joy to play through. In it we see an interesting aspect of Capablanca's wondrous technique – his inimitable flair for extracting an advantage from the most routine of procedures.

Here for example, Miss Menchik tries to force a draw by exchanging as many pieces as possible. Far from avoiding these attempts to simplify the game, Capablanca welcomes the exchanges, and emerges from each of them with a slightly superior position. By the time most of the pieces have been cleared away, his positional advantage is strong enough to yield a Pawn. One extra Pawn is all Capablanca needs, and since he had an incomparable faculty for making all endings look easy, it is a treat to watch him win this one.

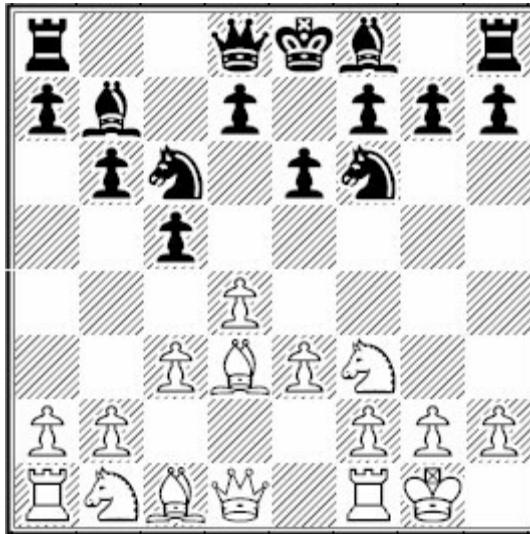
1	d4	f6
2	f3	b6

Black indicates that he will try to control the square e4 with his Knight and Queen Bishop. This will make it difficult for White to play e4, a desirable objective in Queen Pawn openings.

3	e3	b7
4	d3	c5

This attack on the Pawn center is always advisable for Black.

5	o-o	c6
6	c3	e6



7 ♘e5

This violates the principle that requires each piece be moved only once in the opening. But White is anxious to exchange pieces, even if time is lost thereby.

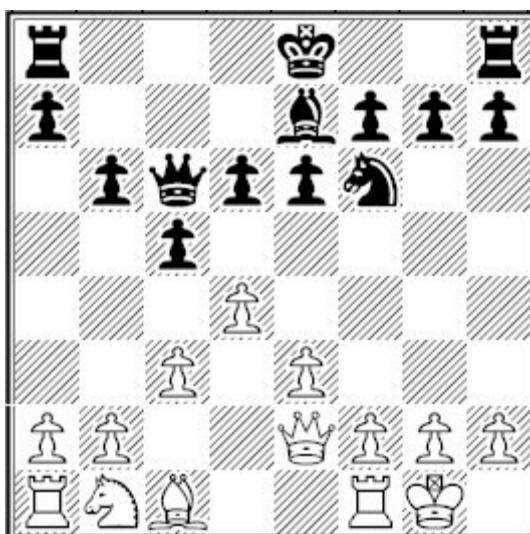
7	...	d6
8	♘xc6	♗xc6

The result of the first exchange is that Black has two pieces in the field against one of White's.

9	♗e2	♗e7
10	♕b5	

Once again White moves a piece twice, neglecting the development of those still on the back rank.

10	...	♗d7
11	♗xc6	♗xc6



A couple of Bishops are off the board. The difference though is that White's Bishop has disappeared completely, but Black's has been replaced by another piece – the Queen.

Aside from the fact that White has Castled, she has only one piece in play, while Black has three.

12

♝d2

o-o

13

dxc5

This makes the d-file available to Black's Rooks, but if 13 e4 at once, then 13 ... cxd4 14 cxd4 ♜ac8, and White's Knight and Bishop will still have trouble disentangling themselves.

13

...

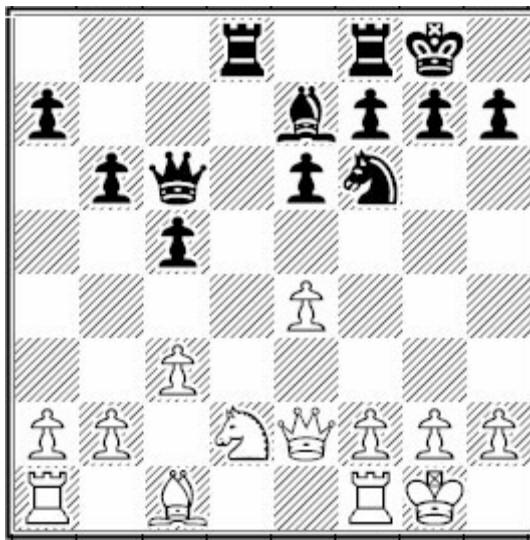
dxc5

14

e4

♜ad8

What a lovely view the Rook has!



15

e5

The Pawn advances so that the Knight is not tied down to its protection. Once the Knight steps out of the way, the Bishop is free to move. After the Bishop is developed, the Queen Rook can get into the game.

15

...

♝d5

16

♞f3

♜d7

Simple and strong! Black prepares to double Rooks on the open file.

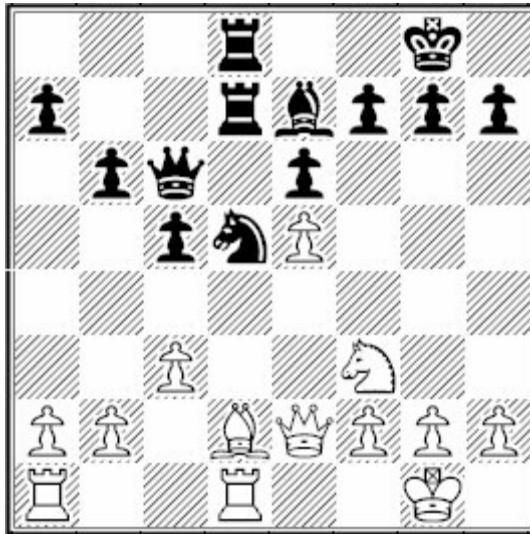
17

♜d1

♜fd8

18

♝d2



A modest little move, but what else is there? If 18 $\mathbb{Q}e3$ $\mathbb{Q}xe3$ 19 $\mathbb{R}xd7$ $\mathbb{Q}xd7$, and Black dominates the d-file, while 18 $\mathbb{Q}g5$ succumbs to 18 ... $\mathbb{Q}xg5$ 19 $\mathbb{Q}xg5$ $\mathbb{Q}f4!$ (attacks the Queen and threatens mate) 20 $\mathbb{Q}g4$ $\mathbb{R}xd1+$ 21 $\mathbb{R}xd1$ $\mathbb{R}xd1+$ 22 $\mathbb{Q}xd1$ $\mathbb{Q}xg2$ mate.

18

...

b5!

Vacates the square b6 for the convenience of the Knight. From there the Knight can leap to c4 or a4, establishing a strong outpost at one of those squares.

19

$\mathbb{Q}f1$

$\mathbb{Q}b6$

20

$\mathbb{Q}f4$

h6

Before continuing matters on the Queen side, Black provides a flight square for his King, meanwhile restricting the activity of White's Knight and Bishop.

21

$\mathbb{R}xd7$

White keeps on exchanging pieces, since the position looks quiet and devoid of danger.

21

...

$\mathbb{R}xd7$

22

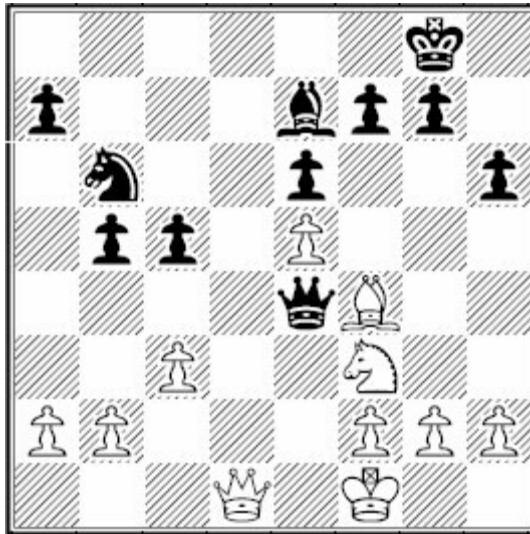
$\mathbb{R}d1$

$\mathbb{R}xd1+$

23

$\mathbb{Q}xd1$

$\mathbb{Q}e4!$



A powerful move! It wins a Pawn by force. The threat (besides 24 ... ♔xf4) is 24 ... ♕c4+ followed by 25 ... ♕xa2.

24 ♕g3

If instead 24 ♔e3 (or 24 ♔d2) ♕c4 wins either the e-Pawn or the b-Pawn. Or if 24 ♔c1 (to protect the b-Pawn) 24 ... ♕c4+ 25 ♔e2 ♕xa2 26 ♔xb5 ♔b1, and the pinned Bishop is lost.

24 ... ♕c4+

25 ♔e2 ♕xe2+

26 ♕xe2 ♕a4

27 ♔d2

Certainly not 27 b3 ♕xc3+, and Black wins two Pawns instead of one.

27 ... ♕xb2

28 ♕c2 ♕c4

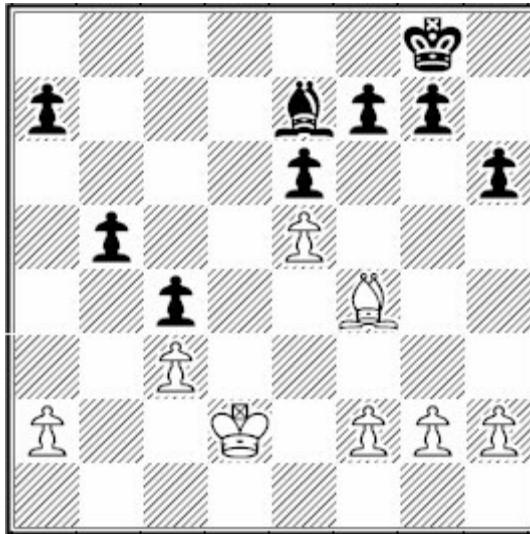
29 ♕d2

White offers to exchange ...

29 ... ♕xd2

... and Black is happy to oblige!

30 ♕xd2 c4!

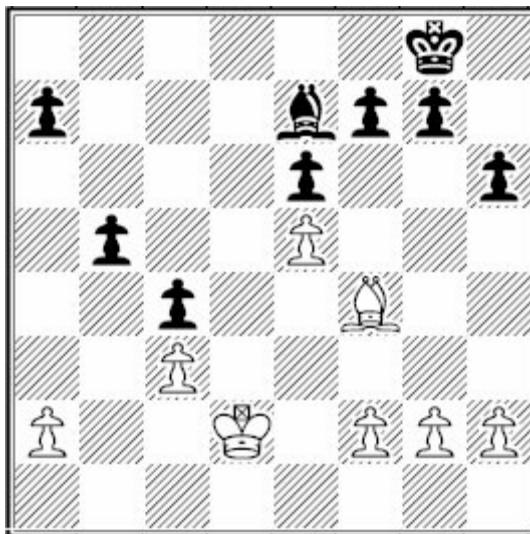


In Bishop and Pawn endings, the Pawns should not occupy squares of the color on which the Bishop travels. If they do, the range of activity of the Bishop will be restricted.

Notice how the occupation of e5 by a Pawn hampers the free movement of White's Bishop.

31 ♘f4

This is not only an attempt to get the Bishop into active play, but it sets a trap for an over-eager opponent.



31 ... **a6**

Capablanca does not even go near the trap! If 31 ... ♘g5 (to exchange Bishops and bring it to a simple Pawn ending) 32 ♘xg5 hxg5 33 ♕e3 ♕f8 34 ♕d4 ♕e7 35 ♕c5 a6 36 a3, and White regains her Pawn.

32 ♘e3 ♕f8

33 ♘b6 ♕e8

34 ♕e3 ♕d7

35

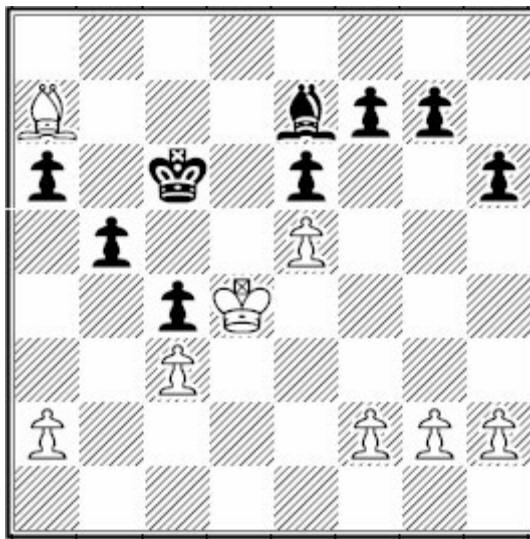
d4

c6

36

a7

The only move for the Bishop, since 36 ♜a5 allows 36 ... ♜c5+, and Black wins a Pawn.



36

...

f5!

Tightening the coils so that neither the Bishop nor the King may move. If the Bishop moves (37 ♜b8) 37 ... ♜c5 is mate, or if the King moves (37 ♔e3) 37 ... ♜c5+ removes the Bishops and brings it to an ending with Pawns only, and “pure Pawn endings are the easiest endings to win,” says Reuben Fine. White also has choice of 37 exf6, but then 37 ... ♜xf6+ 38 ♔e4, ♜xc3 leaves Black two Pawns ahead.

37

a4

This may look like suicide, but White’s moves are running out. Advancing the Pawns on the King side would delay the inevitable for only a brief while – a move by King or Bishop, either of which is fatal.

37

...

g6

38

f4

h5

39

axb5+

♔xb5

40

g3

a5

41

♔e3

Or 41 h3 a4 42 ♔e3 a3, and the Pawn can not be headed off.

41

...

♜c5+

42

♜xc5

♚xc5

43

Resigns

The rest, if White is not convinced, could go like this: 43 ♕d2 ♕d5 44 ♕e3 a4 45 ♕d2 a3 46 ♕c2 ♕e4 47 h3 a2 48 ♕b2 ♕d3, and the rest is elementary.

The moral is: Play for a win if you want to get a draw!

■ GAME EIGHTEEN ■

The Isolated Pawn

E. Lasker – S. Tarrasch

St. Petersburg 1914, QUEEN'S GAMBIT DECLINED

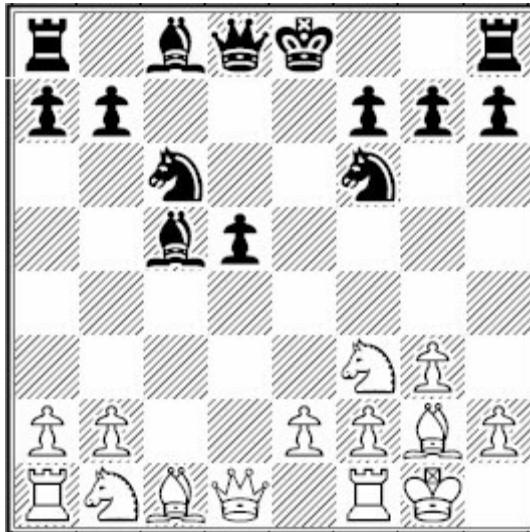
An isolated Pawn stands all by itself, away from any fellow Pawns. It looks weak, since it can only be protected by pieces. Despite its seeming frailty the isolated Pawn is not easily susceptible to capture. For with every piece that threatens to remove it, there is a friendly piece ready to come to its rescue. It takes ingenuity to find a means of procedure.

Lasker has that ingenuity, and this is how he proceeds: He begins by a direct attack on the Pawn. If that does not succeed he attacks the pieces protecting the Pawn. If that effort is repulsed he attacks the Pawns that protect the pieces that protect the isolated Pawn. This undermining of the defensive structure at the base is bound to cause a fatal weakening and a consequent loss of material. In this case, Lasker wins a Rook for a Knight and two Pawns. It may not seem like a great deal, but in the hands of a fine player it is enough to be decisive. The way Lasker goes about forcing resignation is a lesson in the art of winning a won game.

1	d4	d5
2	♘f3	c5
3	c4	e6

A favorite defense with Tarrasch, who says of it, "This I hold to be the best, although I must add that I am almost completely alone in holding that opinion. It is based upon the undeniably correct idea that in the Queen's Gambit ... c5 is the freeing move for Black, and must therefore be made as soon as possible. With this defense Black gets a fine free game for his pieces, at the cost of isolating his d-Pawn."

4	cx_d5	ex_d5
5	g3	♘c6
6	♗g2	♗f6
7	o-o	♗e7
8	dxc5	♗xc5



Tarrasch is quite pleased with the situation. "White has no positional equivalent," he says, "for the centralized Pawn." So far as its isolation is concerned, his view is that, "He who fears an isolated Queen's Pawn should give up chess."

9 $\mathbb{N}bd2$

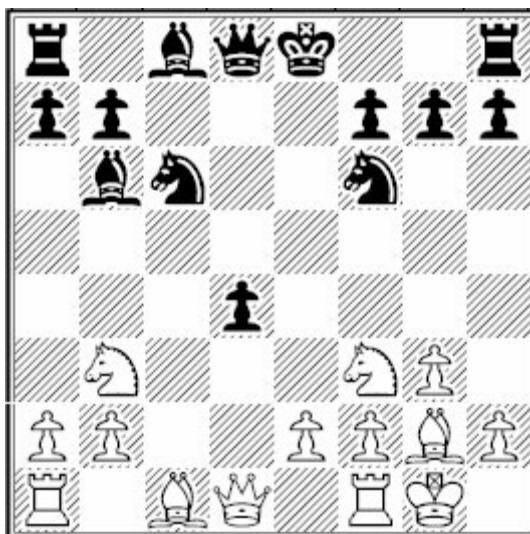
The conventional 9 $\mathbb{N}c3$ permits Black to gain a tempo by 9 ... d4. White's idea with the move he does make is to switch the Knight over to b3 and then to d4, where it will blockade the isolated Pawn.

9 ... d4

Wasting a move which should have been devoted to furthering his development, say by 9 ... o-o.

Nimzovich's wry comment on this move is, "The isolated Pawn has the choice of becoming weak at d5 or d4."

10 $\mathbb{N}b3$ $\mathbb{N}b6$



11 $\mathbb{N}d3!$

Fixes the Pawn so that it cannot move! Now Lasker threatens to play 12 ♕d1, attacking the Pawn with four pieces.

11	...	♝e6
12	♞d1	♝xb3

This exchange removes one of the pieces attacking the Pawn, but it leaves White with the advantage of the two Bishops.

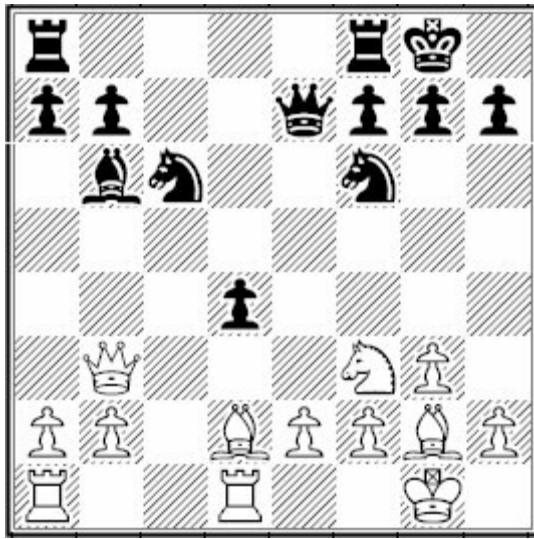
13	♝xb3	
----	------	--

Now Lasker threatens to attack the d-Pawn by 14 e3.

13	...	♚e7
14	♝d2!	

A subtle move, and one that is superior to the obvious development by 14 ♜f4.

14	...	○-○
----	-----	-----



15	a4!	
----	-----	--

“An unusually fine move,” says Tarrasch himself. “The Pawn is to be advanced to a5 and then a6, where it will undermine the position of the Queen side pieces, especially that of the Knight.”

15	...	♝e4
----	-----	-----

Capturing the e-Pawn would be fatal. After 15 ... ♜xe2 16 ♜e1 ♜a6 17 ♜f1, Black’s Queen is caught.

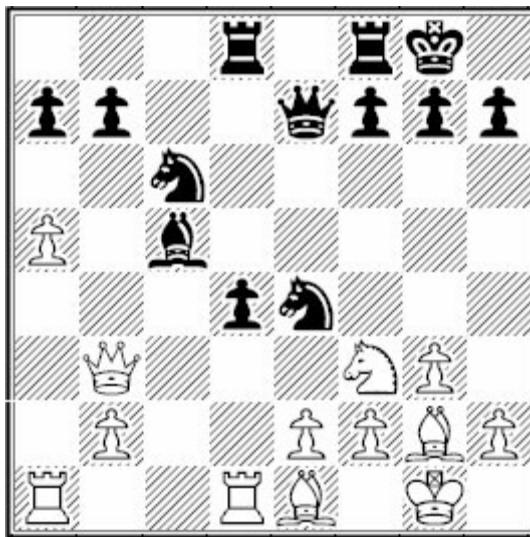
16	♜e1	♞ad8
17	a5	

Note that the brash Pawn has the support of the Bishop which was shrewdly developed at d2.

17

...

♝ c5



18

a6!

Attacks the support of the Knight, one of the protectors of the isolated Pawn.

18

...

bxa6

The alternative is 18 ... b6. Against this Lasker would probably proceed by 19 ♜ a4 ♕ c8 20 ♕ ab1, and the advance by b4 will drive off the Bishop and win the d-Pawn.

19

♞ ac1

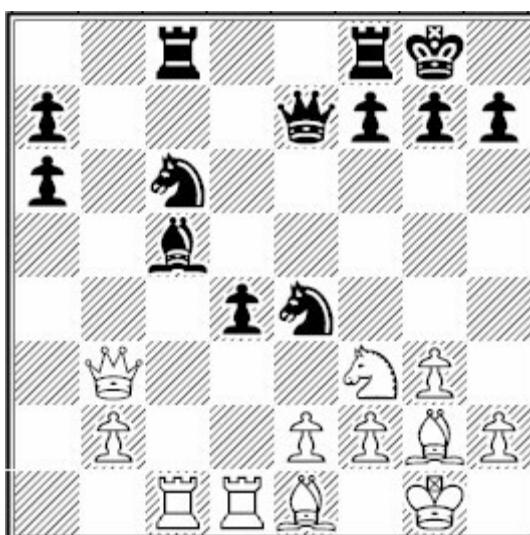
All of Black's minor pieces now hang in the air, and he must guard against loss of one of them by 20 ♘ h4.

19

...

♞ c8

This is the position, with White to play:



20

♞h4!

After this move, something will have to give. The immediate threat is 21 ♜xe4 ♕xe4 22 ♖xc5, winning a piece for White.

20

...

♝b6

Probably as good as there is. If 20 ... ♘d8 21 ♘f5 ♗e5 22 ♜xe4 ♕xe4 23 ♘d6, and White wins the exchange by a pretty Pin and Knight Fork. Or if 20 ... ♜d6 21 ♘f5 attacks the Queen which protects the Knight, which protects the Bishop. If then 21 ... ♗e5 22 ♜xe4, and Black does not dare recapture by 22 ... ♕xe4.

21

♞f5

♗e5

22

♜xe4

♕xe4

23

♞d6

♕xe2

24

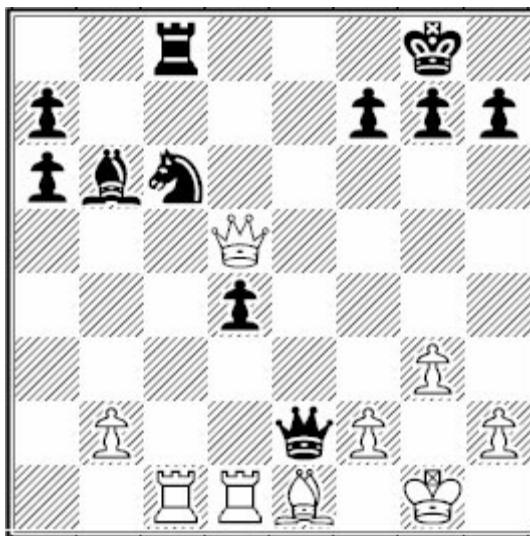
♞xc8

♖xc8

Black has lost a Rook for a Knight and two Pawns, but the isolated Pawn has become a passed Pawn and might prove to be dangerous.

25

♔d5



♕e6

The attempt to save the Knight by other means would have provided a little lesson in tactical themes: If 25 ... ♘e7 26 ♖xc8+ ♘xc8 27 ♗a8 (pinning) ♗e8 28 ♖c1 ♘d6 (unpinning) 29 ♗xe8+ ♘xe8 30 ♖c8 (pinning) 30 ... ♗f8 31 ♘b4+ (driving off the protector) 31 ... ♗g8 32 ♖xe8 mate (the vulnerable last rank).

26

♗f3

This is stronger than exchanging Queens; it maintains the pressure.

26

...

h6

27

Qd2!

Tarrasch does not relish an ex change of Rooks (which he offers next move) but he is faced with this possibility: 28 $\mathbb{R}e1$ $\mathbb{Q}d7$ 29 $\mathbb{R}c4$ (to double Rooks on the c-file) 29 ... $\mathbb{Q}a5$ (or 29 ... $\mathbb{Q}e7$ 30 $\mathbb{R}xe7$ winning a piece) 30 $\mathbb{R}e7$ $\mathbb{Q}xe7$ 31 $\mathbb{R}xc8+$ $\mathbb{Q}h7$ 32 $\mathbb{Q}xa5$ $\mathbb{Q}xa5$ 33 $\mathbb{Q}f5+$, and White picks up the unfortunate Bishop.

27

...

Qe5

28

Rxc8+

Qxc8

29

Qe4

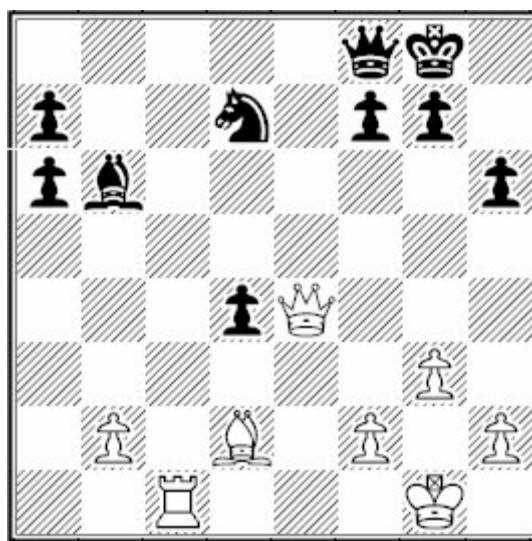
Qd7

30

Rc1

Qf8

This is the position, with White to play:



31

Qxh6!

Lasker is always alert. The ex posed position of Black's Knight will cost him a Pawn.

31

...

Qc5

On 31 ... $gxh6$ 32 $\mathbb{Q}g4+$ followed by 33 $\mathbb{Q}xd7$ regains the piece and leaves White with a dominating position.

32

Qg4

f5

33

Qg6

This compels Black to offer to exchange Queens, as otherwise he can not beat off the invaders. White has two threats of winning: 34 $\mathbb{R}e1$ followed by 35 $\mathbb{R}e8$, pinning the Queen, and 34 $b4$ $\mathbb{Q}d7$ 35 $\mathbb{R}c8$ $\mathbb{Q}xc8$ 36 $\mathbb{Q}xg7$ mate.

33

...

Qf7

34

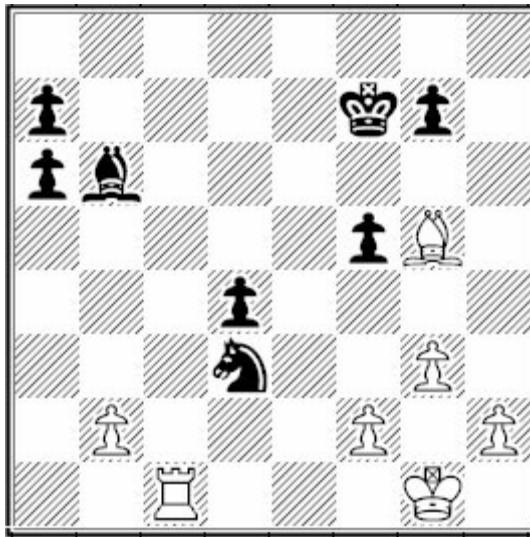
$\mathbb{Q}xf7+$

$\mathbb{Q}xf7$

35

$\mathbb{Q}g5$

$\mathbb{Q}d3$



36

$\mathbb{Q}b1$

“A miserable move!” says Tarrasch jokingly, “Much prettier is the protection of the Pawn by 36 $\mathbb{Q}c2$, when Black can reply 36 ... $\mathbb{Q}e1$ followed by 37 ... $\mathbb{Q}f3+$, winning the Bishop.”

36

...

$\mathbb{Q}e6$

37

$b3$

$\mathbb{Q}d5$

38

$f3$

This move and the previous one keep the King from penetrating further and helping the d-Pawn.

38

...

$a5$

39

$h4$

$\mathbb{Q}c5$

40

$h5$

$d3$

41

$\mathbb{Q}f1$

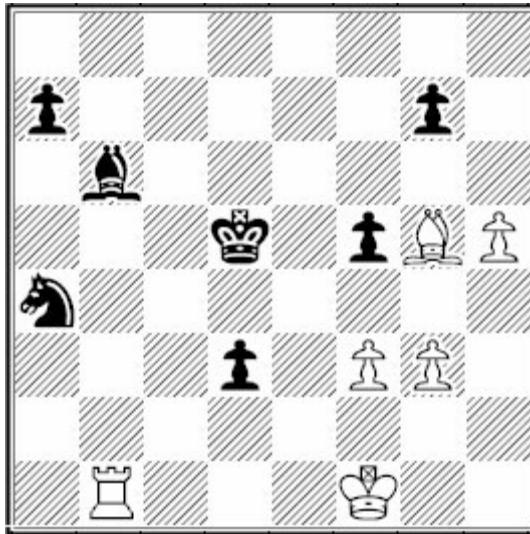
$a4$

Tarrasch’s idea is to get rid of White’s b-Pawn, by exchange or otherwise. His King could then move on to c4, c3 and c2. The passed Pawn would then become a real menace.

42

$bxa4$

$\mathbb{Q}xa4$



43

Qf6!

A little surprise for Tarrasch! It wins a Pawn, and clears a pathway for the h-Pawn.

43

...

Qe6

The capture by 43 ... gxf6 would lose instantly by 44 h6, as the Pawn could not be headed off. Nor could Black rescue the threatened Pawn by 43 ... Qd4, as then 44 Qxd4 Qxd4 45 Bb4+ wins the Knight.

44

Qxg7

Qf7

45

Qe5

Qc5

46

Rd1

Resigns.

For 47 Qd4 followed by 48 Qxc5 will finally win the d-Pawn (which has had a charmed life, considering the high mortality rate of isolated Pawns).

Both Alekhine and Tarrasch had high praise for the elegance of Lasker's positional and tactical play in this game.

■ GAME NINETEEN ■

The See-Saw Check, Zugzwang, and Other Tactical Tricks

A. Kupferstich – J. Andreassen

Denmark 1953, VIENNA GAME

Wonderful things go on in this game! There is a series of see-saw checks that is remarkable, an imprisonment of King and Rook that is unique, and a threat of mate requiring at least ten moves to execute, yet so clear-cut a child could carry it out.

Question: Does this game, played so brilliantly come under the heading of “Entertainment” or “Instruction?”

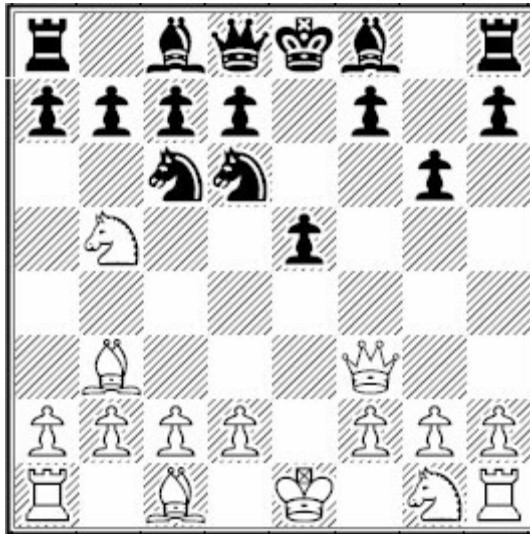
1	e4	e5
2	♞c3	♞f6
3	♝c4	♝xe4
4	♝h5!	

This is preferable to 4 ♞xe4 d5, when Black gets his piece back and retains the initiative.

4	...	♞d6
5	♝b3	♝c6
6	♝b5	

Threatens mate, beginning with 7 ♞xd6+.

6	...	g6
7	♝f3	



7 ... $\mathbb{Q}f5$

Alekhine favors 7 ... $f5$ 8 $\mathbb{Q}d5$ $\mathbb{Q}f6$ 9 $\mathbb{Q}xc7+$ $\mathbb{Q}d8$ 10 $\mathbb{Q}xa8$ $b6$, and Black has “a very strong and probably irresistible attack.”

8 $\mathbb{Q}d5$

Threatens mate for the third (but not the last) time.

9 ... $\mathbb{Q}h6$

10 $d4$

Obviously aiming at 10 $\mathbb{Q}xh6$ $\mathbb{Q}xh6$ 11 $\mathbb{Q}xf7$ mate. (What an obsession!)

11 ... $d6$

12 $\mathbb{Q}xh6$ $\mathbb{Q}e6$

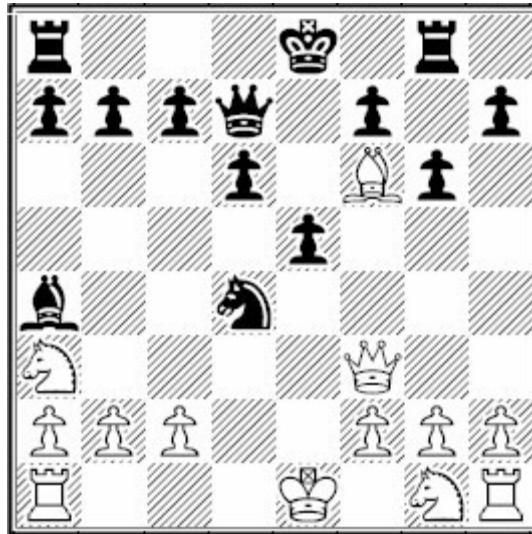
13 $\mathbb{Q}f3$ $\mathbb{Q}xb3$

14 $\mathbb{Q}xf8$ $\mathbb{Q}a4$

15 $\mathbb{Q}g7$ $\mathbb{Q}g8$

16 $\mathbb{Q}f6$ $\mathbb{Q}d7$

17 $\mathbb{Q}a3$ $\mathbb{Q}xd4$



16

$\mathbb{Q}h3$

$\mathbb{Q}xh3$

17

$\mathbb{B}xh3$

$\mathbb{B}xc2+$

Black tries to collect a few Pawns in return for the piece he has lost.

18

$\mathbb{B}xc2$

$\mathbb{B}xc2$

19

$\mathbb{R}c1$

$\mathbb{R}e4$

20

$\mathbb{B}g5$

The attack on the Bishop gains a tempo for White.

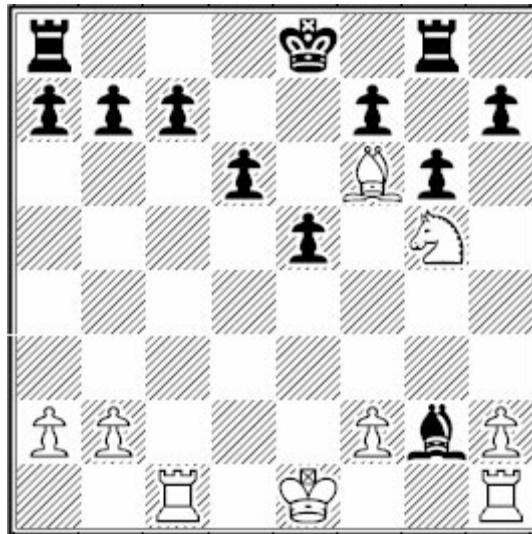
20

...

$\mathbb{B}xg2$

One would expect White to play 21 $\mathbb{R}g1$, but then Black has time to defend with 21 ... $\mathbb{R}c6$ 22 $\mathbb{B}xh7 \mathbb{Q}d7$. White has a more effective continuation.

This is the position:



21

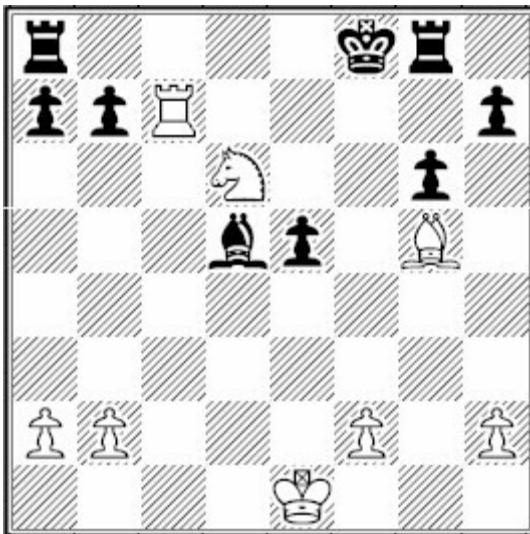
$\mathbb{R}xc7!$

White sacrifices one Rook for the sake of seizing the seventh rank with the other.

21	...	♖xh1
22	♕xf7	

With three of White's pieces so close to the King there are bound to be mate threats. The one now facing the King is 23 ♕xd6+ ♔f8 24 ♕f7 mate.

22	...	♕d5
23	♕xd6+	♔f8
24	♕g5	



24	...	♕h8
-----------	-----	------------

The King must have a flight-square!

25	♕h6+	♔g8
26	♕g7+	♔f8
27	♕c7+	

Not the quickest way, but it does not matter. Black is helpless.

27	...	♔g8
28	♕c8	♔f3
29	♕g7+	♔f8
30	♕xb7+	

Now he's on the right track!

30

...

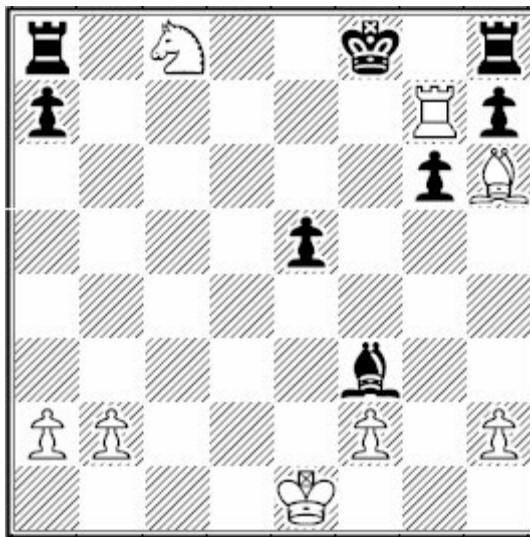
♔g8

If 30 ... ♛e8 31 ♜d6+ ♛d8 32 ♜g5 mate.

31

♕g7+

♔f8



32

♖xa7+

♔g8

“The see-saw can be the cause of frightful devastation,” says Nimzovich.

32

...

♔g8

An exchange of Rooks when White is behind in material? There is method in his madness though, as we will see.

33

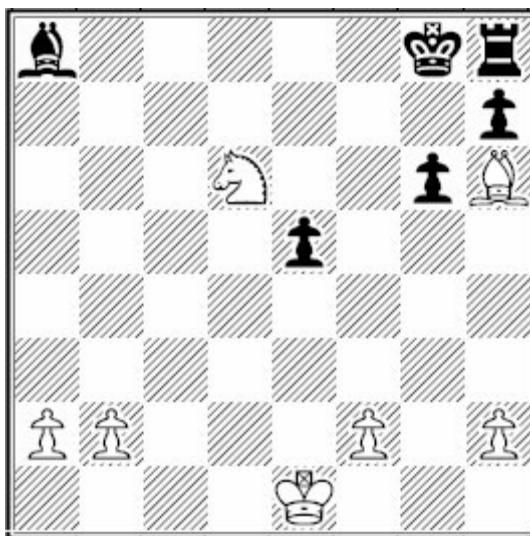
♕xa8!

♗xa8

34

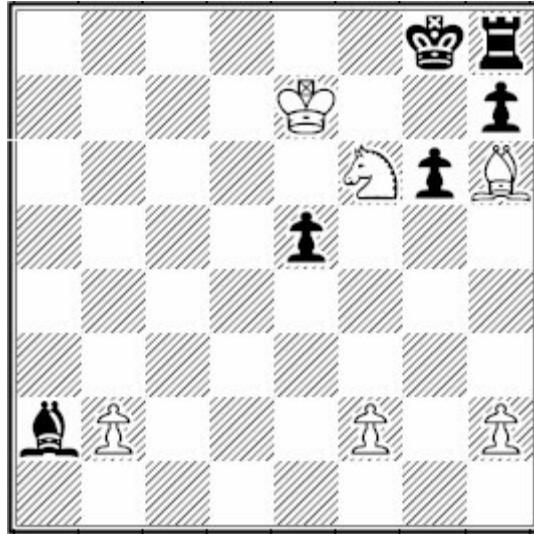
♝d6!!

Marvellous! The Knight and Bishop stalemate Black’s King and Rook. Black can do nothing now but wait for the blow to fall.



White forces mate by marching his King to e7, and then mating at f6 with the Knight. The Knight reaches that square by way of e8 or e4, Black's Bishop being unable to guard both these squares.

Play would proceed as follows: 34 ... ♕d5 35 ♔d2 ♕xa2 36 ♕c3 ♔e6 37 ♕b4 ♔a2 38 ♕c5 ♔e6 39 ♕b6 ♔a2 40 ♕c7 ♔e6 41 ♕d8 ♔a2 42 ♔e7 ♔d5 43 ♔e8 ♔a2 44 ♔f6 mate.



Black could delay this a bit by sacrificing his Pawns, but since he could not give away his Bishop, there is no hope of drawing by stalemate. Therefore:

34

...

Resigns

■ GAME TWENTY ■ The Two Bishops

S. Rosenthal – W. Steinitz

Vienna 1873, THREE KNIGHTS' GAME

This is one of the earliest, and still one of the most impressive examples of the superiority of two Bishops to two Knights, or to Knight and Bishop.

Steinitz's Bishops lurk in the background, but their presence is felt. They exert a baleful influence the length of the board, just by being there. His opponent's lone Bishop on the other hand, confined to squares of one color, is sadly circumscribed, while his Knight, struggling to get a foothold in the center, is harried by the adverse Pawns, and driven from the field of battle.

1	e4	e5
2	♘c3	♘c6
3	♗f3	g6

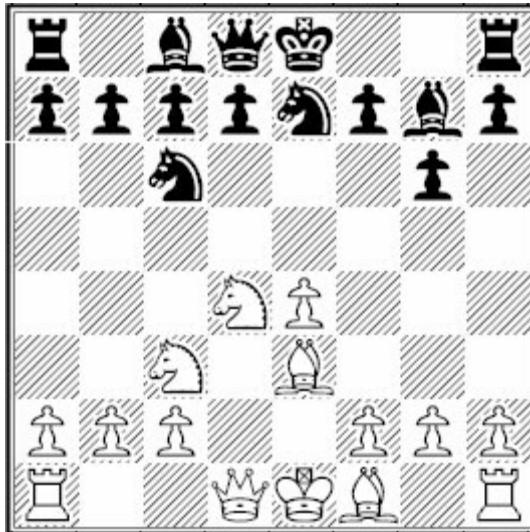
The book move is 3 ... ♜b4, but Steinitz preferred to throw his opponents on their own resources.

4	d4	exd4
5	♘xd4	

A more aggressive line is 5 ♘d5 ♜g7 6 ♜g5 ♘ce7 7 e5 h6 8 ♜xe7 ♘xe7 9 ♜xd4 ♘xd5 10 ♜xd5 c6 11 ♜d6 ♜f8 12 ♜d4, and White retains the initiative.

5	...	♗g7
6	♗e3	♘ge7

This is better than 6 ... ♘f6, shutting off the Bishop's view.



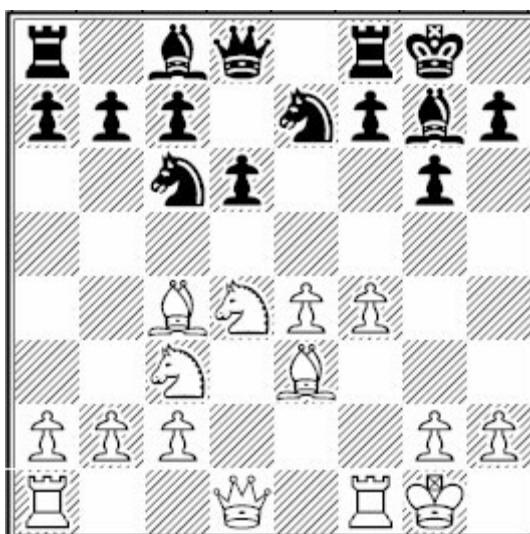
7 ♜c4

This can not be completely bad, since a piece is developed, but the move is not in consonance with the requirements of the position. Steinitz himself suggested 7 h4, an attack on the fianchettoed formation, and a revolutionary concept in strategy. Nobody in those days relinquished voluntarily the privilege of Castling on the King side, when King side Castling was almost automatic.

Another good line is 7 ♜d2 h6 8 o-o-o d6 9 ♜e2, and White has a fine game.

7	...	d6
8	o-o	o-o
9	f4	

White's Pawn center looks impressive, but the Pawns interfere with the free movement of the pieces. The Queen Bishop for example, has had its mobility lessened and is an exposed (unprotected) piece.



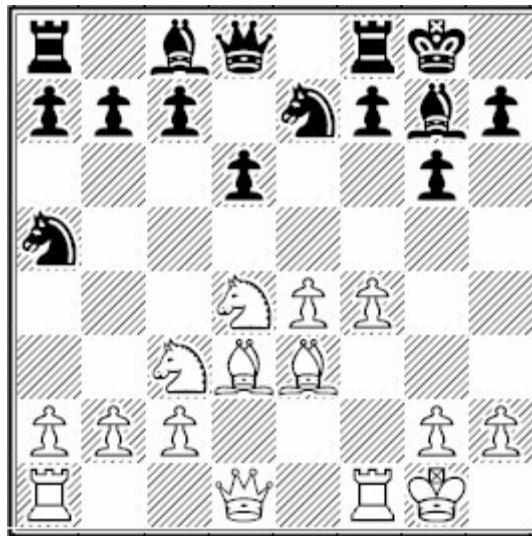
9 ... ♜a5!

A fine move, whose object is to get in ... d5, the freeing move in King Pawn openings.

10

♝d3

The Bishop should retreat to e2, but White seems to have no idea of what is coming.



10

...

d5!

Not only does this break up White's Pawn center, but it initiates an attack on the d-file.

11

exd5

Pushing on by 11 e5 would be fatal, as 11 ... c5 12 ♜f3 d4 wins a piece for Black.

11

...

♜xd5

12

♜xd5

♝xd5

13

c3

♞d8

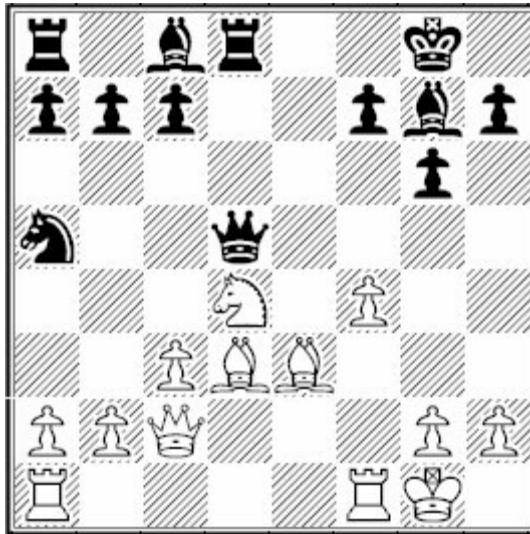
The heavy pieces bear down on the d-file. Black threatens 14 ... c5 15 c4 ♕d7, winning a piece.

14

♚c2

Ready to meet 14 ... c5 with 15 ♜e4 followed by 16 ♜f3. This would rescue the pieces on the d-file.

This is the position, with Black to move:



14

...

♞c4!

15

♝xc4

Blithely allowing his opponent the two-Bishop racket (as Pollock called it). Rosenthal was apparently unfamiliar with the game won by Paulsen from Hannah in the 1862 London tournament, in which the advantage of retaining both Bishops was convincingly demonstrated. Did Steinitz know this game, I wonder, or did Steinitz think that he discovered this concept in chess strategy?

15

...

♝xc4

Now Black threatens to win a piece by 16 ... ♜xd4 17 ♜xd4 ♕xd4.

16

♝f2

c5

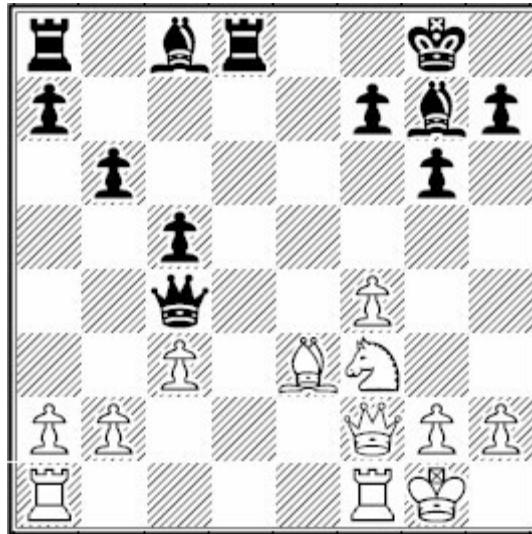
The beginning of a campaign to make life miserable for the Knight. The Knight is to be driven away from any outpost (such as d4 or e5, where it has the support of a Pawn) and forced into retreat.

This move evicts the Knight from the square d4.

17

♝f3

b6



Steinitz's Pawn chain on the Queen side greatly limits the scope of White's Bishop. Note that the Bishop is blocked on the other diagonal by White's own f-Pawn.

18

$\mathbb{B}e5$

$\mathbb{B}e6$

19

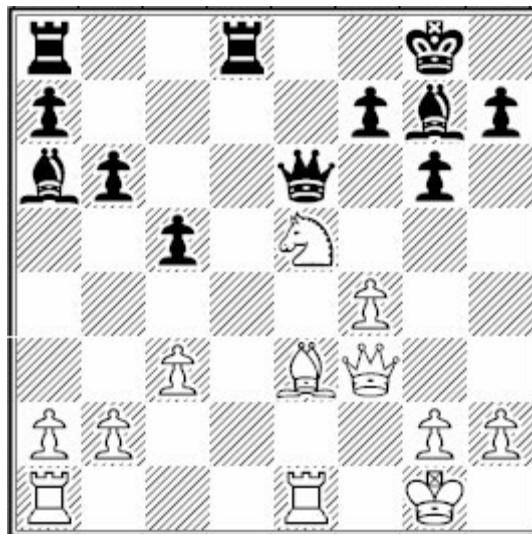
$\mathbb{Q}f3$

$\mathbb{Q}a6$

20

$\mathbb{N}fe1$

This is the position, with Black to play:



20

...

f6

This will dislodge the Knight from another fine outpost.

21

$\mathbb{N}g4$

The Knight must retreat: If 21 $\mathbb{Q}c6$, $\mathbb{B}dc8$ ends its gay career, or if 21 $\mathbb{Q}c6$ $\mathbb{Q}xc6$ 22 $\mathbb{Q}xc6$ $\mathbb{B}d6$ 23 $\mathbb{Q}e7+$ $\mathbb{Q}f7$ 24 $\mathbb{Q}f2$ $\mathbb{B}e8$, and the stranded Knight will be captured.

21

...

h5

Another thrust by a Pawn, and the Knight must go still further back.

22

$\mathbb{Q}f2$

$\mathbb{Q}f7$

Steinitz prepares to force the Queen off the long diagonal by ... $\mathbb{Q}b7$, and seize it for himself.

23

f5

Plausible, since White needs elbowroom desperately, but the Pawn becomes weak and is soon captured.

23

...

g5

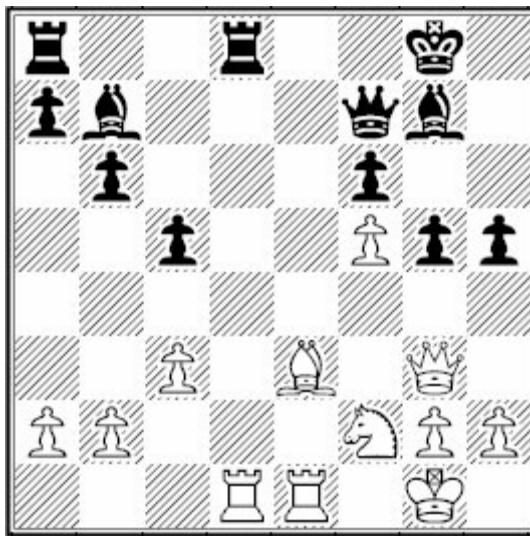
24

$\mathbb{Q}ad1$

$\mathbb{Q}b7$

25

$\mathbb{Q}g3$



25

...

$\mathbb{Q}d5!$

Much better than 25 ... $\mathbb{Q}xa2$ 26 $\mathbb{Q}c7$ $\mathbb{Q}xd1$ 27 $\mathbb{Q}xd1$ $\mathbb{Q}d5$ 28 $\mathbb{Q}d7$, and White might become obstreperous.

26

$\mathbb{Q}xd5$

$\mathbb{Q}xd5$

27

$\mathbb{Q}d1$

On 27 $\mathbb{Q}h3$, g4 wins the f-Pawn, as White must guard against the threat of mate.

27

...

$\mathbb{Q}xf5$

28

$\mathbb{Q}c7$

With the Knight and Bishop sadly out of play, this attempt to counterattack can have little meaning.

28

...

$\mathbb{Q}d5$

29

b3

♖e8

30

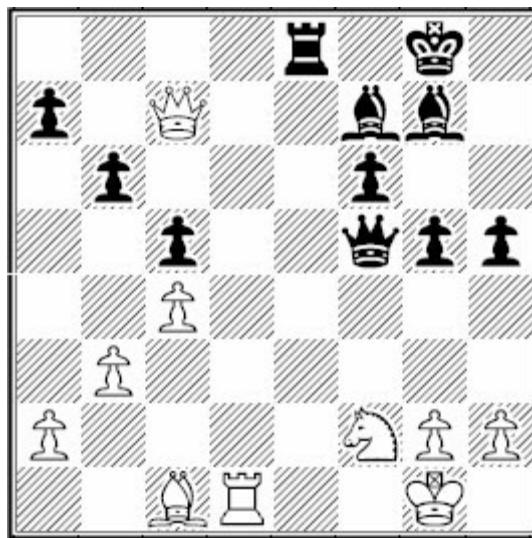
c4

♗f7

31

♕c1

Deplorable, but protecting the Bishop by 31 ♕e1 yields to 31 ... ♕xe3 32 ♕xe3 ♖b1+, and Black gets two pieces for a Rook.



31

...

♕e2!

A powerful blow! Black seizes the seventh rank and also threatens mate in two moves.

32

♖f1

♕c2

Now the threat is 33 ... ♕xf2 34 ♕xf2, ♖xc1+, and Black wins two pieces for the Rook.

33

♗g3

♖xa2

34

Resigns.

■ GAME TWENTY-ONE ■

Variety of Themes

S. Tartakover – R. Domenech

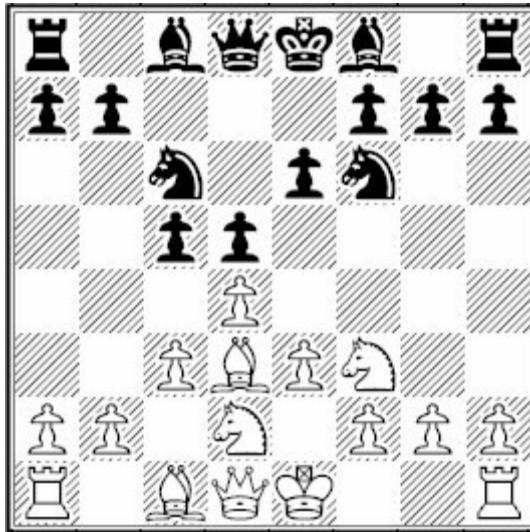
Sitges 1934, COLLE SYSTEM

This game flows along with such grace, charm and wit, it is hard to realize that it offers more than mere entertainment. In the short space of 37 moves it offers an insight into such useful ideas in chess strategy as:

- (1) The Advantage of the Two Bishops,
- (2) Pressure on the Black Squares,
- (3) Majority of Pawns on the Queen side,
- (4) Sacrifice of a Piece to Create Passed Pawns, and (to crown it all),
- (5) The Triumphal March of the Passed Pawns.

1	d4	f6
2	f3	e6
3	e3	c5
4	d3	c6
5	c3	d5
6	bd2	

The Colle system of opening begins quietly enough, but it can easily turn into a whirlwind attack. Its tactical objective is an attack on Black's Castled position on the King side. Its strategical objective is to create a majority of Pawns on the Queen side, which can be decisive in the endgame.



The characteristic formation is as follows:

The d-Pawn in the center, supported by the c-Pawn as an understudy.

The e-Pawn at e3, enabling the development of the King Bishop. Later on, the Pawn advances to e4 to let the Queen Bishop come into the game.

The King Knight develops at f3, ready to seize the outpost e5, or perhaps to attack by ♘g5.

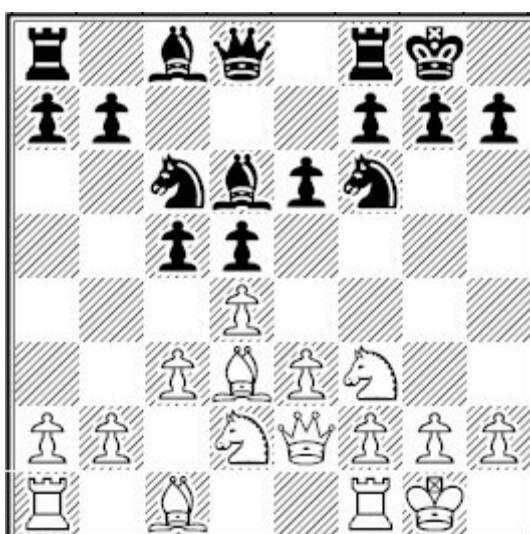
The Queen Knight develops at d2 to support the thrust e4.

The Queen is best posted at e2, to back up the King Pawn and to permit the Rooks to get in touch with each other.

The Rooks are generally most useful at e1 and d1, on files which are likely to be opened.

6	...	♘d6
7	o-o	o-o
8	♙e2	

Preparing to advance the e-Pawn, which will open up the game and release White's pieces.



8 ... **e5**

This sort of move, according to the annotators, is “a premature attempt to seize the initiative” if Black loses, but “a well-timed counter-attack” if Black wins.

9 **dxc5** **Qxc5**

10 **e4** **Qg4**

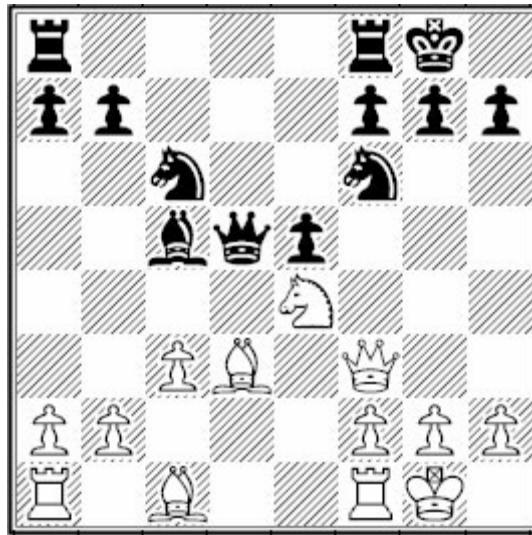
11 **exd5** **Qxf3**

There is no reason for this ex change, which lets White have the two Bishops, unless Black thought that fewer pieces on the board would give him more drawing chances.

12 **Qxf3** **Qxd5**

If 12 ... **Qxd5** 13 **Qb3** **Qe7** 14 **Qd1**, and Black has no defense against the threats of winning the Knight by 15 **Qe4** 15 **Qc4** or 15 **c4**.

13 **Qe4**



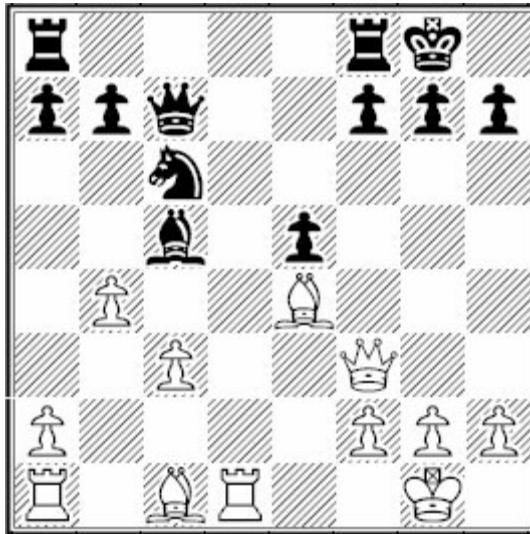
13 ... **Qxe4**

Even at this early stage Black can easily go wrong. The immediate threat is 14 **Qxf6+**, discovering an attack on his Queen. If he defends against this by 13 ... **Rad8** (hoping to lure White into 14 **Qxf6+** **gxf6** 15 **Qxf6** **Qxd3** 16 **Qh6**, when he averts the threat of mate by 16 ... **Qg6**) he gets a painful lesson when the continuation 14 **Qxf6+** **gxf6** 15 **Qg4+** **Qh8** 16 **Qe4** **Rd7** 17 **Qf5** **Rd5** 18 **Qh5** leaves him help less.

14 **Qxe4** **Qd7**

15 **Rd1** **Qc7**

16 **b4**



16

...

♕b6

Safer than 16 ... ♔e7, when this might occur: 17 ♕h3 h6 (if 17 ... g6 18 ♕d7 ♕c8 19 ♕xc6 ♕xc6 20 ♕xe7, and White wins a piece) 18 ♕xh6 gxh6 19 ♕f5 ♔g7 (19 ... ♕fd8 20 ♕h7+ ♔f8 21 ♕h8 mate) 20 ♕h7+ ♔f6 21 ♕xh6 mate.

17

a4

a6

18

a5

♔a7

19

♕h3

g6

But not 19 ... h6 20 ♕xh6 gxh6 21 ♕d7 ♕c8 22 ♕f5, and White mates quickly.

20

♕h6

♖fd8

21

♕f3

With an eye to 22 ♕f6 (control of the black squares) and mate at g7.

21

...

♖xd1+

22

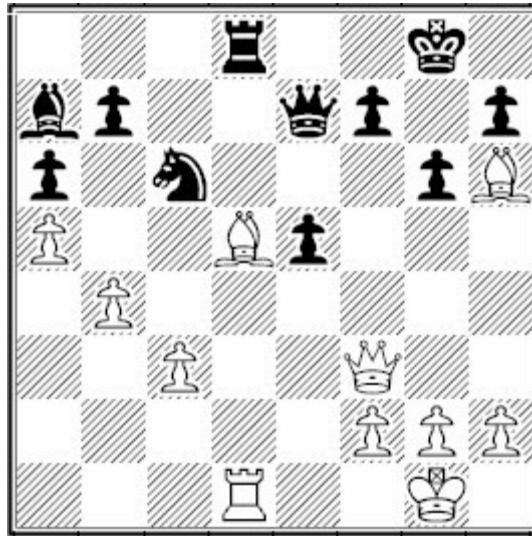
♖xd1

♖d8

23

♕d5

♔e7



24

h4

An advance which provides the King with a flight square in case of need. It also incorporates two threats – 25 ♜g5 winning the exchange, and 25 h5 breaking up Black's Pawns on the King side.

24

...

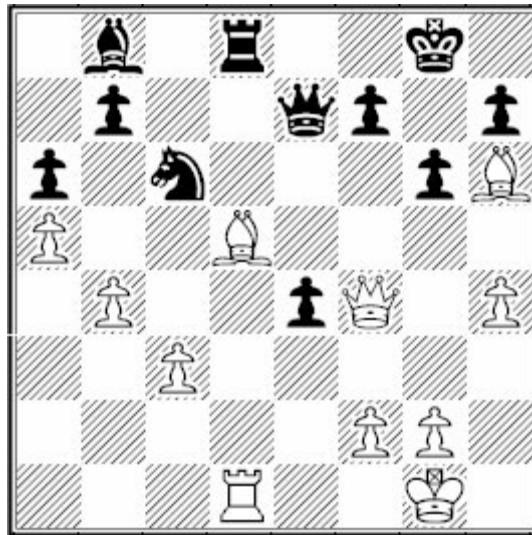
e4

25

♝f4

♝b8

The last two moves have enabled Black to get his Bishop back into active play.



The position is tricky. White must not be lured into playing 26 ♜xf7+, hoping for 26 ... ♜xf7 27 ♜xd8+ ♜xd8 28 ♜xb8, and he wins the pinned Knight. The reply to 26 ♜xf7+ would be 26 ... ♜h8, after which 27 ♜xd8+ ♜xd8 28 ♜d2 ♜xh4 leaves Black with a slight advantage.

26

♝g5!

This forces an exchange of Queens, after which the rash e-Pawn will fall.

26

...

♛xg5

27

♜xg5

♞d7

On 27 ... ♕e8 28 ♕e1 wins the e-Pawn.

28

♕d2

♔e5

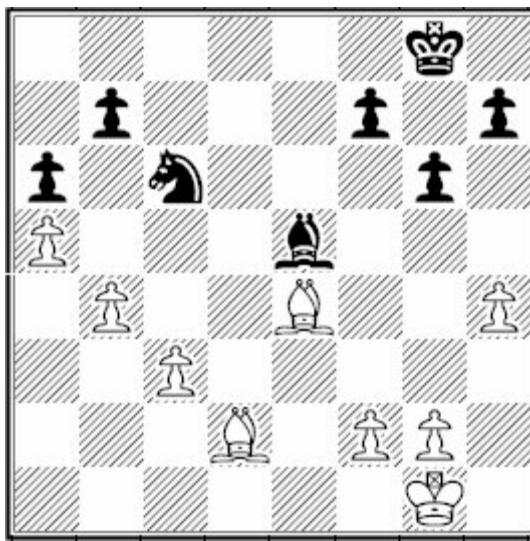
29

♕xe4

♕xd2

30

♕xd2



White has the two Bishops, three Pawns to two on the Queen side, and is a Pawn ahead. What more could mortal crave!

30

...

♕d8

31

c4

The customary procedure. Pawns are to be exchanged by 32 b5 axb5 33 cxb5, later on by a6, bxa6, bxa6, leaving White's passed Pawn only two steps away from the coronation.

31

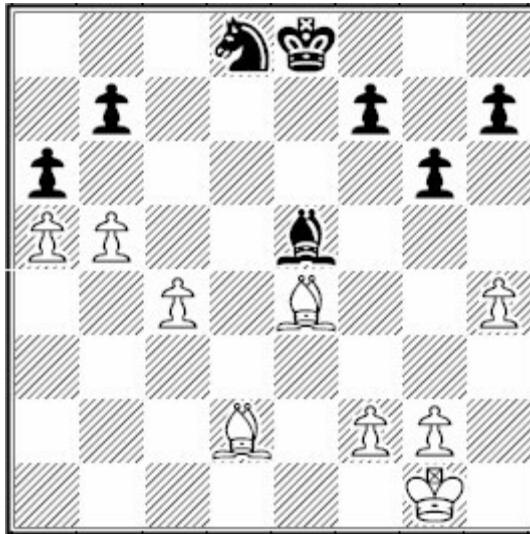
...

♔f8

32

b5

♔e8



The King rushes over to head off the Pawns, but Tartakover's next move cuts the journey short.

33 $\mathbb{Q}xb7!$

"A bolt from the blue!" as the fellows used to say.

33 ... **axb5**

If 33 ... $\mathbb{Q}xb7$ 34 bxa6 $\mathbb{Q}b8$ 35 axb7 $\mathbb{Q}d7$ 36 a6 $\mathbb{Q}c6$ 37 $\mathbb{Q}e3$ (threatens 38 a7) 37 ... $\mathbb{Q}e5$ 38 $\mathbb{Q}a7$, and White wins.

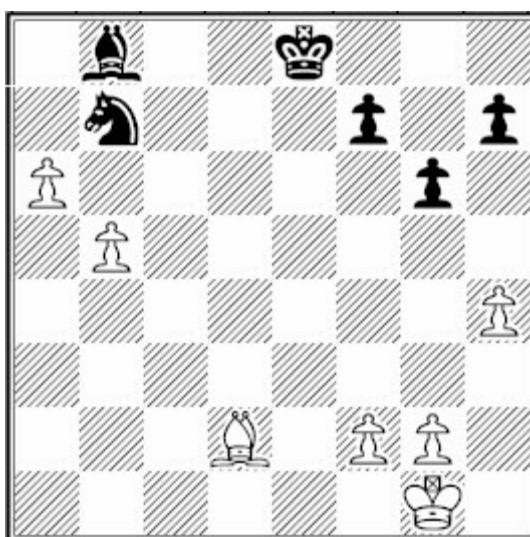
34 **a6**

Threatens to win at once by 35 a7.

34 ... **$\mathbb{Q}b8$**

Or 34 ... $\mathbb{Q}d4$ 35 $\mathbb{Q}e3$ $\mathbb{Q}xb7$ 36 $\mathbb{Q}xd4$ $\mathbb{Q}d7$ 37 a7, and White wins.

35 **cxb5** $\mathbb{Q}xb7$



36

b6!

Very pretty! The passed Pawns are now all-powerful.

36

...

♛ d7

37

a7

Resigns

■ GAME TWENTY-TWO ■

Systematic Strangulation

S. Tarrasch – J. Showalter

Vienna 1898, HUNGARIAN DEFENSE

“This is a game in which there are no combinations. Yet, after a modest beginning, White cramps his opponent’s game more and more until it is completely crippled – and all this without any noticeable blunder on Black’s part. That is the highest triumph of chess strategy.”

Tarrasch said this, believed it and lived by it. In this positional masterpiece, Tarrasch does not let Showalter develop his pieces properly, stifles attempts at counter attack, cramps his opponent’s game move by move, and finally crushes him to the wall.

There are combinations in the game, despite Tarrasch’s assertion, but they are hidden away in the notes. They show what might have happened to Showalter, had he not played as well as he did.

1	e4	e5
2	♘f3	♘c6
3	♗c4	♗e7

The usual move is 3 ... ♗c5, leading into the Giuoco Piano, but Black wants to avoid openings familiar to Tarrasch.

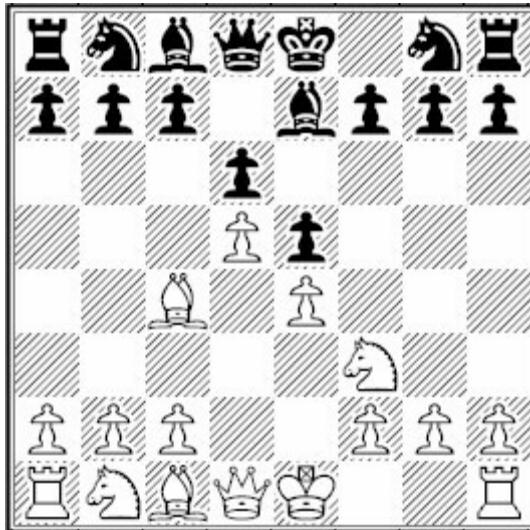
4	d4	d6
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Blocks the King Bishop, but the alternative 4 ... exd4 surrenders the center.

5	d5
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“White plays to stalemate his opponent,” says Tarrasch, “who has himself made a start toward that object by playing 3 ... ♗e7 and 4 ... d6.”

5	...	♘b8
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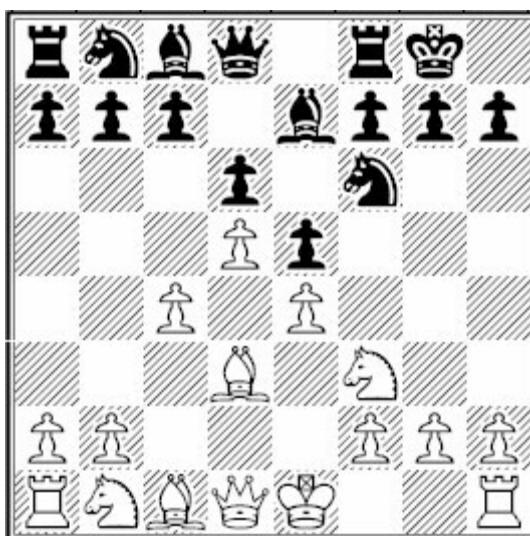
One would now expect Tarrasch to proceed by 6 $\mathbb{Q}c3$, developing another piece. This is what a lesser master would do automatically and unthinkingly. Tarrasch is interested though in maintaining his Pawn chain (Pawns at e4 and d5) which has a restraining effect on Black's game. So he moves a piece twice in the opening!

6 $\mathbb{Q}d3!$

"The first principle of attack – " says Reuben Fine, "Don't let the opponent develop!"

White's move prevents 6 ... f5, an attack on the base of the Pawn chain. It also prepares to meet 6 ... c6 (an attempt to break up the center Pawns) with 7 c4. Then if Black plays 7 ... cxd5, the recapture by 8 cxd5 keeps the Pawn chain intact.

6	...	$\mathbb{Q}f6$
7	c4	o-o



8 h3!

Another prophylactic move! This one prevents Black from developing his Queen Bishop by 8 ... $\mathbb{Q}g4$, and limits it to the square d7. It also prepares for the advance g4, against an attempt by Black

to free himself with 8 ... ♜e8 and 9 ... f5.

8	...	c6
9	♞c3	♞a6

Black hopes for counter-play by 10 ... ♜c5 11 ♜c2 a5. His Queen Knight would then be strongly posted, and not easily driven away.

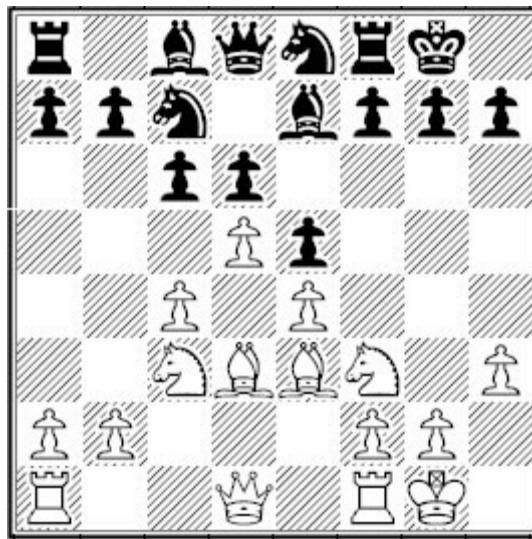
10	♝e3
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Puts an end to that idea, since 10 ... ♜c5 would allow 11 ♜xc5 dxc5 12 ♜xe5, and White wins a Pawn.

10	...	♞c7
11	o-o	♝fe8

Black's intention is to free his cramped position by getting in ... f5 after suitable preparation, say by ... g6 followed by ... ♜g7.

Tarrasch will of course direct all his energies to make this break through impossible.



12	♛c2!
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The Queen backs up the Bishop and e-Pawn in bearing down on the key square.

12	...	cx d5
13	cx d5	

Obviously the proper way to recapture, as 13 exd5 allows Black to play 13 ... f5 at once.

13	...	g6
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Black prepares to play ... f5 either next move, or after the Knight reaches g7 and adds its support to the advance.

How does White play to restrain the f-Pawn?

14

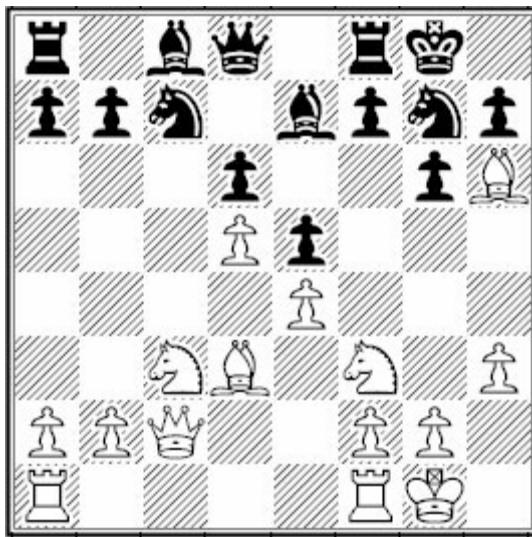
♞h6!

This attack on the Rook will force the Knight to interpose at g7. The Knight's support of the f-Pawn will then be meaningless, as it will be pinned and helpless to move or capture.

14

...

♝g7



15

♝g4!

Definitely puts an end to Black's hopes of playing 15 ... f5.

The next step for Tarrasch is to reap the benefit of his positional advantage, which now consists of his greater command of space.

15

...

♝ce8

The desperate 15 ... f5 leads to 16 ♜xg7 ♛xg7 (on 16 ... fxe4 17 ♜xf8 wins a whole Rook for White) 17 gxf5 gxf5 18 exf5, and White has won a Pawn.

16

♞h2

♚h8

17

♜g1

Tarrasch (always a careful man) places his Rook on the g-file, so that he can benefit from the opening of the file, if Black does manage to get ... f5 in.

17

...

♝d7

18

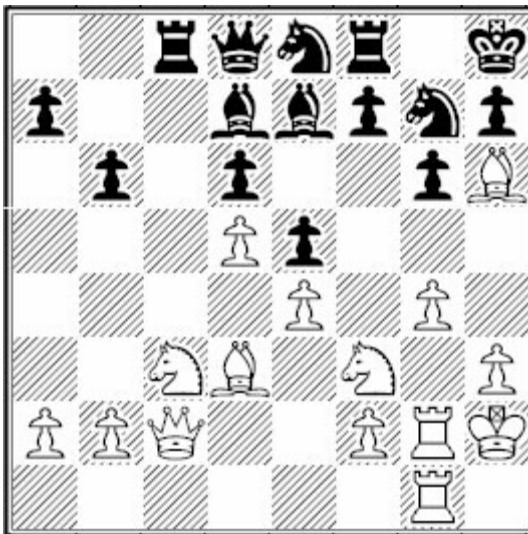
♜g2

♚c8

19

♜ag1

b6



Good moves are getting scarce, and this one does not help, as it weakens Black's a6, b5, and c6 squares. Tarrasch of course takes this into account, and will exploit the weaknesses of these white squares later on.

In the meantime, Tarrasch would like to cramp his opponent still more on the King side by playing ♕e1 followed by f4 and f5. But if he were to play 20 ♕e1 at once, the reply 20 ... ♗g5 would force an exchange of Bishops and free Black's game some what.

The plan needs a preparatory move, so Tarrasch plays ...

20 d2!

Now that the square g5 is controlled by Queen and Bishop, White's King Knight is free to move away, releasing the f-Pawn.

20 ... ♟ f6

21 ♕ e1 ♕ g8

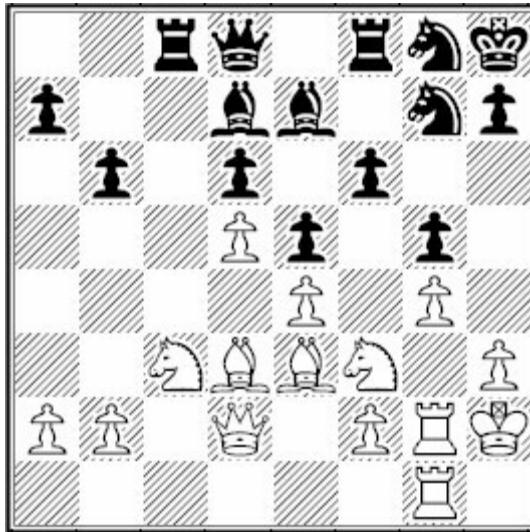
22  e3 **g5**

This prevents the advance $23\ f4$, but the cost is high. For one thing, the square $f5$ has been weakened, and will surely be seized as an outpost by one of White's Knights. For another, the Pawn placed at $g5$ stands in the way of Black's King Bishop, greatly limiting its activity.

23 ♟ f3

Now that 23 f4 is not feasible, the Knight returns to the attack.

23 ... f6



24

h4

h6

This and the previous move weaken Black's white squares more and more, and allow his pieces less and less mobility, but the prospect after 24 ... gxh4 25 ♜xh4 followed soon by ♜f5 was not appetizing.

25

♖h1

♔h7

The King prepares to flee, rather than face the possibility of the h-file being opened against him.

26

♔g1

♔g6

27

♘h2

The Knight is headed for f5, which he will reach by way of f1 and g3.

27

...

♕c7

28

♘f1

♗c8

Double attack on White's g-Pawn – Black's first threat in the game!

29

♘e2

This way of protecting the g-Pawn is superior to the natural move 29 f3. The square f3 must not be blocked by a Pawn, but left open for use by pieces.

29

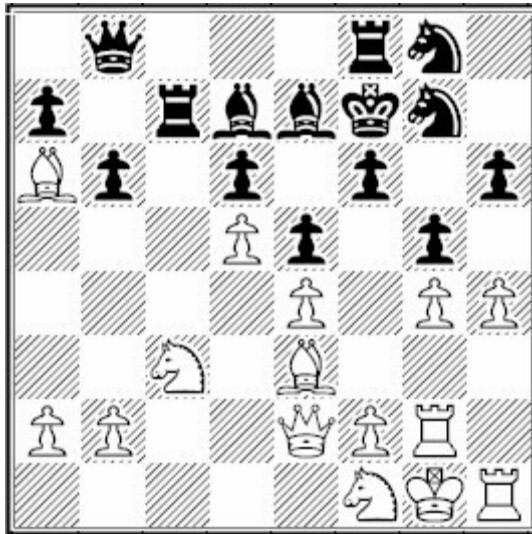
...

♔f7

30

♗a6

♗b8

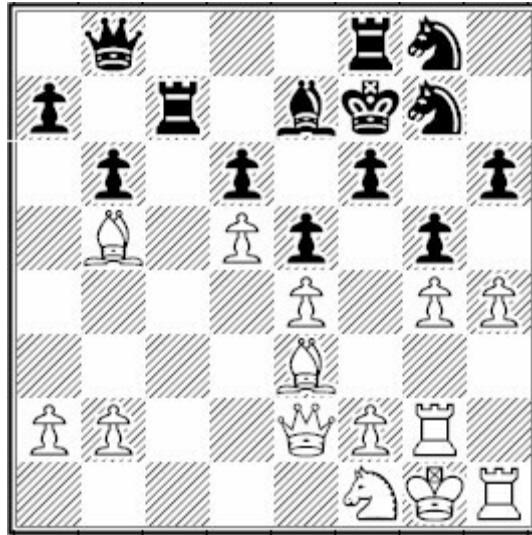


31 $\mathbb{B}b5!$

This attack on the Rook (which has no safe square to run to) forces an exchange of Bishop for Knight.

31 ... $\mathbb{Q}xb5$

32 $\mathbb{Q}xb5$



The foregoing exchange of pieces highlights certain features in the position:

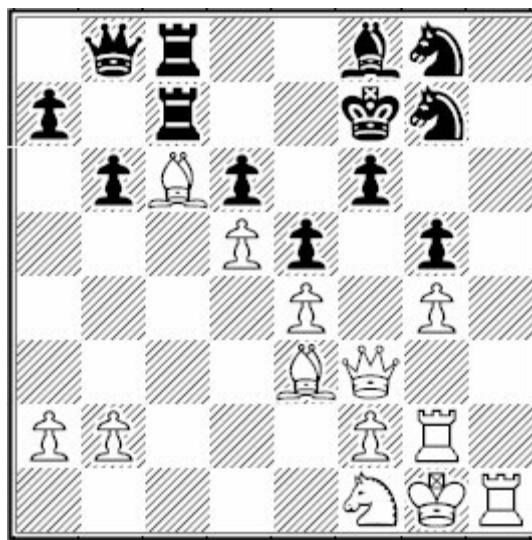
- (1) The disappearance of Black's Queen Bishop (which travelled on white squares) accentuates the weakness of Black's white squares. Tarrasch can now settle pieces on those squares without fear of their being dislodged.
- (2) Black's remaining Bishop is completely imprisoned by Pawns standing on black squares.
- (3) Black's King cannot flee to safety by way of e8.
- (4) White has two active Bishops against Black's two ineffectual Knights.

32	...	♖fc8
33	hxg5	hxg5
34	♕c6!	

Blockade! The Rooks are doubled on the open file, but can make no use of it.

34	...	♗f8
35	♗f3!	

Threatens to capture the g-Pawn.



35	...	♖xc6
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A desperate move, but he has no good reply: If 35 ... ♕g6 (to protect the g-Pawn) 36 ♕gh2 ♔e7 37 ♕h6+ ♕f7 38 ♕xf6+ ♕g8 39 ♕h8 mate.

Another possibility is 35 ... ♕g6 36 ♕gh2 ♕d8 37 ♕h8 ♔e7 38 ♕h7 (threatens 39 ♕f5+ ♕xf5 40 gxf5 mate) ♕c8 39 ♕xg7+ ♕xg7 40 ♕h3 ♕f8 41 ♕h6+ ♕f7 42 ♕h7 mate.

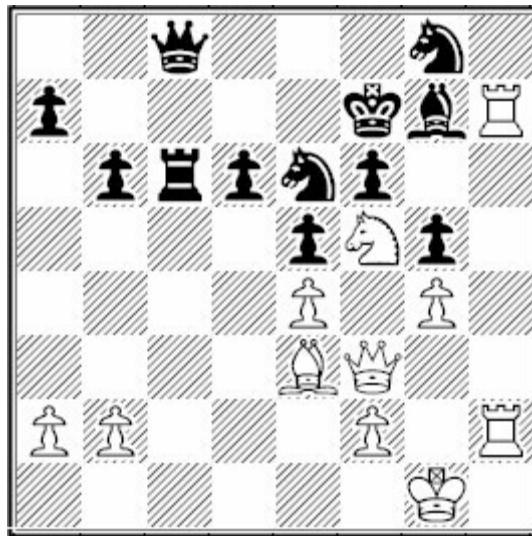
36	dxc6	♔e6
37	♕h7+	♔g7

On 37 ... ♔e8 38 ♕f5 ♕c5 39 ♕xc5 bxc5 40 ♕d7 is mate.

38	♕g3	♕xc6
39	♕f5!	

Finally the Knight arrives at the ideal square!

39	...	♘c8
40	♕gh2	



40

...

$\mathbb{Q}e7$

Here too 40 ... $\mathbb{Q}g6$ loses by a combination: 41 $\mathbb{Q}xg5$ fxg5 (if 41 ... $\mathbb{Q}xg5$ 42 $\mathbb{Q}xg7$ mate) 42 $\mathbb{Q}h4+$ $\mathbb{Q}xh7$ 43 $\mathbb{Q}f5+$ $\mathbb{Q}h8$ 44 $\mathbb{Q}g6$ double check and mate (Reinfeld).

Another line (after 40 ... $\mathbb{Q}g6$) is 41 $\mathbb{Q}xg5$ fxg5 42 $\mathbb{Q}e7+$ $\mathbb{Q}xe7$ 43 $\mathbb{Q}2h6+$ $\mathbb{Q}xh6$ 44 $\mathbb{Q}f7$ mate (Chernev).

41

$\mathbb{Q}xg7$

$\mathbb{Q}xg7$

42

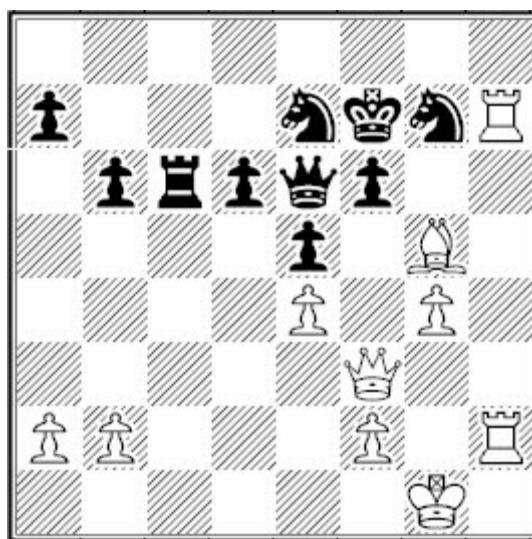
$\mathbb{Q}xg5$

Threatens 43 $\mathbb{Q}xf6+$ and mate next move, as well as 43 $\mathbb{Q}h6$ winning the Knight.

42

...

$\mathbb{Q}e6$



Showalter made this move and then **resigned** without waiting for a reply. Tarrasch might have played the simple 43 $\mathbb{Q}h6$, winning a piece, or the more interesting 43 $\mathbb{Q}xf6$ $\mathbb{Q}xf6$ 44 $\mathbb{Q}xg7+$ $\mathbb{Q}e6$ (if 44 ... $\mathbb{Q}xg7$ 45 $\mathbb{Q}h7+$ $\mathbb{Q}g6$ 46 $\mathbb{Q}h6+$ wins the Queen) 45 $\mathbb{Q}xe7+!$ $\mathbb{Q}xe7$ (if 45 ... $\mathbb{Q}xe7$ 46 $\mathbb{Q}f5$ is

mate) 46 ♕h7+ ♔e6 47 ♕b3+ d5 48 ♕xd5 mate.

GAME TWENTY-THREE

Good Bishop and Bad Bishop

L. Barden – N. Rossolimo

Hastings 1950, SICILIAN DEFENSE

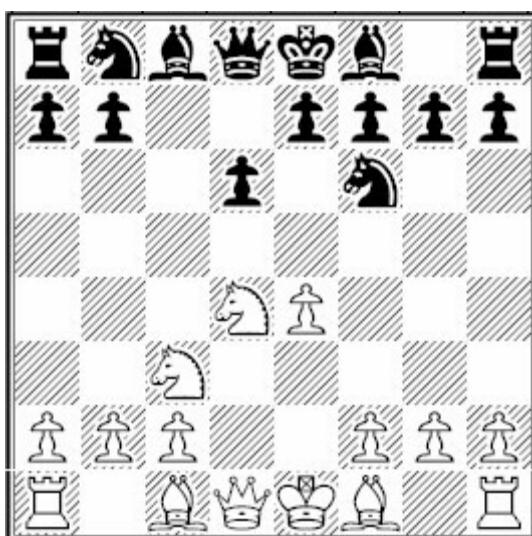
Some of our modern concepts in chess strategy might have shocked the old-timers. Take this game for instance, where Rossolimo exchanges pieces to rid the board of an enemy Bishop standing quietly at its home square! It turns out though that Barden is left with the bad Bishop (one hemmed in by Pawns) against a powerful Knight of Rossolimo's.

In the hands of a fine player, this is practically the equivalent of being a piece ahead, so Rossolimo quickly works up an attack. In the ensuing complications he wins a Pawn, and then proceeds to cut down all the pieces in sight. The ending, with Pawns only, is no problem at all.

This is pro chess of a high order!

1	e4	c5
2	♘ f3	d6
3	d4	cxd4
4	♘ x d4	♘ f6
5	♘ c3	

Another way to protect the e-Pawn is by 5 f3. Then if 5 ... g6 6 c4 ♗g7 7 ♕c3, and White has the Maroczy Bind – a favorable formation.



5 ... a6

A refinement, introduced by Najdorf, in the Boleslavsky line, the characteristic move of which is ... e5.

If at once 5 ... e5, then 6 ♜b5+ ♜bd7 7 ♜f5 is in White's favor.

6 f4

Now if Black plays 6 ... e5, the Knight can return to f3 without obstructing the f-Pawn.

6 ... e6

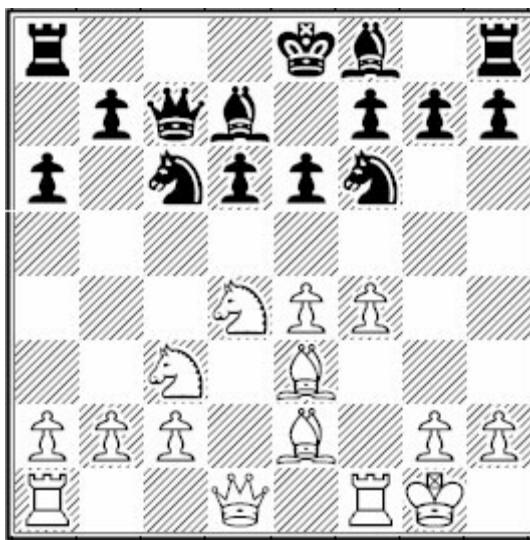
7 ♜e2

A good alternative is 7 ♜d3, with the likely continuation 7 ... ♜c7 8 ♜f3 ♜c6 9 ♜e3 ♜d7 10 o-o, and White has fine attacking possibilities.

7 ... ♜c7

8 o-o ♜c6

9 ♜e3 ♜d7



Black's aim (if let alone!) is to control the c-file with Queen and Rook, post his Queen Knight at c4 (supported by a Pawn at b5) and bear down on the Queen side of the board. His pressure on that wing can give him the superior ending, provided he can survive the King side attack that is sure to come in the midgame.

10 g4

Threatens to push on to g5, and drive the Knight back to the first rank.

Nevertheless the move seems a bit impulsive since it initiates a King side attack against a King that has not yet Castled on that wing.

10 ... ♜xd4

The exchange makes the square c6 available to the Bishop. The Bishop in turn will vacate d7, leaving that as a flight square for the King Knight, if attacked.

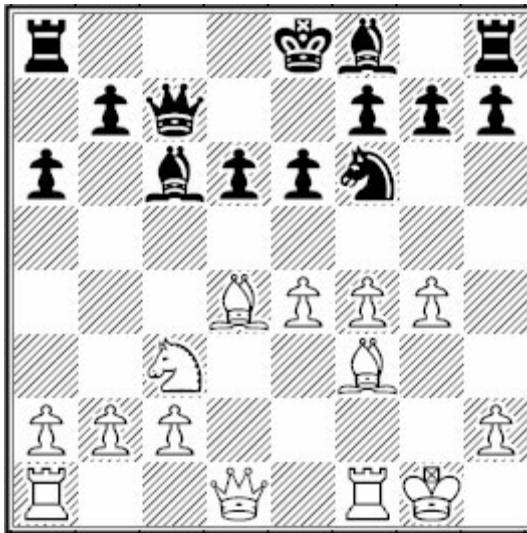
11

$\mathbb{Q}xd4$

$\mathbb{Q}c6$

12

$\mathbb{Q}f3$



12

...

e5!

The key move in the Boleslavsky System. Black establishes a Pawn in the center. True, he is left with a backward d-Pawn, but the Pawn is much healthier than it looks.

13

$\mathbb{Q}e3$

$\mathbb{Q}e7$

Pieces must be developed, even if they take only one step.

14

f5

White hopes to follow this move with 15 g5, and the Pawn-roller looks threatening, but he never gets a chance to carry out his plan.

He might have fared better with 15 g5, $\mathbb{Q}d7$ 16 $\mathbb{Q}d5$, and Black must part with one of his Bishops.

14

...

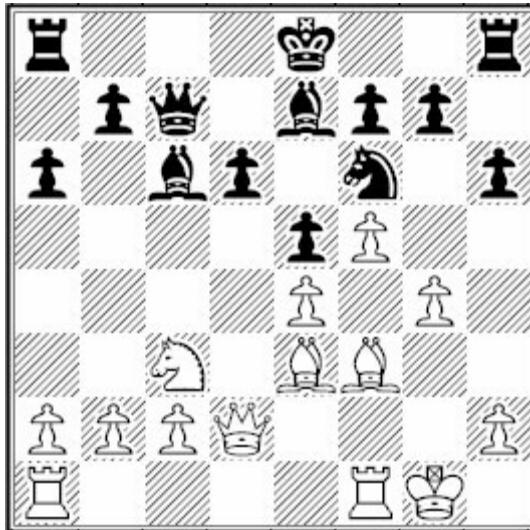
h6!

Nips that little scheme in the bud! If White persists in playing 15 g5, the continuation 15 ... hxg5 16 $\mathbb{Q}xg5$ $\mathbb{Q}b6+$ 17 $\mathbb{Q}h1$ $\mathbb{Q}xb2$ wins a Pawn for Black.

15

$\mathbb{Q}d2$

This is the position, with Black to play:



15

...

b5!

A subtle move! The Pawn will make a fine support for the Knight when it arrives at c4. Meanwhile, the square b7 is made available to the Queen, who will strengthen the attack on White's center.

16

♖ad1

♖c8

Increases the pressure on the c-file.

17

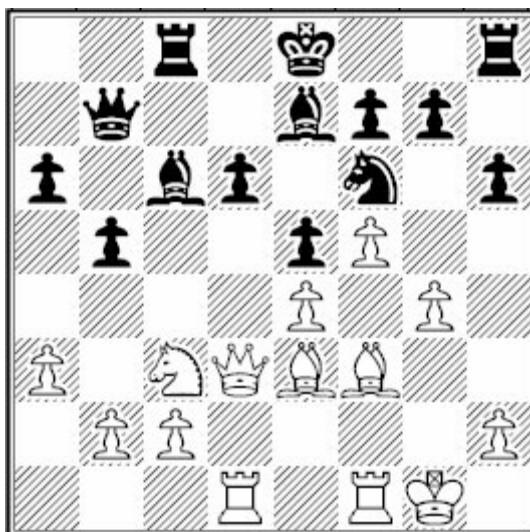
a3

♕b7

Threatens the life of the e-Pawn.

18

♘d3



18

...

♘d7!

Two possibilities are now open to the Knight:

(1) To attack the e-Pawn once more by 19 ... ♘c5, forcing White to give up his good Bishop for

the Knight, and,

(2) To swing the Knight over to the outpost c4, by way of b6.

19

b4

Eliminates the first possibility.

19

...

♘b6

But not the second!

20

♗c1

White avoids the attractive-looking 20 ♘d5, as after 20 ... ♗xd5 21 exd5 ♘a4!, the threats of winning the exchange by 21 ... ♘b2, or of dominating the c-file by 21 ... ♘c3, would be difficult to parry.

20

...

♘c4

The Knight attacks nothing, since the a-Pawn is protected. Its occupation of c4 is enough by itself though to exercise a paralyzing influence on White's entire Queen side.

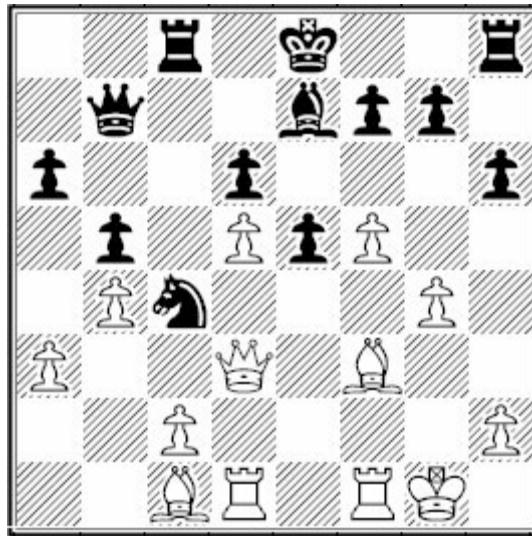
21

♘d5

♗xd5

22

exd5



At this point Rossolimo decides to do away with White's good Bishop.

Despite the fact that it stands on its original square, and its function is purely defensive, it is a potential danger. Once it is removed, Barden will be left with the impotent King Bishop, hemmed in by Pawns of its own color.

22

...

♗g5!

23

♖fe1

♔e7

24

25 ♕e4

♖xc1

♕xc1

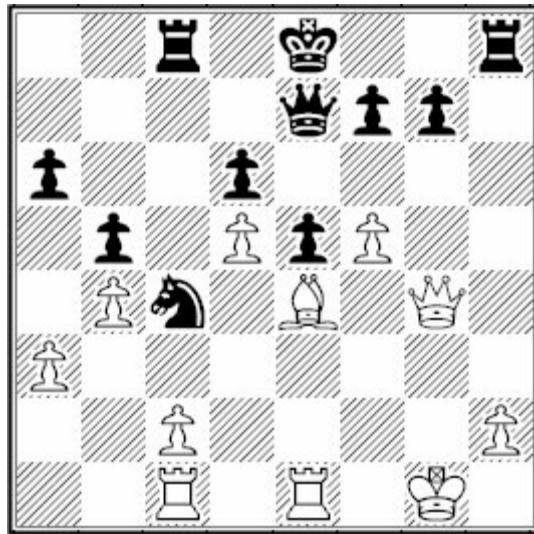
h5!

Clever play! The h-file will be opened whether White captures or not.

26 ♜g3

hxg4

27 ♜xg4



Care is needed at all times in the wonderful but sometimes exasperating game of chess! Black's hasty protection of the g-Pawn by 27 ... ♛f8 would evoke 28 f6 in immediate reply – and Black could resign!

27 ...

♗f6

This puts an end to the Pawn's ambitions.

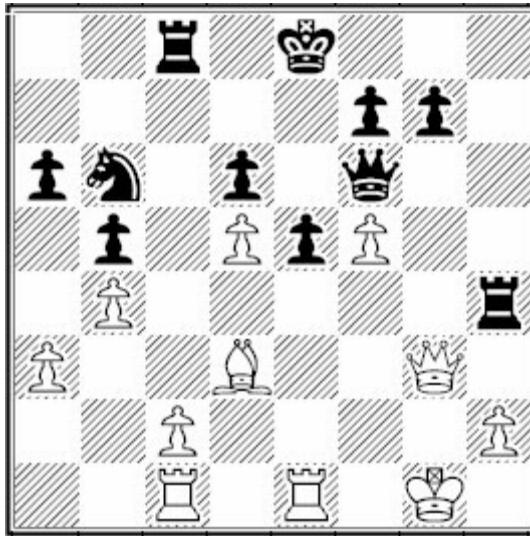
28 ♜d3

♖h4

29 ♜g3

♘b6!

The Knight prepares to take part in the attack on the King side.



30 $\mathbb{Q}e4$

If 30 $\mathbb{Q}e4$ (to protect the d-Pawn) 30 ... $\mathbb{R}c4$ 31 $\mathbb{Q}g2$ (on 31 $\mathbb{Q}f3$ $\mathbb{Q}xd5$ 32 $\mathbb{Q}xd5$ $\mathbb{R}cg4$ wins the Queen) 31 ... $\mathbb{R}cxe4$ 32 $\mathbb{R}xe4$ 33 $\mathbb{R}xe4$ $\mathbb{Q}g5+$, and Black picks up the other Rook and wins.

30	...	$\mathbb{R}h5$
31	$\mathbb{R}g4$	

There is no way to save the d-Pawn, so White tries to get behind the lines.

31	...	$\mathbb{Q}xd5$
32	$\mathbb{R}xg7$	$\mathbb{Q}f4$
33	$\mathbb{R}g8+$	$\mathbb{Q}d7$
34	$\mathbb{R}xc8$	$\mathbb{Q}xc8$
35	$\mathbb{Q}g8+$	$\mathbb{Q}b7!$

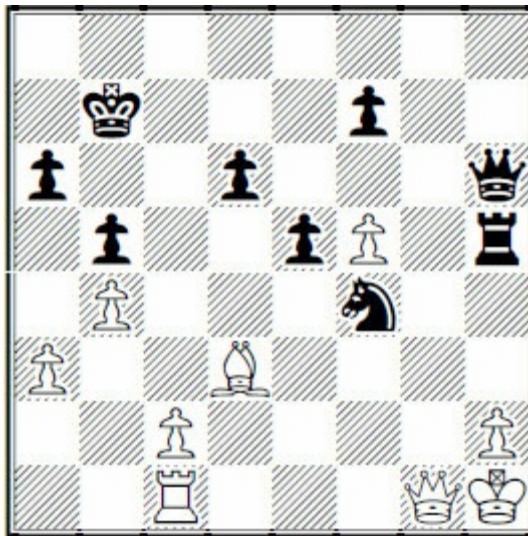
But not 35 ... $\mathbb{Q}c7$, when 36 $\mathbb{Q}a8$ not only threatens to harass the King, but also guards White's critical g2 square.

36 $\mathbb{Q}h1$

Avoids loss of the Queen by 36 ... $\mathbb{R}g5+$.

36	...	$\mathbb{Q}h6$
37	$\mathbb{Q}g1$	

Forced, as after 37 $\mathbb{Q}xf7+$ $\mathbb{Q}b6$, the Queen could not return to the defense of the h-Pawn.



37

...

$\mathbb{Q}xd3!$

The finish a player dreams about! All the pieces are cleared away, leaving an ending with a Pawn ahead and an easy win!

38

$cxd3$

$\mathbb{Q}xh2+$

39

Resigns

The finish, if White played on, would be: 39 $\mathbb{Q}xh2$ $\mathbb{Q}xc1+$ 40 $\mathbb{Q}g1$ (if 40 $\mathbb{Q}g2$, $\mathbb{Q}d2+$ forces the exchange of Queens) 40 ... $\mathbb{Q}xg1+$ 41 $\mathbb{Q}xg1$ $\mathbb{Q}c6$ 42 $\mathbb{Q}f2$ $\mathbb{Q}d5$ 43 $\mathbb{Q}e3$ f6 44 $\mathbb{Q}e2$ $\mathbb{Q}d4$ 45 $\mathbb{Q}d2$ e4 46 dxе4 $\mathbb{Q}xe4$, and Black wins.

■ GAME TWENTY-FOUR ■

Coup de Grâce

A. Alekhine – F.D. Yates

London 1922, QUEEN'S GAMBIT DECLINED

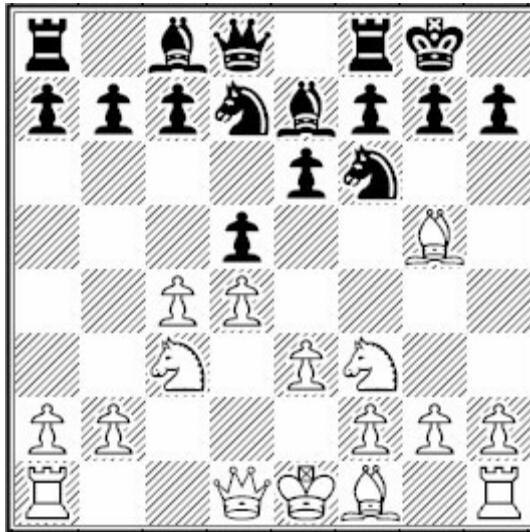
Even the mighty Alekhine, who played more brilliant games than any other man who ever lived, did not pluck combinations out of thin air. Even he had to abide by Lasker's dictum: "In the beginning of the game ignore the search for combinations, abstain from violent moves, aim for small advantages, accumulate them, and only after having attained these ends search for the combination – and then with all the power of will and intellect, because *then the combination must exist, however deeply hidden.*"

Note how Alekhine, ever alert for opportunity, anchors pieces on strong squares, seizes open files, doubles Rooks on the seventh rank, and centralizes his King.

Centralizes his King? Good heavens! Alekhine's King walks up the board practically in the midgame and steals a Rook in broad daylight!

If there are combinations to be found (and Lasker assures us there are) Alekhine is the man who can find them.

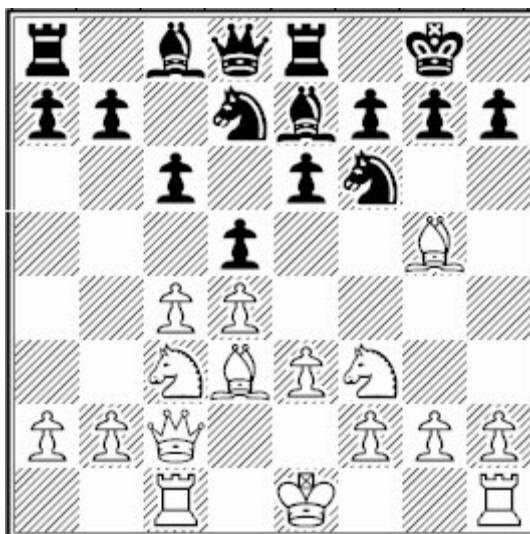
1	d4	f6
2	c4	e6
3	f3	d5
4	c3	e7
5	g5	o-o
6	e3	bd7



White has a happy time of it in this line of the Queen's Gambit. All he has to do to get a good game is make natural moves.

Black, on the other hand, usually has trouble developing the pieces on the Queen side. The Queen Knight stands awkwardly at d7, and shuts in the Bishop. Bringing the Knight out at c6 though would be far worse. It would block the c-Pawn whose job it is to attack the center by ... c5, while the plight of the Queen Bishop would not be mitigated – it would still be shut in.

7	$\text{Nc}1$	$\text{c}6$
8	$\text{Nc}2$	$\text{e}8$
9	$\text{Qd}3$	



9	...	$\text{dx}c4$
---	-----	---------------

With this move and the next (Capablanca's freeing maneuver) Black has a fair chance of achieving equality. Other lines are less promising, e.g.

(1) 9 ... a6 (in order to get counterplay on the Queen side by 10 ... $\text{dx}c4$ 11 $\text{Qxc}4$ b5 12 $\text{Qd}3$ c5) 10 $\text{cx}d5!$, $\text{exd}5$ (not 10 ... $\text{Qxd}5$ 11 $\text{Qxh}7+$ winning a Pawn) and the position is in White's favor.

(2) 9 ... h6 10 ♜f4! a6 11 cxd5 ♜xd5 12 ♜xd5 exd5 13 o-o ♜f6 14 h3, and White can play for the minority attack by ♜b1, b4. a4 and b5, with good winning chances.

10

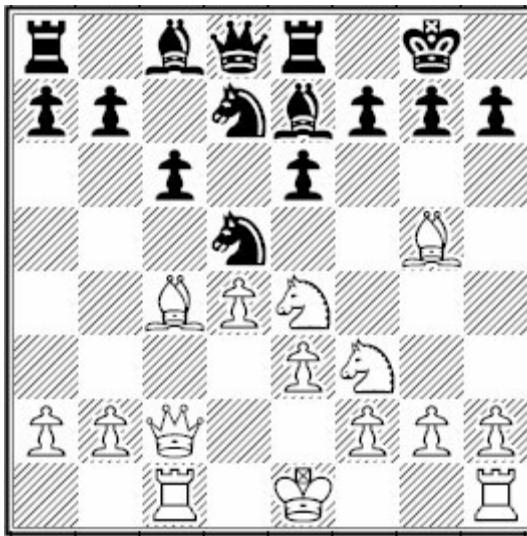
♜xc4

♝d5

11

♝e4

The theorists, including Alekhine, consider 11 ♜xe7 to be White's best move, but Alekhine often plays inferior or little-analyzed moves to throw his opponents on their own resources, or to bring about complications in which they are not quite at home.



11

...

f5

This move is not good, since it weakens his black squares, and saddles Black with a backward e-Pawn. An enemy Knight can establish itself on his e5 square, without fear of being driven away by Pawns.

"From this point," says Alekhine, "Black's game may be considered strategically lost, which is not to say that the realization of victory will be an easy matter."

A preferable defense was 11 ... ♜xg5 12 ♜exg5 ♜f8, though Black still faced the prospect of a long, hard winter.

12

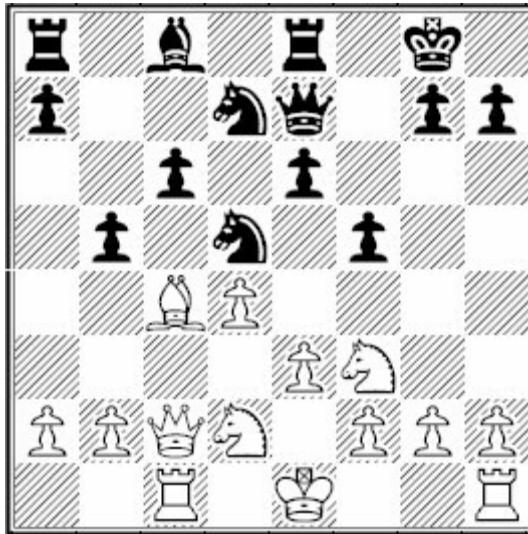
♜xe7

♞xe7

13

♝ed2

b5



Another strategical error, and again an important black square (c5) is weakened. White, as we shall see, utilizes this square as a pivot for his pieces – the Knight, the Queen and then one of the Rooks.

White also obtains control of the only open file. It makes a fine avenue of entry into the adverse position.

14 $\mathbb{Q}xd5!$

Very good! Alekhine gets rid of a Knight that is posted strongly in the center, and prepares to operate on the open file.

14 ... $\mathbb{Q}xd5$

15 o-o a5

16 $\mathbb{N}b3$

This must be played at once, as otherwise 16 ... a4 keeps the Knight out. The Knight is of course headed for c5, the magic square.

16 ... a4

17 $\mathbb{N}c5$

This forces an exchange of Knights, after which White's other Knight can settle on c5 (or on e5) without fear of being disturbed.

17 ... $\mathbb{N}xc5$

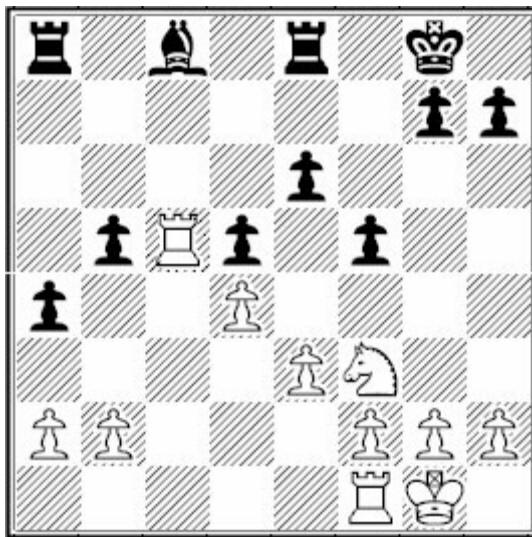
18 $\mathbb{Q}xc5!$

The right way to capture! “Weak points or holes in the opponent’s position,” says Tarrasch, “must be occupied by pieces, not by Pawns.”

18 ... $\mathbb{Q}xc5$

19

$\mathbb{Q}xc5$



White has the advantage in force, space and time.

In force: the Knight, which will be posted unassailably at e5, supported by a Pawn, is stronger than a Bishop – especially this one, which is limited purely to defense.

In space: his Rooks will dominate the only open file.

In time: two of his pieces are in active play, while Black has none.

19

...

b4

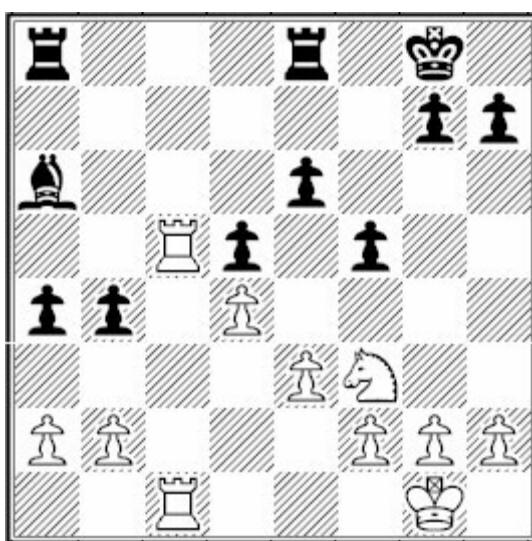
20

$\mathbb{Q}fc1$

$\mathbb{Q}a6$

Black hopes to oppose Rooks on the c-file.

This is the position, with White to play:



21

$\mathbb{Q}e5!$

The Knight arrives just in time to put a stop to any such fancies! If Black tries to dispute

possession of the c-file by 21 ... ♜ec8, the continuation would be 22 ♜xc8+ ♜xc8 23 ♜xc8+ ♜xc8 24 ♜c6, and the attack on the b-Pawn as well as the threat of winning the Bishop by 25 ♜e7+ would gain a Pawn for White.

21 ... ♜eb8

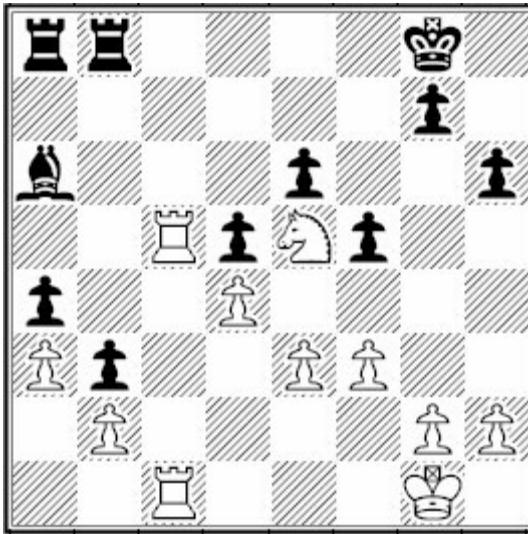
22 f3!

Another advantage for White: he can bring his King into active play, while Black's King may not emerge.

22 ... b3

23 a3 h6

Here if 23 ... ♜c8 24 ♜xc8+ ♜xc8 25 ♜xc8+ ♜xc8 26 ♛f2 ♛f8 27 ♛e1 ♛e7 28 ♛d2 ♛d6 29 ♛c3, and Black cannot save his a-Pawn.



24 ♛f2!

The starting point of mate threats, in which the King himself takes part!

24 ... ♛h7

25 h4 ♜f8

Black still cannot oppose Rooks. After 25 ... ♜c8 26 ♜xc8 ♜xc8 27 ♜xc8 ♜xc8 28 ♜d3 ♜d7 29 ♜c5, and Black loses either his e-Pawn or his a-Pawn.

26 ♛g3

Black can do nothing but wait and hope.

26 ... ♜fb8

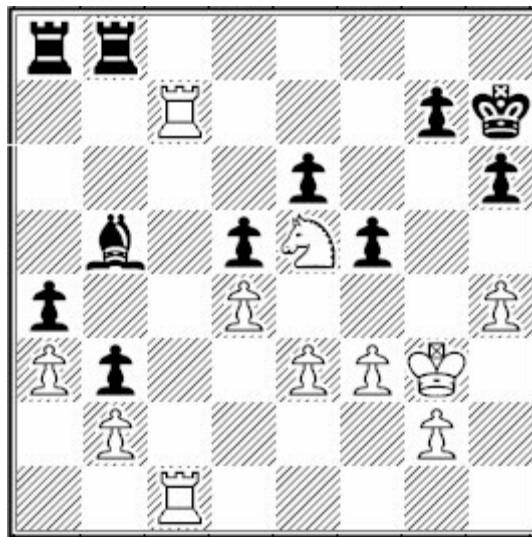
27 ♜c7

"The chief advantage of the possession of an open file," says the good book, "is that the Rook may be able to penetrate to the seventh rank."

27

...

♕b5



28

♖1c5!

Intends the following maneuver: 29 ♕e7 ♕e8 30 ♕f7 ♕ab8 (to protect the Bishop) 31 ♕cc7, and the Rooks are doubled on the seventh rank.

28

...

♕a6

29

♖5c6

Step by step White approaches his goal. Black must protect his e-Pawn, as an attempt to exchange Rooks by 29 ... ♕c8 loses instantly by 30 ♕xa6!, and White wins a piece.

29

...

♕e8

30

♔f4!

Now that the doubling of his Rooks cannot be prevented, Alekhine takes time to bring his King closer to the center.

30

...

♔g8

31

h5!

Tightens the net around the King (Black's, of course!).

31

...

♘f1

32

g3

♕a6

If 32 ... ♘e2 instead, White protects the f-Pawn by bringing his Knight to g6 and then h4, after which he moves his King to e5, winning the e-Pawn as a start.

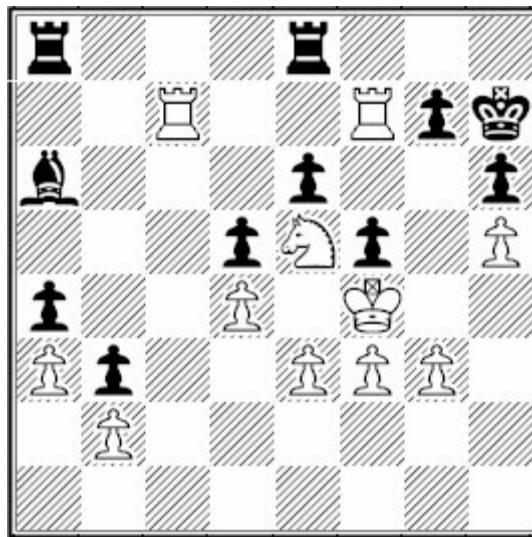
33

$\mathbb{Q}f7$

$\mathbb{Q}h7$

34

$\mathbb{Q}cc7$



At last the Rooks are doubled! What remains now is to break through the last barrier – the g-Pawn that shields the King.

34

...

$\mathbb{Q}g8$

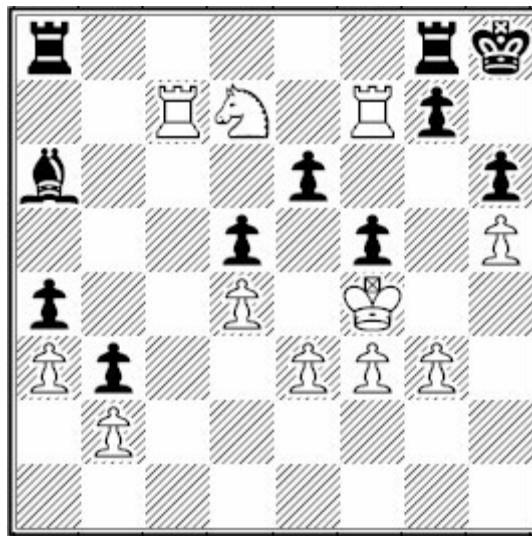
Threatens to win the exchange by 36 $\mathbb{Q}f6+$.

35

$\mathbb{Q}d7!$

$\mathbb{Q}h8$

Now comes a brilliant combination, with the characteristic Alekhine sting at the tail-end of it.



36

$\mathbb{Q}f6!$

$\mathbb{Q}gf8$

Of course not 36 ... gxf6 as 37 $\mathbb{Q}h7$ is mate on the spot, but Black's actual move seems to force an exchange of Rooks.

37

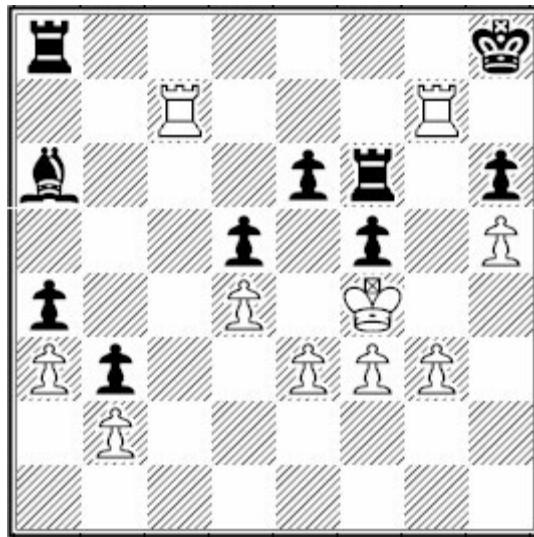
$\mathbb{Q}xg7!!$

This calls for two exclamation marks.

37

...

$\blacksquare x f 6$



38

$\blacksquare e 5!$

The point of the combination. White wins a whole Rook! If Black moves 38 ... $\blacksquare f 8$ (either Rook!) he is mated in two moves by 39 $\blacksquare h 7+$ $\blacksquare g 8$ 40 $\blacksquare c g 7$ mate.

38

...

Resigns

■ GAME TWENTY-FIVE ■

The Powerful Passed Pawns

Aganalian – T. Petrosian

Tiflis 1945, OLD INDIAN DEFENSE

The modern master tries to accumulate slight advantages, though they may not promise an immediate reward.

In this game, Petrosian's positional superiority consists in having two Bishops against Knight and Bishop, and in the pressure that his Rooks exert on an open file. It is little enough, but a sudden sacrifice of the exchange transforms these somewhat intangible advantages into one that can be turned quickly into account. Petrosian is left with two connected passed Pawns in the center, facing an enemy Rook. This Rook, strangely enough, is helpless to stop at least one of the Pawns from reaching the Queening square.

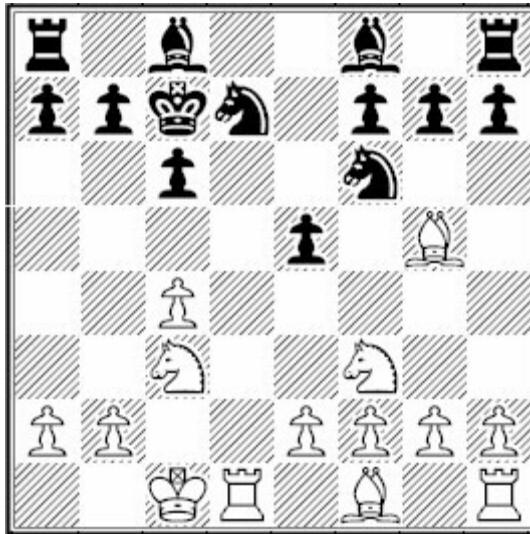
1	d4	♘f6
2	c4	d6
3	♗c3	e5
4	dxе5	dxе5
5	♕xd8+	♔xd8

Loss of the Castling privilege is no disadvantage once Queens are off the board. The King is in no danger of being mated, and is well-placed for the endgame.

6	♗g5	c6
7	♗f3	♗bd7
8	o–o–o	

White develops with gain of time: he threatens 9 ♗xe5.

8	...	♔c7
---	-----	-----



9

a3

White's troubles begin with this move, which is intended to prevent pressure being put on his Knight by 9 ... ♜b4. His game begins to disintegrate from this point, though his moves have been plausible enough.

Can it be that this last move (which might better have been replaced by 9 e3) is enough to lose the game? Or did he envision this possibility: 9 e3 ♜b4 10 ♜xf6 ♜xf6! 11 ♜xe5! ♜xc3 12 bxc3 ♜e4 13 ♜d3 ♜e6 with the better game for Black?

9

...

♜g4!

10

♝h4

f6

Protects the e-Pawn, freeing the Knights of that job, and also cuts down the range of White's Queen Bishop.

11

h3

♞h6

12

g4

♝f7

Otherwise, 12 ... ♜f5 follows, and Black is assured of the two Bishops.

13

♜g3

a5

Preparation for 13 ... ♜c5, which if played at once would be met by 14 b4, dislodging the Knight immediately.

14

♞d4

♞c5

15

e3

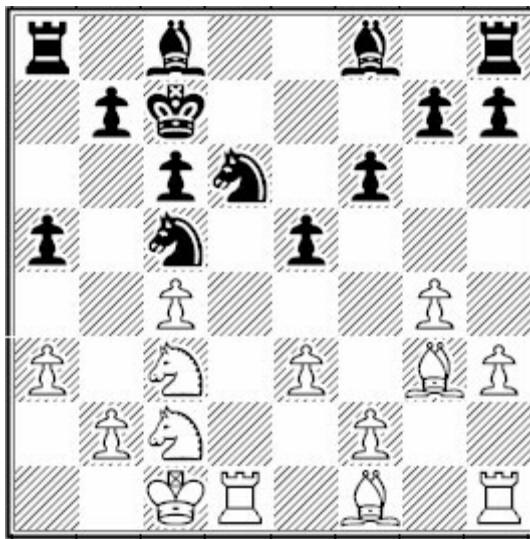
♞d6!

This involves a threat! It is not the capture of the Knight, for 16 ... exd4 is met by 17 exd4 followed by 18 c5, and White regains his piece. It is a positional threat.

16

♞c2

This is the position, with Black to play:



16

...

$\mathbb{Q}d6$!

The Knight invades enemy territory with two threats:

- (1) 17 ... $\mathbb{N}xc3$, ruining White's Pawn position on the Queen side after the recapture.
- (2) 17 ... $\mathbb{N}xg3$, saddling White with an isolated e-Pawn after the reply 18 fxg3.

17

$\mathbb{N}xe4$

$\mathbb{N}xe4$

18

$\mathbb{Q}h4$

White fights hard to prevent the exchange of his Bishop. He might better have submitted to fate though, and played 18 $\mathbb{R}g1$, in order to recapture the Knight with his Rook.

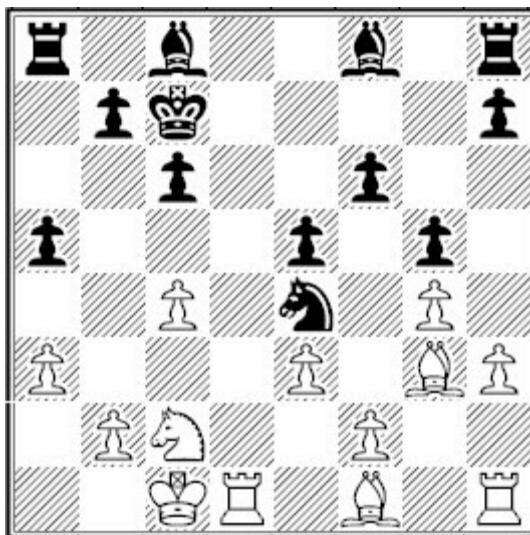
18

...

g5

19

$\mathbb{B}g3$



19

...

h5!

A valuable *zwischenzug* (interposition). The threat of winning a Pawn by 20 ... hxg4 forces White to capture first, and opens a file for Black's King Rook. The Bishop will not run away, as Nimzovich used to say.

20

gxh5

♝xg3

At one stroke (or so it seems) Black leaves his opponent with an isolated Pawn, and obtains for himself the two Bishops, and an open file for his King Rook!

21

f×g3

♜xh5

22

♝g2

The Bishop emerges – but only for a moment!

22

...

♝e6

23

♝f1

a4

Fixes White's Pawns on the Queen side.

24

♞d2

♝c5

25

♞f2

f5

26

♞g1

♞ah8

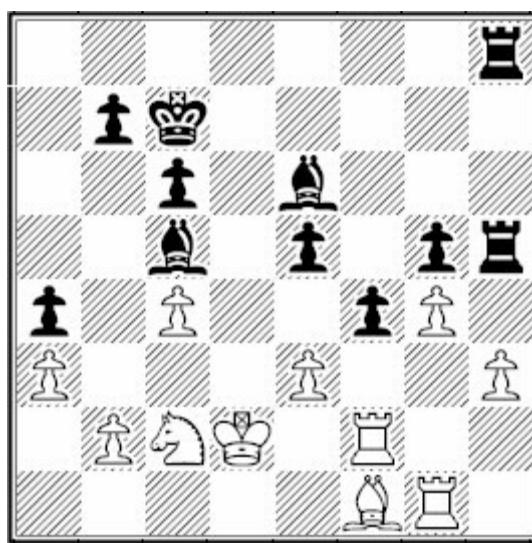
27

♛d2

f4

28

g4



28

...

♞xh3!

A fine sacrifice of the exchange to effect a breakthrough.

29

Qxh3

Qxh3

White is ahead in material, but only for a little while.

Black threatens 30 ... Qxc4, as well as 30 ... fxe3+ 31 Qxe3 Qxe3+ 32 Qe1 Qxf2+ 33 Qxf2 Qxc4, leaving him two Pawns ahead and with an easy win.

30

Qd3

Qxe3

31

Qxe3

Qxe3+!

32

Qd2

Qxc4

33

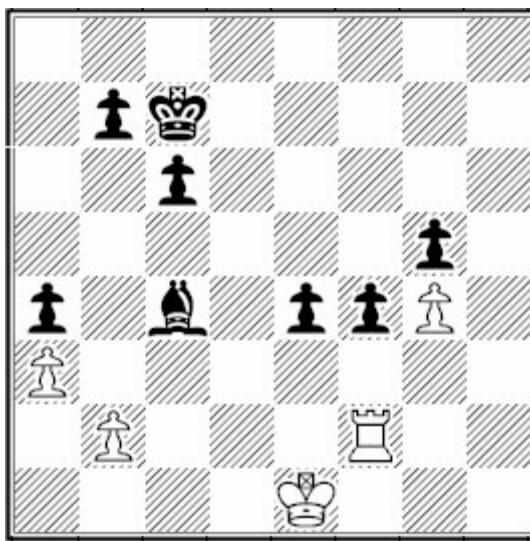
Qe1

Qxe1

34

Qxe1

e4



35

Resigns

If White were skeptical and play continued, it would go somewhat like this: 35 Qh2 e3 (in Bishop and Pawn endings, the Pawns should occupy squares different in color from those on which the Bishop travels) 36 Qh5 f3 37 Qh2 f2+ 38 Qxf2 exf2+ 39 Qxf2 Qd6, and the rest plays itself.

Another interesting possibility is 35 Qh2 e3 36 Qh3 (to stop 36 ... f3) 36 ... Qe6 37 Qh5 f3 (better than 37 ... Qxg4) 38 Qh2 f2+ 39 Qf1 Qc4+ and it's all over.

■ GAME TWENTY-SIX ■

Bishop and a Half

I. Bondarevsky – V. Smyslov

Moscow 1946, RUY LOPEZ

Strictly speaking, this is not a two-Bishop game, although it has most of the attractive features connected with games where two Bishops oppose two Knights, or a Knight and Bishop.

Smyslov takes it out of that category by exchanging one of his Bishops for a Knight. Of course he punishes the Pawn that removed his Bishop by capturing it ten moves later.

In the midgame, Smyslov's Pawns swarm over the board like little black ants, and make things uncomfortable for the opponent, whose pieces can find no resting place on any decent central square.

In the ending, Smyslov's lone Bishop (one is all he needs, apparently) travelling along the white squares, spreads terror among the enemy's Pawns on the Queen side, fixed as they are on white squares.

The whole game is in Smyslov's best style, which is to say that it is a delight to play over.

1	e4	e5
2	♞f3	♞c6
3	♝b5	a6
4	♝a4	♝f6
5	o-o	♝e7
6	♝xc6	

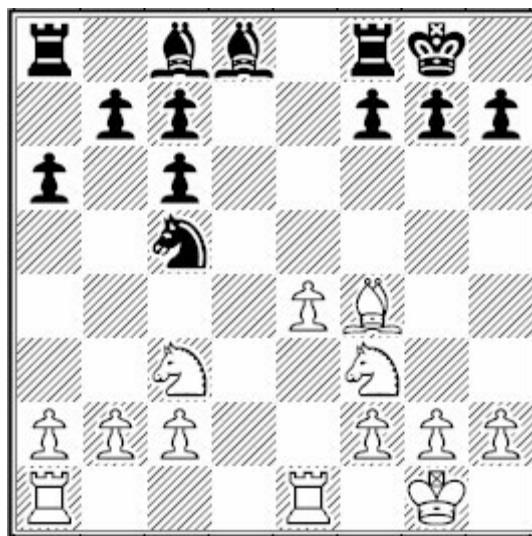
More usual is either 6 ♞e1 or 6 ♜e2. In this delayed-exchange variation, Black has the two Bishops in compensation for his doubled Pawns.

6	...	dxс6
7	♞e1	

Besides this, White has other good moves in 7 d3, 7 ♜c3 and the curious-looking but effective 7 ♜e1.

7	...	♞d7
8	d4	exd4

9	♘xd4	o-o
10	♕f4	♗c5
11	♘xd8	♕xd8
12	♗c3	

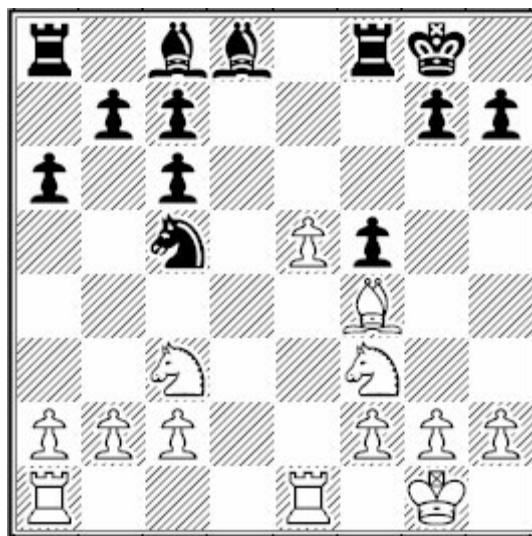


12 **...** **f5!**

A good move. It will either increase the range of Black's pieces after 13 exf5 ♔xf5, or reduce White's after 13 e5 ♗e6.

13 **e5**

Instead of this, White should have played to simplify the position, according to Smyslov, who suggests this possibility: 13 ♗g5 ♔xg5 14 ♗xg5 h6 15 b4 ♗xe4 16 ♗gxe4 fxe4 17 ♗xe4 ♔f5, with an approximately even position.



13 **...** **♗e6!**

Blockades the passed Pawn. "The passed Pawn," says Nimzovich, "is a criminal, who should be kept under lock and key."

The Knight makes an ideal blockader here, as it complies with the requirements specified by Nimzovich:

(1) It prevents the approach of enemy pieces, say at Black's d4 and g5 squares.

(2) It exercises threats from the post where it is stationed.

(3) It is elastic in its movements.

14

♞d2

g5

The Pawns begin to move! The plan is to dislodge White's pieces from any good squares they now occupy, and deprive them of the possibility of reaching others where they might be effective.

Black's immediate threat is 15 ... g4, winning the Knight.

15

♝e2

c5

Obviously in order to meet 15 ... g4 with 16 ♜fd4, rescuing the beast.

15

...

c5

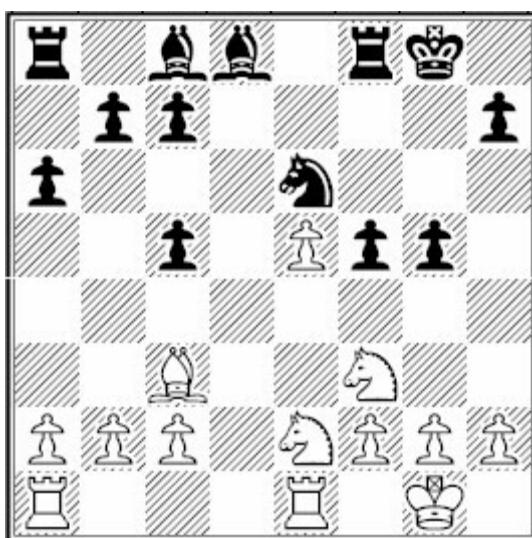
Black takes away that square, and renews the threat against the Knight.

16

♝c3

This prepares d2 as a flight-square for the Knight.

Here is the position, with Black to play:



16

...

b5

The advance of the Pawns on both sides of the board is embarrassing to White, whose pieces keep getting in each other's way.

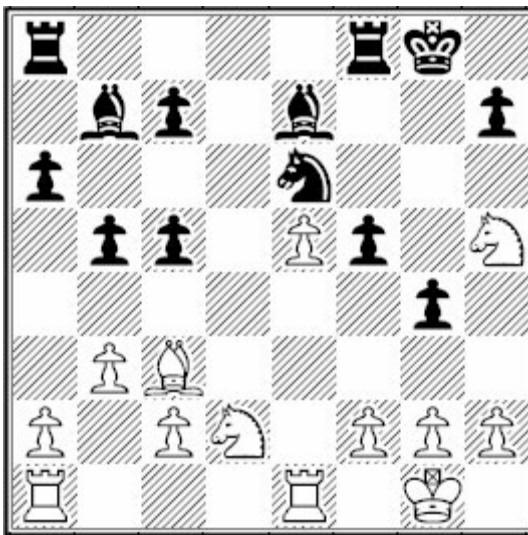
Black's new threat is 17 ... b4 18 ♜d2 g4, and again the Knight has no escape.

17	b3	♝b7
18	♞g3	g4
19	♞d2	♝e7

Black is now ready to centralize his King, and bring his Rooks into play.

20	♞h5
----	-----

There being no squares in the center available to White's minor pieces, this Knight hopes to accomplish some good by occupying f6.



20	...	♚f7!
21	♞f1	♚g6

Practically compelling the Knight's next move, as the retreat to g3 would allow 22 ... h5 followed by 23 ... h4, driving the Knight still further back.

22	♞f6	♝ad8
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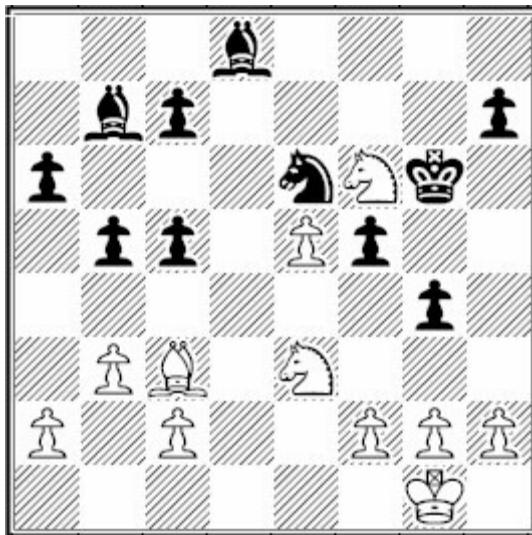
White's Knight occupies an advanced post, but the drawback is that its retreat has been cut off!

23	♝ad1	♝xd1
24	♝xd1	♝d8
25	♝xd8	♝xd8

The exchange of Rooks has simplified the position, but left White with problems. He must guard against 26 ... ♜f4, which attacks the g-Pawn with two pieces, and also threatens 27 ... ♜e2+, winning the Bishop.

26	♝e3
----	-----

This meets with a clever refutation. This is the position on the board, with Black to play:



26

...

f4!

This must have come as a shock to White, who hoped to get the Knight into active play.

27

♝d1

Abject retreat, but what else is there? If 27 ♜exg4 h5 wins the Knight, whose escape is cut off by enemies (and a few friends). Or if 27 ♜ed5, c6 follows, and again the poor Knight finds himself surrounded.

27

...

♜xf6!

Smyslov gives up one of his fine Bishops, for the sake of later winning a Pawn.

28

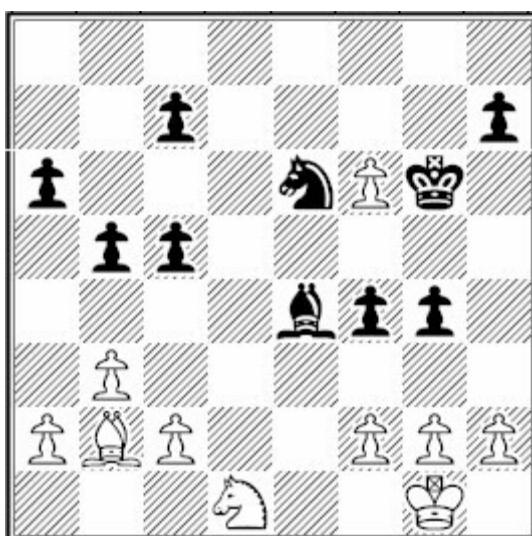
exf6

♞e4

29

♝b2

Clears the square c3 for the Knight.



29

...

b4

But Smyslov deprives the Knight of that square! And, as if that were not enough, he threatens to play 30 ... ♜xc2, and then capture the Knight, which may not move away and cannot be protected.

30

f3

♜xc2

31

♝f2

gx f3

32

gx f3

♝b1

33

♝e4

♞xa2

34

♝d2

This protects the b-Pawn, and imprisons the Bishop. But all this has taken time, and Black has meanwhile won two Pawns.

34

...

a5!

Preparation to return one of the Pawns, if necessary, and free his Bishop.

35

♚f2

♝d4

36

♞xd4

If 36 ♐e4 ♜xb3 37 ♐g5 (threatens to win by 38 f7) 37 ... ♘d4 38 ♐e4 ♐e6, and White can resign.

36

...

cxd4

37

♚e2

♞xf6

The Pawn falls at last.

38

♚d3

♚e5

39

♚c2

On 39 ♚c4 a4 40 ♚xb4 ♜xb3 wins easily for Black.

39

...

a4

40

bxa4

c5

41

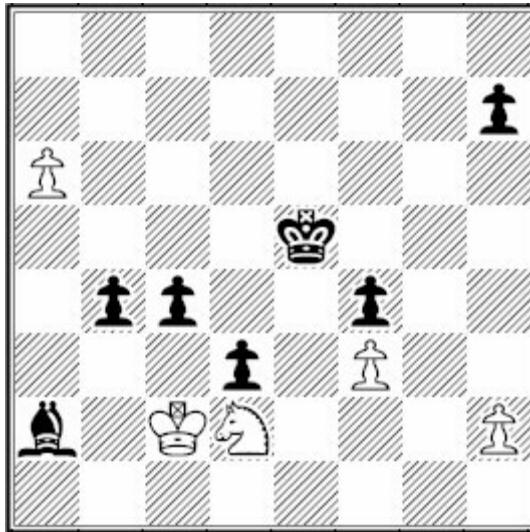
a5

c4

42

a6

d3+



43

Resigns

No man can hold out against three connected passed Pawns – although, come to think of it, Edward Lasker drew against Janowsky's three connected passed Pawns on the seventh rank, at New York in 1924!

If Bondarevsky played on though, this would be the finish: 43 ♔b2 c3+ 44 ♔xa2 cxd2 45 a7 d1(♔) 46 a8(♔) b3+ 47 ♔b2 ♔c2+ 48 ♔a1 (if 48 ♔a3 ♔a2+ wins the Queen) 48 ... ♔c1 mate.

■ GAME TWENTY-SEVEN ■

Prophetic Strategy

S. Tarrasch, A. Schottlander, C. von Bardeleben, T. von Scheve

vs.

J. Mieses, W. Paulsen, F. Riemann, H. von Gottschall

Leipzig 1888, SLAV DEFENSE

It is always exciting to come across an unknown masterpiece, especially when the strategy it features is so far ahead of its time.

I like the way pieces are manipulated, and an open file utilized, to establish a strong outpost at b7. I particularly relish the way combination play at one end of the board culminates in the gain of a Pawn at the other. I find the climax amusing, with Black's Knight imprisoned by a Bishop, while his King struggles desperately to be in two places at once.

Amusing – if you are not yourself caught in a like dilemma.

1	d4	d5
2	c4	c6
3	♘c3	♘f6
4	♗g5	

Instead of this, 4 e3 is simple and strong. If then 4 ... ♗f5, to get the Bishop into play, (the development of this piece always presents a problem in the Queen's Gambit) the continuation 5 cxd5 cxd5 6 ♜b3 forces the return of the Bishop to c8, as occurred in the game Alekhine – Capablanca at New York in 1924, and as far back as the fifth match game between Zukertort and Steinitz in 1886.

White would then be ahead in development.

4	...	e6
5	♘f3	♗d6

Somewhat better was 5 ... ♗e7, to relieve the pin on his Knight.

6	e3	o-o
7	♗d3	♗bd7
8	o-o	♖e8

9

c2

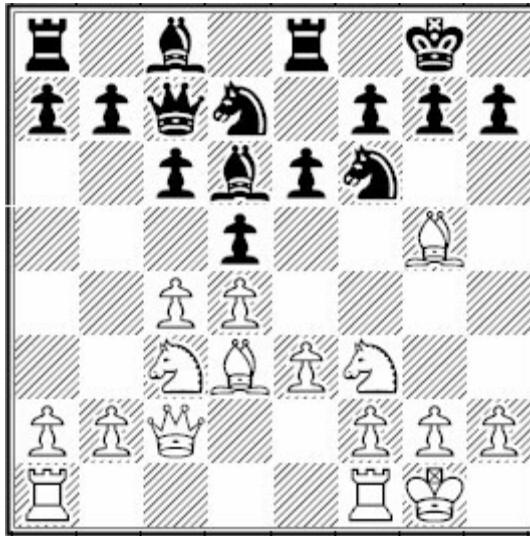
Threatens 10 xh7+, winning a Pawn.

9

...

c7

A natural enough attempt to unpin the Knight, but he gets a cramped game after this. Nor is 9 ... e7 a good alternative. The sequel would be 10 xf6 xf6 11 e5, followed by 12 f4, and White gets a Pillsbury-bind on the position. The safest move to meet the threat was simply 9 ... f8.



10

c5!

This is very much in order, now that the Bishop cannot retreat to c7.

10

...

e7

11

f4

d8

12

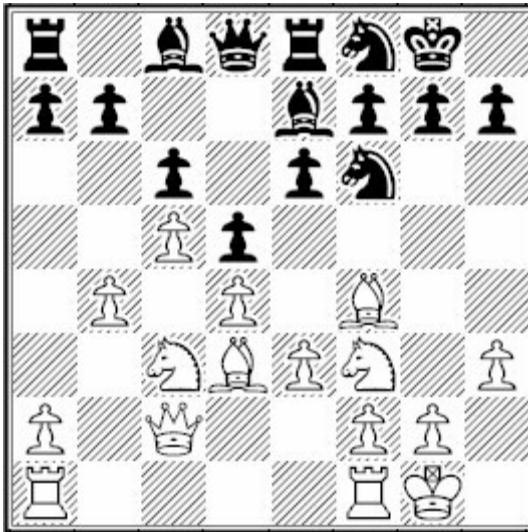
b4

f8

13

h3!

Provides a flight-square for the Bishop, against a threat of its ex change by 13 ... h5.



13

...

$\mathbb{Q}d7$

Black is quite limited in choice of moves. This is one of only six moves which his pieces can make without incurring loss. White's superiority in mobility is such that he can choose any of thirty-three possible moves for his pieces!

14

b5

$\mathbb{Q}c8$

15

a4

$\mathbb{Q}h5$

Futile, since the Bishop can run away, but good moves are hard to find.

16

$\mathbb{Q}h2$

$\mathbb{Q}d8$

17

a5

$\mathbb{Q}c7$

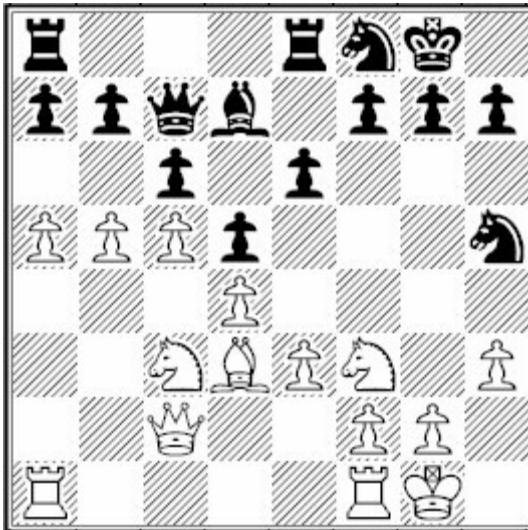
A good idea: Black rids the board of a long-range Bishop, in return for his that was miserably placed. This accords with the principle that the player with a cramped game should try to free his position by exchanging pieces.

On 17 ... $cxb5$ instead, there follows 18 $\mathbb{Q}xb5$ $\mathbb{Q}xb5$ 19 $\mathbb{Q}xb5$ $\mathbb{Q}d7$ 20 a6, and White will obtain a passed Pawn on the c-file.

18

$\mathbb{Q}xc7$

$\mathbb{Q}xc7$



19

a6!

b6

If 19 ... bxa6 20 bxc6 ♜xc6 21 ♛xa6 and White has a strong passed Pawn.

20

bxc6

♜xc6

On 20 ... ♜xc6 21 ♜e5 ♜c8 22 ♜xd7 ♜xd7 (better than 22 ... ♜xd7 23 ♜b5, and White wins the exchange) 23 ♜xh7+, and White wins a Pawn.

21

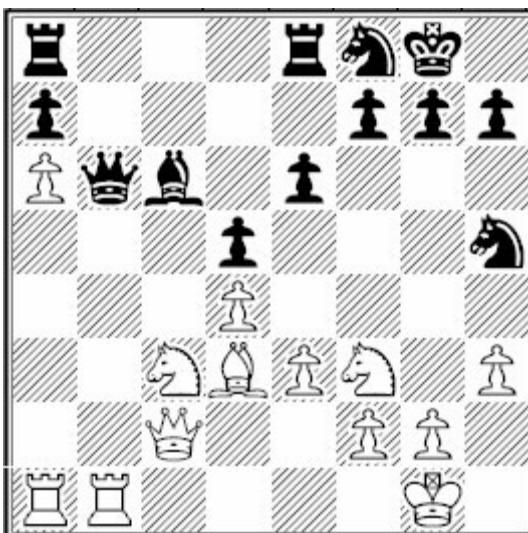
cxb6

♜xb6

Capturing by 21 ... axb6 not only provides White with a passed Rook Pawn, but permits him quick material gain by 22 ♜b5 ♜c8 (on 22 ... ♜d7 23 ♜e5 wins the Bishop, which is doubly-attacked) 23 ♜d6 and White wins the exchange.

22

♜fb1



22

...

♚d8

But not 22 ... ♜c7, as the reply 23 ♜b5 (as in the previous note) wins the exchange or the Bishop.

"Admittedly, after the text-move," says Tarrasch, "the Queen side attack has not resulted in the establishment of a passed Pawn, but it has opened lines of attack. Further more, the a-Pawn is very strong and provides support for White's pieces. White's superiority is very, very great."

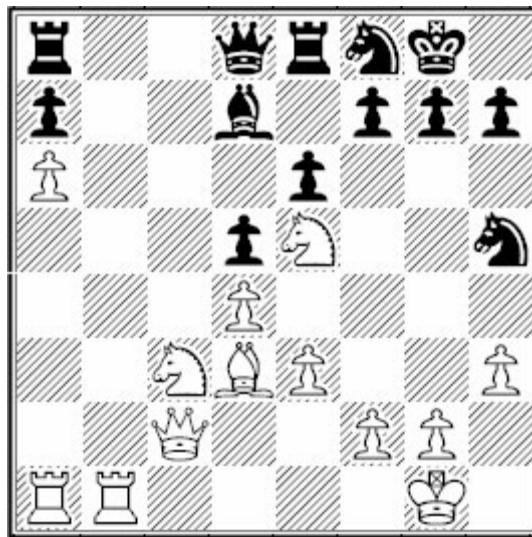
23

$\mathbb{Q}e5$

$\mathbb{Q}d7$

Forced, as protecting the Bishop by 23 ... $\mathbb{Q}c8$ leads to 24 $\mathbb{Q}xc6$ $\mathbb{Q}xc6$ 25 $\mathbb{Q}b5$, and Black loses the exchange.

Notice how combinations appear of themselves once a player has a strategically superior position.



24

$\mathbb{Q}xd7$

$\mathbb{Q}xd7$

Capturing with the Queen is penalized by 25 $\mathbb{Q}b5$ (repetition of a theme) and again the Rook is a victim.

25

$\mathbb{Q}xh7+!$

Remarkable! Combinations at one end of the board win a Pawn at the other!

25

...

$\mathbb{Q}h8$

Evades the trapping of the Bishop by 26 ... g6.

26

$\mathbb{Q}d3$

$\mathbb{Q}b6$

27

$\mathbb{Q}a4$

To exchange Knights, and clear away the obstruction on the b-file.

27

...

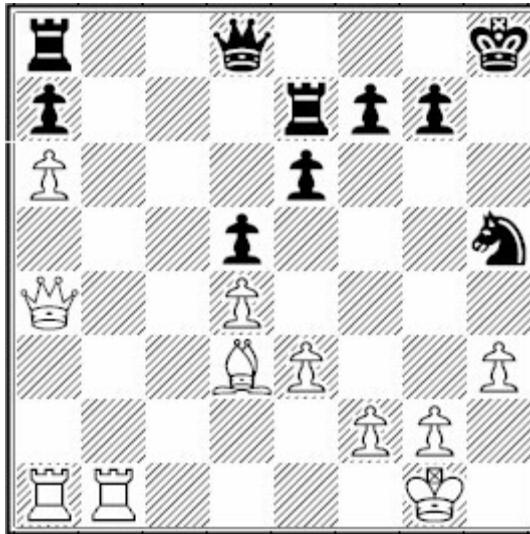
$\mathbb{Q}xa4$

28

$\mathbb{Q}xa4$

$\mathbb{Q}e7$

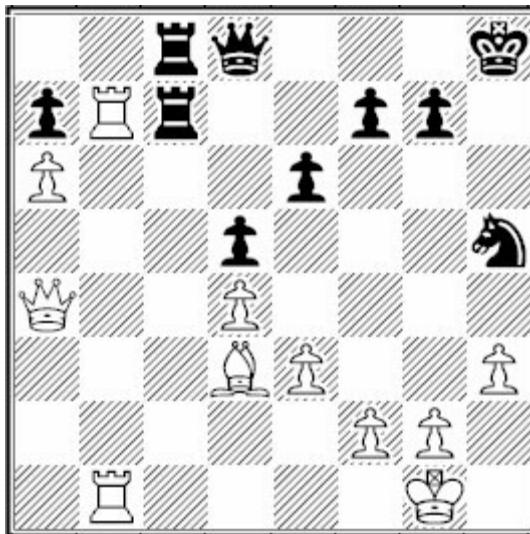
This is the position, with White to play:



29 $\mathbb{R}b7!$

A fine outpost! The Rook exerts great pressure from this square – pressure which cannot be relieved by an exchange of Rooks. For if 29 ... $\mathbb{R}xb7$, there follows 30 axb7 $\mathbb{R}b8$ 31 $\mathbb{Q}xa7$, and White's threat of 32 $\mathbb{Q}xb8$ followed by 33 $\mathbb{R}a8$ is decisive.

29	...	$\mathbb{R}c8$
30	$\mathbb{R}ab1$	$\mathbb{R}ec7$



White's game is so strong that he has choice of more than one forcing line of play. For instance, 31 $\mathbb{R}xc7$, and then if:

(1) 31 ... $\mathbb{Q}xc7$ 32 $\mathbb{R}b7$ $\mathbb{Q}c1+$ 33 $\mathbb{Q}h2$ $\mathbb{Q}d2$ 34 $\mathbb{Q}d7$ $\mathbb{R}f8$ 35 $\mathbb{Q}xf7!$, and White wins (mate is threatened, the Knight and Rook are attacked, and Black dares not take the Queen).

(2) 31 ... $\mathbb{R}xc7$ 32 $\mathbb{Q}b4$ $\mathbb{R}c8$ (threatens 32 ... g6 33 $\mathbb{Q}b8$) 33 $\mathbb{Q}b7$ $\mathbb{R}c7$ 34 $\mathbb{Q}b8$ $\mathbb{Q}c8$ 35 $\mathbb{Q}xc8+$ $\mathbb{R}xc8$ 36 $\mathbb{R}b7$, and White has a winning advantage.

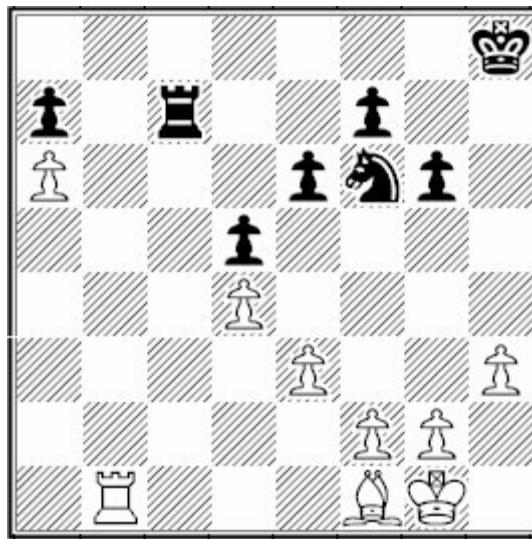
31 $\mathbb{Q}a5$

The Queen is quite safe here. An attempt to win the Queen by 31 ... ♕c1+ 32 ♔xc1 ♕xc1+ 33 ♜h2 ♕xa5 succumbs to 34 ♕b8+ and mate in two.

31	...	g6
32	♕f1	♕f6
33	♖xc7	♔xc7

But not 33 ... ♕xc7 34 ♕b7 ♕d7 35 ♕xd8+ ♕xd8 36 ♕xf7 ♔d7 37 ♕b5, and White wins easily.

34	♕xc7	♕xc7
-----------	------	-------------



35	♕b7
-----------	------------

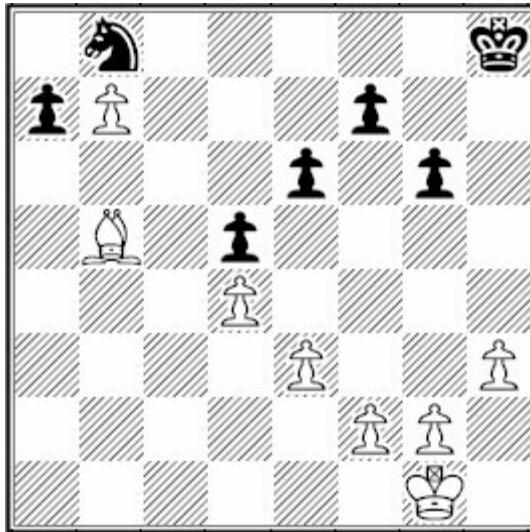
The key square in White's combination and position play.

Black is now forced to exchange Rooks, as 35 ... ♕e8 is met by 36 ♕b5, and something has to give way.

35	...	♕xb7
36	axb7	

Transformation! The Pawn which was blocked a moment ago has become a passed Pawn, only a step away from turning into a Queen!

36	...	♘d7
37	♕b5	♕b8



38

h4!

With his Knight cornered by the Bishop and unable to emerge, action for Black on the Queen side is temporarily suspended.

White therefore prepares to create a passed Pawn on the King side (by means of g4, followed sooner or later by h5) to keep Black's King occupied in that area, and unable to come to the rescue of his Knight. In the meanwhile, White would have all the time in the world to march his King up the board and capture the Knight.

38

...

♔g7

39

g4

♔f6

Driving the Bishop away accomplishes nothing, viz: 39 ... a6 40 ♔a4 a5 41 ♔b5 a4 42 ♔xa4 ♕a6 43 ♔b5, and the Knight must return to b8.

40

f4

♔e7

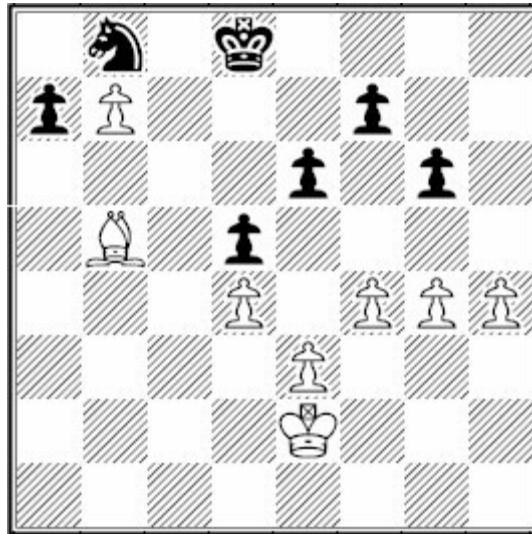
41

♔f2

♔d8

42

♔e2



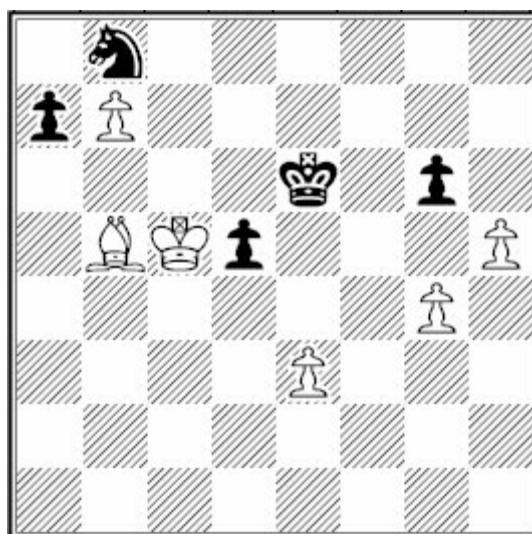
42

...

♚e7

The King dares not attack the Pawn by 42 ... ♛c7, as after 43 h5, ♛xc7 44 h6, the new passed Pawn could not be headed off.

43	♛d3	♛d6
44	♛c3	f6
45	♛b4	e5
46	dxe5+	fxe5
47	fxe5+	♛xe5
48	♛c5	♛e6
49	h5	



49

...

Resigns

After 49 ... gxh5 50 gxh5 ♕f6 51 ♕d6 a6 52 ♕c7 (the quickest) it's all over.

■ GAME TWENTY-EIGHT ■

Problem-like Finale

J. Foltys – H. Golombek

London 1947, SICILIAN DEFENSE

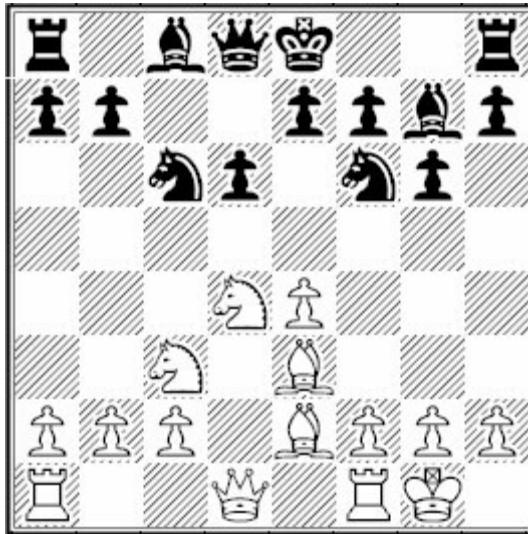
The student of chess strategy will be fascinated by the way certain elements of position play – centralization, weaknesses on the black squares, Knight outpost at e5, Bishop hemmed in by Pawns – are treated here.

The connoisseur of grace and ease of style will find sufficient incentive to play this game over (more than once, I am sure) mindful of Leonard Barden's comment on it in his excellent book *A Guide to Chess Openings*, "The whole game runs with a smooth logic characteristic of the greatest masterpieces."

1	e4	c5
2	♘f3	d6
3	d4	cx_d4
4	♘xd4	♘f6
5	♗c3	g6

The so-called Dragon variation of the Sicilian Defense.

6	♗e2	♗g7
7	♗e3	♘c6
8	o–o	



8

...

o-o

The attempt to simplify by 8 ... ♜g4 lands Black in a trap: 9 ♜xg4 ♜xg4 (if 9 ... ♜xd4 10 ♜xc8 wins a piece for White) 10 ♜xc6 ♜xd1 (or 10 ... bxc6 11 ♜xg4 and White is a piece ahead) 11 ♜xd8, and White wins a piece.

9

♘d2

♗g4

Black would not have an easy time of it after 9 ... d5 10 ♜xc6 bxc6 11 e5 ♜d7 12 f4 followed by ♜a4 and ♜c3 with lasting pressure on the squares d4 and c5.

10

♕xg4

♕xg4

11

f4

Threatens to shut the door on the Bishop by 12 f5.

11

...

♕d7

12

♗ad1

♔h8

13

h3

f5

14

exf5

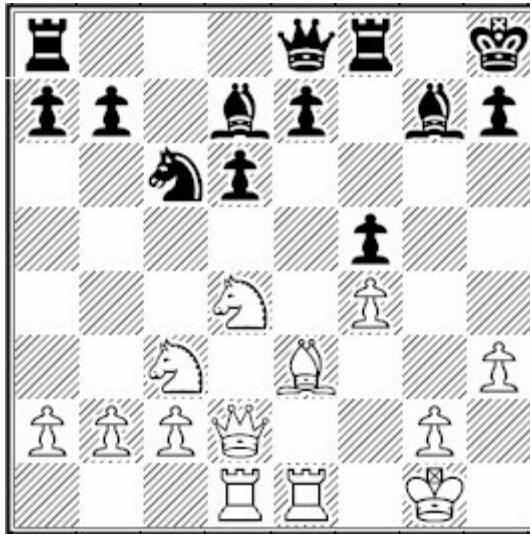
gxf5

This capture, which limits the range of Black's Queen Bishop, is inferior to the natural 14 ... ♜xf5, keeping the lines open. Black may have been prompted though by a desire to keep the two Bishops.

15

♗fe1

♗e8



16 **♞d5!**

This move gets an exclamation mark (to which it is entitled) from Foltys himself. The Knight clears the way, with gain of tempo, for an advance of the c-Pawn which proves to have decisive effect.

16 ... **♚f7**

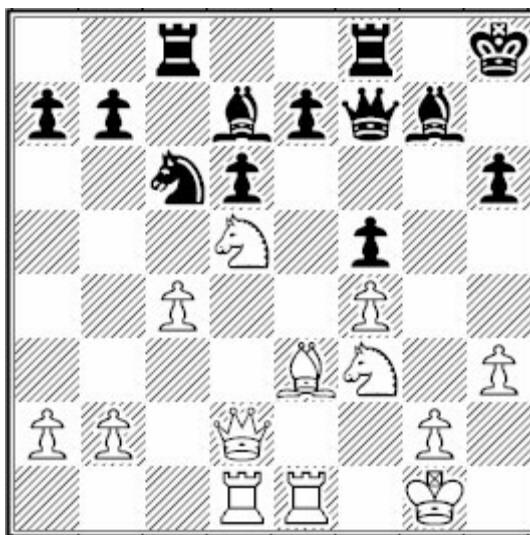
17 **c4**

White's moves are simple and strong. They are hard to meet, because they involve no immediate threats. Later on, when his pieces seize the best squares, there are threats.

17 ... **♛ac8**

18 **♞f3** **h6**

This is the position, with White to play:



19 **c5!**

Very good! White threatens to exchange Pawns, leaving Black with a frail d-Pawn which could

not long survive.

More than that, it leaves no palatable alternative to the opponent.

19

...

e6

This limits still further the scope of Black's Queen Bishop, but if instead 19 ... dxc5 there follows 20 ♜xc5 ♛fe8 21 ♜xe7 ♛xe7 22 ♜xe7 ♛xe7 23 ♛xe7 ♛xe7 24 ♛xd7, and White, a Pawn up, wins the ending.

20

♝c3

d5

Of course 20 ... dxc5 21 ♛xd7 is unthinkable, but now the Queen Bishop is badly hemmed in by the Pawns on white squares.

21

♝b5

♛b8

Guards against 22 ♜d6, an attack on Queen and Rook – to say nothing of the b-Pawn.

22

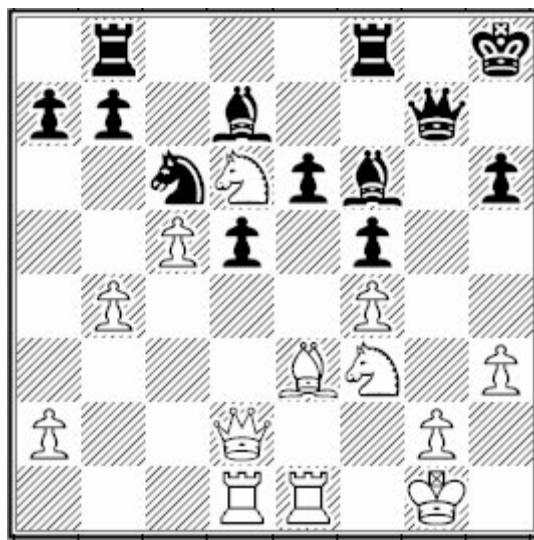
b4

♝f6

23

♝d6

♝g7



24

b5!

Not content with strengthening his position move by move, White seeks to dislodge any adverse pieces which might be well-placed.

24

...

♝d8

The Knight must retreat, since the tempting counter-attack by 24 ... ♜c3 meets this harsh fate: 25 ♞xc3 ♛xc3 26 bxc6 (threatens to regain the queen by 27 ♜d4+) 26 ... ♜a5 27 cxd7, and White, who has three pieces for his Queen and threatens to get an overwhelming position with 28 ♜e5, should win easily.

25

♝d4

♞f7

26

$\mathbb{Q}xf6$

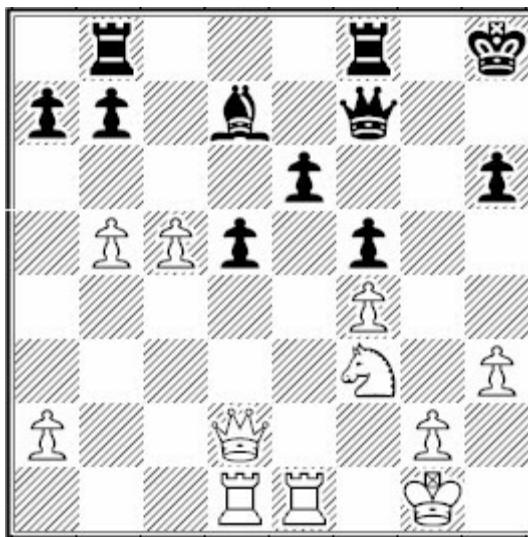
$\mathbb{Q}xf6$

White now gets a strong grip on the black squares, now that Black's King Bishop that dominated those squares is off the board.

27

$\mathbb{Q}xf7+$

$\mathbb{Q}xf7$



28

$\mathbb{Q}e5!$

$\mathbb{Q}g7$

The first reward: a fine outpost for the Knight, on a black square.

28

...

$\mathbb{Q}g7$

29

$\mathbb{N}d4$

Threatens 30 $\mathbb{Q}g6+$, winning the exchange, as well as the brusque 30 $\mathbb{Q}xd7$, removing a piece and then taking one of the Rooks.

29

...

$\mathbb{Q}h7$

30

$c6$

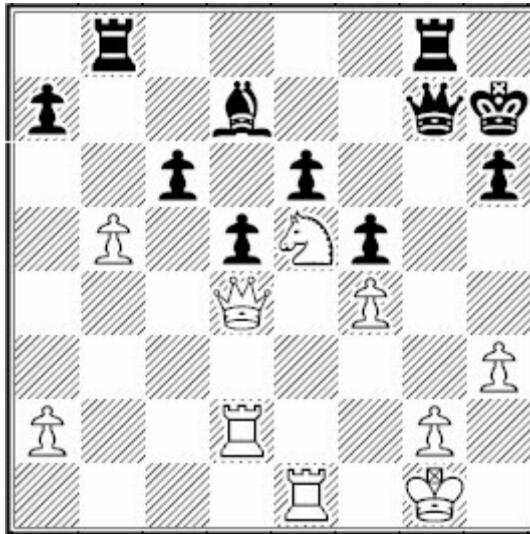
$\mathbb{R}g8$

Threatens nothing less than mate.

31

$\mathbb{Q}d2$

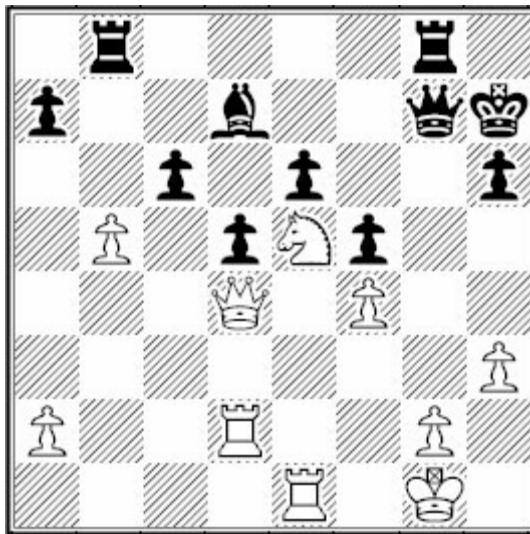
$bxc6$



32

$\mathbb{Q}x\mathbf{a}7!$

Very effective! It pins the Bishop, which is doubly attacked, and restricts its defense to one move.



33

...

$\mathbb{R}\mathbf{d}8$

The only way to save the Bishop. A move by the Bishop loses the Queen Rook immediately, while defending the Bishop by 32 ... $\mathbb{R}\mathbf{g}8$ allows this pretty win: 33 $\mathbf{bxc}6$ $\mathbb{Q}\mathbf{e}8$ 34 $\mathbb{Q}\mathbf{xg}7+$ $\mathbb{Q}\mathbf{xg}7$ 35 $\mathbf{c}7!$, and the Pawn fork wins a whole Rook.

33

$\mathbf{bxc}6$

$\mathbb{Q}\mathbf{c}8$

34

$\mathbb{Q}\mathbf{xg}7+$

$\mathbb{Q}\mathbf{xg}7$

35

$\mathbb{R}\mathbf{b}1$

$\mathbb{Q}\mathbf{a}6$

The Bishop is finally ready to take part in the game, but it's much too late.

36

$\mathbb{R}\mathbf{b}6$

$\mathbb{R}\mathbf{a}8$

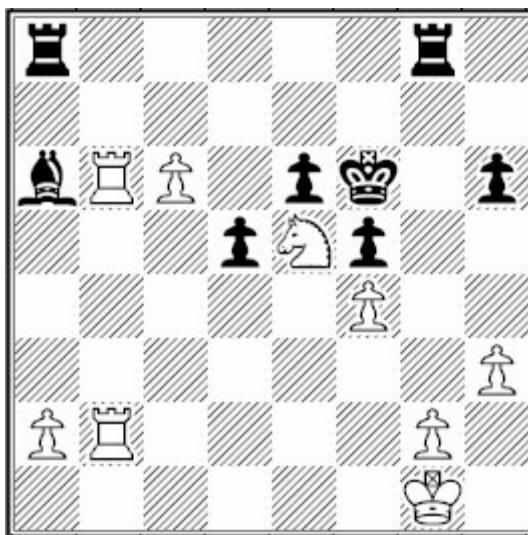
Forced, since 36 ... $\mathbb{Q}\mathbf{c}4$ loses a Pawn after 37 $\mathbb{Q}\mathbf{xc}4$ $\mathbf{dxc}4$ 38 $\mathbb{R}\mathbf{xd}8$ $\mathbb{R}\mathbf{xd}8$ 39 $\mathbf{c}7$ $\mathbb{R}\mathbf{c}8$ 40 $\mathbb{R}\mathbf{c}6$.

37

♝ db2

♚ f6

This is the position, with White to play:



38

♝ xa6!

Ends the Bishop's inglorious career, and starts a pretty combination.

38

...

♝ xa6

39

♝ b7

Threatens 40 ♝ f7 – mate on the move.

39

...

♝ g7

40

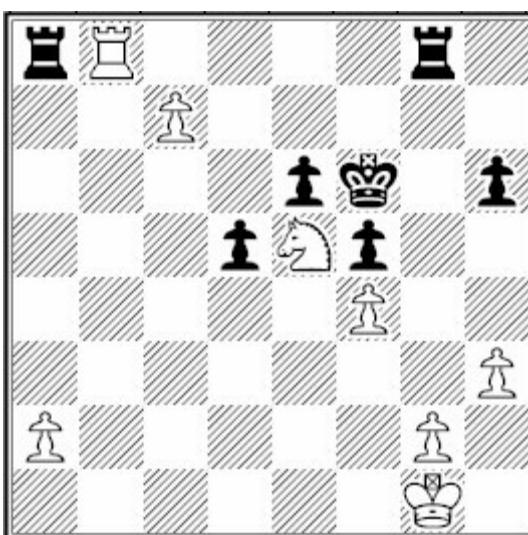
c7

♝ a8

41

♝ b8

♝ g8



42

♝ xa8

Resigns

For if 42 ... ♜xa8 43 ♛d7+ ♕e7 44 ♛b8, and the Pawn becomes a Queen next move.

■ GAME TWENTY-NINE ■

A Pawn is a Pawn is a Pawn

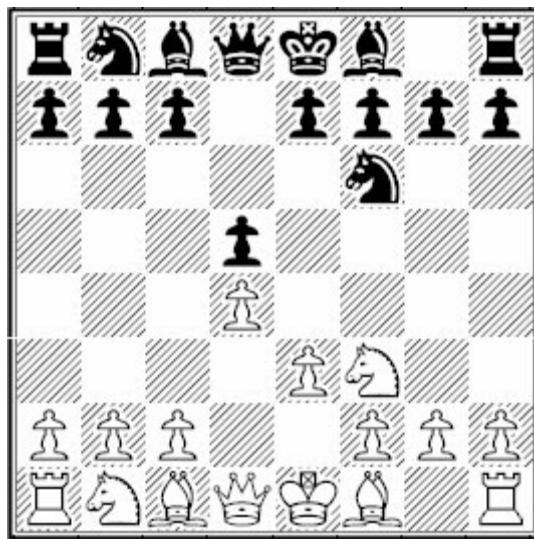
I. Kashdan – H. Steiner

Pasadena 1932, COLLE SYSTEM

The mental attitude of a modern master can be summed up in one crisp sentence: Win a Pawn early in the game, and nurse it along to victory!

In the game that follows, Kashdan does this, and does it beautifully. There are intervening difficulties of course, and how he resolves them we shall see as the game unfolds.

1	d4	f6
2	g5	d5
3	e3	



3	...	e6
---	-----	-----------

A line that takes the sting out of the Colle is 3 ... ♕f5 4 ♘d3 e6 5 ♖xf5 exf5 6 ♘d3 (attacks the f-Pawn, and also threatens 7 ♘b5+) 6 ... ♜c8 7 b3 ♘a6 8 o-o ♘e7 9 c4 o-o 10 ♘c3 c6 11 ♘b2 ♘e4 12 ♘fc1 (but not 12 cxd5 ♘b4 13 ♘e2 ♘xc3 14 ♘xc3 ♘xd5 with the better game for Black) as Euwe played against Alekhine in the 17th game of their 1935 match.

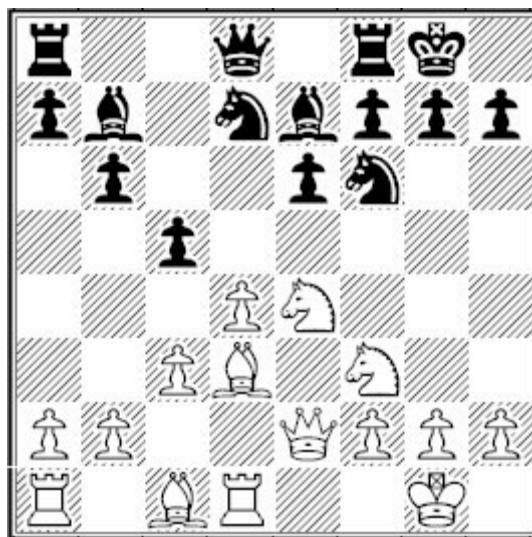
4	♘d3	♗bd7
5	♗bd2	♘e7
6	♖e2	

Prepares for e4, the key move of the Colle, which opens the position and liberates White's Queen side pieces.

6	...	c5
7	c3	o-o
8	o-o	b6
9	e4	dxe4

This is more or less forced. If 9 ... cxd4 10 e5 (this advance is nearly always favorable for White, as it dislodges the strongest defender of the Castled position) 10 ... ♕e8 11 cxd4, followed by ♖d1, ♖f1 and ♖g3 leaves White with the superior position.

10	♖xe4	♕b7
11	♖d1	



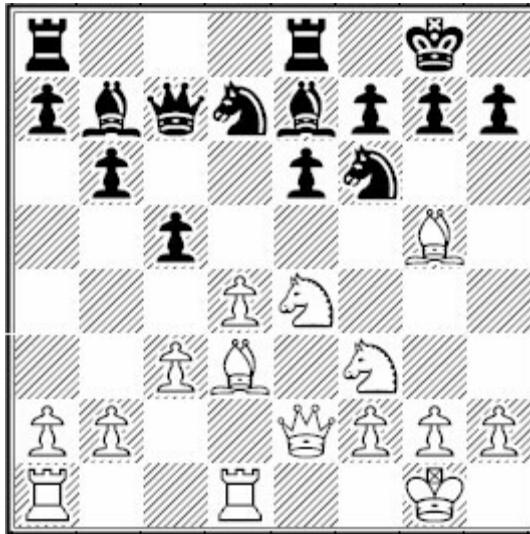
With pressure that can be felt the entire length of the file. One threat for example: 12 ♕xf6+ ♕xf6 (if 12 ... ♕xf6 13 dxc5 wins a Pawn as Black must guard against loss of his Queen by 14 ♖xh7+) 13 dxc5 bxc5 14 ♕b5 ♕c8 15 ♕e3 (Black is to be denied even the pleasure of keeping his isolated Pawn) 15 ... ♕e7 (if 15 ... ♕c7 16 ♕xd7 ♕xd7 17 ♕xc5 wins a Pawn) 16 ♕xd7 ♕xd7 17 ♕e5, and the pinned Bishop is lost.

11	...	♕c7
-----------	-----	------------

The Queen steps aside nervously.

12	♗g5	♖fe8
-----------	------------	-------------

Not at once 12 ... ♕xe4, as after 13 ♕xe7 ♖fe8 14 ♕h4, White keeps his long-range Bishops.



13 **dxc5**

First Step: White gets the advantage of three Pawns to two on the Queen side.

13 ... **Qxe4**

14 **Qxe4**

But not 14 cxb6 Qxf3, and Black wins a piece.

14 ... **Qxe4**

15 **Qxe4**

Here too, the attempt to steal a Pawn by 15 cxb6 would lose a piece, this time by 15 ... Qc6.

15 ... **Qxc5**

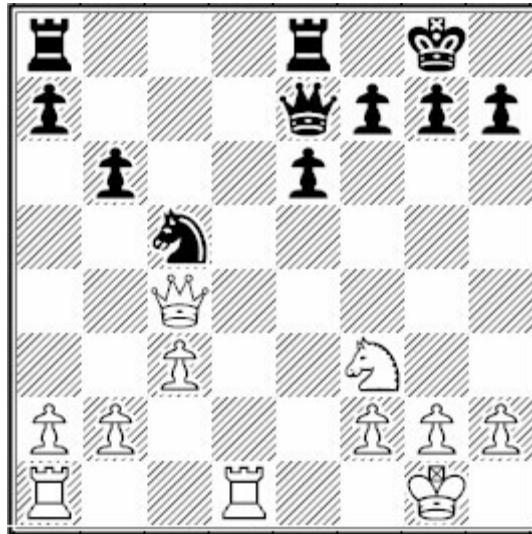
16 **Qc4** **Qxg5**

17 **Qxg5**

Even in this simplified position, there are tactical threats. Black must guard against 18 b4 Qe5 19 Qf3 Qe4 20 Qd4, and his Knight is lost.

17 ... **Qe7**

18 **Qf3**



"The smoke has cleared," says Kashdan, "and the battle is to be resumed with diminished forces. What White has played for is an advantage of Pawns on the Queen side. These he will advance, even tually obtaining a passed Pawn, or else isolating one of the remaining Black Pawns, and attempting to win it. Black can similarly advance his King side Pawns, but there are two difficulties. In the middle game, he would endanger his King. In the endgame, the distance of his King from the other side might well prove the deciding factor in White's favor. A Pawn majority on the Queen side is therefore worth obtaining when the opportunity offers."

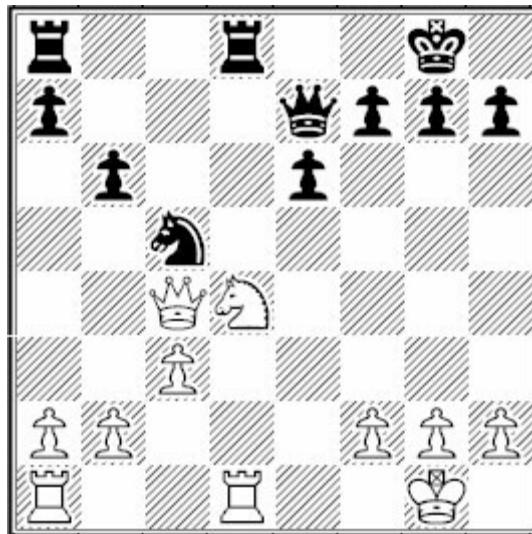
18

...

♛ed8

19

♞d4



19

...

♚h4

On 19 ... ♜ac8 instead, Kashdan had prepared these pretty combinations:

(1) 20 b4 ♜a4 21 ♜c6 ♜c7 22 ♜xd8+ ♜xd8 (or 22 ... ♜xd8 23 ♜e7+ and the Rook falls) 23 b5 ♜b2 24 ♜b3, and White wins the exchange.

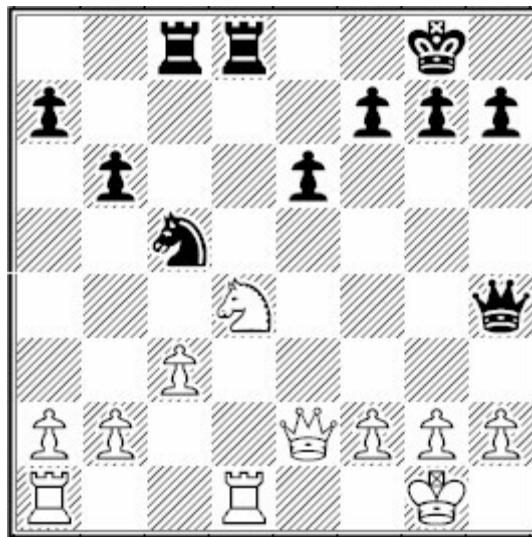
(2) 20 b4 ♜a4 21 ♜c6 ♜xd1+ 22 ♜xd1 ♜c7 23 ♜e7+ ♜f8 24 ♜xc8! ♜xc4 25 ♜d8 mate.

After Black's actual move he threatens 20 ... e5, winning the pinned Knight.

20

$\mathbb{Q}e2$

$\mathbb{R}ac8$



21

a4

Second Step: White advances the Queen side Pawns at every opportunity.

21

...

$\mathbb{Q}f6$

22

b4

$\mathbb{Q}d7$

23

$\mathbb{Q}b5$

$\mathbb{Q}f8$

If Black tries to win the c-Pawn by 23 ... a6, then 24 $\mathbb{Q}d6$ $\mathbb{R}xc3$ 25 $\mathbb{Q}e4$ wins the exchange and teaches him a lesson.

24

$\mathbb{Q}e3$

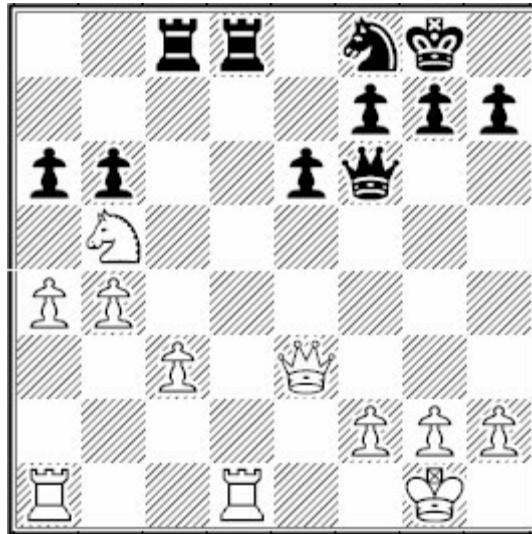
Protects the c-Pawn and threatens to win a Pawn by 25 $\mathbb{R}xd8$ $\mathbb{R}xd8$ 26 $\mathbb{Q}xa7$.

24

...

a6

This is the position, with White to play:



25

$\mathbb{N}d6$

$\mathbb{R}b8$

Much as he would like to, Black still must not touch the c-Pawn. If $25 \dots \mathbb{R}xc3$ $26 \mathbb{Q}e4 \mathbb{R}xe3$ $27 \mathbb{Q}xf6+$ $gxf6$ $28 fxe3$, and Black has a lost game.

26

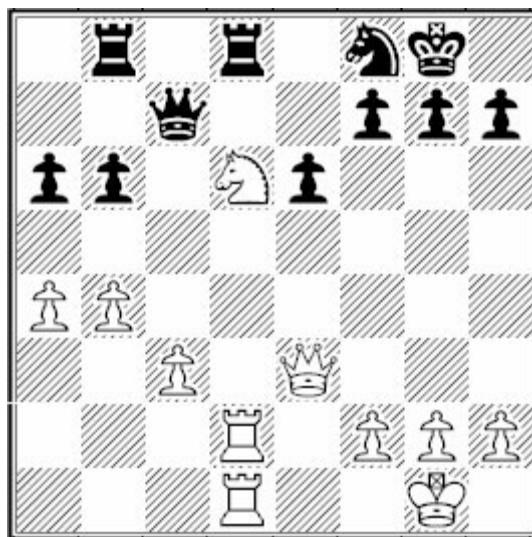
$\mathbb{R}d2$

$\mathbb{Q}e7$

27

$\mathbb{R}ad1$

$\mathbb{Q}c7$



28

$c4$

Third Step: Pressing on to create a passed Pawn.

28

\dots

$\mathbb{R}d7$

29

$\mathbb{Q}c3$

$h6$

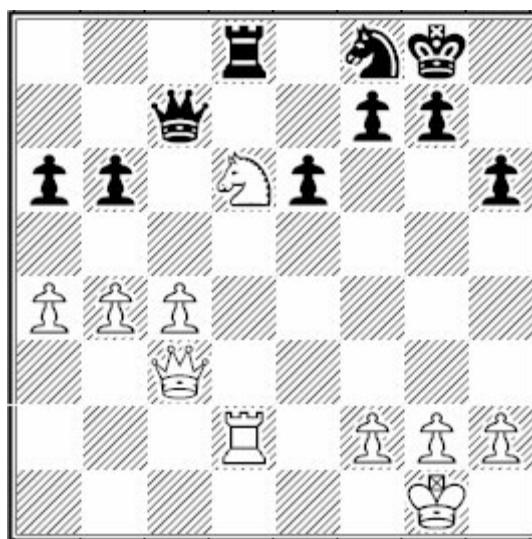
30

$\mathbb{Q}e4$

In order to advance $31 c5$, and recapture with the Knight in the event that Black plays $31 \dots bxc5$. This would avoid the splitting up of the remaining Pawns.

30	...	♘xd2
31	♗xd2	♗c8
32	♕d6	♗d8

This is the position, with White to play:

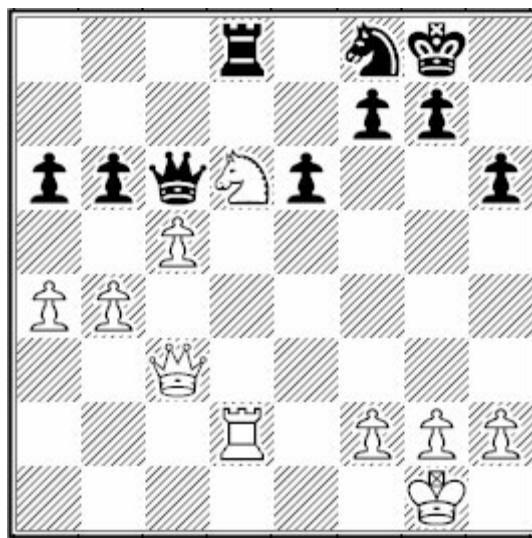


33	c5!
-----------	------------

"This had to be carefully analyzed," says Kashdan. "Such an advance, if it does not bear immediate fruit may result in the Pawn becoming a weakness."

If 33 ... bxc5 34 ♘xc5 ♘xc5 35 bxc5 ♜d7 (otherwise at once 36 c6 and 37 c7) 36 c6 ♜c7 37 ♜c2 ♜g6 38 ♜e8 (to drive off the blockader) 38 ... ♜c8 39 c7 ♜e7 40 ♜d6, and White wins."

33	...	♘c6
-----------	-----	------------



34	♗f3
-----------	------------

This is strong, but Kashdan misses the immediately decisive 34 ♜f5! The threat of 35 ♜xg7 mate

as well as the discovered attack on the Rook would result in White's winning the exchange.

We may be grateful though that Kashdan played as he did, for otherwise we would be deprived of a finely played ending.

Strangely enough, the idea of a discovered attack on the unprotected Rook comes up *twice* in the next few moves, as shown in the notes.

34

...

Qxa4

Black does not exchange Queens, as that would lose by the play shown in an earlier note.

35

Qxf7+

h7

36

h3

Provides a flight-square for the King, and sets a little trap.

36

...

bxc5

Black avoids the poisoned Pawn, as after 36 ... Qxb4 , the reply 37 Qe4! discovers an attack on the Rook and also threatens mate in two by 38 Qf6+ Qh8 39 Qg8 mate.

37

bxc5

b8

And now he sidesteps 37 ... Qa1+ 38 Qh2 Qe5+ 39 f4 Qxc5 , when 40 Qe4! endangers the lives of Black's King, Queen and Rook!

38

Qh2

Qg6

39

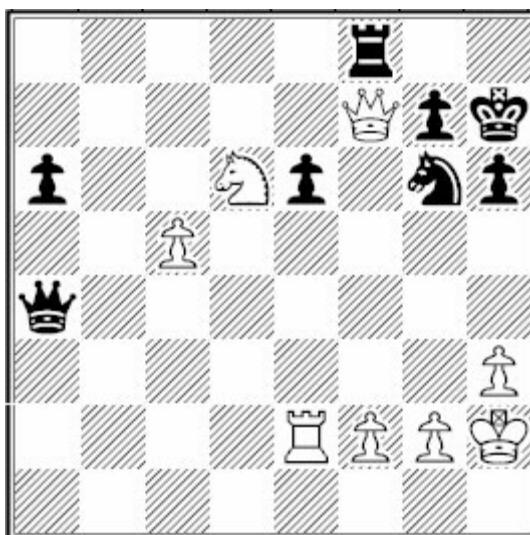
Qe2

Of course not 39 Qxe6 , as then 39 ... Qf4+ wins the unprotected Rook – this time of White's!

39

...

f8



40

$\mathbb{Q}xe6$

Fourth Step: White gains a Pawn.

40

...

$\mathbb{Q}f4+$

41

$g3$

$\mathbb{Q}d4$

42

$\mathbb{Q}e3!$

$\mathbb{Q}xe3$

43

$fxe3$

$\mathbb{Q}e5$

44

$\mathbb{Q}g2$

$a5$

45

$\mathbb{R}c2$

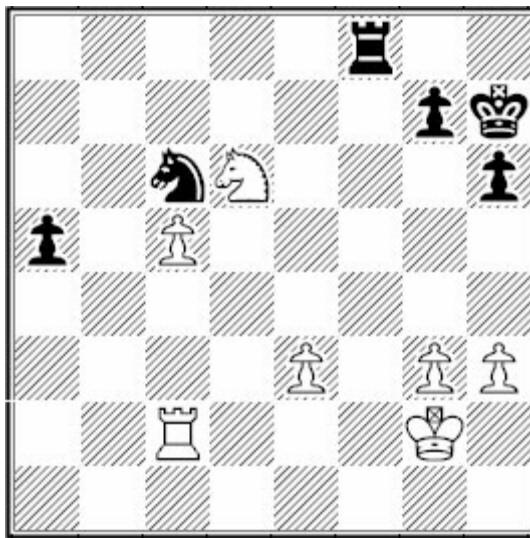
This follows the rule laid down by Tarrasch: The Rook's place is *behind* the passed Pawn; behind the enemy Pawn in order to keep it under attack, behind one's own in order to support its advance.

45

...

$\mathbb{Q}c6$

The ending is not too easy. White's passed Pawn is blockaded, and his King shut out. It will take endgame wizardry (which luckily Kashdan has) to win it.



46

$\mathbb{Q}b5$

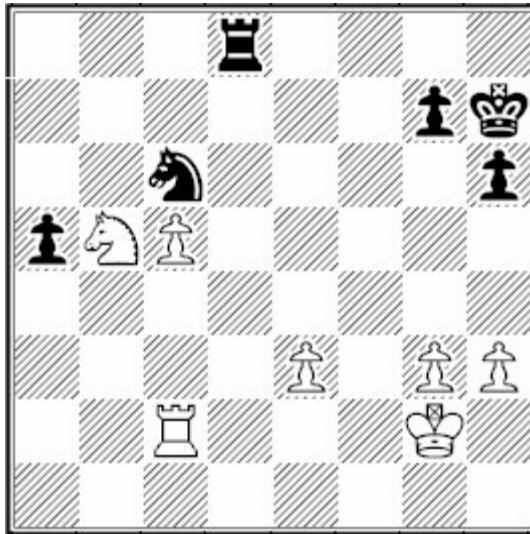
Fifth Step: Preparing to remove the blockader.

46

...

$\mathbb{R}d8$

To prevent White from trying to drive off the blockader by 47 $\mathbb{Q}d4$, as that would cost him a Pawn.



47 $\mathbb{Q}d4!$

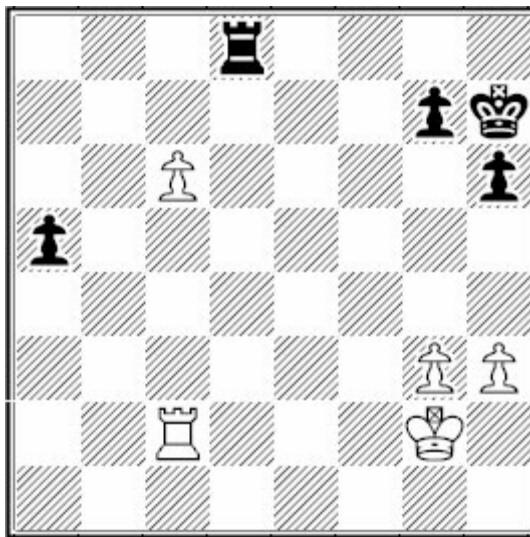
Sixth Step: White returns the extra Pawn in order to further the career of the passed Pawn.

47 ... $\mathbb{Q}xd4$

There is not much fight in $47 \dots \mathbb{Q}c8$ $48 \mathbb{Q}xc6$ $\mathbb{Q}xc6$ $49 \mathbb{Q}f3$ $\mathbb{Q}g6$ $50 \mathbb{Q}e4$ $\mathbb{Q}f6$ $51 \mathbb{Q}d5$ and the blockading Rook is easily driven off.

48 $exd4$ $\mathbb{Q}xd4$

49 $c6$ $\mathbb{Q}d8$



50 $\mathbb{Q}f3!$

Pushing on would be premature, as Kashdan shows: $50 c7$ $\mathbb{Q}c8$ $51 \mathbb{Q}f3$ $a4$ $52 \mathbb{Q}e4$ $a3$ $53 \mathbb{Q}d5$ $a2$, and White must play $54 \mathbb{Q}xa2$, allowing a draw.

50 ... $a4$

Black's King cannot help out, for if $50 \dots \mathbb{Q}g6$ $51 \mathbb{Q}e4$ $\mathbb{Q}f6$ $52 c7$ $\mathbb{Q}c8$ $53 \mathbb{Q}d5$ $\mathbb{Q}e7$ $54 \mathbb{Q}c6$ $a4$ 55

\mathbb{R} e2+ \mathbb{Q} f7 56 \mathbb{Q} d7, and White wins.

51	\mathbb{Q} e4	a3
52	\mathbb{Q} e5	\mathbb{R} d3

Threatens to win quickly by 53 c7 \mathbb{R} c8 54 \mathbb{Q} d6 followed by 55 \mathbb{Q} d7.

53	c7	a2
54	\mathbb{R} xa2	\mathbb{R} c3
55	\mathbb{Q} d6	\mathbb{R} d3+
56	\mathbb{Q} c6	\mathbb{R} c3+
57	\mathbb{Q} b7	\mathbb{R} b3+
58	\mathbb{Q} a8	\mathbb{R} c3
59	\mathbb{R} a7	

Builds a bridge for the King, as Nimzovich calls this maneuver. If now 59 ... \mathbb{Q} g6 60 \mathbb{Q} b8 \mathbb{R} b3+ 61 \mathbb{R} b7, and the King is sheltered from any further checks. The passed Pawn would then cost Black his Rook.

59	...	Resigns
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GAME THIRTY

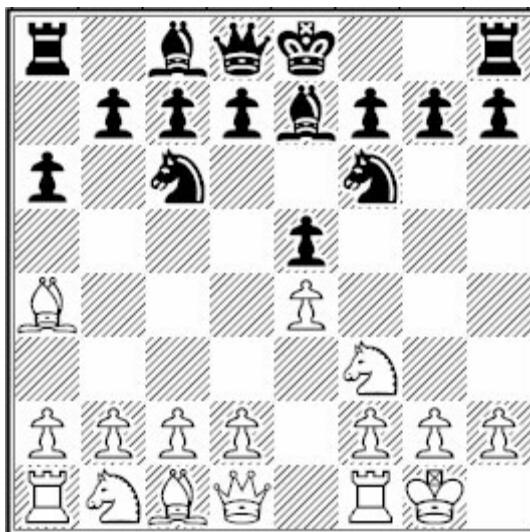
P. Keres – A. Tarnowski

Helsinki 1952, RUY LOPEZ

From the very start of this magnificent game, Keres does not allow his opponent a moment's breathing spell. He threatens the King side, he threatens the Queen side, he threatens the center, and the whole board vibrates with the fury of his attack.

When the decisive combination does materialize (as inevitably it must when a Rook on the seventh rank controls the Queen side, a Knight at f5 terrorizes the King side, and the Queen dominates the center) it is a pleasing one, and a fitting climax to the impeccable strategy that made it possible.

1	e4	e5
2	♞f3	♞c6
3	♝b5	a6
4	♝a4	♞f6
5	o-o	♝e7



The Strong Point variation, the central idea of which is to maintain the Pawn at e5 as a strong point, and as a pivot for future action.

The line is popular now, but not so long ago it was censured by Tarrasch (who considered 5 ... ♕xe4 the only tenable, defense) in these ringing words, "All lines of play which lead to the imprisonment

ment of a Bishop are on principle to be condemned!"

6

♘ e2

A strong alternative to the usual 6 ♕e1. The King Rook is to move to d1, there to exert lasting pressure on the d-file.

6

...

b5

Castling instead lands Black in a trap: 6 ... o-o 7 ♖xc6 dxc6 8 ♜xe5 ♖d4 9 ♜f3 ♖xe4 10 ♖xe4 ♜xe4 11 ♕e1, and White wins a piece.

7

♖ b3

d6

8

c3

♘ a5

9

♕ c2

c5

10

a4

Keres leaves the books (including his own book on the Ruy Lopez) with this diversion on the flank, the customary move being 10 d4.

10

...

b4

11

d3

♘ c6

12

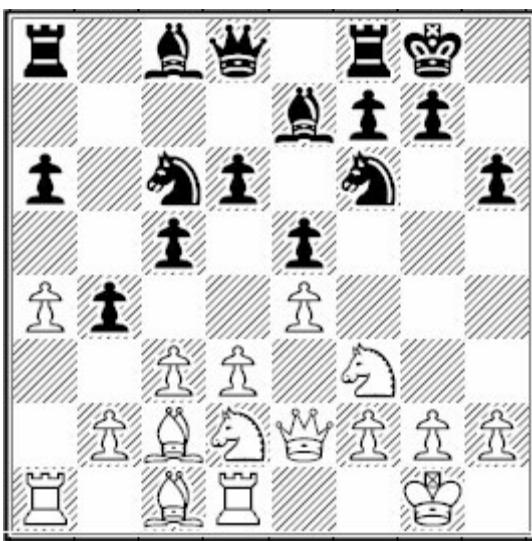
♗ bd2

o-o

13

♖ d1

h6



14

♘ c4

The Knight is on its way to f5, an ideal square for the Knight in this form of the Ruy Lopez.

Watch the peregrinations of this Knight, who is destined to play an important role in the

concluding combination.

14

...

♕ c7

An attempt to free his game by 14 ... d5 would cost Black a Pawn after the reply 15 ♜cxe5.

15

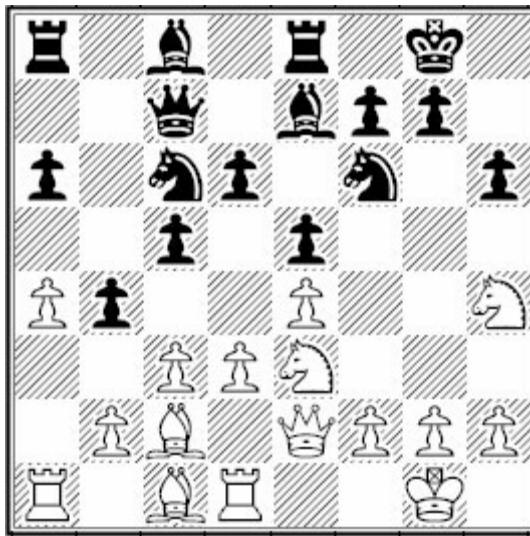
♞ e3

♝ e8

16

♞ h4

Not at once 16 ♜f5, as after 16 ... ♜xf5 17 exf5, White would have a Pawn instead of a piece occupying the square f5. Tarrasch says (and I have faith in Tarrasch) “Weak points or holes in the opponent’s position must be occupied by pieces, and not by Pawns.”



16

...

♝ f8

Black avoids another little pitfall: If 16 ... ♜xe4 (expecting to win a Pawn after 17 dxe4 ♜xh4) White interpolates 17 ♜d5, and after 17 ... ♜d8 18 ♜xe7+ ♜xe7, wins a piece by 19 ♜xe4, his Knight now being protected.

17

♝ f3

This is stronger than the immediate 17 ♜hf5, when Black might free his game by 17 ... ♜xf5 18 ♜xf5 d5.

The move by the Queen puts further restraint on Black’s d-Pawn.

17

...

♞ e7

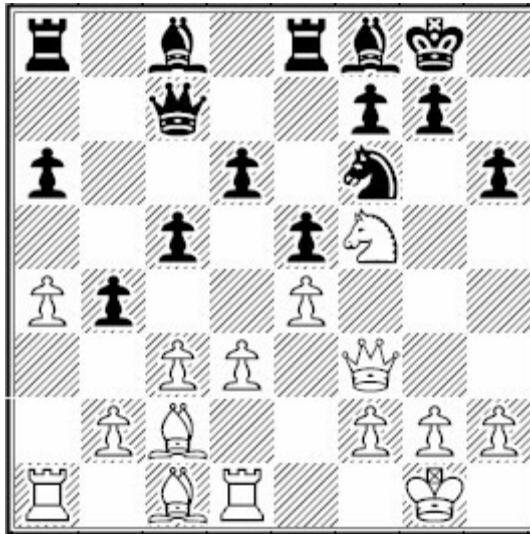
18

♜ hf5

♝ xf5

19

♝ xf5



The threats begin! The one now in sight is 20 ♕xh6+ gxh6 21 ♔xf6, and White wins a Pawn.

The position of the Knight is classic in the Ruy Lopez. The control of this outpost has led to such famous victories as Capablanca – Marshall 1909 (sixth game of the match), Capablanca – Bernstein, San Sebastian 1911, Capablanca – Dus Chotimirsky, St. Petersburg 1913, Capablanca – Fonaroff, New York 1918, and Teichmann – Schlechter, Carlsbad 1911, among others.

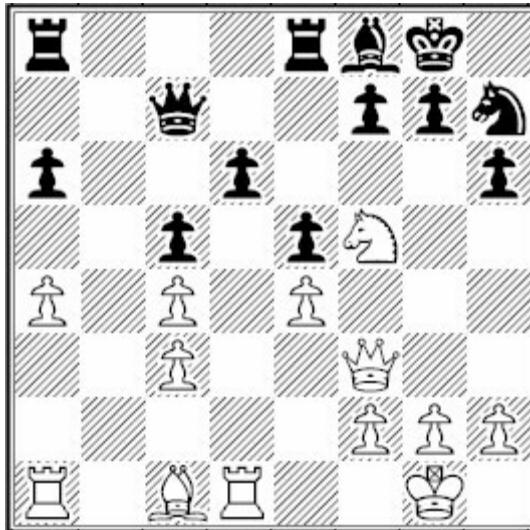
19	...	♕h7
20	♗b3	

The Bishop switches to another diagonal, where it can be more effective. Its attack on the f-Pawn ties Black's Queen down to the protection of the second rank. If for example, 20 ... ♕d8 21 ♕xh6+ gxh6 (or 21 ... ♔h8 22 ♔xf7+ and White wins the Queen) 22 ♔xf7+ and White mates next move.

20	...	♕e6
21	♗c4	

This is better than 21 ♗xe6, as after the recapture by 21 ... fxe6, the attacked Knight would be forced to leave.

21	...	bx_c3
22	bx_c3	qx_c4
23	dxc4	



White is saddled with a doubled Pawn, but in return his Rook exerts pressure on the d-file, with particular emphasis on the backward Pawn on that file.

Black's compensation lies in the open b-file, which he hopes to occupy with Queen and Rook.

23 ... ♕e6

24 h4

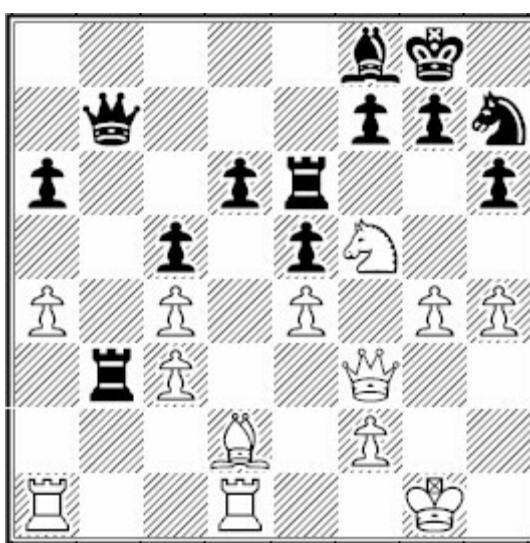
Keres starts the Pawns rolling on the King side. His attack on the wing is justified by the fact that it cannot be met by play in the center (the usual recipe in such situations).

24 ... ♕b8

25 g4 ♕b3

26 ♙d2 ♕b7

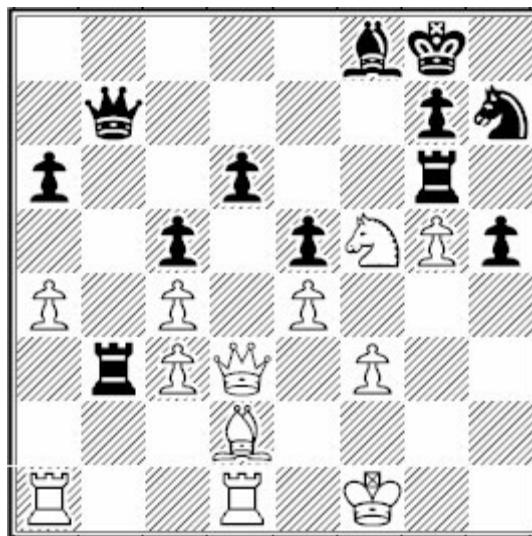
Black seems to be getting counter-play on the Queen side. Keres not only shrugs this off, but manages to drive the heavy pieces from the b-file and seize it for himself.



27 ♙d3

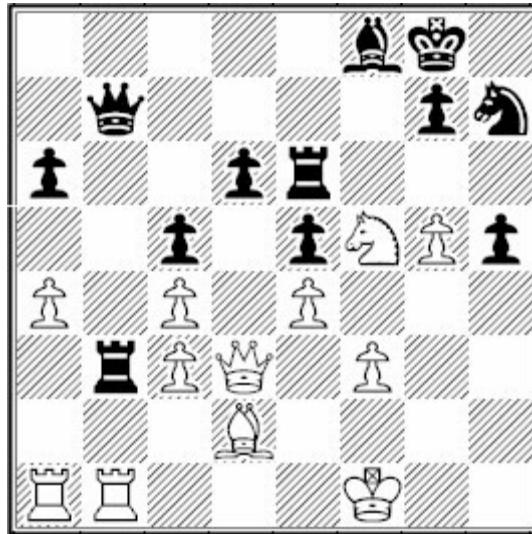
"The key to White's deep plan," says Barden. "Black now finds not only that he has no points of attack on the b-file, but that he can do nothing to prevent White using it to break through himself. With the aid of this extra attacking avenue, the advance of White's King side Pawns, by itself not conclusive, becomes decisive."

27	...	♖g6
28	f3	h5
29	g5	f6
30	♔f1	fxg5
31	hxg5	



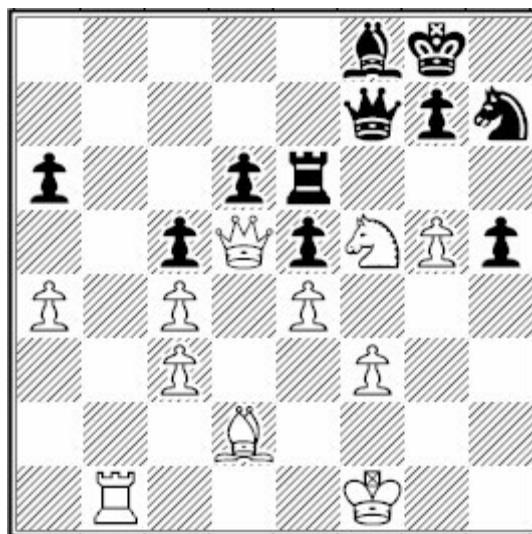
Black had expected to win a Pawn, but now sees that on 31 ... ♕xg5, the reply 32 ♘h4, driving the Rook away from the Knight's protection, would be painful.

31	...	♕e6
32	♘db1	



Forces Black to exchange Rooks, in view of White's threat: 33 $\mathbb{R}xb3$ $\mathbb{Q}xb3$ 34 $\mathbb{Q}d5$ $\mathbb{Q}f7$ 35 $g6+$ $\mathbb{Q}f6$ 36 $gxh7$, and White gets another Queen next move.

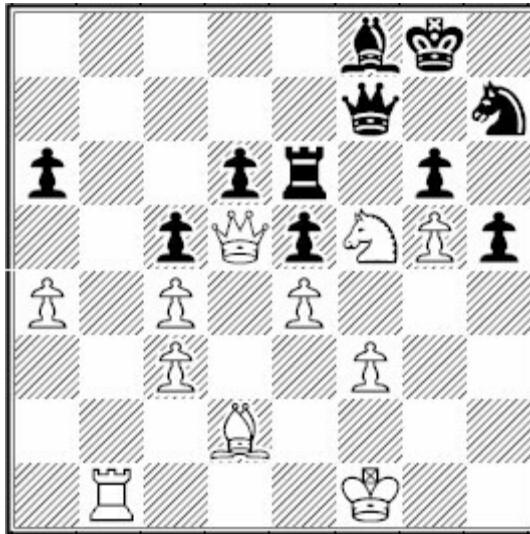
32	...	$\mathbb{R}xb1+$
33	$\mathbb{R}xb1$	$\mathbb{Q}f7$
34	$\mathbb{Q}d5$	



Now that the b-file is in his possession, White brings his Queen to a vital square in the center.

The Queen is not only centralized, but ready to support an invasion of the seventh rank by the Rook.

34	...	$g6$
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35 ♕b7!

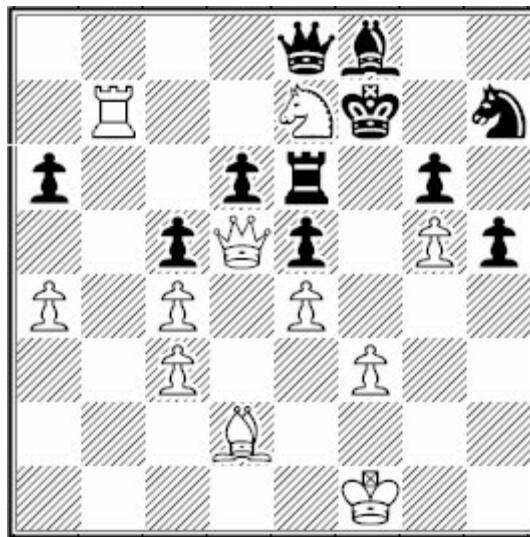
The Rook crashes into the game, breaking down all resistance in its path.

35 ... ♔e8

Forced, since 35 ... ♔e7 36 ♕xe7+ ♕xe7 37 ♕xe7 costs Black his Rook, the pinned Queen being helpless to recapture.

36 ♕e7+! ♔f7

The King must run into a dis covered check, or leave the Rook unprotected.



37 ♕c6+ ♔g8

Interposing the Bishop would be ruinous, as after 37 ... ♔e7 38 ♕xe7+ ♕xe7 39 ♕xe7 ♔xe7 40 ♕b7+ follows, and White picks up the Knight hiding behind the King.

38 ♕d8!

Fancy stepping by the Knight!

38	...	xd8
39	xe6+	h8
40	f7	Resigns

■ GAME THIRTY-ONE ■

Elegant Simplification

M. Botvinnik – I. Boleslavsky

Moscow 1941, FRENCH DEFENSE

This is one of the great Botvinnik games, notable for the originality of its opening strategy and the brilliance of its midgame combinative play. It is the superb clarity of the endgame phase though that will appeal particularly to the student. It is a Rook and Pawn ending, the study of which is bound to increase anyone's playing strength.

"The crystalline simplicity of the winning process," says Reinfeld, "has an enchanting logic which is easy to appreciate but hard to explain!"

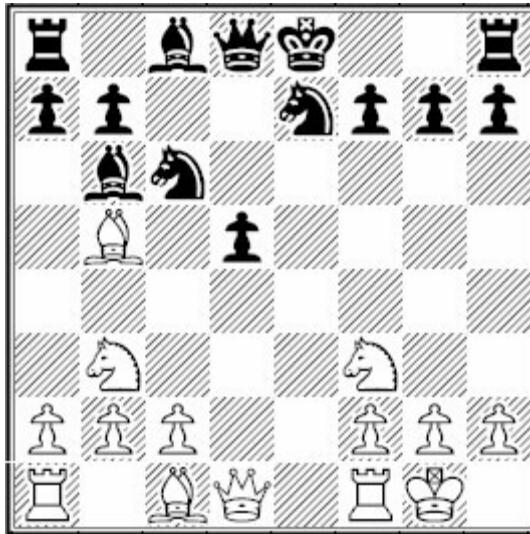
1	e4	e6
2	d4	d5
3	♘d2	

The fashionable move nowadays. It avoids the pin by 3 ... ♘b4, and leaves the c-Pawn free to support the d-Pawn.

3	...	c5
4	exd5	exd5

This is probably preferable to 4 ... ♘xd5, after which White develops quickly by 5 ♘gf3 cxd4 6 ♘c4 ♘d8 7 ♘b3 ♘f6 8 o-o.

5	♘b5+	♘c6
6	♘gf3	♘d6
7	o-o	♘ge7
8	dxc5	♘xc5
9	♘b3	♘b6



10 $\mathbb{Q}e3!$

A remarkable move! White practically forces an exchange which leaves him with a sickly-looking King Pawn.

10 ... $\mathbb{Q}xe3$

11 $\mathbb{Q}xc6+$! $bxc6$

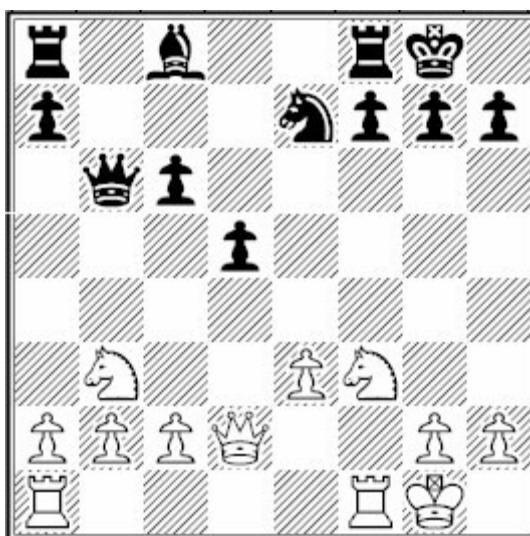
On 11 ... $\mathbb{Q}xc6$, the continuation 12 $\mathbb{Q}e1$ d4 13 $\mathbb{Q}fxd4$ wins a Pawn for White.

12 $fxe3$

In return for his isolated Pawn, White exerts pressure on the squares d4 and c5, the strategical importance of which will be evident later.

12 ... **0-0**

13 $\mathbb{Q}d2!$ $\mathbb{Q}b6$



14 $\mathbb{Q}c3$

The point of Botvinnik's subtle position play. Black must not be permitted to get in the freeing move ... c5.

Botvinnik also contemplates anchoring his Knights on d4 and c5, squares from which they cannot be dislodged by Pawns.

14

...

♗b8

Temporarily prevents 15 ♜c5, the reply to which would be 15 ... ♗xb2.

15

♗ab1

Protects the b-Pawn, and renews the threat of planting the Knight at c5.

15

...

♗e8

16

♗fe1

♘g6

Black's aim is to establish *his* Knight strongly in the center, where it will have some neutralizing effect on the position.

17

♘c5

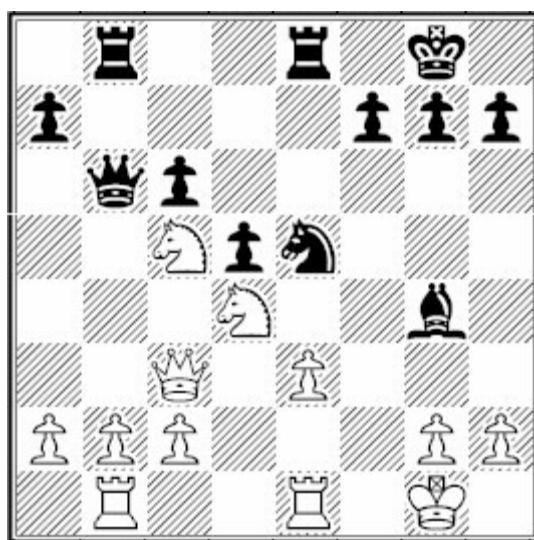
♗g4

18

♘d4

♘e5

This is the position, with White to play:



19

b4

White is now firmly entrenched on the black squares, but that is not enough in itself to assure victory. He must now find a way to open lines for his Rooks without allowing his opponent too much freedom.

19

...

♗bd8

20

e4!

dxe4

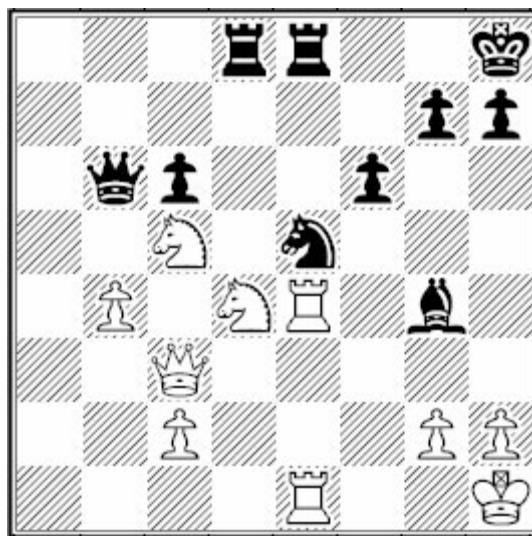
21	$\mathbb{Q}xe4$	a5
22	a3!	axb4
23	axb4	f6

This reinforces the Knight and guards against 24 $\mathbb{Q}g3$ – threats against the loose pieces.

24	$\mathbb{Q}be1$	$\mathbb{Q}h8$
-----------	-----------------	----------------

Black misses his chance. The way to consolidate his position was to play 24 ... $\mathbb{Q}h5$ (adding protection to the King Rook) followed by 25 ... $\mathbb{Q}f7$, making his e6 square unavailable to an enemy Knight.

25	$\mathbb{Q}h1$
-----------	----------------



After this, there are all sorts of ways for Black to go wrong. For instance: (1) 25 ... $\mathbb{Q}d5$ 26 $\mathbb{Q}xg4$ wins a piece. (2) 25 ... $\mathbb{Q}c8$ 26 $\mathbb{Q}a4$ $\mathbb{Q}a6$ 27 $\mathbb{Q}xc6$ $\mathbb{Q}xc6$ 28 $\mathbb{Q}xc6$, and White wins a Pawn.

(3) 25 ... $\mathbb{Q}h5$ (recommended by Muller, Czerniak, Coles, Oskam, Belavienetz, Yudovich, Reinfeld and other noted annotators), 26 $\mathbb{Q}de6$ $\mathbb{Q}b8$ 27 $\mathbb{Q}xe5$ $\mathbb{Q}xe5$ 28 $\mathbb{Q}xe5$ (threatens mate) 28 ... $\mathbb{Q}xe6$ 29 $\mathbb{Q}xe6$, and Black must give up his Bishop to prevent mate.

25	...	$\mathbb{Q}d7$
26	$\mathbb{Q}xd7$	$\mathbb{Q}xd7$
27	$\mathbb{Q}xc6!$	

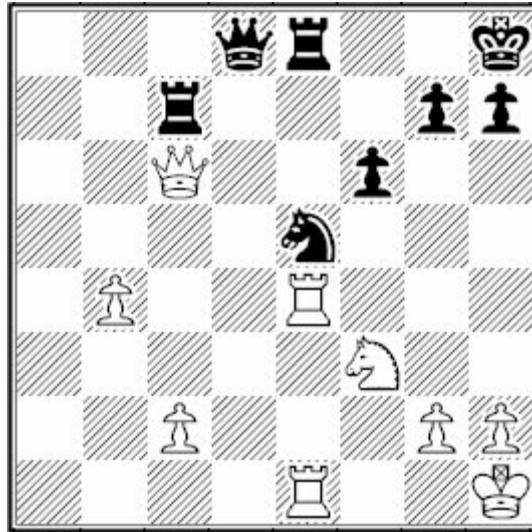
This wins a Pawn, thanks to the vulnerable last rank, and begins a delightful combination.

27	...	$\mathbb{Q}d8$
-----------	-----	----------------

Certainly not 27 ... $\mathbb{Q}xc6$, when 28 $\mathbb{Q}xe8$ is checkmate.

28	$\mathbb{Q}f3$	$\mathbb{Q}c7$
-----------	----------------	----------------

After this plausible move, Botvinnik unfolds a startling combination which clears away most of the pieces like magic, and leaves a Rook and Pawn ending, with Botvinnik a Pawn ahead.



29

$\mathbb{Q}xe5!$

$\mathbb{R}xe5$

If 29 ... $\mathbb{R}xc6$ 30 $\mathbb{Q}f7+$ $\mathbb{Q}g8$ 31 $\mathbb{Q}xd8$ $\mathbb{R}xd8$ 32 $c4$ $f5$ 33 $\mathbb{Q}f4$ and White wins. Or if 29 ... $\mathbb{R}xe5$ 30 $\mathbb{Q}xe5$ $\mathbb{R}xe5$ (on 30 ... $\mathbb{R}xc6$ 31 $\mathbb{Q}e8+$ forces mate) 31 $\mathbb{Q}e4$, and White should win.

30

$\mathbb{Q}xe8+!$

$\mathbb{Q}xe8$

31

$\mathbb{R}xe5$

$\mathbb{Q}g8$

Strangely enough, there was no way for Black to avoid returning his Queen for a Rook.

32

$\mathbb{R}e8$

$\mathbb{R}xc2$

33

$\mathbb{R}xg8+$

$\mathbb{Q}xg8$

34

$\mathbb{R}b1$

The Rook belongs behind the passed Pawn. Not only does the Rook support the Pawn, but its range of power increases with every step forward of the Pawn.

34

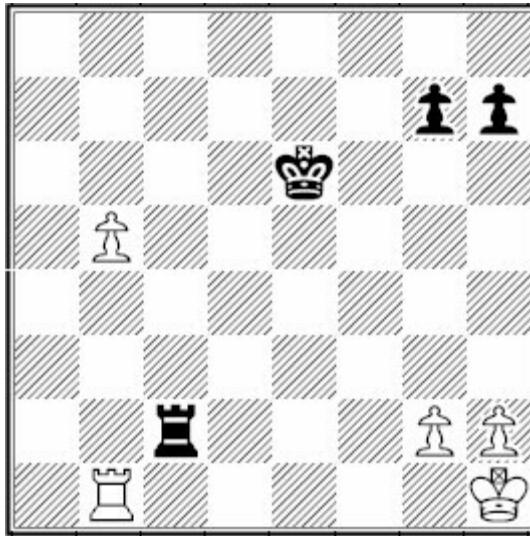
...

$\mathbb{Q}f7$

35

$b5$

$\mathbb{Q}e6$



36

b6

The passed Pawn will keep Black's King and Rook occupied. In the meantime, White can bring his King into active play, eventually to threaten the abandoned Pawns on the King side.

36

...

♖c8

37

h3

Botvinnik shows that 37 b7 would be premature, the play after that running as follows: 37 ... ♜b8 38 ♛g1 ♜d6 39 ♛f2 ♜c7 40 ♛g3 ♜xb7 41 ♜xb7+ ♛xb7 42 ♛f4 ♛c6 43 ♛e5 ♛d7, and White's advantage has been dissipated.

37

...

♖b8

38

♔h2

♔d5

39

♕g3

♕c6

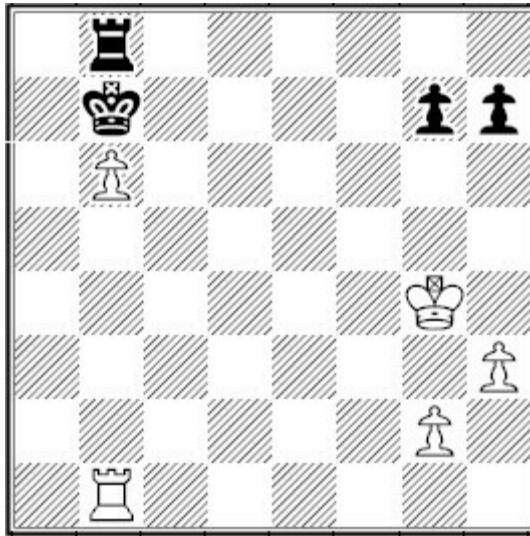
40

♕g4

♕b7

Blocks the Pawn with his King, and releases the Rook for some sort of counter-play.

Capturing the Pawn would be ruinous, as after 40 ... ♜xb6 41 ♜xb6+ ♛xb6 42 ♛f5, the King gets to the Pawns and removes them.



41

♖e1!

The Rook shifts over to the e-file, where it will assume a more active role, while still watching over the Pawn.

White's immediate threat incidentally is 42 ♜e7+, ♛xb6 43 ♜xg7, followed by capture of the helpless h-Pawn.

41

...

♖g8

Here too, 41 ... ♛xb6 loses by 42 ♜b1+, followed by exchanging Rooks.

42

♖e6!

The Rook not only defends the passed Pawn from this horizontal position, but is prepared to help out in the attack on Black's King side Pawns. Black's King and Rook, on the other hand, are separated and reduced to defensive functions.

42

...

♔a6

Black defends as well as he can. Moving either of the Pawns lets White's King in, i.e. 42 ... h6 43 ♔h5 followed by 44 ♔g6, or 42 ... g6 43 ♔g5 followed by 44 ♔h6.

43

♕g5

♔b7

44

h4

♔a6

45

h5

♔b7

46

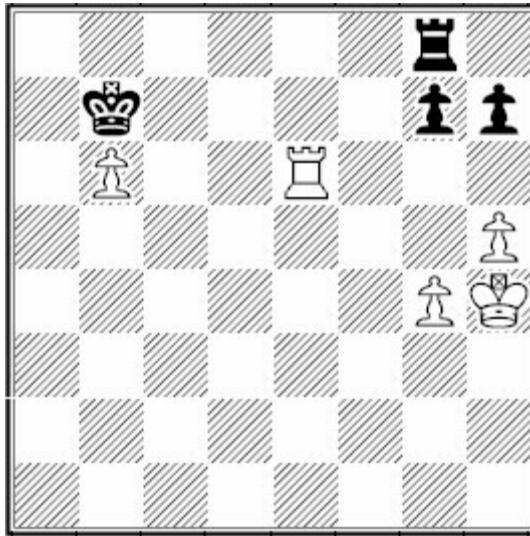
g4

♔a6

47

♔h4

♔b7



48 **h6!**

This will break up the Pawns!

48 ... **gxh6**

Or 48 ... g6 49 ♕e7+ ♔xb6 50 ♕xh7 ♔c5 51 ♕g7 ♕h8 52 ♕xg6, and Black may resign.

49 **♕xh6** **♕g7**

50 **♔h5** **♔a6**

If 50 ... ♕f7 51 ♕e6 ♕g7 52 g5 ♔a6 53 ♔h6 ♕d7 54 ♕e8 ♕xb6 55 ♕h8, and White wins.

51 **♕c6!** **♕e7**

If 51 ... ♕b7 52 ♕c7+ ♕xc7 53 bxc7 ♔xc7 54 ♔h6, and White wins easily, Black's King being too far away to cause trouble.

52 **♕c7** **♕e5+**

53 **g5** **♔xb6**

54 **♕xh7** **♔c6**

55 **♔h6** **♔d6**

56 **g6** **♕e1**

57 **♕f7** **♔e6**

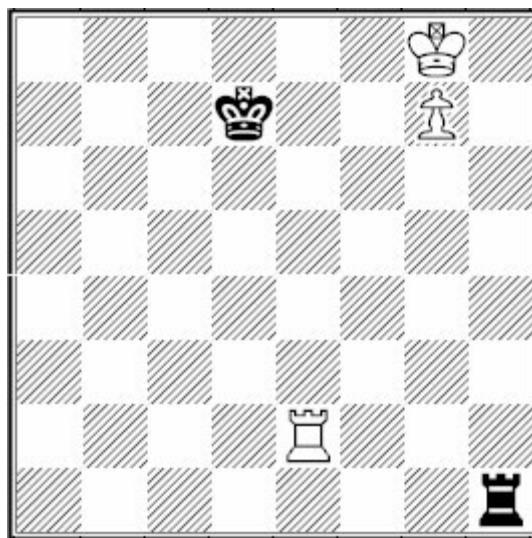
58 **♕f2**

Thus far and no further! The King is prevented from approaching the Pawn.

58 ... **♕a1**

59	g7	h1+
60	g6	g1+
61	h7	h1+
62	g8	e7
63	e2+	d7

On 63 ... ♕f6 64 ♕f8 does the trick.



64 **♕e4!**

Discovered by Lucena in 1497, this magic move is still potent today!

64	...	h2
65	♕f7	Resigns

Boleslavsky does not wait to be shown, but this is how the win is completed: 65 ... ♕f2+ 66 ♕g6 ♕g2+ 67 ♕f6 ♕f2+ 68 ♕g5 ♕g2+ 69 ♕g4, and the Pawn is assured of becoming a Queen.

■ GAME THIRTY-TWO ■

Four Endings in One

J.H. Blackburne – M. Weiss

New York 1889, RUY LOPEZ

This game and the next were played between Blackburne and Weiss in the first two rounds of a double-round tournament.

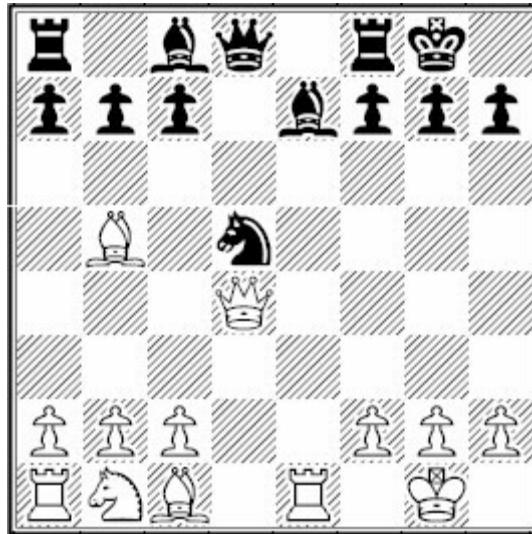
This game, the first between them, was won by Weiss, who played the Bishop ending beautifully. Blackburne, on the other hand, conducted the ending indifferently, hemming in his own Bishop with Pawns.

In the second round, the game once again came down to a Bishop ending. What happened in the interval I don't know, but this time it was Blackburne who demonstrated the win in classic style. He played it like the man who wrote the book, or at least that chapter in it called, "How to win a Bishop ending with a Pawn ahead." Incidentally, this Bishop ending was preceded by an ending of two Bishops against Knight and Bishop, followed by a Queen ending, and finally by a Pawn ending. Four endings in one game!

1	e4	e5
2	♘f3	♘c6
3	♗b5	♗f6
4	d4	exd4
5	o–o	♗e7
6	♖e1	o–o
7	♘xd4	

Nothing is to be gained from 7 e5 ♘e8 8 ♘xd4 ♘xd4 9 ♗xd4 d5, and Black has equalized.

7	...	♘xd4
8	♗xd4	d5
9	exd5	♘xd5



10 **♕c4**

There is no reason to move this piece twice in the opening. White should simply go about the business of continuing his development, say by 10 **♘c3**.

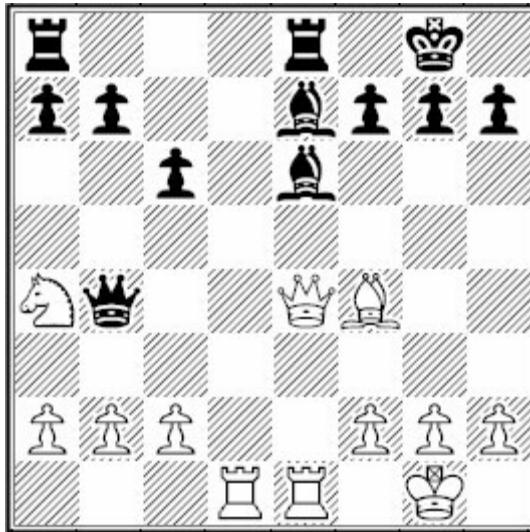
10	...	♕e6
11	♗xd5	

And for this – letting the opponent have the two Bishops – there is simply no excuse!

11	...	♗xd5
12	♘c3	

Obviously, 12 **♗xe7** **♕xe7** 13 **♗xd5** **♕e1** mate won't do!

12	...	♕e6
13	♗e4	c6
14	♗f4	♗e8
15	♖ad1	♗b6
16	♘a4	♗b4



17 $\mathbb{Q}xb4$

This exchange is bound to help Black, whose Bishops gain in power as the board becomes cleared. Instead of this, Steinitz suggests 17 $\mathbb{Q}d4 \mathbb{Q}b5$ 18 $\mathbb{Q}e5$, and if then 18 ... $\mathbb{Q}d5$ 19 $\mathbb{Q}c3 \mathbb{Q}xe4$ 20 $\mathbb{Q}xb5$ and Black must part with one of his Bishops, to prevent loss of the exchange by 21 $\mathbb{Q}c7$.

17 ... $\mathbb{Q}xb4$

18 $\mathbb{Q}e4$ $\mathbb{Q}g4!$

“Herr Weiss is one of the greatest masters of simplifying positions,” says Steinitz, “and he can well rely on his judgment in the ending, which he conducts with exemplary skill.”

19 $\mathbb{Q}xe8+$ $\mathbb{Q}xe8$

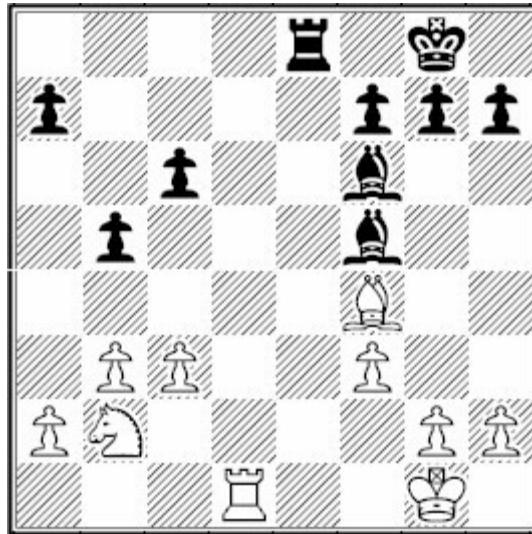
20 $f3$ $\mathbb{Q}f5$

21 $c3$ $\mathbb{Q}e7$

There are poisonous threats in the air, one of them being 22 ... b5, winning the Knight.

22 $b3$ $b5$

23 $\mathbb{Q}b2$ $\mathbb{Q}f6$



24

$\mathbb{Q}d2$

Not very attractive, but the alternatives are worse:

(1) 24 $\mathbb{R}c1$ (to save the c-Pawn) 24 ... $\mathbb{R}e2$ 25 $\mathbb{Q}d1$ $\mathbb{R}xa2$ and White has lost a Pawn.

(2) 24 $\mathbb{R}d6$ $\mathbb{Q}xc3$ 25 $\mathbb{Q}d1$ $\mathbb{Q}b4$ 26 $\mathbb{R}d4$ (or 26 $\mathbb{R}xc6$ $\mathbb{R}e1+$ winning the Knight) 26 ... $\mathbb{Q}c5$ and Black wins a whole Rook.

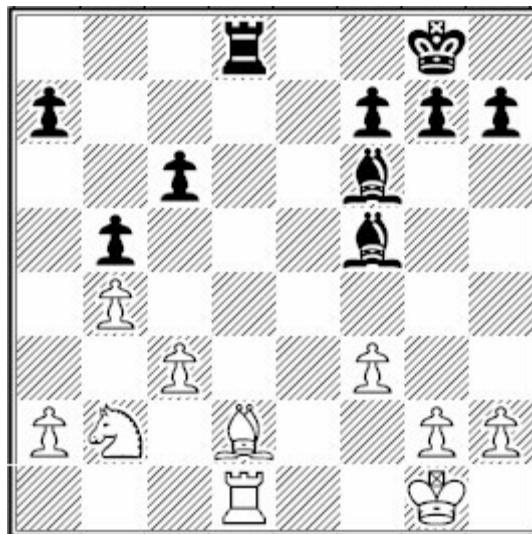
24

...

$\mathbb{R}d8$

25

b4



25

...

h5

Provides the King with a flight-square, a necessary prelude to the threat of winning a piece by 26 ... $\mathbb{Q}c2$.

26

$\mathbb{Q}e1$

$\mathbb{R}xd1$

27

$\mathbb{Q}xd1$

$\mathbb{Q}c2$

28

$\text{Q}e3$

$\text{Q}b1$

29

$a3$

$\text{Q}f8$

30

$\text{Q}f2$

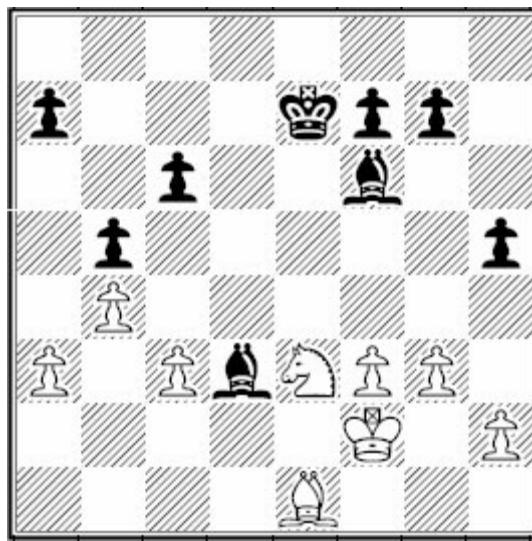
$\text{Q}d3$

Further reducing White's mobility! Now his King is kept from coming closer to the center, his Knight can move but only to retreat, while his Bishop is confined to a zig-zag excursion from e1 to a1 and back again, in problem-like style.

31

$g3$

$\text{Q}e7$



32

$f4$

White should have avoided making this move. It places *all his Pawns* on black squares, greatly limiting the scope of his Bishop, which travels on black squares. The advance of the Pawn also relinquishes control of the square e4, making it now possible for the adverse King to enter strongly into the position by way of that square.

32

...

$\text{Q}e6$

33

$\text{Q}f3$

$\text{Q}d8$

34

$\text{Q}f2$

$a5$

35

$\text{Q}d1$

$\text{Q}c2$

36

$\text{Q}e3$

$\text{Q}b3$

37

$\text{Q}e4$

$f5+$

38

$\text{Q}d3$

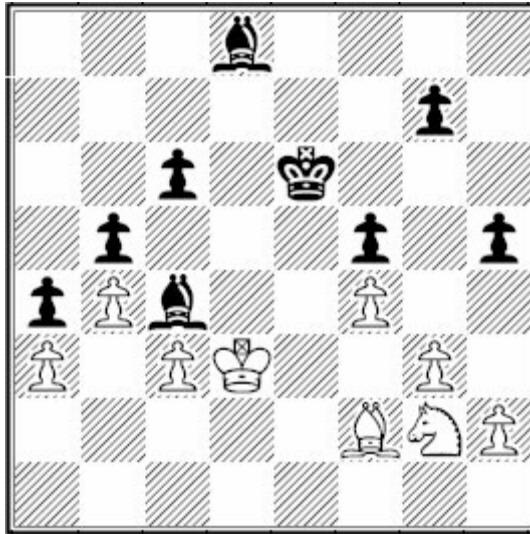
Clearly 38 $\text{Q}xf5$ would not do, as 38 ... $\text{Q}c2+$ wins the rash creature.

38

...

$a4$

39

 $\mathbb{B}g2$ $\mathbb{B}c4+$ 

40

 $\mathbb{Q}d2$

The King is forced to retreat, as 40 $\mathbb{Q}e3$ loses by 40 ... $\mathbb{Q}b6+$ 41 $\mathbb{Q}f3$ $\mathbb{Q}d5+$ 42 $\mathbb{Q}e2$ $\mathbb{Q}xf2$ 43 $\mathbb{Q}xf2$ $\mathbb{Q}xg2$ 44 $\mathbb{Q}xg2$ $\mathbb{Q}d5$, followed by the removal of White's Queen side Pawns, while the alternative 40 $\mathbb{Q}d4$ allowing 40 ... $\mathbb{Q}b6$ mate is even worse.

40

...

 $\mathbb{Q}d5$

Black's King meanwhile advances steadily into enemy territory.

41

 $\mathbb{Q}d4$

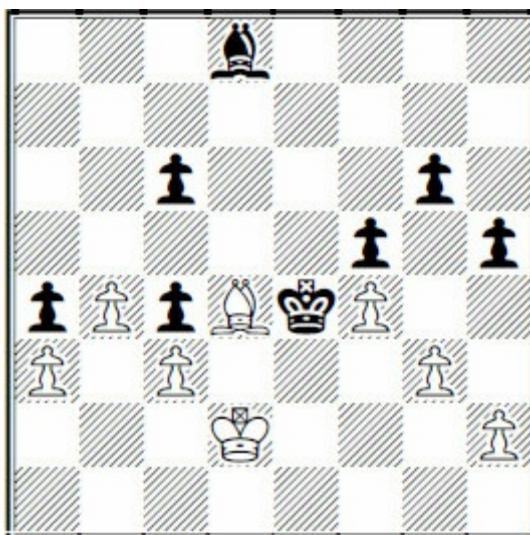
g6

White intends to get rid of one of the Bishops, but the exchange leaves him with the bad Bishop!

42

 $\mathbb{Q}e3+$ $\mathbb{Q}e4$

43

 $\mathbb{Q}xc4$ $bxc4$ 

Black has lost one of his fine Bishops, but the dominating position of his King more than makes up for it. Note too that his Bishop is not hampered by Pawns, since all of them occupy white squares, while the Bishop travels on black squares.

All six of White's Pawns, on the other hand, stand on squares of the color used by the Bishop. Not only does this limit the scope of the Bishop, but it allows White no control of the white squares. *His Bishop and all six Pawns attack black squares only.*

44 e2

The only move, as otherwise 44 ... ♜f3 followed by 45 ... ♜g2 wins easily for Black.

44 ... g5!

45 e3

If 45 fxg5 ♕xg5 (threatens 46 ... ♕c1) 46 ♔d1 ♕e3, and it's all over.

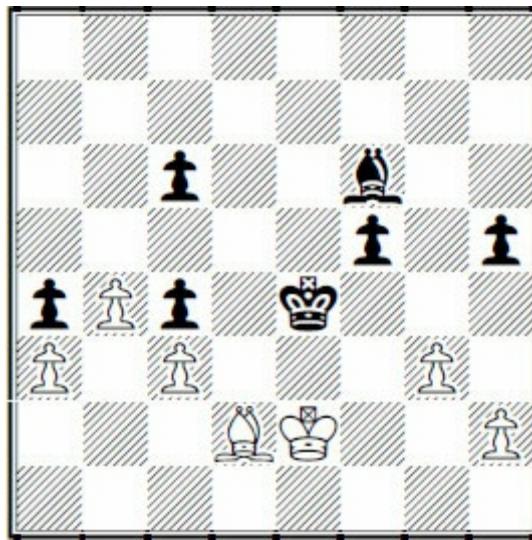
45 ... **gxf4**

46

Obviously 46 gxf4 loses a Pawn at once after the reply 46 ... ♕c7.

46 ...  **f6**

47 d2



47 ... h4!

This forces an exchange of Pawns, after which Black will have a passed Pawn on the f-file.

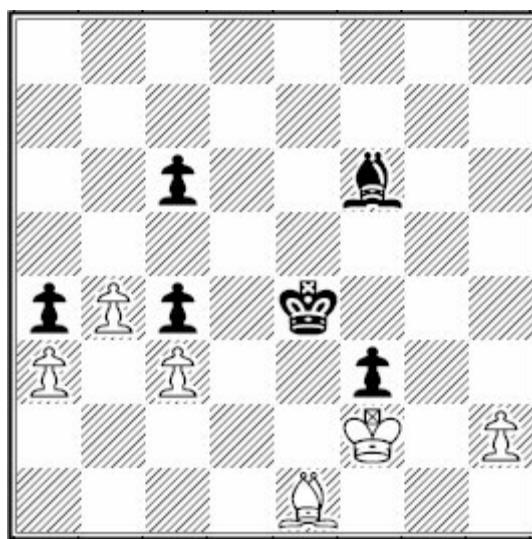
48 gxh4

On 48 ♕e1, Black wins nicely by 48 ... h×g3 49 h×g3 ♕e5, and White is out of moves – in zugzwang! His Bishop must stay where it is to protect the Pawns on either side of it, while any move

by the King allows Black further entrance, either by 50 ... ♕f3 or 50 ... ♕d3, in each case winning a Pawn.

48	...	♗xh4
49	♕e3	♕f6
50	♕d2	f4
51	♕e1	f3+
52	♔f2	

If 52 ♕d1 ♕e3 53 ♕d2+ ♕f2 54 ♕e1+ ♕g2 55 h4 f2, and Black wins. Or if 52 ♕d2 ♕g5+ 53 ♕d1 ♕e3 followed by 54 ... f2 is decisive.



52	...	♕h4+
-----------	-----	------

This begins a fifteen-move combination. Despite its length, it is easy enough to visualize and understand it, if we break it down. This is the series of ideas:

- (1) Bishops are exchanged to bring about a Pawn ending.
- (2) A count-up of moves shows that each side will Queen a Pawn, but that Black's Pawn becomes a Queen with check.
- (3) A series of checks will force an exchange of Queens.
- (4) The new Pawn ending will be in Black's favor, his King being near the adverse Pawns.
- (5) White's a-Pawn will fall, leaving Black with a passed Pawn.
- (6) The passed Pawn (after a bit of jockeying) will reach the Queening square

53	♔f1	♗xe1
54	♗xe1	♔d3

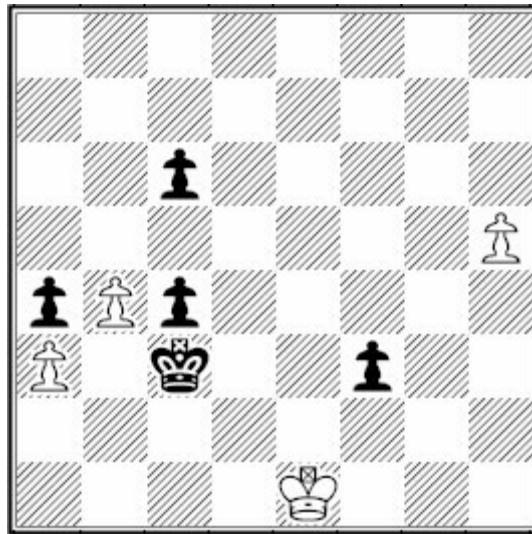
55

h4

♕xc3

56

h5



56

...

♕b3!

But not 56 ... ♕b2, as that allows White to win in fine style by 57 h6 c3 58 h7 c2 59 h8(♕)+ ♕b1 60 ♕h7 (the beginning of a pretty zig-zagging maneuver) 60 ... ♕b2 61 ♕g7+ ♕b1 62 ♕g6 ♕b2 63 ♕f6+ ♕b1 64 ♕f5 ♕b2 65 ♕e5+ ♕b1 66 ♕e4 ♕b2 67 ♕d4+ ♕b1 68 ♕d3 ♕b2 69 ♕d2 ♕b1 70 b5 cxb5 (if 70 ... c1(♕)+ 71 ♕xc1+ ♕xc1 72 bxc6, and White wins) 71 ♕b4+ (the Queen reaches this square, thanks to the Pawn sacrifice on the previous move) 71 ... ♕a2 72 ♕d2 f2 73 ♕xc2 f1(♕) 74 ♕b2 mate.

Now back to the game, with White to play:

57

h6

c3

58

h7

c2

59

♕d2

If 59 h8(♕) c1(♕)+ 60 ♕f2 and 60 ... ♕b2+ forces the exchange of Queens.

59

...

f2

60

h8(♕)

c1(♕)+

61

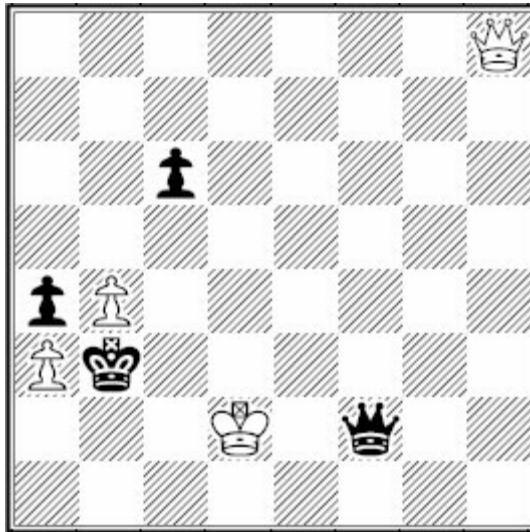
♕xc1

f1(♕)+

62

♕d2

♕f2+



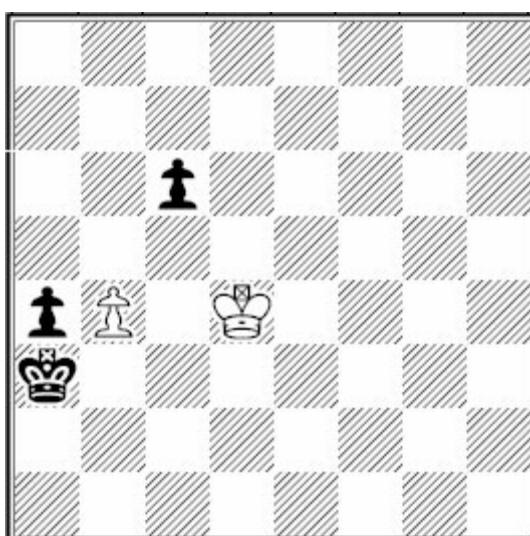
63 $\text{\large \texttt{Q}}\text{d}3$

The only other move is 63 $\text{\large \texttt{Q}}\text{d}1$, when 63 ... $\text{\large \texttt{Q}}\text{c}2+$ 64 $\text{\large \texttt{Q}}\text{e}1$ $\text{\large \texttt{Q}}\text{c}3+$ follows, and the Queens come off the board.

63	...	$\text{\large \texttt{Q}}\text{c}2+$
64	$\text{\large \texttt{Q}}\text{e}3$	$\text{\large \texttt{Q}}\text{c}3+$

This does the trick.

65	$\text{\large \texttt{Q}}\text{xc}3+$	$\text{\large \texttt{Q}}\text{xc}3$
66	$\text{\large \texttt{Q}}\text{e}4$	$\text{\large \texttt{Q}}\text{b}3$
67	$\text{\large \texttt{Q}}\text{d}4$	$\text{\large \texttt{Q}}\text{xa}3$



68 $\text{\large \texttt{Q}}\text{c}3$

If 68 $\text{\large \texttt{Q}}\text{c}4$ $\text{\large \texttt{Q}}\text{b}2$ 69 $\text{\large \texttt{Q}}\text{c}5$ $\text{\large \texttt{Q}}\text{b}3$, and Black wins.

68

...

♕ **a2**

69

♕ **c2**

a3

70

♕ **c1**

Or 70 ♕c3 ♕b1 followed by 71 ... a2 wins for Black.

70

...

♕ **b3**

71

Resigns

■ GAME THIRTY-THREE ■

Bishop and Pawn Ending Deluxe

M. Weiss – J.R. Blackburne

New York 1889, CENTRE COUNTER GAME

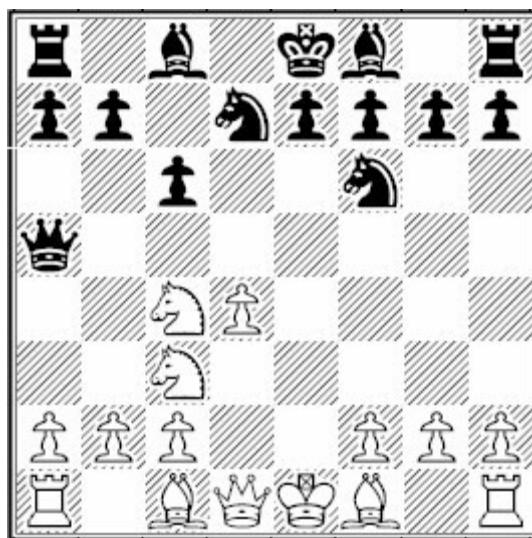
Blackburne lost his first round game against Weiss in the great New York Tournament of 1889, but got his revenge when the players met again in the second round. What made the victory particularly sweet was the fact that Blackburne achieved it by using the very weapons with which he was beaten – Bishop and Pawns against Bishop and Pawns.

It is doubtful that even Rubinstein in his palmiest days could have played the ending in more convincing style.

1	e4	d5
2	exd5	f6
3	d4	xd5
4	c3	a5
5	f3	c6

A safety measure, to provide a retreat for the Queen.

6	e5	bd7
7	c4	

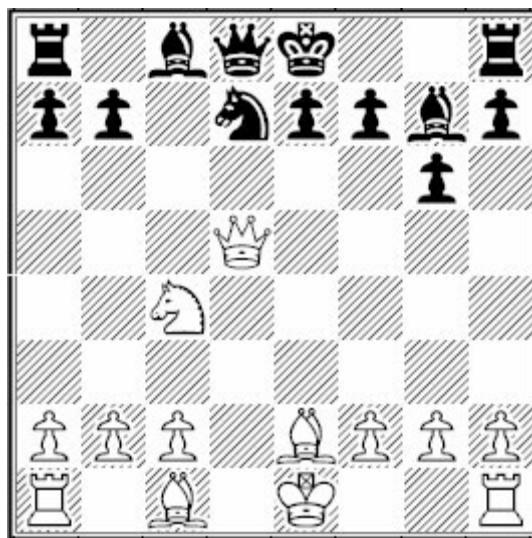


Sorrowful homecoming, but 7 ... ♕b4 loses the Queen by 8 a3, while 7 ... ♕a6 does likewise by 8 ♜d6+ and 9 ♜xa6.

8	♕e2	g6
9	d5	

Simple development by 9 ♜e3 was preferable. The exchanges that now follow will increase the scope of Black's King Bishop.

9	...	cxd5
10	♗xd5	♗xd5
11	♕xd5	♗g7



12	h4	
----	-----------	--

This may have been meant to discourage King side Castling, but it doesn't disturb Blackburne, who goes about his business.

12	...	o-o
13	h5	♗f6
14	♕xd8	♗xd8
15	hxg6	hxg6
16	♗d3	♗e6
17	♗d2	♗ac8

The Rook develops with gain of tempo – the threat of winning a piece by 18 ... ♗xc4.

18

$\mathbb{Q}e5$

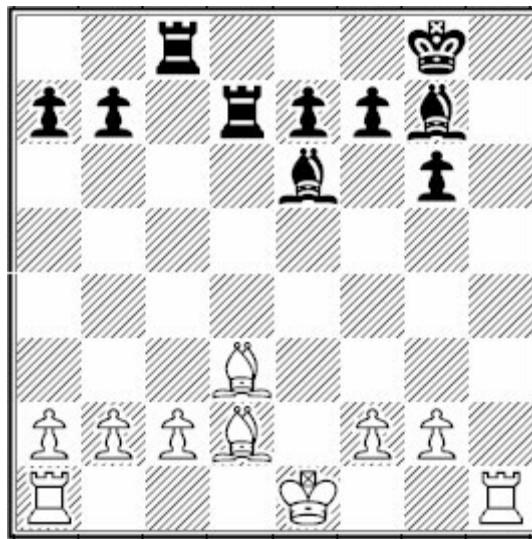
$\mathbb{Q}d7$

Forces an exchange which favors Black, all of whose pieces are in active play.

19

$\mathbb{Q}xd7$

$\mathbb{Q}xd7$

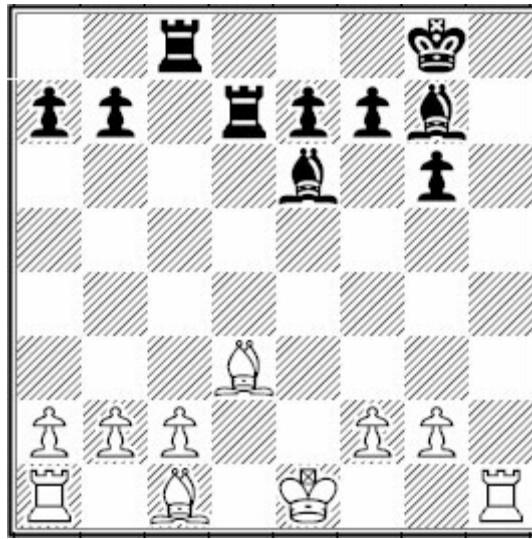


20

$\mathbb{Q}c1$

A wretched move, but how else can White save his b-Pawn? If 20 $\mathbb{Q}c3$ $\mathbb{Q}xc3$ 21 $bxc3$ $\mathbb{Q}xc3+$ 22 $\mathbb{Q}e2$ $\mathbb{Q}xa1$ 23 $\mathbb{Q}xa1$ wins a Pawn for Black, while 20 o-o-o loses at once by 20 ... $\mathbb{Q}xd3$.

This is the position, with Black to play.



20

...

$\mathbb{Q}c4!$

A fine move which wins a Pawn.

21

$\mathbb{Q}h3$

If 21 $\mathbb{Q}xc4$ $\mathbb{Q}xc4$ 22 $c3$ $\mathbb{Q}xc3$ 23 $bxc3$ $\mathbb{Q}xc3+$ and Black wins two Pawns.

21	...	Qxd3
22	Rxd3	Rxd3
23	cxd3	Rc2!

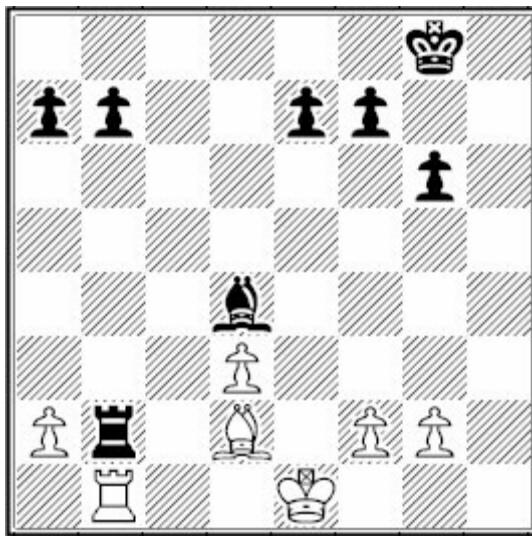
Rook on the seventh – a paralyzing move!

24	Rb1	Qd4
-----------	------------	------------

Black's Rook and Bishop work beautifully together, attacking Pawns on both sides of the board.

25	Qd2	Rxb2
-----------	------------	-------------

Of course not 25 ... **Rxb2**, as 26 **Qd1** in reply wins the exchange for White.

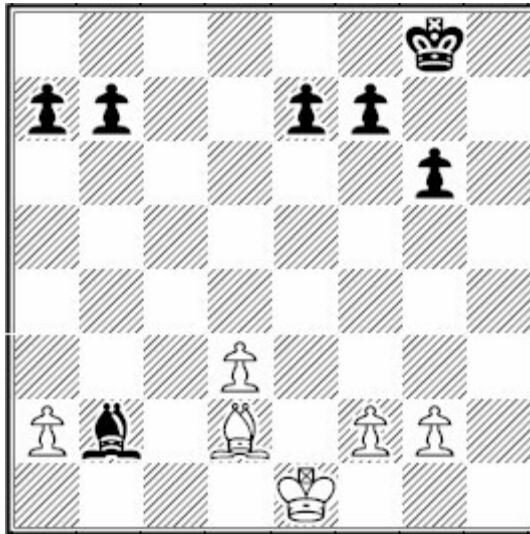


26	Rxb2	Qxb2
-----------	-------------	-------------

White has no choice. If he avoids the exchange of Rooks by playing 26 **Ra1** (to protect the a-Pawn) the reply 26 ... **Rxd2** costs him a piece immediately.

26	...	Qxb2
-----------	-----	-------------

“The rest is a matter of technique.” Hundreds of annotators have said this about thousands of games where one side was a Pawn ahead in an ending. Now we can see how the process of winning works out in real life.



27	$\mathbb{Q}e3$	a6
28	$\mathbb{Q}d2$	$\mathbb{Q}f8$
29	$\mathbb{Q}c2$	$\mathbb{Q}e5$
30	$\mathbb{Q}b3$	$\mathbb{Q}e8$
31	$\mathbb{Q}c4$	$\mathbb{Q}d7$
32	$\mathbb{Q}c5$	$\mathbb{Q}c7$

Stops further penetration by the King. That in itself is not enough. The King must be driven back, and the Pawns (Black's, of course) carefully advanced.

33	f3	e6
-----------	-----------	-----------

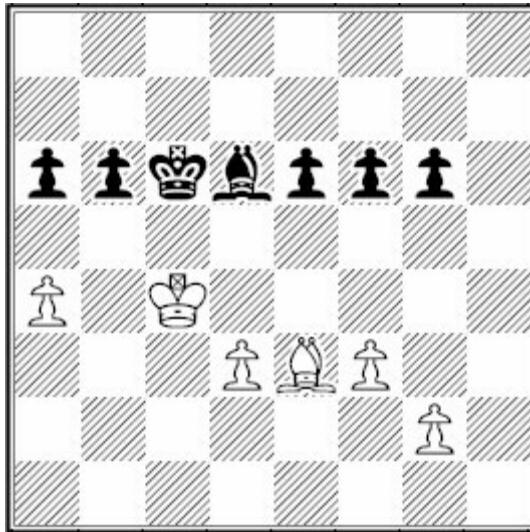
Notice how careful Blackburne is (in contrast to his play in the previous game) to place his Pawns on squares *opposite in color* to those on which his Bishop operates.

34	a4
-----------	-----------

Not the best move, since Black would have more difficulty getting a passed Pawn if this Pawn remained on its original square.

34	...	b6+
35	$\mathbb{Q}c4$	$\mathbb{Q}c6$
36	$\mathbb{Q}f2$	f6
37	$\mathbb{Q}e3$	$\mathbb{Q}d6$

This is the position, and it is a curious one:



Is the formula for winning placing all the pieces in one row?

38	$\mathbb{Q}d4$	e5
39	$\mathbb{Q}e3$	b5+
40	$a \times b5+$	$a \times b5+$

And so, a passed Pawn is brought into being.

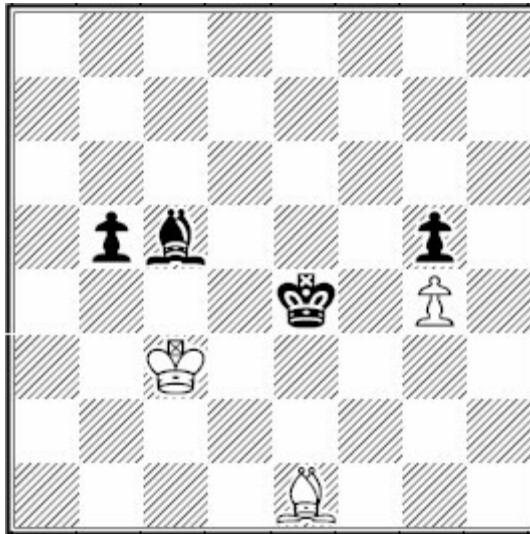
41	$\mathbb{Q}b3$	$\mathbb{Q}d5$
42	$\mathbb{Q}f2$	f5
43	$\mathbb{Q}c3$	g5

If let alone, Black might very well play 44 ... $\mathbb{Q}c5$ next move, once again placing all his pieces in a row.

44	g4	$f \times g4$
45	$f \times g4$	$\mathbb{Q}c5$

(I refrain from stressing the obvious.)

46	$\mathbb{Q}e1$	e4
47	$d \times e4+$	$\mathbb{Q}x e4$



48

$\mathbb{Q}d2$

Black can easily go wrong at this point. If he protects the threatened Pawn instinctively by 48 ... $\mathbb{Q}e7$ then 49 $\mathbb{Q}xg5$ (this would come in a flash!) $\mathbb{Q}xg5$ 50 $\mathbb{Q}b4$ forces a draw.

48

...

$\mathbb{Q}e3$

Offers an exchange which White doesn't dare accept.

49

$\mathbb{Q}e1$

$\mathbb{Q}f3$

50

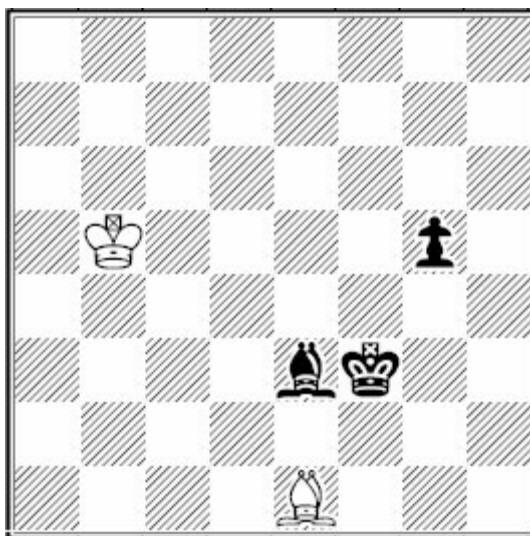
$\mathbb{Q}b4$

$\mathbb{Q}xg4$

51

$\mathbb{Q}xb5$

$\mathbb{Q}f3$



The last phase: getting the Pawn through without allowing White to sacrifice his Bishop for it.

52

$\mathbb{Q}c4$

$g4$

53

$\mathbb{Q}d3$

$\mathbb{Q}f2$

54

a5

g3

55

c7

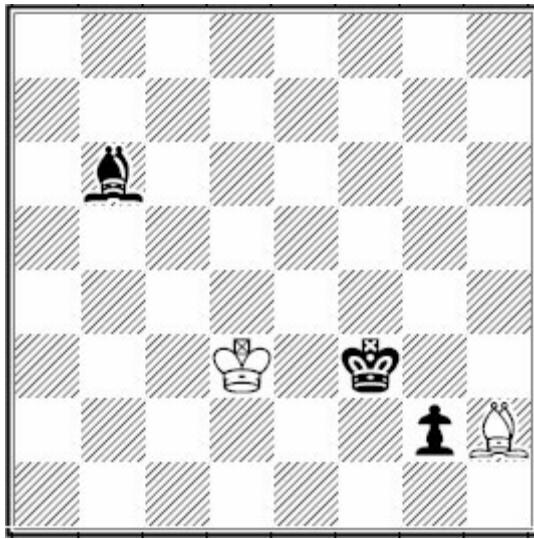
g2

56

h2

b6

“The ending is a fine study and is played with masterly skill by Mr. Blackburne,” says Steinitz at this point.



57

d2

g4

58

Resigns

There is no way to prevent 58 ... ♜h3, followed by Queening the Pawn.

■ GAME THIRTY-FOUR ■

Brilliant Career of a Pawn

V. Panov – M. Taimanov

Moscow 1952, SICILIAN DEFENSE

The major theme of this game, with suitable sub-heads, could very well be:

THE PASSED PAWN

- (1) Creation of the Pawn.
- (2) Blockade of the Pawn.
- (3) Removal of the Blockade.
- (4) Triumph of the Pawn.

Another phase of this game (a minor theme?) I find even more interesting. Early in the play, instead of the usual struggle for positional advantage as the necessary preliminary to a decisive combination later on, we have here a series of little combinations whose purpose is to acquire ultimately an advantage in position! A good deal of sharp fighting revolves about the efforts of one side to limit, and the other side to increase the attacking range of Black's King Bishop.

This seeming reversal of theory is typical of the play of today's masters, who refuse to let their thinking be bound by convention.

I like this sort of chess, I think it's great, I think it's exciting!

1	e4	c5
2	♘c3	♘c6
3	g3	g6
4	♗g2	♗g7
5	d3	d6

Both sides are content to develop quietly, making no effort to tangle with each other.

6	♗ge2
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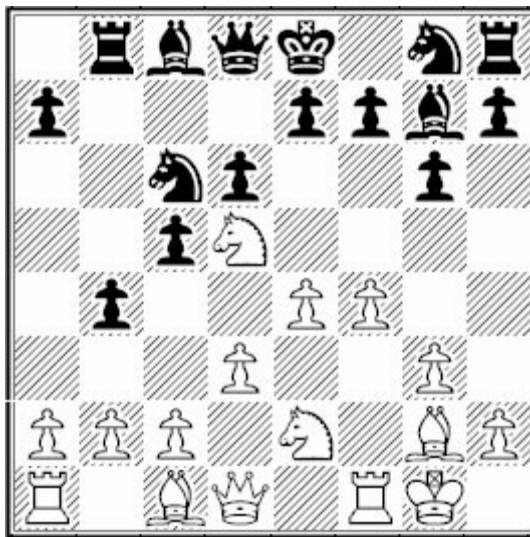
The Knight develops here (instead of at f3) in order not to block the f-Pawn. The Pawn must be free to advance to f4 and f5, in the event that White starts a King side attack.

6	...	♖b8
---	-----	-----

The Rook leaves! Not only to get out of the range of White's King Bishop, but to support a counter-attack by 7 ... b5 and 8 ... b4.

7	o-o	b5
8	f4	b4
9	♝d5	

White intends to continue with 10 c3 and 11 d4. These last two moves would build up a strong Pawn center, and shorten the range of Black's King Bishop.



9	...	♝d4!
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A clever reply which practically forces White to exchange Knights, and renders it difficult for him to play c3 for quite a while.

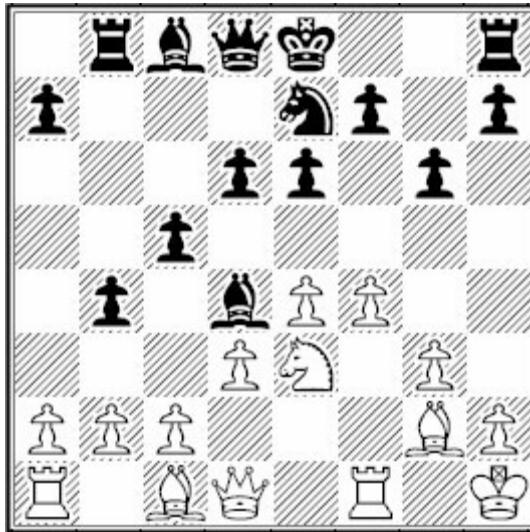
10	♝xd4
----	-------------

If White persists, and does try 10 c3 ♜xe2+ 11 ♜xe2 e6 12 ♜e3 bxc3 wins a Pawn for Black.

10	...	♝xd4+
11	♚h1	e6
12	♜e3	♝e7

White's position is a bit uncomfortable, for the moment. He cannot develop his Queen Bishop, as 13 ♜d2, ♜xb2 loses a Pawn, nor can he drive off the troublesome Bishop, whose pressure on the long diagonal is annoying.

But he finds a pretty little move, which enables him either to dislodge the Bishop by c3, or open a file for his Queen Rook, affording him counter-play.



13 **a3!**

A subtle trap! If 13 ... bxa3 14 ♕xa3 (threatens 15 c3) 15 ♖xb2 ♕xb2 16 ♖a1! (a strange attack on both Rooks!) 16 ... ♗b6 17 ♘c4, and White wins a whole Rook.

13	...	o-o
14	axb4	cxb4
15	♕e1	

Again with the idea of playing 16 c3 followed by 17 d4.

15	...	♔c7
-----------	-----	------------

Which Black of course prevents!

16	♘c4	
-----------	------------	--

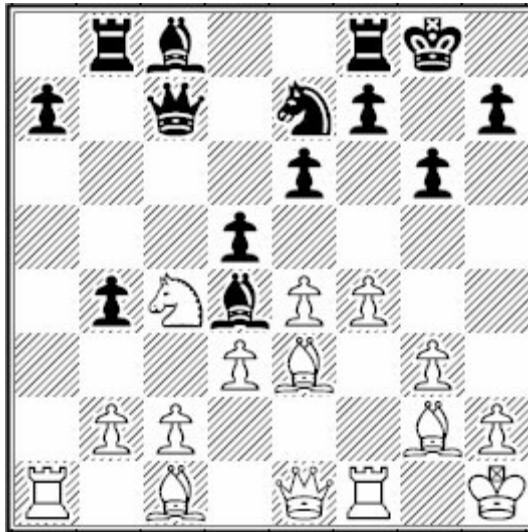
Screens off the opposing Queen, and once more prepares to play 17 c3.

16	...	d5
-----------	-----	-----------

Apparently forcing the Knight to return. Has White wasted time with his last move?

17	♕e3!	
-----------	-------------	--

Not after this move! Suddenly the skies are clear, and the birds begin to sing!



17

...

$\mathbb{Q}xe3$

What else is there? If 17 ... $dxc4$ 18 $\mathbb{Q}xd4$ (threatens 19 $\mathbb{Q}e5$ winning the exchange, as well as 19 $\mathbb{R}xa7$) 18 ... $\mathbb{B}c6$ 19 $\mathbb{Q}f6$, and now it's White's Bishop that dominates the long diagonal.

Or if 17 ... $\mathbb{Q}g7$ 18 $\mathbb{R}xa7$ snips off a Pawn, without compensation for Black. Finally, if 17 ... $\mathbb{B}c6$ (protects the Bishop as well as the a-Pawn) 18 $exd5$ $exd5$ 19 $\mathbb{Q}xd5$, and White wins a Pawn.

18

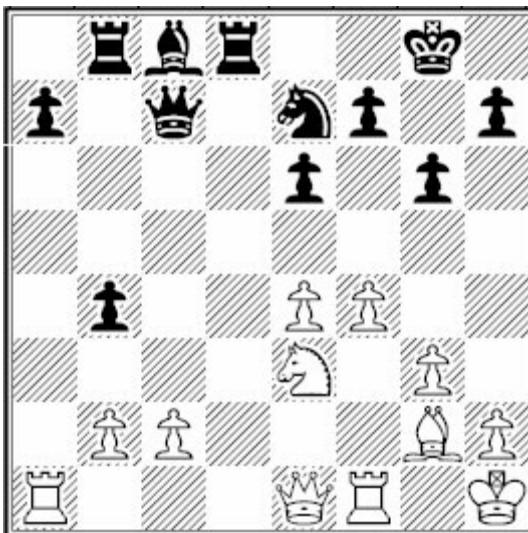
$\mathbb{Q}xe3$

$dxe4$

19

$dxe4$

$\mathbb{R}d8$



Black's once-powerful King Bishop is off the board, and its absence leaves a weakness on the black squares, particularly Black's f6 and h6 squares.

White's next move is an attempt to exploit that weakness.

20

$g4$

Intending to follow with 21 $g5$, 22 $\mathbb{B}g4$ and 23 $\mathbb{B}f6+$, anchoring his Knight on a strong outpost.

20

...

f5

Disposes of that threat, but opens the way for White to secure another sort of advantage – one which could hardly have been foreseen earlier.

21

gxf5

exf5

Preferable to 21 ... gxf5, which opens a file against Black's King – not a palatable prospect!

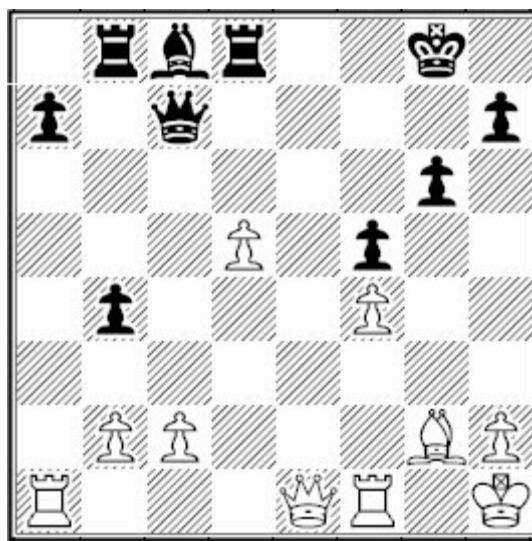
22

♝d5!

♝xd5

23

exd5



The climax of the combination play. White has a passed Pawn, a positional advantage. Black's counter-play in such situations is always tempered by the fact that he must always keep a watchful eye on the Pawn. Its menace grows greater with every step it takes.

23

...

♝b6

24

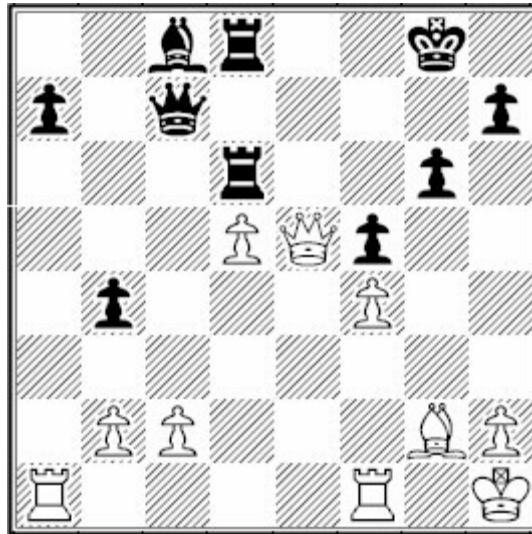
♝e5

♝bd6

This is better than 24 ... ♜dd6, after which 25 ♜fe1 (threatening to win the Queen by 26 ♜e8+ ♜g7 27 ♜e7+) is strong for White, while the alternative 24 ... ♜xe5 25 fxe5, allowing White to have two connected passed Pawns, is unthinkable.

Note how one little Pawn (true enough, it's a passed Pawn) can tie up nearly all of the opposing forces.

This is the position, with White to play:



25 **c4!**

The next step: White plays to establish two connected passed Pawns.

25 **...** **bxc3**

Capturing with the Queen instead leads to this: 25 ... $\mathbb{Q}xc4$ 26 $\mathbb{R}xa7$ $\mathbb{Q}8d7$ 27 $\mathbb{R}xd7$ $\mathbb{Q}xd7$ 28 $d6$, and the check by the Bishop will be fatal.

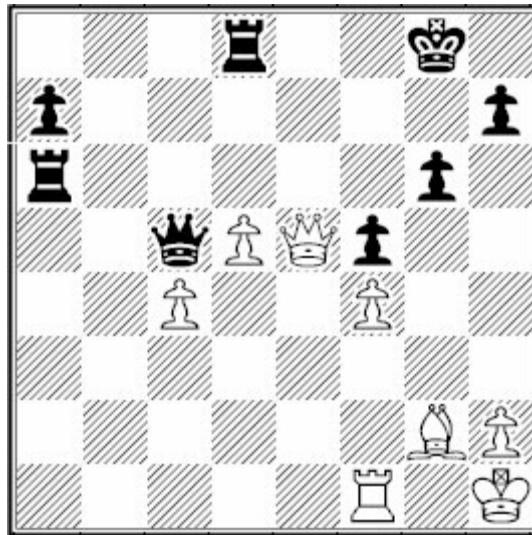
26 **bxc3** **$\mathbb{Q}c5$**

Hoping to develop the Bishop next move. If at once 26 ... $\mathbb{Q}b7$ 27 $\mathbb{R}xa7$ wins a Pawn, or if 26 ... $\mathbb{Q}d7$ 27 $\mathbb{R}xa7$ $\mathbb{Q}xa7$ 28 $\mathbb{Q}xd6$ does likewise, while 26 ... $\mathbb{Q}a6$ loses immediately by 27 $\mathbb{R}xa6$, since Black dares not recapture the Rook.

27 **c4** **$\mathbb{Q}a6$**

The passed Pawns are now heavily blockaded – but White finds a way to lift the blockade!

28 **$\mathbb{R}xa6!$** **$\mathbb{R}xa6$**



29

d6!

Both of White's Pawns are perfectly safe! If 29 ... $\mathbb{Q}xc4$ 30 $\mathbb{Q}d5+$ wins the Queen, while 29 ... $\mathbb{Q}xd6$ is drastically punished by 30 $\mathbb{Q}d5+$ $\mathbb{Q}f8$ 31 $\mathbb{Q}h8+$ $\mathbb{Q}e7$ 32 $\mathbb{Q}g7+$ $\mathbb{Q}e8$ 33 $\mathbb{Q}f7$ mate.

29

...

$\mathbb{Q}xe5$

30

fxe5

White now has three connected passed Pawns – a more than adequate return for his sacrifice of the exchange.

30

...

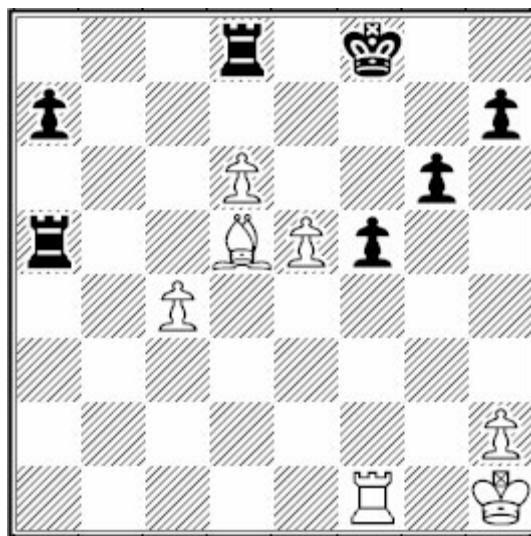
$\mathbb{R}a5$

Temporarily restraining all three dangerous Pawns.

31

$\mathbb{Q}d5+$

$\mathbb{Q}f8$



32

$\mathbb{R}b1!$

White brings up the reserves!

32

...

$\mathbb{Q}g7$

The King goes into hiding, to avoid the effects of 33 $\mathbb{R}b7$ h5 34 $\mathbb{R}h7$ $\mathbb{Q}e8$ 35 $\mathbb{Q}c6+$, and Black loses a Rook.

33

$\mathbb{R}b7+$

$\mathbb{Q}h6$

34

$\mathbb{Q}g2$

$\mathbb{R}a2+$

35

$\mathbb{Q}f3$

$\mathbb{R}a3+$

36

$\mathbb{Q}e2$

f4

Threatens 37 ... $\mathbb{R}e3+$ followed by 38 ... $\mathbb{R}xe5$, removing one of his tormentors.

37

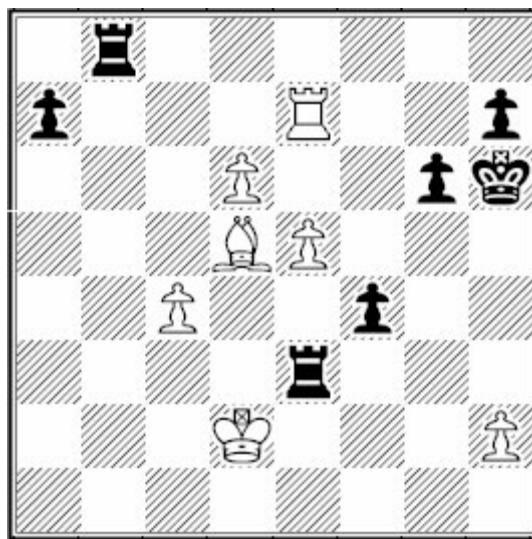
d2

e3

38

e7

b8



Black tries to get the other Rook into active play, with threats of drawing by perpetual check, or even of mating, if White is not careful.

39

b7!

Destroys that hope!

39

...

a5

40

d7

Clearly indicating his intentions – 41 $\mathbb{Q}e8$, followed by Queening the Pawn.

The Bishop is indirectly protected: if 40 ... $\mathbb{R}xb7$ 41 $d8(\mathbb{Q})$ wins easily.

40

...

b3

41

c6

This is better than 41 $\mathbb{Q}e8$, the sequel to which could be 41 ... $\mathbb{R}3xb7$ 42 $\mathbb{R}xb8$ $\mathbb{R}xd7+$ (but not the tempting 42 ... $\mathbb{R}xb8$, after which 43 $e6$ $\mathbb{R}d8$ 44 $\mathbb{Q}e2$ $\mathbb{Q}g7$ 45 $e7$ wins for White) and Black should have no trouble drawing the game.

41

...

b2+

42

c3

8b3+

43

d4

d2+

44

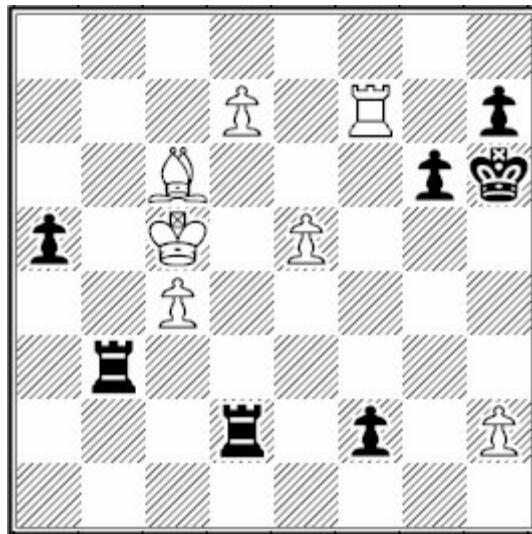
c5

f3

45

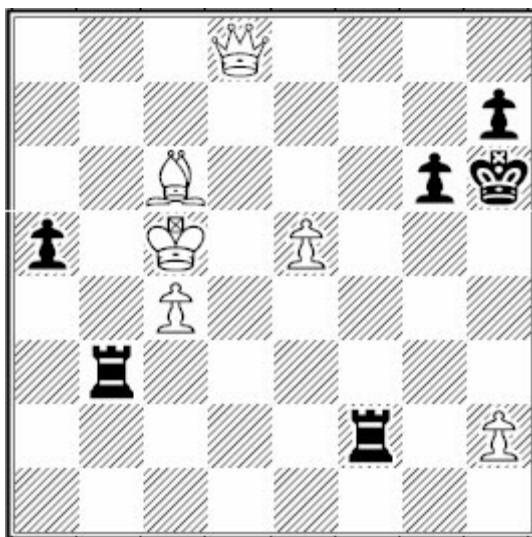
f7

f2



46 ♕xf2 ♕xf2

47 d8(♕)



Black could resign here, but... “Hope springs eternal in the human breast,” as Alexander Pope remarked.

47 ... ♕f5

48 ♕d6 ♕d3+

49 ♕d5 a4

50 e6 ♕e3

51 ♕h4+ ♕g7

52 ♕d4+ ♕fe5

53 ♕xe5+ ♕xe5

54

♕ xe5

a3

55

c5

Resigns

■ GAME THIRTY-FIVE ■

Dispatching the King's Musketeers

T. Petrosian – V. Smyslov

Moscow 1961, QUEEN'S INDIAN DEFENSE

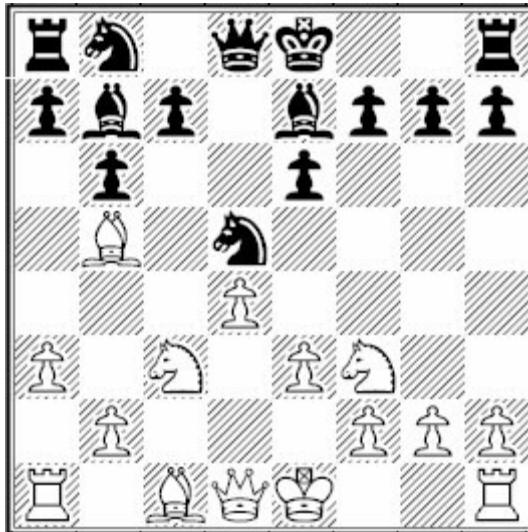
There is nothing prosaic in the way Petrosian handles a King side attack. He can discover witty ideas in the most well-worn positions.

In this game, he finds an original means of breaking into the opponent's territory. He begins by making three aggressive moves in a row with his Queen. These three moves uproot the three Pawns protecting the King in the Castled position. There still remains one strong defender of the King to be disposed of – the enemy Queen! Petrosian lures the Queen away by an offer of his Bishop, and then storms the bastions.

1	c4	f6
2	Qc3	e6
3	Qf3	b6
4	d4	Qb7
5	a3	d5
6	exd5	Qxd5

This is probably preferable to 6 ... exd5, blocking the Bishop's view of the long diagonal.

7	e3	Qe7
8	Qb5+	



8

...

c6

Interposing the Knight could be fatal: 8 ... ♟c6 9 ♜e5 ♖d6 10 ♜e4, and the pinned Knight will fall, or 8 ... ♜d7 9 ♜xd5 exd5 10 ♜e5 ♖c8 11 ♜c6, and the Queen is smothered.

9

♜d3

c5

10

♝xd5

♛xd5

11

dxс5

♛xc5

Black avoids 11 ... ♛xc5, after which 12 ♜b5+ ♜c6 13 ♜xd5 exd5 14 ♜d3, leaves him with an isolated Pawn.

12

♜d2

♞c6

13

♚c1

♝d6

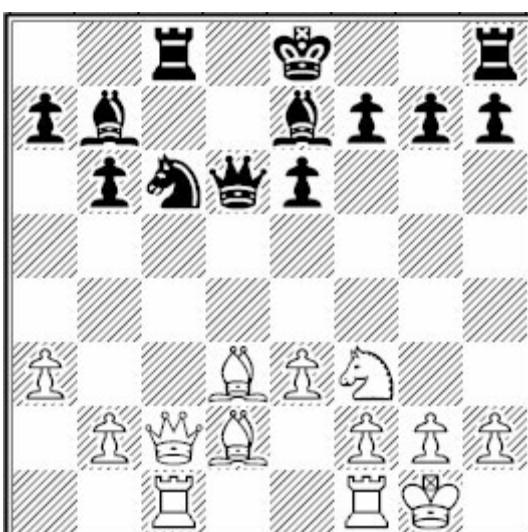
14

♛c2

♚c8

15

o-o



15

...

h6

At this point, Black seems to have a tremendous move in 15 ... ♜e5. He does not play it though, as it might lead to disaster, thus:

(1) 15 ... ♜e5 16 ♜b5+ ♚f8 17 ♜xc8+ ♜xc8 18 ♜xc8+ ♜d8 19 ♜b4, and Black's Queen is pinned.

(2) 15 ... ♜e5 16 ♜b5+ ♜d7 17 ♜xc8+ ♜xc8 18 ♜xc8+ ♜d8 19 ♜b4 ♜d5 (the only move for the poor Queen) 20 ♜c6 ♜d3 (if 20 ... ♜f5 21 ♜d1 wins) 21 ♜e5, and Black's game is in ruins.

(3) 15 ... ♜e5 16 ♜b5+ ♜d8 17 ♜xe5 ♜xc2 (17 ... ♜xe5 18 ♜d3+ ♜d6 might save Black) 18 ♜xf7+ ♜c7 19 ♜xd6 ♜xc1 20 ♜xc1+ ♜xd6 21 ♜b4+ ♜e5 22 ♜xe7, and White wins.

Smyslov might have seen these beautiful combinations, or on principle, might have spent little time analyzing the possibilities. The principle is one that Capablanca expressed when he said this about a powerful-looking move that Winter made against him, "My opponent should have considered that a player of my experience and strength could never allow such a move if it were good."

16

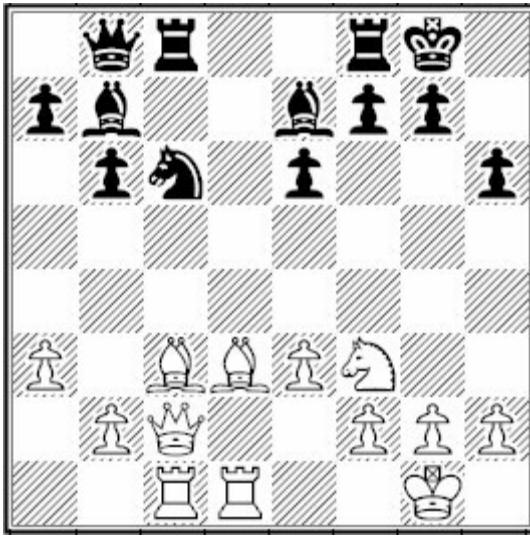
♘fd1

o-o

17

♗c3

♗b8



18

♗a4!

The first in a series of ingenious moves which leads to a devastating King side attack.

18

...

♘fd8

Black prepares to meet 19 ♗g4 with 19 ... ♜f8, but White has other ideas.

19

♗e4

First threat: 20 ♗h7+, and mate next move.

19

...

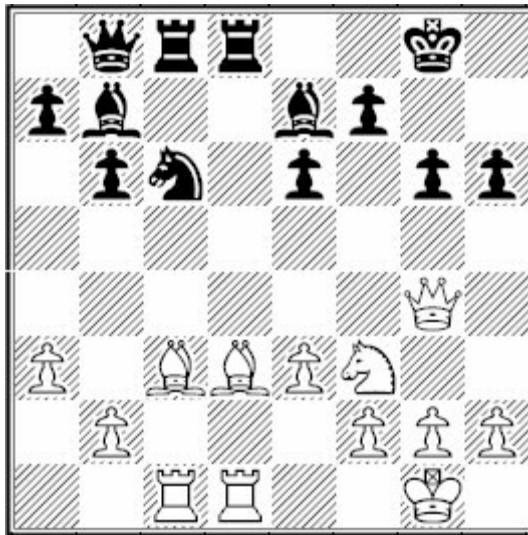
g6

The best reply, but now one of the Pawns has been uprooted, and the position weakened.

20

♕g4

Second threat: 21 ♜xg6 fxg6 22 ♜xg6+ ♔f8 23 ♜g7+ ♔g8 24 ♜xh6+ ♔h8 25 ♜g7 mate.



20

...

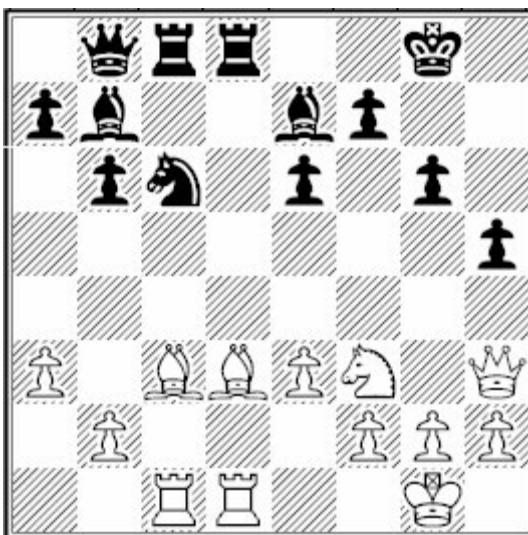
h5

Another Pawn is dislodged. Defending the g-Pawn by 20 ... ♔h7 instead leads to some pretty combinations, the logical result of Petrosian's fine position play: 20 ... ♔h7 21 ♜xg6+ fxg6 22 ♜xe6 (threatens 23 ♜f7 mate) 22 ... ♜f8 23 ♜d7 (threatens 24 ♜xe7+ and a quick mate) 23 ... ♜c7 24 ♜e5! ♜xe5 25 ♜xe5 (the goal is 26 ♜g7 mate) 25 ... ♜f7 26 ♜xc7, and Black is helpless.

Even prettier is this line: 20 ... ♔h7 21 ♜xg6+ fxg6 22 ♜xe6 ♜f8 23 ♜d7 ♜ce8 24 ♜g5+! hxg5 25 ♜h3+ ♔g8 26 ♜h8+ ♔f7 27 ♜f6+ ♔g8 28 ♜g7 mate.

21

♕h3



Third threat: 22 ♜xg6 fxg6 23 ♜xe6+ ♔f8 24 ♜xg6, and White wins.

21

...

f5

A third Pawn is displaced. Here too, a different defense meets with retribution by combinative means: If 21 ... $\mathbb{Q}d6$ (to protect the e-Pawn) 22 g4 $\mathbb{Q}cd8$ 23 gxh5 $\mathbb{Q}xd3$ 24 $\mathbb{Q}xd3$ $\mathbb{Q}xd3$ 25 hxg6 fxg6 26 $\mathbb{Q}h8+$ $\mathbb{Q}f7$ 27 $\mathbb{Q}e5+!$, and Black must give up his Queen, either by 27 ... $\mathbb{Q}xe5$ directly, or by 27 ... $\mathbb{Q}xe5$, unguarding the Queen.

22

$\mathbb{Q}c4$

$\mathbb{Q}xd1+$

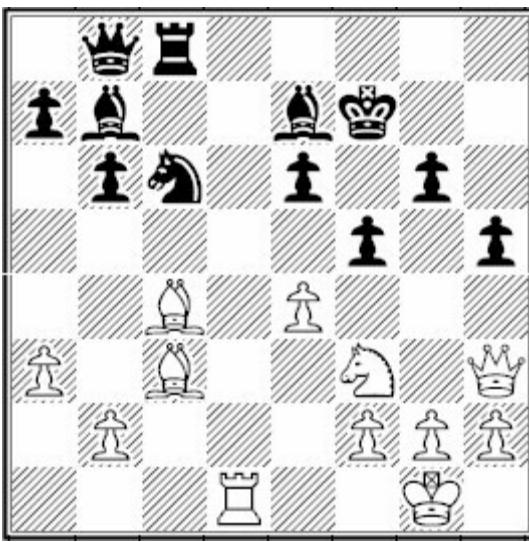
23

$\mathbb{Q}xd1$

$\mathbb{Q}f7$

24

e4!



Everybody wants to get into the act! The attack is directed against Black's vulnerable Pawn at e6. The immediate threat is 25 exf5 gxf5 26 $\mathbb{Q}xf5+$ $\mathbb{Q}e8$ (if 26 ... $\mathbb{Q}g8$ 27 $\mathbb{Q}xe6$ is mate) 27 $\mathbb{Q}g6+$ $\mathbb{Q}f8$ 28 $\mathbb{Q}g7+$ $\mathbb{Q}g8$ 29 $\mathbb{Q}xe6$ mate.

24

...

$\mathbb{Q}f4$

25

$\mathbb{Q}e1$

$\mathbb{Q}g4$

Can Black force an exchange of Queens, and stifle the attack?

26

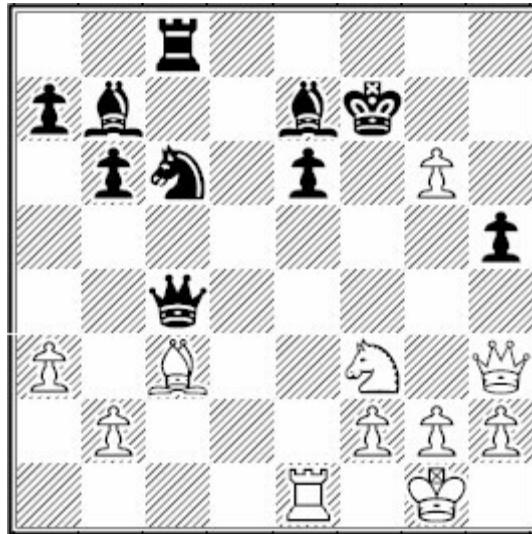
exf5

$\mathbb{Q}xc4$

What else was there? If 26 ... gxf5 27 $\mathbb{Q}xe6+$ followed by 28 $\mathbb{Q}xc8$ wins, or if 26 ... $\mathbb{Q}xf5$ 27 $\mathbb{Q}xe6+$ wins the Queen. Finally, if 26 ... $\mathbb{Q}xh3$ 27 $\mathbb{Q}xe6+$ $\mathbb{Q}f8$ 28 gxh3 $\mathbb{Q}d8$ 29 fxg6, and White is three Pawns ahead and threatens 30 g7+ with an easy win.

27

fxg6+



27

...

e8

Black avoids the elegant loss by 27 ... ♕xg6 28 ♖xe6+ ♔f7 29 ♖xc6! and Black may capture the Rook in any of three ways, only to lose his Queen by the Knight fork 30 ♜e5+.

28

g7

e5

If 28 ... ♔d7 29 ♖d1+ ♔c7 30 ♜g3+ e5 31 ♜xe5+ ♜xe5 32 ♜xe5+ ♔c6 33 ♜d4+, and Black must give up his Queen, or be mated.

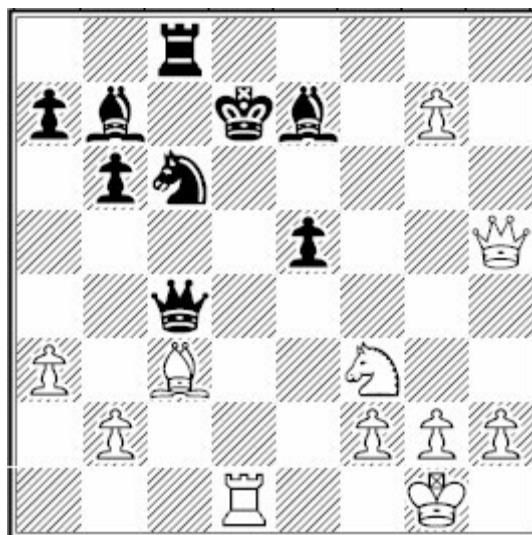
29

♕xh5+

d7

30

♖d1+



30

...

d6

There is no hope in 30 ... ♔c7 31 ♜xe5+ ♜xe5 32 ♜xe5+ ♔c6 33 ♜d4+ (reproducing the position in the previous note) 33 ... ♔d7 34 ♜f5+ ♔c6 35 ♜xe7 mate.

31

♜xe5

d4

Loses a piece, but so does every thing else.

32

♝xd4

Resigns

Masterly attacking play by Petrosian.

■ GAME THIRTY-SIX ■

The Sheltering Pawn

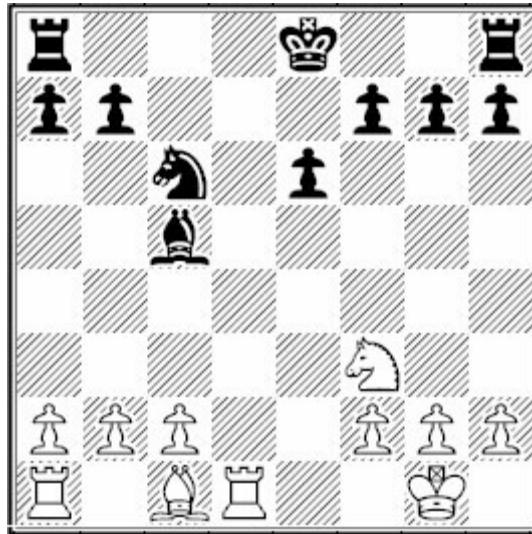
W. Schrage – R. Réti

Berlin 1928, SICILIAN DEFENSE

Réti's endings are always wonderfully instructive. He is two Pawns down in this one, but the aggressive position of his King, Rook and passed Pawn give him the advantage. For practical purposes Réti is a King ahead!

There are clever touches in this exquisite ending. An appreciation of their fine points will do more to improve your game than learning by heart the quickest way to mate with a Knight and Bishop, especially since an opportunity to do so may never occur in your lifetime!

1	e4	c5
2	♘f3	♘f6
3	♘c3	d5
4	exd5	♘xd5
5	♗b5+	♗d7
6	♕xd7+	♔xd7
7	♘xd5	♔xd5
8	d4	e6
9	o–o	♘c6
10	dxc5	♔xd1
11	♖xd1	♗xc5

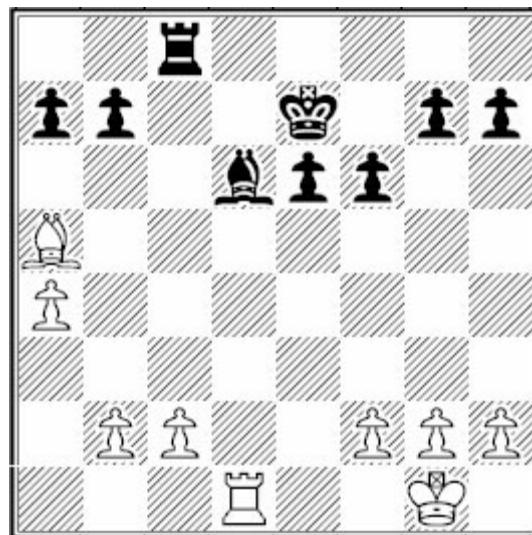


The players skip the midgame and go right into the ending, with the chances about even.

12	Qf4	Ke7
13	Qe5	Rxe5
14	Rxe5	f6
15	Qc3	Rhd8
16	Qa5	

To tempt 16 ... b6 in reply, but Réti wants the third rank free for his Rook.

16	...	Rxd1+
17	Rxd1	Rc8
18	a4	Qd6



19	Rd2
-----------	------------

White must also be careful about moving his Pawns. If he plays 19 c3 to save his Pawn, then 19 ... b6 20 ♜b4 ♜xb4 21 cxb4 ♜c4 22 a5 ♜xb4 wins a Pawn for Black.

19

...

♜c6

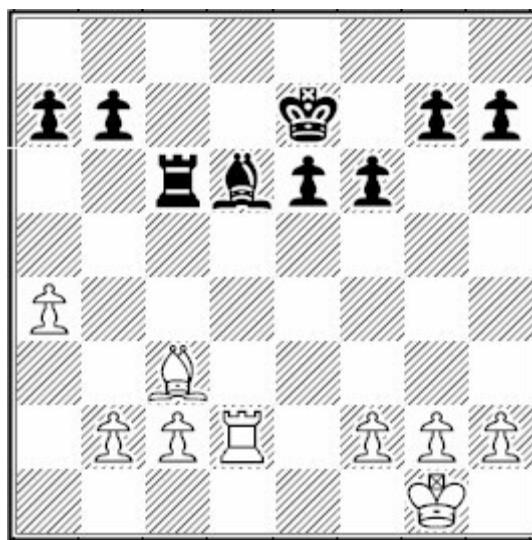
With an eye to 20 ... ♜a6 21 ♜c3 (of course not 21 b4 b6, trapping the Bishop) 21 ... ♜xa4, and Black wins a Pawn.

20

♝c3

White is careful! The natural move 20 b3 protects the a-Pawn, but makes a victim of the Bishop after the reply 20 ... b6.

This is the position, with Black to play:



20

...

e5

Prepares for this attack: 21 ... ♜c4 22 a5 ♜b4 23 ♜xb4+ ♜xb4 24 b3 ♜b5, and Black wins a Pawn.

Réti does not play 20 ... ♜c4 at once, as 21 ♜d4 in reply rescues the Pawn.

21

♜d3

This defense of the Bishop frees the b-Pawn from that duty. Now if 21 ... ♜c4 22 b3 holds everything.

21

...

♚e6

22

♜h3

h6

23

♜g3

g5

24

♜h3

♝f8

25

♜d3

♜c4!

Induces White to play ...

26

b3

Bolsters the a-Pawn, but now the Bishop's position has been weakened as it lacks the support of the b-Pawn.

26

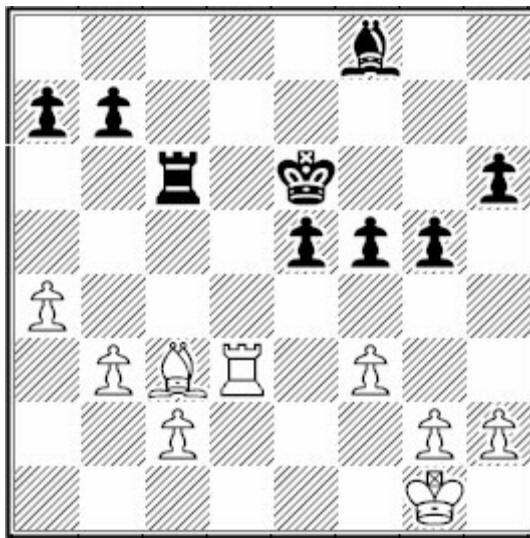
...

♖c6

27

f3

f5



The Pawns take on a menacing look. Black's immediate threat is 28 ... e4 29 fxe4 fxe4 30 ♖h3 g4 31 ♖g3 (the Rook must stay on the third rank to keep in touch with the Bishop) 31 ... ♗d6 32 ♖e3 ♗c5, and the pin by the Bishop wins the exchange for Black.

28

g4

f4

29

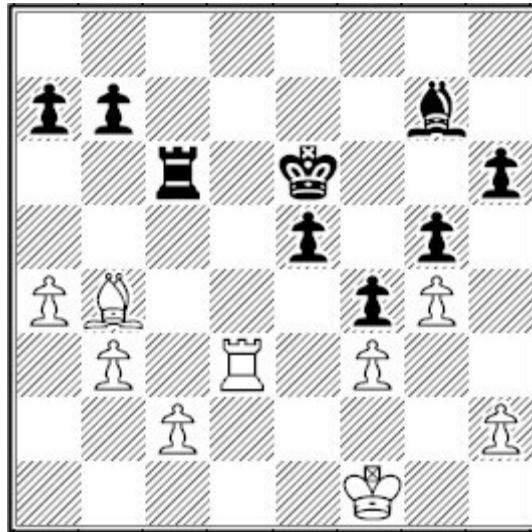
♗f1

♗g7

Clearly intending 30 ... e4, a discovered attack which wins a piece or the exchange.

30

♗b4



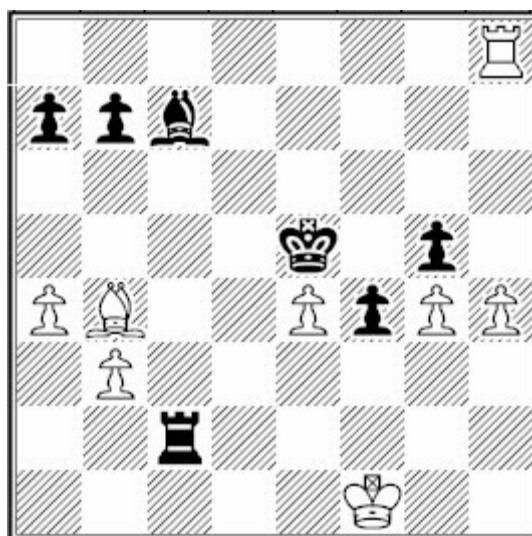
White offers a Pawn in the hope of getting counter-play after its capture (30 ... $\mathbb{Q}xc2$) by 31 $\mathbb{Q}d6+$ $\mathbb{Q}f7$ 32 $\mathbb{Q}d7+$.

30 ... **e4!**

A fine sacrifice (of the g-Pawn and h-Pawn, as it turns out), which clears the way for the King to come strongly into the game.

31	fxe4	$\mathbb{Q}xc2$
32	$\mathbb{Q}d6+$	$\mathbb{Q}e5$
33	$\mathbb{Q}g6$	$\mathbb{Q}f6$
34	$\mathbb{Q}xh6$	$\mathbb{Q}d8$
35	$\mathbb{Q}h8$	$\mathbb{Q}c7$
36	h4	

And we have this position, with Black to play:



White is willing to give up a couple of Pawns, if he can thereby obtain a passed Pawn. Naturally, he expects Black to take whatever Pawns he can get, and that the game might take this course: 36 ... gxh4 37 g5 ♕xe4 38 g6 ♕f3 39 g7 ♕c1+ 40 ♔e1 ♔a5 41 ♕e8 h3 42 g8(+) h2 43 ♔g2 mate.

Or, if this is too much to expect, that Black will play the straight forward 36 ... ♕xe4, Pawns being so valuable in the endgame.

36

...

♕d4!

But Réti crosses him up! Instead of capturing the Pawn, *the King goes around it*. In this way the King advances to a dominating position, *sheltered by the opponent's Pawn*, which acts as a buffer against annoying Rook checks.

37

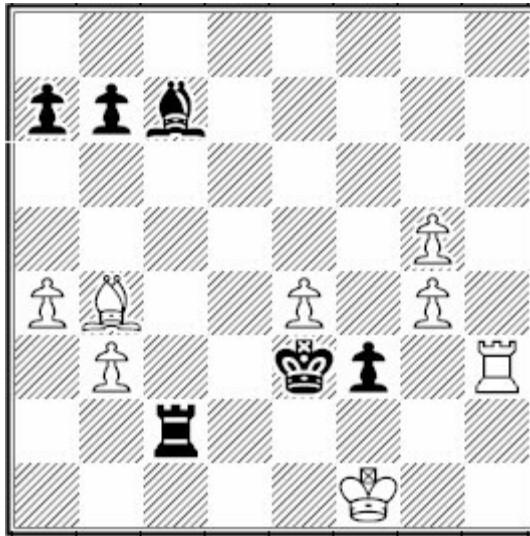
hxg5

♔e3

38

♕h3+

f3



Despite the fact that he is two Pawns behind, Black's position is powerful. His King and passed Pawn are strongly placed in the opponent's territory, and his Rook dominates the seventh rank. In addition to this, he threatens to finish matters off by 39 ... ♕c1+ 40 ♔e1 ♔xa5.

Black has everything in his favor.

39

♕a3

Prepared to meet 39 ... ♕a2 (an attack on the Bishop and a threat to mate by 40 ... ♕a1+) with 40 ♕c1+.

But Black can trump this trick, too!

39

...

♕d6!

40

b4

a5

41

♕h6

♕xb4

42

Qxb4

axb4

Black now has a passed Pawn on each side of the board. Meanwhile he threatens instant mate!

43

g1

b3

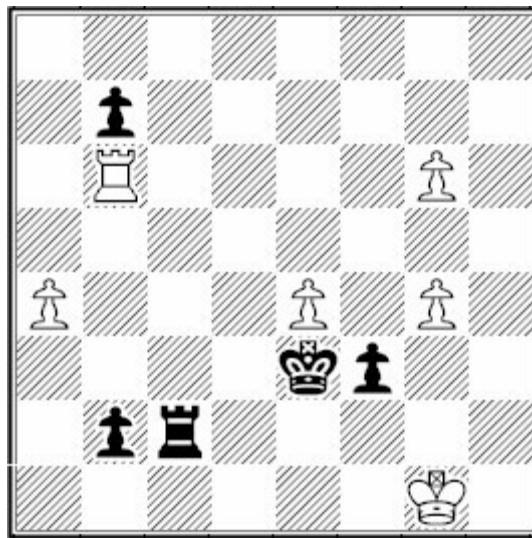
44

b6

b2

45

g6



45

...

qe2!

This is more accurate than 45 ... $\mathbb{Q}c1+$ 46 $\mathbb{Q}h2$ $b1(\mathbb{Q})$ 47 $\mathbb{Q}xb1$ $\mathbb{Q}xb1$ 48 $g7$ $f2$ 49 $g8(\mathbb{Q})$, and White still needs subduing.

46

g7

f2+

47

qh2

f1(\mathbb{Q})

48

Resigns

If White Queens the Pawn, the finishing touch is 48 ... $\mathbb{Q}f3$, discovered check and mate.

■ GAME THIRTY-SEVEN ■

The Power of Position Play

J.R. Capablanca (*Simultaneous*)

vs.

T. Germann, D. Miller, W. Skillicorn

London 1920, Queen's Gambit Declined

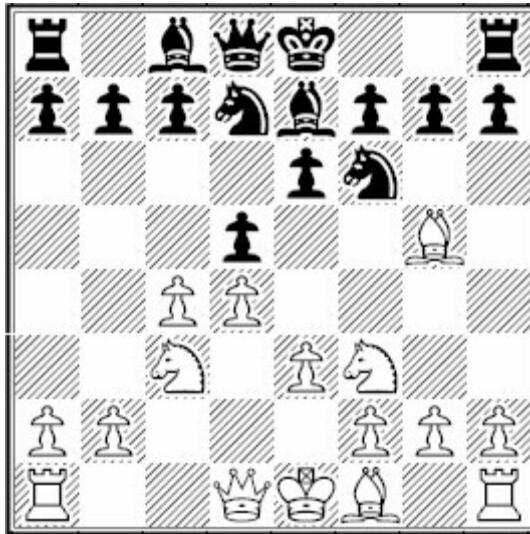
This is a typical Capablanca game. Which is to say, that its outward appearance of classic simplicity may conceal inner workings of fiendish ingenuity.

Capablanca squeezes out a win from a position where his advantage, acquired in the opening, and carried through the midgame into the ending, is so slight as to be almost imperceptible. It consists in having a King that is situated closer to the center, and a Rook that is more active than his opponent's. This is little enough, but it enables Capablanca to set his sights on a Pawn, surround it and remove it. Once he is a Pawn ahead, and a road cleared for the advance of a passed Pawn, the win is easy for Capablanca.

All this is done smoothly and effortlessly, as though Capablanca were demonstrating a composed ending whose terms were, 'White to move and win.'

We may not hope ever to play like Capablanca, but we can learn a great deal about the technique of winning by watching him in action.

1	d4	d5
2	c4	e6
3	♘f3	♘f6
4	♗g5	♘bd7
5	e3	♗e7
6	♘c3	



6 ... **a6**

Ready to start the Pawns rolling on the Queen side by 7 ... $dxc4$ 8 $\mathbb{Q}xc4$ $b5$ 9 $\mathbb{Q}d3$ $c5$, with vigorous (but perhaps premature) counter-play. A safer line is 6 ... $o-o$ 7 $\mathbb{R}c1$ $c6$, which does not reveal his hand so soon.

7 $\mathbb{Q}c2$ **o-o**

8 $\mathbb{R}c1$

The Rook moves to a file where it can be useful. Sooner or later an exchange of Pawns will open the c-file, and the Rook's presence will be felt.

8 ... **dxc4**

9 $\mathbb{Q}xc4$ **b5**

10 $\mathbb{Q}d3$ $\mathbb{Q}b7$

This attack weakens Black's Pawn structure on the Queen side, and will make it difficult for him to get in the freeing move ... $c5$.

11 **a4** **b4**

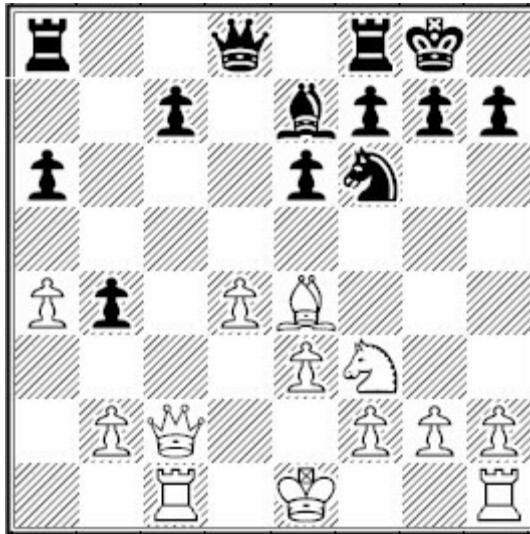
12 $\mathbb{Q}xf6$ $\mathbb{Q}xf6$

13 $\mathbb{Q}e4$

This brings about more exchanges, as White threatens either to win a Pawn by 14 $\mathbb{Q}xf6+$ $\mathbb{Q}xf6$ 15 $\mathbb{Q}xh7+$, or to play 14 $\mathbb{Q}c5$, getting a powerful grip on the position.

13 ... $\mathbb{Q}xe4$

14 $\mathbb{Q}xe4$



14

...

$\ddagger xe4$

Once again compulsory, as the alternatives are:

(1) 14 ... $\ddagger c8$ 15 $\ddagger b7$, and White wins a Pawn.

(2) 14 ... $\ddagger a7$ 15 $\ddagger e5$ $\ddagger xe4$ 16 $\ddagger c6$ $\ddagger a8$ (what else is there, with everything *en prise*?) 17 $\ddagger xe7+$ $\ddagger h8$ 18 $\ddagger c6$, and White wins the exchange.

15

$\ddagger xe4$

c5

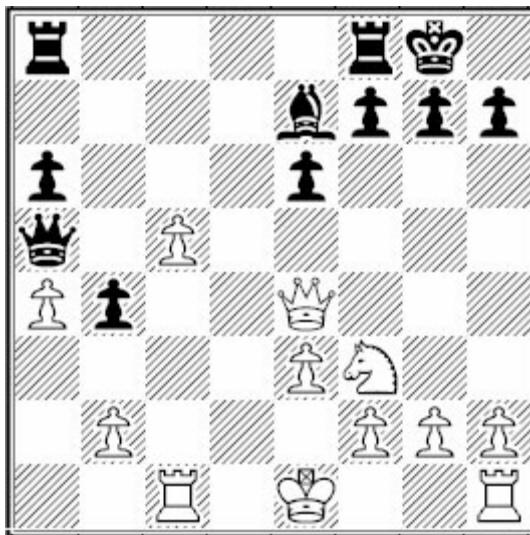
Win or lose, Black must advance the c-Pawn, or be left with a strategically lost position. Any delay will allow White to play 16 $\ddagger c6$ with intolerable pressure.

16

$dxc5$

$\ddagger a5$

This is the position, with White to play:



17

b3!

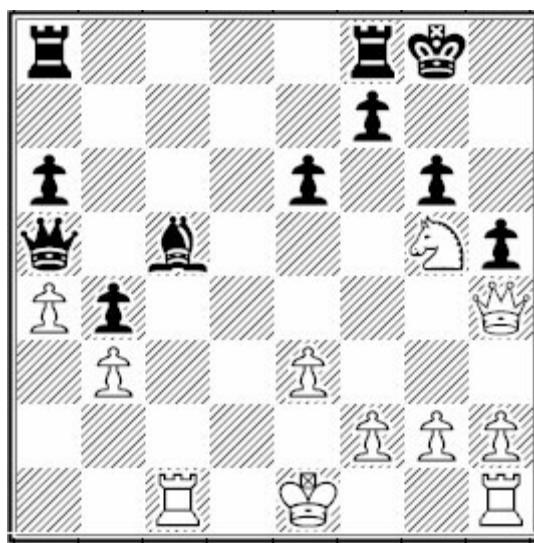
Simple and strong! Black will have to lose time capturing the c-Pawn, and in consequence his pieces will be somewhat awkwardly placed. An attempt to hold on to the passed Pawn though, leads

to complications which are not clear: If 17 c6 ♕xa4 18 o-o ♕fc8 19 ♕c4 ♕c7 20 ♕fc1 ♕ac8 21 ♘d4 and White has no definite advantage.

17	...	♕xc5
18	♗g5	

This is not the beginning of a King side attack, even though White does threaten 19 ♗xh7 mate. The object of this, and the next move, is to force a loosening of Black's Pawn structure on the King side.

18	...	g6
19	♗h4	h5



20	♘e4
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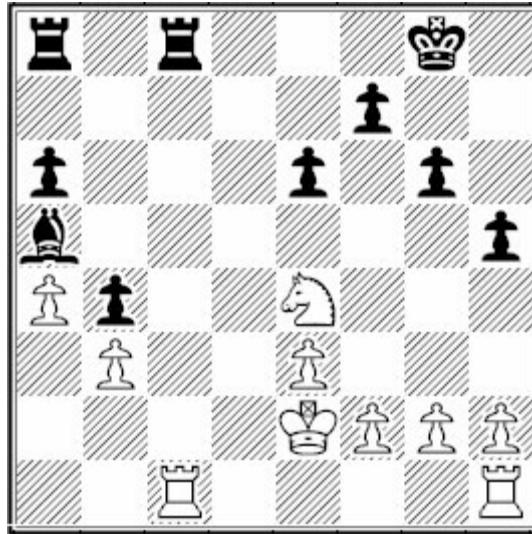
This is better than the plausible attempt to break up Black's King side by 20 g4 followed by 21 gxh5. Black meets 20 g4 with 20 ... ♜e7 (pinning the Knight) and after 21 f4, ♜xg5 deprives White of a valuable piece.

20	...	♖fc8
21	♗g5!	

Guards against loss of a Pawn by 21 ... ♜xe3 22 ♕xc8+, ♕xc8, and White may not capture the Bishop.

The triple attack on the Bishop will force an exchange of Queens, simplifying the position to White's advantage.

21	...	♗b6
22	♗xa5	♗xa5
23	♔e2	



There are always threats against exposed pieces in the most innocent-looking positions. The unprotected Bishop in this case is a likely candidate for abduction. One possibility is: 24 ♜d6 ♛d8 (to control one of the open files) 25 ♜b7 (attacks Rook and Bishop) 25 ... ♛d5 26 e4 (attacks the defender of the Bishop) 26 ... ♛e5 27 f4 ♛xe4+ 28 ♔f3, and White wins a piece.

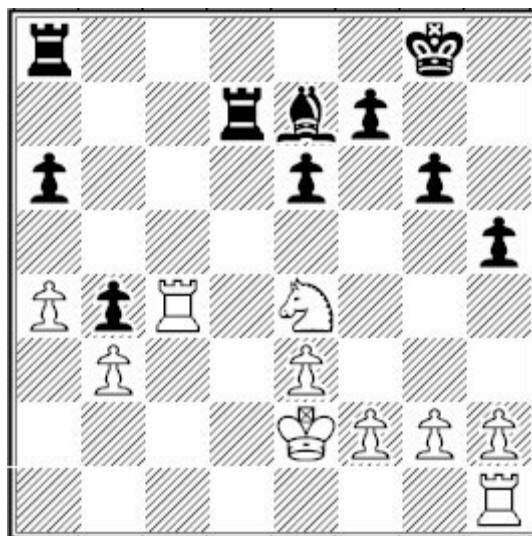
23 ... ♜d8

24 ♜d6 ♛c7

25 ♛c4 ♛d7

Abandons the c-file, but exchanging Rooks instead is not very attractive: 25 ... ♛xc4 26 ♜xc4 ♔f8 27 ♛d1 ♔e7 28 f4 (if 28 ♜e5 ♔e8 defends against the threats of winning a Pawn by 29 ♜c6+ or by 29 ♛d7+) and White has the edge.

26 ♜e4 ♔e7



27 ♛d1!

Naturally, Capablanca does not try to win a Pawn by 27 $\mathbb{R}xb4$, when 27 ... f5 (but not 27 ... $\mathbb{Q}xb4$ 28 $\mathbb{Q}f6+$, regaining the Rook) winning a piece for Black is the penalty.

27 ... **xd1**

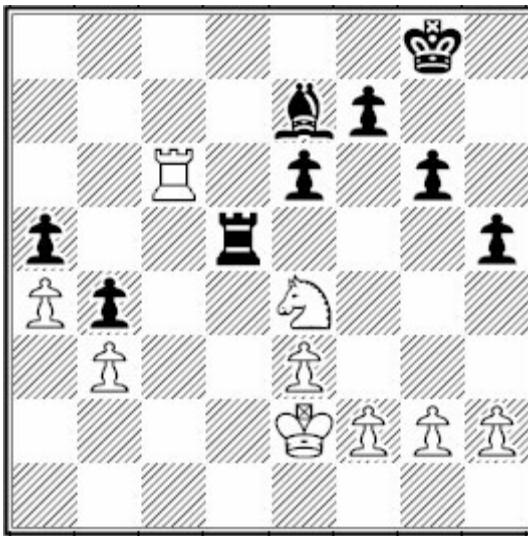
Here though, if 27 ... $\mathbb{R}ad8$ 28 $\mathbb{R}xd7$ $\mathbb{R}xd7$ 29 $\mathbb{R}xb4$, and White wins a Pawn, as 29 ... f5 is met by 30 $\mathbb{R}b8+$.

28 **xd1** **d8+**

29 **e2** **d5**

30 **c6** **a5**

If Black defends the Pawn by 30 ... $\mathbb{R}a5$, the reply 31 $\mathbb{Q}d2$ followed by 32 $\mathbb{Q}c4$, drives the Rook away and wins the Pawn.



White has a target in the a-Pawn. He can attack it by moving his Rook behind the Pawn, and posting his Knight at c4. Black can defend the Pawn with Rook and Bishop, but the Rook can be driven off, and the Pawn then captured.

31 **d2** **g7**

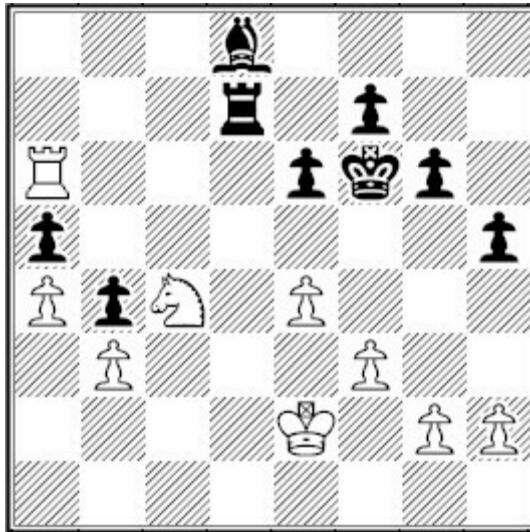
32 **c4** **d8**

33 **e4** **d4**

The Rook must leave the fourth rank, and the defense of the Pawn. If it tries to remain, and moves to g5, then 34 g3 threatens Black with loss of a whole Rook by 35 f4 $\mathbb{R}g4$ 36 $\mathbb{Q}f3$, followed by 37 h3.

34 **f3** **d7**

35 **a6** **f6**



36

$\mathbb{Q}x\mathbf{a}5$

$\mathbb{Q}x\mathbf{a}5$

Black exchanges to bring about a Rook ending, which may be difficult to win even with an extra Pawn.

37

$\mathbb{Q}x\mathbf{a}5$

$\mathbb{R}\mathbf{d}4$

Protecting the b-Pawn by 37 ... $\mathbb{R}b7$ succumbs to 38 $\mathbb{R}b5$ $\mathbb{Q}xb5$ 39 $a\mathbf{x}b5$ $\mathbb{Q}e5$ 40 $\mathbb{Q}d3$, followed by 41 $\mathbb{Q}c4$, and another Pawn bites the dust.

38

$\mathbb{R}\mathbf{b}5$

$\mathbf{e}5$

On 38 ... $\mathbb{Q}e7$ instead, 39 $\mathbb{Q}e3$ evicts the Rook again – this time from the fifth rank.

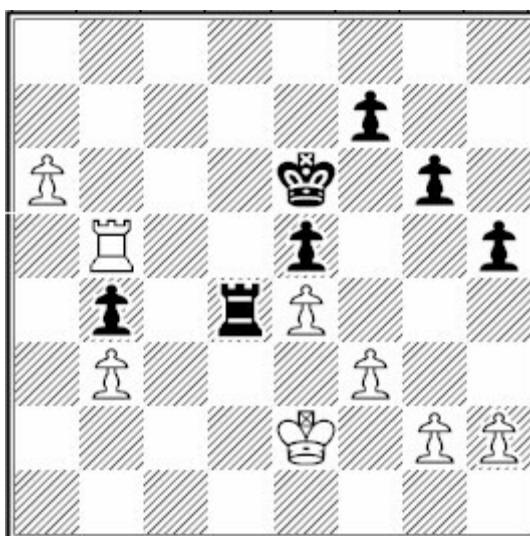
39

$\mathbf{a}5$

$\mathbb{Q}\mathbf{e}6$

40

$\mathbf{a}6$



40

...

$\mathbb{R}\mathbf{d}6$

Or 40 ... $\mathbb{R}d7$ 41 $\mathbb{R}b6+$ $\mathbb{Q}e7$ 42 $\mathbb{R}b7$ $\mathbb{Q}d8$ 43 $\mathbb{R}xd7+$, and the Pawn cannot be stopped.

41

a7

■ a6

There is no hope in 41 ... $\mathbb{Q}d8$, since 42 $\mathbb{Q}b8$ in reply forces the Pawn through. So Black moves his Rook behind the Pawn to stop its mad rush.

Capablanca has a pretty answer to that move!

42

■ b6+!

Resigns

This unknown game of Capablanca's is as beautifully precise as his familiar masterpieces.

■ GAME THIRTY-EIGHT ■

That Old Black Magic

O.S. Bernstein – J. Mieses

Coburg 1904, SICILIAN DEFENSE

This is the finest game I know of to reveal the mysteries of the black squares.

In this game, White gets a strangle-hold on the position through his control of the black squares. His opponent's Pawns are held in a grip of steel, and are unable to move without loss. The consequence is that the pieces behind the Pawns are helpless to come into the game. White's pieces, on the other hand, are unrestrained, and free to roam all over the board.

The exploitation of White's superiority is quite entertaining, the King himself giving a remarkable display of his powers in the ending.

1	e4	c5
2	♘c3	e6
3	♘f3	♘c6

This cannot be bad, since a piece is developed. More to the point though, is the vigorous 3 ... d5, to establish a Pawn firmly in the center.

4	d4!	cx_d4
5	♘xd4	♘f6
6	♘xc6	b_xc6



7

e5!

Excellent! This evicts the Knight from its fine post, and strengthens White's grip on the square d6. This is the first step in White's campaign for control of the black squares.

7

...

♞d5

8

♝e4

Intensifies the pressure on d6 – reason enough for moving a piece twice in the opening.

8

...

f5

If 8 ... ♜c7 9 f4 (but not 9 ♞d6+ ♜xd6 10 exd6 ♜xd6 11 c4, when Black escapes from the pin by ♜e5+).

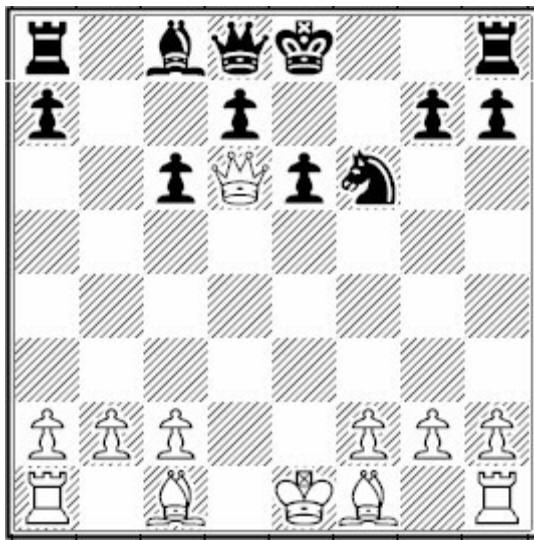
9

exf6**♞xf6**

10

♞d6+**♜xd6**

11

♝xd6

The exchange of pieces has left Black with the bad Bishop, one which is ineffective because its pathway is cluttered up by Pawns. A Bishop can have little mobility if the squares to which it is limited are occupied by Pawns.

Black must also cope with the fact that his King may not Castle, and his d-Pawn is blockaded.

11

...

♝e4

The Queen must be driven off, or Black will choke for lack of air.

There is no relief in 11 ... ♜e7 12 ♜f4 ♜xd6 13 ♜xd6 ♜e4 14 ♜a3!, and White still bears down with a heavy hand.

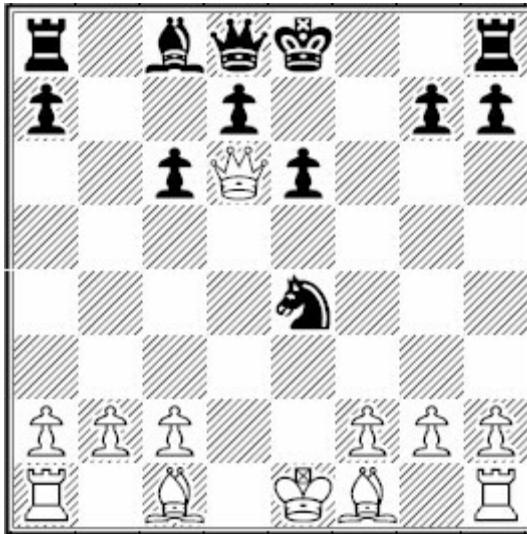
12

♝d4**♞f6**

13

\mathbb{Q} d6

\mathbb{B} e4



14

\mathbb{Q} b4!

Very strong! If the Queen cannot establish permanent residence at d6, this square is the next best thing. At b4 (odd place though it is) the Queen attacks the Knight, controls a diagonal which makes Castling impossible for Black, and in a third direction prevents Black's Queen Rook from seizing the open file.

14

...

d5

Quite plausible, since it seems to bring about equality. The Knight is protected, and Black intends to continue with 15 ... \mathbb{Q} d6, enabling him to Castle.

15

\mathbb{Q} d3

An ideal move, as a piece is developed with a threat – 16 \mathbb{Q} xe4 dx \mathbb{Q} e4 17 \mathbb{Q} xe4, and White wins a Pawn.

15

...

\mathbb{Q} d6

16

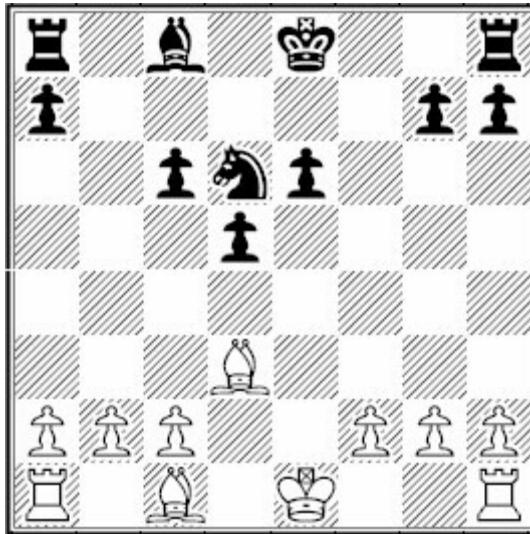
\mathbb{Q} xd6

White is happy to simplify. He will still enjoy the advantages accruing from two powerful Bishops, and an enduring grip on the black squares.

16

...

\mathbb{Q} xd6



Black is content with his part of the bargain: his Rooks have open files on which to operate, and the cluster of Pawns in the center should limit the scope of the opposing Bishops.

17 **f4!**

This prevents 17 ... e5, and the release of Black's Bishop.

It was about moves of this sort that the great annotator Marco said, "An eye for the microscopic betokens the master."

17 **...** **a5**

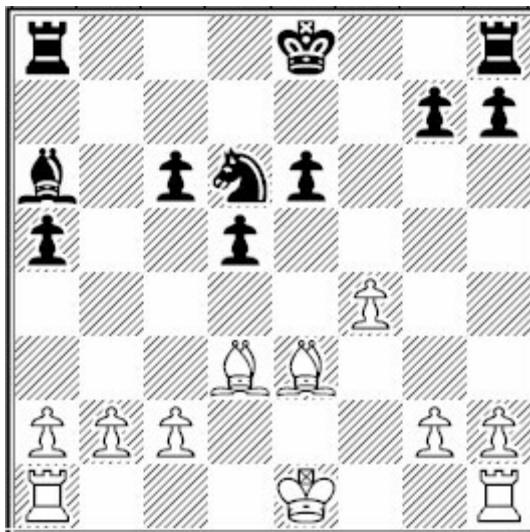
Obviously preparing to bring the Bishop into play on the starboard side.

18 **♝e3!**

An excellent move! It prevents the advance of Black's c-Pawn, while two more black squares (d4 and c5) come under White's domination.

18 **...** **♝a6**

This is the position, with White to play:



19

♔d2!

The King is a strong piece and should be used aggressively in the ending. As the number of pieces on the board diminishes, so is the danger lessened of the King being exposed to a mating attack, and its own power as a fighting piece magnified. In the ending, the King is unexcelled as a means of causing damage by getting in among the enemy Pawns.

19

...

♗c4+

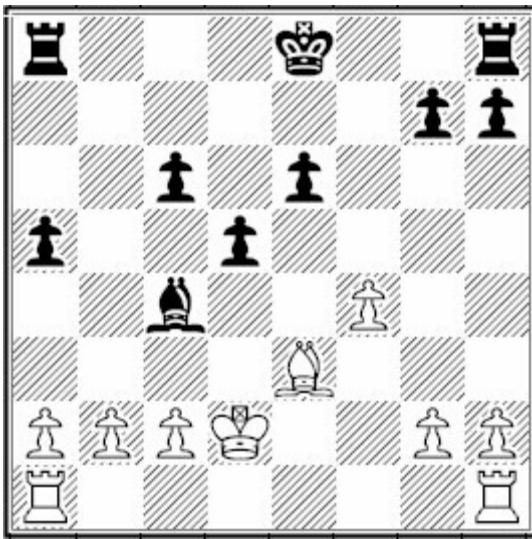
Black's plan becomes manifest: he wants to force an exchange of Knight for Bishop. This would leave Bishops of opposite colors on the board, a circumstance generally leading to a draw.

Black is also playing for a swindle: if 20 ♔e2 (hoping for 20 ... ♗xb2, when 21 ♗xa6 ♗xa6 22 ♗ab1 ♗c4 23 ♗b8+ followed by 24 ♗xh8 wins for White), Black crosses him up by the simple 20 ... ♗xe3, getting rid of the Bishop that is holding back his Pawns.

20

♗xc4

♗xc4



21

a4!

Blockade! The a-Pawn is stopped dead in its tracks. It is now a fixed target, always in danger of being attacked by ♗b6. Black must watch over the Pawn constantly with his Queen Rook, as loss of the Pawn allows White a passed Pawn on the a-file. Black is thereby deprived of the active services of his Queen Rook.

21

...

♔d7

The King comes to the center for the endgame.

The Rooks are now united, while the King heads for d6 to support the c-Pawn, whose advance would free his game.

22

b3

♗a6

The only flight square open to the unhappy Bishop!

23

♝b6!

And now an attack on the Pawn!

23

...

♝c8

Which can only be met by further retreat of the Bishop!

24

♛e3

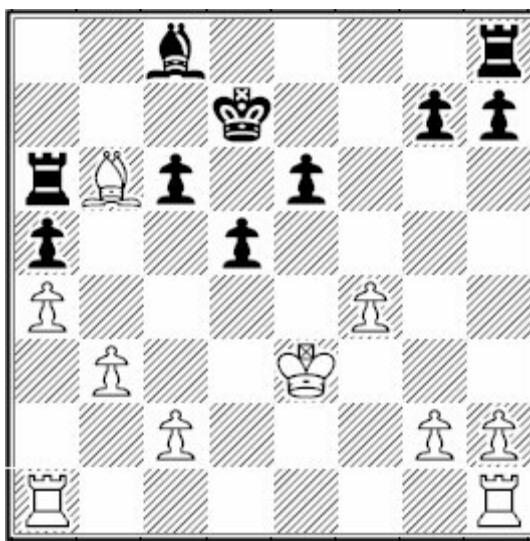
Continues the trek to d4, e5, and as we shall see, points north!

White is ready to meet 24 ... ♛d6 with 25 ♛d4, after which Black's center Pawns are held tight.

24

...

♜a6



25

♝c5!

Dominates every important square on the board!

Black's King cannot reach d6, his Rooks cannot seize any open files, his Bishop has little scope (one square as against eight by White's) and his Pawn center is paralyzed.

White has a won game, strategically. What remains is the matter of winning it, a technique the masters take for granted, but one not always easily demonstrated. It is done here in magnificent style.

25

...

♚c7

26

♛d4!

Tightens the noose! The strengthening of White's grip on the black squares prevents the opponent's center Pawns from moving, and this in turn keeps the pieces behind the Pawns from taking an active part in the game.

The King's last move also clears the way for the entrance of the King Rook, who will make good

use of the e-file.

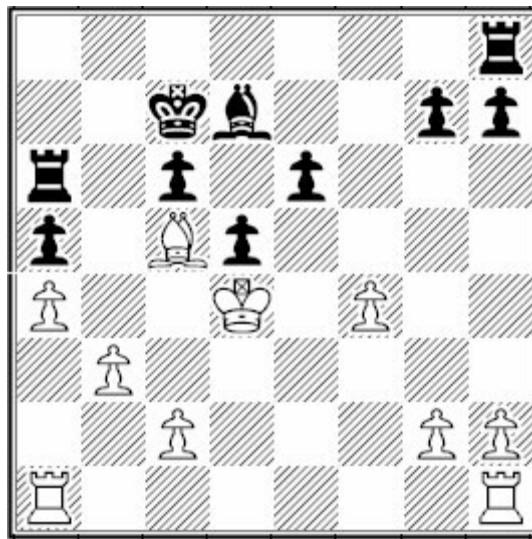
26

...

♝d7

Black will try to maneuver the Bishop over to the King side, say to g6.

His King Rook seems to have a great deal of scope, but what does it avail him? If it moves to b8 (as good a file as there is) at what point can it penetrate? There is no useful square on that file for the Rook.



27

♜he1

Much stronger than the immediate occupation of e5 by the King. White intends to use this key square as a transfer point for his Rook on its way to the g-file. After the Rook gets there, White will settle his King at e5, and tighten his grip on the black squares.

27

...

h5

28

♜e5

Second stop on the way to g5.

28

...

g6

29

♜g5

Attacks the g-Pawn, and simultaneously makes room for further entry by the King.

29

...

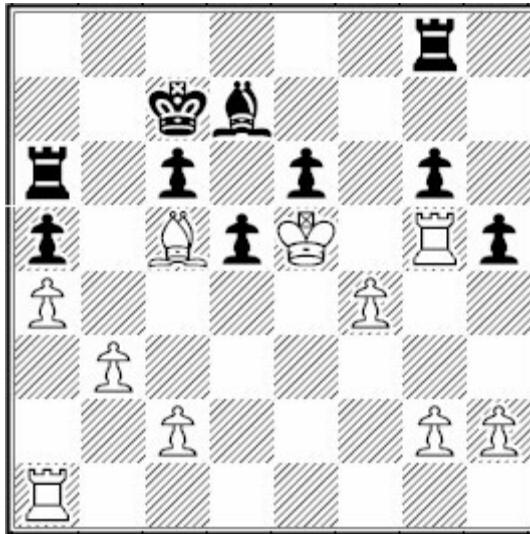
♜g8

The Pawn must be protected, and this is of course preferable to 29 ... ♜h6, and the Rook has no mobility to speak of.

30

♚e5

Further penetration along the convenient black squares. The threat is now 31 ♜f6 (double attack on the g-Pawn) 31 ... ♜e8 32 ♜e1 (stronger than 32 ♜xe6) followed by ♜xe6.



30

...

Qe8

Black abandons the e-Pawn, as he cannot hope to save all his Pawns. There is a slight chance, if White takes the Pawn at once, of putting up some resistance by 31 ... ♔d7+ 32 ♕f6, ♖f5.

Black's poor Bishop is sadly shut in by the five Pawns standing on the same color as the Bishop.

31

Ra1

Before committing himself to decisive action, White applies more pressure. Notice how a master player puts every piece to work before he strikes a blow.

31

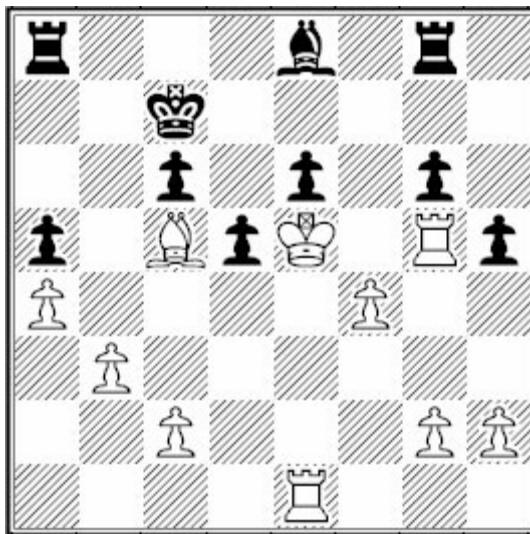
...

Ra8

To get back into the game, this Rook has to return home!

There was no satisfactory defense in 31 ... ♔d7, as the reply 32 ♕f6 uncovers the Rook's attack on the e-Pawn.

This is the position, with White to play:



32

Qf6!

This completes the concept of encirclement. Notice the effects of the arrangement of Black's Pawns at e6, d5 and c6. Black's own pieces are kept under restraint, while White's can utilize the weakened black squares c5, d4, e5 and f6 to effect an entrance into the vitals of the enemy position. Notice also that these black squares are 'holes' (as Steinitz called them), squares from which pieces can not be dislodged by the opponent's Pawns.

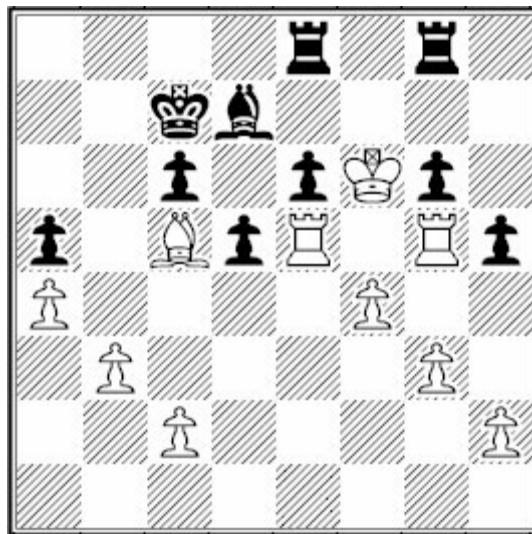
White does not resort to brutal attack or to intricate combination to accomplish his purpose, but puts his trust in the dynamic power inherent in a crushing positional superiority.

32 ... ♜d7

Hoping to lure White into playing 33 ♜xg6, when 33 ... ♜xg6+ 34 ♛xg6 ♜g8+ 35 ♛xh5 ♜xg2, turns Black suddenly into the aggressor.

33 g3 ♜ae8
34 ♜ee5

Further blockade of the e-Pawn, making it almost impossible for Black to free himself. This is stronger than capturing the g-Pawn, since that Pawn is doomed anyway.



Four of Black's Pawns are now stopped dead in their tracks, while the remaining two can advance but only to be captured.

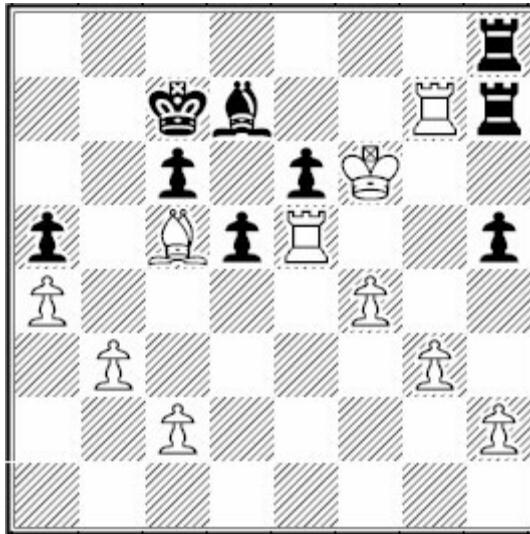
34 ... ♜h8

"While there's life ..."

35 ♜xg6 ♜h7
36 ♜g7

White keeps on gaining ground. Now he invades the seventh rank.

36 ... ♜eh8



37

$\mathbb{Q}xh7$

Simplest, hence the scientific way to force the win. In endings where one side has a material advantage, the prescribed strategy is to exchange pieces, not Pawns, and bring it to a position with Pawns only.

Endings with Pawns only on the board are the easiest endings to win.

37

...

$\mathbb{Q}xh7$

38

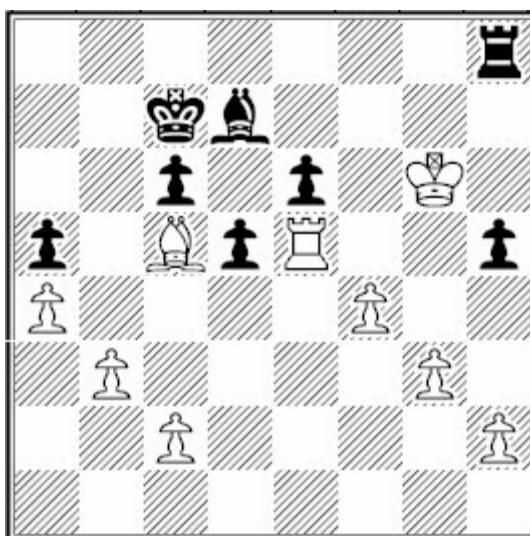
$\mathbb{Q}g6!$

With every reduction of pieces from the board, the power of the King increases. Now the King threatens the Rook and helps attack the h-Pawn.

38

...

$\mathbb{Q}h8$



Does White settle the issue now by taking the h-Pawn? No, no, a thousand times no!

If 39 $\mathbb{R}xh5 \mathbb{Q}e8+$, and Black wins a whole Rook and the game. How easy it is to go wrong in a simple ending!

White's actual move banishes the Rook from the premises.

39 ♕g7!

Look at that King!

39 ... ♖d8

40 ♖xh5 ♗e8

41 ♖h7

A well-trained Rook settles down on the seventh rank instinctively.

41 ... ♖d7+

This leads to an exchange of Rooks, but otherwise the continuation 42 ♕f6+ ♗d7 43 g4 wins easily for White, as the Pawn has a clear road ahead.

42 ♕h6 ♖xh7+

43 ♕xh7 ♗h5

A flicker of hope! The Bishop rushes to get at White's Queen side Pawns.

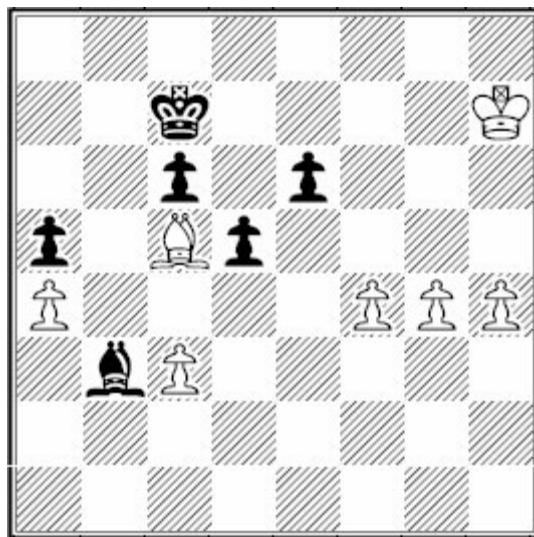
44 h4

The Pawns on the Queen's wing cannot be rescued, so White starts the Pawns on the King side rolling.

44 ... ♗d1

45 c3 ♗xb3

46 g4



46

...

♚d7

The King hastens to stop the Pawns. If instead 46 ... ♜xa4 47 f5 ♜c2 48 ♜g6 ♛d7 49 h5, and the h-Pawn reaches the last square. Or if 46 ... ♜xa4 47 f5 ♛d7 48 f6 ♛e8 49 ♛g7, and the f-Pawn will Queen.

47

g5

e5

Desperation, but there is no promising defense. If 47 ... ♛e8 48 g6 ♜c2 49 h5 ♜f5 50 ♛g7 and White wins.

48

f5

♜xa4

Or 48 ... ♜c2 49 ♛g6 followed by 50 h5.

49

f6

There is no answer to this, as after 49 ... ♛e8 50 ♛g7 sees the Pawn through.

49

...

Resigns

The whole game is played with beautiful consistency by Bernstein.

♚ GAME THIRTY-NINE ♜

The Singular Strategy of Steinitz

W. Steinitz – A.G. Sellman

Baltimore 1885, FRENCH DEFENSE

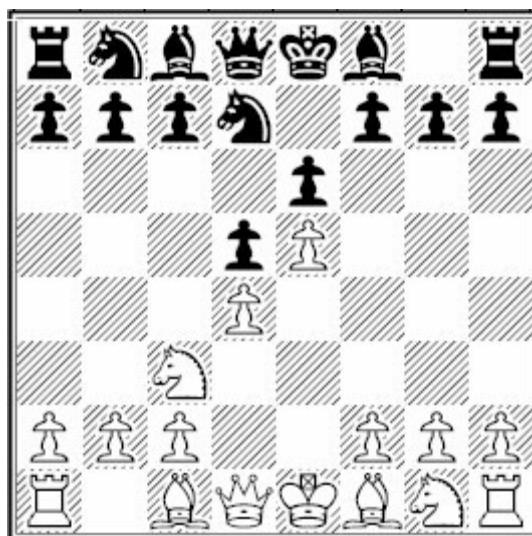
“Place the contents of the chessbox in your hat,” said Bird, “shake them up vigorously, pour them on the board at a height of two feet, and you get the style of Steinitz.”

Bird may have been joking, but to players brought up on the straightforward attacking and combination play of Anderssen and Morphy, the weird-looking, time-wasting maneuvers of Steinitz to obtain a trivial advantage in position seemed far removed from the gallant “when Knights were bold” spirit of chess.

And yet it is from Steinitz and his queer moves that we learn so much about game-winning strategy. It is from Steinitz, whose play might have horrified La Bourdonnais and Morphy, that we discover the fundamentals of position play.

In the early part of the following game, we may be amused by the unconventionality of Steinitz’s play – the delayed Castling, the absurd-looking moves, the quixotic journey of a Knight over five squares to reach a remote outpost at the side of the board. But by the time we get to the end of the game, we will have learned a great deal about modern chess strategy.

1	e4	e6
2	d4	d5
3	♘ c3	♘ f6
4	e5	♘ fd7



Steinitz improves on the play of the time, which was to keep the Pawn chain intact by 5 ♕ce2 c5 6 c3. Later researches showed that Black could break the chain and get the better game by continuing 6 ... cxd4 7 cxd4 f6 8 f4 fxe5 9 fxe5 ♜h4+ 10 ♘g3 ♜b4+ 11 ♜f2 o-o+.

Steinitz's idea (with 5 f4) is to support the e-Pawn (which cramps Black) without compromising his own position.

5	...	c5
6	dxc5	

Steinitz gives up the center voluntarily, with the hope of later centralizing a Knight at d4.

6	...	♘xc5
7	♗f3	a6

This provides a flight square for the King Bishop. In the event of 8 ♘a4, the reply is 8 ... ♘a7, and the Bishop remains on the fine long diagonal.

8	♘d3	♘c6
9	♗e2	♗b4

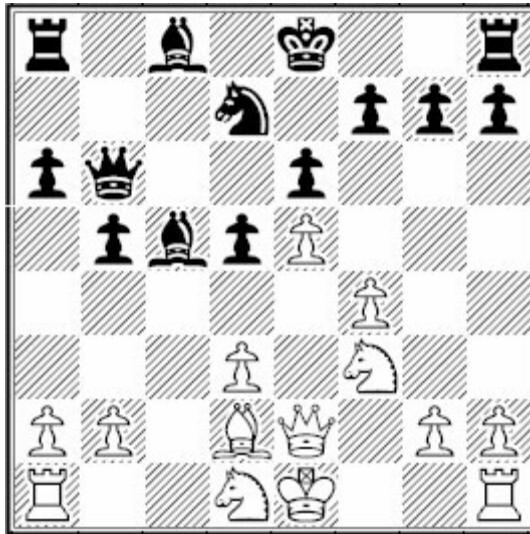
Obviously to exchange Knight for Bishop, and assure himself of the two Bishops.

10	♘d2	b5
11	♘d1	♘xd3+
12	cxd3	♗b6

A better line was 12 ... b4, followed by 13 ... a5, to prepare for the development of the Queen Bishop at a6.

Black's actual move is plausible enough, since it increases the pressure on the diagonal, but it meets with a sharp reply.

This is the position, with White to play:



13 **b4!**

Bayonet attack, à la Alekhine!

13 ... **Qe7**

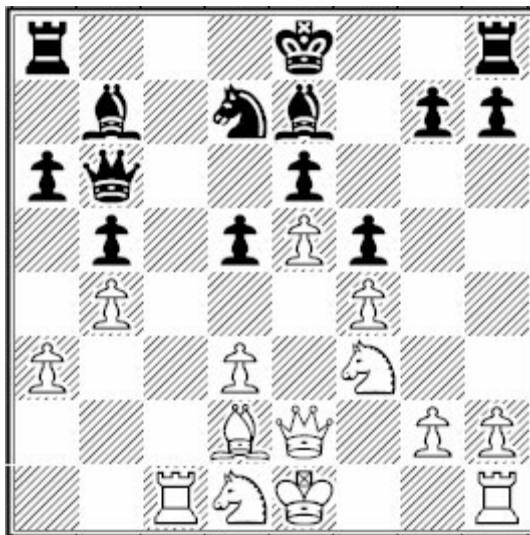
The Bishop must retreat! If instead $13 \dots Qd4 14 Rb1 Qa7$ (creates a flight-square for the Bishop, but it's too late!) $15 Qxd4$, and White wins a piece in a curious way. For if Black recaptures by $15 \dots Qxd4$ the reply $16 Qe3$ traps the Queen in the center of the board!

14 **a3** **f5**

This move is a strategic error. It renders the e-Pawn backward, so that a piece is always tied down to its defense.

In addition, the fixing of so many Pawns on white squares greatly circumscribes the activity of the Queen Bishop.

15 **Rc1** **Qb7**



16 **Qe3!**

This move, seizing control of the black squares, marks the beginning of White's positional attack.

White plans to win the game by taking possession of the most important squares in sight, eventually leaving his opponent without a single playable move.

16 ... ♔d8
17 ♕d4

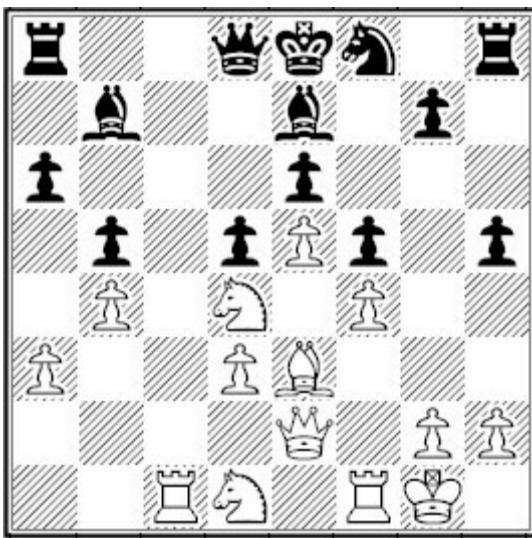
The Knight leaps to the center, gaining a move by the attack on the e-Pawn.

17 ... ♕f8
18 o-o h5

This move, intended to prevent the opening of an attack by 19 g4, is a weakening of Black's Pawn structure.

It also accentuates the weakness of his black squares, on which White's pieces can settle with impunity, since no Pawns can drive them away. The sole guardian of the black squares in fact is the King Bishop – and Steinitz intends to do away with that piece!

This is the position, with White to play:



19 ♕c3!

The beginning of a remarkable Knight's Tour. The Knight is headed for a5, an important black square located at the edge of the board! From there the Knight will be in position to dispatch the King Bishop – the one that guards the black squares.

19 ... ♔f7

Defends the e-Pawn with the King, so that the Knight can get back into the game.

20 ♕b1! g6

A necessary precaution before the Knight can emerge. If at once 20 ... ♕d7, White sacrifices the

Knight (temporarily) by 21 ♜xf5, and after 21 ... exf5, plays 22 e6+ recovering the piece with advantage (if 22 ... ♔xe6, the reply 23 ♜b6 discovered check is terribly painful).

After Black's actual move, all seven of his Pawns stand on white squares. They not only are helpless to prevent an intrusion on the black squares, but they confine the Queen Bishop, who is lost in a forest of Pawns!

21

♞d2

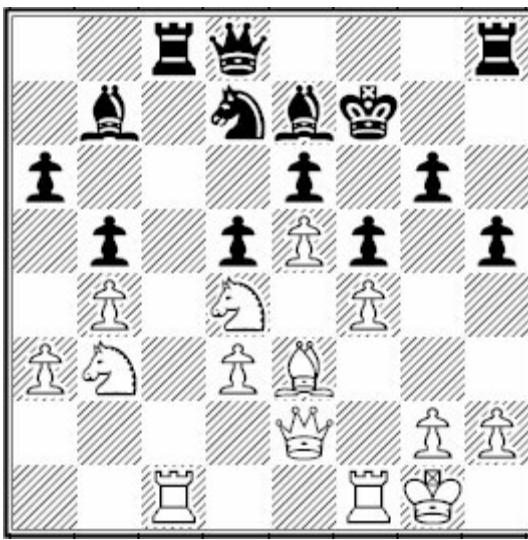
♞d7

Black might have tried 21 ... a5, to free his Queen Bishop, and to prevent White's Knight from settling down at a5. Steinitz was ready to refute this though, with this interesting line of play: 22 ♜xb5 axb4 23 axb4 ♜xb4 24 ♜d6+ ♜xd6 25 exd6 ♜xd6 26 ♜d4 ♜g8 27 ♜f3 followed by 28 ♜g5+ and ♜c5, and White regains the Pawn with a winning attack.

22

♞2b3

♝c8



23

♞a5!

The Knight has taken five moves to get to a5, a square at the edge of the board, but there is method to Steinitz's madness. The Knight is bound for c6, to kill off the King Bishop.

(I have explained the purpose of the remarkable Knight maneuver earlier, but it is worth repeating.)

23

...

♜a8

24

♝xc8

♛xc8

25

♜c1

The exchange of Rooks enables White to attack the Queen with his remaining Rook, drive her off (there is no room for gallantry in chess), and seize control of the file.

25

...

♜b8

26

♛c2!

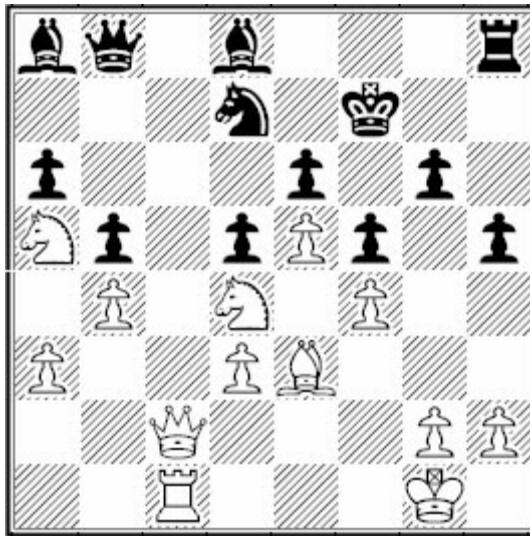
This move gives White undisputed possession of the only open file.

26

...

Qd8

To prevent further invasion by 27 $\mathbb{Q}c7$, but Steinitz (like love) will find a way.



27

Qac6!

If Black should now play 27 ... $\mathbb{Q}xc6$ (to rid himself of the bad Bishop), this would follow: 28 $\mathbb{Q}xc6 \mathbb{Q}f8$ 29 $\mathbb{Q}xe6!$ $\mathbb{Q}xe6$ 30 $\mathbb{Q}d7+$ $\mathbb{Q}e7$ 31 $\mathbb{Q}c6 \mathbb{Q}f8$ 32 $\mathbb{Q}f6+$ $\mathbb{Q}g7$ (if 32 ... $\mathbb{Q}g8$ 33 $\mathbb{Q}xd5+$ $\mathbb{Q}h7$ 34 $\mathbb{Q}f7+$ wins easily) 33 $\mathbb{Q}xe7+$ $\mathbb{Q}h6$ 34 $\mathbb{Q}f7 \mathbb{Q}h7$ 35 $\mathbb{Q}g5+$ $\mathbb{Q}xg5$ 36 fxg5 mate.

27

...

Qb7

28

Qxd8+

White removes the Bishop – guardian of the black squares, and in particular the square c7.

Now it will be possible to establish one of White's heavy pieces (Queen or Rook) on that square, with a view to dominating the seventh rank.

28

...

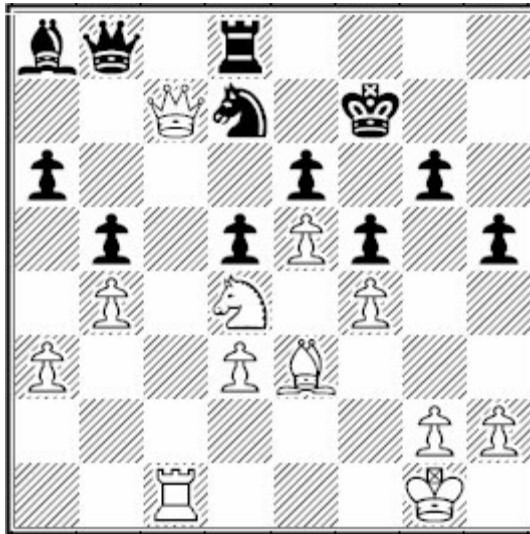
Rxd8

29

Qc7

Qb8

Black tries to avoid an exchange of Queens, as 'a Rook on the seventh rank is even more unpleasant than a Queen.'



30

$\mathbb{Q}f2!$

This Bishop has been idle for quite a while, but is now ready to go to work on the black squares. Its first threat is 31 $\mathbb{Q}h4$, attacking the Rook which protects the Knight. This would win the exchange at least.

30

...

$\mathbb{Q}b6$

Prevents 31 $\mathbb{Q}h4$ for the moment, as 31 ... $\mathbb{Q}xd4+$ would be the penalty.

31

$\mathbb{Q}f3$

This forces the exchange of Queens, as evading it by 31 ... $\mathbb{Q}b8$ loses quickly after 32 $\mathbb{Q}h4$.

31

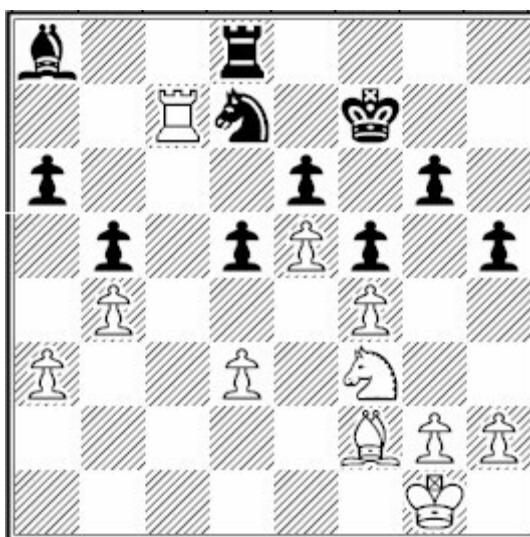
...

$\mathbb{Q}xc7$

32

$\mathbb{Q}xc7$

This is how things look:



White controls the seventh rank with his Rook, his Knight will have the glorious square g5 as a base for operations, and his Bishop has black squares all over the board at its disposal.

Let's look at Black's situation:

The Knight must not move – it's pinned.

The Rook must not move – it guards the Knight.

The Bishop must not move – it will be captured if it does.

Meanwhile, Black must meet the threat of 33 ♘h4.

32

...

♔e8

The King moves over to protect the Knight, as otherwise 33 ♘h4 drives away the Knight's present defender.

33

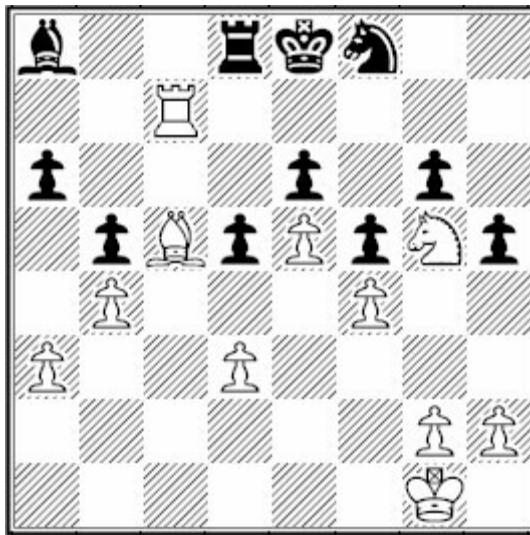
♗g5

♗f8

34

♘c5!

Threatens nothing less than 35 ♕e7, mate on the move!



34

...

♗d7

The other defenses are:

(1) 34 ... ♗d7 35 ♗c8+ ♗d8 36 ♗xd8+, and White wins the Knight.

(2) 34 ... ♗b8 35 ♗e7+ ♔d8 36 ♗f7+ ♔c8 37 ♗e8+ and again the Knight is lost.

35

♘d6!

Places Black in *zugzwang* (the compulsion to move). And if one hasn't a decent move left, *zugzwang* can be quite embarrassing.

Let us look at the choice open to Black:

(1) The King may not move.

(2) The Bishop may move, only at the risk of instant capture.

(3) The Rook may move to b8, when 36 \mathbb{R} xd7 \mathbb{Q} xd7 37 \mathbb{Q} xb8 wins a piece for White.

(4) The Knight may move to b6 (not to f8, as 36 \mathbb{N} e7 is mate) when 36 \mathbb{N} e7+ \mathbb{Q} f8 37 \mathbb{Q} h7+ \mathbb{Q} g8 38 \mathbb{Q} f6+ \mathbb{Q} f8 39 \mathbb{N} d7 is discovered check and mate.

(5) Capitulation – upon which Black decides.

35

...

Resigns

This is one of the earliest, and still one of the finest games to show how weaknesses on the black squares can be exploited properly.

It is a masterpiece – a genuine Steinitz.

■ GAME FORTY ■

Odyssey of an Isolated Pawn

A. Burn – E. Znosko Borovsky

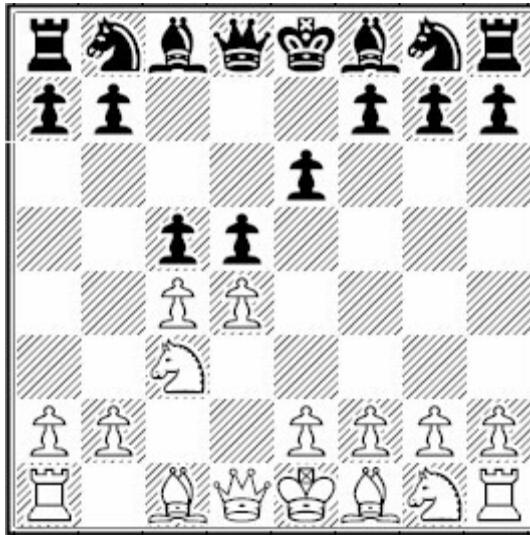
Ostende 1906, QUEEN'S GAMBIT DECLINED

An isolated Pawn looks anemic, and generally is a weakling. Tartakover used to say, “An isolated Pawn spreads gloom all over the chess board.” And this only confirmed what Philidor had said, many years before Tartakover was born, “A Pawn, when separated from his fellows, will seldom or never make a fortune.”

That an isolated Pawn can become dangerous though (especially if it becomes a passed Pawn) is the theme of this fascinating game. As the number of pieces on the board diminishes, the power of the Pawn increases, and with every step it takes, its menace becomes greater. The entire army of the enemy may be tied up trying to halt its progress.

Znosko-Borovsky's masterly treatment of his isolated Pawn in the game that follows elicited Lasker's admiring comment, “It is a game of classic simplicity and beauty.”

1	d4	d5
2	c4	e6
3	♝ c3	c5



Highly recommended by Dr. Tarrasch, who says, “This I hold to be the best, although I must add that I am almost completely alone in holding that opinion. The defense is based upon the undeniably correct idea that in the Queen's Gambit ... c5 is the freeing move for Black, and must therefore be made as soon as possible. By this defense Black gets an isolated Pawn, but a fine free game for his pieces.”

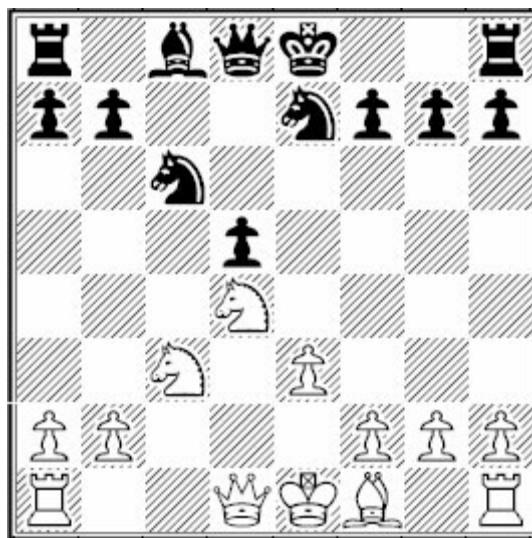
4	cxd5	exd5
5	♞f3	♞c6
6	♝g5	

This is not as strong as 6 g3, followed by 7 ♜g2, the Rubinstein-Schlechter attack. The purpose of this fianchetto development is to exert pressure on the d-Pawn, which eventually becomes an isolated Pawn.

6	...	♝e7
7	♝xe7	♞gxe7
8	e3	

On 8 dxc5, the play might go: 8 ... d4 9 ♜e4 0–0 10 e3 ♞d5 11 ♜g3 dxe3 12 ♜xd5 ♜xd5 13 ♜c4, and the game is fairly even.

8	...	cxd4
9	♞xd4	



9	...	♝b6!
----------	-----	-------------

Black seizes the initiative with this move. He attacks the b-Pawn, and also threatens to give White an isolated Pawn by 10 ... ♜xd4.

10	♞b3
-----------	------------

Parries both threats, but the Knight's retreat loses time for White – time which Black utilizes to speed his development.

10	...	♝e6
-----------	-----	------------

Black, the second player in the opening, has four pieces in the field against two of White's. This

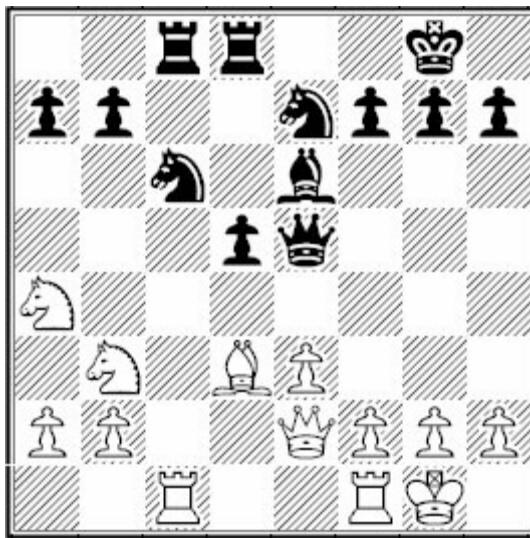
would seem to indicate that Burn has not made the most of the opening.

11	♕d3	o-o
12	o-o	♖fd8
13	♘a4	

An aggressive move, which is completely unjustified. An attack should be initiated only after one has acquired a superiority in position. Otherwise it will be repulsed with severe loss of time.

A safer alternative was 13 ♘e2, to strengthen the King side.

13	...	♗c7
14	♖c1	♗e5
15	♘e2	♖ac8



16	f4	
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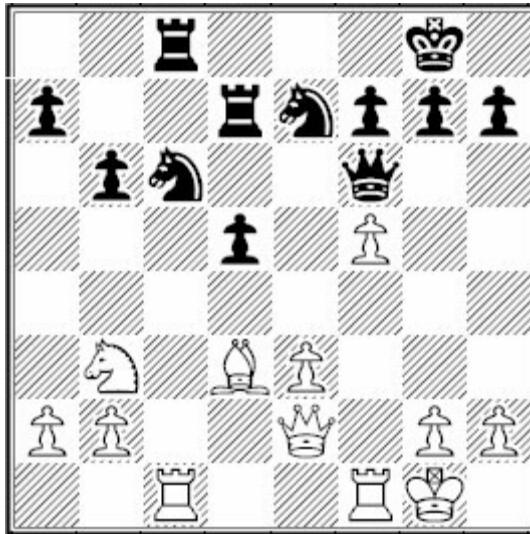
This weakens the e-Pawn, but good moves were getting scarce. If instead 16 ♘ac5 b6 17 ♘xe6 fxe6, and Black's Pawn structure has been strengthened.

White's last move prompted Lasker to say ironically, "Attack at all cost!"

16	...	♗f6
17	f5	♘d7

Obviously, not 17 ... ♘xf5 18 ♘xf5 ♘xf5 19 g4, and White wins a piece.

18	♘ac5	b6
19	♘xd7	♖xd7



20

g4

“Doing the work of protection twice and certainly overdoing it,” says Lasker. “The Pawn at f5 is safe enough. The move would be strong if the aggressive intent, g5, could be realized, but on black points Black holds the sway.”

20

...

cd8

Black prepares for the advance of his d-Pawn, the key to his strategy.

21

h1

d6

22

g1

Threatens to advance the g-Pawn.

22

...

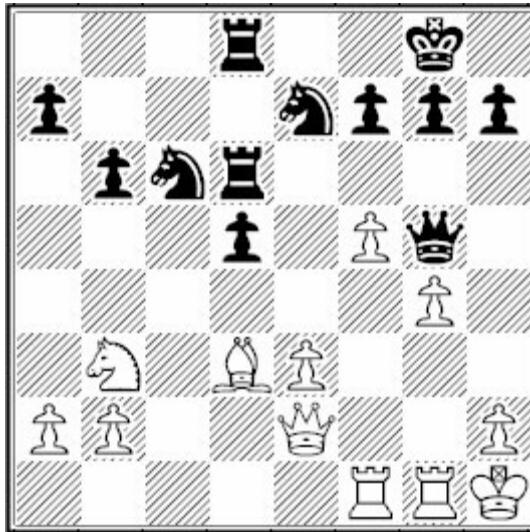
g5

Ruins that prospect at once!

23

cf1

This is the position, with Black to play:



23

...

d4!

Exchanging Pawns would lead to this: 24 exd4 ♜xd4 25 ♜xd4 ♛xd4, and the doubled Rooks bear down heavily on the open file.

After White's actual move, the fragile isolated Pawn is suddenly transformed into a passed Pawn. And a passed Pawn is always potentially dangerous.

24

e4

♝e5

25

♜g3

A better way to protect the Bishop (since retreating it would permit the Pawn to advance) was by 25 ♜c1, in order to recapture with the Knight on 25 ... ♜xd3. The Knight makes a better blockader of a passed Pawn than one of the heavy pieces (Queen or Rook) as it is not so easily driven away.

25

...

♝7c6

26

♞d2

♝xd3

27

♜xd3

♝e5

The blockading Rook is easily driven away (as we see here) by a minor piece, after which the Pawn can take another step forward.

28

♜g3

d3!

29

♝g2

♜c6

A new advantage for Black! The Rook controls the c-file, and will penetrate into White's position by way of the seventh rank or the eighth.

30

♝f3

♝xf3

31

♚xf3

♜c1

32

♜gg1

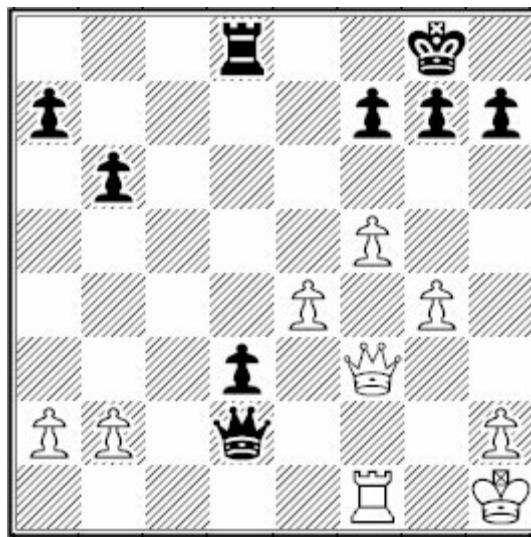
♝xf1

33

$\mathbb{Q}xf1$

$\mathbb{Q}d2$

An excellent move! It clears the way for the d-Pawn.



34

$\mathbb{Q}b1$

Protects the b-Pawn. Was there anything better? These are the alternatives:

(1) 34 $\mathbb{Q}f2 \mathbb{Q}xf2$ 35 $\mathbb{Q}xf2$ $d2$ and wins.

(2) 34 $\mathbb{Q}f2 \mathbb{Q}xf2$ 35 $\mathbb{Q}xf2$ $d2$ and wins.

(3) 34 $\mathbb{Q}d1 \mathbb{Q}xb2$ 35 $\mathbb{Q}xd3 \mathbb{Q}b1+$ and Black wins a Rook.

(4) 34 $\mathbb{Q}g2 \mathbb{Q}c2$ (threatens 35 ... $d2$) 35 $\mathbb{Q}xc2 dxcc2$, and Black's next move 36 ... $\mathbb{Q}d1$ forces the Pawn through.

34

...

$\mathbb{Q}e2$

35

$\mathbb{Q}g2$

Clearly 35 $\mathbb{Q}xe2$ loses after 35 ... $dxe2$ followed by 36 ... $\mathbb{Q}d1$.

35

...

$\mathbb{Q}e3$

36

$\mathbb{Q}d1$

$d2$

37

$h3$

$\mathbb{Q}e1+$

38

$\mathbb{Q}g1$

$\mathbb{Q}e2!$

Capturing the e-Pawn would be petty, in view of White's helpless position.

39

$e5$

White has nothing left but Pawn moves! If 39 $\mathbb{Q}f1 \mathbb{Q}xf1+$ 40 $\mathbb{Q}xf1 d1(\mathbb{Q})$ wins, or if 39 $\mathbb{Q}f1 \mathbb{Q}xf1$ 40 $\mathbb{Q}xf1 d1(\mathbb{Q})$ does likewise.

39

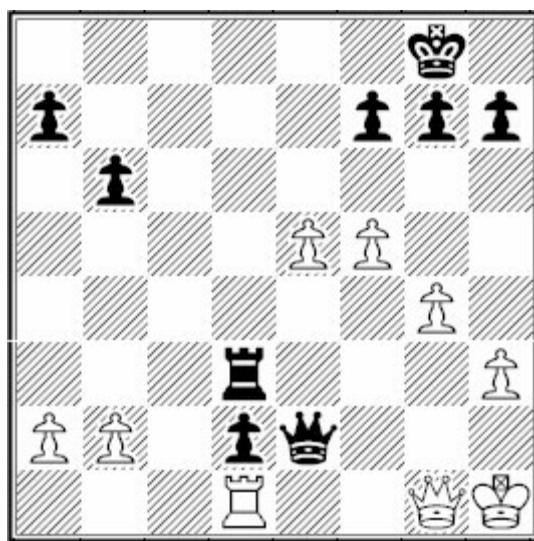
...

♖d3!

40

Resigns.

This is the final position:



Rarely has the care and treatment of an isolated Pawn been shown in more elegant style.

■ GAME FORTY-ONE ■

Zugzwang, the Invincible Weapon

F.J. Marshall – E. Lasker

New York 1907, RUY LOPEZ

“The best way to learn endings, as well as openings,” says Capablanca in *Chess Fundamentals*, “is from the games of the masters.”

Here is a game that bears out the wisdom of this advice. It flares up, almost from the beginning, with exciting combination play – the kind that inspires you to exercise your own imagination in the opening. Then it plunges suddenly past the midgame right into the ending, one of the most remarkable ever seen on a chessboard. It is played with the care, thought and finesse that is characteristic of Lasker at his best.

And with Lasker at his best, we can always add to our understanding of the endgame.

1	e4	e5
2	♞f3	♞c6
3	♝b5	♞f6

A favorite defense with Lasker for many years, if only because it complies with the old rule, “Sortez les pieces!” (Get the pieces out!).

4	d4
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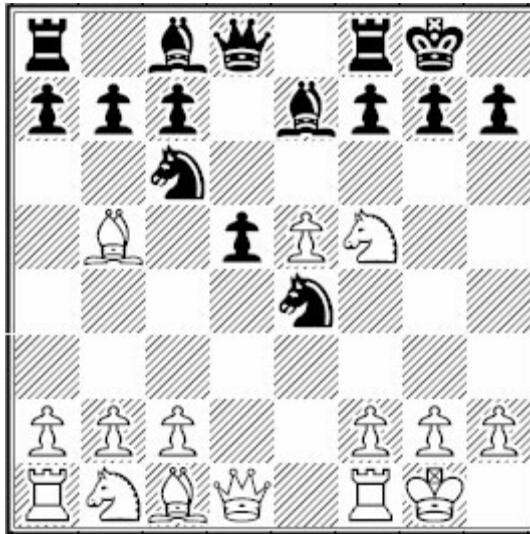
This is no improvement on 4 o-o, the standard move, but Marshall wanted a wide-open game.

4	...	exd4
---	-----	------

Preferable to 4 ... ♞xd4 5 ♞xd4 exd4 6 ♜xd4 and White's Queen is strongly placed in the center.

5	o-o	♝e7
6	e5	♞e4
7	♞xd4	o-o
8	♞f5	d5!

Of course not 8 ... ♜xe5 9 ♜d5 and one of the impetuous Knights is lost.



Black's actual move establishes a Pawn in the center, and clears the way for the debut of his Queen Bishop.

9 ♕xc6

A more promising line is 9 ♘xe7+ ♘xe7 10 f3 ♘c5 11 b4 ♘d7 (on 11 ... ♘e6 12 f4 is in White's favor) 12 ♘e2 ♘a4, and the game is about even.

9 ... ♕xc6

10 ♘xe7+ ♘xe7

Whereas now, after ten moves of one of the most formidable openings, White does not have a single piece in active play!

11 ♔e1

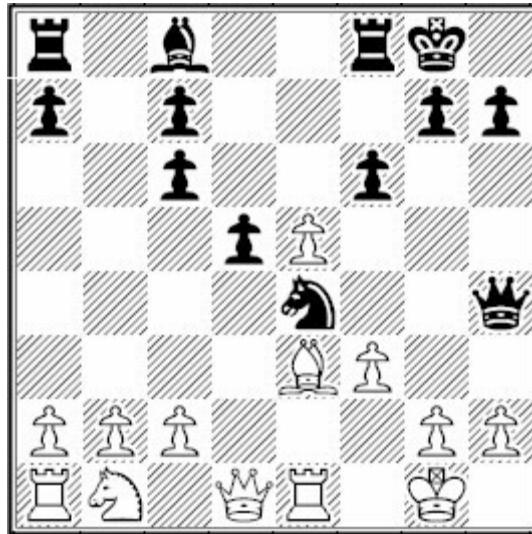
This indirect protection of the e-Pawn (11 ... ♘xe5 12 f3, winning a piece) is practically forced, since 11 f3 instead succumbs to 11 ... ♘c5+ 12 ♘h1, ♘f2+, winning the exchange, while 11 ♘f4 can be answered strongly by 11 ... f6 or 11 ... g5.

11 ... ♘h4

This sort of move is annoying to someone like Marshall, who likes to attack, and is uncomfortable on the defense.

12 ♘e3 f6

13 f3



13

...

fxe5!

Sacrifices a piece for the attack. As immediate return on the investment Lasker has an open file for his King Rook, and the prospect of maintaining a troublesome Pawn at d4.

14

fxe4

On 14 g3 instead, 14 ... ♜xg3 15 hxg3 ♜xg3+ 16 ♜h1 ♜xf3, with (says Tartakover) ineluctable threats.

14

...

d4

After this move, White can find various ways to lose. For example:

(1) 15 ♜c1 ♜f2+ 16 ♜h1 ♜g4 17 ♜d2 ♜f1+ 18 ♜xf1 ♜xf1 mate.

(2) 15 ♜d2 (additional protection for the Rook) 15 ... ♜g4 16 ♜c1 ♜f2 (threatens 17 ... ♜f3) 17 ♜g5 ♜xg2+! 18 ♜xg2 ♜h3+ 19 ♜h1 (if 19 ♜f3 ♜g4+ 20 ♜f2 ♜g2 mate) 19 ... ♜f2 20 ♜d2 ♜g2 mate.

15

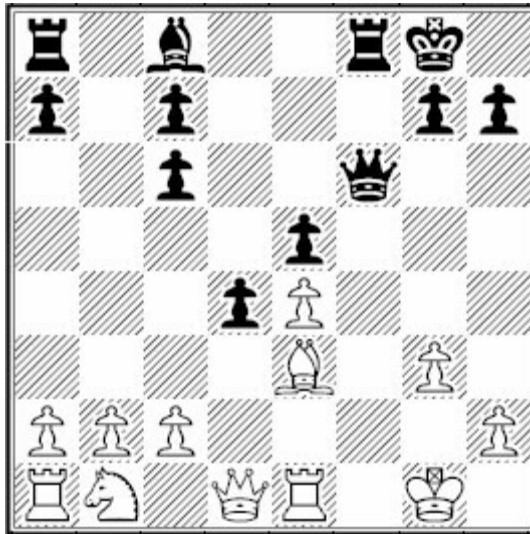
g3

White should give up the Bishop at once by 15 ♜e2, after which 15 ... dxe3 16 ♜xe3 leaves a fairly even position.

15

...

♜f6



16 $\mathbb{Q}xd4$

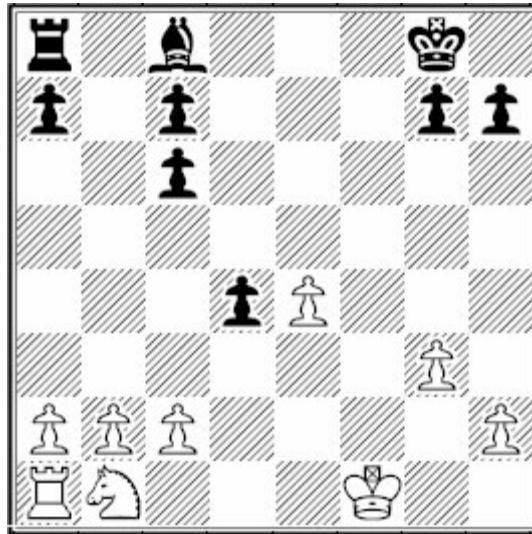
Marshall decides to return the piece, fearing that he might otherwise lose by something like this:
 16 $\mathbb{Q}d2$ $\mathbb{Q}f2+$ 17 $\mathbb{Q}h1$ $\mathbb{Q}h3$ 18 $\mathbb{Q}g1$ $h5!$ (threatens 19 ... $\mathbb{Q}g4$ followed by 20 ... $\mathbb{Q}f3+)$ 19 $\mathbb{Q}xh5$ $\mathbb{Q}xg1+$ 20 $\mathbb{Q}xg1$ $\mathbb{Q}f1$ mate.

Strangely enough, Marshall still had drawing chances, with this variation suggested by Tarrasch (after the game of course): 16 $\mathbb{Q}f1$ $\mathbb{Q}xf1+$ 17 $\mathbb{Q}xf1$ $\mathbb{Q}xf1+$ 18 $\mathbb{Q}xf1$ $\mathbb{Q}a6+$ (better than 18 ... $dxe3$ 19 $\mathbb{Q}e2$) 19 $\mathbb{Q}f2$ $\mathbb{Q}f8+$ 20 $\mathbb{Q}f4$ $exf4$ 21 $\mathbb{Q}d2!$ $fxg3+$ 22 $\mathbb{Q}xg3$ $\mathbb{Q}b8$ 23 $\mathbb{Q}b3$ $\mathbb{Q}c4$ 24 $\mathbb{Q}d1$ $\mathbb{Q}xb3$ 25 $axb3$ $c5$ 26 $\mathbb{Q}a1$.

16	...	$\mathbb{Q}xd4$
17	$\mathbb{Q}f1$	

This is one move too late, as Marshall discovers to his sorrow.

17	...	$\mathbb{Q}xf1+$
18	$\mathbb{Q}xf1$	$\mathbb{Q}xf1+$
19	$\mathbb{Q}xf1$	



At this point, 99 out of 100 players (and this explains why there are so few Laskers) would ‘gain a tempo’ by 19 ... ♜h3+ or by 19 ... ♜a6+ followed by 20 ... ♖f8. Lasker keeps the Bishop at home (where it still exerts force in two directions) and plays to weaken White’s Pawn structure.

Foreseeing the possibility of White’s Knight taking up a strong post at b3 (getting there by way of d2) Lasker moves ...

19 ... **♖b8**

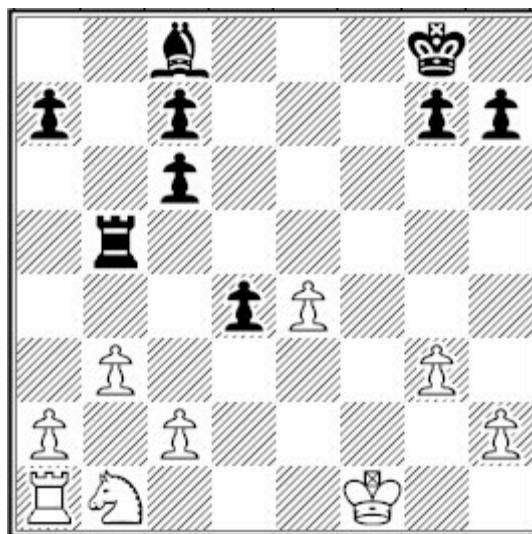
to force...

20 **b3** **♖b5!**

and the Knight is deprived of a fine square!

20 ... **♖b5!**

Another subtle move! The Rook can swing over easily to either side of the board, and is thus in position to attack any of White’s Pawns.

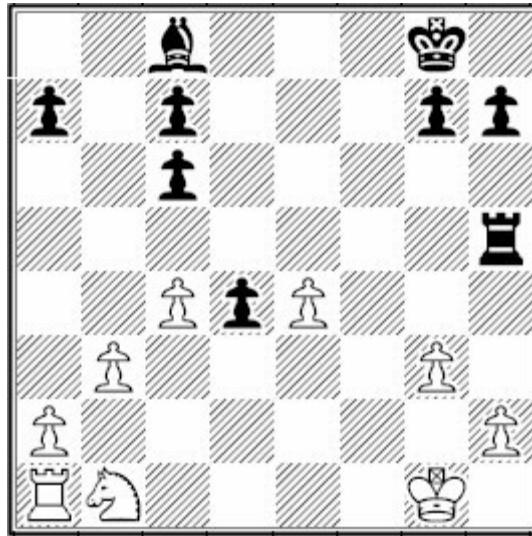


21 **c4**

This allows Black a passed d-Pawn, but the alternative is hardly any better: 21 ♜d2 ♕c5 22 ♕c1 (or 22 ♜c4 ♜a6, and Black wins a Pawn) 22 ... ♜a6+ 23 ♛e1 ♕c3, and the King Pawn is not long for this world, the threat against it being 24 ... ♕e3+ 25 ♛d1 ♜e2+ 26 ♛e1 ♜d3+ 27 ♛d1 ♜xe4.

21 ... ♕h5

22 ♜g1



22 ... **c5!**

This little move accomplishes a great deal:

- (1) It strengthens the d-Pawn, transforming it into a protected passed Pawn.
- (2) It clears the third rank completely, for the benefit of the Rook.
- (3) It permits more scope to the Bishop, now that most of the Pawns stand on black squares.

23 ♜d2 ♜f7

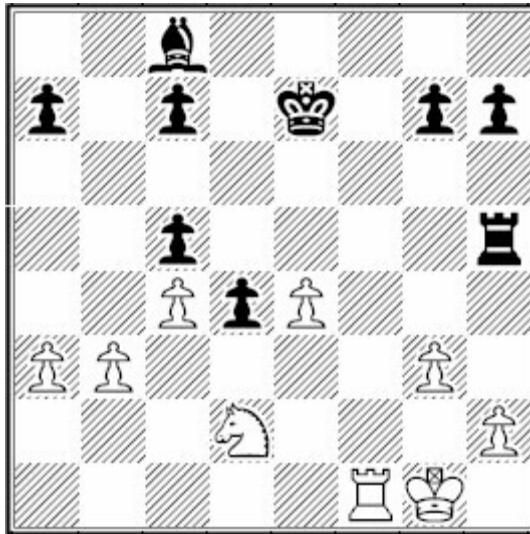
Otherwise the King, who is headed for the center, will be cut off by 24 ♕f1.

24 ♕f1+

“Never miss a check!” is not always good advice. Here it wastes a move and helps Black, the enemy. The careful reader will note that Lasker had two plausible checks at his disposal at his 19th move, but wisely refrained from giving either one.

24 ... ♜e7

25 a3



25

...

♖h6!

The Rook prepares to switch over to the Queen side, to terrorize the Pawns in that area.

26

h4

The attempt to stir up some counter-play by 26 b4 fails after 26 ... ♜a6 27 bxc5 ♜xa3 28 ♜f3 ♜h3 and Black wins the exchange, as 29 ♜f2 allows 29 ... ♜a1+ and quick mate.

26

...

♜a6

27

♜a1

♝g4

A strong move, which fixes White's King side.

28

♚f2

♚e6

29

a4

To release the Rook from guard duty. If instead 29 ♜f3 ♜xf3 30 ♜xf3 ♜e5, and the threat of 31 ... ♜f6+ wins a Pawn.

29

...

♚e5

30

♜g2

♚f6

31

♜e1

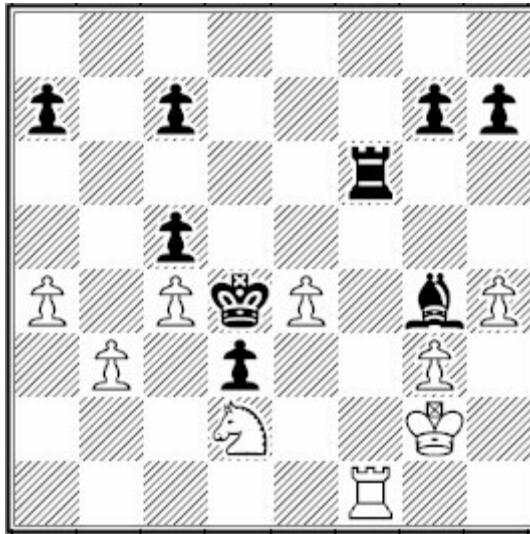
d3!

The advance of the Pawn clears the square d4. Now the King can penetrate with great effect into White's position.

32

♜f1

♚d4



33 $\mathbb{Q}xf6$

Marshall does not even try for the swindle 33 $\mathbb{Q}f3+$ $\mathbb{Q}xe4$ (on 33 ... $\mathbb{Q}e3$ 34 $\mathbb{Q}e1$ is mate!) 34 $\mathbb{Q}e1+$ $\mathbb{Q}f5$ 35 $\mathbb{Q}e5+$ $\mathbb{Q}g6$ 36 $\mathbb{Q}g5+$ followed by 37 $\mathbb{Q}xg4$. The refutation (after 33 $\mathbb{Q}f3+$) would be simple: 33 ... $\mathbb{Q}xf3+$ 34 $\mathbb{Q}xf3$ d2, and it's all over.

33	...	gxf6
34	$\mathbb{Q}f2$	c6

Lasker is playing to exhaust White's Pawn moves. After that, a move by White's King will permit further inroad by ... $\mathbb{Q}e3$, while a move by the Knight loses the e-Pawn.

35	a5	a6
36	$\mathbb{Q}b1$	$\mathbb{Q}xe4$
37	$\mathbb{Q}e1$	$\mathbb{Q}e2$
38	$\mathbb{Q}d2+$	$\mathbb{Q}e3$
39	$\mathbb{Q}b1$	f5

Not at once 39 ... $\mathbb{Q}f3$ 40 $\mathbb{Q}c3$ $\mathbb{Q}xg3$ 41 $\mathbb{Q}e4+$, and White still needs subduing.

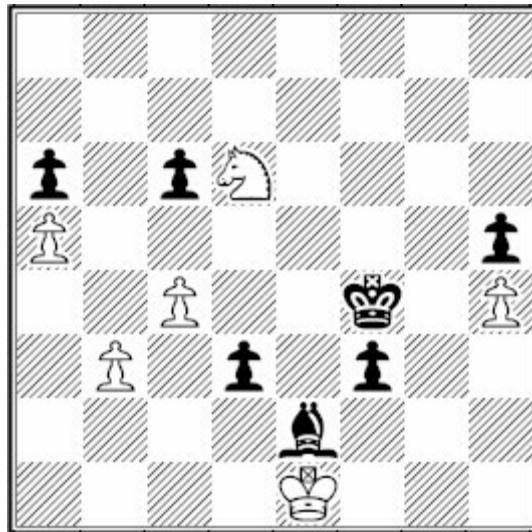
After Black's actual move, the Knight cannot get to e4.

40 $\mathbb{Q}d2$

Not of course 40 $\mathbb{Q}c3$ d2 mate.

40	...	h5
41	$\mathbb{Q}b1$	$\mathbb{Q}f3$
42	$\mathbb{Q}c3$	$\mathbb{Q}xg3$

43	♘ a4	f4
44	♗ xc5	f3
45	♗ e4+	♔ f4
46	♗ d6	



46	...	c5
-----------	------------	-----------

Ready to meet 47 ♗b7 with 47 ... ♔e3 and mate with either Pawn.

47	b4	cx b4
48	c5	b3
49	♗ c4	♔ g3
50	♗ e3	b2

“One of the most remarkable endgame combinations in the history of chess!” say Reinfeld and Fine of the latter part of this game.

51	Resigns
-----------	----------------

■ GAME FORTY-TWO ■

Symphony of Combinations

E. Eliskases – E. Grunfeld

Mahrisch-Ostrau 1933, GIUOCO PIANO

What is it in a game that qualifies it to win a prize for brilliancy?

Is it the unexpected sacrifice of material? If so, this game features an offer of a Knight, followed later by the sacrifice of two Pawns on the seventh rank, just a step away from the Queening square.

Is it originality of ideas? Here, to give one instance, we see that a piece attacked only once may be in deadly danger, though protected by King, Queen and both Rooks.

Is it a finely-played ending? This one, with a magic Morphy move in it, is elegance itself.

Whatever it is that makes a game such as this worthy of the brilliancy prize, it holds us spellbound with its wealth of imaginative ideas.

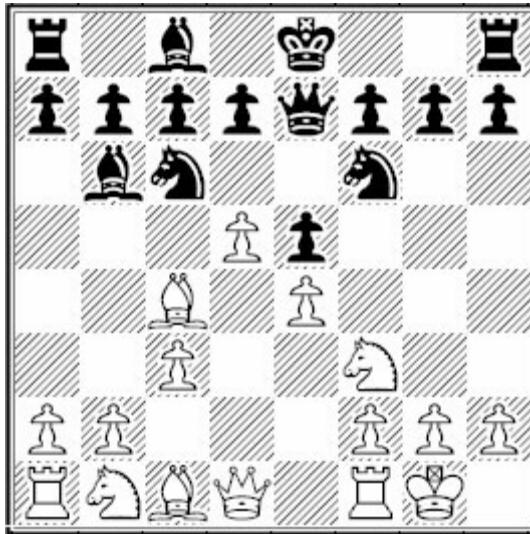
1	e4	e5
2	♘f3	♗c6
3	♗c4	♗c5
4	c3	♗b6

Black wants to maintain a strong point at e5. On 4 ... d6 instead, 5 d4 in reply forces an exchange of Pawns (if 5 ... ♗b6 6 dxе5 dxе5 7 ♘xd8+ wins a Pawn for White) and the elimination of the strong point.

5	d4	♔e7
----------	-----------	------------

Black supports the King Pawn with another piece, as he does not want to yield the center by 5 ... exd4 6 cxd4.

6	o-o	♘f6
7	d5	



7

...

♝b8

Practically forced, since 7 ... ♜d8 keeps the Knight out of play for a long time, while 7 ... ♜a5 is even worse. White would reply 8 ♜d3, threatening to win the Knight by 9 b4. If Black then tries to save the stranded Knight by 8 ... c5, the continuation 9 b4 cxb4 10 cxb4 ♕xb4 11 ♜a3 suddenly springs a trap.

8

♜d3

d6

9

♝bd2

With an eye to 10 ♜c4 and 11 ♜xb6, depriving Black of a stalwart Bishop.

9

...

a6

Gives the Bishop a flight-square, but 9 ... c6 serves the purpose better, as it strikes a blow at the center as well.

10

♝c4

♜a7

11

a4

o-o

Disputing the center at this point by 11 ... c6 would be doubtful strategy, as after 12 dxc6 bxc6 13 ♜c2, the d-Pawn is rather weak.

12

b4

And now if Black plays 12 ... c6, there is this possibility: 13 dxc6 bxc6 14 b5 cxb5 15 axb5 axb5 16 ♜b6, and White wins the exchange.

12

...

♝e8

Prepares for 13 ... f5, striking at the base of the Pawn chain, strategy recommended by Nimzovich.

13

♞c2

g6

A further attempt to get in the freeing move 14 ... f5, as well as making a square available to the Knight.

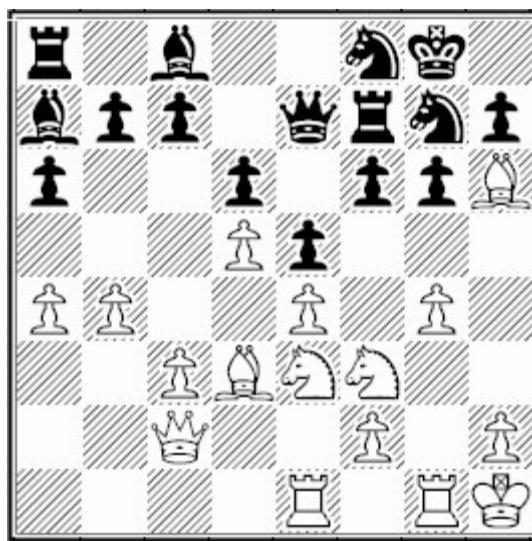
14	♝ h6	♞ g7
15	♝ e3	

Both sides concentrate their strength on the critical square f5 – White, to prevent the break by ... f5, Black, to enforce it.

15	...	f6
16	♛ ae1	♛ f7
17	♚ h1	♞ d7
18	g4	

White has three pieces and two Pawns bearing down on the key square f5. This would seem to put a definite stop to the threat of ... f5, the vital move for the freeing of Black's pieces.

18	...	♞ f8
19	♛ g1	



19	...	♝ xe3
-----------	------------	--------------

Black decides to remove this Knight at once, in view of White's evident intention to open a file against his King by 20 ♜ f5 gxf5 21 gxf5. The continuation then could be 21 ... ♚ h8 (to unpin the Knight) 22 ♛ g2 ♜ e8 23 ♛ eg1, and the threat of 24 ♛ g8 mate assures the return of the piece to White, and leaves him with a decisive advantage.

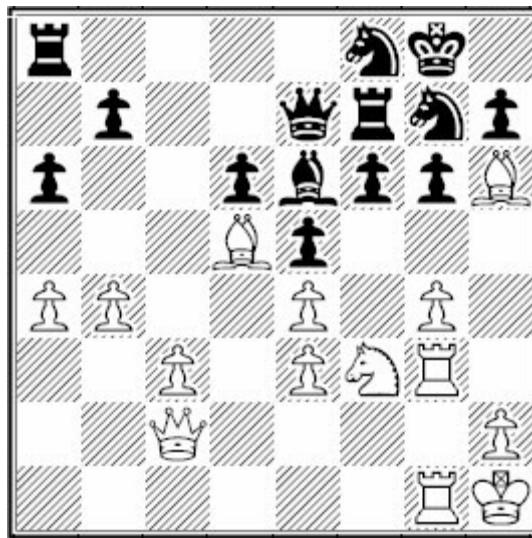
20	fxe3!
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The doubled Pawns are quite strong; they allow no point of entry to Black's pieces.

20	...	Qd7
21	Rg3	c6
22	Qc4	

This is better than 22 c4, which permits 22 ... cxd5 23 cxd5 (if 23 exd5, the pressure on f5 is lessened, and Black might get in the thrust ... f5) 23 ... Rc8, and Black controls an important open file.

22	...	cxsd5
23	Rxd5	Re6
24	Reg1	



24	...	Rc8
-----------	-----	------------

If Black becomes impatient and tries to break through by 24 ... Rxd5 25 exd5 f5, then 26 Qxg7 Rxg7 (26 ... Rg7 27 gxf5 does not help matters) 27 gxf5 wins a Pawn for White (27 ... Rxf5 28 Rxf5 is of course unthinkable).

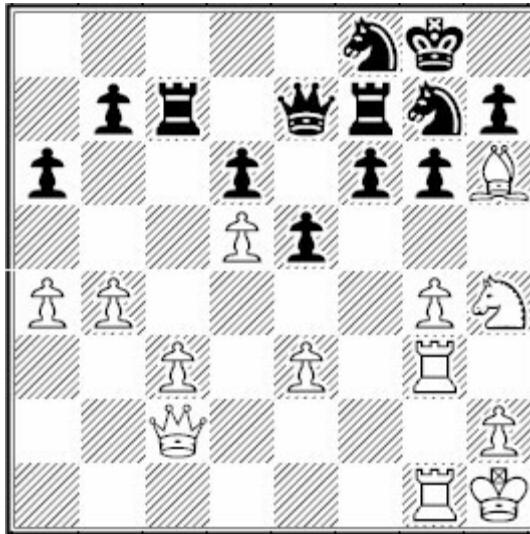
25	Kh4	
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The Knight is bound for f5, there to give up its life. Its capture will open the g-file, uncovering attacks along the length of it.

25	...	Rxd5
26	exd5	Rc7

If the King moves out of the line of fire by 26 ... Rh8, the play would go 27 Qf5 gxf5 28 gxf5, and the Knight must submit to capture, since 28 ... Re8 allows mate on the spot.

Black's actual move strengthens the square g7, so that it is guarded four times – but it's not enough!



27 $\mathbb{Q}f5!$

A sacrifice which Black must accept, or lose the exchange (after the Queen moves away) by 28 $\mathbb{Q}xg7 \mathbb{R}xg7$ 29 $\mathbb{Q}xg7$.

27 ... **gxf5**

The capture by 27 ... $\mathbb{Q}xf5$ is less favorable: 28 gxf5 g5 (to keep the file closed), and White can continue the attack by 29 h4, or crash into the position immediately with 29 $\mathbb{Q}xg5$ fxg5 30 $\mathbb{R}xg5+$, either of which lines should lead to victory.

28 **gxf5** $\mathbb{Q}e8$

Now threatening 29 $\mathbb{Q}xg7 \mathbb{R}xg7$ 30 $\mathbb{R}xg7+$ $\mathbb{Q}xg7$ 31 $\mathbb{R}xg7+$, and White has a decisive advantage in material.

29	$\mathbb{Q}g2$	$\mathbb{Q}d7$
30	$\mathbb{R}xg7+$	$\mathbb{R}xg7$
31	$\mathbb{Q}xg7$	$\mathbb{Q}xg7$
32	$\mathbb{Q}c2$	

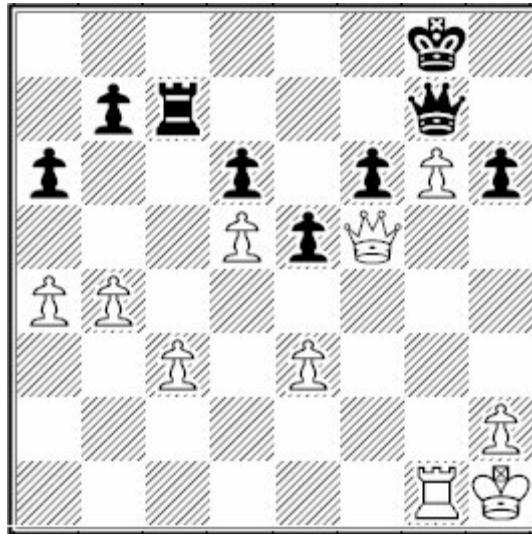
A pin which forces Black to return some of his ill-gotten gains.

32	...	$\mathbb{Q}g6$
33	$fxg6$	h6

The consequence of White's fine combination is that he has an extra Pawn and the better position. However, he must find a new way to break through, as the g-file is closed once more.

34 $\mathbb{Q}f5$

Threatens to win the d-Pawn by 35 $\mathbb{Q}e6+$.



34

...

♕f8

If 34 ... ♜xc3 35 ♔e6+ ♕f8 (on 35 ... ♔h8 36 ♔e8+ ♔g8 37 g7+ ♔h7 38 ♔g6 mates neatly) 36 ♜f1 ♔e7 37 g7+ ♔xg7 38 ♜xf6+, and White wins the Queen and the game.

35

c4!

♔g7

Here too, capturing the Pawn is fatal. After 35 ... ♜xc4 36 ♔e6+ ♔g7 (or 36 ... ♔h8 37 g7+ winning the Queen) 37 ♔d7+ ♔g8 38 ♔h7 is mate.

36

♖c1

To support the advance 37 c5. If then 37 ... dxc5 38 bxc5 ♜xc5, White wins nicely by 39 ♔d7+ ♔xg6 40 ♜g1+ ♔h5 41 ♔h3 mate.

36

...

b6

37

e4

This is meant to prevent Black from freeing himself by ... f5, in the event that White's Queen moves away.

37

...

♔e7

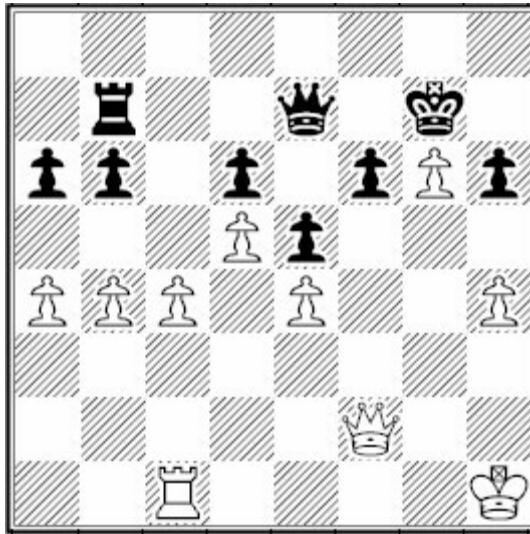
38

♘f2

♗b7

39

h4



39

...

a5

Besides this move, Black must consider these alternatives:

(1) 39 ... h5 (to prevent White from protecting his passed Pawn by 40 h5) 40 ♕f5 ♔h6 41 ♕g1 (threatens 42 g7) 41 ... ♔g7 42 ♕g5! fxg5 43 hxg5 mate.

(2) 39 ... ♔xg6 40 ♕g1+ ♔f7 41 ♕f5 (threatens 42 ♕h7+ ♔e8 43 ♕g8+ ♔d7 44 ♕xe7+ and the next check wins the Rook) 41 ... ♔f8 42 ♕c8+ ♔f7 43 ♕g8 mate.

40

h5!

axb4

Against a waiting move, say 40 ... ♕f8, the breakthrough would come like this: 41 bxa5 bxa5 42 c5 dxc5 43 ♕xc5 ♕xc5 44 ♕xc5 ♕a7 45 d6, and Black is helpless.

41

♕b1

b3

42

♕xb3

♔d7

43

♕f5

♔e7

If 43 ... ♕xa4 44 ♕f3 is decisive.

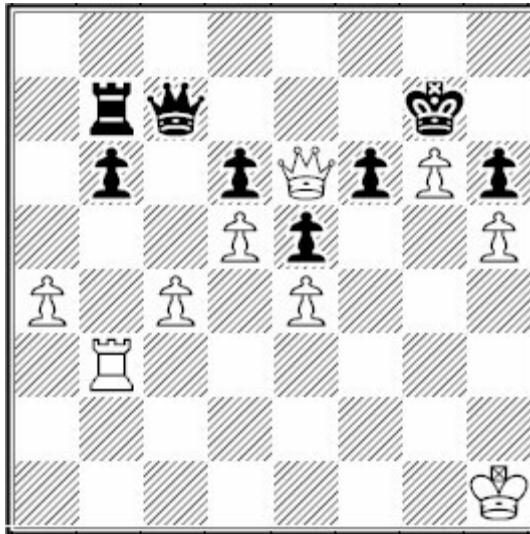
44

♕e6

♔c7

White now forces the game by clever combination play. He begins with an exchange of Queens, throwing in his passed Pawn as largesse.

This is the position:



45

$\mathbb{Q}f7+$!

$\mathbb{Q}xf7$

Black has no choice, as 45 ... $\mathbb{Q}h8$ allows 46 $\mathbb{Q}f8$ – mate on the move.

46

$\mathbb{g}xf7$

$\mathbb{Q}a7$

On 46 ... $\mathbb{Q}xf7$ 47 a5 leads to an easy win.

47

$\mathbb{Q}xb6$

This begins an amazing clearance of Pawns. Nearly all of them disappear in the next few moves!

47

...

$\mathbb{Q}xa4$

48

$\mathbb{Q}xd6$

$\mathbb{Q}xc4$

49

$\mathbb{Q}xf6!$

A little endgame trick, originally perpetrated by Morphy on Harrwitz in the third game of their match in 1858.

49

...

$\mathbb{Q}f8$

50

$d6$

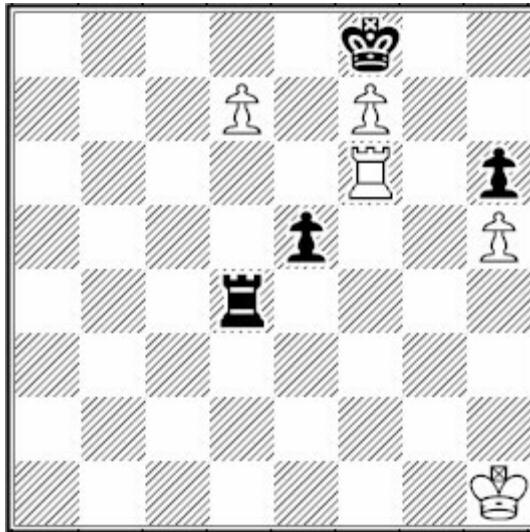
$\mathbb{Q}xe4$

51

$d7$

$\mathbb{Q}d4$

Now comes a beautiful conclusion! White gives up his splendid passed Pawns, for the sake of promoting an unlikely candidate – the innocent-looking h-Pawn.



52

♕xh6!

♔xf7

Or 52 ... ♜xd7 53 ♜h8+ ♔xf7 54 ♜h7+ ♔e6 55 ♜xd7 ♔xd7 56 h6, and the Pawn cannot be headed off.

53

♜h8!

Resigns

For after 53 ... ♜xd7 54 ♜h7+ ♔e6 55 ♜xd7 ♔xd7 56 h6, and the Pawn moves on to the coronation.

A delightful ending to a game beautifully played by Eliskases.

■ GAME FORTY-THREE ■

Escorting the Potential Queen

K. Schlechter – J. Mason

Monte Carlo 1903, PHILIDOR DEFENSE

“The winning of a Pawn among good players of even strength,” says Capablanca, “often means the winning of the game.”

The extra Pawn can be turned into a Queen, as the good player knows, and with a Queen ahead he can beat anybody in the world.

The technique of transforming a Pawn into a Queen is shown more simply, clearly and concisely in the following game than in any other game I know. Watch particularly how Schlechter makes use of his King to escort the passed Pawn up the board. Note how the King zig-zags alongside the Pawn, protecting it from attack, while himself evading checks by the Rook.

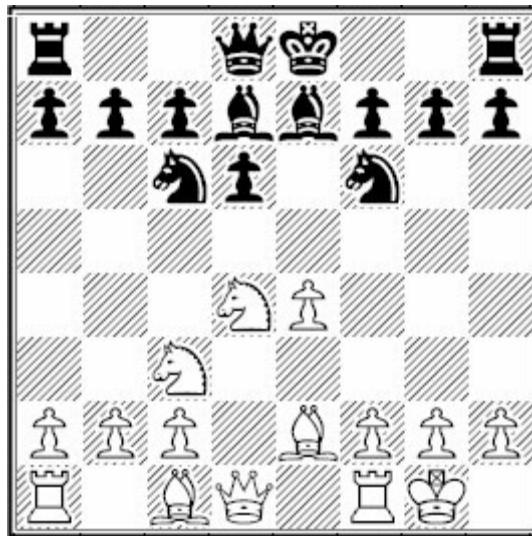
The method once learned is not easily forgotten.

1	e4	e5
2	♞f3	d6
3	d4	exd4

Black should not give up the center, but play to maintain a strong point at e5, somewhat as follows: 3 ... ♞d7 4 ♜c4 c6 5 ♜c3 ♜e7 6 o-o ♜gf6 7 a4 o-o 8 ♜e2 h6 9 ♜b3 ♜c7, with a cramped but defensible game.

4	♞xd4	♞f6
5	♞c3	♝d7
6	♝e2	♞c6
7	o-o	♝e7

The drawback to Black’s un-enterprising system of defense is that his pieces tend to get in each other’s way. The Pawn position in the center (White Pawn at e4 against Black’s at d6) indicates White’s pieces will have greater freedom of movement.



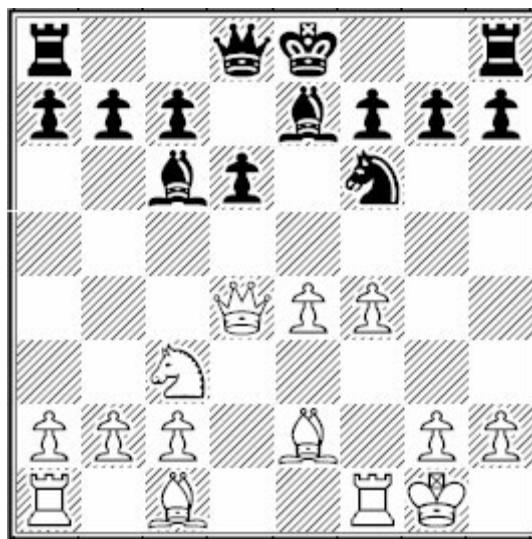
8 f4

Further restraint on Black's game! White's e-Pawn and f-Pawn prevent Black from occupying the center with his pieces. And without a say in the center, it will be difficult for Black to equalize.

8 ... **♘xd4**

This attempt to get some freedom by exchanging pieces only helps White, whose Queen assumes a dominating position in the center.

9 ♗xd4 ♕c6



10 b4!

A good move! It helps White's development (his Bishop will come into the game at b2) and interferes with Black's (his Bishop will be driven back by b5).

10 ... **o-o**

11 ♗b2 ♘e8

Normal development will not do, as 11 ... ♕d7 cuts off the Bishop's retreat, and would cost the life of that piece after 12 b5.

Black therefore plays to get in the freeing move ... f5.

12 **b5** **♕d7**

The interposition of 12 ... ♜f6 (to drive the Queen off) would be a mistake, as the continuation 13 e5 dxе5 14 ♜xd8 ♜xd8 15 bxc6 wins a piece for White.

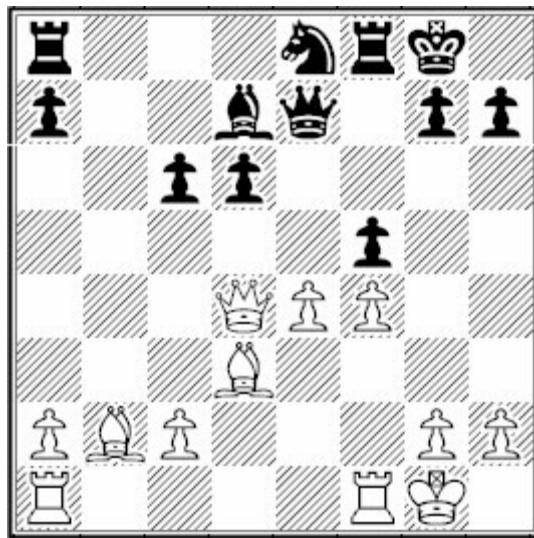
13 **♜d5** **f5**

14 **♞d3** **c6**

The menacing Knight must be evicted, even though the d-Pawn is weakened thereby.

15 **bxc6** **bxc6**

16 **♝xe7+** **♚xe7**



17 **♜ae1!**

A strong developing move! The Rook comes into the game with a threat – 18 exf5, winning a Pawn.

17 **...** **fxe4**

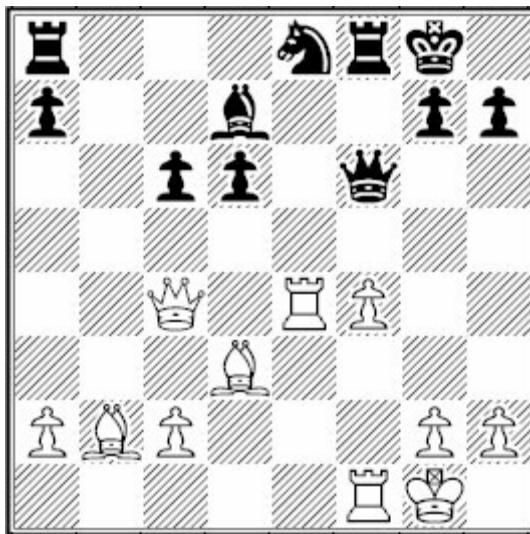
This capture must be made, if the Pawn is to be saved, even though it increases the range of White's pieces.

18 **♝xe4** **♚f6**

Just about the only move. On 18 ... ♜d8 19 ♜xe8 ♜xe8 20 ♜xg7 is mate, while if 18 ... ♜f7 there follows 19 ♜fe1 (threatening 20 ♜e7) 19 ... ♜f6 20 ♜e7 ♜h5 (on 20 ... ♜d5 21 ♜c4 wins the Queen) 21 ♜xd7, and White wins a piece.

19

♕c4+



19

...

♕f7

Again the only move. On 19 ... d5 instead, White wins in problem-like style by 20 ♜xf6 dxc4 21 ♜xc4+ ♕h8 22 ♜e7 ♛f5 23 ♛d1 ♜c8 24 g4 ♛a5 25 ♜d8, and the threats (26 ♛xe8 mate, as well as 26 ♜xa5) are overwhelming.

20

♖e7!

And the Rook comes in still further! Its control of the seventh rank will net at least a Pawn for White, while retaining the superior position. What more could anyone ask?

20

...

♕xc4

21

♕xc4+

d5

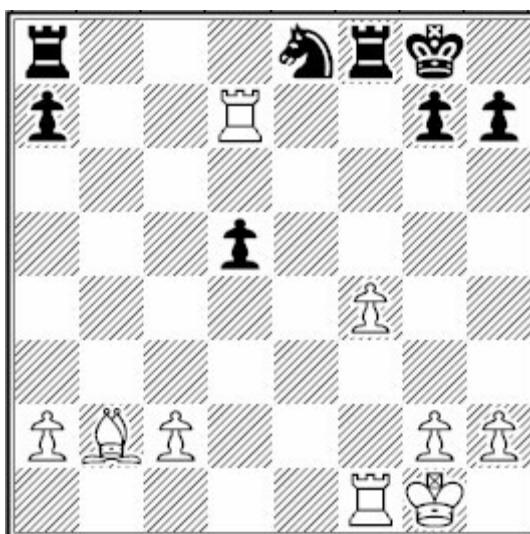
22

♕xd5+

cxd5

23

♖xd7

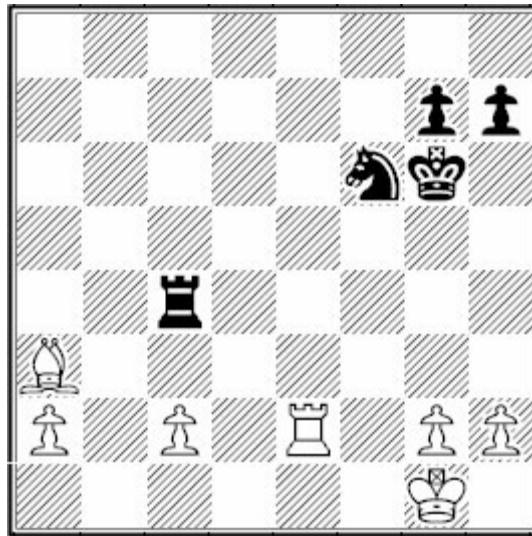


White has gained a Pawn in the melee. Now he must utilize his superiority in material by promoting the extra Pawn to a Queen.

23	...	■ c8
24	■ f2	■ c4
25	■ xd5	■ cxf4
26	■ xf4	■ xf4
27	■ d8	■ f8
28	■ a3+	■ f7
29	■ d7+	■ g6

Of course not 29 ... **■ e6** 30 **■ e7+**, and the Knight goes.

30	■ xa7	■ c4
31	■ e7	■ f6
32	■ e2	



Saves the c-Pawn, but can he do the same for the a-Pawn?

32	...	■ a4
33	■ b2	

Answer: He does not even try! White is willing to return one of the extra Pawns if he can thereby bring about another exchange of pieces.

One Pawn ahead, in a simple Rook and Pawn ending, is all he wants!

33	...	
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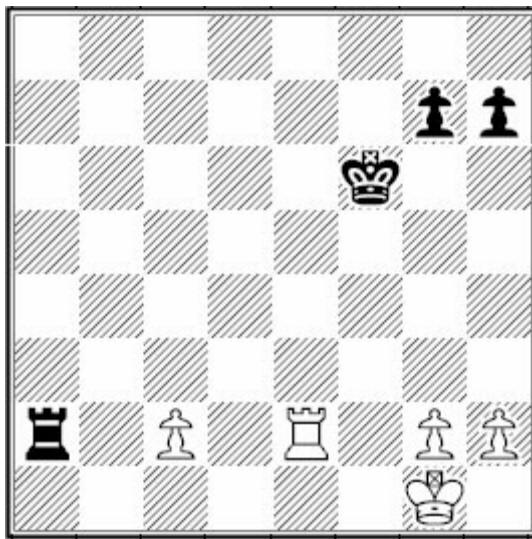
\blacksquare **xa2**

34

\blacksquare **xf6**

\blacksquare **xf6**

Here is the position:



35

\blacksquare **f2**

h5

The King starts out for the Queen side, to give the c-Pawn protection as it moves up the board. Black's King can take little or no part in the proceedings, as it is cut off from the Queen side.

35

...

If Black plays to exchange Rooks, the win (for White) becomes elementary. This is how it could go: 35 ... \blacksquare a5 36 \blacksquare e1 \blacksquare e5 37 \blacksquare xe5 \blacksquare xe5 38 \blacksquare d2 \blacksquare d4 39 c3+ \blacksquare c4 40 \blacksquare c2 \blacksquare c5 41 \blacksquare d3 \blacksquare d5 42 c4+ \blacksquare c5 43 \blacksquare c3 \blacksquare c6 44 \blacksquare d4 \blacksquare d6 45 c5+ \blacksquare c6 46 \blacksquare c4 \blacksquare c7 47 \blacksquare d5 \blacksquare d7 48 c6+ \blacksquare c7 49 \blacksquare e6, and wins.

The idea, in this and similar cases, is simple: the passed Pawn keeps Black occupied, and allows White time to go after the deserted Pawns.

36

\blacksquare **e1**

Of course not 36 \blacksquare e3, as it shuts off the action of the Rook and permits Black's King to cross over to the Queen side.

36

...

g5

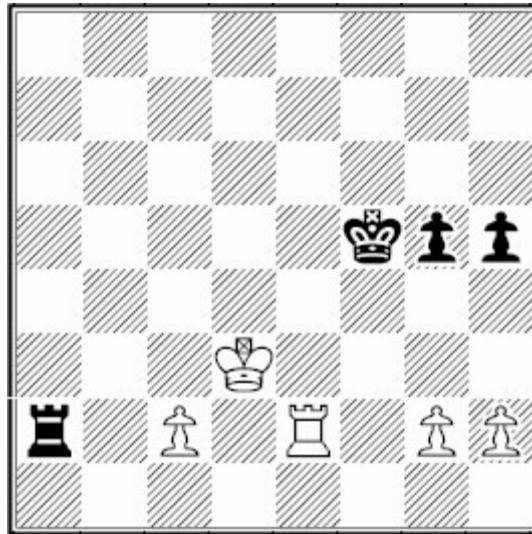
37

\blacksquare **d2**

\blacksquare **f5**

38

\blacksquare **d3**



38

...

♖ a8

Black hopes to make matters difficult for White's rather exposed King, who must stay near the passed Pawn, while evading checks by the Rook.

Here too, an exchange of Rooks loses quickly: 38 ... ♕f4 39 c4 ♜xe2 40 ♜xe2 ♕e4 41 c5 (forces Black to go after the Pawn, and gives White two spare moves) 41 ... ♕d5 42 ♕e3 ♕xc5 43 ♕e4, and White captures the helpless Pawns.

39

c4

♜d8+

40

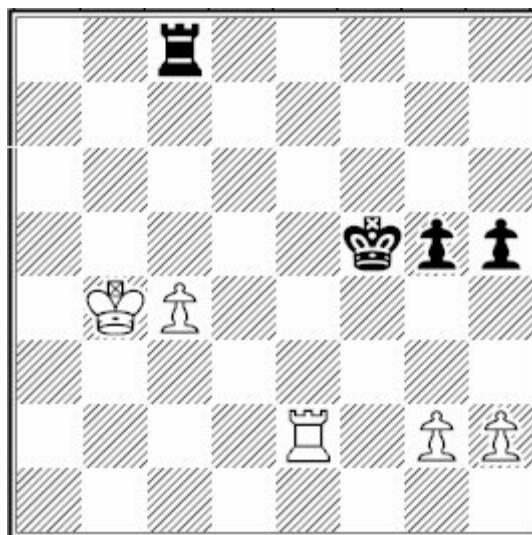
♕c3

♜c8

The Rook stops the advance of the Pawn, and is prepared to check the King whenever it emerges from behind the Pawn.

41

♕b4



41

...

♜b8+

This puts up the most resistance, as a single wasted move simplifies the win for White. For

instance, if 41 ... ♜f4 42 c5 (once the Pawn reaches c5, there are no problems) 42 ... ♕b8+ 43 ♜a5 ♕c8 44 ♜b6 ♕b8+ 45 ♜c7 ♕h8 46 c6 ♕h7+ 47 ♜b8 ♕h8+ 48 ♜b7, and it's all over.

42 ♜a5

Note how the King zig-zags. It is the key to the win in this type of ending.

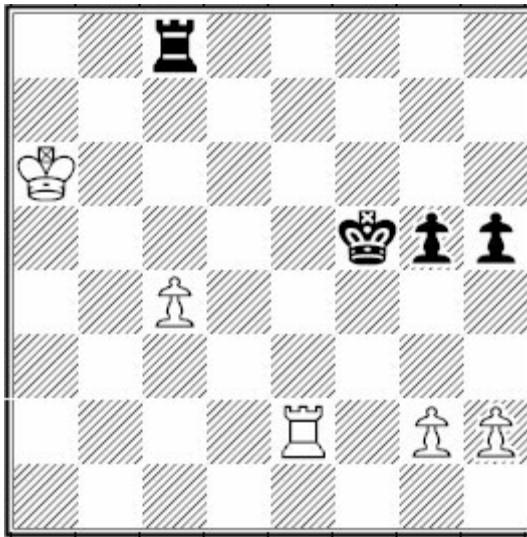
42 ... ♕c8

If 42 ... ♕a8+ 43 ♜b6 ♕b8+ (if 43 ... ♕c8 44 c5) 44 ♜c7, and White's next move is 45 c5.

43 ♜b5 ♕b8+

44 ♜a6 ♕c8

45 ♕c2!



Threatens to advance the Pawn. Black's King can now approach, but it's too late.

45 ... ♜e5

Rook moves are met as follows: (1) 45 ... ♕a8+ 46 ♜b7 ♕g8 47 c5. (2) 45 ... ♕c7 46 ♜b6 ♕c8 47 c5. (3) 45 ... ♕c5 46 ♜b6 ♕c8 47 c5.

46 ♜b7 ♕c5

47 ♜b6 Resigns

For if 47 ... ♕c8 (not 47 ... ♜d6 48 ♜d2+, and White wins the Rook) 48 c5 ♜e6 49 c6 ♜d6 50 c7 ♜d7 51 ♜d2+ ♜e7 52 ♜b7, and White wins.

The strategy may be relatively simple, but Schlechter's clear and concise play makes the game a fine piece of instruction.

■ GAME FORTY-FOUR ■

The Pillsbury Bind

V. Chekhover – I. Rudakovsky

Moscow 1945, QUEEN'S GAMBIT DECLINED

“The scheme of a game,” says Réti, “is played on positional lines, the decision of it, is as a rule, effected by combinations.”

The following game, one of the unknown masterpieces of chess, illustrates this principle of strategy beautifully.

Early in the play, White gets a grip on the Queen side (known as the Pillsbury Bind) which keeps his opponent busy on that wing. Then he conjures up threats of mate to harass him on the other. Rendered desperate by trying to prevent the collapse of his Queen side, while at the same time warding off check mate on the King side, Black falls victim to the inevitable combination – in this case a pretty one.

1	d4	d5
2	c4	e6
3	♘f3	♘f6
4	♗g5	♗e7
5	e3	o–o
6	♘c3	♗bd7
7	♕c2	

Quite strong, though 7 ♕c1, played several times in the Capablanca-Alekhine Championship Match, is more popular.

7	...	c6
----------	-----	-----------

Black should get in the freeing move 7 ... c5 instead, before White plays his Rook to d1.

8	♗d3
----------	------------

More to the point is 8 ♕d1, to make it difficult for Black to advance his c-Pawn. A plausible continuation would be: 8 ... a6 9 a3 ♘e8 10 ♘d3 dxс4 11 ♘xc4 b5 12 ♘a2 ♘b7, and the freeing of this Bishop is still not assured.

8	...	dxс4
----------	-----	-------------

9

♝xc4

♞d5

Anxious to get some elbow-room, Black offers an exchange of Bishops.

10

♝xe7

♝xe7

11

o-o

b5

This looks promising, since Black seems to gain time for the development of his Bishop. It creates a weakness though at his c5 square, that will cost him dear.

A safer line of play, even though it hurts to give up the centralized Knight, would be 11 ... ♜xc3 12 bxc3 b6, followed by 13 ... ♜b7.

12

♝e2

a6

Protects the b-Pawn, so that he can get in the advance 13 ... c5.

But never a chance does White give him to make that freeing move!

13

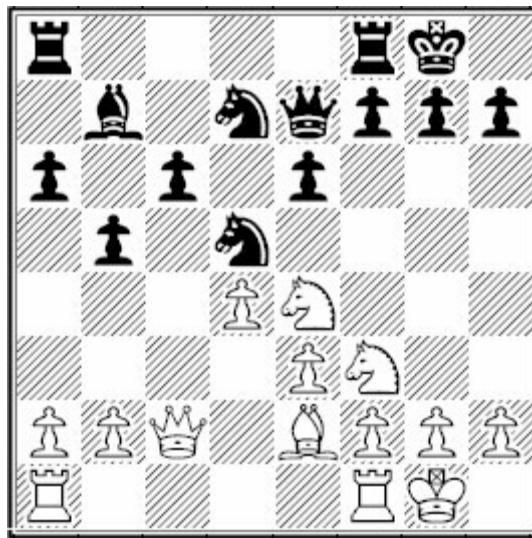
♞e4

Uncovers an attack on the c-Pawn, and a threat to control the key square c5.

13

...

♝b7



14

♞e5!

Good strategy! Before seizing the outpost c5 with his Knight, White plays to remove one of the pieces guarding that square – Black's Knight at d7.

Playing 14 ♜c5 would be premature at this point, as after 14 ... ♜xc5 15 ♜xc5 ♜xc5 16 dxc5, the square c5 would be occupied by a Pawn (which has no mobility) instead of a piece (which does have freedom of movement, and exerts pressure on the surrounding area).

14

...

♜ac8

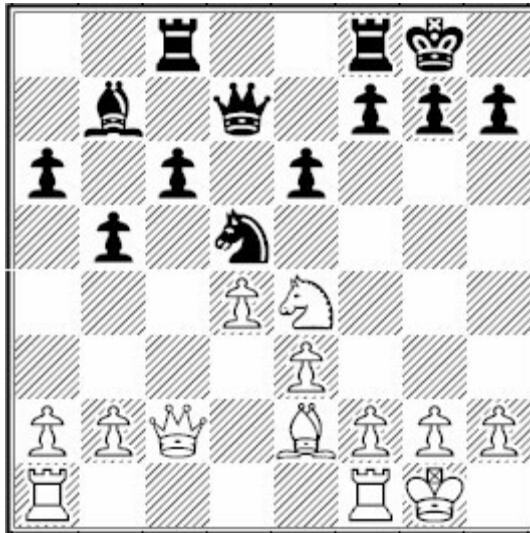
Necessary, as the c-Pawn was attacked by Knight and Queen. There was no relief in 14 ... ♕xe5, as after 15 dxe5 White obtains a fine outpost at d6 for his remaining Knight.

15

♘xd7

♗xd7

At one stroke White disposes of two pieces that guarded the vital c5 square!



16

♘c5!

Another powerful stroke! The Knight dominates a great deal of the board from this outpost, and makes it difficult for Black's pieces to move about freely. The fact that the Knight cannot be driven off by Pawns must add to Black's frustration.

The paralyzing power of the Knight at the outpost c5 was first realized by Pillsbury, who used it to great effect in some famous games, notably Pillsbury-Tarrasch, Vienna 1898 (see *Chess Strategy and Tactics* by Reinfeld and Chernev).

16

...

♗c7

17

♕fd1

♖cd8

18

♖ac1

Strategically, to intensify the pressure on the c-file.

Tactically, to win a Pawn by 19 ♕xb7 ♗xb7 20 ♖xc6. But this is incidental, as the position is worth more than a Pawn.

18

...

♗c8

19

♗e4!

Just in time to stop 19 ... e5! This would free the Bishop, and also open a file for the King Rook after 20 ... exd4 21 exd4.

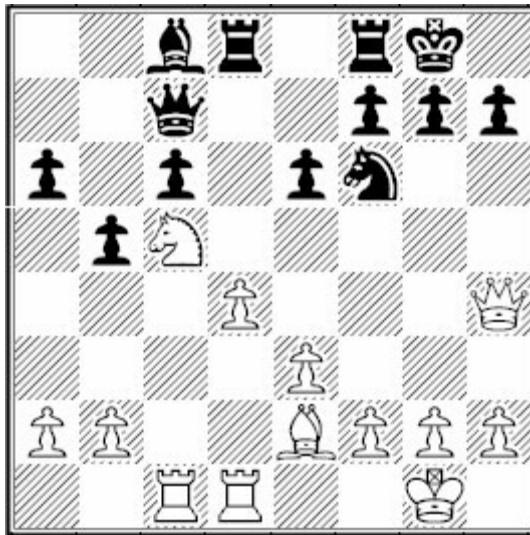
19

...

♘f6

20

♘ h4



20

...

♕ a5

Black tries to get some counter-play on the Queen side. The advance 20 ... e5 instead would be risky, as White's 21 ♘g3 in reply pins, and then probably wins the impetuous Pawn.

21

a3

Just to keep the Queen from getting closer.

21

...

b4

22

a4

♝ d7

23

b3

By which the Pawn position on the !Queen-side is stabilised.

23

...

♞ xc5

The advance of the King Pawn is still premature as after 23 ... e5 24 ♜xd7 ♜xd7 25 ♜c5 wins the Pawn for White.

24

♞ xc5

♗ b6

25

♜ dc1

Doubles the pressure on the file – and on the opponent.

25

...

♝ b7

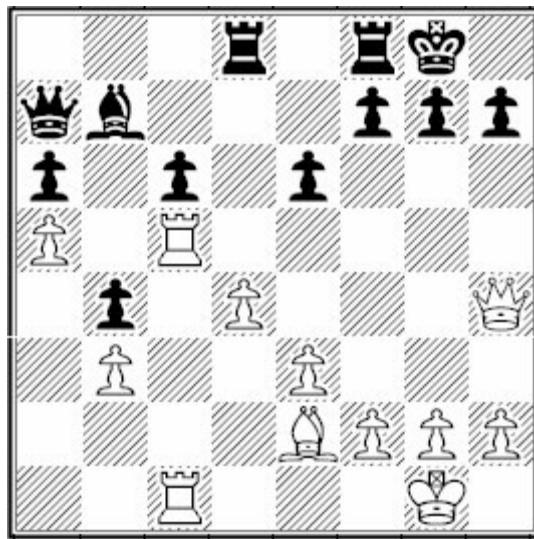
26

a5

An effective move! Black's b-Pawn is isolated, and his Queen driven back to the second rank.

26

...

**27****Qd3!**

Black's Queen side is fixed, so White turns his attention to the King side.

The threat is 28 ♕xh7 mate, a threat which is easily parried by moving one of the Pawns near the King. Any Pawn move though, creates a permanent weakness in the Pawn structure, one that can be exploited, in one way or another.

For instance, if Black replies 27 ... h6, then the continuation 28 ♕e4 g6 29 ♕h5 ♕g7 30 ♕e5+ ♕h7 31 ♕g5 is decisive.

27

...

g6**28****Qf6!**

The Queen plants herself securely in one of the holes created by Black's last move. A hole is a square (such as f6 or h6 in the present position) brought into being by the advance of a nearby Pawn. It is a weak square, because it is no longer under the surveillance of a Pawn, and is vulnerable to invasion by an enemy piece. Such a piece can settle itself comfortably in one of these holes, secure in the knowledge that no enemy Pawn can disturb it.

White's plan is classical in its simplicity. He will advance the h-Pawn to h4, h5 and h6, and then play ♕g7 mate. If the Pawn is captured en route, say when it reaches h5, mate by the Rook is the instant penalty.

28

...

Rd6

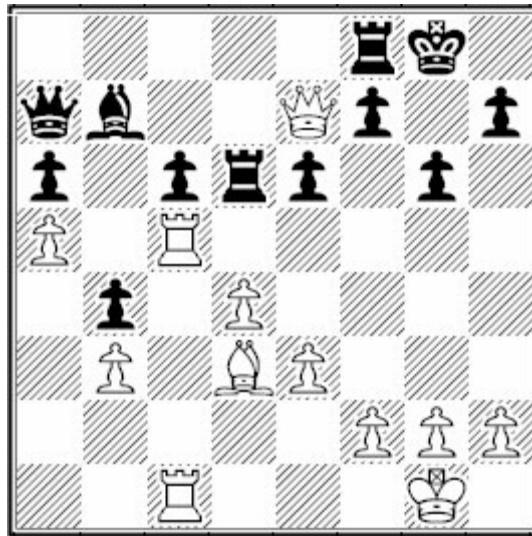
Black vacates the square d8 for his Queen, the only piece that can hope to dislodge White's Queen. Now if 29 h4, the intended defense is 29 ... ♕a8 30 h5 ♕d8, and the threat of mate is parried.

29**Qe7**

An attack on the exposed Rook, so that Black will have his hands full warding off the

accumulating threats. Black has three problems, each on a different part of the board:

- (1) On the King side, he must guard against being mated.
- (2) On the Queen side, he must try to break loose from White's stranglehold.
- (3) In the middle, he must rescue any pieces that are exposed.



29

...

♖ fd8

Or 29 ... ♜b8 30 ♜e4 ♕c8 31 h4 ♜c7 32 ♜f6 ♜d8 33 ♜xd8+ ♜(either one)xd8 34 ♜xc6 or 34 ♜1c4, with an easy, routine win.

30

h4

♕ 8d7

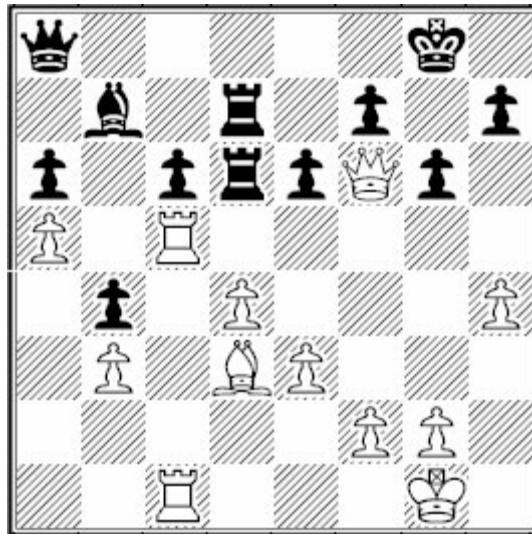
The Queen must be evicted from the premises! Black does not play 30 ... ♜6d7, as he wants the first rank and the square d8 available to his own Queen.

31

♜f6

♕ a8

Only by retreat can Black's Queen rush to the rescue!



32

Qe4!

Not at once 32 h5, on account of 32 ... ♕d8 in reply.

After the text (which incidentally prevents 32 ... ♕d5), if Black plays 32 ... ♕d8, White exchanges Queens, captures the c-Pawn, and wins easily if prosaically.

32

...

Qe8

33

h5!

Each step the Pawn makes increases the danger to Black's King. The Pawn is headed for h6, where it will settle itself firmly in the other hole in Black's position.

The capture 33 ♗xc6 would be premature, as 33 ... ♗xc6 34 ♖xc6 ♖xc6 35 ♖xc6 ♖xd4 regains the Pawn and allows Black fighting chances.

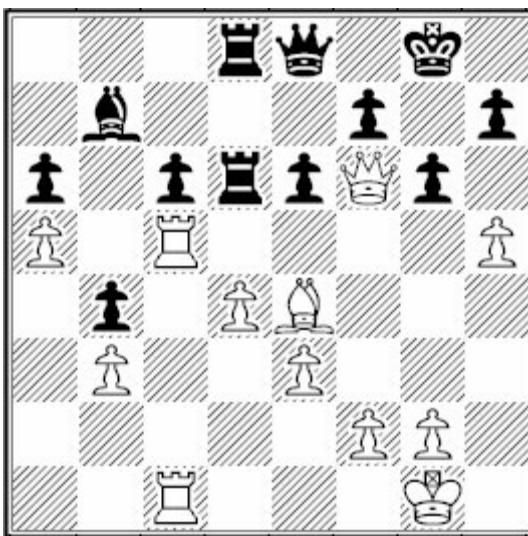
33

...

Qd8

The Rook withdraws, so that the c-Pawn may have the added protection of the Queen.

The fact that Black is kept busy warding off threats on both sides of the board is the clue to the next move, which presents Black with an insoluble problem (the hardest kind to face).



34

Qxc6!

One of the beauties of chess is the fact that moves are often made which look irrational at first glance.

The c-Pawn is apparently adequately protected. As will be seen though, one of its defenders is overworked. The Queen not only has to guard this point (c6) and the Rook at d8, but must keep an eye out for mate threats against the King.

34

...

Qxc6

35

h6!

A *Zwischenzug*, an in-between move instead of the expected re capture. This one, which threatens mate, requires instant attention.

35 ... ♕f8

On the alternative defense 35 ... ♔f8, the win is forced by 36 ♕xc6 (threatens 37 ♕xd6 ♕xd6 38 ♕c8 ♔xc8 39 ♔g7 mate) 36 ... ♔xh6 37 ♕xd6 ♕xd6 38 ♕c8+, and Black must give up his Queen.

36 ♕xc6

White regains his piece, is a Pawn ahead, and threatens 37 ♕xd6 ♕xd6 38 ♕c8 ♔xc8 39 ♔h8+, winning the Queen.

36 ... ♕xc6

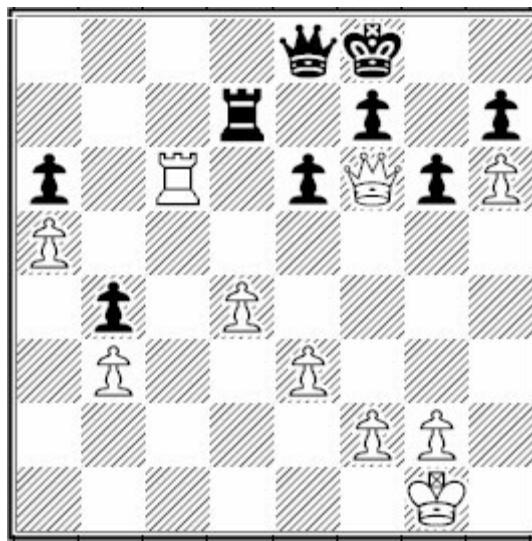
There is not much choice. If Black plays 36 ... ♔d7 (to reply to 37 ♕xd6 with 37 ... ♔xd6), there follows 37 ♕c7, ♔e8 38 ♔g7 mate.

37 ♕xc6

White gets his Rook back and prepares to seize the seventh rank by 38 ♕c7. This would keep the King from escaping, and again threaten him with mate by the Queen.

37 ... ♕d7

There is no relief in 37 ... ♔xc6, White forcing a winning ending by 38 ♔xd8+ ♔e8 39 ♔d6+ ♔g8 40 ♔xa6 ♔e7 (otherwise 41 ♔b7 wins at once) 41 ♔b6, and the passed Pawn cannot be stopped.



38 ♕c8!

Attacks the Queen with his un protected Rook. A pretty enough conclusion, but precision and pedants may point out that White missed a brilliancy in 38 ♔g7+ ♔e7 39 ♕xe6+! ♔xe6 (39 ... ♔d8 40 ♕xe8+ is of course hopeless) 40 ♔e5 mate. Many a player has had quicker wins or more artistic ones than actually occurred pointed out to him by lesser lights, who revel in the fact that they found something overlooked by the master. The reason the master didn't see the shorter line is that he was

not looking for it in the first place! The move with which he wins is the one whose effects he saw earlier and analyzed thoroughly *before starting his final combination*. Once the series of forcing moves clicks, there is no reason at all for him to waste time looking for other moves that might win. It takes time to analyze combinations, and the shorter way, ventured on hurriedly, might turn out to have a hole in it. The moral is: *Play the move that forces the win in the simplest way. Leave the brilliancies to Alekhine, Keres and Tal.*

38

...

♕xc8

Naturally, 38 ... ♕d8 39 ♕xd8 does not help matters.

39

♕h8+

Resigns

White wins the Queen and the game.

Magnificent play by White, who never once relaxed his iron control of the game. A remarkable circumstance is that none of Black's pieces or Pawns, with the exception of the brave little Pawn at b4, ever crossed the fourth rank – Black's side of the board!

■ GAME FORTY-FIVE ■

The Galloping Knight

S. Tarrasch – S. Vogel

Nuremberg 1910, RUY LOPEZ

One piece wins this game practically single-handed! Tarrasch's Queen Knight makes 13 of the 37 moves in the game, holds the enemy Rooks at bay, captures Pawns here and there, and as a final touch, clears the way for a passed Pawn to become a Queen.

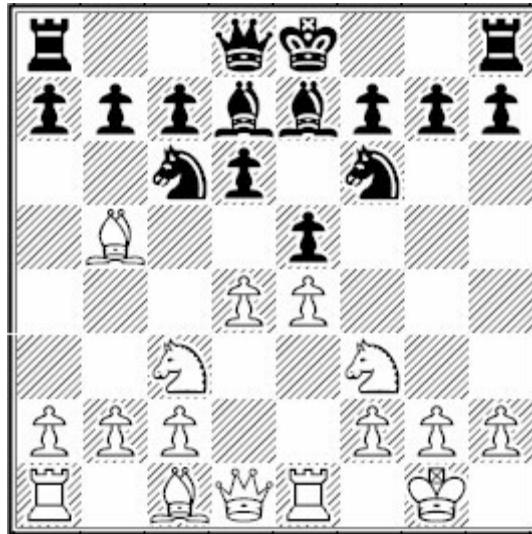
From the technical standpoint, the game offers a valuable lesson in the art of getting the most out of a minute advantage. Especially interesting is the way the Knight provokes a weakness which enables it to gain complete possession of d6 – a square the Knight visits three times!

1	e4	e5
2	♘f3	♘c6
3	♗b5	d6

The authorities do not recommend this line, the Steinitz defense, since it leads to a cramped game for Black, with little opportunity for counter-play.

Any defense though, which has been favored by World Champions Steinitz, Lasker and Capablanca cannot be all bad.

4	d4	♗d7
5	♘c3	♘f6
6	o-o	♗e7
7	♖e1	



7

...

exd4

Black must give up the center, and that is the chief drawback to the Steinitz defense.

Delay may lead him into the following trap, discovered by Tarrasch: 7 ... 0–0 (the most natural move on the board, but it loses) 8 ♜xc6 ♜xc6 9 dxе5 dxе5 10 ♜xd8 ♜axd8 11 ♜xe5 ♜xe4 (if 11 ... ♜xe4 12 ♜xc6 wins a piece for White) 12 ♜xe4 ♜xe4 13 ♜d3 (not 13 ♜xe4 ♜d1+ and mate next) 13 ... f5 14 f3 ♜c5+ 15 ♜xc5 ♜xc5 16 ♜g5 ♜d5 (on 16 ... ♜de8 17 ♜e7 wins the exchange) 17 c4 ♜d7 18 ♜e7, and White wins the exchange.

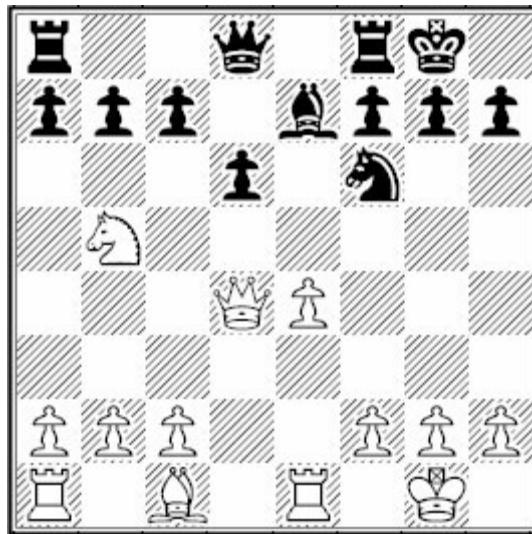
8

♜xd4**♜xd4**

9

♝xd4**♝xb5**

10

♝xb5**0–0**

11

♝g5

A strong move, but Capablanca found a better one, which led to a brilliant finish against Fonaroff. Capa played 11 ♜c3, and the game continued as follows: 11 ... c6 12 ♜d4 ♜d7 13 ♜f5 ♜f6

14 ♜g3 ♛e5 15 ♜f4 ♜c7 16 ♜ad1 ♜ad8 17 ♜xd6! ♜xd6 18 ♜xe5 ♜d1 (if 18 ... ♜xe5 19 ♜xe5 regains the Rook by the threat of mate, leaving White a Pawn ahead) 19 ♜xd1 ♜xe5 20 ♜h6+! ♚h8 21 ♜xe5! ♜xe5 22 ♜xf7+, and the Knight fork wins a piece nicely.

11

...

♜g4

Black aims to simplify the position by exchanging pieces whenever he can do so.

12

♝xe7

♝xe7

13

c4

This will strengthen the position of the Knight when it eventually reaches d5.

13

...

a6

14

♞c3

♚e5

Now the threat of 15 ... ♜xh2+ forces White to exchange Queens.

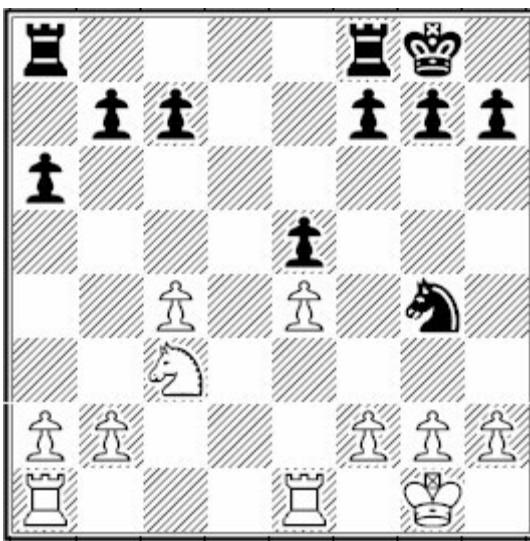
15

♝xe5

dxe5

On 15 ... ♜xe5 instead (to centralize the Knight), White protects the c-Pawn by 16 b3, and then plays 17 f4, driving the Knight back and out of play.

This is the position, with White to play:



16

♞d5!

Simple and strong! The chief threat is not 17 ♜xc7, as the reply 17 ... ♜ac8 regains the Pawn for Black, but 17 h3, to which the retreat 17 ... ♜h6 renders the Knight *hors de combat*, while the alternative 17 ... ♜f6 allows an exchange by 18 ♜xf6+, which breaks up Black's Pawn position.

16

...

c6

Plausible, but not the best way to evict the Knight from its fine out post. Black should play 16 ... ♜f6, after which 17 ♜xf6+ gxf6 18 ♜ad1 ♜ad8 left White with only a minimal advantage.

After his actual move, Black's d6 square is slightly weakened. It is remarkable that this imperceptible weakness is enough to cost him the game.

17

$\mathbb{Q}e7+$

$\mathbb{Q}h8$

Now White must guard against 18 ... g6, which might leave his Knight stranded.

18

$\mathbb{Q}f5$

$\mathbb{Q}ad8$

19

$\mathbb{Q}ad1$

There is only one open file, so both sides dispute its possession.

19

...

g6

20

$\mathbb{Q}d6$

Driven out from the outpost d5, the Knight establishes a more effective one at d6.

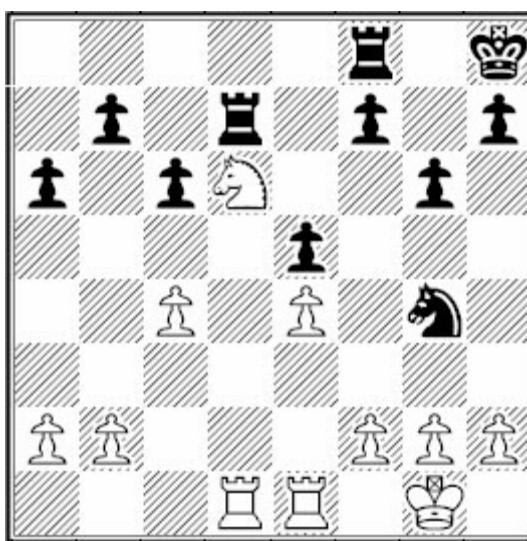
The immediate threat is 21 $\mathbb{Q}xf7+$, winning the exchange.

20

...

$\mathbb{Q}d7$

Protecting the b-Pawn (which also was attacked) by 20 ... $\mathbb{Q}b8$ would be inferior, as that surrenders the d-file to White.



21

c5!

Very strong! The advance of the Pawn supports the outpost, provides a useful square (c4) for the convenience of the Knight, and fixes Black's Pawns on the Queen side.

21

...

$\mathbb{Q}g8$

Doubling Rooks by 21 ... $\mathbb{Q}fd8$ would be penalized by 22 $\mathbb{Q}xf7+$, and White wins the exchange.

22

$\mathbb{Q}c4!$

Discovers an attack on the Rook, and also threatens to win the e-Pawn by driving off its defender with 23 f3.

22

...

♖ fd8

Black decides to give up the e-Pawn for the sake of establishing a Rook on the seventh rank.

Protecting the Pawn by 22 ... ♜ e7 would leave him with the inferior game after 23 ♜ d6 followed by 24 ♜ ed1.

23

♜ xd7

♜ xd7

24

f3

Finally this move comes in, and with great effect. The Knight is forced to retreat.

24

...

♞ h6

Black gives up the Pawn at once, in return for which his Rook will be enabled to seize the seventh rank.

The alternative 24 ... ♞ f6 leads to this: 25 ♜ e2 ♜ e7 26 ♜ d2 ♜ d7 (necessary, to prevent an invasion by the white Rook) 27 ♜ xd7 ♜ xd7 28 b4, and White threatens to win the b-Pawn by 29 ♜ a5.

25

♞ xe5

There is no time to keep the enemy Rook out by 25 ♜ e2, as Black then saves his Pawn by 25 ... f6.

25

...

♜ d2

26

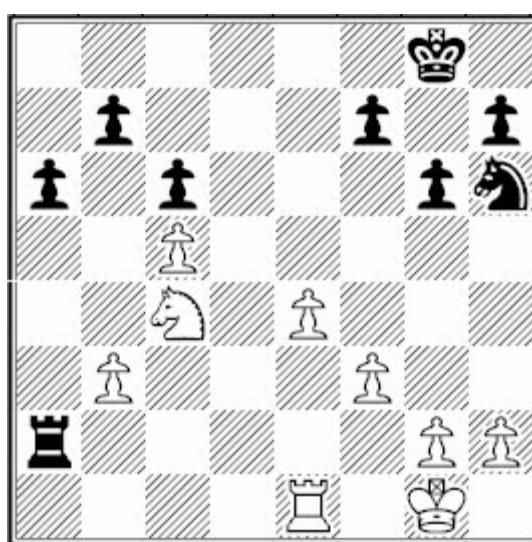
♞ c4

♞ c2

27

b3

♜ xa2



28

♖d1!

Black has regained his Pawn, but now White has had time to improve his position. His Rook commands the all-important d-file, and can not be hindered from getting behind the black Pawns.

28

...

a5

Hoping to undermine White's Queen side position by 29 ... a4.

29

♖d8+

♔g7

30

♖a8

a4

31

♖xa4

♖xa4

32

bxa4

♘g8

The Knight is home again, "the sad result," says Tarrasch, "of the expedition to g4."

33

♘d6

♔f6

The King and Knight must hurry over to head off the potential passed Pawn.

34

♗xb7

♔e5

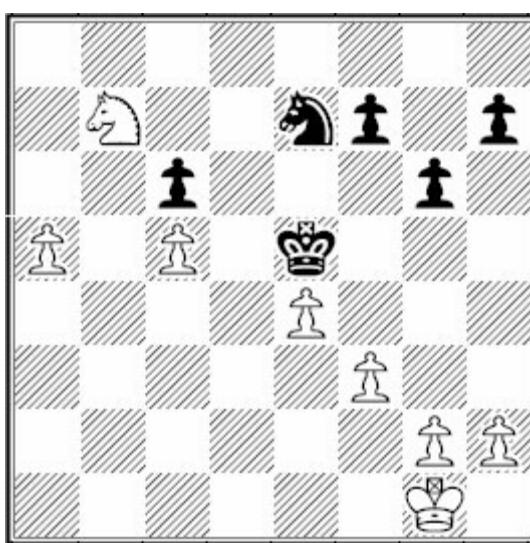
35

a5

♘e7

Prepares to meet 36 a6 with 36 ... ♘c8, and the Pawn is halted – for the time being.

But White prevents the Knight move with a little Knight move of his own.



36

♘d6!

For the third time, the Knight returns to this key square!

36

...

♔d4

37

a6

Resigns

Superb position play by a master in that domain.

■ GAME FORTY-SIX ■

The Roving Rook

H.N. Pillsbury – J.W. Showalter

Brooklyn 1897, QUEEN'S GAMBIT DECLINED

One of the most beautiful Rook endings ever played (and that qualifies it to be instructive as well as entertaining) is from a little-known game of Pillsbury's.

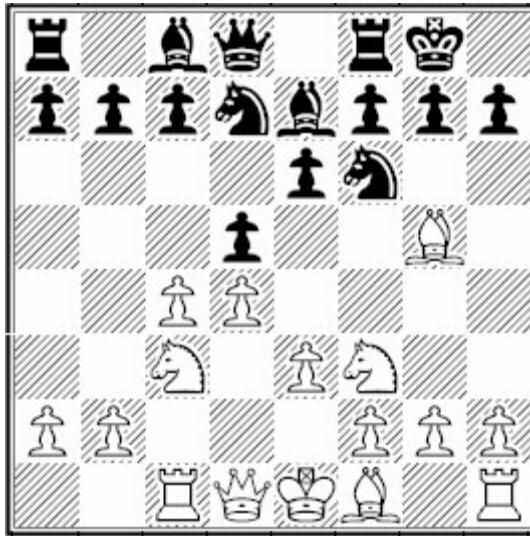
It is characterized by fierce energy, the sort with which Pillsbury so often demolished his opponent's position 'root and branch' in the midgame. Despite its typical vigor, the ending is not lacking in finesse, and a study of its fine points will add polish to anyone's play.

1	d4	d5
2	c4	e6
3	♘c3	♘f6
4	♗g5	

Pillsbury was the first master to realize the strength of this opening, which he once described as "a Ruy Lopez on the King side."

4	...	♗e7
5	e3	♘bd7
6	♘f3	o-o
7	♖c1	

A strong line of play. The Rook bears down on the c-file, which will be opened, sooner or later, by an exchange of Pawns.



7

...

a6

Clearly in order to meet 8 ♜d3 with 8 ... dxc4 9 ♜xc4 b5 10 ♜d3 ♜b7, followed by 11 ... c5. By this means, the Queen Bishop would be developed, generally a problem in this opening.

8

cxd5

exd5

9

♜d3

c6

Better than 9 ... b5 10 o-o ♜b7, and the Bishop has very little scope, the diagonal being blocked by one of Black's own Pawns.

10

o-o

♚e8

11

♝b1

♝e4

Superficially attractive, this attempt to free the position is not as good as it looks. More to the point is 11 ... ♜f8, followed by ... ♜g4 and ... ♜e6 in due course.

12

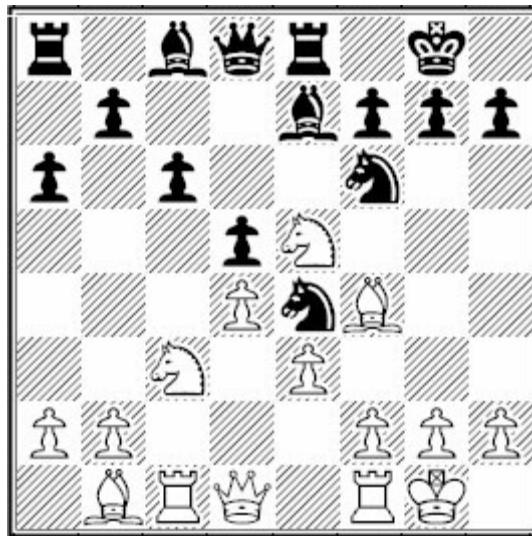
♝f4

♝df6

Opposing Bishops by 12 ... ♜d6 loses a Pawn by 13 ♜xe4 ♜xf4 (if 13 ... dxe4 14 ♜xd6 exf3 15 ♜xf3 wins a Pawn) 14 ♜xh7+ ♔xh7 15 exf4.

13

♝e5

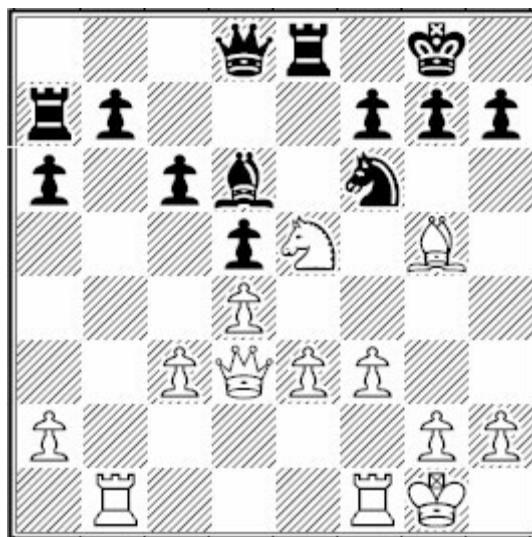


White's pieces are strongly placed, in a formation favored by Pillsbury.

13	...	Qf5
14	f3	Rxc3
15	bxc3	Rxb1
16	Rxb1	Ra7

An awkward move, but how else protect the Knight Pawn? If 16 ... Rb8 17 Rxc6 wins the exchange for White, while 16 ... Rc8 is not an attractive move to make, the Queen being relegated to the defense of a Pawn.

17	Qd3	Rd6
18	Qg5!	



18

...

h6

If Black captures the Knight, there is some pretty play, viz: 18 ... ♕xe5 19 dxe5 ♕xe5 20 ♜d4 (attacks both Rooks) ♜b8 (protects both Rooks) 21 ♜f4, and White wins the exchange.

19

♕h4

g5

Desperate measures, but White was threatening to increase the pressure by 20 ♜f5, followed by 21 g4 and 22 g5.

20

♕g3

♕h5

21

♜f5

Threatens mate in two by 22 ♜xf7+, and mate by the Knight.

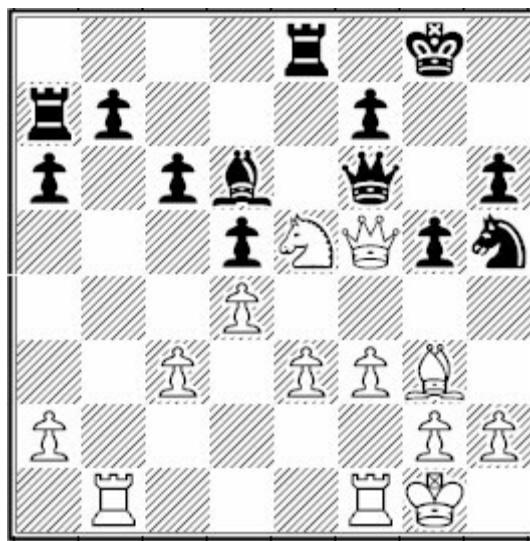
21

...

♞f6

A natural move, but it meets with a surprising refutation.

This is the position, with White to play:



22

♞g4!

This pretty move wins a Pawn against any defense. For instance, if 22 ... ♜e6 23 ♜xd6 ♜xd6 24 f4, and White threatens 25 fxg5, winning a Pawn. If then:

(1) 24 ... f6 25 ♜g6+ ♜g7 26 ♜xh6+, and White either mates next move or wins the Queen.

(2) 24 ... ♜g7 25 ♜f6+ ♜f8 26 ♜xe8, and White wins the exchange.

(3) 24 ... ♜e7 25 ♜xh6+ ♜g7 26 ♜xg5+ ♜xg5 27 fxg5, and Black is threatened with 28 ♜xf7+ as well as loss of the Knight by 29 g4.

22

...

♞xf5

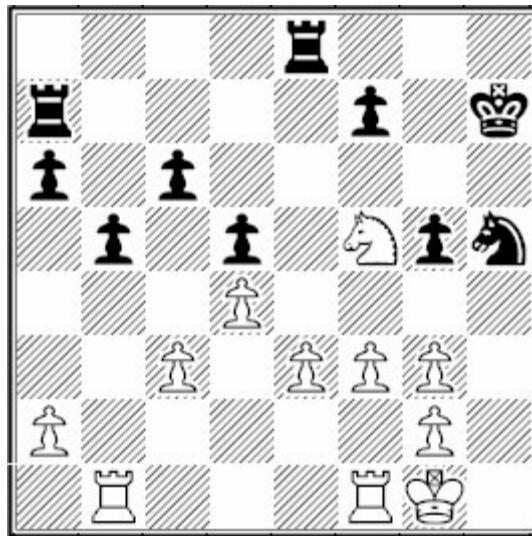
23

♞xh6+

♚h7

24 ♘xf5 ♗xg3

25 hxg3 b5



26 ♛f2!

A fine move! This guarding of the Pawns at g3 and e3 frees the Knight for active duty. It also makes it possible for one of the Rooks to utilize the h-file for attack.

26 ... ♛g6

27 ♕h1

This is better than defending the Knight by 27 g4.

White is willing to exchange pieces, being a Pawn ahead.

27 ... ♕xf5

On 27 ... ♕g7, White forces mate in problem-like style by 28 ♕h6+ ♛xf5 29 g4 mate – a pure mate!

28 ♕xh5 ♕ae7

29 ♕h6!

Taking the e-Pawn now would be fatal for Black, as after 29 ... ♕xe3, there follows 30 g4+ ♛f4 31 ♕f6 mate.

29 ... f6

30 ♕e1

A subtle move, which shortly brings about an exchange of Rooks.

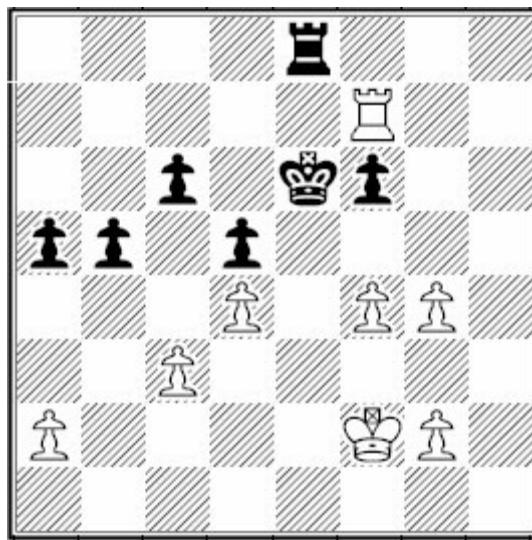
31 ... a5

31	g4+	♔e6
32	f4	gx_f4
33	ex_f4+	♔d7
34	♖xe7+	♔xe7
35	♖h7+	

Seizes the seventh rank, the road to happiness for a Rook.

35	...	♔d6
36	♖f7	♔e6

Forced, as 36 ... ♕e6 loses the Pawn after 37 f5.



37	♖a7	
-----------	------------	--

“Notice the scope of White’s Rook,” says the Reverend Cunningham, “moving freely along Black’s second rank and attacking the Pawns, while White’s King (strongly placed) debars Black’s Rook from his e3, e2 and e1; and if the Rook went to e4, g3 defends the f-Pawn.”

37	...	b4
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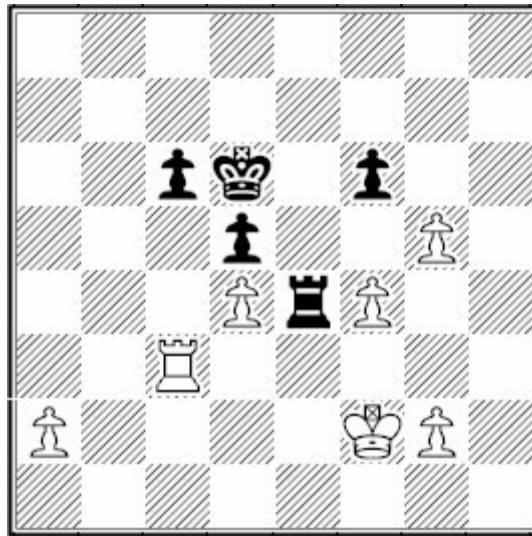
On 37 ... a4 instead, White wins a Pawn by 38 f5+ ♔d6 39 ♖f7.

38	♖xa5	bxc3
39	♖c5	♔d6
40	♖xc3	♔e4!

Black defends well. Using his Rook actively offers the best chance of saving the game.

41	g5!	
-----------	------------	--

A brilliant move! It deserves a diagram:



Black must consider these possibilities:

41

...

fxg5

(1) 41 ... $\mathbb{Q}xf4+$ 42 $\mathbb{Q}f3$ $\mathbb{Q}xf3+$ 43 $\mathbb{Q}xf3$ $fxg5$ 44 $\mathbb{Q}g4$ $c5$ 45 $\mathbb{Q}xg5!$ $cxsd4$ (45 ... $c4$ 46 $\mathbb{Q}f4$ offers Black no chance) 46 $\mathbb{Q}f4$ $\mathbb{Q}c5$ 47 $\mathbb{Q}f3$ $\mathbb{Q}c4$ 48 $\mathbb{Q}e2$ $\mathbb{Q}c3$ 49 $\mathbb{Q}d1$ and White wins.

(2) 41 ... $\mathbb{Q}xf4+$ 42 $\mathbb{Q}f3$ $fxg5$ 43 $\mathbb{Q}xf4$ $gxf4$ 44 $a4$ $c5$ 45 $\mathbb{Q}f3$ $cxsd4$ 46 $\mathbb{Q}xf4$ $\mathbb{Q}c5$ 47 $\mathbb{Q}f3!$ $\mathbb{Q}b4$ 48 $\mathbb{Q}e2!$ (but not the natural 48 $g4$, as then Black does not take the Pawn, but plays 48 ... $\mathbb{Q}c3$ and wins!) 48 ... $\mathbb{Q}c3$ 49 $\mathbb{Q}d1$, and White wins.

(3) 41 ... $\mathbb{Q}xd4$ 42 $g6$ $\mathbb{Q}xf4+$ 43 $\mathbb{Q}f3$ $\mathbb{Q}e4$ (if 43 ... $\mathbb{Q}g4$ 44 $\mathbb{Q}g3$ wins, or if 43 ... $\mathbb{Q}xf3+$ 44 $\mathbb{Q}xf3$ $\mathbb{Q}e7$ 45 $a4$, and Black cannot stop both passed Pawns) 44 $g7$ $\mathbb{Q}e8$ 45 $\mathbb{Q}xf6+$ $\mathbb{Q}e7$ 46 $\mathbb{Q}f8$ $\mathbb{Q}xf8+$ 47 $gxf8(\mathbb{Q})+$ $\mathbb{Q}xf8$ 48 $a4$, and again Black is helpless against the passed Pawns.

(Note to the reader: If you have skipped the variations above, go back to the diagram and play them over. They are not difficult, and they are interesting, even if they do look at first glance like some more of those confounded instructive things.)

42

fxg5

$\mathbb{Q}xd4$

43

$\mathbb{Q}e3!$

Cuts the King off from the King side. Black will have to depend on his Rook to do all the work.

43

...

$\mathbb{Q}5$

There was no point in attacking the Pawn by 43 ... $\mathbb{Q}g4$, as 44 $\mathbb{Q}g3$ forces the Rook back, after which the Pawn takes another step forward.

44

g6

$\mathbb{Q}a4$

45

a3

d4

46

♖g3

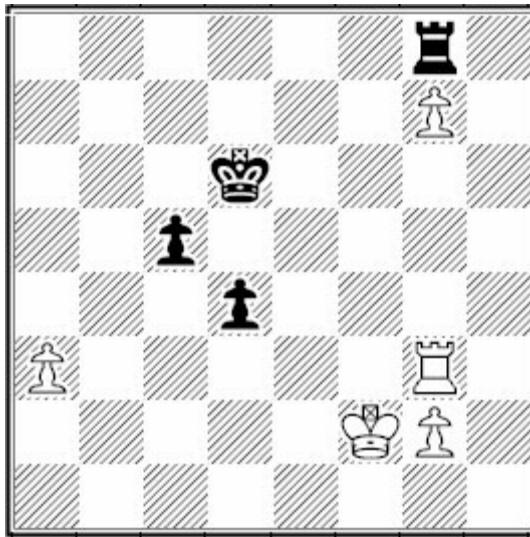
♔a8

The Rook must return before it's too late.

47

g7

♖g8



48

♖g5!

This prevents the King from coming down the board to escort his Pawns. If Black should play 48 ... ♕c6 (to get to b5 and c4) the continuation would be: 49 a4! c4 50 ♕e2 c3 51 ♕d3 ♕b6 52 a5+ ♕a6 53 ♕xd4 c2 54 ♕c5 ♕xg7 55 ♕xc2, and White wins, as Black's King is cut off.

48

...

c4

49

♕e2

♕e6

50

a4

♕f6

51

♖g3

♕f5

Taking the Pawn loses on the spot, e.g. 51 ... ♕xg7 52 ♕xg7 ♕xg7 53 a5, and the Pawn cannot be headed off, while Black's Pawns present no danger.

52

a5

♕f4

53

♖f3+

♕e4

This puts up more of a fight than 53 ... ♕g4, after which 54 ♕f7 separates Black's King from his Pawns.

54

♖f7

d3+

55

♕d2

♕d4

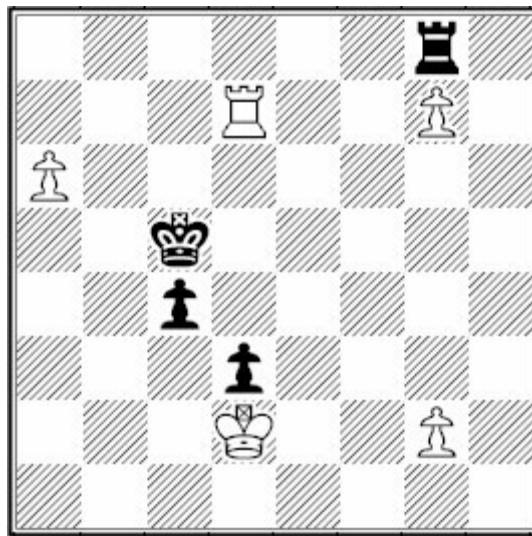
56

♖d7+

♕c5

57

a6



57

...

♚ e8

An attempt at counter-attack. Against less active play, White advances a7, then moves his Rook to f7 and f8, which assures his a-Pawn of Queening.

58

a7

♛ b4

59

♜ b7+

♛ c5

60

♜ b8

♜ e2+

61

♛ d1

c3

62

♜ c8+

But not 62 a8(♛) c2+ 63 ♛ c1 ♜ e1+ 64 ♛ b2 c1(♛)+, and Black mates in two.

62

...

♛ d4

63

♜ c4+

“A splendid move,” says the Reverend Cunningham, but of course White can also win by Queening either Pawn.

63

...

♛ e3

64

a8(♛)

c2+

65

♜ xc2

♜ e1+

66

♛ xe1

Resigns

■ GAME FORTY-SEVEN ■

Web of Black Squares

K. Schlechter – W. John

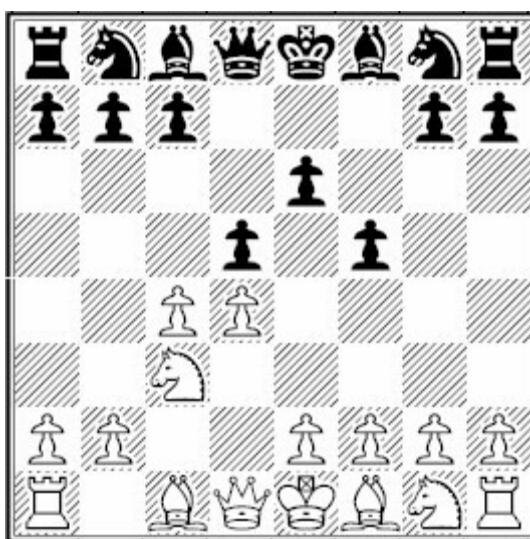
Barmen 1905, QUEEN'S GAMBIT DECLINED

Certain squares on the chessboard seem to be vital nerve centers. Control of them gives a player a tremendous positional advantage – nearly always a decisive one.

In the following game, Schlechter's overall strategy is impressive, but never more so than in the way he utilizes the key squares e5, f6 and h6. He occupies the latter two with his pieces, and gets a powerful grip on the King side. As for e5, not only does Schlechter secure possession of that square, but he makes use of it as a convenient jumping-off place for his pieces. It is occupied in turn by a Knight, the Queen, a Pawn, and then the other Knight. When the King himself threatens to assume command from there, it is an indication to the opponent that it's time to resign.

The game is a large-scale master-piece, with the action taking place over the full range of the board – the King side, the center, and the Queen side. It is undoubtedly the greatest game Schlechter ever played, and for that matter, one of the greatest games anybody ever played.

1	d4	d5
2	c4	e6
3	♘ c3	f5



Black's arrangement of Pawns is known as the Stonewall Formation. Its purpose is to create a strong Pawn support for a Knight at e5, and with the center made secure, to play for an attack on the King side.

There are two drawbacks to the Stonewall. One is that the square e5 is weakened: an enemy piece posted there could not be driven away by Pawns. The second is the weakening of Black's Queen Bishop, whose range of action is restricted by the Pawns standing on white squares.

4	$\mathbb{Q}f3$	c6
5	$\mathbb{Q}f4$	$\mathbb{Q}d6$
6	e3!	

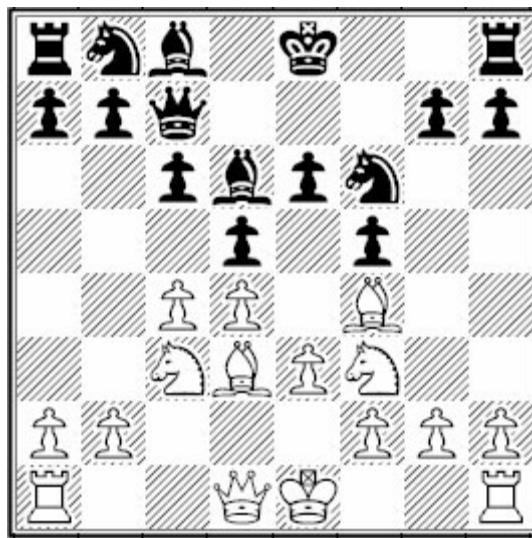
This is stronger than the immediate exchange of Bishops. After 6 ... $\mathbb{Q}xd6$ $\mathbb{Q}xd6$, Black continues by ... $\mathbb{Q}d7$ and ... e5, freeing his Queen Bishop.

6	...	$\mathbb{Q}f6$
---	-----	----------------

Black in turn does not care to exchange Bishops, as after 6 ... $\mathbb{Q}xf4$ 7 exf4, White's grip on e5 could not be shaken off.

7	$\mathbb{Q}d3$	$\mathbb{Q}c7$
---	----------------	----------------

Hopes, with his threat of winning a Pawn by 8 ... $\mathbb{Q}xf4$ 9 exf4 $\mathbb{Q}xf4$, to induce White to exchange Bishops.



8	g3!	
---	-----	--

White is not to be tempted. Instead, he reinforces the position of his Bishop.

8	...	o-o
9	o-o	$\mathbb{Q}e4$

A fine outpost for the Knight, if the beast can manage to stay there. But White has f3 in reserve, whenever he chooses to dislodge the Knight.

10	$\mathbb{Q}b3$	
----	----------------	--

The Queen develops with a threat: 11 cxd5 exd5 12 $\mathbb{Q}xe4$ fxe4 13 $\mathbb{Q}xe4$, and White wins a Pawn,

the Knight being immune to capture.

10

...

♔h8

11

♝ac1

♝xf4

Rendered impatient by the menacing aspect of the position (one threat being 12 cxd5 exd5 13 ♝xd5), Black decides to clear away a couple of pieces.

12

exf4

The result though, is that Black is saddled with a backward e-Pawn on an open file (and the mortality rate on backward Pawns is high).

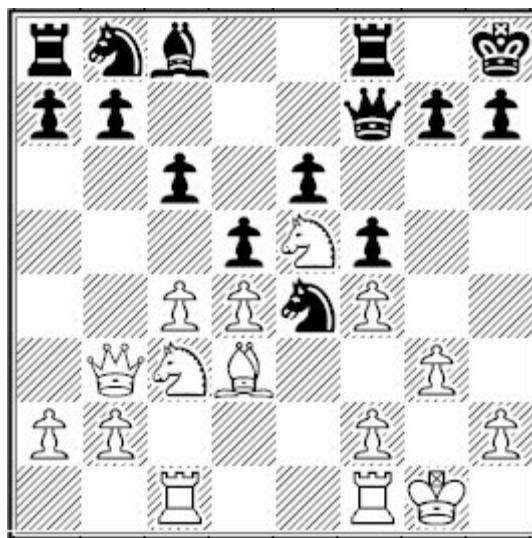
12

...

♝f7

13

♞e5



This Knight, which cannot be driven away by Pawns, is powerfully placed at e5 – one of the vital nerve centers of the chessboard.

Black's position is the inferior one at this point, for two reasons:

(1) His black squares are weak, greatly due to the absence of the Bishop controlling those squares.

(2) His Queen Bishop has little freedom of movement, since it is hemmed in by Pawns occupying white squares – the color on which the Bishop travels.

13

...

♝e7

At this point, one would expect White to play something like 14 ♜c2 (not at once 14 f3, as 14 ... ♞d2 wins the exchange) followed by 15 f3, evicting the Knight from its outpost, but Schlechter has a more effective continuation.

14

♝xe4!

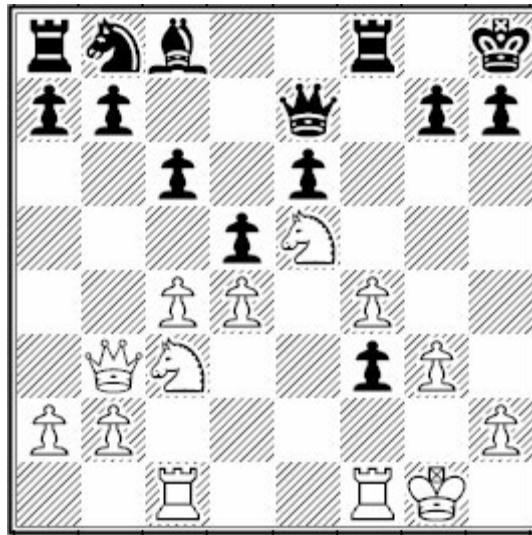
Surprising – he closes the e-file!

14 ... **fxe4**

15 **f3** ... **exf3**

But this move will not only pry it open, but rid White of his doubled Pawn as well!

Otherwise Black loses a Pawn after $16 \text{ fxe4 } \text{dxe4 } 17 \text{ Qxe4}$.



16 **Qc1!** ... **c7**

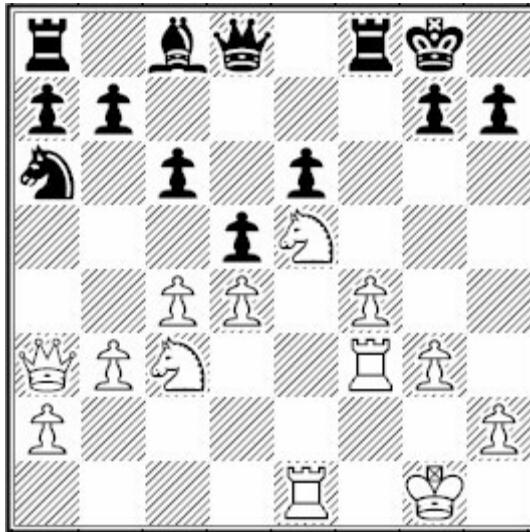
This is stronger than recapturing the Pawn. Black must lose a move now to avoid the threat of $17 \text{ cxd5 } \text{cxd5 } 18 \text{ Qxd5 } \text{exd5 } 19 \text{ Qg6+}$, and White wins the Queen by discovered attack.

Another restraining move. If Black replies $17 \dots \text{Qd7}$, 18 Qe7 is practically fatal.

17 ... **Qg8**

18 **Qxf3** ... **a6**

19 **b3** ... **d8**



20

c5

Increases the pressure on the black squares. The square d6 (from White's side) is now inaccessible to Black's pieces.

20

...

♘c7

21

♗b2

♗d7

22

♗c2

♗e7

23

♖ef1

♖ae8

24

g4

♗c8

25

♖h3

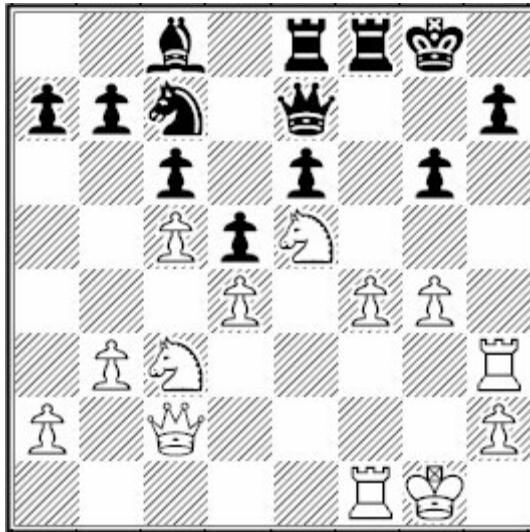
Threatens mate on the move, and forces a loosening of the Pawn position around Black's King.

25

...

g6

The only move, since 25 ... h6 loses the exchange after the reply 26 ♗g6. But the advance of the g-Pawn irreparably weakens Black's f6 and h6 squares. Eventually, White will plant pieces firmly on those squares.



26

b4

"It is surprising" says Réti, "that White suddenly begins to attack on the Queen side. But that is the epic of Schlechter's game. He carries out operations apparently not concerted on different parts of the board, so that one has the impression that a game with no clear preconceived objective is in progress. And it is only at the end that one perceives for the first time the connection of things seemingly disconnected, with the result that the game is rounded off into one great homogeneous whole."

26

...

f6

27

hf3

e7

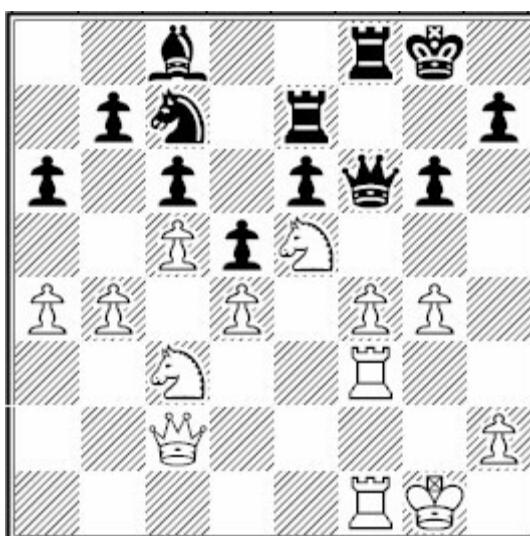
Black defends patiently. An attempt to open the position would be disastrous. For example: If 27 ... g5 28 fxg5 $\mathbb{Q}xg5$ 29 $\mathbb{Q}xf8+$ $\mathbb{Q}xf8$ 30 $\mathbb{Q}xf8+$ $\mathbb{Q}xf8$ 31 $\mathbb{Q}f2+$ $\mathbb{Q}g7$ (or 31 ... $\mathbb{Q}e7$ 32 $\mathbb{Q}f7+$ $\mathbb{Q}d8$ 33 $\mathbb{Q}f8+$ $\mathbb{Q}e8$ 34 $\mathbb{Q}f7+$, and Black loses his Queen) 32 $\mathbb{Q}f7+$ $\mathbb{Q}h6$ (here, if 32 ... $\mathbb{Q}h8$ 33 $\mathbb{Q}f8+$ $\mathbb{Q}g8$ 34 $\mathbb{Q}f7$ is mate) 33 $\mathbb{Q}f8+$ $\mathbb{Q}g7$ 34 g5+, and Black must abandon his Queen.

28

a4

a6

This is the position, with White to play:



The next few moves need a bit of explanation. Schlechter wants to post his Queen Knight at h6, supported by a Pawn at g5. If he plays 29 g5 at once, the reply would be 29 ... ♔f5. To prevent even this much counter-play, Schlechter will swing the Queen Knight over to e3 (by way of d1), then play 29 g5, and follow that with 30 ♕g4 and 31 ♕h6+.

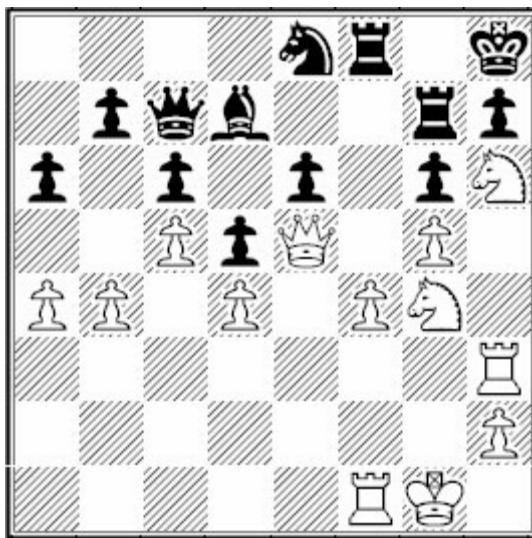
29	♕d1!	♔g7
30	♘e3	♔e7

If 30 ... h6 instead (to discourage 31 g5) White plays 31 g5 anyway, and after 31 ... hxg5 continues by 32 ♕g4, ♔e7 (if 32 ... ♔f5 33 ♕h6+ wins the Queen) 33 ♕h6+ ♔h8 34 ♕h3, and there is no defense to the threats 35 ♕hf7 double check, ♔g8 36 ♕h8 mate, and 35 ♕f5 discovered check, winning the Queen, the only try 34 ... ♕h7 being refuted by 35 ♕xg6+, an attack on King, Queen and Rook.

31	g5
-----------	-----------

The encirclement continues, leaving Black with less and less moves.

31	...	♕d7
32	♕3g4	♔e8
33	♘h6+	♔h8
34	♔e2	♔d8
35	♕eg4	♕d7
36	♔e5	♔e8
37	♔h3	♔c7



Black is confined to the first two ranks, and tries to get some freedom by exchanging Queens.

Against passive play, White could prepare a mating combination by 38 ♕h4, 39 ♕f3, 40 ♕fh3,

41 ♜f7+ ♕xf7 42 ♖xh7+, ♔g8 43 ♖h8 mate.

38

♖f6!

White is now in full control of the key squares.

38

...

♘xe5

Black must go through with this exchange, as avoiding it by 38 ... ♕d8 succumbs to 39 ♜xh7 (threatens 40 ♜xf8) 39 ... ♔xh7 40 ♜f7 discovered check, and Black loses his Queen.

39

fxe5

And now White has an open f-file on which to double his Rooks.

39

...

♖e7

40

♖hf3

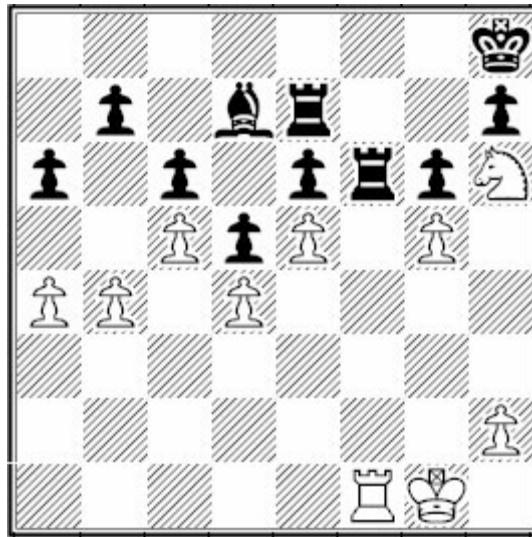
♗xf6

Practically forced, in view of the various threats, one for example being 41 ♜xd7 ♖xf3 42 ♖xf3 ♖xd7 43 ♖f8+ ♔g7 44 ♖g8 mate.

41

♖xf6

♖xf6



42

exf6!

The proper way to take the Rook. Now the key square e5 is available to the Knight, and finally the King.

42

...

♖e8

43

♗f7+

♔g8

44

♘e5

♖d8

Forced, to save the Bishop and to prevent loss of the Rook by 45 f7+.

45 **g2**

The King is to be brought closer to the center before White breaks through decisively.

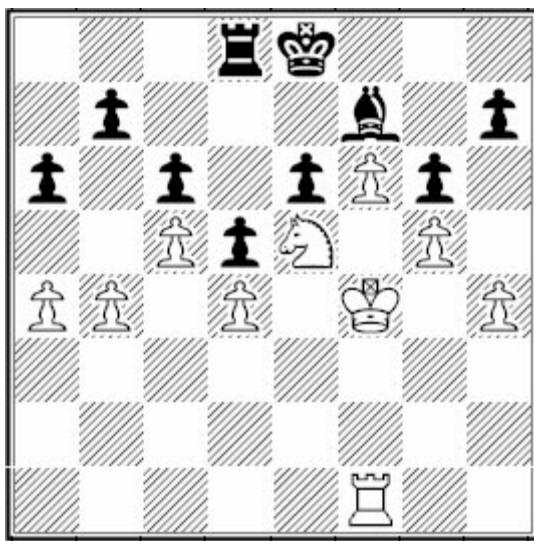
45 ... **f8**

46 **h4** **e8**

On 46 ... c8 47 h5 gxh5 48 h1 lets the Rook become more active.

47 **f3** **f7**

48 **f4** **e8**



49 **b1!**

The maneuvering was all on the King side of the board, but the breakthrough comes on the Queen side!

49 ... **f8**

50 **b5** Resigns

The continuation could be 50 ... axb5 51 axb5 e8 52 bxc6 xc6 (if 52 ... bxc6 53 b7 wins instantly) 53 xc6 bxc6 54 e5 (the King finally occupies the key square) 54 ... e8 55 b7, and Black can end his struggles.

A strategical masterpiece! Out wardly the game may offer little glamour or excitement, but to the connoisseur it is a complete delight.

♚ GAME FORTY-EIGHT ♚

Endgame Arithmetic

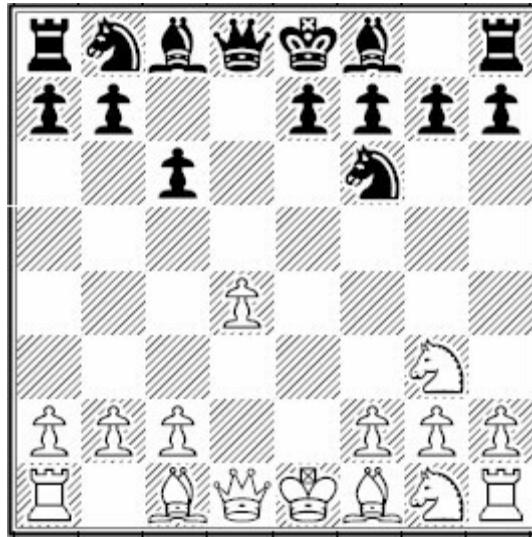
J. Mieses – S. Reshevsky

Margate 1935, CARO-KANN DEFENSE

In an innocent-looking position, Reshevsky, alert as a cat, pounces on a Pawn (something he has done a thousand times before).

As suddenly as he won the Pawn, Reshevsky hastens to return it, and bring the position to an ending where Pawns are even. The rest (though a master might consider it just a matter of counting up moves) is a bit of endgame artistry.

1	e4	c6
2	d4	d5
3	♘c3	dxe4
4	♘xe4	♘f6
5	♘g3	



The more aggressive line is 5 ... xf6+, after which 5 ... gxf6 in reply weakens Black's Pawn position on the King side, while 5 ... exf6 lets White have four Pawns to three on the Queen side.

5	...	e5
----------	-----	-----------

Disputes the center at once! Another way of doing so (in order to get rid of the Queen Pawn) is 5 ... c5 6 ♘f3 e6 7 ♘d3 ♘c6 8 dxc5 ♘xc5 9 a3 o-o 10 o-o b6 11 b4 ♘e7 12 ♘b2 ♘b7, and Black has

equalized.

6 e3

Clearly, if 6 dx_e5 ♜xd1+ 7 ♛xd1 ♕g4, and Black regains his Pawn.

Somewhat stronger than Mieses's 6 $\mathbb{N}e3$ move is 6 $\mathbb{N}f3$ (Knights before Bishops!) a line of play with which Alekhine beat Tartakover brilliantly at Kecskemet in 1927 (but then Alekhine always beat Tartakover brilliantly!).

6 ... exd4

7 ♕xd4 ♕a5+

8

A better interposition is 8 ♕d2, after which ♔d5 9 ♔xd5 ♕xd5 10 ♕c4, leaves White with a slightly superior game.

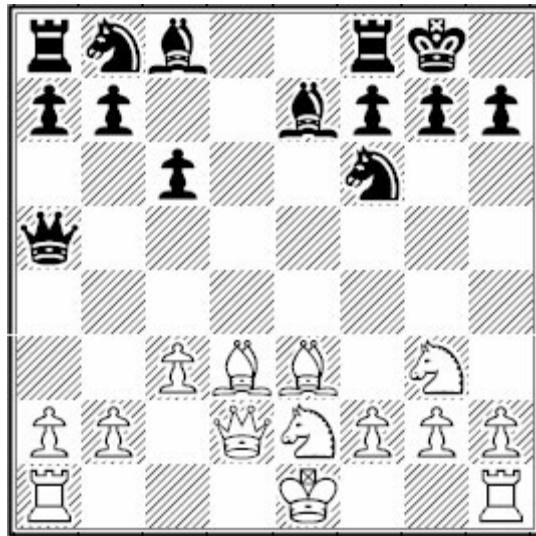
8 ... b4!

Forces 9 c3, and the resultant weakening of White's d3 square.

9 c3 e7

10 ♕d3 **0-0**

11 ♟ **1e2**



11 ... **c5!**

This permits the Queen Knight to develop at c6, the ideal square.

12 **f5**

This looks attractive, since it assures White of the two Bishops, but ...

- (1) He cannot keep the Bishops very long, and,
 (2) It allows Black time to get his Queen side pieces into play quickly.

12	...	Qxf5
13	Qxf5	Qc6
14	o-o	Rad8

An attack on the Queen which compels White to lose a move.

15	Qc2	g6
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After this, White must either allow the exchange of the Bishop, or move it to h3, where it is awkwardly placed.

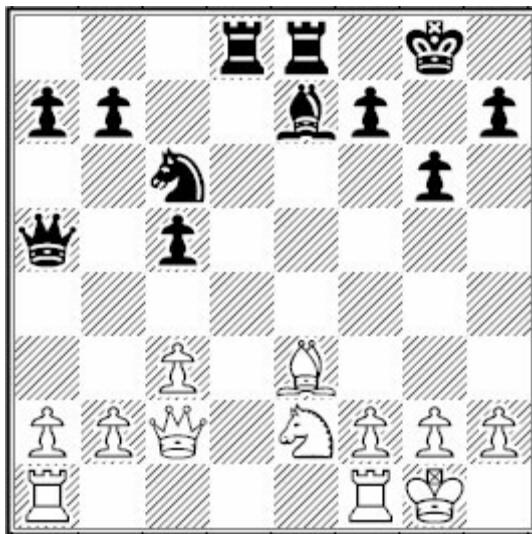
16	Qe4
-----------	------------

The retreat to d3 is no better, as 16 ... **Qe5** attacks the Bishop again.

16	...	Qxe4
17	Qxe4	Rf8

The Rook develops with gain of time. The threat is 18 ... **Rg5** 19 **Rf3** **Qxe3** 20 **fxe3 f5**, and White has to fend off an invasion by 27 ... **Rd2**, as well as an attack on the isolated Pawn by 21 ... **Rd3**.

18	Qc2
-----------	------------



18	...	c4!
-----------	-----	------------

Very good, since it brings pressure to bear on the square d3, which was weakened by White's ninth move.

There is now the possibility of posting a piece at d3, where it has the strong support of the c-

Pawn.

19 **b4**

An impatient move, which weakens the c-Pawn. The position is not a happy one, but 19 $\mathbb{Q}d4$ might have put up more fight.

19 ... **c7**

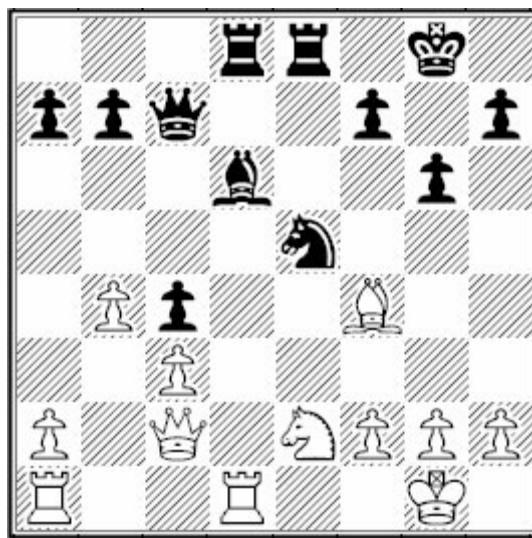
20 **fd1** **e5**

21 **f4**

Pins the Knight, which was on its way to d3.

21 ... **d6**

Intending 22 ... $\mathbb{Q}f3+$ 23 $\mathbb{Q}xf3$ $\mathbb{Q}xf4$, and White's Pawn weaknesses may turn out to be fatal.



22 **d4**

Instead of this, Mieses could have lost gloriously by 22 $\mathbb{Q}g3$ $\mathbb{Q}d3$ 23 $\mathbb{Q}xd6$ $\mathbb{Q}xd6$ 24 $\mathbb{Q}c1$ (to get rid of the unwelcome Knight) 24 ... $\mathbb{Q}e1$ 25 $\mathbb{Q}a4$ b5! 26 $\mathbb{Q}xb5$ $\mathbb{Q}xd1!$ 27 $\mathbb{Q}xe8+$ $\mathbb{Q}g7$ 28 $\mathbb{Q}e2$ $\mathbb{Q}f3$ double check and mate!

22 ... **f3+**

23 **xf3** **xf4**

24 **g3**

This is usually a bad formation in Castled positions, since the white squares are weakened by the Pawn's advance. This weakening contributes to White's downfall, although it is difficult to see at this stage how Black can exploit his advantages.

24 ... **h6**

The Bishop prepares to retreat to g7, where it commands the long diagonal, and has a target in the c-Pawn.

25

a4

♗g7

26

b5

♕c5!

♖d5!

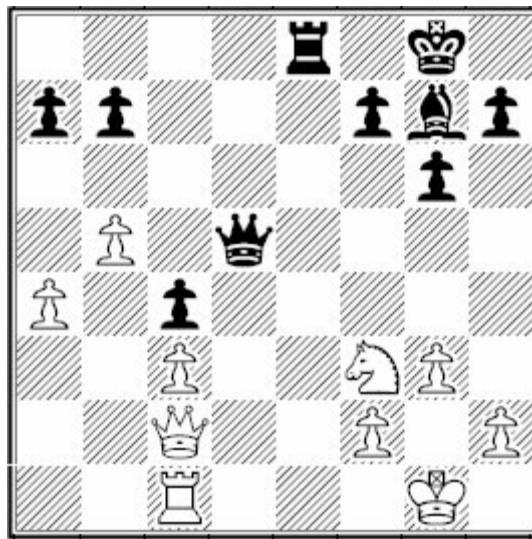
Indicating that he intends to double Rooks on the d-file. To prevent this, White must exchange Rooks.

28

♖xd5

♘xd5

Now the Knight is attacked, and there is a threat of invading the position by 29 ... **♖d8**, followed by 30 ... **♘d3**.



29

♘d4

This loses a Pawn, but the alternatives are not satisfactory:

(1) 29 **♘d2** **♖e2** 30 **♖d1** **♗h6**, and Black wins a piece (if 31 **f4**, **♗g2** is mate).

(2) 29 **♗g2** **♖d8** 30 **♖e1** **♗d3** 31 **♗xd3** **cxd3** 32 **c4** **♖c8** 33 **♖d1** **♖xc4** 34 **♖xd3** **♖xa4**, and the extra Pawn should win for Black.

29

...

♗xd4

30

cxd4

Mieses must have counted on Black to continue with 30 ... **♗xd4**, whereupon 31 **♗xc4** **♖e1+** 32 **♗g2!** gets him out of the woods.

But Reshevsky has a little zwischenzug up his sleeve!

30

...

♕e4!

Attacks the d-Pawn twice, and cleverly prevents the capture of his c-Pawn.

Now if 31 ♜xc4, the reply 31 ... ♜e1+ forces 32 ♜xe1, and White loses his Queen.

31

♖d1

♘xd4

32

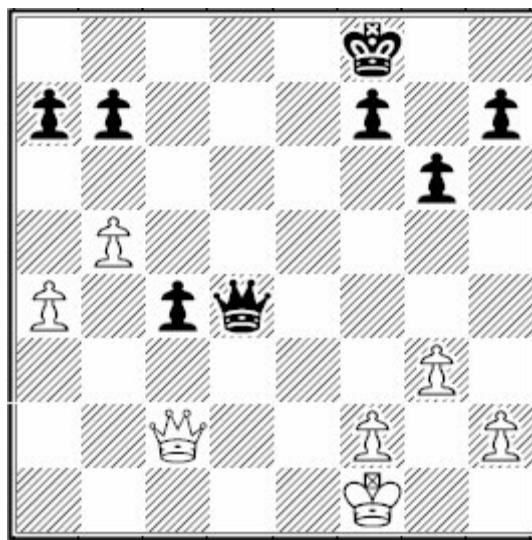
♘xd4

♗xd4

33

♔f1

♔f8



34

a5

On 34 ♔e1 instead, there follows 34 ... ♔e7 35 ♜e2+ ♔d6, and the threat of exchanging Queens, or of advancing further with the King, assures an easy win for Black.

After White's actual move, it looks as though we were in for a long, dreary ending, with Black's King facing countless checks as soon as he comes into the open, but Reshevsky finds an artistic way to simplify matters and finish off his opponent.

He forces an exchange of Queens, and throws in his precious passed Pawn as a bonus. Such is the power of a superior position!

34

...

♗d3+!

35

♗e2

White can win a Pawn by 35 ♜xd3 cxd3 36 ♔e1 ♔e7 37 ♔d2 ♔d6 38 ♔xd3, but after 38 ... ♔c5 by Black, his Queen side Pawns are doomed.

35

...

♗xe2+!

36

♔xe2

♔e7

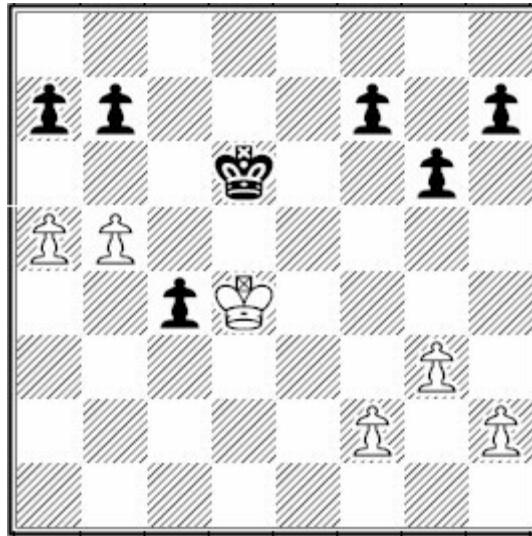
37

♕e3

♕d6

38

♕d4



38

...

c3!

The point! The Pawn must be captured, and Black gains time to pounce on the helpless Queen side Pawns.

39

♕xc3

♕c5

40

b6

axb6!

Simpler than trying to gain two Pawns by 40 ... a6 41 ♕d3 ♕b4 42 ♕d4 ♕xa5 43 ♕c5, it would require all of Black's skill to avoid losing!

One Pawn ahead (preferably an outside passed Pawn) is enough to assure the win!

41

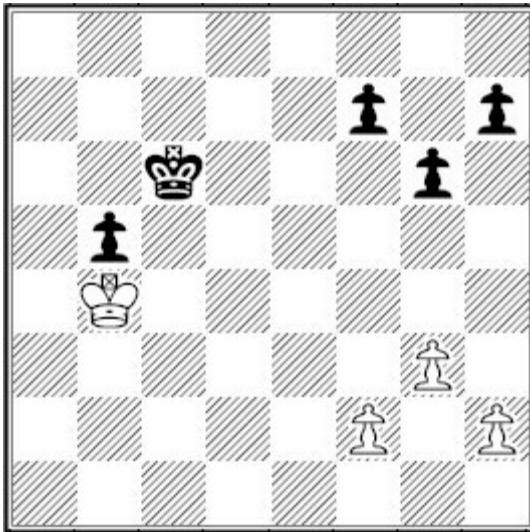
axb6

♕xb6

42

Resigns

If White chose to play on, the next few moves could be 42 ♕b4 ♕c6 43 ♕c4 b5+ 44 ♕b4 giving us this position:



Black has two methods of winning, both of which should be familiar to the student:

(1) He advances King and passed Pawn, forcing White to retreat. When his own King is far enough in enemy territory, he abandons the passed Pawn, and goes after the unprotected Pawns of his opponent. The moves would be: 44 ... ♜b6 45 ♜b3 ♜c5 46 ♜c3 b4+ 47 ♜b3 ♜b5 48 ♜b2 ♜c4 49 ♜c2 b3+ 50 ♜b2 ♜d3, and wins.

(2) He can count moves – the master method! From the position on the diagram, simply count how many moves it would take Black to capture all the Pawns. Since the total is seven moves, see what White can do in seven moves. He would capture the passed Pawn, then the f- and h-Pawns. White's King would then be behind the g-Pawn, which could freely go on to become a Queen.

The procedure would be: 44 ... ♜d5 45 ♜xb5 ♜e4 46 ♜c6 ♜f3 47 ♜d7 ♜xf2 48 ♜e7 ♜g2 49 ♜xf7 ♜xh2 50 ♜g7 ♜xg3 51 ♜xh7 g5, and Black wins.

■ GAME FORTY-NINE ■

In the Grand Manner

D. Janowsky – J.R. Capablanca

New York 1916, QUEEN'S GAMBIT DECLINED

In the book of the New York 1924 Tournament, Alekhine says of the game between Capablanca and Yates, "Capablanca's planning of the game is so full of that freshness of his genius for position play that every hyper-modern player can only envy him."

In the game that follows, Capa blanca shows his consummate mastery of all styles of play!

The subtle strategy initiated by his 10th move could have been a profound concept of Lasker's; the powerful restraining moves by the Pawns are worthy of a Philidor; the switch attack from one side of the board to the other is reminiscent of a Bogolyubov attack; the sacrifice of a Pawn on the Queen side in order to win a piece on the King side is in the style of Spielmann, while the mate threat by the two Rooks on an open board might have been the inspiration for the finish of the Nimzovich-Bernstein game at Carlsbad in 1923.

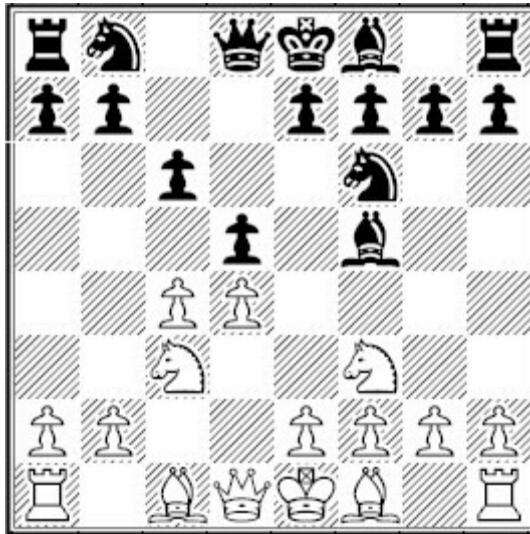
The whole game might have been a breathtaking brilliancy of Alekhine's – except that it was played by Capablanca!

1	d4	Qf6
2	Qf3	d5
3	c4	c6

The purpose of this, the Slav Defense, is to support the center Pawn without locking in the Queen Bishop, as occurs after 5 ... e6.

The drawback to this line is that an early development of the Bishop weakens the Queen side.

4	Qc3	Qf5
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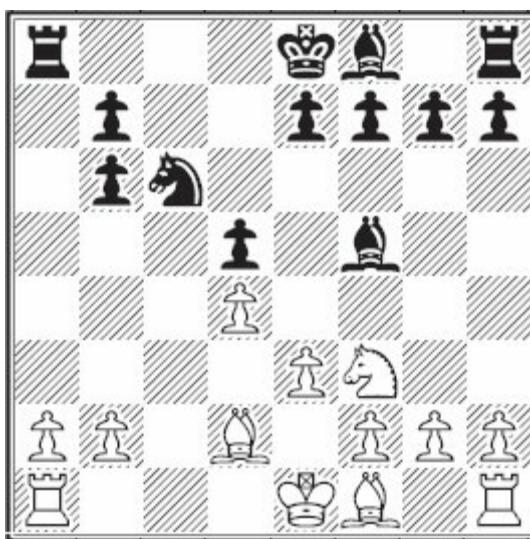
5 $\mathbb{Q}b3$

A stronger continuation is 5 cxd5 cxd5 6 $\mathbb{Q}b3$ $\mathbb{Q}b6$ 7 $\mathbb{Q}xd5$ $\mathbb{Q}xd5$ 8 $\mathbb{Q}xd5$ e6 9 $\mathbb{Q}b3$ $\mathbb{Q}xb3$ 10 axb3 $\mathbb{Q}c2$ 11 $\mathbb{Q}d2$ $\mathbb{Q}xb3$ 12 e4, as in the classical 23-mover won by Torre from Gotthilf in 1925.

5	...	$\mathbb{Q}b6$
6	$\mathbb{Q}xb6$	axb6
7	cxd5	$\mathbb{Q}xd5$
8	$\mathbb{Q}xd5$	cxd5

Black's Queen side Pawns are weak, but in return for this two open files are available to his Rooks.

9	e3	$\mathbb{Q}c6$
10	$\mathbb{Q}d2$	



10 ... $\mathbb{Q}d7!!$

One of the most profound moves ever played – easily surpassing the highly-praised 19 ♕ad1 in the celebrated Anderssen-Dufresne game, and equalling in subtlety the 36 ♕d5 move in the Alekhine-Tartakover masterpiece, played at Vienna in 1922.

Not only does Capablanca *undevelop* the Bishop, but he locks it in next move by 11 ... e6!

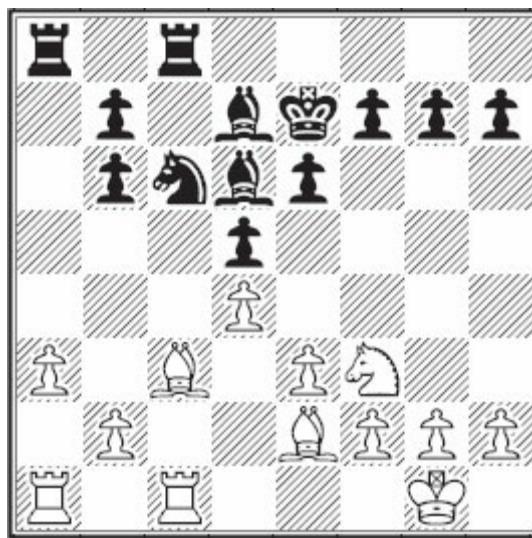
Capablanca intends to continue by ... ♔a5, ... b5 (the Pawn being protected by the Bishop) and ... ♔c4. The Knight would then occupy an important outpost and be strongly supported by Pawns. It is true that White could capture the Knight, but the recapture would not only undouble Black's b-Pawns, but leave him with the advantage of the two Bishops. In the consequent play, Black could bring a great deal of pressure to bear on his opponent's Queen side Pawns.

11	♔e2	e6
12	o-o	♔d6
13	♕fc1	♔e7!

Capablanca prepares for the ending (even at this early stage!) by bringing his King to the center, instead of Castling.

14	♔c3	♕hc8
15	a3	

This frees White's Queen Rook from the defense of the a-Pawn, but it creates a hole at b3, an organic weakness which is irreducible. The energetic 15 ♔e5 was preferable.



15	...	♔a5!
-----------	------------	-------------

Black proceeds with his plan of posting the Knight at c4. White can prevent this by playing 16 ♔xa5, but the recapture by 16 ... bxa5 straightens out Black's Pawns, and leaves him with the two Bishops.

16	♔d2
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Guards against loss of the ex change by 16 ... ♜b3, and also prepares for 17 e4, an advance in the center which offers hope of counter-play.

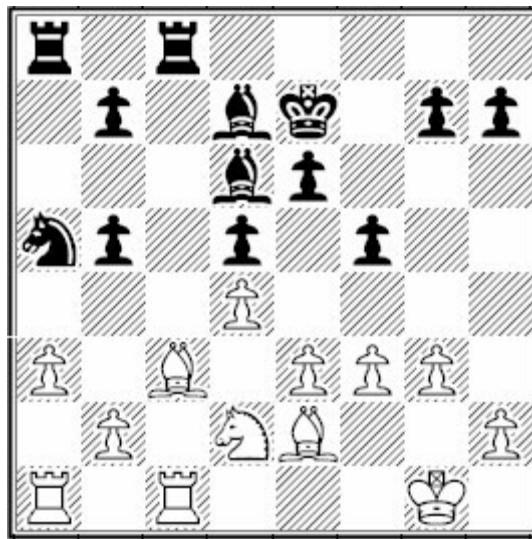
16 ... **f5!**

“Not through the Iron Duke!” as the bridge players say.

17 **g3** **b5!**

18 **f3**

This is the position, with Black to play.



18 ... **♝c4**

“Black’s first plan is completed,” says Capablanca. “White will now have to take the Knight, and Black’s only weakness, the doubled b- Pawn, will become a source of great strength at c4. Now for two or three moves Black will devote his time to improving the general strategic position of his pieces before evolving a new plan, this time a plan of attack against White’s position.”

19 **♞xc4**

Janowsky would rather capture with the Knight, but after 19 ... bxc4 in reply, his Bishops would have very little scope.

19 ... **bx_c4**

20 **e4** **♚f7**

Clears a good square for the Bishop, in the event of an attack on it by 21 e5.

21 **e5**

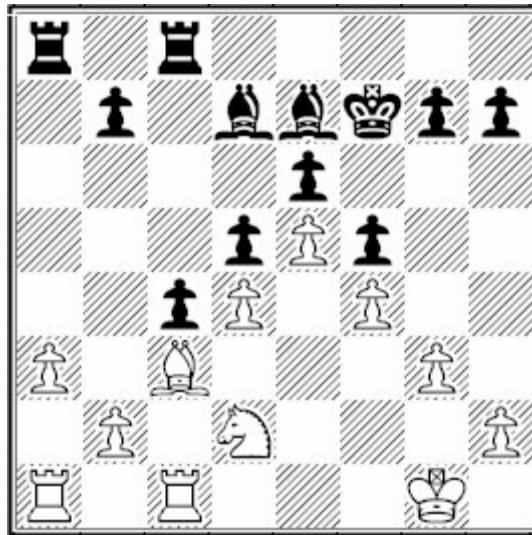
This move, and White’s next, are anti-positional, if only for the fact that placing Pawns on black squares reduces the mobility of his Bishop – that can travel on black squares only!

A far better plan (since we must be constructive) was 21 exd5 exd5 22 f4 followed by 23 ♜f3 and

24 ♜e5+. The Knight would then be strongly placed, while its removal would cost Black one of his Bishops, and leave White with a protected passed Pawn.

21 ... ♜e7

22 f4



22 ... b5

The threat of breaking through, after suitable preparation, by ... b4 will fix White's pieces on the Queen side. Black could then switch suddenly to the King side, break up that wing by ... g5, and attack on the open b-file with his Rooks.

23 ♛f2

If White plays 23 ♜b4 instead (to prevent the potential break through by ... b4) the continuation 23 ... ♜xb4 24 axb4 ♜a4 25 ♜xa4 bxa4, followed by 26 ... ♜b8 wins a Pawn for Black.

23 ... ♜a4

24 ♛e3 ♜ca8

Threatens to win a piece by 25 ... b4.

25 ♜ab1 h6

26 ♜f3 g5

27 ♜e1 ♜g8

28 ♛f3

More tenacious resistance might have been offered by 28 ♜g2, in order to recapture with the Knight on 28 ... gxf4+.

28 ... gxf4

29

gxf4

aa8

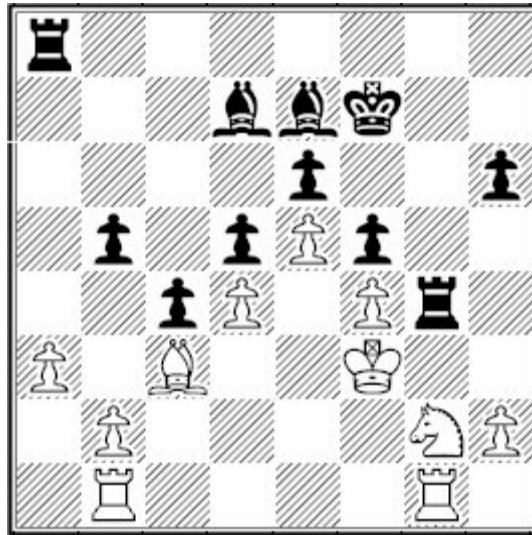
30

g2

g4

31

g1



31

...

ag8

"Black is now ready to reap the reward for his well developed plan," says Capablanca. "All that is now needed to incline the balance in his favor is to bring the Bishop at d7 to bear pressure against White's position."

32

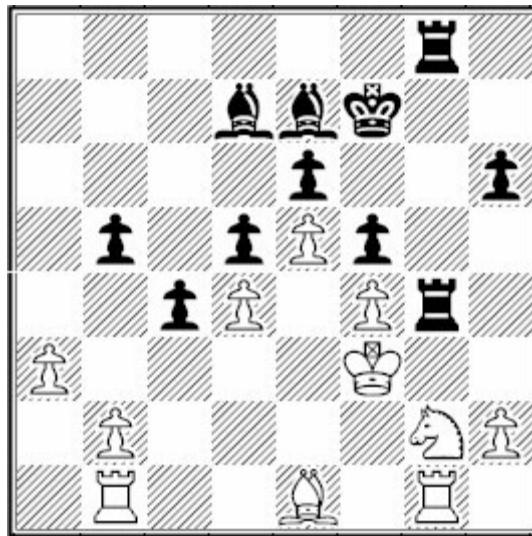
e1

Janowsky fights hard to escape from the pin.

He plans to rescue the Knight from the attack threatened on it by Black's h-Pawn, with this line of play: 32 ... h5 33 f2 h4 34 h3 4g7 35 e3, and he can breathe again.

But Capablanca crosses him up by switching the action to the Queen side!

This is the position, with Black to play:



32

...

b4!

A brilliant sacrifice! It clears a diagonal for the Queen Bishop, whose next few moves practically decide the game. This Bishop has had to wait in the wings since its memorable 10th move.

33

axb4

The alternative is 33 ♕xb4 ♕xb4 34 axb4, and Black can pursue the attack by 34 ... h5 or 34 ... ♜b8, either of which should be good enough to win.

33

...

♕a4!

The Bishop is on its way to c2 (gaining time there by attacking the Rook) and then to e4, where it will strike at the Knight behind the King.

34

♖a1

If White plays 34 ♜c1, to prevent the Bishop from coming in, the reply 34 ... ♜xf4+! wins for Black.

Capablanca's games are studded with these little tactical finesse.

34

...

♗c2

35

♕g3

This saves the Knight from the effects of 35 ... ♗e4+, by cutting off the pressure of the Rooks on the file. But the pin is still effective, as Capablanca quickly demonstrates.

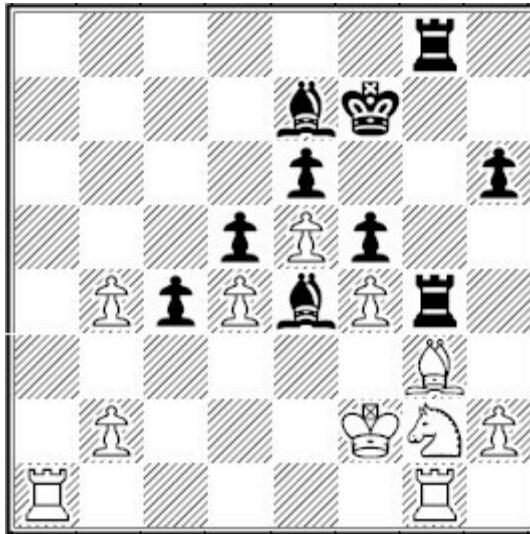
35

...

♗e4+

36

♔f2



36 ... **h5!**

Threatens to win a piece by 37 ... h4 38 ♕xh4 ♔xh4 39 ♔xh4 ♕xh4.

37 ♕a7

White tries to work up some kind of attack, since 37 ♕e3 offers no hope after 37 ... h4 38 ♕xg4 fxg4, and Black wins two pieces for a Rook.

37 ... **♕xg2**

38 **♕xg2** **h4**

39 **♔xh4** **♕xg2+**

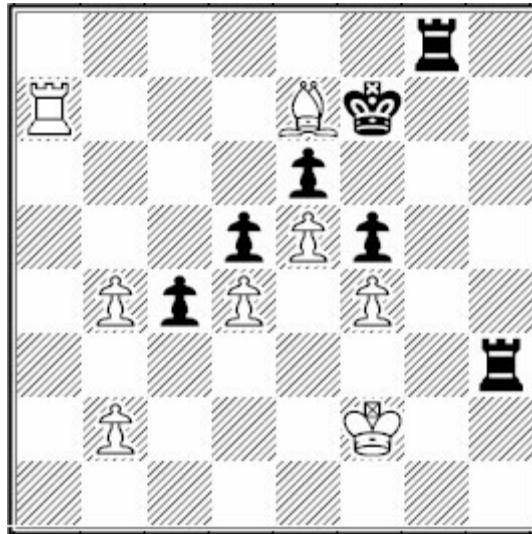
40 **♚f3** **♕xh2**

41 **♕xe7**

On 41 ♕xe7+ instead, Black wins by 41 ... ♚f8 42 ♕f6 ♕gh8! (the threat of mate on the move cleverly forces a reduction of pieces) 43 ♕xh8 ♕xe7, and the rest is child's play.

41 ... **♕h3+**

42 **♚f2**



42

...

♖b3

There isn't a discovered check on the board that can hurt Black; every one of his pieces and Pawns stands on a white square!

43

♕g5+

♔g6

44

♖e7

♕xb2+

45

♚f3

♔a8

Threatens 46 ... ♕a3 mate.

46

♕xe6+

A spite check. Janowsky must realize there isn't one chance in a million that Capablanca will move 46 ... ♔h5, and allow himself to be mated.

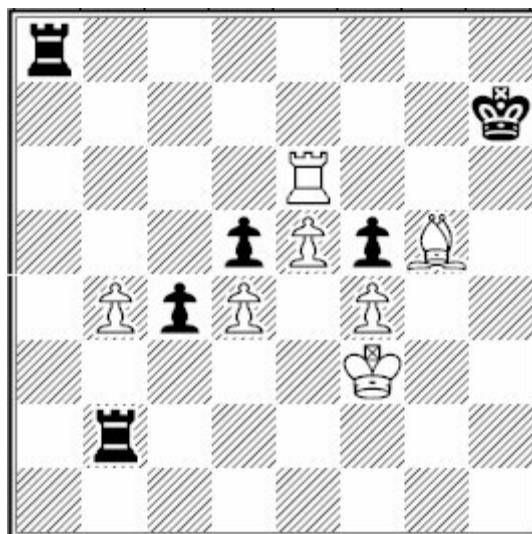
46

...

♔h7

47

Resigns



Janowsky's checks run out. If 47 $\mathbb{Q}e7+$ $\mathbb{Q}g8$ ends them, or if 47 $\mathbb{Q}h6+$ $\mathbb{Q}g7$ 48 $\mathbb{Q}g3$ $\mathbb{Q}a3+$ 49 $\mathbb{Q}h4$ $\mathbb{Q}h2$ is checkmate.

■ GAME FIFTY ■

March of the Little Pawns

H.N. Pillsbury – I. Gunsberg

Hastings 1895, QUEEN'S GAMBIT DECLINED

Almost every tournament brings its share of exciting moments, but none I venture to say contributed more than the one played at Hastings in 1895.

To begin with, it brought together the strongest field since the institution of International Chess Tournaments in 1851. Add to this the fact that the world's leading masters had not met previously in tournament play, and you will have an idea of the interest stirred up by this occasion. Neither Lasker, Champion of the World, nor Steinitz, the Grand master who was previous holder of the title, had met each other in tournament play. Nor had either of them ever encountered the mighty Dr. Tarrasch, winner of four International Tournaments in succession. There were other powerful entries too, such as Tschigorin, who had recently drawn a bitterly-fought match with Tarrasch, young Schlechter, whose reputation as a formidable antagonist had preceded him, and the rising stars Janowsky and Mieses, who were known and feared for the vigor of their attacking play. There was the contingent from England, headed by Blackburne and Teichmann, both dangerous obstacles to any aspiring master. Should these be cleared, there were others – Schiffers, Bardeleben, Walbrodt, Gunsberg,

By no stretch of the imagination could the chess-playing public picture the unknown Pillsbury as a possible winner of the highest honors. Imagine then the keen interest that arose when this youngster proceeded to win game after game with astonishing ease and accuracy. Imagine if you can the excitement of the spectators when the final round began with Pillsbury leading the field. Three players were in the running for first prize – Pillsbury with $15\frac{1}{2}$ points, Tschigorin with 15, and Lasker with $14\frac{1}{2}$.

Lasker, as befitted a World's Champion, made short work of his opponent, disposing of Burn in 20 moves. Tschigorin had some trouble subduing Schlechter, but eventually won a long game.

Pillsbury, meanwhile, thinking that a draw would be sufficient to win the tournament, played the opening of his game against Gunsberg tamely, allowing most of the pieces to be exchanged. Suddenly aware of the danger of being overtaken, Pillsbury began to play with the energy and brilliance with which he had previously mowed down Tarrasch, Steinitz, Janowsky, Pollock and Burn. His admirable handling of the endgame has been well described by Reinfeld:

"Suddenly things began to happen at Pillsbury's board: the colorless King and Pawn ending came to life. Pillsbury sacrificed a precious Pawn – or did he lose it? He allowed Gunsberg menacing passed Pawns on both sides, rushing down to Queen. It seemed impossible that Pillsbury's King could hold back the Pawns on both wings. The excitement in the tournament room mounted unbearable as the realization of Pillsbury's predicament became clear to the spectators. Only one man was calm – perhaps deceptively calm: Pillsbury. He had calculated every thing down to the most delicate detail. With the white-hot inspiration of unique genius, he had intuitively sensed the

possibilities of a seemingly sterile position; with inexorable accuracy he had worked out the subtly timed win. In a few moves, the ending wound up as Pillsbury had foreseen: Gunsberg resigned."

So beautifully did Pillsbury conduct this ending as to render it a classic in the field of Knight endings as well as in King and Pawn endings.

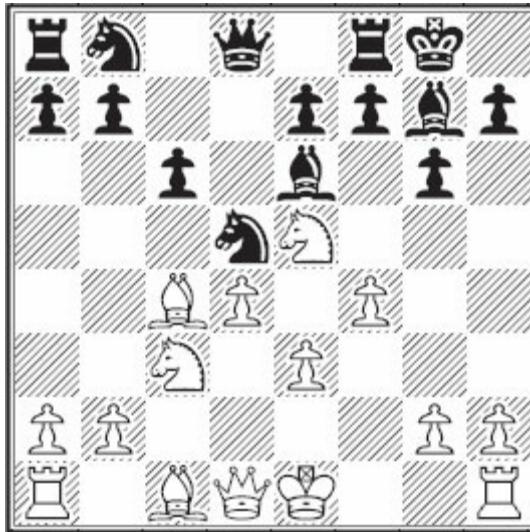
1	d4	d5
2	c4	c6
3	e3	g6
4	♝ c3	♝ g7



Lasker says of this, "Black chooses a peculiar, but not altogether sound manner of development. The objection to this mode of bringing the Bishop out is that it costs two moves, brings the Bishop on a line that is blocked, and allows the first player possibilities of a King side attack beginning with h4."

Tartakover, on the other hand, approves of this formation, saying, "A profound conception, a combination of the Queen's Gambit and the King's Fianchetto."

5	♝ f3	♝ f6
6	♝ d3	o-o
7	♝ e5	dxc4
8	♝ xc4	♝ d5
9	f4	♝ e6



Whenever a piece lacks Pawn protection, it is in danger. Here, for example, White's King Bishop is threatened with capture by 10 ... ♜xe5 11 fxe5 ♜xc3 (attacks the Queen) 12 bxc3 ♜xc4, and Black has won a piece.

10 ♜b3

Lasker recommends 10 ♜f3 instead, to be followed soon by h4.

10 ... **b5**

White must exchange, as the re treat 11 ♜d3 loses a Pawn by 11 ... ♜xe3 or 11 ... ♜xf4.

11 ♜xd5 ♜xd5

12 ♜xd5 ♜xd5

13 ♜xd5 cxd5

14 ♜d3

The Knight would like to settle down at c5.

14 ... ♜d7

But Black will have none of that!

15 ♜d2 ♜fc8

16 ♜e2

The position looks drawish, as the open c-file foreshadows an early exchange of all the Rooks.

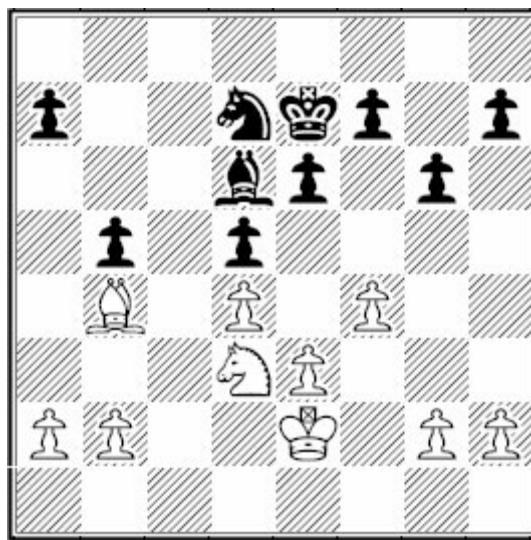
White might be said to have a trifle the better of it, his King being nearer the center for the endgame.

16 ... **e6**

17	$\mathbb{Q}hc1$	$\mathbb{Q}f8$
18	$\mathbb{Q}xc8$	$\mathbb{Q}xc8$
19	$\mathbb{Q}c1$	$\mathbb{Q}xc1$
20	$\mathbb{Q}xc1$	$\mathbb{Q}d6$

This is rather lifeless. The energetic 20 ... b4, followed by 21 ... a5 would have made things more difficult for Pillsbury.

21	$\mathbb{Q}d2$	$\mathbb{Q}f8$
22	$\mathbb{Q}b4$	$\mathbb{Q}e7$



23	$\mathbb{Q}c5!$	$a6$
-----------	-----------------	------

A far better move was 23 ... a5, if only to prevent White from giving his strongly-placed Bishop additional support by 24 b4.

The play, if White persisted, could go as follows: 24 b4 axb4 25 $\mathbb{Q}xb4$ $\mathbb{Q}xb4$ 26 $\mathbb{Q}xb4$ $\mathbb{Q}d6$ 27 g4 f6, and after 28 ... e5 the position is perfectly even.

24	$b4$	$f6$
25	$g4$	$\mathbb{Q}xc5$

Gunsberg becomes impatient, probably considering the position an easy draw. But the recapture of the Bishop gives White a passed Pawn, always a dangerous weapon in an ending.

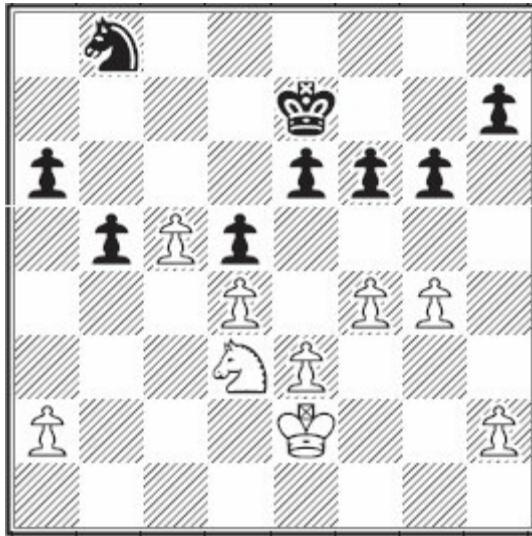
26	$bxcc5$	$\mathbb{Q}b8$
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Black hopes to consolidate his position by posting his Knight at c6, but the timorous defense gives Pillsbury an opportunity to effect one of his characteristic breakthroughs.

A more spirited line is this, suggested by Lasker: 26 ... a5 27 f5 g5 28 c6 $\mathbb{Q}b6$ 29 $\mathbb{Q}c5$ exf5 30

$\text{gxf5} \text{ } \mathbb{Q}\text{d6}$ 31 $\mathbb{Q}\text{b7+} \mathbb{Q}\text{xc6}$ 32 $\mathbb{Q}\text{xa5+} \mathbb{Q}\text{c7}$, and Black has, if anything, the better chance, as he threatens ... $\mathbb{Q}\text{c4}$ and ... $\mathbb{Q}\text{d6}$.

This is the position on the board, before lightning struck it:



27

f5!

The first surprise, and more will follow! White's threat is 28 fxe6 , $\mathbb{Q}\text{xe6}$ 29 $\mathbb{Q}\text{f4+}$, and the vital d-Pawn falls.

If Black accepts the offer of a Pawn by 27 ... gxf5 28 gxf5 exf5 , then 29 $\mathbb{Q}\text{f4}$ wins the d-Pawn and leaves White with the great advantage of having two connected passed Pawns in the center. Or if Black tries 27 ... exf5 , there follows 28 gxf5 , and 28 ... g5 is met by 29 $\mathbb{Q}\text{b4}$, and again White wins the d-Pawn, and acquires two connected passed Pawns.

27

...

g5

This keeps the Knight from moving to f4.

28

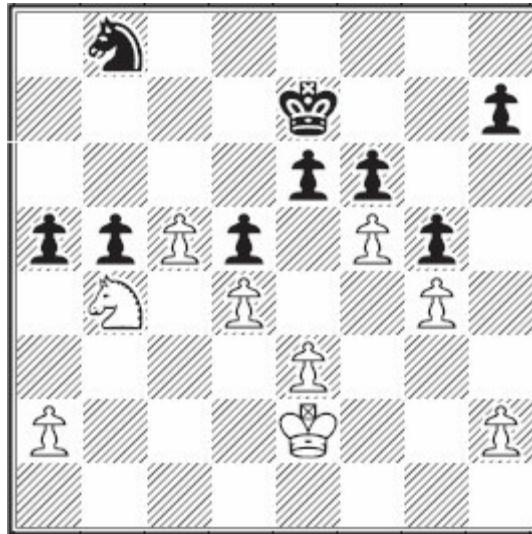
$\mathbb{Q}\text{b4!}$

The Knight leaps in, and threatens to remove most of the Pawns by 29 fxe6 $\mathbb{Q}\text{xe6}$ 30 c6 $\mathbb{Q}\text{d6}$ 31 $\text{c7} \mathbb{Q}\text{xc7}$ 32 $\mathbb{Q}\text{xd5+} \mathbb{Q}\text{d6}$ 33 $\mathbb{Q}\text{xf6}$ h6 34 $\mathbb{Q}\text{g8}$.

28

...

a5



29 **c6!**

Another surprise! If the Knight is taken, 30 c7 wins at once.

29 ... **♔d6**

30 **fxe6!**

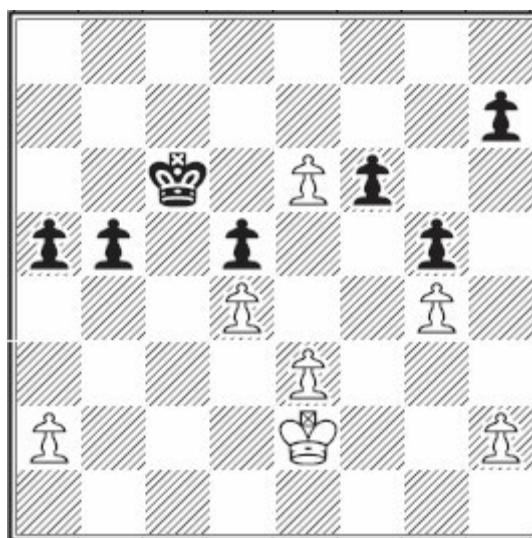
And still another! Now if 30 ... axb4, there follows 31 e7 ♔xe7 32 c7, and the Pawn will become a Queen.

“Alles hochst pikant!” says the *Deutsche Schachzeitung* admiringly.

30 ... **♘xc6**

31 **♘xc6** **♔xc6**

Now look at the position!



Has Pillsbury overplayed his hand? Will he lose the e-Pawn that seems beyond help? Or will he find a magical saving move?

32

e4!

Beautiful! This brilliant move (and the next!) will assure White of obtaining two connected passed Pawns.

32

...

dxe4

33

d5+!

♔d6

Obviously the impudent Pawn may not be captured.

34

♚e3

b4

Or 34 ... f5 35 gxf5 b4 36 f6 a4 37 f7 ♔e7 38 d6+ ♔f8 39 d7 ♔e7 40 d8(♕)+, and White wins easily.

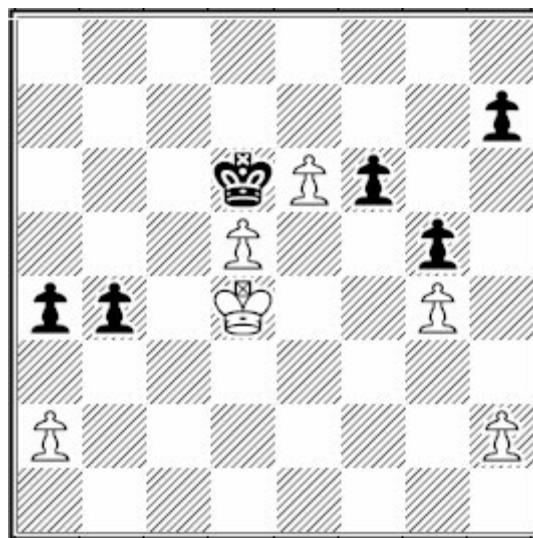
35

♔xe4

a4

36

♔d4



36

...

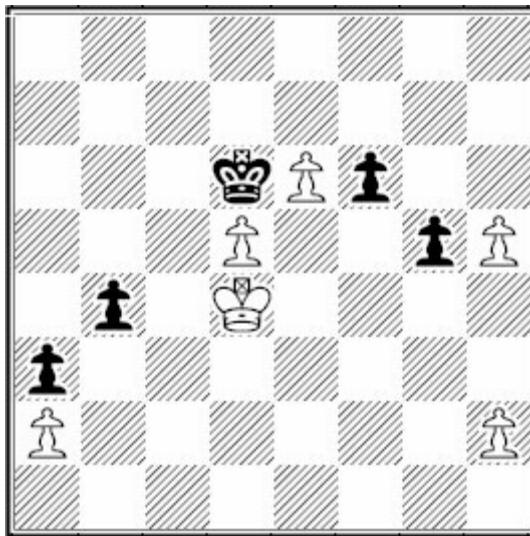
h5

This loses supinely, whereas 36 ... ♔e7 instead would have led to this exciting finish: 37 ♔c4 b3 38 axb3 a3 39 ♔c3 f5 (to create a passed Pawn on the King side) 40 gxf5 h5 41 b4! a2 42 ♔b2 a1(♕)+ (forces the King to the last rank, where he will be subject to check upon the Queening of another Pawn) 43 ♔xa1 g4 44 b5 h4 45 b6 g3 46 hxg3 hxg3 47 d6+ ♔xd6 48 b7 ♔c7 49 e7 g2 50 b8(♕)+ ♔xb8 51 e8(♕)+, and White wins by one move!

37

gxh5

a3



38

♔c4

Of course not the hasty 38 h6, when Black makes a last-minute escape by 38 ... b3 39 h7 (if 39 ♔c3 bxa2 wins for Black) 39 ... bxa2, and Black draws by virtue of Queening with check.

38

...

f5

39

h6

f4

40

h7

Resigns

Exquisite endgame play by Pillsbury, and a fitting climax to a great tournament victory.

■ GAME FIFTY-ONE ■

Irresistible Pawn-Roller

F.J. Marshall – J.R. Capablanca

New York 1909, QUEEN'S GAMBIT DECLINED

Capablanca demonstrates the process of winning, in his usual effortless style. Though Marshall makes no conspicuous errors, Capablanca manages to obtain a Queen side majority of Pawns in only fifteen moves. This slight positional advantage is enough, in the hands of Capablanca, to be decisive.

The Pawns advance at every opportunity, and their steady progress eventually compels Marshall to give up a piece to prevent one of them from Queening. The continuation from that point on is unusually interesting. In only fourteen more moves, Capablanca who has won a Bishop for two Pawns, weaves an air-tight mating net around Marshall's King.

Commenting on the game, Lasker (who was not given to uninhibited praise of his peers) said, "Capablanca's play is an example of how slight advantages should be utilized."

1	d4	d5
2	c4	e6
3	♘c3	c5

Impressed by the way Mieses beat Rubinstein in the second game of their match, Capablanca adopts the former's defense.

4	exd5	exd5
5	♗f3	♗c6
6	g3	♗e6

Criticizing Capablanca may be *lésémajesté*, but I would suggest the development of the King side by 6 ... ♗f6 7 ♗g2 ♗e7 8 o-o o-o, as preferable.

7	♗g2	♗e7
8	o-o	♗f6
9	♗g5	

The stronger line, discovered years later, is 9 dxc5 ♗xc5 10 ♘a4 ♗e7 11 ♗e3 o-o 12 ♘d4, and White's position is superior.

9

...

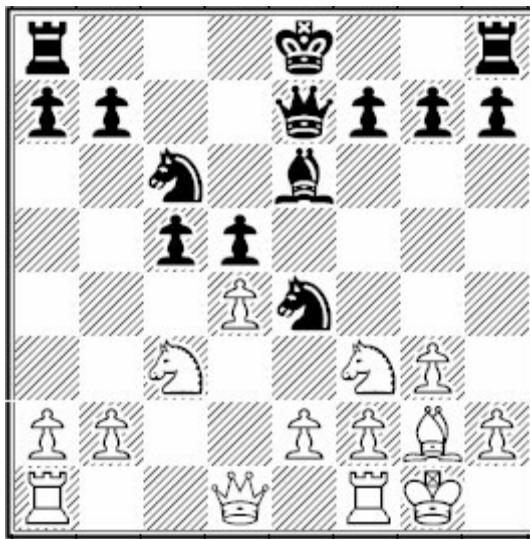
Q e4!

A good move, which frees Black's game.

10

Qxe7

Qxe7



"Would anyone defending against the Queen's Gambit want a better position than this after ten moves?" says Tarrasch proudly in justification of his pet line, the Tarrasch Defense

11

Qe5

But not 11 dxcc5 Qxc3 12 bxc3 Qxc5, and White's Queen side is broken up.

In the Rubinstein-Mieses game, White's 11 Qc1 at this point led to play which enabled Mieses to exploit his positional advantages – pressure on the open file, and a Pawn majority on the Queen side. I give the continuation here, not only because it is interesting, but because it is rare that Rubinstein the Giant-killer is beaten so quickly and effectively.

The game went on (after 11 Qc1) as follows: 11 ... Qxc3 12 Qxc3 c4 13 Qe5 o-o 14 b3 Qb4! 15 Qd2 Qac8 16 Qd1 b5 17 f4 Qxe5 18 fxe5 a5 19 bxc4 Qxc4 20 Qb3 (if 20 Qxc4 Qxd2 21 Qxd2 dxc4, and Black will soon have two connected passed Pawns) 20 ... Qa4 21 e3 Qfc8 22 Qf1 Qc2 (the almighty seventh rank!) 23 Qe1 b4 24 Qd3 Qxa2!, and White resigned in view of what might follow: 25 Qxc2 Qxc2 26 Qb1 (either Rook) Qg2+ 27 Qf1 Qh3 (or simply 27 ... Qxh2), and White is helpless to ward off the threats of mate.

11

...

Qxd4!

This is better than trying to break up White's Pawns by 11 ... Qxc3 12 bxc3 Qxe5 13 dxe5 Qd7 14 f4 o-o 15 Qc2, and White has a respectable game.

12

Qxe4

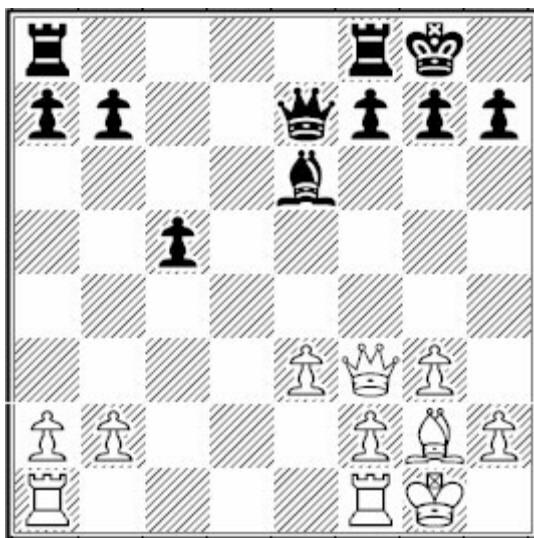
dxe4

13

e3

But not 13 Qxe4 Qh3, and suddenly three of White's pieces are in danger.

13	...	♘f3+
14	♗xf3	exf3
15	♕xf3	o-o



16	♗fc1
-----------	-------------

Marshall avoids 16 ♗xb7, as after 16 ... ♗xb7 17 ♗xb7 ♕ab8 18 ♗e4 ♕xb2, Black has a passed Pawn, and a Rook on the seventh, but the move he selects is no great improvement, since his Rook ‘bites on granite.’

Marshall should have started the Pawns rolling on the King side, where he has the preponderance of Pawns, say by 16 e4, followed by ♗e3, f4 and f5. He would then have the makings of a King side attack.

Capablanca’s comment on Marshall’s move is illuminating from the psychological standpoint: “White’s inactivity on his stronger wing took away all the chances he had of drawing the game.”

There is no mention of a possibility that Marshall might win the game!

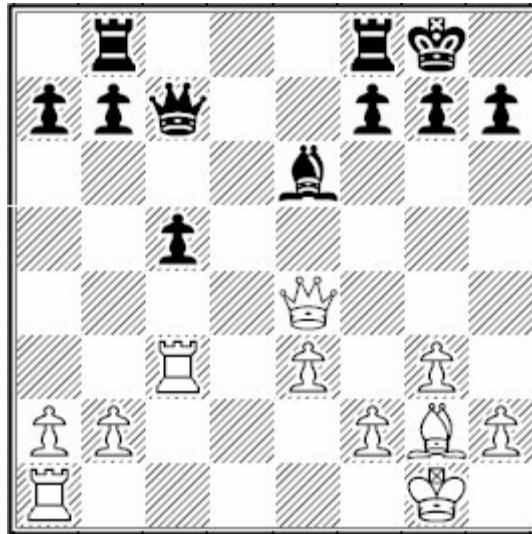
16	...	♕ab8
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17	♗e4
-----------	------------

Threatening 18 ♗h3, which would either bring about an exchange of Bishops, or induce a weakening of Black’s Pawn structure by 18 ... f5.

17	...	♗c7
-----------	-----	------------

18	♗c3
-----------	------------



18 ... **b5!**

Capablanca starts playing out his trumps – the Queen side Pawn majority. From now on the Pawns will push on every chance they get.

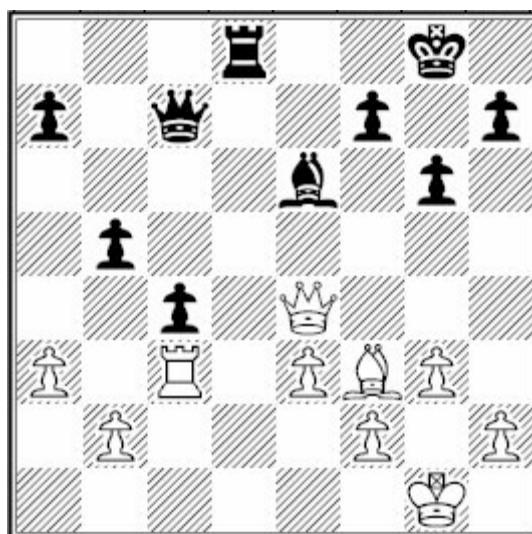
19	a3	c4
20	♘f3	

On 20 b3 instead, 20 ... ♜a5 attacks the Rook, and also threatens 21 ... cxb3. This practically compels the reply 21 b4 which leaves Black with a powerful passed Pawn.

20	...	♖fd8
-----------	-----	-------------

Capablanca never misses a trick! He seizes the only open file.

21	♗d1	♗xd1+
22	♕xd1	♕d8
23	♘f3	g6!



It is not the purpose of this move to threaten 24 ... ♕d5 25 ♜g4 h5, winning a piece, as the critics (Tarrasch, Schlechter, Panov, Goetz, Golombek, Reinfeld and others) suggest, since White could now confound all the critics by playing 26 ♜f4, and if 26 ... ♜xf4, capture by 27 exf4, thereby protecting his Bishop.

The purpose of Black's move is to provide an outlet for the King, and free the Rook from guarding the last rank. It is the prelude to an invasion (by Black's Rook) of the seventh rank.

Note please that White cannot now prevent the Rook's coming in by playing 24 ♜c2, as 24 ... ♜f5 in reply would cost him a whole Rook.

24

♜c6

♝e5!

This is better than 24 ... ♜xc6 25 ♜xc6, as then Black's b-Pawn is attacked.

25

♝e4

♞xe4

26

♛xe4

♜d1+!

An important move which prevents White from bringing his King to the center.

27

♚g2

a5

The key to Black's strategy: he will advance the Queen side Pawns, and also institute an attack on White's b- Pawn – a weak point.

28

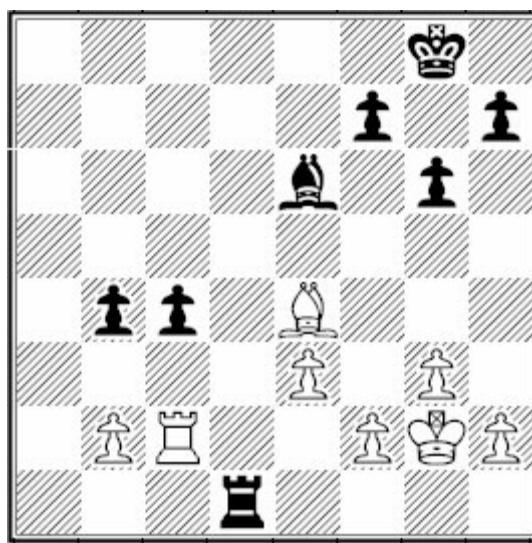
♜c2

b4

29

axb4

axb4



30

♛f3

If White tries to get the King into play by 30 ♛f3, he might fall into this embarrassing loss: 30 ... b3 31 ♜e2 ♛h3!, and suddenly White's Rook is surrounded, and threatened with capture by 32 ... ♜f1.

30

...

■ b1

31

▲ e2

Marshall defends stubbornly. Not only does he threaten the c-Pawn, but he is prepared to punish precipitous play. On 31 ... c3, he rescues his game by 32 bxc3 b3 33 ■ d2 b2 34 ▲ d3, and the Pawn will fall.

31

...

b3!

32

■ d2

If 32 ■ c3 ■ xb2 33 ▲ xc4 ■ c2 and Black wins a piece.

32

...

■ c1

With the powerful threat of 33 ... ■ c2. White prevents this, but must still sacrifice a piece to halt the Pawns.

33

▲ d1

c3

34

bxc3

b2

35

■ xb2

Clearly, not 35 ▲ c2, as Black wins instantly by 35 ... ■ xc2!

35

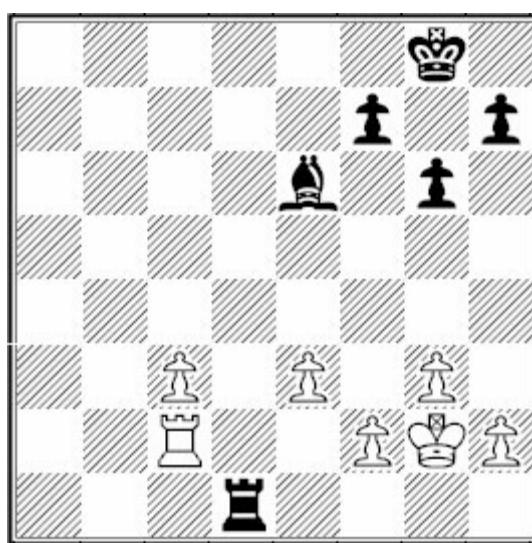
...

■ xd1

36

■ c2

This is the position, with Black to play:



From now on, Capablanca shows how to make the most out of a slight advantage in material. He brings the game to a conclusion with simple, vigorous moves. For the student it is a marvellous lesson, as so many games are given up as lost, at a stage when to all except the expert, there seems to be a good deal of fight left.

36

...

$\mathbb{Q}f5$

Rooks belong behind passed Pawns – which is why Capablanca drives this one away from where it is!

37

$\mathbb{R}b2$

$\mathbb{R}c1$

And to add insult to injury, Capablanca moves the Rook behind the dangerous Pawn.

38

$\mathbb{R}b3$

Marshall's Rook has little mobility, being tied down to the defense of a Pawn.

38

...

$\mathbb{Q}e4+$

Forces the King to the side of the board, as 39 f3 loses the f-Pawn after the reply 39 ... $\mathbb{R}c2+$.

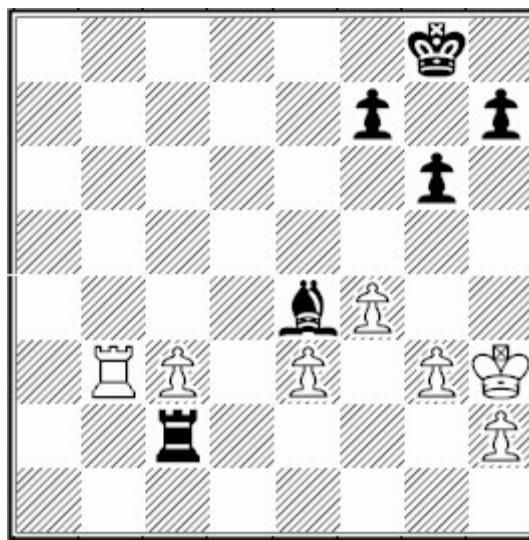
39

$\mathbb{Q}h3$

$\mathbb{R}c2$

40

$f4$



40

...

$h5$

This initiates a threat of mate which wins a Pawn immediately. White must guard against 41 ... $\mathbb{Q}f5+$ 42 $\mathbb{Q}h4$ $\mathbb{R}xh2+$ 43 $\mathbb{Q}g5$ $\mathbb{Q}g7$ 44 $\mathbb{R}b7$ $\mathbb{R}h3$ 45 $g4$ $hxg4$, and Black mates quickly.

41

$g4$

$hxg4+$

42

$\mathbb{Q}xg4$

$\mathbb{R}xh2$

43

$\mathbb{R}b4$

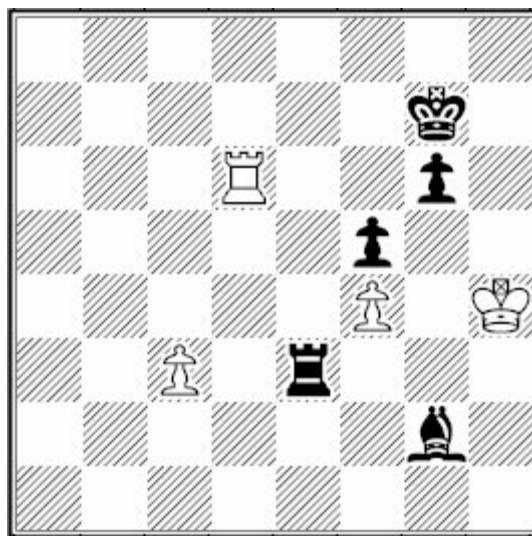
$f5+$

44

$\mathbb{Q}g3$

Or 44 $\mathbb{Q}g5$ $\mathbb{Q}g7$, and mate can be delayed for one move only.

44	...	♖ e2
45	♘ c4	♗ xe3+
46	♔ h4	♔ g7
47	♗ c7+	♔ f6
48	♗ d7	♕ g2
49	♗ d6+	♔ g7



Now if 50 ♗d7+ ♔h6 followed by 51 ... ♗h3 mate. Or 50 ♔g5 ♗g3+ 51 ♔h4 ♗g4 mate.

50 Resigns

Capablanca himself considers this game one of the most accurate he ever played.

■ GAME FIFTY-TWO ■
Quiet, Like a Tiger
M. Botvinnik – I. Kann

Moscow 1931, DUTCH DEFENSE

One of America's leading players once said to me that he liked games where nothing happens. This one of Botvinnik's, I am sure, would please him. There *are* little combinations in the game, but they appear only in the notes.

Botvinnik wins the game purely by strength of position. Control of the d-file, with emphasis on the key square d5, enables his pieces to penetrate the adverse position. The exchanges which take place about the 30th move clear off some of the heavy pieces, and leave Botvinnik a Pawn ahead in a Rook and Pawn ending.

He wins it in a breeze.

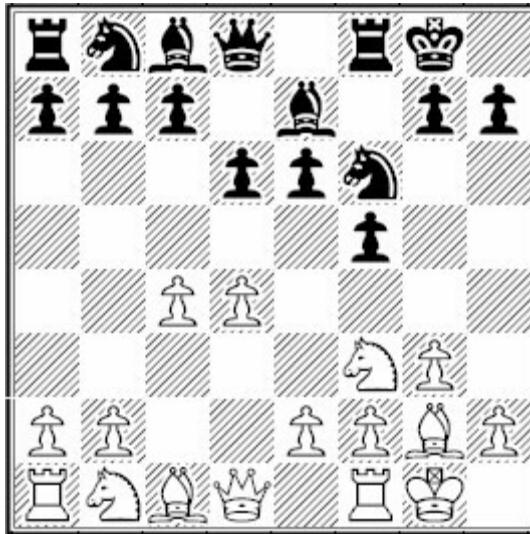
1 d4 e6

If Black embarks on the Dutch Defense with 1 ... f5, he must be prepared to face the perils of the Staunton Gambit. In this, White sacrifices a Pawn for the sake of rapid development, and the possibility of working up an attack. Two typical lines are:

(1) 1 d4 f5 2 e4 fxe4 3 ♜c3 ♜f6 4 ♜g5 g6 5 h4 ♜g7 6 h5 ♜xh5 7 ♜xh5 gxh5 8 ♜xh5+ ♛f8 9 ♜d5 ♜c6 10 ♜c4, and White has good winning chances.

(2) 1 d4 f5 2 e4 fxe4 3 ♜c3 ♜f6 4 ♜g5 g6 5 f3 exf3 6 ♜xf3 d5 7 ♜e5 ♜g7 8 ♜d2 o–o 9 o–o–o, and White has the initiative (9 ... ♜g4 10 ♜xd5!). Black has an extra Pawn as consolation, and as Steinitz once mentioned, “A Pawn ahead is worth a little trouble.”

2	c4	f5
3	g3	♞f6
4	♝g2	♝e7
5	♞f3	d6
6	o–o	o–o



7 **b3!**

Apparently the Queen Bishop is to be posted at b2, where it will bear down on the long diagonal, and make it difficult for Black to get in the freeing move ... e5.

But Botvinnik's plans for the Bishop are more subtle than the indicated fianchetto. The Bishop is to be developed at a3, where its influence will be stronger than at b2.

This arrangement will also permit the posting of the Queen Knight at c3, a more aggressive square than d2 for this piece.

7	...	$\mathbb{Q}e8$
8	$\mathbb{B}c2$	$\mathbb{N}h5$
9	$\mathbb{N}c3!$	

This prevents Black from even starting the counter-attack characteristic of the Dutch – 9 ... $\mathbb{Q}e4$, followed by ... g5, ... $\mathbb{R}f6$ and ... $\mathbb{R}h6$.

9	...	$\mathbb{N}c6$
10	$\mathbb{Q}a3!$	

White is ready to meet 10 ... e5 with 11 dx e 5 dx e 5 12 $\mathbb{Q}xe7$ $\mathbb{Q}xe7$ 13 $\mathbb{Q}xe5$, and he nets a Pawn.

10	...	$\mathbb{Q}d7$
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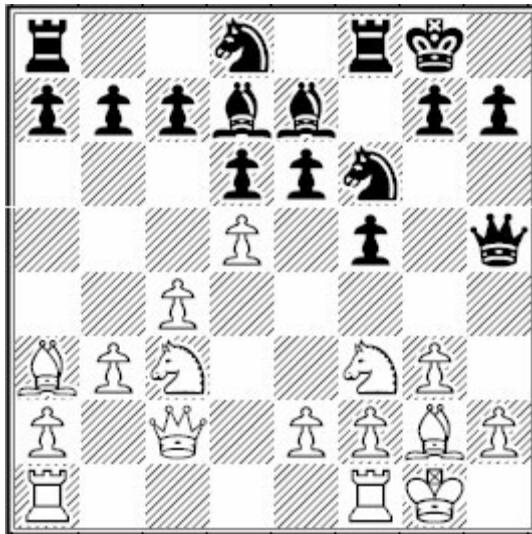
Instead of this, Botvinnik suggests 10 ... a5 followed by 11 ... $\mathbb{Q}b4$. The Knight then obstructs the Bishop, and deprives it of any influence on the diagonal.

11	$d5!$	
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Of course not 11 e4, tempting though it looks, as after 11 ... fx e 4 12 $\mathbb{Q}xe4$ $\mathbb{Q}xe4$ 13 $\mathbb{Q}xe4$ d5 is a simultaneous attack on Queen and Bishop, which wins a piece for Black.

11	...	$\mathbb{Q}d8$
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Practically forced, as 11 ... ♜e5 loses a piece by 12 ♜xe5 dxе5 13 ♜xe7.



12 **♜e5**

“Attracted by the superiority of two Bishops over Knight and Bishop,” says Botvinnik, “White allows his opponent breathing space. He should have continued 12 ♜ad1, increasing the pressure.”

12 ... **dxe5**

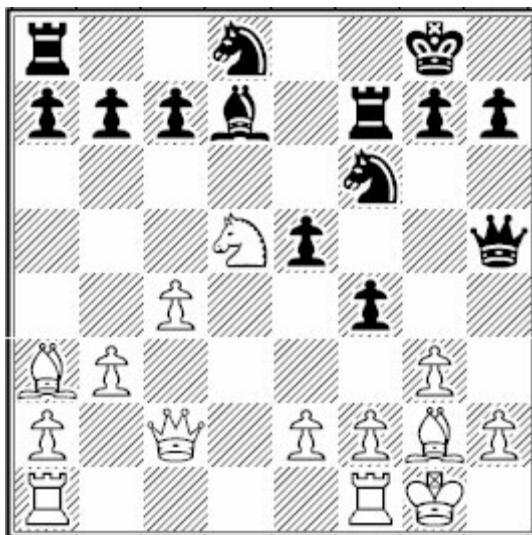
13 **♜xe7** **f7**

14 **♜a3** **exd5**

This move and Black’s next, clear a path for his Bishop.

15 **♝xd5** **f4!**

Things begin to look brighter! Black has visions of playing 16 ... ♜h3 followed by 17 ... ♜g4.



16 **♜ad1!**

This move, seizing control of the d-file, is the first step in the process of centralization.

Botvinnik is as familiar with the benefits that accrue from controlling the center as Nimzovich, whether or not he has read that famous strategist's formula governing situations of this sort, "An attack on a wing should be met by play in the center."

16

...

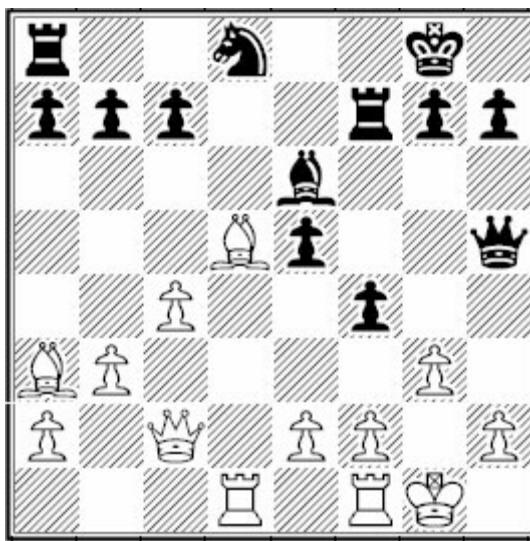
$\mathbb{Q}xd5$

This exchange does not help matters for Black. The recapture will bring another of White's pieces to the center. A preferable line of play was 16 ... $\mathbb{Q}h3$ 17 $\mathbb{Q}xf6+$ $\mathbb{Q}xf6$ 18 $\mathbb{Q}f3$ $\mathbb{Q}f7$ 19 $\mathbb{Q}fe1$.

17

$\mathbb{Q}xd5$

$\mathbb{Q}e6$



18

$\mathbb{Q}d3!$

Stronger than the likely 18 $\mathbb{Q}e4$, the move Black probably expected. The reply to that would be 18 ... c6, forcing an exchange to Black's advantage, as after 19 $\mathbb{Q}xe6$ $\mathbb{Q}xe6$, his Knight becomes active again.

After White's actual move, the response 18 ... c6 would be fatal, as then 19 $\mathbb{Q}f3$ attacks the Queen, and also threatens the life of the King by 20 $\mathbb{Q}xd8+$ $\mathbb{Q}xd8$ 21 $\mathbb{Q}xd8+$, and mate next move.

18

...

$\mathbb{Q}xd5$

There was little choice, as $\mathbb{Q}f3$ was still in the air.

19

$\mathbb{Q}xd5$

Far superior to 19 $cxd5$, which shuts off the action of White's Queen and Rook on the d-file. It would also permit Black counter-play, by 19 ... $\mathbb{Q}f6$, followed either by 20 ... $\mathbb{Q}h6$, or by the entrance of the Knight into the game (20 ... $\mathbb{Q}f7$ and 21 ... $\mathbb{Q}g5$).

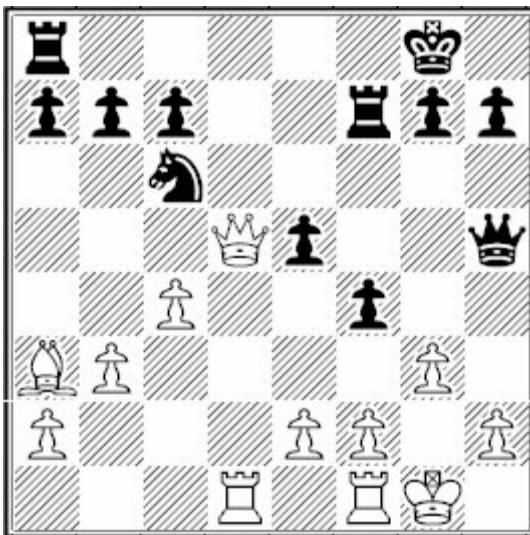
After 19 $\mathbb{Q}xd5$ on the other hand, White dominates the d-file, his Queen is centralized, his Bishop casts a death-ray along the diagonal leading to f8, and he still threatens mate by 20 $\mathbb{Q}xd8+!$ What more could a man want?

19

...

2 c6

This is the position, and it requires a bit of consideration:



The Knight guards the square d8, protects the e-Pawn, and stands ready to meet the invasion 20 ♜e6 with 20 ... ♟d4.

Clearly, this troublesome Knight must be driven off if White is to make further progress. But how? If 20 b4 at once, the Bishop is blocked, and Black has time to get in the move 20 ... ♕d8. If after that, White persists in being aggressive, and plays 21 ♜e6, he meets with disaster as follows: 21 ... ♟d4 22 g4 ♜g5 23 h4 ♜xh4 24 ♜xe5 ♜xg4+ 25 ♛h2 ♕f5 26 ♜xf5 ♜xf5 27 e3 (hoping to win the pinned Knight) 27 ... ♜f3+ 28 ♛g2 ♜g4+ 29 ♛h1 ♜h3 mate.

20

♗c5!

This is the star move, and one that was not easy to discover, according to Botvinnik. The Bishop keeps up the pressure without obstructing the b-Pawn. This Pawn is bound for b5, where it will attempt to dislodge the Knight from its fine post.

20

...

♔e8

21

b4

a6

Sets the stage for a brilliant finale. Black should have played 21 ... h6 (to give the King some air) and then if 22 b5 ♟d8 still holds the fort.

22

b5

axb5

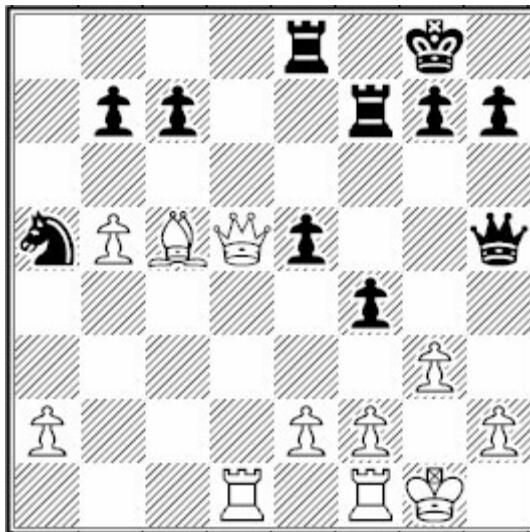
23

cxb5

♘a5

Not a happy spot for the Knight, but the alternative 23 ... ♟d8 was worse, as then White simply maps up the luckless piece with his Queen.

This is the position, with White to play:



24 ♕e6!

A spectacular entrance into enemy territory! This move, and the following invasion of the seventh rank by the Rook, are reminiscent of a similar maneuver in the masterpiece that Rubinstein won from Maroczy in 1920 (the score of which with complete notes appears in my *Logical Chess Move by Move*).

24 ... ♕a8

25 ♕d7 ♕g6

26 ♕d5

Once again White threatens mate on the last rank! Black can avert this, but only at the cost of a Pawn.

26 ... h6

27 ♕xc7 ♕e8

28 ♕b4

“Our life is frittered away by detail,” says Thoreau, “Simplify! Simplify!”

Botvinnik intends to exchange Bishop for Knight, obtaining a passed Pawn thereby. This Pawn will advance at every available opportunity.

28 ... b6

29 ♕xa5 bxa5

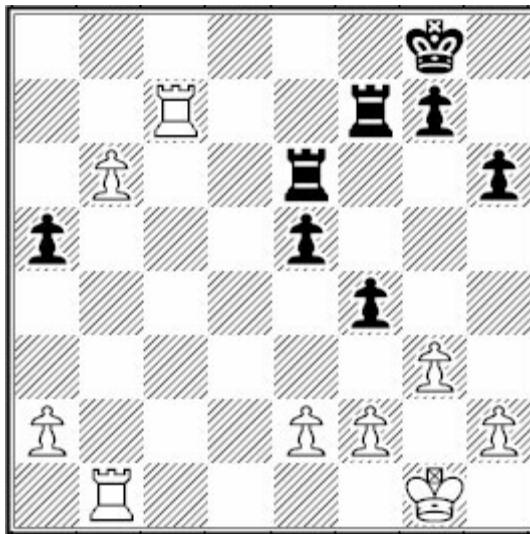
30 b6 ♕e6

It may seem strange to have Black offer an exchange of Queens, but how else can he free his pinned Rook, and the pieces tied down to its defense?

31 ♕xe6 ♕xe6

32

♖ b1



32

...

♖ e8

The alternatives are easily disposed of: If 32 ... ♜xb6 33 ♜c8+ wins a Rook for White. Or if 32 ... ♜xc7 33 bxc7 ♜c6 (on 33 ... ♜e8, 34 ♜b8 wins) 34 ♜b8+, and the Pawn becomes a Queen next move.

33

♜xf7

♛xf7

34

b7

♜b8

35

gxf4

exf4

36

♚g2

♚e6

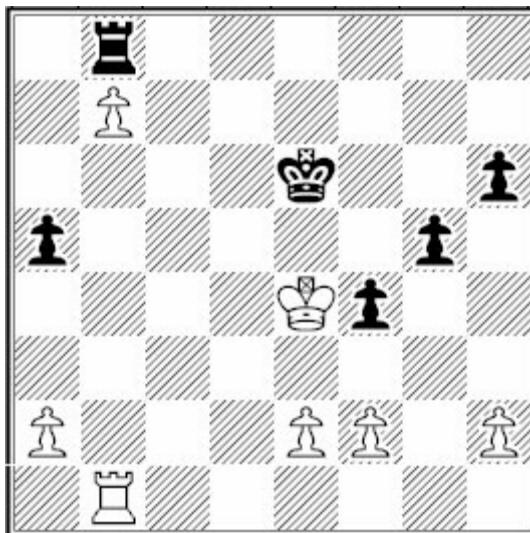
37

♚f3

g5

38

♚e4



Black is in *zugzwang*; he must make a move, and any move he makes loses quickly.

If his King goes to the King side, White attacks on the Queen side, thus: 38 ... ♕f6 39 ♕d5 ♕e7 40 ♕c6 ♕d8 41 ♜d1+ ♕e7 42 ♕c7, and White wins.

If his King goes to the Queen side, White attacks on the King side, thus: 38 ... ♕d6 39 ♕f5 ♕c7 40 ♕g6 ♜h8 41 b8(♕)+ ♜xb8 42 ♜xb8, and White gathers up the King side Pawns.

If his King retreats, White maintains the opposition and forces Black to step to one side or the other, thus: 38 ... ♕e7 39 ♕e5 ♕e8 40 ♕e6 ♕d8 (if 40 ... ♕f8 41 ♕d7 followed by 42 ♕c7 wins) 41 ♕d6 ♕e8 42 ♕c7, and White wins.

Moves by the Pawns are meaning less and quickly exhausted, White waiting them out by simply moving his Rook up and down the b-file.

Botvinnik's play throughout has been simple, clear and logical.

■ GAME FIFTY-THREE ■

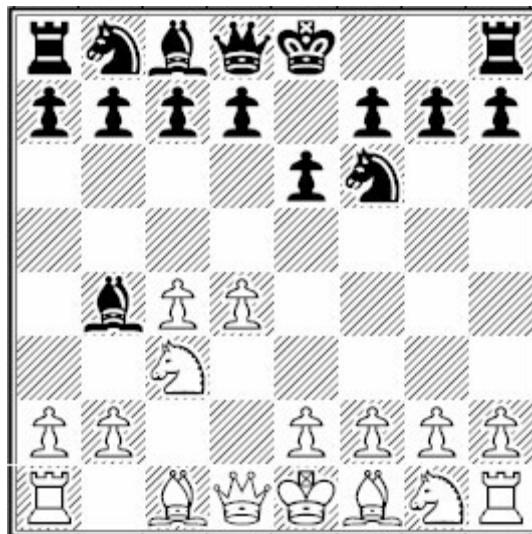
Cornucopia of Ideas

E. Zagoryansky – P. Romanovsky

Moscow 1943, NIMZO-INDIAN DEFENSE

This is one of those unknown masterpieces that bubbles over with good things. Among the strategic ideas you will see is a position held in complete restraint by virtue of control of the white squares, permitting the King to wander casually over to the Queen side as a prelude to the decisive combination. After a tactical interlude, involving a sacrifice of the exchange, there follows a vivid demonstration of the power of a Rook on the seventh rank. And, since chess is cruel, there is a massacre of the innocents – the hapless Pawns being the victims.

1	d4	f6
2	c4	e6
3	c3	b4



Restraint is the essence of the Nimzo-Indian – a sound, fighting defense to the Queen Pawn Opening. Black plays to prevent e4 by White, first by pinning the Queen Knight, and second by bearing down on e4 with his Queen Bishop, from the square b7.

Black also retains the possibility of saddling his opponent with a doubled Pawn by ... ♜xc3, thus providing him with a good object of attack.

4	e3	b6
5	e2	b7

6

 $\mathbb{B}f3$

A strategic error, since the ex change of Bishops is to Black's advantage. He can now play to gain control of e4 and c4, squares which have lost the protection of the white-squared Bishop.

6

...

 $\mathbb{B}xf3$

7

 $\mathbb{Q}xf3$

o-o

8

o-o

d5

The beginning of Black's long-range plan to get a grip on e4 and c4. He intends to remove both of White's Knights, and leave him with a Bishop hampered by Pawns standing on black squares.

9

 $\mathbb{N}b3$ $\mathbb{B}xc3$

10

bxc3

Somewhat better was 10 $\mathbb{B}xc3$, even though it allows Black to gain time with 10 ... $\mathbb{Q}e4$.

10

...

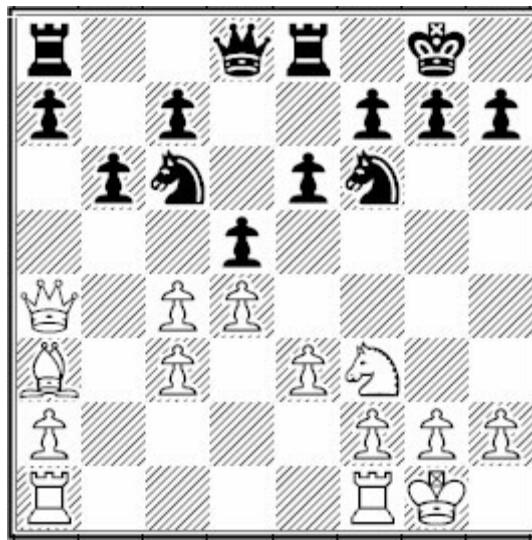
 $\mathbb{Q}c6!$

The Knight's ultimate aim is to occupy the square c4. For the moment its threat is to win a Pawn by 17 ... $\mathbb{Q}a5$.

11

 $\mathbb{N}a3$ $\mathbb{Q}e8$

12

 $\mathbb{N}a4$ 

12

...

 $\mathbb{N}d7!$

Another developing move with gain of time! The tactical threat is 13 h3 $\mathbb{Q}xd4$ 14 $\mathbb{Q}xd7$ $\mathbb{Q}xf3+$ 15 $gxf3$ $\mathbb{Q}xd7$, winning a Pawn. The strategic threat is 13 ... $\mathbb{Q}a5$, in order to seize the outpost c4.

13

exd5

exd5

14

♘ fd1

Blissfully unaware of any danger, White makes a normal developing move. It turns out to be the decisive mistake, since it enables Black to carry out his object (which I have indicated several times before) of getting a grip on c4, one of the weakened white squares.

14

...

♗ a5!

15

♝ xd7

♝ xd7

16

♝ b4

♝ c4

Threatens to steal the Bishop by 17 ... a5.

17

a4

a5

18

♝ a3

♝ e6!

A strange move, the purpose of which will become evident in a move or two.

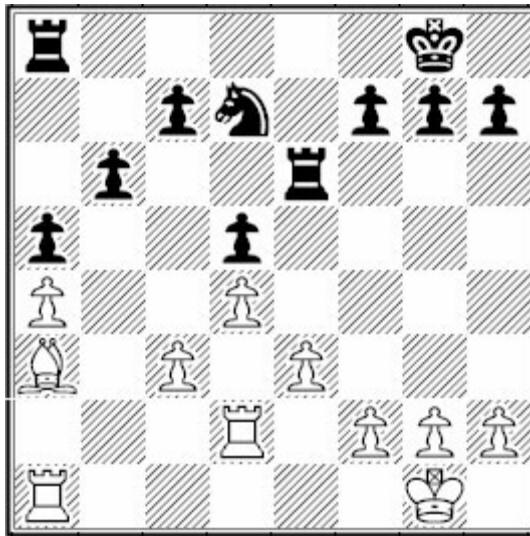
19

♞ d2

♞ xd2

20

♝ xd2



20

...

♝ c6

Now we see what the Rook is up to – restraint! White is not to be allowed to free his game by means of c4 or e4.

One may ask why the power of a Rook is to be spent on preventing a Pawn from moving. The answer is that the Rook is doing this only temporarily. The Knight will work its way over to d6, and relieve the Rook of that duty.

21

♝ b2

White would rather keep the Bishop at a3, in order to capture the Knight on its arrival at d6, but

the Bishop must retreat. On 21 $\mathbb{B}c2$ instead (to protect the c-Pawn), 21 ... $\mathbb{R}c4$ in reply attacks the a-Pawn, and forces the Bishop to retreat anyway if White is to save the Pawn.

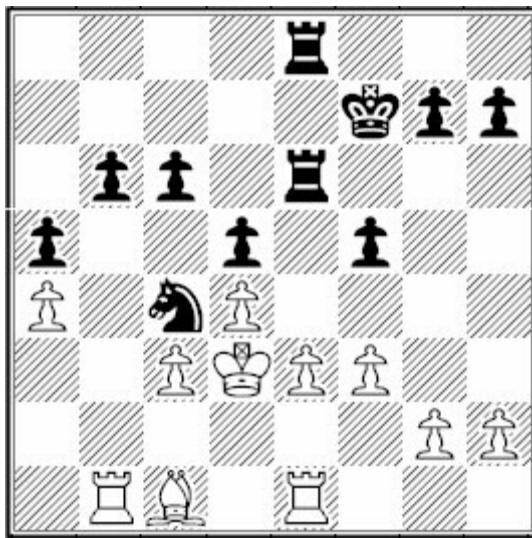
21	...	$\mathbb{R}e8$
22	$\mathbb{K}f1$	$\mathbb{Q}f6$
23	$\mathbb{B}c2$	$\mathbb{Q}e4$
24	$\mathbb{K}e2$	$\mathbb{Q}d6$
25	$\mathbb{K}d3$	$f5$

Tightens the grip on the squares e4 and c4. On the former, Black bears down with Rook, Knight and two Pawns, on the latter with Rook, Knight and Pawn.

26	$f3$	$\mathbb{Q}c4$
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Attacks the e-Pawn once more, and ties White's pieces down to its defense.

27	$\mathbb{Q}c1$	$\mathbb{R}ce6$
28	$\mathbb{B}e2$	$\mathbb{K}f7$
29	$\mathbb{B}e1$	$c6$
30	$\mathbb{B}b1$	

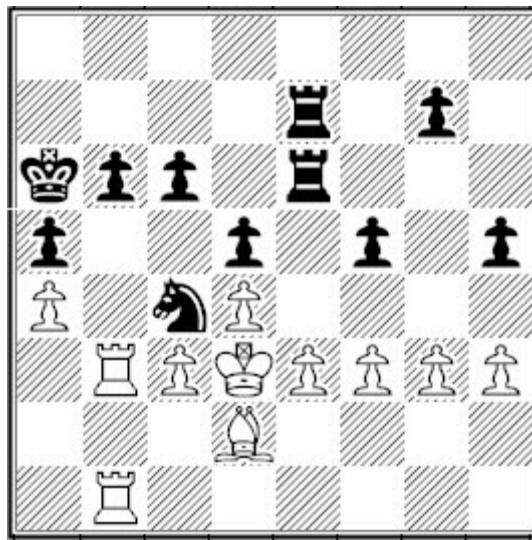


30	...	$\mathbb{B}8e7!$
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This makes it possible for the King to move behind the Rook on its journey to a6. Once the King reaches that square, the plan is to advance ... b5, and after axb5, axb5, to create a passed Pawn on the a-file.

31	$\mathbb{B}e2$	$\mathbb{K}e8$
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32	h3	h5
33	♗b3	♔d7
34	♗e1	♔c7
35	g3	♔b7
36	♕d2	♔a6
37	♗eb1	



This is intended to hinder Black from advancing his b-Pawn. That Black can do so though, with favorable chances for himself, may be seen from this analysis: 37 ... b5 38 axb5+ cxb5 39 ♕c1 (on 39 ♕xb5 ♗xe3+! 40 ♗xe3 ♗xe3+ 41 ♔c2 ♘a3+ 42 ♔d2 ♘xb1+ 43 ♘xb1 ♗xf3, and Black should win) 39 ... ♗xe3+! 40 ♗xe3 ♗xe3+ 41 ♔c2 a4 42 ♘b4 ♗xf3, and Black has the better of it.

37	...	♗xe3+!
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There is a combination in the position though – an effective one. And Black finds it!

38	♗xe3	♗xe3+
39	♔c2	♗e2+
40	♔d1	

Clearly, 40 ♔d3 ♗d2 mate is unthinkable, while if 40 ♕c1 ♗e1+ 41 ♕c2 ♘xb1 42 ♘xb1 (on 42 ♘xb1 ♘d2+ regains the Rook) 42 ... ♘a3+ followed by 43 ... ♘xb1 leads to a pure Pawn ending with Black a Pawn ahead – and that's the easiest kind of ending to win.

40	...	♗a2
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This leaves White curiously helpless. If he tries 41 ♕c1 (to dislodge Black's Rook from the seventh rank), Black simply plays 41 ... ♗xa4. If then 42 ♕c2 ♘e3+ wins the exchange, or if 42 ♔e2, ♗a2+ compels the King to return to the first rank.

41	g4	fxg4
42	fxg4	h4
43	g5	fxa4

A pleasant alternative was 43 ... ♜h2.

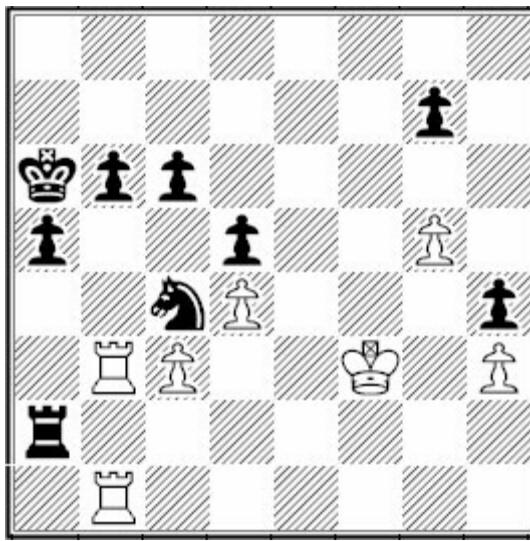
44	♔e2
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This results in loss of the exchange, but other moves permit 44 ... ♜a2 followed by 45 ... ♜h2 and 46 ... ♜xh3, securing Black a passed Pawn on each side of the board.

44	...	♕a2+
45	♔f3	

This is not a blunder, as every thing else is hopeless. White's only chance lies in getting over to the King side, to acquire a passed Pawn of his own.

This is the position, with Black to play:



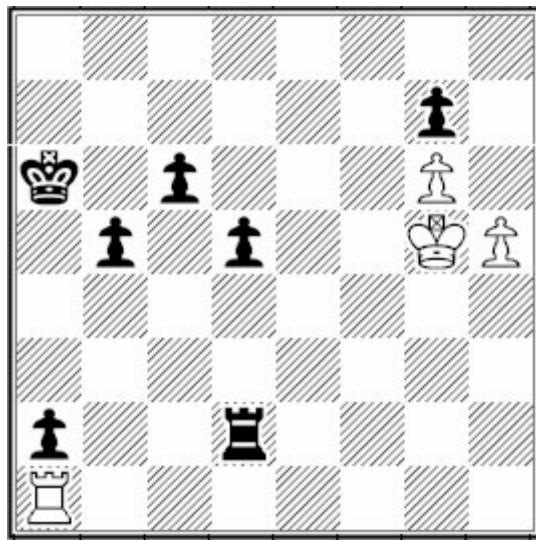
45	...	♕d2+
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A family check, with so few pieces on the board!

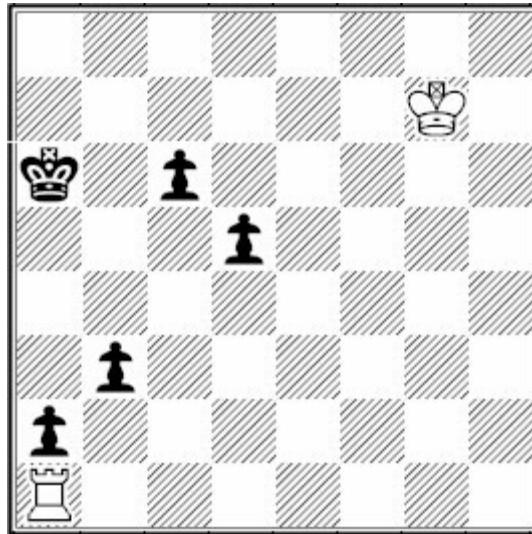
46	♔g4	♕xb3
47	♕xb3	a4
48	♖b1	♖c2
49	♔xh4	♖xc3

The removal of this Pawn secures Black two connected passed Pawns, with one ready to protect the other.

50	g6	a3
51	♕g4	♖d3
52	h4	♗xd4+
53	♔g5	♗d2
54	♖a1	a2
55	h5	b5



56	h6	gxh6+
57	♕xh6	♖h2+
58	♔g5	♗g2+
59	♔f6	b4
60	g7	b3
61	♔f7	♗xg7+
62	♕xg7	



62

...

♛b5

Not the hasty 62 ... b2, when 63 ♕xa2+ ♛b5 64 ♕xb2+ might result in Black's giving up chess!

63

♛f6

b2

64

Resigns

■ GAME FIFTY-FOUR ■

Endgame Duel – Knight against Rook

M. Botvinnik – M. Vidmar

Groningen 1946, CATALAN SYSTEM

This is a glorious game of Botvinnik's, worthy to rank with his famous victory over Capablanca at Avro in 1938.

The game is fascinating through out its length, from the opening that Botvinnik conducts in original style, through the midgame where the sacrifice of the exchange permits his Rook to dominate the board, to the ending where his agile Knight dances rings around the opposing Rook.

A great deal may be learned from this game, but more than that, it is a game that one plays over and over again with renewed pleasure each time, as one takes delight in reading over and over again a fantastic tale of John Collier's or a priceless pastiche by Perelman.

1	d4	d5
2	♘f3	♘f6
3	c4	e6
4	g3	dx_c4
5	♗a4+	♗d7
6	♗x_c4	♗c6

Black insists on exchanging Queens! White must comply, his Queen Bishop being unprotected.

7	♗bd2	♗x_c4
8	♗x_c4	♗b4+

Black wants to exchange Bishops too, but a preferable alternative was 8 ... ♗e7 (simple development) or 8 ... c5 (attack on the center).

9	♗d2	♗xd2+
10	♘fxd2!	

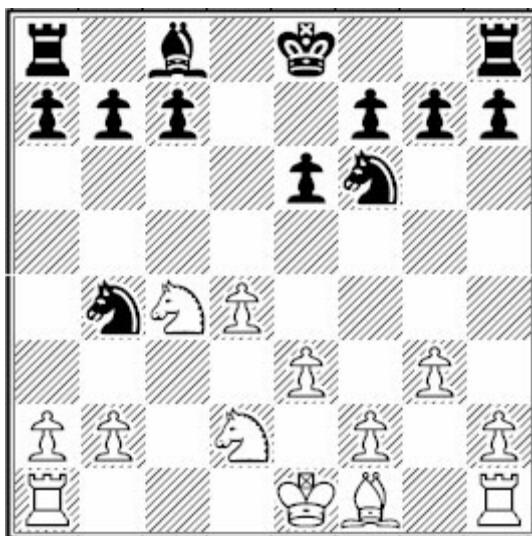
Clever play! The long diagonal is cleared for the Bishop, and there are prospects of setting up a strong Pawn center with e4.

10	...	♗c6
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11

e3

♗b4



12

♔e2!

Simple and strong! The King meets the threat of 12 ... ♜c2+ by coming to the center. This is perfectly safe now that Queens are off the board, and there is little danger of running into a mating attack.

12

...

♝d7

13

♝g2

♝c6

14

f3

The Bishop is blocked temporarily, for the sake of building up a Pawn center.

14

...

♝d7

15

a3

♝d5

16

e4

♝b6

17

♝a5

Threatens to ruin Black's Pawn position by playing 18 ♜xc6.

17

...

♝b5+

18

♔e3

o-o-o

The b-Pawn is now protected, and Black prepares to drive off the annoying Knight at a5 by 19 ... ♜b8 and 20 ... ♜c6.

19

♜hc1!

Far superior to the natural 19 ♜ac1. The action will be on the Queen side, and the Queen Rook is

needed where it is, to support an advance of the a-Pawn. This Pawn has an important role to play in the plan to disorganize Black's forces.

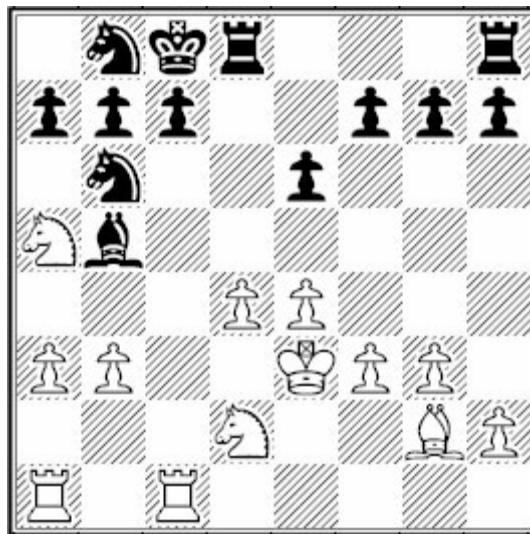
19

...

$\text{B} b8$

20

$b3$



20

...

$\text{Q} d7$

A prudent retreat. Vidmar is aware of the danger inherent in a cramped position, and would very much like to free his game by bringing about an exchange of pieces. But if he plays 20 ... $\text{Q} c6$, there follows 21 a4 $\text{Q} x a5$ 22 axb5, and his Knight at a5 is doomed.

At this point, the dilettante, who is always on the lookout for brilliancies, might say to himself, "Wouldn't it be nice if I could play 21 $\text{Q} dc4$ and then 22 $\text{Q} d6$ mate?"

The master player, I assure you, gives this possibility little more than a passing thought. What concerns him, at this and other stages, is that all his pieces be in active play. If they are not effectively placed, he moves them (by retreat if necessary) to squares where they can exert some influence. He gives more thought to this, which is the substance of position play, than to the planning of intricate combinations.

Botvinnik's next move brings the Bishop into more active play, though all it seems to do is keep a long diagonal under observation.

21

$\text{Q} f1$

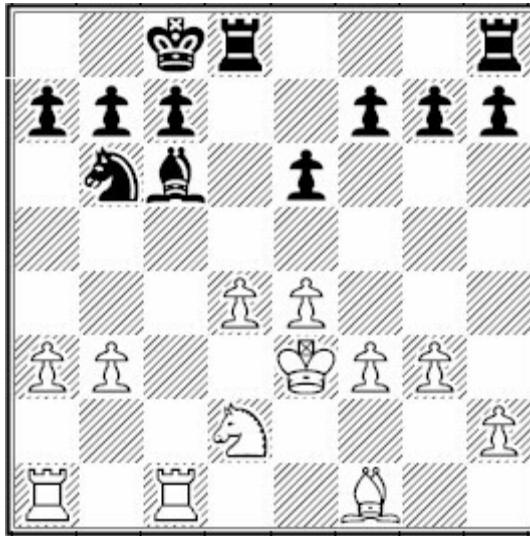
$\text{Q} c6$

22

$\text{Q} xc6$

$\text{Q} xc6$

This is the position, with White to play:



23 **a4!**

Initiates the threat 24 a5 ♕a8 25 a6, followed by 26 axb7+. This would split up Black's Pawns, making them vulnerable to attack, and at the same time open a file for White's Queen Rook.

23	...	♕e8
24	a5	♕a8

An unhappy retreat, but the Knight guards the Bishop Pawn from the corner. On 24 ... ♕d7 instead, the sequel, according to Botvinnik, would be 25 a6 b6 26 ♜c3 ♔b8 27 ♜ac1 ♜c8 28 ♜c4 ♜d8 (threatens 29 ♜d6) 29 ♜a3 ♜c8 30 ♜b5, and White wins.

Black's pieces are now all on the first rank, and while the position might have pleased Steinitz, it would take the patience and defensive skill of a Steinitz to keep it intact.

25	a6	b6
26	b4	♔b8

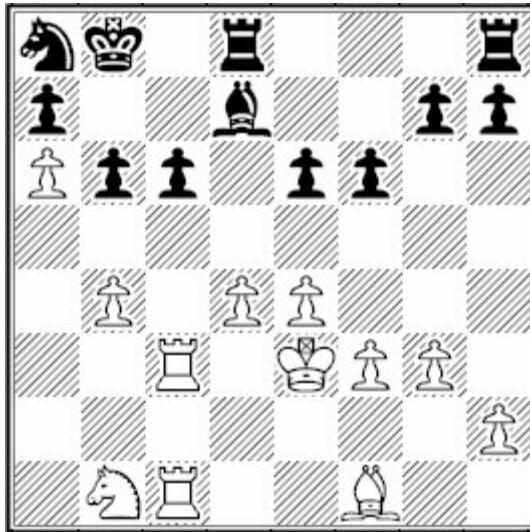
Black prepares to advance the c-Pawn so that the Knight can get back into the game. If at once 26 ... c6, there follows 27 ♜b5 ♔c7 (blocks the Knight, but how else save the Pawn?) 28 ♜a3 ♜d6 29 ♜ac3, and after 30 e5 the Pawn will fall.

27	♖c3	c6
28	♖ac1	f6!

A preventive measure against 29 ♜c4 followed by 30 ♜e5.

The attempt to mobilize his own Knight would be premature, as after 28 ... ♜c7 29 b5 ♜xb5 30 ♜xb5 cxb5 31 ♜c7 ♜d7 32 ♜b7+ ♔a8 33 ♜cc7 establishes both of White's Rooks on the seventh rank, with a winning position.

29	♗b1!	♘d7
-----------	-------------	------------



30 $\mathbb{Q}a3$

Intending to break in by 31 b5 cxb5 32 $\mathbb{Q}xb5$ $\mathbb{Q}xb5$ 33 $\mathbb{Q}xb5$, with unremitting pressure.

Black could avoid this by playing 30 ... b5, but then comes 31 $\mathbb{Q}b1$, $\mathbb{Q}c7$ 32 $\mathbb{Q}a3$, followed by a tour of the Knight to d2, b3, and c5. Once the Knight is established on this strong outpost, the position would be definitely won for White.

30 ... $\mathbb{Q}c7$

31 **b5!**

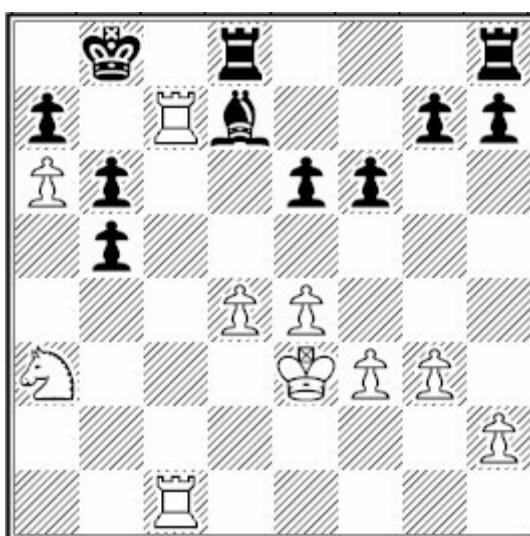
“It is worth giving up a Pawn,” says Fine, “to get a Rook on the seventh rank.”

31 ... $\mathbb{Q}xb5$

32 $\mathbb{Q}xb5$ **cxb5**

33 $\mathbb{Q}c7!$

This is the position, with Black to play:



The situation is critical, and could lead to checkmate for Black. For example, if 33 ... b4 34 ♜b7+ ♛a8 35 ♜c7 (threatens 36 ♜xa7+ ♛b8 37 ♜cb7+ ♛c8 38 ♜a8 mate) 35 ... ♜c8 36 ♜xa7+ ♛b8 37 ♜b5 and Black must give up a piece to prevent 38 ♜cb7+ ♜xb7 39 ♜xb7+ ♛c8 40 ♜a7 mate.

33

...

♖c8

Black misses his chance! Instead of this, 33 ... ♜c8 34 ♜xb5 ♜d7! 35 ♜xd7 ♜xd7 36 ♜xa7 ♛xa7 37 ♜c7+ ♛xa6 38 ♜xd7 ♜c8! probably draws, since he dominates the open file, and has a dangerous passed Pawn.

34

♗b7+

♔a8

35

♕xd7

Fine play! Botvinnik sacrifices the exchange for the sake of maintaining a Rook on the seventh rank.

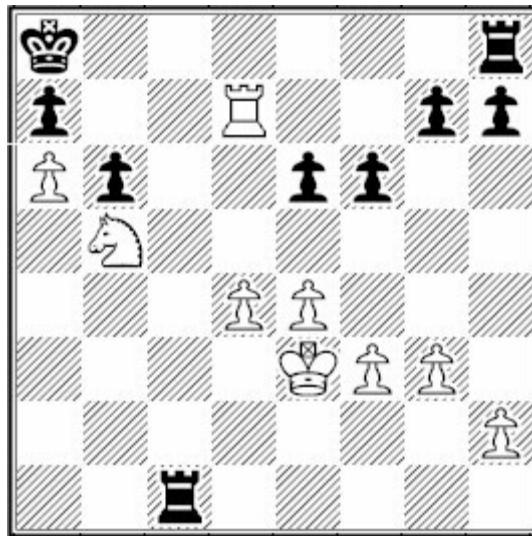
35

...

♕xc1

36

♘xb5



36

...

♖hc8

The only move. If Black tries to save his King side Pawns by 36 ... ♜g8, there follows 37 ♜xa7+ ♛b8 38 ♜b7+ ♛c8 (on 38 ... ♜a8 39 ♜c7+ regains the exchange, with a winning position for White) 39 ♜d6+ ♛d8 40 a7 ♜a1 41 ♜b8+ ♛c7 (if 41 ... ♛d7 or 41 ... ♛e7 42 ♜xg8 ♜xa7 43 ♜xg7+ wins the other Rook) 42 ♜xg8 ♜xa7 43 ♜b5+, and White removes the second Rook and wins.

After Black's actual move, both of his Rooks are tied down to the c-file.

37

♕xg7

h6

38

♕xa7+

♔b8

39 \mathbb{R} b7+

\mathbb{Q} a8

40 \mathbb{R} a7+

This gains time on the clock, and also demonstrates the opponent's helplessness to him – a favorite device of Tarrasch's.

40 ... \mathbb{Q} b8

41 \mathbb{R} b7+

\mathbb{Q} a8

42 g4

Preparing to fix Black's h-Pawn by h4 and h5.

42 ... e5

A desperate move, since it affords White the opportunity to get a passed Pawn, but Black wants the square c4 for one of his Rooks.

He intends either to drive the Knight away, or force an exchange of Rooks.

43 d5 \mathbb{R} 1c5

44 \mathbb{R} a7+

\mathbb{Q} b8

45 \mathbb{R} b7+

\mathbb{Q} a8

46 \mathbb{R} xb6

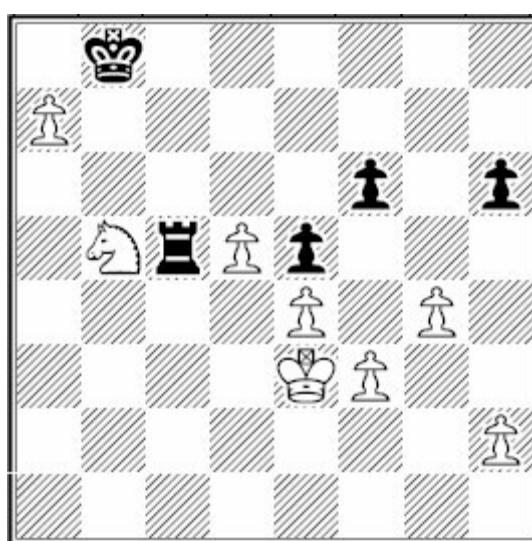
\mathbb{R} b8

This will end the white Rook's career.

47 \mathbb{R} xb8+

\mathbb{Q} xb8

48 a7+



48 ... \mathbb{Q} b7!

Vidmar puts up a hard fight. If instead 48 ... ♜a8 49 d6 ♕c8 (forced, as getting behind the Pawn by 49 ... ♕c1 loses at once by 50 d7 ♕d1 51 ♜c7+ ♛xa7 52 ♜d5, and the Rook is cut off from the Pawn) 50 ♜d3! ♜b7 (on 50 ... ♕c1 51 ♜c3 wins instantly) 51 ♜c7 ♛xa7 52 ♜c4 ♜b6 53 ♜d5, and wins, a plausible continuation being 53 ... ♜d8 54 ♜e6 ♜d7 (other Rook moves permit 55 d7 and 56 d8(+) 55 ♜c5 ♜d8 56 d7 ♜c7 57 ♜e6+, etc.

49 **♜d6+!**

This is much better than 49 d6 ♕c8 50 ♜d3 ♕c1 51 ♜c3 ♕a1, and Black still needs subduing.

49	...	♛xa7
50	♜e8	♛b6
51	♞xf6	♞c3+
52	♚f2	♞c7

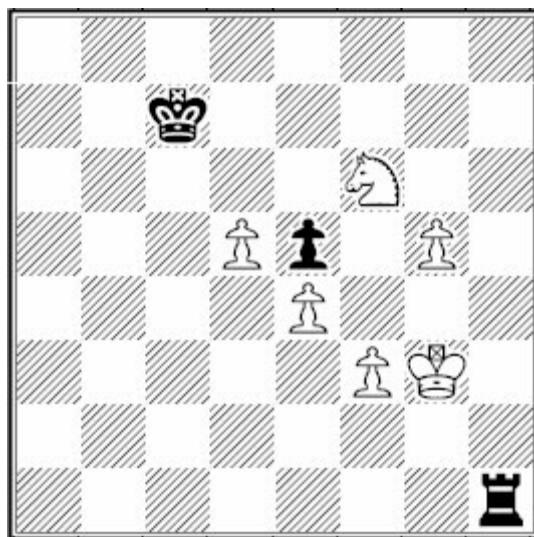
To guard against loss of the e-Pawn by 55 ♜d7+, or of the h-Pawn by 53 ♜g8.

53	h4	♞f7
54	♞h5	♛c7
55	g5!	hxg5
56	hxg5	♞h7
57	♞f6	♞h2+

On 57 ... ♜f7 (of course not 57 ... ♜g7 58 ♜e8+ winning the Rook) 58 f4 exf4 59 e5 wins quickly.

58 **♛g3** **♞h1**

Hoping to get behind the Pawn, but White puts an end to that aspiration.



59

♕g2!

Domination! The Rook has only one decent square open to it on the h-file.

59

...

♖h8

The last chance to stop the Pawn. On 59 ... ♕a1 instead, the continuation 60 g6 ♕a8 61 g7 ♔d6 62 g8(♕) forces Black to give up his Rook.

60

g6

Resigns

For if 60 ... ♕h6 61 g7 ♕g6+ 62 ♔f2 ♕xg7 63 ♜e8+ and White wins the Rook neatly by a Knight fork.

■ GAME FIFTY-FIVE ■

Perennial Favorite

E. Bogolyubov – R. Réti

Mahrisch-Ostrau 1923, FRENCH DEFENSE

Back in 1933, when Fred Reinfeld and I were enthusiastically analyzing thousands of master games to find *The Fifty Greatest Chess Games Ever Played*, one of the undisputed choices on any of the lists (and we made many of them) was the magnificent game won by Réti from Bogolyubov in 1923.

In our introduction to the game, we had this to say of it:

“It is well known that an attack undertaken without adequate means must result in loss of the initiative, if parried properly. This is demonstrated most convincingly in the present game – the chief interest of which lies in the harmonious simplicity of Réti’s beautifully-timed play. The unusual movements of the Knight add a certain piquancy to Black’s artistic conduct of the game.

Réti’s play is versatile: he performs many tasks here, and performs them well. He thrusts back a premature attack, he demonstrates the power of a compact center, he steadily cuts down his opponent’s mobility, he maneuvers his Knights with exquisite skill, he obtains and exploits a passed Pawn according to plan.”

Today, having played through and analyzed thousands of games in the thirty-year interval, the game between Bogolyubov and Réti is still, in my opinion, one of the most beautiful and instructive ever played.

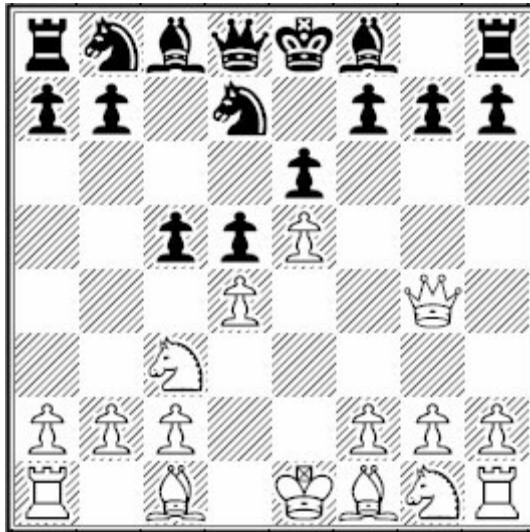
1	e4	e6
2	d4	d5
3	♘c3	♘f6
4	e5	

One would expect Bogolyubov to adopt the Alekhine attack, with which he has won some brilliant games: 4 ♘g5 ♕e7 5 e5 ♘fd7 6 h4 ♘xg5 7 hxg5 ♘xg5 8 ♘h3 ♕e7 9 ♘g4 g6 10 ♘f4 a6 11 o-o-o being the start of one of them.

4	...	♘fd7
5	♕g4	c5!

Black *must* attack the center in this line of the French Defense.

The immediate threat is 6 ... cxd4 7 ♘xd4, ♘c6, winning the e-Pawn.



6 ♟b5

In his anxiety to attack, Bogol yubov violates opening principles. Having developed the Queen pre maturely, he now moves the Knight twice in the opening.

6 ... cx d4!

Now if 7 ♜d6+ ♛xd6 8 ♜xg7 ♜xe5 protects the Rook, and wins a piece for Black.

7 ♜f3	8 ♜c6
9 ♜d6+	10 ♜xd6
11 ♜xg7	

Repulsing the attack



9 ...	10 ♜xe5!
11 ♜xg7	12 ♜f6!

Saves the Rook, forces an ex change of Queens, and puts an end to the demonstration.

11 $\mathbb{Q}xf6$

$\mathbb{Q}xf6$

12 $\mathbb{Q}b5$

White must devote a few moves now to regaining the Pawn he lost.

12 ... $\mathbb{Q}d7$

13 $\mathbb{Q}f3$ $\mathbb{Q}e4!$

14 o-o

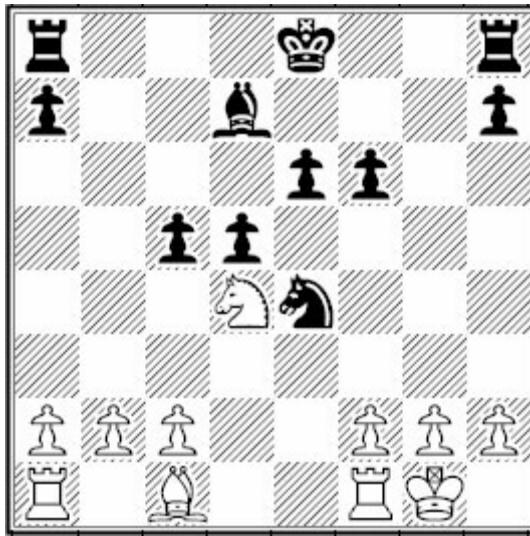
Building up a powerful center

14 ... **f6**

Threatens to hold on to the extra Pawn by 15 ... e5.

15 $\mathbb{Q}xc6$ $bxc6$

16 $\mathbb{Q}xd4$ **c5**



The four black Pawns now constitute a compact and powerful center, the Rooks have open files on which to operate, and the King is well posted for the ending – all a consequence of White's faulty strategy in embarking on an attack without sufficient means.

Réti's play from this point on is as delightful as it is convincing.

17 $\mathbb{Q}e2$

Centralizing the King for the ending

17 ... $\mathbb{K}f7$

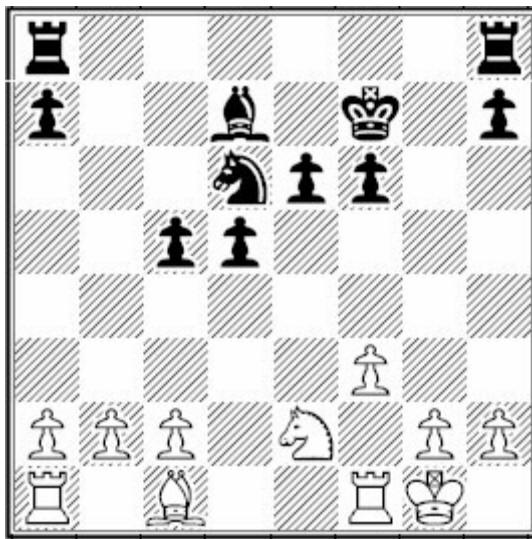
With Queens off the board, the King need not seek safety in Castling, as there is little danger of his being mated. At f7, the King supports the center Pawns, and is ready to take active part in the

end ing.

18

f3

♘ d6



19

b3

The Bishop is to be developed on the Queen side. An attempt to bring it into play on the King side would be rebuffed with loss of time, viz:

(1) 19 ♘d2 ♜c4, and the Bishop must return.

(2) 19 ♘e3 d4, and the Bishop is driven off.

(3) 19 ♘f4 e5, and the Bishop must retreat.

19

...

e5

The Pawns begin to look formidable.

20

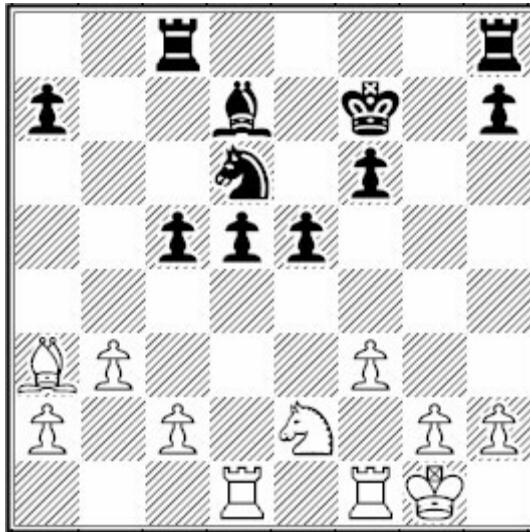
♗a3

♖ac8

21

♕ad1

Cutting down the scope of the Bishop



21

...

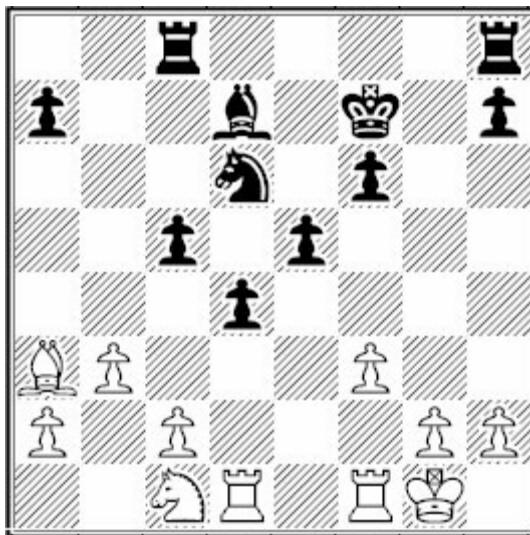
d4

Placing the Pawns on black squares limits the action of White's Bishop, while it increases the mobility of Black's (which travels on white squares).

22

$\text{N} \text{c}1$

The Knight is bound for d3, to get some counter-play by the attack on the c-Pawn.



22

...

$\text{N} \text{f}5$

The Knight gains time by its threat of winning the exchange with $23 \dots \text{B} \text{e}3$.

The Knight's move also unpins the c-Pawn, making the advance $\dots \text{c}4$ now possible.

23

$\text{N} \text{f}2$

Establishing an outpost at e3

23

...

$\text{B} \text{e}3$

A fine spot for the Knight. It can either settle down at this advanced outpost, or use it as a

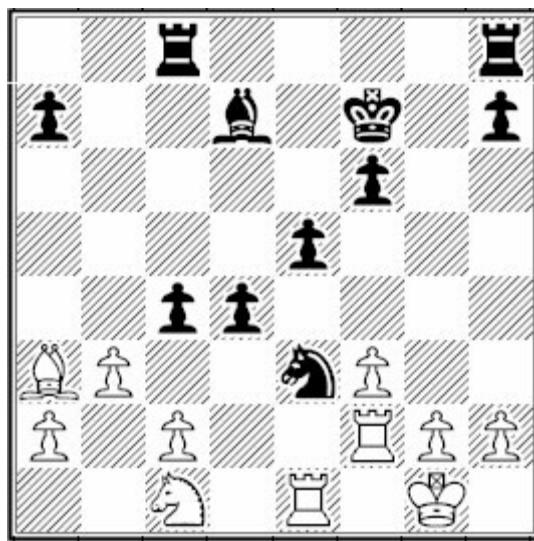
jumping-off place for further invasion into enemy territory.

24

♖e1

c4!

A powerful move! The immediate threat is $25 \dots cxb3 26 cxb3 \mathbb{Q}c2$, and the attack on Rook and Bishop will force White to give up the exchange.



25

b4

If $25 bxc4$ instead, $25 \dots \mathbb{Q}xc4 26 \mathbb{Q}ee2 \mathbb{Q}hc8$, and Black wins the c-Pawn.

25

...

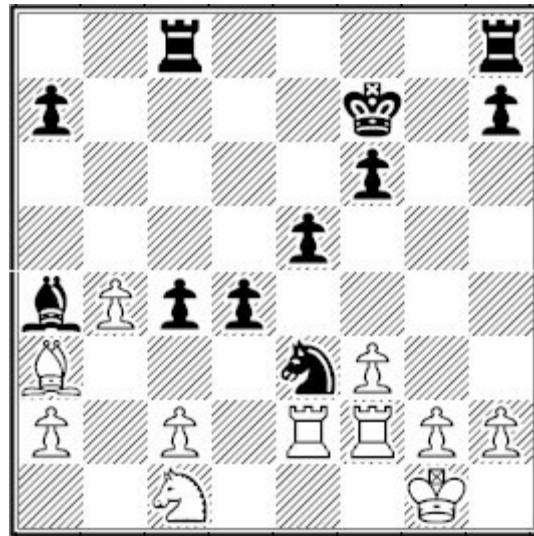
♘a4!

26

♗ee2

White cannot save the Pawn by $26 c3$, as then $26 \dots \mathbb{Q}c2$ wins the exchange.

This is the position, with Black to play:



The galloping Knight

26

...

♘d1!

The beginning of some fancy stepping by the Knight.

27

f1

c3

28

ef2

b1!

Réti notes that the Knight took ten moves to pay a visit to the home of White's Knight.

29

b2

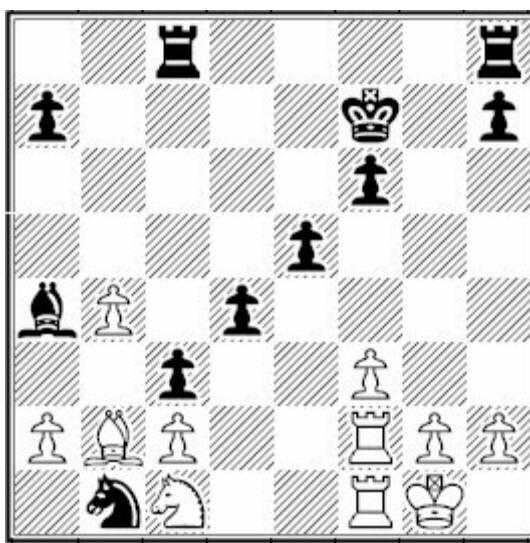
The Pawn chain

29

...

c3!

A thrust at the Bishop, to relegate it to the back rank.



30

b3

The alternative is not appetizing: 30 **a1** **d2** 31 **e1** **xc2**, and Black is not only a Pawn ahead, but has two wicked-looking connected passed Pawns.

30

...

xb3

31

axb3

If 31 **xb1** **xa2** 32 **a1** **xb2** and Black wins, or 31 **cx b3** **c2** 32 **c1** **d3** and there is no defense to the threat of 33 ... **d2** 34 **xd2** **xd2** 35 **xd2** **c1(王)**, and White must give up his Rook for the newly-crowned Queen.

31

...

d2

32

e1

Control of the vital files

32

...

hd8!

33

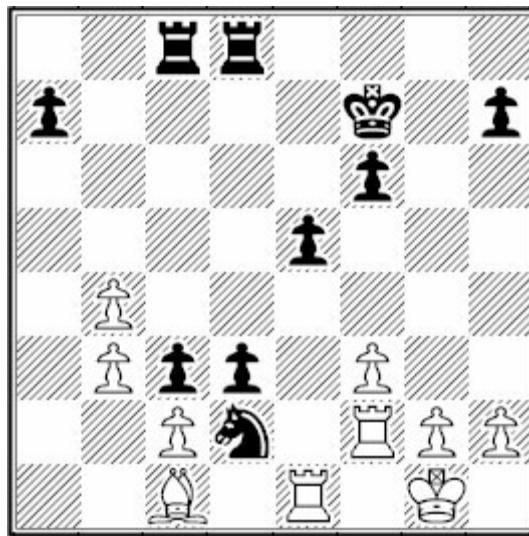
Qc1

Breakthrough to obtain a passed Pawn

33

...

d3!



If now 34 ♖xd2 cxd2 35 ♖xd2 dxc2 36 ♖xd8 ♕xd8, and White can do nothing to prevent 57 ... ♕d1, forcing the promotion of the passed Pawn.

34

cx d3

♕xd3!

If now 36 ♖xd2 cxd2 37 ♖d1 ♕c1, and the passed Pawn will become a Queen.

35

♖xd2

♖xd2

36

♖a1

♔e6!

Ready to meet 37 ♖xa7 with 37 ... ♖xf2 38 ♔xf2 c2, and White must give up his Rook for the Pawn.

37

♔f1

With the hope of being allowed to play 38 ♖xd2 cxd2 39 ♖d1 ♕c1 40 ♔e2, with good drawing chances.

37

...

♖xf2+

But this rudely dispels any fond hopes!

38

♔xf2

c2

39

♕c1

The power of the King in the ending

39

...

♔d5

40

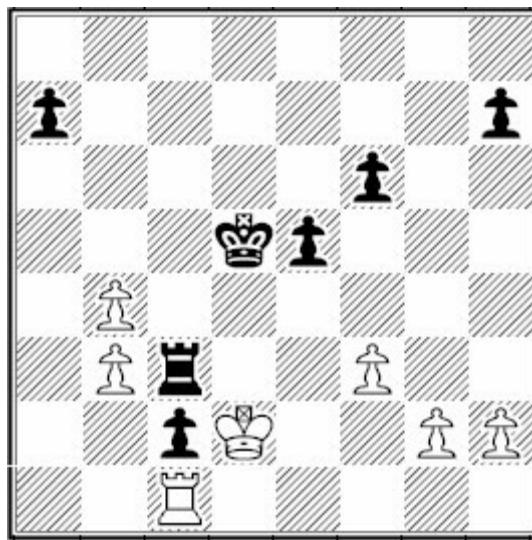
♔e3

♕c3+!

Drives back White's King, so that his own King may advance.

41

♚d2



41

...

♔d4!

The aggressive position of Black's King is decisive!

If White removes the dangerous Pawn, he loses quickly, e.g. 42 ♕xc2 ♕xc2+ 43 ♔xc2 ♔e3 44 ♔c3 ♔f2, and White's King side Pawns are doomed.

42

h4

Simplifying to a won ending

42

...

♕d3+!

The Knock-out punch! If 43 ♔e2 ♔c3, followed by 44 ... ♕d8 and 45 ... ♔b2, when White must give up the Rook for the Pawn.

Or if 43 ♔xc2 ♕c3+ 44 ♔d2 ♕xc1 45 ♔xc1, and now, *so strong is the position of Black's King, that he can win on either side of the board!* Black can move to c3, capture both b-Pawns, and win as he pleases, or he can move to e3 and f2, and capture the King side Pawns to win.

43

Resigns

■ GAME FIFTY-SIX ■

Command of the Board

A. Rubinstein – K. Schlechter

San Sebastian 1912, Queen's Gambit Declined

Rubinstein's games flow along so smoothly and easily, and are so pleasant to play over, that one is apt to forget that they also offer valuable instruction.

The importance of centralizing the pieces, for instance, is something the chess writers keep on stressing in their chapters on strategy. That centralization should of itself confer enough advantage to be decisive seems almost incredible, and yet Rubinstein asks for nothing more. In the midgame, with his King and Bishop close to the center, his Knight standing on e5, and a Rook dominating the seventh rank, Rubinstein is complete master of the situation. Given such superiority in the midgame, it is no wonder he plays the ending in exquisite style!

The whole game, including as *bonnebouche* a journey by the King to the stronghold of the enemy, is a treat. It is one of Rubinstein's finest efforts.

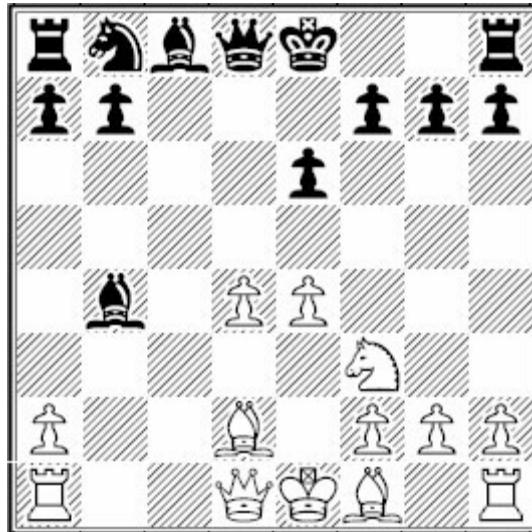
1	d4	d5
2	♘f3	♘f6
3	c4	e6
4	♗c3	c5

This is the Semi-Tarrasch Defense. It offers more freedom for Black's pieces than the Orthodox Defense, but it requires careful handling to achieve equality.

5	cx_d5	♘x_d5
6	e4	♘xc3
7	bxc3	cx_d4
8	cx_d4	♗b4+

Black has a good alternative in 8 ... ♗e7 the sequel to which could be 9 ♘e2 o-o 10 o-o b6 11 ♖d2 ♗b7 12 ♖e3 ♘d7 13 ♗b2 ♘f6 14 ♗d3 ♕c8 15 ♕ac1 ♕xc1 16 ♕xc1 ♗a8, as in the game Lilienthal – Flohr, Moscow, 1935.

9	♘d2
----------	------------



9

...

Q a5

This is where Black goes wrong. The exchanges which now follow bring White's King closer to the center, where it is well placed for the ending. The subsequent pressure of White's Rooks on the open files will also make it difficult for Black to develop his Queen side normally.

A safer continuation was 9 ... ♕xd2+ 10 ♔xd2 o-o 11 ♖c4 ♖c6 12 o-o b6 13 ♖fd1 ♖a5 14 ♖d3 ♖b7, with an even game.

10

♖b1!

♕xd2+

Black avoids the plausible 10 ... ♖c6 11 ♖xb4 ♖xb4 12 ♖b3 ♖xa2 13 ♖xa2 ♖xa2 14 ♖c4, and the Knight is trapped.

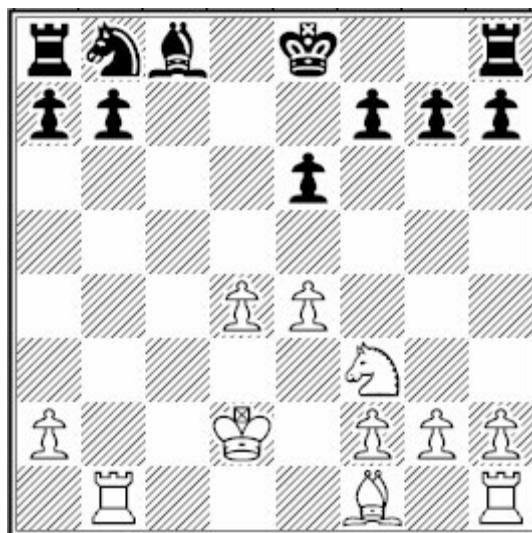
11

♕xd2

♕xd2+

12

♕xd2



12

...

o-o

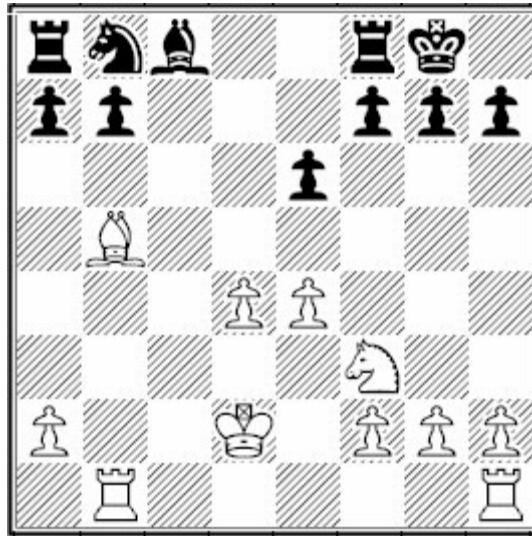
Black has an opportunity to go wrong – and grasps it! The right move is 12 ... ♕e7, centralizing

the King. With Queens off the board, and the game approaching the end game stage, the King belongs near the center, where he can take part in the action.

13

Qb5!

A powerful move, whose object is two-fold: to impede Black's development, and to provoke a weakness in his position.



13

...

a6

This weakens Black's b6 square, but what else is there? If:

(1) 13 ... Qd7 14 Qxd7 Qxd7 15 Rxb7, and White wins a Pawn.

(2) 13 ... Qd7 14 Qxd7 Qxd7 15 Rxb7 wins a Pawn.

(3) 13 ... Qc6 14 Qxc6 bxc6 15 Rhc1 Qd7 16 Qe5, and White wins a Pawn.

(4) 13 ... b6 14 Rhc1 Qb7 15 Qe3 Rc8 16 Rxc8+ Qxc8 17 Rc1 Qd7 (if 17 ... Qb7 18 Rc7 should win) 18 Qxd7 Qxd7 19 Rc7 Qf6 20 Qe5, and White has a winning position.

14

Qd3

Rd8

15

Rhc1

b5

On 15 ... Qc6 16 Qe3 leaves Black without a reasonable continuation.

16

Rc7!

The Rook's domination of the seventh rank should be enough by itself to win the game.

16

...

Rd7

17

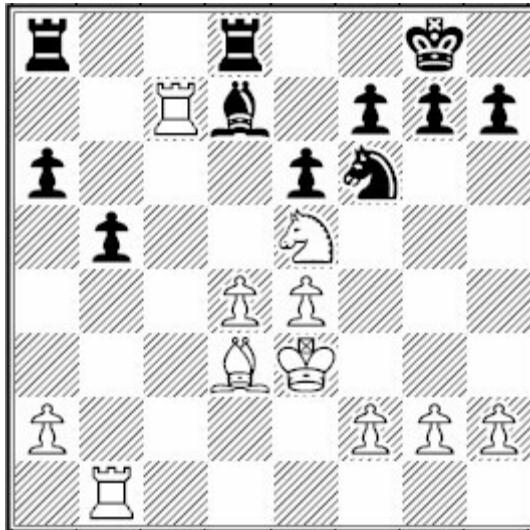
Qe3

Rf6

18

Qe5

Qd7

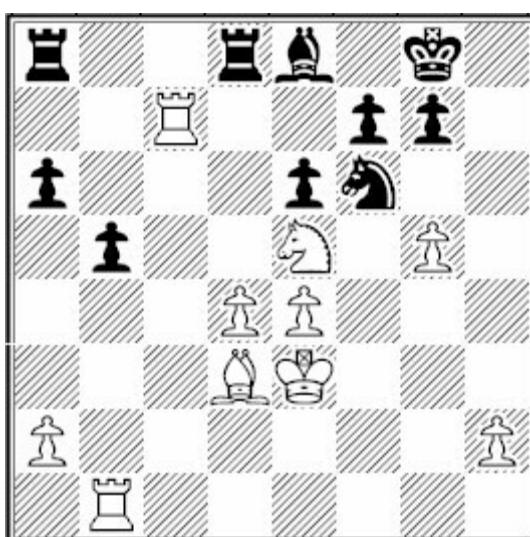


White commands a good deal of the board. The next step is to make things difficult for Black, say by dislodging his Knight from its present strong post.

19 **g4!**

Obviously threatening to win a piece by 19 ... a5 20 g5 ♜e8 21 ♜xd7. If Black meets this threat by 19 ... ♜e8, there follows 20 g5 ♜h5 (on 20 ... ♜d7 21 ♜c6 ♜dc8 22 ♜e7+ wins a Rook) 21 ♜bc1, and Black's prospects are dreary.

19	...	h6
20	f4	♜e8
21	g5	hxg5
22	fxg5	



22 ... **♜h7**

The least of the evils, since 22 ... ♜d7 loses in a trice (if not sooner) by 23 ♜c6.

At this point in his notes, Capablanca comments admiringly on the precision with which Rubinstein conducts this game.

23	h4	♘dc8
24	♗bc1	♗xc7
25	♗xc7	♗d8

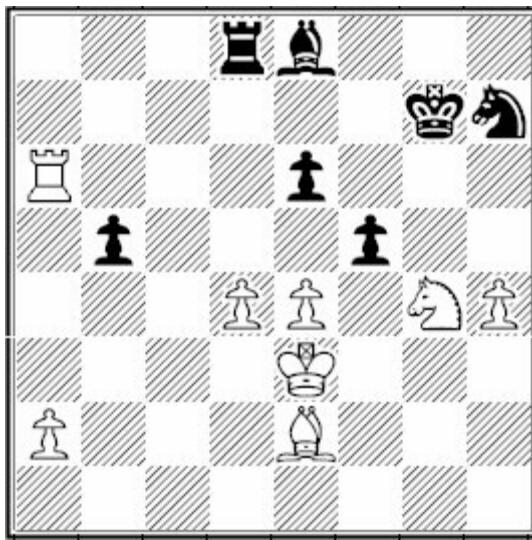
Black might have put up more resistance with 25 ... f6 at this point, instead of a move later.

26	♗a7	f6
27	gxf6	gxf6
28	♗g4	♗h5
29	♗h6+	♔h8
30	♗e2!	♗e8

Profiting by the fact that 30 ... ♗xe2 would cost Black the exchange by 31 ♗f7+.

31	♗xa6	♔g7
32	♗g4	f5

This is the position, with White to play:



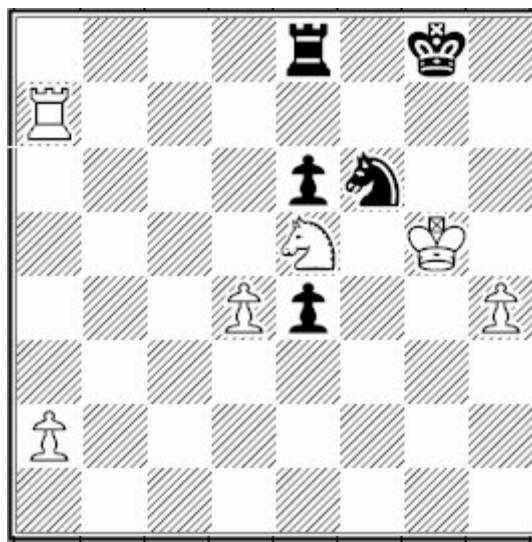
33	♗a7+!
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Forces the King to retreat, to prevent loss of a piece, or even mate itself. For instance, if 33 ... ♗g6 34 h5+ ♗g5 35 ♗g7+ ♗xh5 36 ♗f6+ ♗h6 37 ♗xh7+ ♗g6 38 e5, and White has won a piece. Or if 33 ... ♗g6 34 h5+ ♗g5 35 ♗g7+ ♗h4 36 exf5 exf5 37 ♗h6! ♗f8 38 ♗xf5+ ♗h3 39 ♗f1+ ♗h2 40 ♗g2+ ♗h3 (if 40 ... ♗h1 41 ♗g3 mate) 41 ♗f2 and there is no escape from 42 ♗g3+ and 43 ♗h3 mate.

33	...	♕h8
34	♝e5	fxe4
35	♛xb5!	♝f6

Here too, Black cannot afford $35 \dots \text{♝xb5}$, on account of 36♝f7+ in reply, winning the Rook.

36	♝xe8	♝xe8
37	♚f4	♚g8
38	♚g5	



38	...	♚f8
-----------	-----	------------

There is no hope in $38 \dots \text{♚h7+} 39 \text{♚h6}$, and the threats (40♝g7+ , followed by mate with the Knight, or 40♝g6 , and mate by the Rook at g7) are too much to cope with.

39	♚g6
-----------	------------

Threatens this problem-like finish: $40 \text{♝g7+} \text{♚h8} 41 \text{♝f7+} \text{♜xf7} 42 \text{♜xf7} \text{♝g8} 43 \text{♝h7}$ mate.

39	...	Resigns
-----------	-----	----------------

If $39 \dots \text{♝e8} 40 \text{♝f7!}$, with the threat of $41 \text{♝h6+} \text{♚h8} 42 \text{♝h7}$ mate, should resolve any lingering doubts.

GAME FIFTY-SEVEN

The King Takes a Walk

M. Botvinnik – I. Kann

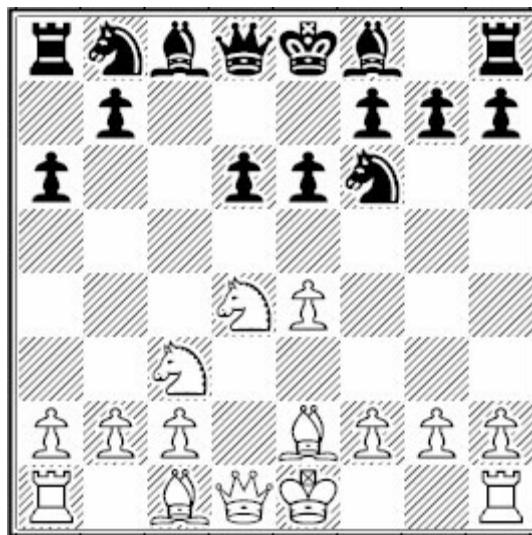
Sverdlovsk 1943, SICILIAN DEFENSE

In a midgame position with all the pieces still on the board, Botvinnik makes a few deft moves – and magically the scene is transformed. The midgame has suddenly become an endgame, with two of Botvinnik's Pawns close to the Queening square. Some pretty play follows in which the King takes an important part, when once again there is a sudden change. The passed Pawns disappear – both of them given away to simplify the position – and Botvinnik can win in any way he pleases.

1	e4	c5
2	♞f3	e6
3	d4	cx d4
4	♞xd4	♞f6
5	♞c3	d6

The Sicilian is a fighting defense, and in the opinion of most masters, the best way to meet 1 e4. It is especially effective against an impetuous opponent, who may be tempted into attacking prematurely.

6	♝e2	a6
---	-----	----



The Scheveningen Variation, in which Black tries to set up this sort of formation:

Pawns at a6, b5, d6 and e6.

Queen at c7.

Bishops at b7 and e7.

King Knight at f6.

Queen Knight at c6 or d7.

Queen Rook at c8.

King Rook (after Castling) at d8.

Black plays to control the c-file, and to occupy the outpost c4 with his Queen Knight. Once the Knight reaches that square, it dominates a good deal of the board from there, or forces White to give up a Bishop (that could be trouble some) for the Knight.

7

a4

This prevents Black from getting in the thrust 7 ... b5, one of the objectives in the ideal formation.

The observant reader will note that the master chess player is as much concerned with the prevention of his opponent's development as he is with the completion of his own.

7

...

♕c7

8

f4

♗bd7

9

o-o

b6

10

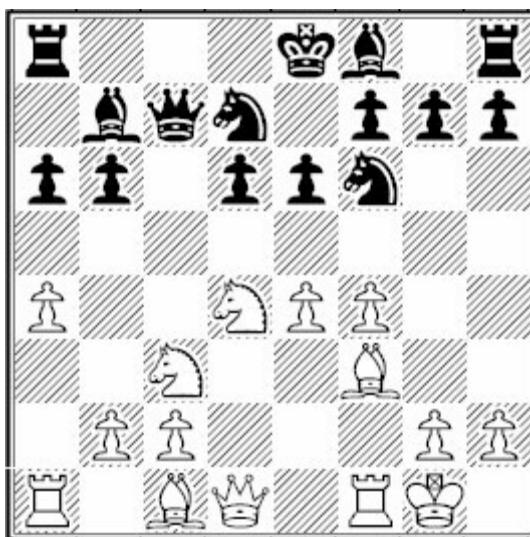
♕f3

Ready to dispute control of the long diagonal.

10

...

♗b7



11

f5!

An alert move, which offers Black a choice of evils.

11

...

e5

This weakens the square d5, and makes a backward Pawn of the d-Pawn, but the alternative 11 ... exf5 12 exf5, opening the e-file against his King, was not more palatable.

12

♝b3

♞c5

13

♝e2!

♝e7

Black would like to exchange pieces and ease his defense, but if 13 ... ♜xb3 14 cxb3 opens the c-file to White's advantage.

14

♚h1

h6

This prevents an annoying pin by 15 ♜g5, as well as a troublesome attack by 15 g4 and 16 g5.

15

♝d2

♞d8

16

♝e1

The Bishop was doing little at d2, moving there only because it was deprived of the opportunity to develop aggressively at g5. The retreat to e1 will enable it to swing over to g3 or h4, where it can take a more active role.

16

...

♛c8

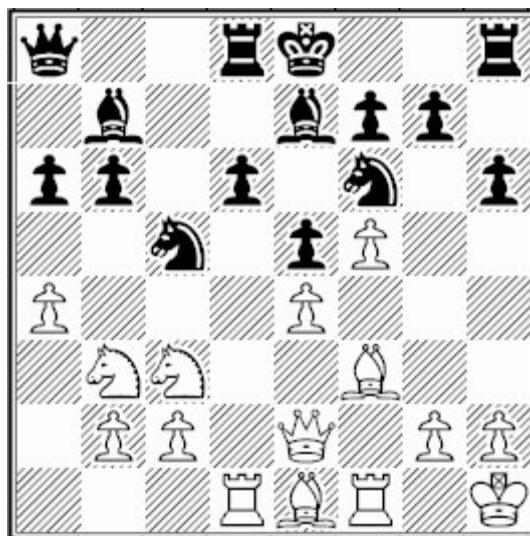
The Queen is bound for a8, to add weight to the pressure on White's e-Pawn – which then would be attacked by four pieces.

17

♞d1

♚a8

With the hope that the four-fold attack on the Pawn will induce White to exchange Knights.



18

♘xc5!

White falls in with this idea, since the exchange turns out to his advantage – no matter how the Knight is recaptured!

18

...

dx_c5

No better is 18 ... $b \times c 5$ 19 $\mathbb{Q}h4$ followed by 20 $\mathbb{Q}xf6$. The removal of this Knight would allow White to occupy the outpost d5 permanently with a piece.

19

♗g3

♘xd1

20

♕xd1

♗b8

21

♘d5!

The Knight leaps in of course!

21

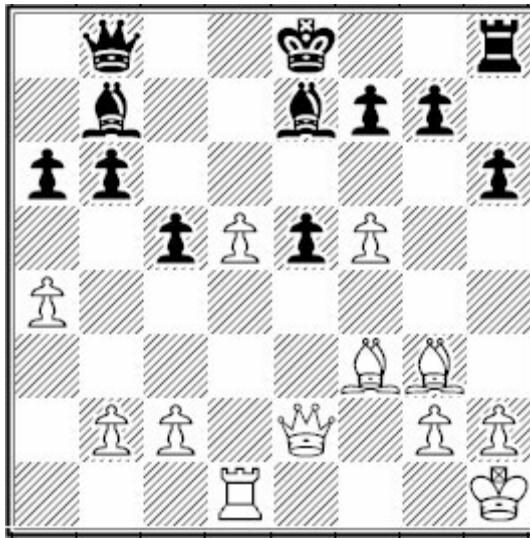
...

♘xd5

22

exd5

All of a sudden White has a passed Pawn, his Queen has come to life, and he threatens to win a Pawn!



22

...

♗d6

This is probably best, and if let alone, Black will play 23 ... $\mathbb{Q}f6$, and make a breakthrough difficult.

The alternatives are: 22 ... $\mathbb{Q}f6$ 23 $d6$, $\mathbb{Q}xf3$ 24 $\mathbb{Q}xf3$, with a winning position for White, and 22 ... $f6$ 23 $d6$ $\mathbb{Q}xf3$ (if 23 ... $\mathbb{Q}xd6$ 24 $\mathbb{Q}xb7$ wins a piece) 24 $d7+$ followed by 25 $\mathbb{Q}xf3$, again with a probable win for White.

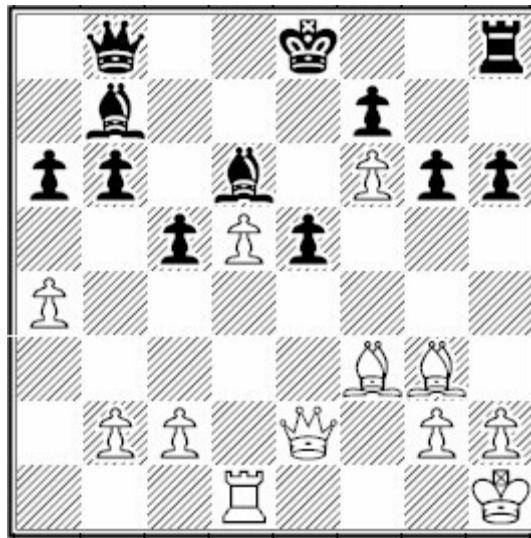
23

f6!

g6

This is better than 23 ... $g \times f 6$, when White can blockade the position by 24 $\mathbb{Q}e4$, and then regain

his Pawn with advantage by 25 ♜h4 and 26 ♛f1.



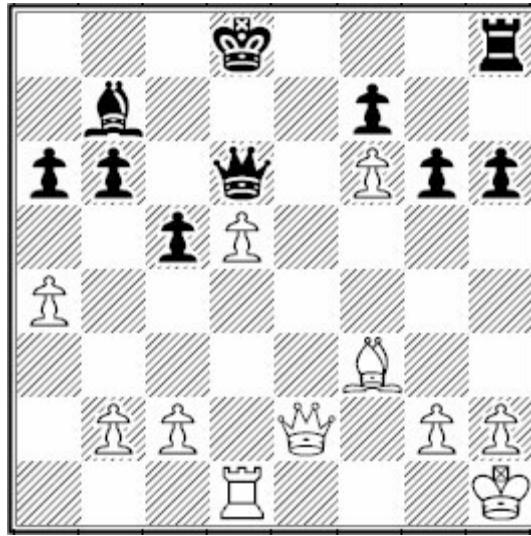
24 ♜xe5!

This wins an important Pawn. Black cannot afford to capture the Bishop, the sequel to 24 ... ♜xe5 25 d6 ♛d8 26 ♜xe5 ♛e8 27 ♜e7+! ♛xe7 28 dxе7+ ♛c7 (28 ... ♛e8 29 ♜xb7 wins nicely) 29 ♛d8, and White wins a piece and the game.

24 ... ♛d8

25 ♜xd6 ♛xd6

This is the position, with White to play:



26 ♜e7+!

This must have come as a shock to Kann!

26 ... ♜xe7

27 fxe7+ ♛d7

Unfortunately, Black may not take the Pawn, as then 28 d6+ uncovers an attack on his Bishop.

28

d6

And now White has two formidable connected passed Pawns, one of them only a step away from Queening.

28

...

♝xf3

29

gx f3

♛c8

30

♚g2

g5

31

♜d5!

The Rook is unprotected, but in no danger, as an attack on it by 31 ... ♛e6 or 31 ... ♛f6 loses instantly by 32 d7.

31

...

♜g8

The Rook is tied down to the first rank, an attack on the d-Pawn being meaningless: 31 ... ♜c6 32 ♜g3 ♜xd6 33 e8(♛)+, and Black loses his Rook

32

♚g3

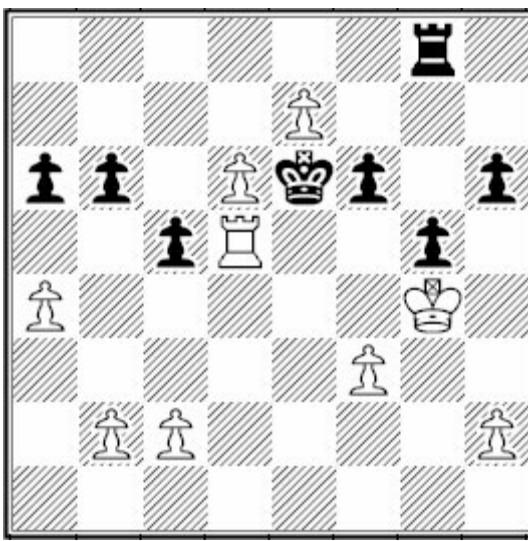
f6

33

♚g4

♛e6

To prevent further inroad by 34 ♛f5 and 35 ♛xf6 – but White has two strings to his bow, as the early novelists used to say.



34

♚h5!

The King wanders nonchalantly up the board, to pick up a Pawn or two before forcing the decisive simplification.

It might not be inappropriate to stop the play for a while, and listen to the advice of the great masters on the role of the King in the endings.

Steinitz: In the ending the King is a powerful piece for assisting his own Pawns, or stopping the adverse Pawns.

Tarrasch: It cannot be too greatly emphasized that the most important role in Pawn endings is played by the King.

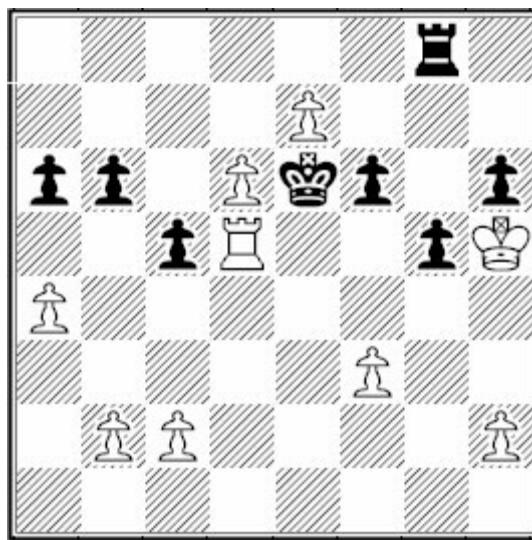
Capablanca: The King, which during the opening and middle-game stage is often a burden because it has to be defended, becomes in the end game a very important and aggressive piece, and the beginner should realize this, and utilize his King as much as possible.

Nimzovich: The great mobility of the King forms one of the chief characteristics of all endgame strategy. In the middle game the King is a mere ‘super,’ in the endgame on the other hand – one of the ‘principals.’ We must therefore develop him, bring him nearer the fighting line.

Znosko-Borovsky: The King plays a most important part in the end game, and gains in power and activity as the number of pieces on the board diminishes. Acting in eight different directions, he becomes, instead of the weakest piece, one of the most formidable units.

Fine: The King is a strong piece; use it!

Now back to the game. This is the position:



White threatens to capture the h-Pawn. The Pawn cannot be saved by 34 ... $\mathbb{Q}h8$, as White simply replies 35 $\mathbb{Q}g6$, followed by 36 $\mathbb{Q}g7$, winning easily.

34 ... a5

35 $\mathbb{Q}xh6$ $\mathbb{Q}f7$

Threatens mate – a momentary thrill for Black.

36 $\mathbb{Q}h5$ $\mathbb{Q}h8+$

37 $\mathbb{Q}g4$ $\mathbb{Q}h4+$

38 $\mathbb{Q}g3$

Definitely not 38 ♜f5, ♕f4 mate!

38

...

♖h8

The Rook must hurry back, as otherwise 39 d7 wins for White.

39

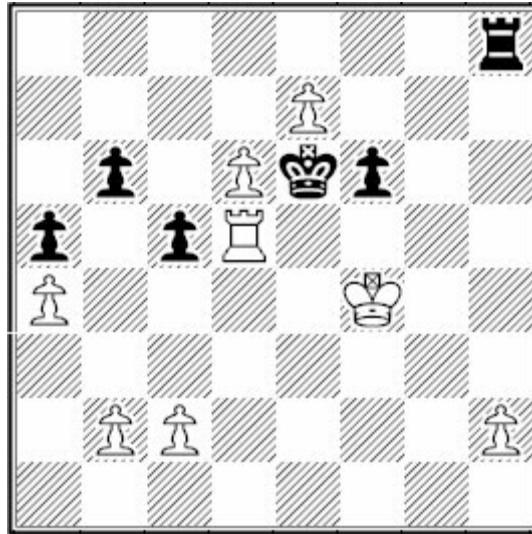
f4

gx $\mathfrak{f}4+$

40

♕xf4

♔e6



41

d7!

This effects the denouement. Botvinnik gives away the beautiful passed Pawns – but he remains with an easily-won ending.

41

...

♕xe7

42

d8(♕)+

♖xd8

43

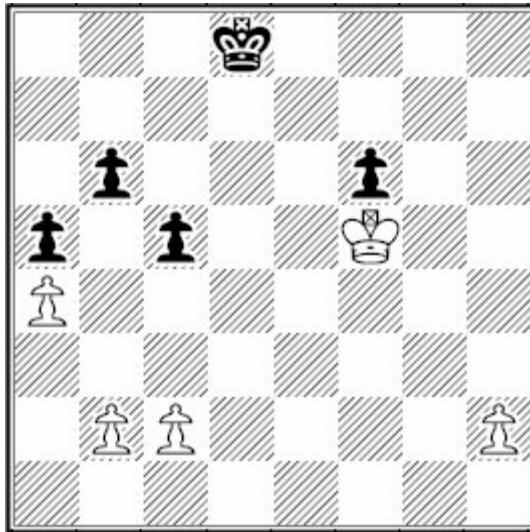
♖xd8

♕xd8

44

♕f5

Resigns



On 44 ... ♕e7, White can win by 45 h4 (the outside passed Pawn is usually a trump in endings with even Pawns) 47 ... ♕g7 47 h6+ ♕xh6 48 ♕xf6, and Black's remaining Pawns are helpless.

White can also win neatly, as Botvinnik points out, by 45 ♕g6! ♕e6 46 h4 f5 47 ♕g5! ♕e5 48 h5 f4 49 h6 f3 50 h7 f2 51 h8(♕)+!

■ GAME FIFTY-EIGHT ■

Surprise! Surprise!

T. Petrosian – L. Pachman

Bled 1961, SICILIAN DEFENSE

More than 400 years ago, the great player Ruy Lopez (after whom the strongest King side opening was named) recommended as good tactics placing the board so that the sun shone in the opponent's eyes!

The chess masters of today have no need of such devices. There are subtler ways to distract an opponent.

Here, the wily Petrosian conjures up various threats against a Pawn on the Queen side of the board. Pachman is kept busy defending that area, when suddenly there comes a blazing Queen sacrifice on the King side which catches Pachman completely off-balance. This startling move is followed by a quiet move, and out of nowhere there appears a threat of mate – a threat which cannot be staved off.

When so eminent a theoretician as Pachman can be caught by surprise almost in the opening, there is reason to believe that the rest of us can also learn something from Petrosian's ideas in this game.

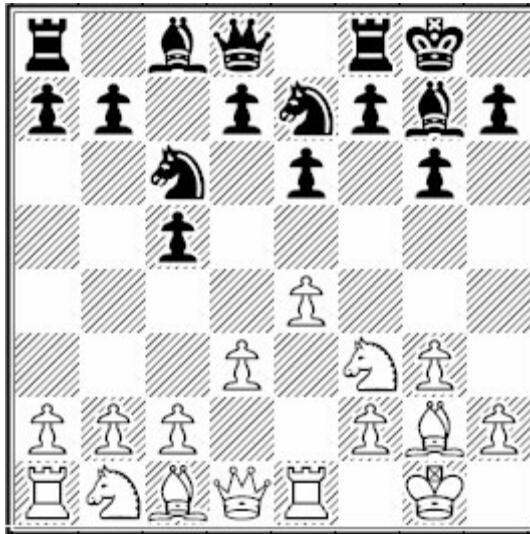
1	♘f3	c5
2	g3	♗c6
3	♗g2	g6
4	o-o	♗g7
5	d3	e6

This leads to an almost imperceptible weakening of the black squares, but it is enough for the profound strategist Petrosian, who likes nothing better than working on almost imperceptible weaknesses.

6	e4
----------	-----------

Now, by a transposition of moves, we have a Sicilian Defense.

6	...	♗ge7
7	♖e1	o-o



Strangely enough, this natural move might be the decisive mistake! Instead of this, Black should play 7 ... d5, and fight for a share of the center.

8 e5!

A fine move! It cramps Black's game, and at the same time makes the square e4 available to White's pieces.

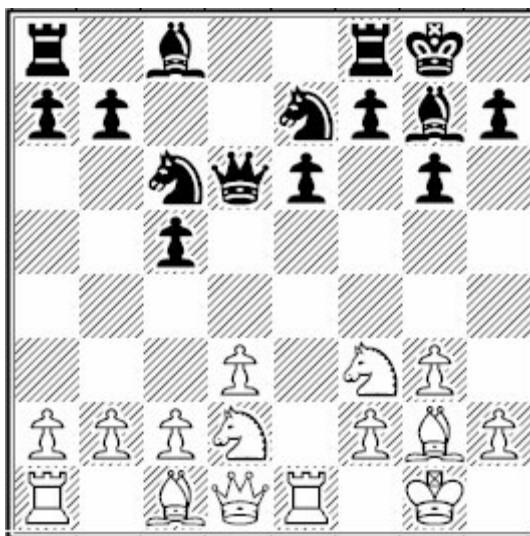
8 ... d6

An understandable attempt to eliminate White's annoying e-Pawn.

9 exd6! ♔xd6

10 ♘bd2!

White gains time by developing with a threat – 11 ♘e4, an attack on the Queen and the c-Pawn.



There are some pretty combinations in the air. If Black counter attacks by 10 ... ♘d4, the sequel could be 11 ♘e4 ♗c7 12 ♘f4 e5 13 ♘xe5! ♗xe5 14 ♘f6+ ♕g7 15 ♘xe5 ♗d8 16 ♘d5+ f6 (if 16 ... ♕g8 17 ♘xe7+ ♗xe7 18 ♘xd4 and White wins a piece) 17 ♗c7 ♗d7 18 ♗xe7+ and White wins the queen.

Or (after 10 ... ♜d4) 11 ♜e4 ♜c7 12 ♜f4 ♜xf3+ 13 ♜xf3 ♜b6 14 ♜d6 ♜e8 15 ♜xc5 ♜xb2 16 ♜d6 (attacks the Rook, and also threatens 17 ♜xf7+) 16 ... ♜f8 17 ♜xc8 ♜xc8 18 ♜xf8, and White has won the exchange.

10

...

♜c7

Indicating that he proposes to consolidate his position by 11 ... e5, if let alone.

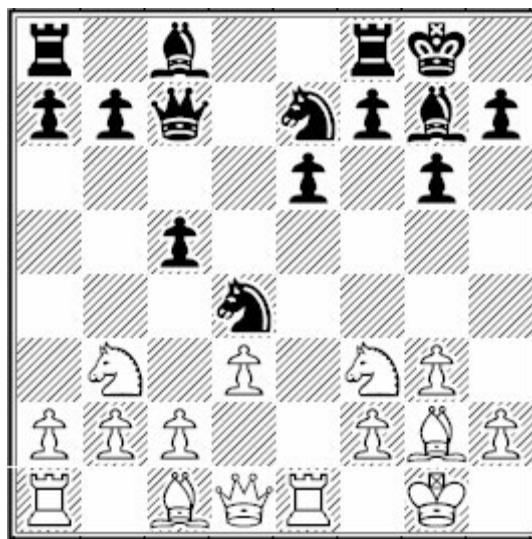
11

♝b3!

♝d4

Plausible enough, but Black might have put up a better defense with 11 ... b6, and if 12 ♜f4 ♜d8.

This is the position, with White to play:



12

♝f4

Chess players dream of making this sort of move – developing a piece with gain of time!

12

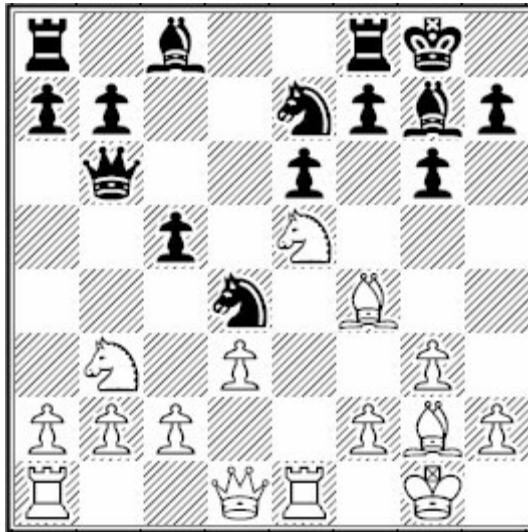
...

♜b6

This is preferable to 12 ... ♜xf3+ 13 ♜xf3 ♜b6 14 ♜e3 ♜d4 15 ♜xd4 cxd4 16 ♜f6 ♜c6 17 ♜xc6, and the d-Pawn falls.

13

♝e5!



With this pretty threat: 14 ♕g4 ♜b5 (not 14 ... ♜b4, when 15 c3 wins a piece for White) 15 a4, and the Queen must abandon the c-Pawn, or lose her own life by refusal to do so (15 ... ♜b4 16 ♜d2).

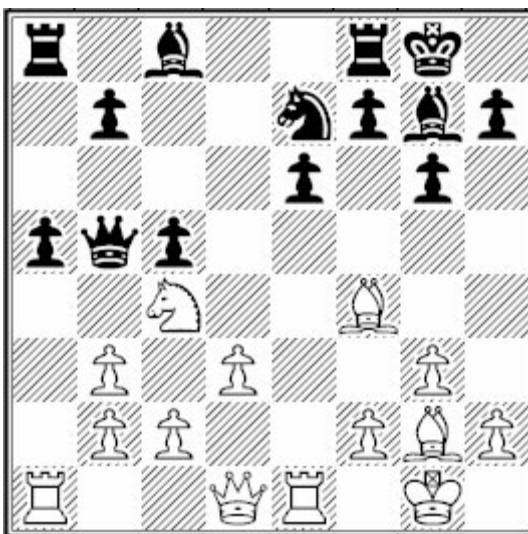
13 ... ♜xb3
14 ♜c4!

An important interpolation.

14 ... ♜b5
15 axb3

The opening of the file furnishes White with new means of attack. The threat is now 16 ♜h5, an attack on the Queen, and the Pawn behind the Queen.

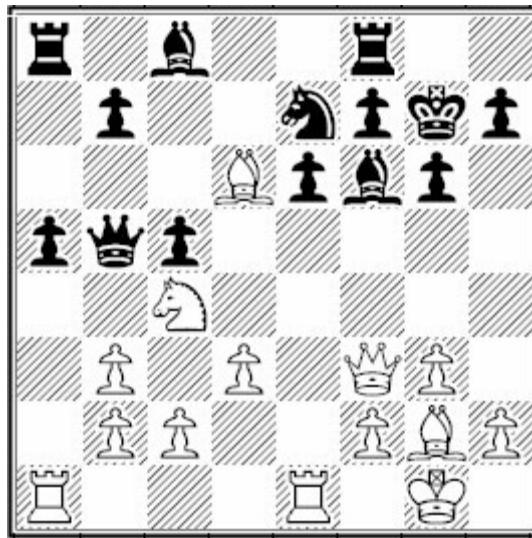
15 ... a5



16 ♜d6!

A cunning move! If at once 16 $\mathbb{Q}c7$, $\mathbb{B}c6$ guards the a-Pawn. After the actual move, the Knight is pinned, and protecting it by 16 ... $\mathbb{R}e8$ sets the Rook up as a target. White then plays 17 $\mathbb{Q}c7$, and if Black tries to save the a-Pawn by 17 ... $\mathbb{B}c6$, 18 $\mathbb{B}d6$ is a decisive Knight fork.

16	...	f6
17	$\mathbb{B}f3!$	$\mathbb{Q}g7$



The subtlety of Petrosian's strategy can be seen in the way he has reduced his opponent to a state of passivity in a mere 17 moves!

Let's compare the two positions:

Black's Queen Rook and Queen Bishop are undeveloped, while his Queen is tied down to the defense of two weak Pawns. On the King side, Black's Knight is pinned, his Bishop must guard the Knight, and the King must guard the Bishop which guards the Knight.

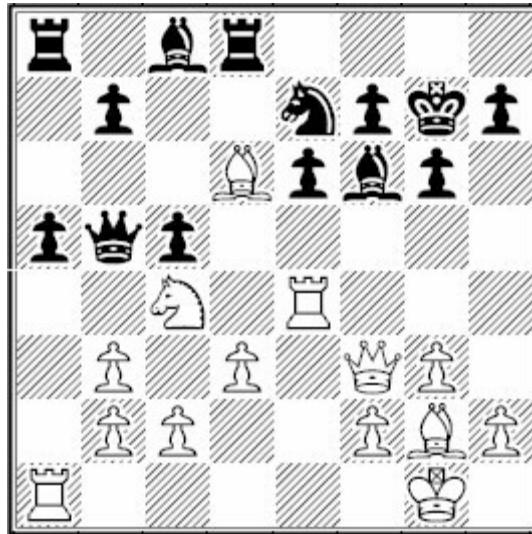
White, on the other hand, bears down on two semi-open files with his Rooks, has two strongly-centralized pieces in his Knight and Bishop, and dominates the long diagonal with his Queen and King Bishop.

This is position play *par excellence*.

18	$\mathbb{R}e4$	$\mathbb{R}d8$
-----------	----------------	----------------

Black does not suspect anything! He could have held out longer (if there is any particular merit in prolonging a lost game) by 18 ... $\mathbb{B}f5$, giving up the exchange.

This is how things stood before the blow fell:



19 ♕xf6+!

A brilliant sacrifice, which must have jolted Pachman out of his chair.

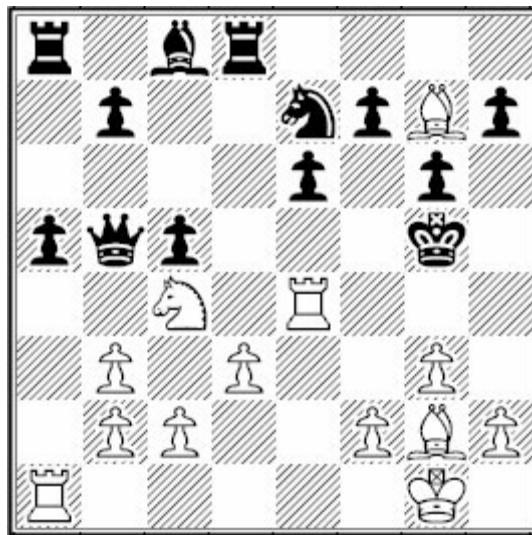
19 ... ♕xf6

20 ♖e5+ ♔g5

On 20 ... ♔f5 instead, there is a mate in three by 21 ♖f4+ ♔g5 22 ♖f6+ ♔h6 23 ♖h4 mate.

21 ♖g7!

A quiet little move!



21 ... Resigns

If 21 ... e5 22 h4+ ♔h5 (or 22 ... ♔f5 23 ♖h3 mate) 23 ♖f3+ ♖g4 24 ♖xg4 mate.

Or if 21 ... ♖f5 22 f4+ ♔g4 23 ♖e5+ ♔h5 24 ♖f3 mate.

■ GAME FIFTY-NINE ■

Bolt from the Blue

D. Andric – Daja

Belgrade 1949, QUEEN'S INDIAN DEFENSE

For the connoisseur of combination play, this game is a sheer delight. From the lightning-like sacrifice which initiates a threat of mate, and the further sacrifice which leads to the imprisonment of Black's Royal Family, and finally to the triumphant march of a passed Pawn, it sizzles with brilliant ideas.

For the player who is anxious to increase his strength, this game is enlightening. The principles of chess strategy come to life in the course of the game, and make its outcome almost inevitable.

In the opening, White acquires a clear advantage in position before striking the first blow. In the mid-game, superiority in position enables White's lesser forces to hold the enemy in complete restraint. In the ending, White's clever simplification sweeps away all the pieces, leaving a position with Pawns only on the board – the easiest sort of ending to win.

The whole of this is effected with the consummate artistry of a master player.

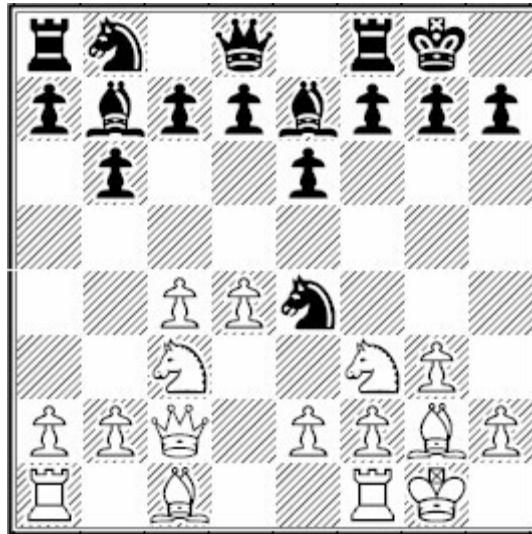
1	d4	f6
2	c4	e6
3	f3	b6
4	g3	b7
5	g2	

The Bishops view each other at long range, prepared to fight for control of the long diagonal.

5	...	e7
6	o-o	o-o
7	c3	

White now threatens to dominate the center by 8 **c2** followed by 9 **e4**, and this practically forces Black's next move.

7	...	e4
8	c2	



8

...

♘ xc3

At this point, White might think that his opponent has fallen into the Monticelli trap, and play the tempting-looking 9 ♘g5, which threatens mate as well as 10 ♘xb7 followed by 11 ♘xa8. He would quickly be disillusioned though by the reply 9 ... ♘xe2+ 10 ♘xe2 (if 10 ♔h1, ♘xg2+ wins) 10 ... ♘xg2, which wins for Black, as O'Sullivan found out when he lost it this way against Rossolimo at Hilversum in 1947.

The Monticelli trap, which has claimed some notable victims, goes like this: 1 d4 ♘f6 2 c4 e6 3 ♘f3 b6 4 g3 ♘b7 5 ♘g2 ♘b4+ 6 ♘d2 ♘xd2+ 7 ♘xd2 o-o 8 ♘c3 ♘e4 9 ♘c2 ♘xc3 10 ♘g5 and White wins (or should!). So mighty a player as Capablanca fell into the Monticelli trap against Euwe in the eighth game of their match in 1931. Capablanca lost the exchange, but drew the game. Then, as though to show his contempt for the trap, or perhaps to demonstrate that the King of Chess could not fall into a trap unwittingly, Capablanca deliberately made the same opening moves in the tenth game of the match, allowed Euwe to win the exchange, and again drew the game!

9

bx_c3

White now has a strategic threat in 10 e4, control of the center, and a tactical threat in 10 ♘g5, gain of the exchange.

9

...

♔c8

10

a4

This move requires a bit of explanation. If at once 10 e4, the reply 10 ... c5 followed by 11 ... ♘c6 and 12 ... ♘a5 offers Black good counter-play. After White's actual move (which threatens further expansion by 11 a5) Black is intimidated into making a response that shuts off the square a5 from his Knight.

10

...

a5

11

e4

d6

12

♘d2

Clears the way for 13 f4, the customary advance in this type of position.

12

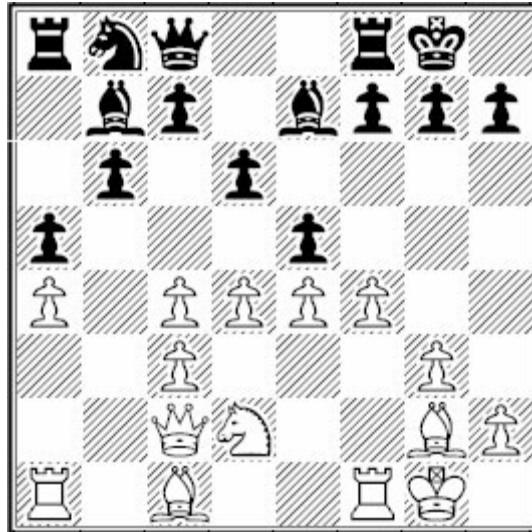
...

e5

Black tries to get a grip on the black squares, as a means of securing a fair share of the center.

13

f4



13

...

♘c6

Develops a piece with a threat – to win a Pawn by 14 ... exd4 15 cxd4 ♘xd4.

Black hopes to induce 14 d5, to which he would reply 14 ... ♘b8, followed by 15 ... ♘d7 and 16 ... ♘c5. The Knight would then stand like a rock on this square, safe from any attack by a Pawn.

Black does manage to induce d5, but not at a time when the consequences are favorable for him.

14

♗b2

♗f6

Another piece attacks the d-Pawn, provoking its advance.

15

fxe5

dxe5

16

d5

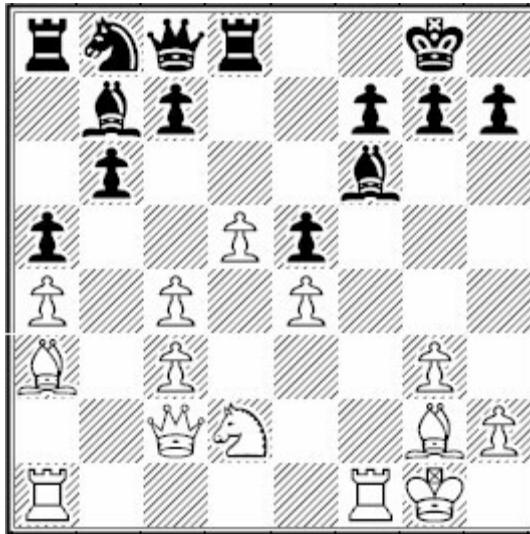
♘b8

Black sticks to his plan. A better defense was 16 ... ♘e7, but it was difficult to see that his King was in danger, and that a combination was in the air.

17

♗a3

♖d8



A glance at the board shows that Black has only one piece in the neighborhood of his King.

This one protector must be destroyed!

18 $\mathbb{Q}xf6!$ $\mathbb{Q}xf6$

19 $\mathbb{Q}d1$

This is much stronger than the inviting **19** $\mathbb{Q}e7$, which allows Black counter-play after **19** ... $\mathbb{Q}e8$ **20** $\mathbb{Q}xf6$, by **20** ... $\mathbb{Q}g4$ followed by **21** ... $\mathbb{Q}d7$.

White now has a terrible threat in **20** $\mathbb{Q}h5$, followed by **21** $\mathbb{Q}h3$ and **22** $\mathbb{Q}f5$.

19 ... **c5**

The only move. This cuts off the action of the Bishop, and enables Black's Queen to reach f8, to help defend the King.

20 $\mathbb{Q}h5$ $\mathbb{Q}d6$

21 $\mathbb{Q}h3$ $\mathbb{Q}f8$

22 $\mathbb{Q}f5$

Threatens mate on the move.

22 ... $\mathbb{Q}g7$

23 $\mathbb{Q}f3$ $\mathbb{Q}d7$

Obviously, Black hopes to consolidate his position with **24** ... $\mathbb{Q}f8$ and **25** ... $\mathbb{Q}g6$, but he isn't given time for this.

24 $\mathbb{Q}c1$

Menaces the life of the Queen by **25** $\mathbb{Q}h6$. The Queen could not then retreat to h8, as mate in two would be the consequence.

24

...

♕h8

On 24 ... ♜f8, the continuation 25 ♜h6 ♜h8 26 ♜g4+ ♜g6 27 h4 followed by 28 h5, 29 ♜g2 and 30 ♜h1 wins for White.

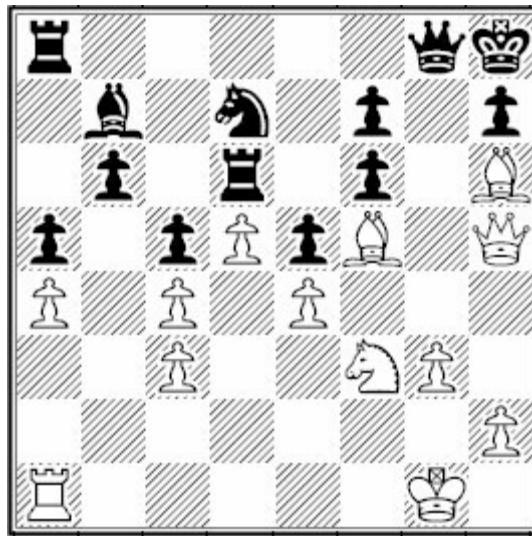
25

♜h6

♝g8

White must act quickly, before Black has time to regroup his forces by 26 ... ♜f8 and 27 ... ♜g6.

Bearing in mind Pillsbury's injunction, "So set up your attacks that when the fire is out, it isn't out!" Andric strikes once more.



26

♝xd7!

♞xd7

27

♝xe5!

The point! White gives up a Knight, and the sacrifice must be accepted. The alternatives are:

(1) 27 ... ♜c7 28 d6!, and Black must lose a Rook, or allow the ruinous 29 ♜xf7+.

(2) 27 ... ♜e7 28 ♜h4!, and 29 ♜xf6+ will be fatal.

(3) 27 ... ♜ad8 28 ♜xd7 ♜xd7 29 ♜f5 ♜d6 (if 29 ... ♜d8 30 ♜g4 ♜g8 31 ♜xd7 wins) 30 e5! ♜xe5 31 ♜xe5+ f6 32 ♜xd6, and White wins.

27

...

fxe5

28

♝xe5+

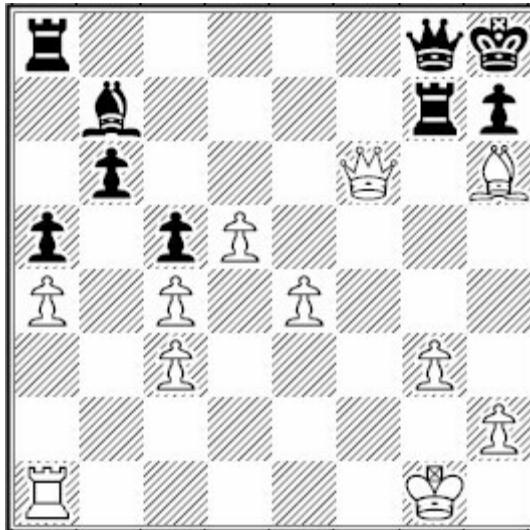
f6

29

♜xf6+

♞g7

White is a Rook down, and hasty play (say 30 e5 or 30 d6) would allow Black time to drive the Queen off by 30 ... ♜f8 or 30 ... ♜f7.



30 $\mathbb{Q}f1!$ $\mathbb{Q}a6$

31 **d6** $\mathbb{Q}xc4$

Black's only chance lies in capturing all the material he can.

32 **d7!** $\mathbb{Q}xf1$

33 $\mathbb{Q}xg7+$

Begins a liquidation which clears away all the pieces, leaving an ending which White wins by just one move!

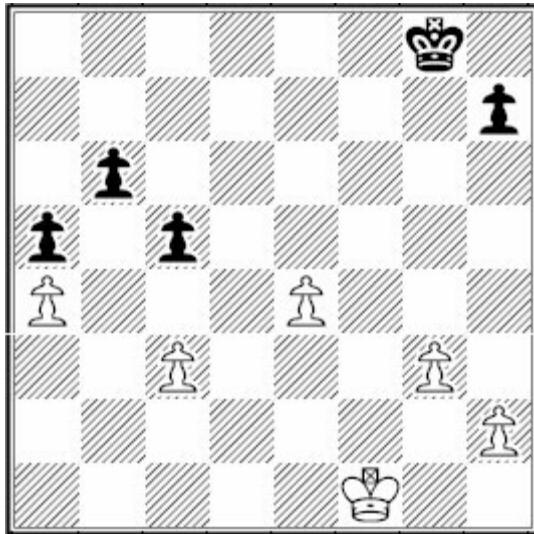
33 ... $\mathbb{Q}xg7$

34 **d8(=)**+ $\mathbb{Q}xd8$

35 $\mathbb{Q}xd8+$ $\mathbb{Q}g8$

36 $\mathbb{Q}xg8+$ $\mathbb{Q}xg8$

37 $\mathbb{Q}xf1$



37

...

Resigns

For after 37 ... b5 38 axb5 a4 39 b6 a3 40 b7, and White will Queen his Pawn with check! A brilliant game with a sparkling finish.

■ GAME SIXTY ■

Lured into Zugzwang

F.J. Marshall – J.R. Capablanca

New York 1918, QUEEN'S GAMBIT DECLINED

It would be an exaggeration to say that the master strategist is always more than a match for the attacking player. But how the latter can be made to look helpless!

For example, *out of all the tournament and match games*, 69 in total, played by Capablanca against such great masters of attack as Janowsky, Marshall, Yates, Colle, Bogolyubov, Mieses and Tartakover, he lost only two games!

Here is the complete box score:

<i>Opponent</i>	<i>Capa's wins</i>	<i>Draws</i>	<i>Capa's losses</i>
Janowsky	9	1	1
Marshall	10	13	1
Yates	8	1	0
Colle	4	0	0
Bogolyubov	5	2	0
Mieses	2	0	0
Tartakover	5	7	0
Totals	43	24	2

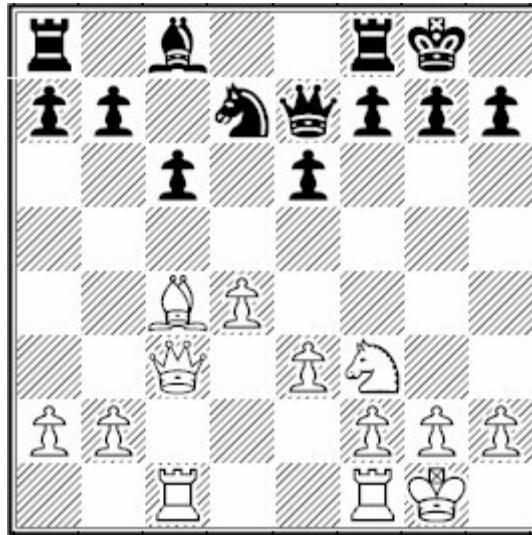
In the game that follows, Capablanca sacrifices a Pawn in the early middle game to secure an advantage in position. In a short while (such is the efficacy of this strategy) Marshall's pieces are completely tied up. A Knight that is under attack must stay where it is, while neither of the two Rooks protecting the Knight dares move away from the file it occupies. The King – well, the King by himself can do very little. All that is left to Marshall are some feeble moves by his Pawns. When these die out, Marshall tries a swindle or two. The swindles come to nothing, and Marshall must turn down his King in surrender.

Capablanca's conduct of the game is truly impressive. It is as fine an illustration of *The Power of Position Play* as you will ever see.

2	♘f3	♘f6
3	c4	e6
4	♗c3	♗bd7
5	♕g5	♕e7
6	e3	o-o
7	♖c1	c6
8	♗c2	dxc4
9	♕xc4	♘d5

A move made popular by Capablanca. It brings about some ex changes, which free Black's crowded position.

10	♕xe7	♕xe7
11	o-o	♗xc3
12	♗xc3	



12 ... **b6**

"This is the key," says Capa blanca, "to this system of defense. Having simplified the game considerably by a series of exchanges, Black will now develop his Queen Bishop along the long diagonal without having created any apparent weakness. The proper development of the Queen Bishop is Black's greatest problem in the Queen's Gambit."

The plan of mobilization (if undisturbed) is for Black to develop his Bishop at b7, his Rooks at d8 and c8, and his Knight at f6. Then at the proper time, he attacks the center by ... c5.

13 **e4** **♗b7**

14

♞fe1

♞fd8

15

d5

Marshall proceeds to attack. The immediate threat is 16 dxe6 fxe6 and Black is saddled with an isolated Pawn.

15

...

♝c5!

This is an improvement on the passive 15 ... ♜f8, which Capablanca had played against Kostic in an earlier round of the tournament. Black now threatens either to win a Pawn by 16 ... cxd5 17 exd5 ♜xd5, or to destroy White's Pawn center by 16 ... ♜xe4 17 ♜xe4 cxd5 18 ♜g4 f5.

16

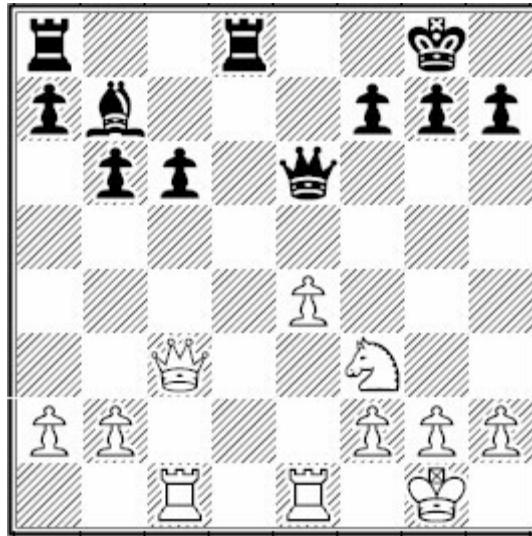
dxe6

♝xe6

17

♜xe6

♝xe6



Capablanca was under the impression that White had to lose a move protecting his a-Pawn, whereupon he could play 18 ... c5 (releasing his Bishop) with a very fine game.

But Marshall disregards the attack on his Pawn, as he has a little surprise prepared!

18

♝d4!

This sets a problem for Capablanca. If 18 ... ♜xa2 19 ♜a1 wins the Queen instantly. Or if 18 ... ♜e7 19 ♜xc6 wins a Pawn. Finally, if 18 ... ♜d2 (to protect the c-Pawn) 19 ♜f5 f6 20 ♜g3 (threatens 21 ♜cd1 ♜f7 22 ♜h6+, winning the Queen) ♜h8 21 ♜cd1 ♜f7 22 h4, with a powerful game for White.

18

...

♝e5!

Rather than undergo a Marshall attack (which can be a distressing experience) Capablanca makes this brilliant move, which gives up a Pawn. What he will get in return for the Pawn is not evident at first sight, as Queens will come off the board, and little material will remain with which to work up an attack.

But it was evident to Capablanca, who must have looked deeply into the position!

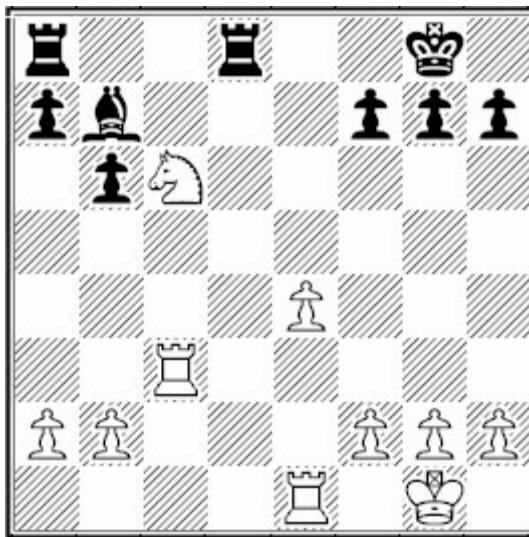
19

$\mathbb{Q}xc6$

$\mathbb{Q}xc3$

20

$\mathbb{Q}xc3$



20

...

$\mathbb{Q}d2!$

The Rook dominates the seventh rank, as part payment for the Pawn.

Marshall should now play for a draw, according to Capablanca, by 21 $\mathbb{Q}e7+$ $\mathbb{Q}f8$ 22 $\mathbb{Q}c7$ $\mathbb{Q}e8$ 23 $\mathbb{Q}xb7$ (best – not 23 $\mathbb{Q}g6+$ $fxg6$ 24 $\mathbb{Q}xb7$ $\mathbb{Q}xe4$) 23 ... $\mathbb{Q}xe7$ 24 $\mathbb{Q}b8+$ $\mathbb{Q}e8$ 25 $\mathbb{Q}xe8+$ $\mathbb{Q}xe8$, and White should be able to draw (even though he is a Pawn ahead). Black has adequate compensation in the powerful position of his Rook.

21

$\mathbb{Q}b1$

A surprisingly passive move, coming from such an aggressive player as Marshall. At this stage, Rooks are supposed to be out in the open, picking up stray Pawns – or at least terrorizing them.

21

...

$\mathbb{Q}e8!$

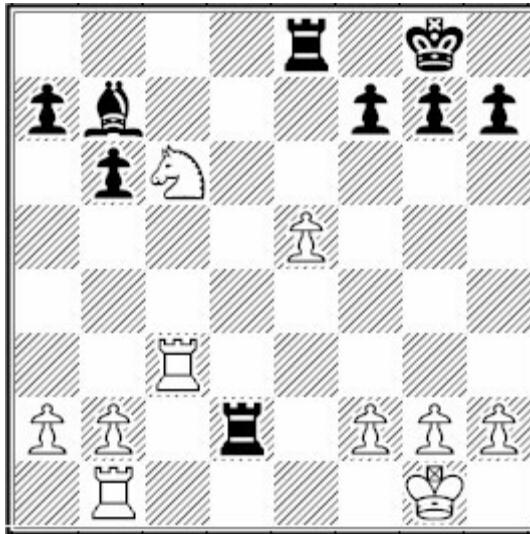
This Rook attacks the center, and will soon switch to an attack on the King.

22

$e5$

This is better than defending the Pawn by 22 $f3$, the reply to which would be 22 ... $f5$. If then 23 $exf5$, $\mathbb{Q}ee2$ doubles Rooks on the seventh rank with devastating effect.

This is how things stand, with Black to play:



22

...

g5!

Masterly play! At one stroke, Capablanca prevents White from supporting his King Pawn by 23 f4, provides a flight square for his King against threats of mate on the last rank, and threatens to win a Pawn by 23 ... ♜xc6 24 ♜xc6 ♜xe5.

23

h4

Marshall is perfectly willing to return the extra Pawn, if he can thereby disrupt the adverse Pawn position.

23

...

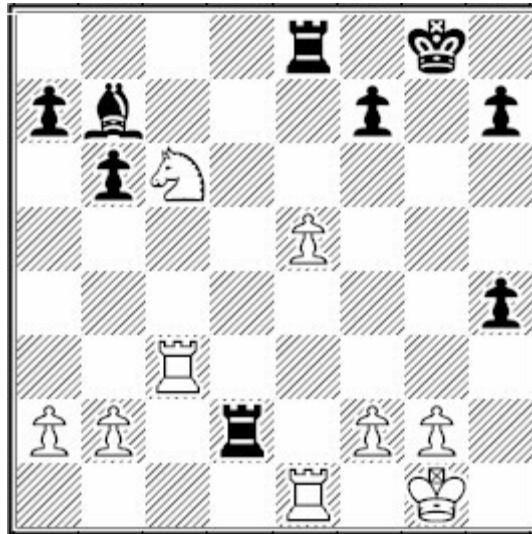
gxh4

24

♜e1

Now he decides to get the Rook back into active play, even if it means losing his Queen side Pawns.

Had Marshall played 24 f4 instead, the sequel would probably have been 24 ... h3 (better than 24 ... ♜e6 25 ♜bc1 followed by 26 f5) 25 g3 (or 25 gxh3 ♛h8!) 25 ... h2+ 26 ♛h1 ♜c8 27 ♜bc1 ♛f8 28 f5 ♛e8 29 e6 (to prevent 29 ... ♛d7, attacking the Knight with three pieces) 29 ... fxe6 30 fxe6 ♜d6, and Black wins the helpless piece.



24

...

♖e6!

Black does not waste time capturing Pawns. This attack on the Knight forces White to defend it with both Rooks.

25

♘ec1

The Knight must not budge! For example, if 25 ♜xa7 ♕g6 26 g3 h3 (threatens mate in three by 27 ... h2+ 28 ♔xh2 ♕h6+ 29 ♔g1 ♕h1 mate) 27 ♔h2 ♕xf2+ 28 ♔xh3 ♖d5 29 g4 ♕g2 30 ♔h4 ♕6xg4+ 31 ♔h3 ♕e6, and mate follows quickly.

25

...

♔g7

A necessary preparation for ... ♕g6, which played at once, allows 26 ♕e7+ winning the exchange.

26

b4

b5!

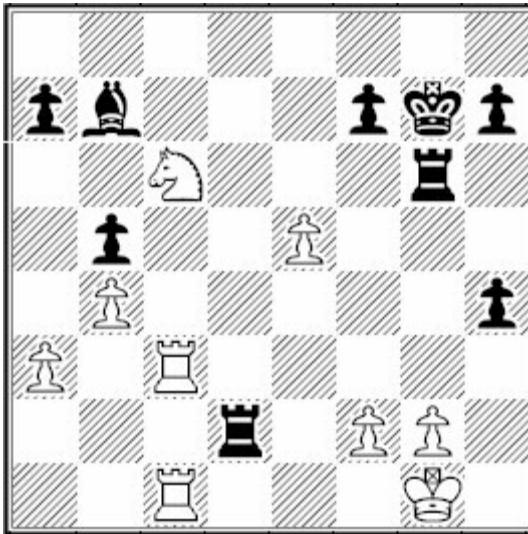
To prevent 27 b5, which would defend the Knight and free White's Rooks for active duty.

27

a3

♕g6

This is the position, with White to play:



Marshall is running out of moves! For example, if he plays 28 $\mathbb{Q}xa7$ $\mathbb{R}xg2+$ 29 $\mathbb{Q}f1$ $\mathbb{R}gxf2+$ wins quickly. Or if he plays 28 $\mathbb{R}c5$ (the only move by either Rook which does not lose the Knight!), the reply 28 ... h3, striking again at the g-Pawn, is decisive. Finally, if 28 f3 (to cut off the action of the Bishop) 28 ... $\mathbb{R}gxg2+$ leads to quick mate.

Marshall can prolong, but not save the game, by 28 e6, upon which 28 ... $\mathbb{R}xe6$ diverts the Rook for a while from the g-file.

28 $\mathbb{Q}f1$ $\mathbb{R}a2!$

29 $\mathbb{Q}g1$ **h3**

The isolated doubled Pawn, usually a weakling, suddenly becomes fero cious!

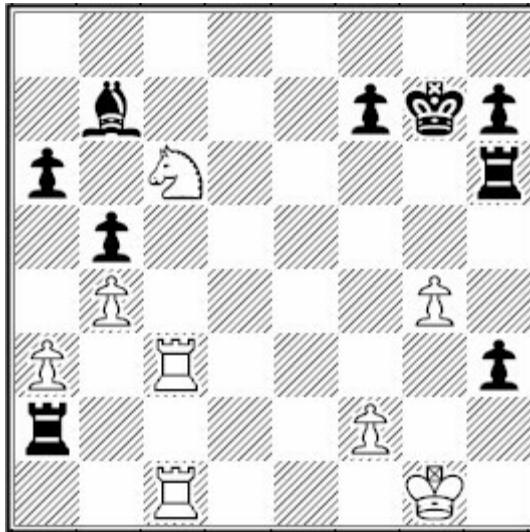
30 **g3** **a6**

A waiting move. White is all tied up, and any move he makes loses something.

31 **e6** $\mathbb{R}xe6$

After this, White still may not move his Knight. For instance, if 32 $\mathbb{Q}d8$ (or $\mathbb{Q}d4$) there is a mate in three by 32 ... h2+ 33 $\mathbb{Q}xh2$ $\mathbb{R}h6+$ 34 $\mathbb{Q}g1$ $\mathbb{R}h1$ mate.

32 **g4** $\mathbb{R}h6$



33

f3

On 33 g5 instead, there is some pretty play. The continuation would be 33 ... h2+ 34 ♔h1 (if 34 ♕g2 h1(♕)+ 35 ♕xh1 ♖xc6+ 36 ♕xc6 ♕xc6, and Black is a Rook ahead) 34 ... ♕xc6 35 ♕xc6 ♕xf2 36 a4 (trying for stalemate) 36 ... bxa4 37 b5 axb5 38 g6 hxg6 39 ♕1c2 ♕f6, and it's all over.

33

...

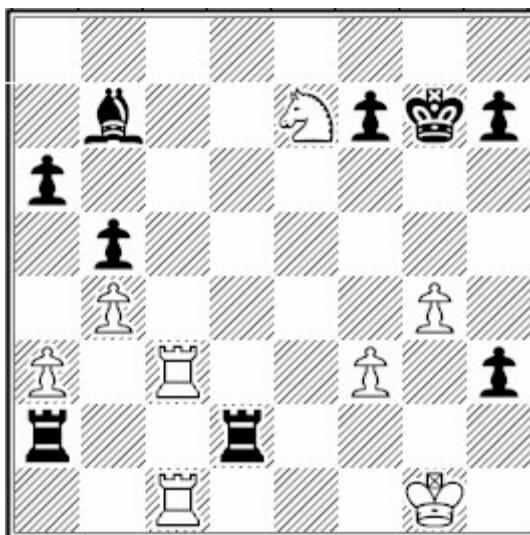
♖d6!

This is manifestly stronger than 33 ... h2+.

34

♕e7

♖dd2



A dream position – doubled Rooks on the seventh rank!

35

♕f5+

Hope springs eternal in Marshall's breast. If Black replies 35 ... ♔f8 carelessly, then 36 ♕c8+ forces mate.

35

...

♔f6

36

♘h4

♔g5

Even the King takes a hand. The Knight must be driven off, for the Rook to check at g2.

37

♗f5

♕g2+

38

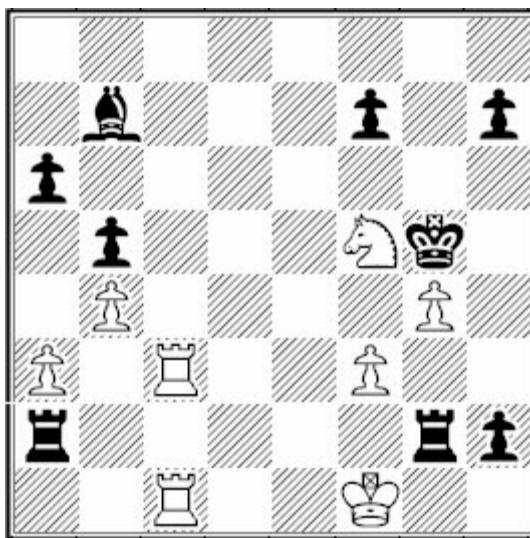
♔f1

If 38 ♔h1 ♕h2+ and mate in two more moves.

38

...

h2



39

f4+

Last chance! If 39 ... ♔f6 in reply, 40 ♕c6+ ♗xc6 41 ♕xc6 is mate.

39

...

♔xf4

40

Resigns

“An ending worth very careful study,” says Capablanca.

■ GAME SIXTY-ONE ■

The Flash of a Mighty Surprise

F. Olafsson – R. Fischer

Portoroz 1958, QUEEN'S GAMBIT DECLINED

One of the beauties of chess is that it never lacks surprises. Even the greatest masters are caught unawares at times.

Take this game for instance, where Bobby Fischer plays to win a Rook for his Knight. Picture his astonishment to discover that he has been lured into a deeply-hidden trap. In order to win the exchange, Fischer has had to weaken his King side ever so slightly, and this weakness is exploited by Olafsson through a series of clever moves. For a while it looks as though Fischer will equalize, but Olafsson plays it in fine style, and his position gains quietly in strength. With the creation of two connected passed Pawns, its power becomes irresistible.

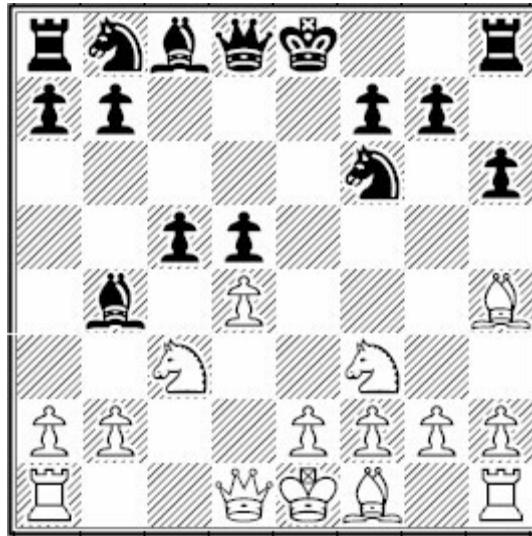
Olafsson's play is elegant throughout, and this game of his is a jewel in the treasury of modern chess.

1	c4	f6
2	g3	e6
3	f3	d5
4	d4	b4
5	cx d5	exd5

Recapturing with the Queen is recommended by the opening theorists.

6	g5	h6
7	h4	c5!

This attack on White's center is essential in almost every form of Queen's Pawn openings.



8 e3

A strong alternative is 8 ♕c1, with which Stahlberg won a fine game against Filip at Helsinki in 1952. The next few moves were: 8 ... c4 9 ♘d2! (threatens 10 ♗xf6) 9 ... ♖e6 10 e3 0-0 11 ♗e2 ♘c6 12 0-0 a6 13 f4 ♘e7 14 g4!, and a vigorous King side attack decided the issue.

8 ... **c6**

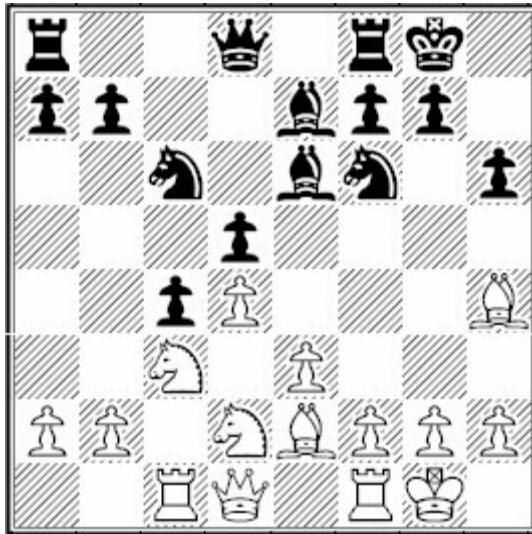
An adventurous line is 8 ... g5 9 ♕g3 ♜a5 10 ♜c2 ♝e4 11 ♖c1 ♜xa2. Whether it is worthwhile breaking up the King side to chase after a Pawn is less a matter of exact analysis than a course to be decided on by a player's style and temperament.

9 ♕ c1 **c4**

This releases the tension in the center, but Black had to do something about threats against his d-Pawn by 10 dxc5.

10	♘ e2	♗ e6
11	0-0	0-0
12	♞ d2	♝ e7

This unpins the Knight, and makes it possible to reply to 13 f4 with 13 ... ♕d7.



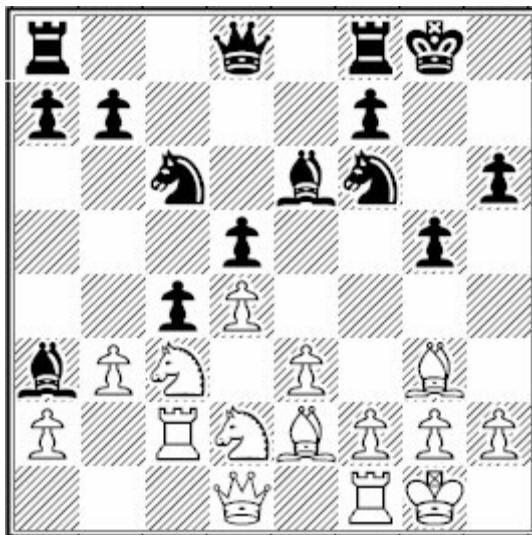
13 b3!

The key to the position! The idea is to break up Black's Pawns and open lines of attack, even at the cost of the exchange.

13 ... g5

This move is necessary, if Black is to go after the Rook. If at once 13 ... ♕a3, then 14 ♘xf6 ♗xf6 15 ♖b1 ♘f5 16 ♘xd5 is favorable to White.

14	♗g3	♕a3
15	♖c2	



15 ... ♘b4

It seems to me that Black might have won the exchange to better advantage with 15 ... cxb3 16 ♘xb3 (if 16 axb3 ♘b4 corners the Rook) 16 ... ♘f5 17 ♖d2 (or 17 ♘d3 ♘xd3 18 ♗xd3 ♘b4 with an attack on Queen and Rook) 17 ... ♘b4 18 ♗a1 ♗xc3 19 ♗xc3 ♘e4, and the King Knight does the trick this time.

16

bxc4

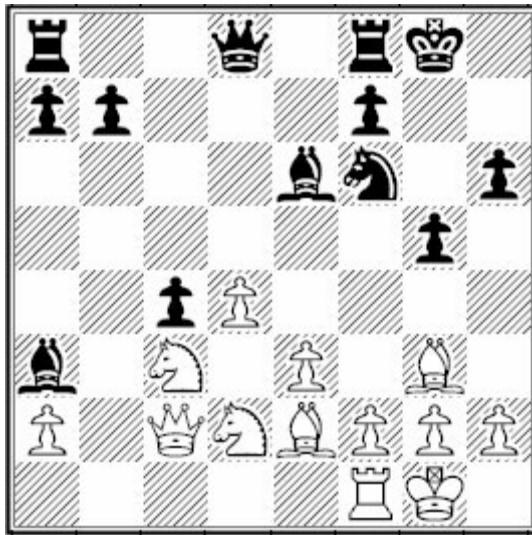
xc2

17

xc2

dxc4

This is the position, with White to play:



18

Qb5!

Qb4

A clever interpolation, far superior to the immediate recapture of the Pawn.

18

...

Qb4

An attack on the Knight, the purpose of which is to keep White's Queen tied down to its defense. On 18 ... Qe7 instead, the continuation would be 19 Qc7 Qc8 20 Qxe6 fxe6 21 Ng6+, and White starts collecting Pawns.

19

Qc7

Qxd2

20

Qxe6!

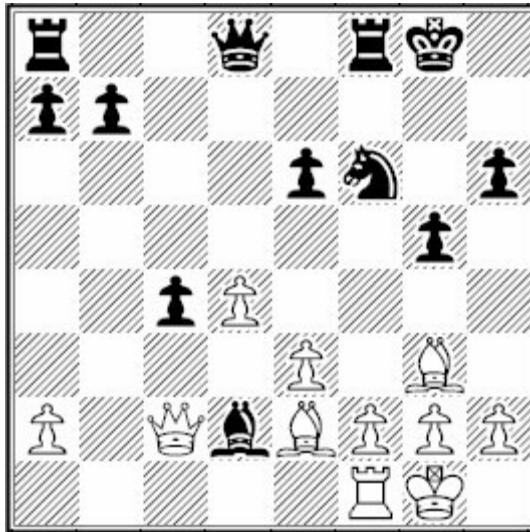
But not 20 Qxa8 Qa5 21 Nxa4 Qe4 22 Qe5 Qc3 23 Nc2 Qxe2+ 24 Nxe2 Qxa8, and Black has won a piece.

White's actual move creates weak spots in Black's position on the King side.

20

...

fxe6



21 $\mathbb{Q}xc4!$

Beautiful play, and probably a surprise to Fischer! He must have expected 21 $\mathbb{Q}xd2$, whereupon 27 ... b5 gave him an approximately even game.

21 ... $\mathbb{Q}e8$

Black has no time to rescue the Bishop, as after 21 ... $\mathbb{Q}a5$ 22 $\mathbb{Q}g6+$ $\mathbb{Q}h8$ 23 $\mathbb{Q}xh6+$ $\mathbb{Q}h7$ (if 23 ... $\mathbb{Q}g8$ 24 $\mathbb{Q}xe6+$ $\mathbb{R}f7$ 25 $\mathbb{Q}g6+$ wins for White) 24 $\mathbb{Q}d3$ $\mathbb{R}f7$ 25 $\mathbb{Q}e5+$ $\mathbb{Q}g8$ 26 $\mathbb{Q}xh7+$ $\mathbb{R}xh7$ 27 $\mathbb{Q}g6+$ $\mathbb{Q}f8$ 28 $\mathbb{Q}xh7$, White has an easy win.

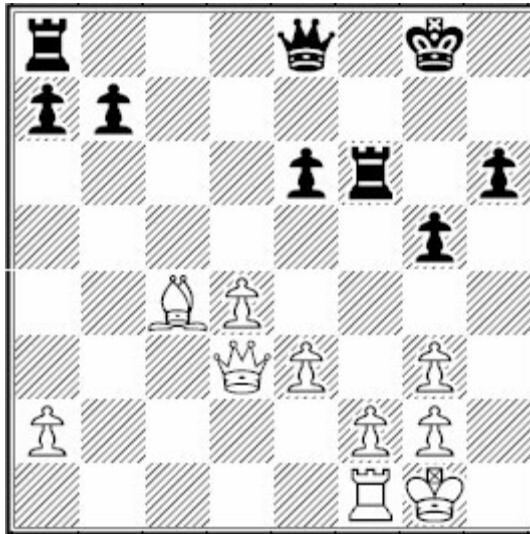
22 $\mathbb{Q}xd2$ $\mathbb{B}e4$

In order to get rid of one of the troublesome Bishops.

23 $\mathbb{Q}d3$ $\mathbb{B}xg3$

24 $hxg3$ $\mathbb{R}f6$

To guard against 25 $\mathbb{Q}b3$, winning a Pawn. Apparently Black has equalized, since he has a Rook for a Bishop and Pawn, but appearances are deceptive. For the time being, Black is restricted to defense, his isolated King Pawn especially requiring tender care.



25 ♔e4!

A fine spot for the Queen, who dominates the board from the center.

25 ... ♕c8

But not the plausible **25** ... ♔c6, as then **26** d5! would be another unpleasant surprise.

26 ♔b3 ♕d7

27 ♕d1

With this powerful threat: **28** d5 ♕e8 (if **28** ... exd5 **29** ♕xd5, and Black is threatened with a deadly discovered check) **29** dxe6 ♔e7 **30** ♕d7, and Black must give up his Queen or be mated.

27 ... ♕e8

Anticipating **28** d5 e5 **29** d6+ ♔g7, and Black is out of the woods (**30** ♔a4 b5).

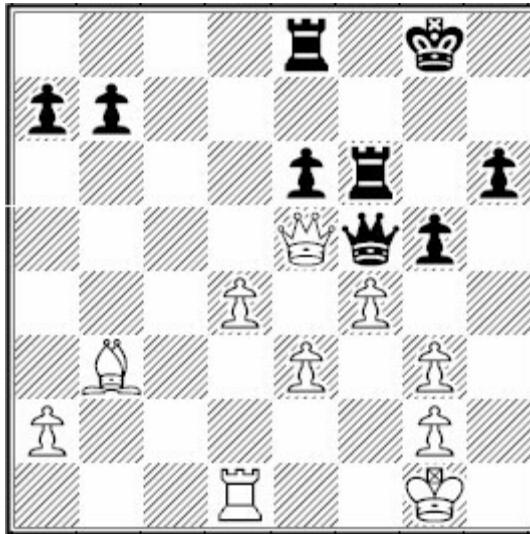
28 f4!

A new menace on the scene! The Pawn threatens to push on to f5, striking another blow at the pinned e-Pawn.

28 ... ♕h7

29 ♔e5 ♔f5

Hoping to ease his difficulties either by forcing an exchange of Queens, or by driving off White's Queen.



30 **g4!**

Once again Black gets a rude jolt! He can exchange Queens, but the subsequent position is greatly in White's favor.

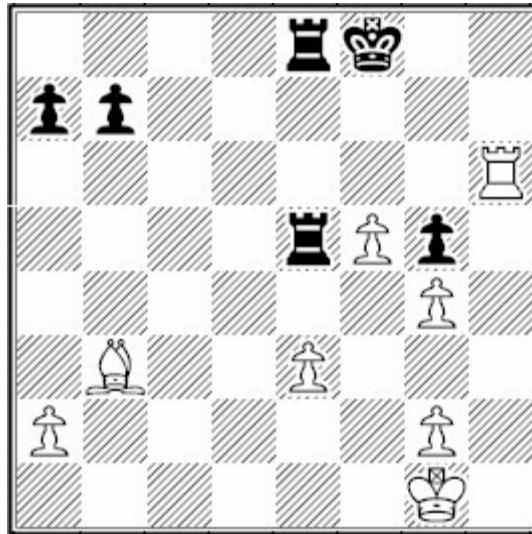
30	...	♕xe5
31	dxe5	♖f7
32	f5	♖c7

Of course not 32 ... exf5, as 33 ♖d7 in reply is immediately decisive.

33 **♖d6!**

Far better than 33 ♔xe6+, after which Black might sacrifice the exchange to give his opponent a feeble column of Pawns on the e-file.

33	...	♖c5
34	♔xe6+	♔f8
35	♗b3	♖cxe5
36	♖xh6	



36

...

♖xe3

Black's only hope is to counter attack. An attempt to save his b-Pawn instead by 36 ... ♜e8e7 loses quickly by either of these two pretty continuations:

(1) 37 ♜h8+ ♛g7 38 ♜g8+ ♛h6 (if 38 ... ♜f6 39 ♜g6 is an epaulette mate) 39 f6 ♜e8 40 f7, and the Pawn will become a Queen.

(2) 37 ♜h5 ♜g7 38 f6 ♜g8 (if 38 ... ♜f7 39 ♜h8 is mate) 39 ♜h7 ♜b5 40 ♜f7+ ♛e8 41 ♜e7+ ♛f8 42 ♜e8+ ♛xe8 43 f7+, and White gets a Queen and wins.

37

♖g6!

Better than 37 f6 ♜e6, and Black still needs subduing.

After the move in the text, White obtains two connected passed Pawns – a tangible superiority.

37

...

♖8e4

38

♗xg5

♗g3

39

♗g8+

♔e7

40

g5

♗e2

41

♕d5

Everything is under control. The g-Pawn is protected, and the Pawn roller can advance.

41

...

♔d6

42

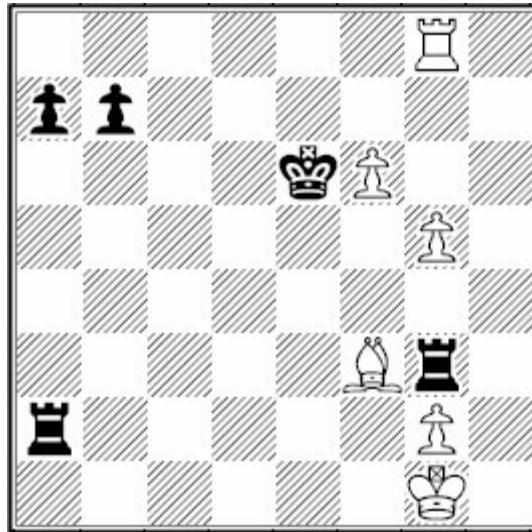
♕f3

♗xa2

43

f6

♔e6



44

♕e8+!

The *coup de grâce!* If Black replies 44 ... ♕f7 45 ♖h5 mates neatly, while any other move allows 45 f7 followed by Queen ing the Pawn.

44

...

Resigns

■ GAME SIXTY-TWO ■

Symphony of Heavenly Length

L. Evans – H. Opsahl

Dubrovnik 1950, QUEEN'S GAMBIT DECLINED

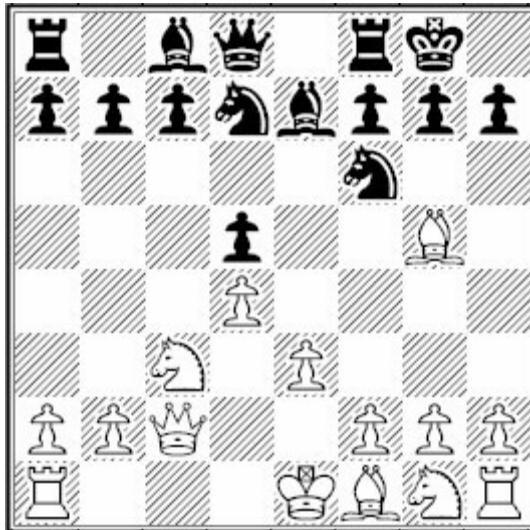
To call this game a masterpiece is to do it insufficient justice. It is more than that. It is a symphony played over a chessboard with an orchestra of pieces and Pawns.

It consists of four movements, whose style and tempo may be described as follows:

- (1) The Minority Attack – lively and with vigor, (this is the dominant theme of the movement, and determines the play of the entire composition).
- (2) The Knight's Tour – lightly and gracefully.
- (3) The Rook's Maneuvers – with energy and spirit.
- (4) The Pawn Finale – simply and precisely.

You may get the idea from the foregoing that I am wild about this game, and that I wish it lasted more than the 81 moves it does. If you do, then I have conveyed the right impression.

1	d4	f6
2	c4	e6
3	c3	d5
4	g5	bd7
5	e3	e7
6	c2	o-o
7	cx d5	exd5



The Exchange Variation, a line of play which has long been a favorite with masters of disparate styles – Marshall, Keres, Reshevsky and Botvinnik. Apparently it has something to offer the tactician as well as the strategist.

The exchange of the center Pawns seems to free Black's game, but certain weaknesses remain in his Queen side Pawn structure. These are susceptible to the so-called Minority Attack. This is a remarkable concept as it involves an assault on three Pawns by only two Pawns! Its purpose is to split up Black's Pawn majority and leave him with an isolated Pawn that is difficult to defend.

8

$\text{f}3$

$\text{c}6$

Black supports the center Pawn, and provides an outlet for his Queen.

9

$\text{d}3$

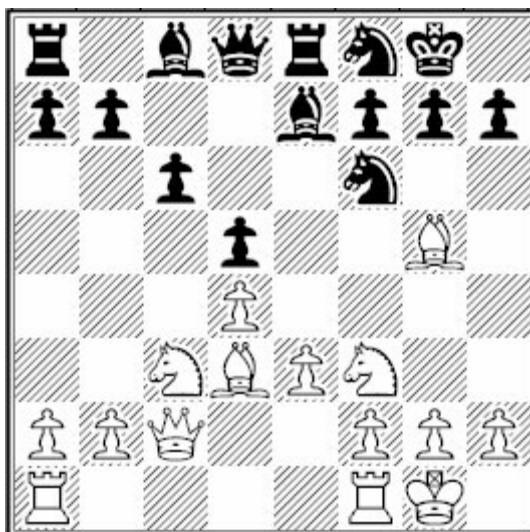
$\text{e}8$

The Rook moves toward the center, where it will exert pressure on the half-open file. Meanwhile the square f1 is made available to the Queen Knight, which will help defend the King side.

10

$o-o$

$\text{f}8$



11

$\text{ab}1$

The beginning of the Minority Attack. The Rook supports the b-Pawn, which will advance to b4 and b5, with the idea of breaking up Black's Queen side Pawns.

11 ... ♜e4

An attempt to stop the Minority Attack by 11 ... a5 would only be a temporary deterrent, since White could pursue his plan by 12 a3 and 13 b4.

12 ♜xe7

Of course not 12 ♜xe4 dxe4 13 ♜xe7 ♕xe7, and Black wins a piece by the Pawn fork.

12 ... ♜xe7

13 b4 a6

Ready to meet an eventual b5 with ... axb5, opening a file for his Queen Rook.

14 a4 ♜xc3

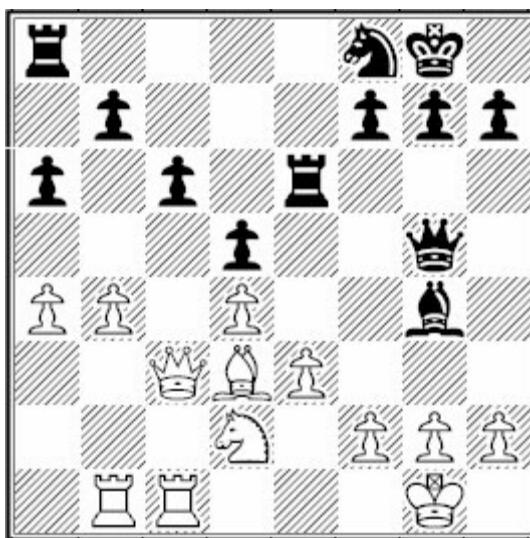
15 ♜xc3 ♜g4

16 ♜d2 ♜g5

With the transparent threat of 17 ... ♜h3, winning the exchange.

17 ♜fc1 ♜e6

Black plays for a King side attack, not only because his chances lie in that area, but to divert White from carrying out his designs on the other wing.



18 b5!

White is not to be dissuaded! He intends to force exchanges which will leave Black with a permanently weak Pawn position on the Queen side.

18 ... axb5

19

axb5

Now we see one of the likely consequences of the breakthrough. If Black were to play 19 ... cxb5, the recapture would leave him with two weak isolated Pawns – the b-Pawn and the d-Pawn. These would make fine objects of attack for White.

19

...

Qh3

20

g3

This weakens the white squares and creates holes in the position, but as Nimzovich once said, “We cannot always be happy.”

The alternative, 20 Qf1, would be dangerous, if not fatal, after 20 ... Qxg2 21 Qxg2 Rg6.

20

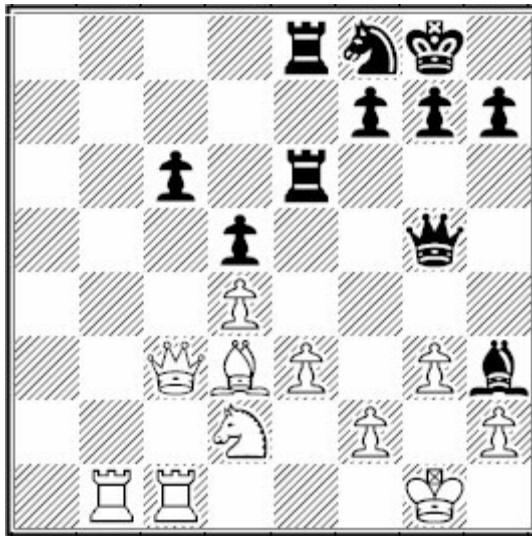
...

Rae8

21

bxc6

bxc6



White has accomplished what he set out to do with the Minority Attack. He has saddled Black with a backward Pawn on an open file – a Pawn which is vulnerable to attack, as it dare not advance, and can be defended only with pieces.

Against this weakling, White will direct his fire.

22

Qf1!

Excellent! White sees to it that his King is properly protected before starting an attack on the weak Pawn. Black must now withdraw his Bishop from its strongly-placed position, or allow its exchange – either of which will be to White’s advantage.

Had White been hasty and played 22 Rb6 instead, the consequences would have been painful, the continuation being 22 ... Rxe3! 23 fxe3 Qxe3+ 24 Rh1 Qf2 (threatens mate on the move) 25 Rg1 Re1!, and White is faced with four threats of mate on the move!

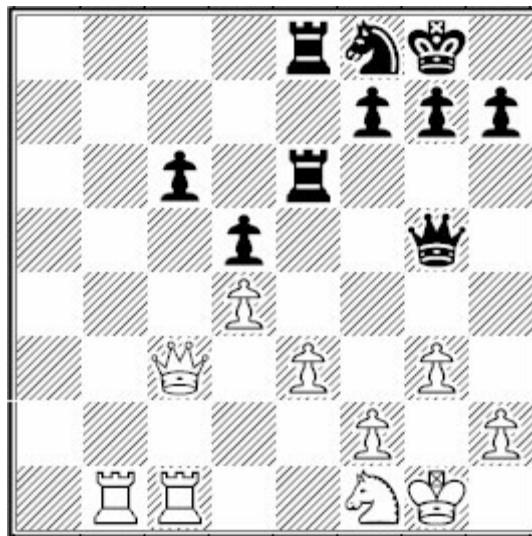
22

...

$\mathbb{Q}xf1$

23

$\mathbb{Q}xf1$



The exchange of pieces has noticeably strengthened White's position. The Bishops are off the board, but Black's (a troublesome attacking piece) has disappeared, while White's has been replaced by another piece – the Knight.

The Knight, from its modest post at f1, securely guards the g-Pawn and the e-Pawn, the two vulnerable points in White's King side position. Any hopes Black had of breaking through by a sacrifice at e3, are now shattered.

Another consideration in White's favor is that any further exchanges of pieces will accentuate the weakness of the unfortunate c-Pawn.

23

...

$\mathbb{Q}g6$

24

$\mathbb{Q}b6$

$\mathbb{Q}e7$

All points are safeguarded, but Black is restricted to defensive measures, while his opponent can trouble him with all manner of threats.

25

$\mathbb{Q}b4$

h5

Primarily, this is to provide the King with a flight square against threats of mate on the back rank, but Black also has visions of starting an attack by 25 ... h4 and 26 ... hxg3.

26

$\mathbb{Q}b8$

White is of course anxious to bring it to an endgame by exchanging as many pieces as possible.

26

...

$\mathbb{Q}xb8$

27

$\mathbb{Q}xb8+$

$\mathbb{Q}h7$

28

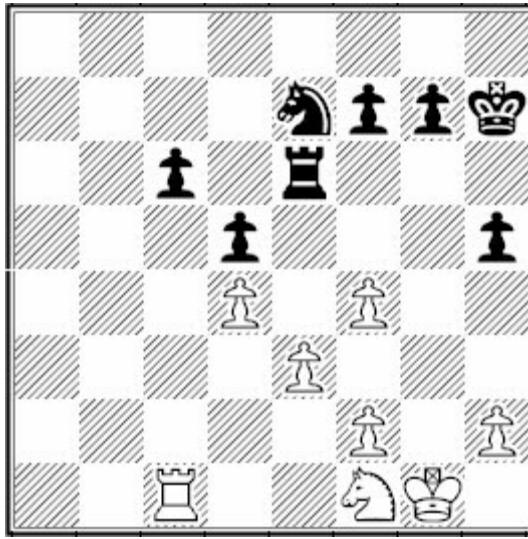
$\mathbb{Q}f4!$

$\mathbb{Q}xf4$

29

gxf4

The disappearance of the Queens puts an end to any possibility of Black's conjuring up a King side attack, and brings matters to an ending, where White has all the winning chances.



29

...

g6

30

♘d2

The Knight heads for c5, where it can occupy a fine outpost, and blockade the backward Pawn.

30

...

♖d6

Black also seeks to improve his position, by maneuvering the Rook over to an open file.

31

♕f1

♕g7

The Kings too move toward the center, where they can take an active part in the endgame.

32

♔a1

An attempt to seize control of the seventh rank ...

32

...

♔d7

... which is promptly repulsed.

33

♘b3

♖b7

This offers better chances than the passive 34 ... **♖c7**.

34

♘c5

♖b2

35

♔a7

♕f6

36

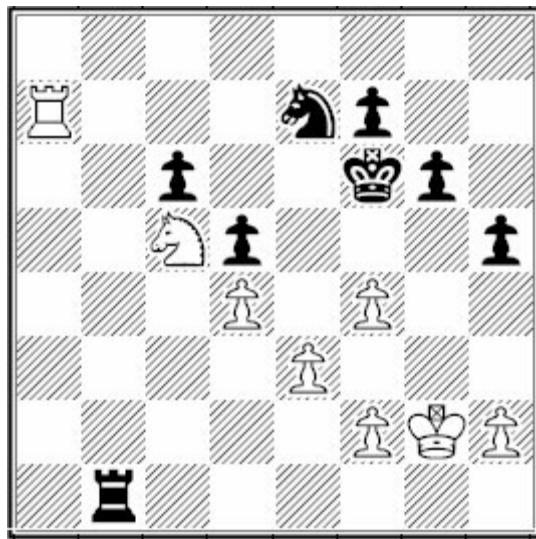
♔a6

Evans wastes a few moves here before hitting on the decisive combination, but he may have been in time pressure.

36 ... ♕b1+

37 ♔g2 ♕b2

38 ♕a7 ♕b1



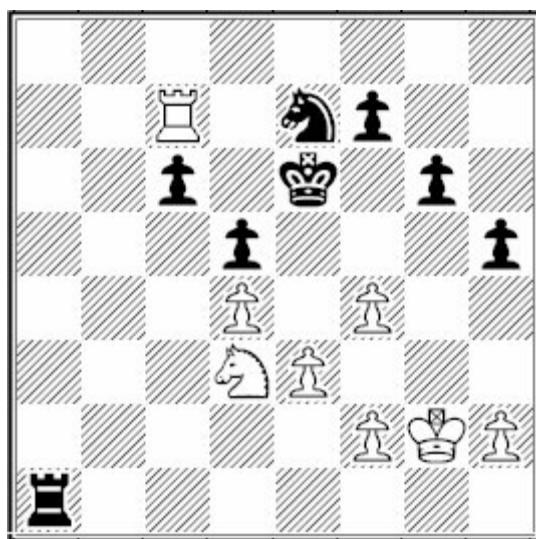
39 ♕c7!

Finally getting behind the Pawn. Black is now held in a tight grip, his King and Knight being unable to move without loss of material.

39 ... ♕a1

40 ♕d3 ♔e6

But not 40 ... ♕a2 (to prevent 41 f3 followed by 42 e4) as then comes 41 ♕b4 ♕b2 42 ♕xc6 ♕c2 (the pin) 43 ♕xe7! (breaks the pin neatly) 43 ... ♕xc7 44 ♕xd5+, and White regains the Rook, winning a piece and the game.



41

♞c5+!

The beginning of a remarkable Knight's tour (reminiscent of the famous Capablanca maneuver against Yates in 1924) which results in White's winning a valuable Pawn.

41

...

♚f6

Clearly, not 41 ... ♛d6 42 ♜d7 mate.

42

♞d7+

♛e6

Here if 42 ... ♛g7 43 ♞e5 ♛f8 44 ♞xc6 ♜c1 45 ♜xe7 ♜xc6 46 ♜d7 wins two Pawns.

43

♞f8+

♚f6

The King has no choice. If 43 ... ♛d6 44 ♜d7 mate.

44

♞h7+

♛e6

On 44 ... ♛g7 45 ♜xe7 ♛xh7 46 ♜xf7+ picks up a Pawn and wins.

45

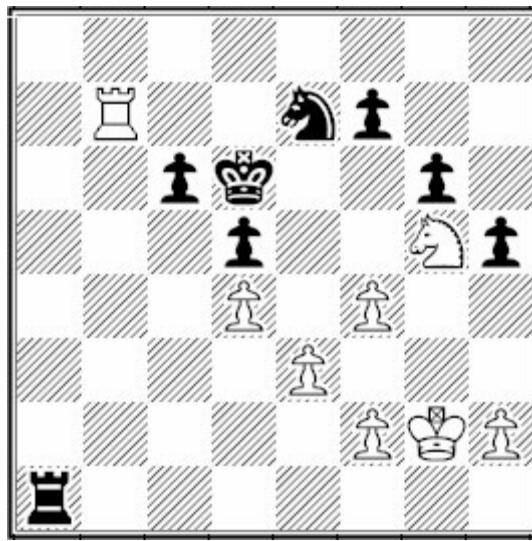
♞g5+

♛d6

Black avoids 45 ... ♛f6, the reply to which might be 46 f3 followed by 47 e4 and 48 e5+, with dangerous consequences.

46

♜b7



46

...

f6

Black misses his chance! He should play 46 ... f5 instead, risky though it looks. If then 47 ♜h7 (threatens 48 ♜f8 and 49 ♜d7 mate) 47 ... ♛e6 48 ♜f8+ ♛f6 (but not 48 ... ♛f7 when 49 ♜xg6 ♛xg6 50 ♜xe7 wins a Pawn) and Black holds on to his Pawns for the time being.

47

♞h7

A new attack on the Pawn, to which the reply 47 ... f5 would be fatal. There would follow 48 ♘f8 (threatens mate on the move) 48 ... c5 (forced) 49 dxc5+ ♔xc5 50 ♕xe7, and White has won a piece.

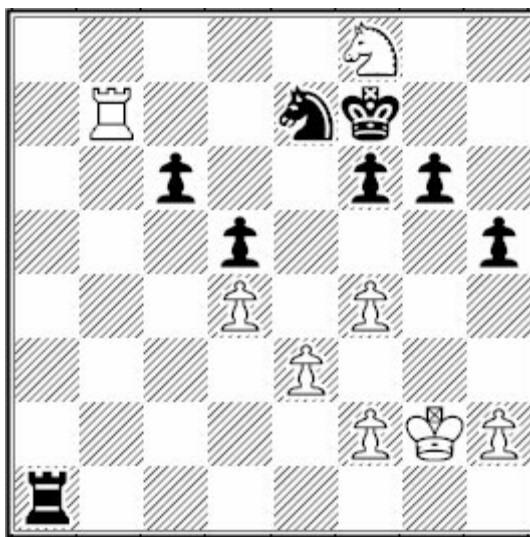
47 ... ♔e6

48 ♘f8+!

Return tour for the Knight!

48 ... ♔f7

The only move to avoid mate or loss of the Knight.



49 ♘xg6

Finally winning a Pawn!

49 ... ♔xg6

50 ♕xe7

The position still needs to be won, as Rook and Pawn endings often lead to a draw even with an extra Pawn.

This one is unusually instructive.

50 ... ♔f5

51 ♕c7 ♕c1

52 ♕c8 ♕g6

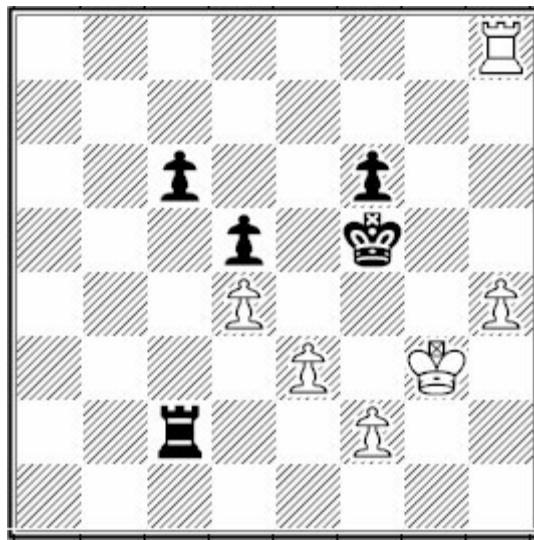
53 ♕g3 ♕c2

54 h4 ♔f5

55	$\mathbb{R} h8$	$\mathbb{Q} g6$
56	$f5+$	

Forces an exchange favorable to White. The doubled Pawn is dissolved, and he acquires a passed Pawn on the h- file.

56	...	$\mathbb{Q} xf5$
57	$\mathbb{R} xh5+$	$\mathbb{Q} g6$
58	$\mathbb{R} h8$	$\mathbb{Q} f5$



59	$\mathbb{R} g8$	
Cuts off the King from the passed Pawn.		
59	...	$\mathbb{R} c1$

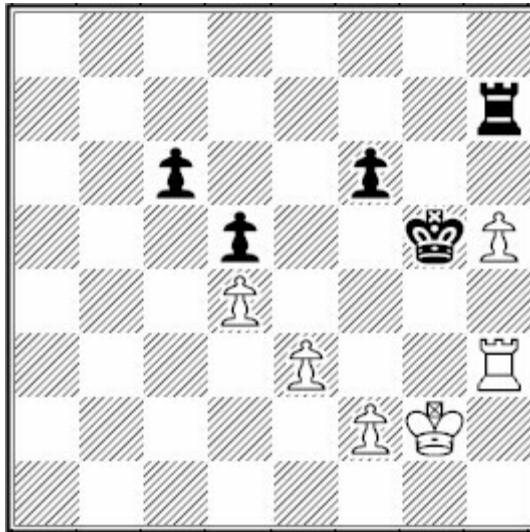
The Rook tries to get behind the dangerous Pawn.

60	$\mathbb{Q} g2$	$\mathbb{R} a1$
Foiled in the attempt to get behind the Pawn, the Rook rushes over to head off its advance.		

61	$h5$	$\mathbb{R} a7$
62	$\mathbb{R} g3$	

While this Rook, complying with Tarrasch's precept, prepares to support the Pawn from the rear.

62	...	$\mathbb{R} h7$
63	$\mathbb{R} h3$	$\mathbb{Q} g5$



64 $\widehat{\text{f}}\text{3}!$

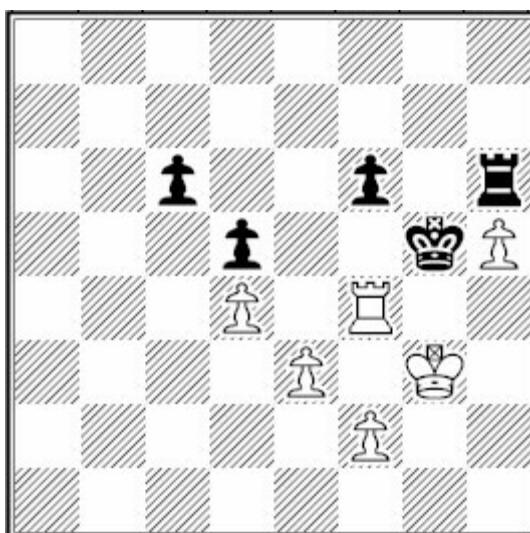
Allows Black to capture the Pawn, since the ensuing ending would be hopeless for him, viz: 64 ... $\widehat{\text{R}}$ xh5 65 $\widehat{\text{R}}$ xh5+ $\widehat{\text{Q}}$ xh5 66 $\widehat{\text{Q}}$ f4 $\widehat{\text{Q}}$ g6 67 $\widehat{\text{Q}}$ g4 f5+ 68 $\widehat{\text{Q}}$ f4 $\widehat{\text{Q}}$ f6 69 f3 (the spare move that assures the win) 69 ... $\widehat{\text{Q}}$ g6 70 $\widehat{\text{Q}}$ e5 $\widehat{\text{Q}}$ g5 71 $\widehat{\text{Q}}$ d6 $\widehat{\text{Q}}$ h4 72 $\widehat{\text{Q}}$ xc6 $\widehat{\text{Q}}$ g3 73 f4, and the rest is elementary.

64	...	$\widehat{\text{R}}$ h6
65	$\widehat{\text{R}}$ h1	$\widehat{\text{Q}}$ f5
66	$\widehat{\text{Q}}$ g3	$\widehat{\text{Q}}$ g5

Black fights hard. There is no hope in 66 ... $\widehat{\text{Q}}$ e4 67 $\widehat{\text{Q}}$ g4 f5+ 68 $\widehat{\text{Q}}$ g5 $\widehat{\text{R}}$ h8 69 $\widehat{\text{R}}$ h4+ $\widehat{\text{Q}}$ f3 70 $\widehat{\text{R}}$ f4+ followed by 71 h6.

67	$\widehat{\text{R}}$ h4	$\widehat{\text{Q}}$ f5
68	$\widehat{\text{R}}$ f4+	$\widehat{\text{Q}}$ g5

Time for a diagram!



69 $\widehat{\text{R}}$ g4+!

Star move to win! Black must now either capture the Pawn, or allow White's King to reach h4.

69 ... ♕f5

The alternative is 69 ... ♜xh5 70 ♜h4+ ♜g5 71 ♜xh6 ♜xh6 72 ♜f4 ♜g6 73 ♜g4, and White wins, as shown in an earlier note.

70 ♜h4 ♜h8

If 70 ... ♜e6 instead, 71 ♜g6 forces the blockader to retreat.

71 ♜g7

Threatens 72 ♜c7, winning another Pawn.

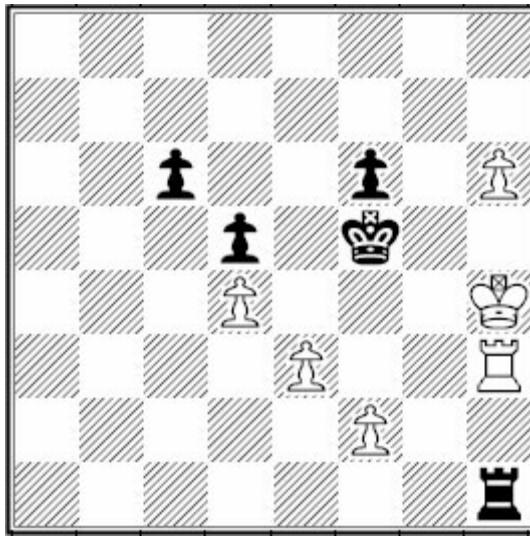
71 ... ♜a8

The Rook tries once more to get behind the passed Pawn. Defending the c-Pawn instead by 71 ... ♜c8 succumbs to 72 h6 ♜e4 73 h7 ♜h8 (otherwise 74 ♜g8 wins) 74 ♜h5 f5 75 ♜g6, and White wins.

72 h6 ♜a1

73 ♜g3 ♜h1+

74 ♜h3



74 ... ♜g1

Here too, Black must not exchange Rooks: 74 ... ♜xh3+ 75 ♜xh3 ♜g6 76 ♜g4 ♜xh6 77 ♜f5 ♜g7 78 ♜e6, and his Queen side Pawns will fall.

It is White's turn to move, and if he is hasty, he can ruin everything. If he plays 75 h7, which looks as though it wins on the spot, Black rescues himself by 75 ... ♜g4+ 76 ♜h5 ♜g5+ 77 ♜h6 ♜g6+ 78 ♜h5 ♜g5+ and forces a draw by perpetual check.

Many masters, making an error of this sort, have killed themselves, or (even worse) given up chess.

75 ♕f3+ ♔g6

This allows the exchange of Rooks, but on 75 ... ♕e6 instead, there follows 76 h7 ♕h1+ 77 ♕h3, and White wins.

76 ♕g3+ ♕xg3

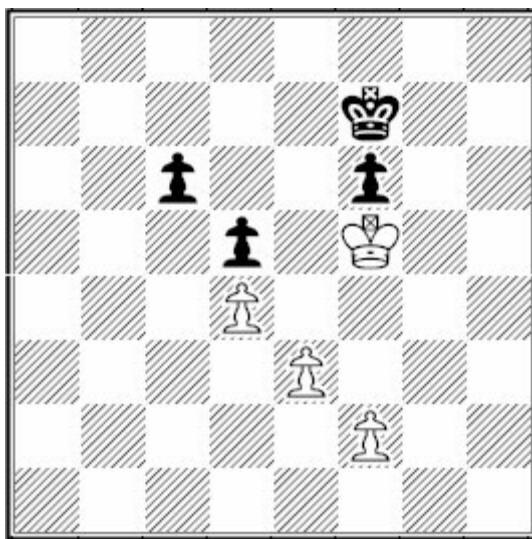
77 ♕xg3 ♕xh6

78 ♕g4 ♔g6

79 ♕f4 ♔g7

If 79 ... f5 80 ♕e5 ♕g5 81 f3 ♕g6 82 f4, and Black must abandon his Pawn.

80 ♕f5 ♔f7



81 f3

Black must now give way, and allow White's King to enter either at e6 or g6, with decisive effect.

If 81 ... ♕g7, White plays 82 ♕e6 and then gathers up the Queen side Pawns. Or if 81 ... ♕e7, there follows 82 ♕g6 ♕e6 83 f4 ♕e7 (on 83 ... f5 84 ♕g5 wins the Pawn) 84 f5, and White wins the Pawn and the game.

81 ... Resigns

A fine game, and one of which Evans can justifiably be proud.

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