INSTRUCTIVE POSITIONS

FROM

MASTER CHESS

by J. MIESES

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PREFACE

MODERN chess literature is certainly well provided with many excellent elementary text-books. Nor is there any lack of theoretical works dealing systematically and profoundly with the vast field of the openings, the middle-game and the end-game. Thus the chess enthusiast who wishes to improve his play and to obtain a deeper insight into the secrets of the noble game has certainly plenty of very good works at his disposal.

A considerable number of chess enthusiasts, however, have either no time, or do not feel inclined, to devote themselves more closely to scientific chess study, though they would like to have at hand for their leisure hours an attractive and entertaining chess book, so that they may—figuratively speaking—enjoy some chess delicacies nicely served up. This is often the desire of even experienced players, of the "connoisseurs" among the amateurs, and therefore chess authors should endeavour to cater for it. In doing so they must, however, avoid the obvious and seductive mistake of superficiality, *i.e.* treating the material in too popular a manner.

The author who wishes to write for this class of reader should publish a book which needs no regular systematic study but affords on every page both amusement and instruction.

Such a book, I hope, I have succeeded in compiling. It might be called "an anthology with a didactic background." My guiding principle in its preparation has been Horace's saying: *prodesse et delectare*."

The book contains one hundred and twenty-five positions taken from actual play, each one of them, in my view, worthy to be described as instructive, singular and highly interesting. For the greater convenience of the student I have arranged the material in three parts, viz.: (I) positions in the opening; (II) middle-game positions; (III) end-game positions. They are classified, as far as possible, according to their difficulty, but yet following the principle of placing together those examples which contain the same or a similar idea. Very complicated positions, or such as would need copious annotations, are not given in this little work, since it is designed to be an addition to lighter chess literature.

J. MIESES

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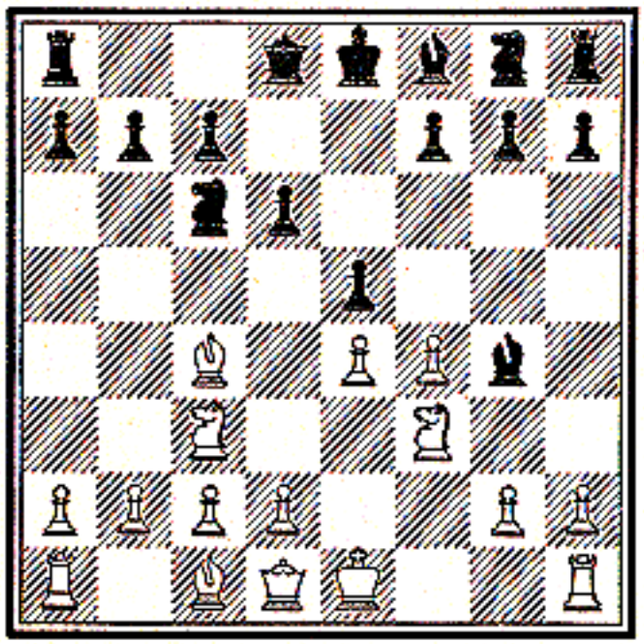
PART I

POSITIONS FROM THE OPENING

1

Magdeburg, 1915

Black: "*A. N. Other*"



White: *R. L'Hermet*

Here Black played

1. . . . . Kt—Q 5

and thereby gave his opponent the opportunity of the pretty Queen sacrifice which occurs in the operetta *The Sea Cadet*.

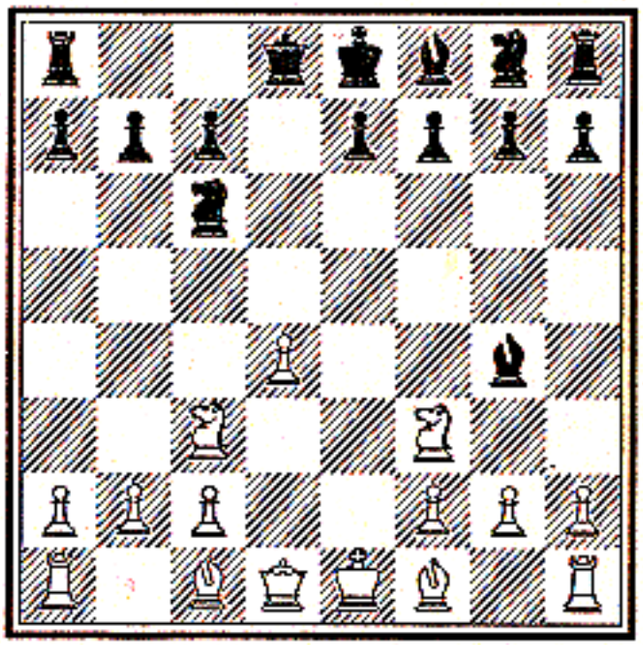
2. Kt × P B × Q
3. B × P ch. K—K 2
4. Kt—Q 5 mate.

The Queen sacrifice which results from the move of the pinned Kt at K B 3 is also shown in the next two examples, but with another and even more piquant continuation.

2

Nuremberg, 1896

Black: *Prof. Oehquist*



White: *Mieses*

White to move.

1. P—Q 5 Kt—K 4?

The Knight should retire to Kt 1.

2. Kt × Kt ! B × Q
3. B—Kt 5 ch. P—B 3
4. P × P

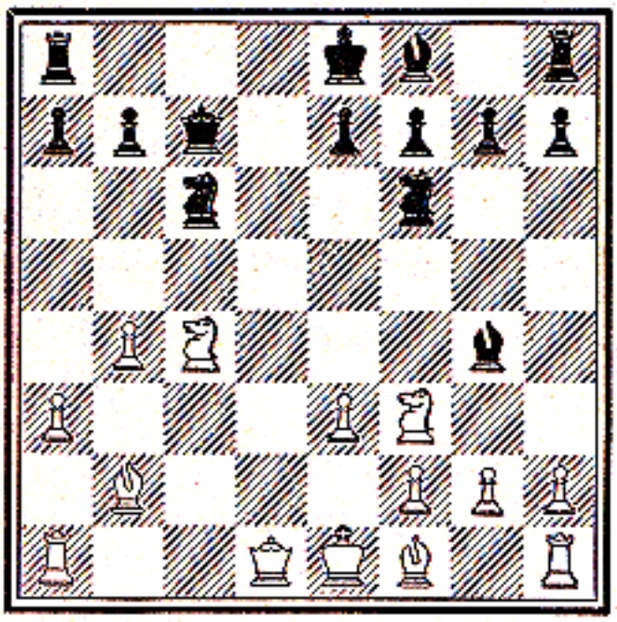
and Black resigned.

Decisive loss of material is unavoidable.

3

International Tournament, Vienna, 1908

Black: *Duras*



White: *Rubinstein*

Here Black played

1. .... P—Q Kt 4

and after

2. Kt (B 4)—K 5 Kt × Kt

White made a very pretty and deeply calculated offer of the sacrifice of the Queen.

3. Kt × Kt B × Q
4. B × P ch. Kt—Q 2

4. ..... K—Q 1 would have led to a charming finish as follows: 5. R × B ch., K—B 1; 6. B—R 6 ch., K—Kt 1; 7. Kt—B 6 ch., Q × Kt; 8. B—K 5 ch., Q—Q 3; 9. R—Q B 1 and 10. R—B 8 mate.

5. B × Kt ch. Q × B

It is clear that 5. ...., K—Q 1; 6. R × B would be fatal for Black.

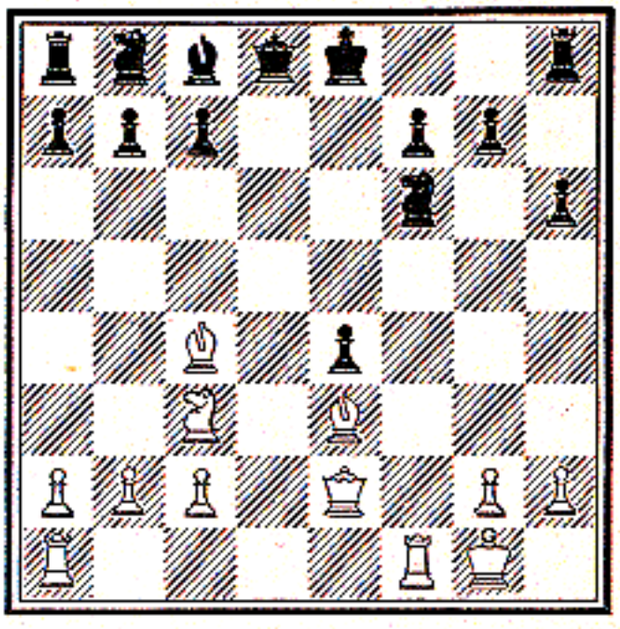
6. Kt × Q B—R 4
7. Kt—K 5

and White won the ending by his pawn superiority.

4

Berlin, 1864

Black: *Schallopp*



White: *Anderssen*

White to move.

In the opening it is always risky to accept pawn sacrifices by which the opponent gets open files. In the above position Black is two pawns ahead, which he has captured to the detriment of his development. His position is indeed already helpless.

1. B—B 5 !

Preventing Black from castling and setting a nice trap, into which the opponent promptly falls. But in any case Black had no satisfactory reply.

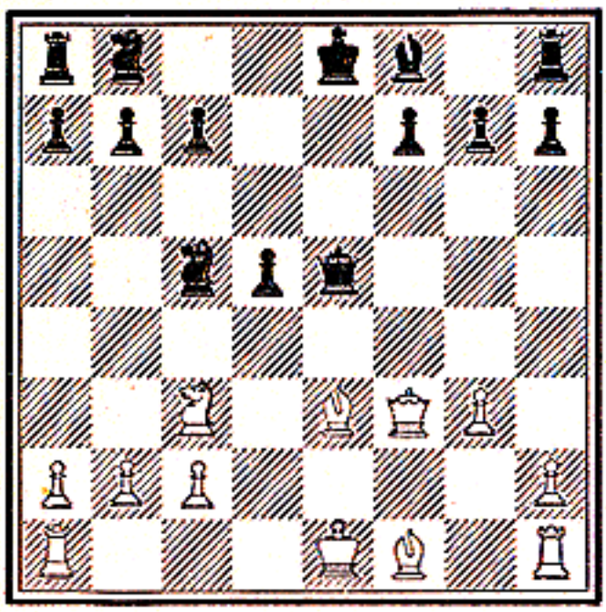
1. .... Q Kt—Q 2
2. Q × P ch. ! Kt × Q
3. B × P mate.

The next example is a pendant to this one.

5

International Tournament, Mannheim, 1914

Black: *Flamberg*



White: *Spielmann*

White to play.

Black had carelessly taken two pawns offered by his opponent. The result was a complete collapse of his position.

1. O—O—O	P—Q B 3
2. Kt × P	....

This obvious sacrifice of the Knight is decisive.

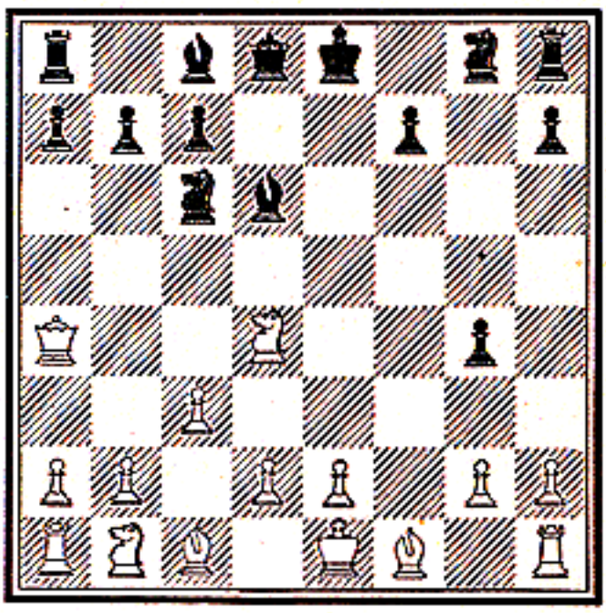
2.	P × Kt
3. R × P	Q—K 3
4. B—Q B 4	Q—K 5
5. B × Kt	

Black resigned, as after 5. .... Q × Q? White would win by 6. R—K 1 ch., etc.

6

Consultation game, Hastings, 1897

Black: *Gunsberg and Locock*



White: *Bird and Dobell*

That a pawn should queen in the opening is, of course, very rare in master games. This example, and also the two following, are typical instances of such unusual cases.

The play was

1.	Q—R 5 ch.
2. K—Q 1	

Not P—Kt 3 because of B × P ch.

2.	P—Kt 6
3. P—Kt 3?	....

A big blunder.

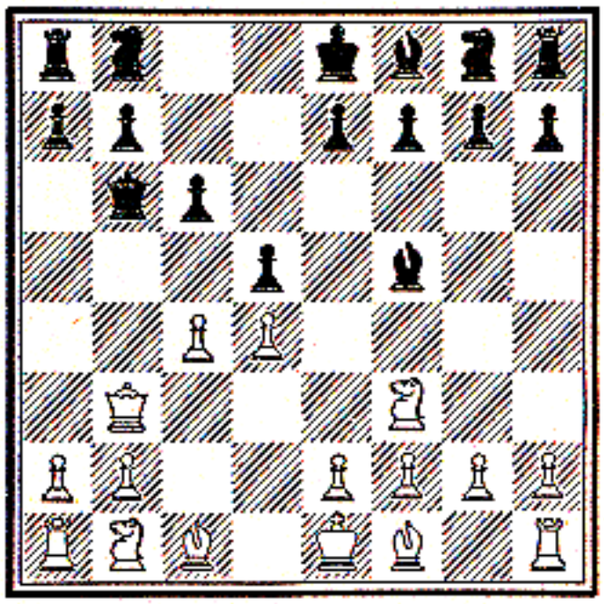
3.	Q × P

White resigned. Black either gets a new Queen or wins the Rook.

7

International Tournament, Carlsbad, 1911

Black: *Dr. Perlis*



White: *Schlechter*

The above position occurred after the moves 1. P—Q 4, P—Q 4; 2. Kt—K B 3, B—B 4; 3. P—B 4, P—Q B 3; 4. Q—Kt 3, Q—Kt 3. The game was continued as follows:

5. P×P ....

That is much stronger than the exchange of Queens, since White now wins a pawn.

5. .... Q×Q
6. P×Q B×Kt

After 6. ...., P×P; 7. Kt—B 3, P—K 3; 8. Kt—Q Kt 5 Black would lose the Rook's pawn.

7. P×P ! ....

Very finely played. If Black tries to keep the piece by B—K 5 White replies 8. R×P, R×R; 9. P—B 7 and the pawn queens either on Kt 8 or on B 8. A very original combination.

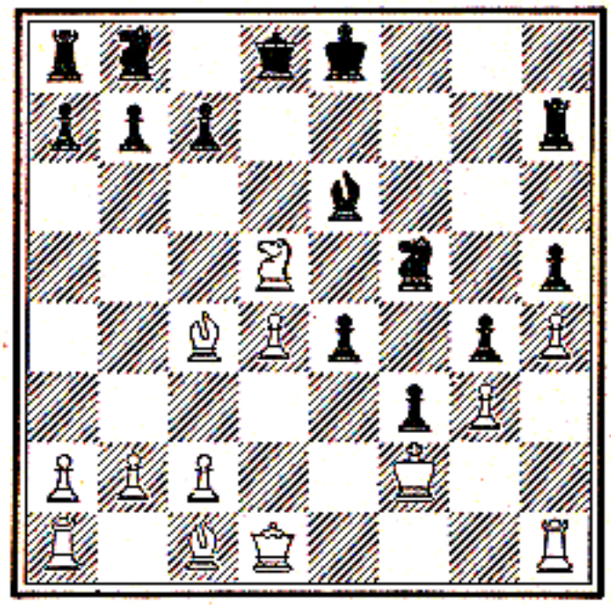
7. .... Kt×P

8. R×B. White has won an important pawn, and this advantage proved sufficient to win the game.

8

London, 1874

Black: *Bird*



White: *Rev. G. A. MacDonnell*

Here White played

1. B—Kt 5, probably feeling certain that he had a winning position, as Kt—B 6 ch. is threatened. He was, however, not prepared for his opponent's clever reply.

1. .... B×Kt !
2. B×Q P—K 6 ch.
3. K—Kt 1 B×B
4. B—Kt 5 P—B 7 ch.
5. K—R 2 P—K 7

The same move would have been the reply to K—Kt 2. Then Black would eventually have got the material advantage of two Rooks and a Knight for a Queen.

6. Q—Q 2 P—B 8 (Kt) ch. !
7. K R×Kt P×R (Kt) ch. !

For the second time a pawn promoted to a Knight—indeed very piquant.

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

If 12. Q—Kt 5, then 12. .... R—Q 1; 13. P × Kt, P × P; 14. Q—K 2, R—Q 4 to be followed by R (Q 4)—K B 4 and Black wins.

12.	....	Kt—K 4
13.	Q × P	Kt—B 6 ch.

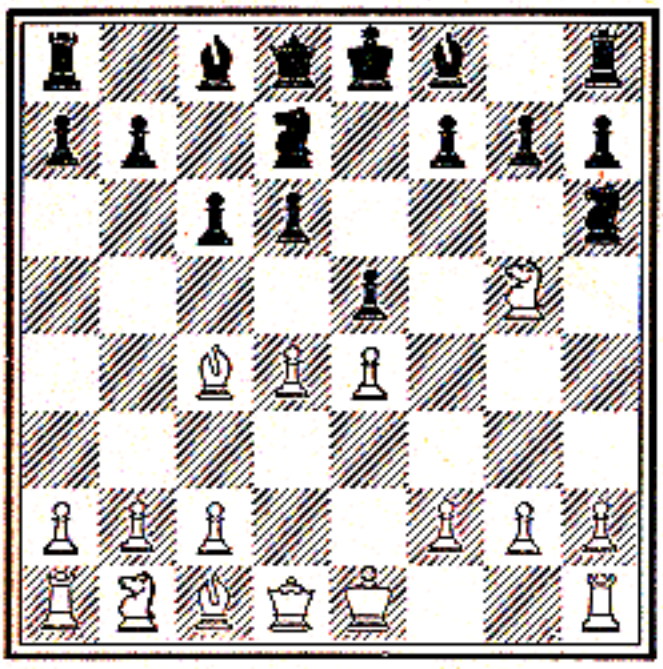
followed by R—Q B 1 and Black won after a few more moves.

9

Hamburg, 1912

A very remarkable instance of capturing the opponent's Queen in the opening.

Black: "*A. N. Other*"



White: *Leonhardt*

The game was opened with the Hanham variation of Philidor's Defence. After 1. P—K 4, P—K 4; 2. Kt—K B 3, P—Q 3; 3. P—Q 4, Kt—Q 2; 4. B—Q B 4, P—Q B 3; 5. Kt—Kt 5, Kt—R 3 the above position was reached. Now White made the following, very subtle move, 6. P—Q R 4, the idea of which is not very easily seen.

6.	....	B—K 2

The obvious move—but fatal.

7.	B × P ch.	Kt × B
8.	Kt—K 6	....

White now starts to chase his opponent's Queen.

8.	....	Q—Kt 3

After 8. ...., Q—R 4 ch. White would win the Queen as follows: 9. B—Q 2, Q—Kt 3; 10. P—R 5, Q × Kt P; 11. B—B 3.

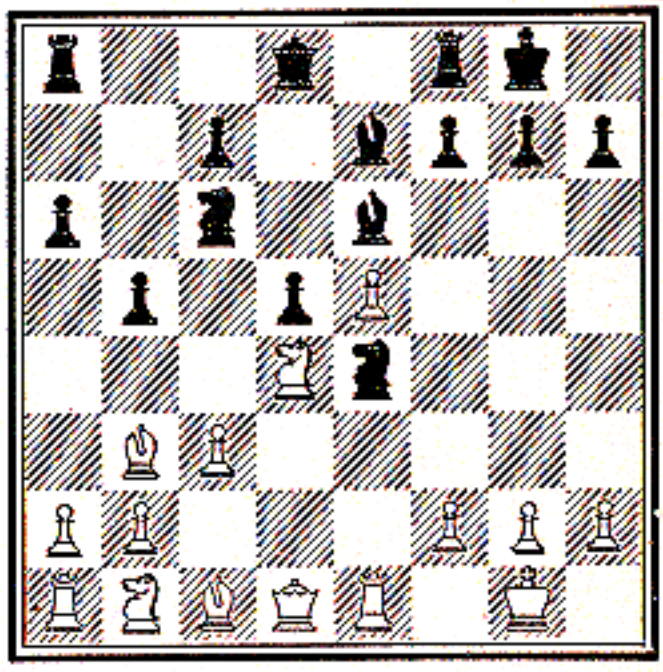
9.	P—R 5	Q—Kt 5 ch.
10.	P—B 3	Q—B 5
11.	Kt—B 7 ch.	K—Q 1
12.	P—Q Kt 3	

and Black's Queen is trapped in the middle of the board.

10

International Tournament, Frankfort, 1887

Black: *Zukertort*



White: *Dr. Tarrasch*

The above diagram shows a well-known position in the Ruy Lopez after White's 11th move. Black

might turn into the so-called Breslau variation by Kt × K P or make the satisfactory move Kt × Kt. But Zukertort played:

11. .... Q—Q 2,

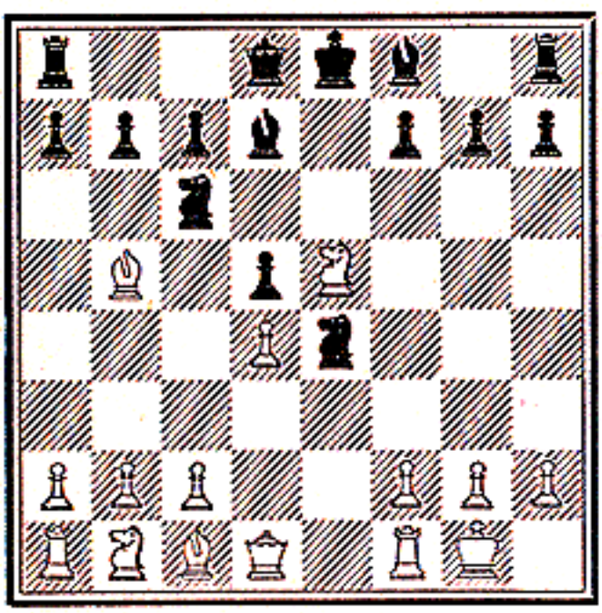
this falling into one of those traps which *afterwards* look so simple.

12. Kt × B and Zukertort resigned at once, for if he captures the Bishop with either the Queen or the pawn the reply is R × Kt and the Rook cannot be taken.

11

The square K B 2 is known as the "Achilles heel" of the original position because it has no protection except that of the King. Therefore in open games the attack is directed on this weak spot by posting the King's Bishop at Q B 4. An early assault, however, as it is shown in both of the following examples, cannot be successful unless it be justified by some carelessness or strategical mistake of which the opponent has previously been guilty.

Black: "*A. N. Other*"



White: *Fahrni*

White to move.

1. Kt × P ! K × Kt
2. Q—R 5 ch. K—K 3

If 2. ...., K—Kt 1, then 3. Q × Q P ch. and mate next move. After 2. ...., K—K 2 or K—B 3 White wins easily by 3. Q × Q P.

3. Kt—B 3 Kt × Kt
4. R—K 1 ch. ! ....

A brilliant finish.

4. .... Kt—K 5
5. R × Kt ch. P × R
6. B—B 4 ch. K—K 2

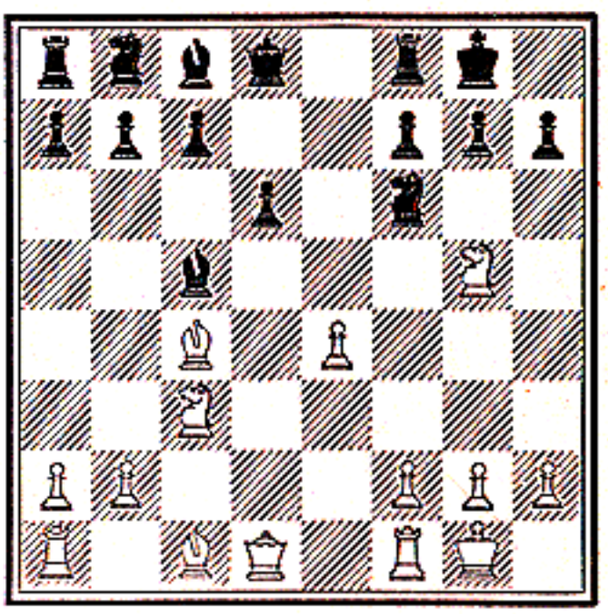
If 6. ...., K—B 3, then 7. Q—Kt 5 mate.

7. Q—B 7 ch. K—Q 3
8. Q—Q 5 ch. K—K 2
9. B—Kt 5 ch.

and mate next move.

12

Black: "*A. N. Other*"



White: *Charousek*

Black played

1. .... P—K R 3?

The best continuation would have been Kt—B 3. After the text move Charousek seizes the opportunity of making an elegant sacrificial combination.

2.	Kt×P !	R×Kt
3.	P—K 5	Kt—Kt 5
4.	P—K 6	Q—R 5

The alternative would be R—K 2, sacrificing the Knight, but even then Black's position would be rather awkward.

5.	P×R ch	K—B 1
6.	B—B 4	Kt×B P

White has broken in at B 7 and now Black does the same—but not with the same effect.

7.	Q—K 2	Kt—Kt 5 ch.
8.	K—R 1	B—Q 2
9.	Q R—K 1	Kt—Q B 3

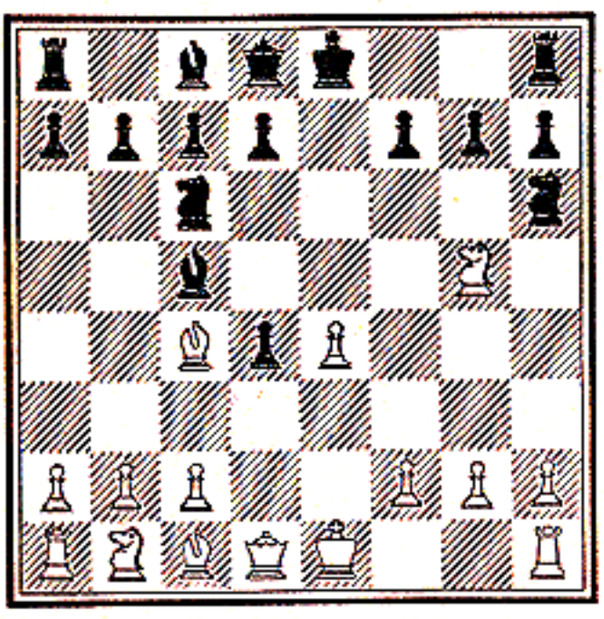
Now White finishes the game with a problem-like mate in three moves, as follows:

10.	Q—K 8 ch. !	B×Q
11.	P×B (Q) ch.	R×Q
12.	B×Q P mate.	

13

London, about 1880

Black: *Hoffer*



White: "*A. N. Other*"

This example shows a premature sacrifice at K B 7 being fatal for the aggressor. White could not resist the temptation of playing

1. Kt×B P. The continuation of the game was as follows:

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

White has regained the piece, but not without having neglected his development. Quite apart from that, the whole manœuvre violates the principle that the Queen should not be brought out at an early stage of the game. The consequences of that strategical mistake are shown by the further course of the game.

4.	....	P—Q 4
5.	P×P	R—K 1 ch.
6.	K—B 1	R—K 4 !
7.	P—Q B 4?	....

White should, instead, make a developing move.

7.	....	Q—R 5
8.	Kt—Q 2	B—R 6 !

Black utilises his chances in a masterly way. The threat is now B×P ch., etc.

9.	Q—R 3	Q R—K 1
10.	P×B	R—K 6 !

A very pretty move.

11.	P×R	R×P
12.	Kt—B 3	....

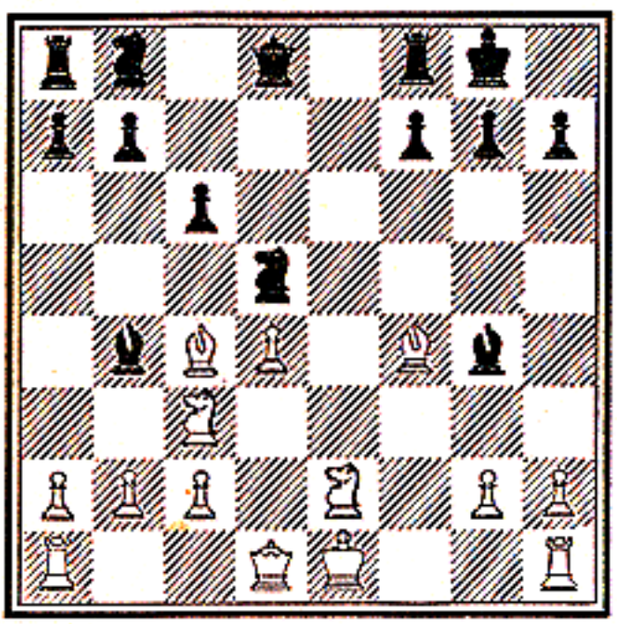
Now White is irretrievably lost. If, instead, 12. Q—B 5, then 12. ...., Q—B 5 ch.; 13. K—Kt 1, R—K 8 ch., etc.

12.	Q × P ch.
13. K—B 2	Q × Kt ch.
14. K—Kt 1	R—K 8 mate.

14

International Tournament, Vienna, 1908

Black: *Schlechter*



White: *Mieses*

White to play.

It is evident that White is in great difficulty. His Knights are pinned and Black is threatening both Kt × B and Kt × Kt. After 1. B × Kt, P × B the threat R—K 1 would be awkward for White, while to 1. B—Q 2 Black would reply with advantage Q—R 5 ch., followed by Q—B 3. But, strangely enough, there is still a saving chance for White.

1. Q—Q 2 !	Q B × Kt
2. B × B	Q—R 4

Now, apparently, White loses the exchange at least.

3. O—O !	Kt × Kt

By playing 3. ...., Kt × B or 3. ...., B × Kt Black would have won a pawn, it is true, but then White would be better developed.

4. P—Q R 3 !

An original manœuvre.

4.	Kt × B ch.

It would be a mistake to play 4. ...., Kt—Q 4; 5. P × B, Q × P ?, since after 6. Q × Q, Kt × Q; 7. B—Q 6 White would win the exchange.

5. Q × Kt

White has regained the lost piece. After a long fight the game ended in a draw.

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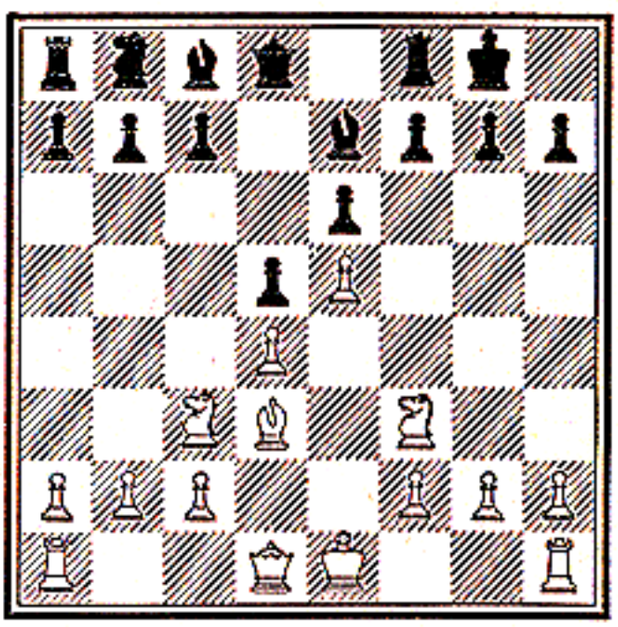
Black: *S. R. Wolf*



White: *Schlechter*

The student should bear in mind the general principle that violent assaults against the enemy king's castled position should not be attempted before development is completed. There are, it is true, even in master play some amusing exceptions to this rule, but in all these cases the opponent's develop-

ment had been faulty. In such exceptional cases the sacrifice of a piece on K R 7, which in the middle-game is typical of this kind of attack, sometimes occurs even as early as the opening.

The above position is taken from an off-hand game played at Vienna in 1894. Black played:

1. .... B—Q 2

The reply was

2. P—K R 4 ....

This attacking move which threatens B × P ch. followed by Kt—Kt 5 ch. cannot be censured as premature, as White has already developed all his pieces. The continuation is highly interesting and contains some ingenious sacrifices.

2. .... P—K B 3
3. Kt—Kt 5 ! ....

A typical preparatory sacrifice.

3. .... P × Kt
4. B × P ch. !

This second sacrifice is decisive.

4. .... K × B
5. P × P ch. K—Kt 1

After 5. ...., K—Kt 3 the winning continuation would be 6. Q—R 5 ch., K—B 4; 7. R—R 3, etc.

6. R—R 8 ch.

A brilliant finish, very instructive for the student.

6. .... K—B 2

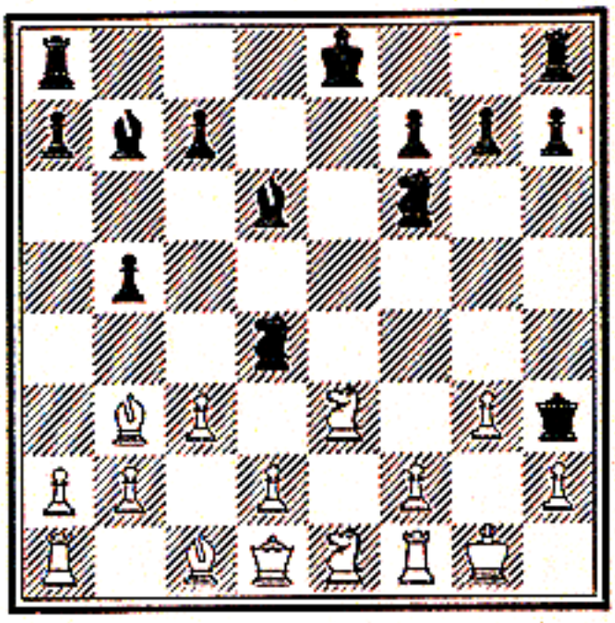
If 6. ...., K × R, then 7. Q—R 5 ch., K—Kt 1; 8. P—Kt 6, etc.

7. Q—R 5 ch. P—Kt 3
8. Q—R 7 ch. K—K 1
9. Q × P mate.

16

Warsaw, 1917

Black: *Rubinstein*



White: *Belsitzmann*

Black to move.

White, it is true, has a pawn more, but his development is very backward. Furthermore, he has made the mistake of castling at too early a stage, thus provoking his opponent to start at once a storming attack.

1. .... P—K R 4 !

Energetically played and with a sound judgment of position.

2. P × Kt P—R 5 !

This move is preferable to 2. ...., Kt—Kt 5, in reply to which White would have a sufficient defence by 3. Kt × Kt followed by Q—K 2 ch.

3. Q—K 2? ....

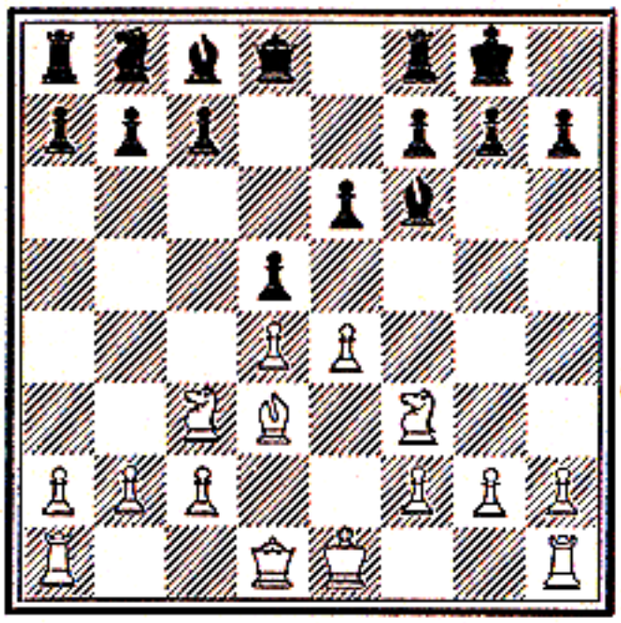
A mistake giving his opponent the opportunity of finishing the game in a brilliant manner by a problem move. White has a hopeless game, however, after 3. P—B 3, P × P; 4. Q—K 2, P × P ch.; 5. K—R 1, Kt—R 4, etc.

3. .... Q × R P ch.
4. K × Q P × P ch.
5. K—Kt 1 R—R 8 mate.

17

International Tournament, Nuremberg, 1883

Black: *Mason*



White: *Fritz*

Black to move.

1. .... P—Q Kt 3?

Black should, instead, play P—B 4.

2. P—K R 4 B—Kt 2?

Another mistake. Relatively the best move would be P—K R 3, but even then White by playing P—K Kt 4 would get an attack which could hardly be parried.

3. P—K 5 B—K 2
4. B×P ch.! ....

The well-known and typical sacrifice.

4. .... K×B
5. Kt—Kt 5 ch. K—Kt 3

Since Black can neither take the Knight nor play K—Kt 1 the only alternative is 5. ...., K—R 3. The best line of play for White is then 6. Q—Q 2, B×Kt! (if 6. .... K—Kt 3, then 7. P—R 5 ch., K—B 4; 8. R—R 4, etc., and if, instead, 6. ...., K—R 4, then 7. P—Kt 4 ch., K×P; 8. Q—Q 3, B×Kt; 9. Q—R 3 ch., etc.); 7. P×B ch., K—Kt 3; 8. Q—Q 3 ch., P—B 4 (if 8. ...., K×P, then 9. P—B 4 ch., etc.) 9. Kt P×P, e.p., ch., K—B 2; 10. Q—R 7, R—Kt 1; 11. R—R 6 and White wins.

6. Kt—K 2 ....

White conducts the attack in masterly fashion.

6. .... B×Kt
7. P×B P—K B 4

After either 7. ...., Q×P; 8. Kt—B 4 ch. or 7. ...., R—R 1; 8. Kt—B 4, ch., K—B 4; 9. Kt—R 3! Black's position would be hopeless.

8. Kt P×P, e.p. R—R 1

After 8. ...., P×P; 9. Q—Q 3 ch., P—B 4; 10. Q—Kt 3 ch. Black would be mated in a few moves.

9. Kt—B 4 ch. K—B 2
10. Q—Kt 4 R×R ch.
11. K—Q 2 P×P
12. Q—Kt 6 ch.

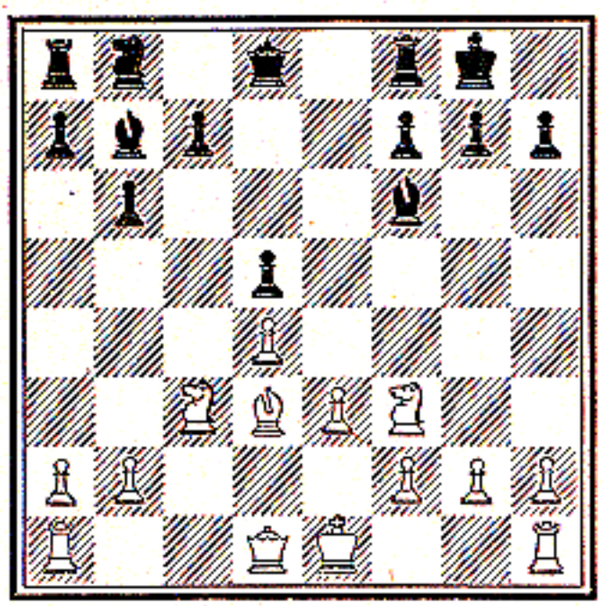
Again the strongest move.

12. .... K—K 2
13. Q—Kt 7 ch. K—K 1
14. Q—Kt 8 ch. K—K 2
15. Q×P ch. K—B 1
16. R×R B—B 1
17. R—R 8 ch. K—Kt 2
18. R—R 7 ch.! K×R
19. Q—B 7 ch. K—R 1
20. Kt—Kt 6 mate.

18

International Tournament, Paris, 1900

Black: *Burn*



White: *Marshall*

White to move.

1. P—K R 4 ....

Black, having treated the opening correctly, has got a quite defensible position. White's attack, it is true, is successful, but only owing to the fact that Black failed to find the right reply at a later stage.

1. .... P—Kt 3

Black is quite right in preventing the sacrifice at his K R 2, although this precaution might be unnecessary, since after 2. B×P ch., K×B; 3. Kt—Kt 5 ch., K—R 3 he appears to have sufficient means of defence.

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

Black overlooks his opponent's strong reply. He should play K—Kt 2 and afterwards play his Kt via Q 2 to K B 1.

5. B×P !

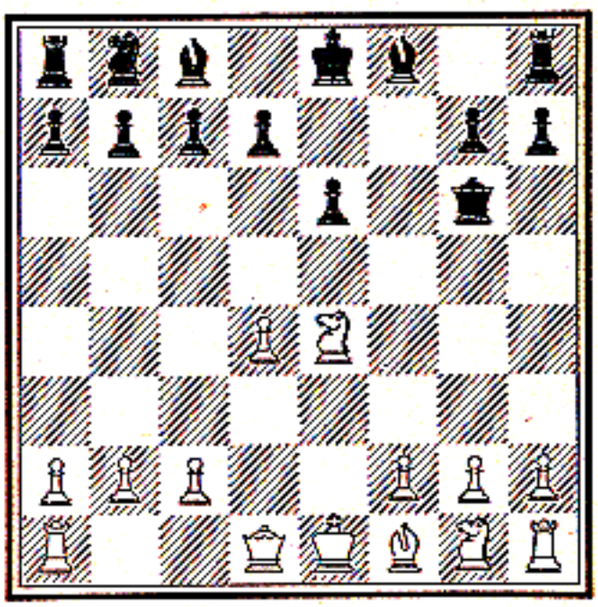
A pretty and quite sound sacrifice.

5. .... P×B
6. Q×P Kt—Q 2
7. Kt—Kt 5 Q—B 3
8. R—R 8 ch. ! K×R
9. Q—R 7 mate.

19

Tournament, Wiesbaden, 1871

Black: *Minckwitz*



White: *Professor Göring*

White to move.

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

Now Black is a Rook and a Bishop ahead, but none of his pieces are developed. Black was wrong in taking the second Rook, the right move, instead, was 5. ...., Q×P.

6. Kt—B 6 ch. K—B 2 ?

Black should, instead, play 6. ...., K—K 2 !. Then White would have

at least a perpetual check by 7. Kt—Kt 8 ch., K—K 1; 8. Kt—B 6 ch., etc.

7. Q—Kt 8 ch. ! K × Kt

We would call the student's attention to the very pretty variation, 7. ...., K—K 2; 8. Kt—Q 5 ch. !, P × Kt; 9. Q × P ch., K—K 3; 10, Q × P ch., K—K 2; 11. Q—Kt 5 ch., K—K 3; 12. B—B 5 ch., K—B 2; 13. B—Kt 6 ch. followed by 14. B—K 4 ch. ! and Black will be mated after a few more moves.

8. Q × B ch. K—Kt 4
9. P—R 4 ch. !

The shortest way to force a mate.

9. .... K—Kt 5

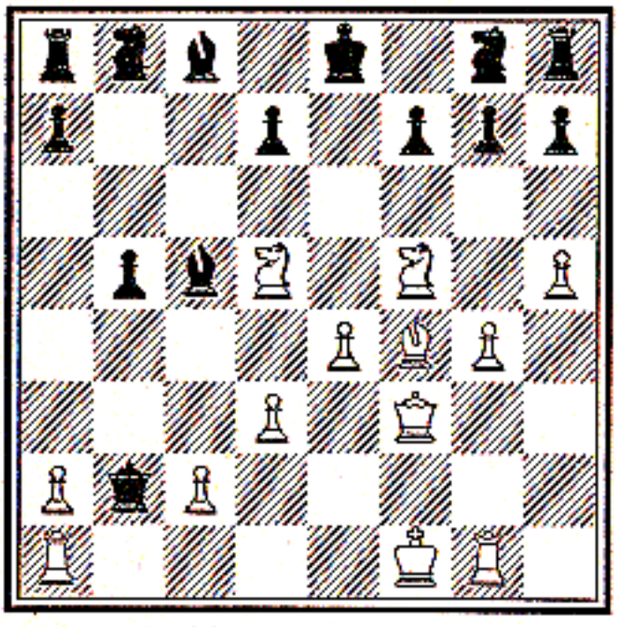
Or 9. ...., K × P; 10. Q—B 4 ch., etc.

10. B—K 2 ch. K—R 6
11. Q—B 3 ch. K—R 7
12. Q—Kt 3 ch. K—R 8
13. B—B 3 mate.

20

London, 1851

Black: *Kieseritzky*



White: *Anderssen*

White to move.

1. B—Q 6 ! ....

A very beautiful and deep manœuvre. The plan of sacrificing both Rooks with a view to dislodging the opponent's Queen was not known in chess literature before this game, and even since it has never been exemplified in master practice in such classical style.

1. .... Q × R ch.

If 1. ...., B × B, then 2. Kt × B ch., K—Q 1; 3. Kt × P ch., K—K 1; 4. Kt—Q 6 ch., K—Q 1; 5. Q—B 8 mate.

2. K—K 2 B × R

The Queen cannot take the Rook on account of 3. Kt × P ch., K—Q 1; 4. B—B 7 mate. But, instead of taking the Rook, Black should play 2. ...., Q—Kt 7 which might, perhaps, be sufficient to draw.

3. P—K 5 ! ....

In order to deprive his opponent's K Kt P of the protection of the Queen. It is noteworthy that after this move Black is lost in all variations.

3. .... Kt—Q R 3

If 3. ...., P—B 3, then 4. Kt × Kt P ch., K—B 2; 5. Kt × P, K × Kt; 6. Kt—K 8 ch. and White wins. If 3. ...., B—Kt 2, then 4. Kt × P ch., K—Q 1; 5. Q × P and White wins. After 3. ...., B—R 3 it is not at all easy to find the winning continuation. The right line of play is: 4. Kt—B 7 ch., K—Q 1; 5. Kt × B, Q—B 6 (White is threatening both 6. Q × R and 6. B—B 7 ch. The alternative for Black is: 5. ...., B—Kt 3; 6. Q × R, Q—B 6; 7. Q × Kt ch., Q—B 1; 8. Q × Q ch., K × Q; 9. B—B 8 and White wins at least a

piece); 6. B—B 7 ch., Q×B; 7. Kt×Q, K×Kt (if, instead, 7. ...., Kt—Q B 3, then 8. Kt×R, P—Kt 3; 9. K—B 1, P×Kt; 10. K×B with advantage in material sufficient to lead to a win); 8. Q×R, threatening Kt—Q 6 to which Black has no defence.

A highly interesting variation.

4. Kt×P ch.	K—Q 1
5. Q—B 6 ch. !	....

The climax of the combination.

5.	Kt×Q
6. B—K 7 mate.	

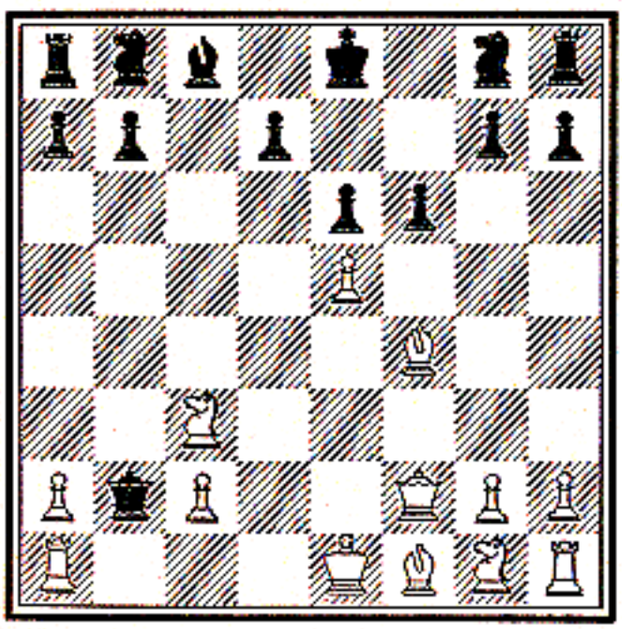
This game is known in chess literature as "The Immortal Game."

Another good illustration of the same idea is furnished by the following example.

21

International Tournament, Vienna, 1882

Black: *Winawer*



White: *Steinitz*

White to move.

The continuation was:

1. K—Q 2	Q×R
2. Kt—Kt 5	Kt—Q R 3
3. Kt—Q 6 ch.	K—B 1
4. B×Kt	P×B
5. Q—B 5	Kt—K 2
6. Kt—K 2 !	....

This second Rook sacrifice is ingenious and also sound, since White can at least draw the game.

6.	Q×R
7. P×P	P×P
8. B—R 6 ch.	....

If White is satisfied with a draw, he can continue as follows: 8. Q—K R 5, Kt—Kt 3; 9. Q—R 6 ch., K—Kt 1 !; 10. Kt—K 8, K—B 2; 11. Kt—Q 6 ch., K—Kt 1 !; 12. Kt—K 8, etc.

8.	K—Kt 1
9. Q—Q 4	....

White overestimates his chances. The right move is 9. Kt—K 4 and as, in reply to that move, Black must play 9. ...., K—B 2, the result, after 10. Kt—Q 6 ch., would be a draw.

9.	Q×R P

Now Black's Queen becomes active again.

10. B—B 4

If, instead, 10. Q×B P, then 10. ...., Q×Kt ch. followed by Kt—B 4, etc.

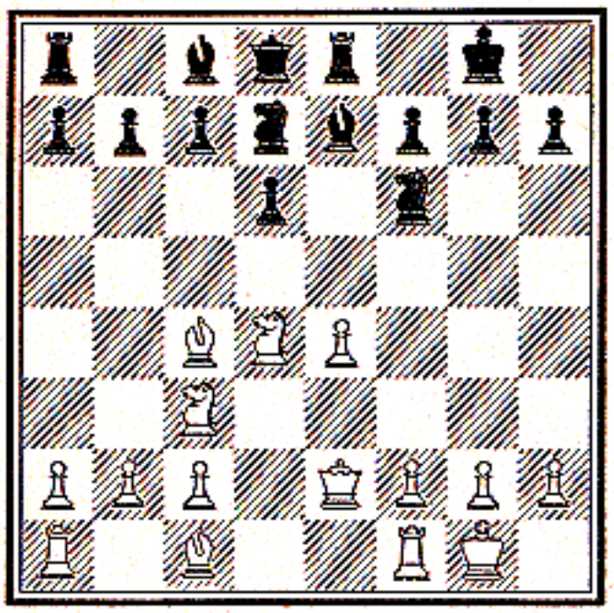
10.	Q—R 4
11. Q×B P	Kt—Q 4
12. Q—Q 8 ch.	K—Kt 2
13. Q—R 5	Kt×B

and after a few more moves Black's superiority in material led to a win.

22

Tournament, Hastings, 1929

Black: *Koltanowski*



White: *Tylor*

Black's last move, R—K 1, was a mistake leading to disaster.

1. B × P ch. !	K × B
2. Kt—K 6 !	....

The obvious point of the combination.

2.	K × Kt
3. Q—B 4 ch.	P—Q 4

If 3. ...., K—K 4 ?, then 4. P—B 4 mate.

4. P × P ch.	K—B 2

After 4. ...., Kt × P, 5. Kt × Kt Black's position would be hopeless.

5. P—Q 6 ch.	Kt—Q 4

Otherwise White plays 6. P × P and Black loses his Queen.

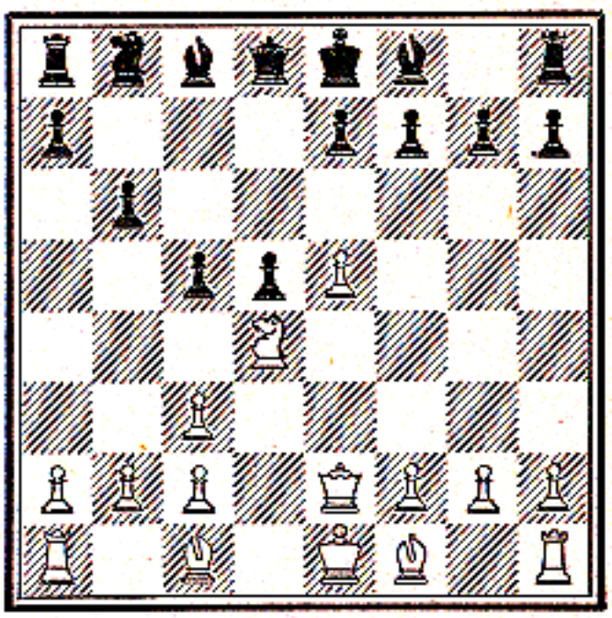
6. P × B	R × P
7. Kt × Kt	Kt—K 4
8. Q—B 4 ch.	K—Kt 1
9. Kt × R ch.	Q × Kt
10. B—Q 2	Kt—Kt 3
11. Q—Kt 3	B—K 3
12. K R—K 1	

White is the exchange and a pawn ahead. Black resigned after a few more moves.

23

International Tournament, Trentchin-Teplitz, 1928

Black: *Walter*



White: *Spielmann*

Black's last move, P—B 4, would have been a good one if the attacked Knight had been forced to retire. But, instead, a surprising move, very disagreeable for Black, followed:

1. P—K 6 !	....

A forceful move leading to an irresistible attack.

1. .... P×P

It is evident that Black cannot take the Knight because of 2. Q—Kt 5 ch., B—Q 2; 3. P×P ch. !, K×P; 4. Q—Q 5 ch., P—K 3; 5. Q×R.

2. Q—R 5 ch. K—Q 2

If 2. ...., P—Kt 3, then 3. Q—K 5, R—Kt 1; 4. B—Kt 5 ch., B—Q 2; 5. Kt×P with a winning position for White.

3. Kt—B 3 K—B 2

3. ...., Kt—B 3 is preferable.

4. Kt—K 5 ! B—Q 2
5. Kt—B 7 Q—K 1
6. Q—K 5 ch. K—Kt 2
7. B—K B 4 ! ....

Spielmann carries out the attack with his usual *élan*.

7. .... P—B 5
8. Q—B 7 ch. K—R 3
9. Kt—Q 8 ! ....

A problem move. The finish of the game is very pretty indeed.

9. .... Kt—B 3
10. Q—Kt 7 ch. K—Kt 4

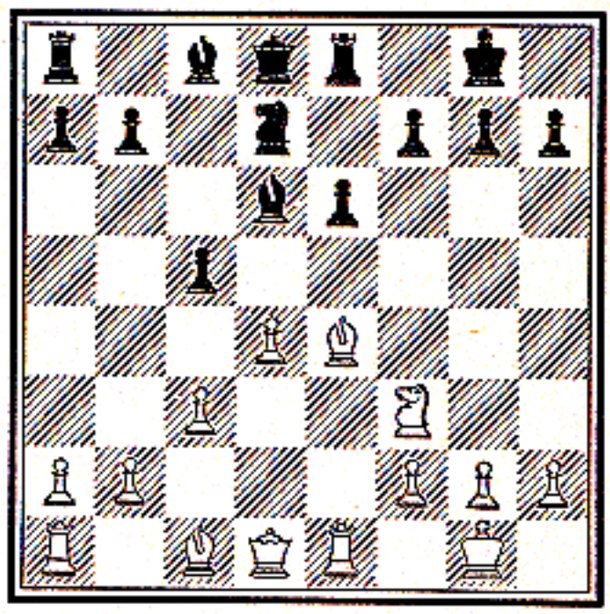
If 10. ...., K—R 4, then 11. P—Kt 4 ch. would be decisive.

11. P—R 4 ch. K—B 4
12. Q×Kt ch. B×Q
13. Kt×P mate.

24

Tournament, Nice, 1930

Black: *O'Hanlon*



White: *Colle*

Black to move.

1. .... P×P

A decisive mistake, as is demonstrated by his opponent's fine reply. Black should have played Kt—B 1 or Kt—B 3.

2. B×P ch. ....

A rather obvious sacrifice, it is true, but deep and exact calculation of its consequences is necessary.

2. .... K×B
3. Kt—Kt 5 ch. K—Kt 3

If the King retires to Kt 1, then 4. Q—R 5, Kt—B 3; 5. Q×P ch., K—R 1; 6. R—K 4 and White wins.

4. P—K R 4 ! ....

The strongest continuation of the attack.

4. . . . . R—R 1

After 4. . . . ., Kt—B 3 White would win by 5. Q—Q 3 ch., K—R 4; 6. Q—B 3 ch., K—Kt 3; 7. P—R 5 ch., etc.

5. R × P ch. !

A fine and decisive move.

5. . . . . Kt—B 3

Black cannot accept the Rook sacrifice, as after 5. . . . ., P × R there follows 6. Q—Q 3 ch., K—B 3; 7. Q—B 3 ch. and mate in a few moves. If (instead of 6. . . . ., K—B 3) 6. . . . ., K—R 3, then 7. Kt—B 7 ch., etc., or if 6. . . . ., K—R 4, then 7. Q—B 3 ch., etc.

6. P—R 5 ch. K—R 3

If 6. . . . ., R × P, then 7. Q—Q 3 ch., K—R 3; 8. Q—R 7 mate.

7. R × B . . . .

Another winning move would be 7. Kt × P ch.

7. . . . . Q—R 4
8. Kt × P ch. K—R 2
9. Kt—Kt 5 ch. K—Kt 1

If 9. . . . ., K—R 3, then 10. R × Kt ch., P × R; 11. Kt—K 6 ch., K—R 2; 12. Q—Q 3 ch., K—Kt 1; 13. Q—Kt 6 mate.

10. Q—Kt 3 ch.

Black resigned. For this game Colle was awarded a brilliancy prize.

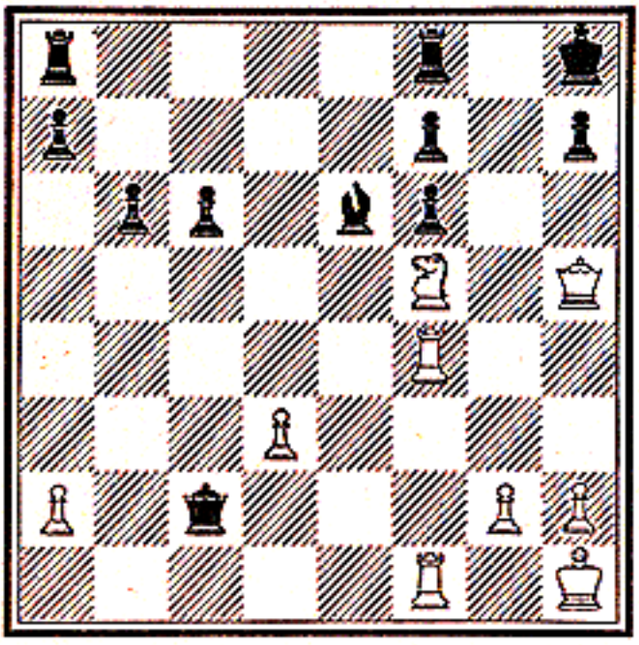
PART II

POSITIONS FROM THE MIDDLE-GAME

25

Agram, 1913

Black: "*A. N. Other*"



White: *Spielmann*

Black to move.

1. . . . R—K Kt 1?

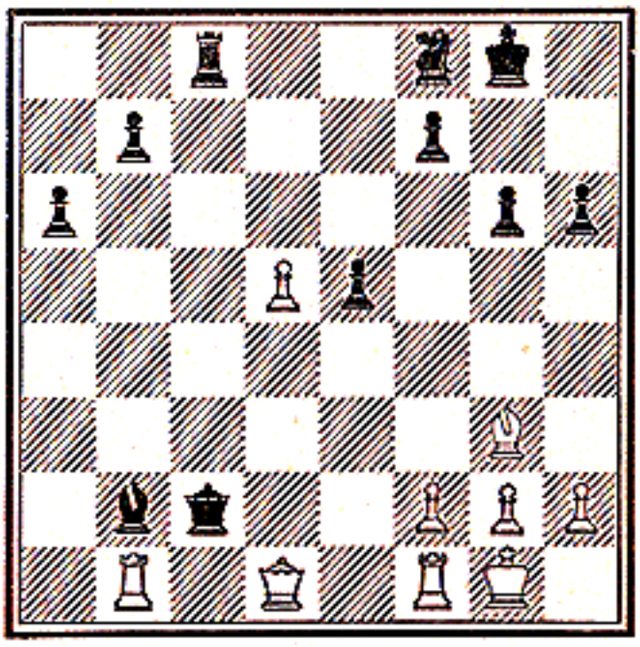
An instructive mistake. In positions like this sacrificial combinations are usually possible. Such is the case here, and White announced a mate in six moves.

2. Q×P ch. K×Q
3. R—R 4 ch. K—Kt 3
4. R—R 6 ch. K—Kt 4
5. P—R 4 ch. K—Kt 5
6. Kt—K 3 ch. K—Kt 6
7. R—B 3 mate.

26

International Tournament, Dresden, 1936

Black: *Maróczy*



White: *Engels*

White to move.

The game was continued as follows:

1. P—Q 6!

A very good move.

1. . . . Kt—Q 2

Black should instead exchange Queens. The text-move provides his ingenious opponent with an opportunity of finishing the game by a very pretty combination.

2. Q—Kt 4	Kt—Kt 3
3. R × B !	Q × R
4. Q × R ch. !	Kt × Q
5. P—Q 7	

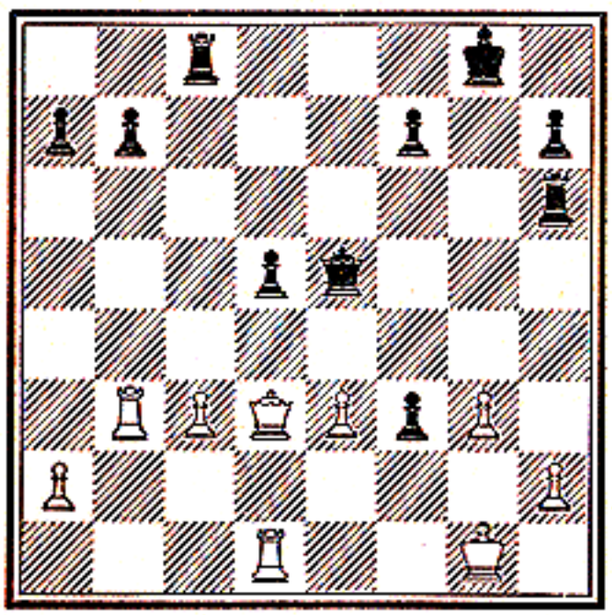
Black resigned.

White gets a new Queen and is then a Rook ahead.

27

Berlin Tournament, 1907

Black: *W. Cohn*



White: *Przepiórka*

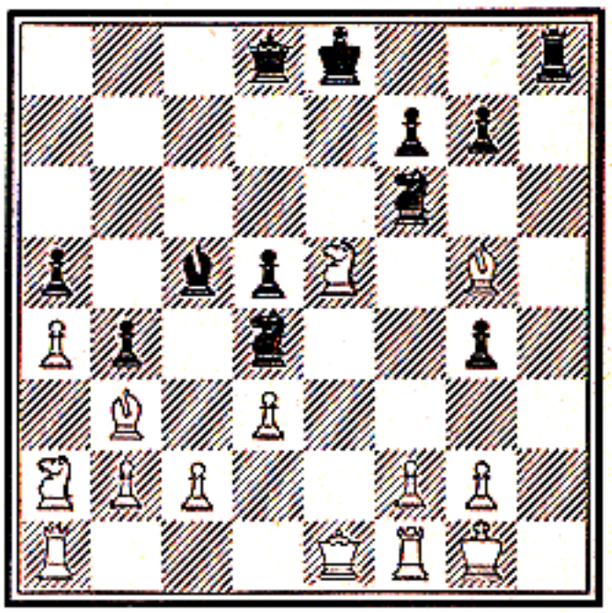
Here Black decided the game with a Rook sacrifice which might be characterized as surprising although obvious.

1.	R × R P
2. K × R	R—B 3

White resigned. Black threatens R—R 3 ch. followed by Q × Kt P ch. and there is no defence. If 3. Q—B 1, R—R 3 ch.; 4. Q—R 3, then 4. ...., R × Q ch.; 5. K × R, Q—R 4 mate.

28

Black: *Kolisch*



White: "*A. N. Other*"

Black, to move, mated his opponent in a surprising way by a combination starting with a most beautiful Queen sacrifice.

1.	Kt—K 5 !
2. B × Q	Kt—Kt 6 !

Threatening R—R 8 mate.

3. Kt—Kt 6 ch.

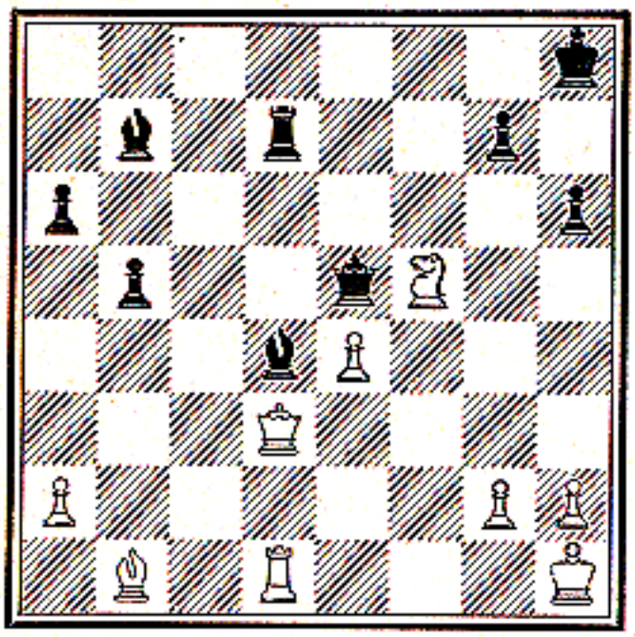
If 3. P × Kt, then 3. ...., Kt—K 7 mate.

3.	Kt (Q5)—K 7 ch.
4. Q × Kt ch.	Kt × Q mate.

29

International Tournament, Monte Carlo, 1902

Black: *Marco*



White: *von Popiel*

Black to play.

Black's Bishop at Q 5 is attacked and, if it is moved, his Rook is *en prise*. Marco, not seeing how to get out of this trouble, resigned the game. He was greatly surprised when it was afterwards shown to him that he could have won the game by playing:

1. . . . . B—Kt 8 !

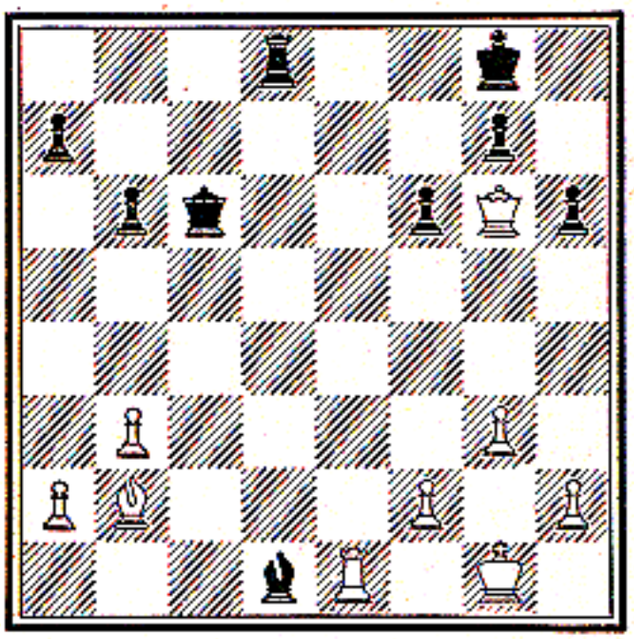
Threatening both Q × P mate and R × Q.

Very obvious indeed, when it is pointed out.

30

Berlin, 1936

Black: *Rellstab*



White: "*A. N. Other*"

The forces are equal and so, with best play on both sides, a draw may be expected. The finish of the game was, however, very dramatic. White played:

1. R—K 7, feeling confident that his opponent had no way of preventing Q × P mate. In reality, however, White had been caught in a diabolic trap. Black's reply was the surprising move

1. . . . . Q—R 8 ch. !

leading to a pretty mate as follows:

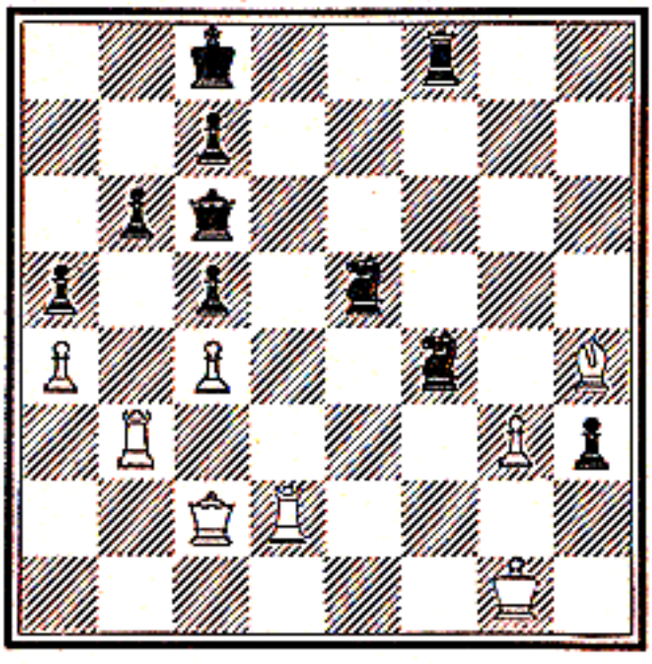
2. K × Q B—B 6 ch.
3. K—Kt 1 R—Q 8 ch.

and mate next move.

31

International Tournament, San Remo, 1930

Black: *Monticelli*



White: *Bogoljubow*

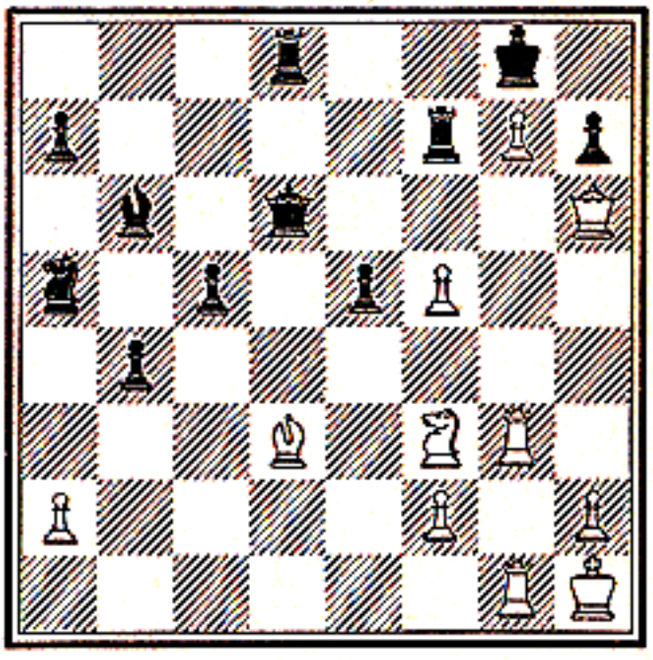
This position, with Black to move, occurred after a very interesting fight. Monticelli's attack culminated in a charming and surprising combination as follows:

1.	Kt—K 7 ch. !
2. R × Kt	R—B 8 ch. !
3. K × R	Q—R 8 ch.
4. K—B 2	Kt—Kt 5 mate.

32

Tournament, Barmen, 1869

Black: *Zukertort*



White: *Anderssen*

White to play.

1. Q × P ch. !	K × Q
2. P—B 6 ch.	K—Kt 1

If K—R 3, then R—R 3 mate.

3. B—R 7 ch. !

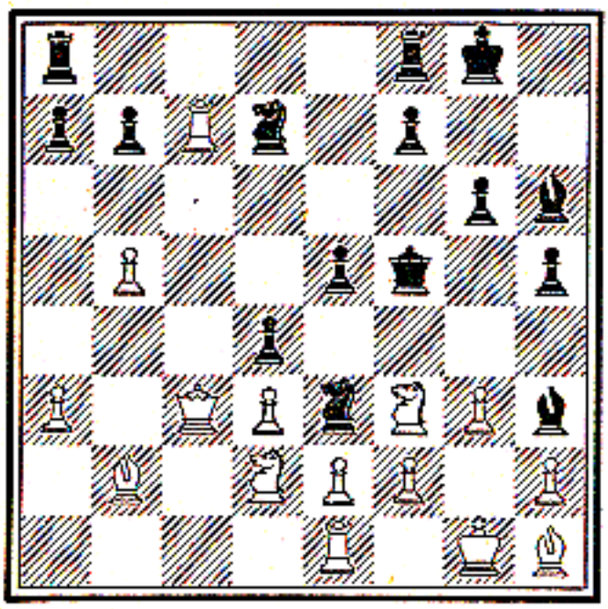
A second sacrifice on the same square: a very fine mating combination indeed.

3.	K × B
4. R—R 3 ch.	K—Kt 1
5. R—R 8 mate.	

33

Belgian Championship Tournament, 1937

Black: *Devos*



White: *O'Kelly*

Here White played:

1. Kt×Q P in expectation of the continuation 1. ...., P×Kt; 2. Q×P, P—B 3 or K—R 2; 3. P×Kt. But O'Kelly surprised his opponent by announcing a mate in seven moves, which he accomplished as follows:

1.	Q×P ch. !
2. K×Q	Kt—Kt 5 ch.
3. K—B 3	

If 3. K—Kt 1, then 3. ...., B—K 6 mate.

3.	P—K 5 ch. !
4. K×P	....

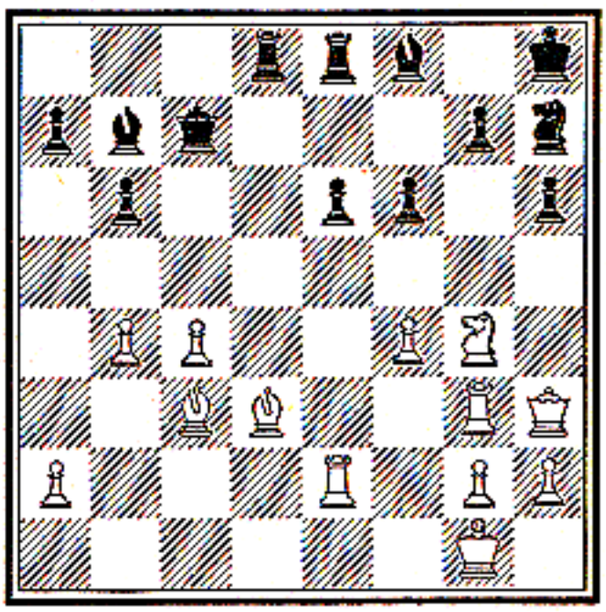
If, instead, 4. P×P or 4. Kt×P, then 4. ...., Kt (Q2)—K 4 mate.

4.	Kt (Q 2)—B 3 ch. !
5. K—B 3	Kt—K 4 ch.
6. K—B 2	Kt (B 3)—Kt 5 ch.
7. K—Kt 1	B—K 6 mate.

34

International Team Tournament, Munich, 1936

Black: *Snaevarr* (Iceland)



White: *Szábo* (Hungary)

The finish of this game was both drastic and elegant.

1. B×Kt	R—Q 8 ch.
2. R—K 1	R×R ch.
3. B×R	K×B
4. Q×P ch. !	

A pretty sacrifice, even if rather obvious.

4.	K—Kt 1

If 4. ...., P×Q, then 5. Kt×P ch., K—R 1; 6. R—Kt 8 mate.

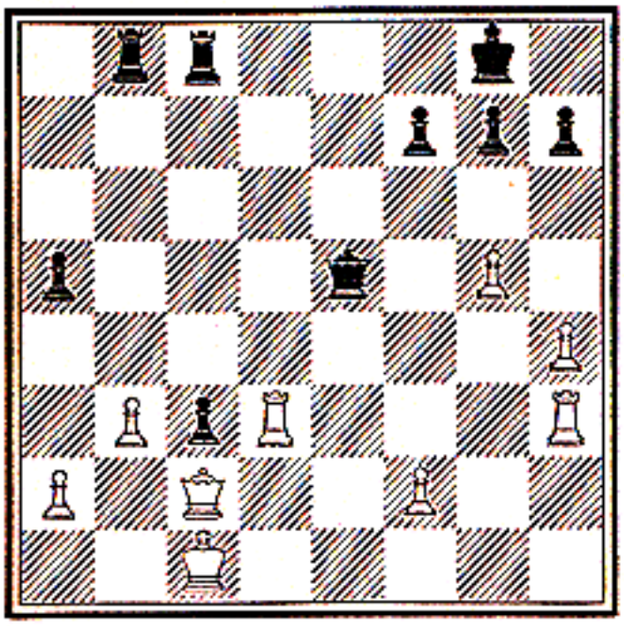
5. Kt×P ch.	K—B 2
6. Q—Kt 6 ch.	

Black resigned, since after 6. ...., K—K 2 there would follow 7. Q×R ch. and 8. Q×B ch., etc.

35

International Team Tournament, Munich, 1936

Black: *Tosheff* (Bulgaria)



White: *Laurentius* (Estonia)

Black to move.

Black now scored a well-deserved win as follows:

1.	....	P—R 5 !
2.	R×P	Q—K 8 ch.
3.	K—Kt 2	P—R 6 ch. !

The object of Black's P—R 5. Now White's King is driven out of his safe position.

4.	K×P	R—R 1 ch.
5.	K—Kt 4	....

If 5. K—Kt 2, then 5. ...., R×P ch. !; 6. K×R, R—R 1 ch.; 7. K—Kt 2, Q—R 8 mate.

5.	....	Q—K 2 ch.
6.	R—B 5	....

Or 6. K—Kt 5?, Q—Kt 2 mate.

6.	....	R (R 1)—Kt 1 ch.
7.	K—R 4	R×R

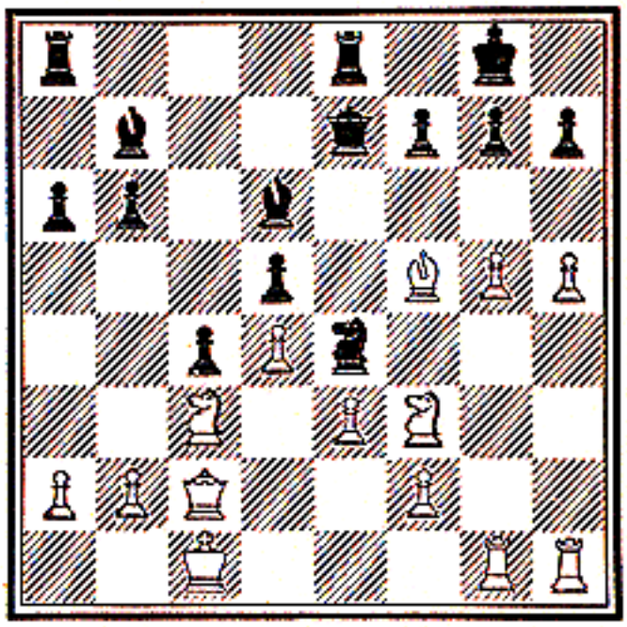
White resigns.

36

Match, Vienna, 1908

Opportunities of sacrificing a Bishop at R 7, as already illustrated in examples No. 15 and No. 17, are much more frequent in the middle-game than in the opening.

Black: *Teichmann*



White: *Rubinstein*

White to move.

1.	B×P ch. !	K×B
2.	P—Kt 6 ch.	K—Kt 1

If, instead, 2. ...., P×P, then 3. Kt×Kt, P×Kt; 4. Kt—Kt 5 ch., K—Kt 1; 5. Q×P ch. and White wins.

3.	Kt×Kt	P×Kt
4.	P—R 6 !	....

An excellent move.

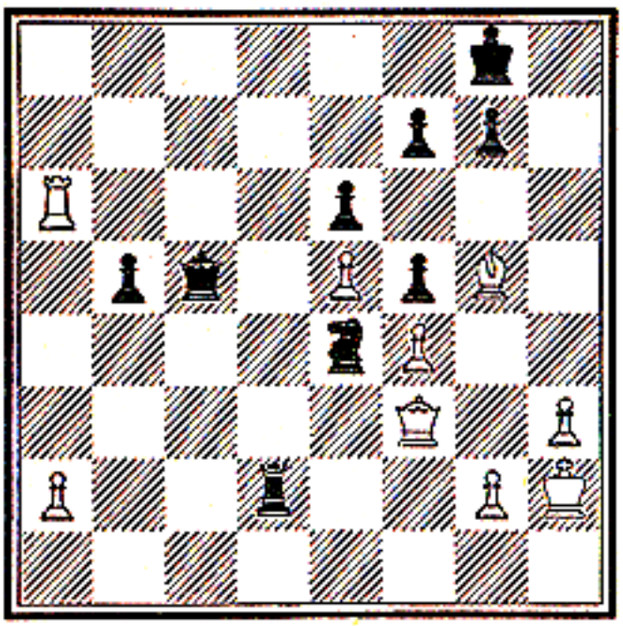
4.	....	P—B 3
5.	P×P	P×Kt
6.	R—R 8 ch.	K×P
7.	R—R 7 ch.	K—Kt 1
8.	Q—B 5	P—B 6
9.	R×Q	

Black resigns.

37

Tournament, Spa, 1930

Black: *Davidson*



White: *Sir George Thomas*

Black to play.

Black's position is undoubtedly somewhat superior and he has only to prevent White's threat of R—R 8 ch. followed by Q—R 5 mate. The best way of doing so is Q—Q B 1, but Davidson made the mistake of playing

1. . . . . P—Kt 3

whereupon his opponent forced a draw in a very clever way as follows:

2. R—R 8 ch. K—R 2
3. Q×Kt ! P×Q
4. B—B 6 ! P—Kt 4

Black has no other move to prevent White's threat of R—R 8 mate.

5. P—B 5 ! . . . .

Again threatening mate at R 8. After 5. . . . ., P×P White would give perpetual check at R 8 and Kt 8.

5. . . . . R×P ch.

Even by this Rook sacrifice Black cannot get more than a draw.

6. K×R Q—Q B 7 ch.
7. K—Kt 3 Q—B 6 ch.
8. K—R 2 Q—Q 7 ch.

Now it is Black who has to be satisfied to give perpetual check.

9. K—R 1

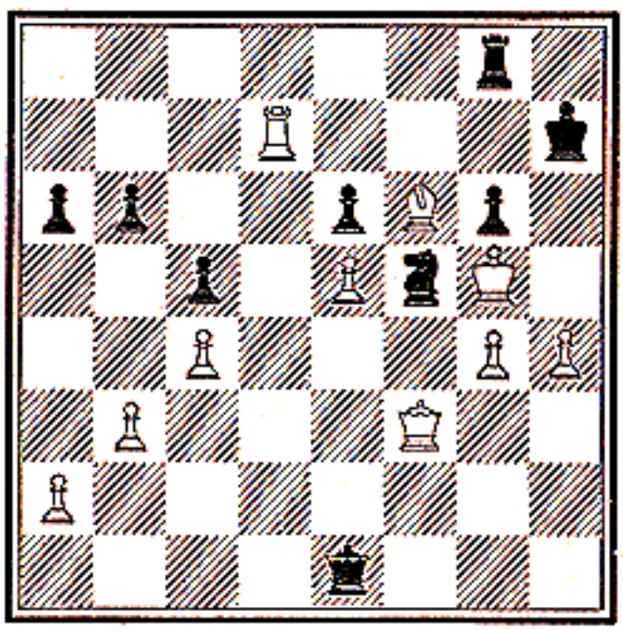
Drawn.

The next five examples provide other typical illustrations of an ingenious combination bringing about a perpetual check and so saving a desperate position.

38

Match, Berlin, 1916

Black: *Mieses*



White: *Dr. Tarrasch*

Black to move.

1. .... R—Kt 2 !

Setting a cunning trap into which his opponent falls.

2. R × R ch. ....

White has obviously a winning position and he could capture the Rook with the Bishop without being afraid of Q × P ch. Black would not have a draw by perpetual check, but would win a pawn for the exchange. But when certain of a win, even the most experienced player is liable to carelessness.

2. .... Kt × R
3. B × Kt ? ....

Even now White could win by 3. P—R 5.

3. .... Q—Q 7 ch.
4. Q—B 4 ....

After 4. K—B 6 Black would draw by checking on Q 1 and K 1, since White's King could not go to Q 5 or to Q B 6 because of Black's reply Q—R 8 ch. followed by Q × Q.

4. .... Q—Q 1 ch.
5. B—B 6 Q—K B 1 !

The key of the combination. Black now threatens to win the Queen by Q—R 3 ch.

6. B—Kt 7 ....

White has nothing else.

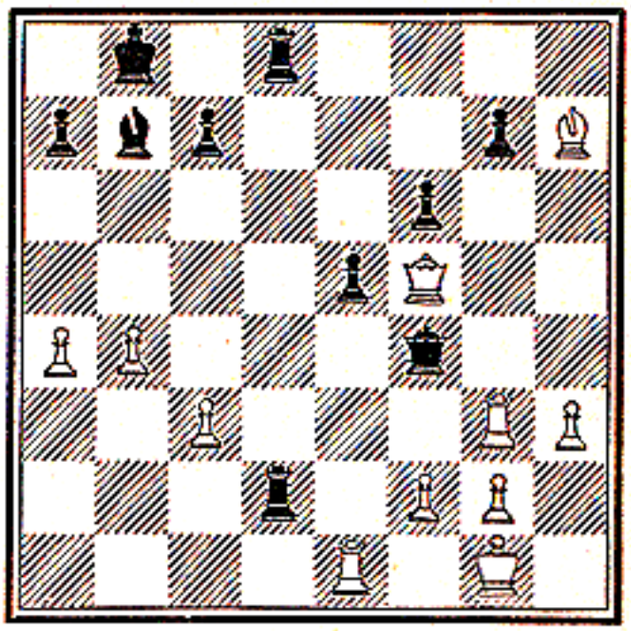
6. .... Q—Q 1 ch.
7. Q—B 6 Q—Q 7 ch.

Drawn either by repetition of moves or by perpetual check.

39

International Tournament, San Sebastian, 1911

Black: *Marshall*



White: *Maróczy*

Black to play.

Black is a pawn behind. If 1. ...., R × P, then 2. Q × Q, P × Q; 3. R × P, etc.

1. .... Q × R !

With this pretty Queen sacrifice Black brings about a draw by perpetual check.

2. P × Q R × P ch.
3. K—B 1 R (Q 1)—Q 7
4. R—K4 ....

Black was threatening mate in two moves by R—K R 7, etc.

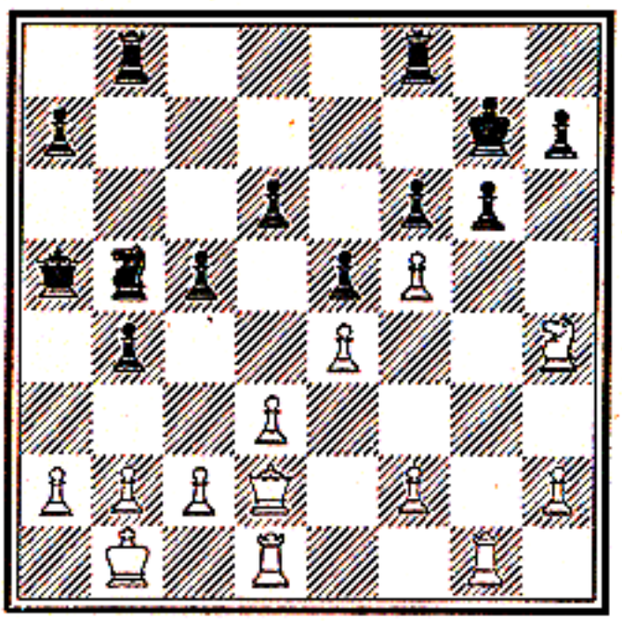
4. .... B × R
5. Q × B R (Q 7)—B 7 ch.
6. K—K 1 R—Q R 7
7. K—B 1 R (R 7)—B 7 ch.
8. K—K 1 R—Q R 7
9. K—B 1 R (Kt 7)—B 7 ch.
10. K—Kt 1 R (B 7)—K 7
11. Q—Kt 1 R—Kt 7 ch.
12. K—R 1 R—R 7 ch.
13. K—Kt 1 R (Q R 7)—Kt 7 ch.

Drawn.

40

Match, Berlin, 1894

Black: *Mieses*



White: *Walbrodt*

White to play.

White is apparently in a hopeless position, as Black threatens Kt—B 6 ch., etc. If 1. K—R 1, then 1. ...., Kt—B 6; 2. P—Q R 3 (after 2. P×Kt Black would win by 2. ...., Q Kt P×P; 3. Q—B 1, R—Kt 7, etc.), P×R P; 3. P×Kt, P—R 7 and White has no sufficient defence. Walbrodt, however, discovered a very curious and clever way of drawing by perpetual check.

1. P×P ! Kt—B 6 ch.
2. Q×Kt ! P×Q
3. Kt—B 5 ch. K—Kt 1

If 3. ...., K—R 1, then 4. P—Kt 7 ch., K—Kt 1; 5. Kt—R 6 mate.

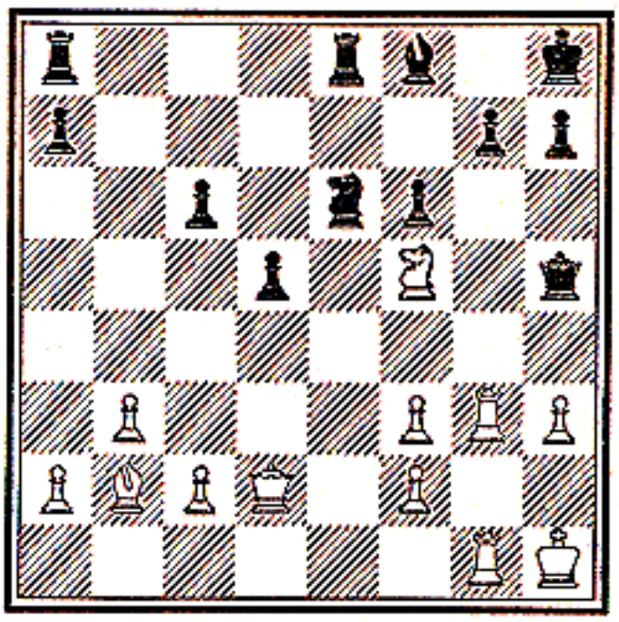
4. Kt—K 7 ch. K—Kt 2
5. Kt—B 5 ch.

Drawn.

41

International Tournament, London, 1899

Black: *Dr. Emanuel Lasker*



White: *Pillsbury*

White to play.

1. Q—R 6 ....

An ingenious continuation of the attack. If 1. ...., P×Q, then 2. R—Kt 8 mate.

1. .... Q×Kt
2. B×P ....

Now the idea of his previous move becomes evident. If Q×B, then 3. Q×Q, P×Q; 4. R—Kt 8 mate.

2. .... R—K 2

Black has no other defence.

3. B×R B×B
4. R×P Q×B P ch.

If 4. ...., B—R 5 or 4. ...., B—B 4, then 5. R (Kt 1)—Kt 6, compelling Black to draw by perpetual check: 5. ...., Q×B P ch.; 6. R—Kt 2, Q—Q 8 ch.; 7. R—Kt 1, Q—B 6 ch.; 8. R (Kt 1)—Kt 2, etc.

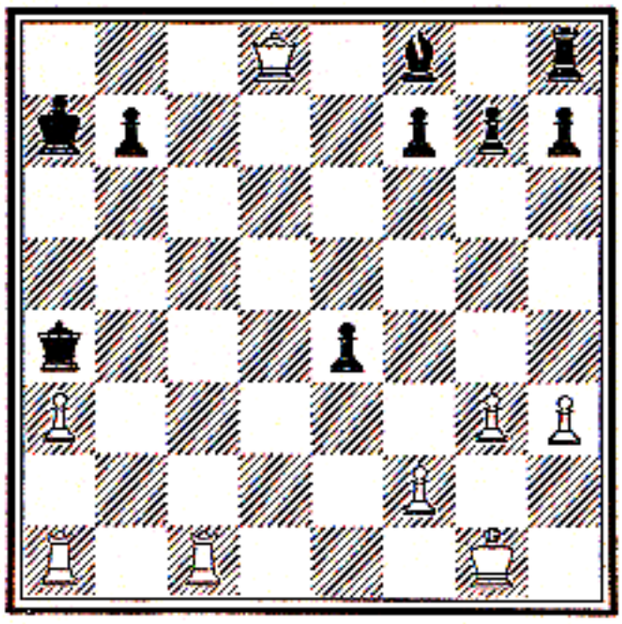
5. R (Kt 1)—Kt 2 Q—Q 8 ch.

Drawn by perpetual check.

42

Match, London, 1905

Black: *Mieses*



White: *Leonhardt*

Black to move.

Black has undoubtedly a lost position because of his opponent's great superiority in material. Therefore he tried a very interesting "va banque" manœuvre.

1.	B—B 4 !
2. Q×R	....

White could have abstained from capturing the Rook but he saw no reason why he should do so.

2.	B×P ch. !
3. K×B?	....

White did not take into consideration his opponent's clever reply. By playing 3. K—Kt 2 he would have escaped the perpetual check, *e.g.* 3. K—Kt 2, P—K 6; 4. K—B 3 !, P—B 4; 5. Q×Kt P, etc. If (instead of 3. ...., P—K 6) 3. ...., Q—Kt 6, then 4. Q×Kt P, Q—B 6 ch.; 5. K—R 2, etc.

3.	Q—Kt 6 !

Curiously enough, after this quiet move White, in spite of his great superiority in material, has no way of preventing perpetual check.

4. Q—Q 8

White has no better move.

4.	Q—B 6 ch.
5. K—K 1	Q—K 6 ch.
6. K—Q 1	Q—Kt 8 ch.
7. K—Q 2	Q—B 7 ch.
8. K—B 3	Q—B 4 ch.

Drawn.

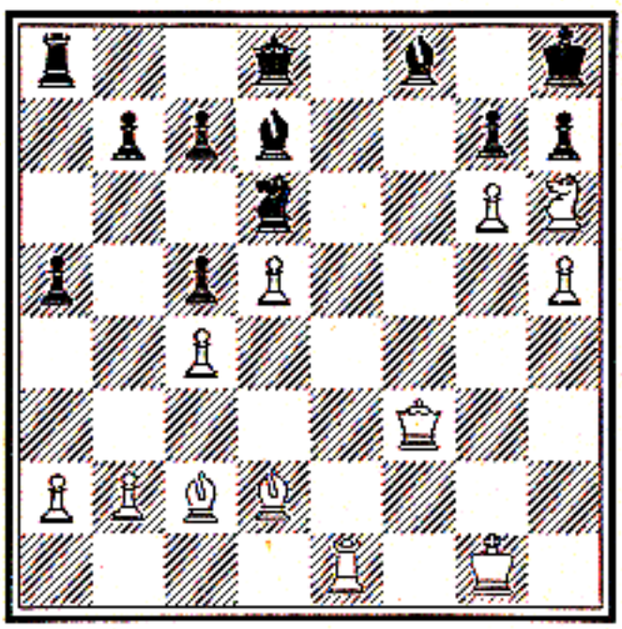
The white Rooks are so unfavourably posted that they block their King's flight squares.

A remarkable instance of a very narrow escape by perpetual check.

43

Tournament, Berlin, 1928

Black: *Ahues*



White: *K. Richter*

White to move.

1. Q—B 7 !	....

The key-move of a brilliant finish.

1. . . . . Kt×Q
2. Kt×Kt ch. K—Kt 1
3. P×P ch. ! K×Kt
4. R—B 1 ch. B—B 4

To 4. . . . ., K—K 1 White would reply 5. B—Kt 6 ch., K—K 2; 6. R—B 7 ch., etc.

5. R×B ch. K—K 1

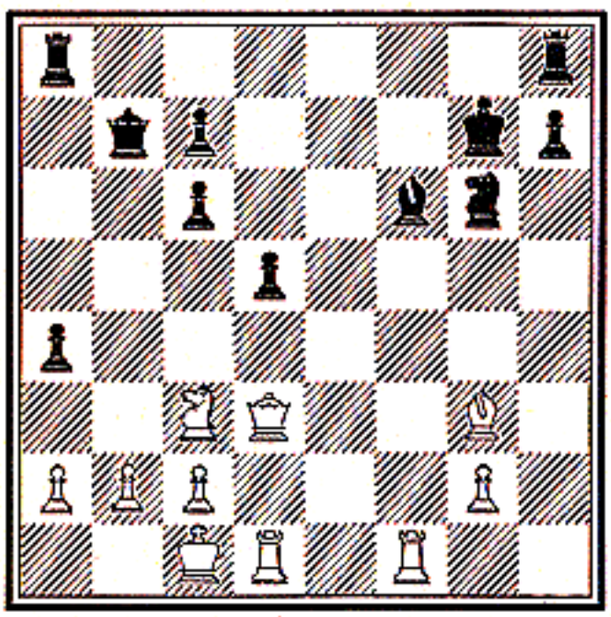
If 5. . . . ., K—K 2, then 6. B—Kt 5 ch., etc.

6. R—K 5 ch. K—B 2
7. B—Kt 6 ch. K—B 3
8. R—K 6 mate.

44

Tournament, Berlin, 1933

Black: *Sämisch*



White: *K. Richter*

White to move.

1. R×B ! . . . .

An interesting and deeply calculated sacrifice of the exchange by which White forces a win.

1. . . . . K×R
2. R—B 1 ch. K—Kt 2

If 2. . . . ., K—K 2, then 3. Q—K 3 ch., K—Q 1; 4. R—B 7 and White wins, since after 4. . . . ., R—K 1 there would follow 5. B×P ch., Q×B; 6. Q×R ch., K×Q; 7. R×Q, etc.

3. Q—Q 4 ch. K—Kt 1
4. Kt—K 4 ! . . . .

The decisive move.

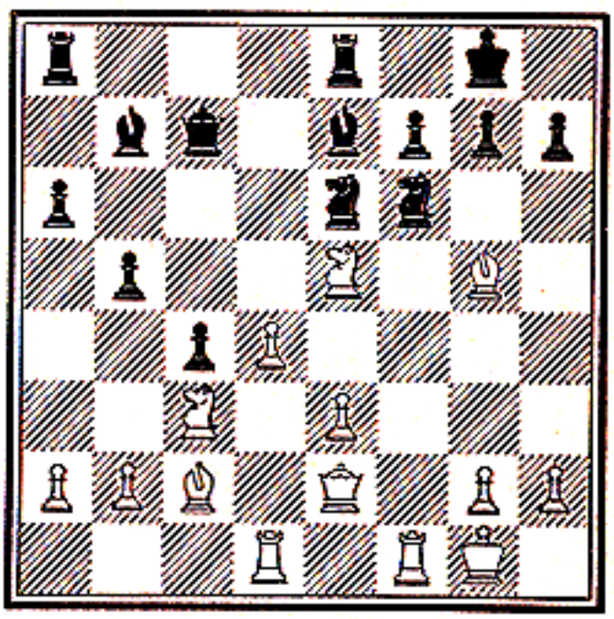
4. . . . . P×Kt
5. Q—B 4 ch. K—Kt 2
6. Q—B 7 ch. K—R 3
7. B—B 4 ch. Kt×B
8. Q×Kt ch. K—Kt 3
9. Q—B 5 ch. K—Kt 2
10. Q—B 6 ch.

and mate next move.

45

International Tournament, Breslau, 1912

Black: *E. Cohn*



White: *Burn*

White to move.

1. Kt×K B P . . . .

This sacrifice illustrates the weakness of Black's K B 2. (Compare with No. 11.)

1.	K×Kt
2. Q—R 5 ch.	K—Kt 1
3. B×Kt	B×B
4. Q×P ch.	K—B 1
5. P—Q 5 !	

The point of the sacrifice of the Knight. White now regains the piece, since the Knight at K 3 cannot move on account of R×B ch., etc.

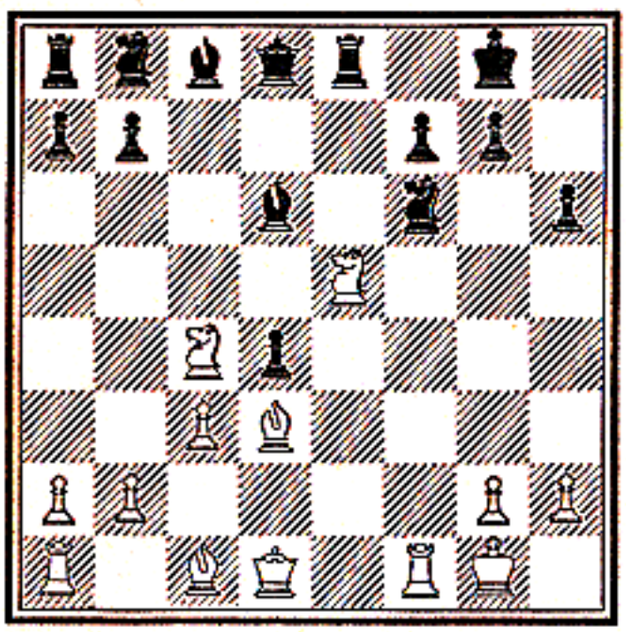
5.	Q—K 4
6. P×Kt	Q×K P ch.
7. K—R 1	Q×P
8. B—Kt 6	

Black resigns. His position is hopeless.

46

International Tournament, St Petersburg, 1909

Black: *Schlechter*



White: *Dr. Tartakower*

White to move.

1. Kt×P !	K×Kt
2. Q—R 5 ch.	K—Kt 1
3. R×Kt !	R—K 8 ch.

If 3. ...., P×R, then 4. Kt×B, etc.

4. R—B 1	R×R ch.
5. B×R	B—B 1
6. B×P !	....

A very powerful move. If Black takes the Bishop, White continues the attack with Q—Kt 6 ch. followed by Kt—K 5 and gets a winning position.

6.	Q—B 3
7. B—Kt 5	Q—B 4
8. Kt—Q 6 !	....

All played in irreproachable style.

8.	B×Kt
9. B—B 4 ch.	B—K 3
10. R—K B 1	Q×R ch.

Black can do no better since White threatens Q—K 8 ch.

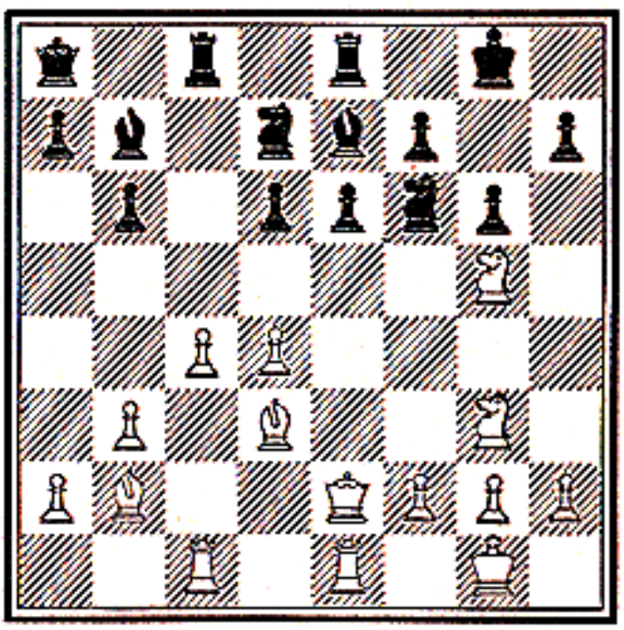
11. B×Q	Kt—Q 2
12. B—Q 3	Kt—B 1
13. P×P	

and White won after a few more moves.

47

International Tournament, Berlin, 1926

Black: *Grünfeld*



White: *Colle*

White to move.

1. Kt×B P ! ....

The beginning of a wonderful sacrificial combination.

1.	K×Kt
2. Q×P ch.	K—Kt 2

K—B 1 is a little better. White would continue the attack with R—B 3, threatening B—Q B 1.

3. P—Q 5	Kt—B 4
4. Kt—B 5 ch. !	....

This second sacrifice is the point of the combination.

4.	K—B 1

4. ...., P×Kt; 5. Q×B P leads to a clear win for White, since both Q×P ch. and R×B ch., etc. are threatened.

5. Q—K 3 !	P×Kt

5. ...., Kt—Kt 5 would be useless because of 6. Q—B 3, etc.

6. Q—R 6 ch.	K—B 2
7. B×P	....

Now the threat is R×B ch. followed by Q×Kt ch., etc.

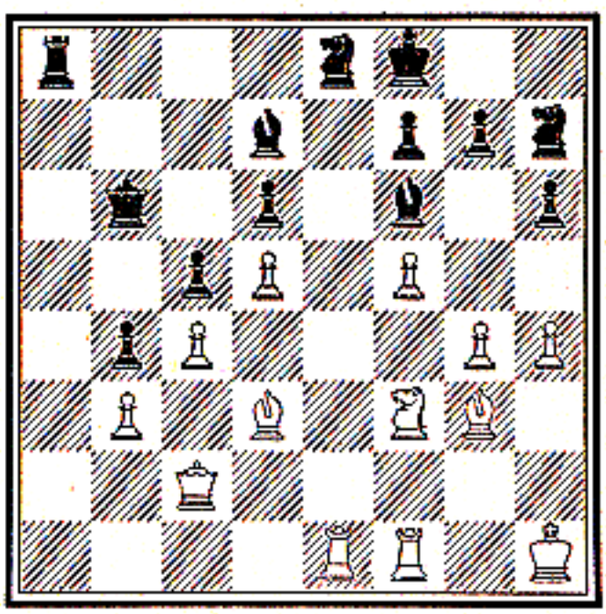
7.	B×P
8. R×B ch.	R×R
9. Q×Kt ch.	K—K 1
10. Q—R 8 ch.	K—B 2
11. B×R	

Black gave up the hopeless struggle.

48

International Tournament, Vienna, 1898

Black: *Marco*



White: *Dr. Tarrasch*

White to move.

1. P—Kt 5 ! ....

A typical example of an energetic storming assault with pawns on a castled position.

1.	P×P
2. P×P	Kt×P

If, instead, 2. ...., B×Kt P, then 3. P—B 6 ! and White wins.

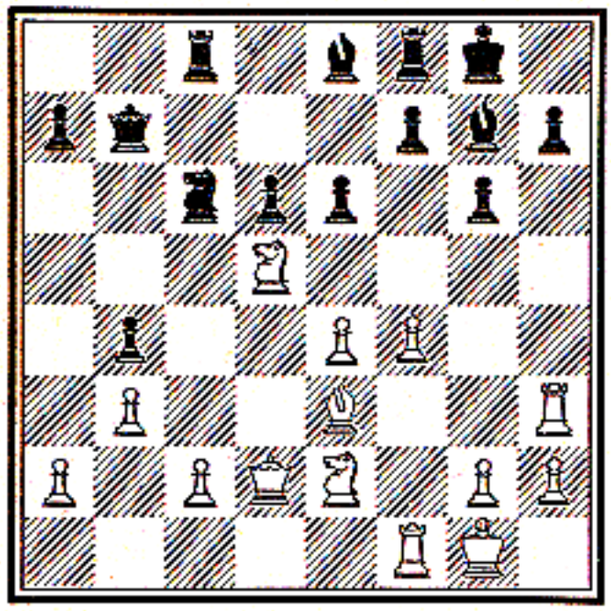
3. Q—K R 2	K—Kt 1
4. Kt×Kt	B×Kt
5. P—B 6 !	P—Kt 3
6. B×Kt P	

Black resigns.

49

International Tournament, Frankfort, 1887

Black: *Gunsberg*



White: *Dr. von Gottschall*

White to move.

1. P—B 5 ! ....

The initial move of a mating attack splendidly carried out by White.

1. .... P×Kt
2. P—B 6 B—R 1

If 2. ...., B×P, then 3. R×B, P×P; 4. B—Q 4 threatening Q—R 6.

3. B—Q 4 B—Q 2

Otherwise White would play Q—R 6.

4. R—R 4 P—K R 4

Black has no better move.

5. R×P !

Decisive, since Black cannot take the Rook on account of 6. Q—Kt 5 ch., K—R 2; 7. Q×P ch., K—Kt 1; 8. R—B 3 !, etc.

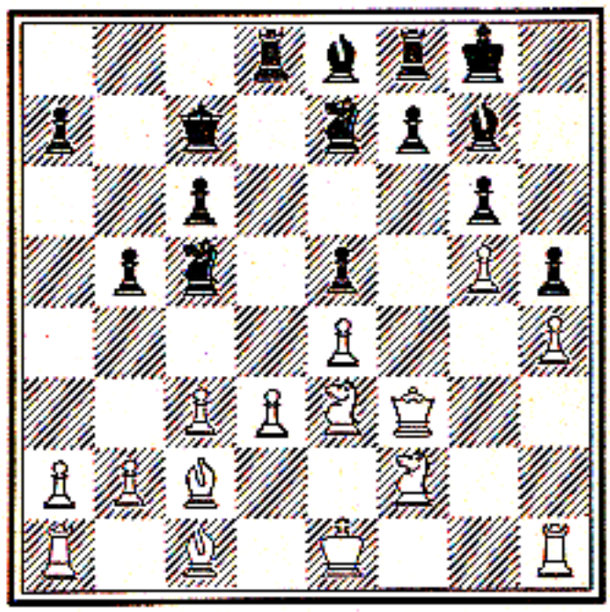
5. .... B—Kt 5
6. R×B ch. K×R
7. Q—R 6 ch.

and mate next move.

50

World Championship Match, New York, 1894

Black: *Dr. Emanuel Lasker*



White: *Steinitz*

White to move.

1. Kt—B 5 ! ....

A sacrifice of a piece to be followed by a storming attack by White's pawns on the castled position.

1. .... P×Kt

Black would do better to decline the offered piece and play Kt—B 1.

2. P×P P—B 3

After 2. ...., Kt—Q 4; 3. Q×P, P—B 3; 4. P—Kt 6, B—R 1; 5. Q—Kt 4, White threatens to advance the K R P with fatal consequences for Black.

3. P—Kt 6 Kt×Kt P

Relatively the best move.

4. P×Kt B×P
5. R—K Kt 1 P—K 5

5. ...., K—R 2 would afford a little longer resistance.

6.	P×P	K—R 2
7.	R×B !	....

This sacrifice of the exchange is decisive.

7.	....	K×R
8.	Q—B 5 ch.	K—B 2
9.	Q×R P ch.	K—Kt 1
10.	Q×Kt	Q—K 4

White threatened B—Kt 3 ch., etc.

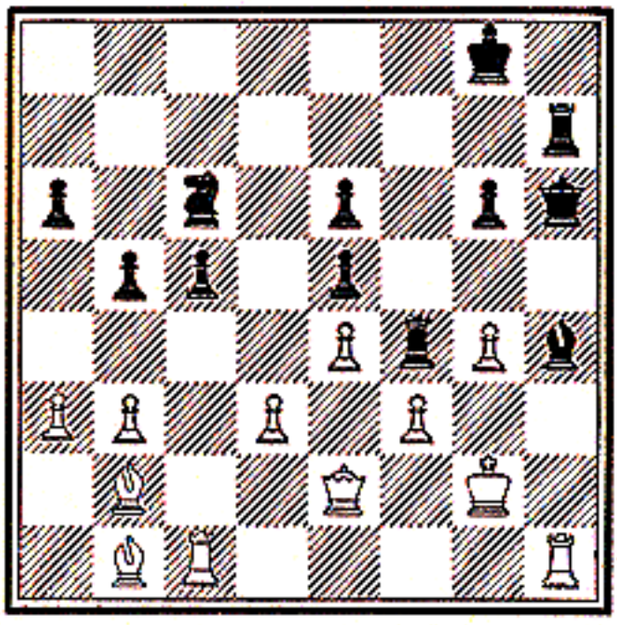
11.	B—K 3 !	P—R 3
12.	P—R 4	K R—K 1
13.	P×P	R P×P
14.	Q×Q	R×Q
15.	R—R 6	R—Q B 1
16.	Kt—Kt 4	R—K 2
17.	B—B 5	R (K 2)—K 1
18.	Kt—K 3	B—B 1
19.	B—Q 4	K—B 2
20.	P—R 5	B—K 2
21.	B—Kt 3 ch.	K—B 1
22.	Kt—B 5	

Black resigned.

51

Match, Havana, 1890

Black: *Tchigorin*



White: *Gunsberg*

Black to move.

1.	....	R×B P !

A deeply calculated sacrifice and just at the right moment, for White would get the superior game if he were allowed to double Rooks on the K R file (R—R 3, etc.).

2.	Q×R	....

After 2. K×R Black wins by 2. ...., Q—B 5 ch.; 3. K—Kt 2, Q—Kt 6 ch.; 4. K—B 1, R—B 2 ch., etc.

2.	....	Q—Q 7 ch.
3.	K—Kt 1	....

The King cannot go to B 1 because of 3. ...., R—K B 2.

3.	....	B—B 7 ch.!

Now the Russian master is in his element.

4.	K—B 1	Kt—Q 5 !

Again a very powerful move.

5.	B×Kt	Q×R ch.
6.	K—K 2	R×R

This would also have been the reply to K×B.

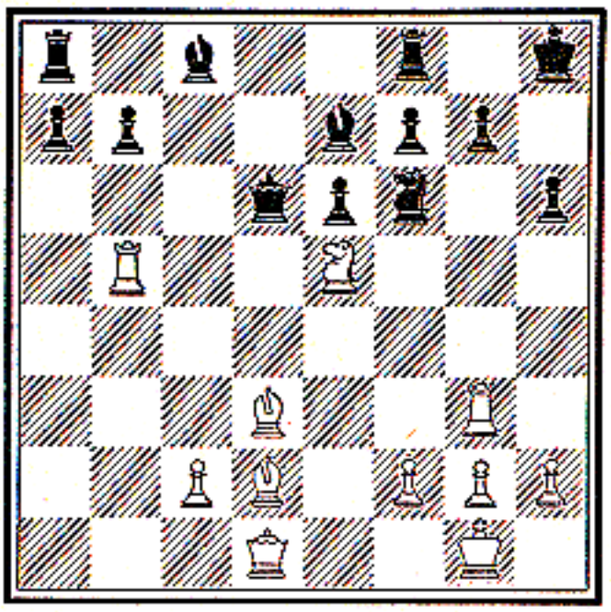
7.	B×B	Q×B
8.	P—Kt 5	Q—B 8 ch.

White resigned. If 9. K—K 3, then 9. .... R—R 6; 10. B—Kt 3, Q—Kt 8 ch., etc. If 9. K—Q 2, then Black wins by 9. ...., R—R 7; 10. K—K 3, R—R 6, etc.

52

International Team Tournament, Munich, 1936

Black: *Alexandrescu* (Roumania)



White: *K. Richter* (Germany)

White to play.

As the position shows, White has concentrated all his forces for a storming assault which is prepared by a charming combination.

1. R × K Kt P !	K × R
2. B × P ch. !	K—Kt 1

The King cannot take the Bishop on account of 3. Q—Q 2 ch., K—Kt 2; 4. Q—Kt 5 ch., K—R 1; 5. Q—R 6 ch., K—Kt 1; 6. Kt—Kt 6 !, P × Kt; 7. Q × P ch., K—R 1; 8. R—R 5 ch. and mate next move. If (instead of 2. ...., K—Kt 1) 2. ...., K—R 1, then White would win by 3. B × R, threatening Kt × P ch.

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

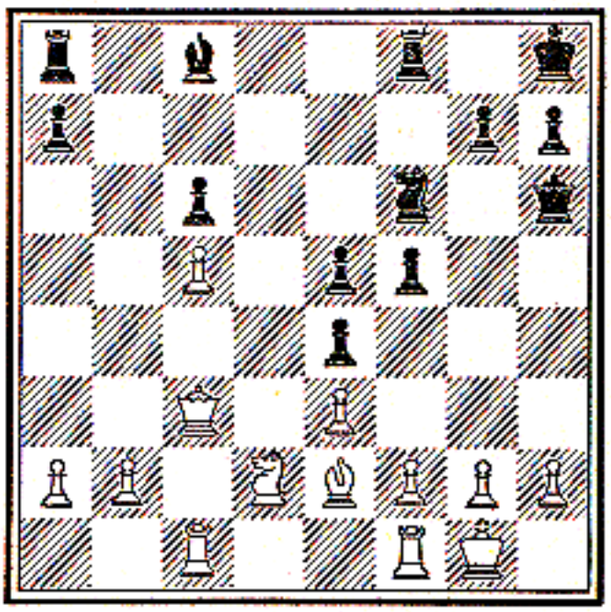
followed by 10. Q—R 6 ch. and 11. Q—R 7 mate.

A most beautiful game.

53

International Tournament, Margate, 1936

Black: *Sir George Thomas*



White: *Tylor*

Black to move.

The forces are equal, but Black's position is preferable on account of his strong centre. In the further course of the game Black utilised the superiority of his position in a very energetic and cleverly schemed way. The rapidity with which he forced a win is really remarkable.

1.	P—B 5 !
2. P—B 3	....

In reply to 2. Q × P Black would get the advantage by 2. ...., P × P; 3. Kt—B 4 (if, instead, 3. Kt × P, then 3. ...., R—K 1 !, etc.), P × P ch., since White cannot play 4. R × P because of 4. ...., Q × R ch.

2.	K P × P
3. B × P	P × P
4. Kt—B 4	P—K 5 !

A very clever move.

5. B × P	P—K 7
6. R—K B 2	....

If 6. R—K 1, then 6. ...., Kt × B.

6.	....	B—Kt 5 !
7.	B×B P	Q R—B 1
8.	B—B 3	B×B
9.	P×B	....

If 9. R×B, then 9. ....., Kt—Kt 5; 10. R×R ch. (if, instead, R—R 3, then Q—B 5, etc.), R×R; 11. P—K R 3, Q—B 5; 12. P×Kt, Q—B 7 ch.; 13. K—R 2, R—B 3 and Black wins.

9.	....	Kt—Q 4
10.	Q—Q 2	Kt—B 5 !
11.	K—R 1	Kt—Q 6 !

A very piquant and decisive manœuvre.

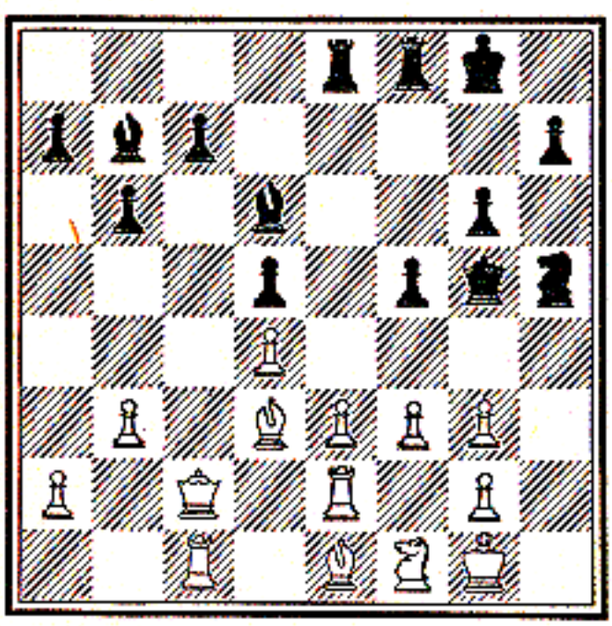
12.	Q×Q	P×Q

White resigns, as he loses a Rook without any compensation.

54

International Tournament, Nuremberg, 1896

Black: *Marco*



White: *Dr. Emanuel Lasker*

White to move.

An example of giving up the Queen for a sufficient compensation in material and position.

1.	B—Kt 5 !	....

With this move White plans to give up his Queen for Rook and Bishop.

1.	....	P—B 3

Black falls in with his opponent's idea, but the further course of the game demonstrates that Lasker has judged the position finely and correctly.

2.	B×P	R—B 1
3.	B×B	R×Q
4.	B×P ch.	K—R 1
5.	R (K 2)×R	P—B 5?

A faulty move which allows his opponent to get two united pawns in the centre, but White had the best anyhow on account of his strongly posted Bishops.

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

Quite right !

10.	....	B×B
11.	R×B	Kt—B 5
12.	P—K 6	R—K 1
13.	R—K 5	Q—Q 1
14.	R—Q 2	Q—B 2
15.	Kt×P	R×P?

An oversight in a dead lost position.

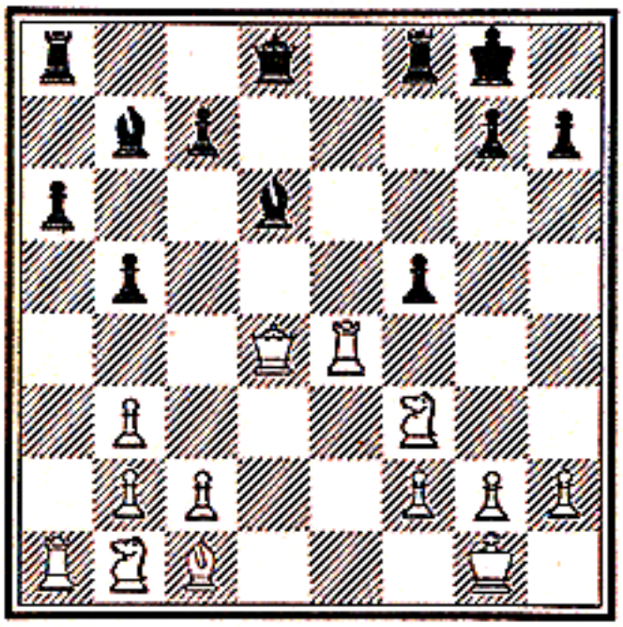
16.	B×R	Q—B 8 ch.
17.	Kt—B 1	

Black resigned. He had overlooked that now the Rook is protected.

55

International Tournament, Pistyan, 1912

Black: *Teichmann*



White: *P. Johner*

White to move.

Black had sacrificed a piece, thinking that in this position he would regain it for, if the Rook at K 4 retired, Black's reply would be B × Kt, threatening to win the Queen by B × P ch.

1. B—Kt 5 ....

This move is very plausible, since after 1. ...., Q—Q 2 White would play 2. R—K 7, threatening mate at Kt 7. After 1. .... Q—B 1 White would retire the Rook, thus maintaining the extra piece. Nevertheless the text-move is faulty and gives the opponent the opportunity of a deep and brilliant answer securing at least a draw.

1. .... P × R !

Surprising and absolutely sound as demonstrated by the further course of the game. If Johner had taken this move and its consequences sufficiently into consideration, he would certainly have played (instead of 1. B—Kt 5) 1. R—K 6, which is the winning move. Then Black cannot do better than play 1. .... B × Kt, to which 2. R × B is the proper reply securing White the advantage in material of Bishop and Knight against a Rook.

2. B × Q Q R × B
3. Kt (Kt 1)—Q 2 ! ....

If White tries to save his Queen, Black plays P × Kt and gets an attack to which there would hardly be a sufficient defence.

3. .... B × P ch.
4. K × B R × Q
5. Kt × R R—Q 1

It is particularly unfortunate for White that his Knights have no way of protecting one another.

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

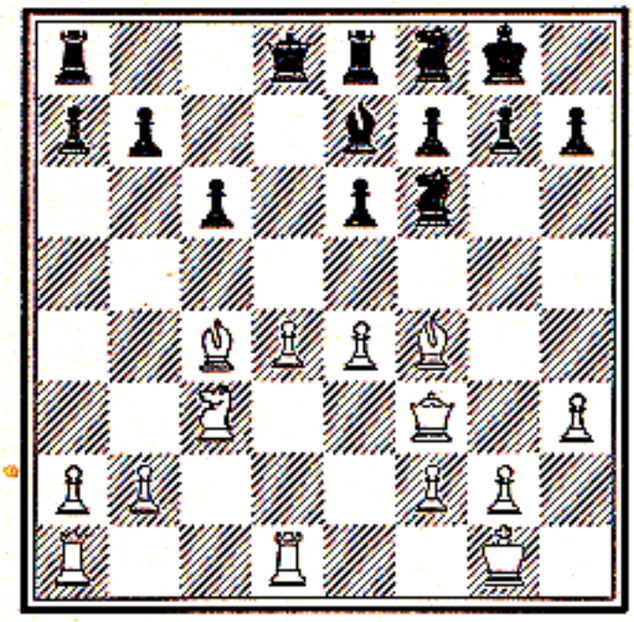
and the game was eventually abandoned as a draw.

An interesting instance of a sacrifice and a counter-sacrifice of the Queen.

56

Match, Berlin, 1918

Black: *Schlechter*



White: *Rubinstein*

White to move.

1. P—Q 5	....

A break-through in the centre.

1.	K P×P
2. P×P	Q—Kt 3

Also after 2. ...., Q—B 1 Black would have been at a decisive disadvantage.

3. P—Q 6	B—Q 1
4. P—K Kt 4 !	

An ingenious and energetic move.

4.	Kt—K 3
5. P—Q 7	R—K 2
6. B—Q 6	R×P
7. B×Kt	P×B
8. P—Kt 5 !	....

The climax of the combination: Black's Knight cannot move because of 9. Q—B 8 mate.

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

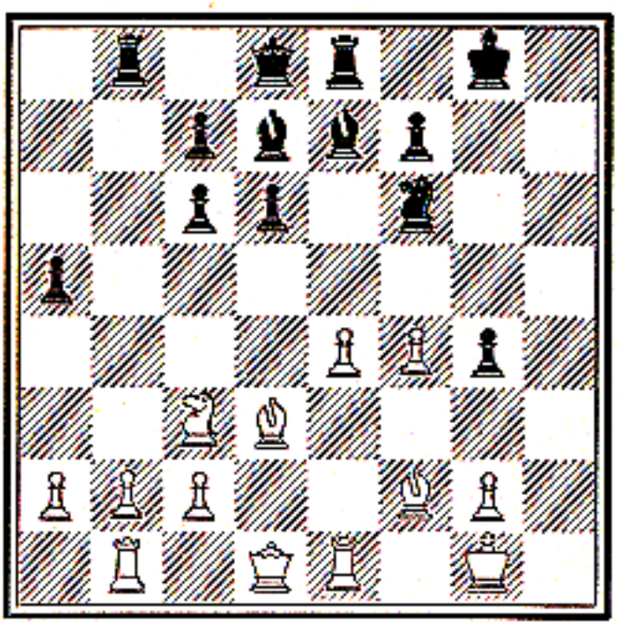
and White won after a few more moves.

The same type of combination occurs in the next two positions.

57

International Tournament, Vienna, 1898

Black: *Steinitz*



White: *Dr. Tarrasch*

White to move.

1. P—K 5 !	

A break-through in the centre combined with a sacrifice of the exchange by which the K B file is opened.

1.	P×P
2. P×P	Kt—R 4
3. P—K 6 !	B×P
4. R×B !	P×R
5. Q×P ch.	Kt—Kt 2
6. Q—Kt 6	R—Kt 5
7. R—K B 1 !	....

White, having forced open the K B file, now occupies it and this is decisive.

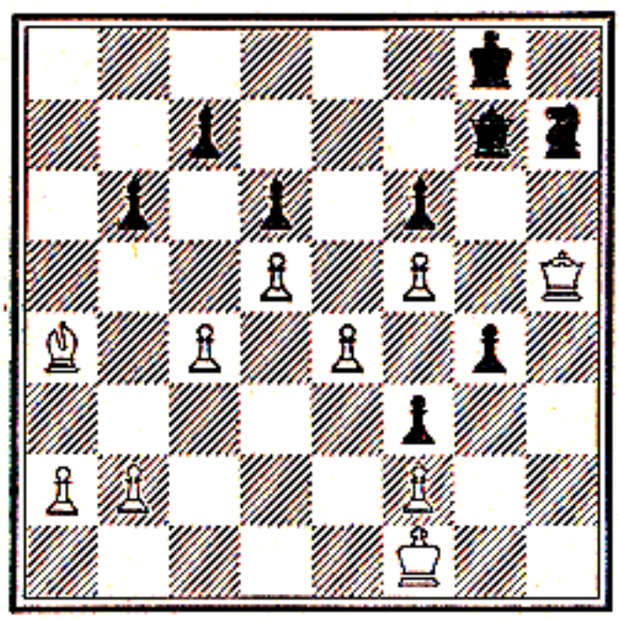
7.	R—K B 5
8. Q—R 7 ch.	K—B 1
9. B—K Kt 6	

Black resigned.

58

International Tournament, Zurich, 1934

Black: *H. Johner*



White: *Alekhine*

White to move.

1. B—B 2 !

This move is preparatory to a deeply-laid scheme for a break-through in the centre.

1. .... Kt—B 1

White now forces the win in a few moves.

2. P—K 5 ! ....

A beautiful finish: White is prepared to sacrifice three pawns in order to open the diagonal Q Kt 3—K Kt 8.

2. .... Q P×P

If 2. ...., B P×P, then 3. P—B 6, Q×P; 4. Q×P ch., K—B 2; 5. B—K 4 and the end-game is hopeless for Black.

3. P—Q 6 P—B 4

If 3. ...., P×P, then 4. P—B 5 with the deadly threat of B—Kt 3 ch.

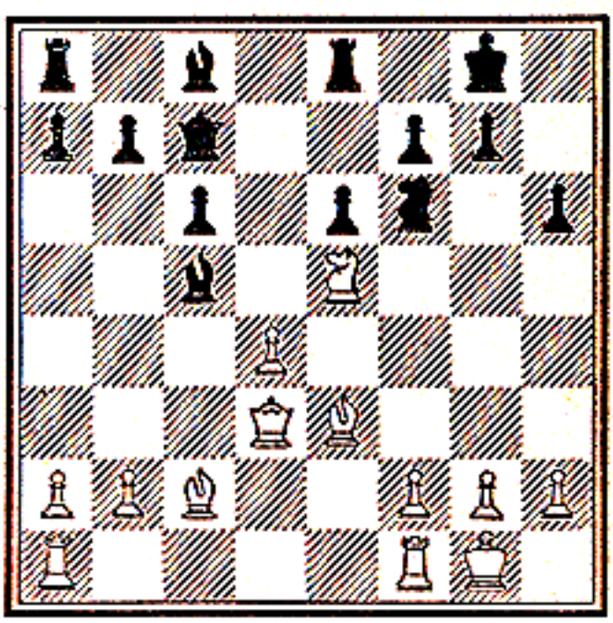
4. B—K 4 Q—Q 2
5. Q—R 6

Black resigned, since after 5. ...., Kt—R 2 (he has no better move) there would follow: 6. B—Q 5 ch., K—R 1; 7. Q—Kt 6, Q—Q 1; 8. P—Q 7 and White wins.

59

International Tournament, Budapest, 1896

Black: *Winawer*



White: *Pillsbury*

White to move.

The move P—K R 3, although often necessary to make an outlet for the King, is not always recommendable. In many cases it weakens the pawn position on the King's side, thus creating a target for the enemy's attack. Very many brilliant combinations have been based on a sacrifice at K R 6, as illustrated by this example and the next.

1. B×P ! ....

A very fine sacrifice which is absolutely sound and decisive.

1. .... B×P

Relatively the best move. On no account should Black capture the Bishop since loss of the Queen by

2. Q—Kt 3 ch., K—B 1 or K—R 1; 3. Kt—Kt 6 ch. would follow.

2. Q×B	P×B
3. Q—K B 4	....

Again threatening Q—Kt 3 ch., etc.

3.	Kt—Q 4
4. Q×P	P—B 3
5. P—B 4	R—K 2 ?

It is evident that Black cannot take the Knight on account of 6. Q—Kt 6 ch., etc. The text-move is a mistake, hastening Black's defeat which, however, would be eventually unavoidable. Longer resistance would be possible after 5. ...., Q—Kt 2 to which White's strongest reply, eventually leading to a win, would be 6. Q—R 5.

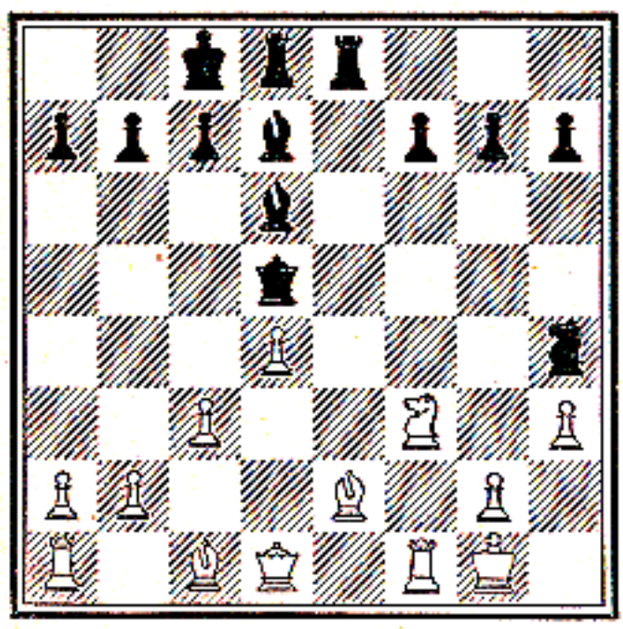
6. Kt—Kt 6

and White wins.

60

International Tournament, London, 1899

Black: *Dr. Emanuel Lasker*



White: *Steinitz*

Black to move.

1.	Kt×P !

A very deep sacrifice which is to be followed by yet another.

2. K×Kt	B×P ch. !
3. K—B 2	....

Accepting the offered sacrifice would lead to a rapid disaster, *e.g.* 3. K×B, Q—B 4 ch.; 4. K—Kt 2, Q—Kt 5 ch.; 5. K—R 1, Q—R 6 ch.; 6. K—Kt 1, Q—Kt 6 ch.; 7. K—R 1, R—K 5; 8. B—K Kt 5, R—Kt 5; 9. R—K Kt 1, Q—R 6 ch., etc.

3.	P—K B 3 !

The deep idea of this move is to prepare the advance of the K Kt P which is, in fact, the strongest and only promising way of carrying on the attack.

4. R—K Kt 1	P—K Kt 4
5. B×P	....

That is almost compulsory, since P—Kt 5 is a strong threat.

5.	P×B
6. R×P	Q—K 3
7. Q—Q 3	B—B 5
8. R—R 1	....

White has to give up the exchange, since 8. R—K R 5 would be refuted by 8. ...., R—Kt 1 and if, instead, 8. R—Kt 7, then 8. ...., B—B 4 with a clear advantage for Black.

8.	B×R
9. Kt×B	Q—B 3 ch.
10. B—B 3	B—B 4
11. Kt×P	Q—K Kt 3
12. Q—Kt 5	P—B 3
13. Q—R 5	R—K 2 !
14. R—R 5	

14. Q×P would be of no use, since Black would win by 14. ...., R—Kt 1 !; 15. Q—R 8 ch., K—B 2; 16. Q—R 5 ch., K—Kt 1, etc.

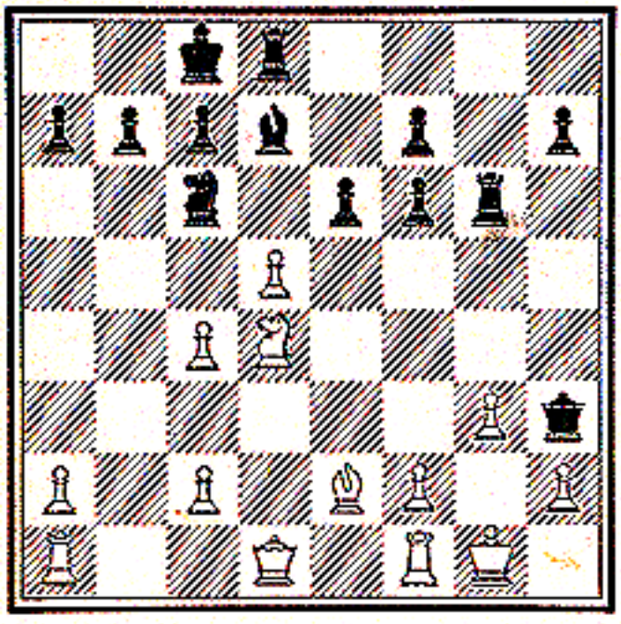
14.	B—Kt 5 !
15. R—K Kt 5	Q—B 7 ch.
16. K—Kt 3	B × B

White resigned. This grand game is one of Lasker's most magnificent performances.

61

Zurich, 1906

Black: *Dr. Fluss*



White: *Nimzowitsch*

White to move.

He played

1. P × Kt, already, no doubt, planning the subsequent Queen sacrifice.

1.	B × P
2. Kt × B !	....

It is evident that 2. B—B 3 would be a blunder because of 2. ...., R × Kt; 3. Q × R, B × B.

2.	R × Q
3. K R × R !	....

White has a good reason for taking with this Rook.

3.	P × Kt
4. P—B 5 !	

The key of the very fine combination. Mate in two moves, beginning with B—R 6 ch., is threatened.

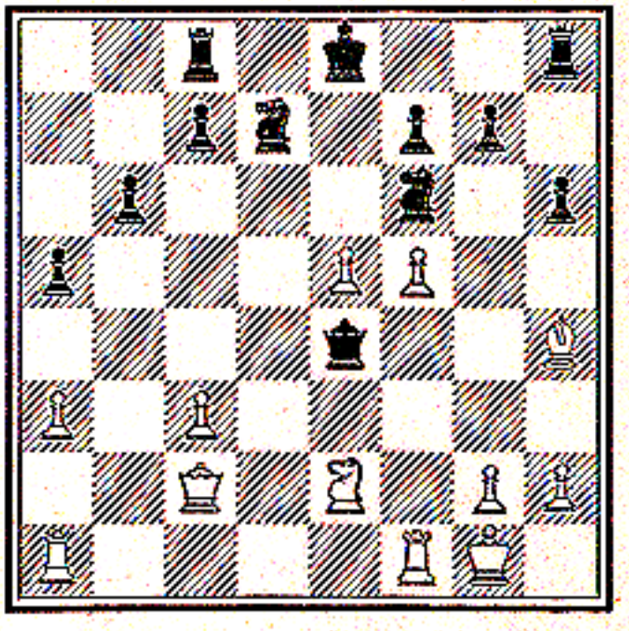
4.	R—Kt 1
5. Q R—Kt 1	

to be followed by B—R 6 mate.

62

International Tournament, Hastings, 1934–35

Black: *Capablanca*



White: *Lilienthal*

White to move.

1. P × Kt !

Very pretty and perfectly sound.

1.	Q × Q
2. P × P	R—K Kt 1
3. Kt—Q 4	Q—K 5

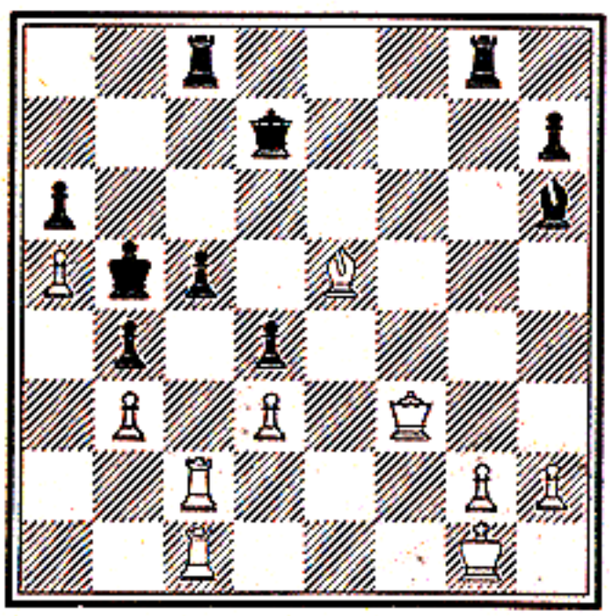
Black has to give back the Queen. If he tries to save her, *e.g.* 3. ...., Q—Kt 7, then 4. Q R—K 1 ch., Kt—K 4 !; 5. R × Kt ch., K—Q 1; 6. R—Q 5 ch., K—K 1; 7. R—K 1 ch. and mate next move.

4. Q R—K 1 Kt—B 4
5. R × Q ch. Kt × R
6. R—K 1 R × P
7. R × Kt ch.

Black resigned, since his position is hopeless, *e.g.* 7. ...., K—B 1; 8. B—K 7 ch., K—Kt 1; 9. B—B 6, R—R 2; 10. Kt—B 6 and White must win. If (instead of 7. ...., K—B 1) 7. ...., K—Q 2, then 8. P—B 6, R—Kt 3; 9. R—K 7 ch., K—Q 3; 10. Kt—Kt 5 ch., K—B 4; 11. Kt—R 7, etc.

63

Black: *Marotti, de Simone* and *del Giudice* in consultation



White: *Dr. Tarrasch*

White to play.

This position occurred in a game played at Naples in 1914. White now won by a problem-like combination.

1. B—B 7 ! ....

Black must take the Bishop either with the Rook or with the Queen.

If 1. ...., R × B, then 2. Q—Kt 7 ch., R × Q; 3. R × P mate.

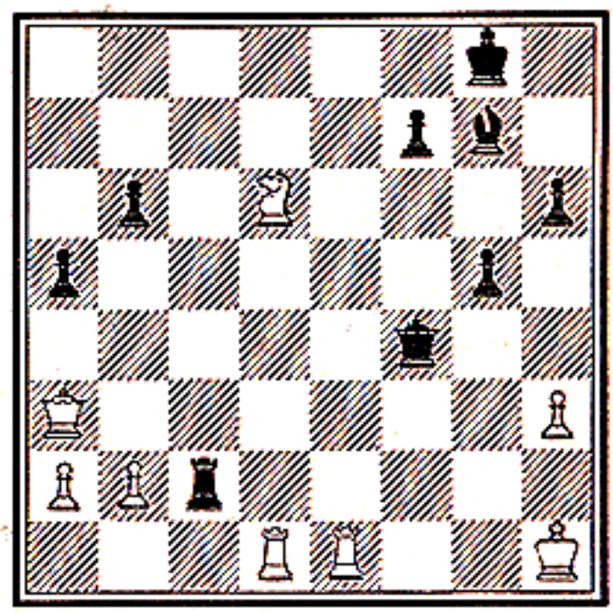
1. .... Q × B
2. R × P ch. ! Q × R
3. Q—Kt 7 ch. K × P
4. R—R 1 mate.

This example illustrates the very rare case of an actual game being decided by a real problem idea—intersection point combination. Other problem ideas are shown in the next two examples.

64

International Tournament, Carlsbad, 1929

Black: *Dr. Euwe*



White: *Dr. Vidmar*

White to move.

Euwe, no doubt, felt certain of victory, for how can White prevent the mate at K R 2? But "there's many a slip 'twixt cup and lip."

1. R—K 8 ch. ! B—B 1
2. R × B ch. ! K × R
3. Kt—B 5 ch.

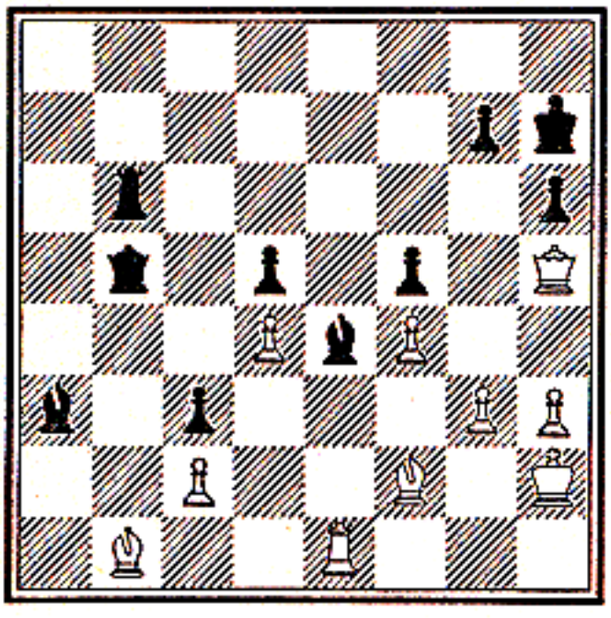
Black resigned.

If 3. ...., K—Kt 1, then 4. Q—B 8 ch. !, K × Q; 5. R—Q 8 mate. A problem-like finish.

65

International Tournament, San Sebastian, 1912

Black: *Dr. Tarrasch*



White: *Spielmann*

Black to play.

Black now got a problem-like winning position by giving up his Queen for Rook and Bishop.

1.	Q × B !
2. R × Q	R × R
3. P—Kt 4	....

Forced, since if, instead, 3. B—Kt 1, Black would win by 3. ...., R—Q B 8 !.

3.	B—B 8 !

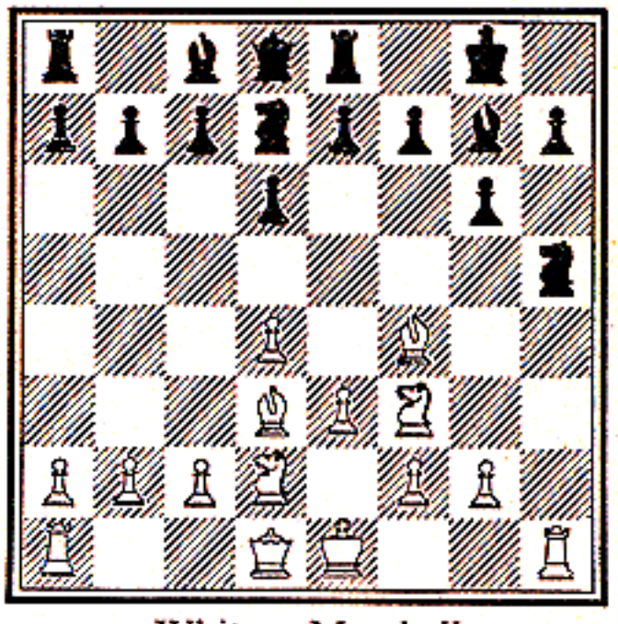
Tarrasch in his annotations to this game rightly points out that this finish is reminiscent of the "Indian Problem." If 4. K—Kt 1, then 4. ...., B—K 6 ch.; 5. K—R 2, B × P ch., etc.

White resigned the hopeless game. After 4. B—Kt 3, 4. ...., B—K 6 is decisive, while 4. K—Kt 3 leads to an interesting variation as follows: 4. ...., P—Kt 3 !; 5. Q—R 4, B × P ch. !; 6. K × B, P—Kt 4 ch. and White loses the Queen.

66

International Tournament, Ostend, 1907

Black: *Burn*



White: *Marshall*

White to move.

1. R × Kt !	....

This very clever sacrifice of the exchange is preparatory to the subsequent Bishop sacrifice at K R 7.

1.	P × R
2. B × P ch. !	K × B
3. Kt—Kt 5 ch.	K—Kt 3

The King cannot retire to Kt 1 on account of 4. Q × P, Kt—B 3; 5. Q × P ch. followed by 6. O—O—O.

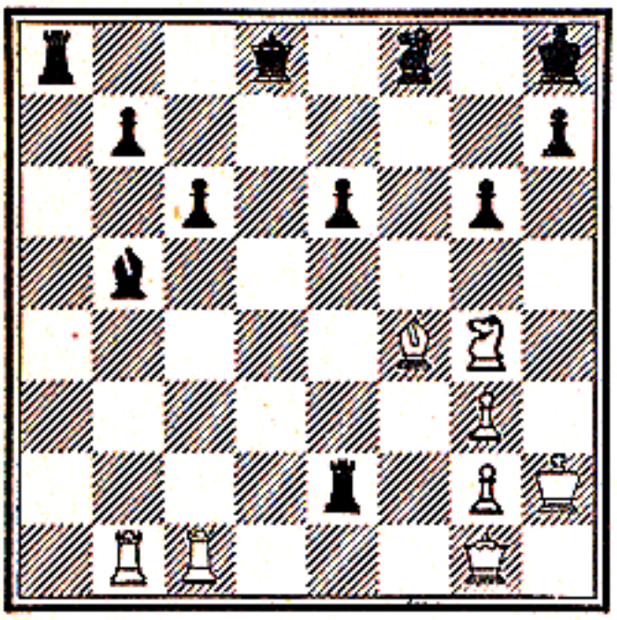
4. Kt (Q 2)—B 3	P—K 4
5. Kt—R 4 ch.	K—B 3
6. Kt—R 7 ch.	K—K 2
7. Kt—B 5 ch.	K—K 3
8. Kt × B ch.	K—K 2
9. Kt—B 5 ch.	K—K 3
10. P—Q 5 ch. !	K × Kt
11. Q × P ch.	K—K 5
12. O—O—O	

Black resigns. White threatens P—B 3 mate; and, if 12. ...., P × B, then 13. R—Q 4 mate.

67

Carlsbad, 1898

Black: *Judd*



White: *Victor Tietz*

White to move.

In this position also the decisive combination is preceded by a very fine "clearance sacrifice" of the exchange.

1. R×B ! P×R
2. R—B 8 ! Q—Q 4

2. ...., R×R would lead to the charming finish: 3. Q—R 1 ch., P—K 4; 4. Q×P ch., R×Q; 5. B×R ch., K—Kt 1; 6. Kt—R 6 mate.

3. Q—R 1 ch. ! P—K 4

If 3. ...., R×Q, then 4. R×Kt ch., K—Kt 2; 5. B—R 6 mate.

4. B×P ch. Q×B
5. R×Kt ch. ! K—Kt 2

After 5. ...., R×R, 6. Kt×Q Black's position would be beyond remedy.

6. R—B 7 ch. !

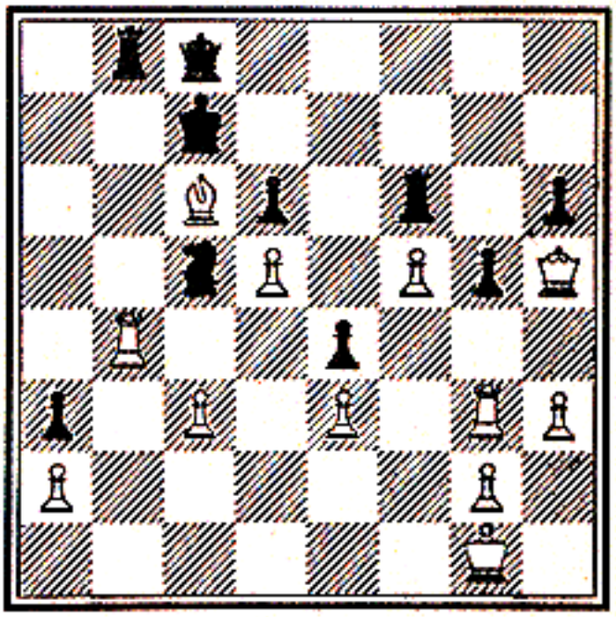
Black resigns.

If 6. ...., K×R, then 7. Kt×Q ch., etc., or, if 6. ...., K—Kt 1, then 7. Q×R ch., etc.

68

International Tournament, Vienna, 1882

Black: *Winawer*



White: *Mason*

White to move.

1. R×Kt P ! ....

The beginning of an extremely deep and remarkable sacrificial combination.

1. .... P×R
2. Q—R 7 ch. Kt—Q 2
3. B×Kt Q—Kt 1

After 3. ...., Q×B; 4. Q×Q ch., K×Q; 5. R×R, R×P; 6. P—B 4 White would have a decisive advantage in material.

4. R—Kt 7 ch. ! ....

The first Rook sacrifice was a "clearance sacrifice" with the object of opening for the Queen the way to K R 7. The idea of the second Rook sacrifice is to drive the opponent's King to a square where he is exposed to a deadly double check.

4. .... K×R

If 4. ...., R×R, then 5. Q×Q, etc.

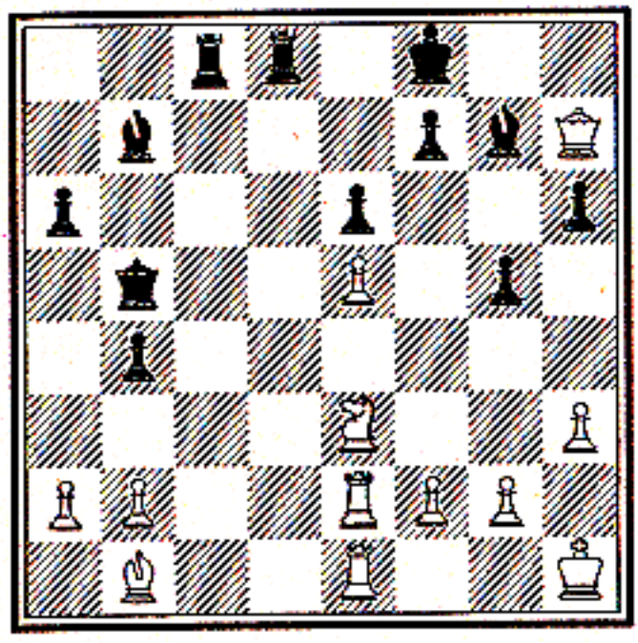
5. B—B 8 ch. ! K×B
6. Q×Q ch.

followed by 7. Q—Kt 7 ch. and White wins.

69

Bremen, 1921

Black: *Dr. O. Antze*



White: *C. Carls*

Black to move.

1. .... Q×R !

An ingenious and splendid sacrifice.

2. R×Q R—B 8 ch.
3. Kt—B 1 ....

If at once 3. K—R 2, then, of course, 3. ...., B×P ch.; 4. P—Kt 3, R—R 8 mate.

3. .... R×Kt ch.
4. K—R 2 R—Q 7 !

It is only by this Rook sacrifice that the preceding Queen sacrifice is justified. The problem-like idea of the text-move is to dislodge the opponent's Rook from K 2.

5. B—K 4 ....

White can do no better, since 5. R×R would be refuted by 5. ...., B×P ch., etc.

5. .... R×R
6. B×B B×P ch.
7. P—Kt 3 R (B 8)×P ch.
8. K—Kt 1 B—Q 5 !

The fatal stroke.

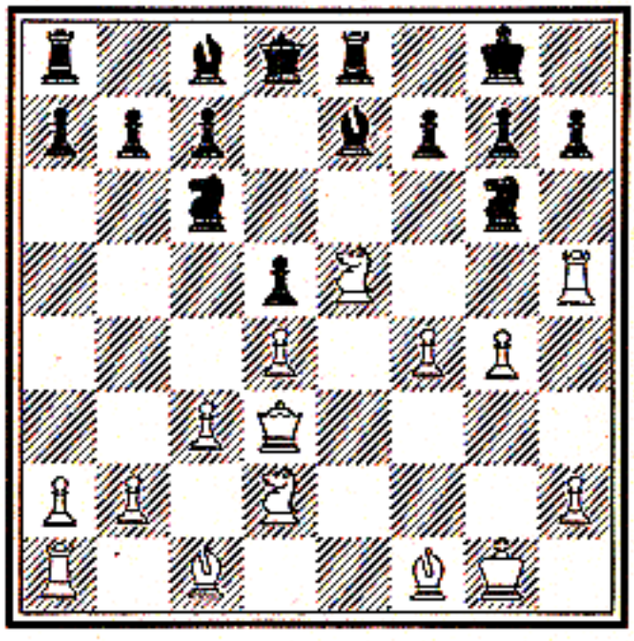
9. Q×R P ch. K—K 2
10. Q×Kt P ch. K—Q 2

White resigned.

70

Antwerp, 1901

Black: "*A. N. Other*"



White: *Fox*

White to move.

1. Kt (Q 2)—B 4 ! ....

White plans a mating combination of marvellous beauty.

1. .... P×Kt

Obviously Black is quite unaware of his opponent's diabolical intention. Otherwise he would have declined the sacrifice.

2. Q×Kt ! R P×Q

If 2. ...., B P×Q, then 3. B×P ch., K—B 1; 4. Kt×P ch., P×Kt; 5. R—R 8 mate.

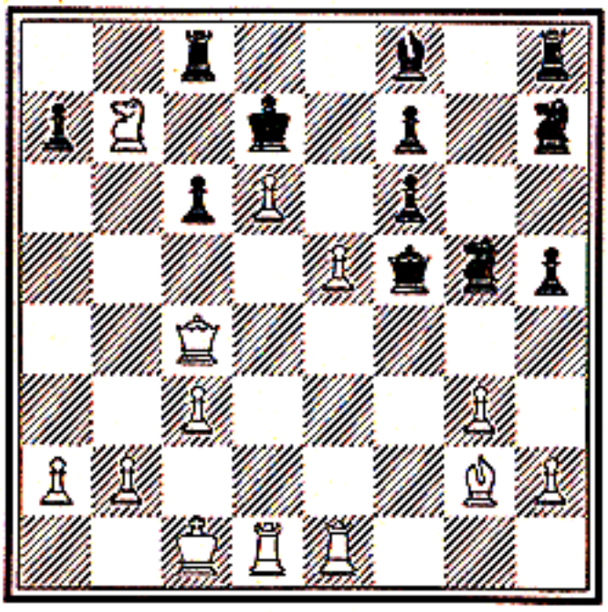
3. Kt×Kt P P×Kt
4. B×P ch. K—B 1
5. R—R 8 mate.

Opportunities for mating attacks are more frequent in the middle-game than in the end-game. Instances of the same type are furnished by the next three examples.

71

Blindfold Display, Vienna, 1921

Black: "*A. N. Other*"



White: *Dr. Tartakower*

White to move.

Tartakower, who was playing six blindfold games simultaneously, here announced a mate in eight moves.

1. Q×K B P ch. ! Kt×Q
2. P—K 6 ch. Q×P

If 2. ...., K—K 1, then 3. P—Q 7 ch., K—K 2; 4. P×R (Kt) ch., K—K 1; 5. B×P mate.

3. Kt—B 5 ch. K—Q 1

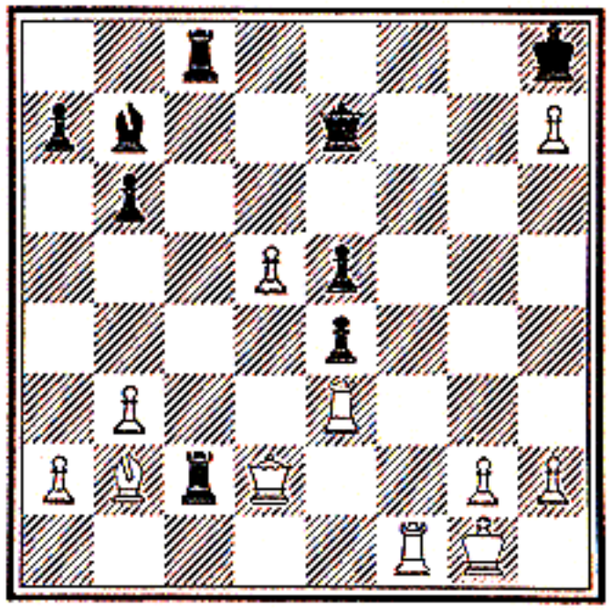
If 3. ...., K—K 1, then 4. P—Q 7 ch., K—Q 1; 5. Kt×Q ch., K—K 2; 6. P×R (Kt) ch., K—K 1; 7. B×P mate.

4. Kt×Q ch. K—Q 2
5. Kt—B 5 ch. K—Q 1
6. Kt—Kt 7 ch. K—Q 2
7. B—R 3 ch. P—B 4
8. B×P mate

72

International Tournament, London, 1883

Black: *Blackburne*



White: *Zukertort*

White to move.

1. Q—Kt 4 ! ....

A Queen sacrifice, introductory to a deeply-reckoned mating combination.

1. .... R (B 1)—B 4

Blackburne sees that, if he accepts the sacrifice, he will be mated in seven moves, as follows: 1. ...., Q×Q; 2. B×P ch., K×P; 3. R—R 3 ch., K—Kt 3; 4. R—B 6 ch., K—Kt 4 (if, instead, 4. ...., K—Kt 2, then 5. R—Kt 3 ch., K—R 2; 6. R—B 7 ch., K—R 3; 7. B—B 4 ch., K—R 4; 8. R—R 7 mate); 5. R—Kt 3 ch., K—R 4; 6. R—B 5 ch., K—R 3; 7. B—B 4 ch., K—R 2; 8. R—R 5 mate.

2. R—B 8 ch. !

Again a problem move. If Black takes the Rook, White wins by 3. B × P ch., K × P; 4. Q × P ch., etc.

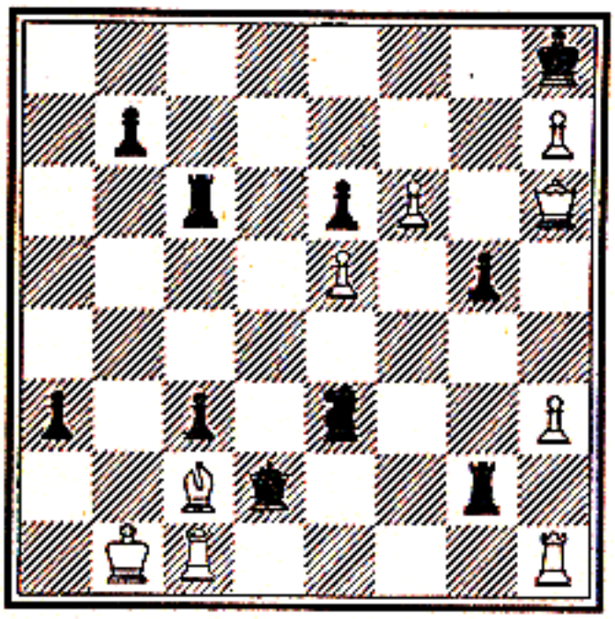
2.	K × P
3. Q × P ch.	K—Kt 2
4. B × P ch.	K × R
5. B—Kt 7 ch.	

Black resigned. If 5. ...., Q × B, then 6. Q—K 8 mate. If 5. ...., K × B, then 6. Q × Q ch., etc.

73

Berlin, 1925

Black: *Ahues*



White: "*A. N. Other*"

Black to move. Apparently he is absolutely lost, but Ahues found an extremely brilliant way, looking like an elegant problem, not only to save but also to win the game. To his opponent's quite understandable consternation he here announced a mate in seven moves, as follows:

1.	Q × B ch. !
2. R × Q	R—Kt 3 ch.
3. K—R 2	....

If 3. K—R 1, then 3. ...., Kt × R ch. and mate next move.

3.	R × R ch.
4. K—R 1	R—R 7 ch. !

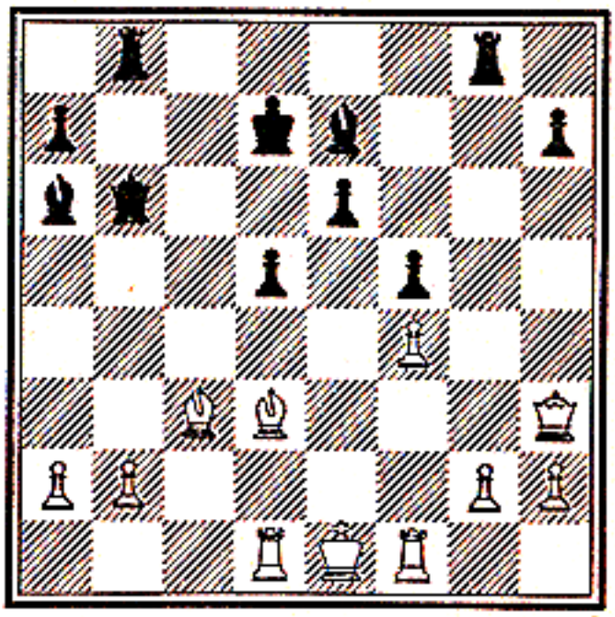
Again a problem-like sacrifice.

5. K × R	R—Kt 7 ch.
6. K × P	Kt—B 5 ch.
7. K—R 4	P—Kt 4 mate

74

International Tournament, Monte Carlo, 1903

Black: *Mieses*



White: *Reggio*

Black to move.

At first sight it would seem impossible for Black to get an advantage. For example: 1. ...., B—R 5 ch. would be of no use because of 2. K—K 2 !. 1. ...., P—Q 5 ? would be a blunder on account of 2. B × Q P and, if 2. ...., Q × B ?, then 3. B—Kt 5 ch., winning the Queen. Black, however, has a very fine and peculiar combination which is based on the consideration that White's Queen must protect the square K 3 to prevent Black from playing Q—K 6 ch., etc.

1. .... R—Kt 6 !
2. Q×R ....

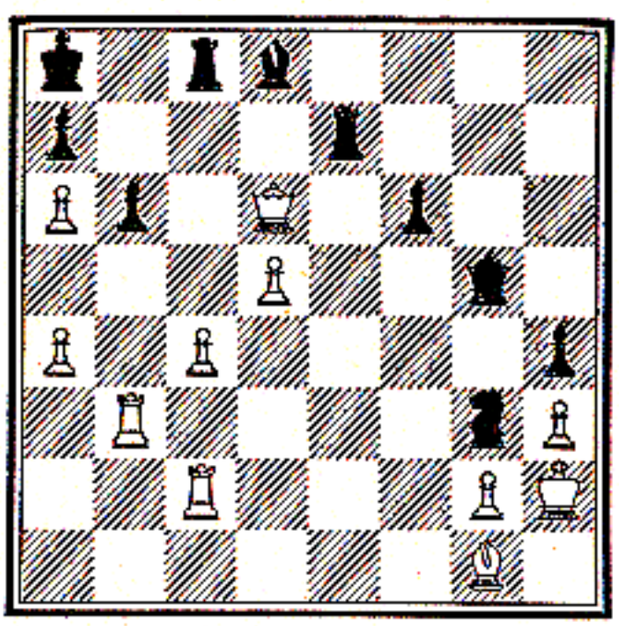
White cannot capture with the pawn on account of 2. ...., Q—K 6 ch., etc.

2. .... B—R 5 !

White's Queen is lost. He cannot play Q takes B because of Q—K 6 ch. The game was won by Black after a rather long fight.

75

Black: "*A. N. Other*"



White: *Alekhine*

White to move.

This complicated position occurred in a game played at Petrograd in 1917. Alekhine, who had given the odds of a Knight, finished the game in an extremely ingenious way as follows:

1. P—B 5 ! ....

Black was threatening either to draw by perpetual check by Kt—B 8 ch., etc. or even to play for a win by Kt—K 5 or Kt—B 4.

1. .... P—Kt 4

The best move. 1. .... Kt—K 5? would be a mistake because of 2. P×P. If 1. .... Kt—B 8 ch.; 2. K—R 1, Kt—Kt 6 ch., then 3. R×Kt, Q×R; 4. P×P !, Q×Q; 5. R×R ch., Q—Kt 1; 6. P—Kt 7 ch., R×P; 7. P×R ch., K×P; 8. R×Q ch., K×R and White is a pawn ahead.

2. P×P Kt—K 5

We would call the student's attention to the following highly interesting and charming variation: 2. ...., Kt—B 8 ch.; 3. K—R 1, Kt—Kt 6 ch.; 4. R×Kt, Q×R; 5. P—Kt 6 !, Q×Q; 6. P×Q, R×R; 7. P×R, B×K P; 8. P—Kt 7 ch., K—Kt 1; 9. B—R 2 ch., R—B 2; 10. B—B 4 !, B—B 4; 11. P—Kt 3 !, P×P; 12. P—R 4, B—Q 5; 13. B×R ch., K×B; 14. P—Q 6 ch., K—Kt 1; 15. P—Q 7, B—Kt 3; 16. P—R 5 and White wins.

3. P—Kt 6 ! Kt×Q
4. P×Kt ! ....

In spite of being a Queen ahead, Black has a lost game. A very remarkable position indeed !

4. .... R (K 2)—Q B 2

Here the following three variations have to be taken into consideration:

I. 4. ...., R×R?; 5. P—Kt 7 ch., K—Kt 1; 6. B×P ch. and White wins.

II. 4. ...., P×P; 5. R×R ch., K—R 2; 6. P×R, B×P; 7. B×P ch., K×P; 8. R—R 8 ch. and White wins.

III. 4. ...., B—B 2; 5. P—Kt 7 ch., K—Kt 1; 6. P×B ch., R (K 2)×P; 7. R×R, Q—B 5 ch.; 8. K—R 1 and White wins, since, if 8. ....K×R or 8. .... Q×R, then 9. B—R 2, while, if 8. ...., R×R, then 9. B×P ch., etc.

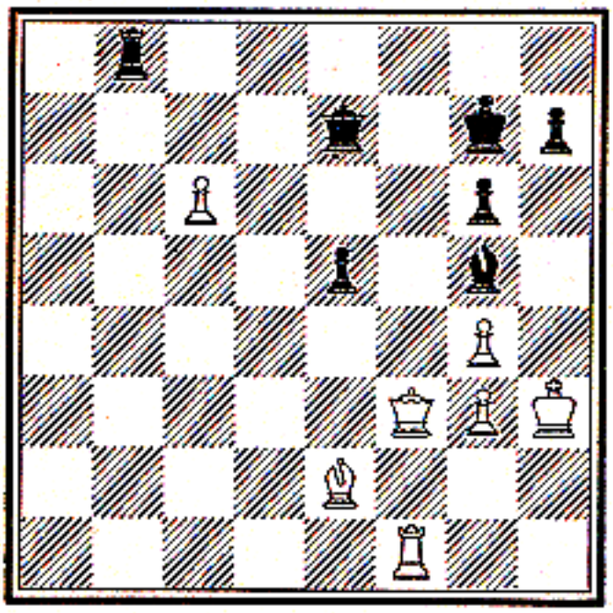
5. P—Kt 7 ch. K—Kt 1
6. P—Q 7 ! Q—Kt 6 ch.
7. K—R 1

Black resigns.

76

World Championship Match, Amsterdam, 1935

Black: *Alekhine*



White: *Euwe*

(Position after Black's 40th move.)

That White has the better chances is obvious, but one would hardly think it possible that there is a forced win in a few moves. The way in which Euwe accomplishes it deserves high praise.

41. B—B 4 K—R 3

Black has no better move. If 41. . . . ., R—Q B 1, then 42. Q—Q 5, and White wins. If 41. . . . ., B—B 3, then 42. Q × B ch., Q × Q; 43. R × Q, K × R; 44. B—R 6 and White wins.

42. Q—R 1 ! . . . .

A problem move, threatening K—Kt 2 ch.

42. . . . . R—Kt 7
43. R—B 7 Q—K 1

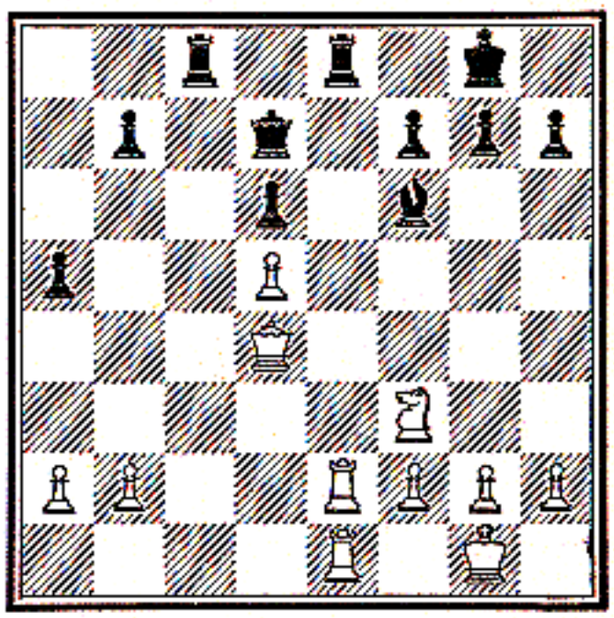
Here the following variation has to be taken into consideration: 43. . . . ., Q—B 4; 44. Q—Q 5 (threatening R × P ch.), Q × Q; 45. B × Q, B—K 6 !; 46. P—B 7, B—Kt 8; 47. B—Kt 2 !, R—Q B 7; 48. K—R 4 (threatening P—Kt 5 mate), P—Kt 4 ch.; 49. K—R 3 (threatening R × P ch. followed by B—K 4 ch.), B—Kt 3 (Black has no better move, since if the Rook moves on the Bishop's file White replies B—K 4, threatening mate at R 7); 50. R—B 6 ch. and White wins.

44. P—B 7 R—Q B 7
45. Q—Kt 7

Black resigned, for the threat of R × P ch. followed by P—B 8 (Q) ch. cannot be parried.

77

Black: *Torre*



White: *Adams*

White to play.

This position occurred in a game played in the New Orleans Chess Club in 1920. White now forced a win by a clever and very attractive manœuvre.

1. Q—K Kt 4 ! Q—Kt 4

Black's Queen, having to guard the Rook at K 1, has no other square.

2. Q—Q B 4 ! Q—Q 2

Again a forced move.

3. Q—B 7 ! ....

White's Queen follows Black's with deadly persistence. Black cannot capture with either Rook or Queen.

3. .... Q—Kt 4
4. P—Q R 4 ! Q × R P
5. R—K 4 !

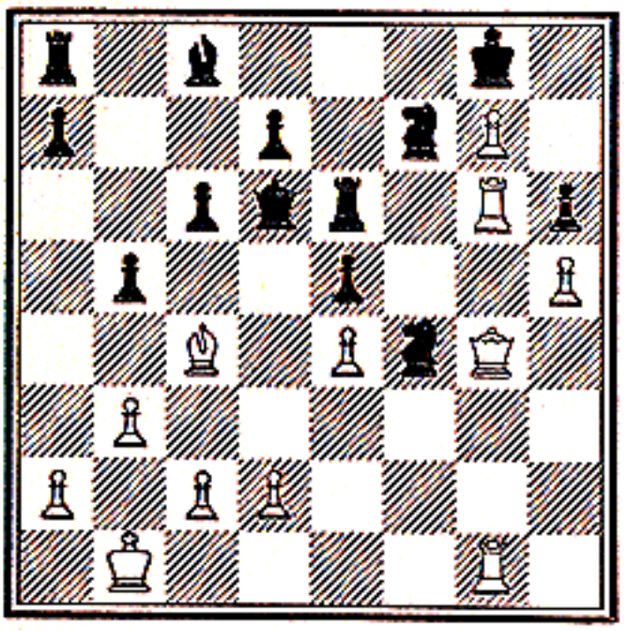
An extremely original combat between the major pieces. Although the forces are even, Black's position is a picture of tragic helplessness.

5. .... Q—Kt 4
6. Q × Kt P !

Black resigns as he must lose at least Queen for Rook.

78

Black: "*A. N. Other*"



White: *Teichmann*

This position, with White to move, occurred in a game played at Zurich in 1920.

Teichmann, who had given the odds of a Knight, now brought about an extremely singular conclusion to the game. Apparently White, who is two pieces down, has a dead lost position, since 1. Q—B 5 (threatening Q × Kt ch. followed by P—Kt 8 (Q) ch.) would be refuted by the obvious reply 1. ...., B—Kt 2. Teichmann, however, discovered a very deep and ingenious way to force the win, as follows:

1. R × P Kt × R

Black cannot capture with the Rook on account of 2. B × Kt ch., etc.

2. Q—Kt 5 Kt—B 2

This is the only way of parrying the two threats of Q—Q 8 ch., etc. and Q × Kt (R 6), etc.

3. Q—Q 8 ch. !

Just like an artistic study! The Rook had to be sacrificed in order to enable the subsequent advance of the Rook's pawn, and the idea of the Queen sacrifice is to block the opponent's Q R.

3. .... Kt × Q
4. P—R 6

and White wins, since there is no defence against P—R 7 ch., etc.

It is indeed noteworthy that, after 4. .... P × B Black with Queen, Rook, and three minor pieces ahead, is helpless against the passed pawns. Such a position in actual play is probably unique.

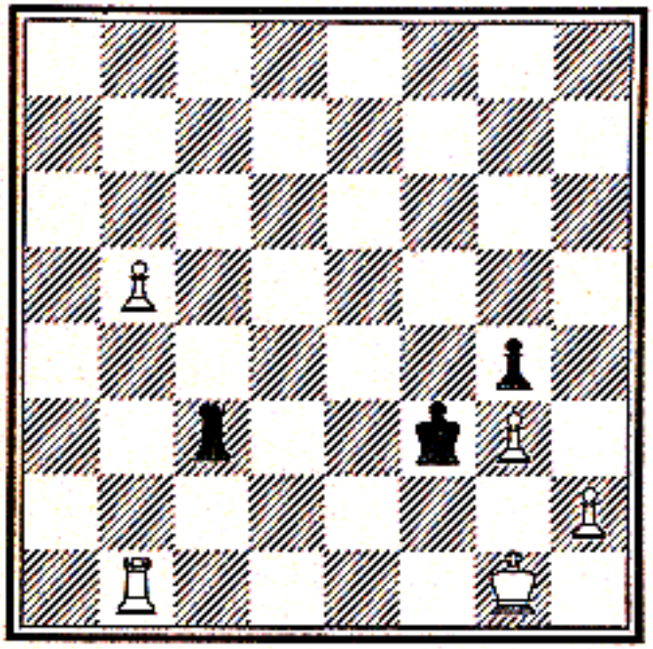
PART III

POSITIONS FROM THE END-GAME

79

International Tournament, Nuremberg, 1906

Black: *H. Wolf*



White: *Schlechter*

This and the next three examples show instructive mistakes.

Black to move.

Naturally Black is here in such a hopeless position that he might as well resign. However, he makes one last attempt with an artful trap and—it succeeds !

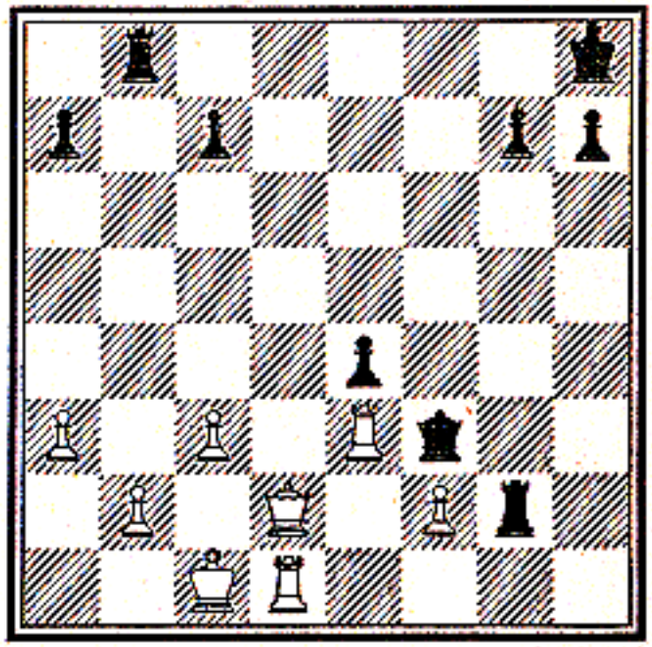
1. .... R—K 6 !
2. P—Kt 6 ? R—K 8 ch. !
3. R × R

Black is stalemated.

80

International Tournament, Cambridge Springs, 1904

Black: *Pillsbury*



White: *Showalter*

Black to move.

1. .... Q × P ?

A tremendous and yet an instructive mistake, which is explicable on psychological grounds. Black thinks that he has an absolutely cast-iron win. This is certainly right, for after 1. ...., R × B P White has nothing better than to resign.

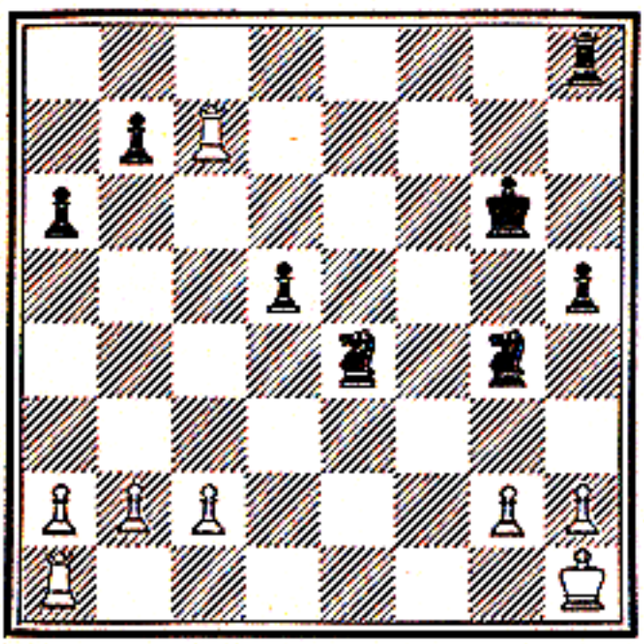
2. R—K 2 ! ....

Now, however, it is Black who is forced to resign, for after 2. ...., Q × R he will be mated in two moves, while other moves result in the loss of his Rook at K Kt 7.

81

Zurich, 1914

Black: *H. Johner*



White: *Dr. Mandl*

Here Black played

1. .... P—R 5

in reply to which White made the mistake:

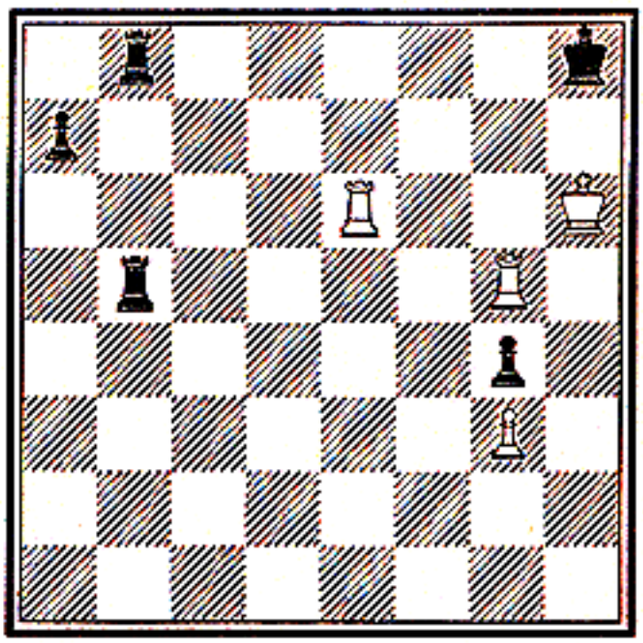
2. R—K B 1

Now an attractive finish followed.

2.	Kt—Kt 6 ch. !
3. P × Kt	P × P ch.
4. K—Kt 1	Kt—B 7
5. R × Kt	R—R 8 ch. !
6. K × R	P × R

White resigned.

82



This position, with Black to move, occurred in an off-hand game between two strong amateurs.

1. .... R (Kt 1)—Kt 3
2. R × R (Kt 6)

Black, who of course was not aware of any possibility of losing the game, replied:

2. .... R × R (Kt 4) ?

in order to interpose the Rook after 3. R—Kt 8 ch. But White replied:

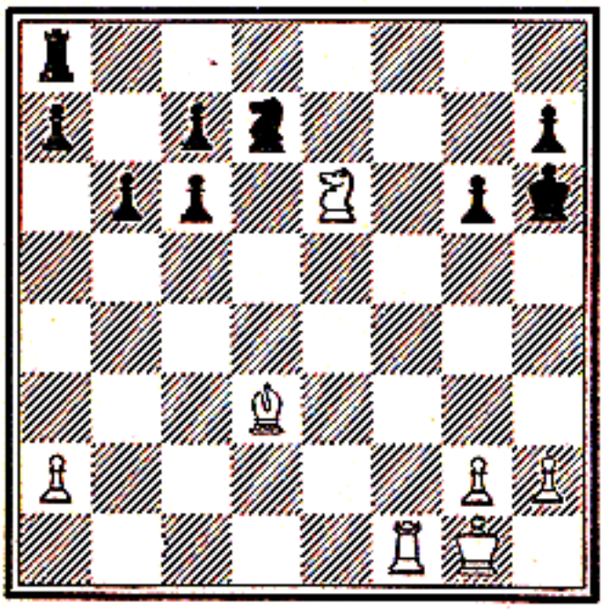
3. R—Kt 7 !

and Black had to resign at once, as 3. ...., R—Kt 1 is followed by 4. R—R 7 mate, while Black's Rook cannot leave the Knight's file because of 4. R—Kt 8 ch. with mate to follow.

83

Pforzheim, 1917

Black: "*A. N. Other*"



White: *Dr. Clauss*

Black, with the move, has three pawns against a Bishop and approximately as good chances as White. In order to parry the dangerous threat R—B 3 he made the obvious move:

1. .... Kt—K 4

The continuation was:

2. B—K 2 R—K 1

Again apparently a quite appropriate move. One would hardly believe that Black is now hopelessly lost.

3. R—B 6 ! ....

This seems to be a big blunder, but in reality it is the fatal stroke. An amusing finish now follows.

3. .... Kt—Q 2

Black hopes to win a piece by this move.

4. P—Kt 4 ! ....

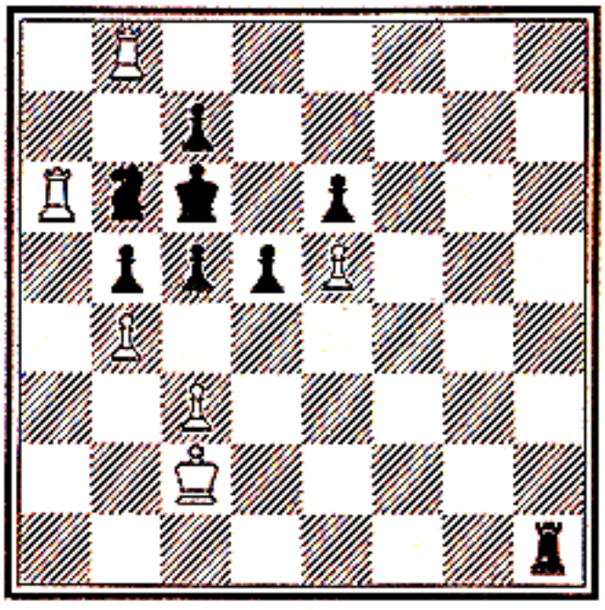
A quite unexpected reply.

4. .... Kt×R
5. P—Kt 5 mate

A "pure," problem-like mate.

84

Black: "*A. N. Other*"



White: *Dr. Tarrasch*

White to move.

This position occurred in an offhand game played at Munich in 1919. White now brought about a pretty, even if obvious, problem-like mate.

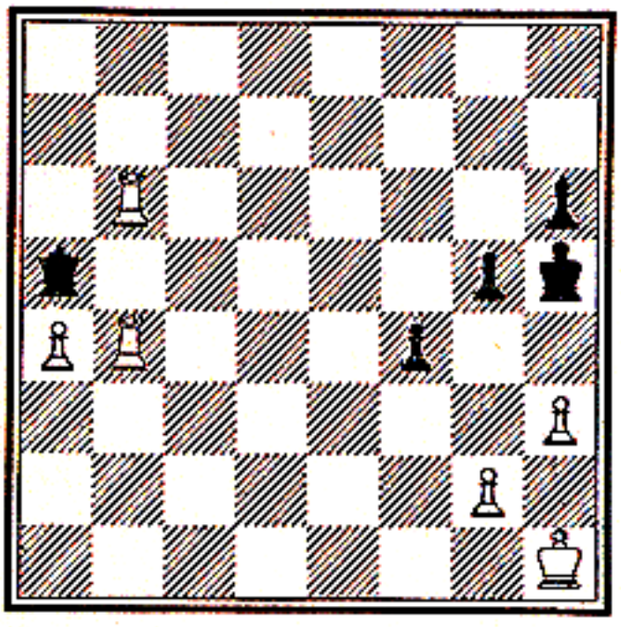
1. P×P K×P
2. R (R 6)×Kt ! P×R
3. R—B 8 mate

Opportunities for mating combinations are less frequent in the endgame than the student might suppose.

85

Simultaneous Display, Metz, 1935

Black: "*A. N. Other*"



White: *Mieses*

This position, with White to play, certainly looks rather drawish, but White discovered a very neat and surprising way of forcing a win in a few moves.

1. P—Kt 4 ch. ! P × P, e.p.

If 1. ...., K—R 5, then 2. K—R 2, P—R 4; 3. R—K R 6 and mate next move.

2. R—R 4 ch. ! P × R

If, instead, 2. ...., K × R, then 3. R × P mate.

3. R—Kt 5 ch. Q × R
4. P × Q

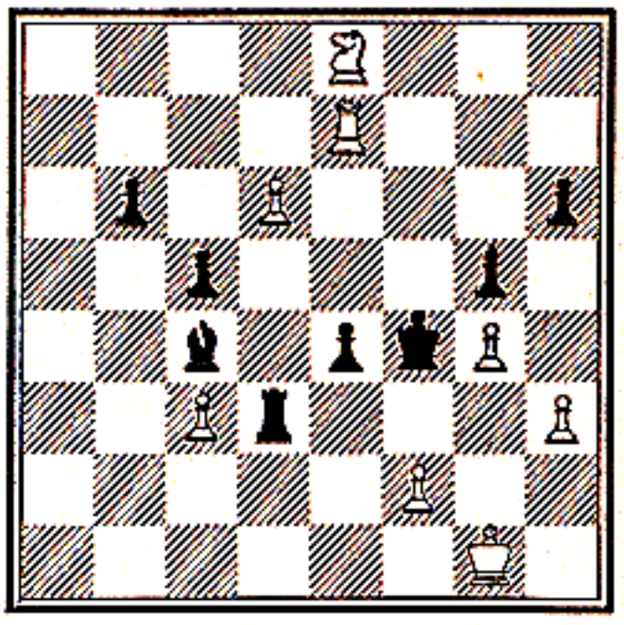
and White wins.

An end-game which looks like a composed study and not an example from actual play.

86

International Tournament, Vienna, 1908

Black: *Rubinstein*



White: *Mieses*

White to move.

1. Kt—B 6 ! R—Q 8 ch.

If 1. ...., R × Q P, then 2. R × P ch., K—B 6; 3. R—K 3 ch., K—B 5; 4. Kt—R 5 mate.

2. K—Kt 2 B—B 8 ch.
3. K—R 2 R × P
4. Kt × P R—Q 8
5. Kt—Kt 3 ! ....

A remarkable position. Black cannot play 5. ...., K—B 6 because of 6. R—B 7 mate. If 5. ...., B—B 5, then 6. R—K 3, threatening 7. Kt—R 5 mate, which cannot be prevented by 6. .... B—B 7 on account of 7. Kt—K 2 mate.

5. .... P—Kt 4
6. R—K 3 B × P

The only way to prevent mate.

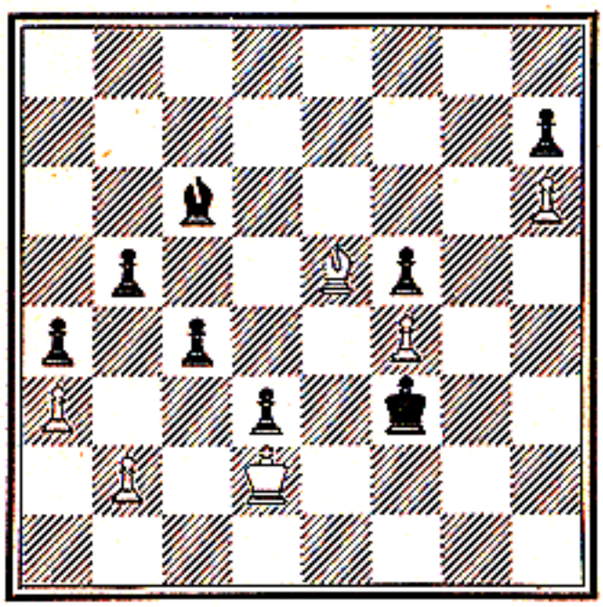
7. K × B

Black resigned.

87

Frankfort on Main, 1903

Black: *Prof. Mannheimer*



White: "*A. N. Other*"

Black to move.

It is a well-known fact that in positions with Bishops on opposite colours an advantage of one pawn, and even of several, is not always sufficient to win. So in this position it is at first sight certainly not obvious how Black can utilise his majority of pawns. Black, however, won by a typical break-through.

1.	B—K 5
2. B—Q 6	P—Kt 5 !
3. P × P	....

If 3. B × P, then 3. .... K × P and Black's passed B P and Q P are decisive.

3.	P—R 6 !
4. P × P	

If 4. B—K 5, then 4. ...., P—R 7; 5. P—Kt 3, P × P; 6. P—Kt 5, P—Kt 7; 7. B × P, K × P; 8. P—Kt 6, K—Kt 6; 9. P—Kt 7, B × P; 10. K × P, P—B 5; 11. B—K 5, K—Kt 7 and Black wins.

4.	P—B 6 ch.
5. K—Q 1	....

If 5. K × P, then, of course, 5. ...., K—K 7, etc.

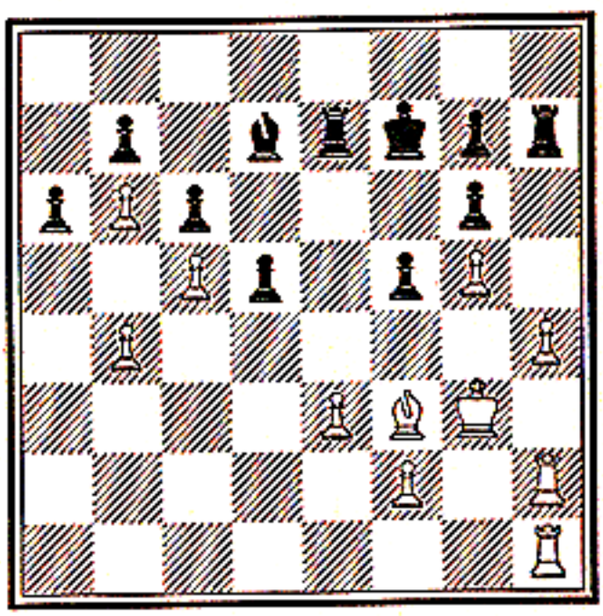
5.	B—B 3

and Black wins.

88

International Tournament, Vienna, 1907

Black: *Martinolich*



White: *Schlechter*

White to move.

The position is blocked and at first sight it is difficult to discover how either player could try to win. However, White's position is superior because of his pawns being far advanced and posted in his opponent's territory. By utilising this advantage he carried out a very clever break-through as follows:

1. P—R 5 !	P × P
2. B × R P ch.	P—Kt 3
3. B × P ch. !	K × B

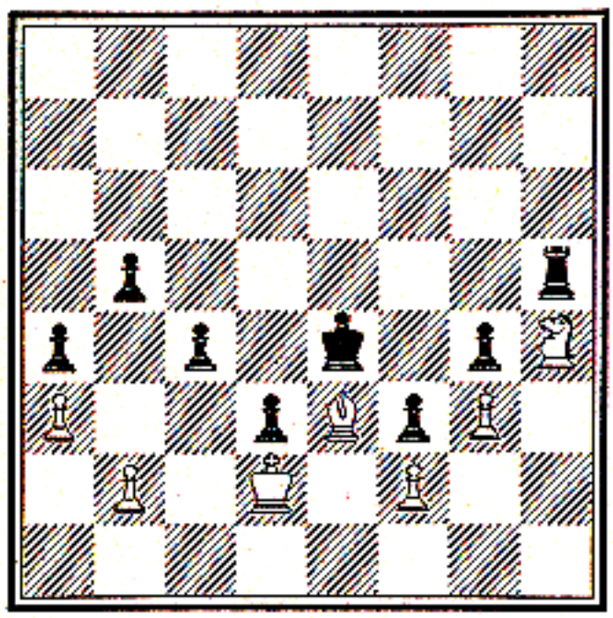
4.	R×R	R×R
5.	R×R	K×R
6.	K—B 4	K—Kt 3
7.	K—K 5	

and Black resigned, as he could not prevent his opponent from capturing the pawns at Kt 2 and R 3 and then queening one of his pawns.

89

Oslo, 1921

Black: *Nimzowitsch*



White: *L. Lund*

Black to move.

Black now effected a typical, very deep and elegant break-through as follows:

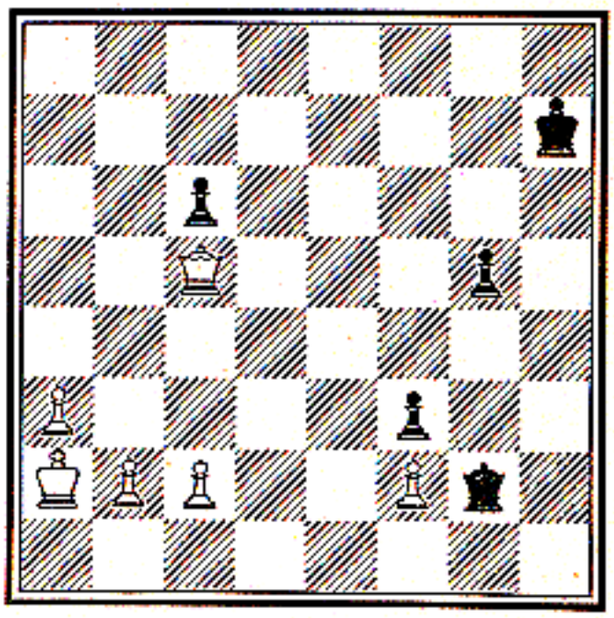
1.	....	P—Kt 5 !
2.	P×P	R×Kt !
3.	P×R	P—Kt 6 !
4.	P×P	P—B 6 ch.
5.	P×P	P—R 6

and Black won. One would think this to be a cleverly constructed end-game study instead of an example from actual play.

90

Vienna, 1913

Black: "*A. N. Other*"



White: *Dr. Kaufmann*

White to move.

Endings with only Queen and Pawns on both sides are generally drawn because, as a rule, frequent opportunities for perpetual check occur. Nevertheless some extra-ordinary exceptions have occurred in master practice.

1.	P—R 4	P—Kt 5
2.	P—R 5	P—Kt 6
3.	P—R 6	P×P

Strangely enough, Black, in spite of queening first, is lost.

4. Q—R 5 ch. ! ....

In order to prevent Q—Kt 1 ch.

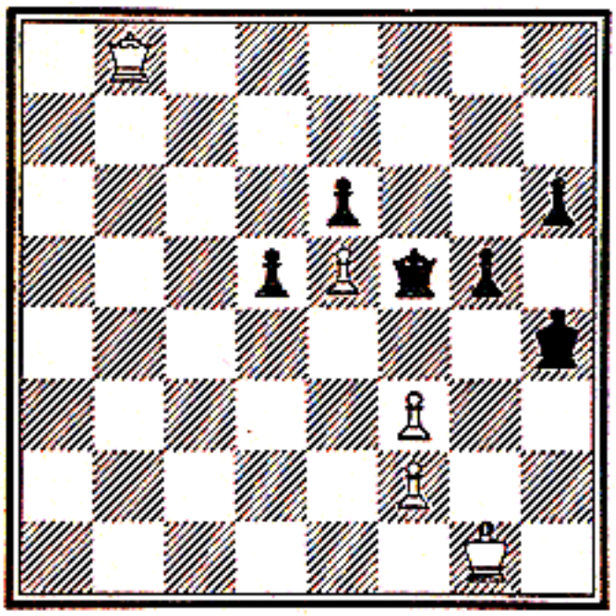
4.	....	K—Kt 2
5.	P—R 7	P—B 8 (Q)
6.	P—R 8 (Q)	Q—B 5 ch.
7.	K—R 3	

and Black has no defence against White's threats of 8. Q—Q R 7 ch., 8. Q (Kt 8)—R 8 ch., 8. Q (R 5)—R 8 ch., etc.

91

Australian Championship Tournament, 1916

Black: *Loughran*



White: *Harrison*

White to move.

Another highly interesting Queen and Pawns end-game.

1. Q—K R 8 P—R 4?

This obvious and apparently quite satisfactory move is a mistake after which, remarkably enough, the end-game is absolutely lost. The player with the white pieces, it is true, failed to find the very deep and intricate way to a win, and therefore he lost the game, but subsequent analysis showed an extremely interesting and peculiar winning manœuvre:

2. Q—B 6 Q—R 6

It is evident that Black cannot play Q × Q nor allow the Queens to be exchanged at B 4. Therefore the alternative would be 2. .... Q—B 5, leading to an interesting variation as follows: 3. K—Kt 2, P—Q 5; 4. Q × P, P—Kt 5; 5. Q—B 6 ch., Q—Kt 4; 6. P—B 4, Q × Q; 7. P × Q, P—Q 6; 8. P—B 7, P—Q 7; 9. P—B 8 (Q), P—Q 8 (Q); 10. Q—B 6 mate.

3. Q—B 7! P—Q 5

Black has no better move.

4. Q—B 8! ....

If this were a constructed study, its composer could be proud of every move.

4. .... P—Q 6

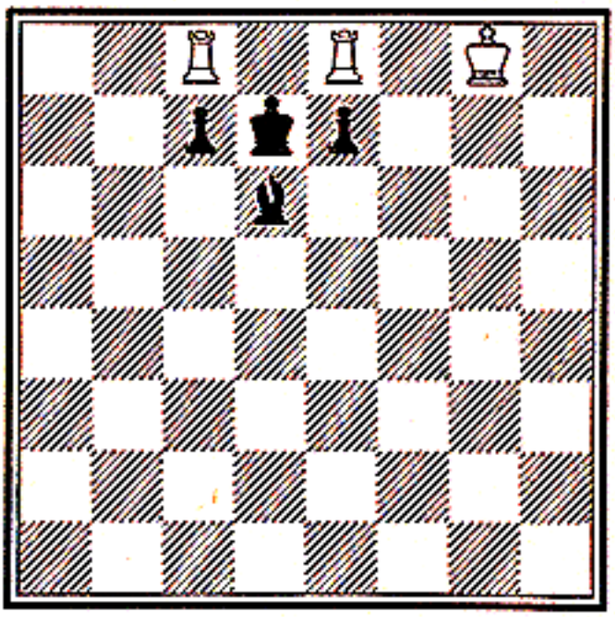
After 4. ...., Q—B 4; 5. Q × Q, P × Q, White's K P would queen and Black's Q P would be stopped by White's King.

5. Q—Kt 4 ch. P—Kt 5
6. Q—K 7 mate

92

International Tournament, Carlsbad, 1911

Black: *Jaffe*



White: *Kostich*

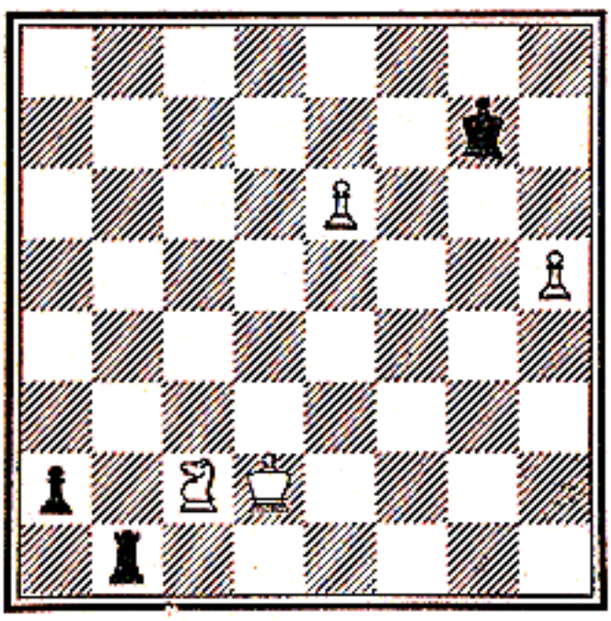
One of the most peculiar and amusing positions that ever occurred in master play. In spite of his considerable superiority in material, White has some difficulty in forcing

the win. The best line of play to do so is the following manœuvre: White first brings his King to Q Kt 7, which cannot be hindered by Black. The next part of White's plan is to play the Rook via K R 8 and K R 1 to Q 1. Then the position, with Black to play, would be as follows:—White: King at Q Kt 7, Rooks at Q 1 and Q B 8; Black: King at Q 2, Bishop at Q 3, Pawns at K 2 and Q B 2. Black would have no defence against the threat of R × P ch. and White would have an easy win.

93

Berlin, 1913

Black: "*A. N. Other*"



White: *Teichmann*

White to move.

White here forced a draw as follows:

1. P—R 6 ch. !	K × P
2. P—K 7	R—Kt 1
3. K—B 1	K—Kt 2
4. P—K 8 (Q)	R × Q
5. K—Kt 2	R—K 7

The alternative is 5. ...., R—Q R 1; 6. K—R 1, R—R 5 (in order to prevent Kt—Kt 4); 7. Kt—K 1 and White wins the pawn by playing the Knight via Q 3 to Q B 1.

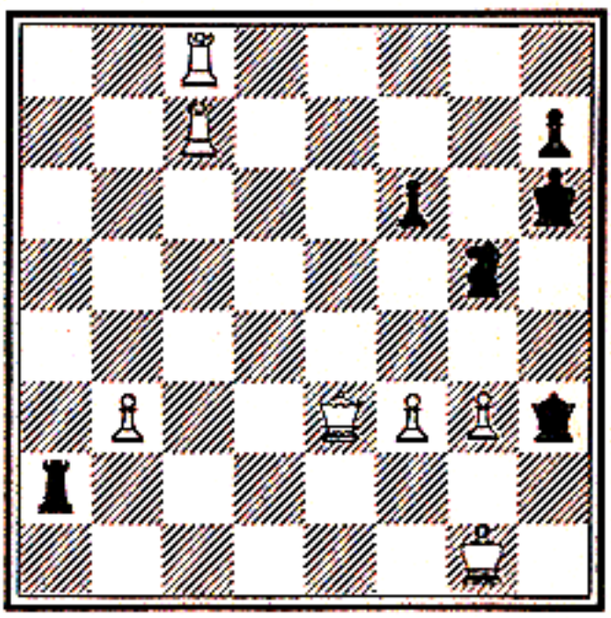
6. K—R 1 !

Drawn, since White is stalemated if Black takes the Knight, while otherwise White wins the pawn. The threat is 7. Kt—Kt 4.

94

International Tournament, Carlsbad, 1911

Black: *E. Cohn*



White: *Duras*

White to move.

White won by a brilliant sacrificial combination as follows:

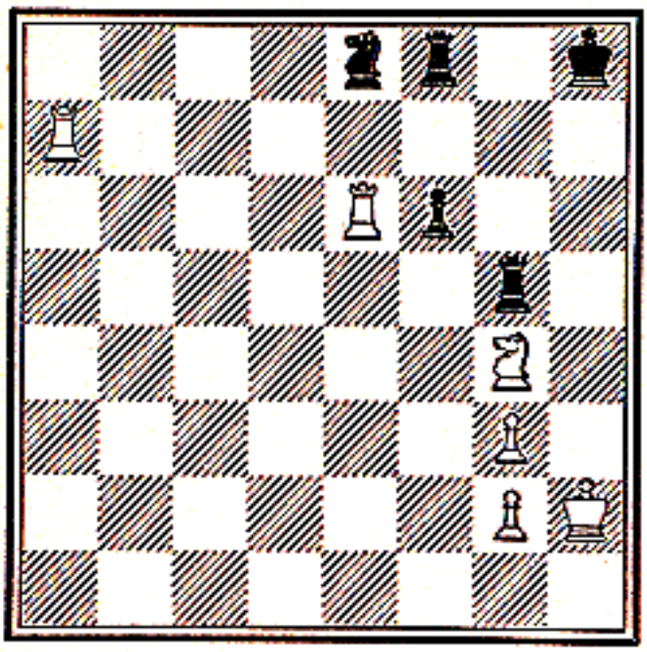
1. R × P ch. !	K × R
2. Q—K 7 ch.	K—Kt 3
3. R—Kt 8 ch.	K—B 4
4. R × Kt ch. !	

This sacrifice of the exchange demonstrates the object of the preceding Rook sacrifice. Now White wins the Queen, after 4. ...., P × R by 5. Q—Q 7 ch. and after 4. ...., K × R by 5. Q—Kt 7 ch., K—R 4; 6. Q—R 7 ch.

95

International Tournament, London, 1883

Black: *Englisch*



White: *Bird*

White, to move, played 1. R × Kt, apparently getting a winning position, since, if 1. . . . . R × R, then 2. Kt × P (threatening R—R 7 mate), R—Kt 2; 3. R × R, K × R; 4. Kt × R ch. and White wins. Black, however, discovered a very clever way of escape, as follows:

1. . . .	R—R 4 ch.
2. K—Kt 1	R × R
3. Kt × P	R—R 8 ch. !
4. K × R	R—K 8 ch.
5. K—R 2	R—R 8 ch.
6. K × R	

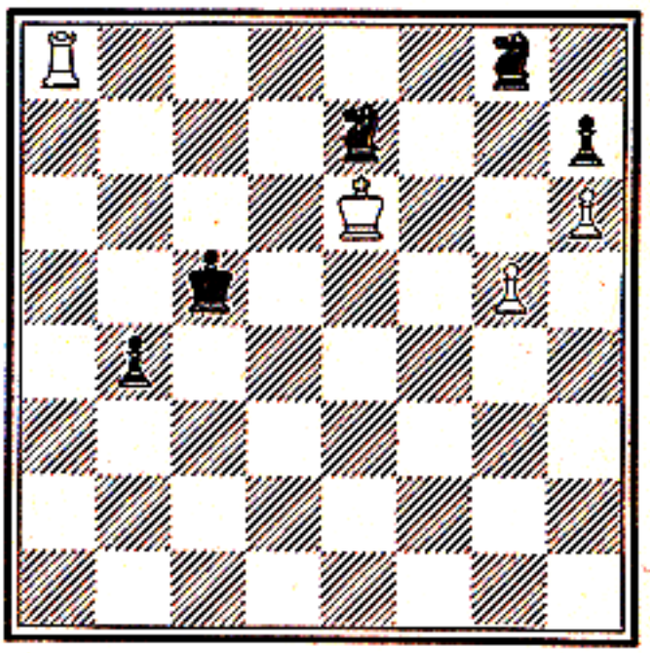
Black is stalemated.

Just like a composed study !

96

Munich, 1914

Black: "*A. N. Other*"



White: *Przepiórka*

White, with the move, forced the win in an ingenious manner as follows:

1. R—Kt 8 ! K—B 5

Black has no better move. The only object of White's move is to drive his opponent's King to B 5. The reason for this becomes evident at the close of the game.

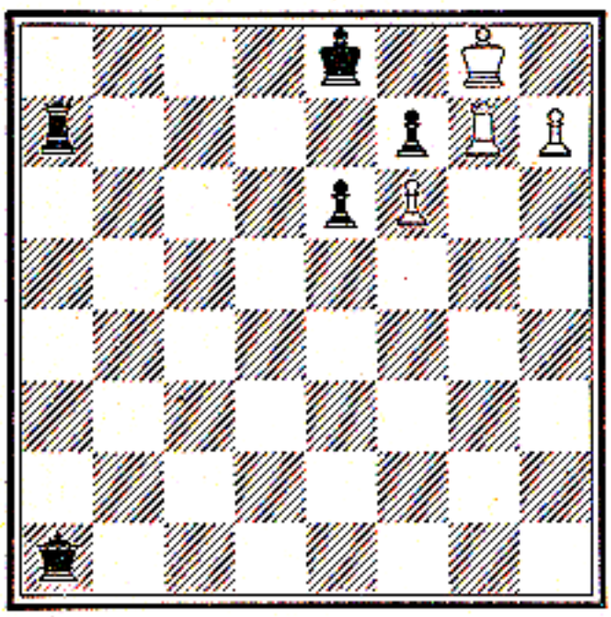
2. R × Kt !	Kt × R
3. P—Kt 6	P—Kt 6
4. P × P	P—Kt 7
5. P × Kt (Q)	P—Kt 8 (Q)
6. P—R 7 !	

and White wins by moving his King and discovering check.

97

International Tournament, Cambridge Springs, 1904

Black: *Marshall*



White: *Janowski*

Black to move.

In this peculiar end-game position Marshall played 1. .... Q × P and won after a rather long fight. But there was a much quicker and surprisingly simple way of winning, viz.:

1.	R—R 1 !
2. R × P	Q—Kt 8 ch.
3. R—Kt 7	Q × R ch !
4. K × Q	....

If 4. P × Q, then 4. ...., K—K 2 mate.

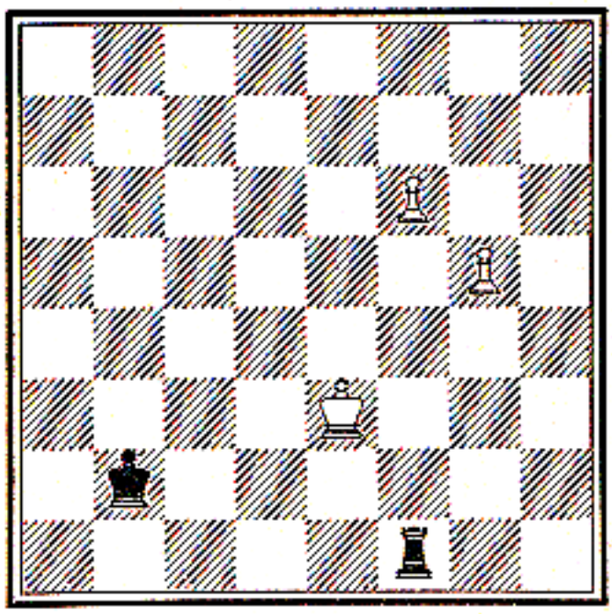
4.	R—R 2 ch.
5. K—Kt 6	R × P !
6. K × R	K—B 2

and Black wins.

98

International Tournament, Ostend, 1907

Black: *Janowski*



White: *Dr. Tarrasch*

White to play.

White won on account of the favourable position of his King, as follows:

1. K—Q 4	K—Kt 6

If R—B 4, then K—K 4.

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

Janowski actually played 4. ...., R—Q 8 ch. and after 5. K—K 6, R—K 8 ch., 6. K—B 7 resigned. The text-move gives White more difficulty.

5. P—Kt 7 !	....

After 5. P—B 7? Black would secure a draw by 5. ...., R × P ch; 6. K—K 5, R—Kt 4 ch.; 7. K—K 4, R—Kt 8 !, threatening R—K 8 ch. followed by R—B 8 ch.

5.	K—Q 5
6. K—B 6 !	....

6. K—K 6 would be a mistake on account of 6. ...., K—K 5 !; 7. K—B 7, K—B 4, etc.

6. .... K—B 5

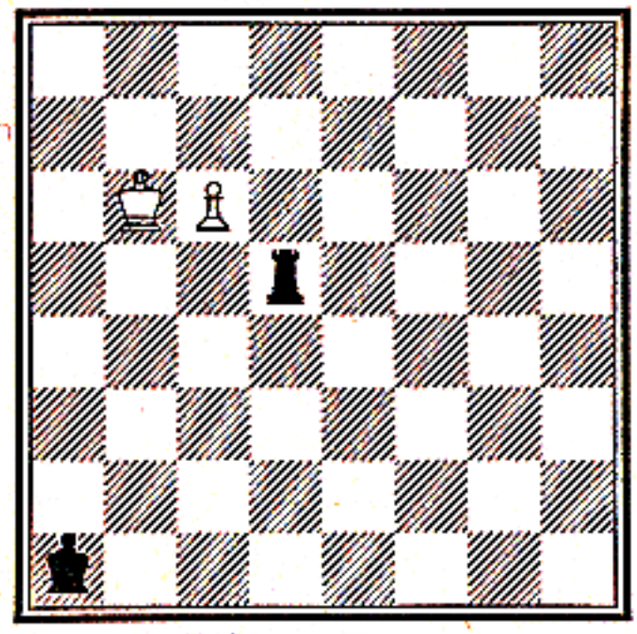
Black cannot play 6. ...., K—K4 because of 7. P—B 7, R—Kt 3 ch.; 8. K—B 5, etc. To 6. ...., R—Kt 3 the reply would be 7. K—Kt 5 !, etc.

7. K—Q 7 ! K—Q 4
8. K—K 8 K—K 3
9. P—B 7

and White wins, since after 9. ...., R × P the B P will not be pinned. We would call the student's attention to the variation 9. ...., R—Q R 8; 10. P—B 8 (Kt) ch. ! followed by P—Kt 8 (Q).

99

Black: *Potter*



White: *Fenton*

The above position occurred in a game played in London in 1880. After a few moves the players agreed to draw. Subsequently, however, it was discovered that White could have won. The winning method is so singularly attractive that one is forced to regard this end-game as positively unique.

1. P—B 7 R—Q 3 ch.
2. K—Kt 5 ....

If the King goes on to the Bishop's file, there follows R—Q 8 with the threat of R—B 8 ch. If 2. K—Kt 7, then R—Q 2 forces a draw at once.

2. .... R—Q 4 ch.
3. K—Kt 4 R—Q 5 ch.
4. K—Kt 3 R—Q 6 ch.
5. K—B 2 ....

Now the pawn cannot be stopped. But this is only the beginning, the fine point of the play is just now about to become apparent.

5. .... R—Q 5 !

If now 6. P—B 8 (Q), there follows 6. ...., R—B 5 ch. and, after the Rook is taken, Black is stalemated.

6. P—B 8 (R) ! ....

With the threat of R—R 8 ch.

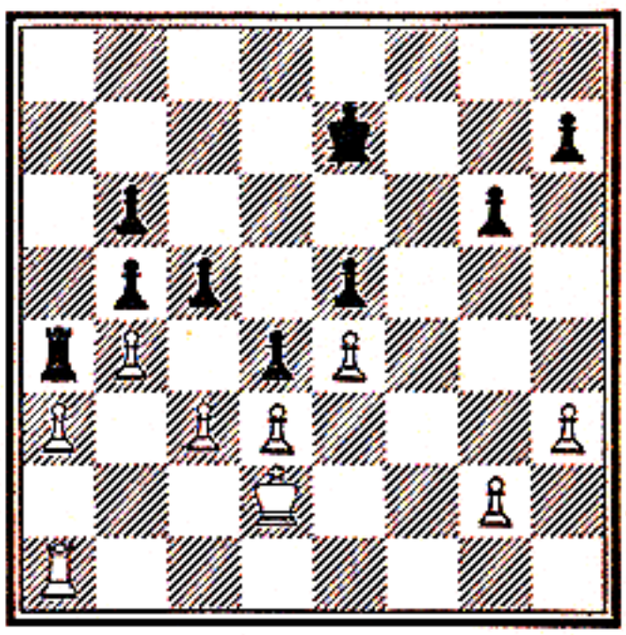
6. .... R—Q R 5
7. K—Kt 3

and White wins, since Black cannot prevent both the loss of his Rook and the mate at his Q B 8. Actual play has here produced a charming study of classical simplicity and of which the most skilful composer might justly be proud.

100

Match, Nuremberg, 1905

Black: *Dr. Tarrasch*



White: *Marshall*

White to move.

An instructive Rook and pawn ending. White loses in spite of an equal number of pawns on both sides.

1.	P×Q P	P×Kt P
2.	P×K P	K—K 3
3.	P—Q 4	P×P
4.	K—B 3	P—R 7

White has now three united passed pawns in the centre—yet he is hopelessly lost.

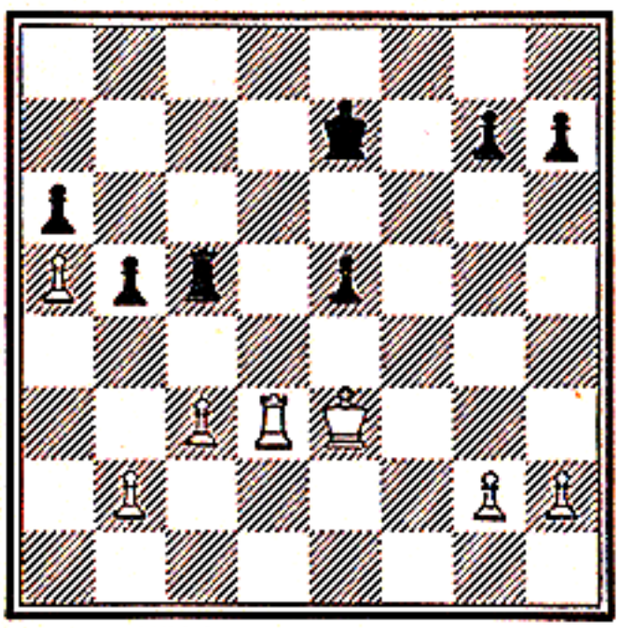
5.	P—Kt 4	P—Kt 4
6.	K—Q 3	P—Kt 5 !
7.	K—B 4	P—Kt 6 ch. !
8.	K×P	R×P
9.	R×P	R×P
10.	R—R 6	R—K 6 ch.
11.	K—B 2	R×P
12.	R×P ch.	K×P
13.	R—Kt 4	R—K 6
14.	K—Q 2	R—K 5

White resigned. If 15. R—Kt 7, then 15. . . . ., K—B 5; 16. R×P, K×P and Black wins.

101

International Tournament, Carlsbad, 1907

Black: *E. Cohn*



White: *Rubinstein*

Another interesting Rook and pawn ending illustrating the rare case of a win in spite of an equal number of pawns on both sides. White's position is superior (1) on account of his King and his Rook being well posted, (2) because he has the majority of pawns on the Queen side, (3) because Black's K P is weak.

Black, with the move, played

1.	. . . .	R—B 5

The further course of the game was:

2.	P—Q Kt 3	R—B 3
3.	K—K 4	K—K 3
4.	R—R 3	P—R 3
5.	R—Kt 3	K—B 3

If 5. . . . ., P—Kt 4, then 6. R—R 3, etc. or 6. P—R 4, P×P; 7. R—Kt 6 ch., etc.

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

The end-game is very instructive and is so easily understood that it hardly requires any explanatory remarks.

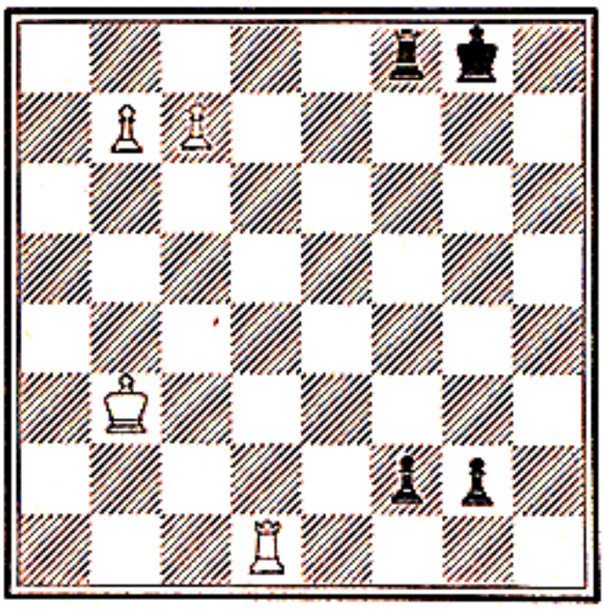
15.	. . . .	K×P
16.	R×P	R—Q R 1
17.	P—B 6	P—Kt 4
18.	P×P	P×P
19.	P—B 7	K—B 6
20.	R—K 1	

and White wins.

102

International Tournament, Leipzig, 1894

Black: *Zinkl*



White: *Walbrodt*

Certainly a most remarkable position. The play was:

1. P—B 8 (Q) ! P—B 8 (Q)

It would be a mistake to play 1. . . . , P—Kt 8 (Q) because of 2. Q × R ch., K × Q; 3. P—Kt 8 (Q) ch. followed by Q—R 7 ch. and R × Q.

2. Q—Kt 4 ch. K—R 1

If 2. . . . , K—B 2, then 3. R—Q 7 ch., K—B 3; 4. R—Q 6 ch., K—K 4; 5. R—K 6 ch. and Black is mated in a few moves.

3. Q—R 3 ch. ! . . . .

This is the right line of play leading to a win. Walbrodt, failing to find it, gave several other checks and the game finally resulted in a draw.

3. . . . . K—Kt 2

If 3. . . . , K—Kt 1, then 4. R × Q, P × R (Q); 5. Q × Q, R × Q; 6. P—Kt 8 (Q) ch., etc.

4. R—Q 7 ch. R—B 2

If 4. . . . . K—Kt 3, then 5. Q—R 7 ch., etc. If 4. . . . . K—B 3, then R—Q 6 ch., etc.

5. Q—Kt 4 ch. K—R 2

If 5. . . . , K—R 3, then 6. R—Q 6 ch., R—B 3; 7. R × R ch., Q × R; 8. P—Kt 8 (Q) and White wins.

6. Q—K 4 ch. K—Kt 2
7. P—Kt 8 (Q) ! P—Kt 8 (Q)
8. Q—K 5 ch. Q—B 3

Black has no other reply.

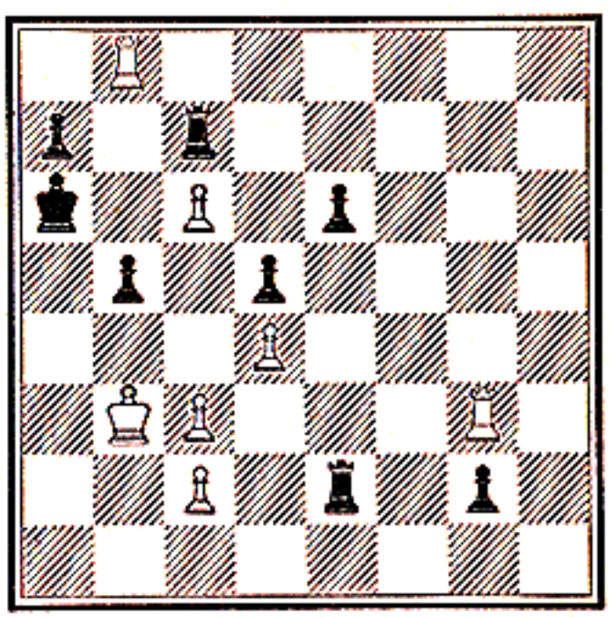
9. Q × Q ch. K × Q
10. Q—B 4 ch.

and White wins.

103

Berlin, 1920

Black: "*A. N. Other*"



White: *Tenner*

White, with the move, won the

game in a very interesting manner, as follows:

1. P—B 4 ! R × P (B 3)

1. ...., P × P ch. would be a grave mistake on account of 2. K—Kt 4 and Black has no way of preventing R—R 3 mate. Likewise Black would lose after 1. ...., R—K 6 ch.; 2. K—Kt 4, threatening either R × R or P × P mate.

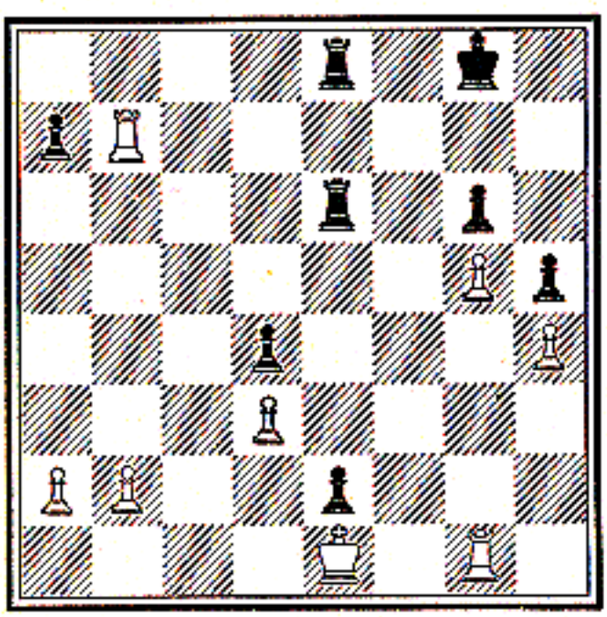
2. P × P ch. K—R 4
3. P × R R—K 6 ch.
4. R × R P—Kt 8 (Q)
5. K—R 2 Q × R
6. P—B 7

and White wins.

104

Berlin, 1913

Black: *Teichmann*



White: "*A. N. Other*"

Black to move.

Apparently he is in great difficulties. White threatens to win the K P by attacking it with the Rooks and then Black, with two isolated pawns, would certainly lose the end-game. Teichmann, however, discovered a very clever way not only to avoid loss but even to win.

1. .... R—Q B 1

Threatening R—B 8 ch., etc.

2. K—Q 2 ....

If 2. K—B 2 ?, then 2. ...., P—K 8 (Q) ch.; 3. R × Q, R—B 1 ch., etc., winning a Rook.

2. .... R (K 3)—Q B 3 !

An excellent manœuvre.

3. K × P ....

3. R—Kt 1 would be a decisive mistake because of 3. ...., R—B 7 ch.; 4. K—K 1, R—B 1, etc. If, instead, 3. R—K 7, then 3. .... R—B 7 ch.; 4. K—K 1, R—B 8 ch.; 5. K—B 2, R—B 1 ch.; 6. K—Kt 2, R × R ch.; 7. K × R, R—B 8 ch. and Black wins.

3. .... R—B 7 ch.
4. K—B 3 ....

This is forced, since after 4. K—B 1, R—B 1 ch.; 5. K—K 1, R—Q B 8 ch. White would lose a Rook. If, instead, 4. K—K 1, then 4. ...., R—B 8 ch. followed by R (B 1)—B 7 ch. and Black wins.

4. .... R—K 1 !

Every one of Black's moves is the best possible. He now threatens R—K 6 ch. followed by R—B 7 mate.

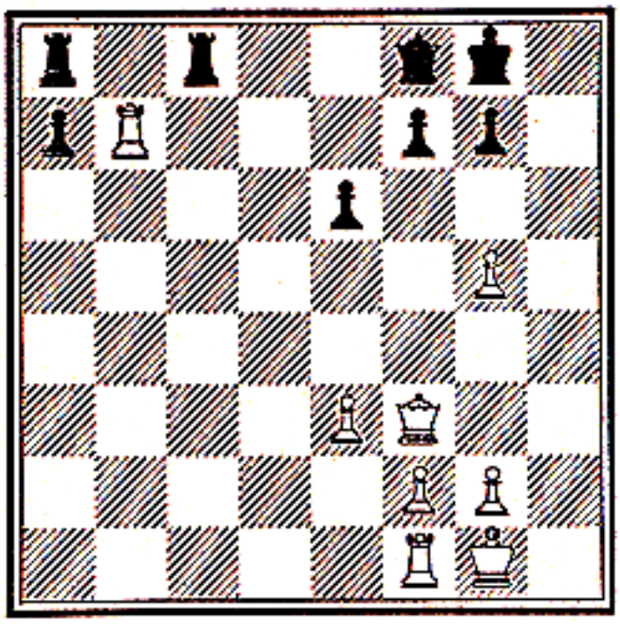
5. K—B 4 R—K 6
6. R—K B 1 R—Kt 7 !

threatening mate at Kt 5—and this White cannot prevent.

105

International Tournament, Berlin, 1928

Black: *Capablanca*



White: *Rubinstein*

Black to move.

This position certainly looks rather dangerous for Black, but Capablanca discovered a peculiar and interesting way of securing a draw.

1.	P—R 4 !
2. R—Q 1	P—R 5 !
3. R (Q 1)—Q 7	P—R 6 !
4. R × P	P—R 7 !

Indeed an amusing finish.

5. R × P ch.	....

White has no other move, since 5. R × Q ch., R × R would lead to a loss.

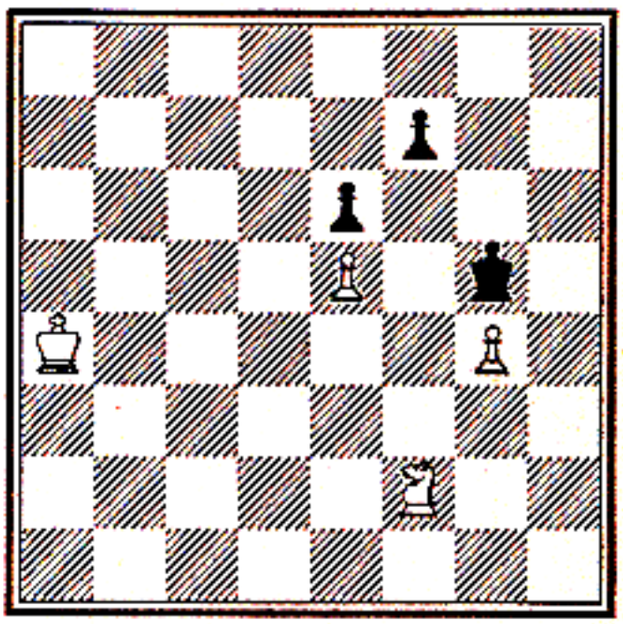
5.	Q × R
6. R × Q ch.	K × R
7. Q—B 6 ch.	K—Kt 1
8. Q—Kt 6 ch.	

and White drew by perpetual check.

106

International Tournament, Carlsbad, 1911

Black: *Nimzowitsch*



White: *Rubinstein*

White to move.

The game resulted in a draw because White failed to find the right line of play. The actual game proceeded as follows:

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

followed by K—B 5 and P—K 6, thus securing a draw.

The proper way which forces the win is:

1. K—Kt 4 !	K—B 5

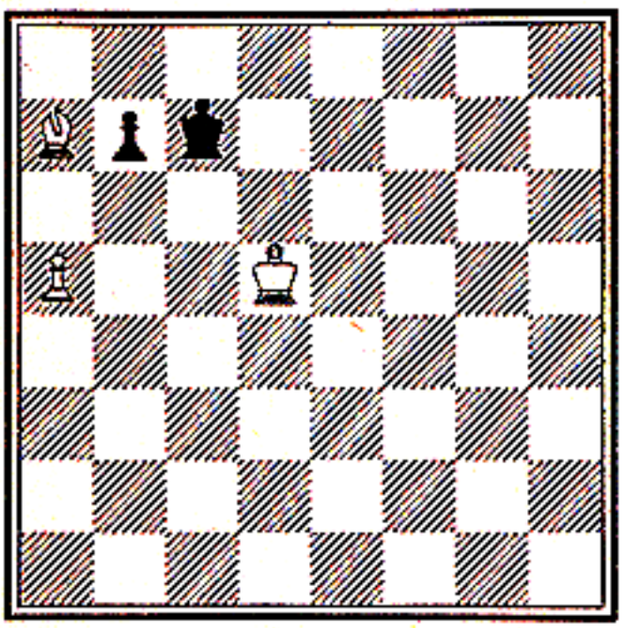
After 1. ...., P—B 4, 2. P × P, e.p., K × P; 3. Kt—K 4 ch. White has an easy win.

2. Kt—Q 3 ch.	K × P
3. Kt—B 5	K—B 4
4. Kt—Q 7, etc.	

107

International Tournament, Nuremberg, 1888

Black: *L. Paulsen*



White: *Metger*

White to move.

In this position the players agreed to draw, and this decision certainly appears justified, since the Bishop does not command the queening square (Q R 8). Subsequent analysis, however, revealed a very deep manœuvre leading to a win.

1. K—Q 4 ! ....

After 1. K—B 5 a draw would result by 1. ...., P—Kt 3 ch. After 1. K—B 4 Black would draw by 1. ...., P—Kt 4 ch.

1. .... K—B 3

If 1. ...., P—Kt 3, then 2. P—R 6 and White wins. If 1. ...., K—Q 2, then 2. K—B 5, K—B 2; 3. K—Kt 5, K—Q 2 (if, instead, K—B 1, then K—Kt 6, etc.); 4. B—Kt 1 followed by B—R 2 and White wins.

2. B—Kt 6 ! K—Q 3

If 2. ...., K—Kt 4, then 3. K—Q 5 and Black loses his pawn.

3. K—B 4 K—B 3
4. K—Kt 4 K—Q 3
5. K—Kt 5 K—Q 2 !
6. K—B 5 K—B 1

After other moves of the King 7. B—B 7 followed by K—Kt 6 would be the continuation.

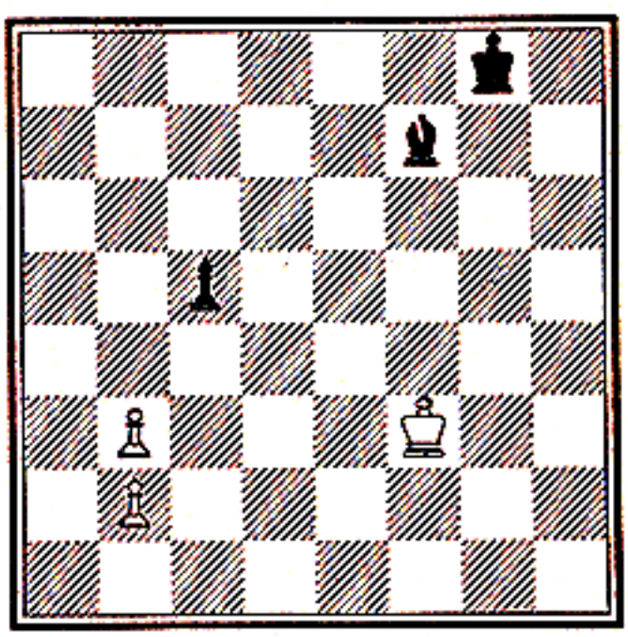
7. B—R 7 K—B 2
8. K—Kt 5 K—Q 2 !
9. B—Kt 8 K—B 1
10. B—R 2 K moves
11. K—Kt 6

and White wins.

108

Berlin, 1911

Black: "*A. N. Other*"



White: *Dr. Lewitt*

White, with the move, managed to draw the end-game by the following clever plan.

1. P—Kt 4 ! ....

After any other move Black wins by B × P followed by P—B 5. Subsequently White's King will be driven to Q R 1 and stalemated there by

Black posting his King at Q B 8 and his Bishop at Q Kt 8. This forces White to move his pawn. If White's King goes to Q R 3, instead of Q R 1, then Black plays B—Kt 6 and wins the pawn.

1. .... P×P

If 1. ...., P—B 5, then 2. P—Kt 5 ! (not K—K 4, because Black's King is then in time to stop the pawn), K—B 1; 3. P—Kt 6, K—K 2; 4. P—Kt 7, B—Q 4 ch.; 5. K—K 3, B×P; 6. K—Q 4, B—R 3; 7. K—B 3 followed by P—Kt 3 and draws.

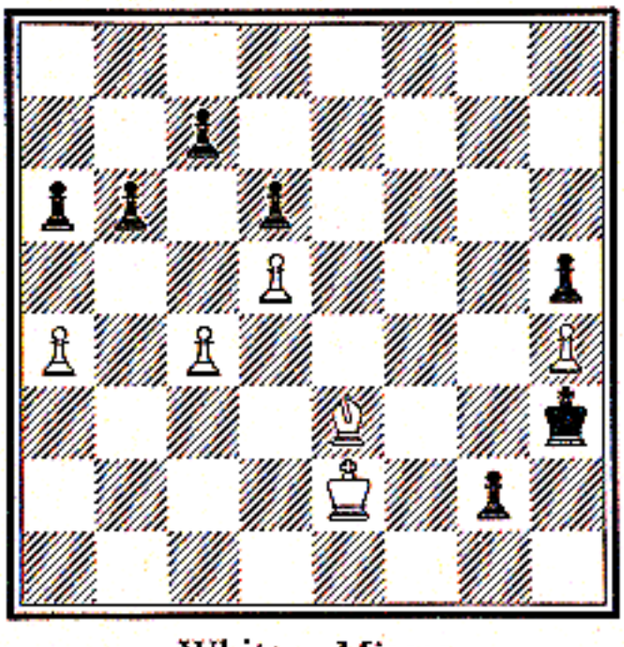
2. K—K 4 K—Kt 2
3. K—Q 4 K—B 3
4. K—B 5 P—Kt 6
5. K—Q 4

and White plays the King to Q R 1, thus securing the draw.

109

Simultaneous Display, Barmen, 1921

Black: "*A. N. Other*"



White: *Mieses*

White to move.

1. K—B 3 K×P

If 1. ...., K—R 7, then 2. K—B 4 and White wins after capturing the K R P. If 1. ...., P—R 4, then 2. B—B 2, K—R 7; 3. K—B 4 and White wins.

2. K×P K—Kt 5

The alternative is 2. ...., P—R 4; 3. K—B 3, K—R 6; 4. B—Kt 5 followed by B—Q 8, etc.

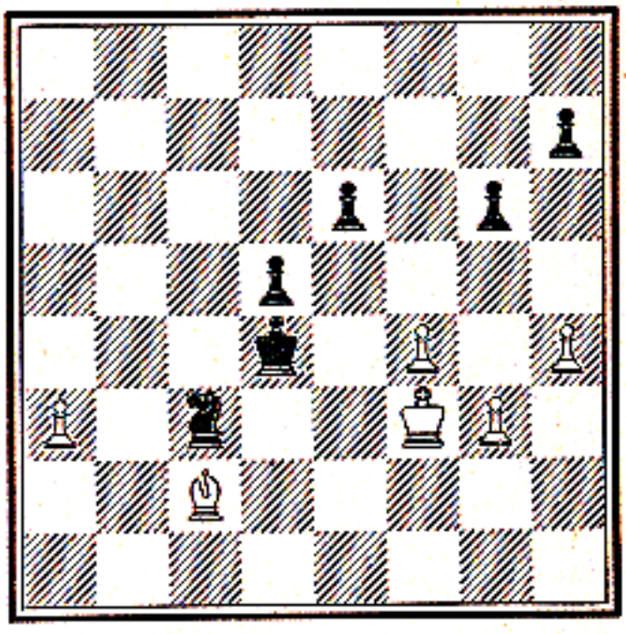
3. B×P ! P×B
4. P—R 5 P×P
5. P—B 5 P×P
6 P—Q 6

and White wins.

110

Berlin, 1905

Black: *John*



White: *Dr. Lewitt*

Black to move.

The Knight is superior to the Bishop in blocked positions, especially if there are no other pieces on the board. On the other hand the Bishop is more powerful than the

Knight in positions where passed pawns on both sides are advancing. So in the above example Black is unable to prevent the queening of one or other of White's pawns.

1.	Kt—Kt 4
2. P—R 5 !	Kt × P

Relatively the best move.

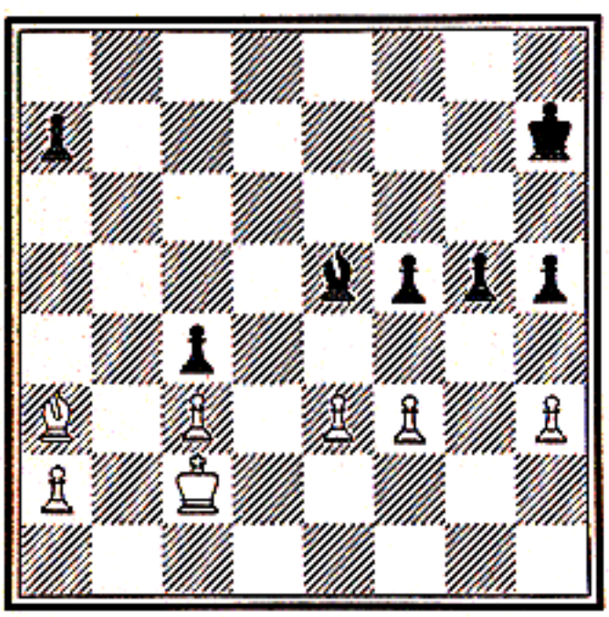
3. B × P !	P—R 3 !
4. P—Kt 4	P—K 4
5. P—Kt 5	P—K 5 ch.
6. K—K 2	P × P
7. P × P	

and White wins.

111

Rotterdam, 1906

Black: *Marshall*



White: *Oskam*

White to move.

1. B—B 5	P—R 5 !

The best move. Black now threatens P—Kt 5.

2. P—B 4	B—Q 3 !

An excellent reply. 2. ...., P—Kt 5 would be a mistake on account of 3. P × B, P × P; 4. P—K 6, P—R 7; 5. P—K 7, P—R 8 (Q); 6. P—K 8 (Q) and White should win.

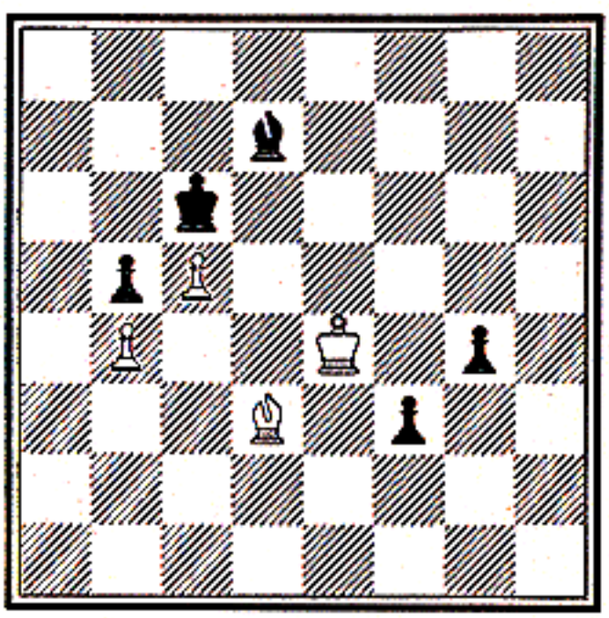
3. B × B	P—Kt 5
4. P × P	P—R 6
5. P × P	P—R 7
6. P—B 6	P—R 8 (Q)
7. P—B 7	Q—K 5 ch.

and Black wins.

112

German National Tournament, Hamburg, 1921

Black: *Sämisch*



White: *John*

Black to move.

Black is a pawn ahead, but in spite of this advantage the win can only be achieved by some very deep play. Sämisch found the only continuation that leads to a win and played

1.	P—B 7 !

The further course of the game was as follows:

2. K—B 4	....

After 2. K—K 3 Black wins by 2. ...., P—Kt 6; 3. B—B 1 (otherwise Black plays B—R 6), B—K 3 followed by B—B 5. To 2. K—K 5 Black replies with 2. ...., B—K 1 threatening to play his Bishop via B 2 to B 5. Then White must play 3. K—B 4, which by transposition of moves leads to the same position as in the actual game.

2.	K—Q 4 !

2. ...., B—K 3 would be insufficient on account of 3. K—Kt 3.

3. K—K 3	....

Or 3. K—Kt 3, K—Q 5; 4. B—B 1, K—K 6 and Black wins.

3.	P—Kt 6
4. B—B 1	B—B 3
5. K—B 3	K—Q 5 ch. !
6. K × P	K—K 6
7. K—Kt 4	....

Here we would call attention to the following finesse: 7. B—R 3, B—Q 4; 8. B—B 1, B—B 5; 9. P—B 6, B × B; 10. P—B 7, B—R 6 and Black wins.

7.	B—B 6 ch.
8. K—Kt 3	B—K 7
9. K—Kt 2	....

If 9. P—B 6, then 9. ...., B × B followed by B—R 6.

9.	B—B 5 !

Every one of Black's moves is very ingenious.

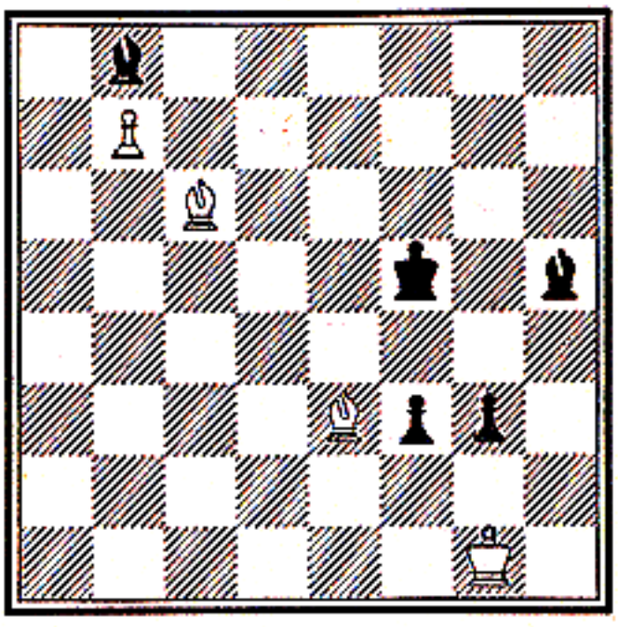
10. B × B	P × B
11. K—B 1	P—B 6

and Black wins.

113

International Tournament, San Sebastian, 1911

Black: *Capablanca*



White: *Leonhardt*

White to move.

The manner in which Black avails himself of his advantage in material to force a win is highly interesting.

1. B—Q 5	....

Here the following piquant variation is worthy of note: 1. K—B 1, K—Kt 5; 2. B—Q 7 ch., K—R 5; 3. B—B 6, K—R 6; 4. B—Kt 1, B—Kt 5; 5. B—Q 5, P—Kt 7 ch.; 6. K—K 1, K—Kt 6; 7. B—B 6, B—K 4; 8. B—Q 4 !, B × B ! (a very fine move); 9. P—Kt 8 (Q) ch., K—R 6 and Black wins.

1.	K—Kt 5
2. B—K 6 ch.	K—R 5
3. B—Q B 5	B—Kt 5
4. B × B	K × B
5. K—B 1	K—R 6
6. B—Kt 1	....

Here we would call attention to the following charming variation: 6. K—Kt 1, P—Kt 7; 7. K—B 2,

K—Kt 5; 8. K—K 1, K—Kt 6; 9. B—Kt 1, B—K 4!; 10. B—Q 4, B×B!; 11. P—Kt 8 (Q) ch., K—R 6; 12. Q—B 8 ch., K—R 7; 13. Q—B 7 ch., K—Kt 8 and Black wins.

6.	B—B 2
7. B—R 7	

Or 7. K—K 1, K—Kt 7 followed by P—B 7 ch. and Black wins.

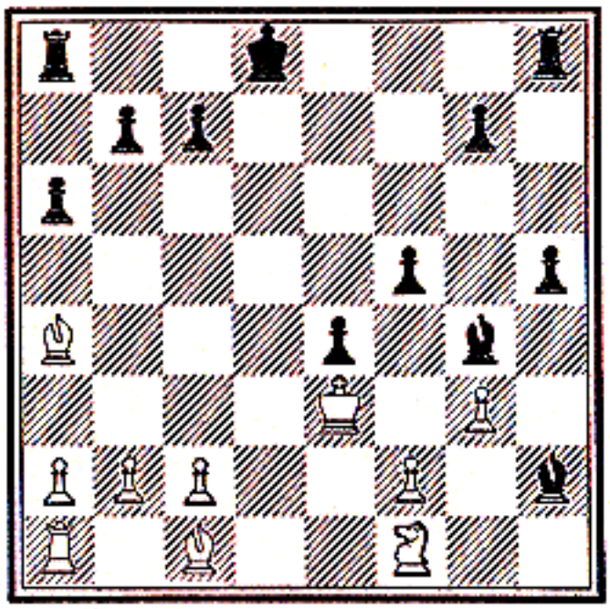
7.	K—R 7
8. P—Kt 8 (Q)	P—Kt 7 ch.

White resigned since, if 9. K—K 1, then 9. ...., B×Q; 10. B×B ch., K—R 8, etc.

114

Munich, 1907

Black: *Nimzowitsch*



White: *Przepiórka*

Black, having the move, won by a deeply calculated combination, as follows:

1.	P—R 5!
2. Kt×B	P×P
3. Kt×B	P—Kt 7
4. K—K 2!	....

In order to reply to 4. ...., P—Kt 8 (Q) with 5. B—Kt 5 ch. and subsequently R×Q.

4.	R—R 8!
5. B—Kt 5 ch.	K—B 1
6. Kt—K 3	R×R
7. Kt×Kt P	R—K Kt 8!

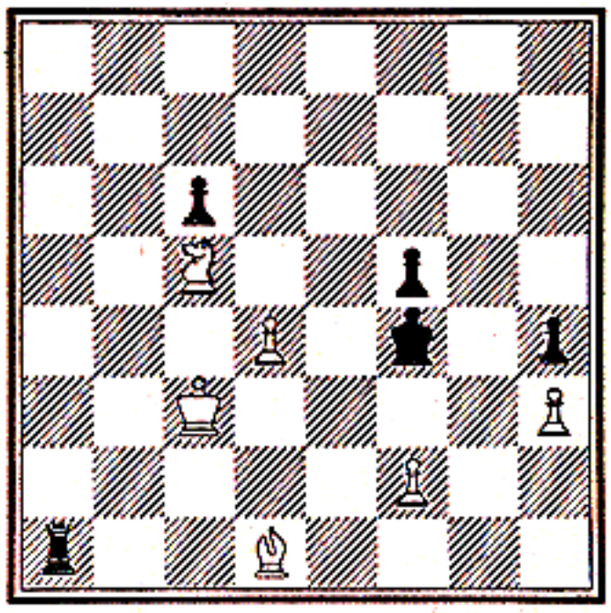
It is clear that Black had this finesse in view six moves ago when he played P—R 5.

White resigned. A piece is lost.

115

International Tournament, The Hague, 1921

Black: *Rubinstein*



White: *Dr. Tartakower*

White to play.

White certainly has an advantage in material, but here it is not at all easy to utilise this superiority. Tartakower accomplished this difficult task very skilfully as follows:

1. B—R 4	R×B

Relatively the best. Black must not play 1. .... R—R 8 on account

of 2. Kt—K 6 ch. followed by 3. B × P ch., etc. If 1. . . . ., R—R 6 ch., then 2. K—Q 2, R × P; 3. Kt—K 6 ch., K—K 5 or B 6; 4. Kt—Kt 5 ch., etc.

2. Kt × R	K—B 6
3. K—Q 2	K × P

Or 3. . . . ., K—Kt 7; 4. K—K 3, K × P; 5. K—B 3, K—R 7; 6. Kt—B 3 followed by Kt—K 2 and White wins.

4. Kt—B 5	K—Kt 6

After 4. . . . ., P—B 5 the continuation would be: 5. Kt—Q 3 ch., K—B 6 (if, instead, 5. . . . ., K—Kt 6, then 6. K—K 2, etc., with transposition of moves); 6. Kt—K 5 ch., K—Kt 7 (or 6. . . . . K—K 5; 7. Kt × P, K—Q 4; 8. Kt—K 7 ch., K × P; 9. Kt—Kt 6, K—K 5; 10. K—K 2, etc.); 7. K—K 2, P—B 6 ch. (or 7. . . . ., K × P; 8. K—B 2, etc.); 8. Kt × P, K × P; 9. K—Q 3 !, K—Kt 6; 10. Kt × P, K × Kt; 11. K—B 4 and White wins.

5. K—K 2 !	. . . .

Here Black lost on the time limit but the game was a win for White in any case, as is shown by the following variations:

5.	K × P

To 5. . . . . P—B 5 the best reply would be 6. Kt—Q 3.

6. K—B 3	K—R 7
7. Kt—Q 3	K—Kt 8
8. Kt—K 5	P—R 6
9. K—Kt 3	P—R 7

After 9. . . . ., P—B 5 ch. White would win by 10. K × R P, K—B 7; 11. Kt × P, etc.

10. Kt—B 3 ch.	K—B 8
11. Kt × P ch.	K—K 7
12. K—B 4	K—Q 6
13. Kt—B 3	K—B 5
14. K—K 5	. . . .

Black threatens to draw by P—B 4.

14.	K—Q 6

Or 14. . . . ., P—B 5; 15. K—K 4, etc.

15. Kt—K 1 ch. !

15. K—Q 6 ? would be bad because of 15. . . . ., K—K 6; 16. K × P, K × Kt; 17. P—Q 5, P—B 5; 18. P—Q 6, K—Kt 7 and the end-game is drawn since the Queen, with her King so far away, cannot win against a pawn which has advanced to B 7. A very instructive variation.

15.	K—B 5
16. Kt—Kt 2 !	K—Q 6
17. Kt—B 4 ch.	K—B 6

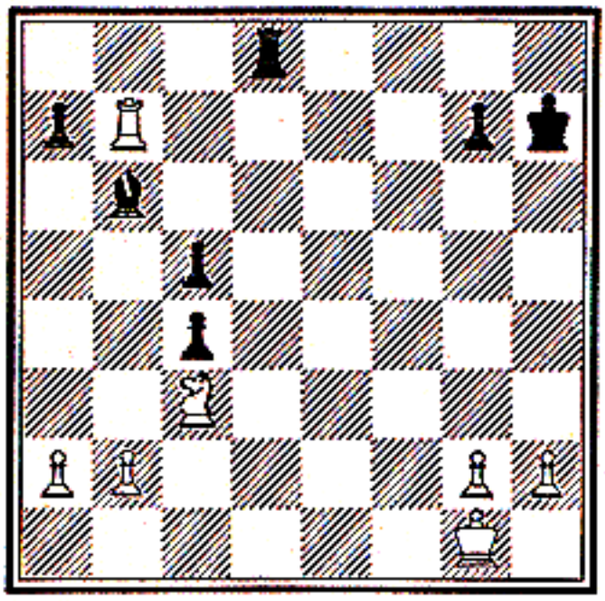
Or 17. . . . ., K—B 5; 18. Kt—K 6, etc.

18. Kt—K 6	K—B 5
19. K × P	K—Q 4
20. K—B 6	K—Q 3
21. Kt—B 4	P—B 4
22. P—Q 5	P—B 5
23. K—B 5	

and White wins.

116

Black: *Sanz*



White: *Ortueta*

The above position, with Black to play, occurred in a match game played at Madrid in 1933. The finish is of extraordinary beauty.

1. .... R—Q 7
2. Kt—R 4 R × P

An amazing and extremely clever sacrifice of a Rook.

3. Kt × R P—B 6

Now the Knight cannot go to either R 4, B 4 or Q 1 on account of P—B 7. If, instead, 4. Kt—Q 3, there follows 4. ...., P—B 5 ch. If, in reply, 5. R × B, then 5. ...., P × Kt and one of the two pawns becomes a queen. If (instead of 5. R × B) 5. K—B 1, then 5. ...., P × Kt; 6. K—K 1, P—B 7; 7. K—Q 2, B—K 6 ch. and Black wins.

4. R × B P—B 5

A diabolic move. If, instead, 4. ...., P × R, then White could save himself by 5. Kt—Q 3.

5. R—Kt 4 ....

If 5. Kt × P, then Black wins by 5. ...., P—B 7.

5. .... P—R 4

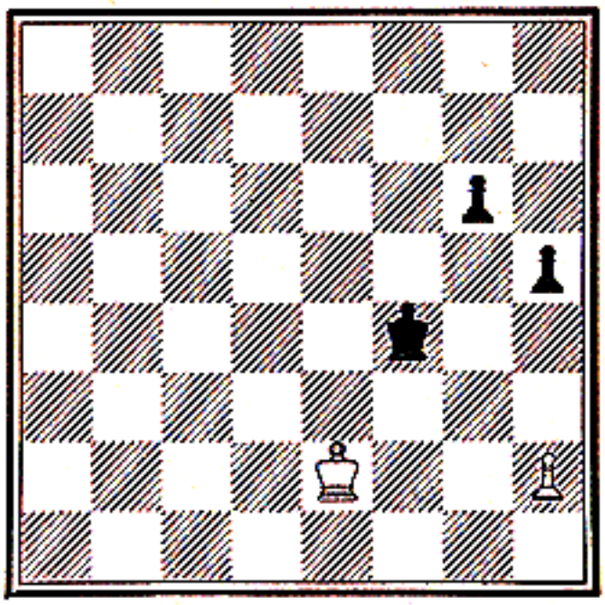
White resigned. If the Rook moves, there follows either P—B 7 or P × Kt, according to circumstances. If, instead, 6. Kt—Q 3, then 6. ...., P × Kt. White, therefore, is hopelessly lost.

One would imagine this to be an artistic composition and would hardly credit it with being the conclusion of an actual game.

117

International Tournament, San Sebastian, 1911

Black: *Schlechter*



White: *Marshall*

Pawn end-games—that is to say, endings without any pieces—belong to the most difficult part of chess, in spite of their apparent simplicity. Positions which at first sight might be considered to be clear and simple conceal sometimes very intricate finesses. We conclude the book with nine examples of this exceptionally interesting type of end-game.

In the above position Black, having the move, played

1. .... K—K 5 ?

It is remarkable that a master of Schlechter's strength should overlook a winning continuation which was by

no means difficult to find, viz.: 1. ...., K—Kt 5!; 2. K—B 2, K—R 6; 3. K—Kt 1, P—R 5; 4. K—R 1, P—Kt 4; 5. K—Kt 1, P—Kt 5; 6. K—R 1, P—Kt 6, etc. After the text-move the game is a draw—a striking proof how easily one can miss a clear win in an apparently simple position.

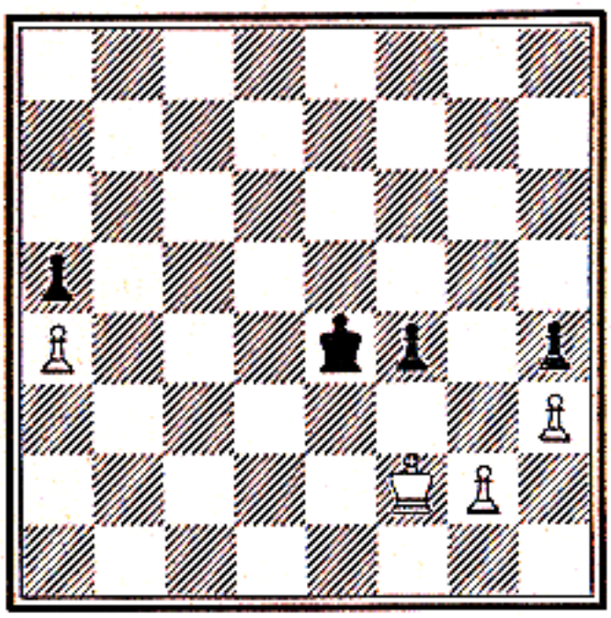
2. K—B 2	K—Q 6
3. K—B 3	P—Kt 4
4. K—B 2	K—K 5
5. K—K 2	K—B 5
6. K—B 2	K—Kt 5
7. K—Kt 2	P—R 5
8. P—R 3 ch.	

Drawn.

118

Warsaw, 1916

Black: *Rubinstein*



White: *Lowtzky*

Black, having the move, made an ingenious attempt to win, which, however, was defeated by his opponent's well-calculated counter-play.

1. .... P—B 6

1. ...., K—Q 5? would be a mistake and lead to a loss, for after 2. K—B 3, K—B 5; 3. K × P, K—Kt 5; 4. P—Kt 4, P × P, e.p.; 5. K × P, K × P White queens first and commands his Q R 1.

2. P × P ch. K—B 5

Of course not 2. ...., K—Q 6? because of 3. P—B 4, K—K 5; 4. P—B 5, K × P; 5. K—B 3, K—Kt 4; 6. K—K 4, etc., and White wins.

3. K—K 2! ....

A very clever move and the only one to secure the draw. After 3. K—Kt 2, K—K 6; 4. P—B 4, K × P; 5. K—B 2, K—K 5 Black would win the Q R P and the game.

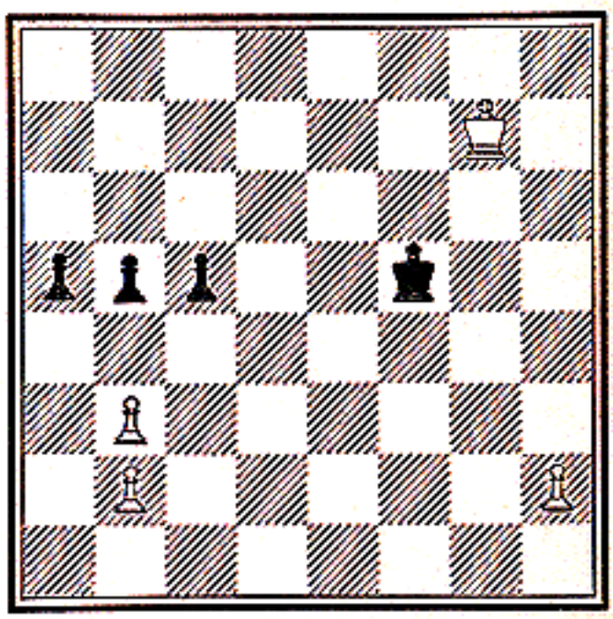
3.	K—Kt 6
4. K—K 3	K × P
5. K—B 2!	K—R 7
6. P—B 4	P—R 6
7. P—B 5	K—R 8
8. P—B 6	P—R 7

Drawn.

119

International Tournament, St Petersburg, 1914

Black: *Dr. Tarrasch*



White: *Dr. Lasker*

White, although he has the move, appears to be in a lost position, since his R P will be stopped by his opponent's King and Black is threatening 1. ...., P—B 5; 2. P×P, P×P followed by P—B 6, etc. White, however, has a way of escape.

1. P—R 4	K—Kt 5
2. K—Kt 6 !	....

That is the striking point. After the apparently obvious move K—B 6? Black would win, as above mentioned, by advancing his B P. But now Black must capture the R P, thus granting his opponent an important "tempo."

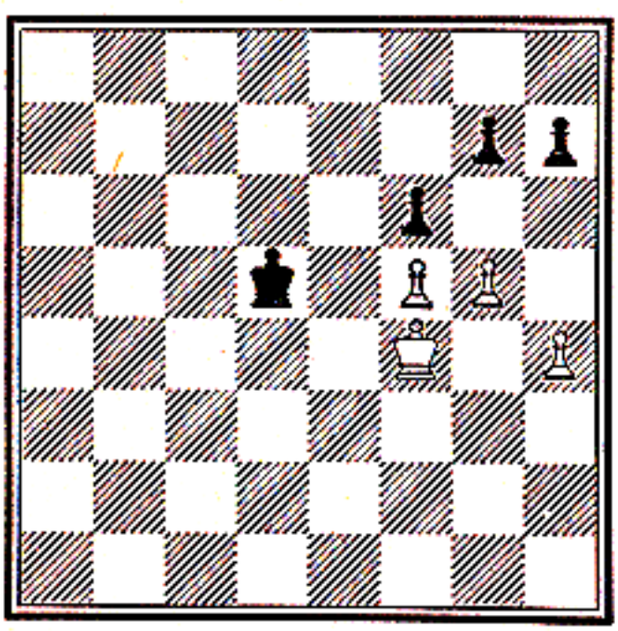
2.	K×P
3. K—B 5	K—Kt 6
4. K—K 4	K—B 7
5. K—Q 5	K—K 6
6. K×P	K—Q 6
7. K×P	K—B 7
8. K×P	K×P (Kt 6)

Drawn.

120

International Tournament, Ostend, 1905

Black: *Dr. Tarrasch*



White: *Tchigorin*

White to move.

1. P×P? ....

This is an instructive mistake. Tchigorin had worked out a line of play leading to a draw, as follows: 1. ...., P×P; 2. K—Kt 4, K—K 4; 3. K—R 5, K×P; 4. K—R 6, K—Kt 5; 5. K×P, P—B 4 !; 6. K—Kt 6, etc. This calculation, however, has a flaw in it, since Black, instead of 4. ...., K—Kt 5, would play 4. ...., K—K 3 ! Then the continuation would be: 5. K×P, P—B 4; 6. K—Kt 6, P—B 5; 7. P—R 5, P—B 6; 8. P—R 6, P—B 7; 9. P—R 7, P—B 8 (Q); 10. P—R 8 (Q), Q—Kt 7 ch.; 11. K—R 6, Q—R 6 ch.; 12. K—Kt 7, Q—Kt 5 ch.; 13. K—R 6, Q—R 5 ch.; 14. K—Kt 7, Q—Kt 4 ch.; 15. K—R 7, K—B 2 and Black forces a mate.

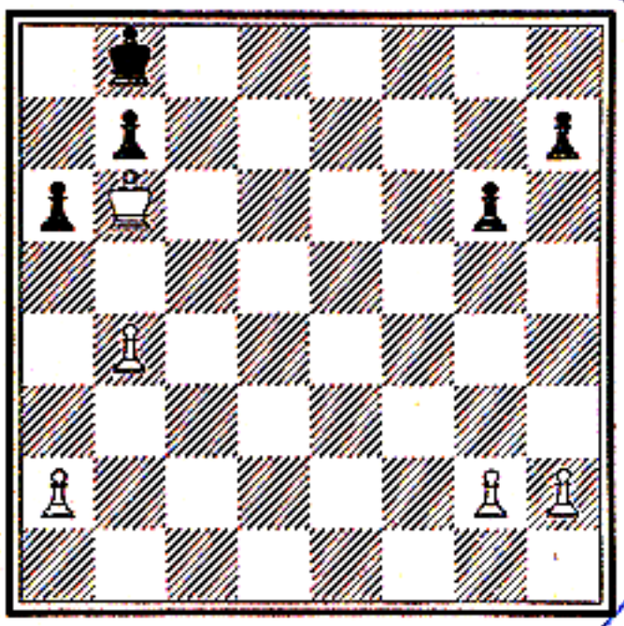
Tchigorin subsequently—but too late— discovered this flaw and so played (after 1. ...., P×P; 2. K—Kt 4, K—K 4) 3. K—R 3. After Tarrasch's reply, 3. ...., K—B 5, Tchigorin resigned.

The most interesting feature of this end-game is, that in the original position White had a charming way of drawing the game, viz.: 1. K—Kt 4, K—K 4 or K 5; 2. P—Kt 6, P—R 3 (P×P would also lead to a draw); 3. K—R 5 and, if Black captures the pawn, White is stalemated.

121

Hamburg, 1911

Black: *Marshall*



White: *Leonhardt*

White to move.

1. P—Q R 3 ! ....

It is essential to move the pawn only one square in order to have P—Q R 4 in reserve as a waiting move.

1. .... K—B 1
2. P—Q R 4 P—Kt 4

Forced. If, instead, 2. ...., K—Kt 1, then 3. P—Kt 3, K—B 1; 4. K—R 7 !, K—B 2; 5. P—Kt 5, P×P; 6. P×P, P—Kt 4; 7. P—Kt 6 ch., K—B 3; 8. P—Kt 4 and White wins.

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

After 9. ...., K—B 2 White wins by 10. P—Q R 5. A war of attrition.

10. P—K R 5 P—R 4
11. P×P K—B 4
12. P—K R 6 K—Kt 5
13. K—B 6

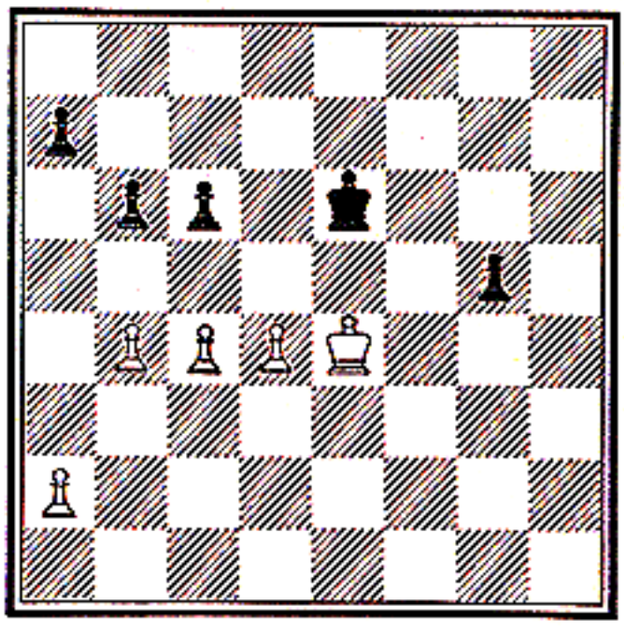
Black resigned.

A pawn ending precisely played by Marshall.

122

Bucharest, 1911

Black: "*A. N. Other*"



White: *Herland*

Black, having the move, played

1. .... P—Kt 4?

which is a decisive error. White has now an opportunity for one of those subtleties typical of pawn endings.

2. P—B 5 P—Kt 5
3. P—Q 5 ch. ! ....

A surprising move.

3. .... P×P ch.
4. K—B 4

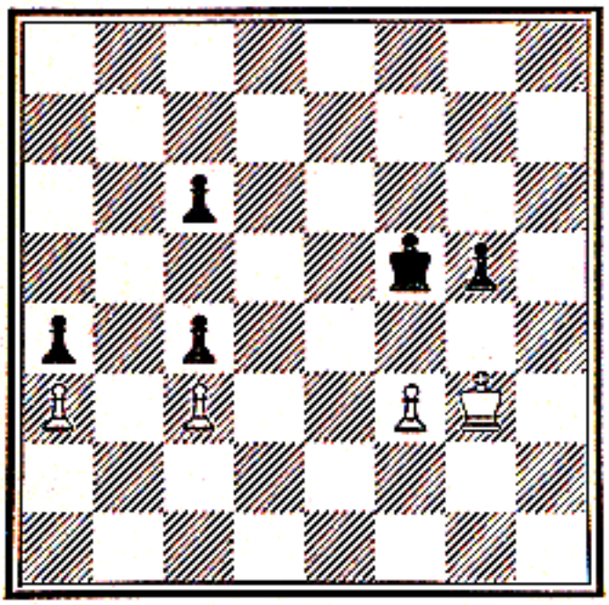
and Black, although a pawn ahead, has a lost game.

By playing 1. ...., K—B 3 Black could have drawn the game.

123

International Tournament, Berlin, 1897

Black: *Blackburne*



White: *Teichmann*

White to move.

1. K—B 2 ....

After 1. K—Kt 2 Black wins by the following instructive continuation: 1. ...., K—B 5; 2. K—B 2, P—B 4; 3. K—K 2, K—Kt 6; 4. K—K 3, K—R 6! (this waiting move is of importance); 5. K—B 2 (if 5. P—B 4, then 5. ...., P—Kt 5, etc. If 5. K—K 4, then 5. ...., K—Kt 7; 6. K—K 3, K—B 8 and Black wins. If 5. K—K 2, then 5. ...., K—Kt 7; 6. K—K 3, K—B 8 and Black wins), K—R 7; 6. K—K 3, K—Kt 6; 7. K—K 2, K—Kt 7; 8. K—K 3, K—B 8; 9. K—K 4, K—K 7 and Black wins.

1.	K—B 5
2. K—K 2	K—Kt 6
3. K—K 3	P—B 4
4. K—K 2	K—Kt 7

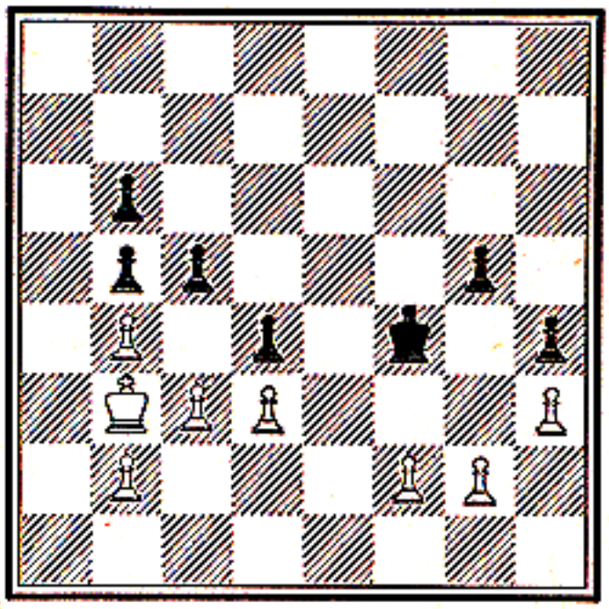
White resigns, for after 5. K—K 3 Black wins by 5. .... K—B 8.

An interesting pawn ending.

124

Vienna, 1881

Black: *Mandelbaum*



White: *Hruby*

Black, having the move, made a very clever attempt to save the game.

1. .... P—B 5 ch.!

An ingenious manœuvre which, however, would not prevent the loss of the game but for White's subsequent mistake.

2. P×P? ....

This tempting move is a mistake. By 2. K—B 2, K—K 4; 3. K—Q 2!, K—Q 4; 4. K—K 2, K—K 4; 5. P×B P, Kt P×P; 6. P×P ch., K×P; 7. P—K Kt 3!, etc., White would win.

2.	P—Q 6
3. P×P?	....

White is still unaware of his opponent's deeply-calculated plan. The text-move, remarkably enough, loses the game which could still be drawn by 3. P—B 5, *e.g.* 3. .... P×P; 4. P×P, P—K Kt 5!; 5. P—B 6 (if 5. P×P?, then 5. ...., P—R 6; 6. P×P, K—B 6; 7. P—B 6, P—Q 7

and Black wins), P×P; 6. P×P, K—B 6; 7. P—B 7, P—Q 7; 8. P—B 8 (Q), P—Q 8 (Q) ch., 9. K—R 2 (not 9. K—Kt 4 ? because of 9. ...., Q—R 5 ch.; 10. K—B 5, Q—B 5 ch., etc.), Q—R 5 ch. and Black draws by perpetual check.

3.	P—Kt 5
4. P×P	P—R 6 !

Another typical example of a pawn break-through.

5. P×P	K—B 6

Two pawns win against seven. Indeed a rarity !

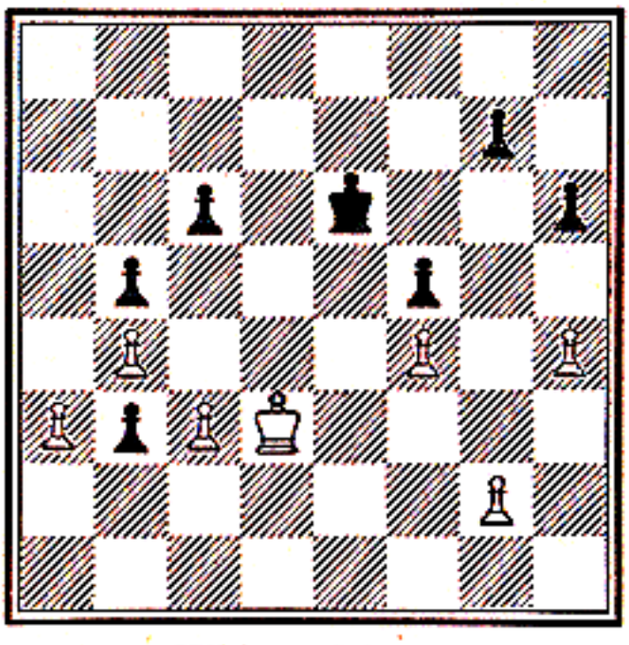
6. P—B 4	P—Q 7

and Black wins.

125

German National Tournament, Coburg, 1904

Black: *Schlechter*



White: *Mieses*

White to play.

White here found the only and very subtle way of securing a draw, as follows:

1. P—R 5 !	....

It is necessary to prevent P—Kt 3.

1.	K—Q 4

If 1. ...., K—Q 3, then 2. K—Q 2 !.

2. P—R 4 !	P×P
3. P—B 4 ch.	K—Q 3
4. K—B 3	K—B 2
5. K—Kt 2	K—Kt 3
6. K—R 3	P—B 4
7. P—Kt 5	K—R 4
8. P—Kt 3	

and the game was abandoned as a draw.

I recommend to my readers the study of the following very interesting analysis, by which it will be demonstrated that after any other move but 2. P—R 4 White would lose the game.

(*a*)

2. P—Kt 3	P—B 4
3. K—Q 2	P×P
4. B P×P	K—B 5
5. K—B 1	K—B 6

and Black wins.

(*b*)

2. K—Q 2	K—B 5
3. P—Kt 3	P—Kt 7
4. K—B 2	P—Kt 8 (Q) ch.
5. K×Q	K—Kt 6 !

5. ...., K×P ? would lead to a draw, *e.g.* 6. K—R 2, K—B 7; 7. P—R 4, etc.

6. K—R 1	K×R P

and Black wins.

(*c*)

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

Or 8. K—R 2, P—B 7; 9. P—R 7, P—B 8 (Q); 10. P—R 8 (Q), Q—B 5 ch.; 11. K—R 3 (if 11. K—R 1, then 11. .... Q × Kt P and after 12. Q × P Black would win by 12. .... Q—B 6 ch., etc.), K—B 6; 12. Q—R 4, P—B 4 !; 13. P × P (if 13. P—Kt 5, then 13. ...., Q—Kt 5 ch. and Black wins), Q × P ch.; 14. K—R 2, Q—B 7 ch. and mate in two more moves.

8.	....	P—B 7
9.	P—R 7	P—B 8 (Q)
10.	P—R 8 (Q)	Q—Kt 8 ch.
11.	K—B 4	Q—B 7 ch.
12.	K—Q 4	Q—B 6 mate.