



*Principles of Chess in
Theory and Practice*



James Mason



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Best regards!!
Saludos!



**THE
PRINCIPLES OF CHESS**

in

Theory and Practice

BY

JAMES MASON

Revised by Fred Reinfeld

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Preface

HARMONIOUSLY uniting in itself the curious, the beautiful, and the true, Chess appears to hold a permanent relation to the innate susceptibilities of intelligence; and there is now little question of its increasing value as a mental recreation or of its fitness for use by all sorts and conditions of men. As the struggle *to be* shifts more and more from hand to brain, the need of a rational exhaust—a thinking change in thought—becomes more and more imperative, and will not be denied. In this respect Chess possesses very solid advantages over all branches of solitary study; having many points of contact, through the various faculties of the mind, with much that concerns the daily activities of life. There is here no implication that it can be taken as a module of intellectual altitude, or that it is sufficient alone for the entire discipline of the mental powers. No single department of thought may reasonably be assigned such distinction. If any could, however, then, in the opinion of every true chess player, Chess would be that one.

But there is a mischievous imagination abroad that it is a difficult game. It takes time. Its intricacies and profundities are not rightly within mastery of the average human intellect. This, in a sense, is true enough, else Chess would not be Chess. That it cannot be *all* known and mastered by anybody is truly its chiefest, crowning merit. It is an instrument all may play, no two precisely alike, and yet everyone his best. Too much time may be devoted to it. But everything under the sun is vanity if pushed to extremes. The argument from abuse, if valid, leaves nothing uncondemned.

Chess is a science as well as an art. In its exercise the tend-

ency is to premature mechanical facility, rather than to a clear perception of principles; though upon this, of course, all true and lasting faculty necessarily depends. In the present treatise this tendency is taken into account. As a consequence, the method pursued conforms as much as possible to the logical requirements of the subject, and therein differs materially from any hitherto employed.

The description of the Elements, Section I, may seem emphatically diffuse—at all events, to the practiced player. But to the uninitiated it will not be so. In Chess, even more than in most other things, it is the first step that costs. The definitions of terms, the rules, considerations respecting the various forces, individually and generally, with such like matter, should be accepted as indispensable, and worthy of the very best attention. The exposition of Pawn play should be fully examined; and the observations on Resistance, Obstruction, Restraint, etc., are of much importance. The chapter on Combination, and the final study of the whole game, should not be seriously undertaken until previous topics have been fairly entertained. Perfect acquaintance with the rudiments is a *sine qua non*, if the first principles of any art or science are to be firmly fixed in the mind, and their application in varying circumstances to become easy, pleasant, and obvious. This wanting, doubt and uncertainty must prevail at every step; with confusion, obscurity, fresh difficulties, and endless perplexity. If the method or plan of arrangement of the work be mainly if not precisely followed there should be no serious disappointment. In this belief it is confidently and respectfully submitted.

A Note on This Edition

WHEN A WORK in any field has held its own as a classic for half a century, we may take it as axiomatic that the book has solid merits which cannot lightly be disregarded. The revision of such a book must be approached in a reverent spirit. For this reason, I have made few changes, and only of a minor character, in Mason's treatment of the elements, the endgame and the section on combinative play. I have eliminated ambiguities and corrected minor typographical errors; I have removed several passages (for example, those dealing with the Knight's tour, with the more esoteric aspects of the Opposition, with the ending of King and three Pawns vs. King and three Pawns) which I felt were of little practical value and might easily confuse the beginner.

It is in the field of the illustrative games that a radical change has been made. The games originally chosen by Mason covered (roughly) the period 1860-1900, and were therefore not representative of modern master practice. All of these games were therefore discarded. In selecting games for the present edition, I have kept the following objectives in view:

1. the games offer a fairly comprehensive survey of the modern opening repertoire. The reader thus becomes familiar with openings that are fashionable *today*, but which do not appear in earlier editions. At the same time, obsolete lines of play are discarded.

2. most of the games were played in the last ten years, and almost all were played during the present century. Where older games appear, they have definite merits which warrant their inclusion.

Elements of Chess

CHESS is a process of thought conditioned and limited by the Institutes and Rules of the Game. The judgments of thought are certified or visibly expressed upon the chessboard in movements of various forces to be presently described.

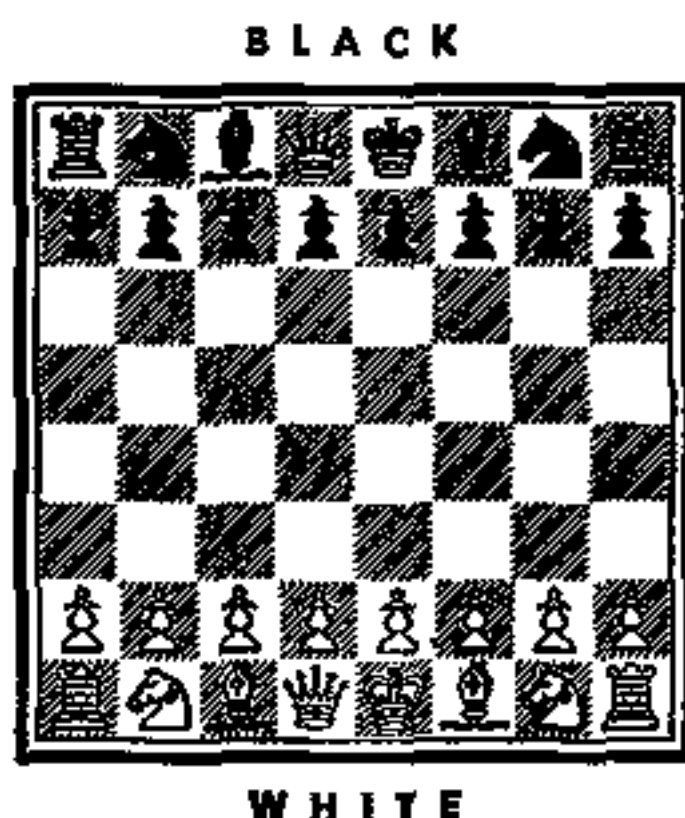


Fig. 1

There are two opposed parties, alternately in play, and the above diagram represents the board, with the men, or forces, ready ranged for action, before any movement has been made on either side.

The forces or pieces of each party are sixteen in number, a King, a Queen, two Bishops, two Knights, two Rooks and eight Pawns. These constitute as it were two armies, in every way equal, of which the players are the Generals; and a game is a battle between them, in which victory usually rests with the more skillfully directed. The opposing forces are conveniently distinguished by difference in color; and, as between them-

selves, by differences in size and form. They are assigned various powers of position and movement upon the squares of the chessboard—or rather with reference to the points within its limits. As shown in the diagram, the Kings and Queens are posted in the centers of the extreme lines of the field, with the Bishops, Knights and Rooks, in order, to the right and left. Technically these are known as Pieces, in distinction from the Pawns; which latter, as we see, are drawn up on the next lines, leaving the middle battle ground clear. The board is always so placed as to give each party a white corner square on his right; and in each case the Queen stands in a square of her own color. These arrangements, it may be observed, are not essential. However the board may be placed, and however the Queens may be placed in the centers with respect to the Kings, provided these Pieces be similarly opposed, the identity of what we shall call the original position (Fig. 1) remains. Color is an accident merely, though of convenient use, whether applied to the forces, or the board, or both. Hence these directions for placing both Queens and board are necessary to secure uniformity of procedure and nothing more.

THE CHESSBOARD

Of the chessboard, the lines of squares upon which the forces are originally disposed, together with those parallel to them, are called ranks. In the original position we have the four central ranks vacant. Those lines of squares running from White to Black, or perpendicularly to the ranks, are called files. The ranks are numbered from 1 to 8, and the files are named from the Pieces standing on their extreme points in the original position. The oblique lines of squares, or those in mere angular contact, are called diagonals. Squares in diagonal are of the same color, and vary from two to eight in number. Moreover, every square of the chessboard is named from the Pieces in the original position, and numbered from the rank in which

it is—and this for both parties, each reckoning from his own base of operations. Ultimately the designations of all the squares—and of all the forces—may be referred to the King and Queen. A thorough understanding of the board is of the first importance, as without it no progress in Chess worth the labor is possible. In this matter it is that the young player most commonly errs at the very outset. Mistaking more or less familiar acquaintance for accurate knowledge, he assigns the board a secondary place in chess economy, whereas by right and in fact it should come first. The scheme annexed exhibits the board as considered for the purposes of notation, and merits the closest attention:

FILES

QUEEN'S SIDE KING'S SIDE
BLACK

RANKS	QR1	QK1	QB1	Q1	K1	KB1	KK1	KR1	RANKS
	QR8	QK8	QB8	Q8	K8	KB8	KK8	KR8	
	QR2	QK2	QB2	Q2	K2	KB2	KK2	KR2	
	QR7	QK7	QB7	Q7	K7	KB7	KK7	KR7	
	QR3	QK3	QB3	Q3	K3	KB3	KK3	KR3	
	QR6	QK6	QB6	Q6	K6	KB6	KK6	KR6	
	QR4	QK4	QB4	Q4	K4	KB4	KK4	KR4	
	QR5	QK5	QB5	Q5	K5	KB5	KK5	KR5	
QR4	QK4	QB4	Q4	K4	KB4	KK4	KR4		
QR6	QK6	QB6	Q6	K6	KB6	KK6	KR6		
QR3	QK3	QB3	Q3	K3	KB3	KK3	KR3		
QR7	QK7	QB7	Q7	K7	KB7	KK7	KR7		
QR2	QK2	QB2	Q2	K2	KB2	KK2	KR2		
QR8	QK8	QB8	Q8	K8	KB8	KK8	KR8		
QR1	QK1	QB1	Q1	K1	KB1	KK1	KR1		

WHITE
QUEEN'S SIDE KING'S SIDE
FILES

Fig. 2

Comparing this with the original position (Fig. 1), and looking from White to Black, it appears that the right half of the board is the King side, and the left half of it the Queen side. These are the two divisions of files. In like manner that half of the board containing the White forces is called the White side; and that half of it containing the Black forces, the Black side. These are the two divisions of ranks.

Again, taking the King and Queen as origins, we term those Pieces and Pawns on the King side, King's Pieces and Pawns; and those on the Queen side, Queen's Pieces and Pawns. These are the two divisions of the forces on each side; or as distinguished from the two grand divisions, White and Black. Further, in abbreviation, we have King = K, King Bishop = KB, King Knight = KKt, King Rook = KR; and Queen = Q, Queen Bishop = QB, Queen Knight = QKt, and Queen Rook = QR. These abbreviations, with some trifling additions, together with the numbers of the ranks, constitute the system of notation most generally in use, as best fitted to describe the actual movements of the various forces on the chessboard.

Reverting to the diagrams (Figs. 1 and 2), we find the King and Queen in the center—the Queen in a square of her own color. Next on either side come the Bishops, then the Knights, and, lastly, in the outward corner squares, the Rooks—or, as they are sometimes called, the Castles. The square the King stands in is the King square = K1; and the file to which that square belongs is the King file. The square the Queen stands in is the Queen square = Q1; and the file to which that square belongs is the Queen file. And so for the others—giving us the KB1 and file, etc., every Piece having its square and file to correspond.

The rank upon which the player's Pieces are ranged is his first rank; that upon which the Pawns are drawn up is his second rank; the middle four, or vacant ones, are his third, fourth, fifth, and sixth ranks; the one upon which the opposing

Pawns are stationed is his seventh rank, while his eighth rank is the first of his adversary's. Thus there is a double designation for every square, and a study of the scheme (Fig. 2) until this is firmly fixed in the memory is strongly recommended.

The subjoined is an essential representation of the chess-board, with the lines of movement of all the forces—the Knight alone excepted. To give his movement would crowd the figure too much, and it may be better separately described elsewhere. The squares are reduced to points:

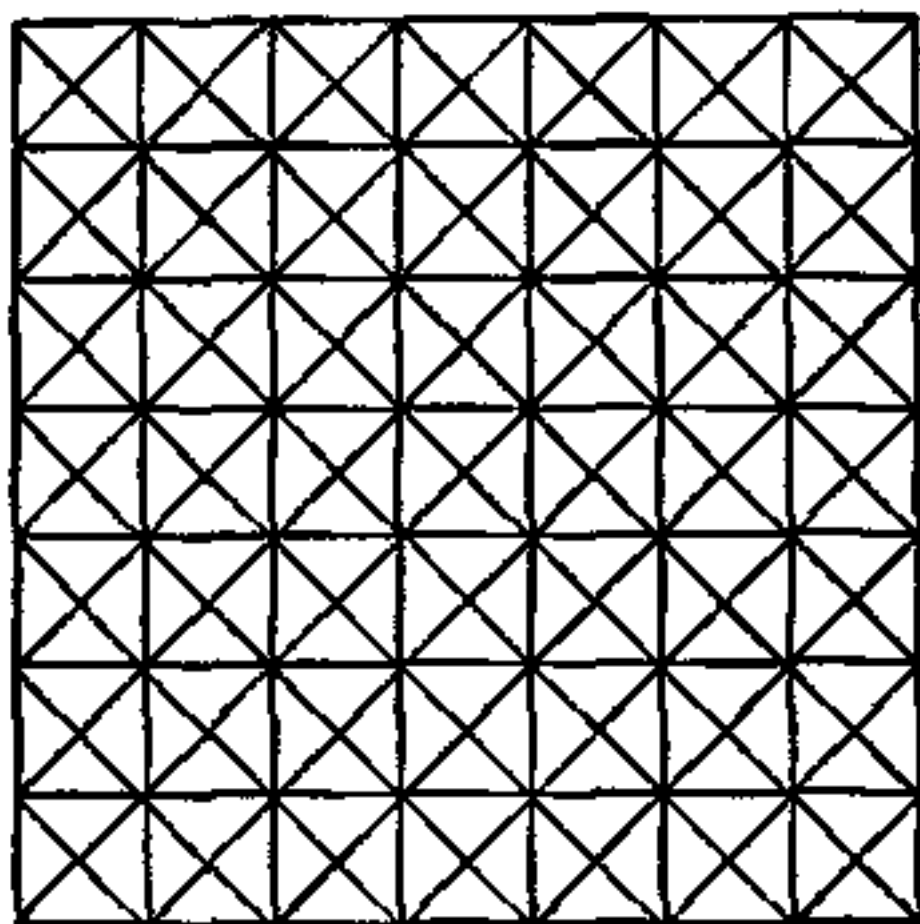


Fig. 3

All the lines of movement are, without exception, right lines, from the center of square to center of square. Rank and file intersect at right angles, as do diagonals cutting each other. The square is the only regular polygon, exactly covering a plane about a point, admitting of this rectangularity of movement; hence there is a sort of mathematical fitness in the board being formed of squares, and itself forming a square.


As the files on the chessboard take their names from the Pieces, so also do the Pawns, each of these being called after the Piece on whose file it may happen to stand. In the original position (Fig. 1) every Piece has its own Pawn next in front of it. Thus we have the King Pawn = KP, the King Bishop

Pawn = KBP, the King Knight Pawn = KKtP, and the King Rook Pawn = KRP. Also the Queen Pawn = QP, the Queen Bishop Pawn = QBP, the Queen Knight Pawn = QKtP, and the Queen Rook Pawn = KRQ. When a Pawn changes its file, however, as it may do in the course of the game, it likewise changes its name; as it is always regarded as belonging to the Piece naming the file in which it for the time being stands. An exception to this, when the Pawn ceases to be a Pawn and itself becomes a Piece, remains to be noticed.

THE FORCES


In the Game of Chess the opposing parties move alternately, one piece * at a time; except in Castling, when *two Pieces, King and Rook, move in conjunction*, as will be hereafter shown.


In every movement of force at least two ideas are involved, namely, direction and distance.

 The move of the **King** is one square only, but that in any direction. Placing him alone upon the board, say at Q5, we find he has eight squares open to him, viz.: K4, K5, K6, Q4, Q6, QB4, QB5, and QB6; to any of which he may move from the square Q5, whereon he is for the moment supposed to stand. Of course at the side of the board, for instance at his own, or K1, he would have only five possible moves, instead of eight as above; while from any of the Rook or corner squares these would be further diminished to three. In common with the rest of his forces, the King cannot move into a square occupied for the time being by any of his own men; but he is precluded, as they are not, from moving into a square commanded by an adversary. A square is said to be commanded by any piece in position to move into such square as in the

* Written without a capital this term includes all the chessmen—meaning Piece or Pawn.

capture of an adversary placed there. Suppose the White King at his Q5. Add a White Pawn at K6, and place the Black King at his K2. Now the White King commands all the immediately surrounding squares, but he can move only to any one of six of them, and not to any of the eight as he could before. He cannot go to K6 because his own Pawn is in that square; and *also* because the Black King could move into that square were *he* alone on the board. Nor can the White King go to Q6, because that, too, is a square within the Black King's range of movement, one of the eight to which he could move if alone on the board. The spheres of influence, so to speak, of the two Kings overlap at K6 and Q6; with the consequence that those squares are neutral territory, forbidden to both by the fundamental law of Chess. *The Kings may never be within each other's range of movement, but ever with an interval of at least one square.*


The King is of paramount importance, as it is with reference to him, directly or indirectly, that every movement in Chess is made. The object of each party is to capture the King of the other, and when the King is taken there is an end of the game. In practice, however, the King is never actually removed from the field, as are the other pieces, the battle being considered as ended whenever he is reduced to the condition of  "mate," as will be seen in due course.


 **The Queen** is by far the most powerful of the forces, her lines of movement being in eight directions, as are those of the King; though not, as in his case, restricted to one square only, but extending to the limits of the board. Her power would be disproportionally great were it not that she can be exchanged only for the opposing Queen without material loss. Her greatest range of action is from any of the four central squares, and her least range of action from any of the squares in the side. Place the Queen at Q4 and she has twenty-seven


other squares open to her—as we suppose her movement to be unobstructed; seven squares on the fourth rank, seven on her own file, seven on one diagonal, and six on the other. Removing her from Q4 and placing her in any of these twenty-seven squares would be a move of the Queen. Suppose her to be moved from Q4 to any of the extreme squares, in rank, file, or diagonal—QR4, KR4, Q1, Q8, QR1, KR8, KKt1, QR7. Then from any of these situations she can move to any of only twenty-one others. A square nearer the center she commands twenty-three, and a square nearer yet twenty-five, giving an average range of close upon twenty-three. It might at first sight appear as if a corner square would afford the Queen a less range of action than any other of the side squares. But it is otherwise. As in the case of the Bishop, the sum of the diagonal movements possible to the Queen, from any side square, always equals seven. ♚


♖ The Rook is next in power to the Queen. Its lines of movement are in four directions, in rank and file, to the limits of the board; or the same as those of the Queen less the diagonal movement of the latter. The Rook unobstructed always commands fourteen squares (equal to average of Bishop and Knight), so he suffers no loss of power by reason of situation in any side square, as do all the other men. He carries five-sevenths of his range with him into any half of the field to which he may be played. ♖


♗ The Bishop is inferior in power to the Rook. Its movement is diagonally to the limits of the board, or its range of action is the same as that of the Queen less the rank and file or Rook movement of the latter. From a center square it commands thirteen other squares; while placed in any side square its range is only seven. The range of the Bishop takes in both sides of the board—right and left or as divided between the

players—and its average is nearly nine. The action of the Bishop is of course confined to squares of like color to that upon which it stands in the original position, and to exactly one half the board; so that the Bishops on each side move independently, each on its own system of diagonals, and cannot possibly interfere with or obstruct one another in any position whatever. 

 The Knight is about equal in practical power to the Bishop, though his average range is considerably less. The reason of this is that he can cover the whole board, and not only half of it like the Bishop. He is also less liable to resistance, owing to the nature of his direction and distance of movement. The Knight's distance is limited to two squares, and his direction is intermediate between the rectangular one of the Rook and the diagonal one of the Bishop. Standing in any square, his move appears to be a leap from that to the next but one—*of a different color*. Place a Knight at Q4 and he will command eight squares, viz., K2, KB3, KB5, K6, QB6, QKt5, QKt3, and QB2. All these eight are in a circular line passing through the sides of a square of five, and not one of them is in rank, file or diagonal with Q4, upon which we assume the Knight to stand. The eight intervening squares, or those upon which the King would act from Q4, are in no way affected by the Knight, and in no way affect him—whether occupied or not he passes them just the same. In the original position (Fig. 1) the Knight is the only Piece (as distinct from Pawn) that can move; all the others being powerless from “block” or obstruction by their friends. In this position each of the Knights has a choice of two moves. The King Knight may go to KB3 or KR3, and the Queen Knight to QB3 or QR3; thus ignoring the Pawns, and taking the field irrespective of them, which none of the other Pieces may do. The power of the Knight is less towards and in the side squares, and least in the corner ones. From any of

these latter his range of action is only two, as compared with eight from squares in the center. The average range of the Knight is only a little over five. But this is always effective, so that in actual power on the chessboard this Piece is little if at all inferior to the Bishop. Mathematically considered the Knight's move is in the diagonal of a rectangle of six squares or points, and is as regular as that of any other of  the men.

 **The Pawn** is the weakest, but not the least interesting, of all the forces. Its line of movement is forward only, or in one direction in file, one square at a time, save at its first time of moving, when it may advance one square or two squares at the option of the player—if he then has an option in the matter. But in moving two squares, if it passes one commanded by an adverse Pawn, it may be taken in passing by such adversary, as we shall have occasion to remark in considering the power of capture—hitherto left out of account. The Pawn's average range of movement in capturing—*i.e.*, its attacking range—is less than two; but its total effective force is one-third that of the Knight or Bishop, very nearly.

When a Pawn reaches the eighth square in any file it must be forthwith exchanged for a Piece, either a Queen, Rook, Bishop, or Knight, of its own party or color; such Piece replacing the Pawn and acting immediately in all respects as if it were an original force just moved into such eighth square by the player. Consequently there may be three or more Queens, Rooks, Bishops, or Knights, acting on the same side at the same time; though the total forces of either party can never exceed sixteen, their original number. This faculty or power of the Pawn to eventually become a Piece—generally termed *Queening*—increases its value, and invests its movements  with much importance. A fine player may be known immediately from his judicious handling of the Pawns.

CASTLING

Once in a game the King may make a double move, in conjunction with either Rook, when he is said to Castle. In Castling, the King is moved two squares in the direction of the Rook to be moved with him, and that Rook is transferred to the square over which the King has passed. Thus in Castling on his own side the King goes to KKt1, and his Rook to KBl; in Castling on the Queen's side, the King goes to QB1, and the Queen Rook to Q1. The move is written Castles—or Castles QR when there is a choice and it is necessary to specify the latter.

The King may *not* Castle: 1. If either the King or the Castling Rook has been previously moved in that game. 2. If there be any Piece on the rank between the King and the Castling Rook. 3. If the King be attacked or in *check* (*i.e.*, within range of adverse force) at the time; or if either of his squares of movement be commanded by an adverse force. In other words, Castles must be the first move of both King and Rook in that game; the line between them must be clear—no capture may be made; the King must neither be in check, nor go into check, nor pass a square commanded by the enemy. But the Castling Rook may move out of attack, and may also cross an adversely commanded square.

CAPTURING

All the Pieces capture as they move, *i.e.*, in their lines of movement, and, of course, adversaries only are captured. A capture is effected—together with a move—by removing the captive from the board and moving the captor into the square thus for the moment rendered vacant. The Pawn, however, does not capture in its line of simple movement, but one square diagonally forward, or as by diagonal movement from one file to the next on either side. The movements of the King and

Knight being determined, or of invariable distance, these Pieces capture precisely as they would otherwise move in any given direction; but the movements of the Queen, Rook, and Bishop, being of variable distance, are liable to restriction in the act of capture, as suggested above. The diagrams following may serve to illustrate this, and also the modification in the movement of the Pawn necessitated by its capture of an adverse piece:

In the position (Fig. 4, p. 13) the White Queen attacks all the Black forces—except the King—and can capture or take any one of them, it being White's turn to move. Or she can move to any intervening square and take none of them. Forward movement on her own (Queen) file she cannot make, because her own Pawn blocks the way; nor can she go to KKt1 for a like reason. Neither can she go to QR7, *beyond* the Black Pawn. Her capturing move in these circumstances would be written Q x P, Q x Kt, Q x B, or Q x Rch, as the case might be; the sign x indicating capture, and ch indicating *check*, here incidental to the move Q x R; because, immediately after the capture of the Rook, the Queen would command all the squares in the eighth rank up to and including the one in which the Black King stands.

Substituting a White Rook for the Queen, we see that he also is precluded from forward move in file by the Pawn at Q5, but that his movement in rank is full and unimpaired. His capturing move would be written R x B, or R x Kt; and its effect would be the removal of either the Bishop or the Knight and the placing of the Rook in its stead. But, for example, if the Knight stood nearer to the Rook, say at Black's KB5, that would limit the Rook's move to the right, and he would be shut out from the squares KKt4 and KR4 by the Knight standing in his way.

Now substitute a White Bishop for the Queen in the diagram. The Bishop's movement being exactly equal and similar

to the diagonal movement of the Queen, he will attack the adverse Rook and Pawn, and be able to take either of them, while the squares KKt1 and QR7 will be excluded from his action, just as in the case of the Queen. His capturing move would be B x R or B x P, as the case might be.

Lastly, if a White Knight be substituted at Q4, he will attack nothing, though, as said, there will be eight vacant squares

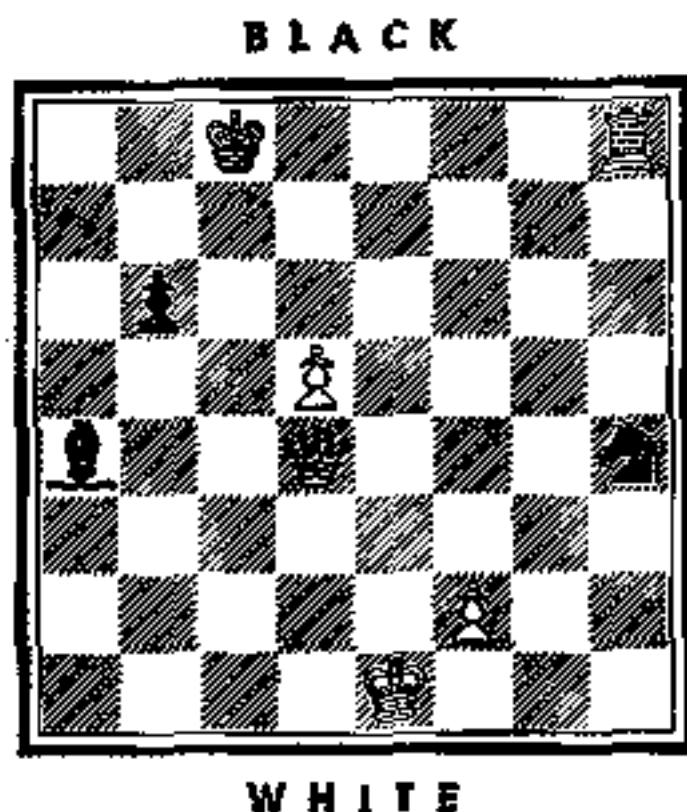


Fig. 4

commanded by him, to any one of which he may move from Q4. Supposing, however, any of these points occupied by an adversary, then the Knight's capturing move would be Kt x Q, Kt x R, Kt x B, Kt x Kt, or Kt x P, as Queen, Rook, Bishop, Knight, or Pawn might be taken by him. Unlike the Bishops, friendly Knights support each other, and each retorts the attack of either of his adversaries. But the Knight can have no mutual relations of attack or defense with any other force.

Neither is the movement of the King affected in capturing. He takes only on squares next to him, and (except in Castling) one square is the limit of his move.

The Pawn changes its direction of movement in capturing, being under the necessity of taking in its line of attack, as all the Pieces do.

In the next position (Fig. 5, p. 14) the White Pawn at QKt3

and the Black Pawn at QR5 attack each other. The White Pawn can move only in capturing the Black one; whereas the latter may either take the White one or advance to R6, out of attack, at the option of the player.

Neither of the Black Pawns at QB2 and QKt5 can move in any way, being blocked by—and blocking—the adversary immediately opposed.

The White Pawn at QKt7 attacks both the Rook and the Bishop, and may take either of them—becoming a White Queen, Rook, Bishop, or Knight in its place; or it may go to

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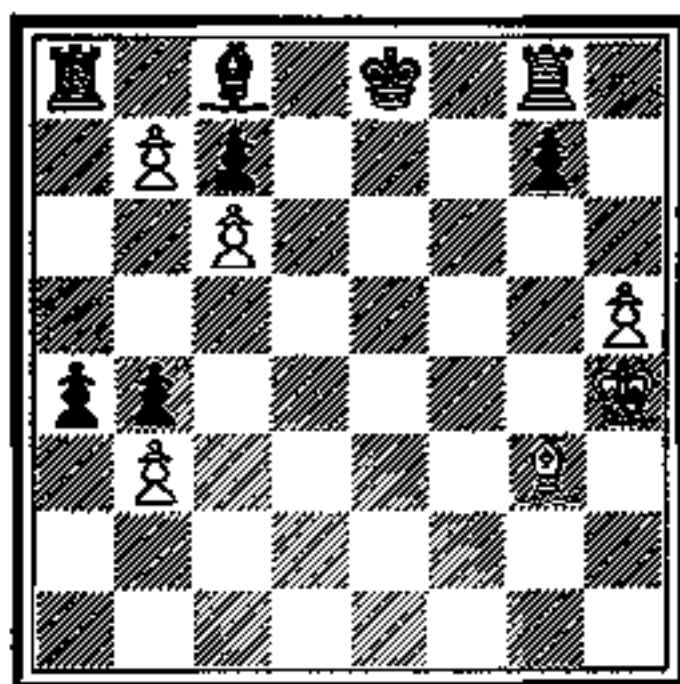


Fig. 5

WHITE

Kt8, and become a White Queen, Rook, Bishop or Knight, there—all at the option of the player. But this last would not be a good move, because the Black Rook could immediately capture the Piece so made. The best move would be for the Pawn to take the Rook, and become a Queen, this being the most powerful and most effectual addition to White's forces, in the circumstances. Such move would be written $P \times R(Q)$ or $P \times R = Q$.

If the White Pawn at R5 were at R6, it would there be in the line of attack of the Black Pawn, and could be taken by it. The Black Pawn at Kt2, being on its original square, may go to Kt3 or to Kt4 as its first move; but in either case the White

Pawn can take it at Kt3, or as if moved one square only. When a Pawn captures another in the ordinary way, the move is written P x P; when it takes another in passing, as the Rook Pawn would the Knight Pawn in the case above, the move is written P x P *en pas.*, or P x P *e.p.*

No Piece may take a Pawn in passing. This is a peculiar privilege of the Pawn, and it can be exercised only when the Pawn is on a square in the fifth rank; as it is there only that it can command a square actually passed over by an adverse Pawn in going two squares for its first move. This taking of Pawn *en passant* by Pawn is the sole exception to the rule that a capturing force must never go to a square other than that of the force destroyed.

EN PASSANT

We remark that the Black Pawn at Kt2, in the diagram just noticed, may advance two squares as its first move; and that, if so, the White Pawn at R5 may take it in passing, or as if it were played only to Kt3. Now this move of the Black Pawn two squares would be an attack upon the White King, and would be written * P - Kt4ch. The attacked King would be in *check*; and, if the White Pawn could not take the Black one in passing (P x P *e.p.*), the attacked King would be *mated*.

Whenever the King is within range of adverse force he is attacked; and that he cannot remain attacked during a move is a fundamental principle of Chess. Hence he cannot voluntarily submit himself to attack, as all the other forces can.

The King is mated whenever he is so attacked that he cannot move into any square uncommanded by an enemy, and when the attacking force cannot be destroyed, or its action upon him intercepted by a movement of one of his own men. Check is a technical term signifying attack upon the *King*.

In the case before us, Black's move, P - Kt4ch, leaves his

* The hyphen for "to" may be omitted, but it is usual. PKt4ch would be equally legible.

King is in check his choice is restricted to those moves any of which will obviate the check, and make his King for the moment secure. If there be but one such, then his choice is very strictly limited—that move is *forced*.

CHECK

There are at most three ways of getting out of check: (1) the King may be moved out of attack, (2) a force may be moved into the line of attack (interposed) between the King and the attacking force, (3) the attacking force may be captured. When the King is checked by Knight or Pawn this second resource necessarily fails; for nothing can come between the Pawn and its object of attack, and the peculiar action of the Knight suffers no interruption. But in the case of the Queen, Rook, and Bishop, it is different. Any of these may attack the King from a distant point, and such attack may be frustrated by interposition. Modifying and adding somewhat to the position just discussed we have the preceding (Fig. 6).

Here, if we suppose Black to play B - K2ch, White may save himself in any of three ways. The checking force may be taken = Kt x B; he may interpose = B - Kt5; or the King may move = K - Kt3. If, however, the check be given at K8, then the reply must be either B - Kt3 or K - Kt5.

Now, take away the Knight, place the White Bishop at KKt3, and transfer the Black Rook from QR1 to KR1. In the resulting position Black has a "mate on the move," either by B - K2ch, or P - Kt4ch. In case of B - K2ch, White could neither take the Bishop, interpose, nor move his King into any uncommanded or free square. In case of P - Kt4ch, the Rook at KR1 would preclude White's P x P *e.p.*, and the King being unable to move, as already seen, and in check, would be mated, and his game lost. This is the final cause of all other things in Chess. The great object of the player is to checkmate his adversary; or, failing in that, to prevent checkmate happening to himself.

they were. This would also be perpetual check, and a drawn game.

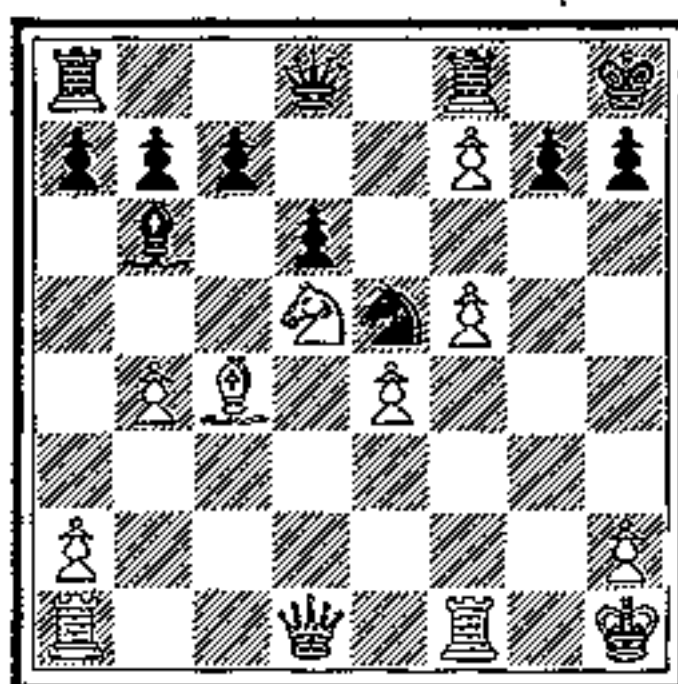
As may perhaps be noticed, there is nothing to prevent White from interposing one of his Queens, sacrificing it at K1 in reply to Q - B8ch, in order to stop the draw by stalemate or perpetual check, except that, were he to do so, Black might *win*, instead of drawing as above. But this is sufficient on the merits of the position; the object being not to *lose*, where the probabilities are decidedly against winning, or in favor of the adversary.

NOTATION

Assuming the foregoing description of the field and forces to be at least adequate, the subject of notation may here be disposed of, with the result of bringing this significant chapter to a close. No difficulty should be experienced by the reader in playing over the two examples about to be given. The winning side—White or Black—should always be taken by the player in the study of printed games; and this, notwithstanding that (unless the contrary is stated) White invariably moves first. He will thus become easily accustomed to handling both White and Black, and will also, to some extent, fall into the habit of *winning*—that most admirable of all admirable habits in a chess player:

WHITE	BLACK	WHITE	BLACK
1 P - K4	P - K4	10 P x B	Kt - K2
2 P - KB4	B - B4	11 B - K3 !	Kt - K3
3 Kt - KB3	P - Q3	12 P - B5 !	B x B
4 P - B3	B - KKt5	13 P x Kt	O - O
5 B - B4	Kt - QB3	14 P x Pch	K - R1
6 P - Q4 ?	P x QP	15 P - B4	Kt - Kt3
7 O - O	P x Pch	16 Kt - Q5	B - B4
8 K - R1	Kt - Q5	17 P - Kt4 !	B - Kt3
9 Kt x P	B x Kt ?	18 P - B5	Kt - K4

BLACK



WHITE

WHITE	BLACK	WHITE	BLACK
19 Q - R5	Q - Q2	22 R - R4ch	K - Kt1
20 R - B4	Q x P(2) ?	23 Kt - K7 mate.	
21 Q x Pch	K x Q		

The exclamation (!) means good or fine move; the interrogation (?) bad or doubtful one. Castling on the King-side is indicated by "O - O." Castling on the Queen-side is denoted by "O - O - O."

In this game we see one of the parties mated while yet the great bulk of his forces remain on the board. His opponent made what is called a direct attack upon the King—and succeeded. Had Black foreseen the mating position in time, or suspected his adversary's designs in full, he would have been upon his guard. Mate by surprise might have been easily avoided, and the contest prolonged, and perhaps eventually decided in favor of the second player, by reason of superior force—for the Pawn at B7 should fall.

Scrutinizing the termination (see diagram), White's 21 Q x Pch compels 21 . . . K x Q. Then 22 R - R4ch compels the King to move (whereupon mate ensues as in the game); or it compels interposition, 22 . . . Q - R4. Suppose this last. Then 23 R x Qch, K - Kt1, 24 Kt - B6 (K7) mate. In this variation the mate is given by a *double check*. Manifestly there can

be no resource for a King in double check except to move himself, for both of the attacking forces cannot possibly be otherwise satisfied at one and the same time.

A double check must of necessity involve a discovered check, but the converse does not hold; we may have check by discovery without double check. They are both extremely dangerous, however, especially the latter, as may be readily inferred from the result supposed in the game before us. A player should always know when either King is in check without his attention being called to the fact.

Frequently the moves in a game may be conveniently recorded in fractional form—White above the line, Black below—thus:

1 $\frac{P - K4}{P - K4}$	6 $\frac{P - QR3}{Kt - B3}$	11 $\frac{B \times Kt}{P \times B}$	16 $\frac{B - R2}{Kt \times P}$
2 $\frac{Kt - KB3}{Kt - QB3}$	7 $\frac{O - O}{B - Kt5}$	12 $\frac{Kt \times P}{Kt \times Kt}$	17 $\frac{P - QKt4}{KR - Kt1}$
3 $\frac{B - B4}{B - B4}$	8 $\frac{P - B3}{Q - Q2}$	13 $\frac{Q \times B}{O - O - O}$	18 $\frac{Kt - Q2}{Kt - B5}$
4 $\frac{P - Q3}{P - Q3}$	9 $\frac{P - R3 ?}{B - KR4}$	14 $\frac{Q - B5}{Q \times Q}$	19 $\frac{P - Kt3}{R \times Pch}$
5 $\frac{B - K3}{B - Kt3}$	10 $\frac{B - KKt5}{P - KR3}$	15 $\frac{P \times Q}{P - Q4 !}$	20 $\frac{K - R2}{R \times Pch}$
	21 $\frac{K - Kt1}{R - Kt1 \text{ mate.}}$		

Or the moves may run on, in remarks and annotations; as, for example, the conclusion of the foregoing: 19 R x Pch; 20 K - R2, R x Pch; 21 K - Kt1, R - Kt1, mate. It will be noticed that specification of the side—King side or Queen side—is omitted where a Piece or Pawn can play on one side only. So, Kt - B3, or B - Kt5, or P - R3, etc., shows there is only one B3, Kt5, or R3, open to the Piece or Pawn moving at the time. A sign might be given for mate, but it is usual to write this in full.

For the purpose of recording positions, of course diagrams are best. But these wanting, the following method may be used with advantage. It is known as the "Forsyth notation," from its inventor, Mr. David Forsyth, of Scotland. White's QR8 is taken as the point of origin, and the enumeration proceeds rank by rank from left to right until the entire board is covered. The Black forces are underlined, numeral figures denote vacant squares, and a stroke marks the end of each rank—to prevent confusion; or the White forces may be given in capital, and the Black in small letters. The position in the first of the preceding games (diagram, p. 20) would be recorded thus: r 2 q 1 r 1 k/ p p p 2 P p p/ 1 b 1 p 4/ 3 Kt kt P 2/ 1 P B 1 P 3/ 8/ P 6 P/ R 2 Q 1 R 1 K.

The system of notation in use throughout Germany and Northern Europe is this: reckoning is made only from the White side, and from the White QR sq. The files are lettered from a to h, and the ranks numbered from 1 to 8. Thus White's QR sq is a 1, his KR sq is h 1. Black's K sq is e 8, his Q sq is d 8; his Q Kt 3 is b 6, his K B 3 is f 6—and so on. The sign : or × is used for takes; + for check; and † for takes checking. A double cross ‡ signifies mate, and there are other signs self-explanatory. K = *König* or King, D = *Dame* or Queen, T = *Turm* or Rook, L = *Läufer* or Bishop, S = *Springer* or Knight, and B = *Bauer* or Pawn—named in the notation by its square. The game already given in fractional notation would run thus in German; 1. e 2—e 4, e 7—e 5; 2. S g 1—f 3, S b 8—c 6; 3. L f 1—c 4, L f 8—c 5; 4. d 2—d 3, d 7—d 6; 5. L c 1—e 3, L c 5—b 6; 6. a 2—a 3, S g 8—f 6; 7. 0—0, L c 8—g 4; 8. c 2—c 3, D d 8—d 7; 9. h 2—h 3, L g 4—h 5; 10. L e 3—g 5, h 7—h 6; 11. L g 5 × f 6, g 7 × f 6; 12. S f 3 × e 5, S c 6 × e 5; 13. D d 1 × h 5, 0—0—0; 14. D h 5—f 5, D d 7 × f 5; 15. e 4 × f 5, d 6—d 5; 16. L c 4—a 2, S e 5 × d 3; 17. b 2—b 4, T h 8—g 8; 18. S b 1—d 2, S d 3—f 4; 19. g 2—g 3, T g 8 × g 3, +; 20. K g 2—h 2, T g 3 × h 3 +; 21. K h 2—g 1, T d 8—g 8 ‡.

This is at length. The notation may be and generally is contracted, it being for the most part necessary to name only the piece and the square to which it goes—as we do. The base of this system is old, and was formerly in use among the Latin nations and in England.

TERMS

Attack—(1) Any force commanding a square for the time being occupied by an adverse force attacks the latter. Attack may exist without power of capture. A square commanded may be said to be attacked. (2) A combined movement tending to compel the adversary to abandon some particular force or position. (3) A combination or concentration of force against the King or his position. (4) The party moving first in the game.

Center—Pawns in the middle field, especially if well supported. It is usually a great object to keep the center intact or unbroken; or to break that of the adversary if it be the stronger.

Combination—Two or more moves having a common object.

Counter Attack—An indirect and often the most effective way of neutralizing an attack. For example, a combination against one King may be halted or destroyed by an equally strong combination against the other; or an attacked force may be efficiently guarded by an attack upon an equal or greater force of the enemy.

Defense—The correlative of attack. The second player at the beginning of the game, usually Black, is said to have the defense, as the first player is said to have the attack. Defensive measures are those taken to provide against or repel an attack. To defend a Piece or Pawn is to protect, guard, or support it from or against the enemy.

Development—The early disposition of the forces for attack or defense. In a good or strong development the forces cooperate, without much obstruction. In a bad or weak development there is unnecessary obstruction and want of co-operation, often leading to permanent disadvantage.

False Move—Moving a force otherwise than according to its peculiar power of movement—as to play a Bishop off his

original system of diagonals, a Rook like a Knight, etc. No move within the Institutes or Definitions of Chess.

Forced Move—The only possible move; also, a move necessary to prevent decisive loss of force or position is usually called "forced."

Forces—The chessmen or pieces collectively. Those on one side only—as the White forces, the Black forces; or part of these—as center forces, King's forces, Queen's forces. Then we have superior force, inferior force, to win by force, etc., all self-explanatory. A force, in this work, signifies a Piece or Pawn.

En Prise—An attacked force liable to be taken is *en prise*.

Exchange—The difference in value between a Rook and a Bishop or a Knight. A player taking a Rook for a Bishop or a Knight is said to win the exchange. To exchange means to give and take force for force. In this there may be equality or relative loss or gain.

Gambit—A surrender or proffer of force, in the early part of the game, with a view to subsequent advantage.

Illegal Move—One not in violation of the fundamental laws of movement, but, nevertheless, prohibited by law (or a rule of the game) in the special circumstances of the case. Thus, to Castle after having previously moved the King or the Castling Rook, or to move out of turn, or to move an adverse force, would be an illegal move.

Mating Force—Any force sufficient to mate the lone King. A Rook is a mating force.

Minor Piece—A Bishop or a Knight. A minor Piece is not a mating force.

Move—The player who begins the game has the move. A slight but uncertain advantage. In this meaning the move signifies little. But to have the move in a given position when issue has been fairly joined, or the contest is drawing to a close, is often of the greatest consequence, as is explained elsewhere.

Opening—The first few moves in the game, or those by which the forces are liberated and disposed for action against the enemy.

Passed Pawn—One which has no adverse Pawn in front of it, either on its own file, or on a file adjoining.

Pin—A force is “pinned” when it cannot move without exposing a more valuable force to attack. It is, however, with reference to forces protecting the King or Queen that the term is more commonly applied.

Position—The situation of the forces in general at any given time. The relative situation of the forces on either side—(1) as between themselves, and (2) as disposed with reference to the adversary.

Protect—To guard or support; to cover (interpose). A superior force is covered from attack by an inferior one.

Support—A force is supported when it is within range of another which could capture it if it were an enemy. A force itself for the time being immovable is not an effective support to any attacked force—except as against the King.

Time—This is a kind of reserve capital in force or position. The move may be for or against the player, but time—if he has it—is ever in his favor. Aside from appreciable inequality of play, time can be *gained* only at the expense of numerical force. It may be *used* directly, or reflexively; by making a progressive move, or a waiting move (*coup de repos*—*Tempo-zug*), the latter throwing the move upon the adversary. But what time really is cannot well be explained in a mere definition. Time is the very life of the game.

Time also means time by the clock, within which a certain number of moves must be made by the player. In important contests the usual allowance is one hour for every fifteen moves—or for every twenty moves. So, however considered, time is a great thing in Chess.

Wing—The extreme flank in advance, or on the enemy's ground—right or left, King's or Queen's wing—as the case may be.

THE FORCES GENERALLY

RESISTANCE

In power of resistance and attack—at the point of attack for the moment—there is perfect equality between all the forces. The resistance of a force is its position or obstructive power as regards adverse force, and in this all are manifestly equal. The Pawn fills a point as effectually as the Queen, and destroys any force within its attacking range just as effectually as it may be itself destroyed. Attack is attack, and all attacks upon a given point are equivalent, while they last. But a single move is required to abolish any single exchangeable force, great or small. As the King cannot be exchanged, or endure attack, his resistance, in this view, is *nil*, or reduced to mere obstruction of advancing Pawns.

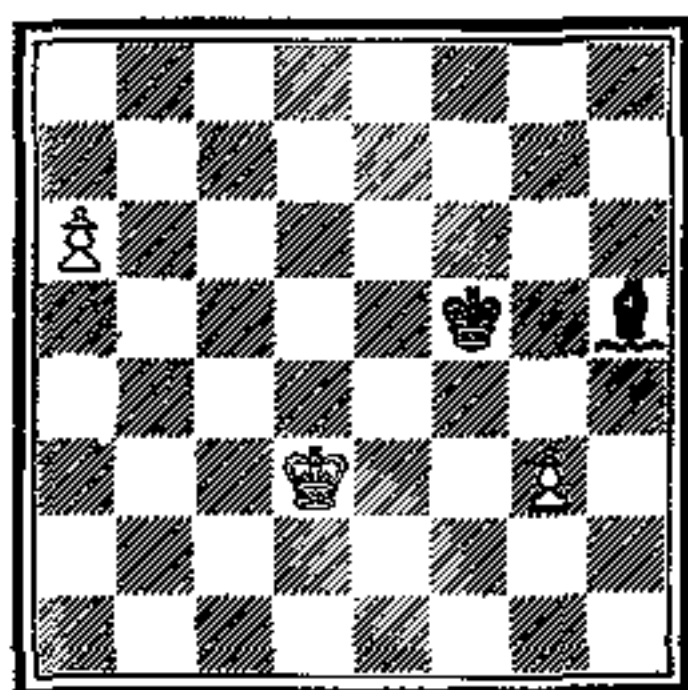
The total power of any force is its position and range of movement—its resistance plus its mobility; hence difference in total power depends upon and varies directly with difference in mobility alone. The Pawn is no exception. As it approaches the eighth rank it has increments of power, not from any increase in its range of attack—which is the range of movement understood in its case—but from its increasing urgency upon opposing forces to resist its promotion to Queen. This is, in effect, an increase of mobility; and, allowance being made for it, the general statement—resistance + mobility = total power—is established.

OBSTRUCTION

As between friendly forces, resistance to movement is obstruction. In the original position there is absolute obstruction

to the movement of all the Pieces except the Knights. One force supporting another suffers obstruction, as it cannot possibly move into the square occupied by the supported force. But this species of obstruction is generally beneficial, as it is of the essence of combination—and combination is the soul of the game. Obstruction without design, or sufficient reason, is, however, another matter. This traverses combination, diminishes the powers of the forces—often to mere position—and is generally favorable to the adversary.

BLACK



WHITE

WHITE

1 P - Kt4ch

2 K - K3

3 K - B2, and the Pawn will go to Queen. His own King obstructs the Bishop, and the opposing King restrains him; so that between the two he is powerless to resist the triumphant progress of the Pawn. If the initial sacrifice be omitted, White cannot win the game.

BLACK

B x P

B - R6

The foregoing is an instance of resistance, in which obstruction and restraint (yet to be noticed) are combined. White's first object is to Queen his Pawn on the Rook file, thus securing overwhelming reinforcement, and an easily winning game. To secure this, he must *gain time* for the advance of the Pawn, as

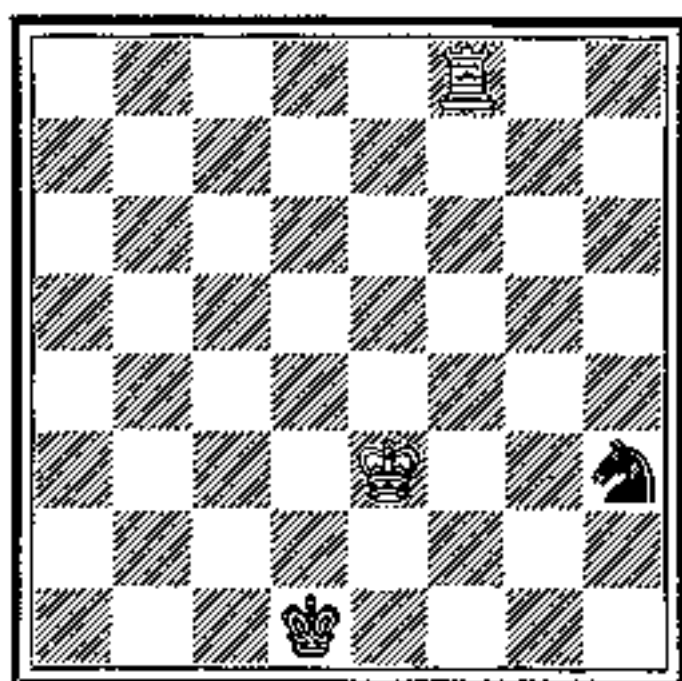
against the Bishop; or prevent the latter from taking the long diagonal upon which the Pawn Queens.

Taken in its widest sense, resistance greatly affects the total powers of the forces in combination at any given time. The construction and resolution of resistance is the chief business in Chess. Much of the importance of the Pawns arises from the circumstance that in number and simple resisting power they are not inferior to all the Pieces together. Advanced in the field, they are obstructive to friend and foe, frequently causing equal anxiety to both. The preservation or annihilation of the mere positional power of a single Pawn is often of the utmost consequence; giving occasion for complex and difficult operations of superior force in the result of which the final issue of the game may be involved. Thus, and only thus, may the old dictum, "Pawn play is the soul of Chess," be accepted as a true saying.

RESTRAINT—KNIGHT'S MOVE

Restraint may be considered as a species of resistance, *i.e.*, resistance to movement if the moving force is not to be destroyed. The following are examples of complete restraint of one force by another: 1. Place a Knight in any corner square, and a Bishop in the same rank or file with an interval of two squares. The Bishop restrains the Knight. Place the Knight on any other side square, and the Bishop opposed to him in rank or file (not on a side square) with an interval of two squares. The Bishop restrains the Knight. There is, of course, mutual restraint; but, on a free board, the Knight cannot totally restrain the Bishop. 2. Place a Knight on any of the four squares in a corner, and a Rook diagonally opposed, with an interval of one square. The Rook restrains the Knight. Of partial restraint the examples are innumerable—even the Kings in this way restrain each other. But the following example is noteworthy as illustrating the winning method in the ending Rook v. Knight, where the weaker Piece is separated from his King:

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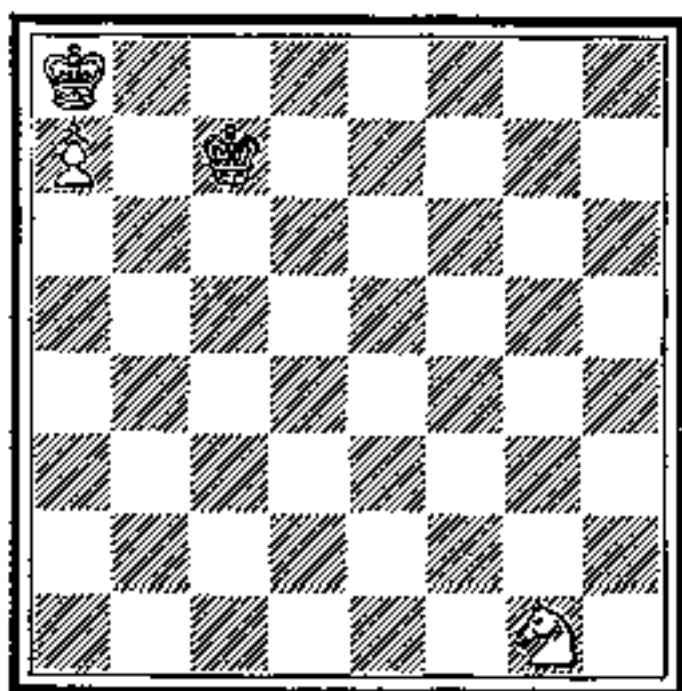


WHITE

1 R-B1ch, K-B7; 2 R-B5, Kt-Kt8; 3 R-KR5, K-Q8; 4 R-R1, and wins the Knight. Or, a shorter way, 1 R-KKt8, K-K8; 2 R-Kt3, and Knight has no escape; for, if he gets to his King for support, Rook mates immediately.

That he can be wholly restrained by a single adverse Piece—any adverse Piece, because both King (in certain cases) and Queen can not only restrain but pursue him to capture,—that he can be thus totally restrained is a peculiar weakness of the Knight. And he has another, viz., he cannot gain (or lose) a move:

BLACK



WHITE

For this reason White having the move cannot win in the above position—given by Salvio, an Italian writer, nearly three centuries ago. The Black King restricts the White one, and is himself restricted by the necessity of keeping his adversary imprisoned—else the latter would move out and Queen his obstructive and obstructed Pawn, winning of course. Therefore Black moves from B2 to B1, and the reverse, and White can move only his Knight. If this latter has to move, a trial will show that he cannot command QB7 or QB8 without giving check. The King then moves to B1 or B2. The Knight must move—and the King goes back to the square whence he was driven, and thus draws the game.

THE OPPOSITION

The question of gaining or losing a move is the sole question of the opposition. Of course, the Kings are always in opposition. That is the game. Here, however, the subject must be narrowed.

Whenever the Kings are in line—rank, file, or diagonal—with an odd number of squares between them, they are in evident opposition. Then if they move towards each other in the same line, the King first moving in such a case will be the first compelled to retreat, or yield a contested point to his adversary. Place the Kings each on his own square. From the six squares in file between them deduct one for the square which the law of movement requires shall ever separate King from King. Now, if the five squares remaining be taken in successive moves, one King will take three and the other two, and he who moves first will move last, fronting his adversary but one square distant. Here the King first moving puts an odd number of squares between himself and his opponent, *i.e.*, *he takes the opposition*. Then, so long as they both remain in the same file, their relative positions cannot possibly be altered—the first player (suppose White) can never abandon the opposi-

tion, or refuse it when it is his turn to play. If the Kings approach each other—the opposition actually existing—evidently the one commencing will be the first to exhaust his forward movement; with the consequence that, when this happens, he must begin to retreat, to be followed up by his adversary, and eventually driven from the file when, owing to limitation of the board, he can retreat no longer. A short rule for this opposition, on rank or file, is: *If the Kings are in squares of the same color, the one having the move has not the opposition; if they are in squares of different colors he has it—and vice versa, of course.*

Whenever the Kings are not in line the opposition is determined by the squares in diagonal between them—if these be odd the King having to move will not have the opposition, etc., just as in the case of rank or file. Thus, if White King be at Kk1, and Black at Qk1, the one first moving can take the opposition at R2—or at B2. In either case a diagonal line drawn from one King to or touching the other will give us five or an odd number of squares. Again, let Black be at Qk1 and White at Q1. White may take the opposition by K-Q2; or Black may take it by K-Kt2. The sum of the squares in diagonal from King to King will, in either case, be five, as before. That is, from White's QB3 or K3 to Black's QR2 or QB2 inclusive gives us five squares; and in like manner from Black's QR3 or QB3 to White's QB2 or K2 also gives us five—the shortest way diagonally being taken.

The strictest case of opposition is when King confronts King with but one square between. In this the King having the opposition may partly restrain the other. If the opposition be on rank or file he may force a passage forward to the limit of the board, in rank or file, as said; but not forward in diagonal—one square in that direction will give the opposition to his opponent. Because the latter, by leaving the diagonal for a time and returning immediately, varies his t in that

line, thus losing a move and reversing his relation to the opposition. This provided the limitation of the board does not interfere. A King in a corner square, and strictly opposed, can never leave the side, much less attempt the opposition.

In general, if two opposed forces are of equal range neither can gain nor lose a move with respect to the other. In the case of the Kings, the presence of other force is always an element; and it is the opposition at the *last*, or when that other force is in equilibrium, which is important. It may be then good to have it, or to not have it.

EXCHANGING

When equal and opposite forces contest the same point, it is clear the party first occupying it will sustain numerical loss. Consequently the supports of an attacked force must at least equal the attacking forces, or the force attacked cannot be maintained. In any series of exchanges the player taking first can lose nothing. If he takes first and last, that he wins a piece is self evident. When it is an isolated question of exchanging it is better to take first than to suffer the adversary to do so, as certainty is better than contingency. This, of course, merely considers numbers. The order of the sequence and the relative values of the forces engaged in the work of exchange are nearly always perturbing elements; so that exact calculations of the advantages, or the reverse, of series of exchanges are among the real difficulties of Chess.

Equal exchanges are *nearly* always in favor of the stronger party—that is if there be no loss in position. The *ratio* increases against the weaker force; a Pawn less at the end of a game is a thing very different from a Pawn less at the beginning.

WINNING

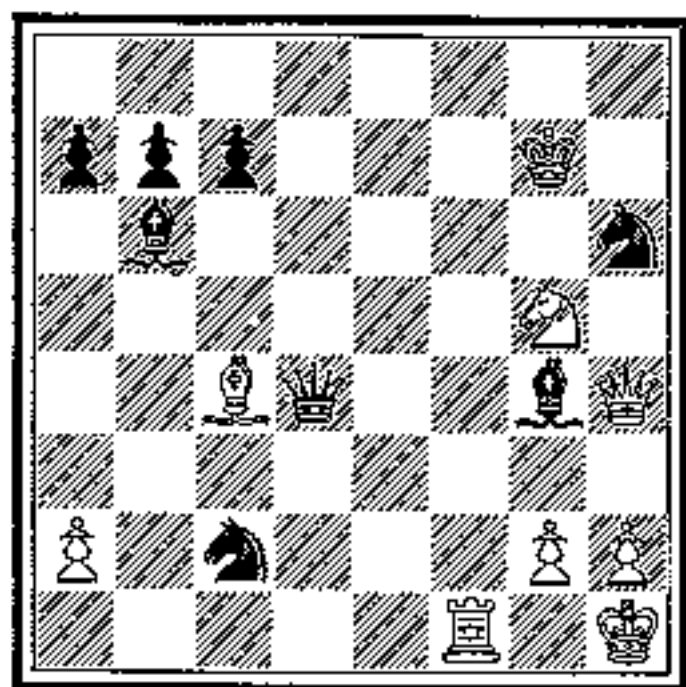
The superior force wins. This is the rule. Again, the superior position wins. This is another figure of the same thing. *Which*

may be the superior force or position is often of comparatively easy decision. *How* to obtain it is ever the question for the judgment of the player.

Too much attention is commonly bestowed upon mere mating situations—those in which, given the superior force or position, mate is effected in this or that number of moves. These problems have their uses as pretty and ingenious compositions, but they are no more Chess than Chess itself is war. In all of them the great point is assumed. There is no real contest proposed. The ardor which fills the human breast in presence of personal antagonism, an opposing intelligence, cannot be known. The enemy is already vanquished. The only question is how best to slay the slain. To talk of these things as the “poetry of Chess”—as some do—is to abuse language, and poetry, and Chess together. They are perversions of its alphabet, and nothing more; “poetry” of the “A was an Archer,” etc., style, and nothing else. The soul and spirit of the game is wanting in the mass of these simple intellectual puzzles; and whoso mistakes them for Chess or its poetry is scarcely wise.

No examples of winning need now be given, except the following—the first of which occurs at a late stage of the game:

B L A C K



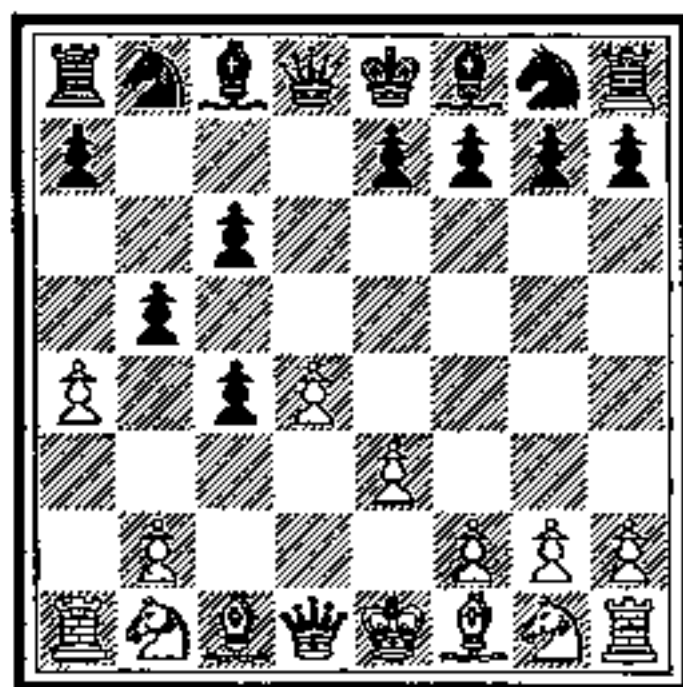
W H I T E

WHITE	BLACK	WHITE	BLACK
1 Kt - B7 !	Kt - B4	4 P - R4ch	Kt x P
2 Q - R8ch	K - Kt3	5 Kt - B7ch	K - Kt3
3 Kt - K5ch	K - Kt4	6 Q - R6 mate.	

Here there is a fatal division of Black's forces. There are four Pieces directly concerned in the attack upon his King, and only two for his defense. The King's supports, or guards, if it may be so expressed, are outnumbered, and he is lost. If 1 K - B1 (or Kt1), then 2 Kt x Ktch wins by reduction—even if no mate be obtainable. Three of Black's Pieces are altogether out of the affair, and though in one way he has the superior force, it is only in part available, leaving the essence of the position decisively in favor of White. In other words, Black has "no time." He can move only in alternation with his adversary. His choice is restricted to movement of force in defensive relation with his King; and this force, being insufficient, is overpowered, and the King mated before any reinforcement is possible.

Owing to violation of some general rule of action, it often happens that position is lost in the beginning, or some force or other is surprised and taken, or even the King himself made the object of successful attack:

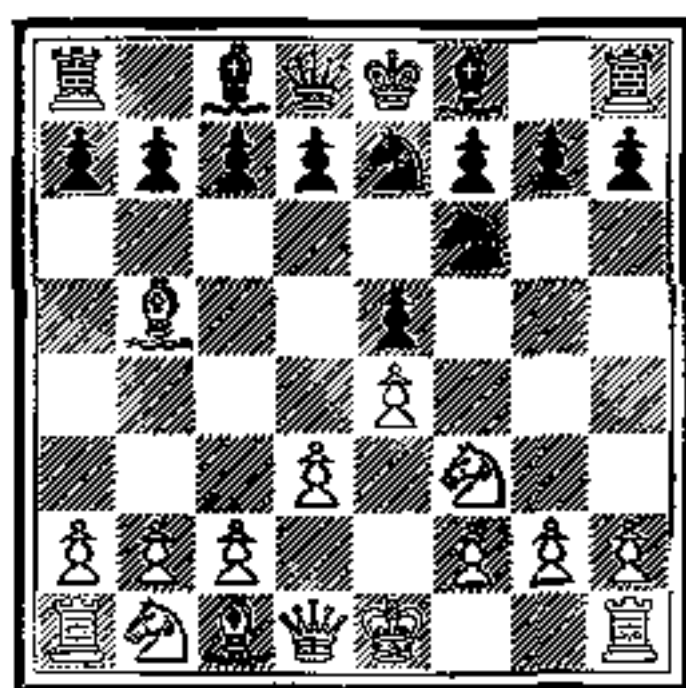
B L A C K



W H I T E

In this position Black has just moved . . . P-QKt4, and . . . P-QB3, in order to keep the Pawn in the Queen's Gambit. White can now play P x P, and, if Black retakes, then Q-B3 wins a Piece. Hence Black's whole plan on the Queen-side was bad. The Gambit Pawn cannot be maintained there as it can on the King-side, because the opposing King is not so directly involved.

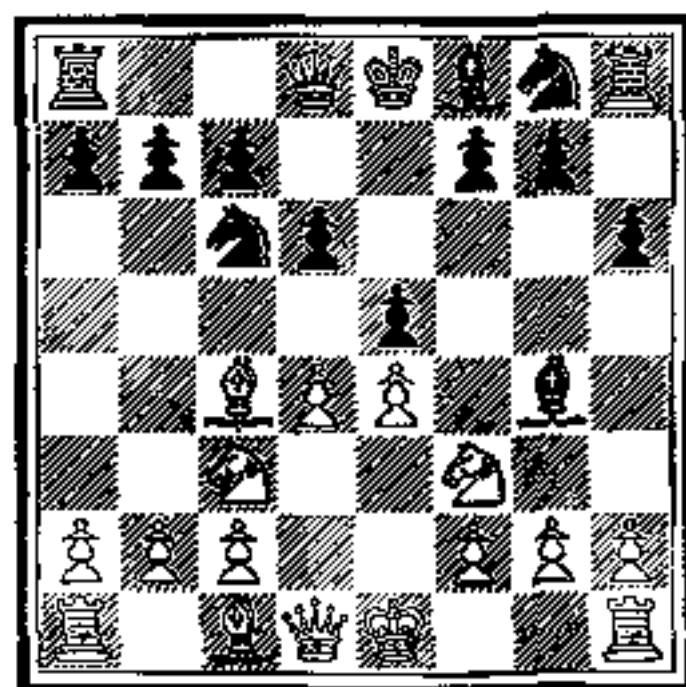
BLACK



WHITE

White thoughtlessly takes the momentarily unsupported Pawn. He has then two Pieces unguarded, and one of them falls: 1 Kt x P ? P-B3 ! 2 B-B4, Q-R4ch, and wins the Knight. If 2 Kt-B4, threatening mate, Black replies 2 . . . Kt-Kt3,

BLACK



WHITE

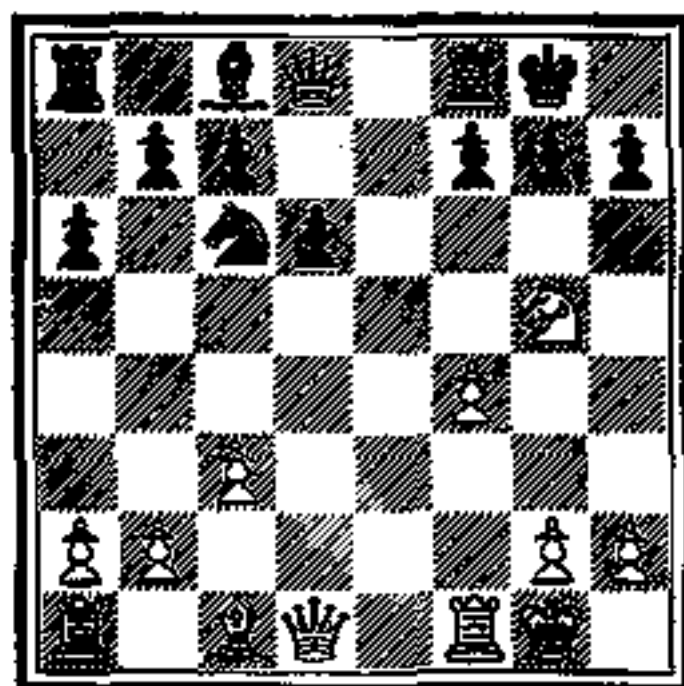
or 2 P-Q8, and his gain of the Piece for a couple of Pawns is merely deferred.

In the second diagram on Page 35, Black has made the indifferent opening move, P-KR3 (instead of bringing out one of his Pieces), and pinned the White Knight. There follows:

WHITE	BLACK
1 P x P	Kt x P ?
2 Kt x Kt !	B x Q
3 B x Pch	K - K2
4 Kt - Q5 mate.	

Black thought to gain some advantage in bringing two Pieces to bear on his adversary's Knight. But his whole proceeding was premature; and 1 Kt x P ? loses him a piece at the least.

BLACK

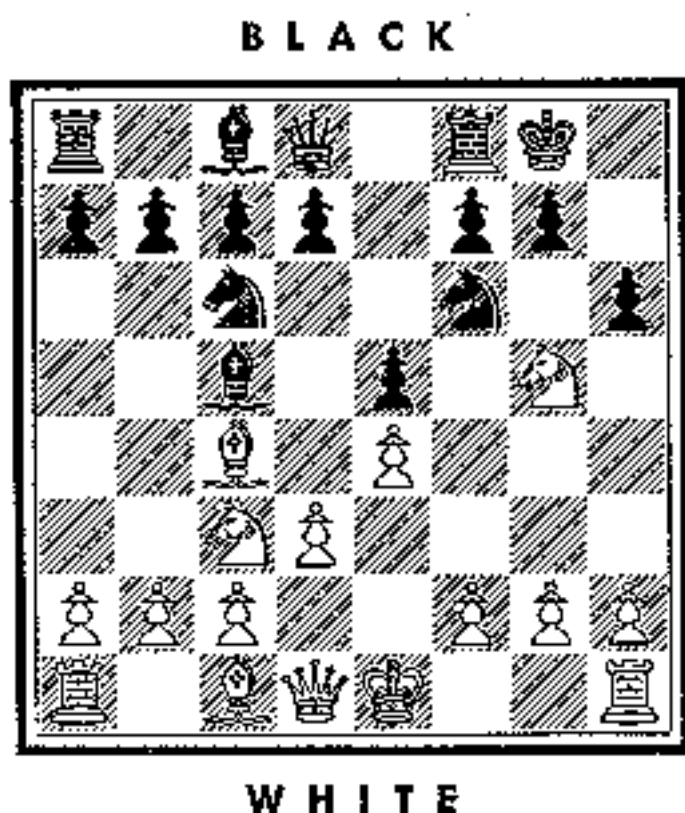


WHITE

White threatens mate and Black defends in a way that loses the exchange:

WHITE	BLACK
1 Q - Q3 !	P - B4 ?
2 Q - Q5ch	K - R1
3 Kt - B7ch, and Black must give Rook for	

Knight. If not, White can mate—not to speak of taking the Queen. *E.g.*, 3 K - Kt1; 4 Kt - R6ch, K - R1; 5 Q - Kt8ch, R x Q; 6 Kt - B7 mate. This is called a “smothered” mate. Black could defend by 1 P - KKt3, but did not like to allow the advance of the White King Bishop Pawn.



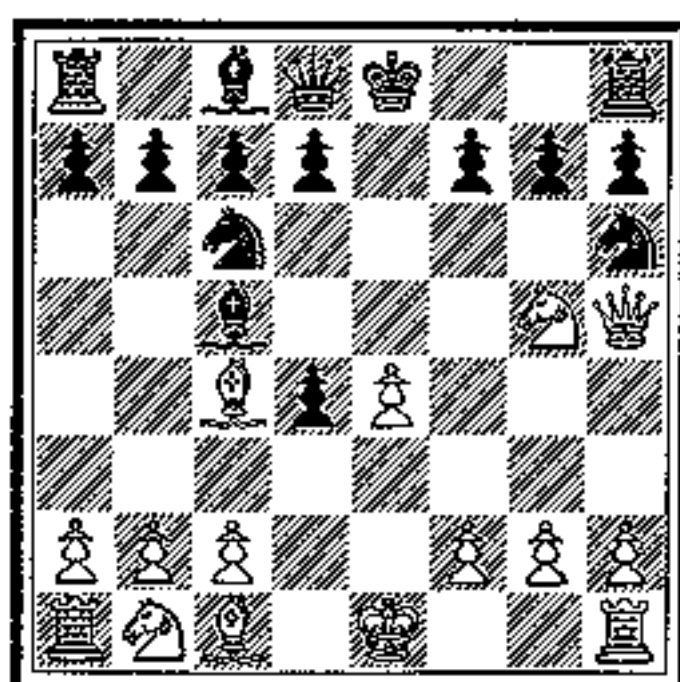
The first player has made a premature attack by Kt - KKt5. Black has Castled (properly) in defense, and continued P - KR3, in reply to White's P - Q3, or Kt - B3. Now, White backs up the attacked Knight, and his opponent misjudgingly takes it, opening the Rook file with disastrous results to himself:

WHITE	BLACK	WHITE	BLACK
1 P - KR4	P x Kt ?	4 Q x Pch	K - R1
2 P x P	Kt - R2	5 R x Ktch	K x R
3 Q - R5	R - K1	6 Q - R5 mate.	

The Knight should be refused of course. Sooner or later it would have to retreat, or it could be taken in safety when the position became more developed, with advantage to the second player.

White (see diagram on next page) thrice attacks the Bishop Pawn. Black should defend by 1 Q - K2, which, in the circumstances, is a develop in move. Instead of doin so he

BLACK



WHITE

uses a force already in good play, *i.e.*, his Queen Knight, and loses a Piece in consequence:

WHITE

BLACK

1

Kt - K4 ?

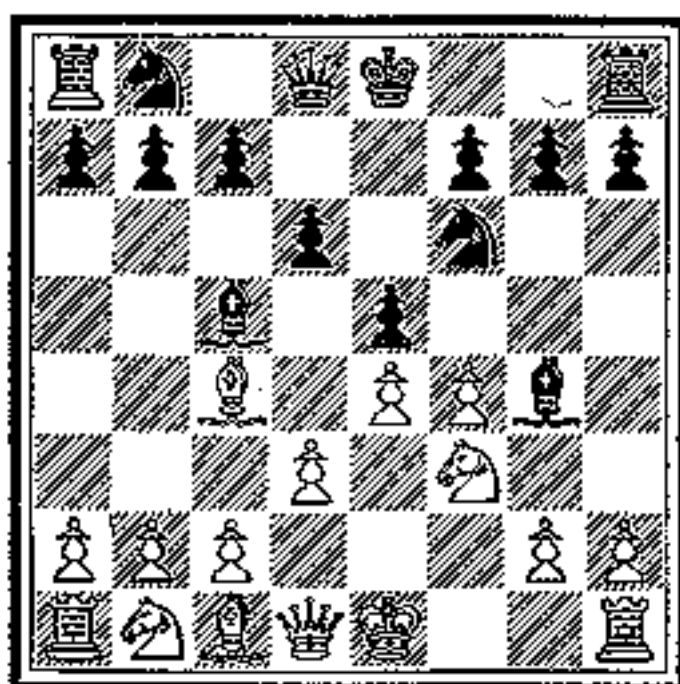
2 Kt - K6 !

P x Kt

3 Q x QKt and will win either the Knight or the Bishop.

The move 1 Q to K2 would reinforce the attacked Pawn and defend the Bishop; whereas 1 Kt - K4 gives him two Pieces without support, resulting as shown.

BLACK



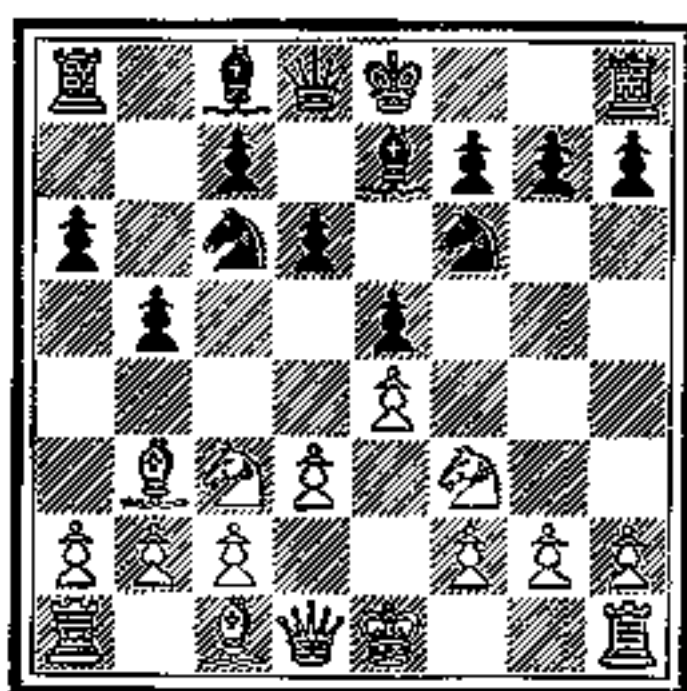
WHITE

Here Black seeks to defend his King Pawn by counter attack, pinning the hostile Knight—he has just played B-Kt5:

WHITE	BLACK
1 P x P	P x P ?
2 B x Pch	K x B
3 Kt x Pch, and 4 Kt x B—recovering the piece	

with the clear gain of a Pawn. The correct move for the defense would be Kt-B3—not B-Kt5. Or, in the above, we may suppose Black's King Bishop, and White's Queen Pawn to be still at home. Then, 1 P x P, B x Kt; 2 Q x B, P x P; 3 Q-Q Kt3, with simultaneous attack on two points—KB7 and QKt7—both of which cannot be defended by one move.

BLACK



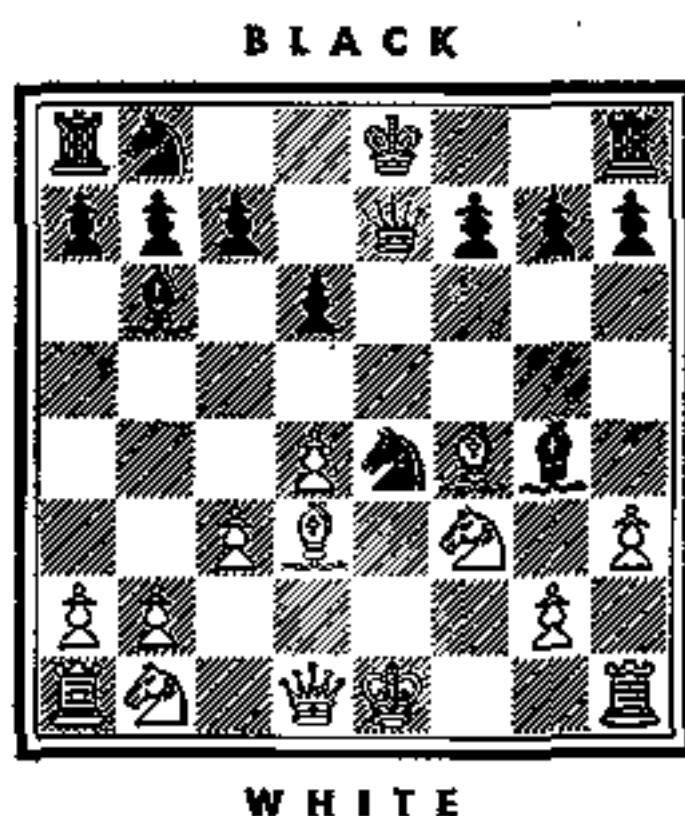
WHITE

The Bishop at Kt3 may be brought in question. If attacked by a Pawn it may have no escape. E.g.:

WHITE	BLACK
1 P-Q4 ?	Kt x QP
2 Kt x Kt	P x Kt
3 Q x P ?	P-B4 !

Now the Queen must move, and the Bishop be given up for two Pawns after Black's 4 P-B5. A piece having no

retreat is often in danger—just as is one unsupported—and the possibility of attack upon it should be carefully considered.



Black has designed the gain of a Pawn. White cannot take the Bishop without losing his Queen from . . . Kt x Pch, so the game proceeds:

WHITE	BLACK	WHITE	BLACK
1 O - O	B - KB4	6 B x Kt	B x B
2 R - K1	P - Q4	7 QKt x B	P x Kt
3 QKt - Q2	O - O	8 R x P	R x R
4 Q - B2	R - K1	9 Q x R and White has re-	
5 Kt - Kt5	Q - B3	gained the Pawn with the	
		better position.	

According to this, Black's plan was premature, and his attempt to secure the Pawn fails, giving him only the inferior game. This is a good specimen of combination on a single point. After White Castles, the Black Knight becomes the focus of operations, as it cannot move without decisive loss.

If the principles of exchanging be adhered to, there can be no loss of force, preceding loss of position; when there is loss

of force, loss of position naturally follows. Then the stronger force wins through the application of the principles of exchanging, or by *reduction*. Thus, as between skillful players, the loss of a single Pawn usually leads to the loss of the game. Except in the case of Queening, all gain in force is of course relative. But loss is absolute.

The game may be won by a combination against the King—or by position, where no great disparity of force exists. But this should not occur in a well-played game. Usually, in this mode of winning, there is conversion of force into time—or force is at least offered or abandoned. A piece or more may be given up, that a move or more may be gained in direct attack upon the King; or in order to cause obstruction to his escape, or to the sufficient movement of some relieving force. Successful attacks of this kind imply a seriously faulty defense. The root of brevity and brilliancy is blunder.

RELATIVE VALUES

A great deal of labor has been expended in trying to establish trustworthy numerical relations between the various forces in "average positions," that is with resistance in its full sense duly considered. The inconstant Pawn has been taken as the unit of measure and the average positions have been assumed, two very suspicious postulates, to say the least. However, according to one set of calculations thus based, the Queen = 10; the Rook = 5.5; the Bishop = 3.5; and the Knight = 3.5. Some German authorities arrive at a different estimate. They say the Queen = 9; the Rook = 4.5; the Bishop = 3; the Knight = 3; and the King (in endings) = 4. This latter valuation seems to be the more practical of the two, its grotesque inclusion of the King notwithstanding.

Both valuations make Bishop equal Knight; both (probably) put the Queen, as compared with the Rook, too low—and

otherwise too high. Taking the game all through, it is everyday experience that the Queen is worth rather more than two Rooks. She is in play early and late, and though weaker than the two Rooks as a persistent force, this is more than set off by her greater mobility, her full power being exerted at every move, and in the generality of positions. On the other hand, three minor Pieces should be more than equivalent to the Queen.

The fact is the relative values of the men are hardly commensurable, and not to be assigned with anything like precision, owing to the changeful conditions of the game. Situations sometimes occur in which a Knight, for instance, is more valuable than a Queen; and a Pawn, from its momentary situation, may be of more worth than any Piece, the King, of course, always excepted. As the field clears and resistance diminishes, the value of a force varies, becoming greater or less as other force is absent or present. The power of the Queen falls away as the Rooks become free, and the value of the Rook increases. Take the Knight, again. Evidently his strength is in complications. He may have more moving power on a comparatively free field, but his value as a force of offense sadly declines, so that it may often come to nothing.

The utility of relative values extends only to the mere mechanics of exchanging. It can go no further, and should otherwise receive no consideration. The player should value his forces from move to move, as occasion requires, without much regard to abstract numerical speculations. All such are in practice about as useful as reckoning up the captured men in order to arrive at the actual position. It is much better to do the reckoning on the board with the men still remaining there. When the sole question is one of exchange, the values generally settle themselves; because when this is the sole question, there is seldom any choice in the matter. The average position is always the existing position, and the value of any piece in this

position depends very much upon the player himself, or upon circumstances beyond his control.

MATE

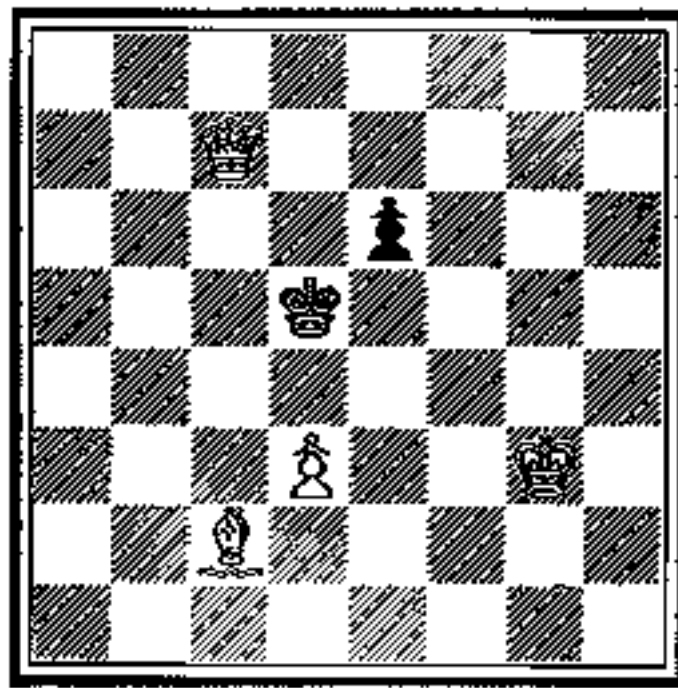
As we have seen, the King is the constant object of attack, directly or indirectly, and mate—or its evident impossibility according to rule—makes an end of the game. Mate may be effected: (1) By the sole agency of adverse force: (2) by adverse force, and friendly force (in obstruction); (3) by adverse force joined with the limitation of the board (its sides); and (4) by adverse force, friendly force in obstruction, and the limitation of the board combined.

The first species of mate may be dismissed at once as of no account; as it can result only from overwhelming force; and presents no practical difficulty of any kind. This is more or less the case of the third species of mate also. The King is alone, or has no assisting force in defensive relation, and is driven to the side of the board, where limitation operates, and is there mated by force which, in conjunction with the limitation, becomes overwhelming. There are, however, two examples of some difficulty under this head, viz.: to mate with Bishop and Knight; and to mate with two Knights, the King to be mated having some force not in defensive relation, and yet not in obstruction.

Of course the King of the mating force is understood as assisting, where necessary. This mate usually results from exhaustion, and marks a well-contested game. The second and fourth kinds of mate arise from brilliancy on the one side, and more or less blunder on the other; though sometimes a player will knowingly risk their occurrence rather than endure a slowly-operating disadvantage whose ultimate effect must prove fatal. The diagram on Page 44 is an example of the second kind of mate; to the third and fourth kinds the chief business of Chess is confined. But for the Black Pawn, White could not win in three moves—though, of course, his winning uncondi-

tionally is beyond all manner of doubt. The mate is given independently of the limitation of the board, the two elements, adverse force and friendly force in obstruction, being sufficient. With the condition, "White to play and mate in three moves," this would constitute a Chess Problem. The characteristic of the problem is that mate be given in a limited number of moves; the superior force—or positional advantage equivalent—being assumed at the outset. In the game this is the very question at issue, and which must be first disposed of before any considerations as to simple mate can claim the attention of the player:

B L A C K



W H I T E

White wins in three moves:

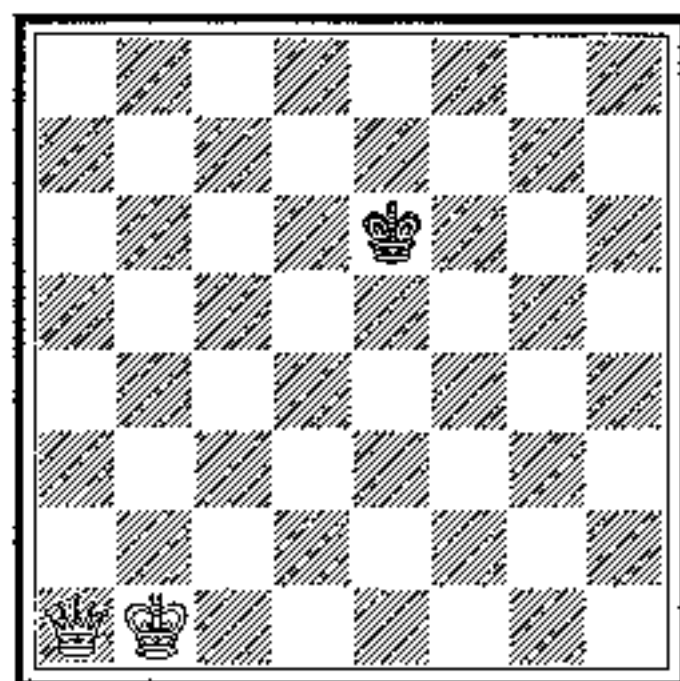
WHITE	BLACK
1 Q - Kt6	K - K4
2 Q - Q8	K - B4
3 P - Q4 mate.	

Nevertheless it is necessary to examine the methods of effecting mate with simple forces, as at the end of the game, before dealing with combination at large, by which the advantage of those simple forces is to be gained or secured. Few

variations on the main play are given, because, if this play be properly attended to, working out the variations should be a fairly easy and improving exercise for the student.

MATE WITH THE QUEEN

BLACK



WHITE

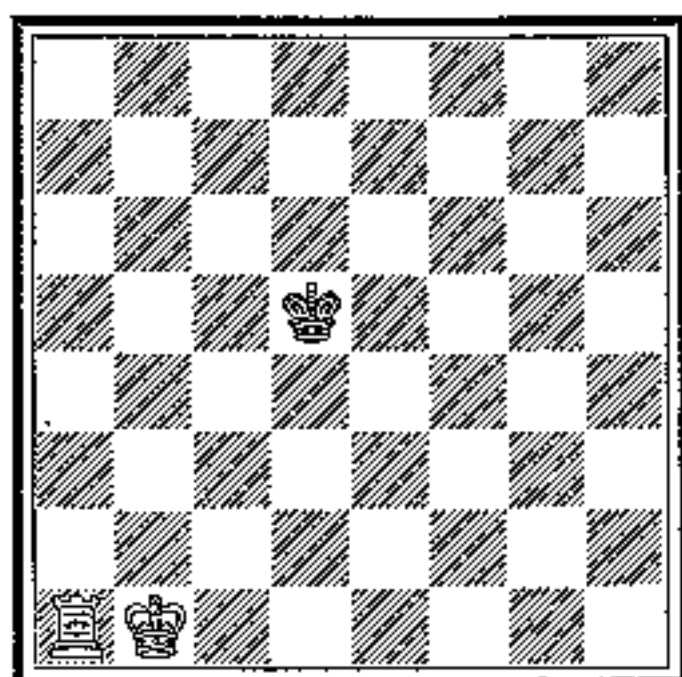
The King must be driven to a side square, with his adversary only one square distant, before mate can be given:

WHITE	BLACK	WHITE	BLACK
1 K - B2	K - Q4	5 K - B4	K - Kt3
2 K - Q3	K - B4	6 Q - Q7	K - R3
3 Q - B6	K - Q4	7 K - B5	K - R4
4 Q - K7	K - B3	8 Q - R7 or Q - Kt5 mate.	

If instead of 7 K - B5, White were to repeat the maneuver of following up the retreating King, and play 7 Q - QB7?, Black would be stalemated. The foregoing may be varied in many ways. But the Queen always mates by sweeping the rank or file from a distance, or supported by her own King somewhat as here shown.

THE PRINCIPLES OF CHESS
MATE WITH THE ROOK

BLACK



WHITE

The King must be driven to a side square, with his adversary directly opposite in rank or file one square distant—or Knight's move distant will do if the lone King be in a corner square:

WHITE	BLACK	WHITE	BLACK
1 K - Kt2	K - Q5	8 K - K4	K - Kt3
2 K - B2	K - K5	9 K - K5(A)	K - Kt4
3 K - B3	K - K4	10 R - Kt1ch	K - R4
4 K - B4	K - K5	11 K - B4	K - R3
5 R - K1ch	K - B4	12 K - B5	K - R2
6 K - Q4	K - B5	13 K - B6	K - R1
7 R - B1ch	K - Kt4	14 K - B7	K - R2
		15 R - R1 mate.	

(A)

9 R - B5	K - Kt2	13 K - B6	K - R2
10 K - K5	K - Kt3	14 R - R5ch	K - Kt1
11 K - K6	K - Kt2	15 R - R1	K - B1
12 R - Kt5ch	K - R3	16 R - R8 mate.	

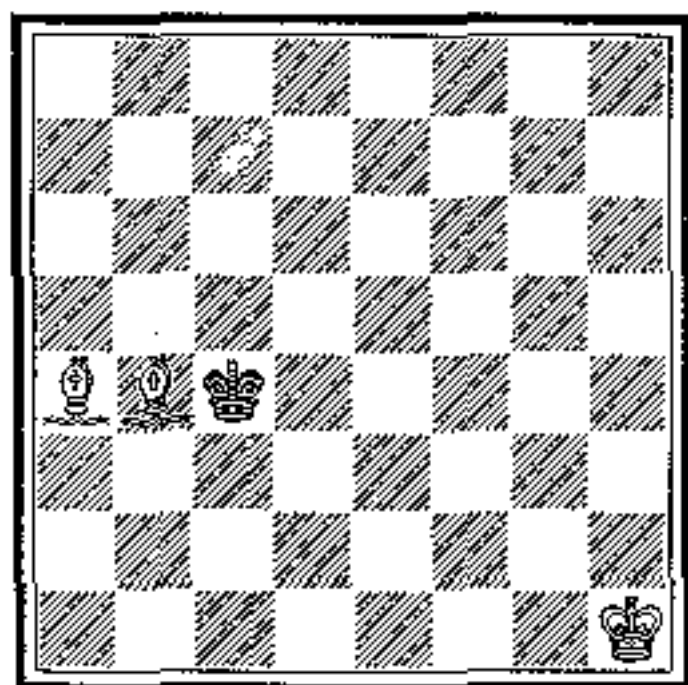
The White King is brought into action, and approaches his opponent to the distance of a Knight's move. In that situation Black must either retire along the line, rank or file, in which case White King follows on at the distance of a Knight's move; or he must play opposite, in rank or file, and then the Rook checks, cutting off the King from that line, and forcing him so much nearer to the fatal side.

Sometimes the procedure may be varied, in restricting Black by a play of the Rook, as in the variation, but the mate is always given in the same way, the Rook sweeping the line the mated King stands upon, while the opposing King prevents his escape from the side. Stalemate is less likely to occur, through inadvertence, than in the case of the Queen, but it is not impossible.

MATE WITH TWO BISHOPS

In general two Bishops force mate nearly as easily as the Rook, but, as a much more infrequent ending, the process is not so well known. They draw the impassable line as the Rook does, and limitation assists just the same, though mate can actually be forced on a corner square, or on one next to it in a side, and not on any side square, as in the case of the Rook:

BLACK



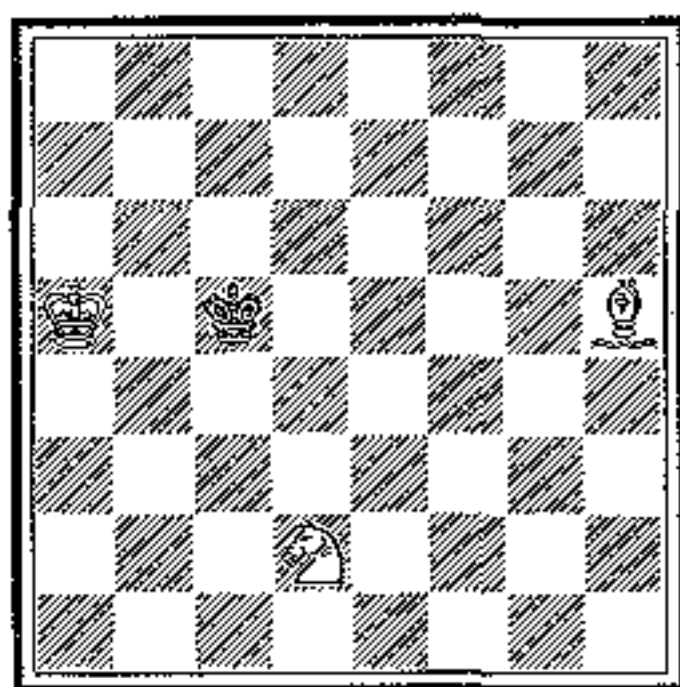
WHITE

WHITE	BLACK	WHITE	BLACK
1 B - K1	K - Q6	10 B - QB5	K - R3
2 K - Kt2	K - K7	11 K - B6	K - R4
3 B - KB2	K - Q6	12 B - Q6	K - R3
4 K - B3	K - B6	13 B - Kt4	K - R2
5 K - K4	K - B5	14 K - B7	K - R3(A)
6 B - Q4	K - Kt5	15 B - Q3ch	K - R2
7 B - Q1	K - B5	16 B - B5ch	K - R1
8 B - QB2	K - Kt5	17 B - K4 mate.	
9 K - Q5	K - Kt4		

(A) 14 K - R1; 15 B - KB5, K - R2; 16 B - QB8, K - R1; 17 B - Kt7ch, K - R2; 18 B - B5 mate.

MATE WITH BISHOP AND KNIGHT

BLACK



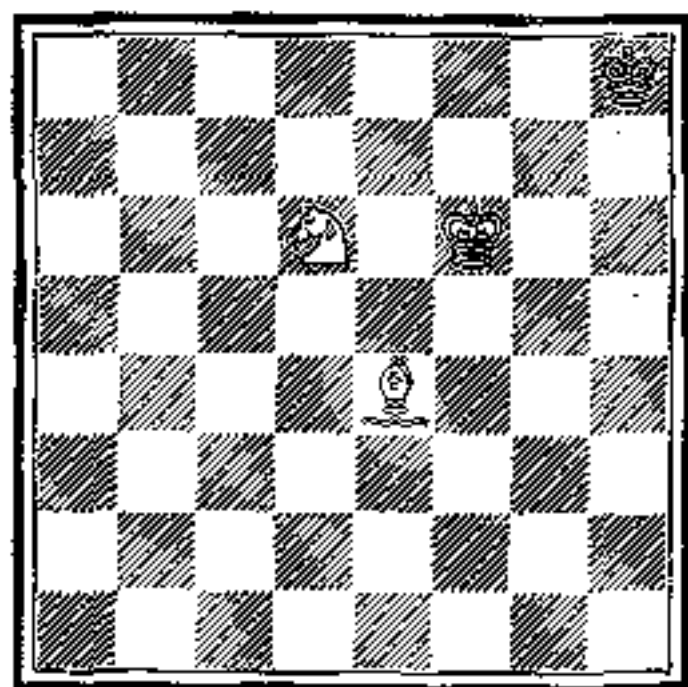
WHITE

This is much more difficult. The power of Bishop and Knight in combination is only sufficient to force mate in either of the two angles of the board in which the corner square is commanded by the Bishop. The King need not necessarily be mated on one of those squares, but it must be there, or on a square next to it. Taking the above unfavorable position, the King must first of all be driven into a corner, and he will

naturally select a corner not commanded by the Bishop. It may be added that King and Bishop constitute a sufficient force to urge the opposing King to the confines of the board, and to eventually stalemate him there—if he makes for a corner square *not* commanded by the Bishop. For instance, when the lone King plays into strict opposition, the Bishop interposes, and the King must retreat towards the limit, however he goes. But it is much easier, of course, with the Knight in aid within convenient distance.

WHITE	BLACK
1 Kt - Kt3ch	K - B3
2 K - Kt4	K - Q4
3 B - B3ch	K - Q3
4 Kt - Q4	K - K4
5 K - B4	K - B3
6 K - Q5	K - B2
7 Kt - B5	K - B3
8 Kt - Q6	K - Kt3
9 K - K5	K - Kt2
10 B - K4	K - Kt1
11 K - B6	K - R1

BLACK



WHITE

This is the typical situation and the most favorable to Black when confined to the side of the board. The thing now is to force him along the side into one of the white corners, as it is there only that mate is inevitable:

WHITE	BLACK	WHITE	BLACK
1 Kt - B7ch	K - Kt1	10 Kt - B5	K - Q1
2 B - B5	K - B1	11 Kt - Kt7ch	K - B1
3 B - R7	K - K1	12 K - B6	K - Kt1
4 Kt - K5	K - B1(A)	13 K - Kt6	K - B1
5 Kt - Q7ch	K - K1	14 B - Kt4ch	K - Kt1
6 K - K6	K - Q1	15 B - B5	K - R1
7 K - Q6	K - K1	16 Kt - B5	K - Kt1
8 B - Kt6ch	K - Q1	17 Kt - R6ch	K - R1
9 B - R5	K - B1	18 B - K4 mate.	

The regularity of this process borders on the mechanical—chiefly because Black persists in endeavoring to return to the corner he started from, at every opportunity. Instead of so doing, however, he may vary his movements, as if to take the middle of the board again, and escape into the opposite corner:

(A)

WHITE	BLACK	WHITE	BLACK
4	K - Q1	11 Kt - B5	K - Q1
5 K - K6	K - B2	12 Kt - Kt7ch	K - B1
6 Kt - Q7!	K - B3	13 K - B6	K - Kt1
7 B - Q3!	K - B2	14 K - Kt6	K - B1
8 B - K4	K - B1	15 B - B5ch	K - Kt1
9 K - Q6	K - Q1	16 Kt - B5, and mate in three	
10 B - Kt6	K - B1	moves as before.	

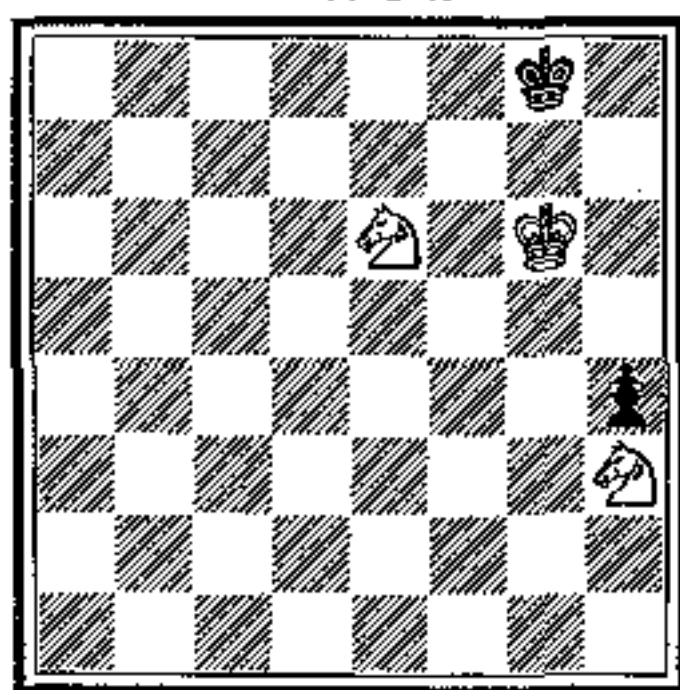
There is no essential change in White's play. Black cannot escape outward, and is driven again to the side, when the regular process is resumed.

Mate may also be given with the Knight, either at Q7 or R6, by first playing the Bishop to R6 and checking with it at Kt7, but this would take longer.

Every now and then, it will be noticed, White "loses a move" with his Bishop, in order to keep his position virtually unchanged, while his adversary is compelled to proceed. *Why* White does this should be well considered. And the reason of the whole play is such that, if thoroughly understood, it must be of very great service to the player. The reader is advised to look into the matter for himself, until he can see how the King is first driven into the corner, from any position in the middle of the board, and then urged along the side to the place of mate. Comparatively few games actually terminate in this way, but the conscious ability to win with Bishop and Knight simplifies many an ending, and makes the road to victory smooth. The exercise also tends to a just appreciation of the powers of the minor Pieces in general positions, and not merely when operating against the King alone.

MATE WITH TWO KNIGHTS

BLACK



WHITE

WHITE	BLACK
1 Kt(R3) - B4	P - R6
2 Kt - R5	P - R7

WHITE	BLACK
3 Kt - B6ch	K - R1
4 Kt - Kt5	P - R8(Q)
5 Kt - B7 mate.	

Two Knights cannot force mate without stalemating first, *i.e.*, they cannot give check and mate in two successive moves, as Knight and Bishop can. When there is a Pawn, as in this instance—or even two or more, not too far advanced—mate can be forced. The King must be mated in a corner in some such way as above. Here, after 3 . . . K - R1, he is in stalemate one clear move before mate is given; so that if there were no Pawn to go on with, mate could not happen, because of the intervening stalemate. In rare cases two Knights win against one, on the same principle. Otherwise two Knights are not a mating force, and can do no more than draw the game.

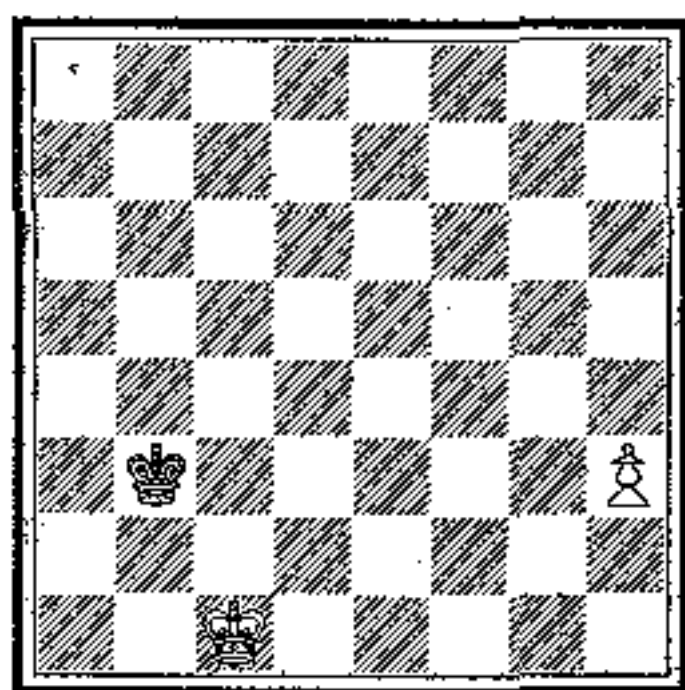
MATE WITH THE PAWN

Strictly, this is a misnomer for, of course, the Pawn alone cannot mate—as a Pawn. We have here the purest form of the closing struggle at Chess. The Pawn may become a Piece, a Queen or Rook most usually; and it has been shown how easily either of these can mate the solitary King. A player finding himself with the advantage of a single Pawn towards the end of the game, and in a position to “Queen” it, has the game almost surely in his hands. Practically, the decision is arrived at in this way in every well-contested game. The exchangeable force on one side exhausted, and on the other reduced to its lowest limit; the object is to effect the conversion of the Pawn into a mating force, and the result ultimately depends upon the opposition, or final confrontation, of the Kings. Well defended, the King cannot be mated by the original forces, and it becomes necessary to reinforce, by Queening a Pawn, to secure the victory, after the necessary position of advantage has been gained.

Hence it becomes of great importance to know how to Queen a Pawn towards the end of the game; and also to know whether or not the Pawn *can* be Queened—if you have it, or if it be against you.

In one class of position likely to occur in actual play, the Pawn may Queen independently, the adverse King being unable to attack and take it on the march. In the other class of position, even more likely to occur, the Pawn, to have a chance of reaching the eighth rank successfully, must be supported or convoyed by its own King, or it cannot escape or pass the adversary. In the case we are now discussing, and which includes both classes, the question whether the Pawn can be Queened is one of simple calculation, and admits of a precise answer in every instance possible. First, suppose the Pawn at a distance from its own King, as in the following:

B L A C K



W H I T E

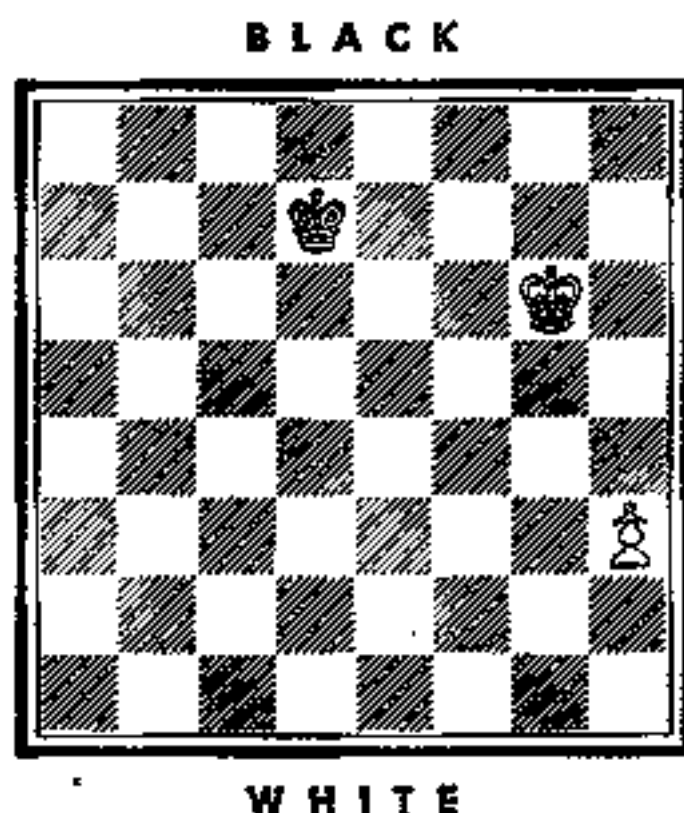
In this situation all depends upon who has the move—whose turn it is to play. If White moves, the Pawn goes straight on to Queen, and Black cannot prevent it. It will take the Black King four moves to reach KB2. The Pawn having moved first, and made move for move in the meantime, will then be at R7; and for its fifth move will go to R8, becoming a Queen, and Black will be helpless.

On the other hand, if Black moves first then he will reach KB2 before the Pawn reaches R7; and for his fifth move will be able to go to Kt2 or Kt3, attacking the Pawn, and taking it on the next move, whether it Queens or not. We arrive at all this by actual enumeration of the moves, or squares to be passed over by both King and Pawn. But there is a simpler process.

Looking at the position, we may easily conceive a square whose side is the Pawn's distance from Queening, plus the square the Pawn stands upon for the moment; in this case the square having at its angles KR3, KR8, QB8, and QB3. We can see also that the Black King is not within this square, but just outside of it. Well, suppose the King to move first, he goes within the square and intercepts the Pawn; and suppose the Pawn to move first, the King cannot get within the square, and the Pawn cannot be intercepted, but will Queen. The King traverses diagonals, and ranks, and files in the same time. He will describe the hypotenuse of a right-angled triangle as rapidly as he will its opposite side. Or, if two sides of a triangle on the chessboard are diagonals, he will traverse them both in the same time that he will the third side. For instance, the King will go from KKt1 to QR1, *via* Q4, in the same number of moves that he would require to go directly over his first rank, or he can take in any of the squares in the triangle, and lose no time in getting to QR1. Thus if he can reach any point in the square along whose side the Pawn is moving to Queen, he will intercept the Pawn, taking it, at the very latest, at Queening point. With the Pawn moving first, in the position under notice, the King can never reach the diagonal of the square along whose side the Pawn is in motion, and it safely goes to Queen. With the King moving first, he attains that diagonal, and the Pawn is lost, either before or at the point of Queening. This holds in every case. If the lone King can get within the square whose side is the Pawn's distance from

Queening, then the Pawn cannot Queen by its own force alone. Consequently, in the foregoing position, if Black moves first the game is drawn; because the Black King can attack the Pawn and take it, the White King being too far off to help.

But if the White King were in a position to protect his Pawn—as, for example, in the following—the Pawn would win:



Here Black is within the square, it is true; but so is White, and in a position to prevent the Black King from getting in front of the Pawn:

WHITE	BLACK	WHITE	BLACK
1	K - K2	3 P - R4	K - B4
2 K - K17 !	K - K3	4 P - R5	K - K14
5 P - R6 and goes to Queen.			

If, however, White were to push the Pawn at once, in reply to 1 K - K2, then the way could not be kept open for its advance to Queen, and the game would be drawn as follows:

WHITE	BLACK	WHITE	BLACK
1	K - K2	3 K - R7	K - B2
2 P - R4 ?	K - B1 !	4 P - R5	K - B1
5 P - R6	K - B2, and the White King is imprisoned,		

so that he cannot leave the Rook file to make way for his Pawn. He may stalemate himself, if he likes, by K-R8 and P-R7; but the Pawn can never Queen as long as Black holds himself to the squares B1 and B2. Or—

1	K-K2
2 P-R4?	K-B1!
3 P-R5	K-Kt1
4 P-R6	K-R1, and Black may

be stalemated, but cannot be forced out of the way of the Pawn.

It results from this, that a Rook Pawn cannot win if the adverse King succeeds in fronting it on the Rook file; or if he succeeds in confining his opponent to the Rook file, in front of the Pawn, by playing on the Bishop file as above. The limitation of the board is, in such a case, favorable to the weaker force—an exception to the rule.

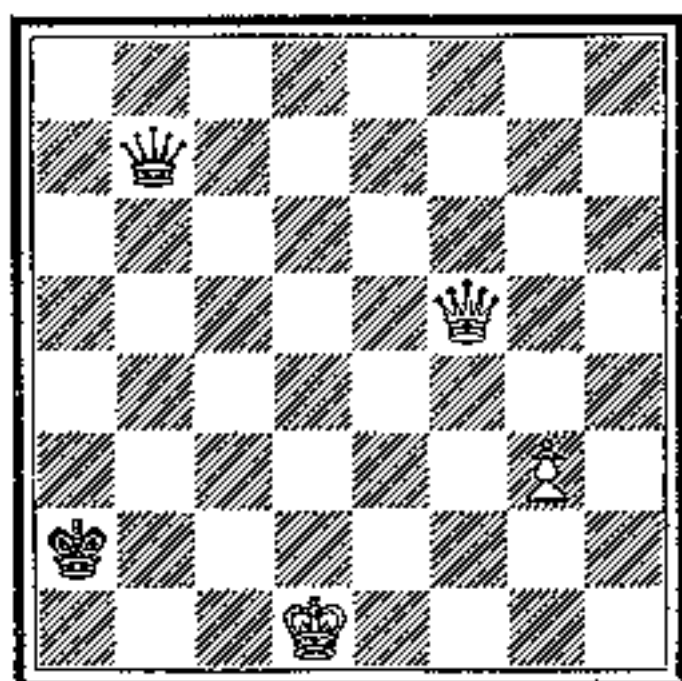
Now let us take an instance of a Pawn, other than a Rook Pawn, going to Queen with the assistance of the King.

And in doing this let us take a step or two backward with the object of seeing how a player unaware or the reverse of the capabilities of the Pawn may be influenced in his proceedings. The situation given is one of those frequently occurring in which even a doubt as to the winning power of King and Pawn against King alone may easily pervert the issue. With the Queens on the board such an ending would be long and difficult, with great liability to perpetual check.

Therefore if the Pawn alone should Queen and win, the weaker party should avoid an exchange; and not invite it, as he does by his play in this instance—the check virtually forcing interposition.

(Black's best practical chance is to play for perpetual check, for example 1 Q-R8ch; 2K-K2, Q-Kt7ch; 3Q-B2, Q-K5ch etc.)

BLACK



WHITE

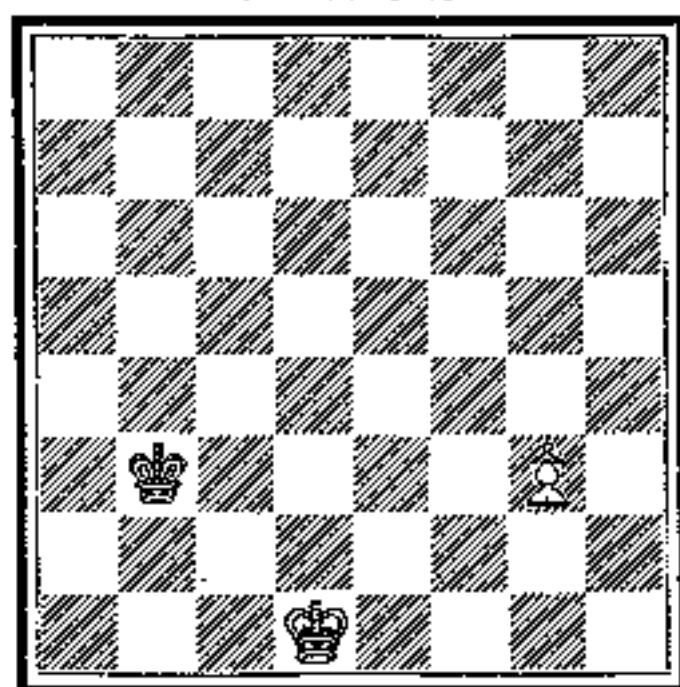
Black attempts to gain the Pawn by 1 Q-Kt6ch. This gives White an opportunity of simplifying matters. He replies 2 Q-B2ch!

Then Black realizes that if *he* exchanges Queens, the Pawn is sure to win.

He therefore continues, 2 K-R6.

Now if White can win with the Pawn, his task becomes easy with the Queens off the board. He thinks he can—and accordingly exchanges Queens, bringing the position to the following, in which he has the move. Now Black is within the square. Therefore the Pawn cannot win by its own weight; the King must go to its assistance—immediately:

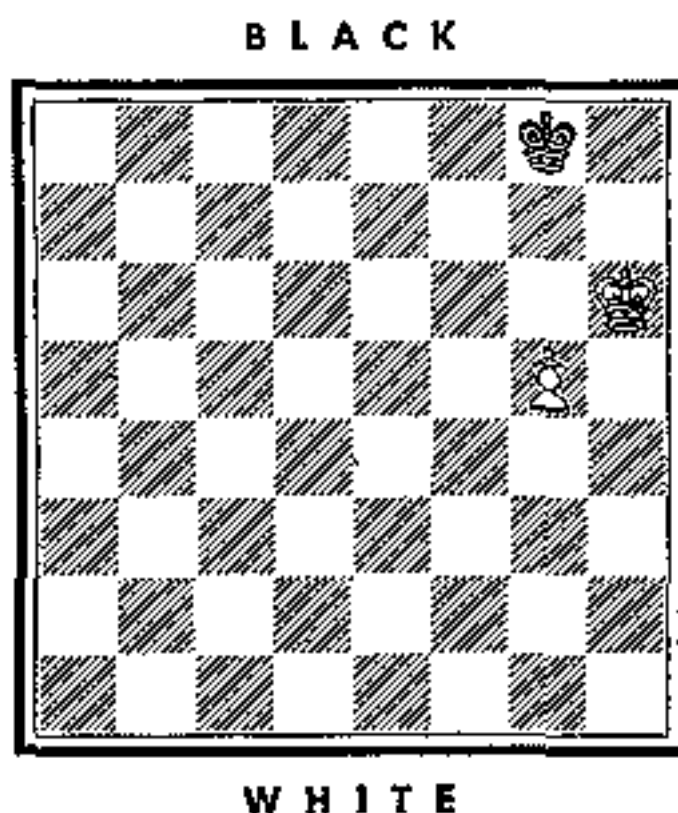
BLACK



WHITE

WHITE	BLACK
1 K - Q2	K - B5
2 K - K3	K - Q4
3 K - B4	K - K3
4 K - Kt5	K - B2
5 K - R6	K - Kt1
6 P - Kt4	K - R1
7 P - Kt5	K - Kt1

The situation here is important, and should be closely inspected. It illustrates the general case of King and Pawn *v.* King—the Pawn not being a Rook Pawn:



Were White to now advance his Pawn he could not do more than draw the game; but by playing 8 K - Kt6 he takes the *opposition*, winning. Black must then go to the right or left—allowing his adversary to take the seventh square on either side; thus commanding the three remaining squares through which his Pawn has to move to Queen. But what happens if White does not take the opposition?

If, instead of taking the opposition, White were to play 8 P - Kt6, the Pawn would be in the way of its own King. Black by 8 K - R1 would take the opposition, *with his adver-*

sary's King and Pawn side by side on the same rank, and the game would be drawn.

The Pawn, on going to the seventh square, would give check; and whenever this occurs, the supporting King being on the sixth rank, the Pawn cannot Queen. The lone King moves in front of it:

Then if the support be continued there is a stalemate; and if not, of course the Pawn falls. But the opposition is of no avail to the lone King when his adversary is on the sixth rank, *in front of the Pawn*—the Rook Pawn always excepted.

In the case of the Knight Pawn there is a nicety. Suppose Black to have the opposition—his King at KKt1, White's King at KKt6, and his Pawn at KKt5, with White to move White can win only by playing K - R6. If otherwise, the limitation of the board works for stalemate, and consequently against the stronger party. *E.g.*, White plays K - B6, and Black answers K - R2. If, now, P - Kt6ch, Black rejoins K - R1 (the opposition), drawing; if not P - Kt6ch, then the previous situation recurs, or White will easily drift into a draw by repetition or by allowing Black to play K - Kt2.

In going to R6, White deprives his adversary of the help of the restriction of the board, and wins in consequence.

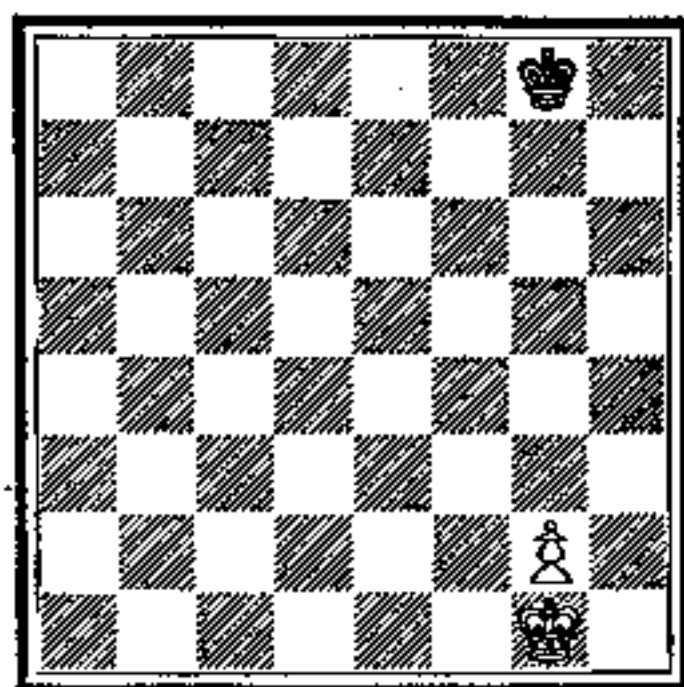
Thus, 1 K - R6, K - R1; 2 P - Kt6, K - Kt1; 3 P - Kt7, and Black must go out at B2, leaving White to take R7 with his King, and Queen the Pawn on his following move. Hence, in the case of King and Pawn against King alone, the King on the sixth rank in front of his Pawn will Queen it; provided the Pawn be not a Rook Pawn, and not liable to capture on its own side of the board.

In the following position (p. 60) White, with the move, wins; without the move he can only draw.

The distinction between having and not having the move in this position must be thoroughly mastered.

WHITE	BLACK	WHITE	BLACK
1 K - B2	K - B1	6 K - Kt5	K - Kt2
2 K - B3	K - B2	7 P - Kt4	K - R2
3 K - Kt4	K - Kt3	8 K - B6	K - R1
4 P - Kt3	K - R3	9 K - Kt6	K - Kt1
5 K - B5	K - R2	10 P - Kt5 and wins as before.	

BLACK



WHITE

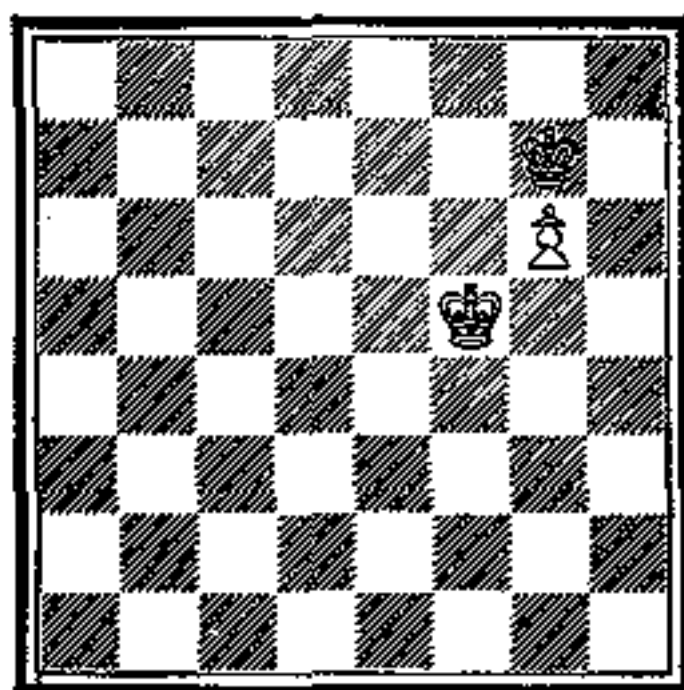
The process may be varied, but White having the move can always take up the preceding or some simpler winning position. On the other hand, if Black moves first he draws; because he can prevent White from getting to the sixth rank in front of his Pawn:

WHITE	BLACK	WHITE	BLACK
1	K - Kt2 !	5 K - R3	K - R4
2 K - B2	K - B3	6 K - Kt3	K - Kt4
3 K - B3	K - B4	7 K - B3	K - B4, etc.
4 K - Kt3	K - Kt4		

It is clear White can make no headway by moving his King. If he moves his Pawn, then Black continues to play in front of King or Pawn until driven back to his first line. There, if the Pawn be more advanced than its King, Black must be in front

of the Pawn; if King and Pawn are side by side, on the sixth rank, Black must be able to play in front of the King. While he is being forced back, the lone King must always play immediately as possible in front of the most advanced of the opposing forces; and in front of the King, if they be in the same rank, or side by side. For example:

B L A C K

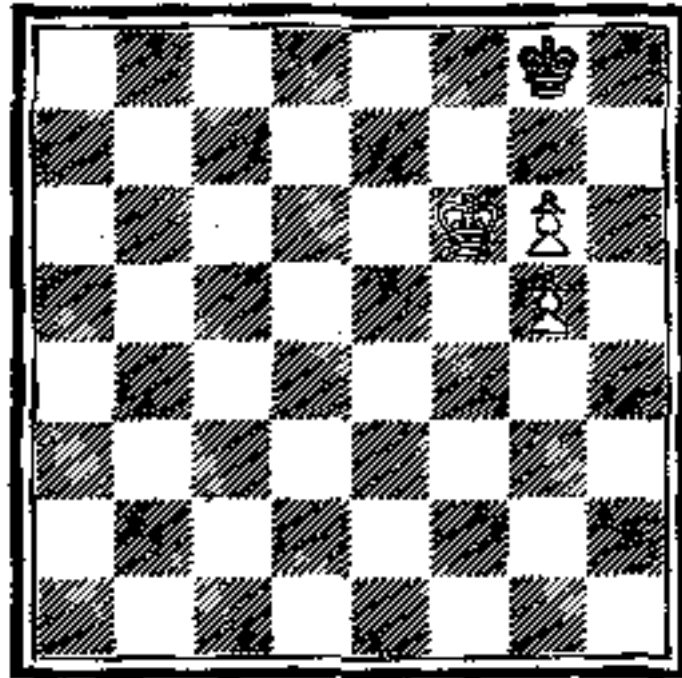


W H I T E

Here K-Kt1 is the only move to draw. Or, supposing Black to be at B2 and White to move P-Kt6ch. Then Black should play in front of the Pawn—preferably to Kt2—in order to make a drawn game.

Excepting the case of the King at the sixth rank, the King and Pawn win, when directly opposed by the lone King, only when the King can place himself in front of his Pawn, with an interval of at least one square. He is thus enabled to deprive the lone King of the opposition, when necessary, by interpolating a move of the Pawn, thereby gradually but irresistibly forcing the road to Queen. Otherwise the King and Pawn can only draw. King holds King, and the move of the Pawn is useless because it blocks the very point to which its King should be able to play in order to derive advantage from his adversary's forced abandonment of the opposition.

BLACK

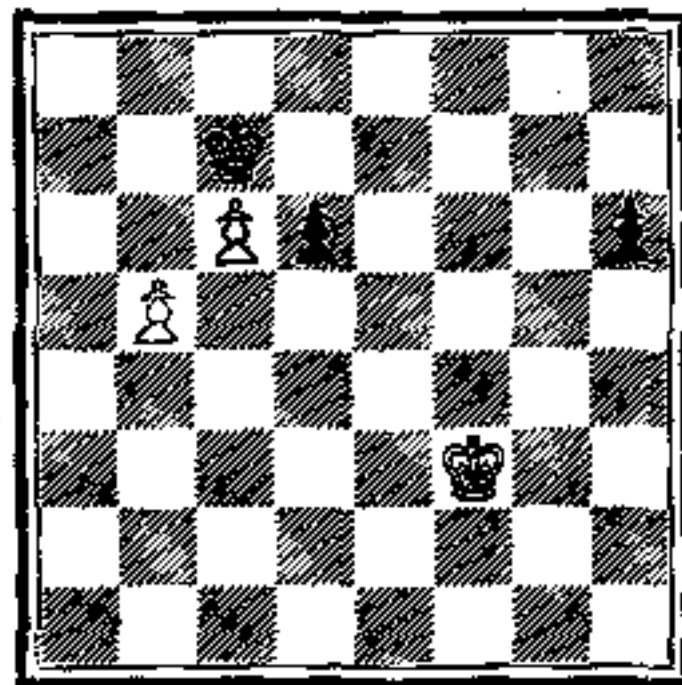


WHITE

WHITE	BLACK	WHITE	BLACK
1 P - Kt7	K - R2	3 K - K16	K - R1
2 P - Kt8(Q)ch	K x Q	4 K - B7	K - R2
		5 P - Kt6ch and wins.	

White's second Pawn prevents his winning in the ordinary way; because if 2 K - B7? there would be a stalemate. By the sacrifice on his second move he secures the opposition, with his King in front of his remaining Pawn, which gives him the victory.

BLACK



WHITE

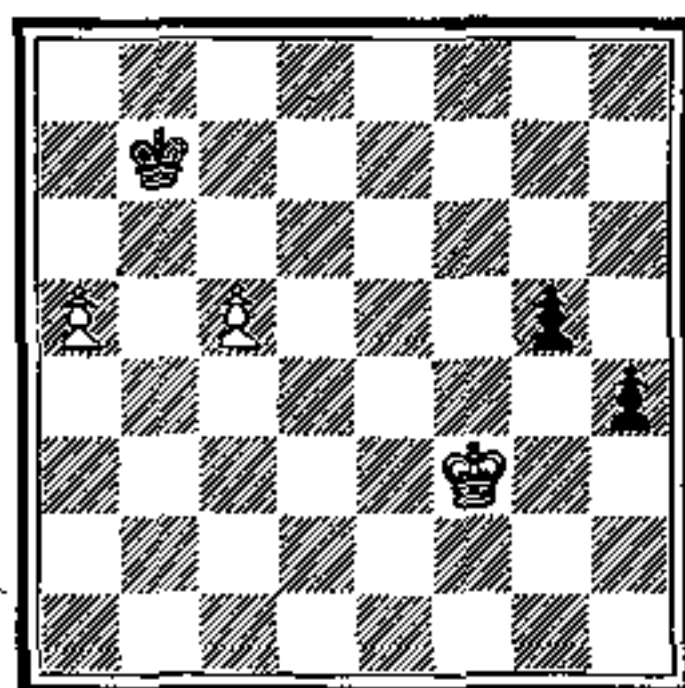
WHITE	BLACK	WHITE	BLACK
1 K - B4	K - Kt3	6 P - Kt6ch	K x P
2 K - B5	K - B2	7 K x P	P - R5
3 K - B6	K - Kt3	8 P - B7	P - R6
4 K - K6	K - B2	9 P - B8(Q) and wins.	
5 K - Q5	P - R4		

The separated Black Pawns are weak, and neither of them can move while White advances his King along the Bishop file between them, without being attacked and taken. Therefore White is able to reach Q5, always keeping within the square; and then, by the sacrifice of his Knight Pawn, he forces the other on to Queen. But with Black to move first it would be otherwise—he would win.

In respect to Kings and Pawns, other force being absent and the Pawns unopposed by Pawns, the following proposition is established:

1. Two united Pawns and two Pawns on the same rank with an interval of only one square protect themselves against the King, i.e., he cannot attack and take one of them else the other Queens:

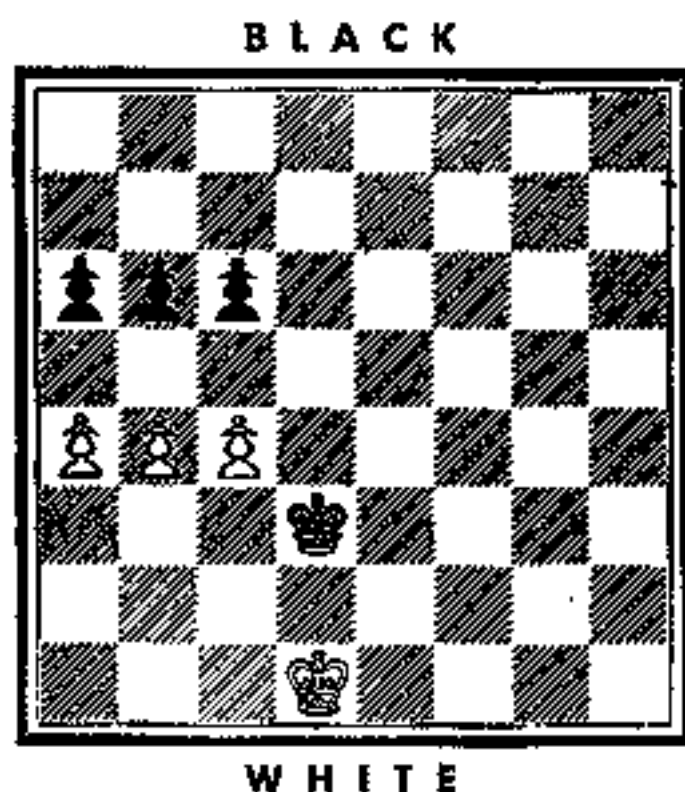
B L A C K



W H I T E

In this example, if 1 K - Kt4, K - Kt1; 2 K x P ?—it is obvious that Black Rook Pawn walks on to Queen, White King being unable to return within the square.

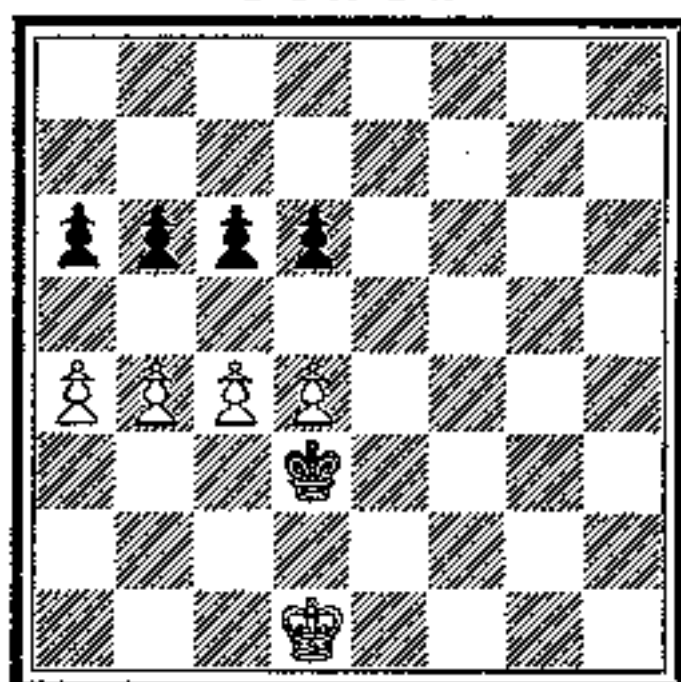
Also if 1 K - B3 (or R3), 2 P - R6 (or B6), K x P ?, it is equally obvious that the untaken White Pawn goes to Queen. On its merits, therefore, the position would be drawn; White King moving to Kt4 and R3, and Black King to Kt1 and Kt2, alternately. It may be added that if the White Pawns were in the sixth rank, QB6 and QR6, and the Black King at Kt1, Black would lose; as then his King could not retreat in the middle line to prevent the safe advance of either of the Pawns. But against two united Pawns the King can hold his own.



Three or even four Pawns force a passage against an equal number drawn up opposite with a single rank between. Here White with the move wins, because he cannot be prevented from going to Queen:

WHITE	BLACK	WHITE	BLACK
1 P - Kt5 !	RP x P	6 P - R7	P - B6
2 P - B5	P x BP	7 P - R8(Q)	P - Kt7ch
3 P - R5	P - Kt5	8 K - Kt1	K - Q7
4 P - R6	P - Kt6	9 Q - R4 and wins.	
5 K - B1	P - B5		

BLACK



WHITE

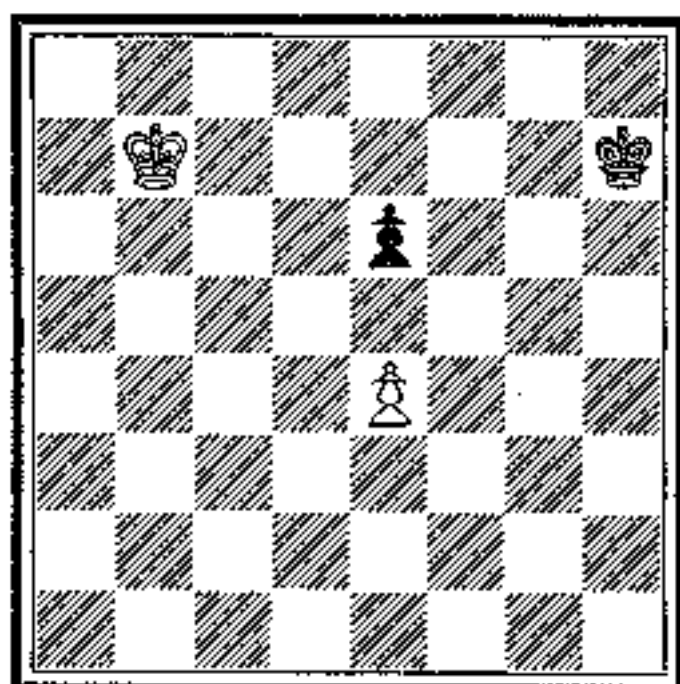
Adding a Pawn on each side, the procedure becomes a little different; but White wins as before. Instead of, necessarily, pushing a middle Pawn, however, the wing Pawns may be first advanced equally well:

WHITE	BLACK	WHITE	BLACK
1 P - Q5	P x P	3 P - B5	P x KtP
2 P - R5	P x RP	4 P - B6	P - Kt6
5 K - B1			

and White wins with ease.

Experiment shows that in this case any of the White Pawns may be advanced first; whereas with three opposed to three the middle Pawn must have preference.

BLACK



WHITE

When two Pawns are opposed, the more advanced one generally has the advantage, if its King is near enough, or the King first in hostile territory may win. For instance, White here wins with the move and draws without it:

WHITE	BLACK
1 P - K5 !	K - Kt3
2 K - B6	K - Kt2

If 2 K - B4, then 3 K - Q6 ! and Black must leave the Pawn. If 2 K - Kt4, then 3 K - Q7 ! K - B4; 4 K - Q6, and wins the Pawn as before.

WHITE	BLACK
3 K - Q6	K - B2
4 K - Q7	K - B1
5 K x P	K - K1
6 K - Q6	K - Q1
7 P - K6, and the Pawn Queens.	

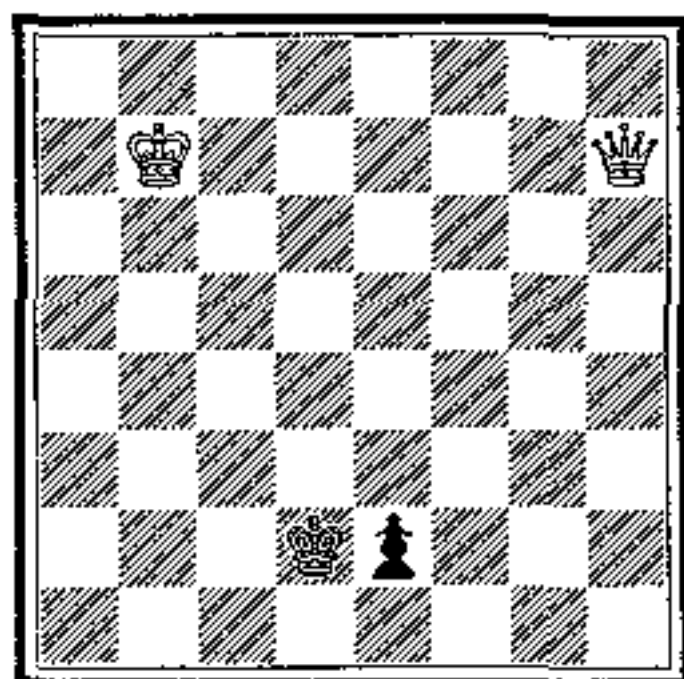
On the other hand:

1	P - K4 !
2 K - B6	K - Kt3
3 K - Q5	K - B2
4 K x P	K - K2 and draws.

White cannot gain the opposition, with his King at the sixth rank, in front of his Pawn.

It is understood that all Pawn positions in which winning is possible are won by the Queening of a Pawn. That the player who Queens first wins is a rule to which there are none but arbitrary or the rarest exceptions.

BLACK



WHITE

The Queen wins against a single Pawn on the point of Queening, and supported by its King, however far off her own King may be, except when the Pawn is on a Rook or a Bishop file; then the Queen cannot win unless her King is near enough to enable her to give mate before or shortly after the Pawn Queens.

To win, the Queen must maneuver so that by checking and attacking the Pawn its King is forced to defend it by himself playing on the square upon which the Pawn would Queen.

Every time this happens—and it can be forced in given series of moves—the other King approaches, until at last he is able to combine with the Queen in winning the Pawn or forcing mate. Here is the play from the position preceding:

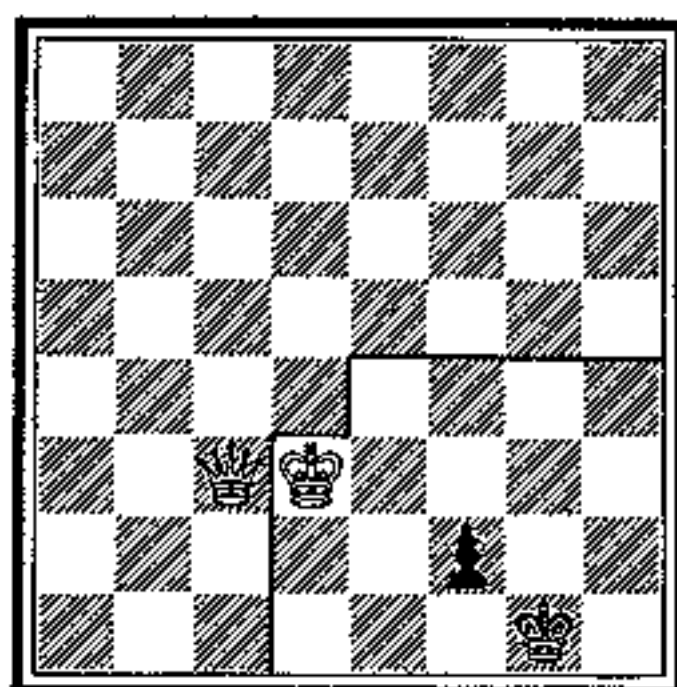
WHITE	BLACK	WHITE	BLACK
1 Q - R2	K - Q8	8 Q - Q2	K - B8
2 Q - Q6ch	K - B7	9 Q - B4ch	K - Kt7
3 Q - Kt4	K - Q8	10 Q - K3	K - B8
4 Q - Q4ch	K - B7	11 Q - B3ch	K - K8
5 Q - K3	K - Q8	12 K - Q5	K - Q7
6 Q - Q3ch	K - K8	13 Q - B2	K - Q8
7 K - B6	K - B7	14 Q - Q4ch	K - B7

WHITE	BLACK	WHITE	BLACK
15 Q - K3	K - Q8	18 Q - B3ch	K - K8
16 Q - Q3ch	K - K8	19 K - Q3 and mates in two moves.	
17 K - K4	K - B7		

Black always moves so as to defend the Pawn or to threaten to Queen it; and so as to prevent the Queen from playing in front of it.

An attentive examination of this play will make it clear why, if the Pawn were a Bishop Pawn, supported in like manner, White could not win. For then the King could not be forced to block the Pawn, thus giving the adversary time to come forward; but could move to R8 when checked, the Pawn not being liable to capture save at the expense of stalemate following. Also in the case of a Rook Pawn. After a check on the Knight file the position would be one of stalemate—the Black King being at R8—and the Queen would have to move again. So, in such cases, Kings widely separated, the game should be drawn.

B L A C K



W H I T E

But with the King near enough, as anywhere within the cordon, in this and the following example, the stronger force wins:

1 Q - Q4

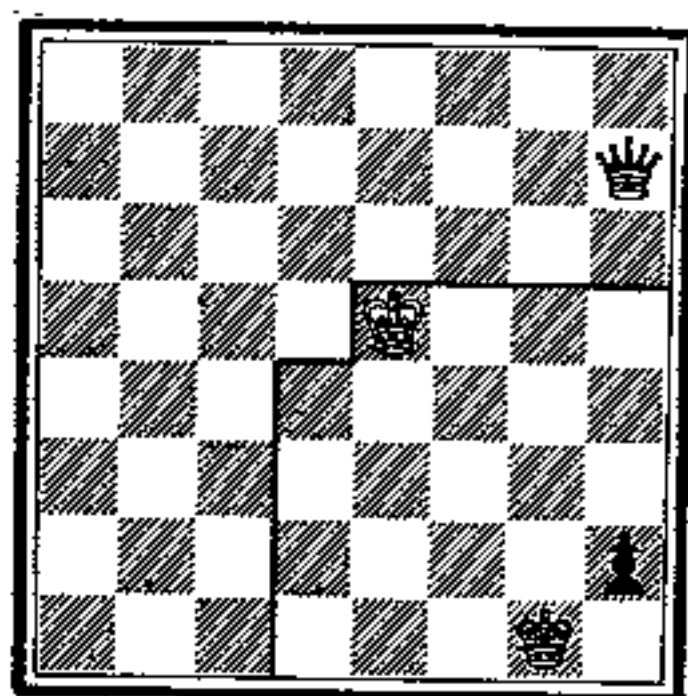
K - Kt7

2 Q - Kt4ch and wins. Here White's King is

close enough to attack and take the Pawn if Black King goes to R8 when the Queen checks or attacks the Pawn. Or let White King stand at KR4 instead of Q3. Then, 1 K - Kt3, P - B8(Q); 2 Q - Q2, and wins.

Against a Rook Pawn the win is easier, as the White King may be further off, and still arrive in time; and often the win is forced after the Pawn has Queened:

BLACK



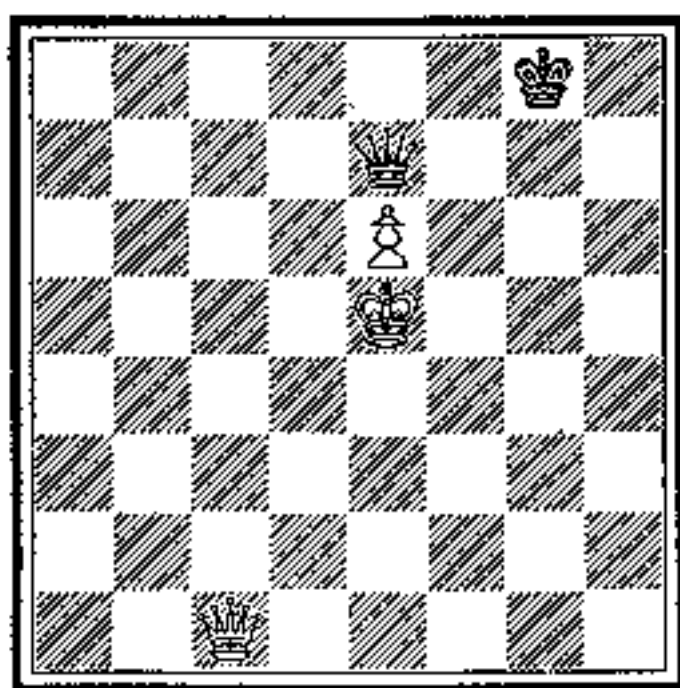
WHITE

1 Q - Kt6ch, K - R8; 2 Q - K4ch, K - Kt8; 3 Q - K1ch, K - Kt7; 4 Q - K2ch, K - Kt8; 5 K - B4, P - R8(Q); 6 K - Kt3, and Black can prolong the game no more than three moves by the sacrifice of his Queen at R5. If the winning King is more than two moves from opposition at Kt3, he must be within two of B2 nearest the Pawn,—and the process may be shortened.

Practically, instances are rare in which the Queen fails to win when opposed to a single Pawn; the examples given here being of exceptional difficulty. The Queen is usually able to get in front of the Pawn; and then, of course, there can be no trouble. Against two or more Pawns the principle of pro-

cedure is the same. They must be kept from Queening, and the King brought up as soon as possible, so as to assist the Queen, for mate, or to gain the Pawns. If only one of the latter threatens to Queen, winning is easy; for then no stalemate interferes; and the King comes up to help the Queen, while the other Pawn is moving. The positions given should be practiced, with variations, until the principle is fully recognized. Nothing conduces so much to a real understanding of Chess as a clear perception of the few simple winning (or losing) situations liable to occur towards the end of the game, and which it is the great object of the player to approach or avoid.

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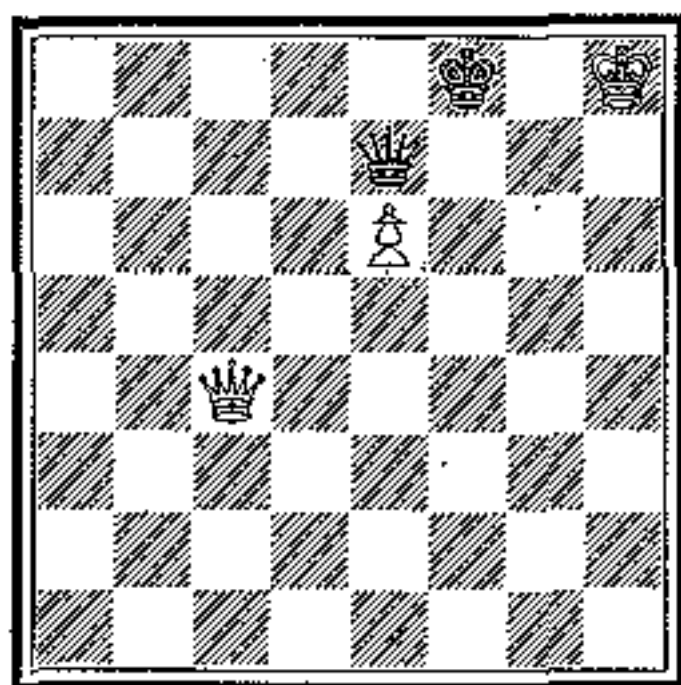
WHITE

Queen and Pawn well advanced win against Queen, unless the Pawn is on the Rook file, or the lone Queen can give perpetual check. But, in practice, one or other of these cases frequently happens. In this position—an average one—White wins:

1 Q - B8ch, K - Kt2; 2 Q - Q7, K - B1; 3 Q - Q6, K - K1; 4 Q - Kt8ch, Q - Q1; 5 Q x Qch, K x Q; 6 K - Q6, and wins.

Where the Pawn position is not in itself a winning one the game is generally drawn:

BLACK



WHITE

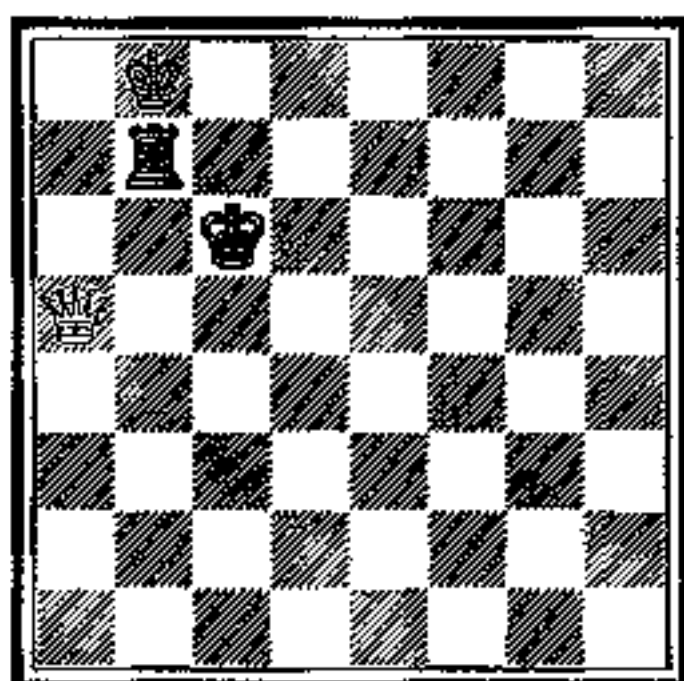
In the above White cannot win. The Black King and Queen are too near the Pawn, and his own King too far away, and otherwise badly situated. For instance:

1 Q - B1ch, K - K1; 2 Q - Kt5ch, K - B1; 3 Q - B5ch, K - K1; 4 Q - Kt6ch, K - Q1; 5 Q - B7, Q - R5ch; with exchange of Queens, or perpetual check, drawing. If 5 K - Kt8, then 5 Q - K1ch, etc., yields the like result. Or, 1 Q - B8ch, Q - K1; 2 Q - B5ch, Q - K2; 3 Q - B5ch, K - K1; 4 K - Kt8 (to win by exchanging), and Black draws by 4 Q - Kt4ch, and our old friend stalemate.

QUEEN AGAINST ROOK

The Queen wins against the Rook in all but the most exceptional cases; the only chance of the weaker force drawing being through stalemate—or the gaining of the Queen for the Rook. In the best defense the Rook must be kept close to the King; as it is only by his power of sundering them that the stronger party wins. When the Rook and King are apart, then the Rook falls a victim to divergent check—*i.e.*, the Queen attacks King and Rook at one and the same time. This ending effectively illustrates the Queen's powers.

BLACK



WHITE

In the position given—one of the most favorable for Black after being forced to the side of the board—White would win very soon, were it Black's turn to play. For if K-B1, the Queen would pin the Rook and take it in two moves; and the Rook were to go away some distance from the King, it would be lost—as we shall see. But suppose it White's turn to play. Then all he has to do is make it Black's turn to play, in this identical situation. This he does by "losing a move," as it is called, or marking time; his adversary meanwhile being unable to vary his movements accordingly:

WHITE	BLACK
1 Q-K5ch	K-R2 (R1)
2 Q-R1ch	K-K1 (best!)
3 Q-R5	

Here we have the previous position, with Black to play. Evidently the King can do no good; and if 3 R-QR2, or 3 R-K2, 4 Q-Q8 mates, or wins the Rook, immediately. Consequently we have the following, which virtually exhausts the position:

(1)

WHITE	BLACK	WHITE	BLACK
3	R - KB2	5 Q - K3ch	K - R1
4 Q - K5ch	K - R2	6 Q - K8ch and wins.	

(2)

3	R - Kt2	4 Q - K5ch and wins.	
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(3)

3	R - KR2	6 Q - Kt3ch	K - R2
4 Q - Kt4ch	K - R1	7 Q - R2ch	K - Kt1
5 Q - R3ch	K - Kt1	8 Q - Kt1ch and wins.	

(4)

3 **R - Kt6** 4 **Q - Q8ch** (To similarize the position with the foregoing. The after play is essentially the same.)

4	K - R2	6 Q - B4ch	K - R1
5 Q - Q4ch	K - Kt1	7 Q - R4ch and wins.	

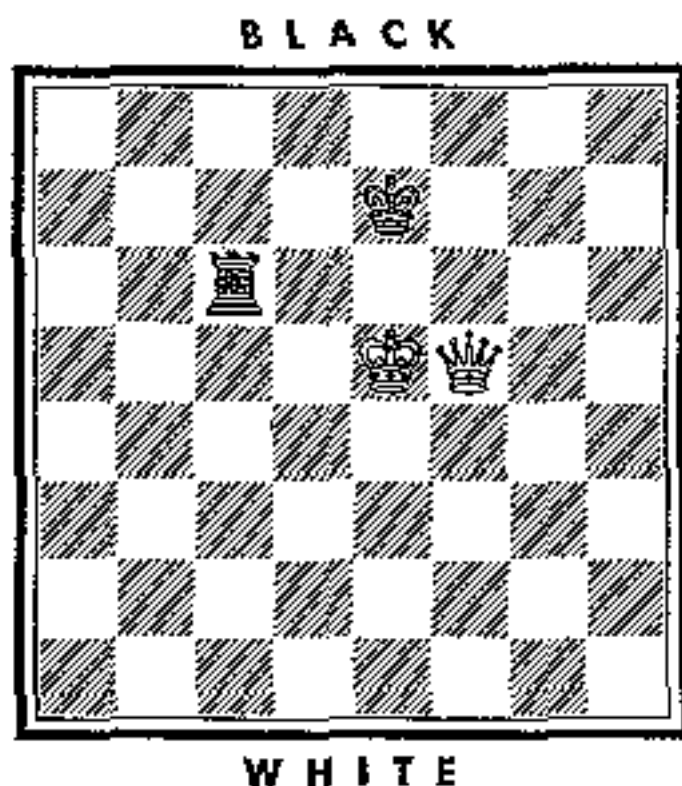
(5)

3	R - Kt7	4 Q - K5ch and wins.	
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(6)

3	R - Kt8	7 Q - B7ch	K - Kt1
4 Q - Q8ch	K - R2	8 Q - Kt8ch	K - R2
5 Q - K7ch	K - R1	9 Q - R2ch and wins.	
6 Q - B8ch	K - R2		

The following is an example of how the foregoing may be derived. Black's strongest play is meant to be given; but where improvement suggests itself it should be put to the test.



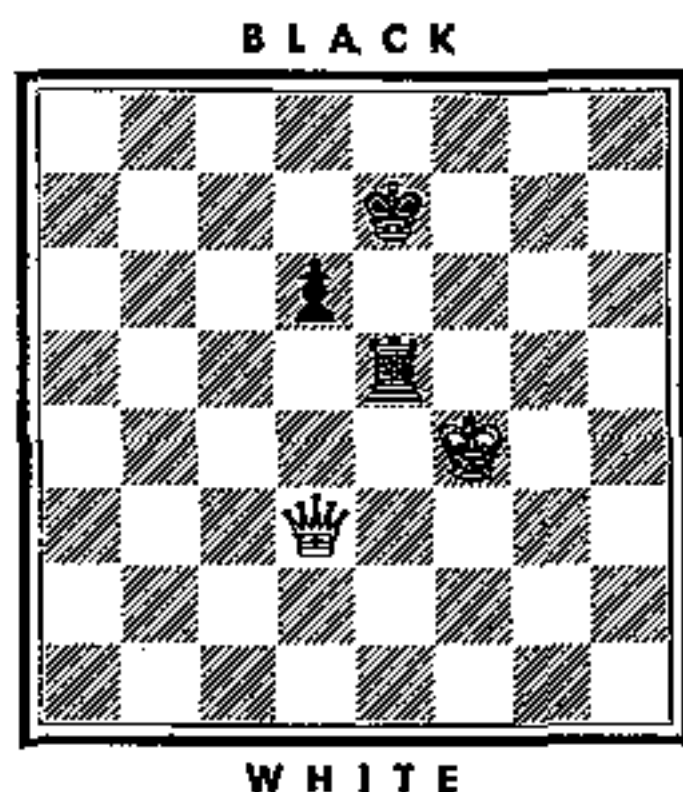
WHITE	BLACK	WHITE	BLACK
1 Q - R7ch	K - Q1	8 Q - KKt6	R - B2
2 K - Q5	R - B2	9 Q - K8ch	K - Kt2
3 Q - Kt8ch	K - K2	10 Q - Kt5ch	K - B1
4 Q - Kt7ch	K - Q1	11 K - Q6	R - QR2
5 Q - B8ch	K - Q2	12 Q - B6ch	K - Kt1
6 Q - QKt8	R - B7	13 Q - Kt6ch	R - Kt2
7 Q - Q6ch	K - B1	14 Q - Q8ch	K - R2

15 K - B6, and the play previously shown follows. If, in this, 13 K - R1, White wins in a few moves—13 K - R1; 14 Q - Q8ch, K - Kt2; 15 Q - B7ch, K - R3; 16 Q - B6ch, K - R4; 17 K - B5, etc. And so more or less of other variations in Black's play throughout.

It may be remarked that these specimen endings are all very difficult, from one point of view—but from one point of view only. That is they appear to admit of almost numberless *variations*. The thing for the player is to fix the winning positions (which are few) in his mind, and become familiar by experiment with the main lines by which they are reached. Then the variations will naturally take care of themselves.

The Queen may win against Rook and Pawn if the latter is on a Rook file (but not at the third, sixth, or seventh square); or is a center Pawn that has been moved—but not beyond the

fourth square. In order to win, the Queen should have free play on both sides, and in front and rear, while the Pawn must not be too near Queening. This is the general case—the Rook being supported by the Pawn, and the latter by the King; with the adverse King and Queen in front, or on their own part of the field. Exceptional positions there are, of course, in which the Queen wins against a Rook and Pawn further advanced—or even two Pawns; but in such cases the weaker forces are in some way not working well together. With Bishop or Knight Pawn and King and Rook well supporting each other, the game is drawn; because the Queen has not sufficient action on both sides, but only on one:

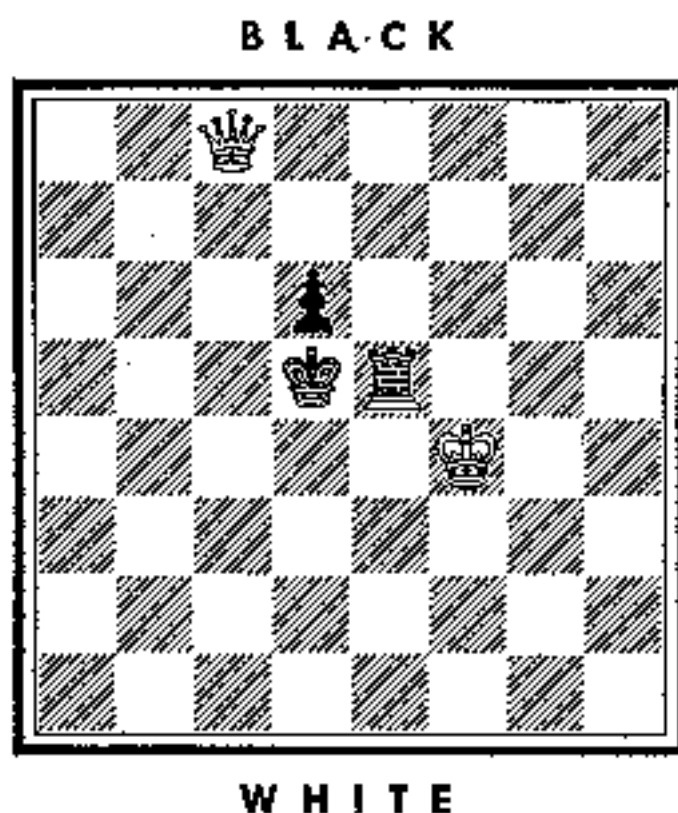


In the above standard position, first analyzed by Philidor about a hundred and fifty years ago, we have an example of play in this connection. White must first gain the Pawn. To do that his own King must pass the fifth rank, now commanded by the Rook, when he will be able to doubly attack the Pawn, or drive the opposing King away from its support, and the Pawn will fall:

WHITE	BLACK
1 Q - R7ch	K - K3
2 Q - QB7	R - QB4
3 Q - Q8	

This is the type of winning position for the superior force. The Black King will now be easily driven in front of his Pawn so interfering with the movements of the Rook. The latter will then have to take another rank, and the opposing King be allowed to pass. In all this it is well to observe the Pawn is best unmoved as long as possible, and the Rook stays close to King and Pawn lest it be taken by a divergent check.

WHITE	BLACK
3	R - K4
4 Q - K8ch	K - Q4
5 Q - QB8, and we have the subjoined:	



If 4 K - B3, the continuation would be 5 Q - Q7. As already said, Black must keep close together to make the best defense. The position now after White's 5th move is particularly noteworthy, as it is here that the Rook must give way and let the White King cross the line. For if 5 R - R4, the 6 Q - R8ch would win Rook or Pawn in very few moves, as trial will demonstrate. So Black continues:

WHITE	BLACK	WHITE	BLACK
5	R - K5ch	7 K - B6	R - K5
6 - B	-	8 -	-

WHITE	BLACK	WHITE	BLACK
9 K - B7	R - K4	11 Q - Q3ch	R - Q5
10 K - B8	R - K5	12 Q - B5ch	K - B5

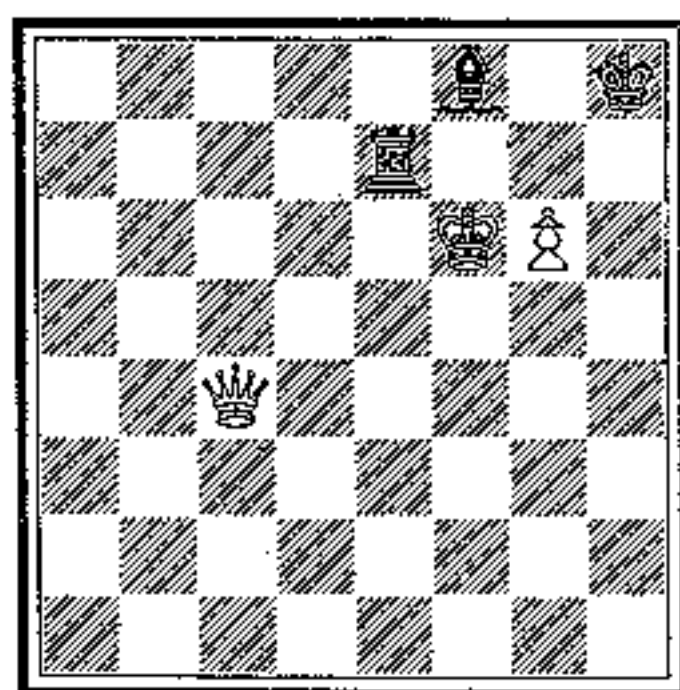
Black now goes forward, so as to push on the Pawn, since White will be able to attack with King in any case.

13 K - K7	P - Q4
14 Q - B2ch	K - Kt5
15 K - Q6	R - QB5
16 Q - Kt2ch	and wins, for the Pawn falls next

move.

Against a Rook and a minor Piece the Queen can only draw. If the Pawn, in the position just examined, were (say) a Bishop, it is pretty evident that Black's power of defense would be adequate, as the Bishop could interpose now and then, and again return; thus relieving the King and Rook of the necessity of moving at critical stages in the game. With Rook and Knight opposed to Queen, sound defensive positions may also be generally established, from which the weaker party cannot be driven, if play be correctly carried on. Concentration is the secret of defense in such cases. With the forces dispersed surprise is always possible because of the great mobility and attacking power of the Queen.

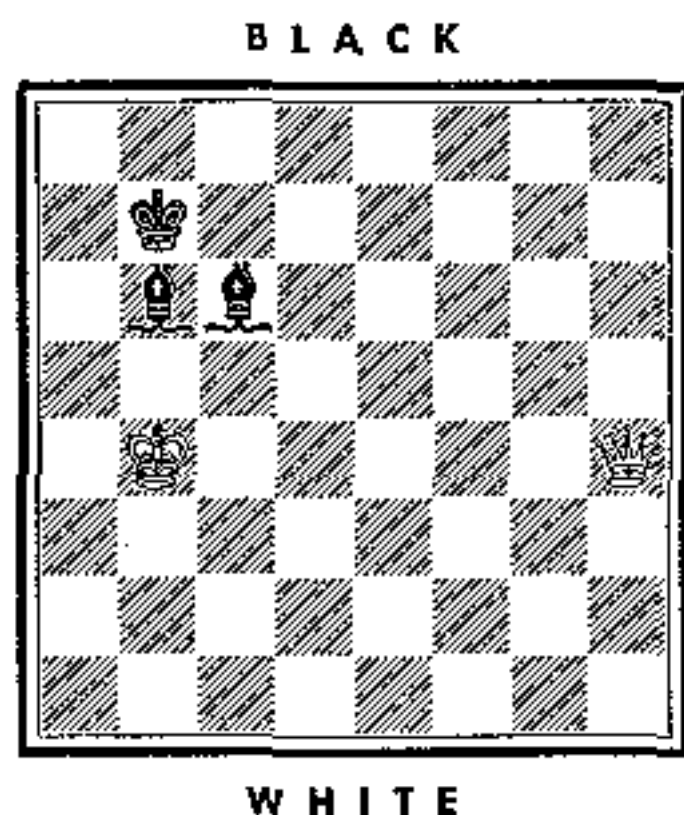
B L A C K



W H I T E

In a position such as this the two Pieces draw against Queen even with a Pawn in addition. All Black has to do is to play his Rook, supported by his Bishop, on the second rank—from K2 to KKt2, alternately, and guard the Bishop, with King, whenever the Queen attacks it. If this mode of play be persisted in, clearly White can make no impression, and the game must be drawn.

Positions in which the Queen is alone against two minor Pieces are rare, and may, for all practical purposes, be passed over. Generally, however, it may be stated that against a Bishop and Knight the Queen wins; but against two Bishops, or two Knights, she can only draw. The following is a drawn position:

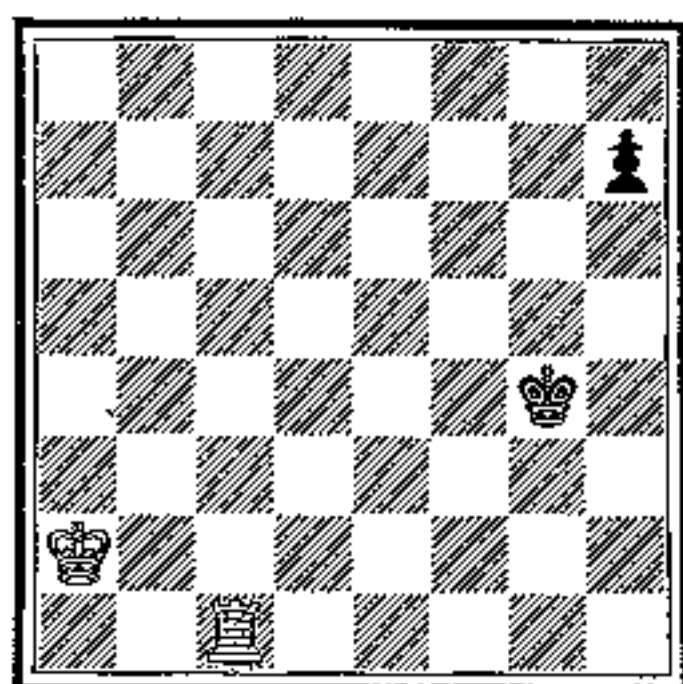


The principle of defense is to keep the Bishops side by side (as in the diagram) preventing the White King from exerting any attacking power. *E.g.*, 1 Q - K7ch, K - Kt1; 2 Q - Q6ch, K - Kt2; 3 K - B4, B - R2; 4 Q - K7ch, K - Kt1; 5 Q - Q8ch, K - Kt2; and White can make no impression. But if Black interposes, so letting the opposing King forward, then one of the Bishops will be separated and lost, as: 1 Q - K7ch, B - B2 ?; 2 K - B5, B - B6; 3 Q - B7, B - R8; 4 Q - R7, B - B6; 5 Q - Kt1ch, K - R1; 6 Q - R2ch, K - Kt1; 7 Q - Kt8ch, K - R2; 8 Q - B7 and wins one of the Bs.

Two Knights also draw, but with more difficulty than two Bishops. They should be played side by side, and not defending each other. In the latter case the Queen will stalemate, whereupon one of the Knights must move and be lost. That is, this may very likely happen. But there are many positions in which the Knights draw, even defending each other.

Without the help of the King, the Rook cannot always win against a supported Pawn, even though it be some distance from Queen. In the following position, White, moving first, wins; Black, moving first, draws:

B L A C K



W H I T E

WHITE	BLACK	WHITE	BLACK
1 R - Kt1ch	K - B4	6 K - K3	K - Kt5
2 R - KR1	K - Kt3	7 K - B2	P - R6
3 K - Kt3	P - R4	8 R - R2	K - R5
4 K - B3	K - Kt4	9 K - B3 and wins.	
5 K - Q3	P - R5		

But, giving Black the move, the game is drawn:

WHITE	BLACK
1	P - R4
2 K - Kt3	P - R5

WHITE	BLACK
3 K - B3	P - R6
4 K - Q3	P - R7
5 K - K3	K - Kt6

Now, White must lose his Rook for the Pawn when it Queens; or he can give stalemate,—6 R - B8, P - R8(Q); 7 R - Kt8ch, K - R6; 8 R - R8ch, etc. Or, 6 R - KR1, K - Kt7; 7 K - K2, K x R; 8 K - B2, stalemate.

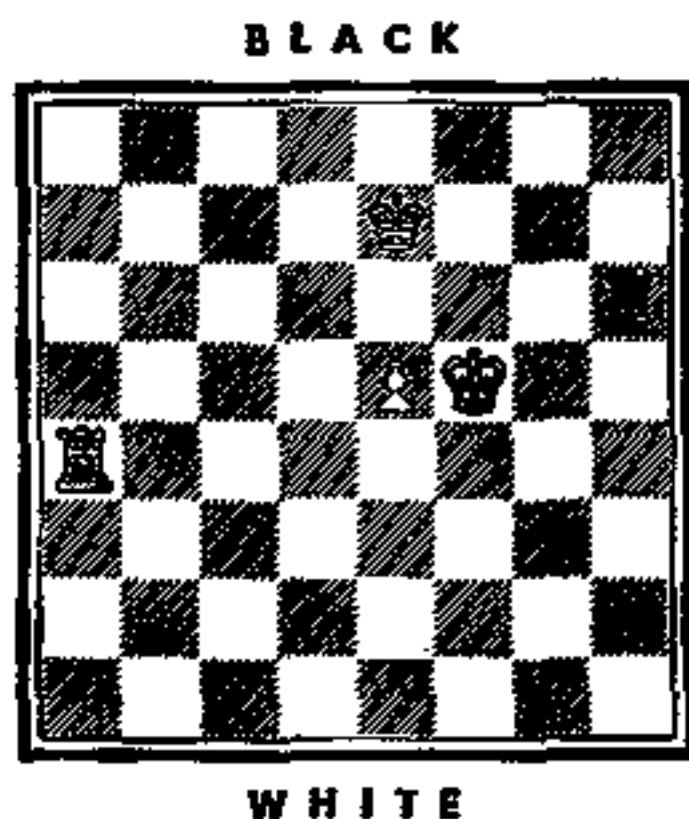
In the winning case, White gains time by checking and attacking the Pawn. Black has to retire to defend, and the White King is enabled to reach the scene of action and assist the Rook, before the adversary can recover lost ground.

Rook and Pawn only draw against Rook in all positions similar to that given in the next diagram (Page 81).

Black has merely to hold the third rank with his Rook until the Pawn advances to the sixth square. Then the Rook must leave the third rank immediately, and go to the seventh or eighth, so as to take the adverse King in file. Suppose White to play,—1 R - R7ch, K - B1; 2 P - K6, R - R8! Now White can do nothing to win. Black threatens continual check, which can only be avoided by playing the King back towards the checking Rook—or by interposing. If the King retires, say, to his third rank, then Black will attack the Pawn with Rook and King, winning it, and of course drawing. The only way of avoiding the check, without exchanging Rooks, necessitates a division of the White forces, fatal to success. The King must leave the Pawn, which then falls an easy victim to opposing King and Rook. If the Rook retires, so as to interpose, then Black may check and exchange Rooks, having a draw with King against King and Pawn, as previously shown. This is a very important point, Rook and Pawn against Rook being one of the commonest endings in Chess.

But let the King get in front of his Pawn, with this far advanced, and the Rook and Pawn will win. Take this same position

tion, and let Black make an indifferent move or two, and White will win:



WHITE	BLACK
1 R - R7ch	K - K1
2 K - Kt5	R - R8 ?

The Rook should play over to the Queen side—on the third rank always till the Pawn goes to the sixth.

3 K - B6	R - B8ch ?
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The Rook should go back to the third rank—he could still draw.

4 K - K6 I	K - Q1
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Black cannot interpose Rook to prevent mate, because afterwards the Pawn would go to Queen in four moves.

WHITE	BLACK	WHITE	BLACK
5 R - R8ch	K - B2	9 R - B2ch	K - Kt2
6 K - K7	R - K8	10 K - K8	R - B8
7 P - K6	R - KB8	11 P - K7	R - B6
8 R - R2	R - B6	12 R - B5	

An important move. It is necessary to be able to interpose the Rook in order to stop the checks Black can give when the King comes away from the Pawn.

12	R - B8(A)
13 K - Q7	R - Q8ch
14 K - K6	R - K8ch
15 R - K5 and wins.	

Here will be noticed the effect of White's 12 R - B5. If the Rook had been played to B4, for example, the interposition could not be made here, and the game would be prolonged or perhaps drawn. But to go back to 12 R - B5, Black had then another course:

(A)

12	K - Kt3
13 K - Q8	R - Q6ch
14 K - B8	R - K6

15 R - B7 and wins. For the Pawn must Queen after R - Q7 and K - Q8; White, of course, meanwhile taking care not to fall into a chance mate from R - QR1ch!

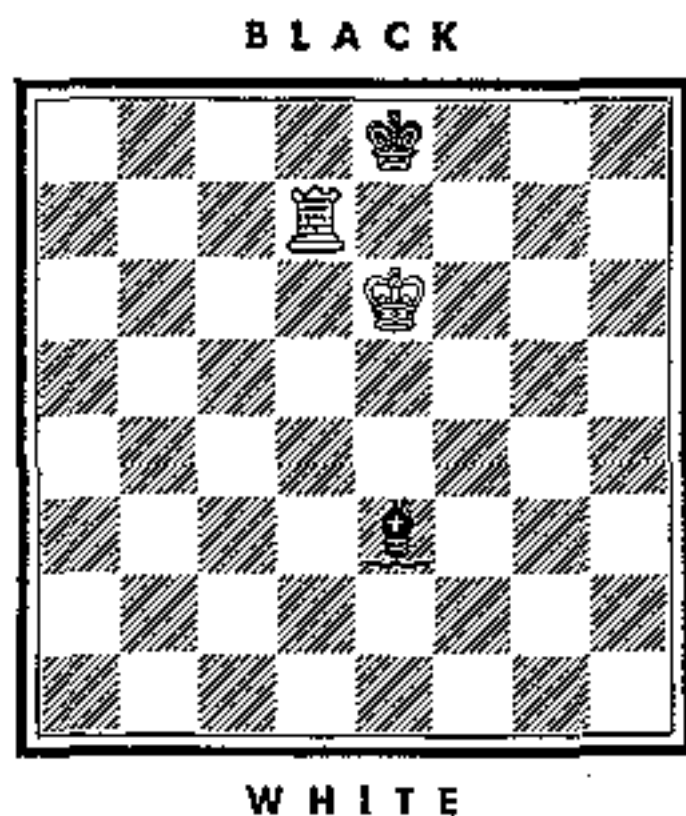
Reverting to Black's sixth move. If, instead of 6 R - K8, we assume him to play 6 R - KR8, he loses all the same,

WHITE	BLACK	WHITE	BLACK
6	R - KR8	11 P - K7	R - R1ch
7 R - KB8	R - R2ch	12 K - Kt7	R - K1
8 R - B7	R - R3	13 K - B6	K - Q2
9 P - K6	R - R8	14 R - R7	R - QB1
10 K - B8ch	K - Q3	15 R - R1 and wins.	

If Black plays either King or Rook to K1, White checks, and

Queens the Pawn or gains the Rook for it. If not, White will play K - B7, and then check, winning easily. Black's King must be driven away from the queening square.

The foregoing play should be varied, as it may well be, and practiced until its intent is perfectly clear.

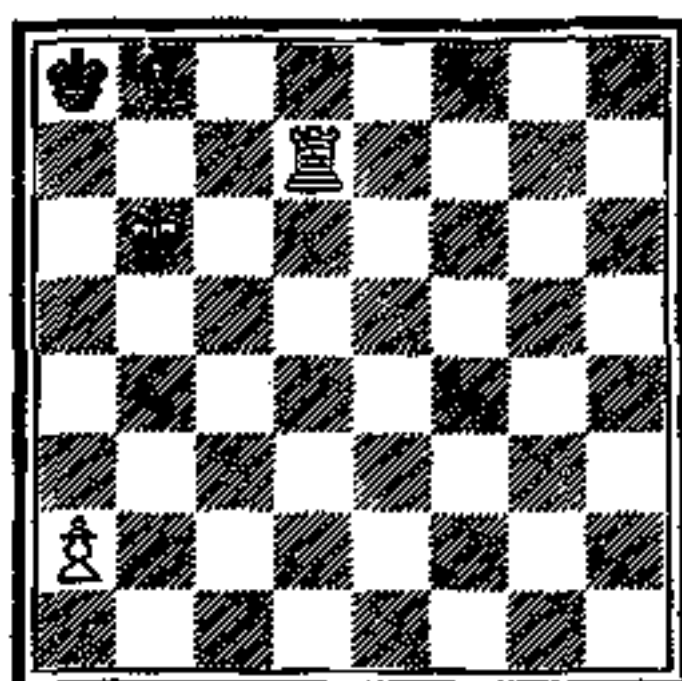


The Bishop generally draws against the Rook—except in cases such as the above, where the King is driven to the side of the board, and cannot reach the corner square uncommanded by the Bishop:

WHITE	BLACK	WHITE	BLACK
1 R - Q3	B - B7	4 R - KKt2	B - R3
2 R - Q2	B - K6	5 R - Kt8ch	B - B1
3 R - K2	B - Kt4	6 R - R8 and wins.	

The Rook keeps attacking the Bishop till check can be given, compelling the latter to interpose, when of course by moving Rook or King, compelling Black King to move away, the Bishop is lost. Obviously, when the King is at R1, with Bishop interposed immediately next him, this way of winning is not possible, because of stalemate, and the game is drawn.

BLACK



WHITE

With the help of a Pawn, however, the Rook wins against Bishop; except in the particular case of the King of the stronger party being blocked by his own Pawn or seriously restrained by the opposing King and Bishop. In the position above White wins as follows:

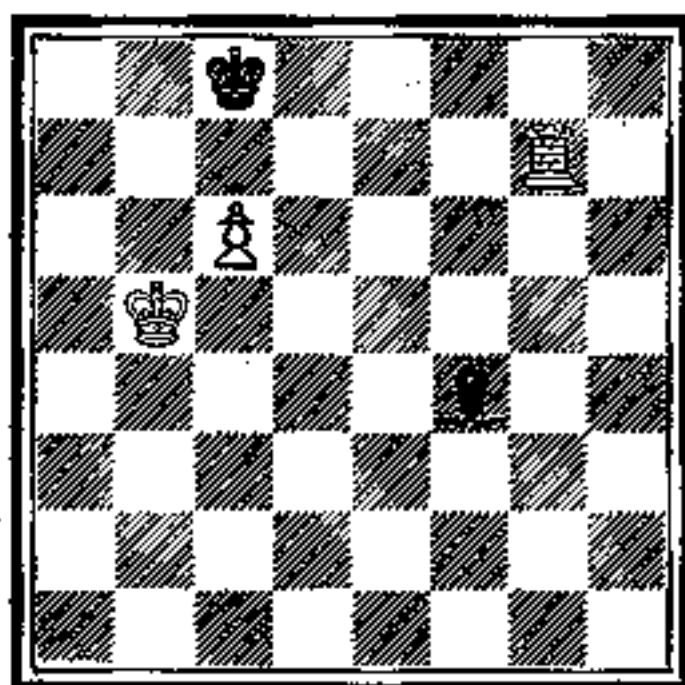
WHITE	BLACK	WHITE	BLACK
1 K - R6	B - B5	6 P - R5	B - Kt6
2 R - Q8ch	B - Kt1	7 R - KKt1	B - Kt1
3 R - Q1	B - R7	8 R - Kt7	B - R7
4 R - QKt1	B - Kt6	9 R - Kt8ch	B - Kt1
5 P - R4	B - R7	10 K - Kt5 !	

This is the salient point in the play, so far—in addition to White's 4 R - QKt1, confining the Black King until this position can be induced.

WHITE	BLACK	WHITE	BLACK
10	K - Kt2	15 P - R6	B - B5
11 R - Kt7ch	K - R1(best)	16 P - R7	B - K6ch
12 K - Kt6	B - K4	17 K - R6	B - Kt3
13 R - R7ch	K - Kt1	18 R - K7	B - Q1
14 R - Q7	K - R1	19 R - KKt7 and mates in two moves.	

As may be inferred from the foregoing, accurate play is for the most part necessary if the superior force is to win against a strong defense. Take this position: here White cannot

BLACK

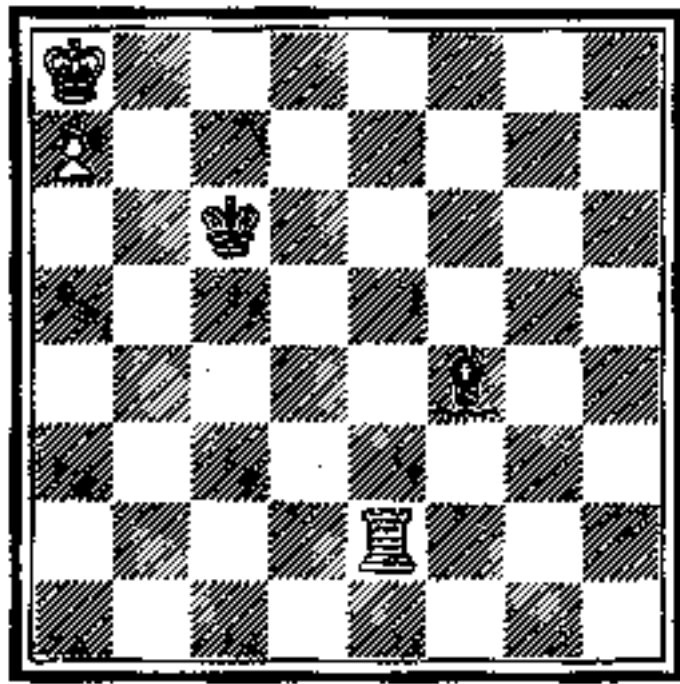


WHITE

win. He has unduly advanced his Pawn instead of playing his King, as he should, and naturally would, if it were simply a Pawn ending. Or the given situation may have been the forced outcome of preceding combination. However, as it stands, Black draws by keeping his Bishop free to check from a distance, should his opponent play K-Kt6 or K-Q6, while the Pawn remains in the sixth rank. If 1 P-B7, K-Kt2 (not 1 B x P ? because of 2 K-B6 !); 2 P-B8(Q)ch, K x Q; 3 K-B6, K-Q1, etc., and will draw. White can force no such position as that previously shown (p. 83), in which the Rook wins against the Bishop. Or, if 1 P-B7, K-Kt2 !; 2 K-B5, then Black takes the Pawn in security, his King being already virtually established in a position in which the draw is assured.

Again. The Bishop draws against Rook and Pawn because White King is confined to the corner square. Black King and Bishop can hold him there however the Rook plays, and the game must be drawn. In this instance, if the Pawn stood at QR6, and not at R7, White could win easily. As it is, rightly

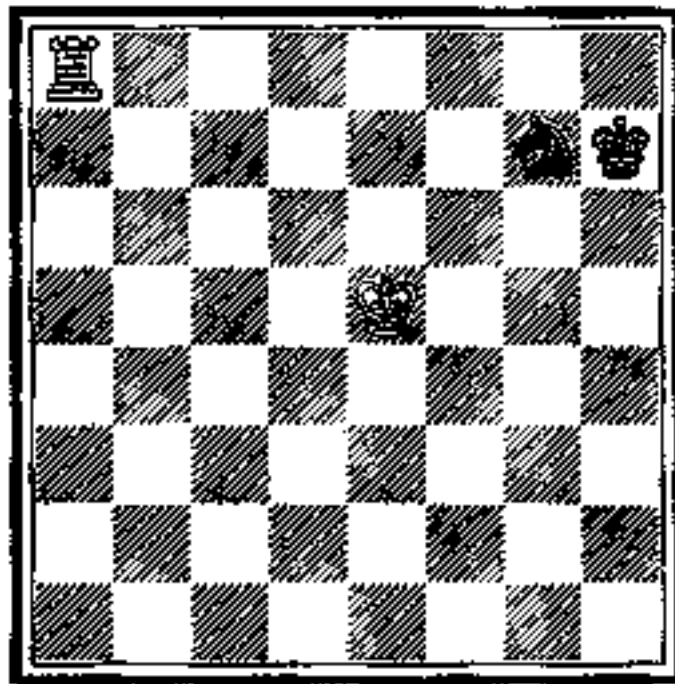
BLACK



WHITE

opposed, his King can never leave the Rook file; and without this of course winning is impossible. Black will keep command of Kt2 with his King—but of course he cannot go to B1 or R3. and interpose his Bishop if checked, without losing.

BLACK



WHITE

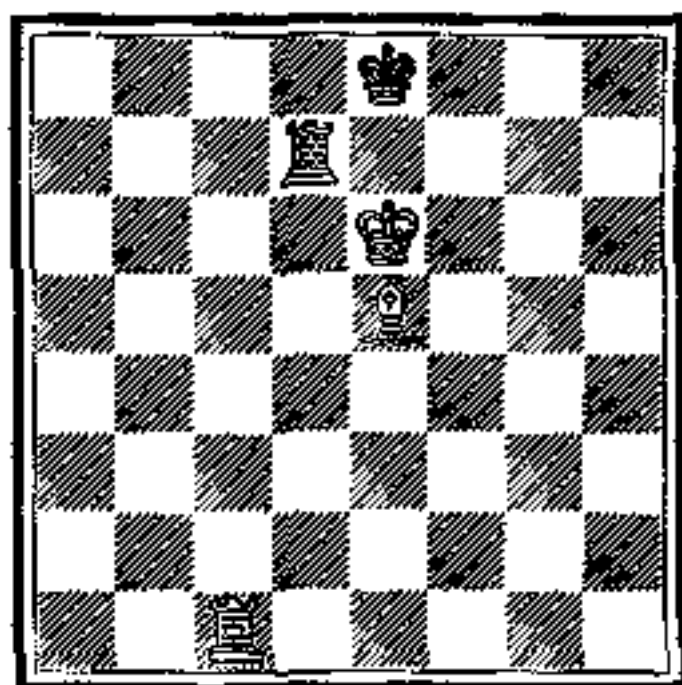
Rook against Knight generally draws; but in situations such as this, where the King and Knight are in a corner, the Rook wins. The drawing positions for the weaker force, when driven to the side of the board, are in the center, where the Knight can readily play on either side of the King, and keep close to him; for the Rook wins either by forcing mate, or separating

the Knight from the King, and winning it by repeated attacks while thus unsupported:

WHITE	BLACK	WHITE	BLACK
1 K - B6	Kt - R4ch	6 K - Kt5	Kt - Kt2
2 K - Kt5	Kt - Kt2	7 R - K7	K - Kt1
3 R - QKt8	Kt - K3ch	8 K - Kt6	K - R1
4 K - B6	Kt - B5	9 R - R7 and mates in two moves.	
5 R - K8	Kt - R4ch		

Rook and Bishop draw against Rook, as also do Rook and Knight. Nevertheless there are many possibilities of the weaker force losing, if not carefully handled. The following two positions are examples of these, and are of course to be avoided by the player with the single Piece; as may generally be done during previous play, while he is being driven to the side of the board. The Rook in combination with the Bishop must have free play on both sides of the King—or the latter must be near a corner square commanded by the Bishop:

BLACK



WHITE

WHITE	BLACK	WHITE	BLACK
1 R - B8ch	R - Q1	3 R - QKt7	R - Q8
2 R - B7	R - Q7	4 R - Kt7	R - KB8

WHITE	BLACK	WHITE	BLACK
5 B - Kt3 !	R - B6(A)	9 R - QB7	K - Kt1
6 B - Q6	R - K6ch	10 R - Kt7ch	K - B1
7 B - K5	R - KB6	11 R - Kt4	K - K1
8 R - K7ch	K - B1	12 B - B4 and wins.	

For if 12 K - B1, 13 B - Q6ch, and mates in two moves. If, in the foregoing, 11 R - K6, of course 12 R - KR4, and wins. The Bishop is played so as to restrict the movements of the adverse Rook—preventing him from interposing or checking at the critical moment, as above. The play is most instructive.

(A)

5	K - B1
6 R - Kt4	K - K1
7 R - QB4	R - Q8

If 7 K - B1; then 8 B - K5, and 9 R - KR4 etc.

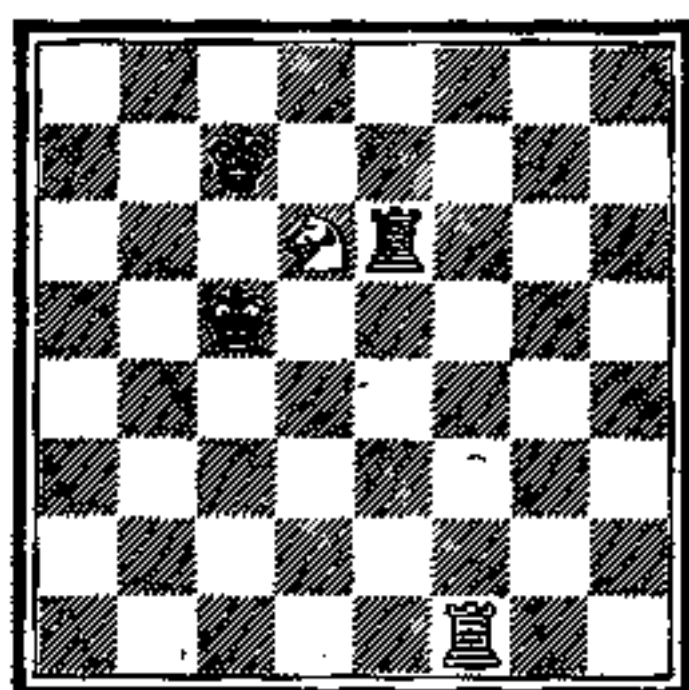
8 B - R4 !	K - B1
9 B - B6	R - K8ch
10 B - K5	K - Kt1
11 R - KR4 and wins.	

Returning to the position on the diagram, Black may lose in another way:

1 R - B8ch	R - Q1	5 R - KR7	R - KKt8
2 R - B7	R - Q7	6 R - R7	K - Kt1
3 R - QKt7	R - Q8	7 R - R8ch	K - R2
4 R - Kt7	K - B1	8 R - R8ch	K - Kt3
		9 R - Kt8ch and wins the Rook.	

To win the game of Rook and Bishop against Rook very accurate play is necessary; as, if miscalculations are often made, a draw results from the operation of the fifty move rule. And this in positions properly won for the stronger forces.

BLACK



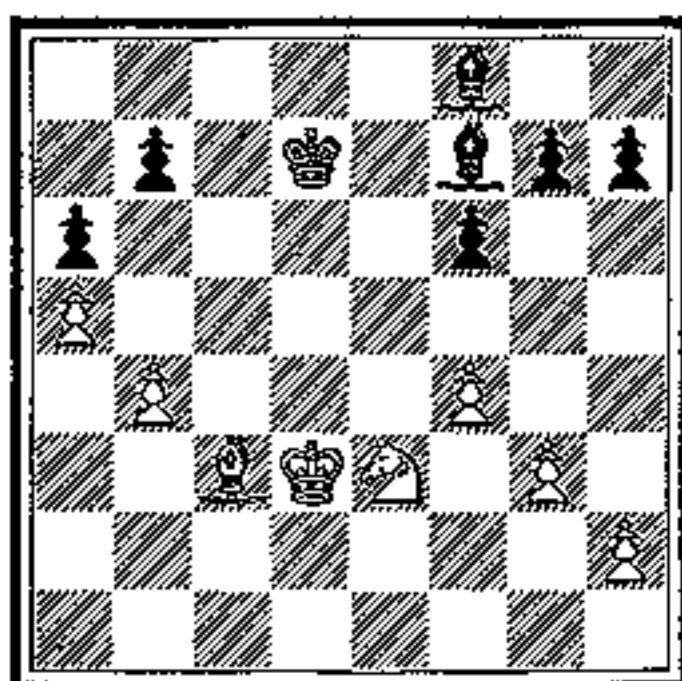
WHITE

WHITE	BLACK	WHITE	BLACK
1 R - B7ch	K - Kt1	6 R - K6	R - KB1
2 K - B6	R - R3	7 Kt - Kt5	K - B1
3 R - Q7	R - Kt3	8 R - Q6	R - R1
4 K - Kt6	R - Kt1	9 Kt - R7ch	K - Kt1
5 R - K7	R - Q1		

10 R - Q7 and Black must give Rook for Knight, or be mated in two moves. If 8 K - R1, then also 9 Kt - R7. For after 9 R - Kt1ch; 10 K - R6, R - R1; 11 Kt - B6, R - QB1; 12 K - Kt6, or 12 R - R6. Black must lose the Rook, or be mated in a few moves. If, for his first move, Black plays K - Q1; then 2 K - B6 at once secures a winning position. The foregoing is the general idea of play with the two Pieces against the one, applicable to analogous positions in which the King is at the side of the board, in circumstances unfavorable to a drawn game. In actual play, such wins are very rarely encountered.

With Bishops of the same color, the game is generally against the side having most Pawns liable to be attacked by the Bishop. In the next position, White can draw by avoiding the exchange of his Knight for the Black Queen Bishop, but may lose if such exchange be allowed:

BLACK



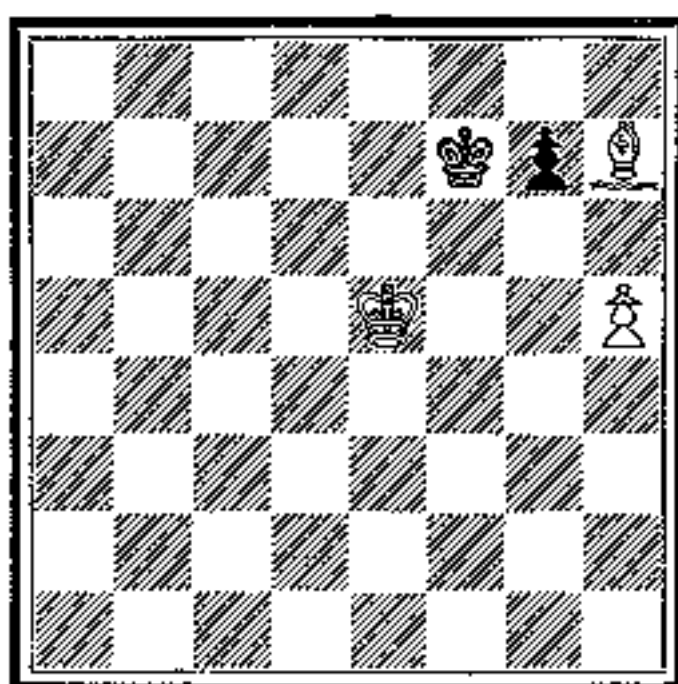
WHITE

WHITE	BLACK	WHITE	BLACK
1 Kt - B2 ?	B - Kt3ch	11 B - Q2	P x P
2 K - Q2	B x Kt	12 P x P	B - K2
3 K x B	K - B3	13 B - K1	B - B3
4 K - Kt3	K - Q4	14 B - B2	B - Q1
5 B - K1	P - R4	15 B - K1	B - K2
6 K - B3	P - R5	16 K - B3	B - Q3
7 K - Q3	B - Q3	17 B - Q2	K - K5
8 B - B3	P - R6 !	18 K - B4	B x P
9 B - K1	P - B4	19 B x B	K x B and
10 B - B3	P - KKt4 !		wins.

Throughout this play White is simply defending—and necessarily so, because his Pawns are attacked directly or indirectly by the Black Bishop, while the opposing Pawns are in no danger, being liable to attack by the King only. After 8 P - R6, White must see that his King Knight Pawn is not taken by the Bishop, if the movement of Rook Pawn would allow the adversary to Queen.

In the next position White wins: 1 K - K4, K - B3, 2 B - Kt6, K - K2; 3 K - B3, K - B1; 4 B - R7, K - B2; 5 K - Kt4, K - B1; 6 K - B5, K - B2; 7 K - Kt5, and, according to the reply to this, 8 K - Kt6, or 8 B - Kt8, or 8 P - R6, soon leads to an evi-

BLACK



WHITE

dently winning position. However Black may vary his play the temporary obstruction from his Pawn is fatal. On the other hand, White must avoid the movement of this Pawn, as by check, etc., bringing about a drawn position. For example, if 1 K - B5, then 1 . . . P - Kt3ch would draw. After 2 P x Pch, K - Kt2, Black could not be driven away from Kt2 and R1; White could not give up the Bishop and win with the Pawn—all because of stalemate. Also, if 2 K - B4, then in like manner would 2 . . . P - Kt4ch, force the draw. The Bishop must play to stop 2 . . . P - Kt3. Finally, White must be able to advance P - R6, without having his Pawn attacked; or he must be able to play P x P, without allowing adverse King a way to R1, and without confining his Bishop at R7, etc.

Two passed Pawns in the same rank win against the King if the number of squares to Queening point does not exceed by more than one the number of squares directly between them. *Exception.*—When the Pawns are in the sixth rank; as, e.g., at QB6 and QR6, with King at QKt1. Here, though the distance from Queening is only one square more than that between the Pawns, if these have to move they lose. Otherwise the rule is unbroken. Retire the Pawns equally, and equally increase the distance between them. Then they will

win, with or without the move, the King not moving first and capturing at the same time. For obvious reasons, even this last qualification is unnecessary if the Pawns stand in their original rank; and relatively to the distance from Queening point they may be a square nearer to each other. (Corollary to principle of King's move.—See p. 54.)

The following should be verified on the chessboard:

Two united Pawns, one on the sixth and the other on the seventh rank, and not being compelled to move, defend themselves against the Queen.

Two united Pawns on the sixth rank, having the move, Queen against the Rook.

Two united Pawns on the sixth rank, having the move, Queen against the Bishop.

Two united Pawns on the sixth rank, having the move, Queen against the Knight.

Three united on the fifth rank Queen against the Rook, if they have the move—though one of them be attacked at the time. In all these cases it is of course understood that one of the Pawns Queens if the other or others be taken.

Generally, a Rook best halts advancing Pawns by attacking the leader *in file*. This is when there is no time for capture. For example. There are two united passed Pawns, the one in the fifth and the other in the sixth rank. The Rook must attack the leading one in front or rear, or it, or the other, goes on in safety.

A minor Piece and two Pawns only draw against Rook if the Pawns can be halted by the adverse King, for then the Rook may be given up for the Pawns.

A minor Piece generally draws against a minor Piece and a Pawn, because the Piece can be given up for the Pawn. The weaker force sometimes loses, owing to restrained action, or the limitation of the board. A Rook Pawn assisted by a Bishop

going to Queen on a square commanded by the Bishop will frequently win against a Knight.

Similarly, a Knight and Pawn may win against a Bishop when the Pieces cannot be exchanged, leaving a drawn ending, King against King and Pawn.

A Rook Pawn and a Bishop will not win against the lone King, if the King can front the Pawn, and the latter does not Queen on a square commanded by the Bishop.

A Rook Pawn (at the seventh rank) and a Knight will not win against the lone King, if the latter can front the Pawn, White King not supporting the Pawn at the time.

General Principles

BUT little comes directly under this head. As a rule generalities can hardly be fruitful. Nevertheless, having a sort of negative value in setting bounds to our speculations, thus grounding practice on things as they are rather than as they may be imagined, the following may be appropriate. They apply, perhaps, less to the play than to the player; and though some of them may appear trivial, or obvious, few can be safely ignored.

Great skill in Chess cannot at all be attained without some original work. The player must have thoughts of his own, and courage to give them expression; even in the face of authority, where that authority is at variance with his own individual judgment. Practice is, of course, a necessary thing, but it will not make perfect unless it be good practice. A little good is worth a vast deal of the indifferent.

The study of problems, as said elsewhere, can be easily carried to excess. Exceptions there are in some degree auxiliary to Chess or helpful in its elucidation. Though cast in impracticable mold, ideas of force and position capable of being utilized in actual play may be conveyed by them, so that their occasional investigation cannot be wholly a vain thing. But in the immense majority appearing in the Press from day to day imagination riots. In their construction "art" is against reason, and this, so to say, against nature, or the fundamental principles of the game. If a tithe of the laborious ingenuity wasted on these trifles were applied to the examination of rational positions, Chess would be more advanced than it is, and

a serviceable knowledge of it more widely extended. The composition of problems likely to be derived from the original position by fairly equal and intelligent play, would be a healthy exercise for the composer, and their solution would be at once amusing and instructive to the student. Higher skill would be called for, of course, but, exerted in a right direction, it would be of course forthcoming. As a rule, the only problem worthy of attention should be one not of impossible occurrence in a well-played game.

Emulation and imitation are not identical terms. Neither is there much use in studying to do exactly as was done before. The memory should not be overburdened with details, or its energy misapplied and weakened by dispersion over the vast field of the openings. A real understanding of three good ways of opening the game is better than a memorized acquaintance with thirty. Whatever form of opening is best suited to the player's temperament and style of playing, that is the one best for *him*—whatever anyone else may say or think of it. His true chess wisdom will be to enlarge his knowledge in that direction—to concentrate himself upon it as much as possible. This for improvement and ability to *win*. Social, amusing, or mere pastime Chess is another matter. But this is always practicable, whereas the time for improvement flies, and the hope of it does not tarry. It is just this time of improvement which is so often wasted in wrong method, leaving the future of the player, as a player, without fair reward for his labor. In formal contests time is a very important element. The young player should endeavor to discipline himself in his management of time, so as not to be short of it when something unforeseen occurs in the course of the game. The time limit of fifteen or twenty moves per hour is usually ample for the purpose intended. Yet how often do we hear of games lost outright by time, or marred for the want of it!

Formerly there was no time limit. In those days, not so very

long ago, a player finding himself in difficulties, real or imaginary, might rest and be thankful. Had he a bad or doubtful game? Well, if it could not be mended it need not be ended. A failing position afforded excellent food for thought. Not necessarily profound thought, but prolonged, and excellently calculated to discomfort, if not discomfit, the adversary. A comparatively short game (as to moves) in the American Chess Congress, New York, 1857, occupied *fifteen hours!* This was between Morphy and Paulsen, the first and second prize winners in that historic event. Paulsen was a slow player. Revelling in speculations—probable, possible, and perhaps impossible—he was wont to do his best, regardless of time but not with the slightest or any idea of wearying his adversary by undue deliberation. Nevertheless, Morphy must have been sorely put to it when tears of impatience stood in his eyes—his opponent moved so *very* slowly. A player has been known to refuse to proceed, on the ground that if he did so mate would happen to him forthwith. Another declared that as he could not afford to lose the game, it was incumbent upon him to “sit out” his opponent on that particular occasion. These are extreme cases, no doubt, but that they were possible and actual is unquestionable. In short, *Sitzfleisch* was the *ultima ratio*, and often prevailed.

To remedy this state of things the time limit was devised. It is now rigidly applied to all public contests at Chess. The player must make not less than so many moves within such or such a time, or his game is as effectually lost as it would be by mate. It is true, under this dispensation apparent hardship is not altogether excluded. To lose by time is to have a grievance, to win by time is to incur something like reproach. The feeling in the matter is not very worthy. Time is of the essence of the contest, and the violation of an accepted rule is a violation of its equity. For this there can be only one just penalty, viz., the forfeiture of the game itself.

Because a player has plenty of time to spare at any period of the game, that is no good reason why he should use it up in a species of over-exertion, endeavoring as it were to surpass himself. The time limit imposes no obligation to play slowly—more slowly than the natural style or habit of the player requires. Time should be kept in hand for contingencies. Where the position is understood, and the way tolerably clear, it is poor policy to try for much more, at the risk of being caught exhausted by the unexpected.

So also is much speculation as to the adversary's probable play likely to prove injurious. The time may often be better employed in taking general and new views of the situation, or even in absolute withdrawal of attention from the whole subject—of course, without losing hold of it thereby. The power of desultory thought is very valuable. Constant or unremitting attention is to be deprecated, where from the constitution of mind of the player it can be avoided. Incessant strain on the attention is liable to lead to a breakdown. Over attention becomes inattention, and blunder supervenes. However, some players are unable to take the matter in this way, and can ill suffer any interruption of continuous thought. Such should endeavor to at least relax their efforts somewhat when not actually in play, unless of course when the moves on the other side are virtually forced, or time itself is pressing.

The player should always have a *plan*—almost any plan will be better than none. He should endeavor to have a chief design in his play at every stage of the game; to which design his particular moves at the time should contribute, or be subordinate. A plan may be one of attack, or one of defense, or to substantially preserve the position for future contingencies; but it should be thorough, controlling, and persistent, until its object is attained—unless clearly overruled by emergency.

In Chess many things fall out unforeseen, favoring design—or the reverse. The player should be incessantly awake to

these, or he will be unable to make the most of them. Presence of mind often discovers the first appearance of surprise to be neither its best nor worst. Coolness and concentration go far. Preconception should be tested from move to move—should be, as it were, constantly under revision; for with every move the position changes, and what *was* true may presently be false.

When winning is possible it is best to win in the simplest possible way. The end should not be sacrificed to the means. First exhaust your adversary, that *he* may not win the game. This is not “chivalry,” it may be; but to lose where one should win is stupidity—or worse. Therefore when you have the superior force use it without scruple to destroy all resistance. If you cannot win, and know you cannot, then draw as soon as you can. Place no confidence in your adversary’s blunders to come.

Always make your move deliberately, unhesitatingly, and with decision; without hurry, vacillation, or regret. Let the thought fully precede the act. Carry out your combination, bad though it be; unless a clearly better course presents itself. After all you are playing only a game of Chess. There are many more to come. But without stability in thought, and certainty in expression, you can never do your best in any of them. The wavering player goes to the wall.

The attack is easier than the defense—*while available force holds out*. Therefore beware of attacking. A successful attack requires superior force, if you have no advantage in position. How, then, can you hope to attack successfully where force and position are equal; that is, if you have no advantage in the one or the other? It can be only when you are the stronger player. This makes your position, or force, or both, stronger than your adversary’s—and attack is easy and successful. But if your adversary be in every way your equal—then what? Your attack must fail.

On the other hand, attack rightly timed has everything in its favor. "In every battle," says Napoleon, "a moment occurs when the bravest troops, after having made the greatest efforts, feel inclined to run. Terror proceeds from a want of confidence in their own courage, and it only requires a slight opportunity, even a pretense, to restore confidence to them. The art is to give rise to the opportunity, to invent the pretense. At Arcola, I won the battle with twenty-five horsemen. I seized the moment of lassitude, gave every man a trumpet, and gained the day with this handful. You see, two armies are two bodies which meet and endeavor to frighten each other; a moment of panic occurs, that moment must be turned to advantage." And thus it is with the mimic armies of the chessboard. In every game the "moment of lassitude" occurs, inviting bold and decisive movement to turn it to advantage. This moment will be distinguished without difficulty by the experienced player. He will then attack at all hazards—if he can; because, if he does not, he may himself be attacked, his defense confused, and his game lost. The "moment of lassitude" gives safety to valor. It is then the only discreet thing. But, mistimed, it is the height of indiscretion, and all that this implies.

At first there is perfect equality in force and position. If the strategy in development is equally skillful this equality persists, or the difference is inappreciable. Force opposes force, points surrendered are equivalent to points gained; and the onus of disturbing the *status quo* is as at the beginning. But resistance, especially from restraint and the limitation of the board, increases—it becomes a question between "the move" and the *vis inertiae* of the position. In this state of affairs, attack is justified. Because a position can be altered and restored only at the expense of *two* clear moves; and this would be fatal, in the face of an adversary prepared to take advantage of it—as is here supposed. The question, then, is whether to attack, or to be attacked in less favorable circumstances than you can attack

your opponent, and, of course, there is but one answer. A forward policy must be adopted. That is the burden of the move in otherwise perfectly even positions. You have the move and must take the lead. You have it at the expense of time, i.e., you have no time to do nothing.

Concentration of superior force upon a decisive point is the obvious principle in successful attack. What a decisive point may be depends upon the balance of forces and the skill of the players. It may be the King himself, or it may be only a Pawn. Or the point may be to secure a Piece or Pawn in the occupation of some square from which it may damage the enemy. For example, the power of a passed Pawn is almost proverbial; and a passed Pawn results from attack based upon the principle mentioned. But a player may succeed in one or more attacks, and yet lose, in suffering a greater one upon himself. A winning attack upon the King makes nothing of all other reverses. This, however, is not to be looked for against a fine player. He is aware that the security of his King is all in all, short of actual mate of his adversary. Therefore if you can attack the King be sure there is none against your own by which mate may be given *first*; or which will necessitate a general retreat on your part for his defense. This sort of retreat commonly spells disaster. You attack when you should be fortifying your defense.

Reaction is a constant consequence of attack which does not end in mate. You succeed in gaining a Piece, or a Pawn, or a contested point, and there is reaction. Time has been expended. While you are taking or gaining your Pawn or point the adversary is playing elsewhere—in quest of reprisal. In this way it is the reaction comes. It is to be guarded against by immediately reforming your position generally; or with reference not only to the maintenance of the advantage gained, but also to the security of your King, upon which the stability of everything ultimately depends. One Pawn you perhaps may

win—and win the game; if you stop to take another, you may find time against you, a move or two later, and be forced to abandon more than you had gained, to avert immediate destruction. Carefully consider the recoil. The gain of force is seldom secured in the mere act of capture. Inattention to this fact fully accounts for the difficulty commonly found in winning “a won game.”

Attack may fail, or even prove generally disadvantageous in case of actual success *per se*. “The best laid schemes o’ mice and men gang aft a-gley”—to the chapter of accidents no *finis* has yet been written. Desperate attack is not here in question. There is no rule or law for that. But the hopeful, the promising, attack should not occasion disaster, even when effectually discouraged. This it will surely do, however, unless soundly based, so as to admit of easy retrograde concentration for purposes of *defense*. Possible failure should be taken into account, so that if it should happen you *do* fail, you may be able to rally your forces in good time and order, either to withstand attack in your turn, or to organize another advance. The mutual convertibility of attacking and defensive formations is the measure of their soundness. But though a successful defense implies no obligation to attack, an unsuccessful attack must be reformed on defensive lines, immediately, as if to oppose attack certain to be offered.

What has been said of attack will apply, *mutatis mutandis*, also to defense. A sound defensive formation will always furnish a sound base of attack. Where attack need not be directly opposed, then the defense is counter attack. This is of course the most effective, as a rule; because, if adequate, it is a good defense and something more. A merely passive defense is to be avoided. When attack presses hard—exchange. A sacrifice is often justifiable, as it may reverse the attack; and enable you to take the enemy in the rear, to his utter discomfiture. But then an attack liable to reversal to this extent would be un-

sound. This, however, may always be safely suspected—it is often the case.

There is generally what may be called a vital force in every attack—some Piece or Pawn upon which it most depends for its intensity or persistence. This may be the Queen (usually it is so), or a Bishop, or a Knight. Try and get rid of it. Exchange it—shut it out—drive it off—and the attack will slacken.

Most attacks are laid or made when the defending forces are divided. Restraint or absence of the Queen from the immediate scene of action is a serious division of forces. In view of coming attack prepare for the necessary concentration of force to meet it. All you require at the point of attack is equal force; see that this can be got together quickly and freely—that there is no obstruction. The delay of a move may be fatal; and your adversary may *gain* this move by a sacrifice. He may create obstruction where none existed; shutting out perhaps your Queen—and your game is gone.

The meaning of all this is that the player should in a manner play both sides, and not one only. He should figure his own procedure as if the positions were reversed. Thus attack may be foreshadowed, defense brought into relief, and he will not be wholly unprepared to meet the one or overcome the other, as necessity or occasion may require. But vague imaginations should have no part in his game. If he can *see* nothing in his adversary's play, he should conclude there is nothing—and proceed accordingly.

First of all the safety of the King—his careful seclusion from the battle ground while heavy forces are in play. Towards the end, however, his presence on the scene of action is most necessary. It is then the reserve Pawns are brought out and questions of Queening arise; and it is then the power of the King should be fully and fearlessly asserted. A minor Piece or two, or even a wandering Rook, can do him no harm, when he is fairly out among his own Pawns, or bearing down upon

those of his adversary. Castling is usually a measure of safety, or of opening or middle game attack. If the chief forces are already exchanged, it is often well not to Castle, so as to have the King available from the center in the least possible time. If Castling is advisable to bring a Rook into immediate action, then Castling on the Queen side may be best. The King will be nearer the center. At the end, where Pawns are unequally divided, say, three on one side and two on the other, the King is to support the weaker party, unless a win is otherwise attainable.

The safety of the Queen is only less important than that of the King. Excluding the King, she is the center of gravity of the position; the main body, as it were, of the forces. The Queen has little to do in the beginning. She is not to be used as an advanced guard. Her post is not even in the fighting line, as a rule; but in the rear, imparting moral support, and in readiness to act, at the proper moment, with decisive effect. If the Queen succeeds in breaking the opposing lines, she may do immense damage of course. But she may also be shut in, while an attack against her King takes head, and her return may be impossible, or in vain. Communication between this powerful force and the base (*i.e.* the King) should seldom be severed, unless for clear cause shown. Her isolation or employment on paltry service, amounts to a division of forces which should be suffered only as a last resource. Take much thought rather than a distant Pawn with your Queen. Such a move is rarely good while the opposing Queen and other forces yet remain in the field.

The Rook is easy to handle when you have him in play. The difficulty in his case is to get him out and at work where he can do most good. He is an awkward Piece, easily harassed by Bishops, Knights, and Pawns, and of little active value in the early or early middle part of the game. The Pawns block and resist the Rook more than they do any other Piece. But if

the Rook once gets in among or behind the hostile Pawns, he soon changes all that. The Rooks doubled are more than doubly strong. It is generally well to have them in combined action somehow. It is often good play to take two Rooks for the Queen, when the Rooks are working together, pressing upon an important point in your position. Rooks doubled on the seventh or eighth rank are hard to stand against. Do not double your Rooks behind your own Pawn, unless indeed to force a passage for it, or to defend it in the last resort. Do not play your Rook so as to impede your Pawn, when it is a question of Queening. Do not give up a Rook for a minor Piece unless the provocation is great. In the end, the exchange is nearly equal to two Pawns, and may be heavy odds against you.

The Bishop acts strongly against the King's position, especially after he has Castled, and against the Pawns. He attacks as they do, and from a distance, and greatly hinders their advance. A single Bishop will easily halt three Pawns, but of course he cannot destroy them, as can the Rook. It is difficult to direct the Bishops against the center, in conjunction with the perpendicular action of the Queen and Rooks; but they easily combine with these against the wings, doing much harm. Two Bishops on parallel diagonals are exceedingly dangerous if bearing on the King's position. They should be opposed by similar force, or exchanged, or shut out, as soon as possible. One Bishop without his fellow is not half so strong. Still he should be opposed if bearing on the King's position. Two Bishops are stronger than two Knights in open positions—and they are a mating force. But a single Bishop is generally inferior to a single Knight. If you have two Bishops against two Knights there is the difficulty of avoiding an exchange—leaving the enemy with a Knight against your Bishop. As between Bishops, keep that which will most damage the adverse Pawns—which will attack the most or weakest of them, as they are blocked or held by other force. If you have the worst of it,

keep the Bishop which cannot be attacked by the hostile Bishop. Thus you secure "Bishops of opposite colors," and may often draw a position in which there is a Pawn or two against you. Where your King's position has been damaged, when he is Castled in mid-game, especially on his own side, a Bishop next to him, at Kt2, is very efficient for defense.

A great deal has already been said about the Knight. He does not jump, hop, or leap, but goes simply and straightly about his business, covering the ground quickly, and in a perfectly regular manner. Practically, he crosses the board diagonally in the same number of moves as he does directly, or from side to side. The Queen Knight, starting from his own square, will attack the King, Castled or at K1, a move sooner than the King Knight, starting from KKt1.

The Knights are easily moved about at the outset—and easily moved too much. They should not be overworked, or heedlessly exchanged for other Pieces, because in mere exchange there can be no loss. When you have no Knight a great part of the flexibility of your position is gone—especially for attack. A Knight posted and supported on adverse ground, looking towards the King, and free from Pawn disturbance, is often a host in himself. The Pawn is the Knight's worst enemy. Sometimes a Rook Pawn—of all Pawns—will Queen against him, single-handed and alone. It is generally well to have the Knights either supporting each other or side by side. In this latter position they command more ground. A single Knight is often a good protection to the King against close checks from the Queen. Place a King and friendly Knight and adverse Queen on three successive squares in rank or file and it will be found that the Queen cannot give check without going *en prise*. If a Knight attacks your King play him on the diagonal one square off from the Knight and the latter will be unable to attack him there under three moves.

Subsequent to the opening disposition, whatever it may be, in which Pawns are necessarily advanced to liberate other force, as well as to take up favorable points themselves, Pawn play becomes a weighty matter. As the Pawn cannot retreat, its advance permanently modifies the position, for good or ill. *En avant!* is the first motto of the Pawns; "United we stand; divided we fall," is the second. To compose these two is to do justice to the Pawns.

When a Pawn cannot be advanced with some definite object, or only with an object to be equally well attained by the movement of a Piece, it is usually best let alone. The Pawn is strongest at home, less strong advanced in its own ground, and weaker when it has passed into the enemy's territory, for all purposes of strict *defense* in the opening and middle game. The first use of the Pawns is to control the third and fourth ranks, so as to keep out opposing forces (especially the Knights), and to shield the King—more particularly when Castled. Pawns in front of the Castled King should remain fixed as long as possible; that is, they should not be thrown forward to meet attack, if this procedure can be fairly avoided.

A Pawn penetrating the enemy's lines should always be supported by another—or if by two, all the better. A single Pawn is easily surrounded, cut off, and lost. In the course of a grand attack, obstructing Pawns may be sacrificed; but, if the attack fails, those Pawns will be very much missing in the end. Do not give up any Pawn, unless tolerably clear in your own mind that you will not need it at a later stage of the game. Every Pawn is a potential Queen. Do not forget this.

Nor is it always well to take a Pawn for nothing. The Pawn is a great obstructive, and to remove a hostile Pawn may open up the way for superior force to do you damage. Do not take or transfer a Pawn from a line bearing on your King—unless you can do so with evident safety. Open files and diagonals in the

direction of your King are avenues for hostile force, and full of danger.

For this reason doubled Pawns are not always an evil, though as a rule they are unfavorable. Examples in combination will show the importance of the open line—especially the open file—and this is often the result of the doubling of a Pawn. It is towards the end of an evenly contested game that the tale of the doubled Pawn is told. But it is not often worth while to double an adverse Pawn merely with a view to remote advantage, because meanwhile the open line will be against you.

To play the Pawns as Pawns, is, of course, comparatively simple, and yet but few players do it well. In an otherwise complex position, if your Pawns will win as against the opposing Pawns, all you have to do is to judiciously force exchanges in order to win the game. If you do not know how to play the Pawns, this advantage—and it is a great one—you will miss, and many a game besides.

Combination

THE following specimens of combination, occurring (with some exceptions) while yet the majority of forces remain in the field, have been primarily selected and adapted in exemplification of the principles already examined. They are all of them actualities and of the finest examples of master play in tournaments and matches contested within recent years by the most famous players of our time. The intention being to exhibit chess combination as conditioned by the more enlightened theory of the present day, the productions of earlier and at least equally famous masters are necessarily ignored. Not that these are in anywise obsolete or excelled. Far from it. The ideas are the same; the thing itself is the same—only the earlier masters, especially Anderssen, Kolisch, and Morphy, to go back no further, were first. But the conditions are changed—and this is important. The processes of the openings are not what they were, but distinctly different. The exhibition of combination without its attendant circumstances or environment, suggestive of its derivation according to the most approved methods, would to a considerable extent defeat the very object proposed. It would be to give the gem a false, or at all events an inappropriate, setting; thus seriously impairing its value, if not rendering it useless for the purpose in view.

Attention should, of course, be chiefly directed to the play of active forces—*i.e.*, the combination—in each of these positions; but the general situation, especially as regards the Pawns, should be taken into account. Together with the forces unconcerned in the actual movements, the Pawns constitute

the ground-work or frame upon or within which the combination is lodged, and by which it is often indicated. Therefore the two should be considered in relation; and not independently, or as of separate existence. The same combination may occur in apparently diverse circumstances; but there is always an analogy, the recognition of which suggests the combination direct.

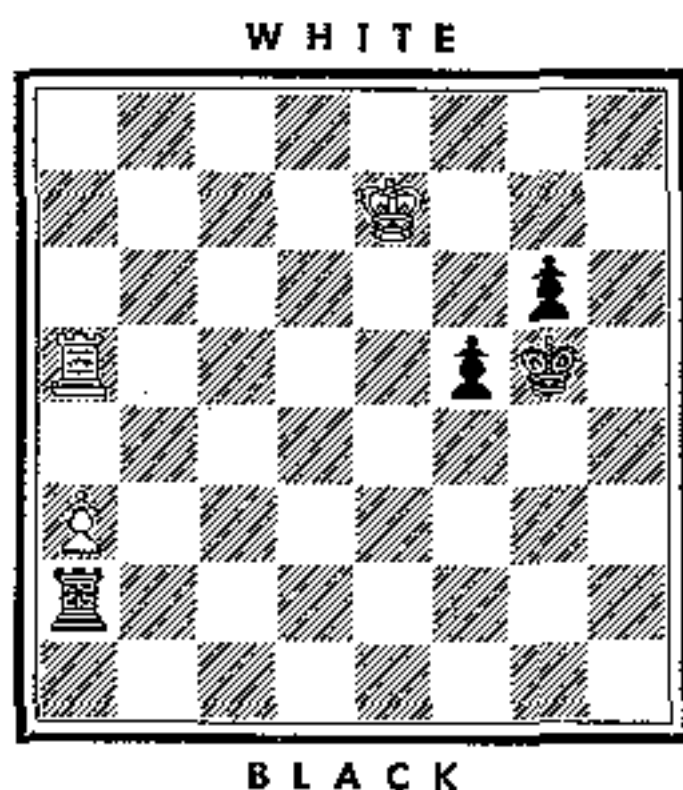
It is a common failing of the inexperienced player to enter into combination on insufficient grounds. Having the move in some perhaps generally advantageous position, he imagines something must be done—and by *him*—in the way of bringing matters to an issue, directly and without delay. He is inclined to hurry the climax; and, as likely as not, finds that he has been too soon—that it comes against him. His advantage may easily be such as not to warrant specific combination; but only such as to throw the burden of it upon the adversary.

As a general rule, in every combination the object to be attained should be either necessary or sufficient. If not necessary, the probability always is that something else is necessary; if not sufficient, then, so far as this is so, loss may result.

In each of the combinations following, the decision of the contest, virtually or in fact, is the object sought, and this is of course sufficient. In some cases the necessity may be absent, victory being perhaps equally attainable in other ways. But in each there is effectual concentration of superior force upon a decisive point, and this is properly winning combination in the game. Whether mate is an immediate consequent or remote signifies nothing.

In every instance, it may be added, the occasion of the play and the names of the players have been omitted, because of some modification in the procedure, or that naming might be held invidious. The positions being isolated facts, used merely in illustration as above stated, their several histories could hardly be given. Indeed these to be satisfactory should

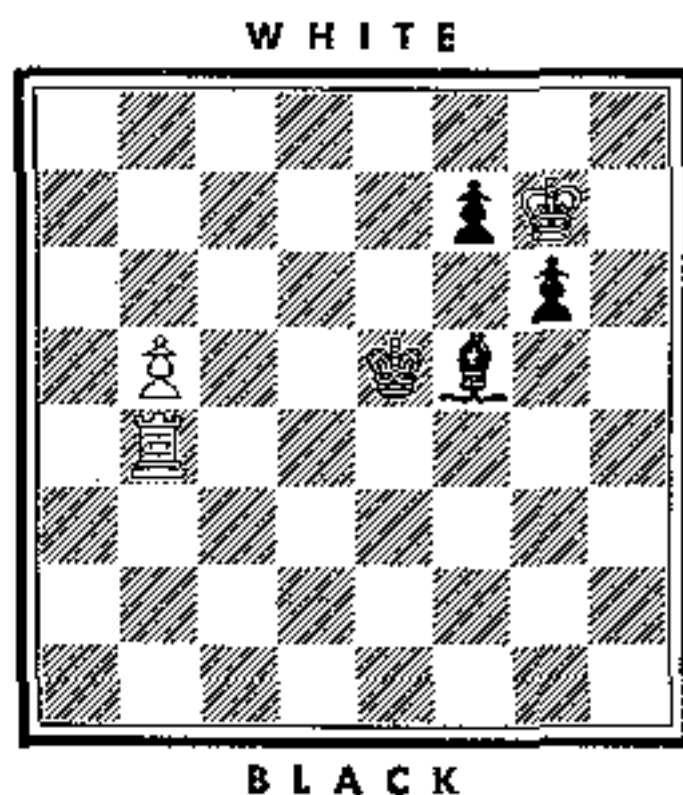
include the games from which the positions are derived. But all are of the very first authority.



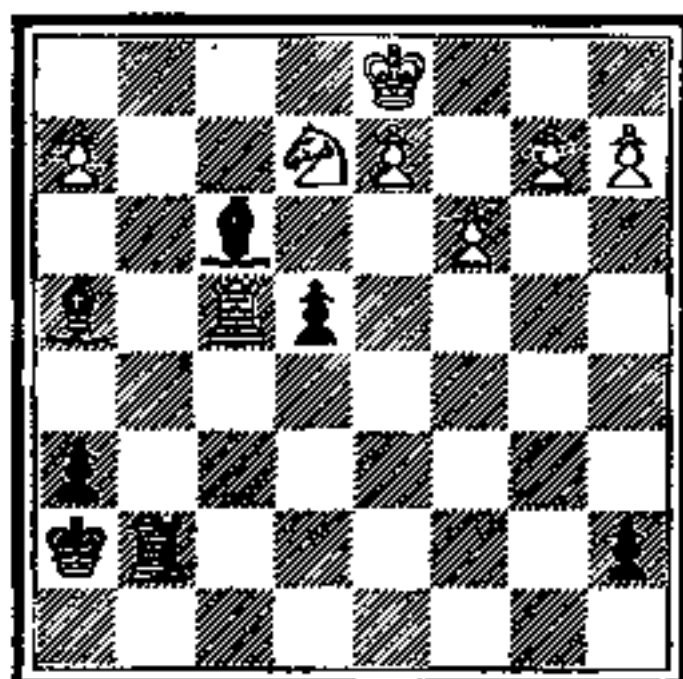
Black wins:

WHITE	BLACK	WHITE	BLACK
1	R - Q2ch	5 R - B3ch	K - R7
2 K - B1	K - R6 !	6 K x R	P - Kt8(Q)ch
3 R x P	P - Kt7ch	7 K - Q2	Q - KR8 and wins.
4 K - B2	R - Q8 !		

Positions similar to this are often drawn. Black, by the sacrifice of one of his Pawns at the right moment, forces the game. If 1 K - R6 ?, then 2 K - B3 ! and draws.



WHITE



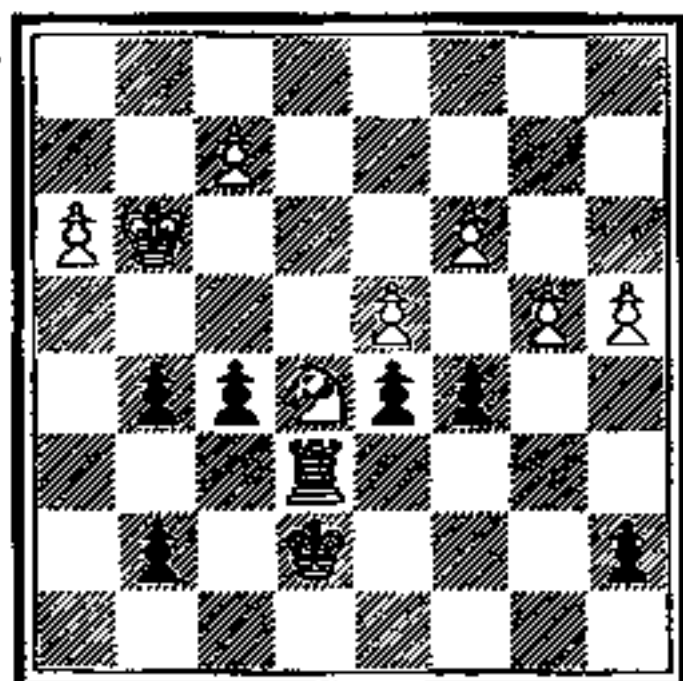
BLACK

Black wins:

WHITE	BLACK	WHITE	BLACK
1	R-Kt5!	7 P-Kt5	K-B2
2 R x R	B x R	8 P-B5	K-Kt2
3 P-B4	K-Kt2	9 P-R6ch	K-B2
4 P-Kt4	K-B2	10 P-Kt6ch	P x P
5 P-R4	K-K2	11 P-R7	K-Kt2
6 P-R5	K-Q2	12 P x P	K-R1! and wins.

Black of course could gain a piece by 1 R-Kt8ch, and 2 B x Kt. But the win would be much more difficult; White replying 3 R x P, and not 3 R x B, on account of the mate through 3 B-Q8ch, etc. The line of play chosen is pretty and conclusive.

WHITE



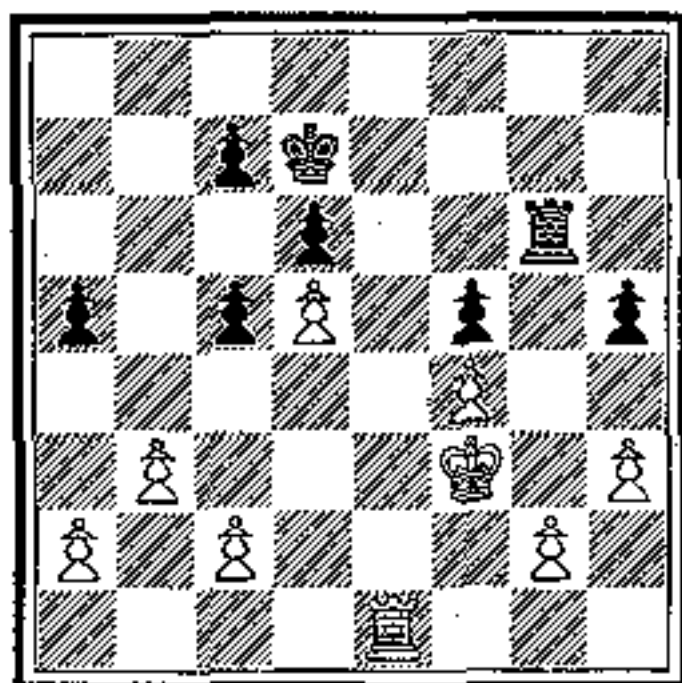
BLACK

Black wins:

WHITE	BLACK
1	R x Kt!
2 P x R	P - Q5
3 K - B3	QP x P
4 K - K3	P x P and wins.

By exchanging Rook for Knight, Black at once reduces the position to a winning Pawn ending. White's moves are virtually forced. In the final situation of course the two passed Pawns defend themselves. Black first takes the center Pawn, and then, with the help of his King, quickly goes on to Queen.

BLACK



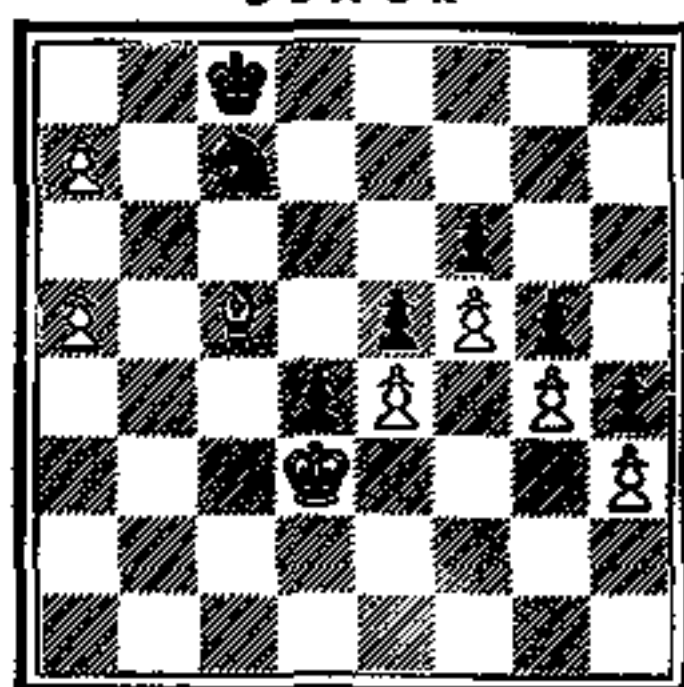
WHITE

The doubled Pawn is a fatal disadvantage:

WHITE	BLACK
1 R - K6!	R x R
2 P x Rch	K x P
3 P - KKt4	BP x Pch
4 P x P	P x Pch
5 K x P and wins.	

Being a Pawn ahead, White is able to sacrifice, and force a conclusion, by reduction, in which he has a winning Pawn ending. The Black King must look after the passed Pawn, and White crosses over to the Queen side, winning.

BLACK



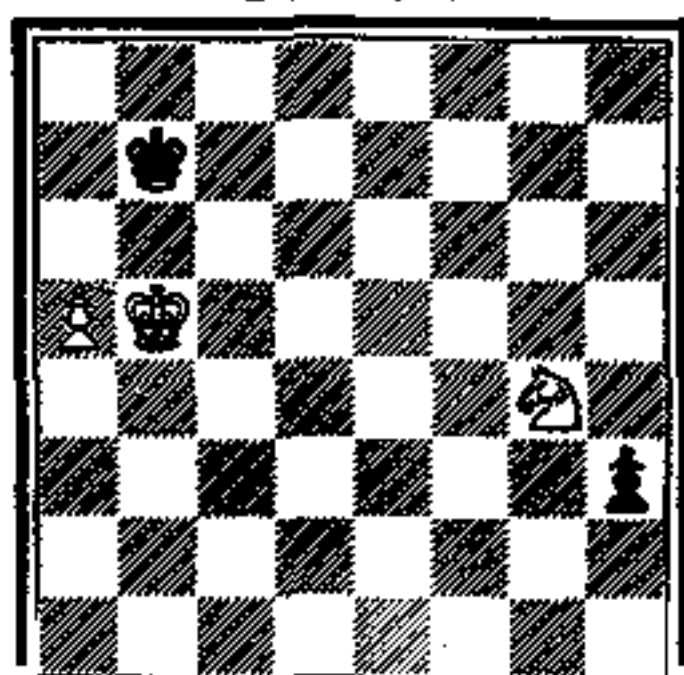
WHITE

White wins:

WHITE	BLACK	WHITE	BLACK
1 B - Kt6 !	Kt - R1	5 K - Q6	P - Q7
2 K - B4	Kt x Bch	6 P - R8(Q)ch	K x Q
3 P x Kt	K - Kt2	7 K - B7	P - Q8(Q)
4 K - B5 !	P - Q6	8 P - Kt7ch and mates in two moves.	

The Black Pawns are at the mercy of the Bishop, and White could also win by attacking them in the rear. But the foregoing is simpler, and illustrates an ending of rare occurrence. The two advanced Pawns-win, with the help of the King, notwithstanding that the adversary goes to Queen. The time gained by White's sixth move is decisive.

BLACK



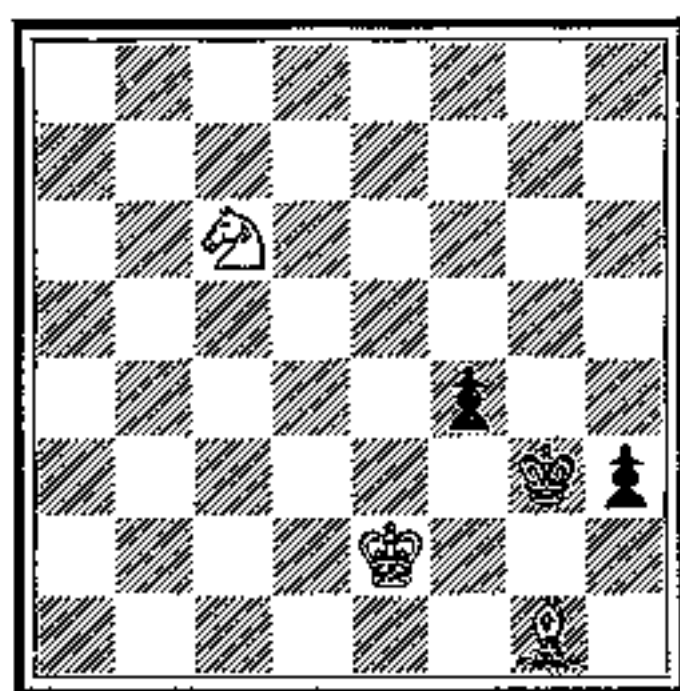
WHITE

Lost through violation of general principle by Black on his first move as follows:

WHITE	BLACK	WHITE	BLACK
1 P - R6ch	K - B2 ?	6 P - R7ch	K - R1
2 Kt - R2	K - B1	7 Kt - B6	P - R7
3 K - B6	K - Kt1	8 Kt - Q5	P - R8(Q)
4 K - Kt6	K - R1	9 Kt - B7 mate.	
5 Kt - Kt4	K - Kt1		

The King should immediately front the attacking Pawn—though, as it happens, 1 . . . K - Kt1 would do as well; maneuvering so as to take refuge at *Kt1* in reply to *K - Kt6*, not suffering himself to be driven there by check *as in the actual case*. For example: 1 P - R6ch, K - R2; 2 K - R5, K - Kt1 !; 3 K - Kt6, K - R1; 4 Kt - R2, K - Kt1. Now if 5 P - R7ch, K - R1; —the Knight is too far off to mate, Black meanwhile Queening, and stalemate or other draw results as a matter of course.

B L A C K



W H I T E

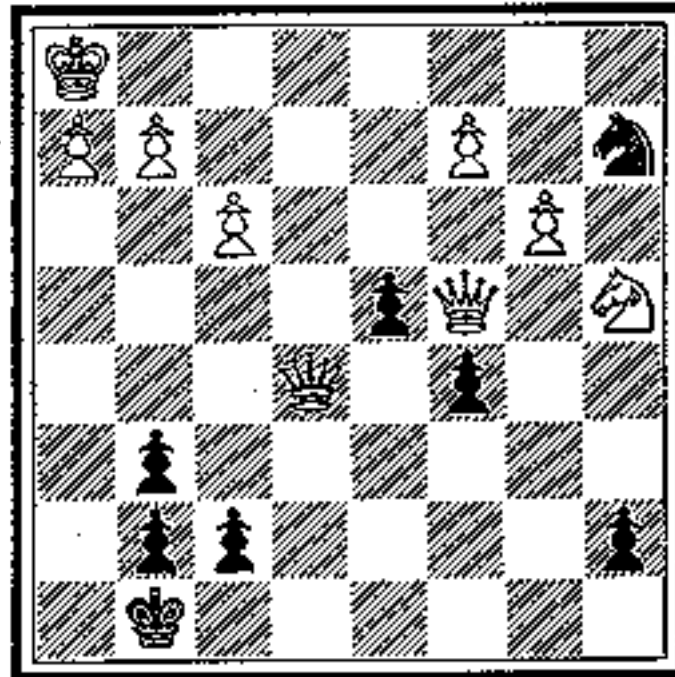
White wins:

WHITE	BLACK	WHITE	BLACK
1 B - R2ch	K - Kt7	5 K - B1	P - B7
2 Kt - K5	K x B	6 Kt x Pch	K - R7
3 K - B2	P - B6	7 Kt - K4	K - R8
4 Kt - Kt4ch !	K - R8	8 K - B2	K - R7

WHITE	BLACK
9 Kt - Q2	K - R8
10 Kt - B1	P - R7
11 Kt - Kt3 mate.	

If Black retires, not going forward, risking anything like the above, he soon loses both Pawns, with ensuing hopeless struggle of lone King vs. King, Knight and Bishop. By the sacrifice of the Bishop the position is reduced to a very uncommon ending in which the Knight wins. If 4 Kt x Pch, White could only draw, as then he would be unable to gain the necessary move —Kt - B1—*without a check*.

W H I T E

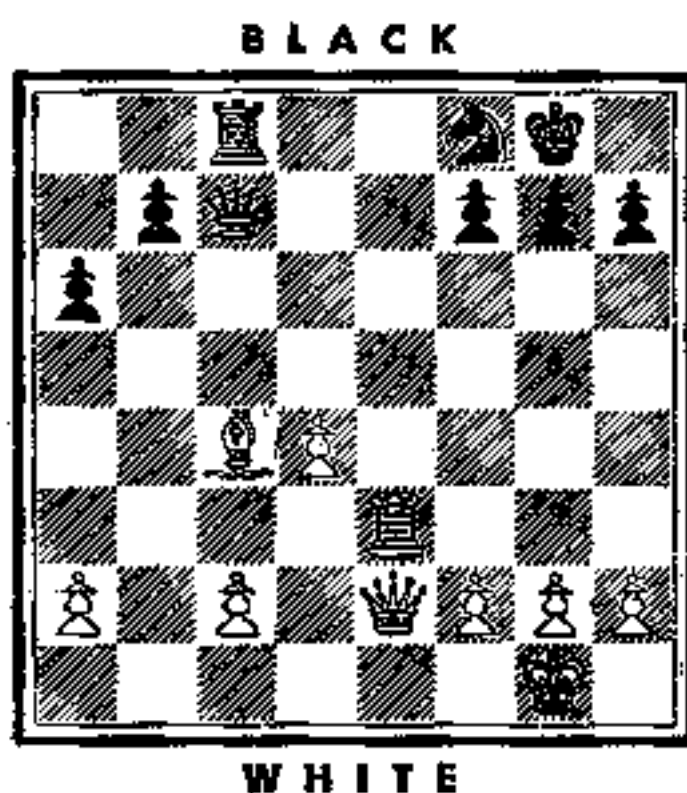


B L A C K

In this position White played P - R3 to make an escape for his King, and lost as follows:

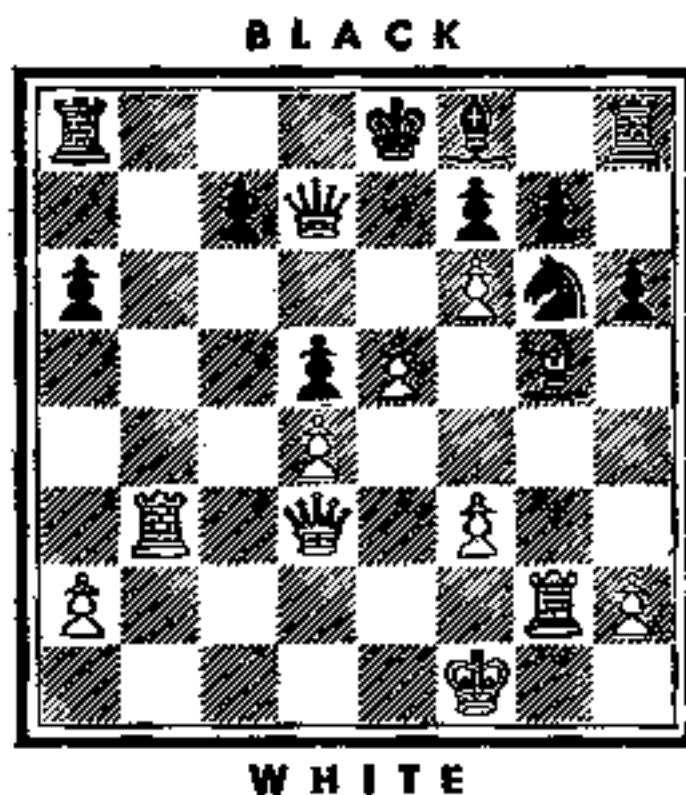
WHITE	BLACK
1 P - R3 ?	Q - K8ch
2 K - R2	Kt - B8 !

Black will follow with Kt - K7, and his adversary will have no resource. His Queen cannot be brought to stop the fatal Q - Kt8ch; and if P - R4, then Q - Kt6ch, and mate next move. White should have advanced the King Knight Pawn. The move of the Rook Pawn *generally* best gives an outlet to the King in such cases, but routine is often dangerous.



WHITE	BLACK
1 B - Kt3	K - R1
2 P - Kt3	P - B4
3 R - K8	Q - Q2 ?
4 Q - B4 ! and wins.	

After 3 Q - Q2 ? Black is lost, mate in three being inevitable. Instead of this, 3 Q - B3 should have been played, attacking the Rook and preventing White combining Queen and Bishop upon the King. 3 R - K8 threatened 4 Q - K6. On this account alone Black moved his Queen; overlooking the equally forcible Q - B4, which proves fatal. A single force preventing mate should be *protected* from attack.

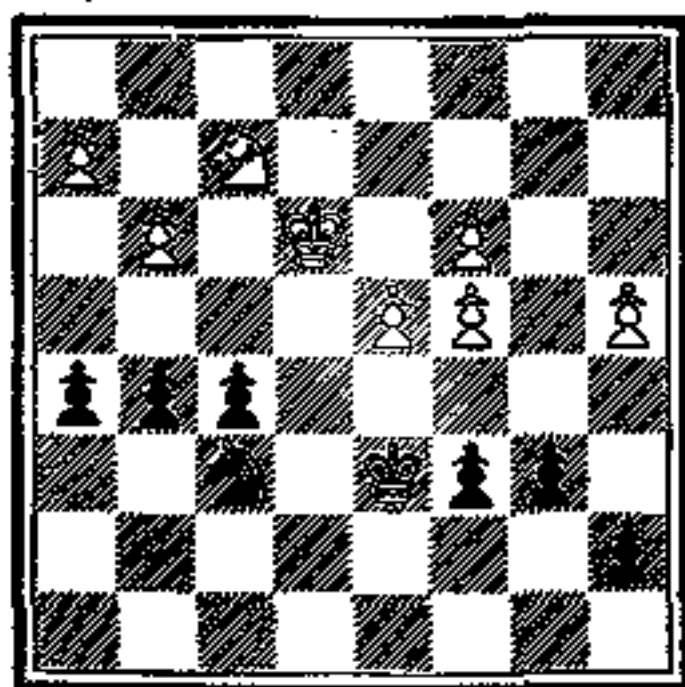


White wins:

WHITE	BLACK
1 P - K6 !	Q - B3
2 Q x Kt !	Q x P
3 P x P	Q x Q

4 P x R(Q), and wins by superior force. If 1 Q x P, of course 2 R - K2. If 2 P x Q then 3 P - B7ch, mate. White's position more than compensates for the piece missing.

W H I T E



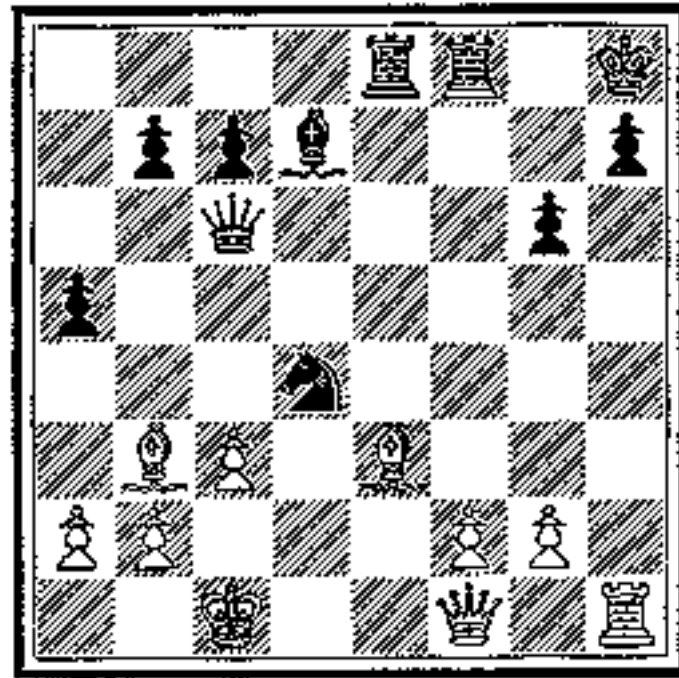
B L A C K

Black wins:

WHITE	BLACK	WHITE	BLACK
1	Kt - Kt5ch !	7 K - Q3	P - R6
2 Kt x Kt	RP x Kt	8 K - B2	P - B5
3 K - Q3	P - R4	9 P x P	P x P
4 K - K3	P - Kt4	10 P - B4	P - B6
5 BP x P	P x P	11 P - B5ch	K - B2
6 P x P	P - R5	12 P - Kt6ch	K - Kt2 and wins.

The Pawn position is won for Black after the exchange of Knights. He is able to force a passed Pawn on each side and must Queen—while his King stops the adverse Pawns with ease. A very instructive ending.

BLACK



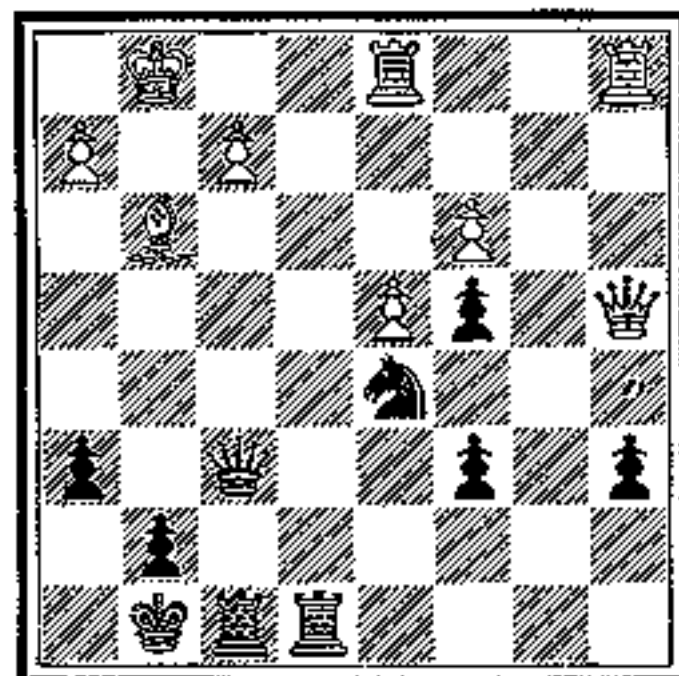
WHITE

From a *Ruy Lopez*—White wins:

WHITE	BLACK	WHITE	BLACK
1 R x Pch !	K x R	4 Q - R4ch	K - K4
2 Q - R1ch	K - Kt2	5 Q x Ktch	K - B4
3 B - R6ch	K - B3	6 P - Kt4 mate.	

The open file and the sweeping action of the Bishops are here combined, making this brilliant possible. Black had calculated upon 1 B x Ktch—to which a fair defense might have been made. After the sacrifice of the Rook the concentration of the attacking forces is perfect—mate can be deferred but one move, by interposing the Bishop.

WHITE



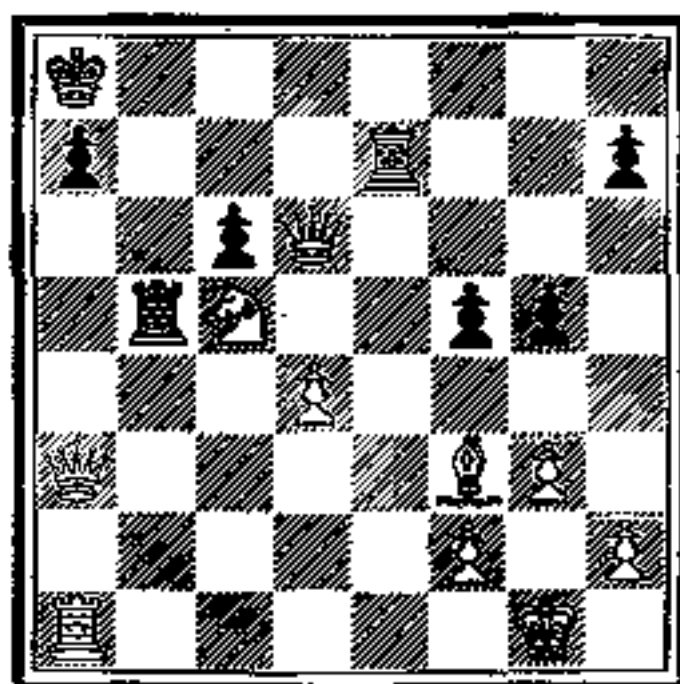
BLACK

Black wins:

WHITE	BLACK
1	P - KR4
2 P - KR4	R - K7 !
3 R - KB1	Q - Kt3
4 K - R2	R - B6 and wins.

A hopeless case. If 5 R-KKt1, then 5 KR x Pch; 6 B x R, R x Bch, and mates in a move or two. If 5 K-R1, of course 5 R x B; and the check at K5 is fatal. The White forces are seriously divided, the Queen and one of the Rooks being wholly out of play.

B L A C K



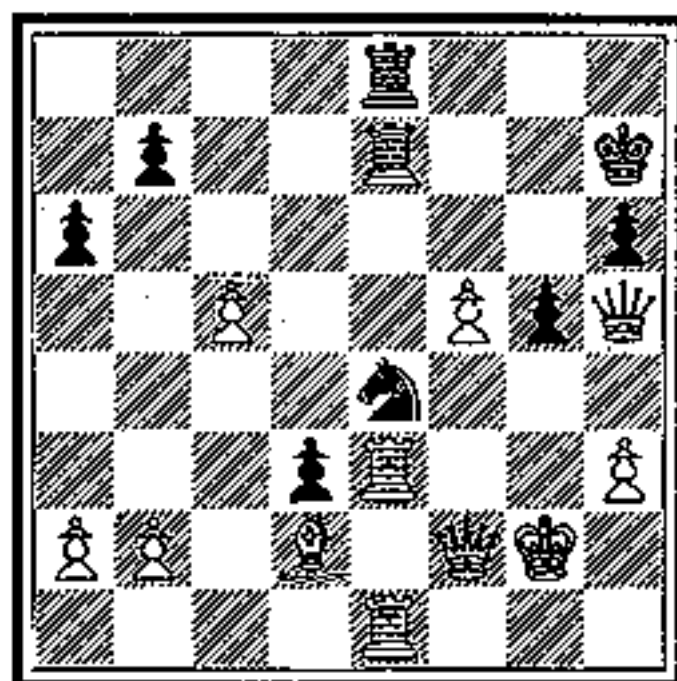
W H I T E

From an *Evans Gambit*. White wins:

WHITE	BLACK	WHITE	BLACK
1 B - K2	R - Kt3	6 R - K1	Q - Q2
2 B - B1	P - Kt5	7 Q - R3	P - R4
3 Q - R5	Q - B2	8 Kt - B5	Q - Q3 ?
4 Kt - R6	Q - Kt2	9 R - K8ch	R - Kt1
5 Q - B5	R - KB2	10 Kt - R6 !	Resigns.

Here Black has the exchange and a Pawn for the piece, with a tolerably safe position. White can only keep moving and await his opportunity—reduction of forces not being favorable to winning chances. A point was to get possession of the King file, as at move 6. The move 8 Q-Q3? loses immediately—8 Q-Q1 was the best resource.

BLACK



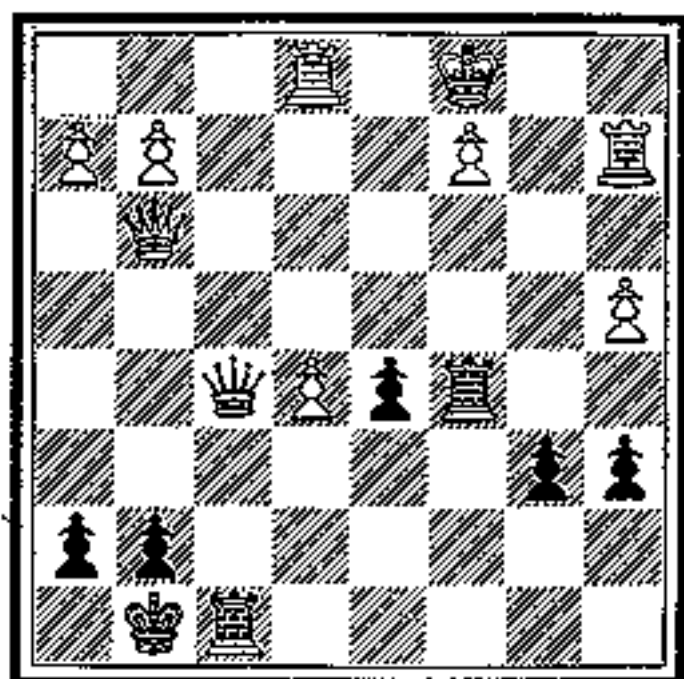
WHITE

Perpetual check:

WHITE	BLACK
1 P-KB6 !?	Kt x Q
2 R x Rch	R x R
3 P x R	Q x Pch
4 K x Kt	P-Kt5
5 P-K8(Q)	Q-B6ch
6 K-Kt1	Q-Kt6ch etc.

White has the advantage. 1 Q-B1, intending 2 P-B6, or 2 Q x P, would add to Black's difficulties. If then, 1 P-Kt5; 2 P-B6, P x Pch; 3 K-R1, the chances would all be in favor of the first player. As it is, Black can do no better than draw, the Rook, Bishop and passed Pawn being more than an equivalent for the Queen.

W H I T E



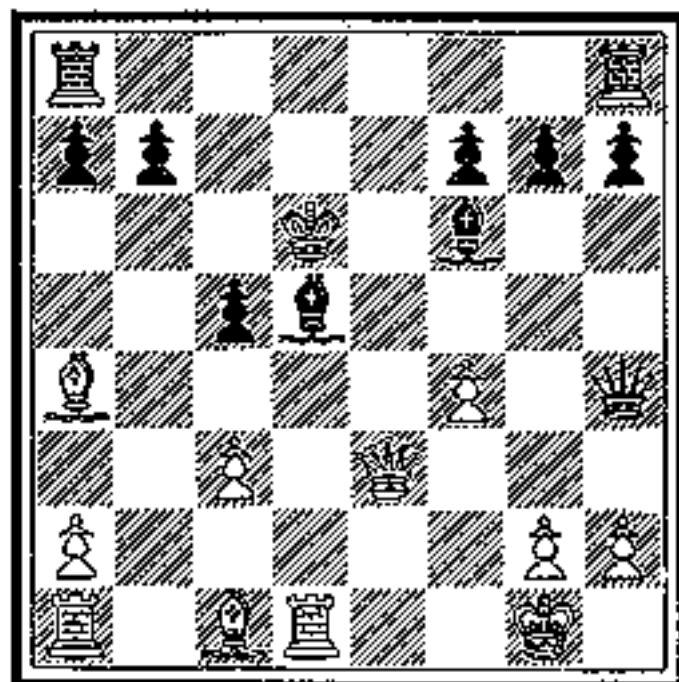
B L A C K

Black wins:

WHITE	BLACK	WHITE	BLACK
1	KR - B1	7 KR - Q2	Q - Kt5ch
2 R - K2	P - Q5 !	8 Q - K2	Q x Pch
3 K - Q1	R - B6	9 K - K1	R - B8ch
4 Q - B2	Q - K3	10 K - B2	Q - B5ch
5 R - Kt2	P - Q6 !	11 Q - B3	R x Rch and
6 P x P	R x Pch		wins.

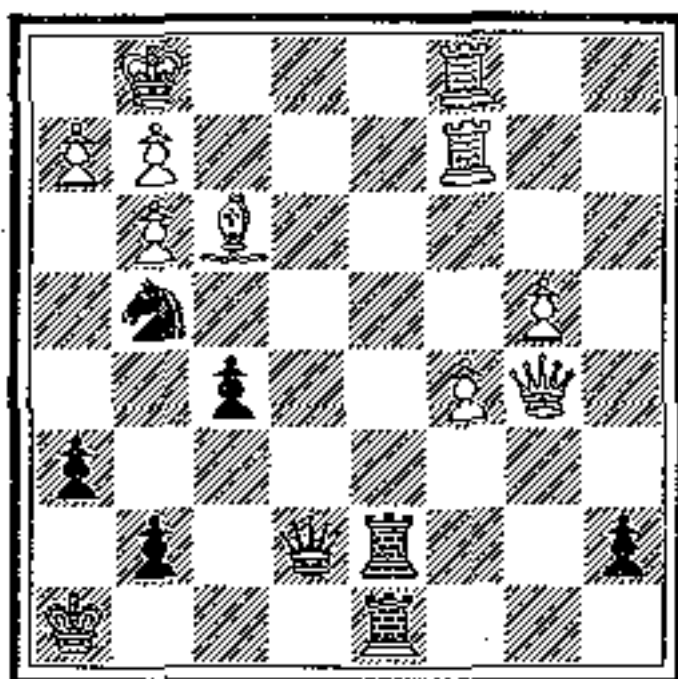
The timely advance of the Black Pawn leads to the break-up of White's position. Otherwise, from the nature of the forces on the board, the first player might have made a long and stubborn resistance—notwithstanding the separation of his Rooks.

B L A C K



W H I T E

W H I T E



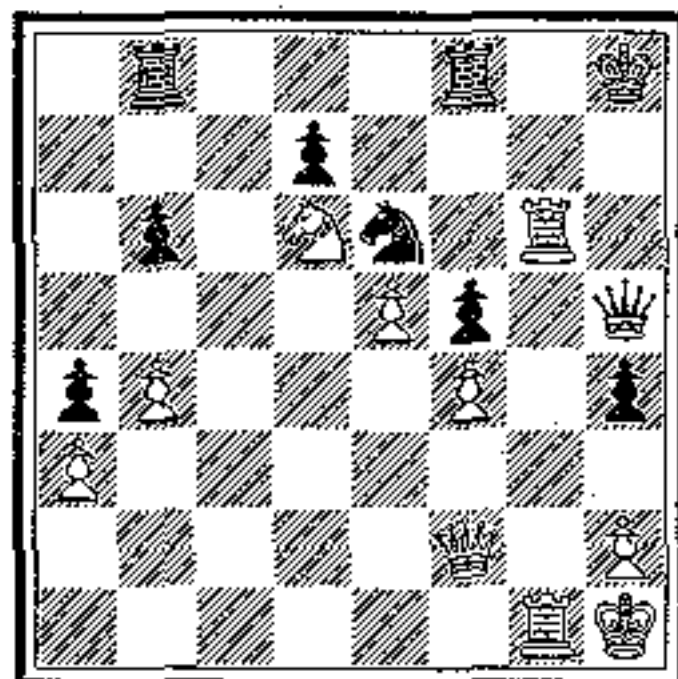
B L A C K

Black wins:

W H I T E	B L A C K
1	R - Q8ch !
2 R x R	R x Rch
3 B x R	Q - K6ch
4 R - B2	Q x Rch and mate in two

Black can also win, in a similar manner, by first checking at K6 with Queen. White should have got rid of the Knight, seeing that its presence put his King in a mating position. But intent on advancing his passed Pawn, with the help of the Bishop, he did not exchange and provide against possible mate—and so lost the game.

B L A C K

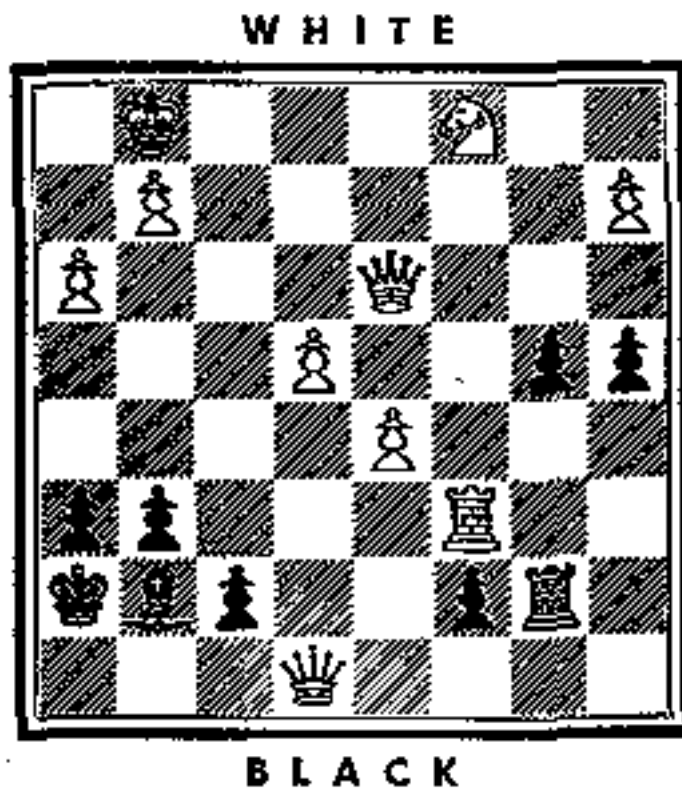


W H I T E

White wins:

WHITE	BLACK	WHITE	BLACK
1 Q - K2!	Q - R2	4 R - R5ch	K - Kt1
2 R x Kt!	P x R	5 Q - Kt2ch	Q - Kt2
3 R - Kt5	Q - K2	6 R - Kt5 and wins.	

There is no better defense. The power of the White Rooks on the open line is crushing. Also the Knight at Q6 is in a very commanding position. White's combination leaves him with an easily winning game.

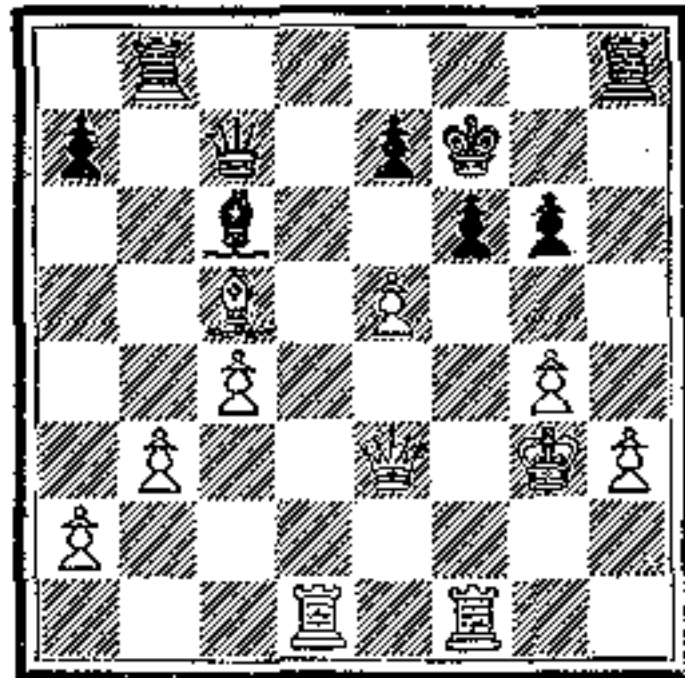


Black, a Pawn ahead, wins by proposed reduction:

WHITE	BLACK	WHITE	BLACK
1	Q - K4	5 K - R2	P - Kt6
2 R - B4	Q - Kt7	6 P x P	P x P
3 Q - KB3	Q - B3	7 Kt - Q3	P - Kt7 and wins.
4 Q - Q1	Q - Kt3ch		

The extra Pawn is made to tell effectually in this instance. White cannot afford to exchange Queens. His move 2 R - B4 is to stop the intended 2 Q - Q5ch. After 7 P - Kt7 there is nothing good. If 8 R - Kt4, or 8 Kt - Kt4, Black takes the two pieces for his Queen, and then wins the opposing Queen for his Pawn by playing R - B5 and R - B8. If 8 Q - QKt1, then 8 Q - Kt6, winning a Piece.

BLACK



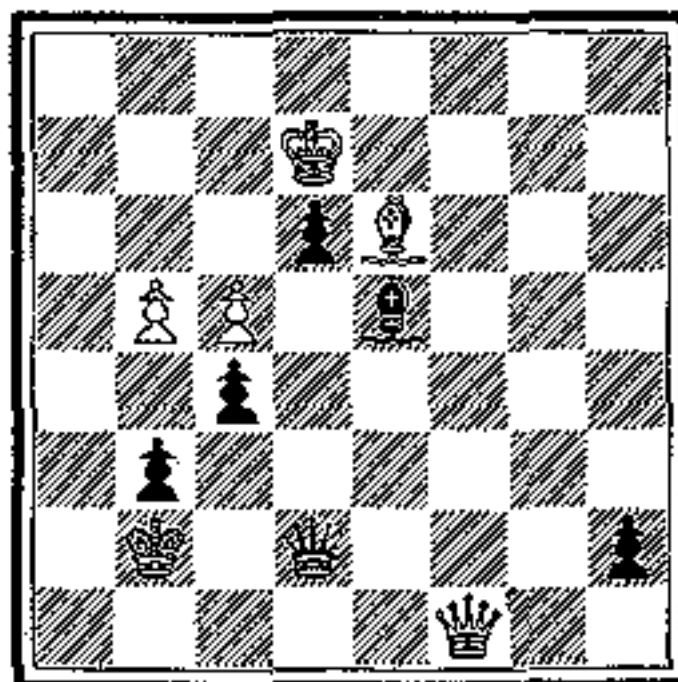
WHITE

A Sicilian. White wins by force and position:

WHITE	BLACK	WHITE	BLACK
1 Q - B4	Q - R4	6 P - Kt5	R - Kk1
2 P x P!	Q x B	7 R - R4ch	K - Kt1
3 P x Pch	K - Kt2	8 Q - B8ch!	R x Q
4 Q - B6ch	K - R2	9 R x R mate.	
5 R - Q4	KR - Kt1		

There are many variations in which White comes off equally triumphant, e.g., if 4 . . . K - R3, then 5 R - B4, Q - K6ch, 6 K - R4 and wins. The Black forces are scattered and inferior in number, and the enemy is thus enabled to carry the position by assault, at the expense of his outlying Bishop.

WHITE

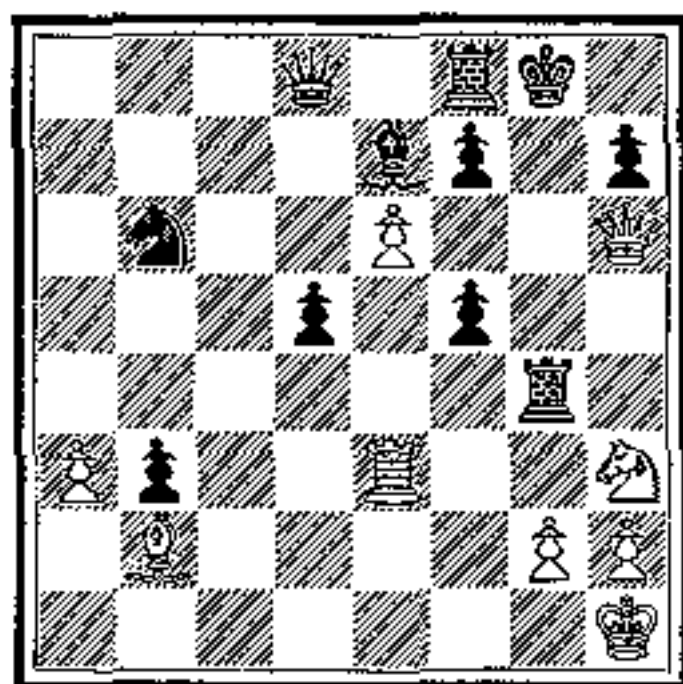


BLACK

WHITE	BLACK
9 Q x Q	P x Q
10 Kt - Kt5	P - Kt6 and wins.

Another way would be 1 R - K7! If then 2 Q - R7, of course 2 Kt x Pch would win. If 2 Q - B3, then 2 Q x Q; 3 R x Q, Kt - Q5, and wins the exchange, for the Rook cannot leave the defense of the Knight. White's position is inferior chiefly because the adverse Queen and Rook are so well in play; while his own Pieces have little good action—the Knight in particular being much restrained.

BLACK



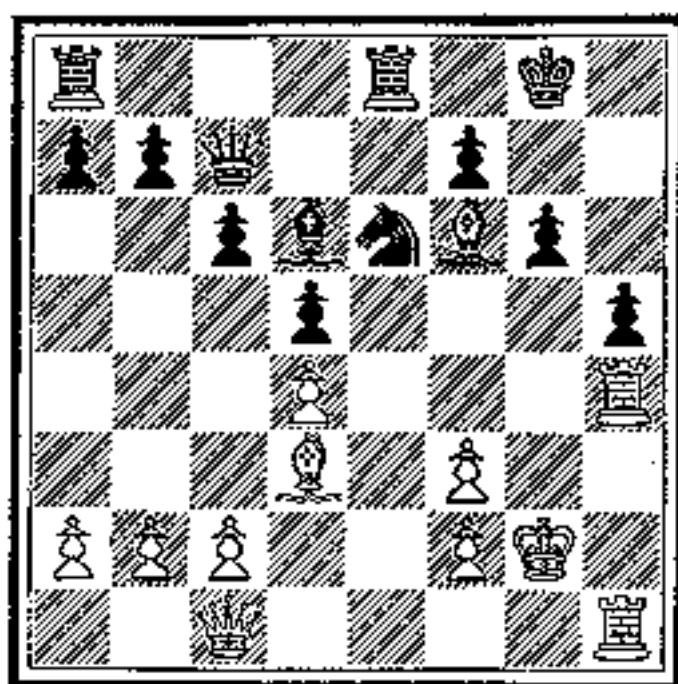
WHITE

Black has just moved R - Kt5, guarding against mate, and with the design of driving off the enemy by R - Kt3. The latter, however, seizes his opportunity, and by a flank movement forcibly carries the position:

WHITE	BLACK
1 Kt - Kt5 !!	R x Kt
2 R - R3	R - K1
3 Q x Pch	K - B1
4 Q x P mate.	

A fine combination. Termination of a *French Defense*.

BLACK



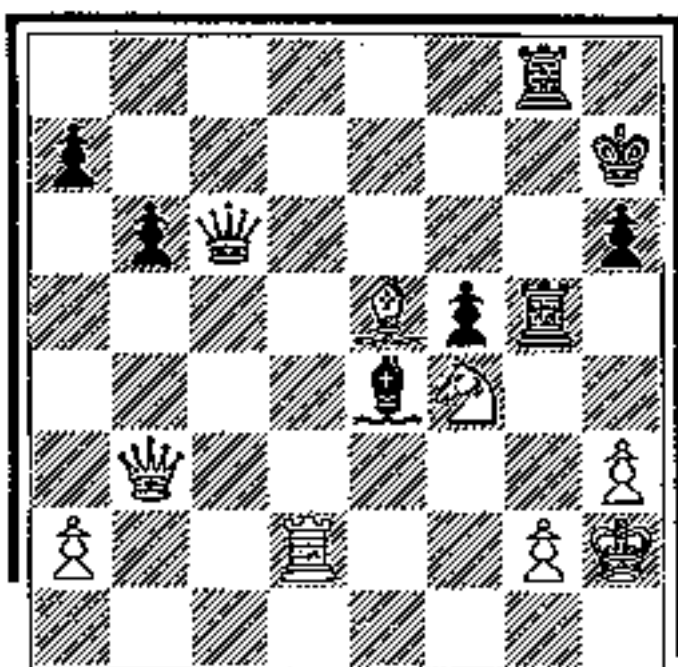
WHITE

A French Defense. Black loses chiefly through the open file:

WHITE	BLACK
1	Kt - B5ch ?
2 Q x Kt !	B x Q
3 R x P !	P x R
4 R x P and mates in three moves.	

The concentration of Rooks and Bishops is strong enough to enable White to sacrifice Queen and Rook for Knight and two Pawns. Black should have retreated 1 B-B1, but even with that he would have been in a dangerous case. Some of his previous effort had been directed to gaining the King Rook Pawn—and it was mistaken.

BLACK



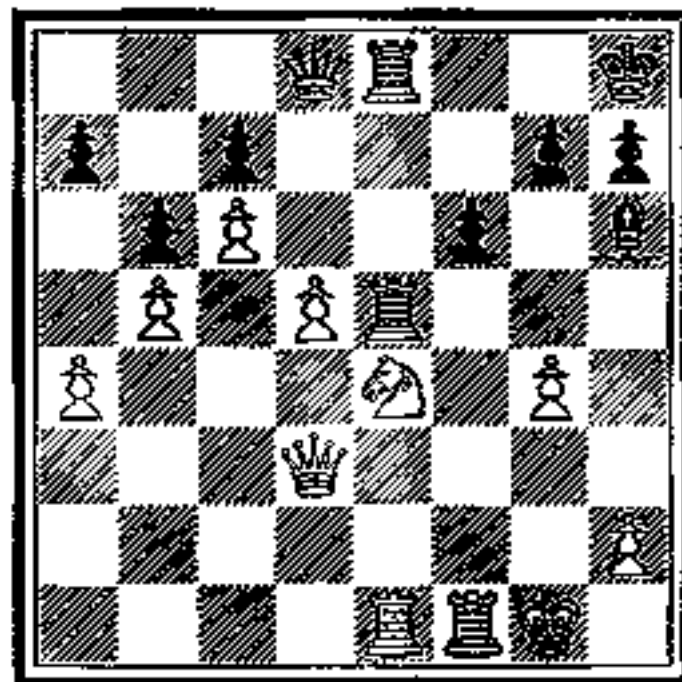
WHITE

Here Black has the advantage in force, but overlooks his adversary's designs in carrying out his own:

WHITE	BLACK	WHITE	BLACK
1	B x P ?	5 R - Q8ch	R - Kt1
2 Q - B7ch	R(1) - Kt2	6 Kt - Kt6ch	K - Kt2
3 B x R	R x B	7 R x Rch	K x R
4 Q x Pch	K - R1	8 Kt - K7ch and wins.	

In taking Pawn with Bishop, Black wholly failed to realize the terrible consequences of the check to which he was himself exposed, and which, as it happened, was altogether fatal. A defending move could well have been made, so as to be safe from attack (on the King) before attacking. White could also have played 8 Q - B8ch, K - R2; 9 Q - B7 mate. An *Evans Gambit*.

BLACK

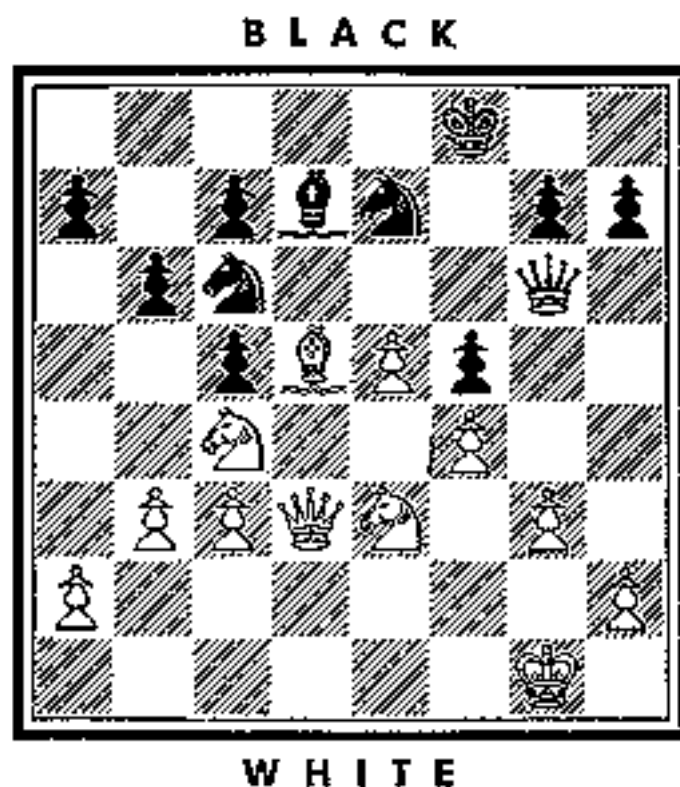


WHITE

From an *English Opening*. White wins:

WHITE	BLACK	WHITE	BLACK
1	R x P ?	6 Kt - K6	R x Pch
2 Kt x P!	R x Q	7 K - R1	P - Kt3
3 R x Rch	Q x R	8 P - B7	R - QB5
4 Kt x Q	K - Kt1	9 R - Q1	K - B2
5 Kt x BP	R - Q5	10 Kt - Q8ch,	
		with 11 Kt - B6 winning.	

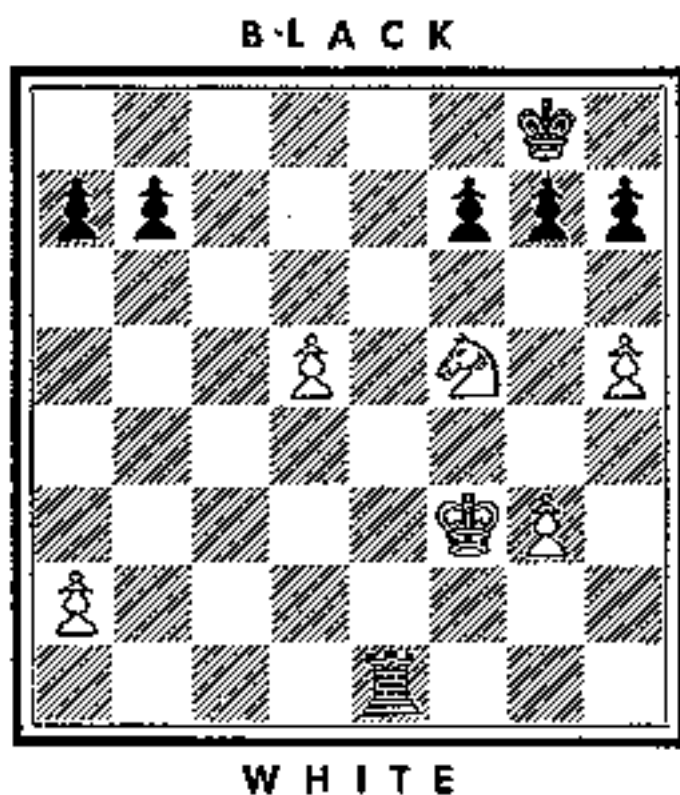
The capture loses. Black's best play was 1 . . . Q-K2, putting further pressure on the Knight. Then, if 2 P-Q6, P x P; 3 Kt x QP, R x R; 4 Kt x R, Q x Kt; 5 P-B7, B-B5!, drawing, if nothing more.



From a *Scotch* game. White wins:

WHITE	BLACK	WHITE	BLACK
1 B-B7!	Q x B	6 Kt-B1!	P-KB5
2 Q x B	P-Kt3	7 P-KR4	Q x KP
3 P-K6	Q-B3	8 Q-Q8ch	K-Kt2
4 Kt-K5	Kt x Kt	9 Q x Ktch and wins.	
5 P x Kt	Q-Kt4		

White had the advantage of a passed Pawn.

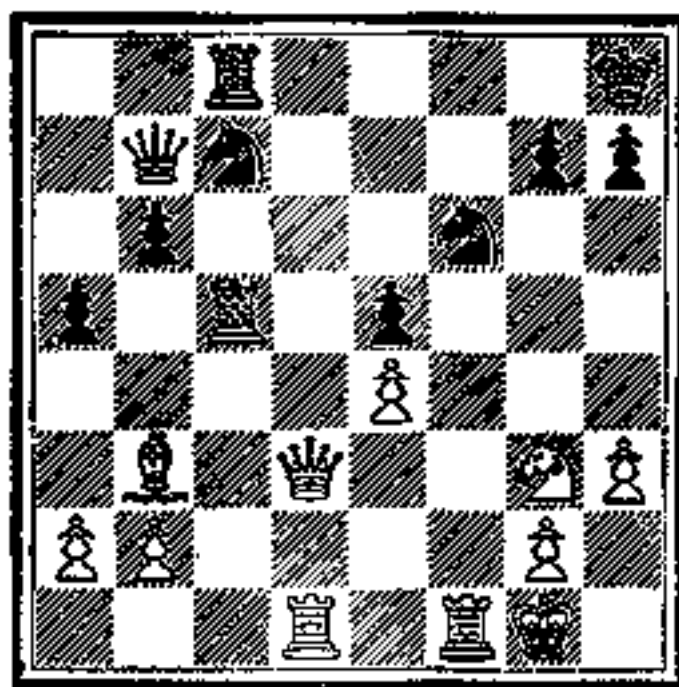


In this position Black loses a winning game through neglect of moving his King in accordance with the principles of bringing it into play and of avoiding a threatened check:

WHITE	BLACK	WHITE	BLACK
1 P - Q6	R - Q8 ?	5 K - K4	R - R5ch
2 K - K2 !	R - QR8	6 Kt - Q4	P - B4ch
3 P - Q7	R x Pch	7 K - K5	R - R4ch
4 K - K3	R - R6ch	8 K - Q6 and White will make a Queen.	

1 K - B1 would serve the object of 1 R - Q8; namely, the stopping of the Pawn going to Queen. Black doubtless overlooked the move 3 Kt - K7ch in case of 2 R - Q4. But, altogether aside from that, the King should have moved out to stop the Pawn, and not the Rook.

BLACK



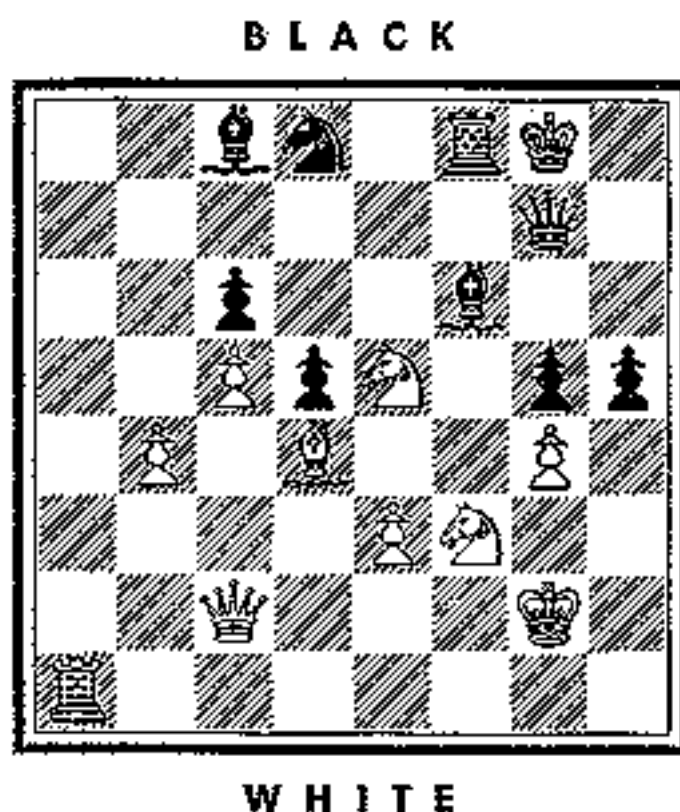
WHITE

White wins. *A Queen's Gambit Declined:*

WHITE	BLACK
1 R x Kt1	P x R
2 Q - Q7	R - QKt1

WHITE	BLACK
3 Kt - B5	Kt - K3
4 Q x Kt	Resigns.

Because there must be mate or other great loss directly. Thus, *e.g.*, 4 R-KB1; 5 Q x Pch! etc.; or, 4 R-B3; 5 R-Q6, etc. Obstruction of the Rooks and unsupported Queen by the Knight is fatal to Black. An unsupported force is ever liable to be brought in question. White, however, has a general advantage in this situation; his control of the board being evidently superior to that of his opponent. Note that if 3 Kt-K1; 4 Q x Q, R x Q; 5 R-Q8 etc.

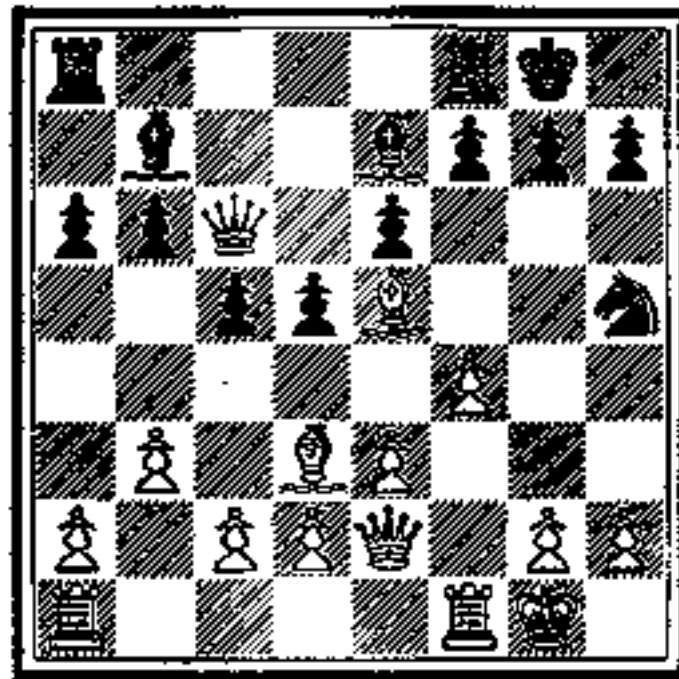


White wins:

WHITE	BLACK	WHITE	BLACK
1 Kt - K16	P x P	4 Kt - K7ch!	Q x Kt
2 Kt(B3) - K5	B x Kt?	5 Q - Kt6ch	Q - Kt2
3 B x B	Q - KB2	6 Q x Q mate.	

Black made a mistake in 2 B x Kt, bringing the opposing Bishop into powerful play. His design was to counter attack by Q - B6ch, etc.

BLACK

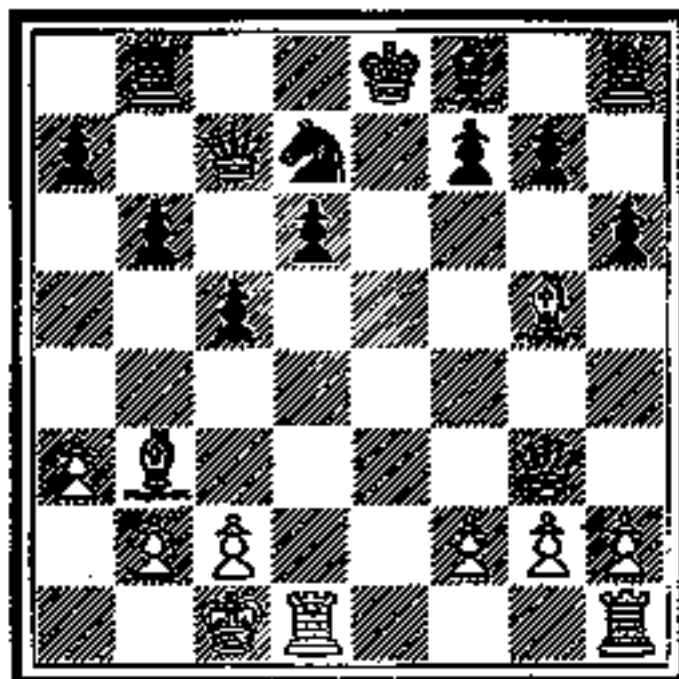


WHITE

WHITE	BLACK	WHITE	BLACK
1 B x Pch !	K x B	6 R - R3ch	Q - R3
2 Q x Ktch	K - Kt1	7 R x Qch	K x R
3 B x P !	K x B	8 Q - Q7	B - KB3
4 Q - Kt4ch	K - R2	9 Q x B and White won.	
5 R - B3	P - K4		

The Black King's position is for the time comparatively defenseless, his Queen not being able to come to the rescue soon enough to ward off the sudden onslaught made upon him by White. A brilliant combination. A *Bird's Opening*.

BLACK

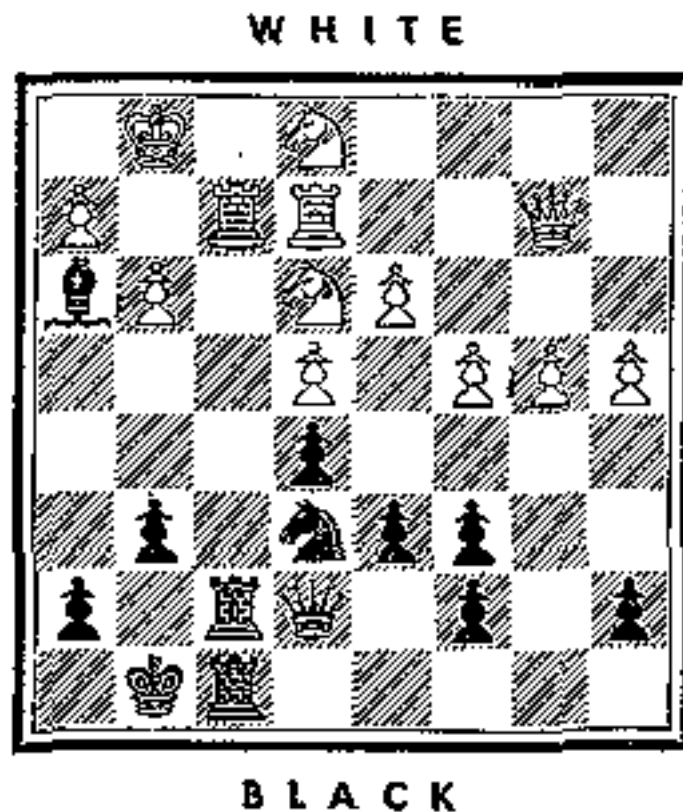


WHITE

White wins:

WHITE	BLACK	WHITE	BLACK
1 KR - K1ch	Kt - K4	4 B - R4ch	P - Kt4
2 R x Ktch	P x R	5 B x Pch	R x B
3 Q x Pch!	Q x Q	6 R - Q8 mate.	

Retarded development. Black's previous move P - R3 was bad; the Bishop Pawn should have been played to shut out the Queen Bishop from such close action on the King. If 2 K - Q2; then 3 Q - R3ch, 4 Q x Pch, 5 B - Q5ch, etc., forces mate.

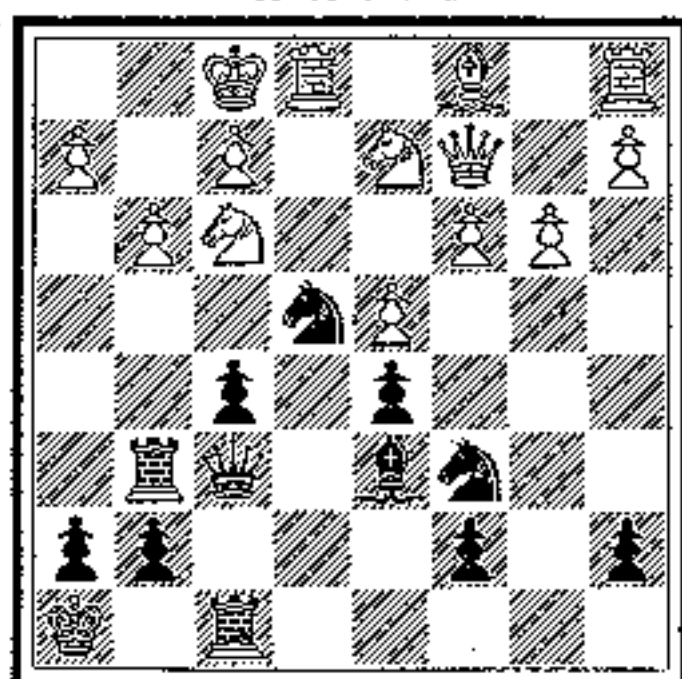


Black wins:

WHITE	BLACK	WHITE	BLACK
1	Kt - Q5	4 K x B	Q - K6
2 R - Q2	Q - Kt4	5 K - B1	Kt - Kt6! and wins.
3 Kt(K3) - Kt2	B x Kt		

White's position is bad because he has no Pawn control over the square Q4. Black's 5 Kt - Kt6 makes the case hopeless. 6 R x R evidently loses in more ways than one. If 6 R - K2, then 6 R x Rch; 7 R x R, Kt - Q7ch, winning the Queen or mating in the three following moves. From a *Giuoco Piano*.

W H I T E



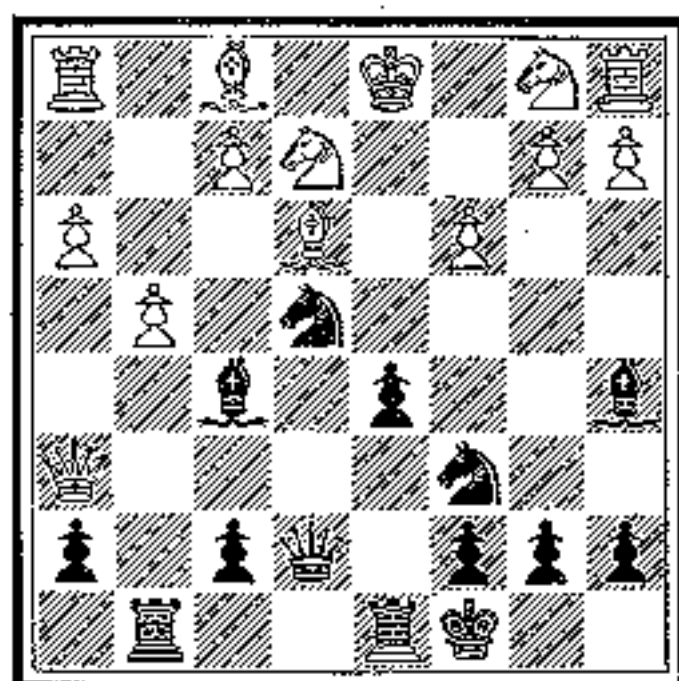
B L A C K

From a *Petroff Defense*. White has won a Pawn at the expense of his general development:

WHITE	BLACK	WHITE	BLACK
1 Kt x Kt ?	BP x Kt	7 K - Kt1	R - B3
2 Kt - R4	R x P !	8 K - B1	Q - Kt5 !
3 P x R	B x P	9 Q - Q1	R - B6
4 K - Kt2	B x Kt	10 R - B1	Q - R6ch
5 B - K3	Q - B6ch	11 K - K2	R x Bch
6 K - R2	B - K2 !	12 P x R	Q - Kt7 mate.

White's game was bad, but 1 Kt x Kt ?, opening the Bishop file on his King, hastened the catastrophe.

W H I T E



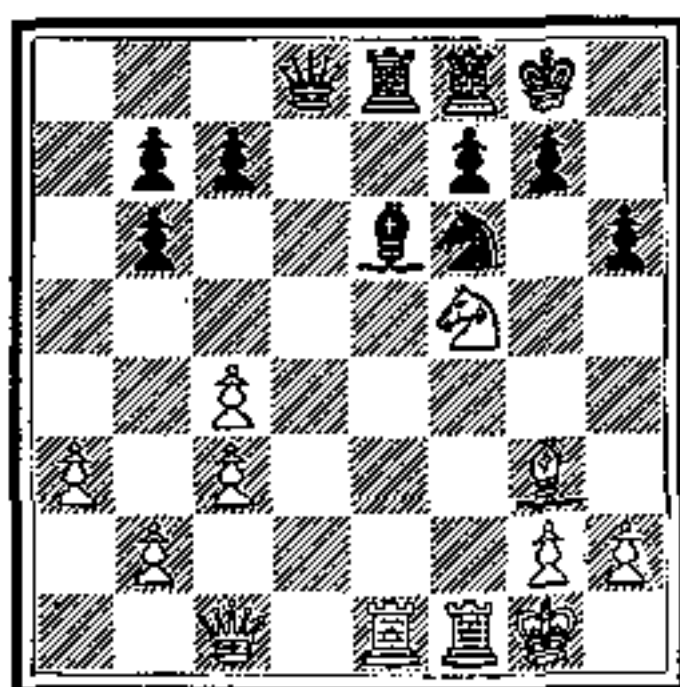
B L A C K

Black wins:

WHITE	BLACK	WHITE	BLACK
1	P - Q5 !	4 K - B2	Kt - Kt5ch
2 P x P	Q - Kt5	5 K - Kt3	Q - Q8ch
3 P x B	Q - K8ch	6 K - B4	Q - Q6 mate.

White had made a premature attack, and was himself attacked in turn, and obliged to forfeit the privilege of Castling. If 2 P x B, then 2 P x Pch; 3 K - B1, P x Pch; 4 K x P, Q - K4ch, etc. If 2 B x P, Kt x KBPch; if 2 Kt x P, Kt x Kt; 3 P x Kt, Q - Kt5.

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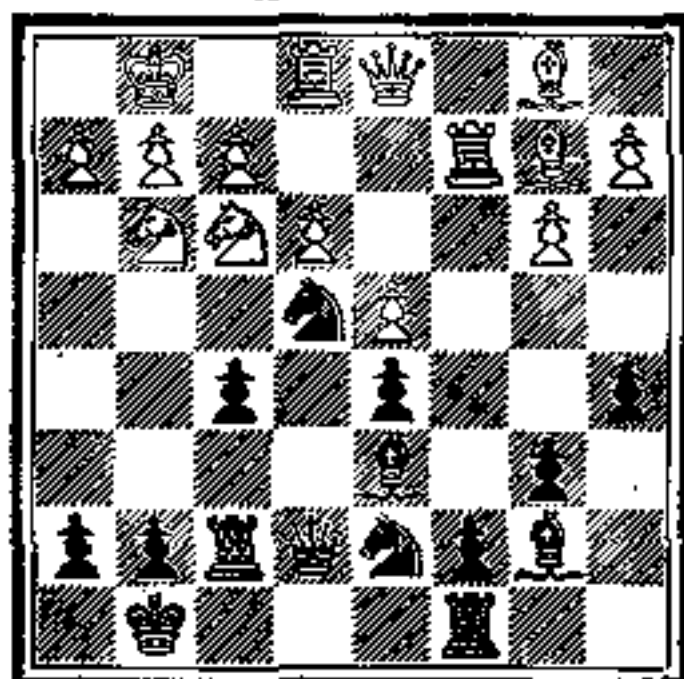


WHITE

WHITE	BLACK	WHITE	BLACK
1 Kt x KtP !	K x Kt	5 Q - Kt5ch	Q - Kt3
2 B - K5	K - Kt1	6 Q - R4	Q - R2
3 B x Kt	Q - Q6	7 R - K4 and wins.	
4 Q x P	Q - R2		

Shows the strength of a Knight posted at B5, bearing on the position of the King, and the utility of the open file. After 7 R - K4 Black can delay mate a very few moves only, as his opponent must soon reach R8 with either Queen or Rook. A *Giucoco Piano*.

WHITE



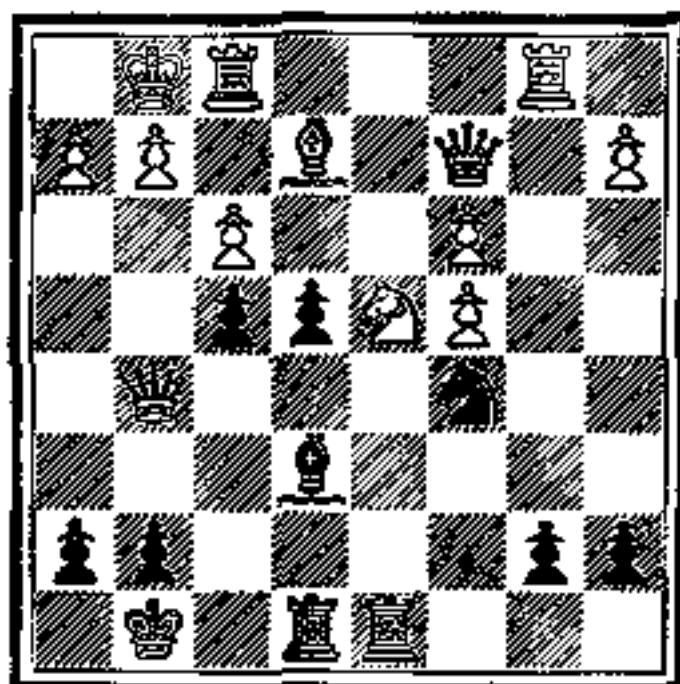
BLACK

The first player errs in judgment in making an exchange:

WHITE	BLACK	WHITE	BLACK
1 Kt x Kt ?	BP x Kt	4 K - Kt1	Q x Pch
2 Kt - Q2	B x Pch !	5 K - R1	R - B3 and wins.
3 K x B	Q - R5ch		

In 1 Kt x Kt ? White did badly—altogether aside from the particular result—as in so doing he opened up an additional line of attack upon his comparatively defenseless King. Often the game is lost in this way, by a sudden rush of forces, when a single move would make all safe. White intended Kt(Q2) - B1, but for this there was no time. *Irregular Opening.*

WHITE

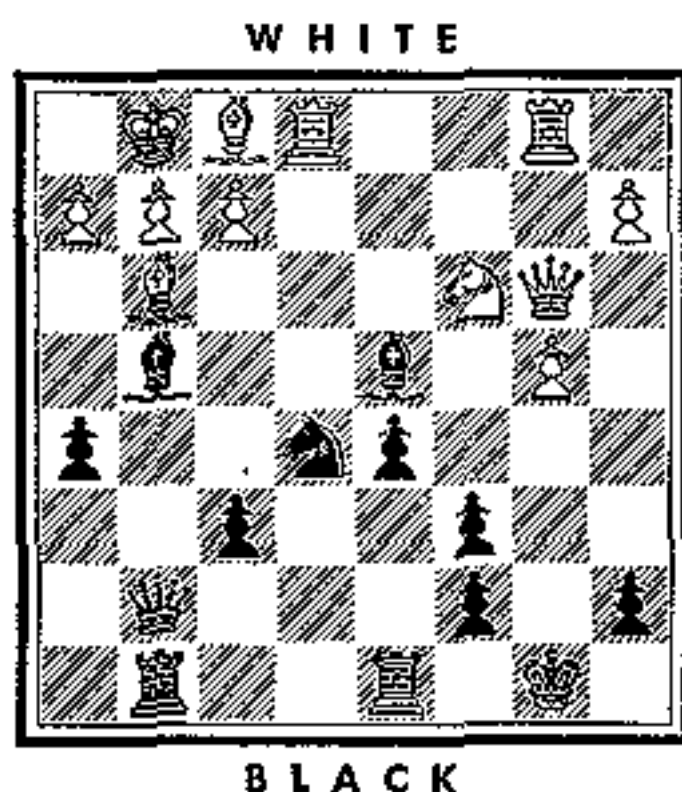


BLACK

Black wins:

WHITE	BLACK	WHITE	BLACK
1	B - R6	5 R x Kt	P x Rch
2 B - Q1	P - K6	6 Q x P	R - K8ch
3 R - K1	Kt - Q6 !	7 Q - B1	Q x P mate.
4 R - K2	Kt - B7		

White had just advanced his Bishop Pawn, foreseeing the attack about to be made through 1 B - R6. A better defense would have been 1 K - R1. The game is actually lost because the White Bishop obstructs the action of Queen Rook. 2 P - K6 threatened 3 P - K7, whereupon neither Knight nor Bishop could take, save under penalty of mate.

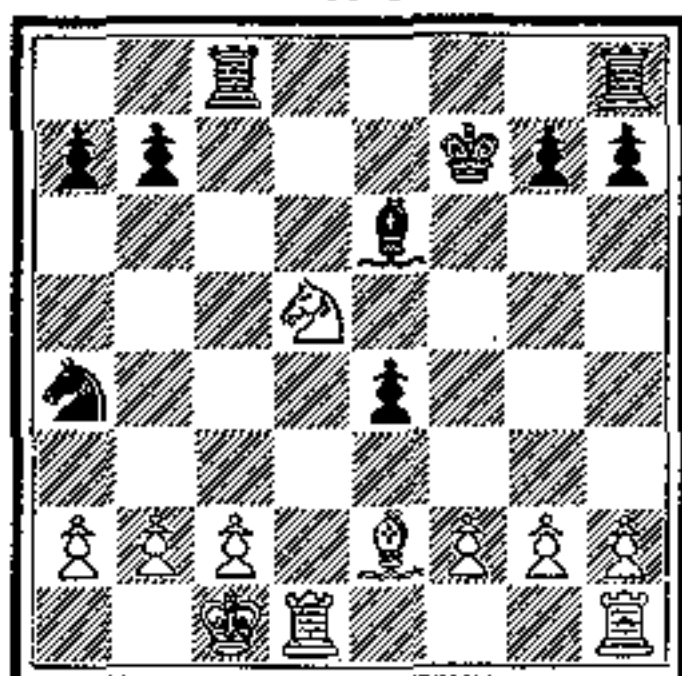


Black wins as follows:

WHITE	BLACK	WHITE	BLACK
1	P - R5 !	5 P x Q	R x Pch
2 B x P	Kt - B6ch	6 K - R2	B x P
3 P x Kt	QB x Pch	7 B - R3	R x Bch
4 B - Kt3	Q x Bch !	8 K x R	R - R1 mate.

The whole of Black's superior forces are available against the King, and White has no counter attack immediately visible. In the middle game an open file in the direction of the King has its advantages. Here they are found and pressed. A *Scotch Game*.

BLACK



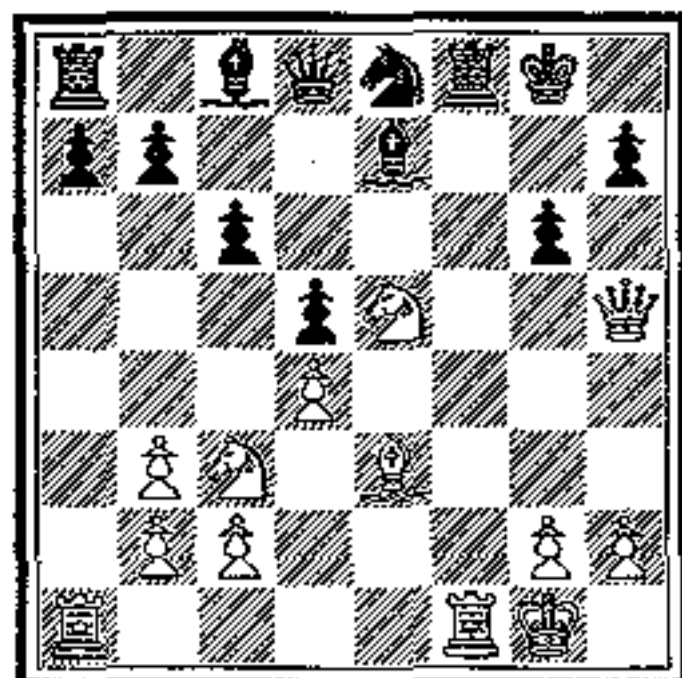
WHITE

White wins:

WHITE	BLACK	WHITE	BLACK
1 Kt - B4	B x P	6 P - KKt4 !	R - KKt3
2 R - Q7ch	K - B3	7 P - R4	R x R
3 Kt - R5ch	K - Kt3	8 R - Q6ch	R - Kt3
4 KR - Q1	R - B3	9 P - Kt5 mate.	
5 R x Pch	K - R3		

The second player's position is insecure. He has an isolated Pawn, and is a Pawn minus. His attempt at recovery of force is disastrous to an unusual degree. The danger of having the King "in play" too soon, while heavy forces are yet in action, is well shown.

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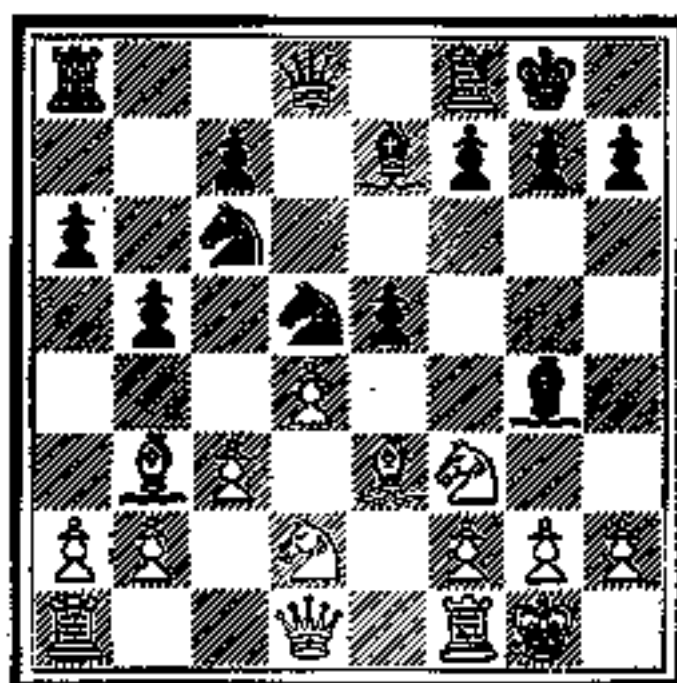
WHITE

White wins:

WHITE	BLACK	WHITE	BLACK
1 Kt x KtP !	P x Kt	5 K - R1	B - K4
2 Q x KtPch	Kt - Kt2	6 R x Rch	K x R
3 B - R6	B - B3	7 B x Ktch	Resigns.
4 R - B4	Q - Q3		

Black's previous P - Kt3, attacking the Queen, was an error. His general position was not good, there being too much force on the first line. At his 4th move, Q - Q3, he threatened B x Pch; but, upon White's providing against that, all defense failed. 7 B x Ktch wins the Piece outright, to begin with. For if 7 K - K2; then 8 Q - Kt5ch, B - B3; 9 R - K1ch etc. If K - Kt1, then 8 B - B6ch, etc., winning without difficulty.

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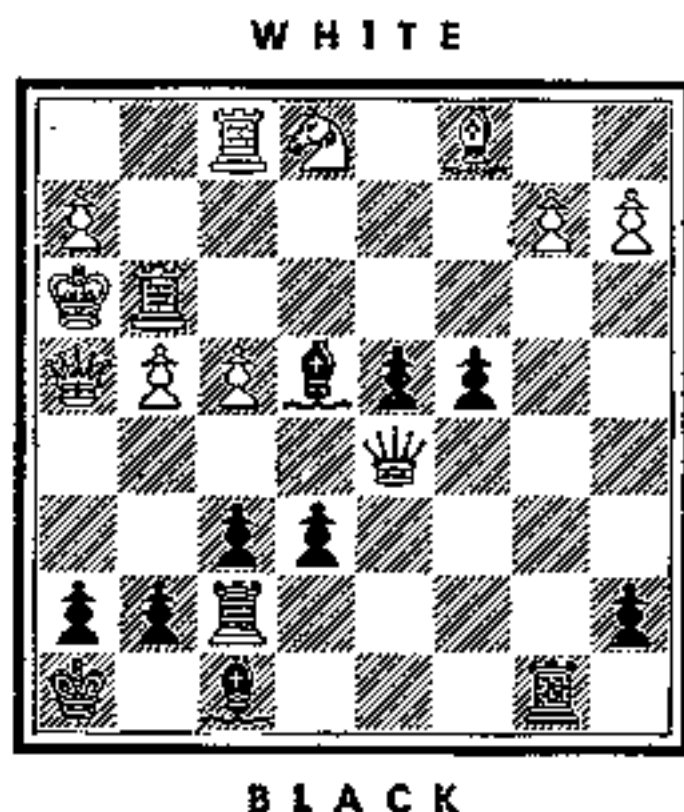


WHITE

White wins:

WHITE	BLACK	WHITE	BLACK
1 Q - B2	P x P	5 Q - K4	KB x Kt ?
2 B x P	Kt x B	6 B x Kt	B x Kt
3 Kt x Kt	B - B3	7 Q x QB	Resigns.
4 QKt - B3	Q - Q2		

A *Ruy Lopez*. Black's 5th move should be QB x Kt. Taking with the other Bishop loses a Piece; for if 6 QR - Q1; 7 B - B6 follows, and the Black Bishop cannot be saved. In the position in the diagram White is to be preferred, as having rather the more compact and better developed game. Two of Black's Pieces are without support, and his Queen side out of line.

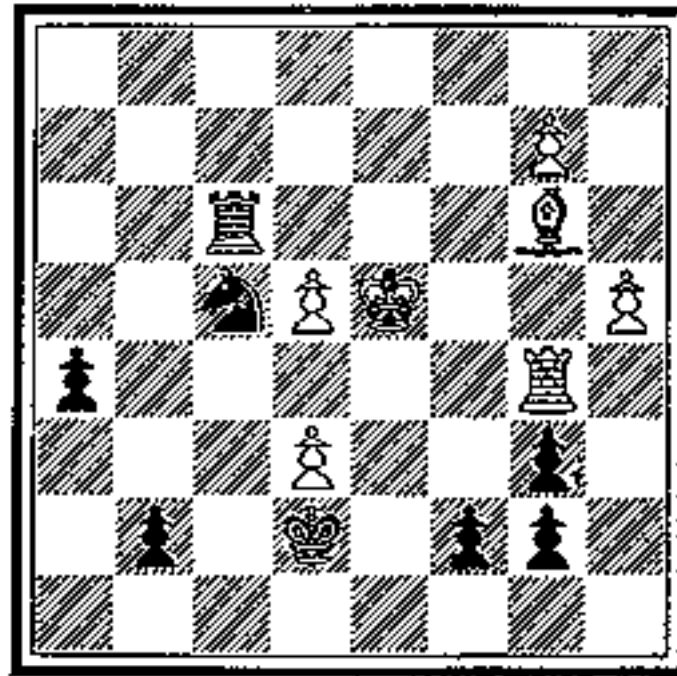


This was a *French Defense*:

WHITE	BLACK	WHITE	BLACK
1	P - Kt4 !	7 R x QRP	B - QB4
2 P x P	P x P	8 R - R5	Q - Kt3
3 R x R	P x Q	9 R - R4	Q - Kt4
4 R - Kt1	B - Kt3	10 B - B4	R - KB1
5 R - B7	B - Q3	11 B - K5ch	K - Kt1
6 R - Q7	Q - B3		and wins.

The move 1 P - Kt4 ! completely destroyed what yet remained of White's original attack, either compelling him to give up the Queen, as in the text, or to lose the unsupported Rook. The way in which this Rook is afterwards driven about until finally a Piece must be lost is very curious.

W H I T E



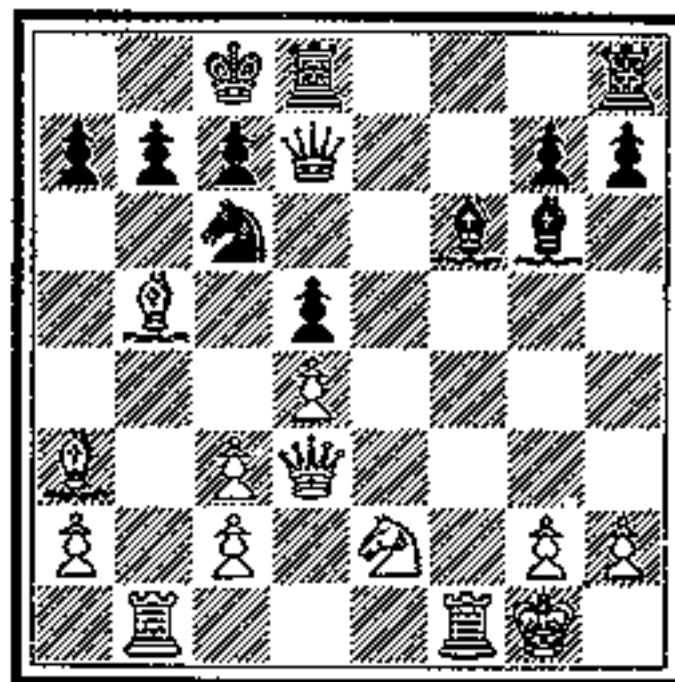
B L A C K

Black wins:

WHITE	BLACK	WHITE	BLACK
1 P - R5	P - R5	6 B - R4	P - R7
2 P x P	P - B3	7 B x P	P x B
3 R - KB5	Kt - K7ch	8 P - Kt7	P - R8(Q)
4 K - B5	R x Rch	9 P - Kt8(Q)	Q - B8ch and
5 P x R.	P - R6		wins by exchanging Queens.

White could do little better, the adverse Rook Pawn being certain to cost a Piece in any other way of playing.

B L A C K



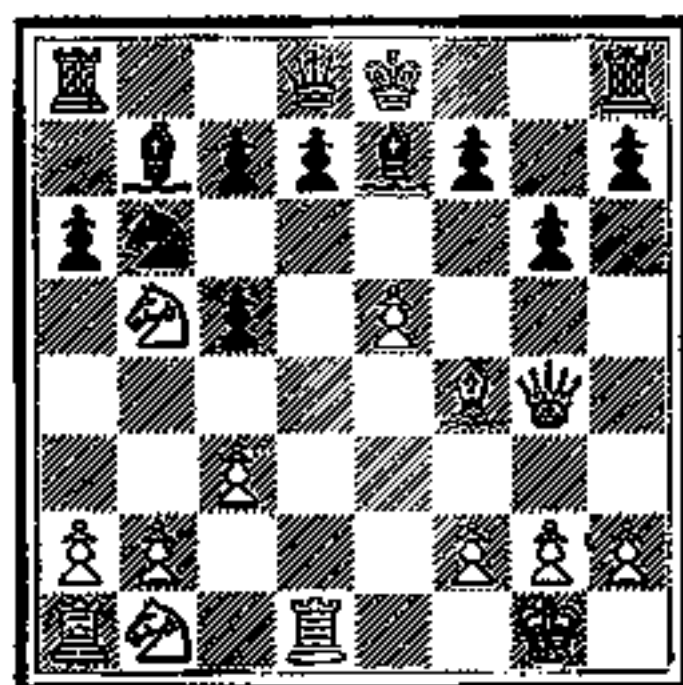
W H I T E

White wins:

WHITE	BLACK	WHITE	BLACK
1 B - R6 !	Kt - R4	5 Q x RP	Q - KB2
2 B x Pch	Kt x B	6 Kt - B4 !	R x B
3 Q - R6	P - B3	7 Q - R8ch	K - Q2
4 B - Q6 !	KR - K1	8 R x Kt mate.	

The open file again. If 1 B x Q, of course White wins a Piece through 2 B x Pch, K - Kt1; 3 B x Ktch etc. An instructive ending. Black, in playing B - Kt3 on the previous move in the actual game, overlooked White's B - R6, which wins by force in every variation, loss of the Piece or mate being inevitable.

BLACK



WHITE

White wins:

WHITE	BLACK	WHITE	BLACK
1 Kt - Q6ch !	P x Kt	6 Kt - Q2	R - R2
2 P x P	B - KB3	7 R - K1	R - Kt1
3 B - R6 !	B - Q4	8 Q - KB4	B - Kt2
4 R x B !	Kt x R	9 B x B	R x B
5 Q - K4ch	Kt - K2	10 Q - B6	Resigns.

Advantage is beautifully taken of Black's retarded development and the immobility of his Queen for effective defense. He is prevented from Castling (except at a loss) by White's first sacrifice; and by the second one—4 R x B—he is prevented from establishing a defense to his King, when Castling is no longer feasible. An exceptionally fine combination.

Master Play

THE opening is evidently the most indeterminate and speculative part of Chess. It is in the opening that strategy, as distinguished from mere tactics, is displayed; or that the general plan of campaign is outlined, and its basis laid in operations nearly independent of those of the enemy. In the beginning the relations of opposing forces are vague and shadowy. Attack and defense are at a minimum. There is no pressing obligation, nothing in the way of necessity, dictating particular action in this direction or that, as there is when the game assumes a character, and definite issues of more or less gravity are at stake. Submit even the most complex of the foregoing specimens of combination to a dozen skillful players and there will be no difference of opinion as to the proper course of procedure from first to last. Tell them White or Black is to move, and they agree directly as to what is best to be done, and carry on the winning play without hesitation, even though none of them may have seen that particular position before. There will be something tangible to their common chess intelligence in the gist of the subject, bringing them all to one point of view, and, as it were, to one action from one state of mind. They will see at once that something is to be done; their general knowledge of Chess will suggest what that thing must be, and, this discovered, nothing remains but the mechanical adjustment of the means to the end. Suppose, however, this process reversed. Let experiment be made of what will happen, in order that we may then see if it be the thing we would have, and difficulty, if not disappointment, will never fail.

Position, salient, tangible position, does not exist previous to the opening, and of a dozen skillful players not any two may agree as to the first two moves in the game. They may everyone differ from every other, and each be right—for all the proof possible to adduce to the contrary. The business in the opening is to evolve general position, from which particular positions, advantageous and the reverse, may be respectively derived and excluded. In this the player's judgment is his only safe guide, and this judgment is, of course, the product of his understanding of Chess as a whole. The player must have some notion of what it is he wants if he is to recognize it when actually under his hand and eye on the plain before him; and the more so must he have some notion of his object if he is to make adequate arrangements and dispositions to attain it. Otherwise he works in the dark—his moves are by guess or by rote.

Though first in point of time, logically the opening comes last. No true knowledge of it is possible independently of a fair knowledge of its logical antecedents, the middle game and end. The method of all but one of a thousand, in the scientific pursuit of Chess, is to proceed from a knowledge of the moves—the mere nomenclature—to a study of the game in the most abstruse and difficult of all its aspects. The simple elements and fundamental laws of chess operation are slurred over, or wholly ignored, in favor of analyses which cannot possibly be understood without perpetual reference to them, and which could well be spared if those elements and laws were only clearly and fully known to the student. An immense waste of time and labor results in little progress—and that little perhaps of a wrong sort. This not only because the opening of the game is not a proper subject for separate study by the tyro, but also because the compilers of books ostensibly dealing with the opening either cannot or will not discriminate. Wheat and chaff is all good grist; even thistles may be ground into favor.

Aside from actual play with a really strong player—and the stronger the better—the best way to study the opening is incidentally, in playing over fine games, annotated by some competent authority. The approved forms may be thus acquired with less conscious effort than might be expended on an “analysis” of some radically defective “Gambit,” as written out by its “inventor” in a book. The value of analysis in the opening depends upon the value of the judgment of the analyst. If we go two moves deep in a game we get thousands of possible positions; two moves further, and millions claim attention. Comparatively few of these are good. Very well. The vast mass may and must be excluded. But the question is, Which? This is for the judgment of the player to decide.

It cannot be said that there is any absolutely *best* way of opening the game, either for the attack or the defense—or that there are not a million ways equally good within the first half dozen moves. There is really nothing known about it which anybody has as yet been able to tell. *Quot homines, tot sententiæ*, and everyone may well open his game as he likes—within limits. The player is free to take up his preliminary position, perhaps for two moves, perhaps for a dozen, according to his mind and the mind of his adversary at the time. But when the forces meet, when there is collision at some important point, all is changed. The plans of each, the movements of each, are questioned and opposed; strategy gives way perforce to tactics—the real battle is begun and the opening forgotten.

As a matter of fact, it may be observed, the opening has often small part or lot in the final issue between very skillful players. Each endeavors to deploy his forces in his own way, but keeping parallel with his opponent, and in equal readiness for decisive action. Compromise results, in which the mental attitudes or styles of the players are prime factors; whence proceeds play by each which neither would think of adopting

in other circumstances, or against another and different opponent. Absolutely, considered by itself, such an opening will be questionable. Nevertheless, if the occasion be an important one, the first dozen or twenty moves in the game will be gravely enshrined in the books some years later, and marked good or not, according to the event. That which was a mere coincidence will be assigned as a cause, and play dependent upon exceptional conditions for its validity, will be given as worthy of general regard. This is the great drawback to imitation, or memorizing in the opening. Of the immense possibilities there at hand, a few series, accepted by ten thousand experienced minds, may be taken in this way, without original thought, and no ill consequence result. Something, indeed, must be taken on authority at the outset, that a beginning may be the more easily made. But no time should be lost. Let the stereotype be examined and verified at the earliest possible moment, proved and assimilated with the general text of the player's Chess, that this may be uniform and consistent throughout.

Where there is departure from principle by both parties, then he who transgresses last usually comes off worst. But principle may be violated in spirit while observed in form. Fallacy allowed as valid strongly tends to become so, and to prove even more conclusive than if wholly sound. Hence the importance of avoiding and detecting the *first* weakness—of excluding it from your own play and discovering it in that of your opponent. In the case of master players, a slight initial error, imperceptible to others, will permeate the remainder of the game. The error, fully appreciated by both, will at once affect the play of each, giving it a character and complexion inexplicable, so long as the cause is ignored. The one endeavors to escape the penalty of his error, the other to fix it and drive it home. In the struggle lesser interests are ignored, and principles are subordinated to expediency, which is then, in

truth, the only principle from which neither player can appeal. After all, the moves made on the board are but the merest index to the total operations in the player's mind—are, to the real contest, somewhat as the dial and pointers of the clock are to the complex movements within. Routine play, be it never so principled and regular, will not do against play with thought in it, breathing the mind and spirit of the player. This is of the essence of Chess. It is thought in action, and opposed immediately to thought with present and future intentions; not a reminiscence or revival of the past, in which memory reigns supreme, and the thought of others will serve if you have none of your own.

There are, perhaps, five score different "openings," so called, tabulated in the books, from the German *Handbuch* downwards; and of these five score, at least four score and ten might be dispensed with. If a player can open his game well, and knowingly well, in half a score ways, he can do so in a hundred. In this matter concentration is above all things necessary. A few, the great root openings, dominate all the rest. If these few be really understood, no time need be wasted over the others. The player will know them, and what to do with them, when he happens to meet them, though their titles, and those of their latest inventors, may not be within his knowledge.

The nomenclature of the established openings is arbitrary, and their classification defective. In the following games the prevailing usage in both respects is adhered to; and if, now and again, the same opening is given different names, then either will equally answer. The division of openings into Regular and Irregular is faulty. They are all regular, only no inventors have as yet claimed the latter and honored them with names.

Games are spoken of as "close" or "open," but without much exact meaning. All true Gambits, and those in which the issue

is cast upon some partial engagement of force in the beginning, are open games. Those in which the entire force, as nearly as may be on each side, is mobilized with a view to strategic advantage before any positive engagement is offered, are close games. Most of what are called Irregular are of this class. These are vastly the more difficult for several obvious reasons. But many open games, so called, may take the shape of close ones; and few close games there are which do not sooner or later become open. The *French Defense*, the *Russian* or *Petroff*, the *Spanish* or *Ruy Lopez*, even the *Italian* or *Giuoco Piano*, with others, may be either close or open, according to the resultant design and will of the players; and an Irregular, founded on close lines, may speedily become as open as the *Muzio* or *Evans* itself. The tendency of early unexchanging movements of the Pawns is to produce close or strategic play. The formal attack in any game, say the *Giuoco Piano*, being properly met, close or open play may follow—as both or one of the players may determine. In general, an open game is that in which there is decisive attack—by either party—mainly based upon the original position; and a close game is that in which the original position is greatly modified before any such decisive action occurs.

Also, the division into Gambits and not Gambits is often misleading. The *Scotch Game* may or may not be a Gambit—in these days it usually is not. So with the *Vienna Game*. In the *Queen's Gambit* a couple of Pawns are exchanged at the outset, but that hardly constitutes a Gambit. In a true Gambit there must be a real surrender of force, not to be recovered in the process of mere development. This sort of Gambit is, however, now rarely met with in serious play, and therefore very few examples of it can be included in the present work.

The conditions generally governing the selection of the games given were,—(1) that the form of opening should in every case be a model of its kind; (2) that each game should

be well played on both sides; and (3) that it should possess some point of interest in direct and expansive illustration of previous topics, or of the general principles of Chess.

1. MUZIO GAMBIT

VIENNA, 1897

WHITE	BLACK
<i>R. Charousek</i>	<i>A. Halprin</i>
<i>H. Faehndrich</i>	<i>G. Marco</i>
1 P - K4	P - K4
2 P - KB4	P x P
3 Kt - KB3	P - KKt4
4 B - B4	P - Kt5
5 Kt - B3 ! ?	P x Kt

The McDonnell Variation of this fascinating and wild gambit. It is curious that this wayward opening is still a bone of contention among the theorists; while the more conservative gambits, after a long period of disfavor, are beginning to regain some popularity.

6 Q x P	P - Q4 !
---------	----------

Black is not interested in maintaining all of his material advantage; he realizes the importance of quick development.

7 Kt x P	Kt - QB3
8 O - O	B - Q3
9 P - Q4 !	

Black is developing too quickly; White must sacrifice additional material lest the attack come to a standstill.

9	Kt x P
10 Q - R5	B - K3 !

The plausible 10 Kt - KB3 would be refuted by 11 Kt x Ktch, Q x Kt; 12 P - K5! Q x P (or 12 B x P; 13

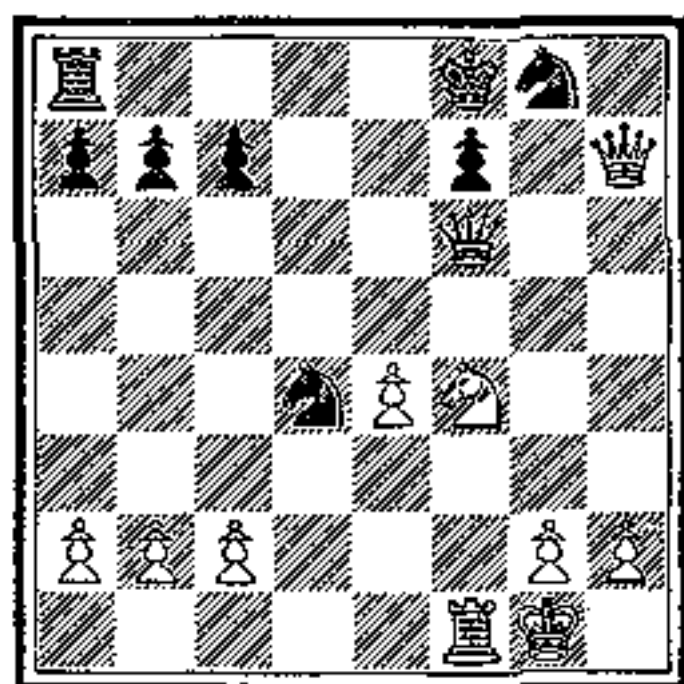
R-K1); 13 Q x Pch, K-Q1; 14 B x P etc. (Marco). Thus if 14 Q-K2; 15 Q x Qch! B x Q; 16 B-K5 etc. or 15 K x Q; 16 B-Kt5ch, K-Q2; 17 B-B6, and White has the advantage in either event.

11 B x P	B x B
12 Kt x B!?	B x B

If 12 Kt-KB3; 13 Kt x B, Kt x Q; 14 Kt x Q and White wins one of the Knights whichever way Black recaptures. Or if 13 Kt x Kt; 14 Q-K5 regains the piece.

13 Q-K5ch	K-B1!
14 Q x R	B x R
15 R x B	Q-B3
16 Q x P	

BLACK



WHITE

Considering the slight means at his disposal, White's attack has been cleverly conceived and ingeniously sustained. He now threatens Kt-Kt6ch strongly, and as Marco shows, this is a difficult threat to parry: I 16 Kt-K2; 17 P-B3, Kt-K3; 18 P-K5, Q-B4; 19 Kt x Ktch, Q x Kt; 20 R-B6, Q-Q4; 21 P-K6 etc. II 16 Kt-K2; 17 P-B3, Kt(Q5)-B3; 18 P-K5, Kt x P; 19 Kt-Q3, Q-KKt3; 20 Q-R8ch.

But Black has a way of ending the attack:

16	Q x Kt !
17 R x Q	Kt - K7ch
18 K - B2	Kt x R

One would think that Black should win without too much trouble, in view of his advantage and the excellent cooperation of his pieces. However, White has a number of tactical threats at his disposal, enhanced by the threatening KRP.

19 P - KR4 !	R - Q1
20 Q - B5	Kt - K3
21 K - K3	P - Kt3
22 P - KKt4	R - Q8
23 P - Kt5	Kt - K2
24 Q - Kt4	

Q - B3 was better, as Black's Rook becomes too powerful now.

24	R - KB8 !
25 P - R5	Kt - B3

Black is steadily strengthening his position; if now 26 P - R6, Kt - K4; 27 Q - R4 (27 Q - R5 or Q - Kt2 would lose the Queen after Kt - B5ch), Kt - Kt3 and Black has the advantage (Marco).

26 Q - Kt3	R - B5
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Black is now ready to consolidate his position with Kt - K4. Since Black's position is getting too strong, White must take heroic measures to save the game.

27 Q x R !	Kt x Q
28 K x Kt	K - Kt2 !

28 Kt - Kt5 would only draw here at best; after 29 P - B3, Kt x P? 30 K - B5, P - R4; 31 P - R6, Kt x P? White would actually win: 32 P x Kt, P - R5; 33 K - B6, K - Kt1; 34

P - R7ch ! K x P; 35 K x P, P - R6; 36 P - Kt6ch, K - R3; 37 P - Kt7, P - R7; 38 P - Kt8(Q) etc.

The ending which follows is rich in exciting moments and intricate play.

29 P - B3 !	Kt - K2
30 P - K5	P - QB3

Although he is a piece ahead, Black must play exceedingly well to hold the position!

31 K - K4	P - QB4
32 P - K6 !	

A dangerous move—for both sides! The idea is to force two connected passed Pawns.

32	P x P
33 K - K5	Kt - Q4
34 P - B4 !	Kt - K6 !

The Knight must not stray too far from the Pawns, for example 34 Kt - Kt5 ? 35 K x P, Kt x P; 36 P - R6ch, K - Kt3; 37 P - R7 ! K x RP; 38 K - B7 and wins (Sergeant) or 35 Kt - B3; 36 K - Q6 followed by the massacre of the Queen-side Pawns.

35 P - Kt3	K - B2
36 P - Kt6ch	K - K2
37 K - B4	Kt - B4
38 K - Kt5	Kt - Q5 !

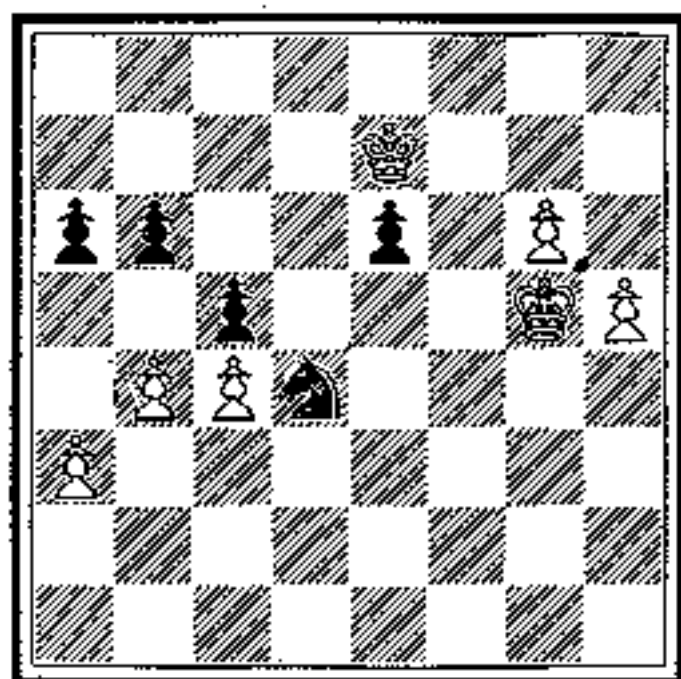
Black's situation has become precarious, but he has ample resources: 39 P - R6, Kt - B6ch; 40 K - B4 (if 40 K - R5 ? K - B3), Kt - R5—or 40 K - Kt4, Kt - K4ch and draws. 39 K - R6 ? loses by 39 K - B3; 40 K - R7, Kt - B4; 41 P - R6, Kt - K2; 42 P - Kt7, K - B2; 43 K - R8, P - K4; 44 P - R7, Kt - Kt3 mate!

39 P - R3	P - R3
-----------	--------

Now 39 Kt x P ? ? 40 P - R6 etc.

40 P - Kt4

BLACK



WHITE

40

P - R4 !

It is true that the continuation 40 P x P looks dangerous, for example 41 P x P, P - R4 ! 42 P - B5 ! KtP x P ! 43 P x RP ! P - B5 but it would offer some winning chances. The following variations deserve careful study:

I 44 P - KR6 ? P - B6 ! (not 44 K - B1 ? 45 K - B6, K - Kt1; 46 P - R7ch, K - R1; 47 K - B7, Kt - B4; 48 P - R6 and wins); 45 P - R7, P - B7; 46 P - R8(Q), P - B8(Q)ch; 47 K - Kt4 forced, Q - Kt8ch; 48 K - B4, Q - B7ch; 49 K - K4, Q - K7ch; 50 K - B4, Q - B6ch; 51 K - Kt5, Q - K6ch; 52 K - Kt4, Q - K5ch; 53 K - Kt5, Kt - B6ch; 54 K - R6, Q - R5ch; 55 K - Kt7, Q - B3ch; 56 K - R7, Kt - Kt4ch forcing mate or winning the Queen; or 53 K - Kt3, Q - B6ch; 54 K - R2, Q - B7ch; 55 K - R3 (if 55 K - R1, Kt - B6 ! wins quickly), Kt - B4; 56 Q - QKt8 and Black will win the dangerous RP by a series of checks.

II 44 P - Kt7, K - B2; 45 P - QR6, Kt - B3; 46 K - R6, K - Kt1; 47 P - R7 ? Kt x P; 48 K - Kt6 (Sergeant claims at this point in his Charousek book that White has a mate in two!), Kt - B3; 49 P - R6 (if 49 K - B6, P - B6 etc.), Kt - K4ch; 50 K - B6, P - B6 winning easily.

Yet White can force a draw in Variation II with 47 K - Kt6 ! (instead of 47 P - R7 ?), P - B6; 48 P - R6, Kt - K2ch; 49 K - B6,

Kt-B3 (or 49 P-B7; 50 P-R7, P-B8(Q); 51 P-R8(Q)ch etc.); 50 K-Kt6 etc. In view of the complexity and subtlety of these variations, Black can hardly be blamed for keeping the draw in hand by the simple text continuation.

41 P x RP	P x P
42 P-R4	Kt-B6ch
43 K-R6	K-B1

If now 44 K-R7, Kt-Kt4ch; 45 K-R8, Kt-B2ch ! draws.

44 P-Kt7ch	K-Kt1
45 K-Kt6	P-K4
46 P-R6	Kt-R5ch
47 K-B6	Kt-B6 !

Avoiding the last trap: 47 P-K5 ? 48 P-R7ch, K x P; 49 K-B7 and wins! After Black's last move, the game was given up as a draw. A magnificent struggle, abounding in critical situations admirably handled by both sides.

2. PHILIDOR DEFENSE

MONTE CARLO, 1903

WHITE	BLACK
<i>C. Schlechter</i>	<i>J. Mason</i>
1 P-K4	P-K4
2 Kt-KB3	P-Q3

A move which condemns Black to a passive position from the very start.

3 P-Q4	P x P
--------	-------

Since this early surrender of the center gives White a fine development and splendid mobility, modern players prefer to hold the center by 3 Kt-KB3; 4 Kt-B3, QKt-Q2 followed by P-B3 and Q-B2 (the Hanham Variation). But such cramped positions are not to everyone's taste.

4 Kt x P	Kt - KB3
5 Kt - QB3	B - Q2
6 B - K2	Kt - B3
7 O - O	B - K2
8 P - B4	

This has a cramping effect on Black's game. It prevents him from utilizing his K4 and threatens P - K5 in some positions.

8	Kt x Kt
-----------	---------

Since the exchange only brings White's Queen to a commanding square, it is evident that Black is at a loss for a reasonable continuation.

9 Q x Kt	B - B3
10 P - QKt4 !	

A good move, which not only prepares to fianchetto the QB, but also reserves the possibility of driving off Black's QB.

10	O - O
11 B - Kt2	Kt - K1

Since Black cannot see any way to complete his development (if for example 11 Q - Q2 ? ? 12 P - Kt5 wins a piece), he plays to free his game somewhat with P - B4.

12 P - Kt5

In order to plant his Knight at Q5 without having it exchanged for Black's QB. If now 12 B - B3 ? 13 P - K5 wins a piece.

12	B - Q2
13 Kt - Q5	P - KB4
14 B - Q3 !	

One of the most reliable rules of chess is that the opening up of the position almost always favors the player with the

better development. In this case, for example, it is White who will profit by the opening of the K file.

14 P - B3

White's formidable "outpost" must be removed, even at the cost of a weakening of Black's Pawns.

15 P x P P x P
16 Kt x Bch Q x Kt
17 QR - K1 !

See the note to White's fourteenth move. He continues to develop with gain of time.

17 P x P
18 R x P Q - B3

Not 18 Q - Q1?? 19 R x Kt and wins. If 18 Q - B2; 19 KR - K1 (threatening R - K7 with decisive effect).

19 Q - B4ch ! Q - B2
20 R - K7 ! Q x Q
21 B x Qch P - Q4
22 B x Pch P x B
23 R x B

White's exemplary play has netted him a Pawn. The way in which he brings home his advantage is just as instructive as the play in the first part of the game.

23 R - B1
24 R - B2 R - B5
25 R x QP QR x KBP
26 R x R R x R
27 R - Q8 K - B1

Not 27 R - B1? 28 B - R3.

28 B - R3ch K - B2
29 R - Q7ch K - Kt3
30 R x P R - B5

squelches this hope is characteristic of such endings, and should be studied carefully.

41 K - Kt4 R - Kt1ch

Else P - B5 follows.

42 K - R5 R - QB1

Or 42 R - R1ch; 43 K - Kt6, R - QB1; 44 P - B5.

43 K - Kt5 R - Kt1ch

44 K - R6 R - QB1

45 R - B2!

Decisive. The approach of Black's King no longer matters.

45 K - K4

46 K - Kt7 R - B4

47 K - Kt6 Resigns

For if 47 R - B1; 48 P - B5, K - K3; 49 P - B6, K - Q3; 50 P - B7, K - Q2; 51 K - Kt7 followed by R - Q2ch etc. Despite its unobtrusive character, this game is notable for the clarity and logic of Schlechter's play.

3. PETROFF DEFENSE

BRITISH CHAMPIONSHIP, 1938

WHITE

BLACK

C. H. Alexander

H. V. Mallison

1 P - K4

P - K4

2 Kt - KB3

Kt - KB3

This attempt to seize the initiative is premature, and can usually be refuted by White if he utilizes his lead in development.

3 Kt x P

P - Q3

4 Kt - KB3

Kt x P

5 P - Q4

The alternative 5 Q - K2, Q - K2; 6 P - Q3, Kt - KB3; 7 B - Kt5, Q x Qch leaves White with only a microscopic advantage. In any event, such a line of play is not attractive to an aggressive player.

5	P - Q4
6 B - Q3	B - Q3

A move popularized by Marshall with a view to the coming Pawn sacrifices.

7 O - O	B - KKt5
8 P - B4	O - O ? !
9 P x P	P - KB4
10 P - KR3	B - R4
11 Kt - B3	Kt - Q2 ? !

Paradoxically enough, this is the logical continuation. The object of this second surrender of a Pawn will soon become clear.

12 Kt x Kt	P x Kt
13 B x P	Kt - B3
14 B - B5 !	

Best. If instead 14 Q - Q3 ? Kt x B; 15 Q x Kt, B x Kt; 16 P x B, Q - R5 with a splendid attacking position; or if 14 B - Q3, Kt x P with a promising game for the sacrificed Pawn.

14	K - R1
15 P - KKt4 !	

This move, previously discredited, is revived to good effect in the present game.

15	Kt x QP
16 B - K6 !	

Alexander's new move, which refutes Marshall's variation after a theoretical dispute which lasted more than a quarter

of a century! 16 Kt-Kt5 would be effectively answered by R x B!

16

B - B2

Black has no choice.

17 Kt - Kt5!

B x B

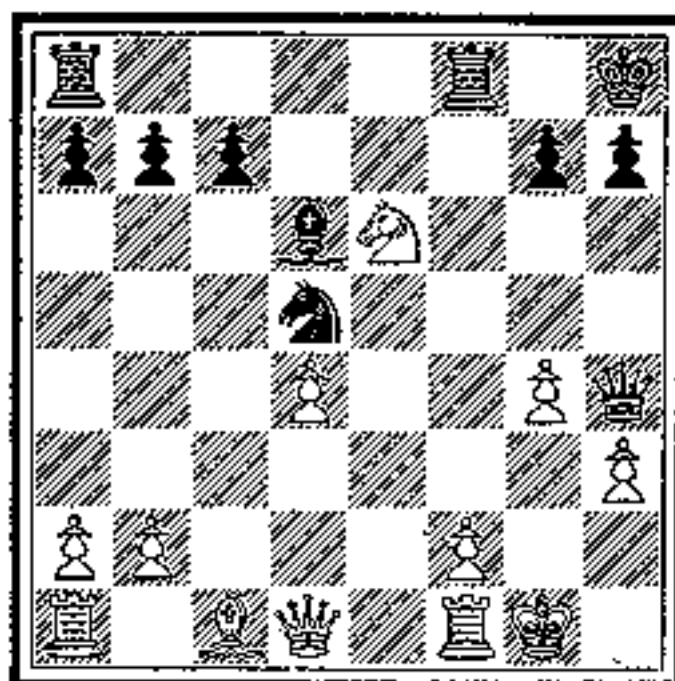
Amusing would be 17 B - Kt1; 18 B x B and Black must retake with the King (18 R x B ?? 19 Kt - B7 mate), allowing Kt - K6 after all.

18 Kt x B

Q - R5

Since 19 Kt x R ? would be answered by Q x P, Black appears to have extricated himself neatly.

B L A C K



W H I T E

19 Q - Kt3 !!

This is the real point of Alexander's innovation. He guards the KRP, he threatens to win the Queen with B - Kt5, he attacks the Knight and he keeps the KR under attack!

19

Kt - B5

20 B x Kt

B x B

21 Kt x R

R x Kt

White has won a Pawn and the exchange, and now wins without much trouble.

22	K - Kt2	B - Q3
23	Q - K6 !	Q - Kt4
24	P - B4 !	

If 24 Q - K3 (Black was threatening Q - B5), R - B5 (threatening R x KtPch); 25 R - R1, P - KR4 and Black still has chances (*The Field*).

24	B x P
----	---------	-------

Not 24 R x P ? ? 25 Q - K8ch leading to mate.

25	QR - K1	Q - QR4
26	Q - K5 !	

Elegant simplification.

26	Q x Q
27	R x Q	K - Kt1
28	R - K7	

R - KB5 was even simpler.

28	P - KKt4
29	P - KR4	P x P
30	K - R3	P - KR3
31	R - Q7	P - Kt4

Advancing the Queen-side Pawns only weakens them; but such an advance can always be forced by White.

32	P - Q5	P - QR4
33	R - K7	P - R5
34	P - R3	

P - Kt3 is preferable; placing the Pawns on black squares makes them vulnerable to the Bishop.

34	B - Q3
----	---------	--------

After this White's win is facilitated, but the exchange could not be postponed much longer.

35 R x Rch	K x R
36 R - K6	K - Kt2
37 K x P	B - B5
38 K - R5	B - B8
39 R - K2	Resigns.

For if 39 B - B5 (White threatens R - QB2 - B5); 40 R - K7ch, K - B1; 41 R - R7, B - B8 (else White simply plays R x RP); 42 R x BP, B x P; 43 R - QKt7, B x P; 44 R x P, B - B8; 45 R - B5, B - Q7; 46 R - B2 and Black must surrender either the QRP or KRP. The ending has been played somewhat inaccurately, but the opening is of considerable theoretical value.

4. GIUOCO PIANO (*in effect*)

MATCH, 1848

WHITE	BLACK
<i>A. Anderssen</i>	<i>D. Harrwitz</i>
1 P - K4	P - K4
2 Kt - KB3	Kt - QB3
3 P - Q4	P x P
4 B - B4	B - B4
5 P - B3	Kt - B3

Black does not care to play 5 P x P (the Scotch Gambit) and therefore continues his development with an easy game.

6 P - K5	P - Q4
7 B - QKt5	Kt - K5
8 P x P	B - Kt5ch
9 B - Q2	B x Bch
10 QKt x B	O - O

11 B x Kt!	P x B
12 O - O	P - KB4 ?

Up to this point the game has taken a placid course and nothing of note has happened. The text, however, is a routine "attacking" move which leads to insuperable difficulties. Had Black realized how weak his doubled QBP is, he would have played 12 . . . P - QB4 ! which would create a passed QP and give him fighting chances.

13 R - B1 !

Now the weakness on the open QB file is fixed and cannot be eliminated.

13	Q - K1
14 Q - B2	R - Kt1
15 Kt - Kt3 !	

P - QKt3 ? would be a very weak alternative, for it would rob the QKt of access to QKt3 and it would also prevent the later successful maneuver R - B3 - R3. In playing against a hostile weakness, it is important not to deprive oneself of potential opportunities for exerting pressure.

15	R - Kt3
16 KKt - Q2 !	

Very good. He removes Black's only well posted piece, and he also strengthens his domination of the key-square QB5.

16	Q - R4
17 P - B3	Kt x Kt
18 Q x Kt	

Now White has a beautiful square for his Knight at QB5 (later known as "the Pillsbury bind") and his opponent is left with an ineffectual Bishop hemmed in by the QBP and QP.

In addition, the Bishop will have the troublesome and purely passive assignment of blockading the passed KP (another consequence of Black's poorly considered 12 P-KB4?).

18	P - B5
19 Kt - B5	Q - Kt3

Note how magnificently the Knight is placed at QB5: it can never be driven away.

20 KR - K1	B - K3
------------	--------

Now White devotes his attention to the weak QRP.

21 R - B3 !	Q - K1
22 R - R3	

See the note to White's fifteenth move.

22	B - B4
------------	--------

A momentary respite: if 23 R x P, Q-Kt1 will regain the Pawn.

23 P - QKt3 !	
---------------	--

Now this move is in order.

23	P - QR3
------------	---------

If 23 Q-Kt1 ? 24 P - K6 ! and White wins the exchange by force (25 Kt - Q7). If 23 Q - R1; 24 Q - R5 wins easily.

24 R x P	R x R
25 Kt x R	Q - B1
26 Kt - B5	B - K3

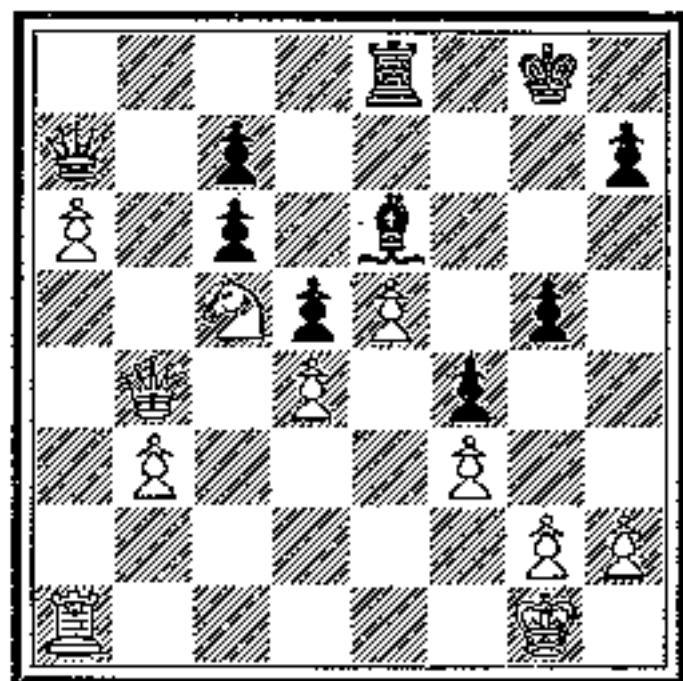
Anderssens's fine position play has borne fruit in the form of a new passed Pawn which ties up Black's game still more.

27 P - QR4	P - Kt4
------------	---------

Not so much for "attack" as to free his Rook.

- | | |
|------------|---------|
| 28 P - R5 | R - K1 |
| 29 P - R6 | Q - Kt1 |
| 30 R - R1 | Q - R2 |
| 31 Q - Kt4 | |

BLACK



WHITE

Black is in a quandary: he cannot play either 31 R - Kt1; 32 Q x Rch ! Q x Q; 33 P - R7, Q - R1; 34 Kt x B followed by 35 Kt x QBP; or 31 Q - Kt3; 32 Q x Q, P x Q; 33 Kt x B, R x Kt; 34 P - R7 and wins.

- | | |
|----------------|----------|
| 31 | K - B2 |
| 32 Q - Kt7 | Q - Kt3 |
| 33 P - R7 | Q x Q |
| 34 Kt x Q | R - QR1 |
| 35 Kt - Q8ch ! | K - K2 |
| 36 Kt x B | K x Kt |
| 37 P - QKt4 ! | and wins |

The remainder of the score has been lost; however, the winning process is an easy one to map out. Black's King dare not stray too far from the passed KP, so that both his Rook and King are tied down for defensive purposes. Therefore White

can simply create an entry for his King with P-Kt3, and the advance of the King will decide the outcome in short order.

5. FOUR KNIGHTS' GAME

BADEN-BADEN, 1925

WHITE	BLACK
<i>R. Spielmann</i>	<i>A. Rubinstein</i>
1 P - K4	P - K4
2 Kt - KB3	Kt - QB3
3 Kt - B3	Kt - B3
4 B - Kt5	Kt - Q5

Rubinstein's favorite move, which makes it difficult for White to secure any advantage. The most promising reply is doubtless 5 B - B4.

5 Kt x P	Q - K2
6 P - B4!?	

6 Kt - B3 leads to an even game: 6 Kt x B; 7 Kt x Kt, Q x Pch; 8 Q - K2, Q x Qch; 9 K x Q, Kt - Q4 etc.

6	Kt x B
7 Kt x Kt	P - Q3
8 Kt - KB3	Q x Pch
9 K - B2	Kt - Kt5ch
10 K - Kt3	Q - Kt3!

At first sight this move looks impossible because of the reply 11 Kt - R4, Q - R4; 12 P - KR3, Kt - B3; 13 Kt x Pch, K - Q1; 14 Kt x R etc.; but later analysis established a beautiful winning line for Black: 14 Q x Ktch!! 15 K x Q, Kt - K5! 16 Q - Kt4 (not 16 P - KKt4, B - K2ch; 17 P - Kt5, P - KR3 and mate follows), B - K2ch; 17 Q - Kt5, B x Qch; 18 P x B, P - KR3! 19 P - Kt6, P x P; 20 R - B1 (forced; Black threatened P - Kt4ch; 21 K - R5, B - B4 etc.), P - Kt4ch; 21 K - R5, Kt - Kt6ch;

22 K - Kt6, Kt x R and wins. An interesting and plausible continuation would be 23 K x P, R - K1; 24 P - Q3, B - K3; 25 B x P, P x B; 26 R x Kt, K - Q2; 27 R - B8, R x R; 28 K x R, B x QRP and wins!

11 Q - K2ch

This move is practically forced; but now Black obtains a good game at the cost of putting up with a troublesome attack.

11	K - Q1
12 R - K1	B - Q2
13 QKt - Q4	Kt - K6ch
14 K - B2	Kt x BP
15 Kt x Kt	

Or 15 P - B5, Kt x Kt; 16 P x Q, Kt x Q; 17 Kt - Kt5, B - K3 and Black likewise retains his extra Pawn.

15	Q x Kt
------------	---------------

Black has won a Pawn, but his King is placed somewhat precariously, his Rooks are undeveloped, his Queen is out of play, and in addition he must cope with the combinative genius of a Spielmann! The masterly way in which Rubinstein solves all these difficulties is highly instructive.

16 P - QKt4	P - QR4 !
17 B - R3	P x P
18 B x P	Q - KB4 !

Rubinstein conducts the defense with exemplary patience. Instead of snapping at the RP (which he knows he can capture later under more favorable circumstances) he consolidates his position and prepares an interesting counterattack.

19 Q - K3	P - R3
20 QR - B1	R - KKt1 !

After 20 R x P; 21 R-QR1! R x R; 22 R x R, White would obtain a strong attack.

21 K - Kt1	P - Kk4
22 Q - B3	R - B1!

Here and later on, Black avoids the weakening advance of the QBP.

23 P x P	P x P
24 K - R1	P - Kt5
25 Kt - Q4	Q - Q4!
26 Q - K3	P - Kt6!

Not 26 P-QB4? 27 B-R5ch. White cannot answer the text with 27 P-KR3 because of 27 P-Kt3; 28 B-B3, P-QB4 followed by 29 B x P.

27 B - B3!	R - QR1
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White was threatening a forced draw with 28 Kt-B6ch! B x Kt; 29 B-B6ch, K-Q2; 30 Q-K7ch! B x Q; 31 R x Bch etc.

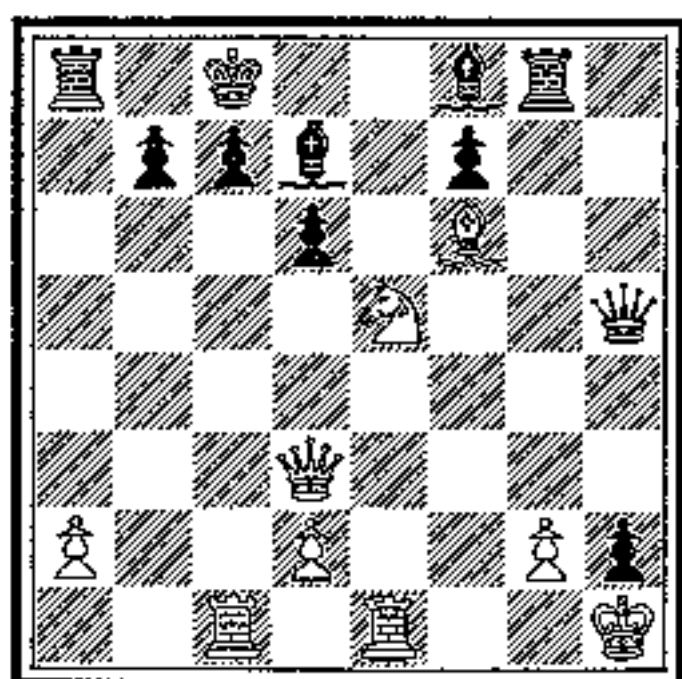
28 Kt - B3	P x P
29 B - B6ch	K - B1
30 Q - B3	Q - QB4!

The coolness with which Rubinstein blends attack and defense is noteworthy.

31 Q - Q3	Q - KR4!
32 Kt - K5?!	

An ingenious move which threatens Q-Q5 very strongly. Nor does Black dare to capture the Knight, for after 32 P x Kt; 33 R x P White not only attacks the Queen, but also threatens R-K8ch! and mate next move.

BLACK



WHITE

32 R x KtP !!

This magnificent reply sets off Black's superiority once for all.

33 K x R

If 33 Kt x B, R - Kt8ch; 34 R x R, P x R(Q)ch; 35 K x Q, Q - Kt5ch followed by Q x Kt with two Pawns up and a perfectly safe position.

33	P x Kt
34 R x P	Q - Kt5ch
35 Q - Kt3	

White has nothing better. If 35 K x P, Q - B5ch; 36 Q - Kt3, Q x Pch (but not 36 Q x B ? 37 R - K8ch and mate next move) followed by Q x R. Or 35 K - R1, B - B3ch; 36 R - Q5, B - B4; 37 K x P, B - Q3ch; 38 K - R1, Q - R4ch and wins.

35	Q x Qch
36 K x Q	B - Q3
37 K x P	R x P
38 K - Kt1	R x P!

This renunciation of the regain of the exchange exemplifies Rubinstein's great artistry in the play with the two Bishops.

The text wins much more rapidly than B x R, as the co-operation of the two Bishops is devastating.

39 R - KR5	P - Kt3
40 B - K5	B - B4ch
41 K - B1	K - Kt2
42 B - Kt3	B - Kt4ch
43 K - K1	R - K7ch
44 K - Q1	R - KKt7
45 R - B3	

White is powerless against the hostile threats; thus if 45 R - R3, B - Q2—or 45 R - Kt5, R - Kt8ch; 46 K - Q2, R x R; 47 K x R, B - K6ch etc.

45 B - K7ch

White resigns. "On a par with Rubinstein's best efforts in his palmy days," was Spielmann's generous comment on this elegant game.

6. RUY LOPEZ

VILNA (ALL-RUSSIAN TOURNAMENT), 1912

WHITE	BLACK
<i>Dr. A. Alekhine</i>	<i>A. Rubinstein</i>
1 P - K4	P - K4
2 Kt - KB3	Kt - QB3
3 B - Kt5	P - QR3
4 B - R4	Kt - B3
5 O - O	Kt x P

The so-called Open Defense, favored by Tarrasch. It is an aggressive line of play, in which Black concentrates on free, effective placement of his pieces at the occasional cost of in-

secure position and weakened Pawn structure. Lively chess is almost always the rule in this variation.

6 P - Q4	P - QKt4
7 B - Kt3	P - Q4
8 P x P	B - K3
9 P - B3	B - K2
10 QKt - Q2	

Many moves have been tried for White at this point: 10 R - K1, 10 B - K3, 10 P - QR4 and 10 Q - K2 are the most frequently encountered alternatives.

10	Kt - B4
11 B - B2	B - Kt5

Gaining time with the threat of Kt x P to make room for the KKt at K3.

11 P - Q5 ? looks plausible here, but Capablanca demonstrated its inferiority in two notable games in the Rice Memorial Tournament of 1916: 12 Kt - K4 ! P x P; 13 Kt x Kt, B x Kt; 14 B - K4, Q - Q2; 15 P x P, R - Q1; 16 Q x Qch, B x Q; 17 R - Q1, Kt - Kt1 (Hodges played 17 Kt - K2, but was left with a difficult position after 18 Kt - Q4); 18 Kt - Q4, B - K2; 19 B - K3 and Black (Chajes) has a strategically lost game.

12 P - KR3	B - R4
13 Q - K1 ? !	

A curiously artificial move, played to relieve the pin, guard the KP and prepare for the subsequent advance of the KBP.

13 R - K1 followed by Kt - Kt3 would be the simpler and more natural continuation.

13	Kt - K3 !
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Preventing the strong move Kt - Q4.

14 Kt - R2

Now the threat of P - KB4 looms up strongly. Black's Bishop at R4 seems sadly misplaced, but Rubinstein has a resource as strong as it is simple.

14 **B - Kt3 !**

Rubinstein's conduct of the opening is classic. After his opponent's last two moves, Black's QB is useless and in addition is menaced by the prospect of P - KB4. Hence the exchange, which cannot be evaded (15 B - Kt3 ? B - Q6).

15 **B x B** **BP x B !**

Another fine move. Most players would automatically recapture with the RP, but Rubinstein sees possibilities in the open KB file. The fact that White's KP becomes passed does not matter, for it is well blockaded.

16 **Kt - Kt3 ?**

Relatively better would have been 16 P - KB4, O - O; 17 Kt - Kt3, P - Q5 ! and although Black has the initiative, White has better chances than after the text.

16 **P - Kt4 !**

17 **B - K3**

Or 17 P - KB4, P x P; 18 B x P, O - O; 19 B - Kt3, R x Rch; 20 Kt x R, P - Q5 and White's position is lifeless.

17 **O - O**

Black has been so preoccupied with his nefarious little plans that he has had no time for castling until now. Of course, if 17 Kt x P; 18 B x P !

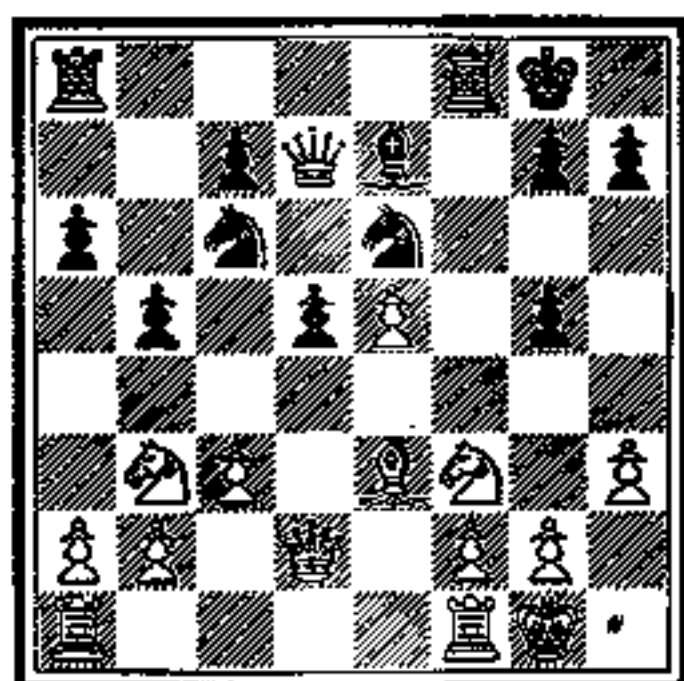
18 **Kt - B3** **Q - Q2 !**

With an intention that is completely missed by White.

19 **Q - Q2 ?**

QKt - Q4 had to be played.

BLACK



WHITE

19 R x Kt !

A very fine sacrifice of the exchange, played to smash up White's King-side.

20 P x R Kt x P

Gaining time to augment the pressure.

21 Q - K2 R - KB1

Further gain of time.

22 Kt - Q2 Kt - Kt3 !

Now Rubinstein is certain of planting a Knight at B5, which will decide in short order. It is enjoyable to observe the quiet but powerful manner in which the attack is built up.

23 KR - K1	B - Q3
24 P - KB4	Kt(K3) x P
25 Q - B1	Kt x Pch

If now 26 K - Kt2, Q - Kt5ch; 27 K - R1, Kt x Pch.

26 K - R1	P - KKt5
27 Q - K2	Q - B4

White resigns, as he is helpless against the threat of
Q - R4.

7. RUY LOPEZ

VIENNA, 1913

WHITE	BLACK
<i>R. Reti</i>	<i>R. Spielmann</i>
1 P - K4	P - K4
2 Kt - KB3	Kt - QB3
3 B - Kt5	P - QR3
4 B - R4	Kt - B3
5 Kt - B3	

A move which is rarely played because it runs counter to White's general tendency in the Lopez to play for a strong center by means of P - B3 and P - Q4. On the other hand, the development of the QKt to B3 sometimes results in the powerful posting of the Knight at Q5.

5	B - K2
6 O - O	P - QKt4
7 B - Kt3	P - Q3
8 P - QR4	QR - Kt1

Ceding the QR file to White, who makes good use of it throughout the game. Hence 8 P - Kt5; 9 Kt - Q5, Kt - QR4 was in order (9 Kt x P; 10 P - Q4 ! would be dangerous for Black, in view of his uncastled state).

9 P x P	P x P
10 P - Q3	B - Kt5
11 B - K3	O - O

The position seems to be about even, but it does not take Reti long to demonstrate that White's chances are more promising.

12 Kt - Q5	K - R1
------------	--------

Spielmann hopes to get some counterplay by preparing to advance his KBP. After the wholesale exchanges resulting from 12 Kt x Kt; 13 B x Kt, Kt-Q5; 14 B x Kt, P x B; 15 P-R3, B x Kt; 16 Q x B Black would have an unpromising game despite the Bishops of opposite colors.

13 P-B3!

Stalemating Black's QKt and preparing for P-Q4 in due course.

13 Kt x Kt

Hoping for 14 P x Kt, P-K5! 15 P x P, Kt-K4 followed by P-KB4 with good attacking chances for Black.

14 B x Kt B-Q2

Forced, for if 14 Q-Q2; 15 B x Kt, Q x B; 16 Kt x P!

15 R-R6!

Increasing his advantage through the utilization of the QR file so readily surrendered by Black at his eighth move.

15 Q-K1

16 P-Q4 P-B4

Black's position is very uncomfortable; hence Spielmann, true to his style, makes a violent attempt to free himself.

17 KP x P R x P

18 Q-Q3!

Menacing the win of a piece—a threat which cannot be parried by 18 P x P; 19 B x Kt, P x B because of 20 Q x R!

18 R-KB1

19 B-Kt5!

Again threatening to win a piece. Less good would have been 19 Q-K4 because of 19 B-B4; 20 B x Kt, B x Q; 21 B x Q, B x Kt etc.

19 Kt-Q1

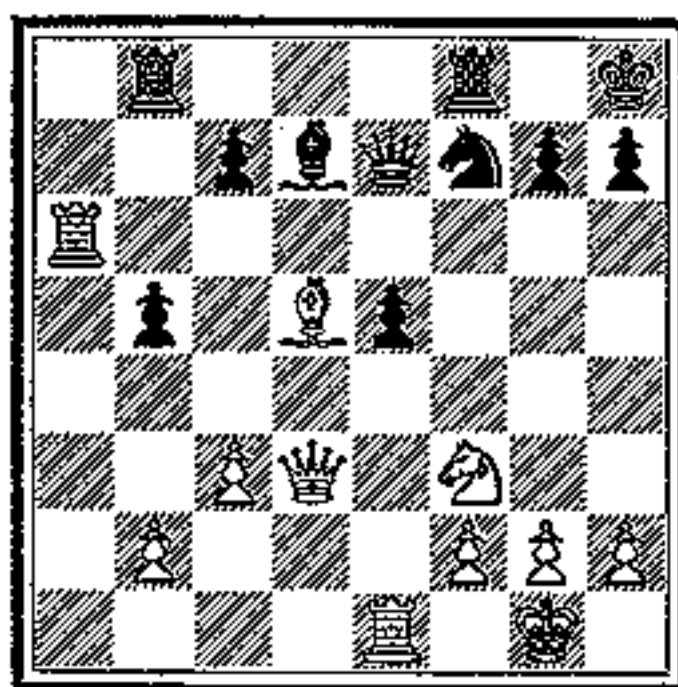
If 19 B x B; 20 Kt x B, B-B4; 21 B-K4, Kt-K2; 22 P x P, P x P; 23 Kt-K6! and White wins a Pawn and retains a considerable positional advantage as well.

20 B x B	Q x B
21 P x P	P x P
22 R-K1	

Concentrating on the weak KP which has resulted from Black's desperate attempt to free himself.

22 Kt-B2

B L A C K



W H I T E

23 B-Kt3!

Better than 23 B x Kt, Q x B; 24 R x P, B-Kt5; 25 R-K3, B x Kt; 26 R x B, Q-Kt6, which would leave Black with plenty of play.

23 QR-K1

If 23 P - Kt3; 24 B x Kt, Q x B; 25 R x P, B - Kt5 ? 26 Q - Q4! and wins.

24 B - B2 P - K5

Depriving White of the pretty finish which would ensue after 24 P - Kt3; 25 R x KtP! P x R (or 25 P - K5; 26 Q - Q4ch); 26 Q x KKtP, Kt - Q3; 27 R x P, Q - Kt2; 28 Q - R5ch, K - Kt1; 29 R - Kt5 and wins.

25 R x P Q x R
26 Q x Q R x Q
27 B x R

Black's troubles are far from over, and he will soon have to part with a second Pawn.

27 Kt - Q3
28 B - B6 B x B
29 R x B R - B2
30 P - QKt4

In order to capture the QKtP by means of Kt - Q4, P - B3 and R - B5. Black resigned a few moves later.

8. RUY LOPEZ

BADEN-BADEN, 1925.

WHITE	BLACK
<i>Sir G. A. Thomas</i>	<i>A. Rubinstein</i>
1 P - K4	P - K4
2 Kt - KB3	Kt - QB3
3 B - Kt5	P - QR3
4 B - R4	Kt - B3
5 O - O	B - K2
6 R - K1	P - QKt4
7 B - Kt3	P - Q3
8 P - B3	O - O

WHITE	BLACK
9 P - KR3	Kt - QR4
10 B - B2	P - B4
11 P - Q4	Q - B2
12 QKt - Q2	Kt - B3

For years these moves have been standard, and the variation has come to be known as the "Stereotyped Variation." But, as we shall see, the great Rubinstein knows how to infuse new life into even this colorless line of play.

13 P - Q5

White wishes to attack on the King-side; he therefore locks the center, so as to rule out any diversionary counterplay by Black.

13	Kt - Q1
14 Kt - B1	Kt - K1
15 P - QR4	R - Kt1
16 P x P	

P - B4 is a more logical continuation, practically compelling Black to block the position still more.

16	P x P
17 P - KKt4	P - Kt3
18 Kt - Kt3	Kt - KKt2
19 K - R1	

K - R2 at once would have saved time.

19	P - B3
20 KR - Kt1	Kt - B2
21 Q - B1	

White's customary procedure in this variation is to play Q - K2 and double his Rooks on the KKt file. In the present position, he is undecided about his plans, because his super-

ficial opening of the QR file makes him vacillate between both wings.

21	B - Q2
22 B - K3	R - R1 !
23 Q - Kt2	R x R
24 R x R	Q - Kt2
25 K - R2	

White has definitely lost the initiative, and he now resigns himself to a waiting policy.

25	R - R1
26 Q - B1	R - R3 !
27 Kt - Q2	Q - R1
28 R x R	Q x R
29 Kt - Kt3	

Now that White has consolidated his position, it is not clear how Black is to proceed.

29	Kt - Kt4 !
30 K - Kt2	

Capturing the Knight would have been bad: 30 B x Kt, P x B; 31 P - B3, P - B5; 32 Kt - Q2, P - R4; 33 Q - K2, B - Q1 followed by B - Kt3 and White's position is fearfully cramped.

30	P - R4
31 P - R4	

The more conservative P - B3 was better. Thus Rubinstein has succeeded in provoking a weakness.

31	Kt - B2
32 P x P	P x P
33 K - R2	Q - B1

Preparing for his thirty-fifth move.

34 Q - Kt2	K - B1
35 Kt - Q2	

ficulties by 40 B - B4; 41 B x RP, P - K5; 42 Q - K2, Q - Kt2!

40 **B - B4**
 41 **B x Kt**

Best. 41 B x RP would be even weaker now than in the variation just indicated, for example 41 Kt x B; 42 Q x Kt, B - Kt5 followed by Q - B4. White's QP must fall and the passed KP is very powerful.

41 **K x B**
 42 **Kt - K4** **Q - Q2**
 43 **B - R6**

Threatening 44 Kt x Pch, Q x Kt; 45 B x Kt, K x B; 46 Q x B.

43 **K - Kt3!**
 44 **B x Kt** **K x B**

Since his 37th move Thomas has played very well, but at this point the game enters on its final, decisive phase. If now 45 Kt x QP? B - Kt5 wins.

45 **P - QKt4**

This leads to the loss of the QP after Black's reply, but it is the best practical chance at White's disposal. After the alternative move 45 P - Kt3 the ending is likewise lost: 45 K - Kt3; 46 Kt - B2, Q - K2; 47 P - B4, P - Kt5; 48 K - Kt2, P - K5 followed by Q - K4.

45 **P - B5**
 46 **Kt - Q2** **Q - KB2**
 47 **Q - K3**

After 47 K - Kt2, the QP would sooner or later turn out to be untenable.

47 **Q x P**
 48 **Q - Kt5ch** **B - Kt3**

49 Q - K7ch	K - Kt1
50 Q - Q8ch	K - Kt2
51 Q - Q7ch	K - B3
52 Q - Q8ch	K - B4
53 Q - Q7ch	K - B3
54 Q - Q8ch	K - Kt2
55 Q - K7ch	Q - B2 !

Black has had time to convince himself in the interim that this is the only winning method available.

56 Q x P	Q - B7ch
57 K - R3	K - R3
58 Kt - Kt1 ?	

A blunder which costs a piece; but he had no defense against the advance of the KP.

58	Q - B4ch
59 K - Kt2	Q x Kt
60 Q - B8ch	K - Kt4
61 Q - Q8ch	K - Kt5
62 Q - Q7ch	Q - B4
63 Q - Q1ch	K - Kt4

White resigns. A very instructive game, interesting in all its phases.

9. RUY LOPEZ

WESTERN CHAMPIONSHIP, 1925

WHITE	BLACK
<i>A. Kupchik</i>	<i>S. Factor</i>
1 P - K4	P - K4
2 Kt - KB3	Kt - QB3
3 B - Kt5	Kt - B3
4 O - O	P - Q3

The Steinitz Defense, rarely played nowadays because it leads to a cramped game for Black.

5 R-K1

P-Q4 here or on the next move is more common.

5	B-K2
6 P-B3	O-O
7 P-KR3	

P-Q4 can be played at once, but White wishes to avoid any possible inconvenience from a pin on his KKt.

7	B-Q2
8 P-Q4	R-K1

Black accomplishes nothing with this move. Those who specialize in hedgehog positions would revel in 8 B-K1 followed by Kt-Q2, P-B3 and B-B2, leaving Black with a constricted but solid position.

9 B-Kt5

In most variations of this opening, the development of the QB is postponed until the execution of the maneuver QKt-Q2-B1-Kt3 (or -K3).

9	P-KR3
10 B-KR4	Kt-R2

Hoping to exchange Bishops, but White does not oblige.

11 B-Kt3	B-B3
12 P x P	Kt x P
13 B x B	Kt x B ?

Not the best. Since Black should try to free his game by exchanges, the right move was 13 Kt x Ktch, getting rid of a piece which is not likely to be of much service as the game goes on.

14	QKt - Q2	Kt(R2) - B1
15	Q - B2	Kt - K3
16	QR - Q1	Q - K2
17	Kt - B4	

This Knight is headed for KB5.

17	Kt - Kt4
18	KKt - Q2 !	

Since Black lacks good squares for his pieces, White shuns the exchange.

18	Kt - Kt3
19	Kt - K3	P - Kt3

But not 19 Kt x P ? 20 Kt - B5, Q - Q2; 21 R x Kt, Q x Kt ? 22 R x Rch etc.

20	Kt - Kt4	P - KR4
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This leads to a fatal weakening of the black squares, but if instead 20 B - Kt2; 21 B - R4 ! and Black's game is very difficult.

21	Kt x Bch	Q x Kt
22	P - KB4	Kt - R2
23	Kt - B3	Q - K3
24	P - Kt3	P - R4
25	B - R4 !	

Kupchik has obtained the advantage he needs for victory and it is instructive to observe the masterly way in which he brings irresistible pressure to bear on the weakened King-side.

25	Q - Q2
26	P - B4 !	

Unless Black puts his Queen out of play with Q - B1, he faces the acquisition of a new weakness in the form of an isolated QP after P - K5.

26	P - R5
27 P - K5	RP x P
28 RP x P	P - Q4
29 B - B2!	

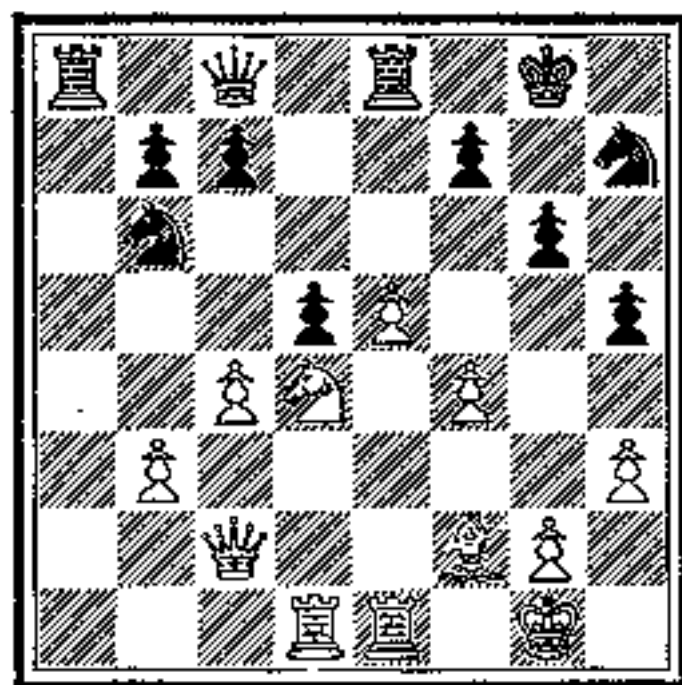
White's combination of play on both wings is highly interesting. The text prevents P - QB3 and threatens to win a Pawn.

29	Q - K3
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So as to answer B x Kt with a check.

30 Kt - Q4	Q - B1
------------	--------

BLACK



WHITE

31 P - KB5!	
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This is decisive, for now Black's King-side is smashed up.

31	KtP x P
32 P - B5!	Kt - Q2
33 Q x P	Kt x BP
34 Q x P	Kt - K5

Black hopes to stop a White Rook from reaching KKt3. But White has another way.

35 B - R4 !	R - R3
36 R - KB1	Q - Q2
37 R - B4	P - QB4
38 QR - KB1 !	

The occupation of the open KB file is crushing; if for example 38 R - KB1; 39 P - K6 ! P x P; 40 R x Rch, Kt x R; 41 R x Ktch, K x R; 42 Q - R8ch winning the Queen.

38	P - B4
39 R x P	Kt - B1

Now White can win as in the previous note, but he has an even more incisive method.

40 R - B7	Q - B1
41 B - B6 !	Resigns

For mate is inevitable. White's attack was ably executed.

10. R U Y L O P E Z

AMERICAN CHESS FEDERATION CHAMPIONSHIP
(BOSTON), 1938

WHITE	BLACK
<i>I. A. Horowitz</i>	<i>A. Martin</i>
1 P - K4	P - K4
2 Kt - KB3	Kt - QB3
3 B - Kt5	P - QR3
4 B - R4	Kt - B3
5 O - O	B - K2
6 Q - K2	

A welcome variant from the almost obligatory 6 R - K1. White protects his KP and therefore threatens to win Black's KP.

6	P - Q3
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6 P-QKt4; 7 B-Kt3, P-Q3 gives White an opportunity to react strongly with 8 P-QR4. The text is more conservative but also more solid.

7 P-B3	B-Q2
8 P-Q4	O-O

Now it is Black who threatens to win a Pawn! The threat is 9 P x P; 10 P x P, Kt x QP!

9 B-B2	Q-K1
--------	------

By playing this artificial move, Black misses the opportunity of exchanging some pieces and thus relieving his crowded position: 9 P x P; 10 P x P (or 10 Kt x P, Kt x Kt; 11 P x Kt, B-Kt4; 12 B-Q3, B x B; 13 Q x B, P-Q4; 14 P-K5, Kt-K5), Kt-QKt5; 11 B-Kt3, B-Kt4; 12 B-QB4, B x B; 13 Q x B, P-Q4!

In either event, Black has freed his game appreciably.

10 P-KR3	R-Q1
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Black could still have tried P x P, but it would have been inferior here because of the awkward position of his Queen.

11 R-K1	K-R1
12 QKt-Q2	Kt-KKt1

Black is retiring into a hedgehog position, saying "Come and get me." The procedure is unpromising, because it fails to assure Black's pieces a stable future. Note that White refrains from advancing P-Q5 until he has come to a definite decision about the further course of the game. Such irrevocable decisions are not to be undertaken lightly.

13 Kt-B1	B-B3
----------	------

To an inexperienced player, 13 P-B4? is attractive because it offers a superficial promise of freedom. Actually the

move is a positional blunder which would either lose the KP or leave it in an enfeebled state. It is already clear that Black has not accomplished a great deal with his elaborate regrouping maneuver.

14 Q-Q1!

A surprising move. Instead of protecting the QP with 14 B-K3 (a developing move), White prefers to retreat and actually lose time with the text move. The reason for this extraordinary choice is that White is reserving K3 for his QKt.

14	QKt - K2
15 Kt - K3	P - B4
16 Kt - Kt4	B x Kt

This is questionable, as Black is parting with the more useful of his Bishops. . . . Kt - Kt3 should have been tried.

17 P x B	Kt - B3
18 P - Q5	

White closes the center, as he wishes to utilize the KR file for attacking purposes and distractions on the other wing would be undesirable.

18	Kt - Kt1
19 P - KKt3	Q - Q2
20 P - Kt5	B - K2
21 Kt - R4	P - KKt3

. . . . Q-R6 would be answered by Q-R5, threatening Kt-Kt6ch.

22 K - Kt2	P - B3
23 R - R1	K - Kt2 ?

The most plausible move in the world, in view of White's threat of Kt x Pch. It is true that 23 Q-K1; 24 Q-Kt4 is far from attractive, but the text allows a magnificent finish.

A more conservative defense than 5 Kt x P. Black must play with great care to avoid getting too cramped a position.

6 R - K1	P - QKt4
7 B - Kt3	P - Q3
8 P - B3	O - O
9 P - KR3	

Before playing P - Q4, White avoids any difficulties which might result from the pinning move B - Kt5. Black now proceeds to mobilize his Queen-side forces.

9	Kt - QR4
10 B - B2	P - B4
11 P - Q4	Q - B2
12 QKt - Q2	

It may well be that 12 P - Q5, locking up the Pawn position, is White's best course. In that event, White tries to attack on the King-side, while Black maneuvers on the other wing. Note that in such a position, the KB on both sides is apt to be of little value, because of the hampering effect of the Pawn position.

12	BP x P
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By interpolating this exchange, Flohr makes certain of having an open QB file. In this way he eases the cramped position which is usually Black's lot in this variation.

13 P x P	Kt - B3
14 P - Q5	

Black was threatening to win a Pawn; thus if 14 Kt - B1, P x P; 15 B - Kt3, Q - Kt3; 16 B - Q5, B - Kt2; 17 Kt - Kt3, Kt x B; 18 P x Kt, Kt - K4; 19 Kt x Kt, P x Kt; 20 R x P, B - KB3 and White's QP falls.

14 **Kt - QKt5**

15 **B - Kt1** **P - QR4**

Guarding against White's threat of P - R3 and at the same time preparing a fine square for the QKt.

16 **Kt - B1** **Kt - R3**

17 **P - KKt4 ?**

This apparently aggressive move is convincingly refuted by Flohr's fine play. 17 B - K3, Kt - B4; 18 Kt - Kt3 is better.

17 **P - KR4 !**

A move which must have come as a terrible surprise to White, since it is always taken for granted that he is to be the aggressor on the King-side.

18 **KKt - R2**

Or 18 P - Kt5, Kt - R2; 19 P - KR4, B - Kt5; 20 Kt - K3, Q - Q2 followed by P - KKt3 and P - B3. The opening up of the KB file, in conjunction with the weakening of White's King-side and his lack of counterplay, should speedily prove decisive.

18 **P x P**

19 **P x P** **Kt - R2 !**

First-rate play. Black exchanges his less useful Bishop for White's better Bishop. The result is that Black is left with his better Bishop and White is left with his less useful Bishop.

20 **Kt - Kt3** **B - Kt4 !**

21 **B - Q3** **R - Kt1**

22 **B - Q2** **Kt - B4**

Thus after the long journey to QB3 - QR4 - QB3 - QKt5 - QR3, the Knight has landed on a fine post.

23 **B - KB1** **Q - Q1**

The Queen prepares to take part in the activities on the King-side.

24 B - Kt2	P - Kt3
25 B x B	Q x B
26 R - K3	B - Q2

Note that whereas this Bishop is trained on the KKtP, his White colleague has hardly any scope and fulfils a purely defensive function (see the note to Black's 19th move).

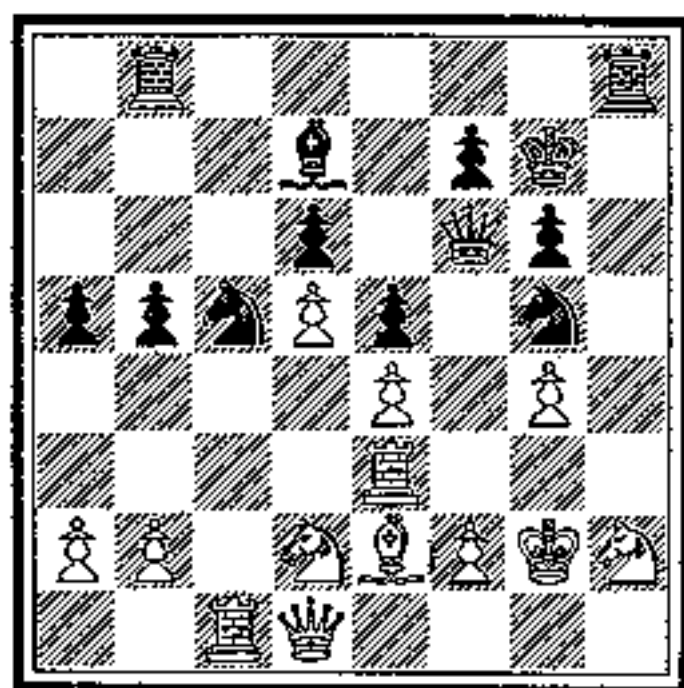
27 Kt(3) - B1	KR - B1
28 R - B1	Q - Q1
29 Kt - Q2	Kt - Kt4
30 B - B1	K - Kt2!

After a brief lull, the struggle sharpens again. Black now utilizes the KR file, which brings a decision in short order.

31 K - Kt2	Q - B3
32 B - K2	R - KR1

Threatening . . . R x Ktch! If now 33 P - B3, Q - B5; 34 Kt(R2) - B1, R - R6 followed by . . . QR - KR1 with an easy win, or 34 Kt(Q2) - B1? R x Ktch. If 33 Kt(Q2) - B1 or 33 R - KKt3, the KP falls.

B L A C K



W H I T E

33 Kt(R2) - B3 B x P
 34 Kt x Kt

Losing at once, but it no longer matters. On other moves, Black simply doubles on the KR file with an easy win.

34 R - R7ch !

A neat finish.

35 K x R Q x Pch
 36 K - R1 R - R1ch
 37 Kt - R3 B x Kt
 Resigns

12. SICILIAN DEFENSE

WARSAW INTERNATIONAL TEAM TOURNAMENT, 1935

WHITE	BLACK
<i>L. Steiner</i>	<i>V. Petrov</i>
1 P - K4	P - QB4
2 Kt - KB3	P - Q3
3 P - Q4	P x P
4 Kt x P	Kt - KB3
5 Kt - QB3	P - KKt3

The so-called Dragon Variation, which has enjoyed a tremendous revival of popularity since about 1930. It leads to very lively play, in which Black generally tries to combine the action of his fianchettoed KB on the long diagonal with pressure on the QB file; White, in turn, will often try for a King-side attack in which the advance of his Pawns plays a prominent role.

6 B - K2	B - Kt2
7 O - O	Kt - B3
8 B - K3	O - O

9 Kt - Kt3	B - K3
10 P - B4	R - B1

Rather easy-going. The critical line is 10 Kt-QR4; 11 P - B5, B - B5 with a difficult game for both sides.

11 B - B3

White is playing for control of the important square Q5.

11	B - B5
12 R - K1	Q - B2
13 Kt - Q5	Q - Kt1

Here and on the next move, Black is reluctant to remove the obstreperous Knight, because after White recaptures with the KP, Black will be left with a troublesome backward KP which can easily become a serious weakness.

14 P - B3	P - K3 ?
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See the previous note. Black rids himself of the Knight, but the cure is worse than the disease, for now his black squares are permanently weak.

15 Kt x Ktch	B x Kt
16 Kt - Q4	P - Q4

Black wants to clarify the position in the center, but this move permits the advance of the hostile KP and the resulting formation of a powerful attack by White.

17 P - K5	B - Q1 ?
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Petrov does not realize that he is heading for trouble. The Bishop belongs at Kt2, where it guards the dangerously weak black squares.

18 K - R1	Kt x Kt
19 B x Kt	B - Kt3 ?

To part with this Bishop is simply suicidal; there was still time for . . . R-K1 followed by . . . B-K2-B1.

20 P-KK14	Q-B2
21 P-B5!	BxB
22 QxB	Q-B4
23 Q-Q2	KR-Q1

He must make room for retreating the Queen to KB1. Black's coming downfall is only a matter of time, as his position is purely passive and he can only look on idly while White concentrates his forces on the King-side.

24 KR-Q1	R-Q2
25 P-B6!	

This drives a powerful wedge into Black's position and mating possibilities begin to make their appearance.

25	R(1)-Q1
26 Q-R6!	Q-B1
27 Q-K3	

By means of the two Queen moves, White has gained time for bringing his KR to the important square Q4.

27	P-Kt3
28 R-Q4	

Permanently blocking any chance of . . . P-Q5 and also waiting for an opportunity to swing this Rook over to the KR file.

28	R-B2
29 B-Q1	B-R3
30 B-Kt3	R-K1
31 R-KKt1!	

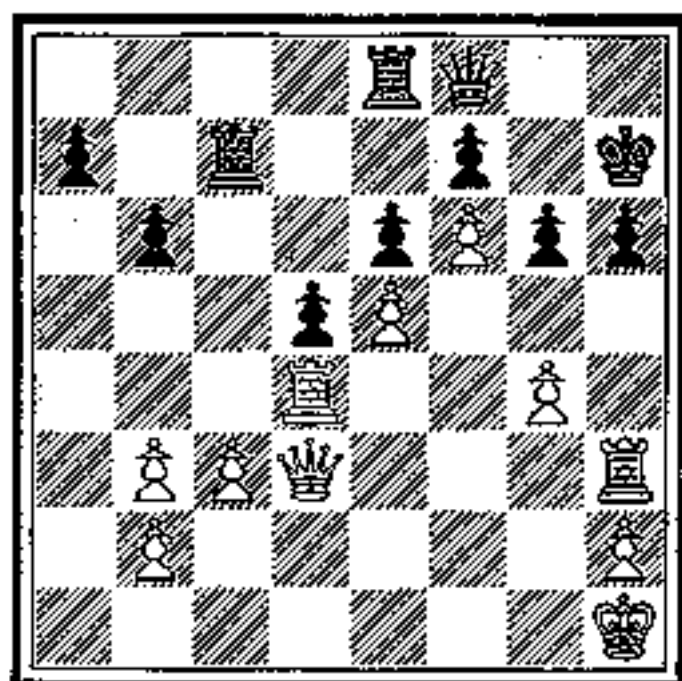
This Rook will play a decisive role; meanwhile Black's Rooks continue to be cut off from the scene of action.

31 B - B5
 32 R - Kt3 B x B
 33 P x B P - KR3

Black tries to give his King a little room before he is completely smothered by R - R3 - R6 followed by the doubling of the Rooks. However, the advanced KRP constitutes a target which is extremely vulnerable.

34 R - R3 K - R2
 35 Q - Q3

B L A C K



W H I T E

35 Q - B4

There was no good defense. Thus if 35 K - Kt1; 36 P - Kt5! P - KR4; 37 R(4) - KR4 and Black cannot parry the threat of R x P! Or if 36 P x P; 37 Q - Kt3 and Black is helpless against Q x P followed by Q - R4 or R(4) - KR4.

36 P - Kt5

Slightly quicker would have been 36 R x Pch! K x R; 37 Q - R3ch, K - Kt4; 38 Q - K3ch, K - R5; 39 Q - R6 mate.

36 R - KR1

Of course, if 36 P - KR4; 37 R x Pch wins.

37 R x Pch	K - Kt1
38 R x Rch	K x R
39 Q - R3ch	Resigns

The exploitation of Black's King-side weaknesses has been extremely instructive.

13. SICILIAN DEFENSE

MOSCOW—LENINGRAD TEAM MATCH, 1937

WHITE	BLACK
<i>V. Panov</i>	<i>V. Chekhover</i>
1 P - K4	P - QB4
2 Kt - KB3	Kt - KB3

This system of defense, popularized by Rubinstein and Nimzovich, will be readily recognized as a forerunner of Alekhine's Defense. Black allows his Knight to be driven around in the hope that White will overreach himself in the process. The distinction between the two defenses is that here, the early advance . . . P - QB4 usually results in a weak QP for Black.

3 P - K5	Kt - Q4
4 P - Q4	P x P

Unavoidable, as White threatens to cramp his opponent's position unbearably with 5 P - B4, Kt - Kt3; 6 P - Q5 etc.

5 Q x P!

A happy exception to the rule that the Queen should not be brought out early in the game. Although the Queen will soon be driven away from its present square, it retains a commanding post and has a potent influence on the further course of play.

5	P - K3
6 B - QB4	

White's lead in development is becoming ominous.

6 Kt - QB3

7 Q - K4 Kt - Kt3

If instead 7 P - B4; 8 P x P e.p. Kt x P; 9 Q - K2, and Black's center Pawns remain permanently weak.

8 B - Kt3 Kt - R4

Black gains two Bishops by this transaction, but he loses further valuable time and gives White a useful base of operations on the QR file.

9 Kt - B3 Kt x B

10 RP x Kt P - Q4

To allow this Pawn to remain on its original square would be positionally disastrous.

11 P x P e.p. B x P

12 O - O O - O

The outlook for Black's game is very poor: almost all his pieces are badly posted, and the development of his Queenside is apparently an insoluble problem.

13 R - Q1 Q - K2

Necessary in view of White's threatened B - B4 or Kt - QKt5.

14 Kt - QKt5 !

Practically the winning move.

14 B - Kt1

An awkward spot for the Bishop, but Black has no better move.

15 B - K3 B - Q2

Losing a Pawn, but he has no choice.

16 Q x KtP Kt - Q4

17 P - B4 !

Q x R would of course be answered by . . . B x Pch.

17 Q - K1

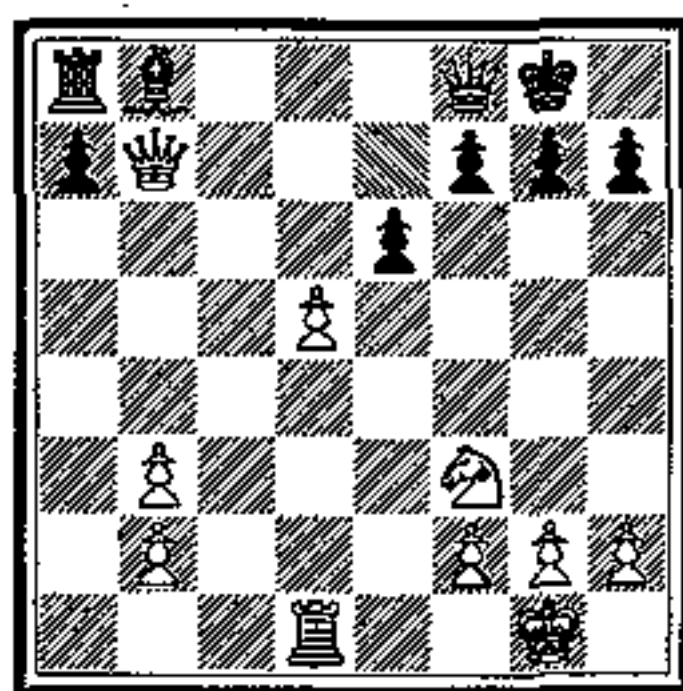
Playing for complications which soon end sadly for him. However, if 17 Kt x B ? 18 R x B and Black can resign.

18 P x Kt B x Kt
19 B - B5 B - K7

Panov points out that 19 P x P; 20 B x R, B - B3; 21 Q - K7, Q x B; 22 Q x Qch, K x Q; 23 Kt - Q4, B - Q2; 24 P - QKt4, B - K4; 25 P - Kt5 would lengthen Black's resistance without giving him any chance to save the game.

20 B x R ! B x R ?
21 R x B Q x B

BLACK



WHITE

22 P - Q6 !

This pretty move wins a piece in neat fashion. White could also have won with 22 Q x R, B x Pch; 23 K x B, Q x Q; 24 P - Q6 etc. but the text is much simpler.

22 B x P
23 R x B R - Kt1

24 **Q - Q7** **R x P**25 **R - Q2** and wins

A game of considerable theoretical interest.

14. SICILIAN DEFENSE

MATCH, 1938

WHITE	BLACK
<i>R. Spielmann</i>	<i>S. Landau</i>
1 P - K4	P - QB4
2 Kt - KB3	P - Q3
3 P - QKt4	

The delayed Wing Gambit, whose strength is based on the following consideration: after 2 P - QKt4, P x P; 3 P - QR3, Black has a good reply in 3 P - Q4!

After the text, however, Black would lose valuable time if he were to advance the QP a second time.

3 **Kt - KB3**

This conservative method of declining the gambit is not wholly without risk, as will be seen. Black might therefore have tried 3 P x P; 4 P - Q4, Kt - KB3; 5 B - Q3, P - KKt3! or 4 P - QR3, P x P; 5 Kt x P, P - KKt3! In either event, Black's idea would be to fianchetto his KB, facilitating his development and blocking the important attacking line QKt1 - KR7.

4 **P x P** **K1 x P**

Black's position is uncomfortable; if 4 P x P; 5 P - K5 is annoying.

5 **P x P** **Kt x P(3)**

. . . . Q x P is a possibility here (then if 6 B - R3, Q - QKt3). As the game goes, Black's development is hampered by the long range of White's Bishop on the diagonal.

6 B - Kt2

B - Kt5

Had Black foreseen the difficulties on the diagonal, he might have played P - K3 followed by Kt - Q2 - B3 and B - K2. His development would then have been cramped but solid, with diminished possibilities of attack for White.

7 B - K2

P - K3

8 O - O

Kt - B3

9 Kt - K5 !

Initiating exchanges which bring his forces into more effective play.

9

Kt x Kt

10 B x Kt

Kt - B5

A pretty intermezzo, which, however, does not improve his long-run prospects.

11 B - QB3

B x B

12 Q x B

Q - B2

13 P - Q3

Kt - Kt3

Despite all its moves thus far, the Knight is still badly placed!

14 P - Kt3 !

Finely played. The idea is to prevent Black from gaining time to free himself with B - Q3.

14

R - B1

15 R - B1

Guarding against Kt - Q4.

15

P - KR4

Pure desperation, as Black can hardly hope to work up an attack. He should have tried Kt - Q4 - B3.

23 Kt - B6ch l	P x Kt
24 Q - Kt4ch	K - R1
25 K - Kt2	Resigns

15. SICILIAN DEFENSE

MOSCOW CHAMPIONSHIP, 1939

WHITE	BLACK
<i>V. Panov</i>	<i>Marsky</i>
1 P - K4	P - QB4
2 Kt - KB3	P - Q3
3 P - Q4	Kt - KB3

Hardly the most exact move, for after 4 P x P, Kt x P; 5 P x P, Kt x QP. Black's KKt would be misplaced.

4 Kt - B3	P x P
5 Kt x P	P - QR3
6 B - K2	P - K3
7 O - O	B - K2

Black is playing the Scheveningen Variation, characterized by the placement of his Pawns at K3 and Q3. His plan of the game is based on exerting pressure on the QB file, in conjunction with the posting of his QKt on the powerful square QB5. White's best counter is a King-side attack by means of the concerted advance of his King-side Pawns.

8 P - QR4

More accurate was 8 P - B4, whereupon 8 P - QKt4 would be risky because of 9 B - B3.

8	Kt - B3
9 Kt - Kt3	P - QKt3

White was threatening to obtain a strong bind on the black squares with P - R5 and B - K3 - Kt6.

10 P - B4	Q - B2
11 B - B3	B - Kt2
12 B - K3	QR - Kt1
13 Q - K2	

While Black consistently goes ahead with his plans to achieve the proper theoretical formation, White makes his first deviation from the approved procedure. He should have played Q - K1 followed by P - Kt4 and Q - Kt3.

13	O - O
14 QR - Q1	KR - Q1
15 R - Q2	

As Black's QP is amply protected, White's doubling of the Rooks on the Q file is futile. The proper course was P - Kt4 followed by Q - Kt2.

15	Kt - Q2
16 Q - B2	B - R1
17 KR - Q1	Kt - R4!

Very fine play. White is virtually compelled to capture, as Black threatens Kt - B5 very strongly. The doubled QRP turns out to be useful, if only for the purpose of opening up the QKt file with strong pressure on White's QKtP.

18 Kt x Kt

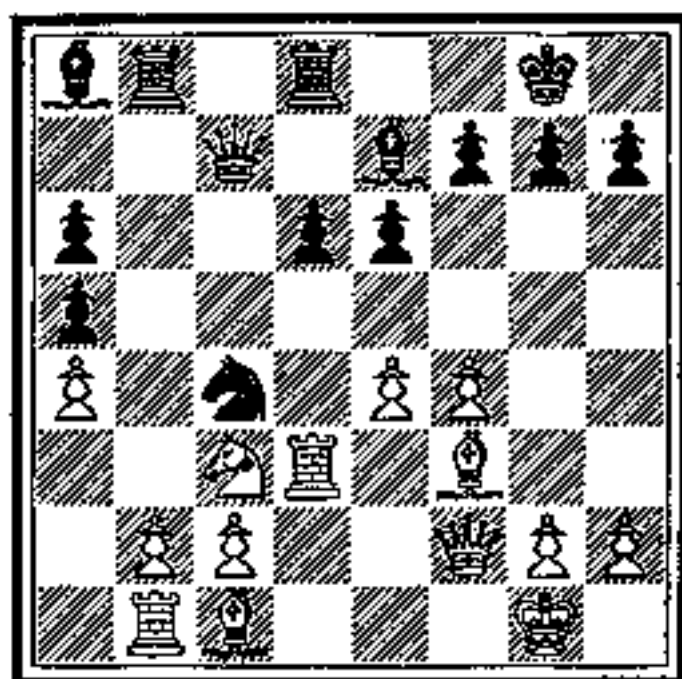
18 B x P ? would be a mistake, for after 18 R x B; 19 Kt x Kt, R x P Black wins a piece.

18	P x Kt
19 R - Kt1	Kt - Kt3

Thus Black succeeds in getting a Knight to QB5 after all, for if 20 B x Kt, R x B followed by KR - Kt1 with strong Queen-side pressure by Black.

20 R - Q3	Kt - B5
21 B - B1	

BLACK



WHITE

21 P - Q4!

This powerful thrust definitely sets off Black's advantage. The immediate threat is B - B4.

22 K - R1 P x P

23 Kt x P

Forced; if 23 R x Rch ? R x R; 24 B x P, B x B; 25 Kt x B, R - Q8ch and White can resign; or 23 B x P, B x B; 24 Kt x B, Kt - R6; 25 R - R1, Kt x P etc.

23 R x R

24 P x R Kt - R6

The numerous Pawn weaknesses in White's camp must soon result in the loss of a Pawn.

25 R - R1 Kt - B7

26 R - Kt1 Kt - Kt5

27 Q - K2 Q - Q2

Forcing the win of a Pawn.

28 Kt - B2 Q x RP

White can comfort himself momentarily with the thought that Black's extra Pawn does not mean too much because of the doubled QRP. But what counts is that Black's position

still remains superior; the immediate threat is Q - R7 winning the Rook!

29 B - Q2	B x B
30 Q x B	Q - B7
31 Q - Q1	

Forced, but the ending offers no hope.

31	Q x Qch
32 R x Q	Kt - Q4
33 R - Kt1	

33 B x P, R x P was slightly better for White; he would have a lost game but would be in a position to offer longer resistance.

33	P - R5
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The further advance of this Pawn decides the game in short order.

34 Kt - K4	P - R6
35 P - Kt3	P - R7

White resigns, for after 36 R - R1, R x P the threat of R - Kt8ch wins at once.

16. SICILIAN DEFENSE

MOSCOW CHAMPIONSHIP, 1944

WHITE	BLACK
<i>Korchmar</i>	<i>Bonch-Osmolovsky</i>
1 P - K4	P - QB4
2 Kt - QB3	Kt - QB3
3 P - KKt3	P - KKt3
4 B - Kt2	B - Kt2
5 KKt - K2	

The actual order of the moves was 1 P - K4, P - QB4; 2 Kt - K2, Kt - QB3; 3 QKt - B3, P - KKt3; 4 P - KKt3, B - Kt2; 5 B - Kt2 but

the sequence has been changed to conform to standard practice. In playing this variation, White serves notice that he intends to avoid opening up the position for some time to come. The result is a maneuvering type of play in which both players are left to their own resources to a greater extent than is customary in the more popular lines of play in which White resorts to an early P-Q4.

5 P-K3

Another way is 5 Kt-B3; 6 O-O, O-O; 7 P-Q3, P-Q3; 8 P-KR3, Kt-K1; 9 B-K3, Kt-Q5 with about even chances. The basic idea of the text is to play the KKt to K2 in order to leave the KB's diagonal open and thus secure a stronger grip on Q5.

6 O-O	KKt-K2
7 P-Q3	O-O
8 B-K3	Kt-Q5
9 Q-Q2	P-Q4

Despite its plausible appearance, this move is of dubious value because it opens up the game prematurely. 9 KKt-B3 would have been preferable.

10 P x P P x P

And here, as will be seen from White's next move, Kt x QP would have been somewhat better.

11 B-Kt5!

Very well played, as it forces a serious weakness in Black's position.

11	P-B3
12 B-K3	Kt x Ktch
13 Kt x Kt	P-Q5
14 B-R6	

And now Black's KB is removed, rendering his black squares vulnerable.

14 **B x B**

. . . . Kt-B4 would have been better, as the Queen's presence at KR6 is bound to prove irksome.

15 **Q x B** **B - K3**

Even now Kt-B4 would have been better.

16 **Kt - B4** **B - B2**

17 **B - R3!**

Preventing Kt-B4 and threatening the prospective occupation of K6.

17 **P - B4**

18 **B - Kt2** **Kt - Q4**

19 **B x Kt!**

Very finely played. All appearances to the contrary, White will not be at a disadvantage on the white squares as a result of the removal of his Bishop. In addition, his Knight will prove invaluable in the prosecution of the attack.

19 **B x B**

20 **QR - K1**

A new advantage for White: his mastery of the K file will form the basis for a lasting attack.

20 **R - B2**

21 **R - K5**

Note the beautifully centralized cooperation of the Rook and Knight.

21 **B - B3**

22 **KR - K1**

Not 22 R x QBP? Q-Q3; 23 R-R5, P-Kt3 followed by . . . R-K1, and with White's Rook permanently out of play, his prospects have diminished considerably.

22 R-QB1

If 22 P-Kt3? 23 R-K6, R-B3 (White was threatening Kt x P in addition to R x B); 24 R-K7 and wins.

23 P-KR4!

Initiating the final attack. Black's King-side must be weakened before the decisive phase is reached; thus if 23 R-K6, R-Kt2 is a good enough defense for the time being.

23 Q-B3

24 R-K6 Q-Q1

After 24 Q-Kt2; 25 Q-Kt5 (intending P-R5) maintains the pressure.

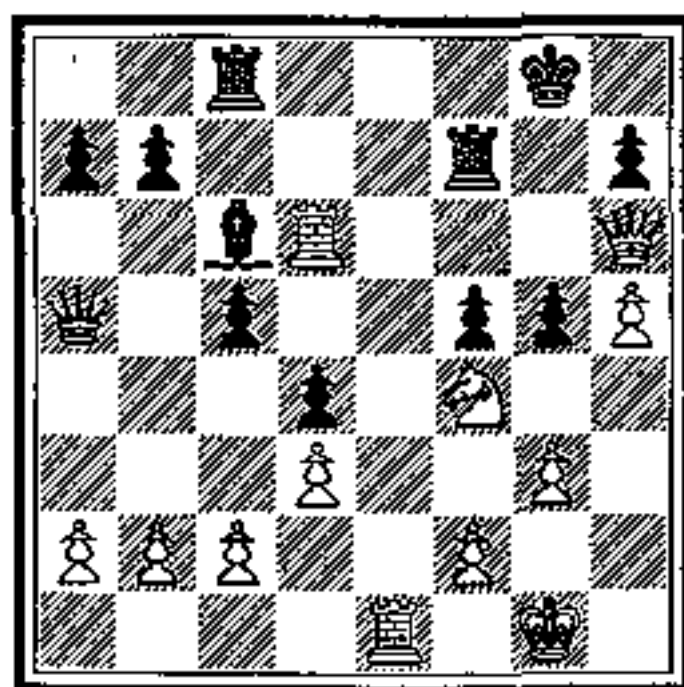
25 P-R5!

The apparently powerful 25 Kt x P? is answered by Q-Q4!

25 P-KKt4

26 R-Q6! Q-R4

BLACK



WHITE

27 P-QKt4!

Artistic play. If now 27 Q x KtP; 28 Q x KtPch followed by R - Q8ch wins.

27	P x P
28 Q x KtPch	R - Kt2
29 Q - B6	

As the consequence of his 27th move, White's QR is screened from attack by the hostile Queen.

29	R - B1
30 Q - K6ch	R(2) - B2

If 30 K - R1; 31 Q - R6 is decisive, as Black cannot parry the threats of Kt - Kt6ch or Kt - K6. For example, if 31 R - K1; 32 R x Rch, B x R; 33 Kt - K6, R - KB2; 34 R - Q8, Q - R5; 35 Kt - B7 and wins.

31 Kt - Kt6 !	R - K1
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On other moves, 32 Kt - K5 would be fatal for Black.

32 Q x R(8)ch !	
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White winds up his attack in clever style.

32	B x Q
33 R x Bch	K - Kt2
34 P - R6ch !	

The point of the Queen sacrifice.

34	K x P
35 Kt - B4ch	R - B3

Surprising; however, if 35 K - Kt2; 36 Kt - R5 mate or 35 K - Kt4; 36 R - Kt8ch and mate next move.

36 R x Rch	K - Kt4
37 R - B7	

Good enough, but 37 R(8) - K6, K - Kt5; 38 K - Kt2 (threatening R - Kt6ch) would have been more elegant.

37	Q - Kt3
38 R - K6	Resigns

White's attacking play has been of a high order.

17. FRENCH DEFENSE (in effect)

BAD KISSINGEN, 1928

WHITE	BLACK
<i>J. Mieses</i>	<i>A. Nimzovich</i>
1 P - K4	Kt - QB3
2 Kt - QB3	P - K3

2 P - K4 (Vienna Game) is of course perfectly playable, but Nimzovich wishes to transpose into the French Defense.

3 P - Q4	P - Q4
4 P x P	

4 Kt - B3 is more of a fighting move. The text indicates that White is angling for effortless simplification.

4	P x P
5 B - K3	B - KB4

The position appears quite even, but Nimzovich had a flair for bringing out unsuspected subtleties in this variation. It is infinitely instructive to see how quickly he seizes the initiative.

6 B - Q3	KKt - K2
7 KKt - K2	

Tartakover's suggestion 7 Kt - B3 gives more play. As the game goes, Mieses allows himself to be forced imperceptibly into a dreary position.

7	Kt - Kt5 !
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Forcing the exchange of Bishops, which leaves White with a tendency to weak white squares.

8 B x B

Kt x B

Already Nimzovich has his favorite Knights in excellent positions. They will perform remarkable feats!

9 B - B4

P - KKt4 !

It was with "beginner's moves" of this kind that Nimzovich continually broke conventional rules. He drives back White's pieces and begins a pressure on the hostile King-side which is all the more dangerous because it is unobtrusive.

10 B - Q2

B - K2

11 Q - B1

In order to challenge Black's Knight with Kt - Q1 - K3; but the matter is not so simple, as White will discover.

11 . . .

P - KB3 !

This "ugly move" (to quote Tarrasch) leads to a formation whose value was first recognized by Nimzovich.

12 Kt - Q1

Kt - B3 !

A sly move. In order to play Kt - K3, White must interpolate P - QB3 (unless he is willing to bury his Bishop with B - B3), resulting in a further weakening of the white squares.

13 P - QB3

Kt - R5 !

According to all the rules, this Knight ought to be badly posted; actually, its observation of White's KKtP is quite irksome.

14 Kt - K3

Q - Q2

A many-sided move characteristic of the "system": the Queen keeps an eye on KB4 and KKt5 and also allows for O - O - O and the cooperation of the Rooks.

15 Q - B2

After 15 O-O, P-B4! 16 P-B3, P-B5 followed by P-KR4 Black would obtain a deadly attack.

15 P-B4!
16 P-KB4

A sad necessity; if instead 16 KR-Kt1, P-B5; 17 Kt-KB1, P-B6! (not 17 Q-Kt5; 18 P-B3! Kt x KtPch? 19 K-B2); 18 Kt(2) - Kt3, P x P and wins.

16 O-O-O
17 O-O-O KR-B1

White was threatening to win a Pawn with P-KKt3.

18 QR-B1 QR-K1

Intending to obtain command of the K file later on.

19 P x P B x P
20 Kt-KB4 Kt-K2!

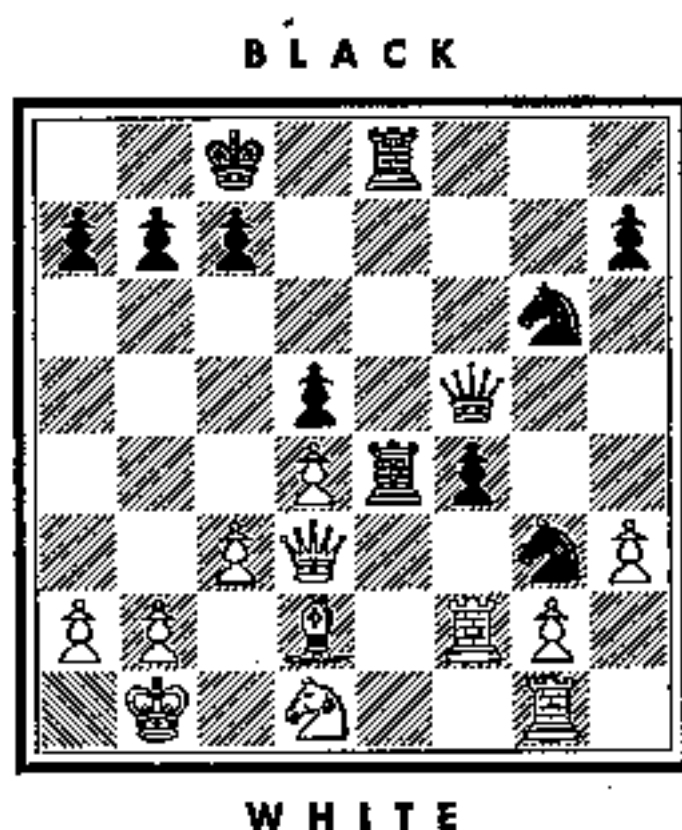
White's last maneuver was a good one, but he does not fully appreciate its strength. He should now have played 21 P-KKt3! Kt(5) - Kt3; 22 Kt(3) - Kt2 permanently preventing the advance of the KBP.

21 K-Kt1? B x Kt!
22 R x B Kt(2) - Kt3
23 R-B2 P-B5
24 Kt-Q1 Q-Kt5
25 B-B1 Kt-B4!
26 KR-B1 Kt-Q3
27 P-KR3 Q-Kt4
28 R-K2 R-K5!

This assures Black command of the K file, since White would hardly dare to exchange Rooks in view of the resulting powerful passed KP.

29 R(2) - B2	R(1) - K1
30 Q - Q3	Kt - B4
31 R - Kt1	Kt - Kt6
32 B - Q2	Q - B4 !

The following Queen maneuver initiates the decisive phase.
If now 33 Q x Kt ? R - K6ch.



33 P - R3	Q - K3
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And now if 34 B x P, Kt x B; 35 Q x Kt, Kt - K7.

34 K - R1	Q - QB3 !
35 Q - B3	P - KR4 !

The encirclement of White's pieces proceeds inexorably; the text takes away an important square from White's Queen.

36 K - R2

Q - Q3 would have been somewhat better.

36	Q - Kt4 !
37 K - R1	

Overlooking the piquant threat. He could have prolonged (but not saved) the game with 37 B x P, Kt x B; 38 Q x Kt(3), Kt - K7.

37	Kt - R5
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White resigns, as his Queen is trapped! This game enables the reader to understand why Nimzovich's moves were more difficult to anticipate than those of any other first-rate master.

18. FRENCH DEFENSE

BLED, 1931

WHITE	BLACK
<i>E. D. Bogolyubov</i>	<i>G. Maroczy</i>
1 P - K4	P - K3
2 P - Q4	P - Q4
3 Kt - QB3	Kt - KB3
4 B - Kt5	B - K2
5 P - K5	KKt - Q2
6 P - KR4	

An interesting line of play which goes back at least to the Nineties. It has been revived in modern times with considerable success, and it is therefore a matter of pride for Maroczy, the great authority on this defense, to attempt to demolish the attack.

6 P - KR3

The attempt to win a Pawn with 6 B x B; 7 P x B, Q x P is much too risky because of 8 Kt - R3, Q - K2; 9 Kt - B4, P - QR3; 10 Q - Kt4, P - KKt3; 11 O - O - O with powerful attacking chances against Black's undeveloped position.

7 B - K3	P - QB4
8 Q - Kt4	K - B1
9 P - B4	

Kt - B3 at once is better, so that after White plays R - R3, his KR may be used for attacking purposes on the KB file.

9	P x P
10 B x P	Kt - QB3
11 Kt - B3	Q - R4

Well played; despite the seemingly passive character of his position, Black is already beginning a counterattack.

12 R - R3

Ordinarily it is desirable to play P - R5 in such positions, to prevent . . . P - R4, which barricades the position and makes a break-through difficult. However, if 12 P - R5, Kt x B; 13 Kt x Kt, B - Kt5; 14 R - R3, Kt - B4 (threatening . . . Kt - K5 or . . . Kt - R5; nor can White play Kt - Kt3) and Black has a clear advantage.

12 **P - R4 !**

13 **Q - Kt3** **P - Kt3**

Permanently preventing P - B5. 13 Kt x B; 14 Kt x Kt, B - Kt5 would not be so strong now, as White simply replies Kt - Kt3 followed by O - O - O.

14. **O - O - O** **Kt - B4**

15 **Kt - Kt3** **P - R3**

16 **Q - B2**

Preventing . . . P - Kt4 and at the same time preparing for P - Kt4.

16 **B - Q2**

17 **B - K2** **R - B1**

Both players have completed their preparations for attack and the position has become very critical. The feature of the ensuing play is the skillful manner in which Maroczy combines attack and defense.

18 **P - Kt4** **P x P**

19 **B x KtP** **Kt - R5 !**

If now 19 Kt x Kt, Q x Kt; 20 K - Kt1, Kt - Kt5 ! or 20 P - R3, Kt x B; 21 R x Kt, R x Pch ! winning in either case. Black also threatens 20 Kt x B; 21 Q x Kt, Kt x Kt etc.

20 **Kt x QP ! ?**

An ingenious attempt to extricate himself from his difficulties.

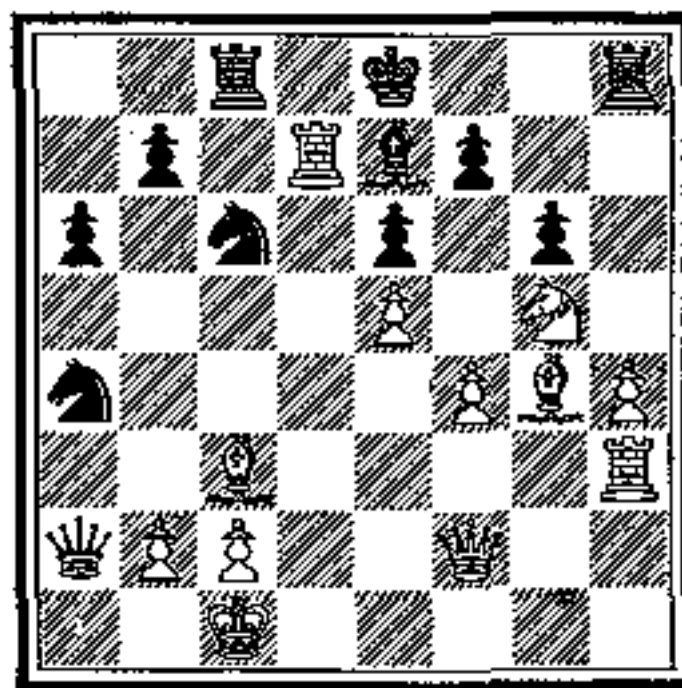
20 Q x Kt
 21 B - B3 Q x RP

21 Kt x B would be relatively weak because of 22 P x Kt ! Q x RP; 23 R x B, K - K1; 24 KR - Q3 etc.

22 R x B K - K1 !

This wins the exchange.

BLACK



WHITE

23 R - Q6

White makes the best of a bad bargain, as may be seen from the alternatives:

I. 23 R - Q1, Kt - Kt5 ! and White has no satisfactory defense against the threat of Q - R8ch and R - Q1ch.

II. 23 R(7) - Q3, Kt - Kt5 ! winning the exchange, for if 24 B x Kt, Q - R8ch; 25 K - Q2, R x Pch !

III. 23 R(3) - Q3, Kt - B4 etc.

IV. 23 R x P, Kt - B4 !! 24 R - Kt6, R - Q1; 25 P - Kt3, Kt - K5 ! and wins.

23 Kt x B
 24 R(3) x Kt B x R

25	P x B	R - Q1
26	Kt - K4	Q - R8ch
27	K - Q2	Q - R8 !

The simplest.

28	Kt - B6ch	K - B1
29	Q - B5	Q x P
30	P - Q7ch	K - Kt2
31	Q - KKt5	

Forced.

31	Q x Q
32	P x Q	Kt - K4
33	R - B7	Kt x B
34	Kt x Kt	R - R4

This settles matters.

35	R x P	R x P
36	Kt - K3	K - B3
37	R - R7	P - R4
38	Kt - B4	

White has nothing better, in view of the threat of
K - K2.

38	R - Q4ch
39	K - K3	R(1) x P
40	R x R	R x R
41	Kt x P	R - B2 !

Although the ending presents no difficulties, it is instructive to follow Maroczy's logical and simple play.

42	P - B4	K - K4
43	P - Kt4	K - Q3
44	K - Q4	P - K4ch
45	K - B3	P - B4

46 P - Kt5	P - B5
47 P - Kt6	R - B2
48 P - Kt7	K - B2
49 Kt - B6	R - B1
50 P - Kt8(Q)ch	R x Q
51 Kt x P	R - K1

White resigns. Maroczy's masterly repulse of the attack is typical of his careful and resourceful style.

19. FRENCH DEFENSE

MOSCOW CHAMPIONSHIP, 1937

WHITE	BLACK
<i>A. Lilienthal</i>	<i>I. Bondarevsky</i>
1 P - Q4	P - K3
2 P - K4	P - Q4
3 Kt - QB3	Kt - KB3
4 B - Kt5	B - Kt5

For a good many years, this has been considered the most enterprising line at Black's disposal.

5 P - K5

5 P x P, Q x P; 6 B x Kt, P x B; 7 Q - Q2, Q - QR4 gives Black good chances.

5	P - KR3
6 B - Q2	

Black has nothing to fear from 6 P x Kt, P x B; 7 P x P, R - Kt1 despite the fact that this line looks superficially dangerous for him.

6	B x Kt
7 P x B	

If 7 B x B, Kt-K5; 8 B-Kt4, P-QB4! 9 B x P (if 9 P x P, Kt x KBP!), Kt x B; 10 P x Kt, Kt-B3; 11 Kt-B3, Q-R4ch and Black stands well.

7 Kt-K5

8 Q-Kt4

The attack initiated with this move was much feared in the early twenties, but in the course of time it has been shorn of its terrors.

8 P-KKt3

. . . . K-B1 is safer, but it condemns the KR to a long spell of inactivity.

9 P-KR4

Seemingly the beginning of an attack, but it turns out to be no more than a gesture. Another plausible continuation is 9 B-Q3, Kt x B; 10 K x Kt, P-QB4! (counterplay!); 11 Kt-B3, Kt-B3; 12 KR-QKt1 (to prevent Q-Kt3), Q-B2! 13 Q-R4, B-Q2; 14 Q-B6, KR-Kt1; 15 P-KR4, QR-B1 and Black's attack won out in short order (Belavenets—Chistiakov, U.S.S.R. Championship, 1938).

9 P-QB4!

10 B-Q3 Kt x B

11 K x Kt Kt-B3

12 R-R3

Black must now be on his guard against a possible B x P.

12 P x P!

So that if 13 B x P? Kt x P! and wins.

13 P x P Q-Kt3!

This move serves the double purpose of attack and defense. Thus if 14 B x P? P x B; 15 Q x KtPch, K-Q1; 16 Q-B6ch, K-B2; 17 Q x R, Q x Pch and wins.

14 Kt-B3

But not 14 Kt - K2 ? Q - Kt5ch ! followed by Kt x KP !

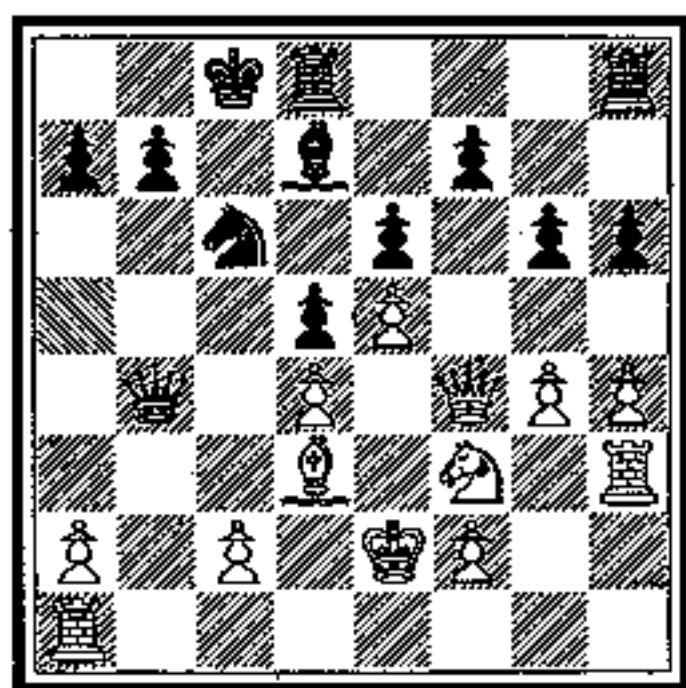
14 B - Q2
15 Q - B4

The pressure on the backward KBP is apparently very promising, but Black disposes of this difficulty very cleverly later on.

15 O - O - O
16 P - Kt4 Q - Kt5ch
17 K - K2 ?

Had Lilienthal foreseen the charming combination which follows, he would have played 17 K - K3.

BLACK



WHITE

17 P - B3 !!

A magnificent surprise move. If 18 P x P, P - K4 ! wins a piece!

18 P - R3

The refutation of 18 Q x BP ? would be interesting: 18 QR - B1 ! 19 Q x KtP, Kt x Pch; 20 Kt x Kt, Q x Kt; 21 R - KB1, KR - Kt1; 22 Q - R5, B - K1 and wins.

18	Q - B6
19 R - QKt1	P - KKt4 !
20 Q - Q2	

An amusing continuation would be 20 Q - K3, P - B4 ! 21 R - Kt1, P - KR4 ! and wins—or simply 21 P - B5.

20	Kt x Pch
21 Kt x Kt	Q x Kt
22 KP x P	Q x KtPch
23 R - B3	P - Q5 !

A neat finishing touch.

White resigns, as he has no defense to the threatened B - B3. The only possible move is 24 B - Kt5, but after 24 P - K4 he is helpless against P - K5.

20. FRENCH DEFENSE

U. S. S. R. CHAMPIONSHIP, 1937

WHITE	BLACK
<i>V. Rauzer</i>	<i>V. Alatortsev</i>
1 P - K4	P - K3
2 P - Q4	P - Q4
3 Kt - QB3	B - Kt5

A fighting defense, and therefore popular among the modern Russian masters, who are noted for their aggressive style of play.

4 P - K5

Undoubtedly the only move with which White can hope to maintain the initiative.

4	P - QB4
5 P - QR3	B x Ktch
6 P x B	Q - B2

7 Kt - B3	Kt - QB3
8 B - Q3	

Setting a trap which Black avoids: 8 P x P; 9 P x P, Kt x QP ? 10 Kt x Kt, Q - B6ch; 11 Q - Q2! Q x R; 12 P - QB3 followed by Kt - Kt3 winning the Queen.

8	P - B5
9 B - K2	B - Q2

The play that follows is inordinately difficult. White has two Bishops, but the position is blocked and his doubled QBP may be a weakness in the endgame. Black must castle Queen-side, else he will be exposed to a strong attack. Later on, he will try to advance in the center, but this will create more scope for the Bishops. He may also try to operate against the doubled QBP, but he must beware of White's open QKt file and the resulting attacking possibilities.

One can readily see that with so many factors involved, a complex and interesting game will be the likely outcome.

10 O - O	O - O - O
11 P - QR4	P - B3
12 B - R3	Kt - R3

The attempt to win a Pawn by 12 P x P would fail: 13 P x P, Kt x P; 14 Q - Q4, Kt x Ktch; 15 B x Kt and White regains the Pawn most advantageously.

13 B - Q6	Q - R4
14 P x P	

White has no choice, as Kt - B2 is threatened. However, his QB obtains a new and useful diagonal.

14	P x P
15 Q - Q2	Kt - B4

More active than the plausible 15 Kt - B2; 16 B - Kt3, P - K4 which could be answered effectively with 17 B - R4!

16 B - B4 QKt - K2
17 P - R3

In order to preserve the valuable QB against Kt - Kt3.

17 P - R4
18 B - R2 Kt - Kt3
19 KR - Kt1 B x P ?

Tempting, but very bad, as White demonstrates with a remarkable pairing of logic and ingenuity. The safe and sane B - B3 was in order.

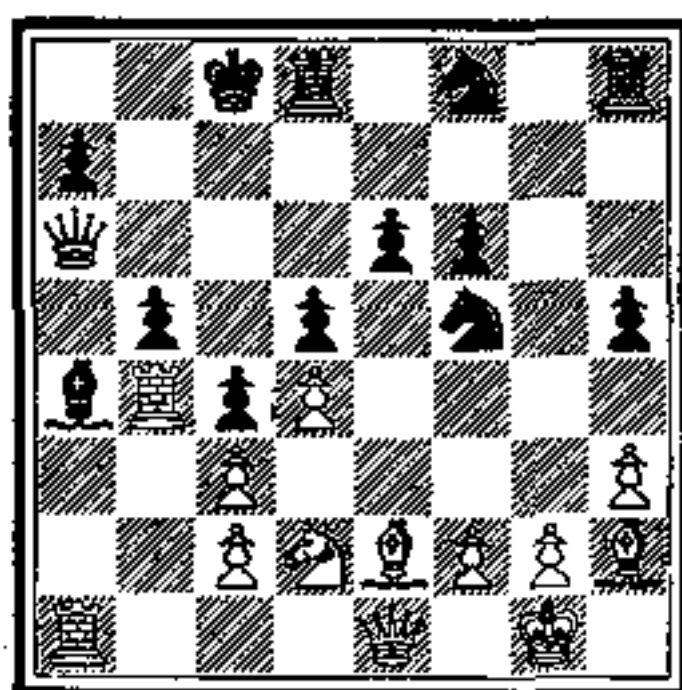
20 Q - K1 !!

Very fine. The move threatens 21 B x P, P x B; 22 Q x Pch with devastating effect, and in addition it clears Q2 for occupation by the Knight.

20 Q - R3
21 Kt - Q2 Kt - B1
22 R - Kt4 P - Kt4

Expecting to answer 23 Kt - Kt3 with Kt - Q2. But now White is ready with a stunning surprise.

BLACK



WHITE

23 Kt x P !! QP x Kt
24 QR x B !! Q x R

Note that if 24 P x R; 25 R x Pch forces the win of the Queen.

25 R x Q	P x R
26 B x P	K - Q2
27 P - Q5 !	

With Black's Rooks out of touch with each other and his King exposed, White's aggressively posted pieces have a field day.

27	P x P
------------	-------

If 27 P-K4; 28 B x P, P x B; 29 Q x P, Kt-Q3; 30 Q-Kt7ch ! K-K1; 31 Q x R, Kt x B; 32 Q x Pch winning still another piece.

28 B x P	Kt - K2
29 P - QB4	Kt x B
30 P x Kt	R - R2
31 Q - R5	K - K1
32 P - Q6	

Black must contend not only with the mobile Queen, but with two passed Pawns. The end is near.

32	R - B1
33 P - QB4	R - QKt2
34 Q x KRPch	K - Q1
35 Q - R5ch	K - K1
36 Q x Pch	K - B2
37 B - B4	Kt - K3
38 B - K3	Kt - Q1
39 P - B5	Kt - B3

This can hardly be called a blunder, as the game was quite hopeless.

40 Q - B4ch	Resigns
-------------	---------

Black cannot avoid the loss of a Rook. A highly interesting game.

21. CARO-KANN DEFENSE

MAEHRISCH-OSTRAU, 1923

WHITE	BLACK
<i>Dr. E. Lasker</i>	<i>Dr. S. Tartakover</i>
1 P - K4	P - QB3
2 P - Q4	P - Q4
3 P x P	P x P
4 B - Q3	

In recent years, Botvinnik and other Russian masters have popularized the interesting alternative 4 P - QB4, which frequently transposes into the Queen's Gambit.

4	Kt - QB3
5 P - QB3	Kt - B3

5 P - K4 frees Black's game at once, but the resulting isolated QP would not be to everyone's taste.

6 B - KB4	P - KKt3
-----------	----------

The simplest disposition of the problem of developing the QB would be 6 B - Kt5; 7 Kt - K2 (if 7 P - B3, B - R4 followed by B - Kt3), P - K3; 8 Q - Kt3, Q - B1; 9 Kt - Kt3, Kt - KR4 etc.

7 P - KR3

Preventing B - Kt5.

7	B - Kt2
8 Kt - B3	Kt - K5 ? !

An interesting attempt at complicating the game. In the last analysis, however, the move only loses time and develops White's game. 8 B - B4 was indicated.

9 QKt - Q2 !	P - B4
--------------	--------

This is handsomely refuted by Lasker, but either 15 P-B6; 16 B-K4! or 15 B-B4; 16 B x B would have lost a Pawn for Black. 15 B-K3 was relatively best.

16 KR-K1

P-K3

. . . . B-K3 was the only chance.

17 R-QB1!

Preparing for the strategically decisive P-B4.

17

Q-Q1

18 B-K2

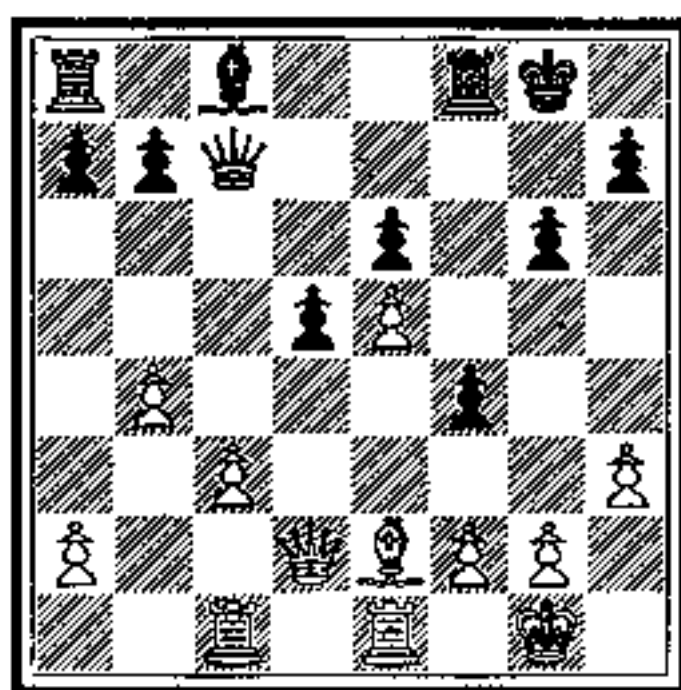
Q-R4?

Tartakover has lost the thread of the game. Relatively best was 18 B-Q2; 19 P-B4, B-B3.

19 P-QKt4!

Q-B2

B L A C K



W H I T E

20 P-B4!

Q x KP

If 20 P x P; 21 B x P, Q-K2; 22 KR-Q1 and Black's position is untenable.

21 P x P

Q-Q3

If 21 Q x P; 22 Q x Q, P x Q; 23 B-B3 wins easily. Or 21 P x P; 22 B-B3 and White's enormous lead in de-

32	K - B2
33 R x RP	K - K2
34 R - R4 I	P - Kt4
35 R(4) - B4	K - Q2
36 R - B5	R x R
37 R x R	R x P

Leading into a lost King and Pawn ending. The rest requires no comment.

38 R x Rch	K x R
39 K - B1	K - Q3
40 K - K2	K - Q4
41 P - QR4	K - Q5
42 K - B3	Resigns

22. CENTER COUNTER GAME

LONDON, 1862

WHITE	BLACK
<i>W. Steinitz</i>	<i>A. Mongredien</i>
1 P - K4	P - Q4
2 P x P	Q x P
3 Kt - QB3	Q - Q1 ?

This defense has been largely discredited by the fact that Black loses a tempo in removing his Queen from attack. His relatively best course is to play 3 Q - QR4, with some chances of counterattack; whereas the abject retreat of the Queen involves an additional loss of time.

4 P - Q4	P - K3
----------	--------

Black continues in timid vein. It is true that the immediate B - B4 could be answered advantageously by Q - B3, but 4 P - QB3 followed by B - B4 was far preferable to the text.

5 Kt - B3 Kt - KB3
6 B - Q3

Taking over the aggressive diagonal which Black has surrendered without a struggle.

6 B - K2
7 O - O O - O
8 B - K3 P - QKt3
9 Kt - K5 B - Kt2
10 P - B4

It is clear that White is preparing all the essentials for a violent King-side attack. Black's role will be of a purely defensive nature.

10 QKt - Q2
11 Q - K2 Kt - Q4

A Knight at KB3 is generally the bulwark of the defense against a King-side attack. It is therefore a mistake for Black to remove this well-posted piece. . . . P - B4, with a counter-attack in the center, suggests itself as the logical continuation.

12 QKt x Kt P x Kt

Still another mistake. He blocks the valuable diagonal of his QB, thus putting this piece out of action and allowing the dangerous maneuver R - B3 - R3.

13 R - B3

White's attack now becomes really menacing. He threatens 14 B x Pch, K x B; 15 R - R3ch followed by Q - R5 and wins.

13 P - KB4
14 R - R3 P - Kt3

To prevent Q - R5. The grave results of removing the Knight from KB3 begin to be apparent.

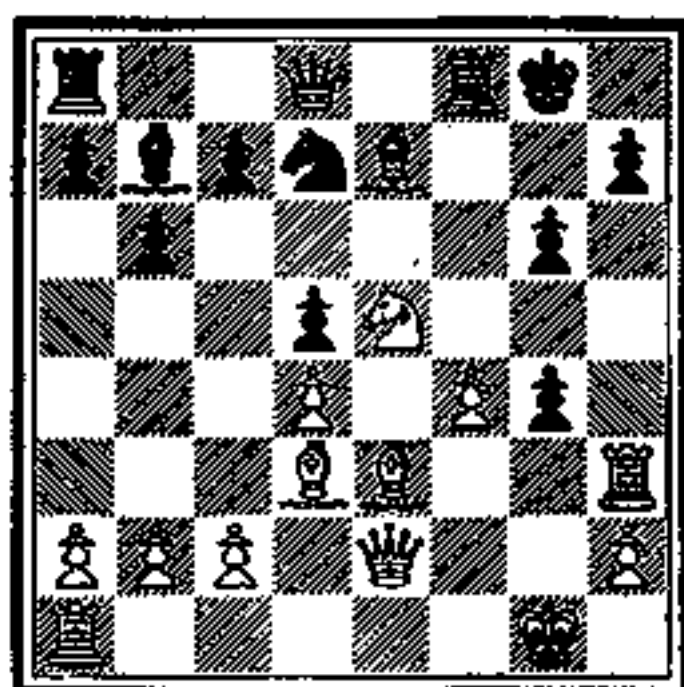
15 P - KKt4 !

"It is worthy of notice," Loewenthal comments quaintly in the Tournament Book, "how cleverly Herr Steinitz seizes on any opportunity to make a dashing combination. The move is a good instance of his peculiar talent."

15 P x P ?

The decisive mistake, which allows a beautifully calculated sacrificial combination. With 15 Kt x Kt; 16 BP x Kt, B-B1 Black could have put up a much more stubborn resistance.

BLACK



WHITE

16 R x P !!	Kt x Kt
17 BP x Kt	K x R
18 Q x P	KR - Kt1

He had no adequate defense:

I. 18 R-B4; 19 B x R, P x B; 20 Q x Pch followed by K-R1 and R-KKtlch.

II. 18 Q-K1; 19 Q-R5ch, K-Kt1; 20 B x P, R-B2; 21 K-R1! B-KB1; 22 R-KKt1, B-Kt2; 23 B-R6 and wins.

19 Q-R5ch	K-Kt2
20 Q-R6ch!	K-B2
21 Q-R7ch	K-K3

Not 21 R-Kt2; 22 B x Pch, K-B1; 23 Q-R8ch, R-Kt1; 24 B-R6 mate. After the text it seems as if Black will come off unscathed; but Steinitz has calculated all the details since his fifteenth move with astonishing accuracy and foresight.

22 Q-R3ch	K-B2
23 R-B1ch	K-K1
24 Q-K6	R-Kt2
25 B-Kt5 !!	

The crowning move of the combination. Although a Rook ahead, Black is in *Zugzwang!*

25	Q-Q2
------------	------

There was no saving move, for if:

I. 25 B-B1; 26 Q-B6ch !! B-Q2; 27 Q x Pch | R x Q; 28 B x R mate.

II. 25 P-R3; 26 R-B7 !! R x R (or 26 Q-Q2; 27 Q x Qch, K x Q; 28 R x R, R-K1; 29 B x KtP etc.); 27 B x KtP, Q-Q2; 28 Q x Rch, K-Q1; 29 Q-B8ch and mate next move.

26 B x Pch	R x B
27 Q x Rch	K-Q1
28 R-B8ch	Q-K1
29 Q x Q mate	

White's brilliant exploitation of his opponent's mistakes has been most instructive.

23. ALEKHINE'S DEFENSE

MARSHALL CHESS CLUB CHAMPIONSHIP, 1927

WHITE	BLACK
F. Reinfeld	A. E. Santasiere
1 P-K4	Kt-KB3

An interesting defense which made a great stir in the chess world throughout the twenties. It is a bold attempt to stamp White's first move as premature! It creates many psychological pitfalls for the first player, who may either be intimidated, playing some such move as 2 P - Q3; or else he may advance too hastily, overreaching himself and leaving a host of weak Pawns to be picked up by Black later on. In this game, White proposes to steer a sensible middle course.

2 P - K5 Kt - Q4
3 P - QB4

Another method which is much favored nowadays is 3 P - Q4, P - Q3; 4 Kt - KB3, B - Kt5; 5 B - K2 and White's somewhat more comfortable development gives him good prospects.

3 Kt - Kt3
4 P - Q4 P - Q3
5 P x P

5 P - B4 (the Four Pawns Game) is also playable, but true to his resolve, White does not want to commit himself unduly.

5 KP x P
6 P - Q5

A good although unusual move; Black must play precisely in order to avoid getting a cramped game.

6 B - K2

In view of Black's later difficulties with his QB, he should have played B - B4 at this point.

7 B - Q3 !

Taking advantage of Black's lapse.

7 QKt - Q2

If instead 7 O-O; 8 Q-B2! P-KR3; 9 Kt-K2, B-Kt5; 10 Kt-Kt3 followed by P-KR3 and the QB is driven back to an unfavorable square.

8 Kt - K2	O - O
9 QKt - B3	Kt - K4
10 P - QKt3	Kt x Bch?

Missing his last chance for B-Kt5.

11 Q x Kt	Kt - Q2
-----------	---------

Now it is too late for 11 B-Kt5. White would play 12 Kt-Kt3 followed by P-KR3, driving the Bishop back.

12 O - O	Kt - K4
13 Q - B2	R - K1

To all appearances, Black has a promising game. Actually, however, his prospects are poor. His Queen, QB and QR have no likelihood of getting into the game for a long time to come, while White's development is easy, rapid and indicative of a strong coming attack.

14 Kt - Kt3

White's Knights are strongly posted.

14	B - B3
15 B - Q2	P - QR4

Because of the difficulties previously alluded to, Black tries to get some counterplay on the Queen-side, but the outlook there is not too promising.

16 QR - K1	B - Q2
------------	--------

This is the best that can be done for the QB, after the opportunities neglected earlier. . . . P-KKt3 might have been better, although after the almost inevitable exchange of Bishops later on, Black's black squares would have become very weak.

17 QKt - K4

If 22 Kt - B4; 23 P - KKt4, Q - R5; 24 Kt(R5) - B6ch ! P x Kt; 25 Kt x Pch, K - B1; 26 Kt x Bch, K - Kt1; 27 Kt - B6ch, K - B1; 28 Kt x R and Black cannot capture the Knight.

23 Kt(K4) x Pch	P x Kt
24 Kt x Pch	K - B2
25 Kt x R	B x Kt
26 Q - R8 !	

The point of the combination: he threatens to win the Knight.

26	Q - Kt4
------------	---------

Black has nothing better.

27 Q x Pch	K - B1
------------	--------

Not 27 Q - Kt2 ? 28 R - K7ch.

28 R - K6	Kt - B4
-----------	---------

A blunder which loses the Knight, but the position was hopeless. If 28 Kt - Kt1; 29 Q x P wins easily. If 28 Kt - B2; 29 KR - K1, B - Q2 (or 29 Q - Kt2; 30 R x Bch); 30 R - Kt6 etc.

29 P - B4	Q - Kt2
30 Q x Ktch	B - B2
31 KR - K1	Q - Kt6
32 R - K7	Resigns

The chief interest of this game lies in the manner in which Black is punished for failing to develop his QB.

24. NIMZOVICH DEFENSE

VENTNOR CITY, 1940

WHITE	BLACK
S. N. Bernstein	H. Morris
1 P - K4	Kt - QB3

Although Nimzovich enriched modern master play with many fruitful opening innovations, this is one move which does not appear to have had much success. It generally leaves Black with a difficult game, and since Nimzovich's death, no one has appeared on the scene who is fully able to manage this unruly defense.

2 P - Q4 P - Q4
3 P - K5

The alternative is the gambit continuation 3 Kt - QB3, P x P; 4 P - Q5 which leaves Black with a painfully uncomfortable game.

3 P - K3

. . . . B - B4 is usually played here, but the difference is hardly important, since this Bishop is 'soon exchanged' for White's KB, which is what usually happens after B - B4.

4 P - QB3 P - QR4

This looks queer, but it is fully explained by Black's sixth and seventh moves.

5 P - KB4

Note that White studiously avoids B - Q3. He foresees that Black's QB will soon come to QR3 and he therefore feels that it would be pointless to waste a move developing the KB.

5 KKt - K2
6 B - K3 !

The crisp exactitude of White's play makes his handling of the opening highly interesting. If the QB is not brought to K3 before Black's Kt - B4, it will be impossible to put this Bishop to good use.

6	P - QKt3
7 Kt - Q2	B - R3
8 B x B	R x B
9 Kt - K2	Kt - B4
10 B - B2	

Ordinarily this Bishop, hemmed in by White Pawns, would be much inferior to Black's Bishop. This has been proven so often in analogous positions that many players would write off White's position as strategically lost. It is fascinating to observe how cleverly Bernstein remedies this drawback of his position.

10	P - R4
------------	--------

The customary maneuver to establish the position of the Knight. Black's position appears very satisfactory.

11 Kt - KKt3 !	P - Kt3
----------------	---------

He cannot very well play 11 Kt x Kt; 12 P x Kt ! P - Kt3; 13 P - KKt4 and Black must lose a Pawn.

12 Kt x Kt	KtP x Kt
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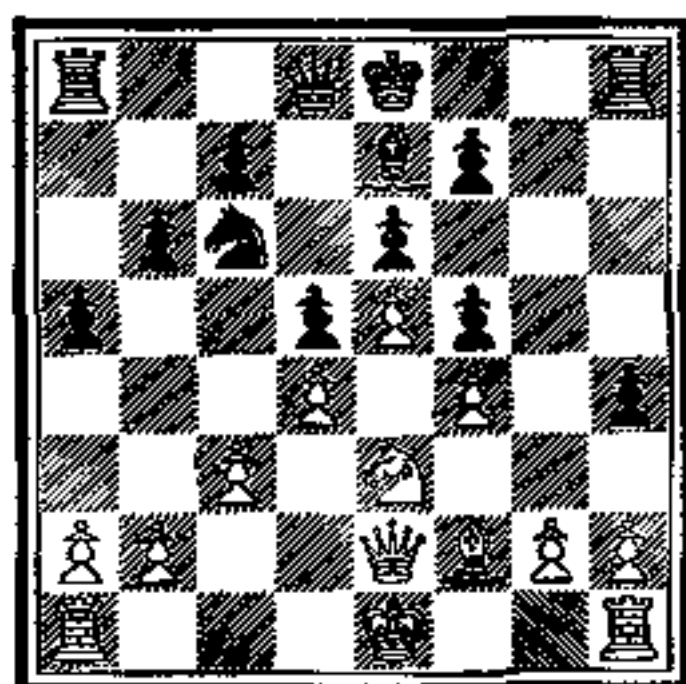
The natural mode of recapture, and yet it leads to trouble later on. Perhaps KP x Kt would have been preferable.

13 Kt - B1	P - KR5
------------	---------

If instead 13 B - K2; 14 P - KR4, P - Kt4; 15 Kt - Kt3, B x P; 16 Kt x RP and Black is left with an untenable position. Or if 13 Kt - K2; 14 B - R4 ! Q - Q2; 15 Kt - Kt3, Kt - Kt3; 16 B - B6 followed by Kt x RP (Bernstein). This last variation gives the clue to White's plan of the game: White's apparently shut in Bishop is to have an opportunity to occupy the weakened black squares in Black's camp.

14 Kt - K3	B - K2
15 Q - K2	R - R1

BLACK



WHITE

16 K-Q2!

Very good. White does not care to castle on the King-side because he intends to operate on that wing. Queen-side castling is also undesirable because Black can arrange to play P-Kt4-5. Hence the text is in order to assure the co-operation of the QR on the King-side.

16	Q-Q2
17 P-KKt4!	P x P

If 17 P x P e.p. 18 P x P, O-O-O; 19 P-KKt4 with advantage.

18 Q x P	K-Q1
19 Q-K17	Q-K1

If 19 R-KB1; 20 B x P! Black's game is untenable because he cannot meet White's concentration of force on the King-side. The absence of Black's QR from the scene of action tells against Black.

20 QR-KKt1	Q-B1
21 P-B5!	K-K1
22 P-B6!	

One hammer-blow after another.

22	Q x Q
23 R x Q	B - B1
24 KR - KKt1 !	B x R

If he declines the sacrifice, White simply brings more pressure to bear by means of Kt - Kt4, B - K3 and Kt - R6, or else wins prosaically with R - Kt8.

25 P x B	R - KKt1
26 B x P	Kt - K2
27 B - B6	

The triumph of the Bishop! White's profound strategy has been vindicated.

27	Kt - Kt3
28 R - Kt4	K - Q2
29 P - KR4	Kt - B1

Despair.

30 P x Kt(Q)	QR x Q
31 R x R	R x R
32 P - R5	R - Kt6
33 P - R6	

The same threat in a new edition.

33	R - R6
34 Kt - Kt4	Resigns

There is nothing to be done against 35 B - Kt7 and 36 Kt - B6. A fine finish in keeping with a good game.

25. QUEEN'S GAMBIT

ST. PETERSBURG, 1909

WHITE

BLACK

A. Speyer

A. Rubinstein

1 P - Q4

P - Q4

2 P - QB4	P - K3
3 Kt - QB3	P x P

It is worthy of note that although the acceptance of th gambit is one of the least popular defenses, it has had the ap probation of some of the greatest students of the opening— particularly Steinitz, Janowski, Schlechter, Rubinstein and Tar takeover.

4 Kt - B3

Rather tame; P - K4 would have been more aggressive.

4	P - QR3
5 P - QR4	P - QB4
6 P - K3	Kt - KB3
7 B x P	Kt - B3
8 O - O	Q - B2

The text move is very risky, in view of the subsequent op position of White's QR on the same file. Hence B - K2 could have been played at once.

9 Q - K2	B - K2
10 B - Q2	

In order to facilitate the speedy development of his Rooks although at first sight the move makes a rather unsatisfactory impression. 10 P - Q5, P x P; 11 B x QP was a good alternative leading to a totally different kind of game.

10	O - O
11 QR - B1	R - Q1

This is perhaps not the most exact course, which would consist in 11 P x P; 12 P x P, R - Q1.

12 B - Q3

Submitting to the isolated QP for the sake of the open QB file. The game soon becomes very exciting.

12	P x P
------------	-------

Very hazardous; the continuation had to be calculated to a nicety.

13 P x P

This Pawn is of course immune from capture (13 Kt x P ? 14 Kt x Kt, R x Kt; 15 Kt - Kt5).

13	B - Q2
14 Kt - K4	QR - B1

More aggressive than the simple move 14 B - K1, which would have avoided all the ensuing complications.

15 Kt - K5 ? !	B - K1 !
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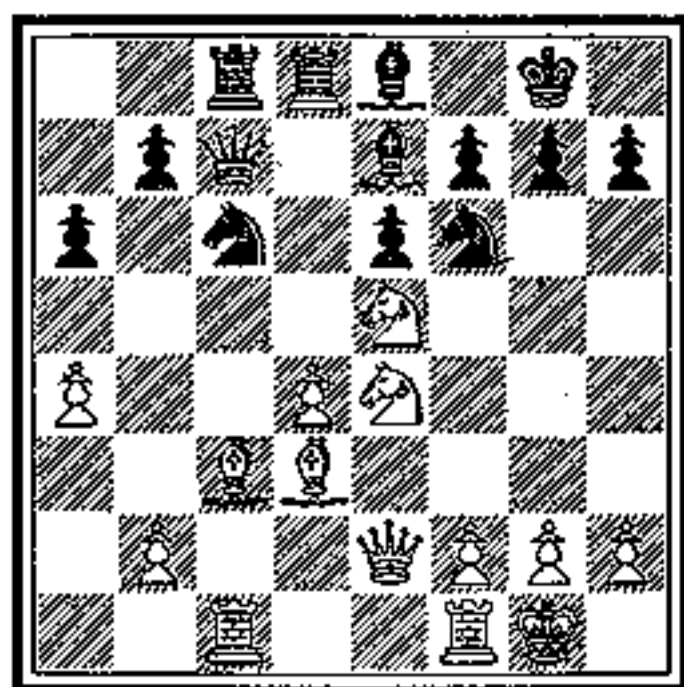
White threatened 16 Kt x Ktch, B x Kt; 17 B x Pch, K x B; 18 Q - R5ch with at least a draw.

15 Kt x P would be bad now because of 16 Kt x Ktch, B x Kt (if 16 P x Kt ? 17 Q - Kt4ch); 17 Q - K4, Q x Kt; 18 Q x Pch, K - B1; 19 B - Kt4ch and Black can resign.

16 B - B3

The critical position. 16 B - K3 is answered by Q - R4.

B L A C K



W H I T E

16	Kt x P ! !
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This unexpected stroke is absolutely sound.

17 Kt x Ktch

On 17 B x Kt Black simply replies 17 Q x R1 and if then 18 B - B3 he has several good replies, for example 17 R x QB; 18 Kt x R, Q - R3 or 17 Q - R3; 18 B - Q2, P - KKt4; 19 B x KtP; Q - Kt2.

17	B x Kt
18 Q - K4	Kt - B4
19 P - KKt4	B x Kt!
20 Q x B	

Forced; if 20 B x B (or 20 P x Kt? B x Pch followed by B - B3), Q x R; 21 R x Q (if 21 P x Kt, Q - Kt4ch; 22 B - Kt3, B - B3), R x Rch; 22 B - B1, KR - Q8 or 22 K - Kt2? B - B3.

20	R x B
21 Q x Q	R x Q
22 P x Kt	P x P
23 P - R5	

Black has won two Pawns, but there is still plenty of play in the ending, partly because of the awkward position of his Pawns, as well as the drawing possibilities of the Bishops of opposite colors.

23	P - B3
24 KR - Q1	

Naturally Speyer would like to exchange all the Rooks; Black must retain one Rook to be reasonably certain of winning.

24	R(2) - Q2
25 R x R	R x R
26 R - K1	B - B3
27 R - K3	R - Q8ch

28 R - K1	R - Q2
29 P - B4	K - B2
30 K - B2	B - K5
31 R - K2	P - KKt4 !

With this move Black forces the creation of a passed Pawn which must decide the issue. The next step is to bring the Rook to KR5, attacking White's KRP and thus tying his Rook to the second rank. Finally, the Black King comes to the center to support the march of the BP.

32 R - Q2	B - Q4
33 K - Kt3	K - K3
34 R - K2ch	B - K5
35 R - Q2	R - Kt2 !
36 P x P	R x Pch
37 K - B4	R - Kt5ch
38 K - K3	R - R5 !

Now that the desired position has been obtained, it still remains for Black to assure the advance of the BP.

39 R - KB2	B - Q4
40 B - Q4	

If either the Rook or the King moves, the BP advances directly.

40	R - K5ch
41 K - Q3	B - B3 !

In order to drive the King away from the BP. All this is very well played by Black.

42 P - Kt4	B - Kt4ch
43 K - B3	P - B5
44 B - B5	K - B4

At last!

45 K - Q2	P - R4
46 K - B3	B - K7

Making possible the further advance of the Pawn.

47 R - Kk12 P - B6

48 R - Kt7

After 48 R - B2 the Rook is stalemated and Black might win in somewhat the following fashion:

I. 48 P - R5; 49 B - B8, R - B5ch; 50 K - Q2, K - K3; 51 K - K1 (if 51 K - K3, P - B4; 52 B - B5, R x B; 53 P x R, K - K4; 54 P - R3, P - B5ch; 55 K - Q2, K - K5; 56 K - K1, K - Q6 and wins), R - B7; 52 B - R6, K - Q4; 53 B - B8, K - K5; 54 B - R6, K - Q6; 55 B - B4, R - Kt7 etc.

II. 48 P - R5; 49 B - Kt6, R - B5ch; 50 K - Kt3, K - K5; 51 B - R7, K - Q6; 52 B - Kt6, K - Q7; 53 B - R7, K - K8; 54 B - Kt6, P - R6; 55 B - R7, P - B4; 56 B - Kt6, P - B5; 57 B - R7, R - K5; 58 B - Kt6, R - K6ch and wins.

48 B - Kt4

49 R - Kt3

Black threatened R - B5ch followed by R x B.

49 R - B5ch

50 K - Q2 K - K5

Again threatening R x B.

51 B - Kt6

51 K - K1, R - B7 is equally hopeless.

51 R x P

52 R - R3 R - Kt7ch

53 K - B3 P - B7

54 R - K3ch K - B5

55 R - K6 K - B4

White resigns. This game is a fine example of Rubinstein's masterly play during the period when he was at his best.

26. QUEEN'S GAMBIT

MATCH, 1934

WHITE	BLACK
<i>A. Lilienthal</i>	<i>S. Landau</i>
1 P - Q4	P - Q4
2 P - QB4	P x P
3 Kt - KB3	Kt - KB3
4 P - K3	P - K3
5 B x P	P - B4
6 O - O	

The late development of White's QKt is a noteworthy feature of this game.

6	P - QR3
7 Q - K2	P - QKt4
8 B - Q3	QKt - Q2
9 P - QR4 !	

White plays to disarrange Black's Queen-side Pawns before his opponent has had an opportunity to complete his development.

9	P - B5
-----------	--------

Landau is reluctant to give White's QKt a good square at QB4 by means of P - Kt5, and yet this course was preferable to the text.

10 B - B2	B - Kt2
11 P - K4 !	

Taking full advantage of Black's ninth move; he creates a strong center, opens up the diagonal of his QB and threatens to obtain a powerful diagonal eventually with P - K5.

11	B - K2
12 B - Kt5	R - QB1

Castling would be the natural course, but then comes 13 P-K5, Kt-Q4; 14 Q-K4 and Black is in serious difficulties.

13 R-Q1

Preparing for dynamic action in the center.

13 P-R3

14 B x Kt B x B

Or 14 Kt x B; 15 P-Q5! KP x P; 16 P-K5! with a strong attack.

15 P x P P x P

16 Kt-R3!

At last the QKt is developed, and to good effect.

16 Q-Kt3

17 P-QKt3!

Another well timed thrust. If 17 B-R3; 18 P x P, P x P; 19 B-R4 with a very difficult position for Black.

17 P x P

18 B x P B-R3

Or 18 P-Kt5; 19 Kt-B4, Q-B2; 20 P-Q5 or R-R7 with a winning game.

19 P-K5 B-K2

20 P-Q5!

Advancing with crushing effect.

20 P x P

21 B x P Kt-B4

Castling would still have been premature because of the decisive reply 22 P-K6!

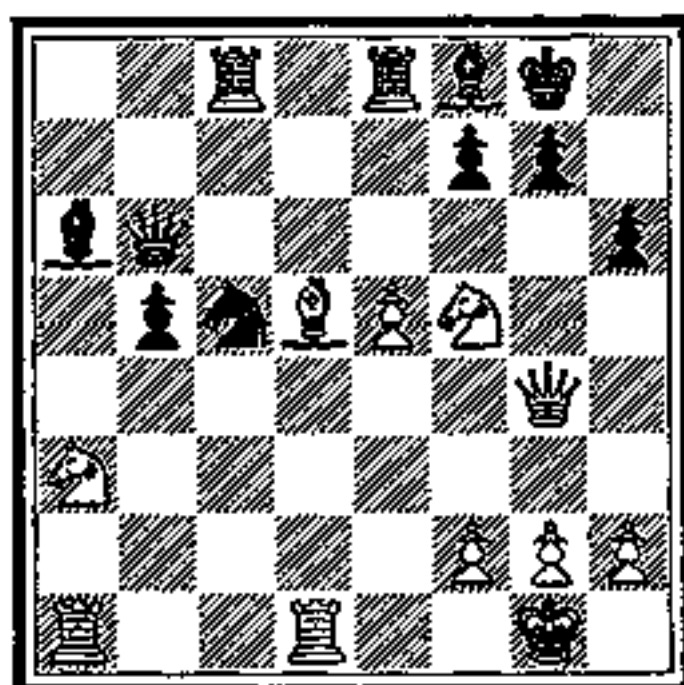
22 Kt-Q4 O-O

23 Kt-B5! KR-K1

24 Q-Kt4 B-B1

White has prepared all the elements needed for a murderous attack.

BLACK



WHITE

25 B x Pch !! K x B

26 R - Q6 !!

Forcing Black's reply, for if the Queen moves, then 27 Kt x Pch ! P x Kt; 28 Q - Kt6ch, K - K2; 29 Q - B6 mate.

26 B x R

27 Q x Pch K - K3

28 Kt x B

Threatening to capture either Rook, followed by Q - B6ch winning the Queen.

28 Q - Q1

29 Kt x KR Q x Kt

30 Q - B6ch K - Q4

Amusing would be 30 K - Q2; 31 Q - Q6 mate!

31 Q - Q6ch K - K5

32 R - K1ch K - B4

33 Q - B6ch K - Kt5

34 P - R3ch K - R4

35 P - Kt4 mate

A highly unconventional game!

27. QUEEN'S GAMBIT DECLINED

LODZ, 1908

WHITE	BLACK
<i>A. Rubinstein</i>	<i>G. Salwe</i>
1 P - Q4	P - Q4
2 P - QB4	P - K3
3 Kt - QB3	P - QB4

This is the famous defense which Tarrasch advocated so stubbornly for almost thirty years, although it was generally considered discredited by reason of the fact that Black is saddled early in the game with an isolated QP.

4 BP x P	KP x P
5 Kt - B3	Kt - KB3
6 P - KKt3 !	

The move popularized by Schlechter and Rubinstein for bringing immediate pressure to bear on the QP.

6	Kt - B3
7 B - Kt2	P x P
8 KKt x P	Q - Kt3

The reasoning behind this move is interesting: Black hopes to induce his opponent to play Kt x Kt, so that the QP will no longer be isolated.

9 Kt x Kt !

A surprising reply, but it indicates that Rubinstein has made a profound study of the position.

9	P x Kt
10 O - O	B - K2
11 -	

Now Rubinstein's plan of the game begins to unfold. He plans to exert pressure on the QB file against the backward QBP, and at the same time to plant his QKt on the important square QB5. Since this square is not guarded by a Black Pawn, it will be impossible to prevent its eventual occupation by White.

11	Q - Kt4
12 B - K3	O - O
13 R - B1	

White is already on the point of occupying QB5.

13	B - Kk15
--------------	----------

This move has been criticized as being superficial and mere loss of time, but the annotators have overlooked its plausible motivation: it induces White to block his KB's diagonal, which may have seemed to Salwe a partial compensation for the weaknesses of his own position. That Rubinstein would turn Black's move to his own advantage was not so easy to see at this point.

14 P - B3	B - K3
-----------	--------

. . . . B - Q2 seems more natural, to give the weak QBP additional protection, but Salwe leaves this square open in order to play Kt - Q2.

15 B - B5 !	
-------------	--

White has achieved his strategical objective. Note, incidentally, that the removal of Black's KB will weaken his hold on QB4.

15	KR - K1
16 R - KB2 !	

Preparing to double the Rooks and transfer his KB to a more useful diagonal without loss of time. A typical Rubinstein maneuver: simple, artistic and economical.

16	Kt - Q2
17 B x B	R x B
18 Q - Q4!	

He must not relax the pressure by allowing P - QB4.

18	KR - K1
19 B - B1!	

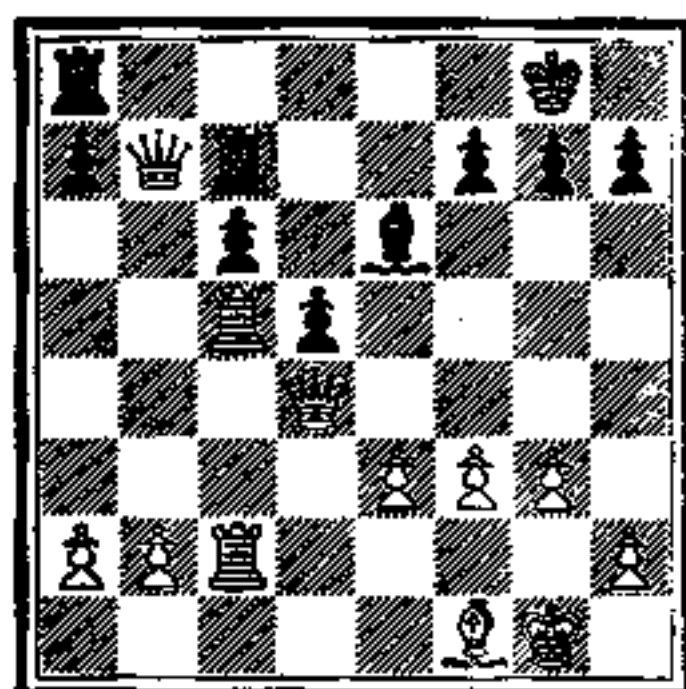
The Bishop is useless on his present diagonal; hence it is returned to his original square, where it is posted to great advantage, as will soon appear.

19	KR - QB1
20 P - K3	

Opening the Bishop's line, and preparing to swing the KR over to the Queen's wing.

20	Q - Kt2
21 Kt - B5	Kt x Kt
22 R x Kt	R - B2
23 KR - B2	

B L A C K



W H I T E

Rubinstein has carried out his plan. He has occupied QB5, exercises strong pressure on the BP, and all the superfluous

pieces have been exchanged. Note that White's Rooks operate actively, while Black's Rooks are limited to purely passive functions.

23 Q - Kt3

24 P - QKt4 I

If now 24 B - Q2; 25 P - Kt5, QR - B1 (if 25 KR - B1; 26 P x P, B x P; 27 Q - B3 winning a piece); 26 Q - B3 with an easy win.

24 P - QR3

He has nothing better.

25 R - R5

It is characteristic of such positions that the weakness of the black squares is coexistent with the weakness of Pawns fixed on white squares. Thus, if Black should reply 25 Q x Q; 26 P x Q, B - B1 White can win a Pawn with 27 R x QP or (still better) 27 P - Kt5.

25 R - Kt1

A temporary resource. It is clear that Black's Queen-side Pawns are untenable.

26 P - QR3 R - R2

A Pawn must fall. If 26 B - B1; 27 Q x Q, R x Q; 28 R x QP.

27 R x BP Q x R(B3)

28 Q x R R - R1

29 Q - B5 Q - Kt2

30 K - B2

Rubinstein plays with great care. Before proceeding with the decisive maneuver, he protects the second rank from any possible invasion.

30	P - R4
31 B - K2	P - Kt3
32 Q - Q6	Q - B1
33 R - B5	

This crushes all further resistance.

33	Q - Kt2
34 P - KR4	P - R4

Black is helpless: if he moves the Bishop he loses the QP; if he moves his Rook along the rank, he loses the RP, and K - R2 or K - Kt2 would lose the Bishop after R - B7. On waiting moves, B - Q3 would win easily.

35 R - B7	Q - Kt1
36 P - Kt5	P - R5
37 P - Kt6	R - R4
38 P - Kt7	Resigns

Black must lose the Queen. This game is a classic model for the logical and inexorable exploitation of hostile weaknesses.

28. QUEEN'S GAMBIT DECLINED

LONDON, 1920

WHITE	BLACK
<i>J. R. Capablanca</i>	<i>Allies</i>
1 P - Q4	P - Q4
2 P - QB4	P - K3
3 Kt - KB3	Kt - KB3
4 B - Kt5	QKt - Q2
5 P - K3	B - K2
6 Kt - B3	P - QR3

6 O - O; 7 R - B1, P - B3 is more customary in modern play, but Black wants to continue P x P by

. . . . P - Kt4 and P - B4. The scheme is plausible but, a will be seen, over-ambitious.

7 Q - B2	O - O
8 R - B1	P x P

It has often proved useful to interpolate R - K1 hereabouts. Note that the tempo which Black gains by avoidin P - B3 is balanced by the tempo spent in playing . . . P x P before White has moved his KB.

9 B x P	P - Kt4
10 B - Q3	B - Kt2

So far so good. But now White has something to say about the completion of his opponent's plan.

11 P - QR4 !

An energetic stroke, often used to weaken Black's Queen side Pawn structure. Some such measure is necessary, for Black is unmolested, he can simply proceed with P - B4

11	P - Kt5
12 B x Kt	

Stronger than 12 Kt - K4, Kt x Kt; 13 B x B, Q x B; 14 B x Kt B x B; 15 Q x B, P - QB4 and Black has succeeded in emancipating himself.

12	Kt x B
13 Kt - K4	B x Kt

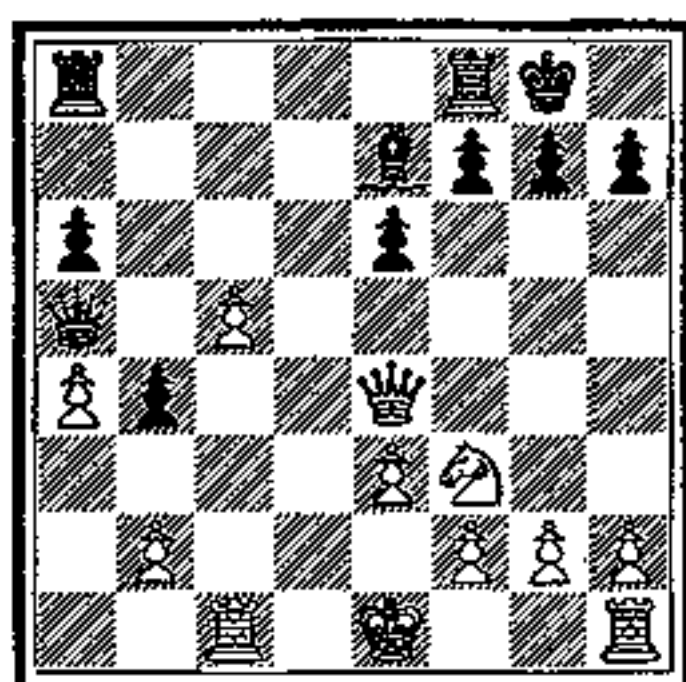
This is part of Black's plan to advance the QBP. It is clear that without this advance, he would have a strategically los game.

14 B x B	Kt x B
15 Q x Kt	P - QB4 !

Now or never!

16 P x P	Q - R4
----------	--------

BLACK



WHITE

17 P - QKt3

A difficult decision. If 17 Q - B2, QR - B1—whereupon 18 P - B6 ? is refuted by 18 P - Kt6ch; 19 Q - Q2, B - Kt5 winning the exchange. But 17 P - B6 looks plausible. However, after 17 Q x P; 18 O - O, KR - B1; 19 R - B4, R - B2; 20 KR - B1, QR - QB1; 21 Kt - Q4 the further course of the game would be rather unclear.

The text, on the other hand, is a characteristic Capablanca move: without permitting any disquieting complications, it leads to a rather favorable ending.

17 **B x P**
18 **Kt - Kt5**

This and the four following moves explain why White played 17 P - QKt3.

18 **P - Kt3**
19 **Q - R4** **P - R4**
20 **Kt - K4**

Simplicity is still the keynote: after 20 P - Kt4, B - K2; 21 P - B4, B x Kt; 22 P x B, P x P; 23 Q x P, Q - Q4 | White would only have succeeded in compromising his own position.

20 KR - B1
 21 Q - Kt5 I

Leading inexorably to the exchange of Queens, and at the same time guarding against the threat of B x P.

21 B - Kt3
 22 Q x Q B x Q

22 R x Rch? 23 K - K2, B x Q; 24 R x R would be much worse, as it would give White exclusive control of the QB file.

23 K - K2 B - Q1
 24 Kt - Q6 R - B2
 25 R - B4 R - Q2

Ceding the QB file to White without a struggle is poor policy. Black could have made a better fight of it with 25 R x R; 26 Kt x R, K - B1; 27 R - Q1, K - K2 etc.

26 Kt - K4 B - K2

Black is just on the point of getting some counterplay with QR - Q1 threatening R - Q6.

27 R - Q1 I

Not 27 R x P? P - B4! and wins.

27 R x R

After 27 QR - Q1; 28 R x R, R x R; 29 R - B6 (not 29 R x P? P - B4!) the game would have taken much the same course.

28 K x R R - Q1ch
 29 K - K2 R - Q4
 30 R - B6 P - R4

Black is helpless: if 30 R - R4; 31 Kt - Q2 followed by Kt - B4 is decisive.

31 Kt - Q2

With Black's QRP about to be subjected to attack by the Rook and Knight, its days are numbered.

31	K - Kt2
32 Kt - B4	B - Q1
33 P - K4	R - Q5

If 33 R - Kt4 ? 34 P - Kt3 with the dreadful threat of P - R4 or P - B4.

34 P - B3	R - Q2
35 R - R6	

Winning the QRP. Note the important role played by White's unassailable Knight.

35	K - B3
------------	--------

Or 35 R - B2; 36 R - R8 ! (not 36 R x RP ?? R x Kt ! 37 R - R8, R - Q5—nor 36 Kt x P, R - B6; 37 Kt - B6, B - B2 with ample counterplay) R - Q2 (if the Bishop moves, then 37 R x P wins easily); 37 Kt x P etc.

36 Kt x P	B x Kt
37 R x B	R - Q5
38 R - QKt5	P - K4
39 P - R5	K - K3
40 P - R6	R - Q3
41 P - R7	R - R3

Or 41 R - Q1; 42 R - Kt8 etc.

42 R - Kt6ch !	Resigns
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A fine example of Capablanca's uncanny mastery of endgame play.

29. QUEEN'S GAMBIT DECLINED

MAEHRISCH-OSTRAU, 1923

WHITE	BLACK
<i>R. Reti</i>	<i>Dr. E. Lasker</i>
1 Kt - KB3	P - Q4
2 P - Q4	Kt - KB3
3 P - B4	P - B3
4 Kt - B3	P x P
5 P - K3	

Since the time this game was played, it has become customary to play 5 P - QR4 here. Then, after 5 B - B4; 6 P - K3, P - K3; 7 B x P, B - QKt5 there ensues a fierce battle for command of White's K4.

5	P - QKt4
6 P - QR4	P - Kt5
7 Kt - R2	P - K3
8 B x P	B - K2
9 O - O	O - O

White comes out of the opening with somewhat the better development, but there are two possible drawbacks which will have to be guarded against carefully: the immediate prospects for successful utilization of White's QKt and QB are by no means bright.

10 Q - K2	QKt - Q2
11 P - QKt3	

This disposes of the problem of developing the QB, but it creates a new potential difficulty: White's QKtP and his QB3 may become weaknesses later on. The simplest course, and one calculated to give Black more trouble, is 11 R - Q1! followed by P - K4.

11	P - QR4
12 B - Kt2	P - B4
13 KR - Q1	Q - Kt3
14 Kt - B1	B - R3 !

A good move. Lasker exchanges the Bishops so as to deprive White's QKtP of its best protection.

15 P x P !	Kt x P
16 Kt - K5	

Thus Black can exchange Bishops only at the cost of bringing White's KKt to a magnificent post at QB4.

16	B x B
17 Kt x B	Q - R3
18 B - Q4 !	

A courageous decision: Reti prepares to remove the annoying Knight so that his QKtP will no longer be under attack. Of course, once his QB is removed, the weakness of his QB3 will become more troublesome than ever.

18	KR - B1
19 B x QKt	B x B
20 Q - B3	

The play that follows is extremely interesting. Reti makes the illuminating comment that an ending would be much in White's favor because he has a standing attack against the QRP, whereas his own QKtP is immune from attack; and that, furthermore, the middle game tends to be in Black's favor, because if he establishes his Knight at QB6, White will be unable to maintain a Rook at Q1. In the following portion of the game, therefore, Reti strives to operate on the Q file before the Knight reaches QB6.

20	B - K2
21 Kt - Q3 !	

Fearless play; but 21 Kt - K2 was safer.

21 Kt - Q4

22 Kt(3) - K5 B - B3

22 P - B3 ? would be refuted by 23 R x Kt !

23 P - K4 Kt - B6

The Knight has arrived, but White is fully prepared for the consequences.

24 R - Q6 Q - Kt2

25 R - K1 B x Kt

26 Kt x B Q - B2 ! ?

Deliberately courting complications which should have turned out badly for him with best play on White's part.

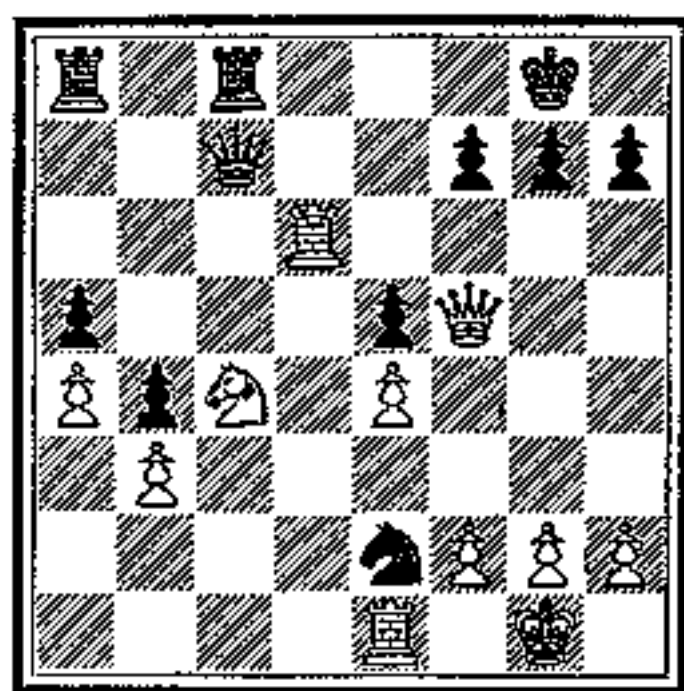
27 Kt - B4 P - K4 ! ?

On other moves, White plays P - K5 with a strong bind on the position.

Tartakover gives the following curious variation: 27 Kt x RP; 28 P - K5 ! R - Q1 (if 28 Kt - B6; 29 Kt - Kt6); 29 R(1) - Q1, Kt - B6; 30 R - Q7, P - B4; 31 P x P e.p., R x R; 32 Q x Rch, K - B2; 33 R x Rch, Q x R; 34 Kt - K5ch etc.

28 Q - B5 Kt - K7ch ? !

BLACK



WHITE

29 K - B1 ?

Reti was in terrible time pressure hereabouts and considered that 29 K-R1! was too risky because of mating possibilities on the first rank.

Tarrasch later showed that the consequences of 29 K-R1! would have been highly favorable for White: 29 Kt-Q5; 30 Q x P, Kt x P; 31 Kt-Kt6, Q-B6! 32 Q x Q, P x Q; 33 Kt x QR! P-B7; 34 P-R3! P-B8(Q); 35 R x Q, Kt x R; 36 Kt-Kt6, R-K1; 37 Kt-B4 and White is a Pawn ahead.

(Of course, if 29 R x Kt? Q x R! wins.)

29	Kt-Q5
30 Q x P	Kt x P
31 Kt-Kt6	Kt-Q7ch!

This is the point that Reti missed when he played 29 K-B1? He must have expected 32 R-K1? 33 Kt x R! Q-B5ch; 34 K-Kt1 and Black cannot capture the Queen!

32 K-Kt1	Kt-B5!
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Now he can answer Kt x QR with Q x R.

33 Kt x Kt	Q x Kt
------------	--------

Black must now win by advancing the powerful QKtP and at the same time parrying his opponent's last attempt at counterattack.

34 Q-KB5	QR-Kt1
35 P-K5	P-Kt6
36 P-K6	P x P
37 R(6) x P	R-B1
38 Q-K5	Q-B7
39 P-B4	P-Kt7
40 R-K7	Q-Kt3
41 P-B5	Q-KB3
42 Q-Q5ch	

If 42 Q x Q, P x Q; 43 R - Kt1, KR - B1; 44 R(7) - K1, R - B5 winning easily.

42	K - R1
43 R - Kt7	Q - B6

White resigns—rather prematurely. Burn gives the following clever winning procedure: 44 R - KB1, Q - K6ch! 45 K - R1, Q - B5! 46 K - Kt1 (or 46 R - Q1, Q - B8! and wins. However, it would be a mistake to play 46 R x R; 47 Q x R, R - QKt1? because of 48 Q x P!), R x R; 47 Q x R, R - QKt1; 48 R x Q, R x Q and wins.

30. QUEEN'S GAMBIT DECLINED

BLED, 1931

WHITE	BLACK
<i>Dr. S. Tartakover</i>	<i>I. Kashdan</i>
1 P - Q4	Kt - KB3
2 Kt - KB3	P - K3
3 P - B4	P - Q4
4 Kt - B3	QKt - Q2

Intending to play the Cambridge Springs Variation, which White avoids with

5 P x P	P x P
6 B - B4	P - B3
7 P - K3	B - K2

In the event of 7 Kt - R4, there would follow 8 B - K5, P - B3; 9 B - Kt3, Kt x B; 10 RP x Kt and Black has obtained the two Bishops only at the cost of a seriously insecure King-side.

8 B - Q3	O - O
9 QR - B1!	

A subtle move. The immediate 9 O - O could be safely answered by Kt - R4, whereas at this stage Black does not

care to go in for the exchange, because the open KR file would be too dangerous before White has castled.

9 R - K1

Played in order to be able to rearrange his pieces more effectively.

10 O - O Kt - B1

But not 10 Kt - R4? 11 Kt x P! P x Kt; 12 B - B7 winning the Queen (another point of White's ninth move).

11 Kt - K5 B - Q3

After 11 KKt - Q2 White might go in for 12 Kt x KBP! K x Kt; 13 Kt x P! Kt - B3 (not 13 P x Kt? 14 B - B7!); 14 Kt - B7 and White comes out with Rook, two Pawns and a good attack in return for the minor pieces.

12 B - Kt3!

Black was on the point of playing Kt - Kt3 with advantageous simplification in view. Now this move can be answered by P - B4. Note how the play hereabouts centers about White's occupation of K5.

12 Q - K2

And not 12 KKt - Q2? 13 Kt x KBP!

If 12 B x Kt; 13 B x B, Kt - Kt3; 14 KB x Kt! RP x B; 15 B x Kt, Q x B; 16 P - QKt4 with a promising Queen-side attack.

13 P - B4

After this powerful move (made possible by the QB's retreat) White can answer B x Kt with BP x B.

13 Kt - Kt5!?

So that if 14 Kt x Kt, B x Kt; 15 Q x B, Q x Pch with a Pawn on the good. The plausible 13 KKt - Q2 could have been answered by 14 P - K4 ! P x P; 15 B - B4 ! Kt - K3; 16 Kt x KBP ! with a winning attack.

14 R - K1 !

Not an easy move to find, as the natural square for this Rook is KB1 and White will have to lose time later returning this Rook to KB1. However, if 14 Q - B3 ? P - B3 ! 15 Kt x Kt, B x Kt and wins.

14 Kt x Kt

Or 14 Kt - R3; 15 P - K4, P - B3; 16 Kt - B3, P x P; 17 Kt x P with good attacking chances.

15 BP x Kt B - B2

The foregoing exchange has crystallized White's attacking chances—not that there is any definite threat, but Black's game is uncomfortable and cramped, and he must soon create weaknesses on the King-side.

16 Q - R5 B - K3
17 R - B1 P - KKt3
18 Q - R6 Kt - Q2

He must take steps against the threat of B - R4 - B6.

19 Kt - Kt5 ! B - Kt1
20 Kt - Q6 ! B x Kt
21 P x B Q - B1
22 Q - B4

As Tartakover picturesquely puts it, the modest KBP has become an infernal machine placed in the heart of the enemy

camp. Black relies on the Bishops of opposite color to neutralize this deadly threat, but his hopes prove futile.

22	P - KB4
23 B - R4	Kt - B3
24 P - KR3 !	

In order to play Q - K5 without having to fear Kt - Kt5, and at the same time preparing the decisive advance P - KKt4.

24	Kt - K5
25 B x Kt !	QP x B

Thus Black has obtained Bishops of opposite color (see the note to White's 22nd move). 25 BP x B ? would lose in short order because of White's command of the KB file.

26 **P - R4**

Here Black offered a draw, which was rightly declined.

26	Q - B2
27 B - K7 !	

A very fine move. Its object is to cut off Black's Rooks from KB1.

27	B - Q2
28 P - KKt4 !	

Now the threat of R - QB2 - Kt2 looms up very strongly.

28	P - KR4
--------------	----------------

Black needs more room for his pieces (if 28 Q - K3; 29 Q - R6 with a winning attack).

29 R - QB2 !	K - R2
---------------------	---------------

If 29 Q - R2; 30 P x BP, B x P; 31 Q - Kt5! B x P; 32 R - B6, K - Kt2; 33 R(2) - B2 and wins. Black gives up a Pawn with the text move, still relying on the Bishops of opposite color.

30 Q x KP	R - KKt1
31 Q - K5	Q - K3
32 R(2) - B2	R - Kt2

White was threatening 33 P - K4 with decisive effect. If 32 Q x Q; 33 P x Q and White's united passed Pawns win fairly quickly.

33 K - R2	QR - KKt1
-----------	-----------

If 33 BP x P; 34 B - B8! is decisive.

34 P - K4!

At last forcing the opening of the KB file.

34	BP x KtP
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Permitting White to obtain two connected passed Pawns, but after 34 P x KP; 35 B - B8! wins.

35 Q x Q!

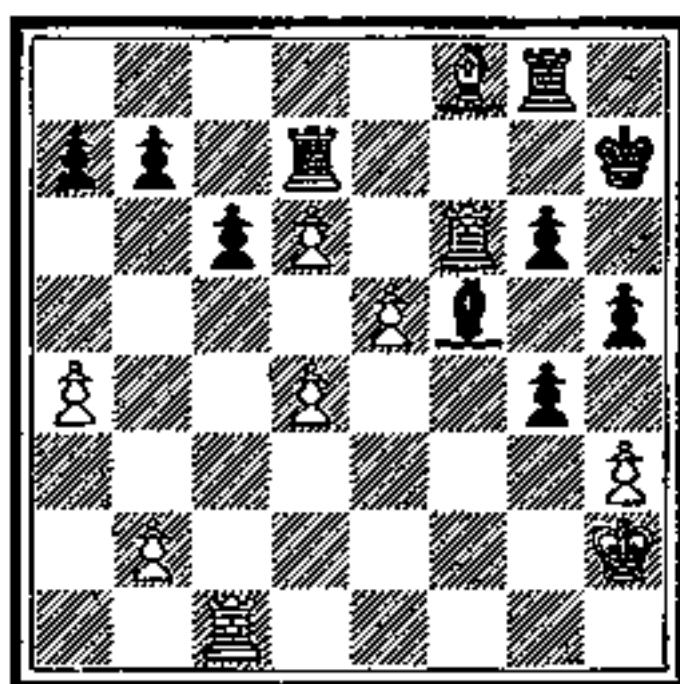
Now the strongest continuation. If 34 B - B8, Q - Kt6 gives Black counterplay.

35	B x Q
36 R - B6	B - B5
37 R - B1	B - Q6
38 P - K5	B - B4
39 B - B8!	

Still a key move! It disorganizes Black's game by separating his Rooks.

39	R - Q2
------------	--------

BLACK



WHITE

40 B - K7

Good enough, but after the game, Kashdan pointed out the more elegant continuation 40 R - B1 | with these possibilities: (a) 40 R x B (White was threatening 41 R(1) x B! R x B; 42 R x R, P x R; 43 P - K6, R x P; 44 P - K7 and wins); 41 R x R, K - Kt2; 42 R(1) x B! P x R; 43 P - K6! K x R; 44 P x R and the Pawn queens; (b) 40 B - Q6; 41 R - B7ch, K - R1; 42 R x R, B x R; 43 B - Kt7ch, R x B; 44 R x R, K x R; 45 P - Q7 etc.

40 R - K1

He must be prepared to give up the exchange in the event of P - K6.

41 P x P	B x P
42 K - Kt3	B - B4
43 K - B4	K - Kt2

Or 43 R(1) x B; 44 P x R, R x Pch; 45 K - K3, R - K5ch; 46 K - B2, R x KP; 47 R - K1 and wins.

44 R - KKt1	B - B7
45 -	

The final phase is played very carefully and methodically by Tartakover.

45	B - Q6
46 R - Q1	B - B7
47 R(1) - KB1	B - B4
48 R(1) x B1	

It was only a question of time until this sacrifice would be in order.

48	P x R
49 R - Kt6ch!	K - R2
50 R - R6ch	K - Kt1
51 B - B6	Resigns

If 51 K - B2; 52 K x P wins. Against other moves, 52 K - Kt6 decides quickly. A hard-fought struggle, with many interesting points.

31. QUEEN'S GAMBIT DECLINED

LONDON, 1932

WHITE	BLACK
<i>S. Flohr</i>	<i>Sir G. A. Thomas</i>
1 P - Q4	Kt - KB3
2 P - QB4	P - K3
3 Kt - QB3	P - Q4
4 B - Kt5	QKt - Q2
5 P - K3	P - B3
6 P x P	

This early capture was popularized by Flohr. The idea is to avoid the maneuver P x P followed by P - QKt4, P - QR3 and P - QB4, which gives Black a good game when it can be carried out successfully.

6	KP x P
-----------	--------

. . . . BP x P has also been played in analogous positions, but it leaves Black's QB imprisoned.

7 B - Q3	B - K2
8 Q - B2	O - O

The alternative would be 8 P - KR3; 9 B - R4, Kt - R4 in order to simplify a bit. After the text, P - KR3 would no longer be so good, as it would facilitate a Pawn-storm of Black's King-side.

9 KKt - K2	R - K1
10 Kt - Kt3	Kt - B1
11 O - O - O	P - Kt4 ?

A superficial move, played in the hope of getting some attack. As the later play shows, Black succeeds only in creating a permanent weakness on which Flohr soon trains his guns.

12 Kt - B5	B x Kt
------------	--------

This has the drawback of removing the QBP's best protection. However, if Black retains the QB, that piece will be limited to purely defensive activity and would be particularly weak in the endgame, where its lack of scope would tell against Black.

13 B x B	P - Kt5 ?
----------	-----------

Another weak move which invites the exploitation of the weakness of the QBP. Black's intention is to simplify with Kt - K5, but this is hardly desirable, as the reduction of forces will only make Flohr's task easier Kt(3) - Q2 (intending Kt - Kt3 - B5) is better; and P - QR4 - 5 is another possibility.

14 Kt - R4	Kt - K5
15 B x B	Q x B
16 K - Kt1	Q - B3
17 B x Kt	R x B

And thus Black is left with no compensation for his weak QBP, on which White now concentrates.

18 R - QB1	R - B1
19 Kt - B5	R - K2
20 K - R1	P - QR4
21 Kt - Q3	Q - Q3
22 Q - R4	

White's use of this square indicates why 13 P - Kt5 ? was a bad move.

22	R - R2
23 Kt - B5	

Rather slow. 23 R - B5 ! would have won a Pawn in short order.

23	P - R3
------------	--------

This leads to a fatal weakness later on—which, however, could not be foreseen at this point! But Black is condemned to passivity in any event.

24 R - B2	Kt - K3
25 P - KKt3	Kt - Q1

If 25 Kt x Kt; 26 R x Kt, Q - B2; 27 KR - QB1, R - R3; 28 P - K4 ! P x P; 29 P - Q5 with advantage (*The Field*).

26 KR - QB1	Q - Kt3
27 R - Q2	KR - R1
28 Kt - Q3 !	P - B3

It was imperative to prevent Kt - K5; but the resulting weakness at KKt3 will be exploited by Flohr with his customary virtuosity in such positions. From this point on, Black's game goes downhill steadily.

29 Kt - B5	Q - B4
30 Q - Kt3	K - R1

White was threatening P - K4.

31 P - QR4 R - K2

. . . . P x P e.p. would be no better.

32 Q - Q1 Kt - B2

33 Kt - Q3 R - R3

34 P - Kt4 Q - B1

35 Kt - B4 R - Q2

The only reply to the double threat of Kt - Kt6ch or Kt x P.

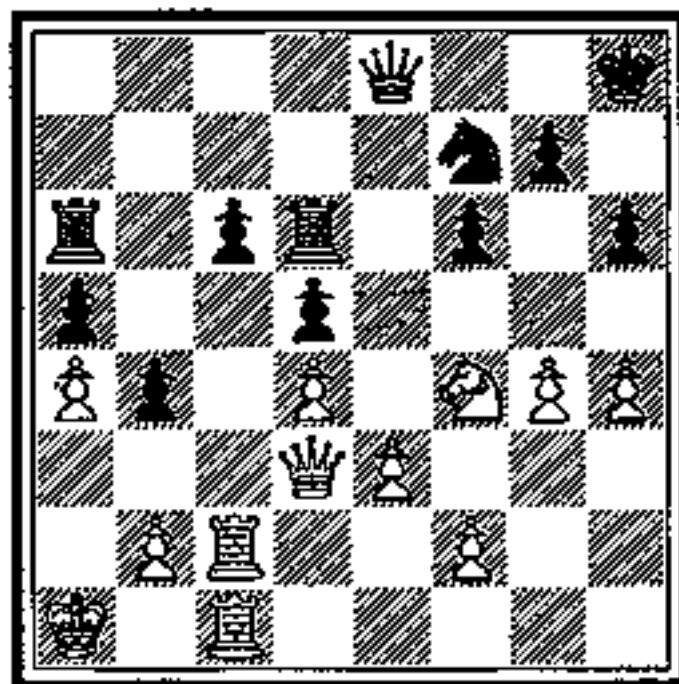
36 P - R4 Q - K1

37 R(2) - B2 R - Q3

38 Q - Q3 !

Decisive.

B L A C K



W H I T E

38 R - R1

There was no satisfactory alternative, as the following analysis from *The Field* indicates:

I. 38 R - Kt3; 39 R - B5, Q - R1; 40 Q - Kt6 (threatening Kt - R5), Q - R2; 41 Kt x P, P x Kt; 42 R - B8ch, followed by R(1) - B7.

II. 38 Q - QB1 ? 39 Kt - Kt6ch winning the Queen.

III. 38 P-QB4; 39 Q-Kt5! Q x Q; 40 P x Q, R-R1; 41 P x P etc.

39 R x P!	R x R
40 R x R	Kt-Q1

. . . . Q x R loses the Queen.

41 R-B7	Q x Pch
42 K-Kt1	Q-K1

Or 42 P-Kt6; 43 Q-Kt6, Q-R7ch; 44 K-B1, Q-R8ch; 45 K-Q2, Q x Pch; 46 K-K1, Q-R8ch; 47 K-K2, Q-R7ch; 48 K-B3 and wins.

43 R-K7!	Resigns
----------	---------

For if 43 Q-R5; 44 P-Kt3! (44 Q-Kt6? allows perpetual check), Q-B3; 45 Q-Kt6 wins. Another possibility would be 43 Q-Kt1; 44 Kt-Kt6ch, K-R2; 45 Kt-B8ch, K-R1; 46 R-K8 and there is no satisfactory defense to the threat of 47 Q-R7ch! Q x Qch; 48 Kt-Kt6 mate!

The clever manner in which Flohr has exploited Black's weaknesses has produced a highly instructive game.

32. QUEEN'S GAMBIT DECLINED

WARSAW INTERNATIONAL TEAM TOURNAMENT, 1935

WHITE	BLACK
<i>G. Stahlberg</i>	<i>M. Monticelli</i>
1 P-Q4	Kt-KB3
2 P-QB4	P-K3
3 Kt-QB3	P-Q4
4 Kt-B3	QKt-Q2
5 B-Kt5	P-B3
6 P-K3	Q-R4

The Cambridge Springs Defense, whose underlying idea is a counterattack on the Queen-side in order to take advantage

of the absence of White's QB on the other wing. The text, in combination with B-Kt5 and Kt-K5, frequently leads to tricky play which may easily prove fatal for the unwary.

7 P x P

After the customary move 7 Kt-Q2 (to provide against Kt-K5) Black can play 7 P x P; 8 B x Kt, Kt x B; 9 Kt x P, Q-B2 with good prospects, as his two Bishops should prove sufficient compensation for his somewhat crowded position.

7 **Kt x P**

8 **Q-Q2**

Also playable is 8 Q-Kt3, P-K4! 9 B-QB4! (9 Kt x P, Kt x Kt; 10 P x Kt, B-K3 is too risky for White).

8 **B-Kt5**

9 **R-B1** **P-QB4**

This looks plausible, as White's center soon takes on a shaky appearance. However, Black would be well advised to continue with his development at this stage.

10 **P-K4** **Kt(4)-B3**

11 **B-Q3** **P x P**

12 **Kt x P** **O-O**

13 **O-O** **Kt-B4?**

To allow the breakup of the castled King's position is rather frivolous. The text should have been preceded by B-K2.

14 **B x Kt!** **P x B**

The alternative 14 Kt x B would cost a Pawn after 15 B x P, Kt x R; 16 B x R, B x Kt; 17 P x B, K x B; 18 R x Kt etc. However, after the text Black's game goes downhill very rapidly.

15 **P-QR3!** **Kt x B**

Or 15 B x Kt; 16 R x B, Kt x B; 17 Q x Kt and White has a winning position.

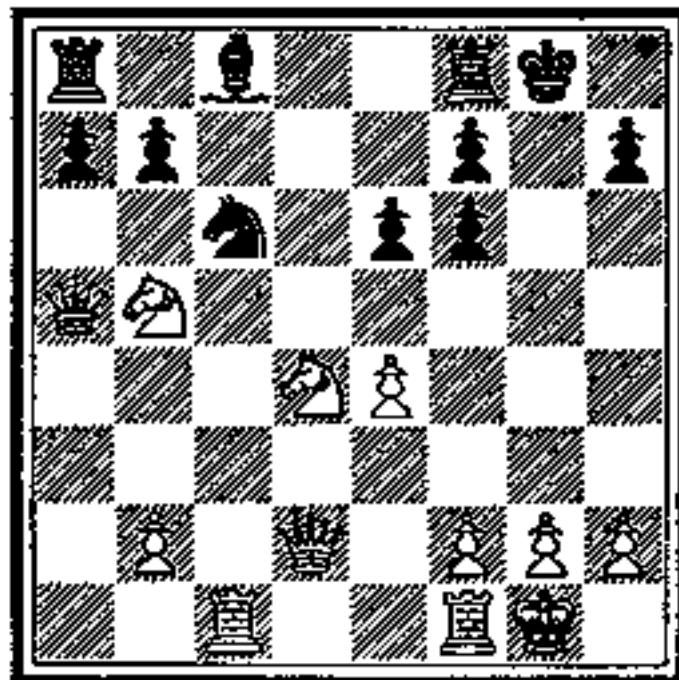
16 P x B ! Kt x P(Kt5)
 17 QKt - Kt5 !

One powerful stroke after another! Black's position must soon collapse under such a hail of blows.

17 Kt - B3

If instead 17 P - K4; 18 R - B3! P x Kt; 19 R - Kt3ch, K - R1; 20 Q - R6 and mate follows.

BLACK



WHITE

18 R - B3 ! R - Q1

Creating a flight-square for his King and pinning the KKt—but all to no avail.

19 Q - R6 ! Kt - K2
 20 Q x P Kt - Kt3

If 20 Q - Kt5; 21 R - Kt3ch is crushing.

21 Kt - B7 ! R x Kt
 22 Q x R Resigns

If 22 R - Kt1; 23 Q - Q8ch, K - Kt2 (or 23 Kt - B1; 24 R - Kt3ch followed by mate); 24 Kt - K8ch etc.

Stahlberg has carried through a slashing attack with commendable verve.

33. QUEEN'S GAMBIT DECLINED

NEW YORK, 1936
(American Championship)

WHITE	BLACK
<i>I. Kashdan</i>	<i>A. Kupchik</i>
1 P - Q4	Kt - KB3
2 P - QB4	P - K3
3 Kt - QB3	P - Q4
4 Kt - B3	QKt - Q2
5 B - Kt5	B - K2
6 P - K3	P - B3

Black has adopted a somewhat cramped but very solid formation, one favored by many great masters. With careful handling, Black can free himself and obtain a good game; a careless move or two, on the other hand, may expose him to lasting difficulties.

7 R - B1

A standard move in this variation, for experience has taught that after the subsequent line-opening, White's QR is usually highly effective on the QB file.

7	O - O
8 B - Q3	P x P

Note that Black has postponed this capture until White's KB moved; in so doing, Black has gained some useful time.

9 B x P	Kt - Q4
---------	---------

This is the key-move of the variation. Black brings about some simplifying exchanges and should then be well on the way to emancipation.

10 B x B	Q x B
11 O - O	R - Q1

This hesitant move is the cause of later difficulties. Black should play 11 Kt x Kt and 12 P - K4, thus carrying out the policy indicated in the previous note.

12 Kt - K4	KKt - B3
13 Q - B2 !	Kt x Kt

The reader may wonder why Black does not try to free himself here with 13 P - K4. The reply would be 14 QKt - Kt5 ! R - B1; 15 Kt x BP ! R x Kt; 16 Kt - Kt5, Kt - Q4; 17 Kt x R followed by 18 P - K4 and wins.

14 Q x Kt	Kt - B3
-----------	---------

Black's position is becoming uncomfortable. If 14 P - QB4; 15 KR - Q1, P x P; 16 Q x QP and White's advantage is conclusive (threat: B - Kt5 followed by R - B7).

15 Q - B2	P - QKt3
16 Q - K2 !	B - Kt2

. . . . P - QR3 would avoid the ensuing weakness of the white squares, but would create other weaknesses, for example 17 B - Q3, B - Kt2; 18 Kt - Q2, Kt - Q2; 19 B - K4, QR - B1; 20 Kt - B4 leaving Black still subject to annoying pressure.

17 KR - Q1	Kt - Q2
18 B - R6 !	B x B
19 Q x B	P - QB4

The natural move. But Black's troubles are far from over.

20 P - QKt3 !

A very fine and subtle move. The idea is that if 20 P - K4; 21 P x KP, Kt x P; 22 Kt x Kt, Q x Kt and now that White's QKtP is not *en prise*, he can play Q x RP !

20	P x P
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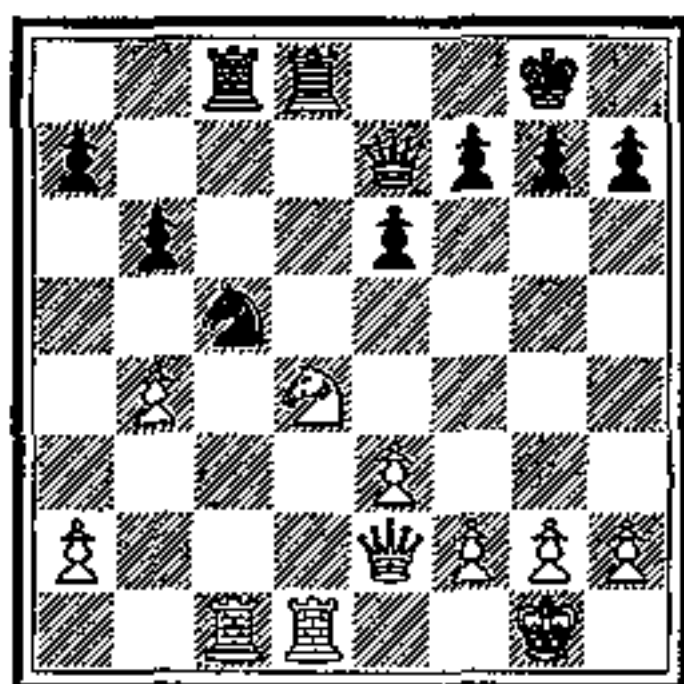
Allowing White's Knight to come into play very strongly, but Black does not have much choice.

21 Kt x P	Kt - B4
22 Q - K2	QR - B1

Plausible as this move is, it loses a Pawn. But Black was already in a bad way. Thus if 22 Q - Kt2; 23 P - QKt4, Kt - K5 (if 23 Kt - Q2; 24 Kt - B6, R - K1; 25 Q - B3, K - B1; 26 R - Q6 with a decided advantage); 24 Kt - B6, R - Q2; 25 P - Kt5 and the advanced Knight will make it possible for White to obtain control of the Q file.

23 P - QKt4

BLACK



WHITE

23 P - K4

An unfortunate necessity: Kupchik must have thought that he could play 23 Kt - K5; 24 Kt - B6, R x Rch; 25 Q x R, Q - B2 (or 25 Q - K1). But then 26 Kt - K7ch! wins the exchange.

24 Kt - B5	Q - B3
------------	--------

If 24 R x Rch; 25 Q x R, Q - K3; 26 Q - Kt4! wins.

25 R x Rch	R x R
26 Kt x P	K x Kt

27 P x Kt	P x P
28 R x P	Q - Q3

White has won a Pawn, but the presence of only the "heavy pieces" creates drawing possibilities and therefore calls for good play on his part.

29 R - B1	Q - Q7
30 Q - Kt4ch	K - B1
31 Q - QB4	K - Kt2

Not 31 Q - Q8ch ? 32 R x Q, R x Rch; 33 Q - B1 and the King and Pawn ending is hopeless for Black.

32 P - KR4	R - Q3
33 Q - B2	Q - Kt5

After 33 Q x Q; 34 R x Q the win would be only a matter of time.

34 Q - KB5 !	Q x P
35 Q x KPch	R - B3
36 R - B2	K - Kt3
37 R - Q2 !	R - K3

The exchange of Rooks can only be avoided by courting greater evils, for example 37 R - B4; 38 R - Q6ch, P - B3; 39 Q - K8ch, K - R3; 40 Q - B8ch, K - Kt3; 41 P - Kt3 and wins (41 Q - Kt5; 42 R - Q7 etc. or 41 Q - R3; 42 Q x Qch, K x Q; 43 R - R6 etc.).

38 R - Q6	R x R
-----------	-------

If 38 Q - QB5; 39 P - B4 ! wins. The strength of White's attack with the reduced material is quite remarkable.

39 Q x Rch	P - B3
------------	--------

There is an amusing trap here: if White, relying on his extra Pawn, exchanges Queens, he obtains the inferior ending after 40 Q - Kt3ch ? Q x Q; 41 P x Q, K - Kt4; 42 K - B2, K - Kt5.

40 Q - Q3ch	K - R3
41 Q - Q4	Q - Kt4

The exchange of Queens would of course win easily for White.

42 Q x P	Q - Kt4
43 Q - KB7	Q - K4
44 P - R4	P - B4
45 Q - B8ch	K - Kt3

Or 45 K - R4; 46 Q - KKt8, P - R3 (if 46 Q - B2; 47 P - B4, P - R3; 48 Q - K8ch, K - R5; 49 Q - Kt6 wins); 47 Q - B7ch, K - R5; 48 Q - Kt6 etc.

46 Q - Kt8ch	K - R3
47 Q - Kt5ch !	Resigns

A neat final touch to a beautifully played game by Kashdan.

34. QUEEN'S PAWN OPENING

BADEN-BADEN, 1925

WHITE	BLACK
<i>A. Rubinstein</i>	<i>Dr. K. Treybal</i>
1 Kt - KB3	P - Q4
2 P - Q4	P - K3
3 P - K3	Kt - KB3
4 B - Q3	P - B4
5 P - QKt3	

An old-fashioned continuation. The modern preference is for 5 P - B3, as in Game 35.

5	Kt - B3
6 B - Kt2	B - Q3
7 QKt - Q2	Kt - QKt5 ?

Black has a good idea but he carries it out inexactly. He should have played 7 Q - B2, with the double objective

of 8 P-K4 or 8 P x P; 9 P x P, Kt-QKt5 forcing the elimination of White's valuable KB.

An excellent alternative was 7 Q-K2 so that if 8 Kt-K5 (to prevent P-K4), P x P; 9 P x P, B-R6! It may be accepted as a guiding principle of this variation that the elimination of either of White's Bishops considerably diminishes his attacking chances.

8 B-K2

Q-K2

Even now Q-B2 (intending an eventual P-K4 and threatening an immediate P x P) deserves consideration.

9 P-QR3

Kt-B3

10 Kt-K5

B x Kt

Black's lack of precision makes it impossible for him to play P-K4, or P x P followed by B-R6. The text adds a new troublesome factor: his KB disappears in a manner which robs his black squares of protection, and he is left with the QB, which has little mobility because it is hemmed in by its own Pawns.

11 P x B

Kt-Q2

12 P-KB4

P-B4

Putting another Pawn on a white square and thus intensifying his Bishop's lack of mobility.

13 P-B4!

Very fine! From the strategical point of view, this move decides the game; White wishes to force the opening of the Q file in order to double his Rooks on it and exploit the inviting weakness on Q6.

13

O-O

14 O-O

Kt-Kt3

Black must find some way of developing his Bishop. The otherwise plausible P - QKt3 would be refuted by B - B3.

15 Q - B2 ! P x P

Permitting his opponent to carry out his intentions on the Q file; but White can always force this exchange with QR - B1.

16 Kt x P Kt x Kt
17 B x Kt Kt - Q1
18 P - K4 K - R1

White was threatening to win a Pawn with P x P.

19 QR - Q1 B - Q2

The awkward position of his minor pieces prevents Treybal from disputing the command of the Q file.

20 P x P

Turning his KP into a passed Pawn and thus increasing the scope of his QB (P - K6 will soon become feasible).

20 P x P

If 20 R x P; 21 P - KKt4 with a crushing attack.

21 R - Q6 B - B3

If instead 21 B - K3; 22 KR - Q1, P - QKt3; 23 B x B, Kt x B; 24 Q - B4, KR - K1; 25 R - Q7, Q - R5; 26 P - Kt3, Q - R3; 27 KR - Q6 and Black is helpless.

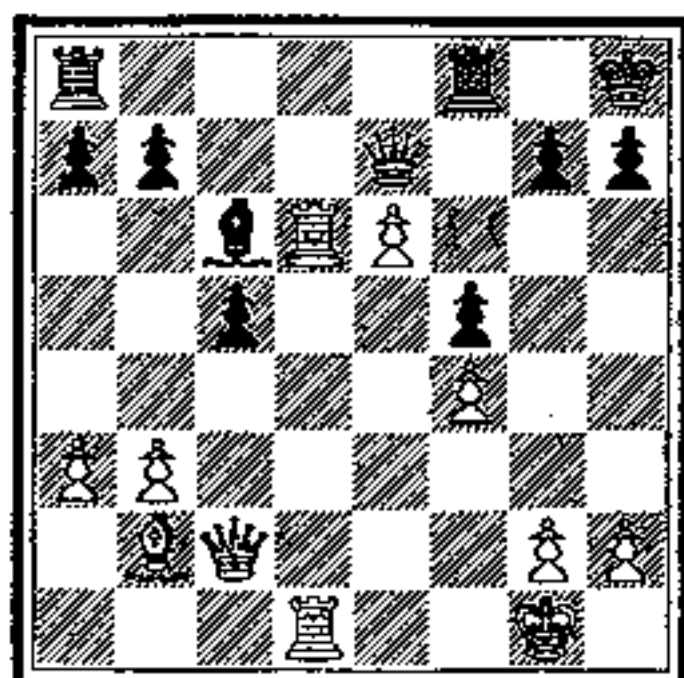
Or 21 Kt - B2; 22 R x B ! followed by P - K6.

22 KR - Q1 Kt - B2

Black has no satisfactory move, for if 22 P - QKt3; 23 P - K6, with unbearable pressure. Or 22 P - QKt4; 23 B - Q3 and Black is at a loss for a move.

23 B x Kt Q x B
24 P - K6 Q - K2

BLACK



WHITE

25 Q x QBP

Simple and good. 23 R - Q7 would be premature because of 23 B x R; 24 R x B, Q x P and White cannot play 26 R x KKtP? because of the mating threat at K1.

25	QR - Q1
26 B - K5	P - QR3
27 P - QKt4	

Threatening to win outright by R x R.

27	QR - K1
------------	---------

Forced; if he plays the Rook anywhere else along the rank, White wins with R x B.

28 R(1) - Q3!

This finishes the game in short order.

28	K - Kt1
29 R - Kt3	P - Kt3
30 B - Q4	

With the deadly threat of Q - K5.

30	R - B3
31 R x B	Resigns

Rubinstein has convincingly demonstrated the power of his stranglehold on the Q file.

35. COLLE SYSTEM

GHENT, 1926

WHITE	BLACK
<i>E. Colle</i>	<i>Sir G. A. Thomas</i>
1 P - Q4	Kt - KB3
2 Kt - KB3	P - K3
3 P - K3	

It was with this harmless-looking system of development, apparently so unpretentious, that Colle brought off some of his most beautiful combinations.

3	P - Q4
4 B - Q3	P - B4
5 P - B3	Kt - B3

Many players favor 5 QKt - Q2, the idea being to restrain White from playing P x P later on as a preparation for the advance of his KP (see the note to White's eighth move).

6 QKt - Q2	B - Q3
7 O - O	O - O

If 7 P - K4; 8 P - K4! and White's lead in development should help him to profit from the resulting complications in the center.

8 P x P

If 8 P - K4, BP x P; 9 BP x P, P x P; 10 Kt x P and while White has freed his game, he has done so at the cost of an isolated QP. Hence the interpolation of the text, which makes it pos-

sible for White to open up the position without being subjected to an isolated QP.

Had Black's QKt gone to Q2, however, Black would be in a position to answer 8 P x P with . . . Kt x P attacking the KB. As this would manifestly give Black a fine game, it would have been necessary for White to play 8 P - K4, submitting to the isolated QP after all.

8	B x P
9 P - K4	P - K4

9 P - Q5? would be a blunder losing a Pawn and perhaps even more: 10 Kt - Kt3! B - Kt3; 11 P - K5, Kt - K1; 12 P x P, Kt x QP; 13 Kt x Kt, B x Kt; 14 Kt x B, Q x Kt; 15 B x Pch winning the Queen.

We have here a state of affairs frequently encountered in games with this opening: the position is fairly level, and yet White sets the pace.

10 P x P	Q x P
----------	-------

The more conservative 10 Kt x P; 11 Kt - K4, B - K2 is apparently not attractive enough for Black; but the more ambitious text has the drawback of exposing his Queen somewhat.

11 Q - K2	B - KKt5
-----------	----------

The aggressive development of his Bishop is some consolation to Black for the other inconveniences of his position.

12 Kt - K4	KR - Q1
------------	---------

This permits a deterioration of Black's Pawn position which need not be fatal with best play on his part.

If instead 12 Kt x Kt; 13 B x Kt, Q - K3; 14 Q - Kt5! B x Kt (White was threatening B x Pch as well as Q x B; if 14 P - B4? 15 Kt - Kt5 wins); 15 B x B, B - Kt3; 16

P-QR4! with marked advantage. Or if 12 B-K2; 13 R-Q1, Q-K3; 14 B-QB4, Q-B1 and the outlook for Black's game is poor.

13 Kt x Ktch	P x Kf
14 B-K4	Q-K3

Beginning a dramatic struggle to force P-B4 in due course.

15 P-KR3!	B-R4
-----------	------

And not 15 B-B4; 16 Kt-R4! B-KKt3; 17 Q-B3! and White has succeeded in gaining control of the key square KB5.

16 Q-B2

Not 16 P-KKt4 because of 16 B x P; 17 P x B, Q x Pch and Black has a perpetual check.

16	B-KKt3?
------------	---------

But this is where Black stumbles. The right move was 16 B x Kt and if 17 B x B, P-B4! Or 17 B x Pch, K-Kt2; 18 B-B5, Q-Q4. In either event Black would have a satisfactory position.

17 Kt-R4!	R-Q2
-----------	------

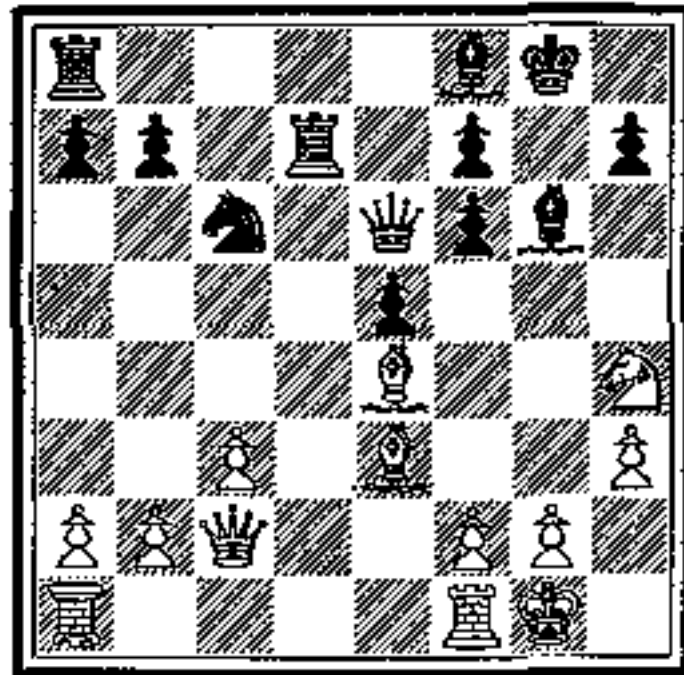
The only way to prevent White from seizing control of KB5 would have been Kt-K2; but this would have lost the QKtP: 18 Kt x B, RP x Kt; 19 B x QKtP etc.

18 B-K3!

Developing with gain of time: if 18 B x B; 19 P x B and the opening of the KB file enhances White's grip on KB5.

18	B-B1
------------	------

BLACK



WHITE

19 B - KB5 !

Positionally decisive, for now White will have permanent control of KB5.

19	B x B
20 Kt x B	Kt - K2
21 Kt x Ktch	B x Kt
22 P - KB4 !	

Now P - B4 is out of the question.

22	QR - Q1
------------	---------

Not 22 P - K5 ? 23 P - B5 followed by R - B4 winning the KP.

23 Q - B2 !	P - K13
24 QR - K1	B - Q3
25 K - R1	Q - B4
26 Q - R4	

The steady shift of White's forces to the King-side has ominous implications.

26	P x P
27 B x BP	Q - Kt3
28 R - K3	

With a threat that cannot be parried; Black's Rooks are most unfortunately posted for defensive purposes.

28	B x B
29 R x B	K - R1
30 R - Kt3	Q - Kt8ch
31 K - R2	Resigns

If 31 R - Q3; 32 Q - R6 and Black cannot avoid the loss of his Queen to prevent mate. A good game by Colle.

36. NIMZO INDIAN DEFENSE

BERLIN, 1928

WHITE	BLACK
<i>A. Rubinstein</i>	<i>A. Nimzovich</i>
1 P - Q4	Kt - KB3
2 P - QB4	P - K3
3 Kt - QB3	B - Kt5

This move is a far cry from the days when 1 P - Q4 was considered obligatory. By means of the text, Black generally obtains control of K5, or weakens White's Pawn structure, or else obtains a fine, free development. Any or all of these aims are almost invariably secured at the cost of parting with the KB, but the transaction is generally a worth-while one for Black.

4 Q - B2	P - Q3
-----------------	---------------

A surprisingly listless continuation for the great authority on this line of play. 4 P - Q4 or 4 Kt - B3 or even 4 B x Ktch would be preferable.

5 P - K3

A quiet move which is typical of Rubinstein's serene and un-hurried style.

5	P - B4
6 B - Q3	Kt - B3
7 Kt - K2	

Kt - B3 seems stronger, but the text will be more useful if Black continues with P - K4.

7	P - K4 ?
-----------	----------

It is not going too far to say that this natural-looking move leaves Black with a strategically lost game. Black should have swallowed his pride by playing 7 P - Q4 !; despite the loss of time involved, he would have been left with a playable game.

8 P - Q5	B x Ktch
9 Q x B	

Not 9 Kt x B, which would be answered by Kt - QKt5, when Black frees himself appreciably.

9	Kt - K2
-----------	---------

. . . . Whereas from now on, this Knight never has a good square for the rest of the game.

10 Q - B2	O - O
11 O - O	Kt - Kt3
12 Kt - Kt3	R - K1
13 P - B3 !	

Preventing an eventual P - K5. Most players would have adopted P - K4 here automatically, but Rubinstein reserves the possibility of advancing the KP or the BP, according to circumstances.

13	B - Q2
------------	--------

The respective goals for both players are now clearly set: White must exploit the weakness of Black's QP and his cramped

position on the King-side; Black prepares the advance of the Queen-side Pawns—the only conceivable kind of counterplay at his disposal.

As White has more effective resources available, the struggle will be an unequal one.

14 B - Q2	P - QR3
15 P - KR3	P - Kt4
16 P - Kt3	Q - Kt3
17 K - R2 !	

To safeguard the King from any possible threats on the diagonal.

17	P - QR4
18 QR - Kt1	P - Kt5

White's last move prevented 18 P - R5, which would have been answered by 19 BP x P. Instead of the text, Black should have tried KR - Kt1 followed by Q - Q1, in the hope of opening the QR and QKt files.

19 P - B4	P x P
-----------	-------

The opening of the K file will undoubtedly turn out in White's favor, but there is no satisfactory alternative. If 19 K - B1, followed by the flight of the King to the Queen-side, White obtains a strategically won game with 20 P - B5, Kt - K2; 21 P - K4, KR - Kt1; 22 Kt - K2, K - K1; 23 P - Kt4 etc.

20 P x P	Kt - B1
21 B - B1	Q - Q1

Threatening Kt - Kt5ch—which is easily parried.

22 Q - B2	P - R5
-----------	--------

This and the following move relinquish control of the K file, but Black has no way of rearranging his pieces so that they

may attain some degree of effectiveness. Meanwhile the weakness of the backward QP becomes more acute.

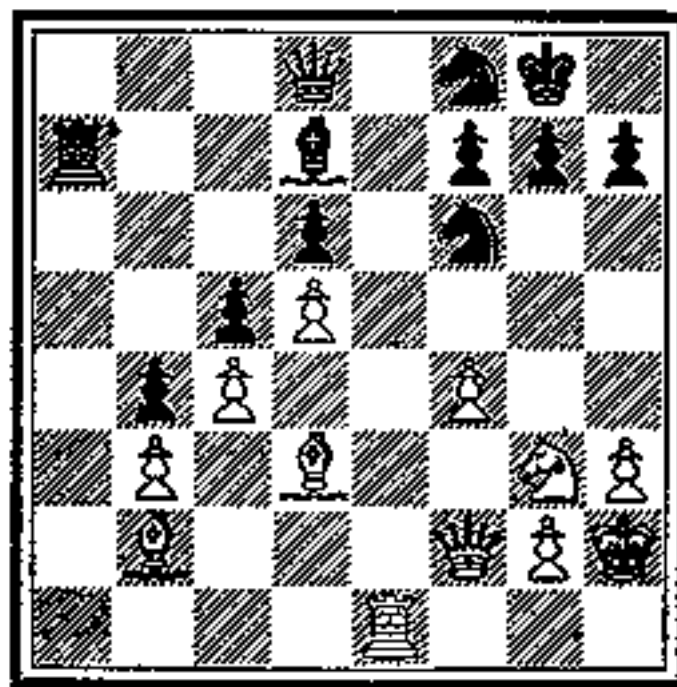
23 B - Kt2	Kt - Kt3
24 QR - Q1	P x P
25 P x P	R - R2
26 QR - K1 !	

The move is very well timed. White now becomes undisputed master of the K file.

26	R x R
27 R x R	Kt - B1

This has been severely criticized, but after the "better" move 27 R - R3 his game is likewise untenable: 28 P - B5, Kt - B1; 29 B - Kt1 followed by Q - B4 and the advance of the KtP, after which Black's lack of mobility must prove fatal.

BLACK



WHITE

28 B x Kt ! !

A very simple move, but by no means obvious.

28	Q x B
------------	-------

Naturally not 28 P x B because of 29 P - B5 followed by Kt - R5 and Q - Kt3ch. But after the text Black's Queen is completely cut off and exposed to very serious threats.

29 Kt - K4 Q - R3

Forced, as either 29 Q - Q1 or Q - K2 would lose a Pawn.

30 P - B5 R - R6

31 R - QKt1 R - R3

In order to be able to play P - B3.

32 P - Kt4 !

Black's Queen is now in grave danger. If 32 P - Kt3; 33 P - Kt5, Q - Kt2; 34 P - B6 and Black's Queen is permanently bottled up!

32 P - B3

33 K - Kt3 !

With the charming threat of P - R4, Q - K2 and P - Kt5 winning the Queen!

33 B - B1

34 R - K1 !

This prevents Black's Knight from moving, as Kt - Q2 would be answered by Kt x QP.

34 B - Kt2

35 Q - K2 !

Forcing Black to play Kt - Q2 in order to have a flight square for the Queen. But the move has a double threat, as soon appears.

35 Kt - Q2

35 P-Kt4 is equally ruinous: 36 P x P e.p., P x P; 37 Kt x Pch, K-R1; 38 Q-K7, Q-Kt2; 39 P-Kt5, R-R2; 40 Q x Qch, K x Q; 41 R-K7ch, K-R1; 42 R-KB7 etc.

But the text-move allows Rubinstein to crown his masterly position play with an incisive, irresistible attack.

36 Kt x QP !	R x Kt
37 Q - K8ch	Kt - B1
38 R - K7 !	P - Kt3

Forced.

39 Q - B7ch	K - R1
40 R - K8	R - Q1 ? !

A forlorn hope. 41 R x R ? would yield Black a perpetual check by Q-K6ch etc.

41 Q x BPch	K - Kt1
42 Q - K6ch !	K - Kt2
43 P - B6ch	Resigns

37. NIMZOVICHIAN DEFENSE

HASTINGS CHRISTMAS TOURNAMENT, 1931-32

WHITE	BLACK
<i>S. Flohr</i>	<i>E. M. Jackson</i>
1 P - Q4	Kt - KB3
2 P - QB4	P - K3
3 Kt - QB3	B - Kt5
4 Q - B2	

Probably the most frequently played reply to Nimzovich's move. The boldest reply is undoubtedly 4 P-QR3 ! ? B x Ktch; 5 P x B with the possible continuation 5 P-Q3; 6 P-B3, P-K4; 7 P-K4, Kt-B3; 8 B-K3 etc. White has strong attacking chances on the King-side, while Black concentrates on the

doubled QBP, leading to play of extreme difficulty and complexity.

4	P - Q4
5 P x P	Q x P

The less enterprising 5 P x P is more solid and doubtless to be preferred from a strictly defensive point of view.

6 P - K3

This has almost disappeared in favor of 6 Kt - B3, P - B4; 7 B - Q2, B x Kt; 8 B x B which gives White a very promising game.

6	P - B4
7 P - QR3	P x P
8 P x B	P x Kt
9 P x P	O - O
10 P - QB4	Q - K5

Black would lose too much ground by retreating the Queen.

11 Q x Q	Kt x Q
----------	--------

The position is about even: White has two good Bishops and superior mobility, while Black controls K5 and has prospects of attacking White's somewhat shaky Queen-side Pawns. The further course of the game is highly instructive: Flohr, being a far better player, makes the most of his opportunities, while his opponent gradually drifts into a lost game.

12 B - Q3	Kt - KB3
13 Kt - B3	P - QKt3
14 O - O	B - Kt2
15 R - Q1	QKt - Q2
16 B - Kt2	P - QR4

Obtaining a good square for his QKt and further weakening White's QBP; the move also has its drawbacks, for it weakens

Black's QKtP and his QB3 and increases the scope of White's QB. In short, only the further course of the game can tell us whether this move is good or bad!

17 P - Kt5	Kt - B4
18 B - B2	KR - Q1

. . . . B - K5 would have simplified matters considerably.

19 Kt - K5	QR - B1
------------	---------

Mechanically played. 19 B - K5! 20 B x B, KKt x B; 21 Kt - B6, R - Q7! would have given Black good prospects. The text allows Flohr to obtain the initiative, which he uses to good advantage.

20 P - B3!	K - B1
21 B - R3!	R x Rch
22 R x R	K - K2

White was threatening Kt - Q7ch and also R - Q6.

23 P - Kt4!	P - R3?
-------------	---------

Allowing White to force the opening of another file. Better was 23 R - B2 (not 23 R - Q1; 24 R x R, K x R; 25 Kt x Pch) followed by Kt - Q2.

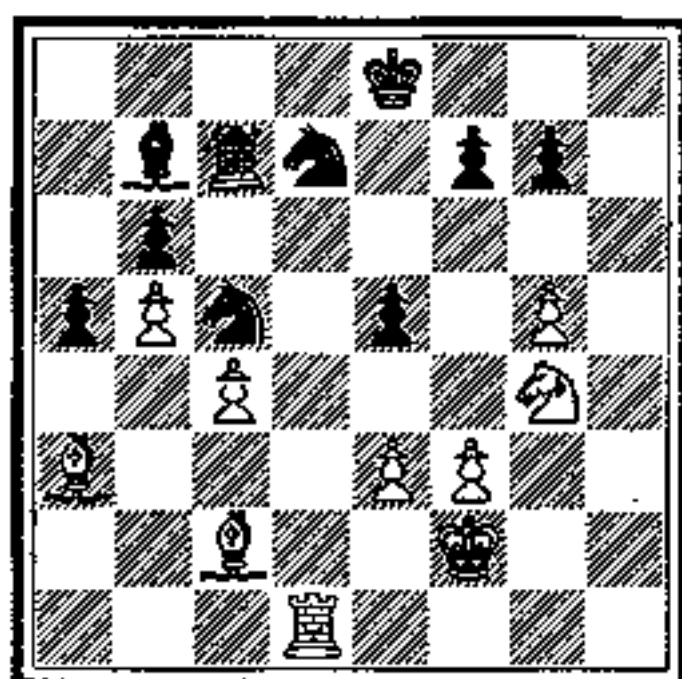
24 K - B2	R - B2
25 P - R4	K - K1
26 P - Kt5	P x P

On 26 Kt - Kt1; 27 B - R7! is decisive.

27 P x P	KKt - Q2
28 Kt - Kt4	P - K4

Allowing the penetration of White's KB and thus providing the final touch. However, Black's position was destined to become more and more cramped.

BLACK



WHITE

29 R - K R 1

By means of clever maneuvering, Flohr has obtained the position he wants, and he now brings home his advantage in short order.

29	R - B 1
30 B - B 5 !	K - Q 1
31 R - R 7 !	P - K t 3

Black is helpless.

32 KB x Kt	Kt x B
33 B - Q 6 !	

The finishing stroke. Flohr plays for mate.

33	Kt - B 4
34 Kt x P	Resigns

A highly instructive game.

38. NIMZO INDIAN DEFENSE

HASTINGS CHRISTMAS TOURNAMENT, 1935-36

WHITE

BLACK

*R. Fine**R. P. Michell*

1 P - Q 4

Kt - KB 3

2 P - QB4	P - K3
3 Kt - QB3	B - Kt5
4 Q - Kt3	

This has the advantage of immediately "putting the question" to the Bishop; the best reply is doubtless 4 Kt - B3. The move actually selected by Black has the drawback of weakening his position on the Q file.

4	P - B4
5 P x P	Kt - B3
6 Kt - B3	Kt - K5
7 B - Q2	Kt x B

Black plays for the two Bishops, but he derives no great value from them in the sequel. If, however, 7 Kt x QBP; 8 Q - B2 followed by the fianchetto of the KB and White stands well.

8 Kt x Kt	B x P
9 P - K3	O - O
10 O - O - O	

An interesting continuation. White obtains pressure on the Q file without any delay, and also avoids exposing himself to the attacking possibilities available to Black after 10 B - K2, P - B4; 11 O - O, P - QKt3 followed by B - Kt2 and R - B3 - Kt3.

10	P - B4
11 B - K2	Q - K2

. . . . P - B5 can be answered by KKt - K4. However, P - KR3 followed by Q - B2 might have been more promising. Black's position is one which calls for judicious maneuvering.

12 Kt - B3	P - QR3
13 K - Kt1	

The King is tucked away on a safer square "just in case."

13 P - Q3

14 Kt - QR4

Since White's QKt has little prospect of an active career, it is exchanged for one of the hostile Bishops. This is part of a deep plan to expose Black's center Pawns to attack at a time when they will be deprived of the aid of one of the Bishops.

14 B - R2

15 Kt - Kt6 R - Kt1

In view of the weakness of his black squares, he prefers to retain the KB.

16 R - Q2 Q - QB2

17 Kt x B QR x Kt

18 KR - Q1 QR - Q1

The lines of battle are now clearly drawn: White has lasting pressure against the hostile center Pawns; the Bishops of opposite colors play no role.

19 P - QR3 Q - K2

20 P - Kt3 !

Beginning a maneuver which will bring his Bishop to R3 as a preliminary to intensifying the attack on Black's center.

20 R - Q2

21 B - B1 R - B1

22 K - R2 P - R3

Plausible enough, since Black is short of good moves; but it creates a weakness which is remorselessly exploited by Fine later on.

23 Q - R4

Now B - R3 is possible, as White need no longer fear
Kt - R4.

23	R(1) - Q1
24 B - R3	K - R2
25 P - KKt4 !	P - KKt3
26 P x P	KtP x P

The recapture with the KP would leave Black with a sickly Pawn position.

27 P - K4 !

Beginning a series of elegant moves to break up Black's position.

27	P - B5
------------	--------

If 27 P x P; 28 Q - B2 regains the Pawn with a winning advantage, as 28 P - Q4; 29 P x P would be hopeless for Black.

28 P - K5 !	P x P
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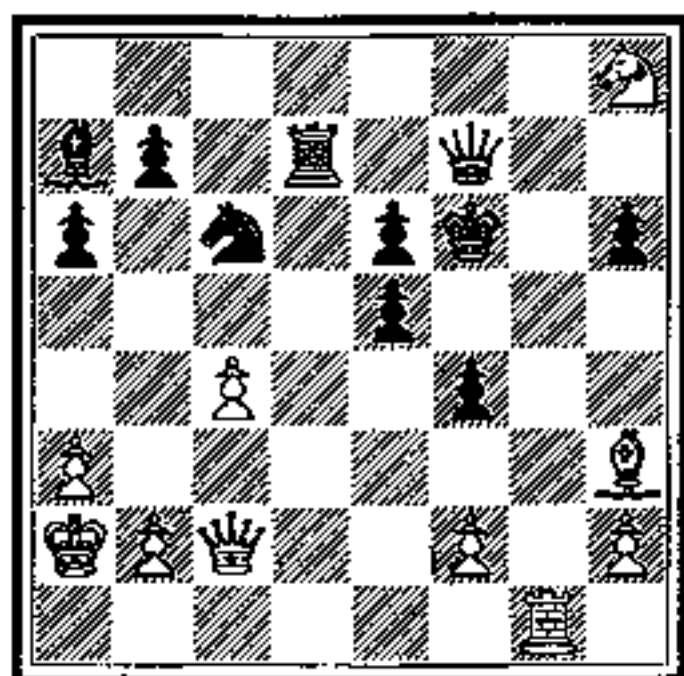
Again Black has little choice, for 28 Kt x P ?? 29 Kt x Kt loses at once for him.

29 Q - B2ch	K - R1
30 R x R	R x R
31 Kt - R4 !	Q - B2
32 Kt - Kt6ch	

32 R - KKt1, Kt - K2; 33 Kt - Kt6ch, Kt x Kt; 34 R x Kt would have won more simply, but the play following the text is highly interesting.

32	K - Kt2
33 R - KKt1	K - B3
34 Kt - R8 !	

BLACK



WHITE

34

Kt - Q5

Fine gives the following alternatives:

I. 34 Q - R4; 35 R - Kt6ch, K - K2; 36 B - Kt4, Q x P; 37 R x Pch, K - Q1; 38 Q - B5 and wins.

II. 34 Q - R2; 35 R - Kt6ch, K - K2; 36 B x P1 and wins:

(A) 36 Q x Kt (if 36 R - Q3; 37 Q - B5 wins); 37 B x R, K x B; 38 Q - B5ch, K - B2; 39 Q - B7ch, K - Kt3; 40 R - Kt8, Kt - Q1; 41 Q - B8 and wins.

(B) 36 R - Q1; 37 Q - B5, Q x Kt (if 37 R x Kt; 38 Q - B6ch or 37 R - KB1; 38 B - B7, R x B; 39 Q - K6ch, K - B1; 40 Kt x R, Q x Kt; 41 R - B6); 38 Q - B7ch, K - Q3; 39 B - Q5ch, K - B4; 40 Q x P and wins.

(C) 36 Kt - Q5; 37 Q - K4, Kt x B; 38 Q x KP, R - Q3; 39 R x Ktch, R x R; 40 Q - B7ch winning the Queen.

35 R - Kt6ch

K - K2

36 Q - K4

Q - K1

37 Q x KP

K - Q1

38 R x RP

B - Kt1 ??

The game was lost in any event, as Black's KP and BP are weak, and he cannot meet the threat of Kt - Kt6.

39 Q x Bch

Resigns

39. NIMZO INDIAN DEFENSE

VIENNA, 1937

WHITE	BLACK
<i>A. Becker</i>	<i>E. Glass</i>
1 P - Q4	Kt - KB3
2 P - QB4	P - K3
3 Kt - QB3	B - Kt5
4 Q - B2	Kt - B3

One of the most complicated lines of play in this opening. Black is primarily interested in playing . . . P - K4, but he also keeps in reserve the possibility of controlling White's K4.

5 Kt - B3	P - Q3
6 P - QR3	B x Ktch
7 Q x B	P - QR4

A good move which restrains White from gaining too much space with P - QKt4.

8 P - KKt3	Kt - K5
------------	---------

See the first note.

9 Q - B2	P - B4
10 B - Kt2	O - O
11 O - O	P - K4

Thus Black has succeeded in carrying out both of his positional aims. But it remains to be seen whether he has overreached himself, and whether White's two Bishops can assert themselves to maintain the balance of power.

12 B - K3	Q - K2
13 P x P	

White wants to open the position for his Bishops, but 13 P - Q5, Kt - Q1; 14 Kt - Q2 would have been much more promising for him.

13	P x P
14 Kt - Q2	Kt - B3
15 Kt - Kt3	P - R5 !

Cleverly preventing the occupation of his QB4, for if 16 Kt - B5 ? P - B5 ! wins a piece; or if 16 B - B5 ? P x Kt and Black gets two pieces for a Rook.

16 Kt - B1 .	Kt - KKt5 !
--------------	-------------

A terribly troublesome move to meet, the threat being 17 Kt x B; 18 P x Kt, P - K5 and White's Bishop is imprisoned for good. If instead 18 B - Q2, Kt - Q5 with an overwhelming position.

17 B x Kt	•
-----------	---

White resigns himself to the disappearance of one of the Bishops, in view of the variation given above. The serious weakening of Black's Queen-side is partial compensation.

17	P x B
------------	-------

Better than 17 Kt x B; 18 B - Q5ch ! etc.

18 P - QKt4	P - B5 ! !
-------------	------------

A profound sacrifice of the exchange, all the more admirable since Black could have had a good game with 18 P x P e.p. or 18 Kt x B; 19 P x Kt, P - B4 followed by B - Kt2.

19 B - B5	Q - B3
20 B x R	B - B4 !

Gaining time to bring his Rook into the attack. Black's sacrifice of the exchange has been based on the rapidity with which his highly concentrated attack will develop against White's almost undefended King-side.

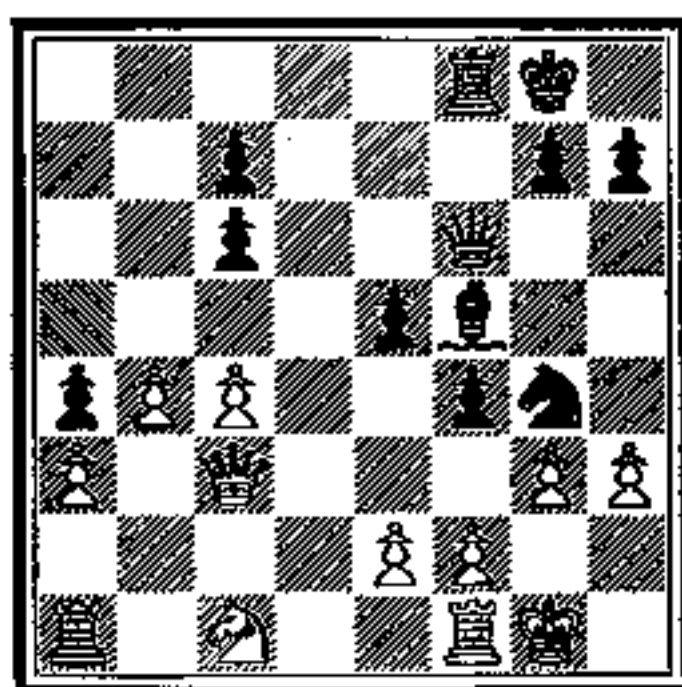
21 Q - B3 ?	
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White should have tried 21 B x P, K x B; 22 Q - B3, which offered somewhat better prospects of warding off the attack. But who could foresee the incredible resourcefulness with which Black proceeds to attack?!

21 R x B
22 P - R3

Or 22 P - B3, Kt - K6; 23 R - B2, P x P; 24 P x P, Q - Kt4; 25 K - R2, R - B3 with a winning attack.

B L A C K



W H I T E

22 Q - R3 !!

If now 23 P x Kt, B - K5; 24 P - B3, P x P! 25 R - B2, P x Rch and wins. Or 23 K - Kt2, Kt - K6ch! 24 P x Kt, Q x Pch and wins.

23 P x P B - K5!
24 Q - KKt3

Apparently a good defense. If 24 P x P, R - B6!! yields a decisive attack.

24 R x P!

So that if 25 P - B3, Kt - K6; 26 R - B2, R - B4 and wins, or 25 P - K3, R - B3; 26 Q x Kt, R - Kt3 etc.

25 Kt - Q3 Kt - B3 !!

One beautiful move after another! If now 26 Kt x R, P x Kt and White cannot save the Queen and guard against Q - Kt4ch at the same time.

26. **P - B3**

If 26 Kt x P, Kt - R4; 27 Kt - Kt4, Q - Kt4; 28 Q - R2, R x Ktch and wins.

26 **Kt - R4 !**

27 **Q - R2** **B x Kt !**

Assuring his Knight the magnificent square KB5, which will lead to a quick win against White's badly riddled King-side.

28 **P x B** **R - B4 !**

This serves a double object: the Knight is brought to B5 and the Rook is able to participate directly in the attack.

29 **P - B4**

White feels an urgent need for air; if 29 K - R1, Kt - B5; 30 R - KKt1, R - R4; 31 R - Kt3, Kt x RP with an easy win.

29 **Kt x P**

30 **QR - K1**

If instead 30 R - B3 (30 P - R4 is met by R - R4), R - Kt4ch! (not 30 R - R4; 31 QR - KB1, Kt x Pch? 32 Q x Kt!); 31 K - R1, R - Kt7 and wins.

30 **Kt x Pch**

31 **K - R1** **R - R4**

32 **R - K2**

A final pretty point: if 32 R x P, Kt - B7ch; 33 R x Kt, R x Qch; 34 R x R, Q - B8ch; 35 K - Kt2, Q - Kt7ch and wins.

32 **Kt - B5**

33 **R(2) - KB2** **R x Qch**

34 **R x R** **Q - Kt3**

White resigns. A game made notable by Black's inspired conduct of a magnificent attack.

40. QUEEN'S INDIAN DEFENSE

WARSAW INTERNATIONAL TEAM TOURNAMENT, 1935

WHITE	BLACK
<i>Dr. M. Vidmar</i>	<i>D. Enoch</i>
1 P - Q4	Kt - KB3
2 P - QB4	P - K3
3 Kt - KB3	P - QKt3
4 P - KKt3	B - Kt2
5 B - Kt2	B - Kt5ch

. . . . B - K2, as in the following game, gives Black more promising perspectives.

6 B - Q2	Q - K2
7 O - O	B x B

But not 7 O - O ? 8 B - B4 ! and Black will have to lose time with his sadly misplaced KB.

8 Q x B

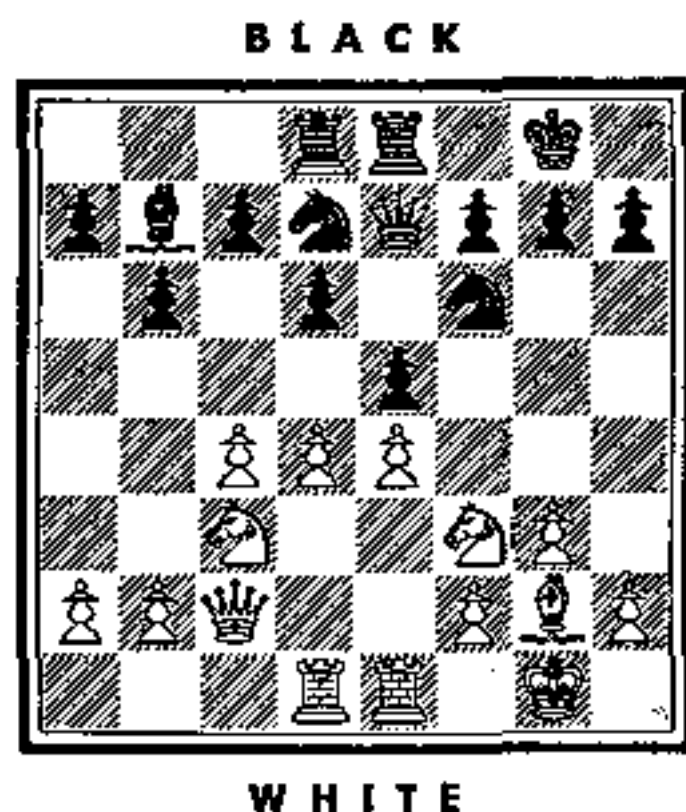
Stronger than the plausible QKt x B, for after the text the QKt will be posted at the much more useful square QB3.

8	P - Q3
9 Kt - B3	QKt - Q2

Too passive. Simplification by Kt - K5 would have eased Black's cramped position to some extent.

10 Q - B2	O - O
11 P - K4	P - K4
12 KR - K1	QR - Q1
13 QR - Q1	KR - K1

Despite the fact that both players have Pawns on K4, White's position is appreciably freer. In fact, his next move is strategically decisive.



14 Kt - Q5!

B x Kt

This leaves a hopelessly weak Queen-side, but Kt x Kt would have preserved the Bishop at the cost of leaving it with virtually no scope.

15 KP x B

Equally good would have been the recapture with the BP, with crushing pressure on the QB file.

15

Q - B1

White was threatening 16 P x P, P x P; 17 Kt - Q4!

16 P x P

P x P

17 Q - B3

Q - Q3

18 P - QKt4

White has one of those delightful positions in which good moves come of themselves.

18

R - K2

19 Kt - Q2

QR - K1

20 Kt - Kt3

P - K5

The stifling threat of P - B5 compels him to seek counterplay.

21 **Kt - Q4** **Q - K4**

This loses the exchange in interesting fashion; however, if 21 R - K4; 22 Kt - B6 or Kt - Kt5 wins easily.

22 **P - B4 !** **Q - R4**
 23 **Kt - B6** **P - K6**
 24 **Kt x Rch** **R x Kt**

The rest is easy for White.

25 **R - Q3** **Kt - Kt5**
 26 **P - KR3** **Kt - B7**
 27 **R(3) x P** **Kt - Q8**
 28 **B - B3 !** **R x R**
 29 **Q x R !**

All very simple and effective.

29 **Kt x Q**
 30 **B x Q** **Kt x BP**
 31 **R - K7** Resigns

For if 31 Kt - B1; 32 B x Pch, K - R1; 33 R - K8, P - Kt3; 34 R x Ktch, K - Kt2; 35 R - B8, K x B; 36 R x Pch etc.

41. QUEEN'S INDIAN DEFENSE

WARSAW INTERNATIONAL TEAM TOURNAMENT, 1935

WHITE	BLACK
<i>M. Monticelli</i>	<i>M. Naidorf</i>
1 P - Q4	Kt - KB3
2 P - QB4	P - K3
3 Kt - KB3	P - QKt3

This defense is one which exemplifies the hypermodern theory of the center which has become so popular in the last

twenty-five years: instead of occupying the center directly with P - Q4, Black controls it from the wing by means of the fianchetto of his QB.

4 P - Kk3

White follows suit.

4 B - Kt2

5 B - Kt2 B - K2

Master play with this variation has shown that the apparently conservative text is more promising and leads to a fuller game than 5 B - Kt5ch; 6 B - Q2, B x Bch; 7 Q x B, O - O; 8 Kt - B3 followed by Q - B2 and P - K4. In that event Black is left with a cramped, lifeless game.

6 O - O O - O

7 Kt - B3 Kt - K5

The struggle for the control of White's K4 is in full swing. The text must be played at once, else White continues with Q - B2, preventing Kt - K5 and threatening P - K4.

8 Q - B2 Kt x Kt

9 Q x Kt P - QB4

10 P x P

This leaves Black with an excellent game. Relatively best is 10 B - K3, Kt - B3; 11 KR - Q1.

10 P x P!

Much stronger than 10 B x P; 11 R - Q1, when Black has difficulties with his QP. After the text, on the other hand, Black has a strong Pawn center and has no difficulty guarding his QP.

11 B - B4

Aiming at the weak spot; but Black has an easy defense.

<i>11</i>	P - Q3
<i>12</i> QR - Q1	Q - Kt3

Black's QP is not really weak, for he can always play P - K4; the resulting weakness of his Q4 need not trouble him, for although this square becomes a hole, White cannot occupy it.

13 **B - Kt5**

Waste of time.

<i>13</i>	P - B3
<i>14</i> B - B1	

This Bishop has no useful square, so it is returned to its home base, where it protects the QKtP on the open file.

<i>14</i>	Kt - B3
<i>15</i> Q - K3	P - K4
<i>16</i> Q - Q2	P - B4

Whereas White has already lost the thread of the game, Black's position is full of potential power. The immediate threat is P - K5 followed by Kt - Q5, posting the Knight very strongly in a well centralized position.

<i>17</i> P - K3	P - QR4 !
-------------------------	------------------

Intending *18* P - K5; *19* Kt - K1, Kt - K4; *20* P - Kt3, P - R5 ! White's next move only makes matters worse.

<i>18</i> P - QR3	P - K5
<i>19</i> Kt - K1	Kt - K4

Leaving White without a satisfactory reply, as the loss of a Pawn is compulsory: if *20* Q - B2, B - R3; *21* P - Kt3, QR - Kt1 etc.

20 P - B3	Q - Kt6
21 P x P	P x P
22 Kt - B2	Q x BP
23 R - B4	P - Kt4
24 R x Rch	

Ceding the KB file to Black, but if 24 R(4) - B1, Kt - B6ch wins easily enough.

24	R x R
25 Kt - K1	P - R5
26 P - R3	Kt - B6ch
27 Kt x Kt	P x Kt
28 B - B1	Q - K3

Naidorf proceeds to wind up the game in interesting fashion; the threat is 29 P - B7ch; 30 K - R2, Q - K5 etc.

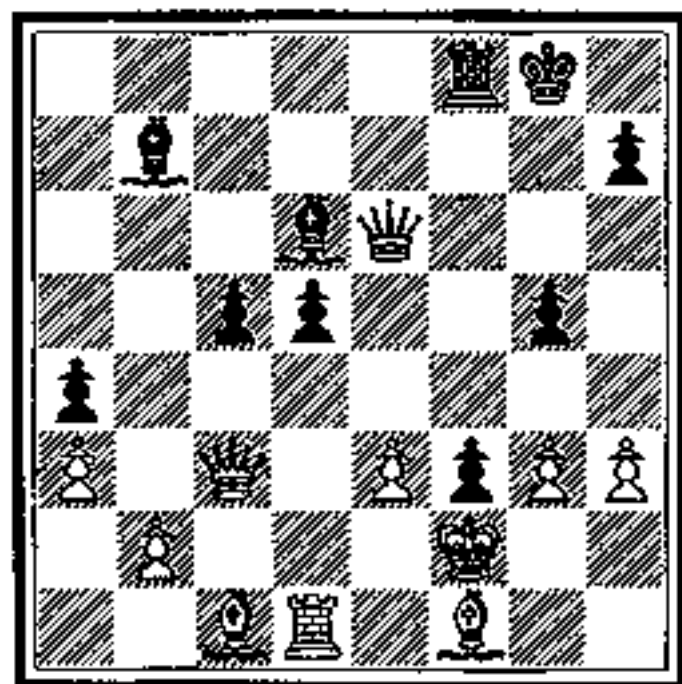
29 K - B2	P - Q4
30 Q - R5	B - Q3

At last the KB has come to life. Black threatens Q - K4 with fatal effect.

31 Q - B3

Preventing Q - K4, but making possible a deadly combination.

BLACK



WHITE

31	B x Pch 1
32 K x B	Q - Q3ch
33 K - B2	

Or 33 K - Kt4, B - B1ch and mate follows.

33	Q - R7ch
34 K - K1	Q - Kt6ch
35 K - Q2	Q - B7ch

White resigns, for as a result of his thirty-first move, his King has no flight square. Naidorf has played exceedingly well.

42. KING'S INDIAN DEFENSE

LONDON, 1932

WHITE	BLACK
<i>V. Menchik</i>	<i>Sir G. A. Thomas</i>
1 P - Q4	Kt - KB3
2 P - QB4	P - KKt3
3 Kt - QB3	B - Kt2
4 P - K4	P - Q3
5 P - B3	

This move deserves the adjectives of safe, sane, solid and scientific. It shows how far the theory of this opening has advanced from the early days when the dogmatic 5 P - B4 (the famous Four Pawns Attack) was all the rage. This impetuous advance was adopted out of contempt for the lowly fianchetto, but after several bad beatings for White, more conservative procedures were found to be in order. One of these early games went: 5 P - B4, O - O; 6 Kt - B3, P - B4 | 7 P - Q5 (if 7 P x P, Q - R4; 8 B - Q2, Q x BP and Black stands well), P - K3; 8 B - Q3 (the quieter line 8 B - K2, P x P; 9 KP x P is better, but offers Black no difficulties), P x P; 9 BP x P, Q - Kt3 | 10 B - B2 (or 10 Kt - Q2, Kt - Kt5 | 11 Kt - B4, Q - Q1; 12 B - K2, P - KR4

with a fine game for Black), P-B5! 11 Q-K2, R-K1; 12 B-R4, B-Q2; 13 B x B, QKt x B; 14 Kt-Q2, Kt x KP! and White's proud center crumbles (Colle-Euwe, Antwerp, 1926).

5	O - O
6 B-K3	P-K4
7 KKt-K2	

With several important White Pawns on white squares, there is little point in bringing out the KB at this stage, since it will have but slight mobility. The development of this piece may therefore be deferred to a later point.

7	P-Kt3
-------------	-------

This is out of place, as the QB would have no future at Kt2. 7 Kt-B3 was in order, or else 7 P x P; 8 Kt x P, P-B3 with the idea of freeing his game with P-Q4.

8 Q-Q2	
--------	--

This move has the two-fold function of preparing for Queen-side castling as well as for B-R6. A formidable King-side attack is indicated as White's coming goal.

8	Kt-B3
9 P-Q5	Kt-K2

Now that the center is blocked, Black's KB has purely defensive functions. On the other hand, a healthy reaction with P-KB4 is in the cards.

10 P-KKt4	
-----------	--

Consistently played. White wishes to prevent or at least discourage an eventual P-KB4, and at the same time White's attack gets under way.

10	Kt-Q2
--------------	-------

An alternative worth considering was 10 K-R1; 11 B-R6 (else KKt-Kt1 prevents this move), KKt-Kt1;

12 B x Bch, K x B with a solid defensive position. Thus if 13 P-KR4, P-KR3 and 14 P-R5 is answered by 14 P-KKt4, while 14 P-Kt5 is answered by 14 P-KR4.

11 KR-Kt1

P-QR4

Black's timing is poor. He wishes to establish his KKt at QB4, but it was more to the point to free himself with 11 P-KB4, which appears playable despite its risky appearance: 12 KtP x P, P x P; 13 B-R6 (or 13 B-R3, P-B5 or 13 R x Bch, K x R; 14 B-R6ch, K-R1 and Black is safe), Kt-Kt3 threatening Q-R5ch.

12 O-O-O

Kt-Kt3 was also good. White's attack is beginning to look threatening.

12

Kt-QB4

Here P-KB4 looks questionable: 13 KtP x P, P x P; 14 B-R6, Kt-Kt3 (if 14 R-B2; 15 B-R3! is very strong); 15 P x P, R x P; 16 Kt-Kt3 and whether or not Black captures the BP, 17 Kt-R5 yields a powerful attack.

13 Kt-Kt3

B-Q2

White's last move was directed against the possibility of 13 P-B4? which would have been refuted by 14 KtP x P, P x P; 15 Kt-R5, Kt-Kt3 (if 15 R-B2; 16 B-R6 wins); 16 Kt x B, K x Kt; 17 B-R6ch winning.

14 P-KR4

P-R5?

Now that P-B4 is prevented, Black undertakes some futile gestures on the other wing. There was still a very good defensive chance with 14 P-KB3! (so that if 15 P-R5? P-KKt4).

15 P-R5

Q-Kt1?

The removal of the Queen from the menaced zone is only tempting fate.

16 B-R6!

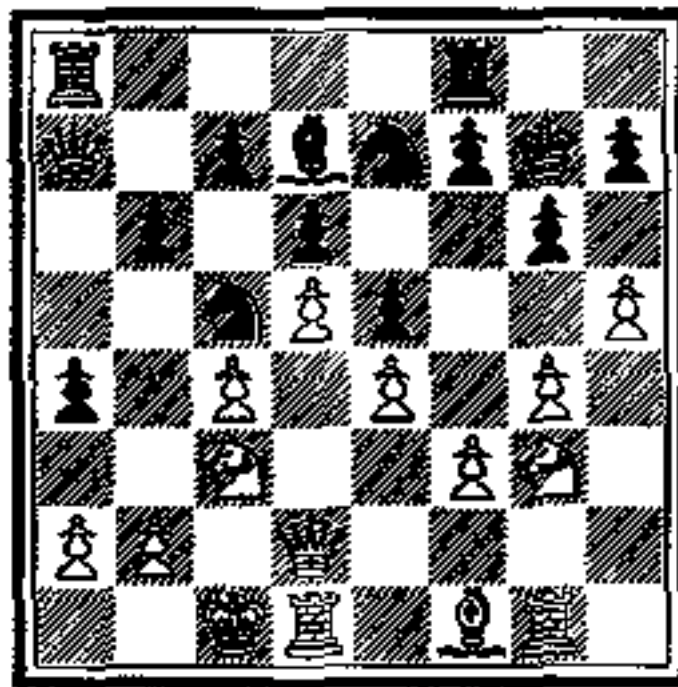
Eliminating a vital defensive piece, with startling results:

16 Q-R2?

Stubborn!

17 BxB KxB

BLACK



WHITE

18 Kt-B5ch!

This flash of genius begins the final phase. Black dare not play 18 P x Kt (if 18 K-B3?? 19 P-Kt5 mate!) because of 19 KtP x Pch, Kt-Kt3 (if 19 K-R1? 20 Q-Kt5 leads to mate); 20 P-B6ch! with a quick mate in sight.

And if 18 B x Kt; 19 KtP x B, Kt-Q2; 20 B-R3, Kt-KB3; 21 RP x P, RP x P; 22 P x P followed by B-B5 and wins.

18 Kt x Kt

19 KtP x Kt P-R6

If instead 19 P-KB3; 20 RP x P, P-R3; 21 R-R1,

R-R1; 22 B-K2 and White wins easily by doubling Rooks on the KR file.

20 P-B6ch! K-R1

If 20 K x P (or 20 K-Kt1; 21 Q-R6); 21 Q-Kt5ch, K-Kt2; 22 P-R6ch; K-Kt1; 23 Q-B6 followed by mate.

21 Q-R6	P x Pch
22 K-Kt1	R-KKt1
23 P x P	P x P

Now comes a charming conclusion to an ably conducted attack.

24 Q x Pch! Resigns

43. KING'S INDIAN DEFENSE

HASTINGS CHRISTMAS TOURNAMENT, 1934-35

WHITE	BLACK
<i>R. P. Michell</i>	<i>S. Flohr</i>
1 P-Q4	Kt-KB3
2 P-QB4	P-KKt3
3 Kt-QB3	B-Kt2

As this defense generally leads to complicated play, it is well suited to the needs of a player who knows himself to be stronger than his opponent and who wants to avoid the possibility of running into a stereotyped book line.

4 P-K4	P-Q3
5 Kt-B3	O-O
6 B-K2	

The KB is almost always ineffectual at Q3 in this opening. A drastic example: 6 B-Q3, B-Kt5 | 7 P-KR3, B x Kt; 8 Q x B, KKt-Q2! 9 B-K3, Kt-QB3; 10 Kt-K2? (10 P-Q5, Kt-Q5

is better, though in Black's favor), QKt-K4! with decisive advantage (Norman-Dr. Vidmar, Hastings, 1925-26).

6	QKt - Q2
7 O - O	P - K4
8 P - Q5	P - QR4

A typical move in this variation. Black wishes to establish a Knight at the effective post QB4; he therefore takes measures against a possible P-QKt4.

9 Q - B2

Natural, but inexact. Flohr himself has suggested the preferable 9 Kt-Q2! This move has three objectives: (a) it prevents Kt-KR4, which Black wishes to play in order to continue with P-KB4; (b) it prepares for a subsequent Kt-Kt3, dislodging Black's QKt from QB4 when it reaches that coveted post; (c) it prepares for the advance of White's KBP. This last point is important, for in positions where the Pawn center is barricaded (as here), the player who first succeeds in advancing his KBP will generally seize the initiative.

9	Kt - R4
-----------	---------

Having in view the alternative plans of (a) P-KB4 or (b) Kt-B5.

10 P - KKt3

White reluctantly weakens his King-side in order to keep the Knight out. The move may not turn out too badly, as it may be useful as a preparation for P-B4.

10	Kt - B4
11 Kt - K1	B - R6

He not only gains time for his development, but he deflects the Knight from Q3, a good square from which to question the intentions of his colleague at QB5.

12 Kt - Kt2 Kt - B3
 13 R - K1 ?

A passive move from which White never recovers. 13 P - B4 ! was in order.

13 KKt - Q2

Now P - B4 can be advantageously met by P - B4. White has missed his chance.

14 B - K3 P - B4
 15 P - B3 P - B5 !

With this move Flohr begins a devastating attack. If now 16 P x P, P x P; 17 Kt x P (17 B x P ? QB x Kt winning a piece), Q - Kt4ch; 18 K - R1, R x Kt; 19 R - KKt1, Q - R5; 20 B x R, Q x B; 21 R - Kt3, Q - R5 and Black wins.

If 16 B - B2, P - KKt4 with a winning attack.

16 B x Kt Kt x B
 17 P - KKt4

This is intended to lock the King-side, but it achieves the opposite effect! White is paying a heavy price for his omission of 13 P - B4 !

17 P - KR4 !

If now 18 Q - Q1 (Black threatened 18 P x P; 19 P x P, P - B6), K - B2 followed by a decisive attack on the KR file.

18 P x P Q - Kt4 !

Much stronger than the obvious P x P.

19 B - B1 Q x P !

The same comment still applies. The KR file is to be Black's road to victory.

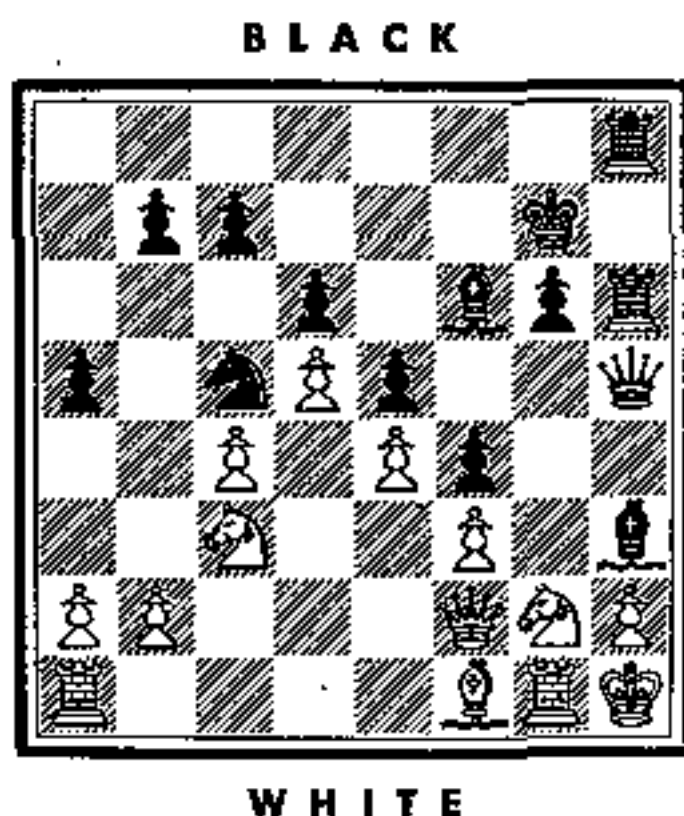
20 Q - B2 B - B3 !

Naturally he does not permit White to exchange Queens with Q - R4.

21 B - K2	K - Kt2
22 K - R1	R - R1
23 R - KKt1	R - R3

A simple but irresistible plan.

24 B - B1	QR - R1
-----------	---------



White resigns, as he has no defense to the threatened withdrawal of Black's QB! A finish admirable for its devastating simplicity.

44. KING'S INDIAN DEFENSE

MOSCOW, 1935

WHITE	BLACK
<i>V. A. Goglidze</i>	<i>S. Flohr</i>
1 P - Q4	Kt - KB3
2 P - QB4	P - KKt3
3 Kt - KB3	

The method of development which White envisages, has the drawback, as we shall see, of giving his opponent a free

hand in the center. Better, therefore, would be 3 P - B3, B - Kt2; 4 P - K4 or 3 Kt - QB3, B - Kt2; 4 P - K4, P - Q3; 5 P - KKt3, O - O; 6 B - Kt2 followed by KKt - K2 and White has a more promising game than with the method actually pursued.

3	B - Kt2
4 P - KKt3	O - O
5 B - Kt2	P - Q3
6 O - O	QKt - Q2
7 Q - B2	P - K4
8 P x P	

This is the basic idea of White's opening play: he hopes to exert pressure on the open Q file. The exchange, however, frees Black's game to some extent and gives his position a more active character; hence 8 P - Kt3 or 8 R - Q1 or 8 P - K4 was in order.

8	P x P
9 R - Q1	Q - K2

Neutralizing the pressure along the Q file and reserving the possibility of advancing the KP.

10 Kt - B3	P - B3
------------	--------

To keep White's QKt out. It is true that Black's Q3 is weakened thereby, but in order to take advantage of this weakness, White should first complete his development by fianchettoing the QB and doubling Rooks on the Q file. Instead, he undertakes a premature advance on the Queen-side which gives Black the initiative in the center.

11 Kt - QR4 ?	R - K1
12 P - KR3	

To prevent Kt - Kt5 after he plays B - K3. But the move weakens White's King-side somewhat.

12	Kt - R4 !
------------	-----------

So as to answer 12 B - K3 with . . . P - KB4! This induces White to change his plans.

13 P - B5	P - K5
14 Kt - Q4	P - K6!
15 B x KP	Kt x KtP
16 QR - B1	Kt - B3
17 Kt - QB3?	

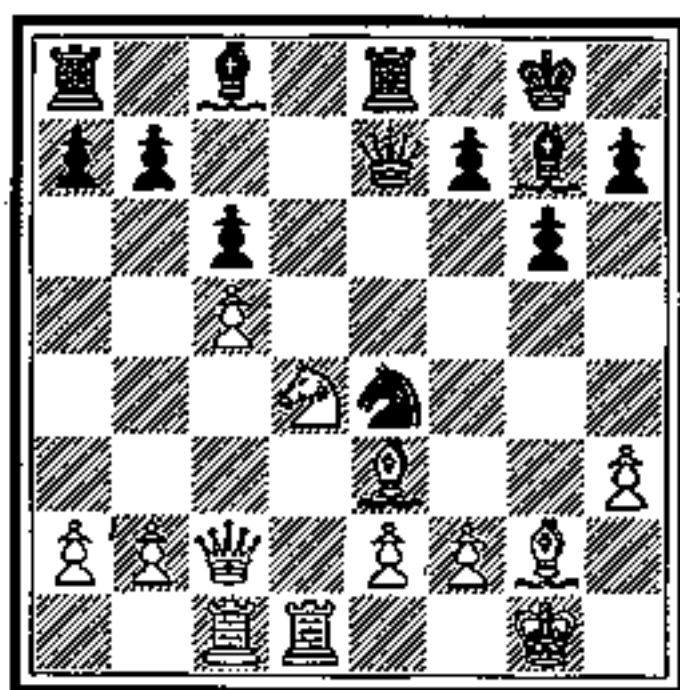
In order to bring the Knight into active play. The move is really a miscalculation, for Black could now play 17 . . . Q x P! 18 Kt x P? R x B! or 18 Kt - K6, Q - K2!

17 . . . Kt(3) - K5?

This was best answered by 18 P x Kt, Kt x Kt; 19 Q x Kt, Q x Bch; 20 Q x Q, R x Q; 21 K - B2, R - K1; 22 P - QKt4 with a good game for White.

18 Kt x Kt? Kt x Kt

BLACK



WHITE

Whereas if now 19 B x Kt, Q x B; 20 Q x Q, R x Q; 21 K - Kt2 (if 21 Kt x P? P x Kt; 22 R - Q8ch, B - B1; 23 B - R6, B - Kt2!), R - KR5; 22 Kt - B3, B x Pch (not 22 . . . R x P? 23 R - Q8ch,

B - B1; 24 R x B !); 23 K - Kt3, R - R4; 24 R - KR1, B x P ! 25 R - QKt1, B - B4 ! 26 R x R, B x R and wins.

19 B - B4

Kt x P ! !

An unexpected and far-sighted sacrifice which forces the game with surprising ease. White has little choice from now on.

20 K x Kt

Q - R5ch

21 K - B3

B x P

White's pieces are curiously helpless. He can never bring his KR to the support of the King, since his Knight must be guarded.

22 B x B

Q x Bch

If now 23 B - Kt3, B - K4 (if 24 KR - Kt1, B x Kt).

23 K - B2

Q - R5ch

24 K - B3

B - K4 !

This important move is really the point of the sacrifice: White's King must be deprived of all protection. If now 25 B x B, R x B (threatening to double Rooks); 26 P - K4, Q - R6ch; 27 K - B4, QR - K1 ! followed by 28 P - Kt4ch; or 27 K - B2, R - Kt4 ! etc.

25 P - K3

B x B

26 P x B

Q - R6ch !

27 K - B2

R - K6 !

White is helpless. If 28 R - K1, R - Kt6 wins, or if 28 Kt - K2, Q - B6ch; 29 K - K1, QR - K1; 30 R - Q2, Q - R8ch; 31 K - B2, R - B6 mate.

28 KR - Kt1

QR - K1

29 R - Kt2

Q - R5ch

White resigns, as mate cannot be avoided.

45. KING'S INDIAN DEFENSE

LENINGRAD, 1937

WHITE	BLACK
<i>Sokor</i>	<i>S. Volck</i>
1 P - Q4	Kt - KB3
2 P - QB4	P - KKt3
3 Kt - QB3	P - Q4

The Gruenfeld Variation. At first sight the combination of Black's second and third moves makes an incongruous impression, but this defense has worked out well in practice.

4 Q - Kt3

There is a wide variety of moves here, for example 4 P - K3, B - Kt2; 5 Q - Kt3, P - B3; 6 Kt - B3; or 4 B - Kt5, Kt - K5! 5 Kt x Kt, P x Kt; 6 Q - Q2, P - QB4! or 4 P x P, Kt x P; 5 P - K4, Kt x Kt; 6 P x Kt, P - QB4. The last of these variations is the one in which Black feels most at home.

4

P x P

The most enterprising reply. Black is willing to run the risk of allowing his opponent to build up a strong center, if only Black gets free play for his pieces.

5 Q x BP

B - K3

6 Q - Kt5ch

Kt - B3

7 Kt - B3

Kt - Q4!?

More aggressive than 7 QR - Kt1; 8 Kt - K5, B - Q2; 9 Kt x B, Q x Kt; 10 P - Q5 and Black's game is difficult.

8 Q x P?

Very dangerous—as usual. Far better is 8 P - K4, KKt - Kt5; 9 Q - R4, B - Q2; 10 Q - Q1 and the position of Black's minor pieces leaves much to be desired.

8

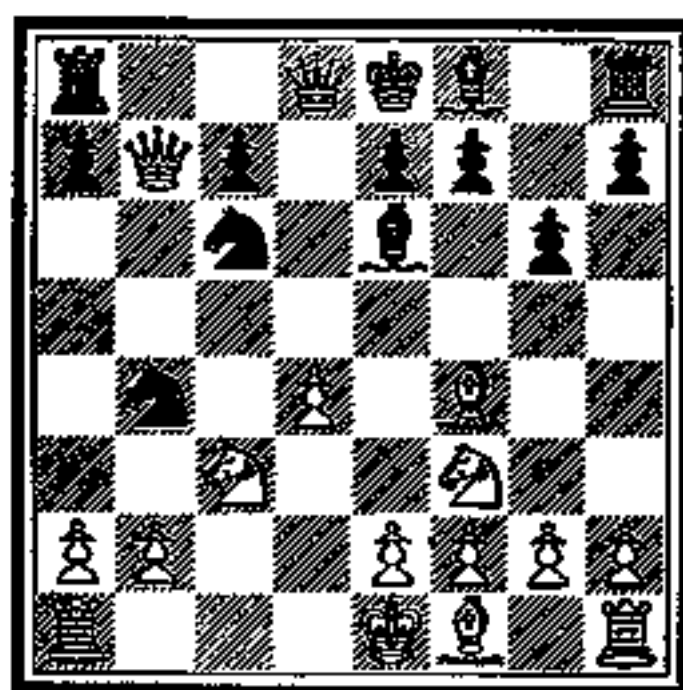
KKt - Kt5!

The game now takes a sprightly turn. Black threatens not only 9 Kt-B7ch, but 9 QR-Kt1 as well, winning the Queen.

9 B-B4!?

A good move, but not quite good enough. He is hoping for 9 QR-Kt1; 10 Q x BP, Q x Q; 11 B x Q, R-B1; 12 B-B4, Kt-B7ch; 13 K-Q2, Kt x R; 14 P-Q5, R-Q1; 15 P-K4, Kt-R4; 16 B-Kt5ch and White will come out with two Pawns for the exchange. White's superiority of position would be enough to win.

BLACK



WHITE

9 **B-R3!!**

A magnificent and surely unexpected reply.

10 B x P

On 10 Q x BP Black intended 10 B x B; 11 Q x B, Kt-B7ch; 12 K-Q2, Kt x R; 13 P-K3, O-O; 14 B-Kt5, Q-Kt3; 15 R x Kt, P-QR3; 16 B x Kt, Q x KtPch; 17 K-Q3, QR-B1! 18 R-Kt1, B-B5ch! If instead 10 P-QR3, QR-Kt1! 11 Q x BP, B x B; 12 Q x B, Kt-B7ch etc. Or 10 B x B, QR-Kt1 winning the Queen.

10 **Kt x QP!!**

A second surprise which even surpasses the first! The immediate threat is 11 Kt(Q5) - B7 mate!

11 B x Q

White must have taken the Queen reluctantly, but he has little choice: if for example 11 Kt x Kt, Kt - B7ch! 12 K - Q1, Q x Ktch; 13 K x Kt, Q - Q7ch; 14 K - Kt1, Q - B8 mate.

11	Kt(Q5) - B7ch
12 K - Q1	R x Bch
13 Kt - Q5	B x Kt
14 Q - B7	B x Ktch

Now White has to return the Queen, remaining with a decisive inferiority in material.

15 Q x Rch	K x Q
16 KP x B	K - B2!

He disdains the Rook, for if now 17 QR - Kt1, R - Q1ch; 18 B - Q3 forced, R x Bch; 19 K - K2, R - Q7ch; 20 K - B1, Kt - Q6 etc. White therefore resigns. A gem of a game, and one which has theoretical significance.

46. DUTCH DEFENSE

WARSAW, 1924

WHITE	BLACK
<i>D. Przepiorka</i>	<i>J. Gottesdiener</i>
1 P - Q4	P - KB4

This defense almost invariably leads to highly interesting chess. It involves an attempt to assume thoroughgoing control of the center, either in conjunction with P - Q4 or the fianchetto of the QB. This line of play is favored by aggressive players, but it has the drawback of frequently saddling Black with serious positional weaknesses.

White also has the option here of 2 P-K4, the famous Staunton Gambit, which is sufficiently formidable to cause most players to answer 1 P-Q4 with 1 P-K3, playing 2 P-KB4 in reply to 2 P-QB4 or 2 Kt-KB3.

2 P-K3

Another method, warmly advocated by Nimzovich, is P-Q3 with the intention of continuing P-K4 at the earliest opportunity.

3 B-Kt2

The fianchetto development is extremely promising in this opening.

3 Kt-KB3
4 Kt-KR3!

Ordinarily the development of a Knight at R3 is very poor strategy, but in the present position, there is much to recommend it: it leaves the KB an unimpeded diagonal, it leaves room for a possible advance of the KBP, and it reserves the possibility of bringing the Knight to KB4 with good effect.

4 P-Q4

Black is at the crossroads; the alternative P-Q3 is perhaps more promising, although it does not presage a brilliant future for Black's Bishops. The text is apparently stronger, but it has the flaw of weakening Black's K4.

5 O-O B-Q3
6 P-QB4 P-B3

Black has now set up the "stonewall" formation, although White soon demonstrates that this terminology is rather optimistic.

7 Q-Q3	O-O
8 Kt-B3	K-R1
9 B-B4!	

Well played. As Black's QB is hemmed in by the Black Pawns, it is important for him to retain the stronger of his Bishops, namely the KB. But after White's last move this becomes virtually impossible, as the unnatural retreat B-K2 is unattractive and too slow.

9	B x B
10 Kt x B	

The position of this Knight has now improved materially, and White is ready for drastic action in the center.

10	Q-K2
11 P-B3	

White prepares to smash the stone wall, but it would have been more accurate to play 11 P x P, KP x P; 12 P-B3!

11	QKt-Q2?
------------	---------

Relatively better was 11 P x P; 12 Q x QBP, P-K4 etc.

12 P x P	KP x P
----------	--------

A trap. If now 13 Q x P, Q-K6ch; 14 K-R1, Kt-K5; 15 Q-R5, QKt-B3 and White must be satisfied with a draw by 16 Kt-Kt6ch, K-Kt1; 17 Kt-K7ch, K-R1; 18 Kt-Kt6ch etc. Another possibility would have been 13 Q x P, Q-Kt5 regaining the Pawn.

13 P-K4!

With so considerable a lead in development, the opening up of the position should decide quickly in White's favor.

13 **BP x P**
 14 **P x P** **Kt - Kt3**
 15 **QR - K1 !**

White presses his advantage in time. The tardiness of Black's QB in getting into the game leaves his QR at home at this advanced stage, so that he is fatally handicapped in trying to eliminate his lag in development.

15 **P x P**
 16 **B x P !**

Kt x P looks more natural, but allows the important rejoinder B - B4. The text, in addition, gains time because of the threat of B x RP or B x BP.

16 **Kt x B**

Played in the reluctant realization that 16 Q - Q3 would be refuted by 17 B x RP ! Kt x B; 18 Kt - Kt6ch, K - Kt1; 19 Kt x R, Kt x Kt; 20 R - K8, B - B4; 21 Q x B, R x R; 22 Q - B7ch etc.—a convincing example of the power of White's superior development.

17 **R x Kt** **Q - Q3**

. . . . B - B4 would simply lose a piece.

18 **R - K5 !**

Preventing B - B4 and threatening R - KR5.

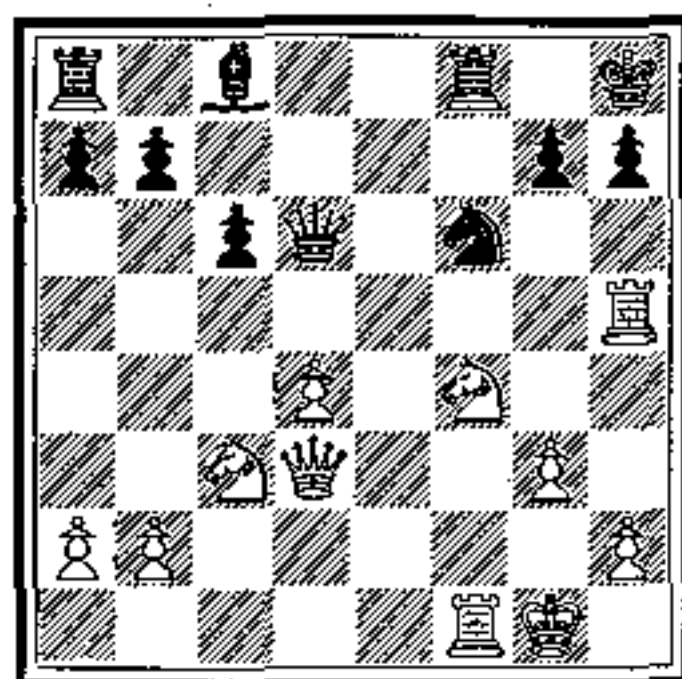
18 **Kt - Q2**

Thus the Knight's moves are stamped as loss of time.

19 **R - KR5** **Kt - B3**

Apparently holding everything. . . .

BLACK



WHITE

20 Kt - K4!

This decisive move is elegant in its simplicity.

Black resigns, for if 20 Kt x Kt; 21 Q x Kt wins a piece. If 20 Q - K2? 21 Kt - Kt6ch wins the Queen. If 20 Q - B2; 21 Kt x Kt, P x Kt; 22 Kt - Kt6ch and Black can resign. An impressive game.

47. BUDAPEST DEFENSE

HASTINGS CHRISTMAS TOURNAMENT, 1923-24

WHITE

Dr. M. Euwe

1 P - Q4

2 P - QB4

BLACK

J. Mieses

Kt - KB3

P - K4

One of the "irregular" defenses which became popular about 1915-1920. It had some vogue for a few years, especially among attacking players, but it has steadily drifted out of masterplay. White's best course is to handle it in simple positional fashion, as young Euwe does in this game.

3 P x P

4 P - K4

Kt - Kt5

4 B - B4, Kt - QB3; 5 Kt - KB3, B - Kt5ch; 6 QKt - Q2 (6 Kt - B3, Q - K2; 7 Q - Q5 will generally hold the Pawn, but Black gets good attacking chances, and White's Pawn position is not attractive after 7 B x Ktch), Q - K2; 8 P - QR3, KKt x P(4); 9 Kt x Kt (not 9 P x B?? Kt - Q6 mate), Kt x Kt; 10 P - K3, B x Ktch; 11 Q x B is a satisfactory alternative for White.

4 P - KR4 ?

This move suits Mieses' bold style of play, but except for registering his desire to play an attacking game, it has no other significance beyond weakening Black's Pawn position. 4 Kt x KP is preferable.

5 Kt - QB3 B - B4
6 Kt - R3 Kt - QB3
7 Kt - Q5 !

The early surrender of this square is one of the drawbacks of the defense. Note that 7 B - Kt5? would be premature because of 7 B x Pch! (not 7 Kt x BP; 8 Q - Q5); 8 K - K2, P - B3; 9 Kt x B, Kt x Kt; 10 K x Kt, P x B; 11 Q - Q5, R - Blch; 12 K - Kt1, Q - K2; 13 Kt - Kt5, K - Q1 with advantage to Black—and just the kind of complications for which Mieses was hoping! After Euwe's last move, however, B - Kt5 is a serious threat, as Black's Queen is now tied to the defense of the QBP.

7 KKt x KP

. . . . QKt x P involves Black in even greater difficulties after 8 P - B3, KKt - B3; 9 P - B4 followed by P - K5.

8 B - Kt5 !

In order to create a further weakness in Black's Pawn position.

8 P - B3
9 B - K3 P - Q3

Hoping that his opponent will exchange Bishops, so that after P x B he will have an opportunity to play Kt - Q5. Euwe naturally declines the invitation.

10 Kk1 - B4	B - K15
11 B - K2	Q - Q2

At this stage we can already observe the effect of White's command of the outpost at Q5 and his control of the white squares. Thus if 11 QB x B; 12 Q x B, B x B; 13 Kt - K6!

12 P - B3	B x B
13 Kt x B	B - K3
14 Kt x B!	

Masterly play. The removal of the Bishop emphasizes Black's weakness on the white squares.

14	Q x Kt
15 O - O	

P - B4? would be premature because of Kt - B2 and White's KP is in need of protection. The BP will advance after due preparation.

15	O - O
------------	-------

Castling on the other wing seems more natural, in view of the weakening of Black's King-side caused by his fourth move. However, experience with this variation has shown that after O - O - O, White's attack proceeds much more rapidly (Kt - Q5 followed by P - QKt4 etc.).

16 Kt - Q5	QR - B1
17 Q - Q2	

Intending to protect the KP adequately by QR - K1 before playing P - B4. Since this advance would be decisive strategically, Mises decides to free his game a bit; but as usually happens in such positions, he only enhances White's advantage.

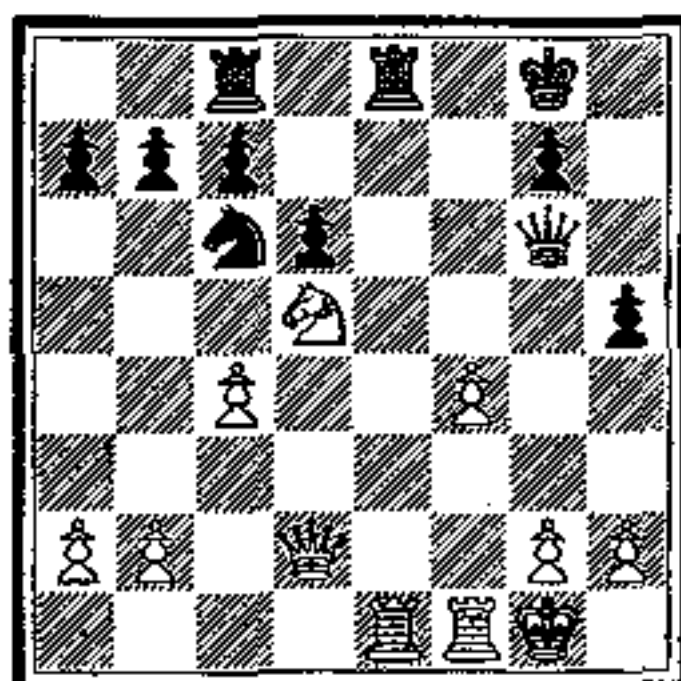
17	P - B4
------------	--------

18 P x P Q x P
 19 QR - K1 KR - K1

As will be seen, Black comes off second best in the fight for the K file.

20 P - B4 ! Kt - Kt3
 21 B - Q3 Q - B2
 22 B x Kt Q x B

BLACK



WHITE

23 P - KB5 ! Q - Kt5

After 23 Q - B2 the following move would also be decisive.

24 P - B6 ! R x R

Or 24 R - B1; 25 R - B4, Q - Kt4; 26 R - K3 ! P - R5; 27 Q - KB2 or 25 Q - Q2; 26 Kt - K7ch and wins.

25 Q x R R - B1

If 25 Q x P ? ? 26 Q - K6ch wins. Or 25 Q - Q5ch; 26 K - R1, Q - K4; 27 P - B7ch, K - B1; 28 Kt - B4 ! Q x Q (if 28 Kt - K2; 29 Q x Q, P x Q; 30 Kt - K6 mate); 29 Kt - Kt6 mate!

26 P - B7ch K - R2

He might just as well resign.

27	Q - K8	Q - Q5ch
28	Kt - K3	Kt - K4
29	Q x R	Q x Ktch
30	K - R1	Kt - Kt5
31	Q - Kt8ch	K - R3
32	P - B8(Q)	Resigns

The crystalline simplicity of Euwe's play has been noteworthy.

48. ENGLISH OPENING

MARIENBAD, 1925

WHITE	BLACK
<i>R. Reti</i>	<i>C. Torre</i>
1 P - QB4	P - K4
2 Kt - KB3	

A "hypermodern" move, played, as in Alekhine's Defense, to lure on the KP. However, the results are unfortunate. See also Game 13.

2	P - K5
3 Kt - Q4	Kt - QB3
4 Kt x Kt	

Or 4 Kt - B2, Kt - B3; 5 Kt - B3, B - QB4; 6 P - KKt3, O - O; 7 B - Kt2, R - K1 and Black stands well.

4	QP x Kt
5 Kt - B3	Kt - B3
6 P - KKt3	

6 P - Q3, P x P would leave White with a weak QP (this explains why the combination of White's first two moves is poor).

6	B - QB4
7 B - Kt2	B - B4

Black is developing beautifully, while White's pieces are awkward and ineffective.

8 O - O O - O
9 K - R1

Intending to free himself with P - B3.

9 Q - Q5
10 Q - Kt3

Making room for the Knight at Q1. If instead 10 P - Kt3, Kt - Kt5 forces the ugly move P - K3.

10 KR - K1 ! ?

Here and on the next move, Torre calmly disregards the attack on his QKtP, for White would lose considerable time with Q x P and expose himself to withering attacking possibilities, for example 11 Q x P, Kt - Kt5; 12 P - K3, Q - Q3; 13 Kt - R4, Q - R3; 14 P - KR3, Kt - K4; 15 Kt x B, B x P; 16 K - Kt1, Kt - B6ch; 17 B x Kt, P x B and White is helpless against B - Kt7.

11 Kt - Q1 QR - Q1 ! ?
12 Kt - K3 B - QB1

Black's position is a model of harmonious development.

13 Q - B2 Q - K4

Torre stated after the game that 13 P - KR4; 14 QR - Kt1, P - R5; 15 P - QKt4, B - B1 would have been even better for Black.

14 P - B3 Q - R4
15 P - QKt4

Although this loses a Pawn, Reti must have played it deliberately. After 16 P x P, Black would have obtained an overwhelming positional advantage with 16 B x Kt; 17 P x B, B - R6 !

15	B x P
16 P x P	Q x P
17 B - B3	Q - Q6
18 Q x Q	R x Q
19 B - K2	

Reti must have played for this position, expecting to play P - Q3 after the Rook's retreat. A long drawn out ending would then be in order.

19	R x QP
------------	--------

Black gets three Pawns for the exchange, plus the smoothly coordinated activity of two powerful Bishops.

20 B x R	B x B
21 Kt - B5	Kt x P

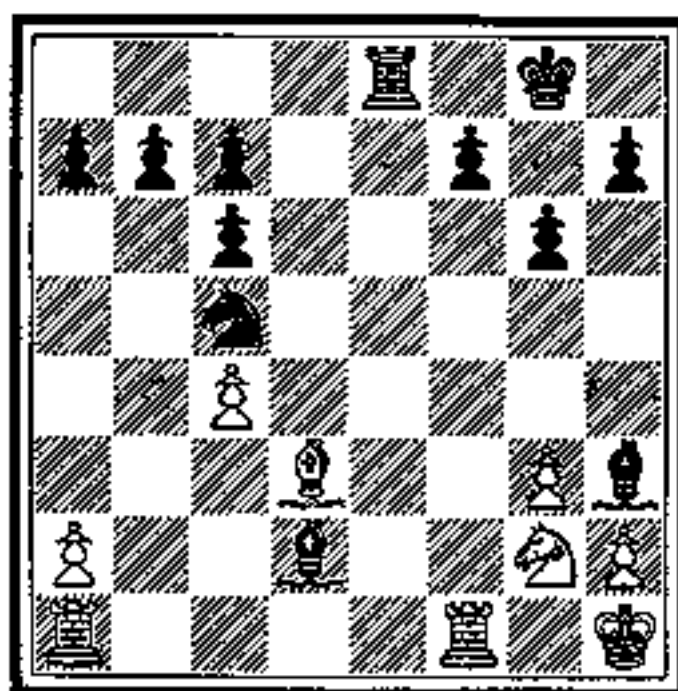
Threatening to win still another Pawn with P - KKt3 etc.

22 B - Q3	P - KKt3 !
-----------	------------

Commencing a series of vigorous moves which do not fail of their object, Reti being in time pressure as usual.

23 Kt - R4	B - R6
24 Kt - Kt2	Kt - B4

B L A C K



W H I T E

25 KR - Q1

Or 25 B - B2, R - K7; 26 R - KKt1, Kt - K5; 27 B x Kt, R x B winning easily; while if 25 QR - Q1, Kt x B; 26 R x B, Kt - K8!

25	B - B6
26 QR - B1	B - KKt5
27 R - B1	B - Q7!

More conclusive than 27 B - Kt7; 28 QR - K1, R x R; 29 Kt x R, Kt x B; 30 Kt x Kt, B - K7; 31 R - B2 (Torre).

28 R - QB2	B - QR4
------------	---------

A remarkable position: the criss-cross power of the Bishops is so great that White can no longer protect his unfortunate Bishop; and if 29 R - B4, B - Q8 leaves White helpless.

29 Kt - B4	Kt x B
30 Kt x Kt	B - K7
Resigns	

49. ENGLISH OPENING

U. S. S. R. CHAMPIONSHIP, 1940

WHITE	BLACK
<i>M. Botvinnik</i>	<i>G. Levenfish</i>
1 P - QB4	P - K4
2 Kt - QB3	Kt - KB3
3 Kt - B3	

The alternative method of development is 3 P - KKt3, P - Q4; 4 P x P, Kt x P; 5 B - Kt2, Kt - Kt3. White has strong play along the diagonal coupled with pressure on the QB file, while Black has good play for his pieces in the center. The text variation has gained in importance since the valuable innovation introduced by Botvinnik in the present game.

3	Kt - B3
4 P - Q4	P x P
5 Kt x P	B - Kt5

Chiefly played to prevent P - K4. After 5 B - B4 White gets a promising game with 6 Kt x Kt, KtP x Kt; 7 P - KKt3! P - Q4; 8 B - Kt2 and White's powerful pressure along the diagonal gives him distinctly the better game.

6 B - Kt5	P - KR3
7 B - R4	B x Ktch

This gives White two Bishops, but only momentarily. Black's sixth to eleventh moves are all part of a plan to give White a weak Pawn position which should be fatal in an ending, while at the same time Black simplifies quite a bit to bring the game nearer to the ending stage. The way that Botvinnik meets this clever plan is extremely interesting.

8 P x B	Kt - K4
9 P - K3	Kt - Kt3
10 B - Kt3	Kt - K5
11 Q - B2	Kt x B
12 RP x Kt	P - Q3

All according to plan. But now comes Botvinnik's prepared move:

13 P - B4!

A surprise advance which shows a subtle understanding of the position. Whereas White's Knight is strongly posted in the center, Black's Knight is rather ineffectual. The natural course would therefore be to play Kt - K4 followed by Kt - B3 or by Kt - Q2 - B3. By means of the text, however, Black is deprived of this resource.

13	Q - K2
------------	--------

Relatively better was Kt - B1 - K3. As the game goes, the Queen move turns out to be a waste of time.

14 K - B2!	Kt - B1
------------	---------

Or 14 B - Q2; 15 B - Q3, Kt - B1; 16 B - K4 with an excellent game for White.

15 P - QB5 !!

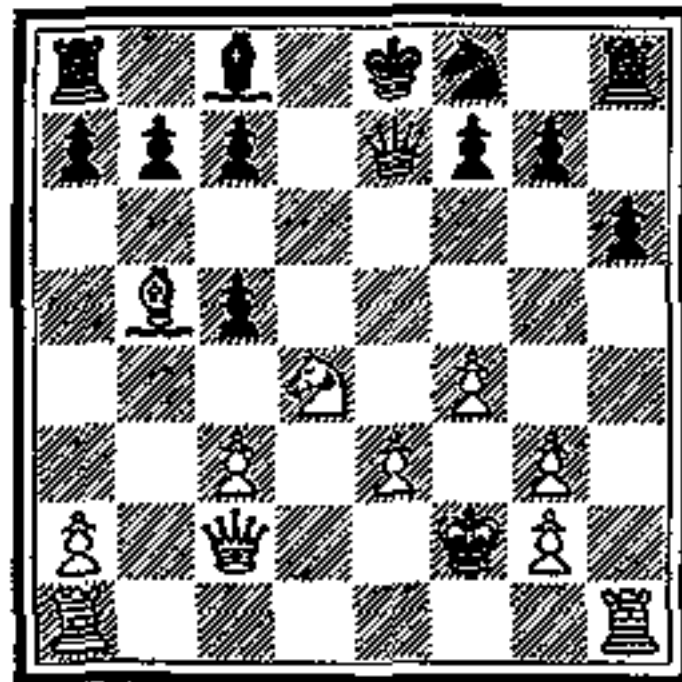
With this unexpected sacrifice, White not only rids himself of a serious positional weakness; he also takes the initiative for a devastating attack.

15 P x P

Black has little choice; if 15 B - Q2; 16 P x P, P x P (not 16 Q x P; 17 Q - K4ch) and Black is left with a seriously weak QP.

16 B - Kt5ch

BLACK



WHITE

16 Kt - Q2

If instead 16 K - Q1 (16 P - B3 ? is answered by 17 Kt x P, or if 16 B - Q2; 17 Kt - B5, Q - B3; 18 Q - K4ch and Black's position is untenable); 17 QR - Q1! P x Kt; 18 R x Pch, B - Q2; 19 B x B, Kt x B; 20 KR - Q1, K - B1; 21 R x Kt, Q x R; 22 R x Q, K x R; 23 Q - B5ch and wins.

17 Kt - B5 Q - B3
 18 QR - Q1 P - KKt3

Black vainly tries to free himself. On 18 P-B3; 19 R-Q6! is very strong; if 18 P-R3; 19 Q-K4ch wins easily. On other moves, White can double Rooks on the Q file with deadly effect.

19 Kt x P	R-B1
20 P-Kt4!	P-R3
21 P-Kt5	

This just about completes the bind on Black's position. Coupled with his continued lack of development, the pressure on the black squares must prove irresistible.

21	Q-K3
22 B-K2	Kt-Kt3
23 Kt-Kt4	Q-QB3
24 Kt-B6ch	K-K2
25 R-R7	

Black's position cannot withstand this battering much longer.

25	B-B4
26 P-K4	B-K3
27 P-B5	Resigns

If 27 P x P; 28 P x P, B-B5; 29 B-B3, Q-Kt4; 30 Q-K4ch etc. This is a good example of the deadly effect of a prepared variation on an opponent who is not equipped to cope with it.

50. RETI OPENING

VIENNA, 1928

WHITE	BLACK
<i>H. Knoch</i>	<i>R. Spielmann</i>
1 Kt-KB3	Kt-KB3
2 P-B4	P-B3

WHITE	BLACK
3 P - Kk3	P - Q4
4 P - Kt3	B - B4
5 KB - Kt2	P - KR3
6 O - O	P - K3

The actual order of the moves was 1 Kt - KB3, Kt - KB3; 2 P - Kk3, P - Q4; 3 B - Kt2, P - KR3; 4 O - O, B - B4; 5 P - B4, P - B3; 6 P - Kt3, P - K3, but their order has been rearranged to conform with the usual sequence in this variation.

Black has adopted one of the most solid and promising lines of play available to him in this most complex and subtle opening, which demands positional understanding of the highest order.

7 B - Kt2	QKt - Q2
8 P - Q3	B - K2

Spielmann fears that after 8 B - Q3; 9 P - K4! will expose him to unwelcome complications because of the menace to the KB.

9 QKt - Q2	O - O
10 R - K1	

White is obsessed with the idea of playing P - K4, but, as will be seen, the resulting weakness of his Q3 hampers him seriously. He might well have followed Reti's procedure in a famous game with Dr. Lasker: R - B1 followed by R - B2, Q - R1 and KR - B1.

10	B - R2
------------	--------

Taking the sting out of the coming advance of White's KP.

11 P - K4	Kt - B4
-----------	---------

From now on, White will always have to be preoccupied with the weakness of his Q3.

12 Kt - K5

If 12 Q - B2 or Q - K2, P x BP; 13 QP x P, Kt - Q6 with clear positional advantage for Black.

12

KKt - Q2 !

Continuing the pressure against Q6. If now 13 Q - B2 ? Kt x Kt; 14 B x Kt, P x BP; 15 QP x P, Kt - Q6 winning the exchange.

13 Kt x Kt

Q x Kt

14 Kt - B1

P x KP

15 Q - Kt4

This "aggressive" move removes the Queen too far from the scene of action; 15 P x P was somewhat better.

15

B - Kt3

16 P x P

QR - Q1

17 KR - Q1

Kt - Q6

18 Kt - K3

Q - K1 !

Simple but very strong: Black not only unpins his Knight—he also prepares for the following formidable advance and at the same times reserves a characteristically neat tactical point.

19 B - QB3

Had Knoch realized what was in the offing, he would have retired his Queen discreetly to K2. It is true that this would have left Black with a fine game.

19

P - KB4 !

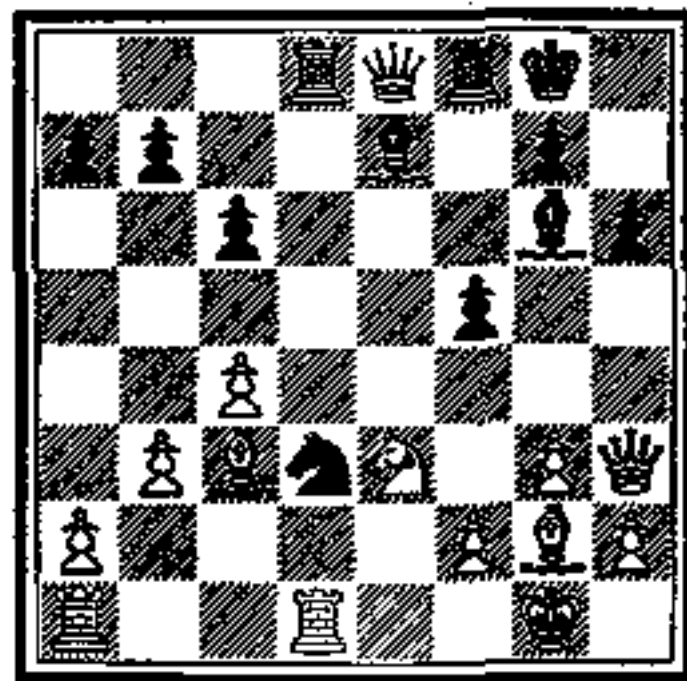
20 P x P

P x P

21 Q - R3

This loses out of hand.

BLACK



WHITE

21

Kt x P !!

White resigns—a well-motivated if somewhat surprising decision! After 22 K x Kt, B - B4 is crushing: 23 R - K1, R - Q6 etc. or 23 B - Q2, R x Bch etc.

Now, considering the whole matter, the value of free and unobstructed disposition of force, at the outset, becomes self-evident. Whatever the game may be, whether a gambit, or a close one, in which the safety of the King is only remotely in question—let the game be what it may, free and rapid development must be of the first importance. But there is no royal road to this faculty of development whereby you secure the better game. There is the man behind the pieces—in *opposition*. Whence, it necessarily follows, the worth of this early disposition, or development, or opening, depends. If he plays *his* game, you should play *yours*, always with reference to principle, as formally expressed, and with deference to the same when seemly. The opening is not apart from, but a part of the game; and, if we take it as merely half a dozen moves,

its name is legion not to be numbered. Learn to do *nothing* but develop *until* you have something else to do. What said that most noble Roman, Paulus Æmilius (who never feared a foe), to his more famous son, the illustrious Scipio Africanus (who never despised one):—*A good general never attacks but when he is led to it, either by the last necessity, or by a favorable opportunity.*

As bearing upon this subject, the following, by Mr. Edwin Anthony, furnishes an appropriate conclusion:—

THE INEXHAUSTIBILITY OF CHESS

The famous logician and economist, the late John Stuart Mill, tells us, in his Autobiography, that at one period of his life he was seriously tormented by the thought of the exhaustibility of musical combinations. The various sounds, he reasoned with himself, can be put together only in a limited number of ways, of which but a small proportion are beautiful. Most of these have been already discovered, and there cannot be room for a long succession of Beethovens and Mozarts to strike out, as these have done, entirely new and surpassingly rich veins of musical beauty. A similar doubt with regard to Chess has probably crossed the minds of many chess players. A little reflection and calculation, however, will soon show their misgiving to be no less chimerical than was that of Mill.

To estimate the actual number of ways of playing even a very few moves is beyond the power of calculation, but to get something of an approximation to that number is very simple. Taking an average variation of the opening as usually practiced, we find that the first player has twenty-eight, thirty, and thirty-three ways of playing the second, third, and fourth moves respectively; twenty-nine, thirty-one, and thirty-three being corresponding numbers for the second player. Of course, both players, on their first move, have a choice of twenty moves. On the hypothesis that the number of replies open at each

move is always the same, whatever the preceding moves may have been, and that the foregoing figures give those numbers, the number of possible ways of playing *the first four moves* only on each side would be 318,979,584,000. If, then, anyone were to play without cessation at the rate of one set a minute it would take him more than six hundred thousand years to go through them all. It would be difficult to say whether the above number is in excess or defect of the true one, but perhaps we may safely affirm that it is not likely to be out more than 20 per cent either way. When we bear in mind that the number of possible ways increases for many moves some thirtyfold for *each* move added, it is plain that the number of ways of playing the first twenty or thirty moves on each side is so great as to utterly transcend the grasp of the imagination. No doubt the ratio of the plausible to the possible number of moves at every stage is small, but after every allowance has been made for that fact, the varieties of play still remain enormous. In a very rough way we may easily extend our survey. After the first four moves in a common form of the *Giuoco Piano* opening, White has thirty-three possible moves at command, and after four frequently-played moves in the *Evans Gambit* he has a choice of thirty-two moves. Let us assume, then, for convenience of calculation, that for the next six moves on each side, after the first four on each side have been played, there is always a choice of thirty different ways of playing, an hypothesis probably below rather than above the actual fact. We thus get, by combination with the result given above, that the number of ways of playing *the first ten moves on each side* is

169,518,829,100,544,000,000,000,000,000.

On this basis, and considering the population of the whole world to be 1483 millions * (Levasseur's estimate), *more than*

* These figures have not been changed since the publication of the first edition, published about the turn of the century (F.R.).

217 *billions of years* would be needed to go through them all, even if every man, woman, and child on the face of the globe played without cessation for that vast period at the rate of one set per minute, and no set were repeated.

International Chess Code of the International Chess Federation (F.I.D.E.)

I. DEFINITION AND OBJECT

(a) Chess, a game in the play of which there is no element of chance, is played by two persons on a square called the Chess Board and divided into 64 squares colored light and dark alternately. Each person shall play with a series of Sixteen men, one series to be light colored and called White, and the other series to be dark colored and called Black.

(b) The object of the play is to checkmate the Opponent's King and the Player who checkmates thereby wins the game.

The meaning of the technical terms used in this law will be found in 3, 4 (d), 10 (a).

2. THE CHESS BOARD

(a) The Chess Board shall be so placed between the two persons that the nearer corner square at their respective right hands shall be light colored.













(b) Every vertical sequence of eight adjoining squares is termed a file.

(c) Every horizontal sequence of eight adjoining squares is termed a rank.

The word "diagonal" in the following Laws means a straight sequence of squares of the same color from edge to edge of the chess board and touching at angles only.

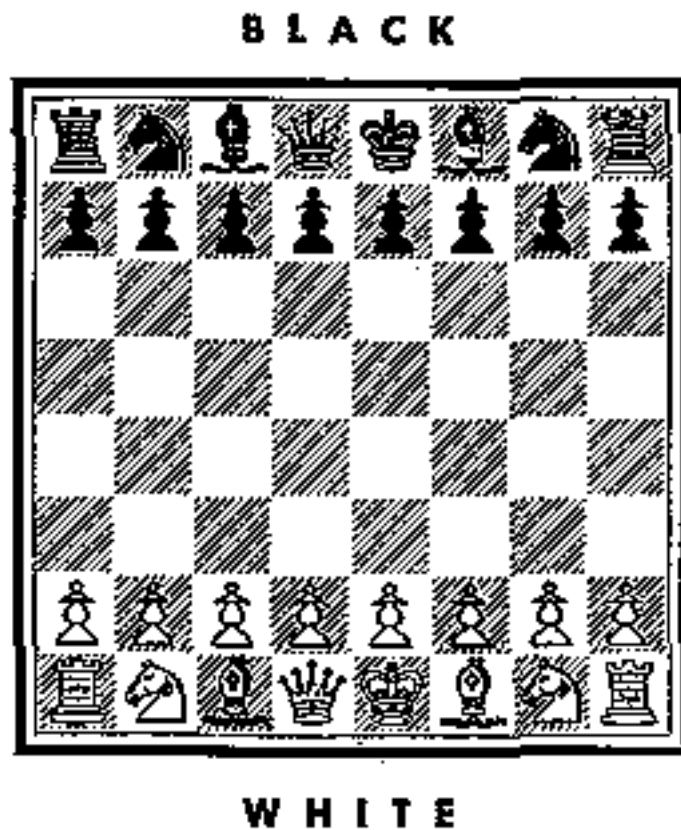
3. DESCRIPTION OF THE MEN

The men in each of the two series are:

<i>Names</i>	<i>Printed Symbols</i>	
	WHITE	BLACK
A KING		
A QUEEN		
TWO ROOKS		
TWO BISHOPS		
TWO KNIGHTS		
EIGHT PAWNS		

4. INITIAL POSITION OF THE MEN

(a) The men shall be arranged on the chess board before the commencement of a game as shown in the diagram below:



(b) The first move in a game shall be made with a White man.

(c) The persons shall play alternately, one move at a time.

(d) The person whose turn it is to move is termed the Player and the other is termed the Opponent.

The technical terms "Player" and "Opponent" come into force as soon as the right to the first move has been determined.

5. NOTATION

(a) Only the two most widely used systems of recording chess moves, namely, the Descriptive and the Algebraic, are recognized by the F. I. D. E.

(b) Affiliated Units can select either of these two systems for their use.

(c) The Descriptive System.

The men (except the Knight) are designated by their initials and the Knight by Kt. *N, if preferred, will be accepted as Kt.*

The Bishop, Knight and Rook from the King's side of the chess board are, if necessary, further designated by prefixing the letter K and the corresponding men on the Queen's side by prefixing the letter Q.

The eight files counting consecutively from left to right on the side of the chess board initially occupied by the White men are designated the QR, QKt, QB, Q, K, KB, KKt and KR files respectively.

The eight ranks are numbered for the White men 1 to 8 from the side of the chess board initially occupied by them, and inversely for the Black men 1 to 8 from the side of the chess board initially occupied by them.

A move shall be recorded by the letter designating the man moved followed by the letter or letters and number designating the file and rank respectively of the square to which the man has been moved. For instance, Q-KB4 means the Q is moved to the fourth square of the file of the King's Bishop. When two men of the same series and denomination can be moved legally to the same square, the letter or letters and number designating the file and number of the square which the moved man occupied shall be added in brackets to the

letter designating the man moved. For instance R(KKt2) - Kt4 means the R on the second square of the KKt file is moved to the fourth square of the same file.

If an opposing man occupy the square to which a man is moved, the designation of such opposing man shall be substituted for the designation of the square, preceded by the symbol for capture, but the latter designation, stated as from the Player's side of the chess board, shall be added in brackets if otherwise the record could be interpreted as applying to more than one opposing man.

Abbreviations

Castles KR or O-O = Castles with the KR (Short Castling).
Castles QR or O-O-O = Castles with the QR (Long Castling).

x = Captures.

Ch = Check.

Mate = Check and Mate.

(d) The Algebraic System.

The men (except the Pawns, which are not specially indicated) are designated by the same letters as in the Descriptive System.

The eight files counting from the side of the board initially occupied by the White men and from left to right are lettered consecutively a to h.

The eight ranks counting from the same side of the board are numbered consecutively 1 to 8.

Each square is therefore named by the combination in the following order of the letter of the file and the number of the rank in which it occurs.

A move shall be recorded by the designation of the man moved (not being a Pawn) followed by the designations respectively of the square it occupied and then the square to which it has been moved, but in abbreviated notation men-

tion of the first-named square may be omitted unless thereby the record becomes capable of interpretation as applying to more than one man. For instance, Bc1-f4 means the Bishop on square c1 is moved to square f4 and in abbreviated notation is recorded as Bf4. A move of a Pawn shall be recorded by the combination in the following order of the letter of the file and the number of the rank in which the square to which it has been moved occurs. For instance, e7-e5 means the Pawn on square e7 is moved to square e5 and in abbreviated notation is recorded e5.

If either of two Pawns can be moved to the square named, the designation of the square which the moved Pawn occupied shall precede in brackets that of the square to which it has been moved.

Abbreviations

- O - O = Castles with the KR (Short Castling)
- O - O - O = Castles with the QR (Long Castling)
- : or x = Captures.
- + = Check.
- :+ = Captures and Checks.
- × = Check and Mate.
- :× = Captures and Checkmates.

Commentary Signs

- ! = Good move.
- ? = Inferior move.

6. CURRENT EXPRESSIONS

Man.—A term applicable to each King, Queen, Rook, Bishop, Knight and Pawn.

Piece.—A term applicable to each man except a Pawn.

Pinned Man.—A man that occupies a square between the King of the same color and an opposing piece that would otherwise be giving check to the King, or a man the movement

of which would expose to capture a piece of a higher value than the capturing man.

Discovered Check.—Check given to the Opponent's King when the line of action of the checking piece is opened by the movement of another man of the same color.

Double Check.—Check given by the man moved in addition to the discovered check from another piece.

An Exchange.—The exchange by capture of identical men, or of men of practically the same theoretical value.

Winning or Losing the Exchange.—To exchange by capture a Bishop or Knight for a Rook is winning, and of a Rook for Bishop or Knight is losing, the Exchange.

7. MOVEMENTS OF THE MEN IN GENERAL

(a) and (b) The move of a man shall be to an unoccupied square or to a square occupied by an opposing man.

(c) The move of a man shall not cause such man to pass over any occupied square, except in the case of the move of the Knight.

(d) A legal move of a man to a square occupied by an opposing man requires the removal of that opposing man by the Player from the chess board.

8. MOVEMENTS OF THE INDIVIDUAL MEN

The King can be moved to a square adjoining the square he occupies except in the case of Castling, which is a combined move of the K and the R, but counts as one move, in which first the K, occupying his own square, is placed on one of the two nearest squares of the same color as his own in the same rank and then the R, towards which the K has been moved, is placed on the next square on the further side of the moved K. Castling is not permitted (a) when either the K or R has been moved previously; (b) when any square between the K and the R is occupied by a man; (c) if the K be

in check; or (*d*) if Castling would cause the K to pass over, or occupy any square on which he would be in check. (See 9.)

The Queen can be moved to a square, being one of those forming the file, or the rank, or the diagonals to all of which the square the Queen occupies is common.

The Rook can be moved to a square, being one of those forming the file, or the rank, to both of which the square the R occupies is common.

The Bishop can be moved to a square, being one of those forming the diagonals to which the square the B occupies is common.

The Knight can be moved like a R one square and then like a B one square, which final square must not adjoin the square from which the Knight is moved, such movements constituting one move.

A Pawn, when not making a capture, can be moved forward on the file one or two squares on its first move, and afterwards one square only at a time.

A capture with a Pawn can be made when the opposing man occupies the nearest square forward of either of the diagonals to which the square occupied by the capturing pawn is common.

En Passant.—A Pawn which has been moved two squares on its first move is liable to be captured on the following move by a Player's Pawn that could have captured it if it had moved only one square, precisely as though it had so moved.

Promotion.—Each Pawn that is moved to a square on the eighth rank must be exchanged for a Q, R, B or Kt of the same series without regard to the number of such pieces already on the board.

9. CHECK

(*a*) and (*b*) The King is in "check" if the square he occupies is commanded by an opposing man whether pinned or not.

Note.—It is customary, but not obligatory, for the Player to advise Opponent of this fact by saying “check.”

(*c*) and (*d*) The K must not be moved to a square on which he would be in “check” or to any one of the squares adjacent to the square occupied by the opposing K.

(*e*) A checked K must be moved out of check, or the checking man captured, or the check parried by the interposition of another man in the next move after the one giving check. (See 10 (*a*).)

(*f*) A Player who makes a move which does not fulfil the conditions in (*e*) must retract that move and make another move which does so comply, and, if possible, with the man he has touched in making the retracted move.

10. CHECKMATE

(*a*) Checkmate is a check from which the K cannot be relieved by any of the moves prescribed in 9 (*e*) and ends the game.

(*b*) The fact of having announced erroneously a checkmate in an indefinite or stated number of moves shall not affect the after-course of the game.

11. THE MOVE

The choice of playing the first game with the White men or the Black men shall be determined by lot, or by agreement, and in a match of two or more games the two persons shall play with the two series alternately, irrespective of the results of the games, but games annulled according to 12 shall not be reckoned in applying this rule.

12. ANNULLED GAMES

(*a*) If in the course of or *immediately* after a game it be proved that the initial position of the men on the board was

incorrect, or the chess board wrongly placed initially, the game shall be annulled.

(*b*) If in the course of a game the number or position of the men be altered illegally the position immediately before the alteration occurred must be reinstated and the game resumed therefrom.

(*c*) If this position cannot be ascertained the game shall be annulled and there shall be a re-play.

13. COMPLETION OF MOVE

A move is complete:

(*a*) In moving a man from one square to another, when the Player has quitted the man.

(*b*) In capturing, when the captured man has been removed from the board and the Player has quitted the man making the capture.

(*c*) In Castling, when the Player has quitted the Rook.

(*d*) In promoting a Pawn, when the Player has replaced the Pawn by the selected piece and quitted the latter. *For sealed move see 21.*

14. ADJUSTMENT OF THE MEN

(*a*) The Player may adjust one or more of his men on their respective squares after giving previous notice of his intention so to do. (*Note.*—It is customary to use the expression “I adjust.”)

(*b*) The Player shall not adjust the Opponent’s men, or the Opponent the Player’s men. The Opponent, however, shall adjust the position of his men on the board if requested by the Player.

(*c*) If the men be disarranged accidentally, the timing clocks, if in use (see 20), must be stopped immediately and the position reinstated, and, if a Tournament game, under

the direction of the controlling official in charge thereof. If, moreover, it be proved either in the course of the game, or *immediately* after it is finished, that the position has been incorrectly set-up, the game shall be resumed from the correct position.

15. TOUCHING MEN

If the Player touch

(a) One of his own men he must move it.

(b) One of the Opponent's men he must take it.

(c) One of his own men and one of the Opponent's men, he must take the latter with the former, if such capture be a legal move. If not, the Opponent may require either that the Player shall move his man touched, or take with any one of his men at the Player's option with which the capture can be effected legally, the Opponent's man touched.

If none of the moves indicated in *a, b, c* can be made legally, no penalty can be exacted.

(d) Several of his own men, the Opponent has the right to name which of these men the Player shall move. If none of these men can be moved legally no penalty can be exacted.

(e) Several of the Opponent's men, the Opponent has the right to name which man shall be taken. If none of these men can be taken no penalty can be exacted.

16. DRAWN GAMES

The Game is drawn

(a) When the Player cannot make a legal move and the King is not in check. This King is then said to be stalemated.

(b) If the Player prove he can subject the Opponent's King to an endless series of checks.

(c) By recurrence of position when the same position occurs three times in the game, and the same person is Player on each occasion, and if such Player claim the draw before the

position is altered by further play, otherwise no claim can be sustained. (For the purpose of this Clause there shall be no distinction between the King and Queen's Rooks and Knights, or between the original pieces and pieces of the same denomination and color obtained through the promotion of Pawns.)

(*d*) By Mutual agreement, but only after 30 moves have been made with the Black men.

(*e*) The game shall be declared drawn if the Player prove that 50 moves have been made on each side without checkmate having been given and without any man having been captured or Pawn moved.

(*f*) Either the Player or the Opponent may at any period of the game demand that the other shall checkmate him in 50 moves (subject to the conditions attached in (*e*)). If checkmate is not given in 50 moves, the game shall be declared drawn. Nevertheless, the count of 50 moves shall begin again after each capture of any man and after each movement of a Pawn. Exception shall be made for certain positions where theoretically more than 50 moves are necessary to force a checkmate and in this case a number of moves double the number established by theory as being necessary for this object shall be allowed in lieu of the 50. The draw must be claimed by either the Player or the Opponent immediately the stipulated number of moves in Conditions (*e*) and/or (*f*) of the particular case is completed without checkmate being given, and not at any later period.

17. ILLEGAL MOVES

If a Player make an illegal move and the Opponent draw attention to the fact before touching any of his own men, the illegal move must be retracted, and the game shall be continued as follows:

(*a*) When a capture has not been made, the Player shall

make a legal move with the man he moved illegally, but if no such legal move can be made no penalty can be exacted.

(*b*) If a capture has been made, the Player must either take the Opponent's man by a legal move, or make a legal move with his own man touched at the option of the Opponent, but if no such legal move can be made no penalty can be exacted.

(*c*) When the illegal move is a sealed move and the mistake cannot be rectified with absolute certainty by the official in charge of the game, it shall be scored as lost by the Player who sealed the illegal move.

(*d*) If in the course of a game it is proved that an illegal move has been made and not retracted, the position existing immediately before the illegal move was made shall be reinstated and the game shall be continued from that position. If the position cannot be reinstated the game shall be annulled.

18. PENALTIES

(*a*) The Opponent can exact a penalty for an infraction of these laws only if he has not touched one of his own men after the infraction occurred.

(*b*) Castling cannot be exacted as a penalty move.

(*c*) If the Opponent names as penalty a move which is illegal, his right to exact a penalty for the illegality committed by the Player shall be abrogated.

(*d*) Before enforcing any penalty the position which existed before the illegality occurred shall be reinstated.

19. GAMES FORFEITED

The game shall be declared forfeited by the Player or the Opponent:

(*a*) Who willfully upsets the board or disarranges the men.

(*b*) Who refuses to resume an adjourned game within a reasonable time and in accordance with the usual regulations of Tournaments and matches.

(c) Who refuses to comply with a legal requirement under these laws.

(d) Who in the course of the game refuses to obey the rules and conform to the arrangements made for the conduct of the game.

(e) Who whether present or absent exceeds any time limit fixed for the consideration of his moves.

Note.—Except when unavoidably prevented the competitors in a Tournament shall conform to the directions of the official in charge.

20. THE USE OF THE CLOCK

(a) If the game be played with a time limit, the following rules shall apply:

1. Each competitor shall make at least 30 moves in the first two hours of his own time, 45 moves by the end of the first three similar hours, and a proportionate number of moves by the end of each successive similar hour.
2. This time limit may be modified in the regulations framed for any match or Tournament.
3. When it is proved there has been a mistake not caused by negligence in the recording of the time occupied, the mistake shall be rectified.
4. The Player is forbidden to stop his clock before completing his move except in the cases detailed in this Law.
5. When there are grounds for a claim under this Law the two clocks shall be stopped and as soon as the official in charge of the Tournament has given his decision in respect to the claim shall, if necessary, be set going again by him.

(b) If the Player exceed the time allowed for the consideration of his moves, the official in charge shall declare without

making any exception the game lost by the Player (even if he and the Opponent object).

(c) If the Opponent's clock be allowed to go on, the person who notices the occurrence may not inform the Player or the Opponent but shall inform the official in charge, who shall take the necessary steps to deal with the occurrence.

(d) If a competitor in a match or a Tournament be absent at the time fixed for commencement or resumption of play, his clock shall be set going as soon as he becomes the Player, and the time which elapses until he has made his move shall count as time for the consideration of his move.

(e) The competitor who without valid reason arrives at the place of meeting more than one hour late loses the game.

(f) If both competitors without valid reason arrive at the place of meeting more than an hour late the game shall be declared lost by both.

21. ADJOURNED GAMES

(a) When a game played with or without time limit is adjourned the Player at the moment of adjournment has the right to record his move in writing.

(b) The Player must record the move himself and place it in an envelope, which he shall then seal. After affixing his signature he shall hand the envelope at once to the official in charge of the Tournament. The Player's clock, if one be in use, shall not be stopped until the record of the move is sealed.

(c) So long as the game stands adjourned neither the Player nor the Opponent shall be allowed access to the envelope containing the sealed move.

(d) At the adjournment it shall be the duty of the Player and the Opponent to make sure that a correct record of the position as well as the time indicated as elapsed by each of the two clocks, if in use, has been recorded on the envelope.

(e) On resumption of the game it shall be the duty of the

Opponent to reinstate the position on the board, set the clocks to the correct times, open the envelope, make the sealed move on the board, and finally set the Player's clock in motion.

The Player is regarded as having completed his move by sealing it and becomes the Opponent referred to in paragraph (e).

(f) The envelope containing the sealed move shall not be opened in the absence of the Player, but the official in charge shall set the Player's clock in motion at the time fixed for resumption of the game.

In paragraph (f) the Player is he whose turn it is to move after the execution of the sealed move.

(g) If the position or (in the case of a game played under the time limit) the times that have elapsed at the adjournment cannot be correctly ascertained, the game shall be annulled.

(h) If the position be reinstated incorrectly all the subsequent moves, if any, shall be annulled and the game resumed from the correct position. If the correct position cannot be ascertained, the game shall be annulled.

22. GAMES AT ODDS

(a) In a set of games, a person may give odds in all the games to the other person by giving up the right to move first.

(b) The person who receives the odds of two or more moves must make them all at the beginning of a game in his first turn to play.

(c) If the odds consist of several moves they shall count for that number of moves in all calculation of time limit. Similarly the first move of the person who gives the odds shall count as the same number of moves as those made by the receiver of the odds.

(d) The person who receives odds of two or more moves must not move any man beyond his fourth rank until the other person has made one move.

(e) The person who gives the odds of a man or men shall have the right to move first unless such right to move is also granted.

(f) If the odds of a Pawn be given, or of a Pawn and one or more moves, the King's Bishop's Pawn shall be the Pawn removed from the board.

(g) At odds of a Rook, or a Bishop, or a Knight, the piece given is usually, and in the absence of an agreement to the contrary shall be, the Queen's piece.

(h) The person who gives the odds of a Rook may Castle as though this Rook were on the board, on the side from which the Rook has been removed, subject to the condition that this Rook's square is not occupied by any other man of either series.

23. RECORDING OF GAMES

(a) Each competitor in a match or Tournament shall record all the moves in his games in a clear and intelligible manner.

(b) In case of discrepancy between the number of moves recorded in any game by the two competitors they may stop the clocks while they are engaged in rectifying the mistake. In order to avail themselves of this right each competitor must have recorded his last move.

(c) The winner of a game shall give to the official in charge a correct and legible record of the game immediately on completion, and in the case of a drawn game, both players shall give in such record.

24. SUBMISSION OF DISPUTES

(a) A dispute on a question of fact may be submitted by agreement of the Player and Opponent to the decision of a disinterested spectator, in which case his decision shall be binding without right of appeal.

(b) Any question of a special nature in connection with a game, and not provided for in these Laws, or any disagree-

ment between a Player and his Opponent as to the interpretation, or application of any of these Rules shall be submitted without delay (*a*) to an Umpire whose decision shall be given at once; (*b*) if the game is being played in a Tournament, to the governing Committee.

In both cases the game shall be adjourned until the decision is given, which decision shall be binding without right of appeal.

25. DECISION OF F. I. D. E.

The Bureau of the F. I. D. E. shall have the right to give an official, final and binding decision in any case referred to it of general doubt as to the interpretation or application of any of these Laws.

26. CONDUCT OF PLAYER AND OPPONENT

(*a*) Written or printed notes (except the record of moves made) dealing with or having any bearing on a game in progress shall not be referred to or utilized by the Player or his Opponent, and neither of them shall have recourse to any extraneous advice or information.

(*b*) No analysis of games shall be allowed in the Tournament Rooms.

(*c*) Neither Player nor Opponent shall make any comments on any of the moves in the game in progress between them.

(*d*) Neither Player nor Opponent shall touch or point to any square on the board for the purpose of facilitating reckoning possible moves.

(*e*) A legal move shall not be retracted.

(*f*) A move shall be made by transferring the man touched directly towards the square to be occupied, and the man must be quitted immediately it has been placed on that square.

In Castling the King shall first be moved and afterwards the Rook.

In promoting a Pawn the Player shall immediately remove the Pawn from the Board and place the substituted piece on the vacated square.

In Capturing, the Player shall immediately remove the captured man from the board.

(*g*) No comments of any kind, or suggestions as to drawing or abandoning the game shall be added to a sealed move.

(*h*) The Player who perceives that his Opponent's clock is going should call his attention to the fact.

(*i*) Neither Player nor Opponent shall in any way whatsoever distract the attention of, or cause annoyance to, the other.