

CHESS MATCH

BETWEEN

MESSRS. STEINITZ & BLACKBURNE,

1377⁵ PLAYED AT

The West End Chess Club, London,

FEBRUARY 17 TO MARCH 2, 1876.

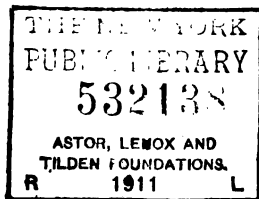
~~W. Steinitz~~
ANNOTATED BY W. STEINITZ.
~~W. Steinitz~~

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A CHESS ANALYST

DEDICATES

HIS SMALL COLLECTION OF GAMES

TO THE GREAT ANALYST

HUMAN FEELING AND CHARACTER

R. D. Blackmore, Esq.

Stevens & Spooner -
Apr. 21, 1911.

INTRODUCTION.

THE undersigned ventures to submit to the chess community, in a collected form, the games lately played in the match between Mr. Blackburne and himself. Amongst chess players this contest excited at least an average amount of interest; and, perhaps for the first time, the general public bestowed a good deal of attention upon a chess match—a result which is doubtless owing to the great space the London daily papers devoted to the details of the play.

A few introductory remarks as to the origin and character of the match may not be out of place. For a long time past various patrons of the game had expressed a wish to see a set contest between the first and second winners in the competition for the Emperor of Austria's prize in the Vienna Tournament of 1873. On the one hand Mr. Blackburne's friends considered the issue so close that the victory of Mr. Steinitz could be regarded as little more than an affair of chance; on the other hand Mr. Steinitz and his supporters were of opinion that the regulations enforced at Vienna were highly unfavourable to the development of the best play, or to the success of the best player, whoever he might be. Particularly unhappy was the stipulation that each competitor should play a match of three games with every other—the matches, and not the games, to score as results. The unfairness of such an arrangement may be shown by the following example: Suppose there be twelve players—the same number as played in Vienna—and that A wins nine

matches, in each case winning two games and drawing one ; and that he draws the other two matches, all three games being drawn. A drawn match scores a half, and therefore A's score in matches would be 10. Suppose B wins five matches, gaining in each two games and losing one ; then he wins five others, winning one game and drawing two ; finally he draws his eleventh match against A. The ten won matches and the one drawn one would make $10\frac{1}{2}$ and would render B the winner of the tournament. Yet if we analyse the score we find that the latter has won 15 games and lost 5, whereas A won 18 and lost none ! both players having played an equal number of games. Besides, the player who has won the first game in a match need only play the next two for a draw ; he thus saves himself trouble and very much lessens the chances of his adversary.

Perhaps the result of the score actually obtained in Vienna towards the end of the tournament may also, in some measure, be regarded as a proof of the incongruity of that modus, and Mr. Steinitz asserts that the detailed score of the games won and lost by each player ought to have been clearly in his favour even before he won the two games of the final tie between him and Mr. Blackburne ; for at that point both players had won an equal number of matches, while the score of games stood thus : Blackburne won 20, lost 7 ; Steinitz won 18 ; lost 2.

The time limit, too, was wholly inadequate at Vienna, as at Paris and Baden. The best play can certainly not be developed at twenty moves an hour. Whatever may be said of the late match, it produced no such blunders as those of Baden and Vienna, when pieces were thrown away and check-mates overlooked on the move.

To return : Mr. Blackburne having expressed a wish to play for a moderate stake, it was finally agreed that the stakes should be £60 a side. Considering the position the two

players occupied in the chess world, this amount will not be deemed excessive when it is remembered that the late Mr. Staunton desired to play Mr. Morphy for £1000, and afterwards reduced the sum to £500.

The match having been determined upon, it remained to settle the preliminaries. Unfortunately this proved a tedious affair; and although the match was decided upon last summer, Mr. Blackburne's numerous business engagements in the country prevented any rapid progress. At the end of January everything was arranged, and the following stipulations were ultimately agreed upon by both players.

CONDITIONS OF THE MATCH.

(1) The stakes in the match shall be £60 a side, and either player who first scores seven games, exclusive of draws, shall be declared the victor, and be entitled to receive the stakes of both sides.

(2) Each player shall deposit his stake of £60 with Mr J. H. Walsh, the chief editor of *The Field* newspaper, at least one day previous to the commencement of the match.

(3) The rooms of the West-end Chess Club, No. 8, New Coventry-street, W., shall be the place of meeting throughout the contest for the purpose of play. The first game shall commence on Thursday, the 17th of February, at 2 p.m. and play shall proceed on every subsequent Saturday, Tuesday, and Thursday, at the same time until the conclusion of the match. After four hours' play either party may claim an adjournment for an hour. After eight hours' play the game shall be adjourned to the next day, Sundays excepted.

(4) Each player shall be allowed two hours for making his first series of thirty moves, and an hour for every subsequent fifteen moves, and the time gained in each series of moves shall be counted to the credit of the next series. This time limit shall be regulated by sand-glasses, and either player exceeding it by five minutes shall forfeit the game.

(5) The sand-glass of a player who does not appear within half an hour of the time appointed for the commencement of a new game, or punctually in order to continue an adjourned game, shall be set running by the opponent, and the time thus wasted shall be counted as consumed by the absent player, who shall forfeit the game if his time limit be exceeded.

(6) The games shall be played in accordance with the laws of the British Chess Association, with the exception that if either player repeat the same move or series of moves six times in succession, the opponent may claim a drawn game.

The contest began on the 17th of February, and proceeded in accordance with the above conditions, which were only slightly modified during the progress of the match.

The one-sided state of the score at the finish has naturally caused a good deal of surprise; yet many other matches had ended similarly without entitling the winner to assume overwhelming superiority.

At the Paris Tournament of 1867, M. Winawere won the second prize, and Herr Neumann, the fourth only. Yet, in a subsequent match played immediately after the tournament, Herr Neumann defeated the same antagonist by five wins against four draws. The scores of Morphy against Anderssen (seven to two) in 1858, and of Steinitz against Zukertort in 1872 (seven to one and four draws) are equally cases in point.

Still more is the incertitude of chess skill illustrated by the record of a number of matches, wherein the player who first won a large number of games ultimately broke down altogether. A remarkable example may be found in the match between Messrs. Harrwitz and Lowenthal (1853). In this case Mr. Lowenthal scored nine games, whilst his opponent was winning two; but he failed to add more than one to this number, and ultimately lost by ten games to eleven. If in this case we seek in the score the only test of merit, the result is a complete *reductio ad absurdum*; for if the winning number had been nine, Mr. Lowenthal would have secured a striking victory; but, as it was eleven, Mr. Harrwitz gained an insignificant triumph.

The late Mr. Barnes won six games against Mr. Campbell in a match of seven up; yet he lost all the seven without scoring another game. Mr. Wywill lost three games in 1851

to Mr. Williams: he then won four and gained the match. In all these cases the result, if the winning score had been one lower, would not only have been entirely different, but what was actually a hard-earned victory would have been converted into a crushing defeat. The inference is plain:—It is a delusion to estimate the merits of two players by the score only. A multitude of influences cause vicissitudes. Health, temperament, physical strength, are all more or less tried; and perhaps the only safe test of skill is to compare the performances of each rival during the period of his chess career.

Certain writers have, however, tried to account for Mr. Blackburne's defeat by a plea which cannot be overlooked. It is to the effect that Mr. Blackburne almost invariably held a winning position up to the dinner hour, and it was pretty overtly insinuated that the English champion played heedlessly after, and in consequence of, the adjournment for refreshment. It is scarcely credible that any writer with a character to lose should utter such an imputation; but it may be as well to explain the facts. Refreshment was allowed only once in four hours. Each player was credited with two hours for the first thirty moves. It requires little calculation to prove that after four hours play, at least thirty moves must have been made on each side, or else one of the players must have lost the game by exceeding his time allowance, and therefore the adjournment for dinner (or whatever it was) could take place only after the 30th move, which, as a matter of course, was the case. Accordingly:—

In Game 1 the adjournment took place three or four moves before the conclusion, which had for some time been a foregone affair.

Game 2 Mr. Blackburne ought to have won, but at move 30 the game was perfectly even. Mr. Steinitz offered a draw shortly afterwards, which the Englishman admits he ought to have accepted.

In Game 3 Mr. Blackburne had much the best of the game, and probably could have won at the 27th move, as pointed out in the notes; but at the time of the adjournment, viz., at the 31st move, the positions were perfectly equal at least, and, perhaps, even slightly in favour of Mr. Steinitz, though he was a P behind, for his opponent's pawns were separated and weak.

In Game 4 the 30th move found Mr. Blackburne with a piece behind and a hopeless game.

Game 5 was adjourned when the Englishman was four pawns behind.

In Game 6 Mr. Steinitz himself made a mistake on move 31, just at a point where he could have won the game easily and in a shorter number of moves.

Game 7 was not adjourned at all.

The writer now leaves the subject in the hands of his readers. The games are all before them; and it is for independent authorities to pronounce an opinion as to their merits in detail.

W. STEINITZ.



CHESS MATCH

BETWEEN MESSRS.

W. STEINITZ. & J. H. BLACKBURNE.

FIRST GAME.

THE first game in the contest commenced on Thursday, the 17th of February, at the West End Chess Club. After some preparations, play began at half-past two o'clock; the toss for the first move having fallen in favour of Mr. Steinitz, who opened with a Ruy Lopez. The present game is the first instance on record where Mr. Steinitz adopted this opening, which has never been his favourite on account of its dulness. He, however, thought it good policy at the outset of the match to waive his usual objection against a slow sort of game, more especially as he believed he had hit upon a feasible and totally unknown novelty in answer to the normal defence. See note (c) to the game. An alteration in the conditions as published was agreed upon by the two combatants, to the effect that the time limit should be regulated by alarum time-pieces instead of sand-glasses.

(Ruy Lopez.)

WHITE.

MR. STEINITZ.

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

BLACK.

MR. BLACKBURNE.

1. P to K 4
2. Kt to Q B 3
3. P to Q R 3
4. Kt to K B 3

- | | |
|----------------------|------------------|
| 5. P to Q 3 (a) | 5. P to Q 3 (b) |
| 6. P to Q B 3 (c) | 6. B to K 2 (d) |
| 7. P to K R 3 (e) | 7. Castles |
| 8. Q to K 2 | 8. Kt to K sq |
| 9. P to K Kt 4 | 9. P to Q Kt 4 |
| 10. B to B 2 | 10. B to Q Kt 2 |
| 11. Q Kt to Q 2 | 11. Q to Q 2 |
| 12. Q Kt to B sq (f) | 12. Q Kt to Q sq |
| 13. Kt to K 3 | 13. Kt to K 3 |

(a) Anderssen, in his match against Morphy, first adopted this move, which at the time caused a great deal of animadversion amongst theorists, who were inclined towards advocating a more energetic attack than the nature of the opening apparently can bear. But we believe that the great German master showed a true appreciation of the spirit of this opening, which requires a treatment similar to that of the close game, namely, a steadfast gradual development, content with the small advantage of the first move.

(b) Morphy played here invariably P to Q Kt 4, followed by B to Q B 4; the move in the text was first brought into practice by Paulsen, and was afterwards accepted as the standard defence, which in the majority of games hitherto played has proved successful.

(c) Anderssen prefers here B takes Kt, ch, and then directs his attention to retaining both his knights, and preventing the adversary from dissolving his doubled pawn. White pursues here a different, and in the present position novel, policy, and makes preparation for retaining his K B, and resting his game upon confining the opponent's K B. Whether this plan is an amelioration of Anderssen's line of attack can only be proved by repeated practical trials.

(d) Against Anderssen's form of attack in this *début* it is more usual to open an outlet for this B by P to K Kt 3. Black prefers to get his K into safety as soon as possible, and therefore at once makes room to enable him to castle.

(e) Not so much for defensive purposes as with the view of subsequently fortifying an attack by P to K Kt 4 against the opponent's K side, after the latter has castled.

(f) This peculiar way of bringing the Kt over to the K side was first introduced by Morphy as first player in a K Gambit declined, played against Mr Bird. It afterwards occurred in a game played by Steinitz against Blackburne in 1870, and was also adopted by Blackburne in the tie match against Steinitz in the Vienna tournament. But on all those occasions this singular course was elected after the Q B had been brought out; while here White seemed to have time for this manoeuvre, even at the cost of temporarily blocking out his Q B.

- | | |
|--------------------|---------------------|
| 14. Kt to K B 5 | 14. P to K Kt 3 (g) |
| | [1st hour] |
| 15. Kt takes B, ch | 15. Q takes Kt |
| 16. B to K 3 (h) | 16. K Kt to Kt 2 |
| | [1st hour] |
| 17. Castles, Q R | 17. P to Q B 4 |
| 18. P to Q 4 | 18. K P takes Q P |
| 19. P takes P | 19. P to B 5 (i) |
| 20. P to Q 5 | 20. Kt to B 2 |

(g) For pure defensive purposes it would have been feasible to retreat the B to Q sq.; but Mr. Blackburne thinks that after the exchange, and since his adversary was compelled to castle on the Q side, the chances of an attack were at least equally balanced for both sides.

(h) The B supported at this post the subsequent advance of the Q P, which freed White's game. The move adopted is stronger than the more attacking B to E 6, which would have subjected White to the following counter attack:

- | WHITE. | BLACK. |
|--------------------|-------------------------------|
| 16. B to E 6 | 16. K Kt from K sq. to K Kt 2 |
| 17. Castles Q side | 17. P to K B 4 |
| 18. Kt P takes P | 18. P takes P |

and the B is badly posted, being exposed to the attack by Q to B 3 or R to B 3.

(i) Mr. Blackburne pointed out that P to Q 4 would have been much stronger at this juncture, and there can be no doubt that this move would have much improved his game. White's best answer then would have been to advance the P to K 5 (for if P takes Q P instead, Black would rejoin Kt to K B 5, with an excellent game). Most likely the game would have proceeded thus:

- | WHITE. | BLACK. |
|----------------|--------------|
| 20. P to K 5 | 19. P to Q 4 |
| 21. P to K B 4 | 20. P to Q 5 |

and now, whether Black advanced the P to K B 4 or P to K R 4, White retained still some considerable attack; in the former case by P takes P *en passant*, followed by Kt to K 5, and in the latter case by the answer of Kt to Kt 5, followed soon by P to K B 4. But, nevertheless, Black had a better chance than of repelling the onslaught, and certainly if he once got out of the attack, even at the expense of sacrificing a piece eventually, his fine array of well-supported pawns on the queen's wing would have been most formidable.

21. Q to Q 2 (j)
 22. B to Q 4
 23. Q to R 6
 24. P to Kt 5
 25. B to B 6
 26. P takes P

21. P to Q R 4
 22. P to B 3
 23. P to Kt 5
 24. P to B 4 (k)
 25. Q to B 2 (l)
 26. P takes P

(j) A move necessary for defensive purposes, but also threatening. Before moving the Q, White could not utilize his Q B without subjecting his Q P to capture. Now White menaces to break in with the Q, either at Q R 5 or at K R 6 after removing the B, as actually occurred.

(k) Perhaps K Kt to K sq., with the intention of offering the exchange of queens at K Kt 2, would have augmented Black's prospects of prolonging the fight; but, even if he succeeded in effecting the exchange, White's pawns and pieces were better situated for the end game; e.g.:

WHITE.

25. P to K R 4
 26. Q takes Q, ch
 27. P takes P
 28. Kt to Kt 5

BLACK.

24. Kt from Kt 2 to K sq.
 25. Q to Kt 2
 26. Kt takes Q
 27. Kt to K R 4
 28. Kt takes B P

29. P to R 5 with a fine attack, for, if Black's Kt take the R P, White would sacrifice the R for the Kt followed by R to Kt sq. upon the opponent retaking the R, and winning easily.

Still less of any use would have been Kt to K R 4; e.g.:

WHITE.

25. K R to Kt sq.
 26. Q takes Kt
 27. P takes P. and wins.

BLACK.

24. Kt to R 4
 25. Q to Kt 2
 26. P takes Q

(l) The sacrifice of the R for the B would not have mended matters, on account of the impending Kt to Kt 5, after capturing the R. Nor would Q to Q 2 have been any better, e.g.:

WHITE.

26. P takes P
 27. B takes Kt
 28. P to Kt 6
 29. P takes P, ch., and wins;
 for if the K move to B 2,
 Kt to Kt 5, ch. would be
 a destructive rejoinder.

BLACK.

25. Q to Q 2
 26. K Kt takes P (if P takes P
 instead, White would proceed
 with P to Kt 6 at once)
 27. P takes B
 28. R takes B

27. P to Kt 6 (*m*)
 28. B takes Kt

27. Q takes P
 28. Q takes Q, ch

(*m*) Decisive (for, if P takes P, White replies Kt to Kt 5), though rather plain in comparison with the fine variations that might have arisen in answer to Kt to R 4, and which would probably have led to a still more elegant conclusion, *e.g.* :

WHITE.

27. Kt to R 4
 28. B takes Kt
 29. Kt takes P, threatening

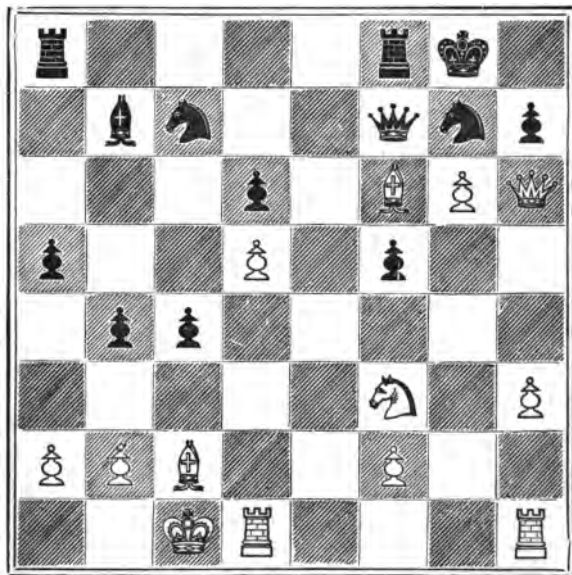
Kt to K 7, ch, followed by Q takes R P, ch, &c.

30. B takes Kt, threatening P to Kt 6, and must win, for Black dare not take the R on account of the answer B to K 6. We here append a diagram of the position as it occurred in the actual game after White's 27th move.

BLACK.

27. Kt takes P
 28. B takes R
 29. Kt takes Kt, best

BLACK (J. H. BLACKBURNE.)



WHITE (W. SEMINITZ.)

- | | |
|----------------------|------------------|
| 29. B takes Q | 29. R to B 3 (n) |
| 30. K R to Kt sq, ch | 30. R to Kt 3 |
| | [2nd hour] |
| 31. B takes P | 31. K to B 2 |
| [2nd hour] | |
| 32. B takes R, ch | 32. P takes B |
| 33. Kt to Kt 5, ch | 33. K to Kt sq |
| 34. K R to K sq (o) | Resigns. |

[Duration five hours.]

(n) There was little to be done; R to B 2 did not offer any greater chances of prolonging resistance, *e.g.* :

WHITE.

30. B to K 3 ♠
31. B to Q 4; ch
32. Kt to Kt 5
33. B takes P, followed by
Kt to K 4, or Kt takes
R P, and winning easily.

BLACK.

29. R to B 2
30. Kt to K sq.; if Kt to Q Kt 4
instead, White would reply
K B to Q R 4, also if now
the Kt take P, the answer
of R takes Kt would be
equally decisive.
31. Kt to B 3 (best)
32. K R to B sq.

(o) White threatens, according to circumstances, either R to K 6 or R to K 7, after which the defence must soon collapse.



SECOND GAME.

THE second game, played on Saturday, the 19th of February, commenced, by mutual consent, at three o'clock, it having been agreed by both players to alter the rule respecting the hour for the beginning of the match games, to the effect that the games played on Tuesdays and Saturdays should commence at three o'clock p.m., and the one due on Thursday at two p.m. A large number of visitors, including Lord Walden, Mr. Cochrane, and Mr. Strode, attended to witness the contest, which on that day was accompanied by unusually stirring incidents. Mr. Blackburne opened with the variation of the Scotch Gambit which had been adopted by the Viennese in one of the games of the memorable match by telegraph and correspondence between London and Vienna. The defence then adopted by the London council wins a P for the second player, whose king has, however, to abandon the privilege of castling in consequence, and to remain confined for a long while in an extremely perilous-looking position, while his pieces on the Q side are also shut up, and cannot be brought into play for some time. Though it has been demonstrated by the success of the London council that the P was worth all the trouble of a protracted defence in a correspondence game, where several days could be taken for the consideration of one move, and though the theoretical soundness of this defence has been advocated in *The Field* and by other authorities, this line of play is shunned by many practitioners as too difficult, especially in match games over the board, wherein a time limit is adopted, which must of necessity be much shorter than the time allowance for correspondence games.

Mr. Steinitz, who nevertheless adopted the same defence,

wasted a great deal of time in the opening, hesitating in order to endeavour to vary the recognised line of play, as is his wont to do in match games; but he ultimately followed move by move the precepts of the so-called Vienna game, and the first deviation from that established form of play came from the leader of the attack. On the 9th move Mr. Blackburne introduced the alteration of 9. Q takes B, instead of Kt takes B, as played by Vienna. The game became more especially exciting when the second player exhausted his first hour on the 13th move, and, having an exceedingly difficult game to fight, was therefore still more likely to get into trouble with the time allowance in the second hour, when, according to the stipulations, he might have to forfeit, unless he succeeded in raising the average speed of his moves, which seemed doubtful, as his position was very critical. He, however, managed to keep afloat up to the 20th move, when he ventured upon a sortie, attacking the opponent's K Kt with his Q Kt P, which some experts in the room considered questionable; and so it would appear, unless our notes to Black's 20th and 22nd move and White's 24th move should prove a redeeming feature of this defence. Blackburne, without stopping to defend the Kt, began a vehement attack in his usual vigorous and brilliant style, and probably, if he had consistently followed it up, might have obtained a winning position on the 24th move. He no doubt conceived at the time some of the beautiful variations which we give on that move below, for he showed them to the bystanders immediately after the game was finished. Most likely he would have succeeded in actual play in effecting a surprise with one of those variations which for a long time were held unanswerable, until Herr Zukertort found the objections pointed out in our notes. On Mr. Blackburne's 29th move the alarum bell of his clock rang, to show that he could only rely upon the stipulated five minutes grace for his next two moves, and thus it happened that he did not elect the much stronger 29. Q B takes B, which would have soon won a P. The adjournment for an hour took place on Black's 30th move, and after resuming play Steinitz made two more moves, and then offered a draw. For reasons stated below and, probably also being annoyed at having let his opponent slip, Mr. Blackburne rejected the offer, though the positions were quite

equal. But in trying to win Blackburne had to deploy one of his rooks, and subjected his queen to the attack of the two combined hostile rooks. When his opponent took up the offensive, Blackburne had an extremely difficult game to defend, and was also getting short of time. A feeble move on his part, made under those circumstances, enabled Steinitz to win a P and exchange both rooks, after which it came to an extremely difficult ending game as both parties had still their queens on the board. By cautious advance Steinitz managed, however, to secure an easily winning position on the 58th move.

(Scotch Gambit.)

WHITE.	BLACK.
MR. BLACKBURNE.	MR. STEINITZ.
1. P to K 4	1. P to K 4.
2. Kt to K B 3	2. Kt to Q B 3
3. P to Q 4	3. P takes P
4. Kt takes P	4. Q to R 5
5. Kt to Kt 5	5. B to Kt 5, ch
6. B to Q 2	6. Q takes K P, ch
7. B to K 2	7. K to Q sq
8. Castles ~	8. B takes B
9. Q takes B (a)	9. Kt to B 3 (b)
10. Q Kt to B 3	10. Q to K 4
11. K R to K sq	11. P to Q R 3
12. Kt to R 3.	12. Q to Q 5 (c)

(a) In the match between London and Vienna, the latter retook the B with the Kt. The course here adopted does not seem to afford greater facilities for the defence, and has, perhaps, the advantage for match games, that it has not received such an exhaustive analysis as the line of play pursued in the above-mentioned game.

(b) It shows a strange lapse of memory on the part of Mr. Steinitz that he should have neglected here the much stronger P to Q R 3, followed soon by P to Q Kt 4, which he afterwards adopted successfully in two other games of this match, where he had to play the defence in the same opening. The present situation was suppositionally provided for, and the latter line of play recommended by Messrs. Potter and Steinitz in their analysis of the match between London and Vienna, and published in *The Field* of April 18th, 1874.

(c) P to Q Kt 4, blocking out the opponent's K Kt, was tempting, but would have been thoroughly unsound, e.g.,

- | | |
|---------------------|-------------------|
| 13. Q to Kt 5 | 13. B to K Kt sq |
| 14. Q R to Q sq | [1st hour] |
| 15. Q to Kt 3 | 14. P to B 3 (d) |
| 16. Q to R 4 | 15. Q to K 4 |
| 17. Q to Q B 4 | 16. Q to K Kt 4 |
| [1st hour] | 17. Kt to K 4 |
| 18. Q to Q Kt 4 (e) | 18. Kt to B 3 (f) |
| 19. Q to Kt 3 | 19. R to B sq |

WHITE.

13. B to B 3
 14. P to Q Kt 4
 15. Q to K Kt 5
 16. Kt to Q 5 and wins

BLACK.

12. P to Q Kt 4
 13. Q to Q B 4 (best)
 14. Q to Kt 3 (best)
 15. K R to Kt sq

(d) An important move, not alone to prevent the hostile Q from establishing herself at any of the strong posts on the K side, but also to enable Black to bring his own Q into greater security by constantly offering the exchange of Queens.

(e) White would have gained nothing by attacking the Kt and the Q, by P to K, B 4, though the Kt might have been temporarily put out of play. For instance,

WHITE.

18. P to K B 4
 19. P takes Q
 20. P takes Kt
 21. B to Q 3
 22. B to R 7

BLACK.

18. Kt takes Q
 19. Kt takes Kt
 20. Kt takes P
 21. Kt takes R
 22. P takes P

and Black is out of danger.

(f) Black's last two moves were made under the pressure of time limit, and under the impression that he could advance the P to Kt 4 if the opponent retreated the Q to Kt 3; but it appears that after White's next answer, this expedient could not be adopted, e.g.,

WHITE.

19. Q to Kt 3
 20. B to B 3
 21. Q takes B P
 22. R takes Kt
 23. B takes B
 24. B to B 6, &c.

BLACK.

19. P to Q Kt 4
 20. B to Kt 2
 21. Kt to K 4
 22. Q takes R
 23. R to Q Kt sq

- | | |
|----------------------------|-------------------------------|
| 20. Kt to B 4 | 20. P to Kt 4 (<i>g</i>) |
| 21. B to B 3 | 21. B to Kt 2 (<i>h</i>) |
| 22. Kt to Q 5 ✓ | 22. R to Q Kt sq (<i>i</i>) |
| 23. Q to R 3 | 23. R to Kt sq |
| 24. Kt to K 5 (<i>j</i>) | 24. Kt takes Kt |
| 25. Q to K 7, ch | 25. K to B sq |
| 26. B takes Kt | 26. Kt takes Kt |
| 27. Q takes B P | 27. Q to Q sq |

(*g*) This move is weak, and gives the opponent an excellent opportunity for displaying his power of brilliant resource. In our notes in *The Field* Q to Q B 4 instead was given as the correct play. The latter move may have been better than the one in the text, but on closer examination we find that it could not have been followed up by offering the exchange of Queens at Q Kt 5, for which object the move has evidently been recommended, for instance :

WHITE.

21. Q Kt to B 4
 22. B takes Kt
 23. R P takes Q
 24. K Kt to Q R 5

BLACK.

20. Q to Q B 4
 21. Q to Kt 5
 22. Q takes Q
 23. Kt P takes B

recovering the P with the superior game.

(*h*) Had Black captured the knight, the adversary would have recovered the piece at once by Q to Q R 3, attacking the R, followed by B takes Kt.

(*i*) Probably K to B sq. would have been the much safer line of play. The move in the text subjects Black to a most vehement attack, from which he ought hardly to have escaped. Kt takes Kt would, however, have made it still more easy for the opponent, *e.g.* :

WHITE.

23. R takes Kt
 24. R from K sq. to Q sq.
 25. Kt to B 5
 26. Q takes B,

BLACK.

22. Kt takes Kt
 23. Q to B 3
 24. Kt to Kt sq.
 25. B takes R

and, whether Black reply R to R 2 or P to B 3, White would win by the answer of Q to Q B 5.

(*j*) Mr. Blackburne, who had conducted the attack in an excellent manner, was here very hard pressed for time—so much that he had ultimately, on the 29th move, to take advantage of the five minutes' grace accorded by the conditions. Under such pressure he was unable to work out the details of the bolder course of offering

28. B takes Kt

28. B takes B

the sacrifice of the exchange by R to K 5, which he, as he informs us, at first intended. We present a diagram of the position :

BLACK (W. STEINITZ).



WHITE (J. H. BLACKBURNE).

Position of the game before White's 24th move.

R to K 5 might have led to one of the following fine variations :

WHITE.

24. R to K 5
25. Q to K 7, ch
26. Kt to Kt 6, ch
27. Kt takes P, ch
28. Q to Q 6, ch
29. Q takes R, ch
30. B to Kt 7, (better than Q takes B, ch, which would only draw the game), and wins.

BLACK.

24. Kt takes R or (a)
25. K moves
26. P takes Kt
27. K moves
28. K to Q sq.
29. B to B sq.

- | | |
|------------------------------|----------------------------|
| 29. K R takes B (<i>k</i>) | 29. P to Q 3 |
| [2nd hour] | |
| 30. K R to Q 3 (<i>l</i>) | 30. Q to K sq (<i>m</i>) |
| 31. Q to Q 5 | 31. R to B sq |
| | [2nd hour] |

Or (*a*),

WHITE.

25. Kt takes Kt
 26. K R to Q 5
 27. R takes P, ch.
 28. R takes Q B P, and ought to win.

BLACK.

24. Q to R 5
 25. Q takes Kt at B 3, or (*b*)
 26. P takes Kt
 27. K to K sq. (if K to B sq.,
 28. B to Kt 4 follows)

Or (*b*),

- | | |
|---|--------------------------|
| 25. P takes Kt | 25. R to K 4 |
| 26. Q to R 6 if the Q move to
K Kt 4, White would reply R to K Kt 4, &c. | 26. B to Kt 4, and wins. |

Herr Zukertort has, however, called our attention to an escape which Black could provide by giving up a piece in the following manner :

WHITE.

24. R to K 5
 25. R takes Q
 26. Kt takes Kt
 27. Kt takes R
 28. Kt takes P

BLACK.

24. P to Kt 5
 25. P takes Q
 26. P takes R
 27. P takes P
 28. Kt to K 4

and White's Kt at Kt 8 will remain imprisoned.

(*k*) No doubt it would have much improved White's position if he had here re-taken with the other R, and reserved the K R to occupy the square at K 7.

(*l*) Mr. Hoffer points out that White might have here played with much greater advantage, Q to K 6, ch, followed by sacrificing the R. For instance :

WHITE.

30. Q to K 6, ch
 31. R takes Q P
 32. R takes P

BLACK.

30. K to Kt 2
 31. P takes R.

and Black has nothing better than to sacrifice the Q for the other R, since White is threatening either Q to Q 5, ch, or R to Q 7, ch, according to Black's reply. No doubt the Q with two pawns to the good would have had much the best of the fight against the two rooks, but since the superiority of pawns was divided on two wings Black had some chance of drawing the game.

(*m*) At this stage the game was adjourned, and was resumed after an hour's interval.

32. Q to Q 4	32. R to B 3 (n)
33. R to K 3	33. Q to B 3
34. Q R to K sq (o)	34. K to Kt 2
35. R to Q B 3	35. Q to Q 2 (p)
36. R from B 3 to K 3	36. Q R to K B sq
37. P to K B 3	37. R from B sq to B 2
38. R to K 8	38. Q to B 3
39. P to B 3	39. R to B 4
40. K R to K 7	40. R to Q 4
41. Q to K R 4 (q)	41. Q to B 4, ch
	[3rd hour]
42. K to B sq	42. P to Kt 4
43. Q to K 4 (r)	43. R takes R
44. Q takes R	44. R to Q 7
45. R to K 2	45. R to Q 8, ch
46. R to K sq	46. Q to B 5, ch
47. Q to K 2	47. R takes R, ch
48. K takes R	48. Q takes R P
49. Q to K 4, ch	49. P to Q 4
50. Q to B 2	50. Q to B 5

(n) Here Mr. Steinitz proposed a draw, and Mr. Blackburne admits that the offer was a fair one, as the position and forces were quite even; but Mr. Blackburne, in refusing the offer, relied chiefly upon the circumstance that his opponent had exhausted about seventeen minutes of his third hour over the last two moves, and he trusted to the chance of inveigling Black into such complications as would necessitate his consuming more time than the limit would allow, or cause him to make some ill-considered move of which advantage could be taken.

(o) Q to R 7 would have been of no use, for Black would have replied Q to Kt 3, and, if then White checked with the R, the Black K would move to Q 2, and White could not then take the R with the Q, on account of the impending mate, commencing with Q takes K B P, ch, followed by the sacrifice of the Q at B 8.

(p) Black might also with safety here have played R to K sq., but the move in the text gave him more aggressive chances.

(q) White could not well sacrifice the Q for two rooks by playing R takes R, for Black would win at least two pawns on the Q side, by Q to Q 4, after capturing the Q and the opponent's re-taking the R with the P. Q to B 2 was, however, better than the move in the text.

(r) Again Q to B 2 was preferable, but Mr. Blackburne had here to fight against the difficulty of making all his moves up to the 45th within the five minutes' grace allowed to him, he having already exhausted his limit on the 41st move.

51. Q to Q 2 (s)

52. P to K Kt 3

53. P to K B 4

54. P takes K B P

55. P takes P

56. K to Q sq

57. K to B. sq

58. K to Kt sq (t) ✓

51. P to Q R 4

52. P to Kt 5

[3rd hour.]

53. P takes K B P

54. P takes P

55. P to Q R 5

56. P to Q R 6

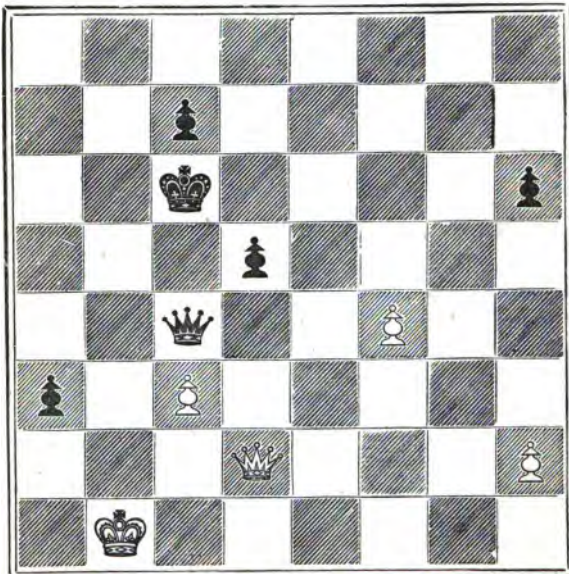
57. K to Q B 3

58. Q to Q Kt 6, ch (u)

(s) In answer to P to Q Kt 4, Black would have advanced the P to Q R 4, and upon the opponent taking it, he had time to recover it by K to R 3.

(t) He had nothing else; had he advanced the P to B 5, Black would have replied Q to B 8, ch, followed accordingly either by the exchange of queens, or the immediate advance of the Q R P.

BLACK (MR. STEINITZ.)



WHITE (J. H. BLACKBURNE.)

Position of game after White's 58th move, viz., K from B sq. to Kt sq.

(u) Now White's K and Q are altogether confined, and Black can

- | | |
|-----------------|-------------------|
| 59. K to B sq | 59. K to Q 3 |
| 60. Q to Q B sq | 60. K to K 2 |
| 61. Q to Q 2 | 61. K to B 2 |
| 62. Q to B sq | 62. P to B 4 |
| [4th hour] | |
| 63. Q to Q 2 | 63. K to B 3 |
| 64. Q to Q B sq | 64. K to B 4 |
| 65. Q to Q 2 | 65. Q to Kt 7, ch |
| 66. Q takes Q | 66. P takes Q |
| 67. K takes P. | 67. K takes P |
- Resigns.

[Duration eight hours.]

bring his K round so as to exchange queens, and to capture the K B P at the proper moment, as was actually done.

THIRD GAME.

THE third game, played on Tuesday, (February 22nd, was opened by Steinitz with the Allgaier Kieseritzky Gambit, which the theorists thought completely demolished by Paulsen's defence. It was at once surmised that Steinitz would not have adopted this attack unless he had some at least comparative novelty in store. And so it was; for he sacrificed another pawn on the twelfth move by bringing the Q Kt to B 3, which led to the exchange of queens, and the recovery of the lost pawn, with, as Steinitz thinks, an even position. His opponent and Mr. Zukertort opine, however, that Black has the best of the game, and future analysis and practice must decide between the conflicting views. The ending was carefully played on both sides, and seemed to lead to a drawn position. But on the 25th move Blackburne, by a fine *coup*, which took his opponent by surprise, won a P; and two moves later on he might have won the exchange, but missed his opportunity, owing to being pressed for time. Steinitz, who had managed to keep time in hand, adopted the usual policy under the circumstances, namely, to make the game as difficult as possible for his opponent, who was pushed for time—even at the expense of correctness, and at some risk. By this means he succeeded in equalising the game, though he was still a P behind at the time of the adjournment on the 31st move. After the adjournment only three moves had been made on each side, when Blackburne made an oversight which cost him two pawns, and gave his opponent an easy victory in the end game.

(Kieseritzky Gambit.)

WHITE.

MR. STEINITZ.

1. P to K 4
2. P to K B 4
3. K Kt to B 3

BLACK.

MR. BLACKBURNE.

1. P to K 4
2. P takes P
3. P to K Kt 4

- | | |
|---------------------|-------------------|
| 4. P to K R 4 | 4. P to Kt 5 |
| 5. Kt to K 5 | 5. Kt to K B 3 |
| 6. B to B 4 | 6. P to Q 4 |
| 7. P takes P | 7. B to Kt 2 |
| 8. P to Q 4 | 8. Castles |
| 9. B takes P | 9. Kt takes P |
| 10. B takes Kt | 10. Q takes B |
| 11. Castles | 11. P to Q B 4 |
| 12. Kt to Q B 3 (a) | 12. Q takes P, ch |
| 13. Q takes Q | 13. P takes Q |
| 14. Kt to Q 5 | 14. Kt to B 3 |
| 15. Kt takes Kt | 15. P takes Kt |
| 16. Kt to K 7, ch | 16. K to R sq |
| 17. Kt takes P | 17. B to Kt 2 |
| 18. Kt to K 5 | 18. Q R to B sq |
| 19. R to B 2 | 19. B to K 5 |
| | [1st hour] |
| 20. R to Q sq | 20. P to B 4 |
| [1st hour] | |
| 21. Kt to Q 3 (b) | 21. K R to K sq |
| 22. R to K 2 | 22. K to Kt sq |
| 23. Kt to K sq | 23. K to B 2 |
| 24. B to Kt 3 | 24. R to K 3 (c) |

(a) In our notes to this game published in *The Field*, we pronounced this move to be a novelty, but we have since ascertained that this line of play is already indicated in the fifth edition of the German "Handbuch" in a footnote to the main variation. We believe, however, that this is the first occasion of its having been introduced into practice in an important match game. White must recover the P he now offers, and the position afterwards is about even; but Messrs. Blackburne and Zukertort are of opinion that the retention of the two bishops gives the second player the superior game, though his pawns on the Q side are separated.

(b) White could not well venture upon taking the Q P, for it would have involved the loss of the exchange, e.g. :

- | WHITE. | BLACK. |
|-------------------|---------------------------------|
| 21. R takes P | 21. Q R to K sq |
| 22. R to R 4 | 22. B takes Kt |
| 23. R takes B | 23. P takes R |
| 24. B takes B, ch | 24. K to Kt sq, and should win. |

(c) The initiation of a finely conceived scheme, altogether overlooked by the adversary.

25. B to B 2

25. B takes B P (d)

(d) In our note in the *Field* we remarked at this point that on the previous move White might have frustrated the adversary's design by placing the K to B sq. It seems, however, as pointed out to us by Mr. Anthony, that Black could have captured the P even in that case. Nevertheless, that move would have been much better, e.g.:

WHITE.

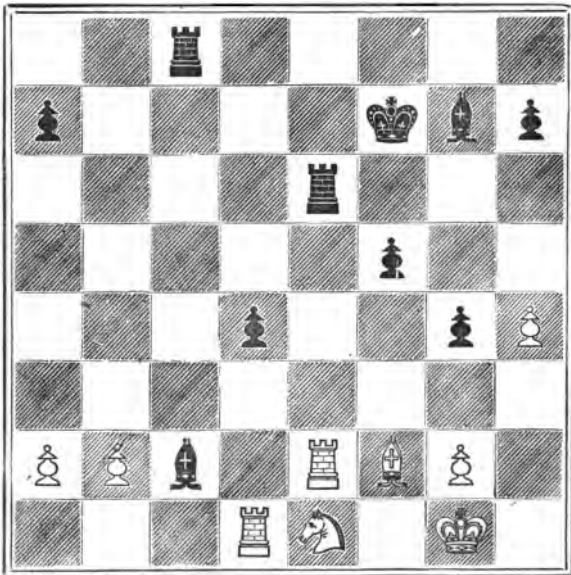
- 25. K to B sq.
- 26. Kt takes B
- 27. K takes R
- 28. R to Q 2
- 29. K takes R
- 30. P to Q Kt 4
- 31. K to Q 3

BLACK.

- 25. B takes P
- 26. R takes R
- 27. R takes Kt, ch
- 28. R takes R, ch
- 29. K to K 3
- 30. K to Q 4

with an even game though a P behind. As it stands, if White take the B with the R, Black would answer R takes Kt, ch, &c. See diagram:

BLACK (J. H. BLACKBUENE.)



WHITE (W. STEINITZ.)

Position after Black's 25th move.

Black's last move was taking a P at Q B 7 with a B which stood at K 5.

26. B takes R
 27. R to Q 6
 28. R to Q R 6
 29. K to B sq

30. R to R 3
 [2nd hour]

31. Kt to Q 3
 32. R to R 5 (f)
 33. K to K 2
 34. R to R 6, ch (h)

26. B takes R
 27. K to K 2 (e)
 28. R to B 2
 29. R to Q 2

30. K to K 3
 [2nd hour]

31. B to B sq
 32. B to B 7
 33. K to B 3 (g)
 34. K to Kt 2 (i)

(e) Fortunately for Steinitz, his opponent was at this point short of time, or else the latter could not have failed to see that he could win the exchange by B to K 4, threatening P to Kt 6. White had then no better reply than R takes Q P, and he would have had very hard work afterwards to draw the game, even if he found time to strengthen his position by P to K Kt 3. It does not seem, however, that White had anything better on the previous move. In answer to R to R 6 at once, Black would have first defended R to B 2, and, afterwards have played the R to K 2, preventing White's K from crossing, and the latter's game would have been then untenable.

(f) Preventing the adversary's king from crossing, and better than checking at R 6, which would only have had the effect of drawing the K up to the support of his passed Q P; for Black could have safely answered K to Q 4, followed by K to K 5 if the Kt checked at B 4, and White would then have found it of no avail to protect the Kt by B to Kt 3, threatening mate with the R, or to attack the B by Kt to K 6, since Black could provide in each case an escape by P to Q 6, which also cleared the road to his own victory. Supposing:

WHITE.

32. R to R 6, ch.
 33. Kt to B 4, ch.
 34. Kt to K 6

BLACK.

32. K to Q 4
 33. K to K 5
 34. P to Q 6

And if White capture the B, Black would win by B to K 7, ch, followed by P to Q 7.

(g) Black played this with the anticipation that White would answer K to Q 2, whereupon he would capture the Kt, followed by K to Kt 3, which would have given him a good game. But no doubt it was a serious error, and he ought to have captured the Kt at once, and fought for a draw.

(h) White failed here to take the promptest advantage of the opponent's error. He might have taken the Q R P with the R at once, but still the move adopted, drove the K back, forced the gain of a P, and secured at least a draw.

(i) A grave error, for it loses two pawns at once. He ought to have

- | | |
|-------------------|--------------------|
| 35. R takes P | 35. B takes R |
| 36. B takes P, ch | 36. K to B 2 |
| 37. B takes R | 37. B to Q 3 |
| 38. B to K 3 | 38. K to K 3 |
| 39. K to Q 2 | 39. B takes Kt |
| 40. K takes B | 40. K to Q 4 |
| 41. P to Q R 4 | 41. P to K B 5 |
| 42. B to K B 2 | 42. P to K Kt 6 |
| 43. B to K Kt sq | 43. B to Q Kt 5 |
| 44. K to K 2 | 44. B to Q B 4 |
| 45. K to K B 3 | 45. K to Q B 5 |
| 46. K takes P | 46. B to Q B 2, ch |
| 47. K to K Kt 5 | 47. B to Q sq, ch |
| 48. K to K Kt 4 | 48. B to Q B 2 |
| 49. B to K 3 | 49. B to K 4 |
| 50. P to Q R 5 | 50. K to Q Kt 4 |
| 51. P to Q Kt 4 | 51. B to Q 3 |
| 52. B to Q B 5 | 52. B to K 4 |
| 53. K to K B 5 | 53. B to Q B 6 |
| 54. P to K R 5 | 54. K to Q R 3 |
| 55. K to K 6 | [3rd hour] |

And after some more moves Black resigned.

[Duration seven hours.]

moved the K to K 2; but even in that case his game was not comfortable, and he must have lost the Q R P by the answer of Kt to B 5, without being able to make any impression with his passed Q P, which could easily be stopped



FOURTH GAME.

THE fourth game was played on Thursday, 24th of February. Blackburne, who had the first move, repeated the same attack of the Scotch Gambit which he had tried on the previous occasion. Steinitz this time, on the ninth move, adopted the defence of P to Q R 3, followed by Q to K 4 (on the Q Kt attacking the Q), and afterwards P to Q Kt 4, which shuts out the K Kt from action. Blackburne developed his forces rapidly, regardless of the loss of the piece threatened by Black advancing the P to Q Kt 5, to which he had at any time a fine answer by Kt to Q 5. Steinitz kept himself strictly on the defensive, brought his Q R out of the range of the hostile B, and developed at last the Q B by P to Q 3, followed by B to Q 2 instead of B to Kt 2, as in the second game of the match. Thus he stood resisting the attack which the opponent, who was a P behind, was bound to pursue energetically. The storm was at last, on the 19th move, commenced by Blackburne, who adopted a *ruse de guerre* which has been often successfully tried by Anderssen, namely, of sacrificing a piece in order to complicate the position at a point when his opponent was hard up for sufficient time to reflect upon his moves. Fortunately, Steinitz for the next few moves, each time rapidly hit upon a safe defence, until on the 26th move, he seized an opportunity of reducing matters to simplicity, by offering an exchange of queens which the adversary was obliged to accept, unless he was willing to submit to a harassing attack with a piece behind. After that exchange, Black remained with a clear piece ahead, and even a weak move made in a hurry could not much hurt his prospects of winning. Having recovered time and breath on the 30th move, Steinitz proceeded, after an hour's adjournment, to force the gain of pawns, and the exchange of one of

the rooks, and the superiority of his forces soon proved too much for Blackburne's clever and obstinate resistance.

(*Scotch Gambit.*)

WHITE.	BLACK.
MR. BLACKBURNE.	MR. STEINITZ.
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. P to Q 4	3. P takes P
4. Kt takes P	4. Q to E 5
5. Kt to Kt 5	5. B checks
6. B to Q 2	6. Q takes K P, ch
7. B to K 2	7. K to Q sq
8. Castles	8. B takes B
9. Q takes B	9. P to Q R 3 (a)
10. Q Kt to B 3	10. Q to K 4
11. Kt to Q R 3	11. P to Q Kt 4 (b)
12. B to B 3	12. K Kt to K 2
13. Q R to Q sq	13. Q to K B 4 (c)
14. K R to K sq	14. R to Q Kt sq
	[1st hour]
15. Q to K 2 (d)	15. P to Q 3

(a) This line of play has already been recommended in the analysis of the Vienna game of the match between London and Vienna, published by Messrs Potter and Steinitz, in *The Field* of April 18th, 1874. It is superior to Kt to K B 3, adopted by Steinitz at this point in the second game of the match, and has the effect of blocking the K Kt for some time.

(b) Best at once, but not so much with the view of attacking the two pieces as with the object of paralysing the action of one of the knights.

(c) It may be observed, that at this point and subsequently Black had to avoid the temptation of forking the two knights by P to Kt 5, as on each occasion White would have obtained a winning attack by the reply of Kt to Q 5.

(d) Mr Blackburne, upon consideration, thinks that this move involved a serious loss of time, though White now threatens the formidable B to K Kt 4, and we are disposed to agree with him. He evidently concluded, from the experience obtained in the match between London and Vienna, that he would gain a target for his attack if he could force the opponent to advance the Q P. Steinitz, on the other hand, did not hesitate to advance that P, calculating that the analogy between the two positions failed in the one most important distinction,

16. Kt to K 4	16. B to Q 2 (e)
[1st hour]	
17. Q to K 3	17. P to K B 3
18. P to K Kt 4	18. Q to Kt 3
19. Kt takes Q P (f)	19. P takes Kt
20. R takes P	20. K to B 2
21. B takes Kt (g)	21. Kt takes B (h)

that in the Vienna game White's Q B P had been early advanced to Q B 4, and it was therefore absolutely necessary to leave the Q P untouched. Q to K 3 at once would have been better on principle, as it left an additional square open for the K R and Q Kt, and kept the hostile Q Kt fixed.

(e) For the same reason as given in our last note, and also for the purpose of affording the Black king an additional cover (necessary in the present position, where White evidently directs all his attack against the Q P), this mode of bringing out the B is now stronger than that chosen in the London and Vienna match, and also in the second game of this match, namely of posting the B at Q Kt 2.

(f) In match games regulated by time limit the expedient is often adopted, to try to confuse the opponent when he is short of time, by raising complications even at great hazard. The present, strictly speaking, incorrect sacrifice belongs to that category. The defence was extremely ticklish, and, as Steinitz had nearly exhausted his second hour, the chances were in favour of his not hitting always upon the right move in the course of the vehement attack to which the sacrifice gave rise.

(g) We give a diagram of this highly interesting position on the opposite page. This exchange gave the most chance of continuing the pressure of a violent onslaught. Had he played the Q to K B 4, Black might have replied Kt to K 4; for if White's K R took the Kt, the P would retake, attacking the Q. Mr. Blackburne informs us that at the time he sacrificed the Kt he contemplated at this point the ingenious Q to Q B 5, and, upon the opponent answering Q to Kt 4, to leave his Q *en prise*, and take the K Kt with the B, *e.g.* :

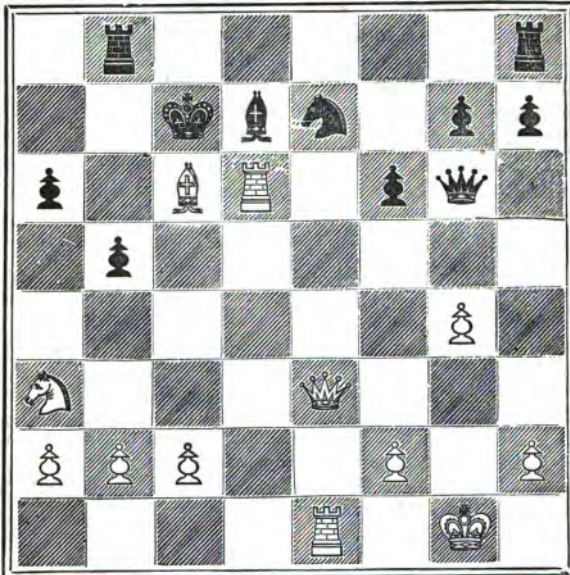
WHITE.	BLACK.
21. Q to B 5	21. Q to Kt 4
22. K R takes K Kt	22. Q takes Q
23. R from K 7 takes B, ch	23. K to Kt 3
24. B takes Kt, ch	24. Q takes R
25. B takes Q	25. K takes B

26. B takes P; but he overlooked that at this stage Black could force the exchange of rooks, with a winning position, by playing either rook to K Kt sq.

(h) Had he taken the R with the K, White would have simply replied B takes B.

- | | |
|---------------------------|---------------------|
| 22. Q to K Kt 3 | 22. K to B sq (i) |
| 23. K R from K sq to Q sq | 23. R to Kt 2 |
| 24. Q to Kt 2 | 24. Kt to Kt sq (j) |
| 25. R from Q sq to Q 4 | 25. P to K R 4 |
| 26. Q to Q 5 | 26. Q to K Kt 4 |
| 27. Q takes Q | 27. P takes Q |
| 28. R to Kt 6 | 28. B takes P |

BLACK (MR. STEINITZ).



WHITE (MR. BLACKBURNE).

Position of the game after White's 21st move, White's last move having been B from K B 3, capturing a Black Kt that stood at Black's Q B 3.

(i) He could not capture the K Kt P with the Q on account of the reply R takes B, double ch, winning the Q.

(j) Better than Kt to K 4, which would have been of little use for aggressive purposes, while now the Kt affords additional protection to Black's much-exposed right wing.

29. R takes P at Kt 5	29. R to K sq
30. K to Kt 2	30. Q R to K B 2
31. P to B 3	31. B to Q 2
	[2nd hour]
32. K to Kt 3	32. R to K 7
33. R takes R P	33. KR from K 7 takes KBP
34. R to B 5, ch	34. Kt to B 3
35. R to Q 3	35. K to B 2
36. Kt to Kt sq	36. K to Kt 3
37. R from B 5 to Q 5	37. Kt to Kt sq
38. Kt to Q 2 (l)	38. B to B 3
39. Kt to K 4 (m)	39. R to K 7
40. Kt to B 3	40. R takes P
41. R to Q 2	41. R takes Kt
42. P takes R	42. B takes R
43. R takes B	43. R to Q B 2
44. R to Q 3	44. Kt to B 3
45. K to B 4	45. R to B 2, ch
46. K to K 4	46. R to B 7
47. P to B 3	47. R to Q R 7
	[3rd hour]
48. P to B 4	48. P takes P
49. R to K Kt 3	49. R to Q 7
50. R takes P	50. R Q 5, ch
51. K to B 5	51. P to B 6
Resigns (n)	[Duration, six hours.]

(k) At this stage the game was adjourned for an hour.

(l) White might have here won the exchange, but it would have simplified the position too much, e.g. :

WHITE.	BLACK.
38. R takes Kt	38. B takes R
39. R takes B	39. R takes R
40. K takes R	40. R to Q 8
41. Kt to B 3	41. R to Q 7, ch, etc.

(m) Best. Had he removed the R from Q 5 instead, the answer of R to K Kt 7, ch, would have been deadly.

(n) There is no means of stopping the P now, excepting at the cost of a clear R. If the R move to Kt 7, the answer is R to Q 7; and if the R move to K Kt sq or K Kt 3, with the intention of afterwards stopping the P accordingly, either by R to Q B sq or R to Q B 3, Black may still advance the P to B 7, followed by R to Q 8, for the R will be lost, after his taking the P, by Kt to Q 5, ch.

FIFTH GAME.

THE fifth game, played on Saturday, Feb. 26, was opened by Steinitz with the Vienna opening. Blackburne defended on the second move by K Kt to B 3, and then on the fifth move introduced the novelty of sacrificing the K Kt, which gave him a fearful counter-attack. Steinitz, being thus early put on the defensive, conducted his game on the principle which prevails in the gambit named after him, namely, of marching out with his king to the front as far as possible, and then to endeavour to exchange queens, when having brought his king towards the middle of the board, and therefore more favourably placed for the end game. Mr. Blackburne, by a fine manœuvre, took the first opportunity of driving the hostile king back, and then offered to exchange queens, which offer, if accepted would have probably led to a draw. Steinitz immediately changed tactics, refused the exchange, and entered for a hard tussle of the middle game. Blackburne soon gave up a pawn in order to free his game a little, and after that Steinitz slowly gained ground, until it came to a general break-up of Black's game on the 26th move, whereby Steinitz gained two pawns, and had afterwards easy work to win the game.

(*Vienna Opening.*)

WHITE.	BLACK.
MR. STEINITZ.	MR. BLACKBURNE.
1. P to K 4	1. P to K 4
2. Kt to Q B 3	2. Kt to K B 3
3. P to K B 4	3. P to Q 4
4. P to Q 3	4. B to Q Kt 5 (a)
5. P takes K P	5. Kt takes K P (b)

(a) This rarely adopted variation transfers to the second player the attack which is, however, a short-lived one if properly defended

(b) The sacrifice of the Kt is a novel introduction. P to Q 5 is generally preferred at this point, and the game is usually continued thus:

- | | |
|------------------|--------------------|
| 6. P. takes Kt | 6. Q to K B 5, ch |
| 7. K to K 2 | 7. B takes Kt |
| 8. P takes B | 8. B to K Kt 5, ch |
| 9. Kt to K B 3 | 9. P takes P |
| 10. Q to Q 4 (c) | 10. B to K R 4 (d) |
| 11. K to K 3 (e) | 11. B takes Kt |

WHITE.

6. P takes Kt
7. P to Q Kt 3
8. Kt to K B 3
9. B to K 2

BLACK.

5. P to Q 5
6. P takes Kt
7. Q takes P
8. B to K Kt 5
9. Kt to Q B 3, &c., and most

practitioners pronounce the game even.

(c) The saving clause which redeems White's game, and leaves the opponent no option but to lose a move with the only piece he has got in play besides his Q.

(d) Black would have lost a piece if he had taken the Kt with the P checking, for White would have simply retaken with the P, and Black would have been compelled to sacrifice the pinned B for the adverse K B P, and then White's K would have easily reached a safe goal after a few checks from the opponent.

(e) A number of ingenious traps were laid for White by Black's last move. Had he now moved the K to Q 2, the reply would have been Q to K Kt 5; and if White then attacked the Q by P to K R 3, Black would have checked with the Q at B 5, followed by Q to Kt 6, ch, if the K moved to K sq., or, in the other alternative, if the K moved to Q sq. he would have won, by P takes Kt, followed by P takes P, dis. ch., in answer to B takes Q, &c. Again, if White now moved the K to Q sq. at once, Black might have sacrificed the Q by P takes Kt; for, if the Q took the Q in reply, he could also proceed to leave the B *en prise* by P takes Kt P, ch, winning the B, and making a new Q. We give a diagram of the position on the opposite page. The credit of the idea of boldly bringing out the King early in the game, and braving the hostile attack, merely for the sake of getting a better position of pawns, has been often erroneously ascribed to Steinitz, but it is only due to state that the Steinitz Gambit and the line of play adopted in this game owe their derivation from a favourite variation of Herr Hampe in Vienna, which usually went on as follows:—

WHITE.

1. P to K 4
2. Q Kt to B 3
3. P to K B 4
4. P takes Q P
5. P takes P
6. Kt P takes Kt
7. K to K 2, &c.,

BLACK.

1. P to K 4
2. K Kt to B 3
3. P to Q 4
4. Kt takes P
5. Kt takes Kt
6. Q to B 5, ch

This line of play was much in fashion in Vienna, and was often

12. B to Q Kt 5, ch (f)

12. P to Q B 3

BLACK (MR. BLACKBURNE.)



WHITE (HERE STEINITZ.)

Position after White's 11th move, viz. K from K 2 to K 3.

most successfully played by Herr Hampe, until the late Dr. Nowotny suggested a reply for Black, vitiating the attack of the above variation, namely, to check with the Q at B 5 on the 5th move before exchanging Knights, for if then White played P to K Kt 3, the answer of Kt takes Kt led to an exchange of Queens, and to Black ultimately recovering the P with the better game, e.g. :

WHITE.

6. P to K Kt 3 (best)
7. P takes Q
8. K takes Kt
9. Kt to B 3
10. B to K 2
11. B to K sq

BLACK.

5. Q to R 5, ch
6. Kt takes Kt
7. Kt takes Q
8. B to K 2
9. Q B to Kt 5
10. Kt to B 3
11. Castles Q side, recovering afterwards the P with the superior position.

(f) The only move to prevent an immediate draw, which Black

- | | |
|-----------------|------------------------|
| 13. P takes B | 13. P takes B |
| 14. Q takes K P | 14. Q to K R 3, ch (g) |
| 15. K to K B 2 | 15. Q to Q B 3 |
| | [1st hour] |
| 16. Q to Q 4 | 16. Kt to Q R 3 (h) |
| 17. B to Q R 3 | 17. P to Q Kt 5 (i) |
| | [1st hour] |
| 18. B takes P | 18. Kt takes B |
| 19. Q takes B | 19. R to Q B sq |

would have obtained by checking backwards and forwards with the Q at K 8 and K R 5, if White had captured the B at once with the P. White wished to avoid that contingency, relying upon his K getting into the middle of the board, ready to support the pawns of both wings, which would be more favourable to him in the ending game if he succeeded in exchanging Queens.

(g) Much superior to exchanging queens, whereupon White would have retaken with the K. White's K is now driven more to the rear and the exchange can be offered more conveniently on the next move. If White in reply move the P to K B 4, Black would obtain a good game by Kt to B 3.

(h) Black chose this mode of development for the Kt with the object of getting rid of the hostile Q B as early as possible. Kt to Q 2 would have led to various complications of a character which must have made Black's game exceedingly difficult, for White would have replied K B to K Kt sq., attacking the K Kt P, which could not be defended by P to K Kt 3 or casting on the K side, on account of the rejoinder P to K 6. The most likely continuation would have been thus :

Supposing

WHITE. _

BLACK.

17. K R to K Kt sq.

16. Kt to Q 2

18. B to R 3

17. Kt to B sq.

18. Kt to K 3

If Q to K R 3 instead, White would answer R to Kt 2, threatening Q to Q Kt 4 or B to Q 6.

19. Q to Q 2

19. R to Q sq.

20. Q to K 3, followed soon

by Q R to Q sq with an excellent game, since Black cannot castle or bring his other R into play.

(i) Black could not afford to allow the B to be planted at Q 6, and the sacrifice of the P was quite judicious under the circumstance that White's material advantage consisted afterwards in a doubled pawn.

20. Q R to Q Kt sq
 21. R to Q Kt 3
 22. R to K sq
 23. R to K 4
 24. P to K R 4

20. P to Q Kt 3 (*j*)
 21. R to Q sq
 22. R to Q 4
 23. Q to R 3 (*k*)
 24. P to K Kt 4 (*l*)

(*j*) Taking the Q B P would have been disadvantageous to Black, e.g.:

WHITE.

21. Q takes Q
 22. R takes P
 23. K to K 3, and wins the Q B P.

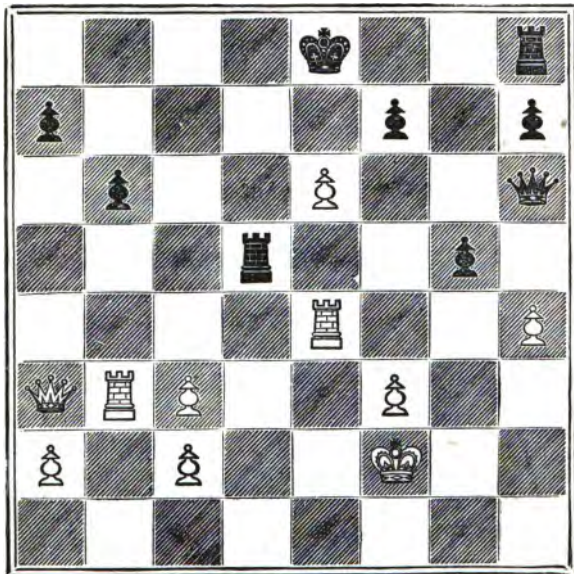
BLACK.

20. Q takes Q B P
 21. R takes Q
 22. R takes P, ch

(*k*) The counter attack looked promising at first sight; but R to Q B 4, with the object of castling, was in reality safer play. White's best reply was then to challenge the exchange of queens by Q to R 4, and he would have still retained the best of the game, but his chances of winning must have been considerably diminished in that case.

(*l*) A desperate sortie, which involves the exposure of the K to a strong attack by White's forcible reply. We give a diagram:

BLACK (J. H. BLACKBURNE.)



WHITE (W. STEINITZ.)

Position of the game after White's 25th move, viz. P to K 6.

- | | |
|-------------------------------|------------------------------|
| 25. P to K 6 | 25. B P takes P (<i>m</i>) |
| 26. Q to R 4, ch | 26. K to K 2 (<i>n</i>) |
| 27. Q takes P, ch | 27. R to Q 2 |
| 28. Q takes P | 28. R to Q B sq |
| | [2nd hour] |
| 29. Q to K 3 | 29. K to B 2 |
| 30. R to Kt 5 | 30. K R to Q sq |
| 31. R takes Kt P | 31. R to Q 7, ch |
| 32. K to Kt 3 | 32. R from Q 7 to Q 3 |
| 33. R to B 4, ch (<i>o</i>) | 33. K to K 2 |
| | [2nd hour] |
| 34. Q to K 5 (<i>p</i>) | 34. R to Q 4 |
| 35. R to Kt 7, ch | 35. K to K sq |
| 36. Q to K B 6 (<i>q</i>) | 36. Q takes Q |
| 37. R takes Q | 37. K R from Q sq to Q 3 |

Q to B 8 offered better chances of recovering ground, though White would even then have kept the attack in hand by Q to R 4, ch, followed either by Q takes R P, or by R from Kt 3 to Kt 4, according to Black's reply.

(*m*) Black had nothing better, for White threatened an extremely harassing check at Q R 4.

(*n*) Again the only move. Had he interposed the R, White would have won as follows, supposing—

WHITE.

27. R to Q 4
 28. R takes P
 29. Q to R 8, ch
 30. R takes R, ch
31. P takes P, ch, and wins;
 for if the K move to B 4,
 White would reply Q to K
 4, ch.

BLACK.

26. R to Q 2
 27. Q to Kt 2
 28. P takes R
 29. K to K 2
 30. K to B 3, best; for if K
 takes R, White wins the
 Q by Q to R 7, ch

(*o*) Here White missed the shortest way of winning the game right off. He ought to have doubled the rooks by moving the same rook to K Kt 4, threatening Q to B 4, ch, followed by R to Kt 7, ch.

(*p*) There was only one answer to this, and that was the one actually made.

(*q*) Q to Q B 7 would have been of no use, for Black would have replied with R from Q sq to Q 2. The move in text forces the exchange, and leaves Black no game to fight with.

- | | |
|--------------------|---------------------------|
| 38. Q R takes R P. | 38. Q R to Q B 4 |
| 39. K R to Kt 6 | 39. K to K B sq |
| 40. P to R 5 | 40. R from Q 3 to Q 4 (r) |
| 41. R takes P | 41. R takes R P |
| 42. R takes R | 42. R takes R |
| 43. P to R 4 | 43. R to Q B 4 |
| 44. R to K 3 | 44. R to Q B 5 |
| 45. K to K B 2 | 45. K to K B 2 |
| 46. K to K 2 | 46. K to K B 3 |
| 47. K to Q 3 | 47. R takes R P |
| 48. P to Q B 4 | 48. R to R 8 |
| 49. P to Q B 5 | 49. R to R 5 |
| 50. R to K 4 | 50. R to R 8 |
| 51. K to Q B 4 | 51. R to R 5, ch |
| 52. K to Q 5 | 52. R to R 6 |
| 53. P to Q B 6 | Resigns. |

(r) Here the game was adjourned, and resumed after an hour's interval.

SIXTH GAME.

MR. BLACKBURNE commenced with the Scotch gambit, in the same way as in the fourth game, and Steinitz defended again by P to Q R 3; Blackburne retreated the K Kt at once to Q R 3 before bringing out the Q Kt. This might appear a measure adopted to prevent the K Kt being blocked out by P to Q Kt 4, as happened in the fourth game, since this expedient would have been unadvisable for Black to adopt at that point, on account of the reply of B to B 3. But Mr. Blackburne assures us that his retreating the Kt at once was only a finger-slip, caused by his attention being diverted at the time in consequence of his desire to assist the scorers, who could not follow the players, owing to the rapidity in which the opening moves were played on both sides. Finding he had thus lost time he gave up a second pawn, in order to keep up the attack. On the twenty-second move, Steinitz gave up the exchange, with the view of simplifying the game; but his opponent, in his turn, elected to give up a piece for the very opposite purpose. On Black's thirty-first move the game was adjourned, and Steinitz, whose turn it was to play, had, in accordance with custom, to write down his move, and to hand it over to the secretary in a closed envelope. Just at that time the alarum bell of his clock gave the sign of his having completed the second hour, and, being under the impression that it was his thirtieth move, he hurriedly put his move down, which subjected him to a tremendous attack after the adjournment. Ultimately, however, he succeeded in exchanging queens, remaining with a rook behind for six pawns, three of which were bound to fall; but, having his king near to support the other three pawns, he succeeded in a difficult and long ending to force the game.

(Scotch Gambit.)

• WHITE.

BLACK.

MR. BLACKBURNE.

MR. STEINITZ.

- | | |
|-----------------------|--------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. K Kt to B 3 | 2. Q Kt to B 3 |
| 3. P to Q 4 | 3. P takes P |
| 4. Kt takes P | 4. Q to B 5 |
| 5. Kt to Kt 5 | 5. B to Kt 5, ch |
| 6. B to Q 2 | 6. Q takes K P, ch |
| 7. B to K 2 | 7. K to Q sq |
| 8. Castles | 8. B takes B |
| 9. Q takes B | 9. P to Q R 3 |
| 10. K Kt to B 3 (a) | 10. Q to Q 5 |
| 11. Q to Kt 5, ch (b) | 11. Q to B 3 |

(a) At first sight this seems a feasible attempt to prevent the manoeuvre successfully adopted by Steinitz in the fourth game of the match, namely, to shut out the K Kt by P to Q Kt 4. This object is certainly now attained; for in answer to 10. P to Q Kt 4, White would obtain a strong attack by 11. B to B 3, followed by P to Q B 4 upon the adverse Q retiring to Kt 3, *e.g.* :

WHITE.

BLACK.

- | | |
|---|----------------------|
| 11. B to B 3 | 10. P to Q Kt 4 |
| 12. P to Q B 4 | 11. Q to Kt 3 (best) |
| 13. Kt to B 2 | 12. P to Kt 5 |
| 14. P to Q R 3, with an excellent game. | 13. P to Q R 4 |

Mr. Blackburne assures us, however, that his retreating the Kt at once was a simple slip. He contemplated playing in the same way as in the fourth game, placing reliance upon a slow attack, to be fortified later on by bringing the K Kt to the succour, which, as he thinks, would be extricated by P to Q B 4, or P to Q B 3, after removing the Q Kt. Black's following answer is plain, and is made chiefly with the object of getting the Q on the black diagonal, where she is better placed for defensive purposes, and out of the reach of the hostile rooks and minor pieces.

(b) The immediate retreat of the Q to B sq, though rather humble in an attacking game of this sort, would have been sounder play, for it might have afforded the K B an opportunity of occupying the Q B file without loss of time, if Black in answer developed his K Kt. In that case it would not have been advantageous for Black to advance P to Q Kt 4 so long as the Q B P was available for an attack by P to Q B 4.

12. Q to Q 2 (c)	12. Q takes Kt P
13. Kt to B 4	13. Q to Q 5 (d)
14. Q to B sq	14. K Kt to K 2 (e)
15. Q Kt to Q 2	15. P to Q 3
16. R to Q sq	16. B to K 3
17. Q to R 3	17. Kt to Q 4
18. Kt to Kt 3	18. Q to Q B 6
	[1st hour]
19. B to B sq (f)	19. K Kt from Q 4 to Kt 5
20. Kt to K 3	20. K R to K sq
	[1st hour]
21. B to Q 2 (g)	21. B takes Kt
22. Q R to Q sq	22. R takes Kt (h)

(c) In our opinion White places here more faith in the chances of an error on the part of the adversary than in the requirements of the position for relinquishing the attack and adopting a temporary defence. Mr. Blackburne maintains, however, that the sacrifice of the second pawn was quite legitimate, since it enabled him to gain the point at Q B 3 with his Q, for the purpose of delaying the advance of the hostile Q P.

(d) Black would have gained two rooks for the Q even if he had taken the R, and the opponent had shut out the Q by Q Kt to Q B 3; but his position would then have become extremely difficult to defend, and besides, he could in the present situation be well satisfied with the surplus of two pawns.

(e) Had Black now taken the R, the opponent would have replied Q to R 3, threatening mate, and must have afterwards won the Q by Q Kt to B 3.

(f) K to B sq was preferable. Black's K Kt could not then attack by Kt to B 5, on account of the winning reply, Kt takes Q P; and if Black proceeded in the same way as in the text, namely, by K Kt to Kt 5, it must have saved at least a move for White that his K would have been already in the corner. See Black's 24th move.

(g) In this kind of position the attack must be proceeded with at any hazard, and, though Black had well protected his most vulnerable point, the Q P, the assault could only be directed against that spot. With two pawns behind already, White could only hope to confuse the opponent, who had a difficult game to defend.

(h) The sacrifice makes matters more smooth and clear for the defence, and forces the opponent to give up a piece and two pawns, or to submit to a ruinous exchange of queens, which would have left Black with an extremely easy position in the ending game, and with the overwhelming superiority of four pawns and a Kt against the R. Had he taken the Q B P at once with the Kt, he would have obviously lost a piece without releasing his position, for White would have simply retaken with the Kt.

- | | |
|---------------------|---------------------|
| 23. P takes R | 23. Kt takes Q B P |
| 24. Q to B sq | 24. Q takes P, ch |
| 25. K to R sq | 25. B to Q R 5 |
| 26. B to Q B 4 | 26. K Kt to Q 5 (i) |
| 27. Q R to K sq | 27. Q to B 5 |
| 28. Q R to B sq | 28. Q to R 3 |
| 29. Q to Kt 2 | 29. Q to K 6 |
| [2nd hour] | |
| 30. B takes B P (j) | 30. B to Kt 4 |
| 31. Q R to Q sq | 31. Kt to K B 4 |
| | [2nd hour] |
| 32. P to Q R 4 (k) | 32. Kt to K 4 (l) |
| 33. P takes B | 33. Kt takes B |

(i) By a singular infatuation, Steinitz greedily plays here, and subsequently, for preserving the piece, totally contrary to his own principle, which usually aims at a simplification of the game. He ought to have moved the K to Q 2, liberating the R, and winning must have become an easy matter; for White could not gain the piece without exchanging queens, and then there was nothing left to counteract the march of Black's pawns.

(j) Better than taking with the R; for Black would have answered Kt to K 4, since he could safely move the K to K 2 if White then proceeded with R to B 8, ch.

(k) We explained in our introductory remarks how Black's error on the previous move, when the game was adjourned, arose. He ought to have played the K to Q 2 or to K 2, and there would have been no more complication to give White a chance of a mistake. But it is only due to Mr. Blackburne to state that, with inferior forces, he skilfully managed to perplex the opponent with the most puzzling moves, while the latter was pressed for time; and White's clever manoeuvre at this juncture was also one which could not be easily foreseen. We give a diagram of the position on the following page.

(l) Black could not capture the Q R P without resigning his best chance of winning and being content with a probable draw. For instance:

WHITE.

BLACK.

- | | |
|--|-----------------|
| 33. R to K 2 | 32. B takes P |
| 34. R to K 6 | 33. Q to R 3 |
| 35. Q takes Q Kt P | 34. Q to R 5 |
| 36. R to K 8, ch | 35. R to Kt sq. |
| 37. R takes R | 36. K to Q 2 |
| 38. Q takes Kt, and Black cannot take the other R, and he can only ch with the Kt at Kt 6, and draw the game by perpetual ch back- | 37. Kt takes R |

34. R to K 2
35. Q to Kt 3

34. Q to R 3
35. P takes P

BLACK (W. STEINITZ).



WHITE (J. H. BLACKBUENE).

Position of the game after White's 32nd move.

wards and forwards, with the Kt at Kt 6 and K 7; for White would certainly avoid coming out to B sq on account of the reply Q to B 5, oh, &c. Giving up a clear piece by Q Kt to K 5 might have been, however, even better than the move in the text; for if White took the B with the P, Black by retaking with the Q R P, opening the Q R file would have had more than enough for the exchange he lost. Black's Q Kt would then have been quite safe at Q 5, though White had three pieces on it, for the latter dared not capture it on account of the mate threatened either with the Q at K 8, or with the R at R 8 after exchanging queens. Nor could White get rid of the other Kt by P to K Kt 4 on account of the reply Q to B 6, oh.

- | | |
|---------------------------|---------------------|
| 36. P to Kt 4 | 36. Kt to Q 5 (m) ✓ |
| 37. B takes Kt | 37. B to R 8, ch |
| 38. K to Kt 2 | 38. Q to B 3 |
| 39. B from Q 4 to K 4 (n) | 39. Kt to K 4 |
| 40. B to K B 2 | 40. Q to Kt 3 |
| 41. B from K 4 to K B 4 | 41. P to B 3 |
| 42. Q to K 3 (o) | 42. K to B 2 |
| 43. P to B 3 | 43. P to R 4 |
| 44. B to B 5 | 44. P takes P |
| 45. B to Kt 5 | 45. P takes P, ch |
| [3rd hour] | |
| 46. K to R 2 | 46. B to R 6 (p) |
| 47. Q takes Kt | 47. P takes Q |
| 48. B takes Q | 48. P to Kt 5 |
| [3rd hour] | |
| 49. B to Q Kt 2 (q) | 49. P to B 4 |
| 50. B to K B 2 | 50. B to Q 6 (r) |

(m) One piece was lost, and this way of giving it up was no doubt better than going in for winning another P by Q to B 3. Black would have had no time to take that P, since White threatened to win by doubling the rooks on the K file.

(n) Q takes Kt P, though he threatened a mate, would have been disastrous, for Black would have answered Q to B 8, ch, followed by R to R 6, ch. If White then interposed the R at Q 3, Black would capture the K R with the Q, the other remaining pinned.

(o) This fine move cuts off the retreat of Black's King, and keeps the latter's queen also fixed. It will be seen that later on Black's queen could neither move to K 3 or to K sq, or Q Kt 8, on account of White's check with the rook at K B 7.

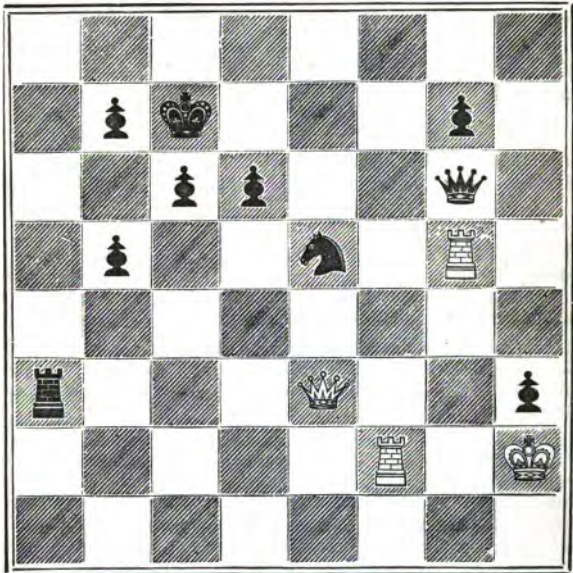
(p) Had he checked with the Kt at Kt 5, White would have taken off the Kt with the R, and then at least have drawn the game by checking backwards and forwards with the other R at B 7 and B 8. White's ingenious reply enables him to come out with a R ahead, but the best experts declare that Black's pawns must win by force afterwards. We give a diagram of the situation on the following page.

(q) In answer to the R to K 2, Black would have protected the K P by R to R 4, followed, according to circumstances, either by R to Q Kt 4, or B to Q 4, which would have enabled Black to lead his combined pawns to victory, supported by the K.

(r) Necessary to keep up communication between Black's king and his passed pawns. White threatened to ch with the R at K B 7, followed by the other R taking the K Kt P, attacking the Q Kt P doubly.

- | | |
|-------------------------------|------------------|
| 51. R to B 2 | 51. P to Kt 3 |
| 52. R to K 6 | 52. P to Kt 6 |
| 53. R to Q Kt 2 | 53. P to B 5 |
| 54. R takes K P | 54. K to B 3 |
| 55. R to Kt 5 | 55. R to Q 4 |
| 56. R takes K Kt P | 56. K to B 4 |
| 57. K takes P | 57. K to Kt 5 |
| 58. R from Q Kt 2 to
Kt sq | 58. P to Kt 4 |
| 59. R to Kt 4 | 59. R to Q 7 (s) |
- [4th hour]

BLACK (W. STEINITZ).



WHITE (J. H. BLACKBURNE).

Position of the game after Black's 46th move, viz. R from R 8 to B 6.

(s) White's king being out off, and Black's king having crossed the front to support his pawns, the cautious advance of the latter must win easily and surely.

- | | |
|-------------------|---------------|
| 60. R to Kt 5 | 60. P to Kt 7 |
| 61. K to Kt 3 | 61. P to B 6 |
| 62. K to B 3 | 62. K to B 5 |
| 63. R to Kt sq | 63. K to Kt 6 |
| 64. K to K 3 | 64. R to Q sq |
| 65. K R to K B sq | 65. P to B 7 |
| 66. K to K 2 | 66. K to R 7 |

White resigns.

(Duration eight hours.)

SEVENTH GAME.

J

In the final game, played on Thursday, March 2nd, was opened by Steinitz again with the Vienna *début*. Blackburne defended in Anderssen's favourite way, whereupon Steinitz at once blocked out the Q B by P to K B 5. The novelty proved a success, since White was able to support the whole battle line of pawns on both wings, with the choice to himself to break in on either side. Blackburne hard pushed, unable to castle, and, having most of his pieces knotted together uselessly on the Q side, forced an opening on the K side in order to relieve himself by exchanging queens. But the position proved unfavourable to him in the ending. Steinitz, having one important open file for the K B, and being able to force another opening for the Q B, soon compelled the opponent to sacrifice two pawns, and then managed to force the game in a pretty finish.

(Vienna Opening.)

WHITE.

BLACK.

MR. STEINITZ.

MR. BLACKBURNE.

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

1. P to K 4
2. B to B 4
3. P to Q 3
4. Kt to K B 3 (a)
5. Kt to B 3

(a) Safe enough. If White now take the K P, the game might go on thus:

WHITE.

BLACK.

5. P takes P
6. Kt takes P
7. Kt to Q 3

5. P takes P
6. Q to Q 5
7. B to Kt 3, &c.,

- | | |
|-------------------|-------------------|
| 6. P to Q 3 | 6. P to Q R 3 (b) |
| 7. P to B 5 (c) | 7. P to K R 3 (d) |
| 8. P to K R 3 (e) | 8. Q to K 2 |
| 9. P to Q R 3 (f) | 9. P to Q Kt 4 |
| 10. Kt to Q 5 | 10. Kt takes Kt |

(b) This move was played by Anderssen against Blackburne in the Vienna tourney, whereupon the latter also replied P to Q R 3, ignoring the better answer adopted by White in the present instance. Anderssen, though he ultimately lost the game by a blunder, came out of the opening, with the much superior position, and Mr Blackburne cannot therefore be blamed for following Anderssen's precepts.

(c) Stronger than P to Q R 3, and it seems, from the progress of the present game, that the array of White's pawns on the K side cannot be broken through. The objection generally raised against this early advance was, that Black might either exchange one of White's two bishops by Q Kt to B 4, or else force an opening by P to K Kt 3, but, from our next note it would appear that neither course would relieve Black's position, and consequently the latter has already the inferior game.

(d) The answer to either P to K Kt 3 or Kt to Q R 4 would have been P to Q R 3; for in the former case, if Black proceeded by P takes P, White would reply B to K Kt 5, threatening Kt to Q 5; e.g.:

WHITE.

BLACK.

7. P to K Kt 3

8. P to Q R 3, necessary to prevent the exchange of the Q Kt by B to Kt 5, and we believe better than K Kt to Kt 5, which only exposes the Kt to ultimate attack by P to K R 3, after Black's protecting the K B P by K R to B sq.

WHITE.

BLACK.

8. P takes P

9. Q B to K Kt 5

9. B to K 3

10. P takes P

10. B takes B

11. P takes B, and wins. In the latter case, namely, if Black had played 7 Q Kt to B 4, White would also reply P to Q R 3, with the object of not allowing his Q Kt to be pinned, and threatening in his turn to pin the opponent's K Kt. The only consistent continuation for Black would then have been to capture the K B with the Kt, and we do not see how he would then be better off for finding a convenient post for his Q B, and liberating his pieces.

(e) In order to fortify the attack immediately by P to K Kt 4, in case Black attempted to castle on the K side, or to open the game by P to K Kt 3 as afterwards done.

(f) White, being safe on both wings, makes an opening for his B to prevent the opponent exchanging it by Kt to B 4. He has now also prepared for an attack with his pawns on either side, wherever the adversary might attempt to castle, while his own king is in perfect security.

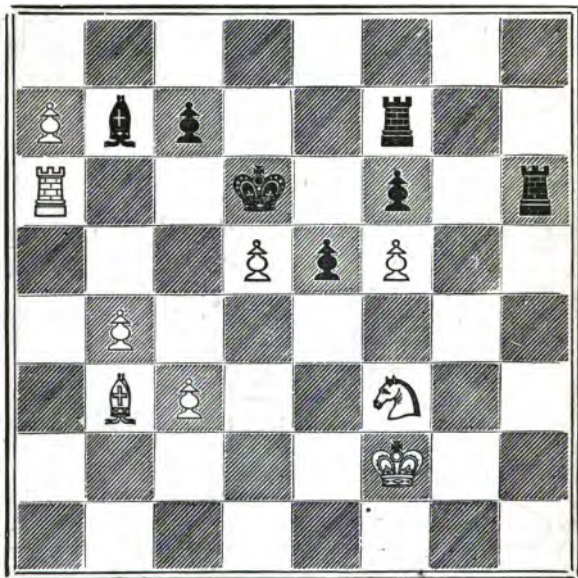
32. R to Q R 6, ch
 33. B to R 4, ch
 34. R to K, 6. ch
 35. B to B 6
 36. R to K 8, ch
 37. R takes R

32. K to Q 2 (n)
 33. K to K 2
 34. K to B sq
 35. B to R sq (o)
 36. K to Kt 2
 Resigns.

[Duration, three hours and a half.]

(n) Had he played the K to K 2, White would have pushed the P to Q 6, ch, followed by B takes R, &c. We append a diagram of the position :

BLACK (MR. BLACKBURNE).



WHITE (MR. STEINITZ).

Position after White's 32nd move.

(o) A last desperate attempt to prolong the game by P to Q B 3, in case White takes off the B at once; but White's reply leaves no escape.

