THE
1000
BEST
SHORT
GAMES
OF
CHESS

IRVING CHERNEV

INTRODUCTION BY BRUCE PANDOLFINI

A TREASURY OF MASTERPIECES IN MINIATURE
Books by Irving Chernev

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Winning Chess Traps
Wonders and Curiosities of Chess
1000
Best Short Games of
CHESS
A Treasury of Masterpieces in Miniature

By IRVING CHERNEV

Introduction and Openings Index
by Bruce Pandolfini

A Fireside Book • Published by
Simon & Schuster, Inc. • New York
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This Fireside Edition, 1987
Published by Simon & Schuster, Inc.
Simon & Schuster Building
Rockefeller Center
1230 Avenue of the Americas
New York, New York 10020
This is a revised edition of a work
originally published in 1955.
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Library of Congress Cataloging in Publication Data

Chernev, Irving.
1000 Best Short Games of Chess.
"A Fireside Book."
Includes index.
II. Title: One Thousand Short Games of Chess.
GV1450.C44 1987 794.1'5 87-8536

Reprinted under the Authority of
Presidential Decree No. 285
as amended by P.D. Nos. 400 & 1203

by

National Book Store, Inc.
701 Rizal Avenue, Cor. Soler St., Manila
Tel. No. 49-43-06 to 09

ISBN 971-08-5133-0
For Stan and Jeanne
Introduction
by Bruce Pandolfini

Irving Chernev (1900–1981) was one of America’s most prolific and valuable chess writers. He knew how to write instructional books that were clear, relevant, and lively. His best works were a weaving together of games and stories, anecdotes and examples, which entertained as well as taught, a boon to inquiring minds.

In The 1000 Best Short Games of Chess, Chernev gave us a volume timelessly satisfying to all chessplayers, a storehouse of brilliant tactics and combinations. Few other chess books come close to offering so much exciting creativity, so compactly. Newcomers and students especially appreciate its terse, direct teaching. Each game illustrates how a player violating a principle can be punished by the opponent. That’s potent instruction, for one doesn’t have to wait fifty moves to see the effect.

Each one of these one thousand games is a miniature lesson: immediate, cogent, unforgettable—the latter the more so because of the author’s pithy prefaces and insightful comments. Yet it’s an easy reading book. Ten minutes whenever convenient is all one needs to derive benefit. And the lessons are short enough for children to use, too.

Game 1, for example, shows White losing in only four moves because he moves too many pawns. Black brings out his Queen prematurely in game 26 and goes down in eight moves. In game 44 a famous grand master gets mated in a mere eleven moves because of heedless greed. And on move nine in game 42, Chernev himself topples an opponent who has neglected to castle:

You don’t necessarily have to start the book at the beginning. You could play through blocks of games in a particular opening variation, as I myself require many of my students
to do, or follow the author's suggestions in the foreword about going directly to specific concepts.

One theme offers fifteen games where great masters were wiped out. Another supplies instances of winning by only moving pawns. *The 1000 Best Short Games of Chess* could have been concocted for a chess heaven. It's nectar and ambrosia, and if you're like me, you'll play over some examples wistfully on more than one occasion.
Foreword

These are the short stories of the chessboard—the quickest wins scored by master and amateur, virtuoso and dilettante.

With the exception of a few happy last-minute discoveries, the games are arranged in order of length, starting with a crackling win in four moves (from tournament play!) and running to the maximum permitted in brief encounters—twenty-four moves.

The games extend over the entire field of chess literature, which is to say they include a miniature from a World’s Championship match in 1575, specimens of Greco’s skill in 1619, the great Philidor’s in 1789 (and also of his teacher’s), a host of brilliant brevities from the eighteen hundreds, and all the recent beauties of the last half century. The grand master whose Muse always seems to be at hand has his games in this collection, as does the neighborhood expert with his once-in-a-lifetime inspiration.

Here too are wondrous games by prodigies who wielded the pieces like masters before they reached their teens, and gems fashioned by the artists of the board—diamonds by Morphy and rubies by Alekhine. And in festive mood there are offhand, simultaneous, blindfold, and odds-giving encounters of every description.

Surprises there are of every imaginable sort, and checkmates to match. Here you will find such bizarre devices for winning as mate by Castling, mate by capturing en passant, mate by under-promotion, and mate by a ringed piece. In and among these are other piquant conceits, such as smothered mates.
epaulette mates, and picturesque long-range mates. Loads of dazzling sacrifices of Queens and Rooks that astonished the recipients and a myriad of Knights, Bishops, and Pawns that were gift wrapped and thrust upon innocent victims make up a goodly part of this anthology.

In sum, there are examples of every manner of winning known, “the dagger and the bowl—sudden death and prolonged agony.”

In this wonderful world of chess you will find such marvels as:

1. Quick Knockouts of Great Masters
   a) Fine in 7 moves 17
   b) Dake in 9 36
   c) Tartakover in 10 44
   d) Euwe in 10 48
   e) Anderssen in 12 99
   f) Keres in 12 104
   g) Spielmann in 12 127
   h) Morphy in 12 128
   i) Tchigorin in 13 158
   j) Tarrasch in 13 175
   k) Capablanca in 13 187
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   o) Rubinstein in 15 332

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   b) Napoleon Bonaparte 167, 559
   c) Bonar Law 269
   d) Pope Leo XIII 598
   e) Jean Jacques Rousseau 649
   f) Count Leo Tolstoy 622
Foreword

3. Games Won by Prodigies
   a) Sammy Reshevsky at 8  419, 484
   b) Elaine Saunders at 10  550
       blindfolded!
   c) Paul Morphy at 12  716
       blindfolded!
   d) Boris Spasky at 12  801
   e) Arturito Pomar at 13  661
   f) William Napier at 14  822
   g) Arnold Denker at 15  896
   h) Larry Evans at 15  790

4. Games Won by Moving Pawns Only
   a) Amateur-Bruening  6
   b) Borochow-Fine  17
   c) Kujoth-Fashingbauer  52
   d) Marshall-Rogosin  274

5. Mate by Prediction
   a) Mate announced in 7 moves,
       O’Kelly-Devo  803
   b) Mate announced in 8,
       Taylor-Amateur  3
   c) Mate announced in 8,
       Rasovsky-Mikyska  352
   d) Mate announced in 9,
       Potter-Amateur  5
   e) Mate announced in 9,
       Matschego-Falkbeer  979
   f) Mate announced in 10,
       Alekhine-Prat  810

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   c) Sereda-Gambarashvilli  525
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Foreword

e) Schlemminger-Sternbach 814
f) Young-Doré 824

7. The Epaulette Mate
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   b) Kramstov-Waxberg 705
   c) Coulta-Stenhouse 797
   d) Morphy-Amateur 827
   e) Albin-Bernstein 952

8. Mate by Under-Promotion
   a) Amateur-Goetz 16
   b) Robbins-Showalter 830

9. Mate by Castling
   a) Morphy-Amateur 520

10. Mate by a Ringed Piece
    a) Lange-Schierstedt 812

11. Mate by Capturing en passant
    a) Gaudersen-Faul 296

12. The Deadly Quiet Move
    a) Leonhardt-Englund 575
    b) Amateur-Radisch 656

13. The Promenading Pawn
    a) Schuster-Carls 68
    b) Rusakov-Verlinsky 60
    c) Nagy-Balogh 74
    d) Andrews-Janssens 217
    e) Bird-Gelbuchs 293
    f) Chapelle-Journoud 298
    g) Amateur-Koch 299
    h) Richter-Ullrich 312
    i) Mengarini-Weissman 414
    j) Mohr-Hartlaub 542
    k) Kahn-Amateur 818
    l) Bird-Pinkerley 828
Foreword

m) Dunkelblum-Keres 867
n) Golombek-Brown 886
o) Zukertort-Epoureano 903
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a) Amateur-Crepeaux 384
b) Book-Heidenheim 417
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15. Knight Gallopings

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j) Maczynski-Pratten 871
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l) Tarrasch-Satzinger 961
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16. Miracles of Blindfold Play

a) One of 24 games played simultaneously blindfolded: Reti-Amateur 913
b) One of 26 games played simultaneously blindfolded: Alekhine-Freeman 855
Foreword

c) One of 30 games played simultaneously blindfolded:
Koltanowski-Amateur 334

d) One of 45 games played simultaneously blindfolded: Najdorf-
Allies 742

e) One of two games played simultaneously blindfolded at ten
seconds a move: Fine-Helms 879

f) One of 12 chess and 4 checker
games played simultaneously
blindfolded, while taking part
in a game of whist: Pillsbury-
Amateur 778

This is not an attempt at classification; it is a sampling of
some of the more unusual aspects of chess to whet your appe-
tite.

Every game in the collection has its own raison d'être—its
individual diverting feature which justifies its inclusion in an
anthology. The way to enjoy these miniatures to the utmost
is to play through every single one of them, beginning with
Game Number One. It is my hope that they will give you the
pleasure they have given me.

IRVING CHERNEV

March 13, 1954
Wherever I thought it would help, I have elaborated the pure description of moves. For example, $9 \text{Q} \times \text{Pch}$ might tend to make you look wildly around to see which Pawn the Queen does capture with check. It is easier to find the Pawn when the move reads $9 \text{Q} \times \text{P(B6)} \text{ch}$, or $9 \text{Q} \times \text{BPch}$.

Castling on the King side is indicated by $\text{O—O}$, on the Queen side by $\text{O—O—O}$.

Three dots in front of a move, either in the game or the notes signifies that the reference is to a move made by Black, thus: $6 \ldots \text{Kt—B4}$.

Leaving a piece "en prise" means that an unfortunate piece is exposed to capture.

Capturing en passant is noted thus: $7 \text{P} \times \text{P e.p}$. It does not stand for, as one reader imagined, error in print.
1

This is the shortest game ever played between masters in tournament competition.

It ends in a knockout in four moves!

Paris, 1924

GIBAUD  LAZARD

1 P–Q4     Kt–KB3
2 Kt–Q2     P–K4
3 P×P       Kt–Kt5
4 P–KR3     Kt–K6!

Instead of retreating, the Knight hurls himself into the enemy camp with an attack on the Queen.

White resigns, as capturing the Knight would be answered by 5 . . . Q–R5ch, forcing mate.

2

It is almost an axiom that amateurs who receive odds accept all gifts offered them, blithely and innocently.

Brighton, 1845

KENNEDY  AMATEUR
(Remove White’s King Knight)

1 P–K4     P–K4
2 B–B4     Kt–KB3
3 P–Q4     Kt×P
4 P×P       Kt×P

Menacing Queen and Rook. If White takes the Knight, Black regains his piece by 5 . . . Q–R5ch.

5 O–O!     Kt×Q

White won neatly in two moves by 6 B×Pch, K–K2 7 B–Kt5 mate.

3

The announcement of a forced win always comes as a shock to the victim. It is doubly so here, as the winning line of play is longer than the rest of the game itself!

London, 1862

TAYLOR  AMATEUR

1 P–K4     P–K4
2 Kt–KB3    Kt–KB3
3 B–B4     Kt×P
4 Kt–B3    Kt–B4
5 Kt×P     P–KB3

White announced a forced mate in eight moves, which he carried out in this way:
6 Q—R5ch  P—Kt3
7 B—B7ch  K—K2
8 Kt—Q5ch  K—Q3
9 Kt—QB4ch K—B3
10 Kt—Kt4ch K—Kt4
11 P—R4ch K×Kt
12 P—B3ch K—Kt6
13 Q—Q1 mate!

"Check and mate to your King!" is the usual ending to the story, but here is one with a different twist.

Kiev, 1896

DADIAN

1 P—K4
2 B—B4
3 Kt—KB3
4 Kt—Kt5

DUBRAVA

P—Q3
Kt—Q2
P—KKt3

Threatening 5 B×Pch and mate to the King.

4 . . .
Kt—R3

White must have smiled as he announced mate to the Queen in two moves:

5 B×Pch
6 Kt—K6!

Mr. Potter does the impossible! He gives his opponent the terrific odds of a Queen, makes only six moves and then announces a forced checkmate in nine more moves!

London, 1870

POTTER

AMATEUR

(Remove White's Queen)

1 P—K4
2 Kt—KB3
3 B—B4
4 Kt—B3
5 Kt×P
6 P—Q3

P—K4
Kt—QB3
Kt—B3
Kt—QR4
Kt×P

This is how the sentence is carried out:

7 B×Pch
8 B—Kt5ch
9 Kt—Kt5ch
10 P—B4ch
11 Kt—Q4ch
12 P—R3ch
13 Kt—K2ch
14 B—Q5ch
15 B×Kt mate

HANS BRUENING wins this game in six moves without touch-
ing a piece! (Technically, Pawns are not pieces.)

Berlin, 1907

**AMATEUR**

1 P—Q4  
2 P—QB4  
3 Kt—QB3  
4 B—B4  
5 B×Kt  
6 B—K5

**BRUENING**

P—Q4  
P—K3  
P—QB4  
P×QP  
P×Kt  
P×KtP

Black wins. White is helpless against the threats of 7 . . . P×R and 7 . . . B—Kt5 and winning the Queen.

7

This miniature must be the shortest correspondence game ever played!

**Correspondence, 1930**

**WARREN**

1 P—Q4  
2 P—QB4  
3 P×P  
4 P—QR3  
5 P×P  
6 P—KKt3

**SELMAN**

Kt—KB3  
P—K4  
Kt—K5  
P—Q3  
B×P  
Kt×BP!

White resigns, as he must lose the exchange. If 7 K×Kt, B×KtPch wins the Queen.

8

A good solid position must have more than just eye-

appeal. White's game is pleasing in its symmetry, but the whole structure collapses before a blow is struck!

**Berlin, 1950**

**SEPELT**

1 P—K4  
2 P—Q4  
3 Kt—Q2  
4 KP×P  
5 P×P  
6 Kt—K2

**LEGANKI**

P—K3  
P—Q4  
P—QB4  
KP×P  
B×P  
Q—Kt3

A remarkable position. White is strangely paralyzed, and must give up a piece to prevent being mated.

9

In which Black's King is faced with a trilemma (choice of three evils).

**Vienna, 1902**

**HAMLISCH**

1 P—K4  
2 P—Q4

**AMATEUR**

P—Q3  
Kt—Q2
| 3 B—QB4 | P—KKt3 |
| 4 Kt—KB3 | B—Kt2 |
| 5 B×Pch | K×B |
| 6 Kt—Kt5ch |

Now what? If 6 . . . K—B1 7 Kt—K6ch wins the Queen, or if 6 . . . K—K1 7 Kt—K6 smothers the Queen.

6 . . . K—B3
7 Q—B3 mate

History repeats itself with this game. Monsson beat Fauque in the 1935 Paris Championship, and Mandel caught Hallbauer in 1948 at Berlin, exactly the way Hamlisch played it.

10

Only one game has come down to us showing the skill of Legal, teacher of the great Philidor.

Only one game, but it’s a little beauty.

**Paris, 1750**

<table>
<thead>
<tr>
<th>De Legal</th>
<th>Saint Brie</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>P—Q3</td>
</tr>
<tr>
<td>3 B—B4</td>
<td>B—Kt5</td>
</tr>
<tr>
<td>4 Kt—B3</td>
<td>P—KKt3</td>
</tr>
<tr>
<td>5 Kt×P!</td>
<td>B×Q</td>
</tr>
<tr>
<td>6 B×Pch</td>
<td>K—K2</td>
</tr>
<tr>
<td>7 Kt—Q5 mate</td>
<td></td>
</tr>
</tbody>
</table>

The Chevalier has the honor of being the first of thousands of victims of this pretty combination.

Blackburne in the course of his simultaneous exhibitions more than a hundred years later, said that he caught three or four opponents a night with this idea.

11

White’s last move is as sudden and effective as a bolt of lightning from a cloudless sky.

**New Orleans, 1855**

<table>
<thead>
<tr>
<th>Meek</th>
<th>Amateur</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 P—KB4</td>
<td>P×P</td>
</tr>
<tr>
<td>3 Kt—KB3</td>
<td>P—Q4</td>
</tr>
<tr>
<td>4 Kt—B3</td>
<td>P×P</td>
</tr>
<tr>
<td>5 Kt×P</td>
<td>B—KKt5</td>
</tr>
<tr>
<td>6 Q—K2</td>
<td>B×Kt</td>
</tr>
</tbody>
</table>

Expecting the recapture of his Bishop, but . . .

7 Kt—B6 mate!

12

What first saw light as a cute little game by Kostics is now a classic trap in the opening.

**Cologne, 1912**

<table>
<thead>
<tr>
<th>Muirlock</th>
<th>Kostics</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>3 B—B4</td>
<td>Kt—Q5</td>
</tr>
<tr>
<td>4 Kt×P</td>
<td>Q—Kt4</td>
</tr>
<tr>
<td>5 Kt×BP</td>
<td></td>
</tr>
</tbody>
</table>
Such greed!
5 ... Q×KtP
6 R—B1 Q×KPch
7 B—K2 Kt—B6
mate

As the old writers used to say, "Tableau!"

13
A surprise offer of a Knight leaves Black completely bewildered. He must not touch the Knight, and yet he cannot leave it there!

Munich, 1899
IMBUSCH GORING
1 P—K4 P—K4
2 B—B4 Kt—KB3
3 Kt—QB3 Kt×P
4 B×Pch K×B
5 Kt×Kt Kt—B3
6 Q—B3ch K—Kt1
7 Kt—Kt5!

Threatening 8 Q—B7 mate and 8 Q—Q5 mate. If 7 ... Q×Kt 8 Q—Q5 mate is a pretty finish, while 7 ... Q—K2 (to guard his B2) is followed by 8 Q—Q5ch winning the Queen. Black surrendered.

14
A witty display of tactical weapons—a pin followed by a Knight fork.

Correspondence, 1914
KRAUS COSTIN
1 P—Q4 P—QB4
2 P×P Q—R4ch
3 Kt—B3 Q×BP
4 P—K4 P—K4
5 Kt—B3 P—Q3
6 Kt—Q5 Kt—K2

The scene looks so peaceful that Black does not even dream of being in any danger.

7 P—QKt4!

A sharp Pawn stab which forces resignation. If 7 ... Q—B3, the only square left to the Queen, there would come 8 B—QKt5 pinning the Queen. Black would be forced to capture by 8 ... Q×B. The Knight fork in reply 9 Kt—B7ch wins the Queen.

15
A Queen sacrifice is just the prelude to a unique idea. In order to force checkmate White's Knights retreat.
London, 1891

BLAKE

1 P—K4
2 Kt—KB3
3 B—B4
4 P—Q4
5 Kt—B3
6 Q×P
7 Kt—KKt5

HOOKE

P—K4
P—Q3
P—KB4
Kt—KB3
KP×P
B—Q2
Kt—B3

and then cries, “Checkmate!”
All this in just seven moves!

Strassburg, 1880

AMATEUR

1 P—K4
2 P—KB4
3 P—QKt3
4 P—Kt3
5 P—KR3
6 K—K2
7 K—B2

GOETZ

P—K4
P×P
Q—R5ch
P×P
P—Kt7ch
Q×KPch
P×R(Kt)
mate!

A curious instance of playing a game with one set of pieces, and effecting mate with a piece borrowed from another set.

17

Just a slight transposition of moves in the opening, and Fine’s Knights get all tangled up with each other.

Pasadena, 1932

BOROCHOW

1 P—K4
2 P—K5
3 P—QB4
4 P—Q4
5 P—Q5!

FINE

Kt—KB3
Kt—Q4
Kt—Kt3
Kt×KP
6 P—B5,
Kt(Kt3)×P
7 P—QR3 wins a Knight.

And now the Knights retreat!

11 Kt—KB3ch
12 Kt—B3 mate!

16

A remarkable under-promotion! Black pushes a Pawn to the end of the board, asks for a Knight instead of a Queen,
<table>
<thead>
<tr>
<th></th>
<th>1000 Best Short Games of Chess</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>P—B5</td>
</tr>
<tr>
<td></td>
<td>Kt(Kt3)—</td>
</tr>
<tr>
<td></td>
<td>B5</td>
</tr>
<tr>
<td>7</td>
<td>P—B4</td>
</tr>
</tbody>
</table>

White wins a piece. A queer thing about this game is that White moved nothing but Pawns, Black moved nothing but Knights.

**18**

White sacrifices his Queen to bring about a beautiful singlehanded checkmate by the Bishop.

**London, 1932**

<table>
<thead>
<tr>
<th>DAMANT</th>
<th>AMATEUR</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—QB3</td>
</tr>
<tr>
<td>2 P—Q4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>3 B—Q3</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>4 P—K5</td>
<td>KKt—Q2</td>
</tr>
<tr>
<td>5 P—K6</td>
<td>P×P</td>
</tr>
</tbody>
</table>

Black does not care for 5 . . . Kt—B3 as after 6 P×Pch, K×P he may not castle. What he does not see is that the move he makes leads to mate in a hurry.

6 Q—R5ch P—Kt3
7 Q×Pch! P×Q
8 B×P mate

**19**

Black dreams of pins and Knight forks, but a little Pawn push wakens him to reality.

<table>
<thead>
<tr>
<th></th>
<th>Antwerp, 1934</th>
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<tbody>
<tr>
<td></td>
<td>DYNER DREYER</td>
</tr>
<tr>
<td>1 P—Q4</td>
<td>Kt—KB3</td>
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<tr>
<td>2 P—QB4</td>
<td>P—K3</td>
</tr>
<tr>
<td>3 Kt—QB3</td>
<td>B—Kt5</td>
</tr>
<tr>
<td>4 Q—Kt3</td>
<td>P—B4</td>
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<tr>
<td>5 P—QR3</td>
<td>Q—R4</td>
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<tr>
<td>6 B—Q2</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>7 Q—Q1</td>
<td></td>
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</tbody>
</table>

Protecting his Rook, and threatening 8 P×B.

7 . . . Kt×P

Hoping for 8 P×B, Q×R 9 Q×Q, Kt—B7ch regaining his Queen with interest.

8 P—K3!

He pays no attention to Black’s “combination.” White wins a piece as the Knight’s retreat permits 9 P×B, and 8 . . . B×Kt is refuted by 9 B×B, and the Knight must fall.

**Paris, 1888**

<table>
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<tr>
<th></th>
<th>FRAZER TAUBENHAUS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>3 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>4 Kt×P</td>
<td>Q—R5</td>
</tr>
<tr>
<td>5 Kt—QB3</td>
<td>Kt—B3</td>
</tr>
</tbody>
</table>
6 Kt—B5 Q—R4
7 B—K2 Q—Kt3
8 Kt—KR4 Resigns

21

White sends out a decoy. Black is lured by the prospect of surrounding the wandering Bishop, and falls into a cute little mating trap.

New York, 1896

TEED DELMAR

1 P—Q4 P—KB4
2 B—Kt5 P—KR3
3 B—B4 P—KKt4
4 B—Kt3 P—B5
5 P—K3

First threat: 6 Q—R5 mate.

5 . . . P—KR4
6 B—Q3

Second threat: 7 B—Kt6 mate.

6 . . . R—R3

Guards against both threats, but the Rook is overworked.

7 Q×Pch! R×Q
8 B—Kt6 mate

22

White is threatened with loss of his Queen by a Knight fork. All he gets out of his troubles is the dubious satisfaction of picking out the Knight which will do the trick.

Leipzig, 1903

AMATEUR LEONHARDT

1 P—K4 P—K4
2 P—Q4 P×P
3 Q×P Kt—QB3
4 Q—K3 Kt—B3
5 B—B4 Kt—K4
6 B—Kt3 B—Kt5ch
7 P—B3 B—B4
8 Q—Kt3

Avoiding the obvious trap 8 Q×B, Kt—Q6ch, but falling into a subtle variation of the theme.

8 . . . B×Pch!

White resigns. If 9 Q×B, Kt—Q6ch is one Knight fork, while 9 K×B, Kt×Pch is the other. Either way White loses his Queen.

23

In 1891 the Deutsches Wo-

chenschach published a pretty game won by Deichmann. The same game appeared in
the Deutsche Schachzeitung of 1917 with K.J. as the winner. Chess Review printed the score in 1935 with Pearsall the victor over X. In his book Lehrreiche Kurzpartien, Herr Benzinger gives himself credit for the win.

These claimants and a few others will have to step aside though and make room for a fellow known as the Calabrese, Gioachino Greco.

Away back in 1619 he published a book of his games. This is one of the brilliants which graced this early collection.

Rome, 1619

1 P—K4 P—QKt3
2 P—Q4 B—Kt2
3 B—Q3 P—KB4
4 P×P B×P
5 Q—R5ch P—Kt3
6 P×P Kt—KB3
7 P×Pch Kt×Q
8 B—Kt6 mate

The language of chess, the notation of moves, enables us today to enjoy what happened on a chessboard more than 300 years ago.

24

PROBLEMIST Charosh manipulates his Bishops cleverly to create an artistic mating pattern.

New York, 1936

CHAROSH L. JAFFE
1 P—Q4 P—QB4
2 P—Q5 Kt—QR3
3 Kt—KB3 P—Q3
4 P—K4 B—Kt5
5 Kt—K5! Q—R4ch

Avoiding 5 ... B×Q 6 B—Kt5ch, Q—Q2 7 B×Qch, K—Q1 8 Kt×Pch, K×B 9 K×B, and White wins the Rook.

6 B—Q2 P×Kt
7 B×Q B×Q

Expecting the recapture 8 K×B, but he gets a shock.

8 B—Kt5 mate!

25

The way Black's Bishop zooms down to win the Queen is as delightful as it is unexpected.

Germany, 1940

AMATEUR BEIS
1 P—K4 P—K4
2 P—KB4 P—Q4
3 Kt—KB3 QP×P
4 Kt×P Kt—QB3
5 B—Kt5 Kt—B3
6 Kt×Kt P×Kt
7 B×Pch

White sees rich pickings.
7 ... B—Q2
8 B×R

And grabs the easy loot.

8 ... B—KKt5!

Boom! There goes the Queen and the game.

The pin is next.

Hold! Enough! Black gives up as 8 ... Q×B would be followed by the Knight fork 9 Kt×Pch winning the Queen.

26

A little lesson in tactics: a double attack, then a pin followed by a Knight fork.

Correspondence, 1949

BARNETT EASTWOOD
1 P—K4 P—K4
2 P—Q4 P×P
3 Q×P Q—B3
4 Q—K3 Kt—KR3
5 Kt—QB3 Kt—Kt5
6 Kt—Q5 Q—B3
7 Q—B4

Threatening 8 Q×Kt and 8 Kt×Pch.

7 ... P—Q3
8 B—Kt5!

Correspondence, 1950

FIDLOW MAYER
1 P—Q4 P—Q4
2 P—QB4 P—K3
3 Kt—QB3 P—QB4
4 BP×P BP×P
5 P×P P×Kt
6 P×Pch K—K2

White's next move looks artificial at first glance, but it is the only way to win. He must not play 7 B—Kt5ch as the Knight interposes, and if he promotes by 7 P×Kt(Q) then 7 ... Q×
Qch 8 K×Q, R×Q removes all the Queens.

7 P×Kt R×Kt
   (Kt)ch!
8 B—Kt5ch and wins

28

White twists and turns to save his Rook. He manages to do so, but at what a price!

Czernowitz, 1930

SILBERMANN  HONICH

1 P—Q4  P—K4
2 P×P  Kt—QB3
3 Kt—KB3  Q—K2
4 B—B4  Q—Kt5ch
5 B—Q2  Q×P
6 B—B3  B—Kt5
7 Q—Q2  B×B
8 Q×B

Just in time to be too late.

8 . . .  Q—B8

mate

29

This is the sort of game you hope to play once in your lifetime. Imagine the thrill of announcing a forced mate, starring a double offer of the Queen!

P.S. And at Knight odds, too!

Bristol, 1906

COOK  AMATEUR

(Remove White’s Queen Knight)

1 P—KB4  P—Q4
2 P—K3  P—QB4
3 P—QKt3  P—K3
4 B—Kt2  Kt—KB3
5 Kt—B3  B—K2
6 B—Q3  O—O

Can this be a Knight-odds player?

7 Kt—Kt5  P—KKt3
8 P—KR4  Kt—R4

White announced a forced mate in four moves, which he demonstrated as follows:

9 Q×Kt!  B×Kt

Naturally if 9 . . . P×Q 10 B×P is mate.

10 Q×RPch!

But this offer cannot be refused.

10 . . .  K×Q
11 RP×Bch  K—Kt1
12 R—R8 mate!
30

HUBNER gets a lesson by mail on the Queen's propensity for gobbling up stray pieces.

Correspondence, 1926

<table>
<thead>
<tr>
<th>KAPRINAY</th>
<th>HUBNER</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—QB4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—QB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>3 P—KKt3</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>4 B—Kt2</td>
<td>B—Kt5</td>
</tr>
<tr>
<td>5 Kt—Q5</td>
<td>Kt×Kt</td>
</tr>
<tr>
<td>6 P×Kt</td>
<td>Kt—Q5</td>
</tr>
<tr>
<td>7 P—K3</td>
<td>Kt—B4</td>
</tr>
</tbody>
</table>

If 7 ... Kt—Kt4 8 Q—R4 wins a piece.

8 Q—Kt4

Black resigns as he cannot save both his Knight and Bishop.

31

EAGLE-EYED correspondence players take nothing for granted. They come up with new discoveries even in such a well-analyzed opening as the Ruy Lopez!

Correspondence, 1935

<table>
<thead>
<tr>
<th>PEARSSALL</th>
<th>WHITE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>3 B—Kt5</td>
<td>Kt—B3</td>
</tr>
</tbody>
</table>

| 4 O—O     | Kt×P  |
| 5 R—K1    | P—B4  |
| 6 P—Q3    | Kt—Q3 |
| 7 B×Kt    | QP×B  |
| 8 R×Pch   | K—B2  |

No better is 8 ... B—K2 when 9 B—Kt5 wins a piece, or 8 ... K—Q2 9 B—Kt5, and Black's Queen is embarrassed.

9 B—Kt5!

This seems to be the specific to win against anything.

Black resigned without waiting for the mailman to bring him the rest of the combination: 9 ... Q—Q2 10 R—K7ch, B×R 11 Kt—K5ch, and Black's Queen goes.

32

STEINITZ seemed to have two styles of play. Long-drawn, laborious, intricate positional battles against top-flight masters, or light, frolicsome, carefree scherzos against lesser lights. This is one of the sprightly efforts.

New York, 1890

<table>
<thead>
<tr>
<th>STEINITZ</th>
<th>AMATEUR</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 P—QB3</td>
<td>P—Q3</td>
</tr>
<tr>
<td>3 P—Q4</td>
<td>B—Q2</td>
</tr>
<tr>
<td>4 B—QB4</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>5 Q—Kt3</td>
<td>Q—K2</td>
</tr>
<tr>
<td>6 Q×P</td>
<td>B—B3</td>
</tr>
</tbody>
</table>
1000 Best Short Games of Chess

7 Q—B8ch Q—Q1
8 B×Pch K—K2

Saves his Queen, but...

9 Q—K6 mate

loses his King.

33

It is one thing to see what you are doing, but it is something else again to play brilliantly without seeing board or pieces.

This is one of twelve simultaneous blindfold games by Harry Pillsbury, who made chess history with his exhibitions of sans voir play.

Havana, 1900

PILLSBURY FERNANDEZ

1 P—K4 P—K4
2 Kt—QB3 Kt—QB3
3 P—B4 P—Q3
4 Kt—B3 P—QR3
5 B—B4 B—Kt5
6 P×P Kt×P
7 Kt×Kt! B×Q

Confident that he has caught White napping.

8 B×Pch K—K2
9 Kt—Q5 mate

From that moment on he plays to checkmate by sheer brute force.

Correspondence, 1900

MANKO JANKOWITZ

1 P—K4 P—K4
2 Kt—K2 B—B4
3 P—KB4 Q—B3

A fellow who plays 2 Kt—K2 would stop at nothing. He might even try 4 P×P and be mated on the spot.

4 P—B3 Kt—B3
5 P—KKt3 Kt—R3
6 B—Kt2 Kt—KKt5
7 R—B1 Kt×P
8 P×P

He just can’t keep on resisting temptation.

8 . . . Q×Rch!
9 B×Q Kt—B6

mate

34

White’s second move seems to have infuriated his opponent.

35

And here is how Canal punishes the same opening for
which, as one writer said, “Alapin has been blamed.”

| 1935 | 3 Kt—QB3 | B—Kt5 |
| CANAL | 4 KKt—K2 | P×P |
| AMATEUR | 5 P—QR3 | B×Ktch |
| (Simulta- | 6 Kt×B | Kt—QB3 |
| neous) | 7 Q—Kt4 | Kt×P |
| 1 P—K4 | 8 Q×KtP | Kt×Pch |
| 2 Kt—K2 | 9 K—K2 | Q—Q6 |
| 3 P×P | mate |
| 4 QKt—B3 | |
| 5 P—Q4 | |
| 6 P—Q5 | |
| 7 B—Q2 | |


37

SOME say, “Two heads are better than one.” Others, “Too many cooks spoil the broth.” In this case, two masters in consultation are blitzed off the board in double-quick time.

Hastings, 1897

<table>
<thead>
<tr>
<th>BIRD</th>
<th>GUNSBERG</th>
</tr>
</thead>
<tbody>
<tr>
<td>DOBELL</td>
<td>LOCOCK</td>
</tr>
<tr>
<td>1 P—KB4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 P×P</td>
<td>P—Q3</td>
</tr>
<tr>
<td>3 P×P</td>
<td>B×P</td>
</tr>
<tr>
<td>4 Kt—KB3</td>
<td>P—KKt4</td>
</tr>
<tr>
<td>5 P—B3</td>
<td>P—Kt5</td>
</tr>
<tr>
<td>6 Q—R4ch</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>7 Kt—Q4</td>
<td>Q—R5ch</td>
</tr>
<tr>
<td>8 K—Q1</td>
<td>P—Kt6</td>
</tr>
<tr>
<td>9 P—Kt3</td>
<td>Q×P!</td>
</tr>
</tbody>
</table>

White resigns as he must lose a Rook. If 10 R×Q, P×R and Black gets a new Queen.

38

As LONG ago as 1895 Jacques Mieses (who lived long
1000 Best Short Games of Chess

enough to play chess in the atomic age) dashed off this fiery little poem:

Nuremberg, 1895

MIESES OEHQUIST

1 P—K4 P—Q4
2 P×P Q×P
3 Kt—QB3 Q—Q1
4 P—Q4 Kt—QP3
5 Kt—B3 B—Kt5
6 P—Q5 Kt—K4
7 Kt×Kt1!

Brilliant as this move is, it was probably played by Mieses the very instant his opponent placed his Knight on K4.

7 . . . B×Q
8 B—Kt5ch P—B3
9 P×P

And Black resigned, as the continuation would be 9 . . . Q—B2 10 P×Pch, K—Q1 11 Kt×P mate.

39

Most editors just talk a good game, but not the editor of the English magazine CHESS. This is how he swings his Knights and Bishops.

Correspondence, 1948

WOOD L.D.H.

1 P—K4 P—K3
2 P—Q4 P—Q4

3 Kt—QB3 P×P
4 Kt×P B—Q2
5 Kt—KB3 B—B3
6 B—Q3 Kt—B3
7 Kt×Ktch Q×Kt
8 B—KKt5 B×Kt

Removing the protector of the Bishop which attacks his Queen, and hoping thereby to gain a piece.

9 Q—Q2!

The quiet move which wins Black's Queen is still threatened, and if he plays 9 . . . Q×P 10 B—Kt5ch wins the Queen. Black of course resigned.

40

Young Jonathan Penrose is a player of sparkling originality. The surprising way in which he wins White's Queen is characteristic of his style.

Buxton, 1950

VEITCH PENROSE

1 P—Q4 Kt—KB3
2 P—QB4 P—K3
3 Kt—KB3 P—Q4
4 P—KKt3 P×P
5 QKt—Q2 P—B4
6 P×P BxP
7 B—Kt2 B×Pch!
8 K×B Kt—Kt5ch
9 K—K1

The other choices are: 9 K—B1, Kt—K6ch winning the
Queen, or 9 K—Kt1, Q—Kt3ch forcing mate.

9 . . .  Kt—K6

White resigns, as after his Queen’s only move 10 Q—R4ch, B—Q2 forces the Queen to Kt4 or R3 when 11 . . . Kt—B7ch wins by a pretty Knight fork.

Fred Wren’s “Tales of a Wood-pusher” have delighted readers of CHESS REVIEW for a long time. He shows us here how to lure the King away from his Queen.

Halifax, 1941

WREN  MAYFIELD

1 P—K4    Kt—KB3
2 P—K5    Kt—Q4
3 P—QB4    Kt—Kt3
4 P—Q4    P—Q3
5 B—Q3    P×P
6 P×P    QKt—Q2
7 P—K6    Kt—B3

He’s not falling for 7 . . . P×P 8 Q—R5ch, P—Kt3 9 Q×Pch, P×Q 10 B×P mate.

8 P×Pch    K×P

Unwillingly he leaves the Queen, alone and unprotected. If he were to go to Q2, the double check 9 B—B5 wins the Queen.

9 B—Kt6ch

And now he cannot return to K1. Black resigns, as he must lose his Queen.

42

The announcement of double check and mate must have bewildered White. Hardly believing his ears, Miller lifted his King and swung him around frantically in a vain effort to get him out of check!

New York, 1935

MILLER  CHERNEV

1 P—K4    P—K4
2 Kt—KB3    Kt—QB3
3 P—Q4    P×P
4 Kt×P    Kt—B3
5 B—KKt5    B—K2
6 Kt—B5    P—Q4
7 P×P    Kt—K4
8 Kt×B    Q×Kt
9 B×Kt

9 . . .  Kt—B6

mate!
43
Du Mont thought highly of this game, calling it "a gem among miniatures."

London, 1905

REGAN  MICHELL
1 P—Q4  P—Q4
2 B—B4  P—QB4
3 B×Kt  R×B
4 P×P  P—K3
5 Q—Q4  Q—B2
6 P—QKt4

Trying hard to keep the extra Pawn.

6 . . .  P—QKt3
7 P×P  R×P
8 P—QB3

The only move to save his Knight Pawn and Bishop Pawn, but now Michell crashes through.

8 . . .  R×P
9 P×R  Q—B8ch

Help! White resigns, as 10 Q—Q1, B×Pch 11 Kt—Q2, B×Kt is mate.

44
This is probably the most famous of all miniature games. One reason it is quoted so often is that the finish is strikingly brilliant. Another reason for its popularity with the average player is the fact that it caught by surprise a master of encyclopedic knowledge and memory.

Vienna, 1910

1 P—K4  P—QB3
2 P—Q4  P—Q4
3 Kt—QB3  P×P
4 Kt×P  Kt—B3
5 Q—Q3  P—K4
6 P×P  Q—R4ch
7 B—Q2!  Q×KP
8 O—O  Kt×Kt

Of course if 8 . . . Q×Kt, 9 R—K1 wins the Queen.

9 Q—Q8ch!

"A bolt from the blue" is the least we can say of this move.

9 . . .  K×Q
10 B—Kt5ch

Mate follows next move. If 10 . . . K—B2 11 B—Q8 is mate, and if 10 . . . K—K1 11 R—Q8 is the quietus.
45

Correspondence games can be snappy affairs, as witness this short story written on post cards.

Correspondence, 1923
WIESEL  WEIGEL
1 P—K4  P—Q4
2 P×P  Q×P
3 Kt—QB3  Q—QR4
4 Kt—B3  B—Kt5
5 P—KR3  B×Kt
6 Q×B  Kt—QB3

Strange, but this normal developing move gets Black into trouble.

7 B—Kt5  Q—Kt3

Protecting the Knight by 7 . . . K—Q2 loses at once by 8 Q—Q5ch followed by 9 B×Kt.

8 Kt—Q5  Q—R4
9 P—QKt4!

The Pawn stab wins the Queen. After 9 . . . Q×B 10 Kt×Pch attacks King and Queen.

46

What a wonderful feeling it must be to sacrifice the Queen and then to checkmate with a Pawn. Watch this one which the winner played blindfolded!

Philadelphia, 1913
MLOTKOWSKI  DEACON
1 P—K4  P—K4
2 Kt—KB3  P—Q3
3 P—Q4  P—KB4
4 QP×P  BP×P
5 Kt—Kt5  P—Q4
6 Kt—QB3  B—QKt5
7 P—K6  B×Ktch
8 P×B  Kt—KR3
9 Q—R5ch  K—B1
10 B—R3ch  K—Kt1

White announced a mate in two, which is done this way:

11 Q—B7ch  Kt×Q
12 P×Kt mate

47

Joyous comment by the winner, "My first good victory—a game by correspondence!"

Correspondence, 1899
PRUGEL  DYCKHOFF
1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 P—Q4     P×P
4 Kt×P      Q—R5
5 Q—Q3      Kt—B3
6 Kt—Q2     Kt—KKt5!
7 P—KKt3    Q—B3
8 Kt(Q4)—   Kt(B3)—
            B3        K4
9 Q—B3

Not 9 Kt×Kt as 9 . . . Q×Pch 10 K—Q1, Kt—K6ch wins the Queen.

9 . . .       B—Kt5!

White resigns, as 10 Q×B, Kt×Ktch 11 Kt×Kt, Q×Kt wins easily, and if 10 Q—Kt3, Kt×Ktch wins a piece and then the Queen, as the remaining Knight is pinned.

48

Even so great a player as the former World's Champion can be on the wrong end of a ten-move quickie!

Amsterdam, 1920

OSKAM       EUWE
1 P—Q4      P—Q4
2 B—Kt5     B—B4
3 Kt—KB3    Kt—KB3
4 P—B4      P—K3
5 P—K3      P—KR3
6 B×Kt      Q×B
7 Q—Kt3     Kt—B3
8 Q×P        K—Q2

Indirectly guarding his Rook. If 9 Q×R, B—Kt5ch wins the Queen.

9 P×P       P×P
10 B—Kt5

The pin paralyzes Black. White threatens 11 Kt—K5ch hitting the Knight once more, as well as 11 B×Ktch, Q×B 12 Kt—K5ch winning the Queen. There is no defense, so Black turned down his King.

49

Buckle slips over an insidious checkmate by using the hidden ball trick.

London, 1840

BUCKLE       AMATEUR
1 P—K4      P—QB4
2 Kt—KB3     P—Q3
3 Kt—B3      P—K4
4 B—B4      Kt—QB3
5 P—Q3      KKt—K2
6 B—KKt5     B—Kt5
7 Kt—Q5      Kt—Q5
8 Kt×P!

Not even suspecting that he is threatened with mate by the Bishop hidden in ambush at B4.

9 Kt—B6ch    P×Kt
10 B×P mate

50

The West Coast star Arthur Dake was the victim of a somewhat similar contretemps to game 46, which is worth reproducing.
Milwaukee, 1937

DAKE
(Powers)

1 P—K4 Kt—KB3
2 P—K5 Kt—Q4
3 Kt—KB3 P—Q3
4 B—B4 Kt—Kt3
5 B×Pch K×B
6 Kt—Kt5ch K—Kt1
7 Q—B3 Q—K1

On 8... K—B1 9 P—K6 wins a piece.

9 Kt—Kt5ch K—Kt1

The only move to save the Queen, but now the King comes to grief.

10 Q—Q5ch Resigns

52

"The Pawns are the soul of chess" said Philidor, more than a hundred years ago. How the great French master would have been delighted by the artistry displayed by Kujoth in this game! Kujoth wins by pushing his Pawns—and nothing but Pawns!

Milwaukee, 1950

FASHING—BAUER

KUJOTH
1 P—K4 P—QB4
2 P—QKt4 P×P
3 P—QR3 Kt—QB3
4 P×P Kt—B3
5 P—Kt5 Kt—QKt1
6 P—K5 Q—B2
7 P—Q4

Not 7 P×Kt, Q—K4ch swooping down on the Rook.

7... Kt—Q4
8 P—QB4 Kt—Kt3
9 P—B5 Kt—Q4
10 P—Kt6!
Black resigned, as he must lose a piece. For instance, if 10 ... Q—Q1 11 R×P, R×R 12 P×R, Q—R4ch 13 Kt—B3! Kt×Kt 14 P×Kt(Q), Kt×Qch 15 B—Q2, Q—Q1 16 K×Kt, and Black will have most of his men set up and ready for the next game.

53

Despite all the strictures against greed, nearly all players succumb to the temptation to grab first and think it over later.

New York, 1910

**SANDERS**

1 P—K4
2 P—KB4
3 Kt—QB3
4 Kt×P
5 B—B4
6 P—Kt3
7 Q—K2
8 K—Q1
9 Kt—B6ch
10 Q—K8 mate

**AMATEUR**

P—K4
P—Q4
QP×P
P×P
Q—R5ch
P×P
P—Kt7ch
P×R(Q)
K—Q1

54

White’s Queen wiggles her way past the guards and into the enemy camp.

New Zealand, 1933

**CRAKAN-THORP**

1 P—K4
2 P—Q4
3 Kt—KB3
4 P—B3

**MADDOX**

P—QB4
P×P
P—K4

In the Folkestone 1933 Team Tournament, Combe took a spill here by playing 4 Kt×KP. The reply 4 ... Q—R4ch attacking the Knight forced the quickest resignation of the year.

5 ... P×P
6 Kt×BP
7 B—OB4
8 Q—Q5
9 Kt—QB3
10 B—K2

Naturally 7 ... Kt—R3 does not parry the threat as 8 B×Kt snaps off the Knight, winning a piece.

8 Q×BPch
9 Q×P
K—Q1
B—B3

A stronger player would have resigned instead.

10 Q—B8 mate

55

Hopkins gives up his Queen to get rid of Black’s powerfully
fianchettoed Bishop. But after his sacrifice everything goes on wheels.

London, 1932

HOPKINS AMATEUR

1 P–K4 P–K4
2 Kt–KB3 Kt–QB3
3 P–Q4 P×P
4 Kt×P Kkt–K2
5 Kt–QB3 P–KKt3
6 B–KKt5 B–Kt2
7 Kt–Q5

Threatening to win by 8 Kt (Q4)×Kt, QP×Kt 9 B×Kt, Q–Q2 10 Kt–B6ch.

7 ... B×Kt

If 7 ... Kt(B3)×Kt 8 B×Kt wins the Queen.

8 Q×B! Kt×Q
9 Kt–B6ch K–B1
10 B–R6 mate

56

So innocuous and placid is the position that Black does not even dream of being in danger, until his Queen plunges headlong into a trap.

Correspondence, 1928

WALKERLING HANSSEN

1 P–K4 P–QB4
2 Kt–KB3 P–K3
3 P–Q4 P×P

4 Kt×P Kt–KB3
5 Kt–QB3 B–Kt5
6 P–K5 Kt–Q4
7 Q–Kt4 P–KKt3
8 P–QR3 Q–R4

Intensifying the pressure on White’s Knight which is pinned, and now attacked three times. Seemingly White must not capture the Bishop, as he would lose his Rook in return.

9 P×B! Q×R
10 Kt–Kt3

Black is lost, as his Queen is cornered literally as well as figuratively.

57

All of us like to go Pawn-hunting on occasion, but it can turn out to be dangerous sport.

New York, 1946

ADAMS KRAMER

1 P–K4 P–QB3
2 P–Q4 P–Q4
3 P–K5 B–B4
4 B–Q3 B×B
5 Q×B P–K3
6 Kt–K2 P–QB4
7 P–QB3 Kt–K2
8 Q–Kt5ch Q–Q2
9 Q×BP Kt–B4

Forces White’s Queen to the side of the board.

10 Q–R5 P–QKt3
And now the Queen is banished altogether from the board. White must resign.

58

One of Sam Loyd’s puzzles stipulates that the pieces be set up for the beginning of a game. Then with both sides helping, a mate by discovered check be brought about in four moves.


The chance of this sort of thing happening in actual play is about one in a million. Yet, with a bit of ingenuous help by his opponent, Dr. Janny brings about almost a counterpart of an impossible position.

Budapest, 1898

SCHIFFER JANNY
1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—K2 B—B4
4 Kt×P B×Pch
5 K×B Kt×Kt
6 P—Q4 Q—B3ch
7 B—B3 Kt—Kt5ch
8 K—Kt3 P—KR4
9 P—KR3

An instinctive attempt to brush away the annoying Knight.

9 . . . P—R5ch
10 K×Kt P—Q3 mate!

59

Black avoids one pitfall only to stumble into another.

Correspondence, 1941

RANKINS PAPKE
1 P—K4 P—K4
2 P—KB4 P—Q3
3 Kt—KB3 B—Kt5

“Knights before Bishops!” I keep telling them down at the office.

4 B—B4 P×P
5 Kt—B3 P—KKt4
6 Kt—K5! P×Kt


7 Q×B P—QB3
8 Q—B5 Q—B3

To guard against 9 Q×BP mate, as well as 9 Q×KPch winning the Rook.

9 Q—B8ch Q—Q1

Or 9 . . . K—K2 10 Q×KtPch and the other Rook falls.

10 B×Pch

This ends the matter. If 10 . . . K×B 11 Q×Q wins the Queen, and if 10 . . . K—K2 11 Q—K6 mate wins the King.
60

Black's play features a Queen move which is truly astonishing. Then as an extra added attraction he treats us to an Odyssey of his King Pawn.

Moscow, 1947

RUSAKOV       VERLINSKY

1 P—K4       P—K4
2 P—QB3      Kt—QB3
3 P—Q4       Kt—B3
4 B—KKt5     P—KR3
5 B—R4       P—KKt4
6 B—Kt3      P×P
7 P—K5       P×P
8 P×Kt

The Pawn goes blithely on his way, slaying foemen as he goes.

9 Q—K2ch

This check looks tremendous. White is a piece up and about to do away with the brave little Pawn. Meanwhile, how does Black interpose?

9 . . .   Q—K2!!

Nothing less than two exclamation marks will do for this Queen sacrifice. One fine point of this interposition is that it pins White's Queen, and prevents 10 Q×P.

10 P×Q       B—Kt2!

Another subtle move. The threat of 11 . . . P×R(Q) can only be obviated by 11 Q×P when the reply 11 . . . B×Q costs White his Queen and Rook. White, a Queen ahead, resigned.

61

Black pays no attention to normal reflexes. One of his Knights is removed, but he does not recapture. Instead, he uncorks a surprise zwichenzug—an in-between move—which leads to a mate as pretty as it is sudden.

1941

AMATEUR       LIVING-STONE

1 P—Q4       P—Q4
2 P—QB4      P—K4
3 P—K3       KP×P
4 KP×P       Kt—KB3
5 B—Kt5      B—K3
6 P×P        B×P
7 Kt—QB3     Kt—B3
8 Kt×B       Q×Kt
9 B×Kt
Counting on 9... PxB, and Black’s Pawns are doubled.

9... B—Kt5ch
10 K—K2 Q—K5 mate!

62
The very threat of a discovered attack may be terrifying enough to cause immediate surrender.

New Haven, 1942

BLACKALL CHRISTIAN
1 P—K4 P—K3
2 P—Q4 P—Q4
3 Kt—QB3 P×P
4 Kt×P Kt—Q2
5 Kt—KB3 K—K2
6 B—Q3 P—QKt3
7 Kt(K4)—Kt5
8 Kt×BP K×Kt
9 Kt—Kt5ch K—Kt1

Obviously, on other moves of the King, White takes the King Pawn, winning the Queen.

10 Kt×KP

Black resigns, in view of the continuation: 10... Q—K1
11 B—QB4, Q—B2 12 Q—K2, and Black’s Queen is lost.

63
Sometimes duplicity and guile pay off. White’s attacking move is direct and honest. Does it win? No! It fails against Black’s concealed indirect counter-attack.

Bad Pyrmont, 1950

LOHMANN TESCHNER
1 P—K4 P—K3
2 P—Q4 P—Q4
3 Kt—QB3 P×P
4 Kt×P Kt—Q2
5 Kt—KB3 K—B3
6 Kt(B3)—Kt5
7 Kt×BP K×Kt
8 Kt—Kt5ch K—Kt1
9 Kt×KP Q—K1
10 Kt×BP

Threatening the Queen. The right move was 10 B—QB4 with a hidden attack on the Queen.

10... B—Kt5 mate!

Now where did that come from?

64
“THINGS are seldom what they seem.” Which explains why it takes a bit of finesse to find the winning move.

Brussels, 1947

CHOINOWSKI THIBAUT
1 P—K4 P—K3
2 P—Q4 P—Q4
3 Kt—Q2  P—QB4
4 P—QB3  BP×P
5 BP×P  P×P
6 Kt×P  B—Q2
7 Kt—KB3  B—B3
8 B—Q3  Kt—B3
9 Kt×Ktch  Q×Kt
10 B—KKt5  B×Kt

The move on which Black depended.

11 Q—B1!

The point of the little combination. In the somewhat similar position Wood—L.D.H. (game no. 39) White played 9 Q—Q2, ready to answer 9 . . . Q×P with 10 B—Kt5ch. Here, 11 Q—Q2 allows Black to escape the worst by the pin 11 . . . B—QKt5.

After the move actually made, Black must resign as 11 . . . Q×P is demolished by 12 Q—B8ch and mate next move.

65

NAPIER wondered whether the winner of this game had trouble at home, after sending the score in for publication.

Germany, 1884

DR. MICHAELSEN   FRAU MICHAELSEN

1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 Kt—B3  P—B4
4 P—Q4  P×KP

5 KKt×P  Kt—B3
6 B—QB4  P—Q4
7 Kt×QP  KKt×Kt
8 Q—R5ch  P—Kt3

If 8 . . . K—K2, White mates in four moves beginning with 9 Q—B7ch.

9 Kt×P  Kt—B3
10 B—B7ch!


66

The minor pieces swarm all over the board, making life miserable for Black’s poor Queen.

New York, 1883

PERRIN   AMATEUR

1 P—K4  P—K3
2 P—Q4  P—Q4
3 Kt—QB3  Kt—KB3
4 P—K5       KKt—Q2
5 Kt—B3       P—KB3
6 B—Q3        P×P
7 Kt—KKt5     P—K5
8 Kt×P(K6)    Q—K2
9 Kt×QP       Q—Q3
10 B—KB4      Q—B3

The Queen must not touch either Knight, of course.

11 B—QKt5

Black must capture one of the three pieces tormenting his Queen. White’s reply will be 12 Kt×BP ch winning the Queen by a Knight fork.

67

With White’s King Knight off the board, Black’s pieces insinuate themselves methodically into his opponent’s King side position.

Vienna, 1941

LUNCZ       WEIL
1 P—K4       P—QB4
2 Kt—KB3     Kt—QB3
3 P—Q4       P×P
4 Kt×P       P—K4
5 Kt×Kt      KtP×Kt
6 P—QB4      Kt—B3
7 Q—B2       B—B4
8 B—Q3       Kt—Kt5
9 O—O        Q—R5
10 P—KR3     P—KR4
11 Q—K2

If 11 P×Kt, P×P opens the Rook file, and mate follows next move.

11 ...       Q—Kt6!

Taking advantage of the pinned Bishop Pawn to get into the vitals.

White resigned, as after 12 P×Kt, P×P 13 R—Q1, Q—R7 ch
14 K—B1, Q—R8 is mate.

68

Even the meek little Rook Pawn can forget his conventional role and run amok, as Carls shows us in this little cameo.

Bremen, 1914

SCHUSTER       CARLS
1 P—K4         P—QB3
2 P—Q4         P—Q4
3 Kt—QB3       P×P
4 Kt×P         Kt—B3
5 Kt—Kt3       P—KR4
6 B—KKt5       P—R5
7 B×Kt         P×Kt
8 B—K5

Keeping an eye on his KR2 square. If 8 ... R×P 9 R×R, P×R then 10 B×RP gets him out of trouble.

8 ...       R×P
9 R×R        Q—R4 ch!

This is the important zwisch-enzug.

10 P—B3       Q×Bch!
The Queen lays down her life for a humble foot-soldier. . . .

11 P×Q P×R

. . . but will be born anew with the foot-soldier's next forward step.

When ordinary prophylaxis fails to ward off a deadly check, then the game is past surgery.

Amsterdam, 1934

OUDHEUSDEN DE VRIES

1 P−K4 P−K4
2 Kt−QB3 Kt−QB3
3 P−B4 B−B4
4 Kt−B3 P−Q3
5 P−B5 Kt−B3
6 P−KR3 P−Q4!
7 Kt×KP Kt×KP
8 Kt−B3

To stop check by the Queen.

Nothing stops this fiery Dutchman!

9 Kt×Q B−B7ch
10 K−K2 Kt−Q5ch
11 K−Q3 Kt−B4 mate

This pretty game was also won by Kulmala from Lehtonen at Helsingfors in 1938.

Combinations where a Pawn plays an important part in a mating attack, are particularly attractive, as for example:

Vienna, 1905

AMATEUR BIER

1 P−KB4 P−K4
2 P×P P−Q3
3 P×P B×P
4 Kt−KB3 P−KKt4
5 P−K4 P−Kt5
6 P−K5 P×Kt
7 P×B Q−R5ch
8 P−Kt3 Q−K5ch
9 K−B2 Q−Q5ch
10 K−K1

On 10 K×P, B−Kt5ch wins the Queen.

10 . . . P−B7ch
11 K−K2 B−Kt5 mate

Beautiful forcing play by Bier. This was also won the same way
by Barker against Pettingell at London in 1940.

71

After a few attacking moves on each side, Black releases his Bishop with a move so brilliant that it makes the whole position glow.

England, 1943

HIRST

1 P—K4
2 Kt—KB3
3 Kt—B3
4 B—B4
5 P—Q3
6 Kt×P
7 P×P
8 B—Kt3
9 P—QR3
10 P—B4
11 P×B

White’s Knight being pinned makes this lovely win of the Queen possible.

72

A little of the sting is taken from defeat when the mate is as artistic as this. Or does it perhaps add to the pain?

Bruun, 1925

L. STEINER
1 P—Q4
2 P—QB4

73

A cat may look at a King, but a Pawn can checkmate him. One of White’s Pawns takes a little walk, to do so in exquisite style.

Paris, 1932

BERNSTEIN

(Simultaneous)

1 P—K4
2 Kt—KB3
3 B—B4

AMATEUR

1 P—Q4
2 P—QB4
3 P—Q3
4 O—O  KKt—K2
5 Kt—Kt5  P—B3
6 B—B7ch  K—Q2
7 Q—Kt4ch  P—B4
8 P×P  P—KR4

Striking at the Queen, who brooks no interruption. Checkmate is the aim, cost what it may!

9 P—B6ch!  P×Q
10 B—K6ch  K—K1
11 P—B7 mate!

A bit unnerving, but White expects to stop the march of the insolent Pawn.

10 Q—B3  B—Kt5!

Skillful repartee by Black.

11 Q×B  Kt×Q

White resigns, as his Rook must fall, and with it the game.

75

White is so intent on getting his stranded Knight back into the game, that he fails to see disaster until the roof falls in.

Sopron, 1927

NEVER underestimate the power of a Pawn. Black’s “Sicilian Pawn” forces its way through to the eighth square, winning the game almost by itself!

Budapest, 1948

BILDHAUER  JANNY

1 P—K4  Kt—QB3
2 P—Q4  P—Q4
3 P×P  Q×P
4 Kt—KB3  B—Kt5
5 Kt—B3  B×Kt
6 Kt×Q  B×Q
7 Kt×Pch  K—Q1
8 Kt×R  B×P
9 B—KB4  Kt×P
10 Kt—B7

Trying to get back into the act.

10 . . .  P—K4!
11 B×P  B—Kt5

mate!
Giving odds is not every player's cup of tea, but Mr. Smith makes it look like child's play.

London, 1852

**SMITH**  **AMATEUR**

(Inject White's Queen Knight)

1 P—K4    P—K4
2 Kt—KB3  P—Q3
3 B—B4    P—QB3
4 P—Q4    B—K3
5 B—KKt5  Q—Q2
6 Q—K2    B—Kt5
7 P×P     P×P
8 R—Q1    Q—B2
9 Kt×P    B×Q
10 R—Q8ch  Q×R
11 B×P mate

White's last three moves are a treat to watch. A Bishop move attacks the Queen, a Pawn push drives her away, and another Pawn push ends the affair.

1913

**DE CON**  **AMATEUR**

1 P—K4    P—K4
2 P—Q4    P×P
3 B—QB4    B—B4
4 B×Pch    K—B1
5 B—Kt3    Kt—KB3
6 P—K5     Q—K2
7 Q—K2     Kt—K1
8 Kt—KB3   P—Q3
9 B—Kt5    Q—Q2
10 P—K6    Q—B3
11 P—K7 mate

Threatened with loss of the exchange, White simply goes about his business—which is to checkmate the King.

Germany, 1948

**BARTSCH**  **JENNEN**

1 P—Q4    P—Q4
2 P—K4    P×P
3 Kt—QB3  Kt—KB3
4 P—B3    P×P
5 Q×P     Q×P
6 B—K3    Q—QKt5
7 O—O—O  B—Kt5
8 Kt—Kt5

Threatening 9 Kt×BP mate.

8 . . .    P—K4
9 Kt×BPch  K—K2
10 Q×P!     Q×Q

Bewildered by the many threats Black commits suicide.

11 B—B5 mate!

Blackburne was a wizard at creating something out of
nothing. Before Black knows it his Queen is surrounded by assassins.

England, 1913

BLACKBURNE

(Simultaneous)

(LOYE)

1 P—K4 P—QB4
2 Kt—QB3 P—K3
3 P—KKt3 Kt—QB3
4 B—Kt2 P—Q3
5 Kt—K2 B—Q2
6 P—Q4 P×P
7 Kt×P KKt—K2
8 Kt(Q4)—Kt5 Kt—B1
9 B—B4 P—K4
10 Kt—Q5

Intending 11 Kt (Kt5)—B7ch winning the Queen.

10 . . . Q—R4ch
11 B—Q2

Embarrassing the Queen no end. If 11 . . . Q×Kt or 11 . . . Q—R3 then 12 Kt—B7ch wins the Queen, and if 11 . . . Q—R5 12 P—Kt3 is the coup de grace.

81

To Alekhine it did not matter much whether his opponent was a duffer or a master of the stature of Tarrasch or Rubinstein. He beat the duffers in brilliant style, and he beat the masters in dazzling style.

Vienna, 1936

ALEKHINE AMATEUR
1 P—K4 P—K4
2 P—Q4 P—KB3
3 P×P P×P

Dusseldorf, 1861

SCHNITZLER EBERLE
1 P—K4 P—QB4
2 P—Q4 P×P
3 B—QB4 P—K4
4 P—B4 P—Q3
5 Kt—KB3 Kt—QB3
6 P×P P×P
7 O—O B—K2
8 B×Pch K×B

It's prudent to resist such bargains if it means walking into double check.

9 Kt×KPch K—K3
10 Kt—B7

Threatening Queen, Rook and . . .

10 . . . Q—Kt3
11 Q—Kt4 mate!

. . . King.
Alekhine's threats of mate in three moves, then four moves, and finally in six moves are reminiscent of Loyd's famous story of the siege of Charles the Twelfth of Sweden by the Turks at Bender in 1713.

The King was playing chess with his minister Christian Albert Grothusen, and they reached this position:

![Chess Diagram]

The King, playing White, announced a mate in three moves. Scarcely had he spoken when a bullet crashed through the window, and shattered his Knight. The minister turned pale, but the King begged him to remain calm, place the other Knight on the board, and work out the mate. Just as he was about to do so, Charles glanced at the position and said, "We do not need the Knight. There is now a mate in four moves." The moment he said this another Turkish bullet flew across the room and snapped off his Rook Pawn. The King remained unruffled. Again he looked at the board, and said, "Let me see if I cannot dispense with that unlucky Pawn." Then with a tremendous laugh he

<table>
<thead>
<tr>
<th>Move</th>
<th>White</th>
<th>Black</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>Q—R5ch</td>
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<tr>
<td>5</td>
<td>Q×KPch</td>
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<tr>
<td>6</td>
<td>B—B4ch</td>
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<td>7</td>
<td>B×Pch</td>
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<td>8</td>
<td>Q—Kt3ch</td>
<td>K—R4</td>
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<tr>
<td>9</td>
<td>B—B7ch</td>
<td>P—Kt3</td>
</tr>
<tr>
<td>10</td>
<td>P—KR3</td>
<td></td>
</tr>
</tbody>
</table>

With this idea: 11 Q—Kt4ch, B×Q 12 P×Bch, K×P 13 B—K6 mate.

10 ...  
11 Kt—KB3

Now threatening mate in four by 12 Q—Kt4ch, B×Q 13 P×Bch, K×P 14 B—K6ch, Q×B 15 R—R4 mate.

11 ...  
B—K2

As soon as Black made this move, Alekhine announced a forced mate in six moves, as follows:

![Chess Diagram]

12 Q—Kt4ch!  
13 B×Q  
14 Kt—R2ch  
15 Kt—B1ch  
16 B—K6ch  
17 P—B3 mate
shouted, “I have it! I feel great pleasure in informing you that there is undoubtedly a mate in five.”

These are the mates:

Mate in three by 1 R×P, B×R
2 Kt—B3, B×P 3 P—Kt4 mate.
If 1 . . . B×Kt 2 R—R3ch etc.

Mate in four by 1 P×P, B—K6
2 R—Kt4, B—Kt4 3 R—R4ch etc.

Mate in five by 1 R—Kt7, B—K6
2 R—Kt1, B—Kt4 3 R—R1ch,
B—R5 4 R—R2. If 1 . . . B—
Kt8, 2 R—Kt1, B—R7 3 R—K1,
K—R5 4 K—Kt6!

82

WHEREIN Black resigns after eleven moves, rather than see his King pushed around from pillar to post.

Hamburg, 1905

LEONHARDT

1 P—K4
2 B—B4
3 P—Q3
4 P—KB4
5 P—K5
6 Kt—QB3
7 QB×P
8 Q—R5
9 Q×KP
10 Kt—Q5
11 Kt×Pch

SCHWARZ

P—K4
Kt—KB3
B—K2
P×P
Kt—Kt1
P—Q3
P×P
P—KKt3
Kt—KB3
QKt—Q2

Black surrenders to save his King from this fate: 11 . . .

K—B1 12 B—R6ch, K—Kt1 13
B×Pch, K×B 14 Q—K6 mate.

83

WHITE sees an easy win of a Pawn in two moves. If he had only looked ahead just one more move, and pictured the scene after the captures!

London, 1924

BUSVINE

1 P—K4
2 Kt—KB3
3 B—Kt5
4 B—R4
5 P—Q3
6 P—B3
7 QKt—Q2
8 Kt—B1
9 B—B2
10 Kt×P
11 Q×Kt

BIRNBERG

P—K4
Kt—QB3
P—QR3
Kt—B3
P—Q3
B—K2
O—O
P—QKt4
Kt×KR4
Kt×Kt
B—Kt5

White’s Queen is trapped.

84

Sacrificing pieces is not necessarily showing off. It may be the quickest way to rip apart the Pawns defending the King.

Denmark, 1934

BLOM

1 P—K4

JENSEN

P—K3
2 P—Q4  P—Q4  
3 Kt—QB3  P×P  
4 Kt×P  B—Q3  
5 B—Q3  Kt—K2  

Such artificial development (instead of the natural 5 ... Kt—KB3) is usually expensive.

6 B—Kkt5  O—O  

![Chess Diagram]

7 Kt—B6ch!  P×Kt  

Or 7 ... K—R1  8 Q—R5, P—KR3  9 B×P, P×Kt  10 B—Kt7ch and mate next move.

8 B×BP  Q—Q2  

Unpinning the Knight so that he may interpose it at Kt3 in reply to 9 Q—Kt4ch.

9 B×Pch!  

Keep him on the run!

9 ...  K×B  
10 Q—R5ch  K—Kt1  
11 Q—R8 mate  

85  

Even a great master can be swindled by the twist at the end of a series of harmless-looking exchanges.

Budapest, 1926

<table>
<thead>
<tr>
<th>TARTAKOVER</th>
<th>MATTISON</th>
</tr>
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<tbody>
<tr>
<td>1 P—Q4</td>
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<tr>
<td>3 Kt—QB3</td>
<td>P—K3</td>
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<tr>
<td>4 P—K3</td>
<td>P—QB4</td>
</tr>
<tr>
<td>5 Kt—B3</td>
<td>P—QR3</td>
</tr>
<tr>
<td>6 B×P</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>7 O—O</td>
<td>P—QKt4</td>
</tr>
<tr>
<td>8 B—K2</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>9 P×P</td>
<td>Q—B2</td>
</tr>
<tr>
<td>10 Kt—Q4</td>
<td>B×P</td>
</tr>
<tr>
<td>11 Kt×Kt</td>
<td></td>
</tr>
</tbody>
</table>

Black resigns as he sees that 11 ... Q×Kt 12 B—B3, Kt—Q4 13 Kt×Kt, P×Kt and 14 B×P will fix Black's Queen and Rook on a skewer.

In which White wins by a family check—the Knight attacking King, Queen and Rook!

Correspondence, 1922

<table>
<thead>
<tr>
<th>RATTMAAN</th>
<th>LUER</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>2 P—K5</td>
<td>Kt—Q4</td>
</tr>
<tr>
<td>3 Kt—KB3</td>
<td>P—Q3</td>
</tr>
<tr>
<td>4 P—Q4</td>
<td>B—Kt5</td>
</tr>
<tr>
<td>5 B—K2</td>
<td>P×P</td>
</tr>
<tr>
<td>6 Kt×P</td>
<td>B×B</td>
</tr>
</tbody>
</table>
88

It is one of the wonders of chess that a master can play 50 games simultaneously, as Bernstein does here, and produce beautiful specimens of strategy and tactics.

In spite of the fact that his opponent has fifty times as much time for each move as he has, White out-generals him with a clear demonstration of a high form of position play. He weakens his adversary’s black squares, establishes a beach-head, puts on the pressure, and finally with complete control squeezes Black’s King to death.

Graz, 1888

BERGER

1 P—K4
2 Kt—QB3
3 Kt—B3
4 B—Kt5
5 Kt—Q5
6 B—R3
7 B—Kt3
8 Kt×KP

FROHLICH

P—K4
Kt—QB3
P—Q3
B—Kt5
KKt—K2
P—QR3
P—QKt4
Kt—R4
B×Q

Falling into one of the clever traps. The other one is this: 9 . . . Kt×B 10 Kt×B, Kt×R 11 Kt(Q5)—B6ch, P×Kt 12 Kt×P mate.

Paris, 1927

BERNSTEIN

(Simultaneous)

1 P—K4
2 Kt—QB3
3 KKt—K2
4 P—Q4
5 Kt×P
6 Kt×Kt
7 P×B
8 B—R3!

AMATEUR

P—QB4
Kt—QB3
P—K3
P×P
B—Kt5
B×Ktch
KtP×Kt

Seizing a vital diagonal.

10 Kt—B6ch
11 B×P mate
8 . . .
9 Q—Q6

87

BERGER, being a problemist, gives his opponent choice of two ways of losing gloriously.
Now he is undisputed owner.

9 . . .  \( \text{Q} \times \text{Pch} \)
10 K—Q1!  \( \text{Q} \times \text{Rch} \)

The condemned man ate a hearty meal.

11 K—Q2

Black resigns, as he sees the handwriting on the wall. For him it reads (instead of MENE, MENE, TEKEL, UPHARSIN)


89

British Chess Magazine's comment on this game was, “White may be pardoned for not anticipating the answering brilliant coup which enables Black to give a double check, protecting his Queen, and leads to a remarkable fine pair of mating variations.”

London, 1893

<table>
<thead>
<tr>
<th>MACKENZIE</th>
<th>HOLLINS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—QB3</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>3 P—KB4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>4 BP×P</td>
<td>Kt×P</td>
</tr>
<tr>
<td>5 Kt—B3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>6 P—QR3</td>
<td>B—QB4</td>
</tr>
<tr>
<td>7 P—Q4</td>
<td>Kt×QP1</td>
</tr>
<tr>
<td>8 Kt×Kt(Q4)</td>
<td>Q—R5ch</td>
</tr>
<tr>
<td>9 P—KKt3</td>
<td>Kt×P</td>
</tr>
<tr>
<td>10 Kt—B3</td>
<td>B—B7ch!</td>
</tr>
<tr>
<td>11 K×B</td>
<td></td>
</tr>
</tbody>
</table>

Black announced mate in three moves, and carried it out thus:

11 . . . Kt—K5ch 12 K—K3, Q—B7ch 13 K—B4 (or 13 K—Q3, Kt—B4 mate) P—Kt4 mate (“Don’t touch that Pawn! The Knight is pinned.”)

90

One good zwischenzug deserves another (a zwischenzug is a move which is sort of stuck in, just before the
move you expect—the natural move).

Moscow, 1945

DOKSHYTSDKY  SHERBAKOV
1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 B—B4  Kt—B3
4 P—Q4  P×P
5 Kt×P  Kt×P
6 B×Pch  K×B
7 Q—R5ch  P—Kt3

If instead 7 . . . K—Kt1, White’s Queen whizzes over to Q5 with a cry of “Mate!”

8 Q—Q5ch  K—Kt2
9 Kt×Kt

The natural reaction to this capture is the recapture 9 . . . QP×Kt, but Black wants to gain time by a zwischenzug which will attack the Queen, and win a piece when the Queen moves away.

9 . . .  Kt—B3
10 B—R6ch!

But White counters with an in-between move of his own, which must be attended to at once, as it attacks the King.

10 . . .  K×B
11 Q—Q2ch

Now King and Queen are under fire, and Black is lost.

Leningrad, 1940

MAZEL  BOTVINNIK
1 P—QB4  Kt—KB3
2 Kt—QB3  P—K3
3 P—K4  P—B4
4 P—B4  Kt—B3
5 Kt—B3  P—Q4
6 P—K5  Kt—KKt5
7 P×P  P×P
8 Q—Kt3

Certainly a plausible move. He attacks the Queen Pawn twice. If Black defends by 8 . . . B—K3 then 9 Q×KtP, and if 8 . . . P—B5 9 Q—Kt5 is embarrassing.

8 . . .  Kt—Kt5!
9 P—QR3  P—B5
10 Q—R4ch  B—Q2
11 Q—Q1  Q—Kt3!!

A quiet but irresistible move. The threat is 12 . . . Q—B7 mate, and if White plays 12 Q—K2 then Black polishes him off with 12 . . . Kt—Q6ch, 13 K—Q1, Q—Kt6 mate.

92

White’s attack on the Bishop actually seems to provoke the sacrifice which follows. As a result White’s King is forced out into the open, where he is subjected to all sorts of indignities.
Hamburg, 1933

HELBIG
1 P—Q4
2 Kt—KB3
3 QKt—Q2
4 P—QR3
5 P×P
6 P—QKt4
7 K×B
8 K—Kt3

SCHRODER
P—Q4
Kt—KB3
P—K3
P—B4
B×P
B×Pch!
Kt—Kt5ch

An unhappy eviction from home grounds, but if 8 K—Kt1, Q—Kt3ch wins, and if 8 K—K1, Kt—K6 smothers the Queen.

8 . . .
P—KR4

Having in view a beautiful mate by 9 . . . P—R5ch 10 K×Kt, P—K4 mate.

9 Kt—KR4
10 K—B3

Or 10 K—R3, Kt—B7 mate.

10 . . .
11 K—B4

Q—B6ch
Q—K6 mate

94

This game bears out what Napier once said, "It is astonishing how much hot water a master can wade into in the first dozen moves, despite a century of opening exploration!"

Moscow, 1927

RABINOVICH
1 P—K4
2 P—K5
3 Kt—KB3
4 B—K2
5 B—B1
6 Kt×P
7 Kt—KB3
8 B—K2
9 K—B1
10 P—Q3
11 K—K1

LEVENFISH
Kt—KB3
Kt—Q4
P—Q3
Kt—B5
P×P
Q—Q4
Q—K5ch
Kt×Pch
Kt—R5ch

93

White is too anxious to capture an imprisoned Knight, and runs into a problem-like mate.

Correspondence, 1943

F.F.M.
1 P—K4
2 P—KB4
3 Kt—KB3

WRIGHT
P—K4
P×P
B—K2
If 11 K—Ktl, Q—Kt5 mate.

11 ... Kt×Kt mate

95

Black’s Queen demonstrates a neat bit of chess magic. Her direct attack on the King conceals an indirect attack on the Queen, away off at the other end of the board.

Detroit, 1941

AMATEURS Lacey

1 P—K4 P—K4
2 P—KB4 B—B4
3 Kt—KB3 P—Q3
4 B—B4 Kt—QB3
5 P—B3 B—KKt5
6 Q—Kt3 B×Kt
7 P×B Q—R5ch
8 K—Q1 Q—R4
9 Q×P Q×Pch
10 K—B2 Q×KPch
11 P—Q3

If 11 K—Kt3, Kt—R4ch wins the Queen by a Knight fork, and if 11 K—Q1, Q×Rch 12 K—K2 (or 12 K—B2) Kt—Q5ch wins the Queen by discovered attack.

11 ... Kt—Q5ch.

Variation on a theme. Black wins the Queen.

As graceful an arrangement of pieces as you’ll ever see on any chessboard!

97

One of Nimzovich’s happiest inspirations is this sparkling
brilliancy—definitely a masterpiece in miniature.

Pernau, 1910

NIMZOVICH
(Simultaneous)

AMATEUR

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—Kt5 Kt—B3
4 O—O P—Q3
5 P—Q4 Kt×KP
6 P—Q5 P—QR3
7 B—Q3 Kt—B3
8 P×Kt P—K5
9 R—K1!

Forcing Black to protect his King Pawn.

9 . . . P—Q4

10 B—K2!

A subtle idea. Black gets his piece back, but his happiness does not last long.

10 . . . P×Kt
11 P×KtP! B×P

If instead 11 . . . P×B 12 P×R(Q), and Black cannot capture 12 . . . P×Q as his King Pawn is pinned.

12 B—QKt5

Double check and mate!

98

Black wins by an alert Pawn thrust which threatens to send the White pieces scurrying.

Riedenburg, 1947

NURNBERG RODL

1 P—Q4 Kt—KB3
2 P—QB4 P—K3
3 Kt—KB3 P—QKt3
4 P—QR3 B—Kt2
5 Kt—B3 Kt—K5
6 Q—B2 Kt×Kt
7 Q×Kt B—K2
8 B—B4 B—KB3
9 Q—Q2 P—Q3
10 P—K3 Kt—Q2
11 B—K2

It is hard to believe that White is in serious trouble. Yet it takes only one move to convince him that his whole position will collapse.

11 . . . P—KKt4!

White gives up. After 12 B—Kt3, P—Kt5 13 Kt—Kt1 (unhappy homecoming) B×KtP, and White’s Rook must wait helplessly for his doom.
99
Zukertort gives his teacher a lesson in 12 easy moves. Using the weapons of Anderssen himself, he sacrifices his Queen to force a sparkling checkmate.

Berliner, 1865
ZUKERTORT ANDERSSEN
1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—Kt5 KKt—K2
4 P—B3 P—Q3
5 P—Q4 B—Q2
6 O—O Kt—Kt3
7 Kt—Kt5 P—KR3
8 Kt×P1 K×Kt
9 B—B4ch K—K2
10 Q—R5 Q—K1

The Knight must not move, as 11 Q—B7 mate would follow, and if 10 ... B—K1 11 B—Kt5ch! P×B 12 Q×Pch, K—Q2
13 Q—B5ch, K—K2 14 Q—K6 is mate.
11 Q—Kt5ch! P×Q
12 B×P mate!

100
When a master leaves a piece en prise, beware! Stop, look and listen before you snap it off. More amateurs get their fingers burned!

Paris, 1927
BERNSTEIN AMATEUR
1 P—K4 P—K3
2 P—Q4 P—Q4
3 Kt—QB3 P—QB4
4 KP×P KP×P
5 B—Kt5ch Kt—B3
6 Kt—B3 Kt—B3
7 Kt—K5 Q—B2
8 B—Kt5 Kt—K5
9 Kt×QP Q—Q3

Seems to win a piece.
10 B—KR4! Q×Kt(Q4)
11 B—B4! Q×P

Saves the Queen, but betrays the King.
12 B×P mate!

101
When your opponent attacks two pieces at once, this is often the recipe for winning:
Give him his choice of captures!

London, 1940
BOOTH FAZEKAS
1 P—K4 P—K3
2 P—Q4 P—Q4
3 Kt—QB3 B—Kt5
4 P—K5 P—QB4
5 P—QR3 B×Ktch
6 P×B Q—B2
7 Kt—B3 Kt—QB3
8 B—Q3 P×P
9 P×P  
10 Kt×Kt  
11 Q—Q2!  

Or 11 ... Q×Kt 12 B—Kt5ch and Black’s Queen stands alone and unprotected.

12 P—QB3!

Closes the door on the errant Queen. White’s next move will be 13 Kt—Kt3 winning the Queen.

102

A man may write books and books on the openings, and yet be caught out by an impossible-looking capture.

Moscow, 1937

<table>
<thead>
<tr>
<th>FINE</th>
<th>YUDOVICH</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—Q4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>2 P—QB4</td>
<td>P—K3</td>
</tr>
<tr>
<td>3 Kt—QB3</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>4 Kt—B3</td>
<td>P—B4</td>
</tr>
<tr>
<td>5 B—Kt5</td>
<td>BP×P</td>
</tr>
<tr>
<td>6 KKT×P</td>
<td>P—K4</td>
</tr>
<tr>
<td>7 Kt(Q4)—</td>
<td>P—QR3</td>
</tr>
<tr>
<td>Kt5</td>
<td>P×Kt</td>
</tr>
<tr>
<td>9 Kt×Ktch</td>
<td></td>
</tr>
</tbody>
</table>

Relying on the natural recapture 9 ... P×Kt, when he would win by 10 Q×Qch, K×Q 11 B×Pch followed by 12 B×R.

A sad necessity.

11 ... B×Qch
12 K×B    P×B

And the great Reuben threw in his towel.

103

If Hercules had been given a thirteenth labor, it might have been this:

“Play a game of chess without your Queen, and force checkmate in a dozen moves!”

Try it sometime, and then you will appreciate Tarrasch’s feat.

Nuremberg, 1890

<table>
<thead>
<tr>
<th>TARRASCH</th>
<th>SCHROEDER</th>
</tr>
</thead>
<tbody>
<tr>
<td>(Remove White’s Queen)</td>
<td></td>
</tr>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 P—KB4</td>
<td>P—Q3</td>
</tr>
<tr>
<td>3 P—Q3</td>
<td>P—KB4</td>
</tr>
<tr>
<td>4 Kt—QB3</td>
<td>BP×P</td>
</tr>
<tr>
<td>5 QP×P</td>
<td>P—QR3</td>
</tr>
<tr>
<td>6 P×P</td>
<td>P×P</td>
</tr>
<tr>
<td>7 Kt—B3</td>
<td>B—QKt5</td>
</tr>
<tr>
<td>8 B—KKt5</td>
<td>Q—Q3</td>
</tr>
<tr>
<td>9 R—Q1</td>
<td>Q—KKt3</td>
</tr>
<tr>
<td>10 R—Q8ch</td>
<td>K—B2</td>
</tr>
<tr>
<td>11 B—QB4ch</td>
<td>B—K3</td>
</tr>
<tr>
<td>12 Kt×P mate</td>
<td></td>
</tr>
</tbody>
</table>

104

Crime does not pay on the chessboard, especially if the
<table>
<thead>
<tr>
<th>Victim is a Rook—just an innocent bystander.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Correspondence, 1933</strong></td>
</tr>
<tr>
<td><strong>KERES</strong></td>
</tr>
<tr>
<td>1 P—K4</td>
</tr>
<tr>
<td>2 P—KB4</td>
</tr>
<tr>
<td>3 Kt—QB3</td>
</tr>
<tr>
<td>4 K—K2</td>
</tr>
<tr>
<td>5 Kt×P</td>
</tr>
<tr>
<td>6 Kt—KB3</td>
</tr>
<tr>
<td>7 Kt×Pch</td>
</tr>
<tr>
<td>8 Kt×R</td>
</tr>
</tbody>
</table>

Suddenly White is in trouble. The threat is 9 . . . Kt×Kt 10 P×Kt, B×Pch 11 K×B, Q—R4ch winning the Queen.

| 9 P—KR3  | B—R4     |
| 10 R—KKt1 |          |

So that after 10 . . . Kt×Kt 11 P×Kt, B×Pch 12 K×B, Q—R4ch, he can interpose the Rook at Kt4.

| 10 . . . | Q—Kt6   |
| 11 Q—K1  | B×Ktch! |
| 12 P×B   | Q×P mate |

**105**

Strange how often precious gifts are tendered, and quickly snapped up without fear or suspicion!

**Chicago, 1907**

| **SAULSON** | **PHILLIPS** |
| 1 P—K4      | Kt—QB3      |
| 2 P—Q4      | P—K4        |

**106**

A little zigzagging by the Knight brings about a spicy finish. Black menaces the King, but he is really after the Queen!

**Stockholm, 1942**

| **LARSSON** | **ENGLUND** |
| 1 P—K4      | P—K4       |
| 2 P—KB4     | P—Q4       |
| 3 KP×P      | P×P        |
| 4 Kt—KB3    | Kt—KB3     |
| 5 P—Q4      | Kt×P       |
| 6 P—B4      | B—Kt5ch    |
| 7 QKt—Q2    | Kt—K6      |

A stranger and unafraid.

| 8 Q—R4ch    | B—Q2       |
| 9 Q—Kt3     |            |
Naturally if 9 Q×B, Kt—B7ch wins the Queen.

9 . . . Q—K2
10 K—B2 Kt—Q8ch

Very pretty. If 11 Q×Kt, Q—K6 mate.

11 K—Kt1 Kt—B6!

Cutting off the Queen, and again aiming at the mate at K6.

12 P—KR3

The King must have some air!

12 . . . B—R5!

A lightning switch attack which surrounds and wins the Queen.

Playing to win a Pawn after 7 . . . K×Kt, by 8 Q—B4ch and 9 Q×B.

7 . . . Q—K2
8 Kt×R Kt—Q5
9 Q—Q1

107
If chessplayers never chased after pieces too far away to do them any harm, we would have very few brilliancies. So let us thank them while they lick their wounds.

New York, 1898

ETTLINGER JANOWSKY

1 P—K4 P—K4
2 P—KB4 P—Q4
3 Kt—KB3 QP×P
4 Kt×P B—QB4
5 Kt—QB3 Kt—KB3
6 Q—K2 Kt—B3
7 Kt×BP

Almost 400 years ago Ruy Lopez and Leonardo da Cutri played a match for the World’s Championship at the Court of Philip II of Spain. The match was to go to the winner of three games. Legend has it that Leonardo purposely lost the first two games to the title-holder. Then to show his complete superiority, he won
three games in succession, and implied that his victory was too easy to be interesting.

Here is one of the games from this historic encounter.

Madrid, 1575

LOPEZ       CUTRI

1 P—K4      P—K4
2 P—KB4     P—Q3
3 B—QB4     P—QB3
4 Kt—KB3    B—Kt5
5 P×P       P×P
6 B×Pch     K×B
7 Kt×Pch    K—K1
8 Q×B       Kt—B3
9 Q—K6ch    Q—K2
10 Q—B8ch   Q—Q1
11 Q×Qch    K×Q
12 Kt—B7ch  Resigns

A cynic might say, “This is World Championship Chess?” A kindly critic might venture, “Master chess has made enormous strides since 1575.”

109

AN ATTRACTIVE sacrifice of Rook and then the Queen against an opponent whom Taylor coyly calls Nemo.

Thorpe, 1874

TAYLOR      AMATEUR

1 P—K4      P—K4
2 P—KB4     P×P

3 Kt—QB3     P—KKt4
4 Kt—B3      P—Kt5
5 Kt—K5      Q—R5ch
6 P—Kt3      P×P
7 Q×P        P—Kt7ch
8 Q×Q        P×R(Q)
9 Kt—Q5

Threatening mate on the spot.

9 . . .      Kt—QR3
10 P—Q4     B—K2
11 Q×Bch!   Kt×Q
12 Kt—KB6ch


110

BLACK’s decisive attack is unique. Four on the bias blows in succession leave White’s King helplessly exposed to a deadly cross-fire along the diagonals.

Siegen, 1934

KRAU-       HERRMANN

THAUSE        THAUSE

1 P—KB4      P—K4
2 P×P        P—Q3
3 Kt—KB3     Kt—QB3
4 P×P        B×P
5 P—K4       P—KKt4
6 B—Kt5      P—Kt5
7 B×Ktch     P×B
8 P—K5       P×Kt
9 P×B  Q—R5ch
10 K—B1

If 10 P—Kt3, Q—K5ch 11 K—B2, Q—Q5ch 12 K—B1, B—R6ch 13 K—K1, P—B7ch 14 K—K2, B—Kt5ch and Black wins the Queen.

10 . . .  P×Pch
11 K×P  B—R6ch

The third oblique check offers White 12 K—B3, B—Kt5ch losing his Queen, or ...

12 K—Kt1  Q—Q5
mate!

A position to gladden the heart.

112

You can recognize a Knight-odds player by his routine, mechanical moves, even when his house is in flames.

Nottingham, 1874

WARD  BROWNE
(Remove White's Queen Knight)

1 P—K4  P—K4
2 P—KB4  P×P
3 Kt—KB3  P—KB4
4 B—B4  P×P
5 O—O  P×Kt
Appetite comes with eating.

6 Q×P      B—B4ch
7 P—Q4     B×Pch
8 K—R1     P—Q3
9 B×P      Kt—KB3
10 QR—K1ch K—B1
11 Q—Q5!

Threatening mate on the move. Black dares not take the Queen as the reply 12 B×P is double check and mate in two.

11 . . .    Q—Q2
12 Q×B      Kt—B3

An automatic developing and attacking move—which takes no account of White's menacing position.

White announced mate in three moves, which he inflicted as follows:

13 Q×Ktch! P×Q
14 B—R6ch Q—Kt2
15 R×P mate

as fleet-footed as she is strong. And yet she can be encircled, attacked and then tied up by lesser forces, much as was Gulliver by the Lilliputians.

Vienna, 1911

KREJCIK       MUNZ
1 P—K4        P—K4
2 Kt—KB3      P—KB3

This is more tricky than prudent.

3 Kt×P        Q—K2

Of course if 3 . . . P×Kt 4 Q—R5ch, K—K2 5 Q×Pch tears Black to shreds.

4 Kt—KB3      P—Q4
5 P—Q3        P×P
6 P×P         Q×Pch
7 B—K2        B—KB4
8 P—B3        B—Q3
9 B—K3        Kt—K2
10 QKt—Q2     Q—KKt5
11 Kt—KKt1!!

One of those rare moves which makes progress by going backwards. If 11 . . . Q—Kt3 12 B—R5 pins and wins the Queen.

Or if 11 . . . Q×P 12 B—B3, B—KKt5 13 B×Q, B×Q 14 B×KtP corners the Rook.

11 . . .        Q—KR5

Out of 15 squares to flee to, this is the last refuge.

12 P—KKt3

The Queen is the strongest piece on the chessboard, and
A modest little move, but forceful enough to indicate to Black that it is time to retire.

One reason Denker's games are so attractive is his talent for finding surprise moves with magical winning properties.

Washington, 1936

DENKER
(Simultaneous)

1 P—Q4
2 P—QB4
3 P—K3
4 BP×P
5 Q—Q2
6 P×P
7 Kt—KB3
8 Kt—B3
9 B—Kt5
10 O—O
11 Kt—K5
12 Kt—Q5!

See what I mean? There is just no reply.

If 12... Q×Q 13 Kt—B7 mate, and if 12... something × Kt (Rook, Knight or Pawn) then 13 Q×Q and the pinned Knight cannot recapture.

U.S.S.R., 1939

RUDNEV

1 P—QB4
2 Kt—QB3
3 P×P
4 P—K4
5 Q—R4ch

But not 5 P—Q4, Q×P 6 Q×Q, Kt—B7ch, and Black wins a Pawn.

KOPYLOV

1 P—QB4
2 Kt—KB3
3 P—Q4
4 Kt×P
5 Kt—Kt5

11 Q×Kt

If 11 Q×Kt, B—Kt4ch 12 K—K1, B—Kt5! 13 Q×B, Q—Q6 wins.

11... P—QR3

With an eye to the pin of the Queen.
1000 Best Short Games of Chess

12 P—QR4
Which White “prevents.”
12 ... B—Kt4!
He goes there, anyway!
White resigns, as 13 P×B, Q—Q8 is checkmate.

116
An intervening check can make the best laid schemes
gang aft agley.

Berlin, 1932

Koch                  Kuppe
1 P—K4                P—QB4
2 Kt—KB3              Kt—QB3
3 P—Q4                P×P
4 Kt×P                Kt—B3
5 Kt—QB3              P—Q3
6 B—KKt5              P—K3
7 Kt×Kt               P×Kt
8 P—K5                Q—R4
9 B—Kt5
Attack and counter-attack.
10 P×Kt                P—Kt5

Threatening two pieces. Will White defend?
11 Q—B3
Silly question! Attack is the best defense.
11 ... P×Kt

Ready to reply to 12 Q×R with 12 ... P×Pch (not 12 ...

... Q×B 13 Q×B mate) 13
K—K2, Q—R3ch followed by
taking the Rook.
12 Q—B6ch!
The check that wins. If 12 ...
... K—Q1 13 P×Pch, B—K2
14 P×R(Q) mate, and if 12 ...
... B—Q2 13 Q×Rch, Q—Q1
14 Q×Qch, K×Q 15 P×Pch and
the Pawn crashes through.

117
With a menacing Knight fork
hanging over his head like
the sword of Damocles,
White succumbs to the aw-
fulness of the inevitability.
Quits cold, as it were.

Vienna, 1948

Soyka                Toth
1 P—K4                P—K4
2 Kt—KB3              Kt—QB3
3 B—B4                Kt—B3
4 Kt—Kt5              B—B4
5 Kt×BP               B×Pch
6 K×B                 Kt×Pch
7 K—Kt1               Q—R5

Already threatening mate.
8 Q—B1
An awkward move, but if 8
Q—K2 or 8 Q—B3 then 8 ...
Kt—Q5 gains time.
8 ... R—B1
9 P—Q3                Kt—Q3
10 Kt×Ktch            P×Kt
11 Q—K2  Kt—Q5
12 Q—Q2  Q—Kt5!

Intending 13 . . . Kt—B6ch as well as 13 . . . Kt—K7ch, either of which costs White his Queen.

White gives up, as his counter-attack by 13 P—KR3 is refuted by 13 . . . Kt—B6ch 14 K—B2, and Black captures the Queen with check. An amusing finish.

118

One cannot afford to relax even in a routine exchange of pieces, intended to simplify a position. One little slip, and the King is another casualty in the “—and sudden death” department.

**PALAU**  **NOLLMAN**

1 P—Q4  P—KB4
2 P—K4  P×P
3 Kt—QB3  Kt—KB3
4 B—KKt5  P—Q3
5 P—B3  P×P
6 Kt×P  B—Kt5
7 B—Q3  QKt—Q2
8 Q—K2  P—B3
9 Kt—K4

With the pretty threat of mate by 10 Kt×P. On 9 . . . B×Kt, White disregards the attack on his Queen and goes about his business. He plays 10 Kt×P which still is mate.

9 . . .  Kt×Kt
10 Q×Kt  B×Kt
11 Q—Kt6ch!

Surprise! Surprise!

11 . . .  P×Q
12 B×KtP mate

119

Seduced by gifts of two Bishops and a Knight, White’s King ventures into enemy territory. There he succumbs to checkmate. Elegant, but mate nevertheless.

Correspondence, 1952

**BIEGLER**  **PEPERLE**

1 P—Q4  Kt—KB3
2 P—QB4  P—K4
3 P—Q5  B—B4
4 P—KR3  B×Pch
5 K×B  Kt—K5ch
6 K—B3  Q—R5
7 P—KKt3

This is the last move White makes of his own free will!
7 . . .  Q×KtPch
8 K×Kt  P—B4ch
9 K×BP  P—Q3ch
10 K—K4  B—B4ch!
11 K×B  Q—Kt3
mate!

And White wins. If 12 . . . Q×Kt 13 Q×Pch, K—Q1 14 Kt—K6 mate.

120

The Knight dances about so gracefully that one is apt to forget that he packs a knock-
out punch.

Budapest, 1928

FOLDESY       NEGYESI
1 P—Q4        P—Q4
2 Kt—KB3      Kt—KB3
3 P—B4        P—K3
4 Kt—B3       QKt—Q2
5 P×P         P×P
6 Q—Kt3       P—B3
7 P—K4        P×P
8 B—QB4

Threatening 9 B×Pch and mate next move.

8 . . .  Q—K2
9 Kt—KKt5     Kt—Q4
10 B×Kt       P×B
11 Kt×QP      Q—Q1

Or 11 . . . Q—Q3 12 Kt—B7ch, K—K2 (or 12 . . . K—Q1 13 Kt×BPch, and the Queen goes) 13 Q×BPch, K—Q1 14 Kt(Kt5)—K6ch, Q×Kt 15 Kt×Q mate.

12 Kt—B7ch

The Queen’s ability to radiate power to opposite ends of the board simultaneously often puts a quietus to what might otherwise be a long struggle.

Munich, 1936

NORMAN-
BECKER       HANSEN
1 P—K4        P—K3
2 P—Q4        P—Q4
3 Kt—QB3      P×P
4 Kt×P        Kt—Q2
5 Kt—KB3      KKt—B3
6 B—Q3        Kt×Kt
7 B×Kt        Kt—B3
8 B—Q3        B—K2
9 Q—K2        O—O
10 B—KKt5     P—QKt3
11 B×Kt       B×B
12 Q—K4

The Queen threatens mate on the King side, and the Rook on the Queen side. Against such a predatory female Black is helpless.

122

Some of Anderssen’s opponents achieved immortality just through being the victims of his brilliances.
Berlin, 1851

MAYET    ANDERSSEN
1 P—K4    P—K4
2 Kt—KB3   Kt—QB3
3 B—Kt5    B—B4
4 P—B3     Kt—B3
5 B×Kt     QP×B
6 O—O      B—KKt5
7 P—KR3    P—KR4
8 P×B      P×P
9 Kt×P     P—Kt6!
10 P—Q4    Kt×P!

With a mating threat by 11
... R—R8ch 12 K×R, Q—
R5ch and mate at R7.

11 Q—Kt4    B×P
12 Q×Kt

If 12 P×B (recommended by
Gottschall, Anderssen’s biogra-
pher) then 12 ... P×Pch 13
R×P, R—R8ch 14 K×R, Kt×
Rch wins nicely.

12 ...      B×Pch!

And as he made this capture,
Anderssen pointed out that it
forced mate: 13 R×B, Q—Q8ch

14 R—B1, R—R8ch 15 K×R,
Q×R mate.

123

WHITE gives up his Queen to
force a mate with two minor
pieces. The final picture is
for the practical player, eco-
nomical; for the aesthete, ar-
tistic.

London, 1923

SOMERS    AMATEUR
1 P—K4    Kt—QB3
2 Kt—KB3   P—K4
3 B—B4     P—Q3
4 O—O      P—KB4
5 P—Q3     Kt—B3
6 Kt—B3    P—KR3
7 Kt—KR4   Kt—K2
8 Kt—Q5    Kt(B3)×Kt
9 Q—R5ch   P—Kt3
10 Kt×KtP  Kt—KB3
11 Kt×KPch! Kt×Q
12 B—B7 mate!

124

A Pawn is a Pawn is a Pawn is
a Pawn. White’s Pawn push
attacks the Queen, but its
threat can be ignored. Black’s
Pawn push in reply attacks
nothing, but just the threat
of its further advance para-
lyzes White.
125

Playing a bizarre defense against a tactician such as...
Barmen, 1905

ENGLUND  COHN
1 P—K4     P—K4
2 Kt—QB3    Kt—KB3
3 P—B4     P—Q4
4 BP×P     Kt×P
5 Q—B3     Kt—QB3
6 Kt×Kt    Kt—Q5
7 Q—Q3     P×Kt
8 Q—B4

Troubles, troubles. If 8 Q×P, B—KB4 and if 8 Q—QB3, B—QKt5.

8 . . .     B—K3
9 Q—R4ch    P—B3
10 Kt—K2    B—QB4
11 P—B3    P—QKt4

Meeting an aggressive move with one even more so.

12 Q—Q1     Q—R5ch!

The decisive stroke. If 13 Kt—Kt3, B—KKt5 wins the Queen, and if 13 P—Kt3, Kt—B6 checkmates the King.

127

There are so many tempting bypaths in chess that it requires one's entire will-power to stick to the principles of opening development. Even a master of Spielmann's strength and skill, with the added experience of 30 years of tournament play behind him, could not resist the temptation to go Pawn hunting.

Moscow, 1935

BOTVINNIK  SPIELMANN
1 P—QB4     P—QB3
2 P—K4     P—Q4
3 KP×P     P×P
4 P—Q4     Kt—KB3
5 Kt—QB3    Kt—B3
6 B—Kt5    Q—Kt3
7 P×P     Q×KtP
8 R—B1     Kt—QKt5

No better is 8 . . . Kt—QKt1
9 Kt—R4, Q—Kt5ch 10 B—Q2 and White wins. Or if 8 . . .
Kt—QR4 9 Q—R4ch wins a piece.

9 Kt—R4     Q×RP
10 B—QB4     B—Kt5
11 Kt—KB3    B×Kt
12 P×B

Black resigns, as after 12 . . . Q—R6 13 R—B3 he must lose a piece to save his Queen.

128

"A little bit of Morphy" was Blackburne's phrase for a particularly felicitous combination. It was his gracious tribute to one of the greatest players that ever lived.

So very few games did Morphy lose, that this brevity scored against him is a curiosity.
Springhill, 1855

MORPHY  MAURIAN
(Remove White's Queen Rook)

1 P—K4  P—K4
2 P—KB4  P×P
3 B—B4  Q—R5ch
4 K—B1  P—QKt4

The spirit of the times.

5 B—Q5  Kt—QB3
6 Kt—KB3  Q—R4
7 P—Q4  Kt—B3
8 B—Kt3  B—R3
9 Q—K2  Kt×QP
10 Kt×Kt  P—Kt5

Even an unsupported pin can do the trick. White's Queen is lured away and Black's Queen zooms down.

11 Q×B  Q—Q8ch
12 K—B2  Kt—Kt5

mate

129

First things first! Black worries so much about his Pawn configuration and the possible weakness of his black squares, that he forgets about the safety of his King.

Zurich, 1931

HENNEBERGER  LENGACHER

1 P—K4  P—QB4
2 Kt—KB3  P—K3

3 P—Q4  P×P
4 Kt×P  Kt—KB3
5 Kt—QB3  B—Kt5
6 B—Q3  B×Ktch
7 P×B  P—QR3
8 O—O  P—Q4
9 P—K5  KKt—Q2
10 Q—Kt4  K—B1

To guard the Pawn with his King (as 10 . . . P—KKt3 does not look appetizing) but it leads to ruin, absolute ruin.

11 B—R3ch  K—Kt1
12 Kt×P

Attacking the Queen, and also threatening 13 Q×P mate. Black hoists the white flag, as 12 . . . P×Kt permits 13 Q×KP mate.

130

Why, oh why did Black quit at the twelfth move? If he had only played on a bit longer, his opponent could have had the pleasure of announcing mate in one move, in four different ways!

Rio de Janeiro, 1933

BORGES  ROCHA

1 P—Q4  P—Q4
2 Kt—QB3  P—QB3
3 P—K4  P×P
4 Kt×P  B—B4
5 Kt—Kt3  B—Kt3
6 P—KR4  P—KR3
7 Kt—B3  
8 B—QB4  
9 Q—K2  
10 O—O  
11 Kt—K5  
12 Kt×KBP

Attacking Queen, Rook and Bishop, and completely discouraging Black.

Black resigns. If 12 ... K×Kt 13 Q×Pch, K—Kt3 and now there is a mate on the move in four different ways:

a) P—R5 mate
b) Q—B7 mate
c) Q—B5 mate
d) B—Q3 mate

131

The sad story of a Queen who is driven from house and home, to be buffeted about by the Pawns.

Hamburg, 1912

LEONHARDT  
AMATEUR

1 P—K4  
2 Kt—KB3

13 P—Q4  
4 B—QB4  
5 Kt—Kt5  
6 P—QR4  
7 B×Pch!  
8 Kt—K6  
9 P—R5  
10 P—B3  
11 Kt—B7ch  
12 P—QKt3

The Queen is trapped in the middle of the board.

132

“INTERMEZZO FURIOSO” is the comment of SCHACH-ECHO on this sprightly game, which was played with a time limit of ten seconds a move.

Berlin, 1941

KREUTZBERNHOLD  
ZAHLER

1 P—K4  
2 P—Q4  
3 P—QB3  
4 B—QB4  
5 QB×P  
6 Kt—KB3  
7 B×Pch  
8 Kt—K5ch  
9 Kt×B  
10 Kt×Ktch  
11 Q—R5ch

Or 11 ... K—Q2 12 Q—B5ch, K—B3 13 B×P and White wins.
12 B × Pch!

And wins, as 12 ... K × B is followed by 13 Q — R4ch, fixing Black's King and Queen on a skewer.

133

Boy wonder takes liberties with former boy wonder—and pays the price.

New York, 1946

HILL

1 P — K4
2 P — K5
3 P — QB4
4 P — Q4
5 P — KR4
6 B — K2
7 B × P
8 Q — Kt4
9 Q — Kt6!

JANEWAY

Kt — KB3
Kt — Q4
Kt — B5
Kt — Kt3
P — KR4
P — K3
Kt × RP
Kt — B4
Kt6!

An uninvited guest.

9 ... Q — K2

But not 9 ... P × Q 10 B × Pch, K — K2 11 B — Kt5 mate.

134

White wins an attractive 12-mover with a combination as

New York, 1946

HILL

1 P — K4
2 P — K5
3 P — QB4
4 P — Q4
5 P — KR4
6 B — K2
7 B × P
8 Q — Kt4
9 Q — Kt6!

JANEWAY

Kt — KB3
Kt — Q4
Kt — B5
Kt — Kt3
P — KR4
P — K3
Kt × RP
Kt — B4
Kt6!

An uninvited guest.

9 ... Q — K2

But not 9 ... P × Q 10 B × Pch, K — K2 11 B — Kt5 mate.
And Black resigned without waiting for the dénouement, 12
\[ \text{Q} \times \text{B} \] 13 \text{R} \times \text{Bch}, \text{K} \rightarrow \text{K2}
14 \text{R} \rightarrow \text{K8 mate} — \text{a deft finish.}

135
Fifty years ago James Mason said, "Take much thought,
rather than a distant Pawn
with your Queen." Tarrasch
added an amendment, "In
particular the capture of the
Queen Knight's Pawn with
your Queen often brings its
own revenge."

Szoenor, 1938

<table>
<thead>
<tr>
<th>SCHUBERT</th>
<th>TIPARY</th>
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<tbody>
<tr>
<td>1 P \rightarrow Q4</td>
<td>Kt \rightarrow KB3</td>
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<tr>
<td>2 P \rightarrow QB4</td>
<td>P \rightarrow Q4</td>
</tr>
<tr>
<td>3 P \times P</td>
<td>Q \times P</td>
</tr>
<tr>
<td>4 Kt \rightarrow QB3</td>
<td>Q \rightarrow Q1</td>
</tr>
<tr>
<td>5 P \rightarrow K4</td>
<td>P \rightarrow K4</td>
</tr>
<tr>
<td>6 Q \rightarrow R4ch</td>
<td>B \rightarrow Q2</td>
</tr>
<tr>
<td>7 Q \rightarrow Kt3</td>
<td>P \times P</td>
</tr>
<tr>
<td>8 Q \times KtP</td>
<td>P \times Kt</td>
</tr>
<tr>
<td>9 Q \times R</td>
<td>P \times P</td>
</tr>
</tbody>
</table>

What an ambitious Pawn!

10 B \times P \rightarrow B - Kt5ch
11 K \rightarrow K2 \rightarrow B - Kt5ch
12 Kt \rightarrow B3 \rightarrow Q \rightarrow Q7

mate

136
This was won by a South Afri-
can schoolboy. If this is how

the boys play, the men must
be holy terrors!

Cape Town, 1940

<table>
<thead>
<tr>
<th>KOLLNICK</th>
<th>SCHUHR</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P \rightarrow K4</td>
<td>P \rightarrow K4</td>
</tr>
<tr>
<td>2 Kt \rightarrow KB3</td>
<td>Kt \rightarrow QB3</td>
</tr>
<tr>
<td>3 B \rightarrow Kt5</td>
<td>P \rightarrow QR3</td>
</tr>
<tr>
<td>4 B \rightarrow R4</td>
<td>Kt \rightarrow B3</td>
</tr>
<tr>
<td>5 O \rightarrow O</td>
<td>P \rightarrow Q3</td>
</tr>
<tr>
<td>6 P \rightarrow Q4</td>
<td>P \rightarrow QKt4</td>
</tr>
<tr>
<td>7 P \times P</td>
<td>KKt \times P</td>
</tr>
<tr>
<td>8 Q \rightarrow Q5</td>
<td>B \rightarrow Kt2</td>
</tr>
<tr>
<td>9 B \rightarrow Kt3</td>
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</tbody>
</table>

Adding a mate threat to his at-
tack on the Knight.

9 \ldots | Kt \times KP |
10 Q \times B | Kt \rightarrow B4 |
11 Kt \times Kt! |

Winds things up in a hurry.

11 \ldots | Kt \times Q |
12 B \times Pch | Resigns |

And just in time too, as the
next move is mate.

137
The winning coup here is a
quiet move by the Bishop—
quiet, subtle and deadly.

Correspondence, 1936

<table>
<thead>
<tr>
<th>WEIGEL</th>
<th>EBERT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P \rightarrow K4</td>
<td>P \rightarrow K4</td>
</tr>
<tr>
<td>2 P \rightarrow KB4</td>
<td>B \rightarrow B4</td>
</tr>
<tr>
<td>3 B \rightarrow B4</td>
<td>P \rightarrow Q3</td>
</tr>
</tbody>
</table>
4 Kt—KB3 Kt—KB3
5 P—B3 O—O
6 P×P P×P
7 Kt×P Kt×P
8 P—Q4 Q—R5ch
9 K—K2 Q—B7ch
10 K—Q3 B—Kt3l
11 R—B1

If 11 K×Kt, B—B4ch 12 K—Q5, R—Q1ch 13 Kt—Q7, R×Ktch 14 K—K5, Kt—B3 mate.

11 . . . Kt—B4ch!
12 P×Kt B—B4 mate

9 . . . K×Kt

If 9 . . . Q×Kt 10 B×Kt regains the piece and maintains the pressure.

10 Q—B3ch K—Kt3

On 10 . . . K—Kl 11 B×Kt wins, while 10 . . . K—Kt1 is refuted by 11 R×B, Kt(B3)—K2 (or 11 . . . Q×R 12 B×Kt)
12 R×Kt and it’s all over.

11 R×Bch Q×R
12 B—Q3ch

And mate next move.

138

The old writers on chess urged immediate attack on the weakest point in the opening set-up of the adverse position, the King Bishop Pawn. In a good many cases it is the keystone, and its removal makes the entire structure collapse.

Dresden, 1926

SCHRODER ILLGEN
1 P—K4 P—K4
2 B—B4 Kt—KB3
3 Kt—KB3 Kt—B3
4 P—Q4 P×P
5 Kt—Kt5 P—Q4
6 P×P Kt×P
7 O—O B—K3
8 R—K1 Q—Q2
9 Kt×BP!

The Pawn’s three guardians are not very potent.

139

It is one thing to go out to seek your fortune, but quite another to have adventure thrust upon you, as White’s King discovers when he is eased from his throne.

Correspondence, 1949

SHAW WHITNEY
1 P—QB4 P—K4
2 Kt—QB3 Kt—KB3
3 P—K4 Kt—B3
4 P—B4 P—Q3
5 P—Q3 B—K2
6 B—K3 Kt—KKt5
7 B—Q2 Kt×RP
8 R×Kt B—R5ch
9 K—K2

If 9 R×B, Q×Rch 10 K—K2, Kt—Q5ch 11 K—K3, Q×P mate.
<table>
<thead>
<tr>
<th></th>
<th>Kt—Q5ch</th>
<th>Q—Q5ch, B—Q3 14 Q—B5ch and mate follows next move.</th>
</tr>
</thead>
<tbody>
<tr>
<td>9 . .</td>
<td></td>
<td></td>
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<tr>
<td>10 K—K3</td>
<td>P×Pch!</td>
<td></td>
</tr>
<tr>
<td>11 K×Kt</td>
<td>Or 11 K×P, Q—Kt4 mate.</td>
<td></td>
</tr>
<tr>
<td>11 . .</td>
<td>Q—B3ch</td>
<td></td>
</tr>
<tr>
<td>12 K—Q5</td>
<td>B—K3 mate</td>
<td></td>
</tr>
</tbody>
</table>

140

Give Marshall a wide-open game, and he could beat anyone "like a child," to use one of his own favorite expressions.

New York, 1938

<table>
<thead>
<tr>
<th></th>
<th>MCCOR-</th>
<th>AMATEUR</th>
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<tbody>
<tr>
<td></td>
<td>MICK</td>
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<tr>
<td>1 P—QB4</td>
<td>P—K4</td>
<td>P—K4</td>
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<tr>
<td>2 Kt—QB3</td>
<td>P—KB4</td>
<td>P—Q3</td>
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<tr>
<td>3 Kt—B3</td>
<td>Kt—QB3</td>
<td>P×P</td>
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<td>4 P—Q4</td>
<td>P—K5</td>
<td>P—Kt5</td>
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<tr>
<td>5 Kt—Q2</td>
<td>Kt—B3</td>
<td>P—Q4</td>
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<tr>
<td>6 P—K3</td>
<td>P—Q4</td>
<td></td>
</tr>
<tr>
<td>7 P×P</td>
<td>Kt—QKt5</td>
<td>Kt—KB4</td>
</tr>
<tr>
<td>8 B—B4</td>
<td>Kt(Kt5)×QP</td>
<td>B—K2</td>
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<tr>
<td>9 Kt×Kt</td>
<td>Kt×Kt</td>
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<tr>
<td>10 Kt×P!</td>
<td>Kt×P</td>
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Mixing it with Marshall—which is not a recipe for happiness.

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<tbody>
<tr>
<td>11 B×Kt</td>
<td>P×Kt</td>
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<tr>
<td>12 Q—R5ch</td>
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</tr>
</tbody>
</table>

The first check, but it's quite enough. If 12 . . . K—Q2 12:

141

Even in lightning chess one cannot indulge in the luxury of grabbing first and thinking it over later. Punishment in the form of a mating combination comes quickly (at ten seconds a move, to be exact).

Paris, 1948

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
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</thead>
<tbody>
<tr>
<td></td>
<td>ELIASCHEFF</td>
<td>AMATEUR</td>
</tr>
<tr>
<td>1 P—KB4</td>
<td>P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 P×P</td>
<td>P—Q3</td>
<td>P—Q3</td>
</tr>
<tr>
<td>3 P×P</td>
<td>P×P</td>
<td>P×Kt</td>
</tr>
<tr>
<td>4 Kt—KB3</td>
<td>P—Kt5</td>
<td>P—Kt5</td>
</tr>
<tr>
<td>5 P—Q4</td>
<td>P—Kt5</td>
<td>P—Kt5</td>
</tr>
<tr>
<td>6 Kt—Kt5</td>
<td>P—KB4</td>
<td>P—KB4</td>
</tr>
<tr>
<td>7 P—K4</td>
<td>B—K2</td>
<td>B—K2</td>
</tr>
<tr>
<td>8 Kt—KR3</td>
<td>P×Kt</td>
<td>P×Kt</td>
</tr>
<tr>
<td>9 Q—R5ch</td>
<td>K—B1</td>
<td>K—B1</td>
</tr>
<tr>
<td>10 B—QB4</td>
<td>Q—K1</td>
<td>Q—K1</td>
</tr>
<tr>
<td>11 Q—R6ch!</td>
<td>Kt×Q</td>
<td>Kt×Q</td>
</tr>
<tr>
<td>12 B×Kt mate</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

142

Lasker says that Steinitz was greatly influenced by Potter "who loved unusual and strange moves." Here is a bit of Potter's witchery in the form of a checkmate which is picturesque, and has that
soupçon of diablerie Lasker talks about.

**London, 1868**

<table>
<thead>
<tr>
<th>POTTER</th>
<th>MATTHEWS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>3 B—QB4</td>
<td>P—QB4</td>
</tr>
<tr>
<td>4 Kt—KB3</td>
<td>P—Q3</td>
</tr>
<tr>
<td>5 O—O</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>6 P—B3</td>
<td>P—Q6</td>
</tr>
<tr>
<td>7 R—Kt1</td>
<td>B—Kt5</td>
</tr>
<tr>
<td>8 P—K5</td>
<td>Kt×P</td>
</tr>
</tbody>
</table>

![Chess board]

9 Kt×Kt1 B×Q
10 B—Kt5ch K—K2
11 B—Kt5ch P—B3
12 Kt—Kt6ch K—B2
13 Kt×R mate!

rate of ten seconds a move by a man then in his seventies!

**New York, 1942**

<table>
<thead>
<tr>
<th>HELMS</th>
<th>TENNER</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>3 B—B4</td>
<td>B—B4</td>
</tr>
<tr>
<td>4 P—QKt4</td>
<td></td>
</tr>
</tbody>
</table>

Gambits, yet!

4 ... B—Kt3
5 P—QR4 P—QR3
6 P—R5 B—R2
7 P—Kt5 P×P
8 B×KtP Kt—B3
9 B—R3 Kt×KP
10 Q—K2 Kt×BP
11 Kt×P Kt—Q5
12 Kt×QPch! Kt×Q
13 Kt—B6 mate

**144**

A Queen sacrifice is always exciting. Here it is the prelude to a graceful finale staged by the two Bishops.

**Berlin, 1914**

<table>
<thead>
<tr>
<th>TEICHMANN</th>
<th>AMATEUR</th>
</tr>
</thead>
<tbody>
<tr>
<td>(Remove White's Queen Rook)</td>
<td></td>
</tr>
<tr>
<td>1 P—K4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>2 P×P</td>
<td>Q×P</td>
</tr>
<tr>
<td>3 Kt—QB3</td>
<td>Q—Q1</td>
</tr>
<tr>
<td>4 Kt—B3</td>
<td>B—Kt5</td>
</tr>
<tr>
<td>5 B—B4</td>
<td>P—K3</td>
</tr>
</tbody>
</table>

**143**

The Dean of American Chess attacks with the reckless ferocity of an impetuous youngster. Believe it or not, this is a game played at the
6 P—KR3  B×Kt
7 Q×B       P—QB3
8 P—Q3      Q—B3
9 Q—Kt3     Kt—KR3
10 B—KKt5   Q—Kt3
11 Kt—Kt5!  P×Kt
12 Q×Ktch!

This must have given Black a jolt.

12 . . .  R×Q
13 B×KtP
mate

145

The purpose of Castling is to provide safety for the King, and to get the Rook into the fight quickly—all at one stroke.

But there are subtleties and sly fineses even in Castling. Here it is the curious means of winning a piece by double attack—a feat unique in chess literature.

Sarajevo, 1925

<table>
<thead>
<tr>
<th>FEUER</th>
<th>O'KELLY</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>3 B—Kt5</td>
<td>P—QR3</td>
</tr>
<tr>
<td>4 B—R4</td>
<td>P—Q3</td>
</tr>
<tr>
<td>5 B×Ktch</td>
<td>P×B</td>
</tr>
<tr>
<td>6 P—Q4</td>
<td>P—B3</td>
</tr>
<tr>
<td>7 Kt—B3</td>
<td>R—Kt1</td>
</tr>
<tr>
<td>8 Q—Q3</td>
<td>Kt—K2</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>HAYNDL</th>
<th>CRESPI</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—Q4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>2 P—QB4</td>
<td>P×P</td>
</tr>
<tr>
<td>3 Kt—QB3</td>
<td>P—K3</td>
</tr>
<tr>
<td>4 P—K3</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>5 B×P</td>
<td>P—QR3</td>
</tr>
<tr>
<td>6 Q—B3</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>7 KKt—K2</td>
<td>B—Q3</td>
</tr>
<tr>
<td>8 B—Q2</td>
<td>P—K4</td>
</tr>
<tr>
<td>9 P—Q5</td>
<td>B—KKt5</td>
</tr>
</tbody>
</table>
1000 Best Short Games of Chess

10 Q—Kt3 P—K5
11 Q—R4 Kt—K4

The attack on the Bishop gains time to get at the Queen.

12 B—Kt3 Kt—Kt3
13 Q—Kt5 P—R3

And White’s Queen is caught in the web.

147

Just to prove again that there is nothing new under the sun, here is an early example of a theme made famous by the Reti-Tartakover game.

Paris, 1864

MACZUSKI   KOLISCH

1 P—K4      P—K4
2 Kt—KB3    Kt—QB3
3 P—Q4      P×P
4 Kt×P      Q—R5
5 Kt—QB3    B—Kt5
6 Q—Q3      Kt—B3
7 Kt×Kt     QP×Kt
8 B—Q2      B×Kt
9 B×B       Kt×P
10 Q—Q4     Q—K2
11 O—O—O    Q—Kt4ch
12 P—B4!     Q×Pch
13 B—Q2

A deceptive move whose real meaning Black misses entirely.

13... Q—Kt5

White announced mate in three moves, which he demonstrated as follows:

14 Q—Q8ch! K×Q
15 B—Kt5ch K—K1
16 R—Q8 mate

148

White’s offer of a Queen for a Pawn cannot be refused. But the exchange of gifts leads to immediate checkmate.

London, 1940

WELCH         AMATEUR

1 P—K4      P—QB4
2 Kt—KB3    Kt—QB3
3 P—Q4      P×P
4 Kt×P      Kt×Kt
5 Q×Kt      Kt—B3
6 P—K5      Q—R4ch
7 P—B3      Kt—Kt1

A sorry necessity.

8 B—K3      P—K3
9 Kt—Q2     Kt—K2
10 Kt—B4     Q—Q4
11 Kt—Q6ch  K—Q1
12 Q—Kt6ch!
Elementary, my dear Watson!
12 . . .  P×Q
13 B×P mate

149

Anderssen was never a Pawn-grubber. He would part with a couple of Pawns cheerfully, just to give his pieces elbow-room. Carrying on from there was just child’s play (or looked like it).

Berlin, 1864

Anderssen  Schallop

1 P—K4  P—K4
2 P—KB4  P—Q4
3 Kt—KB3  QP×P
4 Kt×P  B—Q3
5 B—B4  B×Kt
6 P×B  Q—Q5
7 Q—K2  Q×KP
8 P—Q4  Q×QP
9 Kt—B3  Kt—KB3
10 B—K3  Q—Q1
11 O—O  P—KR3

To avoid the pin after Castling.

12 B—B5

But this will keep Black’s King from leaving.

12 . . .  QKt—Q2

In blissful ignorance of what is coming.

13 Q×Pch! Resigns
If 13 . . . Kt×Q 14 B×BP is mate.

150

One of the chief arguments against problems is that they are not true to life. The positions they depict are artificial and bear no resemblance to those we meet in everyday chess.

Yet all sorts of picturesque situations and weird designs have appeared on the chessboards of practical players.

Here is such a game where the Knights are the protagonists. Their dancing and prancing are a joy to behold. Watch them as they weave around!

Budapest, 1942

Khlober  Nagy

1 P—K4  P—QB4
2 Kt—KB3  Kt—QB3
3 P—Q4  P×P
4 Kt×P  Kt—B3
5 Kt—QB3  P—Q3
6 B—KKt5  P—QR3
7 Q—Q2  Kt—Q2
8 B—K2  P—KKt3
9 Kt—Q5

A little trap: if 9 . . . B—Kt2 10 Kt×Kt, P×Kt 11 B×KP wins the Queen.
9 . . .  
P—B3

But this is the wrong medicine!

10 Kt—K6!

A powerful move! The ring-around-the-rosy position of the Knights is very pretty, but incidental.

10 . . .  
Q—R4
11 Kt(Q5)—  
K—B2
B7ch
12 Kt—Q8ch  
K—Kt2
13 Kt—K8ch

An amusing final scene. King and Queen have fled, and the White Knights occupy their thrones.

Black resigns as 13 . . . K—Kt1 14 B—B4ch is more than he can stand.

151

Contrariwise, many a game has been lost when the Knights wandered away from their best defensive posts in the opening, KB3 and Qb3.

Holland, 1913

BOOM
1 P—K4  
P—K4
2 Kt—KB3  
Kt—QB3
3 B—Kt5  
P—QR3
4 B—R4  
Kt—B3
5 O—O  
Kt×P
6 P—Q4  
P—QKt4
7 P—Q5  
Kt—K2
8 R—K1  
Kt—QB4
9 Kt×P  
Kt×B
10 Q—B3!  
P—KB3

What else? Black's whole army looks on despairingly as the Pawns make a futile last stand.

11 Q—R5ch  
P—Kt3
12 Kt×KtP  
F×Kt
13 Q×P mate

152

A short story with a Queen sacrifice, a King wandering, and a quiet move to bring about a happy ending.
Augsberg, 1899

BACHMANN        KUNST-  
     MANN           MANN

1 P—K4    P—K4
2 Kt—KB3  Kt—QB3
3 P—B3    Kt—B3
4 P—Q4    Kt×KP
5 P—Q5    Kt—K2
6 Kt×P    Kt—Kt3
7 B—Q3    Kt×KBP

Expecting 8 K×Kt, Kt×Kt.

8 B×Kt!  Kt×Q
9 B×Pch  K—K2
10 B—Kt5ch K—Q3
11 Kt—B4ch K—B4
12 QKt—R3

Intending 13 P—QKt4 mate.

12 . . .    Kt×KtP
13 B—K3 mate

5 Kt—K5    Q—R5ch
6 P—KKt3  P×P
7 Q×P    P—Kt7ch
8 Q×Q    P×R(Q)
9 Q—R5    B—K2
10 Kt×BP Kt—KB3

White mates in three moves:

11 Kt—Q6ch K—Q1
12 Q—K8ch! R×Q
13 Kt—B7 mate

153

The smothered mate is always a spectacular finish, and decidedly a tonic for the jaded chess appetite. The lively specimen here is characteristic of Bird’s style in wrapping up his gifts.

London, 1886

BIRD       AMATEUR

1 P—K4    P—K4
2 P—KB4  P×P
3 Kt—KB3  P—KKt4
4 Kt—B3  P—Kt5

154

White’s Knights seem to be playing leapfrog in this episode. One Knight goes to K4, the other jumps over him to K5. Now the first Knight hops over to B6, and again the other leaps over him to B7.

Leipzig, 1861

SAALBACH       POLL- 
     MACHER

1 P—K4    P—QB4
2 Kt—KB3 P—K3
3 Kt—B3  Kt—K2
4 P—Q4  P—B4
5 P—Q5  BP×P
6 Kt×P  Kt×P

Of course not 6 . . . P×P 7 Kt—Q6 mate.
7 Kt—K5  P—KKt3
8 Q—B3  Q—B2

There is no joy in 8 . . . Q—K2 9 B—KKt5, Q—Kt2 10 Kt—B6ch, Kt×Kt 11 B×Kt.
9 Q—B7ch  K—Q1
10 B—Kt5ch  Kt—K2
11 Q—K8ch!  K×Q
12 Kt—B6ch  K—Q1
13 Kt—B7 mate

156

ANDERSEN knows when to cry quits. Bogo just makes the first move of a winning combination, and his opponent has seen enough.

Prague, 1931

BOGOLYUBOV  ANDERSEN
1 Kt—KB3  Kt—KB3
2 P—Q4  P—QKt3
3 P—K3  B—Kt2
4 B—Q3  P—K3
5 O—O  B—K2
6 QKt—Q2  P—Q4
7 Kt—K5  O—O
8 P—QKt3  P—B4
9 B—Kt2  QKt—Q2
10 Q—B3  R—B1
11 QR—Q1  Q—B2
12 Q—R3  B—Q3

White reasons simply: if he can remove Black’s Knight at B3 (which guards the Rook Pawn) he can mate by Q×RP. Two pieces stand in the way of taking the Kt with his Bishop (at Kt2). Ergo, get these pieces off the board as soon as possible. The quickest way is by capturing, as Black must recapture. Therefore:

13 Kt×Kt

155

WHITE spirits his King off with a surprise check, only to be met by a surprise interposition with double check.

Hamburg, 1903

AMATEUR  BIER
1 P—K4  P—K4
2 P—KB4  B—B4
3 Kt—KB3  P—Q3
4 B—B4  Kt—KB3
5 Kt—B3  Kt—B3
6 P—Q3  B—KKt5
7 P—KR3  B×Kt
8 Q×B  Kt—Q5
9 Q—Q1

Coward! A King’s Gambiteer must play aggressively. The right move (win or lose) is 9 Q—Kt3.
Black resigns without waiting for 13... Q×Kt 14 P×P, P×P 15 B×Kt, P×B 16 Q×RP mate, the rest of the demonstration.

Q. E. D.

157

An extra Pawn is like money in the bank. The man who saves his money for his old age is inclined to hang on to his Pawn plus for security in the endgame. On the other hand, he who spends freely and enjoys the use of his money is inclined to give up his extra Pawn to enjoy the benefits of the lines opened up for his pieces. Herewith a case history:

Mahrisch Ostrau, 1933

<table>
<thead>
<tr>
<th>ZINNER</th>
<th>CANAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—Q4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>3 P—B4</td>
<td>P—B3</td>
</tr>
<tr>
<td>4 P—K3</td>
<td>QKt—Q2</td>
</tr>
<tr>
<td>5 B—Q3</td>
<td>P—QR3</td>
</tr>
<tr>
<td>6 QKt—Q2</td>
<td>P—K4</td>
</tr>
<tr>
<td>7 BP×P</td>
<td>BP×P</td>
</tr>
<tr>
<td>8 P×P</td>
<td>Kt—Kt5</td>
</tr>
<tr>
<td>9 Q—R4</td>
<td>P—KR4</td>
</tr>
<tr>
<td>10 P—KR3</td>
<td>Kt—R3</td>
</tr>
<tr>
<td>11 P—K6!</td>
<td>P×P</td>
</tr>
<tr>
<td>12 B—Kt6ch</td>
<td>K—K2</td>
</tr>
</tbody>
</table>

Or if 12... Kt—B2 13 Kt—K5 wins.

13 Q—Kt4ch Resigns

As 13... K—B3 14 Q—R4ch costs his Queen.

158

Just when Tchigorin seems to be winning a piece, a zwischencheck (if we may coin a word) interrupts the proceedings, and turns joy into gloom.

New York, 1889

MASON          TCHIGORIN

| 1 P—Q4       | P—Q4        |
| 2 B—B4       | P—QB4       |
| 3 B×Kt       | R×B         |
| 4 P×P        | Q—R4ch      |
| 5 Kt—B3      | P—K3        |
| 6 P—K4       | B×P         |
| 7 P×P        | Kt—B3       |
| 8 B—Kt5ch    | K—K2        |
| 9 Kt—B3      | Kt×P        |
| 10 Q—Q2      | Kt×Kt       |

Expecting to win a piece after 11 P×Kt, Q×B.
11 Q—Kt5ch! P—B3

If 11... K—Q3 12 Q—K5ch, K—K2 13 Q×Bch, K—B3 14 Q—Kt5 mate or if 11...
K—B1 12 Q×Bch, K—Kt1 13 Q×Kt, Q×B 14 Q—B7 and wins.

12 Q×Bch K—B2
13 B—K8ch

Black resigns as his Queen is now exposed.

159

What the books call “Indiscriminate Castling” is described by the practical player as “Castling into it.” This is what they mean:

Correspondence, 1946
NEBEL HALLMAN
1 P—K4 P—K4
2 Kt—KB3 Kt—KB3
3 Kt—B3 Kt—B3
4 B—Kt5 Kt—Q5!
5 B—R4 B—B4
6 Kt×P O—O
7 Kt—B3 P—Q4
8 Kt×Kt B×Kt
9 P—K5

Counting on 9... B×KP 10 P—Q4 but Black crosses him up.

9... Kt—Kt5!
10 O—O Q—R5
11 P—KR3 Kt×BP
12 R×Kt

If 12 Q—B3, Kt×Pch 13 K—R2, Kt—B7ch 14 K—Kt1, Q—R8 mate.
12...
13 K—R2

13...
B—Kt5!

A beautiful move which wins by force:

If 14 P×B, Q—R5 mate.
If 14 Q×B, B×Pch 15 K—R1, Q—B8 mate.
If 14 Q—R1, B×KP mate.

160

The sacrifice of the Queen enables one Bishop to cry “Check!” and the other one to respond with “Mate!”

Tanger, 1907

KUNITZ SALAMON
1 P—Q4 P—Q4
2 P—K4 P×P
3 P—KB3 P×P
4 Kt×P B—Kt5
5 B—K3 Kt—QB3
6 P—B3  
P—K4
7 P—Q5  
QKt—K2
8 Q—R4ch  
B—Q2
9 Q—K4  
P—KB3
10 B—Q3  
Kt—Kt3
11 Q×Ktch!  
P×Q
12 B×Pch  
K—K2
13 B—B5 mate!

161

The Queen may be equal in value to two Rooks or nine Pawns, but when you can get Pawn, Bishop and a double check in exchange for your Queen, you are getting more than your money's worth.

London, 1863

WATKINSON  
AMATEUR
1 P—K4  
P—K4
2 Kt—KB3  
Kt—QB3
3 B—B4  
P—KR3
4 P—B3  
Kt—B3
5 P—Q4  
P×P
6 P—K5  
Kt—R2
7 O—O  
P×P
8 Kt×P  
B—K2
9 Q—Q3  
O—O
10 Q—Kt6

Threatening 11 B×RP.

10 . . .  
P—Q4
11 Kt×P!  
P×Q
12 Kt×Bch  
K—R1
13 Kt×P mate

162

Black bursts out of a pin by force. It costs him his Queen, but it nets him the King.

Berlin, 1837

HORWITZ  
BLEDOW
1 P—K4  
P—K4
2 Kt—KB3  
Kt—QB3
3 B—B4  
B—B4
4 P—B3  
B—Kt3
5 P—Q4  
Q—K2
6 P—Q5  
Kt—Q1
7 B—K2  
P—Q3
8 P—KR3  
P—KB4
9 B—KKt5  
Kt—KB3
10 QKt—Q2  
O—O
11 Kt—R4  
P×P
12 Kt×P

Adding pressure to the pin, but this time it does not work.

12 . . .  
Kt×Kt!
13 B×Q  
B×Pch

And mate next move.
163

Black's Pawns jab at the Queen. Four swift blows in succession send her reeling about the board, to succumb to a final attack by an unchivalrous Knight.

Correspondence

<table>
<thead>
<tr>
<th>SUHR</th>
<th>SELMAN</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—Q4</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>2 P—QB4</td>
<td>P—K4</td>
</tr>
<tr>
<td>3 P×P</td>
<td>Kt—Kt5</td>
</tr>
<tr>
<td>4 Kt—KB3</td>
<td>B—B4</td>
</tr>
<tr>
<td>5 P—K3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>6 B—Q2</td>
<td>KKt×P (K4)</td>
</tr>
<tr>
<td>7 Kt×Kt</td>
<td>Kt×Kt</td>
</tr>
<tr>
<td>8 B—B3</td>
<td>Q—K2</td>
</tr>
<tr>
<td>9 Q—Q5</td>
<td>P—Q3</td>
</tr>
<tr>
<td>10 P—QKt4</td>
<td>P—QB3</td>
</tr>
<tr>
<td>11 Q—K4</td>
<td>P—B4</td>
</tr>
<tr>
<td>12 Q—B4</td>
<td>P—KKt4!</td>
</tr>
<tr>
<td>13 Q—Kt3</td>
<td>P—B5!</td>
</tr>
</tbody>
</table>

And wins: if 14 Q—Q1, Kt×Ktch followed by 15 . . . Q×P RP mate.

165

A pretty mating motif: the Queen takes one step forward, and then one step back.

Nice, 1941

<table>
<thead>
<tr>
<th>AMATEUR</th>
<th>KAHN</th>
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<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
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<tr>
<td>3 Kt—B3</td>
<td>Kt—B3</td>
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<tr>
<td>4 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>5 Kt×P</td>
<td>B—Kt5</td>
</tr>
<tr>
<td>6 Kt×Kt</td>
<td>KtP×Kt</td>
</tr>
<tr>
<td>7 B—Q3</td>
<td>O—O</td>
</tr>
<tr>
<td>8 O—O</td>
<td>P—Q4</td>
</tr>
<tr>
<td>9 P—K5</td>
<td>Kt—Kt5</td>
</tr>
<tr>
<td>10 P—B4</td>
<td>Q—R5</td>
</tr>
</tbody>
</table>

White resigned, as the sequel would be 14 P×P, P×P 15 Q×P, Kt—Q6ch, and the Queen fails.
11 P—KR3  B—B4ch
12 K—R1  Q—Kt6
13 P×Kt  Q—R5
    mate

166

More impressive than the Knight forks which hover over Black and induce him to resign, is White's remarkable posting of his forces on Q5. First a Pawn, then a Knight, then a Bishop and finally the Queen herself occupy this vital square. The cumulative effect is pleasing, and the strategy is sound.

Surrey, 1947

Cordingley

L. Alexander  Ley

1 P—Q4  Kt—KB3
2 P—QB4  P—K3
3 Kt—KB3  P—QKt3
4 P—KKt3  B—Kt2
5 B—Kt2  P—B4
6 P—Q5  P×P
7 Kt—R4  P—Q3
8 Kt—QB3  Q—Q2
9 Kt×P  Kt×Kt
10 B×Kt  B—K2
11 Kt—B5!  O—O

This seems safe enough, but Alexander lashes out with two powerful blows, and Black gives up.

12 B×B  Q×B
13 Q—Q5!  Resigns

Depriving the audience of the pleasure of seeing the Knight do his specialty. If 13 . . . Q×Q 14 Kt×Bch wins a piece, and if 13 . . . Kt—B3 14 Q×Kt, Q×Q 15 Kt×Bch is another display of the Knight fork.

167

As befits a great general, Napoleon manipulates his Knights expertly to land the King in a mating net.

Paris, 1802

Remusat  Napoleon

1 P—K4  Kt—KB3

Alekhine's Defense—which had not yet been invented!

2 P—Q3  Kt—B3
3 P—KB4  P—K4
4 P×P  QKt×P
5 Kt—QB3  KKt—Kt5
6 P—Q4  Q—R5ch
7 P—Kt3  Q—B3
8 Kt—R3  Kt—B6ch
9 K—K2  Kt×QPch
10 K—Q3  Kt—K4ch
11 K×Kt  B—B4ch
12 K×B  Q—QKt3ch
13 K—Q5  Q—Q3
    mate

168

Had Mieses won this game in tournament play, he would undoubtedly have been
awarded a brilliancy prize. What he did get was non-interest-bearing kudos, in the shape of a round of applause.

Liverpool, 1900

MIESES
(Simultaneous)

<table>
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<tr>
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<th>AMATEUR</th>
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<tbody>
<tr>
<td>1 P–K4</td>
<td>P–K4</td>
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<tr>
<td>2 Kt–QB3</td>
<td>Kt–KB3</td>
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<tr>
<td>3 B–B4</td>
<td>Kt×P</td>
</tr>
<tr>
<td>4 Q–R5</td>
<td>Kt–Q3</td>
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<tr>
<td>5 B–Kt3</td>
<td>B–K2</td>
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<tr>
<td>6 P–Q3</td>
<td>O–O</td>
</tr>
<tr>
<td>7 Kt–B3</td>
<td>Kt–B3</td>
</tr>
<tr>
<td>8 Kt–KKt5</td>
<td>P–KR3</td>
</tr>
<tr>
<td>9 P–KR4!</td>
<td>Kt–K1</td>
</tr>
<tr>
<td>10 Kt–Q5</td>
<td>Kt–B3</td>
</tr>
</tbody>
</table>

11 Q–Kt6!

Threatening 12 Kt×Ktch, B×Kt 13 Q–R7 mate.

11 ... P×Q

If 11 ... P×Kt 12 Kt×Ktch, B×Kt 13 P×P, R–K1 14 Q×BP mate.

12 Kt×Bch    K–R1
13 Kt×P mate

169

In a battle at ten seconds a move, it is the college star who outwits the young master.

New York, 1937

MACMURRAY    KUSSMAN

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<tr>
<td>1 P–K4</td>
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<tr>
<td>2 Kt–KB3</td>
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<td>3 B–B4</td>
<td>Kt–B3</td>
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<tr>
<td>4 Kt–Kt5</td>
<td>B–B4</td>
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<tr>
<td>5 B×Pch</td>
<td>K–B1</td>
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<tr>
<td>6 B–Kt3</td>
<td>P–Q4</td>
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<tr>
<td>7 O–O</td>
<td>P–KR3</td>
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<tr>
<td>8 P×P</td>
<td>P×Kt</td>
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<tr>
<td>9 P×Kt</td>
<td>P–K5</td>
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<td>10 P–Q3</td>
<td>Q–Q3</td>
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<tr>
<td>11 P–KKt3</td>
<td>B–KKt5</td>
</tr>
<tr>
<td>12 P×KtP</td>
<td>R–QKt1</td>
</tr>
<tr>
<td>13 Q–Q2</td>
<td>Q×KtPch</td>
</tr>
</tbody>
</table>

And wins, as 14 RP×Q, B–B6 is more than flesh can bear.

170

More than one road leads to Rome. Even in a 13-move miniature there may be a short cut.

BLUMENTHAL    AMATEUR

<p>| | |</p>
<table>
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<tr>
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<tbody>
<tr>
<td>1 P–K4</td>
<td>P–K4</td>
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<tr>
<td>2 Kt–KB3</td>
<td>Kt–QB3</td>
</tr>
</tbody>
</table>
3 P—B3   Kt—B3
4 P—Q4   Kt×KP
5 P—Q5   Kt—Kt1
6 B—Q3   Kt—B4
7 Kt×P   Q—K2
8 O—O   Q—Q3
9 B—KKt5 Q×P

A pretty variation would be:
9 . . . P—KB3 10 R—K1, P×Kt 11 R×Pch, Q×R 12 Q—R5ch, P—Kt3 13 Q×Pch, P×Q 14 B×P mate.
10 R—K1 Kt—K3
11 Kt×BP R—Kt1

If 11 . . . K×Kt 12 B—Kt6ch with a discovered attack on the Queen.
12 B—Kt6 Q×Q
13 Kt—Q6 mate

The short cut would have been (instead of 11 Kt×BP) 11 B—Kt6, threatening 12 B×BP mate as well as 12 Q×Q.

171

The Rook is a holy terror in endings where he controls the seventh rank. Here he does not wait, but leaps into the fray in the midgame, seizes the seventh rank and wreaks havoc and destruction.

Correspondence, 1930
BOAS SELMAN
1 P—Q4 Kt—KB3
2 P—QB4 P—K4

3 P×P Kt—Kt5
4 Kt—KB3 Kt—QB3
5 B—B4 B—Kt5ch
6 QKt—Q2 P—B3
7 P×P Q×P
8 B×P Q×P
9 B—B4

But not 9 P—K3, P—Q3 imprisoning the Bishop.
9 . . .
10 R—B1 O—O
11 Kt×Kt R×B
12 P—K3

This looks good, as he protects the Knight, attacks the Rook and releases his Bishop.
12 . . .
13 R—B2 R×Kt!

And wins. If 14 R×Q, R×Rch gets the Queen back with interest, or if 14 R×R, Kt×KP leaves White helpless.

172

The danger of accepting one Knight is that you may have the other one thrust upon you!

Brooklyn, 1923
FRINK LECOUNT
1 P—Q4 Kt—KB3
2 Kt—QB3 P—Q3
3 Kt—B3 B—B4
4 Kt—KR4 B—Kt3
5 Kt×B
Getting the advantage of the “two Bishops.” But is it worth losing the invaluable defensive services of the King Knight?

5 ... RP×Kt
6 P—K4 QKt—Q2
7 B—QB4 P—K4
8 O—O P—B3
9 P—QR4 P×P
10 Q×P Kt—Kt5
11 P—R3 Kt(Q2)—K4
12 P×Kt Kt—B6ch!

This is the point: the Pawns are broken up before the Queen takes a hand.

13 P×Kt Q—R5

This is the end: Queen and Rook on the open file are irresistible.

173

There is no opening that guarantees quiet and serenity. From the comparatively peaceful Four Knights Game, Black conjures up a whirlwind attack on the King.

Prague, 1908

<table>
<thead>
<tr>
<th>ABONYI</th>
<th>HROMADKA</th>
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<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
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<tr>
<td>2 Kt—QB3</td>
<td>Kt—QB3</td>
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<tr>
<td>3 Kt—B3</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>4 B—Kt5</td>
<td>Kt—Q5</td>
</tr>
<tr>
<td>5 B—R4</td>
<td>P—B3</td>
</tr>
<tr>
<td>6 O—O</td>
<td>B—B4</td>
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</tbody>
</table>

| 7 Kt×P | P—Q3    |
| 8 Kt—Q3 | B—KKt5 |
| 9 Q—K1 | Kt—B6ch! |
| 10 P×Kt | B(Kt5)×P |
| 11 P—K5 |        |

Intending to counter 11 ... Q—Q2 with 12 P×Ktch, K—B1 13 Q—K7ch forcing an exchange of Queens.

11 ... O—O1
12 P×P Kt—Kt5

Clearing the way for 13 ... Q—R5.

13 Q—K7 B×QP

There is no fight left. If 14 Q×Q, B×P is checkmate.

174

It seems a trick of fate that the two pieces menaced by Black’s Pawn fork bring about the downfall of his King.

SPEYER COUVEE

| 1 P—K4 | P—K3 |
| 2 P—Q4 | P—Q4 |
| 3 Kt—QB3 | Kt—KB3 |
| 4 B—KKt5 | B—K2 |
| 5 P—K5 | KKt—Q2 |
| 6 B×B | Q×B |
| 7 Kt—Kt5 | Q—Q1 |
| 8 B—Q3 | P—QB3 |
| 9 Kt—Q6ch | K—K2 |
| 10 Q—R5 | P—KKt3 |
| 11 Q—R4ch | P—B3 |
12 Kt—R3!  Kt—R3
13 Kt—KB4  P—KKt4

Protecting his King Knight Pawn by 13 ... Q—Kt1 would have led to 14 B×P, P×B 15 Q×R, Q×Q 16 Kt×KtPch winning.

After the move actually made, White announced mate in two by:

14 Q×Pch!  R×Q
15 Kt—Kt6 mate

175

Even so great a master as Dr. Tarrasch can be embarrassed by a surprise move, and this is one time when his face must have slowly turned red.

Hamburg, 1910

TARRASCH
(Simultaneous)

HOLZHAUSEN
1 P—K4  P—K4
2 Kt—KB3  P—Q3

3 B—B4  B—K2
4 P—Q4  P×P
5 Kt×P  Kt—KB3
6 Kt—QB3  Kt—B3
7 O—O  O—O
8 P—KR3  R—K1
9 R—K1  Kt—Q2
10 B×Pch!  K×B

The point: if 10 ... K—R1 or 10 ... K—B1, White does not take the Rook but plays Kt—K6 winning the Queen. Black must capture and walk right into a crusher.

11 Kt—K6!!

The second offer must also be accepted, as the Queen is attacked.

11 ...  K×Kt
12 Q—Q5ch  K—B3
13 Q—B5 mate

176

The Queen strays into alien territory, and realizes her danger when it is too late. She flutters nervously about, but there is no escape.

St. Petersburg, 1898

KANTAKUSIN  AMATEUR
1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 P—Q4  P×P
4 Kt×P  B—B4
5 P—QB3  Kt—B3
6 B—KKt5  O—O


1000 Best Short Games of Chess

If instead 9 . . . P×B 10 P×P winning one of the Knights, with a tremendous position.

10 R×P

Two pieces attack the pinned Knight.

10 . . . P×R
11 Q×Kt

Again two pieces attack the pinned Knight.

11 . . . O-O
12 B×Kt Q-K1
13 B-R8!

A pretty clearing of the way for the Queen, who will mate at Kt7.

177

Merely pinning a piece is not enough. You must keep putting on pressure, to make your opponent yell “Uncle!”

Berlin, 1899

ROSENTRETER HOFER

1 P-K4 P-K4
2 Kt-KB3 Kt-QB3
3 B-B4 B-B4
4 O-O Kt-B3
5 P-Q4 B×P
6 Kt×B Kt×Kt
7 B-KKt5 P-KR3

Already he feels the pain.

8 B-R4 P-KKt4

Apparently breaking the pin.

9 P-B4t KtP×P

178

No wonder Black resigns when he does! The only piece he has in play is his King!

Berlin, 1890

GORING AMATEUR

1 Kt-QB3 Kt-QB3
2 P-Q4 P-Q4
3 P-K4 P×P
4 P-Q5 Kt-K4
5 B-KB4 B-Kt5
6 B×Kt1 B×Q
7 B-Kt5ch P-B3
8 P×P B-Kt5

Expecting 9 P-B7ch when he escapes the worst by 9 . . . Q-Q2 10 B×Qch, B×B.
9 P×Pch B—Q2
10 B×Bch K×B
11 O—O O—K1
ch
12 R×Q R×R
13 P—Kt8(Q) Resigns

After 13 ... R×Q 14 B×R there is no balm in Gilead (Aureomycin will not help, either).

179
It is not easy to snatch a Pawn and run away. No matter how fast you run you will be caught by the law of compensation.

Berlin, 1932
LEXANDRO-WITSCI
1 P—K4 P—QB4
2 Kt—KB3 P—K3
3 P—Q4 P×P
4 Kt×P Kt—KB3
5 Kt—QB3 B—Kt5
6 Kt(Q4)—Kt5
7 Q—Q4 B×Ktch
8 P×B Kt—KB3
9 B—R3

Getting such a development for a Pawn is dirt cheap.

9 ... Kt—B3
10 Q—KB4

Threatening 11 Kt—Q6ch followed by a discovered check win-
ning the Queen, as well as 11 Kt—B7ch winning the Queen.

10 ... P—K4

But not 10 ... Kt—Q4 11 Kt—Q6ch, K—K2 12 Q×P mate.

11 Kt—Q6ch K—B1
Or 11 ... K—K2 12 Kt—B5ch, K—K3 13 Kt×Pch, K—Q4 14 P—B4 mate.

12 Q—B4 Q—K2

He must guard against 13 Q×P mate.

13 Kt—Kt5

Uncovering a pin which wins.

180
The finish is exciting: the Queen swoops down in a suicidal plunge, the Knight leaps out of the way of the Rook, and the Rook zooms all the way down the board for the checkmate!

Bremen, 1918
SCHWARTZ HARTLAUB
1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—B4 B—B4
4 O—O P—Q3
5 P—KR3 P—KR4
6 Kt—R2 Kt—B3
7 P—Q3 B—KKt5
8 P×B P×P
9 Kt×P  Kt—KR4
10 B—K3  Q—R5
11 B×B

Does not suspect a thing!

11 ...  Q—R8chl
12 K×Q  Kt—Kt6ch
13 K—Kt1  R—R8
mate!

181

Just as Black is happily consolidating his position after an early Pawn kidnapping, there comes a move which blows his game sky-high!

Munich, 1927

SPRINGE  GEBHARD
1 P—Q4  Kt—KB3
2 Kt—KB3  P—K3
3 B—Kt5  P—B3
4 P—K4  Q—Kt3
5 QKt—Q2  Q×KtP
6 B—Q3  P—Q4
7 O—O  Q—Kt3

182

A quiet move is sometimes more impressive than a display of fireworks. Nothing could be more unobtrusive than the simple step forward made by Black's King to complete the encirclement of the enemy Queen.

Allentown, 1938

BAUER  RUTH
1 Kt—KB3  P—Q4
2 P—B4  P×P
3 Kt—R3  P—K4
4 Kt×BP  P—K5
5 Kt—Kt1

How sad!

5 ...  Kt—KB3
6 P—Kt3  B—K3
7 Kt—K3  Q—Q2
8 B—Kt2  Kt—B3
9 Q—R4  B—QKt5
10 P—QR3  P—QKt4!
11 Q×KtP  R—QKt1
12 Q—Kt5

If 12 Q—R4, B—Kt6 13 Q×B(Kt3), B×Pch winning White's Queen.
12... P—KR3
13 Q×KtP K—K2!

A four-in-one move. He protects his Rook and his Knight, establishes communication between his Rooks and threatens to win the Queen by 14... R(Kt1)—Kt1. White has no defense.

183

One way to catch the fleet-footed Queen without puffing and panting is to close the exit gate first.

Hastings, 1939

RICHARDSON EVA

1 P—K4 P—Q3
2 P—Q4 Kt—KB3
3 Kt—QB3 P—KKt3
4 B—K3 B—Kt2
5 Kt—B3 QKt—Q2
6 Q—Q2 Kt—Kt5
7 O—O—O Kt×B
8 Q×Kt Kt—B3
9 P—KR3 P—K3
10 Kt—KR4 P—KR4
11 P—B4 Kt×P
12 Kt×Kt Q×Kt

This wins a Pawn, but...

13 Kt—Kt5!

Prevents the Queen from returning. The threat (which cannot be parried) is now P—KKt3 winning the Queen. Black of course resigned.

184

AN AWKWARD deployment of the King Knight which costs White the game, is evidence that Tartakover was right when he said, "Some Knights don't leap, they limp."

Berlin, 1940

AMATEUR NERSOW

1 P—QB4 P—K4
2 Kt—KB3 P—K5
3 Kt—Q4 Kt—QB3
4 Kt—B2 Kt—B3
5 Kt—B3 B—B4
6 P—QR3 P—QR4
7 P—KKt3 Kt—K4

Centralizing his Knight with gain of time (the attack on the Pawn),

8 P—Kt3 P—Q4!
9 P×P B—KKt5

Threatening to win the Queen by 10... Kt—Q6ch.

10 P—B3 Kt—Q6ch!
11 P×Kt P×BP
12 B—K2 P—B7ch
13 K—B1 B—R6 mate

185

In the early stages of the game the King should avoid undue excitement. Once he leaves the throne, his life is in danger.
Correspondence, 1940

PODGORNY  BUBENIK

1 P—K4  P—K3
2 P—Q4  P—Q4
3 P—K5  P—QB4
4 Q—Kt4  Kt—QB3
5 Kt—KB3  KKt—K2
6 B—Q3  Kt—B4
7 P×P  P—KKt3
8 B—KKt5  Q—B2
9 O—O  Kt×P
10 Kt×Kt  Q×Kt
11 B—Kt5ch  B—Q2
12 B×Bch  K×B
13 Q—R4ch!

The clincher. Black loses his Queen after 13 ... K—B2 14 B—B4, or his Rook after 13 ... K—B1 14 Q—K8ch.

5 P×P  P×P
6 Q—Kt3  P—QQKt3
7 P—K3  P—K3
8 B—Kt5ch  QKt—Q2
9 Q—R4  B—Q3
10 Kt—K5  Q—B2

Simplifying by 10 ... B×Kt 11 P×B, Kt—K5 would have let him breathe easier.

11 B×Ktch  Kt×B
12 Kt—Kt5  Q—Kt1

He must guard his Bishop.

13 Kt—B6!

But now he loses his Queen.

187

In a cramped position it is good strategy to exchange pieces. Dr. Tarrasch made this a maxim, but it was stated more succinctly by the Queen of Hearts in ALICE IN WONDERLAND, who used to cry, “Off with his head!”

Correspondence, 1940

BRUSTLE  ROTSCHE

1 P—Q4  P—Q4
2 P—QB4  Kt—KB3
3 Kt—QB3  P—B3
4 Kt—B3  B—B4

In a lifetime of tournament and match play, Capablanca lost only 35 games! How amazing this is may best be judged by comparing his results on a percentage basis with those of his nearest competitors. Capa’s losses were 6% of his total games played, Alekhine’s were 10%, Botvinnik’s 10%, Lasker’s 11% and Morphy’s 12%. Far behind these figures are the percentages of others who held the title of World’s Champion: Euwe’s being 18%, Steinitz’s 22% and Anderssen’s 29%.

In his exhibitions of simultaneous play Capablanca
was phenomenal, and his percentage of losses is far, far below that of any other man who ever lived.

When therefore we come across a 13 move victory over the greatest genius chess ever produced, it is surely cause for wonder.

Brooklyn, 1924

CAPABLANCA
(Simultaneous)  KEVITZ

1 P—QKt4  P—Q4
2 B—Kt2  B—B4
3 P—K3  P—K3
4 P—KB4  Kt—KB3
5 Kt—KB3  B×KtP
6 Kt—B3  QKt—Q2
7 Kt—K2  Kt—Kt5
8 P—B3  B—K2
9 P—KR3  Kt—B4

Threatening mate on the move.

10 Kt—Kt3  B—R5


11 Kt×B  Q×Kt
12 Q—B3  Kt×P
13 Q—B2

Capturing the Knight would be met by 13 . . . Kt—K5 regaining his piece, and leaving Black two Pawns ahead.

13 . . .  Kt×B

White resigns. If 14 K×Kt (certainly not 14 Kt×Kt or 14 R×Kt when 14 . . . Kt—Q6ch wins the Queen) Kt—Q6 (here 14 . . . Kt—K5 15 Kt×Kt wins for White!) 15 Q—K3, Q×Pch is convincing enough.

188

"Plant a Knight firmly on the sixth rank, and you can go to sleep. Your game will play itself."

Rotterdam, 1929

LANDAU  BEFFIE

1 P—Q4  P—Q4
2 P—QB4  P—QB3
3 Kt—KB3  Kt—Q2
4 Kt—B3  P—K3
5 P—K4  P×KP
6 Kt×P  B—Kt5ch
7 B—Q2  Q—K2
8 P—B5  B×Bch
9 Q×B  KKt—B3
10 Kt—Q6ch  K—B1
11 Kt—KKt5  P—K4
12 O—O—O  P×P
13 R—K1  Resigns

Rather than face this future:
13 . . . Q—Q1 14 Kt(Q6)×BP, Q—B2 15 Kt—K6ch and his Queen is snapped off.

189

The danger of capturing both of your opponent’s Rooks is that it may all be part of his infernal plans!
Attleboro, 1943

BRASK

P—K4
P—Q4
Kt—QB3
B—Q3
B—Kt5
B×P
Kt—B3
Kt×P

GUSTAFSON

P—K3
P—Q4
Kt—KB3
Kt—KB3
P×P
P—B4
P×P
Q—R4

Attacking everything in sight.

9 B×Kt
10 P×B
11 Q—Q2
12 K—K2

B×Ktch
Q×Pch
Q×Rch
Q×R

8 Kt×P!

So far so good.

But this changes the picture.
The threat is mate on the spot.

If 13 . . . Kt—Q2 14 Kt×Pch,
K—B1 15 Q—Q6ch, K—Kt1 16
Kt—B5, P—KR4 17 Q—Kt3ch,
K—B1 18 Q—Kt7ch, K—Kt1 19
Kt—Q6 mate. Black resigned
without waiting for further
demonstration.

190

Once in a while a silly-looking
sort of move actually
improves standard play. Here,
the Knight’s quixotic leap
forward makes his opponent
sit up and take notice, while
the critics make marginal
notes in their monographs on
the Ruy Lopez.

Ludwigshafen, 1932

BRINCKMANN

P—K4
Kt—KB3
B—Kt5
Kt—B3
QKt×P
Kt×Ktch
P—Q4
Kt5

KIENINGER

P—K4
QB3
P—B4
P×P
P×Kt
P—Q4

The old play at this point was
8 Kt—R4, Q—K2 9 B×Kt,
KtP×B 10 Kt—B5, Q—B2 fol-
lowed by 11 . . . P—Q4 with a
comfortable game for Black.

8 Kt—Kt5!

B—Kt5ch

Not at once 8 . . . P×Kt 9
Q—R5ch, K—K2 10 B×Pch
winning the Queen.

9 P—B3
10 Q—R5ch
11 B×P!

P×Kt
K—B1
Kt—K2

If 11 . . . B—K2 12 B—
R6ch, K—Kt1 13 B—B4ch
spells finis.

12 B—QB4
13 B×P!

P—Q4
Resigns
Better than 13... QxB 14 B-R6ch, K-Kt1 15 Q-K8 mate.

191

Black's winning combination illustrates the importance of looking at every possible capture, no matter how foolish it might first appear.

Chicago, 1942

NIETSCHE  FAKTOR
1 P-K4     P-K4
2 P-KB4    PXP
3 B-B4     Q-R5ch
4 K-B1     P-KKt4
5 Kt-KB3   Q-R4
6 P-KR4    P-Q4
7 BxP      Kt-KB3
8 Kt-B3    Kt-B3
9 BxKtch   PxB
10 P-Q4    B-R3ch
11 K-Kt1   P-Kt5
12 Kt-K5

White resigns as he sees the rest. After 14 K-R2, P-Kt6ch 15 K-R3, B-B1ch 16 Q-Kt4, BxQ is mate.

192

Once lines are opened to them, White's pieces find room to exhibit their combinative talents.

Bucharest, 1934

IANOVICI  MAYER
1 P-K4     P-K4
2 P-Q4     PXP
3 B-QB4    Q-B3
4 P-QB3    PXP
5 KtXP     B-B4
6 Kt-B3    Kt-K2
7 O-O      P-Q3
8 P-K5     PXP
9 Kt-K4    Q-B4

If 9... Q-QKt3 10 Kt (K4)—Kt5, O-O 11 KtxBP, RxKt 12 Q-Q8 mate. If in this, 10... P-KB3 11 B-B7ch, K-B1 12 Q-Q8 mate.

10 KtxB    P-K5
11 KtxKP   QxKt(K5)

This is as far as Black saw. He has regained his piece, and is a Pawn up.

12 BxPch!

Ouch!

12... K-B1

Obviously he must not touch the Bishop.
13 Kt—Kt5!

Guards his Bishop, attacks the Queen and threatens mate. This is much too much for Black, who throws in the towel.

193

The action is lively here, as the players indulge in a bit of witty repartee. Who will have the last word is not clear until the final check, which forces “I resign.”

Stockholm, 1947

WERLE  WESTLUND

1 P—Q4  P—Q4
2 Kt—QB3  P—K3
3 P—K4  P×P
4 Kt×P  Kt—KB3
5 Kt×Ktch  Q×Kt
6 Kt—B3  P—KR3
7 P—KR4  P—B4
8 P×P  B×P
9 B—KKt5!

Devilishly clever! To begin with Black dares not move his Queen, as mate at Q8 would follow.

9 . . .  P×B
10 P×P

Now Black’s Queen and Rook are menaced.

10 . . .  B—Kt5ch
11 K—K2!

Certainly not 11 P—B3, B×Pch 12 P×B, Q×Pch 13 K—K2.

Q—Kt7ch and it is White’s King Rook which is now attacked.

11 . . .  Q×Ktch

He now has two pieces for his Queen, and after he captures the Rook, he will have more than the equivalent.

12 K×Q  R×R
13 B—Kt5ch!

This is the twist! Black loses his Rook, and with it the game.

194

There may be three different ways of removing a Rook, and yet none of these ways may lead to happiness.

Yugoslavia, 1948

RADITSC  IVKOV

1 P—Q4  Kt—KB3
2 Kt—KB3  P—Q4
3 P—B4  P×P
4 P—QR4  P—B4
5 Kt—B3  P×P
6 Q×P  B—Q2
7 Q×BP  Kt—B3
8 B—B4  R—B1
9 R—Q1  P—K4
10 B—Kt3

Mustn’t touch the Pawn! The recapture by the Knight would be a double attack on the Queen.

10 . . .  Kt—QKt5
11 Q—Kt3  Q—Kt3
Now threatening the Queen by 12 ... Kt—Q6ch. If 12 Kt—Q2 (guarding his Queen) B—K3 13 P—R5, B×Q 14 P×Q, Kt—B7 mate.

12 K—Q2 B—K3
13 Q—R3 R×Kt!

And wins. If 14 Q×R, Kt—K5ch catches the Queen, and if 14 K×R, Kt—K5 is a pretty mate. Finally, if 14 P×R, Kt—K5ch 15 K—K1, Kt—B7 is mate.

Still persisting with his idea. Now he plans 11 Kt—B7ch, Q×Kt 12 R—Q8ch etc.

10 ... QKt—B3
11 B—Kt5

Pinning the Knight so that the previous threat will still be in effect.

11 ... P×Kt
12 R×P

New threats such as 13 B×Kt winning the Queen, and 13 R×Ktch add fuel to the fire.

12 ... Q—B2

Convinced that he cannot escape his fate, he waits for the blow to fall.

13 R—Q8ch Resigns

It is mate next move.

195

White seems to have made up his mind early in the game to force checkmate at Q8. He succeeds in his object almost by sheer will power.

Holland, 1918

GAAIKEMA NIJHOFF

1 P—K4 P—K3
2 P—Q4 P—Q4
3 Kt—QB3 Kt—KB3
4 P—K5 KKt—Q2
5 Q—Kt4 P—QB4
6 B—KKt5 Q—Kt3
7 O—O—O P×P
8 R×P Kt×P
9 Kt×P! Q—R4

If 9 ... P×Kt 10 Q×Bch and mate at Q8, or if 9 ... Kt×Q 10 Kt×Q and again mate at Q8, is threatened as well as 11 Kt×R, 11 Kt×B and 11 R×Kt.

10 Q—Q1

196

Knight maneuvers are always fascinating. No other piece can give mate in such piquant style, say by hiding in a corner of the board!

DORASIL AMATEUR

(Remove White's Queen Knight)

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 P—Q4 P×P
4 B—QB4 B—Kt5ch
5 P—B3 P×P
<table>
<thead>
<tr>
<th>White</th>
<th>Black</th>
</tr>
</thead>
<tbody>
<tr>
<td>6 O—O</td>
<td>P×P</td>
</tr>
<tr>
<td>7 B×KtP</td>
<td>B—B1</td>
</tr>
</tbody>
</table>

This is super-caution.

| 8 R—K1 | P—Q3 |
| 9 P—K5 | P×P |
| 10 Kt×P | |

Just what Black wants: an exchange of Queens.

| 10 ... | Q×Q |
| 11 B×Pch! | K—K2 |
| 12 Kt—Kt6ch! | K×B |
| 13 Kt×R mate! | |

The exchange of Queens remains uncompleted.

10 P×P(Q5) B×Kt
11 Q—K4!

Zwischenzug! Instead of taking the Bishop, White threatens mate—and something else.

| 11 ... | R—Q1 |

Black is rattled. If he had played instead 11 ... Q—B4 or 11 ... Q—Kt3 his loss would have been held to a Pawn.

12 P—Q6!

Now there are two major threats: 12 Q—R7ch followed by 13 Q—R8 mate, and 12 Q×R.

| 12 ... | K—B1 |
| 13 P×B | |

And wins, as Black must give up his Knight to save the Rook.

197

The zwischenzug (an in-between move) seems to be a good weapon psychologically. So surprised is the player who encounters it, that he rarely puts up a decent defense afterwards.

Hilversum, 1947

ROSSOLIMO CASTALDI

| 1 P—Q4 | P—Q4 |
| 2 Kt—QB3 | Kt—KB3 |
| 3 B—Kt5 | P—K3 |
| 4 Kt—B3 | P—KR3 |
| 5 B×Kt | Q×B |
| 6 P—K4 | QKt3 |
| 7 B—Q3 | P—B4 |

198

BRONSTEIN is one of the few modern players who is thoroughly at home in wild and woolly King’s Gambits. He is happy on either side of the board, and his combinations have the animation and verve of an Anderssen or a Morphy.

Kiev, 1938

EFIMOV BRONSTEIN

| 1 P—K4 | P—K4 |
| 2 P—KB4 | P×P |
| 3 Kt—KB3 | Kt—KB3 |
| 4 P—K5 | Kt—R4 |
5 Kt—B3  P—Q3
6 B—B4  P×P
7 Kt×P  Q—R5ch
8 K—B1  B—K3!
9 B×B  Kt—Kt6ch
10 K—Kt1

Forced; if 10 P×Kt, Q×Rch
11 K—K2, Q×Qch followed by
12 ... P×B.

10 ...  B—B4ch!
11 P—Q4  B×Pch!
12 Q×B  Kt—K7ch!

The always graceful Knight fork.

13 Kt×Kt  Q—K8

mate

199

More than 300 years ago Greco published a book of brilliant games. Whether he actually played these, or whether they were the inventions of a fertile mind is a moot point, but we can still enjoy them today, and classify them as fiction or non-fiction later, when the historians agree.

Rome, 1619

GRECO  AMATEUR

1 P—K4  P—K3
2 P—Q4  Kt—KB3
3 B—Q3  Kt—B3
4 Kt—KB3  B—K2
5 P—KR4  O—O
6 P—K5  Kt—Q4
7 B×Pch!  K×B
8 Kt—Kt5ch  B×Kt

On 8 ... K—Kt3 9 P—R5ch wins.

9 P×Bch  K—Kt3

Or 9 ... K—Kt1 10 Q—R5, P—B4 11 P—Kt6 followed by mate.

10 Q—R5ch  K—B4
11 Q—R7ch  P—Kt3
12 Q—R3ch  K—K5
13 Q—Q3 mate

200

Black gives up his Queen for a double check. It turns out to be such a happy deal that he throws in his Knight, for good measure.

United States, 1942

LEWIS  DAYTON
1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 B—B4    Kt—B3
4 O—O    Kt×P
5 R—K1    P—Q4
6 B—Kt3    B—QB4
7 P—Q4    Kt×QP
8 Kt×P    Q—B3
9 B×P    Q×Pch
10 K—R1    Q—Kt8ch!
11 K×Q

Or 11 R×Q, Kt—B7 mate.

11 . . .    Kt—K7ch
12 K—B1    Kt—Kt6ch
13 P×Kt    Kt×P mate

Black must keep his hands off the Pawn. If 11 . . . Q×P 12 Q×Qch, Kt×Q 13 Kt×Pch, or if 11 . . . Kt×P 12 QB—B4 wins a piece.

12 B—QKt5    Q—B4
13 B—K3

And wins the Queen for a minor piece.

202

In which the King takes flight to the Queen side, but finds he cannot escape his fate.

Melbourne, 1931

201

Mimicry can be very amusing, but in chess it usually turns out to be expensive fun.

United States, 1942

WILLS          SPARKS
1 P—K4        P—K4
2 Kt—KB3      Kt—KB3
3 Kt×P        Kt×P
4 Q—K2        Q—K2

The Knight must not move, as the discovered check will cost Black his Queen.

5 Q×Kt        P—Q3
6 P—Q4        P—KB3
7 P—KB4       Kt—Q2
8 Kt—QB3      QP×Kt
9 Kt—Q5       Q—Q3
10 BP×P       P×P
11 P×P        Q—QB3
8 ... Kt(B3) × Pch
9 P×Kt Kt×Pch
10 K—B3 B—Kt5ch
11 K×B Kt—B3ch
12 K—B3 Q—Kt5ch
13 K—B2 Kt—Q5
mate

On 12 ... P×P 13 Q×Pch wins the Queen.

13 Q—Kt3! Resigns
The threat of mate by double check will cost Black his Queen.

### 203

The battle begins with Pawns only. Black succeeds in establishing a Pawn chain in the center of the board. Despite this, White's pieces find an ingenious way to get at the King. They steal past the guards by wriggling behind the powerful Pawn chain.

Correspondence, 1946

FELLNER GEE

1 Kt—KB3 P—Q4
2 P—B4 P—Q5
3 P—K3 P—QB4
4 P—QKt4 P—B3
5 P×QP P×QP
6 P—B5 P—K4
7 B—B4 Kt—K2
8 Q—Kt3 QKt—B3
9 B—B7ch K—Q2
10 P—Kt5 Kt—R4
11 Kt×Pch! K—B2

If 11 ... P×Kt 12 Q—K6ch, K—B2 13 Q×Pch, K—Q2 14 Q—Q6 mate.

12 P—Kt6ch K—Kt1

### 204

Mason used to say, “Don’t make a strong move too soon.” His advice about the proper timing of aggressive moves is aptly illustrated in this gamelet where White’s thrust is parried with lightning speed and force.

Australia, 1940

<table>
<thead>
<tr>
<th>MOUNT</th>
<th>HUFFELL</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>3 Q×P</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>4 Q—K3</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>5 Kt—QB3</td>
<td>B—K2</td>
</tr>
<tr>
<td>6 B—Kt5</td>
<td>P—Q3</td>
</tr>
<tr>
<td>7 B—Q2</td>
<td>B—K3</td>
</tr>
<tr>
<td>8 B×Ktch</td>
<td>P×B</td>
</tr>
<tr>
<td>9 Kt—B3</td>
<td>R—QKt1</td>
</tr>
<tr>
<td>10 O—O—O</td>
<td>P—Q4</td>
</tr>
<tr>
<td>11 KR—K1</td>
<td>R—Kt2</td>
</tr>
<tr>
<td>12 P—QR3</td>
<td>Q—Q3</td>
</tr>
<tr>
<td>13 P—K5</td>
<td></td>
</tr>
</tbody>
</table>

Does he really think Black has fallen into a two-penny trap?

13 ... Q×RP!

There is no defense to the threat of 14 ... Q×P mate. If
1000 Best Short Games of Chess

14 P×Q, B×P is mate. The King is hemmed in by his own army.

Even the high-stepping graceful Knights can look clumsy when they must run away in a hurry, and their paths cross.

1925

ATKINS  CONDE
1 P—Q4        Kt—KB3
2 P—QB4       P—KKt3
3 Kt—QB3      B—Kt2
4 P—K4        P—Q3
5 P—B4        O—O
6 Kt—B3       R—K1
7 B—K2        QKt—Q2
8 P—K5        Kt—Kt5
9 P—K6!       QKt—B3

On 9 ... P×P 10 Kt—KKt5 and the threats are 11 B×Kt, and 11 Kt×KP winning the Queen.

10 P×Pch  K×P
11 P—KR3     Kt—R3
12 P—KKt4    Throwing a scare into both Knights.

12 ...        Kt—Q2
13 Kt—Kt5ch

And wins King or Queen. If 13 ... K—B3 14 QKt—K4 is mate. On other moves of the King, 14 Kt—K6 smothers the Queen.

206

Some mighty good chess is played in Australia. This miniature, for example, is a delightful effort by a fourteen-year-old, who won three annual Junior tournaments in succession.

New South Wales, 1950

BAILEY  ANON
1 P—K4       P—K4
2 B—B4       Kt—KB3
3 Kt—QB3     B—B4
4 P—Q3       P—Q3
5 P—B4       Kt—B3
6 P—B5       O—O
7 Kt—B3      Kt—KKt5
8 R—B1       Kt×P
9 Kt—KKt5!    Kt×R
10 Q—R5      P—KR3
11 Kt×P      R×Kt
12 Q×Rch     K—R2
13 B—KKt5!

And wins. If 13 ... Q×B 14 Q—Kt8 mate, and if 13 ... P×B 14 Q—R5 is mate. The Queen must move, but where? On 13 ... Q—R1 14 Q—Kt6 mate follows, and on 13 ... Q—Q2 the blow falls at Kt8.

207

Of this game BRITISH CHESS MAGAZINE says, “The following friendly game
shows that miniatures are possible even between great players, and for soundness and extreme brilliance it would be hard to beat."

The Hague, 1948

TARTAKOVSKY

Bernstein

1 P—K4 P—K4
2 Kt—KB3 P—Q3
3 P—Q4 Kt—KB3
4 P×P Kt×P
5 B—QB4 B—K3
6 B×B P×B
7 Q—K2 P—Q4
8 Q—Kt5ch Kt—B3
9 Kt—Q4 Q—Q2
10 Q×KtP B—Kt5ch!
11 P—B3 Kt×Kt!
12 Q×Rch K—K2
13 Q×R Q—Kt4!

White resigns, as the prospect is bleak: if 14 Q×Pch, K—K1 15 Q—Kt4, Q—Q6 16 B—Q2, Kt—B7ch 17 K—Q1, Kt× KBPch winning the Queen to begin with.

Rotterdam; 1927

NOORDIJK

Landau

1 P—K4 Kt—KB3
2 P—K5 Kt—Q4
3 Kt—KB3 P—Q3
4 B—B4 Kt—Kt3
5 B×Pch K×B
6 Kt—Kt5ch K—Kt3
7 Q—B3 K×Kt
8 Q—B7!

Cutting off the King's retreat.

8 ... P—Kt3
9 P—Q4ch K—R4
10 Q—B4 P—KR3

The threat was 11 Q—Kt5 mate. If 10 ... P—K3 11 P—
Kt4ch, K—R5 12 Q—Kt3 mate.

11 P—KR3 P—Kt4
12 Q—B7ch K—R5
13 P—Kt3 mate

One of the most spectacular sacrificial ideas is the offer of both Rooks. Here we see it in delayed action style.

London, 1880

AMATEUR

Burne

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—B4 B—B4
4 B×Pch K×B
5 Kt×Pch Kt×Kt
6 Q—R5ch P—Kt3

A sharp sacrifice separates the King from his troops. It is almost incredible that his entire army—his Queen, two Rooks, two Knights and both Bishops—can do nothing but look on as the King fights a lone, desperate battle.
1000 Best Short Games of Chess

7 Q×Kt P—Q3
8 Q×R Q—R5
9 O—O Kt—B3

The theme is as familiar, but more interesting than love's old story. White is ahead in material, but 'way behind in development.

10 P—QB3 Kt—Kt5
11 P—KR3 B×Pch
12 K—R1 B—KB4!
13 Q×R Q×Pch
14 P×Q B×P mate

210

Comedians make a big fuss when they happen to say something funny which is not in their script. The modern master tosses off brilliancies ad lib in his exhibitions of simultaneous play!

Los Angeles, 1940

HOROWITZ

(Simultaneous AMATEUR

1 P—K4 P—K4
2 Kt—QB3 Kt—QB3
3 B—B4 B—B4
4 Q—Kt4 Q—B3
5 Kt—Q5! Q×Pch
6 K—Q1 K—B1
7 Kt—R3 Q—Q5
8 P—Q3

Looks innocuous, as it prepares for the development of the Bishop, but there is a threat against the Queen by 9 P—B3.

8 . . . B—Kt3
9 R—B1 Kt—B3
10 R×Kt! P—Q3

If 10 . . . P×R 11 B—R6ch, K—K1 12 Q—Kt7 winning easily.

11 Q×Pch!

But this offer must be accepted.

11 . . . K×Q
12 B—R6ch K—Kt1
13 R—Kt6ch! RP×R
14 Kt—B6 mate

211

The Vienna Gambit is an excellent opening—if you want to live dangerously. For the uninitiated, a word of caution: it is nothing like a Viennese waltz.

Strasbourg, 1924

LAZARD CREPEAUX

1 P—K4 P—K4
2 Kt—QB3 Kt—KB3
3 P—B4  P—Q4
4 P×KP  Kt×P
5 Kt—B3  Kt—QB3
6 B—K2  B—QB4
7 P—Q4  Kt×QP
8 Kt×Kt(Q4)  Q—R5ch
9 P—Kt3  Kt×P
10 Kt—B3  B—B7ch!
11 K×B  Kt—K5ch
12 K—K3  Q—B7ch
13 K—Q3  B—B4

Threatening 14 . . . Kt—Q3ch 15 K—Q2, Kt—B5 mate.

14 Q—Kt1

To provide a flight square for the King.

14 . . .  Kt—Kt4ch!

And wins. After 15 K—Q2, Kt×Kt ch utilizes the fork and the pin to win the Queen.

212
A man might play a million games of chess and never duplicate Canal's feat. Believe it or not, he sacrifices his Queen and both Rooks!

Budapest, 1934

Canal
(Simultaneous)

AMATEUR
1 P—K4  P—Q4
2 P×P  Q×P
3 Kt—QB3  Q—QR4
4 P—Q4  P—QB3

5 Kt—B3  B—Kt5
6 B—KB4  P—K3
7 P—KR3  B×Kt
8 Q×B  B—Kt5
9 B—K2  Kt—Q2
10 P—R3!  O—O—O

11 P×B!  Q×Rch
12 K—Q2  Q×R
13 Q×Pch!!  P×Q
14 B—R6 mate

213
White has a problem: two Knights prevent him from forcing checkmate.

His solution is as simple and clear as Alexander's cutting of the Gordian knot: he removes one Knight, and sacrifices the other!

Heidelberg, 1908

Schwartz  Samsonoff
1 P—K4  P—K4
2 P—KB4  P×P
3 Kt—KB3  P—KKt4
4 P—KR4   P—Kt5  
5 Kt—Kt5   P—Q3   
6 B—B4     Kt—KR3  
7 O—O      B—K2   
8 P—Q4     P—B6   
9 P×P      Kt—B3  
10 P×P     Kt×KtP  
11 B×Pch   K—B1   

If Black's King Knight did not guard his Rook three, and if White's King Knight were not in the way, White could mate by playing B—KR6. Watch how quickly the obstacles vanish!

12 Q×Kt!   B×Q   
13 Kt—K6ch! B×Kt  
14 B—R6 mate

Q.E.D.

214

A temporary loan of a piece by Black is repaid with interest, in the form of an open file for his Rook.

10 Kt—B6ch   P×Kt  
11 Q—R5      B—QKt5  

Intending instant mate.

12 Kt—B3   Q×Pch  
13 B—Q3   

On 13 B—Q2 or 13 Kt—Q2, B×Pch exposes White's Queen.

13 ...   B×B!  

Now both Queens are en prise.

14 Q×Q   B—K7 mate!

215

Clinching the win with a pin that is unsupported makes you feel like crying, "Look! No hands!"

Esch sur Alzette, 1934

SOULTAN-BEIEFF

(Simultaneous)

AMATEUR

TEICH-MANN

1 P—Q4   Kt—KB3  
2 P—QB4   P—KKt3  
3 Kt—QB3   B—Kt2  
4 P—K4   P—Q3   
5 Kt—B3   P—K3   
6 B—Kt5   P—Kt3  
7 B—Q3   Q—Q2   
8 P—K5   Kt—Kt1  
9 B—K4   P—QB3  
10 Kt—Kt5!   B—B1  

What's this? A general retreat?

11 P×P   B×P  
12 Kt—K5   B×Kt
13 P×B  
14 B×BP!

Wins the Queen, as the Bishop is taboo.

216

MARSHALL gets a taste of what it feels like to be on the receiving end of a Marshall attack.

Sioux City, 1906

SHOUP  
MARSHALL

1 P—K4  
2 Kt—KB3  
3 P—Q4  
4 Kt×P  
5 Kt×Kt  
6 B—Q3  
7 B—KKt5  
8 P—K5  
9 O—O  
10 R—K1  
11 B×Kt  
12 B×QPch  
13 B×QBpCh  
14 Q—Q8ch!

Gangway for the Rook! Black resigns as mate comes next move.

London, 1864

ANDREWS  
JANSSENS

1 P—K4  
2 P—Q4  
3 Kt—KB3  
4 B—QB4  
5 O—O  
6 Kt×P  
7 Q×Kt  
8 P—KB4  
9 P—K5  
10 B—Kt5ch  
11 P×Kt!

The Pawn marches on, shouting "Excelsior!" at every step.

11 . . .  
12 R—K1ch  
13 P×Pch  
14 P×R(Q) mate!

218

POLLOCK was one of the few men who dared inject a note of humor into the solemn business of annotating games. His games could be witty too, as can be seen in the way he wraps this one up.

Buffalo, 1893

POLLOCK  
ALLIES

1 P—K4  
2 Kt—KB3  
3 B—B4  
4 P—Q4  
5 O—O  

Kt×P
White announced mate in five, which he demonstrated as follows:

15 Q—Q7ch! B×Q
16 Kt—Q6ch K—Q1
17 Kt—B7ch K—B1
18 R—K8ch! B×R
19 R—Q8 mate

219

The last move of this brilliant little skittle is amusing. Black’s Rook whizzes down the board to get his King out of check. The very moment Black is out of check, White stands mated!

Philadelphia, 1945

WINKELMANN

AMATEUR

1 P—K4 P—K4
2 Kt—QB3 Kt—KB3
3 P—B4 P—Q4
4 P×KP Kt×P
5 Q—B3 Kt—QB3
6 B—Kt5 B—QB4
7 Kt×Kt P×Kt
8 Q×Kt P×B
9 Q×P R×P

Tempting White with an appetizing Rook.

11 Q×P

On 13 K×R, B—Kt5ch wins the Queen. Or if 13 K—B1, R—B7ch 14 K—K1, Q—K2ch and mate at K7.

220

For all the good they do their King who is in danger of his life, the Queen side pieces might just as well be off the board. Undeveloped, with no opportunity to display their prowess, they stand off at the side, useless ornaments.
Silesia, 1939

DUDEK  KUHN
1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 B—B4  Kt—B3
4 O—O  B—K2
5 R—K1  O—O
6 P—B3  Kt×P!
7 B×Pch  R×B
8 R×Kt  P—Q4
9 R×P

Retreating the Rook would leave Black with a formidable center. So White embarks on a combination. But his opponent sees further into it than he does!

9 . . .  R×Kt
10 R×B  Q×R
11 P×R

Of course not 11 Q×R, Q—K8 mate.

11 . . .  Q—Kt4ch
12 K—R1

This is Scylla. But if 12 K—B1 (Charybdis) B—R6ch 13 K—K2, R—Kt1ch 14 K—Q3, B—B4 mate.

12 . . .  B—R6
13 Q—Kt1  Q×Qch
14 K×Q  R—K1

And nothing at all can stop the mate!

London, 1946

J. STONE  FLATTE
1 P—Q4  Kt—KB3
2 P—QB4  P—QKt3
3 Kt—QB3  P—K3
4 P—K4  B—Kt5
5 P—K5  Kt—K5
6 Q—Kt4  Kt×Kt
7 Q×KtP  R—KB1
8 P×Kt  B×Pch
9 K—Q1  B×R
10 B—KKt5  P—KB3
11 B—K2

With an eye to quick mate.

11 . . .  Q—K2
12 B—R5ch  K—Q1


13 B×P  R×B
14 P×R  Resigns

If 14 . . . Q×Q, 15 P×Q and the Super passed Pawn is irresistible.

221

Nothing looks so formidable as a Super passed Pawn. A Super passed Pawn, we has-
Augsburg, 1926

GOBL  JONAS

1 P—K4  Kt—KB3
2 Kt—QB3  P—Q4
3 P—K5  KKt—Q2
4 P—K6!  P×P
5 P—Q4  Kt—KB3
6 B—KB4

Strengthening his grip on K5.

6 . . .  P—B3
7 Kt—B3  QKt—Q2
8 B—Q3  P—B4

Too late! Too late!

9 Kt—KKt5  Q—Kt3
10 Kt—Kt5

Intending 11 Kt—B7ch, K—Q1 12 Kt—B7 mate.

10 . . .  P—K4
11 P×KP  P—B5
12 P×Kt  Q×Kt
13 P—B7ch  K—Q1
14 Kt—K6 mate

223

In which the loser must decide which door he will open for the enemy Bishop, who will deal his King the death blow.

London, 1892

DONISTHORPE  MUNDELL

1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 Kt—B3  P—Q3
4 P—Q4  B—KKt5

5 B—K3  P—B4
6 P—Q5  P×P
7 QKt×P  QKt—K2
8 P—B4  Kt—KB3
9 Kt×Ktch  P×Kt
10 P—KR3  B—Q2
11 Kt—R4  Kt—Kt3
12 B—Q3  Kt×Kt
13 Q—R5ch  Kt—Kt3
14 B×Ktch  K—K2

Now comes a delightful mate in two, beginning with a Queen sacrifice.

15 Q×KPch! either P×Q
16 B mates accordingly

224

Black casts a cold eye on a suspicious looking offer of the Queen, only to have the gift brazenly thrust upon him.

Hamburg, 1939

TAUBE  FINOTTI

1 P—K4  P—K4
2 Kt—KB3  Kt—KB3
3 Kt×P       P—Q3
4 Kt—KB3     Kt×P
5 Q—K2       Q—K2
6 P—Q3       Kt—KB3
7 B—Kt5      B—K3
8 Kt—B3      QKt—Q2
9 P—Q4       P—Q4
10 O—O       P—B3
11 K—Kt1     P—KR3
12 B—B4      O—O—O
13 Q—R6!      Kt—R4

He refuses the Queen as 13 ...
... P×Q 14 B×P is mate, but
he does not see the rest of
White's cute scheme.

14 Q×BPch!

And mate comes next move.

225

Even in the 72-hour time limit
(for each move!) of Postal
chess it is possible to be
captured by complete surprise.
We may be thankful for this
as it is the unexpected which
leads to the Wittiest finales.

Correspondence, 1945

MARRIOTT   ARNOLD
1 P—K4       P—K3
2 P—Q4       P—Q4
3 Kt—QB3     B—Kt5
4 P—K5       P—QB4
5 B—Q2       P×P
6 Kt—Kt5     B—B4
7 P—KQt4     B—Kt3
8 Q—Kt4      P—Kt3

9 Kt—Q6ch    K—B1
10 Q—B4      P—B3
11 P×P        B—B2

Apparently winning a piece,
but White has something up his
sleeve.

12 Q—R6ch!    Kt×Q
13 B×Ktch     K—Kt1
14 P—B7 mate

226

When the King faces his oppo-
nent's Rook, there is danger
—no matter how many pieces
stand between them. The
intervening pieces can be
swept away like chaff in a
strong wind!

London, 1932

DEMBY       COHEN
1 P—K4       P—QB4
2 Kt—KB3     P—K3
3 P—Q4       P×P
4 Kt×P        P—QR3
5 B—K2       Q—B2
6 O—O    Kt—KB3
7 Kt—QB3    P—Q4
8 R—K1    P×P
9 B—KKt5    Kt—Q4
10 Kt×P    Kt—Q2
11 Kt×P!    P×Kt
12 B—R5ch    P—Kt3
13 Q×Kt!    P×Q
14 Kt—Q6 mate

9 . . .    B×Kt
10 Q×B!    O—O

If 10 . . . Kt×Q, mate follows in two moves by 11 Kt—B6ch, K—B1 12 B—R6 mate.

11 Kt—B6ch    K—R1
12 Kt—Kt4ch!    Kt×Q
13 B—B6ch    K—Kt1
14 Kt—R6 mate

227

It must have been Black’s lot to capture his opponent’s Queen, and be mated by a Knight and a Bishop. At first he spurns the proffered Queen, and Castles quickly in an attempt to escape his fate. But Destiny follows him; he must take the Queen, and yield his King to the Knight and Bishop who inflict checkmate.

Herning, 1941

B. Nielsen    Ottosen

1 P—K4    P—K4
2 Kt—KB3    P—Q3
3 P—Q4    P×P
4 Kt×P    B—Q2
5 Kt—QB3    P—Kk3
6 B—QB4    Kt—QB3
7 Kt—Q5    B—Kt2
8 B—K3    Kk3—K2
9 B—KKt5!

Threatening to win by 10 Kt(Q4)×Kt, P×Kt, 11 B×Kt.

228

There is only one thing a Rook asks for in this life: an open file! Give him an open file and he will do wonders with it.

Genoa, 1895

Furini    Olivari

1 P—K4    P—K4
2 Kt—KB3    Kt—QB3
3 B—B4    Kt—B3
4 P—Q3    B—B4
5 O—O    P—Q3
6 Kt—B3    B—KKt5
7 P—KR3    P—KR4
8 P×B    P×P

Hurray! An open file.

9 Kt—KKt5    P—Kt6
10 Kt×P    Kt×P!

Intending 11 . . . R—R8ch, 12 K×R, Q—R5ch and mate next move.

11 Kt×Q    P×Pch
12 R×P    B×Rch
13 K—B1  R—R8ch  
14 K—K2  Kt—Q5  mate

229
We are apt to forgive feeble defense if it leads up to a picture as attractive as the epaulette mate.

Antwerp, 1945

<table>
<thead>
<tr>
<th>PROOST</th>
<th>GRONCKEL</th>
</tr>
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<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K3</td>
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<td>2 Kt—QB3</td>
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<td>3 P×P</td>
<td>P×P</td>
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<td>4 P—Q3</td>
<td>P—Q5</td>
</tr>
<tr>
<td>5 Kt—K4</td>
<td>Q—K2</td>
</tr>
<tr>
<td>6 Q—K2</td>
<td>B—KB4</td>
</tr>
<tr>
<td>7 B—Kt5</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>8 P—KB3</td>
<td>B×Kt</td>
</tr>
<tr>
<td>9 QP×B</td>
<td>Q—Kt5ch</td>
</tr>
<tr>
<td>10 B—Q2</td>
<td>Q×P</td>
</tr>
<tr>
<td>11 Q—Q1</td>
<td>B—Kt5</td>
</tr>
<tr>
<td>12 R—Kt1</td>
<td>B×Bch</td>
</tr>
<tr>
<td>13 K×B</td>
<td>Q—B6ch</td>
</tr>
<tr>
<td>14 K—K2</td>
<td>Q—K6</td>
</tr>
</tbody>
</table>

mate!

231
Black’s only sin was an awkward Knight move, but he is kept on the run to the end of a short but turbulent game.

Vienna, 1925

<table>
<thead>
<tr>
<th>PROKES</th>
<th>ZANDER</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 B—B4</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>3 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>4 Kt—KB3</td>
<td>Kt×P</td>
</tr>
<tr>
<td>5 Q×P</td>
<td>Kt—Q3</td>
</tr>
</tbody>
</table>

The simple 5 Kt—KB3 is far better than this original but unnatural retreat.

6 O—O  Kt—QB3


230
The Queen sacrifice is not unusual, but which piece will strike the decisive blow?

Marburg, 1951

<table>
<thead>
<tr>
<th>FRESE</th>
<th>SCHROEDER</th>
</tr>
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<tbody>
<tr>
<td>1 P—Q4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>2 P—QB4</td>
<td>P×P</td>
</tr>
</tbody>
</table>

mate!
To prevent 10 B—KB4 followed by 11 B×Kt and mate at B7.

10 Kt×P

With a pretty threat: 11 Q—B7ch!

10 ... P×Kt
11 B×P P—KR3
12 Kt—B3! R—R2

But not 12 ... P×B 13 Kt—K4, Kt×Q 14 Kt×Kt mate.

13 Q—Kt8 P×B

If 13 ... R—Kt2 14 Kt—Q5, R×Q 15 Kt—B6 mate.

14 Q×R

And there is no way to stop 15 Q—Kt6ch and mate next move.

232

Early writers on chess stressed the need for eternal vigilance over square KB2, a vulnerable point guarded only by the King. The advice is still worth heeding today.

Prague, 1931

ADDICKS GUDJU
1 P—Q4 Kt—KB3
2 Kt—KB3 P—KKt3
3 QKt—Q2 B—Kt2
4 P—K4 P—Q3
5 B—B4 O—O
6 Q—K2 P—Q4
7 P×P Kt×P
8 Kt—K4 Kt—Kt3

9 B—Kt3 B×P
10 Kt×B Q×Kt
11 B—R6 R—K1
12 P—QB3 Q—R1

If 12 ... Q—Q1 13 Q—B3, B—K3 14 B×B, P×B 15 Kt—Kt5 wins. Or if 12 ... Q—K4 13 B×Pch, K×B 14 Kt—Kt5ch, K—B3 15 B—Kt7ch and the King must leave his Queen.

13 P—KR4 KQt—Q2

Forgetting the ever-present danger.

14 B×Pch! Resigns

After 14 ... K×B there is a mate in two by 15 Kt—Kt5ch, K—Kt1 16 Q—K6 mate.

233

One must be familiar with the principles of good chess, if only to know when to violate them.

Sometimes the way to win is to create a triple Pawn (a terrible weakness) and imprison your own Bishop (defective strategy) as in this strange, original game.

Amsterdam, 1929

KAMSTRA ALLES
1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—Kt5 Kt—B3
4 O—O B—B4
| 5 P—B3   | Kt×P         |
| 6 P—Q4   | P×P          |
| 7 R—K1   | P—Q4         |
| 8 Kt—Kt5 | O—O          |
| 9 Kt×Kt  | P×Kt         |
| 10 B×Kt  | P×B          |
| 11 R×P   | B—B4         |
| 12 R—K5  | B×Kt         |
| 13 R(K5)×B |          |

**New York, 1939**

**Horowitz**  
**(Simultaneous)**  
**Amateur**

| 1 P—K4   | P—K4         |
| 2 B—B4   | Kt—KB3       |
| 3 P—Q4   | P×P          |
| 4 Kt—KB3 | B—Kt5ch      |
| 5 P—B3   | P×P          |
| 6 O—O    | O—O          |
| 7 P—K5   | Kt—K5        |
| 8 B—Q5   | Kt—B4        |
| 9 P×P    | B—R4         |
| 10 Kt—Kt5| Kt—K3        |
| 11 Q—R5  | Kt×Kt        |
| 12 B×Kt  | Q—K1         |
| 13 B—B6! |              |

Threatening 14 Q—Kt5, P—KKt3 15 Q—R6.

| 13 ... | P—R3         |
| 14 Q—Kt6! | Resigns    |

234

It must be frustrating to have two pieces close to your King, threatening his existence, and be helpless to touch either of them.

The secret weapon of the attack is a clever pin of two Pawns.

235

Keres gains so many tempi in the opening that he can wind up with a Queen sacrifice that is almost flippant!

**Correspondence**

<table>
<thead>
<tr>
<th>Keres</th>
<th>Verbac</th>
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<td>1 P—K4</td>
<td>P—K3</td>
</tr>
<tr>
<td>2 P—Q4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>3 B—K3</td>
<td>P×P</td>
</tr>
</tbody>
</table>
4 Kt—Q2  P—KB4
5 P—KB3  P×P
6 KKt×P  Kt—KB3
7 B—Q3   P—B4
8 O—O   P×P
9 Kt×P   P—B5

Hoping to pick up a stray piece as consolation for his retarded development.

10 R×P  P—K4
11 B—Kt5ch K—B2
12 Q—R5ch P—Kt3
13 B—B4ch K—Kt2
14 Q—R6ch!

And the continuation would be 14 . . . K×Q 15 R—R4ch, K—Kt2 16 B—R6 mate.

236

How so many exquisite little combinations can be packed into a 14 move miniature is truly astonishing.

Berlin, 1932

NADEL  MARGULIES

1 P—Q4  P—Q4
2 P—QB4  P—QB3
3 Kt—KB3  Kt—B3
4 Kt—B3  P×P
5 P—QR4  B—B4
6 Kt—K5  P—B4
7 P—K4!  Kt×P

If 7 . . . P×P 8 P×B, P×Kt 9 Q×Qch, K×Q 10 Kt×Pch catches the Rook by a Knight fork. On 7 . . . B×P 8 Kt×B,

Kt×Kt 9 Q—B3, Kt—Q3 10 B×P (intending 11 Q×P ch!

8 Q—B3  P×P


9 Q×B  Kt—Q3
10 B×P!  P—K3

Mate on the move follows either 10 . . . Kt×Q or 10 . . . Kt×B.

11 B—Kt5ch K—K2

If 11 . . . Kt—Q2 12 B×Ktch, Q×B 13 Q—B4, and White is a piece up.

A diagram of the situation, before we see the three beautiful concluding moves:

12 Kt—Kt6ch! RP×Kt
Or 12 . . . BP×Kt 13 B—Kt5 mate.

13 Kt—Q5ch! P×Kt
14 Q—K5 mate!
237

In the Sicilian Defense Black can build up a positional advantage on the Queen side which is enough to win—if he does not get smashed on the King side!

Munich, 1941

Kieninger

1 P—K4
2 Kt—KB3
3 P—Q4
4 Kt×P
5 Kt—QB3
6 P—Kt3
7 B—Kt2
8 O—O
9 R—K1!
10 P—K5!

Opens up the position with gain of tempo.

10 ... B×B
11 P×Kt B—Kt2
12 P×P B×P
13 Kt—B5 B—KB1
14 R×P ch! Resigns

Mate on the move follows 14 ... P×R.

238

If your Rook is too lazy to search for an open file, create one for him! You will be amazed at his agility as he leaps over the whole file to land at the last square to execute mate.

Magdeburg, 1888

L’Hermet

1 P—K4
2 P—Q4
3 Q×P
4 Q—K3
5 P—B3
6 B—B4
7 Q—Kt3
8 P—KR4

Hagemann

P—K4
P×P
Kt—QB3
B—Kt5ch
B—R4
KKt—K2
O—O

Room for the Rook!

8 ... Kt—Kt3

Nimzovich, had he lived then, would have pointed out that a demonstration in the center by 8 ... P—Q4 was the proper measure against a flank attack.

9 P—R5
10 B—KKt5

KKt—K4
Q—K1

Forced, alas!

11 B—B6
12 P×P

P—KKt3

With two double checks on tap, each mating instantly.

12 ...
13 Q×Ktch
14 R—R8 mate

239

So great is the power of the Queen that its influence can be felt flowing through solid
objects to reach and annihilate an enemy!

Correspondence, 1930

<table>
<thead>
<tr>
<th>BLASEJ</th>
<th>MIKULKA</th>
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<tr>
<td>1 P-Q4</td>
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<td>Kt-QB3</td>
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<tr>
<td>3 P-B4</td>
<td>B-Kt5</td>
</tr>
<tr>
<td>4 P-K3</td>
<td>P-K4</td>
</tr>
<tr>
<td>5 PxKP</td>
<td>P-Q5</td>
</tr>
<tr>
<td>6 Q-R4</td>
<td>BxKt</td>
</tr>
<tr>
<td>7 PxP</td>
<td>B-Kt5ch</td>
</tr>
<tr>
<td>8 Kt-Q2</td>
<td>PxP</td>
</tr>
<tr>
<td>9 Kt-B3</td>
<td>Q-R5ch</td>
</tr>
<tr>
<td>10 K-K2</td>
<td>O-O-O</td>
</tr>
<tr>
<td>11 P-B4</td>
<td>Q-Kt5ch</td>
</tr>
<tr>
<td>12 Kt-B3</td>
<td></td>
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</tbody>
</table>

Who would suspect that Black’s Queen, with several pieces between them, attacks White’s?

And White’s Queen is exposed!

240

When your opponent abandons an obvious threat of mate on the move, watch out! He may have given it up for something more subtle.

Prague, 1900

<table>
<thead>
<tr>
<th>DISTL</th>
<th>ROSSIPAL</th>
</tr>
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<tbody>
<tr>
<td>1 P-K4</td>
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<tr>
<td>3 P-Q4</td>
<td>PnP</td>
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<tr>
<td>4 KtnP</td>
<td>Kt-Kt</td>
</tr>
<tr>
<td>5 QxKt</td>
<td>Kt-K2</td>
</tr>
<tr>
<td>6 B-QB4</td>
<td>P-QB3</td>
</tr>
</tbody>
</table>

Preparing for 7... P-Q4, but he never gets to play it.

7 Kt-B3 | P-Q3 |
| 8 B-KKt5 | Q-Kt3 |
| 9 QxQP | QxKtP |

Looks awfully menacing.

10 R-Q1! | QxKtch |
11 B-Q2 |

Breaking communication between Queen and Rook, but White has a crafty little scheme on the fire.

11... | QxB(B5) |
12 Q-Q8ch! | KxQ |
13 B-R5ch | K-K1 |
14 R-Q8 mate
241

There is a clever exchange of repartee (and some pieces) as White wins the Queen, his opponent gets a new Queen, and White retorts by—well, let’s see the whole episode.

New York, 1935

<table>
<thead>
<tr>
<th>BLACK</th>
<th>BIGELOW</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—QB3</td>
</tr>
<tr>
<td>2 P—Q4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>3 P—KB3</td>
<td>P×P</td>
</tr>
<tr>
<td>4 P×P</td>
<td>P—K4</td>
</tr>
<tr>
<td>5 Kt—KB3</td>
<td>P×P</td>
</tr>
<tr>
<td>6 B—QB4</td>
<td>B—Kt5ch</td>
</tr>
<tr>
<td>7 P—B3</td>
<td>P×P</td>
</tr>
<tr>
<td>8 B×Pch</td>
<td>K×B</td>
</tr>
<tr>
<td>9 Q×Q</td>
<td>P×Pch</td>
</tr>
<tr>
<td>10 K—K2</td>
<td>P×R(Q)</td>
</tr>
<tr>
<td>11 Kt—Kt5ch</td>
<td>K—Kt3</td>
</tr>
<tr>
<td>12 Q—K8ch</td>
<td>K—R3</td>
</tr>
<tr>
<td>13 Kt—K6ch</td>
<td>P—Kt4</td>
</tr>
<tr>
<td>14 B×P</td>
<td>mate</td>
</tr>
</tbody>
</table>

242

Samuel Johnson once said, “Almost all absurdity of conduct arises from the imitation of those whom we can not resemble.”

On the chessboard imitation is not only absurd, but downright dangerous.

New York, 1918

<table>
<thead>
<tr>
<th>CAPABLANCA</th>
<th>AMATEUR</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>3 Kt—B3</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>4 B—B4</td>
<td>B—B4</td>
</tr>
<tr>
<td>5 O—O</td>
<td>O—O</td>
</tr>
<tr>
<td>6 P—Q3</td>
<td>P—Q3</td>
</tr>
<tr>
<td>7 B—KKt5</td>
<td>B—KKt5</td>
</tr>
<tr>
<td>8 Kt—Q5</td>
<td>Kt—Q5</td>
</tr>
<tr>
<td>9 Q—Q2</td>
<td>Q—Q2</td>
</tr>
</tbody>
</table>

If 9 . . . B×Kt 10 B×Kt, P×B 11 Q—R6 followed by 12 Kt×Pch winning the Queen.

| 10 B×Kt    | B×Kt    |
| 11 Kt—K7ch |         |

This move cannot be copied, as after 11 . . . Q×Kt 12 B×Q, Kt—K7ch 13 K—R1 and White wins.

| 11 . . .   | K—R1    |
| 12 B×Pch   | K×B     |
| 13 Q—Kt5ch | K—R1    |
| 14 Q—B6    | mate    |

243

The author of “White to Play and Win” gives a practical demonstration of his theory. His tempo is fast, and the conclusion staccato.

Des Moines, 1950

<table>
<thead>
<tr>
<th>ADAMS</th>
<th>AMATEUR</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>2 P—K5</td>
<td>Kt—Q4</td>
</tr>
</tbody>
</table>
3 P—Q4 P—Q3
4 P—QB4 Kt—Kt3
5 P—B4 P×P
6 BP×P P—KKt3
7 B—K3 B—Kt2
8 Kt—QB3 P—QB4
9 P—Q5 Q—B2
10 P—Q6 P×P
11 Kt—Kt5 Q—K2
12 Kt×Pch K—B1

Not caring to walk into a discovered check.

13 Kt×B Kt×Kt
14 B×P!

And wins the Queen, as 14 ... Q×B would be met by 15 Q—Q8 mate.

244

Another of Greco's "racy morsels" in which the pinned Knight must hold still while mate is being administered to his King.

Rome, 1619

GRECO AMATEUR
1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—B4 B—B4
4 P—B3 Q—K2
5 O—O P—Q3
6 P—Q4 B—Kt3
7 B—KKt5 P—B3
8 B—R4 P—Kt4
9 Kt×KtP! P×Kt

10 Q—R5ch K—Q2
11 B×P Q—Kt2
12 B—K6ch K×B
13 Q—K8ch KKt—K2
14 P—Q5 mate.

245

White applies a series of paralyzing pins to his opponent, and then throws him for a fall with an overwhelming double check.

Paris, 1931

BERNSTEIN AMATEUR
(Remove White's Queen Rook)

1 P—K4 P—K4
2 Kt—KB3 Kt—KB3
3 Kt×P Kt×P
4 Q—K2 Q—K2
5 Q×Kt P—Q3
6 P—Q4 P—KB3
7 P—KB4 Kt—Q2
8 B—B4 BP×Kt
9 BP×P P×P
10 O—O P×P
11 B—B7ch K—Q1
12 B—Kt5 Kt—B3

Of course not 12 ... Q×B (Kt4) as mate on the move would be the answer.

13 R×Kt

And now if 13 ... P×R 14 B×P pins and wins the hapless Queen.

13 ... Q×Q
Better an end with terror than terrors without end.

14 R—Q6 mate!

246

The Knight gets his King out of check—and into a mate!

New York, 1946

ED. LASKER  HOROWITZ

1 P—Q4    Kt—KB3
2 Kt—KB3    P—Q4
3 P—K3    P—B4
4 P—B4    P×QP
5 Kt×P    P—K4
6 Kt—KB3    Kt—B3
7 Kt—B3    P—Q5
8 P×P    P×P
9 Kt—QKt5    B—Kt5ch
10 B—Q2    O—O
11 B×B    Kt×B
12 Kt(Kt5)× Q—R4
           QP
13 Kt—Q2    Q—K4ch
14 Kt—K2    Kt—Q6
           mate!

On 8 . . . P—Kt4 9 Q—Q5 threatening mate wins a piece.

9 Kt×KP    B—Q2
10 R—K1!    K—B2

Fleeing to escape double check.

11 B—Kt3ch    K—Kt3
12 Q—Q3    Kt—K4

Black is lost, so he might just as well help make it spectacular.

13 Kt×Pch!    Kt×Q
14 B—B7 mate

248

The magic move here is a sacrifice of the exchange. The rest, as they say at the Club, is a pianola.

Dresden, 1926

RUGER  HEROLD

1 P—K4    P—K4
2 Kt—KB3    Kt—QB3
3 P—Q4    P×P
4 Kt×P    Kt×Kt
5 Q×Kt    P—Q3
6 Kt—B3    Kt—B3
7 B—KB4    B—K3
8 O—O—O    B—K2

Correspondence, 1930

LINDEN  BEHRMANN
9 P—K5  P×P
10 Q×KP  B—Q3
11 B—Kt5ch  Kt—Q2
12 R×B!  P×R
13 Q×KtP  R—KB1
14 B×P  Resigns

249

Up to the very last move, it is hard to pick the probable winner of this attractive little game. But you may be as surprised as I was!

Vienna, 1950

ERHART  LOKVENC

1 P—QB4  P—K4
2 Kt—KB3  Kt—QB3
3 Kt—B3  Kt—B3
4 P—Q4  P×P
5 Kt×P  B—Kt5
6 B—Kt5  P—KR3
7 B—R4  B×Ktch
8 P×B  P—Q3
9 Q—B2  Kt—K4
10 P—K3  Kt—Kt3
11 B—Kt3  Kt—Q2
12 Kt—K6  P×Kt
13 Q×Ktch  K—B1

Forced, as a Queen move would permit 13 KtxBPch winning the exchange.

13 Q×Ktch

Again forced, as 13 . . . K—K2 loses by 14 B—R4ch, Kt—B3 15 Q×Pch, K—K1 16 B×Kt.

This is the situation:

14 . . .  Kt—B3!

And White’s Queen is lost! Note that in the diagram (just before the blow fell) the Queen had four avenues of escape, all of which are now rendered impassable.

250

When it comes to tactical weapons, there is nothing like a pin! Nothing, in this world.

Correspondence, 1928

MESENN  MULLER

1 P—QB4  P—K4
2 Kt—QB3  Kt—KB3
3 Kt—B3  Kt—B3
4 P—Q4  P×P
5 Kt×P  B—Kt5

The first of a series of pins, each a bit more painful than the last.

6 Kt×Kt  KtP×Kt
7 P—KKt3  Q—K2
8 B—Kt2       B—R3
9 Q—Q3       P—Q4
10 P—Kt3

Supports the pinned Pawn, but
weakens the pinned Knight.

10 ...       P—Q5!
11 Q×QP       R—Q1
12 B×Pch!     K—B1
13 B—Q5       R×B!
14 P×R        Q×P mate!

Naturally, if 11 ... K×Kt
12 Q—Kt5 mate.

12 B—Kt5

Now the threat is mate on the
move.

12 ...       P—KR3
13 B×Pch!     Kt×B
14 Q—Kt5ch

And mate next move.

252

credit steinitz with an assist,
as the win is based on one of
his brilliant bits of analysis.

Los Angeles, 1932

GRABILL         MUGRIDGE

1 P—K4           P—K4
2 Kt—KB3         Kt—QB3
3 B—B4           Kt—B3
4 P—Q3           B—B4
5 O—O            P—Q3
6 B—KKt5         P—KR3
7 B—R4           P—KKt4
8 B—KKt3         P—KR4
9 Kt×KtP        P—R5.
10 Kt×P          P×B!

Can nothing stop this Pawn?

11 Kt×Q        B—KKt5
12 Q—K1         Kt—Q5
13 Kt—B3        Kt—B6ch
14 P×Kt        B(KKt5)×P

And wins. the threat is 15
... P×RP mate, and 15 RP×P
is squelched by 15 ... R—R8
mate.

Aviles, 1947

Perez          Fernandez

1 P—K4           P—K3
2 P—Q4           P—Q4
3 Kt—QB3         B—Kt5
4 KKt—K2         P×P
5 P—QR3          B—Q3
6 Kt×P           Kt—K2
7 Kt(K2)—        QKt—B3
Kt3
8 Kt—R5         O—O
9 Kt(R5)—        P×Kt
B6ch
10 Kt×Pch       K—Kt2
11 Q—R5

With an eye to 12 Q—R6ch,
K—R1 13 Q×P mate.

11 ...        Kt—B4
253
A Knight sacrifice clears the way for the Bishop; the Bishop leaves room for the other Knight; the Knight opens a path for the Queen; the Queen sails down for the kill.

Olomouci, 1915

DUSEK
1 P—K4
2 Kt—KB3
3 Kt—B3
4 B—Kt5
5 B—R4
6 O—O
7 Kt×P
8 Kt—Q3
9 Q—K1
10 P×Kt
11 P—KR3

NEPUSTIL
P—K4
Kt—QB3
Kt—B3
Kt—Q5
P—B3
B—B4
P—Q3
B—KKt5
B(Kt5)×P


11 . . . Kt—Kt5!
12 Kt—K2

Taking the Knight permits 12 . . . Q—R5 and mate at R8.

12 . . . Q—R5
13 Kt(Q3)— B×Kt

B4
14 Q×B

If 14 Kt×B, Q×RP ends it.

14 . . . Q—Kt6ch
And mates at R7 next move.

254
A succession of vigorous strokes concludes the game, in accordance with Purdy's precept, "Examine all the moves that smite!"

Correspondence, 1944

PEPER
1 P—K4
2 Kt—KB3
3 B—B4
4 P—Q3
5 B—KKt5
6 Kt—B3
7 Kt—Q5
8 B×Kt
9 Q—Q2
10 Q—R6

PEARCE
P—K4
Kt—QB3
Kt—B3
B—B4
O—O
P—Q3
P×B
P—B4
P—B3

To stop 11 Kt—Kt5 and 11 Kt—B6.

11 Kt—R4 R—B2
12 Kt—Kt6ch  K—Kt1
13 Kt×Pch!  Q×Kt
14 Q—B8 mate!

255

The prettiest move in the game was never made. Black resigned just a moment too soon!

Pyrmont, 1949

RICHTER  NURNBERG

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 P—Q4  Kt×QP
7 Kt×Kt  P×Kt
8 P—K5  Kt—Q4
9 Q—Kt4  P—KKt3
10 B—R6

Just so the King does not run away.

10 . . .  Kt—Kt3
11 Q×QP  Kt×B
12 P—K6  R—KKt1
13 P×BPch  K×P
14 Q—Q5ch  Resigns

Too bad! After 14 . . . K—B3 White plays the quiet but forceful 15 P—KKt4 threatening 16 P—Kt5 mate. If then 15 . . .
P—KKt4 16 Q—B5 is mate. Or if 14 . . . B—B1, 15 P—Kt5ch, K—K2 16 R—K1 mate.

256

Clever maneuvering swings the King around in a circle onto the same diagonal as his Queen. Result: ruin, complete ruin.

Prague, 1909

PROKES  KROFTA

1 P—K4  P—K4
2 P—KB4  B—B4
3 Kt—KB3  P—Q3
4 P—B3  B—KKt5
5 B—B4  Kt—QB3
6 P—KR3  B×Kt
7 Q×B  P×P
8 P—Q4  Q—R5ch
9 P—Kt3!  P×P

Or 9 . . . Q×Pch 10 Q×Q, P×Q 11 P×B and White is a piece up.

10 Q×Pch  K—Q1
11 Q—B8ch  K—Q2
12 B—K6ch!  K×B
13 Q—B5ch  K—K2
14 B—Kt5ch

Wins the Queen and the game.

257

White launches an attack with his Queen side pieces still at home. But watch how quickly they spring into decisive action!
Warsaw, 1935

BOOK

ANDERSEN

1 P—K4
2 Kt—KB3
3 B—Kt5
4 B—R4
5 P—B4
6 P—Q4
7 Kt×P
8 Q—R5ch
9 B×Kt

Or 9 . . . P×B 10 B—Kt5ch, Kt—B3 11 P×P regaining the piece with a good attack.

10 Q—K8ch
11 B—K3

But not 11 . . . Q×KtP 12 P—B5 mate.

12 Kt—B3

Threatening 13 R—Q1ch, Q—Q6 14 Kt×P mate.

12 . . .
13 R—Q1ch!
14 Q—Q7 mate

3 Kt—QB3
4 Q—Kt3
5 P×P
6 Kt—B3
7 B—Q2
8 Q—B2
9 P—K4
10 P×P
11 O—O—O
12 P—QR3
13 P×B

If 13 P×R, Kt—Q5 14 Q—Kt1, Kt(B4)—Kt6 mate.

13 . . .
14 Q×Kt

To which there is no answer. If the Knight interposes, the Queen is exposed. If 15 K—B2, Kt—Q5 is mate.

259

One discouraging thing about playing Alekhine was that he had a penchant for blasting his opponent off the board in a dozen moves or so.

Pasadena, 1932

FINK

ALEKHNINE

1 P—K4
2 Kt—KB3
3 P—B3
4 Q—R4
5 Kt×P
6 Kt×Kt
7 P—K5
8 P—Q4

1 P—K4
2 Kt—QB3
3 P—B3
4 Q—QB3
5 P×P
6 Kt×Kt
7 P×Kt
8 P—Q4

1 P—K4
2 Kt—QB3
3 P—B3
4 Q—QB3
5 P×P
6 Kt×Kt
7 P×Kt
8 P—Q4

A Rook sacrifice on the King side initiates a delightful combination on the Queen side.

South Africa, 1938

BERGEN-

MACKIE

DORFF

1 P—Q4
2 P—QB4

1 P—Q4
2 P—QB4

1 P—Q4
2 P—QB4

1 P—Q4
2 P—QB4
9 Q×Pch  B—Q2
10 Q—R6  O—O
11 B—K2  R—K1
12 Kt—Q2

His idea is to relieve the pin on his Bishop by bringing the Knight to K3 via B1.

12 . . .  R—Kt1

Threatening 13 . . . B—Kt4

13 P—QR4  Q—K2

More pressure to the pin.

14 Kt—B1  B—Kt4

Neatly cutting off the Queen. If 15 P×B, Q×B mate, and as there is no other plausible defense, White resigns.

260

Sometimes it seems a bit unfair. Black’s Queen is protected, White’s is not. Which Queen, do you think, must be lost?

Correspondence, 1929

PRIWONITZ  RATTMAN
1 P—K4  P—QB4
2 Kt—QB3  Kt—QB3
3 P—KKt3  P—KKt3
4 B—Kt2  B—Kt2
5 KKt—K2  P—Q3
6 P—Q3  Kt—B3
7 O—O  O—O
8 B—B4  B—Q2
9 Q—Q2  R—K1

10 P—KR3  Q—R4
11 B—R6  B—R1
12 P—B4  KR—Q1

13 P—K5!  P×P
14 B×Kt!

Removing the guard, and winning at once. If 14 . . . B×B, White plays 15 Kt—Q5 and Black’s Queen is en prise. Black cannot reply 15 . . . Q×Q or save his Queen as mate is threatened by 16 Kt×P.

261

A Pawn push is just the first move of the combination, but it’s quite enough. White does not want to see any more!

Correspondence, 1936

DEMETRIESCU  NAGY
1 P—QB4  P—K3
2 P—Q4  P—Q4
3 Kt—QB3  P—QB4
4 BP×P  KP×P
5 Kt—B3  Kt—QB3
6 P—KKt3  Kt—B3
7 B—Kt2 B—K2
8 O—O O—O
9 P×P P—Q5
10 Kt—QR4 B—B4
11 B—Q2 B—K5
12 Kt—R4 B×B
13 Kt×B Kt—K5
14 Q—B2 P—Q6!

Boom! After 15 P×P, Kt—Q5
16 Q—Q1, Kt×B 17 Q×Kt,
Kt—B6ch wins the Queen.

262

Just one tempo—a threat to an exposed piece—gives White a bit of precious time for his attack.

Leipzig, 1942

KOPETZKY  ENGERT
1 P—K4 P—K4
2 Kt—KB3 Kt—KB3
3 Kt—B3 B—Kt5
4 B—B4 O—O
5 P—Q3 P—Q4
6 P×P Kt×P
7 O—O Kt×Kt
8 P×Kt B×P
9 R—Kt1 Kt—B3
10 Kt—Kt5

Intending 11 Q—R5, P—KR3
12 Kt×BP winning the exchange.

10 . . . P—KR3
11 Kt—K4!

The attack on the Bishop gives him time to bring his Queen out quickly.

11 . . . B—Q5
12 Q—R5 Kt—R4

He would like to remove the menacing Bishop.

13 B—Kt5! Q—K1

If 13 . . . P×B 14 Kt×P,
R—K1 15 Q×Pch and mate next.

14 Kt—B6ch!

A decisive Knight fork. If 14 . . . P×Kt 15 Q—Kt6ch, K—R1 16 B(Kt5)×BP mate.

263

Even a triple strength pin must yield to the savage power of a double check.

West Virginia, 1947

HOLT  BINGAMON
1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—B4 Kt—B3
4 P—Q4 P×P
5 O—O Kt×P
6 R—K1 P—Q4
7 Kt×P Q—R5
8 P—KKt3 Q—B3
9 Kt—KB3 B—KKt5
10 QKt—Q2 Kt—Q5
11 Kt(Q2)× Kt×Ktch

Kt1!
12 Q×Kt!

An unexpected cadenza.

12 . . . Q×Q
13 Kt—B6ch K—Q1
14 R—K8 mate
264

That elegant tactical device, the Knight fork, is the motif of this capriccio.

Correspondence, 1928

<table>
<thead>
<tr>
<th>BERLIN</th>
<th>ASPENGREN</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—Q4</td>
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<td>P—K3</td>
</tr>
<tr>
<td>3 Kt—QB3</td>
<td>P—QKt3</td>
</tr>
<tr>
<td>4 Kt—B3</td>
<td>B—Kt2</td>
</tr>
<tr>
<td>5 P—KKt3</td>
<td>P—Q4</td>
</tr>
<tr>
<td>6 P×P</td>
<td>P×P</td>
</tr>
<tr>
<td>7 B—Kt2</td>
<td>P—B4</td>
</tr>
<tr>
<td>8 O—O</td>
<td>P×P</td>
</tr>
<tr>
<td>9 KKt×P</td>
<td>B—K2</td>
</tr>
<tr>
<td>10 Kt—B5</td>
<td>O—O</td>
</tr>
<tr>
<td>11 Kt×QP!</td>
<td>Kt×Kt</td>
</tr>
<tr>
<td>12 B×Kt</td>
<td>Q—Q2</td>
</tr>
</tbody>
</table>

If 12...B×B 13 Q×B, Q×Q 14 Kt×Bch regaining the Queen by the Knight fork, and winding up a piece ahead.

13 B×B Q×B
14 Q—Q5! Resigns

If 14...Q×Q 15 Kt×Bch wins a piece by the Knight fork.

Or if 14...Q—B2 15 Q×R, Kt—B3 16 Q×Kt! Q×Q 17 Kt×Bch, and again we have the deadly Knight fork.

266

Wherein the minor pieces weave a remarkable mating net and enmesh the King.

Budapest, 1939

<table>
<thead>
<tr>
<th>AMATEUR</th>
<th>BARCZA</th>
</tr>
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<tbody>
<tr>
<td>1 P—K4</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>2 P—Q4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>3 P×P</td>
<td>Q×P</td>
</tr>
<tr>
<td>4 Kt—KB3</td>
<td>B—Kt5</td>
</tr>
</tbody>
</table>
5 Kt—B3 B×Kt
6 Kt×Q B×Q
7 Kt×BPch K—Q2
8 Kt×R B×P
9 B—KB4

Guarding B7 so that his Knight can escape.

9 . . . P—K4!
10 P×P B—Kt5ch
11 K—K2 KKt—K2
12 P—K6ch

Still trying to rescue his Knight by way of B7.

12 . . . P×P
13 Kt—B7

At last, but now Black is up at bat.

13 . . . Kt—Q5ch
14 K—K3 KKt—B4 mate

Leiden, 1948

BEY
1 P—K4 P—QB4
2 Kt—KB3 Kt—QB3
3 P—Q4 P—Q4
4 KP×P Q×P
5 Kt—B3 Q—Q1
6 P—Q5 Kt—R4
7 B—KB4 Q—Kt3
8 Kt—K5 Q×P
9 B—Kt5ch Kt—B3
10 P×Kt Q×Ktch
11 K—B1 Q—Kt5

To parry 12 P—B7ch by taking the Bishop with check.

12 Q—Q7ch! B×Q
13 P×Bch K—Q1
14 Kt×P mate

268

BRUCE HAYDEN says his style "shows marked similarity to that of Morphy—Bishops moving along diagonals, Rooks along files, Knights one hop, and so on."

Armed with these secret weapons, Mr. Hayden has turned out some winsome brévities, such as this one played in his youth.

267

SOMETIMES a Queen sacrifice looks less like an offer than an ultimatum!
1000 Best Short Games of Chess

<table>
<thead>
<tr>
<th>Move</th>
<th>LAW</th>
<th>HARLEY</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
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<tr>
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<td>B—K3</td>
<td>B—Kt2</td>
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<td>9</td>
<td>P×P</td>
<td>Kt—KKt5</td>
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<td>10</td>
<td>P—Q6</td>
<td>Q×P</td>
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<tr>
<td>11</td>
<td>Kt(B3)—Q—B4</td>
<td>Kt5</td>
</tr>
</tbody>
</table>

If 11... Q—Kt3 12 Q×Kt, P—QR3 13 Kt—K6l.

12 Kt—K6l! Kt×Pch
13 Q×Kt! Q×Q
14 Kt(Kt5)— Resigns
    B7ch

If 14... K—Q2 15 B—Kt5ch, K—Q3 16 B—B4 mate, or if 15... Q—B3 16 R—Q1ch and mate next move.

The threat of course is mate on the move.

11... P—Q4
12 Q×Rch K—Q2
13 Q×P

Now intending to add pressure to the pin by 14 B—Kt5. Black cannot escape by exchanging Queens as after 13... Q—K1 14 Q×Qch, K×Q 15 B—Kt5 again capitalizes on the pin—this time by the Rook.

13... K—Q3
14 R×B! Resigns

As 14... Q×R succumbs to a new pin by 15 B—B8.

269

Bonar Law shows his familiarity with the technique of winning by pinning, to a chess problemist.

LIEGE, 1930

The chessboard is one place where justice triumphs, so here we see how swiftly and drastically greed is punished.

<table>
<thead>
<tr>
<th>Move</th>
<th>LAW</th>
<th>HARLEY</th>
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<tbody>
<tr>
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<td>Kt×P</td>
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<td>R—K1ch</td>
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<td>9</td>
<td>Q×Kt</td>
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<td>B—Q2</td>
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<tr>
<td>8</td>
<td>P—K4</td>
</tr>
</tbody>
</table>
1000 Best Short Games of Chess

9 P×P  B—Kt5ch
10 K—K2

If 10 B—Q2, B×Bch 11 K×B, B—Kt5ch and the Queen falls.

10 . . .  Kt—R3
11 P—KR3

To prevent the pin by 11 . . . B—Kt5.

11 . . .  B—Kt5!
12 Q×B

Forced, as 12 P×B permits mate on the spot.

12 . . .  Kt×Q
13 P×Kt  Q—Q6ch
14 K—B3  Q×B

And White belatedly resigns.

271

Richter's games seem to be made up of a series of combinations. Apparently he has an inexhaustible supply on hand with which to pelt his opponent.

Berlin, 1930

Richter  Duehrssen

1 P—Q4  Kt—KB3
2 Kt—KB3  P—K3
3 B—Kt5  P—KR3
4 B—R4  P—B4
5 P—K3  P—QKt3
6 B—K2  B—Kt2
7 Kt—K5  P—Q3

If 7 . . . B×P 8 R—KKt1, B—Kt2 9 B—R5, P—Kt3 10 Kt×BP, K×Kt 11 R×P and White wins.

8 B—Kt5ch  K—K2

Forced, as interposing loses a piece.

9 Q—R5  P×Kt

Or 9 . . . P—Kt3 10 Kt×KtPch, P×Kt 11 Q×KtP winning.

10 P×P  Q—Q4

The threat was 11 P×Ktch, P×P 12 B×Pch, K×B 13 Q—R4ch winning the Queen.

11 Kt—B3  Q×KtP
12 P×Ktch  P×P
13 Q—K5

Such energy!

13 . . .  Kt—Q2

Not 13 . . . Q×Rch as after 14 K—Q2 Black's Queen is attacked and mate by 15 B×P is threatened.

14 Q—B7  Resigns

After 14 . . . R—Q1 White Castles Queen side and the major threats 16 R×Ktch and 16 B×Pch cannot both be parried.

272

Morphy's genius for chess manifested itself when he was still a boy. In this game, played when he was 13, his
instinctively sound strategy and his alertness to seize an opportunity for a decisive sacrificial stroke, are quite impressive.

New Orleans, 1850

**MCCONNELL**  **MORPHY**

1 P—K4  P—K3
2 P—Q4  P—Q4
3 P—K5  P—QB4

Attacking the base of the Pawn chain, à la Nimzovich.

4 P—QB3  Kt—QB3
5 P—KB4  Q—Kt3
6 Kt—B3  B—Q2

Preparing to bring his Rook to B1 to exert pressure on the open file. The file is closed? Morphy will open it!

7 P—QR3  Kt—R3
8 P—QKt4  P×QP
9 P×P  R—B1
10 B—Kt2  Kt—B4
11 Q—Q3  B×Pch!
12 P×B  Kt×KtP
13 Q—Q2  R—B7!
14 Q—Q1  Kt—K6

And wins the Queen.

273

In this game which Lasker calls "a quaint thing," Brach at his sixth move threatens to break in with his Knight at K6, does so at his seventh move, and for good measure crashes in once more as a final decisive stroke.

**Brunn, 1905**

<table>
<thead>
<tr>
<th>BRACH</th>
<th>DVORAK</th>
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<tbody>
<tr>
<td>1 P—K4</td>
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<td>P—K3</td>
</tr>
<tr>
<td>3 Kt—B3</td>
<td>P—QR3</td>
</tr>
<tr>
<td>4 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>5 Kt×P</td>
<td>B—B4</td>
</tr>
<tr>
<td>6 B—K3</td>
<td>Q—B3</td>
</tr>
<tr>
<td>7 Kt×P!</td>
<td>B×B</td>
</tr>
<tr>
<td>8 Kt—B7ch</td>
<td>K—B1</td>
</tr>
</tbody>
</table>

If 8 . . . K—Q1 9 P×B, and Black must not touch the Knight on pain of losing his Queen to the other Knight.

| 9 P×B | R—R2 |
| 10 B—B4 | Kt—R3 |
| 11 R—KB1 | Q—R5ch |
| 12 P—Kt3 | Q×RP |

But not 12 . . . Q—Q1 as 13 Kt—K6ch is a pretty win of the Queen by a Knight fork with a double pin accompaniment.

| 13 Q—Q6ch | K—Kt1 |
| 14 Kt—K6 | Resigns |

As the threat of mate on the last rank is too strong. If either Pawn takes the Knight, the Queen still comes in on the last rank.

274

**Marshall scatters a shower of Pawns to make Black's**
Knights dance around nervously.

New York, 1940

MARSHALL    ROGOSIN
1 P—K4        P—QB4
2 P—QKt4      P×P
3 P—QR3        Kt—QB3
4 P×P          Kt—B3
5 P—Kt5        Kt—Q5
6 P—QB3        Kt—K3
7 P—K5         Kt—Q4
8 P—QB4        Kt(Q4)—B5
9 P—Kt3        Kt—Kt3
10 P—B4        Kt(Kt3)×BP

One Knight must be lost. If 10 . . . Kt—B2 11 P—B5, Kt×KP 12 P—Q4 and there is no retreat.

11 P×Kt        Kt×P
12 P—Q4        Kt—Kt3
13 P—R4

Now he's after the other Knight!

13 . . .        P—K3
14 P—R5

Black fought on a dozen more moves, but his game was hopeless.

Karlstadt, 1926

KAISER    STROM
1 P—K4        P—QKt3
2 P—Q4        B—Kt2
3 Kt—QB3      P—K3
4 B—Q3        P—KR3

A "country move" which was found wanting 100 years ago.

5 KKt—K2      Kt—KB3
6 O—O         P—B4
7 P—Q5!

En avant!

7 . . .        P×P
8 P×P          Kt×P
9 Kt×Kt        B×Kt
10 Kt—B4

Putting the question. If now 10 . . . B—K3 11 Kt×B, BP×Kt (or 11 . . . QP×Kt 12 B—K4) 12 Q—R5ch, K—K2 13 B—Kt5ch, P×B 14 Q×Pch wins the Queen.

10 . . .        B—Kt2
11 Kt—Kt6!     P×Kt

Forced, as after 11 . . . R—Kt1 the check by 12 R—K1 is murderous.

12 B×Pch       K—K2
13 R—K1ch      K—B3
14 Q—R5

Chess is not for the timid. Black's overcautious moves in the opening are swiftly and vigorously punished. At
And the mate at B5 cannot be stopped.

276

One of Steinitz’s discoveries which revolutionized chess theory was the one about holes.

When a player lightheartedly advanced a Pawn surrounding his King (and they often did in those days) it created a hole, a square on which his opponent could plant a piece firmly, the more so as no Pawn could thereafter dislodge it. This piece could then be an important figure in a mating attack. Here is an example of this form of strategy.

Vienna, 1898

WALTHOF-ZEISSL

1 P—K4       P—K4
2 Kt—KB3      Kt—QB3
3 B—Kt5       P—B4
4 P—Q4        BP×P
5 Kt×P        Kt×Kt
6 P×Kt        P—B3!
7 B—QB4       Q—R4ch
8 Kt—B3       Q×KP
9 O—O         P—Q4

What a Pawn center!

10 B—Kt3       Kt—B3
11 B—K3        B—Q3
12 P—Kt3       

Now there is a hole at his KB3 and Black proceeds to rush a piece down to occupy it.

12 ...       B—KKt5
13 Q—Q2       B—B6
14 B—KB4

Plausible, but it’s too late.

Black announces a mate in five.

14 ...       Q—R4
15 Kt—Q1      Q—R6
16 Kt—K3      Kt—Kt5
17 KR—K1      Q×RPch
18 K—B1       Q—R8

mate

277

Rather than walk into a Bishop sacrifice followed by a Knight fork winning his Queen, Simonson resigned. To him it may have been an elementary combination, but
many a player would give his teeth to spot these ideas.

*Phila–New York, 1935*

<table>
<thead>
<tr>
<th>REGEN</th>
<th>SIMONSON</th>
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<tbody>
<tr>
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<td>P–Q4</td>
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<tr>
<td>3 P×P</td>
<td>P×P</td>
</tr>
<tr>
<td>4 P–QB4</td>
<td>Kt–KB3</td>
</tr>
<tr>
<td>5 Kt–QB3</td>
<td>P×P</td>
</tr>
<tr>
<td>6 B×P</td>
<td>P–K3</td>
</tr>
<tr>
<td>7 Kt–KB3</td>
<td>QKt–Q2</td>
</tr>
<tr>
<td>8 P–Q5</td>
<td>P–K4</td>
</tr>
<tr>
<td>9 P–Q6</td>
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</tbody>
</table>

With this pretty threat: 10 Kt–KKt5, Q–R4 11 B×Pch, K–Q1 12 Kt–K6 mate.

9 . . . Kt–Kt3
10 B–Kt5ch B–Q2
11 Kt×P B×B
12 Kt×B

Now menacing 13 Kt–B7ch winning the Queen.

12 . . . KKt–Q4
13 P–Q7ch K–K2
14 Q–K2 Resigns

The only move to escape the double check by 15 Kt–B6 winning his Queen is 14 . . . K–B3, when White would put the finishing touch to his attack with 15 B–Kt5ch, K×B 16 Kt×Pch, helping himself to the Queen.

been trounced thoroughly, but never so quickly as this time.

*Berlin, 1890*

<table>
<thead>
<tr>
<th>CARO</th>
<th>LASKER</th>
</tr>
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<td>4 Q–Kt3</td>
<td>Q–B1</td>
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<td>5 P×P</td>
<td>P×P</td>
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<tr>
<td>6 Kt–B3</td>
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</table>

Of course he must not snap at the QP as Black would mate by 6 . . . Q×B.

6 . . . P–K3
7 B–B4 P–QR3

This timorous move loses the game.

8 Kt–QR4 R–R2
9 Kt–Kt6 Q–Q1
10 B×Kt Q×B
11 Q–R4ch K–K2
12 R–B1 P–Kt4
13 Kt–K5

Threatening 14 Q–Q7ch, K–B3 15 Q×BP mate.

13 . . . Kt–R3

The natural 13 . . . Kt–B3 loses by 14 Kt–B8ch, K–Q1 15 Kt×P mate.

14 Kt–B8ch Resigns

Black can only choose between 14 . . . K–Q1 15 Q–Q7 mate, and 14 . . . K–B3 when the
Knight fork at Q7 costs him his Queen

279

There is no rest for the weary King as he is driven from square to square by a pair of Knights who take turns in harassing him.

Berlin, 1896

HEINRICHSEN  METGER

1 P—KB4  P—K4
2 P—K4  P—Q4
3 P—Q4  P×QP
4 Q×P  P×P
5 Q×Pch  B—K2
6 Kt—QB3  Kt—KB3
7 Q—R4ch  B—Q2
8 Q—Kt3  Kt—B3
9 Q×KtP  Kt—QKt5
10 Kt—Kt5  B—B3
11 Q×BP  Kt×Pch
12 K—B2  Kt—K5ch
13 K—B3  Kt—K8ch
14 K—Kt4  Kt—B7ch

And wins after 15 K—Kt3 by 15 . . . B—R5 mate, and after 15 K—B5 by 15 . . . P—Kt3ch 16 K—K5, Kt—Kt5 mate.

Correspondence, 1929

DYCKHOFF  PRIWONITZ

1 P—Q4  Kt—KB3
2 P—QB4  P—K3
3 Kt—QB3  B—Kt5
4 Kt—B3  P—QKt3
5 B—Kt5  B—Kt2
6 P—K3  B×Ktch
7 P×B  Q—B1
8 B×Kt  P×B
9 Kt—R4  K—K2
10 B—Q3  Q—Kt1

Certainly looks attractive, as he threatens 11 . . . Q—Kt4 12 Kt—B3, Q×KtP winning.

11 P—B4!  P—KR4
12 Q—K2  Q—Kt5
13 Q—KB2  Kt—B3

14 P—Q5!  Resigns


The order of moves is important here. If at once 14 Kt—Kt6ch, Black escapes by 14 . . . P×Kt 15 P—KR3, Kt—Kt5! 16

A clever bit of timing makes it only too clear to Black that his Queen has been lured into a cul-de-sac.
P×Kt, Q×KtP followed by an exchange of Queens.

281

Once Black’s Knight is lured away from his post, enemy pieces ooze into the vicinity of the King.

Prague, 1951

BRYCHTA  BOTUR

1 P—K4    P—K4
2 Kt—KB3  Kt—QB3
3 B—B4    B—B4
4 P—B3    B—Kt3
5 P—Q4    Q—K2
6 O—O     P—Q3
7 Kt—Kt5  Kt—R3
8 B—K3    O—O
9 P—KB4   P×QP
10 P×P    Kt—KKt5
11 P—B5   Kt×B

Snapping up the bait.

12 Q—R5    P—KR3

If 12 . . . Q×Kt 13 Q×Q, Kt×B 14 P—B6 and White wins.

13 P—B6!  B—Kt5
14 Q—Kt6! Resigns

282

What looks like a series of simple exchanges turns out to be a combination with a sting at the tail end of it.

Berlin, 1932

KUTSCHEN- KELLNER
REITER

1 P—Q4      Kt—KB3
2 P—QB4    P—K4
3 B—Kt5    P×P
4 Kt—KB3  B—Kt5ch
5 QKt—Q2  Kt—B3
6 P—QR3    B—K2
7 Kt—Kt3  O—O
8 Kt(Kt3)× P—Q4

P

9 P—K3    B—KKt5
10 Q—B2    B×Kt
11 Kt×B    R—K1
12 R—Q1    P—Q5!
13 Kt×P   Kt×Kt
14 R×Kt  Q×R1

And White now realizes that 15 P×Q falls into 15 . . . B—Kt5ch 16 K—Q1, R—K8 mate.

283

Much to White’s surprise, his Queen Bishop Pawn is snipped off. The Pawn must have been an important prop, for with its loss his position collapses.

Hastings, 1952

A.R.B. THOMAS SCHMID

1 P—K4    P—QB4
2 P—QKt4  P×P
3 Kt—KB3  P—Q4
4 P×P    Kt—KB3
5 P—QR3 Kt×P
6 P×P Kt×P
7 P—Q4 B—B4
8 Kt—R3 P—K3
9 B—Kt5ch QKt—B3
10 P—B3 P—QR3
11 B—K2 Kt—Q4
12 Q—Kt3 Kt×BP
13 Q×KtP

Naturally, if 13 Q×Kt, B—QKt5 pins the Queen.

13 . . . Kt—R4
14 Q—Kt2 R—QKt1

After 15 Q—Q2, Kt—Kt6, and Black wins as he pleases.

284

A feint against the Bishop disguises White’s actual intention. What he really wants to do is give away his Queen!

Vienna, 1903

<table>
<thead>
<tr>
<th>KALDEGK</th>
<th>ZEISSL</th>
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<tbody>
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<td>P×P</td>
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<td>Kt×P</td>
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<td>Q×Ktch</td>
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<td>Q—R4ch</td>
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<td>11 B—K2</td>
<td>Q—Kt3</td>
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<tr>
<td>12 R—K1</td>
<td>K—Q1</td>
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</tbody>
</table>

13 B—R3 P—Q3
14 Q—Kt5! Q—B4

White announced mate in three, which is effected by:

15 Q—K8ch K×Q
16 B—Kt5ch K—B1
17 R—K8 mate

285

White is under the impression that he will capture a Rook or win the Queen by a discovered attack. He gets a rude awakening!

The Hague, 1928

<table>
<thead>
<tr>
<th>PRZEPIORKA</th>
<th>CHERON</th>
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<tbody>
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<tr>
<td>7 P—B3</td>
<td>B—QKt5</td>
</tr>
<tr>
<td>8 P—K4</td>
<td>B×P1</td>
</tr>
</tbody>
</table>
9 P×B Kt×P
10 Q—B3 Q×P

Counter-attack, which is answered by—counter-attack.

11 Q×Pch K—Q1
12 Q×KtP

Looks good, as the Rook is attacked. If 12 ... R—B1 13 Kt×Pch wins the Queen.

12 ... B×Ktch!
13 P×B Q—B7ch
14 K—Q1 Kt×P
mate

13 Kt×Kt B×Kt
14 B—Kt4! Resigns

If 14 ... Q×B 15 Q×B attacks the Rook and also threatens to win the Queen by 16 B×Pch. Black can move the Rook or Castle, but 16 B×Pch still comes in, and his Queen is exposed.

287

UNCONVENTIONAL openings often lead to piquant conceits. The players, thrown upon their own resources, improvise witty ideas for winning.

Felixstowe, 1949

FULLER DERBY

1 P—K4 Kt—KB3
2 P—K5 Kt—Q4
3 P—QB4 Kt—Kt3
4 P—B5 Kt—Q4
5 Kt—QB3 Kt×Kt
6 QP×Kt P—Q3
7 Q—Kt3 P×KP
8 B—KKt5 B—K3
9 Q×P Kt—Q2
10 O—O—O

Threatening 11 P—B6.

10 ... Q—B1
11 Q—B6 P—QR3
12 Kt—B3 R—R2

If 12 ... P—B3 13 Q×B, P×B 14 Kt×KtP, P—B3 15 Q—B7ch, K—Q1 16 Kt—K6 mate.

13 Kt×P P—B3
14 B—QB4! Resigns

United States, 1944

PERRINA BESANT

1 P—Q4 Kt—KB3
2 P—QB4 P—KKt3
3 Kt—QB3 P—Q4
4 P×P Kt×P
5 P—K4 Kt×Kt
6 P×Kt P—QB4
7 B—QB4 B—Kt2
8 Kt—K2 Kt—B3
9 B—K3 P×P
10 P×P Q—R4ch
11 B—Q2 Q—R6
12 O—O Kt×P
13 O—O B—Q2
14 B—Q6 Q—Q1
15 Q—B4

And the threats of mate at B7 and at B8 are irresistible.

289

Paul Morphy is considered by many connoisseurs of chess ability to have been the most brilliant player that ever lived. His genius for attack, and his flair for sparkling combinations are acknowledged even by his most vehement detractors. Morphy at his best (and that is 99 and 44/100ths of the time) is a delightful entertainer.

New Orleans, 1857

MORPHY MAURIAN

(Remove White’s Queen Knight)

1 P—K4 P—K4
2 P—KB4 P×P
3 Kt—B3 P—KKt4
4 B—B4 P—Kt5
5 P—Q4 P×Kt
6 Q×P P—Q4
7 B×QP P—QB3
8 B×KBp ch K×B
9 Q—R5ch K—Kt2
10 B×P B—K2

Naturally, not 10 . . . Q×P as 11 B—K5 ch wins the Queen.

Baden-Baden, 1925

TARTAKOVER MIESES

1 P—Q4 P—KB4
2 P—K4 P×P
3 Kt—QB3 Kt—KB3
4 P—KKt4 P—Q4
5 P—Kt5 Kt—Kt1
6 P—B3 P×P
7 Q×P1

A triple-threat move. Tactically, the Queen attacks the QP, positionally, she seizes the Bishop file and strategically, she prevents 7 . . . B—B4.

7 . . . P—K3
8 B—Q3 P—KKt3
9 KKt—K2 Q—K2
10 B—KB4 P—B3
11 B—K5 B—Kt2
12 Q—Kt3 Kt—QR3

There is little joy in 12 . . . Kt—Q2 13 B—Q6, Q—Q1 14 R—KB1, and Black cannot develop by 14 . . . Kt—K2 on account of 15 B—B7.
10 Q—R3ch  K—Kt1

Consolidating his position and driving off the enemy Queen—he thinks!

14 R×Bch!  K—B1

If 14 . . . Kt×R 15 B—R6ch, Q×B 16 Q—B7 mate.

15 B—Q6ch  Resigns

As 15 . . . Kt—B3 is followed by 16 R×Ktch, Q×R 17 Q—K8 mate.

290

The Bishop is given away as a prelude to an offer of the Knight, which prepares the way for the sacrifice of the Queen, which sets the stage for the checkmate.

New York, 1887

RICHARDSON  DELMAR

1  P—K4     P—K4
2  B—B4     Kt—KB3
3  Kt—KB3   Kt×P
4  Kt—B3    Kt×BP
5  K×Kt     B—B4ch
6  P—Q4     P×P
7  R—K1ch   K—B1
8  Kt—K4    B—Kt3
9  Q—Q3!    P—Q4

Seems to win a piece, but White has his own ideas!

11 B×P!     Q×B
12 Kt—B6ch!  P×Kt
13 Q—B8ch!   K×Q
14 B—R6ch    K—Kt1
15 R—K8 mate

291

With the Queen a tower of strength in the center of the board, and with the Bishops bearing down hard on the diagonals, it remains for a Pawn to execute the coup de grace!

Glasgow, 1923

ALEKHINE   FORRESTER

1  P—K4     P—K4
2  Kt—KB3   Kt—QB3
3  B—Kt5    P—QR3
4  B—R4     Kt—B3
5  Kt—B3    B—B4
6  Kt×P     Kt×Kt
7  P—Q4     B—Kt5
8  P×Kt     Kt×P
9 Q—Q4 Kt×Kt
10 P×Kt B—R4
11 B—R3 P—QKt3

With two objects: to develop his QB, and to play . . . P—QB4 blocking White's QB.

12 P—K6!

With three enormous threats:
(a) 13 P—K7 winning the Queen.
(b) 13 P×QPch, B×P 14 Q—K4ch and mate next move.
(c) 13 Q×KtP followed by ruin and destruction.

12 . . . Q—B3
13 B×Pch K—Q1
14 B—B6ch Q×Q
15 P—K7 mate

London, 1918

Brown Gibbs
1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—B4 Kt—B3
4 P—Q4 P×P
5 O—O B—B4
6 P—K5 P—Q4
7 P×Kt P×B
8 R—K1ch K—B1
9 B—Kt5

The threat is 10 P×Pch winning the Queen.

10 . . . P×P
11 B—R6ch K—Kt1
11 Kt—B3! B—KKt5

If 11 . . . P×Kt 12 Q×Qch, Kt×Q 13 R—K8ch, B—B1 14 R×B mate.

12 Kt—K4 B—Kt3
13 Q—K2

Intending 14 Kt×Pch, Q×Kt 15 Q—K8ch and mate next.

13 . . . Kt—K4
14 Kt×Kt! B×Q
15 Kt—Q7!!

Black cannot prevent the beautiful finish 16 Kt×Pch, Q×Kt 17 Kt×P mate.

293

Even for the baroque style of a Bird it is a bit on the bizarre side to create three passed Pawns on one file in eleven moves!
Vienna, 1873

BIRD  GELBFUHS

1 P—KB4  P—KB4
2 P—K4   P×P
3 P—Q3   P×P
4 B×P   Kt—KB3
5 Kt—KB3  P—K3
6 Kt—Kt5  P—Kt3
7 P—KR4  B—R3
8 P—R5  B×Kt

If 8... Kt×P 9 R×Kt wins.

9 P×B  Kt—Q4
10 P×P  Q—K2
11 R×P   R×R
12 P×R  Q—Kt5ch
13 K—B1  Q—KR5

Stopping the dangerous Pawn, but White has an ingenious plan to assist its progress.

14 B—Kt6ch  K—K2

If 14... K—B1 15 Q—B3ch wins.

15 Q—R5

And White gets a new Queen.

294

When two fiercely aggressive masters clash, the struggle is usually short and violent.

Ostend, 1906

MIESES  TCHIGORIN

1 P—K4  P—K4
2 Kt—QB3  Kt—QB3

3 B—B4  B—B4
4 Q—Kt4  Q—B3
5 Kt—Q5  Q×Pch
6 K—Q1  K—B1

So soon, and both Kings may not Castle!

7 Kt—R3  Q—Q5
8 P—Q3

Guarding his Bishop, and threatening to win the Queen by 9 P—B3.

8...

9 Q—R4  B×Kt
10 Q×B

If 10 P—B3, the Queen runs to B7.

10...

11 R—B1  Kt×B

Now 12 P—B3 would be countered by 12... Kt×Pch 13 B×Kt, Q—R5ch.

12 Q—Q7!  P—KB3
13 Kt×KBP!  Q—B7

Desperation, but if 13...
P×Kt 14 R×Pch, Kt×R 15 B—R6ch and mate next move.

14 R×Q  B×R
15 Kt—R5  Resigns

The threats (16 P×Kt, or 16 Q—B5ch, or Q×KtPch) are too many.

295

A miniature with some neat tactical twists. The loser, who
is a much better chess player than this game would indicate, bears the proud title of *Contract Bridge Life Master.*

New York, 1935

FINEMAN T. STONE

1 P—K4 P—K4
2 Kt—QB3 Kt—KB3
3 P—B4 P—Q4
4 BP×P Kt×P
5 Kt×Kt P×Kt
6 P—Q4 P×P e.p.
7 B×P Kt—B3
8 Kt—B3 B—KKt5
9 Q—K2 B—QB4
10 P—B3 O—O
11 Q—K4 P—B4
12 P×P e.p. R—K1

Does this pin win?

13 P—B7ch K×P
14 Kt—Kt5ch K—Kt1

Loses quickly. Toby could have prolonged it a bit by 14 ... Q×Kt 15 B×Q, R×Qch 16 B×R, R—K1 17 R—B1ch, K—Kt1 18 R—B4, and White rescues his stranded Bishop.

15 B—B4 ch Resigns

The choice is between losing his Queen by 15 ... K—R1 16 Kt—B7ch, or being mated after 15 ... K—B1 by 16 Kt×P.

in a class by itself! To say any more would give away the plot, so here is the story from the beginning:

Melbourne, 1928

GAUDESEN FAUL

1 P—K4 P—K3
2 P—Q4 P—Q4
3 P—K5 P—QB4
4 P—QB3 P×P
5 P×P B—Kt5ch
6 Kt—B3 Kt—QB3
7 Kt—B3 KKKt—K2
8 B—Q3 O—O
9 B×Pch K×B
10 Kt—Kt5ch K—Kt3
11 P—KR4 Ktt×QP
12 Q—Kt4

White is not to be mollified by a return of the piece; l’attack, toujours l’attack!

12 ... P—B4
13 P—R5ch K—R3
14 Kt×KPch P—Kt4
15 P×P e.p. mate!

An extraordinary finish—checkmate by capturing a Pawn en passant!

297

BLACK’s Queen wins this one, with the aid of a pair of intelligent Knights. Watch the Knights leap out to the third rank, skip to the fifth, and
curve over to the sixth rank
for the decisive maneuver.

Liverpool, 1846

1000 Best Short Games of Chess 137

SPRECKLEY MONGRE-DIEN

1 P—K4 P—K4
2 P—KB4 P×P
3 Kt—KB3 B—K2
4 B—B4 B—R5ch
5 Kt×B Q×Ktch
6 K—B1 Kt—KB3
7 Q—B3 Kt—B3
8 P—Q3 Kt—Q5
9 Q—Q1 Kt—Kt5
10 Q—Q2

He must prevent the mate at
B2, and if 10 Q—K1 Black ex-
changes Queens, and wins the
Rook by a Knight fork.

10 . . . Kt—K6ch
11 K—Kt1 Kt—B6ch!
12 P×Kt Q—Kt4ch
13 K—B2 Q—Kt7ch
14 K—K1 Q×Rch
15 K—K2 Q—B8

mate

4 P×P P×P
5 B—Kt5ch Kt—B3
6 O—O B—Q3
7 R—K1 B—K3
8 Kt—Kt3 Kt—B3
9 Kt—B5 O—O
10 Kt×B Q×Kt
11 B×Kt P×B
12 Q—B3 QR—K1

Threatening a winning dis-
covered attack by 13 . . . B—Kt5.

13 R—K3 P—Q5
14 Q—Kt3

He does not worry about the
attack on his Rook, as Black’s
Queen is unprotected.

14 . . . P×R!

This will give him a jolt!

15 Q×Q P—K7

And wins hands down. This is
the final scene:

298

The way in which a Pawn, all
alone on the seventh rank,
wins the game single-handed,
is amusing.

CHAPELLE JOURNOUD

1 P—K4 P—QB4
2 B—B4 P—K3
3 Kt—K2 P—Q4

299

The Queen is the strongest
piece on the chessboard, but
even a Queen can look silly against the crushing power of two connected passed Pawns.

Munich, 1931

AMATEUR       KOCH

1 P—Q4       P—Q4
2 P—QB4      P—QB3
3 B—B4       P×P
4 P—K3       B—K3
5 Kt—KB3     Kt—Q2
6 Q—B2       P—QKt4
7 P—QKt3     Q—R4ch
8 Q—B3       P—Kt5
9 Q—B2       P×P
10 Q×BP      B—Q4
11 Q—B1

Out of 20 squares, the only one that is safe.

11 . . .       P×P
12 QKt—Q2     P—Kt6
13 Q—Kt2      P—K3
14 R—Q1       B—R6
15 Q—R1       P—Kt7

And the Queen must yield to the onrushing Pawns.

300

Realizing that he must lose a piece, Black lets his opponent enjoy the thrill of mat- ing him. Or was this indulgence on his part unwitting, as a skeptic might surmise?

Holland, 1918

JONG       JACOBSON

1 P—K4       P—K4
2 P—KB4      P—Q3
3 Kt—KB3     Kt—QB3
4 B—B4       B—K3
5 B×B        P×B
6 O—O        P×P
7 P—Q4       P—K4
8 P—Q5       QKt—K2
9 Kt—Kt5     P—KR3
10 Kt—K6     Q—Q2
11 B×P       Kt—Kt3
12 Q—R5      Kt(Kt1)—K2
13 B—Kt51

Intending 14 B×Kt, removing the defender of the pinned Knight.

13 . . .       P×B
14 Q×R!       Kt×Q
15 R×B mate

301

Denker has always been an exponent of the whirlwind at-
In this game, played in his youth, he mows down another budding master.

**New York, 1932**

1 Kt—KB3 Kt—KB3  
2 P—B4 P—B4  
3 Kt—B3 Kt—B3  
4 P—Q4 P×P  
5 Kt×P P—Q4  
6 Q—R4 Q—Q2  
7 P×P Kt×P  
8 Kt(B3)×Q×Kt
9 Kt—Kt5

Threatening a family check.

9 . . . Q—Q2  
10 B—Q2 P—K4  
11 O—O—O

Now the plan is 12 B—Kt5, Kt—Q5 13 Kt—B7 mate!

11 . . . B—B4  
12 B—Kt5 Q—B4  
13 Kt—B7ch K—B1  
14 R—Q8ch! Kt×R  
15 Q—K8 mate

**302**

No one is foolish enough to walk into a double check deliberately, but what can you do if you are nudged into it, as Gossip was?

**New York, 1889**

- TCHIGORIN  
- GOSSIP

1 P—K4 P—K4  
2 Kt—KB3 Kt—QB3  
3 P—B3 P—Q4  
4 Q—R4 P—B3  
5 B—Kt5 KKt—K2  
6 P×P Q×P  
7 O—O B—Q2  
8 P—Q4 P—K5  
9 KKt—Q2 Kt—Kt3  
10 B—B4 Q—QR4  
11 Q—Kt3 P—B4  
12 B—B7ch K—K2  
13 Kt—B4

A problem-like move. The attack on the Queen is subordinate to the main idea, which is to cut off communication (intentionally) between his own Queen and the Bishop, so that the Bishop may be captured!

13 . . . Q—R3  
14 B—Kt5ch! K×B  
15 Kt—Q6 mate

**303**

A look behind the scenes shows how the machinery which activates a Knight fork clicks into place.

**St. Petersburg, 1914**

- TAUBENHAUS  
- SMORODSKI

1 P—K4 P—QB4  
2 Kt—KB3 Kt—QB3
| 3 P—Q4   | P×P   | the pinned piece while it is still immobile and helpless. |
| 4 Kt×P   | Kt—B3 |
| 5 Kt—QB3 | P—Q3  |
| 6 B—K2   | P—KKe3 |
| 7 B—K3   | B—Kt2 |
| 8 P—KR3  | O—O   |
| 9 Q—Q2   | P—QR3 |
| 10 R—Q1  | Q—B2  |
| 11 P—KKe4| P—KKe4 |

Now if Black’s QKt did not guard his KP, there might be some sort of Knight fork, if White could post his Knight at Q5—a square guarded by the other Knight. Simply stated, both of Black’s Knights must go—away or off the board!

| 12 P—Kt5! | Kt—Q2 |

If 12 ... P—Kt5 13 P×Kt, P×Kt 14 Q×P, and White wins a piece. He threatens 15 Q×Kt as well as 15 P×B.

13 Kt—Q5!

Gaining time by the attack on the Queen.

| 13 ...  | Q—Kt2 |
| 14 Kt×Kt| Q×Kt |
| 15 Kt×Pch |

The last cog slips into place as White wins the Queen by a Knight fork.

1000 Best Short Games of Chess

Correspondence, 1938

DURUTTI KOCH

| 1 P—Q4   | Kt—KB3 |
| 2 P—QB4  | P—K3  |
| 3 Kt—QB3 | B—Kt5 |
| 4 Q—B2   | P—Q4  |
| 5 P×P    | Q×P  |
| 6 P—K3   | B—B4  |
| 7 P—QR3  | B×Ktch |
| 8 P×B    | P×P  |
| 9 BP×P   | O—O  |
| 10 Kt—B3 | B—Q2 |
| 11 B—B4  | Q—KR4 |
| 12 O—O  | R—B1 |
| 13 Q—Q3 |

The threat was 13 ... P—QKt4 striking at the pinned Bishop.

| 13 ...  | Kt—B3 |
| 14 B—Kt2| Kt—R41 |
| 15 Kt—K5| Kt×B |

And wins. After 16 Kt×Kt, B—Kt4 17 KR—B1, Q—Q4, and the Knight is a goner.

304

Science prevails over brute strength! Just before he makes his last move, Tarrasch lets his victim enjoy the thrill of being a Queen, two Knights, a Rook and a Bishop ahead!
Nuremberg, 1890

TARRASCH

(Realize White's Queen Rook)

1 P—K4     P—K4
2 P—KB4     P×P
3 Kt—KB3     P—Kt4
4 B—B4     P—Kt5
5 O—O     P×Kt
6 Q×P     Q—B3
7 Kt—B3     Q—Q5ch
8 K—R1     Q×B
9 Q×P     Kt—K2
10 Kt—Q5     Kt×Kt
11 Q×Pch     K—Q1
12 P—Q3

4 P—Q4     P×P
5 Kt×P     Q—Kt3
6 B—K3     Q×P
7 Kt(Q4)—Kt5

With the big threat of 8 R—QKt1 winning the Queen.

7 . . .     Q—Kt5
8 Kt—B7ch     K—Q1
9 B—Q2     R—Kt1

Of course not 9 . . . K×Kt
10 Kt—Q5ch snagging the Queen.

10 R—QKt1     Q—Q5
11 B—Q3     Kt—Kt5

The Knight is still untouchable.

12 Kt(B3)—     Kt×Bch
13 P×Kt     Q×QP
14 Kt—K6ch!     K—K1

Taking the Knight is punished by 15 B—R5ch winning the Queen.

15 Kt(Kt5)—B7 mate!

306

STEINITZ does it the hard way! He swings his King Knight around the Queen side area in order to bang it down on the King side, with a resounding "Check!"

London, 1870

STEINITZ

WALSH

1 P—K4     P—QB4
2 Kt—QB3     Kt—QB3
3 Kt—B3     P—KR3

15 R×R mate

307

AFTER White plays his 14th move, he threatens mate on the move in 6 different ways. Can you find all of them?

Omaha, 1942

OHMAN

BUCK

1 P—K4     P—K4
2 Kt—QB3     P—Q3
3 P—B4  P×P
4 Kt—B3  B—K2
5 B—B4  B—R5ch
6 P—Kt3  P×P
7 O—O  P×Pch
8 K—R1  B—Kt6
9 B×Pch  K×B
10 Kt—K5ch  K—K3
11 Q—Kt4ch  K×Kt
12 P—Q4ch  K×QP
13 B—K3ch  K×B
14 QR—Q1

Find them all?

14 . . .  B×Q
15 R—Q3 mate

308

Very often the loser has a golden opportunity to turn the tables. But it must be seized at once!

Regensburg, 1887

BACHMANN  FIECHTL
1 P—K4  P—K4
2 Kt—KB3  Kt—QB3

Or 9 . . . O—O 10 Kt×Bch, K—R1 11 Q—R5 with this pretty threat: 12 Q×Pch! K×Q
13 R—R5 mate.

10 R×Bch  K—B1
11 Q—B3  P—KB3

To prevent 12 Q×P mate. He should have played 11 . . . B—K3 and replied to 12 R×B with 12 . . . Kt—Q5.

12 P—Q3  P—B3
13 Q×Pch!  P×Q
14 B—R6ch  K—Kt1
15 Kt×P mate

309

One of the most difficult jobs facing an electronic chess player is the weighing of intangibles. Is an open file, for example, worth a Queen and a Bishop? Or, what is the par value of half a dozen checks?

Riga, 1897

WAGENHEIM

GERMANN

1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
310

There is only one way for Black to close the diagonal on which mate impends. But that way opens up another diagonal leading straight to the King!

Birmingham, 1906

BILLINGTON

1 P—K4
2 Kt—KB3
3 B—B5
4 O—O
5 P—Q4
6 B×Kt
7 P×P
8 Kt—Q4
9 Kt—B5

SPEARS

P—K4
Kt—QB3
Kt—B3
Kt×P
Kt—Q3
Kt×B2
B—K2
B—B1

311

SCHULDER snaps up a Pawn that is offered to him, and is bowled over by a devastating Queen sacrifice!

London, 1860

SCHULDER

1 P—K4
2 Kt—KB3
3 P—B3
4 B—B4
5 P—Q4
6 P×P
7 P×Kt
8 P×P
9 P—B4
10 B—K3

BODEN

P—K4
P—Q3
P—KB4
Kt—KB3
BP×P
P×Kt
Q×P
Kt—B3
B—Q2
O—O—O
144. 1000 Best Short Games of Chess

11 Kt—Q2  R—K1
12 Q—B3  B—B4
13 O—O—O  P—Q4!

Attacking a piece, and meanwhile releasing his own Bishop.

14 B×QP  Q×Pch!
15 P×Q  B—R6 mate

312

Quoting freely from Napoleon,
"Every Pawn has the baton of a Field-Marshall in his knapsack."

Watch the humble Rook Pawn as he rises to power!

Berlin, 1934

Richter  Ullrich
1 P—K4  P—QB4
2 Kt—KB3  P—Q3
3 P—Q4  P×P
4 Kt×P  Kt—KB3
5 Kt—QB3  P—KKt3
6 P—KR4×

Ambition stirs early within his breast.

6 . . .  B—Kt2
7 P—R5  P—Q4
8 P—R6  B—B1
9 P—K5  Kt—K5
10 B—Kt5ch  B—Q2
11 P—K6  P×P
12 Kt×KP  Q—R4
13 Q×P

Threatening 14 B×Bch, winning the Queen.

13 . . .  B×B
14 Kt—Kt7ch  B×Kt
15 P×B  Resigns

313

Fleet-footed as the Queen is, even she cannot snatch up both Rooks and hasten back in time to save her lord, the King.

Nuremberg, 1934

Amateur  Heuacker
1 P—KB4  P—K4
2 P×P  P—Q3
3 P×P  B×P
4 Kt—KB3  P—KKt4
5 P—Q4  P—Kt5
6 Kt—K5  Kt—QB3
7 Kt×Kt  P×Kt
8 B—K3  Q—K2
9 Q—Q3  B—R3
10 Q×B

Going after plunder.

10 . . .  Q×B
11 Q×Pch  K—K2
12 Q×R  Kt—B3!
13 Q×R

He might as well gorge himself. If 13 Q—B6 (refusing more gifts) then 13 . . . Kt—K5 14 K—Q1, B—B5 leaves White’s King without defense, and there is not even a delaying check!

13 . . .  Q—B8ch
14 K—B2  Kt—K5ch
15 K—Kt1  Q—K6
mate!

314
It must be particularly distressing to "Castle into safety" and find that you have plunged instead into a pitfall.

Bordeaux, 1915

GAUDIN        GUERINEAU
1 P—K4         P—QB3
2 P—Q4         P—Q4
3 Kt—QB3       P×P
4 Kt×P         B—B4
5 Kt—Kt3       B—Kt3
6 Kt—B3        P—K3
7 P—KR4        P—KR3
8 Kt—K5        B—R2
9 B—K2         Kt—Q2
10 B—KB4       KKh—B3
11 B—B3        Kt—Q4
12 B×Kt        KP×B
13 Q—K2        Q—K2
14 O—O         O—O—O

Seems plausible enough.

15 Kt×QBPI

And wins! If 15 . . . P×Kt 16 Q—R6 mate, or if 15 . . . Q×Q 16 KtxP mate. Black cannot save the mate without losing his Queen.

315
When his Bishop is captured, Bogo disdains the obvious re-
capture. Instead he finesses his Queen with dire threats against King and Queen, a little trick which puts the game on ice.

Karlsruhe, 1939

BOGOLYUBOV   HUSSONG
1 P—Q4        Kt—KB3
2 Kt—KB3      P—QKt3
3 P—K3        B—Kt2
4 B—Q3        P—Q3
5 QKt—Q2      QKt—Q2
6 P—K4        P—K4
7 P—B3        B—K2
8 Q—K2        O—O
9 Kt—B1       P—Q4
10 Kt×P       Kt×Kt
11 P×Kt       Kt×P
12 Kt—Kt3     Kt—B4
13 O—O        Q—Q2
14 Kt—B5      Kt×B
15 Q—Kt4!

The threats of 16 Q×P mate and 16 Kt—R6ch winning the Queen cannot both be parried.

316
The winning combination is modeled on the classic blindfold game Alekhine-Feldt, as the victor himself freely admits, but he deserves credit nonetheless for recognizing an idea and putting it into application.
Vienna, 1935

GERSCHENKRON   FISCHER

1 P—K4          P—Q4
2 P×P            P—QB3
3 P—Q4           P×P
4 B—Q3           Kt—KB3
5 P—QB3          QKt—Q2
6 Kt—B3          P—K3
7 O—O            B—K2
8 Q—K2           O—O
9 B—KB4          P—QR3
10 QKt—Q2        P—QKt4
11 Kt—K5         R—K1
12 Kt(Q2)—       B—Kt2
13 Kt×P†         K×Kt
14 Q×Pch!        K×Q
15 Kt—Kt5 mate!

4 P—B3          B—Kt5
5 Q—Kt3         Q—Q2
6 Kt—Kt5        Kt—R3
7 B×Pch          Kt×B
8 Kt×Kt         Q×Kt
9 Q×P            K—Q2!
10 Q×R           Q—QB5!
11 P—B3          B×P1
12 P×B           Kt—Q5!
13 P—Q3          Q×QP
14 P×Kt          B—K2!
15 Q×R           B—R5 mate

318

Chess is full of little pleasantries and paradoxes. Here we have White driving Black's King from his home, and then giving up his Queen to drive him back again!

London, 1873

STEINITZ        AMATEUR

(Remove White's Queen Rook)

1 P—K4          P—K4
2 P—KB4         Kt—QB3
3 Kt—KB3        Kt—B3
4 P×P           KKt×P
5 P—Q3          Kt—B4
6 P—Q4          Kt—R3
7 B—QB4         Q—K2
8 Kt—B3         P—KR3
9 O—O           P—KKt4
10 Kt—Q5        Q—Q1
11 Kt—B6ch      K—K2
12 Kt×KtP†      P×Kt
13 Q—R5!        R×Q

317

A strange sort of attack! Alekhine sacrifices the exchange, then a Bishop, then a Knight and a Rook. With each piece that he gives away, his attack increases in intensity, and reaches its climax in effecting checkmate.

Paris, 1913

RODZYNSKI       ALEKHINE

1 P—K4          P—K4
2 Kt—KB3        Kt—QB3
3 B—B4          P—Q3
14 Kt—Kt8ch K—K1
15 B(B4)×P mate

Look at all the loot! White can win the Queen by a pin, or . . .

15 Q×Kt

Threatens three mates on the move. If 15 . . . O—K2, there is choice between 16 Q×R winning a Rook, or 16 QR—K1 winning the Queen, or best of all 16 B×Pch, Q×B 17 Q—Q8 mate winning the King.

Tel Aviv, 1940

DOBKIN WEIL

1 P—K4 P—QB4
2 Kt—KB3 Kt—QB3
3 P—Q4 P×P
4 Kt×P Kt—B3
5 Kt—QB3 P—KKt3
6 Kt×Kt KtP×Kt
7 P—K5 Kt—Kt1
8 B—QB4 Q—R4
9 O—O Q×KP
10 Q—B3 Kt—B3
11 Kt—Kt5! K—Q1
12 B—B4 Q—K5
13 B—B7ch K—K1

A KNIGHT fork has the effect of "Open Sesame!" in the fairy tale. The door opens and all the goodies are exposed.

Berlin, 1928

P. JOHNER TARTAKOVER

1 P—K4 P—QB4
2 Kt—KB3 Kt—KB3
3 Kt—B3 P—Q4
4 P×P Kt×P
5 Kt—K4 P—K3
6 P—Q4 P×P
7 Kt×P B—K2
8 B—Kt5ch B—Q2
9 P—QB4 Kt—KB3
10 Kt—QB3 O—O
11 O—O Q—B2
12 Q—K2 Kt—B3
13 Kt—B3 KR—K1
14 B—Kt5 Kt—KKt5!
15 B×B

A ZWISCHENZUG is a one-move cyclone. It strikes even the most peaceful and placid positions, and in an instant sends pieces flying all over the chessboard.

14 Kt—Q6ch! P×Kt
Anticipating the recapture of the Bishop, and a nice, quiet positional game afterwards.

15 ... Kt—Q5!

Presenting White with the unhappy choice between taking the Knight and being mated instantly, or moving his Queen and being mated in two.

White took the easy way out and resigned.

321

STEINER aims his shots at one target, the square Q7. There he will checkmate, unless Black gives up a Rook, or resigns.

Black does both!

Dallas, 1942

H. STEINER     THOMPSON

1 P—Q4        P—Q4
2 P—QB4        P—K3
3 Kt—QB3       Kt—KB3
4 Kt—B3        P—B4
5 BP×P         Kt×P
6 P—K4         Kt×Kt
7 P×Kt         Kt—B3
8 P—Q5!        Kt—K2
9 B—Kt5ch      B—Q2
10 B×Bch       Q×B

On 10 ... K×B 11 Kt—K5ch, K—K1 12 Q—R4ch wins.

11 Kt—K5       Q—Kt4

There is nothing else. If 11 ... Q—B2 12 P—Q6 wins a piece, or if 11 ... Q—B1 12 Q—R4ch, K—Q1 13 Kt×Pch, K—B2 14 B—B4ch leads to mate.

12 P×P

Threatening 13 P×P mate.

12 ... P×P
13 QR—Kt1!

Serving notice to the Queen that she cannot stay on the diagonal which leads to Q7.

13 ... R—Q1
14 Q×Rch       K×Q
15 R×Q         Resigns

322

With his Queen away off in another county, White's King cannot fight off a whole gang by himself.

Hamburg, 1910

ROESCH     SCHLAGE

1 P—K4        P—K4
2 Kt—KB3       Kt—QB3
3 B—Kt5        P—QR3
4 B—R4         Kt—B3
5 Q—K2         P—QKt4
6 B—Kt3        B—K2
7 P—B3         O—O
8 O—O          P—Q4
9 P×P          Kt×P
10 Kt×P        Kt—B5
11 Q—K4        Kt×Kt
12 Q×R         Q—Q6

Intending 13 ... Kt—K7ch 14 K—R1, Kt—Kt6ch 15 RP×
1000 Best Short Games of Chess

Kt, Q×Rch, and mate in two more moves.

13 B—Q1, B—KR6!
14 Q×P, B×P
15 R—K1, Q—B6!

Brilliant! The threat is 16 . . . Kt—R6 mate. If 16 B×Q, Kt×B mate, and if 16 P—KR4, Kt—R6ch 17 K—R2, Kt—Kt5 mate. White has no defense, and resigns.

323

A problem theme, the shut-off, is the attractive key to a Queen sacrifice and a piquant two-Bishop mate.

Berlin, 1879

<table>
<thead>
<tr>
<th>SCHNITZLER</th>
<th>ALEXANDRE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>3 P—QB3</td>
<td>P×P</td>
</tr>
<tr>
<td>4 B—QB4</td>
<td>P×P</td>
</tr>
<tr>
<td>5 QB×P</td>
<td>Q—Kt4</td>
</tr>
<tr>
<td>6 Kt—KB3</td>
<td>Q×P</td>
</tr>
<tr>
<td>7 B×Pch</td>
<td>K—Q1</td>
</tr>
</tbody>
</table>

If 7 . . . K×B 8 R—Kt1, Q—R6 9 Kt—Kt5 ch wins the Queen.

8 R—Kt1, B—Kt5ch
9 Kt—B3, Q—R6
10 R—Kt3, Q—R3
11 Q—Kt3, B×Ktch
12 Q×B

With the terrible threat of 13 Q×KtP.

12 . . . Kt—KB3

13 R—Kt6!, P×R
14 Q×Ktch!, P×Q
15 B×P mate

324

A combinative player such as Mieses is, is perfectly happy to give away a couple of Rooks, if he can get to the vitals. His Queen makes a powerful entrance at KB6, and hounds the King to death on the weakened white squares.

London, 1939

<table>
<thead>
<tr>
<th>CRADDOCK</th>
<th>MIESES</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—QB4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—QB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>3 P—KKt3</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>4 B—Kt2</td>
<td>B—Kt5</td>
</tr>
<tr>
<td>5 P—K3</td>
<td>P—Q3</td>
</tr>
<tr>
<td>6 KKt—K2</td>
<td>B—Kt5</td>
</tr>
<tr>
<td>7 Q—Kt3</td>
<td>QR—Kt1</td>
</tr>
</tbody>
</table>
8 Kt—Q5  B—QB4
9 Kt×Ktch  Q×Kt!

A fiendishly clever offer of rich pickings.

10 B×Ktch  P×B
11 Q×Rch

Isn’t that nice? He takes the Rook with check!

11 ...  K—K2
12 Q×R  Q—B6!

Ouch! The threat is mate on the move. Let’s look at the defenses:

If 13 K—B1, Q×Ktch 14 K—Kt1, B—KR6 forces mate.
If 13 K—B1, Q×Ktch 14 K—Kt2, Q—B6ch 15 K—Kt1, B—KR6 and mate next.
If 13 O—O, B—KR6 again adds up to quick mate.

13 K—Q1  Q×Ktch
14 K—B2  Q×BPch
15 K—Kt1  Q—Q6 mate

325

A little measure of praise is due the amateur who helps fashion a chess gem by accepting a sacrifice whose meaning he does not understand, and plumping right into a pretty mate.

London, 1913

HOFFER  AMATEUR
1 P—K4  P—K4
2 Kt—KB3  Kt—QB3

3 B—B4  Kt—B3
4 Kt—Kt5  P—Q4
5 P×P  Kt—QR4
6 B—Kt5ch  P—B3
7 P×P  P×P
8 Q—B3  Q—Kt3
9 Kt—B3  B—K2
10 P—Q3  P—KR3
11 B—K3  Q—B2
12 Kt—Q5  Kt×Kt
13 Q×Pch  K—Q1
14 Q×Ktch  P×Q
15 Kt—B7 mate

326

Sometimes you can get to the King by continually bothering the Queen!

Warsaw, 1851

PETROFF  SZYMANSKI
1 P—K4  P—K3
2 P—Q4  P—Q4
3 P×P  P×P
4 P—QB4  B—Kt5ch
5 Kt—B3  Kt—K2
6 Kt—B3  B—Kt5
7 B—K2  P×P
8 O—O  B×KKt
9 B×B  P—QB3
10 Q—K2  Q×P
11 R—Q1  Q—B3
12 Kt—K4  Q—K3
13 P—QR3  B—R4
14 B—Kt4  Q—Kt3
If 14... P—KB4 15 Kt—Q6ch, K—Q2 16 B×P, Kt×B 17 Kt×Ktch winning the Queen.

15 B—B5! Kt×B

White announced mate in two by:

16 Kt—B6ch K—B1
17 Q—K8 mate

328
AN AMUSING miniature which suggests a precept: Dare to be brave, even with a Queen ahead!

Vienna, 1908

KREJCIK AMATEUR
(Remove White’s Queen)

1 P—K4 P—K3
2 P—Q4 P—Q4
3 P—K5 P—QB3
4 P—QR3 Kt—K2
5 P—KB4 Q—R4ch

Smiling happily with triumph—he has already cried “Check!” to the master.

6 P—Kt4 Q—Kt3
7 Kt—KB3 P—KR3
8 P—B4 P—Kt3
9 Kt—B3 P—QR4
10 P—QB5 Q—B2
11 P—Kt5 P×P
12 Kt×KtP Q—B3
13 Kt—Q6ch K—Q1

He does not relish the pin by 14 B—Kt5 after 13...
K—Q2.

14 B—Kt5!
He goes there, anyway.

14... Q—B2
15 Kt×BP mate!

328
THE Queen just stands there and lets herself be taken prisoner—an attractive example of a passive sacrifice.

1868

GOCHER HARRWITZ

1 P—K4 P—K4
2 P—KB4 P×P
3 Kt—KB3 P—KKt4
4 P—KR4 P—Kt5
5 Kt—K5 Kt—KB3
6 Kt×KtP Kt×P
7 P—Q3 Kt—Kt6
8 B×P Q—K2ch
9 K—B2 Kt×Rch
10 K—Kt1 B—Kt2
11 Kt—B3 P—KR4
12 Kt—Q5  P×Kt1
13 Kt×Q  B—Q5ch
14 K×Kt  R×Pch
15 B—R2  P—Kt6

Mate by . . . R×B cannot be stopped.

329

Say what you will about Fate or a fan-shaped Destiny. In this game Black seemed to be doomed from the very first move!

1881

MACKENZIE  AMATEUR

(Delete White's Queen Rook)

1  P—K4  P—K4
2  Kt—QB3  Kt—KB3
3  P—B4  P×P
4  P—K5  Q—K2
5  Q—K2  Kt—Kt1
6  Kt—B3  P—Q3
7  Kt—Q5  Q—Q1

Or 7 . . . Q—Q2 8 P×Pch, K—Q1 9 P×Pch, and the Queen goes.

8 P×Pch  B—K3

If 8 . . . K—Q2 9 Kt—K5ch, and Black can choose between losing his Queen by a Knight fork or by a discovered attack.

9 Kt×Pch  K—Q2
10 Kt—K5ch  K—B1
11 Kt×B  P×Kt

12 Q—B4ch  Kt—B3
13 Q×Ktch!  P×Q
14 B—R6ch  K—Kt1
15 Kt×P mate

330

Wherein the King is forced to betray his Queen.

Hamburg, 1930

FEIGEN  HALVORSEN

1  P—Q4  Kt—KB3
2  Kt—KB3  P—KKt3
3  Kt—B3  B—Kt2
4  P—K4  P—Q3
5  P—KR3  O—O
6  B—KB4  P—B4
7  P×P  Kt—R4
8  B—Q2  P×P
9  P—K5!

The threat of 10 P×Kt4 winning the Knight forces Black into an uncomfortable position.

9 . . .  B—R1
10  B—QB4  Kt—QB3
11  Q—K2  Kt—Q5
12  Kt×Kt  Q×Kt

Going after the King Pawn which he captures later—against his will!

13  P—KKt4  Kt—Kt2
14  Kt—Q5!

Threatening to annihilate the royal family: the King by 15 Kt×P mate, the Queen by 15 P—QB3.
14 . . .  Kt—K3
15 P—QB3!  Resigns

After 15 . . . Q×KP, the pretty reply 16 Kt×Pch forces
the King to move to Kt2 where
he cuts the line of communica-
tion between Queen and Bishop.

331

BECKER is expert in the care
and feeding of combinations.

Note in this one the fine
point embodied in his last
move.

Vienna, 1933

BECKER  FUSS
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
6 B—Q2  B×Bch
7 Q×B  P—Q3
8 Kt—B3  Kt—K5
9 Q—B4  Kt×Kt
10 Kt—Kt5!

Much better than the auto-
matic recapture. Now he un-
covers an attack on the Bishop,
and also threatens mate.

10 . . .  P—KB3
11 B×B  P×Kt
12 Q—K3  Kt—Q2
13 Q×Pch  K—B1
14 B×R  Q×B
15 P—B3!

This wins, as Black must lose
a Knight. If Becker had played
the obvious 15 O—O, he would
have lost by 15 . . . Q—K5 16
Q×Kt, Kt×P mate! Or (after 15
. . . Q—K5) 16 Q×Q, Kt×Q
and Black has two pieces for a
Rook.

332

The modern master shudders at
the very thought of exchang-
ing a Bishop for a Knight.
And yet, the very moment
Yates exchanges his Bishops
for the Knights, he wins the
Queen or forces checkmate.

Budapest, 1926

YATES  RUBINSTEIN
1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 B—Kt5  P—QR3
4 B—R4  Kt—B3
5 Q—K2  P—QKt4
6 B—Kt3  B—B4
7 P—B3  O—O
8 O—O  P—Q3
9 R—Q1  Q—K2
10 P—Q4  B—Kt3
11 B—Kt5  Kt—Q1
12 Kt—R4

Profiting by Black’s inability to
chase the Bishop by 12 . . .
P—R3, as 13 Kt—Kt6 wins the
exchange.

12 . . .  Kt—K3
13 Kt—B5  Q—K1
Or 13 \ldots Q\rightarrow Q1 14 B (Kt3)\times Kt, P\times B 15 Kt\times KtP, K\times Kt 16 P\times P winning a Pawn to begin with.

14 B(Kt5) \times P\times B
Kt1
15 B\times Kt! Resigns

After 15 \ldots P\times B, there comes 16 Q\rightarrow Kt4ch, Q\rightarrow Kt3 (otherwise White mates at Kt7) 17 Kt\rightarrow K7ch winning the Queen.

If 14 B\times B, B\times Q 15 B\times Q, B\times B and Black wins a piece.

14 \ldots B\times B
15 R\times B Q\times R!

The killer. Black wins a Rook, as after 16 Q\times Q, Kt\times Pch regains the Queen.

333

White goes in cheerfully for a series of exchanges, until the threat of a Knight fork impaling his King and Queen wakes him from his rosy, technicolored dream.

Hastings, 1931

RITSON-MORRYY SOULTAN-BEIEFF

1 P\rightarrow Q4 P\rightarrow Q4
2 P\rightarrow QB4 P\times P
3 Kt\rightarrow KB3 B\rightarrow Kt5
4 Kt\rightarrow B3 P\rightarrow K3
5 P\rightarrow K3 Kt\rightarrow KB3
6 B\times P QKt\rightarrow Q2
7 O\rightarrow O B\rightarrow Kt5
8 Q\rightarrow K2 O\rightarrow O
9 P\rightarrow K4 P\rightarrow B4
10 R\rightarrow Q1 P\times P
11 R\times P Q\rightarrow R4!
12 Kt\rightarrow QKt5 Kt\rightarrow K4
13 B\rightarrow Q2 B\times Kt
14 P\times B

Much more remarkable than White's checkmating combination is the fact that it was executed under extraordinary circumstances. It was one of thirty blindfold games, played simultaneously! Koltanowski's final score incidentally, was 20 wins and 10 draws!

Antwerp, 1931

KOLTANOWSKI AMATEUR

1 P\rightarrow K4 P\rightarrow QB3
2 P\rightarrow Q4 P\rightarrow Q4
3 Kt\rightarrow QB3 P\times P
4 Kt\times P Kt\rightarrow KB3
5 B\rightarrow Q3 Q\times P
6 Kt\rightarrow KB3 Q\rightarrow Q1
7 Q\rightarrow K2 B\rightarrow B4
8 Kt\times Ktch KtP\times Kt
9 B\times B Q\rightarrow R4ch
10 B\rightarrow Q2 Q\times B (B4)
11 O\rightarrow O O Q\rightarrow K3

The threat of exchanging Queens seems unavoidable on pain of losing another Pawn, but Kolty sees (in his mind's eye) a cute scheme.
Intending 14 Kt—Kt7ch, K—Q2 15 Q—Kt4ch, K—B3 16 Q—B5 and Black’s King is not long for this world.

13 ... \( \text{Q} \rightarrow \text{Q2} \)
14 Kt—Q5 \( \text{B} \rightarrow \text{Q1} \)
15 Kt—Kt7ch Resigns

The continuation would be 15 ...
\( \text{K} \rightarrow \text{B1} \) 16 Kt—R5ch, K—Kt1 17 Kt (R5) \( \times \text{Pch} \), B\( \times \text{Kt} \) 18 Kt\( \times \text{Bch} \) winning the Queen. If in this 16 ...
\( \text{K} \rightarrow \text{Kt1} \) 17 Kt (R5) \( \times \text{Pch} \) and mate next move with the other Knight.

336
A good player turns liabilities into assets. Mieses profits by the absence of his King Knight to put his Rook to work in double-quick time.

St. Louis, 1908

MIESES
(Remove White’s King Knight)

1 P—K4 \( \text{P} \rightarrow \text{K4} \)
2 Kt—KB3 \( \text{Kt} \rightarrow \text{KB3} \)
3 Kt—B3 \( \text{Kt} \rightarrow \text{B3} \)
4 B—Kt5 \( \text{P} \rightarrow \text{Q3} \)
5 P—Q4 \( \text{B} \rightarrow \text{Q2} \)
6 O—O \( \text{B} \rightarrow \text{K2} \)
7 B—Kt5 \( \text{P} \times \text{P} \)
8 Kt\( \times \text{P} \) \( \text{Kt} \rightarrow \text{K4} \)
9 P—B4 \( \text{B} \times \text{B} \)
10 P\( \times \text{Kt} \) \( \text{B} \rightarrow \text{R} \)
11 P\( \times \text{Kt} \) \( \text{P} \rightarrow \text{P} \)
12 B—R6 \( \text{B} \rightarrow \text{R3} \)
13 Kt—B5

Magdeburg, 1912

LENZ

1 P—K4
2 Kt—KB3
3 Kt—B3
4 B—Kt5
5 P—Q4
6 O—O
7 B—Kt5
8 Kt\( \times \text{P} \)
9 P—B4
10 P\( \times \text{Kt} \)
11 P\( \times \text{Kt} \)
12 B—R6
13 Kt—B5
White announced mate in four, as follows:

16 Q×RPch K—Kt1
17 Q—R8ch K×Q
18 B×Pch K—Kt1
19 R—R8 mate

337

A pseudo-sacrifice of a piece wrecks Black’s game completely. The finish shows that a Knight stuck away in a corner can still be quite potent.

Scotland, 1904

GIBSON THOMSON

1 P—K4 P—Q4
2 P×P Q×P
3 Kt—QB3 Q—Q1
4 P—Q4 P—QB3
5 Kt—B3 B—B4
6 B—Q3 B—Kt3

If 13 . . K×Kt 14 Q×Pch, K—B1 15 B×Bch and it’s all over.

14 Q×Pch K—B1
15 Kt×R Resigns

The Knight’s threat of mate is irresistible.

338

Bogo begins a combination, and his opponent immediately resigns! He does not wish to run into one Knight fork after another!

Triberg, 1934

BOGOLOYUBOV MULLER

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—Kt5 P—QR3
4 B×Kt QP×B
5 Kt—B3 B—QB4
6 P—Q3 Q—K2
7 B—K3 Kt—B3
8 B×B Q×B
9 Q—Q2 B—Kt5
10 P—Q4 Q—Kt5
11 Kt×P O—O—O
12 O—O R×P
1000 Best Short Games of Chess

13 Q—K3 B—K3
14 Kt—Q5!

The imminent threat is 15 P—QB3, which would be the reply to 14 ... P×Kt. On 14 ...
Kt×Kt 15 P×Kt, R×P 16 Q—R7 wins the exchange.

14 ... Q—B4
15 Q×R!

A stunning sacrifice which wins in fine style. After 15 ... Q×Q
comes 16 Kt—K7ch, K—Kt1 (or 16 ...
K—Q1) 17 Kt(K7)×Pch, P×Kt 18 Kt×Pch and the
Queen comes off the board.

339

Richter can whip up an old-fashioned attack out of the most modern of openings. He can make the stolid Ruy Lopez look like a King’s Gambit!

Munich, 1941

<table>
<thead>
<tr>
<th>RICHTER</th>
<th>CORTLEVER</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>3 B—Kt5</td>
<td>P—QR3</td>
</tr>
<tr>
<td>4 B—R4</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>5 O—O</td>
<td>Kt×P</td>
</tr>
<tr>
<td>6 P—Q4</td>
<td>P—QKt4</td>
</tr>
<tr>
<td>7 P—Q5</td>
<td>Kt—K2</td>
</tr>
<tr>
<td>8 R—K1</td>
<td>Kt—QB4</td>
</tr>
<tr>
<td>9 Kt×P</td>
<td></td>
</tr>
</tbody>
</table>

Envisioning this pretty possibility: 9 ... Kt×B 10 Q—B3!

P—KB3 11 Q—R5ch, P—Kt3
12 Kt×KtP, P×Kt 13 Q×P mate!

9 ... P—Q3
10 Kt—B6 Q—Q2
11 B—Kt5 Q—Kt5

If 11 ... P—B3 12 B×BP, KKtP×B 13 Q—R5 mate!

12 Q×Q B×Q
13 B×Kt Kt×B
14 B×Pch K—Q2
15 B×B Resigns

As after 15 ... R×B the barbed point would be the Knight fork at K5.

340

There are those who think that opening moves are memorized, and are played by rote. Surprisingly enough, even top-ranking players can be bowled over while they are still warming up for the fray.

New York, 1948

<table>
<thead>
<tr>
<th>D. BYRNE</th>
<th>PINKUS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Kt—KB3</td>
<td>P—Q4</td>
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<tr>
<td>2 P—B4</td>
<td>P×P</td>
</tr>
<tr>
<td>3 P—K3</td>
<td>P—QB4</td>
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<tr>
<td>4 B×P</td>
<td>Kt—QB3</td>
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<tr>
<td>5 P—Q4</td>
<td>P—K3</td>
</tr>
<tr>
<td>6 O—O</td>
<td>Kt—B3</td>
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<tr>
<td>7 Q—K2</td>
<td>P—QR3</td>
</tr>
<tr>
<td>8 Kt—B3</td>
<td>P—QKt4</td>
</tr>
<tr>
<td>9 B—Kt3</td>
<td>B—Kt2</td>
</tr>
</tbody>
</table>
1000 Best Short Games of Chess

<table>
<thead>
<tr>
<th>Move</th>
<th>10</th>
<th>11</th>
<th>12</th>
<th>13</th>
<th>14</th>
<th>15</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>R—Q1</td>
<td>P—Q5</td>
<td>P—K4</td>
<td>Q×Ktch</td>
<td>B×Pch!</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Q—B2</td>
<td>P×P</td>
<td>P×P</td>
<td>Kt×Kt</td>
<td></td>
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<td></td>
<td></td>
<td>Kt—K2</td>
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</tbody>
</table>

A sacrifice as sound as the Bank of England.

15 . . . Resigns


### 341

This must be the only game on record where the winner is so strangely outnumbered. When he announces mate he has one Queen, one Rook, one Knight and one Bishop. The loser has two Queens, two Rooks, two Knights and two Bishops! In fact he has more pieces on the board when he is mated than when he began to play his game!

New York, 1873

**Barnes**  
**Amateur**

(Remove White’s Queen Rook and Queen Knight)

<table>
<thead>
<tr>
<th>Move</th>
<th>11</th>
<th>12</th>
<th>13</th>
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<tbody>
<tr>
<td></td>
<td>P—K4</td>
<td>P—Q4</td>
<td>P—QB3</td>
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<tr>
<td></td>
<td>P—K4</td>
<td>P×P</td>
<td>P×P</td>
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</tbody>
</table>

6 Kt—B3  
7 O—O  
8 B—R2  
9 Kt—Kt5  
10 Q—Kt3  
11 R—K1  
P—QR3  
P—QKt4  
P—QB3  
Kt—R3  
Q—R4

Cunning as a fox. If he goes to Q1 at once, Black might suspect something. So he makes it appear as though he were driven there!

11 . . . P×P  
12 R—Q1  
P×B(Q)

Now he can announce mate in three, which is done this way:

13 Q×Pch!  
14 B×Ktch  
15 Kt—K6 mate!

### 342

An exchange of Bishop for Knight leaves both sides happy. Black has the advantage of the two Bishops, White has the advantage of an open file for his Rook. Who gets the best of such a deal? This time it is the
owner of the open file, as the Rook crashes through like a ten-ton truck.

London, 1927

**PALAU**                      **KOLSTE**
1 Kt—KB3                      Kt—KB3
2 P—Q4                        P—KKt3
3 Kt—B3                       P—Q4
4 B—B4                        Kt—R4
5 B—K5                        P—KB3
6 B—Kt3                       Kt×B
7 RP×Kt                       B—Kt2
8 P—K3                        P—B3
9 B—Q3                        P—K4
10 R×P!                       K—B2
11 B×Pch!

The second unexpected invasion.

11 . . .                      K×B
12 Kt×KPch!

And yet another!

12 . . .                      P×Kt


13 Q—R5ch                     K—B3
14 Q×Pch                      K—B2
15 Q×Bch                      Resigns

As mate follows after 15 . . . K—K3 by 16 Q—K5.

343

**WHITE opens up lines for an attack, forgetting that the same open lines can be used against him. His plight at the end would be comical if it were not so sad.**
344

Black’s moves all seem plausible, but his game collapses with remarkable rapidity. Where did he go wrong?

Warsaw, 1900

Zabiniski And Winawer
Taubenhaus And Walslewy

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 Kt—B3 Kt—B3
4 B—Kt5 B—Kt5
5 O—O P—Q3
6 P—Q4 P×P
7 Kt—Q5 B—QB4
8 B—Kt5 B—Q2
9 R—K1 P—QR3
10 P—K5! QP×P


11 Kt×KP

Threatening a discovered check, with an attack on the

Queen. If 11 . . . O—O, White wins by 12 B×Kt, KtP×B 13 Kt×B, and Black’s whole position is en prise.

11 . . . QKt×Kt
12 R×Ktch K—B1
13 Kt×Kt P×Kt
14 B—R6ch K—Kt1
15 Q—B3

And the threat of mate by the Queen is overwhelming.

345

A DISCOVERED attack highlights the danger of leaving pieces stand around unprotected. Nothing can avert disaster, as the mortality rate on exposed pieces is simply frightful.

Portugal, 1938

Moura Soares

1 P—K4 P—QB4
2 Kt—KB3 P—K3
3 P—Q4 P×P
4 Kt×P Kt—KB3
5 Kt—QB3 B—B4
6 B—K3 P—Q3
7 P—K5 P×P
8 Kt×P Q×Qch
9 R×Q B×Kt
10 B×B KKt—Q2
11 B—Q6 P—B3
12 Kt—Kt5 Kt—R3
13 B—R3! O—O—O
14 B—Q6
Back again, this time with a threat of mate on the move.

14 . . .   \textit{P—QKt3}
15 Kt—Q4!

This is the killer. The threat (besides 16 Kt×B) is 16 B×Kt mate. If 15 . . . Kt(R3)—B4, the Knight guards against both threats but he is overworked. Black would then succumb to 16 Kt×B, Kt×Kt 17 B—R6 mate.

346

The author of the impressive BASIC CHESS ENDINGS eliminates the complexities of the middle game. He shoots straight for the ending! He gets a passed Pawn on his ninth move, and the rest is all according to book—Fine's book, that is!

New York, 1944

FINE
1 Kt—KB3  P—Q4
2 P—KKt3  P—QB4
3 B—Kt2   P—KKt3
4 P—Q4    P×P
5 Kt×P    B—Kt2
6 P—QB4   Kt—QB3
7 Kt×Kt   P×Kt
8 P×P     Q—Kt3

Suddenly realizing that the alternative 8 . . . P×P 9 B×P, R—Kt1 10 B×Pch is a short cut to the cemetery.

ROTHMAN
9 P×P    B×P
10 B×B   Q×B
11 Kt—Q2  B—K3
12 R—QKt1 Q×P
13 P—B7

Passed Pawns must be pushed!
(Law of the Medes and Persians)
13 . . .   R—B1
14 R—Kt8

This, and the next move—are intended to remove the blockader of the Pawn.

14 . . .   Kt—B3
15 B—Kt7 Resigns

347

In rapid succession White sacrifices a couple of Pawns, both his Bishops and a Rook. All this he gives cheerfully, to lure the enemy Queen further and further away from the field of battle. Once this is accomplished, he adds insult to injury by sacrificing still another piece—his Queen!

Bad Liebenzell, 1939

DIEMER
1 P—Q4    P—Q4
2 P—K4    P×P
3 Kt—QB3   Kt—KB3
4 P—B3    P×P
5 Q×P    Q×P
6 B—K3    Q—K4

AMATEUR
1000 Best Short Games of Chess

7 O—O—O   B—Kt5
8 Q×P!   Q×Bch
9 R—Q2   Q—K8ch
10 Kt—Q1   Q×B
11 Kt—KB3

Come into my parlor!

11 . .   Q×R
12 Kt—K5

Threatening 13 Kt×B followed by 14 Q—B8 mate.

12 . .   B—B4
13 Kt—B6!   B—Q2
14 Q—B8ch   B×Q
15 R—Q8 mate

348

One must sense when it is expedient not to centralize. A Knight move to the side of the board deceives Black's Rook, and it is another Knight move to the side of the board that dispatches his King.

New York, 1918

BOROCHOW   MCCUDDEN
1 P—K4   P—K4
2 Kt—QB3   Kt—KB3
3 Kt—B3   P—Q3
4 P—Q4   QKt—Q2
5 B—QB4   B—K2
6 O—O   O—O
7 B—K3   P—B3
8 P—QR4   Q—B2
9 P×P   P×P

10 Q—K2   P—KR3
11 Kt—R4!

Ready to answer 11 . . . Kt×P with 12 Kt—Kt6, Kt×Kt
13 Kt×Bch winning a piece.

11 . . .   R—K1


12 B×Pch!

After this he never gets a chance to breathe!

12 . .   K×B
13 Q—B4ch   Kt—Q4


14 Kt×Kt   Q—Q3
15 Kt—B4ch   Resigns

As 15 . . . K—B3 runs into 16 Kt—R5 mate.

349

Black's play is very energetic. He gives away a piece to get his Queen in a dominating position. His opponent is then forced into a paradoxical form of defense: he must open a file against his King, and then try frantically to close it!

New York, 1947

BERMAN   BISGUIER
1 P—K4   P—K4
2 Kt—KB3   Kt—QB3
3 Kt—B3 Kt—B3
4 B—Kt5 B—Kt5
5 O—O O—O
6 P—Q3 P—Q3
7 B—Kt5 B—Kt5
8 Kt—Q5 Kt—Q5
9 B—QB4 Q—Q2
10 B×Kt B×Kt

Rips open the King side, as White must recapture. On 11 Q—Kt1, Kt—K7ch 12 K—R1, B×Pch 13 K×B, Q—Kt5ch and mate next move.

11 P×B Q—R6!
12 Kt—K7ch K—R1
13 B×Pch K×B
14 Kt—B5ch

Hope springs eternal; if he can only get the Knight back to Kt3!

14 ... Kt×Kt
15 P×Kt K—R1

And his threat of controlling the open file wins. If 16 K—R1, R—KKt1 17 R—KKt1, R×Rch 18 Q×R, R—KKt1, and White must give up his Queen.

350
A mighty leap by the Rook puts the Queen on the spot; she cannot stay where she is, but she dares not move away!

Cologne, 1936

ALTHOFF ALEF
1 Kt—KB3 P—QB4
2 P—K4 Kt—QB3

The exchange 10 ... B×B 11 P×B, opening a file for White's King Rook is not appetizing.

11 QR—Q1 QR—Q1

Little does he realize that he is betraying his own King!

351
Tarrasch's forte was position play, but he could manipulate the pieces in intricate combination. Here, his minor pieces do wondrous deeds
while his Pawns just stand and watch.

Monte Carlo, 1902

<table>
<thead>
<tr>
<th>REGGIO</th>
<th>TARRASCH</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—QB4</td>
</tr>
<tr>
<td>2 Kt—QB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>3 Kt—B3</td>
<td>P—K3</td>
</tr>
<tr>
<td>4 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>5 Kt×P</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>6 Kt(Q4)—B</td>
<td>Kt5</td>
</tr>
<tr>
<td>7 B—KB4</td>
<td>Kt×P</td>
</tr>
</tbody>
</table>

Intensifying the pressure on the pinned Knight. This is more important than trying to save his undeveloped Rook.

8 Kt—B7ch K—B1
9 Kt×R Q—B3
10 Q—B3

Supporting his Queen Knight and Bishop. Naturally 10 B—Q2 permitting 10 . . . Q×P mate would be a terrible blunder.

10 . . . Kt×Kt
11 B—Q2 Kt—Q5!
12 Q—Q3

As would be 10 Q×Q, Kt×BP mate.

12 . . . Q—K4ch
13 B—K3

If 13 B—K2, Kt(Q5)×B 14 P×Kt, Kt—B5ch 15 Q—K3, Kt×Pch wins the Queen.

13 . . . Kt—R5ch
14 P—B3

There is nothing else, as 14 K—Q1, Kt×KtPch costs his Queen.

14 . . . Kt×KtP
15 Q—Kt1

Bewildered by the complications, he lets himself be mated. He can stave off the mate, but he cannot save his Queen. If 15 Q×Kt, B×Pch attacks King and Queen, and if 15 Q—Q2, B×P 16 Q×B, Kt—B6ch does the trick.

15 . . . B×P mate

352

One of the excitement of correspondence chess is the opportunity of announcing, and demonstrating by accurate analysis, a forced checkmate.

In this one there is a deft bit of cat and mouse business.

Correspondence, 1908

<table>
<thead>
<tr>
<th>RASOVSKY</th>
<th>MIKYSKA</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
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<tr>
<td>2 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>3 P—QB3</td>
<td>P×P</td>
</tr>
<tr>
<td>4 B—QB4</td>
<td>P×P</td>
</tr>
<tr>
<td>5 QB×P</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>6 P—K5</td>
<td>B—Kt5ch</td>
</tr>
<tr>
<td>7 Kt—B3</td>
<td>Q—K2</td>
</tr>
<tr>
<td>8 KKt—K2</td>
<td>Kt—K5</td>
</tr>
<tr>
<td>9 O—O</td>
<td>Kt×Kt</td>
</tr>
<tr>
<td>10 B×Kt</td>
<td>B×B</td>
</tr>
</tbody>
</table>
White announced mate in eight, as follows:

16 Q×RPch K—B1
17 Q—R8ch K—K2
18 Q×Pch K—B1
19 Q—R6ch K—Kt1

If 19 . . . K—K2 20 Q—Q6 is mate.

20 B—R7ch K—R1
21 B—Kt6ch K—Kt1
22 Q—R7ch K—B1

His third trip to B1.

23 Q×P mate

353
Even an unsupported pin can be potent. By the time the victim breaks the pin, he is beset by other evils.
Queen and Knight to intensify the Bishop’s pressure. Such a burden is too much for the pinned Knight, and the miserable creature must perish.

Correspondence, 1936

STAHLMANN MULLER

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—Kt5 P—QR3
4 B—R4 Kt—B3
5 O—O B—B4
6 P—B3 B—R2
7 P—Q4 Kt×KP
8 R—K1 P—B4
9 QKt—Q2 Kt×Kt
10 Kt×Kt P—K5
11 Kt×Pt O—O

If 11 P×Kt 12 R×Pch, K—B1 13 Q—B3ch, K—Kt1 14 B—Kt3ch, P—Q4 15 B×Pch, Q×B 16 R—K8 mate.

12 B—KKt5 Kt—K2

On 12 Q—K1 13 Kt—B6ch wins the Queen.

13 Kt—Kt3 R—B2
14 Q—K2 K—B1
15 Kt×P Resigns

zling sequence of Knight moves.

Germany, 1939

MUNDI FLAMMINGER

1 P—K4 P—K4
2 P—KB4 P—Q4
3 P×QP P—K5
4 P—Q3 Kt—KB3
5 Kt—Q2 B—KB4
6 P×P Kt×KP
7 KKt—B3 B—B4
8 B—Q3 O—O
9 B×Kt B×B
10 Kt×B R—K1

A pin which doesn’t.

11 Kt—K5 B—Kt3
12 Kt—Kt5 P—KB3
13 Kt—K6 Q—Q3
14 Kt—Kt4 Kt—B3
15 Kt—R6ch!

Wins the Queen or forces mate. If 15 P×Kt 16 Q—Kt4ch and mate at Kt7, and if 15 K—R1 16 Kt—B7ch removes the Queen.

356

SPIELMANN gives away two center Pawns to get his Rooks (who are still waiting in their corners) into play on the double. He winds up with a Queen sacrifice which he labels “primitive.” Many a player will mutter to him-

355

One way to wiggle out of a pin is to bewilder your opponent, as White does here by a daz-
self, "So primitive I should be!"

Mannheim, 1914

SPIELMANN    FLAMBERG

1 P—K4       P—K4
2 Kt—QB3     Kt—KB3
3 P—B4       P—Q4
4 P×KP       Kt×P
5 Kt—B3      B—KKt5
6 Q—K2       Kt—B4
7 P—Q4!      B×Kt
8 Q×B        Q—R5ch
9 P—Kt3      Q×Q
10 B—K3      Q×P
11 O—O—O     P—QB3
12 Kt×P!     P×Kt
13 R×P       Q—K3
14 B—QB4     Q—K5
15 B×Kt!     Resigns


Spielmann comments, "From an artistic point of view the previous clearance sacrifice of two Pawns is of greater value than the sacrifice of the Queen."

357

Two sacrifices rip away the King’s cordon of Pawns and expose him to the fury of the Queen. With the aid of a trusty Knight, she ends his brief career.

Iceland, 1934

SIGURDSSON    THORWALDSON

1 P—Q4       P—Q4
2 P—QB4      P—K3
3 Kt—QB3     Kt—KB3
4 Kt—B3      QKt—Q2
5 P—K3       P—B3
6 B—Q3       B—K2
7 O—O        O—O
8 P—K4       P×BP
9 B×P        R—K1
10 Kt—KKt5   P—KR3

Chasing the Knight—just where he wants to go.

11 Kt×BP!    K×Kt
12 B×Pch!    K×B


13 Q—Kt3ch   Kt—Q4
14 Kt×Kt     K—B2

If 14 . . . K—Q3 15 B—B4ch, Kt—K4 16 B×Ktch, K—Q2 17 B—B7 and the Queen is smothered.

15 Kt—B4ch   Resigns

As mate follows in three moves after 15 . . . K—B3 by 16 Q—K6ch, K—Kt4 17 Q—Kt6ch, K—R5 18 Q—R5 mate.

358

The younger generation pays no attention to admonitions
about the weakness of doubled Pawns. Instead of taking such weaknesses to heart, Margulies makes his doubled Pawns an integral part of a mating net.

Omaha, 1949

S. Margulies vs. Lwow

1 P—K4       P—K4
2 Kt—QB3     Kt—KB3
3 P—B4       P×P
4 P—K5       Q—K2
5 Q—K2       Kt—Kt1
6 P—Q4       Kt—QB3
7 Kt—B3      P—Q3
8 Kt—Q5      Q—Q1
9 Kt×BPch    K—Q2

If 9 . . . Q×Kt 10 P×Pch wins the Queen.

10 Kt×R      P—B3
11 B×P       KKt—K2
12 P×QP      Kt—B4
13 P—Q5      QKt—Q5

359

The Knights cover themselves with glory in this one, the King Knight making a remarkable tour, and the Queen Knight giving up his life to make the King capitulate.

New York, 1926

Ed. Lasker vs. Winkelmann

1 Kt—KB3     Kt—KB3
2 P—Q4       P—Q4
3 P—QB4      P—K3
4 Kt—B3      B—K2
5 B—Kt5      O—O
6 P—K3       QKt—Q2
7 B—Q3       P—QR3
8 Kt—K5      P×P
9 Kt×QBP     P—Kt4

To develop his Bishop, but he never gets the chance to do so.

10 Kt—R5     P—B4

Looks plausible, as he disputes the Pawn center and also attacks the Knight with his Queen.

11 Kt—B6     Q—K1
12 Q—B3

Threatening 13 Kt×Bch, followed by snipping off the Queen Rook.

12 . . .       Kt—Kt3

Of course not 12 . . . B—Kt2, as 13 Kt×Bch will remove both Bishops.
13 Kt—K4!

Posing some problems. Black is lost after 13 . . . Kt×Kt 14 Kt×Bch, K—R1 15 Q×Kt, and if he tries 13 . . . K—R1 (to be able to play 14 . . . B—Kt2) then 14 Kt×B, Q×Kt 15 Kt×Kt wins a piece as the Knight is taboo.

13 . . . KKn—Q4
14 Kt×Bch Kt×Kt
15 Kt—B6ch! Resigns

If 15 . . . P×Kt 16 B×Pch K×B 17 Q—R5ch, K—Kt1 18 B×P, Kt—Kt3 19 Q—R6 forces mate.

360

Two vigorous blows in succession aimed at the Queen, give Black no time to breathe, let alone defend his King.

Boston, 1937

Daly Mengarini
1 P—KB4 P—Q4
2 P—K3 Kt—KB3
3 Kt—KB3 P—KKt3

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4 P—QKt3 B—Kt2
5 B—Kt2 QKt—Q2
6 P—B4 P—K3
7 Q—B2 P—B4
8 Kt—B3 O—O
9 P—KR4 P×P
10 B×P Q—K2
11 P—R5 Kt×P
12 R×Kt! P×R
13 Kt—KKt5

Threatening 14 Q×P mate, which Black parries by . . .

13 . . . Kt—B3

Now White strikes at the Queen in order to remove the Knight without any loss of time.

14 Kt—Q5! P×Kt

Running away with the Queen does not help, as White mates in two by 15 Kt×Ktch, B×Kt 16 Q×P mate.

15 B×Kt! Resigns

He cannot save both his Queen and his King.

361

All the chess books in his shop do not avail the genial litterateur of University Place against the skill of a strong natural player.

New York, 1936

Goldwater Treystman
1 P—K4 P—K4
2 P—KB4 P×P
3 B—B4  Q—R5ch
4 K—B1  Kt—KB3
5 Kt—KB3  Q—R4
6 P—Q3  P—KKt4
7 Kt—B3  P—Q3
8 Q—K1  P—Kt5
9 P—K5  P×Kt
10 P×Ktch  K—Q1
11 QB×P  P×Pch
12 K×P  R—Kt1ch

The counter-attack comes on winged feet.

13 B—Kt3  B—R6ch
14 K—Kt1  P—Q4
15 B×P

If 15 Kt×P, B—B4ch 16 Kt—K3, Q—B6 threatening mate at Kt7, as well as 17 ... Q×Ktch 18 Q×Q, B×Q mate.

15 ...  B—B4ch

Wins the Queen now and the King later.

362

To round up and corral a nimble-footed Queen on an open board in a mere 15 moves, is quite a feat. But when it is done in a game which is one of ten played simultaneously and blindfolded against a picked team “selected purposely to test the international master’s prowess in this branch of the game” it is an achievement bordering on the sensational.

New York, 1924

M. SCHRÖDER

ALF. HINE

1 P—K4  P—Q4
2 P×P  Q×P
3 Kt—QB3  Q—QR4
4 Kt—B3  B—Kt5
5 P—KR3  B—R4
6 P—Q4  Kt—KB3
7 P—KKt4  B—Kt3
8 Kt—K5  QKt—Q2
9 Kt—B4  Q—R3

On 9 ... Q—Kt5 10 P—R3 catches the Queen.

10 B—B4

Covering Q6 so that 11 Kt—Q6ch is threatened, exposing the Queen to the KB.

10 ...  Q—K3ch

The alternative 10 ... Q—B3 runs into 11 P—Q5, Q—B4 12 B—K3, Q—Kt5 13 P—R3, and the Queen is lost.

11 Kt—K3  O—O—O
12 P—Q5  Q—Kt3
13 Kt—B4  Q—Kt5

Here too, 13 ... Q—R3 succumbs to the check at Q6.

14 P—R3  Q—B4
15 B—K3  Resigns

363

The King seems safely entrenched, but a Queen sacrifice blows up the whole
works. And another bibliophile bites the dust!

New York, 1940

ANGEL
1 P—K4 2 P—K5 3 Kt—KB3 4 P—Q4 5 B—K2 6 O—O 7 P×QP 8 R—K1 9 B—QB4 10 Q×B 11 Kt—QB3 12 Kt—Q5 13 Q×Kt! 14 Kt×Pch 15 B—R6 mate

BUSCHKE
Kt—KB3 Kt—Q4 P—Q3 B—Kt5 P—QB4 Q—Kt3 KP×P B—K2 B×Kt Kt—KB3 Kt—B3 Q—Q1 P×Q K—B1

11 R—B1
He does not dare take the Knight, as 11...B—Kt5 would pin the Queen.

11...Kt—B6ch
12 K—K2 Kt(B3)×Kt
13 QP×Kt
On 13 KtP×Kt, P×P is mate.

13...P—Kt3
Threatening a ruinous Bishop check.

14 R×Bch R×R
15 P×Kt Q—Kt4ch

That does it! A King move permits check by the Bishop, and if 16 Q—Q3, Q×Pch 17 Q—Q2, R—B7 is decisive.

364

When the loss of a piece does not persuade Reilly’s opponent to resign immediately, the energetic Irish master tears him to shreds.

Nice, 1928

KNOER
1 P—Q4 2 Kt—KB3 3 B—Kt5 4 P—B3 5 P—K3 6 BP×P 7 QKt—Q2

REILLY
Kt—KB3 P—K3 P—B4 Kt—B3 P×P Q—R4ch Kt—K5

365

Talk about breaking a Knight fork! Hayden does so with the fury of a tornado! He blows the position wide open, and threatens mate all over the place!

England, 1952

HAYDEN
1 P—K4 2 P—Q4 3 Kt—QB3

AMATEUR
P—K3 P—Q4 P—QB4
4 Kt—B3  P×QP
5 KKt×P  B—Kt5
6 B—K2  Kt—KB3
7 O—O  B×Kt
8 P×B  P×P
9 B—R3  P—QKt3
10 P—B3  Kt—Q4
11 P×P  Kt—K6

Would you suspect from this position that White will win in four moves by Q×KRP?

12 B—Kt5ch  B—Q2
13 Kt×P!

Threatening 14 Kt×P mate.

13 . . .  P×Kt
14 Q—R5ch  P—Kt3
15 Q×RP!  Resigns

What else can he do? He is faced with 16 Q—B7 mate, 16 Q×P mate and 16 Q×R mate. Taking the Queen allows a fourth mate, this time by the Rook.

366

The winner’s Queen and two Knights go out into the field, rout the King out, and dispatch him.

The loser’s Queen and two Knights go out into the field—turnabout, and return home shamefaced.

A strange battle, one in which no Rook or Bishop takes part!

Trautenau, 1924

SAMISCH
(Blindfold)  SCHLOSSER

1 P—K4  P—K4
2 Kt—QB3  Kt—KB3
3 P—B4  P×P
4 P—K5  Q—K2
5 Q—K2  Kt—Kt1
6 P—Q4  Kt—QB3
7 Kt—B3  P—KKt4
8 Kt—Q5  Q—Q1
9 Kt—B6ch  K—K2

Not 9 . . . Kt×Kt as 10 P×Ktch wins a piece.

10 P—Q5  Kt—Kt1

This is a bad day for Knights.

11 P—Q6ch  P×P
12 Kt—Q5ch  K—K3
13 P×Pch  K×P

Or 13 . . . K×Kt 14 Q—K5ch, K—B3 15 Kt—Q4ch, K—Kt3 16 Q—Kt5 mate.

14 Q—K5ch  K—B3
15 Kt—Q4ch  K—B4
16 P—Kt4 mate
A PAIR of Pawns doubled on the Bishop file will keep White's Queen from coming any closer to the King. Or will they?

Moscow, 1914

**KAHN** | **AMATEUR**
---|---
1 P—K4 | P—K4
2 Kt—KB3 | Kt—QB3
3 B—B4 | B—B4
4 P—B3 | Q—K2
5 P—Q4 | P×P
6 O—O | P×P
7 Kt×P | P—Q3
8 Kt—Q5 | Q—Q1
9 P—QKt4 | B—Kt3


10 B—Kt2 | Kt—B3
11 Kt×Ktch | P×Kt
12 Kt—Kt5l | O—O
13 Kt×RP | K×Kt

Otherwise 14 Kt×Pch is too strong a threat.

14 Q—R5ch | K—Kt2

If 14 . . . K—Kt1, the Queen comes in by way of Kt6 taking advantage of the pinned Pawn at B2.

15 Q—Kt5ch | Resigns

After 15 . . . K—R2 16 B (Kt2)×P wins the Queen.

368

White concentrates on a pin to the neglect of his KBP, which has not been dipped in the river Styx, and is vulnerable. To add to his humiliation he finds himself (to paraphrase Shakespeare) more pinned against than pinning.

New York, 1888

**DELMAR** | **LIPSCHUETZ**
---|---
1 P—K4 | P—K4
2 Kt—KB3 | Kt—QB3
3 P—Q4 | P×P
4 Kt×P | Kt—B3
5 Kt×Kt | KtP×Kt
6 B—Q3 | P—Q4
7 P—K5 | Kt—Kt5
8 O—O | B—QB4
9 P—KR3 | Kt×KP
10 R—K1 | Q—B3
11 Q—K2 | O—O!

Abandoning the Knight, as he has other fish to fry.

12 Q×Kt | Q×Pch
13 K—R1 | B×P
14 P×B | 

On 14 Q—K2, B×Pch 15 K—R2, B—Q3ch wins.

14 . . . | Q—B6ch
15 K—R2 | B—Q3
16 Q×B | Q—B7ch!
Picking up a Rook before he removes the Queen.

369

White is obsessed with one all-consuming desire. He wants to checkmate at KB7. Nothing will satisfy him, nothing will make him happy until he does so. What chance has anybody against a player with such an idée fixe?

Nuremberg, 1897

KURSCHNER  FRIEDMANN
(Remove White’s Queen Rook)

1 P–K4  P–K4
2 Kt–KB3  Kt–QB3
3 B–B4  B–B4
4 P–QKt4  B×P
5 P–B3  B–B4
6 O–O  P–Q3
7 P–Q4  P×P
8 P×P  B–Kt3
9 B–R3  B–Kt5
10 P–K5  Kt×QP
11 QKt–Q2  P×P
12 Kt×P!

Ready to answer 12 . . . B×Q with 13 B×P mate.

12 . . .  B–K3
13 Q–Kt4!

Once again he offers the Queen, so his Bishop can mate.

13 . . .  Kt–KB3

There was also the threat of 14 Q×P attacking the Rook and heading for mate at B8.

14 Q×P  R–KQt1
15 Q×BPch!

What’s this, suicide?

15 . . .  B×Q
16 B×B mate!

370

Just as Black tries to shoo away one unwelcome Knight, the other one breaks in, uninvited!

Liebwerda, 1934

FLOHR  GILG

1 P–Q4  Kt–KB3
2 P–QB4  P–K3
3 Kt–QB3  B–Kt5
4 Q–B2  P–Q4
5 P×P  Q×P
6 P–K3  O–O
7 KKt–K2  P–B4
8 B–Q2  Q–Q1
9 P–QR3  P×P
10 Kt×P  B–R4
11 B–K2  B–Kt3
12 Kt–B3  Kt–B3
13 O–O  Q–K2
14 KR–Q1  P–K4
15 Kt–KKt5  P–KR3

Even a master sometimes plays this sort of move impulsively in a tournament game—and regrets it for the rest of his life!
16 Kt—Q5! Resigns

There is no defense to the threat of 17 Kt×Ktch followed by 18 Q—R7 mate. There is no time, of course, for 16 ... P—Kt3 as his Queen is en prise.

371

THINGS are coming to a pretty pass when the Queen is not safe in the very middle of the board. Here she is abducted in broad daylight!

Mahrisch-Ostrau, 1923

1 P—Q4  P—Q4
2 P—QB4  P—K3
3 Kt—QB3  Kt—KB3
4 B—Kt5  QKt—Q2
5 P—K3  P—B3
6 Kt—B3  Q—R4
7 Kt—Q2  B—Kt5
8 Q—B2  O—O
9 B—K2  P—K4!
10 P×KP  Kt—K5
11 Kt(Q2)×Kt  P×Kt
12 O—O  B×Kt
13 P×B  Kt×P
14 Q×P  P—B3

Ostensibly to protect his Knight so that the Queen can go Pawn hunting, but in reality he is planning to go after bigger game.

15 B—B4  B—B4!

The point! If 16 Q×B, Kt—B6ch wins the Queen by discovered attack.

16 Q—Q4  QR—Q1

And now the Queen has no place to hide.

372

This game ends in a picturesque checkmate, described by Bigelow as “a rainbow of Bishops and Knights.”

Chicago, 1904

1 P—Q4  P—Q4
2 P—QB4  P—K4
3 P—K3  P×QP
4 Q×P  Kt—KB3
5 Kt—QB3  Kt—B3
6 Q—Q1  B—KB4
7 P—B3  Kt—QKt5
8 Q—R4ch  Q—Q2
9 Q×Qch  K×Q
10 P—K4  P×KP
11 P×P  Kt×KP
12 R—Kt1  Kt—QB7ch
13 K—Q1  Kt—B7ch
14 K—K2  B—B4
15 Kt—B3  B—Q6ch
16 K—Q2  B—K6

mate

So pretty a grouping deserves a diagram:
373

The Queen sacrifice is noteworthy, but more impressive is the way every one of Black's pieces, including the King, plays a part in the checkmating procedure.

Leningrad, 1937

SOKOR       VOLCK

1 P—Q4       Kt—KB3
2 P—QB4       P—KKt3
3 Kt—QB3      P—Q4
4 Q—Kt3       P×P
5 Q×BP        B—K3
6 Q—Kt5ch     Kt—B3
7 Kt—B3       Kt—Q4
8 Q×P         Kt(Q4)—Kt5


9 B—B4       B—R3!
10 B×P

Not 10 B×B as 10 . . . R—QKt1 wins the Queen.

10 . . .     Kt×QP!
11 B×Q

If 11 Kt×Kt Black forces matters by 11 . . . Kt—B7ch 12 K—Q1 (on 12 Kt×Kt, Q—Q7 is mate) Q×Ktch 13 K×Kt, Q—Q7ch 14 K—Kt1, Q—B8 mate.

11 . . .     Kt(Q5)—B7ch
12 K—Q1      R×Bch
13 Kt—Q5     B×Kt
14 Q—B7      B×Ktch
15 Q×Rch     K×Q
16 KP×B      K—B2

And White turns down his King. If he tried to fight on by 17 R—QKt1, R—Q1ch 18 K—K2, R—Q7 mates him in a hurry.

374

Instead of being grateful for the beautiful diagonal presented to his Bishop, White does not give his benefactor a moment's peace afterwards. To top it all, he makes full use of the diagonal to threaten
all kinds of checkmate, or worse!

Scheveningen, 1905

LEONHARDT  ESSER

1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 B—Kt5  Kt—B3
4 O—O  Kt×P
5 P—Q4  Kt—Q3
6 B—R4  P—K5
7 Kt—K5  B—K2
8 Kt—QB3  O—O
9 P—B4  P—B3

Impatiently chasing away an intruder who is cramping his game.

10 B—Kt3ch  K—R1
11 Kt—Kt6ch!  P×Kt
12 P—B5

Threatening 13 P×P followed by 14 Q—R5 mate.

12 ...  Kt×BP

If 12 ... Kt—R4 (to get rid of the dangerous Bishop) 13 P×P still comes in with quick mate.

13 R×Kt  P—Q4

Closes the diagonal, but only for the nonce.

14 R—R5ch!  K—Kt1

He cannot afford 14 ... P×R 15 Q×Pch, K—Kt1 16 B×Pch.

15 R×P  Q—K1

A vain attempt at flight.

16 R—Q8ch  Resigns

375

In a series of captures, the man who has the last word might choose to make that word, "Checkmate!" And a photogenic checkmate it is!

Kiel, 1925

BRINCKMANN  AMATEUR

1 P—Q4  P—Q4
2 P—QB4  P—K3
3 Kt—QB3  P—QB4
4 Kt—B3  P×QP
5 KKt×P  P—K4
6 Kt(Q4)—  P—QR3

Kt5

7 Q—R4  B—Q2
8 P×P  Kt—QB3
9 P×Kt  B×P
10 P—K4  P×Kt
11 Q—Kt3  P—Kt5
12 Kt—Q5  Kt—B3
13 B—KKt5  B×Kt
14 P×B  Q×P
15 Q×Q  Kt×Q
16 B—Kt5 mate!
376

Even as a youth Alekhine used to astonish the natives. He was under 16 when he sprang this witty little combination on another aspirant for the title of Master.

Duesseldorf, 1908

ALEKHINE          KOEHNLEIN

1 P–Q4            P–Q4
2 Kt–KB3          P–K3
3 P–K3            Kt–KB3
4 B–Q3            QKt–Q2
5 QKt–Q2          B–Q3
6 P–K4            P×P
7 Kt×P            Kt×Kt
8 B×Kt            O–O
9 B–Kt5           Q–K1
10 O–O            P–KB4
11 B–Q3           P–K4
12 P×P            Kt×P
13 R–K1           Q–R4
14 Kt×Kt          Q×B
15 B–B4ch         K–R1
16 Q×B!

This must have made Koehnlein's eyes pop. When he recovered he saw that 16 ... P×Q is followed by 17 Kt–B7ch, K–Kt1 (17 ... R×Kt permits mate on the back rank) 18 Kt×Qch with a piece ahead, and an easy win.

Twenty years later, Baratz perpetrated the identical Queen sacrifice and Knight fork on Dresga, but with colors reversed.

377

Do not let improbable names mislead you! Very often they are attached to exquisite bits of play. Lukomski unleashes an attack as though his name were Marshall (who incidentally was fond of this game).

Moscow, 1929

LUKOMSKI          PODEBIN

1 P–Q4            Kt–KB3
2 P–QB4           P–K3
3 Kt–QB3          P–QKt3
4 P–K4            B–Kt5
5 P–K5!           Kt–K5
6 Q–Kt4           Kt×Kt
7 P×Kt

Offering a Rook—which his opponent does not dare touch.

7 ...           B×Pch
8 K–Q1          K–B1

If 8 ... B×R 9 Q×KtP, R–B1 10 B–Kt5, P–KB3 11 B×P, R×B 12 P×R, and Black is finished.

9 R–Kt1         Kt–B3
10 B–R3ch        K–Kt1

On 10 ... P–Q3 11 Q–B3 wins a piece.

11 R–Kt3        B×P
12 Q×KtPch!

Where did that come from?

12 ...          K×Q
13 R–Kt3ch       K–R3
14 B—B1 ch  K—R4
15 B—K2 ch  K—R5
16 R—R3 mate

14 . . .  Q—KB6!
15 P×Q  Kt×P ch
16 K—B1  B—R6 mate

378
Surrounding the Queen may turn out to be like cornering a tigress. In desperation (or perhaps inspiration) she leaps boldly into a flock of Pawns, and in a twinkling turns apparent defeat into blazing victory.

New York, 1944
JONES   TANASSY
1 P—Q4   Kt—KB3
2 P—QB4  P—KKn2
3 Kt—QB3  P—Q4
4 P×P   Kt×P
5 P—K4   Kt×Kt
6 P×Kt   P—QB4
7 B—QB4  B—Kt2
8 Kt—K2  Kt—B3
9 B—K3   P×P
10 P×P   Q—R4 ch
11 B—Q2  Q—R6
12 R—QKt1

Prepared to reply to 12 . . . Kt×P with 13 B—Kt4 winning the Queen.

12 . . .  O—O
13 P—Q5  Kt—K4
14 B—Kt4

How does he save his Queen?

379
If your opponent gobbles up enough Pawns, your pieces will have lots of elbow-room. You may then be able to stage a flash finish (as they say in vaudeville).

Paris, 1863

LINDEHN   MACZUSKI
1 P—K4   P—K4
2 P—Q4   P×P
3 P—QB3  P×P
4 B—QB4  P×P
5 QB×P  B—Kt5 ch
6 Kt—B3  Kt—KB3
7 Kt—K2  Kt×P
8 O—O   Kt×Kt
9 Kt×Kt  B×Kt
10 B×B   Q—Kt4

Castling is immediately fatal, as 11 Q—Kt4, P—KKt3 12 Q—Q4 leaves no reply.

11 R—K1 ch  K—Q1


12 P—B4   Q×P
13 B×KtP  R—Kt1
14 Q—Kt4!  Q—Q3
15 B—B6 ch  Q×B
16 Q×R mate
The Bishops come together for a moment as though to exchange greetings, then dash off in opposite directions to strike at the Queen.

**Correspondence, 1941**

<table>
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<th>O’KELLY</th>
<th>AHLBACK</th>
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<td>3 P—Q4</td>
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<td>4 Kt×P</td>
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<td>P—QR3</td>
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<tr>
<td>7 Kt(Kt5)— B3</td>
<td>QKt—Q2</td>
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<td>8 P—QR4</td>
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<td>9 Kt—R3</td>
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<td>10 Kt—B4</td>
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<td>12 P×P</td>
<td>R×P</td>
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<td>14 B—K3</td>
<td>Kt(Q2)— B3</td>
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</table>

A natural move, but now the Bishops go to work.

15 B—QKt6  Q—Q2
16 B—KB5!

That’s all there is. Black resigns, as he loses his Queen after 16 ... Q×B by the Knight fork 17 Kt×Bch.

**381**

The odds-receiver hangs on grimly to all his pieces. Only too late does he realize that his opponent is interested in just one piece—the King.

**ALBIN AMATEUR**

(Remove White’s Queen)

1 P—K4
2 P—Q4  P—Q4

As a small measure of compensation for the enormous odds, Albin is permitted to make two moves to open his game.

3 P×P  Q×P
4 Kt—QB3  Q×QP
5 B—K3  Q—K4
6 O—O—O  Kt—QB3
7 Kt—B3  Q—QR4
8 R—Q5  Q—Kt5
9 Kt—QKt5  P—K3

Luft, Clavigo!

10 Kt×Pch  K—K2
11 B—B5ch  K—B3

Had he played 11 ... Q×B 12 R×Q, K—Q1, he would have won the game and more! For never again would anyone offer him Queen odds!

12 Kt—K8ch  K—Kt3
13 R—Kt5ch  K—R3
14 B—K3  Q—K2
15 R×Pch  K—R4
16 P—KKt4  mate

**382**

Pillsbury tries the Steinitz style, and fails. First, because
he was no Steinitz, and second, because Pillsbury was not yet Pillsbury!

**Boston, 1893**

<table>
<thead>
<tr>
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<th>PILSIBURY</th>
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</tr>
</tbody>
</table>

With this pretty threat: 14 Kt—Kt6ch, Kt×Kt 15 R×Pch, K×R 16 Q—R5ch, B—R3 17 Q×B mate.

13 ... B—R3

14 Q—R5

Queen and Rook are now doubled on the Rook file, and menace the King. All that remains is to clear away the intervening pieces.

14 ... B×B

15 Kt—Kt6ch K—Kt2

16 Q×P mate

**Hamburg, 1933**

<table>
<thead>
<tr>
<th>WILKE</th>
<th>PRIWONITZ</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—QB4</td>
<td>P—K3</td>
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<tr>
<td>2 P—K4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>3 BP×P</td>
<td>P×P</td>
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<tr>
<td>4 P×P</td>
<td>Kt—KB3</td>
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<tr>
<td>5 B—Kt5ch</td>
<td>B—Q2</td>
</tr>
<tr>
<td>6 B—B4</td>
<td>B—K2</td>
</tr>
<tr>
<td>7 Kt—QB3</td>
<td>O—O</td>
</tr>
<tr>
<td>8 KkT—K2</td>
<td>B—Q3</td>
</tr>
<tr>
<td>9 O—O</td>
<td>B×Pch</td>
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<tr>
<td>10 K×B</td>
<td>Kt—Kt5ch</td>
</tr>
<tr>
<td>11 K—Kt1</td>
<td>Q—R5</td>
</tr>
<tr>
<td>12 R—K1</td>
<td>Q×Pch</td>
</tr>
<tr>
<td>13 K—R1</td>
<td>R—K1</td>
</tr>
<tr>
<td>14 P—Q4</td>
<td>R—K6!</td>
</tr>
<tr>
<td>15 B—Q2</td>
<td></td>
</tr>
</tbody>
</table>

No better is 15 B×R, Kt×B, and White cannot guard against mate and also save his Queen.

15 ... R—R6ch

16 P×R Q—R7 mate

**384**

There is a great contrast between the explosive Queen sacrifice that propels the King out into the bitter world, and the quiet move of the opposing King that ends his journey.
Nice, 1923

**AMATEUR**

1 P—KB4  
2 Kt—KB3  
3 P—K3  
4 P—QKt3  
5 P×P  
6 B—K2  
7 B×B  
8 B—Kt2  
9 O—O  
10 Kt—B3  
11 Kt×P  

**CREPEAUX**

P—Q4  
Kt—QB3  
B—Kt5  
P—K4  
Kt×P  
B×Kt  
Kt—KB3  
B—Q3  
Kt—K5  
Q—R5  
Q×Pch!

A bolt from the usual blue.

12 K×Q  
13 K—R3

On 13 K—R1, Kt—Kt6 is mate.

13 . . .  
Kt(K5)—Kt4ch  
14 K—Kt4  
15 K—B5  
16 K—B6

Le Roi s'amuse! Mate is inevitable by 17 . . . Kt—R2, so White resigns.

---

New Zealand, 1926

**BALK**

1 P—K4  
2 Kt—KB3  
3 B—B4  
4 Kt—Kt5  
5 P×P  
6 B—Kt5ch  
7 P×P  
8 B—R4  
9 Kt—KB3  
10 Kt—Kt1  
11 P—Q3  
12 P×P  
13 B—K3  
14 Kt—KB3  
15 QKt—Q2  
16 P—B3

**BARNES**

P—K4  
Kt—QB3  
Kt—B3  
P—Q4  
Kt—QR4  
P—B3  
P×P  
P×P  
P—KR3  
P—K5  
B—Q3  
O—O  
P×P  
Kt×P  
B—R3  
Q—B2  
KR—K1  
Kt×QBP!

And wins by this clever maneuver: 17 P×Kt, R×Bch! 18 P×R, B—Kt6ch 19 P×B, Q×P mate!
386

Black keeps on daring the Queen Pawn to come closer. Stung by the taunts, the Pawn advances to Q5 and then pushes on to Q6 completely smothering the enemy.

Dayton, 1943

WORTMAN    DRISCOLL
1 P—K4     P—K3
2 P—Q4     P—QB4
Already trying to induce 3 P—Q5.
3 Kt—KB3    Kt—KB3
4 P—K5     Kt—Q4
5 P—B4     Kt—Kt3
6 Kt—B3     Kt—B3
7 P—Q5!     P×P
8 P×P      Kt—Kt5
9 P—Q6!     P—B5

On 9 ... P—Kt3, to release his King Bishop, 10 B—KKt5 snags the Queen.
10 B—Kt5    P—B3
11 P×P      P×P
12 Kt—K5!

Intending nothing less than mate on the move.
12 ...     P—KR4
13 B—K2     Kt—Q6ch
14 B×Kt     P(B5)×B
15 Q×QP
Aiming at square Kt6.

15 ...     R—KKt1
16 Q—R7     Resigns

387

Denker has a propensity for ripping up the other fellow’s King side position, and then swarming all over the ruins with his pieces.

United States, 1934

DENKER
(Simultaneous)

ROBBINS
1 P—Q4     P—KB4
2 P—K4     P×P
3 Kt—QB3    Kt—KB3
4 P—B3     P×P
5 Kt×P      P—K3
6 B—Q3     B—Kt5
7 O—O       B×Kt
8 P×B      P—QKt3
9 B—KKt5    B—Kt2
10 Kt—K5    O—O
11 Kt—Kt4   P—Q3
12 Kt×Ktch  P×Kt
13 B×Pch!

Denker does not need an engraved invitation.

13 ...     K—Kt2

If 13 ... K×B 14 Q—R5ch, K—Kt1 15 Q—Kt6ch, K—R1 16 R×P, with an easy win.

14 Q—R5

"If you don’t want one Bishop, take the other!"
14 ... PxB
15 Q—Kt6ch K—R1
16 B—Kt8!

As pretty as it is deadly. If 16 ...
RxB 17 Q—R6 is mate, while 16 ...
R×Kch 17 R×R, QxB permits 18 Q—R6ch and
mate next move.

388

"Check, check, check!" says
White, and the King is
brought within range. The
Knight, who has been lying
in wait, leaps out and im-
pales King and Queen on the
prongs of a beautiful fork.

Manchester, 1940

MASON BRIDGES
1 P—K4 P—QB3
2 P—Q4 P—Q4
3 P×P P×P
4 P—QB4 Kt—KB3
5 Kt—QB3 Kt—B3
6 B—Kt5 P—K3
7 Kt—B3 B—K2
8 B—Q3 Q—Kt3
9 Q—Kt3 Kt×P
10 Kt×Kt Q×Kt
11 O—O—O Q×KBP
12 P×P Kt×P
13 B—Kt5ch K—B1

On 13 ... B—Q2 14 BxBch, KxB 15 Q×Pch wins in-
stantly.

14 B×Bch K×B
Or 14 ... Kt×B, and the
Rook mates like a shot.

15 Q—R3ch K—B3
16 Kt—K4ch Resigns

389

A stunning Queen sacrifice
wraps up the game, and an
artistic checkmate ties it
around with a pink ribbon.

New York, 1930

KASHDAN HORNEMAN
(Reverse White's Queen Rook)

1 P—K4 P—K3
2 P—Q4 P—Q4
3 P—K5 P—QB4
4 Q—Kt4 P×P
5 Kt—KB3 Kt—KR3
6 Q—R3 B—K2
7 B—Q3 P—QKt3
8 Q—Kt3 Kt—B4
9 B×Kt P×B
10 Q×P R—B1
11 Kt×P B—R3
12 Kt×P Kt—Q2
13 B—Kt5 P—B3

On 13 ... B×B, White has
an odd perpetual check by 14 Kt
—Q6ch, K—K2 15 Kt—B5ch,
K—K1 (if 15 ... K—K3 16
Kt—Q4ch, K—K2 17 Kt—B6ch
wins the Queen) 16 Kt—Q6ch
etc.

14 P—K6! P×B
15 Q—Kt6ch! P×Q
16 Kt—Kt7 mate!

390
The Queen sacrifice is almost routine (with Tarrasch at any rate) but the two moves preceding show the touch of the master. One Knight dislodges the King, and the other Knight prevents him from returning to his home base.

Nuremberg, 1892
TARRASCH FIEDLER
(Remove White's Queen Rook, and advance the QR P to R3)
1 P—K4 P—K4
2 P—KB4 Kt—QB3
3 Kt—QB3 Kt—B3
4 P×P QKt×P
5 P—Q4 Kt—B3
6 P—K5 Kt—KKt1
7 Kt—B3 P—Q3
8 B—QKt5 B—Q2
9 O—O KKt—K2
10 Kt—Kt5 B—B4
11 B—QB4 P—Q4
12 Kt×QP P—QR3
13 Kt×KBP K×Kt
14 Kt×Pch! K—Kt3
15 Q—Kt4ch B×Q
16 B—B7 mate

391
MARSHALL plays this game as though he were giving a lesson on primary tactics. “This is how you put the pin to use” he seems to say as he snaps off a Pawn, and, “this is how you get the most out of a Knight fork” as he removes another Pawn.

New York, 1913
MARSHALL KLINE
1 P—Q4 P—Q4
2 P—QB4 P—K3
3 Kt—QB3 Kt—KB3
4 Kt—B3 B—K2
5 B—Kt5 QKt—Q2
6 P—K3 O—O
7 R—B1 P—QKt3
8 P×P P×P
9 Q—R4 B—Kt2
10 B—QR6 B×B
11 Q×B P—B3
12 O—O Kt—K5
13 B×B Q×B
14 Q—Kt7 KR—B1
If 14... P—QB4 15 Kt×Kt, P×Kt 16 Kt—K5, KR—Q1
17 Kt—B6 and White wins the exchange.

15 Kt×P!

Taking advantage of the pin, as
15 . . . P×Kt loses by 16 R×Rch.

15 . . . Q—Q3
16 R×P!

And this is the Knight fork: if
16 . . . Q×R 17 Kt—K7ch
wins the Queen. Or if 16 . . .
R×R 17 Q×Rch, Kt—B1 18
Q×R, Q×Q, and again we have
the Knight fork by 19 Kt—
K7ch. As there is no defense,
Black resigned.

392

SCHLECHTER creates an open
file in a novel way. He gives
up the exchange so that his
Pawn may recapture and step
out of the way. Then he
makes a quiet little King
move. Just as all is in readi-
ness for the Queen Rook’s
impressive entrance, his op-
ponent raises the white flag
in surrender.

Vienna, 1895

<table>
<thead>
<tr>
<th>MEITNER</th>
<th>SCHLECHTER</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>3 B—Kt5</td>
<td>P—QR3</td>
</tr>
<tr>
<td>4 B—R4</td>
<td>Kt—B3</td>
</tr>
</tbody>
</table>

1000 Best Short Games of Chess

5 Kt—B3   B—B4
6 O—O     P—QKt4
7 B—Kt3    P—Q3
8 P—Q3     B—KKt5
9 Kt—K2    Q—Q2
10 P—B3    B×Kt
11 P×B     Q—R6
12 Kt—Kt3  P—KR4!

Intending to open the Rook
file by 13 . . . Kt—KKt5 14
P×Kt, P×P and quick mate fol-
lows.

13 B—K3    P—R5!

The previous threat is parried,
so Black plays a trump.

14 Kt—R1   R—R3!
15 B×R     P×B
16 Q—Q2    K—K2!

This clearance move wins. The
Rook will make his debut with a
deadly check.

393

BLACK must have been inspired
by Tartakover’s dictum, “The
great master places a Knight
at K5; checkmate follows by
itself.”

Vienna, 1947

<table>
<thead>
<tr>
<th>HOFMANN</th>
<th>LAMBERT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>3 B—Kt5</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>4 O—O</td>
<td>B—B4</td>
</tr>
<tr>
<td>5 Kt×P</td>
<td>Kt×Kt</td>
</tr>
</tbody>
</table>
6 P—Q4      P—B3
7 B—R4

Had White suspected what troubles the Knights would cause him, he would have removed one of them instantly.

7 ...       Kt×P
8 R—K1       P—Q4
9 P×B        O—O
10 Q—Q4      Q—B3!

Threatening to win the Queen by 11 ... Kt—B6ch.

11 B—K3      B—R6!

Now intending 12 ... Kt—B6ch 13 P×Kt, Q×P, and mate comes at Kt7.

12 K—R1      B×Pch
13 K×B        Q—B6ch
14 K—Kt1

If 14 K—B1, Q—R6ch 15 K—K2, Q—Kt5ch 16 K—B1, Kt—KB6 17 Q—Q1, Kt×RP mate.

14 ...        Q—Kt5ch
15 K—R1       Kt—KB6
16 Q—Q1        Q—R6

And the threat of 17 ... Q×P mate wins the game.

394

Marshall himself used to minimize some of his happiest little combinations, referring to them as swindles. Call them what you will, they still tripped up many an eminent player in an astonishingly scant number of moves.

Hamburg, 1930

Marshall       Petrov

1 P—Q4        Kt—KB3
2 Kt—KB3       P—K3
3 P—B4        B—Kt5ch
4 B—Q2        Q—K2
5 P—K3        O—O
6 B—Q3        P—Q4
7 O—O         QKt—Q2
8 Kt—B3       B×Kt
9 B×B         P—QKt3
10 R—B1       B—Kt2
11 P×P        P×P
12 Q—Kt3!      P—B4
13 P×P!        Kt×P

Not 13 ... P×P 14 Q×B nor 13 ... Q×BP 14 B×Kt.

14 B×Kt!      P×B

Not very appetizing, but 14 ... Q×B fails as 15 R×Kt, P×R 16 Q×B wins two pieces for a Rook. If 14 ... Kt×Q 15 B×Q, Kt×R 16 R×Kt wins.

15 Q—Kt4!      K—R1
16 R×Kt! Resigns

After 16 ... P×R 17 Q—KR4 and he cannot even play 17 ... P—B4 on account of the pin.

395

The King has three squares to flee to, but wherever he goes the Bishop will mate him!
London, 1863

<table>
<thead>
<tr>
<th>STEINITZ</th>
<th>AMATEUR</th>
</tr>
</thead>
<tbody>
<tr>
<td>(Remove White's Queen Rook)</td>
<td></td>
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<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>Kt—KB3</td>
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<tr>
<td>3 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>4 P—K5</td>
<td>Kt—Q4</td>
</tr>
<tr>
<td>5 Q×P</td>
<td>P—QB3</td>
</tr>
<tr>
<td>6 B—QB4</td>
<td>Q—Kt3</td>
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<tr>
<td>7 Q—K4</td>
<td>B—B4</td>
</tr>
<tr>
<td>8 O—O</td>
<td>Kt—K2</td>
</tr>
<tr>
<td>9 Kt—Kt5</td>
<td>P—Kt3</td>
</tr>
<tr>
<td>10 Kt×BP</td>
<td>R—B1</td>
</tr>
<tr>
<td>11 Kt—Q6ch</td>
<td>K—Q1</td>
</tr>
</tbody>
</table>

Of course not 11 ... B×Kt
12 P×B and the Knight falls.

12 Q—R4

Seemingly to pin the Knight, and then add pressure by 13 B—KKt5. But there is more to this than meets the eye.

12 ... Q—B2
13 Q×Ktch! K×Q
14 B—Kt5ch R—B3
15 P×Rch K—B1

If 15 ... K×Kt 16 B—B4 is mate, and if 15 ... K—Q1 16 P—B7 discovers mate by the Bishop.

16 B—R6 mate

---

Leipzig, 1877

<table>
<thead>
<tr>
<th>ZUKERTORT</th>
<th>AMATEUR</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—QB3</td>
<td>Kt—KB3</td>
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<tr>
<td>3 P—B4</td>
<td>P—Q3</td>
</tr>
<tr>
<td>4 Kt—B3</td>
<td>Kt—B3</td>
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<tr>
<td>6 O—O</td>
<td>B—K2</td>
</tr>
<tr>
<td>7 P—Q3</td>
<td>Kt—KR4</td>
</tr>
<tr>
<td>8 P×P</td>
<td>Kt×P</td>
</tr>
<tr>
<td>9 Kt×Kt!</td>
<td>B×Q</td>
</tr>
<tr>
<td>10 B×Pch</td>
<td>K—B1</td>
</tr>
<tr>
<td>11 B×Ktch</td>
<td>B—B3</td>
</tr>
</tbody>
</table>

Is the attack over? How to continue?

12 R×Bch! P×R

On 12 ... Q×R, the Knight fork at Q7 wins.

13 B—R6ch K—K2
14 Kt—Q5ch K—K3
15 B—B7ch K×Kt(K4)
16 P—B3

Makes the mating net air-tight. There is no way to prevent a fatal check by the Bishop. Black of course resigned.

396

ZUKERTORT’s 12th move is a practical application of Pillsbury’s reflection, “So set up

White’s passed Pawns are doubled and apparently hopelessly blockaded, when an irruption by the Queen suddenly gives them life. The
threat of a discovered check puts the game on ice.

**Budapest, 1948**

<table>
<thead>
<tr>
<th>GEREHEN</th>
<th>SZOLLOSY</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—Q4</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>2 P—QB4</td>
<td>P—KKt3</td>
</tr>
<tr>
<td>3 Kt—QB3</td>
<td>P—Q4</td>
</tr>
<tr>
<td>4 B—B4</td>
<td>B—Kt2</td>
</tr>
<tr>
<td>5 P—K3</td>
<td>O—O</td>
</tr>
<tr>
<td>6 B—K5</td>
<td>QKt—Q2</td>
</tr>
<tr>
<td>7 P×P</td>
<td>Kt×B</td>
</tr>
<tr>
<td>8 P×Kt</td>
<td>Kt—Kt5</td>
</tr>
<tr>
<td>9 P—K6!</td>
<td>P—KB4</td>
</tr>
<tr>
<td>10 P—KR3</td>
<td>Kt—B3</td>
</tr>
</tbody>
</table>

If 10... Kt—K4 11 P—B4 and the Pawns gobble up the Knight.

| 11 B—B4 | P—B3 |
| 12 P—Q6!| P—QKt4|

The Queen Pawn is untouchable. If 12... Q×P 13 Q×Q, P×Q 14 P—K7ch wins the exchange.

| 13 B—Kt3| Q—R4 |
| 14 KKt—K2| Kt—K5 |
| 15 P×P | R—K1 |

16 Q—Q8!

Brutally attacking Queen and Rook. Black must remove the Queen (if he is to play on), but after 16... Q×Q 17 P×Q Q(Q), R×Q 18 P—K7ch, it's all over.

---

**398**

You must be able to take it as well as dish it out, so Marshall could hardly complain if occasionally he got cavalier treatment.

**Ostend, 1905**

<table>
<thead>
<tr>
<th>ALAPIN</th>
<th>MARSHALL</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 P—KB4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>3 KP×P</td>
<td>P—K5</td>
</tr>
<tr>
<td>4 P—Q3</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>5 P×P</td>
<td>Kt×KP</td>
</tr>
<tr>
<td>6 Kt—KB3</td>
<td>B—QB4</td>
</tr>
<tr>
<td>7 Q—K2</td>
<td>P—B4</td>
</tr>
<tr>
<td>8 Kt—B3</td>
<td>B—B7ch</td>
</tr>
<tr>
<td>9 K—Q1</td>
<td>O—O</td>
</tr>
<tr>
<td>10 B—Q2</td>
<td>Kt×Ktch</td>
</tr>
<tr>
<td>11 B×Kt</td>
<td>Q×Pch</td>
</tr>
<tr>
<td>12 K—B1</td>
<td>R—Q1</td>
</tr>
</tbody>
</table>

Black does not realize that he is in danger, as he seems to have been forcing the pace.

| 13 P—QKt4!| B—Kt3 |
| 14 Q—K7  | Q—Q2  |

What else? If 14... R—Q2 15 Q—K8 is mate.
15 B—B4ch   K—R1
16 B×P mate

399
The laws of strategy apply even in miniature games. White’s “careful” advance of his Rook Pawn, to prevent a pin, gives his alert opponent something to bite on. In practically no time at all he forces open a file, and puts a Rook in charge of it who aims straight at the King.

LIEGE, 1928

LIUBARSKI

1 P—K4   P—K4
2 Kt—KB3   Kt—QB3
3 B—B4   B—B4
4 P—B3   B—Kt3
5 P—Q4   Q—K2
6 O—O   Kt—B3
7 P—Q5   Kt—QKt1
8 B—Q3   P—Q3
9 P—KR3   P—KR3

SOULTANBEIEFF

Not to prevent a pin, but to support his Knight Pawn whose destination is Kt5. There it will capture or be captured, in either case opening up a file.

10 Q—K2   P—Kt4!
11 Kt—R2   P—Kt5!
12 P×P

No better is 12 P—KR4, P—Kt6.

12 . . .   R—Kt1
13 B×P

He would love to protect his Pawn by 13 P—B3, but that’s against the rules.

13 . . .   Kt×KtP
14 B—K3   Kt×Kt
15 K×Kt   Q—R5ch
16 K—Kt1   Q—R6!

Dat ole devil, pin. If 17 P—B3, B×Bch 18 Q×B, R×P mate, and if 17 P—KKt3, R—R1 (faster than 17 . . . B—Kt5) 18 P—B3, B×Bch and mate next move.

400

SCHLECHTER just throws pieces at his opponent in this sprightly specimen from his salad days.

VIENNA, 1894

SCHLECHTER   S.A. WOLF

1 P—K4   P—K3
2 P—Q4   P—Q4
3 Kt—QB3   Kt—KB3
4 B—KKt5   B—K2
5 B×Kt   B×B
6 Kt—B3   O—O
7 P—K5   B—K2
8 B—Q3   B—Q2
9 P—KR4!   P—KB3
10 Kt—KKt5!   P×Kt

If 10 . . . P—KKt3 11 Kt×RP, K×Kt 12 Q—R5ch, and mate in two.
11 B×Pch!  K×B
12 P×Pch  K—Kt1
13 R—R8ch!

There is no rest for the weary. If 13 . . . K×R 14 Q—R5ch, K—Kt1 15 P—Kt6 with quick mate.

13 . . .  K—B2
14 Q—R5ch  P—Kt3
15 Q—R7ch  K—K1
16 Q×P mate

401

Despite the unusual opening (probably terra incognita to both players) it takes only a few moves to distinguish who is the master and who is the amateur.

Murau, 1930

<table>
<thead>
<tr>
<th>REINLE</th>
<th>AMATEUR</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—Q4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>2 P—K4</td>
<td>P×P</td>
</tr>
<tr>
<td>3 P—KB3</td>
<td>B—B4</td>
</tr>
<tr>
<td>4 Kt—B3</td>
<td>P×P</td>
</tr>
<tr>
<td>5 Kt×P</td>
<td>B—Kt5</td>
</tr>
<tr>
<td>6 B—Q3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>7 P—Q5</td>
<td></td>
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</tbody>
</table>

Inviting Black to attack.

7 . . .  Kt—Q5

A pin, but unfortunately not a safety pin.

8 Kt×Kt!

New song to an old tune.

8 . . .  B×Q
9 B—Kt5ch  P—B3

No better is 9 . . . Q—Q2 10 B×Qch, K×B 11 K×B, and Black is a piece down.

10 P×P      Q×Kt
11 P×Pch    K—Q1
12 P×R(Q)ch K—B2
13 Kt—Q5ch  K—K3
14 B—B4ch   K×Kt
15 Q—B8ch   K×Kt
16 Q—B6 mate

402

White discovers that open lines give his pieces scope—if the other fellow does not seize them first for his pieces!

Prague, 1902

BOUCEK      DURAS

| 1 P—K4       | P—K4         |
| 2 Kt—KB3     | Kt—QB3       |
| 3 B—B4       | Kt—B3        |
| 4 O—O        | B—B4         |
| 5 P—Q3       | P—Q3         |
| 6 B—KKT5     | B—K3         |
| 7 B—Kt3      | Q—Q2         |
| 8 B×Kt       | P×B          |
| 9 Kt—R4      | B—KKT5       |
| 10 Q—Q2      | O—O—O        |
| 11 K—R1      | B—R4         |
| 12 P—KB4     | Q—Kt5        |
| 13 P—Kt3     | KR—Kt1       |

Already threatening 14 . . . Q×Kt 15 P×Q, B—B6ch.
14 Q—Kt2
Didn't he see the note above?
14 ... Q×Kt!
15 P×Q R×Q
16 K×R

Black announced mate in five, which is done thus:
16 ... R—Kt1ch
17 K—R3 B—Kt5ch
18 K—Kt2 B—K7ch
19 K—R1 B—B6ch
20 R×B R—Kt8
mate

404
The classic Giuoco Piano opening is played only too rarely nowadays. When a modern master deigns to use it, he finds himself possessed of a singularly potent weapon.

Mar del Plata, 1946

CORTE  BOLBOCHAN
1 P—K4  P—K4
2 Kt—KB3 Kt—QB3
3 B—B4 B—B4
4 P—B3 Kt—B3
5 P—Q4 P×P
6 P×P B—Kt5ch
7 Kt—B3 Kt×KP
8 O—O Kt×Kt
9 P×Kt B×P
10 B—R3

403
Black captures a Pawn in the opening, and holds on to it grimly. He is ready for the midgame, but finds to his horror that there ain't gonna be no midgame!

Cazenovia, 1937

BRYANT  PARTOS
1 P—Q4  P—Q4
2 Kt—KB3 P—K3
1000 Best Short Games of Chess

Suggested by Aitken, instead of the usual 10 Q—Kt3.

10 . . . P—Q4
11 B—Kt5 B×R
12 R—K1ch B—K3
13 Q—R4 R—QKt1
14 Kt—K5 Q—B1

To give his King elbow-room.

15 B×Ktch P×B
16 Q×Pch Resigns

As the continuation is all too clear: if 16 . . . K—Q1 17 Kt×Pch, B×Kt 18 B—K7 mate.

406

**White** gives up a Knight to chase a will o’ the wisp, but a brusque Queen sacrifice awakens him rudely from his dreams of grandeur (to mix a couple of metaphors).

**Paris, 1890**

**Taubenhaus Goetz**

**DISTLER ERIKSEN**

1 P—Q4 P—Q4
2 P—QB4 P—K3
3 Kt—QB3 P—KB4
4 Kt—R3 Kt—KB3
5 P—B3 P—B3
6 P—K3 B—Q3
7 B—Q2 O—O
8 P—B5 B—B2
9 P—B4 Kt—K5
10 Kt×Kt BP×Kt
11 Kt—Kt5 P—KR3
12 P—KR4 P×Kt
13 RP×P

Contemplating the pleasant possibility of continuing with 14 Q—R5, 15 P—Kt6 and then mate.

13 . . . Q×P!
14 P×Q B—Kt6ch
15 K—K2 R—B7ch
16 K—K1 R×P mate

**What a fix for a King to be in! If he moves to a black square, his Queen (miles away) is lost. If to a white square, he goes to his own doom!**

London, 1949
The clever refutation.

14 ... KxB

Forced, as moving to a black square permits check by the other Bishop, with a discovered attack on the Queen.

15 Q-B5ch K-Kt1

Or 15 ... K-Kt1 16 QxKtch driving the King to a black square.

16 QxKt Resigns

After 16 ... Q-B6, White mates in four moves by 17 Q-K8ch, K-R2 18 Kt-Kt5ch, K-R3 19 QxRch, K-Kt3 20 Q-R7 mate.

407

One must know where to draw the line. An abnormal fear of a pin is unhealthy, but so is an insouciant disregard for its disruptive powers.

Lambsheim, 1939

<table>
<thead>
<tr>
<th>HILGERT</th>
<th>MAPPES</th>
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<tbody>
<tr>
<td>1 P-K4</td>
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<tr>
<td>2 Kt-KB3</td>
<td>Kt-QB3</td>
</tr>
<tr>
<td>3 Kt-B3</td>
<td>Kt-B3</td>
</tr>
<tr>
<td>4 B-B4</td>
<td>B-K2</td>
</tr>
<tr>
<td>5 P-Q3</td>
<td>P-Q3</td>
</tr>
<tr>
<td>6 B-K3</td>
<td>O-O</td>
</tr>
<tr>
<td>7 O-O</td>
<td>B-Kt5</td>
</tr>
<tr>
<td>8 Q-K2</td>
<td>P-QR3</td>
</tr>
<tr>
<td>9 B-KKt5</td>
<td></td>
</tr>
</tbody>
</table>

Venturesome, as he lets the Knight come in.

9 ... Kt-Q5
10 Q-Q1 Q-Q2

Intending 11 ... BxKt 12 PxB, Q-R6 followed by 13 KtxPch.

11 Kt-Kt1 BxKt
12 PxB Q-R6
13 Kt-Q2

Explains his 11th move. He guards his Pawn at KB3.

13 ... Kt(B3)xP!

An explosion aimed at removing White's important Knight.

14 QPxKt

Or 14 BxB, KtxKt, and Black can pick up the marbles.

14 ... BxB

Still aiming at the Knight.

15 P-B3 BxKt
16 PxKt B-B5

And wins. After 17 R-K1, BxPch 18 K-R1, B-Kt6ch, and mate in two more moves.

408

It is adventures such as this which lend credence to the story of the wealthy chess player (is this an anomaly?) who left his son an annuity of $5000.00 provided that he never captured the Queen Knight Pawn with his Queen.
Correspondence, 1939

KUHFUSS       KIRBACH
1 P—K4        P—QB4
2 Kt—KB3      Kt—QB3
3 P—Q4        P×P
4 Kt×P        Kt—B3
5 Kt—QB3      P—Q3
6 B—QB4

There is just a wee chance that Black will fall into this: 6 ... P—KKt3 7 Kt×Kt, P×Kt 8 P—K5, P×P 9 B×Pch and his Queen goes.

6 ...        P—K3
7 O—O        P—QR3
8 B—K2        Q—Kt3
9 B—K3        Q×P
10 Q—Q2       Q—Kt5
11 QR—Kt1     Q—R4
12 Kt×Kt      P×Kt
13 B—Kt6      Q—K4

Or 13 ... Q—R6 14 R—Kt3, and the Queen is trapped.

14 P—B4        Kt×P
15 Kt×Kt       Q×Kt
16 B—B3        Resigns

If 16 ... Q—B5 (to guard his QBP) 17 R—Kt4 drives the Queen off.

for the heavy pieces to come in and mop up.

Correspondence, 1942

JAKOBSMEIER       LUNDGREN
1 P—K4        P—K4
2 Kt—KB3      Kt—QB3
3 B—B4        B—B4
4 O—O        Kt—B3
5 P—Q4        B×P
6 Kt×B        Kt×Kt
7 B—KKt5      O—O
8 P—B4        Kt—B3
9 Kt—B3       P—Q3
10 P—B5       Kt—QR4
11 Kt—Q5!

The Bishop is expendable.

11 ...        Kt×B
12 B×Kt!

The point: the Pawn must recapture.

12 ...        P×B
13 Q—Kt4ch     K—R1
14 Q—R4

 Threatening—what he does next!

14 ...        R—KKt1
15 Kt×KBP      R—Kt2
16 R—B3        Resigns

The rest, for correspondence chess, is painfully clear. White plans 17 R—KR3, then 18 Q×Pch, R×Q 19 R×R mate, and there is not the ghost of a plausible defense.

409

The pin is especially useful to hold a piece fast until the time is ripe for its exchange. Here an exchange loosens the Pawn position, making it easy
410

An imposing front makes it appear that Black’s pieces are biting on granite, but a surprising Knight sacrifice shows that they really are biting on cream cheese.

Munich, 1940

WOLZ       BENZINGER
1 P—QB4     P—K4
2 Kt—QB3    Kt—QB3
3 Kt—B3     Kt—B3
4 P—Q4      P×P
5 Kt×P      B—Kt5
6 P—KKt3

Never dreaming that he would fianchetto his King!

6 . . .     Kt—K4
7 Q—Kt3     B×Ktch
8 P×B       Q—K2
9 B—K3      Kt (B3) —
             Kt5
10 Kt—B2    Kt×KBP!
11 K×Kt

On 11 B×Kt, Kt—Q6ch regains the piece.

11 . . .     Kt—Kt5ch
12 K—B3     P—KB4

With a threat of mate at K5, which sends the King scurrying.

13 K—Kt2    Q—K5ch
14 K—Kt1    Kt×B
15 Kt×Kt    Q×Ktch
16 K—Kt2    P—QKt3!

So quiet, and yet so effective! The threat is 17 . . . B—Kt2ch 18 K—R3, Q—R3 mate. White needs no visual demonstration to make him resign.

411

It’s all in the point of view. To the winner, a smothered mate is an attractive, artistic arrangement of the chess pieces. To the loser, it is an awkward, crowded grouping—a jumble which came about because he was not feeling right that day.

Berlin, 1934

SCHLAGE       RIPKE
1 P—Q4        Kt—KB3
2 Kt—QB3      P—Q3
3 P—K4        P—KKt3
4 Kt—B3       B—Kt2
5 P—KR3       O—O
6 B—K3        QKt—Q2
7 Q—Q2        R—K1
8 B—KR6       B—R1

Hoping to preserve his valuable Bishop for work on the long diagonal, but the Bishop never sees daylight again.

9 P—K5       P×P
10 P×P        Kt—R4
11 P—KKt4     Kt—Kt2
12 O—O—O     Just so Black’s Queen Knight doesn’t get restive.
1000 Best Short Games of Chess

12 . . .
13 B—QB4
14 Kt—K4
15 B—KKt5
16 Q×Kt! Resigns

Sparing himself the indignity of 16 . . . B×Q 17 Kt—B6 mate, a picture of which we append:

![Chess Diagram]

412

It is little consolation to be a piece ahead, if one is to be beset by so many problems. In his frantic efforts to extricate his Queen from a tight spot, Black forgets that he has a King!

Barcelona, 1934

LORENS
1 P—Q4
2 P×Q4
3 Kt—QB3
4 B—Kt5
5 P×K3
6 Kt—B3
7 P×P
8 Kt—Q2
9 P×BP!
10 B—Kt5
11 P—Q3

RESIGNS

Just so the Queen stays put.

11 . . .
12 P—B7ch
13 Kt—Q4—K5
12 P—B7ch
13 Kt—B4
14 Q—B3
15 Q×Rch
16 Q—Q8 mate

413

You can almost hear the low hum of well-oiled machinery in this smooth-running little combination.

Correspondence, 1945

MACGRADY
1 P—Q4
2 Kt—KB3
3 P—K3
4 B—Q3
5 P—B3
6 B—B2
7 QKt—Q2
8 Kt—K5
9 P—B4
10 O—O
11 R—B3

WOLFE
1 P—Q4
2 Kt—KB3
3 P—K3
4 P×BP!
5 P—QKt3
6 Q—Kt4
7 O—O
8 P—QR4
12 R—R3  P—Kt5
13 B×Pch!  K—R1

On 13 ... Kt×B, White wins instantly by 14 Q—R5, R—K1 15 Q×Pch, K—R1 16 Kt—Kt6 mate.

14 B—Kt6ch  K—Kt1
15 B×Pch  R×B
16 R—R8ch  Resigns

As the next post-card would bring a Knight fork.

414

No wonder Mengarini wins this, when he has such ambitious, adventurous Pawns working for him!

A pleasantry dashed off at ten seconds a move.

New York, 1951

MENGARINI  WEISSMAN

1 P—K4  P—K4
2 B—B4  Kt—KB3
3 P—Q3  P—B3
4 B—KKt5  P—Q4
5 B×Kt  KtP×B

Not 5 ... Q×B as it loses a Pawn.

6 B—Kt3  P—KB4
7 Q—B3  BP×P
8 P×P  B—K3

And certainly not 8 ... P×P, as that loses everything.

9 Kt—K2  Q—R4ch
10 QKt—B3  R—Kt1

If 10 ... P—Q5 11 B×B, P×B 12 Q—R5ch, K—Q1 13 Kt×P wins.

11 P×P  B—KKt5

12 Q×Pch!  K×Q
13 P×Pch  K—Kt3
14 P×P  B—Kt5
15 P×R(Q)  Q—R3

At ten seconds a move there is just a chance that White might overlook the threat of mate on the move.

16 Q—K4ch  Resigns

415

Black's scheme to win a Pawn fails to take into account a Knight intermezzo.

Germany, 1951

LOKVENC  GRAGGER

1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 B—Kt5  Kt—B3
4 Kt—B3  P—Q3
5 P—Q4  B—Q2
1000 Best Short Games of Chess

6 O—O B—K2
7 R—Kt1 P×P
8 Kt×P Kt×Kt
9 Q×Kt B×B
10 Kt×B O—O
11 Q—B3 P—QR3
12 Kt—Q4 R—K1
13 Kt—B5 B—B1
14 B—Kt5 R×P

Naturally not 14 . . . . KtxP
15 B×Q, KtxQ 16 R×R, but
this looks safe. If 15 R×R, KtxR
16 B×Q, KtxQ. Or if 15 B×Kt,
R×Rch wins a Pawn.

15 Kt—R6ch! P×Kt

If 15 . . . . K—R1 16 KtxPch
wins the Queen.

16 B×Kt Resigns

The Queen is attacked by the
Bishop, and the King by the
threat of 17 Q—KKt3ch.

416

WHEREIN a Bishop looks on
languidly while the other
pieces do the attacking, and
bestirs himself only when he
deems it time for him to
strike the mortal blow.

Munich, 1908

AMATEUR TARRASCH
(Remove Black’s King
Bishop Pawn)

1 P—K4 Kt—QB3
2 P—Q4 P—K4

3 Kt—KB3 P×P
4 Kt×P Kt—B3
5 Kt—QB3 B—Kt5
6 Kt×Kt KtP×Kt
7 B—Q2 O—O
8 B—Q3 P—Q4
9 P×P Kt—Kt5
10 O—O Q—R5
11 P—KR3 R×P
12 Q—K1

If 12 P×Kt, B—QB4 is deci-
sive, or if 12 R×R, Q×Rch 13
K—R1, Q—Kt6 14 P×Kt, Q—
R5ch 15 K—Kt1, B—B4ch and
mate in two.

12 . . . B—QB4
13 Kt—K4 R×Rch
14 K×R Kt—R7ch
15 K—K2 Q—Kt5ch
16 P×Q B×P mate

HEIDENHEIMO

BOOK

1 P—K4 P—K4
2 Kt—QB3 Kt—KB3
3 B—B4 Kt×P
4 Q—R5 Kt—Kt4
5 P—Q4 Kt—K3
6 P—Q5 P—KKt3

Threatening to capture the
Queen, but the drawback is that
he has to do so.
| 7 P×Kt | P×Q |
| 8 P×BPch | K—K2 |
| 9 B—Kt5ch | K—Q3 |
| 10 O—O—O | K—B4 ch |
| 11 R—Q5ch | K×B |
| 12 P—QKt3ch | K—Kt5 |
| 13 R—Kt5ch | K—R6 |

He must not touch the Knight, as the other Knight would exact revenge.

| 14 Kt—Kt1ch | K×RP |
| 15 R—R5ch | B—R6ch |

Look who is checking!

| 16 R×B mate |

| 11 Q—Q3 | Kt—B3 |
| 12 P—K5 | Kt—KR4 |
| 13 B—KKt3! |

Attacks the Queen, and also threatens 14 R—B7ch.

| 13 . . . | Q—K2 |
| 14 B—R4! | Q—K1 |
| 15 B—B6ch | Kt×B |
| 16 P×Kt mate! |

### 418

**Watch Maurian's delightful handling of his Queen Bishop** (which somebody is sure to include in a future treatise "Morphy's Influence on his Contemporaries.")

**New Orleans, 1866**

<table>
<thead>
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<td>P×P</td>
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<td>P—KKt4</td>
</tr>
<tr>
<td>4 P—KR4</td>
<td>P—Kt5</td>
</tr>
<tr>
<td>5 Kt—Kt5</td>
<td>P—KR3</td>
</tr>
<tr>
<td>6 Kt×P</td>
<td>K×Kt</td>
</tr>
<tr>
<td>7 P—Q4</td>
<td>P—Q3</td>
</tr>
<tr>
<td>8 B×P</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>9 B—B4ch</td>
<td>K—Kt2</td>
</tr>
<tr>
<td>10 O—O</td>
<td>Q×P</td>
</tr>
</tbody>
</table>

### 419

At the age of eight when most children are intrigued by tick-tack-toe, Reshevsky was making complex combinations on the chessboard. He would face as many as twenty expert opponents in his exhibitions of simultaneous play. His manner was confident, his style sound, and his moves were made without hesitation.

"And still they gazed, and still the wonder grew, that one small head could carry all he knew."

**Berlin, 1920**

<table>
<thead>
<tr>
<th>RESHEVSKY</th>
<th>DOERY</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
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<tr>
<td>2 P—KB4</td>
<td>P×P</td>
</tr>
<tr>
<td>3 B—B4</td>
<td>B—K2</td>
</tr>
<tr>
<td>4 Kt—KB3</td>
<td>B—R5ch</td>
</tr>
<tr>
<td>5 P—KKt3</td>
<td>P×P</td>
</tr>
<tr>
<td>6 O—O</td>
<td>P×Pch</td>
</tr>
</tbody>
</table>
7 K—R1  Kt—KR3
8 P—Q4  Q—K2
9 B×Kt  P×B
10 Kt—K5  B—B3
11 Q—R5  R—B1
12 Kt×BP!  Q×Pch

On 12 . . . R×Kt 13 Q×Rch, Q×Q 14 B×Qch, K×B and 15 P—K5 wins the helpless Bishop.

13 K×P  Q×BPch
14 K—Kt3  B—R5ch

What else is there? If 14 . . . Q×B 15 Kt—Q6ch, or if 14 . . . K—K2 (to escape the discovered check) 15 R—K1ch mates in a hurry.

15 Q×B  Q×B
16 Q—Q8 mate!

420

One pin leads to a break-up of the King side position, the other leads to mate. Now do you believe in pins?

Correspondence, 1950

THOMPSON  BISHOP

1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 B—B4  B—B4
4 P—B3  B—Kt3
5 P—Q4  Q—K2
6 O—O  Kt—B3
7 B—KKt5  O—O
8 QKt—Q2  P×P

9 P—K5  Kt×P
10 R—K1  Kt×Ktch
11 Q×Kt  Q—Q1
12 Kt—K4  P—Q3

If 12 . . . P—Q4 13 B×P, Q×B 14 Kt×Ktch wins the Queen.

13 Kt×Ktch  P×Kt
14 B(Kt5)×P  Q—Q2

Ready to reply to 15 Q—Kt3ch with 15 . . . Q—Kt5.

15 Q—R5  Q—B4


16 Q×BPch!  Resigns
Not a moment too soon.

421

ATTACKING the Bishop provokes it to give check—and the check is the first move of a pretty combination.

Bad Schandau, 1932

VOGEL  STOPPE

1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 P—Q4  P×P
4 Kt×P  Kt—B3
5 Kt×Kt  Kt×Kt
6 B—Q3  B—K2
7 O—O  O—O
8 P—QKt3  P—Q4
9 Kt—Q2  R—K1
| 10 B—Kt2 | B—Q3 |
| 11 P—KB3 | Kt—R4 |
| 12 P—K5 |

Too ingenious to be called a trap. He hopes for 12... B×P
13 B×B, R×B 14 P—KB4 winning a piece for two Pawns.

12... B—B4ch
13 K—R1 Kt—Kt6ch
14 P×Kt Q—Kt4

Intending mate on the move.

15 R—B2 B×R
16 Kt—B1 R—K3

And the threat of 17... Q—R4ch 18 Kt—R2, Q×Ktch
19 K×Q, R—R3 mate is irresistible.

423

The comely Women's Champion unleashes a vigorous attack in completely unfeminine style. The ending is witty, though she was cheated out of a unique Knight mate.

New York, 1946

| HENSCHEL | KARFF |
| 1 P—Q4 | Kt—KB3 |
| 2 Kt—KB3 | P—QKt3 |
| 3 P—K3 | B—Kt2 |
| 4 QKt—Q2 | P—K3 |
| 5 B—Q3 | P—Q4 |
| 6 O—O | QKt—Q2 |
| 7 Q—K2 | Kt—K5 |
| 8 P—B4 | B—Q3 |
| 9 Kt—Kt1 | O—O |
| 10 Q—B3 | P—KB4 |
| 11 Q—K2 | R—B3 |
| 12 P—B3 | B×Pch |
| 13 K×B | R—R3ch |
1000 Best Short Games of Chess

14 K—Kt1  
15 Q—Q1  
Q—R5

5 P×P  
6 B—Kt5ch  
P—B3  
7 P×P  
P×P  
8 Q—B3  
P×B  
9 Q×R  
B—QB4  
10 Kt—K4  
Kt×Kt  
11 Q×Kt  
O—O  
12 O—O  
R—K1  
13 Q—K2  
B—Kt2  
14 Q×KtP  
B—Kt3  
15 P—Q3  
R—K3  
16 K—R1  
B×Pch

And wins by this idea: 17 K×B, Q—R1ch 18 P—B3 (18 K—R3, Q—B6ch 19 K—R4, B—Q1ch 20 B—Kt5, R—KR3 mate) R—Kt3ch 19 K—R1, Q×Pch! 20 R×Q, R—Kt8 mate.

425

The Queen prevents two mates, but there is a third one on tap. The moral is that even the Queen cannot be in three places at once.

Correspondence, 1945

CRISOVAN  REY

YOUNG  BARDEN

1 P—K4  
P—QB4
2 Kt—KB3  
P—Q3
3 P—Q4  
P×P
4 Kt×P  
Kt—KB3
5 Kt—QB3  
P—KKt3
6 P—B4  
B—Kt3
7 P—K5  
P×P
8 P×P  
Kt—Q4
9 B—Kt5ch  
K—B1

Switzerland, 1951
Interposing would cost a piece.

10 O—O B×P
11 B—R6ch! K—Kt1

If 11 . . . B—Kt2 12 B×Bch, K×B 13 Kt×Kt, Q×Kt 14 Kt—B5ch and White wins the Queen.

12 Kt×Kt Q×Kt
13 Kt—B5!

Beautiful! The immediate threats are 14 Kt×P mate and 14 Q×Q.

13 . . . Q—B4ch

He must get to B2 where he can watch over square Q1.

14 B—K3 Q—B2
15 Kt—R6ch K—Kt2
16 R×P mate

426

From that brief but fiery period when the young Mexican star made the pieces dance, this little-known scherzo:

New York, 1924

<table>
<thead>
<tr>
<th>TORRE</th>
<th>JENNINGS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—Q4</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>P—KKt3</td>
</tr>
<tr>
<td>3 Kt—B3</td>
<td>P—Kt3</td>
</tr>
<tr>
<td>4 P—K4</td>
<td>B—QKt2</td>
</tr>
<tr>
<td>5 B—Q3</td>
<td>B—Kt2</td>
</tr>
<tr>
<td>6 B—KB4</td>
<td>O—O</td>
</tr>
<tr>
<td>7 Q—Q2</td>
<td>R—K1</td>
</tr>
</tbody>
</table>

8 O—O—O P—Q4
9 P—K5    KKt—Q2
10 B—KR6  B—R1
11 P—KR4  P—QB4
12 P—K6   Kt—KB3

If 12 . . . P×KP 13 P—R5 wins, or if 12 . . . P×QP 13 P×Kt, P×Kt 14 P×R(Q) ch steals a Rook.

13 Kt—K5

Threatening 14 P×P mate.

13 . . . R—B1

If 13 . . . P×KP 14 B×P, P×B 15 Q—Kt5 with quick mate.

14 B×R Q×B
15 P×Pch K—Kt2
16 P—R5 Resigns

The threat is 17 P—R6 mate, and 16 . . . Kt×P succumbs to 17 R×Kt, P×R 18 Q—Kt5 mate.

427

Janowsky was always fond of his Bishops. And why not? Look at the brilliant moves they make!

Nuremberg, 1896

<table>
<thead>
<tr>
<th>JANOWSKY</th>
<th>SCHALLOP</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—Q4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>2 P—QB4</td>
<td>P×P</td>
</tr>
<tr>
<td>3 Kt—KB3</td>
<td>P—QB4</td>
</tr>
<tr>
<td>4 P—K3</td>
<td>P×P</td>
</tr>
<tr>
<td>5 P×P</td>
<td>B—Kt5</td>
</tr>
</tbody>
</table>
Not 7... Kt-Q2 as 8 Kt-K5 (threatens 9 KtxKt, QxKt
10 B-QKt5 as well as 9 KtxB)
KKt-B3 9 B-KKt5, B-KB4
10 KtxKt, QxKt 11 B-Kt5
pinning the Queen.

8 Kt-K5  QxP
9 KtxKt  Q-K5ch
10 B-K3  PxKt
11 Kt-B3  QxP
12 B-Q5!

Cutting communication between Black's Queen and his QB.

12...  PxB
13 QxPch  K-Q1
14 QxRch  K-Q2
15 Q-Kt7ch  K-K3
16 Q-B6ch  B-Q3
17 B-B4!

Offers his Rooks! Black resigns
as 17... QxRch 18 K-Q2, QxR runs into 19 QxBch, K-B4 20 Q-K5ch, K-Kt3 21 Q-Kt5 mate.

"I RECOMMEND this short and instructive game—a brilliant of the first water—to our friends. It demonstrates in beautiful harmony the valuable qualities of a chess player: clear position judgment, bold, far-reaching combination and decisive action at the right moment." So says Lasker, and further endorsement would be superfluous.

Philadelphia, 1860

<table>
<thead>
<tr>
<th>AMATEUR</th>
<th>DERRICKSON</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P-K4</td>
<td>P-K4</td>
</tr>
<tr>
<td>2 B-B4</td>
<td>Kt-KB3</td>
</tr>
<tr>
<td>3 Kt-KB3</td>
<td>Kt-B3</td>
</tr>
<tr>
<td>4 O-O</td>
<td>B-B4</td>
</tr>
<tr>
<td>5 P-Q3</td>
<td>P-Q3</td>
</tr>
<tr>
<td>6 B-KKt5</td>
<td>B-KKt5</td>
</tr>
<tr>
<td>7 P-KR3</td>
<td>P-KR4</td>
</tr>
<tr>
<td>8 PxB</td>
<td>PxB</td>
</tr>
<tr>
<td>9 Kt-R2</td>
<td>P-Kt6</td>
</tr>
<tr>
<td>10 Kt-KB3</td>
<td>Kt-KKt5</td>
</tr>
<tr>
<td>11 BxQ</td>
<td>BxPch</td>
</tr>
<tr>
<td>12 RxB</td>
<td>PxRch</td>
</tr>
<tr>
<td>13 K-B1</td>
<td>R-R8ch</td>
</tr>
<tr>
<td>14 K-K2</td>
<td>RxQ</td>
</tr>
<tr>
<td>15 KKt-Q2</td>
<td></td>
</tr>
</tbody>
</table>

To stop the Pawn from Queening.

| 15...       | Kt-Q5ch!   |
| 16 KxR      | Kt-K6ch    |
| 17 K-B1     | Kt-K7      |

mate!

AN EFFECTIVE Knight sacrifice clears the way for a spectacular offer of the Queen. The entire combination, leading to a forced mate, is executed.
in typical Alekhine (synonym for brilliant) style.

Tarnopol, 1916

ALEKHINE
(Blindfold) FELDT

1 P—K4 P—K3
2 P—Q4 P—Q4
3 Kt—QB3 Kt—KB3
4 P×P Kt×P
5 Kt—K4 P—KB4
6 Kt—K5 B—K2
7 Kt(Kt5)— B3
8 Kt—K5 O—O
9 Kt—B3 P—QKt3
10 B—Q3 B—Kt2
11 O—O R—K1
12 P—B4 Kt—B3
13 B—B4 QKt—Q2
14 Q—K2 P—B4
15 Kt—B7! K×Kt

If 15 . . . Q—B1 16 Q×P, and White threatens mate by 17 Kt—R6ch, K—R1 18 Q—Kt8ch, R×Q 19 Kt—B7 and the King is smothered.

16 Q×Pch!

The point of the previous offer of the Knight.

16 . . . K—Kt3


17 P—KKt4! Resigns

The threat is 18 B×P mate, and if Black tries 17 . . . B—K5, then 18 Kt—R4 is mate.

Rotterdam, 1923

EUWE LOMAN

1 Kt—KB3 P—Q4
2 P—QB4 P—Q5
3 P—QKt4 P—KKt3
4 B—Kt2 B—Kt2
5 Kt—R3 P—K4
6 Kt—B2 B—Kt5
7 P—K3 Kt—K2
8 P×P P×P
9 P—KR3 B×Kt
10 Q×B P—QB3
11 P—KR4! O—O
12 P—R5 R—K1
13 O—O—O P×P
14 RP×P KRP×P
15 Q—KR3 P×P
16 Kt×QP

Threatening 17 Q—R7ch, K—B1 18 Kt—K6ch, P×Kt 19 Q×B mate.

16 . . . B×Kt
17 Q—R8ch! B×Q
18 R×B mate

FIREWORKS on the King file!
Pieces are given away in good measure, and—true to precept—given back, in "good
measure, pressed down, shaken together, running over."

Bad Gastein, 1948

ROSSOLIMO | ROMANENKO
---|---
1. P–K4 | P–QB4
2. Kt–KB3 | Kt–QB3
3. B–Kt5 | P–KKt3
4. O–O | B–Kt2
5. R–K1 | Kt–B3
6. Kt–B3 | Kt–Q5
7. P–K5 | Kt–Kt1
8. P–Q3 | Kt×B
9. Kt×Kt | P–QR3

Intending to drive the Knight off, but the Knight leaps at the King, instead!

10. Kt–Q6ch! | P×Kt
11. B–Kt5!

The point! First the Queen must be banished.

11. . . . Q–R4


12. P×Pch | K–B1
13. R–K8ch!

Offers the Rook so that his Queen can occupy the King file with check—a gain of tempo.

13. . . . K×R
14. Q–K2ch | K–B1
15. B–K7ch | K–K1
16. B–Q8ch! | K×B

Forced, as his Queen is attacked.

17. Kt–Kt5! Resigns

The threat is 18 Kt×P mate, and if Black defends this by 17 . . . Kt–R3 then 18 Q–K7 mate follows.

432

White's last move is a beauty!
His Queen is under attack, so he puts another piece en prise!

1910

TEICHMANN | S.A. WOLF
---|---
1. P–K4 | P–K4
2. Kt–KB3 | Kt–QB3
3. B–B4 | B–B4
4. O–O | Kt–B3
5. P–Q4 | P×P
6. P–K5 | P–Q4
7. P×Kt | P×B
8. R–K1ch | K–B1
9. B–Kt5 | P×P
10. B–R6ch | K–Kt1
11. Kt×P

This, Napier says, "destroys Black's teeth on one side, and leaves him at manifest disadvantage on the other, where he has no teeth to speak of."

11. . . . B×Kt

Of course not 11 . . . Q×Kt
12. R–K8ch and mate next.

12. P–QB3 | B–K3
13. P×B | Q×P
14 Q—R5        Kt—K4
15 Kt—B3       Q—Kt5
16 R×Kt         P×R
17 Kt—Q5!       Resigns

The threat of mate wins the Queen.

433

To anyone who has just discovered the wonderful world of chess, Morphy's King side attacks are the most exciting things ever to be seen on a chessboard.

Watch how he brings about a whirlwind finish, striking a smashing blow with each of his five pieces in turn!

This is one of eight games, played blindfold simultaneously!

Birmingham, 1858

MORPHY  LYTTELTON
1 P—K4        P—K4
2 P—KB4       P×P
3 Kt—KB3      P—KKt4
4 P—KR4       P—Kt5
5 Kt—K5       P—Q3
6 Kt×KtP      B—K2
7 P—Q4        B×Pch
8 Kt—B2       B×Ktch
9 K×B         Kt—KB3
10 Kt—B3      Q—K2
11 B×P        Kt×Pch
12 Kt×Kt       Q×Kt
13 B—Kt5ch     K—B1


14 B—R6ch      K—Kt1
15 R—R5!

Of course not 15 R—K1, Q—R5ch. The move made allows no checks, and threatens 16 R—Kt5ch.

15 . . .        B—B4

Not 15 . . . P—KB3 16 B—B4ch, P—Q4 17 B×Pch winning, nor 15 . . . P—KB4 16 R—Kt5ch, K—B2 17 Q—R5ch, K—B3 18 B—K7ch followed by pinning the Queen.

16 Q—Q2

Every move a threat! A possibility would be 16 . . . Kt—B3 17 B×Kt, P×B 18 Q—Kt5ch, B—Kt3 19 Q—B6, Q×BPch 20 K—Kt1, and White wins. Or 16 . . . Q×BP 17 R—Kt5ch, B—Kt3 18 Q×Q, and the pinned Bishop must look on in horror.

16 . . .        B—Kt3
17 R—K1        Resigns

As soon as the Queen leaves, the Rook will shoot up the board announcing mate.

434

The winning combination here is quite original. It is a sort of hit-and-hold Knight fork,
but who gets the credit for it? The historian Bachmann gives this as an Anderssen victory, while Gottschall scores it for Zukertort.

The Queen will not run away!

14 . . . K—K1
15 Kt—B6ch K—K2
16 Kt×Q B×Kt
17 B—KKt5ch Resigns

Breslau, 1865

<table>
<thead>
<tr>
<th>ZUKERTORT</th>
<th>ANDERSSEN</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 P—KB4</td>
<td>P×P</td>
</tr>
<tr>
<td>3 Kt—KB3</td>
<td>P—KKt4</td>
</tr>
<tr>
<td>4 B—B4</td>
<td>P—Kt5</td>
</tr>
<tr>
<td>5 O—O</td>
<td>Q—K2</td>
</tr>
<tr>
<td>6 Kt—B3</td>
<td>P×Kt</td>
</tr>
<tr>
<td>7 P—Q4</td>
<td>P—Q3</td>
</tr>
<tr>
<td>8 Kt—Q5</td>
<td>Q—Q2</td>
</tr>
<tr>
<td>9 Q×P</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>10 Q×P</td>
<td>Kt—Q1</td>
</tr>
<tr>
<td>11 Q—Kt3</td>
<td>P—QB3</td>
</tr>
</tbody>
</table>

435

This is one of the classic miniatures of chess literature. What an impression this brilliant victory made can be judged by what the book of the Hastings 1895 tournament said of Schlechter, "His memorable game with Fleissig influenced the Committee greatly in selecting him."

Vienna, 1895

<table>
<thead>
<tr>
<th>FLEISSIG</th>
<th>SCHLECHTER</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—QKt4</td>
<td>P—K3</td>
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<tr>
<td>2 B—Kt2</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>3 P—QR3</td>
<td>P—B4</td>
</tr>
<tr>
<td>4 P—Kt5</td>
<td>P—Q4</td>
</tr>
<tr>
<td>5 P—Q4</td>
<td>Q—R4ch</td>
</tr>
<tr>
<td>6 Kt—B3</td>
<td>Kt—K5</td>
</tr>
<tr>
<td>7 Q—Q3</td>
<td>P×P</td>
</tr>
<tr>
<td>8 Q×P</td>
<td>B—B4</td>
</tr>
<tr>
<td>9 Q×KtP</td>
<td>B×Pch</td>
</tr>
<tr>
<td>10 K—Q1</td>
<td>P—Q5!</td>
</tr>
</tbody>
</table>

Cutting off White’s Queen from communication with his Knight. The Knight must of course stay put, or 11 . . . Q—K8 mate would follow.

12 Q×Kt! R×Q
13 Kt—B6ch K—K2

Expecting 14 Kt×Q, B×Kt and Black is a piece up, but White fools him completely.

14 Kt×Rch!
11 Q×Rch K—K2
12 Q×B P×Kt
13 B—B1 Kt—Q2!

Offering the Queen more tid-bits.

14 Q×R Q×KtP
15 B—B4 Q—Q4ch
16 K—B1

Now comes a superb finish.

16 ... B—K6ch!
17 B×B Kt—B7!

And mate is forced after 18 B×Kt by 18 ... Q—K7ch 19 K—Kt1, Q—Q8ch 20 K—R2, Q×P mate.

436

Amateurs and masters alike must have improved their game tremendously after a session with Morphy. Here he seems to be giving a lesson in tactics. He illustrates the pin, applying pressure to the pin, adding more pressure, threatening a discovered attack, cutting off communication between two pieces and finally winning by discovered attack.

New York, 1857

MORPHY AMATEUR
(Remove White’s Queen Knight)

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—B4 B—B4
4 P—QKt4 B×P
5 P—B3 B—B4
6 O—O Kt—B3
7 P—Q4 P×P
8 P×P B—Kt3
9 B—R3 P—Q3
10 P—K5 Kt—K5
11 R—K1 P—Q4
12 B—Kt5 B—Kt5
13 R—QB1 Q—Q2
14 Q—R4 B×Kt
15 R(B1)×Kt O—O—O
16 P—K6!

To prevent 16 ... Q—Kt5.

16 ... P×P
17 R×B Resigns

If 17 ... P—B3 18 B×P, P×B 19 Q—R6ch and mate next.

437

This game becomes more impressive each time you play it over. There is such a quiet economy about the attack! Black does not seem to be in any great danger, until sud-
denly he realizes that he cannot stir hand or foot!

London, 1858

MORPHY
1 P—K4
2 Kt—KB3
3 B—B4
4 P—QKt4
5 P—B3
6 O—O
7 P—Q4
8 P×P
9 Kt—B3
10 P—K5
11 B—R3!
12 Q—Kt3
13 P×P

HAMPTON
P—K4
Kt—QB3
B—B4
B×P
B—B4
P—Q3
P×P
B—Kt3
Kt—B3
P×P
B—Kt5
B—R4

Not just to regain a Pawn, but to seize the Queen file.

13 . . .
14 QR—Q1
15 P—K6

Kt—KKt5
Q—B1

With an eye to 16 P×Pch and mate next.

15 . . .
16 Q—Kt5
17 B—Q5

P—B3
B—Kt3
Resigns

There is no way to prevent 18 B×Ktch or even 18 Q×Ktch, and quick mate.

Brussels, 1924

SOULTAN-BEIEFF
1 P—K4
2 Kt—KB3
3 B—Kt5
4 Kt—B3
5 O—O
6 Kt—Q5
7 P—Q4
8 B—Kt5

DEVREUSEE
P—K4
Kt—QB3
Kt—B3
B—Kt5
P—Q3
B—QB4
P×P
B—KKt5

All the Knights have now felt the pressure of the pin.

9 R—K1
10 B×QKt
11 Kt×Ktch
12 B—R4
13 Q—Q2!

O—O
P×B
P×Kt
R—K1

Threatening 14 Q—B4, 14 Q—R6 and 14 Kt×P.

13 . . .
14 P×B
15 K—R1
16 Q—R6
17 R—KKt1

B×Kt
R—K3
Q—K2
K—R1
Resigns

After 17 . . . R—KKt1 18 R×Rch, K×R 19 R—KKt1ch wins, and if 17 . . . Q—B1 18 B×Pch does it.

438

Both sides race to pin the other, both inflict doubled Pawns on the other, and both fight for the open Knight

439

Very often Morphy's opponents were just plain scared!
And no wonder! Whether they accepted sacrifices or spurned them, it didn't seem to matter. Morphy would still dream up a scintillating finish.

**New York, 1857**

**MORPHY**  
(Remove White's Queen Knight)

1 P—K4  
2 Kt—KB3  
3 P—Q4  
4 Kt×P  
5 B—QB4  
6 Kt×BP  
7 B×Ktch  

**AMATEUR**  
P—K4  
Kt—QB3  
Kt×P  
Kt—K3  
Kt—B3  
K×Kt  
K×B

It is too much to expect of a Knight-odds player that he see that 7 . . . P×B losing his Queen is the proper recapture, as a check by his Bishop regains the Queen, and leaves him a piece up in a simplified position.

8 P—K5  
9 O—O  
10 Q—Kt4ch  
11 B—Kt5  
12 QR—Q1  
13 Q—K4  
14 P—B4  
15 R×Kt  
16 R×B

**White announced mate in four, which he demonstrated so:**

18 R—Kt5ch  
P×R

Or 18 . . . K—R3  
19 R—R5ch, K—Kt3  
20 B—K3ch etc.

19 Q×Pch  
K—B2

20 Q—B5ch  
K—Kt1

21 Q—Q6 mate

**44°**

Despite the enormous odds of Rook and Knight which he gives, Morphy manages to throw in two more pieces before he inflicts a pretty pin mate with a Pawn!

**New Orleans, 1856**

**MORPHY**  
(Remove White's Queen Rook and Queen Knight)

1 P—K4  
2 P—KB4  
3 Kt—KB3  
4 B—B4  
5 P—Q4  
6 B×QP  
7 B×P(B7)ch

**KNIGHT**  
P—K4  
P×P  
P—KKt4  
Q—K2  
P—Q4  
P—QB3  
Q×B
8 Kt—K5 Q—B3  
9 Q—R5ch K—K2  
10 P—KR4 P×P  
11 O—O B—R3  
12 P—QKt3 Kt—Q2  
13 B—R3ch P—B4  
14 R—Q1 Kt×Kt  
15 B×Pch K—K3

On other King moves, 16 P×Ktch wins Knight and Queen.  
16 Q—K8ch Kt—K2  
17 P—Q5 mate!

441

Long considered a Morphy gem, this game has far more value than as a mere brilliancy. In all the vast literature of chess there is no game which equals this one in clear, simple instruction in basic principles. In seventeen moves we see such tactical themes as double attack, the pin, sacrifice of a Knight, Castling with gain of tempo, adding pressure to a pin, sacrifice of the exchange, and (fortissimo) sacrifice of the Queen to force checkmate. Sprinkled throughout are moves that snipe—captures or checks which cut down the choice of reply. Strategic concepts, such as rapid development of the pieces, interference with the opponent’s development, centralization, occupation of the open files, and control of the long diagonals are all graphically demonstrated.

No wonder Marshall called this “The most famous game of all time!”

Paris, 1858

<table>
<thead>
<tr>
<th>MORPHY</th>
<th>BRUNSWICK</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
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<tr>
<td>2 Kt—KB3</td>
<td>P—Q3</td>
</tr>
<tr>
<td>3 P—Q4</td>
<td>B—Kt5</td>
</tr>
</tbody>
</table>

Knights before Bishops! Morphy punishes this infraction of the maxim by forcing the Bishop to exchange, and lose time.

4 P×P B×Kt

If 4 . . . P×P 5 Q×Qch wins a Pawn.

5 Q×B P×P
6 B—QB4 Kt—KB3
7 Q—QKt3

Now threatening 8 B×Pch, K—Q2 9 Q—K6 mate.

7 . . . Q—K2
8 Kt—B3 P—B3
9 B—KKt5 P—Kt4
10 Kt×P! P×Kt
11 B×KtPch QKt—Q2
12 O—O O

The right way to Castle, as the Rook bears down on the pinned Knight without loss of time.

12 . . . R—Q1
Not 12 ... O—O—O as 13 B—R6ch, K—B2 14 Q—Kt7 is mate.

13 R×Kt!

Again to gain time for the other Rook to strike.

13 ... R×R
14 R—Q1 Q—K3

Unpinning his Knight so that it may defend his Rook.

15 B×Rch Kt×B
16 Q—Kt8ch! Kt×Q
17 R—Q8 mate!

442

DENKER’s simultaneous exhibitions are rich in combinations, and bristle with sacrifices—just as though he were a nineteenth century gambiteer. Had Denker been born a hundred years earlier, I am sure you would have found him at the Café de la Regence, rattling off dozens of games with a kindred soul, Labourdonnais.

Rochester, 1945

DENKER

(Simultaneous)

1 P—K4 P—K4
2 B—B4 B—B4
3 P—QKt4 B×P
4 P—QB3 B—B4
5 P—Q4 P×P
6 Kt—B3 Kt—KB3
7 P—K5 Kt—K5
8 O—O Kt×QBP
9 Kt×Kt P×Kt
10 B—KKt5 B—K2
11 Q—Q5 R—B1
12 B—B6! P×B
13 P×P B×P

If 13 ... P—B3 14 Q—KR5, P—Q4 15 KR—K1 wins.
14 KR—K1ch B—K2
15 Kt—Kt5! P—QB3
16 Kt×BP! P×K

Plumps right into it. But if 16 ... Q—B2 17 R×Bch, K×R
18 R—K1ch, K—B3 19 Q—Kt5 mate.

17 Kt—Q6 mate

Denker says, “The spectators enjoyed this one.”

443

The father of “the stormy petrel of the chess world” must have had something on the ball, too. He puts the finishing touch to this game with a cute fillip.
1000 Best Short Games of Chess

Riga, 1899

S. NIMZOVICH NEUMANN

1 P—K4 P—K4
2 P—KB4 P×P
3 Kt—KB3 P—KKt4
4 B—B4 P—Kt5
5 O—O P×Kt
6 Q×P Q—B3
7 P—Q3 B—Kt2
8 Kt—B3 Kt—B3
9 B×P Kt—Q5
10 Q—B2 P—Q3
11 Kt—Q5 Q—Q1
12 P—K5 P—QB3
13 B—KKt5! Q—Q2

If 13 ... Q×B 14 Q×Pch, K—Q1 15 P×P and White wins easily.

14 Kt—B7ch Q×Kt
15 B×Pch K—Q2
16 Q—B5ch! Kt×Q
17 P—K6 mate!

3 B—Kt5 P—QR3
4 B—R4 Kt—B3
5 O—O Kt×P
6 R—K1 Kt—B4
7 Kt×P Kt—K3
8 P—Q4 P—QKt4
9 B—Kt3 QKt×P
10 Q×Kt! Kt×Q
11 B×Pch K—K2
12 B—Kt5ch K—Q3
13 B×Q Kt×P

Has White overlooked something?

14 R—Q1ch! K×Kt
15 R—Q5ch K—B5
16 B—Kt5ch K—Kt5
17 P—KR3 mate

444

White had to see further ahead than the Queen sacrifice, as he gets his Queen back quickly. He had to provide for a subsequent offer of the Knight, and this gives the game its interest.

Basle, 1900

D. DUHM A. DUHM

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3

445

THOROLD plays it in bright and lively style, conjuring up a checkmate which is exciting. The Queen swoops down on the Rook like a hawk pouncing on a chicken.

Yorkshire, 1882

THOROLD AMATEUR
(Repeat White’s Queen Knight)

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—B4 B—B4
4 P—QKt4 B×P
5 P—B3 B—B4
6 O—O Kt—B3
7 P—Q4 P×P
8 P×P B—Kt3
9 P–K5 P–Q4
10 P×Kt P×B
11 R–K1ch K–B1

If 11... B–K3 12 P–Q5 wins a piece, or if 11... K–Q2 12 P–Q5, Kt–R4 13 Kt–K5ch, K–Q3 14 Kt×KBPch winning the Queen.

12 B–R3ch K–Kt1
13 P×P K×P
14 P–Q5 Kt–R4
15 B–K7 Q–Q2
16 Q–Q2

Threatening mate at Kt5.

16... Q–Kt5
17 Q–B3ch K–Kt1

White announced mate in three, as follows:

18 Q×Rch! K×Q
19 B–B6ch K–Kt1
20 R–K8 mate

sacrifice opens up the way “tout suite” and the Bishop becomes an important actor in the mating threat.

London, 1899

BLACKBURNE

(Blindfold) AMATEUR

1 P–K4 P–K4
2 P–KB4 P–Q4
3 P×QP P–K5
4 Kt–QB3 Kt–KB3
5 P–Q3 P×P
6 B×P B–QKt5
7 KKt–K2 Q×P
8 O–O B×Kt
9 Kt×B Q–B4ch
10 K–R1 O–O
11 P–B5 Kt–B3
12 B–KKt5 Kt–K4
13 B×Kt P×B
14 Kt–K4 Q–K2
15 Q–R5

Threatening 16 Q–R6 followed by 17 Kt×Pch.

15... K–R1

Watch the Bishop come to life!

16 Kt–Kt5! P×Kt
17 P–B6 Resigns

446

The path of his King Bishop is blocked, but that does not faze Blackburne. A forcing

447

BLACK forgets that he is a Queen-odds player, and attacks with vigor (if not with
complete accuracy). His opponent takes it in stride though, as he has looked a bit ahead and prepared a neat little counter-combination.

Philadelphia, 1881

REICHHELM AMATEUR
(Remove White's Queen)

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—B4 Kt—B3
4 P—Q4 Kt×KP
5 P×P B—B4
6 O—O B×Pch
7 K—R1 O—O
8 B—Q5 Kt—Kt6ch
9 P×Kt B×P
10 Kt—B3 Kt×P
11 B—Kt5 Q—K1
12 Kt—K4 Kt×Kt
13 R×Kt Q—K4
14 R×B Q×B(Q4)
15 Kt—B6ch! P×Kt
16 B×Pch Q—Kt4
17 R×Q mate

At ten seconds a move, Tennen's Muse is definitely not dawdling. She inspires him to put a piece en prise, then two, then three! The finish is truly artistic. If White captures any of the three pieces hovering about his King, the other two checkmate him!

New York, 1923

FIELD TENNER
1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—B4 Kt—B3
4 Kt—Kt5 P—Q4
5 P×P Kt—QR4
6 P—Q3 P—KR3
7 Kt—KB3 P—K5
8 Q—K2 Kt×B
9 P×Kt B—QB4
10 O—O O—O
11 KKt—Q2 B—KKt5
12 Q—K1 Q—Q2
13 Kt—Kt3 B—B6!
14 B—B4 Q—Kt5
15 B—Kt3 Kt—R4

Threatening 16 ... Kt×B 17 RP×Kt, Q×P. White cannot chase the Queen by 16 P—KR3 as 16 ... Q×B wins.

16 Kt×B

No better is 16 K—R1, B×Pch 17 K×B, Q—B6ch 18 K—Kt1, Kt×B 19 RP×Kt, Q×KtPch 20 K—R1, Q—R6ch 21 K—Kt1, B—Q3 22 P—B4, P×P e.p. 23 Q—Q2, B—B5 24 Q—B2, B—K6 and wins.

16 ... Kt—B5
17 Kt×KP

Or 17 P×B, Q—R6 18 B×Kt, P×P and Black mates next move.

17 ... Q—R6!
Brilliant and unanswerable! If 17 P×Q, Kt×P is mate. If 17 P×B, Q—Kt7 is mate, and finally if 17 B×Kt, Q×KtP still spells mate.

449
One bold leap by the Knight, and Black instantly resigns! The Knight was threatening mate, and attacking Queen and Rook—practically winning the game all by himself!

Prague, 1913

<table>
<thead>
<tr>
<th>POKORNY</th>
<th>MITOVSKY</th>
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</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—QB3</td>
</tr>
<tr>
<td>2 P—Q4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>3 P×P</td>
<td>Q×P</td>
</tr>
<tr>
<td>4 Kt—QB3</td>
<td>Q—QR4</td>
</tr>
<tr>
<td>5 B—QB4</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>6 Kt—B3</td>
<td>B—Kt5</td>
</tr>
<tr>
<td>7 B—Q2</td>
<td>P—K3</td>
</tr>
<tr>
<td>8 Kt—K2</td>
<td>Q—B2</td>
</tr>
<tr>
<td>9 Kt—K5</td>
<td>B—KB4</td>
</tr>
<tr>
<td>10 Kt—Kt3</td>
<td>B—Kt3</td>
</tr>
<tr>
<td>11 O—O</td>
<td>B—Q3</td>
</tr>
<tr>
<td>12 P—B4</td>
<td>QKt—Q2</td>
</tr>
</tbody>
</table>

| 13 P—B5 | P×P |
| 14 Kt(Kt3)| O—O—O |
| 15 Kt×Bch | Q×Kt |
| 16 B—B4 | Q—Kt5 |
| 17 Kt×QBP! | Resigns |

If 17 ... P×Kt 18 B—R6ch wins, and if 17 ... Q—R5 (to prevent 18 Kt×P mate) then 18 Kt—K7 is mate.

450
Black manages to save both his Rooks from the danger of a Knight fork, but discovers to his horror that his King and Queen are now to be the victims!

Olomouci, 1914

<table>
<thead>
<tr>
<th>GENTTNER</th>
<th>WAGNER</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K3</td>
</tr>
<tr>
<td>2 P—Q4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>3 Kt—QB3</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>4 P—K5</td>
<td>KKt—Q2</td>
</tr>
<tr>
<td>5 Q—Kt4</td>
<td>P—QB4</td>
</tr>
<tr>
<td>6 Kt—B3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>7 B—QKt5</td>
<td>P×P</td>
</tr>
<tr>
<td>8 Kt(KB3)</td>
<td>Kt(B3)×P</td>
</tr>
<tr>
<td>9 Q—Kt3</td>
<td>Kt—KKt3</td>
</tr>
<tr>
<td>10 P—KR4</td>
<td>P—QR3</td>
</tr>
<tr>
<td>11 P—R5</td>
<td>Kt—K2</td>
</tr>
</tbody>
</table>

If 11 ... P×B 12 P×Kt, BP×P 13 R×P, R×R 14 Q×Pch, K—K2 15 Q×KP mate.

| 12 B—Kt5 | P—R3 |
A nice refutation of 12...

P×B is 13 Kt(B3)×KtP, Q—
R4ch 14 P—Kt4, Q×Pch 15
P—B3, Q—Kt7 16 Kt—Q6ch,
K—Q1 17 Kt×BPch, K—K1 18
Kt—Q6ch, K—Q1 19 Kt×KP
mate!

13 B—KR4  Q—Kt3
14 O—O—O  P×B
15 Kt(Q4)×KtP

Menacing one Rook by 16
Kt—B7ch, and the other by 16
Kt—Q6ch, K—Q1 17 Kt×BPch.

15...  P—K4
16 R×P!  Kt×R
17 Kt×Kt  Resigns

The mate threat at B7 will cost
Black his Queen.

451

NAPIER could be as witty playing
chess as writing about the
game. In this “nimble thing”
his Queen sacrifice is attrac-
tive, as he boxes up Black’s
King completely.

Hastings, 1904

NAPIER  AMATEUR

1  P—K4  P—K4
2  P—KB4  P×P
3  Kt—KB3  P—Kkt4
4  P—KR4  P—Kt5
5  Kt—Kt5  P—KR3
6  Kt×P  K×Kt
7  P—Q4  P—Q4
8  B×P  B—Kt2
9  Kt—B3  P×P
10 B—B4ch  K—Kt3
11 P—R5ch  K—R2
12 Kt×P  Q×P
13 B—Q3  B—B4
14 Q×P  Q—Q2

Two ways of committing sui-
cide are 14... B×Q 15 Kt—
B6 mate, and 14... B×Kt 15
Q—Kt6ch, B×Q 16 B×B mate.

15 Q—Kt6ch!  B×Q
16 Kt—Kt5ch  P×Kt
17 P×B mate

452

A Pawn push, nipping at
Black’s Knight, must have in-
furiated him! Three moves
later, the very same Knight
retaliates by triumphantly
screaming out, “Checkmate!”

Munich, 1895

VARAIN  SALMINER

1  P—K4  P—K4
2  Kt—KB3  Kt—QB3
3  B—Kt5  Kt—B3
4  O—O  P—Q3
5  P—Q4  P×P
6  Kt×P  B—Q2
7  Kt—QB3  B—K2
8  P—B4  O—O
9  B—K3  Q—K1
10 Kt×Kt  B×Kt
11 B—Q3  Q—Q2
12 B—Q4  KR—K1
13 K—R1  P—KR3
14 P—K5
This leads to disaster—which comes on the double!

14 ... Q—R6!
15 Kt—K4

Or 15 R—B2, Kt—Kt5 winning.

15 ...
16 P×Q
17 K—Kt1
Kt×Kt
Kt—B7ch
Kt×P mate

453

Black loses the exchange in a midgame flurry. He decides to fight it out, but an insidious pin puts an end to that notion.

Amsterdam, 1939

FONTEIN  TOL

1 P—Q4  Kt—KB3
2 Kt—KB3  P—QKt3
3 P—B4  P—K3
4 P—K3  B—Kt2
5 B—Q3  P—B4
6 O—O  B—K2
7 Kt—B3  P×P
8 P×P  O—O
9 P—Q5  P—Q3
10 Kt—Q4  P×P
11 P×P  QKt—Q2

Two little traps: if 11 ...
Kt×P 12 Kt×Kt, B×Kt 13 Q—R5 wins material, and if 11 ...
B×P 12 Kt×B, Kt×Kt 13 B—K4 does likewise.

12 Kt—B5  R—K1
13 B—KB4  Kt—K4
14 B—QKt5!  KKt—Q2

On 14 ... R—KB1 15 B×Kt, P×B 16 P—Q6 wins a piece.
15 B×Kt

Prepared to refute 15 ...
P×B with 16 B×Kt, Q×B 17 Q—Kt4! threatening mate at Kt7, and the Queen by 18 Kt—R6ch.

15 ...
16 B×R  Q×B
17 R—K1!  Resigns

This was the most unkindest cut of all! The pin can be felt all the way up to the Queen! The threat is 18 Kt×Bch, Q×Kt 19 P—B4. If 17 ... B—KB1 18 P—B4, or if 17 ... B—Kt4 18 Kt×QP, Q moves 19 Kt×B, Q×Kt 20 R×Kt wins.

454

KMOCH simply moves his pieces up, up, up, with never a backward movement—even when his Queen is attacked!

Apparently this is the proper treatment of the Grunfeld, as he tears the defense to bits!

Amsterdam, 1939

KMOCH  PRINS

1 P—Q4  Kt—KB3
2 P—QB4  P—KKt3
3 Kt—QB3  P—Q4
4 Kt—B3    B—Kt2
5 Q—Kt3    P×P
6 Q×BP     O—O
7 P—K4     P—Kt3
8 P—K5     B—K3
9 P×Kt!    B×Q
10 P×B     K×P
11 B×B     Kt—B3
12 B—K3    Kt—Kt5
13 O—O     Kt—B7
14 QR—Q1   Kt×B
15 P×Kt    P—QB4
16 Kt—Kt5

Threatening 17 B×P, R×B 18 Kt—K6ch winning the Queen.

16 ...    P—K3

Blocks the Bishop, but Kmoch has other resources.

17 R×Pch!

Resigns

If 17 ... R×R 18 Kt×KPch wins the Queen, and if 17 ... K—R3 18 R×Pch, K×Kt 19 P—KR4ch, K—Kt5 20 B—K2ch, and White wins as he pleases.

1000 Best Short Games of Chess

3 Kt—QB3  P—QKt4
4 B×KtP    B—B4
5 P—Q3     P—B3
6 B—QB4    Q—Kt3
7 Q—K2     P—Q4
8 P×P      O—O

All in vigorous Anderssen style—Morphy was completely unknown then!

9 Kt—K4    Kt×Kt
10 P×Kt    B×Pch
11 Q×B     Q—Kt5ch
12 B—Q2    Q×B(B5)
13 Q—B3    P—KB4
14 P×P

This opens the position—for the enemy!

14 ...    B×P
15 Q—KKt3

Gets his Queen out of the line of fire, but unwittingly sets the stage for a brilliancy.

15 ...    Q—B8ch!
16 K×Q     B—Q6ch
17 K—K1    R—B8

mate!

455

Black is happy to give away his Queen for the sake of a double check. Very few Kings survive its effects!

London, 1846

Schulten    Horwitz
1 P—K4     P—K4
2 B—B4     Kt—KB3

456

It seems strange to see Nimzovich—exponent of subtle strategy in the midgame and master of delicate nuances in the endgame—go in for a straightforward King side attack. But this was Blitz chess, and at five seconds a move.
styles of chess masters are subject to change without notice.

Carlsbad, 1911

TARTAKOWER

NIMZOVICH

1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 Kt—B3  Kt—B3
4 B—Kt5  B—Kt5
5 O—O  Kt—Q5
6 Kt×Kt  P×Kt
7 P—K5  P×Kt
8 QP×P  B—K2
9 P×Kt  B×P
10 R—K1ch  K—B1
11 B—QB4  P—Q3
12 Q—R5  P—KKt3
13 B—R6ch  B—Kt2

Forced, as after 13 ... K—Kt1 14 B×Pch, K×B 15 Q—Q5ch and mate next move.

14 Q—B3  Q—Q2
15 Q—KB6!  R—KKt1
16 B×Bch  R×B
17 B×P!  Resigns

As 17 ... R×B 18 Q—R8 is mate, and if 17 ... Q×B 18 Q—Q8ch followed by mate.

Vienna, 1905

LOWY

AMATEUR

1 P—K4  P—K4
2 Kt—QB3  Kt—KB3
3 P—B4  P—Q4
4 BP×P  Kt×P
5 Kt—B3  Kt—QB3
6 B—Q3  P—B4
7 P×P e.p.  Kt×BP
8 O—O  B—B4ch
9 K—R1  O—O
10 B—Kt5  Kt—KKt5
11 B×Kt  P×B
12 P—Q4

At last! But he's just in time to be too late!

12 ...  B—Q3
13 P—KR3  B—R3
14 P×Kt  B×R
15 Q×B  R×Kt
16 Q—K1

Taking the Rook loses: if 16 P×R, Q—R5ch and mate at R7, and if 16 Q×R, Q—R5ch 17 K—Kt1, (17 Q—R3, Q×K8 mate) Q—K8ch 18 Q×B1, B—R7ch winning the Queen.

16 ...  Q—R5ch!
17 Q×Q  R—B8 mate

457

BLACK offers his Rook so that his Queen can break in. When the gift is refused, he offers his Queen so his Rook can crash through!

The principles of development should be followed, but not blindly! Here, White's King Castles (trustingly) and is immediately assailed by ruffians.
Berlin, 1897

ZINKL
(Blindfold)

FUTTERER

1 P—K4       P—K4
2 Kt—KB3      Kt—QB3
3 B—B4        Kt—B3
4 Kt—Kt5      P—Q4
5 P×P         Kt—QR4
6 P—Q3        P—KR3
7 Kt—KB3      B—Q3
8 P—B3        O—O
9 P—QKt4      Kt×B
10 P×Kt       P—B4
11 P—QR3      P—K5
12 KKt—Q2     R—K1
13 O—O

This meets with a rude reception.

13 ...       B×Pch!
14 K×B

If 14 K—R1, Kt—Kt5 followed by 15 ... Q—R5.

14 ...        Kt—Kt5ch
15 K—Kt3      Q—Q3ch
16 P—B4       P×P e.p.ch
17 K×P        R—K6

mate

This was one of six blindfold games played simultaneously.

1000 Best Short Games of Chess

Munich, 1936

NAPOLITANO    HEILIMO

1 P—Q4        Kt—KB3
2 P—QB4       P—K3
3 Kt—QB3      B—Kt5
4 Q—B2        P—Q3
5 B—Kt5       Kt—B3
6 Kt—B3       O—O
7 P—K3        R—K1
8 B—Q3        P—KR3
9 B—R4        P—K4
10 P×P        Kt×P
11 Kt×Kt      P×Kt
12 O—O—O!     B—Q2

How else guard against 13 B—R7ch, winning the Queen? If 11 ... Q—K2 12 Kt—Q5 is murderous. The Queen would have to protect the Bishop, the QBP and the Knight. If 12 ... Q—Q3 13 Kt×Ktch, P×Kt 14 B—R7ch, and the Queen falls.

13 B—R7ch     K—R1
14 B×Kt       P×B
15 B—B5       R—K3

Black’s game collapses also after 15 ... B×B 16 Q×B, Q—K2 17 Kt—Q5, as well as on 15 ... R—K2 16 Kt—Q5, B×B 17 Q×B, B—Q3 18 Kt×KBP, K—Kt2 19 Q—R7ch, K×Kt 20 Q×RPch, K—B4 21 P—
K4ch, K×P 22 P—B3ch, K—B4
23 P—KKt4 mate.

16 B×R
17 Q—Q3

Resigns

If 17 . . . B—Q3 18 P—B5
wins a Bishop.

Hoping to escape the worst
after 15 RP×Kt by 15 . . . K—R1, but . . .

While Marshall is frantically
exchanging pieces, his oppo-
nent rudely interrupts the
proceedings. He brings news
of a checkmate.

Chicago, 1899

JOHNSTON

1 P—Q4
2 P—QB4
3 Kt—QB3
4 Kt—B3
5 B—B4
6 B—Kt3
7 P—K3
8 B—Q3
9 P—QR3
10 R—QB1
11 P×P
12 Kt×P!

Steals a Pawn. Black cannot
go in for 12 . . . B×B 13
RP×B, Q×Kt on account of the
pin 14 B—B4.

12 . . .
13 B—QB4
14 P×Kt

KT×QP
KT×Ktch
KT×B

Marshall

P—Q4
P—K3
Kt—QB3
Kt—B3
B—Q3
Kt—K5
O—O
P—B4
P—QKt3
B—Kt2
P×P

It is mate next move.

Two pretty sacrifices which
must be accepted transform
Black’s first rank into the
“vulnerable first rank.” The
defenders are lured away, and
the Rook enters with a flour-
ish of trumpets.

Vienna, 1913

ONDERKA

1 P—Q4
2 Kt—QB3
3 P—K4
4 B—QB4
5 P—B3
7 B—KKt5

AMATEUR

P—Q4
Kt—KB3
P×P
B—Kt5
P×P
P—K3
P—B4
8 O—O  B×Kt
9 Q×B  Q×Pch
10 K—R1  Kt—B3

Not 10 . . . Q×B as 11 Q×P is fatal.

11 QR—Q1!  Q×B
12 B×Kt  P—K4

Clearly if 12 . . . P×B 13 Q×P, attacking the Rook and also threatening mate wins for White.

13 B—Kt5  Q—K3

![Chessboard diagram]

14 Kt—Kt5!  R—B1
15 Kt—B7ch!  R×Kt
16 Q×Ktch!  R×Q
17 R—Q8 mate

Leipzig, 1916

**CANAL**

| 1 P—K4 | P—K3 |
| 2 P—Q4 | P—Q4 |
| 3 Kt—QB3 | Kt—KB3 |
| 4 B—KKt5 | B—Kt5 |
| 5 P×P | P×P |
| 6 B—Q3 | Kt—B3 |
| 7 KKt—K2 | O—O |
| 8 O—O | B—K2 |
| 9 R—K1 | Kt—QKt5 |

To get “the two Bishops,” but he never gets the chance to enjoy the benefits thereof.

10 Kt—Kt3  Kt×B
11 Q×Kt  P—B3
12 Kt—R5  B—K3
13 Kt—B4  P—KR3
14 B×P!  P×B
15 R×B!

This, and not 15 Kt×B is the way to capture, as we shall see.

15 . . .  P×R
16 Q—Kt6ch  K—R1
17 Kt×KP  Resigns

The Royal Family is threatened, one member with capture, and the other with checkmate.

Amateurs are not the only victims of brilliances, as witness this game which the Wiener Schachzeitung identifies as Canal vs. A Master. Who played it I do not know, but he won’t rush to show it to his grandchildren.

Burn can be forgiven for letting Marshall have the opportunity to sacrifice a piece. Who would have suspected that a youngster playing in his first Master tournament,
would be imbued with such ferocity?

Paris, 1900

**MARSHALL** | **BURN**
---|---
1 P—Q4  & P—Q4
2 P—QB4  & P—K3
3 Kt—QB3  & Kt—KB3
4 B—Kt5  & B—K2
5 P—K3  & O—O
6 Kt—B3  & P—QKt3
7 B—Q3  & B—Kt2
8 P×P  & P×P
9 B×Kt  & B×B
10 P—KR4  & P—Kt3

The natural 10... Kt—Q2 would permit 11 B×Pch, K×B 12 Kt—KKt5ch, with a winning attack.

11 P—R5  & R—K1
12 P×P  & RP×P
13 Q—B2  & Kt—Q2

The right move was 13... K—Kt2.

14 B×P!  & P×B
15 Q×Pch  & B—Kt2

If 15... K—B1 16 Kt—KKt5, B×Kt (16... K—K2 17 R—R7ch, K—Q3 18 Kt—B7ch) 17 R—R8ch, K—K2 18 R—R7ch and mate next.

16 Kt—KKt5  & Q—B3
17 R—R8ch!

And mate next move.

464

Scheve starts off with the Giuoco Piano opening, but his opponent turns it into a Giuoco Furioso!

**Berlin, 1907**

**TEICHMANN** | **Scheve**
---|---
1 P—K4  & P—K4
2 Kt—KB3  & Kt—QB3
3 B—B4  & B—B4
4 P—B3  & Q—K2
5 O—O  & P—Q3
6 P—Q4  & B—Kt3
7 P—QR4  & P—QR3
8 P—R5  & B—R2
9 P—KR3

Fear of the pin, but he pays a heavy price for his phobia.

9...  & Kt—B3
10 P×P  & QKt×P
11 Kt×Kt  & Q×Kt
12 Kt—Q2  & B×RP!
13 P×B  & Q—Kt6ch
14 K—R1  & Q×Pch
15 K—Kt1  & Kt—Kt5
16 Kt—B3  Q—Kt6ch
17 K—R1  B×P

And mate cannot be prevented.

465

A clever sacrifice forces Black’s Bishop into an awkward situation. He stands in the way of the King’s flight, and shuts off other pieces from coming to his aid.

Munich, 1936

ENGELS    ZWETKOV

1 P—K4   P—K3
2 P—Q4   P—Q4
3 Kt—QB3  P×P
4 Kt×P   Kt—Q2
5 Kt—KB3  Kkt—B3
6 B—KKt5  B—K2
7 Kt—B3   P—B3
8 B—QB4  P—Kt4
9 B—Q3   B—Kt2
10 Q—K2   P—QR3
11 R—Q1   O—O
12 O—O   K—R1
13 Kt—K4  Q—Kt3
14 Kt—K5  QR—Q1
15 Kt(K5)×   R×Kt
           Kt1
16 Kt×Kt  P×Kt

If 16 ... B×Kt 17 Q—K4, P—Kt3 18 B×Bch wins.

17 B×BPch!

And forces mate after 17 ... B×B by 18 Q—K4.

AN EXPLOSIVE Queen sacrifice must have so startled Gibson that he forgot to resign! A moment later his poor King is smothered!

Southport, 1924

ATKINS    GIBSON

1 P—K4   P—K4
2 Kt—KB3  Kt—QB3
3 B—Kt5   P—QR3
4 B—R4   Kt—B3
5 O—O   Kt×P
6 P—Q4   P—QKt4
7 B—Kt3  P—Q4
8 P×P   B—K3
9 P—B3   B—K2
10 B—K3  O—O
11 QKt—Q2  P—B4
12 P×P e.p.  Kt×P(B3)
13 Kt—Kt5  B—KB4
14 QKt—K4!  Kt×Kt

Or 14 ... B×Kt 15 Kt×B, Kt×Kt (Black must lose at least a Pawn) 16 B×Pch, K—R1 17 B×Kt(B6) and White wins.
15 Q×Pch K—R1
16 Q—Kt8ch! R×Q
17 Kt—B7 mate

**467**

**BLACKBURN** ripples off a whole cluster of brilliant moves in staccato style, in this bewildering beauty.

**Hastings, 1892**

<table>
<thead>
<tr>
<th>BLACKBURN</th>
<th>COLBOURNE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>3 Q×P</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>4 Q—K3</td>
<td>P—KKt3</td>
</tr>
<tr>
<td>5 B—Q2</td>
<td>B—Kt2</td>
</tr>
<tr>
<td>6 Kt—QB3</td>
<td>KKt—K2</td>
</tr>
<tr>
<td>7 O—O—O</td>
<td>O—O</td>
</tr>
<tr>
<td>8 P—B4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>9 P×P</td>
<td>Kt—Kt5</td>
</tr>
<tr>
<td>10 B—B4</td>
<td>B—B4</td>
</tr>
<tr>
<td>11 B—Kt3</td>
<td>Kt(K2)×P</td>
</tr>
<tr>
<td>12 Kt×Kt</td>
<td>Kt×Kt</td>
</tr>
<tr>
<td>13 Q—KB3</td>
<td>Q—B3</td>
</tr>
<tr>
<td>14 P—B3</td>
<td>Kt—Kt5</td>
</tr>
</tbody>
</table>

Threat: 15 ... Kt—Q6ch 16 K—Kt1, Kt—K4ch winning the Queen.

15 B—B4 Q—R3!
16 P—Kt4 Q×P!
17 B—K3 B(Kt2)×P!

Three threats of mate on the move are much too much for White, who gave up any further struggle.

**468**

Winning a Rook for a Knight is definitely shrewd trading, but before capturing (and this is a lesson in technique) Marshall takes a quick look around, and finds a better move!

**New York, 1922**

<table>
<thead>
<tr>
<th>MARSHALL</th>
<th>GROSSMAN</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K3</td>
</tr>
<tr>
<td>2 P—Q4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>3 Kt—QB3</td>
<td>P×P</td>
</tr>
<tr>
<td>4 Kt×P</td>
<td>Kt—Q2</td>
</tr>
<tr>
<td>5 Kt—KB3</td>
<td>B—K2</td>
</tr>
<tr>
<td>6 B—Q3</td>
<td>KKt—B3</td>
</tr>
<tr>
<td>7 Kt×Ktch</td>
<td>Kt×Kt</td>
</tr>
<tr>
<td>8 Kt—K5</td>
<td>O—O</td>
</tr>
<tr>
<td>9 O—O</td>
<td>P—B4</td>
</tr>
<tr>
<td>10 P×P</td>
<td>B×P</td>
</tr>
<tr>
<td>11 B—KKt5</td>
<td>B—K2</td>
</tr>
<tr>
<td>12 Q—B3</td>
<td>Q—Q4</td>
</tr>
<tr>
<td>13 Q—K2</td>
<td>P×QKt3</td>
</tr>
<tr>
<td>14 QR—Q1</td>
<td>Q—B4</td>
</tr>
<tr>
<td>15 B×Kt</td>
<td>B×B</td>
</tr>
<tr>
<td>16 Q—K4</td>
<td>P—Kt3</td>
</tr>
<tr>
<td>17 Kt—Kt4!</td>
<td></td>
</tr>
</tbody>
</table>

This wins a whole piece, and of course the game.

**469**

Pollock it was who said, "It is no easy matter to reply correctly to Lasker's bad moves."
Tarrasch he called, "the Nuremberg medicine man." Elsewhere he advised, "The King should not always be checked to death, or he may escape alive." And away back in the Gay Nineties he coined the phrase, "the double-Bishop racket."

Something of his wit comes through in his games, wherein (like Bird) he dares to be original and, as he says, to "take myself out of the books."

St. Louis, 1890

**HALLER**

1 P—K4
2 Kt—QB3
3 B—B4
4 Kt×Kt
5 Q—R5
6 Q×KPch
7 Kt—KB3
8 Q—B4
9 K—Q1
10 R—K1
11 P—QKt3
12 RP×P
13 R×P

If 13 K×Kt, Q—Q6ch 14 K—Kt2, Q×KP mate, or if 14 K—Q1, B×P is mate.

13 ... K—Kt1
14 Kt—K5 Q—Kt4
15 Kt—QB3 B×P!

**POLLOCK**

1 P—K4
2 Kt—KB3
3 B—B4
4 P—Q4
5 P×B
6 B—K3
7 Kt—B3
8 Kt—Kt5
9 Q—Q2
10 O—O
11 P×P
12 Kt×P1

Ready to answer 16 Kt×Q with 16 ... Kt—Q5, discovered check and mate.

16 B—Kt2 Kt—Kt5ch
17 K—B1 Q×Kt!

Delightful! After 18 Q×Q, (or 18 R×Q) Kt—Q6ch is a family check which leaves Black a piece up.

470

A premature attack by White's King side forces is easily repulsed. The counter-attack removes the aggressive pieces and leaves White's King without defenders. The finishing moves are vigorous and brilliant.

U.S.S.R., 1939

**OSMOLOWSKI**

1 P—K4
2 Kt—KB3
3 B—Kt5
4 B—R4
5 O—O
6 B—Kt3
7 Kt—Kt5
8 P×P
9 R—K1
10 R×Pch
11 P—KR3

Necessary, to stop 11 ... Kt—Kt5 attacking White's exposed pieces.

11 ... Kt—Q2
12 Kt×BP Q—B3!
13 KtxR    KtxR
14 P—Q3

If 14 Q—B1, Kt(K4)—B6ch
15 P×Kt, Kt×Pch 16 K—R1, Q—K4 17 K—K2t, (or 17 Q—
Kt2, Q—K8ch) B×Pch 18 K×B, Q—R4ch 19 K—K2, Q—Kt5ch
20 K—R1, R—K1 21 P—Q3, R—K8 22 Q×R, Q—R6 mate.

14 . . .    KtxB
15 RP×Kt    Q×Pch
16 K—R2    B—KKt5!
17 Q—R1

On 17 P×B, Q—R5 is mate.

17 . . .    Kt—B6
        mate

471

Tartakover heeds the injunction, “Examine moves that
smite!” His little combination nets him a profit of two
pieces.

Paris, 1932

<table>
<thead>
<tr>
<th>Tartakover</th>
<th>Salie</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>3 B—Kt5</td>
<td>P—QR3</td>
</tr>
<tr>
<td>4 B—R4</td>
<td>P—Q3</td>
</tr>
<tr>
<td>5 P—Q4</td>
<td>P—QKt4</td>
</tr>
<tr>
<td>6 B—Kt3</td>
<td>P×P</td>
</tr>
<tr>
<td>7 P—B3</td>
<td>B—K3</td>
</tr>
<tr>
<td>8 P×P</td>
<td>B×B</td>
</tr>
<tr>
<td>9 Q×B</td>
<td>P—KR3</td>
</tr>
<tr>
<td>10 O—O</td>
<td>B—K2</td>
</tr>
</tbody>
</table>

| 11 Kt—B3    | Kt—B3 |
| 12 P—K5     | P×P   |
| 13 P×P      | Kt—KR2|

The Doctor points out this curious alternative: 13 . . . Kt—
Kkt5 14 R—Q1, Q—B1 15 Q—
Q5, Kt—Kt5 16 Q—K4, and
each of White’s Rook Pawns
threatens to win a Knight!

14 R—Q1    Q—B1
15 Kt—Q5    O—O
16 Q—B3!

Striking at a fixed target. The
Knight dares not move, and leave
the Bishop unprotected.

16 . . .    Q—Kt2
17 Q×Kt!    Resigns

Whether he takes or not, Black
must lose another piece.

472

Abrahams is robbed of a beau-
tiful Queen sacrifice, so he
comes up with another—even
more brilliant!

Liverpool, 1929

<table>
<thead>
<tr>
<th>Amateur</th>
<th>Abrahams</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—Q4</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>2 P—QB4</td>
<td>P—K3</td>
</tr>
<tr>
<td>3 Kt—KB3</td>
<td>P—Q4</td>
</tr>
<tr>
<td>4 B—Kt5</td>
<td>P—KR3</td>
</tr>
<tr>
<td>5 B×Kt</td>
<td>Q×B</td>
</tr>
<tr>
<td>6 Kt—B3</td>
<td>B—Kt5</td>
</tr>
<tr>
<td>7 Q—Kt3</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>8 P—QR3</td>
<td>B—R4</td>
</tr>
<tr>
<td>9 P—K3</td>
<td>O—O</td>
</tr>
</tbody>
</table>
1000 Best Short Games of Chess

10 B—Q3  P—K4
11 BP×P  P×P
12 P×P  R—K1ch

Anticipating 13 B—K2 when he would electrify White with 13... R×Bch 14 K×R, Q×Ktch! 15 K×Q (or 15 P×Q) Kt×Pch, winning two pieces for a Rook.

4 P×QP  P×QP
5 Q×P  Q×P
6 Kt—B3  Q×Q
7 Kt×Q  P—QR3
8 P—KKt3  P—K4
9 Kt—Kt3  Kt—B3
10 B—Kt2  B—Q2
11 O—O  B—K2
12 B—Kt5!  O—O
13 KR—Q1  KR—Q1
14 B(Kt5)×  P×B

Kt

15 Kt—Q5

With two threats: 16 Kt—Kt6 attacking the Bishop once more, as well as the Rook, and 16 Kt×Bch, Kt×Kt 17 B×P winning a Pawn.

15... QR—Kt1
16 Kt—B5!

Now the idea is 17 Kt×Bch, Kt×Kt 18 Kt×B, or in reverse 17 Kt(B5)×B, R×Kt 18 Kt×Pch winning the exchange.

16... K—B1

On 16... B×Kt 17 Kt×Pch, K—Kt2 18 Kt×B again winning the exchange.

17 Kt×BP! Resigns

If Black takes either Knight, the other captures at Q7 winning the “ox,” and if 17... B—K1 18 Kt—Q7ch still comes in.

474

One of the most instructive features of Alekhine’s games is
the way he wrests the initiative from his opponents early in the fray. The skillful footwork of his Knights in this attack, is an extra added attraction.

St. Petersburg, 1912

POTEMKIN       ALEKHINE
1 P—K4          P—QB4
2 P—KKt3        P—KKt3
3 B—Kt2         B—Kt2
4 Kt—K2         Kt—QB3
5 P—QB3         Kt—B3
6 Kt—R3         P—Q4!
7 P×P           Kt×P
8 Kt—B2         O—O
9 P—Q4          P×P
10 P×P          B—Kt5
11 P—B3         B—B4

Threatening to win a Pawn by 12 . . . B×Kt 13 Q×B, Kt×P.

12 Kt—K3        Q—R4ch!
13 K—B2

On 13 B—Q2 or 13 Q—Q2, Kt×Kt wins a piece.

13 . . .          Kt(Q4)—Kt5

Now the idea is 14 . . . B—Q6 followed by 15 . . . B×Kt, and the Queen Pawn falls.

14 Kt×B          Q×Kt
15 P—KKt4        Kt—Q6ch
16 K—Kt3         Kt×QP!

Even an attack on his Queen does not divert Alekhine from his purpose, which is to remove the Queen Pawn. If now 17 Kt×Kt, Q—K4ch regaining his Knight with a Pawn ahead.

17 P×Q

The penalty for this act of lèse-majesté is severe.

Alekhine forced mate in three:

17 . . .          Kt×P
18 K—Kt4        P—R4ch
19 K—R3         Kt—B7

mate

475

Fifty years after his brilliant début in master chess, Tarrasch was still turning out beautiful games. Games such as this, where he sacrifices both Rooks, and then throws in his Queen!

Munich, 1932

AMATEUR       TARRASCH
1 P—K4          P—K4
2 Kt—KB3        Kt—QB3
1000 Best Short Games of Chess

3 B—Kt5  P—QR3
4 B—R4   Kt—B3
5 0—0    B—B4
6 Kt×P  Kt×P
7 Kt×Kt QP×Kt
8 Q×B3   Q—R5
9 Kt—B3 Kt×Kt
10 B×Pch P×B
11 Q×QBPch B—Q2!
12 Q×Rch K—K2
13 Q×R  Kt—K7ch
14 K—R1  B×P

Threatening mate on the move.

15 P—KR3 Q×Pch!
16 P×Q  B—B3ch
17 K—R2  B—Kt6

mate

8 Kt—Kt3  Kt×Bch
9 Q×Kt   P—KKt3

A natural reaction against the possibility of 10 Kt—B5, but he weakens his black squares and removes a support of his Knight. Spielmann takes both these factors into account.

10 O—O   P—B3
11 QR—K1  O—O
12 R×B

A subtle sacrifice to create a pin.

12 . . . Q×R
13 Q—B3   K—Kt2


14 Kt(B3)— P×Kt
         K4!
15 Kt×P  Q—K3

On 15 . . . Q×Kt, White can win the Queen with 16 B×Ktch or the King with 16 Q×Ktch followed by 17 B—R6.

16 B×Ktch K—Kt1
17 Q—B4  Resigns

The Queen will come in at R6 with fatal results.

477

SPIELMANN'S tactical exploitation of a pinned Knight is impressive, but his positional play against his opponent's weakened black squares is even more evidence of his great skill.

Vienna, 1926

SPIELMANN  WAHLE
1 P—K4 P—K3
2 P—Q4  P—Q4
3 Kt—QB3 Kt—KB3
4 P×P    P×P
5 B—KKt5 B—K2
6 B—Q3   Kt—B3
7 KKt—K2 Kt—QKt5

477

A sudden irruption by his Knight opens up the King file for White. It makes a beau-
tifful highway for his heavy pieces, who make use of it in turn to get to the King.

Correspondence, 1931

TATARKI  LAFORA
1 P—K4   P—QB4
2 B—B4   Kt—QB3
3 Kt—KB3  P—K3
4 Kt—B3   Kt—Q5
5 O—O    Kt—K2
6 P—Q3   Kt(K2)—B3
7 B—B4   P—QR3
8 Kt×Kt  Kt×Kt
9 R—K1   Q—B3
10 Q—Q2  Kt×P

Trusting in the fact that the Queen has a Bishop to defend, but things are not what they seem, as has been observed by someone before.

11 Kt—Q5! P×Kt
12 P×Pch Kt×R
13 R×Ktch B—K2

Or 13... K—Q1 14 B—KKt5 pinning the Queen.

14 B—KKt5 Q—KKt3
15 R×Bch K—B1
16 R—K8ch! K×R
17 Q—K3ch Resigns

Black must give up his Queen to avoid mate.

Correspondence, 1947

FORTH  COUSINS
(Decrease Black's King Bishop Pawn)

1 P—K4   Kt—KB3
2 Kt—QB3  P—K4
3 B—QB4   P—Q3
4 Kt—B3   B—Kt5
5 Q—K2   B—K2
6 P—Q3   Kt—B3
7 B—K3   Kt—QKt5
8 P—QR3  P—Q4
9 B×Kt   P×P
10 P×P   Kt—B3
11 Q—B4   B—R4
12 Kt—KKt5 R—KB1
13 Kt—K6   B—B2
14 Kt×Ktch K—Q2
15 Q—K6ch! B×Q
16 B×Bch K—Q3
17 Kt—Kt5 mate

478

When the odds-giver cannot make the pieces behave, it may well be due to the innate perversity of inanimate objects!

479

Quoting Franklin K. Young in THE GRAND TACTICS OF CHESS, "Considered by the critics the most brilliant Evans ever played at the odds of the Queen Knight."

We may quarrel with this appraisal, but we must admire the skilful adoption of this gambit by MacDonnell who had just been intro-
duced to it by its inventor, Captain Evans.

London, 1830

MACDONNELL AMATEUR
(Remove White's Queen Knight)

1 P—K4   P—K4
2 Kt—KB3  Kt—QB3
3 B—B4   B—B4
4 P—QKt4 B×P
5 P—B3   B—R4
6 O—O   Kt—B3
7 Q—B2   O—O
8 B—R3   R—K1
9 P—Q4   P—Q4
10 P×QP  KKt×P
11 P×P   Kt×BP
12 QR—Q1! Kt×R
13 R×Kt   B—Q2
14 B×Pch! K×B
15 R×Bch! Q×R
16 Kt—Kt5ch K—Kt1
17 Q×P mate

480

One Rook White gives up in normal style, but the other is sacrificed in brilliant enough manner to gladden the heart of any problem lover.

Mollet, 1935

CALDUCHE ALMEDA

1 P—K4   P—QB3
2 Kt—QB3  P—Q4
3 Kt—B3   P×P
4 Kt×P   B—B4
5 Kt—Kt3 B—Kt3
6 P—KR4 P—KR4
7 Kt—K5 P—K3
8 P—Q4 Kt—K2
9 B—KKt5 Q—R4ch
10 P—B3 Kt—B4
11 Kt×B P×Kt
12 Q—Kt3 Kt×QP
13 Q×KtP Kt—B7ch
14 K—Q2 Kt×R
15 B—Q3

Threatening mate on the spot.

15 . . .  Q—Q4

Which Black prevents by pinning the Bishop.

16 R—K1 B—Q3

17 R—K5!

An exquisite move! If 17 . . . B×R White's Queen mates instantaneously, and if 17 . . . Q×R White's liberated Bishop initiates the mate in two.

481

After a few conventional opening moves, both sides settle
back and watch a duel between King and Queen. The Queen wins the affair by a strange method. Single-handed, believe it or not, she surrounds the King!

Nice, 1928

<table>
<thead>
<tr>
<th>AMATEUR</th>
<th>SOLDATEN-KOV</th>
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<tbody>
<tr>
<td>1 P—Q4</td>
<td>Kt—KB3</td>
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<tr>
<td>2 P—QB4</td>
<td>P—K3</td>
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<tr>
<td>3 Kt—QB3</td>
<td>B—Kt5</td>
</tr>
<tr>
<td>4 B—Kt5</td>
<td>B×Ktch</td>
</tr>
<tr>
<td>5 P×B</td>
<td>P—B4</td>
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<tr>
<td>6 P—K3</td>
<td>Q—R4</td>
</tr>
<tr>
<td>7 Q—Kt3</td>
<td>Kt—K5</td>
</tr>
<tr>
<td>8 B—B4</td>
<td>Kt×QBP</td>
</tr>
<tr>
<td>9 B—Q3</td>
<td>Kt—K5ch</td>
</tr>
<tr>
<td>10 K—K2</td>
<td>Q—Q7ch</td>
</tr>
<tr>
<td>11 K—B3</td>
<td>Q×BPch</td>
</tr>
<tr>
<td>12 K×Kt</td>
<td>Q×KtPch</td>
</tr>
<tr>
<td>13 Kt—B3</td>
<td></td>
</tr>
</tbody>
</table>

There is no escaping by 13 K—K5 as 13 . . . P—B3ch 14 K—Q6, Q—B3 is mate.

13 . . . Q—Kt3ch
14 K—K5   Q—B3ch
15 K—Q6   Q—K2ch
16 K—K5

Or 16 K—B7, Kt—R3 mate.

16 . . . P—Q3ch
17 K—K4   P—B4

mate!

The King has close friends, but this time they are too close.

Jerusalem, 1928

| MARMOROSH               |
| (Simultaneous)          |
| POLANI                  |
| 1 P—K4                 |
| 2 Kt—QB3               |
| 3 P—B4                 |
| 4 BP×P                 |
| 5 Kt—B3                |
| 6 B—Q3                 |
| 7 QP×Kt                |
| 8 B—KKt5               |
| 9 P×P                  |
| 10 Q—K2ch              |
| 11 Kt—K5ch             |
| 12 B—R6ch              |

Not 12 . . . K×B as 13 Kt—B7ch winning the Queen is the penalty.

13 Q—B3

Intending 14 Q—Kt3ch.

13 . . . P×Kt
14 R—KB1 Q—R5ch

On 14 . . . Q—K2 (to guard B1 and B2) 15 Q—Kt3ch forces mate.

15 P—Kt3 Q—K2
16 Q×Pch B—K3
17 B—QB4!
Delightful, and instantly decisive. Black of course turned down his King in surrender.

483

Could Shipman have been reading King Richard II? Shakespeare has the King say, “And with a little pin bores through his castle wall, and farewell King!”

Cleveland, 1947

ROBBERTOV

1 P—K4
2 P—Q4
3 Kt—Q2
4 Ktt—B3
5 P—K5
6 P—B3
7 P×P
8 B—Q3
9 Q—K2
10 Kt—B1
11 B—KKt5
12 P×P
13 Kt×Kt
14 B—K3
15 Q—B2

On 15 P—B3, Ktt×Pch 16 P×Kt, B×P is painful.

15 ... Kt×Bch
16 Q×Kt QR—K1
17 Q—Q2 P—Q5!

This stroke at the pinned Bishop is a little lesson in the power of the pin. If 18 Q×P, Q×BP is mate, and if 18 P×P, B—Kt5! 19 Q×B, Q×BP still spells mate. White must lose a piece, and the game.

484

Reshevsky directs his attacks at the Queen side, but switches like a flash to the King side to surprise his opponent with a snappy mate. Such duplicity in an eight year old!

Hanover, 1920

Reshevsky

(Simultaneous)

TRAUBE

1 P—KB4
2 Kt—KB3
3 P—KKt3
4 B—Kt2
5 P—Q4
6 Kt—K5
7 B—K3
8 P—QR3
9 Kt—Q2
10 P—B4
11 P—QKt4
12 Kt×P!

A temporary loan, whose value might be missed by an older, but less alert player.

12 ... Kt×Kt
13 P×P P×P

On 13 ... Kt—K2 14 P×P is good enough to win.
14 B×P  B—Kt2
15 Q—B2

The object, pressure on the Knight, is clear. But there is more to Sammy’s move than the obvious threat.

15  ...  R—QB1
16 Q—Kt6ch  K—K2
17 Q—B7 mate

485

Baker snips off a Pawn, confident that he can refute the combination that he expects in reply. To his dismay Kashdan transposes the order of moves, and the combination with a deadly Knight fork at its tail end, lays him low.

New York, 1942

KASHDAN       BAKER
1  P—K4        P—QB4
2  Kt—KB3      P—Q3
3  P—Q4        P×P
4  Kt×P        Kt—KB3
5  Kt—QB3      P—QR3
6  B—K2        Q—B2
7  O—O         P—QKt4
8  P—B4        P—Kt5
9  Kt—Q5       Kt×Kt
10  P×Kt       P—Kt3
11  B—K3       B—QKt2
12  B—B3       B—Kt2
13  Q—Q2       P—QR4
14  P—QR3      Kt—R3

15  P×P        Kt×P
16  P—B3       Kt×P

Intending to parry 17 Kt—Kt5 with 17  ...  Q—B5 18 B×Kt, Q×Kt, with a Pawn up, but Kash fools him.

17  B×Kt!       Resigns

Now he sees the light: if 17  ...  B×B 18 Kt—Kt5, Q—B5 19 Q×B! Q×Q 20 Kt—B7ch, and wins the Queen back with a Knight ahead.

486

What Marshall lightly dismissed as “swindles” very often were based on what Hoffer referred to as “The proverbial combination expected by the stronger player, who sees farther ahead than his opponent.”

New York, 1917

FREIRE       MARSHALL
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       O—O
8  P—B3        P—Q4
9  P×P         P—K5
10  P×Kt       P×Kt
11  P—Q4       P×P
12  B—KB4       B—KKt5
White must have felt pretty chippy with a Pawn in his pocket and two connected passed Pawns marching down, but he is quickly disillusioned.

17 ... B—B6!

That’s all, brother!

487

In which the King is framed by the two Bishops in both senses, pictorially and colloquially.

Rosario, 1932

VERA GORER

1 P—K4 P—QB3
2 P—Q4 P—Q4
3 Kt—QB3 P×P
4 P—B3 P×P
5 Kt×P Kt—B3
6 B—QB4 B—B4
7 O—O P—K3
8 Kt—K5 B—Kt3

The threat was 9 Kt×KBP, K×Kt 10 R×B.

9 K—R1 B—Q3
10 Q—B3 QKt—Q2
11 B—B4 Q—B2

But not 11 ... O—O 12 Kt×B stealing a piece.

12 QR—K1 O—O—O
13 Kt×QBP! Q×Kt

Or 13 ... P×Kt 14 B—R6ch, K—Kt1 15 Kt—Kt5, P×Kt 16 B×B, Q×B 17 Q—Kt7 mate.

14 Kt—Kt5!

With obvious intentions: 15 Kt×Pch and 15 Kt×Bch.

14 ... B—Kt1
15 Kt×Pch!

Capturing just the same.

15 ... B×Kt
16 Q×Qch P×Q
17 B—R6 mate

488

At first glance Byrne’s intuitive sacrifice gives him excellent attacking prospects, but Shipman throws a monkey-wrench shaped like a Knight into the machinery.

New York, 1946

R. BYRNE SHIPMAN

1 P—K4 P—K3
2 P—Q4 P—Q4
3 Kt—QB3 Kt—KB3
4 B—KKt5 B—Kt5
5 P—K5 P—KR3
6 B—K3 Kt—K5
7 Q—Kt4 P—KKt3
8 P—QR3 B×Ktch
9 P×B P—QB4
10 B—Q3 P×P
10 P×P  Q—R4ch
12 K—K2  B—Q2
13 P—KB3  P—R4
14 Q—R4  Kt—B6ch
15 K—B2  B—Kt4
16 B×P  P×B
17 Q—B6

Defense looks difficult, but Shipman has a better specific
than defense.

17 . . .  Kt—K5ch!

Byrne throws in the towel, as
18 P×Kt is met by 18 . . . R—
B1 fixing the Queen.

489

The Pawns do nobly in this ep-
isode: They make life miser-
able for White’s Knights. Then the center Pawns sacri-
fice themselves to let their own Knights come in for the
kill.

Berlin, 1939

SZEPANIAK   MICHEl
1 P—Q4  P—Q4
2 Kt—KB3  Kt—KB3
3 P—B4  P—B4
4 Kt—B3  BP×P
5 KKKt×P  P—K4
6 Kt—B3  P—Q5
7 QKt—Kt1  Kt—B3
8 P—KKt3  P—K5
9 Kt—R4  P—KKt4
10 Kt—Kt2

If 10 B×P, P—K6 (threaten-
ing 11 . . . Q—R4ch) 11 B×
Kt, B—Kt5ch 12 Kt—B3, Q×B
wins.

10 . . .  Kt—KKt5
11 P—KR3  Kt(Kt5)—
K4
12 P—Kt3  B—KB4
13 P—QR4  B—Kt5ch
14 B—Q2  Q—Q3
15 P—R5  P—K6!
16 P×P  P×P
17 Kt×P  Kt—Q6ch!

And mates in two after 18 P×
Kt by 18 . . . Q×KtPch 19
K—K2, Kt—Q5 mate.

490

TARRASCH once said of a heavy,
positional game, “This is not for
those who like the ‘B×
Pch, K×B Kt—Kt5ch and
wins, hooray!’ ” type of game.

Happily, for those who do,
there are many delightful var-
iations on a familiar theme. Here is one with an attractive
finish.

Mahrisch-Ostrau, 1940

FOLTYS   MOHYLA
1 P—K4  P—K3
2 P—Q4  P—Q4
3 Kt—Q2  Kt—KB3
4 B—Q3  P—B4
5 P—K5  KKKt—Q2
6 P—QB3  Kt—QB3
7 Kt—K2    B—K2
8 Kt—B3    O—O
9 Kt—B4

The attack on the King Pawn prevents the break-up by 9 . . . P—B3.

9 . . .    P—QKt3
10 P—KR4    R—K1
11 B×Pch    K×B
12 Kt—Kt5ch    K—Kt1
13 Q—R5    B×Kt
14 P×B    K—B1
15 Q—R8ch    K—K2
16 Kt—Kt6ch!    P×Kt
17 Q×P mate

491

A SACRIFICE of the exchange lures White’s Queen away from the theater of war. Black’s forces descend on the deserted King and make short work of him.

Hungary, 1940

GESETI    ABONYI
1 P—K4    P—QB4
2 Kt—KB3    Kt—QB3
3 Kt—B3    P—K3
4 P—Q4    P×P
5 Kt×P    Kt—B3
6 Kt(Q4)—Kt5

7 Kt—Q6ch    K—K2
8 Kt×Bch    R×Kt
9 B—Q2    B×Kt
10 B×B    Kt×P

11 B×KtP    R—KKt1
12 Q—Kt4    R×B1
13 Q×R    Q—R4ch
14 P—B3

If 14 K—K2, Q—Q7ch 15 K—B3, Q×Pch 16 K—Kt4 (or 16 K×Kt, P—Q4ch 17 K—Q3, Kt—Kt5 mate) R—KKt1! 17 Q×R, Kt—B3ch winning the Queen.

14 . . .    Kt—Kt5
15 R—B1    Q—QB4!
16 Q—R6

He cannot guard B2 with 16 Q—Q4 as 16 . . . Q×Q 17 P×Q, R×Rch wins easily.

16 . . .    Q×KBPch
17 K—Q1    R—B3!

And wins, as the check by 18 . . . R—Q3 will be deadly.

492

Perez takes away the initiative so smoothly that his opponent hardly feels the pain. His attack is unostentatious, but every move is a picture.

Mexico City, 1945

HIEBER    PEREZ
1 P—Q4    Kt—KB3
2 Kt—KB3    P—KKt3
3 P—B4    B—Kt2
4 Kt—B3    P—Q4
5 P—K3    O—O
6 B—Q3    Kt—B3
7 P—QR3    B—Kt5
8 P—R3    B×Kt
9 Q×B    P—K4
10 BP×P    P×P
11 P×Kt    P×Kt
12 P×KtP    R—Kt1
13 B—B4    Kt—Q2

Threatening 14 . . . P×P, and at the same time preventing White from playing 14 P×P.

14 P—QKt3    Kt—K4
15 Q—K2    Kt×B
16 P×Kt

On 16 Q×Kt, P—B7 opens an attack on the Rook, and also threatens mate at Q8.

16 . . .    P—B7
17 R—QR2    B—B6ch

The killer: if 18 B—Q2, P—B8(Q)ch wins, and if 18 K—B1, Q—Q8ch and mate next move.

493
An old friend, the Bishop sacrifice, is the prelude to an interesting King wandering.

Texas, 1938

HRISSIKO-
POULOS

1 P—Q4    P—Q4
2 P—QB4    P—K3
3 Kt—QB3    Kt—KB3
4 B—Kt5    B—K2
5 P—K3    O—O
6 Kt—B3    P—QKt3

494
Fox starts off by giving Knight odds. After a few developing moves he begins to sacrifice everything in sight. In rapid succession he gives away both his Rooks, and a Bishop. Then, to top these pyrotechnics, he throws in his Queen to finish in a blaze of glory.

New York, 1937

FOX

1 P—K4    P—Q4
2 P—Q4    Kt—KB3
3 P—K5    KKt—Q2
4 P—K6    P×P
5 B—Q3

HODGES

(Remove White’s Queen Knight)
Even at this early stage, Fox plans a quick knockout by 6 Q—R5ch, P—Kt3 7 Q×KtPch, P×Q 8 B×P mate.

5 ... Kt—KB3
6 Kt—B3 Q—Q3
7 Kt—K5 QKt—Q2
8 B—KB4 Q—Kt5ch
9 P—B3 Q×KtP
10 Q—B2 Q×Rch
11 K—K2 Q×R
12 B—Kt6ch P×B

Forced: if 12 ... K—Q1 13 Kt—B7ch, K—K1 14 Kt—Kt5ch, K—Q1 15 Kt×P mate.

13 Q×Pch K—Q1
14 Kt—B7ch K—K1
15 Kt—Q6ch K—Q1
16 Q—K8ch Kt×Q
17 Kt—B7 mate

This is the scene as the curtain comes down:

Another bright specimen of the B×P check combination is this gem, which bristles with fine points. (Block that metaphor!)

Correspondence, 1938

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<thead>
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</tr>
<tr>
<td>3 P—B4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>4 BP×P</td>
<td>Kt×P</td>
</tr>
<tr>
<td>5 Kt—B3</td>
<td>B—K2</td>
</tr>
<tr>
<td>6 P—Q4</td>
<td>O—O</td>
</tr>
<tr>
<td>7 B—Q3</td>
<td>Kt×Kt</td>
</tr>
<tr>
<td>8 P×Kt</td>
<td>P—QB4</td>
</tr>
<tr>
<td>9 O—O</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>10 B×Pch!</td>
<td>K×B</td>
</tr>
<tr>
<td>11 Kt—Kt5ch</td>
<td>B×Kt</td>
</tr>
</tbody>
</table>

If 11 ... K—Kt3 12 Q—Q3ch, K—R4 13 Q—R7ch, K—Kt5 14 Q—R3 mate.

12 Q—R5ch B—R3

On 12 ... K—Kt1 13 B×B followed by 14 R—B4 and 15 R—R4 wins.

13 R—B6! K—Kt1

If 13 ... P×R 14 Q×Bch, K—Kt1 15 P×P, and Black must give up his Queen.

14 B×B P×R

And here 14 ... P×B loses by 15 R×RP.

15 R—KB1 Kt—K2
16 KP×P Kt—Kt3
17×B—Kt5 Resigns

There is no way to stop the Queen from coming in at R6 to mate at Kt7.
496

ONLY once in a month of Sundays was Ajeeb the Automaton defeated at chess, but when he did lose a game it was a humdinger.

Purists and pedants will of course point out that the conventions of development are not to be flouted, even by a mechanical device.

New York, 1890

AJEEB             DIVINE
1 P—K4            P—K4
2 B—B4            Kt—KB3
3 Kt—KB3          Kt—B3
4 Kt—Kt5          Kt×P
5 Kt×BP           Q—R5
6 Q—K2            B—B4
7 P—KKt3          Q—B3
8 Q×Kt            Q×Pch
9 K—Q1            P—Q4
10 B×P            B—B4
11 B×Ktch         P×B
12 Q×KPch         K×Kt
13 Q×BPch         K—Kt1
14 Q—B4

Forcing the exchange of Queens, as 14 . . . Q—Kt7 is met by 15 Q—B4ch. This looks like the saving clause, and was probably as far ahead as the automaton's intricate network of machinery had calculated.

14 . . . Q×Q
15 P×Q            B—Kt5ch

16 K—K1          R—K1ch
17 K—B1          B—R6
mate

497

For the sophisticate who looks down on King side attacks as banal and hackneyed, here is one that will pique his jaded senses.

Buenos Aires, 1939

KAHN             BLANCO
1 P—Q4            P—KB4
2 P—QB4           P—K3
3 Kt—KB3          Kt—KB3
4 P—K3            P—QKt3
5 B—Q3            B—Kt2
6 O—O             B—Q3
7 Kt—K5           B×Kt!
8 P×B             Kt—Kt5
9 P—K4            Q—R5
10 P—KR3          Kt×KP
11 P×P            O—O
12 P×P            R—B6!

The Rook is immune as 13 P×R, B×P 14 B—K2, Q×RP 15 B×B, Kt×Bch would be the penalty for taking it.

13 P—K7

What an impudent Pawn!
13 . . .            Kt—R3
14 B—K2           R×RP!
15 P×R            Q×RP
16 P—B3           Q—Kt6ch
17 K—R1           Kt—Kt5!

And White yielded.
498

Labourdonnais sees the complications more clearly sans voir than Jouy does with his eyes wide open. And Black's very last move must have made Monsieur Jouy's eyes open still wider!

Paris, 1836

Labourdonnais
(Blindfold)

Jouy

1 P—K4        P—K4
2 P—KB4        P×P
3 Kt—KB3        P—KKt4
4 B—B4        P—Kt5
5 Kt—K5        Q—R5ch
6 K—B1        P—B6
7 Kt×P(B7)      Kt—QB3
8 P—Q4       B—Kt2
9 P—B3       Kt—B3
10 Kt×R       P—Q4
11 P×QP      Kt—K5
12 Q—K1       P—Kt6
13 B—Q3      P×Pch
14 K×P     B—R6ch
15 K—Kt1

On 15 K—B3, Black mates in two moves.

15 ...        Kt×P!

Threatening 16 ... Kt—B6

16 Q×Ktch

If 16 B×Kt, P×Pch 17 K×P, B—K4ch forces mate, and if 16 P×Kt, B×Pch 17 B—K3, P×Pch runs into the same loss.

16 ...        Q×Q
17 B×Q    Kt—K7

mate

499

The decisive combination is noteworthy in that it features what Alekhine himself calls, "a spectacular transposition of moves."

Holland, 1933

Alekhine
(Simultaneous)

1 P—K4        P—K4
2 Kt—KB3      Kt—QB3
3 B—Kt5       P—Q3
4 P—Q4        P×P
5 Q×P        B—Q2
6 B×Kt        B×B
7 Kt—B3       Kt—B3
8 B—Kt5       B—K2
9 O—O—O      O—O
10 P—KR4      P—KR3
11 Kt—Q5!     P×B
12 Kt×Bch!    Q×Kt
13 P×P        Kt×P

Alekhine shows this neat win after 13 ... Q×P: 14 P×Kt, Q×Q 15 R×Q, B×Kt 16 P×B, KR—K1 17 R—KKt4! P—KKt3 18 R(Kt4)—KR4 followed by mate.
14 R—R5  Q—K3
15 QR—KR1  P—KB4

Ready to refute 16 P—Kt6 by
16 . . . Q×KtP  17 Kt—K5,
Q×R  18 R×Q, P×Kt, with Rook
and two pieces for the Queen.

16 Kt—K5!  P×Kt

No better is 16 . . . Q×Kt
17 Q×Q, P×Q  18 P—Kt6 and
the Rook mates.

17 P—Kt6!

The familiar stinger at the tail
of an Alekhine combination. If
now 17 . . . Q×KtP  18 Q—
B4ch followed by mate by the
Rook. Without 16 Kt—K5, P×
Kt displacing Black’s QP, he
would be able to interpose his
QP on the check.

17 . . .  Resigns

500

A PSEUDO-SACRIFICE of a Bishop
sets Black back on his heels,
and the rest is no strain on
White. His Queen makes
only one move, but the ges-
ture is threatening enough to
call for immediate resigna-
tion.

Surrey, 1946

BRAMLEY  BURGESS
1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 B—B4  B—B4
4 P—B3  Kt—B3
5 P—Q4  P×P
6 P×P  B—Kt5ch
7 Kt—B3  Kt×KP
8 O—O  Kt×Kt
9 P×Kt  B—K2
10 R—K1  O—O
11 P—Q5  Kt—Kt1
12 P—Q6  B—B3
13 P×P  Q×P
14 B—R3!  B×P
15 B×Pch!  K—R1

If 15 . . . R×B  16 R—K8ch
and mate next, while 15 . . .
K×B runs into 16 Q—Q5ch,
K—Kt3  17 Q—KKt5ch, K—B2
18 Q—B5ch, B—B3  19 Kt—
Kt5ch, K—Kt1  20 Q×RP mate.

16 B×R  B×R(K8)
17 Q—Q4  Resigns

There is no way to prevent
mate.

501

STEINITZ was as cagey as they
make them, but once in a
long while he would fall into
a two by four trap, even as
you and I.
Vienna, 1897

FAHNDRICHE  STEINITZ

1 P—K4  P—K4
2 B—B4  Kt—KB3
3 P—Q4  P×P
4 Kt—KB3  Kt×P
5 Q×P  Kt—KB3
6 B—KKt5  B—K2
7 Kt—B3  P—B3
8 O—O—O  P—Q4
9 KR—K1  B—K3

The blunder of the year would have been 9 . . . P×B 10 Q×Q mate!

10 B—Q3  Q—R4
11 K—Kt1  QKt—Q2
12 Kt—K5  P—B4
13 Q—QR4  Kt×Kt
14 R×Kt  O—O—O
15 B—Q2  Q—B2


16 Kt—Kt5  Q×R
17 B—KB4!  Resigns

After 17 . . . Q—R4 18 Kt×P ch, K—Q2 19 B—QKt5 is checkmate.

502

The players prefer to remain anonymous, but luckily they let us have this specimen of their skill. A Queen sacrifice is only one of Black’s brilliant ideas!

Antwerp, 1939

M.  L.

1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 Kt—B3  Kt—B3
4 P—Q4  P×P
5 Kt×P  B—B4
6 Kt×Kt  KtP×Kt
7 B—KKt5  P—Q3
8 Q—K2  O—O
9 P—K5  P×P
10 Kt—K4  Kt×Kt!
11 B×Q

Refusing the offer leads to this: 11 Q×Kt, Q×B 12 Q×BP, B—Kt5ch, 13 P—B3, B—Q2 14 Q×B (otherwise he is a piece down) KR—Q1, and White must give up his Queen or be mated.

11 . . .  B×Pch
12 K—Q1  R×Bch
13 K—B1  B—Kt5!
14 Q×B(Kt4)  B—K6ch
15 K—Kt1  Kt—Q7ch

This forces mate, but there is a more spectacular finish on the board: 15 . . . R—Q8ch! 16 Q×R, Kt—B6ch! 17 P×Kt, R—Kt1ch and mate next move.

16 K—B1  Kt—B6ch
17 K—Kt1  R—Q8
mate

503

White handles his Knights with genuine virtuosity. His Queen Knight caracoles gaily
over to the King side, and
steals a piece. Then he sacri-
fices himself to make way for
a tremendous Pawn push,
which Geller, unfortunately,
never has the pleasure of
making!

U.S.S.R., 1950

<table>
<thead>
<tr>
<th>GELLER</th>
<th>VATNIKOV</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—QB4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>3 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>4 Kt×P</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>5 Kt—QB3</td>
<td>P—Q3</td>
</tr>
<tr>
<td>6 B—QB4</td>
<td>P—K3</td>
</tr>
<tr>
<td>7 O—O</td>
<td>B—K2</td>
</tr>
<tr>
<td>8 B—K3</td>
<td>O—O</td>
</tr>
<tr>
<td>9 B—Kt3</td>
<td>Kt—QR4</td>
</tr>
<tr>
<td>10 P—B4</td>
<td>P—QKt3</td>
</tr>
<tr>
<td>11 P—K5</td>
<td>Kt—K1</td>
</tr>
<tr>
<td>12 P—B5</td>
<td>QP×P</td>
</tr>
<tr>
<td>13 P×P!</td>
<td>P—B3</td>
</tr>
<tr>
<td>14 Kt—B5!</td>
<td></td>
</tr>
</tbody>
</table>

Threatening 15 Q×Q, B×Q
16 P—K7ch, and White gets a
new Queen.

14 . . . Kt×B
15 Kt—Q5!

Again aiming at the Queen by
16 Kt(Q5)×Bch.

15 . . . Kt—Q5

Or 15 . . . B—Q3 16 P—K7
winning a whole Rook.

16 Kt(Q5)× K—R1
Bch
17 Kt—Kt6ch! Resigns

After 17 . . . P×Kt 18 P—K7 wins at least a Queen!

504
An exciting game by mail,
where three sparkling sacri-
fices in quick succession force
a clear-cut victory.

Correspondence, 1952

<table>
<thead>
<tr>
<th>KRAICER</th>
<th>DYMERT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—Q4</td>
<td>P—Q4</td>
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<tr>
<td>2 P—QB4</td>
<td>P—QB3</td>
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<td>3 Kt—QB3</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>4 P—K3</td>
<td>K—K3</td>
</tr>
<tr>
<td>5 Kt—B3</td>
<td>QKt—Q2</td>
</tr>
<tr>
<td>6 B—Q3</td>
<td>P×P</td>
</tr>
<tr>
<td>7 B×P</td>
<td>P—QKt4</td>
</tr>
<tr>
<td>8 B—Q3</td>
<td>P—QR3</td>
</tr>
<tr>
<td>9 P—K4</td>
<td>B—K2</td>
</tr>
<tr>
<td>10 P—K5</td>
<td>Kt—Q4</td>
</tr>
<tr>
<td>11 Kt×Kt</td>
<td>BP×Kt</td>
</tr>
<tr>
<td>12 B—Q2</td>
<td>O—O</td>
</tr>
<tr>
<td>13 P—KR4</td>
<td>P—B3</td>
</tr>
</tbody>
</table>

To prevent the Knight com-
ing in, but has he got a wrong
number!

14 Kt—Kt5! P×Kt
15 B×Pch! K×B

Or 15 . . . K—B2 16 Q—
R5ch and then mate.

16 P×Pch K—Kt1
17 R—R8ch!

Brilliant because it is the
quickest way to win.

17 . . . Resigns
If 17... K×R 18 Q—R5ch, K—Kt1 19 P—Kt6 and mate is in sight.

505

An old-fashioned slugging match with both sides trying to land the one big punch.

Correspondence, 1945

<table>
<thead>
<tr>
<th>Correspondent</th>
<th>Opponent</th>
</tr>
</thead>
<tbody>
<tr>
<td>EGLI</td>
<td>BAUER</td>
</tr>
<tr>
<td>1 P—Q4</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>2 P—QB4</td>
<td>P—K4</td>
</tr>
<tr>
<td>3 P×P</td>
<td>Kt—Kt5</td>
</tr>
<tr>
<td>4 P—K4</td>
<td>P—Q3</td>
</tr>
<tr>
<td>5 P×P</td>
<td>B×P</td>
</tr>
<tr>
<td>6 B—K2</td>
<td>P—KB4</td>
</tr>
<tr>
<td>7 P×P</td>
<td>Q—K2</td>
</tr>
<tr>
<td>8 P—B5</td>
<td>B(Q3)×BP</td>
</tr>
<tr>
<td>9 Q—R4ch</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>10 Q×Kt(Kt5)</td>
<td>Kt—Q5</td>
</tr>
<tr>
<td>11 Q—R5ch</td>
<td>K—Q2</td>
</tr>
<tr>
<td>12 B—KKn5</td>
<td>Q—K4</td>
</tr>
<tr>
<td>13 Kt—QB3</td>
<td>Kt—B7ch</td>
</tr>
<tr>
<td>14 K—B1</td>
<td>Kt×R</td>
</tr>
<tr>
<td>15 Q—B7ch</td>
<td>K—B3</td>
</tr>
</tbody>
</table>

If 15... B—K2 16 Kt—Q5, R—K1 17 B—KB4, Q×KtP 18 Q—K6ch, K—Q1 19 B×P mate.

16 B—Kt5ch K—Kt3

This is neat: if 16... K—Q3 17 B—K7ch, Q×B 18 Q—Q5 mate.

17 B—KB4! Resigns

If 17... Q×B or 17... Q—K2 (to guard the BP) 18 Kt—Q5ch wins the Queen, and if 17... R—B1 18 Q—B4, Q—Q5 19 Kt—Q5ch; K—R4 20 B—Q2ch, Q×B 21 Q—R4 mate.

506

Some Chinese philosopher must surely have said, “When your house is in flames do not stop to gather Pawns.”

Beverwijk, 1952

<table>
<thead>
<tr>
<th>Correspondent</th>
<th>Opponent</th>
</tr>
</thead>
<tbody>
<tr>
<td>FUDERER</td>
<td>DONNER</td>
</tr>
<tr>
<td>1 P—K4</td>
<td>P—QB3</td>
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<tr>
<td>2 Kt—QB3</td>
<td>P—Q4</td>
</tr>
<tr>
<td>3 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>4 Kt×P</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>5 Kt×Ktch</td>
<td>KP×Kt</td>
</tr>
<tr>
<td>6 B—QB4</td>
<td>B—Q3</td>
</tr>
<tr>
<td>7 Kt—K2</td>
<td>O—O</td>
</tr>
<tr>
<td>8 O—O</td>
<td>Q—B2</td>
</tr>
<tr>
<td>9 Kt—Kt3</td>
<td>Kt—Q2</td>
</tr>
<tr>
<td>10 Q—R5</td>
<td>P—QB4</td>
</tr>
<tr>
<td>11 B—Q3</td>
<td>P—KKn3</td>
</tr>
<tr>
<td>12 Q—R6</td>
<td>R—K1</td>
</tr>
<tr>
<td>13 P×P</td>
<td>Kt×P</td>
</tr>
</tbody>
</table>

Instinct for self-preservation would dictate either 13... B—B1 to chase the Queen away, or 13... B×Kt to remove an aggressor on the King side, before bothering about regaining the Pawn.

14 Kt—R5! P×Kt

It is too late for 14... B—B1 as 15 Kt×Pch, K—R1 16 Q×P is mate.
15 B×Pch  K—R1
16 B—Kt6ch  K—Kt1
17 Q—R7ch  Resigns

It is mate in three by 17 . . .
K—B1 18 B—R6ch, K—K2 19
Q×Pch, K—Q1 20 Q×R mate.

507

"Even the laziest King flees
wildly in the face of a double
check," says Nimzovich. This
one leads to checkmate—or
worse!

New York, 1951

PHILLIPS  BISNO
1 P—K4  P—K4
2 Kt—KB3  P—Q3
3 P—Q4  Kt—Q2
4 B—QB4  P—QB3
5 P—B3  B—K2
6 O—O  KKt—B3
7 R—K1  Q—B2
8 QKt—Q2  O—O
9 Kt—B1  Kt×P!
10 P×P  P—Q4
11 B—Q3  P—KB4
12 P×P e.p.  Kt(Q2)×P
13 Kt—Kt5  Kt×KB P!
14 K×Kt  Kt—Kt5ch
15 K—Kt1

Or 15 K—K2, R—B7 mate.

15 . . .  B—B4ch
16 B—K3  B×Bch
17 R×B  R×Ktch!

Time to retire! If 18 Q×R (or
18 B×R) Q×P is mate, and if
18 K×R, (the lesser evil!) Kt×
Rch and the Queen is next to
fall.

508

He must checkmate on the
long diagonal. Thus White
makes up his mind, and sticks
to it!

To clear away all obsta-
cles, he offers his Rook and
then his Knight. If necessary
he will give away his Queen,
but mate he will, and that on
the long diagonal!

Ferrara, 1952

PORRECA  VECCHIO
1 Kt—KB3  Kt—KB3
2 P—KKn3  P—QKt3
3 B—Kt2  B—Kt2
4 O—O  P—K3
5 P—B4  B—K2
6 P—Q4  O—O
7 Kt—B3  Kt—K5
8 Q—Q3  Kt×Kt
9 Q×Kt  Q—B1
10 P—Kt3  P—Q3
11 B—Kt2  Kt—Q2
12 KR—Q1  P—K4
13 P×P  P×P
14 R×Kt!  Q×R
15 Kt×P  Q—B1

He must guard his Queen
Bishop.

16 B×B  Q×B
17 Kt—Kt6!

Right in a nest of Pawns, a la Levitzky-Marshall, 1912 or Marache-Morphy, 1857.

17 ... Resigns

If 17 ... B—B3 18 Kt—K7ch, K—R1 19 Q×B! P×Q 20 B×P mate!

509

Burn’s a wonderful spot for his Knight at White’s KB3. How he rips away the Pawn support of that square, and maneuvers White’s King into the Knight’s line of fire is the story told in our next game.

Frankfort, 1887

<table>
<thead>
<tr>
<th>HARMONIST</th>
<th>BURN</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K3</td>
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<tr>
<td>2 P—Q4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>3 Kt—QB3</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>4 B—KKt5</td>
<td>B—K2</td>
</tr>
<tr>
<td>5 P—K5</td>
<td>KKt—Q2</td>
</tr>
<tr>
<td>6 B×B</td>
<td>Q×B</td>
</tr>
<tr>
<td>7 Q—Q2</td>
<td>O—O</td>
</tr>
</tbody>
</table>

| 8 Kt—Q1 | P—KB4 |
| 9 P×P e.p. | |

Opening a file for the enemy seems a bit too helpful.

| ... | Q×P |
| 10 B—Q3 | P—K4 |
| 11 P×P | |

Another friendly act, as Black’s Knight and Bishop come into play.

| 11 ... | Kt×P |
| 12 Kt—K2 | P—B4 |
| 13 P—QB3 | B—R6! |
| 14 K—B1 | |

If 14 O—O, Kt—B6ch 15 P×Kt, Q×KBP 16 Q—Kt5, B×R, and Black wins the exchange.

| 14 ... | B×Pch! |
| 15 K×B | Q—B6ch |
| 16 K—Kt1 | Q—Kt5ch |
| 17 K—B1 | |

Or 17 Kt—Kt3, Kt—B6ch winning the Queen.

| 17 ... | Q—R6ch |

And the Knight mates next move.

510

Black’s position is so strong that he can afford to give up Queen and Rook for just one resounding check.

Budapest, 1918

<table>
<thead>
<tr>
<th>AMATEUR</th>
<th>VARCHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—Q4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>2 P—QB4</td>
<td>P—K3</td>
</tr>
</tbody>
</table>
3 Kt—QB3  P—QB4
4 BP×P  KP×P
5 Kt—B3  Kt—QB3
6 P—KKt3  Kt—B3
7 B—Kt2  P×P
8 Kt(KB3)×P  Q—Kt3
9 Kt×Kt  P×Kt
10 P—K4

Castling is much safer than opening up the position with the King still in the center.

10 . . .  B—QKt5
11 B—Q2  P×P
12 Kt×P  Kt×Kt
13 B×Kt  B—R3

Holds the King fast.

14 R—QB1  O—O
15 R×P  Q×R1!
16 B×Q  KR—K1ch
17 B×R  R×Bch

And White’s game is smashed to bits.

511

In the old days the King’s Gambit was accepted cheerfully by Black, as the attack frequently changed hands without notice.

Paris, 1844

<table>
<thead>
<tr>
<th>KIESE-</th>
<th>RITZKY</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 P—KB4</td>
<td>P×P</td>
</tr>
</tbody>
</table>

3 B—B4  Q—R5ch
4 K—B1  P—QKt4
5 B×KtP  Kt—KB3
6 Kt—QB3  Kt—Kt5
7 Kt—R3  Kt—QB3
8 Kt—Q5

Going after a Rook.

8 . . .  Kt—Q5

While Black goes for the King.

9 Kt×Pch  K—Q1
10 Kt×R  P—B6!
11 P—Q3

Hoping to develop his Bishop at Kt5—where he wins the Queen!

11 . . .  P—B3
12 B—QB4  P—Q4!

Gains a valuable tempo.

13 B×P  B—Q3
14 Q—K1  P×Pch
15 K×P  Q×Ktch!
16 K×Q  Kt—K6ch
17 K—R4  Kt—B6ch
18 K—R5  B—Kt5

mate

512

At the age of 17 Marshall was already making unsound sacrifices—and getting away with them!

Montreal, 1894

<table>
<thead>
<tr>
<th>MARSHALL</th>
<th>SHORT</th>
</tr>
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<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
</tr>
</tbody>
</table>
3 B—B4 B—B4
4 P—QKt4 B—Kt3
5 P—B3 P—Q3
6 O—O B—Kt5
7 P—Q4 P×P
8 B×Pch K—B1
9 B—Q5 KKn—K2
10 P—KR3 B—R4
11 P—Kt4 B—Kt3
12 Kt—Kt5 Q—Q2

The rest is right up Marshall’s alley.

13 Kt—K6ch K—K1
14 Kt×KtPch K—B1

If 14 ... K—Q1, White helps himself to the Queen with 15 B—K6.

15 B—K6 Q—Q1
16 B—R6 B×P
17 Kt—R5ch K—K1
18 Kt—B6 mate

Formula for making the first rank vulnerable: Remove the Rook!

Carlsbad, 1907

MAADER TIETZ
1 P—Q4 P—Q4
2 P—QB4 P—K3
3 Kt—KB3 P—QB4
4 P—K3 Kt—KB3
5 P×QP KP×P
6 P×P B×P
7 B—Q3 O—O
8 O—O Kt—B3
9 B—Q2 B—K3
10 Q—B2 Q—K2
11 B—B3 QR—B1
12 B×Kt Q×B
13 Q×B Kt—K4
14 Q—Q4 Kt×Ktch
15 P×Kt

Forced, as the Knight attacks his Queen.

15 ... Q—Kt4ch
16 K—R1 B—R6
17 R—Kt1 Q×Rch
18 K×Q R—B8ch

And mate follows next move.

The first rank seems well-protected with a Rook occupying and standing guard over it.

Years ago a friend of mine used to greet me with, “Show me the Steinitz game again.” This was the little beauty he meant, and he never failed to
get a thrill out of the winning combination.

London, 1863
STEINITZ       ROCK
(Remove White's Queen Rook)

1 P—K4        P—K4
2 Kt—KB3       Kt—QB3
3 B—B4         B—B4
4 P—QKt4       B×P
5 P—B3         B—R4
6 P—Q4         P×P
7 O—O          Kt—B3
8 B—R3         B—Kt3
9 Q—Kt3        P—Q4
10 KP×P        Kt—QR4
11 R—K1ch      B—K3

Now comes a little chess magic:

12 P×B!        Kt×Q
13 P×Pch       K—Q2
14 B—K6ch      K—B3
15 Kt—K5ch     K—Kt4
16 B—B4ch      K—R4
17 B—Kt4ch     K—R5
18 P×Kt mate!

515
The Queen makes a remarkable tour. Starting out at Q3 she circles completely about Black's King, and ends up by mating at Q3!

Spain, 1947
SOLER          ALMEDA

1 P—K4         P—K4
2 P—KB4        B—B4
3 Kt—KB3       P—Q3
4 P—Q4         P×QP
5 Kt×P         Kt—KB3
6 Kt—QB3       Q—K2
7 Q—Q3         Kt×P
8 Kt—Q5        Q—R5ch
9 P—Kt3        Kt×P
10 P×Kt        Q×R
11 Q—K2ch      B—K3
12 Kt×B        K—Q2

Clearly 12 . . . P×Kt runs into 13 Q×Pch and mate in two.

13 Kt—B8ch!    R×Kt
14 Q—K7ch      K—B3
15 Q×QB Pch    K×Kt
16 Q×Kt Pch    Kt—B3

Otherwise his Queen falls.

17 Q—Kt3ch     K—K5
18 Q—Q3 mate

516
Just as the attack on the King seems to be exhausted, the Knight leaps into the fray and runs off with the Queen.
Villingen, 1934

MULLER
(Simultaneous)

1 P—Q4 P—Q4
2 P—QB4 P×P
3 Kt—KB3 Kt—KB3
4 Q—R4ch QKt—Q2
5 Kt—B3 P—K3
6 P—K4 P—B4
7 P—Q5 P×P
8 P—K5 P—Q5
9 P×Kt P×Kt
10 B×P Q×P
11 B—KKt5 Q—B3
12 O—O—O! Q×Q
13 KR—K1ch B—K2
14 R×Bch K—B1
15 R×Pch K—Kt1
16 R(B7)× Q×B
   Ktch
17 R—Q8ch K—B2
18 Kt—K5ch Resigns

517

MORPHY sacrifices a Knight in the opening for the sake of quick development. To keep his lead in time he welcomes exchanges even though he is a piece down. Then, to gain space, he gives up his other Knight. The two open files that he gets as reward are completely irresistible, as his heavy pieces are in full control.

Mobile, 1855

MORPHY

1 P—K4 P—K4
2 P—KB4 P×P
3 Kt—KB3 P—KKt4
4 B—B4 B—Kt2
5 P—KR4 P—Kt5
6 Kt—Kt5 Kt—KR3
7 P—Q4 P—KB3
8 B×P P×Kt
9 B×KtP B—B3
10 Q—Q2! B×B
11 P×B Kt—B2
12 B×Ktch K×B
13 Q—B4ch K—Kt1
14 O—O Q—K2
15 Kt—B3 P—B3

MEEK

To stop the Knight from coming in at Q5, but Morphy is a hard man to stop.

16 QR—K1 P—Q3
17 Kt—Q5! P×Kt
18 P×P Resigns

If 18 . . . Q—Kt2, the only move to guard B1 and B2, 19 R—K8ch forces mate.

518

The youthful Steinitz bubbled with wit and imagination. Inspired by the brilliancies of Morphy and Anderssen he turned out enough on his own account to be called “the Austrian Morphy.”
Vienna, 1862

STEINITZ          PILHAL
1 P—K4'           P—K4
2 Kt—KB3          Kt—QB3
3 B—B4            B—B4
4 P—QKt4          B×P
5 P—B3            B—R4
6 O—O             Kt—B3
7 P—Q4            P×P
8 B—R3            P—Q3
9 P—K5            P×P
10 Q—Kt3

Threatening mate in two.

10 ...            Q—Q2
11 R—K1           Q—B4
12 B—Kt5

Pinning the Knight, and threatening 13 R×Pch.

12 ...            Kt—Q2
13 Q—Q5           B×P
14 Kt×B           P×Kt
15 Kt×P           Kt—K2

Capturing White's Knight by either Knight loses the Queen after 16 R×Ktch, as the other Knight is pinned.

16 Kt×Kt!         Q×Q

On 16 ... B×Kt White can win any way he pleases, but an exasperating move would be 17 Q×Q and both protectors of the Queen are pinned!

17 Kt—B6ch  K—Q1
18 B×Kt mate

519

ZUKERTORT dreams up an unusual sort of checkmate with his Bishops, swinging them around to the top of the board for an artistic finish.

Berlin, 1871

ZUKERTORT        AMATEUR
(Remove White's Queen Knight)

1 P—K4            P—K4
2 P—KB4           P×P
3 Kt—KB3          P—KKt4
4 B—B4            P—Kt5
5 O—O             P×Kt
6 Q×P             Q—B3
7 P—K5            Q×P
8 P—Q3            B—R3
9 B—Q2            Q—KB4
10 B—B3           Kt—KB3
11 QR—K1ch        K—Q1
12 P—KKt4         R—Kt1
13 B×P            Q×KtPch
14 Q×Q            R×Qch
15 K—R1           P—Q4

The King needs air, as 15 ... B—Kt2 16 B×Ktch, B×B 17 R—K8 mate proves.

16 B×Ktch         K—Q2
17 B—K8ch         K—Q3
18 B—K7 mate!

520

I FIRST saw this enchanting Morphy brilliant almost forty years ago, and the extraordi-
nary finish left me dazed and breathless. It has the same effect on anyone else who sees this game for the first time.

New Orleans, 1858

<table>
<thead>
<tr>
<th>MORPHY</th>
<th>AMATEUR</th>
</tr>
</thead>
<tbody>
<tr>
<td>P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>Kt—KB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>B—B4</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>Kt—Kt5</td>
<td>P—Q4</td>
</tr>
<tr>
<td>P×P</td>
<td>Kt×P</td>
</tr>
<tr>
<td>Kt×BP</td>
<td>K×Kt</td>
</tr>
<tr>
<td>Q—B3ch</td>
<td>K—K3</td>
</tr>
<tr>
<td>Kt—B3</td>
<td>Kt—Q5</td>
</tr>
<tr>
<td>B×Ktch</td>
<td>K—Q3</td>
</tr>
<tr>
<td>Q—B7</td>
<td></td>
</tr>
</tbody>
</table>

Already threatening mate on the move (by 11 Kt—K4).

10 , , , B—K3
11 B×B Kt×B
12 Kt—K4ch K—Q4
13 P—B4ch K×Kt
14 Q×Kt Q—Q5

With only one piece in active play, you wonder how anyone, even a Morphy, can force a win.

True to his reputation as a master of defense, Steinitz bravely permits his King to face a double check. From then on both Kings and Queens do a lot of running around. The pace is lively, as each side makes ten of his eighteen moves with his King or Queen.

The Hague, 1873

STEINITZ

SIMULTANEOUS

|AMATEUR|——|
|1 P—Q4|P—KB4|
|2 P—K4|P×P|
|3 Kt—QB3|Kt—KB3|
|4 B—KKt5|P—B3|
|5 B×Kt|KP×B|
|6 Kt×P|Q—Kt3!|
|7 Q—K2|Q×KtP|
|8 Kt—Q6ch|K—Q1|
|9 Q—K8ch|K—B2|
|10 Q×QBch|K×Kt|
|11 R—Q1|Kt—R3!|
|12 Q×R|K—B2|

Intending 13 . . . B—Kt5ch followed by 14 . . . R×Q.

13 Q×RP B—Kt5ch
14 K—K2 Q×BPch
15 K—B3  Q—B4ch
16 K—Kt3  B—Q3ch
17 K—R4  Q—Kt4ch
18 K—R3  Q—R4
   mate

522

Gunsberg says that Burn was generally known as "The Invincible English Bulldog." If there is any doubt about his claim to that distinction, watch how he gets a paralyzing grip on the position and squeezes until his opponent is unable to move.

Ostend, 1906

<table>
<thead>
<tr>
<th>BURN</th>
<th>FORGACS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—Q4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>2 P—QB4</td>
<td>P—K3</td>
</tr>
<tr>
<td>3 Kt—QB3</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>4 B—Kt5</td>
<td>QKt—Q2</td>
</tr>
<tr>
<td>5 P—K3</td>
<td>P—B3</td>
</tr>
<tr>
<td>6 Kt—B3</td>
<td>Q—R4</td>
</tr>
<tr>
<td>7 Kt—Q2</td>
<td>Kt—K5</td>
</tr>
<tr>
<td>8 KKt×Kt</td>
<td>P×Kt</td>
</tr>
<tr>
<td>9 B—R4</td>
<td>P—K4</td>
</tr>
<tr>
<td>10 B—K2</td>
<td>P—KB4</td>
</tr>
<tr>
<td>11 O—O</td>
<td>P—KKt3</td>
</tr>
<tr>
<td>12 P—B5</td>
<td>B—Kt2</td>
</tr>
<tr>
<td>13 Q—Kt3</td>
<td></td>
</tr>
</tbody>
</table>

Stops Castling, and threatens mate in three by 14 Q—K6ch, K—B1 15 Q—K7ch, K—Kt1 16 B—B4 mate.

15 P—Q5!  P—KR3
16 P—Q6   Q—Q2
17 B—K7
Threatening 18 B—B7 mate.
17 . . .  Kt—K3
18 Kt—Kt5! Resigns

If 18 . . . P×Kt 19 B×P pins the Queen. Meanwhile he is faced with loss of the Queen by 19 B×Kt, Q×B(K3) 20 Kt—B7ch, or 19 Kt—B7ch, K—B2 (19 . . . Kt×Kt 20 B—B7 mate) B×Ktch. There is no escape by 18 . . . K—B2 as 19 Kt—B7 strikes again at the pinned Knight, and wins the Queen.

523

Black gives up his Queen to let his minor pieces have themselves a picnic.

Philadelphia, 1876

<table>
<thead>
<tr>
<th>MICHIGAN</th>
<th>CURRAN</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>3 B—B4</td>
<td>B—B4</td>
</tr>
<tr>
<td>4 O—O</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>5 P—Q3</td>
<td>P—Q3</td>
</tr>
<tr>
<td>6 B—KKt5</td>
<td>P—KR3</td>
</tr>
<tr>
<td>7 B—R4</td>
<td>P—KKt4</td>
</tr>
<tr>
<td>8 B—KKt3</td>
<td>P—KR4</td>
</tr>
<tr>
<td>9 Kt×KtP</td>
<td>P—R5</td>
</tr>
<tr>
<td>10 Kt×P</td>
<td>P×B</td>
</tr>
<tr>
<td>11 Kt×Q</td>
<td>B—KKt5</td>
</tr>
<tr>
<td>12 Q—Q2</td>
<td>Kt—Q5</td>
</tr>
<tr>
<td>13 P—KR3</td>
<td>P×Pch</td>
</tr>
</tbody>
</table>
Another pleasant option is 13 Kt—K7ch, 14 K—R1, R×Pch 15 P×R, B—B6 mate.

14 R×P Kt—K7ch
15 K—R1 B×R
16 Kt—B7 R×Pch
17 P×R B—B6ch
18 K—R2 B—Kt8

mate

524
The hero of this incident deserves double pay for Knight work! With his last move he discovers check, double check and mate. Then he adds insult to injury by reaching out to attack (besides the King), Queen, Rook, Bishop and a couple of Pawns!

Stockholm, 1912

SUNDSTROM HOLM

1 P—K4 P—K4
2 Kt—KB3 Kt—KB3
3 Kt×P P—Q3
4 Kt—KB3 Kt×P
5 Kt—B3 Kt×Kt
6 QP×Kt B—K2
7 B—Q3 O—O
8 P—KR4 R—K1
9 B—K3 Kt—B3
10 B×Pch K×B
11 Kt—Kt5ch K—Kt3
12 P—R5ch K—B3

Moves are getting scarce: if 12 . . . K—R3 13 Kt×Pch wins

the Queen, and if 12 . . . K—B4 13 Q—B3ch, K—K4 14 Q—K4ch, K—B3 15 Kt—R7 mate.

13 Q—B3ch B—B4
14 P—KKt4 Q—B1
15 Kt—K4ch K—K4

Or 15 . . . K—K3 16 Q×B mate.

16 Q—B4ch K—Q4
17 O—O—O K—B5

ch

18 Kt×P mate!

525
Black ripples off a cluster of brilliant moves, with a stunning smothered mate as the coup-de-grace.

Tiflis, 1934

SUNSTROM GAMBARASEREDA

1 P—Q4 P—K4
2 Kt—KB3 Kt—KB3
3 P—K3 P—B4
4 B—Q3 P—QQkt3
5 QKt—Q2 Kt—B3
6 P—QQkt3 P×P
7 P×P B—Kt2
8 P—O O Kt—Q4
9 P—B4 Kt—B5
10 B—Kt1 Kt×QP!
11 B—Kt2

If 11 Kt×Kt, Q—Kt4 (threatening 12 . . . Q×P mate) 12 P—Kt3, Kt—R5 mate!
11 ... Kt(Q5)—K7ch
12 K—R1 Q—Kt4!

He goes there, anyway!
13 R—Kt1

Of course not 13 Kt×Q, B×P mate.

13 ... Q—Kt5
14 P—KR3 Q—R4

Now intending 15 ... Kt×RP 16 P×Kt, Q×P mate.

15 B—K4 B×B
16 Kt×B Kt×RP!
17 Kt—R2

Shielding his King from the double check which hangs over him. But watch now, as Black does a bit of sleight of hand!

17 ... Kt×Pch!
18 Kt×Kt Kt—Kt6 mate!

526

The players venture into the path once trod by Capablanca and Marshall in their
terrific spine-tingling encounter in 1918, and stumble (both of them!) into one of the numerous traps which Marshall had prepared.

Brunn, 1921

SERY VECSEY
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 O—O
8 P—B3 P—Q4
9 P×P Kt×P
10 Kt×P Kt×Kt
11 R×Kt Kt—B3
12 R—K1 B—Q3
13 P—KR3 Kt—Kt5!
14 Q—B3! Q—R5
15 P—Q4 Kt×P
16 Q×Kt

This should have lost. The right move, played by Capablanca, is 16 R—K2!

16 ... B—Kt6
17 Q×Pch! R×Q
18 R—K8 mate

Black could have won instead of losing by interposing a check before playing 16 ... B—Kt6. Helling did this against L. Steiner in 1928, and won: 16 ... B—R7ch 17 K—B1, B—Kt6. The point is that White cannot play 18 Q×Pch, as Black recaptures with his Rook with check.
MINCHIN makes one awkward move of his own volition. But after Devere’s Knight sacrifice he has no choice but to tangle up his pieces in awkward and fantastic positions in a frantic effort to save his life.

**London, 1871**

**DEVERE**  **MINCHIN**

1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 B—Kt5  Kt—B3
4 O—O  Kt×P
5 R—K1  Kt—Q3
6 Kt×P  B—K2
7 Kt—QB3  O—O
8 P—Q4  B—B3
9 B—Q3  P—KR3
10 Kt—Q5  Kt—K1

He would love to release himself by . . . P—Q3, and his opponent encourages him to do so!

11 Q—Kt4!  P—Q3

Looks good, doesn’t it?

12 Q—K4  P—KKt3
13 Kt×KBP  R×Kt
14 Q×Pch  K—B1

If 14 . . . B—Kt2 (14 . . . R—Kt2 15 R×Ktch, Q×R 16 Kt—B6ch winning the Queen.) 15 B×Pch  B—Kt2

Or 15 . . . R—Kt2 16 R×Ktch, Q×R 17 Q×Bch, Q—B2
18 B×Rch, K—K1 (18 . . . K—Kt1 19 B—R7ch) 19 B—Kt6 winning the Queen.

16 Q—R7  Kt—K2

On 16 . . . R—K2 17 B—Kt6 locks the door.

17 Q—R8ch  Kt—Kt1
18 B—R7  Resigns

If 18 . . . Kt—B3 19 Kt×Kt and mate next.

**New Orleans, 1848**

**ROUSSEAU**  **STANLEY**

1 P—Q4  P—Q4
2 P—QB4  P—K3
3 P—K3  Kt—KB3
4 Kt—KB3  Kt—B3
5 Kt—B3  Kt—K2
6 B—Q3  Kt—Kt3
7 O—O  P—B3
8 R—K1  B—Q3
9 P—QR3  O—O
10 P—B5  B—B2
11 P—QKt4  P—K4!
12 B×Kt  BP×B
13 Kt×KP  B×Kt
14 P×B  Kt—Kt5
15 P—B3  Q—R5
16 P×Kt Q—B7ch  
17 K—R1 B×P  
18 Kt—K2

What else? The Queen must stick close to the Rook, and also keep an eye on the first rank.

18 ... B×Kt

This wins, as 19 Q×B succumbs to an exchange of Queens followed by mate.

529

Alvin Cass used to say, “My grandmother, when she was a little girl, told me never to capture the Queen Knight Pawn with my Queen.”

Havana, 1947

GARCIA D. BYRNE

1 P—K4 P—QB4  
2 Kt—KB3 Kt—QB3  
3 P—Q4 P×P  
4 Kt×P P—K4  
5 Kt—KB3 Kt—B3  
6 B—KKt5 Q—R4ch  
7 B—Q2 Q—Kt3  
8 B—QB4 Q×P  
9 Kt—B3 Q—Kt3  
10 O—O B—K2  
11 Kt—Q5 Q—Q1  
12 Kt—Kt5 O—O  
13 Kt×Ktch B×Kt  
14 Q—R5 B×Kt

If 14 ... P—KR3 15 Kt×P, Q—K2 16 Kt×RPch, K—R2 17 Kt—B7ch and mate next.

15 B×B Q—K1  
16 QR—Q1 Kt—R4  
17 B—B6!

White’s threat of course is 18 Q—Kt5 and on 18 ... P—KKt3 19 Q—R6 forces mate.

17 ... P—KR3

If 17 ... P×B 18 R—Q3, K—Kt2 19 R—Kt3ch, K—R1 20 R—KR3 followed by mate.

18 Q—Kt6! Resigns

530

Nimzovich was quick to point out the merits of outstanding games, even if they were his own games. Usually he was justified, but never more so than in this which he called “The Pride of the Family.”

Riga, 1913

NIMZOVICH ALAPIN

1 P—K4 P—K3  
2 P—Q4 P—Q4  
3 Kt—QB3 Kt—KB3  
4 P×P Kt×P  
5 Kt—B3 P—QB4  
6 Kt×Kt Q×Kt  
7 B—K3 P×P  
8 Kt×P P—QR3  
9 B—K2 Q×Kt  
10 B—B3 Q—Kt3  
11 Q—Q2 P—K4  
12 O—O—O! P×Kt
13 B×QP  Kt—B3
14 B—B6!

"Travels by express" says Nimzovich.

14 ...  Q×B
15 KR—K1ch  B—K2

If 15 ... B—K3 16 Q—Q7 is mate.

16 B×Ktch  K—B1

On 16 ... P×B 17 Q—Q8 checkmates.

17 Q—Q8ch!  B×Q
18 R—K8 mate!

531

People of artistic sensibilities (that includes you and me, of course) get a warm glow out of the picturesque long-range mate. This artistic effect is to be found in problems, but rarely in actual play. When it does occur in real life though, it offers an even greater pleasure than the composed production.

Boston, 1946

HOROWITZ

(Simultaneous)

1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 B—Kt5  P—Q3
4 P—Q4  B—Q2

5 Kt—B3  Kt—B3
6 O—O  P—KKt3
7 B×Kt  B×B
8 P×P  Kt×P
9 P×P  Kt×Kt
10 R—K1ch  Kt—K5
11 Q—Q4  R—KKt1
12 R×Ktch  B×R
13 Q×Bch  K—Q2
14 Kt—K5ch  K—B1

If 14 ... K×P 15 Kt×BPch wins the Queen, and if 14 ... K—K3 the discovered check does likewise.

15 P—Q7ch  K—Kt1
16 Q—Q5

Threatening 17 Kt×BP ousting Black's Queen, and preparing for a coronation.

16 ...

B—Q3

If 16 ... P—QB3 17 B—B4! P×Q 18 Kt—B6 double check and mate.

17 Kt—B6ch!  P×Kt
18 Q—Kt3ch

And mate next move.
A miniature featuring a sparkling combination is like a short story with a surprise ending. When the game also has other provocative points, it adds the charm that witty dialogue does to a story.

Scheveningen, 1913

ED. LASKER ENGLUND

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—Kt5 Kt—B3
4 Kt—B3 Kt—Q5
5 Kt×P Q—K2
6 Kt—B3 Kt×KP
7 O—O

A grievous blunder would be 7 Kt(KB3)×Kt as the reply would be 7... Kt×Ktch winning the Queen.

7... Kt(K5)×Kt
8 QP×Kt Kt×Ktch

Here Black could lose his Queen by 8... Kt×B 9 R—K1.

9 Q×Kt Q—B4
10 R—K1ch B—K2
11 B—Q3

Preventing Castling as 12 Q—K4 would win a piece; mate would be threatened, and the Bishop doubly attacked.

11... P—Q4
12 B—K3 Q—Q3

13 B—KB4 Q—KB3
14 Q×P! P—B3

The penalty for 14... Q×B is 15 B—Kt5ch, K—B1 (15... P—B3 loses slowly, but just as surely) 16 Q—Q8ch! B×Q 17 R—K8 mate.

15 Q—K4 B—K3

He cannot Castle on one side, but maybe there is safety on the other.

16 QR—Q1 O—O—O

Lasker says his opponent made this move with a sigh of relief.

17 Q×BPch! P×Q
18 B—R6 mate

More than twenty years ago I selected this game for my column in CHESS REVIEW. I hoped it would gratify, delight and excite its readers as it did me. It is one of the most remarkable games ever played, not the least of its virtues being the extraordinary journey undertaken by White’s King.

Vienna, 1872

HAMPPE MEITNER

1 P—K4 P—K4
2 Kt—QB3 B—B4
3 Kt—R4 B×Pch
4 K×B Q—R5ch
5 K—K3  Q—B5ch
6 K—Q3  P—Q4
7 K—B3  Q×KP
8 K—Kt3  Kt—QR3

Threatening 9 . . . Q—
QKt5, mate on the move.

9 P—QR3  Q×Ktch!

This must have given White a jolt!

10 K×Q  Kt—B4ch
11 K—Kt4  P—R4ch!
12 K×Kt  Kt—K2

Intending mate in two by 13
. . . P—QKt3ch 14 K—Kt5,
B—Q2 mate.

13 B—Kt5ch  K—Q1
14 B—B6!  P—Kt3ch!
15 K—Kt5  Kt×B

Now the idea is, 16 . . . Kt—
Q5ch 17 K—R4, B—Q2 mate.

16 K×Kt

Not 16 P—B3 as 16 . . .
Kt—Q5ch 17 P×Kt, B—Q2 still
checkmates.

16 . . .  B—Kt2ch!

How many pieces can Black
give away?

17 K—Kt5!

Best, as 17 K×B loses by 17
. . . K—Q2 18 Q—Kt4ch, K—
Q3, and Black’s King Rook will
mate. (Everybody works here.)

17 . . .  B—R3ch
18 K—B6!

Again best, as 18 K—R4 runs
into 18 . . . B—B5 followed by
19 . . . P—Kt4 mate.

18 . . .  B—Kt2ch!

Drawn by perpetual check. A
fitting conclusion to this dramatic
Game of Many Exclamation
Points.

534

A game of Denker’s which is
destined to become a classic
is this little jewel which scintil-
lates with “One of the
most beautiful combinations
I have ever played” as Denker
himself says.

Detroit, 1945

DENKER
(Simulta-
eous)

1 P—K4  P—K4
2 P—Q4  P×P
3 P—QB3  P×P
4 B—QB4  P×P
5 B×P  B—Kt5ch
6 K—B1  Kt—KB3
7 P—K5  Kt—Kt1
8 Q—Kt4  B—B1

Everybody going home?

9 Q—B3

Countering Black’s threat of
9 . . . P—Q4 winning a piece,
by menacing the Scholar’s Mate.
1000 Best Short Games of Chess

9 ... Kt—KR3
10 Kt—B3 B—K2
11 Kt—Q5! O—O
12 Kt—B6ch! K—R1

If 12 ... P×Kt 13 P×P, B—Q3 (otherwise 14 Q—Kt3ch comes in) 14 Q—R5 regaining his Knight with a winning position.

13 Kt—R3 B×Kt

Denker refutes 13 ... P×Kt with 14 P×P, B—B4 15 Q—R5, Kt—Kt1 16 B—Q3, P—KR3 17 Q—B5 and mate next.

14 P×B P—KKt3
15 Q—B4! Kt—B4
16 Kt—Kt5 Kt—Q3
17 Kt×BPch! Kt×Kt

On 17 ... R×Kt, Denker had an equally brilliant finish prepared: 18 B×R, Kt×B 19 Q—R6! Q—Kt1 (if 19 ... Kt×Q the discovered check is fatal) 20 R—K1! Kt×Q (otherwise 21 R—K8 wins) 21 P—B7ch, Q—Kt2 22 P—B8(Q)ch, Kt—Kt1 23 B×Q mate.

18 Q—R6! Resigns

If 18 ... Kt×Q 19 P—B7ch and mate next, and if 18 ... R—Kt1 19 B×Kt (threatening 20 Q—Kt7ch!) Q—B1 20 B—Q5! Q×Q 21 P—B7ch and mate next move by the Queen, née a Pawn.

535

In chess one must be discreet as well as brave. In the face of a double check, White pushes his passed Pawn, attacking a Rook. It is the last aggressive gesture he makes!

Prague, 1910

CHODERA PECHMANN

1 P—K4 P—K4
2 Kt—QB3 B—B4
3 P—KKt3 Kt—KB3
4 B—Kt2 P—Q3
5 KKt—K2 Kt—B3
6 P—Q3 B—K3
7 Kt—R4 Q—K2
8 Kt×B P×Kt
9 O—O O—O
10 P—KB4 P—B5
11 P—B5 P×P
12 P×B P×Kt
13 Q×P Kt—Q5
14 Q—B2 Kt—Kt5
15 Q×P Q—B4
16 P—K7 Kt—B6ch!

Not 16 ... Kt—K7ch as it is important to cut White's Queen off from his B2.

17 K—R1 Q—Kt8ch!
18 R×Q Kt—B7

mate

536

A master such as Rubinstein is, does not sacrifice his Queen to create a spectacular effect. He does so because the sacrifice is the quickest, and perhaps the only way to force the win.
Warsaw, 1917

**BELITZMANN**  **RUBINSTEIN**

1 P—K4    P—K4
2 Kt—KB3  Kt—QB3
3 Kt—B3   Kt—B3
4 B—Kt5   Kt—Q5
5 B—B4    B—B4
6 Kt×P    Q—K2
7 Kt—Q3   P—Q4
8 Kt×P    Q×Pch
9 Kt—K3   B—Q3
10 O—O    P—QKt4!
11 B—Kt3  B—Kt2
12 Kt—K1  Q—KR5
13 P—Kt3  Q—R6

The advance of the Pawn gives Rubinstein something to bite on.

14 P—QB3  P—KR4!
15 P×Kt   P—R5
16 Q—K2

Ready to answer 16... P×P with 17 BP×P, and his Queen protects the Rook Pawn. But Rubinstein transposes moves!

---

537

**SOUltAN—**  **BEIEFF**

(Simultaneous)  **BOET**

1 P—K4    P—K4
2 Kt—KB3  Kt—QB3
3 B—Kt5   P—QR3
4 B—R4    P—QKt4
5 B—Kt3   B—B4
6 O—O    P—Q3
7 P—B3    B—K3
8 P—Q4    B×B
9 RP×B    P×P
10 P×P    B—Kt5
11 B—Kt5  Kt—B3
12 Q—B1   Q—Q2
13 P—K5   P×P
14 P×P    Kt—K5
15 R—Q1   Q—K3
16 R×P!   R×R
17 Q×Ktch! Q×Q
18 R—Q8 mate

538

_Very_ few thrills can compare with announcing mate in a stipulated number of moves.

And if a Queen sacrifice is
part of the combination—boy, that is living!

Zagreb, 1920

VUKOVIC DEUTSCH

1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 B—Kt5  Kt—B3
4 P—Q4  P×P
5 P—K5  Kt—K5
6 B—KB4  P—B4
7 B×Kt  QP×B
8 Q×P  Q—Q4
9 Kt—B3  Q—R4
10 R—Q1  B—K2
11 B—Q2  Q—Kt3
12 Kt—K2

Tempting bait—and Black bites!

12 . . .  B—QB4

White announced mate in six, thus:

13 Q—Q8ch!  K×Q
14 B—Kt5ch  K—K1
15 R—Q8ch  K—B2
16 P—K6ch!  K×P
17 Kt—B4ch  K—B2
18 Kt—K5 mate

Graz, 1894

S. R. WOLF  H. WOLF

1 P—K4  P—K4
2 Kt—QB3  Kt—KB3
3 P—B4  P—Q4
4 P×KP  Kt×P
5 Q—B3  Kt×Kt
6 KtP×Kt  Q—R5ch
7 P—Kt3  Q—K5ch
8 Q×Q  P×Q
9 B—KKt2  Kt×B3
10 B×P  Kt×P
11 P—Q4  Kt—B5
12 R—Kt1  QR—Kt1
13 B—B6ch  K—Q1
14 Kt—B3  P—B3
15 K—B2  B—Q3
16 R—K1  Kt—R4
17 Kt—Kt5!

Threatening mate on the spot. Black cannot take the Knight, as mate in two would follow. Capturing the Bishop costs his Rook, so . . .

17 . . .  R—B1

He guards against mate—so he thinks!

18 Kt—B7ch! Resigns

It is mate next move. Black must have said to himself, “What makes you think it’s so safe being a Wolf?”

539

One way to rattle your opponent when he attacks a piece is to put another one en prise. Of the plausible defenses, he will pick the worst!

540

When the oldtimers raved about Anderssen’s wizardry, it was because games such
1000 Best Short Games of Chess

as this left so vivid an impression on them.

Breslau, 1860

ANDERSSSEN AMATEUR

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—B4 B—B4
4 P—QKt4 B×P
5 P—B3 B—B4
6 O—O P—Q3
7 P—Q4 P×P
8 P×P B—Kt3
9 P—Q5 Kt—R4
10 B—Kt2 Kt—KB3
11 B—Q3 B—Kt5
12 Kt—B3 P—B3
13 Kt—K2 O—O
14 Q—Q2 R—B1
15 Q—Kt5 B×Kt
16 P×B P×P
17 K—R1 Kt—B5
18 R—KKt1 Kt—K1

19 Q×KtPch! Kt×Q
20 R×Ktch K—R1
21 R—Kt8ch!

Both checking pieces are en prise, but both cannot be captured at once.

21 . . . K×R
22 R—Kt1ch Q—Kt4
23 R×Q mate

541

In which a Pawn takes a walk up the Bishop file, then wanders off, but returns in time to become a Queen and cry “Checkmate!”

Vienna, 1928

KREJCÍK MAYER

1 P—Q4 P—KKt3
2 P—K4 B—Kt2
3 Kt—KB3 P—Q3
4 B—QB4 P—QB3
5 Q—K2 B—Kt5
6 B×Pch K×B
7 Kt—Kt5ch K—K1
8 Q×B B×P
9 Kt—K6 Q—Q2
10 P—KB4 Kt—KB3
11 Q—R3 B—Kt3
12 P—B5 Kt×P
13 P×P Kt—B3
14 R—B1 P—KR4
15 P—Kt7 R—Kt1
16 Q×Pch Kt×Q
17 R—B8ch R×R
18 P×R(Q) mate

White announced mate in five, which he demonstrated as follows:
542
Nothing can make a player rage and fume more than to have one of his heavy pieces trapped in a corner by a miserable Pawn.

Wiesbaden, 1913

MOHR     HARTLAUB
1 P—K4    P—K4
2 Kt—KB3   Kt—QB3
3 B—B4    B—B4
4 P—B3    Kt—B3
5 P—Q4    P×P
6 P—K5    Kt—K5
7 Q—K2    P—Q4
8 P×P e.p. O—O
9 P×BP    Q—Q2
10 O—O    R—K1
11 Q—Q3   Kt—K4
12 Kt×Kt  R×Kt
13 B—B4   Kt×KBP!
14 R×Kt

Or 14 K×Kt, P×Pch 15 K—B3, Q—Kt5 mate.

14 . . .    R—K8ch
15 R—B1

Now Black simplifies, and leaves everything in the hands of a capable Pawn.

15 . . .    P×Pch
16 K—R1    Q×Q
17 B×Q    R×Rch
18 B×R    P×P

And the Pawn decides.

543
Marco falls into a fiendishly subtle trap. He Castles to get his King into safety. It is the most natural move on the board—and it loses!

Dresden, 1892

TARRASCH     MARCO
1 P—K4    P—K4
2 Kt—KB3   Kt—QB3
3 B—Kt5   P—Q3
4 P—Q4    B—Q2
5 Kt—B3   Kt—B3
6 O—O    B—K2
7 R—K1    O—O

This loses, believe it or not!

8 B×Kt    B×B
9 P×P    P×P
10 Q×Q    QR×Q
11 Kt×P    B×P

If 11 . . . Kt×P 12 Kt×B wins a piece.
12 Kt×B Kt×Kt
13 Kt—Q3 P—KB4
14 P—KB3 B—B4ch
15 Kt×B Kt×Kt
16 B—Kt5 R—Q4

On 16 ... QR—K1 17 B—K7 wins the exchange.
17 B—K7 R—K1
18 P—QB4 Resigns

Black loses the exchange and the game.

544
The Queen rushes away at the Knight's approach, as she has "an appointment at Samarra." The Knight follows, as he too must be there—to dispatch the Queen.

Correspondence, 1947

WIKSTROM WOOD
1 P—Q4 P—Q4
2 P—QB4 P—K3
3 Kt—QB3 Kt—KB3
4 B—Kt5 QKt—Q2
5 Kt—B3 P—B3
6 P×P KP×P
7 P—K3 B—K2
8 B—Q3 O—O
9 O—O R—K1
10 Q—B2 P—KR3
11 B×Kt Kt×B
12 Kt—K5 Kt—Kt5
13 P—B4! Kt×KP

Who could resist such a Knight fork?

14 B—R7ch K—B1

Obviously 14 ... K—R1 is suicide.

15 Q—K2 Kt—B4

Now he sees that he has no time for 15 ... Kt×R as 16 Q—R5, B—K3 17 P—B5 wins for White.

16 Q—R5 Kt—Q3

Guarding his Bishop Pawn.

17 Q×BPch! Kt×Q

White loses his Queen, but there is a happy ending to the story.

18 Kt—Kt6 mate!

545
A sacrifice is always more impressive when the piece making it crashes through at a point which looked unassailable.

Copenhagen, 1947

YANOFSKY TORNERUP
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 O—O
8 P—B3 P—Q4
9 P×P P—K5
10 Kt—Kt5 B—Q3
11 Kt×KP  Kt×Kt
12 R×Kt  B—KB4
13 R—K3  Kt—K4
14 P—KR3  Q—R5
15 B—B2  Kt—Kt5!
16 R—K2

On 16 B×B, B—R7ch mates or wins the Queen next move, and if 16 P×Kt there is this pretty possibility: 16 ... B×P
17 P—B3, B—Kt6 18 P×B, Q—R7ch 19 K—B1, Q—R8ch 20 K—K2, Q×Pch 21 K—Q3, Q×P(Q4)ch 22 K—K2, Q—Kt7ch
23 K—Q3, QR—Q1 mate.

16 ...  B×B
17 Q×B  QR—K1
18 P—Q4  Q×BPch!

Mate is forced after 19 R×Q by 19 ... R—K8ch 20 R—B1, B—R7ch 21 K—R1, R×R mate.

546

An explosive Queen sacrifice, a forced march by the King, and then a checkmate from away over in left field—that's winning it in the grand manner!

London, 1912

ED. LASKER  C.A. THOMAS

547

One of my favorite miniatures, this is the game I show immediately to anyone who so much as knows the moves of the chess pieces.

It bristles with piquant surprise moves, pretty sacrifices, and long-range threats of mate. Best of all, it is easily appreciated by the beginner as well as admired by the connoisseur.

Breslau, 1859

ANDERSSEN  LANGE

1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
| 3 B—Kt5   | Kt—Q5 |
| 4 Kt×Kt   | P×Kt |
| 5 B—B4    | Kt—B3 |
| 6 P—K5    | P—Q4 |
| 7 B—Kt3   | B—KKt5 |
| 8 P—KB3   | Kt—K5! |
| 9 O—O     |      |

If 9 PxB, Q—R5ch 10 K—K2, Q—B7ch 11 K—Q3, Kt—B4 mate.

9 ... P—Q6!
10 PxB    B—B4ch
11 K—R1   Kt—Kt6ch!
12 P×Kt   Q—Kt4

With the nice threat of 13 ... Q—R3 mate.

13 R—B5   P—KR4!

Now the threat is 14 ... RP×P mate!

14 P×RP

Clearly 14 R×Q is answered by 14 ... RP×Pch 15 R—R5, R×R mate.

14 ... Q×R

More trouble for White. Aside from 15 ... Q×RPch he is faced with another danger, 15 ... Q—B8ch 16 Q×Q, R×P mate.

15 P—Kt4   R×Pch!
16 P×R    Q—K5
17 Q—B3   Q—R5ch
18 Q—R3   Q—K8ch

And mate follows after 19 K—R2, by 19 ... B—Kt8ch (not 19 ... Q—Kt8ch which lets the King out) 20 K—R1, B—B7ch 21 K—R2, Q—Kt8 mate.

548

Nobody, but nobody could afford to make a mistake against Capablanca. Watch him smash a great master in just a few moves!

Berlin, 1928

<table>
<thead>
<tr>
<th>RETI</th>
<th>CAPA-</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>3 B—Kt5</td>
<td>P—Q3</td>
</tr>
<tr>
<td>4 P—B3</td>
<td>P—QR3</td>
</tr>
<tr>
<td>5 B—R4</td>
<td>P—B4</td>
</tr>
<tr>
<td>6 P—Q4</td>
<td>BP×P</td>
</tr>
<tr>
<td>7 Kt—Kt5</td>
<td>P×P</td>
</tr>
<tr>
<td>8 Kt×KP</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>9 B—KKt5</td>
<td>B—K2</td>
</tr>
<tr>
<td>10 Q×P</td>
<td>P—Kt4</td>
</tr>
<tr>
<td>11 Kt×Ktch</td>
<td>P×Kt</td>
</tr>
<tr>
<td>12 Q—Q5</td>
<td>KtP×B!</td>
</tr>
</tbody>
</table>

On 12 ... BP×B White escapes the worst by 13 B—Q1, Q—Q2 14 B—Kt4, Q×B 15 Q×Ktch and 16 Q×R.

13 B—R6

The alternative 13 Q×Ktch, B—Q2 is not promising.

13 ... Q—Q2!
14 O—O    B—Kt2
15 B—Kt7   O—O—O
16 B×R    Kt—K4
Unconcerned about capturing the Bishop, Black goes about his business of mating the King.

17 Q—Q1

On 17 Q—Q2, Black wins by 17 . . . Kt—B6ch 18 P×Kt, R—Kt1ch 19 K—R1, B×P mate.

17 . . . B—B6!
18 P×B

Or 18 Q—Q4, R—Kt1 19 P—KKt3, Q—R6 followed by mate.

18 . . . Q—R6

And wins. If 19 K—R1, Kt×P 20 Q×Kt, Q×R mate.

549

A Queen sacrifice brings the four Knights together in a grouping, attractive enough to be called, “An Arrangement in Black and White.”

Califórnia, 1945

ESSEN

1 P—K4
2 P—Q4
3 Q×P
4 Q—K3
5 Kt—QB3
6 Q—Kt3
8 B—KKt5

Unappetizing, but 8 . . . K Kt—K2 allows mate in two, and 8

DUFF

9 Q—QB3
10 P—QKt4
11 P×B
12 Kt—B3
13 Kt×KtP!
14 B—Kt5ch
15 Kt—K6!
16 Q—B6
17 Q—K7ch!
18 Kt—B6 mate!

9 Kt—K4
P×B
KtP×P
Kt—B2
Kt(Kt1)—R3
B—Q2
Q—B1
Kt—Kt1
Kt×Q

550

Child prodigies at chess are rare enough, but when the child prodigy is a girl—that is unique! And, to pile wonder on wonder, this little girl of ten could play chess without looking at the board! So here is Elaine playing blindfold against her father, just as young Morphy did against his, back in 1849.
England, 1936

E. SAUNDERS

1 P—K4    P—K4
2 Kt—KB3   Kt—QB3
3 B—B4    B—B4
4 P—QKt4  B×P
5 P—B3    B—B4
6 P—Q4    P×P
7 P×P    B—Kt3
8 O—O    P—Q3
9 B—Kt2   Kt—R4
10 Kt—B3  Kt×B
11 Q—R4ch  Q—Q2
12 Q×Kt   Kt—B3
13 P—K5   P×P
14 P×P    Kt—R4
15 P—KR3  P—KB4
16 P×P e.p. Kt×P
17 KR—K1ch K—B1
18 B—R3ch Resigns

Further resistance is futile: if 18 . . . P—B4 19 B×Pch, B×B
20 Q×Bch, K—Kt1 21 QR—Q1 and a child could win it.

551

DISLODGING the King from his throne and compelling him
to come down to your own K1, there to be mated, seems
a bit too ironical!

Essen, 1936

HUBER
1 P—K4    Kt—KB3
2 Kt—QB3   P—Q4

LEMKE

Berlin, 1936

ADELER
1 P—K4    P—K3
2 P—Q4    P—Q4

CHOI-

NATZKY
<table>
<thead>
<tr>
<th>Black</th>
<th>White</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 Kt—QB3</td>
<td>P×P</td>
</tr>
<tr>
<td>4 Kt×P</td>
<td>Kt—Q2</td>
</tr>
<tr>
<td>5 Kt—KB3</td>
<td>KKt—B3</td>
</tr>
<tr>
<td>6 B—KKt5</td>
<td>B—K2</td>
</tr>
<tr>
<td>7 B×Kt</td>
<td>P×B</td>
</tr>
<tr>
<td>8 Kt—Kt3</td>
<td>P—B3</td>
</tr>
<tr>
<td>9 B—K2</td>
<td>Q—Kt3</td>
</tr>
<tr>
<td>10 Q—Q2</td>
<td>P—QB4</td>
</tr>
<tr>
<td>11 O—O—O</td>
<td>R—KKt1</td>
</tr>
<tr>
<td>12 KR—K1</td>
<td>Kt—B1</td>
</tr>
<tr>
<td>13 Kt—K4</td>
<td>P×P</td>
</tr>
<tr>
<td>14 Kt×QP</td>
<td>P—B4</td>
</tr>
<tr>
<td>15 Kt×BP!</td>
<td>P×Kt</td>
</tr>
<tr>
<td>16 Kt—B6ch!</td>
<td>Q×Kt</td>
</tr>
<tr>
<td>17 Q—Q8ch!</td>
<td>B×Q</td>
</tr>
<tr>
<td>18 B—Kt5 mate</td>
<td></td>
</tr>
</tbody>
</table>

Black's pieces seem to spring out of nowhere in a sudden attack which wins the Queen, or checkmates the King.

Hamburg, 1936

### SCHULMEISTER

1 P—Q4 12 P—QR3 13 B—K4 14 Kt×Kt
2 P—QB4 15 Kt×B 16 Kt—B3
3 Kt—QB3 R×B
4 P—K3 R×Kt
5 B—Q3 16 Kt—B6ch!
6 KKt—K2 17 K—R1
7 B×P 17 P×Kt, Q—Kt4ch and mate next.
8 O—O 18 Q—R5
9 B—Q3 18 P—R3
10 P×P 18 Kt—K8!
11 Q—B2

---

Notice to White that it is time to resign. White's Queen is attacked and he is also faced with the threat 19... Q×RPch 20 K—Kt1, Q×KtP mate.

### 554

Even a hundred years ago the masters realized that giving up your Queen in exchange for a couple of good checks was getting the best of the bargain.
Berlin, 1853

LANGE
1 P—K4
2 Kt—KB3
3 B—B4
4 O—O
5 P—QKt4
6 P—B3
7 P—Q4
8 P×P
9 P—KR3
10 B—Q3
11 P×P
12 Kt—B3
13 R—K1ch
14 Kt—K5!
15 Kt×Pch
16 B—B5ch
17 Kt—Q8ch
18 B—B4 mate

MAYET
P—K4
Kt—QB3
B—B4
P—Q3
Kt×P
Kt—QB3
P×P
B—Kt3
Kt—R4
P—Q4
Q×P
Q—R4
K—Q1
Q×Q
K—Q2
K—B3
K—Q3

8 Q×B
9 B—R4
10 P—KKt4
11 P—Q5
12 Kt—Q2
13 P—R3
14 B×Q
15 B×P
16 P×Kt
17 Kt—K4
P—Q3
P—K4
P—K5
Kt—K4
Kt×QP!
Kt×Q
Kt—Q6ch!
P×Pch

There is a faint chance that he will be let off with 17 . . . R×Ktch 18 K—Q2.

17 . . .

A trump trick!

18 K×P

And Black scoops up the Bishop next move.

555

A lively skirmish is terminated by a Knight fork which is as decisive as it is elegant.

Jurata, 1937

Vienna, 1924

WOJEIEHOWSKY
1 P—Q4
2 P—QB4
3 Kt—QB3
4 Q—B2
5 Kt—B3
6 B—Kt5
7 P—QR3
Kt—KB3
P—K3
B—Kt5
Kt—B3
O—O
R—K1
B×Ktch

SCHACHTER

SOYKA
1 P—K4
2 P—KKt3
3 B—Kt2
4 Kt—K2
5 P—Q3
6 O—O

KOLTA
P—K4
P—KKt3
B—Kt2
Kt—K2
QKt—B3
O—O
7 P—KB4  P×P
8 B×P!

A shrewd offer of the exchange. White realizes that the long diagonal is worth a good deal.

8 . . .  B×P
9 Kt—Q2  B×R
10 Q×B  P—B3
11 B—R6  R—B2
12 R×P  Q—K1
13 Kt—KB3  R×R

He was threatened with 14 R×R, Q×R (or 14 . . . K×R 15 Kt—Kt5ch and mate next) 15 Kt—Kt5 winning.

14 Q×R  Q—B2
15 Q—B3  P—Q4
16 Kt—Kt5  P—Q5
17 Kt×QP  Q—B3

A natural move, and just what White was waiting for. Now he finishes with a flourish:

18 Kt×Kt!  Resigns

If 18 . . . Q×Q 19 Kt×Kt ch, K—R1 20 Kt—B7 mate, and if 18 . . . Q×Kt(B3) 19 Q—Kt7 is mate.

557

The temptation to capture a Queen that is en prise is practically irresistible. The average player seems to be hypnotized into speculating, "I'll take it off first, and think it over later."

New York, 1894

ALBIN          SHIPLEY
1 P—K4        P—K4
2 Kt—KB3      Kt—QB3
3 B—B4        B—B4
4 O—O         Kt—B3
5 P—B3        O—O
6 P—Q4        P×P
7 P×P         B—Kt3
8 P—Q5        Kt—K2
9 P—K5        Kt—K1
10 P—Q6       P×P
11 P×P        Kt—K3
12 B—KKt5     Kt—B3
13 Kt—B3      P—KR3
14 Q—Q3!      P×B
15 Q×Kt        Kt—R2
16 Kt—Q5!     P×Q
17 Kt—K7ch     K—R1
18 Kt(K7)×P    mate

558

Black treats us to a sparkling Queen sacrifice, and some gay cavorting by his King
Knight. These sprightly doings are made possible by his Bishop’s command of the long diagonal, a bit of strategy worth a million dollars.

Brussels, 1942

\[
\begin{array}{ll}
\text{DEFOSSE} & \text{FRANCK} \\
1 \text{P—Q4} & \text{Kt—KB3} \\
2 \text{P—QB4} & \text{P—K3} \\
3 \text{Kt—KB3} & \text{P—QKt3} \\
4 \text{Kt—B3} & \text{B—Kt5} \\
5 \text{Q—B2} & \text{B—Kt2} \\
6 \text{P—K3} & \text{Kt—K5} \\
7 \text{B—Q3} & \text{P—KB4} \\
8 \text{P—QR3} & \text{B×Ktch} \\
9 \text{P×B} & \text{O—O} \\
10 \text{O—O} & \text{R—B3} \\
11 \text{Kt—Q2} & \text{R—R3} \\
12 \text{P—Kt3} & \\
\end{array}
\]

To prevent the Queen from coming in at R5. Instead of discouraging Black it gives him an inspiration.

\[
\begin{array}{ll}
13 \text{Kt—B3} & \text{Kt—Kt4!} \\
14 \text{P×Q} & \\
\end{array}
\]

Kt×KBP discovered check and mate.

Not 14 Kt×Q as 14 . . . Kt—R6 is mate, and something had to be done about Black’s threat of mate in two.

\[
\begin{array}{ll}
14 . . . & \text{Kt×Ktch} \\
15 \text{K—Kt2} & \text{Kt—K8ch!} \\
16 \text{K—Kt3} & \text{R—Kt3ch} \\
17 \text{K—B4} & \text{R—Kt5ch} \\
18 \text{K—K5} & \text{Kt—B6} \\
& \text{mate} \\
\end{array}
\]

559

The great general distracts the enemy by threatening him on one flank—and then overwhelming him on the other!

St. Helena, 1820

\[
\begin{array}{ll}
\text{NAPOLEON} & \text{BERTRAND} \\
1 \text{P—K4} & \text{P—K4} \\
2 \text{Kt—KB3} & \text{Kt—QB3} \\
3 \text{P—Q4} & \text{Kt×P} \\
4 \text{Kt×Kt} & \text{P×Kt} \\
5 \text{B—QB4} & \text{B—B4} \\
6 \text{P—QB3} & \text{Q—K2} \\
7 \text{O—O} & \text{Q—K4} \\
8 \text{P—KB4!} & \text{P×Pch} \\
9 \text{K—R1} & \text{P×P} \\
10 \text{B×Pch} & \text{K—Q1} \\
11 \text{P×Q} & \text{P×R(Q)} \\
12 \text{B×Kt} & \text{B—K2} \\
13 \text{Q—Kt3!} & \\
\end{array}
\]

12 . . . Q—R5!

And White mustn’t touch! If 13 P×Q, R—Kt3ch 14 K—R1,
With a view to 14 B—Kt2, catching the Queen.

13 . . .  P—QR4

In order to reply to 14 B—Kt2 with 14 . . .  P—R5. But the blow falls on the other side of the board.

14 R—B8ch!  B×R
15 B—Kt5ch  B—K2
16 B×Bch  K×B
17 Q—B7ch  K—Q1
18 Q—B8 mate

560

Just when Black’s King seems safely and comfortably ensconced in a corner, Dake’s Queen makes a rude entrance and blows up the works.

Warsaw, 1935

DAKE  DE BURCA
1 P—K4  P—K3
2 P—Q4  P—Q4
3 Kt—QB3  Kt—KB3
4 B—Kt5  P×P
5 Kt×P  B—K2
6 B×Kt  B×B
7 Kt—KB3  Kt—Q2
8 P—B3  O—O
9 Q—B2  B—K2
10 O—O—O  P—QB3
11 P—KR4  Kt—B3
12 Kt×Ktch  B×Kt
13 B—Q3  P—KKt3


14 P—R5

Threatening 15 P×P, RP×P 16 B×P, P×B 17 Q×Pch, B—Kt2 18 Kt—Kt5 followed by 19 R—R8ch!

14 . . .  K—Kt2
15 R—R2  R—KKt1
16 Q—Q2  K—R1
17 Q—R6  B—Kt2

Suggesting that the Queen leave; but the hint is ignored.

18 Q×RPch!  Resigns

If 18 . . .  K×Q 19 P×P is discovered check, double check and mate.

561

The Pawns do most of the work throughout the game, and even after! For if Black refuses to resign he will be mated—by a Pawn!

Hastings, 1946

KAPSENBERG  NORMAN
1 P—QB4  Kt—KB3
2 Kt—QB3  P—KKt3
3 P—K4  P—Q3
4 P—Q4  B—Kt2
5 P—B3  QKt—Q2
6 B—K3  O—O
7 B—Q3  P—Kt3
8 KKt—K2  P—QR4
1000 Best Short Games of Chess

9 P—KKt4 P—B4
10 P—KR4 P—R4
11 P—Kt5 Kt—K1
12 P—B4 P×P
13 Kt×P P—K4
14 Kt—B6 Q—B2
15 Kt—Q5 Q—Kt2
16 Kt(B6)— K—R2
   K7ch
17 P—KB5

Intending to break in by 18 B—K2 and 19 B×RP, but Black
makes him the chance for a flash
finish.

17 ... R—R1
18 Q×Pch! Resigns

For after 18 ... P×Q 19
P—Kt6ch, P×P 20 P×P mate.

562

So much tribute is paid to the brilliancy of Labourdonnais
in the celebrated matches he
played with MacDonnell that we are apt to forget that the
latter was more than just a
straight man. Give him a chance and he could be the
life of the partie.

London, 1834

LABOUR-MACDONNELL DONNAIS

1 P—K4 P—K4
2 P—KB4 P×P
3 Kt—KB3 P—KKt4

4 B—B4 P—Kt5
5 Kt—B3 P×Kt
6 O—O P—QB3
7 Q×P Q—B3
8 P—K5 Q×P
9 B×Pch K×B
10 P—Q4! Q×Pch
11 B—K3 Q—Kt2

Obviously 11 ... Q×Bch 12
Q×Q would be a grievous blunder.

12 B×BP Kt—B3
13 Kt—K4 B—K2
14 B—Kt5 R—Kt1
15 Q—R5ch Q—Kt3

If 15 ... K—B1 16 B—R6 pins the Queen, or if 15 ...
K—K3 16 Kt×Kt, Q×B 17 QR—Ktch, K—Q3 18 Kt—K4ch
wins the Queen. If in this 16...
B×Kt 17 R×Bch, Q×R 18
B×Q, K×B 19 R—B1ch wins at
once.

16 Kt—Q6ch K—K3

If 16 ... K—Kt2 17 B—R6ch, K—R1 (17 ... Q×B 18
Kt—B5ch) 18 Kt—B7ch wins
the Queen. On 16 ... B×Kt
17 R×Ktch, K—Kt2 18 R×Qch, P×R 19 Q—R6ch, K—B2 20
Q—R7ch wins the Rook.

17 QR—Ktch K×Kt
18 B—B4 mate

563

The Queen leaves for just a
moment, and the bereaved
King is beset by ruffians, the
smallest of whom subjects him to mate.

Germany, 1944

Schmidt  Bania

1 P-K4       P-QB4
2 Kt-KB3     P-K3
3 P-Q4        P×P
4 Kt×P        Kt-KB3
5 Kt-QB3      B-Kt5
6 P-K5        Kt-Q4
7 B-Q2        Kt×Kt
8 P×Kt        B-B4
9 Q-Kt4       K-B1

On 9 ... O-O, Black loses the exchange by 10 B-KR6.

10 B-Q3       P-KR4
11 Q-B4       Kt-B3
12 O-O         P-Q4
13 B-K3       Q-R4

Would you guess that White will mate with his King Pawn?

14 Kt×Kt!     P×Kt

On 14 ... B×B, White recaptures by 15 P×B threatening mate on B7. In defending, Black would have no time to take the Knight.

15 B-Kt6!     P-B4

He cannot play 15 ... Q-B2, as his Bishop would be loose.

16 P×P e.p.    B×B
17 Q-Q6ch      K-Kt1
18 P-B7 mate!

564

Janowsky could be a piece down all through the game, and still make you feel that he was toying with you! Here is Janowsky in characteristic (and delightful) vein:

Prague, 1902

Janowsky (Simultaneous) Ruff

1 P-K4        P-K4
2 Kt-KB3      Kt-QB3
3 B-Kt5       Kt-B3
4 O-O          Kt×P
5 P-Q4         Kt-Q3
6 P×P          Kt×B
7 P-QR4        Kt-Q3
8 B-Kt5       B-K2
9 P×Kt         B×B
10 R-K1ch      K-B1
11 P×P         Q-B3
12 Kt×B        Q×Kt
13 Q-Q6ch      Kt-K2
14 Kt-B3       Q-B3
15 Q-R3
Still threatening 16 Kt—Q5, as well as doubling his Rooks on the King file.

15 . . .  P—Q3
16 Kt—K4  Q—R3
17 Kt×P

Now menacing 18 Kt×B, or 18 Kt—B5, B×Kt 19 Q×Ktch etc.

17 . . .  P—KKt3

The reply to 17 . . . B—K3 would be 18 P—B8(Q)ch.

18 R×Kt!  Resigns

565

Black forces the game with one check after another. He wins the exchange, but two moves later he resigns! He was in a swindle all the time!

Rio de Janeiro, 1927

OLIVEIRA  MENDES

1 P—K4  P—QB3
2 P—KB4  P—Q4
3 P—K5  B—B4
4 Kt—KB3  P—K3
5 Kt—B3  P—Q5
6 Kt—K2  P—Q6
7 P×P  B×P
8 Kt—Kt3  Kt—QR3
9 P—QR3  Kt—B4
10 P—Kt4  B×B
11 R×B  Kt—Q6ch
12 K—K2  Kt×BPch
13 K—B2  Kt—Q6ch

14 K—Kt1  Q—Kt3ch
15 K—R1  Kt—B7ch
16 R×Kt  Q×R
17 P—Q4

Locking the door on the Queen.

17 . . .  P—KB4
18 Q—Kt3  Resigns

Too late Black sees that he will lose his Queen by 19 B—K3.

566

White learns a sad lesson: if there are combinations in the position, they should be made by the player who has the better development, the open lines and control of the center.

Germany, 1918

HUBEL  KUHNE

1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 B—B4  Kt—B3
4 Kt—B3  Kt×P!
5 B×Pch

A natural desire to prevent Black from Castling, but inferior to 5 Kt×Kt, P—Q4.

5 . . .  K×B
6 Kt×Kt  P—Q4
7 Kt—Kt3  P—K5
8 Kt—Kt1  B—QB4
9 Kt×P
Counting on 9 . . . P×Kt 10 Q—R5ch.

9 . . . R—K1!
10 P—Q3 K—Kt1

Black has now Castled by hand, and has more pieces in play.

11 Q—R5 B—Kt5ch
12 P—B3 P×Kt
13 P×B P×Pch
14 B—K3 Kt×P
15 K—B1

To escape the Knight check. On 15 R—B1, P—Q7ch wins a whole Rook.

15 . . . Kt—B7
16 R—B1 P—Q7!
17 R—Q1

If 17 B×QP, B—Kt5 18 Q×B (18 Q—Kt5, Q—Q6ch) Q×B
19 Q—B4ch (19 Q—Q1, R—K8ch or 19 Kt—K2, Q×Rch!) K—R1 20 Q×Kt, R—K8ch wins.

17 . . . R×B!
18 P×R B—Kt5!

Stealing the Rook, as 19 Q×B is obviously fatal.

567

The nicest move in the game is a piquant shut-off by the Knight, preventing the Queen from coming back to the defense. She may rave and rant, but outside the gates she must stay.
17 ...  R—R1!
18 Q×R  Kt—R2!

Cuts communication between Queen and King. Mate will follow on the Rook file.

568

The moment White's Bishop parks on B6, his opponent's game has a doomed look about it.

Danzig, 1941

DEUTSCH-MANN  NEUMANN
1 P—Q4  Kt—KB3
2 Kt—KB3  P—KKt3
3 P—B3  B—Kt2
4 B—B4  P—Q3
5 QKt—Q2  O—O
6 P—K4  R—K1
7 Q—Kt3  P—K3
8 B—KKt5  Q—Q2
9 P—K5  Kt—Q4
10 P—B4  Kt—K2
11 Kt—K4  P—Q4
t2 Kt—B6ch!  B×Kt
13 B×B  QKt—B3
14 P—Kt4!

To prevent 14 ... Kt—B4. He now threatens 15 Q—K3 and 16 Q—R6.

14 ...  K—B1
15 Q—K3  Kt—KKt1
16 Kt—Kt5!

A little threat of mate.

16 ...  Kt×B
17 P×Kt  K—Kt1

Now if 18 Kt—B3, Q—Q3 19 Q—R6, Q—B1. To prevent the Queen from coming back via Q3 White plays ...

18 Kt—K4!

And wins. If 18 ... K—R1 19 Q—R6, R—KKt1 20 Kt—Kt5 followed by mate.

569

Suffering from severe pressure Mikenas sees a glimmer of hope. There is a little combination that will free his game, and net him two pieces for a Rook. The sequel shows that Black saw the combination too, and a little bit more!

Tiflis, 1946

MIKENAS  GOLDENOV
1 P—QB4  Kt—KB3
2 Kt—QB3  P—Q4
3 P×P  Kt×P
4 P—K4  Kt—Kt5
5 B—B4

Definitely not 5 P—Q4, Q×P and the joke is on White.

5 ...  B—K3!

Willing to saddle himself with an ugly doubled Pawn in return for a grip on the weakened white squares.
6 B×B  P×B
7 KKn—K2

Unfortunately he still cannot play 7 P—Q4.

7 ...  Kt—Q6ch
8 K—B1  Kt—B3
9 Q—Kt3  Q—Q2
10 Q×KtP  R—QKt1
11 Q—R6  P—Kt3
12 P—KR4  R—Kt3
13 Q—R4  B—Kt2
14 R—R3  O—O

Safeguarding his King, developing his Rook and threatening 15 ... R×Pch—all in one breath.

15 Kt—Q1  R—Kt5
16 R×Kt  Q×R
17 Q×Kt  R×KP
18 Kt—K3

If 18 Kt—B3, B×Kt and the Bishop is untouchable.

18 ...  R×Kt!

And wins, as 19 QP×R is penalized by mate on the move.

In which Black demonstrates some of the weapons of chess. First he pins a Knight and adds pressure to the pin. Then he shifts his Rook to a closed file, a cunning and subtle device. He wrenches open the file by a Knight sacrifice and a Pawn thrust. An exchange of Bishop for Knight gives him a new target. Next comes a discovered check driving away the Queen’s defender. This convinces White, who does not wait for the two-Rook sacrifice and the consequent mating attack.

Rio de Janeiro, 1942

GOMES     NETTO
1 P—K4     P—K4
2 Kt—KB3    Kt—QB3
3 Kt—B3     B—B4
4 B—B4     P—Q3
5 P—Q3     B—KKt5
6 B—K3     Kt—Q5
7 B×Kt     B×B
8 P—KR3     B—R4
9 Kt—QKt5    B—QKt3
10 Q—K2     Kt—K2
11 O—O      P—QR3
12 Kt—R3    Kt—Kt3
13 P—KKt3

Not relishing 13 ... Kt—B5 or 13 ... Kt—R5 (threatening 14 ... B×Kt 15 P×B, Q—Kt4ch) followed by 14 ... Q—B3.

13 ...  Q—B3
14 K—Kt2    R—KKt1!
15 P—B3     Kt—R5ch!
16 P×Kt     P—Kt4!
17 R—KKt1   B×Ktch
18 Q×B     P×Pch

And the rest goes on wheels. If 19 K—R2, Q×Q 20 R×Rch, K—K2 21 R×R, B×P 22 R—
Kt8, B—Kt6ch 23 R×B, P×Rch
24 K—Kt1, Q—B7ch and mate
next move.

571
White leaves pieces en prise
in clusters! At one stage, both
of his Knights and a Bishop
are attacked. Despite this,
White’s next move is casually
to place his Queen where it
can be taken!

Vienna, 1922

ERDOS    LICHTNER
1 P—Q4     P—Q4
2 P—K4     P×P
3 P—KB3    P×P
4 Kt×P     Kt—KB3
5 B—QB4    P—K3
6 B—KKt5   B—K2
7 QKt—Q2   Kt—B3
8 P—B3     O—O
9 O—O      Kt—KKt5
10 Kt—K4   B×B
11 Kt(B3)×B Kt—K6

Certainly attractive, as the
Knight attacks three pieces.

12 Q—R5     P—KR3
13 R×P      R×R
14 Q×Rch    K—R1
15 Kt—B6!

Threatening 16 Q—Kt6 and
mate at R7.

15 ...    Kt—K2

To prevent the Queen from
stealing in. (The Knights are of
course untouchable.)

16 Q—Kt6!
A cool devil!

16 ...    Q—Kt1
17 Q—R7ch! Q×Q
18 Kt—B7 mate

572
From the moment Black grabs
a Pawn, his troubles begin.
Six pieces fly off the board,
and a check drives his King
to a corner. Then comes a
pert threat of mate, which
can only be delayed by push-
ing a Pawn and uncovering
the Queen.

Elberfeld, 1937

ENGELS    BADESTEIN
1 P—Q4     P—Q4
2 P—QB4    P—K3
3 Kt—QB3   P—QB4
4 Kt—B3    Kt—QB3
5 P—K3     Kt—B3
6 B—Q3     B—K2
7 O—O      O—O
8 P—QKt3   P—QKt3
9 B—Kt2     B—Kt2
10 Q—K2     QP×P
11 KtP×P    P×P
12 P×P      Kt×P
13 Kt×Kt    Q×Kt
14 Kt—Q5!   Q—B4
15 B×Kt!    P×B

If 15 . . . B(K2)×B 16 Q—K4! P—Kt3 17 Kt×Bch wins easily.

16 Kt×Bch   Q×Kt
17 Q—Kt4ch   K—R1
18 Q—R4!   Resigns.

The only move left, alas and alack, is 18 . . . P—B4 which exposes the Queen.

573
When you can calmly disregard an attack on your Queen, and nonchalantly move some other piece—"ain't it a grand and glorious feeling?"

Berlin, 1937

<table>
<thead>
<tr>
<th>KARSTENS</th>
<th>FRIESECKE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—QB4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>3 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>4 Kt×P</td>
<td>P—K4</td>
</tr>
<tr>
<td>5 Kt—B5</td>
<td>P—Q4</td>
</tr>
<tr>
<td>6 Kt—Kt3</td>
<td>P—Q5</td>
</tr>
<tr>
<td>7 P—KB4</td>
<td>B—Q3</td>
</tr>
<tr>
<td>8 P—B5</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>9 P—QR3</td>
<td>Q—B2</td>
</tr>
<tr>
<td>10 B—Q3</td>
<td>B—Q2</td>
</tr>
</tbody>
</table>

11 O—O    O—O
12 Kt—Q2   QR—B1
13 Kt—R5   Kt×Kt
14 Q×Kt    K—R1
15 P—B6    P—KKt3
16 Q—R6    R—KKt1
17 Kt—B3!  B—B1
18 Kt—Kt5! Resigns

The threat is 19 Q×RP mate, and on 18 . . . B×Q 19 Kt×BP does the honors.

574
White's final combination is an excellent illustration of the technique of "Winning by Pinning." It also shows (lest there be doubt) that instructive games can be entertaining, too.

Stuttgart, 1948

<table>
<thead>
<tr>
<th>SCHUSTER</th>
<th>HODAKOWSKY</th>
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</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
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<tr>
<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>3 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>4 Kt×P</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>5 Kt—QB3</td>
<td>P—Q3</td>
</tr>
<tr>
<td>6 B—QKt5</td>
<td>B—Q2</td>
</tr>
<tr>
<td>7 B×Kt</td>
<td>P×B</td>
</tr>
<tr>
<td>8 Q—B3</td>
<td>P—B4</td>
</tr>
<tr>
<td>9 Kt—B5</td>
<td>P—Kt3</td>
</tr>
<tr>
<td>10 Kt—R6</td>
<td>B—K2</td>
</tr>
<tr>
<td>11 Kt—Q5</td>
<td>K—B1</td>
</tr>
<tr>
<td>12 P—K5!</td>
<td></td>
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</tbody>
</table>

Important, as we shall see.
12 ... P×P
The Knight must stay put.

13 Kt×B K×Kt
Now we see the reason for White's twelfth move. Black cannot capture with his Queen as his Rook would fall.

14 B—Kt5 B—B4
What else? If 14 ... K—K3 (the Knight needs more protection) 15 Kt—Kt4 is decisive.

15 Kt×Bch P×Kt
16 Q×P Q—Q3
Again, to help the Knight.

17 R—Q1 Q—K3
The only square from which he can guard his Knight and King Pawn, the loss of which would cost a piece.

18 B×Ktch Resigns
After 18 ... Q×B, Black's King is driven away from his Queen by 19 R—Q7ch, and White wins Queen for Rook.

575
The barbed point of the winning maneuver is a coup de repos. Black makes a quiet little move with his King, and White resigns!

Stockholm, 1908

LEONHARDT ENGLUND

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3

3 B—B4 Kt—B3
4 Kt—Kt5 P—Q4
5 P×P Kt—Q5
6 P—QB3 P—Kt4
7 B—B1 Kt×QP
8 P×Kt Q×Kt
9 B×Pch K—Q1
10 Q—B3 B—Kt2!
11 O—O R—QKt1
12 P—Q3

12 P×P falls into 12 ... Kt—K6.

12 ...
13 Q—Kt3
14 Q—Kt3

And now 13 P×P, Kt—B5 would be disastrous.

13 ...
P×P
14 Kt—R3 B×Kt
15 P×B Kt—B6
16 Q×Q

If 16 Q—R4ch, P—B3 17 Q×Q Pch, B—Q4, and Black threatens mate as well as a killing Knight fork.

16 ...
17 B—QB4 Kt—K7ch
18 K—R1
18 ... K—K2!

And the beautiful threat of mate by 19 ... R×Pch 20 K×R, R—R1ch wins the game.

576

COLLINS relaxes for one fleeting moment, and Black is on him like a tiger.

New York, 1949

COLLINS       HEARST
1 P—Q4       P—Q4
2 Kt—KB3     P—K3
3 P—B4       P—KB4
4 Kt—B3      Kt—KB3
5 P—KKt3     P—B3
6 B—Kt2      B—Q3
7 B—B4       O—O
8 O—O        Kt—K5
9 Q—B2       B×B
10 P×B       Kt—Q2
11 K—R1      R—B3
12 P—K3      R—R3
13 R—KKt1    Kt(Q2)—

B3

14 Kt—K5

On 14 Kt—KKt5, Black wins nicely by 14 ... Kt×Pch! 15 Q×Kt, Kt—Kt5 (better than the obvious 15 ... R×Pch 16 K×R, Kt—Kt5ch) 16 Q—Kt3, R×Pch! 17 Q×R, Kt—B7 mate.

14 ...

Kt—Kt5

15 Kt(K5)× P×Kt

Kt

16 B×Kt R×Pch!

17 K×R Q—R5ch
18 K—Kt2 Q—R6

mate

577

WHITE must have been happy with his efforts:

A sharp sacrifice to get the King out in the open.

A subtle clearance move by the Knight.

An unexpected sacrifice of his Queen.

An artistic mate by the Knights.

What more could a man want?

Helsinki, 1949

KAILA       KIVI
1 P—K4     P—QB3
2 P—Q4     P—Q4
3 P×P      P×P
4 P—QB4     P×P
5 B×P      P—K3
6 Kt—QB3 Kt—Q2
7 P—Q5     P—K4
8 Kt—B3     P—QR3
9 O—O       KKt—B3
10 P—Q6! Kt—Kt3
11 B×Pch! K×B

No choice, as 11 ... K—Q2 runs into 12 Kt×P mate.

12 Q—Kt3ch K—Kt3

If 12 ... B—K3 13 Kt×Pch and mate in two (or a desperate offer of the Queen by Black).
13 Kt×Pch K—R4
14 Kt—K2 Q—K1
15 Q—B3ch B—Kt5
16 Q×Bch Kt×Q
17 Kt—Kt3ch K—R5
18 Kt—B3 mate!

16 P×Kt R—KKt1
17 Kt×BP R—Kt2
18 Kt—Kt5! Resigns

There is no defense to the threat of 19 Kt(Kt5)×RP and the discovered check.

578
White’s recipe for success seems to be:
Place your Queen and a couple of Knights in the neighborhood of the adverse King.
Sit back and await results.

Correspondence, 1951

A. KAHN HARRISON
1 P—K4 Kt—KB3
2 Kt—QB3 P—K4
3 Kt—B3 Kt—B3
4 B—Kt5 B—Kt5
5 O—O O—O
6 P—Q3 P—Q3
7 Kt—K2 B—Kt5
8 P—B3 B—QB4
9 Kt—Kt3 B—Kt3
10 P—KR3 B—Q2
11 B—Kt5 Kt—K2
12 B×Kt! B×B
13 Kt—R5! P×B
14 Q—Q2!

Threatening 15 Q—R6 and 16 Q—Kt7 mate.

14 ... K—R1
15 Q—R6 Kt—B4

579
White concentrates his fire on one square. He intends to mate at K8—either in the game itself, or in the notes!

Correspondence, 1951

GUZMAN EGGAS
1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—B4 B—B4
4 P—B3 Kt—B3
5 P—Q4 P×P
6 P×P B—Kt5ch
7 Kt—B3 Kt×KP
8 O—O Kt×Kt
9 R—K1ch Kt—K2
10 B×Pch! K×B
11 P×Kt B—R4
12 Kt—Kt5ch K—Kt1
13 B—R3 P—Q3

The Knight dares not leave, as 13 ... Kt—B3 14 Q—Kt3ch, P—Q4 15 Q×Pch, Q×Q 16 R—K8 is mate.

14 Q—Kt3ch P—Q4
15 R×Kt

Renewing the threat of 16 Q×Pch and mate by the Rook.
15 ... P—B3
16 QR—K1
Again eyeing the fatal square.
16 ... B—Q2
17 Q×KtP R—Kt1
18 R×B! Resigns
If 18 ... RxQ 19 R×Qch, B×R 20 R—K8 kismet.

580
Flohr’s attacks were rarely violent. But give him the tiniest chance to strike at a weakness—a doubled Pawn, perhaps—and your game crumples. Somehow his own doubled Pawns never looked weak!

Hastings, 1935

GOLOMBEK  FLOHR
1 P—QB4  P—K4
2 Kt—QB3  Kt—QB3
3 Kt—B3  Kt—B3
4 P—Q4  P×P
5 Kt×P  B—Kt5
6 Kt×Kt  B×Ktch!
7 P×B  QP×Kt
8 Q—Q4  Q—K2
9 B—Kt5  O—O
10 B×Kt  P×B
11 P—K3  R—Q1!
12 Q—B4  Q—R6!
13 Q×KBP

To protect his Pawn at QB3. On 13 R—Q1, Q×Pch 14 K—K2, Q—B7ch wins the Rook.

13 ... R—Q3
14 Q—K5  Q—Kt7!
The point of the combination.
15 Q—K8ch
If 15 R—Q1, R×Rch 16 K×R, B—Kt5ch 17 P—B3, R—Q1ch 18 K—K1, Q—Q7 mate.
15 ... K—Kt2
16 Q—K5ch  K—B1
17 Q—R8ch  K—K2
18 Q—K5ch  B—K3
And wins. If 19 Q—Kt5ch, P—B3 20 Q—Kt7ch, B—B2 21 R—Q1, R×Rch 22 K×R, R—Q1ch and quick mate, as per schedule.

581
White can only avoid the Scylla of mate by one Knight, by falling into the Charybdis of mate by the other. To put it bluntly, the only way he can save his life is to commit suicide!

Moscow, 1929

JANUSCHPOLSKY  ROVNER
1 P—K4  P—QB4
2 P—QKt4  P×P
3 P—QR4  P—Q4
4 P×QP  Q×P
5 B—Kt2  P—K4
6 P×P  B×P
7 P—KB4  Kt—QB3
8 P×P  Kt×P
9 Q—K2 P—B3
10 P—B3 B—K2
11 P—Q4 B—KKn5
12 Q—K3 Kt—R3
13 Kt—Q2

Not 13 P×Kt as 13 . . . Q—
Q8ch 14 K—B2, Kt—B4 fol-
lowed by 15 . . . B—B4ch wins
at once.

13 . . .
14 Kt—K2
15 Q—B2
16 P—B4
17 R—B1
18 P—Q5

13 Kt—Q2
14 Q—K3
15 Kt—KB4
16 Kt—K6
17 B—Kt5

18 . . .

Threatening mate at Q6. If
White prevents this by 19 Kt—
B4 then 19 . . . Kt—B7 double
check and mate puts him to sleep.

1000 Best Short Games of Chess
293

reach its object and then
boomerang!

Correspondence, 1944

STEVENSON DAY

1 P—Q4 P—Q4
2 Kt—KB3 Kt—KB3
3 P—K3 B—B4
4 P—B4 P—K3
5 Q—Kt3 P—QKt3
6 Kt—B3 B—B3
7 Kt—KR4 B—Q3
8 Kt×B P×Kt
9 B—Q3 Q—Q2
10 Q—B2 P—Kt3
11 P×P Kt×P

On 11 . . . P×P 12 B—Kt5,
Kt—B3 13 Kt×P is terribly em-
barrassing.

12 Kt×Kt P×Kt
13 B—Kt5 Q×B
14 Q—B8ch K—K2
15 Q×R B—Kt5ch
16 B—Q2

On 16 K—Q1, Q—Q6ch ends
White's career.

16 . . . B×Bch
17 K×B Q×Pch
18 K—Q3

Any other move loses both
Rooks.

18 . . .

And White must give up his
Queen, or be mated by the
Knight.
583

Even if it has no visible means of support, a pin can penetrate with a potency that is paralyzing.

Correspondence, 1951

<table>
<thead>
<tr>
<th>BANKS</th>
<th>SURACI</th>
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</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>3 B—Kt5</td>
<td>P—QR3</td>
</tr>
<tr>
<td>4 B—R4</td>
<td>P—Q3</td>
</tr>
<tr>
<td>5 P—Q4</td>
<td>P—QKt4</td>
</tr>
<tr>
<td>6 B—Kt3</td>
<td>Kt×P</td>
</tr>
<tr>
<td>7 Kt×Kt</td>
<td>P×Kt</td>
</tr>
<tr>
<td>8 P—QR4</td>
<td>B—Kt2</td>
</tr>
<tr>
<td>9 Q×P</td>
<td>Qt—B3</td>
</tr>
<tr>
<td>10 O—O</td>
<td>P—B4</td>
</tr>
<tr>
<td>11 Q—K3</td>
<td>B—K2</td>
</tr>
<tr>
<td>12 Q—Kt3</td>
<td>P—B5</td>
</tr>
<tr>
<td>13 B—R2</td>
<td>B×P</td>
</tr>
<tr>
<td>14 R—K1</td>
<td>B—Kt3</td>
</tr>
<tr>
<td>15 Q—K3!</td>
<td>Q—Q2</td>
</tr>
</tbody>
</table>

But not 15 ... O—O 16 Q×B, R—K1 pinning the Queen, as 17 Q×Q is the counter-pin which wins.

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</thead>
<tbody>
<tr>
<td>16 P×P</td>
<td>P×P</td>
</tr>
<tr>
<td>17 B×P!</td>
<td>R×R</td>
</tr>
<tr>
<td>18 B×KtP!</td>
<td>Resigns</td>
</tr>
</tbody>
</table>

The Queen is pinned and dares not take the Bishop, as instantaneous mate would be the penalty.

a chivalrous refusal to try for a twopenny trap, or a less noble motive, fear of being the victim of a brilliancy.

Hamburg, 1947

<table>
<thead>
<tr>
<th>KUPPE</th>
<th>MULLER</th>
</tr>
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<tbody>
<tr>
<td>1 P—K4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>2 P×P</td>
<td>Q×P</td>
</tr>
<tr>
<td>3 Kt—QB3</td>
<td>Q—QR4</td>
</tr>
<tr>
<td>4 P—Q4</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>5 B—Q2</td>
<td>B—Kt5</td>
</tr>
<tr>
<td>6 B—K2</td>
<td>B×B</td>
</tr>
<tr>
<td>7 Q×B</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>8 Kt—B3</td>
<td>P—K3</td>
</tr>
<tr>
<td>9 Kt—K4</td>
<td>B—Kt5</td>
</tr>
<tr>
<td>10 Kt×Ktch</td>
<td>P×Kt</td>
</tr>
<tr>
<td>11 P—B3</td>
<td>B—K2</td>
</tr>
<tr>
<td>12 P—QR4</td>
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</tbody>
</table>

Just to discourage Queen side Castling.

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<tbody>
<tr>
<td>12 ...</td>
<td>Q—Q4</td>
</tr>
<tr>
<td>13 P—QKt4</td>
<td>P—QR3</td>
</tr>
<tr>
<td>14 O—O</td>
<td>O—O</td>
</tr>
<tr>
<td>15 B—R6</td>
<td>KR—K1</td>
</tr>
<tr>
<td>16 P—Kt5</td>
<td>Kt—Kt1</td>
</tr>
<tr>
<td>17 Kt—K5!</td>
<td>P—KB4</td>
</tr>
<tr>
<td>18 Q—R5!</td>
<td>Resigns</td>
</tr>
</tbody>
</table>

After 18 ... K—R1 19 Q×P(B7), R—Kt1, White does not take the Bishop and get mated but plays 20 Q—B6ch! B×Q 21 Kt—B7 and gives mate himself.

584

What prompts a player to resign? Here it could have been

585

It is instructive to see how an entry can be forced in a posi-
tion that looks air-tight and burglar-proof. It is done (when it is done) by making moves that look impossible!

Gothenburg, 1927

KINMARK

1 P—K4
2 P—Q4
3 B—Q3
4 Kt—KB3
5 Kt—B3
6 Kt×P
7 B—K3
8 O—O
9 P×B
10 Q—R5
11 B—KKt5
12 P—KB4
13 P—B5
14 Kt×P
15 B—QB4

STROM

P—QKt3
B—Kt2
P—K3
P—QB4
P×P
Kt—QB3
B—Kt5
B×Kt
KKt—K2
Kt—Kt3
Q—B2
P—QR3
P×P
Q—K4
O—O

Black does not bite on 15 . . . Q—B4ch 16 K—R1, Q×B as the Knight fork would cost him his Queen.

16 B—B6!

The first intruder! Black cannot take the Bishop with his Queen as 17 Kt—R6ch uncovers the Rook’s attack, and 16 . . . P×B permits the Queen to come in at R6.

16 . . . Q—B4ch
17 K—R1 Q×B
18 Q—R6!

To this brilliant invasion there is no reply.

London, 1866

BIRD

1 P—K4
2 Kt—KB3
3 B—Kt5
4 P—Q4
5 P—K5
6 Kt×P
7 O—O
8 Q×Kt
9 P—KB4
10 P—B5

STEINITZ

P—K4
Kt—QB3
Kt—B3
P×P
Kt—K5
B—K2
Kt×Kt
Kt—B4
P—QKt3
Kt—Kt6

Isn't he the sly one? If 11 P×Kt, B—B4 wins the Queen.

11 Q—K4 Kt×R
12 P—B6!

Much better than going after a harmless Rook.

12 . . .
13 K—R1
14 P—K6!

B—B4ch
R—QKt1
R—Kt1


15 Q×P

Overlooking 15 P×QPch, K—B1 16 Q—K8ch, Q×Q 17 P×Q (Q) mate.
15 ... R—B1
16 P×BPch R×P
17 R—K1ch B—K2
18 Q—Kt8ch R—B1
19 P—B7 mate!

587

White’s Knight sacrifice is attractive: he leaps lightly to one side to make way for the big sacrifice which wins!

Paris, 1930

Kahn Amateur
1 P—K4 P—Q4
2 P×P Q×P
3 Kt—QB3 Q—QR4
4 Kt—B3 Kt—KB3
5 P—Q4 B—Kt5
6 P—KR3 Q—R4
7 P×B Q×R

Gaining material, but he will lose time extricating his Queen.

8 Kt—K2

Already aiming at the Queen, via Kt3.

8 ... Kt—K5
9 Q—Q3 P—KB4
10 P×P Q—R4
11 Q×Kt Kt—B3
12 Kt—B4 Q—B2
13 Kt—K6 R—B1
14 P—KKt4 P—KR3
15 B—Kt2 P—KKt3
16 Kt(B3)— P×Kt

Kt5!

17 Q×Ktch! P×Q
18 B×P mate

588

A little sleight of hand by Mieses. A series of rapid-fire exchanges ends in the pinning of a Queen, whose lone defender is then lightly brushed away.

Vienna, 1908

Chalupetzky Mieses
1 P—Q4 P—Q3
2 P—K4 Kt—KB3
3 Kt—QB3 QKt—Q2
4 P—B4 P—K4
5 Kt—B3 P×Q P—K4
6 Q×P B—K2
7 B—B4 O—O
8 P—KR3 P—B3
9 B—K3 P—Q4
10 P×P B—B4
11 Q—Q3 R—K1
12 Kt—Q4 Kt—Kt3
13 K—Q2 Kt(B3)×P
14 B×Kt Kt×B
15 QR—K1 Kt×B
16 R×Kt R×R!
17 K×R B—B4!
18 Q—Q2

If 18 Q×B, Q×Ktch 19 K—K2, Q—K6ch wins at once, and if 18 Kt—K4, Q—Kt3 is too much to bear.

18 ... Q×Ktch
19 Q×Q R—K1ch
Forces the King away from the Queen. Black wins a piece and the game.

589

Baron Kolisch must have been a happy man. He was a chess player, and that satisfied his soul. He was a millionaire, and that satisfied his wife.

Vienna, 1859

Mandolfo Kolisch

(Remove Black's Queen Rook)

1 P–K4 P–K4
2 B–B4 Kt–KB3
3 Kt–QB3 P–B3
4 P–Q3 P–QKt4
5 B–Kt3 P–QR4
6 P–QR4 P–Kt5
7 Kt–R2 P–Q4
8 P×P P×P
9 Kt–KB3 Kt–B3
10 Q–K2 B–Kt5
11 O–O B–QB4
12 B–Kt5 P–R3
13 P–R3 P–R4
14 P×B P×P
15 Kt×KP Kt–Q5
16 Q–K1 Kt–K5
17 B×Q Kt–Kt6
18 Kt–Kt6ch Kt(Q5)–K7ch
19 Q×Ktch Kt×Q mate

the second is a command which cannot be ignored.

London, 1887

Owen Burn

1 Kt–KB3 P–Q4
2 P–Q4 B–B4
3 P–K3 P–K3
4 Kt–B3 Kt–KB3
5 P–QR3 P–B4
6 B–Kt5ch QKt–Q2
7 Kt–K5 B–Q3
8 P–KKt4 B×Kt
9 KtP×B B–Q3
10 QP×P B×BP
11 P–Kt4 B–Q3
12 B–Kt2 R–QB1
13 Q–Q4 O–O
14 B×Kt Q×B
15 Kt×P!

Ready to answer 15... P×Kt with 16 Q×Kt! P×Q 17 R–Kt1ch, K–R1 18 B×P mate.

15...

Coyly refusing the offer, and incidentally guarding his Knight Pawn.

Owen's first offer of a Knight is a request that it be taken,
16 Kt—B6ch! P×Kt
17 R—Kt1ch K—R1
18 Q×Pch Kt×Q
19 B×Kt mate

591

COMBINATIONS need not be complex to be attractive. This one, initiated by an inspired key-move, is pleasing in its quiet simplicity.

Quebec, 1947

YANOFSKY THERIEN
1 P—K4 P—K3
2 P—Q4 P—Q4
3 Kt—QB3 P×P
4 Kt×P Kt—Q2
5 Kt—KB3 Kt×P
6 Kt×Ktch Kt×Kt
7 B—Q3 B—K2
8 O—O O—O
9 Kt—K5 P—B4
10 P×P B×P
11 Q—K2 P—QKt3
12 B—KKt5 B—Kt2
13 Q—Q1 Q—K2
14 Kt—Q7! KR—Q1

Of course not 14 ... Q×Kt 15 B×Pch winning the Queen.

15 B×Kt P×B
16 Q—Kt4ch K—R1
17 Q—KR4 P—B4
18 Kt—B6 K—Kt2
19 Q—Kt5ch Resigns

After 19 ... K—R1 20 Q—R6 wins the Queen by the threat of mate.

592

The sparks fly in this King side attack, where so many pieces are perilously exposed all over the board.

Berlin, 1926

HANNING LANGNER
1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—Kt5 P—QR3
4 B—R4 Kt—B3
5 O—O Kt×P
6 P—Q4 P×P
7 R—K1 P—Q4
8 P—B4 P×P e.p.
9 Kt×P B—QKt5
10 B—KKt5 P—B3
11 Kt—K5! O—O
12 B×Kt B×Kt
13 B×Pch K—R1
14 Q—R5

With a little threat of mate on the move.

14 ... B×Kt

If 14 ... Q×B 15 Kt—Kt6ch, K—Kt1 16 Kt—Kt7ch winning the Queen.

15 B×Kt P—KKt3
16 B×KKtP Q—Q2

On 16 ... Q—K2 17 R×B wins.

17 R×B! P×R
18 R—Q1 Q—Kt2
19 B—B6! Resigns
### 593
The Max Lange attack is a bewildering form of opening to meet. Here it reaches a climax with a Rook sacrifice which can be accepted by any of three pieces. But the result is always the same—mate at B7!

New York, 1900

<table>
<thead>
<tr>
<th>FINN</th>
<th>NUGENT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>3 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>4 B—QB4</td>
<td>B—B4</td>
</tr>
<tr>
<td>5 O—O</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>6 P—K5</td>
<td>P—Q4</td>
</tr>
<tr>
<td>7 P×Kt</td>
<td>P×B</td>
</tr>
<tr>
<td>8 R—K1ch</td>
<td>B—K3</td>
</tr>
<tr>
<td>9 Kt—Kt5</td>
<td>Q—Q4</td>
</tr>
<tr>
<td>10 Kt—QB3</td>
<td>Q—B4</td>
</tr>
<tr>
<td>11 Kt(B3)—</td>
<td>B—KB1</td>
</tr>
<tr>
<td>K4</td>
<td></td>
</tr>
<tr>
<td>12 Kt×BP</td>
<td>K×Kt</td>
</tr>
<tr>
<td>13 Kt—Kt5ch</td>
<td>K—Kt1</td>
</tr>
<tr>
<td>14 P—KKt4</td>
<td>Q×P(B3)</td>
</tr>
</tbody>
</table>

If 14 ... O×KtPch 15 Q×Q, B×Q 16 P—B7 mate!

15 R×B | Q—Q1 |
16 Q—B3 | Q—Q2 |

Guarding the fatal square, but White has a pretty riposte.

### 594
The Queen weaves her way into the heart of Black’s position by zigzagging along the weakened black squares.

Orenburg, 1928

<table>
<thead>
<tr>
<th>ARGUNOW</th>
<th>COSSBERG</th>
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<tbody>
<tr>
<td>1 P—Q4</td>
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<td>3 Kt—QB3</td>
<td>P—QKt3</td>
</tr>
<tr>
<td>4 P—K4</td>
<td>B—Kt5</td>
</tr>
<tr>
<td>5 P—K5</td>
<td>Kt—K5</td>
</tr>
<tr>
<td>6 Q—Kt4</td>
<td>Kt×Kt</td>
</tr>
<tr>
<td>7 P×Kt</td>
<td>B×Pch</td>
</tr>
<tr>
<td>8 K—Q1</td>
<td>K—B1</td>
</tr>
</tbody>
</table>

If 8 ... B×R 9 Q×KtP, R—B1 10 B—Kt5, P—KB3 11 B—K2! Q—K2 12 B—R5ch, K—Q1 (12 ... R—B2 13 Q—Kt8ch, Q—B1 14 B×Rch) 13 P×P and White wins.

| If 14 ... Q×KtPch | 15 |
| Q×Q, B×Q | 16 P—B7 mate! |
| 15 R×B | Q—Q1 |
| 16 Q—B3 | Q—Q2 |
| The King needs air. |
| 16 Q—R6ch | K—K1 |
| 17 R×P! | R—B1 |
| If 17 ... P×R 18 Q—R7 wins instanter. |
13 O-O  R×P
14 Q-Kt5ch  P-B3
15 Q×KtP  R×Pch!
16 K×R  Q-Kt3ch!
17 K-R1

If 17 K-B3, Q-Kt5 is mate.

17 . . .  B-Q4ch
18 P-B3  B×Pch!
19 R×B  Q-Kt8
mate

599

A sudden check presents Black with a melancholy choice: should he lose his Queen by a Knight fork or by the Bishop’s skewer attack?

Hungary, 1940

BOROS  CSILLAG
1 P-K4  P-QB4
2 Kt-KB3  P-K3
3 P-QKt4  P×P
4 P-Q4  P-Q3
5 P-QR3  Kt-KB3
6 B-Q3  Kt-B3
7 O-O  P-K4
8 P-Q5  Kt-K2
9 P×P  Kt-Kt3
10 P-B4  B-Kt5

Beginning of attack.

11 P-R3  B-Q2

End of attack.

12 Kt-B3  Kt-R4
13 Kt-K2  Kt-R5
14 Kt-K1  P-KKt4

15 K-R2  Kt-B5
16 P-Kt3  B×P
17 Kt×Kt!  B×R
18 Kt-R5  B×B
19 Q-R4ch!  Resigns

If 19 . . . Q-Q2 20 Kt-B6ch is the Knight fork, while 19 . . . K-K2 runs into 20 B×Pch, the Bishop’s skewer.

600

The crucial move, the one on which his whole combination depends is the very last one made by White. But that move had to be seen in his mind’s eye, before he began the combination.

Vienna, 1899

GROSSBACH  EMERICH
1 P-K4  P-K4
2 Kt-KB3  Kt-QB3
3 B-Kt5  B-B4
4 P-B3  Kt-Kt5
5 P-Q4  P×P
6 P×P  B-Kt3
7 P-Q5  Kt-QKt1
8 O-O  O-O
9 P-Q6  Kt-Kt3
10 B-Kt5  Q-K1
11 Kt-B3  Q-K3
12 P-K5  Kt×P
13 Kt×Kt  Q×Kt
14 B-K7  R-K1
15 R-K1  Q-QB4
16 Kt-K4  Q×B
### 601

**There is skillful fencing in the last three moves: a thrust by Black to win a piece, a parry by White which threatens the exchange, and a riposte by Black which wins the Queen.**

**Graz, 1930**

<table>
<thead>
<tr>
<th>NIESCHER</th>
<th>KUNERT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—Q4</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>P—QKt3</td>
</tr>
<tr>
<td>3 P—K3</td>
<td>B—Kt2</td>
</tr>
<tr>
<td>4 B—Q3</td>
<td>P—K3</td>
</tr>
<tr>
<td>5 QKt—Q2</td>
<td>P—B4</td>
</tr>
<tr>
<td>6 O—O</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>7 P—B3</td>
<td>B—K2</td>
</tr>
<tr>
<td>8 Q—K2</td>
<td>O—O</td>
</tr>
<tr>
<td>9 PxP</td>
<td>PxP</td>
</tr>
<tr>
<td>10 P—K4</td>
<td>P—Q3</td>
</tr>
<tr>
<td>11 Kt—B4</td>
<td>B—R3</td>
</tr>
<tr>
<td>12 B—Kt5</td>
<td>Kt—Q2</td>
</tr>
<tr>
<td>13 BxB</td>
<td>QxB</td>
</tr>
<tr>
<td>14 KtxP</td>
<td>BxB</td>
</tr>
<tr>
<td>15 QxB</td>
<td>Kt(Q2)—K4</td>
</tr>
<tr>
<td>16 KtxKt</td>
<td>KtxKt</td>
</tr>
<tr>
<td>17 Q—R6</td>
<td>QR—Kt1</td>
</tr>
<tr>
<td>18 P—QKt3</td>
<td></td>
</tr>
</tbody>
</table>

17 Kt—B6ch!  P×Kt
18 Q—Kt4ch  Q—Kt4
19 B×P!  Resigns

18 ...  R—Kt3
19 Kt—B8

But Black has his own ideas.

19 ...  Kt—B6ch!

And wins the Queen. If 20 P×Kt, Q—Kt4ch rescues his own Queen, and if 20 K—R1, Q—R5 does likewise.

### 602

**Professor Svendsen's short story LAST ROUND describes the Old Master's effort after fifty years of tournament play to create a work of art, the perfect game. It is in the crucial last round when he is paired with the mighty Rolavsky that he makes his dream come true. No one, we hope, ever disillusioned the Old Master by telling him that Charousek anticipated his "perfect game" many years before, in an off-hand encounter.**

**Kassa, 1893**

<table>
<thead>
<tr>
<th>CHAROUSEK</th>
<th>WOLLNER</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>3 P—QB3</td>
<td>P×P</td>
</tr>
<tr>
<td>4 B—QB4</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>5 Kt—KB3</td>
<td>B—B4</td>
</tr>
<tr>
<td>6 KtxP</td>
<td>P—Q3</td>
</tr>
<tr>
<td>7 O—O</td>
<td>O—O</td>
</tr>
<tr>
<td>8 Kt—Kkt5</td>
<td>P—KR3</td>
</tr>
</tbody>
</table>

Hanging on to the extra Pawn, as he sees a defense to Black's threat.
9 Kt×P  
10 P—K5  
11 P—K6

Attacking the Rook with his Pawn, and the Knight with his Queen.

11 ... Q—R5
12 P×Rch K—B1
13 B—B4 Kt×BP
14 Q—K2 Kt—Kt5ch
15 K—R1 B—Q2
16 QR—K1 Kt—QB3
17 Q—K8ch! R×Q
18 P×R(Q)ch B×Q
19 B×QP mate!

603

Two sharp sacrifices in succession dislodge White's Bishops, so that the Knight can move in with a crushing check.

Tiflis, 1937

<table>
<thead>
<tr>
<th>RAUZER</th>
<th>ILYIN GENEVSKY</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>P—Q3</td>
</tr>
<tr>
<td>3 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>4 Kt×P</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>5 P—KB3</td>
<td>P—Q4</td>
</tr>
<tr>
<td>6 P—K5</td>
<td>Kt—Q2</td>
</tr>
<tr>
<td>7 P—KB4</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>8 Kt×Kt</td>
<td>P×Kt</td>
</tr>
<tr>
<td>9 B—Q3</td>
<td>Q—R5ch</td>
</tr>
<tr>
<td>10 P—Kt3</td>
<td>Q—R6</td>
</tr>
<tr>
<td>11 Q—B3</td>
<td>B—B4</td>
</tr>
<tr>
<td>12 B—K3</td>
<td>O—O</td>
</tr>
<tr>
<td>13 Kt—Q2</td>
<td>P—B3</td>
</tr>
<tr>
<td>14 P×P</td>
<td>R—K1!</td>
</tr>
</tbody>
</table>

Tricky: it is not the Bishop file Black wanted to open, but the King's.

15 Kt—B1 Kt×P

Threatening 16 ... Kt—Kt5. White cannot run off by 16 O—O—O as 16 ... B—KKt5 would win the exchange.

16 K—Q2 B—KKt5
17 Q—B2 P—Q5
18 B×P R—K7ch!
19 B×R Kt—K5ch

And wins the Queen.

604

STEINITZ would not have included this defeat in a book of his best games of chess. His opponent hardly treats him with the respect due a former Champion of the World.

Magdeburg, 1896

<table>
<thead>
<tr>
<th>STEINITZ</th>
<th>LOBBECHE</th>
</tr>
</thead>
<tbody>
<tr>
<td>(Simultaneous)</td>
<td></td>
</tr>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>Kg—QB3</td>
</tr>
<tr>
<td>3 B—B4</td>
<td>B—B4</td>
</tr>
<tr>
<td>4 P—B3</td>
<td>KKt—K2</td>
</tr>
<tr>
<td>5 Kt—Kt5</td>
<td>P—Q4</td>
</tr>
<tr>
<td>6 P×P</td>
<td>Kt×P</td>
</tr>
</tbody>
</table>
7 Kt×BP B×Pch
8 K×B Q—R5ch
9 P—Kt3 Q×B
10 Kt×R B—Kt5
11 Q—B1 Q—K5
12 P—Q3 Q—B6ch
13 K—Kt1 O—O—O
14 Kt—Q2 Q×Qch
15 K×Q R—B1ch
16 K—Kt1

On 16 K—K1, Kt—K6 wins a Rook by the threat of mate.

16 . . . B—R6!
17 P—R4 Kt(Q4)—Kt5

18 P—Kt3

A desperate effort to get his Bishop out, and thereby guard the first rank with his Rook. Naturally taking the Knight loses after 18 . . . Kt—Q5.

18 . . . Kt×P
19 B—R3 R—B7!

And wins by the hit-and-hold idea: 20 . . . R—Kt7ch 21 K—B1, R×Ktch 22 K—Kt1, R—K Kt7ch, 23 K—B1, R—R7ch 24 K—Kt1, R×Rch and mate next move.

606

Though not as glamorous as the brilliants he won from Dufresne and Kieseritzky, this crisp specimen of the famed Anderssen attack deserves inclusion in the anthologies.

Breslau, 1862

<table>
<thead>
<tr>
<th>ROSANES</th>
<th>ANDERSSEN</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 P—KB4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>3 P×QP</td>
<td>P—K5</td>
</tr>
<tr>
<td>4 B—Kt5ch</td>
<td>P—B3</td>
</tr>
<tr>
<td>5 P×P</td>
<td>Kt×P</td>
</tr>
<tr>
<td>6 Kt—QB3</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>7 Q—K2</td>
<td>B—QB4</td>
</tr>
<tr>
<td>8 Kt×P</td>
<td>O—O</td>
</tr>
<tr>
<td>9 B×Kt</td>
<td>P×B</td>
</tr>
<tr>
<td>10 P—Q3</td>
<td>R—K1</td>
</tr>
<tr>
<td>11 B—Q2</td>
<td>Kt×Kt</td>
</tr>
<tr>
<td>12 P×Kt</td>
<td>B—B4</td>
</tr>
<tr>
<td>13 P—K5</td>
<td>Q—Kt3</td>
</tr>
</tbody>
</table>

Attacking the Knight and the QKtP, and it is the latter that will get his undivided attention.

14 O—O—O B—Q5
15 P—B3 QR—Kt1
16 P—QKt3 KR—Q1!
17 Kt—B3

Not 17 P×B, Q×QP and White’s struggles are over.

17 . . . Q×P!
18 P×Q R×P
19 B—K1 B—K6ch!
White has five ways of getting out of check, but all yield to 20 ... R—Kt8 mate.

605
As befits a master who composed an occasional problem, Blackburne sacrifices his Queen to evolve a "pure" mate.

Manchester, 1863

<table>
<thead>
<tr>
<th>BLACK-STEINKUHLER</th>
<th>BURNE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>3 B—B4</td>
<td>B—B4</td>
</tr>
<tr>
<td>4 P—B3</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>5 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>6 P×P</td>
<td>B—Kt5ch</td>
</tr>
<tr>
<td>7 B—Q2</td>
<td>B×Bch</td>
</tr>
<tr>
<td>8 KKT×B</td>
<td>Kt×QP</td>
</tr>
<tr>
<td>9 O—O</td>
<td>P—Q3</td>
</tr>
<tr>
<td>10 Kt—Kt3</td>
<td>Kt×Kt</td>
</tr>
<tr>
<td>11 Q×Kt</td>
<td>O—O</td>
</tr>
<tr>
<td>12 R—K1</td>
<td>Kt—R4</td>
</tr>
<tr>
<td>13 P—K5</td>
<td>Q—Kt4</td>
</tr>
<tr>
<td>14 P×P</td>
<td>Kt—B5</td>
</tr>
<tr>
<td>15 B×Pch</td>
<td>K—R1</td>
</tr>
<tr>
<td>16 P—Kt3</td>
<td></td>
</tr>
</tbody>
</table>

If 16 Q—Kt3, Kt—K7ch wins the Queen (or mates if White is stubborn).

16 ... P×P
17 Kt—B3 Kt—R6ch
18 K—Kt2 Q—B3
19 B—Q5

Saves his Bishop, but at a fearful cost. Black now mated in four moves:

19 ... Q×Pch
20 K—R1 Q—Kt8ch!
21 R×Q Kt—B7ch
22 K—Kt2 B—R6 mate!

607
It was Nimzovich who said, "A pinned piece's defensive power is only imaginary. He only makes a gesture as if he would defend; in reality he is crippled and immobile."

To show that he appreciates the importance of this statement, Alekhine immobilizes Nimzovich's pieces by pinning them all over the place.

Bled, 1931

<table>
<thead>
<tr>
<th>ALEKHINE</th>
<th>NIMZOVICH</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K3</td>
</tr>
<tr>
<td>2 P—Q4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>3 Kt—QB3</td>
<td>B—Kt5</td>
</tr>
<tr>
<td>4 KKn—K2</td>
<td>P×P</td>
</tr>
<tr>
<td>5 P—QR3</td>
<td>B×Ktch</td>
</tr>
<tr>
<td>6 Kt×B</td>
<td>P—KB4</td>
</tr>
<tr>
<td>7 P—B3</td>
<td>P×P</td>
</tr>
<tr>
<td>8 Q×P</td>
<td>Q×P</td>
</tr>
<tr>
<td>9 Q—Kt3!</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>10 Q×KtP</td>
<td>Q—K4ch</td>
</tr>
<tr>
<td>11 B—K2</td>
<td>R—Kt1</td>
</tr>
<tr>
<td>12 Q—R6</td>
<td>R—Kt3</td>
</tr>
<tr>
<td>13 Q—R4</td>
<td>B—Q2</td>
</tr>
<tr>
<td>14 B—KKt5</td>
<td>B—B3</td>
</tr>
<tr>
<td>15 O—O—O</td>
<td>B×P</td>
</tr>
<tr>
<td>16 KR—K1</td>
<td>B—K5</td>
</tr>
<tr>
<td>17 B—R5</td>
<td>Kt×B</td>
</tr>
<tr>
<td>18 R—Q8ch</td>
<td>K—B2</td>
</tr>
<tr>
<td>19 Q×Kt</td>
<td>Resigns</td>
</tr>
</tbody>
</table>

Three pieces are pinned, and he is threatened with 20 Kt×B, P×Kt 21 Q×Pch followed by 22 R—B1ch. If he tries 19 . . . K—Kt2 then 20 Kt×B, P×Kt 21 B—R6ch, K—B3 22 R—B8ch wins the Queen.

608

Black's play is full of life and fire, with some original touches that set it off from run-of-the-mill sacrificial revels.

U.S.S.R., 1947

Semenenko

| 1 P—K4 | P—K4 |
| 2 Kt—KB3 | Kt—QB3 |
| 3 B—B4 | Kt—B3 |
| 4 Kt—Kt5 | P—Q4 |

5 P×P | Kt—Q5 |
6 P—QB3 | P—Kt4 |
7 B—B1 | Kt×QP |
8 Kt×BP | K×Kt |
9 P×Kt | P×P |
10 Q—B3ch | Kt—B3! |
11 Q×R | B—QB4 |
12 B×P |

Looks good, as he develops a piece, captures a Pawn, stops the Rook check, and prepares to Castle. But Black goes about his business, and plays just the same . . .

12 . . . R—K1ch!
13 K—B1

If 13 B×Rch, Q×Bch 14 K moves, B checks and White's Queen falls:

13 . . . B—R3!

Another pretty move!

14 Q—B6

If 14 Q×Q, B×Bch 15 K—Kt1, R—K8 mate.

14 . . . Q—K2
15 P—KKt3 | B×Bch |
16 Q×B | Q—K5 |
17 Q—B4ch | K—Kt3 |
18 K—Kt1 | Q—B6 |
19 Q—B1 | P—Q6 |

And wins. If 20 Kt—B3, R—K7 21 Kt×R, P×Kt 22 Q—K1, Q×BPch settles any doubts.

609

Castling runs right into a lethal blow, White's Queen
ending the fight "avec knock-out" as Dr. Tartakover puts it.

**Biel, 1933**

**KLEIN**

(Blindfold) **AMATEUR**

1 P—K4 P—K3
2 P—Q4 P—Q4
3 P—K5 P—QB4
4 Kt—KB3 Kt—QB3
5 PxP BxP
6 B—Q3 KKn—K2
7 B—KB4 Kt—Kt3
8 B—Kt3 Q—B2
9 O—O Kt(Kt3)×P
10 Kt×Kt Kt×Kt
11 Kt—B3 P—QR3

To avoid this alarming possibility: 11 . . . O—O 12 Kt—Kt5, Q—Kt1 13 B×Pch, K×B 14 Q—R5ch, K—Kt1 15 B×Kt and the Queen is done for.

12 Kt×P1 Q—Q3

Clearly if 12 . . . P×Kt 13 B×Kt regains the piece.

13 R—K1 Q×Kt
14 R×Kt Q—B3
15 B—K4 Q—Kt3
16 R—Kt5 P—Kt3
17 B—K5 B×Pch
18 K—R1 O—O
19 Q—R5! Resigns

The threat of 20 Q×RPch, K×Q 21 R—R5ch followed by mate cannot be averted by 29 . . . P—B4 as 20 R×Pch, K—

**B2** 21 R—Kt7 mate would be the rude response.

---

**Leipzig, 1922**

**HARTLAUB**

**TEICHMANN**

1 P—QKt4 P—Q4
2 B—Kt2 P—KB4
3 P—K3 Kt—KB3
4 P—KB4 P—K3
5 Kt—KB3 B×P
6 Kt—B3 O—O
7 Kt—KKt5 P—KR3
8 P—KR4 Kt—Kt5
9 B—Q3 P×Kt
10 RP×P P—B4
11 Kt—Kt5

If 11 P—Kt6, Black repels the aggressors by 11 . . . Kt—KR3, not by 11 . . . Q—B3 12 Kt×P, Q×B 13 Kt—K7 mate!

11 . . . P—R3
12 R—R7! R—B2

If 12 . . . K×R 13 Q×Kt, P×Kt 14 Q—R5ch, K—Kt1 15 P—Kt6 and White wins.

13 P—Kt6 R—B3
14 K—K2! R×P
15 Q—R1 Kt—R3

Black breathes freely, but only for a moment.
16 RxPch! RxR
17 QxKt Q—K2
18 Kt—Q6 B—Q2
19 R—R1 K—B1

White announced mate in three, in this way:
20 Q—R8ch R—Kt1
21 QxRch KxQ
22 R—R8 mate

611

The pragmatist will infer that White was properly punished for embarking on an attack with pieces that might have been better employed taking care of his own King. The dillettante will be diverted by the antics of Black's Queen, who blazes like, and travels in the elliptical orbit of a comet!

U.S.S.R., 1939

BOGATYR-CHUK DZAGUROV
1 P—K4 P—K4
2 Kt—KB3 Kt—QB3

3 B—Kt5 P—QR3
4 B—R4 Kt—B3
5 O—O P—QKt4
6 B—Kt3 P—Q3
7 Kt—Kt5 P—Q4
8 P×P Kt—Q5!
9 Q—K1 B—QB4!
10 QxPch K—B1
11 P—QB3 Kt—Kt5
12 Kt×BP Q—R5!
13 Q×BP

White's Queen must guard the Rook Pawn, but not by 13 Q—B4 or 13 Q—Kt3, as the check at K7 would be ruinous.

13 ... Kt—K7ch
14 K—R1 Q×BP!
15 QxB(B5)ch

He must not take the Queen, and 15 R—Q1 succumbs to 15 ... Q—Kt8ch 16 R×Q, Kt—B7 mate.

15 ... Q×Q
16 P—Q4 Q—K2
17 Kt×Rch K—K1
18 Kt—Q2 Q—R5
19 P—KR3 Q—Kt6

Mate follows after 20 P×Kt by 20 ... Q—R5.

612

Like those other hard-boiled position players—Steinitz, Lasker and Tarrasch—Maroczy as a youth turned out games that sparkled and crackled with the fire of his inspiration.
Witness this, where he gives up his Queen for two light pieces, before the chairs of the two players had begun to get warm!

Budapest, 1896

MAROCZY
1 P—K4 P—K4
2 Kt—QB3 B—B4
3 P—B4 P—Q3
4 Kt—B3 Kt—QB3
5 B—Kt5 Kt—B3
6 P—Q3 O—O
7 P—B5 Kt—KKt5
8 Q—K2 P—KKt3
9 P—KR3 Kt—Q5
10 P×Kt! Kt×Q
11 K×Kt P×P
12 KtP×P P—QB3
13 B—QB4 P—Q4
14 B—Kt3 R—K1
15 Kt—KKt5 Q—B3
16 Kt×RP Q—Kt2
17 B—Kt5! Q×Kt

How else obviate the threat of 18 Kt—B6ch, K—B1 19 B—R6?

18 R×Q K×R
19 B—B6!

The barbed point! The continuation, which is inevitable, will be 20 R—R1ch, K—Kt1 21 R—R8 mate.

613

Players who lost to Tarrasch had this consolation: they learned something about chess. They saw unfolded a clear-cut refutation of their violations of principles or errors of judgment. After this game, I am sure Scheve never again took the Knight Pawn with his Queen!

Breslau, 1880

TARRASCH
1 P—K4 P—Q4
2 P×P P—QB3
3 P—Q4 P×P
4 B—Q5 Kt—QB3
5 B—K3 Kt—B3
6 Kt—KB3 B—Kt5
7 P—KR3 B×Kt
8 Q×B Q—Kt3
9 O—O

Giving him choice of Pawns.

If 9 ... Kt×P 10 Q—B4, Kt—K3 11 Q—R4ch, Q—B3 12 B—QKt5, and Black's Queen falls.

10 Kt—Q2 Kt×P

Mad with lust he seizes another Pawn!

11 Q—B4 Kt—K3
12 Q—R4ch Kt—Q2
13 QR—Kt1 Q—B6
14 R×P Kt—B2
15 B—Q4! Q×Kt
16 R×Kt R—Q1
17 Q×Ktch! R×Q
614

One way to enjoy a Capablanca exhibition was to watch the faces of his opponents, as he went down the line. At each board he made a move quickly and went on, leaving in his wake pictures of doubt, frustration, anxiety and utter despair. Deadly accuracy by the Cuban wizard rolled up a phenomenal number of wins, but interspersed with the scientific displays were bursts of fireworks such as this:

Moscow, 1914

CAPABLANCA
(Simultaneous) AMATEUR

1 P—Q4 P—KB4
2 P—K4 P×P
3 Kt—QB3 Kt—KB3
4 B—KKt5 P—B3
5 P—B3 P×P
6 Kt×P P—K3
7 B—Q3 P—Q4
8 O—O QKt—Q2
9 Kt—K5 B—K2
10 B×Kt B×B
11 Q—R5ch K—K2
12 B×RP Kt—B1
13 Q—B7ch K—Q3

14 Kt—B4ch P×Kt
15 Kt—K4ch K—Q4
16 R—B5ch K×Kt
17 R—K1ch K×P
18 P—B3ch K—Q6
19 R—Q5 mate!

615

Nimzovich’s originality must have been disconcerting to his opponents. Here, his sacrifice of the Queen looks like the act of a desperate man—until the wily plot unfolds.

Zurich, 1906

NIMZOVICH FLUESS

1 P—K4 P—K3
2 P—Q4 P—Q4
3 Kt—QB3 Kt—KB3
4 B—KKt5 B—Kt5
5 P×P Q×P
6 B×Kt B×Ktch
7 P×B P×B
8 Kt—B3 Kt—B3
9 B—K2 R—KKt1
10 O—O B—Q2
11 P—B4 Q—KR4
12 P—Q5 O—O—O
13 Kt—Q4 Q—R6
14 P—Kt3 R—Kt3

Intending 15 ... R—R3. It looks bad for the home team.

15 P×Kt! B×P

The threats multiply.
16 Kt×B!  
17 KR×R  
18 P—B5!

Opening the way for a Bishop check and mate by the Rook.

18 . . .  R—Kt1
19 QR—Kt1!  Resigns

The Bishop mate is inescapable.

616

Morphy’s name is synonymous with brilliancy, but never in his life did Morphy make a move more dazzling than his nineteenth in this game. It makes a beautiful climax to the attack, and winds the game up in a blaze of glorious Technicolor.

New York, 1857

<table>
<thead>
<tr>
<th>MARACHE</th>
<th>MORPHY</th>
</tr>
</thead>
<tbody>
<tr>
<td>P—K4</td>
<td>P—K4</td>
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<tr>
<td>Kt—KB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>B—B4</td>
<td>B—B4</td>
</tr>
<tr>
<td>P—QKt4</td>
<td>B×P</td>
</tr>
</tbody>
</table>

| 5 P—B3    | B—R4   |
| 6 P—Q4    | P×P    |
| 7 P—K5    | P—Q4!  |
| 8 P×P e.p. | Q×P    |
| 9 O—O     | KKt—K2 |
| 10 Kt—Kt5 | O—O    |
| 11 B—Q3   | B—B4   |
| 12 B×B    | Kt×B   |
| 13 B—R3   | Q—Kt3  |

Glad to give up the exchange. For his Rook, Morphy gets a Knight and three tempos! And nobody knew the value of time better than Morphy.

| 14 B×R    | Q×Kt   |
| 15 B—R3   | P×P    |
| 16 B—B1   | Q—Kt3  |
| 17 B—B4   | R—Q1   |
| 18 Q—B2   | Kt(B3)—Q5 |
| 19 Q—K4   | Kt—KKt6!! |

If 20 Q×Q, Kt(Q5)—K7 mate! White’s Queen is attacked, and if he tries 20 Q—K1, Kt (Q5)—K7ch wins the Queen and Bishop for two Knights. White of course resigned. Everybody was crying!
617

So powerful was the impact of Capablanca's genius and so vibrant was his personality that the chess world paid little attention to anyone else's accomplishments. How were they to know that the gems created by a contemporary of his named Alekhine were not just sporadic inspirations, but part of the greatest collection of chess masterpieces ever to be turned out by any man?

St. Petersburg, 1912

ALEKHINE LEVENFISH

1 P—Q4 P—QB4
2 P—Q5 Kt—KB3
3 Kt—QB3 P—Q3
4 P—K4 P—KKt3
5 P—B4 QKt—Q2
6 Kt—B3 P—QR3
7 P—K5 P×P
8 P×P Kt—Kt5
9 P—K6 Kt(Q2)—K4
10 B—KB4 Kt×Ktch
11 P×Kt! Kt—B3
12 B—B4 P×P
13 P×P Q—Kt3
14 Q—K2! Q×KtP
15 Kt—Kt5l Q×Rch
16 K—B2 Q×R
17 Kt—B7ch K—Q1
18 Q—Q2ch B—Q2

Or 18 . . . Kt—Q2 19 P×Kt, B×P 20 B—K6 and mate in a hurry.

19 P×B Resigns

The threat is mate by the Knight, and if 19 . . . Kt×P 20 B—K6 wins at once, while 19 . . . P—K4 is crushed by 20 Kt—K6ch, K—K2 21 P—Q8(Q)ch, R×Q 22 Q×Rch, K—B2 23 Kt×Bch, K—Kt2 24 Q—K7 mate.

618

Two sacrifices in quick succession lure Black's Queen away from her surveillance of the important center files. Anderssen was always solicitous of his opponents, and saw to it that they got home early.

Breslau, 1859

ANDERSSEN HILLEL

(Remove White's Queen Knight)

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 P—B3 P—Q4
4 B—Kt5 P×P
5 Kt×P B—Q2
6 Kt×B Q×Kt
7 O—O O—O
8 P—B3 B—B4ch
9 K—R1 P—K6
10 P—Q4 Q—K3
11 R—K1 Kt×P
12 P×Kt R×P
13 Q—B2 B—Kt3
14 B×P R—Q1
15 QR—Q1 Q—K4
16 B—Kt5! Q×B
(KKt4)

On 16 ... R×R 17 Q×R wins.
17 Q—B5ch! Q×Q
18 R×Rch K×R
19 R—K8 mate

But not 14 Q×R, Q—K5ch and Black can draw by perpetual check, or even play for a win.
14 ...
15 P—Q4ch K—Q4

If 15 ... P×P or 15 ...
K—Q3 16 B—B4ch wins the Queen, while 15 ...
K—K5 permits mate on the move.
16 Q×KtPch R—B3

And here 16 ... K—Q3 exposes his Queen.
17 P—B4ch K×BP
18 Q—Kt3ch K×P
19 B—K3ch Resigns

Revenge by the Queen Rook!

619

Black learns—the hard way—that going after a Rook involves the danger of having to take it. The combination that Steiner evolves as refutation is crisp and convincing.

Budapest, 1922

L. STEINER  SZABAY
1 P—K4 P—QB4
2 Kt—KB3 Kt—KB3
3 Kt—B3 P—Q4
4 P×P Kt×P
5 Kt—K5 Kt×Kt
6 KtP×Kt Q—Q4
7 B—Kt5ch Kt—Q2
8 Q—K2 Q×KtP
9 Q—Q3!

Pressure on the Knight in return for his Rook.
9 ...
10 K—K2 Q×Rch
11 B×Ktch P—K3
12 B×B K—K2
13 Q—Q7ch R×B
14 Q×BP ch

620

Denker’s attack bears out Tarrasch’s dictum, “You can never sufficiently protect the ominous square KB7!”

New York, 1939

DENKER AVRAM
1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—B4 Kt—B3
4 P—Q4 P×P
5 O—O B—B4
6 P—K5 P—Q4
7 P×Kt P×B
8 R—K1ch B—K3
9 Kt—Kt5 Q—Q4
10 Kt—QB3 Q—B4
11 QKt—K4 B—KB1
12 P—KKt4  Q—Q4
13 Kt×BP!  K×Kt
14 Kt—Kt5ch K—Kt1
15 Kt×B  Kt—K4
16 P—B7ch!
The second blow at the vital square.
16 ...  K×P
17 Kt—Kt5ch K—Kt1
18 R×Kt!  Q×R
19 Q—B3!  Resigns

The only way to stop the mate at B7 is to permit one by way of Q5.

621
A good player knows when to resign. Euwe makes just the first move of a combination, and Colle turns down his King!

Amsterdam, 1928

EUWE       COLLE
1 P—Q4      Kt—KB3
2 P—QB4     P—K3
3 Kt—QB3    B—Kt5
4 Q—B2      P—QKt3
5 P—K4      B—Kt2
6 B—Q3      B×Ktch
7 P×B       P—Q3
8 Kt—K2     P—KR3
9 O—O       O—O
10 P—B4

What a Pawn phalanx!
10 ...  QKt—Q2
11 P—K5  Kt—K1

12 Kt—Kt3  P—QB4
13 Q—K2    Q—R5
14 P—B5    BP×P
15 R—B4    Q—Q1
16 QBP×P   QP×P
17 QP×P    Kt—B2
18 R—Kt4   Q—K2
19 R×Pch!  Resigns

If 19 ... K×R 20 P—B6ch, Kt×BP 21 P×Ktch, K×P (if 21 ... Q×P 22 Kt—R5ch wins the Queen) 22 Kt—R5 mate!

622
Something of Tolstoy's impulsive temperament comes through in this lively King's Gambit. If the author of WAR AND PEACE was not quite as skillful with a Pawn as with a pen, it is still a commendable effort for a layman in his eighties.

Yasnaya Polyana, 1906

TOLSTOY       MAUDE
1 P—K4       P—K4
2 P—KB4      P×P
3 Kt—KB3  P—KKt4
4 B—B4  P—Kt5
5 Kt—K5  Q—R5ch
6 K—B1  P—Q4
7 B×P  P—B6
8 P×P  Q—R6ch
9 K—K1  P—Kt6
10 P—Q4  P—Kt7

Missing his chance; 10 . . . Q—Kt7 was powerful.

11 R—Kt1  Q—R5ch
12 K—K2  Kt—KR3
13 R×P  P—QB3
14 B×Kt  P×B
15 B×B  K×B
16 Q—K1  Q—K2

Black’s attack has died out and the reaction sets in.

17 Kt—B3  P—B3
18 Kt×P  Q—Q3
19 Q—Kt3  Resigns

He cannot prevent the Queen’s deadly check at Kt7.

623
A fierce battle rages for the control of KB6, as a check there by the Knight would be fatal.

Vidni, 1912

KOZRC  WEIGL
1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 B—B4  Kt—B3
4 P—Q4  P×P

5 O—O  B—B4
6 P—K5  P—Q4
7 P×Kt  P×B
8 R—K1ch  K—B1
9 B—Kt5  P×P
10 B—R6ch  K—Kt1
11 Kt—B3!  B—KKt5

If 11 . . . P×Kt, the exchange of Queens followed by the Rook check would finish Black.

12 P—KR3  B—R4
13 Kt—K4  B—QKt3
14 Kt×QP!  B×Q
15 Kt×Kt  P×Kt
16 QR×B  Q—K2


17 Kt—Kt3  Q—B4
18 R—K3  P—B4
19 Kt—K4!  Resigns

If 19 . . . Q—K4 20 R—Kt3ch, Q×R 21 Kt—B6 mate.

624
KAGAN spots his opponent a lot of material, and still manages to bewilder him by leaving pieces en prise.

Berlin, 1904

KAGAN  AMATEUR
(Remove White’s Queen Knight and King Rook)
1 P—K4  P—K4
2 P—KB4  P×P
3 Kt—KB3  P—KKt4
4 B—B4  B—B4
5 P—Q4  B—Kt3
6 P—KR4  P×P
7 B×P  P—Q3
8 B—Kkt5  P—KB3
9 Kt—K5!  QP×Kt
10 Q—R5ch  K—Q2
11 P×P!  Q—K1
12 R—Q1ch  K—K2
13 P×Pch  Kt×P


14 P—K5!  Q×Q
15 P×Ktch  K—K1
16 P—B7ch  K—B1

Mate by the Rook follows 16 . . . Q×P.

17 R—Q8ch  K—Kt2
18 R—Kt8ch  R×R
19 P×R(Q) mate

625

Black wins a Pawn, and it looks as though Capablanca has been caught by surprise. But it is all part of a deep, devious plot, and Black pays for his presumption.

New York, 1936

CAPABLANCA  (Simultaneous)  RATHER

1 P—K4  P—QB4
2 Kt—K2  Kt—QB3

3 QKt—B3  P—Q3
4 P—Kkt3  P—Kkt3
5 B—Kt2  B—Kt2
6 P—Q3  Kt—B3
7 B—K3  O—O
8 P—KR3  B—Q2
9 Q—Q2  P—QR3
10 B—R6  Kt—Q5
11 B×B  K×B
12 O—O  B×P

Winning a Pawn, as 13 B×B is punished by a Knight fork.

13 Kt×Kt  B×B
14 Kt—B5ch  P×Kt
15 K×B  P×P
16 R—R1  P—Q4
17 Q—Kt5ch  K—R1
18 Kt×QP!

Threatening 19 Kt×Kt, P×Kt 20 R×Pch! K×R 21 R—R1 mate.

18 . . .  Q×Kt

If 18 . . . R—Kkt1 19 Kt×Kt! R×Q 20 R×P mate!

19 R×Pch! Resigns

As 19 . . . Kt×R costs the Queen, and 19 . . . K×R runs into mate by the Rook.

626

Richter stages a divertissemente by the Queen. She skips to the Queen side as the quickest way to get to the King side. There she nimbly dances about the enemy King
to compromise his consort on the Queen side!

Swinemunde, 1931

\[ \text{Richter vs. Moritz} \]

1 P—Q4  Kt—KB3
2 Kt—KB3  P—K3
3 B—Kt5  P—B4
4 P—K3  Kt—B3
5 B—Q3  P—Q4
6 P—B3  B—Q3
7 QKt—Q2  B—Q2
8 O—O  Q—Kt3
9 P×P  B×P
10 P—QKt4  B—K2
11 P—Kt5  Kt—QR4
12 Kt—K5  Q—B2
13 Kt(Q2)—B3  O—O
14 Q—R4!

Threatening to win a piece by 15 Kt×B as both defenders must stay put.

14 . . .  P—QKt3
15 Q—R4  P—KR3

Necessary, as White planned to remove the Knight and then mate.

16 B×P  P×B
17 Q—Kt3ch!  Kt—Kt5

If 17 . . . K—R1 18 Kt—Kt6ch reveals the ambush attack on the Queen.

18 Q×Ktch  K—R1
19 Q—KB4!  Resigns

The threat is 20 Q×RPch as well as 20 Kt—Kt6ch. If 19 . . .

K—Kt2, then 20 Q—Kt3ch, K—R1 (20 . . . K—B3 21 Kt—Kt4ch) 21 Kt—Kt6ch wins the Queen.

627

Vienna, 1899

\[ \text{Hamlisch vs. Amateur} \]

(Reserve White's Queen Rook)

1 P—QR3  P—K4
2 P—K4  Kt—KB3
3 Kt—QB3  B—B4
4 Kt—B3  P—QR3
5 Kt×P  Q—K2
6 P—Q4  B—R2
7 B—KKt5  P—R3
8 Kt—Q5  Q—Q1
9 B×Kt  P×B
10 Q—R5  R—B1

Of course not 10 . . . P×Kt
11 Q×KPch, K—B1 12 Q×R mate.

11 B—B4  B×P
12 Kt×P  (KB7)

Threatening double check and mate.

12 . . .  R×Kt
13 Kt×QBP  K—K2

ch
Mate in two follows 13... Q×Kt.

14 Q×Rch K—Q3
15 Kt—K8ch K—B3
16 Q—Q5ch K—Kt3
17 Q×Bch K—B3
18 B—Q5ch K—Kt4
19 Q—Kt4 mate

Did you see that 18 Q—Q6 is mate on the move? Hamlisch missed it.

If 15... P×P 16 B×P followed by 17 Q—R4 forces mate.

16 Q—R4 B—KR4
17 P—Kt4! Kt—K6
18 P×B Kt×R
19 P—R6!

This will open the gates. If 19... P×BP 20 P—R7ch and mate next, or if 19... P×RP 20 Q×P wins. Against other moves White ends the agony by 20 RP×P and mate at R8.

628

An unusual King side attack where two brave Pawns cause all sorts of trouble.

Prague, 1913

OPOCENSKY    HRDINA
1 P—K4       P—K4
2 Kt—KB3     Kt—QB3
3 Kt—B3      Kt—B3
4 B—Kt5      B—Kt5
5 O—O        O—O
6 P—Q3       P—Q3
7 B—Kt5      Kt—K2
8 Kt—KR4     P—B3
9 B—QB4      Kt—Kt3
10 Kt×Kt     RP×Kt
11 P—B4       Q—Kt3ch
12 K—R1      Kt—Kt5
13 Q—K1       Kt—K6
14 P—B5!      Kt×B

If 14... Kt×R 15 P×P threatening 16 Q—R4 wins.
15 P—B6!     B—Kt5

629

What doth it avail a man to fashion a device to confound his enemy, if thereby he ensnareth himself?

Duisberg, 1929

BLUMICH    AHUES
1 Kt—KB3    Kt—KB3
2 P—B4      P—K3
3 P—KKt3    P—Q4
4 P—Kt3     P—B4
5 P×P       P×P
6 P—Q4      Kt—B3
7 B—KKt2    Q—Kt3
8 O—O       P×P
9 B—Kt2     B—QB4
10 Kt—R3    B—B4
11 Kt—B2    B×Kt
12 Q×B       O—O
13 P—QR3    P—QR4
14 QR—Q1    KR—K1
15 R—Q3     QR—B1
16 R—B1
Looks powerful, as it attacks the Bishop, and bears down on the file heavily.

16 ... Kt—K5!
17 Kt×P B×Kt
18 B×B Kt×B!
19 Q×R Kt×Pch

And mates next move either prosaically after 20 K—B1 by the Queen, or artistically after 20 K—R1 by the Knight.

630

BLACK's Queen disposes of both Rooks (one against her will) with the usual results attendant on having too many goodies.

Bucharest, 1931

<table>
<thead>
<tr>
<th>ZWIEBEL</th>
<th>AMATEUR</th>
</tr>
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<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>P—Q3</td>
</tr>
<tr>
<td>3 P—Q4</td>
<td>B—Kt5</td>
</tr>
<tr>
<td>4 P×P</td>
<td>B×Kt</td>
</tr>
<tr>
<td>5 Q×B</td>
<td>P×P</td>
</tr>
<tr>
<td>6 B—QB4</td>
<td>Q—B3</td>
</tr>
<tr>
<td>7 Q—Kt3</td>
<td>P—Kt3</td>
</tr>
<tr>
<td>8 B—Kt5</td>
<td>Q×B</td>
</tr>
<tr>
<td>9 B×Pch</td>
<td>K—Q1</td>
</tr>
</tbody>
</table>

If 9 ... K—Q2, White mates in two.

10 Q—Q5ch B—Q3
11 Kt—B3 Q×P
12 Q×R Q×Rch
13 K—K2 Q×RP

If 13 ... Q×R 14 Q×Ktch, K—K2 15 Q—K8ch, K—B3

14 Q×Ktch K—K2
15 Q—K8ch K—B3
16 Q—K6ch K—Kt4
17 R—Kt1ch!

To divert the defender.

17 ... Q×R
18 Q—B5ch K—R3
19 Q—R5 mate

631

WHAT a difference a Pawn makes! The Queen rarely effects mate by herself, but add a Pawn (on the right square) and the combination can be overwhelming.

Jacksonville, 1934

<table>
<thead>
<tr>
<th>POWERS</th>
<th>AMATEUR</th>
</tr>
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<tbody>
<tr>
<td>1 P—K4</td>
<td>P—QB4</td>
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<tr>
<td>2 Kt—QB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>3 Kt—B3</td>
<td>P—K3</td>
</tr>
<tr>
<td>4 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>5 Kt×P</td>
<td>B—B4</td>
</tr>
</tbody>
</table>
6 B—K3  Kt×Kt
 7 B×Kt  B×B
 8 Q×B  Kt—B3
 9 P—K5  Kt—Kt1
10 B—B4  Kt—K2
11 Kt—K4  O—O
12 O—O  Q—B2
13 B—Q3  Kt—B3
14 Kt—B6ch!  P×Kt

If 14... K—R1 15 Q—K4, P—KKt3 16 Q—KR4, P—KR4
17 Q—Kt5 and White wins.

15 Q—Kt4ch  K—R1
16 P×P  R—KKt1
17 Q—R5  R—Kt3
18 B×R  BP×B
19 Q—R6  Resigns

Mate comes next move at Kt7 or B8.

632

Stranger how hard a player will fight to keep an extra Pawn, though it means subjecting his King to humiliation.

Newark, 1934

<table>
<thead>
<tr>
<th>MEISEL</th>
<th>PARMELEE</th>
</tr>
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<tbody>
<tr>
<td>1 P—QB4</td>
<td>P—QB4</td>
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<tr>
<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>3 Kt—B3</td>
<td>P—KKt3</td>
</tr>
<tr>
<td>4 P—KKt3</td>
<td>B—Kt2</td>
</tr>
<tr>
<td>5 B—Kt2</td>
<td>P—K3</td>
</tr>
<tr>
<td>6 O—O</td>
<td>P—Q4</td>
</tr>
<tr>
<td>7 P×P</td>
<td>P×P</td>
</tr>
<tr>
<td>8 P—Q4</td>
<td>P×P</td>
</tr>
</tbody>
</table>

9 Kt—QKt5  Q—Kt3
10 Kt—Q6ch  K—K2
11 Kt×Bch  R×Kt
12 P—K3  P×P
13 B×P  P—Q5
14 B—B4  P—B3
15 R—K1ch  K—B2
16 Q—K2  KKt—K2
17 Q—K6ch  K—B1
18 B—Q6

Threatening 19 B×Ktch as well as the brutal 19 Q×Rch.

18...  R—K1
19 Kt—Kt5!  Resigns

Ridding himself of one enemy (19... P×Kt) permits the entrance of another (20 B—Q5).

633

Steiner’s ingenious deployment of his King Rook leads to a pretty pin-mate.

Hollywood, 1934

H. STEINER  AMATEUR
(Blindfold)  

| 1 P—Q4 | P—K3 |
| 2 P—K4 | P—Q4 |
| 3 Kt—QB3 | Kt—KB3 |
| 4 B—KKt5 | P×P |
| 5 Kt×P | B—K2 |
| 6 B×Kt | B×B |
| 7 Kt—KB3 | O—O |
| 8 B—Q3 | Kt—B3 |
| 9 P—QB3 | R—K1 |
| 10 P—KR4 | P—KR3 |
| 11 Q—K2 | P—QKt3 |
12 Kt×Bch Q×Kt
13 Q—K4 B—Kt2
14 R—R3! QR—Kt1
15 O—O—O 0—0
16 Q—R7ch K—B1
17 Kt—K5
Threatening a family check...

17... B—B3
Which Black prevents...

18 R—B3 Q×P
At a fearful cost.

19 Kt—Kt6 mate!

634
"The Pawns are the soul of chess" said Philidor, and made the Pawns do wonderful things. That he was aware of the power of the pieces can be seen by the way he blends them in combination.

London, 1789

PHILIDOR   BRUHL
(Remove White’s Queen Knight and Black’s King Bishop Pawn)

1 P—K4 P—Q4
2 P—K5 B—B4
3 P—KKt4 B—Kt3
4 P—KR4 P—KR4
5 Kt—R3 Q—Q2
6 Kt—B4 B—B2
7 P—Kt5
Threatening to win a piece by 8 B—R3 followed by 9 P—Kt6.

7... Q—B4
8 P—Q4! Q—K5ch
9 Q—K2 Q×R
10 P—Kt6 P—K3
11 Q—Kt5ch Kt—Q2
12 P×Bch K—Q1

On 12... K×P 13 Q×Ktch, B—K2 14 Q×Pch, K—K1 15 Kt—Kt6 wins easily for White.

13 P×Kt(Q) R×Q
14 Kt×Pch K—B1
15 B—K3 Q×P
16 Q×P B—K2
17 B—QR6l R—Kt1
18 Q—B6 B—Q1
19 B—KKt5 Resigns

To obviate the threat of 20 B×B followed by 21 Q×BP mate, Black must give up his Queen for two minor pieces.

635
It is poetic justice that Santesiere won a brilliancy prize with the Queen’s Pawn, an opening he thoroughly despises!

New York, 1926

SANTASEIER  E. B. ADAMS

1 P—Q4 P—Q4
2 P—K3 P—K3
3 B—Q3 Kt—KB3
4 Kt—Q2 B—Q3
5 P—KB4 Kt—B3
6 P—B3 Kt—K2
7 Kt—R3 O—O
### 1000 Best Short Games of Chess

<table>
<thead>
<tr>
<th>8 O—O</th>
<th>B—Q2</th>
</tr>
</thead>
<tbody>
<tr>
<td>9 P—K4</td>
<td>P×P</td>
</tr>
<tr>
<td>10 Kt×P</td>
<td>Kt—Kt3</td>
</tr>
<tr>
<td>11 Kt×Ktch</td>
<td>P×Kt</td>
</tr>
<tr>
<td>12 P—B5</td>
<td>P×P</td>
</tr>
<tr>
<td>13 B×P</td>
<td>B×B</td>
</tr>
<tr>
<td>14 R×B</td>
<td>K—R1</td>
</tr>
<tr>
<td>15 Q—R5</td>
<td>R—KKt1</td>
</tr>
<tr>
<td>16 Q×Pch!</td>
<td>K×Q</td>
</tr>
<tr>
<td>17 R—R5ch</td>
<td>K—Kt2</td>
</tr>
<tr>
<td>18 B—R6ch</td>
<td>K—R2</td>
</tr>
<tr>
<td>19 B—B8 mate</td>
<td></td>
</tr>
</tbody>
</table>

14 B×P \( \text{QKt—B3} \)
15 Kt—B3 \( \text{K—R3} \)
16 K—B2 \( \text{Kt—Kt3} \)
17 R—R1ch \( \text{Kt—R5} \)
18 Kt×Kt \( \text{P×Kt} \)
19 B—B6 \( \text{Resigns} \)

---

### 637

PAOLI is disdainful about the triple attack on his Knight. Nonchalantly he puts two more pieces en prise!

---

### 636

Black’s King is confined to the edge of the board by the Bishops, until the Rook (no respecter of royalty) can get at him.

Mexico City, 1929

<table>
<thead>
<tr>
<th>TORRE</th>
<th>PONCE</th>
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<tbody>
<tr>
<td>CERVERA</td>
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<td>SOLIS</td>
<td>SOLIS</td>
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<tr>
<td>1 P—K4</td>
<td>P—K4</td>
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<tr>
<td>2 P—KB4</td>
<td>P×P</td>
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<tr>
<td>3 Kt—QB3</td>
<td>P—KKt4</td>
</tr>
<tr>
<td>4 P—KR4</td>
<td>B—Kt2</td>
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<td>5 B—B4</td>
<td>P—KR3</td>
</tr>
<tr>
<td>6 Q—R5</td>
<td>Q—K2</td>
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<tr>
<td>7 P×P</td>
<td>P×P</td>
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<tr>
<td>8 Q×R</td>
<td>B×Q</td>
</tr>
<tr>
<td>9 R×B</td>
<td>B—K1</td>
</tr>
<tr>
<td>10 P—QKt3</td>
<td>K—Kt2</td>
</tr>
<tr>
<td>11 B—Kt2</td>
<td>K×R</td>
</tr>
<tr>
<td>12 Kt—Q5ch</td>
<td>K—R2</td>
</tr>
<tr>
<td>13 Kt×Q</td>
<td>Kt×Kt</td>
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Teplitz, 1949

<table>
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<tr>
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<th>KOTTNAUER</th>
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<tbody>
<tr>
<td>1 P—K4</td>
<td>P—QB4</td>
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<tr>
<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
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<tr>
<td>3 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>4 Kt×P</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>5 Kt—QB3</td>
<td>P—Q3</td>
</tr>
<tr>
<td>6 B—K2</td>
<td>P—K4</td>
</tr>
<tr>
<td>7 Kt—B3</td>
<td>P—KR3</td>
</tr>
<tr>
<td>8 B—K3</td>
<td>B—K3</td>
</tr>
<tr>
<td>9 O—O</td>
<td>B—K2</td>
</tr>
<tr>
<td>10 Q—Q2</td>
<td>P—Q4</td>
</tr>
<tr>
<td>11 P×P</td>
<td>Kt×P</td>
</tr>
<tr>
<td>12 B—QKt5</td>
<td>P—B3</td>
</tr>
<tr>
<td>13 QR—Q1</td>
<td>Kt×B</td>
</tr>
<tr>
<td>14 Q×Kt</td>
<td>Q—Kt3</td>
</tr>
<tr>
<td>15 Q—Q3</td>
<td>R—Q1</td>
</tr>
<tr>
<td>16 Q—Kt6ch</td>
<td>K—B1</td>
</tr>
<tr>
<td>17 R×Rch</td>
<td>B×R</td>
</tr>
</tbody>
</table>

Not 17 ... Kt×R as 18 Q—K8 would mate him.

18 Kt×P! \( \text{B—QB2} \)
19 Kt—Q5! \( \text{Resigns} \)
He would lose his Queen after
19 ... B(K3)×Kt 20 Kt—Q7ch, and on 19 ... Q×B 20
Kt×B (threatens mate at K8)
Kt×Kt 21 Kt×Bch, K—K2 22
Q×KtPch wins easily.

638

Splendid position judgment
characterizes the play of
Spain's prodigy, Arturito
Pomar. No less a giant than
Alekhine was once held to a
draw by the thirteen year old
boy wonder.

Madrid, 1945

<table>
<thead>
<tr>
<th>FUENTES</th>
<th>POMAR</th>
</tr>
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<tbody>
<tr>
<td>1 P—Q4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>Kt—KB3</td>
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<tr>
<td>3 P—K3</td>
<td>P—K3'</td>
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<tr>
<td>4 QKt—Q2</td>
<td>QKt—Q2</td>
</tr>
<tr>
<td>5 B—Q3</td>
<td>P—QKt3</td>
</tr>
<tr>
<td>6 O—O</td>
<td>B—Kt2</td>
</tr>
<tr>
<td>7 P—QB4</td>
<td>P×P</td>
</tr>
<tr>
<td>8 Kt×P</td>
<td>B—K2</td>
</tr>
<tr>
<td>9 Kt(B3)—K5</td>
<td>O—O</td>
</tr>
</tbody>
</table>

| 16 B—Kt2 | B—R51 |
| 17 P—B4 | |

If 17 P—B3, B—B7ch 18 K—R1, Kt—Kt6ch 19 P×Kt, Q—R4 is mate.

| 17 ... | B—B7ch |
| 18 K—R1 | Q—B4 |

Intending this Knight fork and
pin finish: 19 ... Kt—Kt6ch
20 P×Kt, Q—R6 mate!

19 P—Q5 R×P

And wins, as the idea still
holds, after the preliminary clear-
ance 20 ... R×R. The defense
20 P—KKt4 succumbs to 20 ...
R×R 21 P×Q, Kt—Kt6 mate.

639

With discovered checks men-
acing him on two diagonals
(let alone a direct check by
the Rook) Black's King is
not long for this world. The
finishing process, as the books
say, is just a matter of tech-
nique.

Debreczin, 1939

<table>
<thead>
<tr>
<th>BARCZA</th>
<th>TIBOR</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—QB3</td>
<td>B—B4</td>
</tr>
<tr>
<td>3 B—B4</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>4 P—Q3</td>
<td>P—KR3</td>
</tr>
<tr>
<td>5 B—K3</td>
<td>B—Kt3</td>
</tr>
<tr>
<td>6 KKt—K2</td>
<td>P—Q3</td>
</tr>
<tr>
<td>7 O—O</td>
<td>O—O</td>
</tr>
</tbody>
</table>

Threatening 16 ... Kt—B6,
and clearing the way for the Bish-
op's decisive shot.
8 B×B  RP×B
9 P—B4
Opening an important file by brute force.

9 . . .  P×P
10 Kt×P  Kt—B3
11 Kt(B3)—  Kt—KR2 Q5
12 Kt—Kt6!  R—K1
Clearly he cannot afford 12 . . . P×Kt 13 Kt—K7ch, K—R1
14 Kt×P mate.

13 R×P!  K×R
14 Q—R5
“The threat is stronger than the execution.”

14 . . .  B—K3
To escape 15 Kt—R8ch, K—K1 16 Kt—K7ch—the mixture as before.

15 Kt(Kt6)—  K—B1 K7ch
16 R—B1ch  Kt—B3
17 R×Ktch  P×R
18 Q×Pch  K—B2
19 Q×P mate

640
This game belongs in the “long list of the illustrious obscure.” Played by a little-known master against a lesser-known amateur it features a glowing combination of which a Morphy would not have been ashamed.

Leipzig, 1890

VARAIN  AMAUTER
1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 B—Kt5  Kt—B3
4 O—O  Kt×P
5 P—Q4  Kt—Q3
6 Kt×P  Kt×B
7 R—K1  Kt—K2
8 Q—R5  P—KKt3
9 Q—B3  Kt—Q3
10 Kt—B3  P—QB3
11 Kt—K4  Q—B2

Guarding against both mate threats: 12 Kt×Kt and 12 Kt—B6.

12’ Q×Pch!

A stunning move, and just a preview of things to come.

12 . . .  K—Q1

Not 12 . . . Kt×Q 13 Kt—B6ch, K—Q1 14 Kt×Kt mate.

13 Kt—B6!

With an eye to the sacrifice 14 Q—K8ch! and mate by the Knight.

13 . . .  Q—Kt3
14 B—B4!
Renewing the threat.

14 . . .  Kt(Kt2)— B4

Q—Q8ch, K—Kt1 18 Kt×QP mate!

15 Q—K8ch! K—B2
16 Kt—B7!

Intending 17 Q—Q8ch, K—Kt1 18 Kt×QP mate.

16 . . . B—Kt2
17 Kt×Kt R×Q

If 17 . . . Kt×Kt 18 B×Ktch, K×B 19 Q—K5 is mate.

18 Kt—Kt5ch K—Q1
19 R×R mate

641

"Die jugend hat gesiegt" said Mieses when he won this game from his 86 year old adversary. For you see, Mieses was only 84 at the time!

Hague, 1949

<table>
<thead>
<tr>
<th>FOREEST</th>
<th>MIESES</th>
</tr>
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<tbody>
<tr>
<td>1 P—K4</td>
<td>P—QB4</td>
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<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>3 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>4 Kt×P</td>
<td>P—K3</td>
</tr>
</tbody>
</table>

642

White wins this in grand style. He plays the attack as though he were demonstrating the proposition: White to play and win in nineteen moves.

Hastings, 1930

<table>
<thead>
<tr>
<th>RESSLAB</th>
<th>TYLOR</th>
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<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
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<tr>
<td>2 Kt—KB3</td>
<td>P—Q3</td>
</tr>
<tr>
<td>3 P—Q4</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>4 P×P</td>
<td>Kt×P</td>
</tr>
</tbody>
</table>
5 Q—Q5  Kt—B4
6 B—KKt5  Q—Q2
7 Kt—B3  P×P
8 B—Kt5!  P—QB3
If 8 . . . Kt—B3 9 Kt×P is decisive.
9 Q×KPch  Kt—K3
10 R—Q1  P—B3
Of course not 10 . . . Q—B2
11 Q×Q, Kt×Q 12 R—Q8 mate.
11 Q—K2  Q—KB2
12 B—QB4
Giving his attention to the pinned Knight.
12 . . .  P—Kt4
13 B—Kt3  P—Kt5
14 Kt—K4  B—R3
15 Q—K3  Kt—Q2
16 B×Kt!
New combination coming up!
16 . . .  Q×B
17 Kt×Pch  K—B2
18 R×Ktch  B—K2
19 Kt—K5ch  Resigns

643
Both sides attack with the Queen and one Knight. But where Black's pieces are scattered and White's remain centralized, the result is as you would expect.

1000 Best Short Games of Chess 327

Berlin, 1941

WISSELT AMATEUR

1 P—K4  P—QB4
2 Kt—KB3  Kt—QB3
3 P—Q4  P×P
4 Kt×P  P—K4
5 Kt—Kt5  Q—Kt3
6 QKt—B3  Kt—B3
7 Kt—Q6ch  B×Kt
8 Q×B  Kt—KKt5
9 Kt—Q5!  Q×BPch
10 K—Q1  Q—Q5ch
11 B—Q3  Kt—B7ch
12 K—K2  Kt×R
13 B—K3  Q×KtP

Compare White's Queen and Knight with Black's!

Both sides attack with the Queen and one Knight. But where Black's pieces are scattered and White's remain centralized, the result is as you would expect.

644
If Black had any doubts about resigning, they were resolved.
when the Knight landed at Q6 with a crash.

<table>
<thead>
<tr>
<th>Czechoslovakia, 1935</th>
<th>645</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>GESOV</strong></td>
<td><strong>BENEDÈK</strong></td>
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<tr>
<td>1 P—Q4</td>
<td>1 P—K4</td>
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<tr>
<td>2 Kt—KB3</td>
<td>2 Kt—KB3</td>
</tr>
<tr>
<td>3 P—B4</td>
<td>3 P—Q4</td>
</tr>
<tr>
<td>4 P—K3</td>
<td>4 Kt×P</td>
</tr>
<tr>
<td>5 B×P</td>
<td>5 Kt—QB3</td>
</tr>
<tr>
<td>6 Kt—B3</td>
<td>6 Kt×Kt</td>
</tr>
<tr>
<td>7 O—O</td>
<td>7 P—K5</td>
</tr>
</tbody>
</table>

Prosatic but safer was 7 . . . B—K2 and 8 O—O.

8 Kt—K5       QKt—Q2
9 P—B4       Q—B2
10 Kt—Kt5      Q—B1
11 Kt×BP     K×Kt

Forced, as the Knight was threatening to win the Queen, besides reaching out towards the Rook.

12 P—B5       B—Q4
13 P×Pch     K—Kt1

If 13 . . . B×P 14 P—Q5 wins the piece back with a powerful attack.

14 B×B       Kt×B
15 Q—R5       P—KR3

Black could arrange for a flash finish by 15 . . . Q—K1 16 Q—B7ch! Q×Q 17 P×Q mate!

16 Q×Kt       Kt—B3
17 R×Kt!      P×R
18 P—K7ch     K—Kt2
19 Kt—Q6!     Resigns

The threat of mate at B7 will cost a whole Queen.

The Knight would make a wonderful movie hero. The way he reaches out in opposite directions and impales two enemies at one blow is a never-ending source of delight to me.

Budapest, 1946

<table>
<thead>
<tr>
<th><strong>BALOGH</strong></th>
<th><strong>BENEDÈK</strong></th>
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</thead>
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<tr>
<td>1 P—K4</td>
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<td>3 P—Q4</td>
<td>3 P×P</td>
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<td>4 Kt×P</td>
<td>4 Kt—B3</td>
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<td>5 Kt—QB3</td>
<td>5 P—K5</td>
</tr>
<tr>
<td>6 Kt×Kt</td>
<td>6 B—QB4</td>
</tr>
<tr>
<td>7 P—B4</td>
<td>7 Q—B3</td>
</tr>
<tr>
<td>8 B—B4</td>
<td>8 Q—R4</td>
</tr>
<tr>
<td>9 O—O!</td>
<td>9 B×P</td>
</tr>
<tr>
<td>11 P—QKt4!</td>
<td>11 P—QB2</td>
</tr>
<tr>
<td>12 P—Kt5!</td>
<td>12 Kt—Kt1</td>
</tr>
</tbody>
</table>

There is no fun in 13 . . . P×Kt 14 B×B, Q×B 15 Q×R.

14 B×B      Q×B
15 KR—K1     Q—Kt1

He must prevent the Knight check at B7.

16 Q—B3!     P—Q4

Not 16 . . . Kt—B3 as White simply snaps the Knight off.
17 Q×R  K—B1
18 Kt—Q4  P×B
19 R×P!  Resigns

If 19 . . . K×R (to stop 20 Q—Kt7 mate) 20 Kt×QPcCh lets the Knight show his stuff.

646
White discovers an ingenious way to force capitulation. He makes a move that his opponent thought was impossible!

Lovisa, 1933

WILEN  STROM
1 P—K4   P—QB4
2 Kt—KB3  Kt—QB3
3 P—Q4   P×P
4 Kt×P  Kt—B3
5 Kt×Kt KtP×Kt
6 B—Q3   P—Q4
7 P×P   P×P
8 O—O   P—K3
9 B—KKt5 B—K2
10 Kt—Q2 Q—Kt3
11 Kt—Kt3 O—O
12 B—K3   Q—B2
13 P—KB4   B—Kt2
14 B—Q4   P—QR4
15 R—B3   Kt—K5
16 R—R3   P—Kt3

Natural enough, as he wants to keep the Queen out.

17 B×Kt   P×B
18 Q—R5!  B—R5

Prolonging the agony. The alternative (to resigning) 18 . . . P×Q lets the Rook mate.

19 Q×RPcCh!  Resigns

And just in time, as 19 . . . K×Q 20 R×Bch, K—Kt1 21 R—R8 is mate.

647
Long before it happens, you have the feeling that White will smash through on the King side. But the modus operandi is pleasing, just the same.

Madrid, 1948

PEREZ  SANZ
1 P—K4   P—K3
2 P—Q4   P—Q4
3 Kt—Q2  Kt—QB3
4 KKt—B3 Kt—B3
5 P—K5   Kt—Q2
6 B—K2   B—K2
7 Kt—B1  P—B3
8 P×P   B×P
9 Kt—K3   O—O
10 P—B3   P—QBt3
11 Q—B2   R—K1
12 O—O   B—Kt2
13 B—Q3   Kt—B1
14 P—QBt3 R—B1
15 Kt—Kt4 P—QR3
16 R—K1   Kt—Kt1
17 Kt(B3)— P—B4

K5

A belated attempt to dispute the center.

18 B×PcCh  Kt×B
19 Kt—R6ch!  Resigns
If 19 . . . K—B1 (or to R1)
20 Kt—Kt6 mates nicely, and if
19 . . . P×Kt 20 Q—Kt6ch,
B—Kt2 21 Q—B7ch, K—R1 22
Kt—Kt6 spells finis.

648

A favorite device of problem-
ists is the clearance theme,
where one piece leaps for-
ward to make way for an-
other to checkmate on the
same line. It occurs rarely in
actual play, and to bring
about such a finish must have
given White a thrill.

New York, 1937

CHRISTENSON   FRIEDMAN
1 P—K4          P—K3           17 R×QP!     P×R
2 P—Q4          P—Q4           18 Kt×P     Q—Kt4
3 Kt—QB3        Kt—KB3          The alternative 18 . . . Q—
4 P—K5          KKt—Q2           R2 loses by the pretty 19 B—
5 Q—Kt4          P—QB4           Kt8, Q×B (or 19 . . . Kt×B
6 Kt—B3         Kt—QB3           20 Kt×B mate) 20 Kt—Kt6
7 B—QKt5        P×P
8 KKt×P         Kt(B3)×P
9 Q—Kt3         Kt—Kt3
10 P—Kt4        P—QR3
11 P—R5         Kt—K2
12 B—KB4

Aiming straight at the Queen.

12 . . .          Q—Kt3
13 B×Ktch        B×B
14 O—O—O         Kt—B3
15 KR—K1         O—O—O
16 Kt—Kt3        B—K2

19 B—Kt8!

Rolls out the red carpet for the
Queen’s promenade to B7.

19 . . .      Resigns

649

Considering the general sad
state of chess knowledge 200
years ago, and the fact that
he made his mark in other
fields, Jean Jacques Rousseau
played a respectable game.

Montmorency, 1760

ROUSSEAU   CONTI
1 P—K4          P—K4
2 Kt—KB3        Kt—QB3
3 B—B4          B—B4
4 P—B3          Q—K2
5 O—O  P—Q3
6 P—Q4  B—Kt3
7 B—KKt5  P—B3
8 B—R4  P—Kt4
9 Kt×KtP!  P×Kt
10 Q—R5ch  K—B1
11 B×P  Q—Kt2
12 P—B4  P×QP
13 P—B5  P×Pch
14 K—R1  P×P
15 B×Kt  P×R(Q)
16 P—B6  Q×B(Kt1)
17 B—R6ch  Q—Kt2
18 B×Qch  K—Kt1
19 Q—K8 mate

Too late he sees that 9 . . .  Q×Kt costs his Queen by the Bishop’s pin.

10 B×B  Kt×B
11 K×Kt  P—B3
12 Kt—B4  Q—R4ch
13 Q—B3  Q—Kt3
14 B—B4ch  K—R1
15 P—KR4!  Kt—Q2
16 P—R5

Threatening 17 Kt—Kt6ch, P×Kt 18 P×P mate.

16 . . .  R—B3
17 Kt—Kt6ch  R×Kt
18 P×R  P—KR3
19 R×Pch  Resigns

The end would come after 19 . . .  P×R by 20 P—Q5ch, K—Kt1 21 P—Q6ch, K—B1 22 Q—R8 mate.

After such a debacle one can see why most players resign after losing a Pawn in an even position, rather than prolong a hopeless struggle.

651

After the severe pressure he was under for several weeks
(the game was played by mail) White must have welcomed the two swift blows that ended his agony.

Correspondence, 1948

<table>
<thead>
<tr>
<th>WICKSMAN</th>
<th>KUJOIHI</th>
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<tbody>
<tr>
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<td>2 P—Q4</td>
<td>P—Q4</td>
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<tr>
<td>3 Kt—QB3</td>
<td>B—Kt5</td>
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<tr>
<td>4 P—QR3</td>
<td>B×Ktch</td>
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<td>5 P×B</td>
<td>P×P</td>
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<td>6 Q—Kt4</td>
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<td>7 Q×KtP</td>
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<td>8 Q—R6</td>
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<td>9 Q—K3</td>
<td>Kt—B3</td>
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<td>10 Kt—K2</td>
<td>P—K4!</td>
</tr>
<tr>
<td>11 P—R3</td>
<td>B—B4</td>
</tr>
<tr>
<td>12 B—Kt2</td>
<td>Kt—Q4</td>
</tr>
<tr>
<td>13 Q—Q2</td>
<td>P—K6!</td>
</tr>
<tr>
<td>14 BP×P</td>
<td>Q—R5ch</td>
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<tr>
<td>15 K—Q1</td>
<td>Q—B7</td>
</tr>
<tr>
<td>16 B—B1</td>
<td></td>
</tr>
</tbody>
</table>

Additional protection for his King Pawn, but his position becomes more and more cramped.

16 ... Kt—R4

Intending 17 ... Kt—QB5 18 Q—K1, B×Pch, and the King must leave his Queen’s side.

17 P×P, O—O—O
18 Kt—Q4

Stops mate on the move, centralizes his Knight and frees his Bishop. All commendable, but alas too late. Note that White's QB2 is guarded by three pieces, and attacked only once. Note again therefore how quickly mate comes on that square!

18 ... Kt×KPch 19 Q×Kt B×P mate

652

Recipe for a King side attack:

a) Establish a beachhead with your minor pieces in the neighborhood of the enemy King.

b) Force (or induce) an advance of his KtP or RP.

c) Uproot his King Knight (the strongest defender of the Castled King).

Bayern, 1937

<table>
<thead>
<tr>
<th>SPRECHER</th>
<th>LUTZ</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
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<td>2 P—Q4</td>
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<td>3 P×P</td>
<td>P×P</td>
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<td>4 P—QB4</td>
<td>Kt—KB3</td>
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<td>5 Kt—QB3</td>
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<td>6 Kt—B3</td>
<td>B—K2</td>
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<td>7 B—B4</td>
<td>O—O</td>
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<td>8 P—B5</td>
<td>Kt—K5</td>
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<td>9 B—Q3</td>
<td>Kt×Kt</td>
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<tr>
<td>10 P×Kt</td>
<td>P—QKt3</td>
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<tr>
<td>11 P×P</td>
<td>P×P</td>
</tr>
<tr>
<td>12 P—KR4</td>
<td>Kt—Q2</td>
</tr>
<tr>
<td>13 Q—B2</td>
<td>Kt—B3</td>
</tr>
</tbody>
</table>

To avoid moving one of the King side Pawns.

14 Kt—Kt5! P—R3
One of the Pawns had to advance. On 14 . . . P—Kt3 15 P—R5 follows and if then 15 . . . Kt×P 16 R×Kt gives White a winning attack.

15 B—K5!  

Or 15 . . . P×Kt 16 P×P, Kt—K5 17 B×Kt, P×B 18 Q×P and White wins.

16 B—R7ch  

K—B1  

17 B—Kt6!  

P×Kt  

18 P×P  

Kt—Kt1  

19 B×KtPch!  

Resigns


653

There is no opening in chess strong enough to ensure an automatic win. The Ruy Lopez is as powerful as they come, but if not handled carefully it may explode right in White's face.

Correspondence, 1936

ANSAT  

RADISCH

1 P—K4  

P—K4  

2 Kt—KB3  

Kt—QB3  

3 B—Kt5  

P—QR3  

4 B—R4  

Kt—B3  

5 O—O  

Kt×P  

6 P—Q4  

P—QKt4  

7 B—Kt3  

P—Q4  

8 P×P  

B—K3

9 P—B3  

B—K2  

10 B—KB4

Cooler heads prefer 10 QKt—Q2 or 10 B—K3.

10 . . .  

P—Kt4!  

11 B—Kt3  

P—KR4

The infantry swings into action.

12 P—KR3  

P—KKt5  

13 KKt—Q2  

Kt×B  

14 P×Kt  

B—B4ch  

15 K—R2  

P—R5  

16 P×RP

There is no balm in 16 P×KtP, P×Pch 17 K×P, Q—R5ch 18 K—B4, R—KKt1.

16 . . .  

P—Kt6ch  

17 K—R1  

Q×P  

18 Kt—B3

On 18 Q—B3 Black had prepared 18 . . . B×P 19 Q×BPch, K—Q1 20 Q×QPch, B—Q2 mate!

18 . . .  

Q×Pch!  

19 P×Q  

B×P

And the rest is painfully clear (especially by mail) 20 Kt—Q4, B×Rch 21 K—Kt1, P—Kt7 22 Q—Kt4, Kt×Kt 23 P×Kt, B×Fch 24 Q×B, R—R8ch "et cetera, et cetera, et cetera."

654

I do not know whether the records list Richard Kujoth as a master—but he plays like one! Here he dethrones
a King with nineteen well-chosen moves.

Correspondence, 1951

**KUJOTH** | **ERICSON**
---|---
1 P—Q4 | P—Q4
2 P—QB4 | P—QB3
3 Kt—KB3 | P×P
4 P—K4 | P—QKt4
5 P—QR4 | Q—Kt3
6 P—QKt3 | P×KtP
7 P×P | P×P
8 Q×P | B—Q2
9 Kt—B3 | P—K3

If 9 ... P—QR3 10 KtxP regains the Pawn with a fine position.

10 Kt×P | Kt—KB3
11 B—KB4 |

Threatening to win a Rook by a check at B7.

11 ... | B×Kt
12 B×Bch | QKt—Q2
13 R—R6! | Q—Kt2

The alternative 13 ... Q—Q1 loses the exchange after 14 B—B6, R—B1 15 B—Kt7 (the domination theme).

14 B×Ktch | Q×B
15 Kt—K5 | Q×P
16 R×Pch! | K—Q1

If 16 ... B—K2 17 R×Bch, K×R 18 Kt—B6ch wins the Queen, and if 16 ... P×R 17 Q×Pch, B—K2 18 Q—B7ch and again the Knight fork catches the Queen.

| 17 Kt×Pch | K—Q2
| 18 Q—Kt7ch | K×R
| 19 Kt—Kt5 mate |

655

As befits a composer, Tolosa Y Carreras plays imaginatively, giving away pieces with a liberal hand. He concludes with a felicitous touch, a pure mate!

Barcelona, 1898

**CARRERAS** | **BATTLE**
---|---
1 P—K4 | P—K4
2 Kt—QB3 | Kt—KB3
3 P—B4 | B—Kt5
4 B—B4 | B×Kt
5 KtP×B | P—Q4
6 P×QP | Kt×P
7 Q—B3 | Kt×KBP
8 B—R3! | Kt×Pch
9 Q×Kt | Q—R5ch
10 Q—Kt3 | Q×B
11 Q×KtP! | Q—K5ch
12 K—B2 | Q×R
13 Kt—B3! | Q×R
14 Q×Rch | K—Q2
15 Kt×Pch | K—K3
16 Q—K8ch | K—Q4
17 Q×Pch | B—K3
18 Q—B3ch | K×Kt
19 P—Q4 mate

Proving that 1 P—K4 is a good way to begin the game; it enables you to win with P—Q4!
656
Black closes the mating net tight around the King with a move so quiet that it is infuriating—especially to his opponent who was just on the point of winning the Queen.

Jagerndorf, 1936

<table>
<thead>
<tr>
<th>AMATEUR</th>
<th>RADISCH</th>
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<tbody>
<tr>
<td>1 P—K4</td>
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</tr>
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<td>3 P—KB4</td>
<td>B—B4</td>
</tr>
<tr>
<td>4 P×P</td>
<td>Kt×P</td>
</tr>
<tr>
<td>5 P×Kt</td>
<td>Q—R5ch</td>
</tr>
<tr>
<td>6 P—Kt3</td>
<td>Q×KPch</td>
</tr>
<tr>
<td>7 Q—K2</td>
<td>Q×R</td>
</tr>
<tr>
<td>8 Kt—KB3</td>
<td>O—O</td>
</tr>
<tr>
<td>9 B—B4</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>10 P—B3</td>
<td>P—Q3</td>
</tr>
<tr>
<td>11 K—Q2</td>
<td>P×P</td>
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<tr>
<td>12 B—Kt2</td>
<td></td>
</tr>
</tbody>
</table>

This wins the Queen, if White’s King lives through his troubles.

12 ...  R—Q1ch
13 K—B2  B—B4ch
14 K—Kt3 Kt—R4ch
15 K—R4  B—Q2ch
16 K×Kt  P—QR3!

And mate next move.

657
It is not playing to the gallery to sacrifice the Queen, provided that this way of winning is the quickest.

Budapest, 1921

<table>
<thead>
<tr>
<th>KORODY</th>
<th>BENKO</th>
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<tbody>
<tr>
<td>1 P—Q4</td>
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<td>P—K3</td>
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<td>5 P—K3</td>
<td>QKt—Q2</td>
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<td>6 B—Q3</td>
<td>P×P</td>
</tr>
<tr>
<td>7 B×BP</td>
<td>P—QKt4</td>
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<td>8 B—Q3</td>
<td>B—Kt2</td>
</tr>
<tr>
<td>9 O—O</td>
<td>P—Kt5</td>
</tr>
<tr>
<td>10 Kt—K4</td>
<td>P—B4</td>
</tr>
<tr>
<td>11 Kt×Ktch</td>
<td>P×Kt</td>
</tr>
</tbody>
</table>

The doubled Pawn is of no consequence. First, because a file is opened for the Rook. Second, and much more important, the other recapture loses.

12 Q—K2   Q—Kt3
13 P—QR3  B—Q3
14 RP×P   P×QP
15 P×P    R—KKt1
16 P—Kt5  
Crass materialism which is justly punished.

16 ... Q×Qp!
17 P—R3

If 17 Kt×Q, R×Pch 18 K—R1, R×RPch and mate next move. White’s 17 P—R3 is intended to stop 17 ... R×Pch 18 K×R, Q—Kt5ch, and Black wins at once.

17 ... Kt—K4!
18 Kt×Q R×Pch
19 K—R1 R—R7ch!

And wins after 20 K×R by 20 ... Kt—Kt5ch 21 K—Kt1, B—R7 mate!

658

Black is in trouble (although a Rook ahead) but counts on escaping by an exchange of Queens. He will even throw in a Knight to achieve his aim, which is simplification. What he overlooks is a saucy twist at the end of the combination.

New York, 1953

<table>
<thead>
<tr>
<th>GORDING</th>
<th>GINSBURG</th>
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<tbody>
<tr>
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<td>3 P—Q4</td>
<td>P×P</td>
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<tr>
<td>4 Kt×P</td>
<td>Kt—B3</td>
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<td>5 Kt—QB3</td>
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<td>P—KKt3</td>
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<td>7 B—K3</td>
<td>B—Kt2</td>
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<td>8 Q—Q2</td>
<td>O—O</td>
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<td>9 P—KKt4</td>
<td>P—QR3</td>
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<td>10 B—K2</td>
<td>P—K4</td>
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<tr>
<td>11 Kt—B5</td>
<td>P×Kt</td>
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<tr>
<td>12 KtP×P</td>
<td>Kt—QR4</td>
</tr>
<tr>
<td>13 R—KKt1</td>
<td>K—R1</td>
</tr>
<tr>
<td>14 R×B1</td>
<td>K×R</td>
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<tr>
<td>15 B—KKt5</td>
<td>K—R1</td>
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<tr>
<td>16 Kt—Q5</td>
<td>Kt×P</td>
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<tr>
<td>17 B×Q</td>
<td>Kt×Q</td>
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<tr>
<td>18 B—B6ch</td>
<td>K—Kt1</td>
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<tr>
<td>19 Kt—K7 mate</td>
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New York, 1940

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<th>CHERNEV</th>
<th>JACKSON</th>
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<td>10 BP×P</td>
<td>QP×P</td>
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<td>11 Kt×P</td>
<td>Kt×Kt</td>
</tr>
<tr>
<td>12 Q×Kt</td>
<td>Kt—B3</td>
</tr>
</tbody>
</table>
1000 Best Short Games of Chess

13 Q—R4  P×P
14 B—KKt5

Threatening 15 B×Kt, Q×B
16 Q×P mate.

14 . . .  P—KR3
15 B×P!  P×B
16 Q×RP  R—K1
17 QR—K1  B—K3
18 Kt—Kt5  B—KB5
19 R×B1  Resigns

If 19 . . . R×R 20 B—R7ch, Kt×B (or 20 . . . K—R1 21 Kt×P mate) 21 Q×Ktch, K—B1
22 Q×P mate.

660

Black's eccentric idea of hiding his Queen behind the Bishop permits his opponent to stage an amusing finish.

Budapest, 1901

BRODY  BANYA

1 P—K4  P—K4
2 P—KB4  P×P
3 Kt—KB3  P—KKt4
4 B—B4  P—Kt5
5 O—O  P×Kt
6 Q×P  Q—B3
7 P—K5  Q×P
8 P—QKt3  B—R3

An outright swindle, as the Rook sacrifice is not sound. Certainly, anyone who ventures into the Black side of the Muzio should not be scared off from gobbling up such a succulent morsel.

9 Kt—B3  Kt—K2
10 B—Kt2  O—O
11 QR—K1  Q—Q5ch
12 K—R1  Kt—Kt3
13 B—R1  Q—R1
14 Kt—Q5  B—Kt2
15 Q×P!  Kt—B3
16 Q×Pch!  R×Q
17 R—K8ch  Kt—B1

The interposition by the Bishop leads to the same mate as in the game, while 17 . . . R—B1 allows double check and mate on the move.

18 Kt—K7ch  Kt×Kt
19 B×R mate!

661

"Pomar's performance seems to be directed by a Grandmaster," says Alekhine of this game by the thirteen-year old Spanish prodigy.

Mallorca, 1944

POMAR  TICOULET

1 P—Q4  Kt—KB3
2 P—QB4  P—K3
3 Kt—QB3  B—Kt5
4 P—K3  P—QKt3
5 B—Q2  B—Kt2
6 Kt—B3  O—O
7 B—Q3  B(Kt5)×Kt
8 B×B  Kt—K5
9 B×Kt  B×B
10 P—Q5!
Multum in parvo: the Bishop is cut off from the Queen side, the Knight's natural development is hindered, and 11 Q—Q4 is threatened.

10 ... P—QB4
11 Kt—Q2 B—Kt3

If 11 ... B×KtP 12 R—KKt1, Q—Kt4 13 Kt—K4, Q—Kt3 14 Kt—Kt3, B—K5 15 Kt—K2, B—Kt7 16 Kt—B4, and White wins.

12 P—KR4 P—B4
13 Q—B3 Kt—R3
14 P—R5 B—K1
15 Q—Kt3 Q—K2

Not 15 ... P—Kt3 16 Q—K5 winning at once.

16 P—Q6 Q—B2
17 P—R6 Q—Kt3
18 P×P R—B2

If 18 ... R—B3 19 B×R, Q×B 20 R×P! wins.

19 Q×Q Resigns

663

Discovering the purpose of a quiet, apparently meaningless move, is a delight in itself. Watch the unpretentious sixteenth move of White, and see how it traps an unsuspecting opponent!

Germany, 1950

Chernovitsky, 1946

SOKOLSKY GURVICH

1 P—Q4 P—Q4
2 P—QB4 P—K3
3 Kt—KB3 Kt—KB3
4 B—Kt5 P×P

5 Q—R4ch B—Q2
6 Q×BP Kt—R3
7 QKt—Q2 P—B4
8 P—QR3 R—B1
9 P—K3 Q—R4
10 R—Q1 Kt—K5
11 P—Q5! Kt×Kt
12 R×Kt P×P
13 Q×QP Kt—Kt1

If 13 ... B—K3 14 B—Kt5ch, Q×B 15 Q—Q8ch and mate next.

14 Kt—K5 B—K3
15 B—Kt5ch! Kt—B3
16 Kt×Kt! B×Q
17 Kt×Qch B—B3
18 Kt×B P×Kt
19 B×Pch Resigns
7 P—Q3  P—QR3
8 B—K3   P—Kt3
9 Q—Q2   P—Q4
10 P×P   P×P
11 B—R6   O—O
12 B×B   K×B
13 Kt—B4  P—Q5
14 Kt(B3)— R—R2

Q5

He was threatened with loss by 15 Kt×Kt.

15 QR—K1  R—K1
16 P—KR4!  R—Q2

Now come two nice Knight sacrifices.

17 Kt—B6!  K×Kt
18 Kt—R5ch! P×Kt
19 Q—Kt5 mate

664

Chess is not a game that can be played (thank God!) mechanically. Moves that just look plausible, even in so powerful an opening as the Queen’s Pawn, are often smashed quickly.

Munich, 1936

POCO-

ANGLARES  RIELLY

1 P—Q4  Kt—KB3
2 P—QB4  P—K3
3 Kt—QB3  B—Kt5
4 B—Q2   O—O
5 P—K3   P—Q4
6 B—Q3   P—B4
7 Kt—B3  Kt—B3
8 P×BP  B×P
9 Q—K2

It was imperative to play 9 P—QR3.

9 ...  Kt—QKt5
10 B—Kt1  P×P
11 Q×P   P—QKt3
12 Q—R4  B—R3!
13 Kt—K4

Dreams of glory! He threatens mate in two.

13 ...  Kt—Q6ch
14 B×Kt  Q×B
15 Kt×Ktch P×Kt
16 O—O—O  B—R6!
17 P×B  QR—B1ch
18 K—Kt2  Q—B7ch
19 K—R1  B—B5!

And White, as the novelists used to say, struck his colors.

665

Pioneering a new counter-attack against such an able theoretician as Grunfeld is not a rewarding experience. Bogo tries it and is thoroughly trounced in nineteen vigorous moves.

Vienna, 1922

<table>
<thead>
<tr>
<th>GRUNFELD</th>
<th>BOGOLYUBOV</th>
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<tbody>
<tr>
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<td>Q×B</td>
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<td>P—Kt5</td>
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<td>8 Kt—QKt5</td>
<td>Kt—R3</td>
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<td>9 P—K4!</td>
<td>Q×P</td>
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<td>10 B—Q3</td>
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<td>11 P—K5</td>
<td>Q—Q1</td>
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<tr>
<td>12 P×P!</td>
<td>QP×P</td>
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</tbody>
</table>

Not 12 ... BP×P 13 B—Kt6ch, K—K2 14 Q—Q6 mate.

13 B—K4  Q×Qch
14 R×Q  R—QKt1
15 B—B6ch K—K2
16 Kt×P  P—Kt4

If 16 ... B—Kt2 17 B×B, R×B 18 Kt—B6ch followed by mate.

17 B—Kt5  B—KKt2

On 17 ... B—QKt2 18 R—Q7ch forces Black into a killing discovered check.

18 Kt—B6ch K—B1
19 R—Q8 mate

666

Black resigns with a piece ahead! This seems strange, since if he plays on he will be the recipient of further gifts!

Madrid, 1951

<table>
<thead>
<tr>
<th>GIUSFOLISI</th>
<th>TORRENSS</th>
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<tbody>
<tr>
<td>1 P—Q4</td>
<td>P—KB4</td>
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<tr>
<td>2 P—KKt3</td>
<td>Kt—KB3</td>
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<tr>
<td>3 B—Kt2</td>
<td>P—K3</td>
</tr>
<tr>
<td>4 P—QB4</td>
<td>B—K2</td>
</tr>
<tr>
<td>5 Kt—QB3</td>
<td>O—O</td>
</tr>
<tr>
<td>6 Kt—R3</td>
<td>P—Q3</td>
</tr>
<tr>
<td>7 O—O</td>
<td>P—B3</td>
</tr>
<tr>
<td>8 P—K4</td>
<td>P×P</td>
</tr>
<tr>
<td>9 Kt×P</td>
<td>Kt×Kt</td>
</tr>
<tr>
<td>10 B×Kt</td>
<td>P—K4</td>
</tr>
<tr>
<td>11 P×P!</td>
<td>B×Kt</td>
</tr>
<tr>
<td>12 Q—R5</td>
<td></td>
</tr>
</tbody>
</table>

Threatening 13 B×Pch and mate in two.

12 ...  B—B4
13 B×B  P—KKt3
14 B—K6ch K—R1
15 Q—K2  
16 B—R6!  
17 Q×P  
18 Q×B!  
19 QR—K1!  

Resigns

The rest of the combination would be 19 ... Q—B2 20 R×B! Q×R 21 R—K1, Q—B2 (or 21 ... Q×Rch 22 Q×Q, and the Queen makes a decisive entrance at K7 or K8) 22 Q×Rch, K—Kt1 23 R—K8ch and mate next.

13 B×Pch  
14 Q×Pch  
15 R—Q1  
16 P—K6!

Threatening mate at B7. Meanwhile, Black's Queen must stay near the Rook.

16 ...

Q—Kt2

If 16 ... R—R2 17 B—Kt5! leaves Black helpless: 17 ... Kt—B3 18 Q×Ktch! winning at once.

17 R—Q5!  
Q—K2

On 17 ... Kt—B3 18 R—Q7 wins, and if 17 ... R—Q1 18 Q—B7ch, Q×Q 19 P×Qch clinches the game.

18 B—Kt5!

Not 18 R—Q7, Q×P.

18 ...

Q×P

19 K—B1  
Resigns

668

After bewildering him with a series of dazzling sacrifices, Steinitz puts his opponent to sleep with a move as gentle as a lullaby.

London, 1865

STEINITZ  
(Move White's Queen Knight)

1 P—K4  
2 P—KB4  
3 Kt—B3

MédEN

1 P—K4  
P—K4

2 P×P  
P×P

3 Kt—B3  
P—KKt4
4 B—B4  P—Kt5
5 O—O  P×Kt
6 Q×P  Q—B3
7 P—K5  Q×P
8 B×Pch  K×B
9 P—Q4  Q×Pch
10 B—K3  Q—B3

Of course not 10 ... Q×Bch
11 Q×Q and Black may not re-capture.

11 Q—R5ch  Q—Kt3
12 R×Pch  Kt—B3

13 R×Ktch!

Keeps Black on the run.

13 ...  K×R
14 B—Q4ch  K—B2
15 R—B1ch  K—Kt1
16 Q—K5  B—Kt2

If 16 ... Q—Kt2 17 Q—Q5ch and mate next.

17 Q—Q5ch  Q—K3
18 Q—KKt5  Q—KR3
19 Q—Q8ch  B—B1
20 Q—K8!  Resigns

If 20 ... Q—Kt2 (the only move to guard B2 and B1) 21

B×Q, K×B 22 Q—B7ch, K—R3
23 R—B5 and mate at R5.

669

A diverting display of tactics makes it appear that each player, as he makes his move, gets the advantage!

Hyeres, 1926

HALBERSTADT  BARATZ
1 P—K4  P—K3
2 P—Q4  P—Q4
3 Kt—QB3  Kt—KB3
4 B—KKt5  P×P
5 Kt×P  B—K2
6 B×Kt  B×B
7 Kt—KB3  Kt—Q2
8 B—Q3  P—B4
9 P×P  Kt×P
10 B—Kt5ch  K—K2
11 Q×Qch  R—Q
12 Kt×Kt  R—Q4
13 Kt—R6!  B×P!
14 R—QKt1  R×B
15 Kt—B7  B—B6ch
16 K—K2  R×R
17 R×R  R—Kt1
18 Kt—R6  R—R1
19 Kt—B7  R—Kt1
20 Kt—R6

Drawn

670

A quiet, unostentatious development, a slight superiority
in the center, and suddenly a lightning stroke on the King side—and it’s all over. That is about the way a victim of the Colle would record his impressions.

This game by the copyright owner himself is the beau ideal of the Colle System.

Hastings, 1928

<table>
<thead>
<tr>
<th>COLLE</th>
<th>BUERGER</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—Q4</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>P—Q4</td>
</tr>
<tr>
<td>3 P—K3</td>
<td>P—K3</td>
</tr>
<tr>
<td>4 B—Q3</td>
<td>B—K2</td>
</tr>
<tr>
<td>5 QKt—Q2</td>
<td>O—O</td>
</tr>
<tr>
<td>6 O—O</td>
<td>QKt—Q2</td>
</tr>
<tr>
<td>7 P—K4</td>
<td>P×P</td>
</tr>
<tr>
<td>8 Kt×P</td>
<td>Kt×Kt</td>
</tr>
<tr>
<td>9 B×Kt</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>10 B—Q3</td>
<td>P—B4</td>
</tr>
<tr>
<td>11 P×P</td>
<td>B×P</td>
</tr>
<tr>
<td>12 B—KKt5</td>
<td>B—K2</td>
</tr>
<tr>
<td>13 Q—K2</td>
<td>Q—B2</td>
</tr>
</tbody>
</table>

The instinctive 13 . . . P—QKt3 is punished by 14 B×Kt, B×B 15 Q—K4 winning the Rook.

| 14 QR—Q1 | R—Q1 |
| 15 Kt—K5 | B—Q2 |
| 16 B×Pch! | K×B |

If 16 . . . Kt×B 17 B×B, and White wins the exchange.

| 17 B×Kt | B×B |
| 18 Q—R5ch | K—Kt1 |

19 Q×Pch | K—R2

20 R—Q3! | Resigns

The check at R3 will be fatal.

671

The wily Lasker (is this redundant?) ties White up on the Queen side. Just as he is about to disentangle himself, catastrophe strikes on the King side.

Basingstoke, 1901

<table>
<thead>
<tr>
<th>AMATEUR</th>
<th>LASKER</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>2 P×P</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>3 B—Kt5ch</td>
<td>B—Q2</td>
</tr>
<tr>
<td>4 B—B4</td>
<td>P—QKt4</td>
</tr>
</tbody>
</table>

Lasker was never jejune.

| 5 B—Kt3 | P—QR4 |
| 6 P—QR3 | P—B3 |
| 7 Kt—QB3 | Kt—R3 |
| 8 P×P | B×P |
| 9 Kt—B3 | P—K3 |
| 10 P—R3 | B—Q3 |
| 11 O—O | Kt—B4 |
| 12 B—R2 | P—Kt5 |
| 13 Kt—Kt1 | P—Kt6 |
| 14 P×P | Kt—Q6 |

Both of White’s Bishop are now buried alive.

| 15 Kt—B3 | B—B2 |
| 16 Kt—K1 | Q—Q3 |
| 17 P—Kt3 | Kt—B5 |
| 18 K—R2 |
Clearly the Knight is immune.

18 ... P—R4
19 P—Q4 Kt—Kt5ch
20 K—Kt1

Longer resistance (one move longer) can be made by 20 P×Kt when 20 ... P×Pch 21 K—Kt1, R—R8 is mate.

20 ... Kt×RP
mate

672

White’s threats of pinning pieces or winning them outright are a means to an end—the breakup of the King side position. Once this is done, White can show off some more tactical tricks.

Prague, 1926

FORMANEX  GREGURIC
1 P—K4 P—K4
2 Kt—KB3 Kt—KB3
3 Kt×P P—Q3
4 Kt—KB3 Kt×P
5 Kt—B3 Kt—KB3
6 P—Q4 P—Q4
7 B—KKt5 B—K3
8 B—Q3 B—Q3
9 Kt—K5 O(Kt—Q2
10 P—B4 Q—K2
11 O—O!

Not at once 11 P—B5 as Black saves himself by 11 ... Kt×Kt 12 P×Kt, B—Q2.

11 ... Kt—Kt3

The alternative 11 ... P—KKt3 fails after 12 Kt×Kt, K×Kt 13 P—B5, P×P 14 B×P and White wins.

12 P—B5 B—B1
13 R—K1 O—O
14 Kt—Kt4!

Better than the obvious 15 Kt—Kt6.

14 ... Q—Q1
15 Kt×Ktch P×Kt
16 Q—R5! P—B3

If 16 ... P×B 17 P—B6 wins instantly.

17 R—K3 R—K1
18 B—KR6

With a new threat: 19 Q—Kt4ch. Black cannot parry this by 18 ... B—B1 as 19 R—Kt3ch, K—R1 20 B×B, R×B 21 R—R3 forces mate.

18 ... K—R1
19 Q×P R—KKt1
20 R—K8! Resigns

673

Black’s hasty capture of an innocent Pawn is like the word which “once spoke can never be recalled.”

Munich, 1936

ALEXANDER—DRESCU

BOOK

1 P—K4 P—K3
2 P—Q4 P—Q4
3 Kt—Q2 P×P
4 Kt×P  Kt—Q2
5 Kt—KB3  KKh—B3
6 Kt×Ktch  Kt×Kt
7 B—KKt5  B—K2
8 B—Q3  P—B4
9 P×P  Q—R4ch
10 P—B3  Q×P(B4)
11 Q—K2  O—O
12 R—Q1  R—Q1
13 Kt—K5  P—KR3
14 B—R4  P—QKt3
15 O—O  B—Kt2
16 KR—K1  R—Q3
17 P—QKt4!  Q×BP
18 B×Kt  P×B
3 Kt—QB3  P—Q4
4 Kt—B3  P×P
5 P—QR4  B—B4
6 Kt—K5  QKt—Q2
7 Kt×P(B4)  Q—B2
8 P—KKt3  P—K4
9 P×P  Kt×P
10 B—B4  Kt(B3)—Q2
11 Q—Kt3  B—K3!
12 P—K3  Kt—B6ch
13 K—Q1

Better, but still troublesome is 13 K—K2, B—KKt5! and Black has much the superior game.

Who would have predicted that the Knight, so badly pinned at the tenth move, would administer mate at the twentieth?

Orebro, 1937

ALEKHINE'S maneuvers with his Queen—first a surprise check offering his Queen, then a casual abandonment of the Queen to her fate, and finally a climactic move by the Queen threatening mate in three different ways—must have excited the professional admiration of Alekhine's op-
ponent, who was a dramatic critic.

New York, 1924

ALEKHINE
(Simultaneous) KUSSMAN

1 P—Q4 P—Q4
2 Kt—KB3 Kt—KB3
3 P—B4 P—K3
4 Kt—B3 P—B4
5 BP×P KP×P
6 B—Kt5 B—K3
7 B×Kt Q×B
8 P—K4 P×KP
9 B—Kt5ch B—Q2
10 Kt×P Q—QKt3
11 B×Bch Kt×B
12 O—O P×P
13 Kt×P R—Q1
14 Kt—KB5 Kt—K4
15 Q—K2 P—Kt3

Ordinary mortals might move the Knight away, but not Alekhine!

16 Q—Kt5ch! Kt—Q2

He must not capture the Queen as 17 Kt—B6 mate would follow.

17 KR—K1

And not now either, on account of 18 Kt—B6 double check and mate.

17 ... B—Kt5
18 Kt—B6ch K—B1
19 Kt×Ktch R×Kt
20 Q—K5!

Threatening mate on the move in three ways!

20 ... Resigns

676

JAMES MASON (not the movie actor) said of this game that it had “a gem of an ending.”

New York, 1898

DELMAR AMATEUR

1 P—Q4 P—Q4
2 P—QB4 P—K3
3 Kt—QB3 Kt—KB3
4 P—K3 P—B4
5 Kt—B3 Kt—B3
6 B—Q3 B—K2
7 O—O BP×P
8 BP×P P×Kt
9 P×Kt KtP×P
10 P×P O—O
11 Kt—K5 B—Kt2
12 B—Kt2 Kt—Q4
13 Q—R5 P—Kt3

Black should swallow his pride, and return his Knight to B3. The weakening Pawn move that he makes is worse than leaving a piece en prise.

14 Q—B3 B—Q3
15 P—B4 Kt—Kt5
16 B—Kt1 Q—B2
17 Q—B6! B—K2
18 Q—R8ch! K×Q
19 Kt×P K—Kt1
   (B7)ch
20 Kt—R6 mate
677
Mate from afar is a pleasing concept, found often in problems but rarely in actual play. As a sequel to a two-Rook sacrifice, it appears here in a particularly gratifying form.

**Birmingham, 1901**

**LABONE**  | **AMATEUR**
--- | ---
1 P—K4 | P—Q4
2 P×P | Q×P
3 P—Q4 | P—K4
4 Kt—KB3 | P×P
5 Kt×P | P—QB4
6 Q—K2ch | B—K2
7 Kt—Kt5 | Kt—QR3
8 QKt—B3 | Q—K3
9 B—K3 | Kt—B3
10 Q—B3 | O—O
11 B—Q3 | P—B5
12 Kt—Q4 | Q—Kt3
13 Kt—B5! | Q×P
14 Kt×Bch | K—R1
15 B—Q4 | P×B
16 Q×Kt! | R—Kt1
17 Q×P(B7) | B—K3
18 Q×B! | Q×Rch
19 K—Q2 | Q×R
20 Kt—Kt6ch | Resigns

If 20 ... P×Kt 21 Q—R3 mate makes a pretty picture which Black does not care to see.

678
When the Queen, the Knights and both Rooks (not to speak of a Pawn) give check in quick succession, it is too much to expect even the hardest King to survive their assault.

**Prague, 1916**

| PREIN- | GOLDSCHMIED | HALTER |
--- | --- | ---
1 P—Q4 | P—KB4 |
2 P—K4 | P×P |
3 Kt—QB3 | Kt—KB3 |
4 P—B3 | P×P |
5 Kt×P | P—K3 |
6 B—KKt5 | B—K2 |
7 B—Q3 | O—O |
8 O—O | P—QKt3 |
9 Kt—K5 | B—Kt2 |
10 B×Kt | B×B |
11 B×Pch | K×B |
12 Q—R5ch | K—Kt1 |
13 Kt—Kt6 | R—K1 |

After which, White puts every piece to work!

14 Q—R8ch | K—B2 |
15 Kt—K5ch | K—K2 |
16 Q×Pch! | B×Q |
17 R—B7ch | K—Q3 |
18 Kt—Kt5ch | K—Q4 |
19 P—B4ch | K—K5 |
20 R—K1 mate

679
This lovely game shows Capablanca at his best. Without seeming to make a single ag-
gressive move he causes the disintegration of his opponent's position. Underneath the placid surface there may be all sorts of subtle little combinations—but somehow they all seem to be in Capablanca's favor!

Carlsbad, 1929

CAPABLANCA    MATTISON

1. P—Q4  Kt—KB3
2. P—QB4  P—K3
3. Kt—QB3  B—Kt5
4. Q—B2   P—B4
5. P×P    Kt—B3
6. Kt—B3  B×P
7. B—B4   P—Q4
8. P—K3   Q—R4
9. B—K2   B—Kt5
10. O—O   B×Kt
11. P×B   O—O
12. QR—Ktl

Prevents the development of the adverse Bishop, and exerts pressure on the Queen side.

12 . . . Q—R6
13. KR—Q1  P—QKt3
14. P×P    Kt×P

The combinations begin: if 14 . . . P×P 15 P—B4 when he cannot take on account of 16 B—Q6, and must not protect by 15 . . . B—K3 as 16 P×P, B×P 17 R×B wins material.

15 Kt—Kt5! P—B4

The return of the Knight to B3 costs the exchange after 16 B—Q6.

16 B—B3! Q—B4

White's threat was 17 R×Kt, P×R 18 B×Pch removing a good part of the army. The text move is an attempt to protect the Knight (and the vital center) as other defenses fail, thus:

(a) 16 . . . Kt(B3)—K2 17 P—B4, Kt—Kt5 18 R×Kt.
(b) 16 . . . Kt×B 17 B×Kt, R—Kt1 18 P×Kt.
(c) 16 . . . Kt(Q4)—K2 17 B—Q6, Q—R4 18 B×Kt(K7).

17 P—B4! Kt(Q4)—Kt5

Other alternatives and their refutations:

(a) 17 . . . Kt—B3 18 B—Q6 or 18 R—Kt5.
(b) 17 . . . Kt×B 18 R—Kt5, Q—K2 19 B×Kt, Q×Kt 20 P×Kt, attacking Queen on one side and Rook on the other.

18 Q—Kt3 P—K4

Not only to prevent 19 B—Q6 but with the hope of some counter play.

19 P—QR3! Kt—R3

If 19 . . . P×B 20 P×Kt and White wins a piece.

20 B×Kt Resigns

For after 20 . . . Q×B 21 P—B5ch, K—R1 22 Kt—B7ch, K—Kt1 (22 . . . R×Kt 23 R—Q8ch forces mate) 23 Kt—R6ch,
1000 Best Short Games of Chess

K—R1 24 Q—Kt8ch! R×Q 25 Kt—B7 is a smothered mate.

680

As befits a master of the art, Spielmann’s combination begins with a sacrifice and ends with a sacrifice!

Trentschin-Teplitz, 1928

<table>
<thead>
<tr>
<th>SPIELMANN</th>
<th>WALTER</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—QB3</td>
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<td>2 Kt—QB3</td>
<td>P—Q4</td>
</tr>
<tr>
<td>3 Kt—B3</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>4 P—K5</td>
<td>Kt—K5</td>
</tr>
<tr>
<td>5 Q—K2</td>
<td>Kt×Kt</td>
</tr>
<tr>
<td>6 QP×Kt</td>
<td>P×Kt3</td>
</tr>
<tr>
<td>7 Kt—Q4</td>
<td>P—QB4</td>
</tr>
<tr>
<td>8 P—K6!</td>
<td></td>
</tr>
</tbody>
</table>

Take your pick! If 8 . . . P×Kt 9 Q—Kt5ch, B (or Kt)—Q2 10 P×Pch, K×P 11 Q×Pch followed by 12 Q×R wins.

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<table>
<thead>
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<tbody>
<tr>
<td>8</td>
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<tr>
<td>9</td>
<td>Q—R5ch</td>
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<tr>
<td>10</td>
<td>Kt—B3</td>
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<td>Kt—K5</td>
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<td>12</td>
<td>Kt—B7</td>
</tr>
<tr>
<td>13</td>
<td>Q—K5ch</td>
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<tr>
<td>14</td>
<td>B—KB4</td>
</tr>
<tr>
<td>15</td>
<td>Q—B7ch</td>
</tr>
<tr>
<td>16</td>
<td>Kt—Q8</td>
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</table>

"Taking the Rook would be petty" says Spielmann.

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<table>
<thead>
<tr>
<th></th>
<th></th>
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</thead>
<tbody>
<tr>
<td>16</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>17</td>
<td>Q—Kt7ch</td>
</tr>
<tr>
<td>18</td>
<td>P—R4ch</td>
</tr>
</tbody>
</table>


19 Q×Ktch! B×Q
20 Kt×P mate!

681

Reti said that the ability to make combinations was not a matter of talent, but could be acquired. For that purpose, as well as for the entertainment in them, he recommended the games of Anderssen. So here is the Old Master making the pieces dance to his bidding.

Breslau, 1863

<table>
<thead>
<tr>
<th>ROSANES</th>
<th>ANDERSSEN</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
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<td>2 P—KB4</td>
<td>P×P</td>
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<tr>
<td>3 Kt—KB3</td>
<td>P—KKt4</td>
</tr>
<tr>
<td>4 P—KR4</td>
<td>P—Kt5</td>
</tr>
<tr>
<td>5 Kt—K5</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>6 B—B4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>7 P×P</td>
<td>B—Q3</td>
</tr>
<tr>
<td>8 P—Q4</td>
<td>Kt—R4</td>
</tr>
<tr>
<td>9 B—Kt5ch</td>
<td>P—B3</td>
</tr>
<tr>
<td>10 P×P</td>
<td>P×P</td>
</tr>
<tr>
<td>11 Kt×P(B6)</td>
<td>Kt×Kt!</td>
</tr>
<tr>
<td>12 B×Ktch</td>
<td>K—B1</td>
</tr>
</tbody>
</table>

Anderssen is unconcerned about the fate of his Rook, which is in a corner and out of play. He has a better target in the King which is exposed, and on whom he can concentrate his fire.
13 B×R  Kt–Kt6
14 R–R2  B–KB4
15 B–Q5  K–Kt2!
16 Kt–B3  R–K1ch
17 K–B2  Q–Kt3


18 Kt–R4  Q–R3

Now the idea is mate in four by 19 . . . Q–K7ch 20 Q×Q, R×Qch 21 K–Kt1, R–K8ch 22 K–B2, R–B8 mate.

19 Kt–B3

If 19 P–B4, Q×Kt 20 Q×Q, R–K7ch forces mate.

19 . . .  B–K4!
20 P–R4

If 20 P×B, Q–Kt3ch 21 K–K1, Q–Kt8ch 22 K–Q2, Q–K6 mate. After the move actually made, Anderssen announced mate in four, thus:

![Chessboard diagram]

20 . . .  Q–B8ch!
21 Q×Q  B×Pch
22 B–K3  R×B
23 K–Kt1  R–K8 mate

682

Even in the twilight of his career Janowsky could make electrifying moves. Herewith a game that was awarded first brilliancy prize in an international tournament.

Marienbad, 1925

Janowsky      Samisch
1 P–Q4        Kt–KB3
2 Kt–KB3       P–K3
3 B–Kt5       P–B4
4 P–K3        Kt–B3
5 QKt–Q2      P–QKt3
6 P–B3        B–Kt2
7 B–Q3        P×P
8 KP×P        B–K2
9 Kt–B4       O–O
10 Q–B2       Q–B2
12 Q–Q2

Threatens to win by 13 B×P.

12 . . .  Kt–KKt5
13 B–B4  P–Q3
14 Kt–K3  Kt×Kt
15 Q×Kt  P–KR4
16 R–R3  P–K4
17 P×P  Kt×P
18 Kt×Kt  P×Kt
19 B×P  B–Q3
20 Q–R6!

Where did that come from? Black is helpless, e.g.

20 . . . P×Q  21 R–Kt3

mate.
20 ... BxB 21 Q-R7 mate.
20 ... P-B4 21 B-B4ch,
21 ... R-B2 22 QxP mate.

683

Amos Burn was a hard man to beat, but Marshall could have said of him (as Capablanca did of Vidmar) “He always gives me a chance of a brilliance; he is my meat.”

Ostend, 1907

MARSHALL BURN

1 P-Q4 Kt-KB3
2 Kt-KB3 P-Q3
3 B-B4 QKt-Q2
4 P-K3 P-KKt3
5 B-Q3 B-Kt2
6 QKt-Q2 O-O
7 P-KR4 R-K1
8 P-R5 Kt×P
9 R×Kt P×R
10 B×Pch K×B
11 Kt-Kt5ch K-Kt3

No better is 11 ... K-Kt1
12 Q×P, Kt-B3 13 Q×Pch, K-R1 14 O-O-O, and the Rook check will end it.

12 Kt(Q2)— B3

13 Kt-R4ch K-B3
14 Kt-R7ch K-K2
15 Kt-B5ch K-K3
16 Kt×Bch K-K2

17 Kt-B5ch K-K3
18 P-Q5ch K×Kt
19 Q×Pch K-K5
20 O-O-O Resigns

The threat is 21 P-B3 mate, and if 20 ... P×B 21 R-Q4 is mate.

Marshall’s skilful manipulation of his Knights is reminiscent of Capablanca’s Knight maneuvers in his game against Yates at New York in 1924.

684

If chess players weren’t a hardened lot, it would indeed be a pitiable sight to see the King standing alone in a corner, threatened by all the White pieces, and completely deserted by his own men.

Vienna, 1907

ROTHSCHILD AMATEUR

(Remove White’s Queen Knight)

1 P-K4 P-Q4
2 P×P Q×P
3 P-Q4 B-B4
4 Kt-B3 Q-K5ch
5 B-K3 Q×BP
6 Q×Q B×Q
7 R-B1 B-K5
8 R×P Kt-QB3
9 B-QKt5 K-Q1
10 R×KtP Kt-Kt1
11 P-Q5 B×P
12 R×RP R×R
13 B×R Kt-Q2
Black has managed to exchange two big pieces, but his King side is still asleep.

14 O-O B×P

Otherwise the two passed Pawns might become ambitious.

15 R-Q1 KKt-B3
16 Kt-K5

Being a financier as well as a chess player, Rothschild knows how to put on more pressure.

16 ... B-K3
17 B-Kt6ch K-B1

If 17 ... K-K1 18 R-QB1 wins.

18 B-R6ch K-Kt1
19 Kt-B6ch K-R1
20 R-R1 Resigns

685

The South American star shows his virtuosity in the handling of his Knights with this pretty specimen.

Buenos Aires, 1942

NAJDORF
(Simultaneous) AMATEUR

1 P-K4 P-K4
2 Kt-QB3 Kt-KB3
3 P-B4 Kt-B3
4 P×P QKt×P
5 P-Q4 Kt-Kt3
6 P-K5 Kt-Kt1

7 Kt-B3 P-Q3
8 B-Q3 P×P
9 P×P B-QB4
10 Q-K2 B-KKt5
11 Kt-K4 B-Kt3
12 B-KKt5 Q-Q4
13 R-Q1 Q-R4ch
14 P-B3 Kt×P
15 B-Kt5ch K-B1

If 15 ... Kt-B3 16 Kt-B6ch, K-B1 17 Kt×B, R-K1 18 Q×Rch, K×Q 19 R-Q8 mate.

686

Henry Bird who played them all, from Morphy in 1858 to Lasker in 1899, dared to be
original. He believed that any line of an opening that was considered theoretically unsound, was good enough to venture on in tournament play. And though against the greats he lost more often than he won, he gave the spectators their money’s worth in exciting action over the chessboard.

London, 1873

<table>
<thead>
<tr>
<th>BODEN</th>
<th>BIRD</th>
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<tbody>
<tr>
<td>1 P—K4</td>
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<tr>
<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>3 B—Kt5</td>
<td>Kt—Q5</td>
</tr>
<tr>
<td>4 Kt×Kt</td>
<td>P×Kt</td>
</tr>
<tr>
<td>5 O—O</td>
<td>B—B4</td>
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<tr>
<td>6 P—QB3</td>
<td>Kt—K2</td>
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<tr>
<td>7 P—Q3</td>
<td>P—QB3</td>
</tr>
<tr>
<td>8 B—QB4</td>
<td>O—O</td>
</tr>
<tr>
<td>9 B—KKt5</td>
<td>K—R1</td>
</tr>
<tr>
<td>10 Q—R5</td>
<td>P—B3</td>
</tr>
</tbody>
</table>

Offering a Pawn as bait, and White plumbs right into the trap.

11 B×P

So that on the capture of his Bishop, he can recapture Black’s now exposed Bishop.

11 ... P—Q4!
12 B×Kt Q×B
13 KP×P R×P1

Very clever: 14 K×R permits mate on the move, and 14 R×R loses by 14 ... Q—K8ch 15

R—B1, QP×Pch and mate in two.

14 Kt—Q2 QP×P
15 Kt—Kt3 P×Kt
16 QR—K1 R×Rch
17 K×R Q—B3ch
18 Q—B3 Q×Qch
19 P×Q B—R6ch
20 K—K2 R—K1ch

And wins by exchanging Rooks, and Queening his Pawn.

687

Someone once said of Lasker that he played 1 P—K4 with a view to the end game. Riumin plays his first move as though he were planning a twenty move combination, ending in checkmate!

Moscow, 1931

<table>
<thead>
<tr>
<th>SLONIM</th>
<th>RIUMIN</th>
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<tr>
<td>1 P—K4</td>
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<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
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<tr>
<td>3 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>4 Kt×P</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>5 Kt×Kt</td>
<td>KtP×Kt</td>
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<tr>
<td>6 Kt—B3</td>
<td>B—Kt5</td>
</tr>
<tr>
<td>7 B—KKt5</td>
<td>Q—K2</td>
</tr>
<tr>
<td>8 B—Q3</td>
<td>Q—K4</td>
</tr>
<tr>
<td>9 B—Q2</td>
<td>P—Q4</td>
</tr>
<tr>
<td>10 Q—K2</td>
<td>O—O</td>
</tr>
<tr>
<td>11 O—O—O</td>
<td>R—Kt1</td>
</tr>
<tr>
<td>12 P—B4</td>
<td>Q—K2</td>
</tr>
<tr>
<td>13 P×P</td>
<td>B—QR6!</td>
</tr>
<tr>
<td>14 Kt—R4</td>
<td></td>
</tr>
</tbody>
</table>
If 14 Q×Q, B×Pch 15 K—Kt1, B×Ktch 16 K—B1, B—Kt7ch 17 K—Kt1, B—R6ch 18 B—Kt4, B×B 19 Q—K2 (the Queen must go to a white square) B—Kt5 20 Q—B1, B×R 21 Q×B, B—R6ch 22 K—R1, B—Kt7ch 23 K—Kt1, Kt×P and Black wins.

dangerous-looking Bishop. He never does do so, and the Bishop of course delivers the death blow!

Berlin, 1903

LANGE LAMPERT
1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—B4 B—B4
4 P—B3 Kt—B3
5 P—Q4 P×P
6 P×P B—Kt5ch
7 Kt—B3 Kt×KP
8 O—O Kt×Kt
9 P×Kt B—K2
10 P—Q5 Kt—R4
11 P—Q6 B×P
12 R—K1ch B—K2
13 B—KKt5 P—KB3

It is too late for 13 . . . Kt×B now, as 14 B×B imprisons the Queen.

14 B×P P×B
15 Kt—K5 P—R4

He must stop the Queen from getting in a check.

16 Q—Q3 R—R3
17 Q—Q5 R—R2
18 Q—Kt8ch B—B1
19 Kt—Kt6 R—K2
dis.ch
20 B—B7 mate!

688

Some instinct should have warned Black at his eleventh move to get rid of White's

689

Bogolyubov's attacks were never banal. Here he brings
about the downfall of a King who hesitated just a moment too long about Castling, by a diverting (in both senses) Knight fork.

Correspondence, 1939

<table>
<thead>
<tr>
<th>BOGOLOUBOV</th>
<th>PATIGLER</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
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<td>2 P—Q4</td>
<td>P—Q4</td>
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<tr>
<td>3 Kt—QB3</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>4 B—KKt5</td>
<td>P×P</td>
</tr>
<tr>
<td>5 Kt×P</td>
<td>B—K2</td>
</tr>
<tr>
<td>6 B×Kt</td>
<td>B×B</td>
</tr>
<tr>
<td>7 P—QB3</td>
<td>Kt—Q2</td>
</tr>
<tr>
<td>8 P—KB4</td>
<td>B—K2</td>
</tr>
<tr>
<td>9 Kt—KB3</td>
<td>P—QKt3</td>
</tr>
<tr>
<td>10 B—Kt5</td>
<td>B—Kt2</td>
</tr>
</tbody>
</table>

This automatic completion of the fianchetto gets Black into trouble.

11 Kt—K5!  B×Kt

Certainly not 11 . . . B—QB1 12 Kt—QB6 smothering the Queen.

12 B×Ktch  K—B1
13 O—O     P—QB4
14 P—B5    B—KB3


15 P×KP    P×KP
16 B×P     K—K2
17 Q—Kt4    B—Kt2
18 R×B!     P×R
19 B—B4     B—Q4

To guard against 20 Q—K6ch and mate next move.

20 Kt—B6ch!

The Bishop’s dilemma! Taking the Knight allows the two-move mate, ignoring it costs the Queen. Therefore:

20 . . . Resigns

Which only hurts for a moment.

690

Modern Master Play says, “Reti, more than any other, is responsible for putting the Fianchetto in the ‘book.’” That he was perfectly at home in the classical style can be seen in the summary way he disposes of a future World Champion.

Amsterdam, 1920

<table>
<thead>
<tr>
<th>EUWE</th>
<th>RETI</th>
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<tbody>
<tr>
<td>1 P—K4</td>
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<td>Kt—QB3</td>
</tr>
<tr>
<td>3 B—B4</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>4 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>5 O—O</td>
<td>Kt×P</td>
</tr>
<tr>
<td>6 R—K1</td>
<td>P—Q4</td>
</tr>
<tr>
<td>7 B×P</td>
<td>Q×B</td>
</tr>
<tr>
<td>8 Kt—B3</td>
<td>Q—QR4</td>
</tr>
<tr>
<td>9 Kt×P</td>
<td>Kt×Kt</td>
</tr>
<tr>
<td>10 Q×Kt</td>
<td>P—KB4</td>
</tr>
<tr>
<td>11 B—Kt5</td>
<td>Q—B4!</td>
</tr>
<tr>
<td>12 Q—Q8ch</td>
<td>K—B2</td>
</tr>
<tr>
<td>13 Kt×Kt</td>
<td>P×Kt</td>
</tr>
</tbody>
</table>
14 QR—Q1  B—Q3  
15 Q×R  Q×B  

Intending 16... B—KR6, attacking the Queen and also threatening mate.

16 P—KB4  Q—R5  
17 R×P  B—KR6!  
18 Q×R  B×Pch  
19 K×B  Q—Kt5ch  

And mate follows after 21 K—B1 by the check at B6 and then at B7.

691

DOMINGUEZ avoids the Evans Gambit and the Max Lange attack, to no avail. What he should have done was avoid Morphy!

Havana, 1864

MORPHY  DOMINGUEZ
(Blindfold)   

1 P—K4  P—K4  
2 Kt—KB3  Kt—QB3  
3 B—B4  Kt—B3  
4 P—Q4  P×P  
5 O—O  B—B4  
6 P—K5  Kt—K5  

"Book" and common-sense dictate that Black should insist on a proper share of the center. The only move that gives him equal rights is 6... P—Q4.

7 B—Q5  P—B4  
8 P×P e.p.  Kt×P(B3)  

9 B—Kt5  B—K2  
10 B(Kt5)×Kt  B×B

If 10... P×B  11 Kt—Kt5, Kt—K4  12 Q—R5ch, Kt—Kt3  
13 B—B7ch, K—B1  14 Q—R6 mate.

11 R—K1ch  Kt—K2  
12 Kt—K5  B×Kt  
13 Q—R5ch  P—Kt3  
14 Q×B  R—B1  
15 Kt—Q2  P—B3  
16 Kt—K4  P—Q3  
17 Kt×Pch  K—Q2  
18 B—K6ch  K—B2  
19 Kt×Bch  Q—Q3  
20 Q×Q mate

692

WHITE is glad to give up the exchange. In return his pieces sweep the board, reaching towards the King from all directions. Checkmate is inevitable, but Horowitz's method is not hackneyed.

Austin, 1941

HRISSIKO- 

HOROWITZ  POULOS

1 P—K4  P—QB4  
2 P—Q4  P×P  
3 Kt—KB3  P—K4  

Did he expect to catch an old hand at traps with 4 Kt×KP, Q—R4ch?

4 P—B3  Kt—QB3  
5 P×P  B—Kt5ch
Horowitz just loves those wonderful diagonals.

13 ... B × R
14 Q — K2ch B — K3

If 14 ... K — Q2 15 Q — Kt4ch, K — B2 16 Q — B4ch, K — Kt2 17 R — Kt1ch, Q — Kt3 18 Q × Pch and mate in two.

15 R × B Q — R4
16 Q — Kt2! 0 — 0 — 0
17 R — Kt1 K — K2
18 B — K4 P — B3
19 B × Pch K × B
20 Q — Kt7 mate

693

Nor a grand-scale brilliancy, this game of Spielmann’s is full of clever tactical touches. The last stroke, immuring the Bishop with two Knight Pawns, is to my knowledge unique.

Ostend, 1906

SPIELMANN
1 P — K4 2 B — B4 3 P — Q3
REGGIO
P — K4 Kt — KB3 B — B4

4 Kt — QB3 P — Q3
5 P — B4 Kt — Kt5
6 P — B5 Q — R5ch
7 P — Kt3 Q — R4
8 P — KR3 B × Kt
9 Q × Kt Q × Q
10 P × Q B — Kt3
11 P — Kt5 Kt — B3
12 P — Kt6 BP × P
13 P × P

Threatening 14 R × P which Black prevents—or thinks he does.

13 ... P — KR3
14 R × P! R × R

If 14 ... P × R 15 P — Kt7, R — B1 16 B × P and White wins.

15 B × R Kt — K2

If 15 ... P × B 16 P — Kt7, Kt — K2 17 Kt — Q5, B — K3 18 Kt × B wins for White.

16 B — B7ch K — B1
17 B — Kt5 B — Kt5
18 K — Q2!

Threatening 19 R — R1 and a deadly check.

18 ... B — KR4
19 R — KB1 P — B3
20 P — KKt4! Resigns

Taking either Knight Pawn costs the Bishop by discovered check.

694

Prince Dadian of Mingrelia never tried his hand at tour-
nament play, but in offhand games he certainly could make the sparks fly.

Zugzidi, 1892

<table>
<thead>
<tr>
<th>DADIAN</th>
<th>BITCHAM</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
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<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
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<tr>
<td>3 B—B4</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>4 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>5 O—O</td>
<td>Kt×P</td>
</tr>
<tr>
<td>6 R—K1</td>
<td>P—Q4</td>
</tr>
<tr>
<td>7 B×P</td>
<td>Q×B</td>
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<tr>
<td>8 Kt—B3</td>
<td>Q—B5</td>
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<tr>
<td>9 R×Ktch</td>
<td>B—K3</td>
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<td>10 B—Kt5</td>
<td>B—QB4</td>
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<tr>
<td>11 Kt—Q2</td>
<td>Q—R3</td>
</tr>
<tr>
<td>12 Kt—Kt3</td>
<td>B—Kt3</td>
</tr>
<tr>
<td>13 Kt—Q5</td>
<td>P—R3</td>
</tr>
</tbody>
</table>

It is too late to Castle as the crusher would be 14 Kt—B6ch, P×Kt 15 B×P and quick mate to follow.

14 Kt—B5 Q—Kt4

Not 14 . . . B(Kt3)×Kt as 15 Kt×Pch wins the Queen.

15 R×Bch! K—B1

If 15 . . . P×R 16 Q—R5ch, K—B1 17 Kt×KPch, K—Kt1 18 Kt—B6ch, P×Kt 19 Q—Kt6 mate.

16 Kt—Q7ch K—Kt1

17 Q—Kt4! P—KR4

If 17 . . . P×B 18 Q×KtP, and the threat of 19 Kt(Q5)—B6 mate as well as a discovered attack on the Queen is conclusive. Or if 17 . . . Q×Kt 18

Kt—B6ch, P×Kt 19 B×BPch wins the Queen. Finally if Black tries 17 . . . P×R 18 Q×Pch, K—R2 19 Kt(Q7)—B6ch, K—Kt3 20 Kt—B4ch, K×B 21 P—KR4ch and mate next move.

18 Kt(Q5)—P×Kt B6ch

19 B—R6ch! Q—Kt4

20 Kt×P mate

695

WHITE concocts an original finish. He threatens an unprotected Bishop which must flee at once. But if it runs away he can make it whisk right back again, into his clutches!

Pankow, 1931

<table>
<thead>
<tr>
<th>MAAS</th>
<th>KOFF</th>
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<tbody>
<tr>
<td>1 P—Q4</td>
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<td>3 Kt—KB3</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>4 B—Kt5</td>
<td>P—KR3</td>
</tr>
<tr>
<td>5 B×Kt</td>
<td>Q×B</td>
</tr>
</tbody>
</table>
6 P—K3 B—Kt5ch
7 QKt—Q2 P—B4
8 R—B1 O—O
9 P×Q3 B×Ktch
10 Q×B P×BP
11 P×P P—QKt4
12 P×P e.p. B—Kt2
13 R×P


13 . . . R—Q1
14 B—Q3 P—K4
15 Q—B2 R×B

Very cute, but White has seen further into the combination.

16 Q×R P—K5
17 Q—Q4 P×Kt
18 Q×Q P×Q
19 R—B7! BP×P
20 R—Kt1 Resigns

And now Black sees the reverse twist at the end of his combination. If 20 . . . B—B6 21 P—Kt7 forces the Bishop's return, and its capture.

696

TARRASCH plays a combination which ends in the pin of the Queen—and then gets the shock of his young life!

Halle, 1883

TARRASCH B. RICHTER

1 P—QB4 P—KB4
2 P—Q4 P—K3
3 Kt—KB3 Kt—KB3

4 P—K3 P—QKt3
5 B—Q3 B—Kt2
6 O—O B—Q3
7 Kt—B3 Kt—B3
8 P—K4 P×P
9 Kt×P B—K2
10 Kt—K5 Kt×P
11 Kt×Ktch B×Kt
12 Q—R5ch P—Kt3
13 B×Pch P×B
14 Q×Pch K—K2
15 Kt—Kt4 Q—KB1!
16 Kt×B Q×Kt!
17 B—Kt5

This should be the end of the story, but there is a sequel:

17 . . . Kt—K7ch
18 K—R1 R×Pch
19 K×R R—R1ch
20 B—R6 Q—R5

mate

697

Fixing the King so that he cannot move away from the threat of a discovered check is a position players dream of
having. For such a position White cheerfully gives his Queen, as it is a small price to pay.

Moscow, 1931

SOZIN  NEKRASOV

1 P—K4   P—QB4
2 Kt—KB3  Kt—KB3
3 P—K5   Kt—Q4
4 P—QKt3  P—KKt3
5 B—Kt2  B—Kt2
6 P—B4  Kt—B2
7 Kt—B3  P—Q3
8 P×P  P×P
9 P—Q4  P×P
10 Kt×P  O—O
11 B—K2  P—Q4
12 P×P  Kt×P
13 Kt×Kt  Q×Kt
14 O—O  R—Q1
15 B—B4!  Q—K5

There are lovely alternatives: if 15 . . . Q—OB4 16 Q—B3, B×Kt 17 Q×Pch, K—R1 18 Q—B6ch! B×Q 19 B×B mate, or if 15 . . . Q—Q2 16 Q—B3, B×Kt 17 B×B, Q×B 18 QR—Q1, Q—Kt3 19 Q×Pch, K—R1 20 R×Rch, Q×R 21 R—K1, B—Q2 22 R—K8ch! Q×R 23 Q—B6 mate!

16 R—K1  Q—B5
17 R—K7!  B×Kt
18 R×BP!  B×Pch
19 K—R1  R×Qch

Winning the Queen with check, but White is happy about the whole thing.


20 R×R  Resigns


698

For a while it looks as though White will get away with a Pawn kidnapping, but three sharp moves make him pay heavily for his crime.

Edinburgh, 1926

A. R. B.

MICHELL  THOMAS

1 P—Q4   Kt—KB3
2 P—QB4  P—K3
3 Kt—QB3  P—Q4
4 B—Kt5  B—K2
5 P—K3  QKt—Q2
6 Kt—B3  O—O
7 R—B1  P—B3
8 B—Q3  P×P
9 B×P  Kt—Q4
10 B×B  Q×B
11 Kt—K4  P—K4
12 P×P  Kt(Q2)×P
13 B×Kt  P×B
14 Kt—B3  B—Kt5
15 Kt×P  Q—Q3
16 O—O  QR—Q1
17 Kt—B4  Q—R3
18 Q—K2  B×Kt
19 P×B  P—KKt4!
20 Kt—Kt2  The hapless Knight has no other refuge.
20 . . . R—Q7!

And wins, as 21 Q×R lets the Knight give the first check in the game, followed by that of the Queen who gives the last.

699
It is interesting to see how White forces a weakening of B6, so that he can deal the death blow from that square.

Nuremberg, 1906

<table>
<thead>
<tr>
<th>KOEHNLEIN</th>
<th>KLEIN</th>
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<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
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<tr>
<td>2 Kt—QB3</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>3 P—B4</td>
<td>P—Q4</td>
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<tr>
<td>4 BP×P</td>
<td>Kt×P</td>
</tr>
<tr>
<td>5 Kt—B3</td>
<td>B—QKt5</td>
</tr>
<tr>
<td>6 B—K2</td>
<td>B—Kt5</td>
</tr>
<tr>
<td>7 O—O</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>8 Q—K1</td>
<td>O—O</td>
</tr>
<tr>
<td>9 P—Q3</td>
<td>Kt×Kt</td>
</tr>
<tr>
<td>10 P×Kt</td>
<td>B—QR4</td>
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<tr>
<td>11 B—Q2</td>
<td>P—Q5</td>
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<tr>
<td>12 Q—Kt3</td>
<td>B—R4</td>
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<tr>
<td>13 Kt×P</td>
<td>B×B</td>
</tr>
<tr>
<td>14 Kt—B5!</td>
<td>P—KKt3</td>
</tr>
<tr>
<td>15 Kt—R6ch</td>
<td>K—R1</td>
</tr>
<tr>
<td>16 B—Kt5</td>
<td>P—B3</td>
</tr>
<tr>
<td>17 R×P</td>
<td>Q—Q4</td>
</tr>
<tr>
<td>18 Q—B2</td>
<td>B—B6</td>
</tr>
</tbody>
</table>

To break communication between Queen and Rook.

19 R×B    R×R
20 B—B6ch. Resigns

As 20 . . . R×B allows mate by the Queen.

700
Masters distinguished for profound strategy can still give a good account of themselves in the completely different field of combination play when they have to—as for example when they give big odds.

Riga, 1912

<table>
<thead>
<tr>
<th>NIMZOVICH</th>
<th>LEELAUS</th>
</tr>
</thead>
</table>

(Nimzovich, R: Remove White's Queen and Black's King Knight)

| 1 P—QKt3 | P—K4  |
| 2 B—Kt2  | P—KB3 |
| 3 P—K4   | P—B3  |
| 4 Kt—QB3 | B—Kt5 |
| 5 O—O    | B×Kt  |
| 6 P×B    | O—O   |
| 7 B—R3   | R—K1  |
| 8 B—Q6   | Q—Kt3 |

The Bishop's pressure is disagreeable, so Black seeks forgetfulness (says Nimzovich) in Pawn hunting.

9 Kt—B3

Carefully avoiding the check at B4 which might make Black change his plans.

9 . . . Q×BP
10 P—KR4  P—KR3
11 B—B4ch K—R2
12 P—R5   P—QKt4
13 B—KB7  R—K3
14 Kt—R4  R×B
15 R×R Q—QB4
16 R(R1)—Q1 Q×P
17 R(Q1)—Q3 Q—K8ch

Going for the Knight, as otherwise White continues with 18 Kt—B5 and 19 R—Kt3.

18 K—Kt2 Q×Kt
19 B—Kt6ch K—Kt1
20 R—K6! Resigns

If he removes the Rook his companion crashes through.

701

A bold leap by the Knight on the Queen side precedes a two-Bishop sacrifice on the King side. The latter theme, made famous by Lasker in his game against Bauer in 1889, is still enchanting millions.

Gothenburg, 1929

BOOK

1 P—K4
2 Kt—KB3
3 Kt—B3
4 B—Q3
5 P—QR3
6 P—QKt4
7 P×KtP
8 B—Kt2
9 O—O
10 R—K1
11 P×P
12 Kt×Kt
13 Kt—Q4
14 R—K3

INGERSLEV

P—K3
P—Q4
B—Kt5
P—QB4
B—R4
P×KtP
B×P
Kt—K2
O—O
P—QKt3
Kt×P
P×Kt
B—Kt2
Kt—Q2

15 Kt—B6! B×Kt
16 B×Pch! K×B
17 Q—R5ch K—Kt1
18 B×P! K×B

If 18... P—B4 19 R—Kt3, P—B5 20 B—B6ch, P×R 21 Q—Kt6 mate.

19 R—Kt3ch K—B3
20 R—K1 Resigns

702

A spurious Queen sacrifice is followed by a real one, and a feint threat of mate by the Rook on the file precedes certain mate on the rank.

Copenhagen, 1918

KIRDETOV

1 P—K4
2 P—Q4
3 Q×P
4 Q—Q1
5 Kt—QB3
6 B—Q3
7 B—Kt5
8 Kt—B3

KAHN

P—K4
P×P
Kt—QB3
Kt—B3
B—Kt5
O—O
R—K1
Kt×P1

Flashy, but not risky, as 9 B×Q, Kt×Ktch regains the Queen and leaves Black a piece up.

9 B×Kt B×Ktch
10 K—B1 B—B3
11 B×B Q×B
12 Q—Q3 Kt—Kt5
13 Q—B4 P—Q4!
14 B×Pch K×B
15 Q×Kt P—B4

Apparently offering his QBP for White’s QKtP.

16 Q×BP

Mistaking an ingenious move for an ingenious one!

16 . . . Q×Kt!
17 P×Q B—R6ch
18 K—Kt1 R—K3

And now the intent is obvious, or is it?

19 Q—B7

Ready to interpose and thwart the threat of a beautiful mate on the Knight file.

19 . . . QR—K1
20 R—KB1 R—K8!

To which bit of diablerie there is no answer.

703

Giving the odds of a Queen is like going into a fight with one hand tied behind your back. Quite a job, but Blackburne makes it look easy!

Manchester, 1862

BLACKBURNHE     HARLEY
(Remove White’s Queen)
1 P—QKt3 P—K4
2 B—Kt2 B—Q3
3 Kt—QB3 Kt—K2

Taking Blackburne out of the “books.”

4 P—K3 O—O
5 O—O—O P—QB4
6 KKt—K2 P—QKt3
7 P—B4 QKt—B3
8 P—KKt4 P—QR3
9 P—B5 Q—B2
10 Kt—Kt3 P—K5
11 Kt(B3)×P B×Kt
12 P×B B—Kt2
13 B—B4! P—Q4

This seems to win a piece, but Blackburne refutes this with “a little bit of Morphy” to use one of his own favorite phrases.

14 R×P! K×R
15 R—R1ch K—Kt1
16 Kt—B6ch P×Kt
17 B×BP Kt—Kt3
18 P×Kt P×P
19 B×Pch R—B2
20 R—R8 mate

704

"Of all the modern masters that I have had occasion to observe playing blindfold
chess, it is Samisch who interests me the most; his great technique, his speed and precision have always made a profound impression on me.” So said Alekhine, himself one of the most magnificent exponents of the art.

Aachen, 1934

**SAMISCH**

(Blindfold) **AMATEUR**

| 1 P—K4 | P—K3 |
| 2 P—Q4 | P—Q4 |
| 3 Kt—QB3 | B—Kt5 |
| 4 P—K5 | P—QB4 |
| 5 B—Q2 | PxP |
| 6 Kt—Kt5 | B—B4 |
| 7 P—QKt4 | B—Kt3 |
| 8 Q—Kt4 | K—B1 |
| 9 Kt—KB3 | Kt—QB3 |
| 10 Q—B4 | P—B3 |
| 11 PxP | QxP |
| 12 Kt—B7 | BxKt |
| 13 QxB | P—KR3 |
| 14 P—Kt5 | P—Q6 |
| 15 BxQP! | QxRch |
| 16 K—K2 | Q—B3 |

If 16 ... QxR 17 PxKt threatening 18 B—Kt4ch, K—K1 19 B—Kt6 mate is decisive. So the Queen hurries back to help out.

| 17 PxKt | Q—K2 |
| 18 B—Kt4! | QxB |
| 19 Q—Q8ch | K—B2 |
| 20 Kt—K5 mate |

---

**705**

The epaulette mate makes an exquisite finish to this lovely little game.

Saratov, 1938

<table>
<thead>
<tr>
<th><strong>KRAMSTOV</strong></th>
<th><strong>WAXBERG</strong></th>
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<tbody>
<tr>
<td>1 P—K4</td>
<td>Kt—KB3</td>
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<tr>
<td>2 P—K5</td>
<td>Kt—Q4</td>
</tr>
<tr>
<td>3 P—QB4</td>
<td>Kt—Kt3</td>
</tr>
<tr>
<td>4 P—B5</td>
<td>Kt—Q4</td>
</tr>
<tr>
<td>5 Kt—QB3</td>
<td>Kt×Kt</td>
</tr>
<tr>
<td>6 QPxKt</td>
<td>P—Q3</td>
</tr>
<tr>
<td>7 Q—Kt3</td>
<td>P×KP</td>
</tr>
<tr>
<td>8 B—KKt5</td>
<td>Q—Q2</td>
</tr>
<tr>
<td>9 R—Q1</td>
<td>Q—B4</td>
</tr>
<tr>
<td>10 B—QB4</td>
<td>Kt—Q2</td>
</tr>
</tbody>
</table>

If 10 ... QxB 11 B×P is mate, while 10 ... P—K3 is punished by 11 R—Q8 mate.

<table>
<thead>
<tr>
<th>11 Kt—B3</th>
<th>P—QB3</th>
</tr>
</thead>
</table>

He doesn’t fall for 11 ... Kt×P 12 B×Pch, Q×B 13 R—Q8ch, snapping off Black’s Queen next move.

| 12 O—O | P—K3 |
| 13 R×Kt | K×R |

The other recapture fails after 14 Q—Pch, R—B1 15 R—Q1, and Black can stop struggling.

| 14 Q—Q1ch | K—B2 |
| 15 Q—Q8ch | K—Kt1 |
| 16 R—Q1   | P—B3 |
| 17 R—Q7!  | Q—Kt8ch |
| 18 B—KB1  | P—QR3 |
To escape the obvious mate by the Queen at B7, but now White can finish off in style.

With his last two moves Black thinks that he barricades himself against attack. In reality he has relinquished his pressure on White's center Pawns.

10 B—B2  B—K2
11 P—QKt3  P—QKt4
12 P—QR4  P×RP
13 P×BP  P×P
14 P—Q5!  Kt(B3)
  ×P
15 P×P  Kt×Ktch
16 Q×Kt  Kt—Kt3
17 Q×P  B—B3
18 B—B5!

"Obviously to prevent Castling," says Black to himself, and proceeds with developing his pieces.

18 . . .  B—Kt2
19 Q—Kt6ch!  P×Q
20 B×KtP mate

---

706

TARRASCH’S moves are all perfectly clear, especially one by the Bishop which prevents his opponent from Castling. What Black overlooks though, is that a single move may have more than one purpose.

Nuremberg, 1893

TARRASCH  KURSCHNER

1 P—K4  P—K3
2 P—Q4  P—Q4
3 B—Q3  Kt—KB3
4 P—K5  KKt—Q2
5 Kt—KB3  P—QB4
6 P—B3  Kt—QB3
7 Q—O  P—B3
8 R—K1  P—B4
9 B—K3  P—QB5

707

GUDJU rises to the heights. With three pieces en prise, watch him give away his Rook to clear the way for a Queen sacrifice!

Paris, 1929

GUDJU  BOGDANOV-

SKY

1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 B—B4  Kt—B3
4 P—Q4  P×P
5 O—O  Kt×P
6 R—K1    P—Q4
7 Kt—B3   B—K3
8 Kt×Kt   P×B
9 Kt(K4)— Q—Q4
     Kt5
10 Kt×BP! K×Kt
11 Kt—Kt5ch K—Kt1
12 Kt×B   R—B1
13 B—R6   B—Kt5
14 Kt×KtP Kt—K4

Not caring for 14 ... B×R when 15 Q—Kt4, B×Pch 16 K×B, K—B2 17 R—K1 with the threat of 18 Q—B4ch is uncomfortable.

15 R—K2    P—Q6
16 P—QB3   Kt—B2
17 Kt—R5!

Ready to answer 17 ... Q×Kt with 18 R—K8ch winning the Queen.

17 ... Q—KB4

To stop the mate threat by the Knight, but White insists!

18 R—K8ch!

"Have a Rook on me!"

18 ... R×R
19 Q—Kt4ch!

"And the Queen, too!"

19 ... Q×Q
20 Kt—B6 mate

New York, 1910

CAPABLANCA       JAFFE
1 P—Q4           P—Q4
2 Kt—KB3         Kt—KB3
3 P—K3           P—B3
4 P—B4           P—K3
5 Kt—B3          QKt—Q2
6 B—Q3           B—Q3
7 O—O            O—O
8 P—K4           P×KP
9 Kt×P           Kt×Kt
10 B×Kt          Kt—B3
11 B—B2          P—KR3

To prevent the pin followed by 13 Q—Q3.

12 P—QKt3        P—QKt3
13 B—Kt2         B—Kt2
14 Q—Q3

Threatening to advance the QP, then capture the Knight and mate at R7.

14 ... P—Kt3
15 QR—K1

Now intending 16 R×P, P×R 17 Q×Pch with a win in sight.

15 ... Kt—R4

Ready to interpose at Kt2, if White tries the above idea.

Capablanca induces a Pawn advance on the King side—
16 B—B1 K—Kt2
17 R×P Kt—B3

Naturally not 17 ... P×R as White would mate in two.

18 Kt—K5! P—B4

If 18 ... P×R 19 Q×Pch, K—R1 20 Q×Pch, K—Kt1 21 Q—Kt6ch, K—R1 22 R—K1, Q—K1 23 Q—R6ch, K—Kt1 24 R—K3 and White mates quickly.

19 B×Pch! K×B
20 Kt×Pch! Resigns

And just in time, as the Queen mates next move.

709

In NIMZOVICH’s happiest style, this is “witch chess, heathen and beautiful.”

Kecskemet, 1927

NIMZOVICH GILG
1 P—K4 P—QB4
2 Kt—KB3 Kt—QB3
3 B—Kt5 Q—B2
4 P—B3 P—QR3

5 B—R4 Kt—B3
6 Q—K2 P—K4
7 O—O B—K2
8 P—Q4 BP×P

On 8 ... O—O, Nimzovici shows this pretty possibility: c B×Kt, Q×B 10 P×KP, Kt×F 11 R—K1, P—B4 12 P×P e.p. Kt×P(B3) 13 Q×B, R—K1 14 Q×Rch, Kt×Q 15 R×Ktch, K—B2 16 Kt—K5ch, and White regains his Queen and remains a piece ahead.

9 P×P Kt×QP
10 Kt×Kt P×Kt
11 P—K5 P—Q6
12 Q—K3 Kt—Q4
13 Q—Kt3 P—KKt3
14 B—Kt3 Kt—Kt5
15 B×Pch! K—Q1

Mustn’t touch the Bishop on account of 16 P—K6ch winning the Queen.

16 B—R6! Kt—B7
17 Kt—B3 Kt—Q5

If 17 ... Kt×R Nimzovich intended to play 18 Kt—Q5, Q—B3 19 B—K3! P—Q3 20 B—Kt6ch, K—Q2 21 P—K6 mate!

18 Q×QP Q×P
19 KR—K1 Q—B3
20 R×B! Resigns

If 20 ... K×R 21 Kt—Q5ch wins the Queen, while 20 ... Q×R is demolished by 21 Q×Kt reaching out for the Rook in one direction and for mate in the other.
710

TARTAKOVER, who knows as much published play as any man in the world, loves to get out of the books. So his opening is unconventional, his midgame original, and his coup-de-grace fantastic.

Zandvoort, 1936

<table>
<thead>
<tr>
<th>TARTAKOVER</th>
<th>PRINS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—KB4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 P×P</td>
<td>P—Q3</td>
</tr>
<tr>
<td>3 P×P</td>
<td>B×P</td>
</tr>
<tr>
<td>4 Kt—KB3</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>5 P—KKt3</td>
<td>P—KR4</td>
</tr>
<tr>
<td>6 P—Q4</td>
<td>P—R5</td>
</tr>
<tr>
<td>7 P×P</td>
<td>Kt—K5</td>
</tr>
</tbody>
</table>

Threatening 8 . . . R×P 9 Kt×R, Q×Kt mate.

| 8 Q—Q3     | B—KB4 |
| 9 B—R3     | B—Kt3 |
| 10 R—Kt1   | Q—K2  |
| 11 R×B     |      |

A courageous sacrifice as the results are not patent.

| 11 . . .    | P×R   |
| 12 Kt—B3   | Kt×Kt |

The tempting 12 . . . R×P fails after 13 B—Kt5.

| 13 P×Kt    | O—O   |
| 14 Q×P     | R—K1  |
| 15 Q—Q3    | Kt—Q2 |
| 16 Kt—Kt5  | Kt—B3 |
| 17 B—K6ch  | K—R1  |
| 18 Kt—B7ch | K—Kt1 |

19 B—Kt3     K—B1  
20 Kt—R8!     Resigns

The bizarre threat of mate by the Knight in the corner, is typical of the Doctor’s saucy style.

711

The compleat master must dare to be original to achieve his ends. To him, an isolated tripled Pawn is not a fragile pillar. It is a sturdy column of Sissa, a thing of beauty and a joy forever.

Ostend, 1905

<table>
<thead>
<tr>
<th>BURN</th>
<th>PERLIS</th>
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<tbody>
<tr>
<td>1 P—Q4</td>
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<td>P—K3</td>
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<tr>
<td>3 Kt—QB3</td>
<td>P—QR3</td>
</tr>
<tr>
<td>4 P×P</td>
<td>P×P</td>
</tr>
<tr>
<td>5 Kt—B3</td>
<td>P—QKt3</td>
</tr>
<tr>
<td>6 B—B4</td>
<td>B—Kt2</td>
</tr>
<tr>
<td>7 P—K3</td>
<td>B—Q3</td>
</tr>
<tr>
<td>8 Kt—K5</td>
<td>Kt—Q2</td>
</tr>
<tr>
<td>9 Q—Kt4</td>
<td>B×Kt</td>
</tr>
<tr>
<td>10 P×B1</td>
<td>K—B1</td>
</tr>
</tbody>
</table>

The alternative 10 . . . P—Kt3 weakening his black squares, does not look salubrious.

| 11 O—O—O | Kt—B4 |
| 12 P—K4   | P—Q5  |
| 13 B—K3   | Kt—K3 |
| 14 B—QB4  | B—B1  |
| 15 P—B4   | Q—K2  |
| 16 P—B5   |      |
Of course not 16 B×QP, Kt×B and the attack on the Queen costs White a piece.

16 . . . P×Kt
17 P×Kt Q—Kt5

Hoping for 18 B—Kt3, B×P when 19 B×B would permit mate.

18 R—Q8ch K—K2
19 B—Kt5ch P—B3
20 B×Pch Resigns

If 20 . . . P×B 21 Q—Kt7ch, K×R 22 R—Q1ch and mate next move.

712

In the hands of one who can wield it the Evans Gambit can be a weapon like Excalibur. At the cost of a Pawn or two White’s pieces rush into the field with amazing rapidity, slaying all who oppose them.

Hamburg, 1898

BIER AMATEUR
1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—B4 B—B4
4 P—QKt4 B×P
5 P—B3 B—R4
6 O—O Kt—B3
7 P—Q4 O—O
8 Kt×P Kt×Kt
9 P×Kt Kt×P

10 Q—Q5 B×P
11 Kt×B Kt×Kt

Black is now two Pawns up and has removed by exchange a couple of attacking pieces. But those that remain have lots of scope for their activities!

12 Q—B3 Kt—R5
13 Q—KKt3 K—R1

To avoid loss of the exchange by 14 B—KR6.

14 B—KKt5 Q—K1


15 KR—K1 Kt—Kt3
16 B—B6l R—KKt1
17 B—Q3

Threatens 18 Q—R4 and mate at R7.

17 . . . P×B
18 P×P R×Q


19 R×Qch R—Kt1
20 QR—K1

And mates in two, by 21 R×Rch, K×R 22 R—K8 mate.

713

Five times in succession does White threaten mate on the move! And none of these
powerful strokes is a check!
This is how Franklin K. Young characteristically describes the proceedings: “This game illustrates a line of mobilization by the right, combined with a complex line of manoeuvre against a prematurely formed right oblique aligned, with the objective plane located on the center, and lacking the King Knight at KB3.”

Boston, 1888

(YOUNG) WARE
BURRILLE SNOW

1 P—K4 P—K4
2 Kt—QB3 Kt—KB3
3 P—B4 B—Kt5
4 B—R4 P—Q3
5 P—B5 P—B3
6 Kt—B3 B×Kt
7 QP×B Kt×P
8 O—O Q—Kt3ch
9 K—R1 P—Q4
10 B×P Kt—B7ch
11 R×Kt Q×R
12 B×KBPch K×B
13 Kt×Pch K—K1

Forced, as 13 ... K—B3 loses the Queen by 14 Kt—Kt4ch and 13 ... K—K2 runs into 14 B—Kt5ch and mate next.

14 B—Kt5

The first of five in a row quiet threats of mate on the move.

14 ... Kt—Q2
15 Q—Q6 Kt—B3
16 R—Q1 B×P
17 Q—B7 R—KB1
18 Kt—B4 B—Q2
19 Q×Bch!

Enough of this cat-and-mouse stuff!
19 ... Kt×Q
20 Kt—Q6 mate

714

CORRESPONDENCE chess has made valuable contributions to our knowledge of opening theory. Few realize though that chess played by mail also produces a goodly amount of brilliant miniature games.

(CORRESPONDENCE) KHASOFF

1 P—Q4 Kt—KB3
2 P—QB4 P—KKt3
3 Kt—QB3 P—Q4
4 P×P Kt×P
5 K—K4 Kt×Kt
6 P×Kt P—QB4
7 B—QB4 B—Kt2
8 Kt—K2 O—O
9 K—K3 Kt—Q2
10 O—O Q—B2
11 B—Kt3 P—Kt3
12 Q—Q2 B—QR3
13 KR—K1 QR—Q1
14 Kt—Kt3 Kt—Kt1
15 QR—B1 Kt—B3
Bearing down on the center. As compensation for this, White’s QR exerts pressure on the Bishop file.

16 B—R6  B×B
17 Q×B  P×P

If 17 . . . Q—Q2 White intended 18 R—K3 threatening 19 Kt—B5, P×Kt 20 R—Kt3ch and mate next move.

18 P×P  R×P

19 R×Kt!  Q—Q2

If 19 . . . Q×R, 20 Kt—R5 is a painful retort as the KtP is pinned.

20 R×Pch  Resigns

If 20 . . . P×R 21 Q×Pch, K—R1 22 Q—R6ch, K—Kt1 23 Kt—B5, and Black must give up his Queen to stop mate.

715

As diverting as it is effective is the device of striking out on the Queen side to wreak havoc on the King side.

White may have been inspired by Romanovsky who used this technique against Rabinovich at Moscow in 1935, or by Alekhine in his brilliant switch attack against Sterk at Budapest in 1921, or by the feats of Bogolyubov who won sparkling games with this strategy, notably against Mieses in 1925 and Kashdan in 1931.

New York, 1940

RATHER       BELCHER
1 P—K4  P—K3
2 P—Q4  P—Q4
3 Kt—QB3  Kt—KB3
4 B—Kt5  P×P
5 Kt×P  B—K2
6 B×Kt  B×B
7 Kt—KB3  O—O
8 B—B3  Kt—Q2
9 B—Q3  P—QKt3
10 P—KR4  P—KR3
11 Q—B2  B—Kt2
12 O—O—O  R—B1
13 K—Kt1  Q—K2
14 P—Kt4  F—KKt4
15 P×P  P×P
16 B—R6!  B×B

If 16 . . . B×Kt 17 Q×B threatens mate on one side and a Rook on the other.

17 Kt(K4)×P  KR—Q1
18 R—R8ch!  B×R
19 Q—R7ch  K—B1
20 Q×B mate
According to Max Lange, biographer of Paul Morphy, this was a blindfold game played by the young phenomenon on his twelfth birthday!

New Orleans, 1849

**MORPHY**  **E. MORPHY**

1 P—K4        P—K4
2 Kt—KB3      Kt—QB3
3 B—B4        B—B4
4 P—B3        P—Q3
5 O—O         Kt—B3
6 P—Q4        P×P
7 P×P         B—Kt3
8 P—KR3       P—KR3
9 Kt—B3       O—O
10 B—K3       R—K1
11 P—Q5       B×B
12 P×Kt       B—Kt3
13 P—K5       P×P
14 Q—Kt3

So early in his life had Paul discovered that if he gave away a Pawn or two his pieces would have lots of freedom on the open files and diagonals! Many a man fails to find this out after a lifetime of penny-pinching chess.

14 ...        R—K2
15 B×Pch      R×B
16 Kt×P       Q—K1
17 P×P        B×P
18 QR—K1      B—R3

Black can die a slow death by 18 ... Kt—K5 19 Kt×R, Q×Kt

Kt 20 Q×Och, K×Q 21 Kt×Kt, B—R3 22 R—Q1 etc.

19 Kt—Kt6      Q—Q1
20 R—K7        Resigns

Influenced no doubt by the rule "The object of the game of chess is to checkmate the King," White concentrates on doing just that, and in the process sets off some fireworks.

England, 1946

**MINIFIE**  **BERRY**

1 P—K4        P—K4
2 Kt—KB3      Kt—QB3
3 B—B4        Kt—B3
4 Kt—Kt5      Kt×P
5 B×Pch       Kt×Q
6 P—Q4        Kt×KB
7 P—QB3       Kt—K3
8 B×Kt        Kt×KBP

The Knight runs amok, rendered desperate by the fact that neither of White's pieces may be captured.

9 Q—B3        Kt×R
10 Q—B7ch      K—Q3
11 Kt—K4ch     K—B3
12 B—Q5ch      K—Kt3
13 B—Kt5       B—K2
14 B×B         Q—K1
15 B—B5ch      K—R3
16 Q—B1ch      P—Kt4
17 P—QR4       P—B3
BELSON is happy to give away one Bishop so that the other can anchor himself at Q6 and throttle Black’s game. This sounds cruel but as the French proverb has it, “You cannot play at chess if you are kind-hearted.”

Toronto, 1933

BELSON               MARTIN
1 P—K4               P—K4
2 Kt—KB3             Kt—QB3
3 B—Kt5              P—QR3
4 B—R4               Kt—B3
5 Kt—B3              B—B4
6 Kt×P               Kt×Kt
7 P—Q4               B—Q3
8 O—O                P—B4
9 P×Kt               B×P
10 B—Kt3             Q—B2
11 P—B4              B×Kt
12 P×B               P—B5
13 P—K5              Kt—Kt1
14 B—R3              P×B
15 B—Q6              Q—Kt3ch
16 K—R1              Kt—R3
17 P—B5              P—Kt3
18 Q—Q2              Kt—Kt1

The capture by 18 . . . Kt×P succumbs to 19 R×Kt, P×R 20 Q—Kt5, Q—Q1 21 Q—Kt7 and White wins.

BELSON               MARTIN
19 P×KKtP
Threatening 20 P×Pch and mate next.
19 . . .               RP×P
20 R×P!               Resigns


A position that looks placid, serene and orderly on the surface may present golden opportunities. The great master is always on the qui vive for a violent thrust, such as White’s tenth move here which catches the enemy unprepared, and thereby makes his defense vacillating.

Leningrad, 1934

BOTVINNIK              ALATORSEV
1 P—Q4               P—K3
2 P—QB4              P—Q4
3 Kt—KB3             B—K2
4 Kt—B3              Kt—KB3
5 B—Kt5              O—O
6 P—K3               P—QR3
7 P×P                P×P
8 B—Q3               P—B3
9 Q—B2               QKt—Q2
10 P—KKt4!
This threatens 11 B×Kt, Kt×B 12 P—Kt5 winning a Pawn. The virtue of the move consists in the fact that Black must either accept the proffered Pawn, thus opening a file against his King, or weaken himself by moving one of the Pawns in front of his King.

10 ... Kt×P
11 B×Pch K—R1
12 B—B4 Kt(Q2)—B3
13 B—Q3 Kt—R4
14 P—KR3 Kt(Kt5)—B3
15 B—K5 Kt—Kt1
16 O—O—O Kt—R3
17 QR—Kt1 B—K3
18 Q—K2 B—KB4
19 B×B Kt×B
20 Kt—KR4! Resigns

White wins at least a piece, and with it the game.

720

The kick at the end of White’s combination is a quiet Queen move which transfixes Black’s King. All he can do is stand and wait, for the Rook check which will drive him into double check and mate!

Gallipoli, 1921

SOULTAN-BEIEFF AMATEUR
1 P—K4 P—K4
2 Kt—KB3 Kt—QB3

3 B—B4 Kt—B3
4 P—Q4 Kt×KP
5 P×P Kt—B4
6 O—O Kt—K3
7 Kt—B3 P—Q3
8 R—K1 P×P
9 Kt×P B—Q3
10 Kt×Kt P×Kt
11 Q—B3 B×Pch
12 K×B Q—R5ch
13 K—Kt1 Q×B
14 P—QKt3 Q—R3
15 B—R3! B—Kt2
16 Kt—R4 Q—R4
17 Kt—B5 Q×B
18 Kt×Kt P×Kt
19 R×Pch K—Q1

If 19 ... K—O2 20 Q—B7ch, K—B1 21 R—K8ch and mate next move.

20 Q—B5! Resigns

If 20 ... P—Kt3 21 R—Q1ch, K—B1 22 R—K8 mate!

721

With four of his pieces swarming over Black’s King side, Leussen can sacrifice his Queen nonchalantly.

Scheveningen, 1905

LEUSSEN DURAS
1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 Kt—B3 Kt—B3
4 B—Kt5 B—Kt5
5 O—O O—O
6 P—Q3 P—Q3
7 Kt—K2 B—Kt5
8 P—B3 B—QR4
9 Kt—Kt3 B—Kt3
10 P—KR3 B—Q2
11 B—Kt5 Kt—K2

It seems incredible that this move should lose!

12 B×Kt B×B
13 Kt—R5 Q—Q2

If 13 ... P×B 14 Q—Q2 followed by 15 Q—R6 wins.

14 Kt×KtP P—KR3
15 Kt—Kt5!

Taking the KEEP OUT! sign for an invitation.

15 ... Kt—Kt3

Or 15 ... P×Kt 16 Kt—B5, Kt×Kt 17 Q—R5, Kt—Kt2
18 Q×KtP and White forces mate.

16 Q—R5 KR—Kt1
17 Q×P K—B1
18 Kt(Kt7)— K—K1

K6ch
19 Q—B8ch! Kt×Q
20 Kt—Kt7 mate

---

722

Very often the Queen's Rook turns out to be the fellow in the corner who does not say anything for a long time, but when he does, it is the last word.

---

723

White scores this win by subtle tactics—he threatens to threaten!

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Prague, 1908

CHAVRAT HAKL

1 P—Q4 P—Q4
2 P—QB4 P—K3
3 Kt—QB3 Kt—KB3
4 B—Kt5 B—K2
5 P—K3 O—O
6 Kt—B3 P—QKt3
7 Q—B2 B—Kt2
8 P×P Kt×P
9 P—KR4 P—KB3
10 B—Q3 Kt—Kt5
11 B×Pch K—R1
12 Q—Kt6 B×Kt
13 P×B P×B
14 P×P B×P
15 Q×KP B—R3
16 R×B! P×R
17 Q×RP Q—K2
18 B—B2ch K—Kt1
19 B—Kt3ch R—B2
20 K—K2 Resigns

The Rook's threat settles any lingering doubts.

---

Venice, 1948

CANAL LOKVENC

1 P—Q4 P—Q4
2 P—QB4 P—K3
3 Kt—QB3 P—QB3
4 P—K4 P×KP
5 Kt x P  B—Kt5ch
6 B—Q2  Q x P
7 B x B  Q x Ktch
8 Kt—K2!  Kt—K2

Taking the Pawn would be risky, e.g. 8 . . . Q x BP 9 Q—Q6, Kt—Q2 10 Kt—B3.

9 Q—Q2  P—B3
10 O—O—O  Kt—Q2
11 Kt—B3  Q—Kt3
12 Q—Q6  Q—B2

To protect the Knight and his King Pawn.

13 Kt—K4  Kt—KB4
14 Q—B7  P—KR4

To prevent 15 P—Kt4, chasing the Knight who guards Q6 where White threatens to threaten to come in with a devastating Knight fork.

15 P—KKt3

Now intending to follow up with 16 B—KR3.

15 . . .  P—KKt4
16 P—B3


16 . . .  P—Kt5
17 P x P  P x P
18 B—K2

This boy is indefatigable!

18 . . .  Q—Kt2
19 B x P!  P—B4

He does not dare capture the Bishop, as after 19 . . . Q x B
20 Kt x Pch (attacks the Queen)
Kt x Kt 21 R—Q8 is mate.

20 B x Kt1  Resigns

If 20 . . . KP x B the crusher is 21 Kt—Q6ch, K—K2 (or 21 . . . K—B1 22 Q—Q8 mate)
22 KR—K1ch (prolonging the agony by 22 Kt x Pch winning the Queen is sadistic) K—B1 23 R—K8 mate.

724
Being ahead in material is poor consolation if one's pieces are held fast by pins. Even with his extra piece, Black knows when to cry, "Hold, enough!"

Prague, 1925

HROMADKA  CRGURIC
1 P—Q4  Kt—KB3
2 Kt—KB3  P—K3
3 B—Kt5  P—Q4
4 P—K3  P—B4
5 B—Q3  P—B5
6 B—K2  Q—Kt3
7 O—O  Q x KtP
8 QKt—Q2  Kt—B3
9 B x Kt  P x B
10 P—K4!  Kt x P
11 P x P  P x P
12 Kt x P!  Kt x Ktch
13 B x Kt  P x Kt
14 R—K1ch  B—K2

There is no relief in 14 . . .
B—K3 15 R—Kt1, Q—R6 16 B x P, R—Q1 17 B—B6ch, K—K2 18 R—Kt7ch, R—Q2 19 Q x R mate.

15 R—Kt1  Q—R6
16 B x P  B x B
17 R(Kt1) × B  R—Q1
18 Q—K2  R—Q2
19 Q × P  Q—Q3
Obviously not 19 . . . R × R
20 Q—B8 mate.
20 Q—Kt5  Resigns
The threat is 21 R—Kt8ch; if
20 . . . K—Q1  21 R—Kt8ch
and mate next, and if 20 . . .
O—O  21 R × R and the Bishop
goes next.

725
Sometimes the bait is just too
appetizing to resist! Not only
can Black capture a Bishop
that is displayed temptingly,
but he can take it with a
Knight that then strikes out
with a triple fork—aiming at
the Queen and both Rooks!

Swinemunde, 1932
KARSSEN  ULLRICH
1 P—Q4  Kt—KB3
2 Kt—KB3  P—KKt3
3 P—K3  B—Kt2
4 B—Q3  P—Q3
5 O—O  O—O
6 P—B3  QKt—Q2
7 P—K4  P—B3
8 P—QKt3  Q—B2
9 B—R3  R—K1
10 QKt—Q2  P—B4
11 B—Kt2  P—QR3
12 R—B1  P—QKt4
13 R—K1  R—Kt1

14 P—B4  P—Kt5
15 P—Q5  Kt × KP
16 B × B  Kt × Kt
17 B—R6  Kt × Ktch
18 Q × Kt  Kt—K4
19 Q—B4  Kt × B
Such innocence is refreshing!

726
It is strange but true that in
the Queen's Gambit, failure
to move P—B4 by Black on
the Queen side often leads to
collapse on the King side!

New York, 1934
DENKER  WILLMAN
1 P—QB4  Kt—KB3
2 Kt—QB3  P—K3
3 P—Q4  P—Q4
4 Kt—B3  QKt—Q2
5 P—K3  P—B3
6 B—Q3  P × P
7 B × BP  P—QKt4
8 B—Q3  B—K2
Pillsbury's little trick of blockading the Pawn. Its advance is prevented and its chance of disputing the center is gone forever.

15 ...  
16 Q-Kt4  
17 P×P e.p.  
18 Q-Kt3  
19 B×P  
20 Kt-K5!

"There is no defense" says Denker, "to the terrifyingly quiet threat of 21 Kt-B7 mate!"

727

Marco gives Rook odds and plays blindfolded. Not content with that, he dispenses more largesse in the form of his other Rook and the Queen!

Vienna, 1889

Marco  Amateur

(Remove White's Queen Rook, and place his QRP at R3)

1 P-K4  P-K4  
2 Kt-KB3  Kt-QB3  
3 B-B4  B-B4  
4 P-B3  Kt-B3  
5 P-Q4  P×P  
6 P×P  B-Kt3  
7 P-K5  Kt-K5  
8 B-Q5  P-B4  
9 O-O  Kt-K2  
10 B-R2  P-Q4  
11 P×P e.p.  Kt×P(Q3)  
12 Kt-K5  P-KR4  
13 B-Kt5  P-Kt3  
14 Kt-QB3  P-B3  
15 R-K1  Kt-K5  
16 R×Kt!  P×R  
17 Q-Kt3  R-B1  
18 Q-B7ch!  R×Q  
19 B×Rch  K-B1  
20 B-R6 mate

If the battle of Waterloo was won on the playing fields of Eton, then many a European chess master must credit his tournament victories to the cafés of Vienna.

Vienna, 1911

H. Wolf  Haas

1 P-K4  P-K4  
2 Kt-KB3  Kt-QB3  
3 B-Kt5  Kt-B3  
4 O-O  Kt×P  
5 P-Q4  Kt-Q3  
6 B×Kt  KtP×B  
7 P×P  Kt-Kt2  
8 Kt-B3  B-K2  
9 Kt-Q4  O-O  
10 B-K3  P-QB4
11 Kt—B5   P—Q3
12 Kt×Bch  Q×Kt
13 Kt—Q5   Q—Q1
14 Q—R5   R—K1
15 B—Kt5!  R×P
16 KR—K1!

Ready to answer 16 ... R×Kt with 17 B×Q, or 16 ... R×B with 17 Q×R.

16 ...   P—KB3
17 P—KB4   P—Kt3

Here 17 ... R×Kt permits mate in two, and 17 ... R×Rch 18 R×R is no panacea as the Rook threatens to come in at K8 or K7.

18 Q—R6   R×Kt
19 B×P!   Q—B1

Taking the Bishop is squelched by mate in two.

20 R—K8!   Resigns

729

If for nothing else White’s combination is noteworthy for a singular move by his Queen. She deliberately walks into a discovered attack by the Bishop, and a Knight fork radiating out to five pieces!

Vienna, 1910

HEILPERN  PICK
1 P—K4   P—K4
2 Kt—KB3  Kt—QB3
3 P—Q4   P×P

4 P—B3   P×P
5 B—QB4   P×P
6 QB×P   B—Kt5ch
7 Kt—B3   Kt—B3
8 P—K5   Kt—KKt5
9 O—O   O—O
10 Kt—Q5   B—B4
11 P—KR3   Kt—R3
12 Q—Q2   Kt—B4
13 Q—B4   P—Q3
14 QR—Q1   B—Q2
15 Q—Kt4!   Kt—K6

Who could turn down such an invitation?

16 Q—R5   Kt×B
17 Kt—B6ch   P×Kt
18 P×BP   K—R1
19 Kt—Kt5   B—B4
20 Q—R6   Resigns

If 20 R—KKt1 to stop 21 Q—Kt7 mate, then 21 Kt×BP is mate.

730

Dr. Hartlaub was very proud of this game in which he bewilders his opponent with a flock of sacrifices. His generosity with his pieces earned the game the award of first brilliancy prize.

Munich, 1911

HARTLAUB  BENARY
1 P—Q4   P—Q4
2 P—QB4   P—K3
3 Kt—KB3  P—QB4
4 P—K3  Kt—QB3
5 Kt—B3  Kt—B3
6 P—QR3  B—Q3
7 P×BP  B×BP
8 P—QKt4  B—Q3
9 B—Kt2  O—O
10 Q—B2  P×P
11 Kt—KKt5!

Threatening 12 Kt—Q5, P×Kt 13 B×Kt winning the Queen.

11 . . .  P—KKt3
12 O—O—O  Q—K2

13 R×B1  P—KR3


14 P—KR4!  P×Kt
15 P×P  Kt—KR4

Here of course if 15 . . . Q×R 16 Kt—K4 is immediately fatal.

16 R×Kt!  P×R
17 Kt—Q5!  P×Kt

If 17 . . . Q×R 18 Kt—B6ch and mate next move.

18 R—Kt6ch

Or still prettier 18 Q—R7ch, K×Q 19 R—R6ch, K—Kt1 20 R—R8 mate.

18 . . .  P×R
19 Q×Pch  Q—Kt2
20 Q×Q mate

731

SPIELMANN once said, "I can comprehend Alekhine's combinations well enough; but where he gets his attacking chances from and how he infuses such life into the very opening—that is beyond me. Give me the positions he obtains, and I would seldom falter."

Spielmann gets his chance here, as he reaches a position somewhat similar to one in the brilliancy prize game between Tarrasch and Alekhine at Pistyan in 1922—and he proves his point beautifully!

Kalmar, 1941

SJOHOLM  SPIELMANN
1 P—Q4  Kt—KB3
2 Kt—KB3  P—B4
3 P—Q5  P—K3
4 P×P  BP×P
5 P—B4  P—QKt4
6 P—K3     B—Kt2
7 P×P      P—Q4
8 P—QKt3    B—Q3
9 B—Kt2     O—O
10 B—K2     QKt—Q2
11 O—O      P—K4
12 Kt—Kt5   Q—K2
13 B—Kt4    Kt×B
14 Q×Kt     R—B3
15 Kt—R3    R—Kt3
16 Q—K2     Q—R5

Correspondence, 1939

AMATEUR  KERES

1 P—K4     P—K4
2 Kt—KB3    P—KB4
3 Kt×P      Kt—QB3
4 Q—R5ch    P—Kt3
5 Kt×Kt     QP×Kt
6 Q—K2      B—Kt2
7 P×Pch     Kt—K2
8 P×P       B—B4
9 P×P       Q—Q2
10 Q—R5ch    B—Kt3
11 Q—R3     Kt—B4
12 Q—Q3     Q—B2
13 Q—B4     Q—B3
14 Kt—B3    O—O—O
15 P—Q3     QR—Kt1ch
16 B—K3     R×Bch
17 P×R      Kt×P
18 Q—QR4    R—B1

Threatens mate at B7.

19 B—K2     Q×Ktch!
20 P×Q       B×BP

mate!

733

Just when White congratulates himself on having survived the effects of a combination, he gets hit by part two of same!

Berlin, 1940

MANDEL  VOCT

1 P—Q4     Kt—KB3
2 P—QB4     P—KKt3
3 Kt—QB3 B—Kt2
4 P—K4 P—Q3
5 Kt—B3 O—O
6 B—Q3 QKt—Q2
7 B—B4 P—K4!
8 P×P P×P
9 Kt×P Kt—R4!

This attack on the Bishop and a double attack on the Knight forces White's replies.

10 Kt×Kt Kt×B
11 Kt×R Kt×Bch
12 K—K2 Kt—B5ch
13 K—B3 Q—Kt4

Guards the Knight and threatens 14...B—Kt5ch winning the Queen.

14 Kt—Q7 B×Kt(Q2)
15 Q×B R—Q1
16 Q×Rch

Otherwise the Rook mates at Q6.

16 ... Q×Q
17 K×Kt Q—Q7ch
18 K—B3 Q—Q6ch
19 K—B4 B—K4ch!
20 K—Kt4

Or 20 K×B, Q—Q3 mate.

20 ... P—R4ch

And mate after 21 K—Kt5 by 21 ... Q—Q1ch 22 K—R6, B—Kt2 mate.

known as the Pillsbury attack may then sit back and relax. So powerful is this system that the game will play itself!

Bochum, 1939

FLEICHMANN KRASNIG

1 P—Q4 Kt—KB3
2 Kt—KB3 P—K3
3 P—K3 P—QKt3
4 B—Q3 B—Kt2
5 QKt—Q2 P—Q4
6 P—QKt3 QKt—Q2
7 O—O B—Q3
8 B—Kt2 O—O
9 Kt—K5 P—B4
10 P—KB4 P—Kt3
11 Q—B3 Q—B2
12 Q—R3 B×Kt
13 BP×B Kt—K5
14 Kt—B3 K—Kt2
15 B×Kt! P×B
16 Kt—Kt5 P—KR4
17 R×Pch! K—Kt1

If 17 ... R×R 18 Kt×Pch wins the Queen.

18 R—Kt7ch K—R1

And here 18 ... K×R costs the Queen.

19 R—R7ch K—Kt1
20 Q×KPch

And mate next move.

734 The player who achieves the happy arrangement of pieces

735 In Chess it is not always a question of solving each problem
as it comes up. Sometimes they appear in twos and threes. So it is here that when Black makes a move to rescue his Queen and Rook from danger, the Knights leap at his King’s throat!

**Berlin, 1940**

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<td>8 P×P</td>
<td>P×P</td>
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<td>9 P—KR3</td>
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<td>10 B—K3</td>
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<td>11 Q—Q2</td>
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If 17 ... P—B3 18 B—Q5ch, P×B 19 Q×Pch, K—R1 20 Kt—B7ch and mate in two.

18 Kt—Q5!

Confronting Black with three problems: a) how to save his exposed Queen, b) how to keep his Queen and Rook en rapport, and c) how to save his King.

18 ... Q×Q

Probably with the hope that White with the instinctive reflex action of a chessplayer will recapture the Queen.

19 Kt—B6ch! K—R1
20 Kt×BP mate

**736**

More impressive than the Queen’s smashing irruption into White’s King side, is the graceful use of B5 as a landing field for the Knight, making the Queen’s movements possible.

**Correspondence, 1934**

<table>
<thead>
<tr>
<th>CHADWICK</th>
<th>PEARSALL</th>
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<tbody>
<tr>
<td>1 P—K4</td>
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<tr>
<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
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<td>3 B—Kt5</td>
<td>P—QR3</td>
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<tr>
<td>4 B—R4</td>
<td>Kt—B3</td>
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<td>5 Q—K2</td>
<td>B—B4</td>
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<tr>
<td>6 P—Q3</td>
<td>P—Q3</td>
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<tr>
<td>7 O—O</td>
<td>O—O</td>
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<tr>
<td>8 B—K3</td>
<td>P—QKt4</td>
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<tr>
<td>9 B—Kt3</td>
<td>B—KKt5</td>
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<tr>
<td>10 P—B3</td>
<td>Kt—K2</td>
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<tr>
<td>11 B×B</td>
<td>P×B</td>
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<tr>
<td>12 QKt—Q2</td>
<td>Kt—R4</td>
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<tr>
<td>13 Q—K3</td>
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<tr>
<td>14 Q×P</td>
<td>Q×P</td>
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<td>15 QR—Q1</td>
<td>Kt(R4)—</td>
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<td>B5</td>
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<tr>
<td>16 Kt—B4</td>
<td>Kt—K7ch</td>
</tr>
</tbody>
</table>
Taking the Queen is punished by mate instantaneously.

18 ... Kt×Kt
19 Q×Kt Kt—B5!

Now threatening mate at Kt7. Meanwhile White still must not take the Queen, on pain of mate in two.

20 R—KKtl Q×BP

If 21 R(Q1)—KB1, Kt—R6 threatens 22 ... Q×R(Kt8)ch 23 R×Q, Kt—B7 mate.
White resigned, rather than run into a smothered mate.

737

UNUSUAL patterns sometimes appear on the board as if by premeditation. After White's 14th move, to have all four Rooks attacked by Bishops makes a pretty picture.

Felixstowe, 1949

RILEY   PARR
1 P—Q4   Kt—KB3
2 P—QB4  P—KKt3
3 Kt—QB3 B—Kt2
4 P—KKt3 O—O
5 B—Kt2  P—Q3
6 P—K4   Kt—B3
7 KKt—K2 P—K4
8 O—O   P×P

14 ... Q—B3
15 B×R(R8) B×R(K8)
16 B—B3 R—K1
17 R—Kt1 B—R4
18 B—B6 R—Q1

But not 18 ... R—K8ch 19 Q×R, B×Q 20 R—Kt8ch and quick mate.

19 R—Kt5 B—Kt3
20 Q—K1

Too late White realizes that he has no time for 20 B—Kt5, on account of 20 ... Q×Pch.

20 ... B×Pch!

And wins after 21 Q×B by the Queen check at R8.
Keres, like Alekhine, can pack more combinative action into one game than some masters do in a lifetime of play. Watch the sparks fly in this 20 move sizzler!

Margate, 1937

Keres  Alexander
1 P—Q4  Kt—KB3
2 P—QB4  P—K3
3 Kt—QB3  B—Kt5
4 Kt—B3  P—QKt3
5 P—KKt3  B—Kt2
6 B—Kt2  Q—B1
7 O—O  P—B4
8 Kt—QKt5!  P×P

Guarding against the Knight check and also giving his Bishop lebensraum.

9 B—B4

Now threatening a check at B7.

9 . . .  Kt—R3
10 B—Q6!

Intending 11 B×B, Kt×B 12 Kt—Q6ch winning the Queen.

10 . . .  Q×P
11 Q—R4!

Now he plans a) 12 P—QR3 attacking the pinned Bishop, b) 12 R—B1 driving the Queen away from the Bishop, and c) 12 Kt—K5 (attacking the Queen and the other Bishop) Q—B1 13 B×B(Kt4) winning.

Keres, as we see, is a triple-threat man.

11 . . .  B—B3
12 Kt(B3)×P  B(B3)×B
13 Q×Kt

Menacing the Queen by discovered attack.

13 . . .  B×R
14 R×B!  Q×Kt(Q5)

Not desperation, but there is no plausible defense. If 14 . . . Q—B1 15 Q×Qch wins a piece, or if 14 . . . K—Q1 15 P—Kt3 does likewise, while 14 . . . R—QB1 permits 15 B×B.

15 Kt×Q  B×B
16 Kt—Kt5!  K—K2

What else? If 16 . . . B—Kt1 (to guard his B2) then 17 Q—Kt7 catches the Rook, or if 16 . . . B—K4 17 P—B4 drives the Bishop off the diagonal.

17 R—Q1  B—B4

The alternatives allow a win by the tactic of exchanging and then pinning, e.g.

17 . . . Kt—K1 18 Kt×B, Kt×Kt 19 Q—R3.
18 P—QR3  Kt—K5
19 R×Pch!  K—B3

If 19 . . . K×R 20 Q—Kt7ch, K—K1 21 Q×Rch followed by removing the other Rook.
20 Q—Kt7 Resigns

If 20...Kt×BP 21 P—QKt4, B—K6 22 Q—B3ch makes further resistance futile.

739

The Metropolitan League matches produce a goodly amount of lively, interesting games. This one carried off the brilliancy prize for the year.

New York, 1941

GREENE  GOLDWATER

1 P—K4  P—Q4  
2 P×P  Kt—KB3  
3 P—Q4  Kt×P  
4 Kt—QB3  Kt×Kt  
5 P×Kt  P—K3  
6 Kt—B3  Kt—B3  
7 B—QKt5  B—Q2  
8 O—O  B—Q3  
9 R—K1  O—O  
10 R—Kt1  Kt—K2  
11 B—Q3  Kt—Q4  
12 P—B4  Kt—B6  
13 B×Pch  K—R1  
14 Q—Q3  Kt×R  
15 Kt—Kt5  B—K2  
16 B—Kt8  P—KKt3  
17 Q—R3ch  K—Kt2  
18 Q—R7ch  K—B3  
19 Kt—K4ch  K—B4  
20 Q—R3 mate

740

Lest you and I be too beguiled by this sort of brilliancy, the hard-boiled critic will be quick to point out the fruitlessness of the expedition undertaken by Black’s Knight, who goes in search of treasure he can never bring home.

California, 1945

H. STEINER
(Simultaneous)  SENSENIG

1 P—K4  P—K4  
2 Kt—KB3  Kt—QB3  
3 B—B4  Kt—B3  
4 Kt—Kt5  P—Q4  
5 P×P  Kt×P  
6 Kt×BP  K×Kt  
7 Q—B3ch  K—K3  
8 Kt—B3  QKt—Kt5  
9 P—QR3  Kt×Pch  
10 K—Q1  Kt×R

Black has wasted a lot of time in going after a Rook that is too far away to have any possible bearing on the events in the center of the stage.

11 Kt×Kt  K—Q3  
12 P—Q4  P×P  
13 B—B4ch  K—B4  
14 B—R2  P—QR4  
15 B×P  Q—Q2  
16 K—Q2  Kt—B7
741
Early in the game Black is caught in the toils. Simplify as he will, it is his destiny to be checkmated.

Correspondence, 1946
WATTS      PIERCE
1 P—K4      P—QB4
2 Kt—K2     P—Q3
3 P—Q4      P×P
4 Kt×P      Kt—KB3
5 Kt—QB3    P—KKt3
6 P—B4      B—Kt2
7 P—K5!      P×P
8 P×P       Kt—Q4
9 B—Kt5ch   K—B1

Forced, as on 9... Kt—B3 White can win by capturing either Knight!

10 R—B1      B×P

And here 10... Kt×Kt loses by 11 Kt—K6ch and mate in two.

11 Q—B3      Kt—KB3
12 B—R6ch     K—Kt1
13 Kt(Q4)—   Kt—B3
    K2
14 R—Q1      B×Ktch
15 Q×B        B—Q2
16 R×Kt!      P×R

17 R×B       Q—R4
18 B×Kt      Q×Qch
19 Kt×Q      P×B
20 Kt—K4     Resigns

There is no hope in pinning the Knight as, White's reply would be 21 R—Q8 and mate next.

742
This is one of the games from a record-breaking exhibition. Playing blindfold, Najdorf encountered 45 opponents simultaneously, as phenomenal a feat as has ever been accomplished by the human mind. From this incredibly difficult demonstration of memory, imagination and mastery of chess technique, the Argentinian wizard emerged with a score of 39 wins, 4 drawn games and only two losses! The high quality of his play can be seen from the following, where he polishes off a consulting team by an announced mate in six!

Sao Paulo, 1947

NAJDORF
(Blindfold)          ALLIES
1 P—QB4              P—K4
2 Kt—QB3              Kt—QB3
3 Kt—B3               P—Q3
4 P—Q4                P×P
5 Kt×P  Kt×Kt
6 Q×Kt  Kt–B3
7 P×QKt3 P–KKt3
8 B–Kt2  B–Kt2
9 P–Kt3  O–O
10 B–Kt2  Kt–Q2
11 Q–Q2  P–QR4
12 P–KR4  Kt–B4
13 P–R5  R–Kt1
14 P×P  BP×P
15 B–Q5ch  Kt–K3
16 Kt–K4  B×B
17 Q×B  P–B3
18 B×Ktch  B×B
19 O–O–O  Q–Kt3
20 R×RP!  K×R

To which White responded by announcing mate in six, thus:

![Chessboard Diagram]

21 R–R1ch  K–Kt1
22 R–R8ch  K–B2
23 Q–B6ch  K–K1
24 R×Rch  K–Q2
25 Q–Kt7ch  B–B2
26 Q×B mate

side. With all four protecting Pawns swept off the board, the roads are clear for an invasion by the heavy pieces.

Belgrade, 1937

Grauer  Sostaric

1 P–Q4  Kt–KB3
2 B–Kt5  P–K3
3 Kt–KB3  P–QKt3
4 QKt–Q2  B–Kt2
5 P–K3  B–K2
6 B–Q3  O–O
7 P–B3  P–Q3
8 Q–B2  QKt–Q2
10 O–O–O  Kt–Kt5
11 QR–B1  P×B
12 B–R7ch  K–R1
13 P×P  P–Kt3
14 B×Pch  K–Kt1

If 14 ... K–Kt2 15 R–R7ch, K–Kt1 16 B×Pch, R×B
17 Q–Kt6ch and mate next move.

15 B×Pch  R×B
16 Q×Kt6ch  R–Kt2
17 Q×Pch  R–B2
18 R–R7  K×R
19 Q×Rch  K–R1
20 R–R1ch  Resigns

744

Sometimes a master wins a game with such fire and spirit that he is thoroughly happy with his performance until
... until some heartless critic (this time your chronicler) points out that he could have won with a shorter, more brilliant combination.

Riga, 1934

1 P—K4 P—K3
2 P—Q4 P—Q4
3 Kt—QB3 P×P
4 Kt×P Kt—Q2
5 Kt—KB3 KKt—B3
6 B—Q3 B—K2
7 O—O P—QKt3
8 Kt—K5 B—Kt2
9 Kt×Ktch P×Kt
10 Kt×P! K×Kt
11 Q—R5ch K—Kt1
12 R—K1 Kt—B1
13 B—KR6

Threatening 14 Q—Kt4ch, Kt—K3 (or 14 ... K—B2 15 Q—Kt7ch winning the Rook) 15 Q×P mate!

13 ... P—KB4
14 R—K3 Q—K1

15 R—Kt3ch

Missing this beautiful continuation: 15 Q×P! P×Q 16 B—B4ch, Q—B2 (or 16 ... Kt—K3 17 B×Ktch, Q—B2 18 R—Kt3ch and mate next) 17 R×B! Q×B 18 R—Kt7 mate!

15 ... Kt—Kt3
16 B—QB4 B—KB1

If 16 ... Q—B2 17 R—K1, B—Q4 18 B×B, P×B 19 R×B, Q×R 20 R×Ktch and quick mate.

17 Q×P! B×B
18 B×Pch K—Kt2
19 Q—K5ch K—B1
20 Q—B6ch

And mate next move.

745

Just like the magician who takes pride in being able to match the feats of other wizards, Alekhine hurl his Queen right into a cluster of menacing Pawns as did Marshall in his famous game against Levitzky.

Teneriffe, 1942

ALEKHINE
(Blindfold) SUPICO
1 P—K4 P—K4
2 P—Q4 P×P
3 P—QB3 P×P
4 Kt×P B—Kt5
than doubly strong. Add a Queen to such a file, and you have built a colossus of crushing power.

Hastings, 1945

ROOOSE                      DOESBURGH
1 P—K4                     P—K4
2 Kt—KB3                   Kt—QB3
3 B—Kt5                    P—KKt3
4 P—Q4                     P×P
5 Kt×P                     Kt×Kt
6 Q×Kt                     Q—B3
7 P—K5                     Q—Kt3
8 Q—Q3                     P—QR3
9 B—QB4                    Q—R4ch
10 Kt—B3                   Q×Pch
11 B—K3                    B—R3
12 O—O!                    B×B
13 KR—K1!

Chokes off Black's development, guards his Pawns from the enemy Queen and threatens to win a Rook by 17 Kt—Kt6ch. All this in one move!

16 ...                     Q—Q1
17 Kt—Q4                   P—QKt3
18 R—B3                    P—QB4
19 Kt(Q4) B5                B—R3
20 Q—Kt6!

Threatening to mate by taking the Knight Pawn. If now 20 ... RP×Q 21 R—R3 is mate, or if 20 ... BP×Q 21 Kt×Pch, P×Kt 22 R—R3 mate. Black, now quite convinced, resigned.

It is an axiom that Rooks doubled on an open file are more...
1000 Best Short Games of Chess

18 Q—K7ch  K—B2
19 Q—B5ch  K—Kt1

Or 19 ... K—Q1 20 Q—Kt6 mate.

20 R—K8!  Resigns

747

It is hard to believe that Black’s Queen, so beautifully posted in the center of the board, should be in danger of her life!

Syracuse, 1934

SEITZ  THOLFSSEN
1 P—K4   P—K4
2 Kt—KB3  Kt—QB3
3 B—Kt5   P—QR3
4 B×Kt   QP×B
5 Kt—B3  P—B3
6 Kt—KKt1

Retreating, to embark on a new career. The classic example of this sort of regressive Knight development is the Anderssen-Steinitz game at Vienna 1873, and a good modern specimen is Alekhine’s win against Tartakover at London in 1932.

6 ...  P—QB4
7 KKn—K2  B—Q3
8 O—O   B—KKt5
9 P—B3  B—R4
10 Kt—Kt3  B—B2
11 P—Q3  Kt—K2
12 P—B4  P×P
13 B×P  B×B

14 R×B  Q—Q5ch
15 K—R1  O—O—O

Looks plausible, but it loses! From now on Black’s moves are forced.

16 Q—Kt4ch  P—B4
17 Kt×P   Kt×Kt
18 Q×Ktch  R—Q2
19 P—K5

Suddenly the Queen is embarrassed; if she flees to K6 then 20 R—K4 followed by 21 P—K6 wins a piece.

19 ...  B—K3
20 Q—Kt5!  Resigns

If 20 ... Q—K6 21 R—B8ch wins the Queen, and if 20 ... P—R3 21 Q—Kt3 guards all the exits.

748

What influences the judges in awarding a brilliancy prize? Were they in this game impressed by White’s Knight sacrifice at his 16th move, or did the bold offer of the Queen four moves later affect their decision?

Athens, 1935

PAPANTONIOU  KOUTILIN
1 P—Q4   P—Q4
2 Kt—KB3  Kt—KB3
3 P—B4   P—K3
4 Kt—B3  QKt—Q2
5 P—K3 B—K2
6 P—QR3 O—O
7 Q—B2 P—QR3
8 B—Q3 R—K1
9 O—O P—B3
10 P—B5 Kt—B1
11 Kt—K5 Kt(B3)—Q2
12 P—B4 P—B3
13 Kt—B3 Q—B2
14 P—B5 P—K4
15 Kt—KR4 P—K5
16 Kt×KP! P×Kt
17 B—B4ch K—R1
18 Q×P P—QKt3
19 R—B3! B—Kt2

Not that he is oblivious of his plight, but there are no good moves left.

20 Q—K6! Resigns

The rest of the story (but Black is no longer interested) would be:
20 ... Kt×Q 21 Kt—Kt6ch, P×Kt 22 R—R3ch, K—Kt1 23 B×Ktch, K—B1 24 R—R8 mate.

749

Chess is so full of surprises that even an old-timer like Howell, with hundreds of tricks and traps at his fingertips, can still be caught napping!

New York, 1915

BRUNNE- 
HOWELL

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3

750

One Knight leaping in at the seventh means trouble, but when the other Knight joins him, it is more than Black can stand!

Correspondence, 1951

HODURSKI RUCKERT

1 P—K4 P—K4
2 P—Q4 P×P
3 P—QB3  P×P
4 Kt×P  P—Q3
5 B—QB4  Kt—QB3
6 Kt—B3  B—K3
7 B×B  P×P
8 Q—Kt3  Q—B1
9 Kt—KKt5  Kt—Q1
10 P—B4  P—B3
11 O—O  P—Q4
12 P—B5  B—B4ch
13 K—R1  P×BP
14 P×QP  P×P
15 Kt×QP  Q—B3
16 B—B4  R—B1
17 KR—K1ch  K—B1
18 QR—Q1  P—KR3
19 Kt—K7!

Attacking Queen and Rook, and threatening mate in two. The reply 19 ... B×Kt or 19 ... Kt×Kt still allows the mate by 20 R×Ktch and 21 Q—B7 mate.

19 ...  Q—B3
20 Kt—R7ch! Resigns

If he saves his Queen by 20 ... R×Kt then 21 Q×Kt is mate.

New York, 1934

PINKUS

1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 B—Kt5  P—QR3
4 B—R4  B—K2
5 O—O  P—Q3
6 P—B3  P—QKt4
7 B—B2  B—Kt5
8 Q—K2  Kt—B3
9 P—QR4  P—Kt5
10 P—R5  O—O
11 B—R4  B—Q2
12 P—Q4  KtP×P
13 KtP×P  P×P
14 P×P  P—Q4
15 Kt—B3  P×P
16 Kt×P  R—K1
17 Kt(K4)—  P—R3
    Kt5
18 Kt×P!  K×Kt
19 B—Kt3ch  K—Kt3

If 19 ... K—B1 20 Q—B4 wins. After the move actually made White announced mate in seven, thus:

751

The Knights are important in the checkmating combination, but they go about their jobs in different ways. One Knight drives the King out into the open; the other forces him into a corner to clinch the win!
20 Kt—R4ch  K—R2
21 Q—Q3ch  B—B4
22 Q×Bch  K—R1
23 Kt—Kt6ch  K—R2
24 Kt—B8ch  K—R1
25 Q—R7ch  Kt×Q
26 Kt—Kt6 mate

752
The neophyte may be surprised that the Queen can be sacrificed for so little a consideration as switching a Pawn from one file to another. But the shift may open up lines for the minor pieces who then turn out to be not so minor!

1950

<table>
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<th>BRANDSTATTER</th>
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<td>2 B—B4</td>
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<td>3 Kt—QB3</td>
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<td>Kt×P</td>
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<td>Kt×KP</td>
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<td>Q—R5</td>
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<tr>
<td>16 Q—K1</td>
<td>Q×Pch!</td>
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</tbody>
</table>

17 P×Q  Kt—B5ch
18 R—B3  B×Rch
19 K—Kt1 Kt×RPch
20 K—B1  Kt—R7
denK2

753
One feature of this brilliant little game must surely be unique: White's Bishop aims at a Rook from the eighth move on; Black does not dare move the Rook, and White does not stop to capture it!

Mar del Plata, 1948

O’KELLY  DENKER

1 P—K4        P—K4
2 Kt—KB3      Kt—QB3
3 B—Kt5       P—B4
4 Kt—B3       P×P
5 QKt×P       P—Q4
6 Kt×P        P×Kt
7 Kt×Kt       P×Kt
8 B×Pch       B—Q2
9 Q—R5ch      K—K2
10 Q—K5ch     B—K3
11 P—Q4       P×P e.p.
12 B—Kt5ch    Kt—B3
13 O—O—O      K—B2
14 KR—K1      B×P
15 Q—R5       B—K3
16 B×Kt       Q×B

17 R×B!  Q×BP

If 16... P×B 17 Q—R5ch, K—K2 18 R×Bch, K×R 19 R—K1ch and mate next.
He would love to take the Rook, but if 17 ... Q×R 18 B—Q5 pins the Queen, while 17 ... K×R loses by 18 Q—Q5ch, K—K2 19 Q—Q7 mate.

18 R×P  K×R
19 Q—Q5ch  K—K2
20 Q—K5ch  Resigns

On 20 ... K—B2 mate would follow by 21 B—Q5ch, K—Kt3 22 B—K4ch, K—B2 23 R—Q7ch and mate in two.

754

Admirable position play culminates in a modest little Pawn move that puts the question to Mieses’ Queen. The Queen blushes, and finds no reply!

Berlin, 1916

TARRASCH  MIESES

1 P—K4  P—K3
2 P—Q4  P—Q4
3 Kt—QB3  P×P
4 Kt×P  Kt—Q2
5 Kt—KB3  Kkt—B3
6 B—Q3  B—K2
7 O—O  Kt×Kt
8 B×Kt  Kt—B3
9 B—Q3  P—QKt3
10 Kt—K5  O—O
11 Kt—B6  Q—Q3
12 Q—B3!

Threatening the Rook by 13 KtxBch etc. It would be futile to reply 12 ... B—Kt2 as White would still play 13 Kt×Bch and win.

12 ...  B—Q2
13 Kt×Bch  Q×Kt
14 B—KKt5  QR—B1
15 KR—K1  KR—K1
16 Q—R3  Q—Q3

The threat was 17 B×Kt followed by 18 Q×RPch. If 16 ... P—KR3 17 B×P wins easily, while 16 ... P—Kt3 permits White to bear down on the pinned Knight by 17 Q—R4. To this pressure he will add the weight of his Rook.

17 B×Kt  P×B
18 Q—R6

Not at once 18 Q×RPch, K—B1 and the King escapes. The point is to restrain the King and take the Pawn with the Bishop, thus: 19 B×Pch, K—R1 20 B—Kt6ch, K—Kt1 21 Q—R7ch, K—B1 22 Q×P mate.

18 ...  P—KB4
19 R—K3  Q×P
20 P—QB3!  Resigns

The Queen must stay on the diagonal to guard against 21 R—Kt6ch and mate at Kt7, but if 20 ... Q—R1 the King will have no refuge after 21 R—Kt3ch!

755

Postal chess players depend less on intuition than on genuine analytical ability. A fellow must be able to squeeze a combination (as Jack Col-
lins does here) even from the most unpromising sterile-looking positions.

Correspondence, 1948

FRUTSAERT  COLLINS
1 P—K4   P—K3
2 P—Q4   P—Q4
3 Kt—Q2  Kt—QB3
4 KKn—B3 Kt—B3
5 P—K5   Kt—Q2
6 P—B4   P—B3
7 BP×P  KP×P
8 B—Kt5  P×P
9 Kt×P   Q—B3
10 Kt(Q2)— B—Kt5ch
            B3
11 B—Q2   B×Bch
12 Q×B   O—O
13 B×Kt  P×B
14 R—QB1  P—B4
15 Kt×Kt  B×Kt
16 R×P   Q—KKt3!
17 K—B1  R×Kt
18 P×R   B—R6ch
19 K—K2  R—K1ch
20 K—Q1  B—Kt7

White gave up, as the continuation would be 21 R—K1, Q—Kt8ch 22 Q—B1, Q—Q6ch 23 Q—Q2, R×Rch 24 K×R, Q—B8 mate.

---

was helping his opponent compose a self-mate!

Sweden-Germany, 1935

BOGOLOYUBOV  DANIELSSON
1 P—K4   P—K3
2 P—Q4   P—Q4
3 Kt—QB3 B—Kt5
4 P—K5   P—QB4
5 P—QR3  P×P
6 P×B   P×Kt
7 Q—Kt4  P—KKt3
8 Kt—B3  Q—B2
9 B—Q3   Kt—QB3
10 O—O   KKn—K2
11 R—K1  B—Q2
12 P×P  O—O—O
13 P—Kt5 Kt—QKt1

If 13 ... Kt—R4, White wins one of the Knights by 14 Q—Kt4.

14 Q—Kt4  B—K1
15 B—Kt5  R—Q2
16 R×P   Q—Kt3
17 R—R8   Q—Q1

How else save the Knight? If 17 ... Kt—Kt1 18 B—K3 followed by 19 B—R7 wins his companion, or if 17 ... Kt—B4 18 P—Kt4, Kt—Kt2 19 B—B6, R—Kt1 20 B×Kt, R×B 21 Q—B8 and the Rook is strangely beset.

18 Kt—Q4 P—R3
19 B—B6 R—Kt1
20 P—Kt6 Resigns

Black can hardly stir, and to make matters worse he is faced with the threat of 21 Q—B5ch.
757

In his brief life span of 22 years Noteboom enriched chess literature with some exquisite games, of which this one is my favorite:

Holland, 1927

<table>
<thead>
<tr>
<th>NOTEBOOM</th>
<th>MINDENO</th>
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</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—QB3</td>
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<tr>
<td>2 Kt—KB3</td>
<td>P—Q4</td>
</tr>
<tr>
<td>3 Kt—B3</td>
<td>B—Kt5</td>
</tr>
<tr>
<td>4 P—KR3</td>
<td>B—R4</td>
</tr>
<tr>
<td>5 P×P</td>
<td>P×P</td>
</tr>
<tr>
<td>6 P—Kkt4</td>
<td>B—Kt3</td>
</tr>
<tr>
<td>7 Kt—K5</td>
<td>P—QR3</td>
</tr>
</tbody>
</table>

If 7 . . . Kt—Q2 8 B—Kt5, Kkt—B3, 9 Kt×QP, and the threat of 10 Kt×Ktch wins neatly.

8 P—KR4

Intending 9 P—R5, B—K5 10 P—B3, and the Bishop is trapped.

8 . . .  P—Q5
9 P—R5  P×Kt
10 P×B

A remarkable position after only ten moves! White threatens mate by 11 P×BPch, or to make a new Queen by 11 R×P, R×R 12 P×R1

10 . . .  P×Pch
11 Q×P    Q×Qch
12 B×Q    P—B3

13 R×P    P×Kt
14 R×R    Kt—KB3
15 B—QB4

Threatening to check and win a piece.

15 . . .  Kt—B3
16 B—R6!  O—O—O
17 R—Q1   Kt—Q5

On 17 . . . P×B 18 R×Rch, followed by taking the Bishop wins easily.

18 R×Kt1  P×R
19 R×B!   R×R
20 B×KtP  R—K1
21 B—B7   Resigns

If 21 . . . R—Q1 22 B×Kt, P×B 23 P—Kt7, and Black must give up his Rook.

758

When it comes to combinations, Alekhine could say in the immortal words of Jimmy Durante, “I got a million of ’em.” This, from a 60-game séance of simultaneous chess shows the great master improvising:

Portugal, 1941

ALEKHINE (Simultaneous)  CRUZ

1 P—K4    P—K4
2 Kt—KB3   Kt—KB3
3 P—Q4  P×P
4 P—K5  Kt—Q4
5 Q×P  Kt—Kt5
6 Kt—R3  Kt(Kt5)—B3
7 Q—KB4  B—K2
8 B—Q3  O—O
9 P—R4  P—Q3
10 Q—K4  P—KKt3
11 B—KR6  R—K1
12 O—O—O  P×P
13 B—QB4  B—Q3
14 Kt—KKt5  R—K2
15 P—KKt4  Kt—Q2
16 P—R5  Kt—B3

Brooklyn, 1900

PILLSBURY

(Blindfold)  HOWELL

1 P—K4  P—K4
2 Kt—QB3  Kt—QB3
3 P—B4  P×P
4 Kt—B3  P—KKt4
5 P—KR4  P—Kt5
6 Kt—KKt5  P—KR3
7 Kt×P  K×Kt
8 P—Q4  P—Q4
9 B×P  B—Kt2
10 B—K3  B—B3
11 P—KKt3  P×P
12 B—B4ch  K—Kt2
13 O—O  B×QP
14 R—B7ch  K—Kt3
15 P—R5ch  K×P
16 R—Kt7!

17 Kt×BP!  R×Kt

If 17 ... Kt×Q 18 KtxQch, K—R1 19 Kt—B7ch, R×Kt

18 P×P  Kt×Q
19 B×Rch  K—R1
20 P—Kt7 mate

759

Could anyone with eyes wide open find a prettier move

than White’s sixteenth? And Pillsbury made it without seeing board or pieces, while playing twelve games at one time!

Now that his Bishop can be captured with check, Pillsbury puts another piece en prise!
16 ... Kt—K4

If 16 ... B×R 17 B—B7 is mate, and if 16 ... B×Bch 17 K—Kt2, and there are two threats of mate, one by the Bishop and one by the Queen.

17 B×B Kt—Kt3

The combination 17 ... Q×Bch 18 Q×Q, Kt—B6ch fails after 19 K—Kt2, Kt×Q as 20 R—R1 is mate.

18 K—Kt2 R—R2

Either desperation, or an attempt to confuse the blindfold player. Watch how confused Pillsbury is!

19 Q—R1ch Kt—R5ch
20 Q×Ktch Q×Q
21 B—B7 mate

760

Whatever possessed a dour, hard-bitten defensive player, such as Burn to go in for Pawn-snatching against a buzz saw like Marshall will ever remain a mystery.

Ostend, 1905

MARMALL BURN

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—B4 B—B4
4 P—B3 Kt—B3
5 P—Q4 P×P
6 P×P B—Kt5ch

7  K—B1 Kt×KP
8  P—Q5 Kt—K2
9  Q—Q4 Kt—KB3
10 B—KKt5 Kt—Kt3
11 QKt—Q2 P—KR3
12 R—K1ch K—B1

If 12 ... B—K2 White intended 13 B×Kt, P×B 14 P—Q6, P×P 15 Q×BP, R—B1 16 Kt—K4! and wins.

13 B—Q3 B—K2
14 B(Q3)× RP×B Kt
15 Kt—K51 P×B
16 Kt×KtPch K—B2
17 R×Bch K×Kt
18 Q—Q3ch K—R3
19 P—KR4!

Make way for the Rook! In Marshall's games everybody gets into the act.

19 ... P—Kt5

On 19 ... Q×R Marshall planned a win by 20 P×Pch, K×P 21 Kt—B3ch, K—B5 22 P—Kt3ch, K—Kt5 23 Q—Kt6ch, K×Kt 24 Q—B5 mate.

20 P—R5 Kt×RP
21 Q—B5 Resigns

If 21 ... P—Kt3 22 Q—B4ch, P—Kt4 23 Q—B6 mate.

761

Marshall had a peculiar genius for keeping his opponent on the run. His victim might find a defense to the Mar-
shall attack—but only after
the game was over!

New York, 1931

MARSHALL  FOX
1 P—Q4       Kt—KB3
2 Kt—KB3      P—K3
3 P—B4        B—Kt5ch
4 B—Q2        Q—K2
5 Q—B2        P—QKt3
6 P—K4        B×Bch
7 QKt×B       P—Q3
8 P—K5        P×P
9 P×P         KKT—Q2
10 Q—K4       P—QB3
11 Q—Kt4      O—O
12 B—Q3

Developing with a threat: 13
B×Pch.

12 . . .       P—KB4
13 P×P e.p.    Kt×P
14 Q—R4

Still eyeing the Rook Pawn as
a morsel for his Bishop.

14 . . .       Q—Kt5
15 O—O—O       QKt—Q2
16 KR—K1       Kt—B4
17 B—B2        Kt—R5

Actually menacing mate.

18 Kt—Kt3      P—QKt4
19 P—QR3       Q—K2

Certainly not 19 . . . Q×BP
20 R—Q4 and the Queen is lost.

20 B×Pch       K—R1
21 Kt—K5       Resigns

If 21 . . . P—Kt4 22 Q—R6,
Q×B 23 Kt—Kt6ch, K—Kt1 24
Q×R mate.

762

BLACK’s King is gently nudged
towards the side of the board
and into a mating net. The
two sacrifices which force a
self-block are typical of Blackburne’s artistry in blindfold
play. All this while conduct-
ing nine other games in this
fashion at the same time!

Kidderminster, 1863

BLACKBURN (Blindfold)  AMATEUR

1 P—K4        P—K4
2 P—Q4        P×P
3 P—QB3       P×P
4 B—QB4       P—Q3
5 Kt×P        Kt—QB3
6 Kt—B3       Kt—K4
7 Kt×Kt       P×Kt
8 B×Pch       K—K2
9 B—Kt5ch     Kt—B3
10 Q—R5       P—B3
11 R—Q1       Q—R4
12 P—B4       Q—B4
13 P×P        Q×P
14 O—O        P—KR3
15 B—K8       B—K3
16 R×Kt       P×R
17 R—Q7ch!     B×R
18 Q—B7ch     K—Q3
19 Q×B(Q7) ch  K—B4
White announced mate in three, by

\[22 \text{P—Kt4ch} \quad \text{B×P} \]
\[23 \text{B—Kt6ch} \quad \text{P×B} \]
\[24 \text{Q×R mate}\]

**763**

While diverted by the decisive combination, the student will regard it as the natural outcome of Rubinstein's strategy in weakening the King Pawn, and then undermining its supporters.

\[7 \text{P—B4} \quad \text{B—Kt2} \]
\[8 \text{P—K5} \quad \text{Kt—K5} \]
\[9 \text{Kt—B3} \quad \text{P—KB4} \]
\[10 \text{P×P e.p.} \quad \text{Kt×P(B3)} \]
\[11 \text{Kt—Kt5!} \quad \text{Striking at the weak point (or Pawn, for the purist).}\]
\[11 \ldots \quad \text{Q—K2} \]
\[12 \text{B—Q3} \quad \text{QKt—Q2} \]
\[13 \text{O—O} \quad \text{O—O—O} \]
\[14 \text{R—K1} \quad \text{P—K4} \]

But not 14 ... \text{Kt—B1} 15 \text{Kt×KP}, \text{Kt×Kt} 16 \text{R×Kt!} and the Rook may not be removed.

\[15 \text{B—B5} \quad \text{Pinning the Knight, and threatening to win the King Pawn.}\]
\[15 \ldots \quad \text{K—Kt1} \]
\[16 \text{B—QR3!} \quad \text{P—Kt3} \]
\[17 \text{QP×P} \quad \text{P×B} \]
\[18 \text{P×P!} \]

The point! If Black's Queen runs to Kt2 then 19 P×Pch, K×P 20 Kt—K6ch wins by a pretty Knight fork.

\[18 \ldots \quad \text{Q×Rch} \]
\[19 \text{R×Q} \quad \text{P×P} \]
\[20 \text{B×Pch} \quad \text{K—R1} \]
\[21 \text{Q×P} \quad \text{Resigns}\]

After 21 ... \text{KR—K1} 22 \text{R—K7} is too much to bear.

**764**

The editor of a chess column said of this game, "As this is the most beautiful mate we
have ever seen in actual play, we include it in our series of problems.”

**Norwich, 1871**

<table>
<thead>
<tr>
<th>BLACK</th>
<th>NORWICH</th>
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<td>3 B—B4</td>
<td>4 Kt—Kt5</td>
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<td>5 P—Q3</td>
<td>6 P—KR3</td>
<td>7 B—KKt5</td>
<td>8 B—K3</td>
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<td>9 Kt—B3</td>
<td>10 Q—Q2</td>
<td>11 B—K3</td>
<td>12 Q—Q1</td>
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<tr>
<td>13 Kt—R2</td>
<td>14 B×B</td>
<td>15 K×B</td>
<td>16 K—R1</td>
</tr>
<tr>
<td>17 P—B3</td>
<td>18 R—B2</td>
<td>19 K—Kt1</td>
<td>20 P—Q4</td>
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<tr>
<td>21 R×Q</td>
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**Hastings, 1895**

<table>
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<th>BURNELL</th>
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<tr>
<td>1 P—K4</td>
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<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
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<tr>
<td>3 B—B4</td>
<td>Kt—B3</td>
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<td>4 Kt—Kt5</td>
<td>P—Q4</td>
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<tr>
<td>5 P×P</td>
<td>Kt—QR4</td>
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<tr>
<td>6 B—Kt5ch</td>
<td>P—B3</td>
</tr>
<tr>
<td>7 P×P</td>
<td>P×P</td>
</tr>
<tr>
<td>8 Q—B3</td>
<td>P×B</td>
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<tr>
<td>9 Q×R</td>
<td>B—QB4</td>
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<tr>
<td>10 P—QQt4</td>
<td>B×P</td>
</tr>
<tr>
<td>11 Q×P</td>
<td>O—O</td>
</tr>
<tr>
<td>12 O—O</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>13 Q—K3</td>
<td>Kt—Q5</td>
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<tr>
<td>14 Kt—K4</td>
<td>Kt—Kt5</td>
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<tr>
<td>15 Q—Q3</td>
<td>P—B4</td>
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<tr>
<td>16 Kt—Kt3</td>
<td>P—K5</td>
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<tr>
<td>17 Kt×KP</td>
<td>P×Kt</td>
</tr>
<tr>
<td>18 Q×KP</td>
<td>B—KB4</td>
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<tr>
<td>19 Q—Kt7</td>
<td>Q—R5</td>
</tr>
<tr>
<td>20 Q—B7</td>
<td>Kt—K7ch</td>
</tr>
<tr>
<td>21 K—R1</td>
<td>Q×BP</td>
</tr>
</tbody>
</table>

And wins: if 22 R—Q1, Q—Kt8ch 23 R×Q, Kt—B7 mate.

766

The boy of twelve plays the attack in bravura style, but without the reckless impatience of youth. Note how he resists a tempting capture with check in order to interpolate an important zwichenzug.

765

It is noteworthy that Blackburne uses every single one of his pieces in the course of his attack, while White’s Queen side forces never leave home.
New Orleans, 1849

MORPHY
1 P—K4
2 Kt—KB3
3 B—B4
4 P—QKt4
5 P—B3
6 P—Q4
7 P×P
8 O—O
9 B—Q3
10 P×P
11 B—R3
12 Kt—B3
13 P—Q5
14 Kt×B
15 B—Kt5ch
16 R—K1ch
17 R—K1!

If 17 R×Ktch, K—B1 18 R—K5ch, P—QB4, and White is embarrassed for a continuation,

17 . . .
18 R×Ktch
19 Q—Q5
20 R×KBPch
21 R—B8 mate

767

In gambit openings, with both Kings exposed to sudden death, it is important to look for sacrificial combinations. There may be truth in the old saying, "Always check; it might be mate!"

London, 1864

BURDEN
1 P—K4
2 P—KB4
3 B—B4
4 K—B1
5 Kt—QB3
6 P—Q4
7 Kt—B3
8 P—K5
9 P—KR4
10 Kt—Q5
11 RP×P
12 R×R
13 Kt×KtP
14 B×P
15 Q—B3
16 P×P
17 P×Pch
18 Q—K4

AMATEUR
P—K4
P×P
Q—R5ch
P—KKt4
B—Kt2
P—Q3
Q—R4
Q—Kt3
P—KR3
K—Q1
RP×P
R×R
Q×Kt
Q—R5
Kt—QB3
B—Kt5
K—B1
B—K3

19 Q×Bch!
20 Kt—Kt6ch!
21 B×P mate

768

Sometimes a master seems to fall victim to a combination.
But then it takes a reverse twist and boomerangs, as the master has looked just a little bit further into the position.

Visé, 1931

Soultan-Belieff

1 Kt—KB3
2 P—QB4
3 P—KKt3
4 B—Kt2
5 P—Kt3
6 P×P
7 O—O
8 B—Kt2
9 P—Q3
10 Kt—B3
11 P—QR4
12 P—K4
13 Q—K2
14 QR—K1
15 Kt—Q2
16 P—B4!

Plants an idea in Black’s mind.

16 ... Kt×QP
17 Q×Kt

Expecting the Queen to move, whereupon he captures the Knight.

18 Kt—Q5! B×Kt(Q7)
19 Q×B P×Kt
20 R×Kt!

But this was not in the script!

20 ... P×R
21 B×P Resigns

Mate cannot be avoided.

769

Just when Black congratulates himself on having survived a dangerous attack, his opponent comes up with a winning trump trick.

Berlin, 1907

Treybal

1 P—K4
2 Kt—KB3
3 Kt—B3
4 B—Kt5
5 O—O
6 P—Q3
7 B—Kt5
8 Kt—KR4
9 B—R4
10 Kt×Kt
11 B—Kt3ch
12 P—B4
13 K—R1
14 Q—K1
15 Q—R4
16 P—KR3

Moll

1 P—K4
2 Kt—QB3
3 Kt—B3
4 B—Kt5
5 O—O
6 P—Q3
7 B—Kt5
8 Kt—KR4
9 B—R4
10 Kt×Kt
11 B—Kt3ch
12 P—B4
13 K—R1
14 Q—K1
15 Q—R4
16 P—KR3

If 16 ... Kt—K6 17 B×P, P×B 18 Q—K7ch and mate in two.

17 P×P P×P
18 R×Kt R×R

Taking with the Pawn allows mate on the spot.

19 B×R P×B
20 Q×BP Q—B2
1000 Best Short Games of Chess

In the nick of time, but now White cuts off the Queen from K2 or Kt2.

21 B—B7! Resigns

Sacrificing the exchange, and then in quick succession offering Knight and Queen to force checkmate would make this a typical Marshall wind-up, except for the fact that the United States Champion was at the wrong end of the combination!

New York, 1928

<table>
<thead>
<tr>
<th>Marshall</th>
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<tbody>
<tr>
<td>1 P—K4</td>
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<td>2 P—KB4</td>
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<td>9 P—B3</td>
<td>Kt—QB3</td>
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<tr>
<td>10 B—Kt2</td>
<td>B—R5ch</td>
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<tr>
<td>11 K—B1</td>
<td>O—O</td>
</tr>
<tr>
<td>12 P×P</td>
<td>Kt×Ktch</td>
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<tr>
<td>13 B×Kt</td>
<td>Q×BP</td>
</tr>
<tr>
<td>14 B—K4</td>
<td>Q—B3</td>
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<td>15 Kt—B3</td>
<td>B—R6ch</td>
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<tr>
<td>16 K—Kt1</td>
<td>QR—K1</td>
</tr>
<tr>
<td>17 Q—Q3</td>
<td>R—Q1</td>
</tr>
<tr>
<td>18 B×Pch</td>
<td>K—R1</td>
</tr>
<tr>
<td>19 Q—Kt6</td>
<td>R×B1</td>
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<tr>
<td>20 Kt×R</td>
<td>Kt—Q5</td>
</tr>
<tr>
<td>21 Q—R5</td>
<td>Q—Kt4ch</td>
</tr>
</tbody>
</table>

A problem-like finish: if 22 P×Q, B—B7 mate, and if 22 Q×Q, Kt—K7 is mate.

Mobile, 1855

<table>
<thead>
<tr>
<th>Meek</th>
<th>Morphy</th>
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<tbody>
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<td>1 P—K4</td>
<td>P—K4</td>
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<tr>
<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>3 P—Q4</td>
<td>P×P</td>
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<tr>
<td>4 B—B4</td>
<td>B—B4</td>
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<tr>
<td>5 Kt—Kt5</td>
<td>Kt—R3</td>
</tr>
<tr>
<td>6 Kt×BP</td>
<td>Kt×Kt</td>
</tr>
<tr>
<td>7 B×Ktch</td>
<td>K×B</td>
</tr>
<tr>
<td>8 Q—R5ch</td>
<td>P—Kt3</td>
</tr>
<tr>
<td>9 Q×B</td>
<td>P—Q3</td>
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<tr>
<td>10 Q—QKt5</td>
<td>R—K1</td>
</tr>
<tr>
<td>11 Q—Kt3ch</td>
<td>P—Q4</td>
</tr>
<tr>
<td>12 P—KB3</td>
<td>Kt—R4</td>
</tr>
<tr>
<td>13 Q—Q3</td>
<td>P×P</td>
</tr>
<tr>
<td>14 P×P</td>
<td>Q—R5ch</td>
</tr>
<tr>
<td>15 P—Kt3</td>
<td>R×Pch</td>
</tr>
<tr>
<td>16 K—B2</td>
<td>Q—K2</td>
</tr>
<tr>
<td>17 Kt—Q2</td>
<td>R—K6</td>
</tr>
<tr>
<td>18 Q—Kt5</td>
<td>P—B3</td>
</tr>
<tr>
<td>19 Q—B1</td>
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</tbody>
</table>
Guarding his K2 square; if instead 19 Q×Kt, R—K7ch and mate in two.

19 . . .  B—R6
20 Q—Q1

And now he must not take the Bishop.

20 . . .  R—KB1

Reti calls attention to the way Morphy mobilizes his reserves.

21 Kt—B3  K—K1

And Black wins.

773
This was the sort of game that drew the crowds to Steinitz's table. Against inferiors (and practically everybody was his inferior) he played a dashing, slashing brand of chess, exciting to watch and easy to understand.

London, 1866

<table>
<thead>
<tr>
<th>STEINITZ</th>
<th>BELAYEV</th>
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<tbody>
<tr>
<td>1 P—K4</td>
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<tr>
<td>2 P—KB4</td>
<td>P×P</td>
</tr>
<tr>
<td>3 Kt—KB3</td>
<td>P—KKt4</td>
</tr>
<tr>
<td>4 P—KR4</td>
<td>P—Kt5</td>
</tr>
</tbody>
</table>

Antwerp, 1901

FOX    BAUER
1 P—K4  P—K4
2 Kt—KB3 Kt—QB3
5 Kt—K5 Kt—KB3
6 B—B4 P—Q4
7 P×P B—Q3
8 P—Q4 Kt—R4
9 Kt—QB3 Q—K2
10 B—Kt5ch K—Q1
11 O—O B×Kt
12 P×B Q×RP

It looks black for White, but...

13 R×P! Kt×R
14 B×Kt P—Kt6
15 Q—B3! R—Kt1
16 P—K6!

Ready to answer 16... Q—R7ch 17 K—B1, Q—R8ch 18 K—K2, Q×R with 19 B—Kt5ch, R×B 20 Q—B6 mate.

16...
17 B×P(Kt3)! Q—Kt4

Either capture of the Bishop allows mate on the move.

18 Q—B7!

New threats of mate via the QBP:

18...

Cuts off the Bishop from the long diagonal—so the Bishop takes another!

19 Q×Rch! Q×Q
20 B—R4ch Q—Kt4
21 B×Q mate

fork, a sizzling Queen sacrifice sets him up for another—and it's a real beauty!

Vienna, 1948

HOFMANN

SCHWAM-

MENHOFER

1 P—Q4 Kt—KB3
2 P—QB4 P—K3
3 Kt—KB3 P—Q4
4 P—KKt3 B—K2
5 B—Kt2 O—O
6 O—O P—B3
7 P—Kt3 P—QKt3
8 Kt—B3 B—Kt2
9 Kt—K5 QKt—Q2
10 B—Kt2 R—B1
11 R—B1 Kt×Kt
12 P×Kt Kt—Q2
13 P×P BP×P
14 P—K4 P×P
15 Kt×P R×R
16 Q×R Q—R1
17 R—K1 Kt—B4
18 Kt—B6ch K—R1

But not 18... P×Kt 19 P×P and White wins.

19 B×B Q×B
20 P—QKt4 Kt—Q6
21 Q—B2

Getting out of the fork by a pin. Any move of the Knight would be met by 22 Q×P mate.

But to this, Black has a stunning (in both senses) retort to make.

21...

Q—Kt7ch!

This was the scene:
White did not stay to see the rest of the picture, which would have been, 22 K×Q, KtxRch 23 K—B1, Kt×Q. THE END.

775

Where some masters strike occasional brilliant notes, Pillsbury ripples off cadenzas!

Budapest, 1896

PILLSBURY      WINAWER
1 P—Q4          P—Q4
2 P—QB4         P—K3
3 Kt—QB3        P—QB3
4 P—K3          Kt—B3
5 Kt—B3         QKt—Q2
6 B—Q3          B—Q3
7 O—O           O—O
8 P—K4          P×KP
9 Kt×P          Kt×Kt
10 B×Kt         Kt—B3
11 B—B2

The position is now exactly the same as Capablanca-Scott, Hastings 1919!

11 . . . P—KR3
12 B—K3 R—K1

13 Q—Q3 Q—B2
14 P—B5 B—B1
15 Kt—K5 B×P

Did he think Pillsbury overlooked this?

16 B×P!

Ready to answer 16 . . . P×B with 17 Q—Kt3ch, K—B1 18 Kt—Kt6ch with a discovered attack on the Queen.

16 . . . B×P
17 Q×B P×B
18 Q—KB4

Attacking the Knight and also renewing his threat against the Queen by 19 Q—Kt3ch.

18 . . . Kt—Q4
19 Q×RP! P—B3

If 19 . . . Q×Kt 20 B—R7ch, K—R1 21 B—Kt6ch, K—Kt1 22 Q—R7ch and mate next.

20 P—B4! R—K2
21 Kt—Kt6! Resigns

The Rook is strangely caught.

If

a) R—K1 22 Q—R8ch, K—B2 23 Q—R7 mate.
b) R—Q2 22 Q—R8ch, K—B2 23 Q—B8 mate.
c) R—B2 22 Q—R8 mate.
d) R—Kt2 22 Q—R8ch, K—B2 23 Q—B8 mate.
e) R—R2 22 Q—B8 mate.

776

For a Tarrasch the Queen sacrifice is almost routine, but
the subsequent Knight play
to and from B4 to let two
other pieces do their bit, and
the final triumphant return
to B4 to deliver the coup-de-
grace—that deserves honorable
mention.

Nuremberg, 1893

TARRASCH  ROMBERG
(Remove White’s Queen Rook)

1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 P—Q4  P×P
4 B—B4  B—B4
5 Kt—Kt5  Kt—R3
6 Q—R5  O—O
7 P—B4  Q—K1
8 O—O  P—Q6ch
9 K—R1  P×P
10 Kt—QB3  P—Q3
11 P—B5  Kt—K4
12 Kt—Q5  K—R1

If 12 ... Kt×B, Tarrasch
would have won by 13 Kt—B6ch,
P×Kt 14 Q×Kt, P×Kt 15 P—
B6 and mate at Kt7.

13 P—B6  B—KKt5
14 P×Pch  K×P
15 Q×Ktch!  K×Q
16 Kt—K6ch!  K—R4

On 16 ... K—Kt3 17 R—
B6ch, K—R4 18 R—R6 is mate.

17 Kt(Q5)—  K—R3
    B4ch
18 Kt—K2ch  K—Kt3
19 R—B6ch!  K×R

20 B—Kt5ch  K—Kt3
21 Kt(K2)—B4 mate

777

THE SINGULAR CASE OF
THE CROWDED FILE.

The three passed Pawns on the
Rook file as early as the 10th
move, and the strange lineup
later on the same file presage
an interesting combination,
and Zukertort does not fail
us.

London, 1877

ZUKERTORT  EHRLICH
(Remove White’s Queen Knight)

1 P—K4  P—K4
2 B—B4  B—K2
3 P—B4  P×P
4 Kt—B3  B—R5ch
5 P—Kt3  P×P
6 O—O  P×Pch
7 K—R1  Kt—KR3
8 P—Q4  P—Q4
9 B×P  O—O
10 B×Kt  P×B
11 Kt—K5  P—QB3
12 Kt×KBP  R×Kt
13 B×Rch  K—R1
14 B—Kt3  Q—K2
15 Q—R5'  Kt—R3
16 Q×B!  Q×Q
17 R—B8ch  K—Kt2
18 R—Kt8ch  K—B3
19 R—B1ch  K—K2
20 R—B7ch  K—Q3  21 P—K5 mate

778

Despite the almost incredible difficulties Pillsbury imposed on himself, his conduct of this game and the concluding combination are far from prosaic. This (believe-it-or-not) was one of 12 chess and 4 checker games played blindfold simultaneously, while taking part in a game of whist!

Toronto, 1899

PILLSBURY  (Blindfold)  AMATEUR

1 P—Q4  P—Q4
2 Kt—KB3  P—K3
3 P—K3  Kt—KB3
4 B—Q3  QKt—Q2
5 O—O  P—Kt3
6 QKt—Q2  B—Q3
7 P—K4  P×P
8 Kt×P  B—Kt2
9 Kt×Bch  B×Kt
10 B—KB4  B×Kt
11 Q×B  P—Q4
12 B—Q6  R—QB1
13 KR—K1  R—B3
14 B—R3  P—QR4
15 P—B4  Kt—K5
16 P×P  Kt—Kt4

The alternative 16 ... P×P
17 B×Kt, P×B 18 R×Pch is not attractive, and besides there is always the chance of a slip-up by the blindfold player. He might snap up the Rook, and forget about his Queen.

17 Q—Kt3  R—QB1
18 P×P  Kt×P

19 R×Ktch!  P×R
20 Q—Kt6ch!  P×Q
21 B×P mate

779

A sacrifice of a Knight and then the exchange sets the stage for—more sacrifices!

Buenos Aires, 1948

NAJDORF  SAPIRA

1 P—K4  P—K3
2 P—Q4  P—Q4
3 Kt—QB3  P×P
4 Kt×P  Kt—Q2
5 Kt—KB3  KKt—B3
6 B—Q3  B—K2
7 O—O  P—QKt3
8 Kt—K5  B—Kt2
9 Kt×Ktch  P×Kt
10 Kt×P!   K×Kt
11 Q—R5ch  K—Kt1
12 R—K1   Kt—B1
13 R×P!   Kt×R
14 B—QB4  Q—Q3
15 B—KR6  B—KB1
16 R—K1

Adding pressure to the pin.

16 ...  B—B1
17 Q—K8

And still more!

17 ...  B—Q2
18 R×Kt!  R×Q
19 R×Rch  B—K3
20 B×Bch  Q×B
21 R×B mate

780

Even while preparing for a brutal Queen sacrifice, the master player must recognize the nuances and finesses that are inherent in a position. Note, if you will, the fine point in White's 17th move.

Hamilton, 1885

BLACKBURN
(Blindfold)  WEST

1 P—K4  P—K3
2 P—Q4  P—Q4
3 Kt—QB3  B—Kt5
4 P×P  P×P
5 B—Q3  Kt—QB3
6 Kt—B3  Kt—B3

7 O—O  B×Kt
8 P×B  O—O
9 Kt—K5  B—K3
10 P—KB4  Kt—K5
11 P—B5  Kt×Kt
12 P×Kt  B—Q2
13 P—B6  P—KKt3
14 B—R3  R—K1
15 B×Kt  P×B
16 Q—Q2  K—R1

17 Q—Kt5!

After the natural 17 Q—R6, R—KKt1 18 R—B4, P—KKt4 followed by 19 ... R—Kt3, and Black will need a lot of subduing. The move actually made nails the Knight Pawn down before the Rook takes a hand. Watch the difference!

17 ...  P—B3
18 R—B4  Q—R4
19 Q—R6  R—KKt1
20 Q×RPch  K×Q
21 R—R4 mate

781

In MANY of Lasker's games the chief action is in the notes.
By the time his opponent staves off the mates Lasker hints at, his position simply collapses!

Moscow, 1896

LASKER                  AMATEUR
1 P—K4                  P—K4
2 Kt—KB3                Kt—QB3
3 B—Kt5                 Kt—B3
4 P—Q4                  Kt×KP
5 Q—K2                  Kt—Q3
6 B×Kt                  KtP×B
7 P×P                    Kt—Kt2
8 Kt—B3                 B—K2
9 P—QKt3                O—O
10 B—Kt2                Kt—B4
11 O—O—O                P—QR4
12 Kt—Q4                B—R3
13 Q—Kt4                Q—K1
14 Kt—B5                Kt—K3
15 Kt—K4                K—R1

To evade 16 Kt×Bch, Q×Kt
17 R×P.

16 Kt—B6!                B×Kt

If 16 . . . P×Kt 17 P×P,
B—B4 18 O—Kt7ch! Kt×Q 19
P×Ktch, K—Kt1 20 Kt—R6
mate.

17 P×B                  P—Kt3
18 Kt—K7

Now the idea is: 19 Q—KR4
followed by 20 Q—R6 and 21
Q—Kt7ch forcing mate.

18 . . .                R—KKt1
19 P—KR4                R—Kt1

On 19 . . . P—R4 20 Ktx
Pch, R×Kt 21 Q×R, P×Q 22
P—B7ch winning easily.

20 P—R5                P—Kt4
21 Kt—Kt6ch            Resigns

Clearly, neither Pawn must
capture and on 21 . . . R×Kt
22 P×R, K—Kt1 23 R×RP ends
any further argument.

782

HARTLAUB must have enjoyed
winning this one, as he gets
the chance to spring some
amusing chess tricks.

Bremen, 1920

HARTLAUB                  ANTZE
(Remove White's Queen Knight)

1 P—K4                  P—QB4
2 P—QKt4                P—K3
3 P×P                    B×P
4 P—QB3                  Q—K2
5 Q—Kt3                  Kt—KB3

The position was crying for 5 . . . P—Q4.

6 P—Q4                  B—Kt3
7 B—R3                  Q—Q1
8 P—K5                  Kt—Kt1

Order, counter-order, disorder.

9 Kt—K2                  Kt—QB3
10 Kt—Kt3                Kt—R4
11 Kt—R5!

Daring him to take the Queen.
11 . . . Q—Kt4
12 Q—Kt4

Reaching out to the mate at B8.

12 . . . Kt—R3
13 Kt—B6ch!

To which Black may not reply 13 . . . P×Kt, as his Queen would be cut off from K2 where mate would strike.

13 . . . K—Q1
14 Q—K7ch K—B2
15 Kt—Q5ch!

The sacrifice will blockade Q5 so that the King does not escape.

15 . . . P×Kt
16 B—Q6ch

Winning by 16 Q×Q would be petty.

16 . . . K—B3
17 R—QKt1

Ready to answer 17 . . . Q×Q with 18 B—Kt5 mate.

17 . . . P—QR3

Now a Rook sacrifice makes room for a Bishop sacrifice which makes room for the Queen to come in.

18 R×Bch! K×R
19 B—B5ch K—B2
20 B—Kt6ch K×B
21 Q—B5 mate

With a quiet little move of his Bishop he spreads terror in all directions.

Paris, 1924

SAPIRA       LANDAU
1 P—K4       P—QB4
2 Kt—KB3     P—K3
3 P—Q4       P×P
4 Kt×P       Kt—KB3
5 Kt—QB3     B—Kt5
6 B—Q3       Kt—B3
7 Kt×Kt      KtP×Kt
8 O—O        B—Kt2
9 P—K5       B×Kt
10 P×B       Kt—Q4
11 Q—Kt4     P—Kt3
12 R—Kt1     Q—B2
13 B—R3      P—QB4

If 13 . . . Kt×P 14 B—Q6, O—B1 15 R×B, Q×R 16 Q—Kt5, and Black cannot stop mate.

14 KR—K1     Kt×P
15 R—Kt3     Q—R4
16 Q—QB4     Kt—Kt4
17 Q×Kt1     Q×Rch
18 B—B1      B—B3
19 Q×P       K—Q1
20 Q—Q6

Threatening mate in two by 21 R—Kt8ch etc.

20 . . . K—B1
21 B—Kt4! Resigns

After a Queen move, say 21 . . . Q—K5, the Bishop gives his attention to the King by way of R5.
784

Just as Morphy did in his game against Saint-Amant, Fine initiates his pretty concluding combination with ... R—Q6, shutting off the Queen from the defense. The King is in dreadful danger but the Queen must stay outside the gates.

Syracuse, 1934

MONTICELLI  FINE

1 P—K4  P—QB3
2 P—Q4  P—Q4
3 Kt—QB3  P×P
4 Kt×P  B—B4
5 Kt—Kt3  B—Kt3
6 Kt—B3  P—K3
7 B—QB4  Kt—B3
8 Q—K2  QKt—Q2
9 Kt—K5  Kt×Kt
10 P×Kt  Kt—Q2
11 P—B4  B—QB4
12 B—Kt3  P—QR4
13 P—QR4  Q—Kt3
14 B—Q2  O—O—O
15 Kt—B1  B—Kt5
16 O—O—O  Kt—B4
17 Q—K3  R—Q6!
18 P×R

What else? If 18 Q—K2, R×B
19 P×R, Kt×KtP mate.

19 ...  Kt×Bch
19 K—B2

On 19 K—Kt1, Kt×Bch 20 R×Kt, Q×Q wins a piece.

19 ...  B—QB4

Two minor pieces shift with gain of tempo to let the Queen come in at Kt6.

20 Q—R3  Kt—Q5ch
21 K—B1  Q—Kt6

Notice to his opponent that it is time to resign. If 22 Kt—K3, Black can force mate by 22 ... Kt—K7ch 23 K—Kt1, B×Pch, or quietly play 22 ... Q×QP with three threats of mate on the move.

785

Some of MacMurray’s natural wit reflects itself in this bright little game. Those who had the privilege of knowing him recall the sparkle of his moves and the devastating comments that accompanied them.

Chicago, 1937

MACMURRAY  MORTON

1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 Kt—B3  Kt—B3
4 B—Kt5  B—Kt5
5 O—O  O—O
6 B×Kt  KtP×B
7 Kt×P  R—K1
8 P—Q4  B×Kt
9 P×B  Kt×P
10 R—K1  Kt—Q3

Shying away from 10...
Kt×QBP 11 Q—B3 and Black must give back the Pawn by 11...
P—B3.

11 Q—Kt4  Q—B3
12 B—R3  R—Q1
13 R—K3  Kt—B4
14 R—B3  P—Q4
15 Q—R5  P—Kt3
16 Kt—Kt4!!  Q—R1
17 Q—Kt5  B—K3
18 R×Kt  B×R
19 Kt—R6ch  K—Kt2
20 Kt×Bch  K—Kt1
21 B—K7!!  Resigns

He could save his Rook by 21...
R—K1 but 22 B—B6 would disconcert the Queen.

786

Black assumes a sort of hedgehog defense, but a couple of sharp thrusts expose his King.

Yugoslavia, 1931

SALZBERGER

AVIROVICH

1 P—K4  P—QB4
2 Kt—QB3  P—K3
3 Kt—B3  Kt—QB3
4 P—Q4  P×P
5 Kt×P  B—B4
6 Kt—Kt3  B—Kt5
7 B—Q3  P—Q4
8 P×P  Q×P

9 O—O  B×Kt
10 P×B  Kt—B3
11 B—R3  P—QKt3
12 P—QB4  Q—Q1
13 Q—B3  B—Kt2
14 Q—K3  Kt—K2
15 KR—Q1  Kt—Q2

Oh, if he could only Castle!

16 Kt—Q4  P—QR3
17 Q—Kt5  P—R3
18 Q—Kt3  QR—B1
19 Kt×P  P×Kt
20 B—Kt6ch  K—B1
21 R×Kt!

Disdaining the win of the Queen by 21 Q—B4ch, Kt—B3
22 R×Qch.

21...

Resigns

As 21... Q×R permits mate in two.

787

Trying to avoid a discovered check, White runs into the most deadly form it can take—double check and mate.

St. Bride, 1938

PITHERS

TUNBRIDGE

1 P—K4  P—K3
2 P—Q4  P—Q4
3 P—K5  P—QB4
4 Kt—KB3  Kt—QB3
5 Kt—B3  P×P
6 Kt—QKt5  P—B3
7 P×P  Kt×P
8 Kt(Kt5)× QP  B—Q3
9 B—K2  O—O
10 P—B3  Kt—K5
11 B—K3  B—Q2
12 O—O  Kt×Kt
13 B×Kt  Q—B2
14 Q—Q3  B—B3
15 B—K3  R—B3
16 P—KKt3  QR—KB1
17 K—Kt2  P—Q5
18 P×P  R×Kt!
19 B×R  R×B!
20 QR—B1

If 20 K×R, Kt—B4ch wins the Queen.
20 ...  Kt—B4!

A feint, and the Queen steps aside.

21 Q—Q2  R×KtP

mate!

788

So many exciting sacrificial attacks have been discovered in the Giuoco Piano that it can no longer be considered "the quiet game."

England-America, 1907

HOWELL  MICHELL
1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 B—B4  B—B4
4 P—B3  Kt—B3

5 P—Q4  P×P
6 P×P  B—Kt5ch
7 Kt—B3  Kt×KP
8 O—O  B×Kt
9 P—Q5!  B—B3
10 R—K1  Kt—K2
11 R×Kt  P—Q3
12 B—KKt5  B×B
13 Kt×B  B—B4
14 Q—B3!  Q—Q2
15 B—Kt5!  Q×B

Not 15 ... P—QB3 as 16 P×P, P×P 17 B×P, Q×B 18 R×Ktch wins the Queen.

16 Q×B  P—KB3
17 QR—K1  P×Kt
18 R×Ktch  K—Q1
19 Q×KtP  K—B1
20 Q—Kt4ch  K—Q1
21 P—QR4!  Resigns

The Queen must leave the vital diagonal leading to Q2.

789

Two sacrifices pave the way for the Knights to weave gracefully into Black’s King side position. As usual when Capablanca goes in for combination play, he scintillates!

Barcelona, 1935

CAPABLANCA
(Simultaneous)

HOWELL  MICHELL
1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 B—B4  B—B4
4 P—B3  Kt—B3

CAPABLANCA

RIBERA
1 P—K4  P—QB3
2 Kt—QB3  P—Q4
3 Kt—B3   P×P
4 Kt×P   Kt—Q2
5 P—Q4   KKt—B3
6 Kt—Kt3  P—K3
7 B—Q3   B—K2
8 O—O   O—O
9 Q—K2   P—B4
10 R—Q1  Q—B2
11 B—KKt5 P—QKt3
12 P—Q5  Kt×P
13 B×B   Kt×B
14 B×Pch! K×B
15 Kt—Kt5ch K—Kt1

If 15... K—Kt3 16 Q—R5ch, K—B3 17 Kt—R7 mate.

16 R×Kt!   Q×R
17 Q—R5   R—Q1
18 Q×Pch   K—R1
19 P—KR4! Kt—B4
20 Kt—R5   Q—K1
21 Kt—B6!   Resigns

What a predicament! If he takes the Queen, the Knight mates; if he takes the Knight, the Queen mates. Finally, if 21... Q—B1 22 Q—Kt6, Q—Kt1 23 Q—R7ch, Q×Q 24 Kt—B7 is mate.

790

Evans uncorks a move, his eighteenth, which has all the earmarks of precocious youth. It is brash, impudent—and inspired! It is typical of the talent of the fifteen-year-old prodigy who played it.

Cleveland, 1947

WARNER   EVANS
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 P—B3   Kt×P
7 R—K1   Kt—B4
8 Kt×P  Kt×Kt
9 R×Kt   Kt×B
10 Q×Kt   O—O
11 P—Q4  P—Q4
12 Q—Kt3  B—Q3
13 R—K1  Q—R5
14 P—Kt3  Q—R4
15 P—QB4 P×P
16 Q×BP   B—KR6
17 Q—Kt3 Kt—Kt1
18 R—Q1   R—K6!

Have a Rook!

19 P×R

If 19 Q×R, Q×Rch and mate next, and if 19 B×R, Q—B6 with mate coming at Kt7. After White’s actual move, he is ready to answer 19... Q—B6 with 20 Q—B2.

19... Q—K7
20 Q×KtP   Q×Rch
21 K—B2   Q—B8 mate

791

Torre had to see further ahead than a mere two-Rook sacrifice. He had to include a
quiet little move in his calculations, a Pawn push which makes the combination click.

**New Orleans, 1920**

<table>
<thead>
<tr>
<th>E. Z.</th>
<th>ADAMS</th>
</tr>
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<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K3</td>
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<tr>
<td>2 P—Q4</td>
<td>P—Q4</td>
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<tr>
<td>3 Kt—QB3</td>
<td>Kt—KB3</td>
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<tr>
<td>4 B—KKt5</td>
<td>P×P</td>
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<tr>
<td>5 Kt×P</td>
<td>B—K2</td>
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<tr>
<td>6 B×Kt</td>
<td>B×B</td>
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<tr>
<td>7 Kt—KB3</td>
<td>P—B3</td>
</tr>
<tr>
<td>8 P—B3</td>
<td>Q—B2</td>
</tr>
<tr>
<td>9 B—Q3</td>
<td>Kt—Q2</td>
</tr>
<tr>
<td>10 Q—K2</td>
<td>P—QKt3</td>
</tr>
<tr>
<td>11 P—KKt4</td>
<td>P—B4</td>
</tr>
<tr>
<td>12 P×P</td>
<td>Kt×P</td>
</tr>
<tr>
<td>13 Kt×Kt</td>
<td>Q×Kt</td>
</tr>
<tr>
<td>14 P—Kt5</td>
<td>B×BPch</td>
</tr>
<tr>
<td>15 P×B</td>
<td>Q×P(B6) ch</td>
</tr>
<tr>
<td>16 Q—Q2</td>
<td>Q×Rch</td>
</tr>
<tr>
<td>17 K—K2</td>
<td>Q×R</td>
</tr>
<tr>
<td>18 B—Kt5ch</td>
<td>B—Q2</td>
</tr>
</tbody>
</table>

Not 18... K—K2 on account of mate in three, beginning with 19 Q—Kt4ch.

19 Q×Bch      K—B1
20 P—Kt6!

A mate threat which gains time for the Knight to come in at Kt5 with a mate threat. If White tries 20 Kt—K5 at once instead of the Pawn’s advance, Black saves himself by 20... Q—K5ch.

| 20...       | RP×P        |
| 21 Kt—Kt5   | Resigns     |

**Paris, 1859**

<table>
<thead>
<tr>
<th>MORPHY</th>
<th>AMATEUR</th>
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<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
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<tr>
<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
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<tr>
<td>3 B—B4</td>
<td>Kt—B3</td>
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<tr>
<td>4 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>5 O—O</td>
<td>Kt×P</td>
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<tr>
<td>6 R—K1</td>
<td>P—Q4</td>
</tr>
<tr>
<td>7 B×P</td>
<td>Q×B</td>
</tr>
<tr>
<td>8 Kt—B3</td>
<td>Q—KR4</td>
</tr>
<tr>
<td>9 Kt×Kt</td>
<td>B—K3</td>
</tr>
<tr>
<td>10 Kt(K4)—</td>
<td>B—QKt5</td>
</tr>
<tr>
<td>Kt5</td>
<td></td>
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<tr>
<td>11 R×Bch</td>
<td>P×R</td>
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<tr>
<td>12 Kt×KP</td>
<td>Q—B2</td>
</tr>
<tr>
<td>13 Kt(B3)—</td>
<td>Q—K2</td>
</tr>
<tr>
<td>Kt5</td>
<td></td>
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<tr>
<td>14 Q—K2</td>
<td>B—Q3</td>
</tr>
<tr>
<td>15 Kt×KtPch</td>
<td>K—Q2</td>
</tr>
<tr>
<td>16 Q—Kt4ch</td>
<td>K—Q1</td>
</tr>
<tr>
<td>17 Kt—B7ch</td>
<td>Q×Kt</td>
</tr>
</tbody>
</table>

792

That beautiful though cruel device of sacrificing the Queen to squeeze the King in so that he can hardly breathe, and then having the Knight execute a smothered mate is called "Philidor’s legacy." While the combination was known in his time, Morphy manages to give it an original twist of his own.
18 B—Kt5ch B—K2
19 Kt—K6ch K—B1
20 Kt—B5ch K—Kt1
21 Kt—Q7ch K—B1

White mates in three:

22 Kt—Kt6ch K—Kt1
23 Q—B8ch! R×Q
24 Kt—Q7 mate

793

White’s closing half-dozen moves are elegant. His Queen and Bishop sweep the black diagonals as gracefully as two birds in flight.

London, 1939

E. C.

ALEXANDER SERGEANT

1 P—K4 P—QB4
2 Kt—KB3 Kt—QB3
3 P—Q4 P×P
4 Kt×P Kt—B3
5 Kt—QB3 P—K3
6 B—K2 B—Kt5
7 O—O B×Kt

8 P×B Kt×P
9 B—B3 Kt×P(B6)
10 Q—Q3 Kt×Kt
11 Q×Kt(Q4) Q—B3
12 Q—QKt4 Kt—Q4
13 B×Kt Q×R
14 B—Kt2 Q×Rch
15 K×Q P—QR4

If 15 . . . P×B 16 B×P, R—KKt1 17 B—B6, and it’s all over.
16 Q—Q6 P×B
17 B—R3

Much prettier than 17 B×P, R—R3 18 Q—Kt8—a show of brute strength.

17 . . . K—Q1
18 Q—Kt6ch K—K1
19 Q—K3ch K—Q1
20 B—K7ch K—B2
21 Q—B5ch Resigns

As otherwise the Bishop mates him.

794

A good weapon against plausible but perfunctory development is the Colle opening. Black’s pieces are often so tied up in knots that only mate can release them from their sufferings.

Comtal Club, 1934

KOLTANOWSKI CATALÁ

1 P—Q4 P—Q4
2 Kt—KB3 Kt—KB3
| 3 P—K3 | P—K3 |
| 4 B—Q3 | P—B4 |
| 5 P—B3 | QKt—Q2 |
| 6 QKt—Q2 | B—Q3 |
| 7 O—O | P—QKt3 |
| 8 P—K4 | P×KP |
| 9 Kt×P | Kt×Kt |
| 10 B×Kt | R—QKt1 |
| 11 P×P | Kt×P |
| 12 B—B6ch | K—K2 |

The King must move; 12 ... B—Q2 would permit 13 Q×B.

| 13 P—QKt4 | Kt—K2 |
| 14 Kt—Q4 | Q—B2 |
| 15 Q—R5 | Kt—Q1 |
| 16 P—Kt5 | P—B3 |

He would like to play 16 ... Kt×B, but he dare not.

| 17 R—K1 |

Threatening 18 Kt—B5ch followed by mate.

| 17 ... | P—K4 |
| 18 R×Pch! | B×R |

On 18 ... P×R White replies 19 B—Kt5ch and mate next move.

| 19 B—R3ch | B—Q3 |
| 20 R—K1ch | Kt—K3 |
| 21 Kt—B5ch | Resigns |

If 21 ... K—B1 he gets mated, and if 21 ... K—Q1 he loses his Queen.

New York, 1857

| SCHULTEN | MORPHY |
| 1 P—K4 | P—K4 |
| 2 P—KB4 | P—Q4 |
| 3 P×QP | P—K5 |
| 4 Kt—QB3 | Kt—KB3 |
| 5 P—Q3 | B—QKt5 |
| 6 B—Q2 | P—K6! |
| 7 B×P | O—O |
| 8 B—Q2 | B×Kt |
| 9 P×B | R—K1ch |
| 10 B—K2 | B—Kt5 |
| 11 P—B4 | P—B3 |
| 12 P×P | Kt×P |
| 13 K—B1 |

To get away from the pin. It would not do to try 13 Kt—B3 as 13 ... B×Kt 14 P×B, Kt—Q5 wins the Bishop.

| 13 ... | R×B! |
| 14 Kt×R | Kt—Q5 |

A new pin, which will not only end the Knight’s career, but threatens that of the Queen.

| 15 Q—Kt1 | B×Ktch |
| 16 K—B2 | Kt—Kt5ch |
| 17 K—Kt1 |

If 17 K—Kt3, Kt—B4ch and mate by the Queen.

| 17 ... | Kt—B6ch! |
| 18 P×Kt | Q—Q5ch |

No one knew better than Morphy how to give away a Pawn or two to open up lines for his pieces. His game against Schulten is not only a model in that respect, it is a good-looking model.
1000 Best Short Games of Chess

19 K—Kt2 Q—B7ch
20 K—R3 Q×BPch
21 K—R4

Black now mated in three, by

21 ... Kt—R3
22 Q—Kt1 Kt—B4ch
23 K—Kt5 Q—R4 mate

796

Elements of Smyslov's original little combination:

1) He pins Black's Knight.
2) He threatens the Rook which protects the Knight.
3) He attacks the Queen which guards the Rook, which protects the Knight.

Groningen, 1946

Smyslov Kottnauer

1 P—K4 P—QB4
2 Kt—KB3 P—Q3
3 P—Q4 P×P
4 Kt×P Kt—KB3

5 Kt—QB3 P—QR3
6 B—K2 P—K3
7 Q—O P—QKt4
8 B—B3 R—R2
9 Q—K2 R—B2
10 R—Q1 QKt—Q2
11 P—QR4! P×P
12 Kt×RP B—Kt2
13 P—K5 Kt×P
14 B×B R×B
15 Q×P Q—Kt1
16 Kt—B6 Kt×Kt
17 Q×Ktch Kt—Q2
18 Kt—B5! P×Kt

If 18 ... R—B2 19 Kt×Kt, R×Kt 20 R—R8 pins the Queen.

19 B—B4! B—Q3

If 19 ... Q×B, White wins by 20 Q—B8ch, K—K2 21 Q×R, K—B3 22 R×Kt, K—Kt3 23 P—KKt3, Q—B4 24 R—R7.

20 B×B R—Kt3
21 Q×Ktch! Resigns

After 21 ... K×Q 22 B×Qch leaves White a piece up.

797

The epaulette mate is as curious an arrangement as it is picturesque. The Rooks stand at each side of the King, ready to defend him to their life's blood. But when a threatening gesture is made, it is they who imprison the King!
Melbourne, 1929

COULTAS  STENHOUSE
1 P—K4  Kt—KB3
2 P—K5  Kt—Q4
3 Kt—QB3  Kt—Kt3
4 P—B4  P—QB4
5 Kt—B3  Kt—B3
6 P—Q4  P×P
7 Kt×P  P—Kt3
8 B—K3  B—Kt2
9 B—Q3  P—Q3
10 Kt×Kt  P×Kt
11 P×P  P×P
12 O—O  P—Q4
13 B—QB5  B—K3
14 P—B5  P×P
15 B×P  Q—Kt4
16 Q—K2!  K—Q1
17 B×B  P×B
18 Q×P  R—K1
19 Q×BP  QR—B1
20 B×Ktch  P×B
21 Q—Q6 mate!

3 Kt—B3  Kt—B3
4 B—Kt5  B—Kt5
5 O—O  O—O
6 P—Q3  P—Q3
7 Kt—K2  Kt—K2
8 Kt—Kt3  P—B3
9 B—R4  Kt—Kt3
10 P—Q4  P×P
11 Kt×P  P—Q4
12 P×P  Kt×P
13 P—QB3  B—QB4
14 B—B2  B×Kt
15 Q×B  Kt(Q4)—B5
16 R—Q1  Q—B2
17 R—K1

798

Janowsky arranges an artistic tableau in this game, but Burn who lost four straight games to him in this tournament, could hardly have been amused.

Ostend, 1907

JANOWSKY  BURN
1 P—K4  P—K4
2 Kt—KB3.  Kt—QB3

Preventing 17 ... B—K3 which now might lead to 18 B(B2)×Kt, Kt×B 19 Kt—R5, P—B3 20 R×B.

17 ...  B—Q2
18 B(B1)×  Kt×B

Kt!
19 R—K7  QR—Q1

There is no relief in 19 ... Kt—Q4 as 20 Kt—R5 would be the reply.

20 QR—Q1  KR—K1
21 Q×B!  Resigns

If 21 ... Q×Q 22 R(Q1)×Q, and the four Rooks make as winning a group as you would want to see.

799

In no other game or sport is there anything comparable to a simultaneous chess exhibi-
tion: It gives the budding player a chance to test his strength against a master, a Grandmaster or even the Champion of the World. Here, from such an event, is the mighty Lasker getting a taste of young Breyer.

Budapest, 1911

LASKER  Breyer
(Simultaneous)  
1 P—K4  P—K4
2 P—Q4  P×P
3 P—QB3  P—Q4
4 KP×P  Q×P
5 P×P  Kt—KB3
6 Kt—KB3  B—Kt5ch
7 Kt—B3  O—O
8 B—K2  Kt—K5
9 B—Q2  B×Kt
10 P×B  Kt—QB3
11 O—O  Q—QR4
12 Q—B2  B—B4
13 B—Q3  KR—K1
14 B—K1  Q—Q4
15 P—B4  Q—Q3
16 P—Q5  Kt—K4
17 B×Kt  Kt×Ktch
18 P×Kt  Q—Kt3ch
19 K—R1  R×B
20 Q—B3

20 ...  R—R5
21 R—KKt1

Black mated in five moves by
21 ... R×Pch 22 K×R, Q—R4ch 23 K—Kt3, Q—Kt4ch 24 K—R2, Q—R5ch 25 K—Kt2, Q—R6 mate.

800

Despite all the analysis expended on it, the Sicilian is still only to be recommended to those who like to live dangerously. The attack as well as the defense requires the most delicate handling, so that you either win with a flourish or go down to brilliant defeat.

Trencianske Teplice, 1949

ROSSOLIMO  OJANEN
1 P—K4  P—QB4
2 Kt—KB3  P—K3
3 P—Q4  P×P
4 Kt×P  Kt—KB3
5 Kt—QB3  P—Q3
6 B—K2  Kt—B3
7 O—O  B—K2
8 B—K3  P—QR3
9 P—B4  Q—B2
10 Q—K1  O—O
11 Q—Kt3  B—Q2
12 QR—K1  K—R1
13 K—R1  P—QKt4
14 P—QR3  QR—Kt1
15 Kt×Kt  B×Kt

He must not touch the Rook, and if 20 R—KKt1, Q×Rch 21 K×Q, R×Bch 22 R×R, B×Q wins a piece for Black.
16 B—Q4    P—Kt5
17 P—K5!    R—Kt1
18 B—Q3!    P×Kt
19 Q—R3     Kt—K5
20 R×Kt     B×R
21 B×B      Resigns

If 21 . . . P—Kt3, to stop the mate threat, then 22 P×QP discovers check and wins the Queen, and if 21 . . . P—R3 22 P×QP, B×P 23 Q×RP mate.

801

The newest of the boy prodigies, who was 12 when this game was played, has a style and grace that many a master might envy. In this game he gives an indication of the skill which won him the praise of Botvinnik.

Leningrad, 1949

Spasky

1 P—Q4       P—Q4
2 P—QB4      P×P
3 Kt—KB3     Kt—KB3
4 P—K3       P—QB4
5 B×P        P—K3
6 O—O        P—QR3
7 Q—K2       P—QKt4
8 B—Kt3      Kt—B3
9 Kt—B3      P×P
10 R—Q1       B—Kt2
11 P×P        Kt—QKt5
12 P—Q5

13 B—Kt5     B—K2
14 B(Kt5)×    P×B
15 Kt×Kt     B×Kt
16 B×B       P×B
17 Kt—Q4     K—B1
18 Kt—B5     P—KR4

On this square, so heavily guarded by Black, it is White who will make the decisive capture!

19 R×P!      Q×R
20 Q×Bch     K—Kt1
21 Q×P(B6)!  Resigns

White will either mate at Kt7 or win the Queen by a Knight fork. A lovely finish, distinguished by the economy of material employed.

802

The post-mortem shows that the collapse came about through the light-hearted push of a Rook Pawn.
Latvia, 1939

BERMANIS
1 P—K4  P—QB3
2 P—Q4  P—Q4
3 Kt—QB3  P×P
4 Kt×P  QKt—Q2
5 Kt—KB3  KKt—B3
6 Kt—Kt3  Q—B2
7 B—Q3  P—K3
8 O—O  B—Q3
9 R—K1  P—QKt3
10 Q—K2  B—Kt2
11 Kt—K5  O—O
12 B—KKt5  P—B4
13 P—QB3  P—KR3

This advance gives White something to bite on.

14 Kt×Kt  Kt×Kt

If 14 . . . Q×Kt 15 B×Kt, P×B 16 Q—Kt4ch, K—R1 17 Q—R4, K—Kt2 18 Kt—R5ch and White wins.

15 B×P!  P×B
16 Q—R5  B—B5
17 R×P

To which Black may not reply 17 . . . P×R on account of mate in two.

17 . . .  R—K1
18 R×RP!  B×R
19 Q×B  Q—B3

Last chance for a swindle.

20 B—R7ch  K—R1
21 B—Kt6ch Resigns

As mate in two would follow.

803

More impressive than the announcement of mate in seven and the Queen sacrifice that initiates his combination, is the smooth interplay of Black's minor pieces in the process of executing his sentence.

Match, 1937

O'KELLY  DEVOS
1 Kt—KB3  Kt—KB3
2 P—B4  P—B3
3 P—QKt3  P—KKt3
4 B—Kt2  B—Kt2
5 P—Kt3  O—O
6 B—Kt2  P—Q4
7 O—O  Kt—R3
8 P—Q3  B—K3
9 QKt—Q2  Q—B1
10 R—K1  B—R6
11 B—R1  P—R4
12 QR—B1  Q—B4
13 P—QR3  B—R3
14 P—QKt4  Kt—KKt5
15 P×P  P×P
16 P—Kt5  Kt—Kt1
17 R—B5  Kt—K6!
18 Q—Kt3  Kt—Q2
19 R—B7  P—K4
20 Q—B3  P—Q5
21 Kt×QP

Looks attractive as after 21 . . . P×Kt 22 Q×P threatens mate at R8 as well as 23 P×Kt. To his dismay though, his oppo-
nent's reply was an announcement of mate in seven, thus:

```
21 ... QxBPch!
22 KxQ Kt-Kt5ch
23 K-B3 P-K5ch
24 KxP
```

Other captures permit 24 ...

```
Kt(Q2)—Kt4 mate.
```

```
24 ... Kt(Q2)—B3ch
25 K—B3 Kt—K4ch
26 K—B2 Kt(B3)—Kt5ch
27 K—Kt1 B—K6 mate
```

804

**Black** is coaxed into making a combination from which his Knight will not return alive. *But he can mate without the Knight!*

Vienna, 1939

**WATZL**

1 P—K4 P—K3
2 P—Q4 P—Q4

**REITER**

3 Kt—QB3 P×P
4 Kt×P QKt—Q2
5 Kt—KB3 KKt—B3
6 B—KKt5 B—K2
7 B×Kt B×B
8 Kt×Bch Q×Kt
9 B—Q3 O—O
10 Q—K2 P—B4
11 O—O—O P×P
12 Kt×P P—K4
13 Kt—Kt5 Kt—B4
14 Kt—B7 P—K5
Threatening the Bishop with his Pawn and the Knight by a Queen check.

```
15 Kt×R P×B
16 Q—K3 Q—B3
17 P—QKt4 Kt—Kt6ch!
18 K—Kt2 Q×Pch
19 K—R3 Kt—R5!
20 P×Kt
```

What else? If 20 Q×QP, Kt—B5ch wins at once.

```
20 ... Q—B6ch
21 K—R4 B—Q2 mate
```

805

**In chess, as in life, it is ironic that catastrophe strikes just at the moment when all seems secure.**

Berlin, 1940

**SCHNEIDER**

1 P—Q4 Kt—KB3
2 Kt—KB3 P—KKt3

**ROGMANN**
1000 Best Short Games of Chess

3 P—B4    B—Kt2
4 Kt—B3    O—O
5 B—B4    P—Q3
6 P—K3    QKt—Q2
7 B—Q3    R—K1
8 Q—B2    P×K4
9 P×P    P×P
10 B—Kt3    P—B3
11 O—O    Kt—R4
12 QR—Q1    Kt×B
13 RP×Kt    Q—K2
14 R—Q2    P—KB4
15 B—K2    P—K5
16 Kt—Q4    Kt—K4
17 KR—Q1    P—KR4
18 P—B3    P×P
19 P×P    Q—Kt4
20 K—B2

Unsuspectingly protecting both of the threatened Pawns.

Brandenburg, 1937

SCHLAGE    ZEITZ

1 P—K4    P—K3
2 P—Q4    P—Q4
3 Kt—QB3    Kt—KB3
4 B—KKt5    B—K2
5 P—K5    KKt—Q2
6 P—KR4!    P—QB4
7 Kt—Kt5    Q—Kt3
8 B×B    K×B
9 Q—Kt4    K—B1
10 O—O    P×P
11 Kt—KB3    Kt—QB3
12 Q—B4    Kt—Q1
13 Kt—Q6    Q—B2
14 Kt×QP

Threatening 15 Kt×KPch, Kt×Kt 16 Q×P mate.

14 . . .    Kt—B4
15 R—R3    P—QR3
16 R—QB3

Object: 17 P—QKt4, striking at the pinned Knight.

16 . . .    Q—Kt3
17 P—QKt4!    Kt—K5

Certainly not 17 . . . Q×P
18 Kt×KPch and Black's Queen is exposed, while 17 . . . Kt—R5 costs a whole Rook after 18 Kt×B.

18 R×B1

Renewing his threat of mate by 19 Q×P, as the Knight is pinned.

18 . . .    R×R
19 Kt×KPch    K—Kt1
Falling into 19 ... K—K2
20 Kt×Rch would be hard to explain to his friends.

20 Kt×R  Q×KtP

With dishonorable intentions:
21 ... Q—R6ch 22 K—Kt1, Kt—B6ch and mate next move.
Hope of mating in three springs eternal in the human breast.

21 Q×Kt! Resigns

If 21 ... Q×Q 22 Kt—K7 is mate, while 21 ... Q—R6ch 22 K—Kt1, P×Q succumbs to 23 R×Ktch and then mate.

807

The Knights do an eccentric dance in a witty and original mating attack skillfully conducted by a 14 year old. The game was played in blitz tempo—five seconds a move!

Radebeul, 1943

<table>
<thead>
<tr>
<th>SCHMID</th>
<th>JENTSCH</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>2 P×P</td>
<td>Q×P</td>
</tr>
<tr>
<td>3 Kt—QB3</td>
<td>Q—QR4</td>
</tr>
<tr>
<td>4 P—QKt4</td>
<td>Q×KtP</td>
</tr>
<tr>
<td>5 R—Kt1</td>
<td>Q—Q3</td>
</tr>
<tr>
<td>6 Kt—B3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>7 B—K2</td>
<td>B—Kt5</td>
</tr>
<tr>
<td>8 O—O</td>
<td>O—O—O</td>
</tr>
<tr>
<td>9 P—QR4</td>
<td>P—KR4</td>
</tr>
<tr>
<td>10 P—R5</td>
<td>Kt×P</td>
</tr>
<tr>
<td>11 R—R1</td>
<td>P—QKt3</td>
</tr>
</tbody>
</table>

| 12 B—R3  | Q—QB3 |
| 13 B—R6ch | K—Kt1 |
| 14 B—Kt4  | Kt—Kt2 |
| 15 Kt—K5  | Q—B3  |
| 16 Q—K1  | P—B4  |
| 17 Q—K4  | B—B1  |
| 18 Kt—B6ch | K—B2 |

If 18 ... K—R1 19 B×Ktch followed by 20 R×P mate.

19 Kt—Kt5ch K—Q2
20 Kt—Kt8ch K—K1
21 Kt—B7 mate!

As Nimzovich used to say, “The King has the consolation of dying in his homeland.”

808

White captures three times at Q4, with his Knight, his Bishop, and his Rook. After each capture, strange as it may seem, he threatens to win the Queen by a discovered attack!

Sweden, 1940

<table>
<thead>
<tr>
<th>EKENBERG</th>
<th>ENGHOLM</th>
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</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—Q3</td>
</tr>
<tr>
<td>2 P—KB4</td>
<td>P—KKt3</td>
</tr>
<tr>
<td>3 Kt—KB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>4 P—Q4</td>
<td>B—Kt2</td>
</tr>
<tr>
<td>5 P—Q5</td>
<td>Kt—Kt1</td>
</tr>
<tr>
<td>6 B—Q3</td>
<td>P—K3</td>
</tr>
<tr>
<td>7 P×P</td>
<td>P×P</td>
</tr>
<tr>
<td>8 Kt—B3</td>
<td>Kt—K2</td>
</tr>
<tr>
<td>9 B—K3</td>
<td>QKt—B3</td>
</tr>
</tbody>
</table>
10 Q—Q2  O—O
11 P—KR4!  P—Q4
12 P×P  P×P
13 B—QB5  R—K1
14 O—O—O  Kt—B4
15 P—R5  B×Kt
16 Q×B  P—Q5
17 B—B4ch  K—Kt2
18 Kt×P  Kt(B4)×Kt
19 B×Ktch  Kt×B
20 R×Kt  Q—B3
21 R—Q7ch!  Resigns

If 21 ... B×R  22 P—R6ch and mate next move.

809
INSTEAD of the obvious 19 Q—Kt5, White sacrifices at once to give his opponent no time to consolidate. The result is a pin which becomes fatal when the defending Queen is driven off.

Mexico, 1932

SOTO-LARREA  BRUNNER
1 P—Q4  Kt—KB3
2 P—QB4  P—K3
3 Kt—KB3  P—QKt3
4 Kt—B3  B—Kt2
5 P—K3  B—Kt5
6 B—Q2  O—O
7 B—Q3  P—Q3
8 O—O  QKt—Q2
9 P—QR3  B(Kt5)×Kt
10 B×B  Q—K2
11 Q—B2  P—K4

12 P—K4  P×P
13 Kt×P  Kt—K4
14 Kt—B5

A tremendous spot for the Knight in a King side attack.

14 ...  Q—K3
15 P—B3  P—QR4
16 QR—Q1  Kt×B
17 Q×Kt  B—R3
18 Q—K3  Kt—K1
19 B×KtP!

If 19 Q—Kt5, P—KB3 invites the Queen to leave. There would be little attack left, as White's Bishop would be biting on granite.

19 ...  Kt×B
20 Q—Kt5!

Notice the difference! Black must protect his Knight, but not by 20 ... Q—Kt3 as 21 Kt—K7ch would come like a shot.

20 ...  Q—K4
21 P—B4!  Resigns

If 21 ... Q×KtP (he must keep his Queen in touch with the Knight) 22 P—K5 cuts off communication.

810
Chess masters are wont to answer flippantly to the layman's question, "How far ahead do you calculate, when making a combination?"
They either say, like Reti, "As a rule, not a single
move." Or, like Jaffe, "I think one move ahead—but it is always the best move!"

The records show that the great master does see many moves ahead—and accurately, as otherwise his whole combination would fail.

Here is Alekhine, for example, playing 20 games at once and announcing a mate in ten moves, beginning with a Queen sacrifice as pourboire to a discomfited adversary.

Paris, 1913

ALEKHINE  
(Simultaneous)  
PRAT

1  P—Q4       P—Q4
2  Kt—KB3     Kt—QB3
3  P—B4       P—K3
4  Kt—B3      P×P
5  P—K3       Kt—B3
6  B×P        B—Kt5
7  O—O        B×Kt
8  P×B        O—O
9  Q—B2       Kt—K2
10 B—R3       P—B3
11 P—K4       P—KR3
12 QR—Q1      B—Q2
13 Kt—K5      R—K1
14 P—B4       Q—B2
15 P—B5       QR—Q1
16 Kt×KBP!

A gift which must be accepted.

16 ...   K×Kt

17 P—K5    Kt(K2)—Kt1
18 B—Q6    Q—B1
19 Q—K2    P—QKt4
20 B—Kt3   P—QR4
21 QR—K1   P—R5

Alekhine announced and demonstrated a forced mate in ten, as follows:

![Chess Diagram]

22 Q—R5ch!   Kt×Q
23 P×Pch     K—Kt3
24 B—B2ch    K—Kt4
25 R—B5ch    K—Kt3
26 R—B6ch    K—Kt4
27 R—Kt6ch   K—R5
28 R—K4ch    Kt—B5
29 R×Ktch    K—R4
30 P—Kt3!    Any
(A quiet move)
31 R—R4 mate

811

It is not often that a player experiences the thrill of offering his Queen as a passive sacrifice (casually leaving it to its fate) and as an active
Correspondence, 1929

<table>
<thead>
<tr>
<th>SCHAEFER</th>
<th>BREUER</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—Q4</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>2 P—QB4</td>
<td>P—K3</td>
</tr>
<tr>
<td>3 Kt—QB3</td>
<td>B—Kt5</td>
</tr>
<tr>
<td>4 Q—Kt3</td>
<td>P—B4</td>
</tr>
<tr>
<td>5 P×P</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>6 Kt—B3</td>
<td>Kt—K5</td>
</tr>
<tr>
<td>7 B—Q2</td>
<td>Kt×B</td>
</tr>
<tr>
<td>8 Kt×Kt</td>
<td>B×P</td>
</tr>
<tr>
<td>9 Kt(Q2)—K4</td>
<td>P—QKt3</td>
</tr>
<tr>
<td>10 P—K3</td>
<td>P—B4</td>
</tr>
<tr>
<td>11 Kt×B</td>
<td>P×Kt</td>
</tr>
<tr>
<td>12 B—K2</td>
<td>R—QKt1</td>
</tr>
<tr>
<td>13 Q—B2</td>
<td>O—O</td>
</tr>
<tr>
<td>14 O—O</td>
<td>B—Kt2</td>
</tr>
<tr>
<td>15 B—B3</td>
<td>Q—R5</td>
</tr>
<tr>
<td>16 P—QKt3</td>
<td>R—B3</td>
</tr>
<tr>
<td>17 P—Kt3</td>
<td>Kt—Q5l</td>
</tr>
<tr>
<td>18 P×Kt</td>
<td>B×B</td>
</tr>
<tr>
<td>19 Q—Q3</td>
<td>Q×RPch1</td>
</tr>
<tr>
<td>20 K×Q</td>
<td>R—R3ch</td>
</tr>
<tr>
<td>21 K—Kt1</td>
<td>R—R8mate</td>
</tr>
</tbody>
</table>

LANGE sets himself a difficult task. He places a ring around his Queen Knight and undertakes to checkmate with that piece.

Not only does he do so, but in the short space of 21 moves Lange sacrifices his Queen, two Rooks, a Knight and a Bishop!

Breslau, 1868

<table>
<thead>
<tr>
<th>LANGE</th>
<th>SCHIER-</th>
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</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—QB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>3 P—KB4</td>
<td>P×P</td>
</tr>
<tr>
<td>4 Kt—B3</td>
<td>P—Kt4</td>
</tr>
<tr>
<td>5 B—B4</td>
<td>P—Kt5</td>
</tr>
<tr>
<td>6 O—O</td>
<td>P×Kt</td>
</tr>
<tr>
<td>7 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>8 B×Pch</td>
<td>K×B</td>
</tr>
<tr>
<td>9 Q—R5ch</td>
<td>K—Kt2</td>
</tr>
<tr>
<td>10 R×P</td>
<td>Kt—R3</td>
</tr>
<tr>
<td>11 B—K3</td>
<td>P—Q3</td>
</tr>
<tr>
<td>12 Kt—K2</td>
<td>Q—K2</td>
</tr>
<tr>
<td>13 K×P</td>
<td>B—K3</td>
</tr>
<tr>
<td>14 QR—KB1</td>
<td>B—B2</td>
</tr>
<tr>
<td>15 Q×Ktch1</td>
<td>K×Q</td>
</tr>
<tr>
<td>16 R—Kt4ch</td>
<td>K—R4</td>
</tr>
<tr>
<td>17 Kt—Kt3ch</td>
<td>K×R</td>
</tr>
<tr>
<td>18 R—B5</td>
<td>P—KR3</td>
</tr>
</tbody>
</table>

White now announced mate in three with the ringed Knight:

19 P—R3ch K—R5
20 R—R5ch B×R
21 Kt—B5 mate!

812

813

It is strange that the Colle Opening is not played more often. It affords opportunities for sudden King side at-
tacks without braving the perils of a gambit.

Dublin, 1937
KOLTANOWSKI O’HANLON

1 P—Q4  P—Q4
2 Kt—KB3  Kt—KB3
3 P—K3  P—K3
4 B—Q3  P—B4
5 P—B3  Kt—B3
6 QKt—Q2  B—Q3
7 O—O  O—O
8 P×P  B×P
9 P—K4  Q—B2
10 Q—K2  R—K1
11 P—K5  Kt—Q2
12 Kt—Kt3  B—Kt3
13 B—KB4  P—B3
14 QR—K1  Kt(B3)×P
15 Kt×Kt  Kt×Kt
16 B×Pch  K—B1
17 B—Kt6!  R—Q1
18 Q—R5  K—K2
19 Kt—Q4  B—Q2
20 R×Kt!  P×R

If 20 . . . R—R1 21 Kt—B5ch and mate in two.

21 B×P  Resigns


814
From the way the Knights hover around White’s King
it is clear that one of them will swoop down with a smothered mate.

And smothered mate it is, but it takes an unusual, piquant form.

Bochum, 1936

SCHLEMMINGER  STERNBACH

1 P—Q4  Kt—KB3
2 P—QB4  P—KKt3
3 P—QKt3  B—Kt2
4 B—Kt2  P—B4
5 P—K3,  O—O
6 Kt—Q2  Q—R4
7 B—Q3  P×P
8 P×P  Kt—B3
9 KKt—B3  P—Q3
10 P—QR3  Kt—R4
11 O—O  Kt—B5
12 B—B2  Q—R4
13 Kt—K4  B—R6
14 Kt—Kt3

If 14 P×B, Q×P 15 Kt—K1, B×P 16 B×B, Kt×B, and Black has two Pawns and the attack for his piece.

14 . . .  Q—Kt5
15 P×B  Q×P
16 Kt—K1  P—KR4
17 Kt—K4  B×P
18 B×B  Kt×B

Naturally, this Knight must not be taken. Meanwhile, Black threatens 19 . . . Kt—K7ch 20 K—R1, Q×R mate.
19 B—Q3   P—B4
20 Kt—Kt3 P—R5
21 Kt—R1 Q—Kt7ch!

And wins after 22 Kt×Q by 22 . . . Kt—R6 mate!

815
This is the sort of game that never ceases to amaze me. At the odds of a Queen, against an opponent who refuses to make a monumental blunder, White stages a remarkable finish. He announces a mate in four, thus:

White announced mate in four, thus:

Riga, 1934

APSCHENNEEK AMATEUR
(Remove White’s Queen)

1 P—QKt3   P—K4
2 B—Kt2 P—Q3
3 Kt—QB3 B—K2
4 O—O—O Kt—KB3
5 P—B3 O—O
6 P—K3 P—B3
7 P—KKt4 P—KR3
8 KKt—K2 B—K3
9 Kt—Kt3 QKt—Q2
10 P—KR4 Kt—R2
11 P—Kt5 P×P
12 P×P B(K2)×P
13 B—Q3 B—R3
14 QR—Kt1 P—Q4
15 Kt—B5 B×Kt

16 B×B Q—B3
17 B×Kt P—Q5
(7)
18 P×P P×P
19 Kt—K2 Q—K2
20 Kt×P Q×B
21 R×B QR—Q1

22 R×Pch! K×R
23 Kt—B5ch K—Kt1
24 R—Kt6ch! P×R
25 Kt—R6 mate

816
As long as we still have fascinating games such as this, abounding in original combinations and exotic arrangements of the pieces, there is no need to heed the cries of those who want to abolish stalemate, or change the rules for Castling.

Let them play three-dimensional chess!
Rogaska-Slatina, 1948

MARKOVICH  PUC

1 P—Q4  P—Q4
2 P—QB4  B—B4
3 P×P  B×Kt
4 R×B  Q×P
5 Q—R4ch  Kt—B3
6 Kt—B3  P—K4
7 P×P  B—Kt5ch
8 B—Q2  Q—K5

Attacking the Rook, and also threatening to win the Queen by 9 . . . B×Bch.

9 Q—Q1  O—O—O
10 P—QR3  Kt×P!
11 B×B  

If 11 P×B, Kt—Q6 mate! Or if 11 Kt×Kt, B×Bch wins at once.

11 . . .  Kt—Q6ch
12 Q×Kt  

On 12 K—Q2 Kt×Bch 13 K—B1, Kt—R7 is mate.

12 . . .  R×Q
13 Kt—Kt5  Q—K1
14 Kt×BP  P—QR4

Ready to answer 15 B×P with 15 . . . R—Q4, menacing the Bishop with his Rook and the Knight with his Queen.

15 Kt×R  P×B
16 P—Kt4  Q—K5!
17 R—Kt1  R—KKt6!

Certainly a strange position: all three Rooks are attacked!

18 BP×R  Q×Rch
19 K—B2  Q×P
20 P×P  Q—B3ch
21 K—Kt2  P—KKt4!

Wins the Knight and the game.

817

RIEMANN establishes a positional advantage, but as befits a pupil of Anderssen, he winds up the game by a neat little combination.

Luneburg, 1879

RIEMANN  SCHUTZ

1 P—K4  P—K4
2 Kt—KB3  Kt—KB3
3 Kt—B3  Kt—B3
4 B—Kt5  P—Q3
5 B×Ktch  P×B
6 P—Q4  B—Kt5
7 P×P  B×Kt
8 Q×B  P×P
9 B—Kt5  B—Kt5
10 O—O  P—KR3
11 QR—Q1  Q—K2
12 B×Kt  Q×B
13 Q×Q  P×Q
14 Kt—K2  K—K2
15 Kt—Kt3  P—KR4
16 Kt—B5ch  K—K3
17 R—Q3  B—Q3
18 KR—Q1  

Object: 19 R×Bch and mate next move.
18 ... QR—Q1
19 P—QB4

Now the little scheme is 20 P—B5, B—K2 21 Kt—Kt7 mate.

19 ... P—B4
20 R—QR3 R—QKt1
21 R×P R×P

White won in two by 22 R×Bch, P×R 23 R—K7 mate!

818

The excelsior theme is always attractive, so keep your eye on the King Knight Pawn in his adventures!

Paris, 1932

KAHN AMATEUR
1 P—Q4 P—Q4
2 P—QB4 P—QB3
3 Kt—KB3 Kt—KB3
4 Kt—B3 P×P
5 P—QR4 B—B4
6 Kt—R4 B—Q2
7 P—K3 P—QKt4
8 Kt—B3 P—K3
9 Kt—K5

Planning 10 P×P, P×P 11 Q—B3 winning a piece.

9 ... P—QR3
10 Q—B3 R—R2
11 P—KKt4!

The hero of the fray, though he does not yet know it.

11 ... B—Q3
12 P—Kt5 B×Kt

13 P×B Kt—Q4
14 Kt—K4

Poised for the leap to Q6 and then mate by the Queen.

14 ... O—O
15 R—Kt1 Kt—Kt5
16 Kt—B6ch! K—R1
17 Q—R5 P—R3

If 17 ... P×Kt 18 R—Kt3, R—Kt1 19 R—KR3, R—KKt2 20 KtP×P, Q—Kt1 21 P×Rch, Q×P 22 R—Kt3, Q—B1 23 P—K4, and the Bishop's entrance at R6 wins.

18 P—Kt6! Kt—B7ch

No better is 18 ... R—Kt1 19 KtP×P, R—B1 20 Q—Kt6 and White wins.

19 K—K2 B—K1
20 Q×Pch! P×Q
21 P—Kt7 mate!

819

Fuderer pins a Knight and then hammers away with the tireless energy of a 19-year-old at the paralyzed piece. With such a display of intensity of purpose, something's got to give!

Bled, 1950

FUDERER O'KELLY
1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—Kt5 P—QR3
19 ... P×P
20 B×QP R—K1
21 Kt—K5 Resigns

If 21 ... Q—K3 22 Kt—Kt6ch, Q×Kt 23 B×Ktch, K—B2 24 Q—Kt3ch and mate next move.

820

Black has a theoretical advantage for the ending with his two Pawns to one on the Queen side. But while he is rolling up points for the decision, White scores the fight with a knockout.

Copenhagen, 1949

PEDERSEN

POULSEN

1 P—Q4 Kt—KB3
2 P—QB4 P—KKt3
3 Kt—QB3 P—Q4
4 P×P Kt×P
5 P—K4 Kt×Kt
6 P×Kt P—QB4
7 B—QB4 B—Kt2
8 Kt—K2 P×P
9 P×P Kt—B3
10 B—K3 O—O
11 O—O Kt—R4
12 B—Q3 B—K3

To get a grip on B5, but an interesting sacrifice of the exchange changes the whole positional character of the game.

13 P—Q5! B×R
14 Q×B P—B3

Everybody takes a hand!

15 B—KR6  R—K1
16 Kt—B4  B—Q2

If 16 . . . B—B2 17 B—QKt5 regains the exchange.

17 P—K5  QR—B1
18 P—K6  B—R5
19 Q—Kt1!  K—R1

The threat was 20 B×P, and if to obviate this 20 . . . P—B4 then 21 Q—R1, and the Queen has an unobstructed road to Kt7 and mate.

20 B×P  P×B

Expecting 21 Q×KKtP when he might wiggle out by 21 . . . R—KKt1 22 Q—R5, Q—K1 23 Q—R4, B—B7 etc.

21 B—Kt7ch!

But this is fatal: after 21 . . . K×B 22 Q×Pch, K—R1 23 Kt—R5, R—KKt1 24 Q—R6 is mate.

21 . . .  Resigns

Vienna, 1908

SCHLECHTER  AMATEUR

(Remove White's Queen Knight)

1  P—K4  P—K4
2  P—KB4  P—Q4
3  P×QP  P×P
4  Kt—KB3  Kt—KB3
5  P—B4  P—B3
6  P—Q4  Kt—R4
7  B—Q3  P×P
8  O—O  B—Q3
9  R—K1ch  K—B1
10  Kt—K5  Q—R5
11  P×P  Kt—Q2
12  Kt—B4  B—Kt5
13  B—Q2  B×B
14  Q×B  P—KKt4

821

SCHLECHTER has only one Knight to his opponent's two, but that one does wonders. Weaving gracefully about the board, he helps fashion two colorful combinations, one in the game itself and the other in a might-have-been.

15 R—K8ch!

Amazing! If 15 . . . K×R 16 Kt—Q6ch, K—Q1 (or 16 . . . K—B1 17 Kt—B5, Q—Kt5 18 O—Kt4ch, K—Kt1 19 Kt—R6ch winning the Queen) 17 Kt—B5, Q—Kt5 18 P—KR3 and the Queen is trapped.

15 . . .  K—Kt2
16 R×B!  QR×R
17 Kt—Q6   K—B3
18 Kt—B5   Q—Kt5
19 Q—Kt4!

The threat of mate is stronger than 19 P—KR3, Q×Kt 20 B×Q, K×B, and Black has Rook and two Knights for his Queen.

19 . . .   Kt—Kt2
20 Q—Q6ch   Kt—K3
21 P×Kt   P×P

And White mated by 22 Q—K7ch, K—Kt3 23 Q—Kt7ch, K—R4 24 Q—R6 mate.

822

NAPIER was only fourteen when this was played, so he got odds from the masters. But not for long! After this slashing victory he was quickly promoted to equality with the elite.

Brooklyn, 1895

NAPIER    ELWELL
(Remove Black’s King Bishop Pawn)

1 P—K4   Kt—QB3
2 P—Q4   P—Q4
3 P—K5   B—B4
4 B—QKt5   P—K3
5 Kt—QB3   B—QKt5
6 Kt—B3   P—KR3
7 B—K3   P—Kt4
8 O—O   KKt—K2
9 Kt—K2   Q—Q2
10 P—B3   B—R4

11 P—QKt4   B—QKt3
12 P—QR4   P—QR4
13 P×P   R×P
14 B—Q3   K—B2
15 Kt—Kt3   K—Kt3
16 Kt—R5!   K×Kt
17 Kt—R4ch   B—Kt5

If 17 . . . K×Kt 18 P—Kt3ch and mate next move.

18 Q×Bch!   K×Q
19 P—B3ch   K—R4
20 P—Kt4ch   K×Kt
21 B—B2ch   K—R6
22 KR—B1   Resigns

823

Occasionally a piece will stray far from home, and the effort needed to save it can be costly. It may mean the life of the King, himself!

Correspondence, 1941

SOULTAN—
BEIEFF    DEFOSSE

1 P—Q4   P—Q4
2 P—QB4   P×P
3 Kt—KB3   Kt—KB3
4 Kt—B3   P—K3
5 Q—R4ch   QKt—Q2
6 B—Kt5   P—B4
7 P—K4   P×QP
8 Kt×P   B—K2
9 R—Q1   Kt×P
10 Kt×Kt   B×B
11 B×P   Q—K2
12 Kt×B   Q×Kt
13 O—O  O—O
14 Kt×P!  Kt—Kt3

If 14 . . . P×Kt 15 B×Pch followed by 16 B×Kt wins a Pawn.

15 Kt×Q  Kt×Q
16 R—Q4  Kt×P

Prosaic but safer would have been 16 . . . Kt—Kt3.

17 B×Pch!  K—R1

If 17 . . . R×B 18 Kt×R, K×Kt 19 R—Kt1, and White remains the exchange ahead.

18 B—Kt3  P—QR4

To the rescue of the Knight who is threatened by 19 R—Q2.

19 Kt—B7ch  K—Kt1
20 Kt—K5ch  K—R1
21 Kt—Kt6ch  P×Kt
22 R—R4 mate

824

What else can White give away after sacrificing both Bishops, a Knight and the exchange? He still has his Queen left for the grand gesture. So he adds the Queen to top off his gifts, and with a single, solitary Knight checkmates with a flourish!

Boston, 1892

YOUNG  DORÉ
1 P—K4  P—K4
2 P—Q4  P×P

3 P—QB3  P×P
4 B—QB4  Kt—KB3
5 Kt—KB3  Kt×P
6 O—O  Kt—Q3
7 Kt×P  Kt×B
8 R—K1ch  B—K2
9 Kt—Q5  Kt—B3
10 B—Kt5  P—B3
11 R—QB1  P—Kt4
12 R×Kt  P×R
13 Kt—K5!  P×B
14 Q—R5ch  P—Kt3
15 Kt—B6ch!  B×Kt
16 Kt×KtPch  Q—K2
17 R×Qch  B×R

Now comes a fine bit of footwork by the Knight leading to a splendid smothered mate:

18 Kt—K5ch  K—Q1
19 Kt—B7ch  K—K1
20 Kt—Q6ch  K—Q1
21 Q—K8ch!  R×Q
22 Kt—B7 mate

825

The hunt and capture of the Queen is effected with the skill and artistry usually found
in composed positions illustrating “domination.”

**Correspondence, 1929**

**SOULTAN-BEIEFF**

**PASTEUR**

1 P—Q4 P—Q4
2 P—QB4 P—K3
3 Kt—KB3 Kt—KB3
4 B—Kt5 QKt—Q2
5 Kt—B3 P—B3
6 P—K4 P×KP
7 Kt×P Q—Kt3
8 B—Q3 Q×KtP
9 O—O B—K2
10 R—K1 O—O
11 R—Kt1 Q×RP
12 R—R1 Q—Kt7
13 P—B5!

Tightening the noose. Now the plan is 14 R—K2, Q—Kt5 15 R—R4 and the Queen is caught.

13 ... Kt×Kt
14 B×Kt B×B
15 Kt×B Kt—B3
16 R—K2 Q—B6
17 R—K3 Q—Kt5
18 R—R4 Q—Kt4
19 B—Q3 Q—Kt7
20 R—K2 Q—B6
21 B×Pch1 K—R1

If 21 ... Kt×B 22 Kt—K4 wins the Queen.

22 R—K3 Resigns

If 22 ... Q—Kt7 23 R—QKt3 is the convincer.

**826**

With the aid of a brave Pawn White gets a powerful grip on the game. It is clear he will win, but there are piquant points in the way he does it.

**Breslau, 1925**

**BOGOLOYU-BOV**

**TARRASCH**

1 P—K4 Kt—KB3
2 P—K5 Kt—Q4
3 Kt—KB3 P—Q3
4 P—Q4 B—B4
5 B—Q3 B—Kt3
6 P—B4 Kt—Kt3
7 B×B RP×B
8 P—K6! P—KB3
9 Q—Q3 Q—B1
10 Q×Pch K—Q1
11 Q—B7 Kt—P
12 QKt—Q2

If at once 12 Kt—R4, P—Q4 13 Kt—Kt6, Kt—Q3 and the Queen has no retreat.

12 ... Kt×Kt
13 B×Kt P—KKt4
14 P—Q5 P—QB4
15 B—B3 P—Kt5
16 Kt—R4 R×Kt

What else can he do to White’s proposal of playing 17 B×P or 17 Kt—Kt6?

17 Q×Bch K—Q2
18 Q×KPch K—Kt3
19 $Q\times PcH$  $K-Kt4$
20 $P-R4cH$  $K-B5$
21 $Q-B4cH$  $K\times P$
22 $O-O-OcH$  Resigns

As mate follows next move.

827

In the hands of such an artist as Morphy the epaulette mate gets graceful treatment. The final picture is elegance itself.

New York, 1857

**MORPHY**  **AMATEUR**

(Remove White's Queen Knight)

1 $P-K4$  $P-K4$
2 $P-KB4$  $P\times P$
3 $Kt-B3$  $P-KKt4$
4 $B-B4$  $P-Kt5$
5 $P-Q4$  $P\times Kt$
6 $O-O$  $B-R3$
7 $Q\times P$  $Kt-QB3$
8 $B\times Pch$  $K\times B$
9 $Q-R5cH$  $K-Kt2$
10 $B\times P$  $B\times B$
11 $R\times B$  $Kt-R3$
12 $QR-KB1$

And the threat is not 13 $R-B7cH$ but 13 $R-Kt4cH! Kt\times R$
14 $Q\times Ktch$, $K-R3$  15 $R-B5$, $Q-K1$  16 $Q-Kt5$ mate.

12 . . .  $Q-K1$
13 $Q-R4$  $P-Q3$
14 $Q-B6cH$  $K-Kt1$
15 $Q\times Kt$  $B-Q2$

16 $R(B4)-B3$  $Kt-K2$
17 $P-KR4$  $Kt-Kt3$
18 $P-R5$  $B-Kt5$
19 $P\times Kt$  $P\times P$

20 $R-B8cH$  $Q\times R$
21 $R\times QcH$  $R\times R$
22 $Q\times P$ mate!

828

In a battle where the bludgeon might be the best weapon, Bird who preferred the rapier, was often at a disadvantage. But give him the opportunity and he could stage a bird of a finish!

London, 1850

**BIRD**  **PINKERLEY**

(Remove White's Queen Rook)

1 $P-K4$  $P-K4$
2 $Kt-KB3$  $Kt-QB3$
3 $B-B4$  $B-B4$
4 $O-O$  $Kt-B3$
5 $P-B3$  $O-O$
6 $P-Q4$  $P\times P$
7 \text{P} \times \text{P} & \text{B} - \text{Kt}3 \\
8 \text{P} - \text{K}5 & \text{P} - \text{Q}4 \\
9 \text{P} \times \text{Kt} & \text{P} \times \text{B} \\
10 \text{B} - \text{Kt}5 & \text{P} - \text{Kt}3 \\
11 \text{P} - \text{Q}5 & \text{Kt} - \text{Kt}1 \\
12 \text{P} - \text{QKt}3 & \text{P} \times \text{P} \\
13 \text{Q} \times \text{P} & \text{B} - \text{Kt}5 \\
14 \text{QKt} - \text{Q}2 & \text{B} \times \text{Kt} \\
15 \text{Kt} \times \text{B} & \text{Q} - \text{Q}2 \\
16 \text{B} - \text{B}1 & \text{P} - \text{B}3 \\
17 \text{Kt} - \text{K}5 & \text{Q} - \text{B}2 \\
18 \text{B} - \text{Kt}2 & \text{Kt} - \text{Q}2 \\
19 \text{Kt} - \text{Kt}4 & \text{Kt} - \text{B}4 \\
20 \text{Q} - \text{K}3 & \text{Kt} - \text{K}3 \\
21 \text{Q} - \text{R}6 & \text{P} \times \text{P} \\
22 \text{Q} - \text{Kt}7 \text{ch!} & \text{Kt} \times \text{Q} \\

And Bird ran Pinkerley through with 23 \text{Kt} - \text{R}6 \text{ch}, \text{K} - \text{R}1 24 \text{P} \times \text{Kt} \text{mate!}

829

Bird considered Buckle's style of play sound but dull. Still, the author of the HISTORY OF CIVILIZATION IN ENGLAND could play sly and subtle chess. Note his crafty 18th move, where we can almost see him nudging the Rook up a square, gently, so that his opponent's suspicions be not aroused.

London, 1849

Buckle \hspace{1cm} \text{Amateur}

(Remove White's Queen Rook)

1 \text{P} - \text{K}4, \hspace{1cm} \text{P} - \text{K}4 \\
2 \text{P} - \text{KB}4 & \text{P} \times \text{P} \\

So that he can exchange Bishops without being mated.

19 \text{B} \times \text{B} & \text{Q} \times \text{B} \\
20 \text{Q} \times \text{Q} & \text{P} \times \text{Q} \\
21 \text{R} \times \text{P} \text{ch} & \text{K} - \text{Kt}3 \\
22 \text{Kt} - \text{K}7 \text{mate!}

830

Promoting a Pawn usually means Queening it, but Showalter reaches for a Knight instead of a Queen!

Lexington, 1910

Robbins \hspace{1cm} Showalter

1 \text{P} - \text{K}4 & \text{P} - \text{K}4 \\
2 \text{B} - \text{B}4 & \text{Kt} - \text{KB}3 \\
3 \text{Kt} - \text{KB}3 & \text{Kt} - \text{B}3 \\
4 \text{Kt} - \text{Kt}5 & \text{P} - \text{Q}4 \\
5 \text{P} \times \text{P} & \text{Kt} - \text{QR}4 \\
6 \text{B} - \text{Kt}5 \text{ch} & \text{P} - \text{B}3
### 1000 Best Short Games of Chess

<table>
<thead>
<tr>
<th>Move</th>
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<td>P XP</td>
<td>7 P—B4</td>
<td>Kt—B3</td>
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<td>9 Kt—KB3</td>
<td>P—K5</td>
<td>9 QKt—Q2</td>
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<td>Q—Q5</td>
<td>10 B—Q3</td>
<td>R—Q1</td>
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<td>11 Kt—Kt4</td>
<td>B×Kt</td>
<td>11 O—O</td>
<td>B—Q2</td>
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<td>12 B×B</td>
<td>P—K6</td>
<td>12 Kt—K5</td>
<td>B—K1</td>
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<td>13 P—KB3</td>
<td>P—KR4</td>
<td>13 P—B4</td>
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<td>14 B—R3</td>
<td>Q—R5ch</td>
<td>14 R—B1</td>
<td>Kt—Q2</td>
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<td>15 K—K2</td>
<td>Q—B7ch</td>
<td>15 Kt×Kt</td>
<td>R×Kt</td>
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<td>16 K—Q3</td>
<td>R—Q1ch</td>
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<td>17 K—B3</td>
<td>P—K7</td>
<td>16 P—QB5</td>
<td>Kt×P</td>
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Not only attacking the Queen, but also threatening the King with 18 . . . Q—Q5 mate.

**831**

All the activity is on the Queen side—when quick as a flash—the Bishops, at the cost of their lives, whisk across the board and demolish the King side.

PORTSMOUTH, 1923

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<th>Move</th>
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<tr>
<td>1 Kt—KB3</td>
<td>P—Q4</td>
<td>19 R×R</td>
<td>B×R</td>
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<td>2 P—QKt4</td>
<td>P—K3</td>
<td>20 B×Pch!</td>
<td>K×B</td>
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<td>3 B—Kt2</td>
<td>Kt—KB3</td>
<td>21 R—R3ch</td>
<td>K—Kt1</td>
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<td>4 P—QR3</td>
<td>P—B4</td>
<td>22 B×P!</td>
<td>Resigns</td>
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<td>6 P—K3</td>
<td>O—O</td>
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Black now has three Pawns for his piece, two of them connected passed Pawns. Alekhine has taken all this into consideration, and more.

In the old days captive Kings were dragged through the streets behind the chariots of their conquerors. In modern
times the hapless victim is taken for a ride. In either case the King knows he is going to his doom.

**Correspondence, 1922**

**IMBAUD**

1 P—K4  
2 P×P  
3 Kt—QB3  
4 B—B4  
5 B—Kt3  
6 Kt—B3  
7 P—Q3  
8 P—KR3  
9 Kt×P!  
10 B×Pch  
11 B—Kt5ch  
12 Kt—K4ch!

This is the point of the previous Queen sacrifice; the King will be compelled to wander far from home and family.

12 . . .  
13 P—KB4ch  

If 13 . . . K—B4, the Knight mates.

14 R×B  

Threatening 15 K—K2 and mate next move.

14 . . .  
15 O—O!  
16 QR—K1ch  
17 R×Ktch  
18 B—R5ch  
19 R—B3ch  
20 B—B7  

21 P—B3ch  
22 P×Kt mate

**833**

One of the earliest tournament brilliancies, the technique of this Queen sacrifice and the subsequent play of the minor pieces is now standard equipment for the master.

So well known is the combination that it appears in the Alekhine-Marco game at Stockholm 1912 only in the notes, indicating to us that both masters were aware of all that was going on!

**Paris, 1878**

**MACKENZIE**

1 P—K4  
2 P—Q4  
3 Kt—QB3  
4 P×P  
5 Kt—B3  
6 B—Q3  
7 O—O  
8 B—KKt5  
9 B×Kt  
10 Kt—KR4  
11 Q—R5  
12 P—B4  
13 R—B3  
14 QR—K1  
15 Kt—K2  
16 Kt—Kt3  
17 Q—R6ch!  

**MASON**

1 P—K3  
2 P—Q4  
3 Kt—KB3  
4 P×P  
5 B—Q3  
6 O—O  
7 Kt—B3  
8 B—Kt2  
9 B×Kt  
10 B×Kt  
11 Q—R1  
12 P—QB3  
13 Kt—K3  
14 QR—KB1  
15 Kt—B2  
16 QR—KKt1  
17 K×Q
18 Kt(R4)— B×Kt
  B5ch
19 KtxBch K—R4
20 P—Kt4ch K×P
21 R—Kt3ch K—R4
22 B—K2 mate

834
From the moment I first saw this game I fell in love with it!

Capablanca
plays the opening with restraint, developing his pieces with quiet, crystal-clear moves of classic simplicity. . . .
creates a tiny weakness in the position of his opponent’s Queen Pawn. . . .
concentrates his fire on the weakness. . . .
starts a brilliant combination when Black seems secure. . . .
anticipated a surprise saving stroke by his opponent. . . .
counters with an elegant Knight fork and pin combination which wins neatly.

New York, 1918

CAPABLANCA  FONAROFF
1 P—K4  P—K4
2 Kt—KB3 Kt—QB3
3 B—Kt5 Kt—B3
4 O—O P—Q3
5 P—Q4 B—Q2
6 Kt—B3 B—K2
7 R—K1 P×P

The natural move, Castling, loses by a trap originated by Tarrasch, which he sprung against Marco at Dresden in 1892.

8 Kt×P KtxKt
9 Q×Kt B×B
10 KtxB O—O
11 Q—B3 P—B3
12 Kt—Q4 Kt—Q2
13 Kt—B5

Not with mate in mind, but to bear down on the Queen Pawn.

13 . . . B—B3
14 Q—KKt3

With the same object in view.

14 . . . Kt—K4
15 B—B4

With indirect pressure on the Pawn.

15 . . . Q—B2
16 QR—Q1 QR—Q1

[Chess diagram]

17 R×P! R×R
18 B×Kt
Now if 18... BxB 19 QxB, and Black must lose the Rook to prevent 20 QxP mate (obviously 19... R-Kt3 would expose his Queen).

18... R-Q8

Maybe Capablanca missed this!
Black’s sudden threat of mate gives him time to capture the Bishop.

19 RxR BxB
20 Kt-R6ch! K-R1
21 QxB! QxQ
22 KtxPch! Resigns

If 22... RxKt 23 R-Q8ch forces mate, and if 22... K-Kt1 23 KtxQ leaves White a piece ahead.

835
The very last move is the key to Bernstein’s beautiful conception. His Knight attacks the Queen, and the Queen must move. If to a white square, she will be captured in three moves; if to a black square, her King will be driven into a smothered mate in four moves.

Ostend, 1907

BERNSTEIN METGER
1 P-QB4 P-K4
2 Kt-QB3 Kt-KB3

3 P-KKt3 P-Q4
4 PxP KtxP
5 Kt-B3 Kt-QB3
6 B-Kt2 Kt-Kt3
7 O-O B-K2
8 P-QR3 B-K3
9 P-Q3 O-O
10 P-QKt4 P-B3
11 B-Kt2 Q-B1
12 R-B1 R-Q1
13 Kt-K4 Kt-B5
14 Q-B2 KtxB
15 QxKt B-R6
16 BxB QxQ
17 P-Kt5 Kt-R4
18 Q-R2ch K-K1
19 RxP R-Q2
20 Kt(K4)—Kt5!

A clever zwischenzug.

20... PxKt
21 RxR QxR
22 KtxKP Resigns

If the Queen moves to a white square:
22... Q-B1 23 Kt-B7ch, K-Kt1 24 Kt-Q6ch wins the Queen.
22... Q-B4 23 Kt-B7ch, K-Kt1 24 Kt-R6ch does it.
22... Q-R6 23 Kt-B7ch, K-Kt1 24 KtxPch followed by 25 KtxQ.

If the Queen moves to a black square:
22... Q-B2 23 Kt-B7ch, K-Kt1 24 Kt-R6ch, K-R1 25 Q-Kt8ch, RxQ 26 Kt-B7 mate.
836
The Knight forks which threaten Black in the last few moves of the game remind me of the man who said he had trouble sleeping because he kept dreaming that a Knight was perched on his nose, attacking both of his ears!

New York, 1940

<table>
<thead>
<tr>
<th>CHERNEV</th>
<th>CRUZ</th>
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<tbody>
<tr>
<td>1 P–Q4</td>
<td>Kt–KB3</td>
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<td>2 Kt–KB3</td>
<td>P–QKt3</td>
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<td>3 P–B4</td>
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<td>4 Kt–B3</td>
<td>P–K3</td>
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<td>5 B–Kt5</td>
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<td>6 R–B1</td>
<td>P–KR3</td>
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</tr>
<tr>
<td>9 P–K3</td>
<td>P–KR4</td>
</tr>
</tbody>
</table>

Menacing the Bishop by 10...

10 P–Q5! P–R5

Still with the same object: if 11 B–K5, P–KB3 12 B–Q4, P–K4 and again the Bishop is trapped.

11 Q–Q4! P–KB3
12 Q×Kt P×B
13 BP×P Kt–R3
14 Q–Kt6ch K–B1
15 B–K2 Q–K2
16 O–O

Revealing two new threats: 17 Kt×P and 17 Kt–K4.

16...
17 R×B R–KKt1

This attempt to drive the Queen off gives White the opportunity to make some pretty Knight moves to force the win. In any event the Champion of Brazil had a lost game.

18 Kt–K5!

Threatening two quick wins: 19 R×Pch, with mate in three, and 19 Kt×Pch with general ruin.

18...

Naturally 18... R–Kt2

19 Q–R6

Pins the Rook and threatens to win the Queen by 20 Kt–Kt6ch.

19...
20 Kt–Kt6 Q–Q1
21 Q–R8ch K–B2
22 Kt–K5ch! Resigns

For if 22...

837

In this delightful game which Tartakover called "The Polish Immortal," Najdorf sacrifices all his minor pieces to mate with a Pawn! A work of
art which would deserve high ranking on any critic's list of brilliances.

Warsaw, 1935

GLUCKSBERG          NAJDORF

1 P—Q4              P—KB4
2 P—QB4             Kt—KB3
3 Kt—QB3             P—K3
4 Kt—B3              P—Q4
5 P—K3               P—B3
6 B—Q3               B—Q3
7 O—O                O—O
8 Kt—K2              QKt—Q2
9 Kt—Kt5             B×Pch
10 K—R1              Kt—Kt5
11 P—B4

Not 11 Kt×KP, Q—R5 and it's all over.

11 . . .              Q—K1
12 P—KKt3            Q—R4
13 K—Kt2             B—Kt8!
14 Kt×B

On 14 R×B, Q—R7ch and mate next.

14 . . .              Q—R7ch
15 K—B3              P—K4!
16 QP×P              Kt(Q2)×Pch
17 P×Kt              Kt×Pch
18 K—B4              Kt—Kt3ch
19 K—B3              P—B5!
20 KP×P

If 20 KtP×P, Kt—K4 is instant mate, and if 20 B×Kt, B—Kt5ch 21 K×B, Q×Pch 22 K—R5, P×Bch 23 K×P, R—B3ch 24 K—R5, R—R3 mate.

838

WINAWER works wonders with his little Pawns. They pour into White's position and hold him at bay until reinforcements arrive.

Nuremberg, 1896

ALBIN          WINAWER

1 P—K4              P—K4
2 Kt—KB3            Kt—QB3
3 B—B4              B—B4
4 P—B3              Kt—B3
5 O—O               Kt×P
6 B—Q5              Kt×KBP
7 R×Kt              B×Rch
8 K×B               Kt—K2
9 Q—Kt3             O—O
10 B—K4             P—Q4
11 B—B2             P—K5
12 Kt—K1            Kt—Kt3
13 P—B4             P—Q5
14 Q—Kt3            P—KB4
15 K—Kt1            P—B4
16 P—Q3             P—B5
17 Q—B2             P—K6
18 Q—B3             Q—R5
19 Q—Q5ch           K—R1
20 Kt—KB3           Q—B7ch
21 K—R1             Kt—R5
22 Q—Kt5            B—R6!

And wins: if 23 P×B, Kt×Kt forces mate, while 23 Q×Kt or
23 Kt×Kt allows mate, on the move.

839

Despite the gay abandon with which White leaves pieces en prise, his attack is virulent enough to score a quick win. An attractive little game!

Buenos Aires, 1939

PLECJ          ENZSELINS

1 P—K4               P—K3
2 P—Q4               P—Q4
3 Kt—Q2               P—QB4
4 KKt—B3              P×KP
5 Kt×P               Kt—Q2
6 P×P                Kt×P
7 O×Qch              K×Q
8 B—Kt5ch            P—B3
9 O—O—Och            K—K1
10 B—Kt5ch          K—B2
11 R—Q8                B—K2

If 11 ... P×B 12 Kt—K5ch, K—K2 13 R—K8 mate, or if 11 ... Kt×Kt 12 Kt—K5ch, K—K2 (12 ... P×Kt 13 B—K8 mate) 13 R—K8ch, K—Q3 14 Kt—B7ch, K—B4 15 B—K3ch, K×B 16 R×B(KB8) and White wins.

12 Kt—K5ch!         P×Kt
13 Kt—Q6ch!          K—Kt3

If 13 ... B×Kt 14 B—K8ch, K—B1 15 B—Kt6 is mate.

14 B×B             Kt×B
15 R×R            P—QR3

16 B—K2               P—K5
17 P—KB4              P—Kt4
18 R—K8               K—B3
19 R—B8ch            K—Kt3
20 P—KR4              B—Kt2
21 P—R5ch            K—R3
22 Kt—B7 mate

840

The magic square for Black is K7 which he threatens to occupy with Rook or Queen. The invader turns out to be the Bishop, who in a burst of efficiency cuts off the enemy Queen while opening the way for his own to come in.

Orel, 1895

POPOW           SUBKOWSKY

1 P—K4               P—K4
2 Kt—KB3             Kt—QB3
3 P—Q4               P×P
4 B—B4                B—B4
5 Kt—Kt5            Kt—R3
6 Kt×BP              Kt×Kt
7 B×Ktch            K×B
8 Q—R5ch            P—Kt3
9 Q×B               P—Q4
10 P—K5           R—K1
11 P—KB4             Q—R5ch
12 P—Kt3            R×Pch
13 K—B2

If 13 P×R, Q—K5ch regains the Rook with a winning attack.

13 ...            Q—B3
14 Kt—Q2             B—Kt5
15 Kt—B3  QR—K11
16 Kt×Rch

Forced, in view of Black's threat of 16 ... R—K7ch followed by 17 ... B×Kt.

16 . . .  R×Kt
17 P—KR3

If 17 R—K1, R×R 18 K×R, Q—K3ch 19 K—B2, Q—K7ch 20 K—Kt1, B—B6 and quick mate.

17 . . .  R—K7ch
18 K—Kt1  Q—K3
19 Q—Kt5

To prevent 19 ... R—K8ch and 20 . . . Q—K7 mate.

19 . . .  R—K8ch
20 K—R2  R×Rch
21 K×R  B—K7l
22 Q—Kt3  Q×Pch

White resigns, anticipating the continuation 23 K—Kt1, Q—B8ch 24 K—R2, B—B6, and mate can be delayed only by giving up his Queen.

841

As if to add to the humiliation of White's King who was hounded all over the board, Treybal seals his fate with a quiet move of his own King!

Prague, 1904

<table>
<thead>
<tr>
<th>KURZ</th>
<th>TREYBAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 P—KB4</td>
<td>P×P</td>
</tr>
</tbody>
</table>

---

3 Kt—KB3  P—KKt4
4 B—B4   P—Kt5
5 Kt—K5  P—Q4
6 B×P   Q—R5ch
7 K—B1  Kt—KB3
8 B×Pch  K—Q1
9 P—Q4  Kt—B3
10 Kt×Ktch  P×Kt
11 Kt—B3  P—B6
12 P—KKt3  Q—R6ch
13 K—B2  Q—Kt7ch
14 K—K3  B—QR3
15 K—B4

If 15 P—Q5, P—B4 renews the threat of mate on the move.

15 . . .  B—R3ch
16 K—B5  Q—R6!
17 K×Kt  R—KB1
18 P—Q5  R×Bch!
19 K×R  Q—R4ch
20 K—B6  B—Kt2ch
21 K×B  Q—Kt3ch
22 K—B8  K—Q2

mate

842

There are King wanderings and King wanderings, but one can hardly ask for more in a royal tour than to have His Majesty end his journey at the very corner of the board, furthest away from home.

Bucharest, 1920

<table>
<thead>
<tr>
<th>JANNY</th>
<th>GUDJU</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
</tr>
</tbody>
</table>
3 B—B4  
4 P—QKt4  
5 P—B3  
6 O—O  
7 P—Q4  
8 P×P  
9 Kt—B3  
10 Q—R4  
11 Q—Kt3  
12 Q×Pch  
13 Q—B2  
14 P—K5  
15 P—Q5  
16 Kt×Pch  
17 Q—Kt6ch  
18 R—K1ch  
19 Q—K4ch  
20 B—Kt2ch  
21 R—K2ch  
22 Q—B2  

4 B—Kt2  
5 P—B4  
6 Kt—B3  
7 O—O  
8 Q—B2  
9 P—Kt3  
10 B—Kt2  
11 P×P  
12 QR—Q1  
13 KR—K1  
14 P—K4  
15 P—B5  
16 Kt×P  
17 B×B  
18 Q—B3ch  
19 P—KR3  
20 Kt—Q4!  

He must not take the Knight:  
If 20 . . . B×Kt 21 Kt—K6ch winning the Queen, and if 20 . . . P×Kt 21 Kt×Bch wins the Queen. Finally if 20 . . . Kt×Kt 21 Kt×B dble. ch and mate next.

21 Kt×Kt  
22 R—K6!  

If 22 . . . B×R 23 Kt×Bch forces the King to leave the side of his Queen, while a Queen move, say 22 . . . Q—Q1, permits 23 Kt—B5 double check and mate by 24 Q—Kt7.

844

In the last movement the Rook slithers in like a snake (I never thought a Rook could do this) to give three double checks and mate.
Copenhagen, 1930

NORMAN HANSEN

ANDERSEN

1 P—K4 P—K4
2 Kt—KB3 Kt—KB3
3 Kt×P P—Q3
4 Kt—KB3 Kt×P
5 P—Q4 P—Q4
6 B—Q3 B—KKt5
7 O—O B—Q3
8 P—B4 O—O
9 P×P P—KB4
10 Kt—B3 Kt—Q2
11 P—KR3 B—R4
12 Kt×Kt P×Kt
13 B×P Kt—B3
14 B—B5 K—R1

Carefully avoiding 14...
Kt×P 15 B—K6ch, B—B2 16 Kt—Kt5 and White wins the exchange.

15 B—K6 Kt—K5
16 P—KKt4 B—Kt3
17 K—Kt2 Q—B3
18 B—K3 QR—K1
19 P—KR4 R×B!
20 P×R Kt—B6!
21 P×Kt

What would you? If 21 B—Kt5, Kt×Q 22 B×Q, R×B 23 QR×Kt, B—K5 and the Knight, as Philo Vance would say, is perdu.

21 ... B—K5
22 K—R3

Black forced mate in six, as follows:

22 ... Q×Ktch
23 Q×Q R×Qch
24 K—Kt2 R—Kt6ch
25 K—R2 R—Kt7ch
26 K—R1 R—R7ch
27 K—Kt1 R—R8 mate

845

NIMZOVICH had so profound a mastery of strategy that one is apt to underrate his great gift for tactics. Something of his ability in this department can be seen in this game, where the giving of odds compels him to adapt his style to the occasion.

Zurich, 1905

MULLER

AUERBACH NIMZOVICH

(Remove Black's King Bishop Pawn)

1 P—K4 Kt—QB3
2 P—Q4 P—K4
3 P—Q5 QKt—K2
4 P—Q6 Kt—Kt3
5 P×P  Q×P
6 P—QR3  B—B4
7 Kt—QB3  Q—Kt3
8 Kt—Q5  B×Pch
9 K—K2  B×Kt
10 Kt×Q  B×Kt
11 K—K1  Kt—B3
12 B—QB4  P—Q4
13 B×P  B—Kt5
14 Q—Q3  O—O—O
15 P—B4  KR—K1
16 B—Kt5  Kt—B5
17 B×Kt(B4)  P×B
18 KR—B1  R×B!
The ultimate purpose of this sacrifice is far from obvious.

19 BP×R  Kt×KP
20 Q—B2ch  Kt—B4ch
21 K—B2  R—K7ch
22 Q×R  Kt—Q6
mate!

846

“Chess is his mother tongue” said Reti, and that accounts for the ease and grace with which Capablanca plays the attack—as though he were a gambiteer of a hundred years ago!

CAPABLANCA AMATEUR
(Remove White’s Queen Knight)
1 P—K4  P—K4
2 P—KB4  P×P
3 Kt—KB3  P—KKt4
4 B—B4  B—Kt2
5 O—O  P—KR3

6 P—KKt3  P—Kt5
7 Kt—R4  P—B6
8 Kt×P  P×Kt
9 B×Pch  K×B
10 Q×Pch  Kt—B3
11 P—K5  R—B1
12 P×Kt  B×P
13 P—Q4  K—Kt2
14 Q—R5  B—Kt4
15 R×R  K×R
16 B×B  Q×B
17 R—B1ch  K—K2
If 17... K—Kt2 White wins by 18 Q—B7ch, K—R1 19 Q—B8ch, K—R2 20 R—B7ch, K—Kt3 21 R—Kt7ch, K—R4 22 Q—B3ch and mate next move.

18 Q—B7ch  K—Q3
19 R—B6ch  Q×R
20 Q×Qch  K—Q4
21 Q—K5ch  K—B5
22 Q—B5 mate

847

MIESES had the happy faculty of being able to pluck brilliant moves out of thin-looking positions. Regard, if you will, the beautiful family check which he conjures up: it reaches out to King, Queen and Rook.

Monte Carlo, 1903

MIESES H. WOLF
1 P—K4  P—K4
2 P—Q4  P×P
3 P—QB3 P—Q4
4 KP×P Q×P
5 P×P Kt—QB3
6 Kt—KB3 B—KKt5
7 B—K2 O—O—O
8 Kt—B3 Q—QR4
9 B—K3 B—QB4
10 O—O Kt—B3
11 Q—Kt3 Kt×P
12 B×Kt B×B
13 Kt×B R×Kt
14 Q×BP Q—KKt4
15 B×Bch Q×B
16 QR—B1 R—Q2
17 Q—Kt3 Kt—R4
18 P—KR3 Q—Kt3
19 Kt—R4 Q—Q3
20 R—B3 Q—Q4
21 Q—R3 Kt—B5

Variation on a theme: Giving up the Queen for a Knight at R6, and later sacrificing the Rook, places this game in a distinguished family group, two members of which are Tarrasch-Romberg and Blackburne-Gifford. The subsequent play sets it off from the others and shows the ability of the winner.

Aleppo, 1946

JAMBART Tibi
1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 P—Q4 P×P
4 B—QB4 B—B4
5 Kt—Kt5 Kt—R3
6 Q—R5 Q—B3
7 P—B4 O—O
8 O—O P—Q6ch
9 K—R1 P×P
10 Kt—QB3 P—Q3
11 P—B5 Kt—K4
12 Kt—Q5 Q—Q1
13 P—B6 B—KKt5
14 Kt—K7ch K—R1
15 P×Pch K×P
16 Q×Ktch! K×Q
17 Kt—K6ch K—R4
18 R—B5ch! B×R
19 B—K2ch B—Kt5
20 Kt—Kt7ch K—R5
21 P—Kt3ch K—R6
22 B—B1 mate

With two threats: 22 . . . Q×P mate and 22 . . . Kt—K7ch winning the exchange.

22 Kt—Kt6ch!

What a Knight fork!

22 . . . Resigns

As the Bishop Pawn may not, and the Rook Pawn dare not capture the Knight.
849

That Black should want to win a piece makes his opponent so furious that he lashes out at the King, oblivious to everything but inflicting mate.

**Munich, 1936**

**BOHOSIEVICZ**  **RODL**

1 P—Q4  Kt—KB3
2 P—QB4  P—KKt3
3 Kt—KB3  B—Kt2
4 Kt—B3  P—Q4
5 B—B4  O—O
6 P—K3  P—B4
7 Q—Kt3  P×QP
8 KP×P  P×P
9 B×P  Kt—B3
10 Kt—K5  Kt—QR4
11 B×Pch  K—R1
12 Q—Q1  Kt—R4
13 B—Kt3  Kt×B

Black's idea is to remove this Bishop which protects the Knight which guards the other Bishop.

14 Kt×Pch!  P×Kt
15 RP×Ktch  B—R3
16 R×Bch  K—Kt2
17 R×Pch!  K×B
18 Q—R5

With designs against the Queen by discovered check, and against the King by 19 R—KR6ch, K—Kt2 20 Q—Kt6 mate.

18 . . .  B—B4
19 R—Q6ch  K—Kt2
20 Q—Kt5ch  K—R1
21 R—R6ch  B—R2
22 R×Bch!  Resigns

After 22 . . . K×R 23 O—O lets the Rook strike the lethal blow.

850

Before he made his 13th move, White must have conceived the two-Bishop sacrifice combination, despite all the obstacles in the path of his Queen Bishop!

**Helsinki, 1933**

**RASMUSSEN**  **PULKKINEN**

1 P—Q4  P—Q4
2 Kt—KB3  Kt—KB3
3 P—B4  P—B3
4 Kt—B3  P—K3
5 P—K3  QKt—Q2
6 B—Q3  B—K2
7 O—O  O—O
8 P×QKt3  P×QKt3
9 B—Kt2  B—Kt2
10 Q—K2  P—B4
11 Kt—K5  Q—B2
12 P—B4  QR—K1
13 Kt—Kt5  Q—Kt1
14 Kt×Kt  Kt×Kt
15 QP×P  KtP×P
16 B×Pch!  K×B
17 Q—R5ch  K—Kt1
18 B×P!  K×B

On 18 . . . P—B4 19 Q—Kt6 wins at once.
19 Q—Kt4ch  K—R1
If 19 . . . K—B3 20 Q—Kt5
is mate.
20 R—B3  Kt—B3
21 R—R3ch  Kt—R2
22 Q—R5  Resigns

851
GIVEN such factors as control of
the King Bishop file, command of the black squares
and domination of key spots
(such as QB5), and it is easy
to arrange a pleasing finale.

But as one fellow said
when a popular baritone was
being praised, “What’s so
wonderful about his singing?
If I had a voice like his I’d
be a great singer, too!”

London, 1924

MEERGRUN  AMATEUR
1 P—Q4  P—KB4
2 P—K4  P×P
3 Kt—QB3  Kt—KB3
4 P—KKt4

Appropriately enough, this is
called “the bayonet attack.”

4 . . .  P—Q4
5 P—Kt5  Kt—Kt1

On 5 . . . Kt—Kt5 6 P—KR3 ends the Knight’s brief career.

6 P—B3  P×P
7 Q×P  P—K3

8  B—Q3  P—KKt3
9 KKt—K2  B—Kt2
10 O—O  Q—K2
11 B—KB4  P—B3
12 Q—Kt3  Kt—QR3
13 B—Q6  Q—Q2
14 Q—B4  K—Q1
To avoid 15 Q—B8ch, B×Q
16 R×B mate.

15 B×Kt  P×B
16 B—K5!

Prevents development by the
Knight, or freeing attempts by
the King Pawn.

16 . . .  K—K1
17 Kt—R4  Q—K2
18 B—Q6  P—K4
19 P×P  Q—K3
20 Q—B8ch  B×Q
21 R×Bch  K—Q2
22 Kt—B5 mate

852
A hurricane attack sweeps
away White’s entire King
side—except for one solitary
Pawn. Unwittingly, the Pawn
helps betray the King, as it
stands in the way of his es-
cape.

Correspondence, 1949

NIGHTINGALE

PETERS
1 P—Q4  P—Q4
2 Kt—KB3  Kt—KB3
3 P—K3  P—B4
4 P—B3  P—K3
5 B—Q3  Kt—B3
6 QKt—Q2  P×P
7 KP×P  B—Q3
8 Q—K2  Kt—Q2
9 O—O  O—O
10 R—K1  P—K4
11 P×P  Kt(Q2)×P
12 Kt×Kt  Kt×Kt
13 B—B2  Q—R5
14 Kt—B1  B—KKt5
15 Q—Q2  KR—K1
16 Q—Kt5  Kt—B6ch
17 P×Kt  B×Pch
18 Kt×B  R×Rch
19 Kt—B1  R×Ktch
20 K×R  Q—R8ch
21 K—K2  Q×Pch
22 K—B1  Q—R8

mate

10 B—K5ch  Kt—B3
11 O—O  B—K2
12 Kt—B3  Kt—B3
13 Kt×P  Kt×B
14 Kt×Kt  Kt×B
15 Kt—R5ch  K—Kt3

If 15 . . . K—Kt1 16 Q—Q3, Kt—K4 17 Q—Kt3ch, K—R2 18 R—B7ch, K—Kt3 19 Kt—B4 is mate.

16 Q—Q3ch  K×Kt
17 R—B5ch  B×R


18 Q×Bch  B—Kt4
19 Q—B7ch  K×P
20 P—Kt3ch  K×P
21 Q—B2ch  K—R6
22 Q—R2 mate

853
The King is on the run, but he is no match for a fleet-footed, implacable Queen in hot pursuit.

Paris, 1909

TAUBENHAUS  AMATEUR
1 P—K4  P—K4
2 P—KB4  P×P
3 Kt—KB3  P—KKt4
4 P—KR4  P—Kt5
5 Kt—Kt5  P—KR3
6 Kt×P  K×Kt
7 P—Q4  P—Q4
8 B×P  P×P
9 B—B4ch  K—Kt2

854
In which Mr. Chess himself ripples off a magnificent combination, one exquisite sacrifice following another, with the casual dexterity of a Heifetz tossing off a glissando.

Havana, 1912

CAPABLANCA  BACA-ARUS
1 P—Q4  P—Q4
2 P—K3  P—K3
3 B—Q3  P—QB3
4 Kt—KB3  B—Q3
5 QKt—Q2  P—KB4
6 P—B4  Q—B3
7 P—QKt3 Kt—KR3
8 B—Kt2 O—O
9 Q—B2 Kt—Q2
10 P—KR3! P—KKt3
11 O—O—O P—K4
12 QP×P Kt×P
13 P×P P×P
14 Kt—B4! P×Kt
15 B×Pch Kt(R3)—B2
16 R×B1 Q×R
17 Kt×Kt B—K3
18 R—Q1 Q—K2
19 R—Q7! B×R

Black must take the Rook; if 19 ... Q—K1 20 Kt×Kt (threatening 21 Kt—R6 mate) R×Kt 21 Q—B3, R×R 22 Q—R8ch, and mate at K7.
20 Kt×B KR—B1

Putting pressure on the Bishop, and King and Queen behind it. He dare not take the Knight as 21 Q—B3 is fatal, and he must prevent the Knight from going into this little dance: 21 Kt—B6ch, K—Kt2 22 Kt—Kt4ch, K—Kt1 23 Kt—R6 mate.
21 Q—B3 R×B
22 P×R Resigns

For if 22 ... Kt—Q1 23 Q—R8ch, K—B2 24 Q—Kt7ch, K—K3 25 Kt—B8ch, K—K3 26 B—R3ch and White wins the Queen.

855

Black, who is two Pawns up, is delighted when Alekhine exchanges his powerful Bish-
ops. But as he completes his 22nd move he hears Alekhine pronounce sentence, “White will force mate in four moves.”

A sparkling combination from a record-breaking exhibition of blindfold play on 26 boards!

New York, 1924

<table>
<thead>
<tr>
<th>ALEKHINE</th>
<th>FREEMAN</th>
</tr>
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<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
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<tr>
<td>2 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>3 P—QB3</td>
<td>P—Q4</td>
</tr>
<tr>
<td>4 KP×P</td>
<td>Q×P</td>
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<tr>
<td>5 P×P</td>
<td>B—Kt5ch</td>
</tr>
<tr>
<td>6 Kt—QB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>7 Kt—B3</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>8 B—K2</td>
<td>O—O</td>
</tr>
<tr>
<td>9 O—O</td>
<td>B×Kt</td>
</tr>
<tr>
<td>10 P×B</td>
<td>P—QKt3</td>
</tr>
<tr>
<td>11 P—B4</td>
<td>Q—Q1</td>
</tr>
<tr>
<td>12 P—Q5</td>
<td>Kt—K2</td>
</tr>
<tr>
<td>13 Kt—Q4</td>
<td>B—Kt2</td>
</tr>
<tr>
<td>14 B—Kt2</td>
<td>P—B3</td>
</tr>
<tr>
<td>15 B—KB3</td>
<td>P×P</td>
</tr>
<tr>
<td>16 R—K1</td>
<td>R—K1</td>
</tr>
<tr>
<td>17 Q—Q2</td>
<td>R—Kt1</td>
</tr>
<tr>
<td>18 Q—Kt5</td>
<td></td>
</tr>
</tbody>
</table>

Threatening 19 Kt—K6, PxKt 20 B×Kt, P—Kt3 21 RxP winning.

18 ... Kt—Kt3
19 Kt—B5 R×Rch
20 R×R P×P
21 B×B R×B
22 B×Kt Q×B
If 22... P×B 23 Q—R6, Q—KB1 24 R—K8 and mate at Kt7. After the move actually made White announced mate in four, thus:

![Chess board diagram]

23 R—K8ch Kt—B1
24 Kt—R6ch Q×Kt
25 R×Ktch K×R
26 Q—Q8 mate

856

This is a nip and tuck affair reminiscent of the exciting struggles between Labourdonnais and MacDonnell. It was of one of their wildly improbable games, with pieces en prise all over the board, that Staunton quipped, “I cannot see how it is possible for either player to save his game.”

Hamburg, 1930

WINTER A. STEINER

1 P—Q4 Kt—KB3
2 P—QB4 P—K3
3 Kt—QB3 B—Kt5

4 P—K3 O—O
5 B—Q3 P—Q3
6 KKt—K2 P—K4
7 O—O R—K1
8 P—B3 P×P
9 P×P P—KR3
10 Kt—K4 P—Q4
11 Kt×Ktch Q×Kt
12 Q—R4 Kt—B3
13 P×P B—KB4
14 B×B R×Kt
15 P×Kt Q×Pch
16 K—R1 Q—B7
17 R—KKt1 R—K8
18 B—K3! Q×B
19 R(Kt1)×R B×R
20 P×P R—K1
21 B—K4 R—KB1
22 Q—Kt5 Resigns

If 22... R—Kt1 23 Q—Q7 “wins by a technical knock-out”, as Tartakover puts it.

857

Keres suffers a terrific defeat, much like the one he inflicted on Alekhine in 1937 at Margate, who in turn wreaked similar havoc on Lasker at Zurich in 1934.

Leningrad-Moscow, 1941

KERES BOTVINNIK

1 P—Q4 Kt—KB3
2 P—QB4 P—K3
3 Kt—QB3 B—Kt5
4 Q—B2 P—Q4
5 P×P P×P
Mikenas once beat Botvinnik with this move, so Keres tries it. But he forgets that Botvinnik never loses the same game twice.

8 ... B×Kt
9 Q×B P=KKt4
10 B=Kt3 P×P
11 Q×P Kt=B3
12 Q=QR4 B=B4
13 P=K3 R=QB1
14 B=Q3 Q=Q2

Unpinning the Knight and threatening 15 ... Kt=Kt5ch winning the Queen.

15 K=Kt1 B×Bch
16 R×B Q=B4
17 P=K4 Kt×P
18 K=R1 O=O
19 R=Q1 P=Kt4!
20 Q×KtP Kt=Q5
21 Q=Q3 Kt=B7ch
22 K=Kt1 Kt=Kt5

And White, who does not relish 23 Q=K3, Kt=Q7ch 24 K=R1, Kt=B7 mate, resigns.

The surprise moves in this game must have kept both players sitting on the edge of their chairs. As a sample, consider this: White plays a combination which wins the Queen, and then doesn't dare take it!

On 18 ... R×B 19 Kt=Q6 drives the Queen away, leaving the Rook unguarded.
19 Kt—R6ch! K—R1

If 19 . . . P×Kt 20 R—B8ch, R×R, and White captures the Queen with check.

20 R—B8ch R×R

White must not touch the Queen, as the penalty would be mate on the move.

21 B×R!

In his turn ready to answer 21 . . . Q×Q with a mate on the move.

21 . . . R×B

Again threatening a Rook mate.

22 Kt—B7ch!

This is the trump trick! If 22 . . . K—Kt1 Black's Rook is cut off and White captures the Queen next move. Or if 22 . . . R×Kt 23 R—Kt8ch with quick mate. Black of course gave up the struggle.

859

It takes courage (and ability) to play Kevitz's favorite opening against him. But Horowitz has both! Who else would take the black pieces and win a match from the author of "White to Play and Win," as he did against Adams?

New York, 1931

<table>
<thead>
<tr>
<th>HOROWITZ</th>
<th>KEVITZ</th>
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<tbody>
<tr>
<td>1 Kt—KB3</td>
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</tr>
<tr>
<td>3 P—Q4</td>
<td>B—Kt2</td>
</tr>
<tr>
<td>4 Kt—B3</td>
<td>P—K3</td>
</tr>
<tr>
<td>5 P—K3</td>
<td>B—Kt5</td>
</tr>
<tr>
<td>6 B—Q3</td>
<td>O—O</td>
</tr>
<tr>
<td>7 O—O</td>
<td>P—Q4</td>
</tr>
<tr>
<td>8 P×P</td>
<td>P×P</td>
</tr>
<tr>
<td>9 P—QR3</td>
<td>B×Kt</td>
</tr>
<tr>
<td>10 P×B</td>
<td>QKt—Q2</td>
</tr>
<tr>
<td>11 P—B4</td>
<td>P—B4</td>
</tr>
<tr>
<td>12 B—Kt2</td>
<td>R—B1</td>
</tr>
<tr>
<td>13 R—B1</td>
<td>P—QR3</td>
</tr>
<tr>
<td>14 Kt—K5</td>
<td>P×QP</td>
</tr>
<tr>
<td>15 KP×P</td>
<td>P×P</td>
</tr>
<tr>
<td>16 Kt×P(B4)</td>
<td>P—QKt4</td>
</tr>
<tr>
<td>17 Kt—Q6</td>
<td>R×R</td>
</tr>
<tr>
<td>18 Q×R</td>
<td>B—R1</td>
</tr>
<tr>
<td>19 Kt—B5</td>
<td>Kt—Q4</td>
</tr>
<tr>
<td>20 R—K1</td>
<td>Kt(Q2)—Kt3</td>
</tr>
<tr>
<td>21 R—K4</td>
<td>R—K1</td>
</tr>
<tr>
<td>22 Q—Kt5!</td>
<td></td>
</tr>
</tbody>
</table>

Begins a forced mate in seven, as Horowitz demonstrated:
22 . . . P—Kt3

Definitely not 22 . . . Q×Q
23 R×R mate.

23 Q—R6 P×Kt
24 R—Kt4ch! P×R
25 B×Pch K—R1
26 B—Kt6ch K—Kt1
27 Q—R7ch K—B1
28 Q×P mate

860

There is a great deal of charm in this quiet, positional game. The threats hardly seem alarming until Black discovers he is shy a Rook!

Munich, 1936

HAVASI ROMETTI
1 P—Q4 Kt—KB3
2 P—QB4 P—K3
3 Kt—QB3 P—Q4
4 B—Kt5 B—K2
5 P—K3 O—O
6 Kt—B3 QKt—Q2
7 R—B1 P—B3
8 Q—B2 P—KR3
9 B—R4 P—R3
10 P—QR3 P×P
11 B×P P—QKt4
12 B—R2 P—B4
13 P×P B×P
14 B—Kt1 B—K2
15 R—Q1

With two threats: 16 RxKt, B×R 17 B×Kt, and Black dares not recapture as he must guard against mate.

16 B×Kt, and 16 . . . Kt×B prevents the mate but loses the Queen.

15 . . . P—Kt3
16 Kt—K5

Clearly indicating his intent: 17 Kt×KtP.

16 . . . K—Kt2
17 Kt—B6 Q—K1
18 Kt×B Q×Kt
19 Kt—K4 B—Kt2
20 R×Kt! B×Kt
21 Q—Q2!

Preventing 21 . . . Q×R as 22 B×Ktch leaves the Queen unprotected.

21 . . . KR—Q1
22 R×Q Resigns

After 22 . . . R×Q 23 K×R Black is a Rook down without any compensation.

861

In the Marshall treasury of brilliants, this gem must be the Kohinoor.

Biarritz, 1912

JANOWSKY MARSHALL
1 P—K4 P—K4
2 Kt—KB3 Kt—KB3
3 Kt×P P—Q3
4 Kt—KB3 Kt×P
5 P—Q4 P—Q4
6 B—Q3 B—Q3
7 P—B4 B—Kt5ch
8 K—B1 O—O
9 P×P Q×P
10 Q—B2 R—K1
11 Kt—B3 Kt×Kt
12 P×Kt Q×Kt!
13 P×B

If 13 P×Q, B—R6ch 14 K—Kt1, R—K8ch 15 B—B1, R×B mate.

13 ... Kt—B3
14 B—Kt2

On 14 B—K3, Black wins by 14 ... B—R6 15 R—KKt1, R×B 16 P×B, Q×RPch 17 R—Kt2, R×B.

If 21 P×R, R—Kt7ch 22 K—B1, R×Bch and both Rooks fall.

21 ... R(K6)×P!
22 B—Q1 R—B3!

And wins, as 23 B—B2, R×B 24 R×R, R—Kt3 is a clear case of mate.

**862**

Although White's combination begins with the capture of the vulnerable Bishop Pawn, this is no banal sacrifice of a Knight just to liven things up.

New York, 1939

<table>
<thead>
<tr>
<th>SEIDMAN</th>
<th>SANTASIERE</th>
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<tbody>
<tr>
<td>1 P—K4</td>
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<td>2 Kt—KB3</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>3 P—K5</td>
<td>Kt—Q4</td>
</tr>
<tr>
<td>4 Kt—B3</td>
<td>Kt×Kt</td>
</tr>
<tr>
<td>5 QP×Kt</td>
<td>P—QKt3</td>
</tr>
<tr>
<td>6 B—QB4</td>
<td>P—K3</td>
</tr>
<tr>
<td>7 B—B4</td>
<td>Q—B2</td>
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<tr>
<td>8 O—O</td>
<td>B—Kt2</td>
</tr>
<tr>
<td>9 Q—K2</td>
<td>P—QR3</td>
</tr>
<tr>
<td>10 P—QR4</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>11 QR—Q1</td>
<td>B—K2</td>
</tr>
<tr>
<td>12 R—Q2</td>
<td>O—O</td>
</tr>
<tr>
<td>13 KR—Q1</td>
<td>KR—Q1</td>
</tr>
<tr>
<td>14 Kt—Kt5</td>
<td>P—R3</td>
</tr>
<tr>
<td>15 Kt×BP!</td>
<td>K×Kt</td>
</tr>
<tr>
<td>16 R×P!</td>
<td>Q×R</td>
</tr>
</tbody>
</table>

If 16 ... R×R 17 B×Pch, K×B 18 Q—B4ch, K—B4 19 Q—B7ch, B—B3 (or 19 ...
K—K5 20 P—B3 mate) 20 R×R and White wins.

17 R×Q R×R
18 Q—R5ch P—Kt3

If 18 . . . K—B1 19 B×KP wins the Rook, as Black must prevent mate.

19 B×Pch K×B
20 Q×Pch B—B3

Forced, as 20 . . . K—Q4 lets White mate in two.

21 Q×Bch K—Q4
22 Q—B5 Resigns

If 22 . . . R—K2 (he must not permit a check at B2) 23 P—K6ch, K—B5 24 Q—Q3 mate does the trick.

863

Minus a Knight to begin with, Lewin throws in his remaining Knight, a Bishop and two Rooks, giving away pieces as fast as his opponent can take them!

St. Petersburg, 1895

LEWIN AMATEUR
(Remove White's Queen Knight)

1 P—QKt4 P—K4
2 P—K4 P×P
3 P—KB4 P×P
4 Kt—B3 B—K2
5 B—B4 B—R5ch
6 P—Kt3 P×P
7 O—O P×Pch

8 K—R1 B—B3
9 Kt—K5! B×Kt
10 Q—R5 Q—K2
11 R×P Q—B4

Actually threatening mate!

12 R—B8ch K—K2
13 Q—B7ch K—Q3
14 B—R3!

A clever diversion of the Queen.

14 . . . Q×B(R6)
15 Q—Q5ch K—K2
16 Q×Bch K×R
17 R—B1ch Kt—B3
18 R×Ktch! P×R
19 Q×Pch K—K1
20 B—B7ch K—B1
21 B—Kt6ch K—Kt1
22 Q—B7 mate

864

The upshot of White's combination is that a great many pieces are swept off the board. . . . In a far corner, away from interference, his Rook, Knight and Bishop surround a lone, deserted King.

Prague, 1916

DOBIAS BOUSKA

1 P—K4 P—Q4
2 P×P Q×P
3 Kt—QB3 Q—QR4
4 P—Q4 Kt—KB3
5 Kt—B3    B—Kt5
6 P—KR3    Q—R4
7 B—K2     Kt—B3
8 O—O      O—O—O
9 P×B      Kt×KtP
10 B—KB4   P—B4
11 Kt—QKt5 P—QR3
12 Kt×P    P—K4
13 Kt×KP   R×P
14 Kt×Kt   R×Q
             (B6)!  
15 QR×R    P×Kt
16 B×Pch   K—Kt1
17 Kt—Kt5ch B—Q3
18 R×B     K—R1
19 R×P     P—Kt4
20 R—QKt6  P×B
21 Kt—B7ch K—R2
22 R—Kt7 mate

9 B—KKt5   B—K2
10 Q—K2    Kt—Q4
Avoiding the trap 10 .... P—QKt3 (to develop his QB) 11 Kt×Ktch, Kt×Kt 12 B×Kt, B×B 13 Q—K4, and the mate threat wins a Rook.
11 P—B4    Kt—Kt5
12 B—Kt1   B×B
13 Kt(B3)×B P—R3
14 P—B4!    P×Kt

“Show me!”

15 P×P     P—KB4
16 Q—R5!

Intending 17 P—Kt6 and a fatal Queen check next move.

16 ....    P×Kt
17 B×P     Kt—KB3
18 P×Kt    Q×QPch
19 K—R1    Q×B
20 P—B7ch  R×P
21 Q×Rch   K—R1
22 R—B4    Resigns

Continuing by 22 .... Q—R2 allows mate in two moves.

865

In his brief career Edgard Colle has brightened the literature of chess with a goodly amount of King side attacks, as elegant as they are energetic.

Barcelona, 1929

<table>
<thead>
<tr>
<th>COLLE</th>
<th>AGUILERA</th>
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<tr>
<td>4 B—Q3</td>
<td>P—QR3</td>
</tr>
<tr>
<td>5 QKt—Q2</td>
<td>QKt—Q2</td>
</tr>
<tr>
<td>6 O—O</td>
<td>B—Q3</td>
</tr>
<tr>
<td>7 P—K4</td>
<td>P×P</td>
</tr>
<tr>
<td>8 Kt×P</td>
<td>O—O</td>
</tr>
</tbody>
</table>

866

“A PERFORMANCE of imperishable brilliancy” says WIE-  
NER SCHACHZEITUNG of this game.

Budapest, 1933

<table>
<thead>
<tr>
<th>ELISKASES</th>
<th>L. STEINER</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—QB4</td>
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<td>P—K4</td>
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</table>
3 Kt—B3 Kt—B3
4 P—K3 B—Kt5
5 Kt—Q5 P—K5
6 Kt×B Kt×Kt
7 Kt—Q4 O—O
8 B—K2 P—Q4
9 P—QR3 Kt—Q6ch
10 B×Kt P×B
11 P—B5 Kt—K5
12 P—QKt4 Q—Kt4
13 P—Kt3 B—R6
14 P—B3 P—B4!
15 Q—Kt3

Taking the Knight is met by 15... BP×P with the overwhelming 16... Q—B3 to follow.

15...
16 KP×P

And here if 16 P×Kt, P×KtP
17 Q×Pch (17 R—KKt1, P×RP
18 R×Q, R—B8 mate) Q×Q 18
P×Q, P—Kt7 19 R—KKt1, R—
B8ch and mate next.

16...
17 P×Q Kt×P
(B4)ch
18 K—Q1

If 18 K—B2, Kt×Q 19 Kt×
Kt, R—K7ch 20 K—Kt1, R×BP
followed by mate.

18...
19 Kt×Kt B—Kt7
20 Kt—Q4

He has no time to save the
Rook.

20...
21 P—B4 R—K5
22 B—Kt2 R(B1)—K1

And this wraps it up.

867

Even in a maze of bewildering complications Keres can dream up original ideas. Who else would hit upon the concept of converting a weak, isolated doubled Pawn into a powerful battering ram?

Ostend, 1937

DUNKELBLUM KERES

1 P—Q4 Kt—KB3
2 Kt—KB3 P—B4
3 P—K3 P—KKt3
4 B—K2 B—Kt2
5 O—O O—O
6 P—B4 P—Q4
7 P×Q P×Q
8 P×P Kt—R3
9 B×Kt P×B
10 Kt—Q4 Q—B2
11 Kt—Kt3 R—Q1
12 Q—K2 P—QR4

This little fellow will spread terror and destruction!

13 B—Q2 P—R5
14 B—R5 Q—B3
15 B×R B—QR3
16 Kt—R5 Q—K3!
17 Q—Q2 B×R
18 Kt—B3 B×KtP
19 K×B
Black was threatening mate, beginning with 19 ... B—B6.

19 ... R×B

Now menacing the Queen, by way of 20 ... Kt—B5ch.

20 K—R1 P—R6!
21 R—Q1 P×P
22 Kt×Kt R×Kt

And wins: if 23 Q—B2 (obviously 23 Q×R, Q×Qch is ruinous) R×Rch 24 Q×R, Q—K5ch 25 P—B3, P—Kt8(Q) and Black has two Queens to one of White’s.

868

HAD Pillsbury chosen to patent his special form of attack in the Queen's, this could well have been the model. One must admire the smooth flow of rhythmic power in the movement of his machine for quietly and methodically tearing Black's King side to bits.

Paris, 1900

PILLSBURY

1 P—Q4 10 P—B4 11 O—O 12 B—B2
2 P—QB4 P—Q4  P—B5  P—QR3
3 Kt—QB3 P—K3
4 B—Kt5 Kt—KB3
5 P—K3 B—K2
6 Kt—B3 O—O
7 B—Q3 P—QKt3
8 P×P P×P
9 Kt—K5 QKt—Q2

MARCO

10 P—B4 11 O—O 12 B—B2
13 Q—B3 14 Q—R3
15 P—B5 16 P×P!
16 P—Kt5 17 P×P! RP×P

To prevent 15 Kt×Kt, Q×Kt
16 B—B5, Q—Q1 17 B×Kt and mate follows if Black recaptures.

15 P—B5 16 P×P!

Clearly, 16 ... P×Kt loses at once by 17 Kt×Kt, RP×P (17 ... Q×Kt 18 P×RPch, K—R1 19 B×Ktch) 18 Kt×Ktch etc.

17 Q—R4! P×Kt
18 Kt×Kt Q×Kt
19 R×Kt! P—R4

If he takes the Rook, the reply
20 B×B forces mate.

20 QR—KB1 21 B×P!
22 R×Rch B×R

White announced mate in six:
869

He who hesitates (to Castle) is lost. An alert Pawn sacrifice opens the gates to a vigorous assault on a King stranded in the middle of the board.

Horn, 1948

LENNER  

| 1 P—Q4 | Kt—KB3 |
| 2 P—QB4 | P—KKt3 |
| 3 Kt—QB3 | P—Q4 |
| 4 Kt—B3 | B—Kt2 |
| 5 Q—Kt3 | P×P |
| 6 Q×BP | O—O |
| 7 B—B4 | P—B3 |
| 8 P—K3 | QKt—Q2 |
| 9 P—KR3 | Kt—Kt3 |
| 10 Q—Q3 | B—K3 |
| 11 Kt—Q2 | |

Playing with fire. Safe and sound is simple development by 12 B—K2 and 13 O—O.

11 ...  

| KKt—Q4 |
| P—QB4! |
| Kt×Kt |
| KR×Q |
| P×P! |
| (Kt6) |
| B—B7 |

If 16 P×Kt, B×Kt 17 R—Q1, R×P and Black wins without any strain.

16 ...  

| R×Kt! |
| Kt—K5ch |
| K—K1 |
| B×KtP |
| R—Q1 |
| R×P |
| B—K2 |
| B—Kt6 |
| R—Q8ch |
| K—Kt2 |
| P—Kt3 |
| R—R8ch |

And White gave up the ghost. On 23 B—Q1, the retort 23 ... B—B5 hems the King in for the fatal thrust by the other Bishop.

870

A typical Spielmann attack—but the great exponent of tactical chess finds himself the victim!

Match, 1935

SPIELMANN  

| 1 P—K4 | P—K3 |
| 2 P—Q4 | P—Q4 |
| 3 Kt—QB3 | Kt—KB3 |
| 4 B—KKt5 | B—K2 |
| 5 P—K5 | Kt—K5 |
| 6 B×B | Q×B |
| 7 Kt×Kt | P×Kt |
| 8 Q—K2 | Kt—Q2 |
| 9 O—O—O | P—KB4 |
| 10 P×P e.p. | Kt×P |
| 11 P—KKt3 | O—O |
| 12 B—Kt2 | P—K4 |
| 13 B×P | Kt×B |
| 14 Q×Kt | R×P! |
15 Kt—B3  Q—B2
16 Kt—Kt5  B—B4!
17 Q×KtP  R×Pch
18 K—Kt1  R—B8ch!
19 K×R  Q—B5ch
20 K—Q2  Q—Q6ch
21 K—K1  Q—K6ch
22 K—B1  R—KB1!

Spielmann lived through one double check, but the prospect of facing another one makes him quit cold.

871

Not content with sacrificing his Rooks, Pratten adds his Queen as a bonne bouche. So splendid is the whole game that it prompts THE BRITISH CHESS MAGAZINE to suggest that it be called "The English Immortal."

Portsmouth, 1948

MACZYNSKI PRATTEN

1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 B—B4  B—B4
4 P—B3  Q—K2
5 O—O  P—Q3
6 P—Q4  B—Kt3
7 P—QKt4  B—Kt5
8 P—QR4  P—QR4
9 P—Kt5  Kt—Q1
10 B—R3  P—KB3
11 R—R2  Kt—K3
12 P×P  BP×P

13 Q—Q5  B×Kt
14 Q×KtP

He must finish what he started. If 14 P×B, Kt—B5 attacks the Queen and threatens 15 . . . Q—Kt4ch and threatens next move.

14 . . .  Q—Kt4
15 Q×Rch  K—K2
16 P—Kt3  Kt—B5

Threatening to mate at R6.

17 R—K1  Q—R4
18 Kt—Q2

Or 18 B—KB1, Kt—R6ch 19 B×Kt, Q×B, and mate at Kt7 cannot be prevented.

872

The antics of White’s Knights are gratifying, except to Black whose pieces scurry about
and tangle with each other as they hasten to aid their King.

Munich, 1909

<table>
<thead>
<tr>
<th>TARTAKOV</th>
<th>SPIELMANN</th>
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<tbody>
<tr>
<td>1 P—K4</td>
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<tr>
<td>2 P—Q4</td>
<td>P—Q4</td>
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<tr>
<td>3 Kt—QB3</td>
<td>P×P</td>
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<tr>
<td>4 Kt×P</td>
<td>Kt—B3</td>
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<tr>
<td>5 Kt—Kt3</td>
<td>P—K4</td>
</tr>
<tr>
<td>6 Kt—B3</td>
<td>P×P</td>
</tr>
<tr>
<td>7 Kt×P</td>
<td>B—QB4</td>
</tr>
<tr>
<td>8 B—K3</td>
<td>Q—Kt3</td>
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<tr>
<td>9 Q—K2</td>
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</table>

Ready to answer 9 . . . B×Kt or 9 . . . Q×P with a discovered check winning the Queen.

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<td>11</td>
<td>Kt—Q4</td>
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<td>12</td>
<td>Q—R5</td>
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<td>13</td>
<td>B—Q3!</td>
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<td>14</td>
<td>R×B</td>
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<tr>
<td>15</td>
<td>Kt(Kt3)—B5</td>
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<tr>
<td>16</td>
<td>Kt×KtP! Q—Q1</td>
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</tbody>
</table>

Naturally, not 16 . . . K×Kt as 17 B—R6ch, K—Kt1 18 Q×Kt forces mate.

17 Kt(Kt7)—Kt—Kt3 B5

To block the Bishop's diagonal.

If at once 17 . . . Kt—K1, 18 Kt—K7ch ushers in the mate.

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<tr>
<td>18</td>
<td>Q—R6</td>
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<tr>
<td>19</td>
<td>Kt—B3</td>
</tr>
</tbody>
</table>

20 P×B Q—B3
21 Kt—Kt5 Q—R1
22 Kt—K7ch! Resigns

If 22 . . . Kt×Kt, 23 B×Pch and mate next move.

The feature of White's elegant closing combination is an unusual crossfire stroke. It is directed at Black's unfortunate Queen, who cannot stay where she is and dares not move away.

Prague, 1942

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<td>P×P</td>
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<tr>
<td>4</td>
<td>Kt×P</td>
<td>Kt—B3</td>
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<td>Kt—QB3</td>
<td>P—Q3</td>
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<td>6</td>
<td>P—KKt3</td>
<td>P—KKt3</td>
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<td>7</td>
<td>B—Kt2</td>
<td>B—Kt2</td>
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<td>8</td>
<td>Kt×Kt</td>
<td>P×Kt</td>
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<td>9</td>
<td>P—K5</td>
<td>Kt—Q4</td>
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<td>10</td>
<td>Kt×Kt</td>
<td>P×Kt</td>
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<td>11</td>
<td>Q×P</td>
<td>R—QKt1</td>
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<td>12</td>
<td>P×P</td>
<td>O—O</td>
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<td>13</td>
<td>O—O</td>
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<td>14</td>
<td>P×P</td>
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<tr>
<td>15</td>
<td>B—Kt5</td>
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<tr>
<td>16</td>
<td>Q—Q3</td>
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<tr>
<td>17</td>
<td>K×B</td>
</tr>
</tbody>
</table>

B×B 18 B×P
1000 Best Short Games of Chess

18 QR—Kt1  Q—R4
19 B—R6  KR—K1

20 R×B!  R×R
21 Q—Q4

Attacking the Rook and threatening mate at Kt7.

21 . . .  Q—K4

Apparently guarding all points, and driving White’s Queen off.

22 R—K1!  Resigns

874

A passive Pawn sacrifice gives White valuable time for speeding his development. By the time White’s Rooks (those sturdy fellows who once were elephants) lumber into the fray, Black’s game is beyond recovery.

Leningrad, 1951

ABRAMSON  CHICHEMAN

1 P—K4  P—K3
2 P—Q4  P—Q4

3 Kt—QB3  B—QKt5
4 KKn—K2  P×P
5 P—QR3  B×Ktch
6 Kt×B  Kt—KB3
7 B—KKt5  QKt—Q2
8 Kt×P  P—KR3
9 B—R4  P—KKt4
10 Kt×Ktch  Q×Kt
11 B—Kt3  P—B4
12 B—Kt5!

Threatening to win a Rook by 13 B—K5.

12 . . .  P×P
13 Q—K2

With the same object.

13 . . .  O—O
14 O—O—O  P—QR3
15 B—Q3  Kt—B4
16 B—K5  Kt×Bch
17 R×Kt  Q—Kt3
18 P—KR4  B—Q2
19 P×P  B—Kt4
20 R×RP!  Q×Pch
21 Q—Q2!  Q×Qch
22 K×Q  Resigns

There are two threats of mate on the move. If 22 . . . P—B3, White wins nicely by 23 R—Kt3 ch, K—B2 24 R—R7ch, K—K1 25 B—Q6, R—Q1 (the other Rook has no plausible move) 26 R—K7 mate!

875

White is kept busy defending his vulnerable first rank. By the time the game is over he
has had his fill of this con- 

founded theme.

Tel-Aviv, 1951

BRAUN

1 P—K4
2 Kt—KB3
3 B—B4
4 P—Q4
5 O—O
6 R—K1
7 B×P
8 Kt—B3
9 Kt×Kt
10 Kt(K4)—

Kt5
11 Kt×B
12 R×P
13 Q—K2
14 Q—K4

If 14 P×P, Kt—Q5 wins the 
exchange as the Knight may not 
be taken on pain of mate. Or if 
14 Q×P, B×Pch exposes the 
Queen.

14 . . . 

15 R×B
16 B—K3

And again White must not 
capture the Knight, on account 
of 16 . . . Q—Q8ch and mate next.

16 . . . 

17 P×Kt

Not 17 Q×Kt, Q×Q 18 P×Q, 
P×P and the Rook crashes 
through, winning.

17 . . . 
18 Q—KB4
19 K—R1
20 R—KKt1

R—K1
R—Kt3ch
Q—R6
P×P

Threatening 21 . . . R×Rch
22 K×R, P—B8(Q)ch 23 B×Q, 
R—K8 mate.

21 R×R
22 Q—B4

P×R
P—QKt4!

And wins: if 23 Q×P(B2), 
Q—B8 mate, and if 23 Q×KtP, 
or 23 Q—Q3 (to stay on the 
diagonal leading to his KB1), P— 
B8(Q)ch followed by the Rook 
check and mate.

876

From the time Black lightly 
gives up the center there is a 
sense of impending disaster 
about his game, which a co-
operative opponent brings to 
reality.

Munich, 1939

DINGELDEIN

1 P—K4
2 Kt—KB3
3 B—B4
4 P—B3

ROSCH

P—K4
Kt—QB3
B—B4
Q—K2

In order to meet 5 P—Q4 with 
5 . . . B—Kt3, maintaining ten-
sion in the center.

5 P—Q4

P×P
But this negates his previous move, showing unawareness of his own purpose, or capricious play.

6 O—O  P×P
7 Kt×P  Kt—B3
8 P—K5   Kt—KKt5
9 Kt—KKt5 KKt×KP
10 Kt—Q5  Q—Q1
11 R—K1   O—O
12 Q—B2   Kt—Kt3
13 B—B4   P—Q3
14 Q—K4   K—R1
15 P—KR4  P—B4
16 Q—K2   Kt×P
17 Q—R5   P—KR3
18 Q×Kt   Kt—Q5

There is a chance (about one in a million) that White will unpin his Queen by 19 Kt—KB3 when 19... Kt×Ktch will turn the tables.

19 Kt—K7   P—Q4
20 Q×Pch!  P×Q
21 B—K5ch  R—B3
22 B×R mate

877

If one must lose a game let it be in this fashion, where the King yields to artistry.

Schmollenhagen, 1941

Kranenberg

1 P—Q4   Kt—KB3
2 Kt—QB3  P—K3
3 P—K4   P—QKt3
4 P—B4   B—Kt2
5 B—Q3   P—Q3
6 Kt—B3   B—K2
7 P—K5   P×P
8 BP×P   KKt—Q2
9 O—O    P—QB4
10 Kt—K4  P×P
11 Kt—Q6ch B×Kt
12 P×B    P—K4
13 Kt×QP! P×Kt
14 Q—K2ch K—B1
15 R×Pch! K×R
16 B—B4ch K—B1

If 16... K—Kt3 17 Q—Kt 4ch, K—B3 18 Q—Kt5 mate.

17 B—KKt5! Kt—KB3

On 17... Q×B 18 R—B1 ch, Kt—B3 19 Q—K7 mate turns the trick.

18 R—KB1  QKt—Q2
19 Q—K6   Q—K1
20 R×Ktch! Kt×R
21 Q×Ktch! P×Q
22 B—R6 mate

878

While Black busies himself collecting Pawns, Richter contents himself with an intangible gain. All he wants is the King Bishop file for his very own. It is the road that leads straight to the King!

Brandenberg, 1923

Richter  Theelen

1 P—Q4   P—KB4
2 P—K4   P×P
3 Kt—QB3  Kt—KB3  
4 B—KKt5  P—K3  
5 Kt×P  B—K2  
6 B×Kt  B×B  
7 Kt—KB3  P—QKt3  
8 B—Q3  B—Kt2  
9 Q—K2  Q—K2  
10 P—B3  P—QR4  
11 O—O  Kt—R3  
12 QR—Q1  O—O  
13 Kt—K5  B(B3)×Kt  
14 P×B  Q—R5  
15 P—KB4!  R×P  
16 R×R  Q×R  
17 R—KB4!  Q×KP  
18 Q—B3  P—Kt3  

If 18...Q—KB4, White wins by 19 Kt—B6ch, Q×Kt 20 Q×B, and the alternative defense 18...P—R4 Richter refutes neatly by 19 Q—B7ch, K—R1 20 Q—B8ch, R×Q 21 R×Rch, K—R2 22 Kt—Kt5ch, K—R3 23 Kt—B7 mate.

19 Q—B7ch  K—R1  
20 Kt—B6  Q—K6ch  
21 R—B2  Q—R3  
22 Kt—K8!  Resigns

879

One of two games played simultaneously blindfolded at ten seconds a move!

Despite the difficult conditions, the quality of Fine’s performance is, as the French say, formidable. He disposes of the old master with consummate ease and accuracy.

New York, 1945

<p>| | |</p>
<table>
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<tr>
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<td>3 B—Kt5</td>
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<td>4 B—R4</td>
<td>Kt—B3</td>
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<td>5 O—O</td>
<td>Kt×P</td>
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<td>B—K3</td>
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<td>12 B—B2</td>
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<td>18 Kt—Kt5</td>
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<td>19 Kt×B</td>
<td>P×Kt</td>
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<td>20 B×P!</td>
<td>Kt—B1</td>
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<td>21 B—B7ch</td>
<td>K×B</td>
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<tr>
<td>22 Q—Kt7mate</td>
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880

"The gentle iron man" stages a curious Queen mate in the middle of the board.

Correspondence, 1897

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<td>2 Kt—KB3</td>
<td>P—Q4</td>
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<td>3 P×P</td>
<td>B—Q3</td>
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<td>4 Kt—B3</td>
<td>Kt—KB3</td>
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<tr>
<td>5 B—Kt5ch</td>
<td>P—B3</td>
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</tbody>
</table>
6 B—R4  P—K5
7 P×P  O—O
8 Kt—Q4  P×P
9 Kt×BP  Q—Kt3
10 Kt×Kt  R×Kt
11 B—Kt5  R—Q1!
12 O—O  B×Pch

A familiar beginning to the story, but the finish has a surprise twist.

13 K×B  Kt—Kt5ch
14 K—Kt3  Q—B2ch
15 P—B4  P×P e.p.ch
16 K×P  R—Q5
17 P—Q3  B—Kt2ch
18 Kt—K4  B×Ktch
19 K×Kt  Q—R7
20 P×B  Q×Pch
21 K—R4  R×B!
22 Q×R

Maroczy announced mate in five:

[Diagram of chessboard with moves highlighted]

LASKER

Nottingham, 1936

RESHEVSKY

1 P—Q4  P—Q4
2 P—QB4  P×P
3 Kt—KB3  Kt—KB3
4 P—K3  P—K3
5 B×P  P—B4
6 Kt—B3  P—QR3
7 O—O  P—QKt4
8 B—Q3  P×P
9 P×P  B—Kt2
10 B—Kt5  B—K2
11 Q—K2  O—O
12 QR—Q1  QKt—Q2
13 Kt—K5

Alekhine recommends 13 KR—K1, threatening to rid himself of the isolated Pawn by 14 P—Q5.

13 . . .  Kt—Q4
14 B—B1  Kt(Q4)×Kt
15 P×Kt  Kt—B3

The exchange of Knights gave White a minus in his weak, backward Bishop Pawn, and Black a plus in his powerful grip on the square Q4.
16 P—QR4 Q—Q4
17 Kt—B3 KR—B1
18 B—Kt2

Not a happy development, but if he can later play P—B4 and P—Q3, new vistas will be opened to the Bishop.

18 . . . Kt—K5
19 R—B1

If 19 P×P, P×P 20 B×Kt, Q×B 21 Q×P, B—R3 and Black wins the exchange.

19 . . . Kt—Kt4
20 P×P P×P
21 B×P Kt×Ktch
22 P×Kt Q—Kt4ch

And White resigns, as 23 K—R1, Q—Kt5 winning the Queen is more than he can stand.

882

A King side attack with an unconventional switch. White announces checkmate—to the Queen!

Correspondence, 1945

<table>
<thead>
<tr>
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<th>BULLOCKUS</th>
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<td>B—B4</td>
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<td>5 P—B3</td>
<td>Kt×P</td>
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<td>6 P—Q4</td>
<td>P×P</td>
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<td>7 P×P</td>
<td>B—K2</td>
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<tr>
<td>8 P—Q5</td>
<td>Kt—Kt1</td>
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</table>

883

With graceful leaps and posturings the Knights convey dire threats. They create consternation wherever they go —though they capture nothing at all!

Correspondence, 1951

<table>
<thead>
<tr>
<th>WYSOWSKY</th>
<th>ROZMAN</th>
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<tbody>
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<td>P×P</td>
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<tr>
<td>3 P—QB3</td>
<td>P×P</td>
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<tr>
<td>4 B—QB4</td>
<td>P×P</td>
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<tr>
<td>5 B×P</td>
<td>P—Q3</td>
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<tr>
<td>6 Q—Kt3</td>
<td>Q—K2</td>
</tr>
<tr>
<td>7 Kt—QB3</td>
<td>P—QB3</td>
</tr>
<tr>
<td>8 O—O—O</td>
<td>B—K3</td>
</tr>
</tbody>
</table>
9 B×B  P×B
10 Kt—B3  Kt—QR3
11 B—R3  Kt—B4
12 B×Kt  P×B
13 Kt—QKt5!

Threatening 14 Kt—Q6ch, K—Q1 15 Kt—B5ch winning the Queen.

13 ... R—Q1

On 13 ... P×Kt 14 Q×Kt Pch, K—B2 15 R—Q7 with a fatal pin.

14 R×Rch  K×R
15 Kt—Q6!  P—QKt3

Taking the Knight is penalized by 16 R—Q1.

If 19 ... K—Q3 20 Kt—B4 is mate on the spot.

20 Q—R8ch  K—B2
21 Q×Pch  K—Kt1

If 21 ... K—Q1 22 R—Q1 ch, Kt—Q3 23 R×Ktch, Q×R 24 Kt—B7ch, winning the Queen with a Knight fork.

22 Kt—Q7ch Resigns

Mate in two would follow 22 ... K—R2.

The secret of Rossolimo’s success: He induces a weakening Pawn advance (15 ... P—Kt3). Then he places pieces on B6 and R6, two squares formerly controlled by the Pawn. Then he masses his heavy pieces on the open King Bishop file.

Result: The attack plays itself.

Venice, 1949

ROSSOLIMO
1 P—Q4
2 P—QB4
3 Kt—QB3
4 P—K3
5 P—QR3
6 P×B
7 B—Q3
8 Kt—K2
9 O—O
10 P—K4

GOLOMBER
Kt—KB3
P—K3
B—Kt5
P—B4
B×Ktch
O—O
P—Q3
Kt—B3
P—K4
Kt—KR4
11 B—K3  P—QKt3
12 P—B4  P×BP
13 Kt×P  Kt×Kt
14 R×Kt  Q—K2
15 Q—R5  P—Kt3
16 Q—B3  B—Kt2
17 R—B6

This and the next move do a little hemming in.

17 . . . Kt—Q1
18 P—Q5  Q—K4
19 R—KB1  B—B1
20 B—R6  B—B4

If 20 . . . R—K1 21 R×BP, Kt×R 22 Q×Ktch, K—R1 23 Q—B8ch (faster than the tournament book’s suggestion 23 B—Kt7ch) R×Q 24 R×R mate.

21 R×B  P×R
22 P×P!  Resigns

The consequence of 22 . . . Kt—Kt2 would be 23 Q—Kt4ch, K—R1 24 P—B6, R—Kkt1 25 B—Kt7ch, R×B 26 Q×R mate.

885

In an innocent-looking position Black’s King wanders to his doom, as though he were conspiring with White to create a help-mate!

Leningrad, 1950

SLEPOY  SORITZ
1 P—K4  P—QB4
2 Kt—KB3  Kt—KB3
3 Kt—B3  Kt—B3

4 P—Q4  P—Q4
5 P×QP  Kt×P(Q4)
6 Kt×Kt  Q×Kt
7 B—K3  P×P
8 Kt×P  Kt×Kt
9 Q×Kt  Q×Q
10 B×Q  P—B3
11 B—Kt5ch  B—Q2
12 B×Bch  K×B
13 O—O—O  K×B
14 P—KB4  P—K3
15 KR—K1  R—K1
16 R—K3  B—Q3
17 P—KKt3  P—K4
18 R—B3ch  K—Kt4
19 B×RP  R—Q1
20 R—Kt3ch  K—R3
21 B—Kt6!  R—Q2
22 R—Q5!  Resigns

Very amusing, except to the fellow who has the mate at R5 staring him in the face.

886

It would not be amiss if Golombek included this heartwarming, enchanting game of his own in the next edition of his book FIFTY GREAT GAMES OF MODERN CHESS.

London, 1949

GOLOMBEK  BROWN
1 P—K4  Kt—KB3
2 P—K5  Kt—Q4
3 Kt—QB3  Kt×Kt
4 KtP×Kt  P—Q4
1000 Best Short Games of Chess

5 P—KB4 P—K3
6 Kt—B3 P—QB4
7 P—Q4 P—QKt3
8 B—Q3 B—R3
9 O—O B×B
10 Q×B P—B5
11 Q—K2 P—Kt3

To stop 12 P—B5. But Golombek breaks through a la Fillsbury.

12 P—Kt4 P—KR4
13 P—B5! RP×P
14 P×KP! P×Kt

Obviously he cannot go in for 14 . . . P×P 15 Kt—Kt5.

15 Q×KBP P—B4
16 P×P e.p. B—Q3
17 B—Kt5 Q—B2
18 P—B7ch K—B1
19 Q—B6 B×Pch
20 K—R1 B—K4ch
21 Q×Rch B×Q
22 P—K7ch Resigns

887

One brilliant sacrifice leads to another, and Black finds himself checked to death along the diagonals.

Karbitz, 1924

888

White's Queen is caged and helpless, but don't waste your sympathy. It's all part of an insidious plot to induce Black to go after her.

Correspondence, 1937

1 Kt—KB3 P—Q4
2 P—Kt3 P—QB4
3 P—B3 Kt—QB3
4 P—Q4 P—K3

1 P—K4 P—K3
2 P—Q4 P—Q4
3 Kt—QB3 Kt—KB3
| 4 B—KKt5 | B—K2 |
| 5 P—K5 | KKt—Q2 |
| 6 P—KR4 | P—QB4 |
| 7 B×B | K×B |
| 8 P—B4 | Kt—QB3 |
| 9 P×P | Kt×P(B4) |
| 10 Q—Kt4 | P—KKt3 |
| 11 Kt—B3 | Q—Kt3 |
| 12 Q—Kt5ch | K—B1 |
| 13 Q—B6 | R—KKt1 |
| 14 Kt—KKt5 | R—Kt2 |
| 15 Kt—Kt5! | Ready to punish 15 ... Kt—Q2 with 16 Kt×KPch, K—K1 17 Kt—Q6 mate. |
| 15 ... | Kt—K2 |
| 16 P—R5l | Kt—Kt1 |
| 17 P—R6 | Kt×Q |
| 18 P×Rch | K×P |
| 19 P×Ktch | K×P |
| 20 R×P | K—B4 |
| 21 P—KKt3 | K—Kt5 |
| 22 Kt—QB3! | Resigns |


889

**Capablanca in playful mood, entertains the gallery.**

*Cuernavaca, 1933*

**Capablanca**

(Simultaneous)  

**Friedmann**

| 1 P—Q4 | Kt—KB3 |
| 2 P—QB4 | P—K3 |

| 3 Kt—QB3 | P—Q4 |
| 4 B—Kt5 | B—K2 |
| 5 P—K3 | QKt—Q2 |
| 6 Kt—B3 | P—B3 |
| 7 R—B1 | P×P |
| 8 B×P | P—Kt4 |
| 9 B—Q3 | B—Kt2 |
| 10 P—QR4 | P—Kt5 |
| 11 B×Kt | Kt×B |
| 12 Kt—K4 | Kt—Q2 |
| 13 O—O | P—KB4 |
| 14 Kt—Kt3 | P—KR4 |

Beginning of the attack.

| 15 Q—Kt3 | R—R3 |

End of the attack.

| 16 B×P! | P×B |
| 17 Kt×BP | R—Kt3 |
| 18 Q—Kt8ch | B—B1 |
| 19 Kt(B3)— | R—B3 |
|           | R4 |

If he keeps watch over the Knight Pawn by 19 ... R—Kt4, then 20 Q—K6ch, B—K2 21 Kt—Q6ch, K—B1 22 Q—B7 is mate.

| 20 Kt×Pch | K—K2 |
| 21 Kt(R4)— | R×Kt |
|           | B5ch |
| 22 Q—K6 | mate |

890

**Black’s King Bishop offers himself three times, each time biting a little deeper into his enemy’s vitals. Such**
intensity of purpose is simply frightening!

Odessa, 1929

<table>
<thead>
<tr>
<th>SOROKIN</th>
<th>WILNER</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—Q4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>3 P—B4</td>
<td>P—B3</td>
</tr>
<tr>
<td>4 P—K3</td>
<td>B—B4</td>
</tr>
<tr>
<td>5 Kt—B3</td>
<td>P—K3</td>
</tr>
<tr>
<td>6 B—K2</td>
<td>B—Q3</td>
</tr>
<tr>
<td>7 P—QR3</td>
<td>QKt—Q2</td>
</tr>
<tr>
<td>8 P—QKt4</td>
<td>O—O</td>
</tr>
<tr>
<td>9 B—Kt2</td>
<td>Kt—K5</td>
</tr>
<tr>
<td>10 O—O</td>
<td>Q—B3</td>
</tr>
<tr>
<td>11 R—B1</td>
<td>Q—R3</td>
</tr>
<tr>
<td>12 P—Kt3</td>
<td>B—R6</td>
</tr>
<tr>
<td>13 R—K1</td>
<td>P—KB4</td>
</tr>
<tr>
<td>14 P—Kt5</td>
<td>P—B5</td>
</tr>
<tr>
<td>15 KP×P</td>
<td>B×P(B5)</td>
</tr>
<tr>
<td>16 Kt×Kt</td>
<td></td>
</tr>
</tbody>
</table>

To prevent 16 ... Kt×BP

17 K×Kt, B—K6 mate. There is also a little trap in the text move as 16 ... B×R is refuted by 17 B×B.

16 ...  P×Kt

17 Kt—K5  Kt×Kt

18 P×Kt  B—K6!

19 B—KB3

If 19 P×B, Q×Pch 20 K—R1, QR—Q1 followed by 21 ... R—Q7 wins.

19 ...  B×Pch

20 K×B  R×Bch

21 K—Kt1  QR—KB1

22 R×P  Q×R!  

The simplest; after the recapture (by Queen or Bishop) the Rook check on the eighth forces mate.

891

A SPARKLING win by Marshall, who seemed to have the Indian sign on Pillsbury.

The final position, diagrammed below, was used by THE LADIES' HOME JOURNAL in illustration of their thesis “Never Underestimate the Power of a Woman.”

Cambridge Springs, 1904

<table>
<thead>
<tr>
<th>MARSHALL</th>
<th>PILLSBURY</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—Q4</td>
<td>P—Q3</td>
</tr>
<tr>
<td>2 P—K4</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>3 Kt—QB3</td>
<td>P—KB3</td>
</tr>
<tr>
<td>4 P—B4</td>
<td>B—Kt2</td>
</tr>
<tr>
<td>5 P—K5</td>
<td>P×P</td>
</tr>
<tr>
<td>6 BP×P</td>
<td>Kt—Q4</td>
</tr>
<tr>
<td>7 Kt—B3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>8 B—QB4</td>
<td>P—K3</td>
</tr>
<tr>
<td>9 B—KKt5</td>
<td>Kt×Kt</td>
</tr>
<tr>
<td>10 P×Kt</td>
<td>Kt—K2</td>
</tr>
<tr>
<td>11 O—O</td>
<td>P—KR3</td>
</tr>
<tr>
<td>12 B—B6!</td>
<td>B×B</td>
</tr>
<tr>
<td>13 P×B</td>
<td>Kt—B4</td>
</tr>
<tr>
<td>14 Q—K2</td>
<td>Q×BP</td>
</tr>
<tr>
<td>15 P—Kt4</td>
<td>Kt—Q3</td>
</tr>
<tr>
<td>16 Kt—K5</td>
<td>Q—K2</td>
</tr>
<tr>
<td>17 B—Q3</td>
<td>O—O</td>
</tr>
<tr>
<td>18 R—B2</td>
<td>K—Kt2</td>
</tr>
<tr>
<td>19 QR—KB1</td>
<td>B—Q2</td>
</tr>
</tbody>
</table>
892

Just as the excitement reaches its height on one side of the board, mate comes like a shot on the other.

Nuremberg, 1883

BIRD  RIEEMANN

1 P—KB4  P—Q4
2 P—K3   P—QB4
3 Kt—KB3  Kt—QB3
4 B—Kt5  Q—Kt3
5 P—B4   P×P
6 B×P   P—K3
7 Kt—B3   Kt—B3
8 O—O   P—QR3
9 P—QKt3  Q—B2
10 B—Kt2  P—QKt4
11 B—K2   B—Kt2

12 Q—K1  R—Q1
13 R—B1   B—Q3
14 Q—Kt3  R—KKt1
15 Kt×P   P×Kt
16 B×Kt   R—QR1
17 B×P(Kt5)  K—B1
18 B—K5   R×P
19 R×P   P—B3
20 B×Kt   P×B

If 20 . . . B(Kt2)×B 21 Kt—Q4 threatens 22 Kt×Pch as well as 22 R×B.

21 P×P   B×R
22 Kt—Q4ch  K—K2
23 Q—Kt5   mate!

893

Suchting must have been in the mood when he played this game; dynamic moves just seem to flow from his fingers.

Coburg, 1904

JOHN  SUCHTING

1 P—K4   P—K4
2 Kt—KB3  Kt—QB3
3 B—Kt5  Kt—B3
4 O—O   Kt×P
5 R—K1   Kt—Q3
6 B×Kt   QP×B
7 Kt×P   B—K2
8 Q—K2   B—K3

If 8 . . . O—O 9 Kt×QBP, P×Kt 10 Q×B, R—K1 11 Q×Q, pinning the Rook so that he cannot play 11 . . . R×R mate, and thereby winning a Pawn.
9 P—QKt3  O—O
10 Kt×KBP  B×Kt
11 Q×B  Q—B1

With the terrible threat of 11 R—K1.

12 Q—Kt5  P—KR3
13 Q—Kt3  Kt—B4
14 Q—QB3  R—K1
15 P—Q3  Kt—Q5!
16 B—K3  Q—Kt5!
17 B×Kt

Obviously 17 Q×Kt, Q×Q spells ruin.

17 . . .  B—Q4
18 P—Kt3  Q×B!
19 R—KB1

The Queen is taboo!

19 . . .  Q—KKt5
20 Kt—Q2  R—K7

Threatening 21 . . . R×Kt
22 Q×R, Q—B6 followed by mate.

21 Kt—K4  Q—B6

Again menacing the Knight as the supporting Pawn is pinned.

22 Q—R5  R×Kt
23 P—B4  R×P!

Reopening communication between Queen and Bishop, indicating that it is time to resign.

eventualities—even his opponent’s refusal to capture two fine-looking Rooks!

Paris, 1946

BOUTTEVILLE ANDOR

1 P—Q4  P—K3
2 P—QB4  P—Q4
3 Kt—KB3  Kt—KB3
4 Kt—B3  P—QKt3
5 P×P  Kt×P
6 P—K4  Kt×Kt
7 P×Kt  B—Kt2
8 B—Kt5ch  Kt—Q2
9 Kt—K5  P—QB3
10 Kt×QBP  Q—R5
11 Kt—K5  Q×KPch
12 B—K3  Q×KtP
13 B×Ktch  K—K2
14 Q—R5!  P—Kt3


15 Q—R4ch  P—B3
16 O—O—O  P—KKt4
17 Q—R5  P×Kt
18 P×P  B—Q4
19 B—B6!

This little Bishop attacks the Rook, and the other little Bishop threatens the King.

19 . . .  P—KR3
20 B×R  B×B
21 Q—Kt6

Intending 22 Q—B6ch and mate next.

White’s far-sighted combination takes into account all
21 \ldots Q-B6
22 B×Pch P×B
23 Q×KtPch Resigns

On 23 \ldots K-K1 24 R-Q8ch, K-B2 25 R-Q7ch, K-K1 26 Q-Q8 is mate.

895
The autopsy shows that Black's King suffered from exposure to an open file, caused by a sacrifice and aggravated by a double check. This led to a stroke by the Rook which turned out to be fatal. Evidence points to this as a case of "Castling into it."

Nuremberg, 1892

<table>
<thead>
<tr>
<th>TARRASCH</th>
<th>SCHRODER</th>
</tr>
</thead>
<tbody>
<tr>
<td>(Remove White's Queen Knight)</td>
<td></td>
</tr>
<tr>
<td>1 P-K4</td>
<td>P-Q4</td>
</tr>
<tr>
<td>2 P-K5</td>
<td>P-QB4</td>
</tr>
<tr>
<td>3 P-KB4</td>
<td>P-K3</td>
</tr>
<tr>
<td>4 Kt-KB3</td>
<td>Kt-QB3</td>
</tr>
<tr>
<td>5 P-B3</td>
<td>Q-Kt3</td>
</tr>
<tr>
<td>6 B-Q3</td>
<td>B-Q2</td>
</tr>
<tr>
<td>7 B-B2</td>
<td>P-B5</td>
</tr>
<tr>
<td>8 P-QKt3</td>
<td>P×P</td>
</tr>
<tr>
<td>9 P×P</td>
<td>P-Q5</td>
</tr>
<tr>
<td>10 Q-K2</td>
<td>P×P</td>
</tr>
<tr>
<td>11 P×P</td>
<td>Kt-R3</td>
</tr>
<tr>
<td>12 Kt-Q2</td>
<td>B-K2</td>
</tr>
<tr>
<td>13 Kt-K4</td>
<td>O-O</td>
</tr>
<tr>
<td>14 Q-Q3</td>
<td></td>
</tr>
</tbody>
</table>

Threatening 15 Kt-B6ch and mate next move.

14 \ldots P-Kt3
15 Q-R3

Tarrasch is not to be swindled into 15 Q×B, KR-Q1, and his Queen is caught stealing.

15 \ldots Kt-B4
16 P-KKt4 Kt-Kt2
17 Kt-B6ch B×Kt
18 P×B Kt-K1
19 P-Kt5 K-R1
20 Q-R6 R-KKt1
21 P-R4 Kt-Q3
22 P-R5 Kt-B4
23 Q×RPch Resigns

After 23 \ldots K×Q 24 P×P dble.ch, K×P 25 R-R6 is mate. Queer how after Black's 10th move his Queen side stands absolutely motionless!

896
Of this game Denker himself says, "I have played a number of brilliant games, but none of them, it seems to me, can compare with this one for absolute beauty and charm."

New York, 1929

<table>
<thead>
<tr>
<th>DENKER</th>
<th>FEIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P-Q4</td>
<td>P-KB4</td>
</tr>
<tr>
<td>2 Kt-KB3</td>
<td>P-K3</td>
</tr>
<tr>
<td>3 P-KKt3</td>
<td>P-QKt3</td>
</tr>
<tr>
<td>4 B-Kt2</td>
<td>B-Kt2</td>
</tr>
<tr>
<td>5 O-O</td>
<td>Kt-KB3</td>
</tr>
<tr>
<td>6 P-B4</td>
<td>B-K2</td>
</tr>
<tr>
<td>7 Kt-B3</td>
<td>P-Q3</td>
</tr>
</tbody>
</table>
8 P—Q5    P—K4
9 Kt—KKt5   B—QB1
10 P—K4!    O—O
11 P—B4     KP×P
12 B×P      P×P
13 Kt(B3)×P Kt×Kt
14 B×Kt!    B×Kt
15 Q—R5     R×B
16 Q×Pch    K—B2
17 B—Kt6ch  K—B3
18 R×Rch    B×R
19 Q—R4ch   B—Kt4
20 Q—K4     B—K6ch
21 K—R1     B—R6
22 R—B1ch!  K—Kt4
Or 22 . . . B×R 23 Q—B5ch, K—K2 24 Q—B7 mate.
23 B—R7!    Resigns

There is no defense to the two threats of mate on the move by the Queen.

Denker’s breadth of concept and mature style are astonishing, considering that he won this at the age of fifteen!

897

What starts out as an Evans Gambit turns out to have a dash of another opening in it, the variation of the Two Knights’ Defense known for some strange reason as the “Fried Liver” attack. How long could Black hold out against such an amalgam, skilfully blended by a master hand?

1000 Best Short Games of Chess

New Orleans, 1858

MORPHY
(Blindfold)

FORDE

1 P—K4    P—K4
2 Kt—KB3   Kt—QB3
3 B—B4     B—B4
4 P—QKt4   B×P
5 P—B3     B—R4
6 O—O      KKt—K2
7 Kt—Kt5   P—Q4
8 P×P      Kt×P
9 Kt×BP    K×Kt
10 Q—B3ch  K—K3
11 B—R3    B—Kt3
12 R—K1    Kt—R4
13 R×Pch!   K×R
14 P—Q4ch   K—K3
15 P—Kt4   P—Kt3

To stop mate on the move.

16 Q—K4ch   K—B2
17 B×Ktch   K—Kt2
18 B—K7!

Ready to answer 18 . . . Q—K1 with 19 Q—K5ch and mate by the Bishop.

18 . . .    R—K1
19 Q—K5ch   K—R3
20 P—Kt5ch  K—R4
21 B—B3ch   B—Kt5
22 Q—Kt3    Q—Q2
23 Q—R3    mate

898

Morphy’s combinations usually ended in mate, or a reasona-
ble facsimile thereof. Here he resorts to a device rarely seen in his time. He simplifies by a series of exchanges, to reach a position where the mere threat of a simple pin clinches the win.

New Orleans, 1858

<table>
<thead>
<tr>
<th>MORPHY</th>
<th>AMATEUR</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 P—KB4</td>
<td>P×P</td>
</tr>
<tr>
<td>3 Kt—KB3</td>
<td>P—QB3</td>
</tr>
<tr>
<td>4 Kt—B3</td>
<td>B—Kt5</td>
</tr>
<tr>
<td>5 B—B4</td>
<td>B×Kt</td>
</tr>
<tr>
<td>6 QP×B</td>
<td>Kt—K2</td>
</tr>
<tr>
<td>7 Q—Q6!</td>
<td></td>
</tr>
</tbody>
</table>

Cramping the other fellow’s development is just as important as completing your own.

8...

<table>
<thead>
<tr>
<th>MORPHY</th>
<th>E. MORPHY</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>3 B—B4</td>
<td>B—B4</td>
</tr>
<tr>
<td>4 P—QKt4</td>
<td>B×P</td>
</tr>
<tr>
<td>5 P—B3</td>
<td>B—R4</td>
</tr>
<tr>
<td>6 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>7 O—O</td>
<td>B×P</td>
</tr>
<tr>
<td>8 Kt×B</td>
<td>P×Kt</td>
</tr>
<tr>
<td>9 B—R3</td>
<td>P—Q3</td>
</tr>
<tr>
<td>10 Q—Kt3</td>
<td>Kt—R3</td>
</tr>
<tr>
<td>11 Q×BP</td>
<td>Q—B3</td>
</tr>
<tr>
<td>12 P—K5</td>
<td>P×P</td>
</tr>
</tbody>
</table>

No one was more lavish with Pawns than Morphy. He regarded them as obstructions to the full

After 23... K×B, the pin by 24 B—B4 makes the win painfully clear.

This was one of six games played simultaneously blindfold.

899

It was games such as this, which the 13 year old prodigy won from his uncle “the chess king of New Orleans” that excited the wonder and admiration of the onlookers. In their enthusiasm they hailed the boy as “another Philidor.”

For us, complimenting a budding genius is easier. We simply say, as they could not, “Here is a second Morphy!”
freedom of his pieces, and sacrificed them cheerfully.

13 KR—K1 B—Q2
14 QR—Kt1 O—O—O
15 B—R6! Kt—R4

If 15... P×B 16 Q—Kt3 leads to a win.

16 KR—QB1 B—B3
17 Q×Kt P×B
18 Q×RPch K—Q2
19 R×B Q—B4

On 19... Q×R, the Knight fork 20 Kt×Pch wins the Queen.

20 R×Pch K—K1

Obviously, capturing the Rook is punished by mate on the move.

21 Q—B6ch Q—Q2
22 R—Kt8 Q×Q
23 R—K7ch

And mate follows in two simple, brutal moves.

900

Alekhine made the observation that his style underwent a remarkable transformation in blindfold play. So much so, he added, that he found it difficult to recognize in these games characteristic expressions of his individuality. There is no doubt that with eyes open he would have conducted many of them differently.

Not so with Morphy. Given no clue, I believe it would take a keen critic to distinguish any variation in the Morphy technique, whether Morphy looked at the board or at the blank wall. In this, from an eight game exhibition, he plays as though he saw a clear picture of each of the 256 pieces and each of the 512 squares, and makes his combinations accordingly.

London, 1859

MORPHY

(Blindfold)

1 P—K4 P—K4
2 B—B4 B—B4
3 P—QB3 Kt—QB3
4 Kt—B3 Kt—B3
5 P—Q4 P×P
6 P—K5 Q—K2
7 O—O Kt—KKt1
8 P×P B—Kt3
9 P—Q5 Q—B4
10 Kt—R3 Kt—Q5
11 B—K3 Kt×Ktch
12 Q×Kt Q—B1
13 B×B RP×B
14 Kt—Kt5 K—Q1
15 QR—B1 P—Q3
16 P×P P×P
17 Q—K3 R—R3
18 Kt—B7! Q—K2
19 Kt—K6ch! P×Kt
20 B×R B—Q2

If 20... P×B 21 Q×KtPch, K—K1 (on 21... K—Q2,
White mates in two: 22 RxBch, K-B2 23 R-B7 wins the Queen.

<table>
<thead>
<tr>
<th>Step</th>
<th>Move</th>
<th>Move</th>
</tr>
</thead>
<tbody>
<tr>
<td>21</td>
<td>B-Kt5</td>
<td>K-Kt1</td>
</tr>
<tr>
<td>22</td>
<td>PnP</td>
<td>Kt-B3</td>
</tr>
<tr>
<td>23</td>
<td>R-B8ch</td>
<td>Resigns</td>
</tr>
</tbody>
</table>

901

Fear of the pin sends Black's King Knight riding "madly off in all directions." But where Leacock's hero Lord Ronald eventually married the girl, this wretched Knight brings disaster to his King by his panic-stricken flight.

Paris, 1913

<table>
<thead>
<tr>
<th>ED. LASKER</th>
<th>RAOUX</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P-K4</td>
<td>P-K4</td>
</tr>
<tr>
<td>2 Kt-KB3</td>
<td>Kt-QB3</td>
</tr>
<tr>
<td>3 Kt-B3</td>
<td>Kt-B3</td>
</tr>
<tr>
<td>4 B-Kt5</td>
<td>B-Kt5</td>
</tr>
<tr>
<td>5 O-O</td>
<td>O-O</td>
</tr>
<tr>
<td>6 P-Q3</td>
<td>P-Q3</td>
</tr>
<tr>
<td>7 B-Kt5</td>
<td></td>
</tr>
</tbody>
</table>

With two threats: 8 BxKt, QxB 9 Kt-Q5, Q-Q1 10 BxKt, winning a piece, and 8 Kt-Q5 adding pressure to the pin.

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
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</thead>
<tbody>
<tr>
<td>7 . . .</td>
<td>BxKt</td>
<td></td>
</tr>
<tr>
<td>8 PxB</td>
<td>Kt-K2</td>
<td></td>
</tr>
<tr>
<td>9 Kt-R4</td>
<td>Kt-Kt3</td>
<td></td>
</tr>
<tr>
<td>10 KtxKt</td>
<td>RPxKt</td>
<td></td>
</tr>
<tr>
<td>11 P-KB4</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

With a view to opening the file, and have the Rook bear down on the Knight.

<p>| | |</p>
<table>
<thead>
<tr>
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</thead>
<tbody>
<tr>
<td>11 . . .</td>
<td>P-B3</td>
</tr>
<tr>
<td>12 B-B4</td>
<td>Q-Kt3ch</td>
</tr>
<tr>
<td>13 K-R1</td>
<td>Kt-Kt5</td>
</tr>
<tr>
<td>14 PnP</td>
<td>Kt-KP</td>
</tr>
</tbody>
</table>

If 14 ... Kt-B7ch 15 RxKt, QxR 16 PnP followed by 17 B-K7 and White has an easy time.

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>15 B-Kt3</td>
<td>Q-B2</td>
</tr>
<tr>
<td>16 P-Q4</td>
<td>Kt-Kt5</td>
</tr>
</tbody>
</table>

Where else? If 16 ... Kt-Q2 17 B-K7, R-K1 18 BxPch wins.

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
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</thead>
<tbody>
<tr>
<td>17 Q-B3</td>
<td>Kt-R3</td>
</tr>
<tr>
<td>18 Q-Kt3</td>
<td></td>
</tr>
</tbody>
</table>

Moving in for the kill by 19 BxKt, PxB 20 QxPch, K-R1 21 QxRPch etc.

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>18 . . .</td>
<td>K-R2</td>
</tr>
<tr>
<td>19 BxKt</td>
<td>PxB</td>
</tr>
</tbody>
</table>

Or suicide at once by 19 ... KxB 20 Q-R4 mate.

<p>| | |</p>
<table>
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<th></th>
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</thead>
<tbody>
<tr>
<td>20. R-B6</td>
<td>Q-K2</td>
</tr>
<tr>
<td>21 QR-KB1</td>
<td>B-B4</td>
</tr>
<tr>
<td>22 QRxB</td>
<td>PXR</td>
</tr>
<tr>
<td>23 Q-R4</td>
<td>Resigns</td>
</tr>
</tbody>
</table>

Mate can be delayed only by giving up the Queen.

902

"Besides brilliancy, there is a debonair flow from the first move" says Napier of this game. He graces the front cover of his witty "Amenities and Background of Chess-
Play” with a still from the game, showing the situation just before the blow falls.

New York, 1915

SMYTH        HELMS

1 P—Q4       P—KB4
2 Kt—KB3     Kt—KB3
3 P—B4       P—K3
4 Kt—B3      P—QKt3
5 P—K3       B—Kt2
6 B—Q3       B—Q3
7 P—QR3      P—QR4
8 O—O        O—O
9 Q—B2       Kt—B3
10 P—K4      P×P
11 Kt×P      Kt×Kt
12 B×Kt      Kt×P
13 B×Pch

Or 13 Kt×Kt, B×Pch 14 K×B, Q—R5ch 15 K—Ktl, B×B, and Black has a fine attack and two Pawns to compensate him for his Knight.

13 . . .       K—R1
14 Kt×Kt      Q—R5
15 P—KKt3     Q×Kt
16 B—Q3       R—B6
17 B—K3       Q—K4
18 QR—K1      QR—KB1
19 B×P        Q—R4
20 B—K3       Q—R6
21 B—K4       R(B1)—B4
22 B×R(B5)

"Now comes," says Mr. Helms, “an unusual finish, which was as pleasing to the loser as it was to the winner.”

22 . . .       Q—Kt7ch!
23 K×Q         R×KtP
                mate!

903

“The passed Pawn’s lust to expand,” Nimzovich would have said drily of White’s last move, a quiet but deadly Pawn thrust. The finish is exquisite, but in order to stage it Zukertort had to sacrifice every piece in sight!

Berlin, 1874

ZUKERTORT    EPOUREANO
(Remove White’s Queen Knight)

1 P—KB4       P—K3
2 Kt—KB3      Kt—KB3
3 P—QKt3      P—Q4
4 B—Kt2       P—B4
5 P—K3        Kt—B3
6 P—QR3       P—QR3
7 B—Q3        B—Q3
8 Q—K2        O—O
9 P—KKt4      Kt×P
10 Q—Kt2   Kt—B3
11 P—KR4   P—R3
12 P—R5   K—R1
13 O—O—O   Kt—K1
14QR—Kt1   KR—Kt1
15 B—R7!   P—B3

Refusing the gift, even though he would get the Queen as a bonus: 15 . . . K×B 16 Q—Kt
6ch! P×Q 17 P×Pch, K—R1 18 R×P mate!

16 B×R   K×B
17 Q—Kt6   K—R1
18 Kt—Kt5!   RP×Kt
19 P×P   Kt—K2
20 P×P!   Kt×Q
21 P×Ktch.   K—Kt1
22 R—R8ch!   K×R
23 P—B7!   Resigns

904

When Spielmann switched from his favorite King Pawn to Queen Pawn openings in the great 1929 Carlsbad tour-
ament he caught one of the world’s leading specialists in opening theory completely off-guard in the very first round. This is how he trounced him in double-
quick time:

Carlsbad, 1929
SPIELMANN   GRUNFELD
1 P—Q4   P—Q4
2 P—QB4   P—K3

3 Kt—QB3   P×P
4 P—K4   P—QB4
5 Kt—B3   P×P
6 Kt×P   P—QR3
7 B×P   B—Q2
8 O—O   Kt—QB3
9 Kt—B3   Q—B2
10 Q—K2   B—Q3
11 R—Q1   KKt—K2

The natural 11 . . . Kt—B3 loses by 12 R×B, Q×R 13 P—
K5.

12 B—K3   Kt—K4
13 Kt×Kt   B×Kt
14 P—KKt3   B×Kt
15 P×B   Kt—Kt3
16 B—Kt3   O—O
17 B—Q4   P—Kt4
18 Q—K3   B—B3
19 P—KR4   Q—Kt2
20 P—R5   Kt—K2
21 B×KtP!   K×B
22 Q—Kt5ch   Kt—Kt3
23 P—R6ch!   Resigns

On 23 . . . K—Kt1 24 Q—
B6 forces mate.

905

Ever since Spielmann penned his diatribe “From the Sick-
bed of the King’s Gambit,” this form of opening has been regarded with suspicion. But then along comes a game like this, played with spirit and wit by a young attacking genius, and all us doubters in the vitality of the gambits
take heart again, and raise our King's Pawns on high.

**U.S.S.R.; 1940**

<table>
<thead>
<tr>
<th>KERES</th>
<th>PETROV</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 P—KB4</td>
<td>P—Q4</td>
</tr>
<tr>
<td>3 KP×P</td>
<td>P—K5</td>
</tr>
<tr>
<td>4 P—Q3</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>5 Kt—Q2</td>
<td>P×P</td>
</tr>
<tr>
<td>6 B×P</td>
<td>Q×P</td>
</tr>
<tr>
<td>7 KKKt—B3</td>
<td>B—QB4</td>
</tr>
<tr>
<td>8 Q—K2ch</td>
<td>Q—K3</td>
</tr>
<tr>
<td>9 Kt—K5</td>
<td>O—O</td>
</tr>
<tr>
<td>10 Kt—K4</td>
<td>Kt×Kt</td>
</tr>
<tr>
<td>11 Q×Kt</td>
<td>P—KKt3</td>
</tr>
<tr>
<td>12 P—QKt4</td>
<td>B—K2</td>
</tr>
<tr>
<td>13 B—Kt2</td>
<td>B—B3</td>
</tr>
<tr>
<td>14 O—O</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>15 P—KR4</td>
<td>P—KR4</td>
</tr>
<tr>
<td>16 P—Kt4!</td>
<td>B×Kt</td>
</tr>
<tr>
<td>17 P×B</td>
<td>Q×KtP</td>
</tr>
<tr>
<td>18 Q—K3</td>
<td>Kt×KtP</td>
</tr>
<tr>
<td>19 P—K6!</td>
<td></td>
</tr>
</tbody>
</table>

Look at that long diagonal! Keres now intends to add the weight of his Queen to the Bishop's pressure by 20 Q—R6.

19 . . . Kt—Q4
20 P×Pch R×P
21 B—B4! P—B3


22 R×Kt! Q×B

Or 22 . . . P×R 23 Q—K8 ch, R—B1 24 B×Pch, B—K3

25 B×Bch, and Black must give up his Queen—as a start.

23 Q—K8ch

And the next move is mate.

**London, 1900**

<table>
<thead>
<tr>
<th>MASON</th>
<th>AMATEUR</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 P—KB4</td>
<td>B—B4</td>
</tr>
<tr>
<td>3 Kt—KB3</td>
<td>P—Q3</td>
</tr>
<tr>
<td>4 P—B3</td>
<td>B—KKt5</td>
</tr>
<tr>
<td>5 B—B4</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>6 P—Q4</td>
<td>P×QP</td>
</tr>
<tr>
<td>7 O—O</td>
<td>P×Pch</td>
</tr>
<tr>
<td>8 K—R1</td>
<td>Kt—Q5</td>
</tr>
<tr>
<td>9 Kt×P</td>
<td>B×Kt</td>
</tr>
<tr>
<td>10 P×B</td>
<td>Kt—K2</td>
</tr>
<tr>
<td>11 B—K3</td>
<td>Kt—K3</td>
</tr>
<tr>
<td>12 P—B5</td>
<td>B×B</td>
</tr>
<tr>
<td>13 P×Kt</td>
<td>O—O</td>
</tr>
<tr>
<td>14 P×Pch</td>
<td>K—R1</td>
</tr>
<tr>
<td>15 P—B4</td>
<td>Kt—Kt3</td>
</tr>
<tr>
<td>16 Kt—Q5</td>
<td>B—B4</td>
</tr>
<tr>
<td>17 P—Kt4</td>
<td>B—Kt3</td>
</tr>
<tr>
<td>18 P—B5</td>
<td>Kt—K4</td>
</tr>
<tr>
<td>19 Q—R5</td>
<td>Q—Q2</td>
</tr>
<tr>
<td>20 R—B4!</td>
<td>Q×P(B2)</td>
</tr>
<tr>
<td>21 Q×Pch!</td>
<td>K×Q</td>
</tr>
<tr>
<td>22 R—R4ch</td>
<td>K—Kt1</td>
</tr>
</tbody>
</table>
| 23 Kt—K7 | mate!
907
There are positions that are a joy to handle, because they almost play themselves. Marco gets one of those desirable positions by trying an opening sacrifice recommended by the chess writer Pole- rio, away back in 1590!

Czernowitz, 1900

<table>
<thead>
<tr>
<th>MARCO</th>
<th>MELZER</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 P—KB4</td>
<td>P×P</td>
</tr>
<tr>
<td>3 Kt—KB3</td>
<td>P—KKt4</td>
</tr>
<tr>
<td>4 B—B4</td>
<td>B—Kt2</td>
</tr>
<tr>
<td>5 P—KR4</td>
<td>P—KR3</td>
</tr>
<tr>
<td>6 P—Q4</td>
<td>P—Q3</td>
</tr>
<tr>
<td>7 P×P</td>
<td>P×P</td>
</tr>
<tr>
<td>8 R×R</td>
<td>B×R</td>
</tr>
<tr>
<td>9 Kt—B3</td>
<td>P—QB3</td>
</tr>
<tr>
<td>10 Kt—K5</td>
<td></td>
</tr>
</tbody>
</table>

A good old book move (more than 300 years old, in fact).

10 . . . P×Kt
11 Q—R5 Q—B3
12 P×P Q—Kt2
13 P—K6 Kt—B3
14 P×Pch K—Q1
15 Q×P QKt—Q2
16 B×P Q×Q
17 B×Q K—B2
18 P—K5 Kt—R2
19 P—K6

The connected passed Pawns come down like a steam-roller.

19 . . . B×Ktch
20 P×B Kt—Kt3
21 O—O—O Kt×B(B5)

Capturing by 21 . . . B×P succumbs to 22 B—B4ch, K—B1 23 B×Bch, etc.

22 B—Q8ch K—Kt1
23 P—K7 Resigns

White can Queen either Pawn and win.

908
The four movements by White’s Queen are striking: first a leap forward, then a retreat, a step back (as if to gather strength) and then another giant leap.

Carlsbad, 1901

<table>
<thead>
<tr>
<th>TIETZ</th>
<th>WELSCH</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—QB4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>P—K3</td>
</tr>
<tr>
<td>3 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>4 Kt×P</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>5 Kt—QB3</td>
<td>B—B4</td>
</tr>
<tr>
<td>6 B—K3</td>
<td>Q—Kt3</td>
</tr>
<tr>
<td>7 Kt(Q4)—Kt5</td>
<td>B×B</td>
</tr>
<tr>
<td>8 Kt—Q6ch</td>
<td>K—K2</td>
</tr>
<tr>
<td>9 P×B Q×KPtch</td>
<td></td>
</tr>
<tr>
<td>10 B—K2</td>
<td></td>
</tr>
</tbody>
</table>

With a pretty threat: 11 Kt—B5ch, P×Kt 12 Kt—Q5ch winning the Queen—or the Knight forks in reverse order!
1000 Best Short Games of Chess

10 . . .  
11 R—KB1  
12 Kt—B4  
13 Kt×KtP!  
14 Q—Q6ch  
15 Q—Kt3!

Kt—B3  
Q—B4  
P—QKt4  
Q×Kt(Kt4)  
K—K1

With two powerful threats, the Knight fork at Q6 and the capture 16 Q×P winning a piece.

15 . . .  
16 P—B3  
17 Kt—Q6ch  
18 P—K5  
19 O—O—O  
20 P—B4  
21 B—R5  
22 Q—B2!

Q—Kt5ch  
Q—B1  
K—K2  
Kt—Q4  
Kt—Q1  
Kt—Kt5  
P—B3

With an eye to 23 Q—QB5 followed by double check and mate.

22 . . .  
23 Q×RP!  
Kt—R3  
Resigns

If he takes the Queen, 24 Kt×B is mate, while if he moves 23 . . . R—QKt1 White continues merrily by 24 Q×R.

PARIS, 1900

MARSHALL  
MARCO

1 P—Q4  
2 P—QB4  
3 Kt—QB3  
4 B—Kt5  
5 P—K3  
6 Kt—B3  
7 B—Q3  
8 P×P  
9 B×Kt  
10 P—KR4  
11 P—R5  
12 RP×P  
13 Kt—K5  
14 P×B  
15 Q—B3  
16 O—O—O

P—Q4  
P—K3  
Kt—KB3  
B—K2  
P—QKt3  
B—Kt2  
O—O  
P×P  
B×B  
P—Kt3  
P—B4  
RP×P  
B×Kt  
Q—Kt4  
Q×KP  
K—Kt2

Preparing for 17 . . . R—R1, disputing the Rook file, but after Marshall’s next move there is no argument.

17 Q—R3!  
Kt—B3


18 P—B4  
19 Q—R6ch  
20 Q—Kt5ch  
21 P—B5!  
22 P—B6ch  
Q—K3  
K—B3  
K—Kt2  
Q—K4  
Q×P

Or 22 . . . K—Kt1 23 R—R8ch, K×R 24 Q—R6ch and mate at Kt7.
23 Q—R6ch

And mate next move.

910

A purist may cavil at calling Najdorf's stunning finish a smothered mate, but it will do until a smothered mate comes along!

_Rafaela, 1942_

**NAJDORF**

_(Simultaneous)_

**AMATEUR**

\[
\begin{array}{ll}
1 & P—Q4 \quad \text{P—Q4} \\
2 & P—QB4 \quad \text{P—K3} \\
3 & Kt—QB3 \quad \text{Kt—KB3} \\
4 & Kt—B3 \quad \text{P—QR3} \\
5 & P×P \quad \text{Kt×P} \\
6 & P—K4 \quad \text{Kt×Kt} \\
7 & P×Kt \quad \text{B—K2} \\
8 & B—Q3 \quad \text{O—O} \\
9 & O—O \quad \text{P—QB4} \\
10 & Q—K2 \quad \text{P×P} \\
11 & P×P \quad \text{R—K1} \\
12 & R—Q1 \quad \text{Kt—B3} \\
13 & B—Kt2 \quad \text{P—QKt4} \\
14 & QR—B1 \quad \text{B—Kt2} \\
15 & P—Q5 \quad \text{P×P} \\
16 & P×P \quad \text{Kt—Kt5} \\
17 & B—K4 \quad \text{Kt×RP} \\
18 & Kt—K5 \quad \text{Kt—Kt5} \\
19 & B×Pch! \quad \text{K—B1} \\
\end{array}
\]

White announced mate in four:

![Chess diagram]

20 Q—R5 \quad B×P
21 R×B! \quad Q×R
22 Q×Pch! \quad Q×Q
23 Kt—Q7

mate!

911

Great strategist that he was, Nimzovich could spar as well as anybody, and win on points. But he also had a smashing one-two punch which he sometimes let loose for a quick knockout.

_Copenhagen, 1930_

**NIMZOVICH**

_(Simultaneous)_

\[
\begin{array}{ll}
1 & P—K4 \quad \text{P—QB3} \\
2 & P—Q4 \quad \text{P—Q4} \\
3 & Kt—QB3 \quad \text{P×P} \\
4 & Kt×P \quad \text{Kt—Q2} \\
5 & Kt—KB3 \quad \text{KKt—B3} \\
6 & Kt—Kt3 \quad \text{P—K3} \\
7 & B—Q3 \quad \text{P—B4} \\
8 & O—O \quad \text{B—K2} \\
\end{array}
\]

W. Nielsen
9 P—B3          O—O
10 R—K1          P—QKt3
11 P—KR3         B—Kt2
12 B—KB4         B×Kt
13 Q×B           P×P
14 P×P           Kt—Q4
15 B—K4          Kt(Q2)—B3
16 B—K5          Kt×B
17 Kt×Kt         Kt—B3
18 QR—B1         Kt×Kt
19 R×Kt          Q—Q4

Black's idea is to exchange as many pieces as possible and then bear down on White's isolated Queen Pawn.

20 R—B7!         B—Q3
21 R—Q7          QR—Q1

Now watch the one-two punch!

22 R×B!          R×R
23 Q—B6!         Resigns

He was threatened with mate on the move, and if 23 ... P×Q 24 R—Kt4ch, K—R1 25 B×P mate.

912

It is not exactly quid pro quo when White has Queen and Knight thrust on him, and must give up his King in return!

Libau, 1911

WITTEKOPF       WAIT
1 P—K4           P—K4
2 Kt—KB3         Kt—QB3

3 Kt—B3          Kt—B3
4 B—Kt5          B—Kt5
5 O—O            O—O
6 P—Q3           P—Q3
7 B—Kt5          Kt—K2
8 B×Kt           P×B
9 Kt—K2          P—B3
10 B—R4          Kt—Kt3
11 Kt—Kt3        K—R1
12 P—B3          B—R4
13 Q—Q2          R—KKt1
14 K—R1          Kt—B5
15 R—KKt1        Q—B1
16 Kt—R4         R—Kt4
17 Kt—B3         R—Kt5
18 B—Q1          Q—R3
19 P—KR3         B—K3
20 Kt—R2

A triple attack on the Rook which Black counters by

20 ...           Kt×RP!

"Have your choice of Queen, Rook or Knight!"

21 Q—B2          Kt×Pch!
22 Q×Kt          Q×Ktch!
23 K×Q           R—R5

mate!

913

In a 24-game blindfold seance, Reti's suave, smooth position play is an intellectual treat. Subtle strategy is rare in this sort of exhibition where the soloist depends on whirlwind attacks to win a great many games quickly.
Haarlem, 1919

**RETI**

(Blindfold) **AMATEUR**

| 1 P—K4 | P—K4 |
| 2 Kt—KB3 | Kt—QB3 |
| 3 B—B4 | Kt—B3 |
| 4 P—Q3 | B—K2 |
| 5 Kt—B3 | P—Q3 |
| 6 P—KR3 | B—K3 |
| 7 B—Kt3 | O—O |
| 8 O—O | B×B |
| 9 RP×B | P—Q4 |
| 10 B—Kt5 | P×P |
| 11 P×P | Kt—Q2 |
| 12 B—K3 | P—QR3 |
| 13 Q—K2 | P—B3 |
| 14 QR—Q1 | B—Q3 |
| 15 Q—B4ch | K—R1 |
| 16 Kt—Q5 | Kt—K2 |
| 17 Kt×QBP | B×Kt |
| 18 Q—K6 | |

Regains his piece and at the same time works his way into the vital spots.

| 18 ... | Kt—B3 |
| 19 R×Kt | Q—B1 |
| 20 KR—Q1 | B—R4 |

He cannot chase the Queen by 20 ... R—K1 as 21 Q—B7 wins, nor by 20 ... Kt—Q1 as 21 Q—K7 wins.

| 21 B—B5 | R—KKt1 |
| 22 Kt—R4 | Kt—Q1 |
| 23 Q—Kt4 | |

The threat is 24 Kt—Kt6ch, P×Kt 25 Q—R4 mate. If 23 ... P—R3 24 Kt—Kt6ch, K—R2 25 Kt—B8ch, K—R1 26 Q—Kt6, R×Kt 27 Q×KtP mate. Or if 23 ... P—KKt3 24 Kt×Pch, R×Kt 25 Q—R5, R—Kt2 26 Q—K8ch, R—Kt1 27 Q—K7 forces mate.

23 ... Resigns

Which he can do without loss of prestige.

914

A little-known Nimzovich game which shows the rich imagination and fabulous originality of this strange genius. In a profound combination his Queen and Knight make life miserable for Black’s King, Queen and both Rooks!

Berne, 1931

**NIMZOVIICH**

| 1 Kt—KB3 | Kt—KB3 |
| 2 P—QKt3 | P—Q4 |
| 3 B—Kt2 | P—B4 |
| 4 P—K3 | Kt—B3 |
| 5 B—Kt5 | B—Kt5 |
| 6 B×Ktch | P×B |
| 7 P—KR3 | B×Kt |
| 8 Q×B | Q—B2 |
| 9 P—Q3 | P—K3 |
| 10 Kt—B3 | B—Q3 |
| 11 Kt—R4 | B—K4 |
| 12 B×B | Q×B |
| 13 O—O | Kt—Q2 |
| 14 Q—K2 | O—O |
| 15 Q—Q2 | P—B4 |
| 16 Q—R5 | KR—Kt1 |
17 Kt×P!  R—Kt4
18 Kt×Kt  Q×R
19 Q—B7!

Still attacking the Queen and threatening 20 Q×BP, regaining the exchange and a couple of Pawns.

19 . . .  Q—B6
20 P—QR4!  R—Kt5
21 Kt—K5

Planning 22 Q—B7ch, K—R1 23 Q×KP with a threat of smothered mate.

21 . . .  R—KB1

The alternative 21 . . . K—R1 would be met by 22 P—B4 followed by 23 R—B3 and 24 R—Kt3.

22 Kt×P!

Threatening 23 Kt—K7ch with a discovered attack on the Queen, and if to evade this Black plays 22 . . . Q—Q7, then 23 Q—R5 pins and wins the Rook.

22 . . .  K—R1
23 Q—Q6  Resigns

The Queen fork is irresistible.

915

When somebody compiles statistics on surprise moves in combination play, I venture to predict that the sharp-stabbing move P—QKt4 will be up near the top of the list.

Vienna, 1915

Grunfeld  Schenkein

1 P—Q4  P—QB3
2 P—QB4  P—Q4
3 Kt—KB3  P—K3
4 P—K3  Kt—B3
5 B—Q3  QKt—Q2
6 QKt—Q2  B—K2
7 O—O  Q—B2
8 P—K4  P×KP
9 Kt×P  Kt×Kt
10 B×Kt  Kt—B3
11 B—B2  P—QKt3
12 Q—K2  B—Kt2
13 Kt—K5  R—Q1
14 R—Q1  O—O
15 B—B4  B—Q3
16 P—B5!  P×P
17 P×P  B×Kt
18 B×B  Q—R4
19 B×Kt  P×B
20 Q—Kt4ch  K—R1
21 Q—KR4  P—B4

Mate was on tap.

22 Q—K7!  B—B1
23 P—QKt4!  Resigns

The Queen must break her bond with the Rook, and if 23
916

A passed Pawn on the seventh can frighten your opponent to death. And when it comes to taking part in a combination the Pawn is as good as an ace in the hole.

Copenhagen, 1917

GIERSING

1 P—K4
2 P—Q4
3 P—QB3
4 KP×P
5 P×P
6 Kt—KB3
7 B—K2
8 Kt—B3
9 O—O
10 P—Q5!
11 P×Kt
12 R×Q
13 P×P
14 B—Kt5ch
15 B×Bch
16 R—Q5
17 B—Kt5

JACOBSEN

P—K4
P×P
P—Q4
Q×P
Kt—QB3
Kt—B3
B—Kt5
Q—Q2
B×QKt
Q×Q
B—QR4
R—QKt1
B—Q2
Kt×B
B—Kt3
Kt—B3

The defense 17... P—KB3 is neatly refuted by 18 R—K1ch, K—Q1 19 Kt—K5!, and White wins.

18 R—K1ch
19 Kt—K5!

If 19... Kt×R 20 Kt—Q7ch, K—Kt1 21 Kt×R, P—KR3 22 R—K8ch, K—R2 23 R×Rch, K×R 24 Kt—Q7, and the passed Pawn walks in.

20 Kt—Q7ch! Kt×Kt
21 R×Rch K×R
22 P—Kt8 Kt×Q
(Q)ch
23 R—Q8

mate

917

With most of the pieces off the board, White evolves some fascinating little combinations with his Queen and a nimble Knight.

Vienna, 1928

LEIBOWITZ

1 P—K4
2 P—Q4
3 P—K5
4 B—Q3
5 B×B
6 B—Kt5
7 P—K6!
8 Q—R5
9 Kt—B3
10 P×Pch
11 Q×B
12 Q×BP
13 P×Kt
14 K—K2
15 Q—B8ch
16 Q×R

SZEKELY

P—QB3
P—Q4
B—B4
P—KKt3
B×B
B—R3
B×B
Q—R4ch
Kt—KB3
K—B1
Kt—K5
Kt×Kt
Q×Pch
Q×R
K×P
P—B4
17 Kt—B3!  \(Q\times R\)
18 Kt—Kt5ch  K—Kt3
19 Q—Kt8ch  K—B4
20 P—Kt4ch!  K\(\times\)P
The alternatives are pretty: 20 . . . K—B3 21 Kt\(\times\)P mate, or 20 . . . K—B5 21 Kt—K6ch, K—K5 22 Q\(\times\)P mate!
21 Kt—K4ch  K—B5
He can wiggle out of mate by 21 . . . K—B4, but 22 Kt—Kt3 ch would cost his Queen.
22 Q—Kt5ch!  K\(\times\)Kt
23 Q—Kt4
mate

918
This is the famous "gold-pieces game." When Marshall made

the coup-de-grace (and critics say it is the most beautiful move ever made) he was showered with gold pieces by the excited spectators.

Brian Harley saw Marshall in London and implored him not to play any more chess—this game should be his swan song!

Breslau, 1912

<table>
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<tr>
<th>LEVITZKY</th>
<th>MARSHALL</th>
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<tr>
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<td>P—K3</td>
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<td>5 KP(\times)P</td>
<td>KP(\times)P</td>
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<td>Kt—B3</td>
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<td>8 B—KKt5</td>
<td>O—O</td>
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<td>9 P(\times)P</td>
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<td>B(\times)P</td>
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<td>11 Kt(\times)B</td>
<td>P(\times)Kt</td>
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<tr>
<td>12 B—Kt4</td>
<td>Q—Q3</td>
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<td>13 B—R3</td>
<td>QR—K1</td>
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<td>14 Q—Q2</td>
<td>B—Kt5</td>
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<td>15 B(\times)Kt</td>
<td>RXB</td>
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<td>16 QR—Q1</td>
<td>Q—B4</td>
</tr>
<tr>
<td>17 Q—K2</td>
<td>B(\times)Kt</td>
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<tr>
<td>18 P(\times)B</td>
<td>Q(\times)P</td>
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<td>19 R(\times)P</td>
<td>Kt—Q5</td>
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<tr>
<td>20 Q—R5</td>
<td>R(K1)—KB1</td>
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<tr>
<td>21 R—K5</td>
<td>R—R3</td>
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<tr>
<td>22 Q—Kt5</td>
<td>R(\times)B</td>
</tr>
<tr>
<td>23 R—QB5</td>
<td></td>
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</tbody>
</table>

1000 Best Short Games of Chess
Expecting to drive the Queen away, but never to such a fantastic spot!

23 ... Q—KKt6!!

Such a move deserves two exclamation points! Apparently the Queen has committed suicide, but strangely enough it is White who is helpless:

If 24 RP×Q, Kt—K7 is mate.
If 24 BP×Q, Kt—K7ch 25 K—R1, R×R mate.
If 24 Q×Q, Kt—K7ch 25 K—R1, Kt×Qch 26 K—Kt1 (26 BP×Kt, R×R mate) Kt×R and the extra piece wins easily.

Levitzky did not mar the glory of the moment by playing on; chivalrously he resigned.

919

Bird was an eccentric but he had imagination. Pay no heed to his opening moves which you will not find in any text books, but regard rather the career of his King Bishop Pawn in his determined upward march.

Vienna, 1873

<table>
<thead>
<tr>
<th>BIRD</th>
<th>FLEISSIG</th>
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<tr>
<td>3 B—B1</td>
<td>P—Q4</td>
</tr>
<tr>
<td>4 Kt—KB3</td>
<td>Q—Kt3</td>
</tr>
<tr>
<td>5 P×P</td>
<td>P×P</td>
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<td>6 P—Q4</td>
<td>Kt—KB3</td>
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<tr>
<td>7 Kt—K5</td>
<td>Q—K5ch</td>
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<td>8 B—K3</td>
<td>Kt—Kt5</td>
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<td>9 Kt×Kt</td>
<td>B×Kt</td>
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<tr>
<td>10 Q—Q2</td>
<td>Q—K3</td>
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<tr>
<td>11 B—Q3</td>
<td>B—Q3</td>
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<tr>
<td>12 O—O</td>
<td>O—O</td>
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<tr>
<td>13 Kt—B3</td>
<td>P—QB3</td>
</tr>
<tr>
<td>14 QR—K1</td>
<td>Q—Q2</td>
</tr>
<tr>
<td>15 B—KB4</td>
<td>B—R4</td>
</tr>
<tr>
<td>16 B×B</td>
<td>Q×B</td>
</tr>
<tr>
<td>17 P—B4</td>
<td>P—KB4</td>
</tr>
<tr>
<td>18 R—K5</td>
<td>B—Kt3</td>
</tr>
<tr>
<td>19 P—Kkt4!</td>
<td>P×P</td>
</tr>
<tr>
<td>20 P—B5</td>
<td>B—B2</td>
</tr>
<tr>
<td>21 P—B6</td>
<td>B—Kt3</td>
</tr>
</tbody>
</table>

On 21 ... P—Kkt3 or 21 P×P, 22 Q—R6 wins at once.

22 B×B   P×B
23 P—B7ch Resigns

If 23 ... K—R2 White completes the demonstration by 24 Q—Kt5 with a mate on the move threat.

920

A typical King hunt, with Morphy giving away pieces as fast as his opponent can take them!
From a blindfold exhibition on six boards:

New Orleans, 1858

<table>
<thead>
<tr>
<th>MORPHY</th>
<th>AMATEUR</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>3 B—B4</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>4 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>5 Kt—Kt5</td>
<td>P—Q4</td>
</tr>
<tr>
<td>6 P×P</td>
<td>Kt×P</td>
</tr>
<tr>
<td>7 O—O</td>
<td>B—K2</td>
</tr>
<tr>
<td>8 Kt×BP</td>
<td></td>
</tr>
</tbody>
</table>

MORPHY never hesitated to sacrifice to get the King out into the open.

8 . . .  K×Kt
9 Q—B3ch  K—K3
10 Kt—B3!  P×Kt
11 R—K1ch  Kt—K4
12 B—B4   B—B3
13 B×Kt(K5) B×B
14 R×Bch!  K×R
15 R—K1ch  K—Q5
16 B×Kt   R—K1

Sergeant's book on Morphy gives Black's move as 16 . . . R—B1. This is probably incorrect as Morphy would then have mated by 17 Q×Pch, K×B 18 R—K5ch, K—Q3 19 Q—B5ch, K—Q2 20 Q—Q5 mate.

17 Q—Q3ch  K—B4
18 P—QKt4ch! K×P
19 Q—Q4ch  K—R4
20 Q×BPch  K—R5
21 Q—Kt3ch  K—R4
22 Q—R3ch  K—Kt3

23 R—Kt1 mate

921

AN UNPRETENTIOUS Morphy combination which charms by its easy grace.

New York, 1857

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<tr>
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<th>PERRIN</th>
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<td>1 P—K4</td>
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<td>3 B—B4</td>
<td>B—B4</td>
</tr>
<tr>
<td>4 P—QKt4</td>
<td>B×P</td>
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<tr>
<td>5 P—B3</td>
<td>B—B4</td>
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<tr>
<td>6 O—O</td>
<td>Kt—B3</td>
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<td>7 P—Q4</td>
<td>P×P</td>
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<td>B—Kt3</td>
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<td>14 Kt×Kt</td>
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<td>15 R×B1</td>
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<td>16 B×Pch</td>
<td>K—Q1</td>
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<td>17 R—Q1</td>
<td>Kt—Q7</td>
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<td>18 Q—B2</td>
<td>B—Q2</td>
</tr>
<tr>
<td>19 P—K6!</td>
<td></td>
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</tbody>
</table>

Far superior to the anticipated 19 R×Kt, Q×KP 20 Q—Q1, Q—KB4 and Black is not without hope.

19 . . .  B—R5
20 R×Kt   B×Q
21 R×Qch K—B1
22 P—K7 P—QKt3

If 22 ... B—R5 23 B—K6 ch wins.

23 P—K8 Resigns
(Q)ch

922

I have always been intrigued by King wanderings, and this one which ends in a far corner of the board is an old favorite.

Weissenfels, 1870

<table>
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<th>ALEXANDER</th>
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<td>6 B×Kt</td>
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<td>P×Q</td>
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<td>14 P×B</td>
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<td>15 K—B2</td>
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<td>R—Q4ch</td>
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<tr>
<td>19 K—B6</td>
<td>Kt—B5</td>
</tr>
</tbody>
</table>

20 R—Kt1 R—K3ch
21 K—Kt7 R—Q2ch
22 K—R8 R—K1ch
23 R—Kt8 Kt—Kt3 mate

923

In a fury perhaps at the loss of his King Pawn, White lashes out with some sizzling moves. His last stroke is a beauty, combining power and elegance.

Berlin, 1903

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</tr>
<tr>
<td>18 R×Rch</td>
<td>Q×R</td>
</tr>
</tbody>
</table>

White's pieces now leap into action.
19 R—K1  Q—Q2
20 B—Q5ch  K—R1
21 B—Q6  B—B3
22 R—K7!  Q—Q1

23 Q—K51  Resigns

If 23 ... B×Q  24  B×B mate.
If 23 ... Q×R  24  Q×Q, B×Q and 25  B—K5ch forces mate.
If 23 ... Q—B1  24  R—K8 ends the struggle.

The unfortunate Rook dares not capture as he must not leave his Queen.

21 Q—R5ch  K—Kt6
22 Q—R2ch  K—B6
23 Q—Kt2 mate

924
Two sacrifices in succession dislodge the King and render him into the hands of his enemies, who smite him hip and thigh.

Neuenburg, 1905

HANNI  KUNZ
1 P—K4  P—K3
2 P—Q4  P—Q4
3 Kt—QB3  Kt—KB3
4 B—Q3  B—Kt5

925
At the odds of Pawn and two moves Staunton creates an unusual effect with a Queen sacrifice, leading to a delayed action smothered mate.

London, 1845

KENNEDY  STAUNTON
(Remove Black’s King Bishop Pawn)
1 P—K4  ...
2 P—Q4  P—K3
3 B—Q3  P—B4  a jumping-off spot for his
4 P×P  Q—R4ch  Knight in a clever little ma-
5 Kt—B3  B×P  neuver.
6 KKt—K2  Kt—QB3
7 O—O  Kt—B3
8 Kt—Kt3  O—O
9 P—QR3  Q—Q1
10 P—Kt4  B—Kt3
11 B—KKt5  B—Q5
12 Kt(Kt3)—B—Kt3
K2

Lodz, 1927

RUBINSTEIN  HIRSCHBEIN

1 P—Q4  Kt—KB3
2 P—QB4  P—K3
3 Kt—QB3  P—Q4
4 B—Kt5  B—K2
5 P—K3  O—O
6 Kt—B3  QKt—Q2
7 R—B1  P—B3
8 Q—B2  R—K1
9 P—QR3  P—KR3
10 B—B4  P×P
11 B×BP  Kt—Kt3
12 B—R2  B—Q3
13 B×B  Q×B
14 O—O  Kt(Kt3)—
     Q2
15 KR—Q1  Q—K2
16 Kt—K5  Kt×Kt
17 P×Kt  Kt—Kt5
18 B—Kt1

To force a Pawn advance,
which would loosen Black’s King
side position.

926

RUBINSTEIN the strategist in-
duces a weakening of Black’s
KB3. Then Rubinstein the
tactician uses that square as

21 Q—Kt1  Kt—Q8ch

A neat cutoff.

22 K—R1  R—B8ch
23 Kt—Kt1  Kt—B7
mate

If 22 . . . K—R1 23 Kt—Q5
ch wins the Queen.

23 Kt—Q5!  Resigns
The threat of mate at R8 wins the Queen.

927

Black wins by a neat pin mate, resulting from a discovered check, resulting from a sacrifice of the exchange, resulting from an infiltration by his Rook.

The Hague, 1939

<table>
<thead>
<tr>
<th>MULDER</th>
<th>PARR</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—Q4</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>2 P—QB4</td>
<td>P—K3</td>
</tr>
<tr>
<td>3 Kt—QB3</td>
<td>B—Kt5</td>
</tr>
<tr>
<td>4 Q—B2</td>
<td>O—O</td>
</tr>
<tr>
<td>5 B—Kt5</td>
<td>P—Q4</td>
</tr>
<tr>
<td>6 P—QR3</td>
<td>B×Ktch</td>
</tr>
<tr>
<td>7 Q×B</td>
<td>QKt—Q2</td>
</tr>
<tr>
<td>8 Kt—B3</td>
<td>P—B3</td>
</tr>
<tr>
<td>9 Q—B2</td>
<td>R—K1</td>
</tr>
<tr>
<td>10 P—K3</td>
<td>P—K4</td>
</tr>
<tr>
<td>11 BP×P</td>
<td>BP×P</td>
</tr>
<tr>
<td>12 P×P</td>
<td>Kt×P</td>
</tr>
<tr>
<td>13 Kt—Q4</td>
<td>B—Q2</td>
</tr>
<tr>
<td>14 B—K2</td>
<td>QR—B1</td>
</tr>
<tr>
<td>15 B×Kt</td>
<td>Q×B</td>
</tr>
<tr>
<td>16 Q—Kt3</td>
<td>Q—KKt3</td>
</tr>
<tr>
<td>17 B—B3</td>
<td>R—B5!</td>
</tr>
<tr>
<td>18 Q—Q1</td>
<td>Kt—Q6ch</td>
</tr>
<tr>
<td>19 K—B1</td>
<td>R×Kt!</td>
</tr>
<tr>
<td>20 P×R</td>
<td>B—Kt4</td>
</tr>
<tr>
<td>21 Q—Kt3</td>
<td></td>
</tr>
</tbody>
</table>

If 21 B—K2, Kt—B5 22 B×B, Q×P mate.

21 ... B—B5
22 Q—B3 Kt—B5ch
23 K—Kt1 Kt—R6 mate

928

Nor the least of the piquant points in this sprightly game is the Curious Adventure of the King. For safety's sake Black Castles, but his King and Rook work their way back to their original squares, there to meet their fate.

Rostov on Don, 1937

<table>
<thead>
<tr>
<th>GOLOVKO</th>
<th>KUPIS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—QB4</td>
</tr>
<tr>
<td>2 Kt—KB3</td>
<td>P—Q3</td>
</tr>
<tr>
<td>3 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>4 Kt×P</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>5 Kt—QB3</td>
<td>P—KKt3</td>
</tr>
<tr>
<td>6 P—B3</td>
<td>B—Kt2</td>
</tr>
<tr>
<td>7 B—K3</td>
<td>O—O</td>
</tr>
<tr>
<td>8 Q—Q2</td>
<td>P—QR3</td>
</tr>
<tr>
<td>9 B—KR6</td>
<td>Kt—B3</td>
</tr>
<tr>
<td>10 B×B</td>
<td>K×B</td>
</tr>
<tr>
<td>11 O—O—O</td>
<td>B—Q2</td>
</tr>
<tr>
<td>12 P—KR4</td>
<td>P—QKt4</td>
</tr>
<tr>
<td>13 P—R5!</td>
<td>R—R1</td>
</tr>
</tbody>
</table>

If 13 ... Kt×RP 14 P—KKt4, Kt—B3 15 Q—R6ch, K—Kt1 16 Kt×Kt, B×Kt 17 P—K5!, and what does Black do? He must not take the Pawn, and dares not move the Knight.
14 Kt×Kt  B×Kt
15 P—K5  Kt×P

On 15 ... P×KP 16 P—R6ch, K—B1 17 Q×Qch wins a Rook.

16 R×Kt!  P×R
17 Q—Kt5ch  K—B1
18 Q—R6ch  K—K1
19 P×P  P—K3
20 P—Q7ch  B×P

Or 20 ... K—K2 21 Q—Kt5ch, P—B3 (21 ... K—B1
22 Q—OB5ch catches the Bishop) 22 Q—Kt7 mate.

21 Kt—K4  B—R2
22 Kt—Q6ch  K—K2
23 Q—Kt5ch!  Resigns

If 23 ... P—B3 24 Q—Kt7 mate.

929
A game chock-full of brilliant ideas—sacrifices on one side being met by sacrifices on the other!

Bad Saarow, 1935

HEINICKE       REINHARDT
1 Kt—KB3        Kt—KB3
2 P—B4          P—K3
3 Kt—B3         P—Q4
4 P—Q4          P—B3
5 P—K3          Kt—K5
6 B—Q3          P—KB4
7 Kt—K5         Q—R5

8 O—O          Kt—Q2
9 P—B4          B—Q3
10 B×Kt         BP×B
11 Q—Kt4        Q—R3
12 B—Q2         Kt—B3
13 Q—K2         P—K(Kt4
14 P×KtP        Q×KtP
15 R×Kt!        Q×R
16 Q—R5ch       K—K2
17 R—KB1        B×Kt

Forced, as 17 ... Q—Kt2 loses by 18 R—B7ch.

18 R×Q          B×R
19 Kt×KP!       P×Kt
20 B—Kt4ch      K—Q1

If 20 ... K—Q2 21 Q—B7ch wins Bishop and Rook.

21 Q—R6!        B×P

No better is 21 ... B—K2 when 22 B×Bch, K×B 23 Q—Kt7ch again nets the Rook.

22 P×B          B—Q2
23 Q—B6ch       Resigns

On 23 ... K—B2 24 Q—K5ch wins the Rook, or if Black is stubborn and plays 24 ... K—Kt3, White mates on the move.

930
A lesson in values: Black's fianchettoed Bishop guards two vital points, KB3 and KR3. For such a powerful Bishop White is happy to offer both of his Rooks!
<table>
<thead>
<tr>
<th>Hamburg, 1930</th>
<th>New Zealand, 1911</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Richter</strong></td>
<td><strong>James</strong></td>
</tr>
<tr>
<td><strong>Abrama-</strong></td>
<td><strong>Miles</strong></td>
</tr>
<tr>
<td><strong>Vicius</strong></td>
<td></td>
</tr>
</tbody>
</table>

\[
\begin{array}{ll}
1 & P-Q4  \\
2 & Kt-QB3 \\
3 & B-Kt5  \\
4 & P-K4   \\
5 & Kt\times P \\
6 & B-Kt   \\
7 & Kt-KB3 \\
8 & B-Q3   \\
9 & Q-K2   \\
10 & O-O    \\
11 & P-KKt4 \\
12 & P-KR4  \\
13 & P-R5   \\
14 & P\times P \\
15 & P-Kt5  \\
16 & R-R4   \\
17 & QR-R1  \\
18 & Q-B1  \\
19 & R-R8ch! \\
20 & R\times Bch \\
21 & Q-R1ch \\
22 & Kt-B6 |
\end{array}
\]

\[
\begin{array}{ll}
1 & Kt-KB3 \\
2 & P-Q4  \\
3 & B-B4  \\
4 & P-K3  \\
5 & P-B4  \\
6 & Kt-B3 \\
7 & P\times P \\
8 & B-Q3  \\
9 & R-QB1 \\
10 & O-O   \\
11 & Kt-K2 \\
12 & Kt\times Kt \\
13 & Q-K2  \\
14 & KR-Q1 \\
15 & Q-B2  \\
16 & B-B5 |
\end{array}
\]

\[\text{Threatening to gain the exchange by 17 Kt-K5.}\]

\[
\begin{array}{ll}
16 & P-B4 \\
17 & Kt-K5  \\
18 & B-R7ch  \\
19 & Kt\times BPch! \\
20 & Kt-Kt6ch \\
21 & Kt-B8ch \\
22 & Q-R7ch  \\
23 & Q-R8 mate
\end{array}
\]

A TRANSPARENCY threat masks White’s real, diabolic purpose. A lightning thrust ushers in a flock of sacrifices with a neat mate by the Queen as a climax.

BLACK has a rosy dream of stealing a Pawn or two, with an easy win in the endgame. His
illusion is shattered when White's Queen makes one dynamic move.

**Turku, 1946**

<table>
<thead>
<tr>
<th>BOOK</th>
<th>SAILA</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—Q4</td>
<td>P—Q4</td>
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<tr>
<td>2 Kt—KB3</td>
<td>Kt—KB3</td>
</tr>
<tr>
<td>3 P—K3</td>
<td>P—K3</td>
</tr>
<tr>
<td>4 B—Q3</td>
<td>B—Q3</td>
</tr>
<tr>
<td>5 O—O</td>
<td>O—O</td>
</tr>
<tr>
<td>6 QKt—Q2</td>
<td>QKt—Q2</td>
</tr>
<tr>
<td>7 P—B4</td>
<td>P—B3</td>
</tr>
<tr>
<td>8 P—K4</td>
<td>P×KP</td>
</tr>
<tr>
<td>9 Kt×P</td>
<td>Kt×Kt</td>
</tr>
<tr>
<td>10 B×Kt</td>
<td>P—KB4</td>
</tr>
<tr>
<td>11 B—B2</td>
<td>P—K4</td>
</tr>
<tr>
<td>12 B—Kt5</td>
<td>B—K2</td>
</tr>
<tr>
<td>13 B×B</td>
<td>Q×B</td>
</tr>
<tr>
<td>14 Kt×P</td>
<td>Kt×Kt</td>
</tr>
<tr>
<td>15 R—K1</td>
<td>Q—Kt5</td>
</tr>
<tr>
<td>16 R×Kt</td>
<td>Q×KtP</td>
</tr>
<tr>
<td>17 R—Kt1</td>
<td>Q—R6</td>
</tr>
<tr>
<td>18 P—B5</td>
<td>Q—R4</td>
</tr>
<tr>
<td>19 R—K7</td>
<td>Q—Q1</td>
</tr>
<tr>
<td>20 Q—K2</td>
<td>Q×P</td>
</tr>
<tr>
<td>21 B—Kt3ch</td>
<td>K—R1</td>
</tr>
<tr>
<td>22 R—KB7!</td>
<td>Q×QBP</td>
</tr>
<tr>
<td>23 Q—K5!</td>
<td>Resigns</td>
</tr>
</tbody>
</table>

933

**Carlsbad, 1929**

<table>
<thead>
<tr>
<th>MATTISON</th>
<th>NIMZOVICH</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—Q4</td>
<td>Kt—KB3</td>
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<td>2 P—QB4</td>
<td>P—K3</td>
</tr>
<tr>
<td>3 Kt—QB3</td>
<td>B—Kt5</td>
</tr>
<tr>
<td>4 Kt—B3</td>
<td>B×Ktch</td>
</tr>
<tr>
<td>5 P×B</td>
<td>P—Q3</td>
</tr>
<tr>
<td>6 Q—B2</td>
<td>Q—K2</td>
</tr>
<tr>
<td>7 B—R3</td>
<td>P—B4</td>
</tr>
<tr>
<td>8 P—Kt3</td>
<td>P—QKt3</td>
</tr>
<tr>
<td>9 B—Ktt2</td>
<td>B—Kt2</td>
</tr>
<tr>
<td>10 O—O</td>
<td>O—O</td>
</tr>
<tr>
<td>11 Kt—R4</td>
<td>B×B</td>
</tr>
<tr>
<td>12 K×B</td>
<td>Q—Kt2ch</td>
</tr>
<tr>
<td>13 K—Kt1</td>
<td></td>
</tr>
</tbody>
</table>

If 13 P—B3, P—KKt4 14 Q—Q2, P—KR3 wins a piece.

| 13 ...   | Q—R3       |
| 14 Q—Kt3 | Kt—B3      |
| 15 KR—Q1 | Kt—QR4     |
| 16 Q—Kt5 | Q×Q        |
| 17 P×Q   | Kt—B5      |

Gaining an important foothold.

18 B—B1    P—QR3

The next step: opening a file for the Rook.

| 19 P×RP  | R×P        |
| 20 P×P   | KtP×P      |
| 21 Kt—Kt2| Kt—Q4      |
| 22 R—Q3  | KR—R1      |
| 23 P—K4  | Kt—K4!     |

Connoisseurs of subtle position play will relish this game. It is a classic by a virtuoso in the field. With so little to work with as a central-
And this evokes resignation from an opponent who is terrified at the prospect facing him: 24 R—Q1, Kt×P 25 R—B1, R×P 26 R×R, Kt—B6ch 27 K—R1, R×R followed by 28 . . . Kt×KP—and the rest is elementary stuff.

934

BONDAREVSKY sets a brisk pace from the beginning when he seizes the initiative, to the end when he terminates his attack with a scintillating mate in five.

Leningrad, 1936

KOTOV

1 P—Q4 P—K3
2 Kt—KB3 P—KB4
3 P—KKt3 Kt—KB3
4 B—Kt2 P—Q4
5 O—O B—Q3
6 P—B4 P—B3
7 QKt—Q2 O—O
8 P—Kt3 Q—K1
9 Kt—K1 QKt—Q2
10 Kt—Q3 Kt—K5
11 Kt—B3 Q—R4
12 Kt—B4 Q—B2
13 Q—B2 P—KKt4
14 Kt—Q3 Q—R4
15 Kt(B3)—K5
16 P—B3 R—R3
17 P—KR4 Kt×P

18 RP×P Q—R7ch
19 K—B2 R—R5
20 R—KKt1 R×P!
21 B—Kt2

Attacking the Rook, and also threatening to win the Queen by 22 R—R1.

21 . . . Q—R5!
22 B×R Kt—K5ch
23 K—K3

Upon which Black forces a beautiful win:

23 . . . P—B5ch
24 Kt×P Q—B7ch
25 K—Q3 Q×Bch!
26 K×Q B—B4ch
27 K—Q3 Kt×Kt

mate

935

The King side Pawns march up like the four musketeers. Inspired by unselfish loyalty they lay down their lives in rapid succession to help bring about checkmate.
London, 1927

WENINK  KMOCH
1 P—K4    P—K4
2 Kt—KB3  Kt—QB3
3 Kt—B3   P—KKt4
4 P—Q4    P×P
5 Kt×P    B—Kt2
6 B—K3    KKt—K2
7 Q—Q2    P—KR3
8 O—O—O  P—Q3
9 B—K2    B—Q2
10 P—KR3  Kt×Kt
11 B×Kt   O—O
12 B×B    K×B
13 P—B4   B—B3
14 P—KKt4  Kt—Kt1
15 P—KR4

An imposing front!

15 . . .  Q—K2
16 P—Kt5  P—B4
17 Q—Q4ch K—R2
18 P—R5!

With the pretty threat of 19 RP×Pch, K×P 20 B—R5ch, K—R2 21 P—Kt6 mate.

18 . . .  P×KP
19 RP×Pch K×P
20 P—B5ch R×P
21 B—R5ch K×P

Clearly, if 21 . . . K—R2 22 P—Kt6 is mate.

22 R(Q1)— K—B5
      Kt1ch
23 Kt—K2
      mate

936

This was considered the gem of the tournament; its every facet sparkles with life and fire.

Carlsbad, 1948

BARCZA  ESCU
1 Kt—KB3  P—Q4
2 P—KKt3  Kt—KB3
3 B—Kt2   P—K3
4 O—O    P—B4
5 P—Q4  B—K2
6 P×P  B×P
7 P—B4  O—O
8 Kt—B3  P×P
9 Q—R4  Q—K2
10 Q×BP  P—QR3
11 Kt—K5  P—QQt4
12 Q—KR4  B—Kt2
13 Kt—Kt4  B×B
14 B—Kt5!

The threats begin: the first is 15 Kt×Ktch, P×Kt 16 B×P, and Black must give up his Queen or be mated.

14 . . .  B—Q5
15 KR—Q1  Q—Kt2

If 15 . . . B×Kt 16 P×B, QKt—Q2 17 R×Kt and White wins.

16 Kt×Ktch! B×Kt
17 B×B  P×B
18 R—Q4
Threatening check by the Rook and then mate by the Queen.

18 . . .
19 R—Kt4ch
20 R—Q1

Purpose: 21 R×Kt, Q×R, 22 Q×BP mate.

20 . . .
21 Kt—K4

Now eyeing 22 Kt×P, and if Black prevents this by 21 . . . B×Kt then we have 22 R×Kt and the mixture as before.

21 . . .
22 Kt×P
23 Q—R6l

Resigns

If Black guards against 24 Q×R mate by 23 . . . QR—KKt1, then 24 Q×Pch, R×Q 25 R×R mate resolves any lingering doubts.

937

The struggle for supremacy is all on the Queen side. When the decision comes though, it is on the King side, with three sharp moves—sudden and unexpected.

Moscow, 1933

BOTVINNIK

1 P—QB4
2 P—Q4
3 Kt—QB3
4 Kt—B3

YUDOVICH

Kt—KB3
P—KKt3
P—Q4
B—Kt2

5 Q—Kt3
6 P×P
7 B—Q2
8 P—K4
9 R—Q1
10 P—QR4

P—B3
Kt×P
O—O
Kt—Kt3
OKt—Q2
P—QR4

To prevent 11 P—R5 embarrassing the Knight.

11 B—K3
12 B—K2
13 Kt—R2
14 O—O
15 R—B1
16 Kt—B3
17 KR—Q1
18 Kt×P

Q—B2
Q—Q3
P—K3
P—R3
P—KB4
K—R2
Q—Kt5

Q×P

Threatening to win a Pawn, and hoping thereby to force an exchange of Queens.

19 Q—B2!

Q×RP

Suspecting nothing at all!

20 P—QKt3
21 Kt—R4!
22 Kt×P!
23 B—R5ch!

P—R6
Q—K2
K×Kt

This second sacrifice settles the issue. If 23 . . . K—R2 24 Kt—B6ch, K—R1 25 Q—R7 mate, and if 23 . . . K×B 24 Kt—Kt3ch, K—R5 25 Q—K4ch and mate next move.

Black turned down his King in surrender.

938

Statistics show that the odds are against the King who ven-
tures (or is impelled) into the center of the board. The best he can hope for is to accumulate some material wealth before he gives up the ghost.

U.S.S.R., 1951

LOUTIKOV  KORTCHNOY

1 P—K4   P—K4
2 P—KB4   P×P
3 Kt—KB3  B—K2
4 B—B4    Kt—KB3
5 Kt—B3   Kt×P
6 B×Pch   K×B
7 Kt—K5ch K—K3
8 Kt×Kt   P—Q4
9 Q—Kt4ch K×Kt
10 P—Q4ch K×P

Capturing the Knight means sudden death by 11 Q×P mate.

11 P—B3ch K—K4

Fleeing to the Queen side via 11 ... K—B5 is punished by 12 Q—K2 mate.

12 B×Pch K×Kt
13 Q—B3ch K—B4
14 B×Pch K—Kt3
15 B×Q R×B
16 O—O Kt—B3
17 Q—Kt3ch K—R3
18 R—B7 P—KKt4
19 P—KR4 R—KKt1
20 QR—KB1 B—K3
21 P×Pch R×P
22 Q—R4ch R—R4

23 R(B1)— Resigns B6ch

If 23 ... B×R 24 Q×B is mate.

939

BLACK's King Knight is driven back to home base. He starts life over again by way of B3, as all good little Knights should, but it is too late!

Holland, 1951

FRANCK  BROEKMANs

1 P—K4   P—Q3
2 P—Q4   Kt—KB3
3 Kt—QB3  P—KKt3
4 P—B4   B—Kt2
5 P—K5   P×P
6 BP×P   Kt—Kt5
7 B—Kt5ch P—B3

And not 7 ... B—Q2 as White snaps the Knight off.

8 B—QB4 O—O
9 P—KR3 Kt—KR3
10 Kt—B3 Kt—Q2
11 B—KKt5 K—R1

Making room for the Knight who is threatened by 12 Q—Q2, Kt—KB4 13 P—KKt4, Kt—Kt6 14 R—KKt1.

12 Q—Q2 Kt—KKt1

Even here he is not safe, as we shall see.
13 P—KR4!  P—B3
14 P—R5!

En avant!

14 . . .  PxB
15 P×P

Threatening mate on the spot.

15 . . .  P—KR3
16 Kt×P

With this object: 17 Kt—B7ch, R×Kt 18 P×R and the Knight is kaput.

16 . . .  Kt×P
17 P×Kt  Q—B2
18 Kt—B7ch  R×Kt
19 P×R  Q×Pch
20 Kt—K2  Kt—B3

Freedom, at last!

21 Q×Pch!  B×Q
22 P—B8(Q)  ch  K—R2
23 Q×B mate

940

The simultaneous player must improvise at lightning speed—and his combinations must be sound! If there are any flaws, his opponent (with forty times as much time to think) will be sure to discover them.

In this example of peripatetic chess, Capablanca sacrifices his Queen to clear the way for his Rook to circle around the King—for a further sacrifice!

Sao Paulo, 1927

CAPABLANCA
(Simultaneous)

CAMPOS

1 P—K4  P—QKt3
2 P—Q4  B—Kt2
3 B—Q3  P—K3
4 Kt—KB3  P—QB4
5 O—O  P×P
6 Kt×P  Kt—K2
7 Kt—QB3  Kt—Kt3
8 B—K3  B—B4
9 Q—R5  O—O
10 QR—Q1  B×Kt
11 B×B  Kt—B3
12 B—K3  P—K4
13 B—QB4  K—R1
14 R—Q6!  Q—K2
15 KR—Q1  QR—Q1
16 B—KKt5  P—B3
17 Q×Kt1  P×Q
18 R(Q6)—  R—B2
19 Kt—Q5  Q—B4

The alternative 19 . . . P×B succumbs to 20 Kt×Q, Kt×Kt (not 20 . . . R×Kt 21 R—R3 mate) 21 B×R.

20 R—R3ch  K—Kt1
21 Kt×BPch  K—B1

If 21 . . . P×Kt 22 B×P followed by 23 R—R8 mate.

22 R—R8ch  K—K2
23 R—K8ch!  Resigns
The continuation would be 23
... R×R 24 R×Pch, K—B1
25 R×R mate.

941

With the instinct of a true chess player White seizes an all-important file with his Rook. There the Rook stands patiently watching, waiting for the moment when he can leap in for the kill.

Vienna, 1951

HUBER THEK

1 P—Q4 P—Q4
2 P—QB4 P—QB3
3 Kt—QB3 Kt—B3
4 Kt—B3 B—B4
5 P—K3 P—K3
6 Q—Kt3 Q—B2
7 B—Q2 QKt—Q2
8 P×P BP×P
9 R—B1!

Before making this sort of move, a first-class player would have to think as much as half a second!

9 ... Q—Kt3
10 Kt—QKt5 B—Q3

Not only to develop a piece with the hope of Castling, but also to prevent loss of the exchange by a Knight check.

11 B—Kt4! B×Bch
12 Q×B

Renewing the threat.

12 ... K—Q1
13 Kt—K5 Kt×Kt
14 P×Kt Kt—Q2
15 Q—KB4 Q—R4ch
16 P—Kt4 Q×RP
17 Q—Kt5ch P—B3
18 Q×KtP R—KB1
19 Kt—Q6 Q—Kt7
20 Kt×Pch

White could show off and announce mate in four.

20 ... K—K1
21 Q×Ktch! K×Q
22 B—Kt5ch K—K2
23 R—B7 mate

942

Botvinnik’s forte is undoubtedly position play, but here he beats a master of combination at his own game! With a flurry of surprise moves he switches his pieces to the King side in an attack that sweeps Keres off his feet.

The Hague, 1948

BOTVINNIK KERES

1 P—Q4 Kt—KB3
2 P—QB4 P—K3
3 Kt—QB3 B—Kt5
4 P—K3 O—O
5 P—QR3 B×Ktch
6 P×B R—K1
7 Kt—K2  P—K4
8 Kt—Kt3  P—Q3
9 B—K2  QKt—Q2
10 O—O  P—B4
11 P—B3  BP×P
12 BP×P  Kt—Kt3
13 B—Kt2  P×P
14 P—K4!

Before recapturing the Pawn he prevents ... P—Q4.

14 ...  B—K3
15 R—B1  R—K2
16 Q×P  Q—B2
17 P—B5!  P×P
18 R×P  Q—B5
19 B—B1!

A shrewd move: apparently the Bishop’s future lies on this, and not on the longer diagonal.

19 ...  Q—Kt1

A dismal retreat, but if he stays in the neighborhood by 19 ... Q—R5, the retort would be 20 B—KKt5.

20 R—KKt5

Threatening 21 Q×Kt(B6).

20 ...  QKt—Q2
21 R×Pch  K×R
22 Kt—R5ch  K—Kt3

What else is there?
If 22 ... K—R1 23 Kt×Kt, Q—K4 24 B—Kt2 wins.
If 22 ... K—Kt1 23 Kt×Ktch, Kt×Kt 24 Q×Kt, Q—KB1 25 B—KR6 wins.
If 22 ... K—B1 23 Kt×Kt, Kt×Kt (or 23 ... Q—K4 24 B—KR6 mate!) 24 Q×Kt, K—K1 25 B—Kt5ch, K—Q1 26 R—Q1ch wins.

23 Q—K3!

A quiet move which threatens instant mate at Kt5 or R6.

23 ...  Resigns

943

White makes a shrewd investment of a Knight for the attack. He nets six Pawns as dividends, and snips them off as they come due.

Lausanne, 1947

<table>
<thead>
<tr>
<th>POST</th>
<th>LOB</th>
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<tbody>
<tr>
<td>1 P—K4</td>
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<td>2 P—K5</td>
<td>Kt—Q4</td>
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<tr>
<td>3 P—QB4</td>
<td>Kt—Kt3</td>
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<td>Kt—Q2</td>
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<td>7 Kt—KB3</td>
<td>P—K3</td>
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<tr>
<td>8 B—Kt5</td>
<td>Kt—K2</td>
</tr>
<tr>
<td>9 Kt—B3</td>
<td>P—QB3</td>
</tr>
<tr>
<td>10 B—Q3</td>
<td>P—QR4</td>
</tr>
</tbody>
</table>
11 O—O   P—QKt3
12 Kt—KKt5  P—R3

If 12 . . . P—Kt3 13 P—B5, KP×P 14 P—K6 (attacking the Knight and also threatening 15 P×P mate) BP×P 15 Kt×KP and Black’s Queen is trapped.

13 Kt×KP!  P×Kt
14 Q—R5ch  P—Kt3
15 B×Pch  Kt×B
16 Q×Ktch  K—K2
17 P—B5

Threatens mate on the move.

17 . . .   Q—K1
18 Q×Pch  K—Q1
19 Q×BP  R—QKt1
20 Kt×P

For the mate at B7.

20 . . .   R—Kt2
21 P×P

Look at all those passed Pawns!

21 . . .   R—KKt1
22 Q—B7ch!  R×Q
23 P×R mate

This is the pretty picture:

The winner can frame this with as much pride as does the poker player his first Royal flush.

944

“WONDERFUL!” is praise lightly bestowed today on chews and chips and Sealyhams and cabin chairs and kinks. But what else can we say of this brilliancy which glistens with six Queen sacrifices in succession?

New Orleans, 1920

E. Z. ADAMS  TORRE

1 P—K4   P—K4
2 Kt—KB3  P—Q3
3 P—Q4   P×P
4 Q×P   Kt—QB3
5 B—QKt5  B—Q2
6 B×Kt  B×B
7 Kt—B3  Kt—B3
8 O—O   B—K2
9 Kt—Q5  B×Kt
10 P×B   O—O
11 B—Kt5  P—B3
12 P—B4  P×P
13 P×P   R—K1
14 KR—K1  P—QR4
15 R—K2   QR—B1
16 QR—K1   Q—Q2
17 B×Kt  B×B
18 Q—KKt41  Q—Kt4

If 18 . . . Q×Q 19 R×Rch, R×R 20 R×R mate. Black’s Queen must stay on the diagonal leading to his King Rook.
19 Q—QB4! Q—Q2

Again he may not capture the Queen with either Queen or Rook.

20 Q—B7! Q—Kt4
21 P—QR4! Q×RP
22 R—K4!

Gives Black choice of three ways of capturing—none of them any good!

22 . . . Q—Kt4
23 Q×KtP! Resigns

945

FRANKLIN K. YOUNG said, “All authorities agree that this partie is the most brilliant game of which there is any record.”

So terrific was the impression made on the critics by the ideenreiche Anderssen’s lavish sacrificial display in this game that they gave it a name which it has borne proudly ever since. This, dear reader, is “The Immortal Game!”

London, 1851

KIESE-ANDERSSEN

RITZKY

1 P—K4 P—K4
2 P—KB4 P×P
3 B—B4 Q—R5ch

4 K—B1 P—QKt4
5 B×P Kt—KB3
6 Kt—KB3 Q—R3
7 P—Q3 Kt—R4
8 Kt—R4 Q—Kt4
9 Kt—B5 P—QB3
10 P—KKt4 Kt—B3
11 R—Kt1 P×B
12 P—KR4 Q—Kt3
13 P—R5 Q—Kt4
14 Q—B3

Threatening to win the Queen by 15 B×P, as well as 15 P—K5 attacking the Rook with his Queen while his King Pawn bites at the Knight.

14 . . . Kt—Kt1

“One can not always be happy” says Nimzovitch.

15 B×P Q—B3
16 Kt—B3 B—B4
17 Kt—Q5! Q×P

18 B—Q6!

“Ganz grossartig gespielt” says Gottschall.

18 . . . B×R
If 18 ... Q×Rch 19 K—K2, Q×R 20 Kt×Pch, K—Q1 21 B—B7 mate.
If 18 ... B×B 19 Kt×Bch, K—Q1 20 Kt×Pch, K—K1 21 Kt—Q6ch, K—Q1: 22 Q—B8 mate.

19 P—K5!

"Have another Rook!"

19 ... Q×Rch
20 K—K2 Kt—QR3
21 Kt×Pch K—Q1
22 Q—B6ch! Kt×Q
23 B—K7 mate!

White has given up Queen, two Rooks and a Bishop for one single, miserable Pawn (and mate, the cynic might point out).

946

Correspondence games remind me of the fellow who, describing his struggles in a game he was playing by mail, said, "We have been at each other's throats for two years, now!"

The mischievous ending in this postal game must have amused the letter carrier!

Correspondence, 1951

AVERBACH FRIDSTEIN

1 P—K4 P—QB4
2 Kt—KB3 Kt—QB3
3 P—Q4 P×P
4 Kt×P Kt—B3

5 Kt—QB3 P—Q3
6 B—KKt5 P—K3
7 Q—Q3 P—K2
8 O—O O—O
9 P—B4 Kt×Kt
10 Q×Kt Q—R4
11 Q—Q2 P—KR3
12 P—KR4 Kt×P
13 Kt×Kt Q×Qch
14 R×Q P×B
15 RP×P P—B4

The reply to 15 ... P—Q4 would be 16 P—KKt4 followed by 17 QR—R2.

16 Kt×P R—Q1
17 Kt×BP!

Surprise, surprise!

17 ... R×R

Clearly, if 17 ... P×Kt 18 B—B4ch, K—B1 19 R—R8 mate.

18 Kt×Bch K—B2
19 K×R B—Q2
20 R—R7 R—K1
21 P—B5! R×Kt
22 P—B6! K—Kt1

Or 22 ... R—K1 23 R×Pch, and the Bishop goes.

23 P—Kt6!

Letting Black choose between 23 ... P×P 24 R×R and 23 ... R—K1 24 P—B7ch and 23 ... R—B2 24 R—R8ch, K×R 25 P×R, and a new Queen will appear.

23 ... Resigns
947

The upshot of Euwe's vigorous combination is that Black must give up both his Rooks to save his King from sudden death.

Amsterdam, 1950

EUWE

1 P—Q4
2 P—QB4
3 Kt—QB3
4 Q—B2
5 P×P
6 Kt—B3
7 B—Kt5
8 Kt×Kt
9 Kt—Kt5
10 O—O
11 P—B4
12 P×P
13 P×P
14 K—Kt1
15 B×Kt
16 P—K3
17 Kt—B3
18 B—B4
19 Q—K4

If 19... R—R2 20 R×Bch, K×R (on 20... R×R 21 Q×KPch, K—Q1 22 Q×BPch wins) 21 Q×KPch, K—B2 22 Q—K7ch wins.

20 R×B1 K×R
21 R—Q1ch K—K2
22 R×Bch1

"Once more unto the breach!"

22...
23 Q—Kt7ch Resigns

If 23... K—Q3 24 Kt—K4 is mate, and if 23... K—K1 24 B×KP forces mate.

948

Smyslov's position play is a joy to behold. Quietly and with simple economy of means he squelches a bombastic King side attack so that it ends "not with a bang but a whimper."

Moscow, 1951

LIPNITSKY

1 P—Q4
2 P—QB4
3 Kt—QB3
4 Q—B2
5 Kt—B3
6 P—Q3

This seems to be a violation of the principle that pieces should not be developed to the side of the board. Actually this is subtle positional play of the highest order. Pressure is to be exerted and maintained on QB5, a fine spot for posting a Black piece, as no enemy Pawn could there disturb it.

8 Kt—K5 Kt—Q2!
To rid himself of the Knight which guards the key square.

9 Kt×Kt  B×Kt
10 P×P  P×P
11 B—B4  B—Kt4
12 P—KR4  O—O
13 R—QKt1  Q—Q2
14 R—R3  KR—K1
15 R—KKt3  Kt—B5
16 B—R6  P—KKt3
17 Q—B1

Guards against loss of the exchange by 17 ... Kt×RP, and threatens to bring his Queen over for the King side attack.

17 ...  Kt—Q3
18 Q—B4  B—R3

Not at once 18 ... Kt—B4

as 19 R×B, Q×R 20 Q×Kt wins two pieces for a Rook.

19 P—K3  Kt—B4!
20 B×B

Hoping for 20 ... Kt×R 21 P×Kt, P×B when 22 Q—B6 would chalk up a win.

20 ...  P×B
21 R—Kt7  QR—Kt1!
22 R×BP  R—Kt8ch
23 K—K2  Q—R5!

With a threat of mate at Q8 which White cannot avoid by fleeing with his King to B3, Q3, Q2, or letting him stay where he is!

949

Players like Marotti who plan their combinations with an eye to beauty and elegance, may not always win tournaments but they contribute to the beguilement of the soul.

Naples, 1938

<table>
<thead>
<tr>
<th>MAROTTI</th>
<th>VECCHIO</th>
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<tbody>
<tr>
<td>1 Kt—KB3</td>
<td>P—Q4</td>
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<tr>
<td>2 P—B4</td>
<td>P—QB3</td>
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<tr>
<td>3 P—Q4</td>
<td>Kt—B3</td>
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<tr>
<td>4 Kt—B3</td>
<td>P×P</td>
</tr>
<tr>
<td>5 P—QR4</td>
<td>B—B4</td>
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<tr>
<td>6 Kt—K5</td>
<td>P—K3</td>
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<tr>
<td>7 P—B3</td>
<td>B—QKt5</td>
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<tr>
<td>8 B—Kt5</td>
<td>P—B4</td>
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<tr>
<td>9 P—K4</td>
<td>P×P</td>
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<tr>
<td>10 P×B</td>
<td>P×Kt</td>
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<tr>
<td>11 Q×Qch</td>
<td>K×Q</td>
</tr>
<tr>
<td>12 O—O—O</td>
<td>K—K2</td>
</tr>
</tbody>
</table>

ch

13 B×P  P—KR3
14 P×KP!  P×B
15 KP×P  R—R3

To prevent mate on the move.

16 Kt—Kt6ch!  R×Kt
17 KR—K1ch  Kt—K5
18 R×Ktch  K—B3
19 P—Kt4.

A brutal (but practical) win is

19 R—K6ch, K—B4 20 P—Kt4ch, and Black’s King must abandon his Rook.

19 ...  Kt—B3
20 R—Q7  Kt—Q1
The threat was mate at K6; Black’s Knight move prevents it, or more accurately, postpones it.

21 P—B8(Q) B×Q ch
22 R—B7ch Kt×R
23 R—K6 mate

Knights come in and cavort all over the place.

16 Kt—B5 Q—B1
Or 16 . . . Q—Q1 17 Kt—Q6, R—K2 18 Kt×BP, R×Kt
19 P×P followed by 20 P—K6 winning easily.

17 Kt(B3)—R4

Aiming at 18 Kt—Kt6, and the Queen is caught.

17 . . . K—R1
18 Kt—Kt6 P×Kt ch!
19 Kt—R4

Again menacing the Queen—as a start!

19 . . . Q—Q3
20 Kt×Pch K—R2
21 P×P Q—B2

Saving the Queen from 21 . . . Kt×P 22 Kt×Ktch, K—R1
23 Kt—B7ch.

22 Kt—B8ch K—R1
23 Q—R7ch! Resigns

Sparing himself from seeing another Knight move—the one that mates!

Dusseldorf, 1935

 ENGELS BUSTGENS

1 P—Q4 Kt—KB3
2 P—QB4 P—K3
3 Kt—QB3 P—Q4
4 B—Kt5 QKt—Q2
5 P—K3 B—K2
6 Kt—B3 P—B3
7 P—QR3 O—O
8 R—B1 R—K1
9 Q—B2 P—QR3
10 P—R3 P×P
11 B×P Kt—Q4
12 B×B Q×B
13 Kt—K4 Kt(Q4)—B3
14 Kt—Kt3 P—R3
15 O—O P—K4

This is commendable in that he disputes the center, but is censurable in that it lets the

White experiences the rare thrill of offering a Queen sacrifice to Alekhine, but not before Alekhine offers his own Queen three or four times! A remarkable brilliant (even for Alekhine) from a
simultaneous blindfold exhibition on six boards.

Odessa, 1918

GONSSIO-
ROVSKI ALEKHINE

1 P—K4 P—K4
2 B—B4 Kt—KB3
3 P—Q3 P—B3
4 Q—K2 B—K2
5 P—B4 P—Q4
6 P×QP P×BP
7 B×P O—O
8 QKt—Q2 P×P
9 B—Kt3 P—QR4!
10 P—B3 P—R5
11 B—B2 P—R6
12 P—QKt3 R—K1

Threatening a discovered pin.

13 O—O—O B—QKt5
14 Q—B2 B×P
15 B—Kt5 Kt—B3
16 KKt—B3 P—Q5
17 KR—K1 B—Kt7ch
18 K—Kt1 Kt—Q4!
19 R×Rch

Obviously, if he took the Queen mate would come like a shot.

19 ... Q×R
20 Kt—K4 Q×Kt!

Renewing the threat.

21 B—Q2 Q—K6!
Still persisting.

22 R—K1!

A Roland for an Oliver, as the old novelists would say.

22 ... B—B4
23 R×Q P×R
24 Q—B1

Alekhine announced mate in three by 24 ... P×B 25 B—Q1, Kt(B3)—Kt5 26 any, Kt—B6 mate.

952

Fifty years ago Dr. Bernstein, who is happily still with us, brought off this beautiful specimen of a long-distance epaulette mate.

Vienna, 1904

ALBIN BERNSTEIN

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—B4 B—B4
4 Kt—B3 P—Q3
5 P—Q3 Kt—B3
6 B—KKt5 B—K3
7 Kt—Q5 B×Kt
8 B×B P—KR3
9 B×Ktch P×B
10 B×Kt Q×B
11 P—B3 R—QKt1!
12 P—QKt4 B—Kt3
13 Q—R4 P—Q4
14 P×P P—K5
15 P×KP Q×Pch
16 K—K2 Q—B5ch
17 K—K1 Q×KPch
18 K—B1 O—O
19 Q×BP  KR—K1
20 K—Ktl

He was threatened with 20 ...
... Q—K7ch 21 K—Ktl, Q×P
mate.

<table>
<thead>
<tr>
<th>6 P×P</th>
<th>B—Kt5ch</th>
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<td>B—R4</td>
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<td>8 Q—R5</td>
<td>P—Q4</td>
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<td>9 B×P</td>
<td>Q—K2</td>
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<tr>
<td>10 B—R3</td>
<td>Kt—KB3</td>
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<tr>
<td>11 B×Pch</td>
<td>Q×B</td>
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<tr>
<td>12 Q×B</td>
<td>Kt—B3</td>
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<tr>
<td>13 Q—R4</td>
<td>Kt×KP</td>
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<tr>
<td>14 Kt—KB3</td>
<td>B—Q2</td>
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<tr>
<td>15 QKt—Q2</td>
<td>Kt×Ktch</td>
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<td>16 Kt×Kt</td>
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<td>17 R—QKt1</td>
<td>Q—Q4</td>
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<td>18 Kt—B3</td>
<td>B—B4</td>
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<td>19 R—Q1</td>
<td>KR—K1</td>
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<tr>
<td>20 B—B5</td>
<td>Q×Kt</td>
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<tr>
<td>21 P×Q</td>
<td>B—R6ch</td>
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<tr>
<td>22 K—Ktl</td>
<td>R—K3</td>
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</tbody>
</table>

Envisioning a pretty Rook
mate.

| 23 Q—B2 | R×P! |
| 24 B×R | Kt×B |

And wins, as the threats are
too numerous. The Knight can-
not be taken on account of 25 ...
R—K8 mate, and if the
Queen (which is attacked) moves,
25 ...
R—Kt3ch 26 Q×R,
Kt—K7 mate (or the Knight can
check and the Rook mates).

953
In which Boden sacrifices
Queen and Rook to stage an
entertaining tableau.

London, 1865

G. A.
MACDONNELL  BODEN

1 P—K4  P—K4
2 B—B4  B—B4
3 P—QKt4  B×P
4 P—QB3  B—B4
5 P—Q4  P×P

954
Imagine how this slashing vic-
tory over Lasker must have
thrilled Janowsky! Surely it
soothed the sting of a dozen
defeats suffered at the hands
of his old tormentor.
Paris, 1909

JANOWSKY

SOLDATENKOV

LASKER

TAUBENHAUS

1. P–K4
2. P–Q4
3. P–QB3
4. B–QB4
5. B×P
6. P–K5
7. Kt–B3
8. KKt–K2
9. O–O
10. B×Kt
11. Kt×B
12. Kt–Q5!
13. R–K1
14. Q–R5
15. Kt–B7!

18. Q×RPch
19. Q–R4ch

If 19... K–B4 20 P–Kt4ch, K–B5 21 Q–Kt3ch skewers the Queen.

20. R–B7ch
21. Q–Q4ch

On 21... K–Kt1 22 R–K8ch, R–B1 23 R×Rch, K×R 24 Q–B6ch, K–Kt1 25 R–K1, and the curtain can come down.

22. Q–R8ch! K×R
23. R–K1ch K–Q3
24. Q–Q4 mate!

An OLD-FASHIONED slugging match! White evolves a winning combination despite the hindrance of having his Queen paralyzed by a pin!

Boston, 1907

YOUNG

H. N. STONE

1. P–K4
2. P–KB4
3. Kt–KB3
4. P–K5
5. P–Q4
6. Kt×P
7. P–Kt3
8. B–Kt2

1. P–K4
2. P–K4
3. P×P
4. P–Q3
5. P×P
6. Q–R5ch
7. P×P
8. P×Pch

After only eight moves Black has four passed Pawns!
9 K—B1  Kt—KB3
10 Kt—KB3  Q—R4
11 R×P  Q—B2
12 Kt—K5  Q—Kt1
13 Kt—QB3  P—B3
14 B—Kt5  QKt—Q2
15 Q—Q3  Kt×Kt
16 P×Kt  B—K3
17 R—K1  Kt—K5

Or 17 ... B—B5 18 P×Ktch, B—K2 19 R×Bch, K—B1 20 P×Pch and White wins.

18 Kt×Kt  B—B5
19 Kt—Q6ch  B×Kt
20 P×Bch  K—Q2

If 20 ... K—B1 21 B—K7ch, K—K1 22 P—Q7ch and Black must screen his Bishop's protector.

21 R—K7ch  K—B1
22 P—Q7ch  K—Q1
23 R—B7ch  K—B2
24 P—Q8(Q) mate

956

WHEREIN lies the fascination of this game?
Is it the startling sacrifice of the Queen?
Is it the amusing forced march of the King?
Is it the deft interplay of the Bishops as they take turns checking the King into mate?
Or is it the skillful blend-

ing of all these elements that makes this game enchanting?

Montreal, 1895

SOBERNHEIM  LANGLEBEN

1 P—K4  P—K3
2 P—Q4  P—Q4
3 Kt—QB3  Kt—KB3
4 B—KKt5  B—K2
5 B×Kt  B×B
6 P—K5  B—K2
7 Q—Kt4  O—O
8 B—Q3  P—KB4
9 Q—R3  P—B4
10 P×P  Kt—Q2
11 P—B4  Kt×BP
12 O—O—O  P—QKt4
13 B×KtP  R—Kt1
14 Kt—B3  P—QR3
15 B—Q3  Q—Kt3
16 P—QKt3  Q—Kt5
17 K—Kt2  Q—R6ch!
18 K×Q  Kt×Bch
19 P—Kt4  R×P
20 R×Kt  R—Kt8ch
21 K—R4  B—Q2ch
22 K—R5  B—Q1ch
23 K×P  B—B1ch
24 K—R7  B—Kt3ch

And mate follows after 25 K—R8 by 25 ... B—R3!

957

DAZZLING as is this jewel of a game, so little is it known!
When I first discovered it
I felt as one who has stumbled on hidden treasure!

Yugoslavia, 1922

NICIFOR  KRAEMER

1 P—K4  P—K4
2 Kt—KB3  Kt—QB3
3 B—Kt5  Kt—B3
4 Kt—B3  B—B4
5 Kt×P  Kt—Q5
6 B—K2  O—O
7 P—Q3  P—Q4
8 B—Kt5  R—K1
9 Kt—B3

by 12 . . . P×B 13 Q—Q2, PxR(Q)ch 14 R×Q, R×B.

12 . . .  P×P!
13 K—Q2

He must not save his Rook, as mate would come instantaneously.

13 . . .  P×R(Q)
14 Q×Q  R×Bch
15 K—Q1

But not into the open by 16 K—B3 as 16 . . . R×P would mate!

15 . . .  B—KKt5
16 Q×P  R×QBpch
17 K—K1  R—K1ch
18 K—B1  B—R6ch
19 K—Kt1  Kt—K7ch
20 K—R1  Kt—B8

Cuts off White’s Rook and threatens mate.

21 P—B4  R(K1)—K7
22 Q—Kt8ch  B—KB1
23 B—Kt3  R(K7)—Q7
24 Q×RP  R—Q8ch

And mate follows 25 Q—Kt1 by 25 . . . B—Kt7.

958

Morphy toys with Barnes in cat-and-mouse style. There is a far-fetched poetic justice in this, as Barnes had beaten
him a few days previously with the Krazy-Kat opening (as the experts refer to 1... P-KB3).

London, 1858

<table>
<thead>
<tr>
<th>BARNES</th>
<th>MORPHY</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P-K4</td>
<td>P-K4</td>
</tr>
<tr>
<td>2 Kt-KB3</td>
<td>P-Q3</td>
</tr>
<tr>
<td>3 P-Q4</td>
<td>P-KB4</td>
</tr>
<tr>
<td>4 QP×P</td>
<td>BP×P</td>
</tr>
<tr>
<td>5 Kt-Kt5</td>
<td>P-Q4</td>
</tr>
<tr>
<td>6 P-K6</td>
<td>B-B4</td>
</tr>
<tr>
<td>7 Kt-B7</td>
<td>Q-B3</td>
</tr>
<tr>
<td>8 B-K3</td>
<td>P-Q5</td>
</tr>
<tr>
<td>9 B-KKt5</td>
<td>Q-B4</td>
</tr>
<tr>
<td>10 Kt×R</td>
<td>Q×B</td>
</tr>
<tr>
<td>11 B-B4</td>
<td>Kt-QB3</td>
</tr>
<tr>
<td>12 Kt-B7</td>
<td>Q×P</td>
</tr>
<tr>
<td>13 R-B1</td>
<td>Kt-B3</td>
</tr>
<tr>
<td>14 P-KB3</td>
<td>Kt-KQt5</td>
</tr>
<tr>
<td>15 Kt-R3</td>
<td>B×P1</td>
</tr>
<tr>
<td>16 B×B</td>
<td>Kt-Q6ch</td>
</tr>
<tr>
<td>17 Q×Kt</td>
<td></td>
</tr>
</tbody>
</table>

If 17 P×Kt, B-Kt5ch and mate next.

17... P×Q
18 O-O-O B×Kt
19 B-Kt3 P-Q7ch
20 K-Kt1 B-B4
21 Kt-K5 K-B1

Making way for the executioner.

22 Kt-Q3 R-K1
23 Kt×B Q×R
24 Kt-K6ch

A last gasp; the immediate capture of the Queen is met by 24...
    R-K8ch.

24... R×Kt

Indicating that it's time to resign.

959

Undismayed by the attack on his Queen, White gaily puts two pieces en prise. If his Queen be taken, he mates with the Knight. And if the Knight falls, he mates with the Queen.

Leningrad-Moscow, 1939

<table>
<thead>
<tr>
<th>RABINOVICH</th>
<th>GOGELIDZE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P-Q4</td>
<td>Kt-KB3</td>
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<td>2 P-QB4</td>
<td>P-K3</td>
</tr>
<tr>
<td>3 Kt-QB3</td>
<td>B-Kt5</td>
</tr>
<tr>
<td>4 P-K3</td>
<td>O-O</td>
</tr>
<tr>
<td>5 B-Q3</td>
<td>P-Q4</td>
</tr>
<tr>
<td>6 Ktt-K2</td>
<td>P×P</td>
</tr>
<tr>
<td>7 B×P</td>
<td>P-QR3</td>
</tr>
<tr>
<td>8 O-O</td>
<td>P-B4</td>
</tr>
<tr>
<td>9 P-QR3</td>
<td>B×Kt</td>
</tr>
<tr>
<td>10 P×B</td>
<td>Q-B2</td>
</tr>
<tr>
<td>11 B-Q3</td>
<td>P-K4</td>
</tr>
<tr>
<td>12 P×KP</td>
<td>Q×P</td>
</tr>
<tr>
<td>13 R-Kt1</td>
<td>Kt-B3</td>
</tr>
<tr>
<td>14 Kt-Kt3</td>
<td>P-QKt4</td>
</tr>
<tr>
<td>15 P-QB4</td>
<td>P×P</td>
</tr>
<tr>
<td>16 B×P</td>
<td>Q-K2</td>
</tr>
<tr>
<td>17 Q-B3</td>
<td>B-K3</td>
</tr>
<tr>
<td>18 Kt-B5</td>
<td>Q-Q2</td>
</tr>
<tr>
<td>19 B×B</td>
<td>Q×B</td>
</tr>
</tbody>
</table>
Naturally, if 19 ... P×B 20 Q×Kt, P×Kt (20 ... Q×Q 21 Kt—K7ch) 21 Q×BP wins a Pawn.

20 B—Kt2 Kt—K4
21 Q—B4 Kt—Kt3
22 Q—Kt5 Kt—K5
23 Q—R6! Resigns

960

The crotchety Steinitz, so full of fads and foibles, could turn on an attack as blistering as it was direct and to the point. In this one, by means of a Queen sacrifice he sends White's King skyrocketing to his doom.

Liverpool, 1872

FISHER
1 P—K4
2 B—B4
3 B×Kt
4 P×P
5 Q—R5ch
6 P×P
7 Kt—K2
8 O—O
9 Q×RP
10 Q—Q3
11 Q—K3
12 P—KR3
13 Q×B
14 Q—Q1

STEINITZ
P—K4
P—KB4
R×B
P—Q4
P—Kt3
R×P
Kt—B3
B—KKt5
R—R3
P—K5
Q—R5
B×Kt
Kt—Q5

Lows up with 15 ... Kt—K7 mate.

14 ... Kt—B6ch
15 K—R1

Or 15 P×Kt, Q×RP and it's all over.

15 ... Q×RPch!
16 P×Q R×Pch
17 K—Kt2 R—R7ch
18 K—Kt3 B—Q3ch
19 K—Kt4 R—R5ch
20 K—B5 R—R4ch
21 K—Kt6

If 21 K—B6, B—K2ch 22 K—K6, R—K4 mate.

21 ... R—Kt4ch
22 K—R6 B—B1ch
23 K—R7 K—B2
24 R—R1 B—Kt2

And the Queen Rook will have the honor of striking the final blow.

961

In the spring Tarrasch's fancy lightly turns to thoughts of mating.
Disdaining his usual strategy of crushing his opponent slowly to death, he lets loose with a display of fireworks to win in a burst of glory.

Munich, 1915

**TARRASCH**  **SATZINGER**

1 P—KB4  P—K3
2 Kt—KB3  P—Q4
3 P—K3  P—QB4
4 P—QKt3  B—K2
5 B—Kt2  B—B3
6 Kt—K5  B×Kt
7 P×B  Kt—K2
8 B—Q3  QKt—B3
9 O—O  O—O
10 Q—R5  Kt—Kt3
11 R—B3  Kt(B3)— K2
12 Kt—B3  P—QR3
13 QR—KB1  P—Kt4
14 Kt—Q1

Beginning of an interesting tour which ends in mate.

14 . . .  B—Kt2
15 Kt—B2  P—B5
16 Kt—Kt4  P—B4
17 P×P e.p.  Kt—B4
18 P×KtP  Kt×P(Kt2)
19 Q×Pch!  K×Q
20 R—R3ch  K—Kt1
21 Kt—R6ch  K—R1
22 Kt—B7ch  K—Kt1
23 R—R8ch!  Kt×R
24 Kt—R6 mate

962

From nothing at all Noteboom works up an ingenious attack on the Knight file. Black seems to be holding the line, when . . . but see for yourself!

**BRUNN, 1931**

**NOTEBOOM**  **IGEL**

1 P—Q4  P—Q4
2 P—QB4  P—K3
3 Kt—QB3  Kt—KB3
4 B—Kt5  QKt—Q2
5 P—K3  B—K2
6 Kt—B3  O—O
7 R—B1  P—B3
8 B—Q3  P×P
9 B×P  Kt—Q4
10 B×B  Q×B
11 O—O  Kt×Kt
12 R×Kt  P—K4
13 Kt×P  Kt×Kt
14 P×Kt  Q×P
15 P—B4  Q—K5
16 B—Kt3  Q—Kt3
17 P—K4  B—Kt5

All his troubles come from this good-looking move.

18 Q—K1  QR—Q1
19 R—Kt3


19 . . .  Q—R4
20 Q—B3

20 . . . P—KKt3
21 P—B5 P—KKt4

If the Bishop flees his tormentor by 21 . . . B—Q8, then 22 P×P, RP×P 23 R—R3 is fatal.

22 Q—B6


22 . . . P—KR3
23 R×B! Q×R
24 Q—Kt6ch Resigns

The rest is clear: 24 . . . K—R1 25 Q×RPch, K—Kt1 26 P—B6 and mate cannot be prevented.

963

MARSHALL used to say that the hardest part of chess was winning a won game. Spielmann shows us that an artistic sacrifice often can win a game with more dispatch than sheer brutality.

Magdeburg, 1927

Spielmann L’Hermet

1 P—K4 P—K3
2 P—Q4 P—Q4
3 Kt—Q2 P×P
4 Kt×P Kt—Q2
5 Kt—KB3 KKt—B3
6 Kt×Ktch Kt×Kt
7 B—Q3 P—KR3
8 Q—K2 B—Q3

9 B—Q2 O—O
10 O—O—O B—Q2
11 Kt—K5 P—B4
12 P×P B×Kt
13 Q×B B—B3
14 B—KB4 Q—K2
15 Q—Q4 KR—Q1
16 B—Q6 Q—K1
17 KR—Kt1 P—Kt3
18 Q—KR4 P×P
19 B—K5 Q—K2
20 P—KKt4 P—B5
21 P—Kt5 Kt—Q2

Spielmann shows these alternatives:
a) 21 . . . P×B 22 P×Kt
b) 21 . . . P×P 22 Q×KtP
c) 21 . . . Kt—R2 22 B×Ktch, K×B 23 P—Kt6ch, in each case with an easy win.

22 Q×RP!

Brilliant, and much faster than 22 B×KtP or 22 B—R7ch, K—B1 23 B×Pch, which also win.

22 . . . P×Q
23 P×RPch K—B1
24 R—Kt8ch! Resigns


964

The quality of play in simultaneous chess can be quite high, as evidenced in this game. It is one of 74 conducted by Muller in which he won 60, drew 8 and lost 6
games in the remarkably short space of 4½ hours.

Vienna, 1927

MULLER          AMATEUR
1 Kt—KB3        Kt—QB3
2 P—K4          P—K4
3 B—B4          B—B4
4 P—Q4          B×P
5 Kt×B          Kt×Kt
6 O—O           Kt—KB3
7 P—B4          P—Q3
8 P×P           P×P
9 B—KKt5        Q—K2
10 Kt—B3        Q—B4
11 B×Pch

Unperturbed by Black's threat of a double check, White proceeds on the premise that a counter-attack is the best defense.

11 ...          K×B
12 B×Kt         P×B
13 Q—R5ch       K—K3
14 R×Pch        K×K
15 Kt—Q5ch      K—K3
16 Q—R6ch       K—Q2
17 Q—Kt7ch      K—Q3
18 Q—K7ch       K—B3
19 Q×BPch       K—Kt4
20 P—R4ch       K—B5
21 Kt—K3ch

Avoiding 21 P—Kt3ch, Kt×KtPch, and Black has the last laugh.

21 ...          K—Kt5
22 P—B3ch       K—Kt6
23 Q×Q          K×KtP
24 Q—R3 mate

The precocious 14 year old Napier takes a hand in defeating Marshall in a lively consultation game, where for a while almost every piece on the board seems to be en prise!

Brooklyn, 1895

MARSHALL          NAPIER
ALLY              ELWELL
1 P—K4           P—K4
2 Kt—KB3         Kt—QB3
3 B—B4           Kt—B3
4 P—Q4           P×P
5 Kt—Kt5         Kt—K4
6 B—Kt3          P—KR3
7 Q×P            B—Q3
8 P—KB4          Kt—B3
9 Q—B4           B—Kt5ch
10 P—B3          P—Q4
11 P×P           Q—K2ch
12 K—Q2          P×Kt
13 R—K1          B—K3
14 P×B(K6)       O—O—O
15 K—B2          R×P
16 R—K2          Q—Q3

Unashamedly threatening mate on the spot.

17 B—Q2          Kt—QR4
18 Q×B           Q—Q6ch
19 K—Q1          Kt—Kt5
20 P—K7 *        R—R8ch
21 R—K1          Kt—K6ch
| 22 K—B1 | R×Rch |
| 23 B×R | Q—Q8ch |
| 24 B×Q | R×B mate |

966

MAROCZY beats one of the world’s greatest gambit players with his own weapons! Did Tchigorin forget that ... P—Q4 is the antidote to the poison of gambits?

Vienna, 1903

<table>
<thead>
<tr>
<th>MAROCZY</th>
<th>TCHIGORIN</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
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<td>2 P—KB4</td>
<td>P×P</td>
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<tr>
<td>3 Kt—KB3</td>
<td>P—KKt4</td>
</tr>
<tr>
<td>4 B—B4</td>
<td>P—Kt5</td>
</tr>
<tr>
<td>5 Kt—B3</td>
<td>P×Kt</td>
</tr>
<tr>
<td>6 Q×P</td>
<td>P—Q3</td>
</tr>
<tr>
<td>7 P—Q4</td>
<td>B—K3</td>
</tr>
<tr>
<td>8 Kt—Q5!</td>
<td></td>
</tr>
</tbody>
</table>

"In the spirit of gambit—and coffee-house chess" says Tarrasch.

8 ... P—QB3
9 O—O P×Kt
10 P×P B—B4
11 B×P B—Kt3
12 B—Kt5ch Kt—Q2
13 QR—K1ch B—K2
14 B×P K—B1
15 R×B1 Kt×R
16 R—K1

Threatening 17 B×Kt(Q7), Q×B 18 Q—B6, and Black is through.

| 16 ... | K—Kt2 |
| 17 B×Kt(K7) | Q—R4 |
| 18 Q—K2 | Kt—B1 |
| 19 B—B6ch! | K—Kt1 |
| 20 Q—K5 | P—KR3 |
| 21 B×R | P—B3 |
| 22 Q—K7 | K×B |
| 23 Q×Pch | K—Kt1 |
| 24 R—K7 | Resigns |

967

In this, one of the first immortal games of chess literature, a charming feature is a Queen sacrifice which transforms one pretty arrangement into another. Lined up on one diagonal are four Knights which suddenly turn into a square and (believe it or not) all four of them help checkmate the King!

Dorpat, 1862

<table>
<thead>
<tr>
<th>CLEMENS</th>
<th>EISEN-SCHMIDT</th>
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</thead>
<tbody>
<tr>
<td>1 P—K4</td>
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<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
</tr>
<tr>
<td>3 B—B4</td>
<td>B—B4</td>
</tr>
<tr>
<td>4 P—QKt4</td>
<td>B×P</td>
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<td>5 P—B3</td>
<td>B—B4</td>
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<td>6 P—Q4</td>
<td>P×P</td>
</tr>
<tr>
<td>7 P×P</td>
<td>B—Kt3</td>
</tr>
<tr>
<td>8 O—O</td>
<td>P—Q3</td>
</tr>
<tr>
<td>9 Kt—B3</td>
<td>B—Q2</td>
</tr>
<tr>
<td>10 P—K5</td>
<td>P×P</td>
</tr>
</tbody>
</table>
11 R—K1  
12 Kt—KKt5  
13 B×B  
14 Kt×KP  
15 Kt×KtPch  
16 Q—Qt4  
17 Kt—K4  
18 Kt—K6ch  
19 Kt—B6ch  
20 Kt—Kt5ch!  
21 B—R3!  
22 Q—K6  

To prevent 23 Q—B7 mate, and forms scene one:

23 Q—B7ch!  Kt×Q
24 Kt—K6 mate!

And this is scene two:

968

From the smart finish one can see why Mieses captured so many brilliancy prizes in tournaments.

Monte Carlo, 1903

MIESES          MARSHALL

1  P—K4          P—K4
2  P—Q4          P×P
3  P—QB3         P×P
4  B—QB4         P×P
5  B×P           P—Q3
6  Kt—K2         Kt—QB3
7  O—O           B—K3
8  B—Q5!         Kt—B3
9  Q—Kt3         Q—B1
10 Kt—B4         Kt—Q1

Rather passive for a Marshall; one would expect 10 . . . B×B  
11 P×B, Kt—K4 12 R—K1, B—K2 followed by Castling as soon as he conveniently can.

11 B×Kt          P×B
12 Kt—R5          P—B3
13 R—K1           B—K2
14 Q—KB3         R—KKt1


15 Kt×Pch         B×Kt
16 Q×B           P×B
17 P×P           R—Kt3
18 Q—R8ch        K—Q2
19 Kt—B3          B×P
20 Q—K8ch        K—B2
21 Kt×Bch  K—Kt1
22 QR—B1  Kt—B3
23 R×Kt!  P×R
24 R—Kt1 mate!

969

Fine crowns his methodical position play with a snappy Knight mate. Nothing surprising about this except that he does it in a flash (at ten seconds a move, to be exact) with the deadly accuracy of a master working out a tournament win at eighteen moves an hour!

New York, 1943

**FINE**  **SUSSMAN**

1 P—Q4  Kt—KB3
2 Kt—KB3  P—QKt3
3 P—B4  B—Kt2
4 P—KKt3  P—K3
5 B—Kt2  P—B4
6 P—Q5  P×P
7 Kt—R4  P—Q3
8 O—O  P—Kt3
9 P×P  B—Kt2
10 P—K4  O—O
11 Kt—QB3  QKt—Q2
12 P—B4  P—QR3
13 P—R4!

Puts a stop to any ideas Black may have of building up a Pawnroller by 13 ... P—QKt4.

13 ...  P—B5
14 B—K3  R—B1

15 P—R3  Kt—B4
16 Q—B2  Kt—R4
17 K—R2  P—B4
18 P×P  P×P
19 Kt×P  Kt—Kt6
20 QR—K1  Q—B3
21 P—Kt4  B—KR1
22 B—K4

More support for the Knight, and now threatening 23 P×Kt.

22 ...  Kt—Kt2
23 P—Kt5  Q—Q1
24 Kt—R6 mate!

970

The calibre of Gordon Crown's play can be seen in this attractive game where he exploits the King file with imagination and energy. In his tragic early death England lost a prospective great master.

Correspondence, 1947

**CROWN**  **LEIBSON**

1 P—K4  Kt—KB3
2 Kt—QB3  P—Q4
3 P—K5  KKt—Q2
4 P—K6  P×P
5 P—Q4  P—B4
6 P×P  Kt—QB3
7 Kt—B3  Kt×P
8 B—QKt5  Q—Q3
9 P—KKt3  Kt—Q2
10 O—O  P—KKt3
11 R—K1  B—Kt2
12 Kt—Kt5  B×Kt
13 R×P  Q—B4
14 B×Kt  P×B
15 P×B  P—KR3
16 Q—K2!

Bearing down on the King Pawn. If now 16 ... P×Kt 17 B×P, R—R2 18 R—K1, and something’s got to give.

16 ...  Kt—B1
17 B—K3  Q—B5

If 17 ... Q×P 18 B—Q4, Q×B 19 R×Pch, K—Q1 20 Kt—B7 mate.

18 R×Pch!  K—Q1
On 18 ... K×R 19 B—B5 dble. ch wins easily.

19 Kt—B7ch  K×B
20 B—B5ch  K—B3
21 Q—K5ch  K×Kt
22 Q—K7ch  K—Kt1
23 Q×Ktch  K—R2
24 Q—B7 mate

Jack Bassett says, “Why not 19 B—Kt6ch and mate next move?”

971

Lasker said of Capablanca, “His is a style of an original stamp—accurate, inventive, logical, energetic. Out of every combat he will emerge with honors. Capablanca’s style astounds by its logic.”

In this game, from an ex-
hibition of living chess, we see the verity of Lasker’s appraisal. Capablanca makes two brilliant Rook sacrifices, but not to amuse the spectators or confuse the opponent. It happens that this is the quick, economical and logical way to win. If thereby a masterpiece is produced, so much the better—but it is purely incidental to the purpose of the game, which is to force mate or resignation.

Los Angeles, 1933

CAPABLANCA  H. STEINER

1  P—K4  P—K4
2  Kt—KB3  Kt—QB3
3  Kt—B3  Kt—B3
4  B—Kt5  B—Kt5
5  O—O  O—O
6  P—Q3  P—Q3
7  B—Kt5  B×Kt
8  P×B  Kt—K2
9  Kt—R4  P—B3
10  B—QB4  B—K3
11  B×Kt  P×B

If 11 ... B×B, White wins a piece, either by 12 B×Kt, Q×B 13 Kt—B5, or by 12 Q—Kt4, P—KKt3 13 P×B.

12 B×B  P×B
13 Q—Kt4ch  K—B2
14 P—KB4  R—KKt1
15 Q—R5ch  K—Kt2
16 P×P  QP×P
17 R × P!  
18 R—B1ch  
Kt—B4  

On 18 ... K—Kt2, White mates in two.

19 Kt × Kt!  
20 R × Pch  
K—K2  
21 Q—B7ch  
K—Q3  
22 R—B6ch  
K—B4  

Black could take the Rook and lose slowly, but just as surely.

23 Q × KtP  
Q—Kt3  
24 R × Pch!  

And the capture 24 ... Q × R is met by 25 Q—Kt4 mate!

972

Speaking of his chess childhood the genial Bruce Hayden says, “But the biggest kick of the lot is to bring off your own brilliancy and see the game emerge into print. My first youthful brilliancy got into the Sunday editions, and I look back on it with the same affection as for an old picture out of the family album.”

<table>
<thead>
<tr>
<th>HAYDEN</th>
<th>OVENDEN</th>
</tr>
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<tbody>
<tr>
<td>1 P—K4</td>
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<td>2 P—Q4</td>
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<td>3 P—QB3</td>
<td>P—Q6</td>
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<tr>
<td>4 Kt—B3</td>
<td>B—B4</td>
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<tr>
<td>5 B × P</td>
<td>P—Q3</td>
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<td>6 P—QKt4</td>
<td>B—Kt3</td>
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<td>7 O—O</td>
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<tr>
<td>8 QKt—Q2</td>
<td>Kt—QB3</td>
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<tr>
<td>9 R—K1</td>
<td>Q—B3</td>
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<tr>
<td>10 Q—Kt3</td>
<td>KKt—K2</td>
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<td>11 B—Kt2</td>
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<td>12 P—B4</td>
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<td>13 P—B5</td>
<td>B × Kt</td>
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<tr>
<td>14 Kt × B</td>
<td>Kt × Ktch</td>
</tr>
<tr>
<td>15 P × Kt</td>
<td>Q—Kt4ch</td>
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<tr>
<td>16 K—R1</td>
<td>Q—B5</td>
</tr>
<tr>
<td>17 R—KKt1</td>
<td>Q × BPch</td>
</tr>
<tr>
<td>18 R—Kt2</td>
<td>Kt—Kt3</td>
</tr>
<tr>
<td>19 Q—B3</td>
<td>Kt—K4</td>
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<tr>
<td>20 P × B</td>
<td>Q × B</td>
</tr>
<tr>
<td>21 R × Pch</td>
<td>K—R1</td>
</tr>
</tbody>
</table>

Obviously if 21 ... K × R 22 Q × Q and Black may not recapture.

22 Q × Q  
Kt—Q  
23 R—Kt8ch!  
K × R.  
24 R—Kt1 mate!

973

Marshall Foch once said, “My center is giving way, my right is pushed back—excellent! I’ll attack!”
Koch might have echoed this by "My Rook has been captured, my Bishop is en prise, so I'll offer my Queen—I'll attack!"

**Bad Oeyenhausen, 1938**

**Koch**

<table>
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<tr>
<th>Move</th>
<th>Move</th>
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</thead>
<tbody>
<tr>
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<tr>
<td>P×P</td>
<td>B×P</td>
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<tr>
<td>O–O</td>
<td>P–B3</td>
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<tr>
<td>P–QKt4</td>
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<td>B–KB4</td>
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<td>Kt×Kt</td>
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<tr>
<td>B×Kt</td>
<td>Kt–B3</td>
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<tr>
<td>Kt–Q2</td>
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<td>R×P</td>
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<tr>
<td>R–Kt1</td>
<td>Q–R2</td>
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<td>Kt–Kt5</td>
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<td>R–Kt2l</td>
<td>R×P</td>
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<tr>
<td>B–Q4</td>
<td>P–Kt3</td>
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<tr>
<td>B×KKtP!</td>
<td>R×R</td>
</tr>
</tbody>
</table>

If 20... P×B 21 Q–Kt1! R×R 22 Q×Pch, K–R1 23 Q–R7 mate.

21 Q–R5! | P–K4 |

22 B×KP | R×P |

Hoping for 23 R×R when 23...

Q–R8ch 24 R–B1, Q×Rch 25 K×Q, Kt×Qch wins for Black!

23 Q×Pch! | Kt×Q |

24 B×Kt mate

---

**974**

Even in positions that seem clear and placid, there may be wicked combinations lurking about, waiting to snare you with tempting offers of a beautiful White Queen.

**Liverpool, 1929**

**Abrahams**

<table>
<thead>
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<th>Move</th>
<th>Move</th>
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<tbody>
<tr>
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<td>Kt–QB3</td>
<td>Kt–KB3</td>
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<tr>
<td>B–Kt5</td>
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<tr>
<td>P–K3</td>
<td>QKt–Q2</td>
</tr>
<tr>
<td>Kt–B3</td>
<td>O–O</td>
</tr>
<tr>
<td>R–B1</td>
<td>P–B3</td>
</tr>
<tr>
<td>Q–B2</td>
<td>R–K1</td>
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<td>P×P</td>
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<tr>
<td>B×P</td>
<td>Kt–Q4</td>
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<tr>
<td>Kt–K4</td>
<td>B×B</td>
</tr>
<tr>
<td>Kt(K4)×B</td>
<td>Kt(Q4)–B3</td>
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<tr>
<td>K–B1</td>
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<tr>
<td>P×Kt</td>
<td>Q×P</td>
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<td>Q–R7ch</td>
<td>K–B1</td>
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<td>Kt–R4</td>
<td>Kt–Kt3</td>
</tr>
<tr>
<td>P×P</td>
<td>Q×P</td>
</tr>
</tbody>
</table>

Apparently Black has wiggled out of a dangerous-looking situation, but he's due for a shock.
20 Q—Kt8ch! K—K2

If 20 . . . K×Q 21 Kt—Kt6 beautifully exploits the pinned Pawn to threaten mate by the Rook.

21 Q×BPch K—Q1
22 Kt—Kt6 Q×KtP
23 R—Q1ch B—Q2
24 Q×Rch! Resigns

If he takes the Queen, 25 R—R8 is mate.

975

The tactical by-play in this game is amusing. White’s position just about holds together by means of a pin, but pins can be broken as Black cleverly demonstrates.

Vienna, 1939

FINK

1 P—K4
2 Kt—KB3
3 B—B4
4 Kt—B3
5 P—Q3
6 Q—K2
7 P—K5
8 Kt×P
9 Q—Q1
10 O—O
11 B—Kt3
12 B—Kt5
13 R—K1
14 Q—Q2

MULLER

P—QB4
P—Q3
Kt—KB3
P—K3
B—K2
Kt—B3
P×P
Kt—Q5
P—QR3
P—QKt4
B—Kt2
O—O
Q—B2
QR—Q1

Threatening 15 . . . P—B5
16 P×P, Kt—B6ch winning the Queen.

15 Q—B4
16 RP×Kt
17 Q—K3
18 Q—K2
19 B×B
20 Q×Kt

Kt×B
R—Q5
Kt—Kt5
Kt×Kt
R—KKt5!

No better is 20 B×R, Kt—B6ch 21 K—B1, Kt×Pch 22 K—Kt1, R×Pch, and White can go home.

20 . . . R×Pch
21 K—B1
22 Kt—Q5

Who could resist this pretty move which seems to stem the attack?

22 . . .
23 Q×B
24 K—Kt1

B×Kt
R×BPch!

If 24 K×R, Q—R5ch breaks the pin and wins.

24 . . .

R—B8ch!

To this there is no answer: if 25 K×R, Q—B3ch wins the Queen; if 25 R×R, P×Q; finally if 25 K—Kt2, P×Q 26 R×Q, R×R makes a victim of an innocent bystander!

976

Even in his earliest tournaments Alekhine refuted surprise moves with surprise moves of his own! Witness
his retort of 13 P—QKt4 to his opponent’s 12 . . . P—QKt4, and the elegant combination that results.

**Carlsbad, 1911**

**ALEKHINE**  CHAJES

1 P—QB4  P—K3  
2 P—K4  P—QB4  
3 Kt—QB3  Kt—QB3  
4 Kt—B3  P—KKt3  
5 P—Q4  P×P  
6 Kt×P  B—Kt2  
7 Kt(Q4)— B—K4  
       Kt5  
8 P—B4  P—QR3  
9 P×B  P×Kt  
10 B—B4  P×P  
11 B×P  R—R4

To prevent 12 Kt—Kt5, which now would lose by 12 . . . R×Kt 13 B×R, Q—R4ch, and the Bishop falls.

12 O—O!  P—QKt4  
13 P—QKt4!  Q—Kt3ch  
14 K—R1  Kt×P  
   (Kt5)  
15 B×KtP  R×B  
16 Kt×R  Q×Kt  
17 R—QKt1!  B—R3

Black cannot wriggle out of the pin by

a) 17 . . . Q—R4, as 18 B—Q2 pins and doubly attacks the Knight.

b) 17 . . . Q—B5, as 18 Q—R4 pins and doubly attacks the Knight.

c) 17 . . . Q—B4, as 18 R—B1 wins the Bishop by the skewer idea.

**18 Q—Q6**

Double attack on the Knight, and prevents King side development: if 18 . . . Kt—K2 19 Q×Kt, Q×Q 20 R×Q, B×R 21 R—Kt8ch winning Black’s Knight and Rook.

18 . . .  P—B3  
19 KR—B1  Q—Q6  
20 R×Kt  P—Kt4

Still hoping to bring his Knight into the game.

**21 R—Q4**

Double attack on the Queen Pawn, as well as driving off a defender.

22 P—QR4  Q—Kt2

Still trying to keep in touch.

**23 R—B7**

Now a triple attack on the Queen Pawn, and again chasing the Queen away from its defense.

23 . . .  Q—Kt8ch  
24 R—Q1  Resigns

**977**

**Burn demonstrates the hit-and-hold trick** (in chess you may hit a man when he is down) an ingenious device for removing every piece in sight
before checkmating the victim.

Liverpool, 1896

BURN

WHITEHEAD

(Remove White's Queen Knight)

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—B4 B—K2
4 P—Q4 P×P
5 P—B3 P—Q3
6 Q—Kt3 Kt—K4
7 Kt×Kt P×Kt
8 B×Pch K—B1
9 O—O Kt—B3
10 P—KB4 Q—Q3
11 P×KP Q×P
12 B—KB4 Q×P
13 QR—K1 Q—B3
14 B—Kt5 Q—Kt3
15 R×Kt! Q×Q

Obviously if 15 . . . P×R 16 B—R6 is mate, or if 15 . . . B×R 16 R—K8 mates.

16 B—R5ch! P×R
17 B—R6ch K—Kt1
18 R×B1 B—K3
19 R—Kt7ch K—B1
20 R×BPch K—Kt1
21 R—Kt7ch K—B1
22 R×KtPch K—Kt1
23 R—Kt7ch K—B1
24 R×QRPch Resigns

"Stop the fight!" If 24 . . .
K—Kt1 25 R×Rch, Q—Kt1 26
R×Qch, B—B1 27 R×B mate.

978

A CLEVER Pawn fork is the beginning of trouble for Black. In the struggle to save his Bishop, his Knight file is wrenched open—and that is all Najdorf, his alert opponent, needs!

Venice, 1948

NAJDORF

PRIMAVERA

1 P—Q4 P—Q4
2 P—QB4 P—QB3
3 Kt—KB3 Kt—B3
4 Kt—B3 P—K3
5 P—K3 B—K2
6 B—Q3 O—O
7 P—QKt3 QKt—Q2
8 O—O P—B4
9 B—Kt2 P—QKt3
10 Q—K2 B—Kt2
11 QR—Q1 BP×P
12 KP×P P×P
13 P×P Q—B2
14 P—Q5! Kt—B4
15 P—Q6! B×P

Naturally not 15 . . . Q×P on account of 16 B×Pch winning the Queen.

16 Kt—QKt5 B×Kt

If 16 . . . Q—K2 17 Kt×B and the Queen must not recapture.

17 Q×B B×Pch
18 K—R1 Q—B5
19 B×Kt Kt×B
If $19 \ldots P \times B$, White wins by $20 \text{Q-R3}$.

$20 \text{R-Kt} \quad P \times B$

$21 \text{Q-R3} \quad \text{Q-R1}$

If $21 \ldots \text{QxBP}$ $22 \text{KxB}$, $\text{QxKt}$ $23 \text{R-Kt3ch}$, $\text{K-R1}$ $24 \text{Q-R6}$, and the mate threat wins for White.

$22 \text{R-KB3} \quad Q \times P$

$23 \text{KxB}! \quad Q \times R$

$24 \text{R-Kt3ch} \quad$ Resigns

After $24 \ldots \text{K-R1}$ $25 \text{Q-R6}$ threatens two mates, one at $\text{K7}$ and the other by $26 \text{QxBPch}$. Black cannot guard both squares.

979

One often wonders whether the ancients played gambits for quick wins, or just to create lively positions. Considering that White chooses the opening, a goodly number of brilliances are chalked up by Black. A case in point:

Vienna, 1853

<table>
<thead>
<tr>
<th>MATSCHEGO</th>
<th>FALKBEER</th>
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<tbody>
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<td>4 P-KR4</td>
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<td>5 Kt-K5</td>
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<tr>
<td>6 Kt-QB3</td>
<td>P-Q3</td>
</tr>
<tr>
<td>7 Kt-B4</td>
<td>B-K2</td>
</tr>
<tr>
<td>8 P-Q4</td>
<td>Kt-R4</td>
</tr>
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980

When King and Queen are in a straight line, what is more
natural than to pin and paralyze the Queen? Black obeys that impulse—only to find himself in a swindle!

Prague, 1912

<table>
<thead>
<tr>
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<td>4 P×P</td>
<td>P×P</td>
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<td>5 B—KKt5</td>
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<tr>
<td>8 Q—Q2</td>
<td>B—Kt2</td>
</tr>
<tr>
<td>9 O—O—O</td>
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</tr>
<tr>
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<td>Q—R4</td>
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<td>K—R2</td>
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<tr>
<td>14 P×Pch</td>
<td>P×P</td>
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<tr>
<td>15 B×Kt</td>
<td>R×B</td>
</tr>
<tr>
<td>16 Kt×RP!</td>
<td>B—R3</td>
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</tbody>
</table>

How can anyone resist this?

| 17 Kt×Rch | K—Kt2 |
| 18 Kt—K8ch | K—R2  |
| 19 Q—Kt5! | B×Qch |
| 20 P×Bch | K—Kt1  |
| 21 Kt—B6ch | K—B2  |
| 22 R—R7ch | K—K3   |
| 23 R—K1ch | K—Q3   |
| 24 Kt—K8 mate |

981

The Women's Champion of the World plays this in a style that would not shame a male master. After building up a superior position by simple clear-cut strategy she finishes with a flourish—a Queen sacrifice followed by mate.

London, 1932

<table>
<thead>
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<td>P—Q3</td>
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<td>P—K4</td>
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<td>7 KKt—K2!</td>
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<td>Kt—B3</td>
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<td>K×B</td>
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<tr>
<td>18 Kt—B5ch!</td>
<td>Kt×Kt</td>
</tr>
</tbody>
</table>

If 18...P×Kt 19 KtP×Pch, K—R1 20 Q—R6, and mate is threatened at Kt7 and B6. And of course 18...K—B3 falls into mate on the move.

| 19 KtP×Kt | P—R6 |
| 20 P—B6ch! |

Paying no attention to the Queen side demonstration.
20 ... K—R1

If 20 ... K×P 21 Q—Kt5ch, K—Kt2 22 P—R6ch, K—Kt1 23 Q—B6 and mate cannot be stopped.

21 Q—R6 P×Pch
22 K—Kt1 R—KKt1
23 P×P BP×P
24 Q×RPch! Resigns

After 24 ... K×Q, the Rook will give the last check.

982

A refusal of his offer of a Queen deprives Hartlaub of echoing an immortal Anderssen ending. Undisturbed, the worthy Doctor comes up with another combination in which he uses only six moves to sacrifice Rook, Queen and Bishop and execute mate!

Bremen, 1912

HARTLAUB       TESTA

1 P—K4          P—K4
2 P—Q4          P×P
3 P—QB3         P×P
4 B—QB4         P×P
5 B×P           B—Kt5ch
6 Kt—B3         P—Q3
7 Kt—B3         Kt—KB3
8 O—O           B×Kt
9 B×B           O—O
10 P—K5         Kt—K5
11 B—Kt2        B—Kt5

12 Q—Q4        B×Kt
13 P×B          Kt—Kt4
14 K—R1         Kt×P
15 Q—Q3         Kt×KP
16 R—KKt1       Q—Q2

Carefully avoiding disaster. If he takes the Queen then 17 R×Pch, K—R1 18 R—Kt8ch, K×R 19 R—Kt1ch and mate next.

17 Q—Q2         Kt—Kt3
18 Q—Q4         Kt—K4
19 R×Pch!        K×R
20 R—Kt1ch      K—R1
21 Q×Ktch!      P×Q
22 B×Pch        P—B3
23 B×Pch        R×B
24 R—Kt8 mate

983

To beat Lasker, even when he is occupied with 32 games at once, is no mean feat. Let one who has experienced this thrill, describe it:

“Our game, a two Knights’ Defense, took a lively course. When Lasker at his twelfth move made a slight error (something I did not dare hope for in my wildest dreams) I summoned up all my energies to take advantage of what I felt confident was a winning position. And at the twentieth move when I announced an elegant mate in four, my joy knew no bounds.”
**Bremen, 1904**

LASKER

(Simultaneous)

<table>
<thead>
<tr>
<th>HARTLAUB</th>
<th>1 P—K4</th>
<th>P—K4</th>
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<tbody>
<tr>
<td></td>
<td>2 B—B4</td>
<td>Kt—QB3</td>
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<tr>
<td></td>
<td>3 Kt—KB3</td>
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<tr>
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<td>4 P—Q4</td>
<td>P×P</td>
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<td></td>
<td>5 O—O</td>
<td>Kt×P</td>
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<tr>
<td></td>
<td>6 R—K1</td>
<td>P—Q4</td>
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<tr>
<td></td>
<td>7 B×P</td>
<td>Q×B</td>
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<tr>
<td></td>
<td>8 Kt—B3</td>
<td>Q—Q1</td>
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<td></td>
<td>9 R×Ktch</td>
<td>B—K3</td>
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<td></td>
<td>10 Kt×P</td>
<td>Kt×Kt</td>
</tr>
<tr>
<td></td>
<td>11 R×Kt</td>
<td>Q—B1</td>
</tr>
<tr>
<td></td>
<td>12 B—B4</td>
<td>B—K2</td>
</tr>
</tbody>
</table>

Lasker attributed his loss to this move, and in the post-mortem analysis suggested either 12 ... P—QB3 or 12 ... B—QB4.

13 Kt—Kt5 | B—Q1 |
14 R×Bch! | Q×R |
15 Kt×Pch | K—K2 |
16 Q—K11 | Q—QB1 |

Running away from the threat of 17 Kt×B, P×Kt 18 B—Kt5ch.

17 Q—Kt4ch | K—B3 |
18 Q—B3ch | K—K2 |

On 18 ... K—Kt3 19 Q—Kt3ch wins quickly.

19 Q—B5ch | K—Q1 |

Here of course 19 ... K—B3 runs into mate on the move.

20 R—Q1ch | B—Q2 |

White announced mate in four by:

21 Kt—K6ch | K—K1 |
22 Kt×Pch | K—Q1 |
23 B—Kt5ch | P—B3 |
24 B×P mate

**984**

*BLACK conjures up an attack from nothing at all. When credits are allotted though, a measure should go to the King Bishop Pawn who bravely acted as a battering ram and shattered the bastions.*

**Germany, 1940**

TIRMAN | JOLLNER
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<td>P—Q4</td>
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<tr>
<td>4 P×P</td>
<td>Kt×P</td>
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<td>5 B—Kt2</td>
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<td>Kt—QB3</td>
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<td>7 P—Q3</td>
<td>B—K2</td>
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<tr>
<td>8 O—O</td>
<td>O—O</td>
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<tr>
<td>9 P—QR3</td>
<td>Q—Q2</td>
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<tr>
<td>10 Q—B2</td>
<td>Kt—Kt3</td>
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<tr>
<td>11 P—QKt4</td>
<td>P—B4</td>
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<tr>
<td>12 P—K3</td>
<td>B—B3</td>
</tr>
<tr>
<td>13 B—Kt2</td>
<td>QR—Q1</td>
</tr>
<tr>
<td>14 KR—Q1</td>
<td>Q—B2</td>
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<tr>
<td>15 Kt—Q2</td>
<td>P—QR3</td>
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<tr>
<td>16 QR—B1</td>
<td>R—Q2</td>
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<tr>
<td>17 B—B1</td>
<td>B—Kt4</td>
</tr>
<tr>
<td>18 Kt—B4</td>
<td>P—B5</td>
</tr>
<tr>
<td>19 Kt—K4</td>
<td>P×KP</td>
</tr>
<tr>
<td>20 Kt×B</td>
<td>P×Pch</td>
</tr>
</tbody>
</table>
**1000 Best Short Games of Chess**

| 21 K—R1 | B—Q4ch |
| 22 Kt—K4 | Kt×Kt |
| 23 P×Kt | Q—B6ch |
| 24 B—Kt2 | B×Kt1 |

White can prevent the threatened mate on the diagonal by playing 25 Q×B, but then comes 25 . . . R×Rch and mate strikes on the rank.

**985**

**Surprises** come early in the Colle opening. In this one a sharp Rook sacrifice opens up Black’s position as though a bomb had struck it!

_Ostersund, 1942_

**HOFFNER**

| 1 P—Q4 | Kt—KB3 |
| 2 Kt—KB3 | P—K3 |
| 3 QKt—Q2 | P—Q4 |
| 4 P—K3 | P—QKt3 |
| 5 B—Q3 | B—Kt2 |
| 6 P—B3 | B—Q3 |
| 7 Q—B2 | P—B4 |
| 8 O—O | Kt—B3 |
| 9 R—K1 | Q—B2 |
| **21** Q—B5 | R—B2 |
| **22** Q×BPch | R—K2 |
| **23** P—B7ch! | B×P |
| **24** B—Kt4! | Resigns |

Black is hors de combat with a capital H.

**986**

**While** Black is pursuing a Pawn pour le sport, White is busy concocting a mate as snappy as you are likely to run across in a long time.

_Hastings, 1933_

**TYLOR**

| 1 P—Q4 | Kt—KB3 |
| 2 Kt—KB3 | P—QKt3 |
| 3 QKt—Q2 | B—Kt2 |
| 4 P—K3 | P—K3 |
| 5 B—Q3 | P—B4 |
6 O—O Kt—B3
7 P—B3 B—K2
8 Q—K2 O—O
9 P—QR3 Q—B2
10 R—K1 P—Q4
11 P—K4 P×KP
12 Kt×P P×P
13 P×P QR—Q1
14 B—K3 Kt×Kt
15 B×Kt B—B3
16 Q—B2 P—KR3
17 QR—B1 R—B1
18 Q—Q2

Aiming at 19 B×P, P×B 20 Q×P with an attack on the Bishop and a threat of mate at R7.

18 . . . KR—Q1
19 B—Kt1 Q—Q2
20 Q—Q3 Kt×P

Black does not look a gift Pawn in the mouth.

21 Kt×Kt R×R

Prepared to reply to 22 R×R with 22 . . . B×Kt 23 R—Q1, Q—B3, and the mate threat is embarrassing to meet. Black frees himself from the pin and remains a Pawn richer.

22 Q—R7ch

But White has a combination worth two of that.

22 . . . K—B1
23 Q—R8ch K—K2
24 Kt—B5ch! Resigns

After 24 . . . P×Kt 25 B—B5 is double check and mate!

987

TRYING to confuse the blindfold expert by means of combination play is usually futile. One is apt to forget that the master of this art not only pictures the position of every piece on the board as it is, but as it will be in the future!

Keswick, 1937

KOLTANOWSKI

(Blindfold) WALPOLE

1 P—Q4 Kt—KB3
2 Kt—KB3 P—K3
3 P—K3 P—Q4
4 B—Q3 QKt—Q2
5 QKt—Q2 B—Q3
6 P—K4 P×P
7 Kt×P Kt×Kt
8 B×Kt Kt—B3
9 B—Q3 O—O
10 O—O P—KR3
11 Q—K2 B—Q2
12 Kt—K5 P—B4
13 P×P B×P
14 R—Q1 Q—K2
15 B—KB4 QR—Q1
16 Q—B3 B—B1
17 P—B3 P—KKt4
18 B—Kt3 K—Kt2
19 P—KR4 R—KR1
20 B—B2 P—Kt3
21 Kt—B6 B—Kt2
22 P—Kt4! Q—K1
If 22... B—Q3 23 R×B, R×R 24 Kt×Q, B×Q 25 B×R and White wins a piece.

23 Q×Ktch! K×Q
24 B—K5 mate

988

Instead of winning material, Black's attack on a Rook suggests a pretty combination beginning with a sacrifice, to his blindfolded but wide-awake opponent.

Exempting the Rook to leave like a good little Rook.

20 R×B! P×R
21 Kt×RPch!

Not 21 Kt—Q3ch. attacking the Queen, as the Queen simply interposes at B2. It is important to keep Black's King from fleeing to the corner.

21... K—Q2
22 R—Q1ch K—K1
23 Q—Kt5ch! Q×Q
24 Kt—B7 mate

989

When CHESS REVIEW published this game from one of their chess by mail tournaments they said that it was one of the finest games ever submitted to them. It is more than that. I venture to predict that in the field of correspondence chess it will some day be classed as one of the "Immortal Games."

Correspondence, 1943

GONZALEZ FERRINE

1 P—Q4 Kt—KB3
2 P—QB4 P—K3
3 Kt—QB3 B—Kt5
4 Q—B2 Kt—B3
5 Kt—B3 P—Q3
6 B—Kt5 O—O
7 P—K4 P—K4
8 P—Q5 Kt—Q5! 
9 Q—Q3 P—KR3 
10 B—R4 P—KKt4 

Generally this loosening of one's own King side is bad, but the exceptional player must know when to defy the conventions.

11 B—Kt3 Kt×KP!  
12 Kt×Kt (Q4) 

If 12 Q×Kt(K4), B—KB4 13 Q—K3 and the Knight fork wins the Queen.

12 . . . . P×Kt  
13 Q×P 

The Knight is still forbidden fruit, as 13 . . . R—K1 would pin and win the Queen.

13 . . . R—K1 
14 O—O—O Kt×Kt 
15 P×Kt B—R6ch 
16 K—B2 

On 16 K—Kt1, B—B4ch 17 K—R1 (or 17 B—Q3, B—B4 and the Queen is caught) B—B7, and the Rook must hold still as after 18 R—Q2, R—K8ch would be very painful.

16 . . . B—B4ch 
17 K—Kt3 P—B4! 

Opening a diagonal for his Queen without loss of time.

18 Q—Q2 Q—R4 
19 B—Q3 P—Kt4! 

Threatening an instantaneous mate.

20 P×P B×B 
21 Q×B P—B5ch! 

Pretty, n'est-ce pas?

22 Q×P 

Clearly, 22 K×P allows 22 . . . Q—R5 mate.

22 . . . QR—B1 
23 Q—Q3 R—K5! 

For the third time threatening mate at R5.

24 K—B2 

He must not take the Rook as the remaining Rook would exact immediate revenge by mating!

24 . . . R(K5)—QB5! 

And White bowed to the inevitable.

990 

Under Nimzovich's talented choreography the Knights do pirouettes that would tickle the heart of a balletomane.

Semmering, 1926

GILG NIMZOVICH 
1 P—Q4 P—KB4 
2 P—KKt3 P—Q3 
3 B—Kt2 Kt—KB3 
4 P—QB3 Kt—B3 
5 Kt—KR3 P—K4 
6 O—O P—KR3 
7 P—B3 P—Q4
8 K—R1   B—Q3
9 P×P   Kt×P
10 Kt—Q2   O—O
11 P—K4   BP×P
12 P×P   Kt(K4)—
          Kt5
13 R—K1   Q—K1
14 P×P   Q—R4

Threatening 15 ... B×P, and if 16 P×B, Kt—B7ch wins the Queen as White's King Knight is pinned.

15 Kt—B1   B—QB4

Now he plans 16 ... Q×Kt followed by the Knight fork.

16 B—K3   B×B
17 Kt×B   B—Q2
18 Q—Q4   QR—Kt
19 Kt—B1   P—KKt4
20 Kt—Kt1   Kt—K5!

Eyeing two beautiful mates: a) 21 ... Q×Pch 22 Kt×Q, Kt×P mate. b) 21 ... Kt(K5)—B7ch 22 Q×Kt, Kt×Q mate.
If these fail, there is also the less spectacular 21 ... Kt×Pch 22 Kt×Kt, Q×P mate.

21 Kt—R3   Kt(K5)—
          B3
22 B×Kt

If 22 Kt—Kt1, Kt—B7ch 23 Q×Kt, Kt—Kt5 24 Q—Q4, Kt—B7ch and Black wins the Queen for two Knights.

22 ...   Kt×B
23 Kt—Kt1

He must stop the Queen check at B6.

23 ...   Kt—B7ch
24 K—Kt2   B—R6ch

* And the win is forced after 25 Kt×B by 25 ... Q—B6ch 26 K—Kt1, Kt×Kt mate.

991

STEINITZ in poetic mood, called this game "the blossom in Anderssen's wreath of laurel" and named it "the evergreen partie."

Gottschall said that the winning combination was one of the most wonderful of Anderssen's conceptions such as only a genius could have discovered, while Zukertort was of the opinion that the game "was even finer than the celebrated game between Anderssen and Kieseritzky."

Berlin, 1852

<table>
<thead>
<tr>
<th>ANDERSSEN</th>
<th>DUFRESNE</th>
</tr>
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<tbody>
<tr>
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<td>P—K4</td>
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<td>2 Kt—KB3</td>
<td>Kt—QB3</td>
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<td>3 B—B4</td>
<td>B—B4</td>
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<tr>
<td>4 P—QKt4</td>
<td>B×P</td>
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<td>5 P—B3</td>
<td>B—R4</td>
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<td>6 P—Q4</td>
<td>P×P</td>
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<td>7 O—O</td>
<td>P—Q6</td>
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<td>8 Q—Kt3</td>
<td>Q—B3</td>
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<tr>
<td>9 P—K5</td>
<td>Q—Kt3</td>
</tr>
</tbody>
</table>
If 9 ... Kt×P White wins a piece by 10 R—K1, P—Q3 11 Q—Kt5ch.

10 R—K1 KKt—K2
11 B—R3 P—QKt4
12 Q×P R—QKt1
13 Q—R4 B—Kt3

He cannot Castle into safety, as 14 B×Kt would win a piece for White.

14 QKt—Q2 B—Kt2
15 Kt—K4 Q—B4
16 B×P Q—R4

Running away from the threat of 17 Kt—Q6ch winning the Queen.

17 Kt—B6ch! P×Kt
18 P×P R—Kt1

Now comes what Lasker (who knows a good move when he sees one) says is "one of the most subtle and profound moves on record."

19 QR—Q1! Q×Kt
20 R×Ktch! Kt×R
21 Q×Pch!

And if this is not a million-dollar move, what is?

21 ... K×Q
22 B—B5ch K—K1

If 22 ... K—B3 23 B—Q7 mate.

23 B—Q7ch K—Q1
24 B×Kt mate

992

ALEKHINE takes a simple theme —the pin—blends it with some piquant Pawn moves, and fashions therefrom a little masterpiece.

No wonder Euwe once said, "Alekhine is a poet who creates a work of art out of something which would hardly inspire another man to send home a picture postcard."

St. Petersburg, 1914

FREYMMANN ALEKHINE
1 P—Q4 P—Q4
2 Kt—KB3 Kt—KB3
3 P—B4 P—K3
4 B—Kt5 P—KR3!
5 B—R4 P×P
6 Q—R4ch QKt—Q2
7 Q×BP P—B4
8 Kt—B3 P—R3
9 P—R4

To prevent 9 ... P—QKt4.

9 ... P—QKt4!

It's hard to stop Alekhine! He makes the move he wants to
make, as he has looked a little further ahead than his opponent.

10 Q—Q3

If 10 RP×P, RP×P, and White’s Queen and Rook are attacked.

10 . . . P—B5
11 Q—Kt1 B—Kt2
12 P×P P×P
13 Kt×P B—Kt5ch
14 Kt—B3 P—Kt4
15 B—Kt3 Kt—K5

Pressure on the pin, as prescribed by the pedagogues.

16 Q—B1 Kt—Kt3

Ready to apply more pressure by 17 . . . Kt—R5.

17 R×R Q×R
18 Kt—Q2 Kt×Kt (Q7)

19 K×Kt

If 19 Q×Kt, Q—R8ch 20 Q—Q1, Q×P and White is through.

19 . . . Q—R7!

A clearance move for 20 . . . Kt—R5 with a double attack on Knight and Pawn.

20 K—Q1 Q—Kt6ch
21 Q—B2 B×Kt
22 P×B B—K5!

Forcing a decision by striking at the pinned piece.

23 Q×Q P×Q
24 P—K3

If 24 K—B1, Kt—B5 and the Pawn cannot be stopped.

24 . . . P—Kt7

And Black wins.

993

“A BREVITY with an unusual finish is almost irresistible reading,” says CHESS REVIEW of this game.

Brooklyn, 1953

STUPPLER FARKAS
1 P—Q4 Kt—KB3
2 P—QB4 P—K3
3 Kt—QB3 B—Kt5
4 P—K3 P—B4
5 KKt—K2 Kt—B3
6 P—QR3 P×P
7 P×P B—K2
8 P—Kt4 P—QKt3
9 P—Q5 Kt—K4
10 P—Q6 B—B1
11 Kt—Kt5 Resigns

994

A PIN-POINT combination: which is to say that the point of the combination is that it ends in a pin!

New South Wales, 1952

MADJARIC JACOBSON
1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—Kt5 Kt—B3
Vienna, 1952

<table>
<thead>
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<th>Grazier</th>
<th>Vieltorf</th>
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<td>B—Kt2</td>
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<tr>
<td>8 B—K3</td>
<td>P—QKt4</td>
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<td>9 P—K5!</td>
<td>P×P</td>
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<td>10 B—B3</td>
<td>P—K5</td>
</tr>
<tr>
<td>11 Kt×KP</td>
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</tbody>
</table>

Threatening 12 Kt×Ktch followed by 13 B×R.

11 . .  . Kt—Q4
12 Q×Kt! Resigns

He can take the Queen, but then comes 13 Kt—B6ch, B×Kt 14 B×Q, and the Rook cannot escape the Bishops.

996

Sort of a Mouse-trap Theme
is Black’s tempting sacrifice of a Rook to a hungry Bishop. Once the bait is snatched, the door is shut on the greedy Bishop.

U.S.S.R., 1949

<table>
<thead>
<tr>
<th>Lensky</th>
<th>Olbga</th>
</tr>
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<tbody>
<tr>
<td>1 P—K4</td>
<td>P—K4</td>
</tr>
<tr>
<td>2 P—KB4</td>
<td>P×P</td>
</tr>
</tbody>
</table>

995

Opportunity knocks only once, but once is enough for White. He aims a Bishop at the Queen Rook, and keeps the deadly diagonal clear by gobbling up any obstacles thrown in his path.
Coming in for the kill. White has no means to ward off mate on the move by the Queen, or mate in two beginning with 16 ... P×Pch.

997

Reason enough for resigning: Black has only one move on the board to prevent mate, but that move is against the law!

U. S. 1952

Schlechter's panacea in such cases is 5 ... P×Q4! 6 B×QP, Kt×KB3 7 B×Pch, K×B 8 Q×Q, B×Ktch 9 Q×Q2, B×Qch 10 Kt×B, P×B4, with a good endgame.

Still fanning up on Pawns!

If 9 ... B×Kt (to reduce White's attacking material) 10 B×B, O×O 11 Q×Kt4, P×Kt3 12 Q×Q4, and mate will come on the long diagonal.

10 Kt×Q5  B×B4
On 10 . . . B—K2 11 KtxBch, Q×Kt 12 Q—Kt4, and now we have the words and music of the previous note.

11 Kt—B6ch! P×Kt
12 Q—Kt4ch K—R1
13 Q—R4 B—K2

If 13 . . . K—Kt2 14 Q—Kt5ch wins.

14 B—Q3! Resigns

He would love to play 14 . . . P—KB4, delaying the mate and incidentally attacking the Queen, but alas it’s illegal.

998

In this Opus scored for Black’s King Knight, there are four movements marked as follows:
1) 4 . . . Kt—KB3, Moderato
2) 11 . . . Kt—Kt5, Agitato
3) 12 . . . Kt×P, Furioso
4) 13 . . . Kt—B8, Scherzando

Hungary, 1953

Solymar

Navarov-Sky

6 Kt×Kt KtP×Kt
7 P—QB4 P—K4!
8 Kt—B3 B—B4
9 O—O R—QKt1
10 K—R1 P—Q3
11 Q—K2 Kt—Kt5!
12 P—B3

Hoping to scare the Knight off.

12 . . . Kt×P!
13 R—K1 Kt—B8!

A quaint move: White is peculiarly helpless against the Knight fork threatening his Queen, and the mate on the move threatening his King!

999

Black’s interesting slow-motion sacrifice of his Rooks gives this game a sort of “little-immortal” quality.

Vienna, 1917

Helmer

KrejciK

1 P—Q4 Kt—KB3
2 P—QB4 P—K4
3 P×P Kt—Kt5
4 P—B4 B—B4
5 Kt—KR3 Kt×RP
6 R×Kt Q—R5ch
7 K—Q2 P—Q4!
8 Q—Kt3 B×Kt!
9 Q×B Q×Pch
1000 Best Short Games of Chess

10 K—B2 QxB(KB8)
11 Q—B8ch K—K2
12 QxR QxPch
13 B—Q2 Kt—B3!
14 QxR Kt—Kt5ch
15 K—Kt3 QxBPch
16 K—R4 P—Kt4ch
17 K—R5 B—Kt3 mate

5 B—Kt5 QKt—Q2
6 P—K3 O—O
7 Q—B2 P—B4
8 P×QP Kt×P
9 Kt×Kt B×B
10 P—KR4 Q—R4ch
11 P—Kt4! P×KtP

On 11 . . . Q—Q1, 12 P×B wins a piece as Black must not touch the Knight on pain of mate. After his actual move Black gets the shock of his young life!

1000

One hardly knows which to admire more, the startling Queen sacrifice, or the artistic mate which it initiates.

In the miniature division, this is definitely the game of the year.

Buenos Aires, 1952

CASES PIAZZINI

1 P—QB4 Kt—KB3
2 Kt—QB3 P—K3
3 P—Q4 P—Q4
4 Kt—B3 B—K2

12 Q×Pch! K×Q
13 P×Bch K—Kt3
14 Kt—K7 mate!
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Note: This index uses modern opening nomenclature to classify openings within three traditional categories: King Pawn, Queen Pawn, and Flank. Arrangement within each category generally runs from the simplest to the most complex opening. Old names have been replaced with new ones and less emphasis has been placed on the initial moves and more on the transpositions to recognize lines.

—Bruce Pandolfini

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Published by Simon & Schuster, Inc.
New York

ISBN 971-08-5133-0