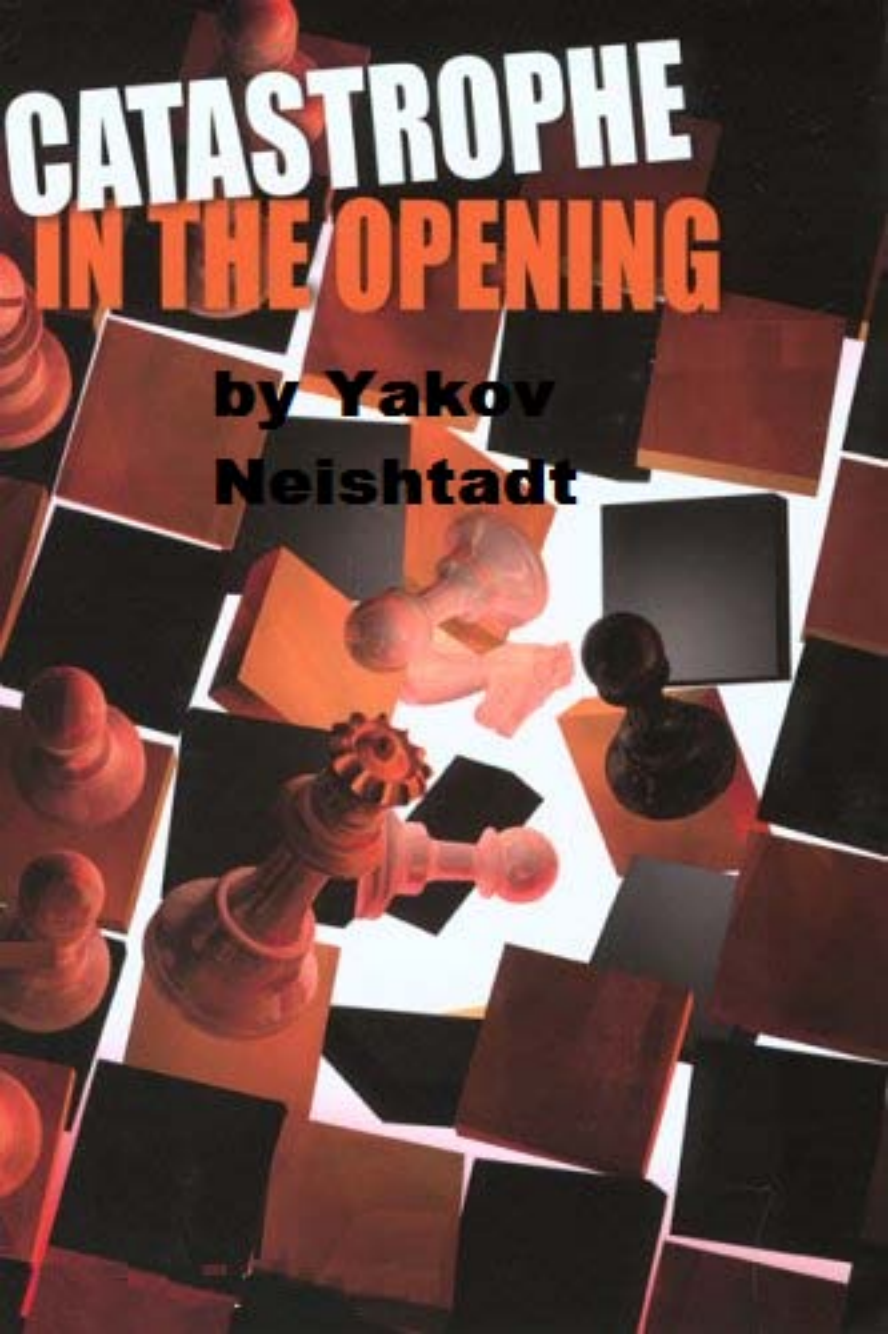


CATASTROPHE IN THE OPENING

by Yakov
Neishtadt





Hello everybody!!

We are a group of chess fans who are producing new chess material. We have members from all around the world, belonging to different cultures and speaking different languages, all of us joined by our common love for chess! We hope you will enjoy our work!

If you are interested in joining us, or send any comments drop us an email at: caissa_lovers@yahoo.com.

Best regards!!

Hola a todos!

Somos un grupo de fanáticos del ajedrez, que estamos tratando de producir nuevo material como este, desarrollando diferentes proyectos e ideas. Tenemos miembros de diferentes partes del mundo, provenientes de diferentes culturas, hablando diferentes lenguas, unidos por nuestra pasión por el ajedrez!. Esperamos que disfruten de esta muestra de nuestro trabajo!.

Si alguien estuviese interesado en unirse al grupo nos pueden escribir a: caissa_lovers@yahoo.com.

Saludos!

Caissa Lovers

Catastrophe in the Opening



Iakov Neishtadt

Catastrophe in the Opening

Despite more than a century of study of the chess openings it is still possible for any player, even a master, to wade into unfathomable depths during the first few moves. To lose quickly at the chess board is humiliating; to score a quick knockout is a rare delight. Until now, very little has been written to help the average player to avoid disaster during the opening and to prepare him to take advantage of his opponents' fatal lapses. The present volume fills this gap in the chess literature and at the same time provides a lively and entertaining collection of short games.

Related titles of interest

THE CHESS COMBINATION FROM PHILIDOR TO KARPOV

Raymond Keene

In this book the author has examined the advance of combinational ideas from the fifteenth century to the present day. He has not only drawn from his own extensive experience as a chess teacher and an international player, but has also examined some of the most beautiful and intricate combinations from chess history. This has enabled him to isolate those specific themes and special factors which permit a successful sacrificial combination to be played.

LEARN CHESS FROM THE WORLD CHAMPIONS

David Levy

Although the chess literature of the last two centuries is vast, only a minute proportion is available to chess enthusiasts in contemporary publication. David Levy has brought together the very best articles, games and annotations of the top players of their time, spanning a period from the late eighteenth century to the present day. Each of the twelve official World Champions has contributed, as have five other great Masters, who prior to the introduction of the Championship were recognized as the strongest players of their day. The book is an interesting, instructive and entertaining collection of writings by, simply, the greatest players who have ever lived.

PERGAMON CHESS SERIES

General Editor

David N.L. Levy

Executive Editor

Martin J. Richardson

Some other books in this series:

ALEXANDER, C.H.O'D. & BEACH, T.J.

Learn Chess: A New Way for All.

Volume 1: First Principles

Volume 2: Winning Methods

AVERBAKH, Y.

Chess Endings: Essential Knowledge

BARDEN, L.W.

The Ruy Lopez: Winning Chess with 1P—K4

BELL, A.

The Machine Plays Chess?

BOTVINNIK, M.

Anatoly Karpov: His road to the World Championship

ESTRIN, J.

Comprehensive Chess Openings

GLIGORIĆ, S. & SOKOLOV, V.

The Sicilian Defence. Book 1

CAFFERTY, B. & HOOPER, D.

A Complete Defence to 1P—K4. Second edition

KEENE, R.

The Chess Combination From Philidor to Karpov

O' KELLY de Galway, Count A.

Tigran Petrosian—World Champion

LEVY, D.N.L.

Learn Chess from the World Champions

SUETIN, A.S.

Modern Chess Opening Theory

VUKOVIĆ, V.

The Art of Attack in Chess

Catastrophe in the Opening

by

IAKOV NEISHTADT

Editor-in-Chief, 64

Translated by

KENNETH P. NEAT



PERGAMON PRESS

OXFORD · NEW YORK · TORONTO · SYDNEY
PARIS · FRANKFURT

U.K.	Pergamon Press Ltd., Headington Hill Hall, Oxford OX3 0BW, England
U.S.A.	Pergamon Press Inc., Maxwell House, Fairview Park, Elmsford, New York 10523, U.S.A.
CANADA	Pergamon of Canada, Suite 104, 150 Consumers Road, Willowdale, Ontario, M2J 1P9, Canada
AUSTRALIA	Pergamon Press (Aust.) Pty. Ltd., P.O. Box 544, Potts Point, N.S.W. 2011, Australia
FRANCE	Pergamon Press SARL, 24 rue des Ecoles, 75240 Paris, Cedex 05, France
FEDERAL REPUBLIC OF GERMANY	Pergamon Press GmbH, 6242 Kronberg-Taunus, Pferdstrasse 1, Federal Republic of Germany

Translation Copyright © 1980 K. P. Neat

*All Rights Reserved. No part of this publication
may be reproduced, stored in a retrieval system or
transmitted in any form or by any means:
electronic, electrostatic, magnetic tape, mechanical,
photocopying, recording or otherwise, without
permission in writing from the publishers*

First edition 1980

British Library Cataloguing in Publication Data

Neishtadt, Iakov
Catastrophe in the opening, – (Pergamon
Chess Series). – (Pergamon International Library).
1. Chess – Openings. – 2. Chess – Middle games
3. Chess – Collections of games
I. Title
794.1'22 GV1450 78-41210

ISBN 0-08-023121-7 hardcover
ISBN 0-08-024097-6 flexicover

This is a translation of the original Russian
edition entitled 'Katastrofa v debjute'.

Printed in Hungary by Franklin Printing House

Contents

A Bit of Theory	1
<i>Breaking of Opening Principles</i>	1
<i>The Combination in Miniature Games</i>	10
Diversion	16
Decoy (or Attraction)	18
Defence-Elimination	20
Blocking	22
Square- or Line-Vacating	23
Interference	26
The Pin	27
Destructive combinations	31
Pawn promotion	32
Combinations with several themes	34
<i>The Forcing Manoeuvre</i>	37
<i>The Intermediate Move</i>	42
<i>Beware, a trap!</i>	43
On Pain of Punishment	44
Without any risk	46
The probability of success	48
Investigation at the Site of the Accident	51
<i>Open Games</i>	51
King's Gambit	51
Vienna Game	63

Danish Gambit	70
Bishop's Opening	72
Irregular Opening	77
Petroff's Defence	77
Philidor's Defence	81
Ponziani's Opening	94
Three Knights' Game	96
Four Knights' Game	97
Scotch Game	107
Two Knights' Defence	109
Guioco Piano	129
Evans Gambit	146
Hungarian Defence	150
Ruy Lopez	151
<i>Semi-Open Games</i>	171
Centre Counter Game	171
Alekhine's Defence	174
French Defence	177
Caro-Kann Defence	192
Pirc/Modern Defence	202
Sicilian Defence	205
<i>Closed Games</i>	227
Queen's Gambit Accepted	227
Queen's Gambit Declined	231
Albin Counter-Gambit	236
Queen Pawn Opening	237
Nimzo-Indian Defence	238
Catalan Opening	240
Queen's Indian Defence	241
Indian Defence	245
Budapest Counter-Gambit	245
Grünfeld Defence	246
King's Indian Defence	249

Dutch Defence	252
English Opening	253
Réti Opening	258
Bird's Opening	259
Polish Opening	260
Index of Themes	265
Index of Players and Analysts	267

A Bit of Theory

No game is lost without a mistake being made, be it a blunder or a slight inaccuracy, an error in the calculation of a variation or in the assessment of a position. In this book we will be dealing with mistakes which are committed in the initial stages of a game, and which determine its outcome. We will dwell on errors which involve a breaking of the basic principles of opening play, and we will consider positional mistakes. But our attention will be mainly devoted to typical tactical mistakes and their consequences.

In chess, as in life, you have to pay for your mistakes. And, as in life, the more serious the mistake, the more severe the retribution. But in what ways are chess mistakes punished?

Breaking of Opening Principles

The more quickly mobilization is carried out, and the sooner positions favourable for action are occupied, the brighter the prospects of the army as a whole. And, on the contrary, if the forces are not developed in time, the most unpleasant consequences can be expected. It is exactly the same in chess as in war. Rapid development (mobilization of the forces), and the hindering of the opponent's development, together constitute the chief problem in the opening.

But in chess, in contrast to the mobilization and movement of the troops of two sides at war, moves are made alternately. How then can time be won?

In almost every elementary chess book you can read that the minor pieces should be developed first, and then the major pieces, that normally it is inadvisable to move the same piece twice before the others are devel-

oped, that in the initial position the squares f7 and f2 are the most vulnerable, and that castling serves to safeguard the king as well as to bring the rook into play. But when it comes to applying these rules, it turns out that there are numerous positions which are exceptional—positions, in which the best continuation is the moving of an already-developed piece, in which it is not at all necessary to hurry to castle, or where it is simply essential to bring the queen into play after only a few moves. A chess position is specific, it almost always demands a creative approach, and in this lies the fascinating charm and difficulty of chess.

We will repeat the question: how are precious tempi won and lost in the opening?

Characteristic mistakes, which involve a loss of time, are:

Firstly, exchanging an already-developed piece for one which is undeveloped.

Secondly, allowing the opponent to attack one of our pieces with a less valuable piece. For example, a well-placed piece is attacked by a pawn, as a result of which it is forced to retreat to its initial square, or to some other unfavourable position; or there is also the so-called attack with gain of tempo—a minor piece, in developing, attacks and drives away a hostile major piece.

Thirdly, time can be wasted on the winning of material.

In order to gain valuable time for development, strong measures—gambits—are often employed. In the opening itself the opponent is offered one or two pawns, or sometimes a piece. Occupied with his ‘pawn-grabbing’, he falls behind in development, and comes under an attack.

Let us consider one such example:

1 e4 e5 2 d4 e×d4 3 c3 d×c3 4 Bc4 c×b2 5 B×b2

This opening bears the name of the Danish Gambit. By sacrificing two pawns, White has gained time for development; his bishops are actively placed, and he threatens an attack.

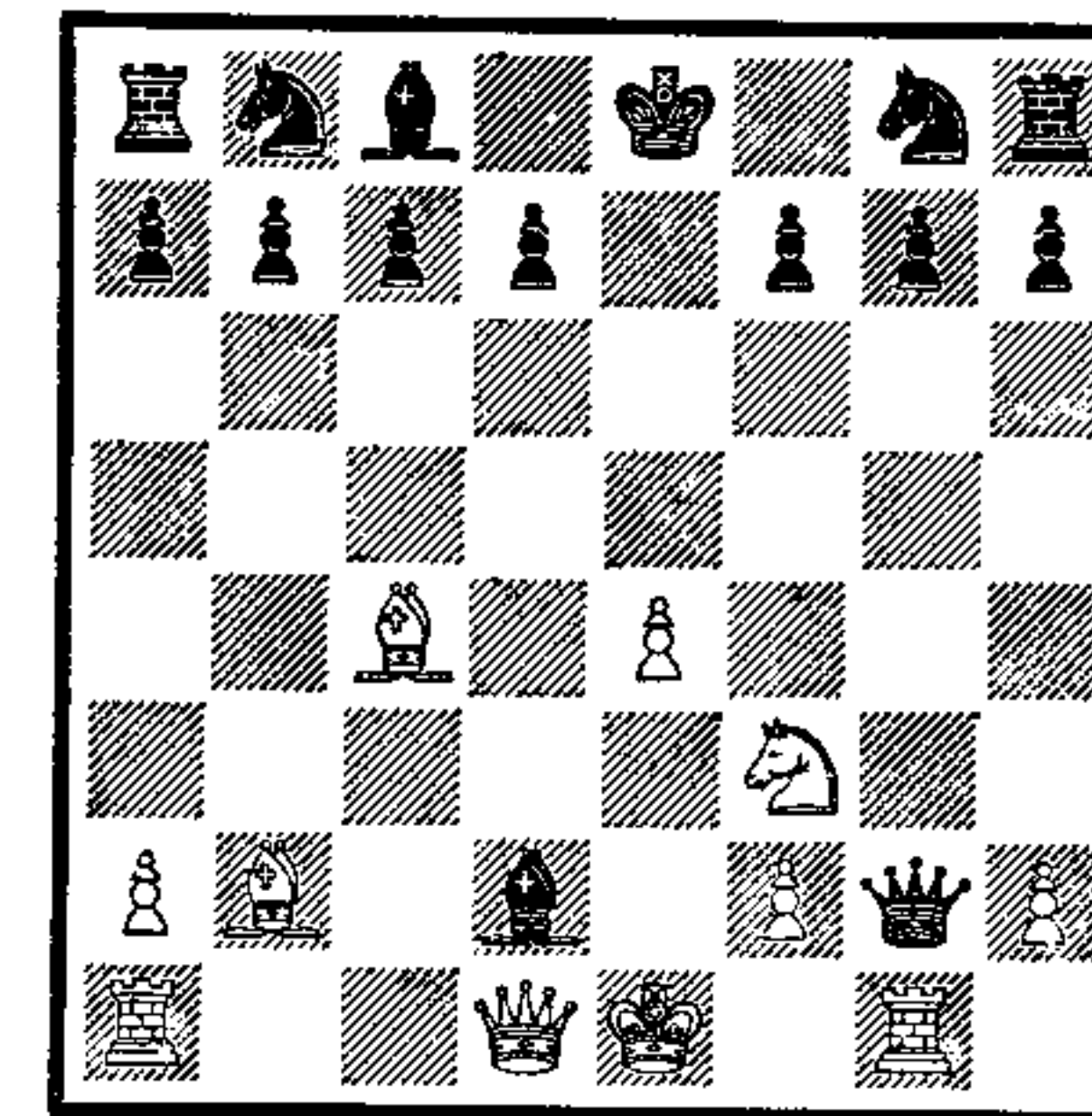
5 ... Bb4+

5 ... d5! is a sound defence. For more details of the Danish Gambit, cf. pp. 70-71.

6 Nd2 Qg5

The opening commandment already mentioned runs: first develop the minor pieces, and then the major pieces. But Black decides that in this particular situation the queen move is advantageous to him. He not only defends his g7 square, but also attacks White’s ‘g’ pawn. And besides (being two pawns up) he threatens to exchange queens...

7 Nf3! Q×g2 8 Rg1 B×d2+



This is the position that Black had in mind when he played 6 ... Qg5. How is White to recapture? He cannot take with the queen, as then the knight will be undefended, nor with the knight, as then his rook is left en prise. Finally, on 9 K×d2 Black captures the ‘f’ pawn with check...

9 Ke2!

An unexpected reply, after which Black comes under a crushing attack.

9 ... Qh3 10 Q×d2

The difference in the placing of the white and black pieces is striking. One gains the impression that only White has been moving. His bishops are now aimed at g7 and f7, his rook is placed on an open file, and his knight and queen are also ready for the attack. Black, on the other hand, still has all his pieces, apart from the queen, in their initial positions. It is not surprising that the game is over within a few moves.

10 ... Nf6 11 B×f7+ Kd8

If 11 ... Kxf7, then 12 Ng5+. No better is 11 ... Kf8 12 Ba3+ d6 13 Bxd6+ cxd6 14 Qxd6+ Kxf7 15 Ng5+.

12 R×g7 N×e4 13 Qg5+! N×g5 14 Bf6 mate.

We have seen how a lead in development, achieved by the employment of a gambit, created conditions favourable for combinational play. On the decisive part of the board White gained an overwhelming superiority in force.

Nimzowitsch–Alapin, 1911

1 e4 e6 2 d4 d5 3 Nc3 Nf6 4 e×d5 N×d5

Black should have played 4 ... e×d5, not allowing his opponent an advantage in the centre.

5 Nf3 c5

This leads to a loss of time. 5 ... Be7 followed by 0–0, b7–b6 and Bb7 was preferable. Even so, by continuing 6 Ne4 followed by c2–c4 White would have gained a promising position.

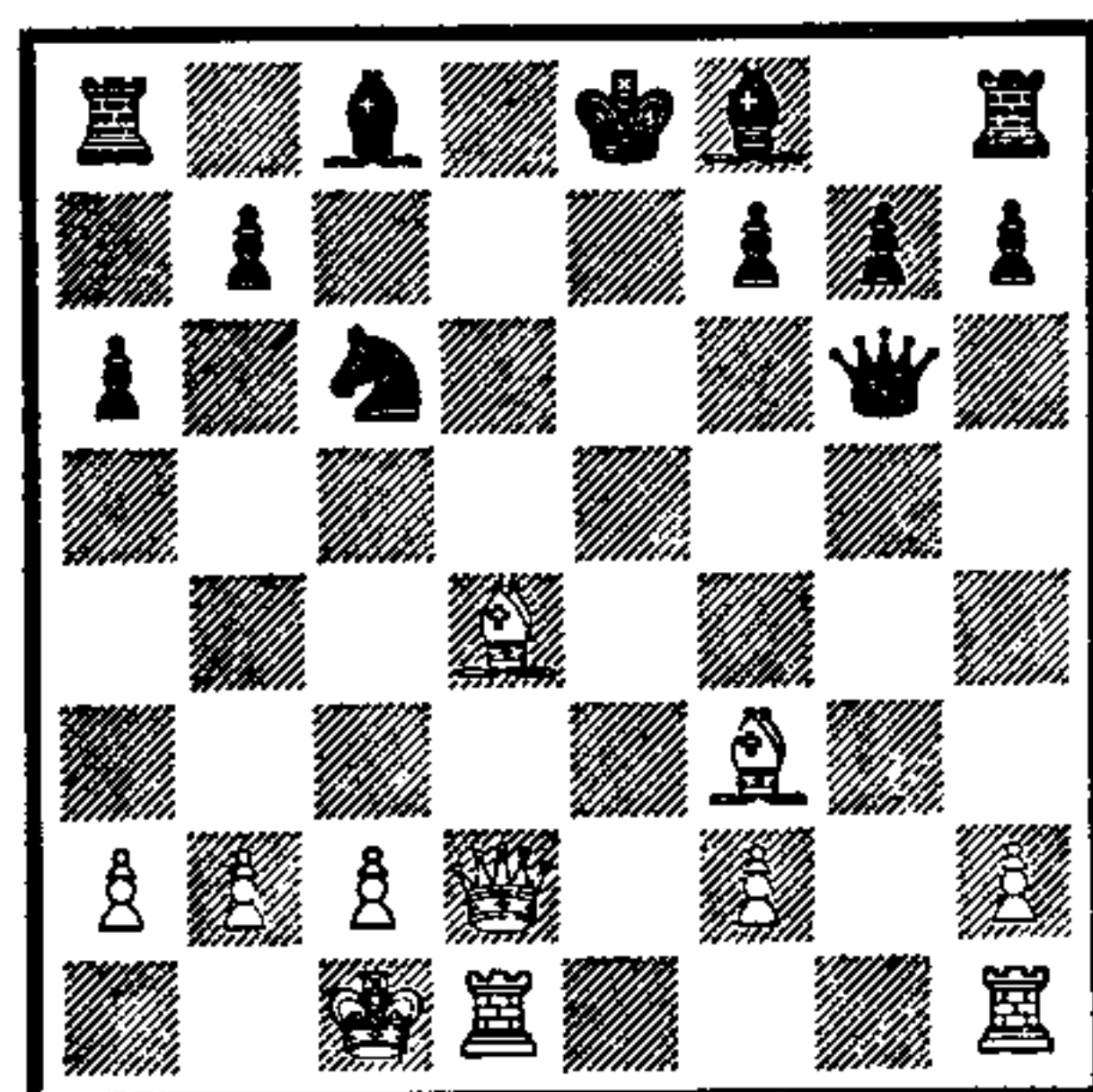
6 N×d5 Q×d5 7 Be3! c×d4 8 N×d4 a6 9 Be2

The opening has gone in favour of White, who is ahead in development. In view of this, Black should have declined the offer to 'treat himself' to the 'g' pawn.

9 ... Q×g2? 10 Bf3 Qg6 11 Qd2 e5

Black's desire to drive away the knight is readily understandable. But Nimzowitsch ignores the threat, and continues his mobilization.

12 0–0–0! e×d4 13 B×d4 Nc6



White's clear lead in development gives him the opportunity to conclude the game with a combination.

14 Bf6! Q×f6 15 Rhe1+ Be7 (15 ... Be6 16 Qd7 mate) 16 B×c6+ Kf8 (16 ... b×c6 17 Qd8 mate) 17 Qd8+! B×d8 18 Re8 mate.

In this game the victim of the well-known chess vice of 'pawn-grabbing' was not an amateur, but a well-known master. The question arises: surely he must have known that it was dangerous to fall behind in development, especially against such a formidable opponent as Nimzowitsch? Of course he knew. Black's basic mistake—9 ... Q×g2—was due to a faulty assessment of the position. Alapin cut short his calculations at 11 ... e5, when he decided that Black's position was tenable...

As has already been stated, the principles of opening strategy (just like all general chess recommendations) should be applied relatively. That which in one instance is the main determining factor, may in another situation (often after the opponent's very next move) be of secondary importance. In certain positions the determining factor may be a positional one (e.g., a lead in development, or the control of an open file), in others, very similar in pattern—a material one. In one instance we may characterize the failure to castle as showing inexcusable carelessness, and in another case as objectively the best decision, gaining an important tempo for bringing another piece into play. A tactical operation based on a well-known scheme may prove, with the most insignificant change of position, to be a damp squib—when the material surrendered is not regained, and the game is lost.

A mistake in the assessment of a position can lead to the verge of catastrophe in the opening stage itself. When a master breaks the principle of development—one of the basic principles of opening play—it is not by any means because he has forgotten about it. Cutting short at some point his calculation of the variations, he comes to the conclusion that in the given instance it is not the rule which is operative, but the exception. And he goes in for the win of a pawn (or pawns), fully realizing that in doing so he is losing time and subjecting himself to a certain danger. He may prove to be correct in his assessment, and, after repulsing the attack, may exploit the material advantage gained. But he may also be mistaken

in the decision taken, and then he falls victim to an attack in which it may prove not especially difficult for his opponent to find a decisive tactical stroke.

And so, even a strong player may end up in a difficult, even hopeless position straight from the opening. Of course, with strong players opening catastrophes occur less frequently. But nevertheless they occur.

Karaklajić–Nikolić, 1973

1 e4 c5 2 Nf3 d6 3 Bb5 + Bd7 4 B×d7 + Q×d7 5 c4 Qg4

White's 'e' and 'g' pawns are attacked, and he is bound to lose one of them. But at the same time Black falls behind in development. His queen in the centre of the board is subjected to attack, which leads to White gaining several important tempi. The Yugoslav master Nikolić could not have failed to see that the win of the pawn involved a loss of time. But he assumed that he would be able to neutralize the pressure...

6 0–0 Q×e4 7 d4!

A lead in development is most easily exploited in an open position.

7 ... Nc6

The evaluation of the manoeuvre Qd7–g4×e4 is not improved by 7 ... c×d4 (cf. p. 7).

8 Nc3 Qg4 9 Nb5! Qd7 10 d×c5 d×c5 11 Bf4! 0–0–0

After 11 ... Q×d1 12 R×d1 the threat of 13 Nc7 mate forces Black to give up the exchange.

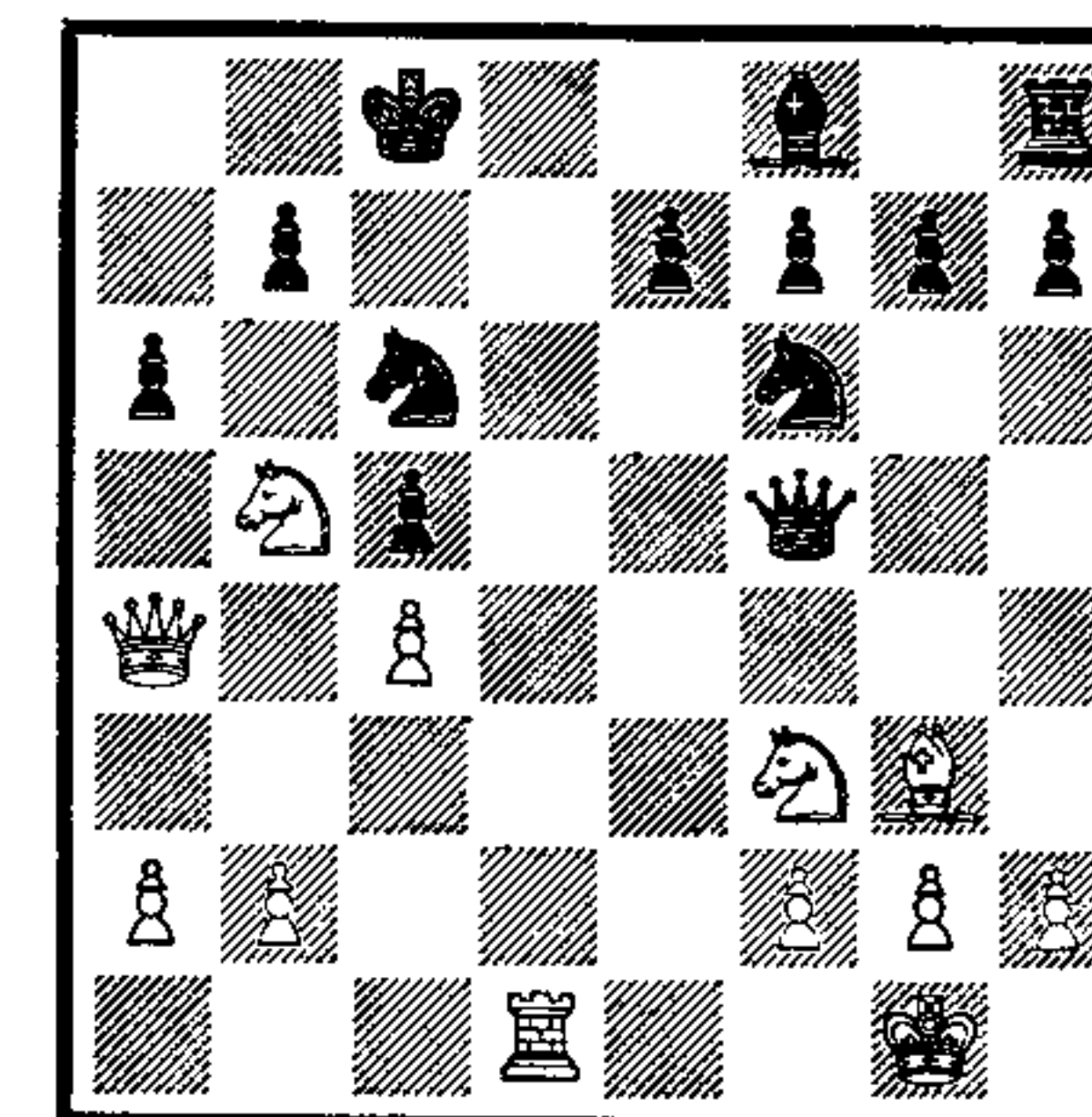
12 Qa4 Qf5

12 ... a6 is met by 13 Ne5 N×e5 14 B×e5, with the threat of 15 Na7 mate.

13 Bg3 a6

Perhaps Black hoped that the knight would retreat, when he could finally get round to developing his K-side...

14 Rad1! (neither now nor later can the knight be taken) **14 ... R×d1**
15 R×d1 Nf6



16 Qa5

The diversion theme. On 16 ... N×a5 there follows 17 Na7 mate. Meanwhile, 17 Qc7 mate is threatened. If 16 ... Ne8, then 17 Na7+! N×a7 18 Rd8 mate.

Black resigned

It is surprising that the following year, in the tournament at Wijk-aan-Zee, the same 'poisoned' pawn was captured by a young Argentinian grandmaster.

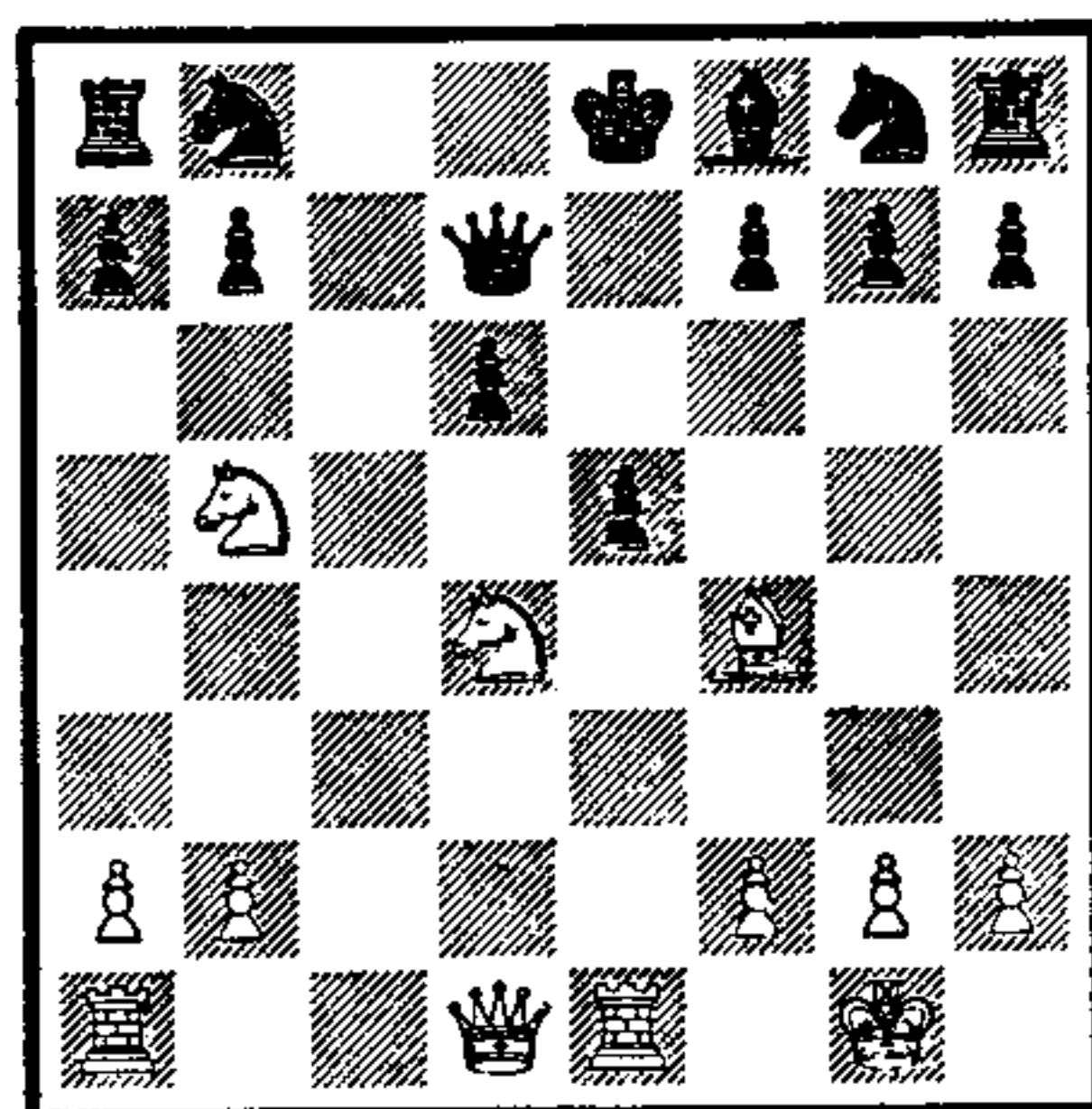
Browne–Quinteros, 1974

1 e4 c5 2 Nf3 d6 3 Bb5 + Bd7 4 B×d7 + Q×d7 5 c4 Qg4? 6 0–0 Q×e4
7 d4 c×d4 8 Re1 Qc6 9 N×d4 Q×c4?

Four tempi and two open files—this is the price that Quinteros thought he could pay for two pawns! The fact that the manoeuvre Qd7–g4×e4–c6×c4 cannot possibly end happily should be obvious not only to a grandmaster... It is not surprising that retribution follows swiftly.

Black is already so far behind in development that, even if he refrains from capturing the second pawn, he is in difficulties. E.g., 9 ... Qd7 10 Nb5 e6 11 Bf4 e5 12 N1c3 a6 13 Qa4!, or 12 ... Nf6 13 c5.

10 Na3 Qc8 11 Bf4 Qd7 12 Nab5 e5



13 B×e5!

It is easy to understand this sacrifice, which exposes the black king.

13 ... d×e5 14 R×e5+ Be7

On 14 ... Ne7 White wins by 15 Nf5, while in the event of 14 ... Kd8, 15 Qb3 is sufficient.

15 Rd5 Qc8 (15 ... Q×d5 16 Nc7+) 16 Nf5 Kf8 (a check at d6 was threatened) **17 N×e7 K×e7 18 Re5+ Resigns.**

In playing through such games, one is reminded of the tours of the 'Harlem Globe-Trotters'. This was an American basketball team, made up of professional stars, which demonstrated the techniques of the game against 'sparring-partners'. The above game could well be thought of as a demonstration of the technique: 'punishment for impetuous pawn-grabbing'. Only on this occasion it was not a demonstration game, but a real one...

In all the four above examples, one of the sides flagrantly failed to observe one of the basic opening principles—that of development—and was made to pay dearly.

The other principles of opening play are control over the centre, and seizure of space.

The ideal to be aimed at is complete domination of the centre, by occupying it with pawns, and having the other pieces actively co-ordinating with them. The important rôle played by such a centre is demonstrated by the following classic example.

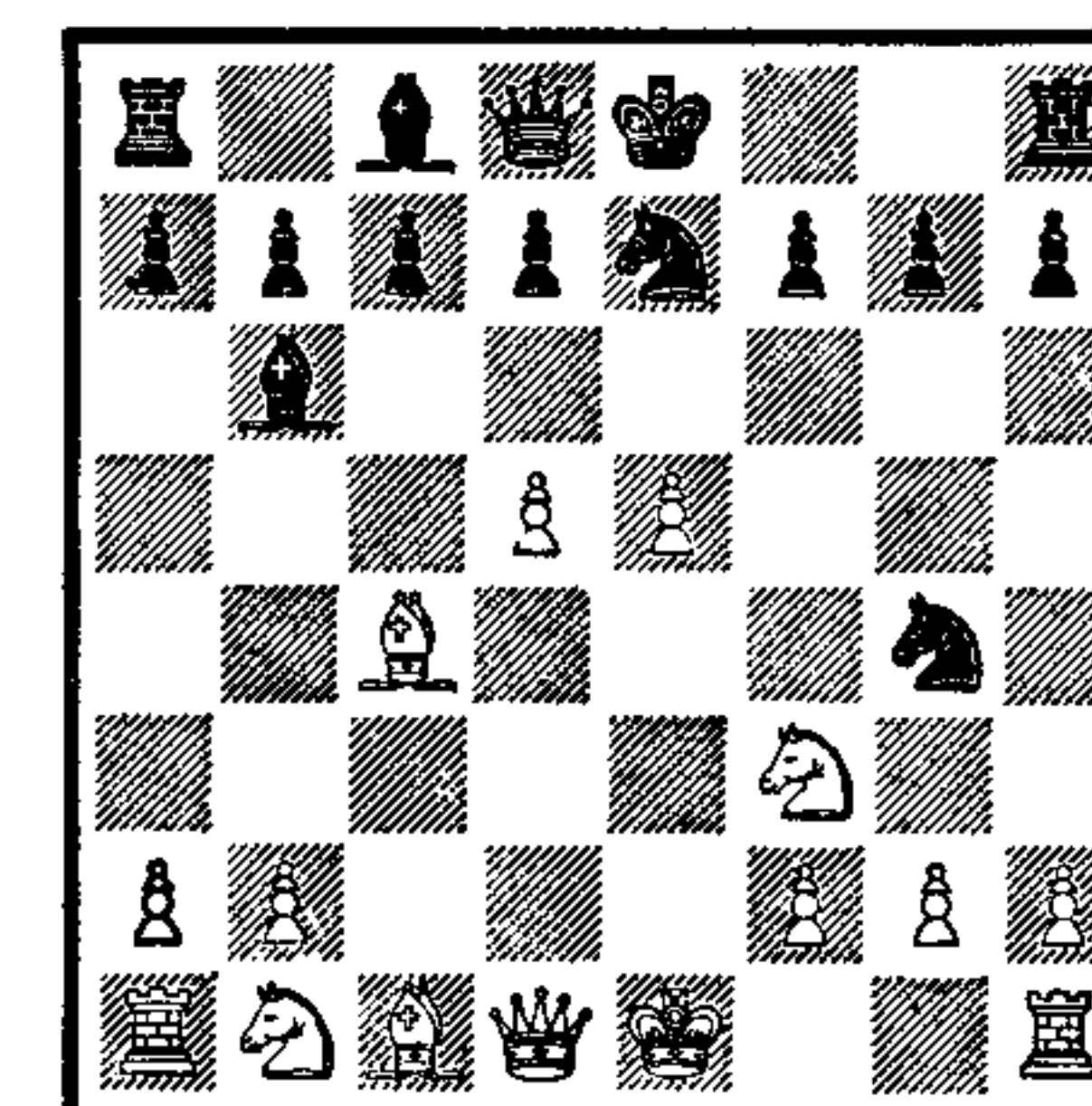
1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 c3 Nf6 5 d4 e×d4 6 c×d4 Bb6?

6 ... Bb4+ is correct. This variation is covered in detail in the section on the 'Guioco Piano' (p. 129). By allowing his opponent complete freedom in the centre, Black finds himself in a critical position from the very start.

7 d5 Ne7

If 7 ... Na5, then 8 Bd3, with the threat of b2-b4 (8 ... Qe7 9 0-0 0-0 10 a3 N×e4 11 b4, winning the knight; on 8 ... c5, 9 d6! is very strong, when Black's Q-side pieces are paralysed).

8 e5 Ng4



9 d6!

Without giving his opponent any respite, White hastens to exploit the strength of his pawns.

9 ... c×d6 10 e×d6 N×f2?

This winning of a rook is punished in exemplary fashion, but after 10 ... B×f2+ 11 Ke2 Black loses material. 11 ... Nc6 is met by 12 h3, and 11 ... Nf5 by 12 Qd5.

The immediate 10 ... Nc6 was comparatively best, although even then after 11 Bg5 Nf6 12 0-0 the pawn at d6 destroys the co-ordination between Black's Q-side and K-side, and White has a clear positional advantage.

11 Qb3! N×h1 12 B×f7+ Kf8 13 Bg5!, and White won.

In the final position the rôle played by a far-advanced central pawn is well seen. The pawn wedge at d6 cuts through Black's position, and paralyses his entire Q-side.

This variation is taken from a game **Nimzowitsch–N. N.**, in which the grandmaster, so as to ‘make the chances equal’, played without his queen’s rook, but with his ‘a’ pawn advanced to a3. As a result, Black was denied the important check 6 ... Bb4+. With the white pawn already at a3, the theoretical move 4 ... Nf6 was incorrect, and instead Nimzowitsch’s opponent should have played 4 ... d6, erecting a barrier in the path of the mobile pawn centre.

We deliberately chose here an example where the principle of control over the centre was flagrantly broken (Black gave it up without the least compensation), so as to demonstrate the strength of a pawn phalanx which encounters no resistance in its path. Other types of centre (without any obvious superiority for either side), relative pawn formations, and also the actual methods of fighting for the centre, lie outside the bounds of our theme. A positional mistake in the opening can lead to a swift catastrophe, if it is of a very serious nature. In all the above examples, positional errors, where the basic principles of opening play were broken, led to a sharp deterioration of the position. But the direct catastrophe followed later as a result of combinational play, which took place in a situation clearly unfavourable for one of the sides. If such games are examined without notes, the uninitiated may gain the impression that defeat came as a result of the overlooking of the concluding tactical strike. But in fact (as we have seen) the games were lost much earlier. Thus all the combinations examined up till now have merely realized an advantage already gained.

The retribution for positional mistakes does not normally follow immediately. It is a different matter with tactical mistakes.

The Combination in Miniature Games

A tactical mistake is normally punished immediately, and what’s more, most severely.

Tactical mistakes are of two types—oversights and miscalculations. Of course, any move can be overlooked or calculated incorrectly, but we will be interested in oversights and miscalculations of a tactical nature.

In the first case a direct combinational threat goes unnoticed (this is a

so-called passive oversight—the threat is simply overlooked). It can also happen that there is no threat at all, but that an unfavourable combinational situation is created by one’s own poor move (this is a so-called active oversight—the player himself creates the unfavourable combinational situation).

In the second case a combination by the opponent goes unnoticed during the calculation of a variation.

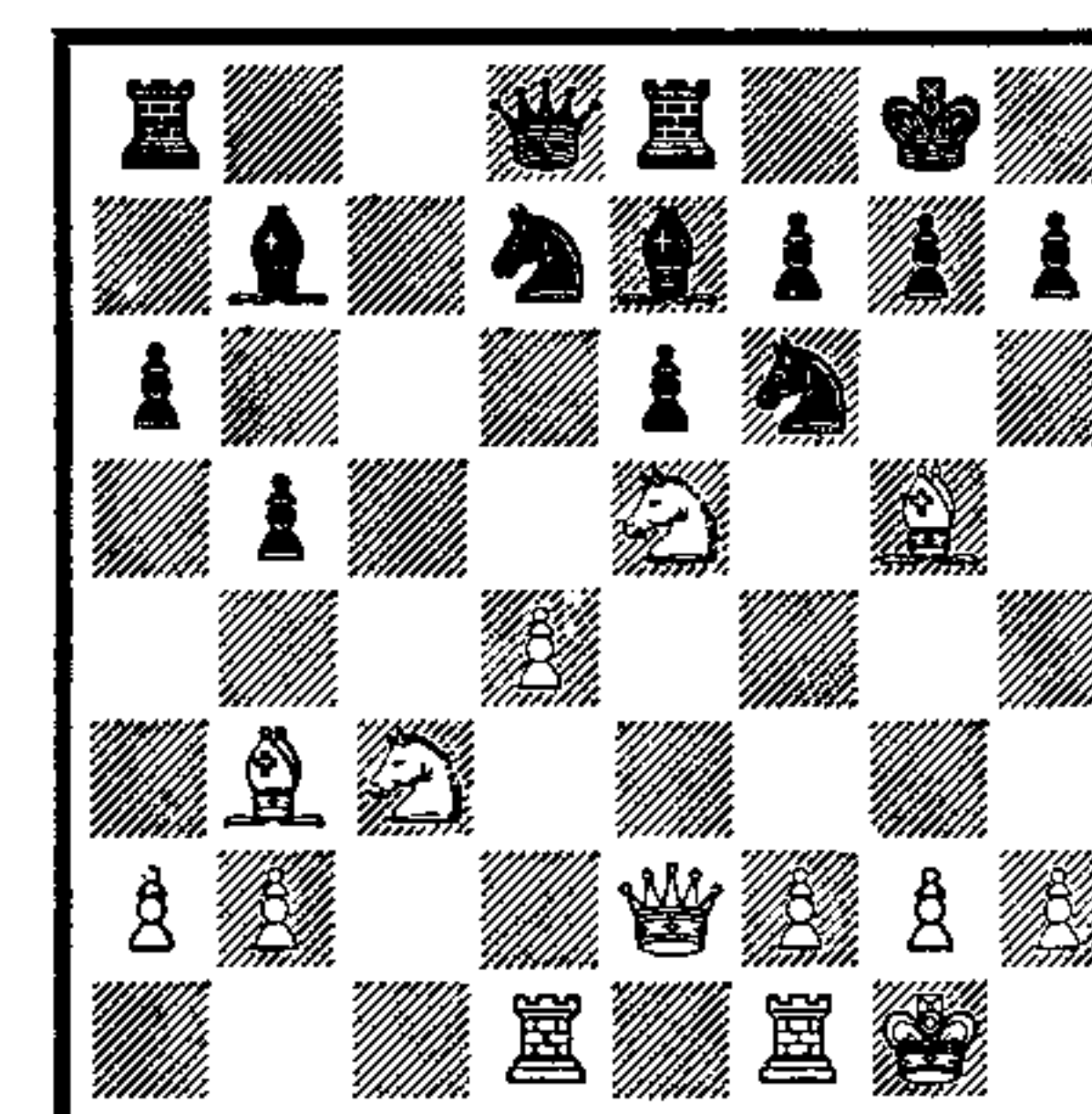
We will clarify this with some specific examples.

V. Borisenko–Rootare, 1960

1 d4 d5 2 c4 e6 3 Nc3 Nf6 4 Bg5 d×c4 5 e3 c5 6 B×c4 c×d4 7 e×d4 Be7 8 Nf3 0–0 9 0–0 a6 10 Qe2 b5 11 Bb3 Bb7 12 Rad1 Re8 13 Ne5

With his last move White has created a tactical threat, which Black does not notice.

13 ... Nbd7?



14 N×f7! K×f7 15 Q×e6+ Kg6

The black king is lured out of his shelter, and comes under murderous fire.

16 Bc2+ K×g5 17 Qe3+ Kh5 18 Qh3+ Kg5 19 f4 mate.

Alekhine–Muños, 1945

1 d4 d5 2 c4 e6 3 Nf3 Nf6 4 Bg5 Bb4+ 5 Nc3 d×c4 6 e4 c5 7 B×c4 c×d4 8 N×d4 Qa5

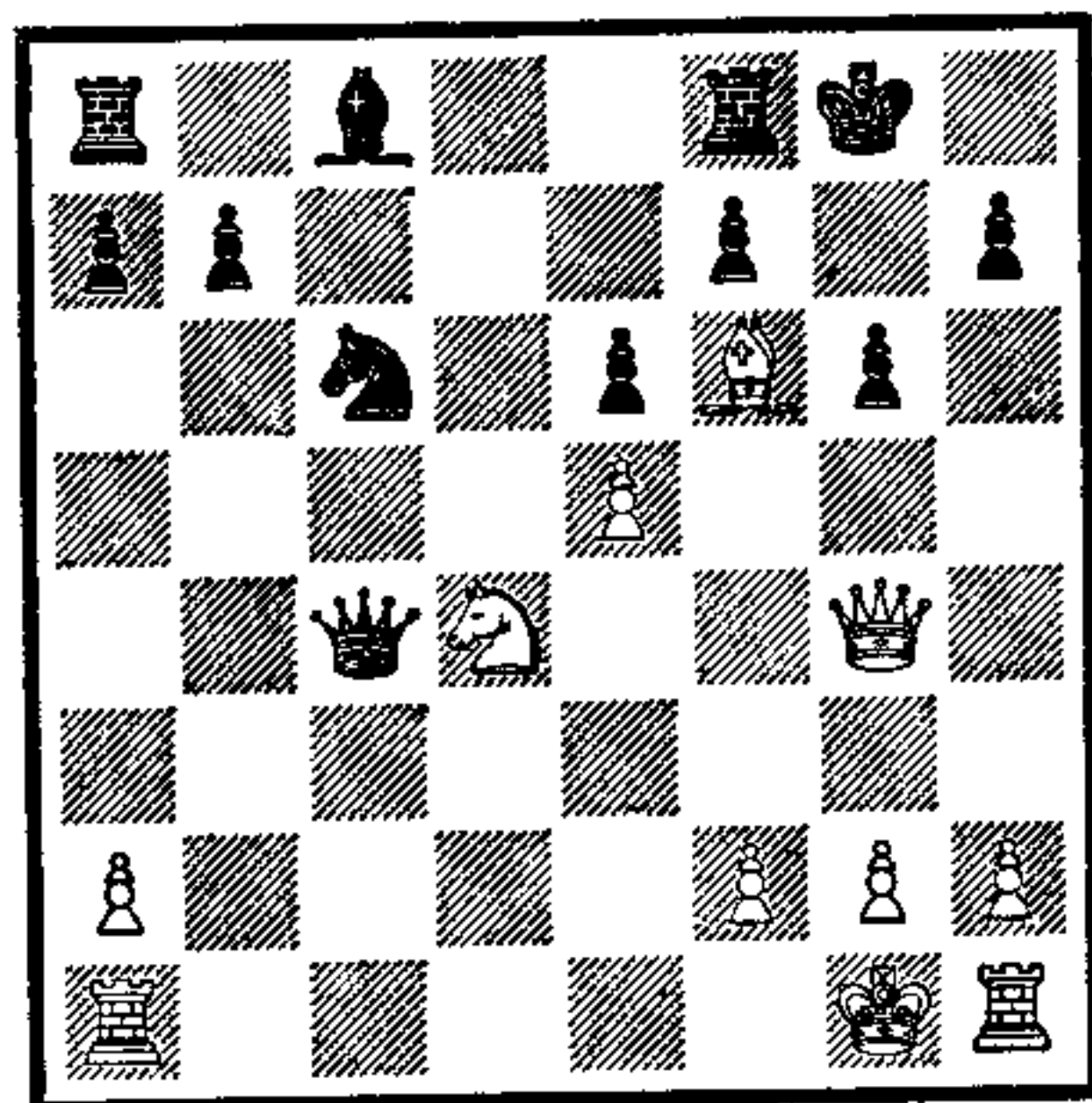
The so-called Vienna Variation of the Queen's Gambit. At the time that this game took place, it was considered playable for Black. Nowadays it has been shown that White gains the advantage both after 8 ... Qa5, and 8 ... Qc7 (9 Qb3!).

9 B×f6! B×c3+ 10 b×c3 Q×c3+ 11 Kf1! Q×c4+ 12 Kg1 0-0?

The bishop cannot be captured in view of 13 Rc1, but the move made also loses. 12 ... Nd7 was essential, and on 13 Rc1—13 ... Qa6 14 B×g7 Rg8, although even then after 15 a4! the game is in White's favour (15 ... R×g7 16 Nb5; 15 ... Qd6 16 Bh6 a6 17 Be3 Ne5 18 Qh5!).

13 Qg4! g6 14 e5 Nc6

The move e4–e5 contained a direct tactical threat, which Alekhine's opponent failed to spot.



15 Nf5! Resigns.

According to our terminology, these were passive oversights. The following game illustrates the so-called 'active' oversight.

Frese–Schröder, 1951

1 d4 d5 2 c4 d×c4 3 Nc3 e5 4 d5

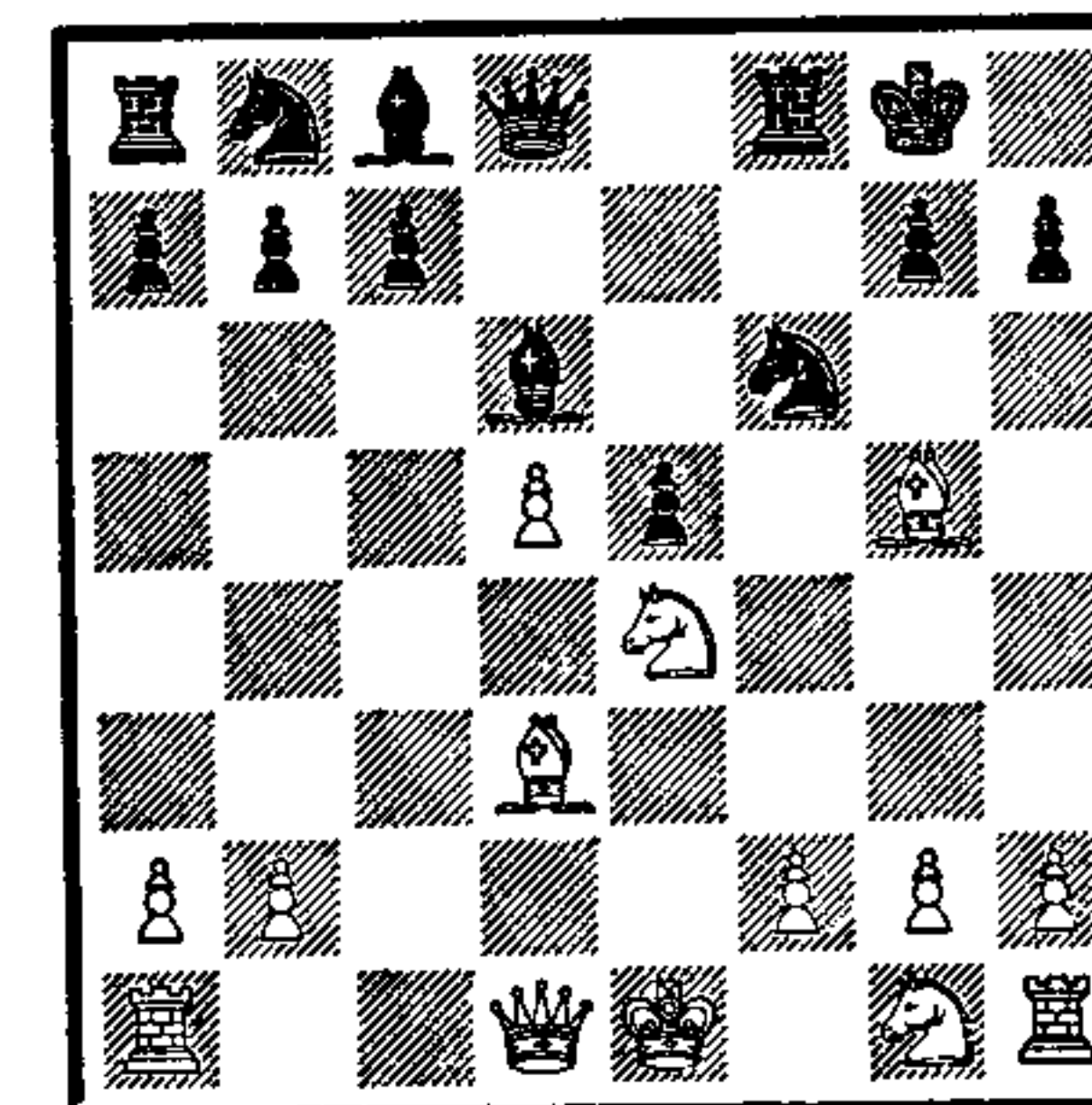
If 4 d×e5, then 4 ... Q×d1+ 5 N×d1 (or 5 K×d1 Be6 6 f4 f6) 5 ... Nc6, and on 6 e4—6 ... N×e5 7 Bf4 Bd6, with a sound position for Black.

4 ... Bd6 5 e4 f5 6 B×c4 Nf6 7 Bd3 f×e4 8 N×e4 0-0

Not, of course, 8 ... N×d5, in view of 9 Bb5+ c6 10 Q×d5.

9 Bg5?

Until this move White was not threatened by anything. By pinning the knight, he himself creates for the opponent a favourable combinational possibility.



9 ... N×e4!

This queen sacrifice with the freeing of the pinned knight, and the subsequent attack, were overlooked by White.

10 B×d8 Bb4+ 11 Ke2

After 11 Qd2 B×d2+ White loses material. But now his king, which suffers a continuous bombardment by the enemy pieces, is forced into the centre of the board, where it is mated.

11 ... R×f2+ 12 Ke3 Bc5+! 13 K×e4 Bf5+ 14 K×e5 Nd7 mate.

And, finally, the combinational consequences of a faulty calculation.

Lilienthal–Hamming, 1934

1 d4 d5 2 c4 e6 3 Nc3 d×c4 4 e4 c5 5 d5 a6

He should have exchanged on d5.

6 a4 Nf6 7 B×c4 e5?

This plan of blockading White's central pawns proves unsuccessful here. White very quickly attains a significant spatial advantage.

8 f4 Bd6

Capturing on f4, either here or on the following move, is bad in view of e4–e5.

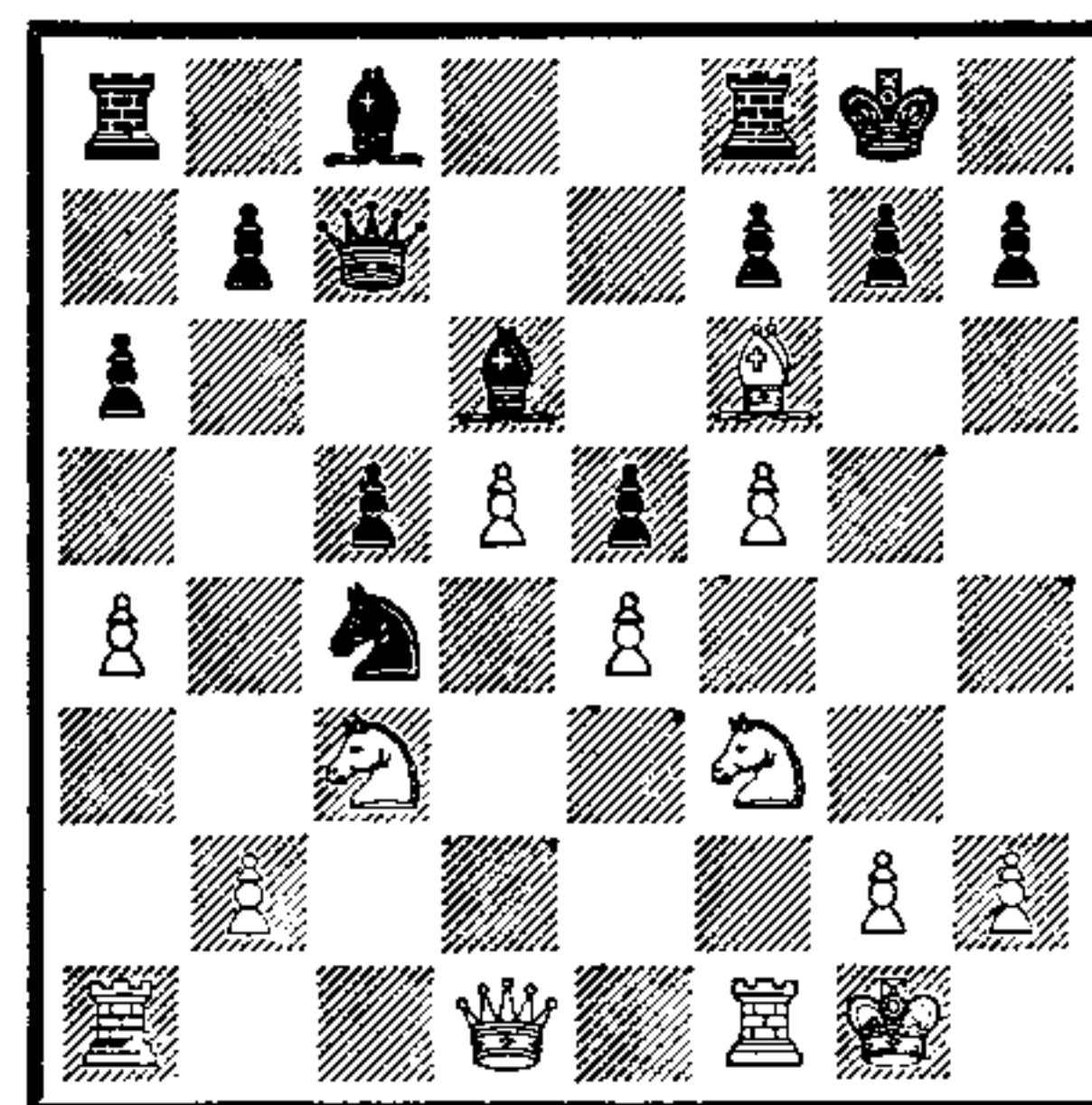
9 Nf3 Nbd7 10 0–0 0–0

Once again Black cannot capture on f4 in view of 11 e5!. The pin along the 'e' file is not in itself dangerous for Black: 11 ... N×e5 12 N×e5 B×e5 13 Re1 Nd7 14 B×f4 f6, but 15 d6!, opening the diagonal for the bishop at c4, puts him in a hopeless position.

11 f5! Qc7 12 Bg5 Nb6

"If my opponent captures the knight, I will take his king's bishop, and when his other bishop retreats from f6 to g5 (which is forced in view of the threat of Nc4–e3), I will play f7–f6." This was the line of Black's reasoning...

13 B×f6 N×c4



14 Ng5!

In his preliminary calculations Black considered this move (and any other, apart from 14 Bg5) to be impossible. But in fact, 14 ... g×f6 is met by a new sacrifice—15 N×h7!, which is crushing (15 ... K×h7 16 Qh5+ and 17 Rf3).

14 ... h6 15 Qh5! Re8

Both 15 ... g×f6 16 Q×h6, and 15 ... h×g5 16 Q×g5 lead to mate.

16 B×g7! K×g7 17 f6+ Resigns.

In the above examples a tactical oversight or miscalculation was punished by a combination. It was also combinations which decided the games from the preceding section, when one of the sides broke a basic opening principle. As long as chess is played there will be combinations. Nevertheless, there is no single, theoretical definition of a combination, which is recognized universally. The basic disagreement reduces to whether or not a sacrifice should be considered an essential feature of a combination. We will not go into the details of this argument, which has no influence on practical play, and is purely academic in nature, but will define a combination as **a forcing variation with a sacrifice, pursuing a positive aim, and leading to a qualitative change in the position.**

We will explain the component elements of this definition. A **forcing variation** is a variation in which one of the sides forces the other to make strictly determined moves, where any deviation involves severe sanctions. The forcing variation is effected by the active side (i.e., the side making the combination) giving checks, or creating strong threats, which greatly restrict the choice of replies.

A **sacrifice** is a voluntary granting of a material advantage to the opponent, and a **positive aim** is the winning of the game (by mate, or by attaining a decisive advantage), or the gaining of a material or positional superiority. In an inferior position this aim may be the saving of the game (e.g., by stalemate, repulsing the opponent's attack, or re-establishing material equality), or the easing of the defence (e.g., reducing positional pressure, regaining part of the lost material, etc.).

A **qualitative change in position** is the transformation of the position (as a result of the combination) into another one, differing considerably from the initial position.

A combination is a strong measure. It is a qualitative leap, an explosion, which alters the normal concepts of chess values.

We should also draw attention to the element of surprise, and also the aesthetic effect of a combination, though it is true that both of these concepts are subjective. Any chess perceptions depend upon the class and

experience of the player concerned. That which may be surprising to one player may to another be obvious. The aesthetic criteria of the beginner and the experienced player are also different. The former takes note of the amount of material sacrificed, while the latter is much more attracted by the depth and originality of the concept. A typical combination, carried out according to a well-known scheme, is for one player a mere technical device, but for another is an aesthetic discovery.

In every combination we can distinguish an aim, a motif, and a theme or idea. We have already spoken about the aim, when defining the concept of combination.

The **motif** relates to the peculiarities of the position, which determine the direction in which the searching should take place. Examples are the open position of the enemy king, the remote position of the enemy pieces from their king, the weakening of important squares, the fact that pieces are undefended, the positioning of heavy pieces on the same file, the king and queen on the same diagonal, the weakness of the back rank, etc. The motif is that which provides the initial orientation.

The **theme** or **idea** of the combination is determined by the question: using what method, and by what means is the combination to be carried out. Examples are the diverting of the queen from the defence of a key square (when the theme is diversion), the pinning of an important enemy piece (when the theme is the pin), etc.

The studying of such combinational themes is of great practical importance.

Diversion

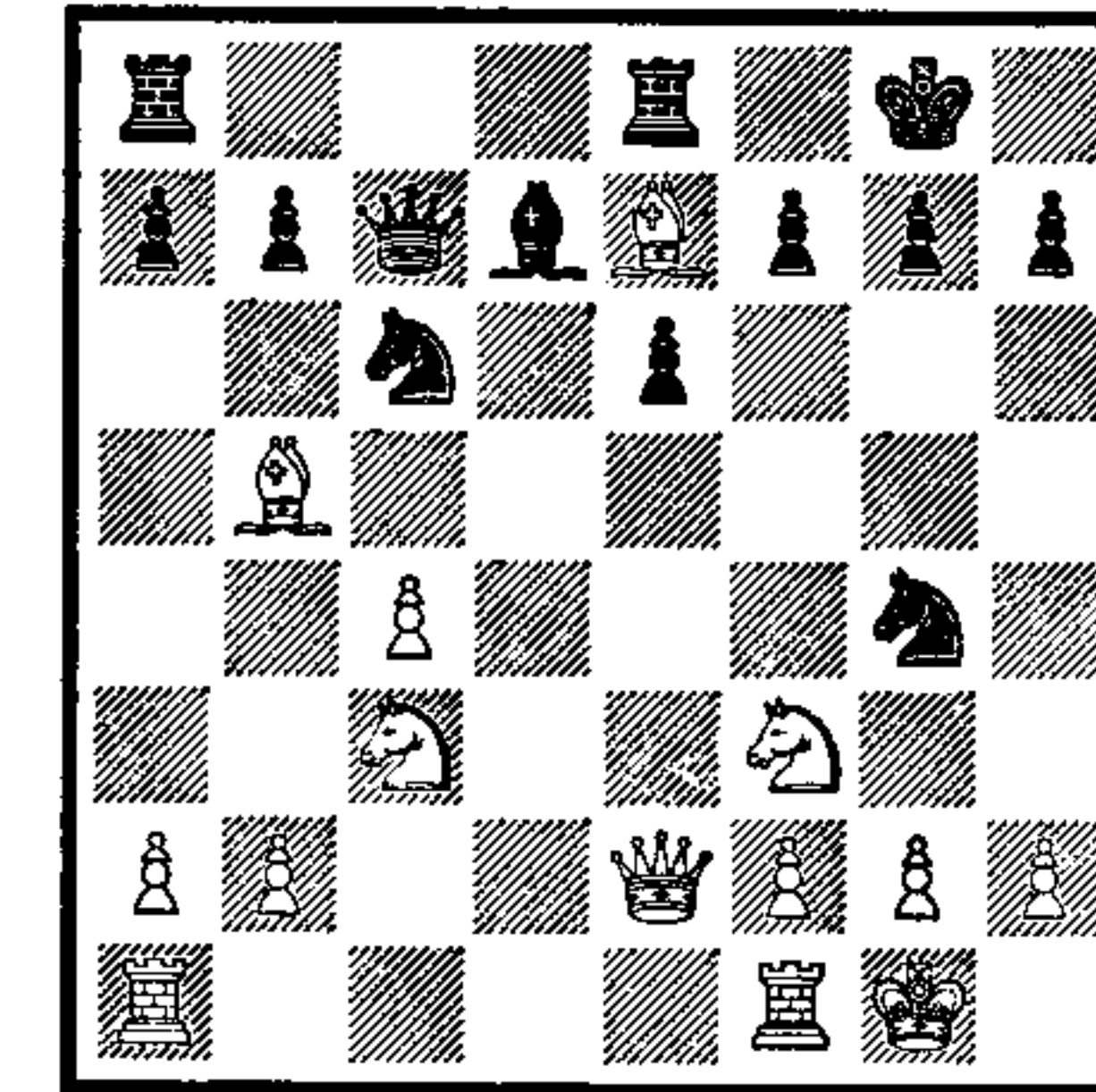
By means of a sacrifice, an enemy piece is diverted from the defence of a key square.

P. Johner–Tartakower, 1928

1 e4 c5 2 Nf3 Nf6 3 Nc3 d5 4 e×d5 N×d5 5 Ne4 e6 6 d4 c×d4 7 N×d4 Be7 8 Bb5+ Bd7 9 c4 Nf6 10 Nc3 0–0 11 0–0 Qc7 12 Qe2 Nc6 13 Nf3 Rfe8 14 Bg5 Ng4!

This creates a strong threat, which should have been parried by 15 g3. Johner, suspecting nothing, decided to exchange bishops...

15 B×e7



15 ... Nd4!

This diversion of White's knight away from the defence of his h2 square forces immediate capitulation. **White resigned.**

This was an elementary example. Here on the same theme is a complex combination.

Rosanes–Anderssen, 1863

1 e4 e5 2 f4 e×f4 3 Nf3 g5 4 h4 g4 5 Ne5 Nf6 6 Bc4 d5! 7 e×d5 Bd6 8 d4 Nh5 9 Bb5+

The best continuation for White is 9 0–0, and on 9 ... Q×h4–10 Qe1! (recommended by Anderssen).

9 ... c6! (by sacrificing a pawn, and then a rook, Black gains a menacing attack) **10 d×c6 b×c6 11 N×c6 N×c6 12 B×c6+ Kf8! 13 B×a8 Ng3 14 Rh2 Bf5 15 Bd5 Kg7!**

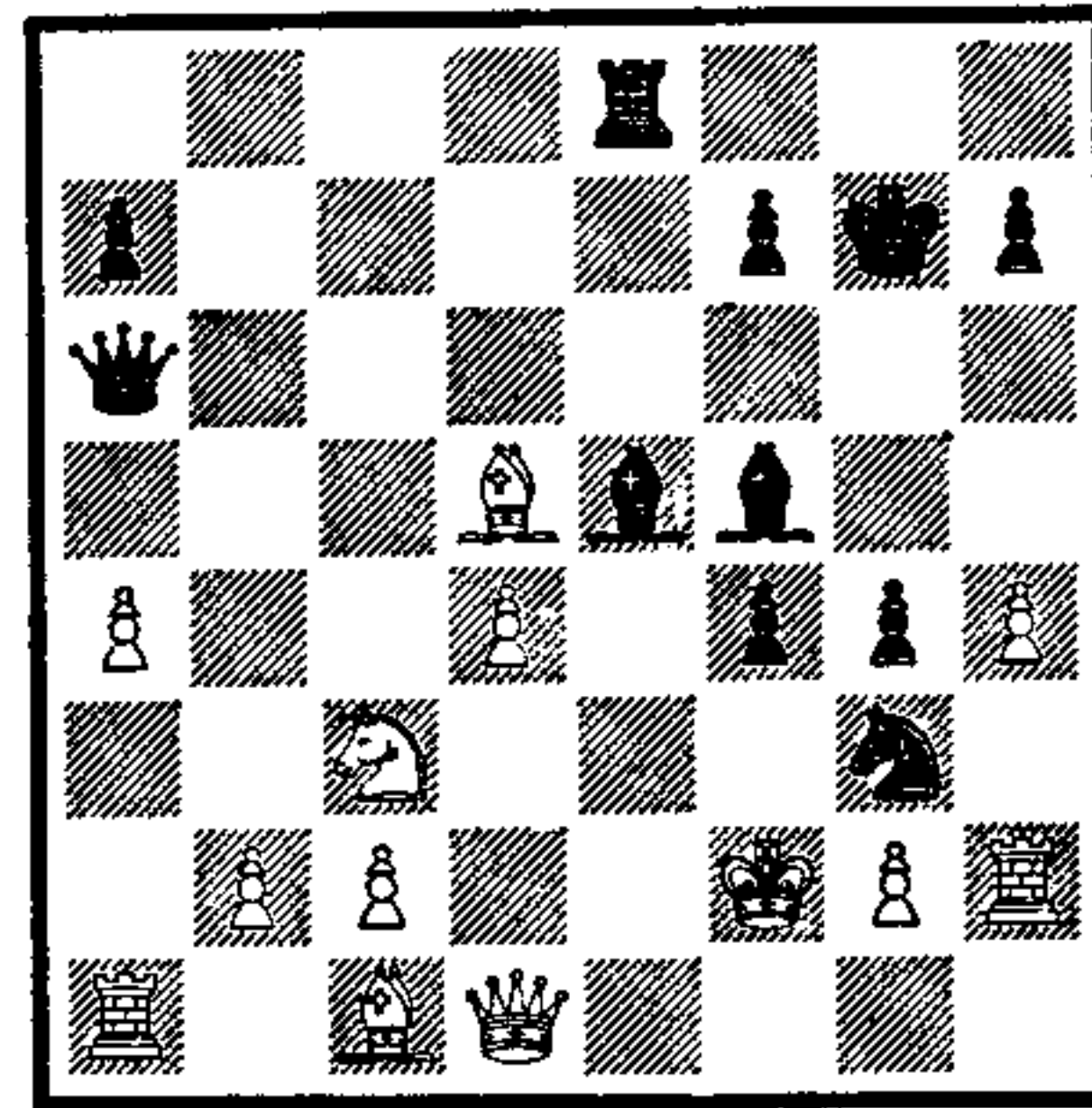
Black clears the way for his rook to move to e8, from where it is ready to invade the hostile position.

16 Nc3 Re8+ 17 Kf2 Qb6 18 Na4 (the threat was 18 ... Be5) **18 ... Qa6 19 Nc3**

And now mate was threatened by 19 ... Qe2+ 20 Q×e2 R×e2+, 21 ... Re1+ and 22 ... Rf1 mate. If 19 c4, then 19 ... Q×a4! 20 Q×a4

Re2+, 21 ... Re1+ and 22 ... Rf1 mate. In all these variations the wretched position of the white rook at h2 is especially apparent.

19 ... Be5!! (the start of a brilliant combination; the bishop cannot be captured in view of 20 ... Qb6+ and mates) 20 a4



One more move, and White will play 21 Nb5. But the white queen is seriously 'overloaded'—she has to guard not only the pawn at d4, but also the square f1.

Utilizing the idea of division, Anderssen announced mate in four:

20 ... Qf1+ 21 Q×f1 B×d4+ 22 Be3 R×e3, and mate next move.

Decoy (or Attraction)

An enemy piece fulfilling an important function is decoyed by a sacrifice onto an unfavourable square.

Petroff–Szimanowski, 1847

1 e4 e6 2 d4 d5 3 e×d5 e×d5 4 c4 Bb4+ 5 Nc3 Ne7 6 Nf3 Bg4 7 Be2 d×c4 8 0–0 B×f3?

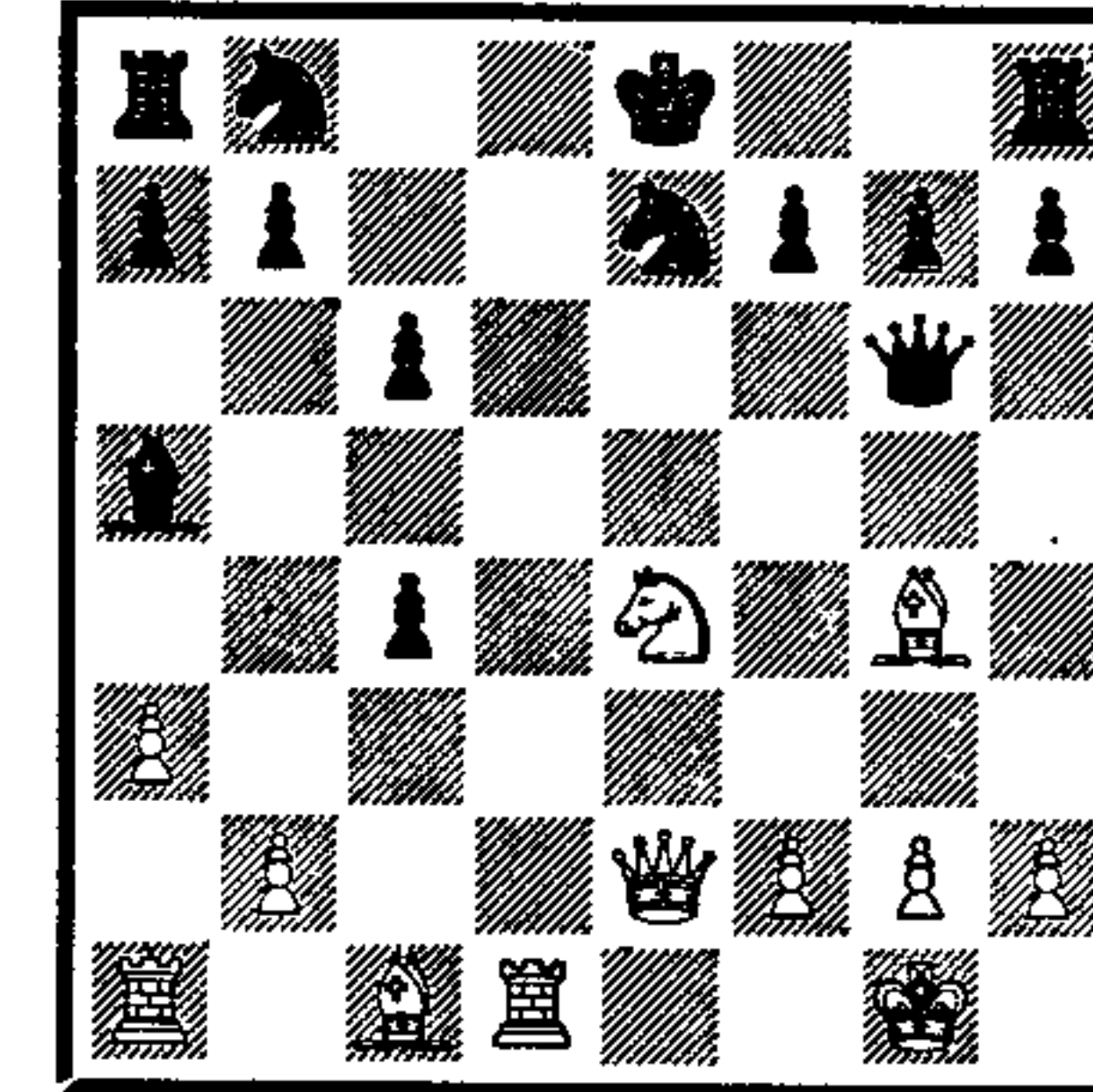
An anti-positional exchange—Black attempts to hold on to his extra pawn.

9 B×f3 c6 10 Qe2 Q×d4?

After this White brings his rook into play with gain of time, and develops a very strong attack. Black should have castled.

11 Rd1 Qf6? (11 ... Qb6 was essential) 12 Ne4 Qe6 13 a3! Ba5 10 Bg4 Qg6

The queen is lost after 14 ... f5 15 Nd6+ Kd7 16 N×f5+.



15 Bf5!

White decoys the queen into a fork (15 ... Q×f5 16 Nd6+), while capturing the bishop with the knight opens the 'e' file, after which a double check decides the game.

15 ... N×f5 16 Nf6++ Kf8 17 Qe8 mate.

In the following example the king is decoyed into a double check.

Tarrasch–N. N., 1931

1 e4 c6 2 d4 d5 3 Nc3 d×e4 4 N×e4 Nf6 5 Bd3

White sacrifices a pawn, hoping to utilize the time that the opponent has to waste on the retreat of his queen.

5 ... Q×d4 6 Nf3 Qd8 7 Qe2 Bf5

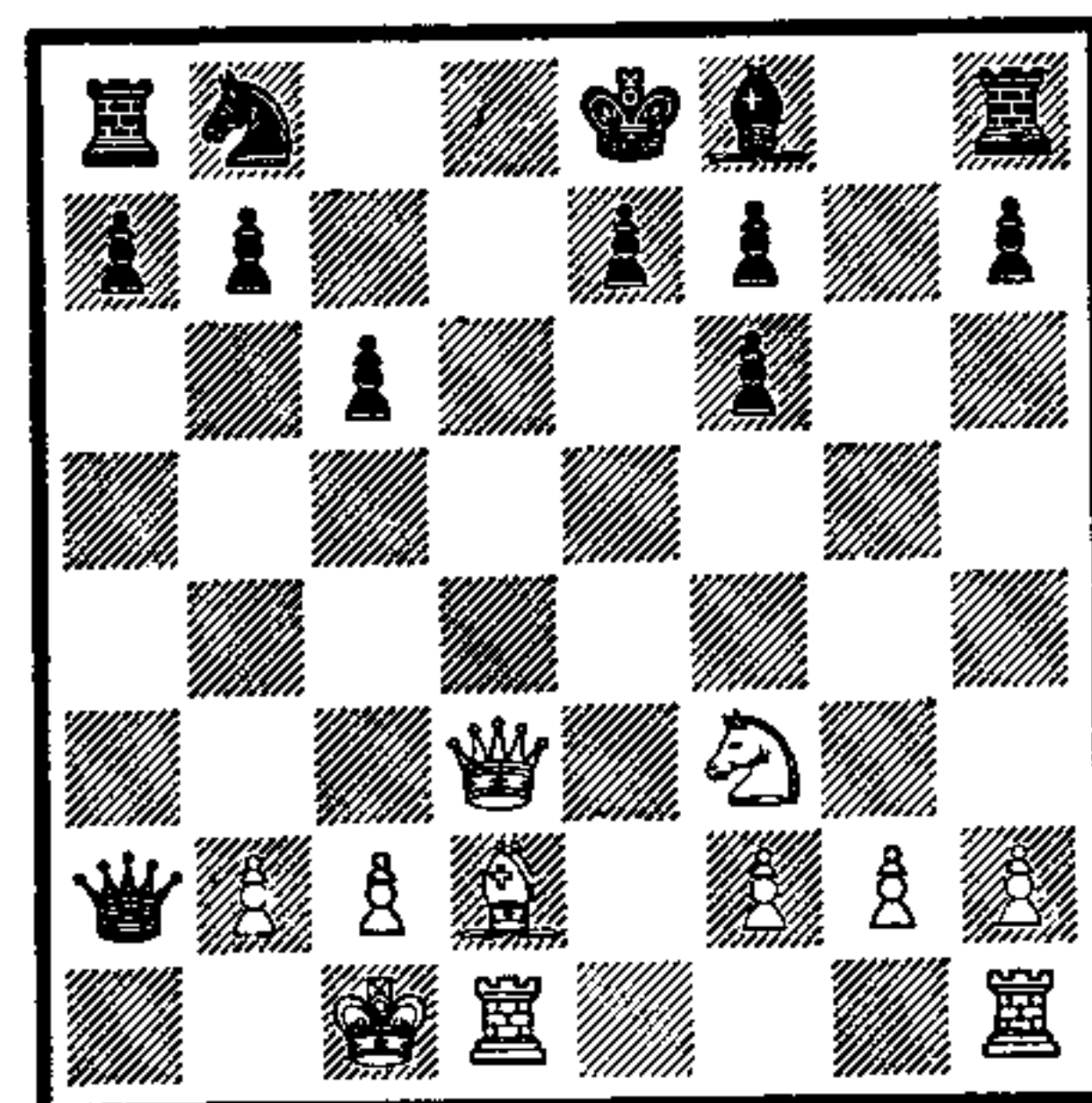
Of course, by this move Black does not lose his bishop, but exchanges it for the bishop at d3.

The theoretical continuation is 7 ... N×e4, and on 8 B×e4–8 ... Nd7, when it is not easy for White to demonstrate that his position is worth the pawn.

8 N×f6+ g×f6 9 B×f5 Qa5+ 10 Bd2 Q×f5 11 0–0–0

Black is behind in development, but by continuing 11 ... Nd7 followed by 0-0-0, he could have kept a tenable position. Instead of this, Tarrasch's opponent thought that by 11 ... Qe6 he could force the exchange of queens, and remain a pawn up in the ending. "Surely White can't give up his 'a' pawn as well" ...

But Tarrasch played 12 Qd3!, leaving the pawn en prise, and Black made his fatal mistake—12 ... Qx a2?



13 Qd8+!

White decoys the king into a double check. The reader will again encounter this typical combination on more than one occasion.

13 ... Kx d8 14 Ba5+ + Ke8 15 Rd8 mate.

Defence-Elimination

In contrast to other combinations (e.g., on the theme of diversion), here the defence-elimination takes place directly, i.e. by the direct removal of a piece fulfilling an important function.

Sokolsky-Kofman, 1948

1 d4 f5 2 e4

This gambit bears the name of the celebrated English master of the 19th century, Howard Staunton. By sacrificing a pawn, White gains a lead in development. In this gambit Black has to reckon with the weakening of his K-side—the consequence of the move 1 ... f5.

2 ... fxe4 3 Nc3 Nf6 4 Bg5 b6

Recommended by Nimzowitsch. Modern theory devotes more attention to 4 ... Nc6 (5 d5 Ne5 6 Qd4 Nf7), and 4 ... c6 (5 f3 Qa5 6 Qd2 e5, or 6 Bd2 e3 7 Bxe3 e5).

5 f3! Bb7

In the event of 5 ... exf3 6 Nxf3 Bb7 7 d5! White has a fine attacking position. But the move played is also unsuccessful. Black should have returned the pawn by 5 ... e3!, e.g., 6 Bxe3 e6 7 Qd2 d5 8 0-0-0 c5, as in the game Johner-Nimzowitsch, 1929.

6 fx e4 Nxe4 7 Nxe4 Bxe4 8 Nf3 Qc8

On 8 ... g6, 9 Ne5 Bg7 10 Bc4 is very strong.

Now the only active piece defending Black's K-side is his bishop at e4. White therefore exchanges it.

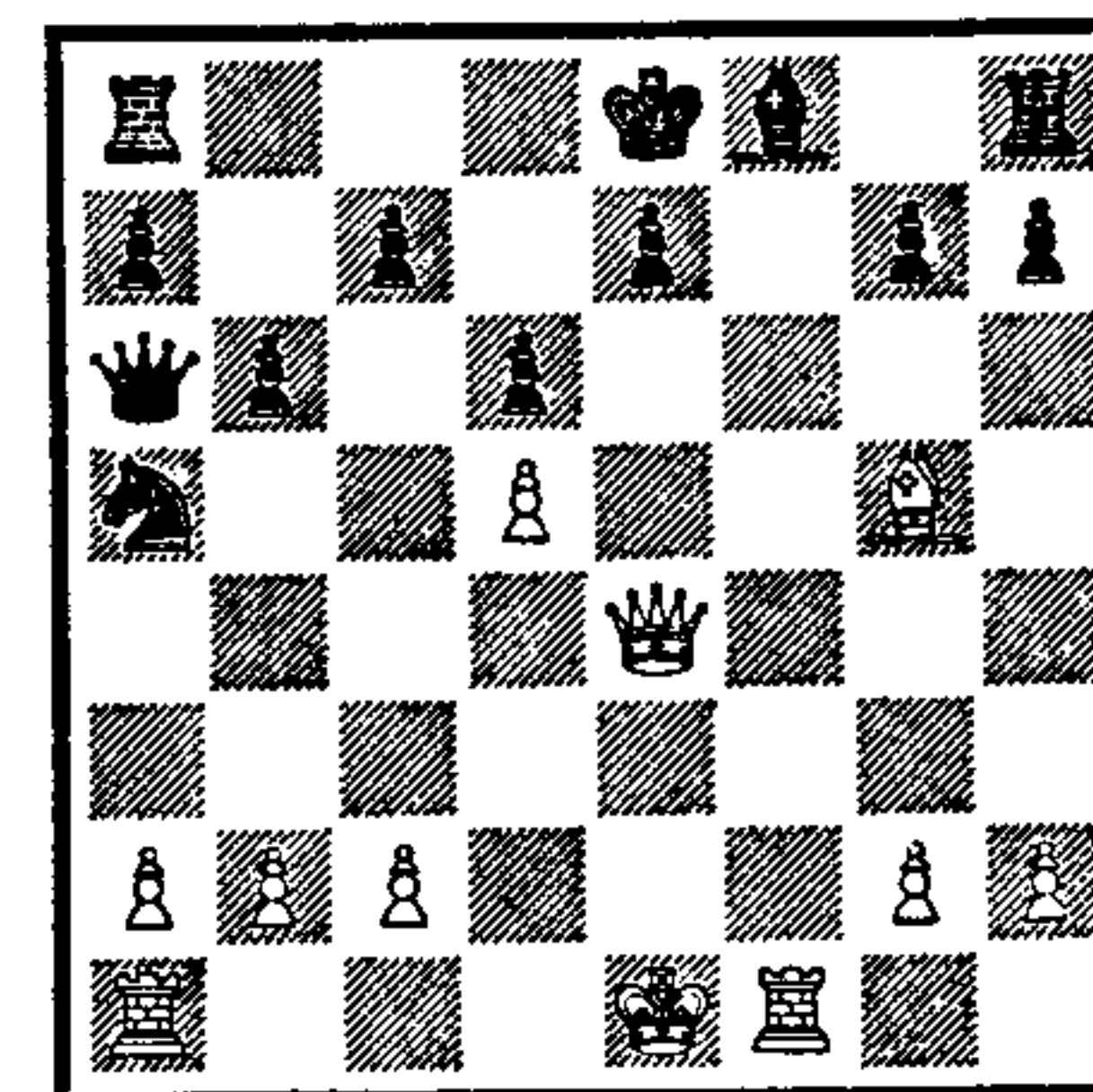
9 Bd3! Bxd3 10 Qxd3 Qa6 11 Qe4 Nc6 12 d5 Na5

White's centralized pieces have taken up threatening positions. However, neither of the direct attempts 13 d6, or 13 Bxe7 and then d5-d6, is the best continuation of the attack. On 13 d6 Black replies 13 ... Qb7, and on 13 Bxe7 Bxe7 14 d6—14 ... Nc6 15 dx e7 Qa5+ 16 c3 Qc5.

13 Ne5! d6?

13 ... Nb7 was essential. After 14 c4 0-0-0 15 0-0 (15 Nf7 Nd6) White has an undisputed positional advantage, but there would still be a fight in prospect, whereas now ...

14 Nf7! (first—the king is lured out into the open, which allows the white rook to come into play with check) 14 ... Kxf7 15 Rf1+ Ke8



And now—defence-elimination: **16 R×f8+!**

Black resigned in view of inevitable mate in 4 moves: 16 ... K×f8
17 B×e7+ Ke8 18 B×d6+ Kd8 19 Qe7+ and 20 Q×c7 mate.

Blocking

By blocking, we mean the 'immuring' of a square so as to block the exit of a hostile piece. This is achieved by the use of a decoy combination. In the opening or middlegame, a typical combination on this theme is the smothered mate.

1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 c3 Nf6 5 d4 e×d4 6 c×d4 Bb4+ 7 Nc3 0-0

The main variations of the Guioco Piano begin after 7 ... N×e4 8 0-0 (cf. p. 129).

8 d5 N×e4 9 d×c6

The beginning of an intricate variation, in which White tries to trap the enemy knight which strays into his position. 9 0-0, sacrificing another pawn, is a promising continuation here.

9 ... N×c3 10 Qb3 N×a2+ 11 Kf1 N×c1 12 Q×b4

The knight has no retreat square...

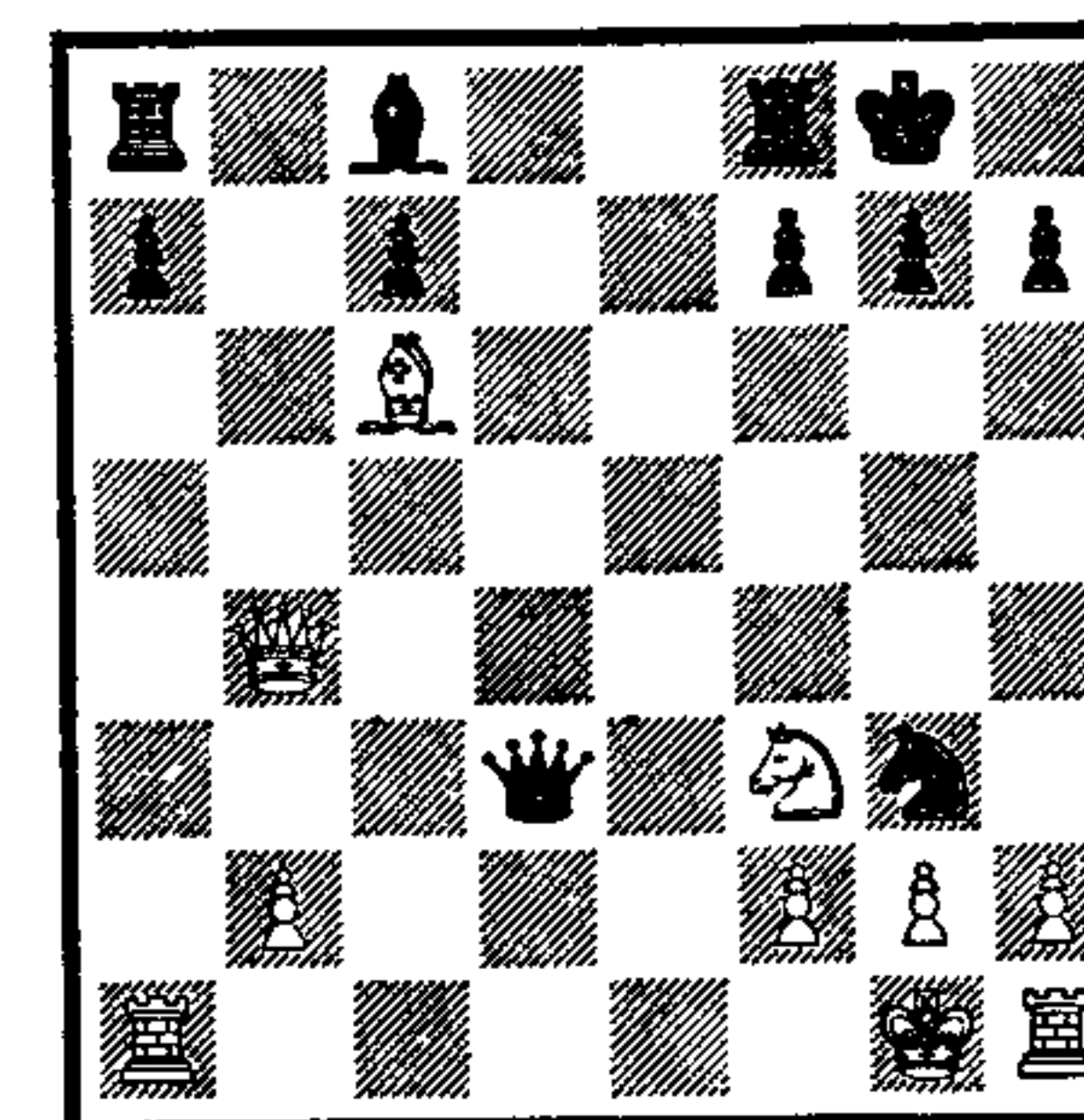
12 ... b5!

A curious tactical discovery by A. Kuznietsov.

13 B×b5

Very interesting is 13 Q×b5 d×c6 14 Qa4 Nd3 15 Rd1 N×b2. At this point Kuznietsov cuts short his analysis, assessing the position as won for Black, but there is the possibility of 16 B×f7+! K×f7 (16 ... Kh8 17 R×d8 R×d8 18 Qa2) 17 Ne5+ Kf6 18 Qf4+ Ke6 19 Qg4+, with a draw by repetition of moves, since 19 ... K×e5 is met by 20 Qe2+ and 21 R×d8, with advantage to White.

13 ... d×c6 14 B×c6 Qd3+ 15 Kg1 Ne2+ 16 Kf1 Ng3++ 17 Kg1



17 ... Qf1+!

This sacrifice lures the rook to f1, after which the white king, blocked in by its own pieces, is mated.

18 R×f1 Ne2 mate.

Square- or Line-Vacating

In the above blocking combination the awkwardly-placed white pieces prevented their own king from escaping from check.

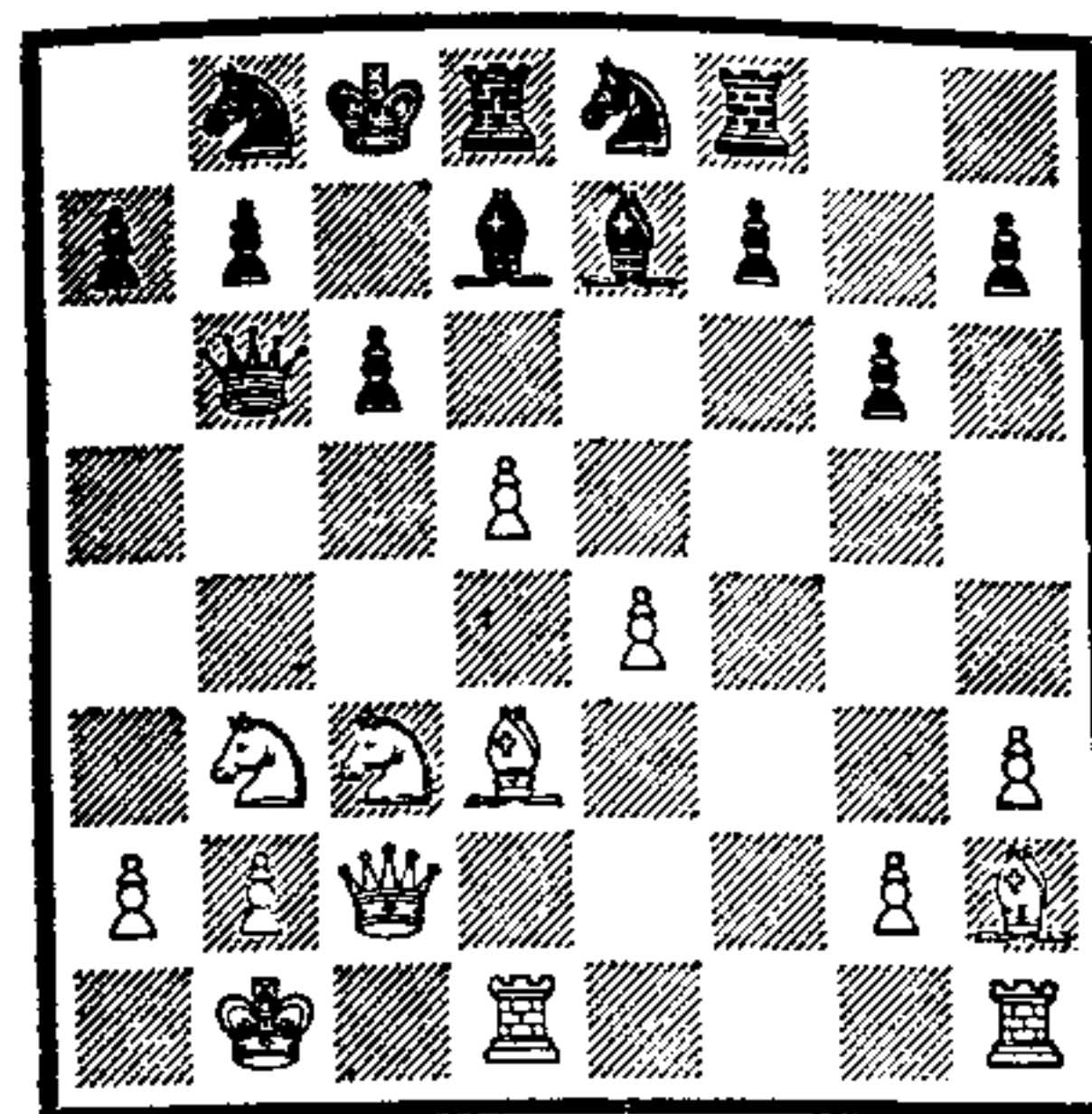
It is possible that one of one's own pieces or pawns, which occupies an important square or blocks a line, may prevent the execution of a tactical blow or an advantageous manoeuvre. In such cases one should try to vacate this square or line by means of a sacrifice.

Bronstein-Medina, 1955

1 d4 Nf6 2 c4 e6 3 Nc3 d5 4 c×d5 e×d5 5 Bg5 Be7 6 e3 c6 7 Qc2 Nbd7 8 Bd3 Nf8 9 Nge2 Ne6 10 Bh4 g6 11 0-0-0 Ng7 12 f3 Nf5 13 Bf2 Qa5 14 Kb1 Be6 15 h3 0-0-0 16 e4 Ng7 17 Bg3 Nge8 18 Be5 Rf8 19 Nc1

The opening has gone badly for Black; his minor pieces have been driven into passive positions, and his queen is in danger. In view of the threat of 20 Nb3 (20 ... Qb4? 21 a3 Qb6 22 Na4; 20 ... Qb6 21 a3 Rd7 22 Na4 Qd8 23 Rc1, with the threat of 24 Ba6) the master from Venezuela decided to give up the centre, so as to be able to meet Nc1-b3 with Be6×b3. But after this White gains the opportunity to advance his 'd' pawn, and to cramp his opponent still further.

19 ... d×e4 20 f×e4 Nd7 21 Bh2 Nb8 22 d5 Bd7 23 Nb3 Qb6



If the square d5 were free, White could win the queen by Nc3-d5. In order to vacate this key square, Bronstein played **24 d6!**, whereupon Black stopped the clock. On 24 ... B×d6 or 24 ... N×d6, 25 Nd5 decides.

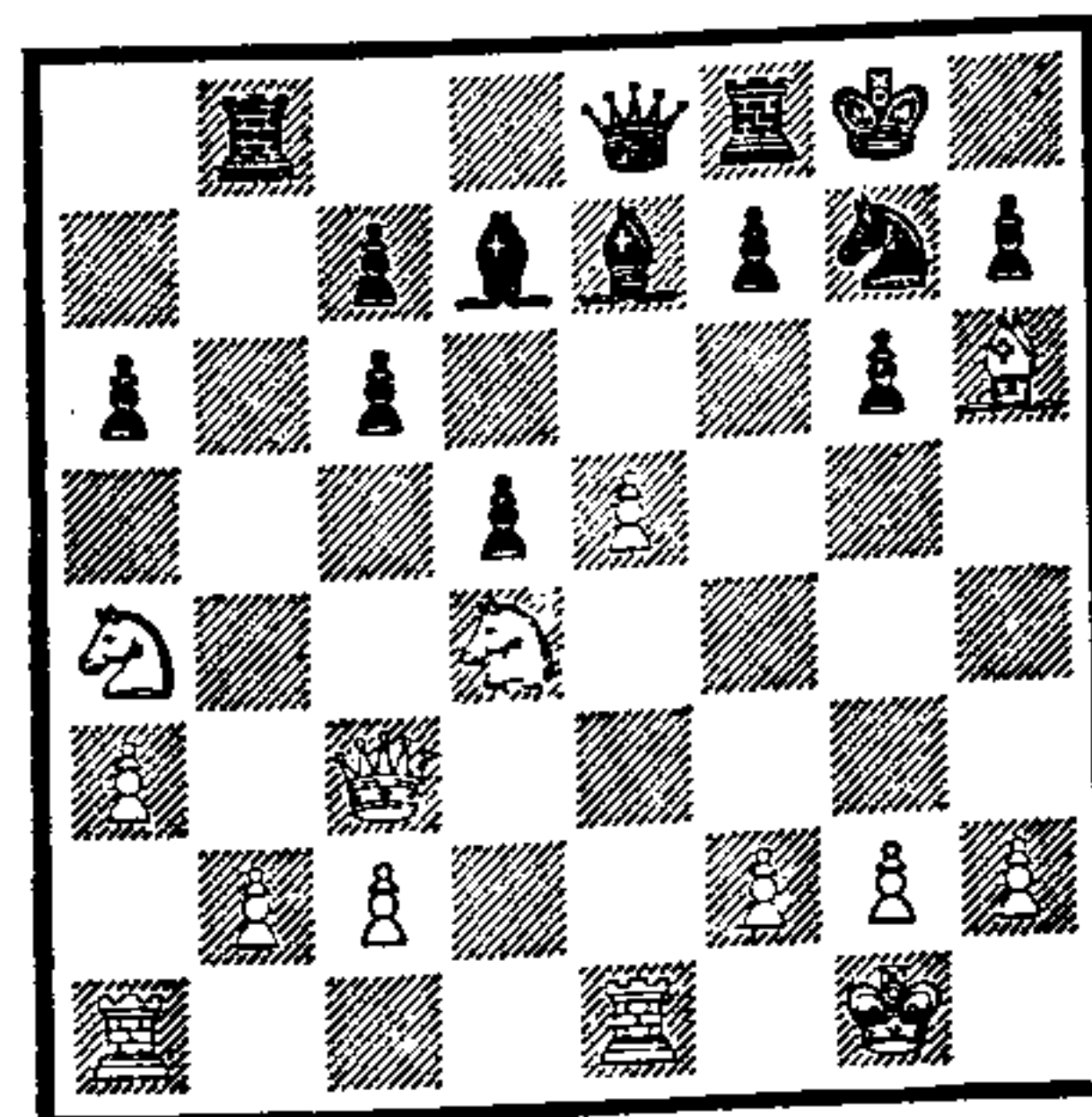
This was a combination on the theme of square-vacating. And now here is a similar combination with line-vacating.

Piastetski-Philippe, 1974

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 Nf6 5 0-0 Be7 6 B×c6 b×c6 7 Re1 d6 8 d4 e×d4 9 Q×d4 0-0 10 Nc3 d5 (this weakens Black's c5 square) 11 e5 Ne8 (11 ... Nd7 is better) 12 Na4 Rb8 13 a3 (13 ... Rb4 was threatened) 13 ... g6 14 Bh6 Ng7 15 Qc3

While parrying the threat of Ng7-f5, White attacks the pawn at c6. At the same time he sets a trap: 15 ... Bd7? is met by 16 e6 Bf6 17 e7!

15 ... Qe8 16 Nd4 Bd7? (16 ... Bb7 was essential, although after 17 Nc5 White has a big positional advantage).



17 e6! (this opening of the long diagonal enables White to give a winning double check) **17 ... f×e6 18 B×g7**

Black resigned, since on 18 ... K×g7 there follows 19 Nf5++ and 20 Nh6 mate.

The following combination is also on the theme of line-vacating. It has a curious mating finish, achieved with the help of an 'X-ray'—the picturesque name for the ability of a queen, rook or bishop to have a 'penetrating' action under certain circumstances.

Euwe-Loman, 1924

1 Nf3 d5 2 c4 d4 3 b4 g6 4 Bb2 Bg7 5 Na3 e5 6 Nc2 Bg4 7 e3

White, who has deliberately allowed his opponent to set up a pawn centre, plans to undermine the square d4.

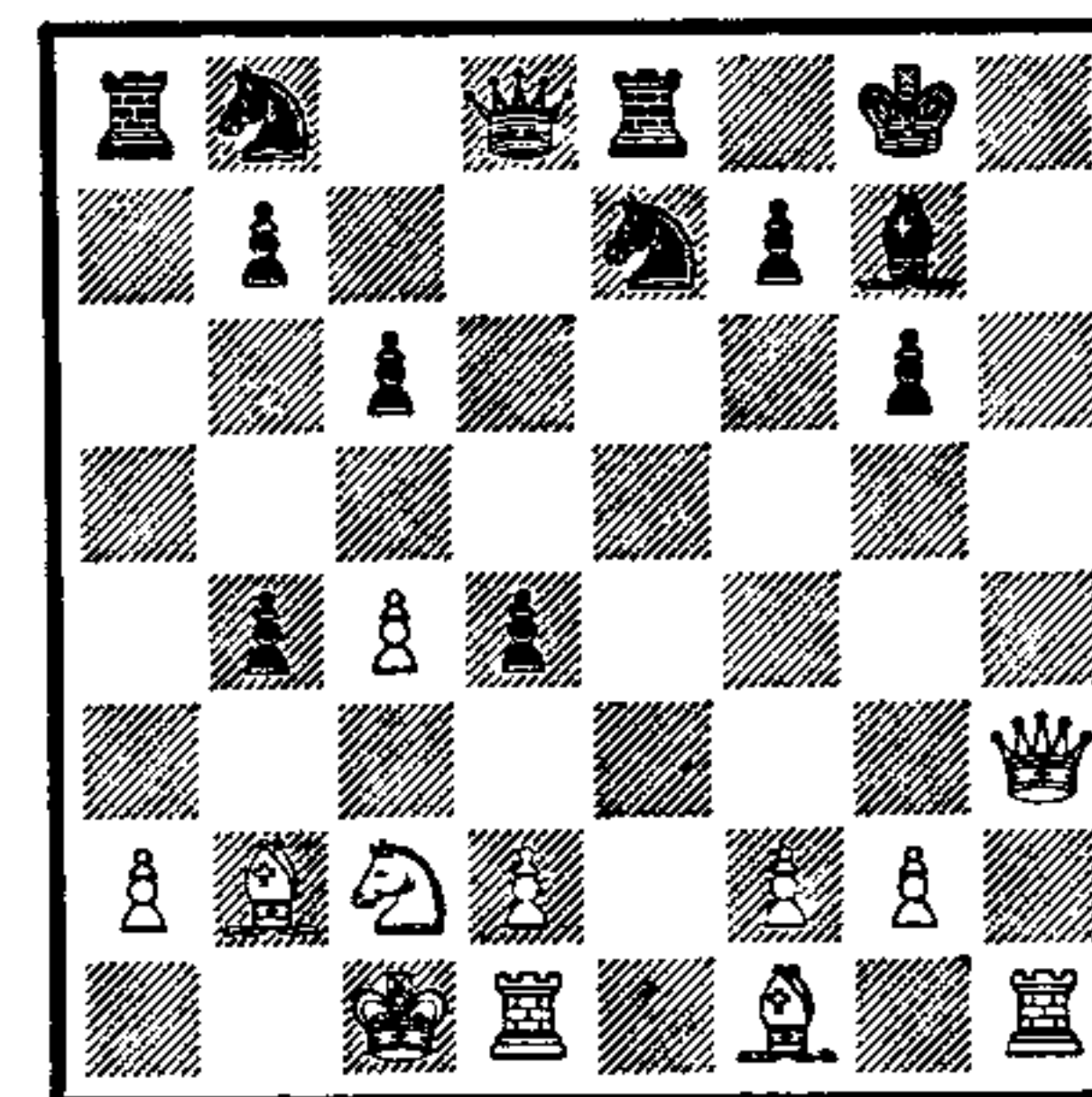
7 ... Ne7

In the event of 7 ... d3 8 Na3, the pawn at d3, lacking in support, would be in danger. If, on the other hand, 7 ... e4, then 8 h3, and after 8 ... e×f3 9 h×g4 f×g2 10 B×g2 the game is in White's favour. But instead of 7 ... Ne7 Black should have exchanged on e3 and consolidated his e5 square.

8 e×d4 e×d4 9 h3 B×f3 (in order to hold onto d4, Black has to concede the advantage of the two bishops) **10 Q×f3 c6 11 h4** (11 Qe4, attacking the pawn, also deserved consideration) **11 ... 0-0.**

Whose attack is the more dangerous—White's on the K-side, or Black's on the Q-side? On 11 ... h5, 12 Qe4 is strong, while if 11 ... Nf5, then all the same 12 Qe4+ (12 ... Qe7—13 Bd3).

12 h5 Re8 13 0-0-0 a5 14 h×g6 h×g6 15 Qh3! a×b4



16 N×d4!

Opening up the long diagonal.

The threat is 17 Qh7+ Kf8 18 Q×g7+! (luring the king into a double check) 18 ... K×g7 19 Ne6++ Kg8 20 Rh8 mate. But why shouldn't Black capture the knight?

16 ... B×d4 17 Qh8+!

The X-ray! The bishop at b2 attacks the square h8 'through' the enemy bishop.

17 ... B×h8 18 R×h8 mate.

Interference

In combinations on the theme of interference, a sacrifice is employed to cut the connections between two hostile pieces located on the same line.

Réti–Bogolyubov, 1924

1 Nf3 d5 2 c4 e6 3 g3 Nf6 4 Bg2 Bd6 (modern theory considers the development of the bishop at e7 to be more promising) 5 0–0 0–0 6 b3 Re8

Black prepares the advance e6–e5. Preferable, however, was the plan with 6 ... c5.

7 Bb2 Nbd7 8 d4 c6 9 Nbd2 Ne4?

9 ... e5 was more consistent, although after 10 c×d5 c×d5 11 d×e5 Black is left with an isolated pawn. Now Réti obtains a clear advantage by an energetic action in the centre.

10 N×e4 d×e4 11 Ne5 f5 12 f3! e×f3 13 B×f3 Qc7

13 ... N×e5 14 d×e5 Bc5+ 15 Kg2 Bd7 16 e4! is also in White's favour.

14 N×d7 B×d7 15 e4!

Black's unsuccessful manoeuvre Nf6–e4 has led to the loss of the centre and a significant weakening of his position. The threat is 16 e5, and on the retreat of the bishop—17 d5.

15 ... e5 16 c5 Bf8 17 Qc2

The inevitable opening of the position gives White excellent attacking prospects.

17 ... e×d4 18 e×f5 Rad8

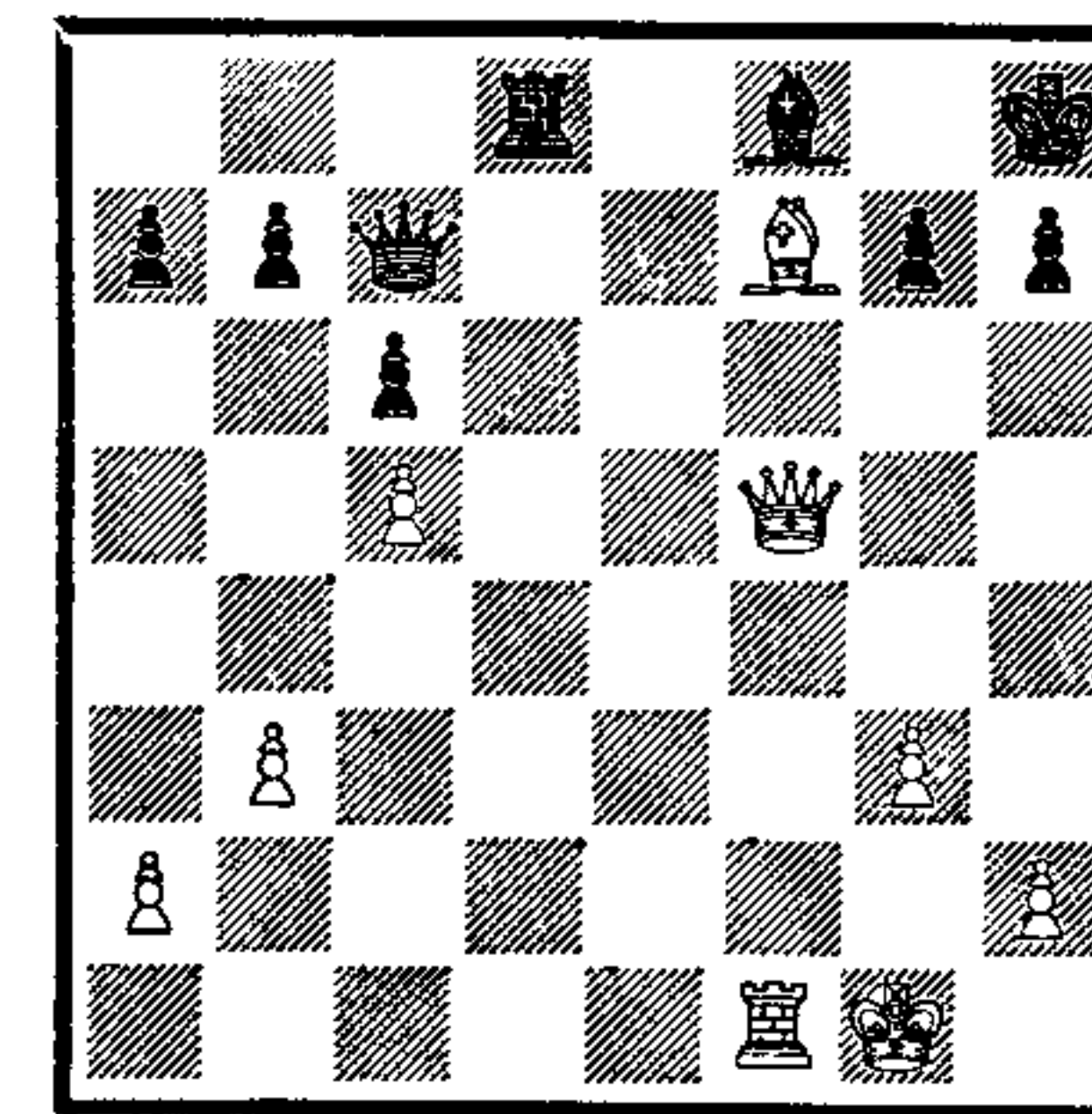
18 ... Qe5 is met by 19 Qc4+, while if 18 ... Re5, then 19 Qc4+ Kh8 20 f6!

19 Bh5! (the beginning of a deeply-calculated tactical operation)
19 ... Re5 20 B×d4 R×f5 21 R×f5 B×f5 22 Q×f5 R×d4 23 Rf1 Rd8

If 23 ... Qe7, then 24 Bf7+ Kh8 25 Bd5!, blocking the 'd' file, and preventing the rook from retreating to d8 so as to guard the bishop (if 25 ... Qf6, then 26 Qc8).

After the move played a different combination on the same interference theme decides. But first the king must be lured to h8.

24 Bf7+ Kh8



25 Be8!!

By destroying the connections between Black's rook and bishop, White forces capitulation.

The Pin

A piece or pawn is said to be pinned when it is attacked by a queen, rook or bishop, and cannot move, as this would leave attacked a more valuable piece, situated on the same line (i.e., diagonal, file or rank). If this more

valuable piece is the king, then the pin is absolute, and the pinned piece is paralysed and immovable. In other cases the pinned piece may possibly move away, thereby sacrificing the more valuable piece, for instance, so as to inflict a tactical blow on the opponent.

First of all—a combination with the creation and exploitation of a pin.

Spielmann–Wahle, 1926

1 e4 e6 2 d4 d5 3 Nc3 Nf6 4 e×d5 e×d5 5 Bg5 Be7 6 Bd3 Nc6 7 Nge2 Nb4 8 Ng3 N×d3+

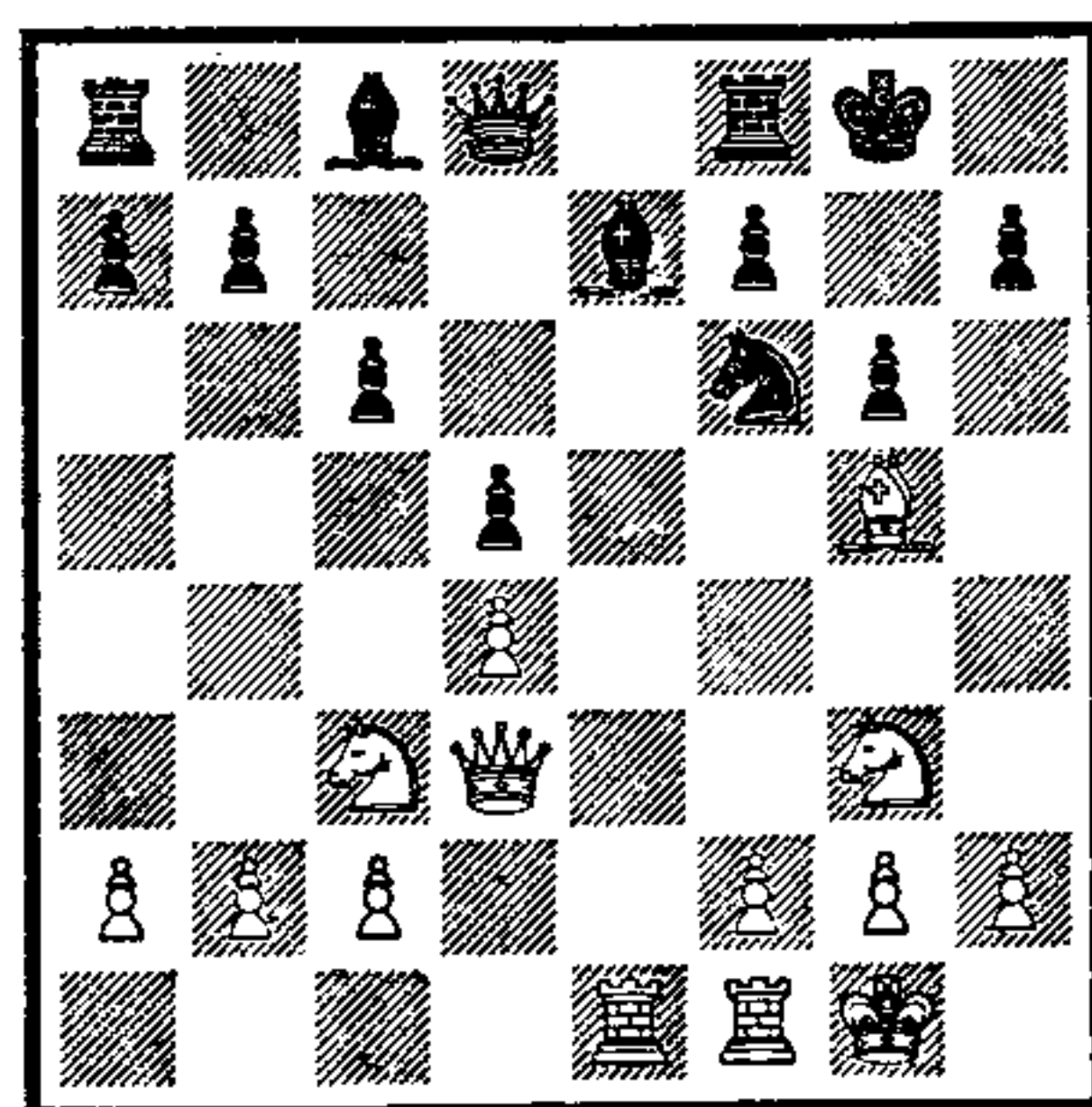
There was no need to hurry over this exchange; 8 ... 0–0 was more natural.

9 Q×d3 g6?

After 9 ... 0–0 10 0–0–0 there would be a sharp game in prospect, with attacks on the respective flanks. Evidently fearing the advance of the white knight to f5, Spielmann's opponent commits a serious weakening of the black squares.

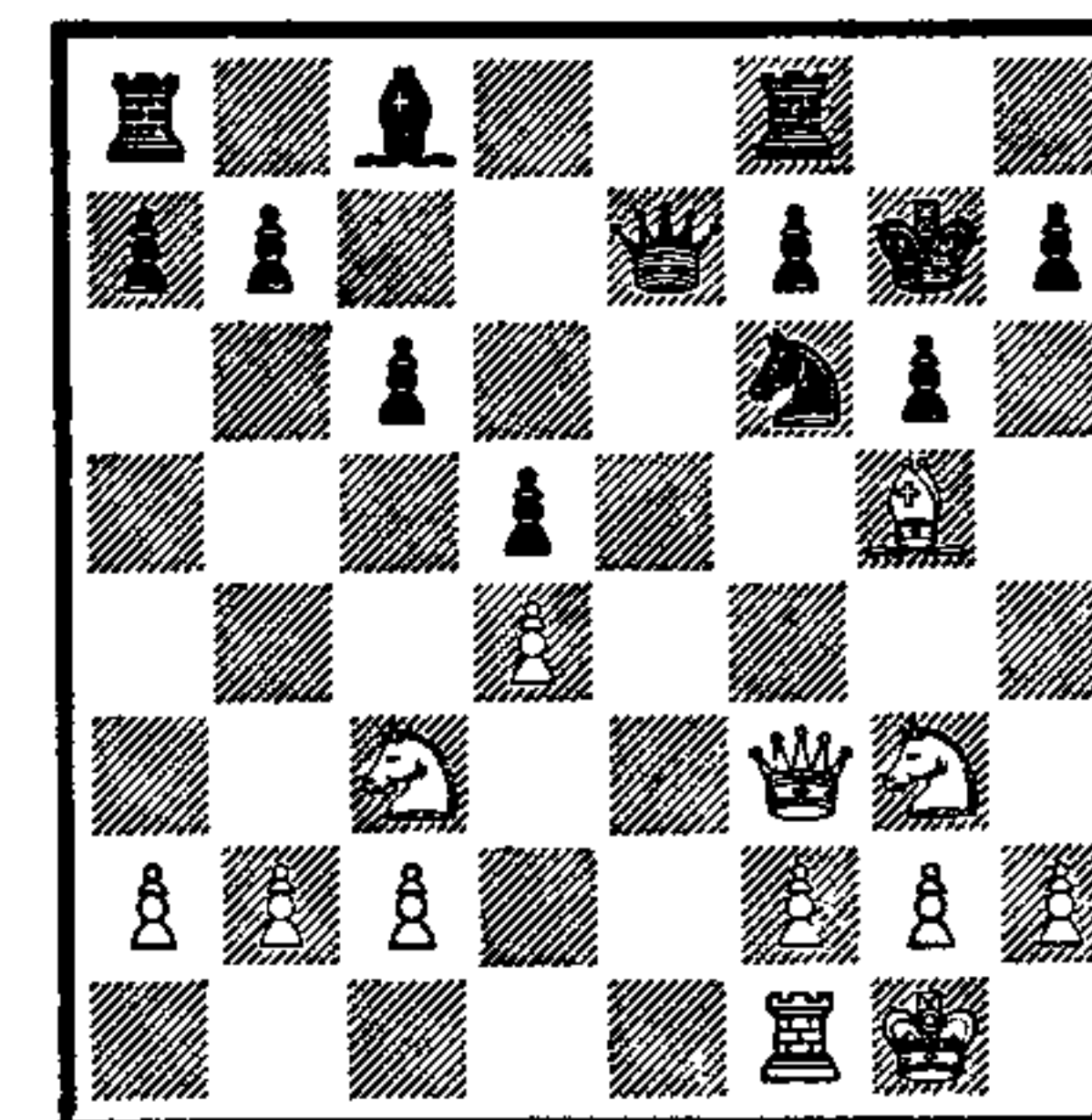
10 0–0 c6 11 Rae1 0–0?

On 11 ... Be6, 12 f4 followed by f4–f5 is strong. But now by combinational means the grandmaster creates an extremely unpleasant pin on Black's king's knight.



12 R×e7! Q×e7 13 Qf3 Kg7

13 ... Bf5 is no better in view of 14 N×f5 g×f5 15 Qg3!, and on 15 ... Kg7—16 B×f6++ K×f6 17 Qh4+ Ke6 18 Re1+.



The pinned knight is twice attacked. And twice defended. But there is nothing more to defend it with. By sacrificing a knight, White creates a new, decisive threat on f6.

14 Nge4! d×e4 15 N×e4 Qe6 (there is nothing else) **16 B×f6+ Kg8 17 Qf4**

Against the threat of 18 Qh6 there is no defence, and so **Black resigned**. Now let us make the acquaintance of the so-called double pin.

Robatsch–Jansa, 1974

1 c4 f5 2 Nf3 Nf6 3 g3 g6

This method of development, which combines ideas from the Dutch and King's Indian Defences, was worked out by Leningrad masters, and is known as the Leningrad Variation.

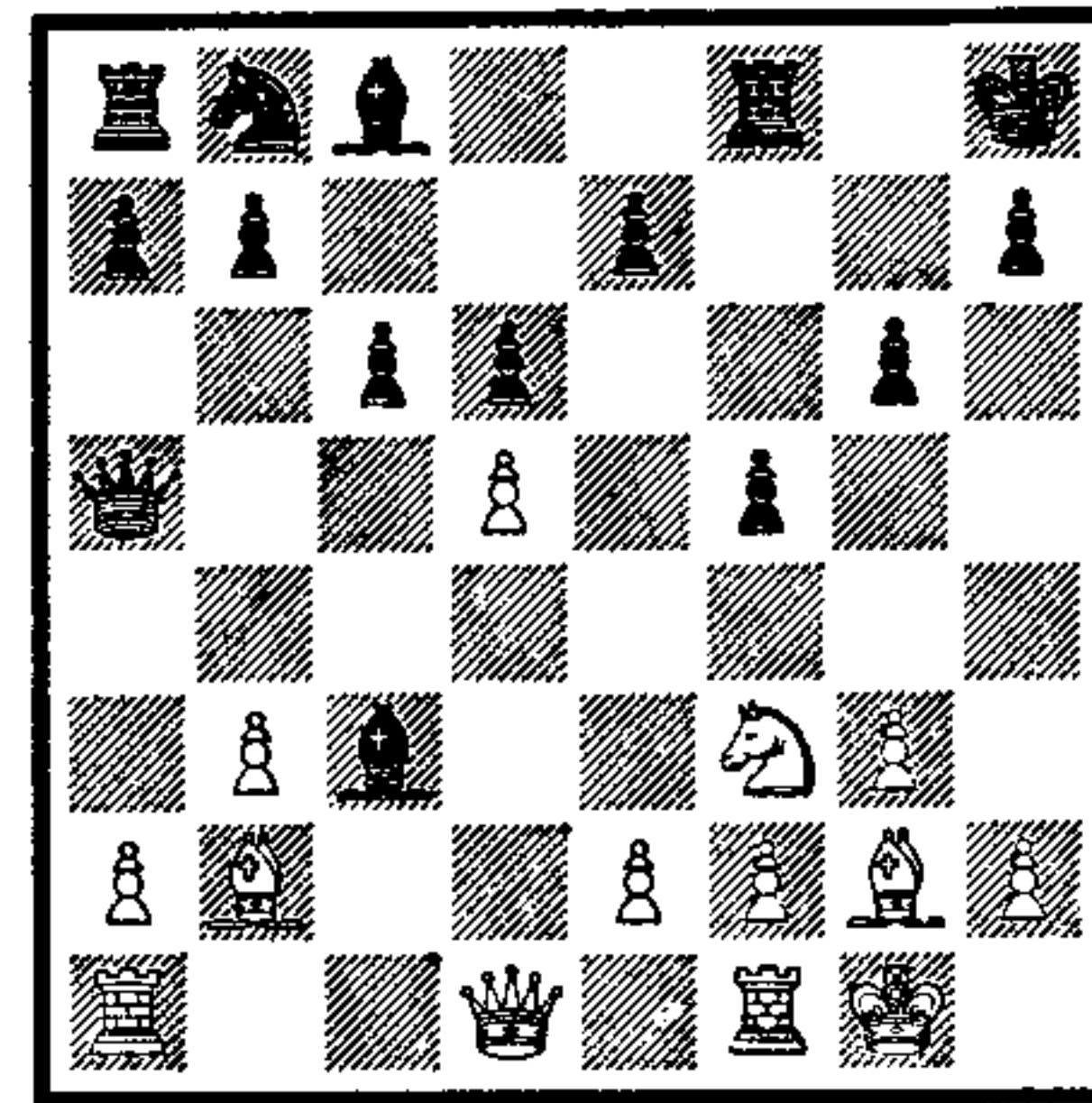
4 b3 Bg7 5 Bb2 0–0 6 Bg2 d6 7 d4 c6 8 0–0 Kh8

As yet it is not at all clear where the black king will be better placed—at g8 or at h8. Therefore for the moment there was no necessity for determining its position, and it was better to continue developing. E.g., 8 ... a5 and then Nb8–a6, or 8 ... Na6 and then Bc8–d7, with roughly equal chances.

9 d5 Qa5 10 Nc3

Isn't this move a mistake? The Czech grandmaster decided that it was, and that White had overlooked the loss of a pawn...

10 ... N×d5? 11 c×d5 B×c3



At first sight it might appear that Black has got away with winning a pawn. But in fact he has a lost game. The position of the king at h8 allows White to effect a double diagonal pin.

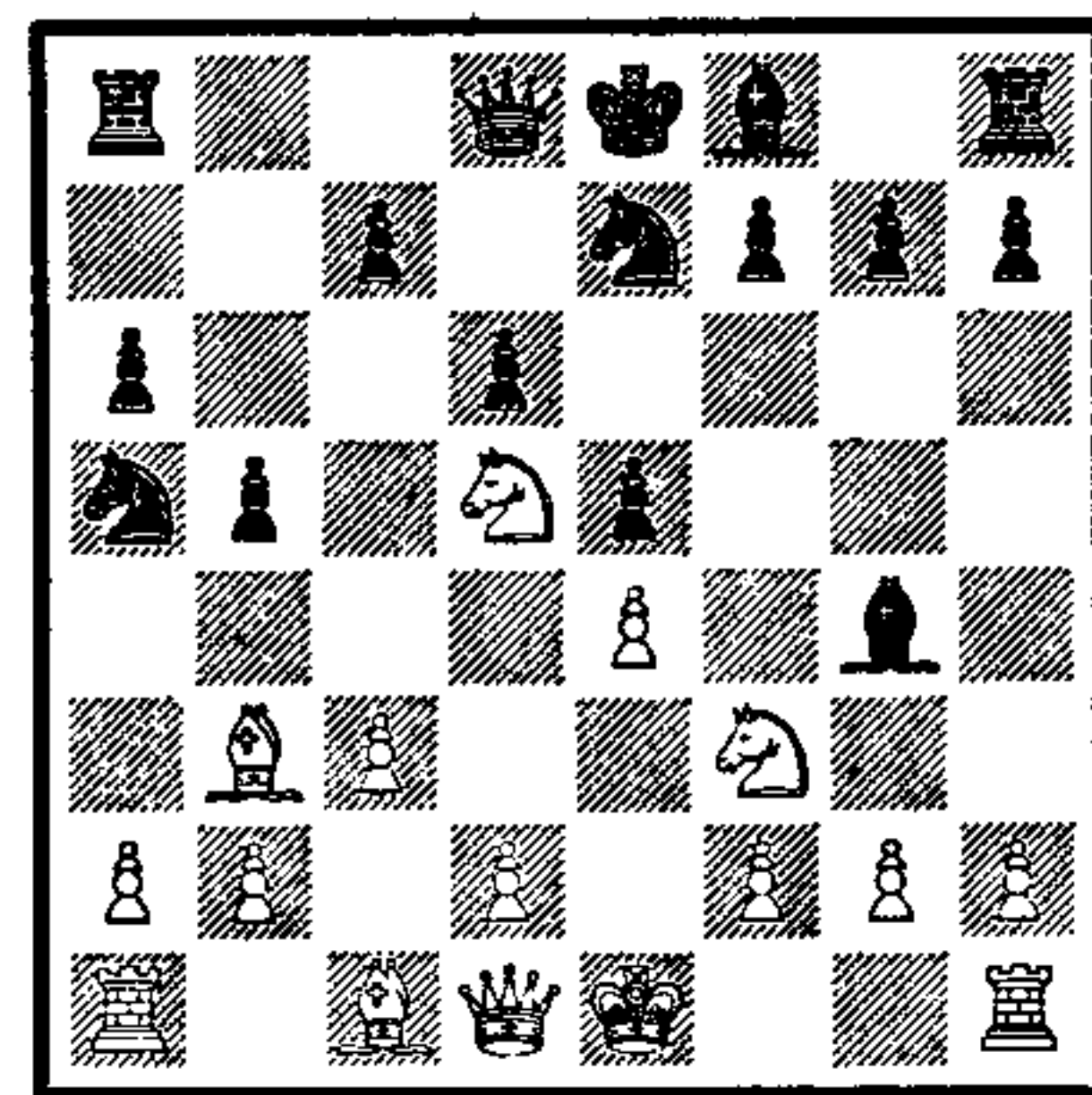
12 Qd2!! Q×d5 (there is no other move) **13 Q×c3+ e5 14 N×e5!**

On 14 ... Q×e5 there follows 15 Qc2. **Black resigned.**

On p. 12 we gave the game Frese-Schröder, in which Black began his combination by freeing himself from a pin, sacrificing his queen. Tactical operations of this type occur quite frequently.

Berger-Fröhlich, 1888

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 d6 5 Nc3 Bg4 6 Nd5 Ne7 7 c3 b5 8 Bb3 Na5?



9 N×e5! (freeing himself from the pin) **9 ... B×d1?**

In the event of 9 ... N×d5 10 N×g4, or 9 ... N×b3 10 N×g4 N×d5

(but not 10 ... N×a1 11 Ngf6+!, mating) 11 a×b3 Black comes out a pawn down. But now he is mated.

10 Nf6+! g×f6 11 B×f7 mate.

Destructive combinations

By means of a sacrifice (or sacrifices) the enemy king's protection is destroyed, after which he comes face to face with the attacking forces. The direct result of the combination may be mate. But it may also happen that, in saving his king, the defending side loses more material than the attacker, and this determines the result of the game.

Mielcarek-Marcinkewicz, 1973

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 Nf6 5 0-0 Be7 6 Re1 b5 7 Bb3 0-0 8 c3 d5

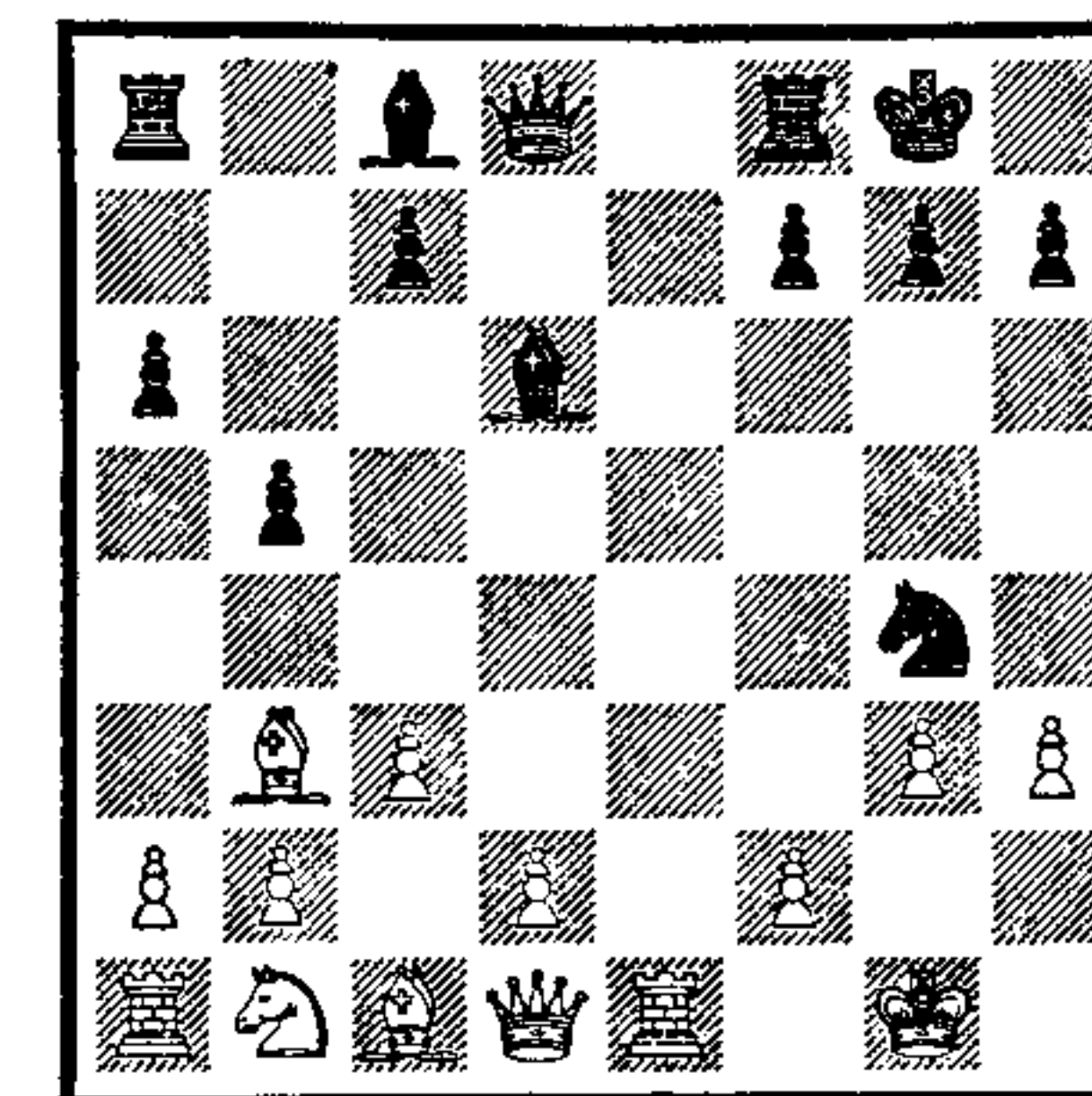
One of the sharpest variations of the Ruy Lopez—the Marshall Attack. Black gives up his 'e' pawn, but gains time and creates threats on the K-side.

9 e×d5 N×d5 10 N×e5 N×e5 11 R×e5 Nf6 12 h3 Bd6 13 Re1 Ng4

In this theoretical position White cannot capture the knight, as after 14 ... Qh4 he is subjected to a very strong attack. This is examined in more detail on pp. 155-159.

14 g3?

14 Qf3! is correct. The move made allows the sacrifice of two pieces, which destroy the white king's pawn cover.



14 ... N×f2! 15 K×f2 B×g3+!

After 16 K×g3 the white king finds itself alone with the hostile forces: 16 ... Qg5+ 17 Kf2 (17 Kh2 Qf4+ 18 Kg2 Bb7+) 17 ... Qh4+ 18 Ke2 Re8+, and the game is over. However, declining the second sacrifice does not affect matters.

16 Kg2 Qh4 17 B×f7+

The last chance, since 17 Re2 loses to 17 ... Q×h3+ 18 Kg1 Bb7!.

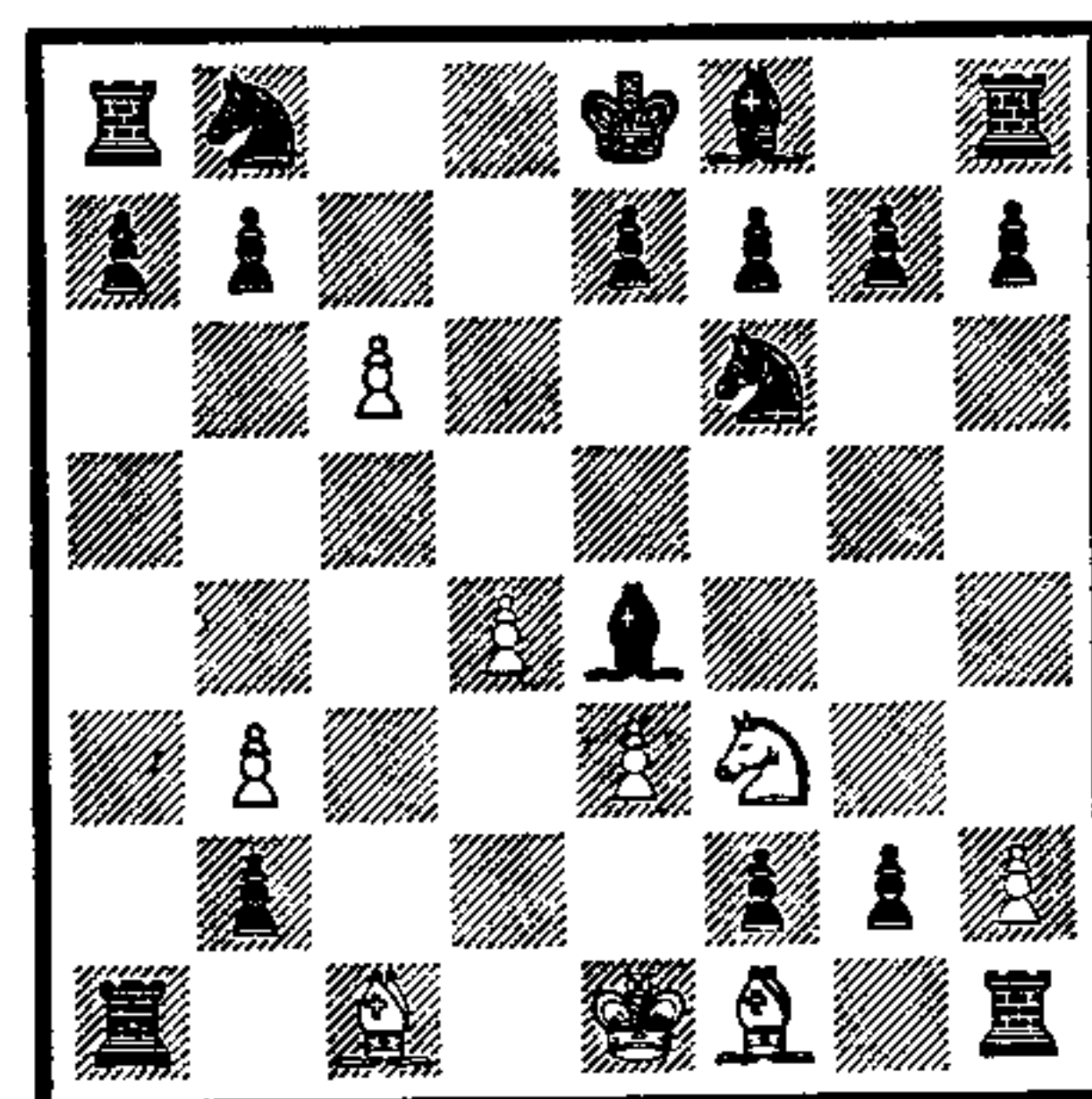
17 ... Kh8 18 Qh5 Bb7+ 19 Kg1 Bh2+! 20 Kf1 (20 K×h2 Qf2 mate) 20 ... Q×h5 White resigned.

Pawn promotion

It is not only in the endgame that a pawn is able to reach the prize square. It can also happen, even in the opening, that this humble member of the chess army, after crossing the whole battlefield unscathed, attains the eighth rank with decisive effect.

1 d4 d5 2 c4 c6 3 Nf3 Nf6 4 e3 Bf5 5 Qb3 Qb6 6 c×d5 Q×b3 7 a×b3 B×b1?

This move, which has the aim of eliminating a dangerous knight (7 ... c×d5 8 Nc3 and Nc3-b5) is refuted by the surprising intermediate move **8 d×c6!**. On **8 ... Be4**, White has a decisive combination with the sacrifice of a rook and the promotion of a pawn.



9 R×a7! R×a7 10 c7!, and White wins.

A beautiful variation, which in the books is normally cited as Schlechter-Perlis (1911). But Perlis, albeit belatedly, guessed his opponent's in-

tention, and did not retreat his bishop (8 ... Be4?). Reluctantly he played 8 ... N×c6, and after 9 R×b1 continued the fight a pawn down. Half a century later the whole variation (up to and including 10 c7) was repeated in the game **Komolstev-Arianov** (Alma-Ata, 1964).

Davidov-Kosheliev, 1965

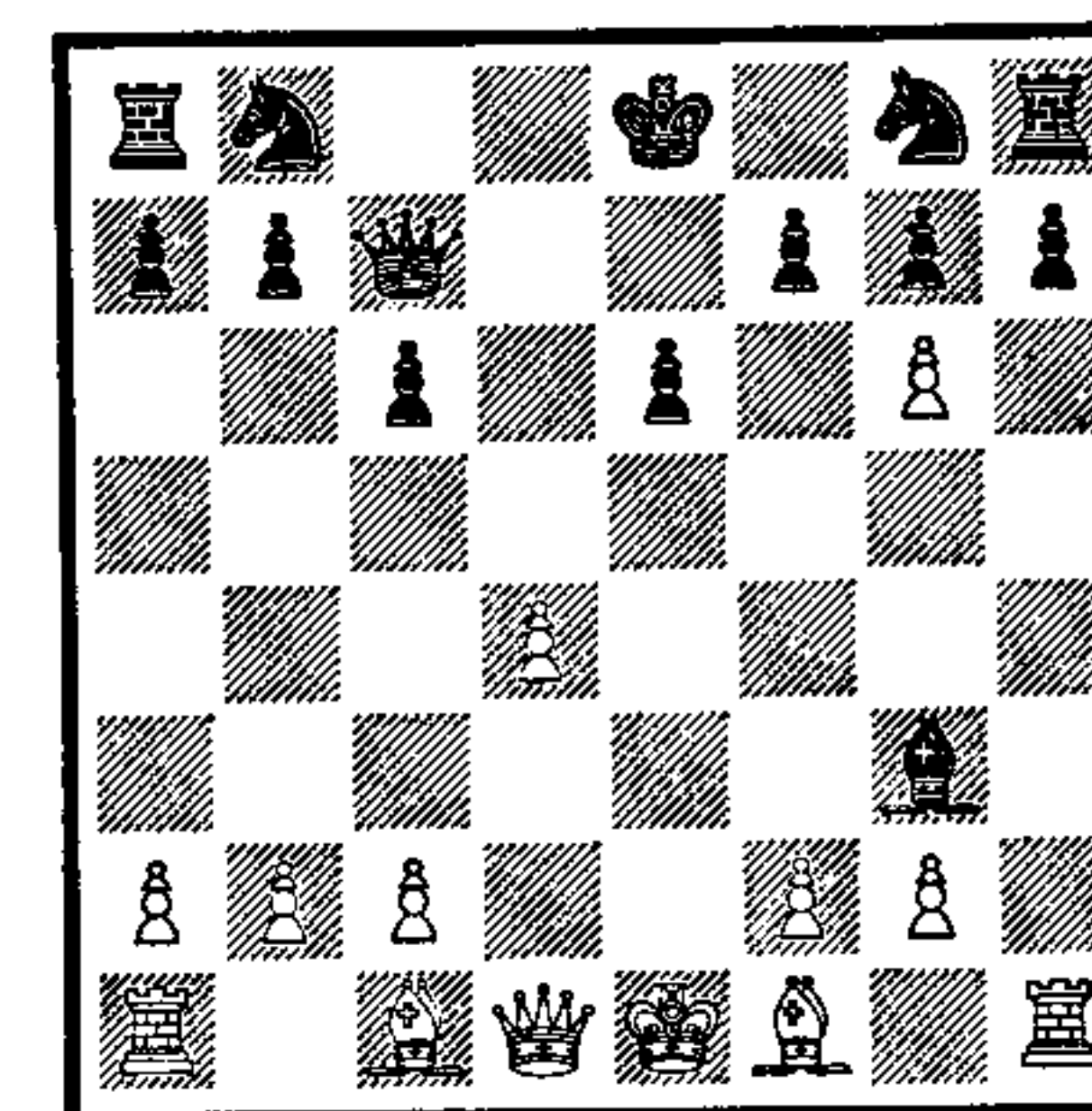
1 e4 c6 2 d4 d5 3 Nc3 d×e4 4 N×e4 Bf5 5 Ng3 Bg6 6 Nh3 e6

6 ... Nd7 is correct, e.g., 7 Bc4 Ngf6 8 Nf4 e5. After 9 N×g6 h×g6 10 d×e5 Qa5+ 11 Bd2 Q×e5+ White's position is only slightly preferable.

7 Nf4 Bd6 8 h4 Qc7 9 h5 B×f4?

The lesser evil was probably 9 ... B×c2 10 N×e6 B×d1 11 N×c7+ B×c7 12 K×d1, although even here Black experiences difficulties (12 ... Ne7 13 h6!, while in the event of 12 ... B×g3 13 f×g3 White has two strong bishops).

10 h×g6 B×g3? (10 ... f×g6 was essential).



11 R×h7! R×h7 12 g×h7 Qa5+

The 'h' pawn has almost reached its goal. It remains for White to reply accurately to the checks.

13 c3!

Only not 13 Bd2? in view of 13 ... B×f2+ 14 K×f2 (14 Ke2 Qh5+)

14 ... Qf5+ and 15 ... Q×h7. And not 13 Qd2? B×f2+ 14 K×f2 (14 Ke2 Qh5+) 14 ... Qf5+ and 15 ... Q×h7.

13 ... B×f2+ 14 Kd2! (14 K×f2 Qf5+) 14 ... Be3+

In order to prevent the queening of the pawn, the bishop offers itself as a sacrifice. After 15 K×e3? Qg5+ Black checks and picks up the pawn at h7.

15 Kc2!

Now on 15 ... Qf5+ there follows 16 Bd3, and so **Black resigned**.

Combinations with several themes

The reader will no doubt have noticed that in each game chosen to illustrate a combinational theme (and before that, in the games demonstrating the consequences of the breaking of opening principles), the most varied elements of tactical and positional play have been interwoven. And a combination is very often based not on one, but on two or even several tactical ideas.

Tal-N. N., 1963

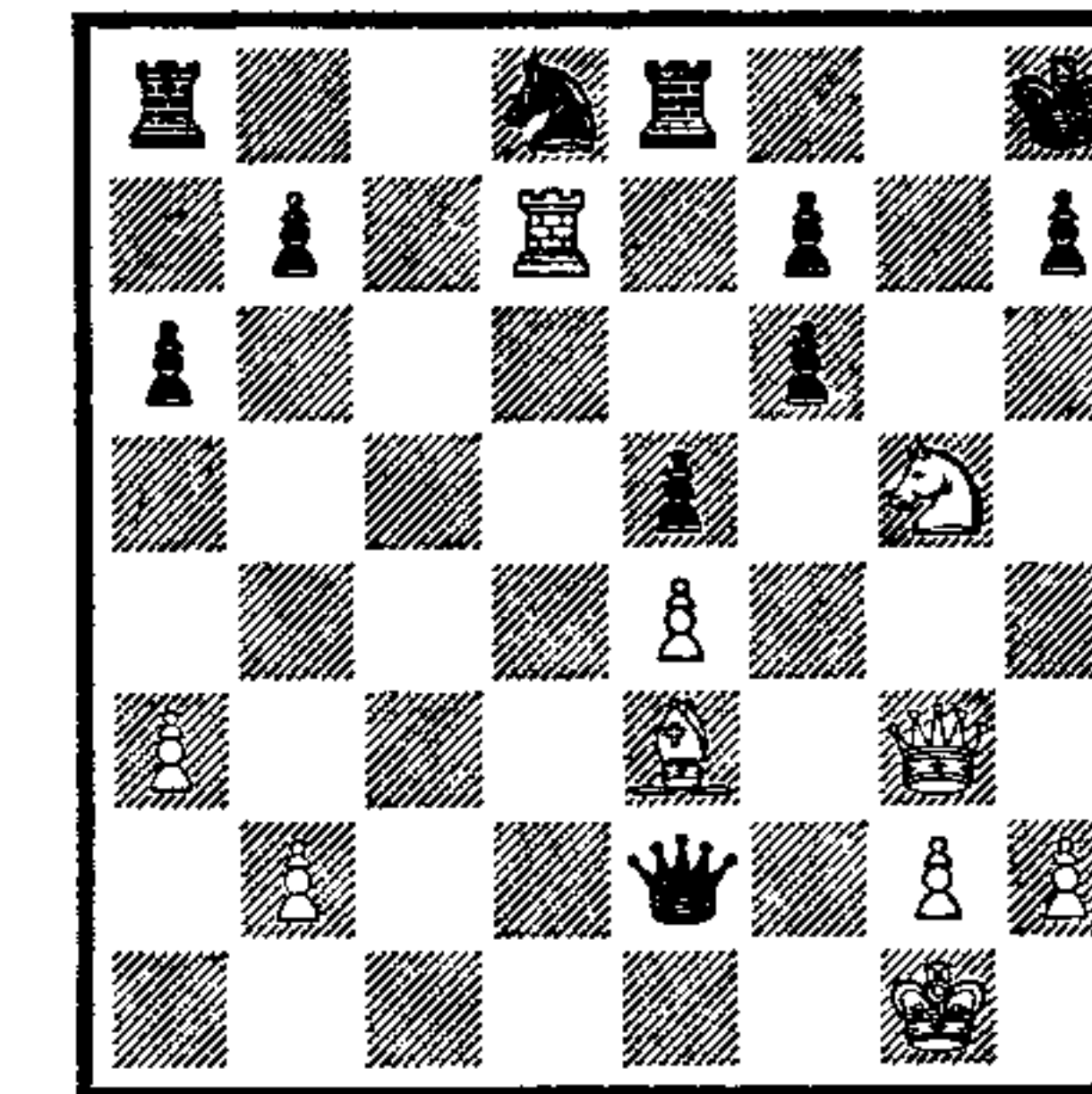
1 e4 c5 2 Nf3 Nc6 3 d4 c×d4 4 N×d4 e6 5 Nc3 Qc7 6 Be3 a6 7 Be2 Nf6 8 a3 Be7 9 0-0 0-0 10 f4 d6 11 Qe1 Bd7 12 Qg3 Kh8 13 Rad1 Rfe8

An unfortunate move. Black should have continued either 13 ... Rad8, or 13 ... N×d4 14 B×d4 Bc6, and in the event of 15 e5—15 ... d×e5 (16 B×e5 Qb6+).

14 Nf3 e5 (e4-e5 was threatened) 15 Ng5

The consequences of the ill-judged manoeuvre 13 ... Rfe8 are already apparent.

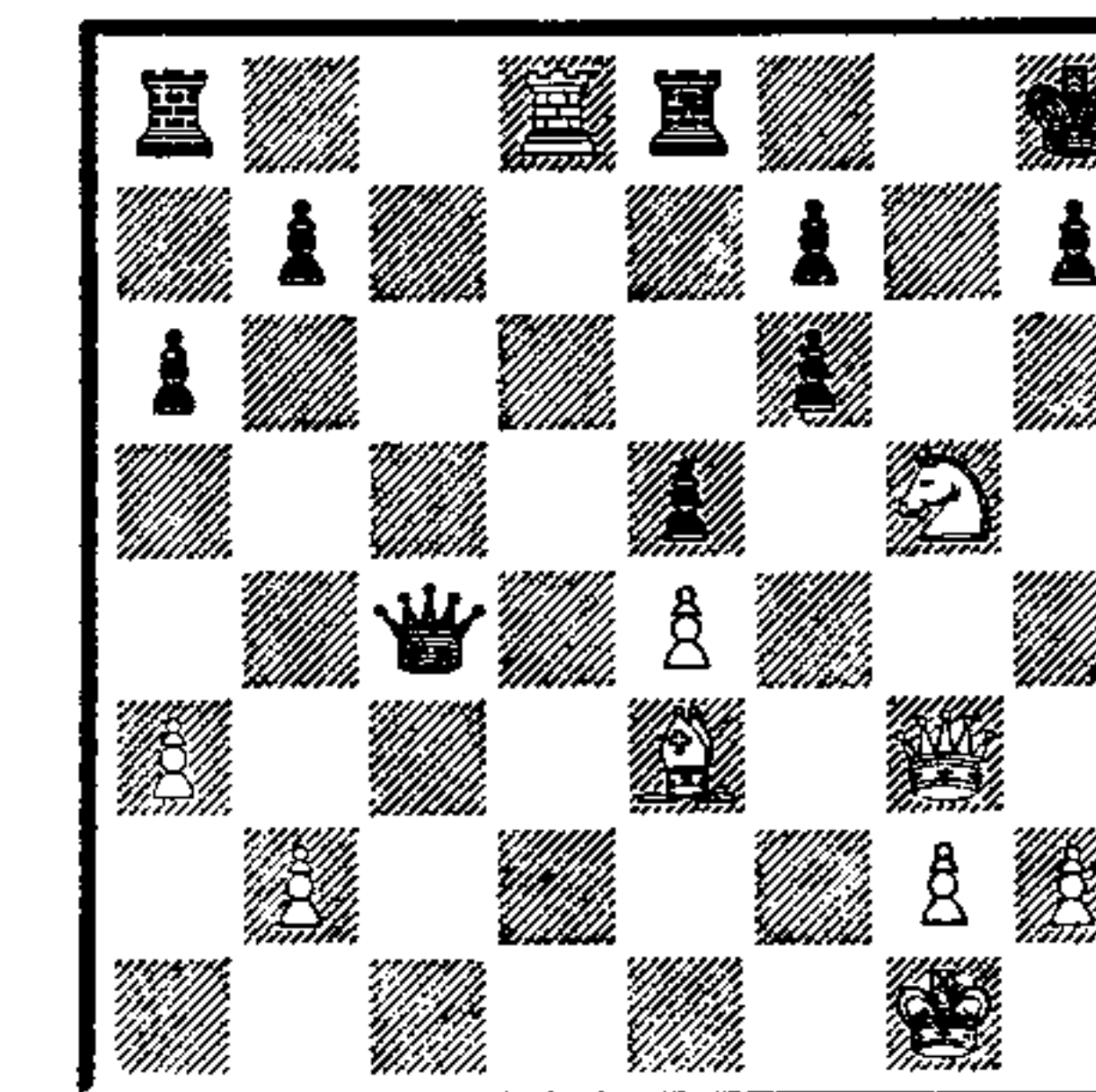
15 ... Nd8 16 f×e5 d×e5 17 R×f6! (this first sacrifice is the beginning of the combination) 17 ... B×f6 18 Nd5 Q×c2 19 N×f6 g×f6 20 R×d7 Q×e2



21 R×d8!

Defence-elimination. The rook cannot be captured on account of mate at f7, while 21 ... f×g5 fails to 22 B×g5 with the threat of 23 Bf6 mate. Black's only remaining course is to defend the square f7, agreeing to the loss of two pieces for a rook and pawn. But his misfortunes do not end there.

21 ... Qc4



22 Ne6!!

A sacrifice of rare beauty, which achieves two aims—pinning and line-vacating.

22 ... f×e6

If 22 ... Q×e6, then 23 Bh6 Rg8, when the rook is pinned, and White gives mate by 24 Bg7. After 22 ... f×e6 the move 23 Bh6 no longer

works in view of 23 ... Qc7, but in capturing the knight Black has exposed his second rank.

23 Rd7 Rg8 24 Qh4 Rg7 25 Q×f6

The result of the combination is a paralysing pin. After **25 ... Rg8 26 Bh6 Qc5 + 27 Kh1**, mate is inevitable.

Efimov–Bronstein, 1942

1 e4 e5 2 f4 e×f4 3 Nf3 Nf6 4 e5 Nh5 5 Nc3 d6 6 Bc4 d×e5?

The future grandmaster makes a mistake, for which he could have been punished: **7 B×f7 + K×f7 8 N×e5 +** and **9 Q×h5**.

6 ... Nc6 is correct, and in the event of **7 Qe2—7 ... Be6**, giving back the pawn so as to equalize after **8 B×e6 f×e6 9 e×d6 B×d6 10 Q×e6 + Qe7**.

7 N×e5? Qh4 + 8 Kf1 Be6!

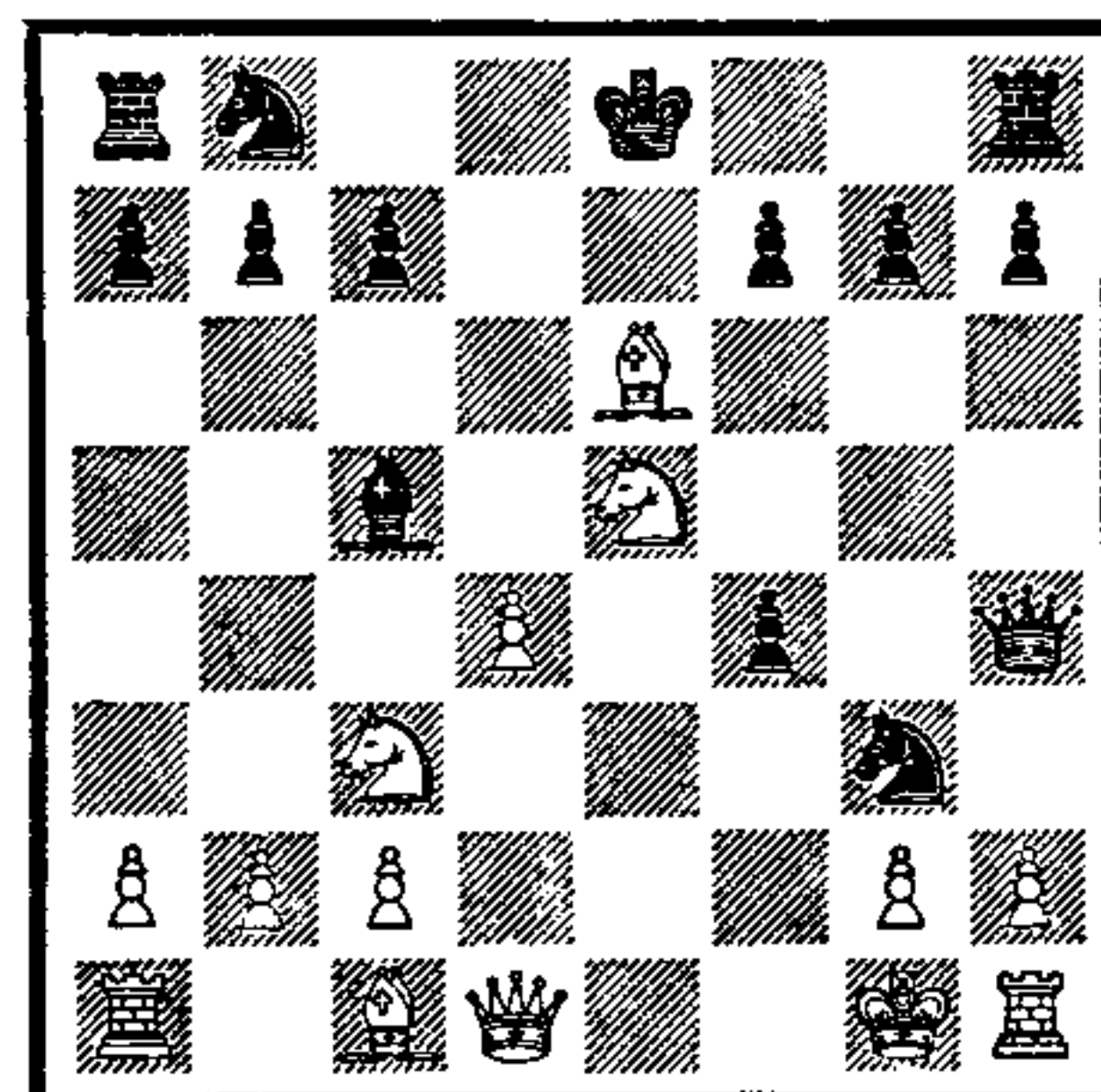
The prelude to a combination, which has an unusual motif for the opening. It turns out that White is inadequately guarded along... his back rank!

Before checking at g3, Black diverts the bishop away from c4.

9 B×e6

On **9 Kg1**, so as to defend against the threat of **9 ... Ng3 +**, Bronstein had prepared **9 ... B×c4 10 N×c4 Bc5 + 11 d4 B×d4 + 12 Q×d4 Qe1** mate.

9 ... Ng3 + 10 Kg1 Bc5 + 11 d4



White no doubt considered this position to be to his advantage. He threatens **12 h×g3**, and on **11 ... N×h1** he plays **12 B×f7 +** and **13 d×c5**. But great disillusionment awaits him.

11 ... B×d4 +! (diverting the queen from the defence of the back rank) **12 Q×d4 Ne2 +!**

A deadly fork—the knight cannot be captured in view of **13 ... Qe1** mate. **White resigned.**

The Forcing Manoeuvre

We have answered the question, how, by what means, is a combination carried out. In order to put into effect the ideas of diversion, interference, etc., various tactical devices were employed: discovered check, pin, fork, 'X-ray', etc. The sacrifice is an essential element of a combination. But it is by no means every error that is punished by a combination, i.e. with the essential use of a sacrifice. An erroneous move can sometimes be refuted by a forcing manoeuvre on its own.

Of the possible forcing manoeuvres, we should especially single out the double attack. We have already encountered on several occasions a common instance of this tactical device, whereby one piece attacks two hostile targets. This was the knight fork. Now see how a double attack is carried out by the queen.

1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 c3 Nf6 5 d4 Bb6?

As we have already stated, in this variation Black should play **5 ... e×d4**, and on **6 c×d4—6 ... Bb4 +**.

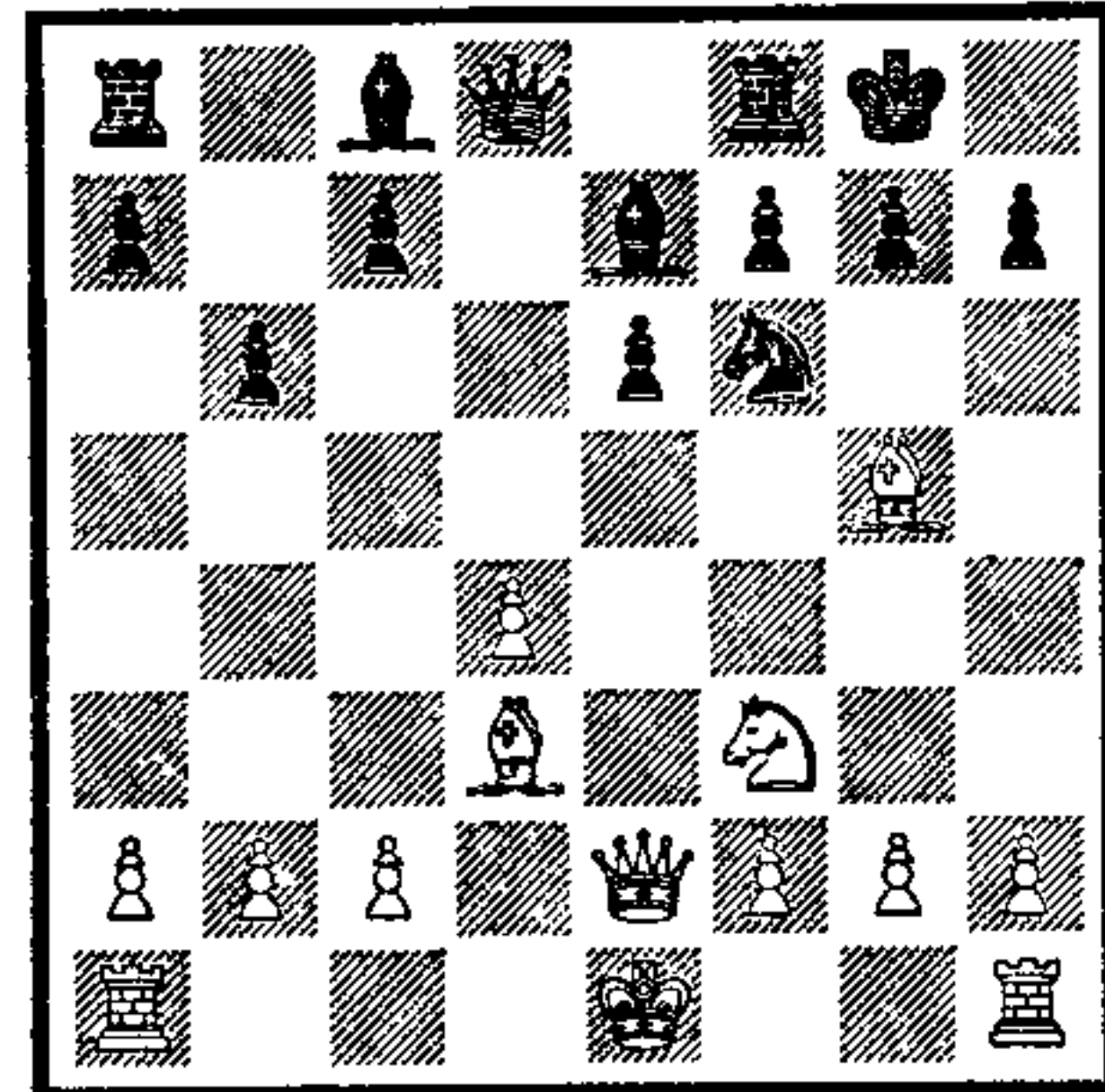
The offer to exchange the pawn at e5 for the one at e4 is a decisive mistake.

6 d×e5 N×e4 7 Qd5

This double attack on f7 and e4 concludes the game; after **7 ... B×f2 + 8 Ke2** both targets are still under attack.

1 e4 e6 2 d4 d5 3 Nc3 d×e4 4 N×e4 Nd7 5 Nf3 Ngf6 6 N×f6 + N×f6 7 Bg5 Be7 8 Bd3 0–0 9 Qe2

In order to complete his development, it remains for Black to bring into play his queen's bishop. But **9 ... b6** (preparing Bc8-b7), the natural move from the positional point of view, would be a serious tactical blunder.



After **10 Bxf6 Bxf6 11 Qe4** White wins, by threatening both mate and the rook at a8 with his queen.

The ability to engage in 'all-round fire' enables the queen to attack several targets simultaneously. It can carry out such attacks either on its own, or in conjunction with other pieces.

V. Popov-Benderev, 1943

1 d4 Nf6 2 Nf3 e6 3 Bg5 Be7 4 Nbd2 d5 5 e3 Nbd7 6 Bd3 c5 7 c3 b6 8 Qa4

The idea of this move is to attempt to exploit the weakening of Black's c6 square, and also in some cases to switch the queen to the 'h' file.

8 ... 0-0

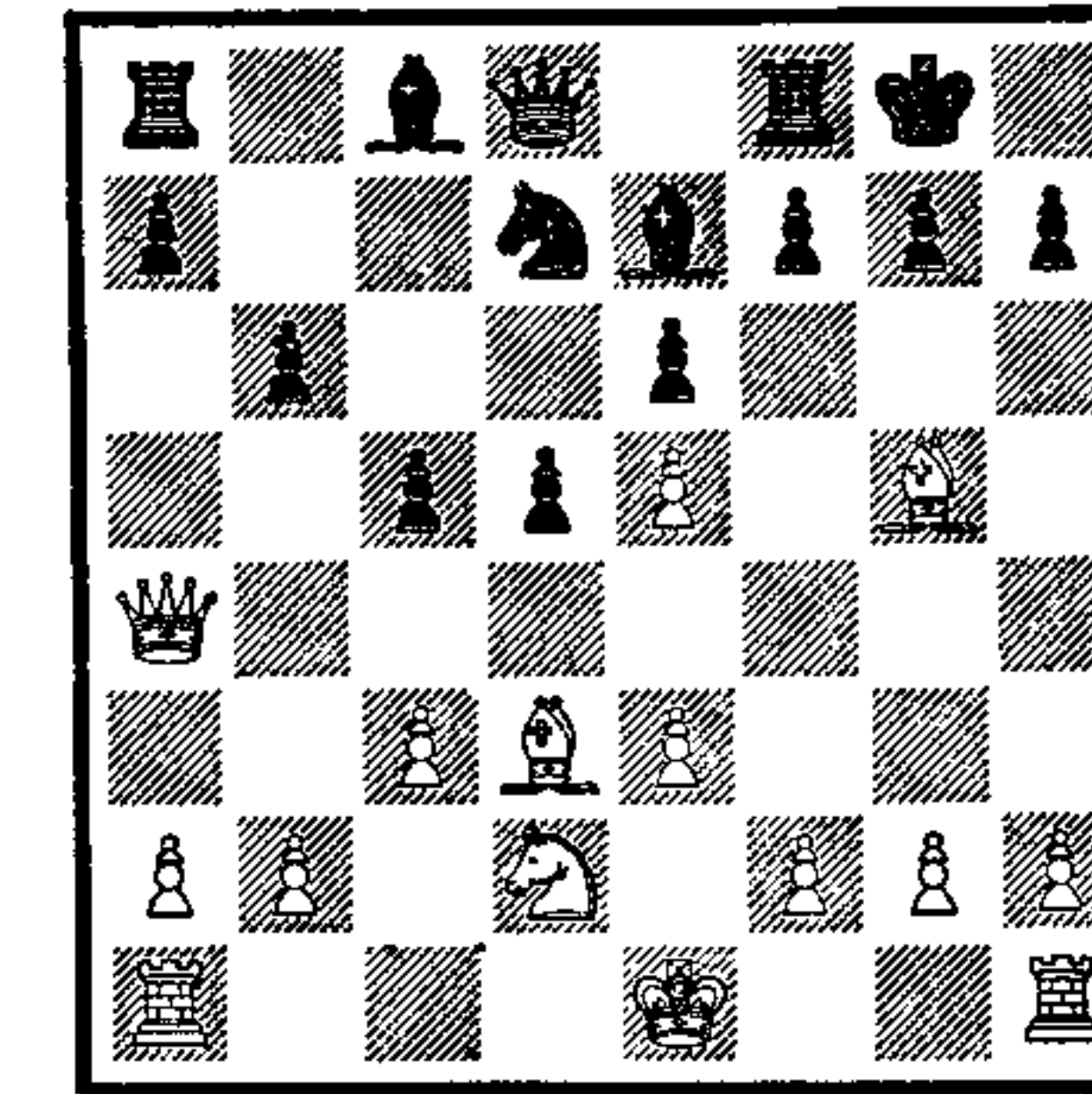
In positions of this type, conceding the centre by c5-c4 is not recommended. However, taking into account the position of the queen at a4, Black could have replied **8 ... c4**, later gaining a tempo (after a7-a6 and b6-b5) for his Q-side pawn offensive.

9 Ne5 Nxe5?

Black did not wish to permit Ne5-c6. But nevertheless he should have continued **9 ... Bb7**, and on **10 Nc6—10 ... Bxc6 11 Qxc6 Rc8**.

10 dxe5 Nd7

If **10 ... Nh5**, then **11 Bxe7 Qxe7 12 g4**, and the knight has no retreat square. On **10 ... Ne4** White wins by **11 Bxe7 Qxe7 12 Nxe4** (**12 ... dxe4 13 Qxe4**).



11 Qh4!

A double attack in somewhat more complicated form. While attacking h7, the queen also participates in the attack on the bishop.

Black resigned.

Estrin-Neishtadt, 1938

1 e4 e6 2 d4 d5 3 e5 c5 4 c3 Nc6 5 f4

White securely defends his e5 square, but wastes time and allows his opponent to develop strong pressure on the Q-side.

5 ... Qb6 6 Nf3 Nh6 7 Bd3 Bd7

Black does not, of course, fall into the trap **7 ... cxd4 8 cxd4 Nxd4? 9 Nxd4 Qxd4? 10 Bb5+**. But after the move played White has to concern himself over his 'd' pawn.

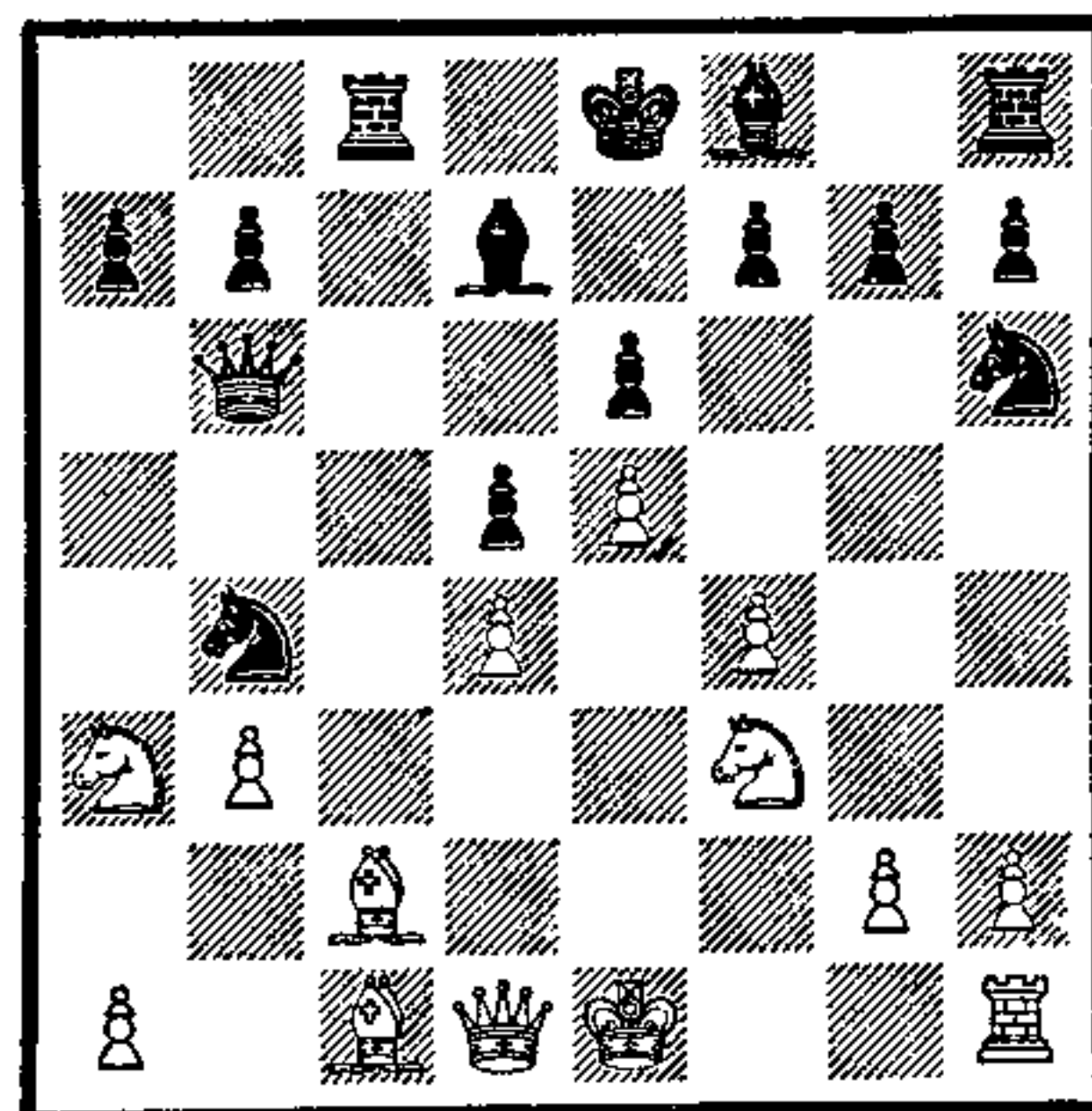
8 Bc2 Rc8 9 b3?

White's desire to avoid having to defend his 'b' pawn with his bishop is natural. But now his c3 square is weakened.

9 ... cxd4 10 cxd4

If 10 N×d4, then 10 ... N×d4 11 c×d4 Qc7!, and White loses material.

10 ... Nb4 11 Na3



11 ... Qc7!

This wins a piece, since not only 12 ... N×c2+ is threatened; on a move by the bishop there follows a check at c3.

Khasin-Lilienthal, 1955

1 e4 e5 2 Nf3 Nc6 3 d4 e×d4 4 N×d4 Bc5 5 Be3 Qf6 6 c3 Nge7 7 Bc4 Ne5 8 Be2 d5 9 0-0 h5?

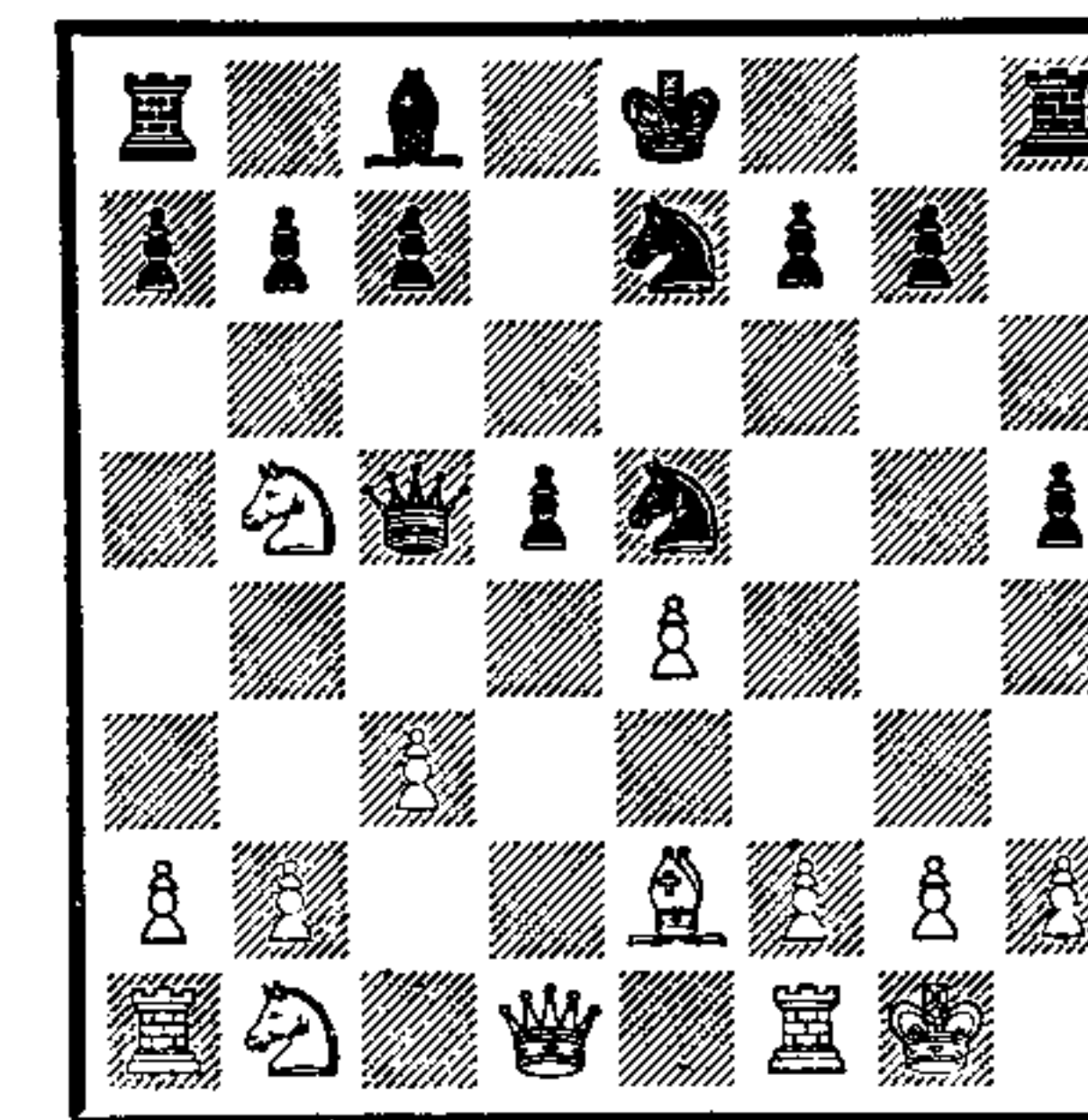
This variation is mentioned back in Bilguer's old handbook, and is justifiably reckoned to be advantageous for Black. However, his last move is a mistake. 9 ... Qg6 is correct, and if 10 e×d5, then 10 ... Bh3 (but not 10 ... N×d5? in view of 11 Bb5+ c6 12 N×c6 b×c6 13 Q×d5) 11 Bf3 0-0-0, with a good position. In playing 9 ... h5, Black plans to answer 10 f4 with 10 ... Ng4.

But why didn't Lilienthal take the 'e' pawn? White would then have replied 10 Nbd2, and if 10 ... Qg6, then 11 Bh5!, with an excellent game

10 Nb5! Qb6?

The grandmaster overlooks a clever manoeuvre. 10 ... Bd6 was essential.

11 B×c5 Q×c5



12 Qd4!

White 'modestly' offers the exchange of queens, and Black... resigns the game! Loss of material cannot be avoided; after 12 ... Q×d4 13 c×d4 both the knight and the square c7 are attacked.

On this occasion the queen manoeuvre was not an end in itself, but the means to achieving an end—a simultaneous attack on two objects, with the attack being carried out not by one, but by two pieces.

In the following example the threat to two different objects is effected by a discovered attack. We have already met one of the forms—outwardly the most showy—of such an attack. This was the double check, when the enemy king was lured onto a fatal square. Less noticeable to the opponent (and therefore more insidious) is the discovered attack, effected by a 'quiet' move—one without a check or a capture.

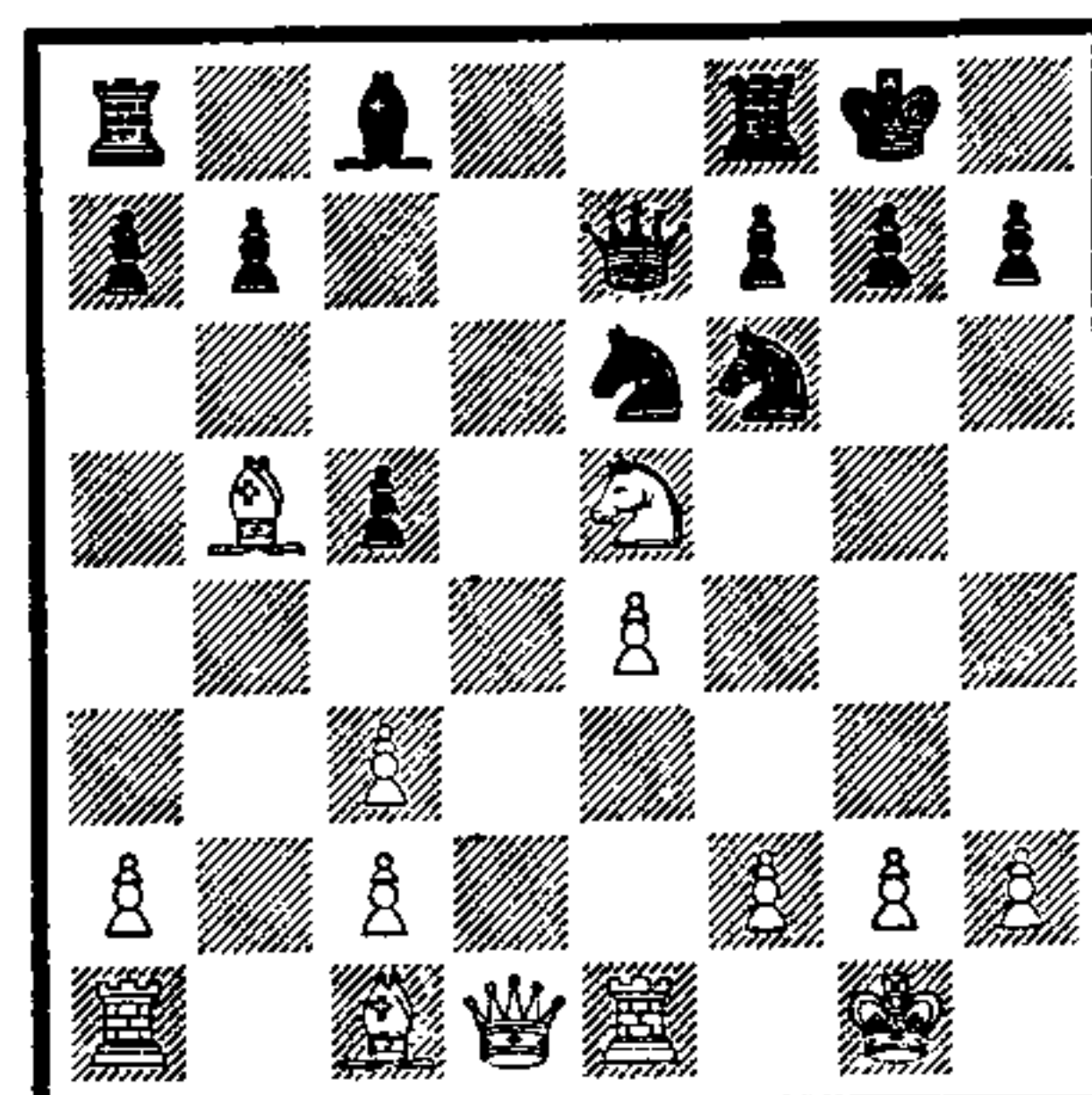
1 e4 e5 2 Nf3 Nc6 3 Nc3 Nf6 4 Bb5 Bb4 5 0-0 0-0 6 d3 d6 7 Bg5

The symmetrical variation of the Four Knights' Game. Black, however, can no longer continue to repeat moves by 7 ... Bg4? (for more details of this variation cf. pp. 97-99).

7 ... B×c3 8 b×c3 Qe7 9 Re1 Nd8 10 d4 Ne6 11 Bc1 c5

The pawn at e5 is undefended. Why not capture it?

12 d×e5 d×e5 13 N×e5?



13 ... Nc7!

A discovered attack on the bishop and knight. One of the pieces is inevitably lost.

The Intermediate Move

As we already know, a combination with a forcing manoeuvre is effected by means of compulsion. Checks or strong threats force the opponent to follow a strictly determined variation (or variations). If check is given, the choice of continuations is severely restricted. If, on the other hand, the means of compulsion of a move or variation is a threat—even if it be a very strong one—a greater number of replies has to be reckoned with.

An insidious move by the opponent, overlooked in your calculations, can sharply disturb the planned course of events, and refute the combination. The 'forcing variation' turns out to be not forcing at all...

Krasilnikov–Bekman, Corr. 1974–5

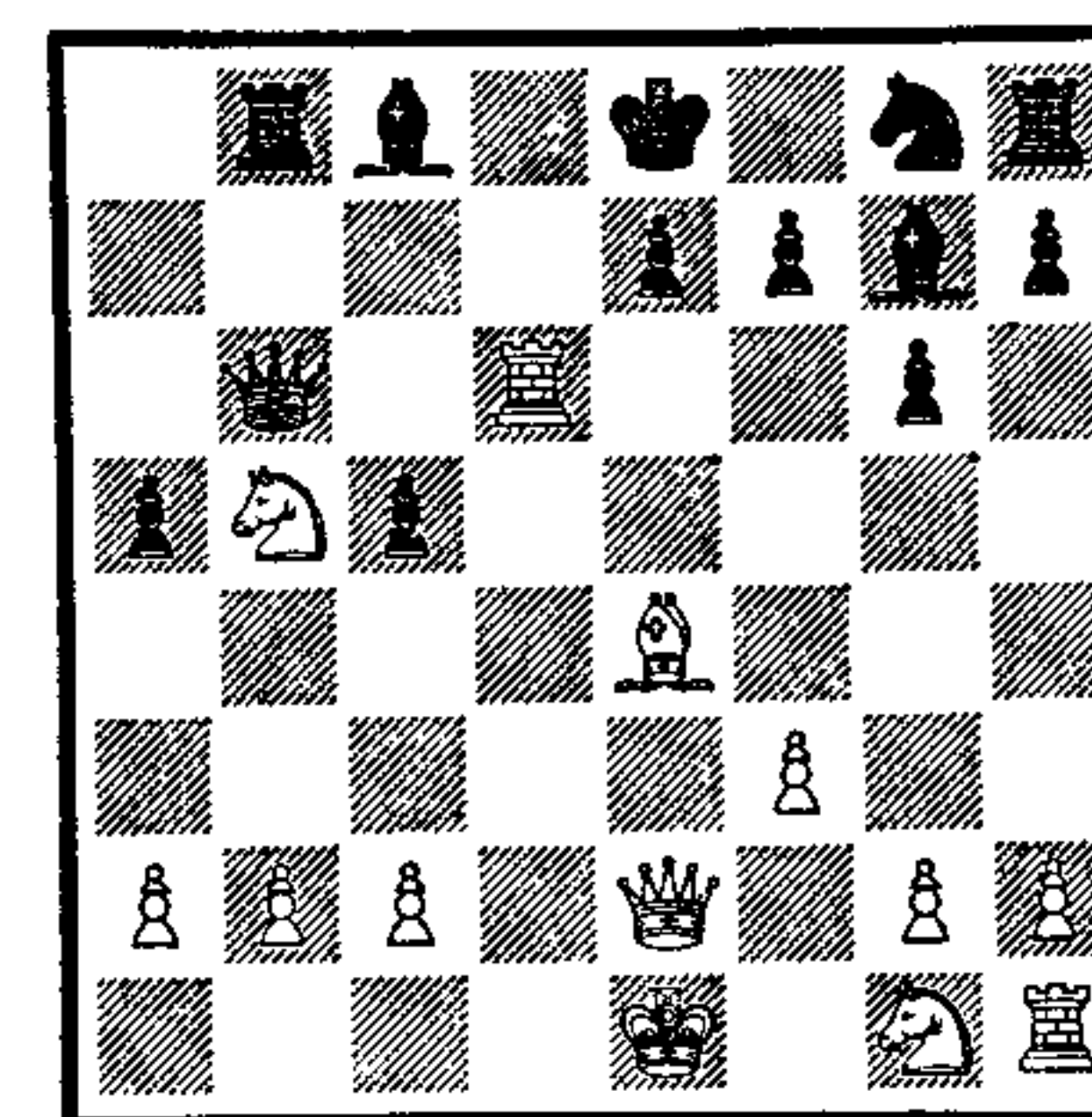
1 e4 g6 2 d4 Bg7 3 Nc3 d6 4 Be3 c6 5 Qd2 b5 6 Bd3 a5 7 f3 Nd7 8 d5 c×d5 9 N×b5 d×e4 10 B×e4 Rb8 11 Qe2

11 c4 was simpler, but White decided to create a strong tactical threat.

11 ... Nc5

Black defends against 12 Ba7; 11 ... B×b2 is answered by 12 Rb1 and then 13 Ba7.

12 B×c5 d×c5 13 Rd1 Qb6 14 Rd6



When working out this variation, White was convinced that the game was over. "The queen is attacked, and Black has only two replies: 14 ... e×d6, which is met by a double check—15 Bc6++ and 16 Qe8 mate, and 14 ... Q×b5, when the queen is lost—15 Bc6+ Q×c6 16 R×c6".

That is what Black decided too, and he resigned the game. But meanwhile the intermediate move 14 ... Bc3+!!, unforeseen either by White or by Black, would have given the black king an escape square at g7, after which the capture of the rook would have been perfectly feasible: 15 b×c3 e×d6 16 Bc6++ (there is a double check, but no mate!) 16 ... Kf8 17 Qe8+ Kg7.

If now 18 N×d6, then 18 ... Be6!, not only defending f7, but also winning the queen.

The other discovered check is no better: 16 B×g6+ Kf8 17 Bd3 Bd7, threatening not only 18 ... B×b5, but also 18 ... Re8.

Beware, a trap!

History knows of a number of battles that have been won with the help of military guile. 'All's fair in love and war', including chess war, and the commanders of chess armies too are not averse to luring the opponent into a snare, or setting a concealed trap for him.

What is a trap?

A move having fatal consequences can of course be made on a player's

own initiative. But it can also be provoked. And this is what a trap is—the provocation of a mistake.

In the broadest sense, a trap is any cunning move which contains a hidden threat, and which hopes for an error by the opponent. In the more limited sense, not every provocation of a mistake is called a trap, but only one which involves a certain degree of risk.

A trap always counts on a tempting or natural reply by the opponent. He is 'invited', as it were, to choose an apparently favourable move or variation, which meets with an unexpected refutation.

Without exaggeration it can be stated that every player has at some time fallen into a trap. History knows of a large number of lightning catastrophes—the consequences of contrived traps—the victims of which have been well-known masters.

We will dwell in somewhat more detail on the nature of traps, on their peculiarities and classification.

On Pain of Punishment

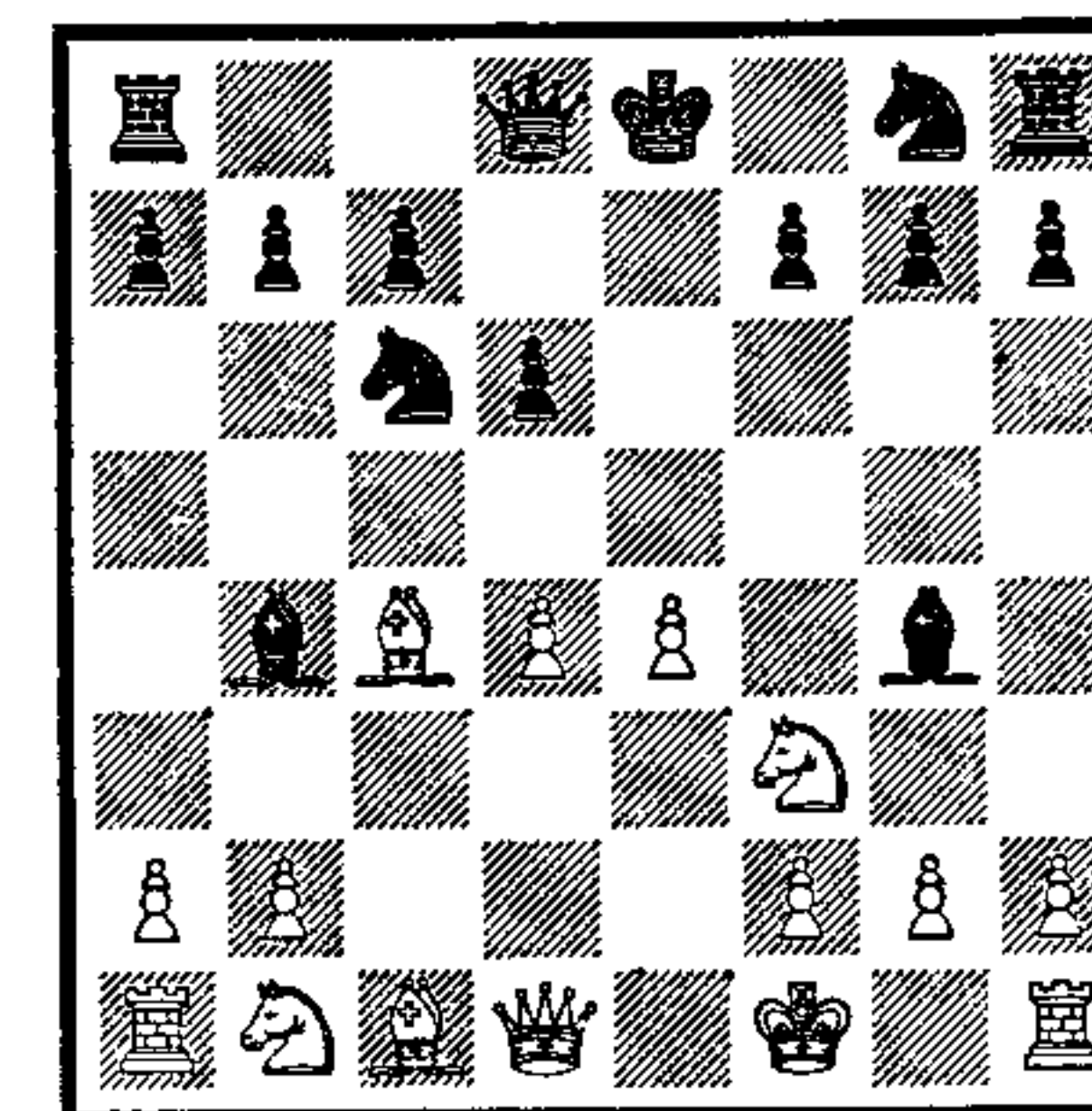
Virtually every chess primer mentions the 'Legal mate', an opening trap-cum-combination, named after the French master from the first half of the 18th century:

1 e4 e5 2 Nf3 Nc6 3 Bc4 d6 4 Nc3 Bg4 5 N×e5? (counting on a very greedy opponent, who without thinking, will capture the queen) **5 ... B×d1??** (after 5 ... N×e5 Black comes out a piece ahead) **6 B×f7+ Ke7 7 Nd5 mate.**

White's combination, which involved freeing himself from the pin was in the given instance incorrect. It proved successful only as a result, of a bad blunder by the opponent.

And here is a trap in a sharp variation of the Guioco Piano—**1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 c3 d6 5 d4 e×d4 6 c×d4 Bb4+ 7 Kf1**

This at first sight strange move has its points: White threatens to win a piece by 8 d5, and after the knight moves—9 Qa4+. In reply Black can set his opponent a trap, by 'overlooking' the threat—**7 ... Bg4?!**



8 d5 B×f3 9 g×f3 (9 Qa4! is essential. The complications after 9 ... B×e4 10 d×c6 b5! 11 B×b5 B×b1 12 Q×b4 Bf5 lead to a roughly equal position) **9 ... Ne5 10 Qa4+ Qd7 11 Q×b4**

White has achieved his aim—he has won the bishop. But after **11 ... Qh3+ 12 Ke1 Q×f3 13 Rf1 Q×e4+** he comes out two pawns down in a hopeless position.

The attempt by White to win a piece led to catastrophe. But meanwhile the trappy move **7 ... Bg4?!** was fraught with risky consequences.

If in the diagram position White plays more subtly—**8 Qa4!**, he sets Black difficult problems.

The threat is d4–d5. How is Black to defend against this? If he plays as in the preceding variation **8 ... B×f3 9 g×f3 Qd7**, then **10 Bb5!**, and Black loses a piece. White answers **10 ... 0–0–0** with the cool reply **11 Kg2!**

There remains **8 ... a6**, but then **9 Bd5! Qd7 10 Be3** (in order to create the threat of **11 B×c6** and **12 Q×b4**, the bishop has to be moved out of range of a possible attack) **10 ... Nge7 11 h3 B×f3 12 g×f3 b5** (otherwise there follows **13 B×c6 N×c6 14 d5** and **15 Q×b4**) **13 Qb3 Ba5 14 B×f7+ Kd8 15 Be6**

At the cost of enormous effort Black has managed to save his bishop. But White is a pawn up, and in addition has the better position.

In the ancient game by Legal, White openly embarked on an escape—he risked losing a piece. In the second example the stake was smaller. If White had seen through the idea and found the correct reply, Black would have lost a pawn, and would have been made to pay for his provocation in the opening.

Thus in both cases the player setting the trap was taking a risk, although to different degrees. If the opponent was able to see through the trap, he would gain—either materially or positionally.

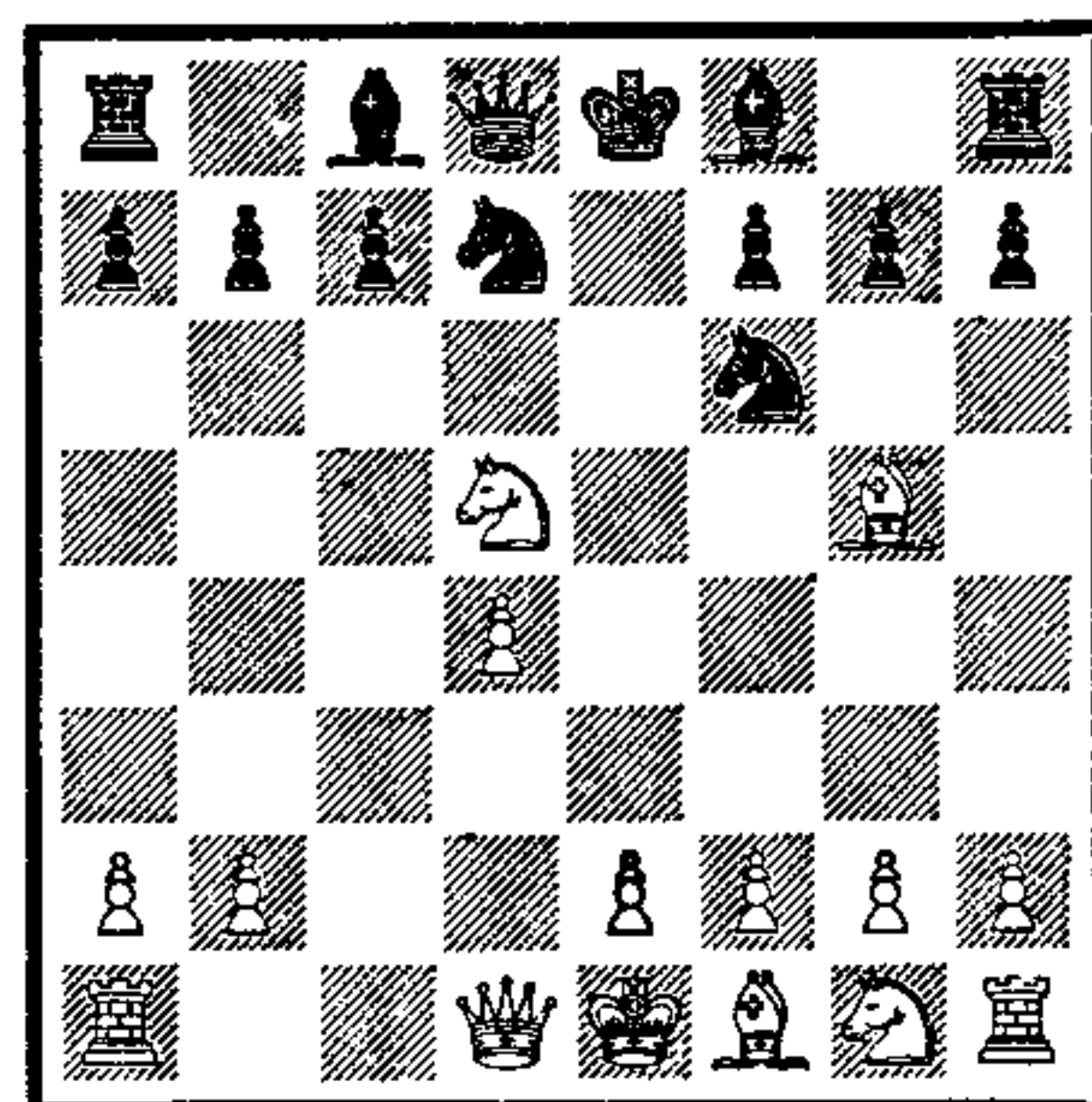
Without any risk

It may also happen that a trap may not entail any unpleasant consequences, even if the opponent should guess the clever intention. Then it is a kind of trip, which one sets the opponent ‘in passing’, without deviating from the projected plan.

1 d4 d5 2 c4 e6 3 Nc3 Nf6 4 Bg5 Nbd7

The development of his queen’s knight at d7 is part of Black’s plan. At the same time this move sets a trap. White is invited to capture a pawn.

5 c×d5 e×d5 6 N×d5?



6 ... N×d5!

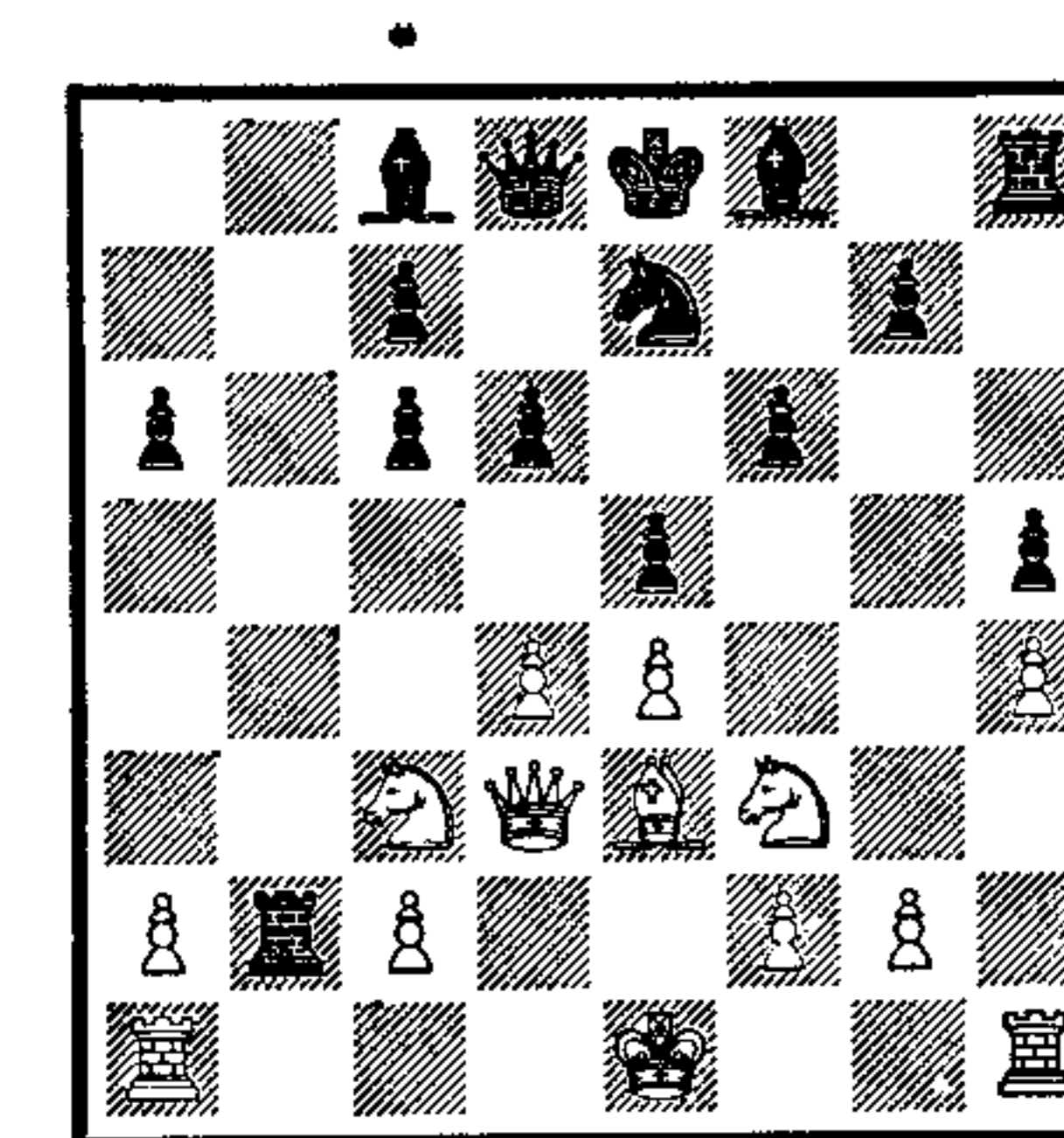
Black frees himself from the pin! The queen sacrifice is temporary—after **7 B×d8 Bb4+ 8 Qd2 B×d2+9 K×d2 K×d8** Black comes out a piece up.

Feuer–O’Kelly, 1934

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 d6 5 B×c6+ b×c6 6 d4 f6 7 Nc3 Rb8 8 Qd3 Ne7 9 h4 h5

To complete his development, White played **10 Be3**. “Can my opponent have blundered away his ‘b’ pawn?”, wondered the future grandmaster, and without thinking long he accepted the gift.

10 ... R×b2?



There followed **11 d×e5 d×e5? 12 Q×d8+ K×d8 13 0–0–0+!**, and **Black resigned**.

Of course, instead of **11 ... d×e5?** Black should have recaptured with the other pawn—**11 ... f×e5**, and in the event of **12 N×e5** retreated his rook to b8 (but not **12 ... d×e5 13 Q×d8+ K×d8 14 0–0–0+**, as in the game). White would merely have had a positional advantage.

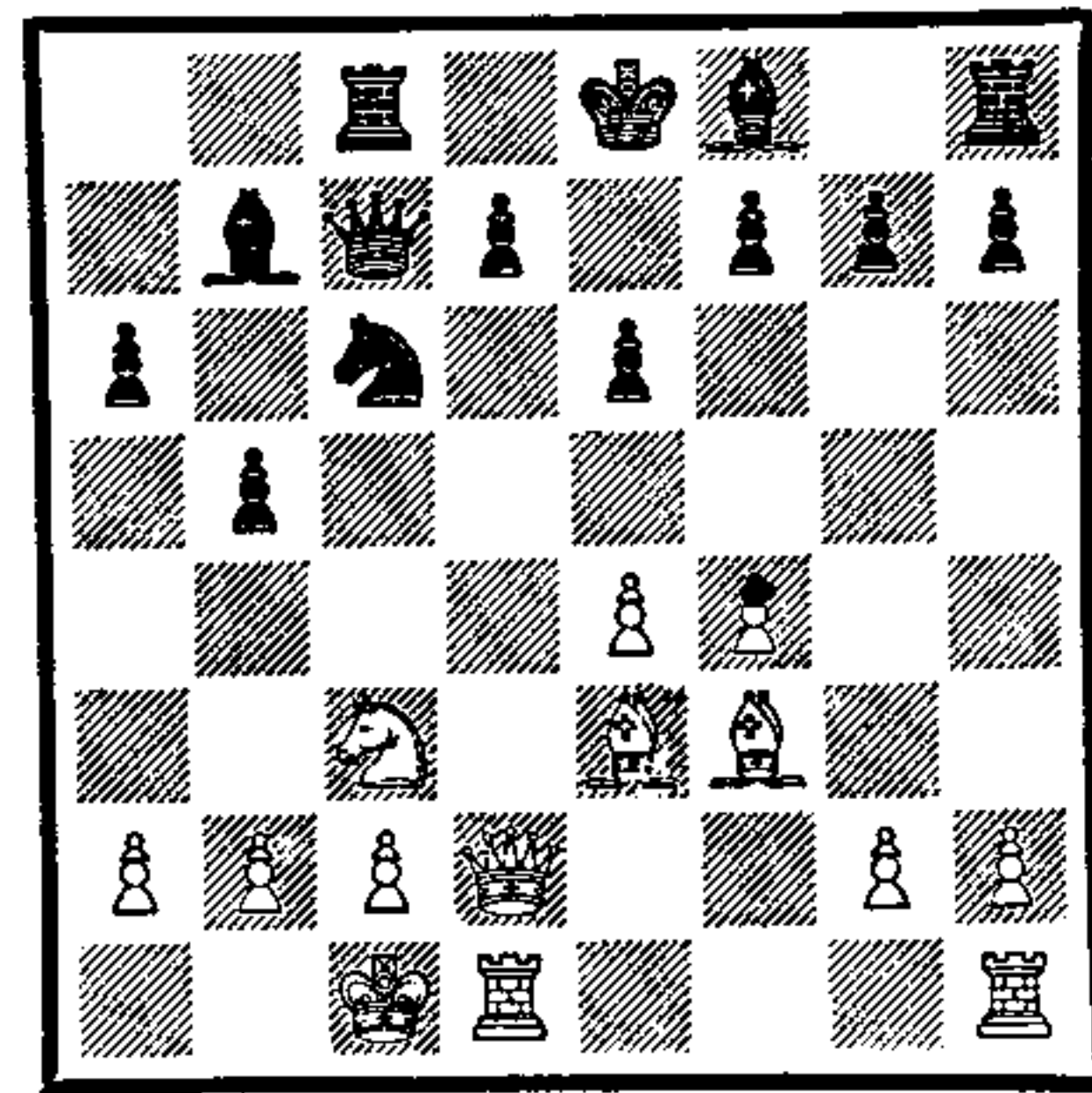
The following trap also involved no risk, but was of a special nature—it was a trap in ... an envelope. It happened in a correspondence game.

Friede–Rudsitis, 1967

1 e4 c5 2 Nf3 e6 3 d4 c×d4 4 N×d4 a6 5 Nc3 Qc7 6 f4 Nc6 7 Be2 N×d4 8 Q×d4 Ne7 9 Be3 b5 10 0–0–0 Nc6 11 Qd2 Bb7 12 Bf3

This variation, considered perfectly satisfactory for Black, is given in a popular opening manual, and concludes with the move **12 ... Rc8**. This is the move that Friede was hoping for, and his hopes were realized, since in correspondence play the use of chess literature is not forbidden, and his opponent proved to be ‘theoretically well-grounded’.

To the great surprise of Black, who was convinced that the game was only just beginning, the postman brought him the move **13 Bb6!**, after which he had to resign.



The last three examples have illustrated traps which did not require the slightest degree of boldness—risk in them was completely absent.

Traps can also be classified according to the ‘nature of their provocation’. Some count on a natural, plausible reply, which turns out to be a decisive mistake, resulting in a catastrophe.

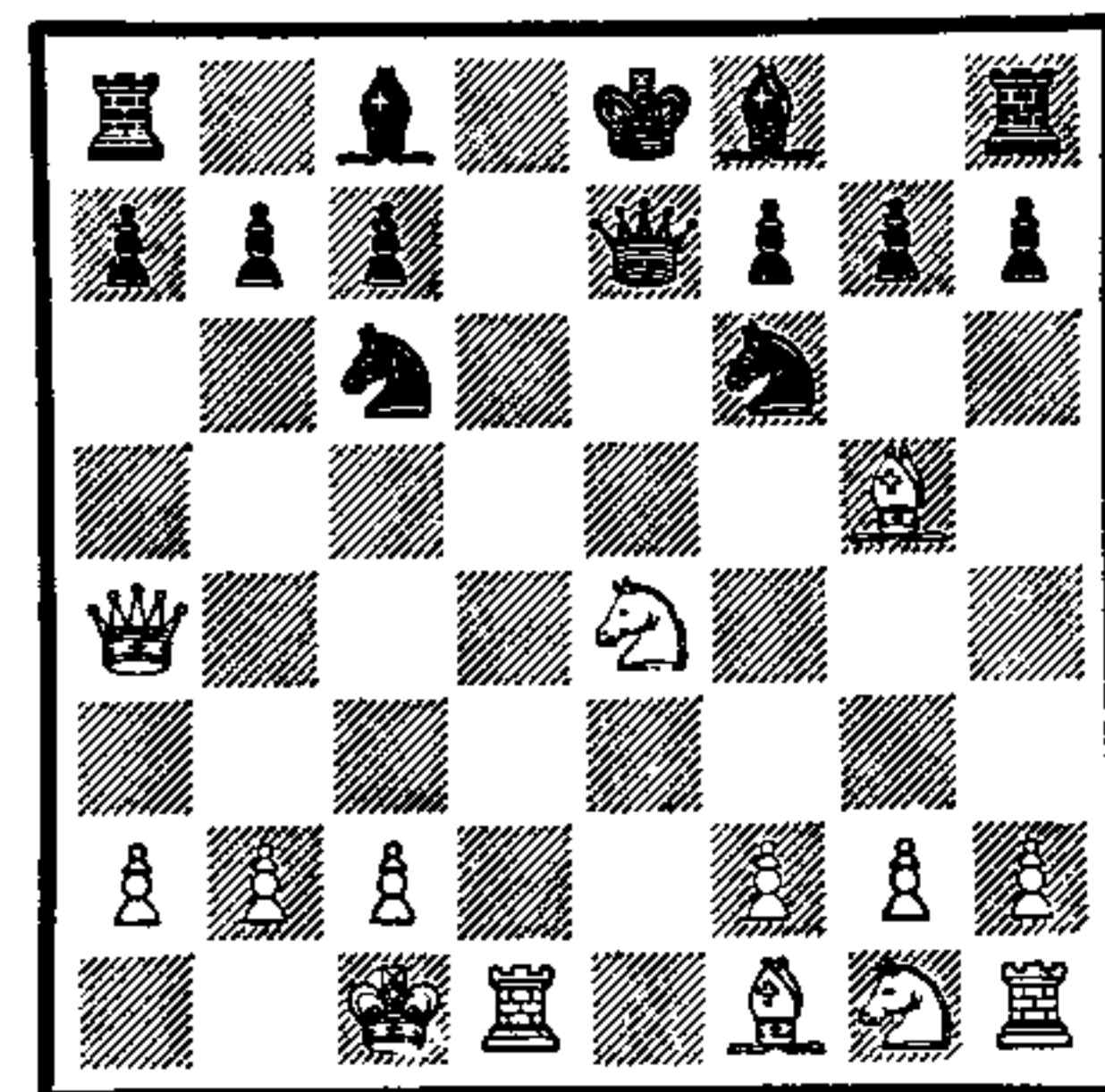
Others provoke the opponent into active play. A move which seems particularly advantageous is ‘suggested’ to him.

The probability of success

The better masked the trap, the more dangerous it is. Some traps are described as ‘primitive’ or ‘transparent’, others as ‘subtle’, ‘well-masked’, or sometimes even ‘masterly’. The boundaries between these concepts are highly flexible, and depend upon the strength and experience of the player.

Bronstein–N. N., Simultaneous display 1950

1 e4 e5 2 d4 e×d4 3 Q×d4 Nc6 4 Qa4 Nf6 5 Nc3 d5 6 Bg5 d×e4 7 N×e4 Qe7 8 0–0–0



“The grandmaster has blundered away a piece”, Black decided. And in fact, why shouldn’t he take the knight?

8 ... Qe4?

Here Bronstein made a second move which his opponent had not foreseen—**9 Rd8+!!**, and after **9 ... K×d8 10 Q×e4** Black lost his queen.

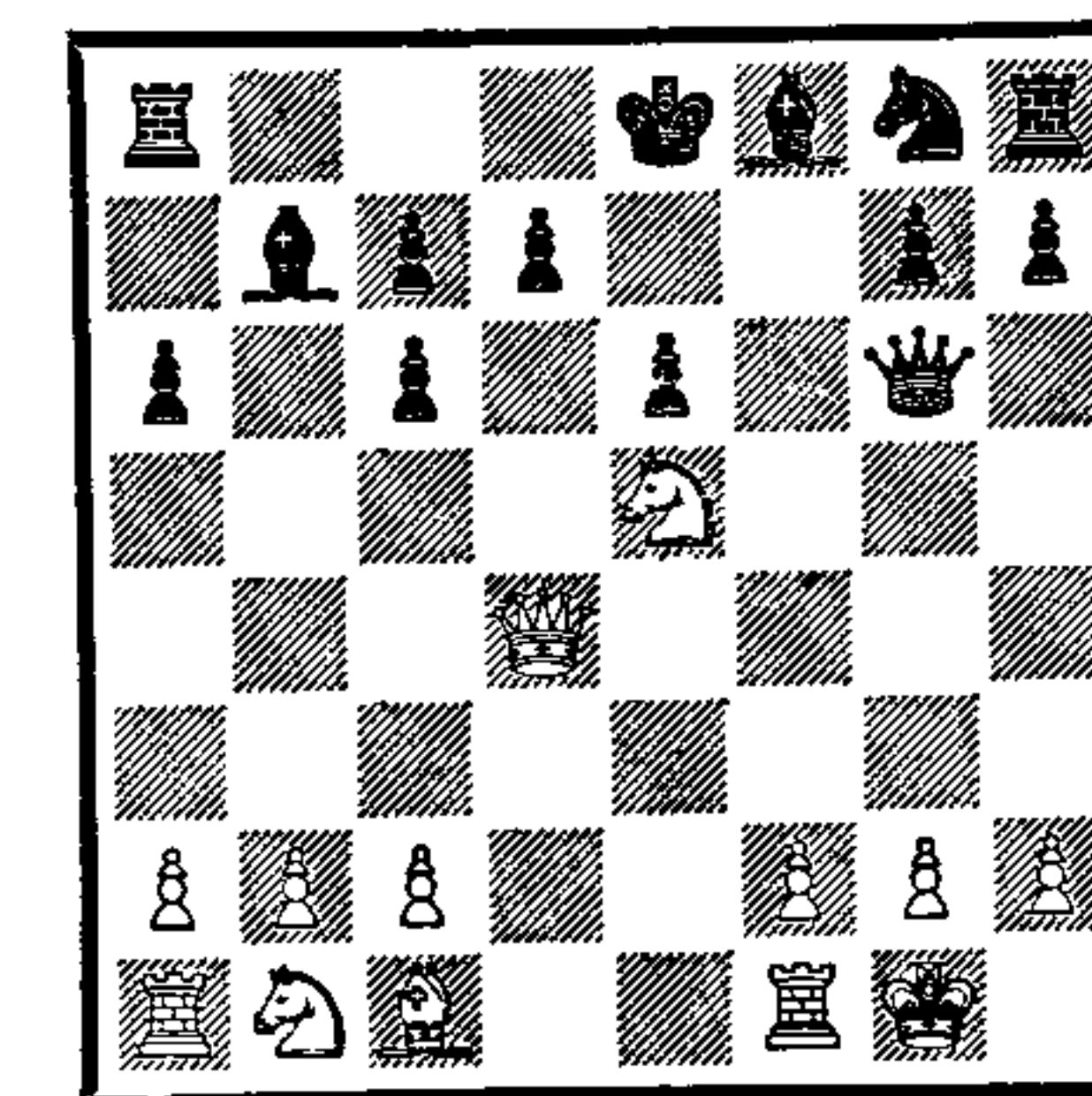
The trap into which the amateur player fell was highly transparent. By leaving his knight en prise, White himself as it were warned his opponent: look out, be careful...

A trap has a greater probability of success if not only the combination following it is well masked, but also the ‘bait’ itself.

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 B×c6 b×c6 (4 ... d×c6 is the normal move, but this is also playable) 5 d4 (5 N×e5 is weaker in view of 5 ... Qg5) 5 ... e×d4 6 Q×d4 Qf6 7 e5 Qg6 8 0–0 Bb7.

After **8 ... Q×c2 9 Nc3** White has the initiative for the sacrificed pawn.

The modest bishop move is an excellently-disguised provocation. It would seem that in developing his bishop, Black has overlooked a tactical stroke—**9 e6**, and on **9 ... d×e6** or **9 ... f×e6 (9 ... Q×e6** is bad on account of **10 Re1)**—**10 Ne5**, attacking the queen, and at the same time threatening mate at d7. And so, **9 e6 f×e6 10 Ne5.**



White has achieved his aim, but...

10 ... Q×g2+!

It is on this counter-blow that the cunning trap is based. After **11 K×g2 c5+** Black regains the queen, and comes out two pawns ahead.

The great mass of opening variations—favourable or unfavourable, dubious or clear in their final assessment, contain hundreds of traps. You cannot learn them all. And besides, chess is a creative game, and not a competition for the best memory. But nevertheless, certain traps are worth knowing, especially those which are typical of ‘your’ opening. At the board, under practical playing conditions, it is sometimes very difficult to see through a provocative move in the opening.

* * *

In reading this book the reader will no doubt note that there is an incomparably greater number of combinations and traps in the Open and Semi-Open Games than in the Closed Games. This does not mean, of course, that it is easier to find one’s way in the Closed Openings. In playing the King’s Indian Defence, it is easy to end up in a difficult position, although here there are less combinations and king hunts in the centre of the board than in, say, the Two Knights’ Defence or the Guioco Piano—which are real ‘incubators’ of mistakes. Even so, it cannot be said that Closed Openings guarantee one against an opening catastrophe. The reader will realize this when he examines the corresponding sections of the book.

It is also no accident that White wins more games than Black. The advantage of the first move gives an advantage in being able to choose where and how to attack. Black has more chance of making a decisive mistake in the opening than has White.

As we have already said, this book is an unusual collection of decisive mistakes made in the initial stage of the game, and of their tactical consequences. This is why the reader will see on these pages mating finishes, and kings setting off on journeys from which they do not return. Many examples conclude with a material disadvantage for one of the sides—the loss of the queen or some other piece.

And so, here we have a collection of opening accidents—short games, variations, and notes to them, telling of how it is possible to lose in the opening itself, and what to do so as to ensure, dear reader, that this does not happen to you. . .

Investigation at the Site of the Accident

Open Games

King’s Gambit

No. 1 Smirnov–Tikhonov, 1954

1 e4 e5 2 f4 e×f4 3 Nf3 g5 4 Bc4 g4

A sound continuation here for Black is 4 . . . Bg7, avoiding the premature weakening of his pawn at f4. E.g., 5 0–0 d6 6 d4 h6 7 c3 Nc6, or 5 h4 h6 6 d4 d6 7 c3 Nc6.

5 0–0

This sharp variation is known by theory as the Muzio Gambit. The fact that Señor Muzio loved to sacrifice his knight is mentioned in a book by Alessandro Salvio (1634), and after him by the English player of the early 19th century, Sarratt. About Muzio nothing more is known by chess historians. But meanwhile, the gambit move 5 0–0 was recommended even earlier by the Italian player Polerio. His manuscript, which dates back to the late 16th century, was only discovered in the last century. As a result the name ‘Muzio Gambit’ has been retained to this day.

For the sacrificed knight White obtains good attacking prospects.

5 . . . g×f3 6 Q×f3 Qf6 7 e5! (White opens the ‘e’ file) **7 . . . Q×e5**

Until recently the most promising move for White was considered to be 8 d3, with the continuation 8 . . . Bh6 9 Nc3 Ne7 10 Bd2 Nbc6 11 Rael.

In the last century thousands of games were played with this sharp variation. Nevertheless, its outcome remains not altogether clear.

8 B×f7+!?

A second sacrifice, which not long ago was considered incorrect. In all the opening books it was stated that with correct play Black should be able to repulse the attack...

8 ... K×f7 9 d4

Pawns no longer matter—it is important to bring the bishop into play!

9 ... Q×d4+ 10 Be3 Qf6 11 B×f4!

In old manuals (including the famous 'Handbuch' by Bilguer, and the most detailed pre-war Soviet book 'Sovremenny Debyoot') only 11 Qh5+ is considered. After 11 ... Qg6 12 R×f4+ Nf6 13 R×f6+ K×f6 14 Bd4+ Kf7 15 Qd5+ Qe6 16 Qf3+ Ke8 Black repels the attack and keeps a big material advantage.

The move in the game was suggested by Keres.

11 ... Bg7

Keres (and others after him) gave this move a question mark, recommending instead 11 ... Ne7, and on 12 Nc3–12 ... Qf5. Here, however, is what followed in a recent game Glazkov–Muratov (1973): 13 Qe2 Ke8 14 Be5 Qe6 15 Rf6 Qg8 16 Qh5+ Kd8 17 Raf1 Bg7 18 Rf7 B×e5 19 Q×e5 Nbc6 20 Q×h8!, and Black resigned.

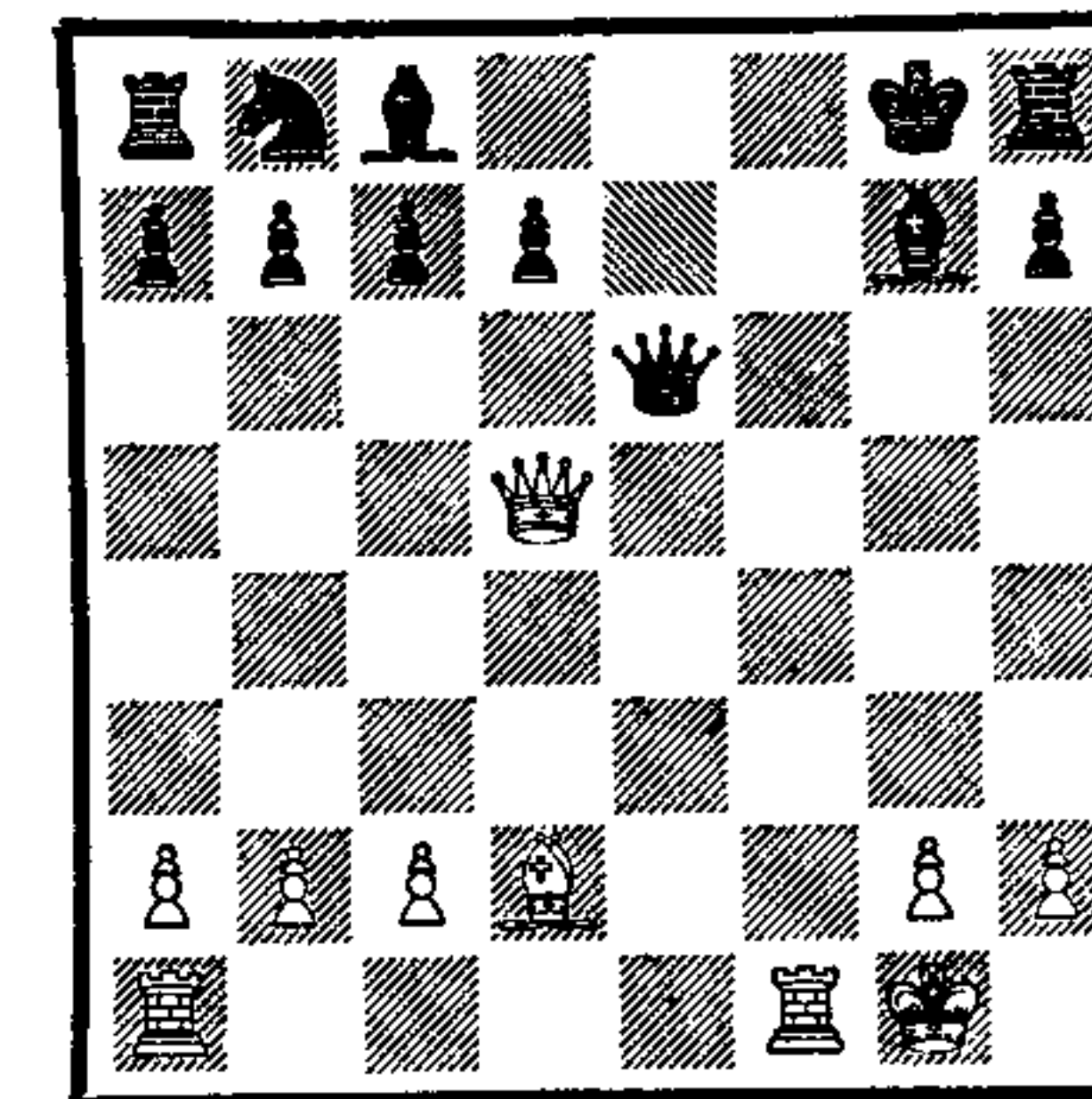
12 Nc3 Ne7 13 Nd5! N×d5 14 Q×d5+

One cannot help being struck by the fact that Black's Q-side is totally undeveloped. Although he is two pieces up, in practice he is forced to defend against the opponent's clear superiority in force.

14 ... Qe6

14 ... Kg6 is answered by 15 Be3!

15 Bd2+ Kg8



16 Rae1! Q×d5 17 Re8+ Bf8 18 Bh6! Resigns

No. 2 Young–Marshall, 1913

1 e4 e5 2 f4 e×f4 3 Nf3 g5 4 Bc4 g4 5 0–0 g×f3 6 B×f7+?!

The so-called 'wild' Muzio Gambit, in which Black can beat off the attack by accurate defence, retaining a material advantage. In the present game, however, the defence adopted is inaccurate.

6 ... K×f7 7 Q×f3 Qf6

The natural move (as played in the main variation of the Muzio Gambit after 5 0–0 g×f3 6 Q×f3). But in the given position it is by no means essential. The strongest reply is 7 ... d6, as recommended by Steinitz. E.g., 8 Q×f4+ (8 Qh5+ Ke7 9 R×f4 Qe8 is also in Black's favour) 8 ... Nf6 9 d4 Nc6 10 Nc3 Bg7! 11 Nd5 Rf8 12 N×f6 Q×f6. After 13 Qg3 White wins the queen, but for it Black obtains excellent compensation—13 ... Q×f1+ 14 K×f1 Ke8+. Black's king is out of danger, and with a rook and two minor pieces for a queen he should win.

8 d4 Q×d4+

Should one be greedy when two pieces up?

9 Be3 Qf6

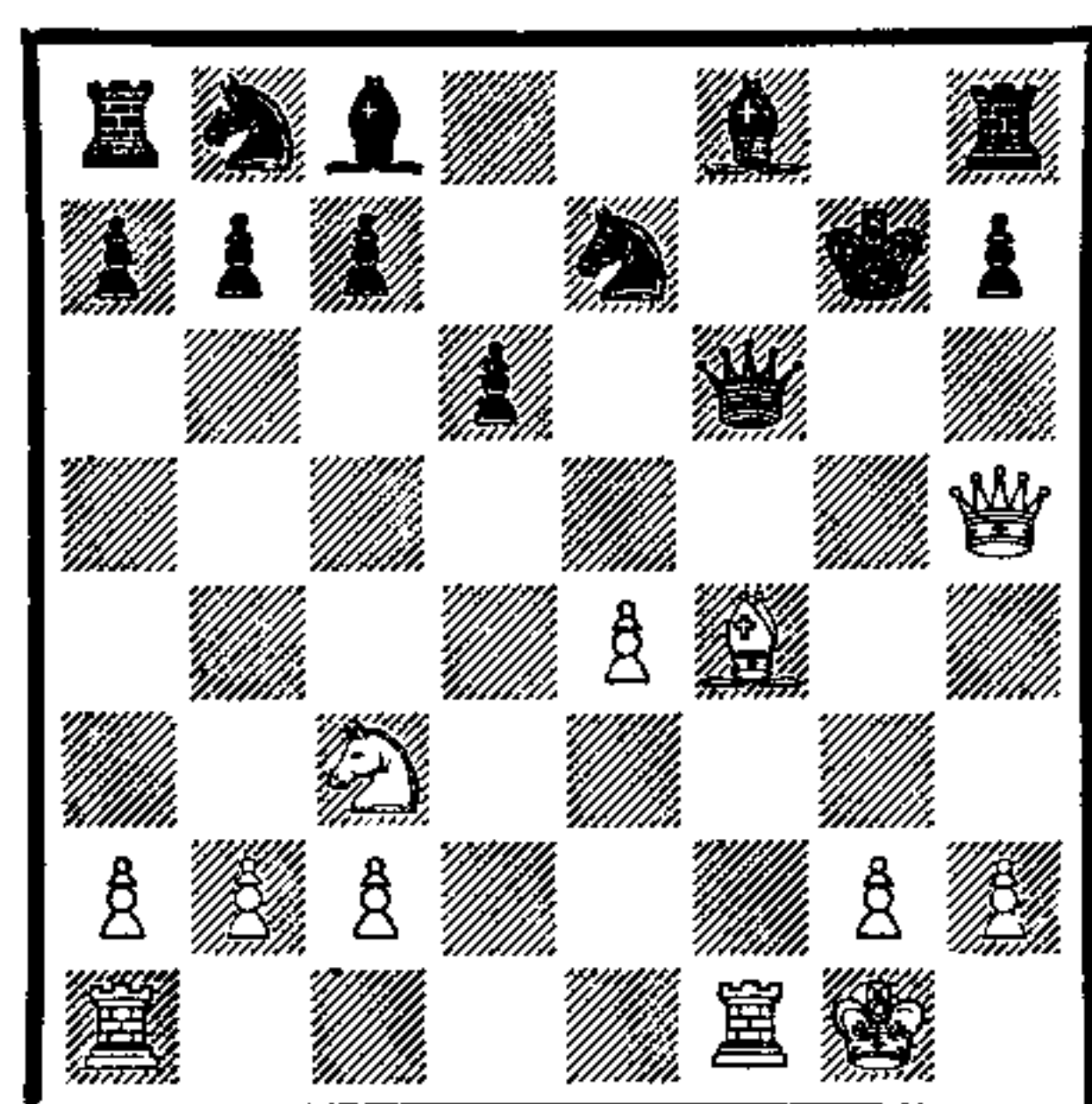
On 9 ... Q×b2 White cuts off the enemy queen by 10 c3, when the black king is defenceless.

10 Nc3 Ne7

If 10 ... f×e3, then 11 Qh5+ Kg7 12 R×f6 N×f6 13 Qg5+ Kf7 14 Rf1 Bg7 15 Nd5, and wins.

11 B×f4 d6 12 Qh5+ Kg7?

This loses immediately. 12 ... Ke6 was also inadequate, in view of 13 Bg5. But Black should have coolly blocked with the queen—12 ... Qg6!, not fearing the discovered check.



13 Bh6+! Resigns.

No. 3 Chigorin–N. N., 1876**1 e4 e5 2 f4 e×f4 3 Nf3 g5 4 Bc4 g4 5 Nc3**

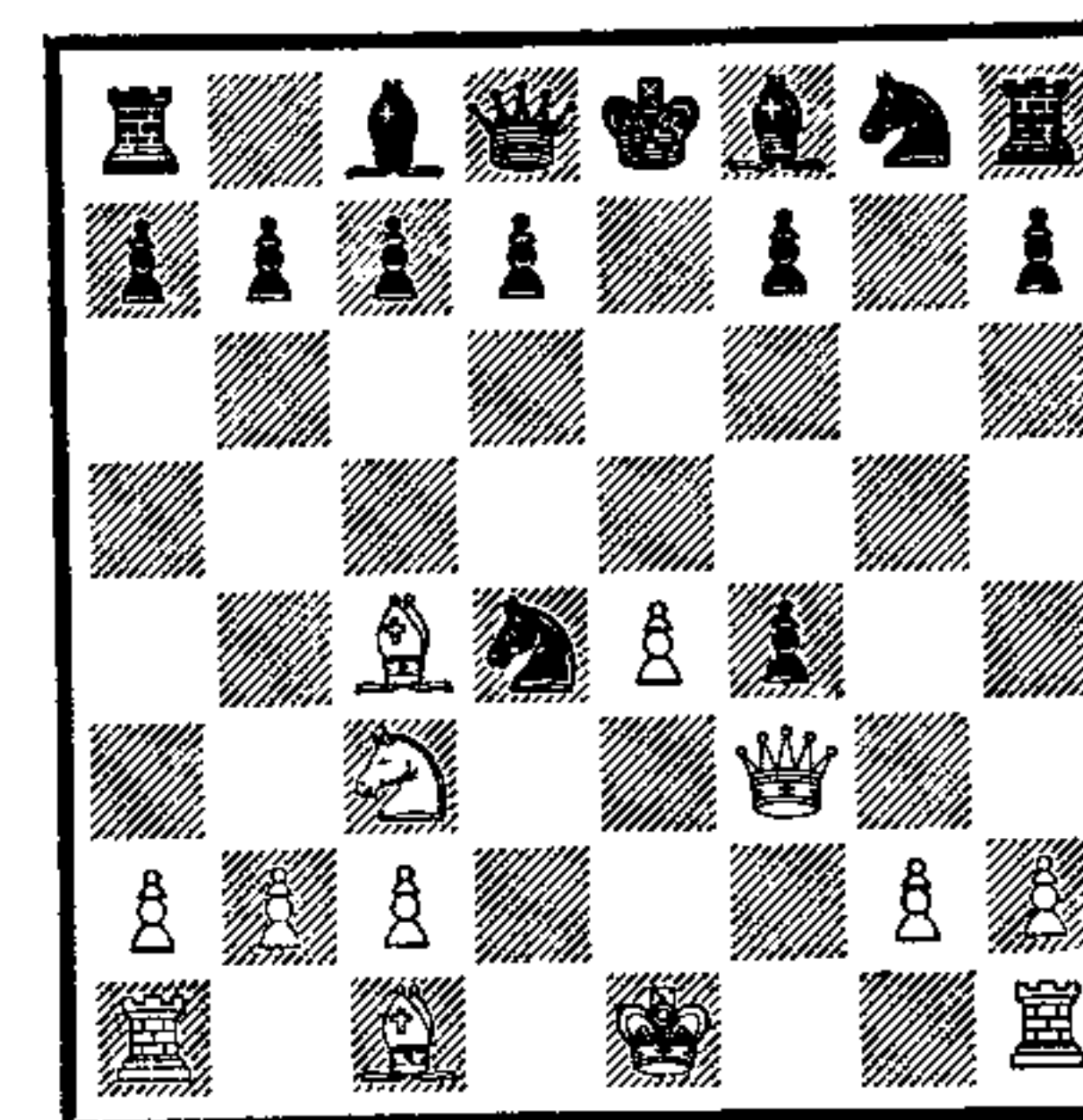
This move characterizes the McDonnell Gambit. The acceptance of the knight sacrifice demands active defence by Black.

5 ... g×f3 6 Q×f3 Nc6

This appears logical, but is in fact an erroneous continuation.

In one of the games from the McDonnell–La Bourdonnais match (1834/5) Black defended his pawn at f4 by 6 ... Bh6, which also gave White a strong attack: 7 d4 Nc6 8 0–0 N×d4? 9 B×f7+! K×f7 10 Qh5+ Kg7 11 B×f4 B×f4 12 R×f4 Nf6 13 Qg5+ Kf7 14 Raf1 Ke8 15 R×f6 Qe7 16 Nd5 Qc5 17 Kh1 Ne6 18 R×e6! d×e6 19 Nf6+, and La Bourdonnais resigned.

6 ... d6! is correct, and if 7 d4 (or 7 0–0), then 7 ... Be6. If 8 B×e6 f×e6 9 Qh5+, then 9 ... Kd7 followed by 10 ... Qe7.

7 d4 N×d4**8 B×f7+!**

This second piece sacrifice enables White, after the opening of the 'f' file, to attack the hostile king with superior forces.

8 ... K×f7 9 Qh5+ Kg7 10 0–0 Ne6

If 10 ... Nf6, then 11 Qg5+ Kf7 12 B×f4, with a crushing attack.

11 B×f4 N×f4 12 R×f4 Nh6 13 Raf1 Be7 14 Qe5+ Kg6 15 Nd5 Bg5

Here Chigorin played 16 Rf6+, and announced mate in not more than six moves: 16 ... Kh5 17 Nf4+ Kg4 (or 17 ... Kh4 18 R×h6+) 18 h3+ Kh4 19 R×h6+ B×h6 20 Qh5+ Kg3 21 Qg4 mate.

No. 4**1 e4 e5 2 f4 e×f4 3 Nf3 g5 4 Bc4 g4 5 B×f7+?!**

This bishop sacrifice is known by theory as the Lolli Gambit, after the name of the Italian master of the 18th century who analysed this sharp continuation. However, as in the case of the Muzio Gambit, the move 5 B×f7+ was known earlier than this. It too was mentioned by Polerio.

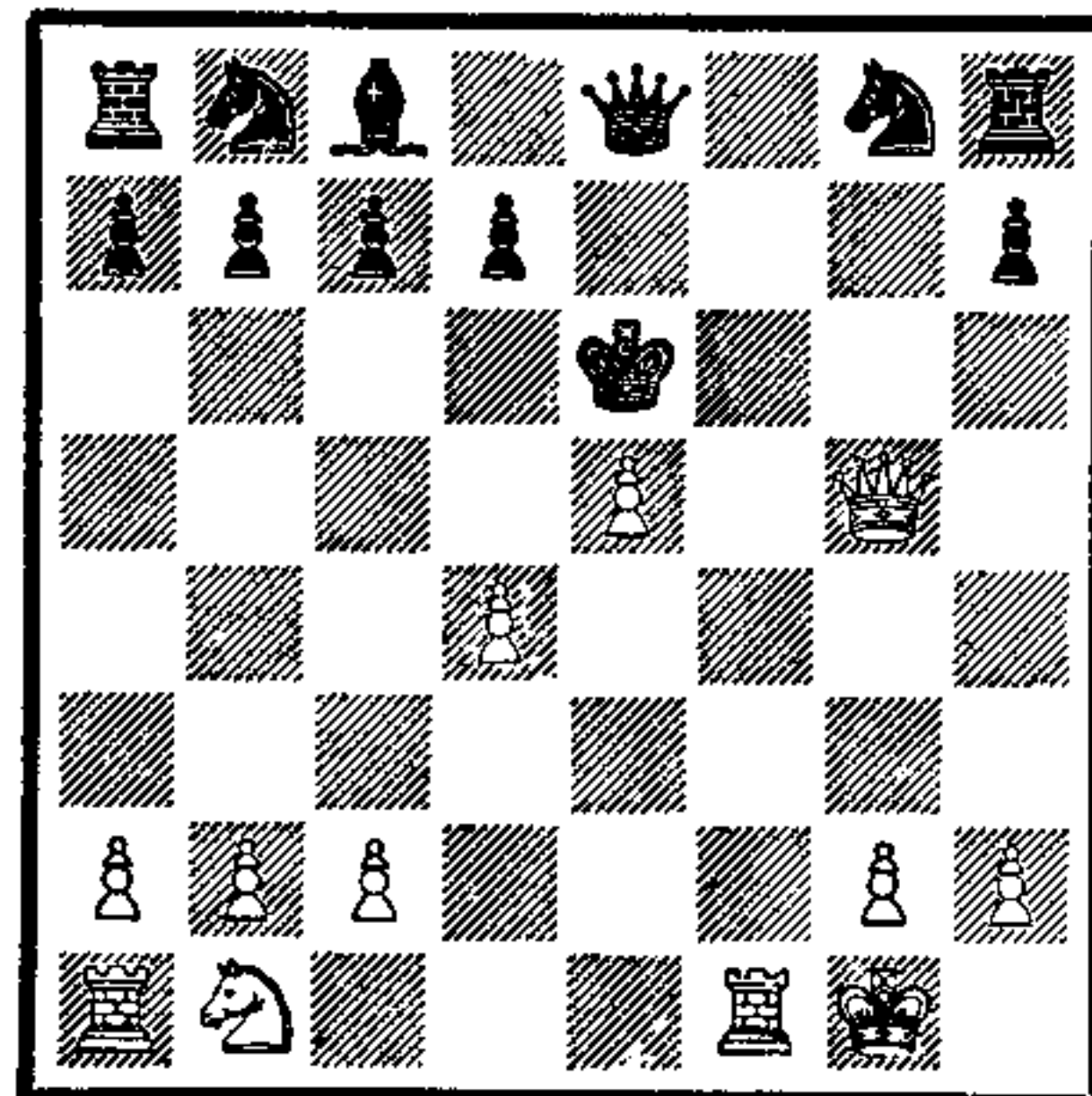
5 ... K×f7 6 Ne5+ Ke6?

After this reply White's sacrifice is justified. Correct is 6 ... Ke8, and on 7 Q×g4—7 ... Nf6 8 Q×f4 d6. If White continues the attack by 9 0-0, Black can boldly capture the knight; 9 ... d×e5 10 Q×e5+ Kf7, and after 11 Qh5+ Kg8 12 Qg5+ Bg7 he repulses the attack. In the event of 9 Nf3 (instead of 9 0-0) 9 ... Rg8! 10 0-0 Rg4 White has no real prospects.

7 Q×g4+ K×e5 8 Qf5+

The courageous black king, which has already captured a bishop and a knight, is now pursued by the white forces.

8 ... Kd6 9 d4 Bg7 10 B×f4+ Ke7 11 Bg5+ Bf6 12 e5 B×g5 13 Q×g5+ Ke8 14 Qh5+ Ke7 15 0-0 Qe8 16 Qg5+ Ke6



17 Rf6+!

The third and concluding sacrifice, after which the king ends up in front of his own troops.

17 ... N×f6 18 Q×f6+ Kd5 19 Nc3+ K×d4 20 Qf4+ Kc5 21 b4+ Kc6 22 Qc4+ Kb6 23 Na4 mate.

No. 5

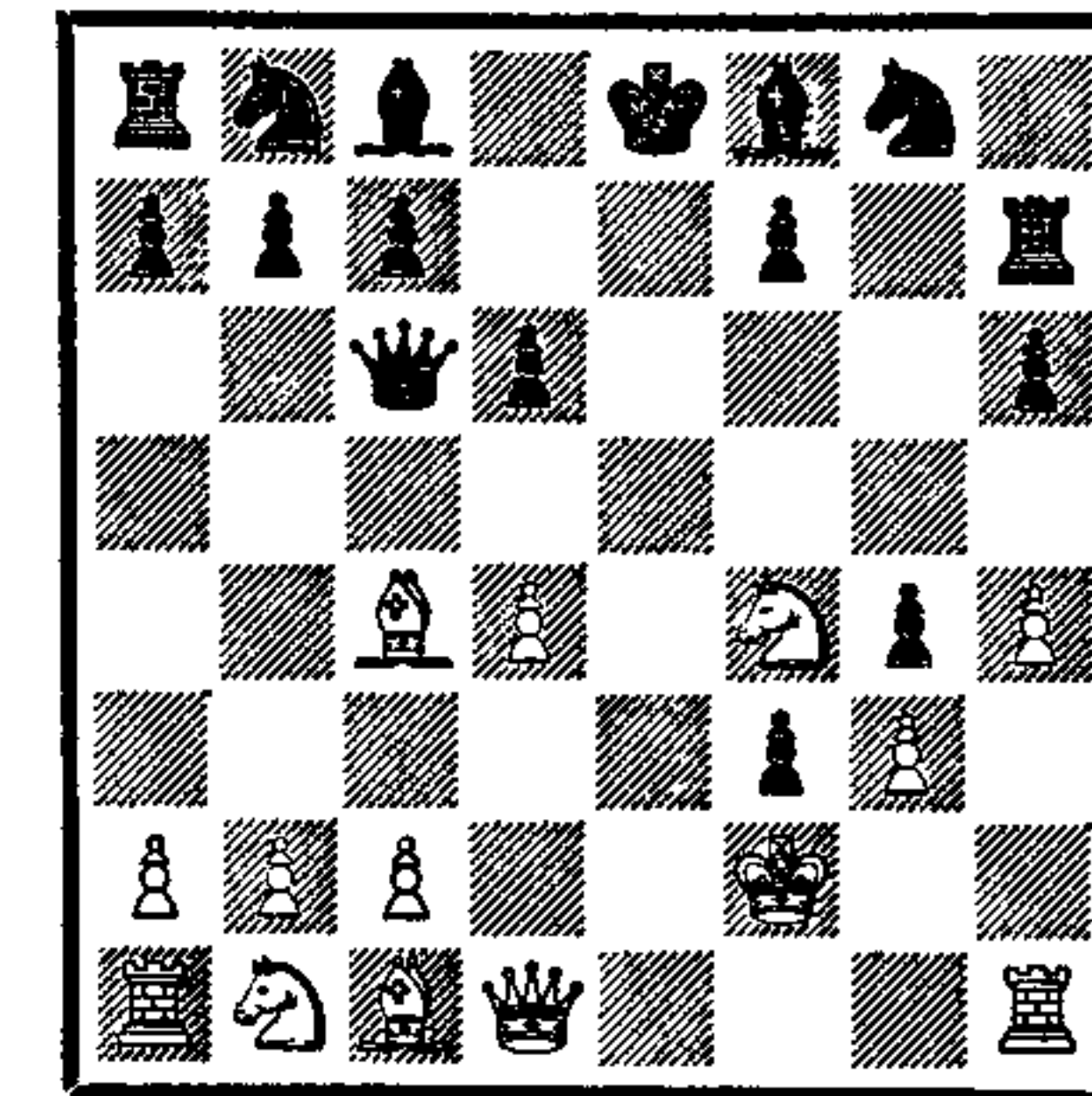
1 e4 e5 2 f4 e×f4 3 Nf3 g5 4 Bc4 h6 5 h4 g4 6 Ne5 Rh7 7 d4 d6 8 Nd3 f3 9 g3 Qe7 10 Nf4

This is an ancient variation from the manuscript of the celebrated

Italian player Gioachino Greco, who lived in the early 17th century. With his last move White allows Black to capture his 'e' pawn with check.

10 ... Q×e4+? 11 Kf2 Qc6

White was threatening both 12 Re1 and 12 Bd3.



12 Qd3

In view of the threats of 13 Q×h7 and 13 Bb5, White wins.

No. 6 Heemskerk-van Rhijn, 1896

1 e4 e5 2 f4 e×f4 3 Nf3 g5 4 h4 g4 5 Ne5 d5

The so-called Brentano Defence. 5 ... Nf6 or 5 ... Bg7 are considered stronger for Black.

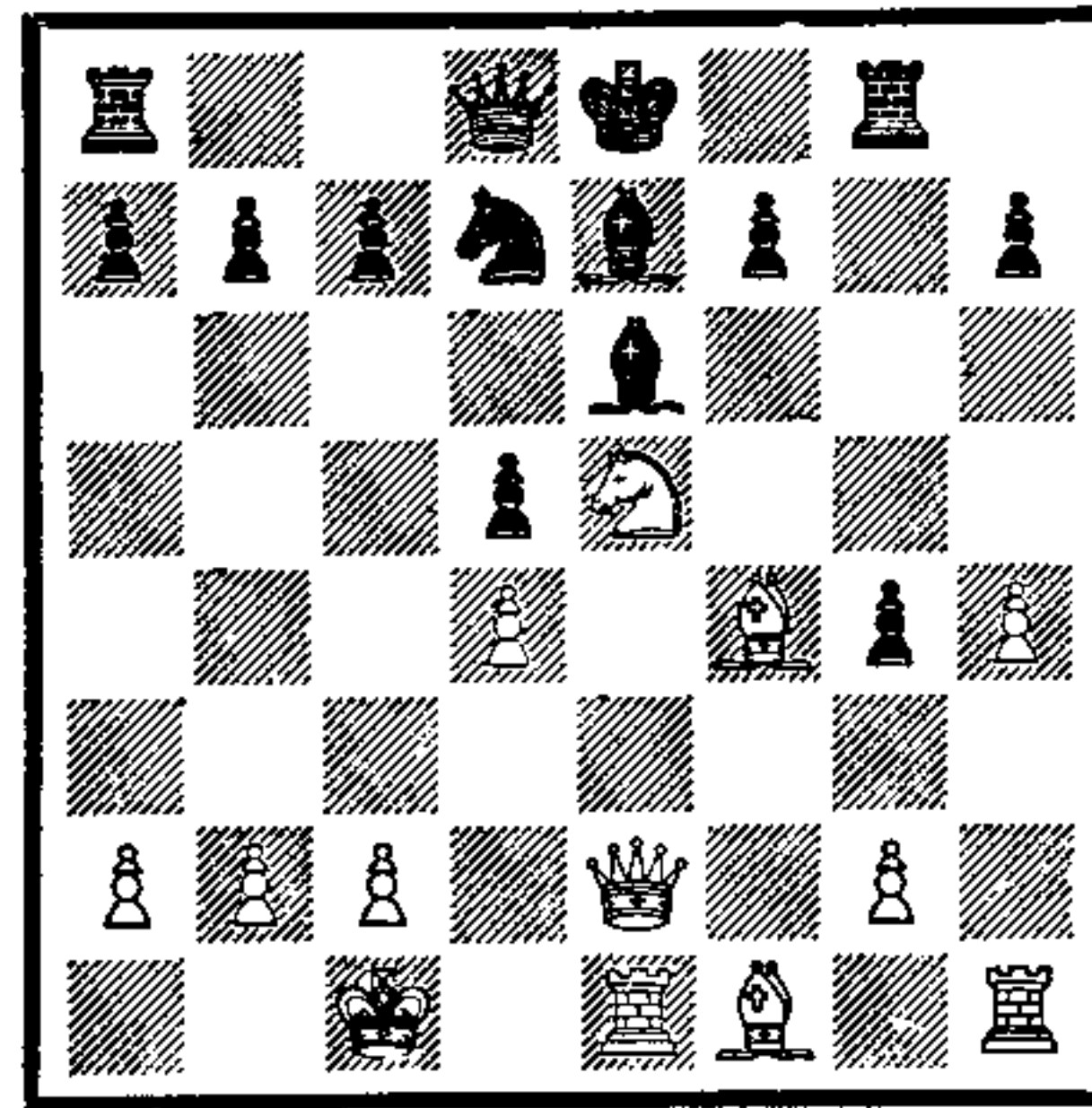
6 d4! Nf6 7 B×f4 N×e4 8 Nd2 N×d2 9 Q×d2 Be6 10 0-0-0 Nd7 11 Re1 Be7

He should have played 11 ... Bd6.

12 Qe2 Rg8

Black does not suspect any danger. 12 ... N×e5 was essential.

Utilizing the idea of diversion, White strikes a decisive blow along the 'e' file.



First—the file is unblocked: **13 N×f7! B×f7**. And now it remains to divert Black's queen from the defence of the square e7: **14 B×c7! Resigns**.

No. 7 von der Lasa–Jänisch, 1842

1 e4 e5 2 f4 e×f4 3 Nf3 Be7 4 Bc4 Bh4+

A tempting check. Nowadays the quieter 4 ... Nf6 is more usual, and on 5 e5—5 ... Ng4.

5 g3

The start of one of the most curious variations of the King's Gambit. Sacrificing three pawns, White voluntarily exposes his own king, in order to hide it behind... an enemy pawn! He then directs his fire against the square f7.

The alternative is 5 Kf1.

5 ... f×g3 6 0–0 g×h2+ 7 Kh1

In books on the openings this variation bears the name of the Cunningham Gambit, after the Scottish player of the early 18th century, who is supposed to have first suggested it. In actual fact the three pawns gambit was analysed, at least 100 years before Cunningham's discovery, by Greco.

Now Black has to take measures against the threatened attack on his f7 square. The strongest move is considered to be the counter-sacrifice 7 ... d5!, suggested in the mid 18th century by P. Stamma (cf. game

No. 8). But Black chooses a different continuation, also perfectly playable.

7 ... Bf6 8 Ne5 B×e5

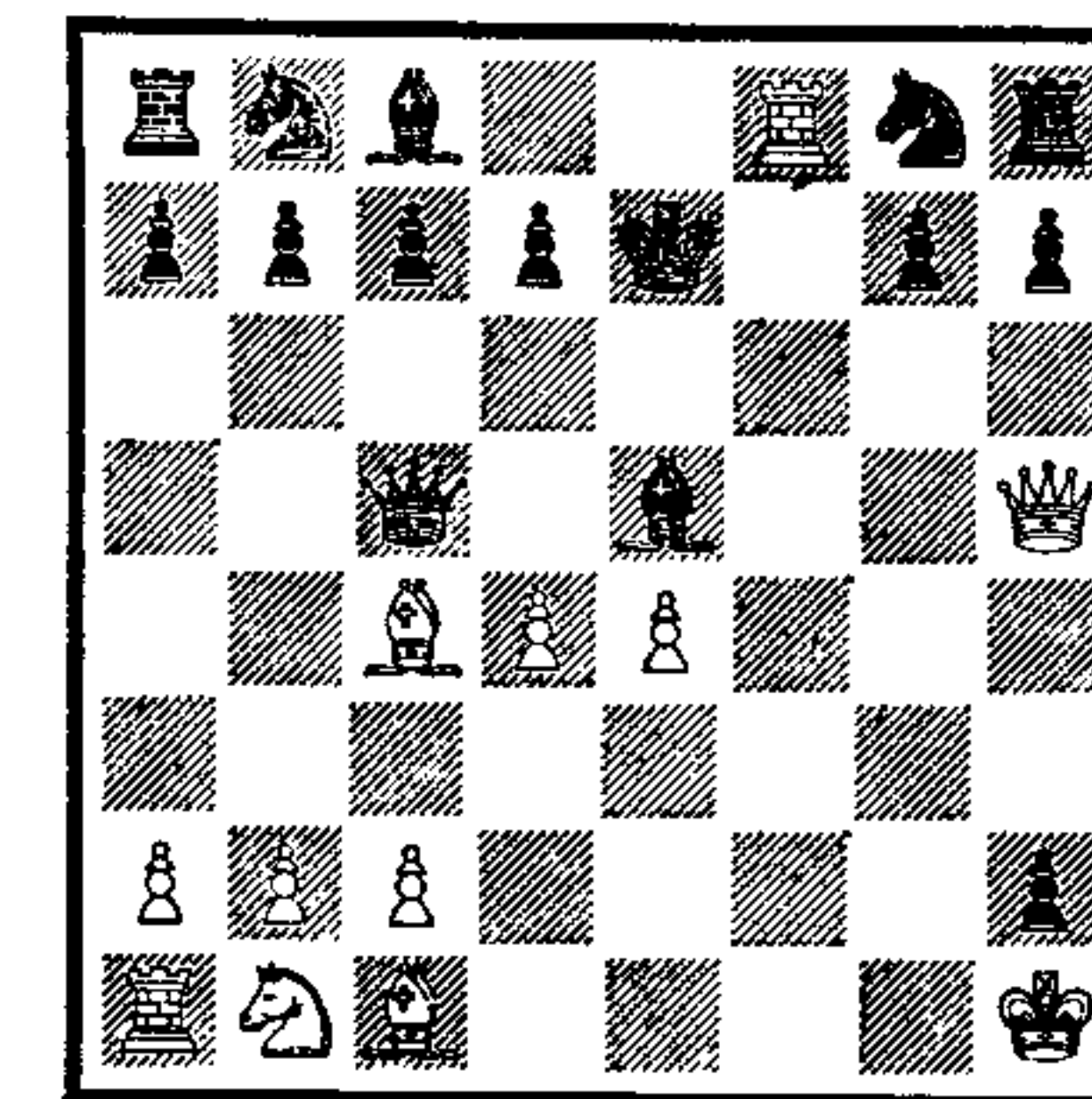
The intermediate move 8 ... d5, and on 9 B×d5—9 ... B×e5, does not save Black from a dangerous attack: 10 Qh5 Qd6 11 Q×f7+ Kd8 12 d4!

9 Qh5! Qe7 10 R×f7 Qc5!

Now White has a discovered check, even several, but nevertheless he does not have a great deal of choice. After 11 R×g7+ Kd8 12 B×g8 Qd4! Black easily repulses the attack. If on the other hand 11 Rf5+, then 11 ... Kd8!

All that remains is a double check.

11 Rf8++ Ke7 12 d4



Black is offered the choice of the bishop or the 'd' pawn. Jänisch decided to capture the bishop and... found himself mated. He should have played 12 ... Q×d4!, e.g. 13 Bg5+ Kd6 14 Nd2 Nf6, and if 15 Qf7, then 15 ... N×e4!, parrying the threats.

12 ... Q×c4? 13 Qe8+ Kd6 14 Q×e5+ Kc6 15 Na3!

The reserves join the attack, and this proves decisive. On 15 ... Qb4, 16 Bd2! concludes the game.

15 ... d6 16 d5+ Kc5 17 Be3+ Kb4 18 c3+ Ka4 19 b3+ K×a3 20 Bc1 mate.

No. 8 Duz-Khotimirsky–Robine, 1910

1 e4 e5 2 f4 e×f4 3 Nf3 Be7 4 Bc4 Bh4+ 5 g3 f×g3 6 0–0 g×h2+ 7 Kh1 d5!

Stamma's energetic move, which puts a damper on White's aggressive intentions. On 8 B×d5 Black replies 8 ... Nf6 (9 N×h4 N×d5), while 8 e×d5 blocks the important diagonal of White's bishop at c4.

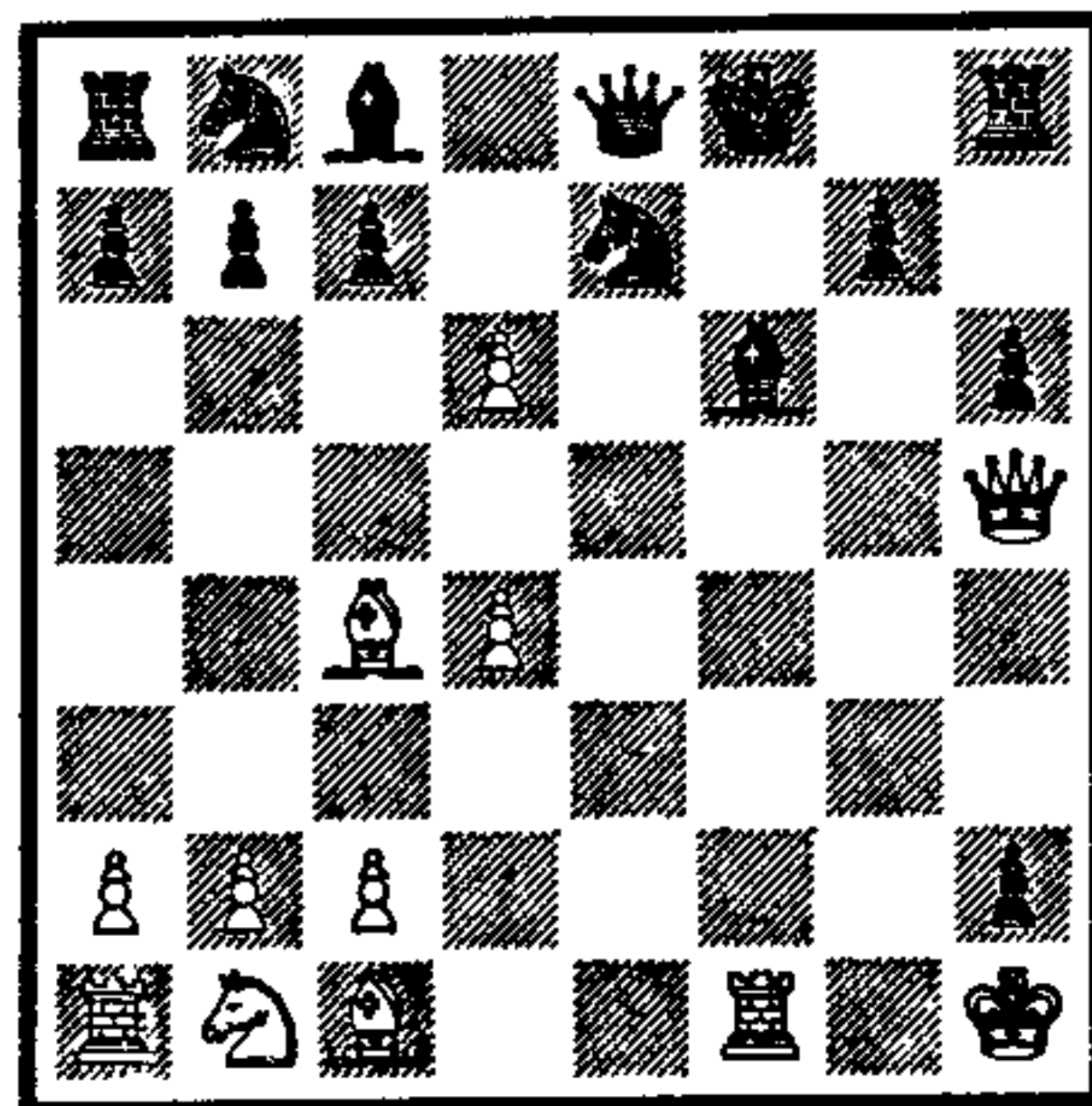
8 e×d5 Bf6! 9 d4 Ne7 10 Ng5 h6?

A terrible mistake. On 10 ... 0–0 White continues the attack by 11 Qh5 B×g5 12 B×g5, but 10 ... Bf5!, and on 11 Nc3–11 ... Bg6 followed by 0–0, parries all the threats, and gives Black the advantage.

11 N×f7! K×f7 12 d6+ Kf8

On 12 ... Be6 there follows 13 Qh5+ g6 14 R×f6+ K×f6 15 Qe5+ Kf7 16 B×e6+ and 17 Q×h8+, and mates.

13 Qh5 Qe8



14 R×f6+! g×f6 15 Q×h6+ R×h6 16 B×h6 mate.

No. 9 Rosit–Neishtadt, 1952

1 e4 e5 2 f4 e×f4 3 Nc3

White voluntarily deprives himself of the possibility of castling. He does this in many variations of the King's Gambit, e.g. in the so-called Bishop's

Gambit—3 Bc4 Qh4+ 4 Kf1. The position of the king at f1 is normally secure, but after 3 Nc3 Qh4+ 4 Ke2 it gives serious cause for alarm.

Why then does White play 3 Nc3? As the reader will see, it is not so easy to exploit the position of the king at e2. Especially when you can't have a glance at the book...

3 ... Qh4+ 4 Ke2

White plans to play 5 Nf3 and then d2–d4, or 5 Nd5. Black is required to act energetically.

4 ... d5!

Not knowing the theoretical recommendations, not everyone would venture on this move. After all, Black not only sacrifices a pawn, but also allows a hostile knight to attack the square c7.

5 N×d5 Bg4+ 6 Nf3 Nc6

The start of a wild variation involving the sacrifice of a rook. Nowadays 6 ... Bd6 is considered strongest, and on 7 d4–7 ... Nc6! (intending 8 ... 0–0–0). If now 8 e5, then all the same 8 ... 0–0–0! 9 e×d6 R×d6 10 c4 Nf6!, with a formidable attack for the sacrificed piece.

7 N×c7+ Kd8

As it later turns out, the king must move to this square, and not to d7.

8 N×a8 Ne5

The threat is 9 ... N×f3 10 g×f3 B×f3+! 11 K×f3 Qh5+, winning the queen. This means that White cannot play 9 d4.

It is interesting that if on his seventh move Black had played his king to d7, this whole operation would have failed: after 12 Kf2 Q×d1 White wins immediately by 13 Bh3+!

9 Qe1

Recommended by the Mexican master C. Torre. White gives up a piece to exchange the queens. However, as the present game shows, this does not weaken Black's attack. Therefore 9 h3 should be considered, when Black, it is true, can force a draw: 9 ... B×f3+ 10 g×f3 Qg3!, and on

11 d4—11 ... Q×f3+ 12 Ke1 Qg3+ 13 Ke2 Qf3+, with perpetual check.

On 9 h3 Black also has the interesting reply 9 ... Bh5, when White should boldly play 10 d4! (but not 10 Rg1 Qg3 11 Qe1 B×f3+ 12 g×f3 Q×f3 mate!). The wild variation with the queen sacrifice—10 ... N×f3 11 g×f3 B×f3+ 12 K×f3 Qh5+ 13 Kg2 Q×d1 14 Bd3 Qh5 15 B×f4, which occurred in the game Jago—Thomas (1966), is probably advantageous to White.

9 ... N×f3 10 Q×h4

Here again with the black king at d7 White could have calmly captured the knight—10 g×f3 (10 ... B×f3+ 11 K×f3! Q×e1 12 Bh3+).

10 ... N×h4+ 11 Ke1

Prior to the game in question this position was considered relatively acceptable for White. But within a couple of moves it becomes clear that, despite the exchange of queens, White's king is threatened by a dangerous attack.

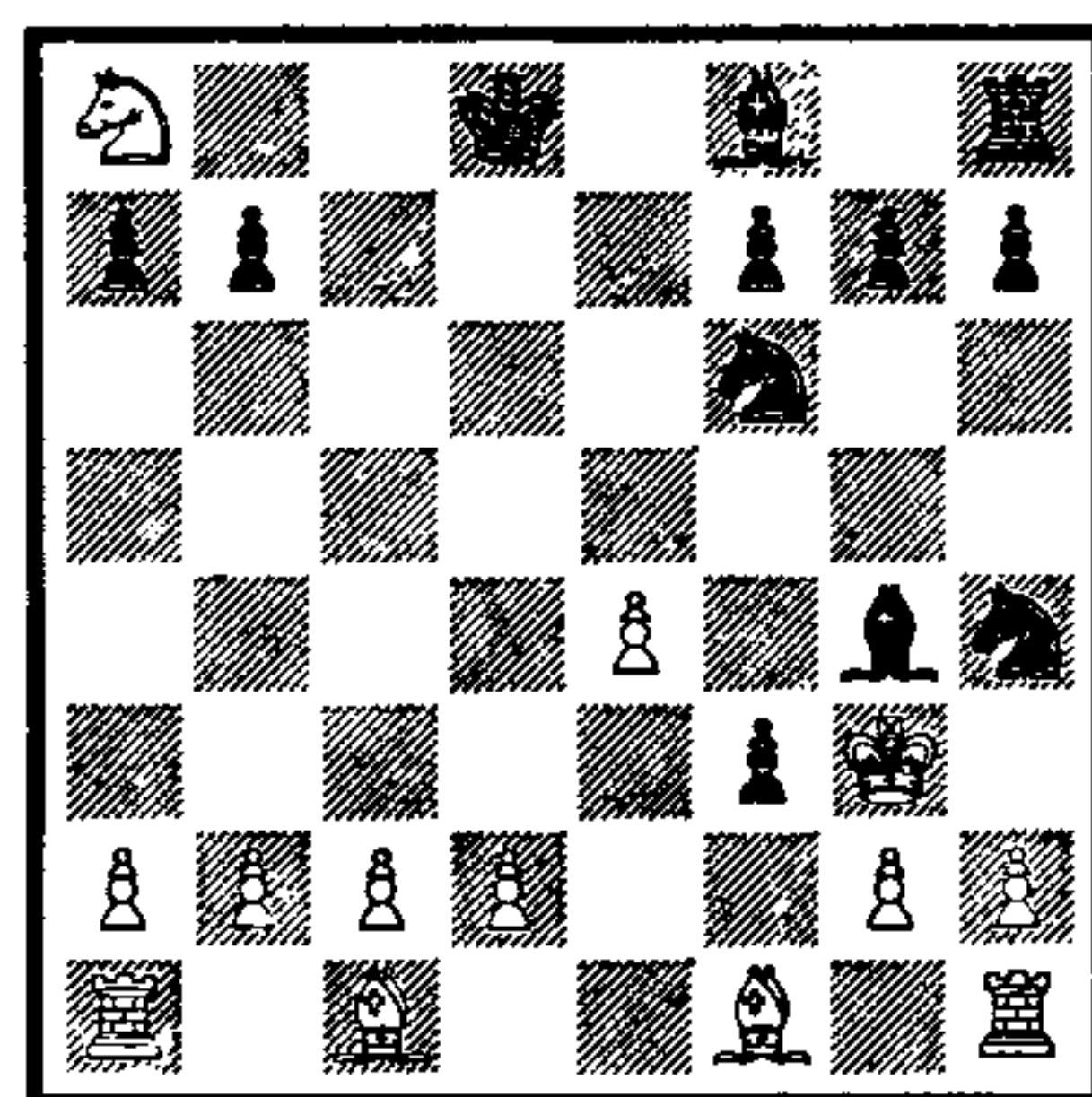
11 ... f3 12 Kf2

In the event of 12 g3, 12 ... Ng2+ is strong, and if 13 Kd1, then 13 ... Bc5 14 c3 Nf6.

On 12 g×f3 Black can reply either 12 ... B×f3 13 Rg1 B×e4, or 12 ... N×f3+ 13 Kf2 Bc5+.

12 ... Nf6 13 Kg3

If 13 g3, then 13 ... Bc5+ 14 d4 B×d4+ 15 Be3 N×e4+.



13 ... Bd6+! 14 Kf2

If White captures the knight he is mated (14 K×h4 Bf4!). But now his king is deprived of defenders, and comes under the fire of all the hostile pieces.

14 ... N×e4+ 15 Ke3 Re8 16 Bb5 Nf5+ 17 Resigns.

Vienna Game

No. 10 Spielmann—Flamberg, 1914

1 e4 e5 2 Nc3 Nf6 3 f4 d5 4 f×e5 N×e4 5 Nf3 Bg4

An old, but playable continuation. Nevertheless, modern theory considers 5 ... Be7 to be sounder, followed by the rapid development of the K-side and the undermining of the pawn at e5. E.g., 6 d3 N×c3 7 b×c3 0-0 8 d4 f6 9 Bd3 f×e5 10 N×e5 Bf5, or 6 d4 0-0 7 Bd3 f5 8 e×f6 B×f6 9 0-0 Nc6! 10 N×e4 d×e4 11 B×e4 N×d4 12 Ng5 Bf5!. In each case Black has no difficulties.

6 Qe2 Nc5

6 ... N×c3 is the simplest here, e.g. 7 b×c3 c5 8 Qf2 Nc6, or 7 d×c3 c6 8 Bf4 Nd7 9 0-0-0 Qa5, with equal chances.

7 d4

A good move, which at the same time sets a trap.

7 ... B×f3

The knight should have been retreated to e6, but Flamberg decided that he could capture the 'd' pawn with impunity.

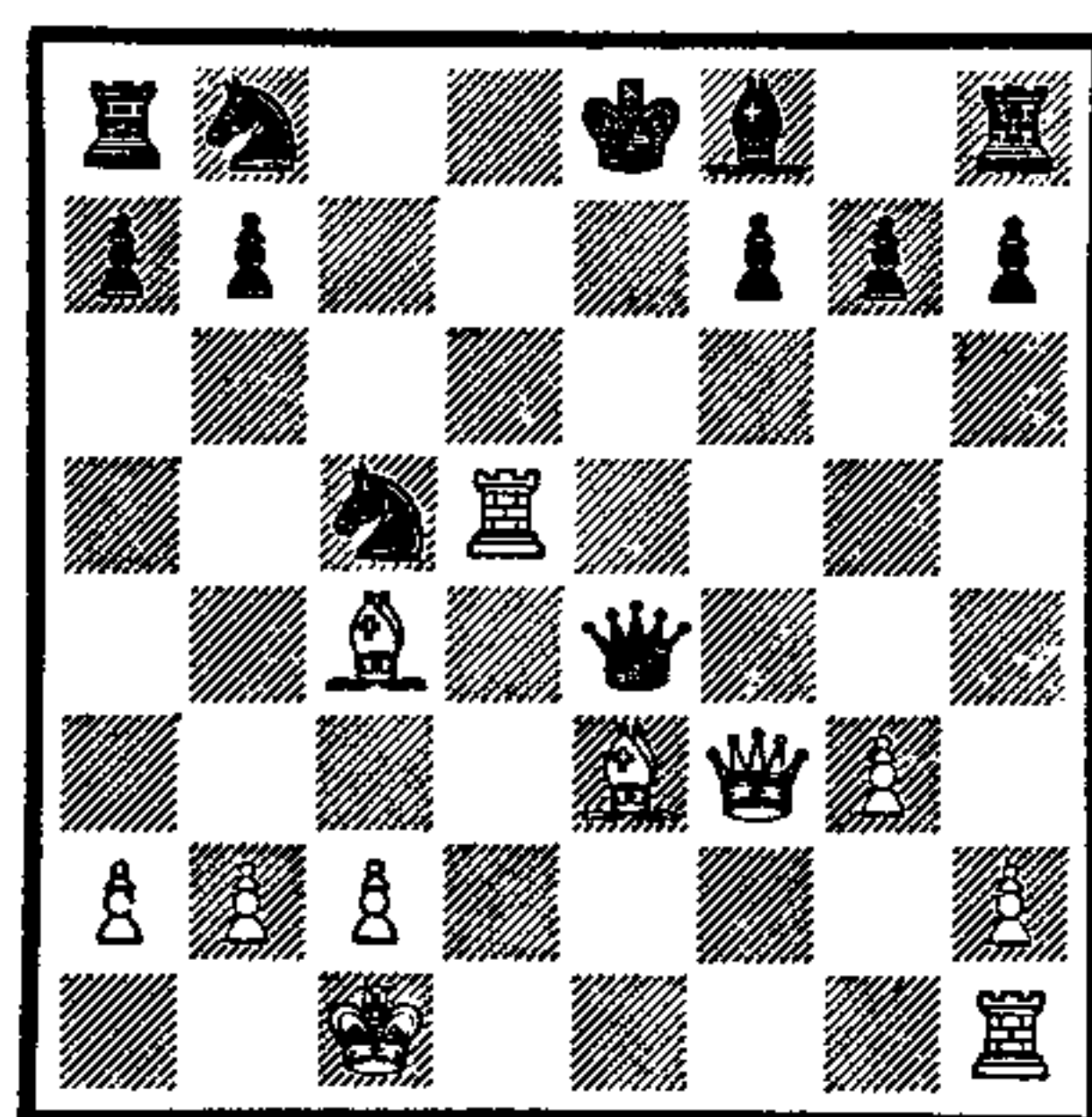
8 Q×f3 Qh4+ 9 g3 Q×d4 10 Be3!

In order to open lines Spielmann sacrifices a second pawn.

10 ... Q×e5 11 0-0-0 c6

White's big lead in development enables him to disorganize the opponent's defences with a knight sacrifice, and to decide the game by an attack.

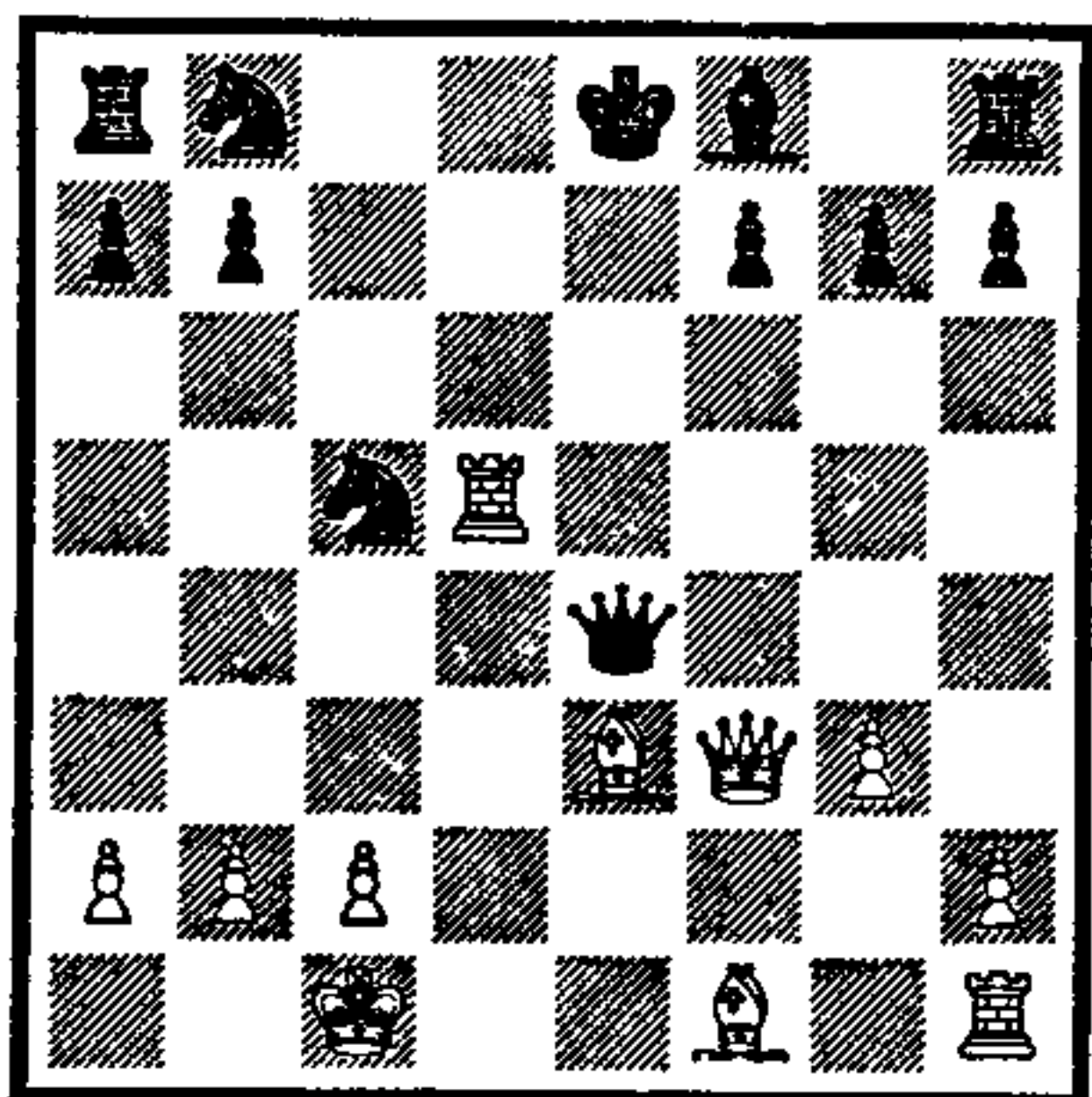
12 N×d5! c×d5 13 R×d5 Qe6 14 Bc4 Qe4



15 B×c5!!

A queen sacrifice, which forces Black's immediate resignation. On 15 ... Q×f3 there follows 16 Re1+.

Note that if Black had played his queen to e4 immediately (instead of 13 ... Qe6), he would still have lost.



14 Bb5+ Nc6 15 B×c5! Q×f3 16 Re1+ Be7 17 R×e7+ Kf8 18 Re3+.

The reply that would have caused White perhaps the greatest difficulty in continuing his attack was 13 ... Qc7. On this Spielmann intended

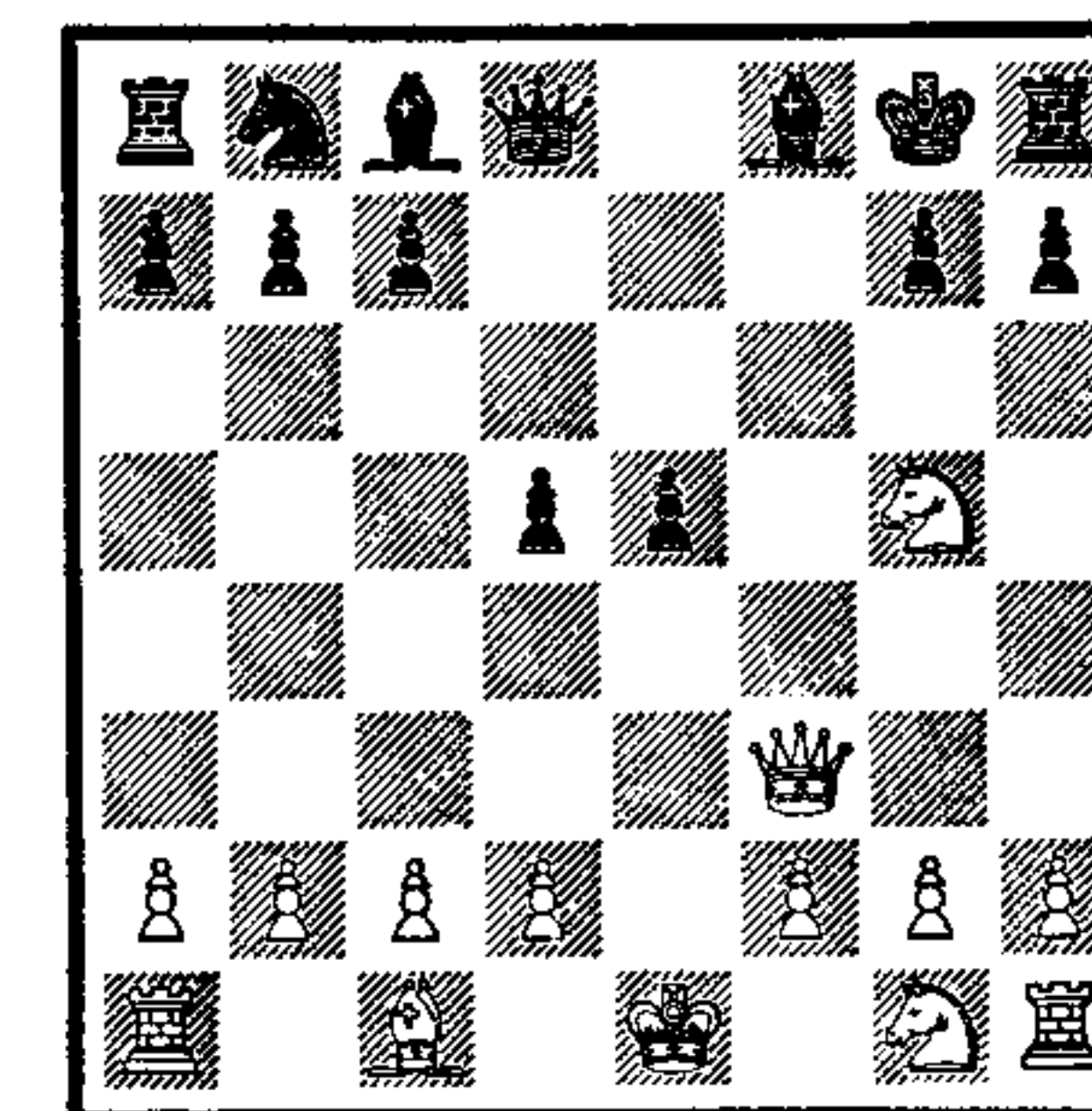
14 Bf4!, with the following variations: 14 ... Qa5 15 Bb5+! Q×b5 (15 ... Nc6 16 Re5+) 16 Re1+ Be7 17 R×e7+ K×e7 18 Qe3+, or 14 ... Qb6 15 B×b8! R×b8 (the only move by which to avoid a debacle is 15 ... Be7) 16 Qf4 Rd8 (16 ... Rc8 17 Bb5+! Q×b5 18 Re1+ Be7 19 R×e7+! K×e7 20 Qd6+ Ke8 21 Re5+) 17 Bb5+! Q×b5 18 Re1+ Be7 19 R×e7+ K×e7 20 Qe5+ Ne6 21 R×b5, with a material advantage.

No. 11

1 e4 e5 2 Nc3 Nf6 3 Bc4 N×e4

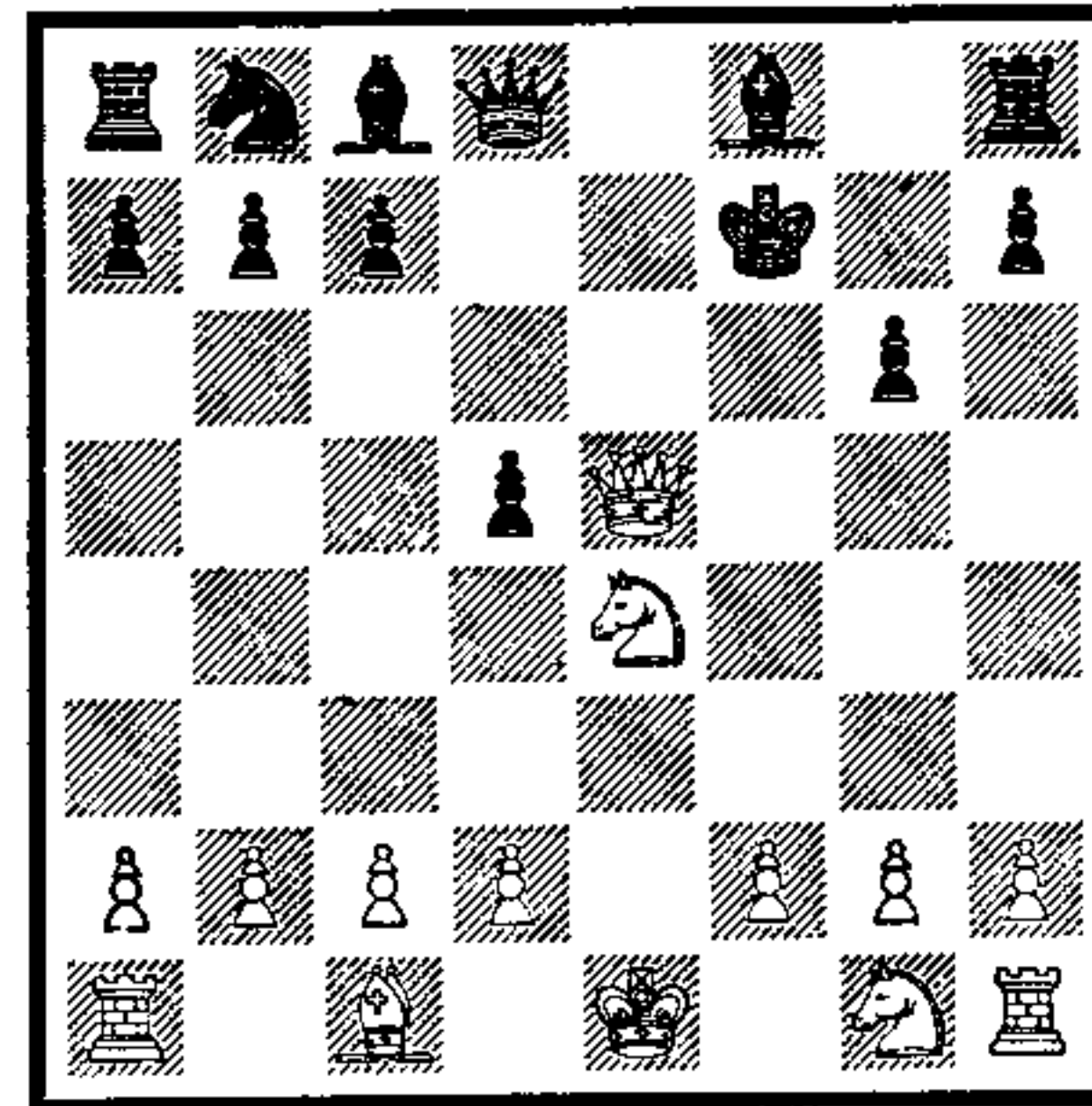
This piece sacrifice is a temporary one: 4 N×e4 is answered by 4 ... d5.

The attempt to refute 3 ... N×e4 by the counter-sacrifice 4 B×f7+ K×f7 5 N×e4 leads to a positional advantage for Black: 5 ... d5! 6 Qf3+ Kg8 7 Ng5?!



The knight cannot be captured in view of 8 Q×d5+, but meanwhile mate at f7 is threatened. But the only reply 7 ... Qd7! enables Black to parry the threats and to obtain an excellent position, thanks to his strong centre.

Let us now return to the position after Black's fifth move. If instead of 6 Qf3+ White plays 6 Qh5+, and on 6 ... g6-7 Q×e5?, then he loses a piece.



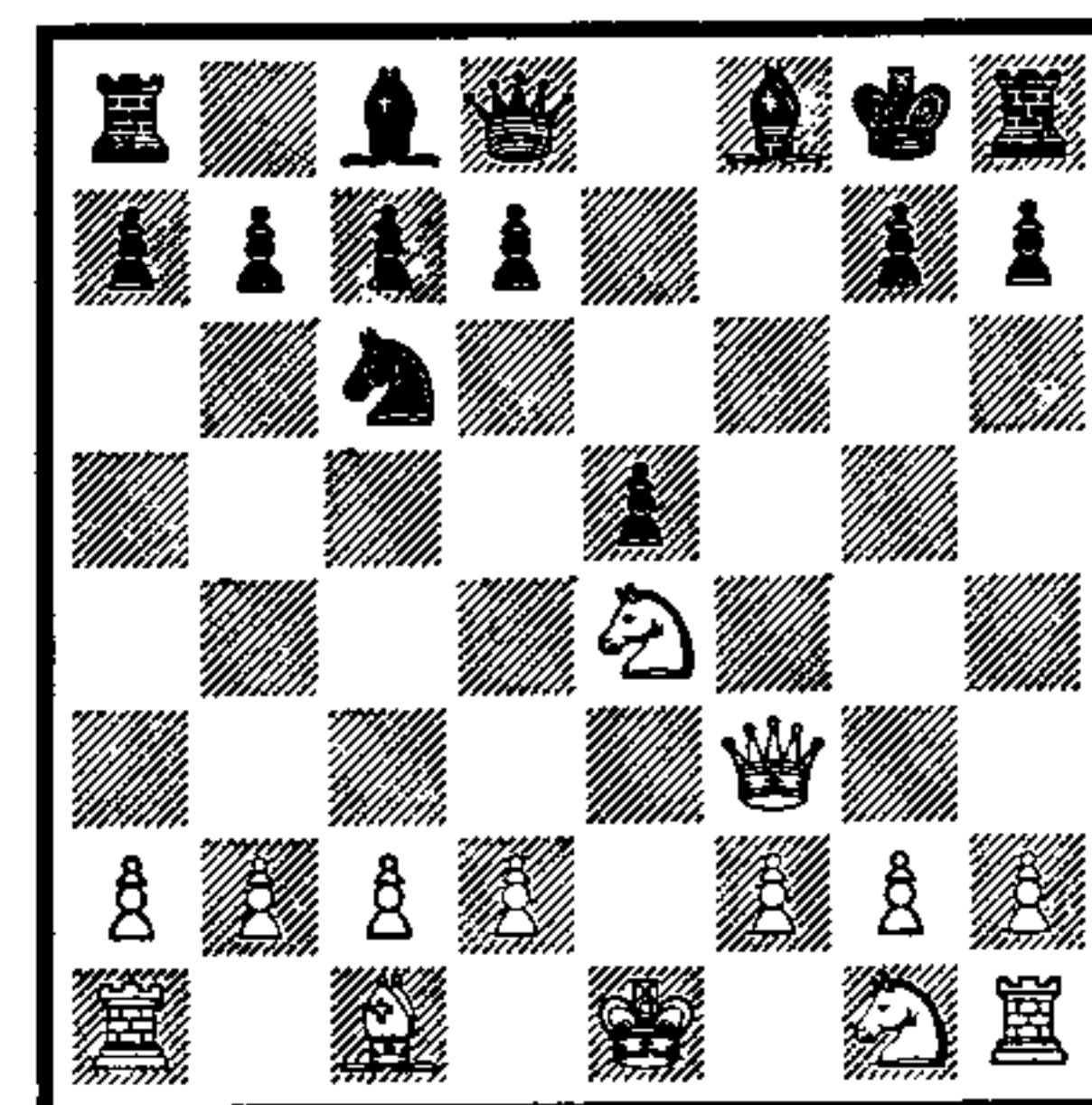
7 ... Bh6! The attacked knight cannot move on account of **8 ... Re8**. The bishop moved to h6 in order to deny the opponent an intermediate check at f4, and also to prevent **Ne4-g5+**.

No. 12 Imbisch-Göring, 1899

1 e4 e5 2 Nc3 Nf6 3 Bc4 N×e4 4 B×f7+ K×f7 5 N×e4 Nc6?

As already stated, **5 ... d5** is correct. But what's the difference? After all, **5 ... Nc6** is also a useful move...

6 Qf3+ Kg8?



7 Ng5!

This move, which in the previous example was merely a crude trap, in the present situation decides the game! Against the threats of **8 Qf7** mate and **8 Qd5** mate there is no satisfactory defence, and therefore Black resigned.

Black could have avoided an instant debacle by retreating his king to e8 (instead of **6 ... Kg8**). Of course, his position would have been inferior, as his king would have had to spend the middlegame in the centre.

No. 13 Taubenhaus-Halpern, 1887

1 e4 e5 2 Nc3 Nc6 3 f4 e×f4 4 d4

This variation of the Vienna Game is known as the Steinitz Gambit. The check at h4 does not frighten White ...

4 ... Qh4+ 5 Ke2

One would expect that the king, being positioned in front of his own pieces, would be in great danger. But White's powerful centre and good development make it difficult for his opponent to create threats.

5 ... d5

Suggested in 1871 by Zukertort. Black strives to open up the game at any price, and so exploit the exposed position of the white king. The reader has already met such a counter-attacking plan in the King's Gambit (p. 61). In the present case Black has already made the useful attacking move **Nb8-c6**, while White has played **d2-d4**, which is very important for controlling the central squares...

The alternatives are **5 ... d6**, **5 ... Nf6** and **5 ... g5**, of which the first is considered by modern theory to be the most advantageous for Black. E.g., **5 ... d6 6 Nf3 Bg4 7 B×f4 f5!**

6 e×d5

If **6 N×d5**, then **6 ... Bg4+ 7 Nf3 0-0-0 8 B×f4 Nf6**, or **8 c3 f5!**, with an attack.

6 ... Bg4+ 7 Nf3 B×f3+

Highly promising here was the knight sacrifice **7 ... 0-0-0!**, and on **8 d×c6-8 ... Bc5 (9 c×b7+ Kb8)**.

8 g×f3 Qe7+ 9 Kd3 Nb4+ 10 Kc4

"The king is heading towards its doom", the reader may decide. But in fact the white king feels fine! How is Black to get at it? If, for instance, **10 ... 0-0-0**, then **11 a3**. After **11 ... N×d5** (no other way of maintaining the attack is apparent) **12 N×d5 R×d5** White does not capture

the rook (13 K×d5? Qe6 mate, or 13 Bh3 + f5 14 K×d5? Qf7+ 15 Ke5 Bd6 mate), but plays 13 Kb3!.

10 ... c6

This looks natural, but is in fact the decisive mistake.

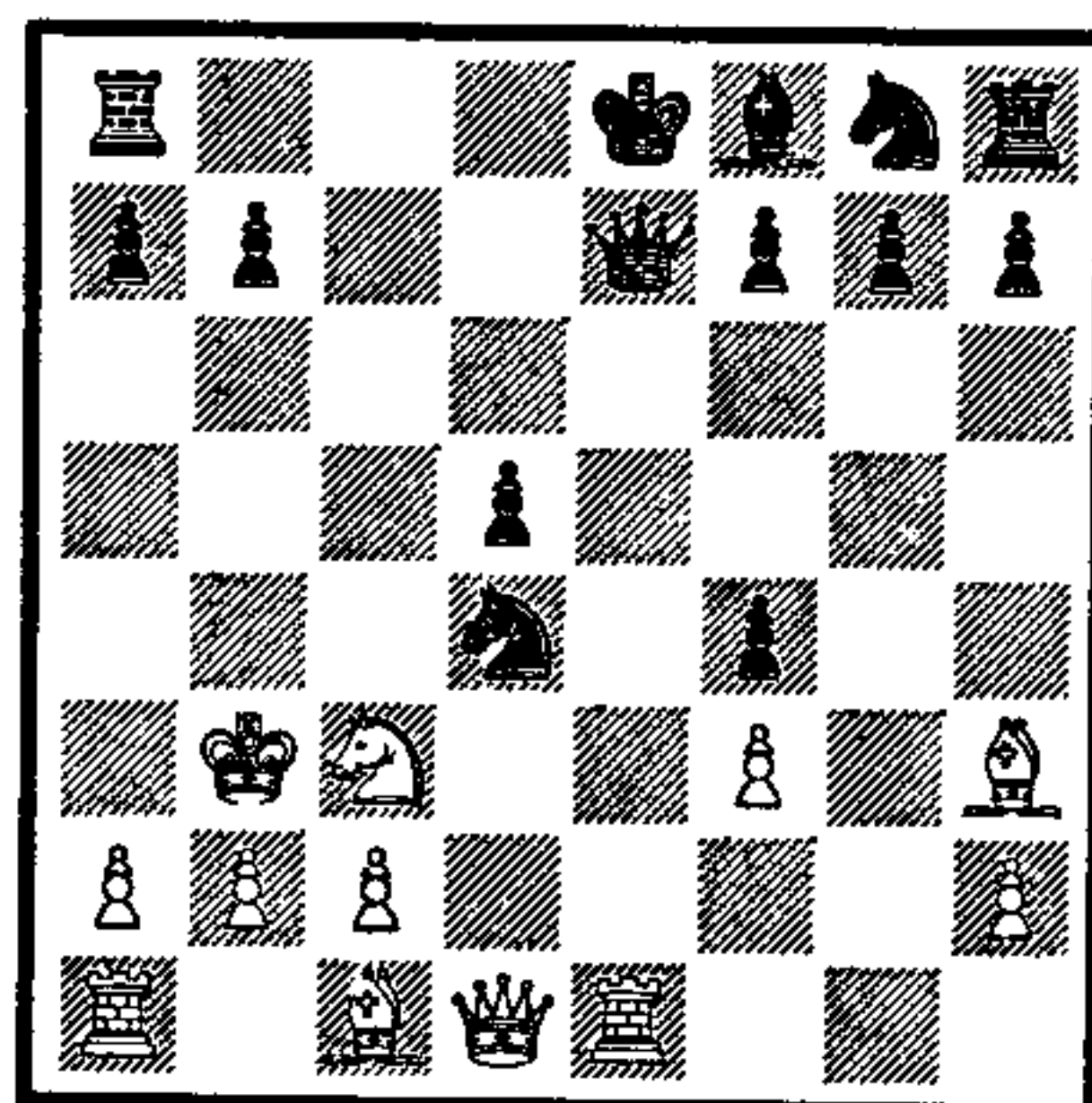
11 Bh3! (preventing Q-side castling, and threatening 12 Re1)

11 ... c×d5 + 12 Kb3 (not, of course, 12 N×d5? in view of 12 ... b5+)

12 ... Nc6

Black thought that by this move he had parried the threat of 13 Re1, but Taubehnaus had seen further.

13 Re1! N×d4+



14 Q×d4! Q×e1

Black's king turns out to be in a much more dangerous position. White announced mate in 7 moves: **15 Qa4 + b5 16 Q×b5 + Ke7** (the beginning of a 'return visit') **17 Qd7 + Kf6 18 N×d5 + Ke5** (or 18 ... Kg6 19 Qf5 + and 20 B×f4 +) **19 B×f4 + Kd4 20 Nc3 + Kc5 21 Na4 mate.**

No. 14 Mieses–Chigorin, 1906

1 e4 e5 2 Nc3 Nc6 3 Bc4 Bc5 4 Qg4 Qf6

The correct reply to the aggressive move 4 Qg4 is 4 ... g6. The threat of d7–d5 forces White to lose time on the retreat of his queen. After 5 Qg3 d6 6 Nf3 Be6 Black's chances are no worse. In the event of 5 Qf3 Nf6

6 Nge2, with the idea of exploiting the weakening of the black squares on the K-side (6 ... d6 7 d3 Bg4 8 Qg3 and then f2–f4), the manoeuvre suggested by Keres is interesting: 6 ... Bf8, and on 7 d4–7 ... Bg7!.

In attacking the f2 square, Black assumed that his opponent would be bound to defend it. He would then prevent Nc3–d5 by Ng8–e7.

5 Nd5!

White allows the capture of his pawn with check, but creates very dangerous threats.

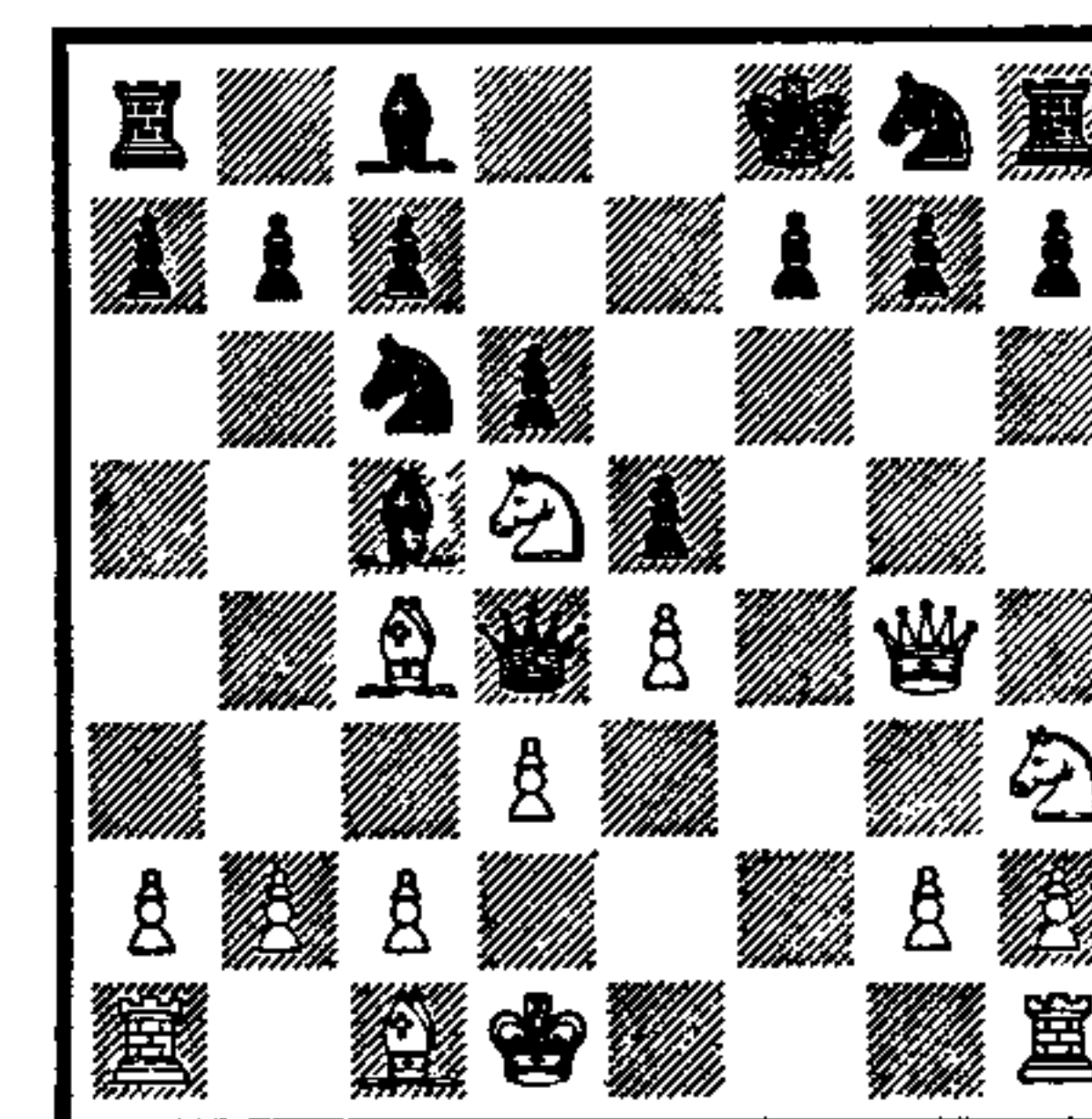
5 ... Q×f2 + 6 Kd1 Kf8

Clearly forced, in view of the threats of 7 Q×g7 and 7 N×c7+.

7 Nh3 Qd4

The attempt by Black to attack, in his turn, the white queen is unsuccessful. On 7 ... h5 8 Qg5 f6 9 Qg6 Rh6 White wins by the spectacular move 10 Ne7!! (but not 10 Q×h6? in view of 10 ... Q×g2). After the forced 10 ... R×g6 11 N×g6 + Ke8 12 N×f2 Black is a rook down.

8 d3 d6



9 Qh4 B×h3

10 c3, trapping the queen, was threatened.

10 Q×h3 Na5 11 Rf1 N×c4 12 Qd7! f6 13 N×f6!

Capturing the knight allows mate: 13 ... N×f6 14 R×f6+ g×f6 15 Bh6+ Kg8 16 Qe6 mate, or 13 ... g×f6 14 R×f6+ N×f6 15 Bh6+ and 16 Qg7 mate. Meanwhile a deadly discovered check is threatened.

After a 'despairing' move, 13 ... Qf2 14 R×f2 B×f2 15 Nh5, Black resigned.

The attack on the king, combined with the threat of trapping the queen, was highly interesting. But in the diagram position Mieses could have concluded the game immediately by 9 Qf3! (instead of 9 Qh4). After this c2–c3 is threatened, as in the game, but on 9 ... B×h3 White is not obliged to capture the bishop. By continuing 10 Rf1!! he threatens mate, and at the same time denies the enemy queen its only retreat square. Black has no time to defend against the threat of c2–c3, and he is forced to resign the game.

Danish Gambit

No. 15 Linden–Maczuski 1863

1 e4 e5 2 d4 e×d4 3 c3 d×c3 4 Bc4 c×b2 5 B×b2 Bb4+

The most reliable defence in this ancient variation is considered to be 5 ... d5!, when there can follow 6 B×d5 (if 6 e×d5, then 6 ... Nf6 7 Nf3 Bd6, and White has no compensation for the pawn) 6 ... Bb4+ 7 Nc3 (on 7 Kf1, 7 ... Nf6! is strong; the attempt to win a piece by 8 Qa4+ ends in fiasco: 8 ... Nc6 9 B×c6+ b×c6 10 Q×b4? Qd1+ 11 Qe1 Ba6+, and mates) 7 ... B×c3+ 8 B×c3 Nf6 9 Nf3 (if 9 Bb4, then 9 ... c5!, while after 9 Qf3 N×d5 the chances are on Black's side) 9 ... N×d5 10 e×d5 Qe7+ 11 Kf1 0–0 12 Qd4 Qf6 (12 ... f6? 13 Bb4) 13 Q×f6 g×f6 14 B×f6 Nd7 followed by Nd7–b6, and Black has a good game.

6 Nc3 Nf6 7 Nge2

With such a lead in development one doesn't bother counting pawns!

7 ... N×e4? (he should have played 7 ... Nc6) 8 0–0! N×c3 9 N×c3

Black is three pawns up, but his position is indefensible. 9 ... 0–0 is answered decisively by 10 Nd5, and on the retreat of the bishop—11 Qg4.

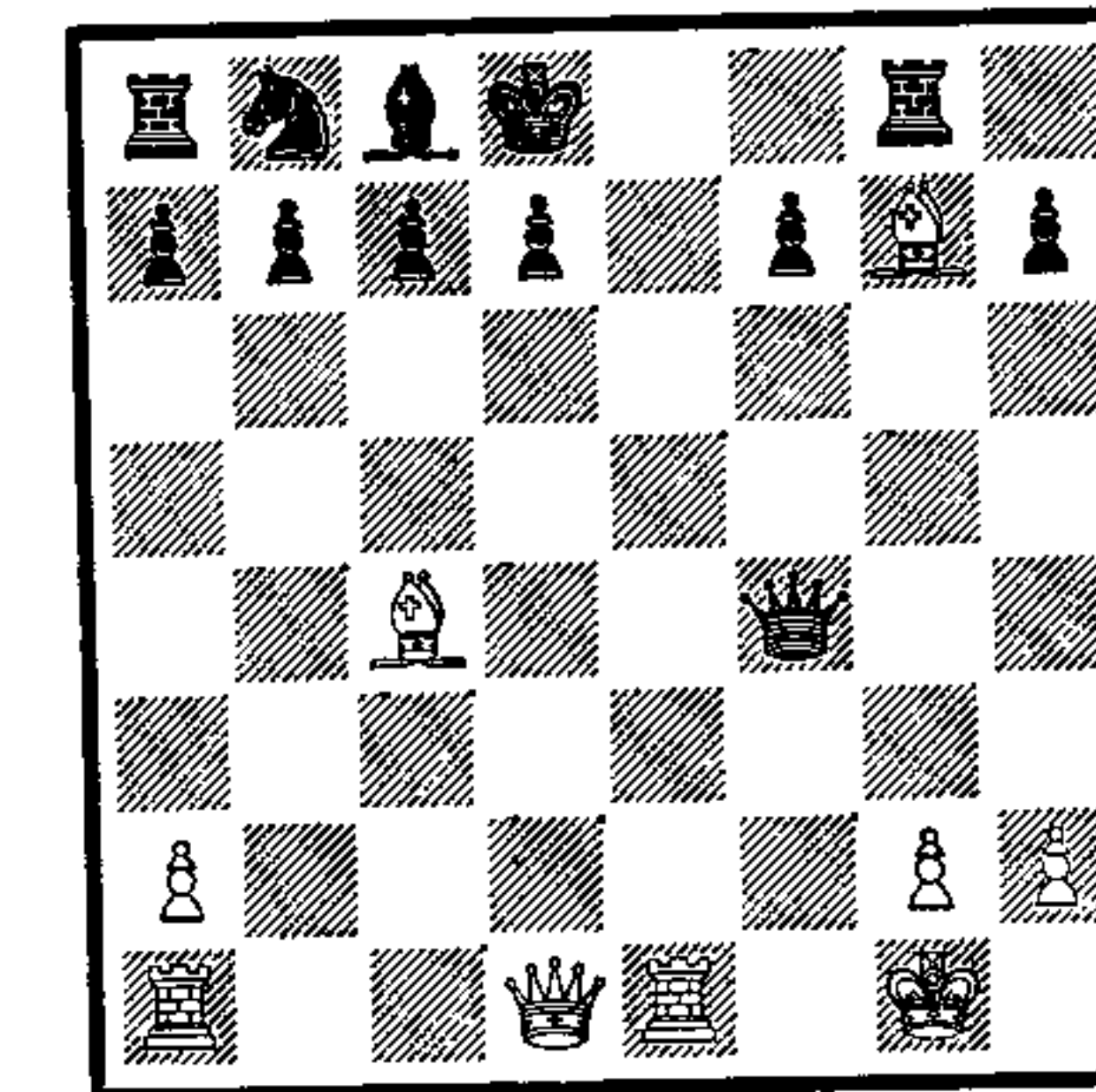
9 ... B×c3 10 B×c3 Qg5

If 10 ... 0–0, then 11 Qg4 g6 12 Qd4.

11 Re1+ Kd8 (or 11 ... Kf8 12 Bb4+ d6 13 B×d6+, and mates) 12 f4 Q×f4

White's attack also attains its goal after 12 ... Qc5+ 13 Kh1 Q×c4 14 B×g7. In the event of 12 ... Qg6, 13 Qe2 Nc6 14 Bd5 is decisive.

13 B×g7 Rg8



14 Qg4! Qd6 (14 ... Q×g4 15 Bf6 mate) 15 Bf6+, and mate next move.

* * *

Black can decline the Danish Gambit by 3 ... d5 (instead of 3 ... d×c3), with the follow-up 4 e×d5 Q×d5. E.g., 5 c×d4 Nc6 6 Nf3 Nf6 7 Nc3 Bb4 8 Be2 Ne4 9 Bd2 B×c3 10 b×c3 N×d2 11 Q×d2 0–0 12 0–0 Qd6 13 Rab1 b6 14 Bd3 h6 15 Rfe1 Bd7, with equal chances (Klovan–Averbakh, 1969).

Some players prefer to capture one pawn—3 ... d×c3, and on 4 Bc4 reply 4 ... Nf6 or 4 ... Nc6, which lead by transposition to positions from the Scotch Gambit.

*Bishop's Opening***No. 16 Neishtadt–Gipslis, 1955****1 e4 e5 2 Bc4**

An opening which occurs rarely in modern tournaments. The authors of opening manuals are unanimous in asserting that Black without difficulty obtains a comfortable game...

2 ... Nf6 3 d4 N×e4

An imperceptible, but significant mistake. 3 ... e×d4 is correct, when White can offer a pawn sacrifice by 4 Nf3 (cf. Nos. 17–19).

4 d×e5 Nc5

The threat was 5 Qd5. On 4 ... Bc5? there follows 5 B×f7+ Kf8 (5 ... K×f7 6 Qd5+ and 7 Q×e4) 6 Qf3!, with the threat of 7 Bd5+.

5 Nf3 Be7 6 Bf4!

White's forepost at e5 seriously cramps Black, and the move made is directed against the possibility of it being undermined. In the event of 6 ... d6 White leaves his opponent with an isolated 'd' pawn.

6 ... Nc6 7 Nc3 Ne6 8 Bg3 0–0 9 Qe2!

Black is already in difficulties: 9 ... d6 is answered by 10 0–0–0.

9 ... f5

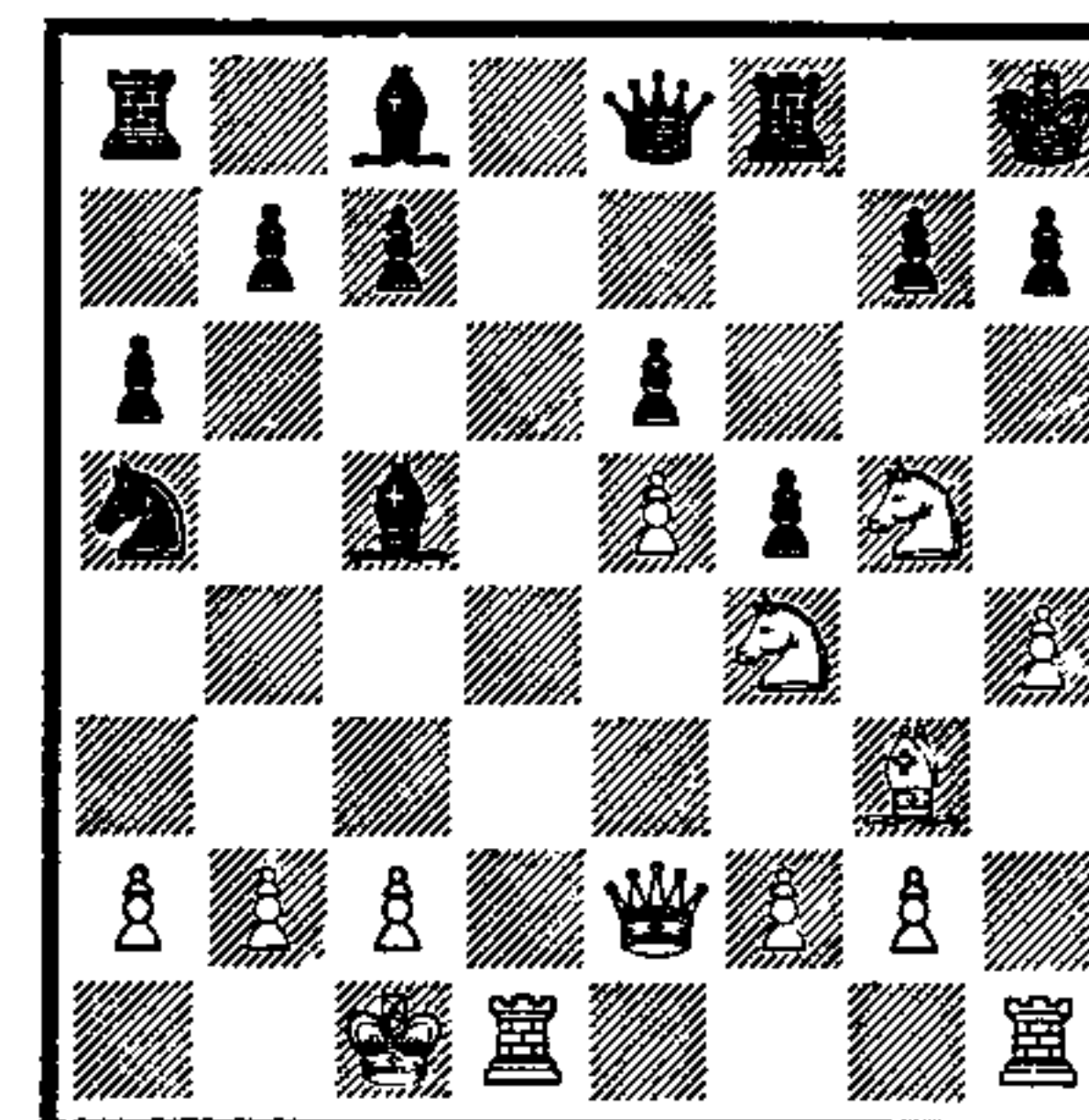
An attempt to obtain counter-play, which, however, proves unsuccessful.

10 0–0–0 Qe8 11 Nd5 Kh8 12 Nf4 a6

Black's counter-play on the Q-side comes too late.

13 h4 Na5 14 B×e6! d×e6 15 Ng5

The pawn at e6 is attacked. On 15 ... B×g5 16 h×g5 the open 'h' file causes Black's downfall. After the move played there follows a combination on the theme of diversion.

15 ... Bc5**16 Rd8!! Q×d8 17 Qh5 h6 18 Qg6! h×g5 19 h×g5+ Kg8 20 Qh5**

White could have continued his attack 'à la Anderssen': 20 Rh8+ K×h8 21 Qh5+ Kg8 22 g6. After 22 ... Rf6 23 Qh7+ Kf8 24 Qh8+ Ke7 25 Q×g7+ Ke8 26 e×f6 Black must resign. However, the quiet move 20 Qh5 wins more quickly.

20 ... Nc4 21 g6 Qd2+ 22 Kb1 Na3+ (a 'despairing' check) 23 b×a3. Black resigned in view of the inevitable mate.

No. 17

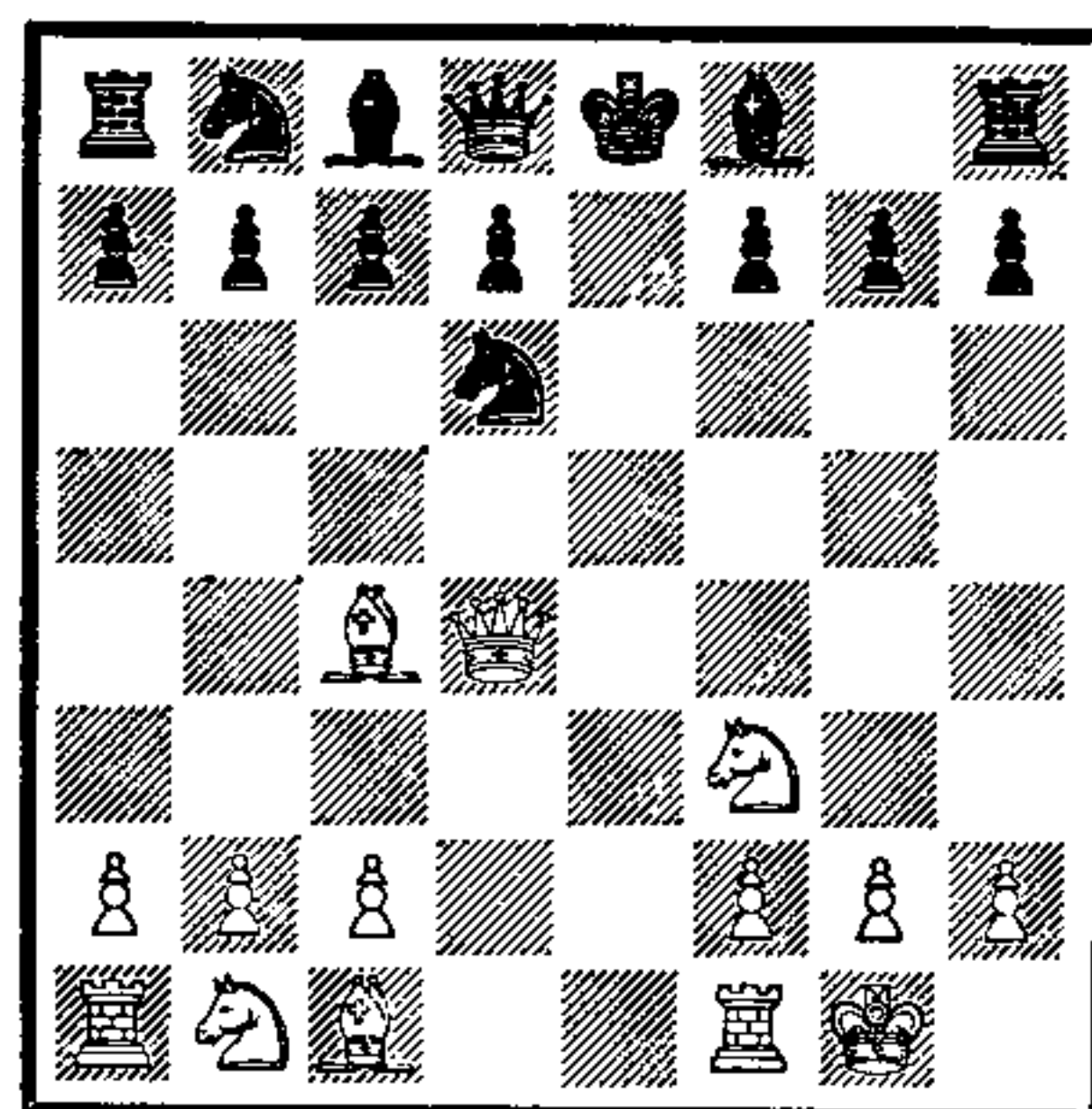
There are many insidious traps awaiting Black in the Urusov Gambit—**1 e4 e5 2 Bc4 Nf6 3 d4 e×d4 4 Nf3 N×e4 5 Q×d4**

By sacrificing a pawn, White has gained a lead in development, which gives him good attacking prospects. The knight must retreat, but where to?

5 ... Nd6?

A mistake, which is punished very severely. Regarding the way in which play develops after 5 ... Nc5 or 5 ... Nf6, see below.

6 0–0!



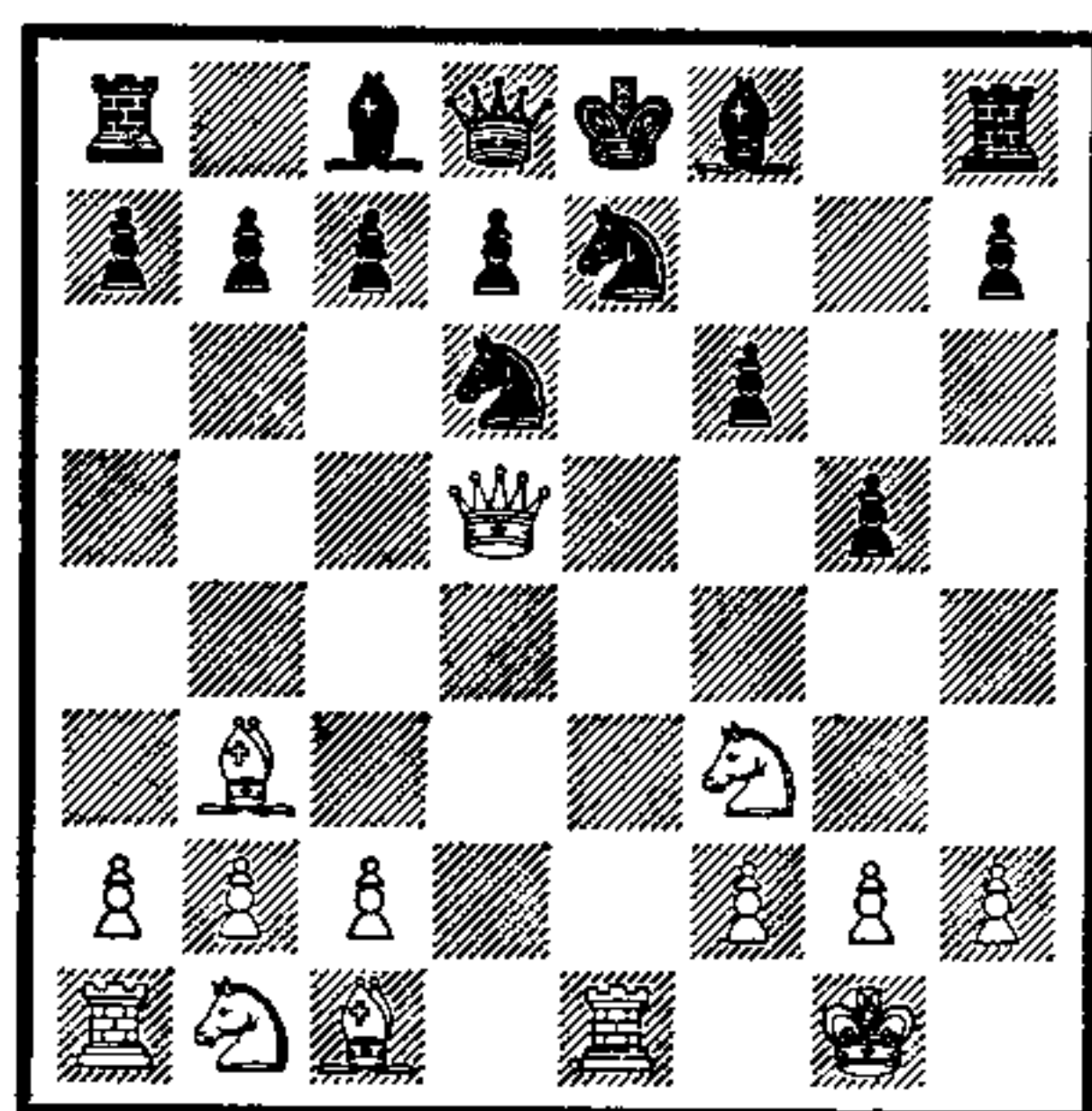
Black is behind in development. But even so, it is difficult to imagine that his position is already hopeless. On 6 ... Nxc4 there follows 7 Re1 + Be7 8 Qxg7 Rf8 9 Bh6!, and to avoid mate (10 Qxf8) Black has to open an escape square for his king, and part with a rook.

6 ... Nc6 7 Re1 + Ne7 8 Bb3!

A quiet move, after which there is virtually nothing that Black can move.

8 ... f6 9 Qd5 g5

White was threatening by Bc1-f4xd6 to eliminate the only defender of the f7 square.



10 Bf4!

This manoeuvre nevertheless proves possible! 10 ... gxf4 11 Qh5+ leads to mate, but meanwhile there is no satisfactory defence against 10 Bxd6 and 11 Qf7 mate.

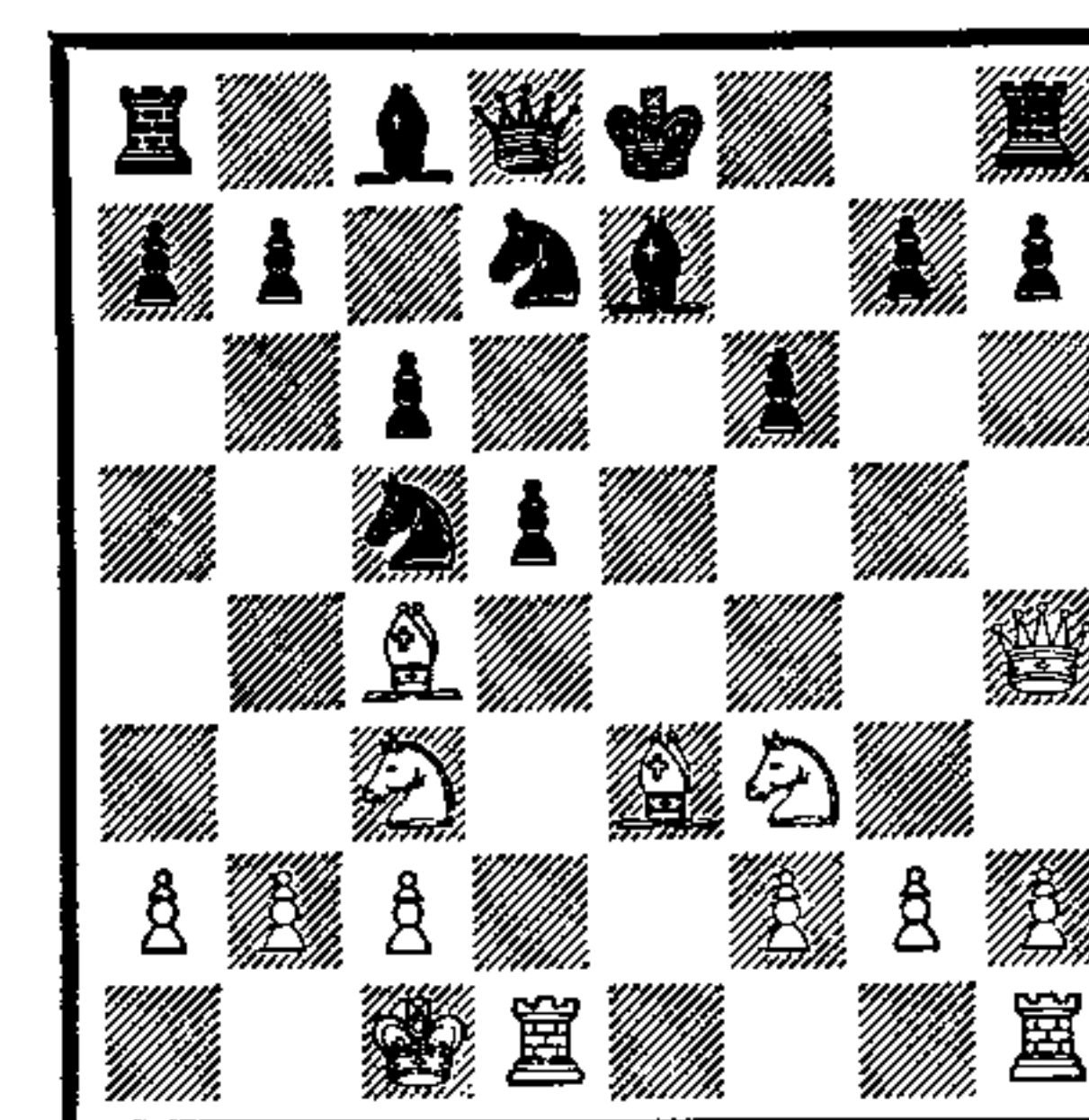
No. 18 Estrin-Taimanov

1 e4 e5 2 Bc4 Nf6 3 d4 exd4 4 Nf3 Nxe4 5 Qxd4 Nc5

This retreat also allows White to begin an immediate attack.

6 Bg5! f6 7 Be3 c6 8 Nc3 d5 9 0-0-0 Be7 10 Qh4 Nbd7

On 10 ... Be6, 11 Rhe1 is very strong, while if 10 ... 0-0, then 11 Nxd5!



11 Nxd5! cxd5 12 Qh5+ g6

If 12 ... Kf8, then 13 Qxd5 Qe8 14 Rhe1, and Black's position is indefensible. E.g., 14 ... a6 (Black no longer has any useful moves) 15 Ng5! fxg5 (the knight has to be captured in view of the terrible threat of 16 Qg8+!! Rxg8 17 Nxh7 mate; if 15 ... Qg6, then 16 Nxh7+!) 16 Bxc5 Nxc5 17 Qf3+, and White wins.

13 Qxd5

After this, to avoid the worst, Black had to return the piece, remaining a pawn down: 13 ... Ne5 14 Qxd8 + Bxd8 15 Nxe5 fxe5 16 Bxc5, and White realized his advantage without any great difficulty.

No. 19 Neishtadt-N. N., Simultaneous Display, 1950

1 e4 e5 2 Bc4 Nf6 3 d4 exd4 4 Nf3 Nxe4 5 Qxd4 Nf6

Comparatively best, although even now White's initiative fully compensates for the sacrificed pawn.

6 Bg5 Be7 7 Nc3 0-0

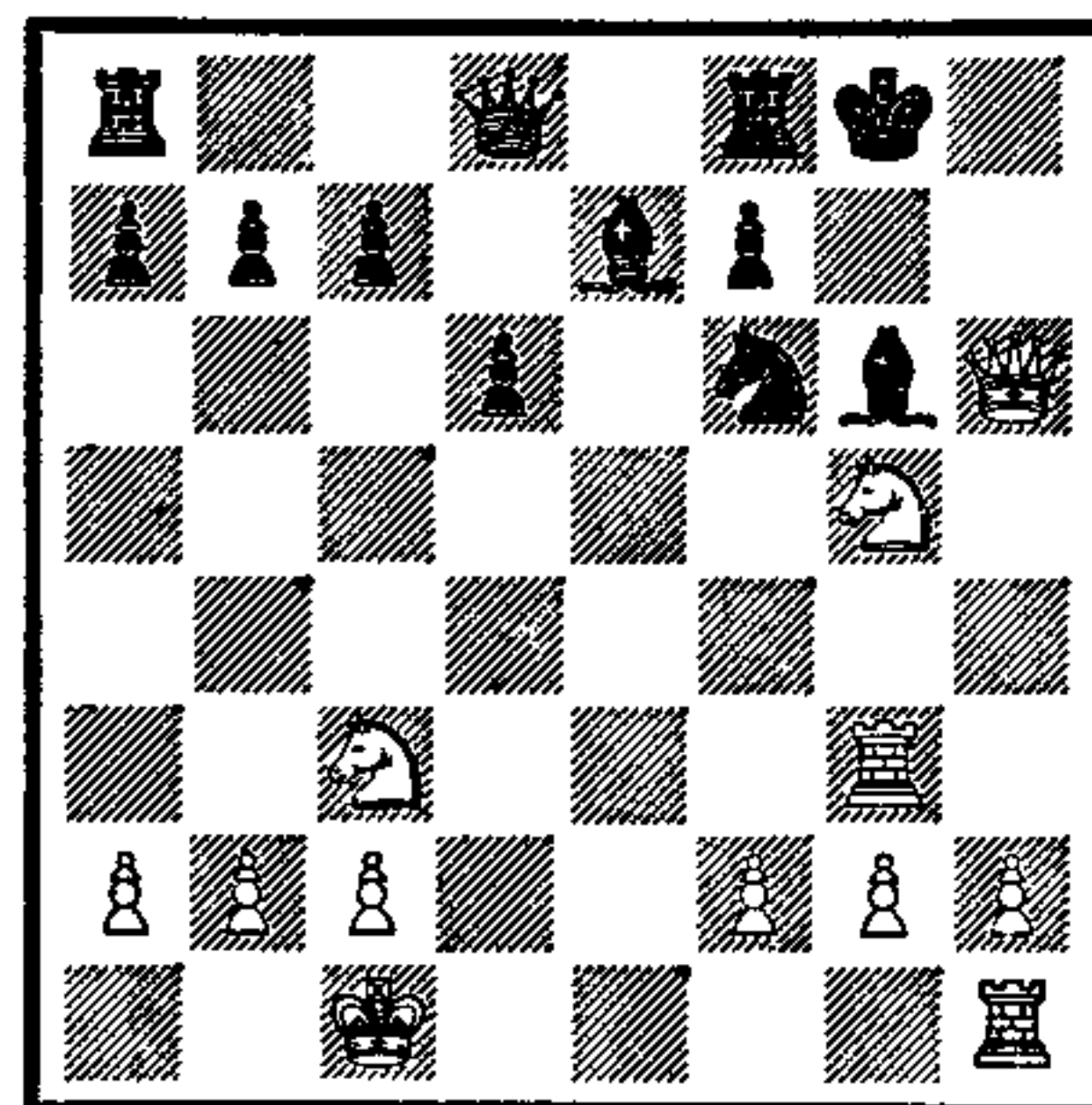
Black determines prematurely the position of his king. More sensible is 7 ... Nc6 8 Qh4 d6 (or 8 ... d5), and then Bc8-e6, completing the development of his pieces. Also possible is 7 ... c6 followed by d7-d5 and Bc8-e6.

8 0-0-0 Nc6 9 Qh4 d6 10 Bd3 (intending by the following bishop sacrifice to break up the black king's pawn cover) 10 ... h6 11 Bxh6 gxh6 (if 11 ... Ng4, then simply 12 Bg5) 12 Qxh6 Nb4?

13 Nd5 was threatened. Black exchanges off the dangerous bishop, but now the white rook comes into play.

12 ... Ne5 would have been more tenacious. To win the queen by 13 Nxe5 dxe5 14 Bh7+ is of course unfavourable for White. He would probably have continued the attack by 13 Nxe5 dxe5 14 Qg5+ Kh8 15 Bf5 followed by Rd1-d3.

13 Ng5 Nxd3+ 14 Rxd3 Bf5 15 Rg3 Bg6



16 Ne6! Resigns

* * *

What then is Black's correct defence against 2 Bc4?

After 2 ... Nf6 3 d4 exd4 4 Nf3 it is better to decline the Urusov Gambit by 4 ... Nc6. Then by transposition of moves a position is reached from one of the variations of the Two Knights' Defence, in which Black has a satisfactory game.

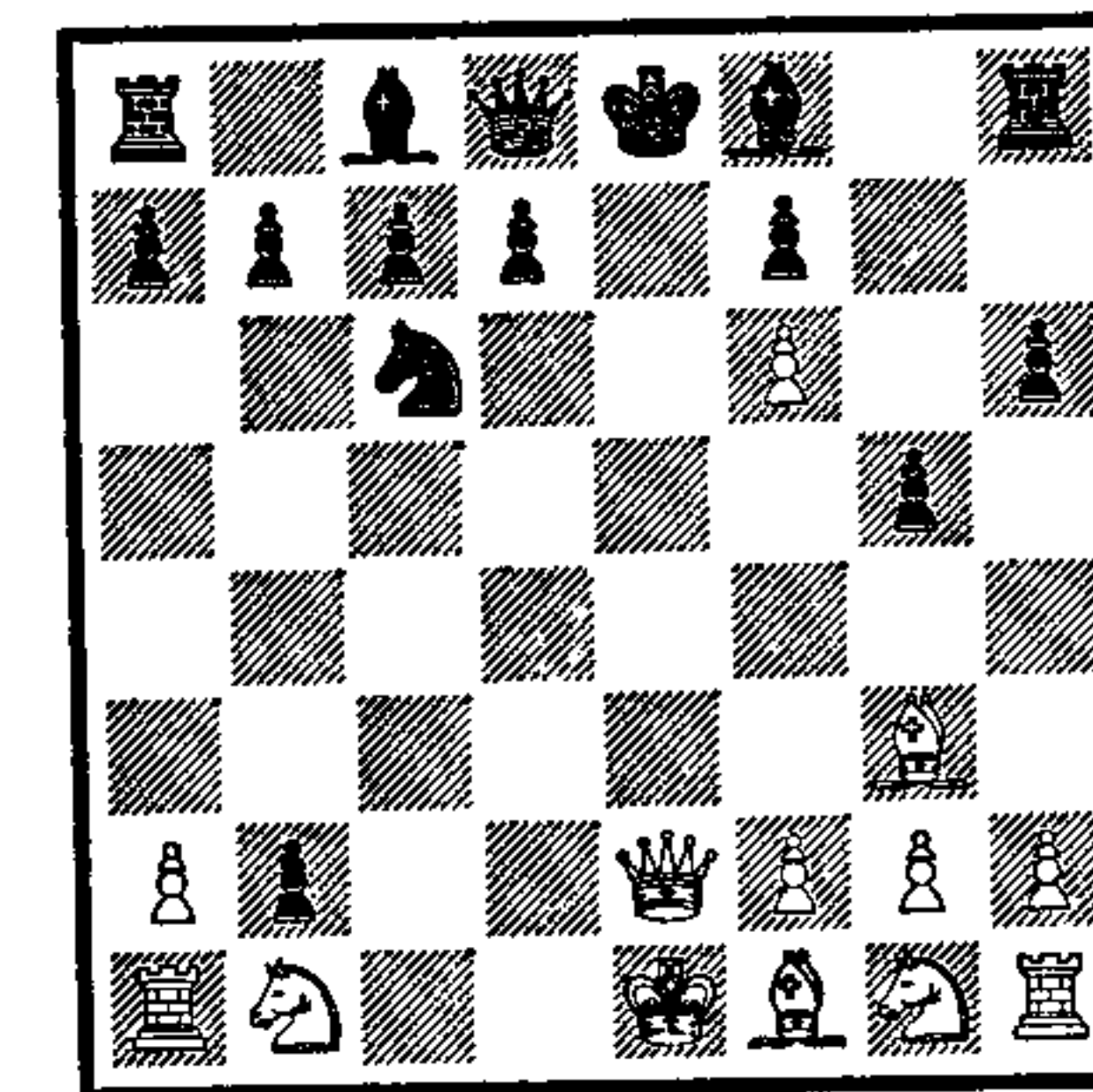
Also interesting is Panov's suggestion of 4 ... d5, and on 5 exd5 Bb4+ 6 c3-6 ... Qe7+!. After 7 Kf1 (7 Be2 dxc3 8 bxc3 Bc5 is not dangerous for Black) 7 ... dxc3 8 Nxc3 0-0 9 Bg5 h6 10 Bh4 Bf5 11 Qd4 Nbd7 the chances are approximately equal.

Irregular Opening

No. 20 Rusakov-Verlinsky, 1947

1 e4 e5 2 c3 Nc6 3 d4 Nf6 4 Bg5 h6 5 Bh4 g5 6 Bg3 exd4 7 e5

White expected here 7 ... Nd5 or 7 ... Ne4. There followed, however, 7 ... dxc3! 8 exf6 cxb2 9 Qe2+



"My opponent clearly failed to take into account my check at e2. Now in reply to 9 ... Be7 I capture the pawn at b2, and after 10 ... Bxf6 11 Nc3 come out a piece up ..."

This was the line of White's reasoning. His train of thought was cut short by Verlinsky's reply.

9 ... Qe7!! After 10 fxe7 Bg7 White had to resign.

Petroff's Defence

No. 21 Janowski-Schlechter, 1902

1 e4 e5 2 Nf3 Nf6 3 Nxe5 d6 4 Nf3 Nxe4 5 d4 d5 6 Bd3 Be7 7 0-0 Nc6 8 Re1 Bg4 9 c3

The continuation 9 Bxe4 dxe4 10 Rxe4 leads to an equal game after 10 ... Bxf3 11 Qxf3 Nxd4 12 Qd3 Ne6. On 9 c4 Black does best to retreat his knight to f6 (9 ... Nf6 10 cxd5 Nxd5 11 Nc3 0-0 12 Be4 Be6).

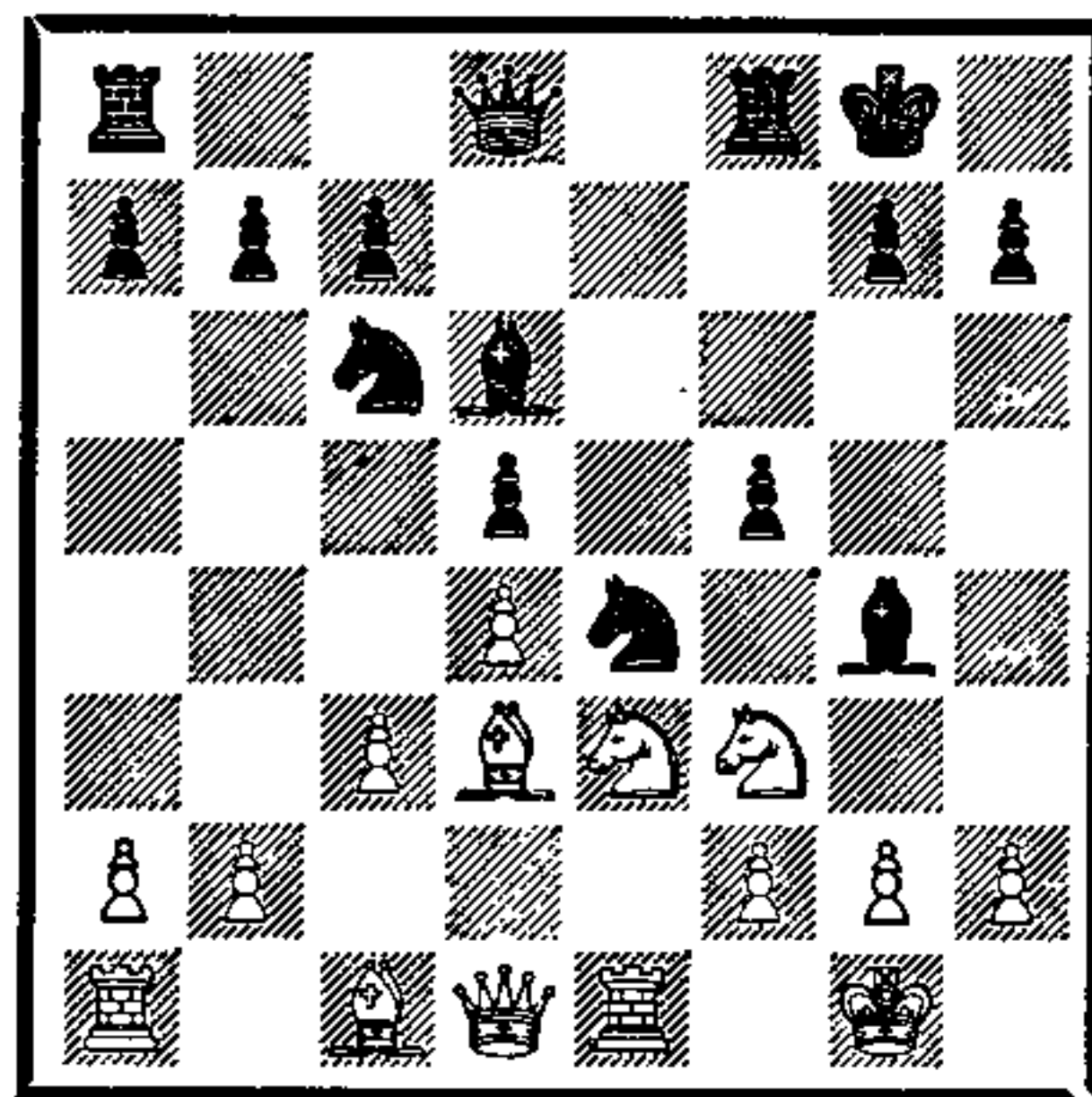
9 ... f5

In this ancient variation Black aims for an attack on the K-side. In the event of 10 Qb3 he abandons the 'b' pawn to its fate, in order to divert the enemy queen, and gain time. E.g. 10 ... 0-0 11 Q×b7 Rf6 12 Qb3 Rb8 13 Qc2 Rg6, with a dangerous attack.

Instead of 11 Q×b7, 11 Nbd2 is more accurate. Having supported his king's knight, White is threatening to capture twice on e4. After 11 ... Kh8 12 h3! Black does best to avoid the pawn sacrifice by continuing 12 ... B×f3 13 N×f3 Rb8. If on the other hand 12 ... Bh5, then 13 Q×b7 Rf6 14 Qb3 Rg6 15 Be2!, and White has every chance of repulsing the attack and keeping his extra pawn.

10 Nbd2 0-0 11 Nf1 Bd6 12 Ne3?

A plausible continuation (White completes the knight manoeuvre begun with his preceding move), but at the same time... the decisive mistake.



12 ... B×h2+! 13 K×h2 N×f2

A queen move, e.g. 14 Qe2, is met by 14 ... N×d3 15 Q×d3 B×f3, when Black comes out two pawns up, since after 16 g×f3 Qh4+ the white rook is lost.

In the game there followed 14 B×f5 N×d1 15 B×g4 R×f3! 16 R×d1 Qh4+ 17 Bh3 Raf8! 18 g×f3 R×f3, and Black won.

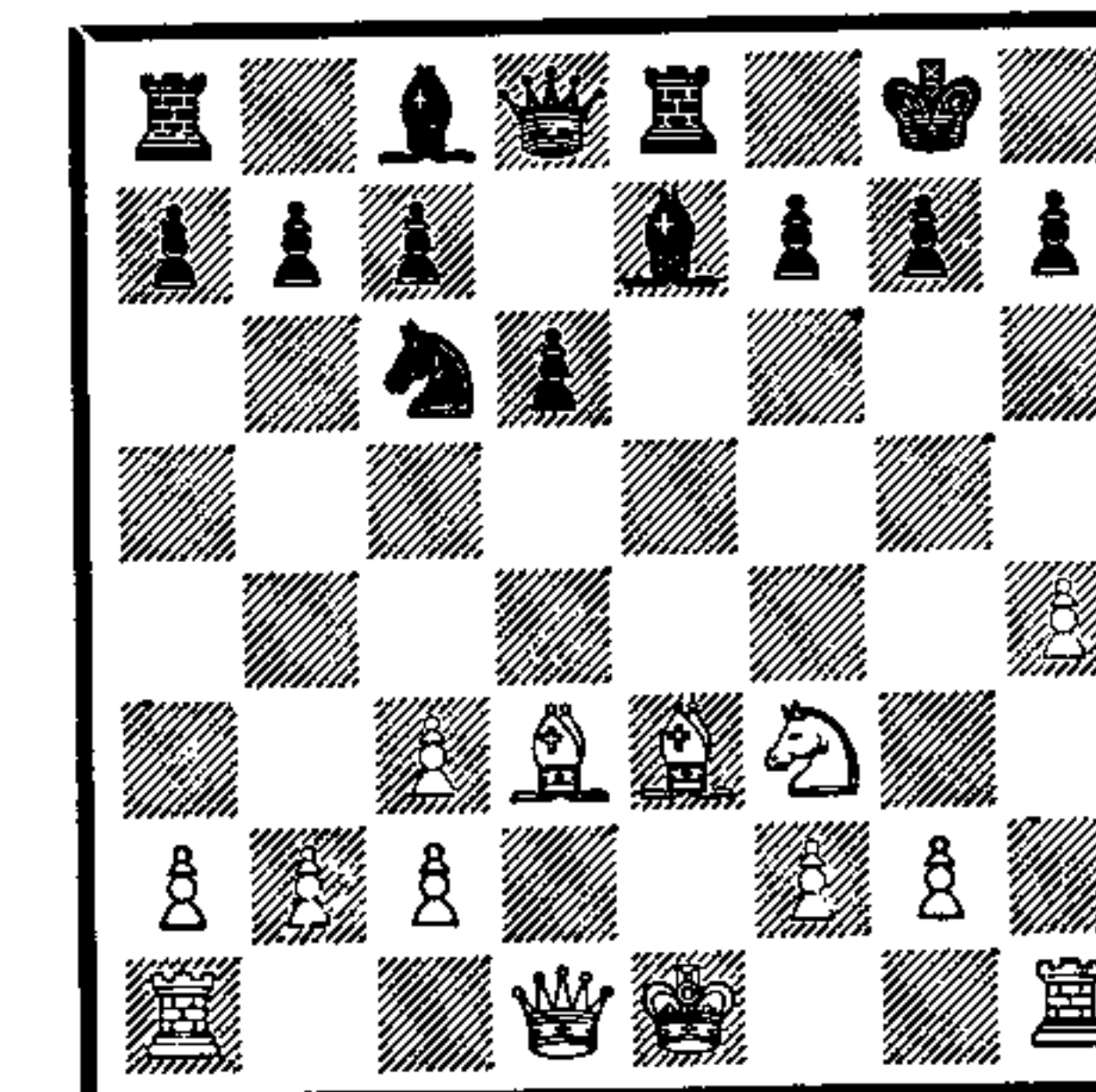
No. 22 Rundström-Holm, 1912

1 e4 e5 2 Nf3 Nf6 3 N×e5 d6 4 Nf3 N×e4 5 Nc3 N×c3 6 d×c3 Be7
7 Bd3 0-0

This move is premature. 7 ... Nc6 is correct, and if 8 0-0 or 8 Be3—8 ... Bg4, not hurrying for the moment to determine the position of the king. The immediate 7 ... Bg4 is also perfectly playable.

8 h4! Re8 (if 8 ... Bg4, then 9 B×h7+ K×h7 10 Ng5+ B×g5 11 h×g5+ and 12 Q×g4) 9 Be3 Nc6?

But now this move is a mistake. Black overlooks a typical combination with a bishop sacrifice.



10 B×h7+ K×h7 11 Ng5+ Kg6

On 11 ... B×g5 12 h×g5+ Kg8, 13 Qh5 is decisive. If 11 ... Kg8, then of course 12 Qh5.

12 h5+ Kf6 13 Qf3+ Bf5 14 g4 Qc8 15 Ne4+

The black king is escorted over to the Q-side, where it is mated.

15 ... Ke5 16 Qf4+ Kd5 17 0-0-0+ Kc4 18 N×d6 mate

No. 23 Bonch-Osmolovsky-Baranov, 1953

1 e4 e5 2 Nf3 Nf6 3 d4 e×d4 4 e5 Ne4 5 Q×d4 d5 6 e×d6 N×d6
7 Bd3 Qe7+

7 ... Nc6 is better, and on 8 Qf4—8 ... g6, although even in this case White's chances are preferable. E.g., 9 Nc3 Bg7 10 Be3 Be6 11 0-0-0 Qf6 12 Ng5, or 12 Qxf6 Bxf6 13 Ng5. The whole variation is considered difficult for Black.

8 Be3 Nf5?

Black gains the advantage of the two bishops, but at too dear a cost.

Also to White's advantage is 8 ... Bf5 9 Nc3 Nc6 10 Qa4 Bxd3 11 cxd3 Qd7 12 d4 Be7 13 d5 Nb8 14 Qb3 (Bronstein-Kholmov, 1959). The variation 8 ... Nc6 9 Qf4 g6 10 Nc3 Bg7 11 Nd5 Qd8 12 0-0-0 0-0 is interesting. On 13 Bc5 Black can sacrifice a pawn by 13 ... Be6 14 Nxc7 Qxc7 15 Bxd6, so as to seize the initiative after 15 ... Qb6 16 c3 Rfc8 (Lutikov-Shaposhnikov, 1954).

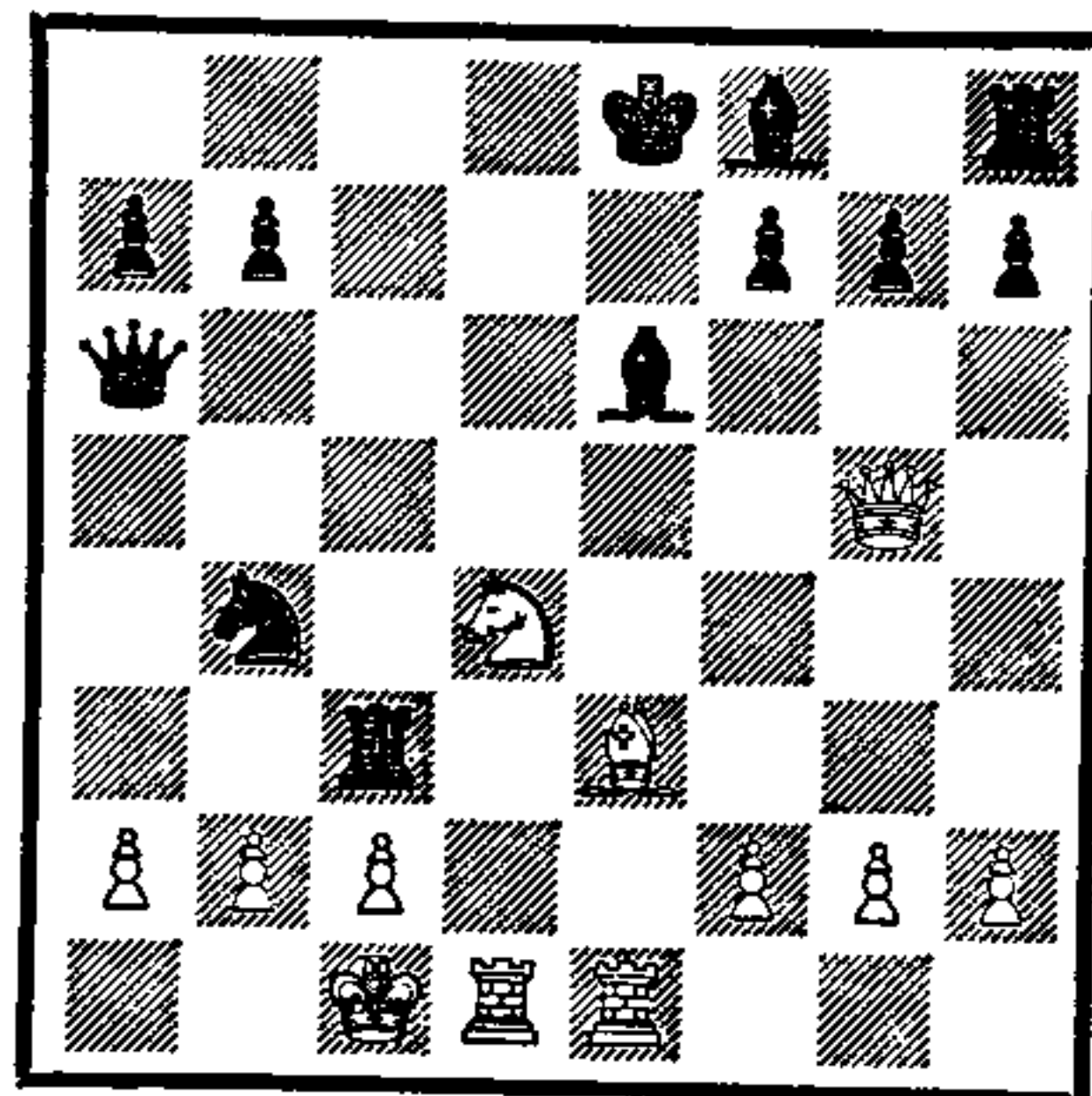
9 Bxf5 Bxf5 10 Nc3! Qb4

The pawn cannot be taken (10 ... Bxc2 11 Rcl Bf5 12 Nd5). 10 ... Nc6 is answered by 11 Qf4.

11 Qe5+ Be6 12 0-0-0 Nc6

Black is seriously behind in development. In the hope of gaining counter-play along the 'c' file, he sacrifices a pawn.

13 Qxc7 Rc8 14 Qf4 Qa5 15 Qg5 Qa6 16 Rhe1 Nb4 17 Nd4 Rxc3



Black assumed that the exchange sacrifice would guarantee him a draw: **18 bxc3 Nxa2+ 19 Kd2 Nxc3 20 Kxc3 Bb4+! 21 Kxb4 Qc4+**,

with perpetual check. However, White had something quite different in mind.

18 Qd8+!! (a familiar theme: the king is lured into a double check) **18 ... Kxd8 19 Nxe6++ Ke7**

Or 19 ... Ke8 (19 ... Kc8 20 Rd8 mate) 20 Nxe7+ Bxe7 21 Bg5+ and 22 Rd8 mate.

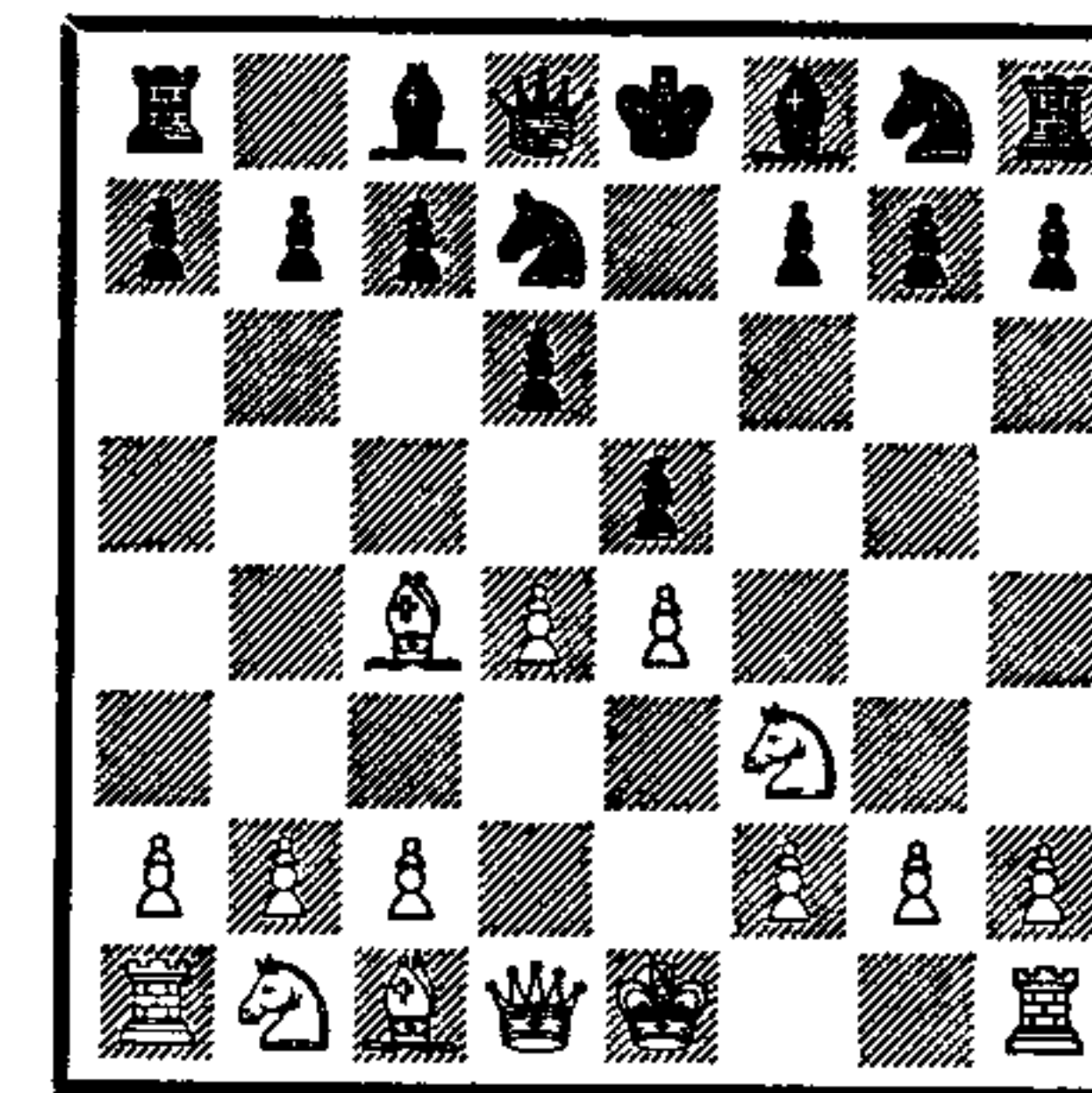
20 Bg5+ f6 21 Nd8+ Resigns

Philidor's Defence

The combinational motif characteristic of this defence is the exploitation of the cramped positioning of the black pieces, and the attack on the square f7.

No. 24

1 e4 e5 2 Nf3 d6 3 d4 Nd7 4 Bc4



In developing his bishop, White at the same time sets his opponent a trap. The apparently natural move **4 ... Be7?** proves to be a mistake, which costs Black a pawn: **5 dxe5 Nxe5**

Black also has the 'opportunity' to lose the game immediately after **5 ... dxe5? 6 Qd5.**

6 Nxe5 dxe5 7 Qh5, and Black has to part with his 'e' pawn.

The Yugoslav master **Karaklajić** has caught two of his compatriots in this transparent trap: the masters **Fuderer** (in 1955) and **Nedeljković** (in 1960).

* * *

Let us again turn to the position on p. 81, and see what happens if Black makes the other K-side developing move, **4 ... Ngf6**. Then **5 d×e5!** (the immediate **5 Ng5** is less clear in view of **5 ... d5 6 e×d5 h6**) **5 ... N×e5** (on **5 ... d×e5**, **6 Ng5** is now very strong) **6 N×e5 d×e5 7 B×f7+ K×f7 8 Q×d8 Bb4+ 9 Qd2 B×d2+ 10 N×d2**. Black has won back the queen, but is a pawn down in the ending.

In the diagram position the best move for Black is **4 ... c6**. This enables him to 'hold on' in the so-called Hanham Defence, in which with exact play Black has a cramped but solid position.

No. 25

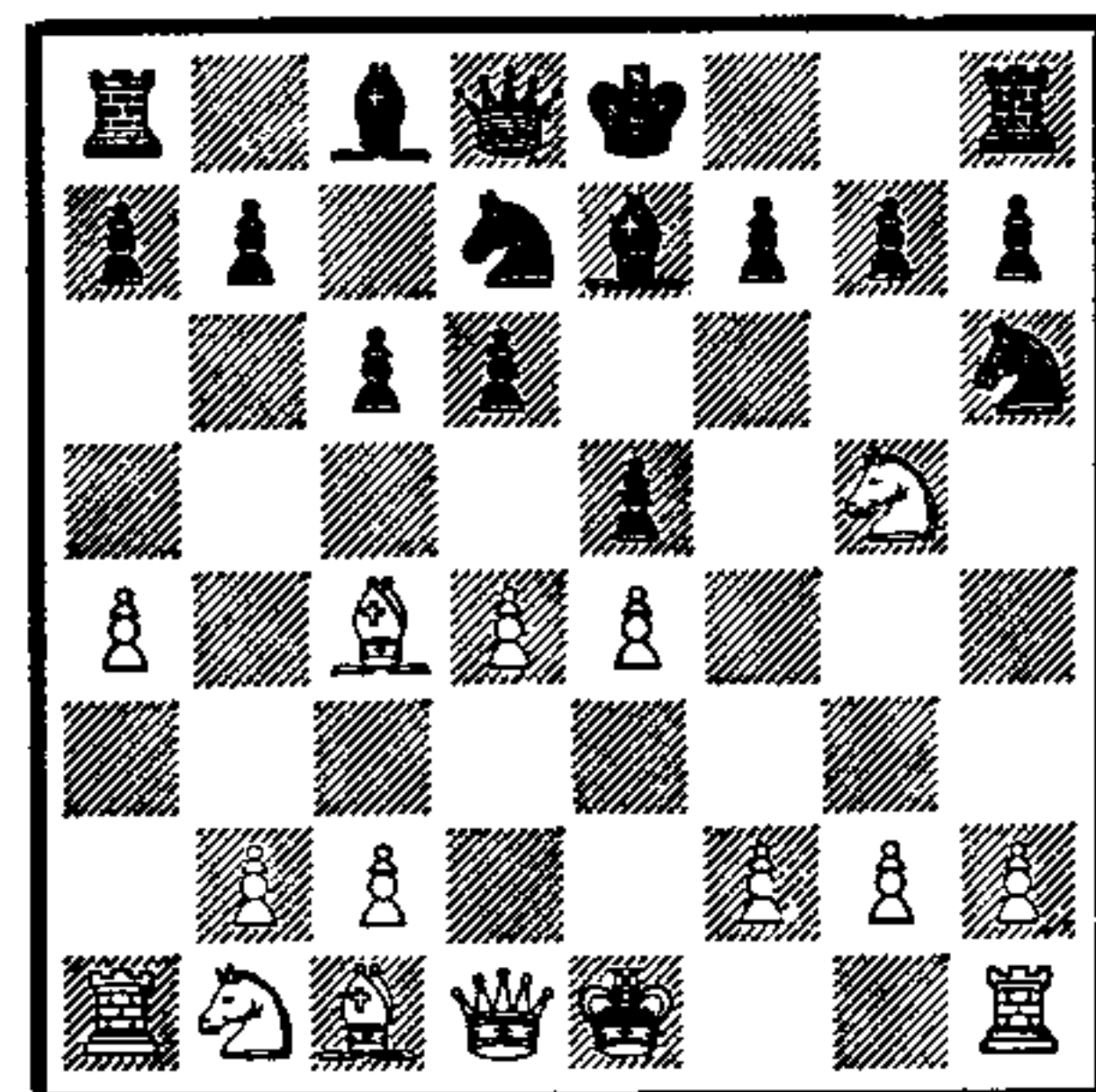
1 e4 e5 2 Nf3 d6 3 d4 Nd7 4 Bc4 c6 5 Ng5

An aggressive continuation, but not the strongest, which hopes for an oversight on the part of the opponent. The logical (and objectively best) move is the quiet **5 Nc3**.

5 ... Nh6 6 a4

A move which occurs in many variations of Philidor's Defence. While taking measures against a possible **b7-b5**, White at the same time sets his opponent a concealed trap.

The simple-minded **6 ... Be7?** leads to a catastrophe.



7 B×f7+! N×f7 8 Ne6

In contrast to the variations which the reader will meet later, Black has made the move **c7-c6**, so that his queen has the squares **b6** and **a5**. But even so...

8 ... Qb6

There is a similar finish after **8 ... Qa5+ 9 Bd2 Qb6**. By continuing **10 a5**, and on **10 ... Q×b2-11 Bc3**, White traps the queen (**11 ... Qb5 12 Nc7+**).

9 a5 Qb4+ 10 c3 Qc4 11 Nc7+ Kd8 12 b3, and the queen has no retreat square.

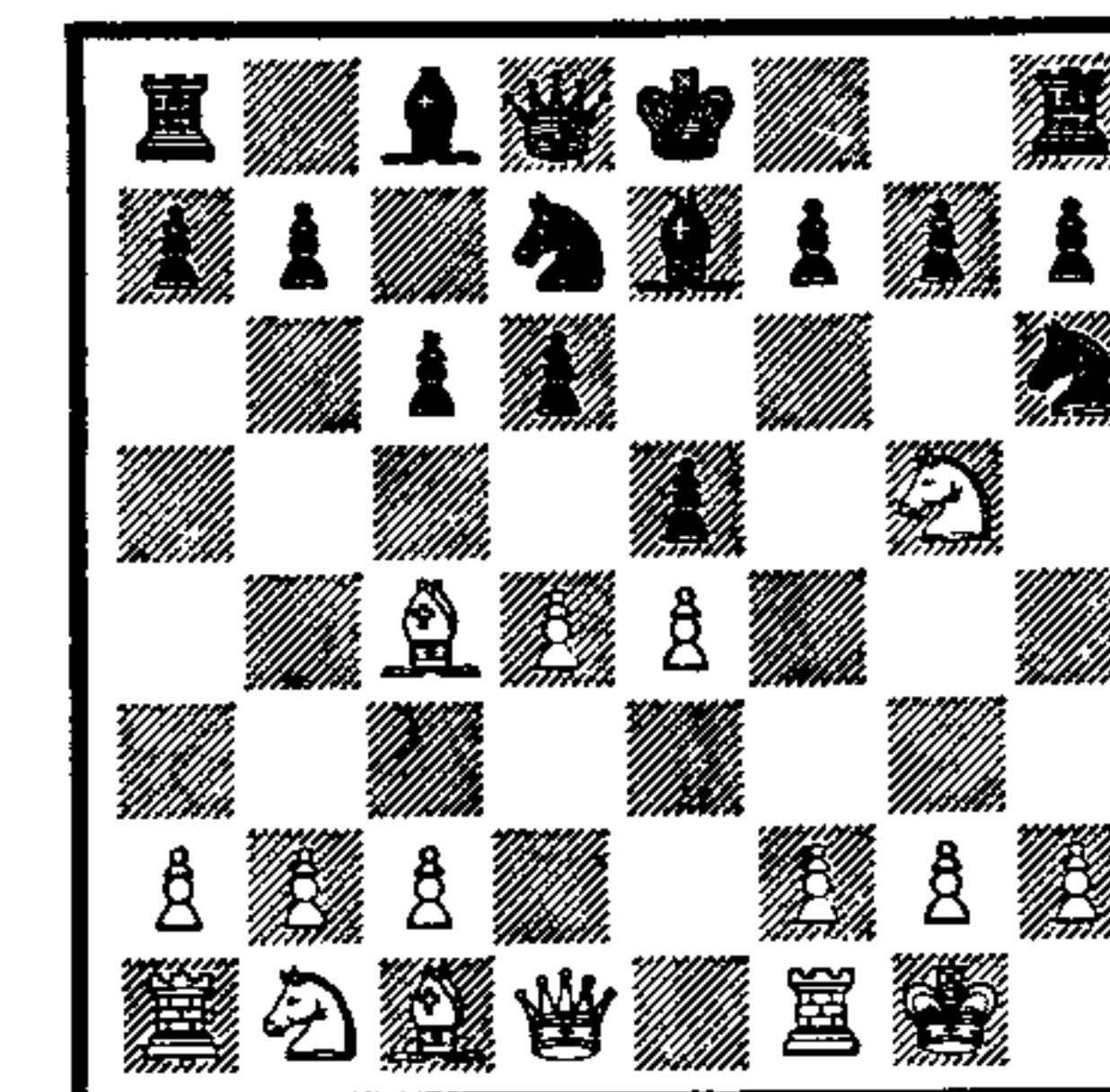
Black fell into this ancient trap in the game **Krogius-Aratovsky (1945)**.

Instead of **6 ... Be7?** Black should continue **6 ... Qc7**, when the sacrifice on **f7** no longer works: **7 B×f7+ N×f7 8 Ne6 Qb8**. Also possible is **6 ... Qf6**, and on **7 c3-7 ... Be7**, with an excellent position (**8 0-0 Nb6 9 Ba2 Qg6!**, **Leonhardt-Nimzowitsch, 1911**).

No. 26 Krause-Leussen, 1908

1 e4 e5 2 Nf3 d6 3 d4 Nd7 4 Bc4 c6 5 Ng5 Nh6

Instead of **6 a4** White made the move **6 0-0**. Black replied with the plausible **6 ... Be7?**, and again fell into a trap.



Here the combination **7 B×f7+ N×f7 8 Ne6** does not work, since after **8 ... Qb6** the black queen is safe. But even so, **6 ... Be7** is a mistake.

7 Ne6! f×e6 8 B×h6 g×f6?

This leads to mate. The lesser evil was to agree to the loss of a pawn, by playing 8 ... 0-0. In the event of 8 ... Nb6 9 B×g7 Rg8 10 Qh5+ Kd7 there follows 11 B×e6+! Kc7 (11 ... K×e6 12 Qf5 mate) 12 B×g8, when Black loses the exchange. If instead of 9 ... Rg8 he plays 9 ... N×c4 10 B×h8 Kf7, in the hope of winning the bishop and gaining two pieces for a rook, White, as Kmoch has shown, develops a very strong attack: 11 b3 Nb6 12 f4! Q×h8 13 Qh5+.

9 Qh5+ Kf8 10 B×e6 Qe8 11 Q×h6 mate

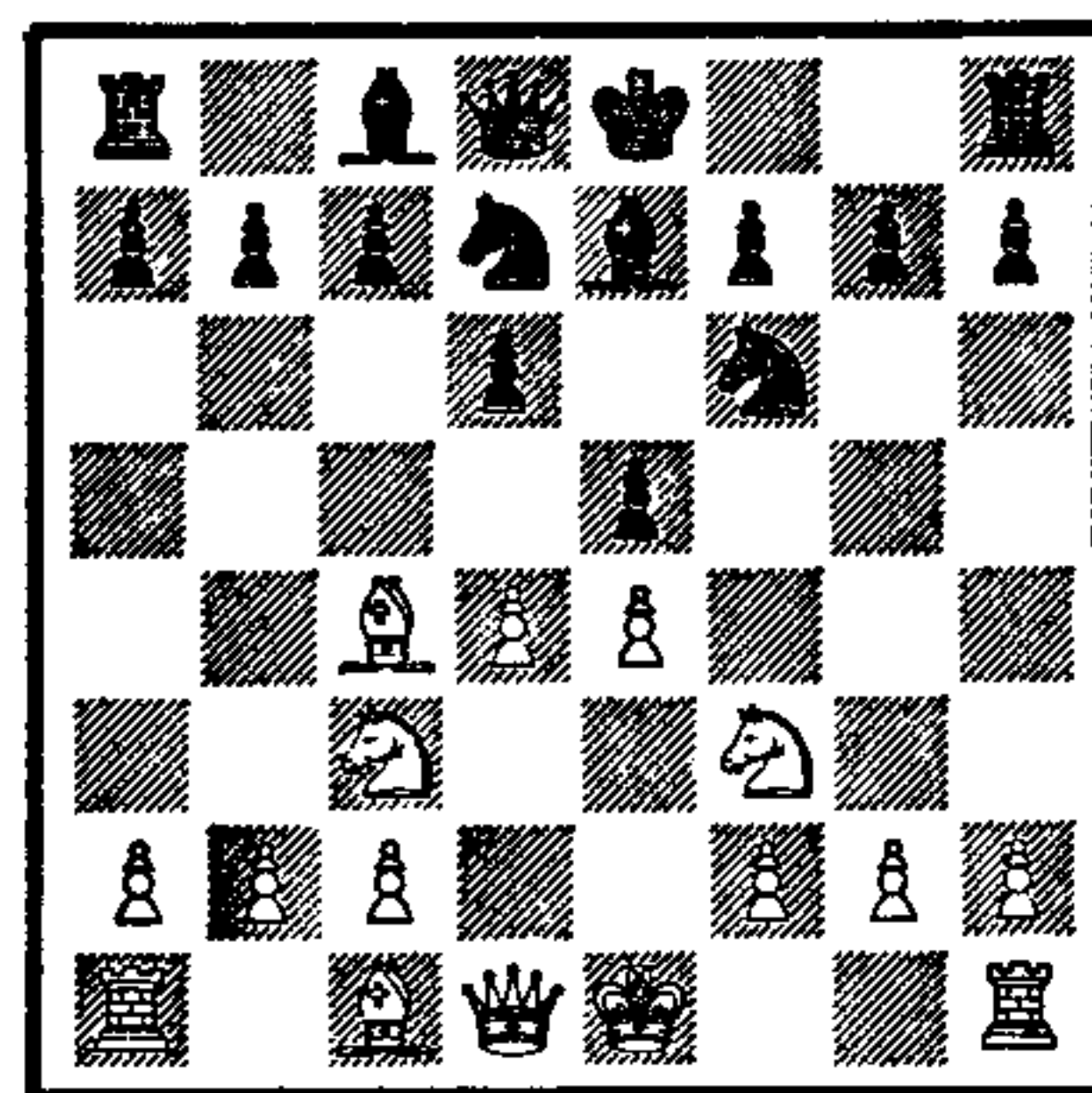
Correct, instead of 6 ... Be7, is the preparatory 6 ... Nb6, and only after the retreat of the bishop – 7 ... Be7. On 7 Bb3, also good is 7 ... Bg4.

No. 27 A. Rabinovich–Ilyin-Zhenevsky, 1922

1 e4 e5 2 Nf3 d6 3 d4 Nf6 4 Nc3

Regarding 4 d×e5, cf. p. 92.

4 ... Nbd7 5 Bc4 Be7



Black provokes the following bishop sacrifice.

6 B×f7+ K×f7 7 Ng5+

The sacrifice appears promising: on the retreat of the king there follows 8 Ne6 and 9 N×c7.

7 ... Kg8! 8 Ne6 Qe8 9 N×c7 Qg6 10 N×a8

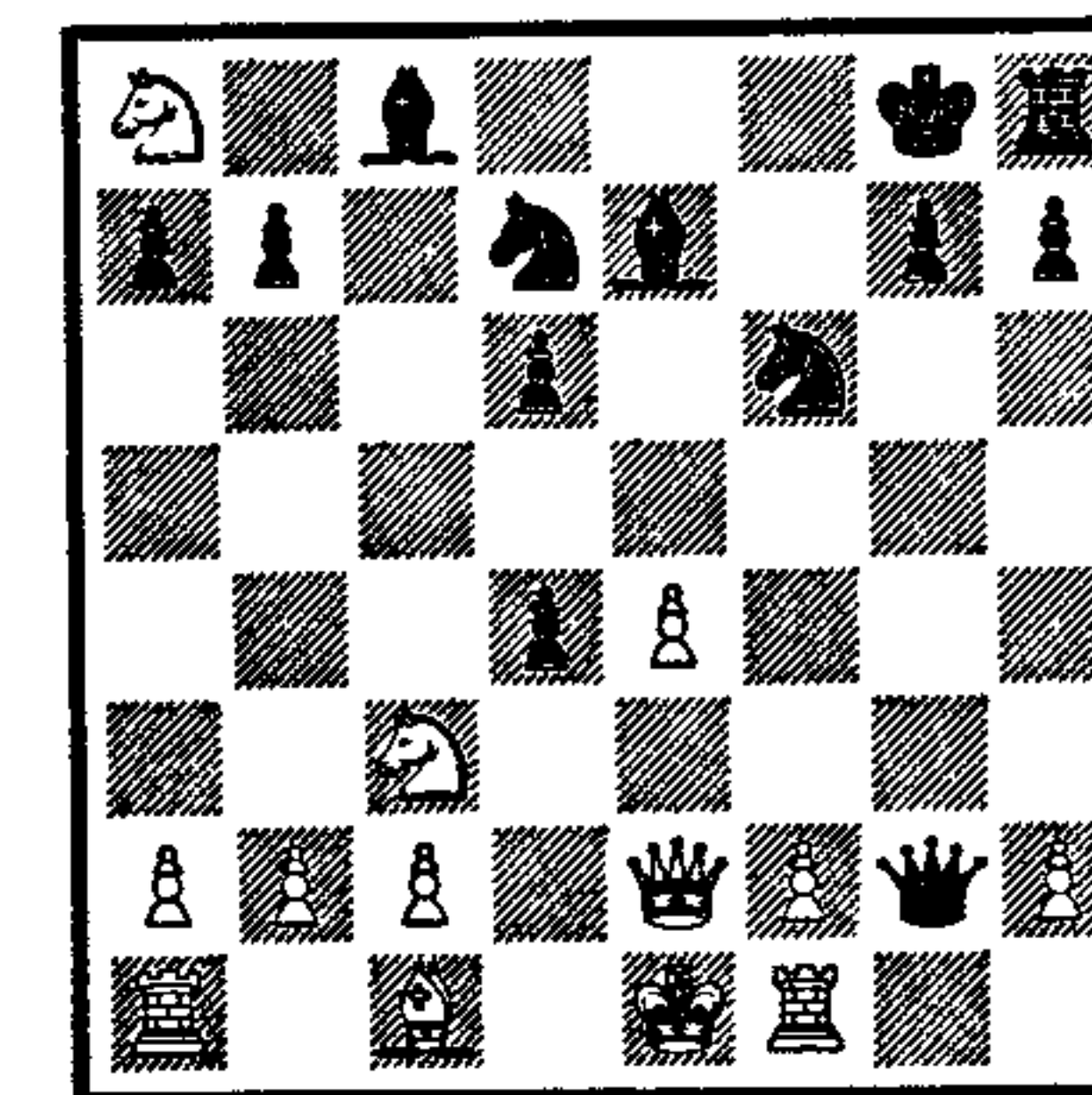
White has won the exchange, but now Black launches a counter-offensive.

10 ... Q×g2 11 Rf1 e×d4!

Black vacates the square e5 for his knight. After 12 Q×d4 Ne5 13 f4 Nfg4 he has a strong attack.

12 Qe2

A clever move. On 12 ... Ne5 White now has the strong rejoinder 13 f4. Meanwhile 13 Qc4+ is threatened.



12 ... d×c3!

Luring the white queen into his position, Black brings his attack to a successful conclusion.

13 Qc4+ d5 14 Q×c8+ Kf7 15 Q×b7

Black's task is simpler after 15 Q×h8 – 15 ... Q×e4+ 16 Kd1 Qf3+ 17 Ke1 c×b2 18 B×b2 Bb4+ 19 c3 B×c3+ 20 B×c3 Q×c3+ 21 Ke2 Qc2+ 22 Ke1 (22 Kf3 Qe4+ 23 Kg3 Qg4 mate) 22 ... Ne4 23 Rd1 Nc3.

15 ... Q×e4+ 16 Be3 Rb8 17 Q×a7 c×b2 18 Kd2

Despair; 18 Rb1 is answered by 18 ... Q×c2.

18 ... Qb4+ (Black has decided definitely to give mate) 19 c3 Ne4+
20 Ke2 N×c3+ 21 Kf3 Qe4+ 22 Kg3 Ne2+ 23 Kh3 Qf3 mate.

Thus 6 B×f7+ was a mistake.

* * *

And now let us examine the sacrifice at f7 after the preliminary exchange on e5.

No. 28

1 e4 e5 2 Nf3 d6 3 d4 Nf6 4 Nc3 Nbd7 5 Bc4 Be7 6 d×e5 d×e5

Also possible, of course, is 6 ... N×e5, when the bishop sacrifice at f7 is no longer on the agenda. By continuing 7 Be2 White obtains a slight spatial advantage in the centre.

7 B×f7+ K×f7 8 Ng5+ Kg6

Why doesn't Black retreat his king to g8, as in the game Rabinovich-Ilyin-Zhenevsky? The point is that after 8 ... Kg8 9 Ne6 Qe8 10 N×c7 Qg6 11 N×a8 Q×g2 12 Rf1 he is denied the possibility of playing e×d4 followed by Nd7-e5. This is the point of the preliminary exchange at e5. After 12 ... Nc5 (12 ... N×e4? 13 Qd5+) 13 Qe2 Bh3 14 Be3 Q×f1+ (otherwise 15 0-0-0) 15 Q×f1 B×f1 16 K×f1 Kf7 17 Nc7 Nf×e4 a position is reached with roughly equal chances.

9 h4

In the event of 9 Ne6 Qg8 10 N×c7 Rb8 White has only two pawns for the piece, and his attacking prospects are problematic. True, it is worth testing Keres' suggestion of including the move 9 f4 e×f4, and only then playing 10 Ne6 and 11 N×c7.

9 ... h5

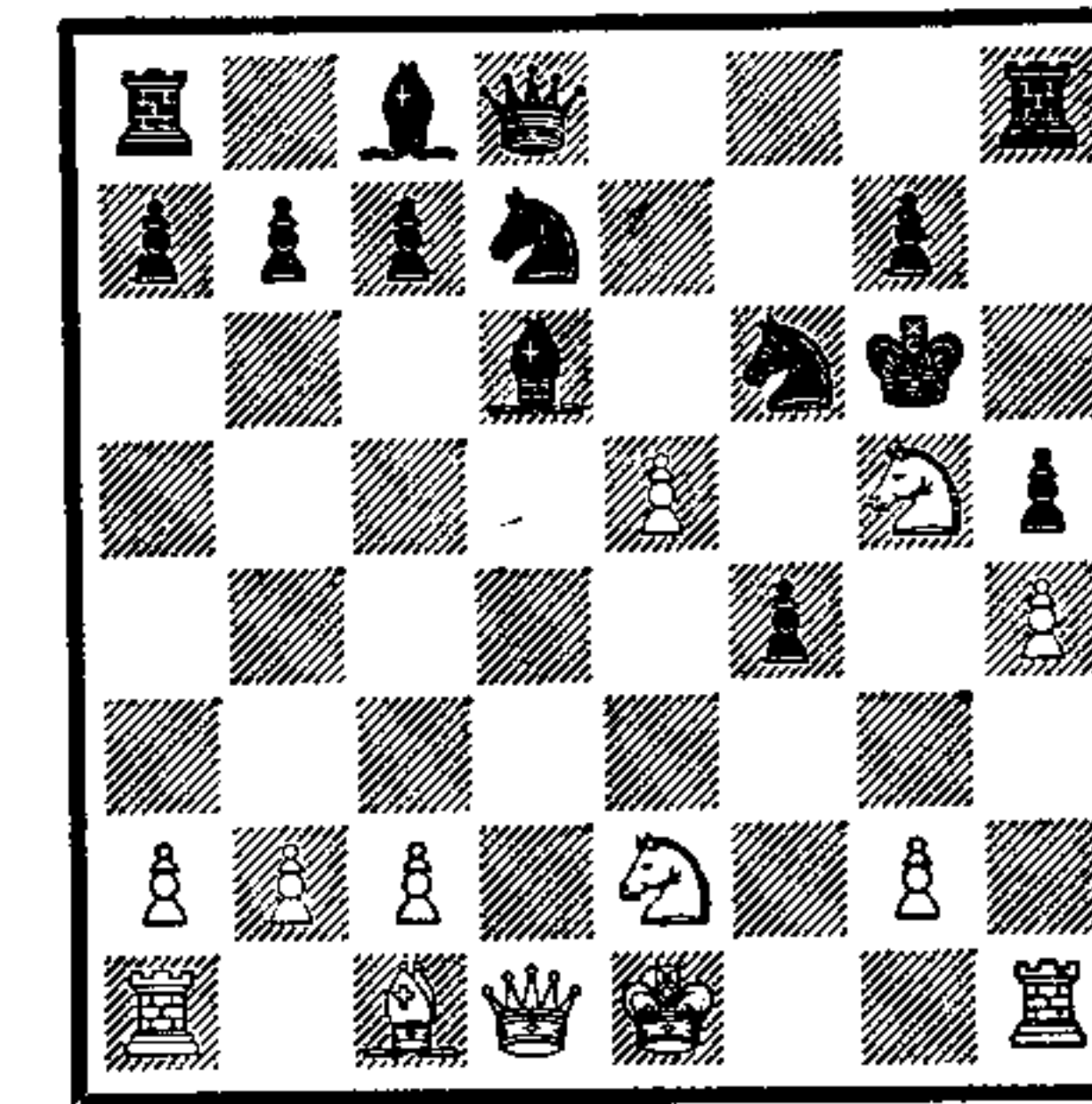
Black was threatened with an immediate debacle—10 h5+.

The resulting position was analysed in the 1930s by N. Ryumin. A great master of attack, he nevertheless came to the conclusion that White was unable to bring his offensive to a successful conclusion. After 10 f4 e×f4

(11 f5+ was threatened) 11 Ne2 Bd6 12 B×f4 Black parries all the threats by 12 ... Ne5, and retains his material advantage.

Time passed, and in the book 'Theory of Chess Openings' (Vol. II), which appeared in 1952, Keres suggested a new attacking line.

10 f4 e×f4 11 Ne2 Bd6 12 e5



With his last move White opens the d3-h7 diagonal, hoping to land a decisive blow: 12 ... B×e5 13 Qd3+ Kh6 14 Nf7 mate, or 12 ... N×e5 13 N×f4+ Kh6 14 Nf7+ followed by 15 Ne6+, winning the queen.

But a few more years passed, and it was discovered that White wins the queen at too great a price!

12 ... N×e5! 13 N×f4+ Kh6 14 Nf7+ N×f7 15 Ne6+ Kh7 16 N×d8 R×d8

For the queen Black has three minor pieces. And what pieces! 17 ... Bg3+ is threatened. Castling also leads to the loss of the queen. It is easy to see that after other continuations too, Black again launches a decisive offensive.

* * *

In conclusion—a variation in which the sacrifice at f7 followed by Ng5-e6×c7 leads to a complicated, double-edged game: 1 e4 e5 2 Nf3 d6 3 d4 Nf6 4 Nc3 Nbd7 5 Bc4 Be7 6 d×e5 d×e5 7 Ng5 0-0 8 B×f7+ R×f7 9 Ne6 Qe8 10 N×c7 Qd8 11 N×a8 b5! 12 Nd5!. Now 12 ... N×d5 13 Q×d5 Nf6 14 Q×b5 leaves White with the advantage,

but 12 ... Bd6! followed by 13 ... Bb7 enables Black to win the errant knight at a8, and to emerge with two minor pieces for a rook and two pawns, plus a promising position.

No. 29 Tylor-Koltanowski, 1930

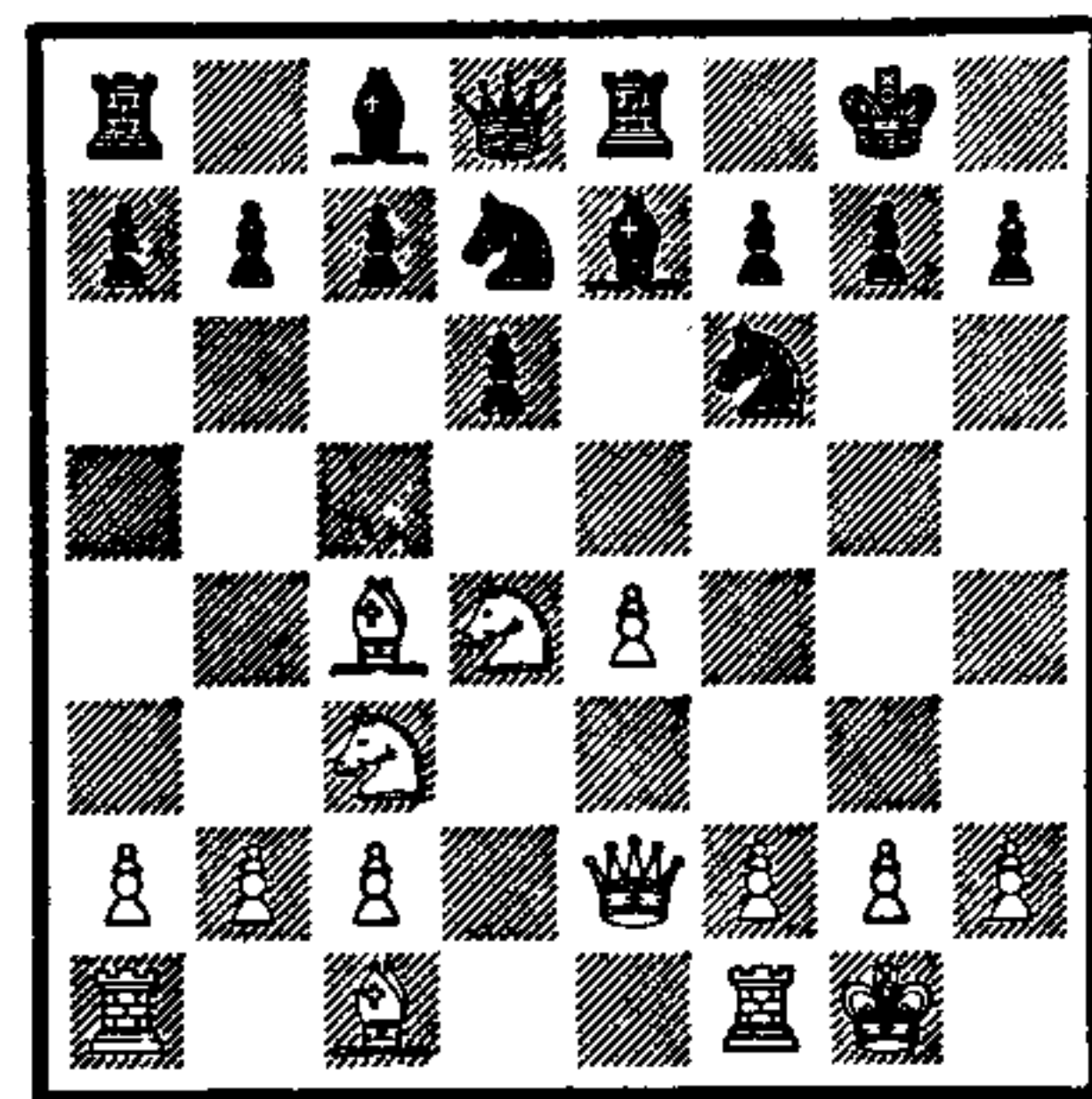
1 e4 e5 2 Nf3 d6 3 d4 Nf6 4 Nc3 Nbd7 5 Bc4 Be7 6 0-0 0-0 7 Qe2 e×d4

Here 7 ... c6 is normally played (cf. game No. 30). The point of giving up the centre is to attack the pawn at e4 by Rf8-e8 and Be7-f8.

8 N×d4 Re8?

The logical continuation of the plan begun by the exchange. However, the rook move has a tactical defect—it weakens the f7 square.

8 ... Ne5 was comparatively acceptable, and on 9 Bb3—9 ... Nc6, although after 10 Rd1 White's position is better.



9 B×f7+! K×f7 10 Ne6!

A tactical operation which is typical not only for Philidor's Defence (cf., for instance, game No. 107). Note that 10 Qc4+ d5 11 N×d5 does not work in view of 11 ... Ne5! 12 Qb3 N×d5, when it is Black who wins!

10 ... K×e6 11 Qc4+ d5 12 e×d5+ Kf7

If 12 ... Kd6, then 13 Nb5+ Ke5 14 Re1+ Kf5 15 Qd3+ and mates. The attempt to give up a piece by 12 ... N×d5 similarly fails to help.

After 13 N×d5 Black has no satisfactory defence against the threatened double check (14 N×c7++). E.g., 13 ... Kf7 14 Nf4+; 13 ... Kd6 14 N×c7 and 15 Rd1+. Finally, if 13 ... Ne5, then 14 N×c7++ Kd7 (14 ... Kf6 15 Qf4+) 15 Rd1+ Bd6 16 R×d6+ K×d6 17 N×e8+ Q×e8 18 Bf4. In all cases White wins.

13 d6+ Nd5

This is now forced, as king moves are answered by 14 d×c7.

14 d×e7 R×e7

The result is unaffected by 14 ... Q×e7 15 N×d5 Qe6 16 Qf4+ and 17 N×c7.

15 N×d5, and White won.

No. 30 Svirbulis-Randviir, 1950

1 e4 e5 2 Nf3 d6 3 d4 Nf6 4 Nc3 Nbd7 5 Bc4 Be7 6 0-0 0-0 7 Qe2 c6 8 a4 e×d4 9 N×d4 N×e4

The start of a relieving operation—10 N×e4 d5. For a long time it was thought that after this White's best reply was 11 Ba2, and on 11 ... d×e4—12 Rd1 Bf6 13 Nf5, with the initiative.

In the 36th USSR Championship (1968/9) V. Tseshkovsky, playing White against A. Lutikov, found in this old variation a more energetic continuation: 11 Nf5!. There followed 11 ... d×c4 12 Bh6!, and Black found himself in a critical position. If now 12 ... g×h6, then 13 Qg4+ Bg5 14 N×h6+. Lutikov replied 12 ... Nf6, and after 13 Neg3 B×f5 14 N×f5 g×h6 15 N×e7+ Kg7 16 Qe5! White required only eight more moves to force a win (16 ... Qb8 17 Nf5+ Kg6 18 Nd6 Kg7 19 Rfe1 Rd8 20 Rad1 Rd7 21 Rd4 Qc7 22 Rg4+).

Instead of 11 ... d×c4 Black does better to capture the knight—11 ... d×e4, when White can develop his initiative by 12 Q×e4 (12 Qg4 Bf6 13 Rd1 is less clear in view of 13 ... Qc7!). E.g., 12 ... Bf6 (on 12 ... Bc5 White has the strong continuation 13 Rd1 Qf6 14 Bd3 g6 15 Nh6+ Kh8 16 Ng4) 13 Nh6+ g×h6 14 Bd3 Re8 15 Q×h7+ Kf8 16 B×h6+ Ke7 17 Rfe1+ Kd6 18 Q×f7 (Keres), or 17 ... Ne5 18 Bf4

Qd4 19 Re4 Q×b2 20 Rael (Pitksaar–Randviir, 1951). In both cases White has a marked advantage.

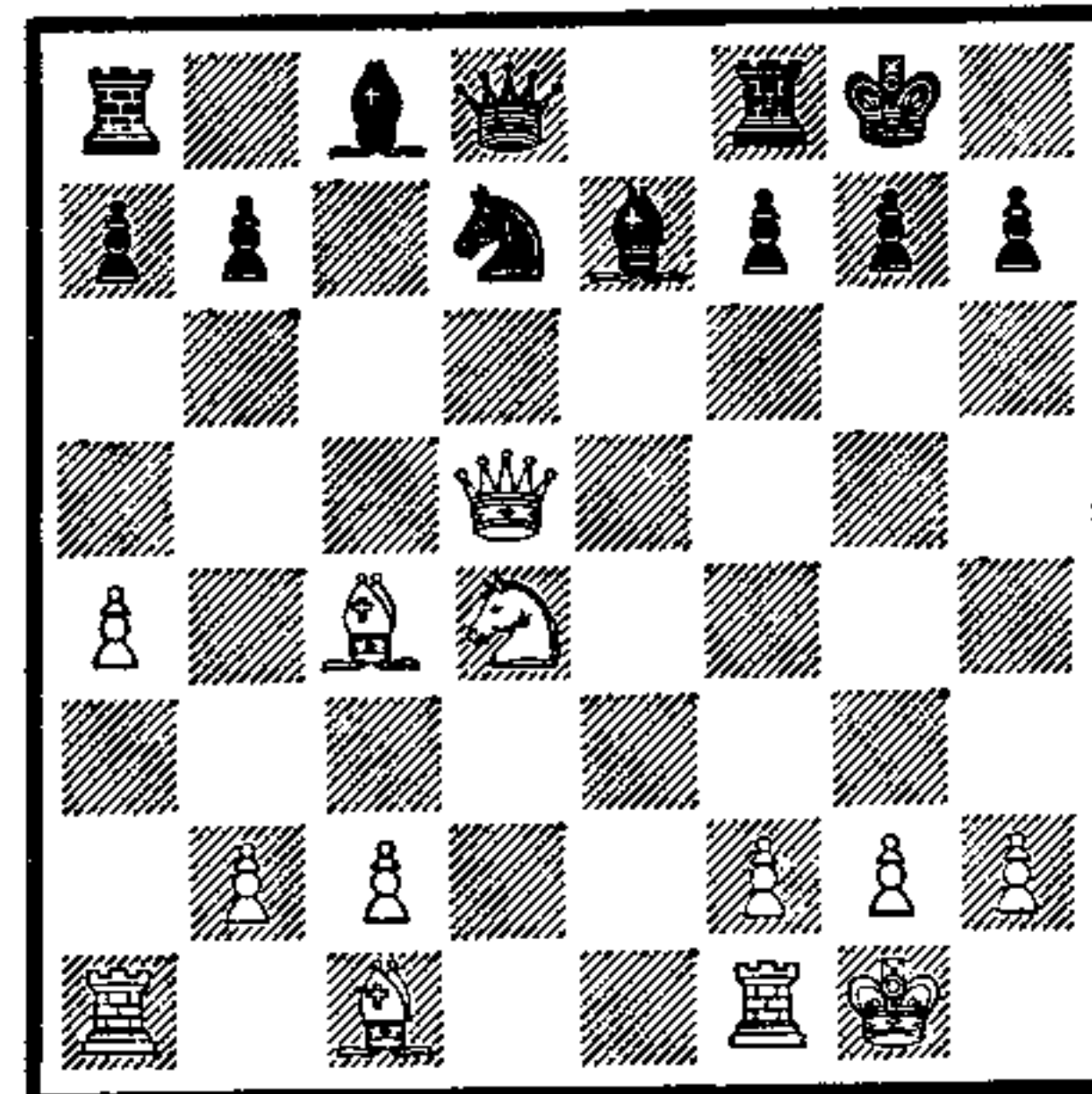
10 Q×e4

An attempt to refute the temporary piece sacrifice, which unexpectedly loses material.

10 ... d5 11 N×d5?

If White had foreseen what was awaiting him, he would no doubt have chosen 11 B×d5 Nf6 12 B×f7+ R×f7 13 Qd3. Even so, after 13 ... Ng4! Black's initiative is more than sufficient compensation for the pawn.

11 ... c×d5 12 Q×d5 (if 12 B×d5, then 12 ... Nf6).



White is a pawn up, and he assumed that there was nothing threatening him. But in fact one more move was made in the game, by which Black offered the exchange of queens—**12 ... Nb6!**, and White resigned. After the forced 13 Q×d8 R×d8 there are two minor pieces en prise, and one of them is lost.

No. 31 Castaldi–Tartakower, 1937

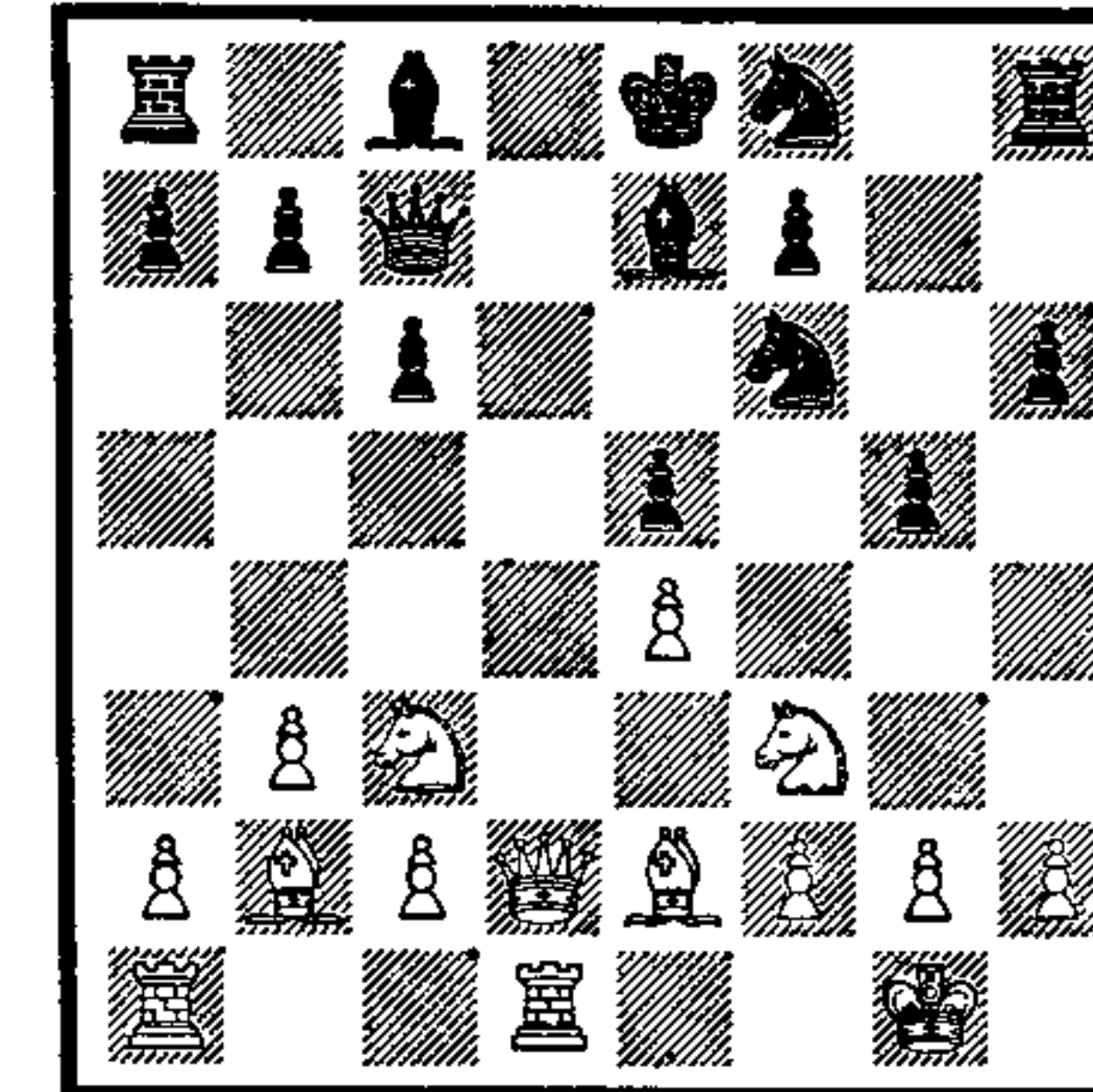
1 e4 e5 2 Nf3 d6 3 d4 Nf6 4 Nc3 Nbd7 5 Be2 Be7 6 0–0 h6

The start of a risky plan, in which Black forgoes the right to castle.

7 b3 c6 8 Bb2 Qc7 9 Qd2 g5 10 Rfd1 Nf8?

One more move, Nf8–g6, and Black will have attained his intended set-up. But the Italian master discovers a tactical weakness in his opponent's position.

11 d×e5 d×e5



12 N×e5!

Beware of the long diagonal! On 12 ... Q×e5 13 Nd5 Q×b2 there follows 14 Nc7 mate! Black also loses after 13 ... Qb8 14 N×f6+, or 13 ... N×e4 14 B×e5 N×d2 15 Nc7+ Kd8 16 R×d2+. Therefore Tartakower has to reconcile himself to the loss of a pawn, but his troubles do not end there.

12....Be6 13 Nb5 Qb8

This knight too cannot be taken (13 ... c×b5 14 B×b5+).

At various times, commentators on this game have recommended as the only defence 13 ... Qb6. In fact after 14 Nc4! B×c4 15 Nd6+ B×d6 16 Q×d6 B×e2 17 B×f6 Ng6 18 Rd2! Rg8 19 R×e2 White has not only an extra pawn, but also a totally won position.

14 Qa5! (Black's Achilles heel is his c7 square) **14 ... Bd8**

If 14 ... b6, then 15 N×c6 b×a5 16 N×b8 Bd8 (16 ... R×b8 17 Nc7 mate) 17 B×f6 B×f6 18 Nc7+ Ke7 19 Nc6 mate!

15 R×d8+! Q×d8 16 Nc7+ Ke7 17 Ba3+ Resigns

* * *

If Tartakower had been familiar with the game Nimzowitsch–Marco, played at the Göteborg Tournament of 1920, he would have rejected the

manoeuvre 10 ... Nf8 from the outset, and possibly the entire plan with h7-h6 and g7-g5. Here is this game: 1 e4 e5 2 Nf3 d6 3 d4 Nd7 4 Bc4 c6 5 a4 Be7 6 Nc3 Ngf6 7 0-0 h6 8 b3 Qc7 9 Bb2 Nf8? 10 d×e5 d×e5 11 N×e5! Q×e5 12 Nd5 Qd6 13 Ba3, and Black is defenceless—on 13 ... c5, 14 e5! is decisive.

No. 32 Bernstein–Tartakower, 1937

1 e4 e5 2 Nf3 d6 3 d4 Nf6 4 d×e5 N×e4 5 Bc4

Until comparatively recently, 3 ... Nf6 was considered premature. The basis for this was the variation worked out by Sokolsky: 4 d×e5 N×e4 5 Nbd2. The point of developing the knight at d2 is so as after 5 ... N×d2 (on 5 ... Nc5, strong is 6 Nc4 d5 7 Bg5 Qd7 8 Ne3, or 7 ... Be7 8 B×e7 Q×e7 9 Ne3! c6 10 c4 d×c4 11 B×c4) 6 B×d2 d×e5 to sacrifice a pawn by 7 Bc4!, gaining a lead in development. This continuation was first adopted in the game Sokolsky–Ilyin–Zhenevsky, played in the same year as the Bernstein–Tartakower game.

For many years the move 5 Nbd2 was considered a formidable weapon. After 5 ... N×d2 6 B×d2 d×e5 7 Bc4 Be7 (if 7 ... f6, then 8 N×e5! f×e5 9 Qh5+ g6 10 Q×e5+ Qe7 11 Bc3! Q×e5 12 B×e5 Bb4+ 13 c3 B×c3+ 14 b×c3 Rf8 15 B×c7, and White is a pawn up with the better position, while 7 ... Bd6 fails to 8 Ng5 0-0 9 Qh5) 8 N×e5 0-0 9 Qh5 Be6 (9 ... g6? 10 N×g6! h×g6 11 Q×g6+ Kh8 12 Bc3+ f6 13 Qh6 mate) 10 B×e6 f×e6 11 Bc3 Black's position is inferior in view of the weakness of his pawn at e6, and the fact that he is behind in development.

But is Black bound to capture the pawn at e5? By continuing 6 ... Be7! (instead of 6 ... d×e5) he obtains an equal game without trouble, as demonstrated by several games played a quarter of a century later. E.g., 7 e×d6 Q×d6 8 Bc3 0-0 9 Q×d6 B×d6 10 0-0 Bg4 (Boleslavsky–Keres, 1962), or 7 Bd3 Nc6 8 Qe2 Be6 9 0-0-0 d×e5 10 N×e5 Qd5 11 Nc4 Nd4 (Klovan–Heuer, 1962).

Having completed this short excursion into theory, let us return to the Bernstein–Tartakower game.

5 ... Be6

The correct defence against the threats of 6 Qd5, or 6 B×f7+ K×f7 7 Qd5+ and 8 Q×e4, is justifiably considered to be 5 ... c6 (6 e×d6 N×d6! or 6 0-0 d5 7 Bd3 Nc5).

6 B×e6 f×e6 7 Qe2

Following the exchange of bishops, White threatens to check at b5 and win a pawn. But this operation involves a loss of time, and he falls behind in development. 7 Nbd2 would have been a good continuation.

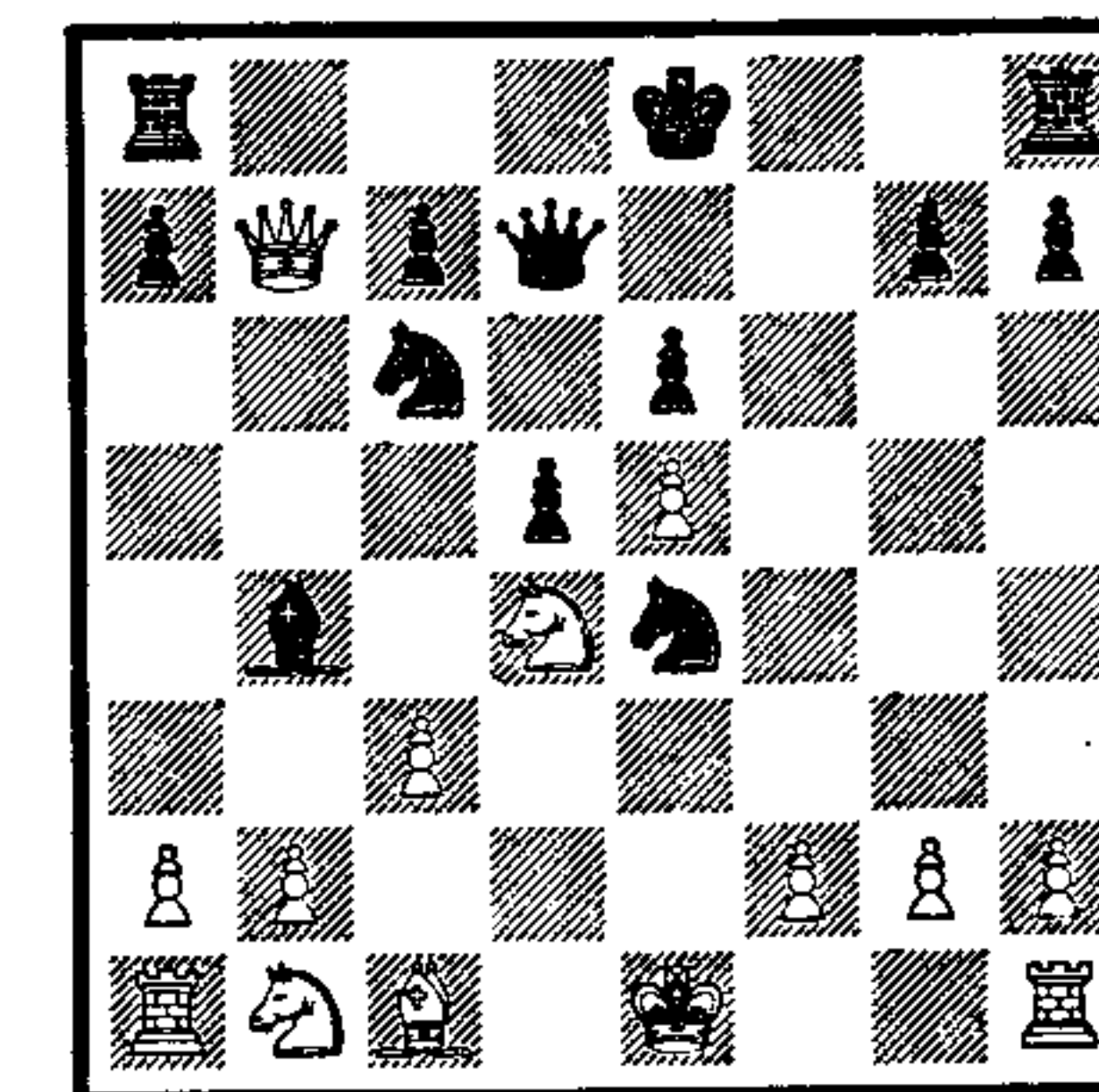
7 ... d5 8 Qb5+? Nc6 9 Nd4

Bernstein does not dare to take the pawn immediately, and decides to first pin the knight. After 9 Q×b7 Nb4 Black threatens not only 10 ... N×c2+, but also 10 ... Rb8, trapping the queen. White would have had to play 10 Qb5+ c6 11 Qe2, when 11 ... Bc5 gives Black a good attacking position. Nevertheless, this was far better for White than what actually happened in the game.

9 ... Qd7 10 Q×b7?

Now this is equivalent to suicide.

10 ... Bb4+ 11 c3



11 ... N×d4! 12 Q×a8+ Kf7 13 Q×h8

13 Qb7 Nc5 14 Q×a7 Qb5 leads to the same result.

13 ... Qb5!

Mate at e2 is inevitable, and White resigned.

A poor imitation of Anderssen's immortal combination. For a player such as Bernstein, the frivolous pursuit of material appears somewhat strange. In his defence it should be noted that this was not a tournament game, but a friendly one.

Ponziani's Opening

No. 33

1 e4 e5 2 Nf3 Nc6 3 c3

A straightforward attempt to seize the centre by d2–d4. The drawback to this opening lies in the rather slow development of the Q-side, and in the absence of control over d5.

3 ... d5

3 ... Nf6 is considered a sound reply for Black, and on 4 d4–4 ... N×e4 5 d5 Nb8 6 Bd3 Nc5, or 5 d×e5 d5.

4 Bb5

The alternative is 4 Qa4, when Black has a choice between 4 ... f6 (recommended by Steinitz) 5 Bb5 Ne7, and the gambit variations 4 ... Bd7 5 e×d5 Nd4 6 Qd1 N×f3+ 7 Q×f3 Nf6, and 4 ... Nf6 5 N×e5 Bd6 6 N×c6 b×c6 7 d3 0–0.

4 ... d×e4 5 N×e5 Qd5 6 Qa4 Ne7 7 f4 Bd7 8 N×d7

8 Bc4 fails to 8 ... N×e5.

8 ... K×d7 9 0–0

A roughly equal position results from 9 Bc4 Qf5 10 0–0 Rd8 11 d4 e×d3 12 B×d3 Qc5+ and 13 ... Kc8.

9... Nf5

The white king is unexpectedly threatened by mate: 10 ... Bc5+ 11 Kh1 Ng3+! 12 h×g3 Qh5 mate.

10 b4

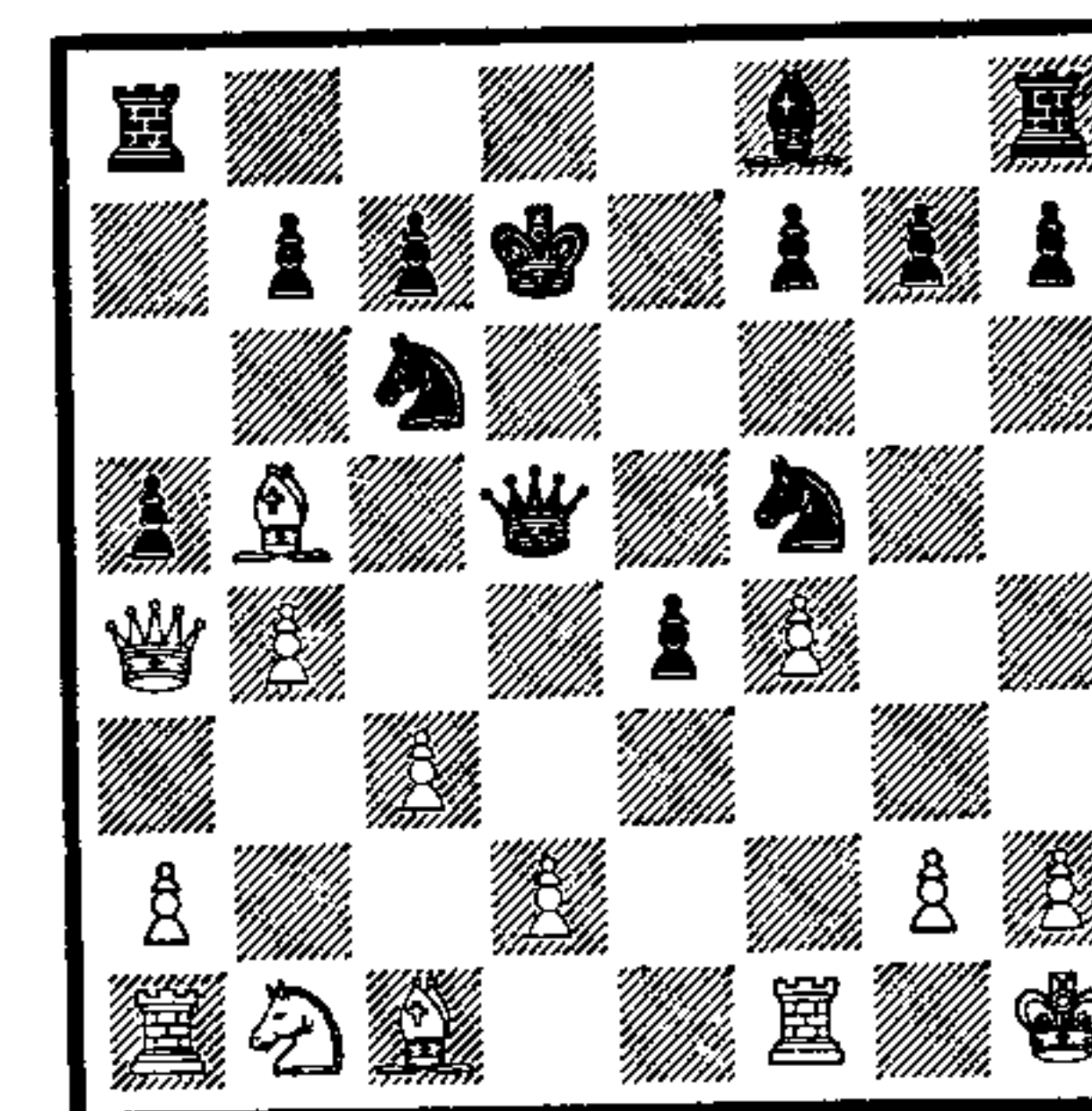
White prevents Bf8–c5, but only temporarily...

10 ... a5!

Threatening 11 ... a×b4, and on 12 Q×a8–12 ... Bc5+, etc.

11 Kh1

On 11 d4 e×d3 12 Rd1 there would follow 12 ... a×b4!.



It may seem that White has removed his king to a safe place—there is now no check with the bishop at c5. Nevertheless, the combination threatened after Black's 9th move still works, though true, in a slightly different form—with the sacrifice of two rooks.

11 ... a×b4! 12 Q×a8 Bc5! 13 Q×h8 Ng3+ 14 h×g3 Qh5 mate

* * *

This ancient variation, which was pointed out by the St. Petersburg master **E. Schiffers**, was until recent times considered favourable for Black. Only recently, instead of 10 b4, the stronger move 10 d4 has been suggested. The point of this is to answer 10 ... e×d3 11 Rd1 Bc5+ with 12 Kf1!, and this position is in fact advantageous for White. In my opinion the bishop check at c5 is not good. It would be interesting to try 11 ... Bd6, and on 12 R×d3–12 ... Qc5+ 13 Kf1 a6.

Three Knights' Game

No. 34

1 e4 e5 2 Nf3 Nc6 3 Nc3 g6

A move recommended by Steinitz.

4 d4 e×d4 5 Nd5

The alternative plan is 5 N×d4 Bg7 6 Be3, and on 6 ... Nf6 – 7 N×c6! b×c6 8 e5 Ng8 9 Bd4! Qe7 10 Qe2, with the better chances for White. Instead of 6 ... Nf6, 6 ... d6 is preferable.

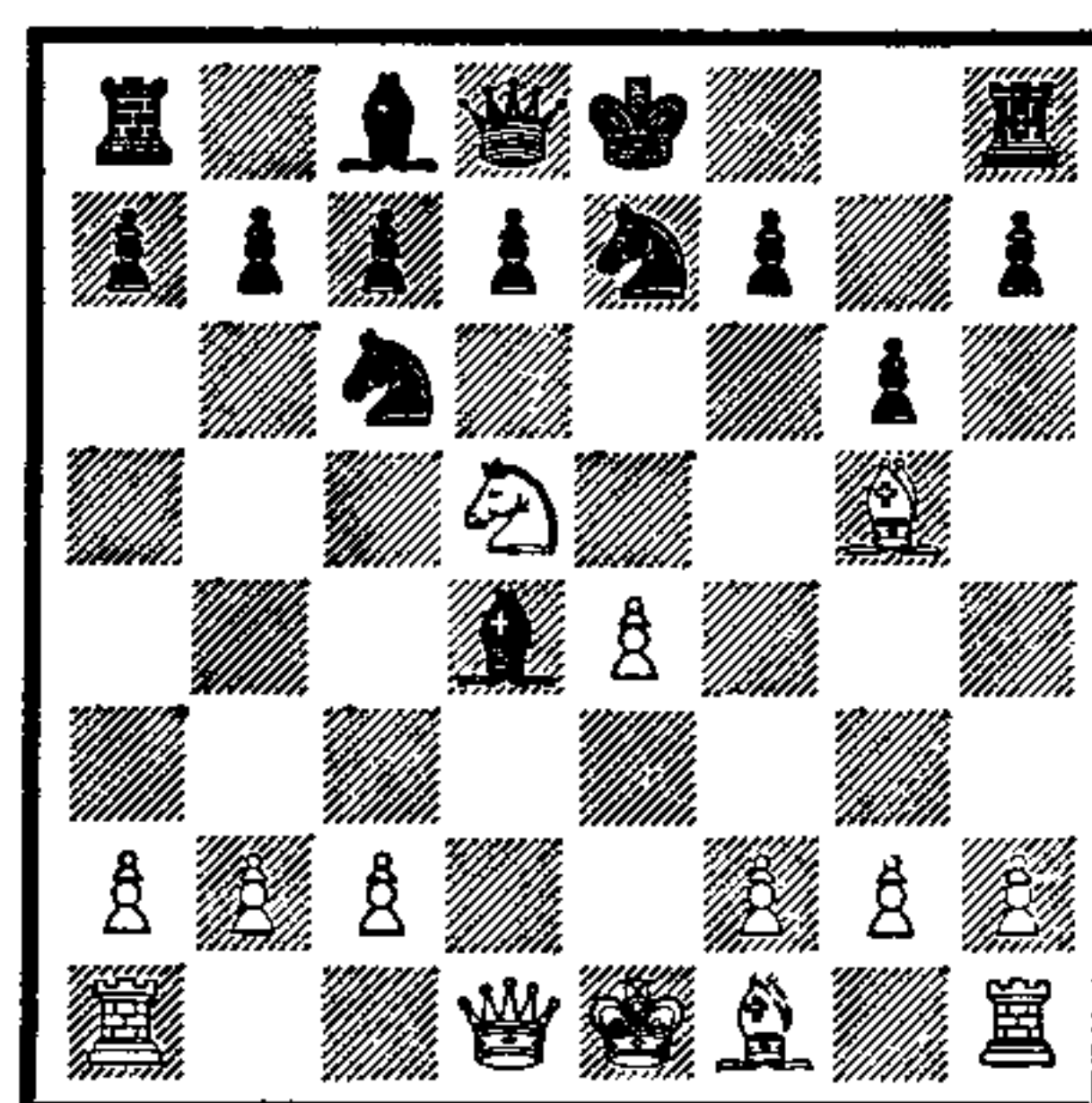
5 ... Bg7 6 Bg5

A strong move, and at the same time a trap.

6 ... Nge7?

This leads to catastrophe. White also has the advantage (true, only a positional one) after 6 ... f6 7 Bf4 d6 8 N×d4. However, 6 ... Nce7! 7 N×d4 c6 evidently enables Black to equalize.

7 N×d4 B×d4 (the threat was 8 N×c6)



8 Q×d4! N×d4 9 Nf6+ Kf8 10 Bh6 mate

This well-known combination is thought to be nameless, but in fact it occurred in a game played in 1903, where the player with White was the Moscow master **Blumenfeld**.

Four Knights' Game

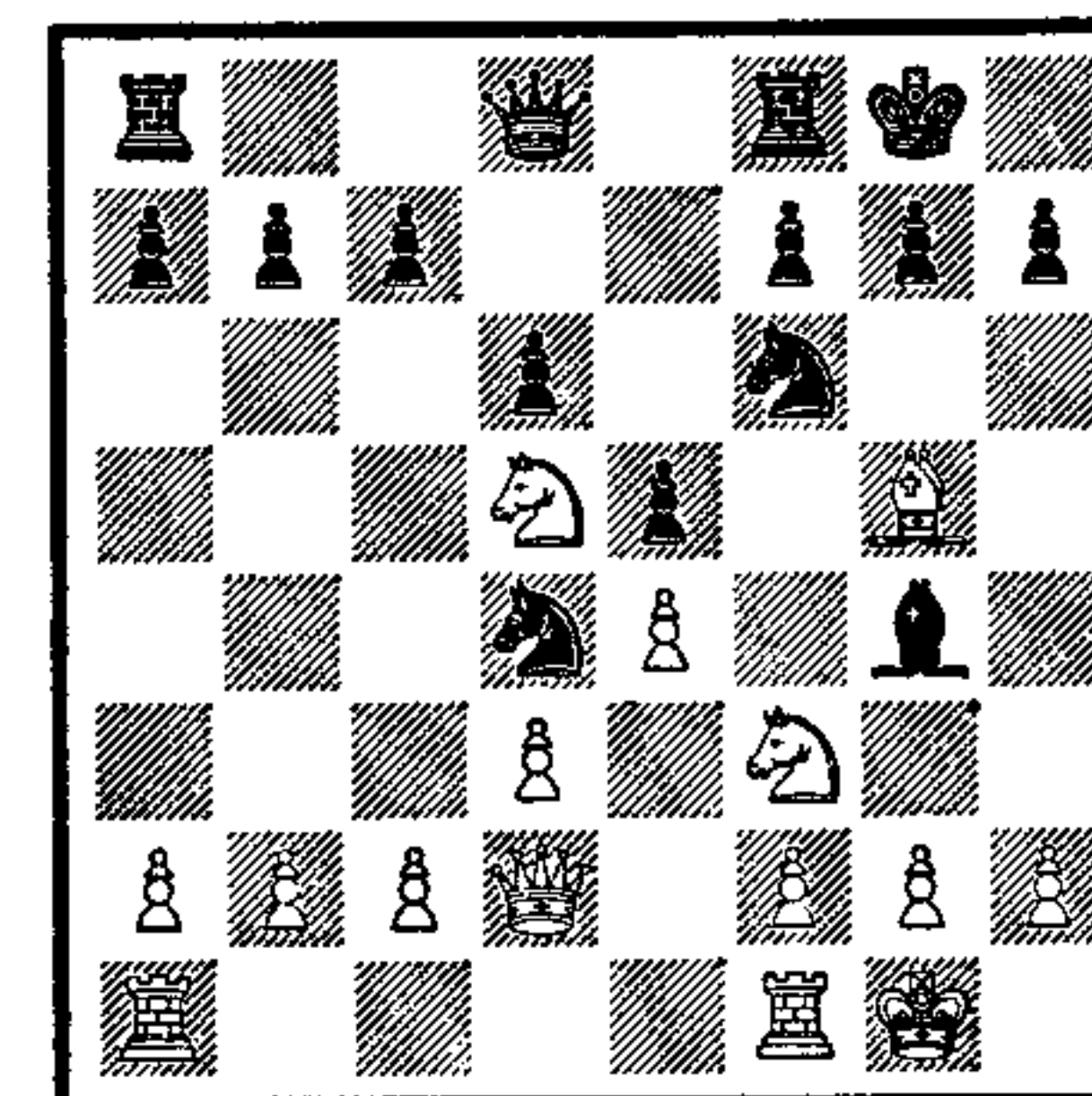
No. 35

1 e4 e5 2 Nf3 Nc6 3 Nc3 Nf6 4 Bb5 Bb4 5 0–0 0–0 6 d3 d6

How long can Black go on copying his opponent's moves? The answer to this question is given by two amusing games.

The first of these was played in 1936 between the editorial staff of the newspaper 'Vechernaya Moskva' (White), and the readers.

7 Bg5 Bg4 8 Nd5 Nd4 9 N×b4 N×b5 10 Nd5 Nd4 11 Qd2!



Utilizing the advantage of the first move, White is the first to create the threat of 12 B×f6 g×f6 13 Qh6. How is Black to defend?

Continuing the 'symmetry'—11 ... Qd7 12 B×f6 B×f3—leads to mate after 13 Ne7+ Kh8 14 B×g7+.

11 ... B×f3 12 B×f6 g×f6 13 Qh6 Ne2+ 14 Kh1 B×g2+

By returning the piece Black exchanges off the dangerous white knight.

15 K×g2 Nf4+ 16 N×f4 e×f4 17 Kh1!

Despite the exchange of minor pieces, the attack continues!

17 ... Kh8 (the only defence against mate) **18 Rg1 Rg8 19 R×g8+ Q×g8 20 Rg1 Resigns**

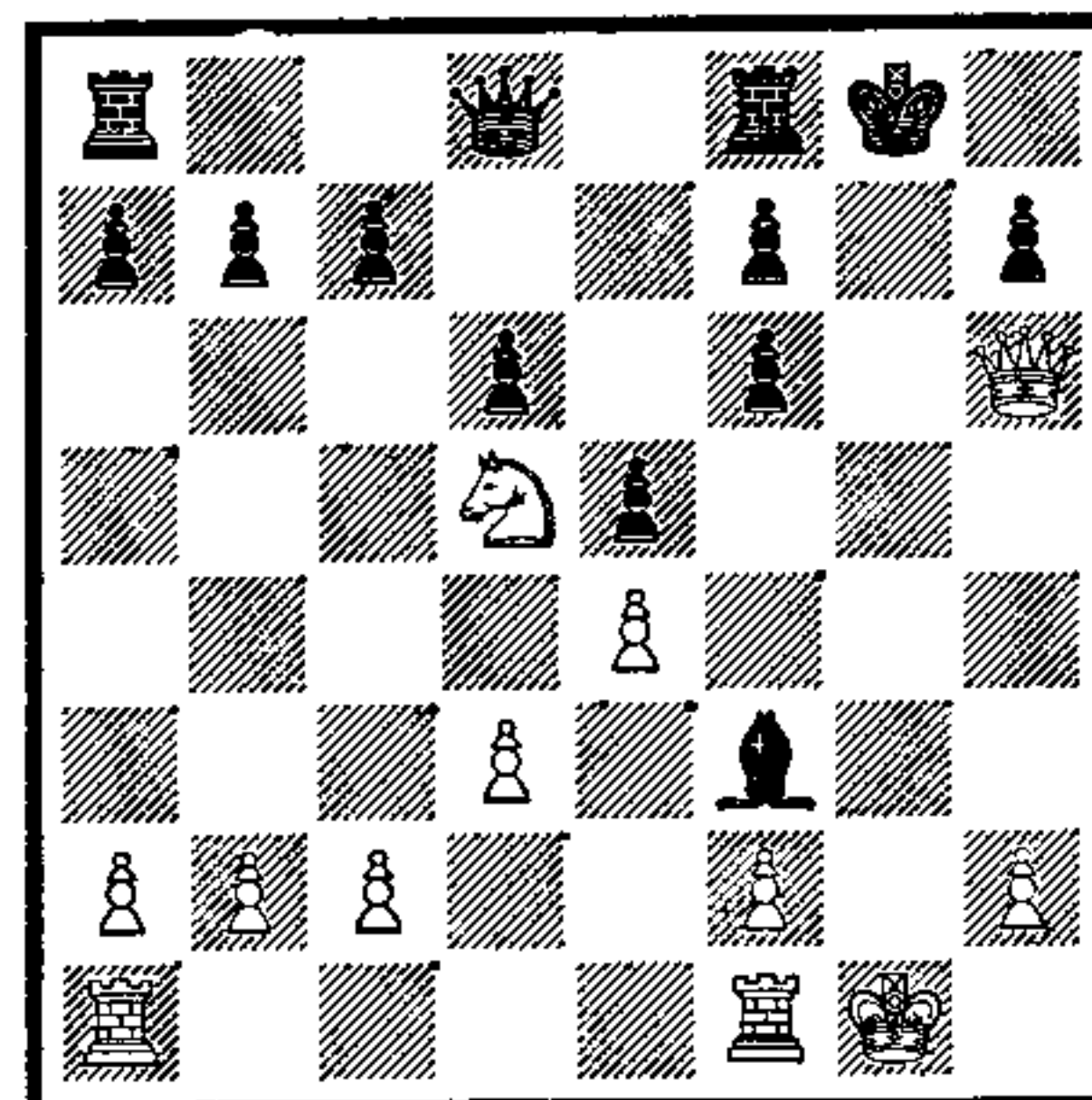
* * *

Now let us return to the position in the diagram, and try the defence **11 ... c6**. Then comes **12 N×f6+ g×f6 13 Bh4 B×f3 14 Qh6 Ne2+** (by returning the piece Black transfers his knight to g6 with gain of time, and thus defends against the threat of **Bh4×f6**; the clever move **14 ... Qd7**, suggested by Euwe, is parried by **15 h3!**, and on **15 ... Ne2+ 16 Kh2 B×g2-17 B×f6 Q×h3+ 18 Q×h3 B×h3 19 Rg1+** and mates) **15 Kh1 B×g2+ 16 K×g2 Nf4+ 17 Kh1 Ng6 18 Rg1**. Black is unable to repulse the attack. E. g., **18 ... Kh8 19 Rg4 Rg8 20 Rag1 Qe7 21 f4 e×f4 22 R×f4 N×h4 23 Q×h7+!**, and mates.

* * *

Well, what if Black plays **11 ... N×f3+ 12 g×f3 B×f3**, and allows White to carry out his main threat?

13 B×f6 g×f6 14 Qh6

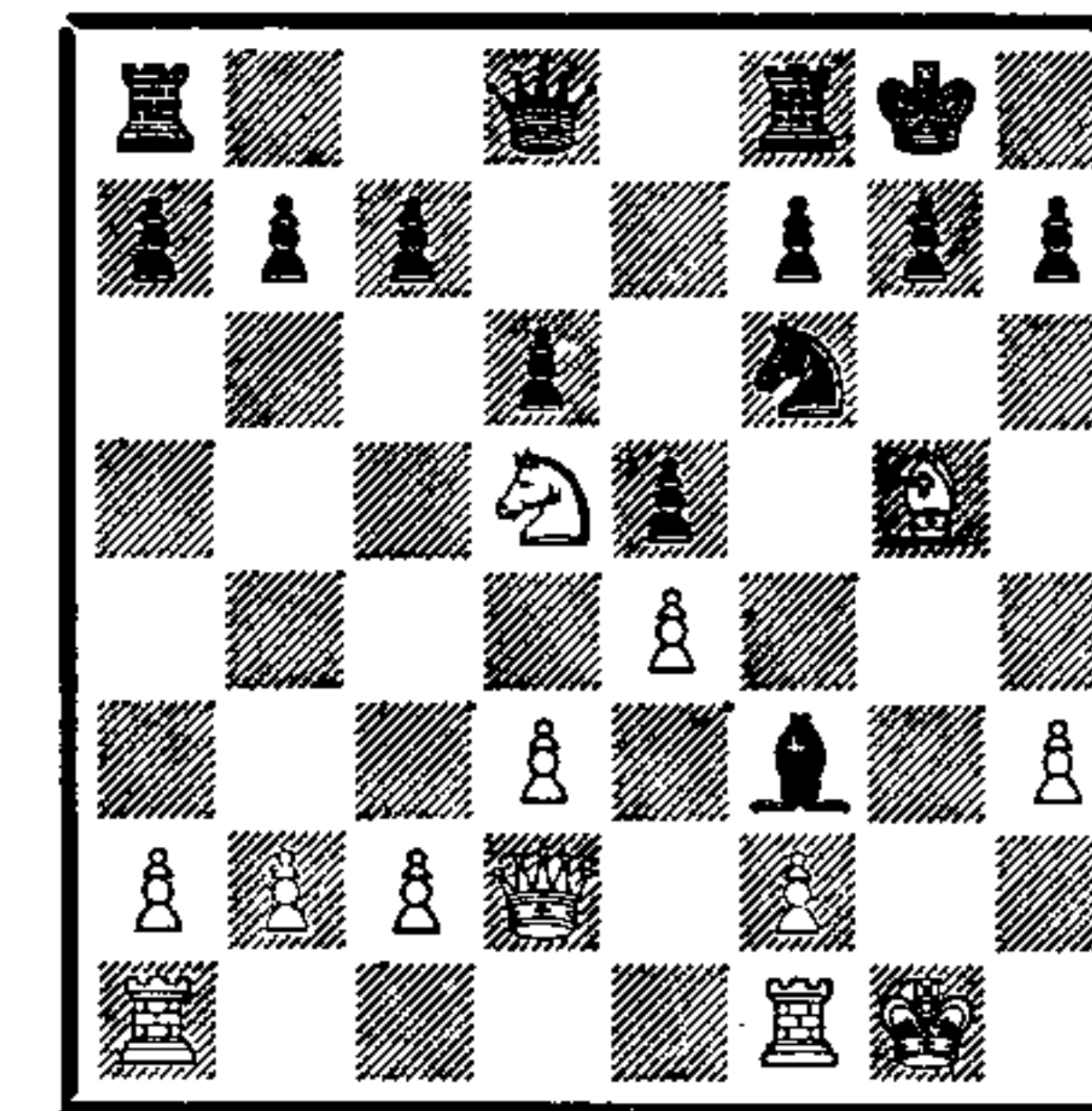


14 ... Kh8!

White has fallen into a trap! On **15 N×f6** there follows **15 ... Rg8+** and mates. If **15 h4**, then it is again mate: **15 ... Rg8+ 16 Kh2 Rg2+ 17 Kh3 Qd7** mate. There remains **15 Rfcl**. After **15 ... Rg8+ 16 Kf1 Rg6** White is a pawn down.

This variation signifies merely that, in positions which are apparently completely won, one must be watchful!

Instead of **13 B×f6**, **13 h3!** is correct, first opening an escape square for the king.



On **13 ... c6** (**14 B×f6 g×f6 15 Qh6** was now threatened) White has the strong continuation **14 N×f6+ g×f6 15 Bh4 Kh8 16 Kh2**. Now that the white king is safe, Black has to meet the threat of **17 Qh6**. But **16 ... Rg8** is met by the simple **17 Rg1**, with a clear advantage to White. E.g., **17 ... Rg6 18 Qe3 Bh5 19 f4 Qf8 20 f5 Qh6 21 R×g6!!**.

* * *

In conclusion we should add that, in the position given in the last diagram, relatively best for Black is **13 ... N×e4** (instead of **13 ... c6**), and on **14 d×e4-14 ... f6**, obtaining for the piece three pawns. (This interesting possibility, discovered recently by the Moscow schoolboy A. Shimanovsky, had, strange as it may seem, escaped the attention of the theorists.)

* * *

Thus the newspaper readers, with their limited knowledge of opening theory, fell into a trap. But where did they go wrong?

Instead of **7 ... Bg4** they should have broken the symmetry and continued **7 ... B×c3 8 b×c3 Qe7**, with the idea of carrying out the manoeuvre **Nc6-d8-e6**. This is an ancient variation. Also possible is **8 ... Bd7 9 Re1 (9 Qd2 h6 10 Bh4 Bg4) 9 ... Ne7! 10 B×f6 (10 B×d7 N×d7) 10 ... B×b5**.

7 ... Ne7 is another continuation which is playable for Black (cf. game No. 36).

* * *

Another example, more in the nature of a joke, is the game **Traxler-Šamanek (1915)**, in which Black decided to copy his opponent's moves indefinitely. After **1 e4 e5 2 Nf3 Nc6 3 Nc3 Nf6 4 Bb5 Bb4 5 0-0 0-0 6 d3 d6 7 B×c6** he played **7 ... B×c3**, and then—in the same spirit: **8 B×b7 B×b2 9 B×a8 B×a1 10 Bg5 Bg4 11 Q×a1 Q×a8 12 B×f6 B×f3 13 B×e5 B×e4 14 B×g7 B×g2 15 B×f8**

Alas, it is no longer possible to repeat White's move: on **15 ... B×f1** there follows **16 Q×g7** mate. This means that the game is over.

No. 36 Opocensky-Hrdina, 1924

1 e4 e5 2 Nf3 Nc6 3 Nc3 Nf6 4 Bb5 Bb4 5 0-0 0-0 6 d3 d6 7 Bg5 Ne7

In this way Black defends against the threat of **8 B×f6**. The doubled pawns do not cause him any trouble, since the knight at e7 is available to cement up his K-side. On **8 B×f6 g×f6 9 Nh4** there follows **9 ... Ng6**. After the possible continuation **10 N×g6 h×g6 11 f4 Kg7 12 Qf3 Bc5+ 13 Kh1 e×f4 14 Q×f4 Bd4!** Black has a good position.

8 Nh4 c6 9 Bc4 Ng6

Here **9 ... d5** is correct, driving away the bishop, so as on **10 Bb3** to play **10 ... Qd6**, with roughly equal chances.

10 N×g6 h×g6 11 f4 Qb6+

A tempting possibility, not only to evade the pin, but also to carry out a little tactical operation. However, Black's K-side, lacking the support of his pieces, comes under an unusual attack.

He should have played **11 ... Bc5+**, and on **12 Kh1—12 ... Be3**, in order after **13 Qf3** to eliminate the bishop at g5 and simplify the position: **13 ... B×f4 14 B×f4 e×f4 15 Q×f4**. White's advantage would then be insignificant.

12 Kh1 Ng4 13 Qel Ne3

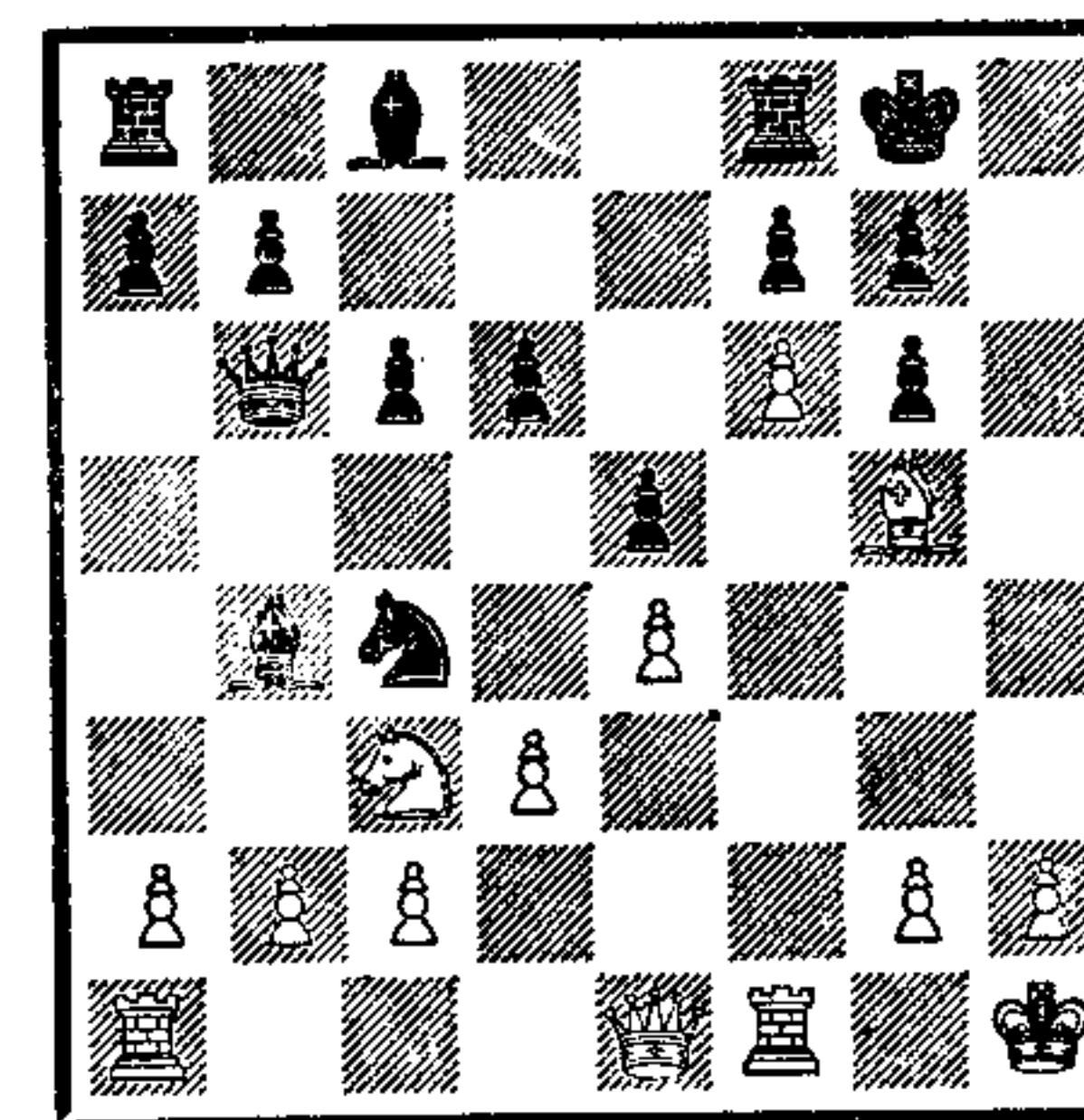
It was for the sake of this diversion that Black moved his queen to the Q-side. But **13 ... e×f4 14 R×f4 Ne5** was comparatively best.

14 f5!

The rook cannot be taken: **14 ... N×f1 15 f×g6 d5** (it is essential to block the diagonal of the bishop at c4, otherwise there follows **16 Qh4** and mates) **16 Qh4 f×g6 17 e×d5**, and the bishop at c4 is terribly powerful: **17 ... c×d5 18 N×d5; 17 ... Ne3 18 B×e3 Q×e3 19 d6+Rf7 20 Qd8+; 17 ... B×c3 18 d6+ Rf7 19 R×f1 Bf5 20 b×c3** or **20 d7; 17 ... Rf7 18 d6 Bf5 19 B×f7+ K×f7 20 Qc4+**.

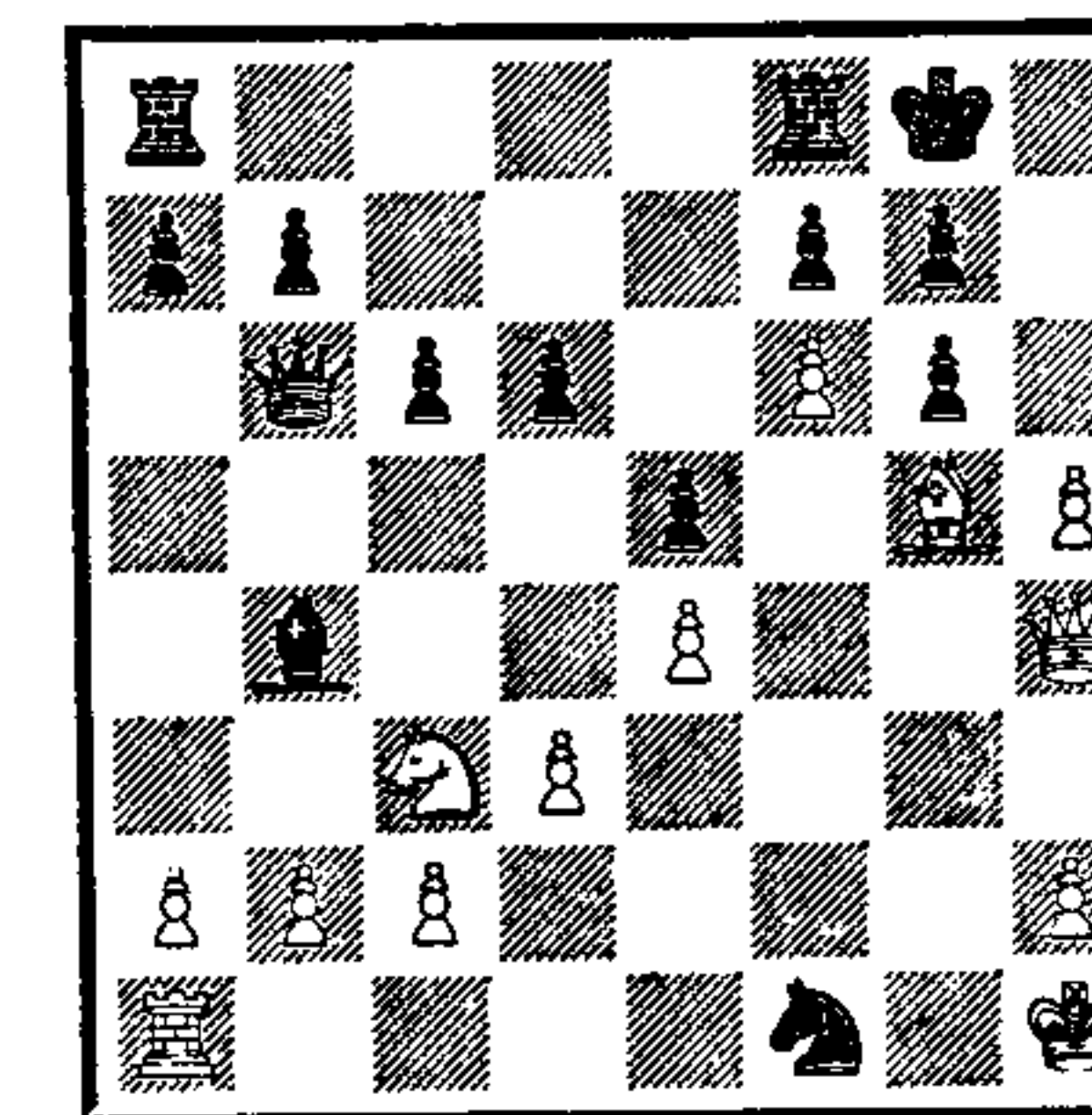
But after all, it is not essential to take the rook. It is possible to exchange off immediately the terrible bishop, which combines so well with the 'f' pawn (**f4-f5×g6**).

14 ... N×c4 15 f6!



Black is a piece up, there is no check threatening him, and yet his position is indefensible. What is there to be done against the manoeuvre **16 Qh4** followed by **17 f×g7**, and on **17 ... K×g7—18 Bf6+** and mates?

15 ... Bg4 (it is essential to block the 'h' file) **16 Qh4 Bh5 17 g4! Ne3 18 g×h5 N×f1**



19 h6!!

A highly unusual situation. 20 h×g7 is threatened, as well as 20 h7+. On 19 ... g×f6 (19 ... g×h6 20 Q×h6) there follows 20 h7+ and 21 B×f6 mate.

Black resigned.

No. 37

1 e4 e5 2 Nf3 Nc6 3 Nc3 Nf6 4 Bb5 Nd4

This move was first played by Marshall at Monte Carlo (1902) and was analysed by Rubinstein. White is offered the opportunity of capturing a pawn.

5 N×e5

A completely level position results in the variation 5 N×d4 e×d4 6 e5 d×c3 7 e×f6 Q×f6 (it is dangerous to win a pawn by the intermediate move 7 ... c×d2+: after 8 B×d2 Q×f6 9 0-0 Be7 10 Bc3 White has an excellent attacking position) 8 d×c3 Qe5+.

5 ... Qe7 6 f4

This leads to great complications, in the end favourable for Black. It is simpler to retreat the knight to f3, returning the pawn and agreeing to an equal game: 6 ... N×b5 7 N×b5 Q×e4+ 8 Qe2 Q×e4+ 9 K×e2 Nd5! 10 Re1 f6.

The move 6 Nf3 also contains a small trap. If instead of 6 ... N×b5 Black takes the 'e' pawn straight away, he finds himself in a difficult position: 6 ... N×e4? 7 0-0 N×c3 8 d×c3. White has a significant lead in development (the bishop cannot be taken, of course, on account of 9 Re1).

6 ... N×b5 7 N×b5 d6 8 Nf3 Q×e4+ 9 Kf2

This attempt to utilize the open 'e' file costs White dearly. 9 Qe2 is essential, although after the exchange of queens the chances are with Black, who has the two bishops.

9 ... Ng4+ 10 Kg3

On 10 Kg1, 10 ... Qc6 is good. After 11 Qe2+ Be7 12 h3 Qb6+ 13 d4 Nf6 14 Kh2 Bd7 15 Re1 0-0! (16 Q×e7? Rfe8) Black has the advantage.

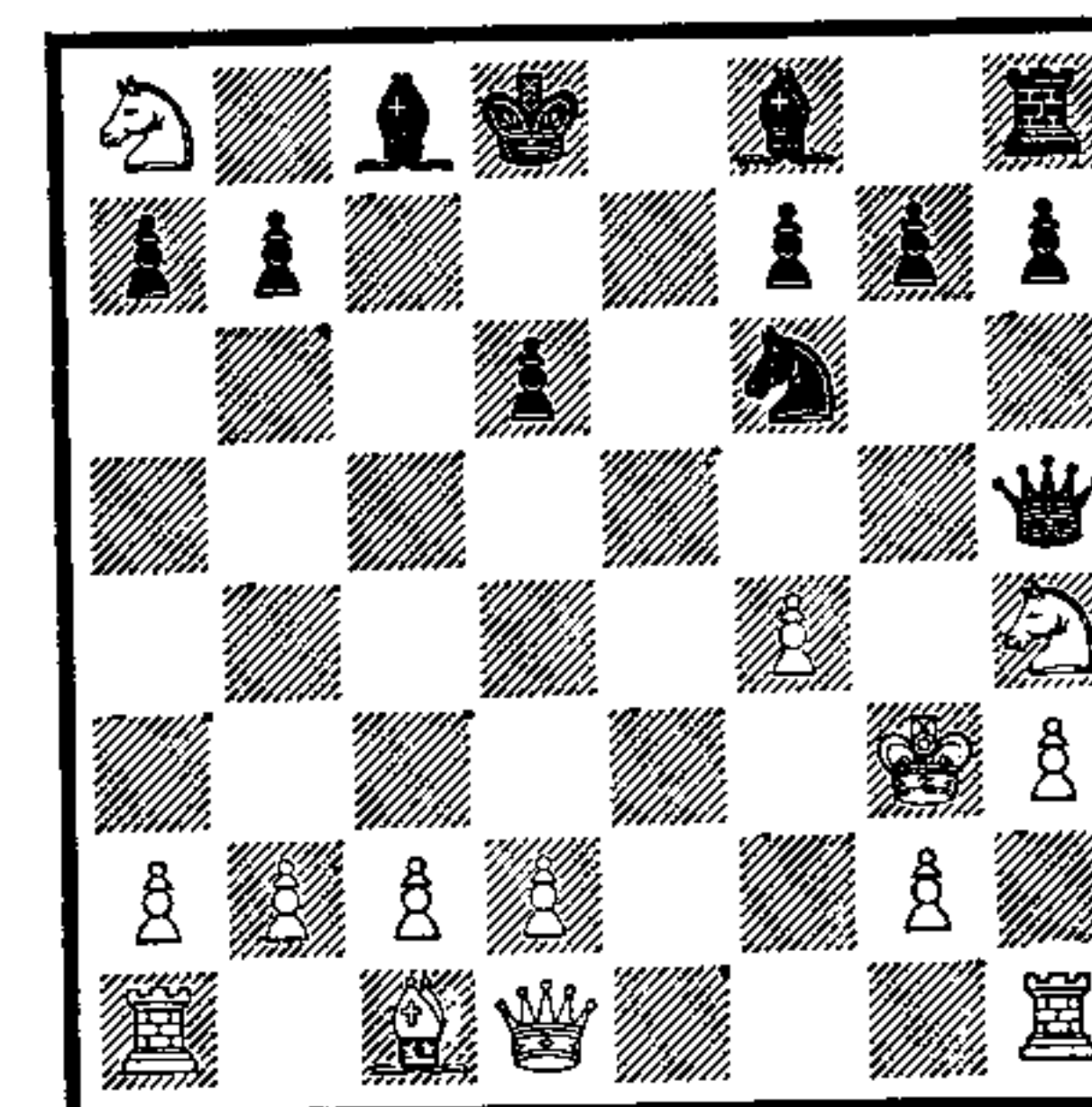
10 ... Qg6 11 Nh4 Qh5 12 N×c7+

If White had known what was in store for him, he would have avoided this greedy move, and preferred 12 h3. But even then, after 12 ... Q×b5 13 h×g4 g5 Black has excellent possibilities.

12 ... Kd8

Now 12 N×a8 g5! allows Black a decisive attack. E.g., 14 f×g5 Q×g5 15 Nf3 Qg7, threatening a discovered check, or 14 Nf3 g×f4+ 15 K×f4 d5, and the white king is in a desperate position.

13 h3 Nf6 14 N×a8



Now that he has captured the rook, White is offering the exchange of queens. If the black queen should retreat, White's king will be out of danger. But...

14 ... Q×h4+!! 15 K×h4 Ne4!

This cuts off the king's retreat. The threat of mate (16 ... Be7+ 17 Kh5 g6+ 18 Kh6 Bf8 mate) can be averted only by the queen sacrifice 16 Qg4. After 16 ... Be7+ 17 Qg5 B×g5+ 18 f×g5 h6 mate is again threatened (19 ... h×g5 mate). White is therefore forced to play 19 g6 f×g6 20 Rf1 (otherwise 20 ... Bf5 and 21 ... g5+ 22 Kh5 g6 mate), but then comes 20 ... g5+ 21 Kh5 Ng3+, and Black wins.

An exceptionally interesting analysis, which is attributed to **R. Teichmann** and **G. Wagner**. It dates back to the year 1923. Nine years later **L. Rellstab** caught **Hermann** with this combination.

No. 38

1 e4 e5 2 Nf3 Nc6 3 Nc3 Nf6 4 Bb5 Nd4 5 Ba4 Bc5

As in the previous example, a sacrifice in the interests of development.

6 N×e5

This leads to a very complicated game. If White wishes without fail to keep his material advantage, he must subject himself to a dangerous attack. The continuation 6 0-0 is examined in game No. 39.

6 ... 0-0 7 Nd3

On 7 d3 there is the strong reply 7 ... d5!, e.g., 8 Bg5 c6 9 Qd2 Re8 10 f4 b5 11 Bb3 h6 12 Bh4 N×e4! 13 B×d8 N×d2 14 K×d2 R×d8, with the better prospects for Black (Tarrasch-Rubinstein, San Sebastian 1912).

7 Nf3 is possible, but after 7 ... d5 8 N×d4 B×d4, to avoid any unpleasantness White must return the pawn by 9 0-0.

7 ... Bb6 8 Nf4

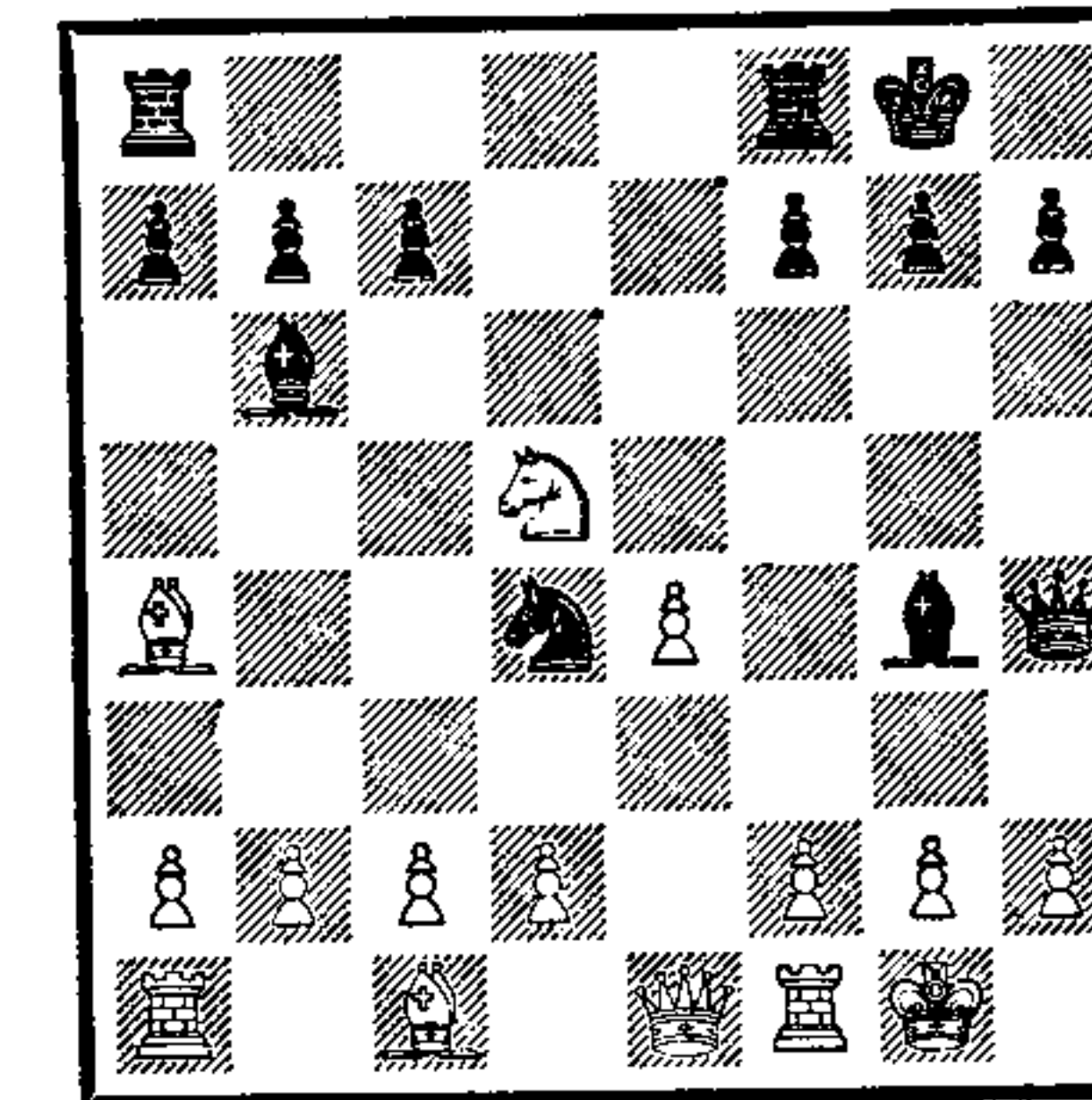
On 8 0-0 Black again plays 8 ... d5!, striving to open lines. E.g., 9 N×d5 N×d5 10 e×d5 Q×d5!, with advantage (11 Nf4 Qg5! 12 d3 Bg4 13 Nd5 Qh5 14 Ne7+ Kh8 15 Qd2 Bc5!).

8 ... d5! 9 Nf×d5?

White can no longer afford the time to win further material. The logical continuation of the plan beginning with Nd3-f4 was 9 d3. After 9 ... Bg4 10 f3 the piece sacrifice 10 ... Nh5 11 f×g4 Qh4+ leads only to a draw: 12 g3 N×g3 13 Ng2 Qf6 14 h×g3 Nf3+ 15 Ke2 Nd4+ 16 Ke1 Nf3+.

On 9 ... d×e4 10 d×e4 Bg4, 11 Qd3 is good, e.g., 11 ... Qe7 12 Be3 Rad8 13 Nfd5, while 9 ... c6 gives White time to reinforce his e4 square by 10 f3.

9 ... N×d5 10 N×d5 Qh4! 11 0-0 Bg4 12 Qe1



12 ... Nf3+! 13 g×f3 B×f3, and White is mated.

No. 39

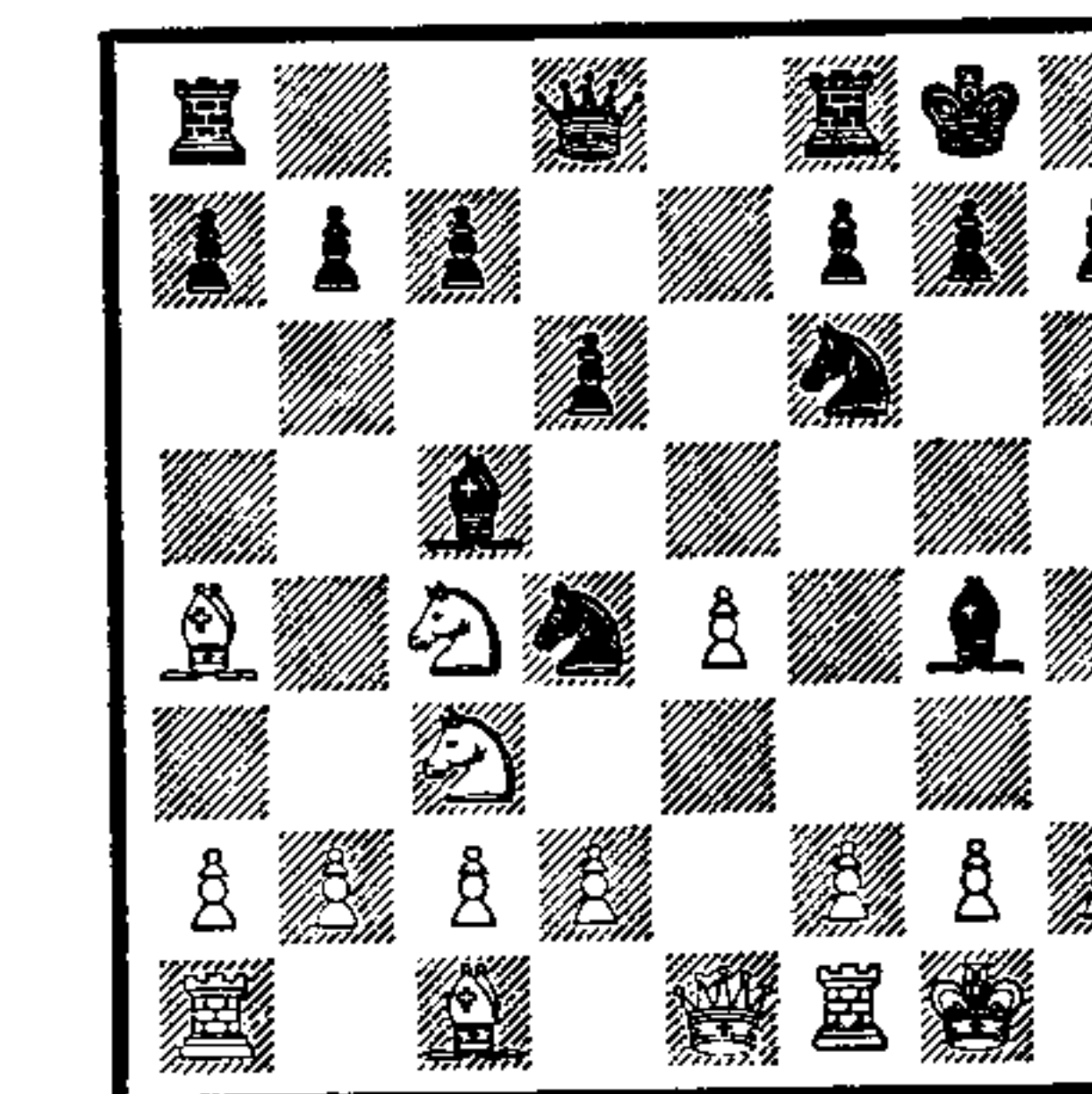
1 e4 e5 2 Nf3 Nc6 3 Nc3 Nf6 4 Bb5 Nd4 5 Ba4 Bc5 6 0-0 0-0 7 N×e5?

As was shown by Alekhine, here the capture of the pawn gives Black a decisive advantage. 7 d3 is correct.

7 ... d6 8 Nc4

After 8 Nf3 Black pins the knight by 8 ... Bg4, and then breaks up the enemy K-side (he threatens 9 ... Qc8 followed by 10 ... B×f3 11 g×f3 Qh3). If the knight retreats to d3, then the attack proceeds as in the main variation (8 Nd3 Bg4 9 Qe1 Nf3+!).

8 ... Bg4 9 Qe1



9 ... Nf3+! 10 g×f3 B×f3

Against the threat of Qd8–c8–h3 there is no defence.

11 d4 Qc8 12 Ne3 Qh3 13 d×c5 Ng4, and mate next move.

No. 40 Belsitzmann–Rubinstein, 1917

1 e4 e5 2 Nf3 Nc6 3 Nc3 Nf6 4 Bb5 Nd4 5 Bc4 Bc5

In examples 38 and 39 White retreated his bishop to a4. The sacrifice of the 'e' pawn is also quite appropriate after 5 Bc4.

6 N×e5 Qe7 7 Nd3

7 N×f7? fails to 7 ... d5, and 7 B×f7+ to 7 ... Kf8, with the threat of d7–d6.

On 7 Nf3 Black has the good reply 7 ... d5! 8 N×d5 (8 B×d5 Bg4) 8 ... Q×e4+ 9 Ne3 Bg4 10 Be2 N×e2 11 Q×e2 0–0–0 12 d3 Qe6, when his lead in development is excellent compensation for the sacrificed pawn.

7 ... d5! 8 N×d5?

In the game Nimzowitsch–Alekhine (St. Petersburg 1914), White played 8 B×d5. After 8 ... N×d5 9 N×d5 Q×e4+ 10 Ne3 Bd6 11 0–0 Be6 in return for the sacrificed pawn Black had excellent development and prospects of an attack.

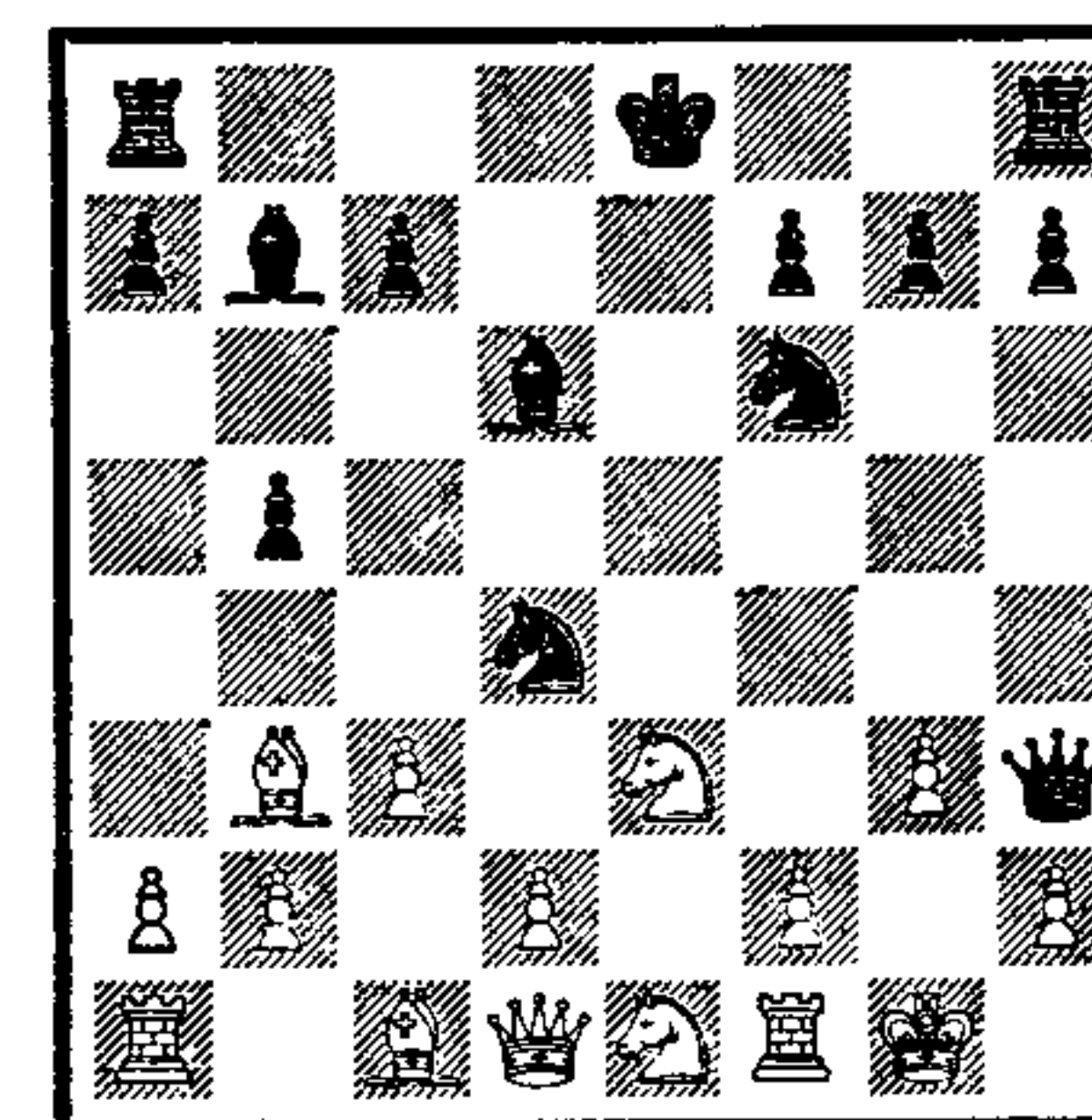
8 ... Q×e4+ 9 Ne3 Bd6 10 0–0

10 c3 Nf5 (not 10 ... b5 in view of 11 c×d4 b×c4 12 Qa4+) 11 Qe2 was essential. After 11 ... 0–0 Black has a clear positional advantage, but this was the best way out of an unhappy situation.

10 ... b5 11 Bb3 Bb7

As before, White's Q-side is immobile, and in order to develop it he needs time. Meanwhile, all Black's pieces, with the exception of his rooks, are directed towards the K-side. On the part of the board where events are developing he has a decisive superiority in force.

12 Ne1 Qh4 13 g3 Qh3 14 c3 (too late)

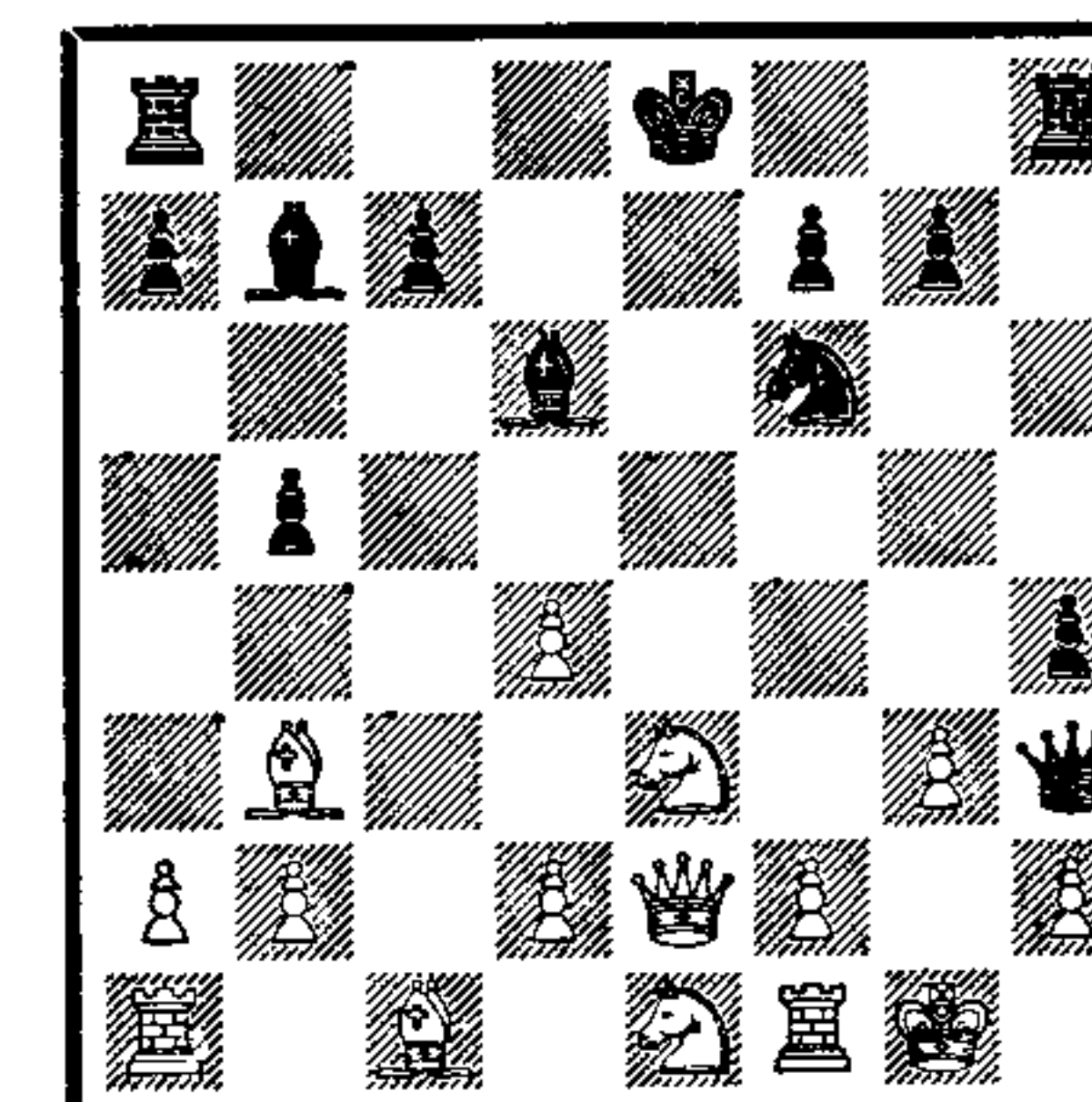


14 ... h5!

The knight does not matter. What is important is to open the 'h' file as quickly as possible.

15 c×d4 h4 16 Qe2

16 f3 h×g3 17 Qe2 g×h2+ 18 Kh1 Nh5 19 Nf5+ Kf8 similarly fails to save the game. But now follows mate in three.



16 ... Q×h2+! 17 K×h2 h×g3++ 18 Kg1 Rh1 mate.

Scotch Game

No. 41 Kopayev–E. Polyak, 1945

1 e4 e5 2 Nf3 Nc6 3 d4 e×d4 4 N×d4 Nf6 5 N×c6 b×c6 6 e5

This variation occurs comparatively rarely. Black's correct reply is 6 ... Qe7, and on 7 Qe2-7 ... Nd5.

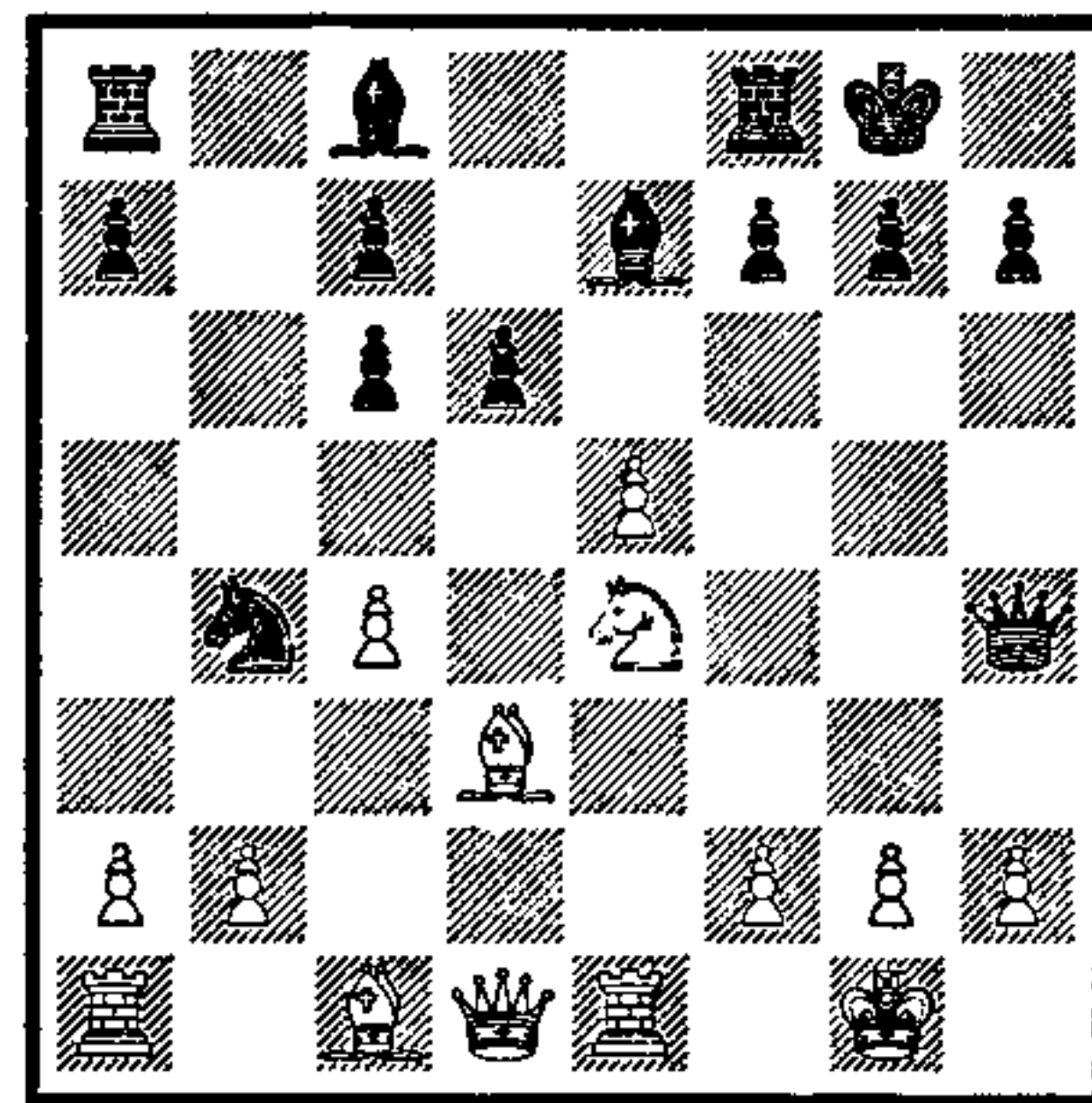
6 ... Nd5? 7 Bd3 Qh4

On 7 ... Bc5 both 8 Qg4 g6 9 Qg3, and 8 0-0 0-0 9 Nd2, are strong. If 7 ... d6, then 8 e×d6, and in the event of 8 ... c×d6 - 9 0-0 Be7 10 Be4!, with advantage to White. In this variation Black can attempt to create an attack on the K-side by 8 ... B×d6 (instead of 8 ... c×d6). After the possible continuation 9 0-0 Qh4 10 g3 Qh3 11 Re1 + Be6 12 Nd2 followed by Nd2-e4 (or Nd2-c4 and Bd3-e4) White should be able to repulse the attack, after which Black remains with his pawn weaknesses.

8 0-0 Bc5 9 Nd2! 0-0 10 Ne4!

This way, rather than 10 Nf3, to which Black has the good reply 10 ... Qh5.

10 ... Be7 11 Re1 d6 12 c4 Nb4



13 Nf6+! B×f6 14 Re4!

This move, only with even greater effect, would have followed after 13 ... g×f6. Unexpectedly Black finds that his queen does not have a single retreat square.

14 ... N×d3 15 R×h4 B×h4 16 Q×d3 d×e5 17 Qe4, and White realized his material advantage.

* * *

“An acquaintance of mine knows a knight move which always wins!”, a certain beginner once told his friend.

The reader will probably already have guessed that the move in question was Nf3-g5 in the Two Knights' Defence. And indeed, how many games have concluded with a lightning attack begun with this move 'of murderous strength'!

Two Knights' Defence

No. 42

1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 Ng5 d5 5 e×d5 N×d5?

This is the course that thousands of games in simultaneous displays have taken, and continue to take (correct is 5 ... Na5, 5 ... Nd4, or even 5 ... b5). After 6 N×f7 K×f7 7 Qf3+ Black, in order to defend his knight, is forced to move his king into the centre—7 ... Ke6. By playing 8 Nc3 White develops a strong attack both after 8 ... Nb4, or after the more tenacious 8 ... Ne7.

But even so, instead of the immediate knight sacrifice at f7, White has at his disposal a sounder attacking procedure, namely **6 d4**, and on **6 ... e×d4-7 0-0!**.

This last move was suggested in 1842 by Jänisch.

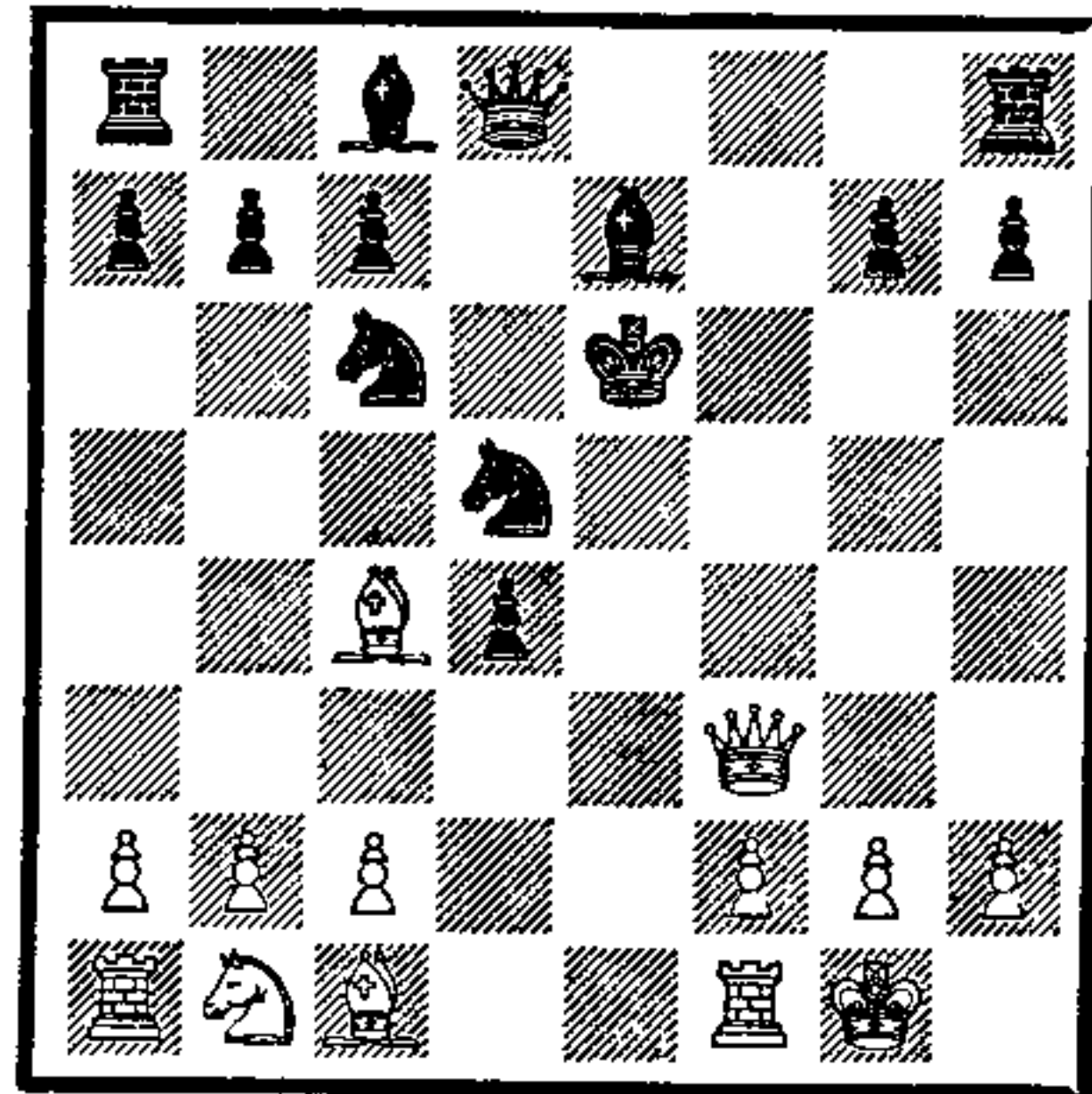
7 ... Be7

This position was reached, after a slight transposition of moves, in a game by **Morphy**, played in 1858 in a blindfold simultaneous display.

Now that the 'e' file has been opened, the knight sacrifice at f7 is particularly effective. It should be noted that after other replies too the advantage remains with White. Thus if 7 ... Be6, then 8 Re1 Qd7, and now as in the game—9 N×f7 K×f7 (9 ... Q×f7 10 B×d5) 10 Qf3+ Kg8 (10 ... Kg6? 11 R×e6+ Q×e6 12 Bd3+) and 11 R×e6!. Now Black loses after either 11 ... Q×e6? 12 B×d5, or 11 ... Ncb4 12 Re5 c6 13 Bd2. He must therefore play 11 ... Rd8!, but after 12 Bg5! Q×e6 13 B×d8 Qe1+ 14 Bf1 Qe6 15 Bh4 the advantage is on White's side.

Morphy continued his attack in the following way: **8 N×f7 K×f7**
9 Qf3+ (slightly more accurate is 9 Qh5+ g6 10 B×d5+ Ke8 11 Qf3
 Rf8 12 B×c6+ b×c6 13 Q×c6+ Bd7 14 Qc4) **9 ... Ke6?**

9 ... Ke8 10 B×d5 Rf8 was the lesser evil. A position from the varia-
 tion in the previous note would have been reached, only without the
 weakening move g7-g6.



10 Nc3!

A further knight sacrifice, which has to be accepted (if 10 ... Nb4,
 then 11 Re1+). After the opening of the 'd' file the black king comes
 under the fire of all the enemy pieces!

10 ... d×c3 11 Re1+ Ne5 12 Bf4 Bf6 13 B×e5 B×e5 14 R×e5+!
 (breaking down the last barricade) **14 ... K×e5 15 Re1+ Kd4 16**
B×d5 Re8

If 16 ... Q×d5, then 17 Q×c3 mate. Mate also results after 16 ...
 c×b2 17 Re4+ Kc5 18 Qa3+ K×d5 19 Qd3+ etc. It is also worth
 recalling the game Hansen-Christensen (1960), in which the 'independ-
 ent' moves 16 ... Qf6 17 Rd1+ were made, after which Black
 resigned.

17 Qd3+ Kc5 18 b4+ K×b4 19 Qd4+, and Morphy announced mate
 in four moves.

This game demonstrates just how dangerous the position of the king
 in the centre is, when it is deprived of an important defender—the pawn
 at e5.

* * *

Comparatively recently, some 30 years ago, some American players
 made an attempt to hinder White's attack by means of an original ma-

noeuvre. After 1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 Ng5 d5 5 e×d5 N×d5 6 d4,
 instead of 6 ... e×d4 they suggested 6 ... Bb4+. The intention is after
 7 c3 to retreat the bishop to e7, when the white knight no longer has the
 square c3, and the sacrifice at f7 loses in strength. Nevertheless, as was
 later shown, after 7 ... Be7 8 N×f7 K×f7 9 Qf3+ Ke6 White has an
 excellent possibility—10 Qe4!. If, for instance, 10 ... Qd6, then 11 f4
 Na5? 12 f5+, and wins. In the game Barden-Adams (1951/2) Black de-
 fended more accurately—10 ... Bf8 11 0-0 Ne7, but even this did not
 enable him to avoid a dangerous attack after 12 f4 c6 13 f×e5 Kd7
 14 Be2! Ke8 15 c4 Nc7 16 Nc3 Be6 17 Bg5 Qd7 18 Rad1.

No. 43 Bibikov-Neishtadt, 1946

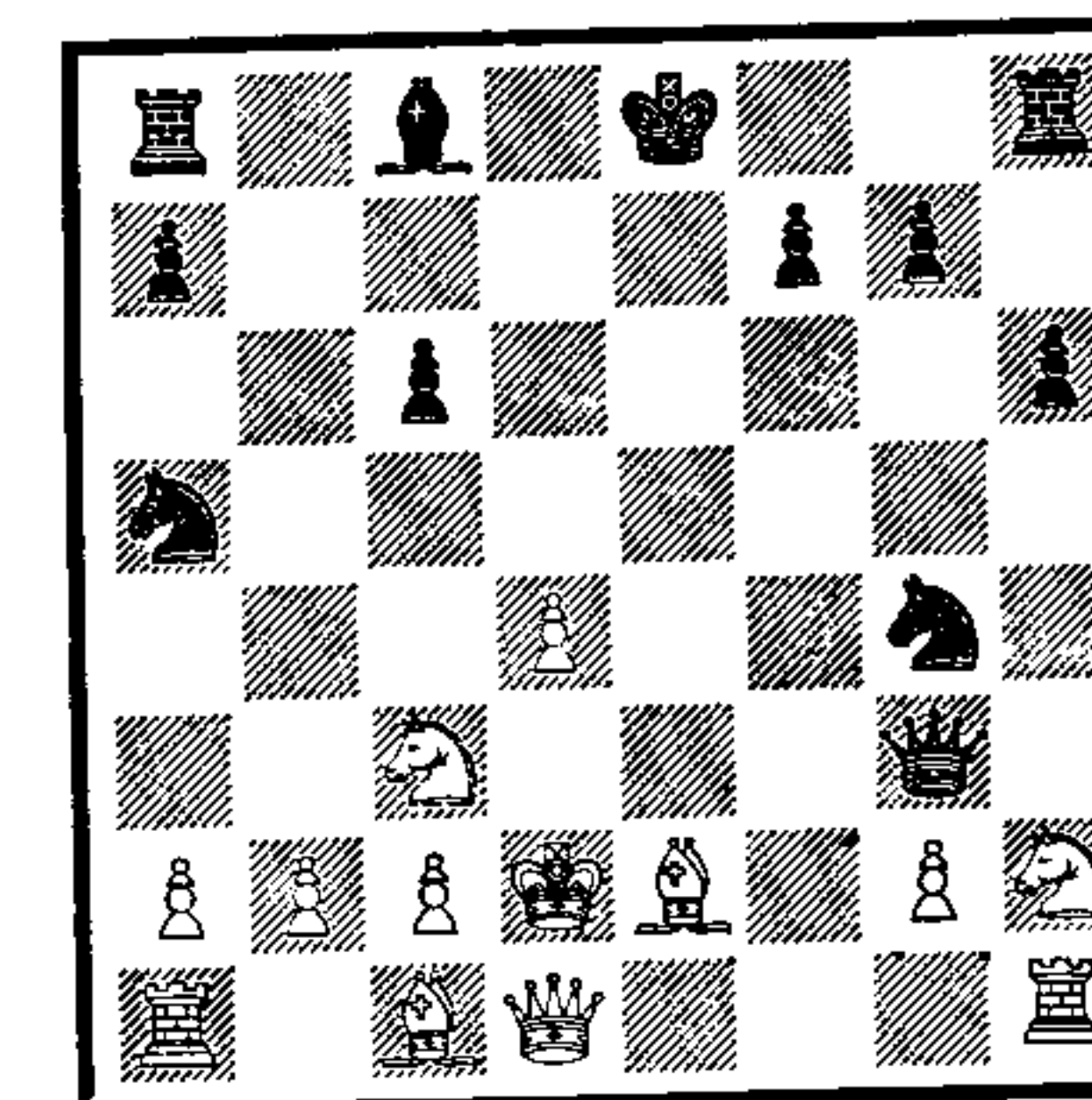
1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 Ng5 d5 5 e×d5 Na5 6 Bb5+ c6 7 d×c6
b×c6 8 Be2 h6 9 Nf3 e4 10 Ne5 Bd6 11 f4 e×f3 12 N×f3 Qc7

In this theoretical position Black has the initiative for a pawn. Here
 White should have castled, but he made another move, also apparently
 assisting his development—**13 d4?**, planning to castle in reply to 13 ...
 0-0.

There followed, however, **13 ... Ng4!**

Black not only prevents castling, but also threatens to smash up the
 enemy K-side.

14 Nc3 B×h2 15 N×h2 Qg3+ 16 Kd2



16 ... Nc4+! 17 B×c4 Qe3 mate

No. 44 Field-Tenner, 1934

1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 Ng5 d5 5 e×d5 Na5 6 d3 h6 7 Nf3 e4
8 Qe2 N×c4 9 d×c4 Bc5

Here White must play either 10 h3, or 10 Nfd2, although in each case Black has an excellent game for the sacrificed pawn. E.g., 10 h3 0-0 11 Nh2 c6! (suggested by P. Kondratiev) 12 d×c6 e3! 13 B×e3 B×e3 14 f×e3 Ne4!, or 10 Nfd2 0-0 11 Nb3 Bg4 12 Qf1 Bb4+! (Black provokes c2-c3, so as to later exploit the weakening of the d3 square) 13 c3 (13 Nc3 c6!) 13 ... Be7 14 h3 Bh5 15 Be3 Nd7 16 g4 Bg6 17 Nld2 Ne5 18 0-0-0 b5! 19 c×b5 Nd3+ 20 Kb1 Q×d5, with an attack (Salwe-Marshall, 1908).

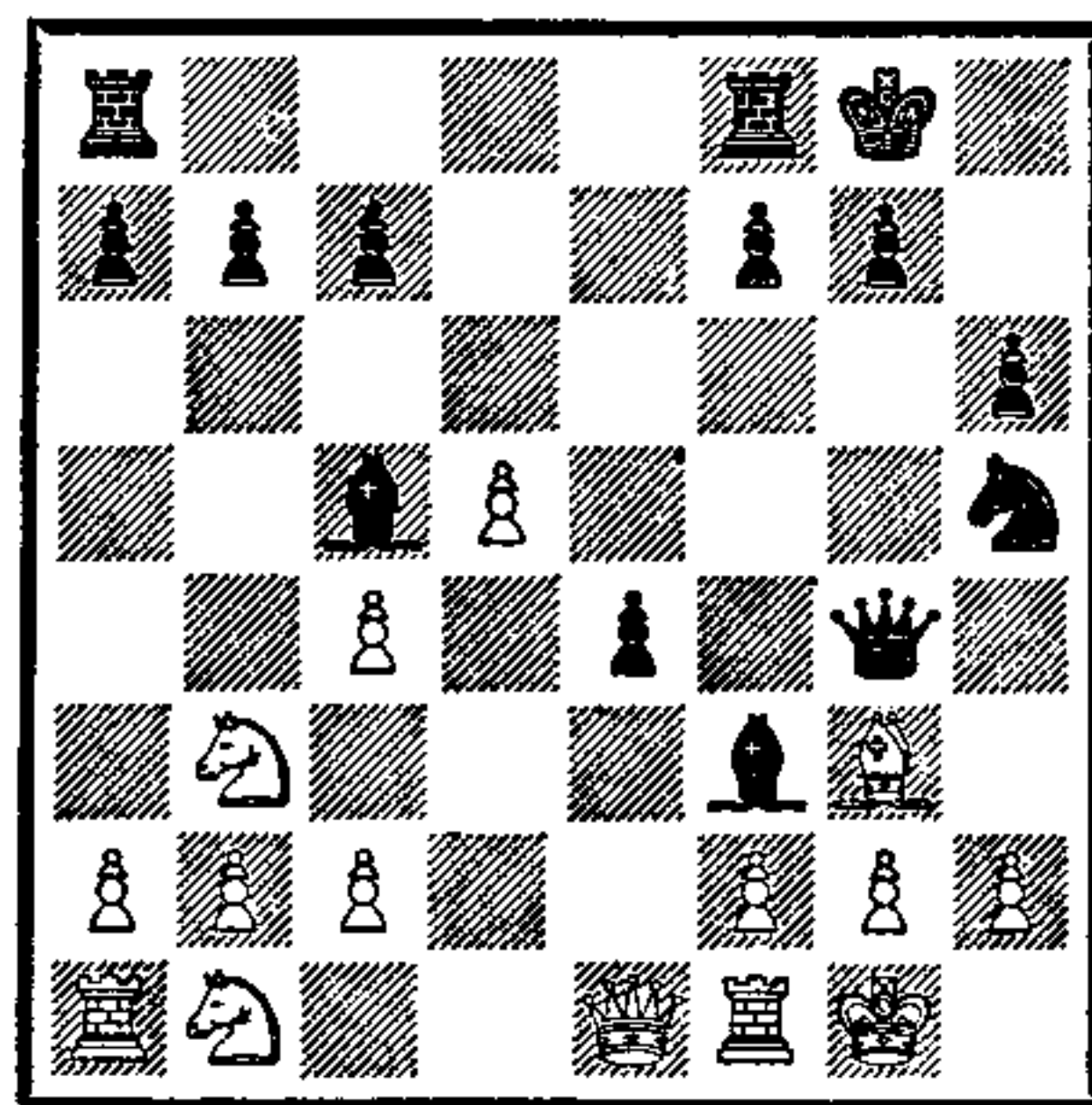
10 0-0?

This apparently natural move is punished by a crushing attack.

10 ... 0-0 11 Nfd2 Bg4! 12 Qe1 Qd7 13 Nb3 (a vain attempt to untangle his Q-side) 13 ... Bf3! 14 Bf4.

The bishop cannot be taken: 14 g×f3 e×f3 15 Kh1 Qh3 16 Rg1 Bd6. After 14 N×c5 White is mated: 14 ... Qg4 15 g3 Qh3, while if 14 h3 Qf5 15 N×c5, then 15 ... Qg6 16 g3 Qh5, and again White cannot avoid mate.

14 ... Qg4 15 Bg3 Nh5!



16 N×c5

Here again the capture of the other bishop loses: 16 g×f3 e×f3 17 Kh1 Rae8, and Black's attack decides.

16 Kh1 also does not help, in view of 16 ... B×g2+ 17 K×g2 Qf3+ 18 Kg1 N×g3 19 h×g3 Q×g3+ 20 Kh1 Qh3+ 21 Kg1 Bd6 22 f4 e×f3 23 Qf2 Bg3 24 Qd2 Bf4 25 Qf2 Be3! and 26 ... Qg2 mate.

16 ... Nf4 17 N×e4

If 17 g×f3, then 17 ... Qh3! 18 B×f4 e×f3, and mates.

17 ... Qh3!

Mate is inevitable, **White resigned**.

No. 45 Semenenko-Perfiliev, Corr. 1947

1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 Ng5 d5 5 e×d5 Nd4

This move was suggested by A. Fritz at the beginning of the present century. According to modern theory, this sharp counter-attack is considered to be virtually Black's best rejoinder in the 4 Ng5 variation.

6 c3

The attack on f7 by 6 d6 is not at all promising for White. Black replies 6 ... Q×d6!, and after 7 B×f7+ Ke7 8 Bb3 (8 ... h6 was threatened) 8 ... N×b3 9 a×b3 h6 10 Nf3 e4 11 Ng1 (or 11 Nh4) 11 ... Kf7 his excellent development is fully sufficient compensation for the pawn.

The naïve 7 N×f7? is refuted instructively by 7 ... Qc6!, and on 8 N×h8-8 ... Q×g2 9 Rf1 Qe4+ 10 Be2 Nf3 mate.

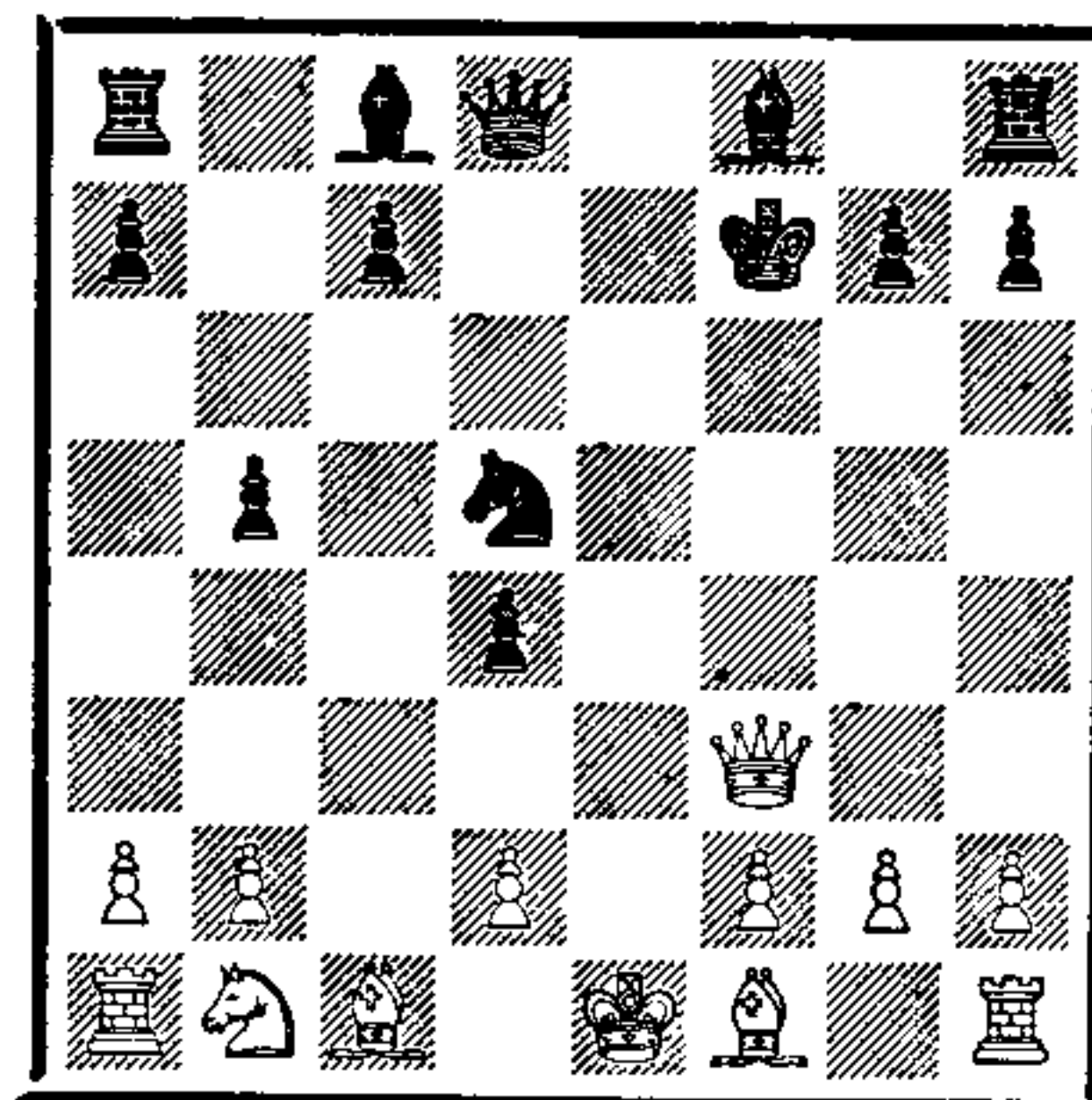
6 ... b5 7 Bf1

If 7 c×d4 b×c4 8 d×e5, then 8 ... Q×d5, and on 9 Nf3-9 ... Nd7 10 0-0 Bb7 11 d4 (Black has a good game after 11 Re1 0-0-0 12 b3 Nc5) 11 ... c×d3 12 Nc3 Qc6 13 Re1 0-0-0 14 Q×d3 Nc5, with roughly equal chances.

7 ... N×d5

Two knights (at g5 and d4) are en prise, and White, utilizing the desperado idea, decides to prevent his opponent from castling.

8 N×f7 (for the continuation 8 c×d4, cf. game No. 46) 8 ... K×f7 9 c×d4 e×d4 10 Qf3+



10 ... Nf6!

A surprising and very strong move. Black leaves a rook en prise.

11 Q×a8 Bc5! 12 B×b5

Otherwise 12 ... Re8+. But even now this move proves possible!

12 ... Re8+! 13 Kf1

On 13 B×e8 there follows 13 ... Q×e8+ 14 Kd1 Bg4+, or 14 Kf1 Ba6+.

13 ... Ba6! 14 Qc6 (14 Q×d8 leads to mate in two) **14 ... Qe7 15 g3 B×b5+ 16 Q×b5 Qe4 17 Qc4+ Kg6 18 Kg1**

If 18 Rg1, then 18 ... Ng4!.

18 ... Qf3 19 Qf1 d3 20 Resigns

White should not, of course, have taken the rook. But 11 B×b5 (instead of 11 Q×a8) 11 ... Be6 12 0-0 Rb8!, as occurred in another correspondence game (Estrin-Gilman, 1948), also gives Black an excellent game.

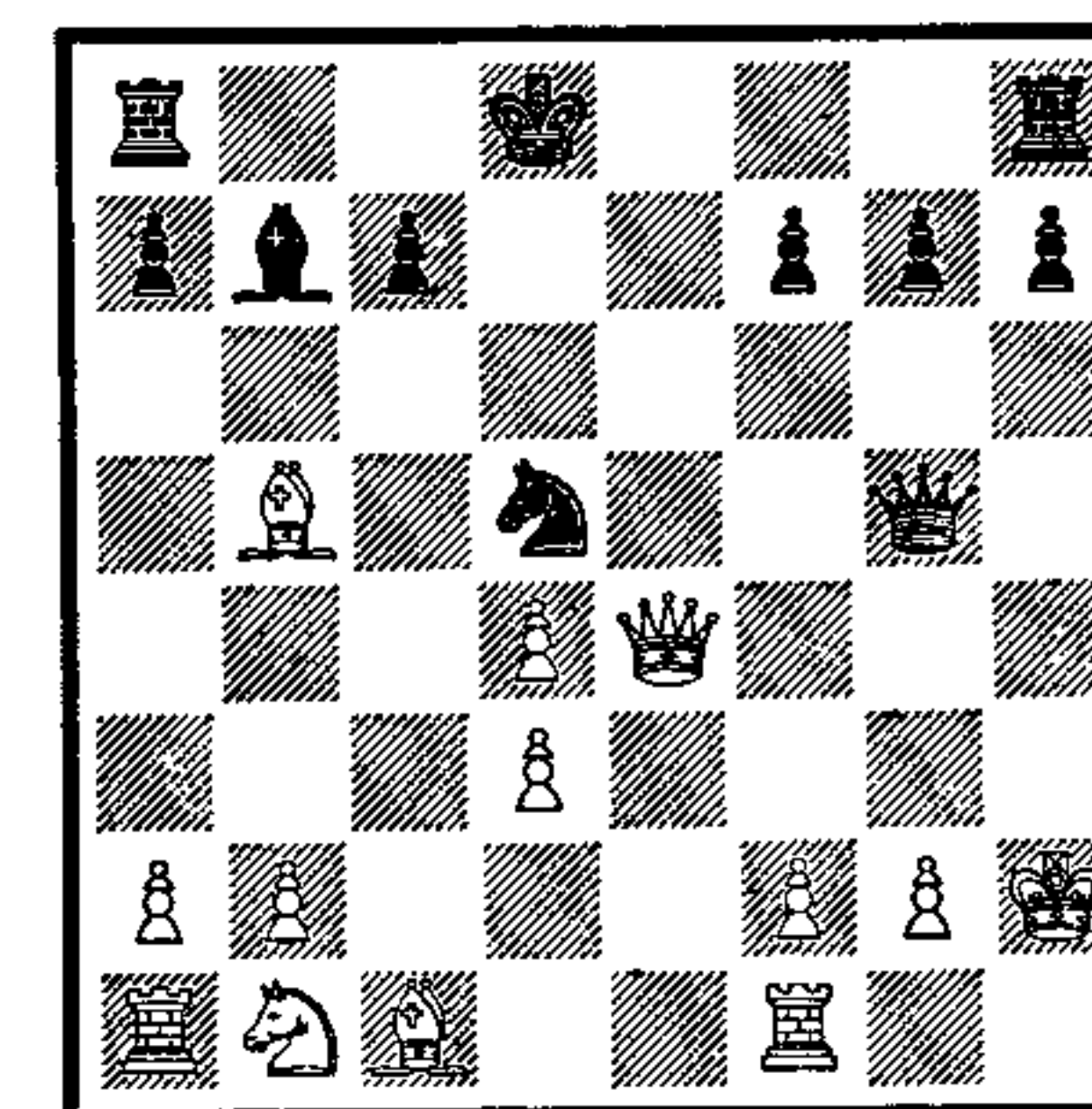
The tempting check 10 Qf3+, which has been recommended by many opening books in their time, was also a mistake. 10 B×b5 is correct. After 10 ... Qe7+ 11 Qe2 Q×e2+ 12 B×e2 Nb4 13 Bc4+ Be6! 14 B×e6+ K×e6 it is true that White keeps his extra pawn, but, as was shown by the game Suetin-Ravinsky (1949), Black has adequate compensation for it. Instead of 13 Bc4+, Keres' suggestion of 13 Na3 deserves consideration. Nevertheless, after 13 ... Bb7 14 Bc4+ Kg6 15 d3 Re8+ 16 Kd1 the move 16 ... Kf5! also gives Black compensation for the pawn.

No. 46

1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 Ng5 d5 5 e×d5 Nd4 6 c3 b5 7 Bf1 N×d5 8 c×d4 Q×g5 9 B×b5+ Kd8 10 Qf3

We are following a simultaneous game by Fischer (1964), in which his opponent adopted an original pawn sacrifice—10 ... e4?!. After 11 Q×e4 Bd6 12 0-0 Bb7 the future World Champion automatically (as often happens in a simultaneous display) played 13 d3, and repulsed the attack. Fischer, however, noticed that he had made a mistake. When the game was over he showed what White's apparently logical thirteenth move could have led to.

13 ... B×h2+! 14 K×h2



14 ... Nf4!!

A tactical stroke which would have forced Fischer to resign. On 15 B×f4 Black wins by the intermediate check 15 ... Qh4+ and 16 ... B×e4. The knight cannot be taken by the queen on account of mate at g2. There remains 15 Q×b7, but then comes 15 ... Qh4+ 16 Kg1 Ne2 mate.

* * *

And now a couple of theoretical recommendations.

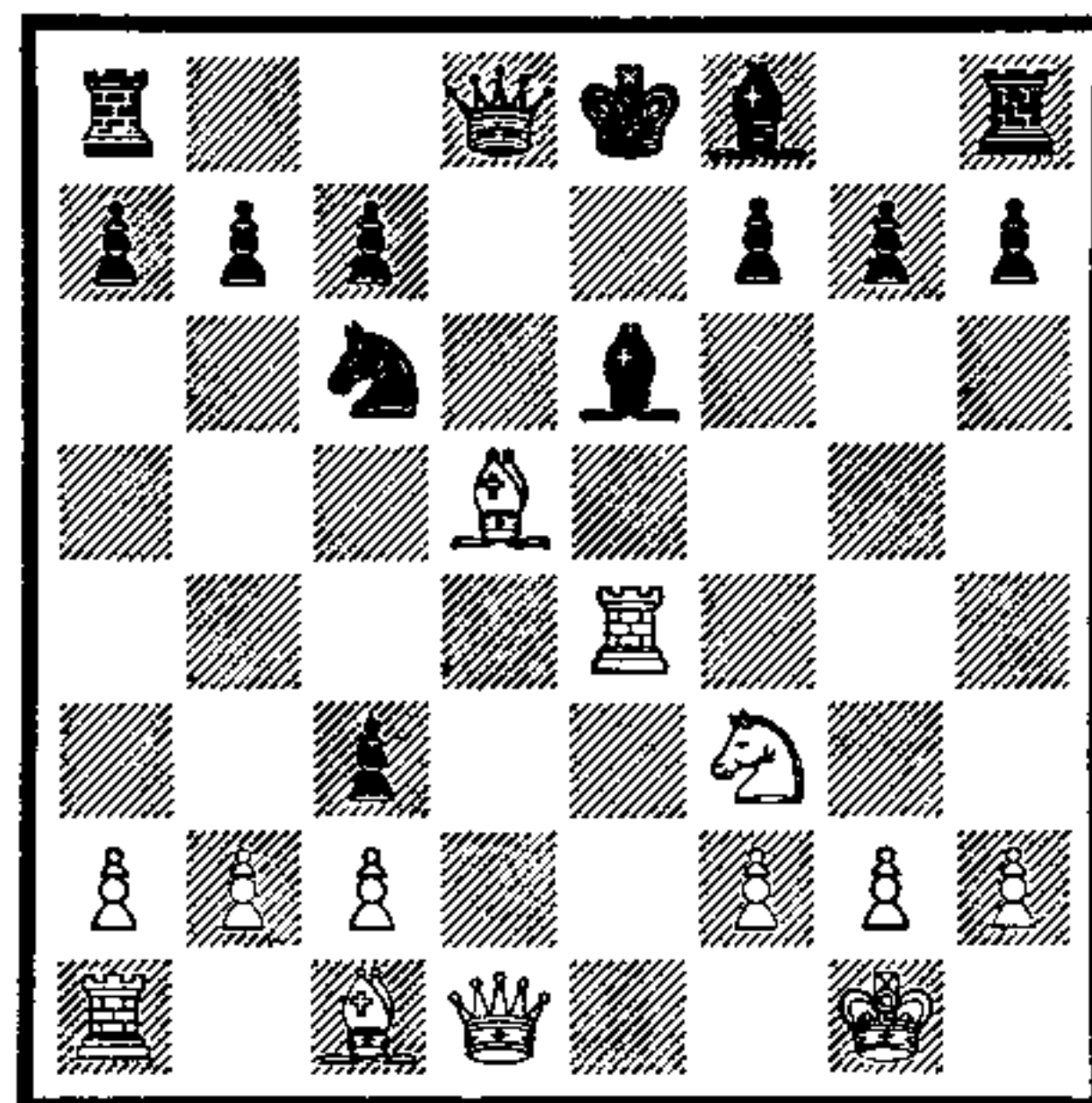
Instead of 13 d3, 13 Re1 is correct. The threat of mate at e8 forces Black to block the diagonal of his bishop by 13 ... c6, which significantly weakens his attack.

d×c4, with advantage to Black) 8 ... B×d5 (8 ... d×c3 leads to a position examined below) 9 N×e4 Be7 10 N×d4 0-0, with equal chances.

8 B×d5 Be6

While defending, Black at the same time sets a trap.

9 R×e4? (9 B×e4 is correct)



9 ... Ne7!

White is in a pin, and loses a piece. Arend fell into this trap in a game with Dykhoff (1934).

No. 49 Sokolov–Rushnikov, Corr. 1966/7

1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 d4 e×d4 5 0-0 N×e4 6 Nc3?

The start of a lively sacrificial attack, devised by the Moscow player R. Nakhmanson.

6 ... d×c3 7 B×f7+! K×f7 8 Qd5+ Ke8 9 Re1 Be7 10 R×e4 d6 11 Bg5 c×b2 12 Rae1

White has created dangerous threats along the 'e' file. On 12 ... h6 there can follow 13 B×e7 N×e7 14 Qh5+ Kd7 15 Qf7 Re8 16 Ne5+, and mates, or 14 ... Kf8 (instead of 14 ... Kd7) 15 Ng5 g6 16 Qf3+ Bf5 17 Qc3, and wins (Pelikan–Rellstab, 1961).

12 ... Rf8

In the game Brückner–Hecht (1960) White in this position forced a draw in amusing fashion: 13 Q×c6+ b×c6 14 R×e7+ Q×e7 15 R×e7+ Kd8 16 Rf7+, etc.

Sokolov decided to continue the attack.

13 B×e7

13 Qb5 was another tempting possibility. E.g., 13 ... b1 = Q 14 Q×b1 Rf7 15 Qb3. For the sacrificed piece White has a strong attack.

13 ... N×e7 14 Qh5+ Kd7

If 14 ... g6, then 15 Q×h7, while on 14 ... Rf7 there would have followed 15 Ng5 g6 16 Qh4 Rg7 17 Qh6 Kf8 18 N×h7+, and wins.

15 Nd4 c5 16 Qg4+ Kc7 17 R×e7+ Q×e7

Black readily parts with his queen: after the retreat of his king to d8 all White's pieces will be attacked, and it would seem that he cannot avoid loss of material...

Meanwhile it was essential to retreat the king immediately to b8. The only possibility for White of continuing the offensive lay in the knight sacrifice 18 Nc6+ b×c6 19 Q×g7. After 19 ... Rf4 a position is reached which is extremely difficult to assess. E.g., 20 Q×b2+ (20 a3 Rd4) 20 ... Qb6! (not 20 ... Rb4 in view of 21 Qf6!) 21 Qg7 c4 22 Qg3 Rd4

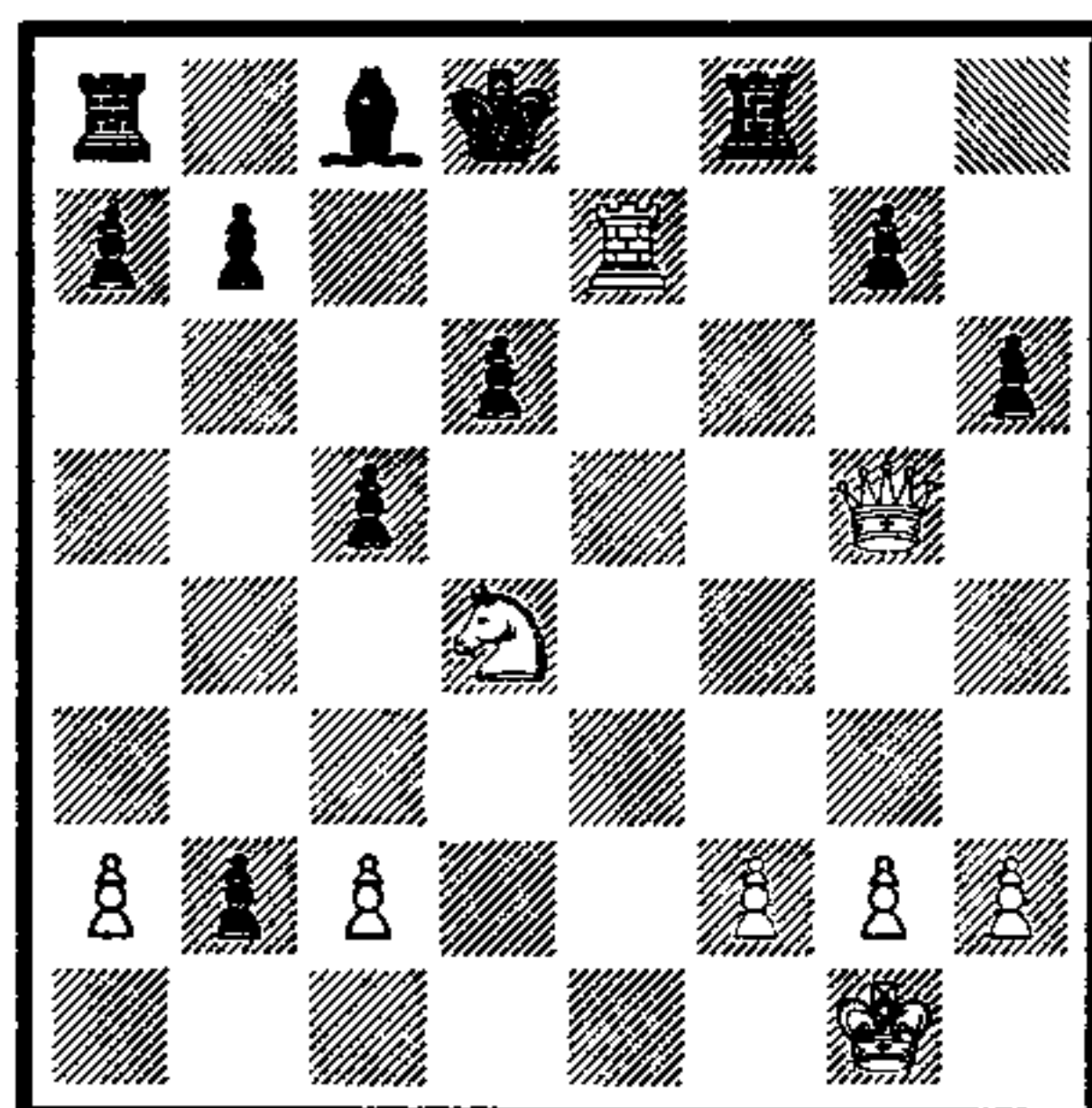
18 R×e7+ Kd8

White's queen, rook, and knight are attacked, and in addition Black threatens to mate by queening his pawn...

19 Qg5!

Black was not at all afraid of this move. True, on 19 ... b1 = Q+ there follows 20 Re1+ Rf6 21 R×b1 c×d4 22 Q×g7, and things are bad for Black. But he appears to have a stronger reply...

19 ... h6



Black was happy with his position. He again threatens $b2-b1 = Q+$, White's queen and knight are attacked, and on 20 $Qh4$ there follows 20 ... $g5$ 21 $Qe4$ $b1 = Q+$.

But the postman brought him... mate!

20 R×b7+! h×g5 21 Nc6+ Ke8 22 Re7 mate.

A rare example in practical play of a problem-like finish.

* * *

The question arises, how then should Black defend after 6 $Nc3$?. Why was a question mark attached to this move?

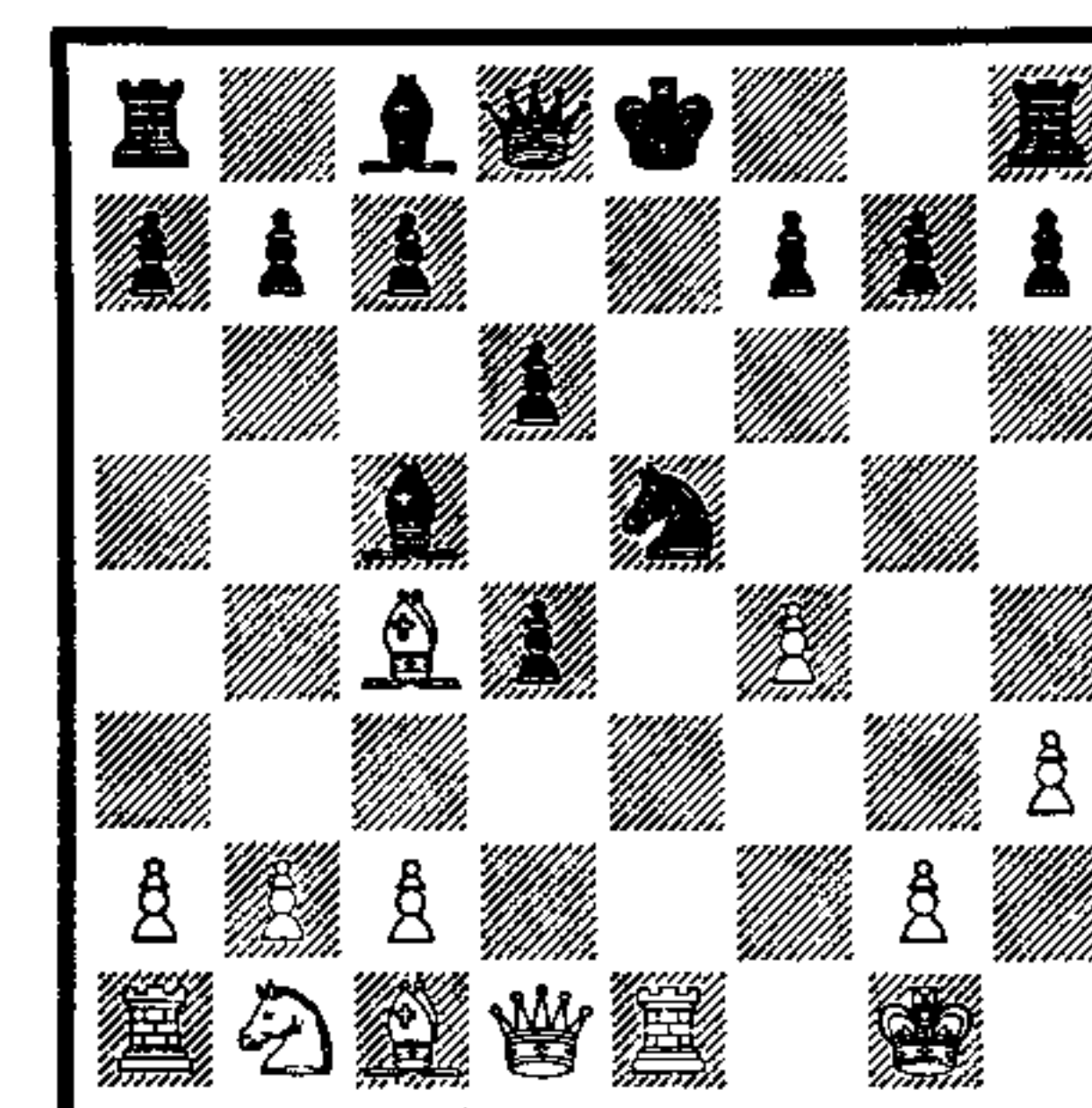
The main defect of Nakhmanson's original idea is that Black can limit himself to a more modest gain, and instead of 6 ... $d×c3$ continue 6 ... $N×c3$ 7 $b×c3$ $d5$, when he remains a pawn up. For example, 8 $Bd5$ $Be7$ 9 $N×d4$ $Bd7$.

No. 50

1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 d4 e×d4 5 0-0 Bc5 6 e5

Now 6 ... $d5$ leads to the double-edged Max Lange Attack—7 $e×f6$ $d×c4$ 8 $Re1+$ (cf. games 51–54). It can be avoided by playing 6 ... $Ng4$.

This move involves a trap. It would seem that if White should drive the knight away by 7 $h3$, it has to retreat to $h6$, which is not particularly good for Black, since 8 $B×h6$ $g×h6$ leads to a weakening of his K-side. There is apparently no other way out, since after 7 ... $Ng×e5$ 8 $N×e5$ $N×e5$ 9 $Re1$ $d6$ 10 $f4$ the knight is lost in the pin. However, this attempt to win a piece meets with a refutation pointed out by Steinitz.



10 ... d3+! 11 Kh2

11 $Be3$ $N×c4$ 12 $B×c5+$ $Be6$ 13 $f5$ 0-0! gives Black a material advantage.

11 ... Qh4 12 f×e5

If 12 $B×d3$, then 12 ... $Bf2$ with the threat of not only capturing the rook, but also of 13 ... $B×h3$ 14 $g×h3$ $Qg3+$ and 15 ... $Q×h3$ mate.

12 ... d×c2 13 e×d6+ Be6 14 R×e6+

It is easy to see that there is no alternative.

14 ... f×e6 15 d7+ Ke7 16 Q×c2 Bd6+

White has two minor pieces for a rook, but his position is hopeless in view of his weakness on the black squares and on the $d6-h2$ diagonal.

17 Kg1 Qe1+ 18 Bf1 Rhf8, and Black wins.

Thus the tempting move 7 $h3$ was a mistake. The combination 7 $B×f7+$ $K×f7$ 8 $Ng5+$ $Kg8$ 9 $Q×g4$ is unfavourable for White in view of 9 ... $d5$. If now 10 $e6$ (10 $Qf3$ $N×e5$), then 10 ... $Qf6$ 11 $Re1$ $Nd8$ followed by $h7-h6$.

In the event of 7 $Re1$ White has to reckon with the reply 7 ... $d3$. If, for instance, 8 $B×f7+$ $Kf8$ 9 $Q×d3$, then 9 ... $B×f2+$ 10 $Kf1$ $B×e1$ 11 $Bg5$ $N×h2+$. There can follow 12 $Ke2$ $N×f3$ 13 $B×d8$ $Nf×e5$ 14 $Qe3$ $N×f7$. For the queen Black has a rook and two minor pieces, and the position must be judged to be in his favour.

Best, probably, is 7 $Bf4$, threatening 8 $h3$.

No. 51 Müller-Bauer, 1908

1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 d4 e×d4 5 0-0 Bc5 6 e5 d5 7 e×f6 d×c4
8 Re1 +

Now 8 ... Be6 leads to the basic variation of the Max Lange Attack. The move 8 ... Kf8 is met from time to time, although against accurate play on White's part it is unsatisfactory.

9 Bg5 g×f6

9 ... Qd7 loses instantly to 10 Bh6!! g×h6 11 Qd2!.

10 Bh6 + Kg8

The position of the black king at g8 and rook at h8, with an enemy bishop at h6, is the basis for more than one opening combination (cf. for instance, games Nos. 52 and 59). But even so, how is White to continue the attack?

11 Nc3!

The knight comes into play. It cannot be taken on account of the exchange on d8 and mate at e8. It only remains for the knight to reach f6!

11 ... Bf8

11 ... Bg4 is analysed in game No. 52.

12 N×d4

White has worked out a combination against the replies 12 ... Q×d4 and 12 ... N×d4. However, Black also has a further possibility, by which he could have parried the threats.

The strongest plan was the positional one of 12 B×f8 K×f8 13 Ne4 followed by Qd1-d2, with the initiative for the sacrificed pawn.

12 ... N×d4?

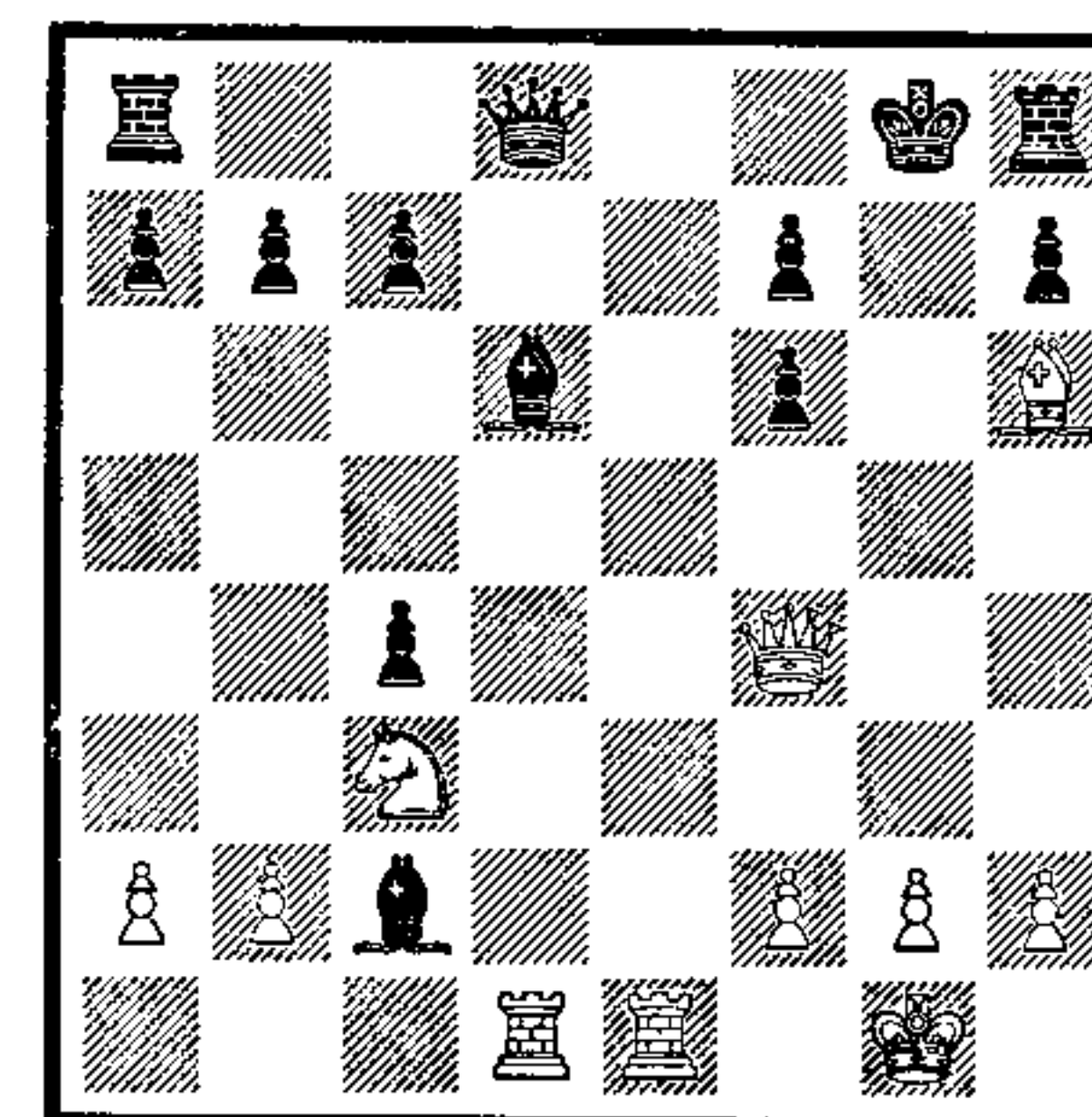
12 ... Q×d4 would of course have been answered by 13 Q×d4 N×d4 14 Re8, and mates. But Black should have taken the bishop—12 ... B×h6!, since he need not fear the variation 13 N×c6 Q×d1 14 Ne7 + Kg7 15 Ra×d1 in view of 15 ... Be6, with a good game.

13 Q×d4 Bf5

Here on 13 ... Q×d4 White wins by 14 Re8 Qd6 15 Rd1! (but not 15 Ne4 on account of 15 ... Bf5!) 15 ... Qe7 16 Rdd8 Bd7 17 Nd5 B×e8 18 N×e7 + B×e7 19 R×a8.

14 Qf4 B×c2 15 Rad1! Bd6

The rook cannot of course be taken (16 Qg3+), but now comes an elegant finish.



16 Nd5! B×f4 17 Re8 + Q×e8 18 N×f6 mate.

No. 52 Kažić-Vuković, 1940

1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 d4 e×d4 5 0-0 Bc5 6 e5 d5 7 e×f6 d×c4
8 Re1 + Kf8 9 Bg5 g×f6 10 Bh6 + Kg8 11 Nc3 Bg4

After this reply, too, Black is subjected to a dangerous attack.

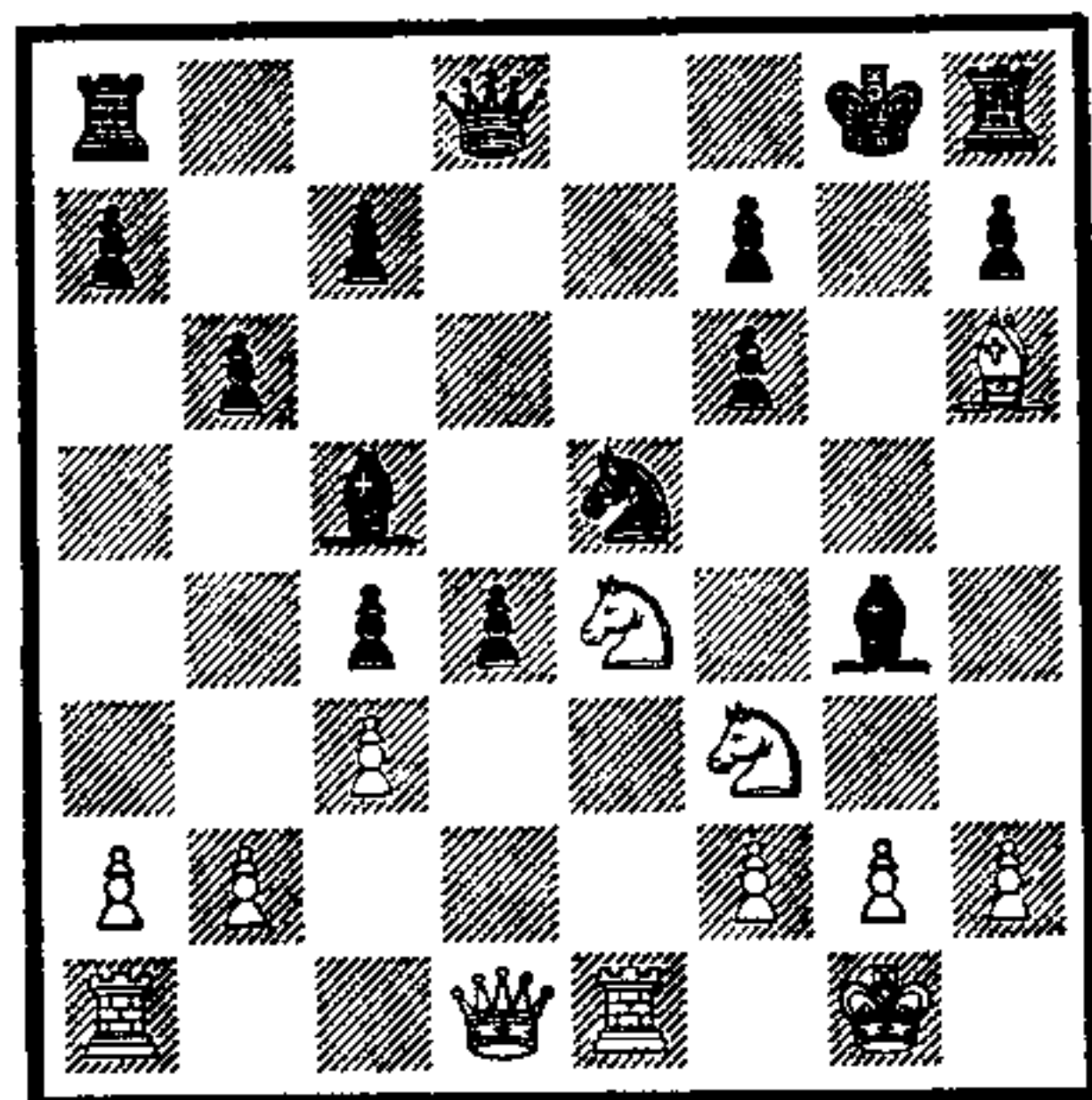
12 Ne4 b6

12 ... Bf8 is more tenacious, when White would continue 13 B×f8 K×f8 14 Qd2 Kg7 15 Qf4.

13 c3 Ne5?

This, it turns out, is why Black pinned the knight at f3! It should be noted that in the event of 13 ... d3 White continues his attack with 14 Qa4!. Black's queen is tied to the defence of the key square f6, and the rook at h8 is out of play. On 14 ... B×f3 there follows 15 Q×c6 B×e4

or 15 ... Be7 16 N×f6+ B×f6 17 Re8+! and 18 Q×f6) 16 R×e4 f5 17 Re8+ Q×e8 18 Qf6, and Black cannot avoid mate.



First White frees himself from the pin—14 N×e5! B×d1, and now 15 Nd7!!.

A pretty variation on a familiar theme—Black is mated at f6.

15 ... Be7 16 Ne×f6+ B×f6 17 Re8+! Q×e8 18 N×f6 mate

No. 53

1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 d4 e×d4 5 0-0 Bc5 6 e5 d5 7 e×f6 d×c4 8 Re1+ Be6 9 Ng5

The strongest continuation. In the event of 9 f×g7 Rg8 10 Bg5 Black defends by 10 ... Be7 (but not 10 ... Qd5 11 Nc3 Qf5 12 Ne4 R×g7? 13 Nh4, and White wins the queen) 11 B×e7, when both 11 ... K×e7 12 Nbd2 Qd5, and 11 ... Q×e7 12 N×d4 0-0-0 give him an excellent position.

9 ... Qd5

9 ... Q×f6? loses a piece after 10 N×e6 f×e6 11 Qh5+ and 12 Q×c5.

10 Nc3 Qf5 11 Nce4

The basic theoretical position of the Max Lange Attack, which was analysed by leading chess authorities from the second half of the 19th century to the beginning of the 20th century. Nevertheless, a definitive judgement on the attack has yet to be made. The authors of modern

opening books limit themselves to the remark that in the resulting sharp variations both sides have chances. On the other hand, practical players usually avoid the move 5 ... Bc5 with Black, preferring the safer variations of the Two Knights' Defence associated with 5 ... N×e4. The numerous analyses published have in fact made the Max Lange Attack into a competition for the better memory...

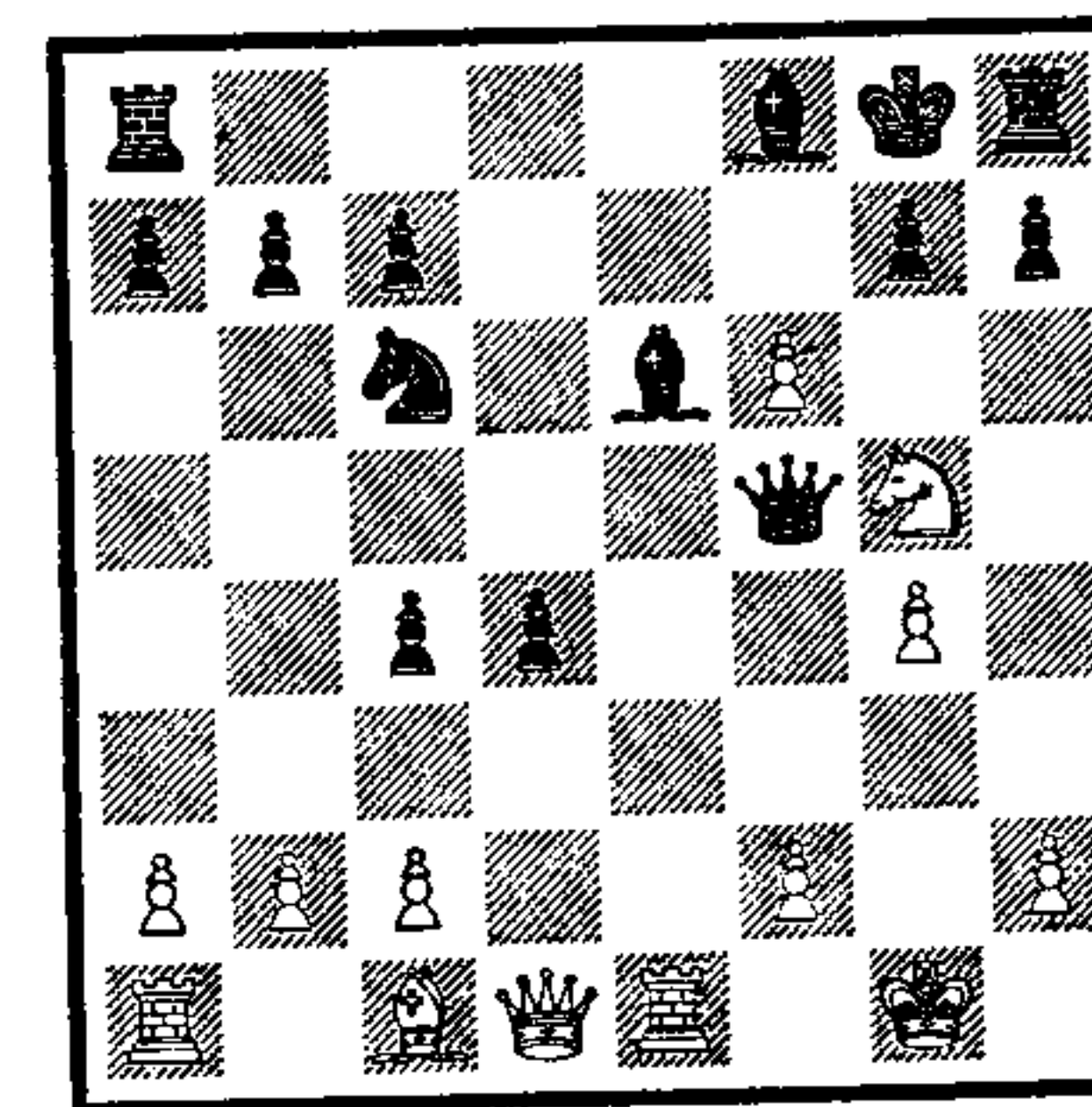
Black has three possible replies: 11 ... Bb6, 11 ... Bf8 and 11 ... 0-0-0, of which at present the last one is considered perfectly satisfactory, whereas the first one allows White a dangerous attack. The second reply is probably, in the end, also favourable for White. Without going into details, we will first examine two games played in the present century.

11 ... Bf8 12 N×f7! K×f7 13 Ng5+ Kg8

On 13 ... Kg6 White can develop his attack by 14 N×e6 g×f6 15 g4 Qa5 16 Bf4.

14 g4!

14 N×e6 would be premature on account of 14 ... Re8!.

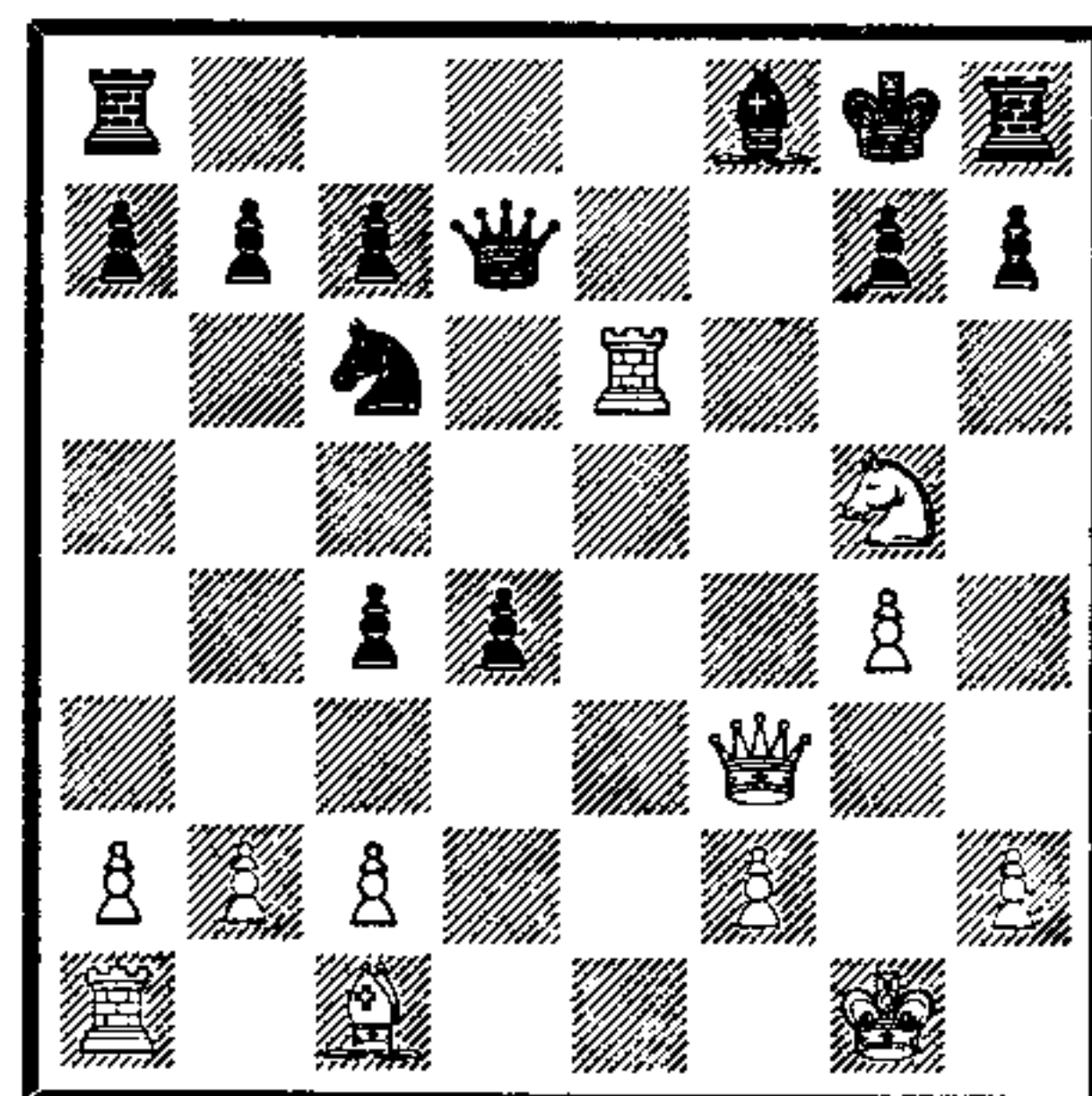


Where is the queen to move to?

The pawn at g4 cannot be captured, of course (14 ... Q×g4+? 15 Q×4g B×g4 16 f7 mate). But why not take the other pawn—at f6?

That is what Black decided to do in the game **Sämisch-Reimann** (1927).

14 ... Q×f6 15 R×e6 Qd8 16 Qf3 Qd7



17 Re7!!

This elegant tactical stroke on the themes of diversion (17 ... Q×e7 18 Qd5+ and mates) and interference (17 ... B×e7 18 Qf7 mate) forces Black to resign.

* * *

Let us return again to the position in the first diagram, and, declining any Greek gifts, play **14 ... Qd5**.

This continuation occurred in two games played comparatively recently for such a historic variation. They continued and concluded in identical fashion.

15 N×e6 Ne5

This active continuation is quite plausible. However, White's very next move turned out to be unexpected.

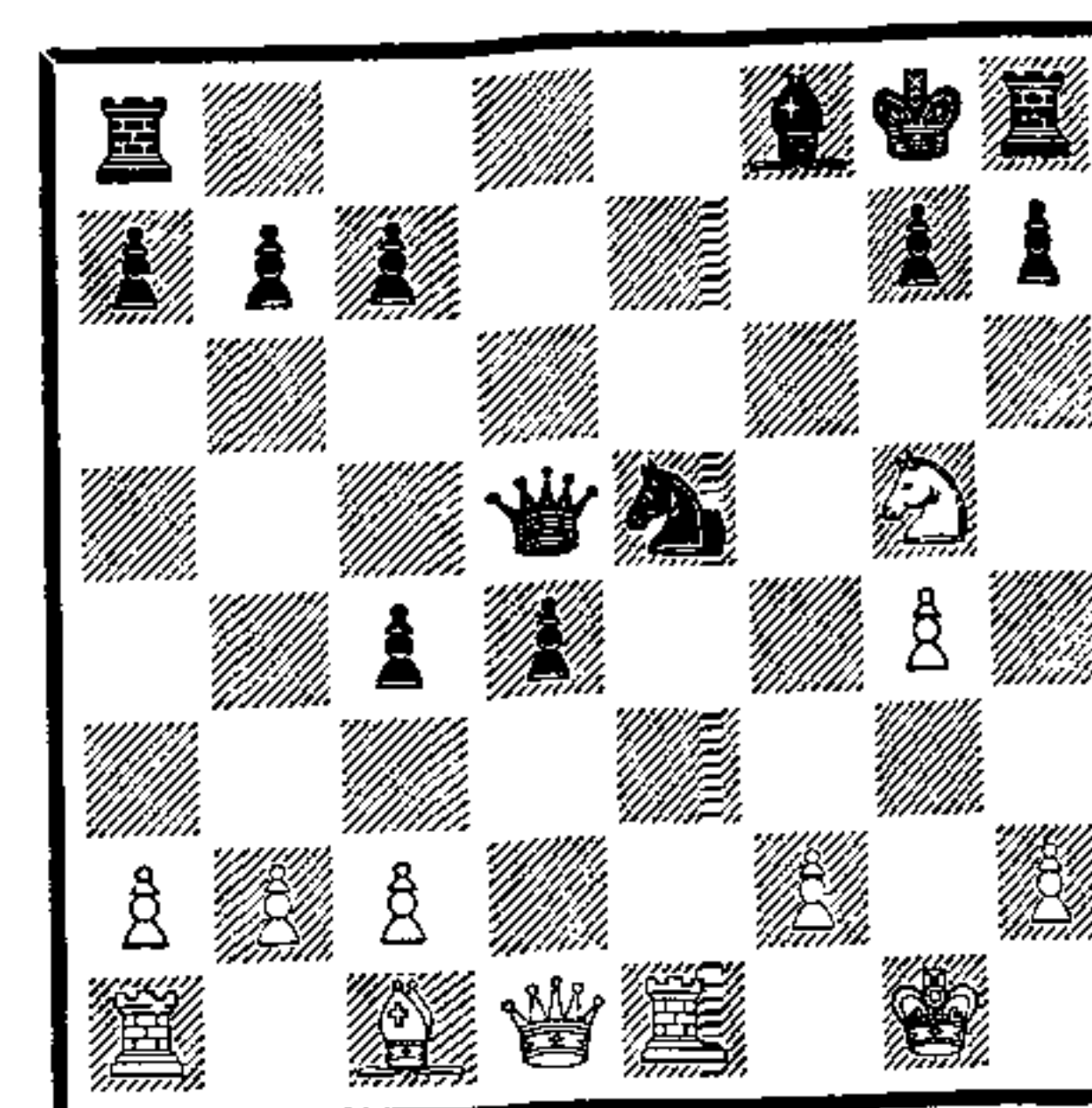
Note that 15 ... Re8 fails to 16 f7+ K×f7 17 Ng5+ and 18 R×e8, but knowing the finish, one could advise Black to defend his c7 square by the modest move 15 ... Rc8. However, even then White keeps the advantage after 16 Bf4 (16 ... g×f6 17 N×c7).

16 f7+ K×f7

If 16 ... N×f7, then simply 17 N×c7. But now the game is decided by a by no means obvious combination.

17 Ng5+ Kg8

On 17 ... Ke8 White wins by the prosaic 18 f4, while in the event of 17 ... Kg6—as in the game by 18 R×e5! Q×e5 19 Qf3, with irresistible threats (19 ... Qf6 20 Qe4+; 19 ... Qe7 20 Qf5+).



18 R×e5!! Q×e5 19 Qf3

19 ... Qe7 or 19 ... Qf6 is answered by a deadly check at d5. Black resigned.

This was how the game **Denker-Avram** (1940) concluded, and seven years later—**Sazhayev-Romanishin**.

We should remind the reader that he has already encountered the formations of both final positions in a simpler example (No. 12).

* * *

“Then where should the queen move to?”, the reader may ask.

14 ... Qg6 is correct, and on 15 R×e6 g×f6 16 Qf3—16 ... Kg7 17 Bf4 Bd6, with an extremely sharp, double-edged position.

No. 54 Chigorin-Albin, 1897

1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 d4 e×d4 5 0-0 Bc5 6 e5 d5 7 e×f6 d×c4 8 Re1+ Be6 9 Ng5 Qd5 10 Nc3 Qf5 11 Nce4 0-0-0

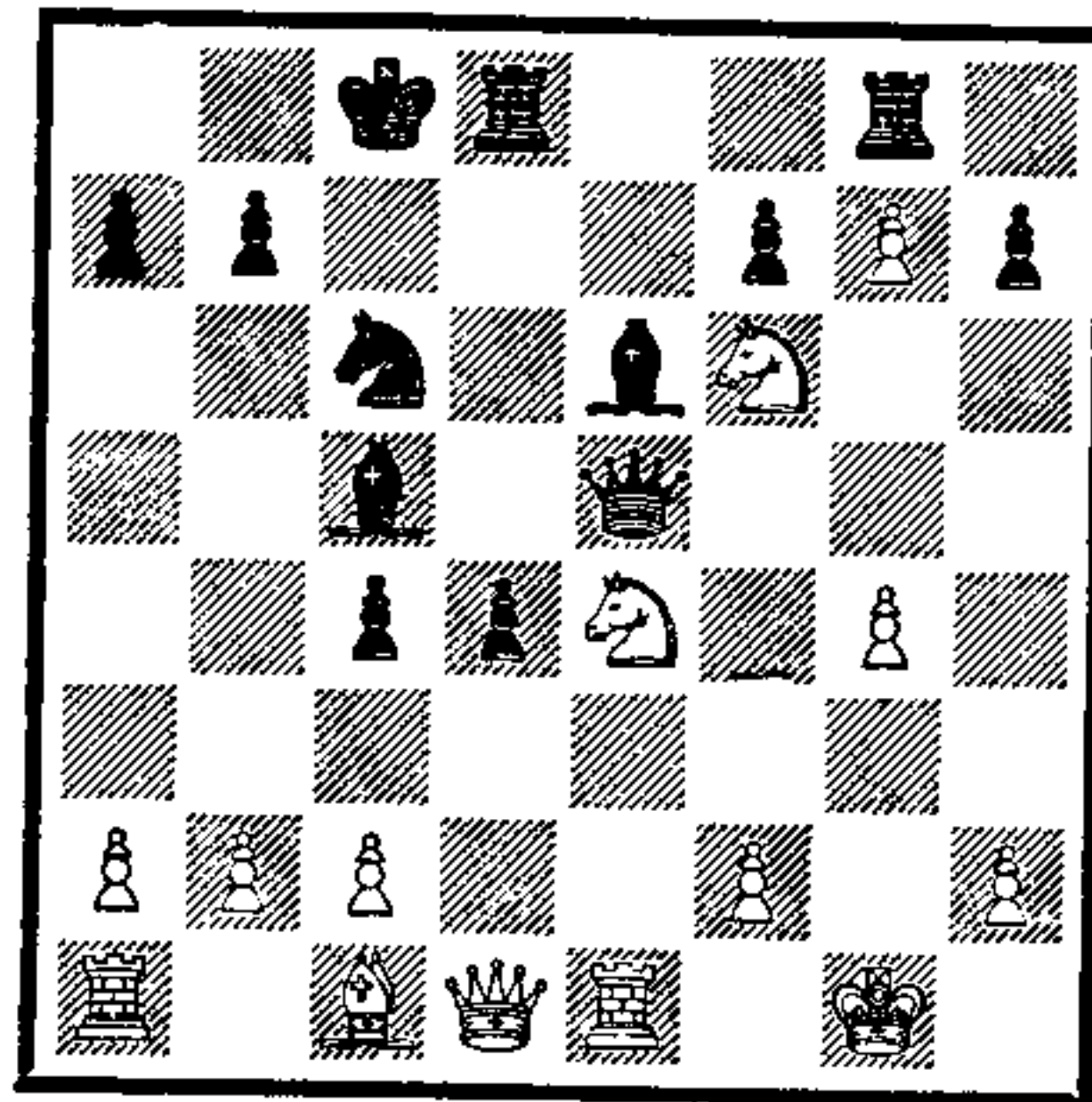
Black evacuates his king from the danger zone.

12 g4! Qd5?

This loses by force; 12 ... Qe5! is correct.

13 f×g7 Rhg8 14 Nf6 Qd6 15 Nge4 Qe5

15 ... Qe7 16 N×g8 R×g8 17 Bg5 does not affect the result.



16 f4 d3+ 17 Kg2 Qd4 18 c3 Resigns

No. 55

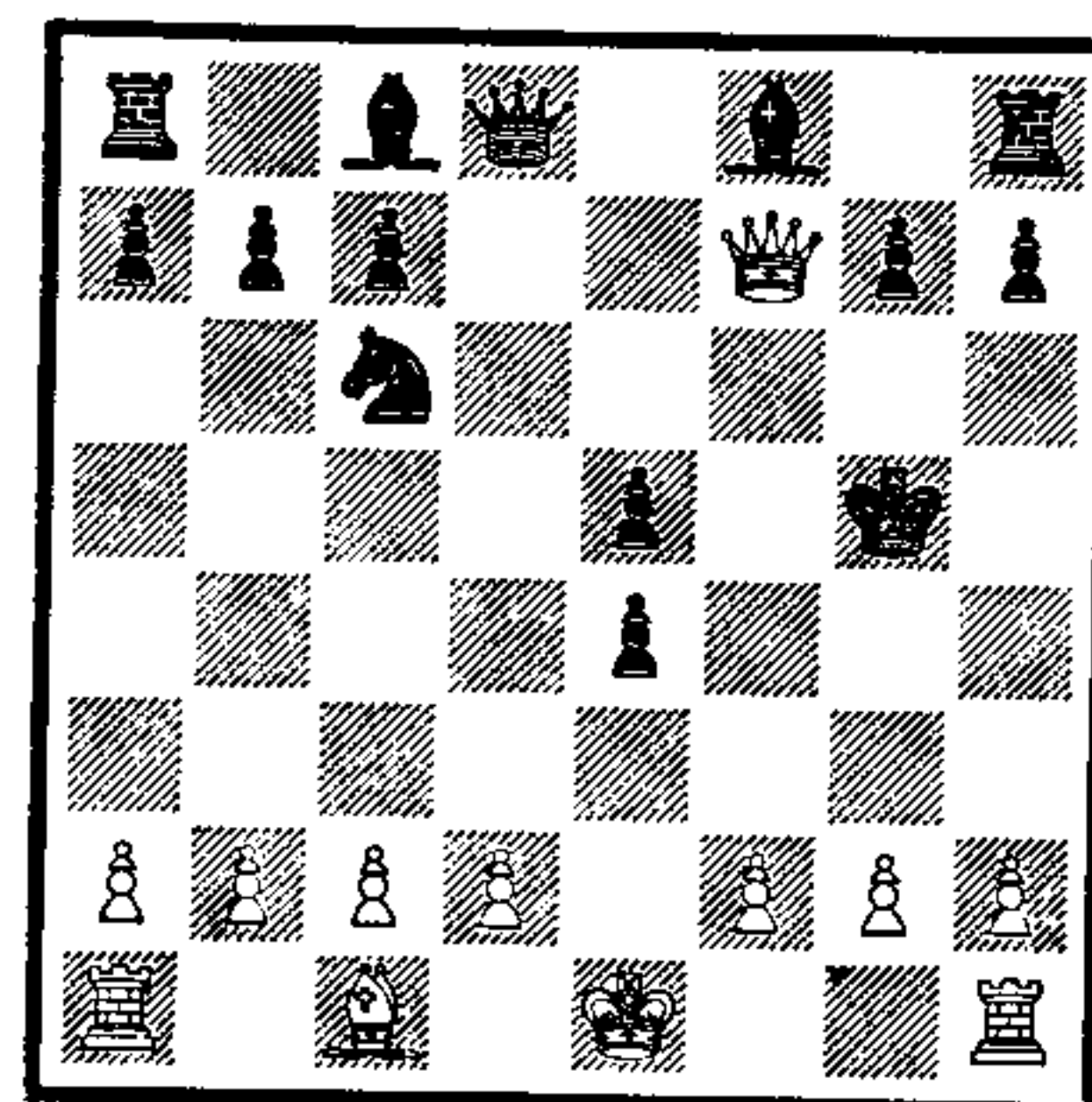
1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 Nc3

To this proposal to transpose into a quiet variation of the *Guioco Piano* (4 ... Bc5), Black can answer with the exchanging combination 4 ... N×e4.

After 5 N×e4 d5 Black has an equal game. On 5 B×f7+ K×f7 6 N×e4 there follows 6 ... d5.

If now 7 Neg5+, then 7 ... Kg8 8 d3 (8 d4 h6 9 Nh3 Bg4!) 8 ... h6 9 Nh3, and Black can choose between 9 ... B×h3 10 g×h3 Qf6, and 9 ... Bg4—in both cases with a promising position.

Let us analyse the other knight check—7 Nfg5+. Black should retreat his king to e8 or g8. The attempt to win a piece by the bold advance 7 ... Kg6 is severely punished: 8 Qf3! d×e4 9 Qf7+ K×g5



“This is too simple”, some reader will say, “White can mate the black king just how he pleases.”

But meanwhile, a game where the player with Black was the master, J. Taubenhau (1912), continued **10 d3+ Kh4 11 g3+ Kh3**

Almost as in the classical miniature Ed. Lasker-Thomas (cf. No. 142). But only ‘almost’...

12 Qh5+ Kg2

There are no more checks, and White played **13 Bg5**. However, after **13 ... Bb4+ 14 c3 Q×d3** it was not Black who had to resign, but White!

* * *

Let us return to the position in the diagram. The correct continuation of the attack is the other move with the ‘d’ pawn—**10 d4+!**. The reason why it is better than 10 d3+ is revealed within a few moves.

10 ... Kh4 11 h3 g6 12 g3+ Kh5 13 g4+ Kh4

“But all this is also possible with the pawn at d3”, the impatient reader may remark.

14 Qb3!

In contrast to the previous variation, the third rank is free, and Black is threatened with mate by 15 Qg3.

14 ... Bb4+ 15 Kf1 B×g4 16 h×g4+ K×g4 17 Qh3 mate

Guioco Piano

No. 56

1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 c3 Nf6 5 d4 e×d4 6 c×d4 Bb4+ 7 Nc3

The classical position of the *Guioco Piano*, which was first analysed, a long time ago, by Greco. First White gives up his pawn at e4.

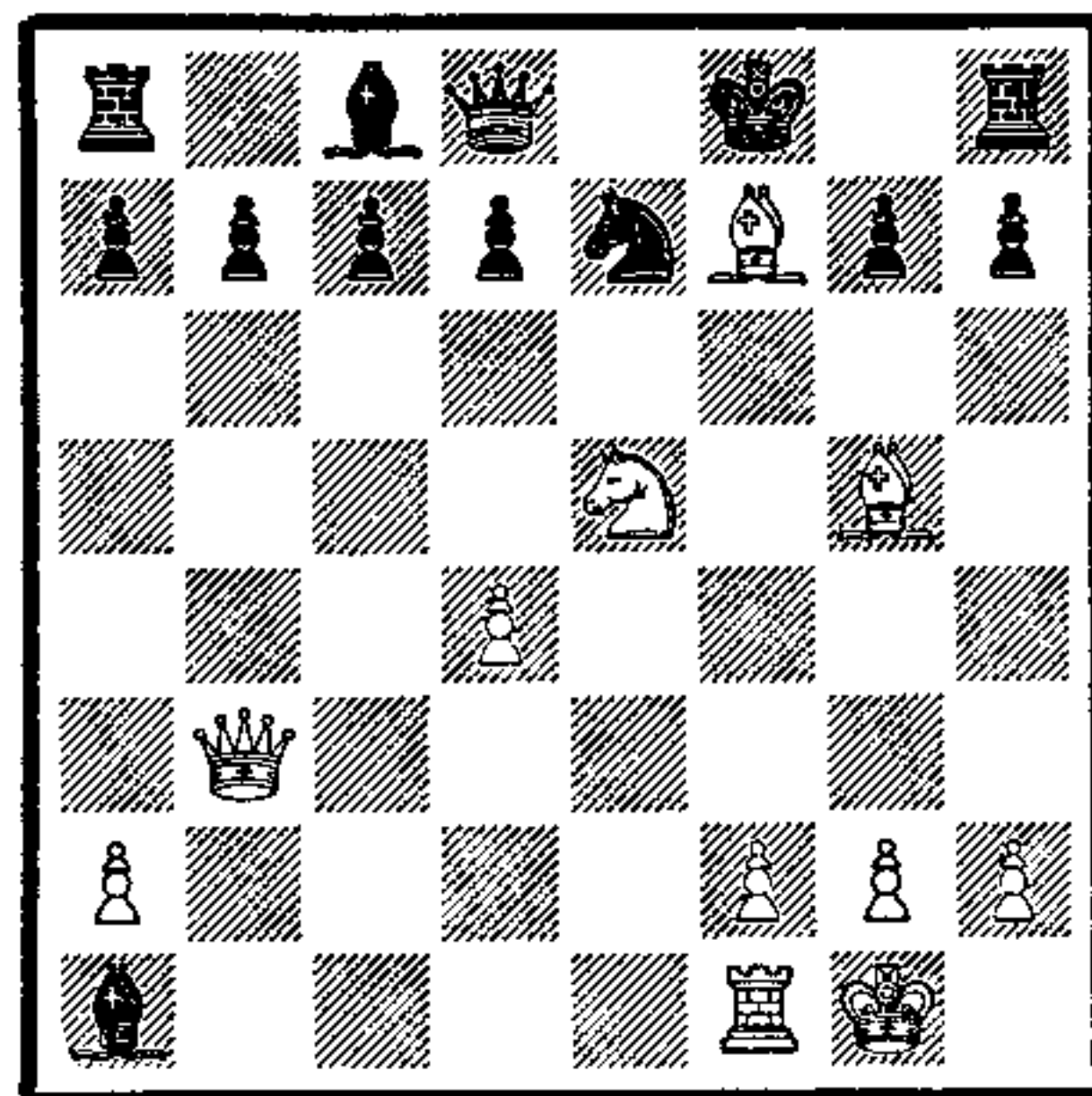
7 ... N×e4 8 0-0

And now Black is offered the possibility of capturing twice on c3.

In Greco's time it was considered a 'matter of honour' to accept a sacrifice offered. Without thinking for long, Black used to reply **8 ... N×c3 9 b×c3 B×c3?** (this last move is nowadays made only by inexperienced players in simultaneous displays) **10 Qb3 B×a1?**

As Greco convincingly showed, this material-grabbing costs Black dearly.

11 B×f7+ Kf8 12 Bg5 Ne7 13 Ne5!



White vacates the square f3 for his queen, and threatens to move his bishop from f7. However Black plays, he is lost.

a) **13 ... B×d4 14 Bg6 d5 15 Qf3+ Bf5 16 B×f5 B×e5 17 Be6+ Bf6 18 B×f6 g×f6 (18 ... Ke8 19 B×g7 Qd6 20 Qf7+ Kd8 21 B×h8 fails to save Black) 19 Q×f6+ Ke8 20 Qf7 mate.**

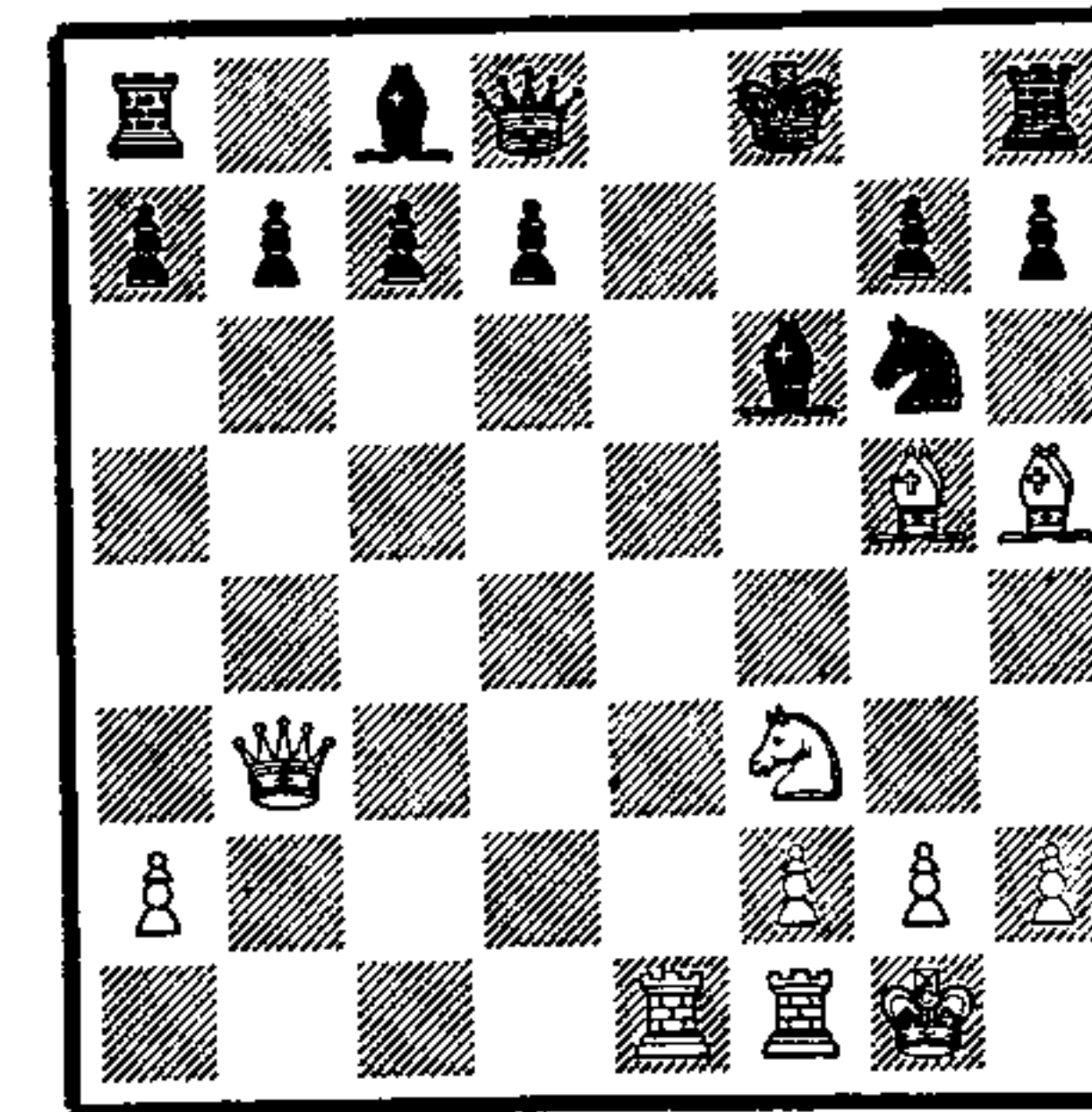
b) **13 ... d5 14 Qf3 Bf5 15 Be6 g6 16 Bh6+, and mates.**

* * *

But what if instead of taking the rook, Black takes the pawn—**10 ... B×d4?** Here again he loses: **11 B×f7+ Kf8 12 Bg5 Bf6 13 Rael Ne7** (if **13 ... Be7**, then **14 R×e7 N×e7 15 Re1 14 Bh5 Ng6**)

In the event of **14 ... d5** White wins by **15 R×e7 Q×e7** (if **15 ... B×e7**, then **16 B×e7+** and **17 Re1**; on **15 ... K×e7** Greco gives **16 Re1+ Kf8 17 Qb4+ Kg8 18 Re8+** and wins; equally hopeless is **16 ... Be6 17 Bg4**, or **16 ... Kd6 17 Bf4+**) **16 Re1 Be6** (if **16 ... Q×e1+ 17 N×e1 B×g5**, then **18 Q×d5 17 Nd4 B×g5 18 N×e6+ Kg8**)

19 Q×d5, and Black has no defence against the deadly discovered check. On **19 ... c6** there follows **20 Qb3 Qf6 21 Nd8+ Kf8 22 Re8 mate.**



15 Ne5!

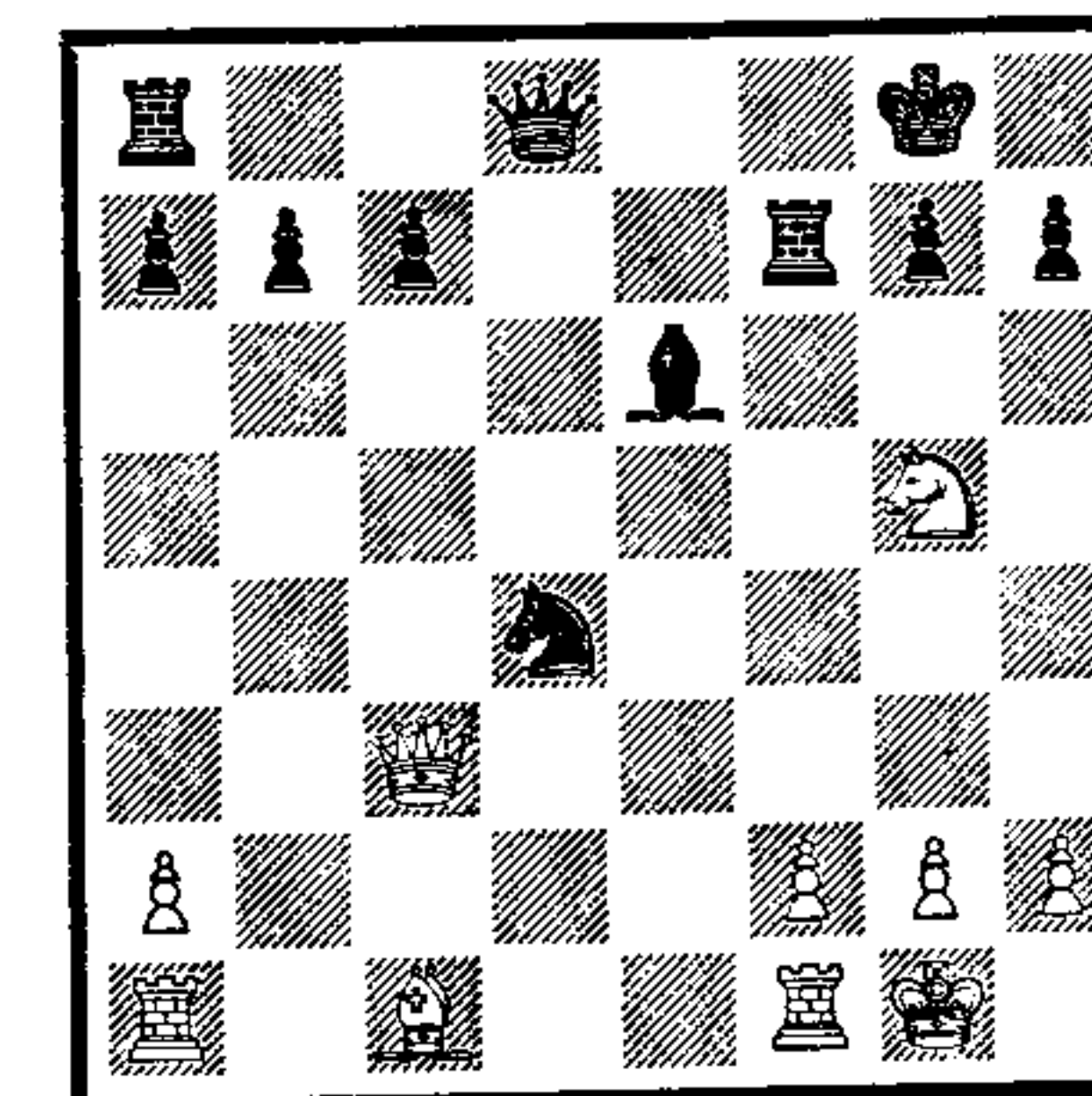
The decisive combinational blow, similar to that in the previous line.

15 ... N×e5 16 R×e5 g6 17 Bh6+ Bg7 18 Rf5+ g×f5 19 Qf7 mate.

* * *

Three hundred years (!) passed, and O. Bernstein proposed **10 ... d5**, instead of **10 ... B×a1?** or **10 ... B×d4?**. The point of it is to answer **11 B×d5** with **11 ... 0-0**. After **12 B×f7+ Kh8 13 Q×c3 R×f7 14 Qb3!** White has merely a slight positional advantage.

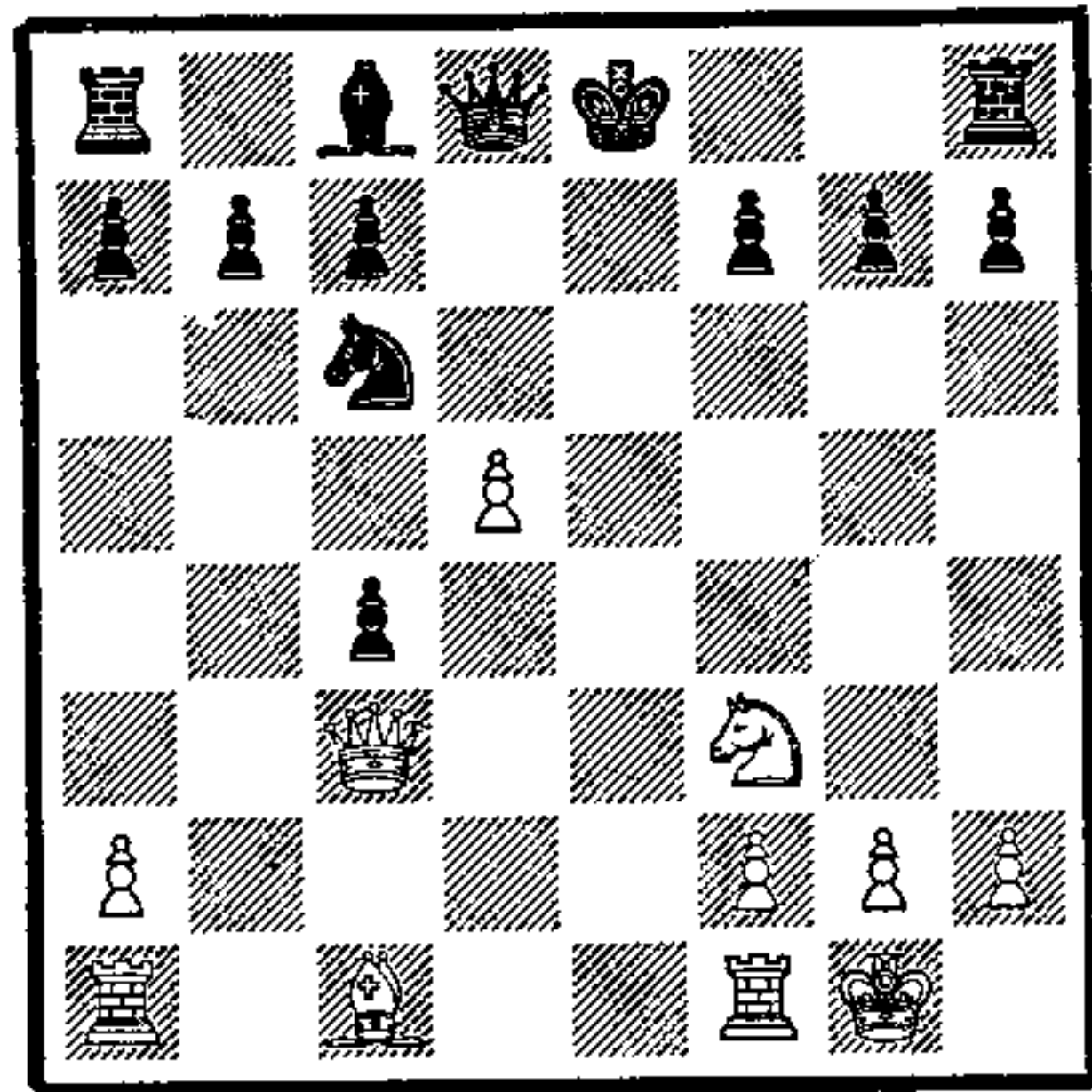
Attempts have been made in our time to improve this variation both for White and for Black. Instead of **12 ... Kh8**, **12 ... R×f7** is interesting, and on **13 Ng5** – **13 ... Be6**. If now **14 Q×e6**, then **14 ... Qd7!**, while on **14 N×e6** – **14 ... N×d4!**. According to the authors of opening manuals, **14 Q×c3** gives White the advantage, but then Black has the reply **14 ... N×d4!**



After 15 Re1 Qf6 16 Ne4 Qe5 17 f4 Qd5 18 Bb2 Rd8 (this move was suggested by the Soviet player V. Ivanov) 19 Nc5 Bg4 Black creates counter-threats, while in the event of 19 Ng5 Re7 20 Rad1 c5 he consolidates his position and keeps his extra pawn.

And now about another attempt—to improve White's play.

In reply to Bernstein's innovation (10 ... d5), it used to go without saying that 11 B×d5 was the best reply. In fact, the capture of the bishop—11 Q×c3, deserves serious consideration, so as to continue after 11 ... d×c4 with 12 d5!.



12 ... Ne7 (12 ... Q×d5 is bad in view of 13 Q×g7 Rf8 14 Ba3! Ne7 15 Rad1 and then 16 Rd8+) 13 Ba3 (now on 13 Q×g7 there follows 13 ... Rg8) 13 ... 0-0 14 Rfe1. This position occurred in a game Radjaram-Averbakh, played in 1964 during a tour of India (the grandmaster had decided to check whether the Indian players knew their theory...). After 14 ... N×d5 (forced, since on 14 ... Re8 there follows 15 Qe3) 15 Q×c4 c6 16 B×f8 Q×f8 17 Rab1! White obtained the exchange for two pawns plus a markedly superior position.

Instead of 15 ... c6, Black can play 15 ... Nb6, so as after 16 Qe4 to force a roughly equal ending by 16 ... Qd5 17 B×f8 Q×e4 18 R×e4 K×f8 19 Rae1 Bf5. However, 16 Qe4 is not the best move. The queen should be retreated to e2, when White wins the exchange for two pawns, without exchanging queens, which is to his advantage.

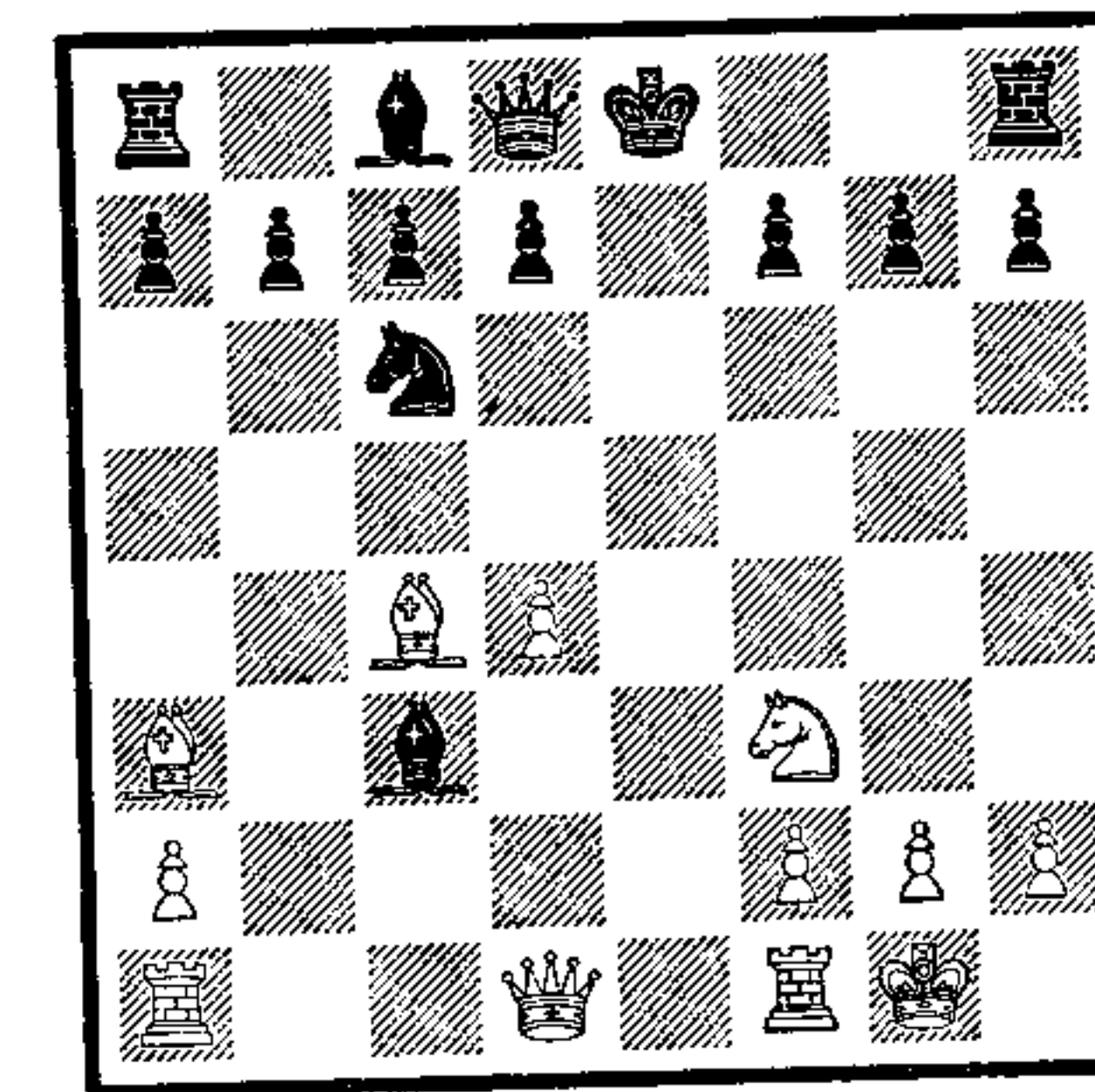
Thus the move 10 Qb3, which defeats inexperienced amateurs 'on the spot' (they cheerfully grab the rook and subject themselves to the Greco attack), against accurate defence by Black promises White merely the

better prospects. How the attack should be conducted, so as to deny Black the slightest hope, is seen from the following example.

No. 57

1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 c3 Nf6 5 d4 e×d4 6 c×d4 Bb4+ 7 Nc3 N×e4 8 0-0 N×c3 9 b×c3 B×c3 10 Ba3!

The point of this bishop move is to prevent Black from castling.



If Black erects a barrier along the 'life and death' diagonal by 10 ... d6, then White obtains a decisive advantage by combining threats to the bishop at c3 and the c6 square: 11 Rc1! Ba5 12 Qa4 a6 (13 d5 was threatened) 13 Bd5 Bb6 14 R×c6! Bd7 15 Re1+ Kf8 16 R×d6!

The whole attack 'hangs' on this move. The capture of the queen leads to mate by 17 R×d8, while on 16 ... c×d6 there follows 17 B×d6+ Kg8 18 Ng5 g6 19 B×f7+ Kg7 20 Be5+ Kh6 21 Ne6! B×a4

Black also loses after 21 ... B×e6 22 B×e6 Rf8 23 Qb3. But now mate in seven follows.

22 Bg7+ Kh5 23 Re5+ Kh4 24 g3+ Kg4 25 h3+ K×h3 26 Nf4+ Kg4 27 Be6+ Kf3 28 Re3 mate

* * *

We should add that the alternative method of blocking the a3-f8 diagonal—10 ... Ne7, gives White a winning attack after 11 Qb3 B×a1 12 B×f7+ Kf8 13 Ng5, as in the Greco variation. If instead Black avoids capturing the rook, and plays 11 ... d5 in analogy with Bernstein's re-

commendation, then **12 Q×c3 d×c4 13 Rfe1 Be6 14 B×e7! K×e7 15 d5** (this move would also follow after **14 ... Q×e7) 15 ... Q×d5 16 Rad1**

Black is several pawns up, but his king has been prevented from castling, and his rooks are still in their initial positions. At the same time all White's pieces are ready for the attack. It is not surprising that not one of the possible queen moves is able to save Black. E.g., **16 ... Qc5** (if **16 ... Qh5** or **16 ... Qb5**, then **17 R×e6+!**) **17 Re5 Qb6 18 R×e6+! Q×e6 19 Re1**, and White wins.

* * *

And, finally, the last possibility—**10 ... d5**.

Black leaves open the highly important diagonal, which is bound to tell.

11 Bb5 B×a1 (now there is no choice) **12 Re1 + Be6 13 Qa4 Qd7** (if **13 ... Rb8**, then **15 Ne5) 14 Ne5 N×e5 15 B×d7 + N×d7 16 R×a1**

For the queen Black has a rook, knight and two pawns, but his rooks are disconnected. On the attempt to castle long—**16 ... a6**, there follows **17 Rc1!** (**17 ... 0-0-0 18 Bd6!**). Black's position is lost.

No. 58

1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 c3 Nf6 5 d4 e×d4 6 c×d4 Bb4+ 7 Nc3 N×e4 8 0-0 N×c3 9 b×c3 Be7?

This refusal to take the second pawn allows White a very strong attack.

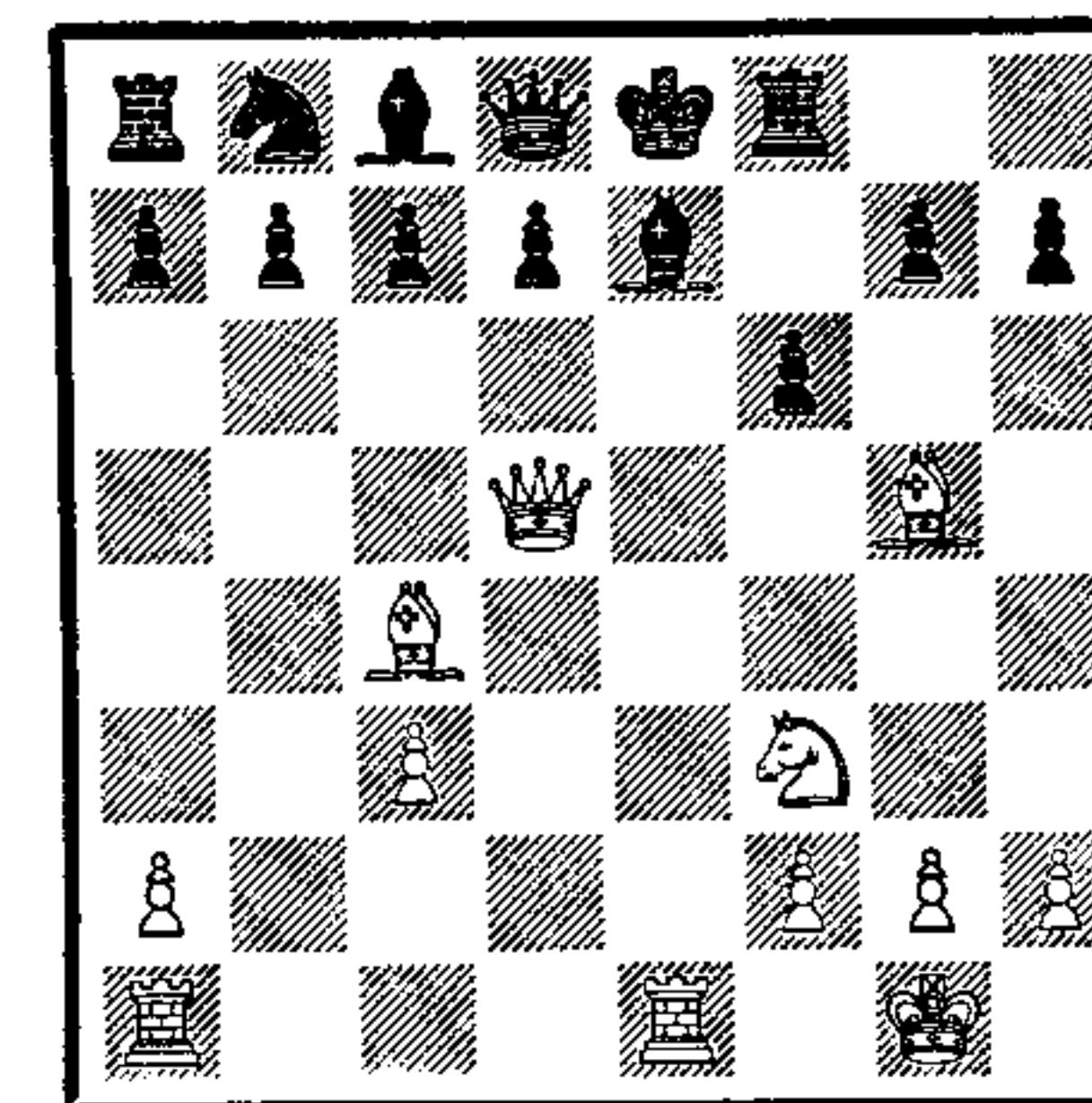
10 d5 Nb8

10 ... Na5, as in the variation under consideration, is answered very strongly by **11 d6! c×d6** (on **11 ... B×d6** White develops his attack by **12 Re1+ Be7 13 Bg5! f6 14 B×f6 g×f6 15 Ne5 h5 16 Qd3!**) **12 B×f7+! K×f7 13 Qd5+ Kf8 14 Ng5**, with decisive threats.

11 d6! B×d6

After **11 ... c×d6 12 B×f7+ K×f7 13 Qd5+ Kf8 14 Ng5** Black is defenceless. A game Hodges-Korbult (1933) continued: **14 ... Qe8 15 Re1 Nc6 16 Re4 Ne5 17 Rf4+ Bf6 18 Ba3 Nf7 19 Re4 Be7 20 Rae1**, and White won.

12 Bg5 f6 13 Re1 + Be7 14 Qd5 Rf8



15 B×f6! R×f6

If **15 ... g×f6**, then **16 Qh5+**.

16 Qg8+ Rf8 17 Bf7 mate

* * *

Where then did Black go wrong?

Until recently it was thought that after **1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 c3 Nf6 5 d4 e×d4 6 c×d4 Bb4+ 7 Nc3 N×e4 8 0-0 N×c3 9 b×c3** Black, by continuing **9 ... d5** (instead of **9 ... B×c3?** or **9 ... Be7?**) could obtain a good game: **10 c×b4 d×c4 11 Re1+ Ne7 12 Qe2 Be6 13 Bg5 Qd5 14 B×e7 K×e7 15 Qc2 f6!**. Black prevents **16 Re5** followed by **d4-d5**, and plans to consolidate his position by **15 ... Kf7**. True, White has at his disposal a combination, but it leads only to an equal ending: **16 Ng5 f×g5 17 Re5 Q×d4 18 Rae1 Rae8 19 R×e6+ Kd7 20 Rd1** (if **20 R×e8 R×e8 21 Rd1**, then **21 ... Kc8!**) **20 ... Q×d1+ 21 Q×d1+ K×e6 22 Qg4+**.

However, an innovation introduced by Y. Sakharov has shaken somewhat the opinion regarding the soundness of the variation **8 ... N×c3 9 b×c3 d5**.

Let us analyse the continuation **12 Bg5** (instead of **12 Qe2**), and now **12 ... f6 13 Qe2! Bg4** (**13 ... f×g5 14 Q×c4** is very dangerous for Black) **14 Bf4 Kf7 15 Q×c4+ Nd5**. In opening manuals it is mentioned

that, according to Collijn (whose analysis dates back to the beginning of this century), White achieves nothing by capturing the pawn at c7: 16 B×c7 Qd7 17 Bg3 B×f3 18 g×f3 Rfc8. Not long ago Sakharov, instead of 16 B×c7, suggested 16 Nd2!. After 16 ... Be6 17 Bg3 Re8 18 Ne4 White has the more active position.

* * *

The best defence in the Guioco Piano, which parries White's quest for sharp variations, is the continuation 8 ... B×c3! On 9 b×c3 Black has the excellent reply 9 ... d5. Because of this the entire ancient variation with 7 Nc3 fell into disuse back in the last century, and drew attention to itself again only when the Danish theorist Möller discovered in 1899 that instead of 9 b×c3, White has the much stronger continuation 9 d5.

The Möller Attack, beginning with 9 d5, occurs extremely rarely in important events. But in this book we are not dealing with high-class tournaments. There are ample opportunities for error in the Möller Attack. Without going into a detailed analysis, we give here two examples.

No. 59

1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 c3 Nf6 5 d4 e×d4 6 c×d4 Bb4+ 7 Nc3 N×e4 8 0-0 B×c3 9 d5

Two minor pieces are attacked, and one of them has to move.

9 ... Ne5

The basic variation of the Möller Attack, beginning with 9 ... Bf6, is examined in game No. 60.

10 b×c3 N×c4 12 Qd4 Ncd6?

Black is still a piece up, but here he should have returned it by playing 11 ... f5. After 12 Q×c4 d6 13 Nd4 followed by f2-f3 White has the initiative, but Black has an extra pawn.

But all the same, why shouldn't Black hold on to his extra piece?

12 Q×g7 Qf6

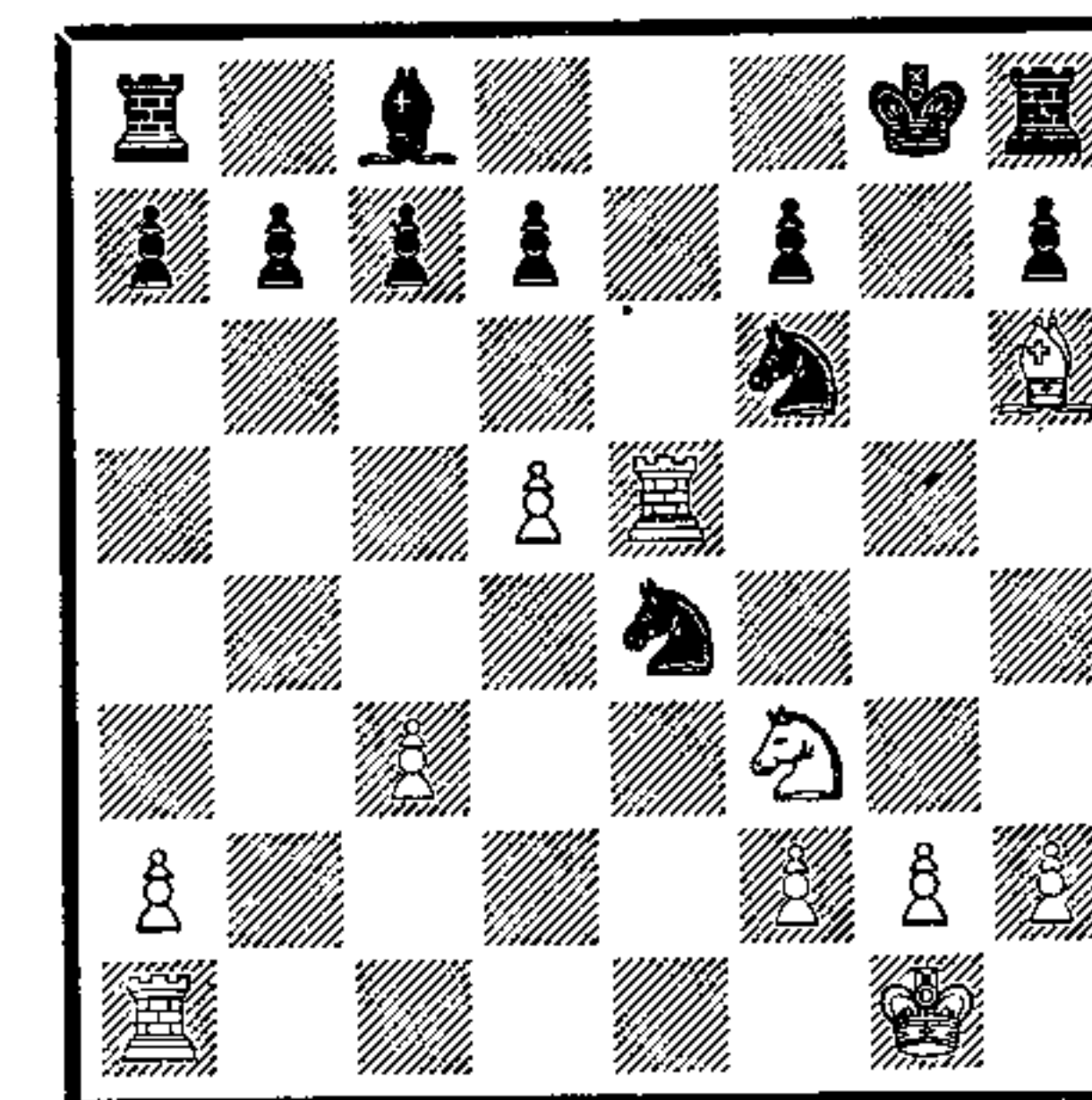
It would appear that White has achieved nothing—after all, he is forced to exchange queens...

13 Q×f6 N×f6 14 Re1 + Kf8?

It was still possible to return the piece by 14 ... Nfe4. After 15 Nd2 f5 16 f3 White has a positional advantage, but this was comparatively the best course for Black to take. Now he is crushed.

A rapid defeat results from 14 ... Kd8 15 Bg5 Ne8 16 R×e8 +! K×e8: 17 Re1 + Kf8 18 Bh6 + and 19 Re5.

15 Bh6 + Kg8 16 Re5 Nde4



We have already encountered a mating attack with the black king in a similar position. But each position has its own specific features. Now that he has defended his g5 square, Black threatens 17 ... d6.

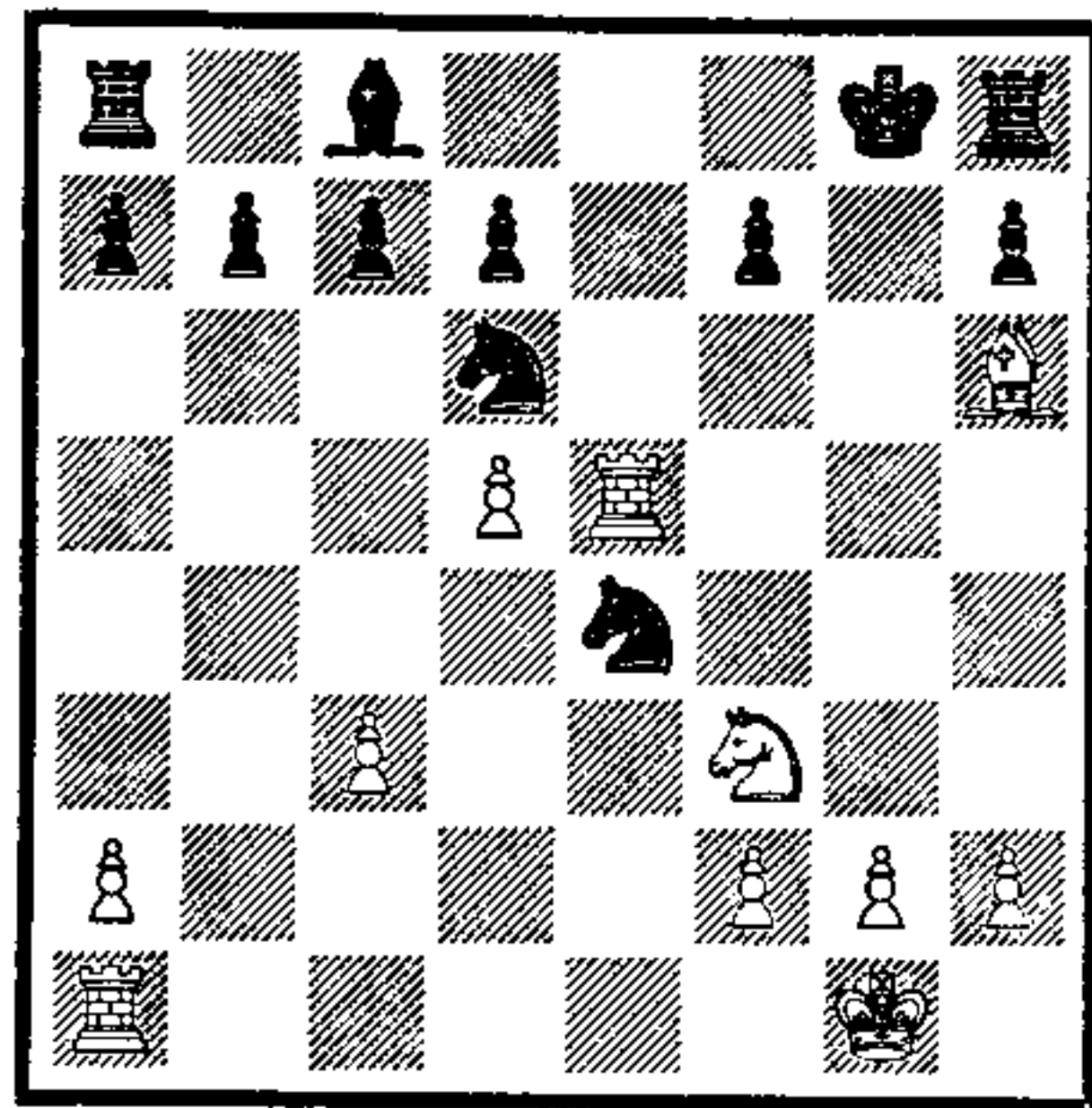
17 Nd2!

The knight cannot be taken on account of 18 Rg5 mate. Meanwhile, the threat is 18 N×e4 N×e4 19 Re8 mate. But wasn't Black intending to play d7-d6...

17 ... d6 18 N×e4! d×e5 19 N×f6 mate

* * *

Let us return to the position after White's sixteenth move, and instead of 16 ... Nde4 try defending against the mate by moving the other knight—**16 ... Nfe4.**



Now f7–f6 is threatened, but this too does not help.

17 Rae1! f6 18 Re7 b5 19 Nd2! N×d2

If 19 ... f5, then 19 f3, but now White uses the 'windmill' to destroy the entire enemy Q-side.

20 Rg7+ Kf8 21 R×d7+ Kg8 22 Rg7+ Kf8 23 R×c7+ Kg8 24 Rg7+ Kf8 25 R×a7+ Kg8 26 R×a8, and the game is over.

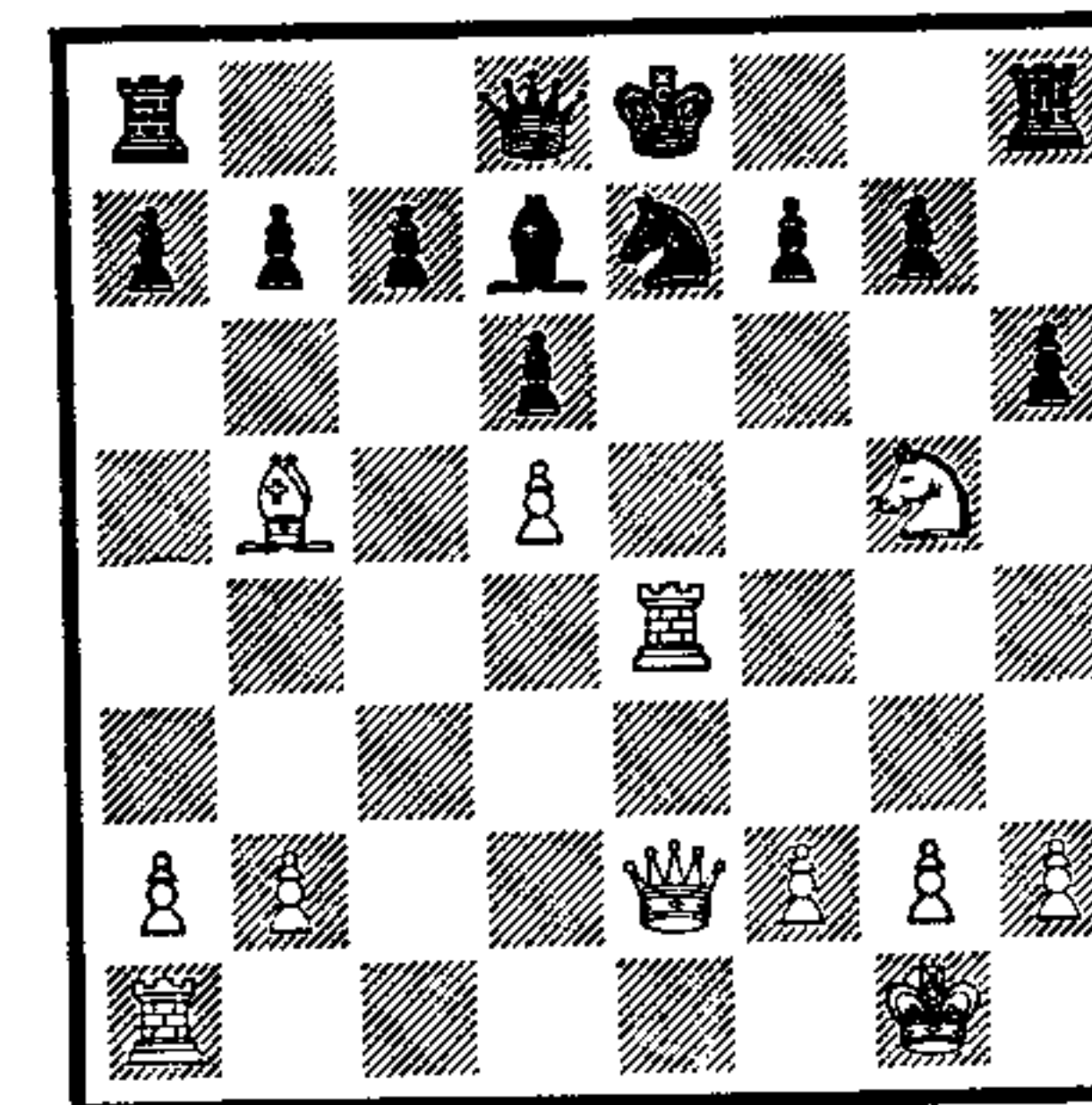
Whatever you may say, the 'windmill' is a rare phenomenon in the opening! However, instead of 21 R×d7+, White can also win by 21 Ree7 (with the threat of 22 R×h7+ Kg8 23 Reg7+ and 24 R×h8 mate), and on 21 ... Nf3+–22 Kh1!.

No. 60

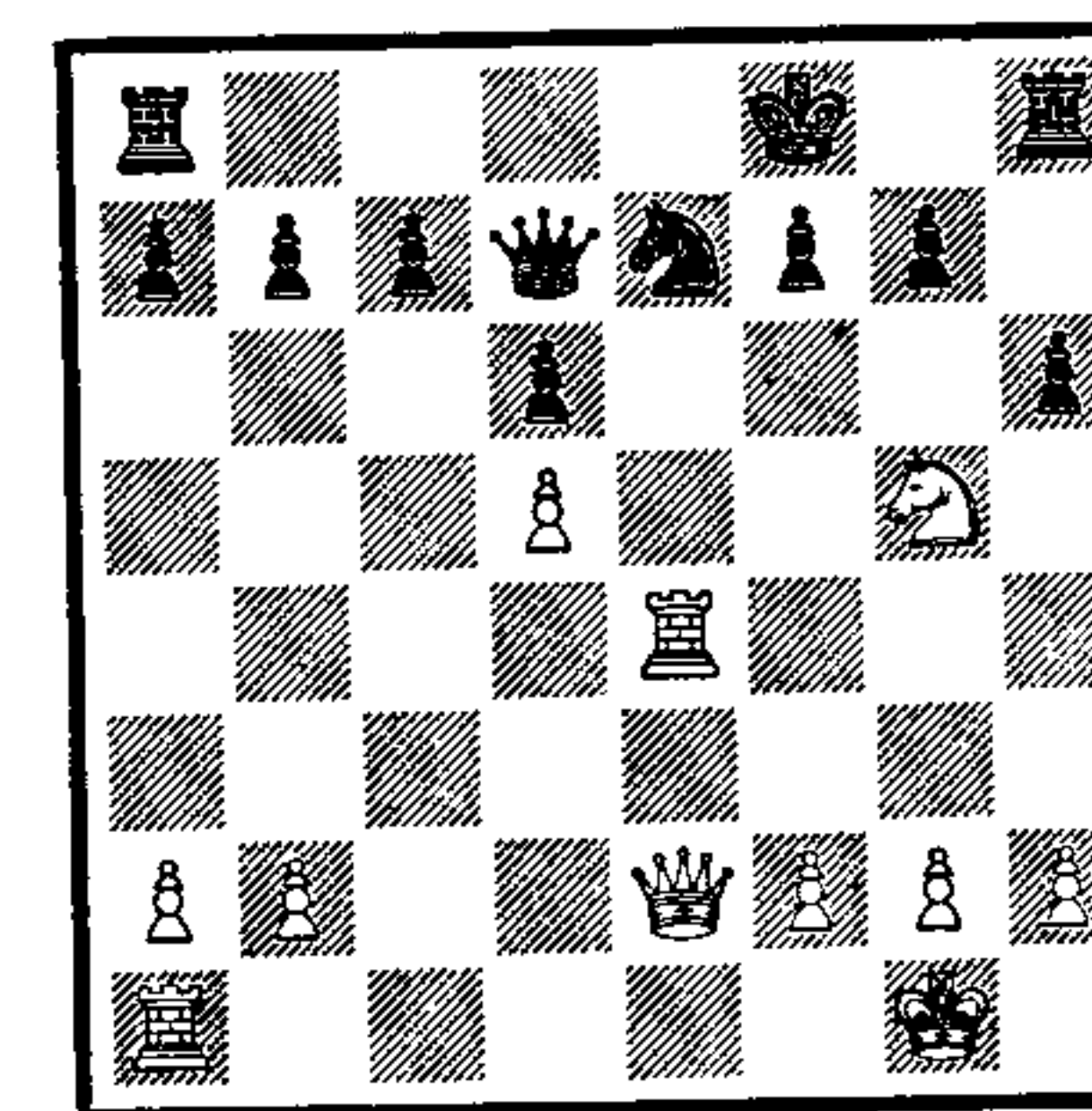
1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 c3 Nf6 5 d4 e×d4 6 c×d4 Bb4+ 7 Nc3 N×e4 8 0–0 B×c3 9 d5 Bf6!

The soundest continuation for Black. After **10 Re1 Ne7 11 R×e4** he continues his development with **11 ... d6**, which leads to the main line of the Möller Attack: **12 Bg5 B×g5 13 N×g5 0–0 14 N×h7 K×h7 15 Qh5+ Kg8 16 Rh4 f5**. If one goes in for this position without knowing the theoretical analysis, it is very easy to go wrong. Especially with Black. But with accurate defence he parries all the threats, and forces his opponent to take a draw: **17 Qh7+ Kf7 18 Rh6 Rg8! 19 Re1 Qf8! 20 Bb5 Rh8! 21 Q×h8 g×h6 22 Qh7+ Kf6 23 R×e7 Q×e7 24 Q×h6+**, and the game ends in perpetual check.

In 1969 the game **Bárczay–Portisch** was played, in which Black succeeded in considerably improving this variation. Instead of the approved **13 ... 0–0** Portisch made the strange move **13 ... h6**. There followed **14 Bb5+** (14 Qe2 h×g5 15 Re1 Be6 16 d×e6 f6 is in Black's favour, as is 14 Qh5 0–0 15 Rae1 Nf5 16 N×f7 Qf6) **14 ... Bd7 15 Qe2**.



15 ... B×b5! (previously it was thought that Black was bound to move his king to f8, when 16 Re1 gives White an attack) **16 Q×b5+ Qd7!** (it turns out that after 17 Q×d7+ K×d7 18 N×f7 there follows 18 ... Rhf8!; if 17 Q×b7 0–0 18 Rae1, then 18 ... Ng6; White also has no attack after 17 R×e7+ K×e7 18 Re1+ Kd8 19 Q×b7 Rc8) **17 Qe2 Kf8!**



Black has liquidated the threats, and both White's knight and his pawn at d5 are attacked. In an attempt to obtain an attack, he sacrificed the knight—**18 N×f7**, but this was easily repulsed by Portisch: **18 ... K×f7 19 Re1 Ng8! 20 Re6 Kf8! 21 f4 Nf6 22 Re7 Re8!**, and Black won.

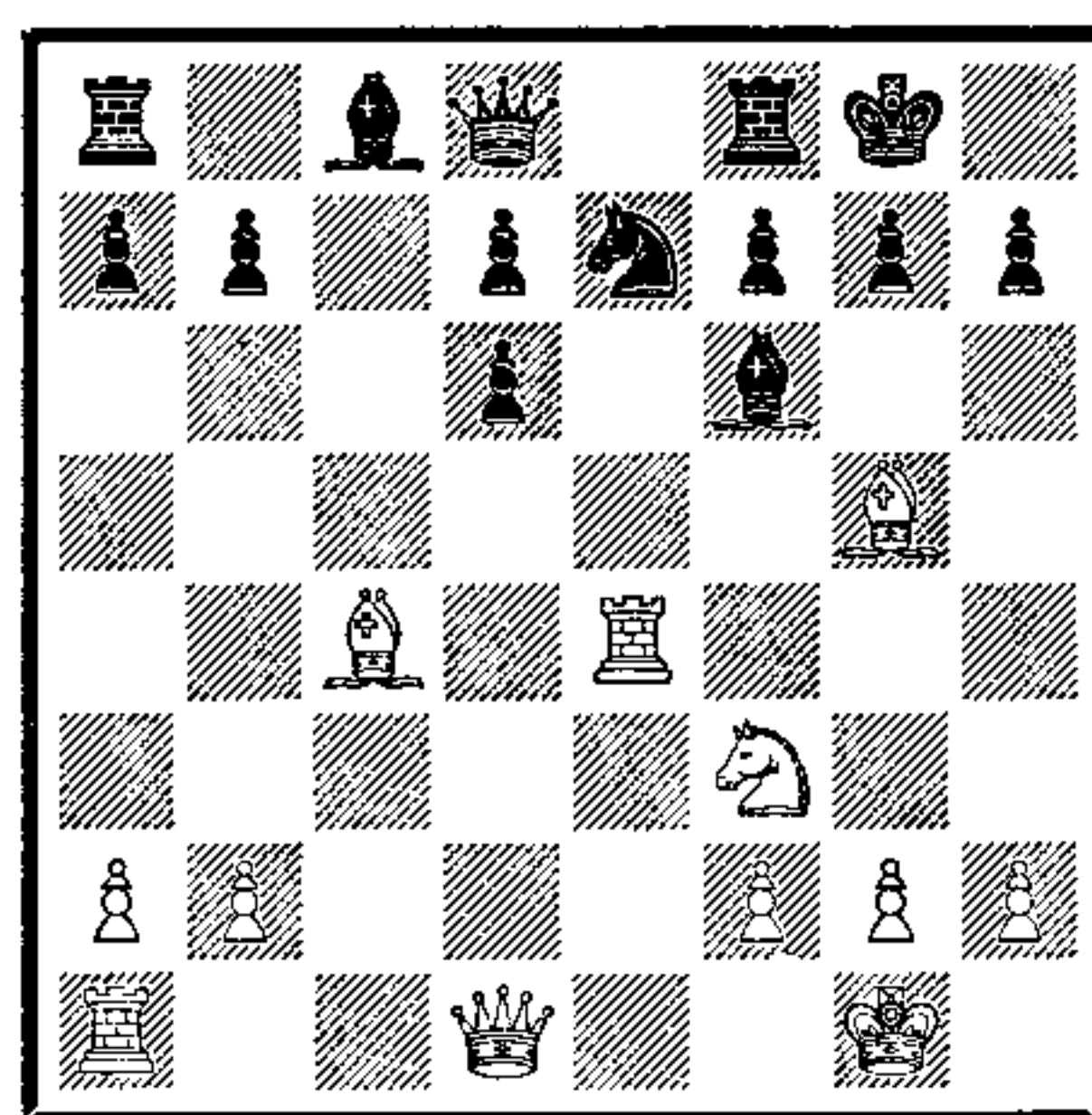
Thus as a result of the B rczay-Portisch game, the main variation of the M ller Attack is now under a cloud.

* * *

And now let us see how the game develops if instead of 11 ... d6 Black plays 11 ... 0-0.

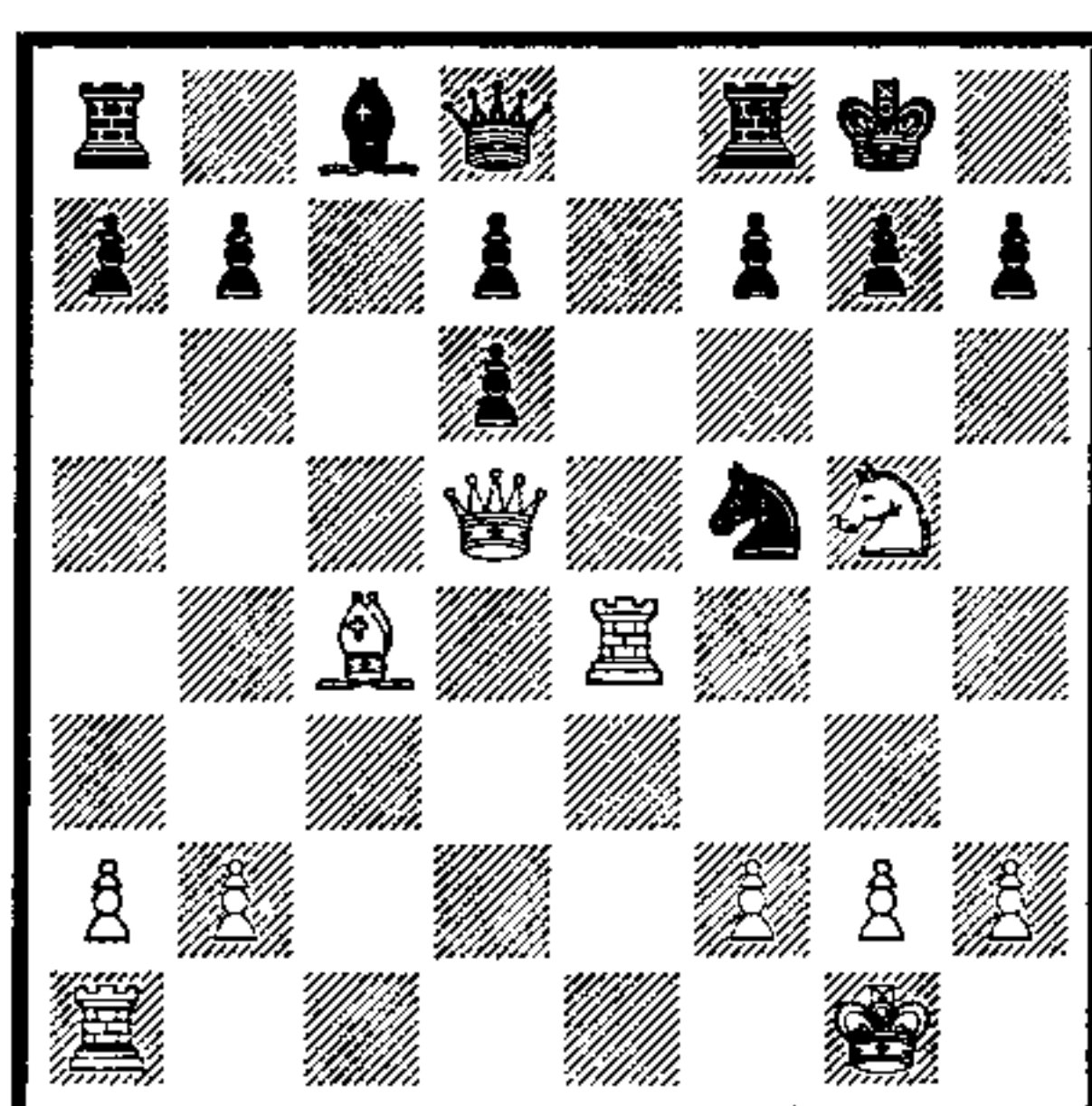
In this case Black has to reckon with the blockading move, already familiar to the reader, 12 d6. Now 12 ... cxd6 13 Qxd6 Nf5 14 Qd5 Ne7 can lead to a repetition of moves and a draw.

But here is what happened in a game by Em. Lasker. Instead of 13 Qxd6 Lasker played 13 Bg5.



Black should have replied 17 ... d5, which after 14 Bxd5 Nxd5 15 Qxd5 d6 would have led to a roughly equal position.

Lasker's opponent, however, continued 13 ... Nf5, and White instructively exploited Black's undeveloped Q-side. The game did not last long: 14 Qd5! Bxg5 15 Nxg5.



The knight cannot be captured on account of mate: 15 ... Qxg5 16 Qxf7+ Rxf7 17 Re8 mate.

Black defended his f7 square by 15 ... Nh6, but the 'modest' move 16 Rae1! forced him to capitulate.

White once again threatens a deadly blow at f7 - 17 Nxf7 Nxf7 18 Qxf7+ Rxf7 19 Re8+. If 18 ... Kh8, then all the same 19 Re8. On 16 ... g6 White wins by 17 Nxf7 Nxf7 18 Re7, while if 16 ... Qf6, then 17 Re8. In all variations one is struck by the paralysis of Black's Q-side. The pawns at d7 and d6 prevent the co-ordination of his pieces, so that when his K-side comes under attack it proves impossible to defend it.

No. 61 Estrin-Klaman, 1957

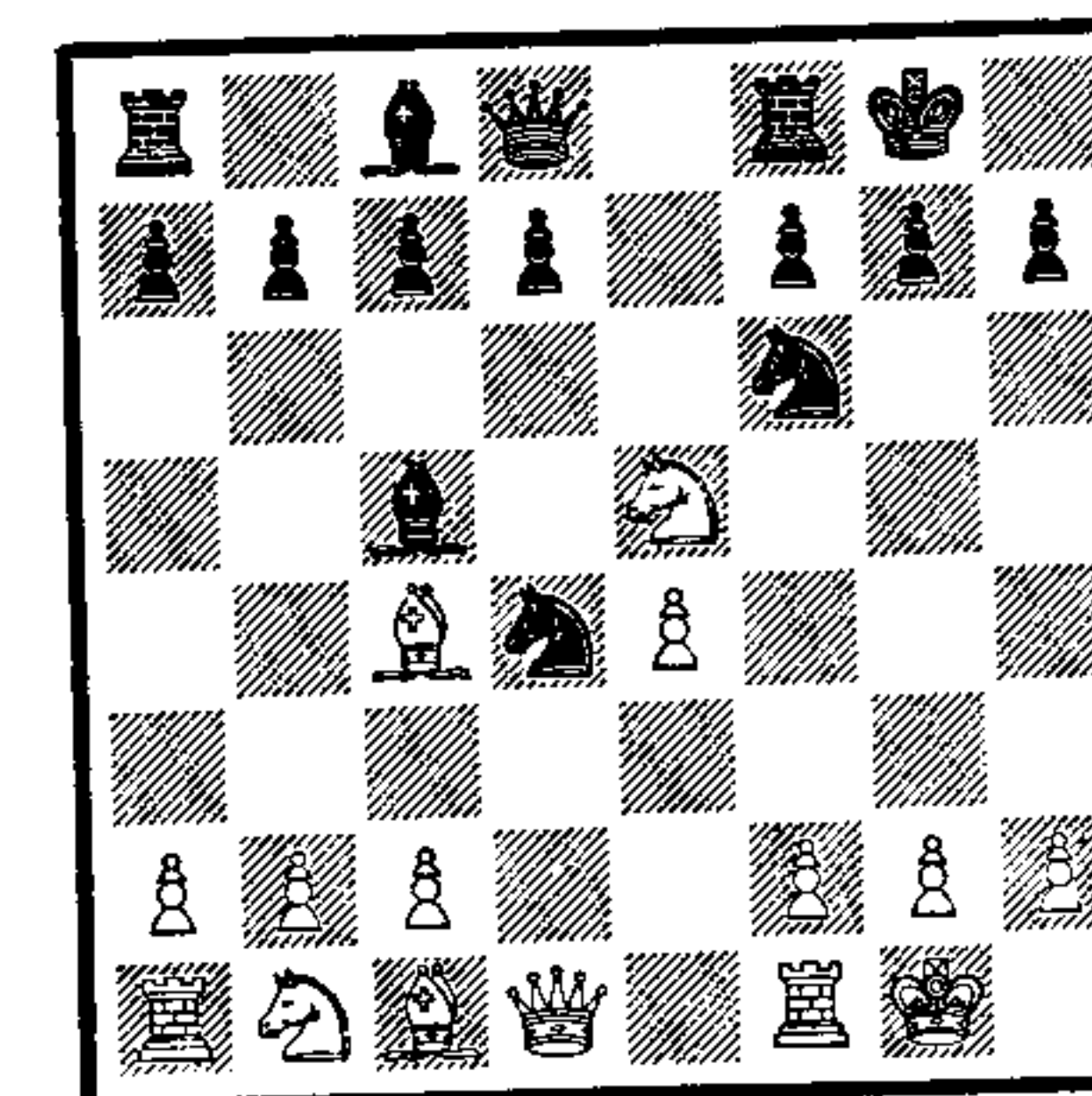
1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 0-0 Nf6 5 d4?!

A sacrifice which requires accurate defence on the part of Black. The pawn at d4 can be taken in three ways. 5 ... Bxd4 is a good reply. 5 ... exd4 leads after 6 e5 to the initial position of the Max Lange Attack (cf. p. 122).

The third possibility is 5 ... Nxd4? This apparently logical move gives White the advantage.

6 Nxe5 0-0?

Again a natural reply (which has occurred in several master games), and... the decisive mistake! 6 ... Ne6 was the lesser evil, although after 7 Bxe6 fxe6 8 Nd3 followed by e4-e5 White attains a clear positional advantage.



7 Be3!

It turns out that Black cannot avoid loss of material. On 7 ... Ne6 there follows 8 B×e6 B×e3 9 B×f7+, while in the event of 7 ... d5 8 e×d5 b5 9 B×d4 B×d4 10 Q×d4 b×c4 11 Nc6 he comes out two pawns down.

7 ... Qe7 8 B×d4 B×d4 9 Q×d4 c5 10 Qc3 N×e4 11 Qe3 Q×e5 12 Nc3, and Black resigned in view of the loss of his knight.

No. 62

1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 0-0 Nf6 5 d4 B×d4! 6 N×d4 N×d4

In the event of 6 ... e×d4 7 e5 d5 8 e×f6 d×c4 9 f×g7 Rg8 10 Qh5! Qf6 11 Re1 + Be6 12 Bg5! the advantage is with White.

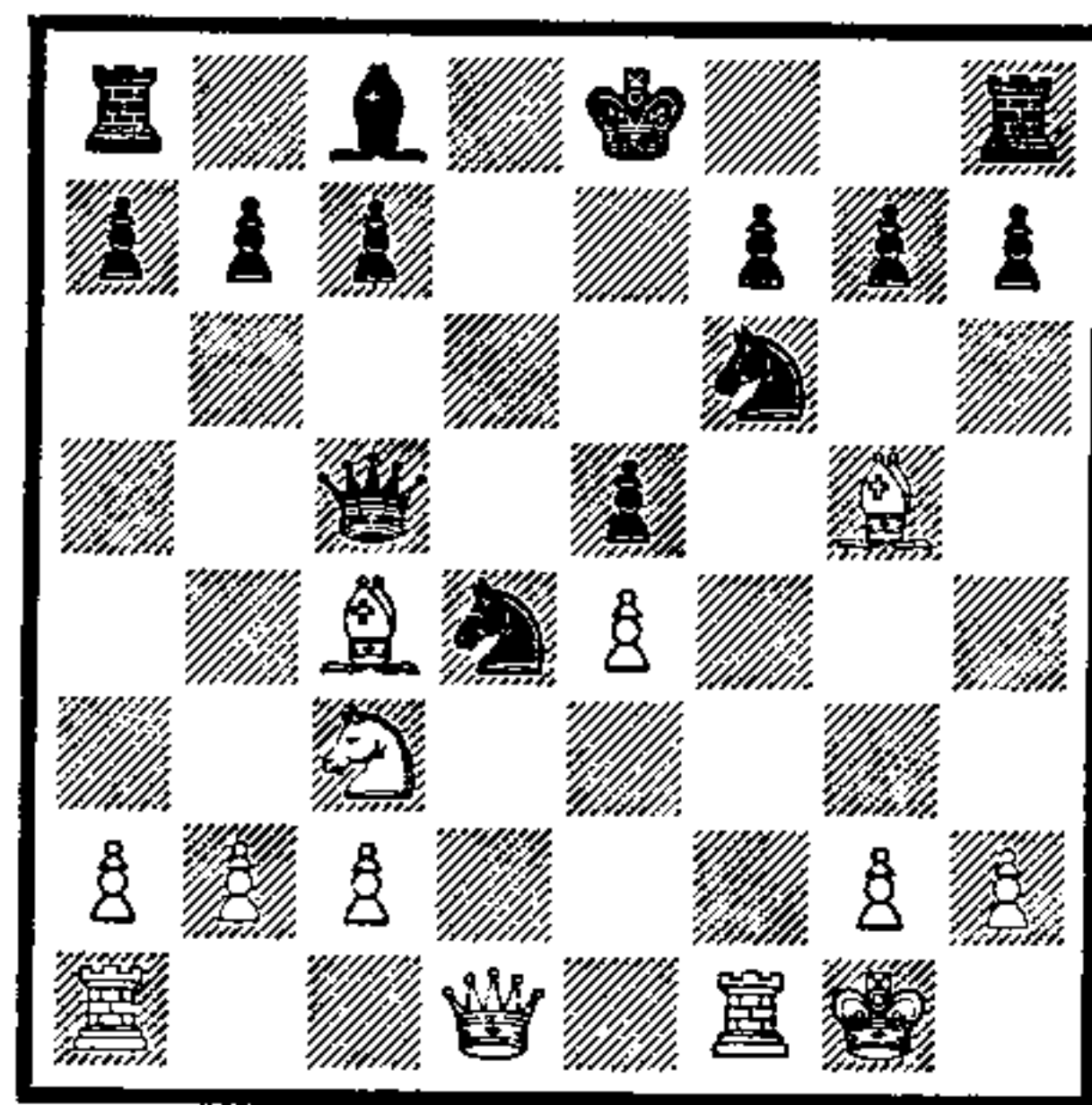
7 f4

Regarding 7 Bg5, cf. game No. 63.

7 ... d6 8 f×e5 d×e5 9 Bg5 Qe7 10 Nc3

After holding on to the pawn won, Black must play cautiously. The threat of Nc3-d5 is best parried by 10 ... c6, when on 11 Qd3 he can reply 11 ... Be6 with excellent prospects.

But here is what can happen if Black should be tempted by the energetic move **10 ... Qc5**, with an attack on the bishop, and at the same time the threat of a discovered check.



The apparently strong queen move meets with a brilliant refutation, pointed out by W. von Holzhausen in 1900.

11 B×f7+! K×f7 12 Qh5+ Ke6

The king is forced to move into the centre. On 12 ... Kg8 there follows 13 B×f6 g×f6 14 R×f6, and it turns out that Black has no advantageous discovered check. Meanwhile, two mates are threatened—at g5 and at f7. If 14 ... Ne6 + 15 Kh1 Qe7, then 16 Nd5 Qd7 17 Raf1 Nf4 (on 17 ... c6 White wins by 18 Rf7!) 18 R1×f4 e×f4 19 Qg5+ and 20 Ne7 mate.

13 B×f6 g×f6 14 Nd5!

Only thus! The rook sacrifice 14 R×f6+ K×f6 15 Nd5+ leads only to a draw: 15 ... Ke6 16 Qh6+ Kd7 17 Qg7+ Kd6. (In fact White appears to have a forced win by 18 Qe7+ Kc6 19 Q×c7+ Kb5 20 a4+ Kc4 21 Ne3+ Kb4 22 c3+—K.P.N.)

14 ... Rf8

Again the discovered check does not help. After 14 ... N×c2+ 15 Kh1 N×a1 16 R×f6+ White has a winning attack: 16 ... Kd7 17 Qf5+ Kd8 18 Qg5! Ke8 19 Q×e5+ Kd8 20 Qg5 Ke8. Now the elegant flank blow 21 b4! forces capitulation.

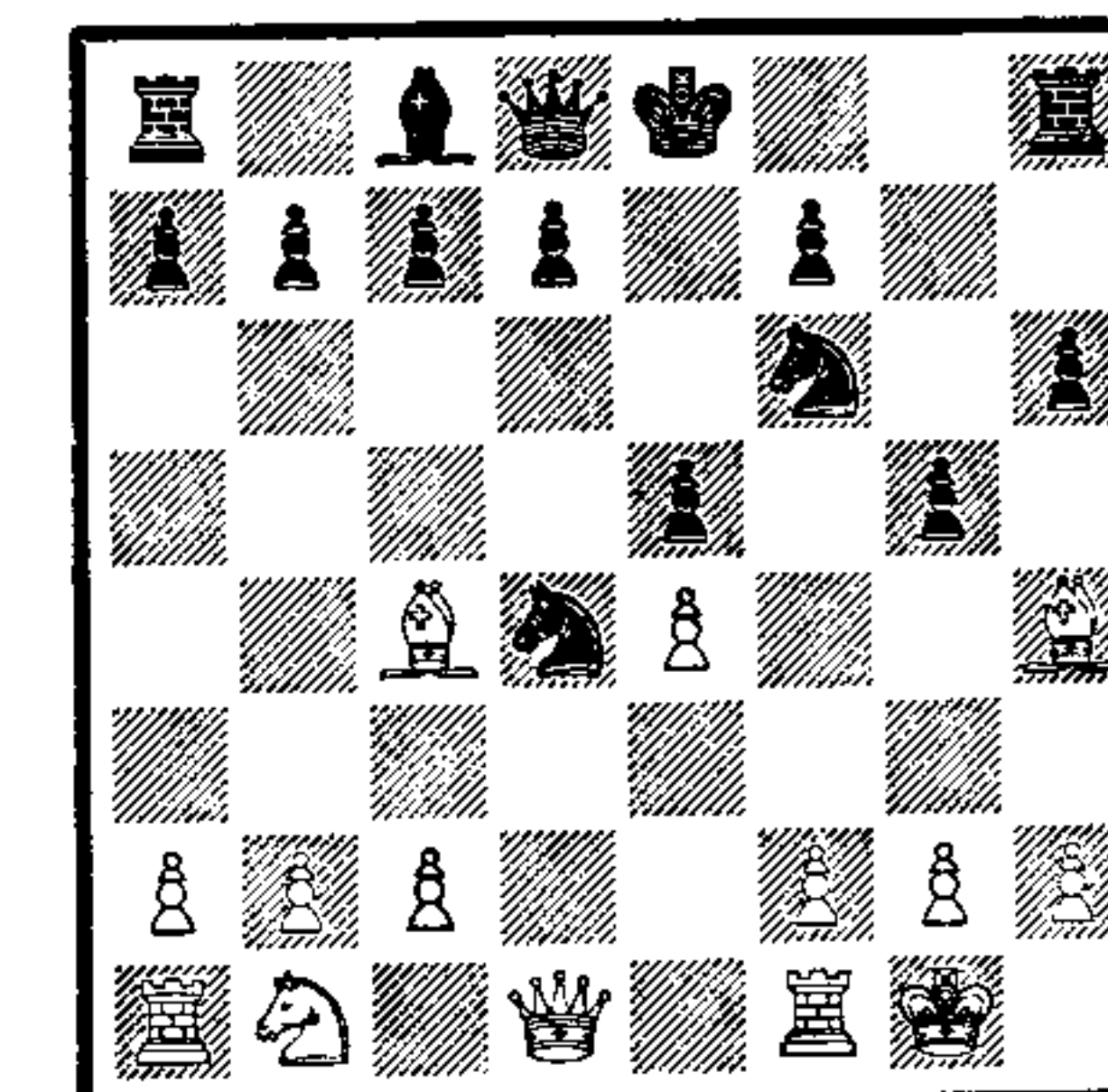
15 R×f6+! R×f6 16 Qe8+ Kd6 17 Qe7+ Kc6 18 Q×c7+ Kb5 19 a4+ Kc4 20 Ne3+ Kb4 21 c3+, and Black is mated.

No. 63 Rosentreter-Hoffer, 1899

1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 0-0 Nf6 5 d4 B×d4! 6 N×d4 N×d4 7 Bg5 h6

Here (or at least on the next move) 7 ... d6 or 7 ... Ne6 is correct.

8 Bh4 g5?



9 f4!! g×f4

After 9 ... e×f4 10 Q×d4 g×h4 11 R×f4 d5 12 e×d5, 9 ... g×h4 10 f×e5, or 9 ... N×e4 10 f×e5 Ne6 11 Qf3, Black can resign.

On 9 ... Ne6 in the recent game Minakov–Volovich (1974) there followed 10 B×e6 d×e6 11 Q×d8+ K×d8 12 f×g5 N×e4 13 g6+, with a winning position for White.

10 R×f4! e×f4 11 Q×d4 0–0 12 B×f6 Qe8 13 Bh8, and mate in two moves.

No. 64

1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 0–0 Nf6 5 d3 d6 6 Bg5

What is the difference, one might think, whether in such a quiet variation White first develops his knight (6 Nc3) or his bishop? But there is a difference, and a very important one.

6 ... h6 7 Bh4?

As soon becomes clear, either 7 Be3 or 7 B×f6 Q×f6 8 Nc3 is essential.

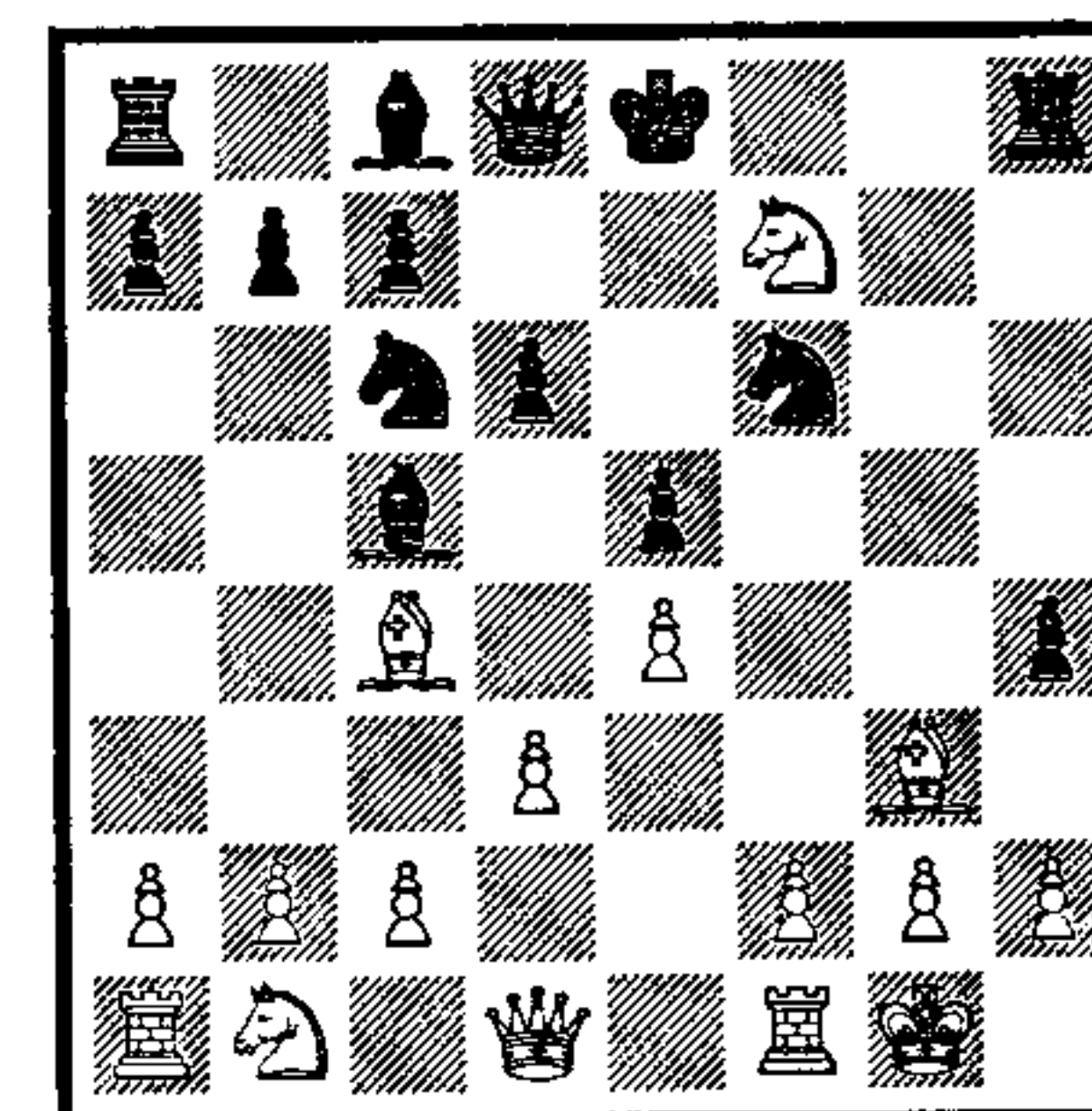
7 ... g5 8 Bg3 h5!

A daring, but absolutely correct attack, which first occurred in the game Dubois–Steinitz (1862). Black leaves en prise first his pawn at g5, and then the one at f7. The following variation is an analysis by Steinitz.

9 N×g5

In the above-mentioned game White avoided this plausible move, and in order to parry the threat of h5–h4 went in for a weakening of his K-side. After 9 h4 Bg4 10 c3 (10 ... Nd4 was threatened) 10 ... Qd7 Steinitz attained an excellent position. As the reader will see, Dubois chose the lesser evil...

9 ... h4! 10 N×f7



10 ... h×g3! 11 N×d8

The result is unaffected if White goes in for a more modest gain of material: 11 N×h8 Qe7 12 Nf7 (12 ... Qh7 was threatened) 12 ... B×f2+ 13 R×f2 g×f2+ 14 K×f2 Ng4+ 15 Kg3 Qf6 16 Qf3 Qg7, and White is in a bad way.

11 ... Bg4!

White is a queen up, but it is Black who is on the offensive. It is clear that this whole attack proves possible on account of the undeveloped state of White's Q-side.

12 Qd2

It would be a pity, of course, to have to give up the queen, but now Black's attack succeeds. According to opening manuals, White loses 'only a piece' in the event of 12 Nf7 Rh5! 13 Q×g4 N×g4 14 h×g3 Nd4 15 Nc3 c6! 16 a3 d5, etc. However, instead of 13 ... N×g4, the following forcing variation is more convincing: 13 ... g×f2+ 14 Kh1 N×g4 15 h3 Ne3 16 R×f2 N×c4, and wins.

12 N×c6 is no better for White in view of 12 ... B×d1! 13 h×g3 (13 R×d1 Ng4) 13 ... b×c6 14 R×d1 Ng4, or 13 Nc3 g×f2+ 14 R×f2 (14 Kh1 Ng4 15 h3 R×h3+ and 16 ... Bf3 mate) 14 ... b×c6 15 N×d1 Ng4 16 h3 N×f2 17 N×f2 Rf8 18 Rf1 Ke7.

12 ... Nd4! 13 Nc3

Too late! On 13 h3 there follows 13 ... Ne2+ 14 Kh1 R×h3+! 15 g×h3 Bf3 mate. However, mate also follows after the knight move.

13 ... Nf3 + 14 g×f3 B×f3

White has a choice only between whether to be mated by 15 ... g×h2 or 15 h×g3 Rh1.

With this fine variation by Steinitz, **Chigorin** caught **Knorre** in 1874.

Evans Gambit

No. 65 Steinitz–Pielhal, 1862

1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 b4

After this pawn sacrifice had been proposed in the 1820s by the Englishman Captain Evans, the Gambit bearing his name became, along with the King's Gambit, the most popular opening. In comparison with the *Gioco Piano* White gains an important tempo for the seizure of the centre.

4 ... B×b4 5 c3 Ba5

The other classical bishop retreat—to c5, allows Black less choice after 6 d4.

Very recently, players not wishing to risk taking the pawns offered, thereby subjecting themselves to an attack, have been attracted by a move which is more than a hundred years old—5 ... Be7. After 6 Qb3 Nh6 7 d4 Na5 8 Qa4 N×c4 9 Q×c4, we can recall a forgotten recommendation of D. Harrwitz—9 ... Ng4! The point of this manoeuvre is to return the pawn and obtain a comfortable game. E.g., 10 h3 Nf6 11 d×e5 d5 12 e×d6 c×d6, or 12 e×d5 N×d5. If instead of 6 Qb3 White plays 6 d4, Black can reply 6 ... Na5. After 7 N×e5 (on 7 Bd3, 7 ... d6 is good) 7 ... N×c4 8 N×c4 d5 9 e×d5 Q×d5 10 Ne3 Qa5 11 0–0 Nf6 12 Re1 Be6 the chances are roughly equal.

6 0–0

Which is stronger—6 d4, or first castles? The reply to this question was given at the end of the 19th century by Em Lasker. After 6 0–0 d6 7 d4 he proposed returning the pawn by 7 ... Bb6!. If 8 d×e5 d×e5 9 Q×d8 +

N×d8 10 N×e5, then 10 ... Be6, and in the ensuing endgame Black's chances are slightly preferable thanks to his better pawn formation. After Lasker's idea had been successfully tried, the conclusion was drawn that 6 d4 is more promising than 6 0–0, since it prevents Black from adopting Lasker's defence. It is less favourable to play d7–d6 in reply to 6 d4, than after 6 0–0. After 6 d4 d6 the attack 7 Qb3 grows considerably in strength.

6 ... Nf6

As we have already said, the strongest here is Lasker's continuation 6 ... d6.

7 d4 e×d4?

7 ... 0–0 is essential, and on 8 d×e5 or 8 N×e5 – 8 ... N×e4.

8 Ba3!

This seizing of the a3–f8 diagonal places Black in a critical position.

8 ... d6

For the moment Black closes the diagonal, but by sacrificing a second pawn White achieves his aim.

The bold 8 ... N×e4 allows White to develop a very strong attack: 8 Qb3! d5 (8 ... Qf6 9 Re1) 10 B×d5 Nd6 11 B×f7 +! Kf8 (if 11 ... N×f7, then 12 Re1 +) 12 Re1. A correspondence game, played at the end of the last century, continued as follows: 12 ... Bd7 13 Nbd2 B×c3 14 Nc4 Na5 15 N×a5 B×a5 16 Ne5! B×e1 17 R×e1 Bc6 18 Bh5 Qf6 19 N×c6 g6 (if 19 ... b×c6, then 20 Re6 Qf4 21 R×d6! c×d6 22 B×d6 +!) 20 Re6 Qf5 21 N×d4 Q×h5 22 B×d6 + c×d6 23 R×f6 +, and the black king was unable to avoid mate.

9 e5! d×e5

If 9 ... N×e5, then 10 N×e5 d×e5 11 Qb3 Qd7 12 Re1 e4 13 Nd2, opening up the 'e' file with decisive effect. E.g., 13 ... B×c3 14 N×e4! B×e1 15 N×f6 + g×f6 16 R×e1 + Kd8 17 Qf3 f5 18 Qf4 f6 19 Qh6.

9 ... Ne4 is somewhat more tenacious, when White can continue his offensive with 10 e×d6 N×d6 11 Re1 +. In a game Morphy–Greenway,

played three years earlier than the present one, Black defended with 9 ... d5. After 10 Bb5 Ne4 11 c×d4 Bd7 12 Qb3 a6 13 Bd3 White had very strong pressure for the sacrificed pawn.

The move made by Steinitz's opponent allows White the possibility of a crushing attack.

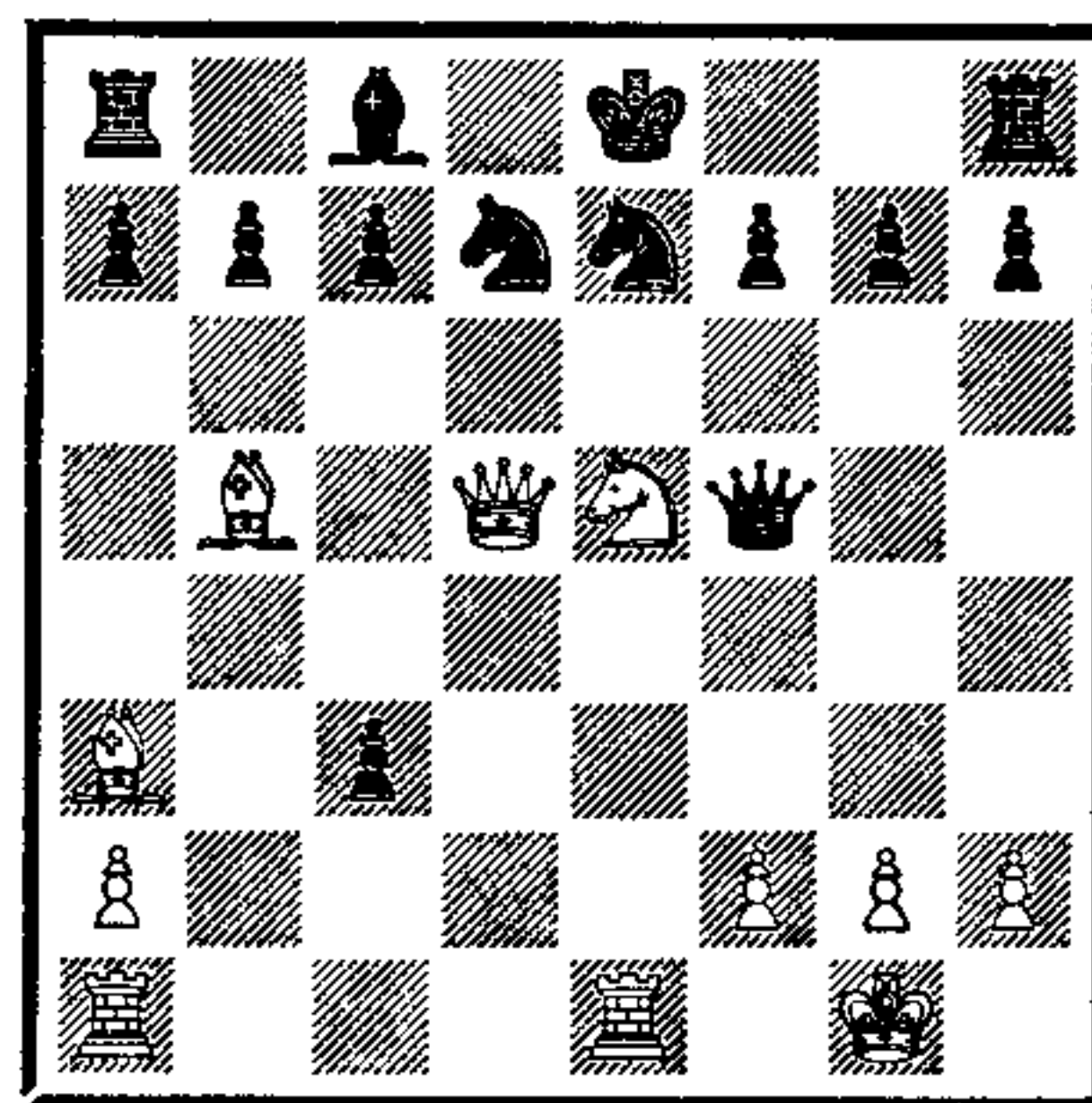
10 Qb3 Qd7 11 Re1 Qf5

A finish no less spectacular than that in the game is possible after 11 ... e4. After the approximate continuation 12 Nbd2 B×c3 13 N×e4! B×e1 14 R×e1 Kd8 15 Neg5 Na5 16 Ne5! N×b3 Black gets mated: 17 Ne×f7+ Q×f7 18 N×f7+ Kd7 19 Bb5+ c6 20 Re7 mate.

12 Bb5!

This is stronger than the obvious 12 B×f7+. It is more important to clear the vital 'e' file than to win the pawn at f7.

12 ... Nd7 13 Qd5 B×c3 (the threat was 14 B×c6 and 15 Q×a5) 14 N×c3 d×c3 15 N×e5 Ne7



16 N×d7! Q×d5 17 Nf6++ Kf8 18 B×e7 mate

No. 66 Kan-Botvinnik, 1929

1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 b4 Bb6

According to modern theory, the Declined Evans Gambit is not entirely satisfactory for Black.

5 a4 a6

Here the acceptance of the gambit is very risky: After 5 ... N×b4 6 a5 Bc5 7 c3 Nc6 8 0-0 and then d2-d4 White has excellent attacking possibilities.

6 Nc3!

The most unpleasant continuation for Black. It is again unfavourable to capture the 'b' pawn: 6 ... N×b4 7 N×e5, and in the event of 7 ... Qg5-8 Qf3, with advantage to White. On 6 ... d6, 7 Nd5 Ba7 8 d3 is strong.

6 ... Nf6 7 Nd5!

White offers his opponent a pawn.

7 ... N×e4?

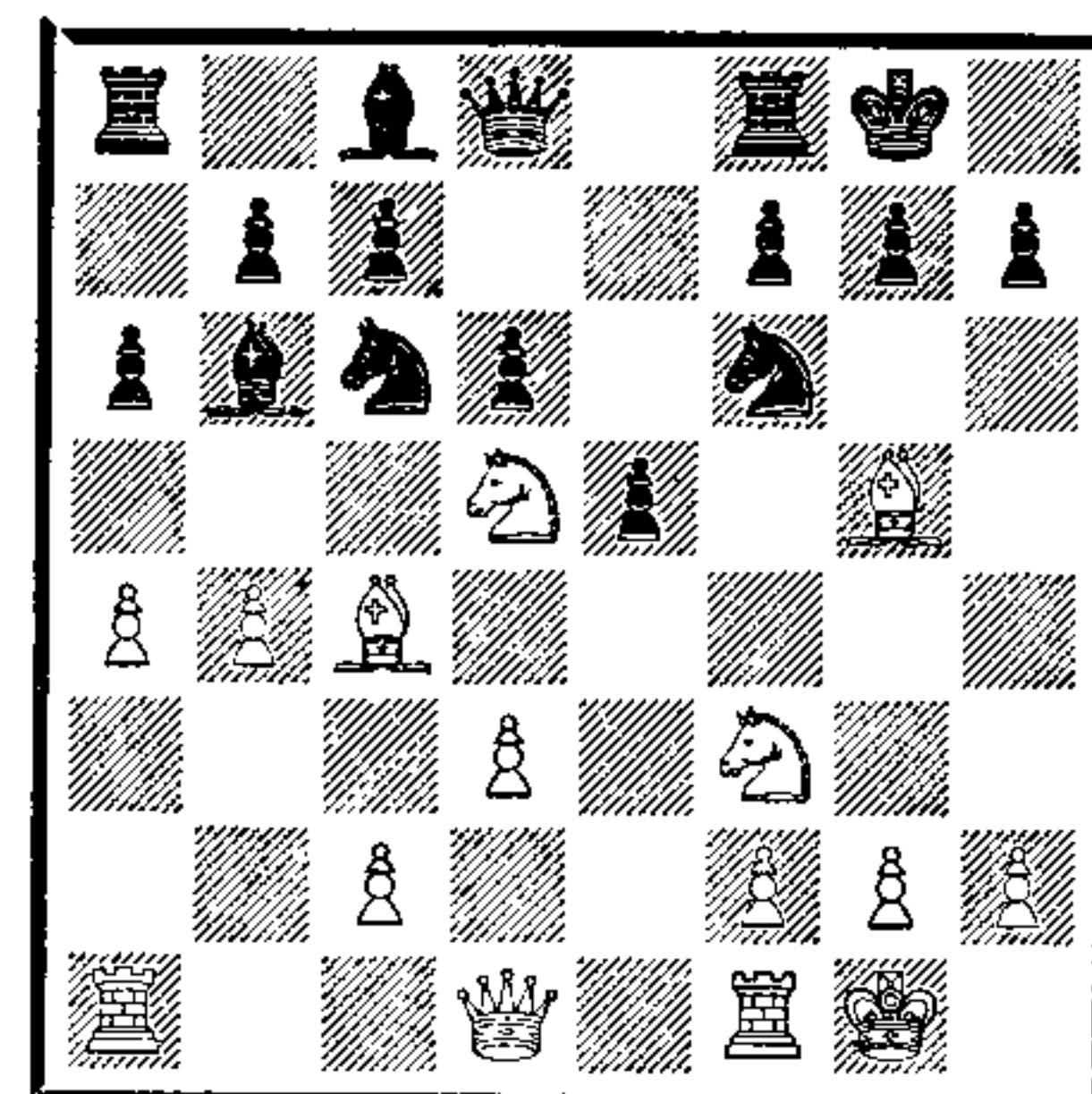
7 ... N×d5 8 e×d5 e4 9 d×c6 is correct. Theory books then give the clever move 9 ... 0-0, when White cannot keep his knight—if it moves there follows 10 ... Qf6! But according to the same books, by continuing 10 Bb2! White can count on gaining an advantage. E.g., 10 ... e×f3 11 Q×f3 d×c6 (if 11 ... Re8+?, then 12 Kf1!; 11 ... Qe7+ 12 Kf1 Q×b4 is also bad in view of 13 Bb3, with the threats of 14 c×b7 and 14 Ba3) 12 Qc3! Re8+ 13 Kf1 Qg5 14 h4 Qh6 15 h5!, with the threat of Rh1-h4 (Sokolsky-Goldberg, 1945).

Instead of 9 ... 0-0 Black should go in for the variation condemned by theory: 9 ... e×f3 10 Q×f3 Qe7+ 11 Kd1 d×c6 12 Bb2, and now play simply 12 ... Rg8. There can follow 13 Re1 Be6 14 B×e6 f×e6 15 Qg4 0-0-0! 16 Q×e6+ Q×e6 17 R×e6 B×f2, or 16 R×e6 Qd7! with the threat of 17 ... Rge8.

8 0-0! 0-0 (8 ... Nf6 was essential) 9 d3 Nf6

White's attack develops swiftly in the event of 9 ... Nd6. After 10 Bg5 Qe8 11 Nf6+! g×f6 12 B×f6 the black king proves to be completely helpless (12 ... N×c4 13 Ng5 h6 14 Qh5!, or 12 ... Nf5 13 Nd4!).

10 Bg5 d6



11 Nd2!

The pin on Black's knight renders his position catastrophic. The threat is 12 Ne4. On 11 ... Bf5 the attack can be pursued by 12 Ne4 B×e4 13 d×e4 Nd4 (there is nothing better) 14 Ra3! Ne6 15 B×f6 g×f6 16 Qh5. How is Black to defend now?

On 16 ... c6 White wins by 17 N×b6 Q×b6 18 Rg3+ Kh8 19 Qh6, while if 16 ... Kh8, then 17 Qh6 Rg8 18 N×f6 Rg7 19 Rh3 Nf8 20 Rd1 followed by Rd1–d3–g3.

The game continued 11 ... Bg4 12 B×f6 Qc8 13 N×b6 c×b6 14 f3, and Black soon resigned.

This example shows that even Botvinnik could go seriously wrong in the opening. True, he was very young...

Hungarian Defence

No. 67 Tarrasch–N. N., 1898

1 e4 e5 2 Nf3 Nc6 3 Bc4 Be7

In this opening the play is of a quieter nature than in the other variations after 3 Bc4—the Giuoco Piano and the Two Knights' Defence. Players normally turn to the Hungarian Defence if they do not wish to subject themselves to the dangers of sharp opening attacks.

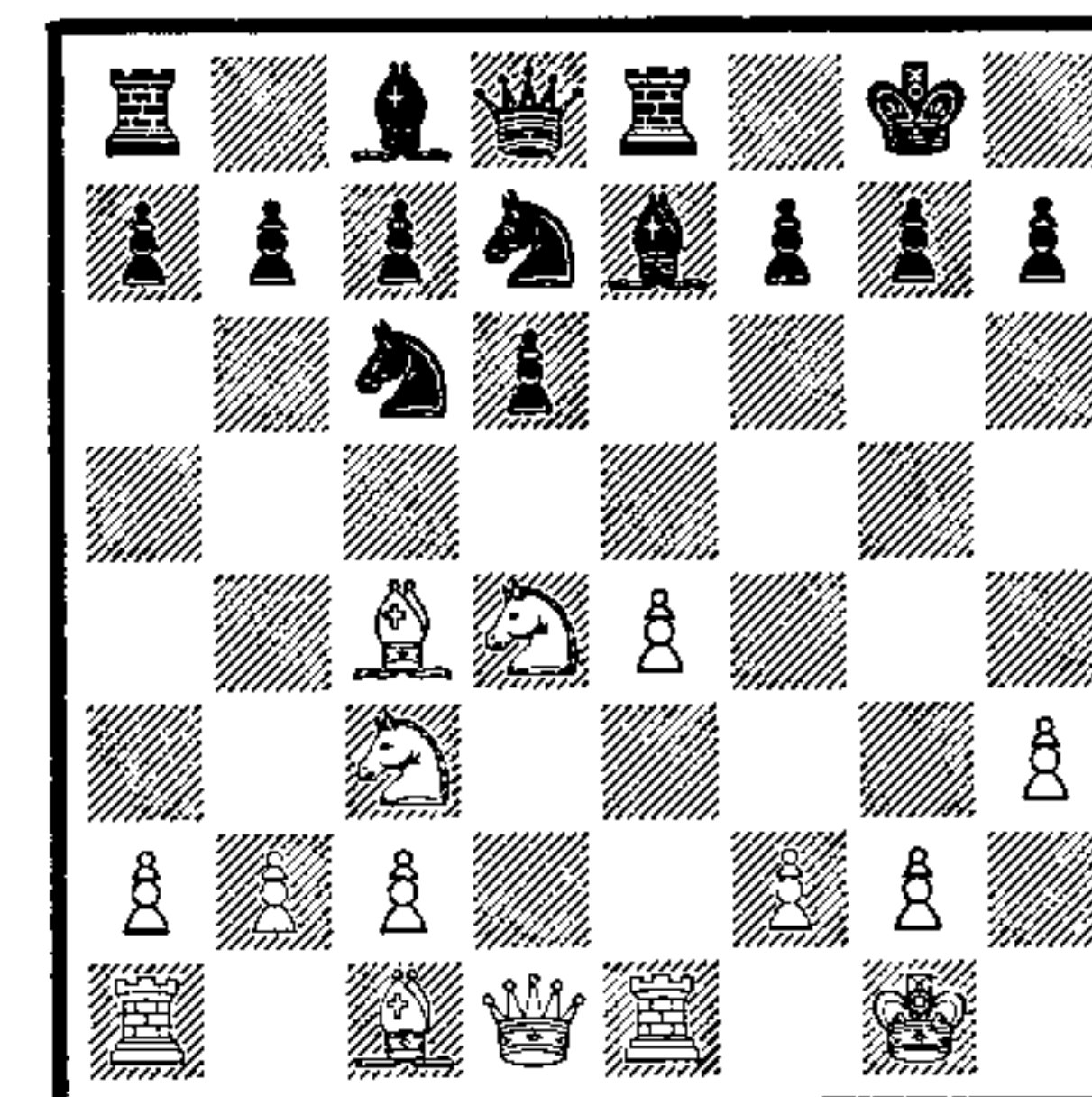
4 d4 e×d4

The basic strategical idea of this opening is to maintain the pawn at e5. With this aim 4 ... d6 is usually played, after which White has two plans—5 d5, leading to a closed game (there can follow 5 ... Nb8 6 Bd3 Nf6) and 5 d×e5. After 5 ... d×e5 (5 ... N×e5? loses a pawn as in a variation of Philidor's Defence—6 N×e5 d×e5 7 Qh5) 6 Q×d8 + B×d8 7 Nc3 the position is simplified, but White retains a certain initiative.

5 N×d4 d6 6 0–0 Nf6 7 Nc3 0–0 8 h3 Re8

Here (or on the following move) Black should have exchanged on d4, and then played Bc8–e6.

9 Re1 Nd7?



White wins with a typical combination, exploiting the tactical weakness of the f7 square and the cramped positioning of the enemy pieces: **10 B×f7 +! K×f7 11 Ne6! K×e6 12 Qd5 + Kf6 13 Qf5 mate.**

Ruy Lopez

No. 68

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 d6 5 d4 b5 6 Bb3 N×d4 7 N×d4 e×d4

White has several possible continuations—8 Bd5, 8 a4, or 8 c3, only not **8 Q×d4?** After 8 ... c5 9 Qd5 Be6 10 Qc6 + Bd7 11 Qd5 c4 he is forced to part with his bishop.

Whatever one may say, this is a pretty simple trap. But in 1949 the Hungarian master **A. Steiner** fell into it in a game with **Capablanca**, and then 29 years later, at the 12th Olympiad, the Polish master **Dworzynski** lost in exactly the same way to **Keres**.

No. 69 Mohrlock–Kramer, 1962

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 d6 5 d4 b5 6 Bb3 N×d4 7 N×d4 e×d4 8 c3

White offers a pawn sacrifice. After 8 ... d×c3 9 N×c3 he has certain compensation for it, in the form of two extra tempi and an open position. E.g., 9 ... Nf6 10 0–0 Be7 11 Re1 0–0 12 Bg5.

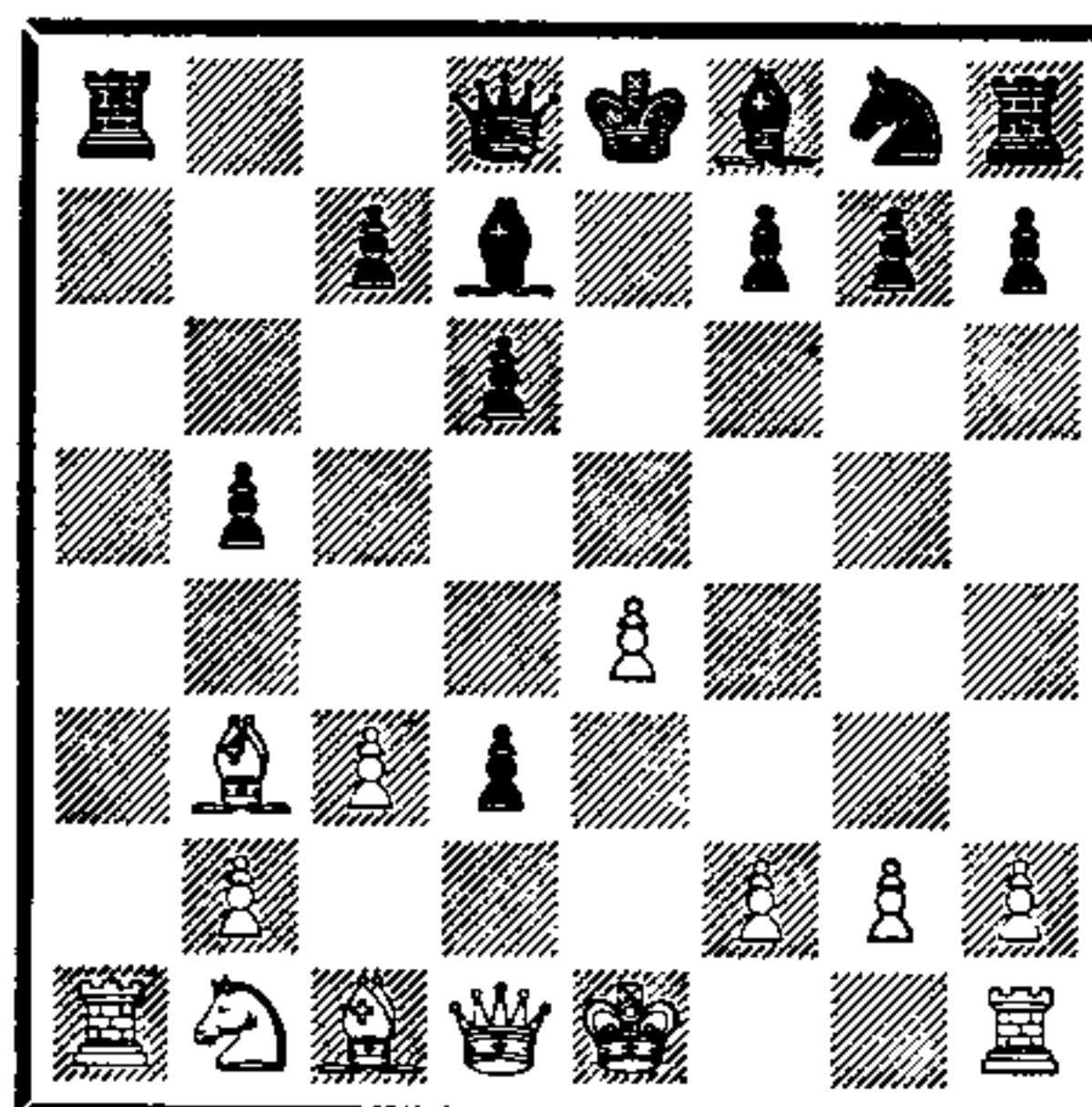
In reply to 8 ... d×c3 White can if he wishes force a draw by 9 Qd5 Be6 10 Qc6 + Bd7 (Black surely won't play 10 ... Ke7?) 11 Qd5, etc.

8 ... d3

Black declines the gambit. It is better however to play 8 ... Bb7, not fearing the creation of an enemy pawn centre, and on 9 c×d4–9 ... Nf6. After 10 f3 c5 11 Be3 Be7 12 0–0 0–0 followed by Rf8–e8 and Be7–f8 Black obtains a perfectly satisfactory position.

9 a4! Bd7 10 a×b5 a×b5?

A plausible reply, after which Black... loses by force! 10 ... B×b5 was necessary, although even then 11 Na3 Bd7 12 Q×d3 gives White clearly the better game.



The players have not yet emerged from the opening, and, on glancing at the diagram, one might think that the battle was only just beginning. But when **11 Qh5!** was played, Kramer realized that it was all over. On 11 ... g6 there follows 12 Qd5, threatening mate and at the same time attacking the rook. 'From inertia' Black played **11 ... d2+**, and after **12 B×d2** admitted defeat.

This was one of the shortest games from the 15th Olympiad.

No. 70 B. Rokhlin–A. Zaitsev, 1954

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 Nf6 5 0–0 N×e4 6 d4 b5 7 Bb3 d5 8 N×e5

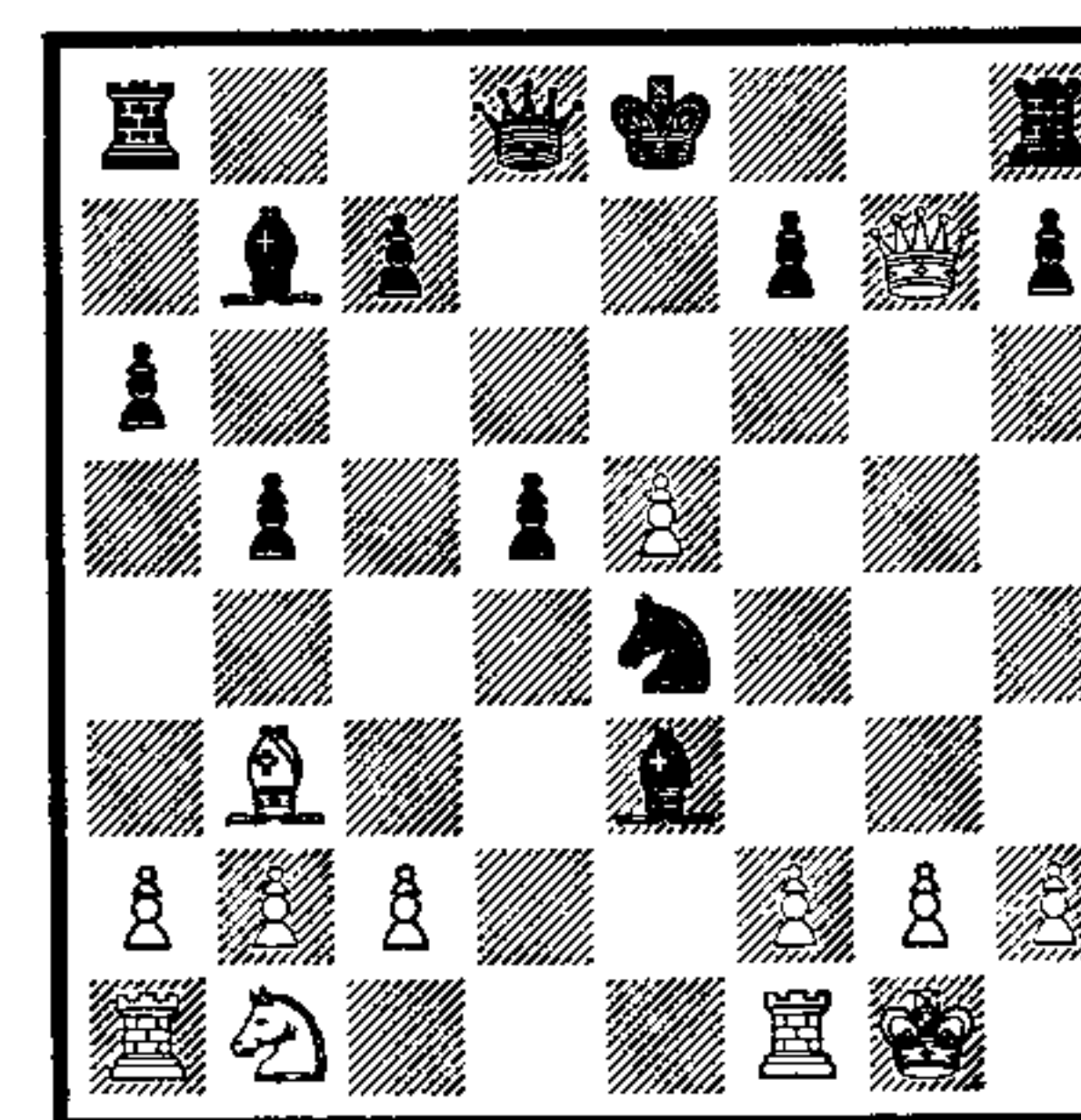
Normally White does not exchange knights here, but plays 8 d×e5, when after 8 ... Be6 the initial position of the so-called Open Variation is reached.

8 ... N×e5 9 d×e5 Bb7 10 Be3 Bc5 11 Qg4?

White assumed that his opponent couldn't exchange bishops in view of the intermediate move Q×g7.

He should have restricted himself to the modest 11 Qe2.

11 ... B×e3! 12 Q×g7



12 ... Qg5!

This White had not taken into account!

13 Q×h8+ Ke7 14 Q×h7 B×f2+ 15 Kh1

And this is forced, since 15 R×f2 leads to mate after 15 ... Qc1+ 16 Rf1 Qe3+ 17 Kh1 Nf2+ 18 Kg1 (18 R×f2 Qe1+) 18 ... Nh3++ 19 Kh1 Qg1+ 20 R×g1 Nf2 mate.

15 ... Rg8 16 Qh3 Bc8

White resigned. On 17 Qf3 there follows 17 ... Ng3+ 18 h×g3 Rh8+, and mates.

No. 71 Asch–Matison, 1930

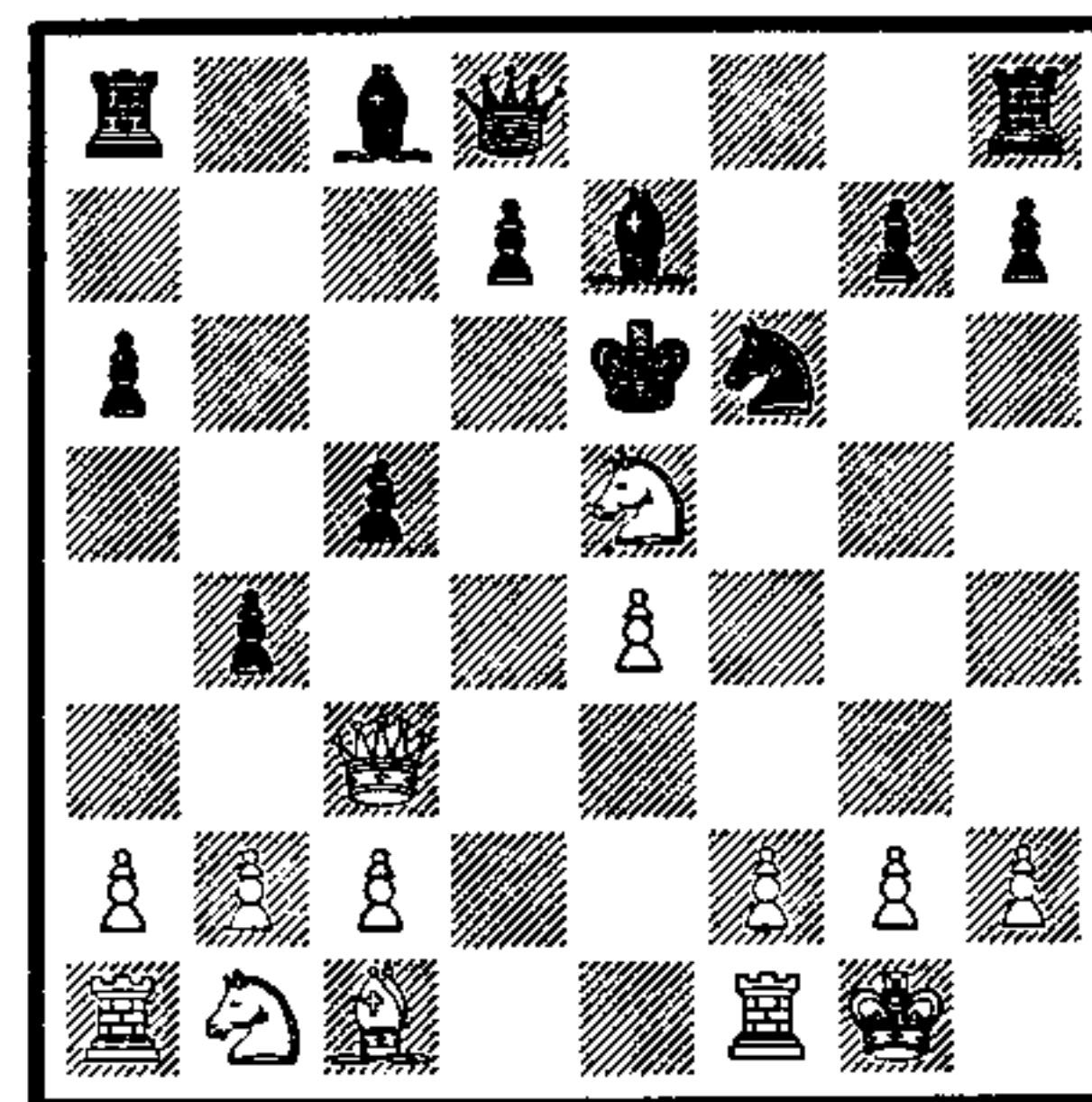
1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 Nf6 5 0–0 b5 6 Bb3 Be7 7 d4 N×d4?

With this order of moves this capture is a mistake. 7 ... d6 is correct.

8 B×f7+ K×f7 9 N×e5+ Ke6 10 Q×d4

The result of White's little tactical operation is that he has regained the sacrificed piece and won a pawn. However, his knight, defended by the queen, may come under attack.

10 ... c5 11 Qc3 b4



Any move by the queen leads to the loss of the knight...

12 Qh3+!

By giving up his knight, White drives the enemy king into the centre of the board.

12 ... K×e5 (12 ... Kd6 13 Nf7+) 13 Bf4+! K×e4

Black has to restrict himself to a modest gain, since 13 ... K×f4 is answered by 14 Qf5 mate. However, on the following move the bishop has to be taken.

14 Re1+ K×f4 (14 ... Kd5 15 Qf3+) 15 Qg3+ Kf5 16 Re5 mate

* * *

As we have seen, the sacrifice at f7 leads to the win of a pawn and stops Black castling (it was not essential to move the king to e6 and then chase after the queen). But even so the move 7 ... N×d4? can be punished even more convincingly! Instead of 8 B×f7+, simpler is 8 N×d4 e×d4 9 e5!. Any move of the knight is answered by 10 Qf3, with a double attack... Black has no choice but to resign the game.

No. 72

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 Nf6 5 0–0 Be7 6 Re1 b5 7 Bb3 0–0 8 c3 d5

The prelude to the Marshall Attack, in which Black sacrifices a pawn to seize the initiative. This original plan was first seen in the game Capablanca–Marshall (1918).

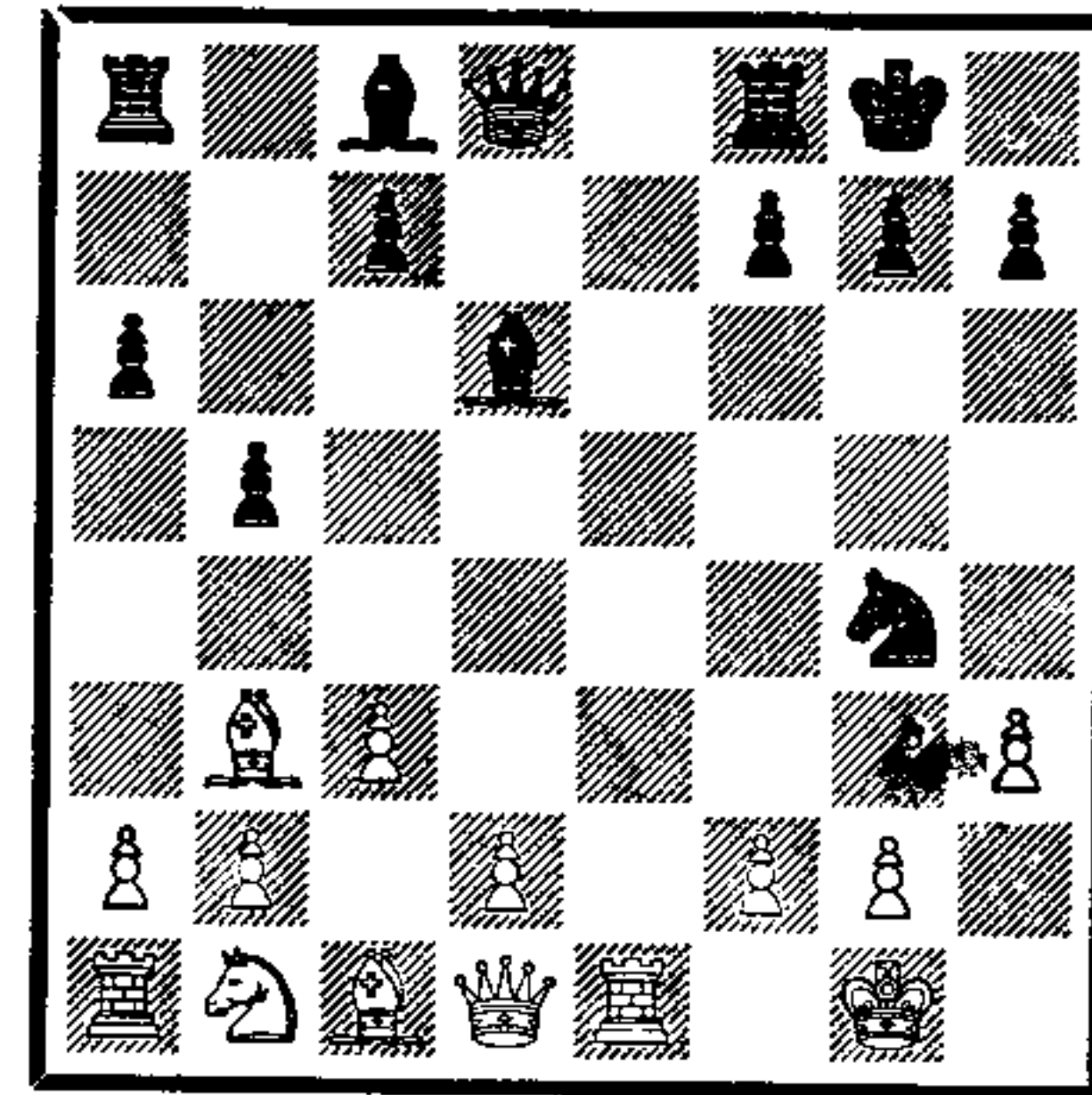
9 e×d5 N×d5 10 N×e5

“I thought for a little while before playing this, knowing that I would be subjected thereafter to a terrific attack, all the lines of which would be of necessity familiar to my adversary ...”—Capablanca wrote later. “I considered the position then and decided that I was in honour bound, so to speak, to take the pawn, and accept the challenge, as my knowledge and judgement told me that my position should then be defensible”.

10 ... N×e5 11 R×e5 Nf6

Nowadays 11 ... c6 is considered more promising for Black, with the follow-up 12 d4 (or 12 B×d5 c×d5 13 d4 Bd6) 12 ... Bd6 13 Re1 Qh4 14 g3 Qh3 15 Be3 Bg4. A definitive judgement on this exceptionally complex variation, which has been restored to life by the efforts of Spassky and Geller, is a matter for the future.

12 Re1 Bd6 13 h3 Ng4



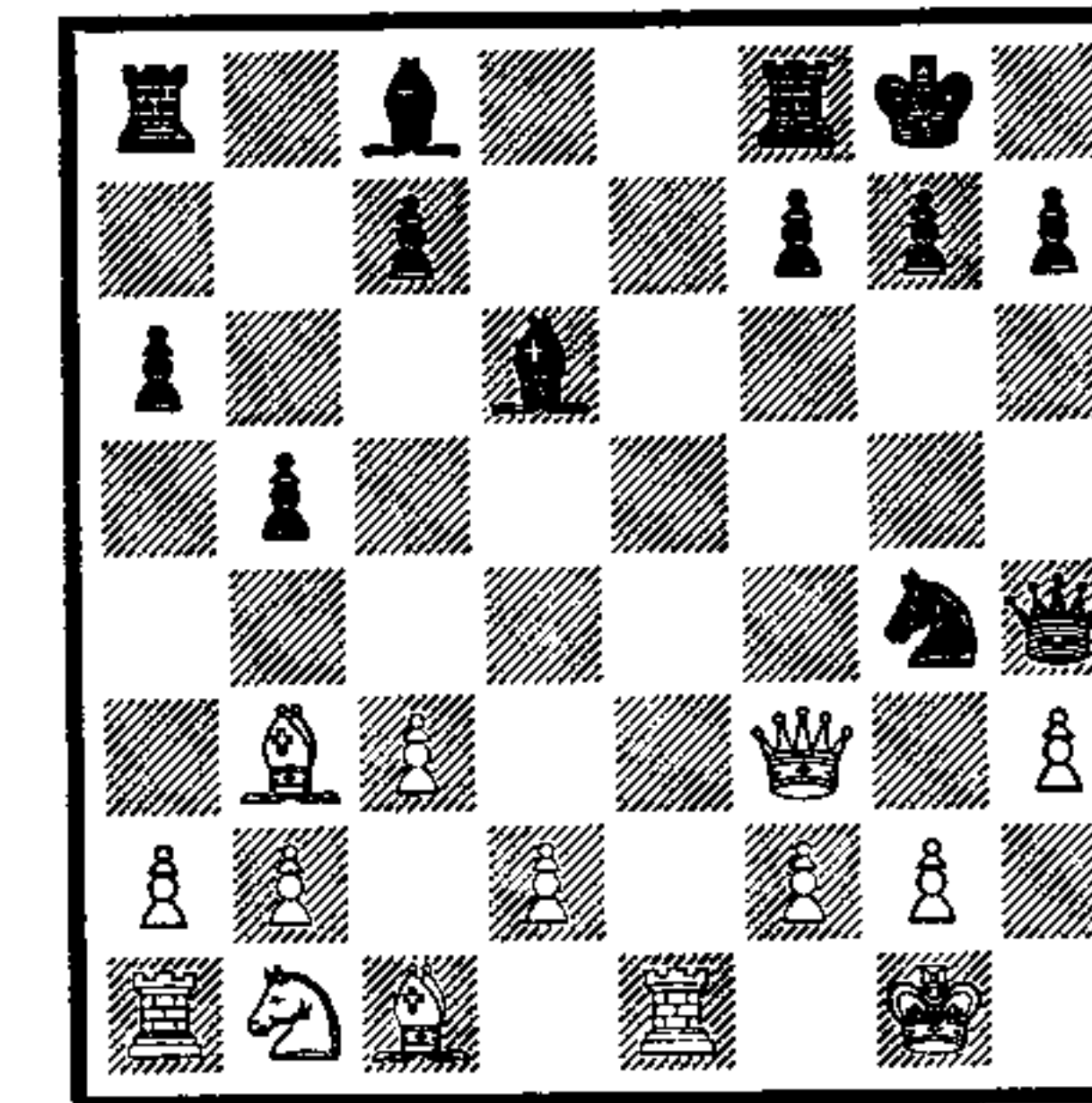
How would Marshall have continued the offensive if White had taken the knight? Capablanca gives the following variation: 14 $h \times g4$ Qh4 15 Qf3 Qh2+ 16 Kf1 B \times g4 17 Q \times g4 Qh1+ 18 Ke2 Rae8+ 'and wins'. But in 1954 the Leningrad player E. Palkin continued the variation for one move. He blocked the check by 19 Be6!, after which it is not White who has to resign, but Black (19 ... R \times e6+ 20 Q \times e6! Qh5+ 21 g4).

The searching began. Instead of 15 ... Qh2+, 15 ... Bh2+ was suggested: 16 Kf1 (if 16 Kh1, then 16 ... B \times g4 17 Q \times g4 Q \times g4 18 K \times h2 Rae8, and White stands badly, since his Q-side is undeveloped; on 19 Re3 there follows 19 ... R \times e3 20 d \times e3 Rd8) 16 ... B \times g4 17 Qe4 (on 17 Re4, 17 ... Bf4! is very strong; if 17 g3, then 17 ... Qh5, while on 17 Qc6 there follows 17 ... Bd6 18 g3 B \times g3 19 f \times g3 Q \times g3 20 Bd5 Rad8, or 18 f3 Bg3 19 Re3 Qh1+ 20 Ke2 Rad8, with inevitable mate) 17 ... Bf4! (a problem-like manoeuvre found by L. Shamkovich, which leads to a win) 18 g3 Qh2. The threat is 19 ... Bh3+ and 20 ... Rae8, or else immediately 19 ... Rae8. However White defends, he loses:

19 Re3 Rae8 20 Qd5 B \times g3! 21 Q \times f7+ (21 f \times g3 Bh3+ mates) 21 ... Kh8, or 21 R \times g3 (instead of 21 Q \times f7+) 21 ... Be2+ 22 Ke1 Bf3+.

19 B \times f7+ K \times f7! 20 Qd5+ (20 Q \times f4+ Kg8) 20 ... Kg6 21 Re6+ B \times e6 22 Q \times e6+ Kh5! 23 Qd5+ Bg5, and on 24 Qg2 (apart from the exchange of queens, which is perfectly sufficient) Black has the crushing blow 24 ... R \times f2+! 25 Q \times f2 Qh1+ 26 Ke2 (26 Qg1 Rf8+) 26 ... Re8+ (analysis by Shamkovich).

14 Qf3 Qh4



Here Capablanca played 15 d4, and on 15 ... N \times f2 replied 16 Re2.

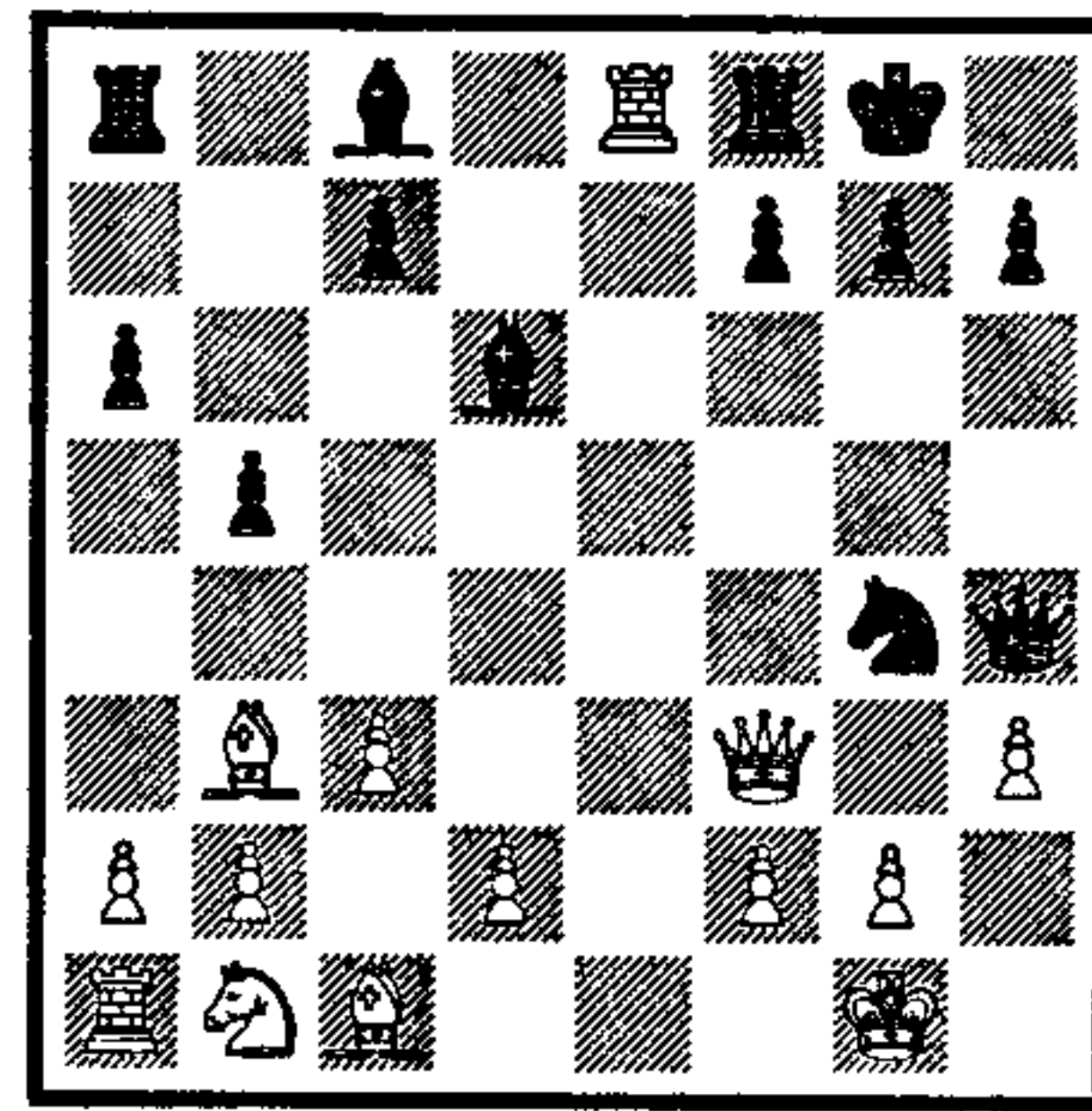
But why didn't he take the knight? After all, after 16 Q \times f2 Bg3 he had the combination 17 Q \times f7+ R \times f7 18 Re8 mate (this, incidentally, is how the game L. Steiner–Helling, 1928, concluded). The point is that Black has an important intermediate check—16 ... Bh2+!, and only on 17 Kf1–17 ... Bg3. Now 18 Q \times f7+ no longer works: Black captures the queen with check!

The original game with this variation, Capablanca–Marshall, continued: 16 ... Bg4 17 h \times g4 (17 Q \times f2 fails to 17 ... Bg3 18 Qf1 B \times e2 19 Q \times e2 Rae8) 17 ... Bh2+ 18 Kf1 Bg3 19 R \times f2 (Capablanca expressed the opinion that 19 Ke1! was even more convincing) 19 ... Qh1+ 20 Ke2 B \times f2? (20 ... Q \times c1 was essential) 21 Bd2! Bh4 22 Qh3 Rae8+ 23 Kd3 Qf1+ 24 Kc2. Black's attack has come to a halt, and his position is lost.

Subsequently Tartakower discovered that, instead of 16 ... Bg4, Black could have played more strongly—16 ... Ng4, which would have given him equal chances (17 Re8 Nf6 18 R \times f8+ K \times f8 19 Nd2 Rb8 20 Nf1, etc.). However, today all this discussion is academic; as Aronin has shown, by continuing 16 Bd2!, instead of 16 Re2, White gains the advantage.

* * *

And now let us return to the position in the last diagram, and see what happens if, instead of 15 d4, White makes the original move 15 Re8.

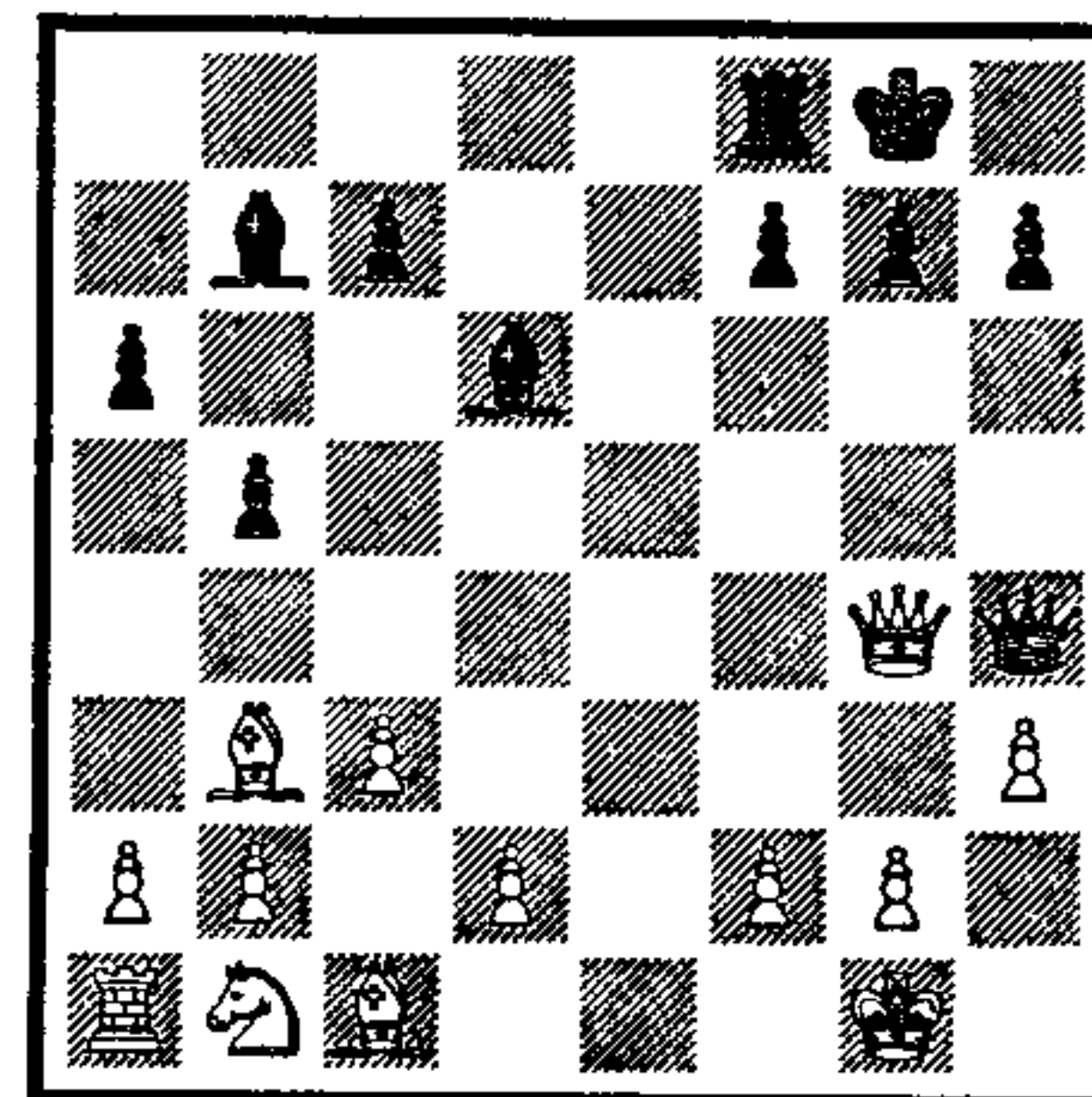


This is a tactical stroke on the theme of diversion. The rook cannot be taken on account of mate, and meanwhile 16 Q×f7+ followed by 17 Q×f8+ is threatened. However, by connecting his rooks, Black not only parries the threats, but also brings his attack to a successful conclusion. The following analysis is by A. Konstantinov.

15 ... Bb7! 16 R×f8+

Now on 16 Q×f7+ Black coolly moves his king to h8.

16 ... R×f8 17 Q×g4



17 ... Re8! 18 Kf1

It is easy to see that White has no other move.

18 ... Qe7 19 Qd1

Mate was once again threatened. On 19 Be6 (the bishop attempts to sacrifice itself so as to block the 'e' file) Black replies with the elegant 19 ... Bd5!

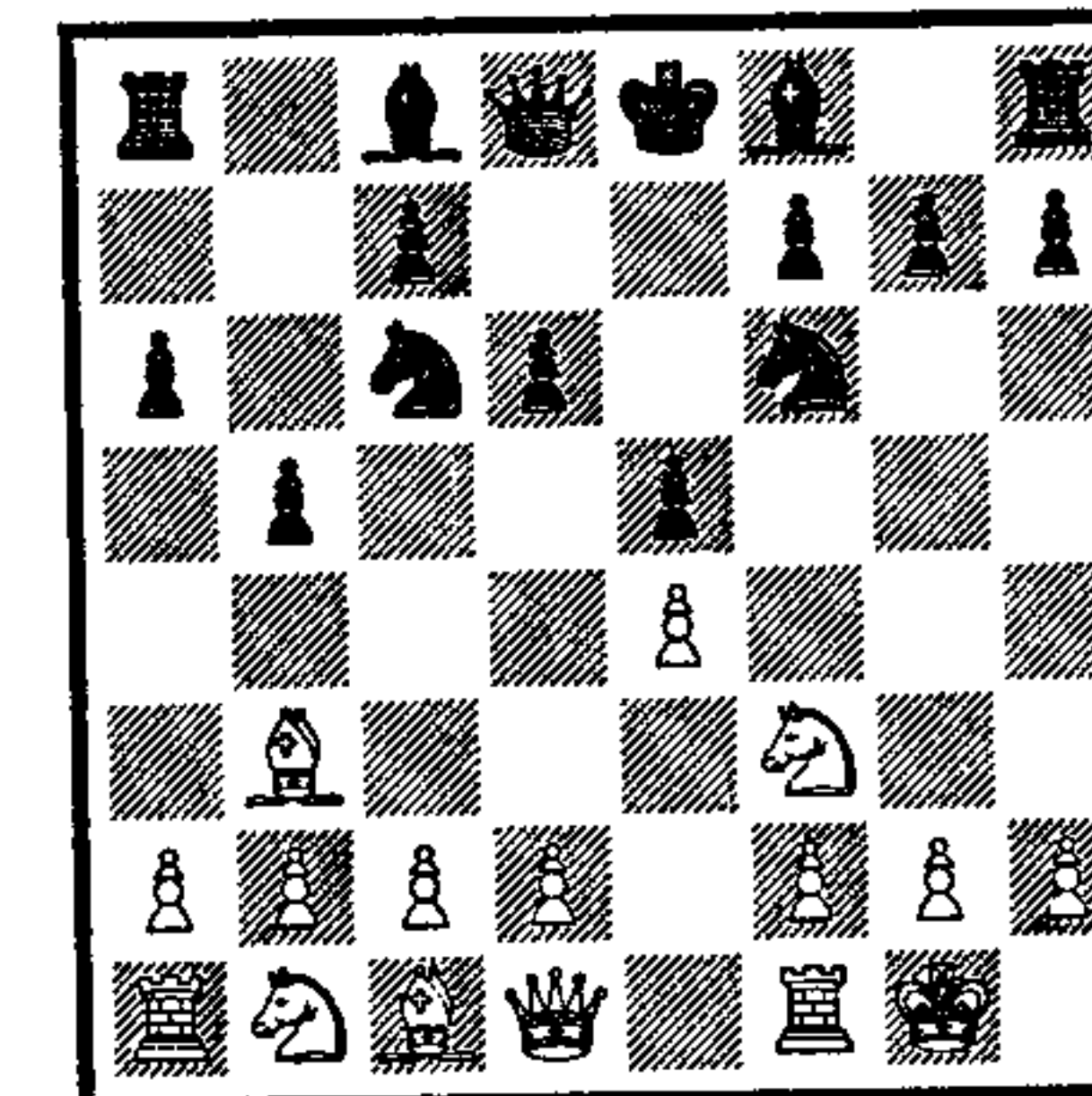
19 ... Qe5 20 g3 Qe4 21 f3 Qd3+, and Black closes in on the enemy king.

An instructive example of the exploitation of a lead in development. Right to the end of the game White's Q-side remained 'unopened'.

No. 73

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 Nf6 5 0-0

The normal move order in the Closed Variation—the most popular in the Ruy Lopez—is 5 ... Be7 6 Re1 b5 7 Bb3, etc. But possible is 5 ... **b5 6 Bb3**, and now not 6 ... Be7, but 6 ... **d6**.



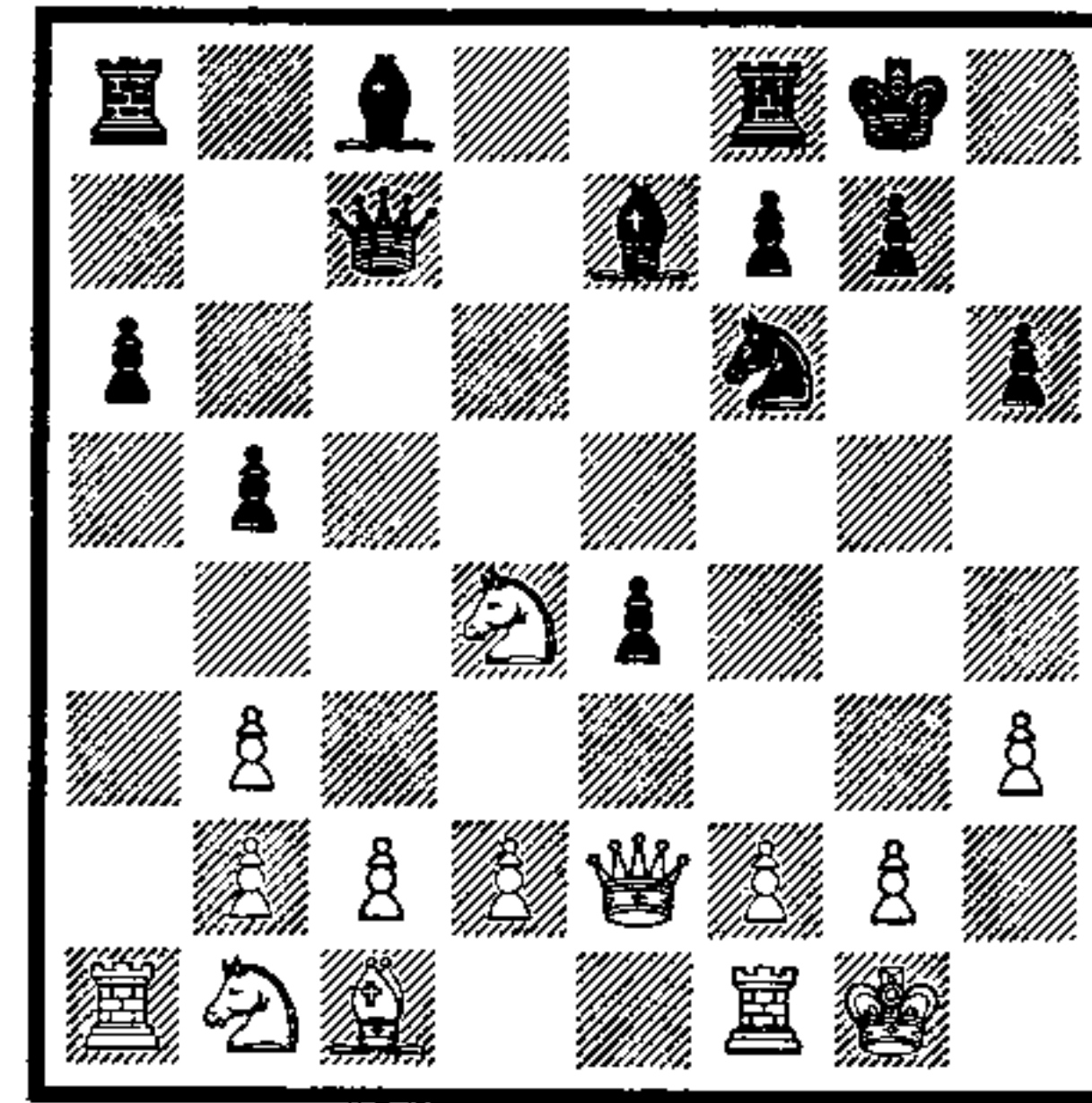
This last move is pure provocation. Black 'invites' his opponent to attack the square f7 in the spirit of the Two Knights' Defence—7 Ng5. Then comes 7 ... **d5 8 e×d5 Nd4**.

Black intends to exchange on b3, and then win back the pawn at d5. True, in the event of 9 c3 N×b3 10 Q×b3 he does better to continue his development—10 ... Bd6 (10 ... N×d5 or 10 ... Q×d5 can lead to difficulties after 11 Re1), obtaining an active position for the sacrificed pawn (e.g., 11 d3 Bf5 12 c4 0-0! 13 c×b5 Rb8 14 a4 a×b5 15 a×b5 h6, Kupper-Lombardy, 1961; Black has the advantage after 11 d4 e×d4 12 Re1 + Kf8 13 c×d4 Bb7 14 Nc3 b4).

All right, but what if White again attacks the square f7 by 9 **d6**, and on 9 ... N×b3 replies with the intermediate move 10 **d×c7**? After 10 ... Q×c7 11 **a×b3** White keeps his extra pawn, but 11 ... **h6 12 Nf3 e4** gives Black a powerful initiative.

The game **Sopkov-Kashlyayev (1948)** continued:

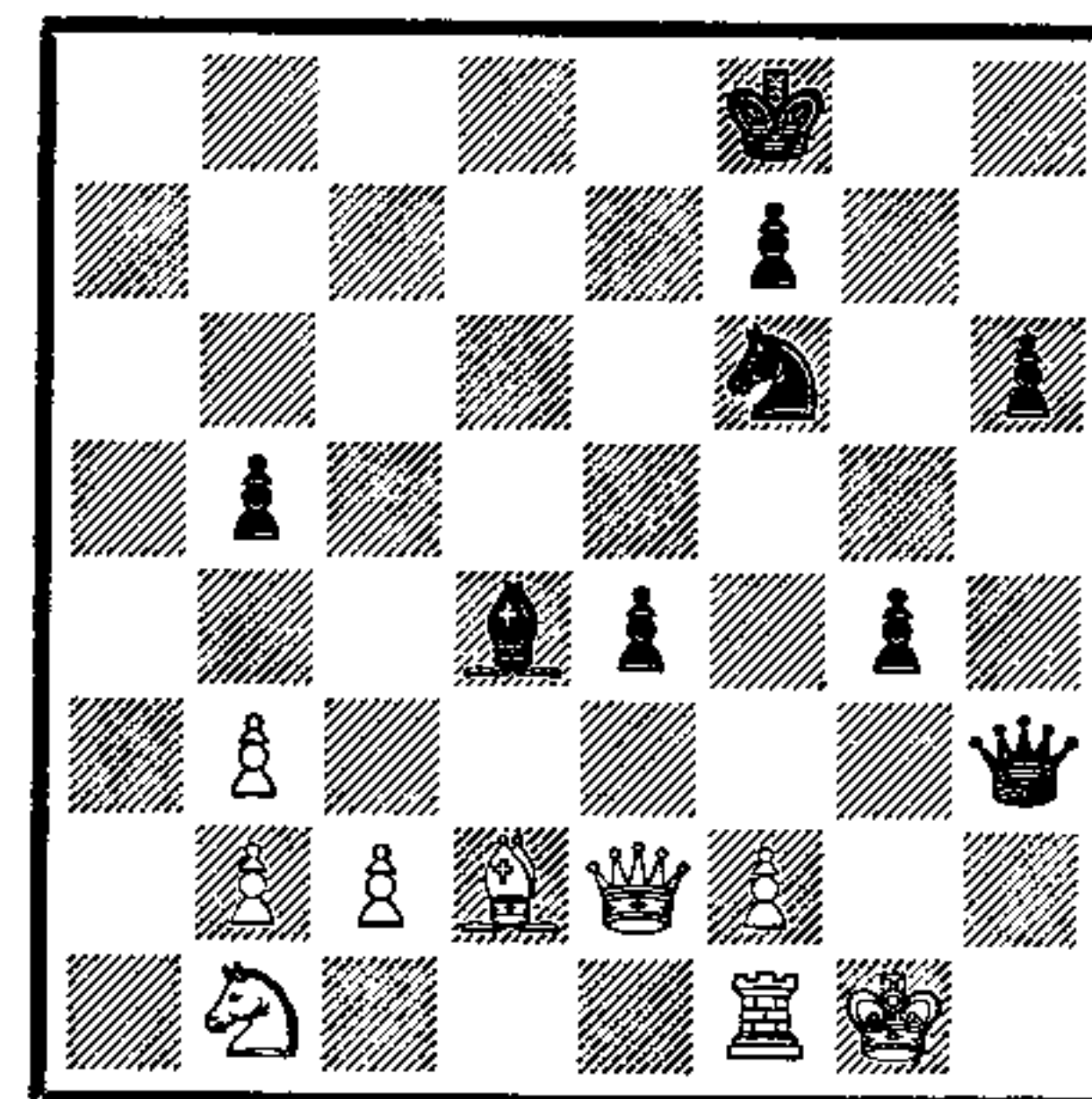
13 Qe2 Be7 14 Nd4 0-0 15 h3



15 ... Bc5! 16 Nxb5 axb5! 17 Rxa8 Bxh3 18 Rxf8+ Kxf8 19 d4

If 19 Qxb5, then 19 ... Ng4. 19 ... Qg3 was also threatened.

19 ... Bxd4 20 gxh3 Qg3+ 21 Kh1 Qxh3+ 22 Kg1 g5 23 Bd2, and now by 23 ... g4! with the irresistible threat of g4-g3, Black could have won (but not 23 ... Ng4? in view of 24 Bb4+ and 25 Bd6, defending the h2 square).



There can follow 24 Be3 g3 25 fxg3 Qxg3+ 26 Qg2 (26 Kh1 Qh3+) 26 ... Bxe3+ 27 Kh1 Qh4+ 28 Qh2 Qg5 29 Nd2 Bxd2 30 Qd6+ Kg7 31 Rg1 Ng4 32 Rxg4 Qxg4 33 Qxd2 Qh5+ 34 Kg2 Qg5+.

The result of this opening variation is a won pawn ending!

* * *

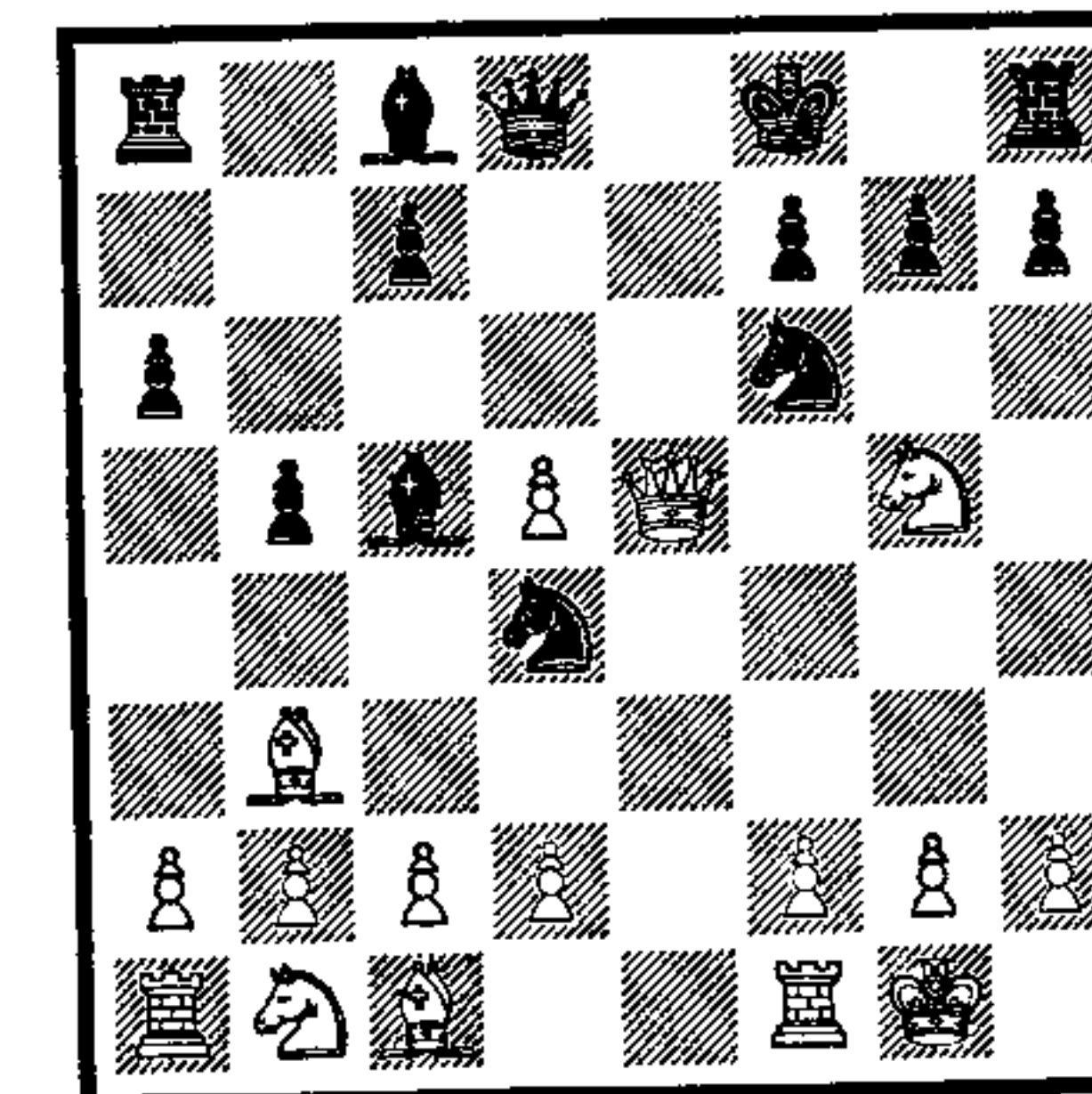
The other way for White to keep his extra pawn is to attack Black's 'e' pawn by 9 Qe1 or 9 Re1. For this possibility—see the following two games.

No. 74

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 Nf6 5 0-0 b5 6 Bb3 d6 7 Ng5 d5 8 exd5 Nd4 9 Qe1

It is disadvantageous for Black to defend his 'e' pawn, but by parting with it he sets up dangerous threats.

9 ... Bc5! 10 Qxe5+ Kf8



Black is now two pawns down, and in addition his king has been prevented from castling. But the two threats of 11 ... Ng4 and 11 ... Nd7 place White in a critical position. Here is what happened in the game Bogatirev-Dzagurov (1939):

11 c3

On 11 h3 there would have followed 11 ... Nd7 12 Qe3 h6 (not 12 ... Nx c2? in view of 13 Qf4) 13 Ne4 Nx c2 14 Qc3 Nx a1 15 Nx c5 Nx b3, and Black is the exchange up.

11 ... Ng4 12 Nx f7 Qh4! 13 Qxc7 Ne2+ 14 Kh1, and now instead of the showy 14 ... Qxf2, on which 15 Qxc5 Qxc5 16 d4 was possible, the simple 14 ... Nx f2+ would have won immediately.

No. 75 Bonch-Osmolovsky–Dzagurov, 1939

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 Nf6 5 0–0 b5 6 Bb3 d6 7 Ng5 d5
8 e×d5 Nd4 9 Re1 Bc5

As in the previous game, Black does not bother to defend his ‘e’ pawn.

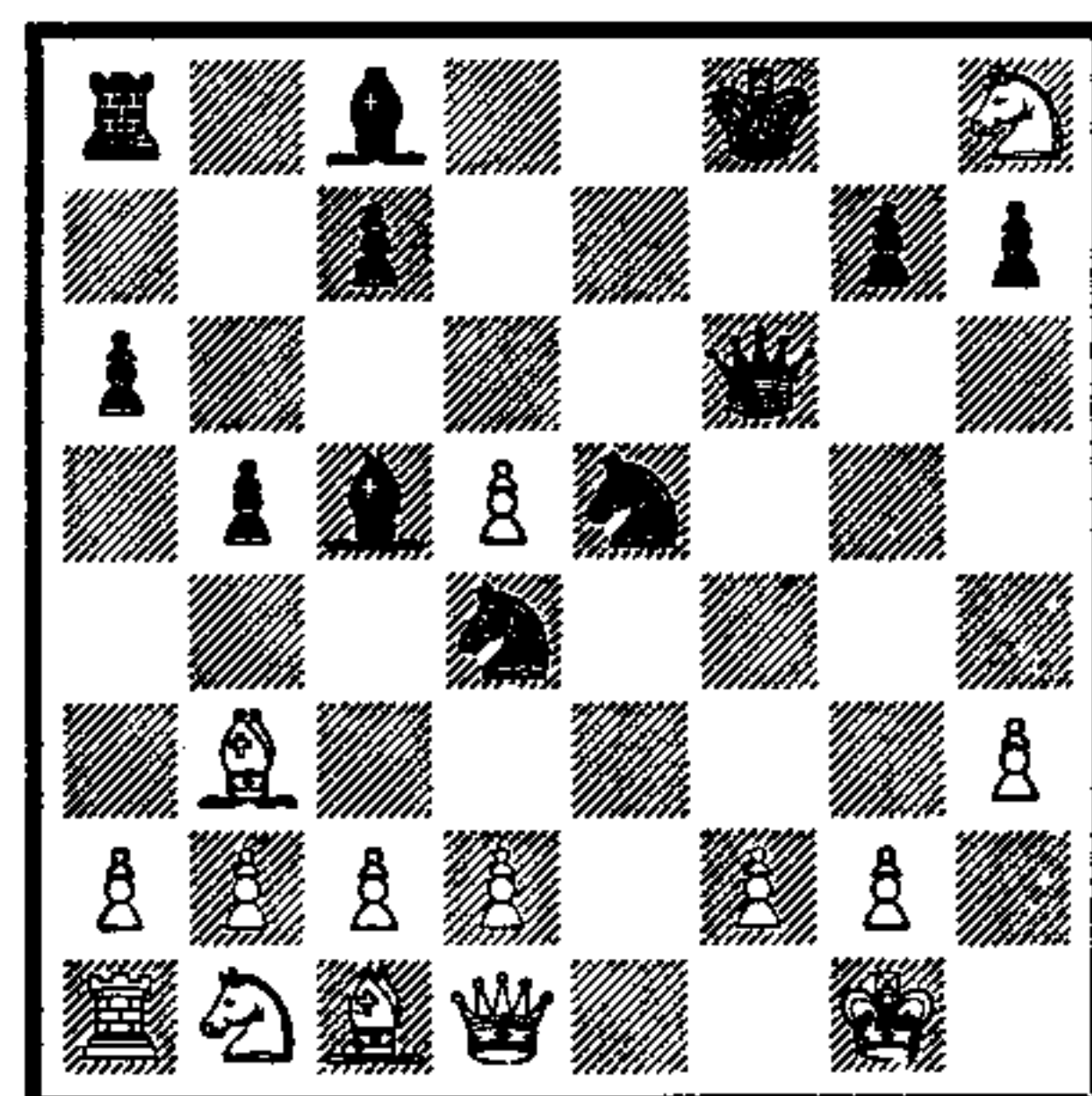
10 R×e5+ Kf8 11 h3

White prevents the knight from moving to g4...

11 ... Nd7!

This places White in a critical position.

12 N×f7 Qf6 13 N×h8 N×e5

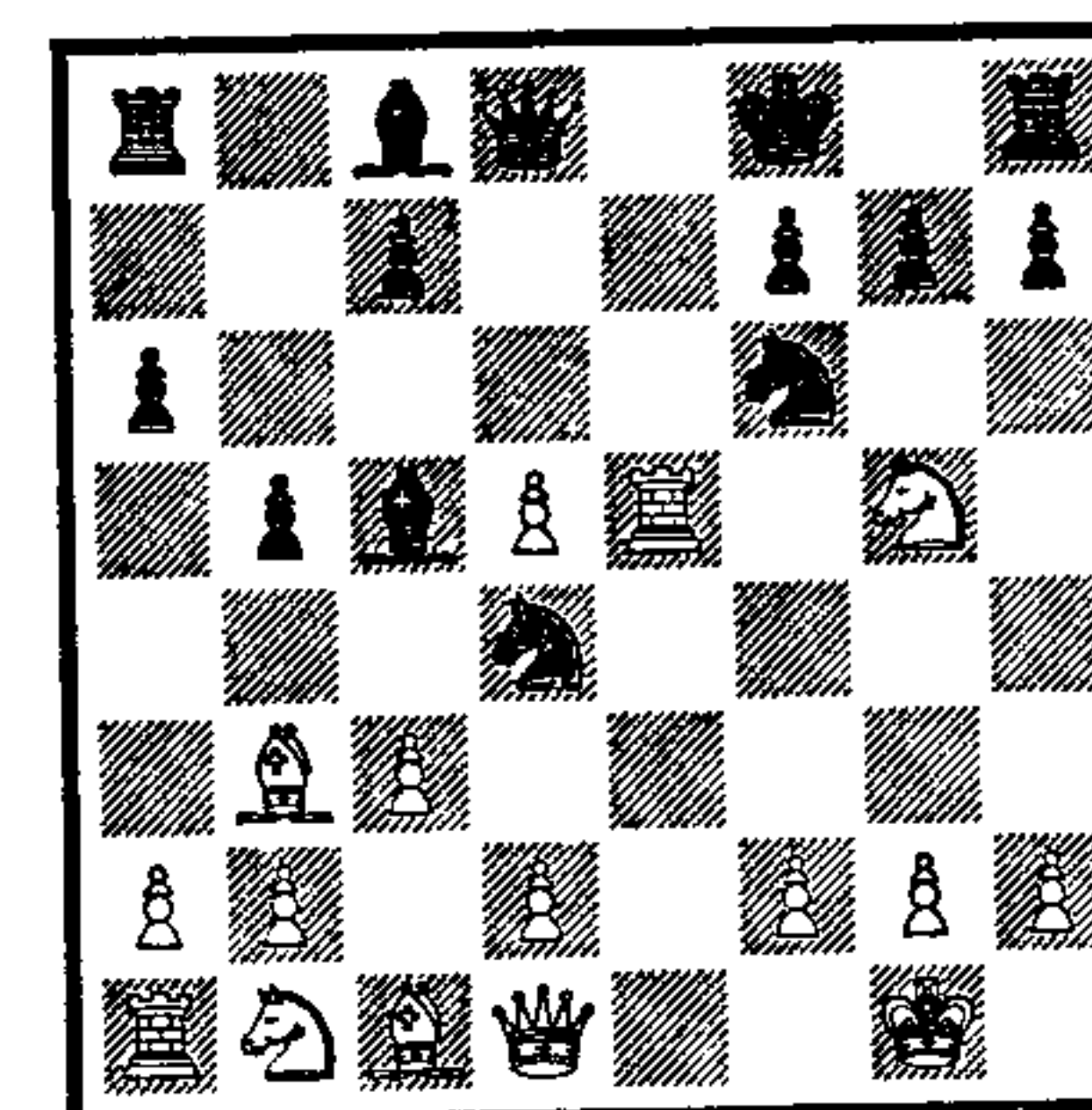


If White defends his f2 square by 14 Qf1, then 14 ... Nef3+ 15 g×f3 N×f3+ 16 Kh1 Qe5, and the game is over. It is also soon over after the move played.

14 d3 N×b3 15 a×b3 Q×f2+ 16 Kh2 Bg4 17 Qh1 Nf3 mate

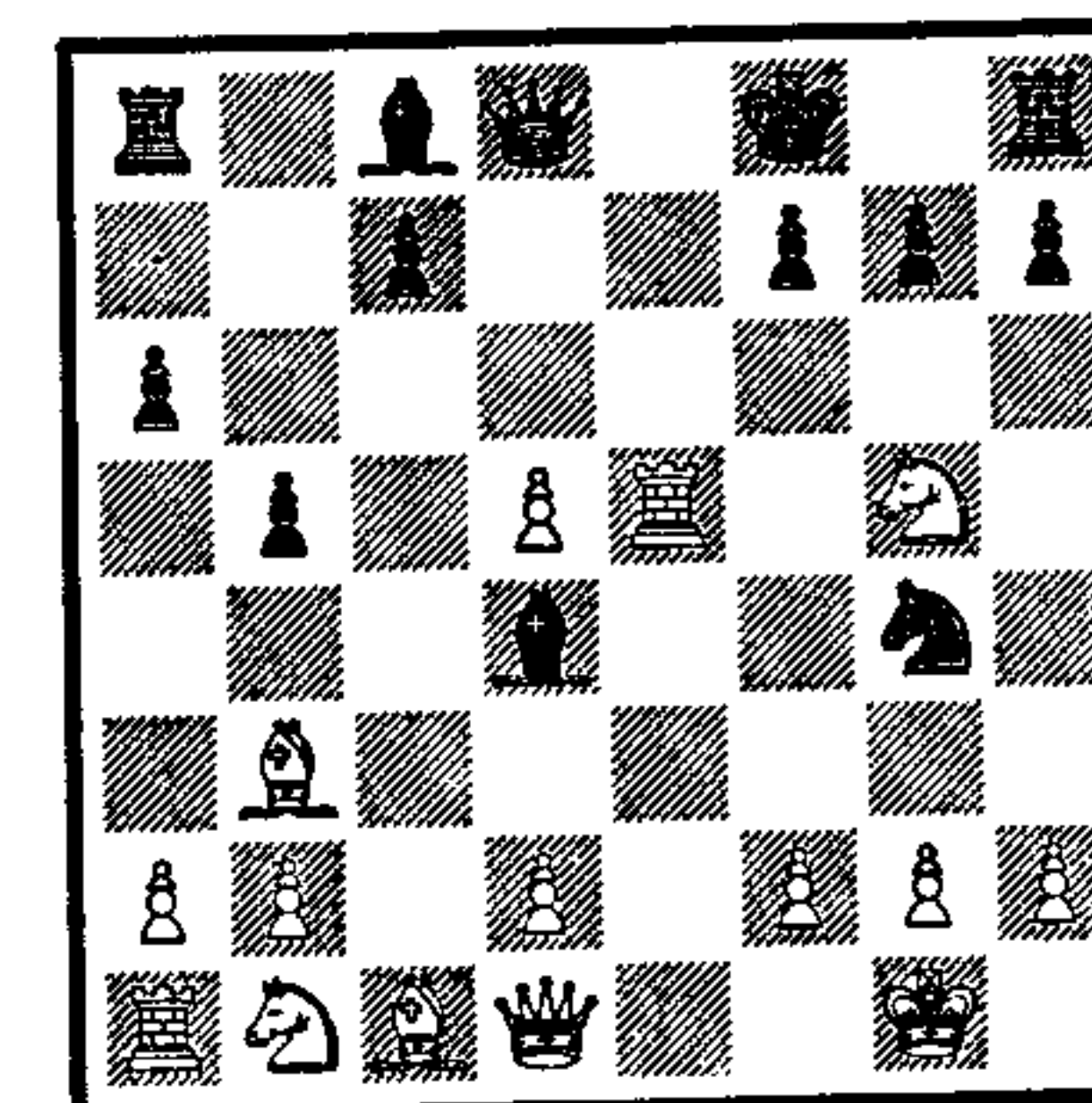
* * *

This interesting variation with the sacrifice of two pawns was analysed in the pre-war years by the Moscow master A. Rabinovich. It was thought, however, that with accurate defence Black’s attack could be repelled. Only instead of 11 h3 White should play 11 c3.



After 11 ... N×b3 12 a×b3 Ng4 13 d4 N×e5 14 d×e5 White has two powerful central pawns for the exchange, and excellent prospects. Did this mean that the variation had been refuted?

In 1950, in analogy with the games examined above, the energetic move 11 ... Ng4 (instead of 11 ... N×b3) was analysed, with the idea of answering 12 c×d4 with 12 ... B×d4!



Now 13 Re2 Q×g5 14 h3 does not work for White, in view of 14 ... N×f2 15 R×f2 B×h3.

On 13 Re4 there follows 13 ... B×f2+ 14 Kf1 Q×g5 15 h3 h5!, when Black has a dangerous attack. E.g., 16 h×g4 h×g4 17 K×f2 g3+ 18 Kf3 Qf5+ 19 Ke3 Qf2+ 20 Kd3 Bf5, and White loses material. Or 16 d3 Be3! 17 Qe2 Qf6+ 18 Ke1 Qh4+ 19 Kd1 Nf2+, winning the exchange.

13 Nf3 B×e5 14 h3 h5!

Now 15 h×g4? h×g4 16 N×e5 fails to 16 ... Qh4 17 Kf1 Qf6!, with the threats of 18 ... Q×e5 and 18 ... Rh1+.

Instead of 15 h×g4?, 15 d4 is correct, not allowing the black queen to reach h4. After 15 ... Bd6 16 h×g4 h×g4 17 Ng5 Qe7 18 g3 Rh5 an extremely sharp position arises, where Black maintains his attack.

The variations we have been examining have been ones in which Black can ensnare an opponent who is inexperienced in opening subtleties. If White wishes to avoid the complications, it can be recommended that he avoid 7 Ng5, and play instead 7 c3 (7 ... N×e4? 8 Bd5), or 7 Re1, after which play transposes into the classical positions of the Closed Variation.

No. 76

1 e4 e5 2 Nf3 Nc6 3 Bb5 Nge7 4 Nc3

Along with 4 d4 this is a good continuation, which assures White of an opening advantage.

4 ... g6 5 d4 Bg7 6 Bg5 f6

Black tries to maintain his position in the centre. In the event of 6 ... h6 7 Be3 e×d4 8 N×d4 0-0 9 Qd2 followed by 0-0-0 White has excellent attacking prospects.

7 Be3 a6 8 Ba4 b5 9 Bb3 d6

On 9 ... Na5, with the aim of exchanging off the dangerous bishop, White has the strong reply 10 d×e5 f×e5 11 Nd5, and in the event of 11 ... N×b3 - 12 Bg5. Therefore before playing Nc6-a5, Black defends the square e5 with his 'd' pawn, so as to be able to answer d×e5 with d×e5.

10 Nd5 Na5?

It was essential to play 10 ... e×d4, and only on 11 N×d4-11 ... Na5.

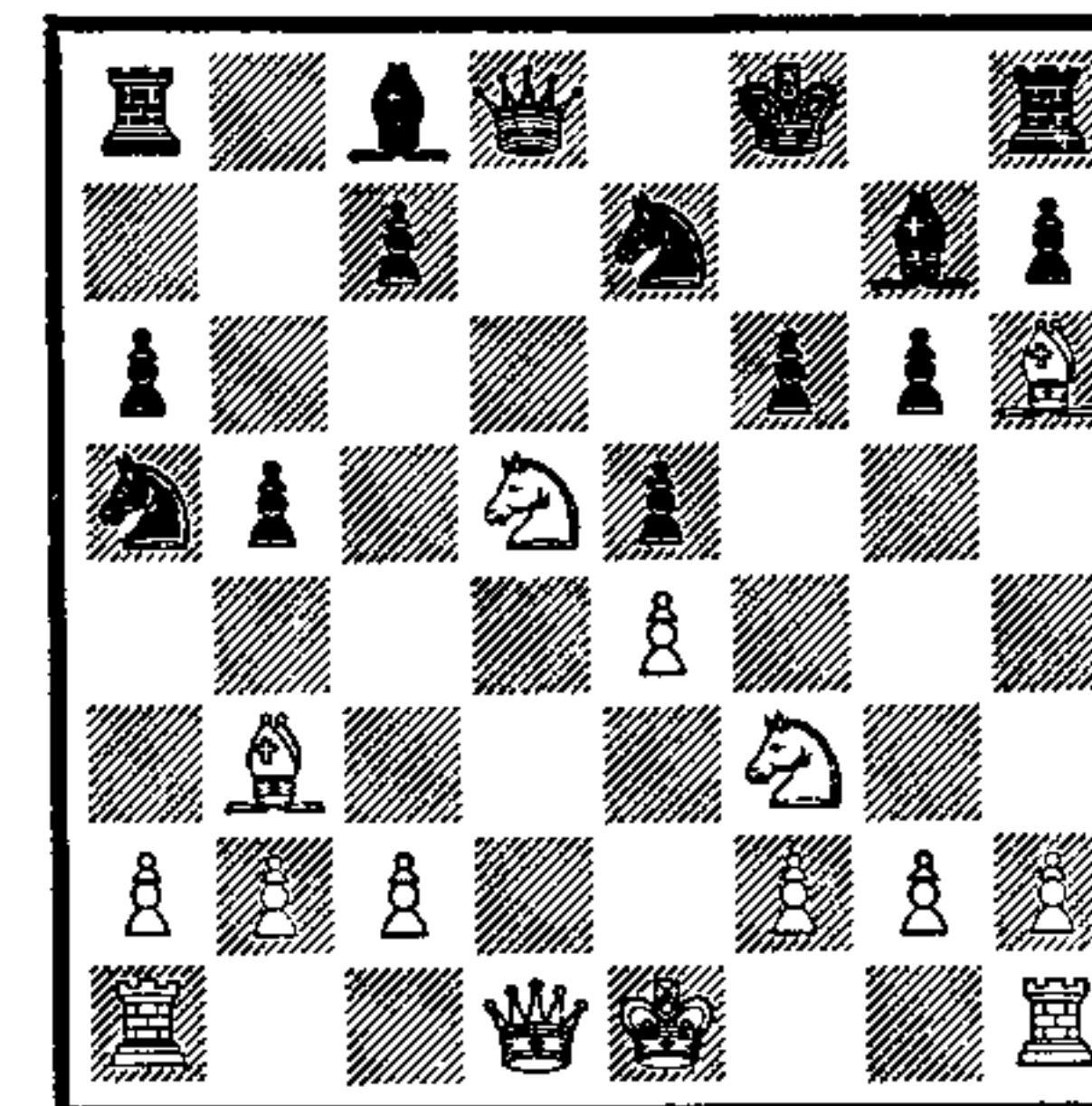
11 d×e5 d×e5

If 11 ... f×e5, then of course 12 Bg5.

12 Bh6!

A tactical stroke which requires an accurate follow-up. Of course this bishop cannot be taken on account of the loss of the queen after 13 N×f6+.

12 ... Kf8



This position was reached in the game **Levenfish-Tartakower (1911)**.

"How can White exploit the tactical peculiarities of the position? 13 N×f6 fails on account of the intermediate 13 ... Q×d1+ 14 R×d1 B×h6..." After reasoning thus, Levenfish decided that the best he could do was to retreat his bishop to e3, thereby satisfying himself with a small positional achievement; Black has been prevented from castling.

But had White been able to find a further tactical stroke—13 Nb6!, he would have won the exchange and the game. E.g., 13 ... Q×d1+ 14 R×d1 N×b3 (mate at d8 was threatened) 15 B×g7+ K×g7 16 N×a8, and further resistance is pointless.

No. 77

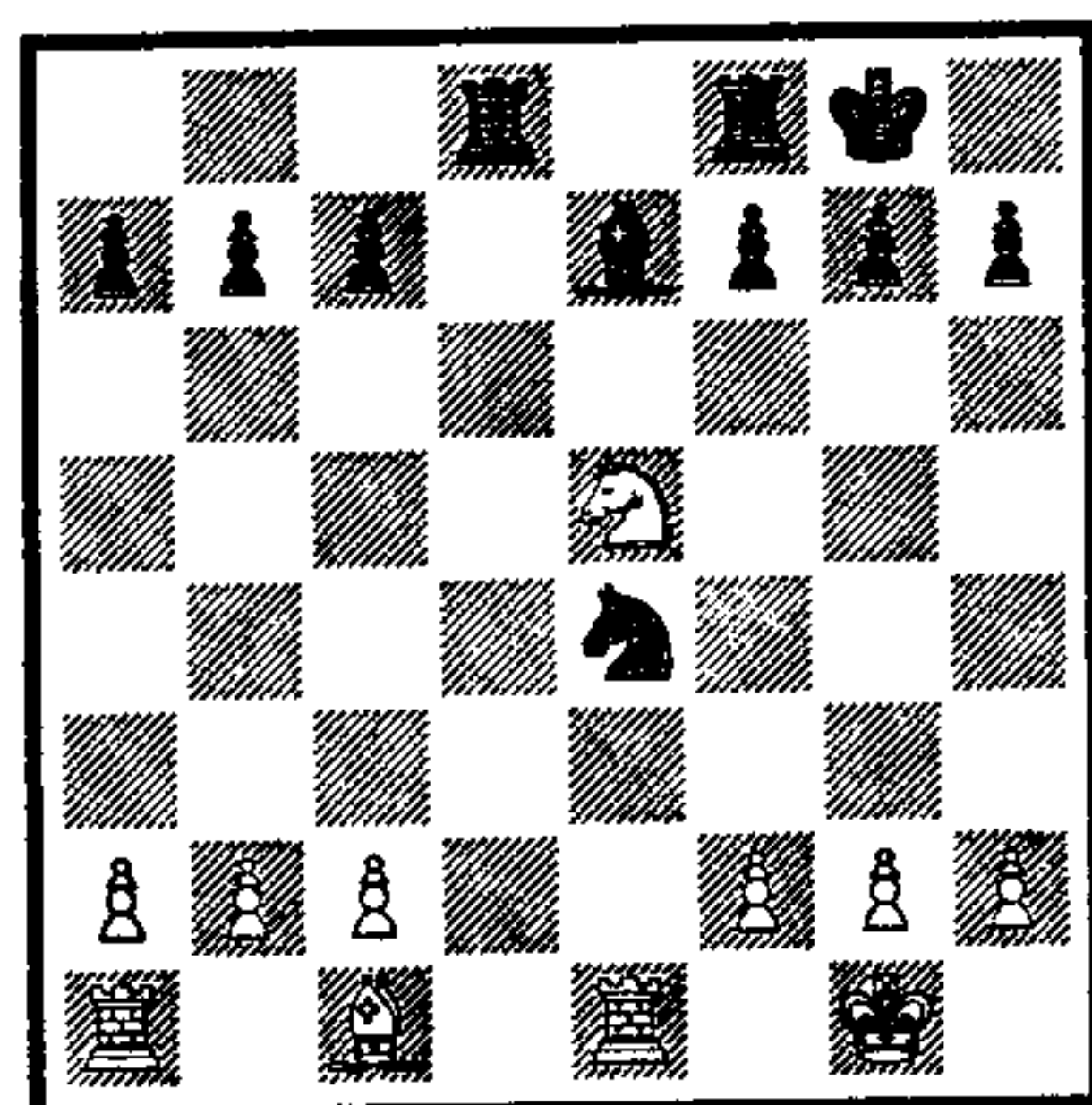
1 e4 e5 2 Nf3 Nc6 3 Bb5 d6

The Steinitz Defence leads to a cramped position for Black. It is better to first drive back the bishop—3 ... a6 4 Ba4, and only then play 4 ... d6 (the so-called Steinitz Defence Deferred).

4 d4 Bd7 5 Nc3 Nf6 6 0-0 Be7 7 Re1

Here Black is forced to surrender the centre by 7 ... e×d4. If he does not do this, but plays 7 ... 0-0, counting on winning the e4 pawn in exchange for the one at e5, he is in for an unpleasant surprise.

7 ... 0-0? 8 B×c6 B×c6 9 d×e5 d×e5 10 Q×d8 Ra×d8 11 N×e5
B×e4 12 N×e4 N×e4



This is the position that Black had in mind when playing 7 ... 0-0. He has re-established material equality (the knight cannot be taken on account of mate), but only for a very short time: after White's next move loss of material is inevitable.

13 Nd3! f5 14 f3 Bc5 + 15 N×c5

But not 15 Kf1 on account of 15 ... Bb6 16 f×e4 f×e4 + 17 Nf4 g5.

15 ... N×c5 16 Bg5! Rd5 17 Be7, and Black resigned, since he loses the exchange (on 17 ... Re8 there follows 18 c4!).

This variation is given in chess literature citing the game **Tarrasch-Marco** (1892). In fact, the players were merely repeating a game between two lesser-known players which had occurred three years earlier. It is difficult to say whether or not Tarrasch knew about this, but Marco certainly didn't!

* * *

Note that if on 10 Q×d8 Black captures the queen with the other rook—10 ... Rf×d8, then after 11 N×e5 B×e4 12 N×e4 N×e4 13 Nd3 f5 14 f3 Bc5 + White should not now play 15 N×c5 (since 15 ... N×c5 16 Bg5 Re8 achieves nothing), but 15 Kf1!, winning material (on 15 ... Rf8 White plays 16 Ke2!).

No. 78 Alekhine-N. N., Simultaneous Display, 1933

1 e4 e5 2 Nf3 Nc6 3 Bb5 d6 4 d4 e×d4 5 Q×d4

Naturally, 5 N×d4 is also good. With the move played White prepares Q-side castling.

5 ... Bd7 6 B×c6 B×c6

In the event of 6 ... b×c6 White might have 'had second thoughts' and castled K-side, aiming to subsequently exchange his 'e' pawn for the black 'd' pawn, when Black is left with doubled isolated pawns on the 'c' file.

7 Nc3 Nf6 8 Bg5 Be7 9 0-0-0 0-0 10 h4!?

10 Rhe1 would have been a solid positional continuation, but Alekhine is aiming for extremely sharp play. In passing, it should be said that there are few who do this in simultaneous displays.

10 ... h6 11 Nd5

White leaves his bishop en prise, so as to open up the 'h' file (this, in particular, was why he played 10 h4). 11 Kbl was also good, moving the king away in good time from possible checks on the c1-h6 diagonal.

11 ... h×g5

Not sensing the danger, Alekhine's opponent decides to accept the sacrifice...

Correct was the reserved 11 ... N×d5 12 e×d5 Bd7.

12 N×e7 +

Not, of course, immediately 12 h×g5, in view of 12 ... N×d5 13 e×d5 B×g5 +.

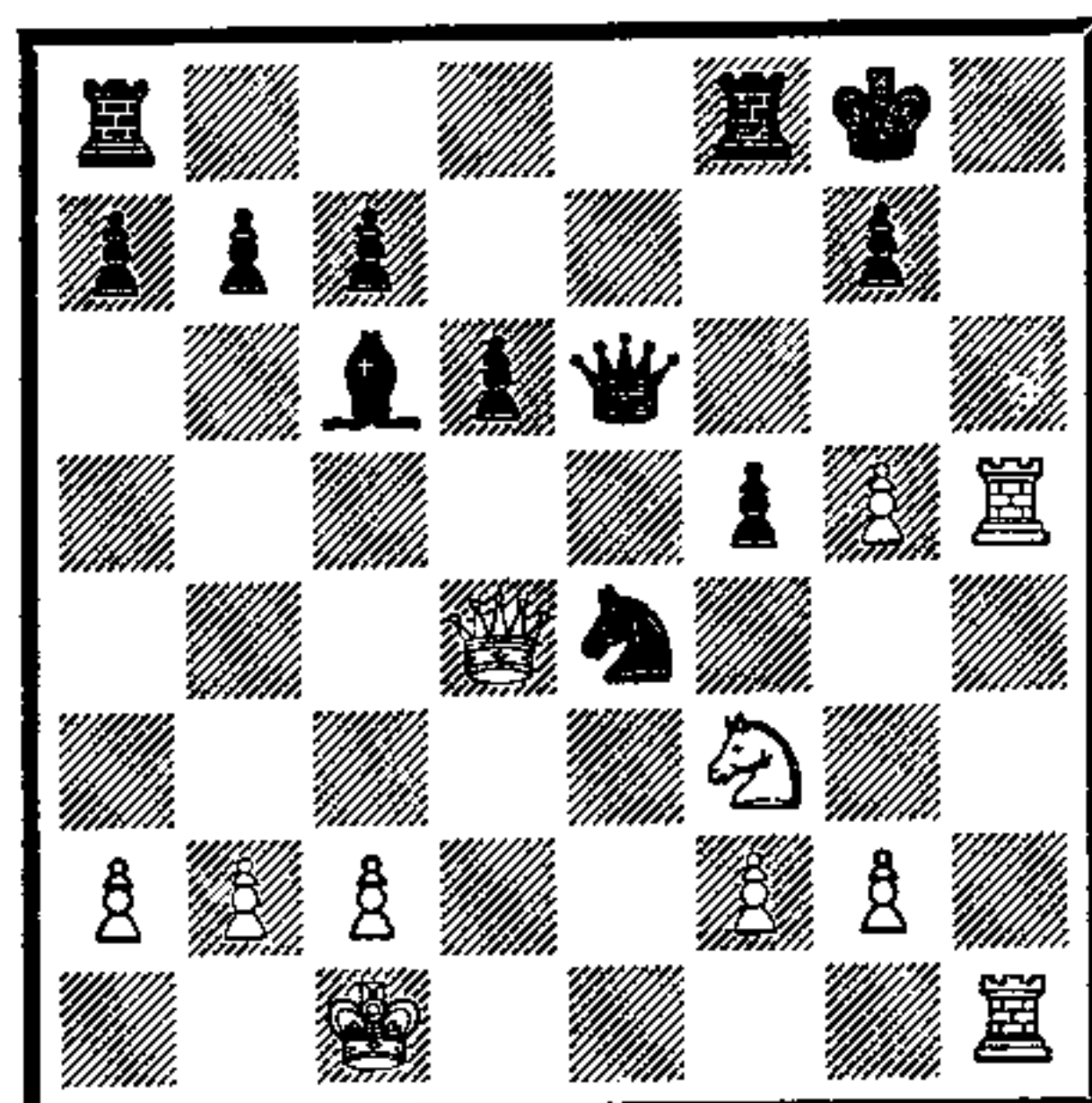
12 ... Q×e7 13 h×g5 N×e4

A move which might also have been made in a crucial tournament game. To foresee Alekhine's amazingly brilliant combination was extremely difficult, especially since returning the piece and exchanging queens by 13 ... Q×e4 14 g×f6 Q×d4 15 R×d4 would not have saved Black.

After 15 ... B×f3 16 g×f3 Rfe8 17 Rg4 g6 18 Rgh4 he is mated in a double-rook ending! (variation by Alekhine).

The only possibility of defence lay in 13 ... Nh7, and on 14 Rh5 -14 ... Q×e4.

14 Rh5 Qe6* 15 Rdh1 f5



“An escape square at f7 has been opened for the king, and g5–g6 is not possible, since the black queen guards g6.” This, no doubt, was what Alekhine’s opponent was thinking as the World Champion made his way round the tables. Great must have been his astonishment when there followed 16 Ne5!!

The knight must be captured, otherwise comes mate at h8, but with what should it be captured? Not with the queen, since then White exchanges queens and plays g5–g6. There only remains...

16 ... d×e5

What had Alekhine prepared now?

17 g6!!

A brilliant concluding stroke. After reflecting for a short while, Black resigned the game. The pawn has to be taken—17 ... Q×g6, but then comes 18 Qc4+ (it was in order to make this check effective that White sacrificed his knight—otherwise Black would have had the reply d6–d5).

* 14 ... f5 has since been found to be a stronger defence, casting doubts on the soundness of White’s combination (K.P.N.).

In defending against the check Black has to take away the square f7 from his king: on 18 ... Rf7 or 18 ... Qf7 there follows 19 Rh8 mate.

A combination from a simultaneous display, which would have been an enhancement to any international tournament!

No. 79

1 e4 e5 2 Nf3 Nc6 3 Bb5 Nf6 4 0–0! N×e4 5 Re1

5 d4 is more energetic.

5 ... Nd6

5 ... Nf6 6 N×e5 Be7 7 d4 0–0 8 Nc3 is in White’s favour.

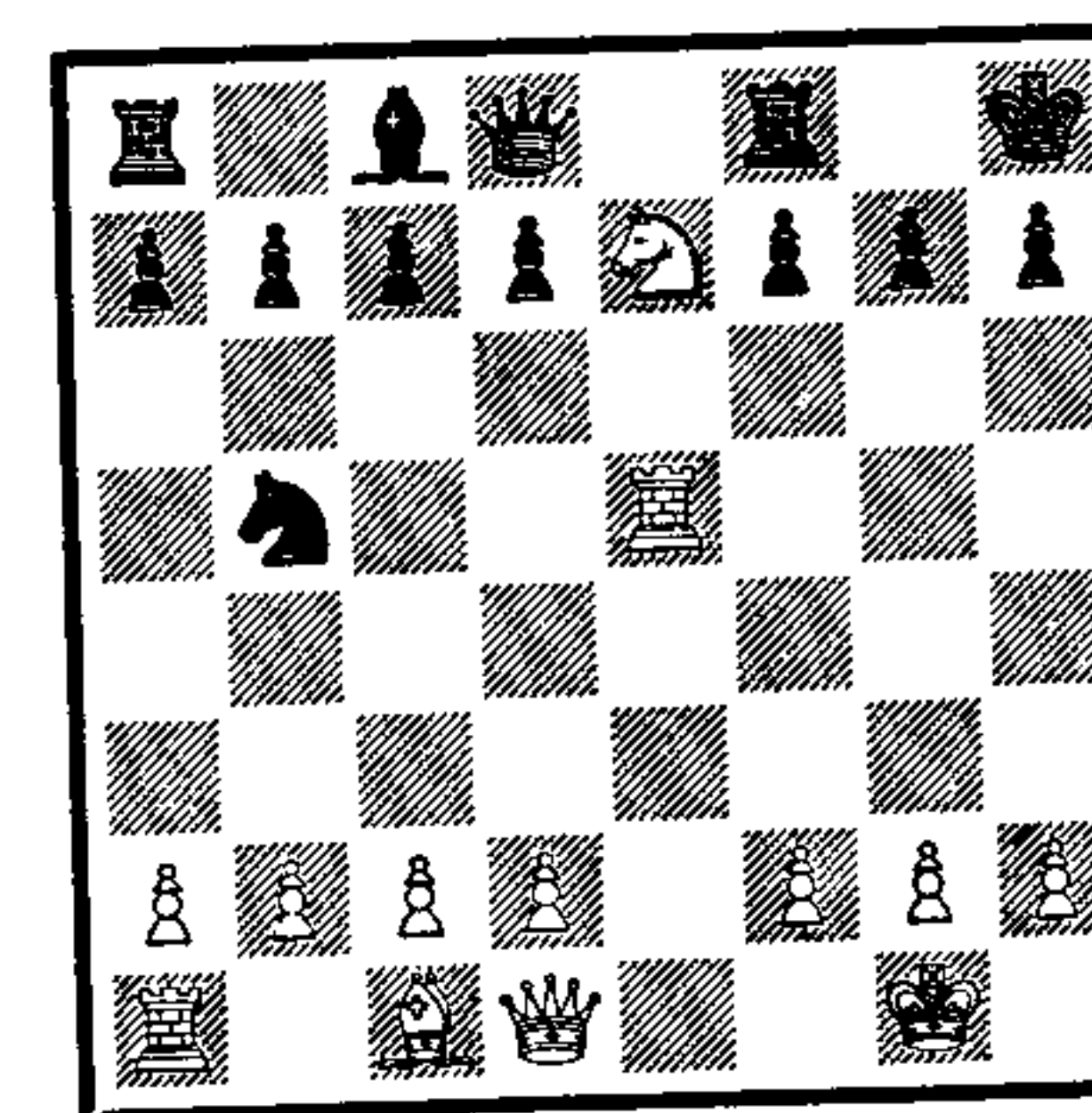
6 N×e5 N×e5

The alternative, perfectly acceptable for Black, is 6 ... Be7. E.g., 7 Bd3 0–0 8 Nc3 Bf6 9 Ng4 Bd4; 7 Qh5 0–0! (but not 7 ... N×e5? 8 Q×e5 N×b5, in view of 9 Q×g7 Rf8 10 a4! Nd6 11 Qf6!, when Black cannot free himself) 8 Bd3 f5; 7 Nc3 N×b5, and the attack 8 Nd5 is parried by 8 ... 0–0 9 N×c6 d×c6 10 N×e7+ Kh8. Now 11 Qh5 is refuted by 11 ... Re8! 12 Q×f7 Nd6!, while after 11 N×c8 R×c8 Black’s position is again slightly preferable.

7 R×e5+ Be7 8 Nc3 N×b5?

This plausible move is a bad mistake. 8 ... 0–0 is essential, e.g. 9 Bd3 Bf6 10 Re3 g6, with equal chances.

9 Nd5! 0–0 10 N×e7+ Kh8



11 Qh5!

170 *Catastrophe in the Opening*

Now this move wins.

Note that the attempt to win a piece by 11 N×c8 fails to 11 ... Nd4!
12 Ne7 Re8.

11 ... g6

The threat was 12 Q×h7+! K×h7 13 Rh5 mate. On 11 ... h6 there follows 12 d3! Kh7 13 B×h6! g×h6 (if 13 ... g6, then 14 B×f8+! g×h5 15 R×h5 mate) 14 Qf5+ Kg7 15 Re3, and wins.

12 Qh6

But now the threat is 13 Rh5 g×h5 14 Qf6 mate. Black has no satisfactory defence.

No. 80 Anderssen–Lange, 1859

1 e4 e5 2 Nf3 Nc6 3 Bb5 Nd4 4 N×d4

Nowadays, too, this is considered to be the strongest continuation. The alternative is 4 Bc4. If Black then takes it into his head to drive the bishop back by 4 ... b5, so as to then exchange it, he loses material after 5 B×f7+ K×f7 6 N×d4. Now on 6 ... e×d4 there follows 7 Qh5+ Kf6 (7 ... g6 8 Qd5+; 7 ... Ke7 8 Qe5+ Kf7 9 Qd5+) 8 Qf5+ Ke7 9 Qe5+ Kf7 10 Qd5+ followed by 11 Q×a8, and White wins the exchange.

Correct, instead of 4 ... b5?, is 4 ... N×f3+ 5 Q×f3 Qf6, and in the event of 6 Qg3–6 ... d6 7 Nc3 c6 followed by Bc8–e6.

4 ... e×d4 5 Bc4

Nowadays 5 0–0 is played here, and only on 5 ... c6–6 Bc4 or 6 Ba4.

5 ... Nf6 6 e5 d5 7 Bb3 Bg4?!

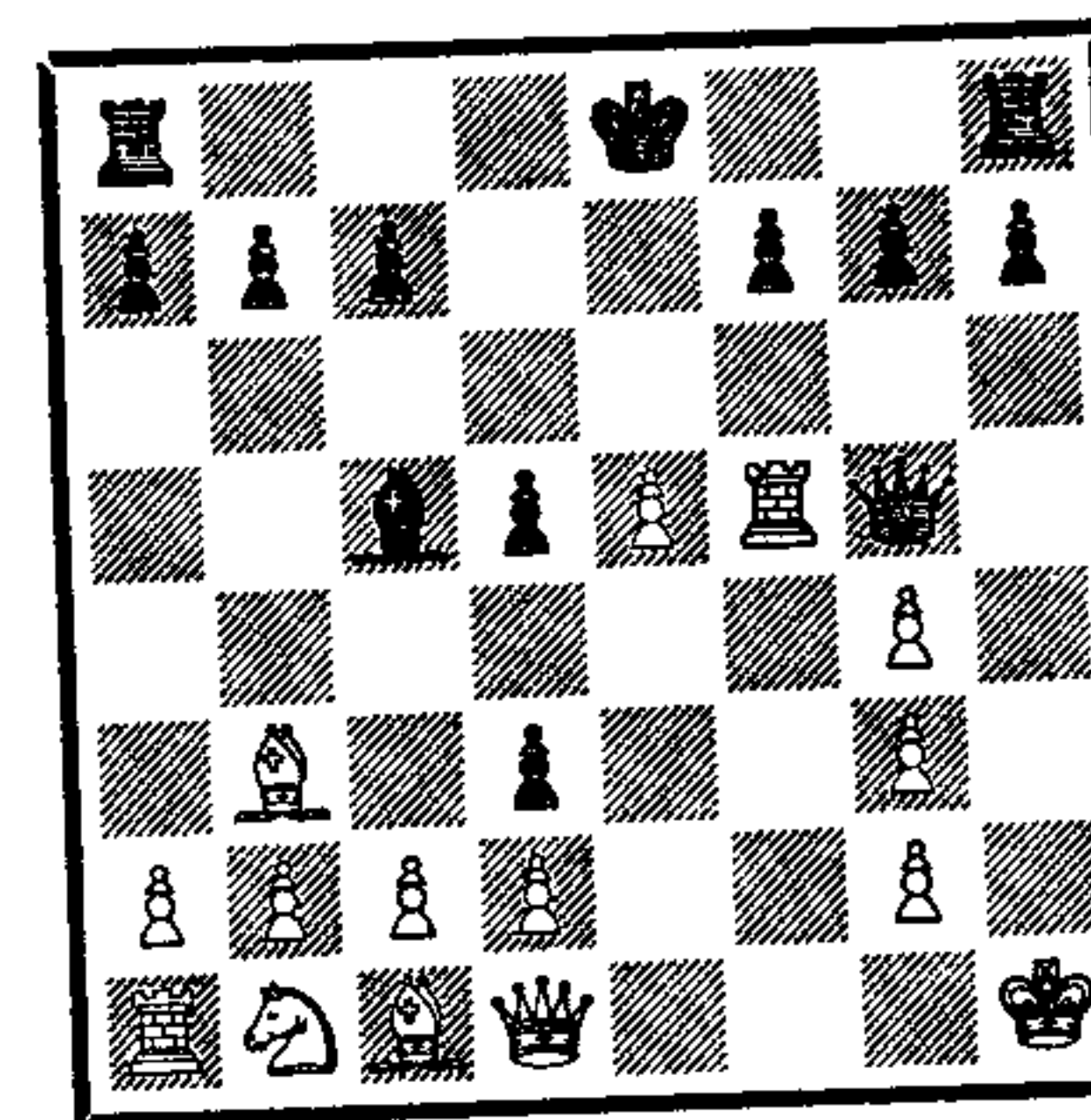
A clever but unsound attacking try, which involves the sacrifice of a piece. Thanks to a mistake by Anderssen, Black succeeds in carrying out his plan.

8 f3 Ne4 9 0–0 d3 10 f×g4?

Investigation at the Site of the Accident 171

This move costs White the game. Meanwhile, by playing 10 Qe1!, he could have ended up with two minor pieces for a rook: 10 ... Bc5+ 11 Kh1 Nf2+ 12 R×f2 B×f2 13 Q×f2. Now comes a piquant finish.

10 ... Bc5+ 11 Kh1 Ng3+ 12 h×g3 Qg5 13 Rf5



13 ... h5!!

A brilliant attacking resource. White ends up being checkmated.

14 g×h5 (14 R×g5 h×g4+) 14 ... Q×f5 15 g4 Qf2 16 g3 Q×g3 17 Qf1 Q×g4 18 Resigns.

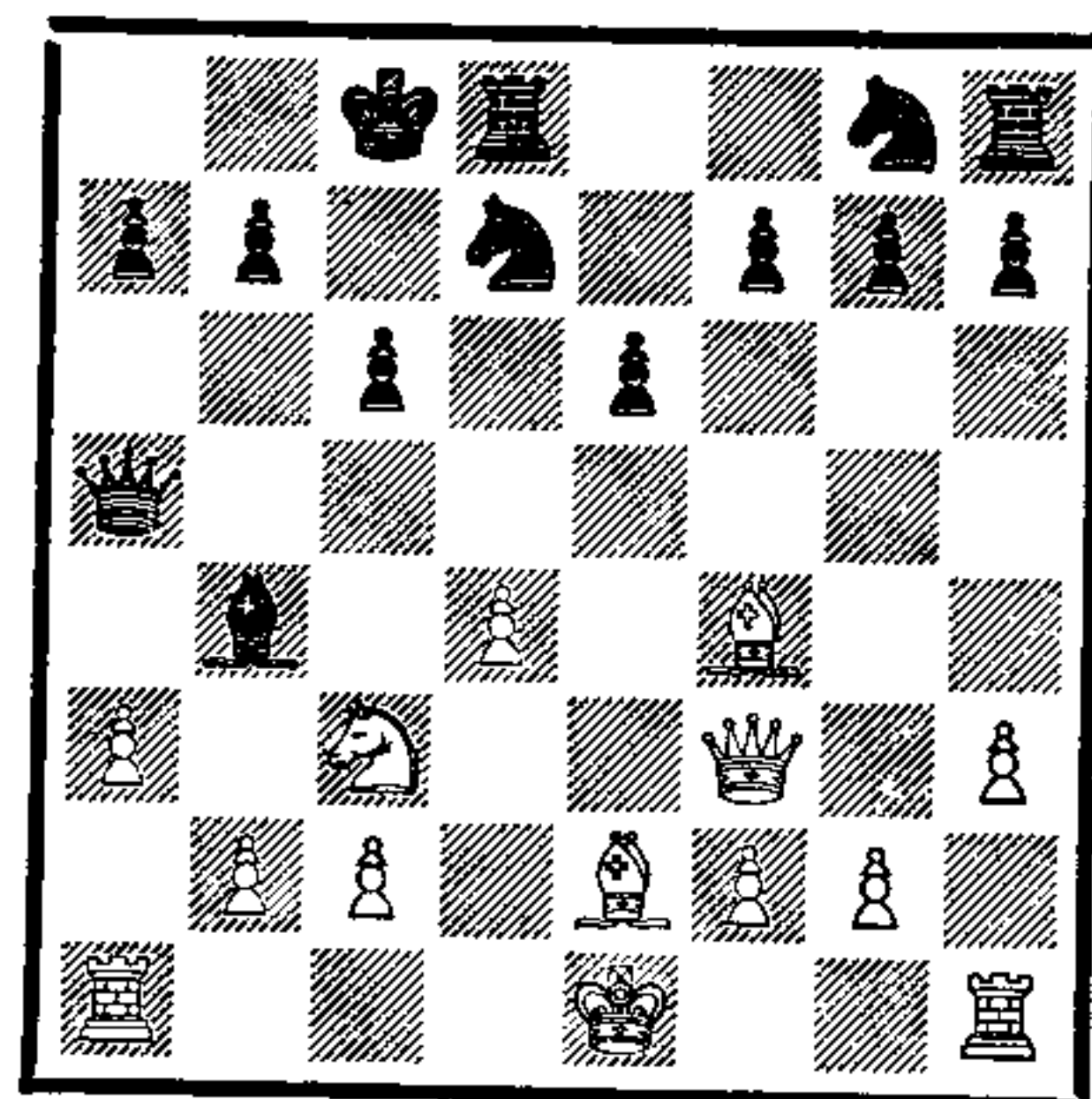
Seventy-five years passed, and White once again fell for this entire combination (with the same incorrect piece sacrifice!) in a correspondence game Relik–Hives, played in Yugoslavia.

Semi–Open Games

Centre Counter Game

No. 81 Canal–N. N., 1934

1 e4 d5 2 e×d5 Q×d5 3 Nc3 Qa5 4 d4 c6 5 Nf3 Bg4 6 Bf4 e6 7 h3 B×f3 8 Q×f3 Bb4 9 Be2 Nd7 10 a3 0–0–0?



Black is convinced that his opponent cannot take the bishop. This would indeed have been the case if he had played not 10 ... 0-0-0, but 10 ... Ngf6.

11 a×b4! Q×a1 + 12 Kd2 Q×h1 13 Q×c6+!! b×c6 14 Ba6 mate

No. 82 Rhode-v. Zitzewitz, Corr. 1910

1 e4 d5 2 e×d5 Nf6 3 d4

If White defends the pawn by 3 c4, Black replies 3 ... c6, and after 4 d×c6 N×c6 he subsequently plays e7-e5, and obtains sufficient compensation for the pawn. Instead of 4 d×c6 White can continue 4 d4, when 4 ... c×d5 leads by transposition of moves to one of the variations of the Caro-Kann Defence (1 e4 c6 2 d4 d5 3 e×d5 c×d5 4 c4 Nf6).

The other method of keeping the extra pawn is by 3 Bb5+, when 3 ... Bd7 4 Bc4 leads to highly complex variations. After 4 ... Bg4 5 f3 Black's best reply is probably 5 ... Bc8! E.g., 6 Nc3 Nbd7 7 Nge2 Nb6 8 Bb3 Nb×d5, re-establishing material equality, or 7 Qe2 (instead of 7 Nge2) 7 ... Nb6 8 Qd3 g6 9 Nge2 Bg7 10 Ng3 0-0, with counter-play.

3 ... N×d5 4 c4 Nb4?

Played in the hope that the opponent will be tempted by the possibility of winning the knight. Correct is 4 ... Nb6, followed by g7-g6 and Bf8-g7, or else 4 ... Nf6.

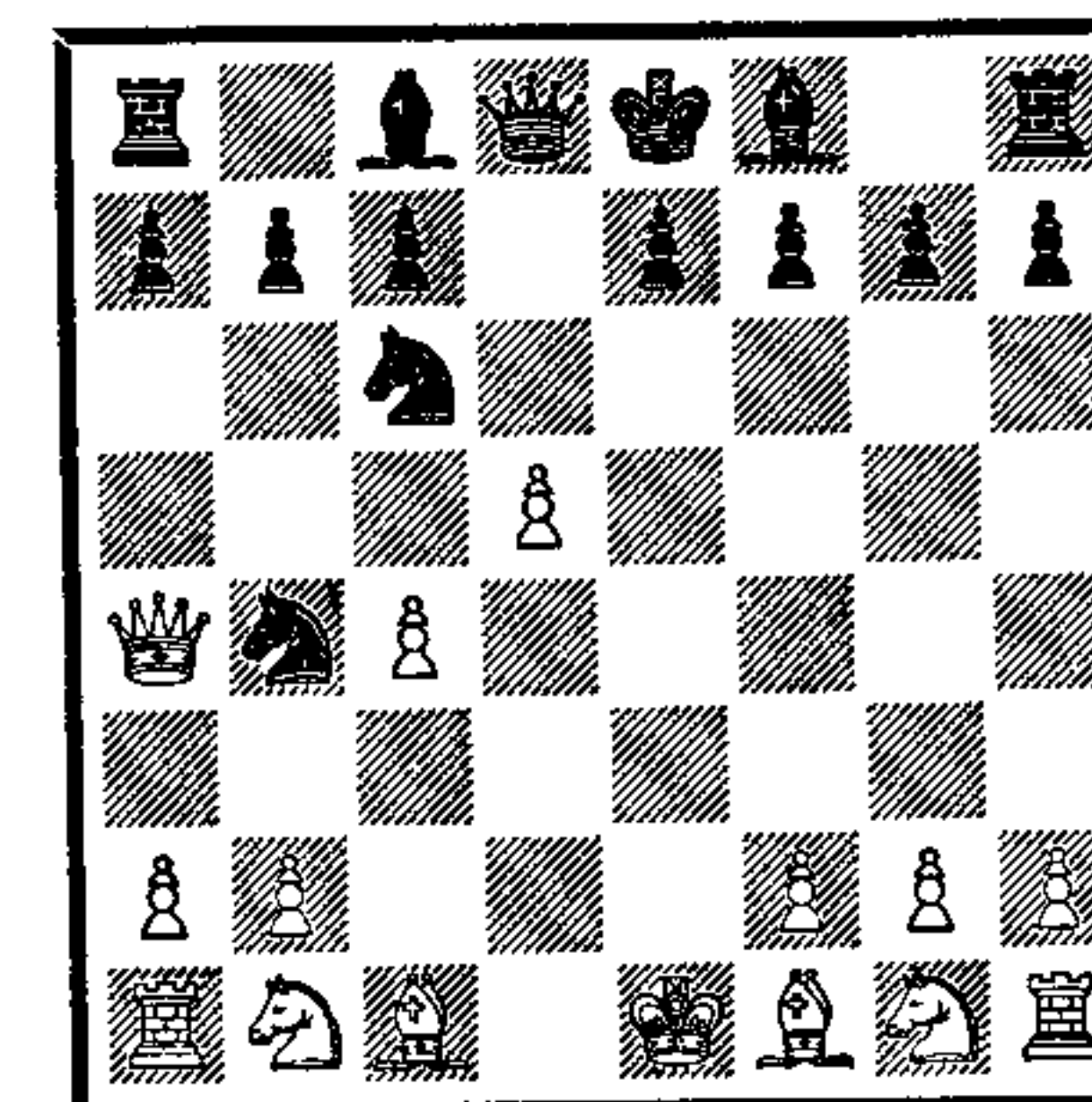
5 Qa4+

A good move, but not because after 5 ... N8c6 White will be able to attack the pinned knight by d4-d5...

Another favourable plan for White is to drive back the knight by 5 a3 N4c6 6 d5 Ne5, followed by 7 Nf3 N×f3+ 8 Q×f3.

5 ... N8c6 6 d5?

A tempting and... bad move, after which Black launches a counter-attack. Correct is 6 a3! Na6 7 Be3, and on 7 ... Bd7-8 Qc2, with an excellent game for White.



6 ... b5!

White had not considered this possibility.

7 Q×b5

If 7 c×b5, then 7 ... Nd4! 8 b6+ Bd7.

7 ... Nc2+ 8 Kd2 Bd7!

In the game Brachon-Gedult, played in 1973(!), White moved his king to d1. After 8 ... Bd7! 9 Qa6 (on 9 d×c6 there follows 9 ... Bg4++ 10 K×c2 Qd1+) 9 ... N6b4 10 Qb7? Black trapped the enemy queen by 10 ... Bc6!

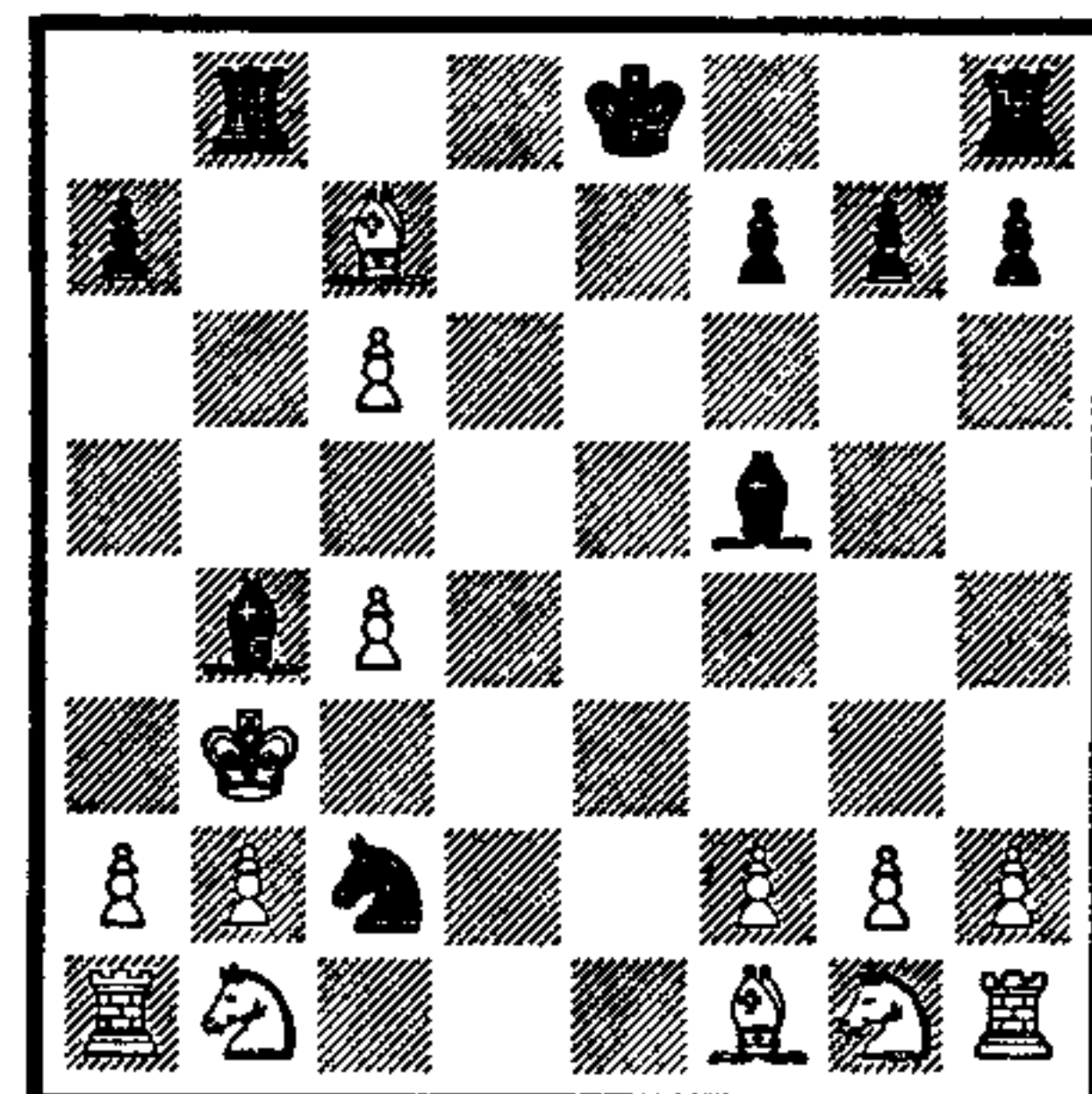
9 d×c6 (9 K×c2 Nd4+) 9 ... Bf5+

This is much stronger than 9 ... B×c6+ 10 K×c2 B×b5 11 c×b5, when for the queen White has three minor pieces.

10 Qd5 Nb4!

After the exchange of queens Black continues to attack with a superiority of forces.

11 Q×d8 + R×d8 + 12 Kc3 Nc2 13 Bf4 e5! (the other bishop joins the attack) **14 B×e5 Bb4 + 15 Kb3 Rb8 16 B×c7**



16 ... 0-0! 17 B×b8 R×b8 18 a3

Here Black sent his opponent a letter announcing mate in seven moves:

18 ... B×a3 + 19 Kc3 Bb4 + 20 Kb3 Bd2 + 21 Ka4 (21 Ka2 Bc1!) **21 ... Rb4 + 22 Ka5 Nd4!**, with the inevitable finish **23 ... N×c6 +** and **24 ... Bc8 mate!**

Alekhine's Defence

No. 83 Matsukevich–Bodisko, 1958

1 e4 Nf6 2 e5 Nd5 3 c4 Nb6 4 c5 Nd5 5 Nc3 N×c3 6 d×c3 d6 7 Bg5!

On 7 Bc4 Black replies 7 ... d5! 8 Q×d5 (or 8 B×d5 e6, and after the retreat of the bishop and the exchange of queens, Bf8×c5) 8 ... Q×d5 9 B×d5 e6 and 10 ... B×c5, with an equal game (Alekhine–Fine, 1932).

White sacrifices a pawn so as to develop his Q-side.

7 ... d×e5

Here the apparently paradoxical move 7 ... f6 deserves serious consideration. E.g., 8 e×f6 e×f6; 8 Bh4 d×e5 9 Qb3 e6 10 Rd1 Qe7, or finally,

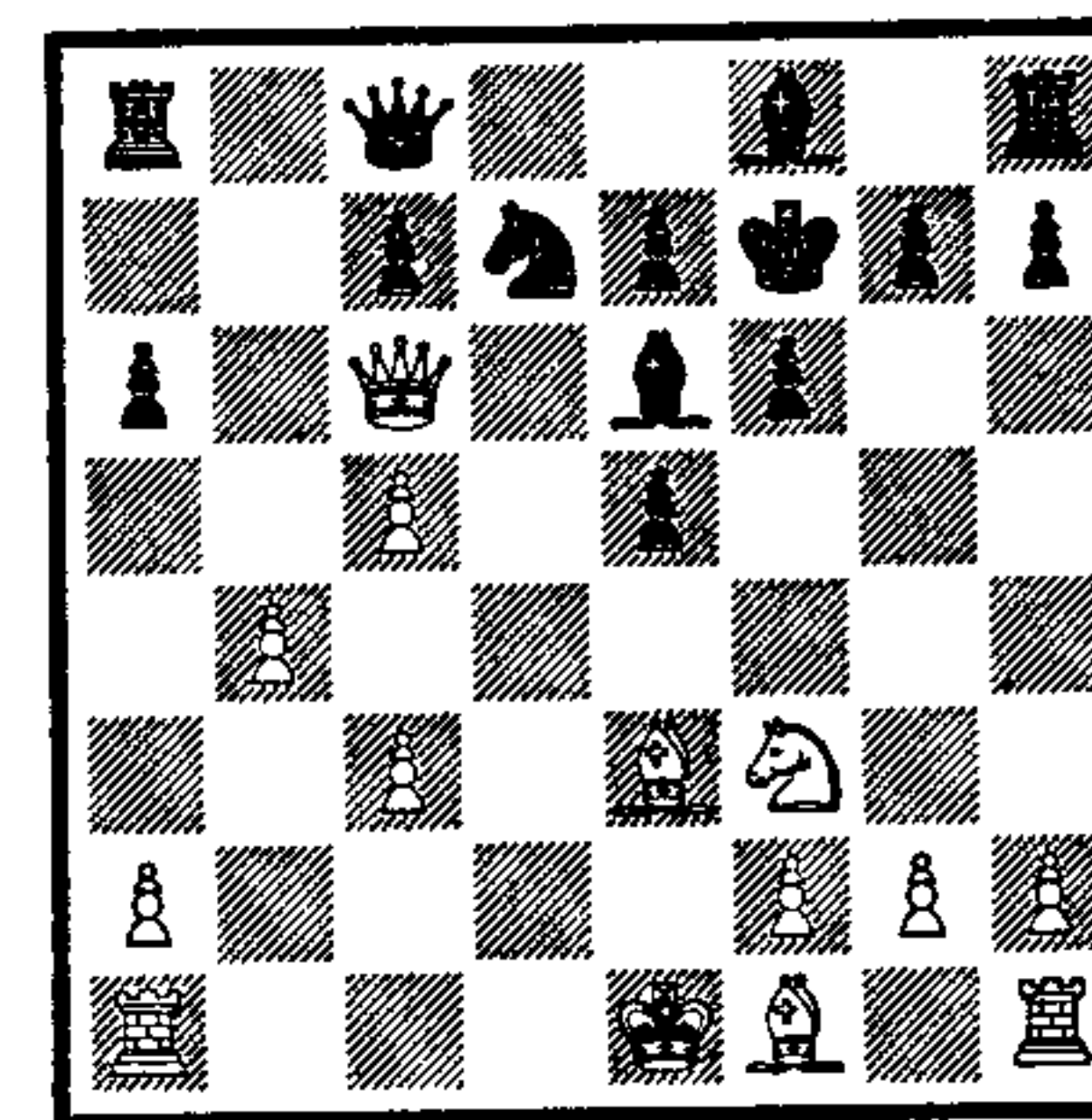
8 Bc4 d5 9 B×d5 e6—in all three variations Black has a satisfactory position.

8 Qb3 Be6

The threat was 9 Rd1. However, the lesser evil was 8 ... Qd7 9 Rd1 Qf5, and on 10 Bc4! – 10 ... Nc6. After the possible continuation 11 Bd5 h6 12 Qb5 Qg6 13 Nf3 a6! (13 ... h×g5? is bad in view of 14 N×e5 Qf6 15 N×c6) 14 Qa4 Bd7 15 Be3 e6 16 Be4 Qf6 (16 ... f5? 17 R×d7) 17 Qb3 0-0-0 White has a strong initiative for the pawn. But now he not only regains his pawn, but also gains a clear superiority.

9 Q×b7 Nd7 10 b4 f6 11 Be3 Kf7 12 Nf3 Qc8 13 Qc6 a6

This parries the threat of 14 Ba6, but allows a spectacular combination with a queen sacrifice and an enforced march by the black king.



14 Q×e6 +! K×e6 15 Bc4 + Kf5 16 Nh4 + Ke4

No better is 16 ... Kg4 17 Be2 + K×h4 18 h3! and 19 g3 mate.

17 Ke2!

A quiet concluding move, after which mate is inevitable.

No. 84 Aronin–Mikenas

1 e4 Nf6 2 e5 Nd5 3 d4 d6 4 Nf3 Bg4 5 Be2 e6 6 0-0 Nc6

6 ... Be7 is correct.

7 c4 Nde7

Normally in Alekhine's Defence this knight is retreated to b6. Nowadays, however, it has been shown that, with this particular order of moves, 7 ... Nb6 leads to an advantage for White after 8 e×d6 c×d6 9 d5! e×d5 10 c×d5 B×f3 11 g×f3! Ne5 12 Bb5 + Ned7 13 Qd4 Qf6 14 Re1 +. The knight retreat to e7 was proposed by Mikenas at the end of the 1940s, and the Lithuanian master successfully employed it until the present game.

The point of 7 ... Nde7 is to recapture with the queen after 8 e×d6 (with the knight at b6 this is not possible on account of 9 c5). Subsequently the knight will be transferred to the K-side.

8 e×d6 Q×d6 9 Nc3!

The threat to the 'd' pawn is only apparent. After 9 ... B×f3 10 B×f3 N×d4 11 B×b7 Rb8 12 Be4 White has a positional advantage.

9 ... Ng6

9 ... 0-0-0 fails to 10 Ng5!, when there is no way of defending f7.

10 d5!

This refutes Black's set-up. Mikenas had of course considered the possibility of this breakthrough, but he thought that it was not dangerous.

10 ... e×d5 11 c×d5 B×f3

Black is ready to answer 12 B×f3 with 12 ... Nce5.

12 g×f3!

A far from obvious, but very strong move, as becomes clear. The position of the knight at e5 will now be insecure. But the real question is whether or not Black can take advantage of such an obvious weakening of the white king's pawn screen.

12 ... Nce5

The aggressive 12 ... Nh4 (with the threat of 13 ... Qg6+) loses a piece after the calm reply 13 Kh1! (13 ... Ne5 14 Qa4+; 13 ... Qg6 14 Rg1).

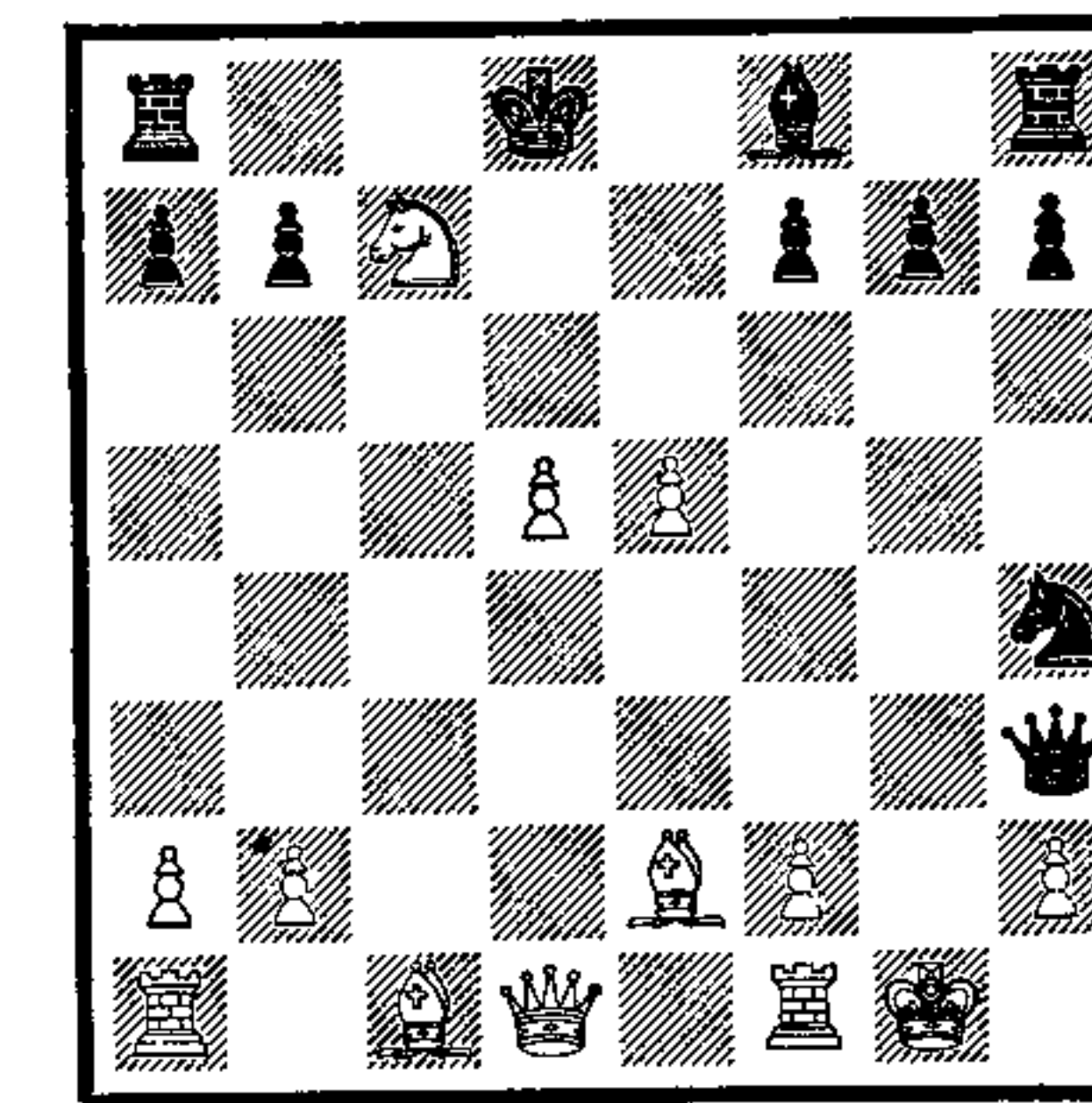
If on the other hand 12 ... Nce7, then 13 Nb5 and d5-d6 with a crushing position.

13 Nb5 Qd7 14 f4 Nh4

We have here an instance where both players are heading for the same position, having assessed it differently. Black is basing his hopes on the tactical thrust Qd7-h3. White has also borne this in mind ...

15 f×e5 Qh3 16 N×c7+ Kd8

Not, of course, 16 ... Kd7? 17 Bg4+.



Mate is threatened at g2, and 17 Bf3 is not possible. Who is right?

17 Ne6+!

Here is the tactical defensive (or more accurately, counter-attacking) resource which White had foreseen earlier, and Black had not. If the king moves, there follows 18 Nf4, eliminating the mating threat, and remaining a piece up. If the knight is captured—17 ... f×e6, then 18 d×e6+ Kc7 19 Qd7+ Kb6 20 Be3+. Mikenas therefore resigned.

Note, incidentally, that apart from the spectacular 17 Ne6+!, White could also have won by 17 Bg5+ K×c7 18 d6+ Kb8 19 Qd5.

French Defence

No. 85 Euwe-Kramer, 1946

1 e4 e6 2 d4 d5 3 e5 c5 4 c3 Nc6 5 Nf3 Qb6 6 Be2 Nge7

Black blocks the diagonal of his king's bishop, which allows White to gain an important tempo. 6 ... Nh6, with the aim of answering 7 B×h6 with 7 ... Q×b2, is not good for Black. By sacrificing the exchange—8 Bc1! Q×a1 9 Qc2, White 'arrests' the enemy queen, which is unable to break free: 9 ... c×d4 10 0-0 Bd7 11 Nfd2 Na5 12 Nb3 N×b3 13 Q×b3 d×c3 14 N×c3 d4 15 Nb5.

Therefore the correct continuation is 6 ... c×d4 7 c×d4, and only now 7 ... Nge7, although in this case White gains the square c3 for his knight, which enables him to carry out the manoeuvre Nb1-c3-a4.

7 d×c5 Qc7

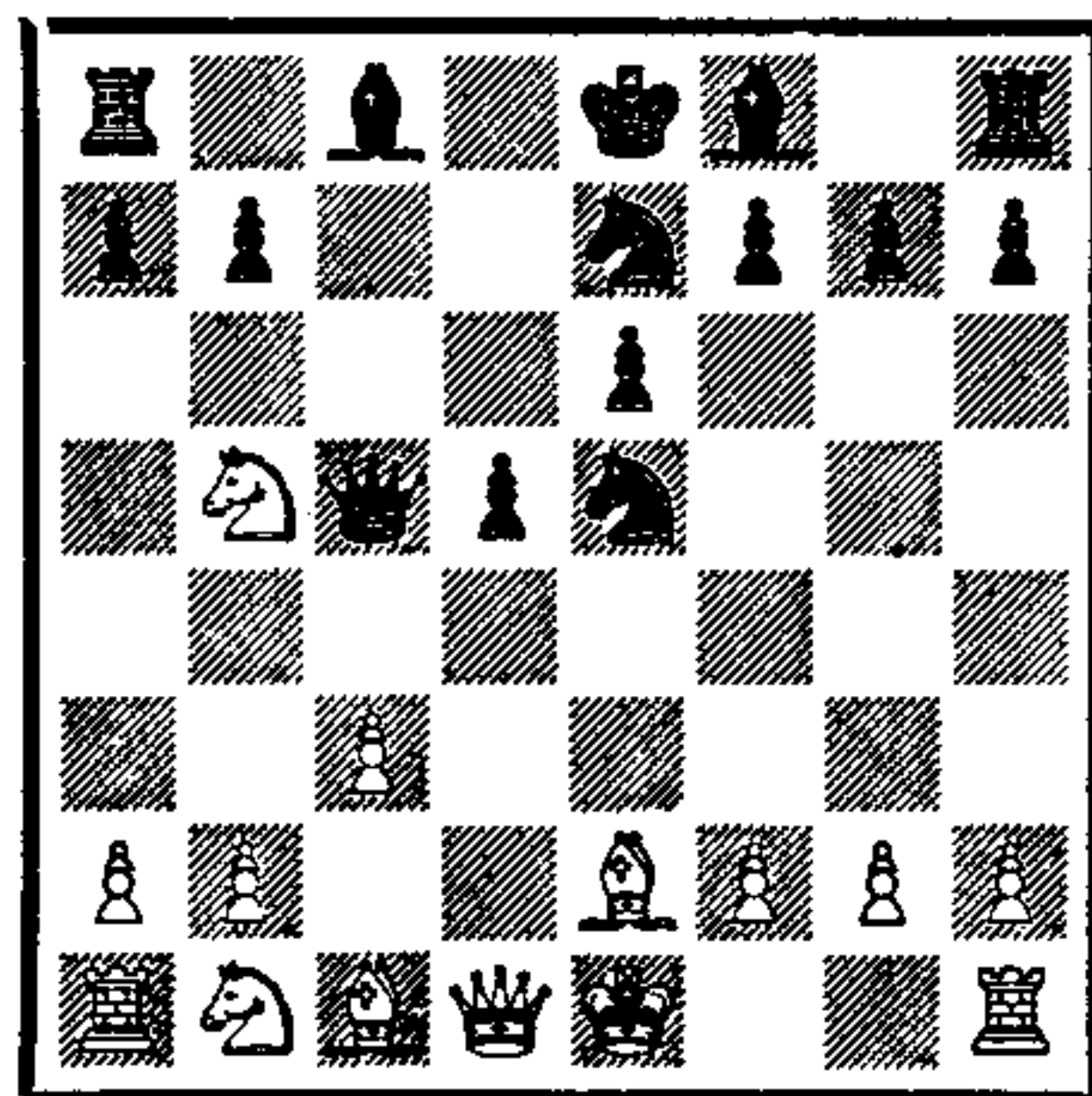
On 7 ... Q×c5 White has the favourable reply 8 Be3.

8 Nd4!

A subtle pawn sacrifice. Black should now have captured with his queen, when Euwe intended 9 0-0! followed by b2-b4. The plausible move made by Kramer loses material.

8 ... N×e5? 9 Nb5 Q×c5

Otherwise the check at d6 is unpleasant, to say the least.



10 Qd4!

This modest offer to exchange queens decides the game. Black loses the exchange.

The reader may recall that the same idea was effected in the games Khasin-Lilienthal (p. 40) and Svirbulis-Randviir (p. 89).

No. 86 Volk-Bukreyev, 1936

1 e4 e6 2 d4 d5 3 e5 c5 4 Nf3 Nc6

4 ... c×d4 is possible, when White pays no attention to the pawn at d4, but aims to develop his K-side as quickly as possible: 5 Bd3 Nc6 6 0-0 Bc5 (6 ... Qb6 7 Re1) 7 Nbd2 Nge7 8 Nb3 Bb6 9 Bf4 Ng6 10 Bg3 and then h2-h4, or 6 ... f6 7 Bb5 Bd7 8 B×c6 b×c6 9 Q×d4, in both cases with a good game for White.

5 d×c5

A radical method of dealing with the undermining of his 'd' pawn. White's subsequent plan will be to reinforce his outpost pawn at e5.

5 ... B×c5 6 Bd3 Nge7

6 ... f6 deserves consideration, and on 7 Qe2 (after 7 e×f6 N×f6 Black has a comfortable game)—7 ... Qc7. If now 8 Bf4, then 8 ... g5. Also perfectly playable is 7 ... f×e5 (instead of 7 ... Qc7) 8 N×e5 N×e5 9 Q×e5 Qf6.

7 Bf4

This move involves a pawn sacrifice, as Black can simultaneously attack f2 and b2.

7 ... Qb6 8 0-0 Q×b2

Black accepts the challenge. 8 ... Ng6 was more cautious.

9 Nbd2 0-0?

A mistake, which costs Black the game. 9 ... Qb6 or 9 ... Ng6 is correct, although even then White has fair attacking prospects for the sacrificed pawn.

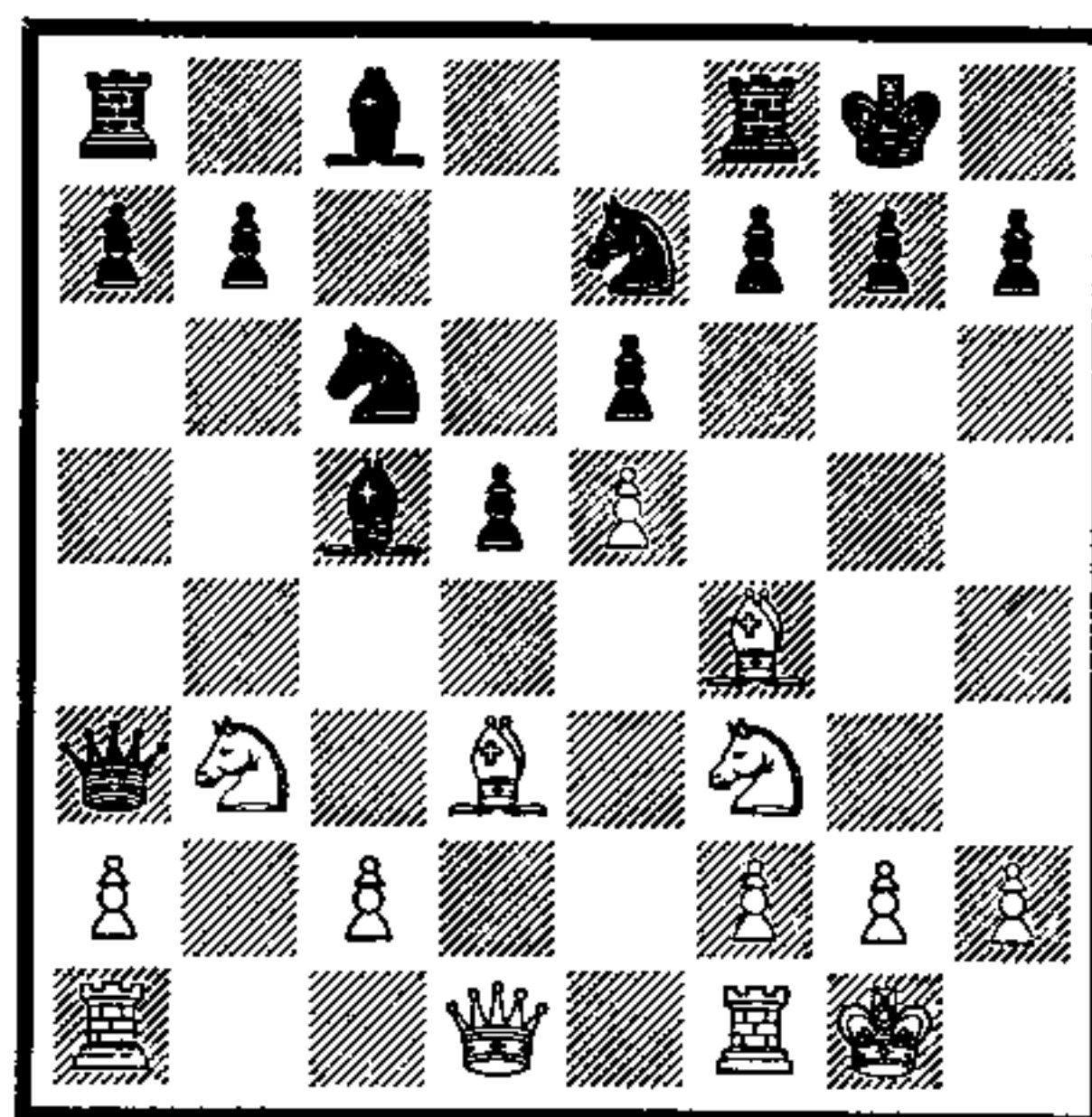
10 Nb3!

A strong move, which prepares the thematic bishop sacrifice at h7 (the white queen must have access to d3!).

10 ... Qa3

On 10 ... Bb6 there would follow 11 Rb1 Q×a2, and then, as in the game, 12 B×h7+!

But now everything is ready for the standard attack.



11 B×h7+! K×h7 12 Ng5+ Kg6

If 12 ... Kg8, then 13 Qh5 Rd8 14 Qh7+ Kf8 15 Qh8+ Ng8 16 Nh7+ Ke7 17 Bg5+, and White wins.

13 Qd3+

This is why the move Nd2-b3! was necessary.

13 ... Nf5

Or 13 ... f5 14 Qh3, and Black is mated.

14 Qh3

How is Black to defend against the mate at h7? If 14 ... Nh6, then 15 g4!, with the threat of 16 Qh5 mate, while 14 ... Nh4 15 Q×h4 Kf5 16 g3 is no better. Black therefore resigned.

No. 87

1 e4 e6 2 d4 d5 3 Nc3 Nf6 4 Bg5 Be7 5 e5 Nfd7 6 h4

A pawn sacrifice proposed by the French player Chatard. The idea of it is to open the 'h' file, and by gaining a lead in development to create threats on the K-side. E.g., 6 ... B×g5 7 h×g5 Q×g5 8 Nh3 Qe7 9 Nf4 and then Qd1-g4, with an attack.

6 ... 0-0?

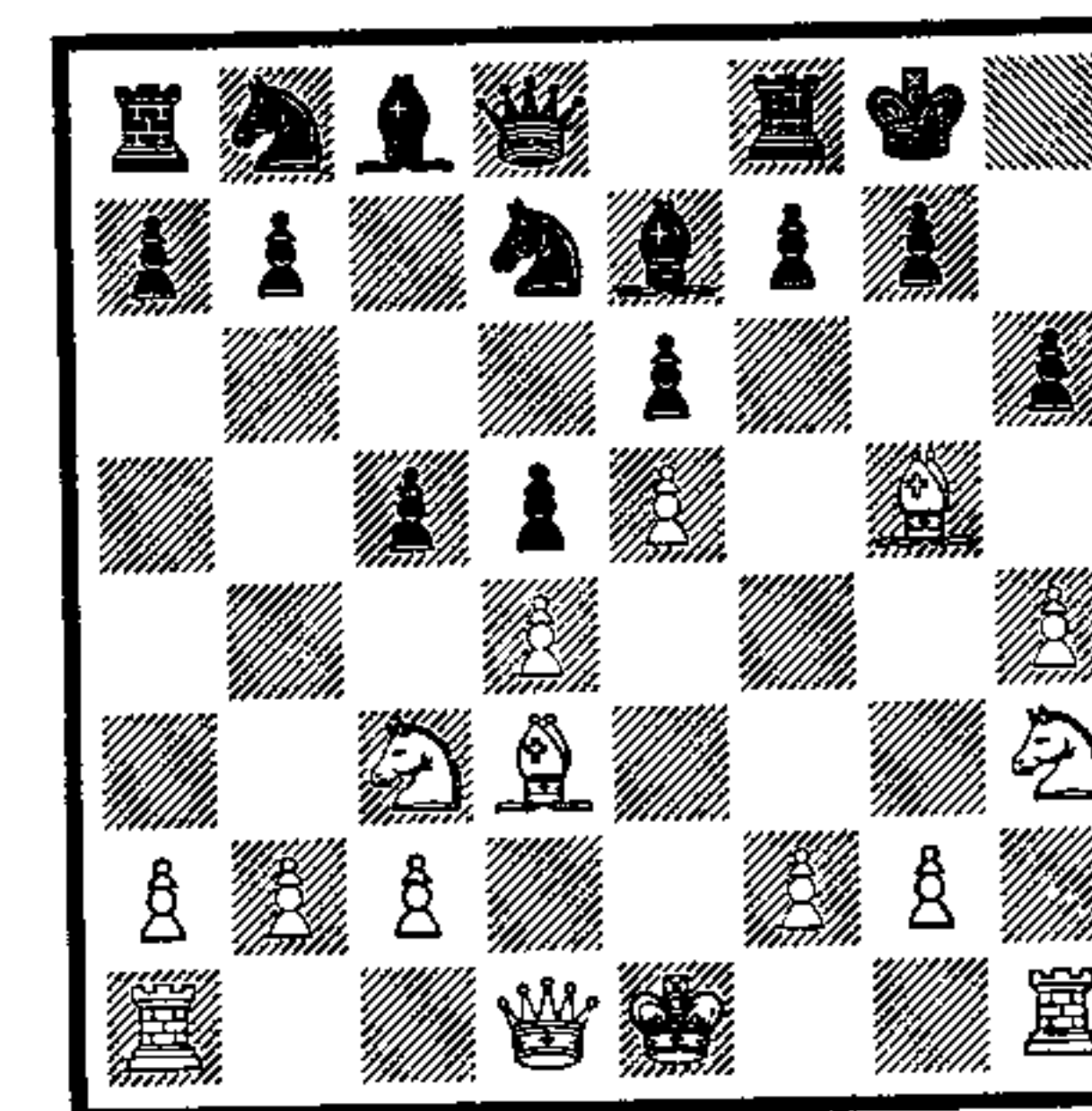
By determining the position of his king, Black places himself in great danger. The most promising continuation is the sharp 6 ... c5 (7 Nb5 f6; 7 Qg4 Kf8; 7 B×e7 K×e7). 6 ... f6 is examined in game No. 88.

7 Bd3 c5 8 Nh3!

Now the sacrifice at h7 is threatened (e.g., after 8 ... c×d4): 9 B×h7+ K×h7 10 B×e7 Q×e7 11 Ng5+, etc.

8 ... h6?

This meets with a crushing rejoinder. True, Black already has a difficult position. On 8 ... Re8, with the aim of forestalling Bd3×h7+ (Black now has the important defensive move Nd7-f8), 9 Nb5!, with the threat of 10 Nd6, is very strong. If 9 ... f5, then all the same 10 Nd6. On 9 ... f6 White has the strong reply 10 Qh5 Nf8 11 e×f6 B×f6 (or 11 ... g×f6 12 Bh6, with the threat of 13 Qg4+) 12 B×f6 g×f6 13 Nc7!, and Black loses material.



9 B×h6! g×h6 10 Qg4+ Kh8 11 Ng5!

Black is defenceless. The knight cannot be taken on account of mate: 11 ... h×g5 12 Qh5+, while on 11 ... c×d4 White decides the game by 12 Qh5 Kg7 13 N×e6+! f×e6 14 Qg6+ and 15 Qh7 mate.

No. 88 Panov-Yudovich, 1937

1 e4 e6 2 d4 d5 3 Nc3 Nf6 4 Bg5 Be7 5 e5 Nfd7 6 h4 f6

A clever defence, worked out in the pre-war years by the Moscow masters S. Belavyenets and M. Yudovich. The move 6 ... f6 was known earlier, but was considered unsatisfactory on account of 7 Bd3. The acceptance of the sacrifice—7 ... f×g5 8 Qh5+, allows White a very strong attack. But is Black bound to take the bishop?

7 Bd3

It was subsequently established that the simplest and soundest continuation for White is 7 Qh5+. After 7 ... Kf8 8 e×f6 N×f6 9 Qf3, or 7 ... g6 8 e×f6! N×f6 (8 ... g×h5 9 f×e7!) 9 Qe2 he has the better prospects.

7 ... c5

This counter-attack is the key to the improvement thought up by Belavyenets and Yudovich.

8 Qh5+ Kf8 9 N×d5

A tempting sacrifice. 9 e×f6 N×f6 leads to a complicated game with roughly equal chances. E.g., 10 B×f6 B×f6 11 d×c5 Qa5 12 0-0-0 Nc6!

9 ... f×g5

If he wishes, Black can obtain an equal position by continuing 9 ... e×d5, and on 10 e6—10 ... Qe8 11 Q×e8+ K×e8 12 e×d7+ B×d7. But he is aiming for more.

10 Rh3

It was on this energetic thrust that White was evidently pinning his hopes. If now 10 ... e×d5, then 11 Rf3+ Bf6 12 h×g5.

Modern theory devotes its attention to 10 h×g5. E.g., 10 ... e×d5 11 Qf3+ Nf6 12 e×f6 g×f6 13 g6; 10 ... B×g5 11 Nh3 Bh6 12 Nfd4 Nb6 13 g4, or 10 ... N×e5 11 d×e5 Q×d5 12 Nf3, with the threat of Rh1-h4-f4+. In all these cases White has a dangerous attack for the sacrificed piece.

10 ... g4! 11 Nf4

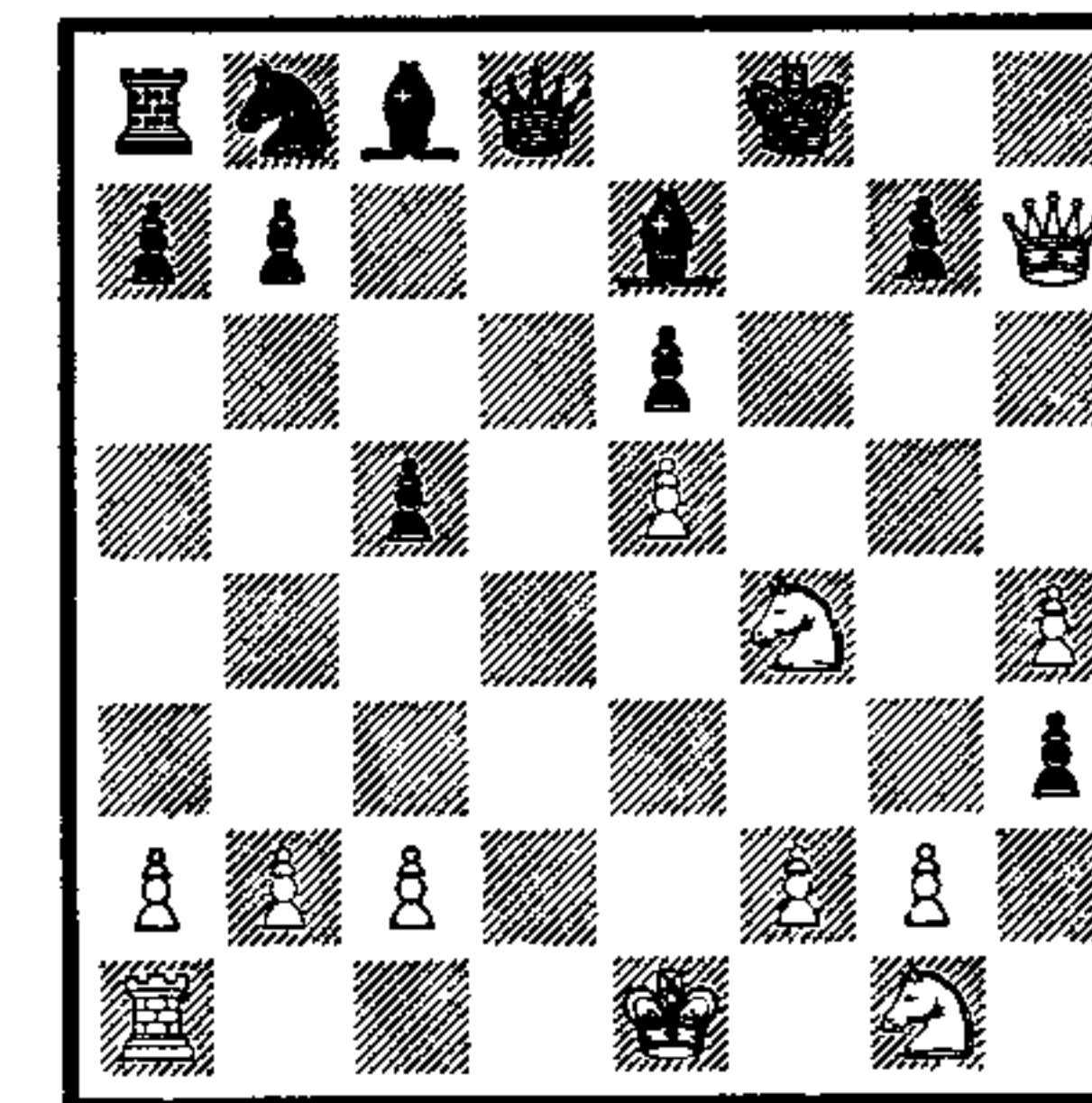
In continuing his offensive, White does not stop short of further sacrifices. The point is that on 11 Q×g4 Black can capture the knight: 11 ... e×d5 12 Rg3 (12 Rf3+ Nf6) 12 ... g6, and after both 13 B×g6 Nf6 14 Qf4 h×g6, and 13 h5 N×e5 14 Qf4+ Nf7, Black easily parries the threats and keeps his extra material.

11 ... N×e5 12 d×e5 g×h3! 13 B×h7?

Belavyenets and Yudovich had examined this position long before the present game. Whereas Panov was improvising, seeking attacking resources, Yudovich was merely following his prepared analysis. And here his opponent falls into a clever trap.

It should be noted that subsequently the discoverers of the innovation demonstrated convincingly that Black beats off the attack in all variations—after 13 0-0-0, or 13 Ng×h3.

13 ... R×h7! 14 Q×h7



14 ... h2!!

With the board still full of pieces, this bold pawn (from f7) reaches the cherished square. After 15 Ke2 h1 = Q 16 Ng6+ Kf7 17 Nh8+ Q×h8! (the simplest) 18 Q×h8 Nc6 19 Qh5+ Kg8 20 Nh3 Q×g2! 21 Qe8+ Bf8 Black easily realized his advantage.

For a rather similar combination with the promotion of a pawn, cf. the game Schuster-Carls (No. 95).

No. 89 Kunin-Oksengoit, 1958

1 e4 e6 2 d4 d5 3 Nc3 Bb4 4 Bd2 d×e4 5 Qg4 Q×d4

Black accepts the challenge. The alternative is 5 ... Nf6, e.g., 6 Q×g7 Rg8 7 Qh6 Rg6 8 Qe3 Nc6 9 Nge2 e5 10 d×e5 Ng4 11 Qf4 Nc×e5 12 N×e4 B×d2+ 13 Q×d2 Bf5, and in view of his retarded development White cannot keep his extra pawn.

Also possible is 7 ... Q×d4 (instead of 7 ... Rg6), and on 8 0-0-0—8 ... Bf8! (8 ... Q×f2 is very risky in view of 8 Bb5+ and 10 Rf1).

6 0-0-0 f5

6 ... h5!, which was suggested not long ago, is the strongest reply. Analysis has shown that Black has an excellent game in all variations: 7 Bg5 (or 7 Qh4 Be7 8 Bg5 Qc5 9 N×e4 B×g5+ 10 N×g5 Nc6) 7 ... Be7 8 Qg3 Bd6 9 Bf4 h4!, and if 10 Qg4, then 10 ... Nf6! (11 Q×g7 B×f4+ 12 Kb1 Rh7).

On account of the reply 6 ... h5!, the move 6 0-0-0 has disappeared from tournament practice. However, even after 6 Nf3 Black risks nothing if he replies 6 ... Nh6! E.g., 7 Qf4 e5! 8 Q×e5+ (8 N×e5? Bd6) 8 ... Q×e5 9 N×e5 Ng4.

7 Bg5

A move played by Marshall against Chigorin in the tournament at Monte Carlo (1901). Chigorin ventured to take yet another pawn, playing 7 ... Q×f2, and on 8 Qh3—8 ... Be7. After considerable adventures he succeeded in repelling the onslaught, and by returning part of the material, obtained an advantage. A simpler (and sounder) plan is the exchange of queens—7 ... f×g4 8 R×d4 Be7. Of course, in this way Black spoils his pawn formation, but he nevertheless keeps one extra pawn, and, most important—simplifies the position.

Instead of 7 Bg5, theory books mention the more solid continuation 7 Qg3, with the follow-up 7 ... Bd6 8 Bf4 B×f4+ 9 Q×f4 Qc5 10 f3 Ne7! 11 f×e4 0-0 12 Nf3 Nd7 13 e×f5 N×f5 14 Qc4. Despite the fact that he is a pawn down, the chances are with White.

7 ... Qe5

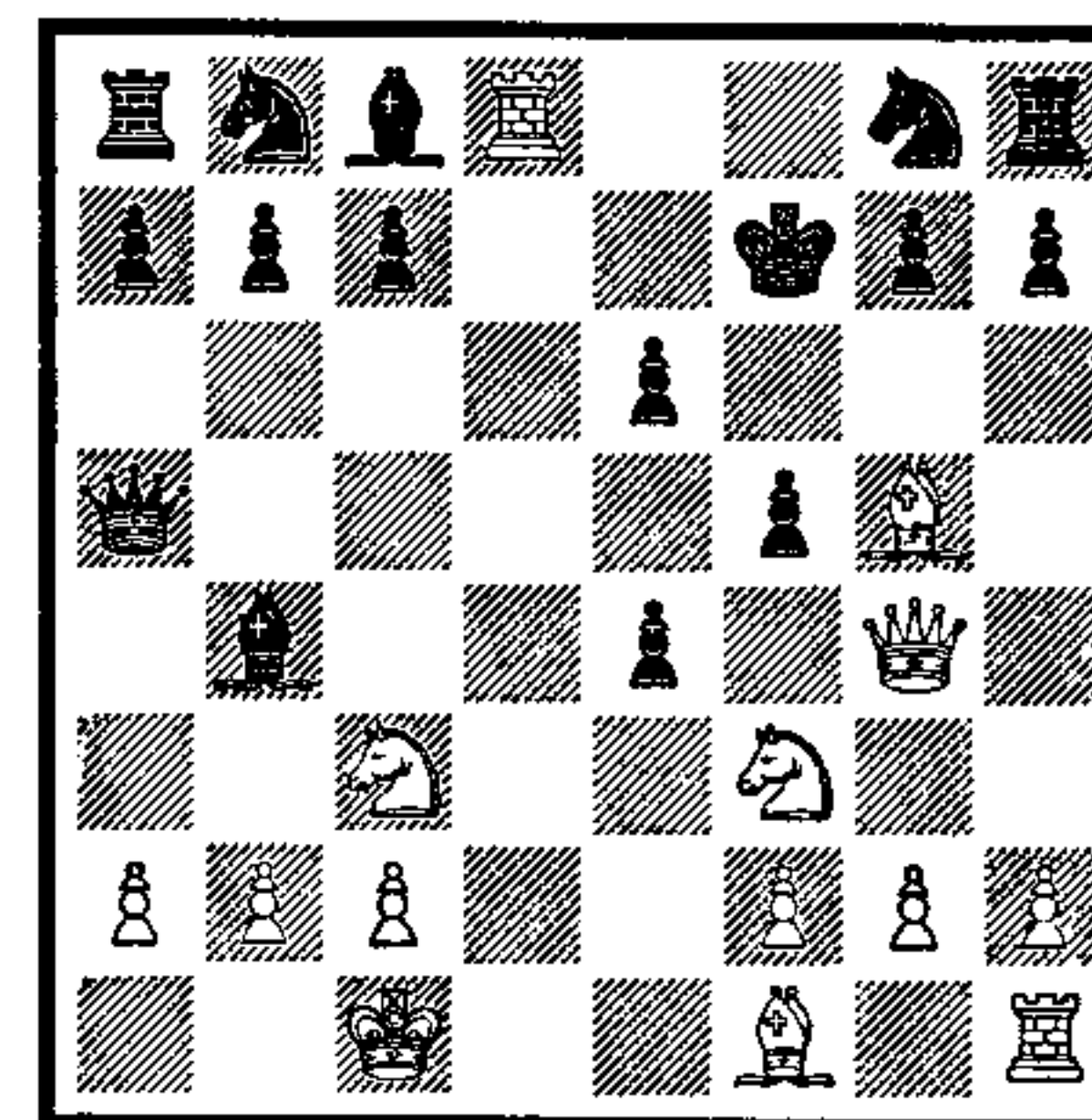
Does Black have to fear the check at d8?

8 Rd8 + Kf7 9 Nf3!

The exchange of queens leads to mate (9 ... f×g4 10 N×e5 mate). Black decided against taking the knight—9 ... e×f3 10 Q×b4, since he was afraid of White's attack. E.g., 10 ... Nc6 11 Rf8+ Kg6 12 Qh4 Nd4 13 g3!, or 10 ... Qe1+ 11 Rd1 Q×f2 12 g×f3. However 10 ... c5! is possible, and on 11 Qh4—11 ... Nc6, when 12 Bf4 Qf6 13 Bg5 Qe5 14 Bf4 gives White only a draw.

9 ... Qa5?

Black evidently assumed that the knight on f3 would have to move...



10 Bb5!!

A problem-like move. Two mates are threatened—11 Ne5 mate, and 11 Be8+ Kf8 12 Bg6 mate. On 10 ... Nf6 there follows another mate, this time a more complicated one: 11 Qh5+! g6 (11 ... N×h5 12 Ne5 mate) 12 Ne5+ Ke7 13 R×h8! g×h5 14 Re8+ Kd6 15 Nf7+ Kc5 16 Be3 mate.

The most tenacious defence was 10 ... g6. Then there follows 11 Ne5+ Kg7 12 Qh4 c6 (the threat was 13 Bh6+! N×h6 14 Qe7+ Nf7 15 Q×f7+ Kh6 16 R×h8; if 12 ... Nc6, then 13 R×g8+ K×g8 14 Nc4, and Black unexpectedly loses his queen) 13 R×c8 c×b5 14 R×g8+ K×g8 (14 ... R×g8 15 Qh6+ and 16 Nf7 mate) 15 Bd8!! B×c3 (otherwise 16 Qf6) 16 B×a5 B×e5 17 Qe7, and White wins. With one proviso—if he could have worked out these complicated variations...

In the game Black decided to defend against the threatened checks at e5 and e8, and played 10 ... Nc6. White then announced mate: 11 Ne5+! N×e5 12 Be8+ Kf8 13 Bg6 mate

No. 90 Koshtenko–Lerner, 1962

1 e4 e6 2 d4 d5 3 Nc3 Bb4 4 Ne2

White sacrifices his 'e' pawn. With one proviso: Black has to exchange on c3 and concede the advantage of the two bishops.

4 ... d×e4 5 a3 B×c3+

The sacrifice can be declined by retreating the bishop to e7. After 6 N×e4 Nc6 7 Be3 (7 c3 e5) 7 ... Nf6 8 N2c3 (or 8 N×f6 + B×f6 9 Qd2 e5) 8 ... N×e4 9 N×e4 e5 the chances are equal.

6 N×c3 Nf6?

At first sight a natural move, but in fact the initial cause of Black's subsequent troubles.

The extra pawn can be kept by 6 ... f5, but as was shown by the game Alekhine–Nimzowitsch (Bled 1931), White develops a strong attack by continuing 7 f3!, and on 7 ... e×f3 – 8 Q×f3 Q×d4 9 Qg3!

An interesting antidote to this aggressive variation was found by the Soviet master I. Kan. Against Emanuel Lasker in the 1936 Moscow International Tournament, he played 6 ... Nc6; in this way Black indirectly hinders his opponent in regaining his pawn. In the afore-mentioned game after 7 Bb5 Ne7 8 0–0 (on 8 N×e4 the simple 8 ... 0–0 9 c3 e5! is good; later it was established that a more promising alternative to 8 0–0 is 8 Bg5 f6 9 Be3 0–0 10 Qd2 f5 11 f3) 8 ... 0–0 9 B×c6 N×c6 10 d5 e×d5 11 Q×d5 Nd4! Black gained the advantage.

But let us return to 6 ... Nf6. In what way is it bad?

7 Bg5!

White does not merely regain his pawn. The pin on the knight will be very unpleasant for Black.

7 ... Nc6

After 7 ... Nbd7 8 N×e4 White again has the advantage.

8 Bb5 0–0

If 8 ... Bd7 9 N×e4 h6, then 10 N×f6 + g×f6 11 Bh4, and Black has difficulties over the defence of his f6 square.

In playing 7 ... Nc6 and 8 ... 0–0, Black was counting on a tactical way of freeing himself from the pin...

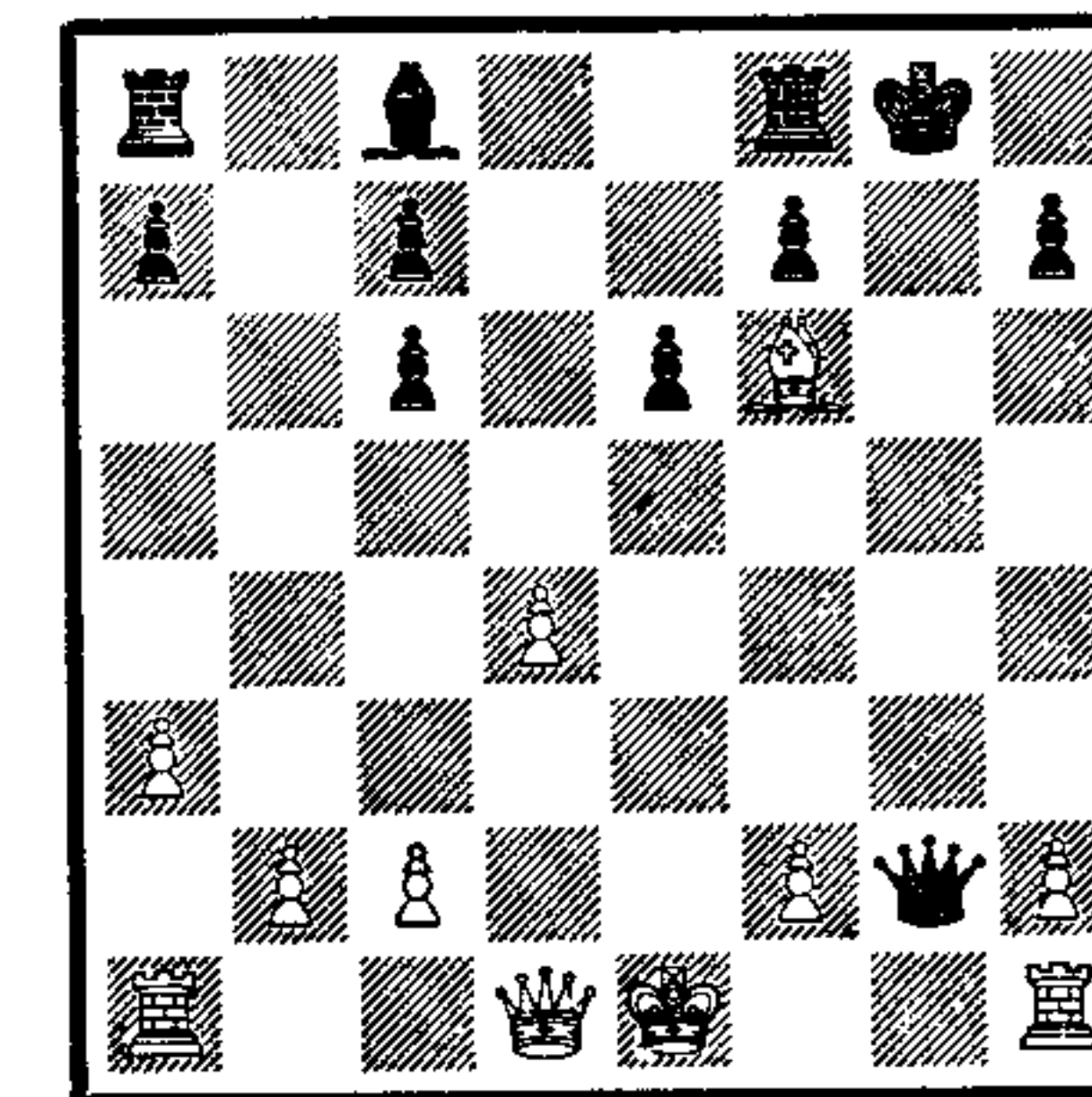
9 B×c6 b×c6 10 N×e4 Qd5

This was the move on which Black was pinning his hopes.

11 N×f6 + g×f6

"The pawn at g2 is attacked, and the pin is eliminated"—this was Black's reasoning. "If now 12 B×f6, then 12 ... Q×g2 13 Rf1 Ba6!" There was just one move that he failed to foresee...

12 B×f6 Q×g2



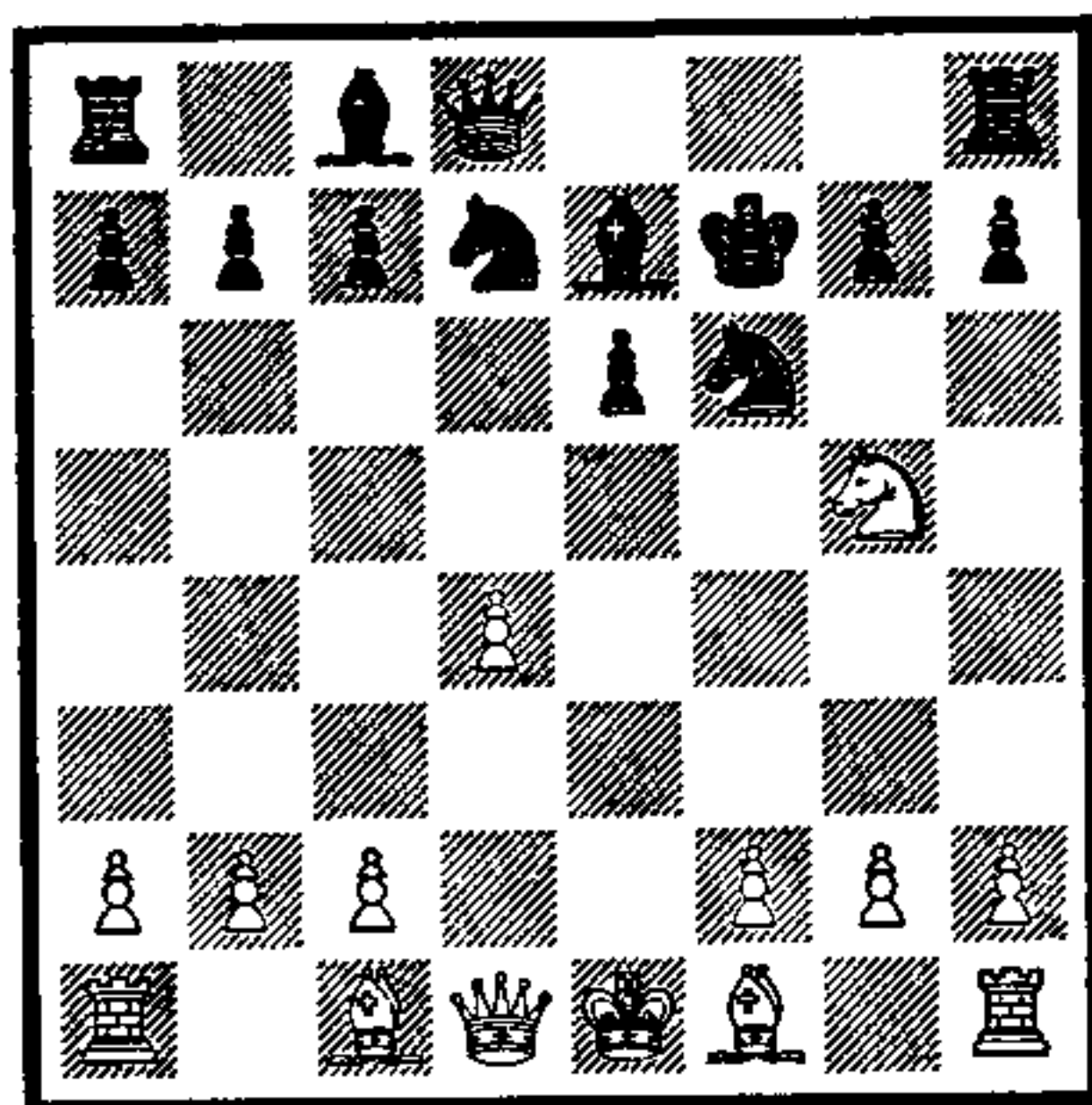
13 Qf3!!

And here is the move! The queen cannot be taken on account of mate, while on 13 ... Qg6 there follows 14 0–0–0 (14 ... Qh6 + 15 Kb1).

Black resigned.

No. 91

The following amusing episode is said to have occurred in a simultaneous display. After the moves **1 e4 e6 2 d4 d5 3 Nc3 d×e4 4 N×e4 Nd7 5 Nf3 Ngf6** the player giving the simul played **6 Neg5**, and on **6 ... Be7** sacrificed a knight—**7 N×f7 K×f7 8 Ng5 +**.



When he again came round to the board, his opponent was shaking his head in distress.

“Don’t you like your position?”

“Of course I don’t like it. On 8 ... Ke8 you play 9 N×e6. If 8 ... Kf8, then again 9 N×e6 +, while after 8 ... Kg8 9 N×e6 Qe8 the pawn at c7 falls, and I lose a rook.”

“If you think that things are so good for White, let’s change sides. You take my pieces, and I’ll take yours.”

“All right.”

“So”, the player giving the simul continued, “I play 8 ... Kg8 and on 9 N×e6–9 ... Qe8.”

“And I play 10 N×c7. Now where is the black queen going to move to?”

“There is no need for it to move. How do you like the move 10 ... Bb4 mate?!”

Strange as it may seem, this miniature was repeated in a tournament game between two German masters, **Loman** and **Teschner** (Bad Pirmont, 1950). On the tenth move Loman was mated.

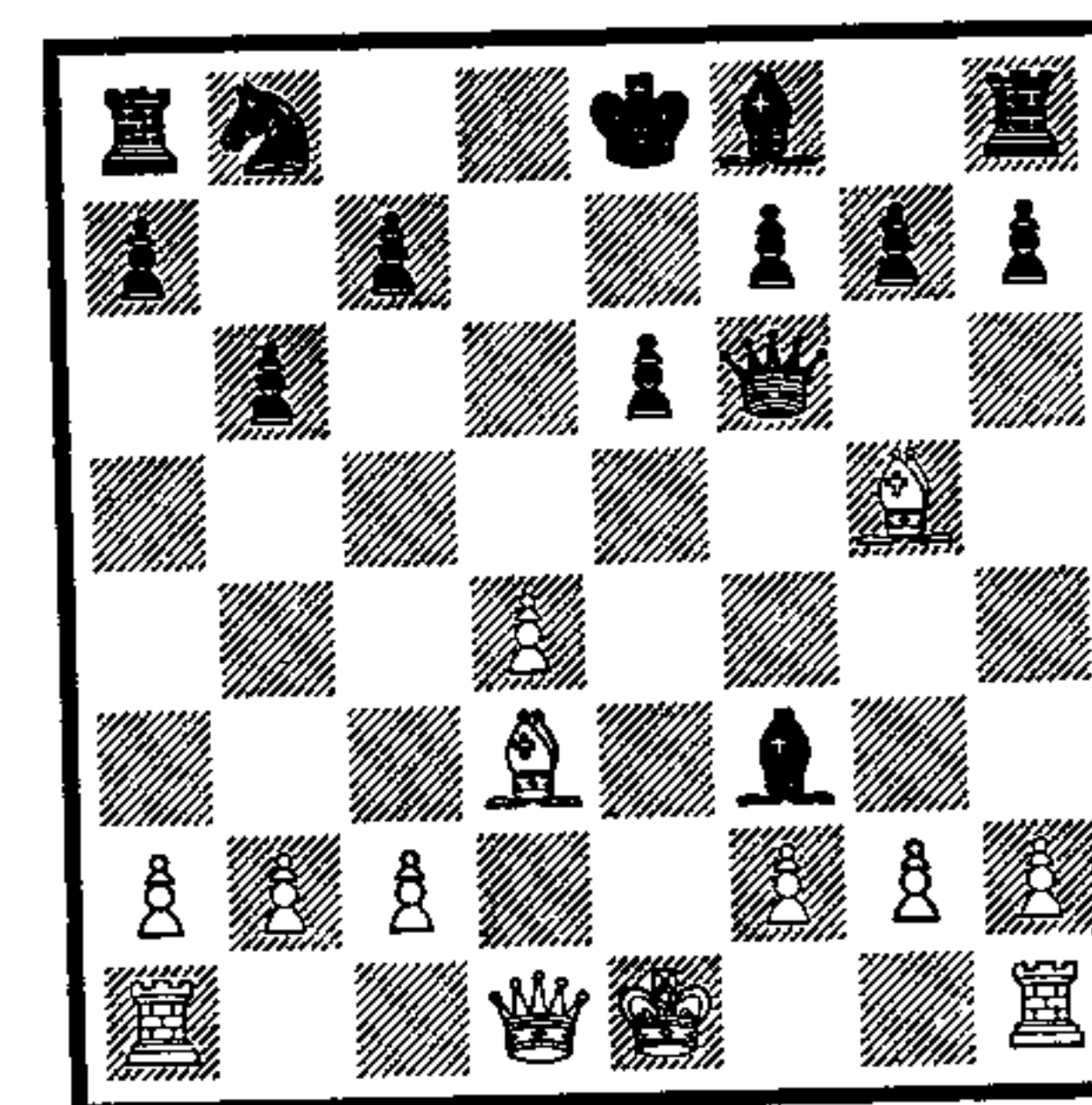
Of course, instead of 10 N×c7? White should play 10 Bc4!, with dangerous threats.

No. 92

1 e4 e6 2 d4 d5 3 Nc3 d×e4 4 N×e4 Nf6 5 N×f6+ Q×f6 6 Nf3 b6 7 Bd3

7 Bg5 is strong here. In developing his bishop at d3, White sets a trap.

7 ... Bb7? 8 Bg5! B×f3



9 Qd2!, and Black loses his queen (9 ... Q×d4 10 Bb5+).

No. 93 Tal–Vaganian, 1974

1 e4 e6 2 d4 d5 3 Nd2 Nc6 4 Ngf3 Nf6 5 e5 Nd7 6 Nb3!

Botvinnik’s move, which is considered strongest in the given position. In this way White retains firm control over the central squares.

6 ... f6 7 Bb5

This way rather than 7 e×f6 Q×f6, when Black advances e6–e5 with a good game.

7 ... f×e5

7 ... Ncb8, with the idea of c7–c5, is interesting. The alternative is 7 ... Be7, avoiding capturing on e5. After 8 Bf4 0–0 9 e×f6 g×f6 (or 9 ... B×f6 10 0–0) 10 0–0 White has the better position (Botvinnik–Boleslavsky, 1944).

8 d×e5 Nc5

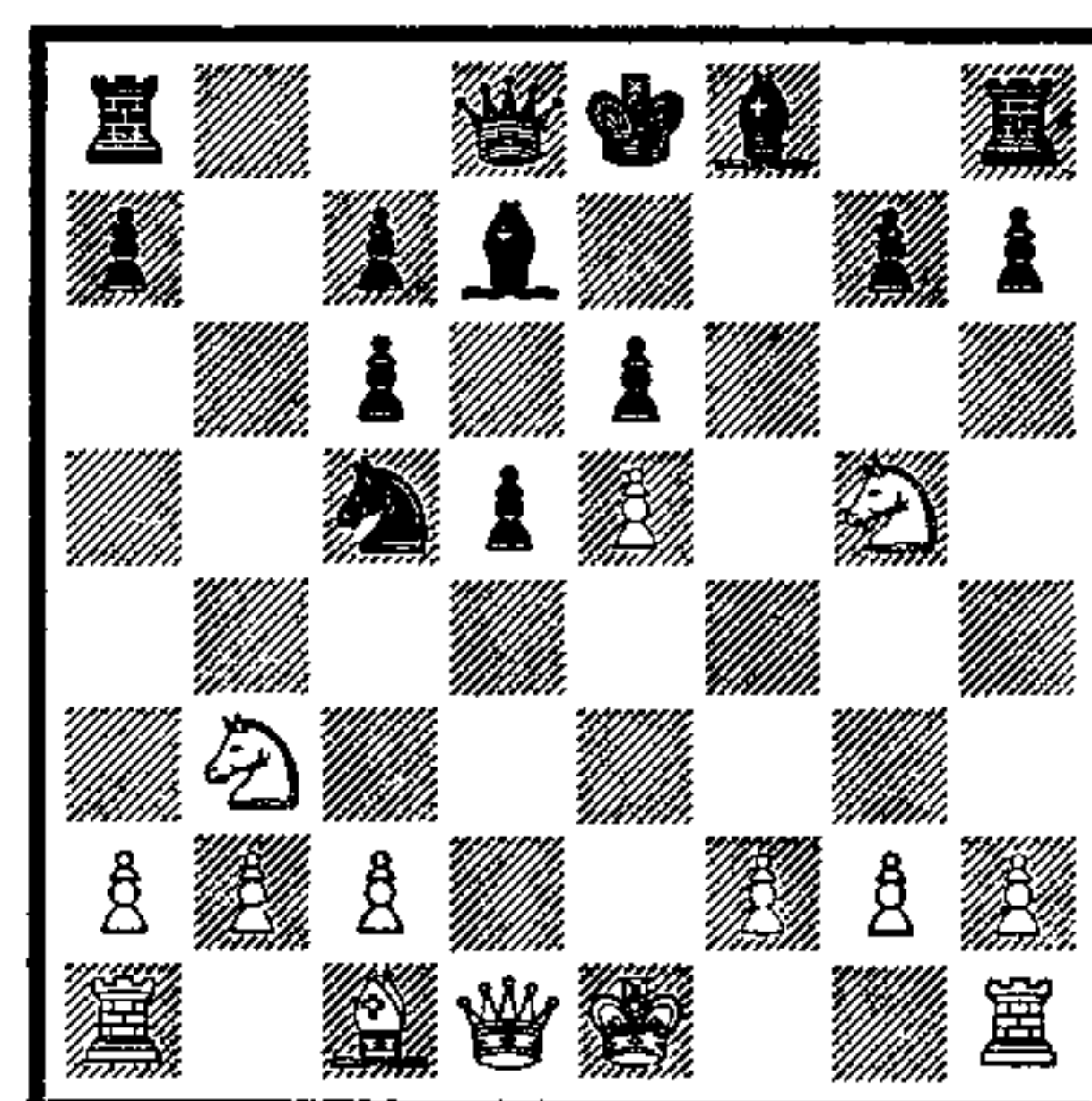
Black should have completed the development of his K-side by 8 ... Be7, although even then 9 Nbd4 gives White the better chances. E.g., 9 ... Ndb8 (9 ... N×d4? 10 N×d4 c6 11 N×e6 Qa5+ is bad in view of 12 Bd2!) 10 Ng5 B×g5 11 Qh5+ g6 12 Q×g5.

9 Ng5 Bd7?

But now 9 ... Be7 is answered very strongly by 10 Nxc5! Bxc5 (10 ... Bxg5? 11 Qh5+) 11 Qd3 g6 12 h4 Be7 13 Rh3, with the threat of 14 Nxc7.

10 Bxc6 bxc6?

If Tal has played Nf3-g5, it pays to be on one's guard! But the young grandmaster is quite unconcerned. After 10 ... Bxc6 11 Nxc5 Bxc5 12 Nxe6 Qe7 13 Nxc5 Qxc5 Black is 'only' a pawn down, whereas now he loses a piece.



11 Qh5+! g6 12 Qf3!

Here Vaganian stopped the clocks. On 12 ... Qe7 there follows 13 Nxc5 Qxc5 14 Qf7+ Kd8 15 Qf6+ (this is why Tal gave the check at h5!).

No. 94 Pleci-Endzelins, 1939

1 e4 e6 2 d4 d5 3 Nd2 c5 4 Ngf3 dxe4?

Black's pieces are still on their initial squares, whereas White already has both knights developed. The opening of the position is therefore not to Black's advantage. 4 ... Nf6 or 4 ... Nc6 is correct.

5 Nxe4 Nd7

The straightforward attempt to simplify—5 ... cxd4 6 Qxd4 Qxd4 7 Nxd4 Nf6, allows White a big positional advantage after 8 Nxf6+ gxf6 9 Nb5.

6 dxc5 Nxc5

The game is also in White's favour after 6 ... Bxc5 7 Nxc5 Qa5+ 8 c3 Qxc5 9 Be3.

7 Qxd8+ Kxd8 8 Bg5+ f6?

He should have continued 8 ... Ke8 9 0-0-0 Bd7. After 10 Nc3 White, who threatens Nc3-b5 and Nf3-e5, has the better game. But after the move played he obtains a significant advantage.

9 0-0-0+ Ke8

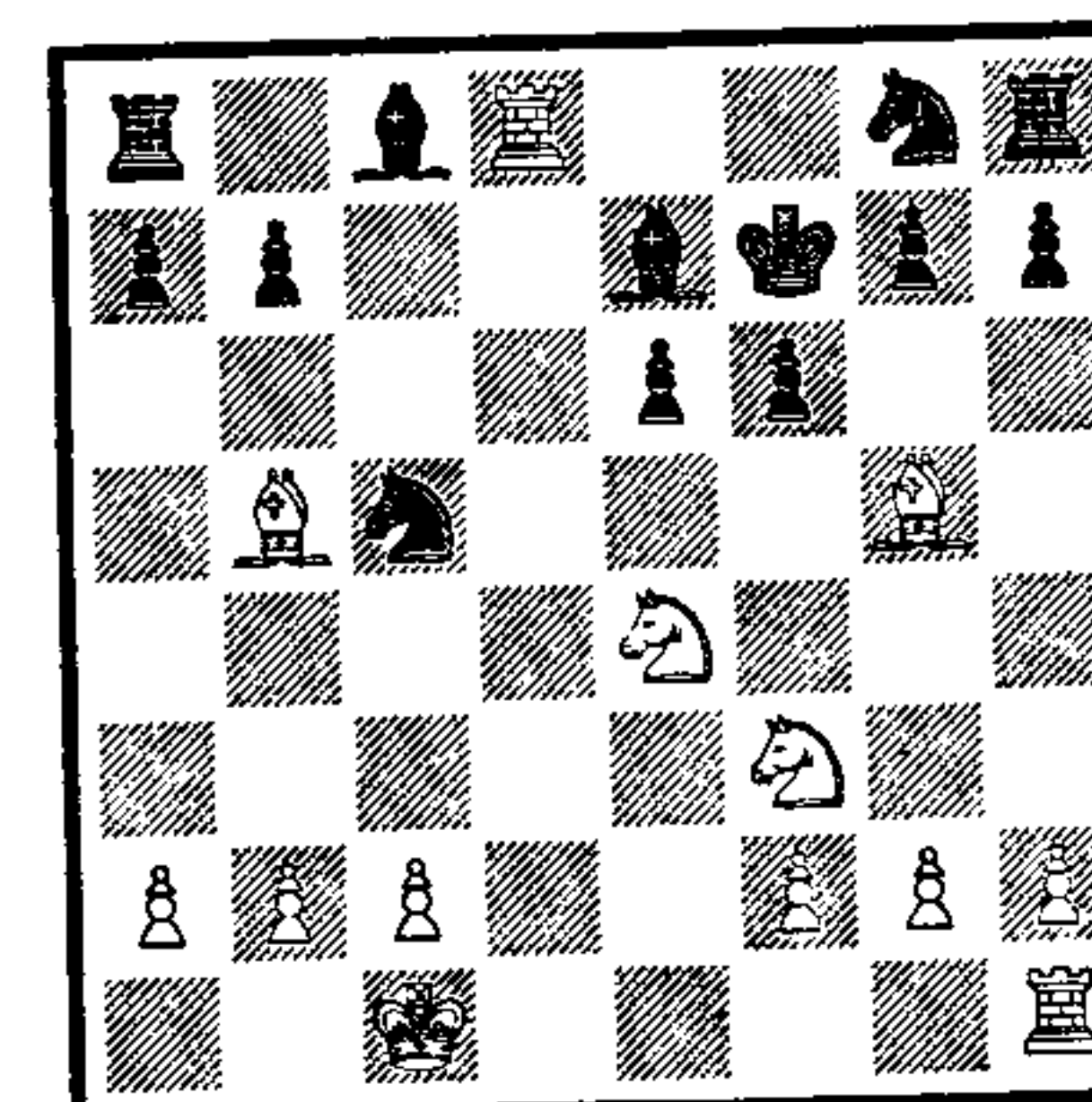
If 9 ... Kc7, then 10 Nxc5 Bxc5 11 Bf4+ and then 12 Rd8, since the reply 11 ... e5 fails to 12 Nxe5. Nevertheless, 9 ... Kc7 looks a more tenacious defence, if instead of 10 ... Bxc5 Black replies 10 ... fxc5.

10 Bb5+ Kf7 11 Rd8!

Neither of the sacrificed pieces can be taken, since then the check at e5 is decisive (11 ... fxc5 12 Ne5+ Ke7 13 Re8 mate, or 11 ... Nxe4 12 Ne5+ Ke7 13 Re8+ Kd6 14 Nf7+ Kc5 15 Be3+ Kxb5 16 Rxf8, and White emerges with a material advantage.

11 ... Be7

No other way of breaking free is apparent, but now White has a forced win.



12 Ne5+ fxe5 13 Nd6+!

On the capture of the knight there follows 14 Be8 + Kf8 15 Bg6 mate. The reader will already be familiar with this mate from the game Kunin-Oksengoit (No. 89).

Black preferred the prosaic 13 ... Kg6 14 B×e7, which led to loss of material.

This game, played in the 8th Olympiad, was called by Alekhine 'the pearl of the Buenos-Aires tournament'.

Caro-Kann Defence

No. 95 Schuster-Karls, 1914

1 e4 c6 2 d4 d5 3 Nc3 d×e4 4 N×e4 Nf6 5 Ng3

With this move order (where Black plays Ng8-f6 without the preparatory Nb8-d7) White does not normally retreat his knight, but exchanges on f6. After 5 N×f6 + e×f6 6 Bc4 Bd6 7 Qh5 0-0 8 Ne2, or 7 Qe2 +, White has a clear advantage: the chance of creating a passed pawn on the Q-side, whereas Black's extra pawn on the K-side is doubled and therefore devalued.

5 ... g×f6 (instead of 5 ... e×f6) leads to a sharp game, where Black castles Q-side and tries to utilize the open 'g' file.

5 ... h5 6 Bg5

Better is 6 h4, as played in the game Spielmann-Alekhine, 1911.

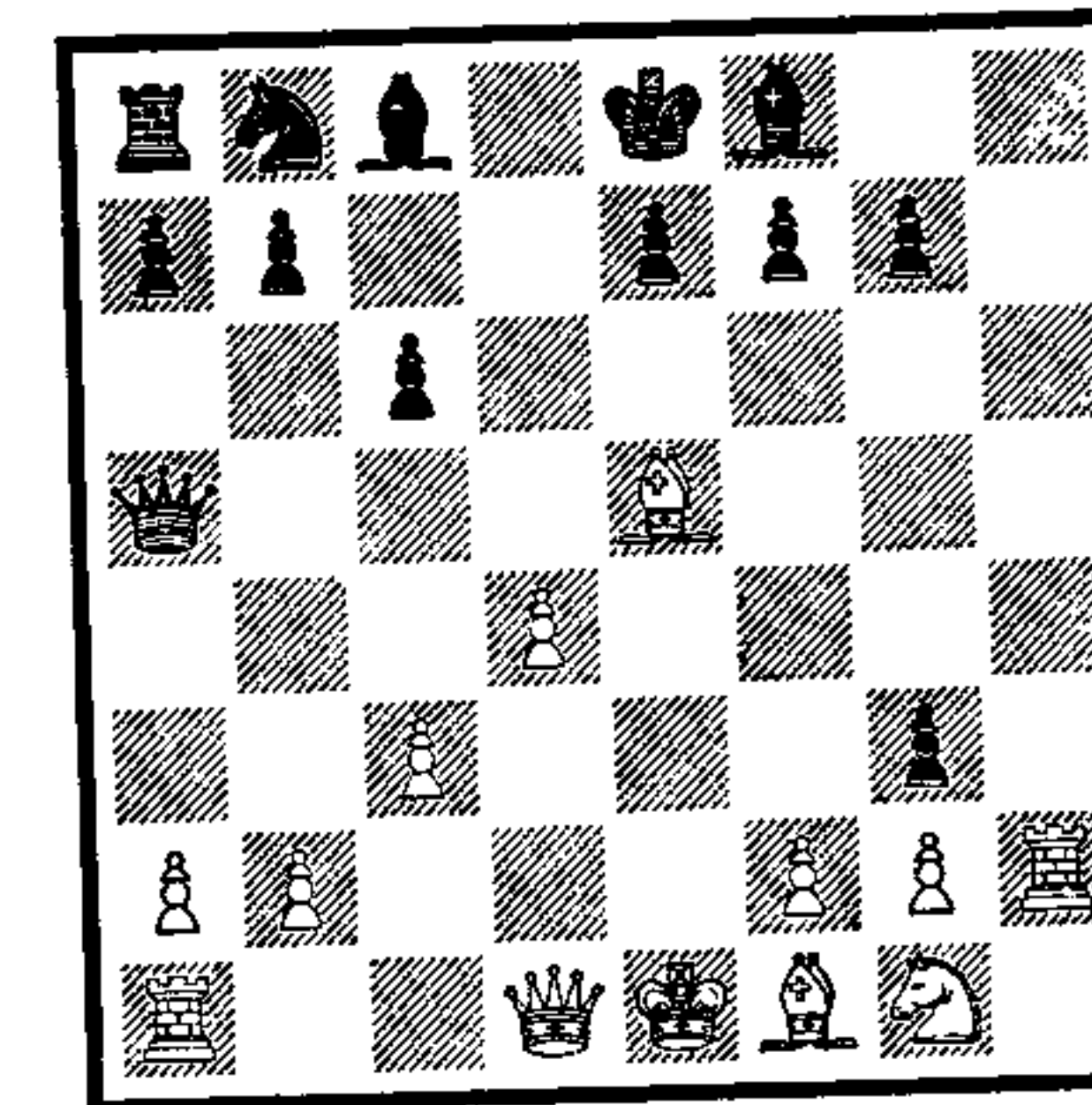
6 ... h4 7 B×f6

This has unexpected and dismal consequences for White. He should have retreated his knight to e2.

7 ... h×g3! 8 Be5

This was the move that White had in mind when he played 7 B×f6. After 8 ... g×f2 + 9 K×f2 it is not easy for Black to exploit the position of the king, while the h2 square appears to be securely defended. But now came something unforeseen...

8 ... R×h2! 9 R×h2 Qa5 + 10 c3



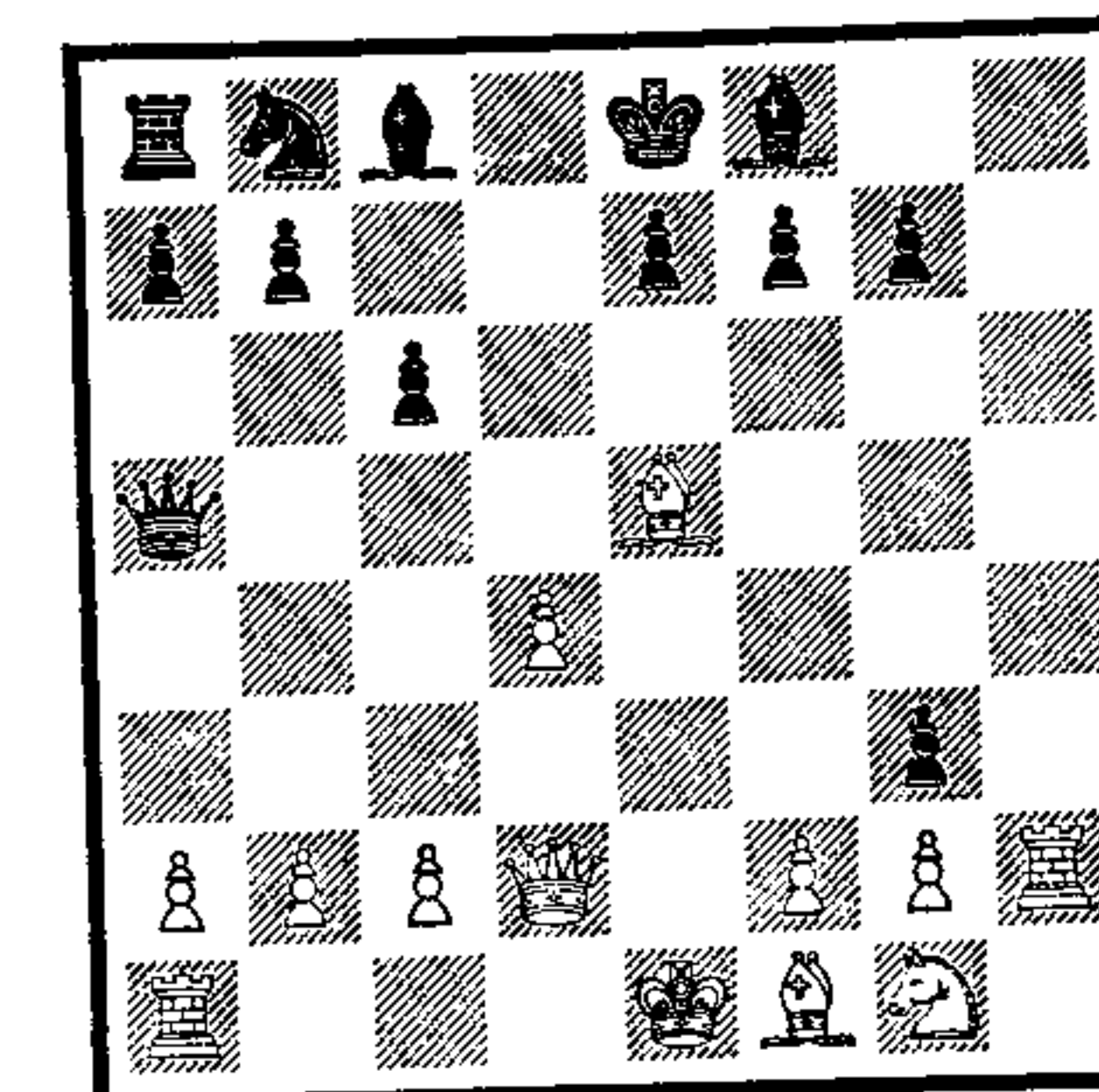
10 ... Q×e5 + !!

This queen sacrifice enables the courageous pawn to reach the queening square. After 11 d×e5 g×h2 White had to resign the game.

We saw a similar pawn march (only not by the 'h' pawn, but by the 'f' pawn) in the game Panov-Yudovich (No. 88).

* * *

And now let us see what could have happened if White had replied 10 Qd2.



The combination which occurred in the game—10 ... Q×e5 + 11 d×e5 g×h2, is no longer advantageous: after 12 Nf3 h1 = Q 13 0-0-0 White obtains a strong attack.

Instead of 10 ... Q×e5 + Black wins by a different blow from his intrepid pawn—10 ... g×f2 +!

No. 96 Réti–Tartakower, 1910

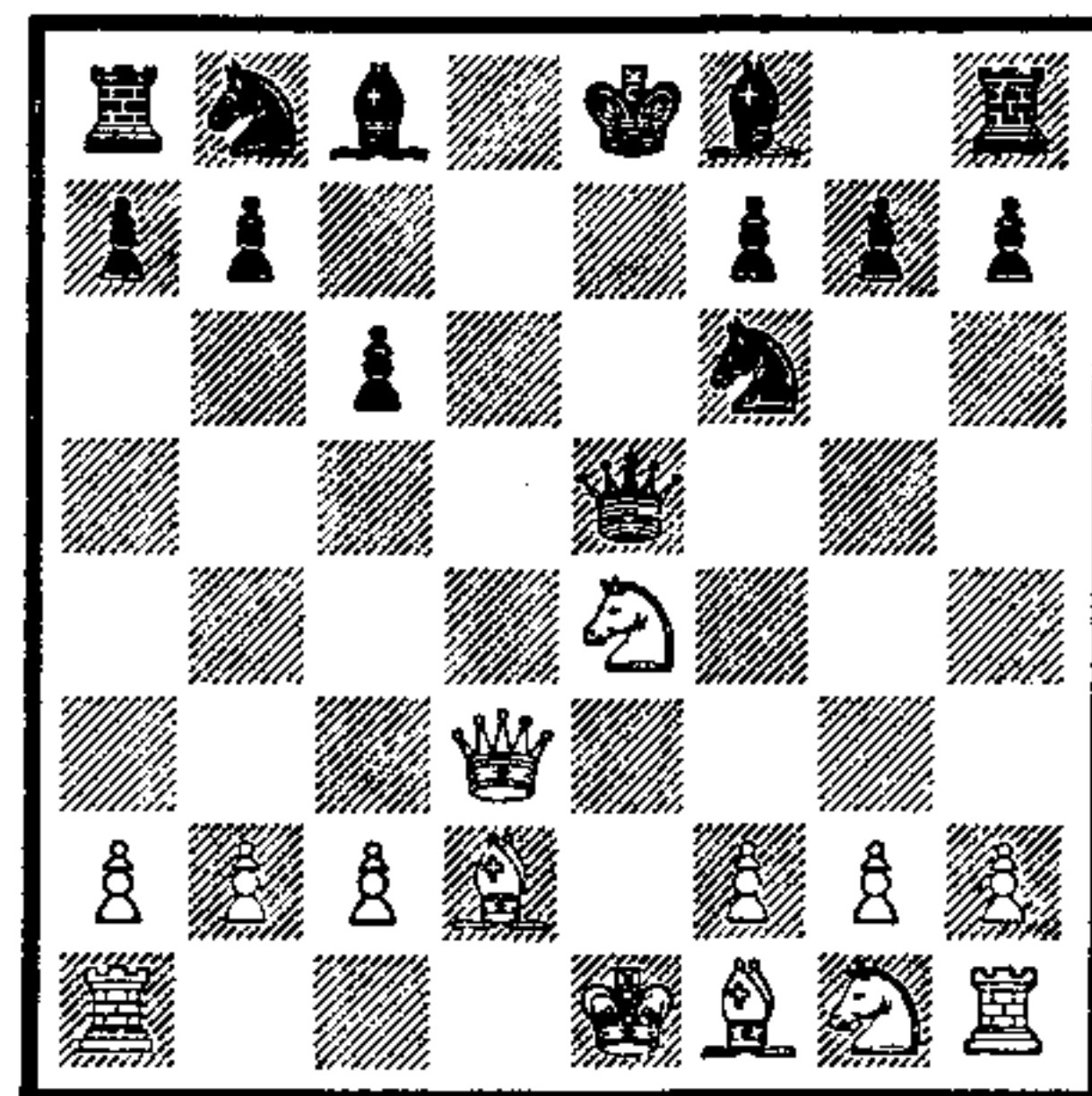
1 e4 c6 2 d4 d5 3 Nc3 d×e4 4 N×e4 Nf6 5 Qd3

An awkward move, which found its way into opening books thanks only to the fine finish to this game. Perhaps its only virtue is that Black cannot play 5 ... Bf5? 6 N×f6+.

5 ... e5?

The start of an exchanging operation, which occurs in a number of variations of the Caro–Kann Defence. In the given instance it is unfavourable for Black. He could have equalized easily by 5 ... N×e4 6 Q×e4 Qd5.

6 d×e5 Qa5+ 7 Bd2 Q×e5



8 0–0–0!

Not only a trap, but also a very strong move. The knight cannot be taken by the queen, of course, on account of 8 Re1. But why not take it with the knight?

8 ... N×e4?

The following combination with its queen sacrifice is to be found in virtually every chess primer. We will merely point out that it occurred not in a tournament game, but in a friendly.

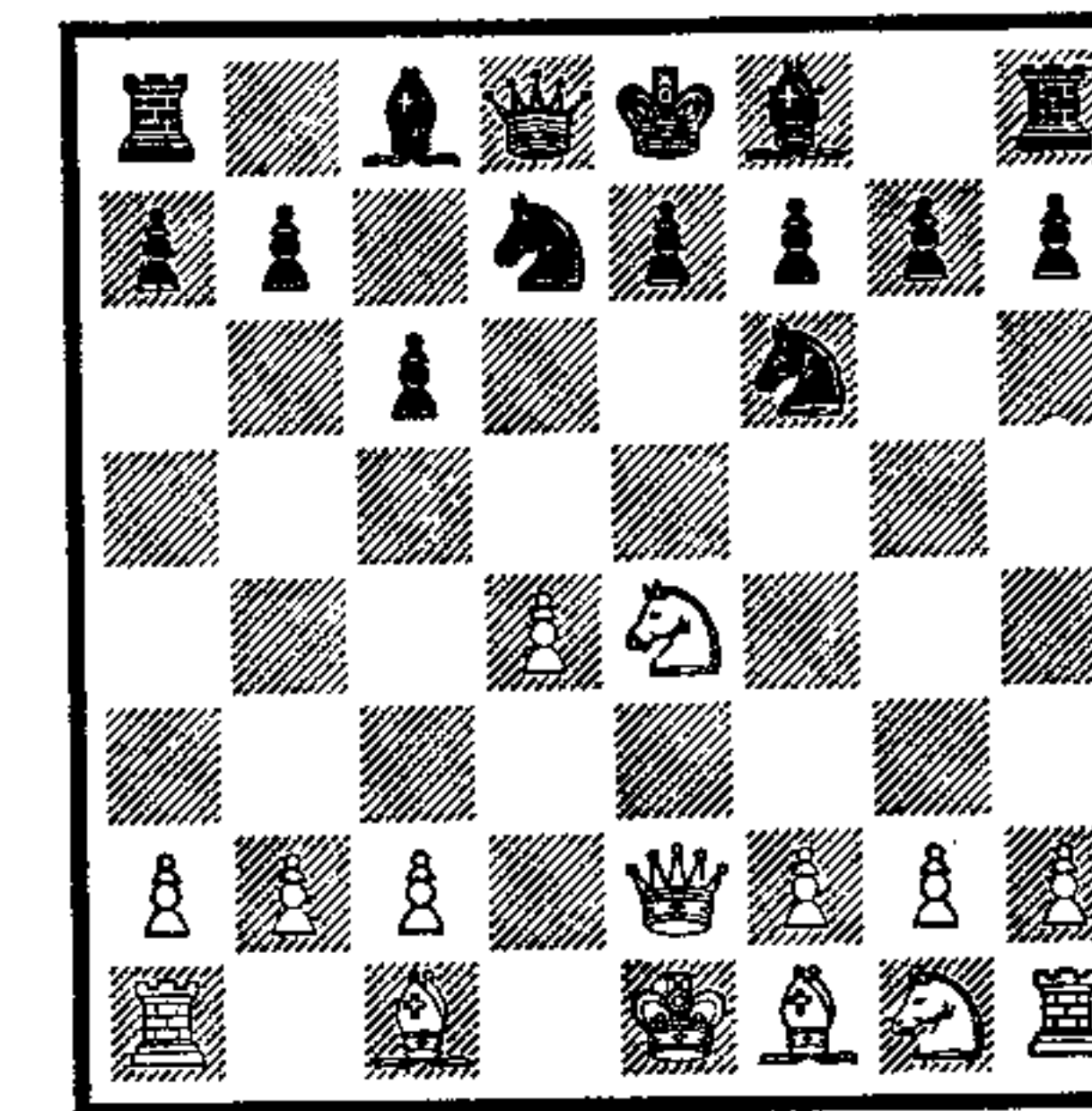
Note that on 8 ... Be7 White gains a clear advantage by 9 N×f6+ g×f6 10 Nf3.

9 Qd8+! (luring the king into a double check) 9 ... K×d8 10 Bg5++ , and mate next move (10 ... Ke8 11 Rd8 mate, or 10 ... Kc7 11 Bd8 mate).

“The mistakes are all there, waiting to be made”—Tartakower once remarked. And he was right.

No. 97

1 e4 c6 2 d4 d5 3 Nc3 d×e4 4 N×e4 Nd7 5 Qe2 Ngf6??



In developing his knight, Black overlooks a threat of mate.

6 Nd6 mate.

This was the finish of the game **Keres–Arlamowski**, from the International Tournament at Zhavno–Zdroj (Poland), 1950. “In serious tournaments such a thing could happen only once”, the reader will no doubt decide. And he would be wrong. At the 17th Olympiad in Havana (1966) Black was mated in exactly the same way in the game **Kostjoerin–Lantsias** from the match between Monaco and Cyprus.

No. 98 Khachaturov–Blagidze, 1950

1 e4 c6 2 d4 d5 3 Nc3 d×e4 4 N×e4 Nd7 5 Nf3 Ngf6 6 Ng3 g6

An unsuccessful plan. 6 ... e6 is correct, and on 7 Bc4–7 ... Nb6 8 Bb3 c5, or 7 Bd3 c5 8 0–0 c×d4 9 N×d4 Bc5, with a satisfactory position for Black.

The flank development of the bishop allows White excellent attacking possibilities, based on the opening of the ‘h’ file.

7 h4! Bg7

The advance of the pawn could have been halted by 7 ... h5, but this seriously weakens the square g5. E.g., 8 Bc4 Bg7 9 Qd3 e6 10 Bg5, with advantage to White (Levenfish–Ravinsky, 1928).

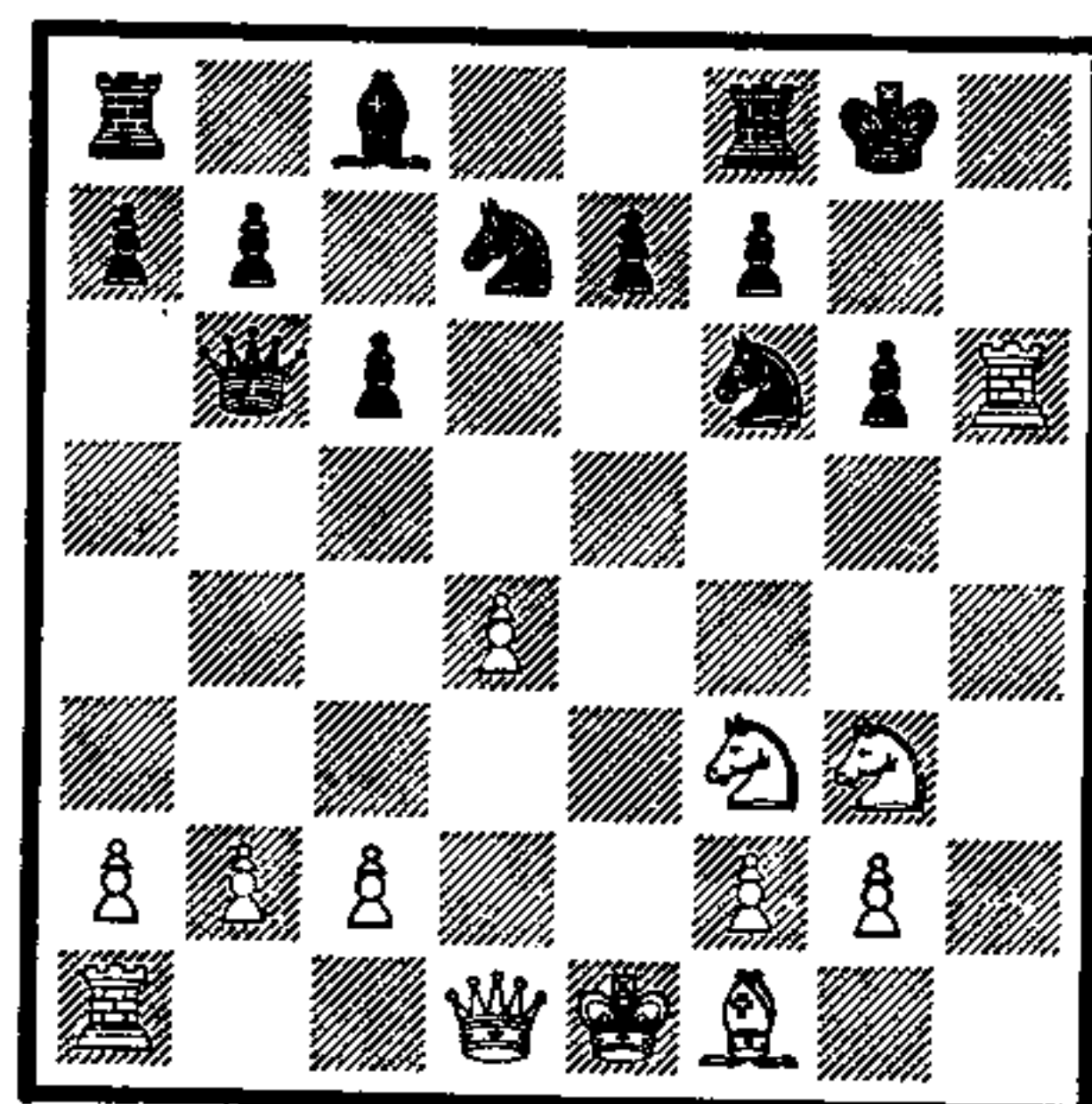
8 h5 0–0 9 h×g6 h×g6 10 Bh6!

For the creation of mating threats it remains for White to play Qd1–d2 and Bh6×g7.

10 ... B×h6

“At least let’s have White’s rook in front of his queen, rather than the other way round”, Black decided. Meanwhile, 10 ... Ng4 deserved consideration, as did 10 ... e5 (11 d×e5 N×e5 12 N×e5 Qa5+).

11 R×h6 Qb6



12 Qc1!

White threatens to retreat his rook (say, to h4), and then play Qc1–h6. If now 12 ... Kg7, then 13 Nf5+ Kg8 (13 ... g×f5 14 Qg5 mate) 14 Rh8+ and 15 Qh6+, mating.

12 ... e5

Counter-play in the centre—the patent remedy against a flank attack—on this occasion does not help. Black should have played 12 ... Ng4.

13 Rh4 Nh7 14 Qh6 Ndf6

And now the knight has to be diverted from f6.

15 Ne4! Nh5 16 Nfg5 Qa5+ 17 c3

Now on 17 ... N×g5 White wins by 18 R×h5 g×h5 19 N×g5.

Black resigned.

No. 99 Em. Lasker–Müller, 1934

1 e4 c6 2 Nc3 d5 3 Nf3 d×e4 4 N×e4 Bf5

One of the advantages of the Caro–Kann Defence over the French is that Black can develop his queen’s bishop without difficulty. With the move order 1 e4 c6 2 d4 d5 3 Nc3 d×e4 4 N×e4, the continuation 4 ... Bf5 is justified, but it is less good after 1 e4 c6 2 Nc3 d5 3 Nf3 d×e4 4 N×e4. Black should play either 4 ... Nf6, or 4 ... Bg4, and on 5 Bc4–5 ... e6.

5 Ng3 Bg6?

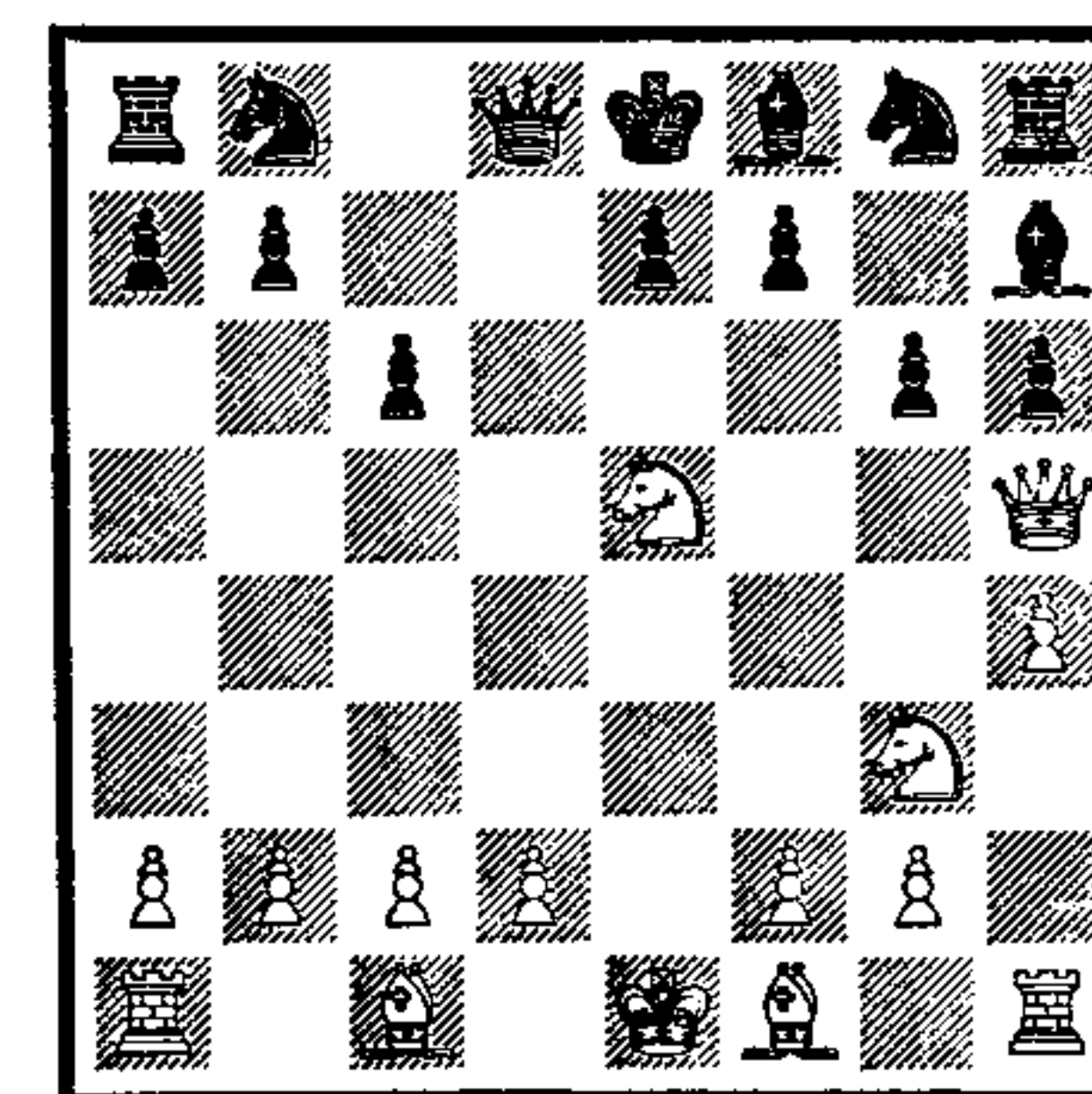
5 ... Bg4 was essential.

6 h4 h6 7 Ne5!

This is the point. In comparison with the variation 1 e4 c6 2 d4 d5 3 Nc3 d×e4 4 N×e4 Bf5 White’s king’s knight is already developed, and this enables him to create threats on the K-side.

7 ... Bh7 8 Qh5 g6

It is already clear that the opening has turned out badly for Black. His queen’s bishop, only just developed, is now immured on the opposite flank.



9 Qf3

9 Bc4 is also very strong. After 9 ... e6 (the queen cannot be taken on account of mate) 10 Qe2 White's pieces are ideally placed. He threatens 11 Nxf7 Kxf7 12 Qxe6+ and mates, and this follows after, for instance, 10 ... Nf6?. Therefore yet another awkward move has to be made—10 ... Qe7. The result of Black's mistake in the opening is a strategically lost position.

9 ... Nf6

Black cannot defend his f7 square by 9 ... Qd5, on account of 10 Qxd5 cxd5 11 Bb5+.

10 Qb3

A double attack, which leads to gain of material. 10 Bc4 is also very strong.

10 ... Qd5 11 Qxb7 Qxe5+ 12 Be2 Qd6 (13 Qc8 mate was threatened) 13 Qxa8 Qc7

Black is the exchange and a pawn down. His one hope—that of trapping the queen—is shattered by White's next move.

14 a4! Bg7 15 Ra3 0-0 16 Rb3, and White won.

No. 100

1 e4 c6 2 d4 d5 3 f3

An old continuation, which against accurate play by Black should not give White any advantage. The simplest reply is 3 ... e6, when a position from the French Defence is reached, with the rather strange moves c7-c6 (in the majority of variations of this opening Black of course plays the undermining move c7-c5) and f2-f3 (which takes away from the white knight the important square f3). After 4 Nc3 Nf6 5 e5 Nfd7 6 f4 c5 the game transposes into a 'genuine' French Defence, while in the event of 4 Be3 Qb6 Black unravels his forces and then plays c6-c5.

3 ... dxe4 4 fxex4 e5

In this way Black gives the game an open character.

5 Nf3 (a check at h4 was threatened) 5 ... exd4?

5 ... Be6 is correct, preventing the development of the enemy bishop at c4. White cannot then play 6 Nxe5 on account of the same check at h4, while if 6 dxe5, then 6 ... Qxd1+ (6 ... Nd7 is also possible) 7 Kxd1 Ne7 followed by Ne7-g6, Bf8-c5 and 0-0, when White cannot hold onto his pawn at e5. In the event of 6 Nc3 Bb4 the chances are again roughly equal.

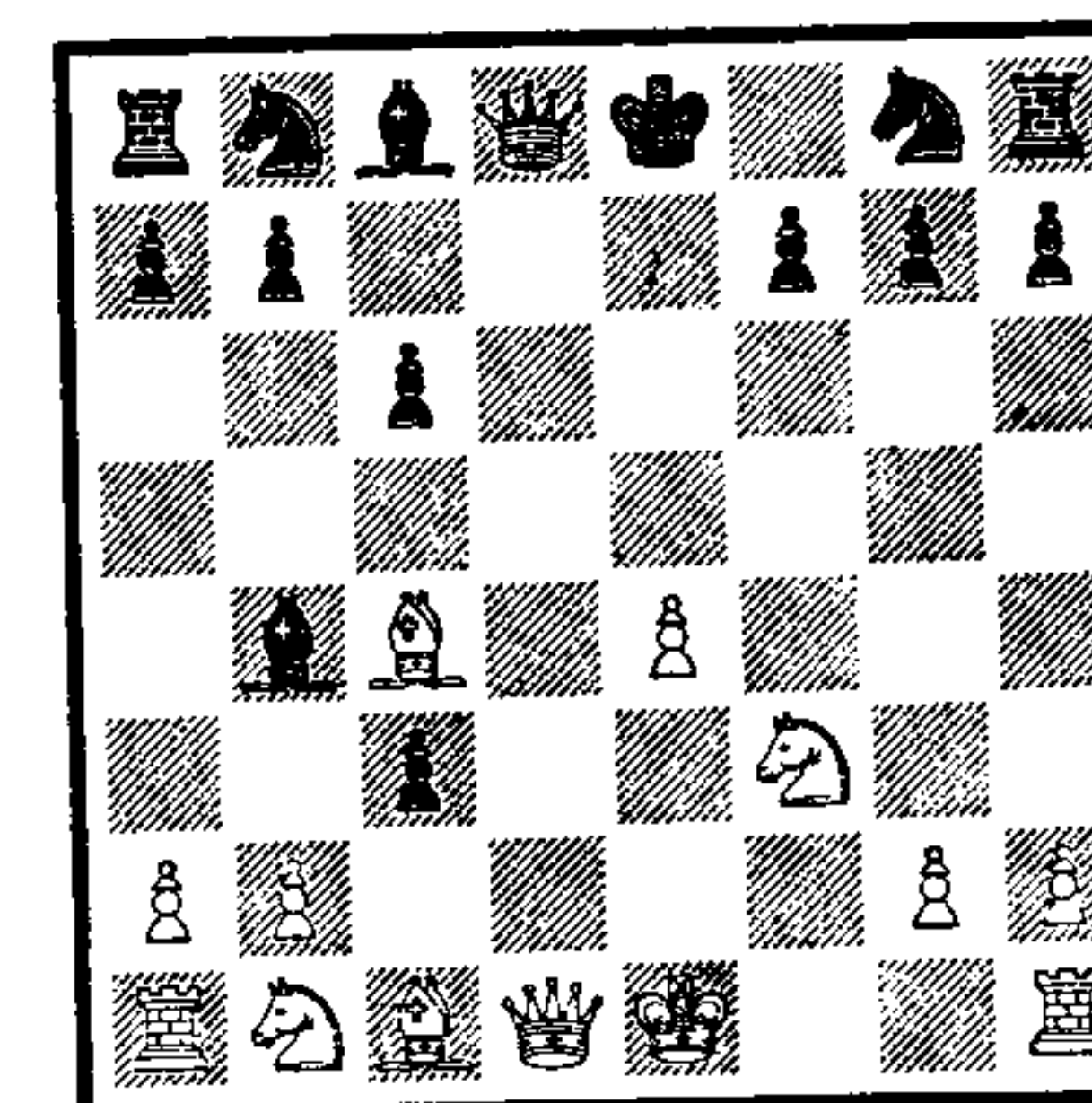
6 Bc4! Bb4+?

6 ... Be6 was the lesser evil. After 7 Bxe6 fxe6 8 0-0 Be7 9 Nxd4 White has the advantage, but, as the reader will see, this was better than allowing the attack on f7.

In the game M. Levin-Machavariani (1971), Black played 6 ... Nf6 7 0-0 (7 Ng5 can be met by 7 ... Be6 8 Nxe6 fxe6 9 Bxe6 Qa5+ and 10 ... Qe5, or 8 Bxe6 fxe6 9 Nxe6 Qe7) 7 ... Be7? (7 ... Nbd7 was essential), and White destroyed the enemy K-side: 8 Ng5 0-0 9 Nxf7! Qb6 (if 9 ... Rxf7, then 10 Bxf7+ Kxf7 11 e5, winning material) 10 Rxf6 d3+ 11 Kh1 gx6 12 Qh5 (this move also follows after 11 ... Bxf6) 12 ... f5 (there is no defence against 13 Ng5+, with an attack on h7) 13 Ng5+ Kg7 14 Qxh7+ Kf6 15 Qh6+ Ke5 16 Nf3+, and Black resigned.

7 c3 dxc3

Black gives up his queen, but obtains a new one, capturing the rook at a1 en route.



8 Bxf7+ Kxf7 9 Qxd8 cxb2+ 10 Ke2 bxa1 = Q

Black has a great material advantage, but unfortunately it is his opponent's turn to move.

11 Ng5 + Kg6 12 Qe8 + Kh6 13 Ne6 + g5 14 B×g5 mate

This combination has been known for a long time (the variation with the mate at g5 was mentioned in the notes to the game Kirillov–Grigoriev, played in the USSR in 1931). It was repeated in full in the tournament at Reggio–Emilia (1967/8) in the game Tatai–Mariotti.

No. 101 Botvinnik–Spielmann, 1935

1 e4 c6 2 c4 d5 3 e×d5 c×d5 4 d4 Nf6 5 Nc3 Nc6 (nowadays 5 ... e6 is considered more accurate) **6 Bg5!**

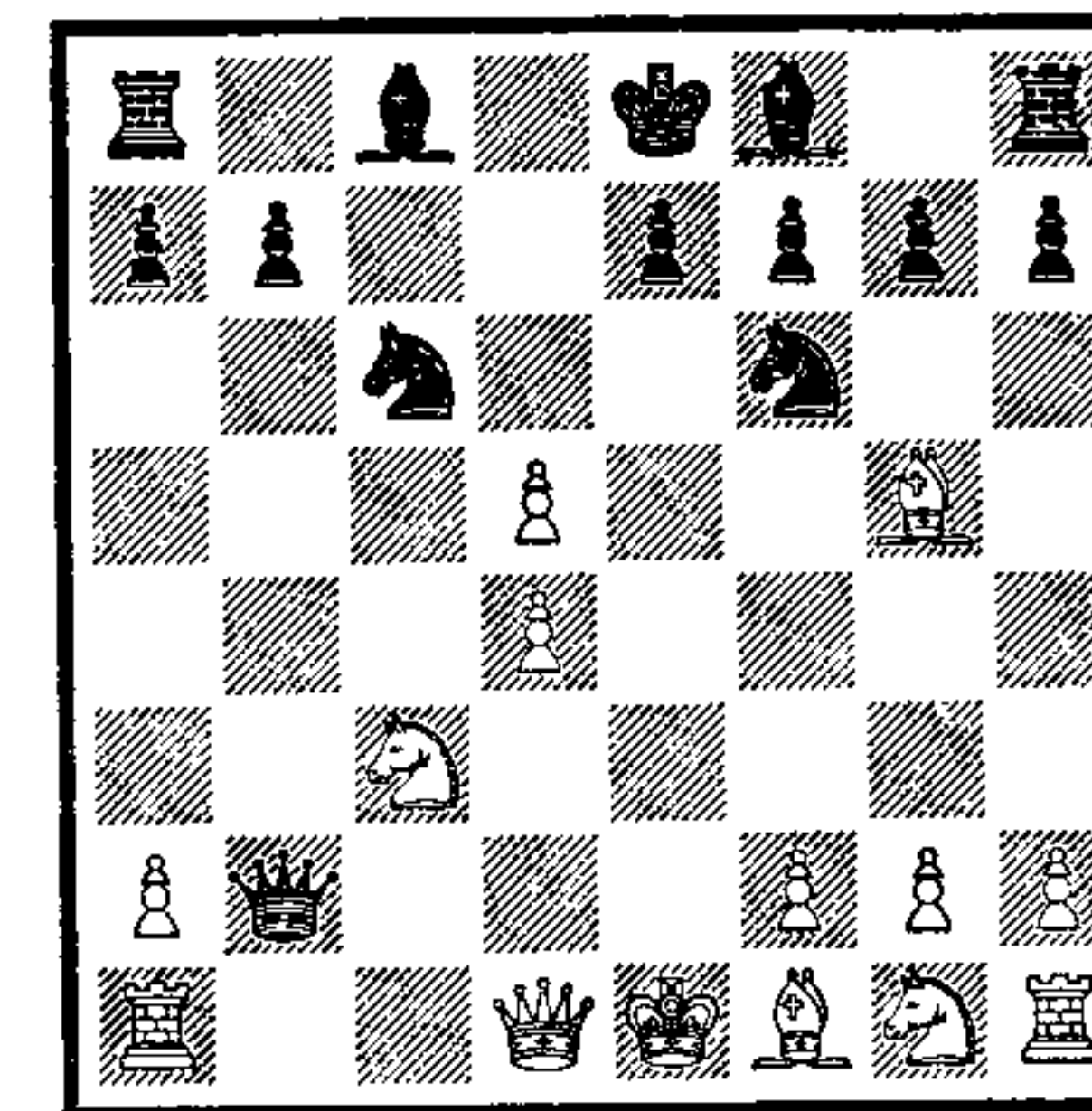
This variation, worked out by Panov in 1930, was successfully adopted in the Botvinnik–Flohr match, 1933.

6 ... Qb6?!

6 ... e6 is the usual continuation. With the knight at c6 White then has a promising plan based on 7 c5. E.g., 7 ... Be7 8 Bb5 0–0 9 B×c6 b×c6 10 Nf3 Ne4 (on 10 ... Ba6, 11 Ne5 followed by 12 Qa4 is good) 11 B×e7 Q×e7 12 0–0 N×c3 13 b×c3. Here the knight is a stronger piece than the bishop, which gives White a slight advantage. This is why Black does better to delay the development of his knight to c6—White is then denied the manoeuvre Bf1–b5×c6. Here is a possible variation: 5 ... e6 6 Nf3 Be7, and in the event of 7 c5–7 ... 0–0 8 Bd3 b6 9 b4 a5 10 Na4 Nbd7 11 Bf4 (or 11 a3 a×b4 12 a×b4 b×c5 13 b×c5 e5! 14 N×e5 B×c5, with a very sharp game; 14 d×e5? is unsatisfactory for White in view of 14 ... N×c5 15 e×f6 N×d3+ 16 Q×d3 B×f6 17 Nd4 Qe8+ and 18 ... R×a4) 11 ... a×b4 12 c6 Nc5 13 d×c5 b×c5. For the piece Black has perfectly adequate compensation.

But let us return to the Botvinnik–Spielmann game. The double-edged move 6 ... Qb6 (an innovation suggested by the Czech master Rejfiř) was specially brought by Spielmann to Moscow, so that he could employ it against Botvinnik, who regularly played this variation.

7 c×d5 Q×b2



According to Rejfiř's analysis, White was now 'supposed' to play 8 Na4, when 8 ... Qb4+ 9 Bd2 Q×d4 10 d×c6 Ne4 11 Be3 Qb4+ 12 Ke2 b×c6! gives Black a dangerous attack for the sacrificed piece (he threatens 13 ... Q×a4+ 14 Q×a4 Nc3+ and 15 ... N×a4, as well as 13 ... Ba6+). But Botvinnik was not familiar with Rejfiř's analysis, and ... refuted it at the board!

8 Rc1! Nb4

If 8 ... Nb8 (8 ... Na5? 9 Qa4+), then 9 Na4 Qb4+ 10 Bd2, followed by Rc1×c8+, while 8 ... Nd8 9 B×f6 e×f6 10 Bb5+ gives White a very strong attack: 10 ... Bd7 11 Rc2! Qb4 12 Qe2+ Be7 13 B×d7+ K×d7 14 Qg4+ and 15 Q×g7, and wins (Botvinnik).

9 Na4 Q×a2 10 Bc4 Bg4 11 Nf3 B×f3 12 g×f3

Black resigned, since to save his queen he has to give up a piece: 12 ... Qa3 13 Rc3 Nc2+.

* * *

Instead of 7 ... Q×b2?, attempts have been made to rehabilitate Rejfiř's variation by capturing the other pawn—7 ... N×d4, the idea being to answer 8 Be3 with 8 ... e5 9 d×e6 Bc5 10 e×f7+ Ke7. But practice has shown that in this case too the game turns out favourably for White: 11 Bc4 Rd8 (11 ... Q×b2 12 Nge2! Nc2+ 13 Q×c2! Q×a1+ 14 Bc1, with the threat of 0–0 and Bc1–f4, Dely–Sallay, 1964) 12 Nf3 Bg4 13 B×d4 followed by 14 Qe2+.

White has another good reply to 7 ... N×d4–8 Nf3. E.g., 8 ... N×f3+ 9 Q×f3 Q×b2? 10 Bb5+, or 8 ... Q×b2 9 Rc1 N×f3+ 10 Q×f3, in both variations with advantage to White.

In short, Rejfiř's move 6 ... Qb6, which is suspect from the positional point of view, is not supported by tactical arguments either.

*Pirc/Modern Defence***No. 102 Makarov–Schmid, 1964**

1 e4 d6 2 d4 Nf6 3 Nc3 g6 4 f4 Bg7 5 Nf3 0–0 6 e5 Ne8

This is a difficult variation for Black. Normally here he retreats the knight to d7, which leads to a highly complicated game, or else simplifies by 6 ... d×e5 7 d×e5 (7 f×e5 Nd5 gives Black a comfortable game) 7 ... Q×d1+ 8 K×d1. True, in this last variation the bishop at g7 is for a long time locked out of the game.

The aim of 6 ... Ne8 is to keep open the diagonal of the bishop at c8, in order to reply to 7 h4 with 7 ... Bg4. E.g., 8 h5 d×e5! (8 ... B×h5 is dangerous on account of 9 R×h5!) 9 h×g6 h×g6 10 f×e5 c5, with excellent counter-chances. However, White is not obliged to play so riskily; he can prepare the attack h2–h4–h5. With his knight at e8 Black has a cramped position, and it is difficult for him to gain counter-play in the centre.

7 Be3 c5 8 Bd3 Nd7

This move, together with the subsequent slow manoeuvres, allow White to mount an attack.

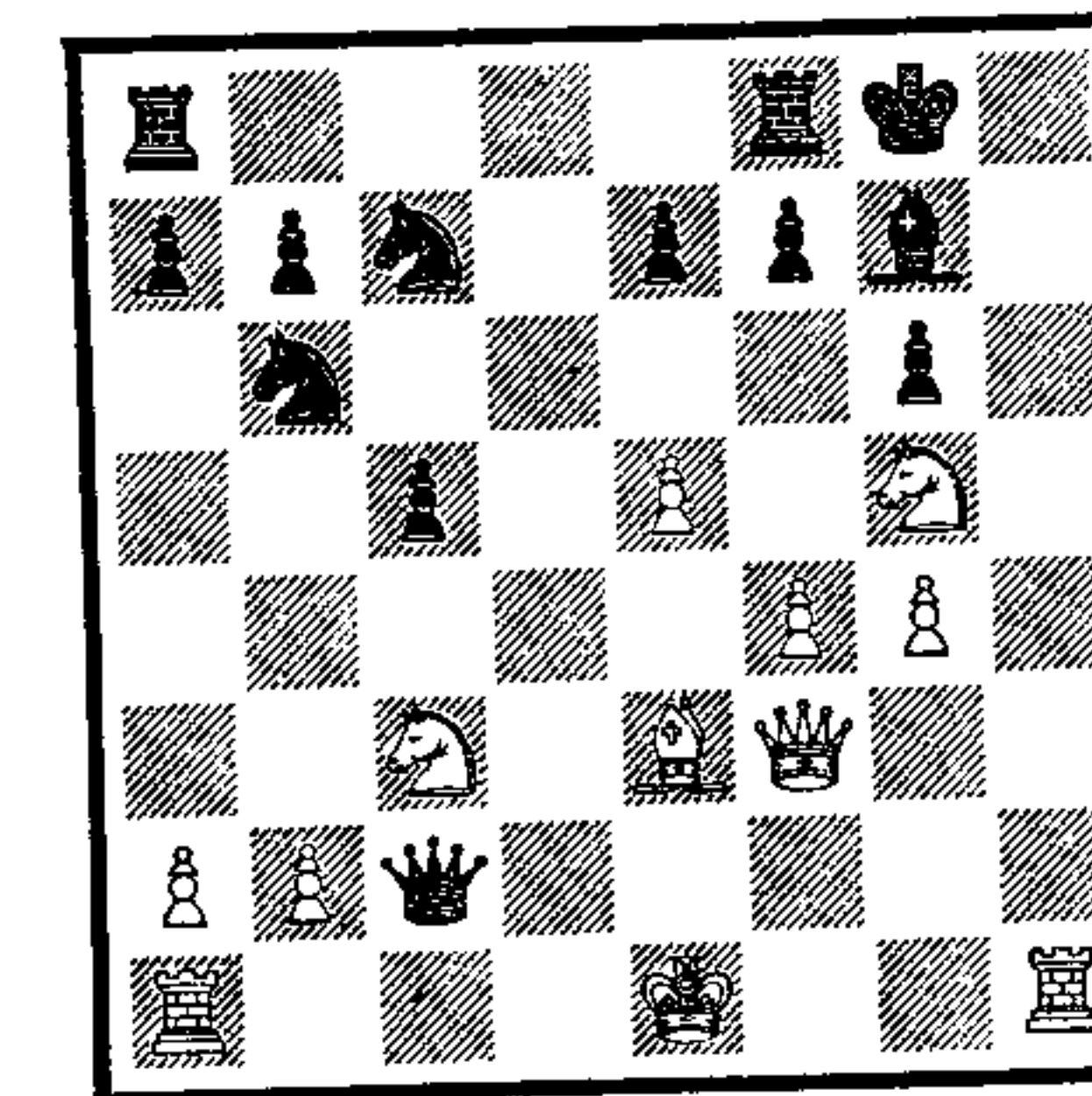
9 h4 Nb6 10 h5 Nc7

There was possibly still some chance of putting up a resistance after 10 ... Bg4. White would probably have continued 11 h×g6 h×g6 12 Rh4, followed by 13 Qd2 and 0–0–0!

11 h×g6 h×g6 12 Ng5 d×e5 13 d×e5 Bf5 14 Qf3! Qc8

Black assumed that he had forestalled the threat of an immediate invasion by the white pieces down the 'h' file...

15 B×f5 Q×f5 16 g4! Q×c2



If now 17 Qh3, then 17 ... Rfd8. But there is a stronger move.

17 Rh8+!

The queen goes to h3 only after 17 ... B×h8 (or 17 ... K×h8).

Black resigned.

No. 103 Tal–Tringov, 1964

1 e4 g6 2 d4 Bg7 3 Nc3 d6 4 Nf3 c6

An alternative plan is to put pressure on White's centre by 4 ... Bg4. E.g., 5 Be3 Nc6 6 Be2 e5 7 d5 Nce7.

5 Bg5 Qb6

The start of an unsuccessful expedition. 5 ... Nf6 was correct.

6 Qd2 Q×b2

This win of a pawn is highly risky, but otherwise after 7 0–0–0 the queen move to b6 proves to be a pointless waste of time.

7 Rb1 Qa3 8 Bc4 Qa5

8 ... b5? fails to 9 N×b5 c×b5 10 Bd5.

9 0–0 e6 10 Rfe1 a6

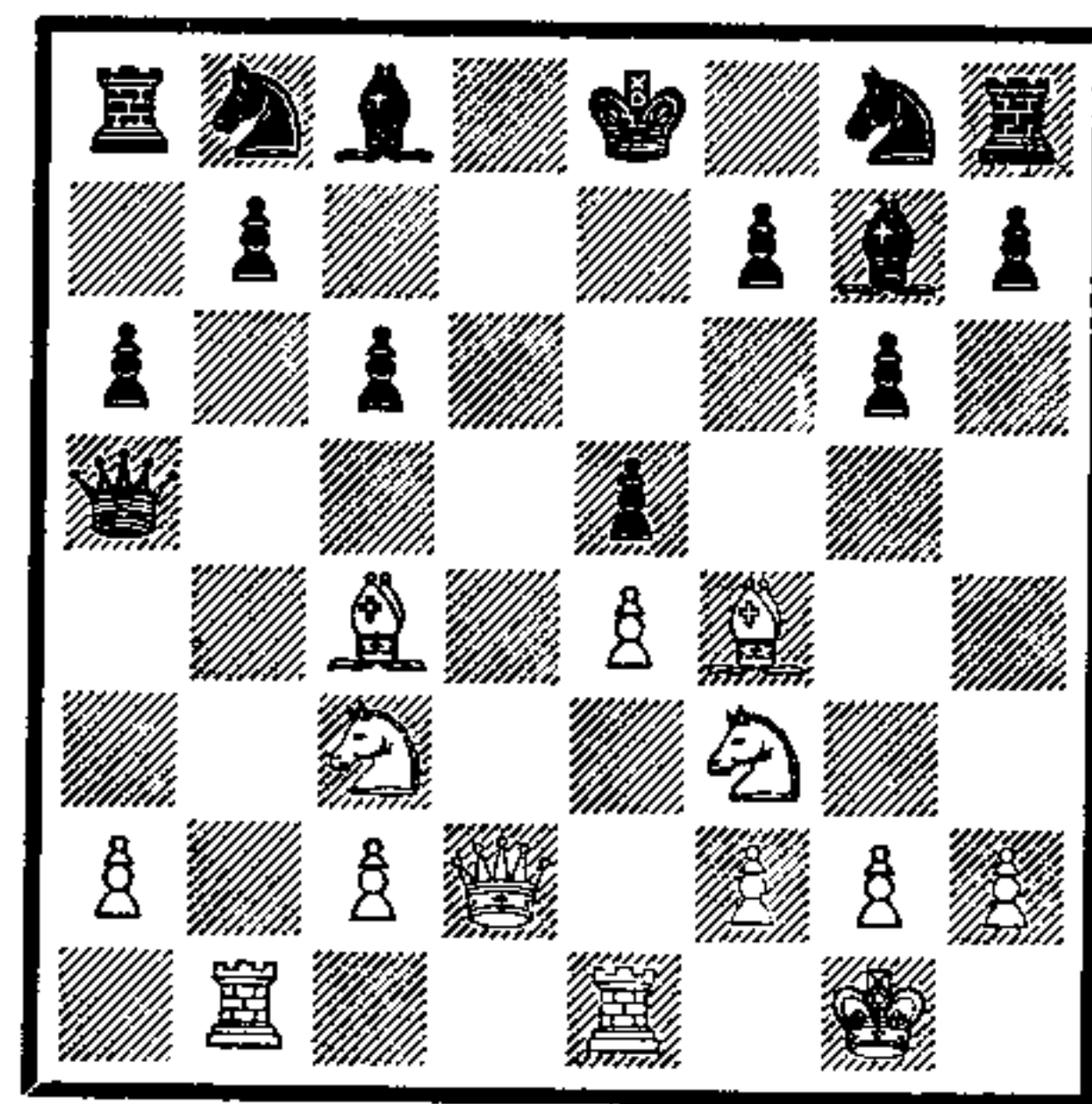
If 10 ... Nbd7, then 11 Nb5 Q×d2 12 N×d6+ Kf8 13 B×d2 b6 14 d5, with a clear advantage to White.

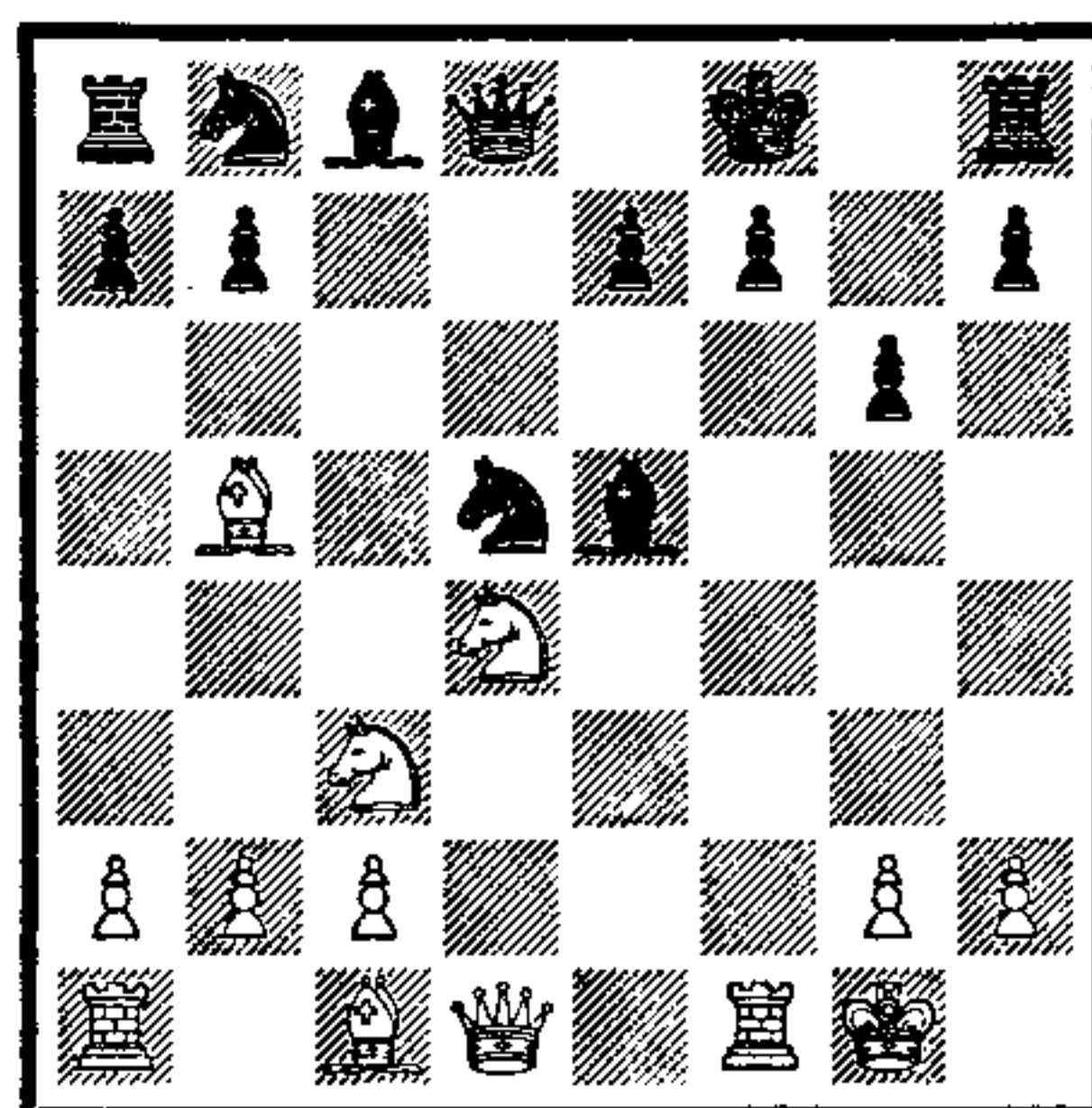
Black is seriously behind in development—for the 'b' pawn he has paid too high a price.

11 Bf4 e5?

Black should not, of course, have himself opened up lines for the enemy pieces, which are ready to attack. But also after 11 ... Qc7 White develops a very strong attack by 12 e5, and on 12 ... d5 – 13 B×d5 c×d5 14 N×d5 e×d5 15 e6!, or 14 ... Qd8 15 Nb6 Ra7 16 d5! e×d5 17 Bg5.

12 d×e5 d×e5





11 N×d5

A perhaps simpler winning method was demonstrated in the game Schwarz–Marguardt, played in Berlin a few months later: 11 Bh6+ Kg8 (if 11 ... Bg7, then 12 B×g7+ K×g7 13 N×d5 Q×d5 14 Nf5+, winning the queen) 12 N×d5 Q×d5 13 Nf5! Qc5+ (13 ... Q×b5 and 13 ... Q×d1 are both answered by 14 N×e7 mate) 14 Be3 Qc7 15 Nh6+ Kg7 16 R×f7 mate.

Ten years later, a game Olifer–Levitin, played in a USSR Team Tournament (1959), finished in exactly the same way.

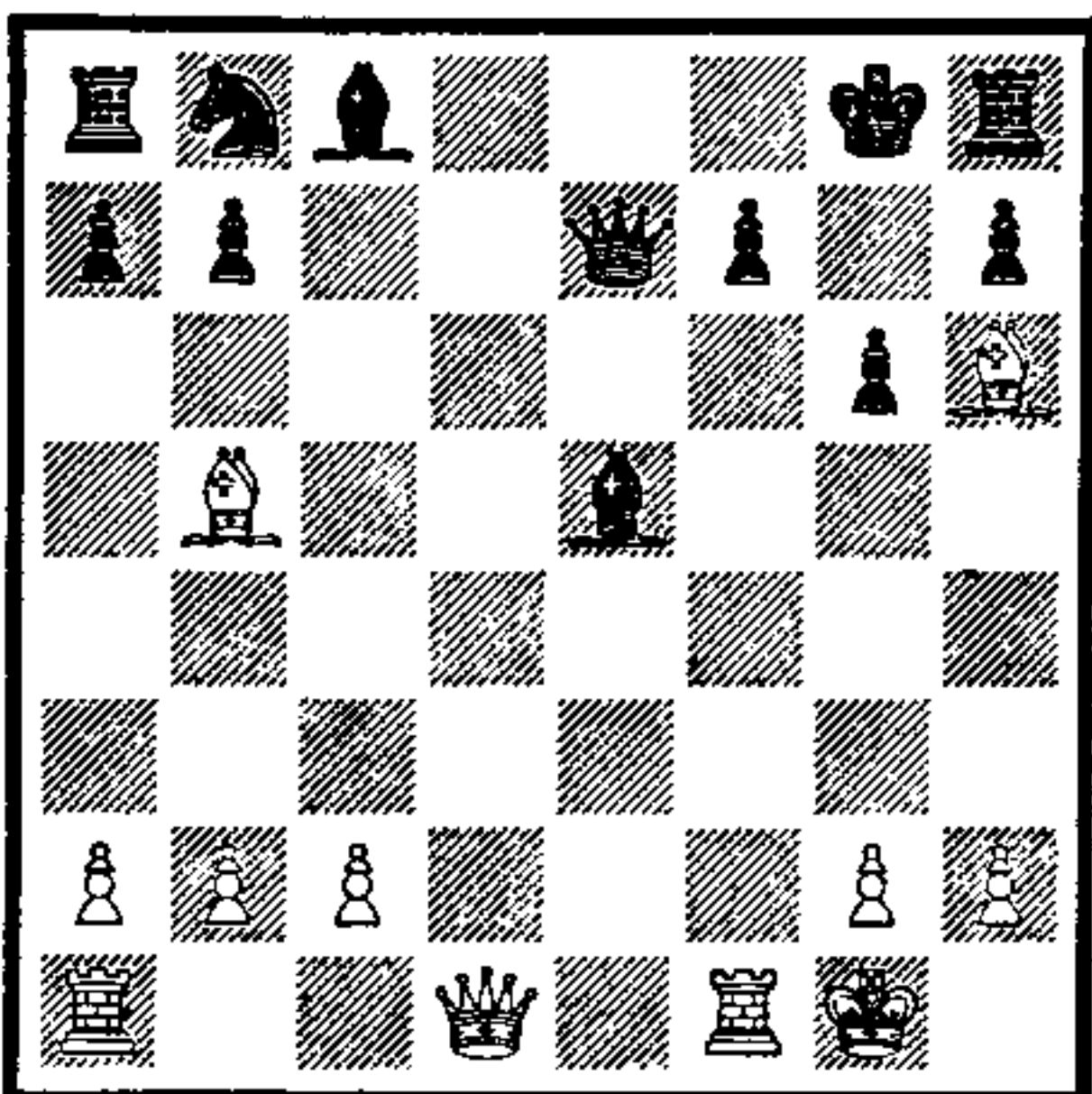
11 ... Q×d5 12 Nf5!

Here too 12 ... Q×d1 fails to 13 Bh6+ Bg7 14 Ra×d1, while after 12 ... Q×b5 Black is mated in four moves.

12 ... Qc5+ 13 Be3 Qc7 14 Bh6+

The start of a spectacular attack, in which White sacrifices a knight and a rook.

14 ... Kg8 15 N×e7+ Q×e7



16 R×f7! K×f7

Black cannot capture with the queen, of course, on account of mate. Annotating this game, Levenfish considered 16 ... K×f7 to be the decisive mistake. "If Black had played 16 ... Qc5+, and on 17 Kh1 – 17 ... K×f7", he wrote, "it would be difficult to demonstrate the correctness of White's sacrifices."

However, in the event of 16 ... Qc5+ White still wins. Only not by moving his king, but by playing 17 Rf2! (pointed out by A. Vasiliev and A. Kots in 1951). The point is that Black cannot play 17 ... Bd4 on account of 18 Q×d4! Q×d4 19 Bc4+! Q×c4 20 Rf8 mate, while if 17 ... Bf5, then 18 Qe2!, with the terrible threat of 19 Bc4+ (e.g., on 18 ... Be6 or 18 ... Qe7, 19 Q×e5 is immediately decisive, on 18 ... Nd7 – 19 Bc4+, and in the event of 18 ... Kf7 – 19 g4!, and after 19 ... Bd4 – 20 Bc4+ Kf6 21 g5 mate).

Thus the sacrifice is correct in all variations!

17 Qd5+ Qe6 18 Rf1+ Bf6 19 R×f6+! K×f6 20 Qd4+! Ke7 (if 20 ... Qe5, then 21 Bg7+)

21 Bg5+ Kf7 22 Bc4 Re8

A more elegant finish would be 22 ... Q×c4 23 Qf6+! Kg8 24 Bh6!, when Black has two extra rooks and a knight!

23 Qf6+ Kg8 24 Bh6! Resigns

No. 106 Kujpers–Jougsma, 1968

1 e4 c5 2 Nf3 g6 3 d4 c×d4 4 N×d4 Bg7 5 Nc3 Nc6 6 Be3 Nf6 7 Bc4 d6 8 f3 Qb6

An attempt to avoid the Rauzer Attack (8 ... 0-0 9 Qd2)—White's most powerful weapon against the 'Dragon' set-up.

Black threatens not only to capture on b2, but also 9 ... N×e4!. However, in playing 8 ... Qb6 he must be prepared for the complications resulting after 9 Nf5 Q×b2 10 N×g7+ Kf8 11 Nd5. A conclusive assessment of this extremely intricate variation, which 'in general' is considered unfavourable for Black, has still not been made. And besides, with the fear of falling into a prepared variation, or of simply not knowing the numerous forced lines, it is not every master who dares to accept such

a challenge. Especially since White has at his disposal other promising continuations, which are less sharp and forcing.

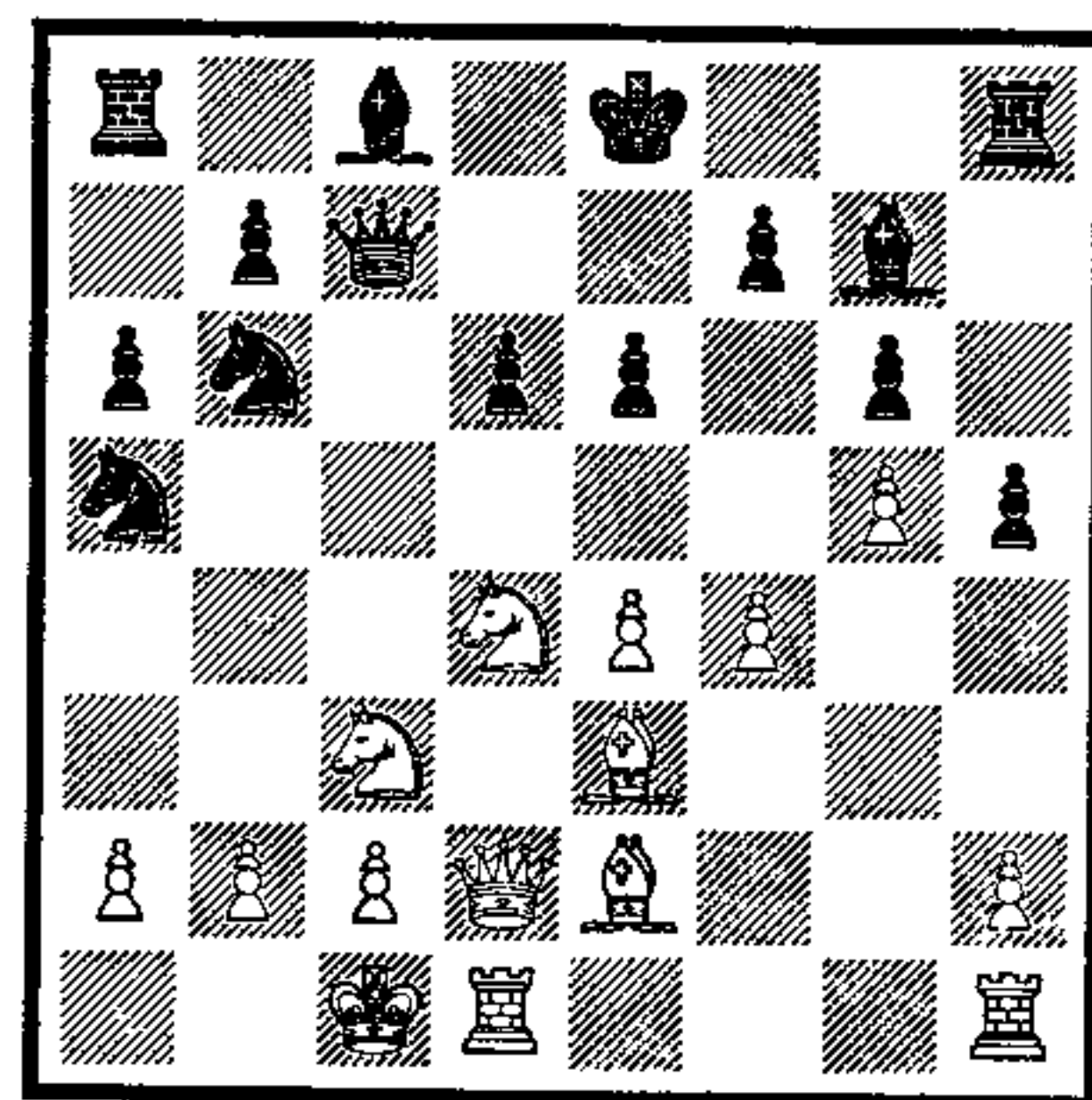
9 Bb5 Qc7 10 g4

On 10 Nd5 Black can play 10 ... N×d5 11 e×d5 a6, and if 12 B×c6 + b×c6 13 N×c6, then 13 ... Bb7 14 Bd4 B×d4 15 Q×d4 0-0, regaining the pawn with a roughly equal position.

10 ... e6

Black takes radical measures to prevent Nc3-d5. 10 ... Bd7 was also perfectly playable. If 11 g5 Nh5 12 Nd5, then 12 ... Qa5 + 13 Bd2 (13 c3 e6!) 13 ... Qd8 and 14 ... 0-0, followed by e7-e6.

11 Qd2 h5 12 g5 Nd7 13 0-0-0 a6 14 Be2 Na5 15 f4 Nb6



Black is intending to establish a knight at c4. After some thought, Kujpers decided that it was time to exploit the weakness of Black's 'd' pawn by combinational means. In similar situations a knight can be sacrificed at b5 – 16 Ndb5 a×b5 17 N×b5, etc.

And Kujpers boldly went in for this variation. What he failed to foresee was the 'etc'.—17 ... Nb3 +!, after which he had to resign.

No. 107 Fischer-Reshevsky, 1958/9

1 e4 c5 2 Nf3 Nc6 3 d4 c×d4 4 N×d4 g6 5 Be3 Bg7 6 Nc3 Nf6 7 Bc4 0-0

In this variation the most accurate continuation is 7 ... Qa5, with an attack on the pawn at e4. If White defends it by the plausible move 8 f3,

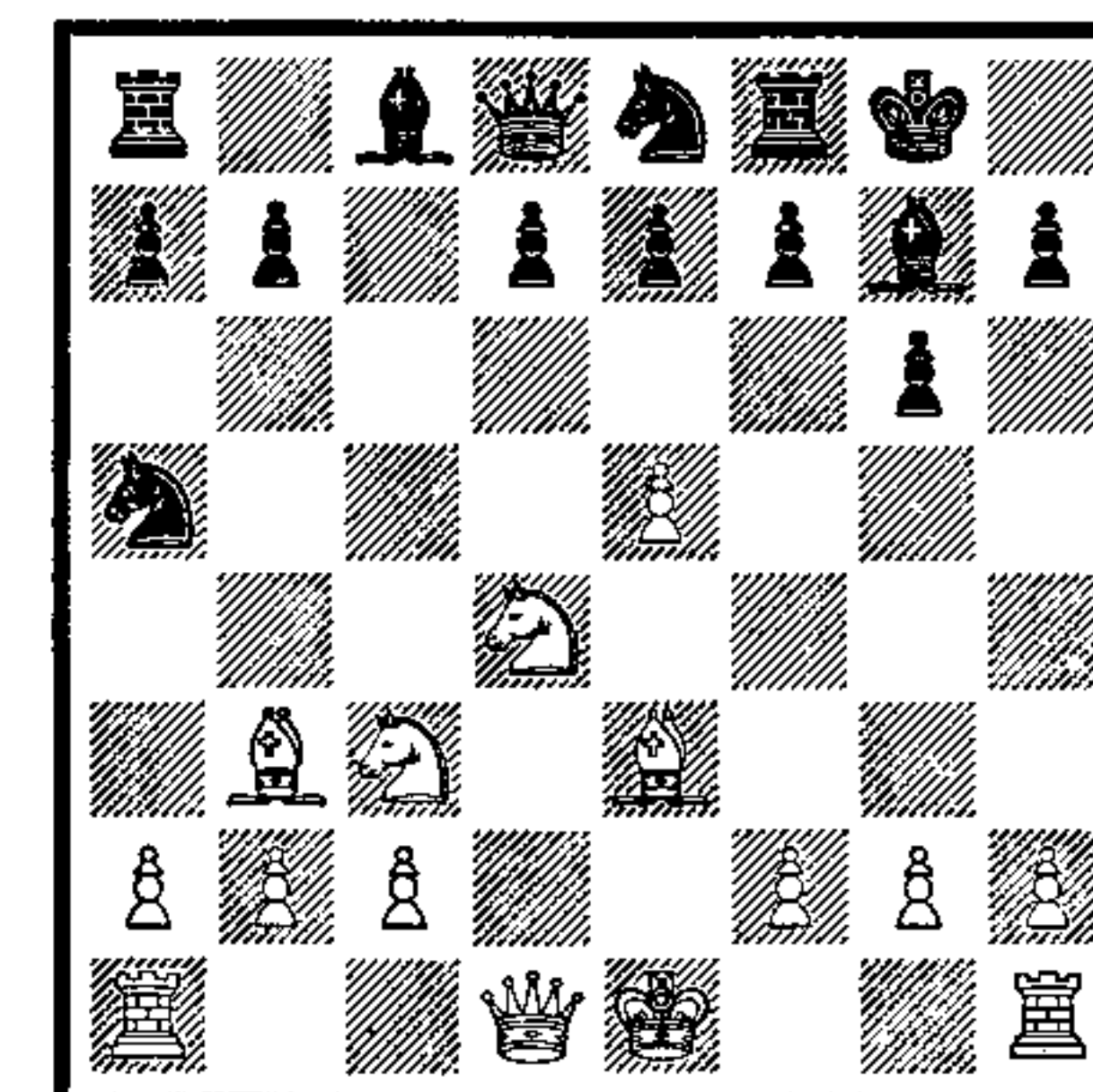
after 8 ... Qb4! he loses a pawn—9 Bb3 N×e4, and if he should persist with 10 N×c6 B×c3 + 11 b×c3 Q×c3 + 12 Ke2 d×c6 13 Qg1 (13 Bd4? e5; 13 f×e4? Bg4+) 13 ... Nf6 14 Bd4 Qb4 15 Qe3 0-0 16 Rad1 b6!, then he loses two (analysis by Ravinsky).

The other natural move defending e4 in reply to 7 ... Qa5—8 Qd2, also loses a pawn after 8 ... N×e4. If now 9 N×e4, then 9 ... Q×d2 + and 10 ... N×d4. White is not helped by the intermediate move 9 N×c6. Then comes 9 ... Q×c3! 10 b×c3 N×d2 11 B×d2 d×c6, when once again White is a pawn down.

Thus after 7 ... Qa5 White is denied the advantageous possibility of choosing the variation with Q-side castling, and is forced to restrict himself to the modest 8 0-0.

8 Bb3

Here Black decided to exchange off the white bishop, and played 8 ... Na5? (correct is 8 ... d6 or 8 ... Qa5), on which there followed 9 e5 Ne8.



10 B×f7 +! K×f7

If 10 ... R×f7, then 11 Ne6, and Black loses his queen.

11 Ne6!!

On 11 ... K×e6 Black is mated: 12 Qd5 + Kf5 13 g4 + K×g4 14 Rg1 + Kh5 15 Qd1 + and 16 Qg4 mate, and Black therefore had to part with his queen.

Here, instead of congratulating his young opponent on his victory, Reshevsky gave up his queen, for which he obtained only two minor pieces, and put up a prolonged but hopeless resistance.

In this game the young Fischer caught his experienced opponent in a variation which had occurred in an earlier game **Bastrikov–Shamkovich** (1958). On noticing the possibility of the bishop sacrifice at f7, instead of 9 ... Ne8 Shamkovich played 9 ... Nxb3, but after 10 exf6 Nxa1 11 fxg7 Nx c2+ 12 Qxc2 Kxg7 13 f4 could not avoid defeat.

When this trap had already become widely known, it was repeated in the game **Ambrazaitis–Rubin**, from the 1962 Championship of Lithuania.

No. 108 Lyangov–Stoichev, 1966

1 e4 c5 2 Nf3 Nc6 3 d4 cxd4 4 Nx d4 g6 5 Nc3 Bg7 6 Be3 Nf6

Black avoids playing d7–d6, and tries to effect the advance d7–d5 without loss of time. In the event of 7 Nx c6 bxc6 8 e5 he is prepared to sacrifice a pawn by 8 ... Nd5 9 Nx d5 cxd5 10 Qxd5 Rb8, with counter-play.

7 Bc4

This prevents Black's counter-blow d7–d5, but it also has its disadvantages...

7 ... Na5

A mistake, which White could have exploited. 7 ... Qa5 deserves consideration, when White is denied the possibility of castling Q-side, and is forced to choose the quieter system with K-side castling.

8 Bb3

The temporary piece sacrifice—8 Bxf7+! Kxf7 9 e5 would have given White a positional advantage. The knight cannot retreat to e8 or g8 on account of 10 Ne6!! 9 ... Nh5 is unfavourable on account of 10 g4 Bxe5 11 gxh5. Comparatively best is 9 ... d5, but even then 10 exf6 Bxf6 11 Qf3 Nc6 12 0–0–0 gives White clearly the better game.

8 ... Nx b3 9 Nx b3

9 ax b3 deserves serious consideration, when, strange as it may seem, it is more difficult for Black to attack White's Q-side castled position.

9 ... 0–0 10 f3 d6 11 Qd2 Be2 Be6 12 0–0–0 Bxb3 (instead of this, 12 ... a5 was worth considering) **13 cx b3!**

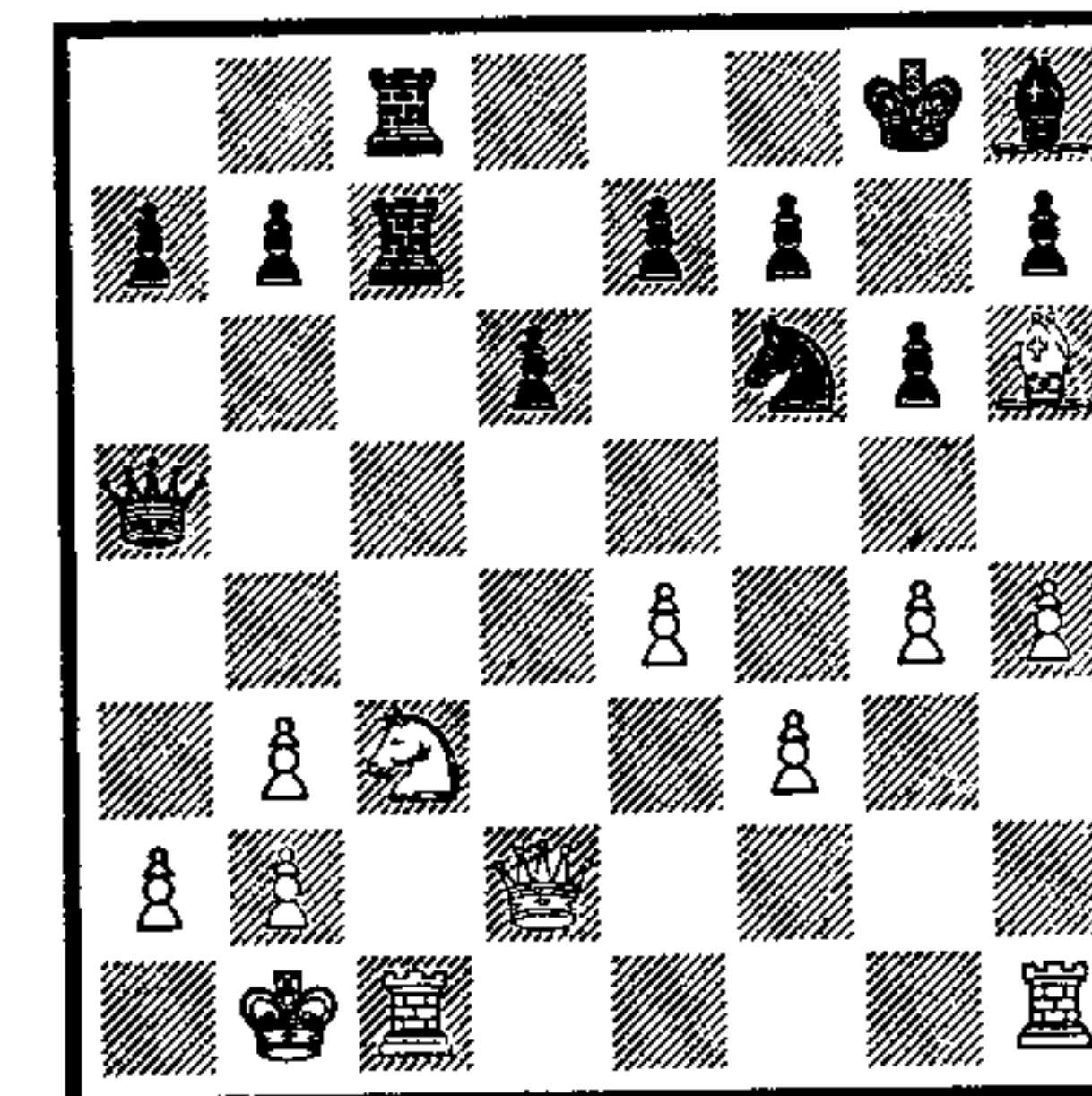
It is well known that pawns should capture towards the centre. But **there** are exceptions to every rule! By playing Kc1–b1 and Rd1–c1 White **intends** to parry Black's characteristic attack along the 'c' file.

13 ... Qa5 14 Kb1 Rfe8

Black incorrectly avoids playing 14 ... b5. True, after b5–b4 and Nc3–a4 Black's attack is not dangerous, but the knight at a4 would be out of play.

15 Bh6 Bh8 16 h4 (White plans to open the 'h' file) **16 ... Rac8 17 Rc1 Rc7 18 g4 Rec8**

A move which fits in with his projected plan, but which is at the same time... a decisive tactical oversight.



19 Nd5!

On 19 ... Qxd2 there follows 20 Nx e7+ Rxe7 21 Rxc8+ Re8 (21 ... Ne8 22 Bxd2) 22 Rxe8+ Nxe8 23 Bxd2, with an easy win.

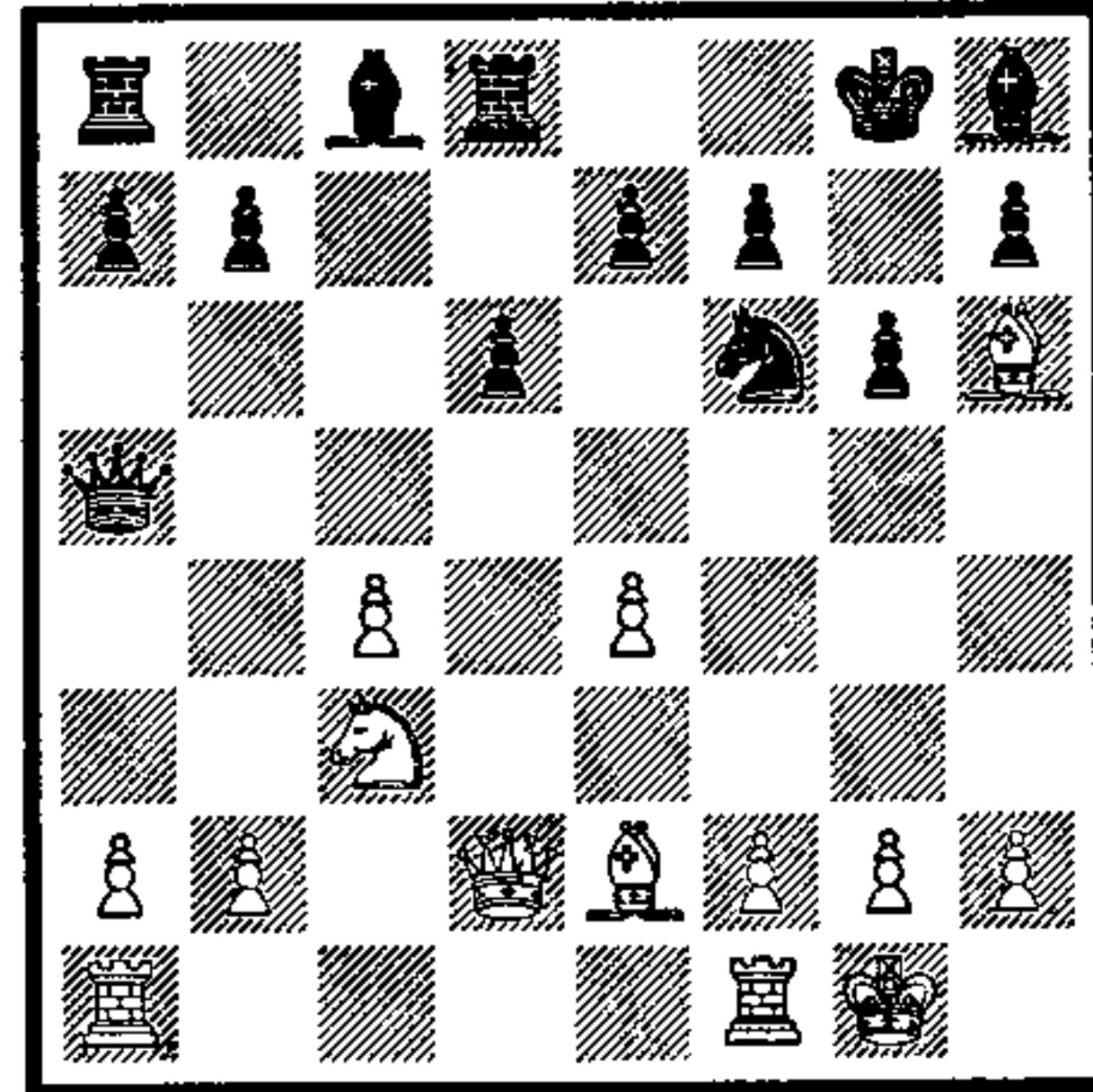
But what if Black does not take the queen, but exchanges all the rooks? Then he gets mated: 19 ... Rxc1+ 20 Rxc1 Rxc1+ 21 Qxc1!. Now the only defence against the two threats of 22 Nx e7 mate and 22 Qc8+ is 21 ... Qd8. But then 22 Qc8! makes mate inevitable.

Here is a further example on the same theme.

No. 109 Meder–Zunker, 1973

1 e4 c5 2 Nf3 Nc6 3 d4 cxd4 4 Nx d4 g6 5 c4 Nf6 6 Nc3 Nx d4 7 Qxd4 d6 8 Bg5 Bg7 9 Be2 0–0 10 Qd2 Qa5 11 0–0 Rd8

In order to preserve his bishop from exchange Black should have played 11 ... Re8, and on 12 Bh6–12 ... Bh8. He decided, however, that his rook would be more favourably placed at d8...

12 Bh6 Bh8?

Now that the rook has taken the square d8 away from the queen (and the square e7 is undefended!) the tactical stroke **13 Nd5!** forced Black's resignation.

No. 110 Gaprindashvili–Servaty, 1974

1 e4 c5 2 Nf3 Nc6 3 d4 c×d4 4 N×d4 g6 5 c4 Bg7 6 Be3 Nf6 7 Nc3 Ng4 8 Q×g4 N×d4 9 Qd1 e5

Of Black's three possible replies in this difficult variation: 9 ... e5, 9 ... Nc6 and 9 ... Ne6, only the last one is relatively acceptable. It is true that even then White's chances are preferable. E.g., 10 Qd2 Qa5 11 Rc1 b6 12 Bd3 Bb7 13 Bb1 Rc8 14 b3. If now 14 ... f5, then 15 e×f5 g×f5 16 Nd5. Or 10 ... d6 (instead of 10 ... Qa5) 11 Rc1 Bd7 12 Bd3 a5 13 0–0 Nc5 14 Bb1 Bc6 15 f4 0–0 16 e5.

The disadvantage of the move played, 9 ... e5, is that the central squares d5 and d6 are weakened. But, in order to exploit this weakening, White has to remove the knight at d4.

10 Nb5!

The knight at d4 must be exchanged for White's knight! 10 B×d4? e×d4 11 Nb5 0–0 12 N×d4 Qb6! would be playing into Black's hands—his bishop at g7 dominates the board.

10 ... 0–0

Black sacrifices a pawn. Bad is 10 ... Qb6 11 c5 (11 ... Q×c5? 12 Rc1), or 10 ... Qa5 + 11 Bd2 Qb6 12 c5.

After 10 ... N×b5 11 c×b5 d6 12 Bc4 Be6 13 Qb3, or 13 B×e6 f×e6 14 0–0 0–0 15 Qb3, Black is left with a 'bad' bishop at g7. White's control of d5 and his pressure down the 'd' file give him a positional advantage.

11 Be2

The acceptance of the pawn sacrifice allows Black to develop a very strong attack: 11 N×d4 e×d4 12 B×d4? Qa5 + 13 Ke2 Re8 14 f3 d5! 15 B×g7 (if 15 c×d5, then 15 ... R×e4 + 16 f×e4 Bg4 +) 15 ... R×e4 + 16 Kf2 (16 f×e4 Bg4 +) 16 ... Qc5 + 17 Kg3 Qe3!

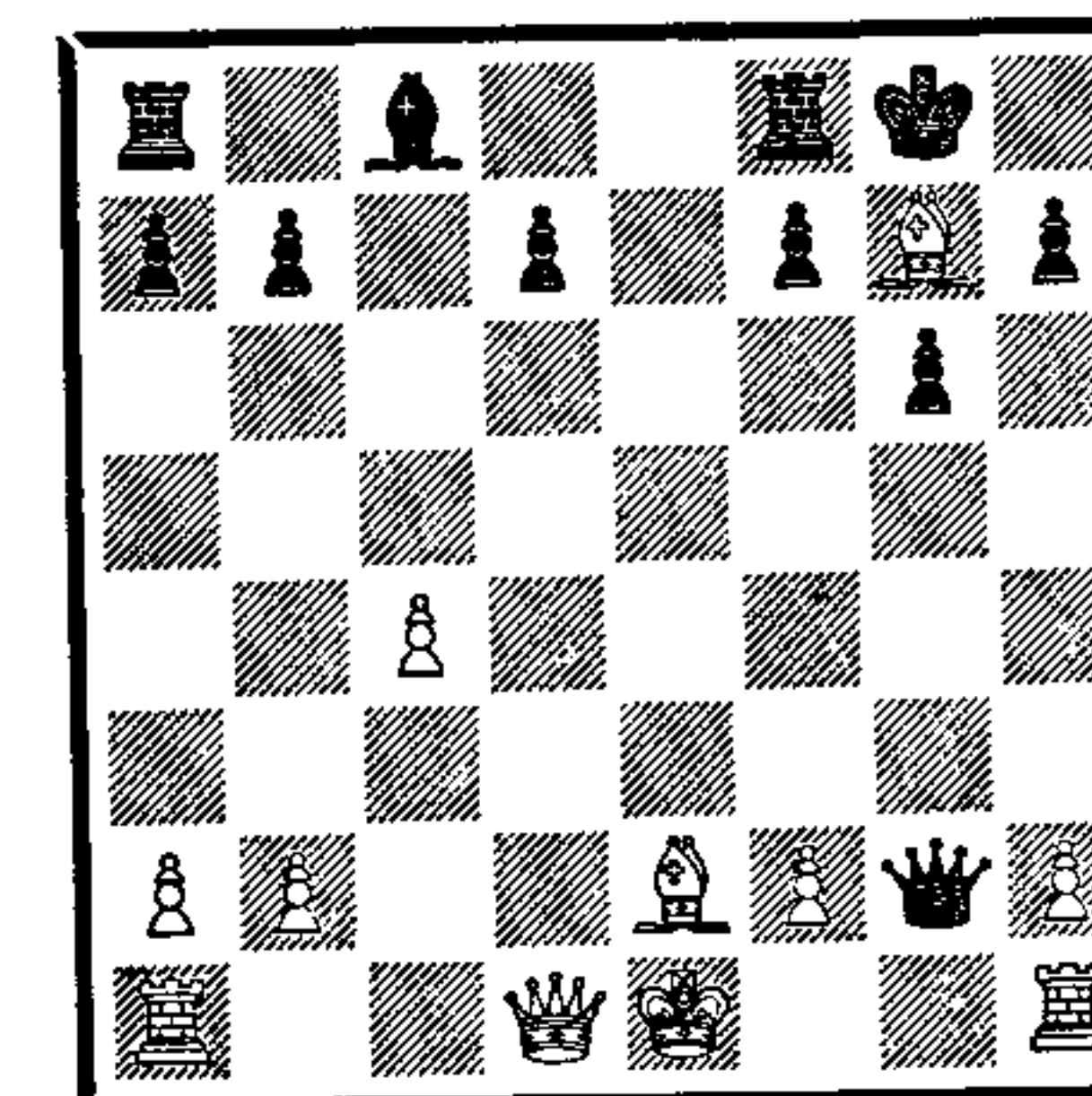
Regarding 11 Qd2, cf. game No. 111.

11 ... Qh4?

Black should have played 11 ... N×b5 12 c×b5 d6. After 13 Bc4 Be6 14 Rc1 White has a slight positional advantage (compared with the variation analysed in the note to 10 ... 0–0, Black has an extra tempo).

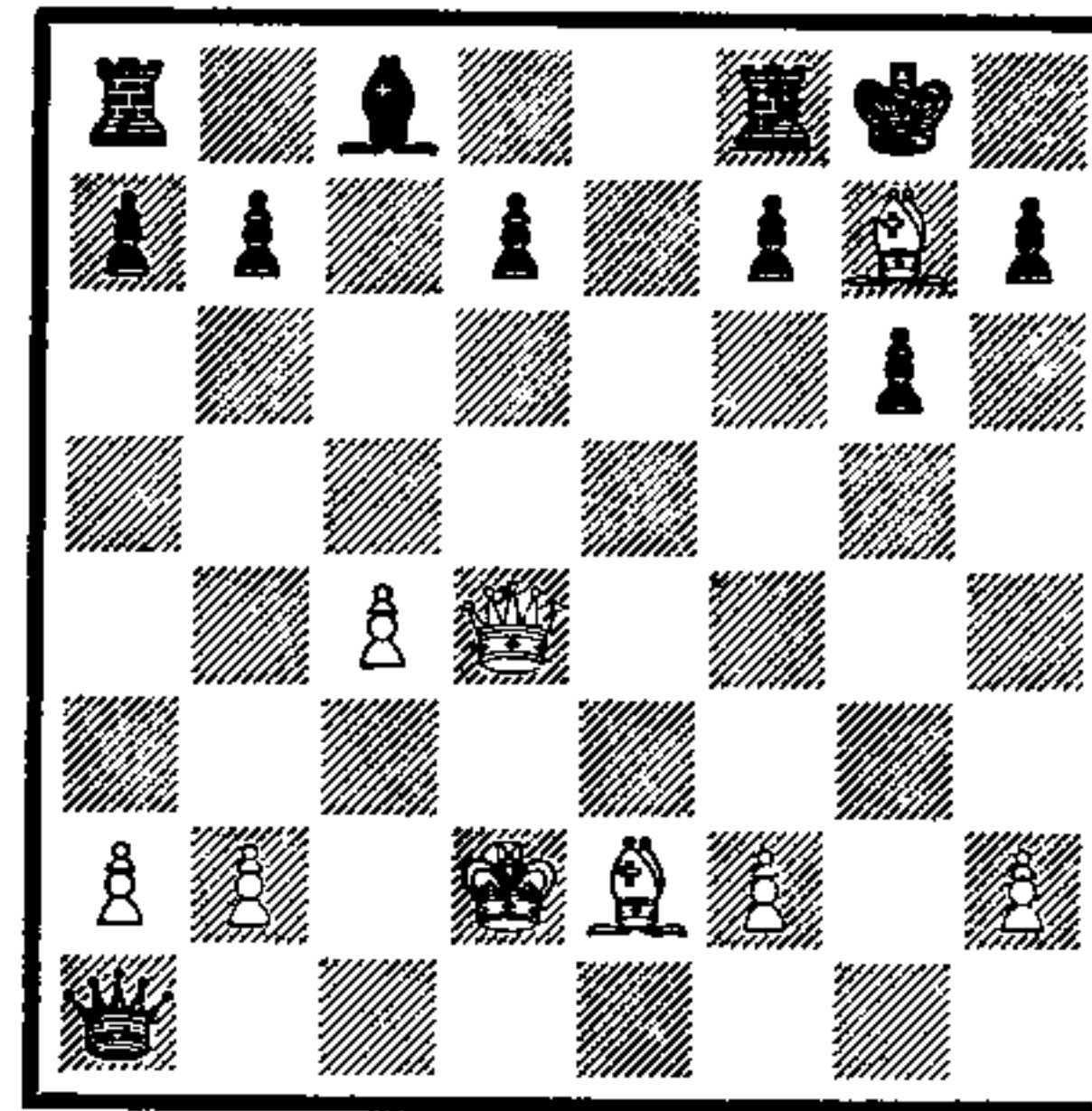
12 N×d4 e×d4 13 B×d4 Q×e4

Black went in for this position, convinced that after 14 B×g7 he had the good intermediate move 14 ... Q×g2 (15 Bf3 Re8 +). But Gaprindashvili had calculated further.

14 B×g7! Q×g2**15 Qd4! Q×h1 + 16 Kd2**

“How is White going to give mate? On 17 Bh6 I reply 17 ... f6, and on 17 Bh8—again 17 ... f6. So why shouldn't I take the second rook...”, was Black's approximate line of reasoning.

16 ... Qx a1



17 Qf6!!

Elegant to the end! With this 'quiet' move White blocks the black 'f' pawn, and creates the irresistible threat of 18 Bh6. After 17 ... Qx a2 18 Bh6 Black has only three 'dying' checks: 18 ... Qa5 + 19 Kc1 Qa1 + (19 ... Qe1 + 20 Bd1) 20 Kc2 Qa4 + 21 Kb1.

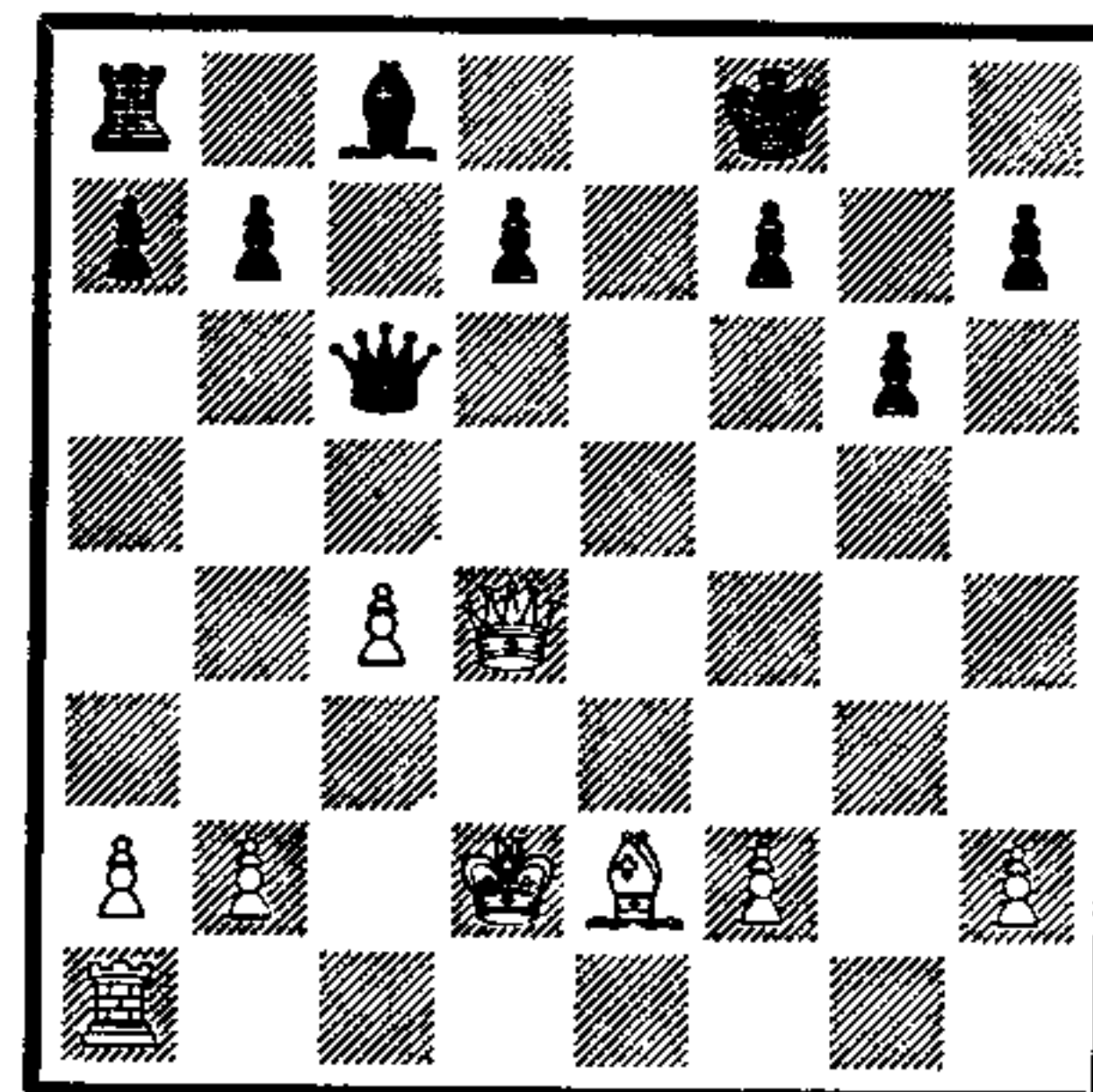
Black resigned.

* * *

And now let us see that happens if, instead of capturing the rook at a1, Black retreats his queen to c6, or captures the pawn at h2.

We will analyse both these possibilities.

I. 16 ... Qc6 17 Bx f8 Kx f8



The direct attempt 18 Qh8 + Ke7 19 Re1, with the threat of 20 Bd3 + Kd6 21 Qe5 mate, fails to achieve its aim after 19 ... Kd6, when the black king hides at c7. If on the other hand 18 Bd3 (with the threat of 19 Qh8 + Ke7 20 Re1 + and 21 Qe5 mate), then 18 ... f6.

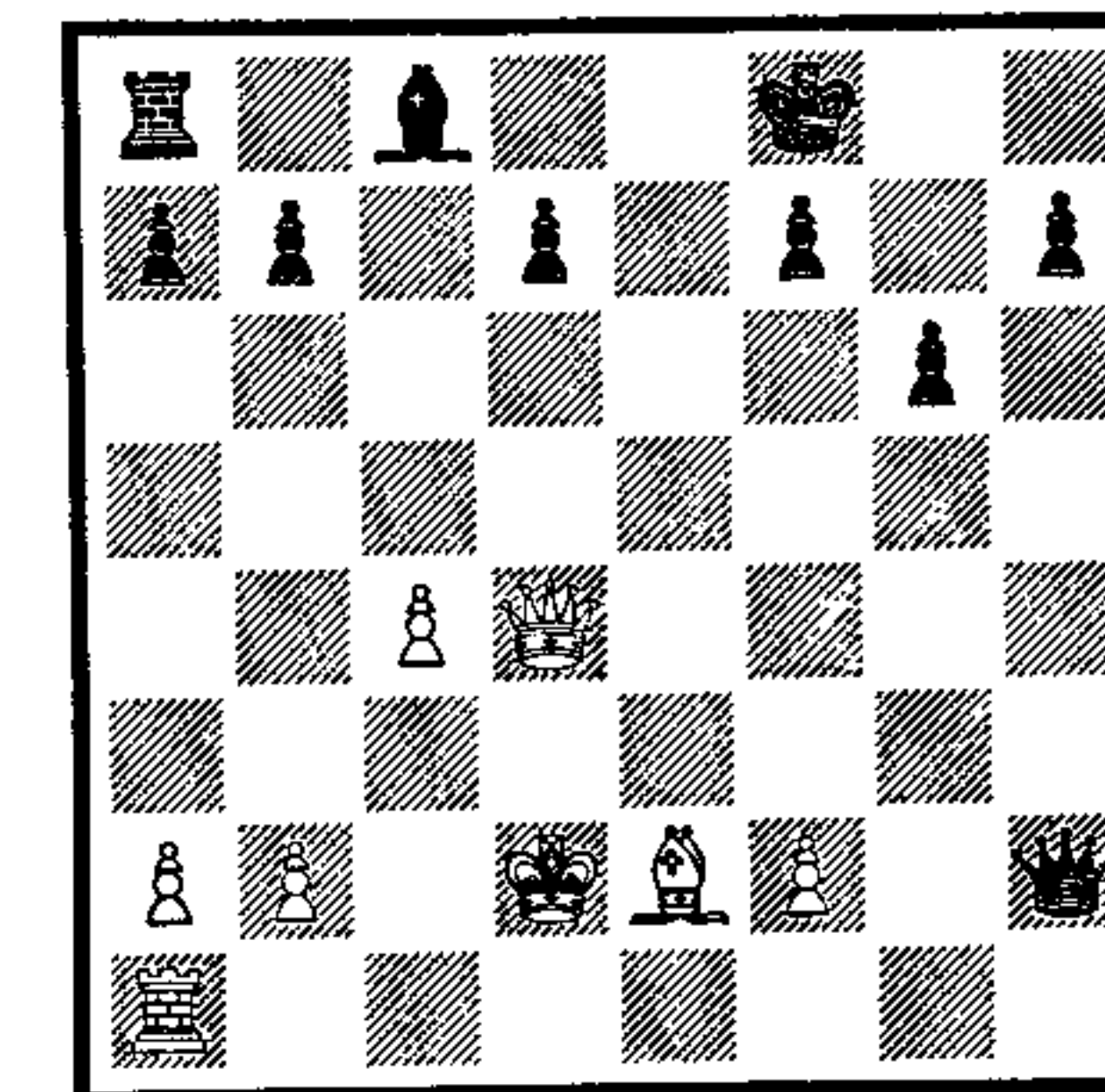
The strongest continuation of the attack is 18 c5 or 18 Re1.

By 18 c5 White takes the square d6 away from the enemy king, and threatens 19 Bb5! Qx b5 20 Qh8 + Ke7 21 Re1 +, mating. On the freeing attempt 18 ... b6, 19 Bf3 is decisive (19 ... Qx f3 20 Qh8 + Ke7 21 Re1 +). If 18 ... f6, then 19 Re1, with the threat of 20 Bb5 (19 ... a6 20 Bc4), while if 18 ... Kg8, then 19 Bc4, with the threat of 20 Re1.

The attack can also be begun with 18 Re1, to which Black's only reply is 18 ... f6, and then 19 c5.

Thus with his Q-side 'sealed up', Black is unable to save the game. Therefore, in order to safeguard his king, he has to give up his central pawn by 18 c5 d5, and on 19 c x d6 play 19 ... Kg8. After this material is equal, and White has a big positional advantage, probably sufficient for a win. E.g., 20 Rc1 Qe8 21 Rc7, etc.

II. 16 ... Qx h2 17 Bx f8 Kx f8



18 Re1! Qh6 + 19 Kd1 Qg7 20 Qd6 + Kg8 21 Bf3 Qf8 22 Re7 followed by 23 Bd5, and wins.

Black also fails to save the game by 18 ... d5 (instead of 18 ... Qh6 +), on which there follows 19 Qh8 + Ke7 20 Bd3 + Be6 21 Qx a8 Qx f2 + 22 Re2 Qf4 + 23 Kc2 d x c4 24 Qx b7 + and 25 Be4.

* * *

Game No. 110 was played in an International Tournament (for men!) in Dortmund. A few months later, in another International Tournament—in Halle—exactly the same combination was carried out by Tal.

No. 111 Tal–Pähtz, 1974

1 e4 c5 2 Nf3 Nc6 3 d4 c×d4 4 N×d4 g6 5 c4 Bg7 6 Be3 Nf6 7 Nc3 Ng4 8 Q×g4 N×d4 9 Qd1 e5 10 Nb5 0–0 11 Qd2 Qe7

With the same idea—after the exchange on d4 the pawn at e4 is attacked.

After 11 Be2 the move 11 ... Qh4 is not good, as we have seen. But after 11 Qd2 it is perfectly possible, since on 12 N×d4? e×d4 13 B×d4 the pawn at e4 is captured with check. Therefore in the event of 11 ... Qh4 White would continue 12 Bd3!, when the tactical operation 12 ... d5 13 c×d5 (not 13 Nc7 in view of 13 ... d×e4! 14 N×a8 e×d3) 13 ... N×b5 14 B×b5 Q×e4 15 f3 Qh4+ 16 Bf2 Qf6 17 0–0 leaves White with a strong passed pawn.

12 Be2 b6?

Comparatively best was 12 ... N×b5 13 c×b5 d6 (14 Rad1 Be6). Now, after several exchanges, a position from the Gaprindashvili–Servaty game is reached, with the difference that Black has made the additional move b7–b6.

13 N×d4 e×d4 14 B×d4 Q×e4 15 B×g7 Q×g2

This was the last opportunity to ‘step aside’ with 15 ... K×g7. After 16 0–0 White’s positional advantage is undisputed—the pawn at d7 is an obvious weakness.

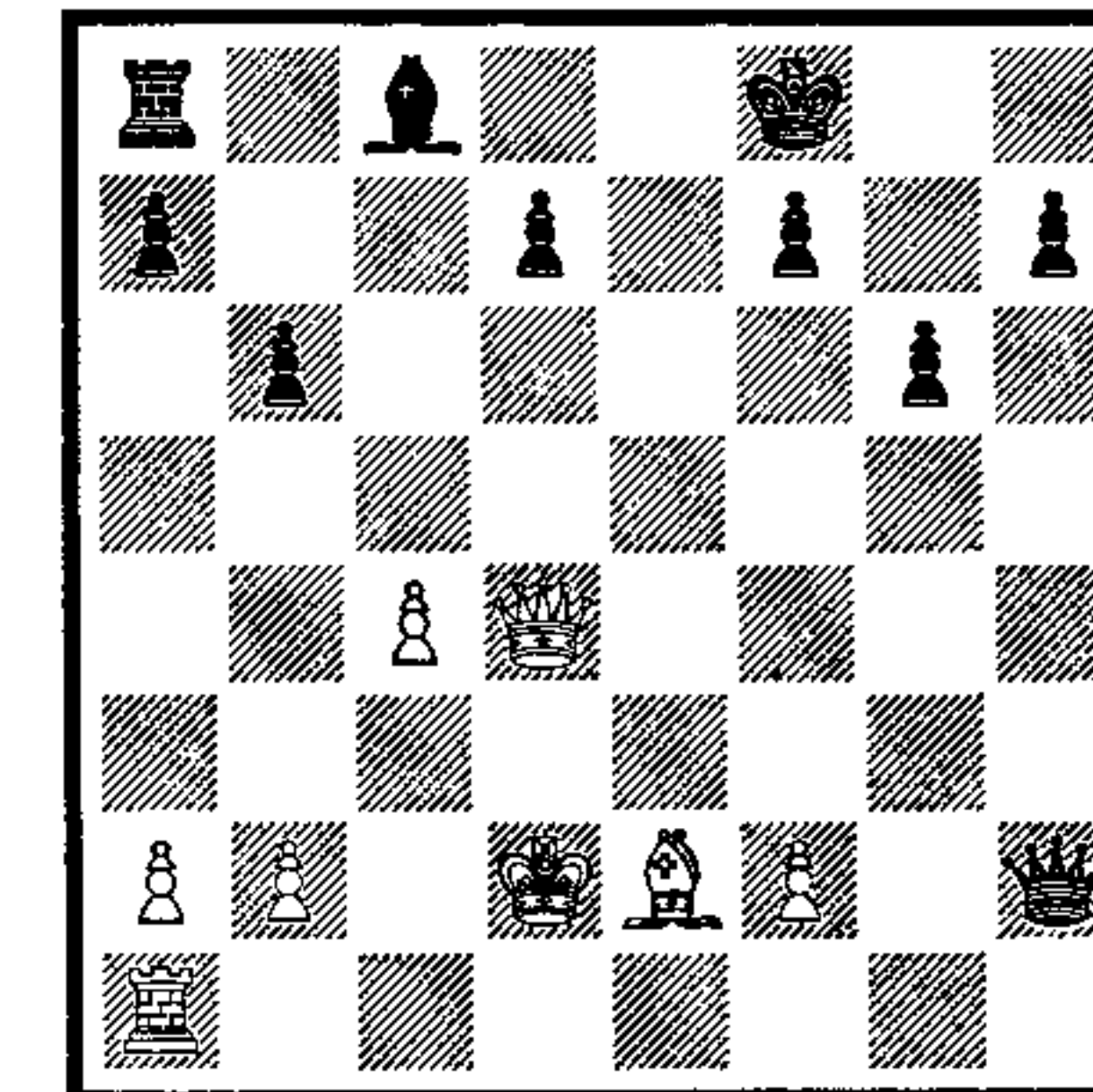
16 Qd4! Q×h1+ 17 Kd2 Q×h2

As we already know, on 17 ... Q×a1, 18 Qf6! is decisive.

For those who are familiar with the Gaprindashvili–Servaty game, it remains to decide the question: whom does the extra move b7–b6 favour? Does it assist the development of Black’s Q-side, or, on the contrary, does it provide White with an additional tactical resource?

First of all, what would have happened after 17 ... Qc6? Then comes 18 B×f8 K×f8 19 Bd3! Here it is, a tactical resource: White threatens not only 20 Qh8+ Ke7 21 Re1+, but also 20 Be4.

18 B×f8 K×f8



19 Bf3 d5

If 19 ... Rb8, then 20 Rh1! Qc7 21 Qh8+ Ke7 22 Re1+, and mate^s.

20 B×d5 Rb8 21 Re1 Be6 22 R×e6!

Now on 22 ... f×e6 there follows 23 Qf6+ Ke8 24 Bc6 mate, or 23 ... Kg8 24 B×e6 mate.

Black resigned.

Thus both in the variation 17 ... Qc6, and in the game continuationⁿ, Black’s extra move b7–b6 proved to be advantageous to White!

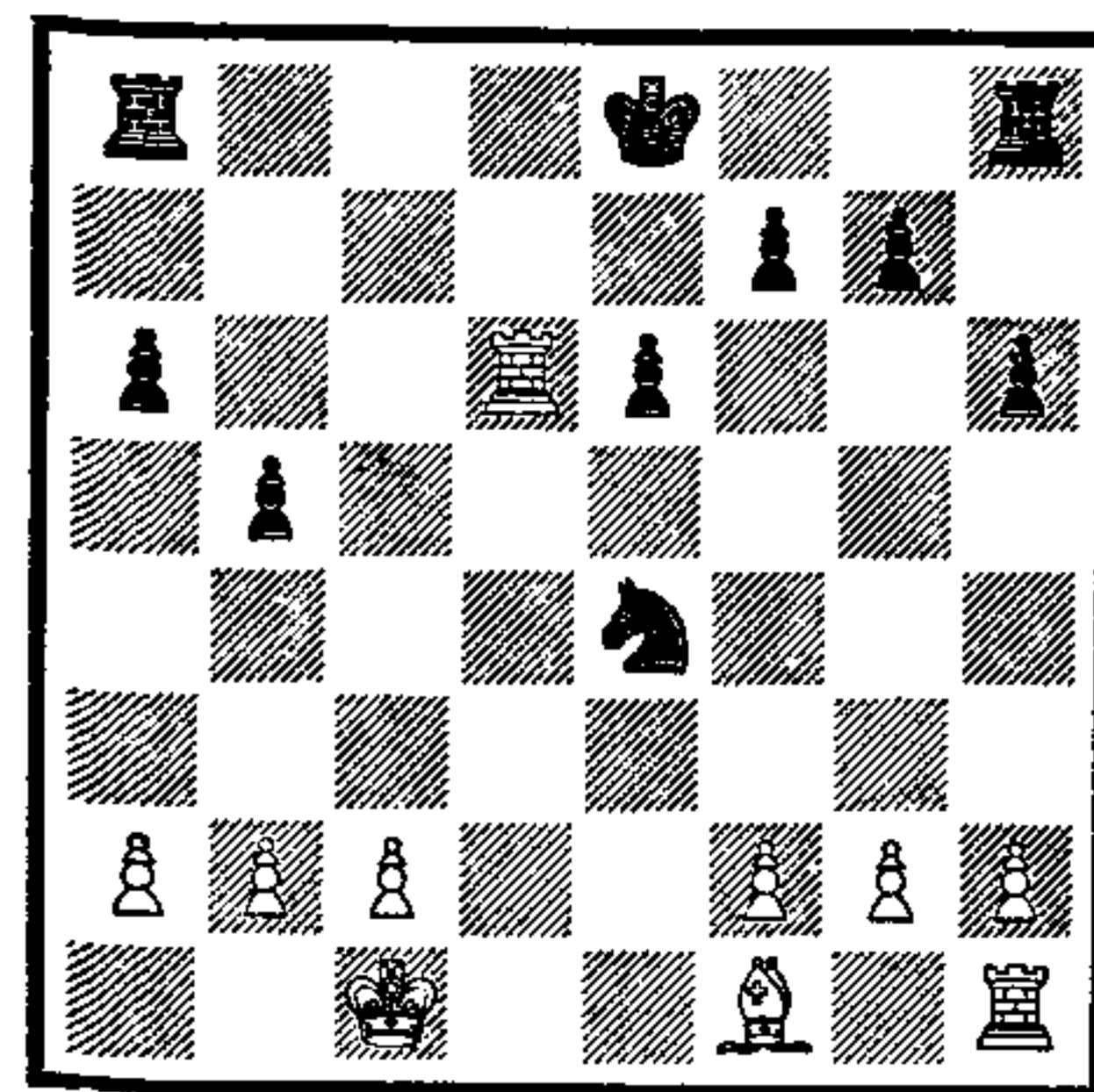
No. 112 Taimanov–Aronin

1 e4 c5 2 Nf3 d6 3 d4 c×d4 4 N×d4 Nf6 5 Nc3 Nc6 6 Bg5 e6 7 Qd2 a6 8 0–0–0 h6 9 Bf4 Bd7

In this well-known theoretical position from the Rauzer Variationⁿ, Taimanov retreated his bishop—10 Bg3. Aronin replied 10 ... b5, thinking that the combination beginning with 11 B×d6 would be unfavourable for White. Nevertheless, that is what followed.

11 B×d6! B×d6 12 N×c6 B×c6 13 Q×d6 Q×d6 14 R×d6 B×e4 15 N×e4 N×e4

Black had cut short his calculations at this point, when considering his tenth move. "Everything is in order", he decided. "What's more, White's rook and 'f' pawn are both attacked..."



16 R×a6!

White had calculated one move further! After **16 ... Ke7** (16 ... R×a6 17 B×b5+) **17 B×b5 N×f2 18 Re1** White's passed pawns on the Q-side gave him a simple win.

Instead of 10 ... b5? Black should have played 10 ... Be7.

No. 113 Hort-Radulov, 1974

1 e4 c5 2 Nf3 Nc6 3 d4 c×d4 4 N×d4 Nf6 5 Nc3 d6 6 Bg5 e6 7 Qd2 Be7 8 f4 d5

From the Sicilian Defence, a position characteristic of the French Defence is reached after this move and White's reply.

Instead of 8 ... d5 the main theoretical continuation is 8 ... N×d4 9 Q×d4 0-0, and on 10 0-0-0 - 10 ... h6 11 Bh4 Qa5.

9 e5 Nd7 10 B×e7 Q×e7 11 0-0-0

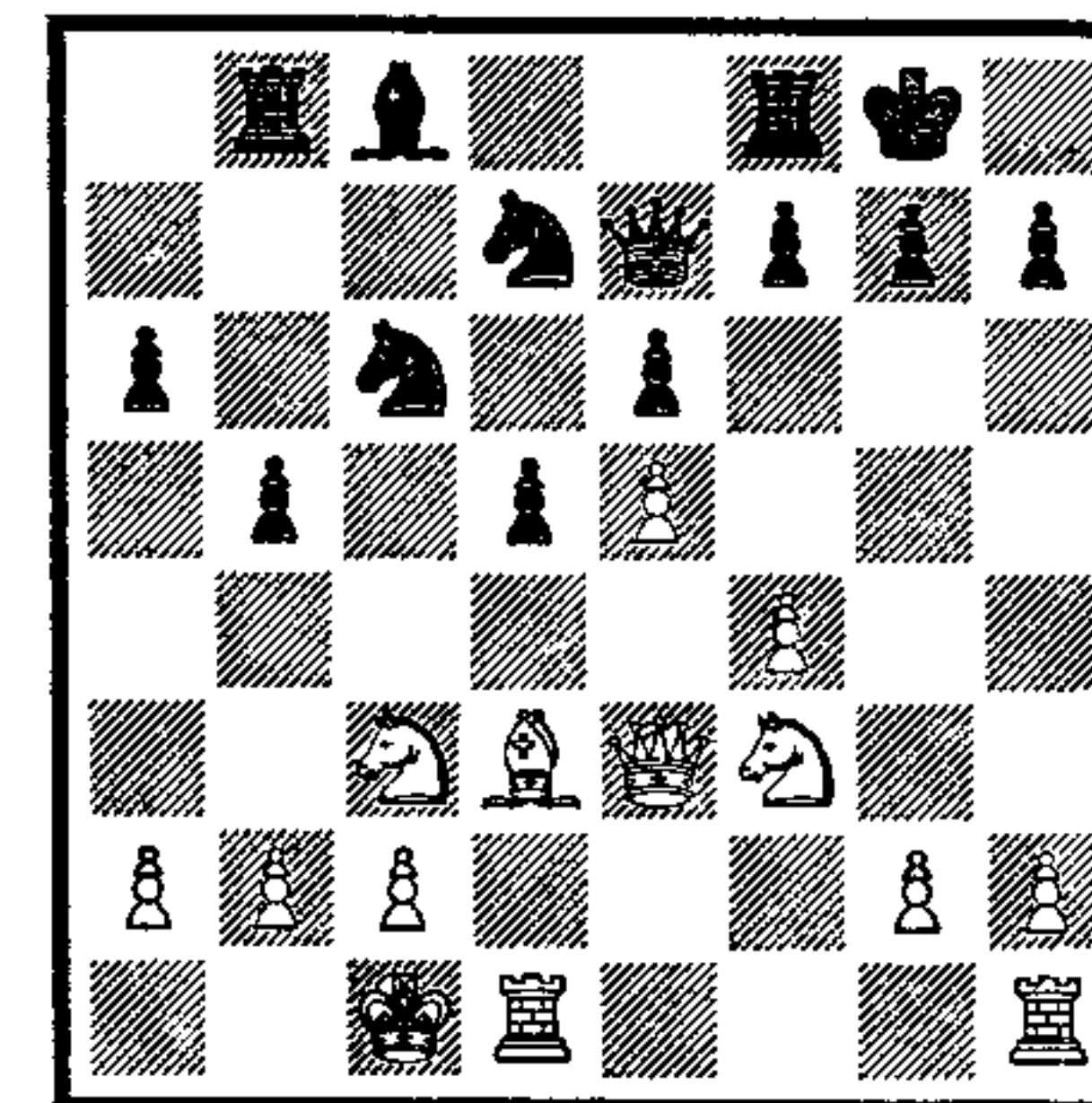
11 Nbd5 0-0 12 Nd6 achieves nothing after 12 ... f6.

11 ... a6 12 Nf3 0-0 13 Bd3 Rb8 14 Qe3

Why did White move his queen to e3?

The Bulgarian grandmaster decided that his opponent was intending to take control of the central square d4—with the given pawn structure such a plan is frequently carried out. E.g., on 14 ... Qc5 - 15 Q×c5 N×c5 16 Ne2 and Ne2-d4.

To the other, tactical threat Radulov paid no attention. Suspecting nothing, he played **14 ... b5?**



There followed **15 B×h7 + K×h7 16 Ng5 + Kg6** (or 16 ... Kg8 17 Qh3) **17 Qh3**, and Black was obliged to stop the clocks. Even 17 ... Nc×e5 does not stop him from being mated: **18 Qh7 + Kf6 19 Nce4+!**

No. 114 Fischer-Dely, 1967

1 e4 c5 2 Nf3 d6 3 d4 c×d4 4 N×d4 Nf6 5 Nc3 Nc6 6 Bc4 e6 7 Bb3 a6 8 f4 Qa5

This apparently active move can hardly be good. 8 ... Be7 is sounder.

On 8 ... Na5 White can successfully carry out the basic idea of this variation—9 f5! The game Fischer-Bielicki, 1960, continued 9 ... N×b3 10 a×b3 Be7 11 Qf3 0-0 12 Be3 Bd7 13 g4 e5 14 Nde2, with an excellent attacking position for White.

9 0-0 N×d4

9 ... d5, without the preliminary exchange on d4, leads to an extremely complicated game. E.g., 10 N×c6 (10 e5 N×d4) 10 ... b×c6 11 f5 Bc5 + 12 Kh1 0-0. In Fischer's opinion, in this variation, too, the chances are with White, despite the poor position of his bishop at b3 (13 e5 Nd7, and then 14 f6 or 14 Qh5).

10 Q×d4 d5

It was on this counter-blow (with the direct threat of 11 ... Bc5) that Dely was pinning his hopes. But Black is behind in development, which enables Fischer to mount an attack.

It should be noted that the exchange of queens—11 ... Qc5—gives White a positional advantage after 12 Q×c5 d×c5 13 a4!.

11 Be3 N×e4

Black has no time for normal development (11 ... Be7), since his 'd' pawn is attacked.

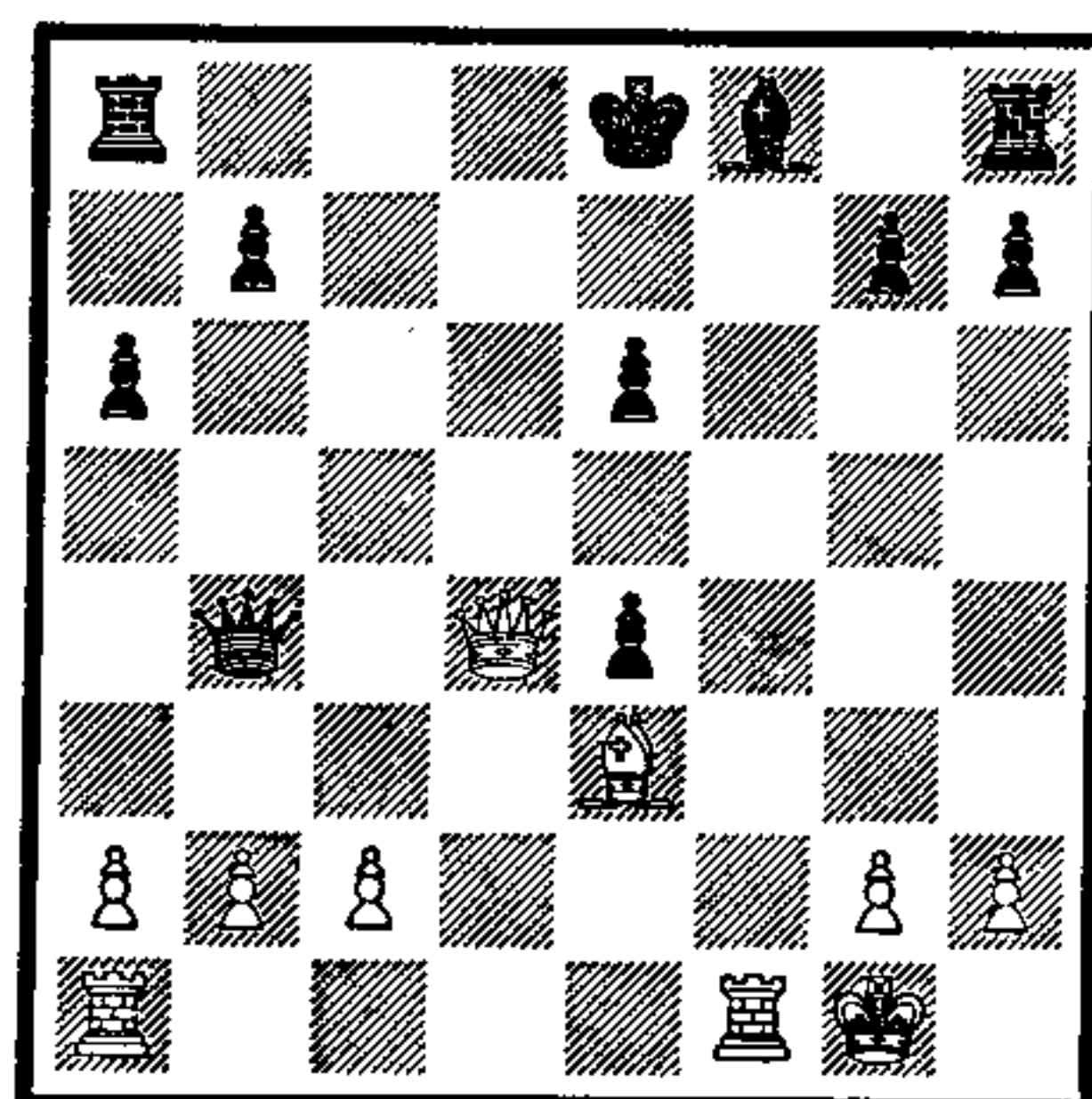
12 N×e4 d×e4 13 f5!

White is not interested in the pawn at e4. It is more important for him to open the 'f' file.

13 ... Qb4

13 ... e×f5 loses quickly to 14 Ba4+! b5 (14 ... Ke7 15 Rad1!) 15 Qd5! Rb8 16 Qe5+. 14 Ba4+ is also the answer to 13 ... e5.

14 f×e6 B×e6 15 B×e6 f×e6



16 R×f8+!

This is what Fischer had seen when he played 13 f5!.

16 ... Q×f8 17 Qa4+!

A deadly check. King moves lead to the loss of the queen, while on 17 ... b5 there follows 18 Q×e4, with an easy win.

Black resigned.

No. 115 Tal–N. N., Simultaneous Display, 1974

1 e4 c5 2 Nf3 e6 3 d4 c×d4 4 N×d4 a6 5 Bd3 Nf6 6 0–0 Qc7 7 Kh1 d6 8 f4 Nbd7 9 Nd2 Be7 10 N2f3 0–0 11 Qe2 Nc5 12 e5 d×e5 13 f×e5 Nfd7 14 Bg5

After some thought, Tal's opponent decides that it is quite in order to take the 'e' pawn.

14 ... N×e5

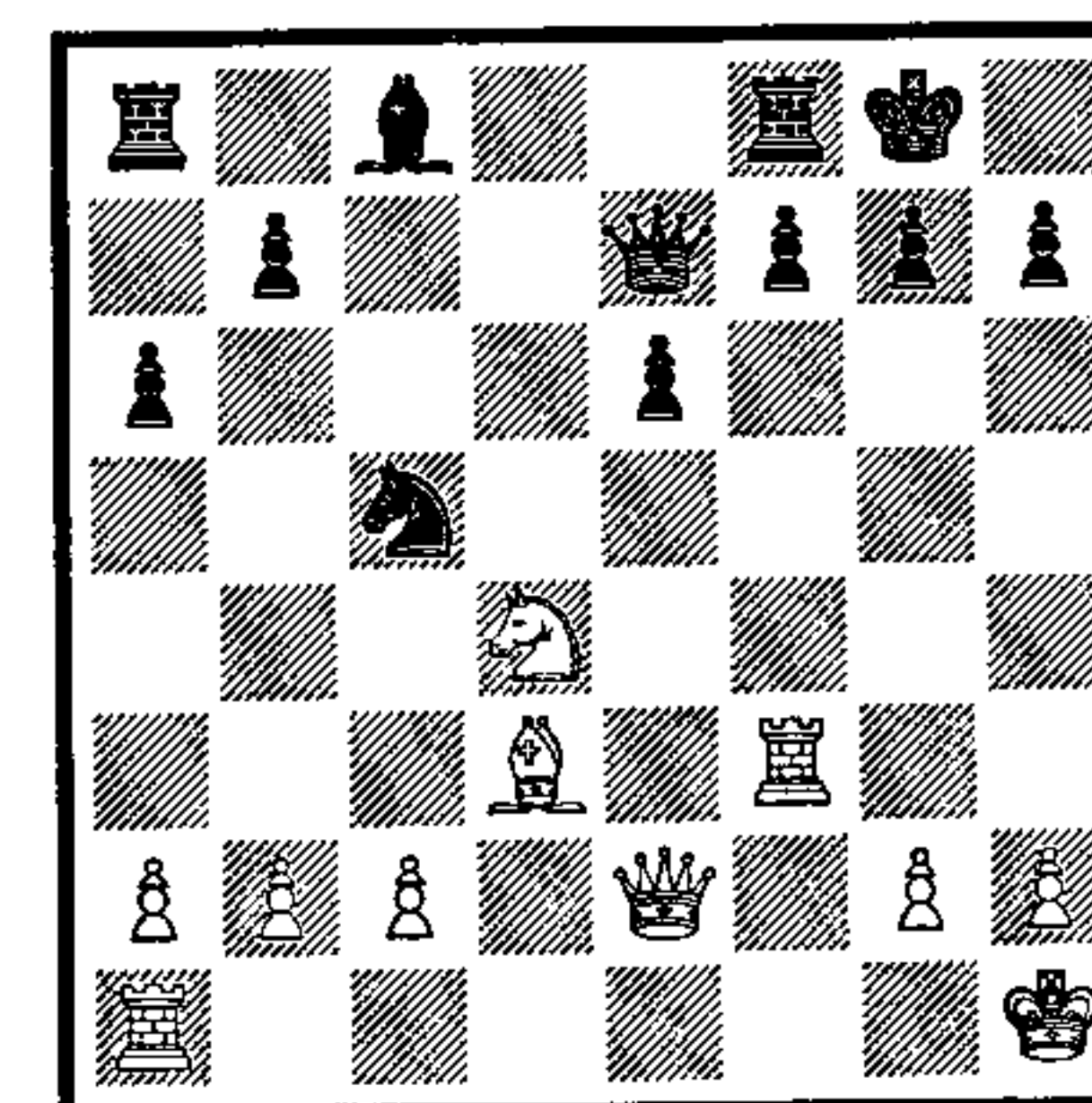
14 ... Nb6 followed by Nc5×d3 was quite playable.

By a series of exchanges Tal first of all creates a position which is characteristic for the combination with the bishop sacrifice at h7.

15 B×e7 N×f3

This move, with the threat to h2, is the basis for Black's win of a pawn.

16 R×f3 Q×e7

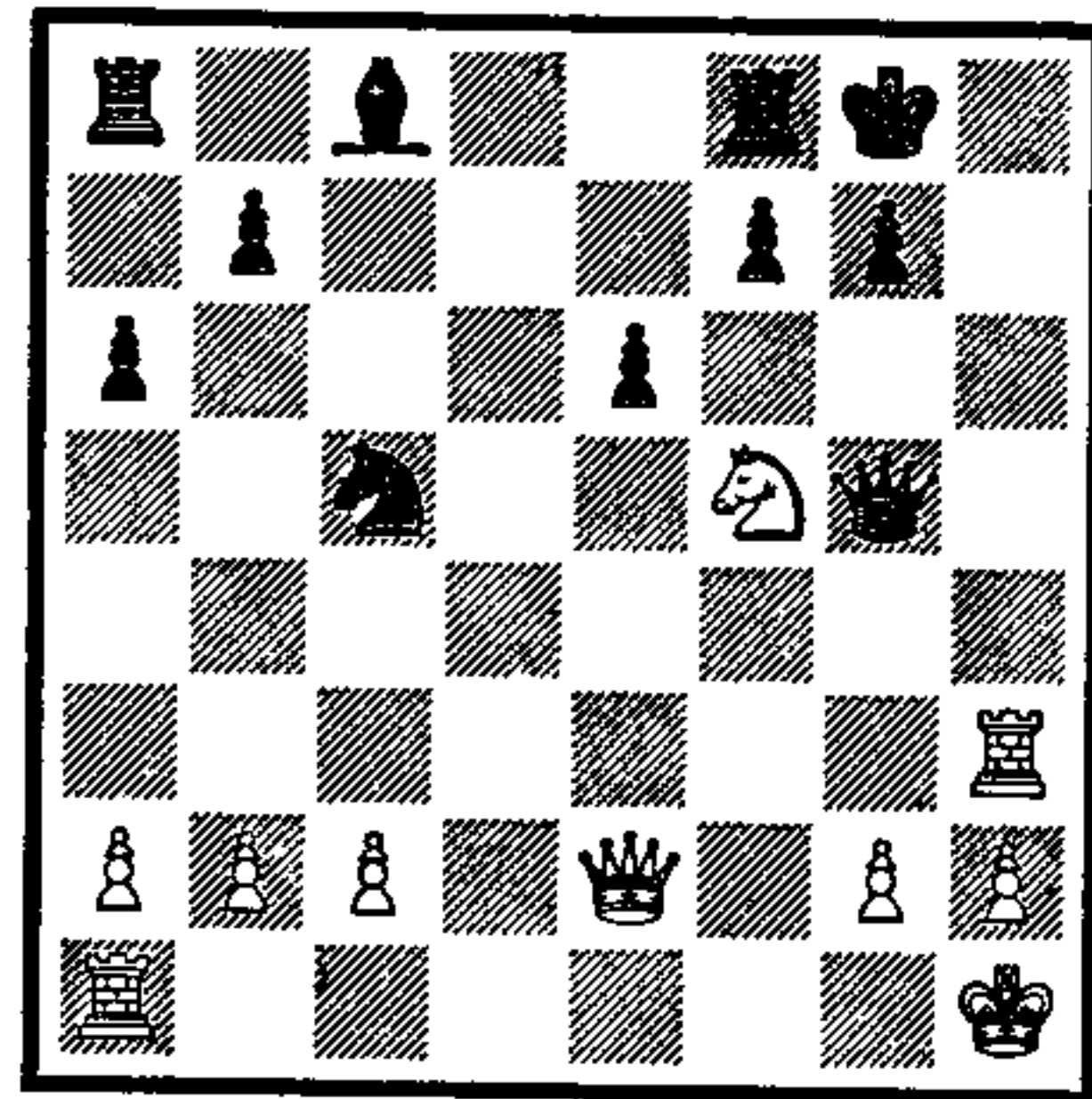


Is everything ready for the standard bishop sacrifice, followed by the check on h3 and Qe2–h5?

17 B×h7+ K×h7 18 Rh3+ Kg8

What now? On 19 Qh5 there follows 19 ... f6 (20 Re1 e5), and White achieves nothing...

19 Nf5! Qg5



20 Qh5!!

If now 20 ... Q×h5, then 21 Ne7+, and mates, while the same mate follows after 20 ... f6.

Black resigned.

A rare finish to a standard combination!

No. 116 Borbély–Kovács, 1948

1 e4 c5 2 Nf3 d6 3 d4 c×d4 4 Q×d4

This capture occurs much more rarely than 4 N×d4, but it is by no means bad. After Black attacks the queen with Nb8–c6, White pins the knight, and then captures it. Although he concedes the advantage of the two bishops, he gains a firm control over the centre.

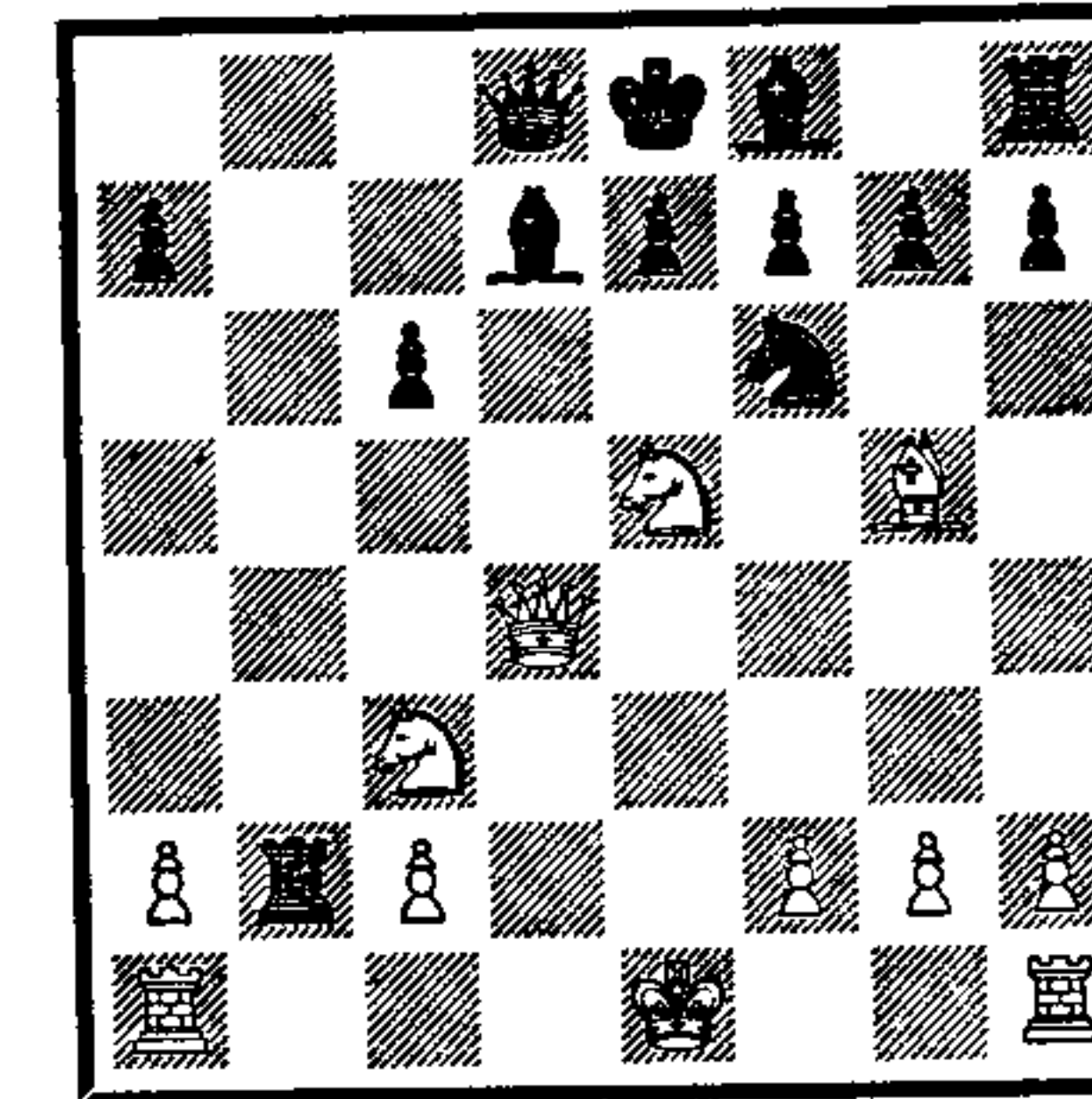
4 ... Nc6 5 Bb5 Bd7 6 B×c6 b×c6 7 Nc3 (7 c4 deserves serious consideration) **7 ... Nf6 8 Bg5 Rb8?**

An apparently logical move—Black attacks the pawn at b2. On 9 0–0–0 he was probably planning 9 ... Qb6. The point is, however, that the ‘b’ pawn does not require defending.

8 ... e5 was correct.

9 e5! d×e5 10 N×e5 R×b2?

10 ... Rb7 was essential. To those who remember the Feuer–O’Kelly game (p. 46), the following tactical operation will not seem original.



11 B×f6 g×f6 (11 ... e×f6 12 N×d7 Rb4 is no better, in view of 13 Qe3+) **12 N×d7! Q×d7 13 Q×d7+ K×d7 14 0–0–0+! Resigns.**

It is interesting to note that the slight transposition of moves—12 Q×d7+ (instead of 12 N×d7!) would have been a mistake: after 12 ... Q×d7 13 N×d7 R×c2! both white knights are attacked.

No. 117 Bronstein–Geller, 1955

1 e4 c5 2 Nf3 Nc6 3 Bb5 g6 4 c3 Bg7 5 d4 Qb6 6 a4 c×d4 7 0–0

A pawn sacrifice in the interests of development. It is dangerous to accept it; after 7 ... d×c3 8 N×c3 all White’s pieces come into play with gain of time.

7 ... a6

It would have been sensible to decline the sacrifice by 7 ... d3, preventing White from setting up a pawn centre.

8 B×c6 Q×c6?

Geller nevertheless decides to win a pawn (otherwise he would have played 8 ... b×c6, with the possible continuation 9 c×d4 Nf6 10 Nc3 0–0). But this opens the ‘e’ file, and White, exploiting the position of the enemy queen, creates dangerous threats.

9 c×d4 Q×e4? 10 Nc3 Qf5 11 Re1 d5

11 ... Nf6? fails to 12 Re5 Qg4 13 h3, while on 11 ... d6 there follows 12 Ne4!.

12 a5! Bd7

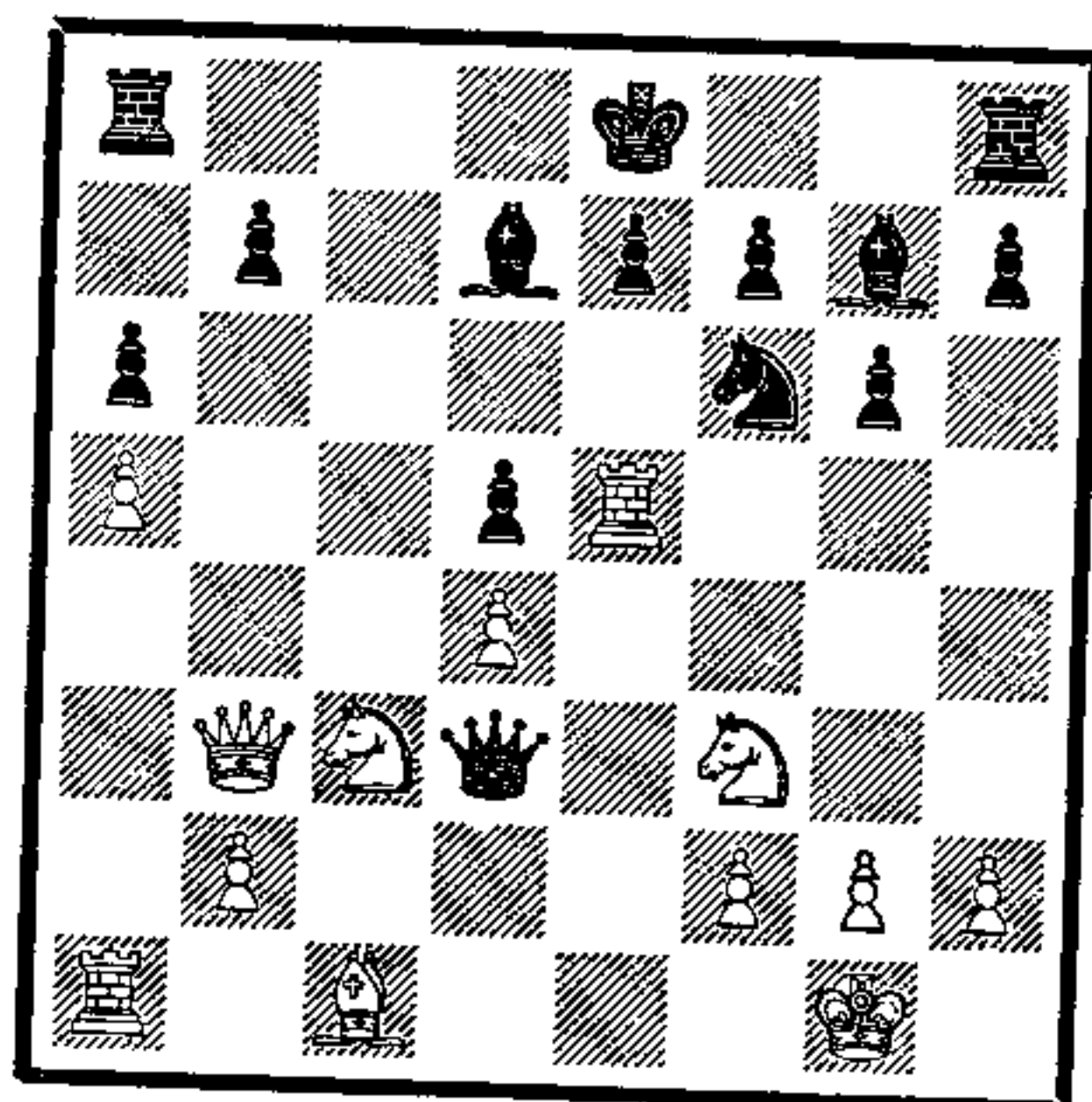
Now on 12 ... Nf6 White has the very strong reply 13 Re5 Qd7 14 Na4.

13 Qb3 Nf6?

After 13 ... Bc6 14 Qb4 it is difficult for Black to complete his development, so that the move made is readily understandable. However, it allows White to strike a combinational blow.

14 Re5 Qd3

If 14 ... Qg4, then 15 h3.



15 R×e7+! K×e7

No better is 15 ... Kf8 16 R×f7+, when 16 ... K×f7 fails to 17 Ne5+.

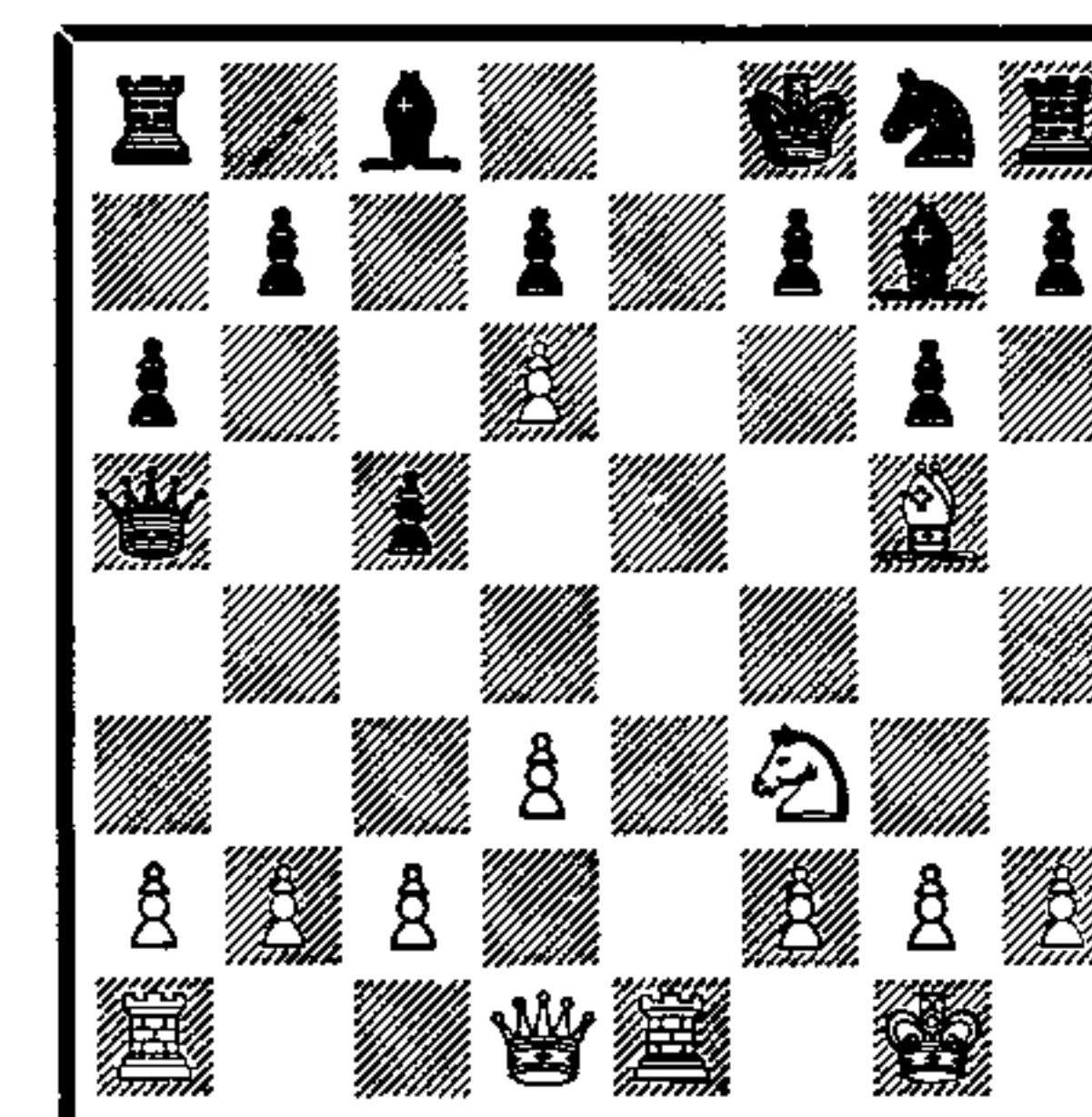
16 N×d5+ N×d5 17 Q×d3, and White easily realized his advantage.

No. 118 Rossolimo–Romanenko, 1948

1 e4 c5 2 Nf3 Nc6 3 Bb5 g6 4 0–0 Bg7 5 Re1 Nf6 6 Nc3 Nd4?

This leads to the loss of several tempi. 6 ... 0–0 is the simplest, and if 7 d3 d6 8 h3, then only now 8 ... Nd4, as in the correspondence game Balogh–Bondarevsky, 1959.

7 e5 Ng8 8 d3 N×b5 9 N×b5 a6 (Black still has no suspicion of any danger) **10 Nd6+! e×d6 11 Bg5! Qa5 12 e×d6+ Kf8**



13 Re8+!

An elegant, and what is more important, a swift and forced way to win. There was, however, a 'secondary' solution: 13 Qe2 Bf6 14 Qe8+ Kg7 15 Re7!, and now:

a) 15 ... N×e7 16 B×f6+ K×f6 17 Q×h8+ and 18 Qe5+, mating.

b) 15 ... B×e7 16 d×e7 N×e7 17 Bf6+! K×f6 18 Q×h8+ Kf5 19 Qe5+, with the same mate.

c) 15 ... Nh6 16 Q×h8+ K×h8 17 B×f6+ Kg8 18 Re8 mate.

13 ... K×e8 14 Qe2+ Kf8 15 Be7+ Ke8

If 15 ... N×e7 16 Q×e7+ Kg8, then 17 Ng5.

16 Bd8+! K×d8 17 Ng5!

Black resigned in view of the inevitable mate. In the final position he has an extra rook and two bishops!

No. 119 Nagy–Balogh, 1948

1 e4 c5 2 b4

The Sicilian Wing Gambit. By diverting the enemy pawn from c5, White hopes, 'with his opponent's help', to untangle his Q-side: 2 ... c×b4 3 a3 b×a3 4 N×a3. The alternative plan is to exploit the move 2 ... c×b4 for seizing the centre by 3 d4.

2 ... c×b4 3 d4

On 3 a3 Black's simplest reply is 3 ... d5! E.g., 4 e×d5 Q×d5 5 Nf3 (5 a×b4? Qe5+) 5 ... e5, with an extra pawn and a sound position.

3 ... e5

The theoretical continuation is 3 ... d5, and on 4 e×d5-4 ... Nf6.

4 d×e5 Nc6 5 Nf3

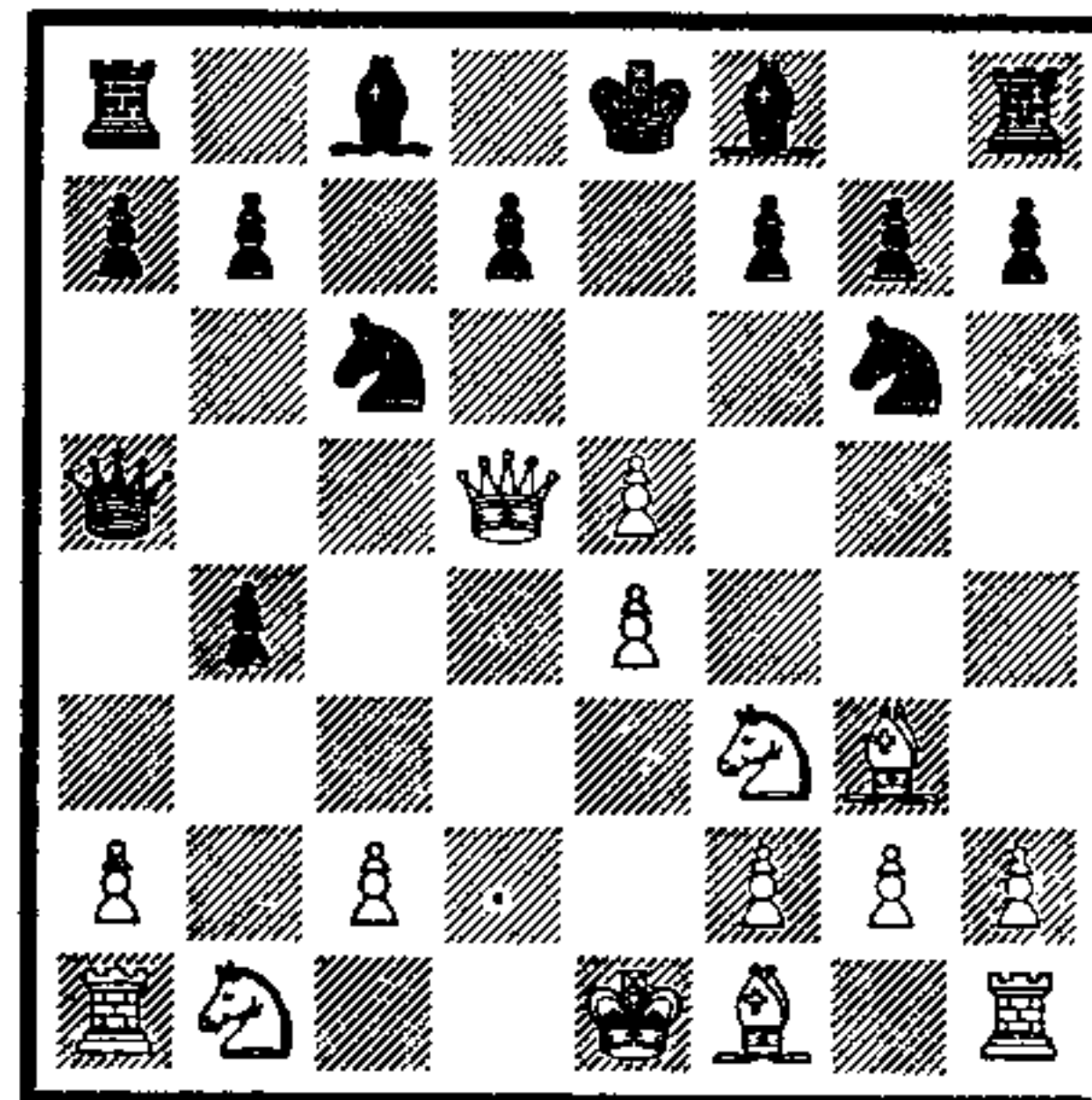
Also possible is 5 f4 Bc5 6 Nf3 Qb6 7 Bc4, with a sharp game and chances for both sides.

5 ... Nge7 6 Bf4?

The place for this bishop is at b2. After 6 Bb2 Ng6 7 Nbd2 followed by Nd2-c4 the advantage is with White, whereas now Black drives back the bishop to g3, and White's Q-side proves to be seriously weakened.

6 ... Ng6 7 Bg3 Qa5! 8 Qd5?

White intends to hold on to his pawn at e5...



8 ... b3+! 9 Q×a5

On 9 Nbd2 Black wins by 9 ... Qc3!.

9 ... b2!

The 'Sicilian' pawn promotes to a queen, capturing a rook *en route*!

10 Qc3 Bb4 11 Q×b4 N×b4 White resigned

Closed Games

Queen's Gambit Accepted

No. 120

1 d4 d5 2 c4 d×c4 3 Nf3

In the old days 3 e3 used to be played here. A book by the Italian Salvio, which dates back to the 17th century, gives a trap which beginners fall into even today: 3 ... b5? (it is bad to defend the pawn; 3 ... e5! is correct, and on 4 d×e5-4 ... Q×d1+ 5 K×d1 Be6, or else 3 ... Nf6) 4 a4 c6 5 a×b5 c×b5? 6 Qf3!, and Black loses material.

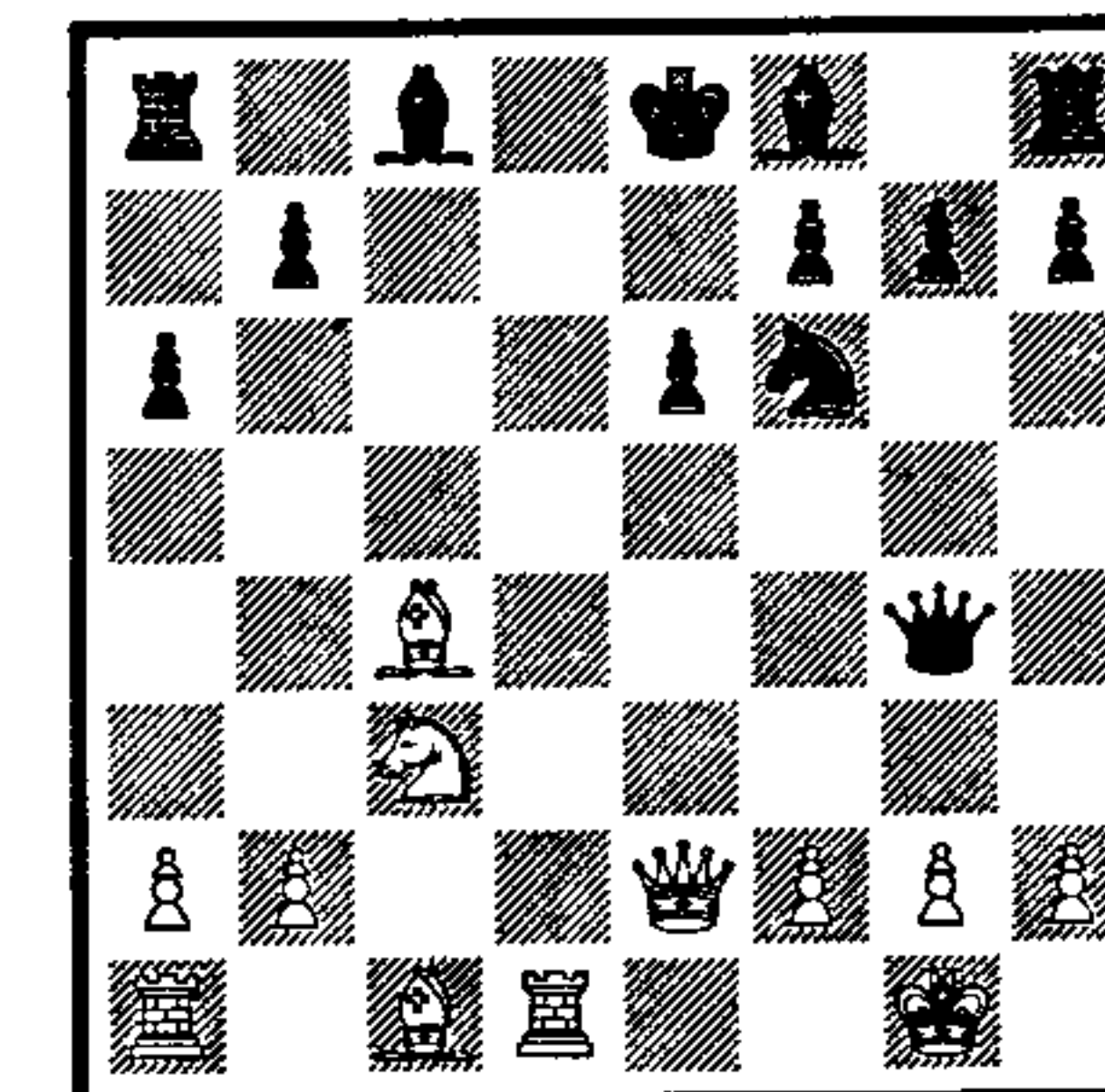
3 ... Nf6 4 e3 e6

Here again holding on to the pawn does not work: 4 ... b5? 5 a4 c6 6 Ne5 Ba6 7 a×b5 c×b5 8 b3 (this undermining move is a typical device when Black stubbornly defends his pawn at c4) 8 ... c×b3 (on 8 ... Qd5 there follows 9 b×c4 b×c4 10 R×a6! N×a6 11 Qa4+) 9 R×a6! N×a6 10 B×b5+, and White wins.

5 B×c4 c5 6 0-0 c×d4 7 e×d4 Nc6 8 Nc3 a6 9 Qe2

White sacrifices a pawn, but it is dangerous for Black to take it. 9 ... Be7 is correct, when 10 Rd1 leads to a basic position from the Steinitz variation.

9 ... N×d4? 10 N×d4 Q×d4 11 Rd1 Qg4 (11 ... Qb6 is more tenacious).



12 Nd5! Q×e2 13 Nc7+ Ke7 14 B×e2 Rb8

If 14 ... Ra7, then 15 Be3 and wins, since on 15 ... b6 16 B×b6 Rb7? there follows 17 Bc5 mate.

15 Bf4 Nd7 16 Bd6+ Kd8 (16 ... Kf6 17 Ne8+) 17 N×e6+ f×e6 18 B×b8

White is the exchange up with a won position.

No. 121 Taimanov–Polugayevsky, 1960

1 d4 d5 2 c4 d×c4 3 Nf3 Nf6 4 Qa4+ Nbd7

Sounder continuations for Black are 4 ... c6 and 4 ... Nc6.

5 Nc3 e6

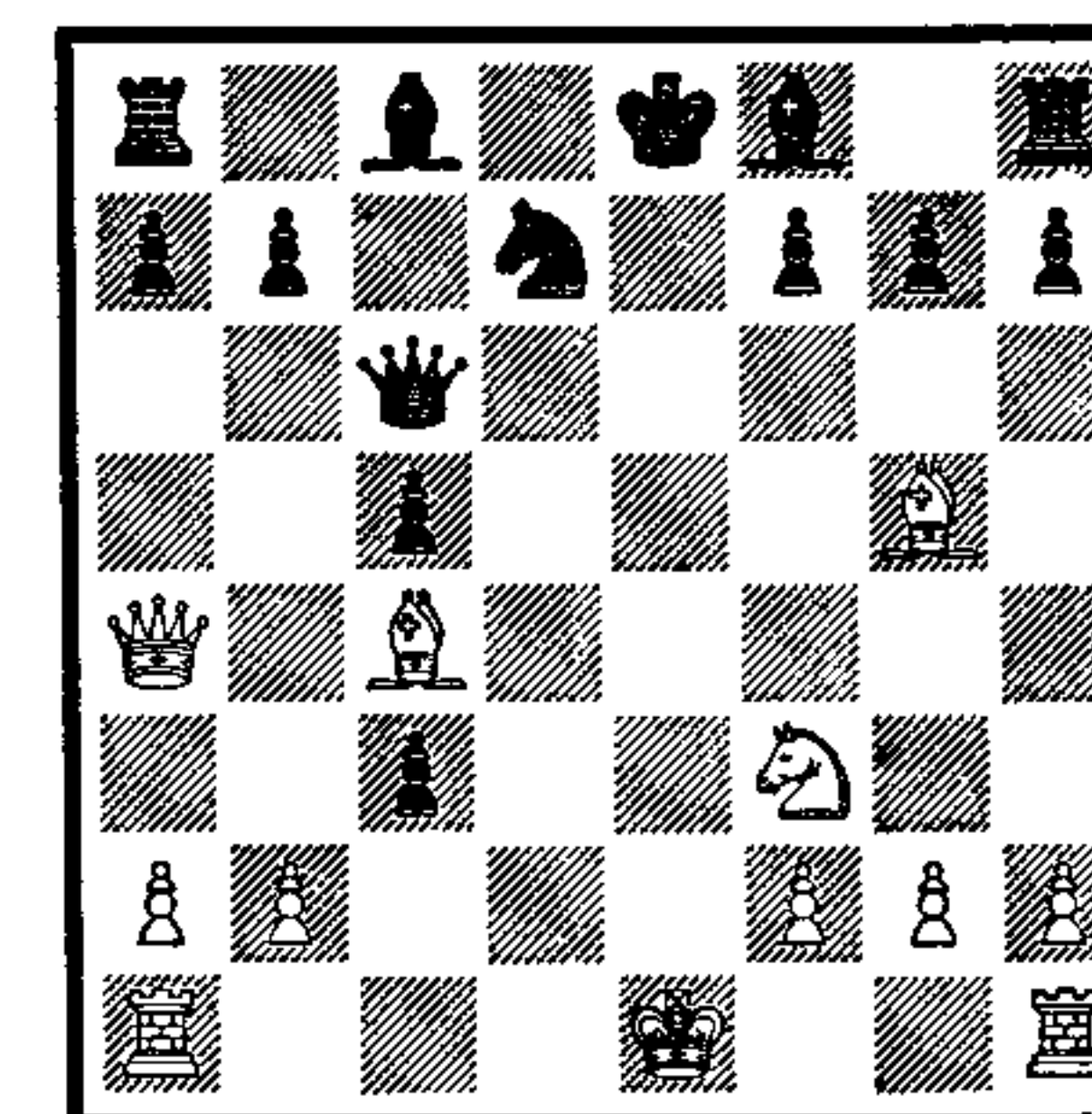
Here 5 ... c6 followed by g7–g6 and Bf8–g7 deserves consideration, as in one of the variations of the Grunfeld Defence. E.g., 6 Q×c4 Nb6 7 Qd3 g6 8 e4 Bb7, etc.

6 e4 c5 7 d5! e×d5 8 e5! d4

This looks perfectly logical, but in fact it allows White to build up a very strong attack. Comparatively best for Black was the counter-sacrifice 8 ... b5. E.g., 9 Q×b5 (on 9 N×b5 Black has the good reply 9 ... Ne4) 9 ... Rb8 10 Qa4 d4 11 e×f6 d×c3 12 B×c4 Rb4! (12 ... c×b2? 13 B×f7+) 13 Qd1 g×f6 (if 13 ... N×f6, then 14 B×f7+ Ke7 15 Q×d8+ K×d8 16 b×c3, while on 13 ... Q×f6, 14 Bg5 Qd6 15 Qe2+ Be7 16 Rd1 c×b2 17 0–0! is very strong) 14 b3! Ne5. However, even in this complex variation, analysed by the Hungarian player D. Négyessy, the chances are with White.

9 e×f6 d×c3 10 B×c4 Q×f6 11 Bg5! Qc6

In the game Dittman–Hermann, 1958, Black played his queen to f5. The battle did not last long: 12 0–0 Bd6 (12 ... f6 13 Be6!) 13 Rfe1+ Kf8 14 b×c3 Nf6 15 Rad1 Bd7 16 Qb3 Bc6 17 R×d6 B×f3 18 R×f6, and Black resigned (18 ... g×f6 19 Bh6+ Kg8 20 B×f7 mate).



12 0–0–0!

A spectacular queen sacrifice, which deserves not just one, but two exclamation marks. But alas, it was not original. It had already occurred in a simultaneous game by the Austrian master H. Müller (1934). After 12 ... Q×a4 13 Rhe1+ Be7 14 R×e7+ Kf8 15 R×f7+ Kg8 (or 15 ... Ke8 16 Re1+ Ne5 17 R×e5+ Be6 18 B×e6, and Black cannot avoid mate) 16 Rf×d7+ Q×c4 17 Rd8+ Kf7 18 Ne5+ Ke6 19 N×c4 White came out a piece ahead.

A quarter of a century later Black's position had not improved. Polugayevsky avoided taking the queen, and played 12 ... c×b2+.

12 ... Be7 failed to save the game after 13 Q×c6! b×c6 14 B×e7 c×b2+ 15 K×b2 K×e7 16 Rhe1+ Kd8 (16 ... Kf8 17 Ne5!) 17 Ng5 Kc7 18 N×f7 Rf8 19 Re7.

After 13 K×b2 (13 Kb1 is also good, and if 13 ... Qe4+, then 14 K×b2) 13 ... Be7 14 Rhe1 f6 15 Bb5 Qb6 (15 ... Qc7 16 Bf4) 16 Kc1! f×g5 17 B×d7+ Kf8 18 R×e7! K×e7 19 Qe4+ Kd8 20 Bf5+ Kc7 21 Qe5+ Kc6 22 Rd6+ Kb5 23 Qb2+ Black resigned.

No. 122 Pryanishnikov–V. Zaitsev, 1937

1 d4 d5 2 c4 d×c4 3 Nf3 Nf6 4 Nc3 e6

Nowadays 4 ... a6 is normally played here, and if 5 e4—5 ... b5 6 e5 Nd5, with an extremely sharp game.

5 e4 c5

5 ... Bb4 leads after 6 Bg5 to the so-called Vienna Variation of the Queen's Gambit Declined. Also possible is 6 e5 Nd5 7 Bd2, and on 7 ... B×c3 8 b×c3 b5–9Ng5, with the initiative for the sacrificed pawn.

6 d5! e×d5 7 e5! d4

7 ... Nfd7 is strongly answered by 8 Bg5 f6 (if 8 ... Be7, then 9 B×e7 and 10 N×d5) 9 e×f6 N×f6 10 B×f6 g×f6 11 N×d5 b5 12 Qe2+ Kf7 13 0–0, with an attack.

8 B×c4! d×c3

White also has a strong attack after 8 ... Nfd7 9 Qb3! On 9 ... Qa5 there follows 10 B×f7+ Kd8 11 0–0 d×c3 12 Rd1.

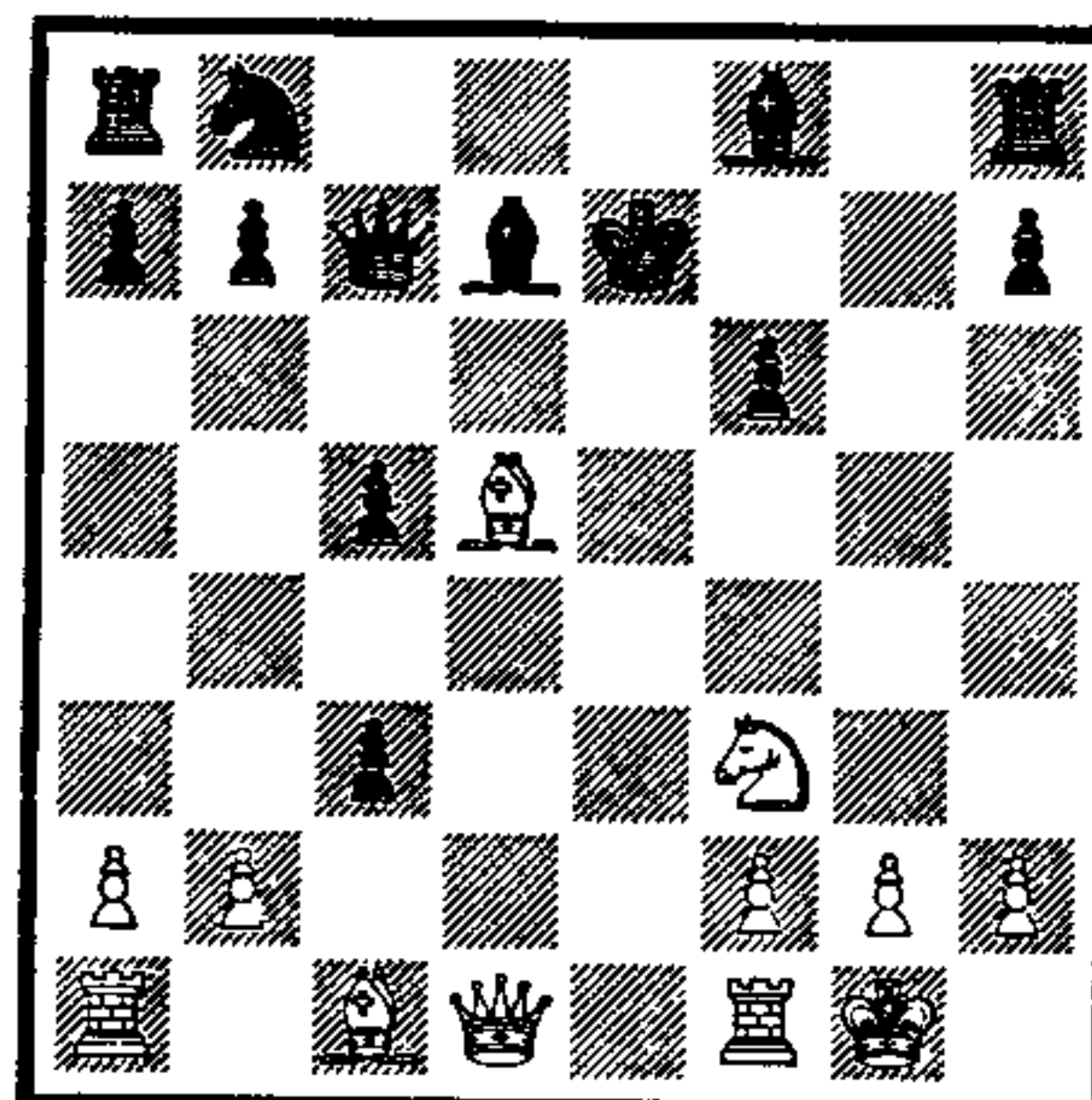
In a much later game Uhlmann–Wade (1958/9) Black continued 8 ... Nc6, and also came under a crushing attack. The game was over within five moves: 9 e×f6 d×c3 10 Qe2+ Kd7 11 Bf4 Qa5 12 Rd1+ Nd4 13 Bb5+, and Black lost his queen.

9 B×f7+ Ke7 10 e×f6+ g×f6 11 Bd5! Qc7

If 11 ... c×b2, then 12 Qe2+ Kd7 13 B×b2, and Black has no defence against 14 Rd1. On 12 ... Kd6 (instead of 12 ... Kd7) White decides the game by 13 Bf4+ K×d5 14 Rd1+ Kc6 15 Qe4+, winning the queen.

12 0–0 Bd7

By blocking the 'd' file, Black hopes to hide his king.



13 Ng5!

The knight cannot be taken, but meanwhile White threatens 14 Re1+ and 15 Nf7+.

13 ... Bg7 14 Re1+ Kd8

If 14 ... Kf8, then 15 Qh5.

15 Nf7+ Kc8 16 Nd6+! Q×d6 (16 ... Kd8 17 N×b7+) 17 B×b7+ Kc7 18 Q×d6+ K×d6 19 Bf4 mate

Queen's Gambit Declined

No. 123

1 d4 d5 2 c4 e6 3 Nc3 Nf6 4 Bg5 Be7 5 e3 0–0 6 Nf3 Nbd7 7 Rc1

Directed against the freeing advance c7–c5. White delays the development of his king's bishop, in order not to lose a tempo (7 Bd3 d×c4).

7 ... c6 8 Bd3 d×c4 9 B×c4 Nd5

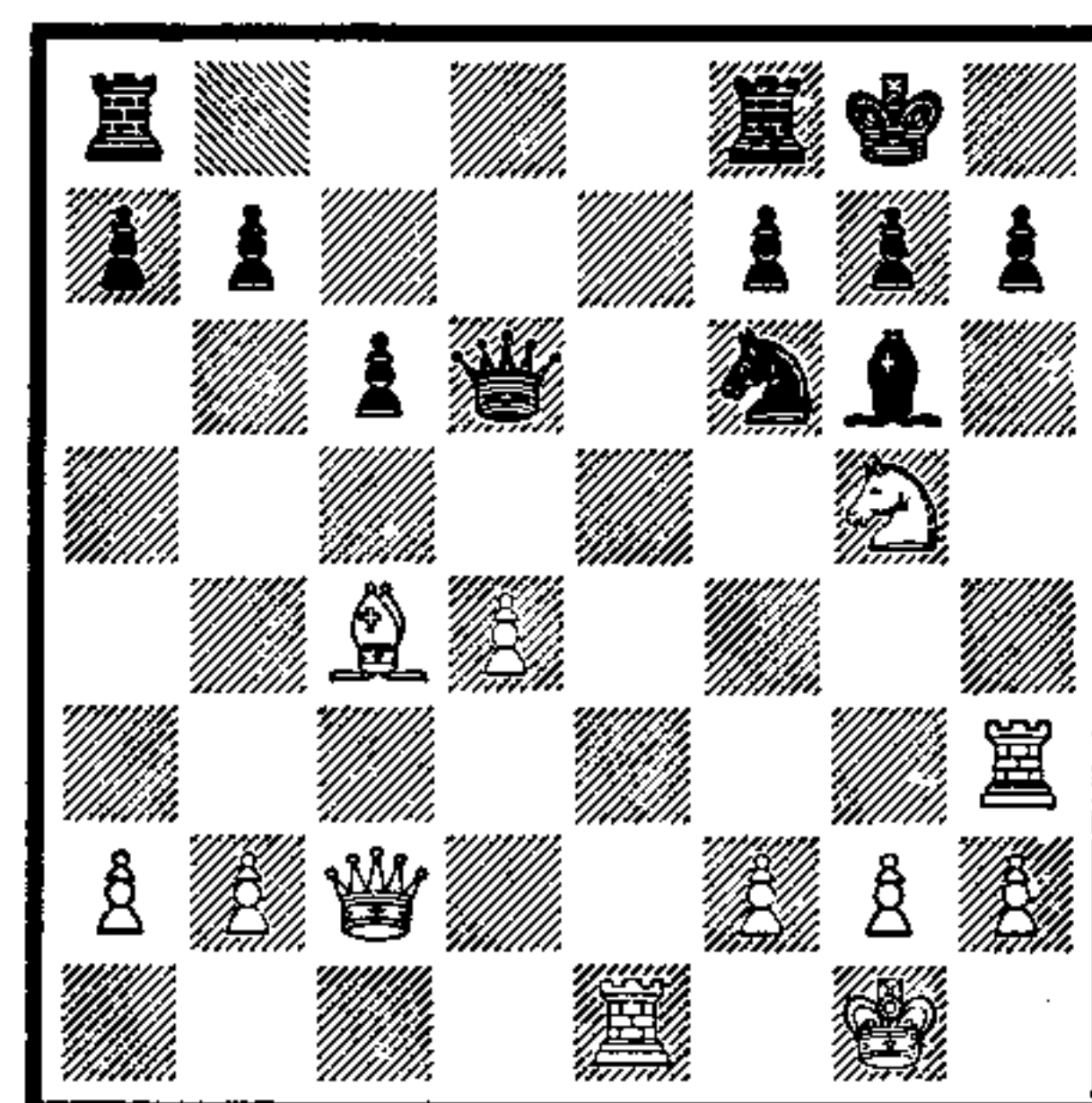
The start of the so-called 'relieving' system. By a series of exchanges Black simplifies the position, and then by advancing e6–e5 he frees his bishop at c8. The development of this piece is considered to be Black's main problem in the Queen's Gambit Declined.

10 B×e7 Q×e7 11 0–0 N×c3 12 R×c3 e5 13 Qc2 e×d4 14 e×d4 Nf6 15 Re1 Qd6 16 Ng5 Bg4

The aim of this manoeuvre is to transfer the bishop to g6 for the defence of the K-side. It was thought that in this way Black could parry White's attacking attempts without particular difficulty. This assessment is correct—Black can indeed parry the attack, but it is not at all a simple matter.

In 1938 N. Kopayev and V. Chistyakov discovered a brilliant combination:

17 Rg3 Bh5 18 Rh3 Bg6



19 Q×g6!! (the start of the combination—White must open the ‘h’ file) 19 ... h×g6 20 B×f7+ (the rook is lured onto f7) 20 ... R×f7 21 Rh8+ (the king is diverted from the defence of f7) 21 ... K×h8 22 N×f7+ (the result of the combination is a fork, with which White not only regains the sacrificed material, but even comes out a pawn ahead) 22 ... Kg8 23 N×d6 Rd8 24 Re6. White has every chance of realizing his advantage.

Masters who used to play this variation became noticeably depressed. But in 1949, in a game with Boleslavsky, the Moscow master Moiseyev repeated it. Only instead of 18 ... Bg6 he played 18 ... Qb4! By attacking the rook at e1, Black moves his queen away from the dangerous fork (N×f7+), and only then completes his bishop manoeuvre. After 19 Rhe3 Bg6! 20 Qb3 Q×b3 21 B×b3 Rfe8 22 Kf1 Kf8 the players agreed to a draw. The transference of the rook to the K-side (Rc3–g3–h3), preparing the combination, proved to be not so terrible after all.

No. 124 Mikenas–Kashdan, 1931

1 d4 Nf6 2 c4 e6 3 Nc3 d5 4 Bg5 Nbd7 5 e3 Be7 6 Nf3 d×c4

In the Queen’s Gambit Declined Black normally delays the exchange d5×c4 until White has played Bf1–d3. After 6 ... 0–0 White, in his turn, tries to avoid losing a tempo, and continues 7 Rcl or 7 Qc2, when we have the so-called ‘struggle for a tempo’.

The move in the game leads to a less favourable position from the Queen’s Gambit Accepted.

7 B×c4 a6 8 0–0 b5 9 Bd3

Modern theory gives preference to the retreat of the bishop to b3.

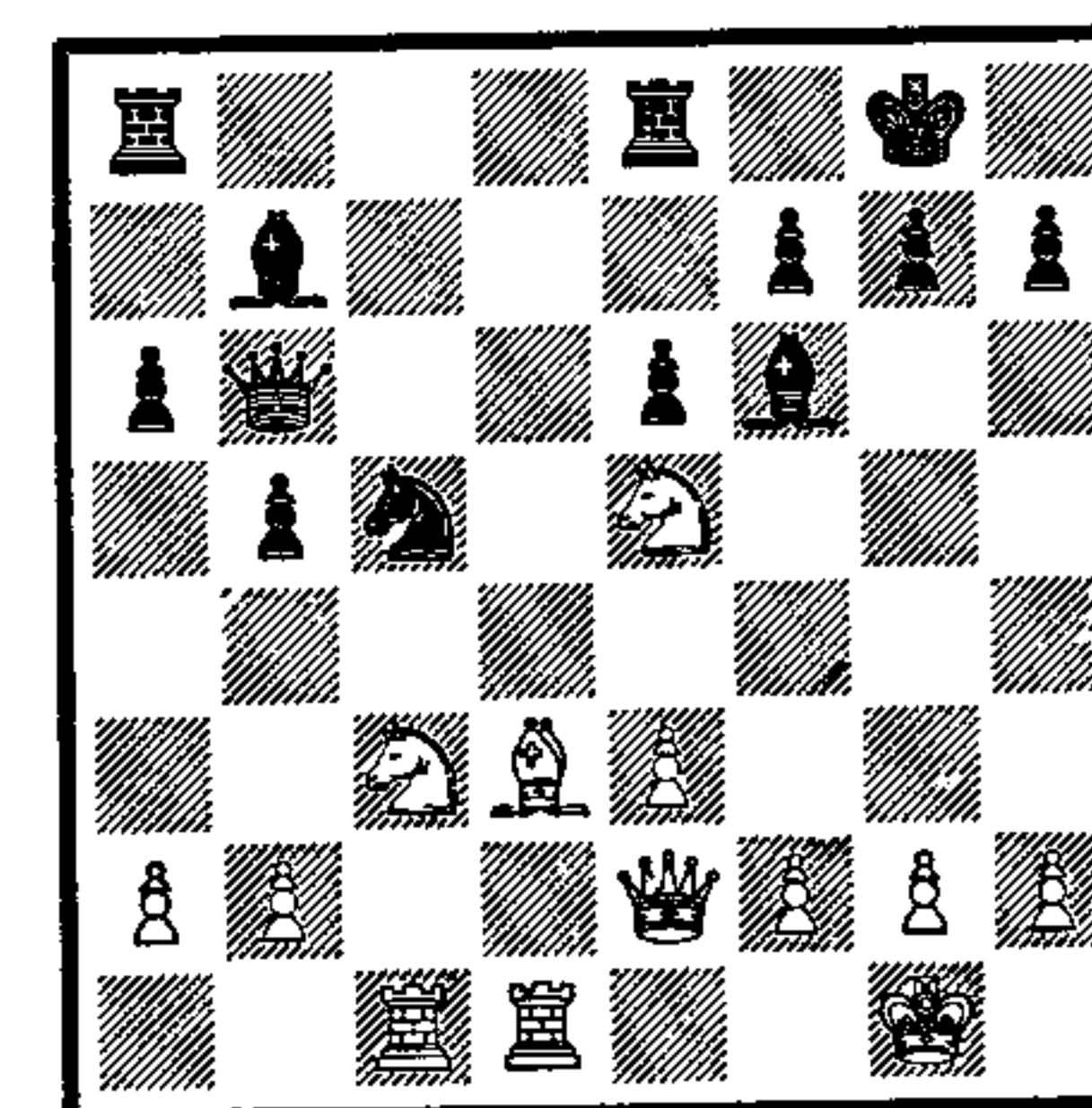
9 ... c5 10 Qe2 Bb7 11 Rfd1 Qb6 12 Rac1 0–0 13 Ne5

The threat is 14 N×d7, while the exchange on e5 leads to the loss of the bishop: 13 ... N×e5? 14 d×e5 Nd5 15 N×d5 and 16 B×e7.

13 ... Rfe8

Now Mikenas diverts the black pieces from the defence of the square h7 by exchanges on c5 and f6 – 14 d×c5 N×c5 15 B×f6 B×f6.

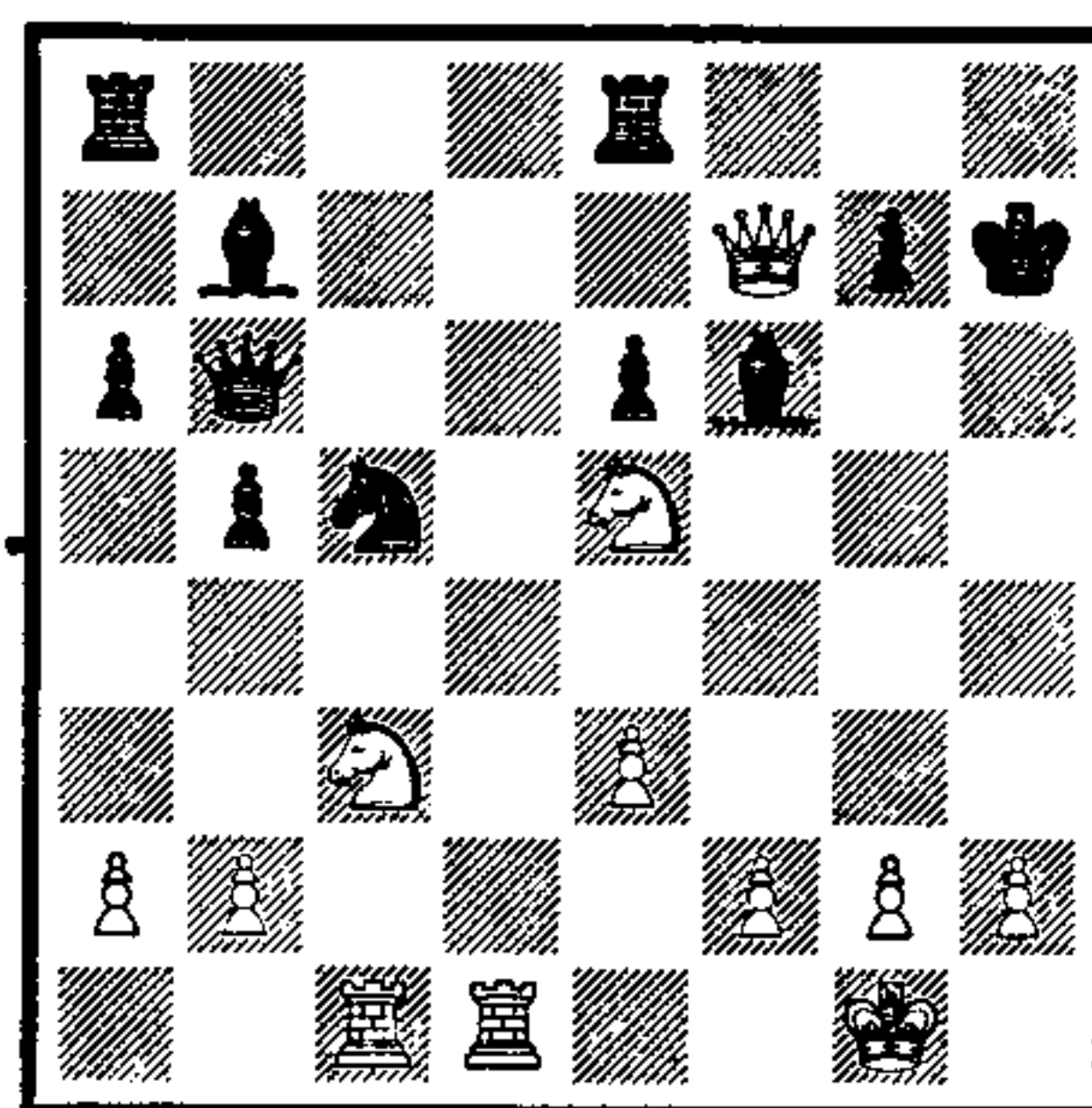
Note that the intermediate move 15 ... N×d3 fails to 16 B×g7 (16 ... N×c1 17 Qg4).



It would appear that everything is now ready for the bishop sacrifice, after which White captures the pawn at f7 with check...

16 B×h7+ K×h7 17 Qh5+ Kg8 18 Q×f7+ Kh7

This is a short game of a special kind. After lengthy consideration Mikenas agreed to a draw—he was convinced that White had nothing more than perpetual check. Meanwhile, Black’s last move was a decisive mistake. 18 ... Kh8! was essential, when White would indeed have nothing better than to give check at h5 and f7.



After the king move to h7 it was not at all necessary to agree to a draw! Fifteen years prior to the 4th Olympiad in Prague, which is where this game was played, exactly the same position was reached in the game **Janowski–Chajes** (New York, 1916).

Janowski demonstrated that White had a forced win:

19 Nd7! N×d7 20 R×d7 Bc6 21 Ne4!!

This is why Black should have moved his king to h8. Then the pawn at g7 would not have been pinned, and therefore the move Nc3–e4 would not have been possible—Black would have simply captured the knight. But now on 21 ... B×e4 White decides the game by 22 Q×f6 Rg8, and now either 23 Rcc7, or 23 Qh4+ Kg6 24 Q×e4+ Kf6 25 Rc6.

21 ... B×b2 22 Ng5+ Kh6 23 g4! g6 (mate at h5 was threatened) **24 h4!** And now mate at h7 is inevitable.

Black could have avoided this fine finish by giving back the piece—20 ... Qc6 (instead of 20 ... Bc6), and on 21 R×b7—21 ... Rac8. Then White would have been faced with the technical problem of realizing his two-pawn advantage.

No. 125 Fine–Yudovich, 1937

1 d4 d5 2 c4 e6 3 Nc3 Nf6 4 Nf3 c5 5 Bg5

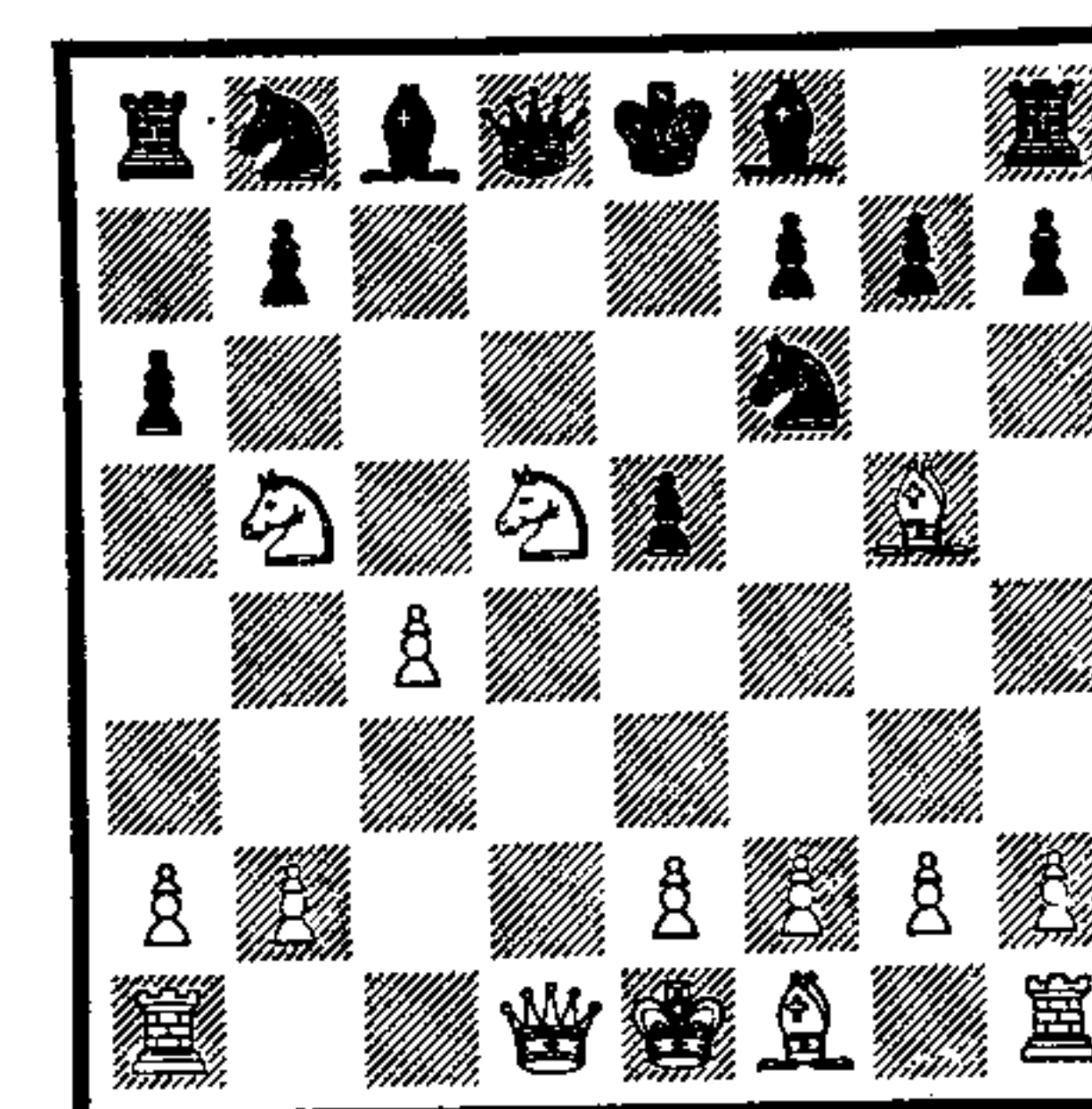
White continues his development, but allows the opponent to occupy the centre. Much more common is 5 c×d5 N×d5 6 e3 (or 6 e4)—the Semi-Tarrasch Defence.

5 ... c×d4 6 N×d4 e5 7 Ndb5

The quiet 7 Nf3 is better, and on 7 ... d4—8 Nd5, with the possible follow-up 8 ... Be7 9 B×f6 B×f6 10 e4 d×e3 11 N×e3 (on 11 f×e3 Black has the good reply 11 ... e4 12 Nd4 0–0 and then Nb8–c6) 11 ... Q×d1+ 12 R×d1 e4 13 Nd4 Nc6, with roughly equal chances.

7 ... a6

The American grandmaster thought this move to be impossible. After all, it seems that White can get away with taking the pawn—**8 N×d5**.



“On 8 ... a×b5”, thought Fine, “there follows 9 N×f6+ g×f6 10 Q×d8+, 11 B×f6+ and 12 B×h8...”.

But Yudovich took the knight—**8 ... a×b5**, and on **9 N×f6+** replied **9 ... Q×f6!**

This temporary queen sacrifice is merely an elaboration on the rather transparent trap in the Cambridge Springs Variation (p. 46). After **10 B×f6 Bb4+ 11 Qd2 B×d2+ 12 K×d2 g×f6** Black was left a knight up. Not wishing to end up in a collection of miniature games, Fine did not, however, resign immediately...

Albin Counter-Gambit

No. 126

1 d4 d5 2 c4 e5

This pawn sacrifice has the aim of cramping White, and of hindering the normal development of his pieces.

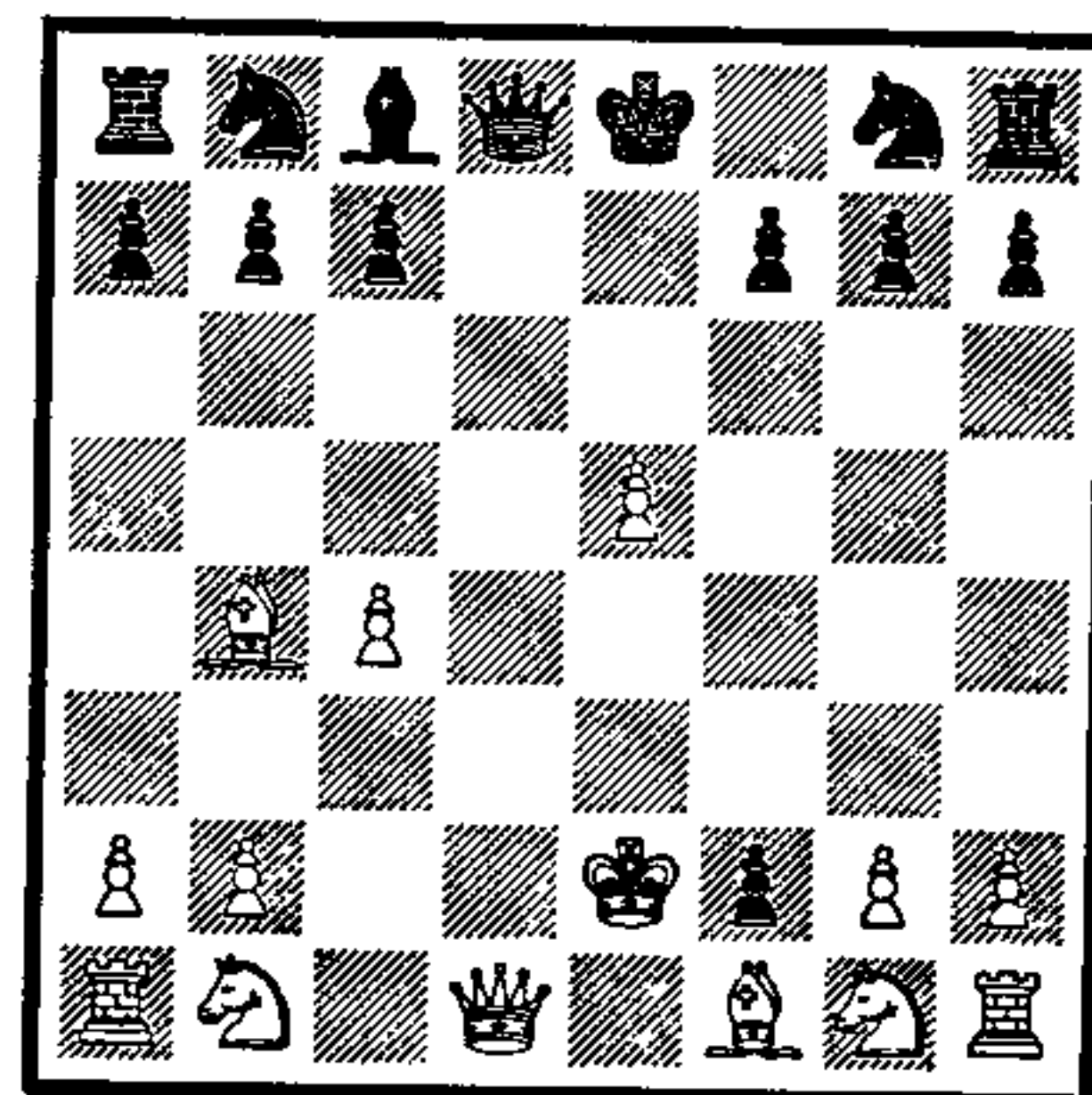
3 d×e5 d4 4 e3?

This attempt to immediately get rid of the pawn at d4 is a bad mistake. The theoretical continuations are 4 Nf3, 4 a3 and 4 e4. E.g., 4 Nf3 Nc6 5 g3 Bg4 6 Bg2 Qd7 8 0-0 0-0-0 9 Qa4 Kb8 10 Nbd2 Nge7 10 Nb3, with the better prospects for White.

4 ... Bb4+ 5 Bd2 d×e3! 6 B×b4

The lesser evil is 6 f×e3. On 6 Qa4+ Nc6 7 B×b4? there follows 7 ... e×f2+ 8 K×f2 Qh4+ 9 g3 Qd4+ and wins, or 9 Ke3 Qd4+ 10 Kf3 Bg4+ 11 Kg3 Nh6 12 h3 Nf5+ 13 Kh2 Qf4+, and mates. This old variation from Bilguer's 'Handbuch' (which is carefully reproduced by all authors of opening books) still catches players from time to time, and not only beginners. This, for instance, is what happened in the games Linse-Kjelberg (Malme 1917) and M. Tatevosian-E. Tatevosian (Championship of Armenia, 1947).

6 ... e×f2+ 7 Ke2



7 ... f×g1=N+!

The pawn has to be promoted to a knight, so as to give check, otherwise White plays 8 Q×d8+.

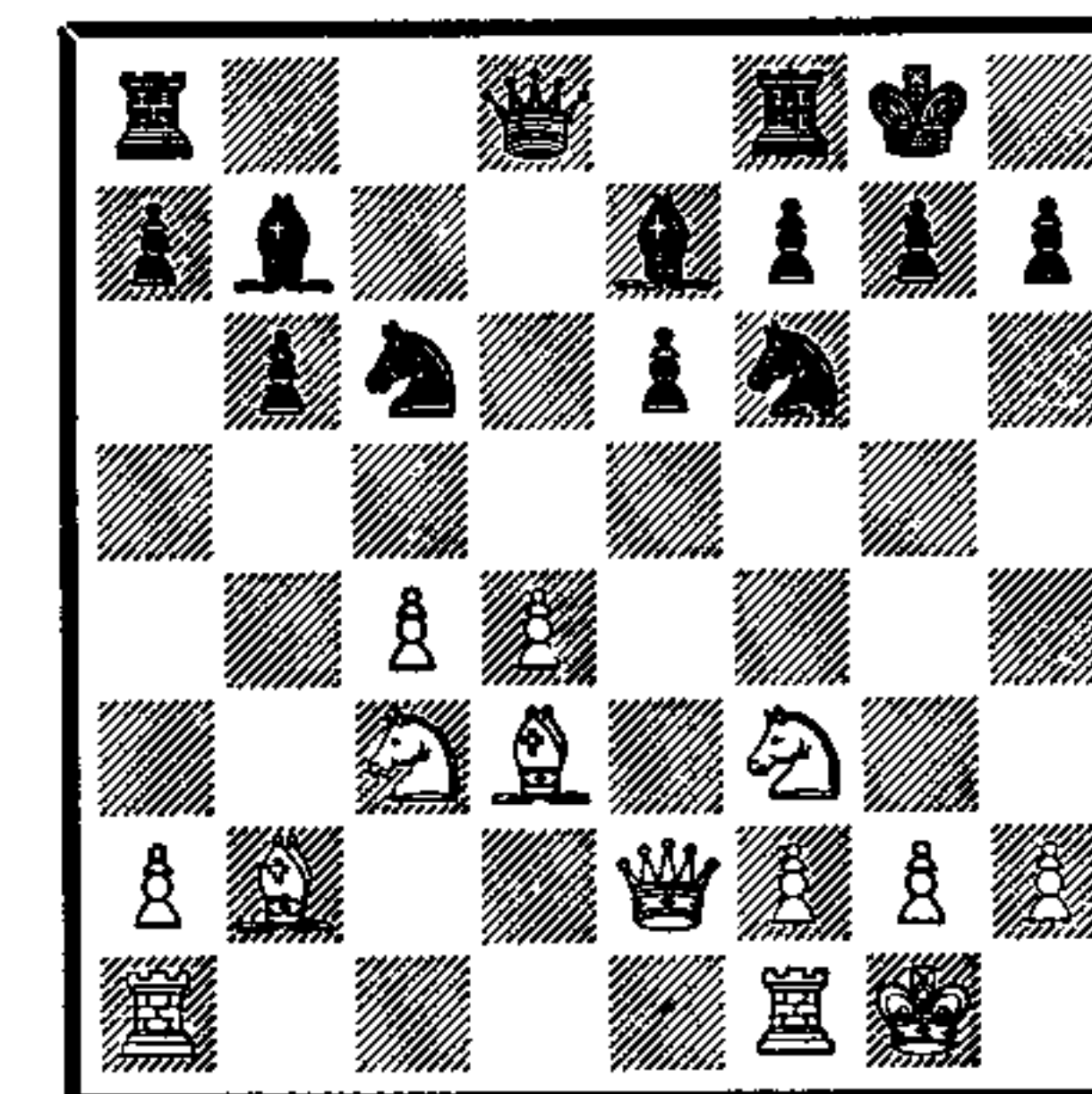
8 Ke1 (8 R×g1 Bg4+) 8 ... Qb4+ 9 Kd2 Nc6 10 Bc3 Bg4, and Black wins.

Queen Pawn Opening

No. 127

1 c4 Nf6 2 Nf3 e6 3 Nc3 d5 4 e3 Be7 5 b3 0-0 6 Bb2 b6 7 d4 Bb7 8 Bd3 d×c4 9 b×c4 c5 10 0-0 c×d4 11 e×d4 Nc6 12 Qe2

This was the start of the game Keres-Taimanov (1951). Black was not, of course, threatening to win the 'd' pawn, in view of the exchange on d4 and the discovered attack with check (B×h7+). But now that the white queen has left the 'd' file, why shouldn't Black take the pawn?



Taimanov sensibly refused the 'gift' and replied 12 ... Re8. What would have happened after 12 ... N×d4? is illustrated by two games played many years ago, Engels-Badestein (1937), and Enevoldsen-Andersen (1940).

13 N×d4 Q×d4 14 Nd5! Qc5 15 B×f6 g×f6

This is what happened in the first of these games. The one between Enevoldsen and Andersen concluded after 15 ... B×f6 16 Qe4—Black resigned.

16 N×e7+ Q×e7 (if 16 ... Kh8, then 17 Nd5 e×d5 18 Qh5) 17 Qg4+!

But not 17 Qh5, to which Black replies 17 ... f5, and White has achieved nothing, whereas now he wins the queen.

17 ... Kh8 18 Qh4

Black can avoid mate only by giving up his queen (18 ... f5), and so he resigned.

Nimzo-Indian Defence

No. 128 Nilsson–Pietzsch

1 d4 Nf6 2 c4 e6 3 Nc3 Bb4 4 e3 0–0 5 Bd3 d5 6 Nf3 c5 7 0–0 b6 8 a3

8 c×d5 e×d5 9 d×c5 b×c5 10 Ne2 is more promising, planning play against the hanging 'd' and 'c' pawns.

8 ... B×c3 9 b×c3 c×d4 10 c×d4 Ba6 11 Nd2

White should have continued 11 c×d5. His desire to maintain the tension has unfortunate consequences.

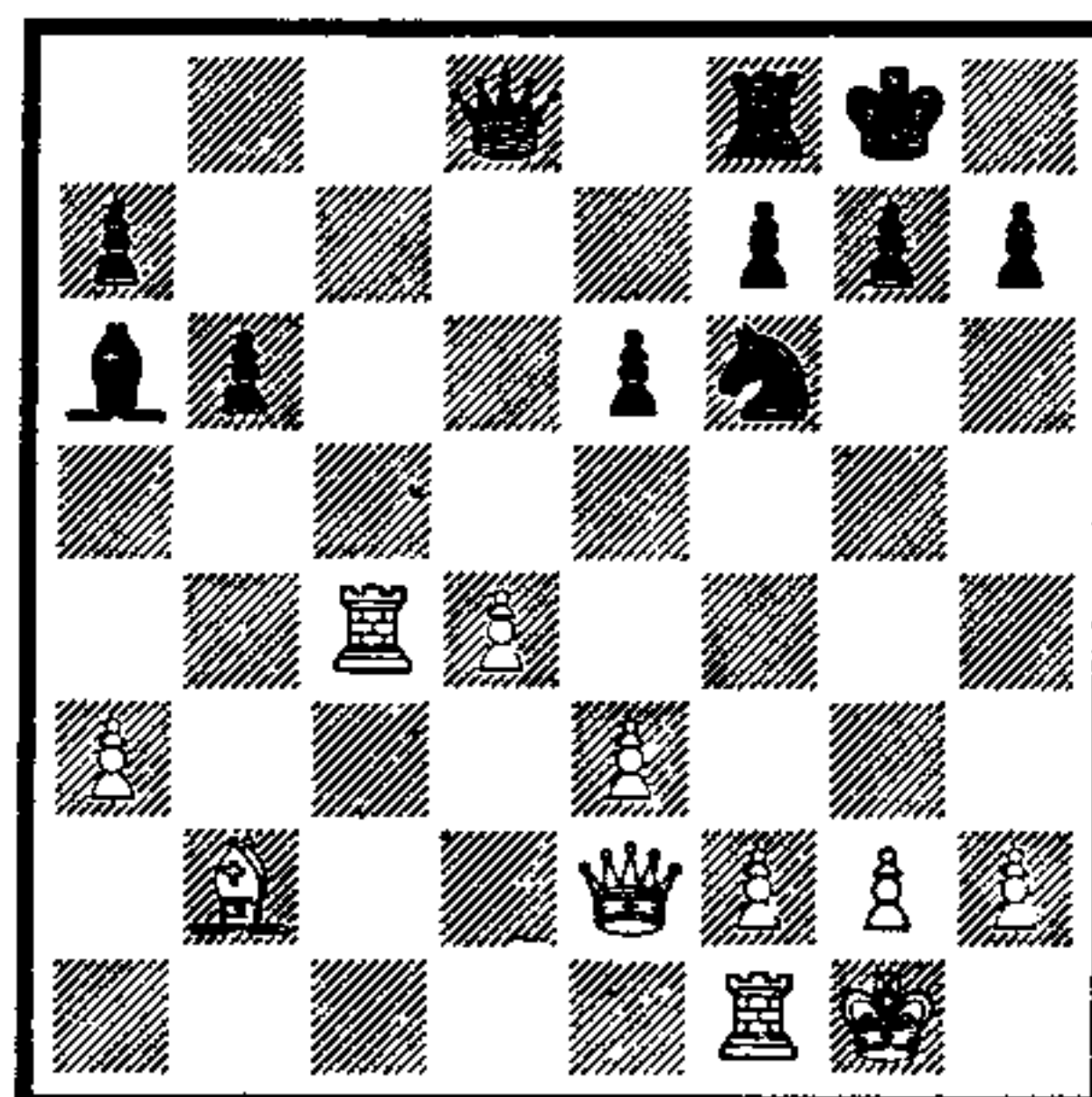
11 ... Nc6 12 Bb2 Na5 13 Rc1?

13 Qe2 was essential, defending the bishop at d3, so as to then exchange on d5.

13 ... Rc8 14 Qe2

The pawn at c4 seems to be securely defended—it is attacked four times, and defended four times...

14 ... d×c4! 15 N×c4 N×c4 16 B×c4 R×c4! 17 R×c4



Here White expected 17 ... B×c4 18 Q×c4, or 17 ... Qd5 18 Rfc1, leading to exchanges.

17 ... Ne4!

The threat is 18 ... B×c4 19 Q×c4 Nd2, while if 18 Rfc1, then 18 ... Nd6!

After 18 Qc2 B×c4 White resigned, without bothering to make his opponent demonstrate the simple technique required to win.

* * *

Meanwhile, if Nilsson had found the by no means obvious move 18 d5! (an idea of the Moscow master Ravinsky), bringing his bishop into play, he could have set Black a much more difficult task. On 18 ... e×d5 (or 18 ... Q×d5) White is saved by the intermediate mating threat 19 Qg4. There remains only 18 ... B×c4 19 Q×c4 Q×d5 (19 ... Nd2?? 20 Qd4). After 20 Qa4 Black is a pawn up (but not the exchange!), for which in addition White has some compensation.

In Nilsson's defence, it should be mentioned that the possibility which he overlooked during the game was not noticed by various annotators in their subsequent analysis...

No. 129 Flohr–Gilg, 1934

1 d4 Nf6 2 c4 e6 3 Nc3 Bb4 4 Qc2 d5 5 c×d5 Q×d5 6 e3 0–0

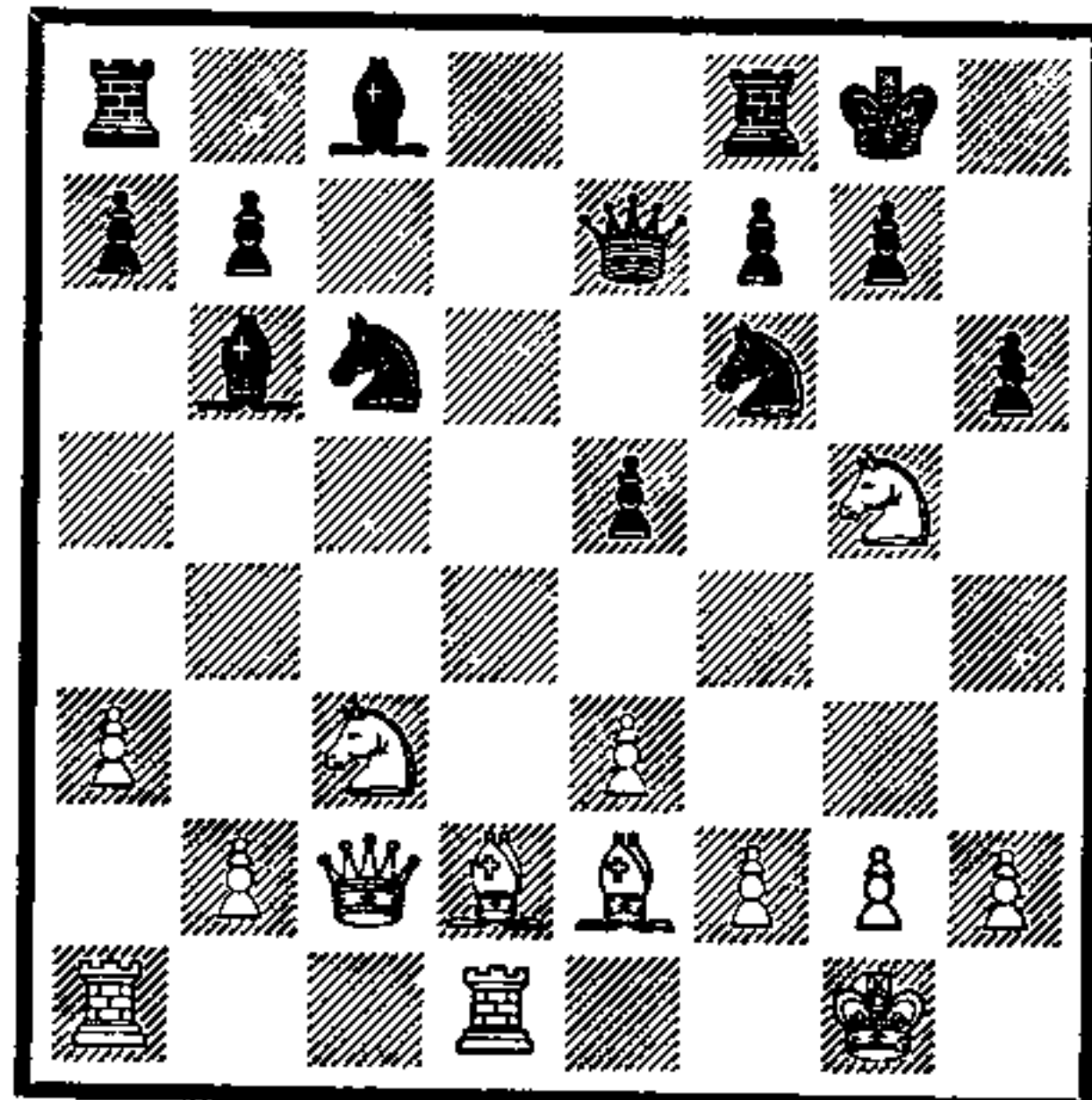
A perfectly possible continuation. More exact, however, is the immediate counter-blow in the centre, 6 ... c5, which gives Black a fully equal game. E.g., 7 a3 B×c3 + 8 b×c3 Nc6 9 Nf3 0–0 10 c4 Qd6 11 Bb2 c×d4 12 e×d4 b6 13 Bd3 Bb7, or 7 Ne2 c×d4 8 N×d4 Nc6 9 Nf3 Ne4.

7 Ne2 c5 8 Bd2 Qd8 9 a3 c×d4 10 N×d4 Ba5 11 Be2 Bb6 12 Nf3 Nc6 13 0–0 Qe7 14 Rfd1 e5

On 14 ... Bd7 there could have followed 15 Na4 Bc7 16 Nc5, with the better prospects for White. Black wants to develop his queen's bishop 'at his leisure'...

15 Ng5

Here Black decided that White was merely planning the harmless transfer of his knight to e4, and played **15 ... h6?**



There followed **16 Nd5!**, and Black had to resign.

The reader will have seen a similar picture, with colours reversed, in the game Johner–Tartakower (p. 16).

*Catalan Opening***No. 130**

1 d4 Nf6 2 c4 e6 3 g3 d5 4 Bg2 dxc4 5 Qa4+ Nbd7 6 Nd2

The idea of this rarely-played move is to recapture on c4 with the knight, thus increasing the pressure on Black's K-side. The normal continuation is **6 Qxc4**.

6 ... c5

6 ... c6 is safer. By forcing White to capture on c4 with his queen, Black frees his game by a counter-blow in the centre: **7 Qxc4 e5! 8 dxe5 (8 Nf3 exd4) 8 ... Nxe5 9 Qc3 Bd6**, with roughly equal chances (Keres–Smyslov, 1950).

7 Nxc4 a6

If Black accepts the pawn sacrifice—**7 ... cxd4**, there can follow **8 Bf4 Be7 9 Nd6+ Kf8 10 Nf3! Qb6 11 Nc4! Qb4+ 12 Qxb4 Bxb4+ 13 Bd2 Bxd2+ 14 Kxd2 Ne4+ 15 Ke1**. After re-establishing material equality, White will have the better ending, since his pieces are more actively placed.

8 Bd2!

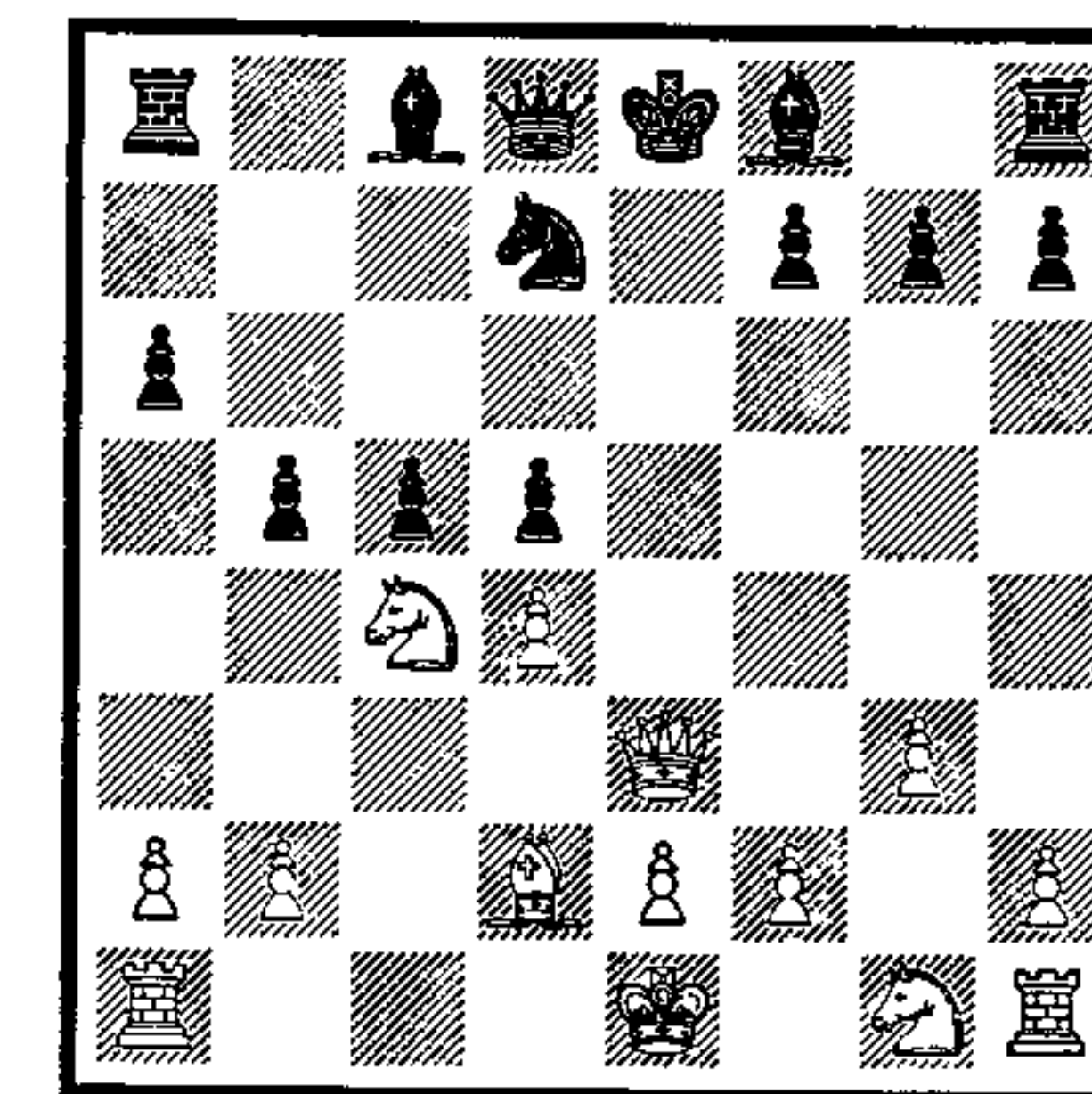
An original idea. White ignores the obvious threat of **b7–b5**.

8 ... b5 9 Qa3 Nd5?

On **9 ... cxd4** there follows **10 Nd6+ Bxd6 11 Qxd6** followed by **12 Qxd4**, with an excellent game, while if **9 ... Rb8**, then **10 Na5 (10 ... cxd4 11 Bb4)**.

The apparently natural move **9 ... Nd5** loses instantly.

10 Bxd5 exd5 11 Qe3+!

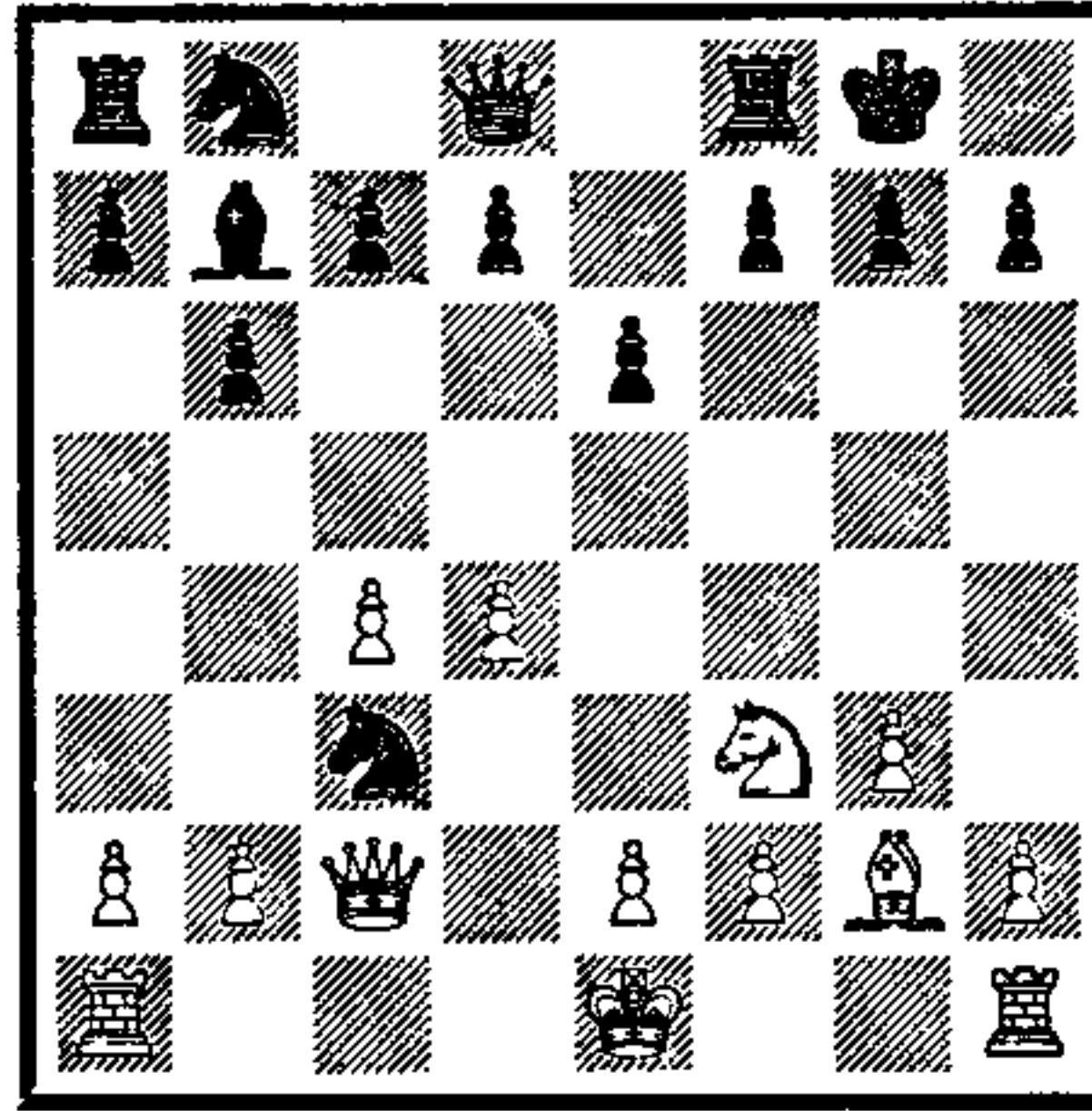


Black has to resign, since **11 ... Be7** fails to **12 Ba5**, while if **11 ... Qe7**, then **12 Nd6+ Kd8 13 Ba5+**.

*Queen's Indian Defence***No. 131 Monicelli–Prokeš, 1926**

1 d4 Nf6 2 Nf3 e6 3 c4 Bb4+ 4 Bd2 Bxd2+ 5 Qxd2 b6 6 g3 Bb7 7 Bg2 0–0 8 Nc3 Ne4 9 Qc2

Here Black decided to exchange knights—9 ... N×c3



The Czech master assumed that his opponent had little choice—10 Q×c3 or 10 b×c3.

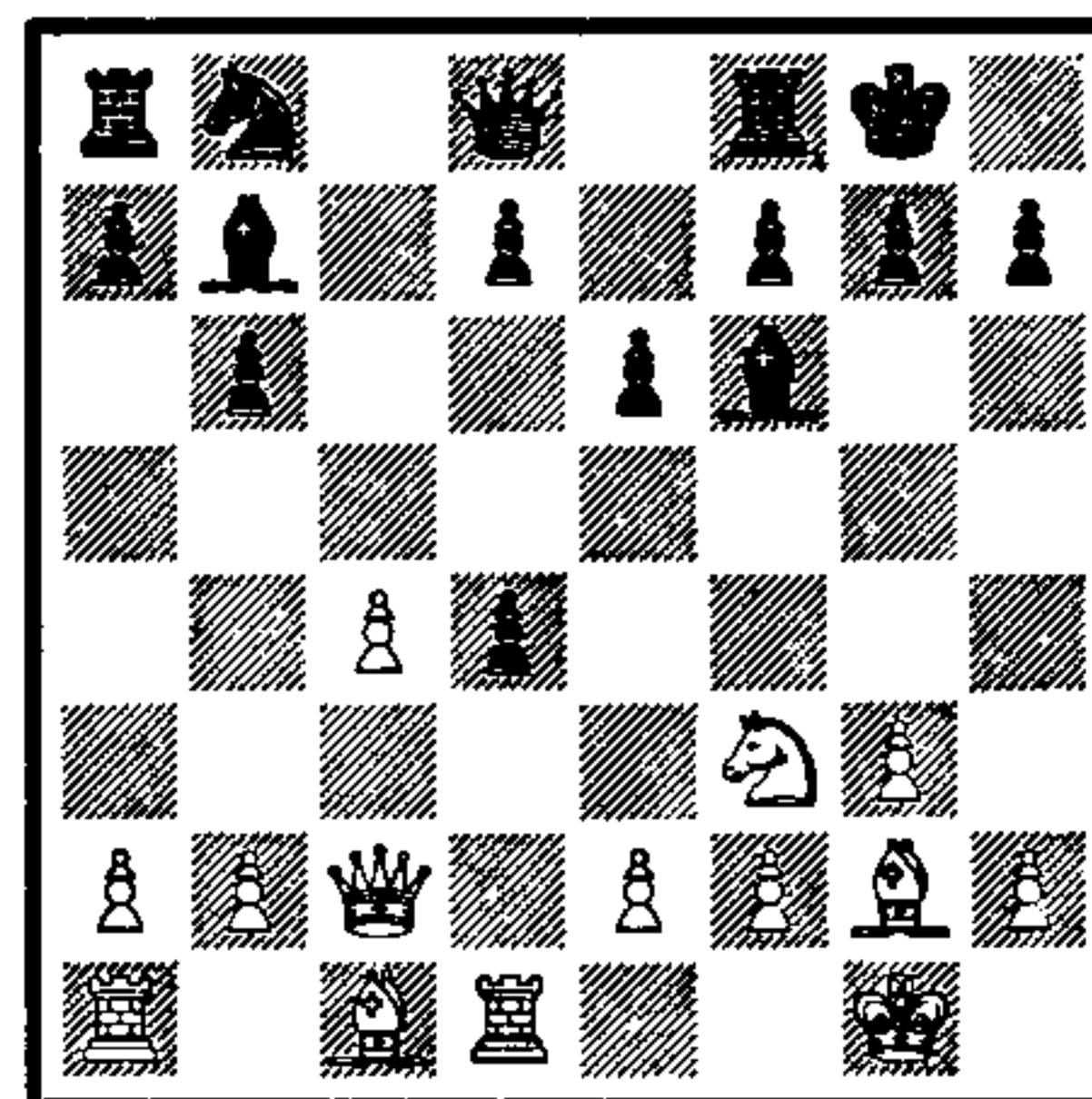
There followed, however, 10 Ng5!, and Black lost the exchange (10 ... Q×g5 11 B×b7 N×e2 12 Q×e2 Nc6 13 B×a8 R×a8 14 Qe3 Qa5 + 15 Kf1, while if 10 ... Ne4, then 11 B×e4 B×e4 12 Q×e4 Q×g5 13 Q×a8 Nc6 14 Qb7 N×d4 15 Rd1 Qe5 16 e3 Nc2 + 17 Kf1).

The following example is on the same 'Queen's Indian' theme.

No. 132 Vadász–Dely, 1969

1 d4 Nf6 2 Nf3 e6 3 g3 b6 4 Bb2 Bb7 5 0–0 Be7 6 c4 0–0 7 Nc3 Ne4 8 Qc2 N×c3 9 Q×c3 c5 10 Rd1 Bf6 11 Qc2

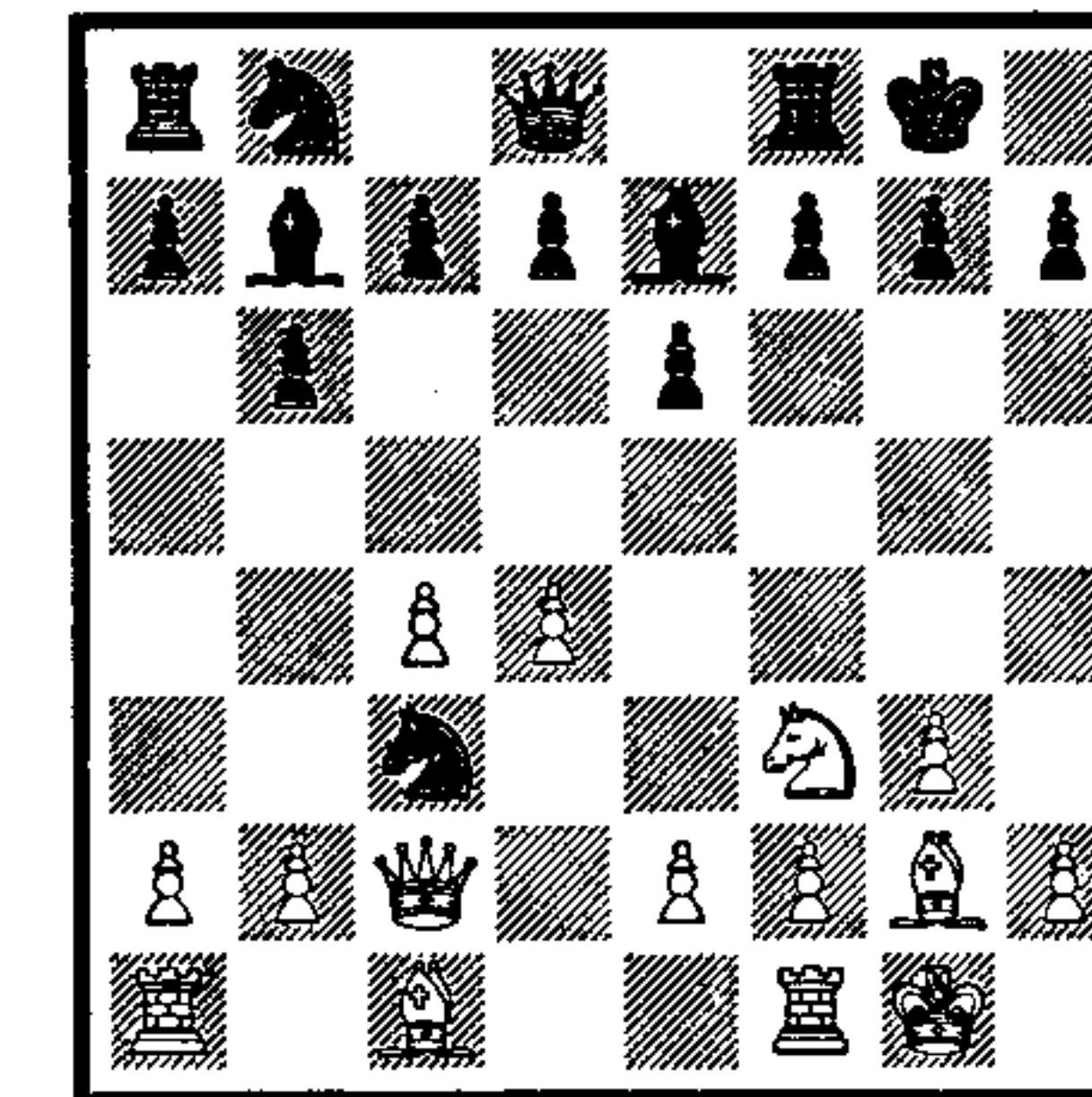
The queen has moved out of the pin, and Black decided that it was time to exchange on d4—11 ... c×d4.



There followed a move already familiar to the reader, 12 Ng5!, and the International Master stopped his clock.

No. 133

1 d4 Nf6 2 c4 e6 3 Nf3 b6 4 g3 Bb7 5 Bg2 Be7 6 0–0 0–0 7 Nc3 Ne4 8 Qc2 N×c3



This position occurred in the Vadász–Dely game just examined, and also in many other games played with the Queen's Indian Defence. Glancing at the diagram of the preceding examples, in which White surprised his opponent with the tactical blow Nf3–g5!, the reader will no doubt observe the 'similarity of the picture', and ask: why shouldn't White play 9 Ng5 here?

Mate is threatened, the bishop at b7 is attacked, Black's queen's rook is blocked in—everything is the same as in games Nos. 131 and 132. But not everything! The intermediate check 9 ... N×e2 + ! diverting the queen from the b1–h7 diagonal, refutes White's intention. The result of the operation undertaken is that he comes out a piece down (10 Q×e2 B×g2 11 K×g2 B×g5).

White fell into this well-known trap in the game O'Sullivan–Rossolimo, played in the tournament at Hilversum (1947).

No. 134 Krogius–Martyushov, 1949

1 d4 Nf6 2 c4 e6 3 Nf3 b6 4 g3 Bb7 5 Bg2 Be7 6 0–0 0–0 7 Qc2 Be4

The strongest reply is 7 ... c5. E.g., 8 Rd1 c×d4 9 N×d4 B×g2 10 K×g2 d5 11 Nc3 (11 Nf3 Qc8!) 11 ... Qd7, or 8 d×c5 b×c5! 9 Nc3 d6 10 Rd1 Qb6 11 b3 Nc6 12 Bb2 Nb4 13 Qb1 Rfd8 14 e3 Bc6 and then

15 ... Qb7 (Kan-Smyslov, 1952)—in both cases with roughly equal chances.

8 Qa4 c5

It would have been better to return the bishop to b7, since now White exchanges it for his knight.

9 d5! e×d5 10 Nc3 Nc6

On 10 ... d×c4 White forcibly obtains an advantage by 11 N×e4 N×e4 12 Ne5 d5 13 Rd1 f5 14 N×c4 Bf6 (Black cannot maintain his position in the centre; if 14 ... Nf6, then 15 Ne3) 15 f3 Nd6 (15 ... Ng5 16 B×g5 B×g5 17 f4) 16 R×d5 b5 17 Qd1 b×c4 18 Bf4 (Kholmov-Zagoryansky, 1947).

11 c×d5 B×d5 12 N×d5 N×d5 13 Nh4 (13 Rd1 deserved consideration) **13 ... Nc7?**

Black should have played 13 ... B×h4, and on 14 B×d5—14 ... Bg5, when the variation 15 Rfd1 Rc8 16 B×c6 R×c6 17 B×g5 Q×g5 18 R×d7 Re6 19 Q×a7 R×e2 appears to be acceptable.

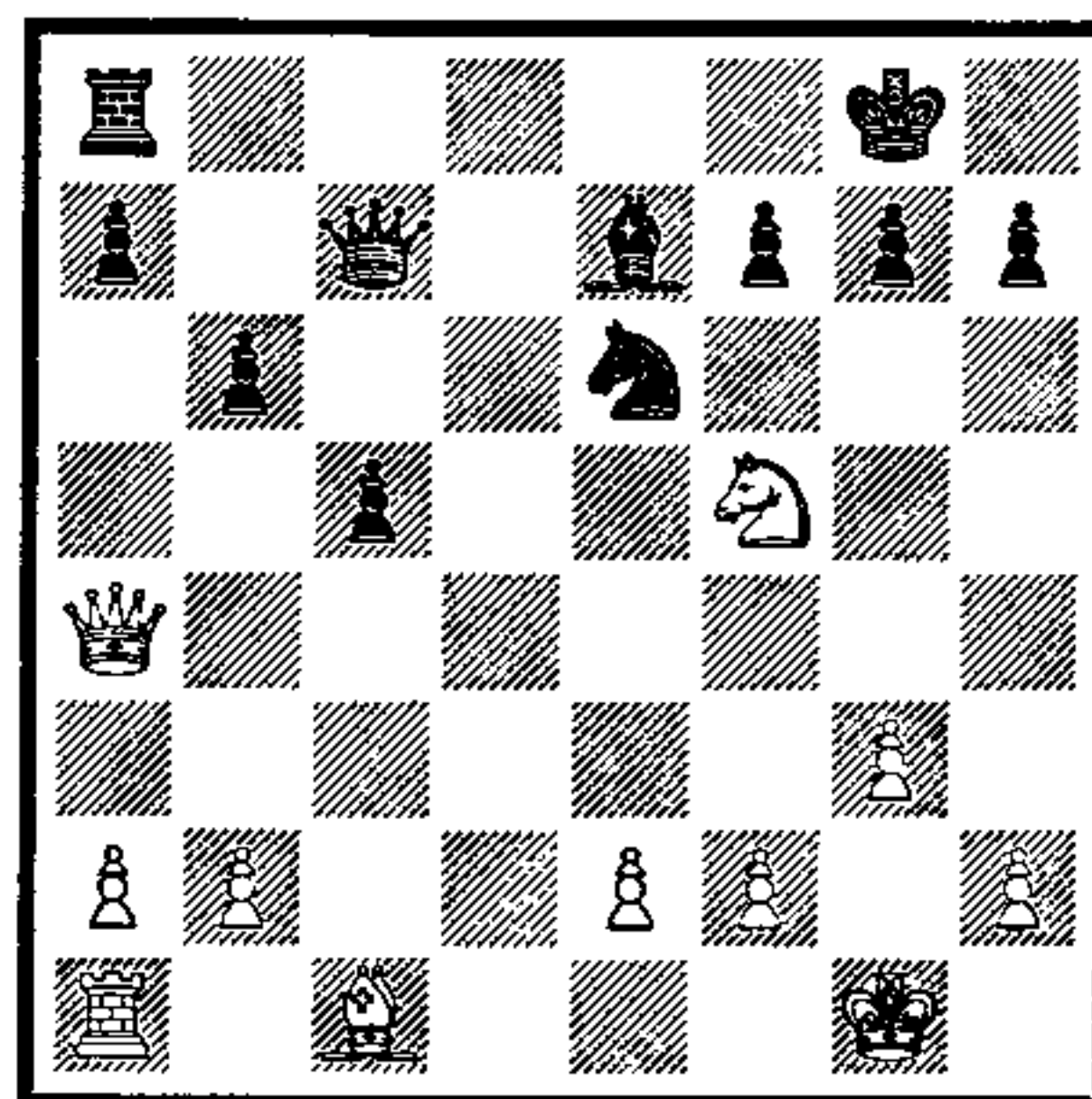
14 Rd1 Qe8 15 Nf5

For the sacrificed pawn White has the initiative. Black feels the absence of his 'Queen's Indian' bishop.

15 ... Ne6

In making this move Black foresaw his opponent's combination, but thought that it would only enable him to regain the sacrificed material.

16 R×d7 Q×d7 17 B×c6 Qc7 18 B×a8 R×a8



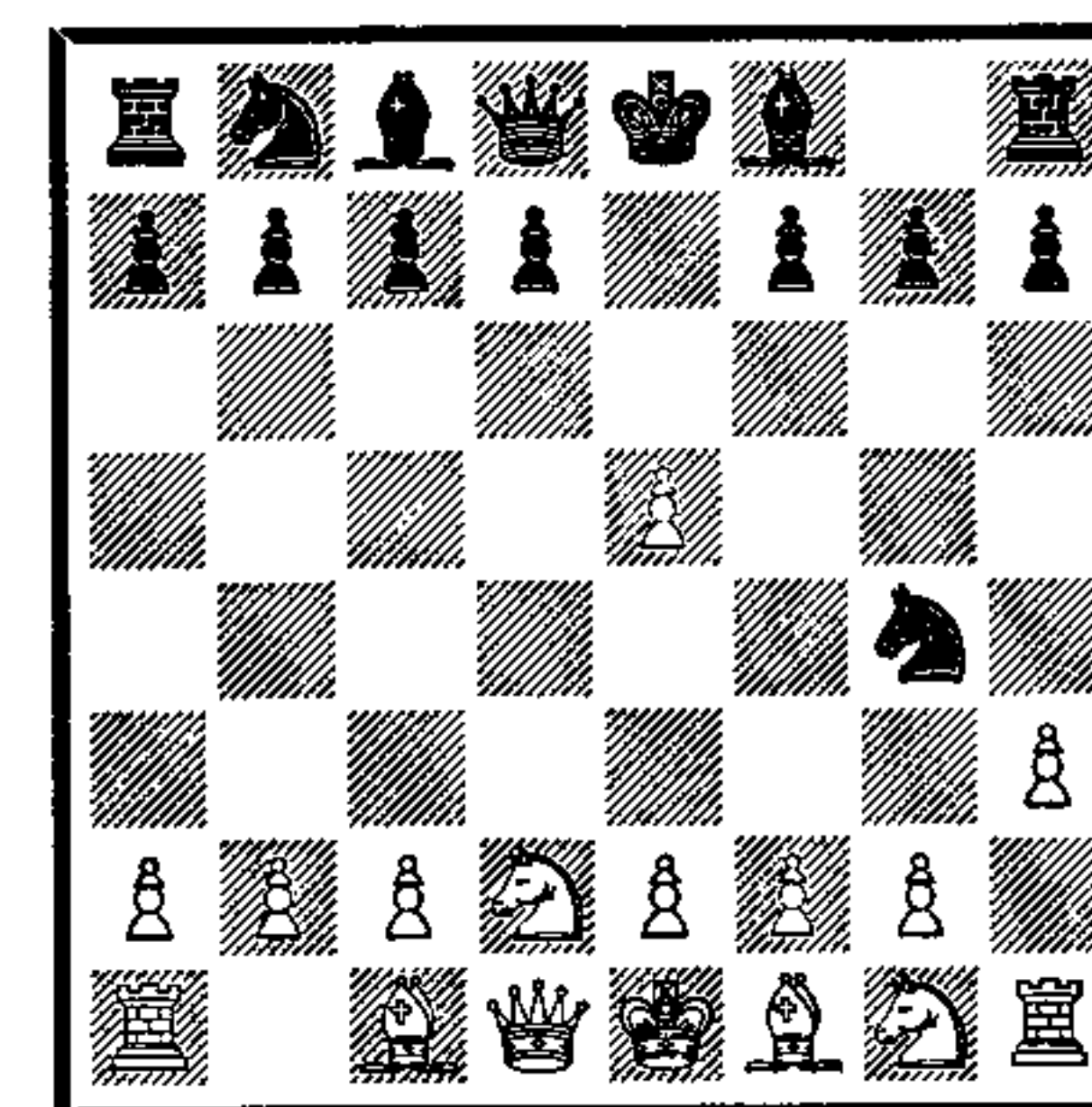
In his preliminary calculations Black was quite satisfied with this position. But only one more move was made—**19 Qc6!!**, and he had to resign. Black's four excellently-placed pieces are unable to combat two of White's! If 19 ... Q×c6, then 20 N×e7+ and 21 N×c6, with an extra piece. Alas, Black has nothing better.

Indian Defence

No. 135 Gibaut-Lazard, 1924

1 d4 Nf6 2 Nd2 e5 3 d×e5 Ng4 4 h3?

A move made under the conviction that the reply is forced: Black is bound to recapture on e5.



4 ... Ne3!

The knight cannot be taken on account of mate (5 ... Qh4+), and to play on a queen down in the Championship of Paris is embarrassing. White therefore resigned.

Budapest Counter-Gambit

No. 136

1 d4 Nf6 2 c4 e5 3 d×e5 Ne4

The move suggested by Fajarowicz. With accurate play White can repulse Black's attempts at an attack, and keep his material advantage. The normal continuation of the Budapest Gambit is 3 ... Ng4.

4 Nf3

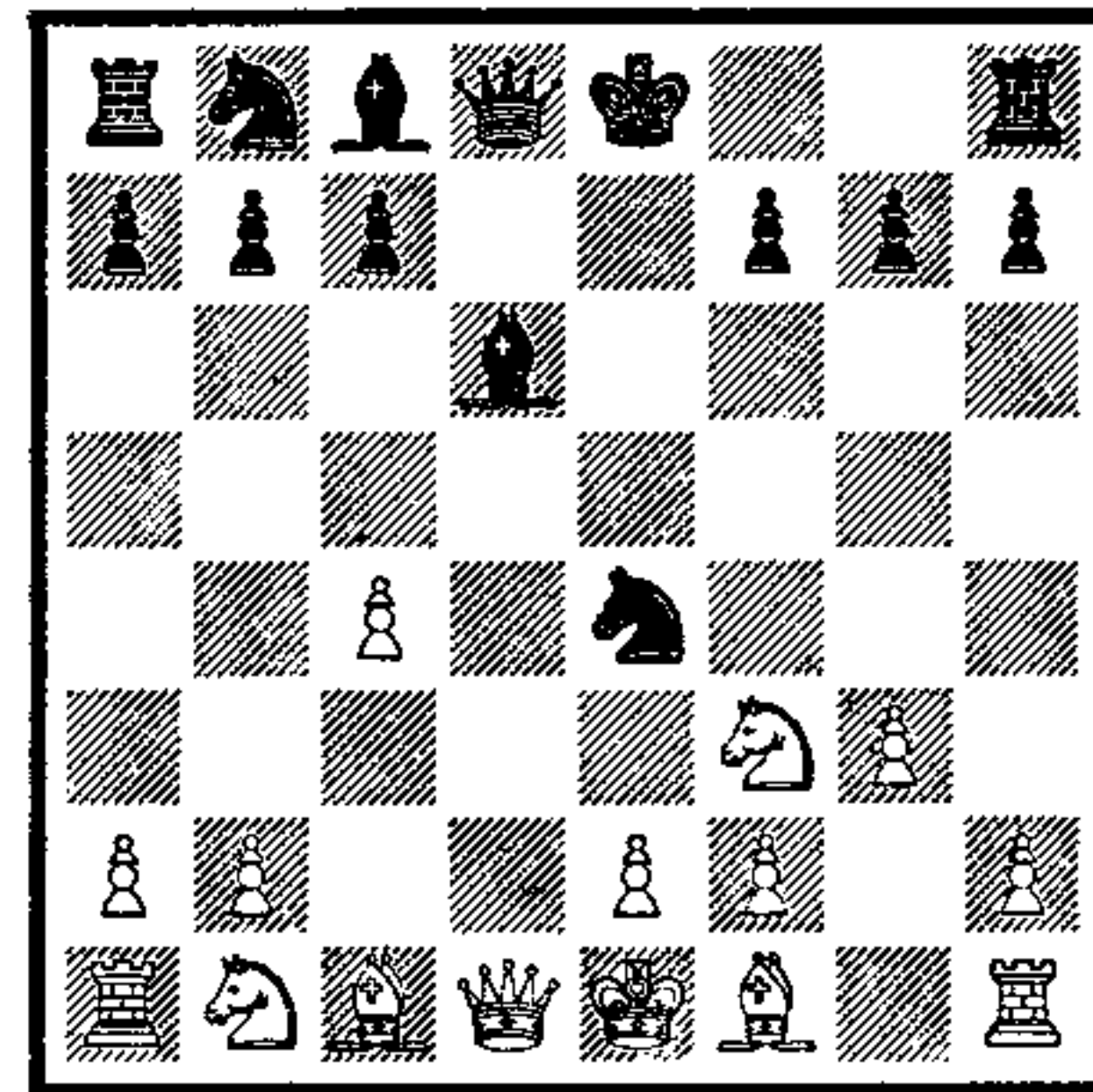
4 Nd2 is the simplest, and on 4 ... Nc5—5 Ngf3. Also good is 4 a3.

4 ... d6 5 e×d6 B×d6

Black has a slight lead in development, but White has an extra pawn. He should now have continued 6 Be3 followed by the fianchetto of his king's bishop, or else 6 e3.

6 g3?

A move which also has the aim of developing the bishop, but which... loses.



6 ... N×f2!

Luring the enemy king into a deadly discovered attack with check. White loses material, since the knight cannot be captured on account of 7 ... B×g3+.

This combination concluded the correspondence game **Warren–Selman** (1930) and, twenty years later, the game **Phipps–Davis** from the Junior Championship of England.

Grünfeld Defence

No. 137

1 d4 Nf6 2 c4 g6 3 Nc3 d5 4 c×d5 N×d5 5 e4 N×c3 6 b×c3 c5 7 Bc4 Bg7 8 Ne2 Nc6 9 Be3 c×d4 10 c×d4 Qa5+

An attempt by Black to seize the initiative. The normal continuation in this, the main variation of the opening, is 10 ... 0–0 11 0–0 Bg4.

11 Bd2 Qa3

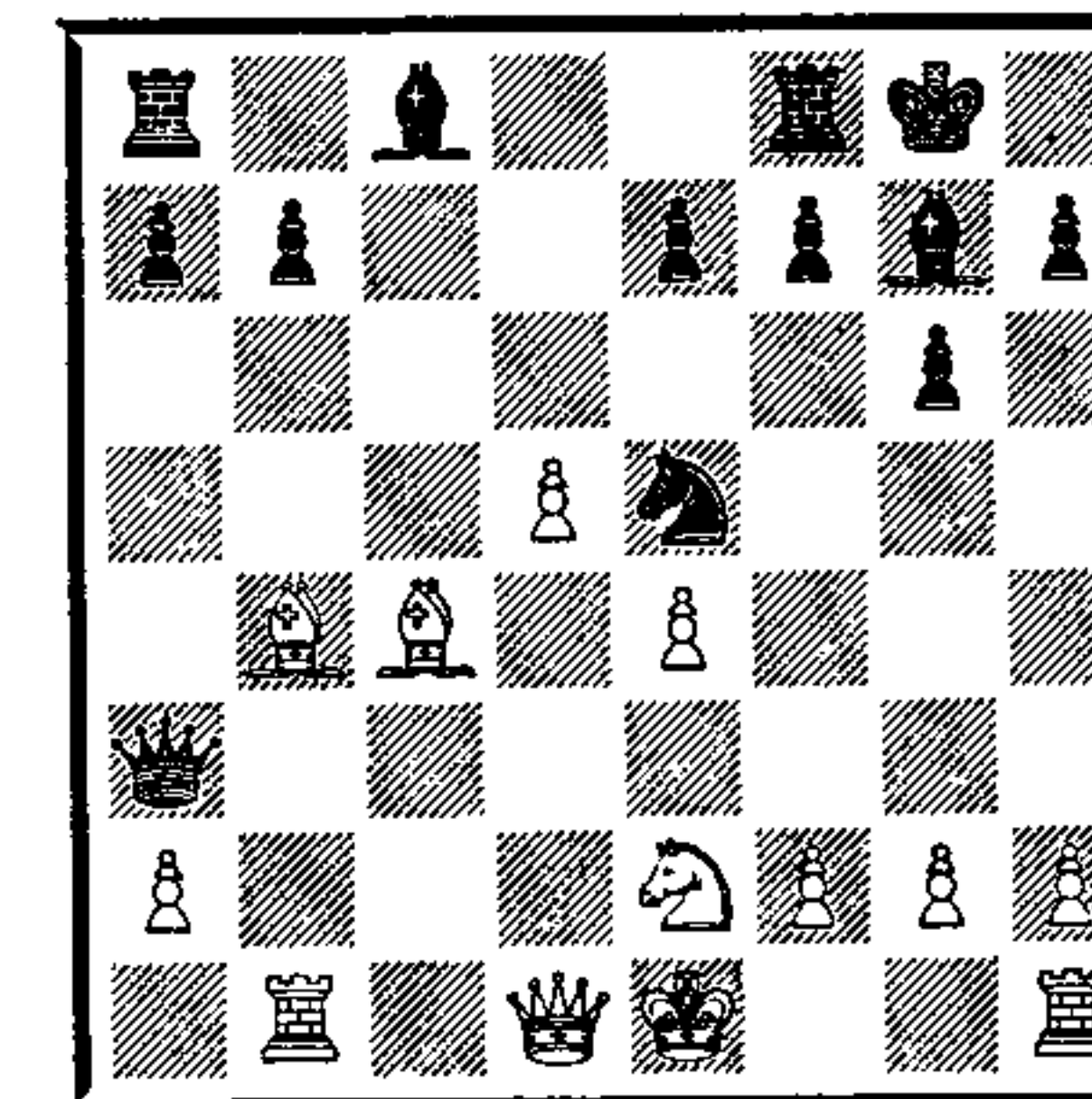
On 11 ... Qh5 White has the strong reply 12 d5!. Black cannot take the rook—12 ... B×a1?, on account of 13 Q×a1 Ne5 14 Nf4, when White wins, while after 12 ... Ne5 (instead of 12 ... B×a1) 13 Bb5+ Bd7 14 B×d7+ N×d7 15 Rb1 White has a big positional advantage.

12 Rb1 0–0

The pawn cannot be taken (12 ... N×d4 13 N×d4 B×d4 14 Bb5+! Bd7 15 B×d7+ K×d7 16 Bb4, or 14 ... Kd8 15 Bb4, or 14 ... Kf8 15 Bh6+). But now it appears that White can drive away the knight and then play Bd2–b4, attacking the queen...

13 d5 Ne5 14 Bb4

Where is the black queen going to move to?



14 ... Qf3!!

An elegant move, discovered by Romanovsky during analysis of this variation. On 15 g×f3 there follows 15 ... N×f3+ 16 Kf1 Bh3 mate.

After the best move 15 0–0 Q×e4 16 Bb5! Rd8! 17 Nc3 Qh4 White comes out a pawn down.

The operation beginning with d4–d5, which was aimed at trapping the queen, met with a tactical refutation. Instead of 13 d5, correct is 13 0–0, with good prospects for White.

No. 138 Sisman–Roddy, 1967

1 d4 Nf6 2 c4 g6 3 Nc3 d5 4 c×d5 N×d5 5 e4 N×c3 6 b×c3 c5 7 Bc4 Bg7 8 Ne2 Nc6 9 Be3 c×d4 10 c×d4 Qa5+ 11 Bd2 Qa3 12 0–0

As in game No. 137, White has left his ‘d’ pawn undefended. But it cannot be taken.

12 ... N×d4? 13 N×d4 B×d4 14 Bb4! Qb2

After 14 ... Q×b4 15 Q×d4 Black loses, since he is threatened not only with 16 Q×h8+, but also with the discovered attack 16 B×f7+. But now his queen is trapped inside the enemy position.

15 Rb1 Resigns

No. 139 Grünfeld–Nagy, 1924

1 d4 Nf6 2 c4 g6 3 g3 d5

In this variation Black normally employs a different order of moves than after 3 Nc3. On 3 g3 he first plays 3 ... Bg7, and only after 4 Bg2 – 4 ... d5.

3 ... c6 followed by d7–d5, not giving up the centre, is also perfectly possible.

4 c×d5 Q×d5

A dubious move. The basic idea of the opening—counter-play against White’s pawn centre—is best promoted by 4 ... N×d5 5 e4 Nb6.

5 Nf3 Bg7 6 Bg2 0–0 7 Nc3 Qh5?

The queen should have been moved to a5. A possible variation is 7 ... Qa5 8 0–0 Rd8 9 Qb3 Nc6 10 Rd1, with better chances for White.

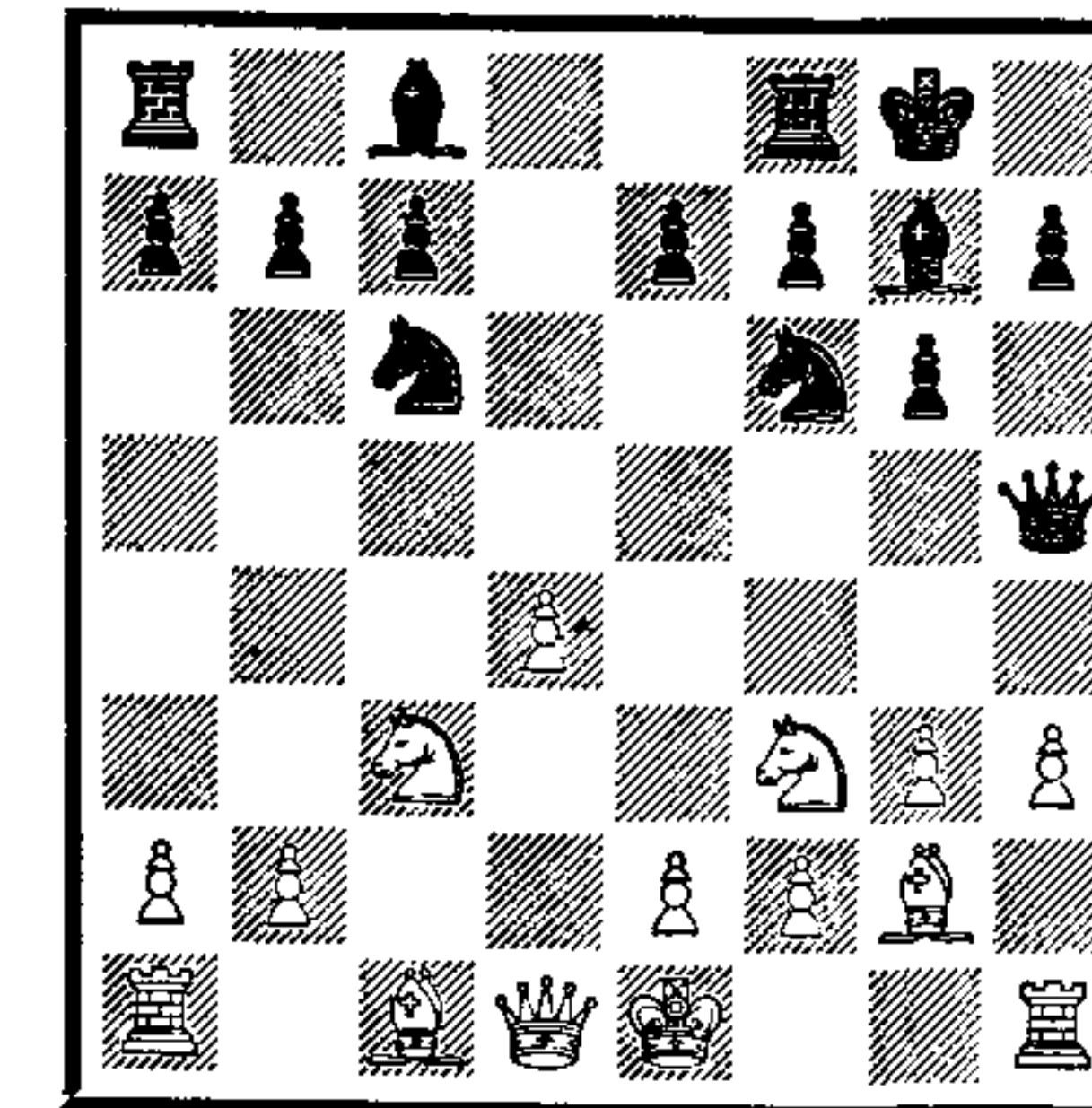
At h5 the queen comes under attack.

8 h3

Threatening on his next move (e.g. by 9 Ne5) to cut off the queen’s retreat.

8 ... Nc6?

Black parries the threat of 9 Ne5, but his opponent finds another move equally strong.



9 Ng5 Rd8 10 Bf3 R×d4 11 Qb3! Resigns

King’s Indian Defence

No. 140 Novosibirsk–Saratov

Competition by telegraph between towns of the Russian Federation, 1960.

1 d4 Nf6 2 c4 g6 3 Nc3 Bg7 4 e4 d6 5 f3 0–0 6 Nge2 Nbd7 7 Be3 e5 8 Qd2 c6 9 d5 c×d5 10 c×d5 a6 11 0–0–0

An imperceptible but significant inaccuracy. 11 g4 should have been played, without loss of time.

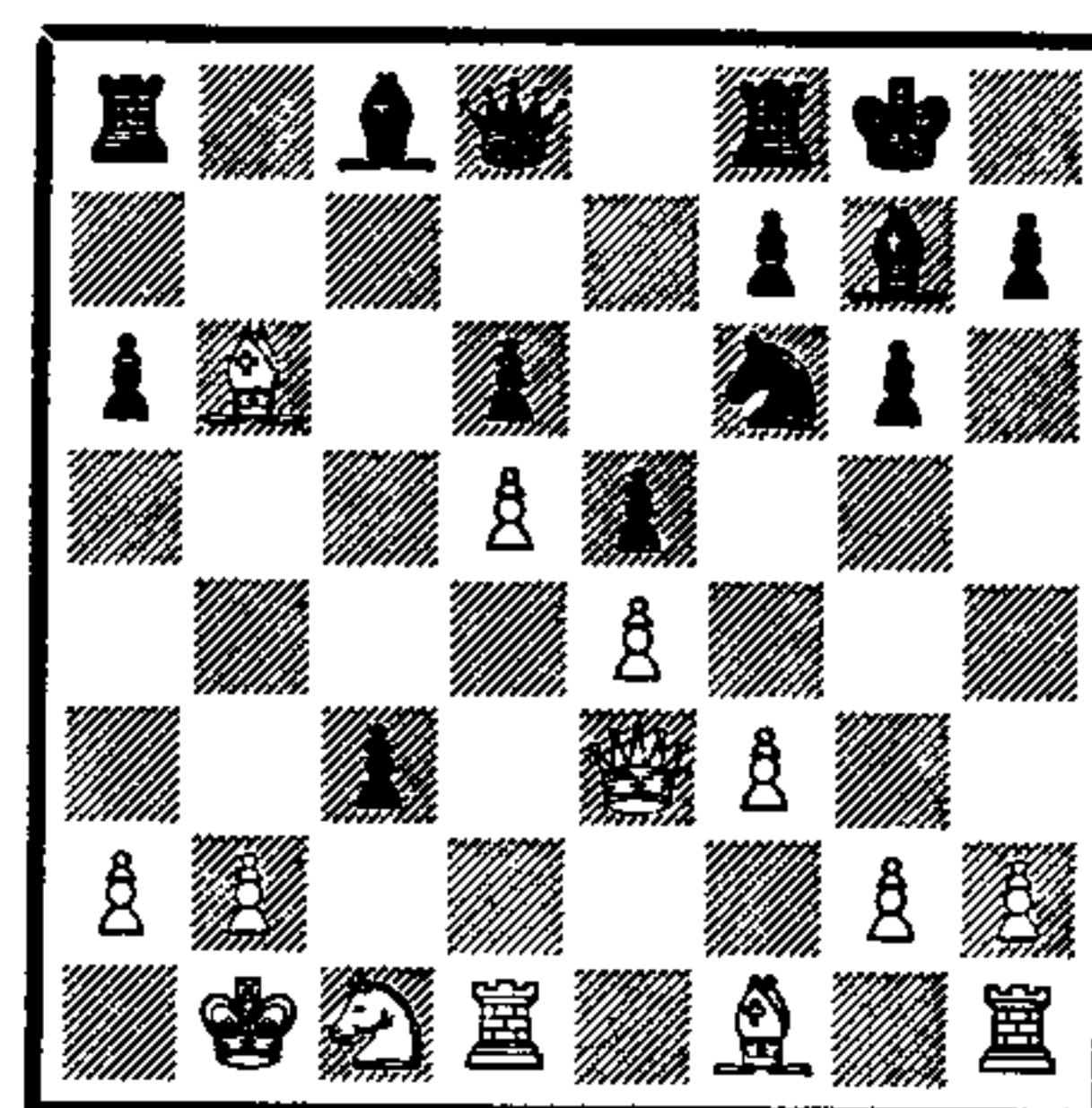
11 ... b5 12 Kb1

And here too White should have continued 12 g4.

12 ... Nb6 13 Nc1 (13 Ng3 is more purposeful) 13 ... b4 14 B×b6

On sending their opponents this move, the Whites assumed that only one reply was possible—14 ... Q×b6. “After all, 14 ... b×c3 is clearly bad on account of 15 Qe3...”

But the telegraph brought them the reply 14 ... b×c3. After playing 15 Qe3 the Novosibirsk players endeavoured to discover the point behind Black’s play.



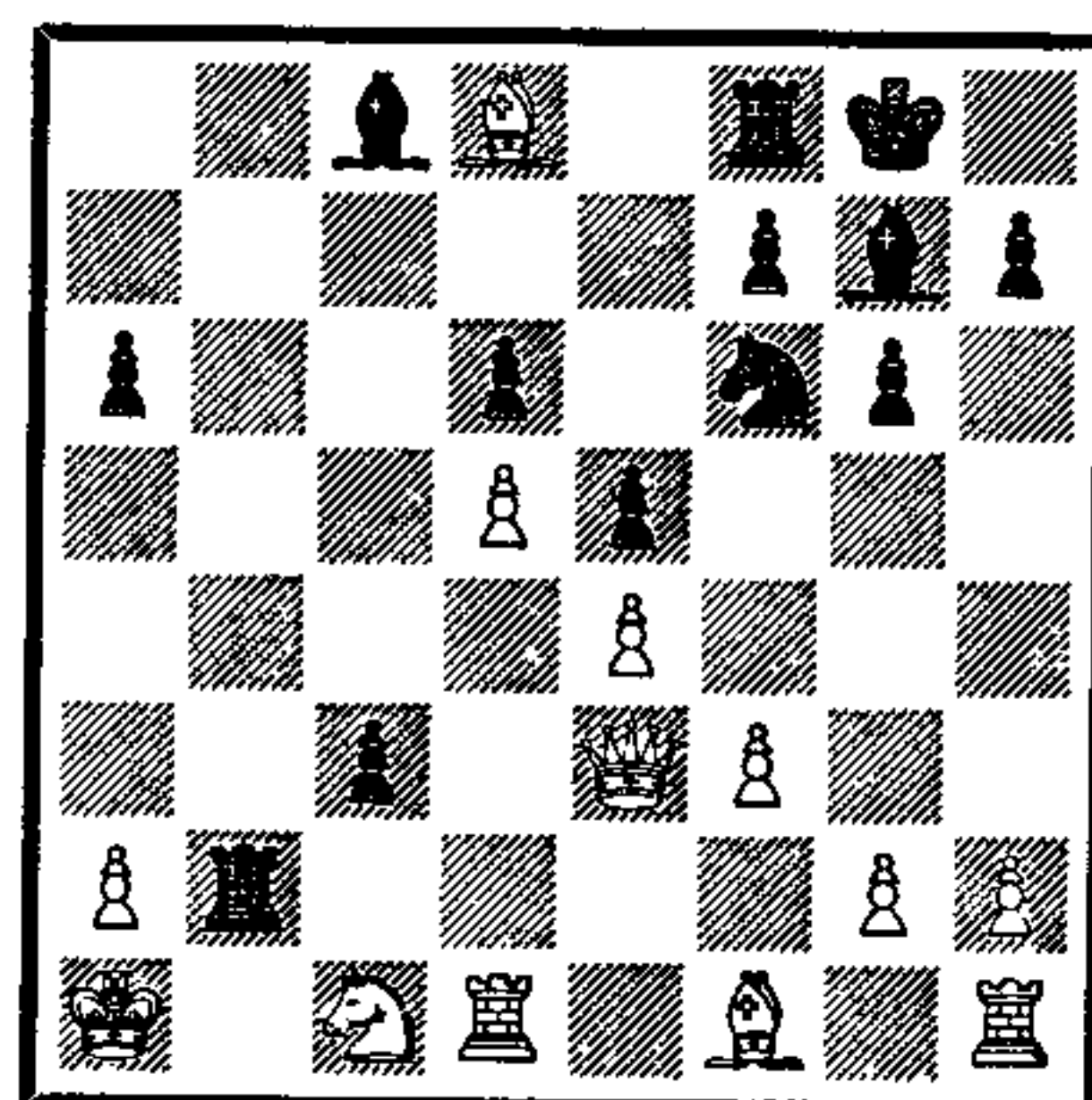
“The queen seems forced to move, but then we capture the ‘c’ pawn. Little is changed by the intermediate move 15 ... c2+ 16 K×c2. With his bishop at g7 locked in, it will be extremely difficult for Black to organize an attack ...”

15 ... Rb8!!

The second surprise—a queen sacrifice, which gives Black a forced win.

16 B×d8 R×b2+ 17 Ka1

What now?



17 ... c2!!

The threat of mate at b1 enables this pawn to queen. As a result Black emerges with an extra bishop.

18 Nb3 (or 18 K×b2 c×d1 = N+!) 18... c×d1=Q + 19 K×b2 R×d8

The game is over. There followed **20 Rg1 N×d5 (the simplest) 21 e×d5 Q×d5 22 Qb6 Re8**, and White resigned.

No. 141 Hort–R. Byrne, 1962

1 c4 g6 2 Nc3 Bg7 3 d4 Nf6 4 e4 d6 5 f3 a6 6 Be3 c6

The idea behind 5 ... a6 and 6 ... c6 is to prepare b7–b5, and after Nb8–d7 (and in some cases Nd7–b6) to begin active play on the Q-side. Against this set-up Hort carries out the normal plan in the Sämisch Variation of an attack on the K-side.

7 Qd2 b5 8 Bd3 Nbd7 9 Nge2 0–0 10 h4

Also possible is the quiet 10 0–0 (followed by Rac1 and Rfd1). Then Black’s plan of counter-play is 10 ... b×c4 11 B×c4 Nb6 and a6–a5.

10 ... e5

In anticipation of the moves h4–h5 and Be3–h6 Black should have preserved his bishop from exchange by the standard manoeuvre 10 ... Re8, and after 11 Bh6 – 11 ... Bh8.

10 ... h5 also deserved consideration.

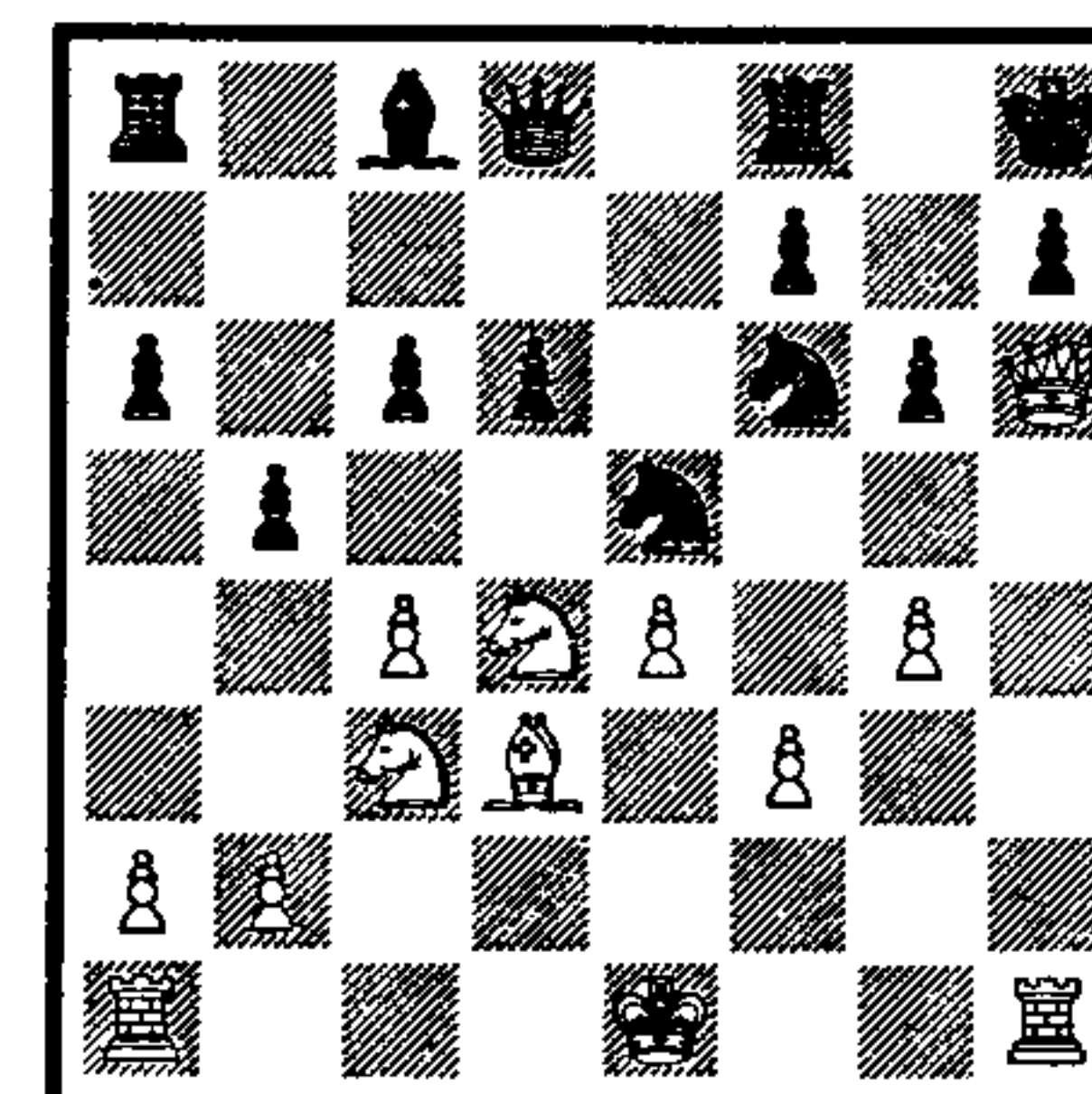
11 h5 N×h5

And here too 11 ... Re8 was worth thinking about. The acceptance of the pawn sacrifice not only opens ‘h’ file for White, but, most important, allows him to exchange the black-squared bishops.

12 g4 Nf6 13 Bh6 e×d4 14 B×g7 K×g7 (on 14 ... d×c3 White was planning 15 Qh6) 15 Qh6 + Kh8?

15 ... Kg8 was essential, and on 16 N×d4 – 16 ... Ne5.

16 N×d4 Ne5



17 N×c6!!

If the black king had been at g8, this tactical blow would not have worked (17 ... N×c6 18 Nd5 Re8, and the king escapes to e7). But now after 17 ... N×c6 18 Nd5! the game is over (18 ... Rg8 19 N×f6 Rg7 20 Q×h7+, and mate next move).

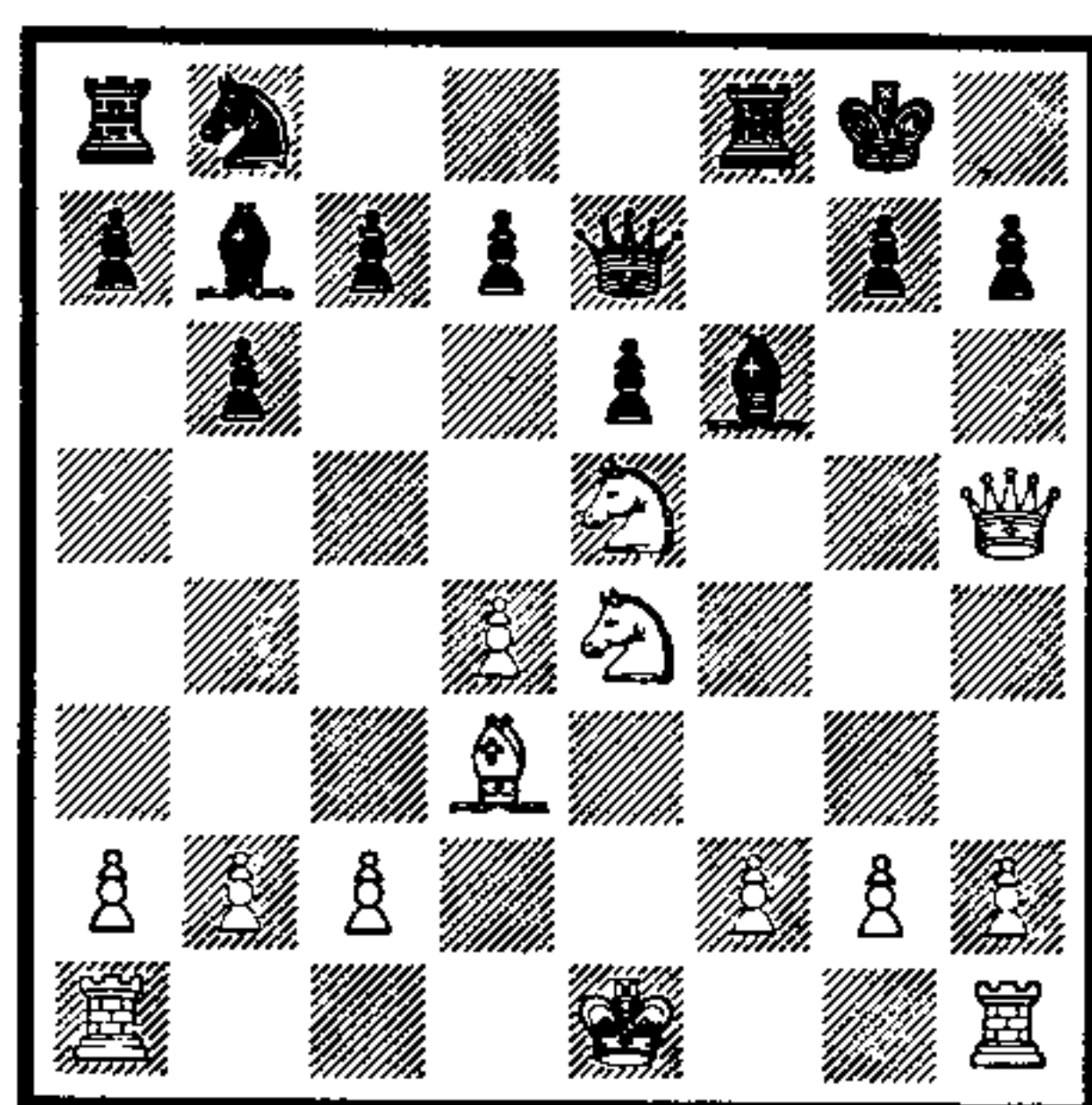
In the game there followed 17 ... N×d3+ 18 Kd2, and Byrne resigned. On 18 ... Qe8, 19 Nd5! is again decisive.

Dutch Defence

No. 142 Ed. Lasker–Thomas, 1911

1 d4 f5 2 Nf3 e6 3 Nc3 Nf6 4 Bg5 Be7 5 B×f6 B×f6 6 e4 f×e4 7 N×e4 b6 8 Bd3 Bb7 9 Ne5 0–0 10 Qh5

Black has played the opening badly (7 ... b6?), and has come under an attack. 11 N×f6+ followed by 12 Q×h7+ is threatened. The English master parried this threat by 10 ... Qe7.



On 11 N×f6+ Black replies 11 ... g×f6, and the square h7 is defended.

There followed, however, 11 Q×h7+!!, and the black king was forced into a long journey: 11 ... K×h7 12 N×f6++ Kh6 (12 ... Kh8

13 Ng6 mate) 13 Neg4+ Kg5 14 h4+ Kf4 15 g3+ Kf3 16 Be2+ Kg2 17 Rh2+ Kg1 18 Kd2 mate*

This queen sacrifice, which lured the enemy king into a double check, followed by a king hunt and a mating finish on the first rank, occurred in a friendly five-minute game. It has found its way into all chess primers. Subsequently it was discovered that the path chosen by White was not the shortest. Instead of 14 h4+ White can mate more quickly by 14 f4+! K×f4 15 g3+ Kf3 16 0–0, or 15 ... Kg5 16 h4. If 14 ... Kh4 (instead of 14 ... K×f4), then 15 g3+ Kh3 16 Bf1+ Bg2 17 Nf2 mate.

And what's more, if White has already chosen 14 h4+ Kf4 15 g3+ Kf3, instead of 16 Be2+ mate can be given one move earlier by 16 0–0 (or 16 Kf1), with the threats of mate by 17 Ne5 or 17 Nh2. All these searchings are, of course, of no consequence, and are only given because the game became an object of discussion. We should also point out that, instead of giving check by 15 g3+, Bronstein suggests creating an irresistible threat of mate by the 'quiet' move 15 Ne5.

* In the majority of cases where this famous game has been published, the last move is given as castles Q-side. However, Edward Lasker himself, in his book 'Chess for Fun and Chess for Blood', published in 1952, wrote that he announced mate by "a move of the king, thereby opening the way for the queen's rook—the only piece which had not participated in the attack. From the same book we find that the game was played not in 1912, as was earlier thought, but in 1911.

English Opening

No. 143 Griffith–Brainin, 1943

1 c4 Nf6 2 Nc3 e6 3 e4 d5

The alternative is 3 ... c5, and on 4 e5–4 ... Ng8, followed by the undermining of the pawn at e5.

4 e5

Also possible is the preliminary exchange—4 c×d5 e×d5, and only now 5 e5, when Black does best to sacrifice a pawn by 5 ... Ne4! (6

N×e4 d×e4 7 Qa4+ Nc6 8 Q×e4 Qd4! 9 Q×d4 N×d4 10 Bd3 Be6 11 Ne2 0-0-0, or 10 Kd1 Bf5 11 d3 0-0-0, in both cases with an excellent game).

4 ... d4 5 e×f6 d×c3 6 b×c3

The alternative 6 f×g7 c×d2+ 7 B×d2 B×g7 causes Black no difficulty.

6 ... Q×f6 7 d4 c5 8 g3

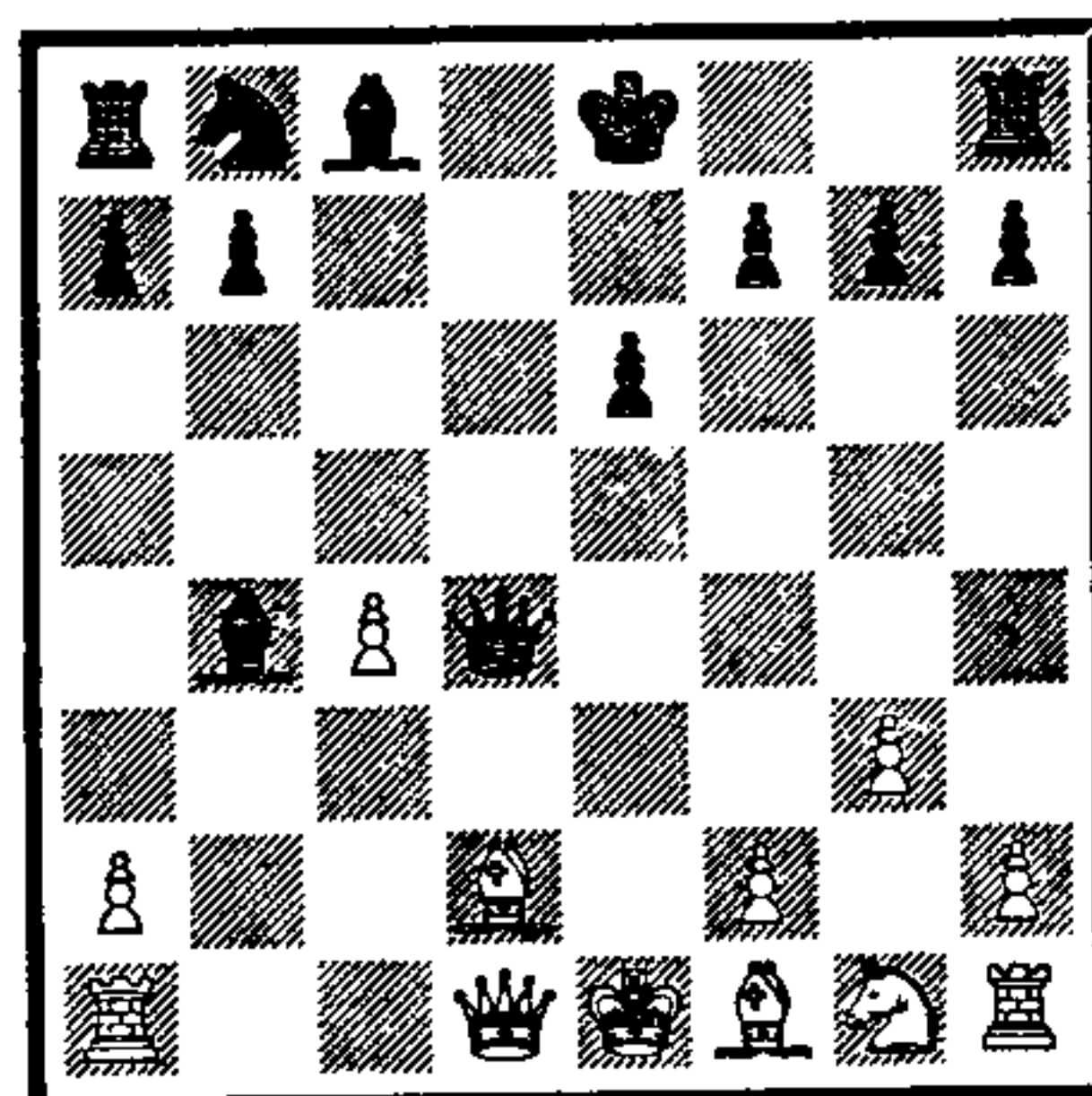
White can attempt to exploit the position of the black queen by 8 Nf3. In the event of 8 ... c×d4 9 Bg5 Qf5 (White also has the better game after 9 ... Qg6 10 Bd3 Qh5 11 c×d4 Bb4+ 12 Kf1!) 10 c×d4 Bb4+ 11 Bd2 Qa5 12 Bd3 Nc6 13 Rb1! White has the better chances, both in the middlegame, and after the exchange of queens.

Therefore after 8 Nf3 Black has to waste a move on 8 ... h6. Nevertheless, after 9 Be2 Bd6! 10 0-0 0-0 11 Be3 Nc6 he has a satisfactory position. Instead of 9 Be2 White has a more energetic continuation—9 Bd3, which involves, however, the sacrifice of a pawn: 9 ... Nc6 10 0-0 c×d4 11 c×d4 N×d4 12 N×d4 Q×d4 13 Rb1.

8 ... c×d4 9 c×d4 Bb4+ 10 Bd2 Q×d4?

The bishop at b4 is more important than a rook and a pawn! The weakness of the a3-f8 diagonal proves catastrophic for Black.

He should have continued 10 ... B×d2+, and on 11 Q×d2-11 ... Nc6 12 Rd1 e5!, exploiting the fact that White has delayed the development of his knight.



11 B×b4! Qe4+ 12 Be2 Q×h1 13 Qd6! Nc6 14 Bf3! N×b4 (14 ... Q×g1+ 15 Ke2) 15 0-0-0! Resigns

No. 144 Petrosian-Ree, 1971

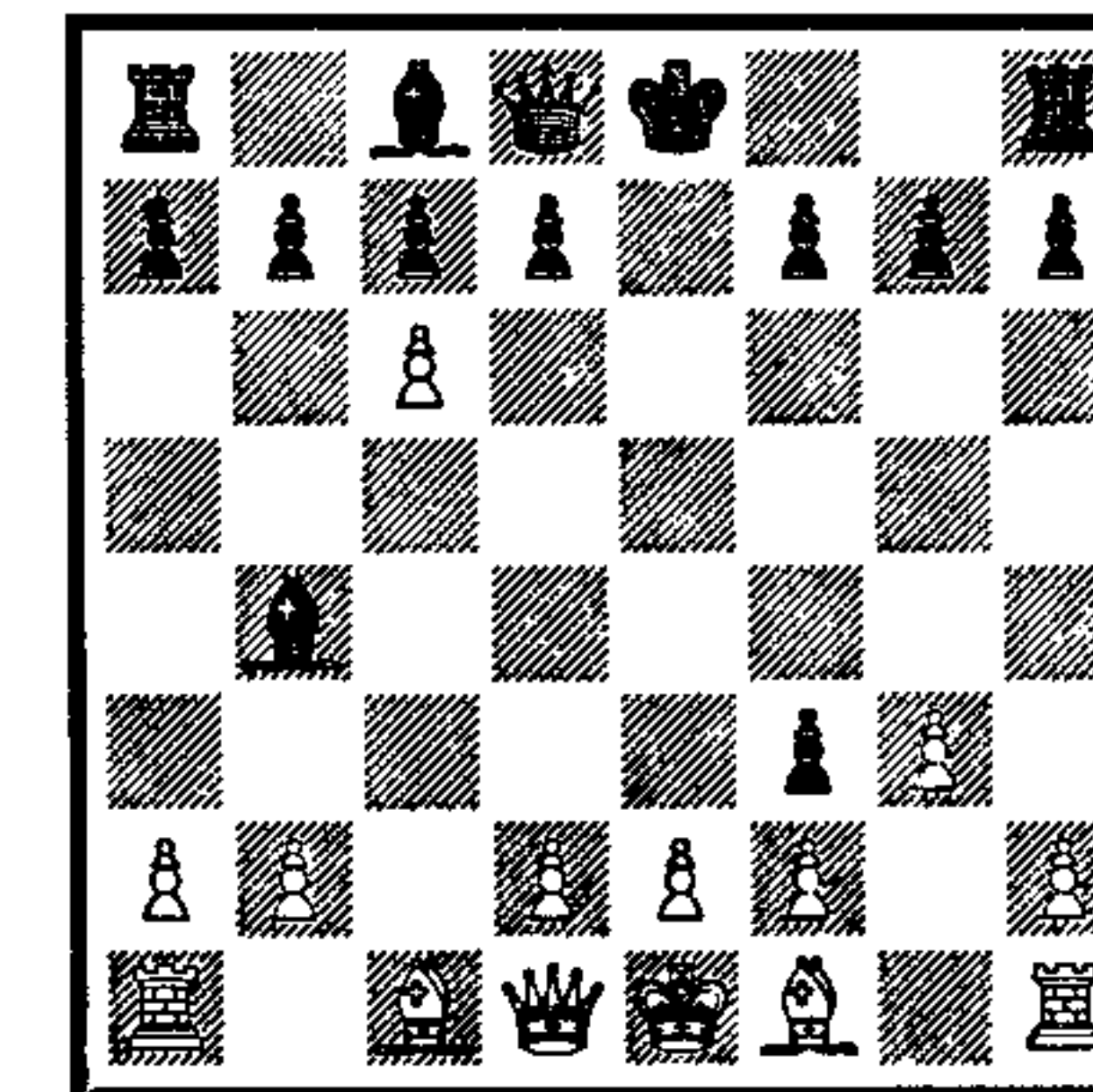
1 c4 e5 2 Nc3 Nf6 3 Nf3 Nc6 4 g3 Bb4 5 Nd5 N×d5

An inaccuracy. Correct is 5 ... Bc5 (e.g., 6 Bg2 d6 7 0-0 N×d5 8 c×d5 Nd4), or else the sharp 5 ... e4 6 Nh4 Bc5 7 Bg2 d6, and on 8 d3-8 ... e×d3 9 Q×d3 Ne5 followed by c7-c6. In reply to 5 ... e4 White gains no advantage from the two bishops—6 N×b4 N×b4 7 Nd4, since he is behind in development. By continuing 7 ... 0-0 Black obtains a promising position.

6 c×d5 e4?

6 ... Nd4 was essential. E.g., 7 N×d4 (not 7 N×e5? in view of 7 ... Qe7, when the knight cannot retreat on account of 8 ... Nf3 mate) 7 ... e×d4 8 Qa4 Qe7. Now, however, Black is lost.

7 d×c6 e×f3



8 Qb3!

A 'quiet' move, winning a piece: on 8 ... Qe7 or 8 ... a5 there follows 9 a3.

Black resigned.

No. 145 Antoshin-Tsvetkov, 1965

1 c4 e5 2 Nc3 Nf6 3 e3 Bb4 4 Nge2 d5 5 c×d5 N×d5 6 N×d5 Q×d5 7 a3 Ba5?

There is nothing for the bishop to do on the Q-side, and besides, the move played allows White to fianchetto his queen's bishop with gain of tempo. 7 ... Be7 should have been played.

8 b4 Bb6 9 Nc3 Qe6 10 Bd3 0-0 11 Bb2 Nd7 12 Ne4 Qe7

As a result of his queen manoeuvres and his unfortunate bishop retreat, Black is behind in development.

Note that 12 ... f5 would have fatally weakened the a2-g8 diagonal. After 13 Ng5 Qd5 14 Qe2 Kh8 White develops a crushing attack: 15 Bc4! Qxg2 16 Qh5! Nf6 (16 ... Qxh1+ 17 Ke2 Nf6 18 Nf7+ Kg8 19 Nxe5+ Kh8 20 Ng6 mate) 17 Nf7+ Kg8 18 Nxe5+ Kh8 19 Nf7+ Kg8 20 Bxf6, and wins.

13 Qh5 c6 14 f4!

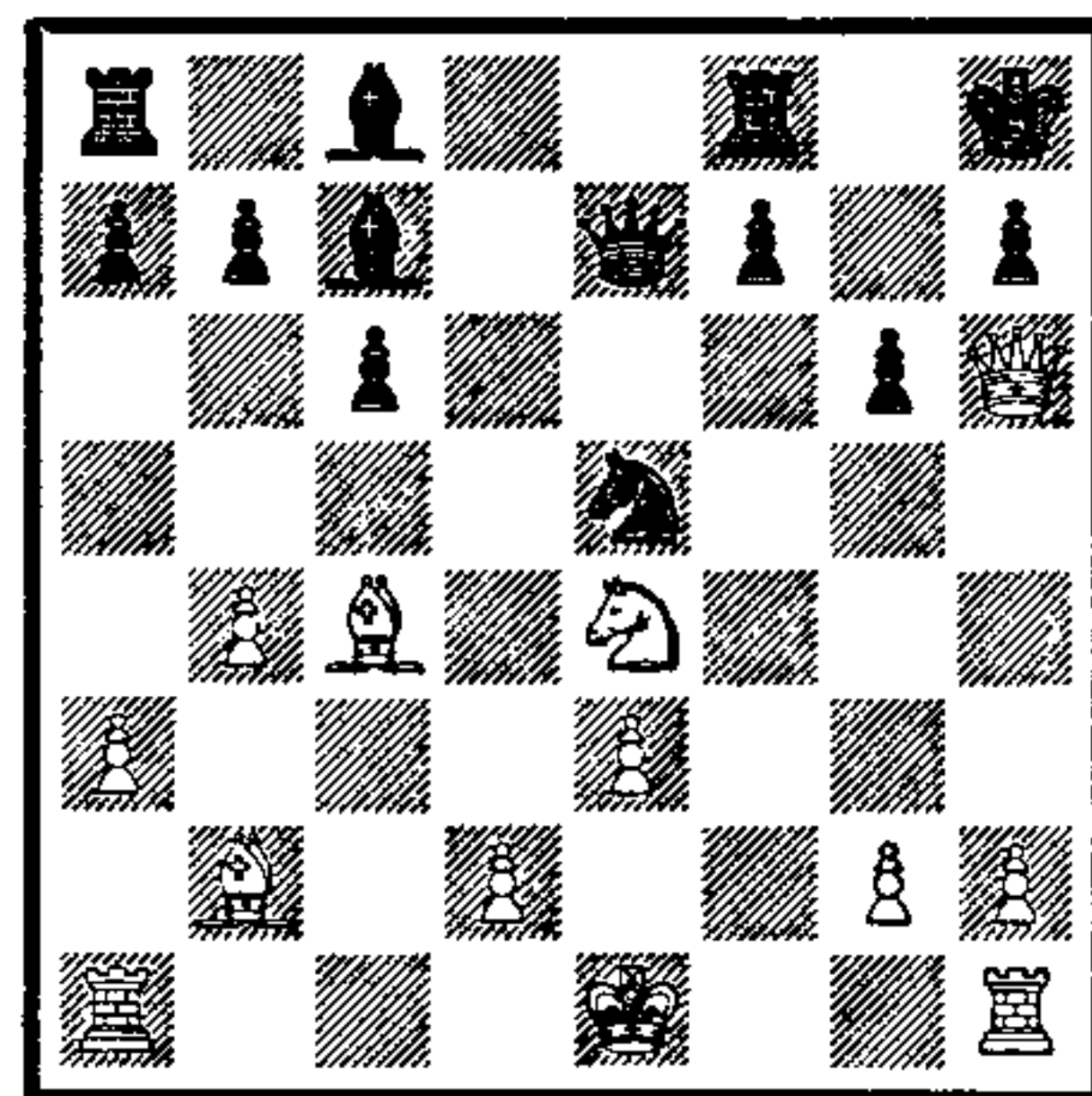
It is very important for White to remove the pawn from e5, since then his black-squared bishop is included in the attack.

14 ... Bc7 15 fxe5 g6

Black cannot immediately recapture on e5 (15 ... Nxe5? 16 Nf6+; 15 ... Bxe5? 16 Bxe5 and 17 Nf6+).

16 Qh6 Nxe5 17 Bc4! Kh8

The threat was 18 Ng5. But now White lands a different crushing blow.



18 Nf6! Black resigned

No. 146 Razuvayev-Kupreichik, 1970

1 c4 e5 2 Nc3 Nc6 3 Nf3 f5 4 d4 e4 5 Bg5

Here the plan involving the transfer of the knight to f4 deserves consideration—5 Ng5 and Ng5-h3, followed by the undermining of Black's centre by e2-e3 and f2-f3.

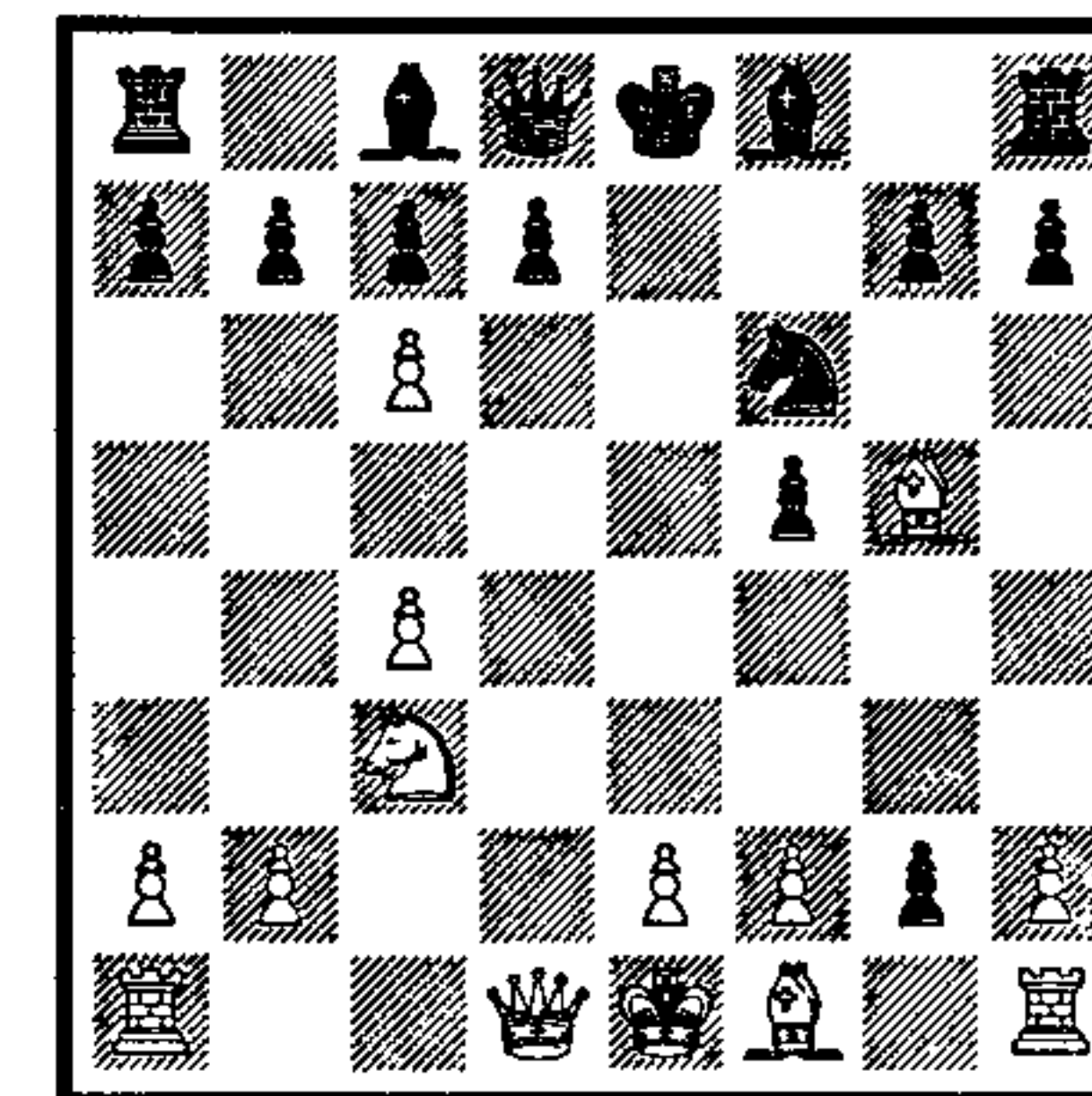
5 ... Nf6

5 ... Be7 is better. After 6 Bxe7 Ngxe7 7 Nd2 Nxd4 8 Ndxe4 Nec6! and 9 ... 0-0 Black has good counter-play based on f5-f4.

6 d5?

White contemplates an exchanging operation, where after 6 ... exf3 7 dxc6 fxc6 8 cxd7+ followed by 9 Bxg2 he has an excellent game...

6 ... exf3 7 dxc6 fxc6



8 cxd7+

So far everything has gone to plan. Black appears bound to recapture on d7 with his bishop or queen... If Razuvayev had foreseen his opponent's reply, he would of course have preferred 8 Bxg2, when he is a pawn down.

8 ... Nxd7!!

Lightning from a clear sky! White loses material. Earlier, in a USSR Championship Semi-Final, the master **Katalimov** suffered in exactly the same way in a game with **Voronin**. And a few months after the publication

of the Razuvayev–Kupreichik game, the same position, including the spectacular move 8 ... N×d7!, occurred in a game from the 38th USSR Championship, **Doroshkevich–Tukmakov**. In all three games the result was, of course, the same. Razuvayev played 9 B×d8, and after 9 ... g×h1=Q battled on a rook down. Katalimov preferred to be a piece down after 9 B×g2. And Doroshkevich—he resigned immediately.

Instead of 6 d5? White should have played 6 Nd2 (6 ... N×d4 7 Nd×e4; 6 ... Bb4 7 Nd5; or 6 ... Be7 7 e3 followed by f2–f3).

Réti Opening

No. 147 Yudovich–Bokić, Simultaneous Display with Clocks, 1960

1 Nf3 d5 2 c4 d4 3 e3 Nc6 4 e×d4 N×d4 5 N×d4 Q×d4 6 d3 e5 7 Nc3 c5?

Black wishes to fix the white pawn at d3, but the weakness of the square d5 allows White to exploit the position of the hostile queen in the centre, and to create dangerous threats.

Correct is 7 ... c6, and on 8 Be3 Qd6 9 d4–9 ... e×d4 10 B×d4 (10 Q×d4 Q×d4 11 B×d4 Be6) 10 ... Bf5 followed by 0–0–0, or 7 ... Bc5 8 Be3 Qd6 9 Nb5 Qe7. In both cases the chances are roughly equal.

8 Nd5! Bd6 9 Be2 Ne7 10 Nc3!

Threatening 11 Nb5. On 10 ... a6 there follows 11 Ne4, with the threat of 12 Be3 (12 ... Bc7 13 Be3 Q×b2 14 B×c5). 10 ... Bc7 is unsatisfactory in view of 11 Be3 Qd6 12 Ne4, winning the pawn at c5.

10 ... Qh4?

The queen attempts to break out of the encirclement, after which the game ... terminates instantly.

11 Ne4 Nf5 12 Bg5 Resigns

Bird's Opening

No. 148 Em. Lasker–Bauer, 1889

1 f4 d5 2 e3 Nf6 3 b3 e6 4 Bb2 Be7 5 Bd3 b6 6 Nf3 Bb7 7 Nc3 Nbd7 8 0–0 0–0 9 Nce2

The knight heads for the opposite wing, in order to take part in the attack.

9 ... c5

9 ... Nc5 deserved serious consideration, followed by Nc5×d3 and c7–c5.

10 Ng3 Qc7 11 Ne5 N×e5

Instead of this Black could have offered a temporary pawn sacrifice—11 ... d4! In the event of 12 e×d4 c×d4 13 B×d4, by 13 ... Bc5! he could have forced the exchange of the potentially dangerous enemy bishop, and at the same time re-established material equality.

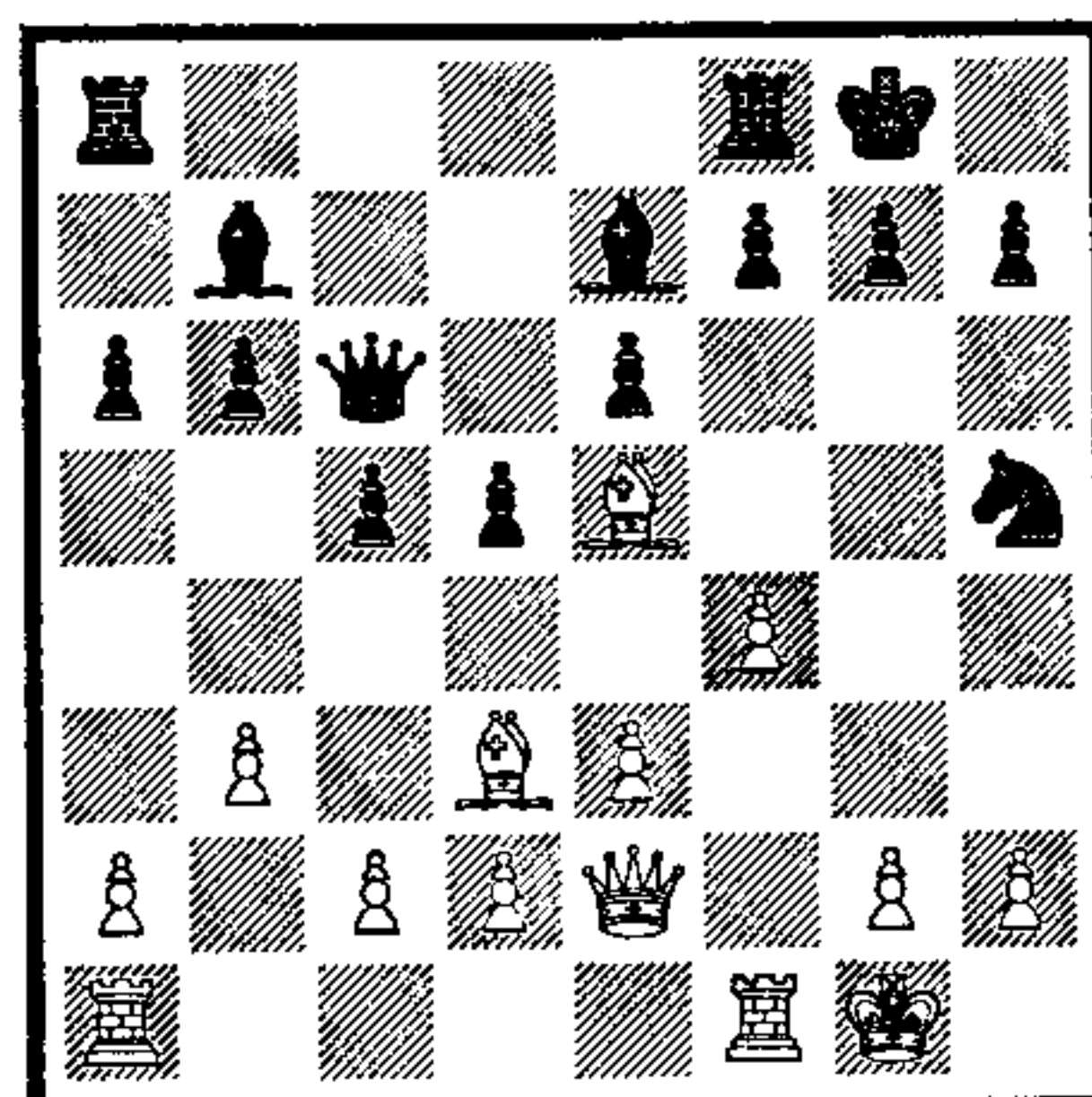
12 B×e5 Qc6 13 Qe2 a6

Black's counter-play on the Q-side clearly comes too late. He should have played 13 ... Ne4.

14 Nh5 N×h5

The attempt by 14 ... d4 to put the g2 square under fire does not enable Black to avoid the attack: 15 B×f6 B×f6 16 Qg4 Kh8 (on 16 ... e5 the decoy manoeuvre 17 Be4! decides) 17 Rf3 Rg8 18 B×h7 Rgd8 19 Qh3 Be7 20 Be4!, or 17 ... d×e3 (instead of 17 ... Rg8) 18 N×f6 g×f6 19 Qh4.

After the move made in the game the young Lasker carries out a combination with the sacrifice of two bishops. Subsequently it has occurred on numerous occasions (e.g., in the well-known game Nimzowitsch–Tarrasch, from the St. Petersburg Tournament of 1914).



**15 B×h7+! K×h7 16 Q×h5+ Kg8 17 B×g7! K×g7 18 Qg4+ Kh7
19 Rf3 e5 20 Rh3+ Qh6 21 R×h6+ K×h6 22 Qd7!**

A move which Lasker must have had in mind when playing 15 B×h7+. Without it the combination would have been incorrect. Now Black loses one of his bishops, which settles the outcome of the game.

Polish Opening

No. 149 Katalimov–Ilivitsky, 1959

1 b4 e5 2 Bb2 f6

Black erects a barrier along the bishop's diagonal.

3 e4

This pawn sacrifice is positionally justified. The position reached has the character of an open game, where Black has made the ridiculous move f7–f6, weakening the other important diagonal a2–g8.

3 ... B×b4

Accepting the pawn sacrifice is dangerous for Black. 3 ... d5 deserved consideration, and only on 4 e×d5 – 4 ... B×b4. If White plays 4 f4, with the aim of undermining the pawn at e5, then 4 ... e×f4 5 Qh5+ g6 6 Q×d5 Q×d5 7 e×d5 B×b4.

4 Bc4 Ne7

The alternative plan—4 ... Qe7 followed by Ng8–h6 (utilizing the fact that White has developed his bishop at b2) and Nh6–f7, also gives White an initiative for the sacrificed pawn: 5 Ne2 Nh6 6 0–0 d6 (on 6 ... Nf7, 7 c3 Ba5 8 Qa4 Bb6 9 Ba3 is very strong) 7 c3 Bc5 (if 7 ... Ba5, then 8 Qa4+ and d2–d4) 8 d4 Bb6 9 a4 a6 (9 ... Nc6? fails to 10 a5 B×a5 11 d5!, or 10 ... N×a5 11 R×a5! B×a5 12 Qa4+) 10 a5 Ba7 11 Qb3 Nc6 12 Nd2 and then f2–f4.

5 Qh5+ Ng6 (on 5 ... g6, 6 Qh6 is strong) 6 f4 e×f4 7 a3 d5

In order to gain time for development and to obtain counter-play, Black returns one of the pawns.

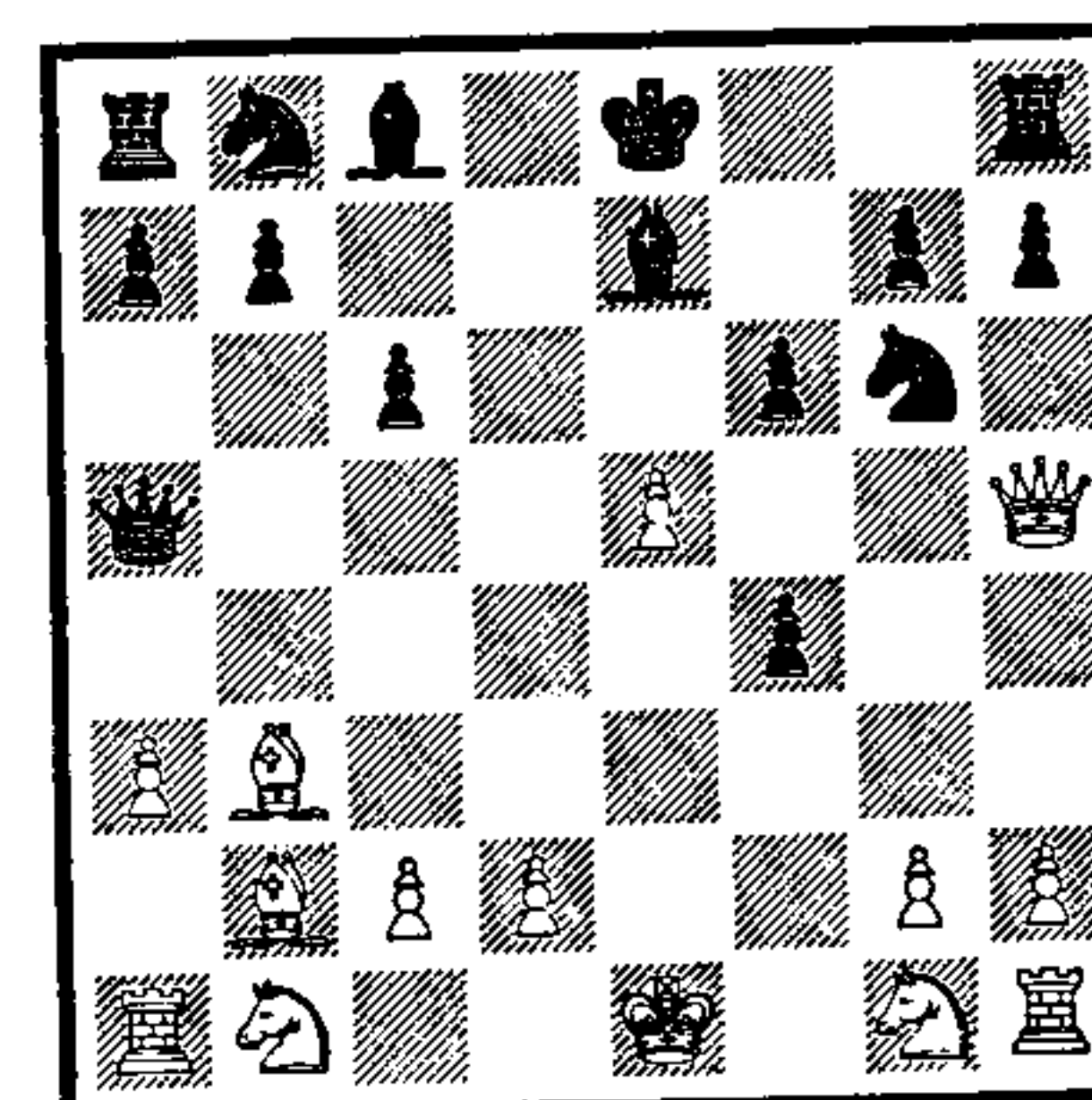
8 B×d5 c6 9 Bb3 Qa5 10 e5!

White has thought up a curious tactical blow.

10 ... Be7?

Black had no inkling of the fact that the position of his queen on the fourth rank would prove fatal. . .

10 ... Bc5 was essential. True, he could hardly expect the opponent to fall into the trap (11 e×f6? Bf2+), while after 11 Bc3 White has a clear advantage.



11 Bf7+!

Very fine. **Black resigned**, since after 11 ... K×f7 12 e6+ he loses his queen, while in the event of 11 ... Kf8 12 B×g6 further resistance is pointless.

No. 150 Fleissig-Schlechter, 1895

1 b4 e6 2 Bb2 Nf6 3 a3

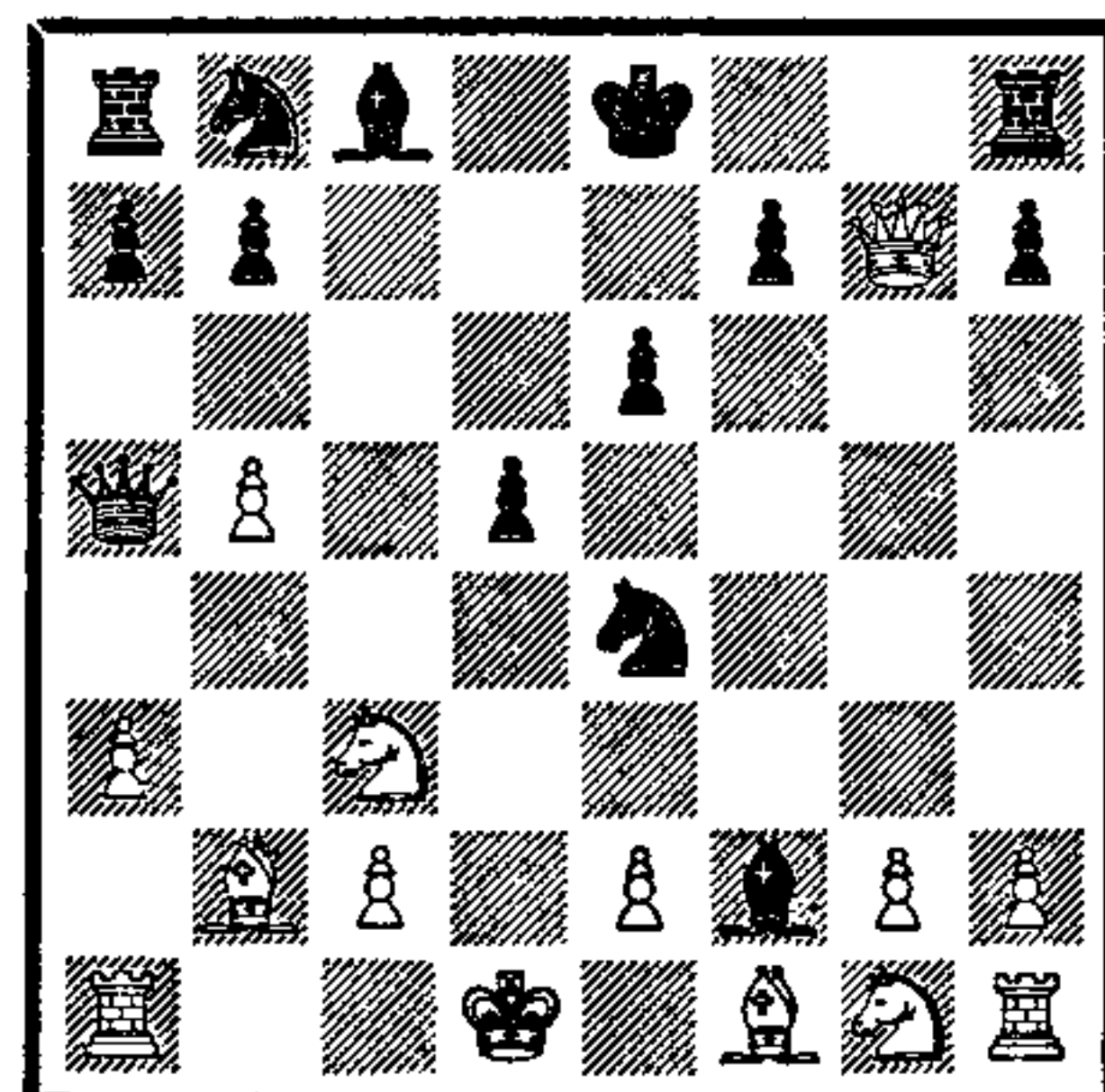
Since b4–b5 comes into White’s plan, he should have played it immediately, without wasting time.

3 ... c5 4 b5 d5 5 d4?

More in the spirit of the opening (which, it is true, was worked out much later) was 5 e3. The move played also has a tactical defect.

5 ... Qa5+ 6 Nc3 (so as not to have to part with the pawn at b5 ...)
6 ... Ne4 7 Qd3 c×d4 8 Q×d4 Bc5! 9 Q×g7 B×f2+ 10 Kd1

Black’s rook is en prise, but he continues his attack on c3.



10 ... d4! 11 Q×h8+ Ke7 12 Q×c8 d×c3 13 Bc1 (if 13 Q×b7+, then 13 ... Nd7) 13 ... Nd7! 14 Q×a8

If White declines the second sacrifice—14 Qc4 (or 14 Q×b7), the black rook joins the attack with decisive effect—14 ... Rd8, threatening a discovered check. 15 Qb4+ fails to save the game after 15 ... Ndc5+ 16 Bd2 R×d2+ 17 Kc1 Qd8! 18! Kb1 Rd1+ 19 Ka 2Qd5+.

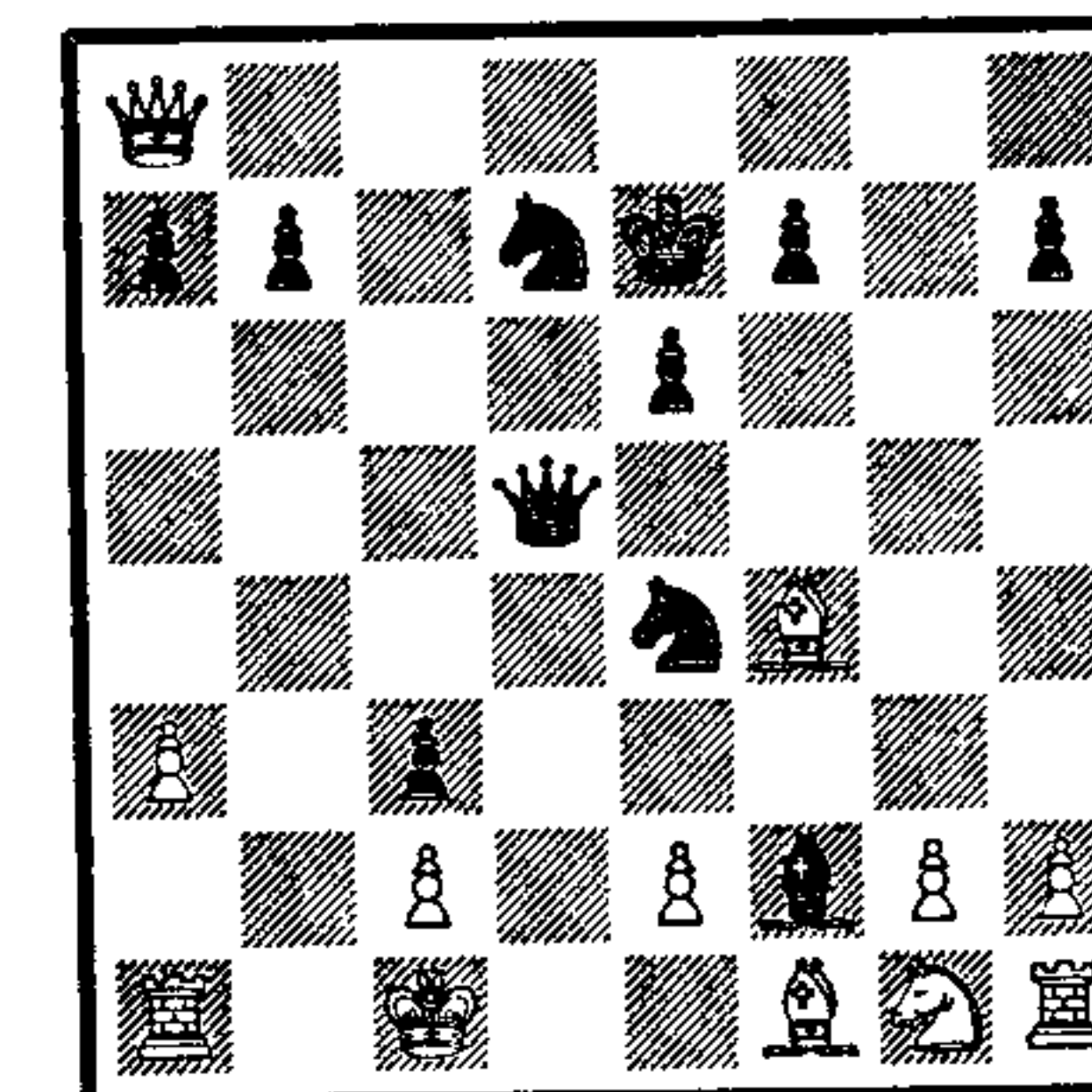
But now, with his queen stuck at a8, White’s king again turns out to be helpless.

14 ... Q×b5 15 Bf4

No better is 15 Nf3 Qd5+ 16 Bd2 c×d2 17 c4 Nc3+ 18 Kc2 d1=Q+

19 R×d1 Q×d1+ 20 K×c3 Qc1+ 21 Kb3 (21 Kd3 Nc5 mate) 21 ... Nc5+, and mates in two moves.

15 ... Qd5+ 16 Kc1



How is the black queen going to penetrate to d1?

16 ... Be3+!! 17 B×e3 Nf2!

White resigned, since on 18 B×f2 there follows mate in three moves: 18 ... Qd2+ 19 Kb1 Qd1+ and 20 ... Q×c2 mate.

Index of Themes

(Numbers refer to Games)

- Attack on the king which is late in castling, or is deprived of castling
1, 2-4, 7-10, 13, 15, 17-19, 26, 32, 34, 37, 42, 43, 45, 49, 51-3, 55-9, 62, 65, 67,
71, 82, 83, 89, 91, 94, 100, 103, 105, 114, 117, 118, 121, 122, 130, 143
- Attack on the castled position
16, 19, 22, 29, 33, 35, 36, 38-40, 44, 46, 47, 50, 60, 64, 66, 70, 72-5, 78-80, 86,
87, 98, 102, 107-11, 113, 115, 123, 124, 127, 140-2, 145, 148
- Exploitation of restricted placing of opposing pieces
25, 29, 34, 37-40, 44, 67, 97, 99, 107, 118, 130, 135
- Sacrifice of a pawn (or pawns) in the interests of development, or for the initiative
1-10, 13, 15, 17-19, 34, 37-40, 42-4, 49, 50-4, 56-66, 69, 71-5, 82, 83, 85-9, 100,
103, 105, 114-17, 119-22, 126, 127, 134, 136, 149
- Destruction by a sacrifice of the pawns in front of the castled position
14, 19, 29, 67, 73, 80, 87, 107
- Attack and pursuit of a king in front of its own troops
3, 4, 7, 9, 13, 22, 27, 28, 37, 42, 55, 57, 62, 71, 82, 83, 107, 142
- The queen is lost . . . 14, 25, 41, 92, 138, 139, 147
- Shutting of the enemy queen out of the game by the sacrifice of two rooks (or a rook),
and an attack with superior forces
27, 32, 33, 45, 70, 81, 110, 111, 143, 150
- Attack on f7, sacrifice on f7
1-4, 6-8, 11, 12, 17, 24-9, 42, 49, 53, 55-8, 60, 62, 67, 69, 71, 91, 99, 100, 103,
105, 107, 118, 122
- Bishop sacrifice on h7 22, 86, 113, 115, 124
- Sacrifice of bishops on h7 and g7 148
- Knight sacrifice on h7 60
- The 'Windmill' 59
- Double attack or double threat (attack by one piece on two or more targets)
5, 11, 12, 21, 24, 32, 68, 69, 99, 114, 127, 148
- Knight fork 123, 140
- Simultaneous attack (two pieces on one target)
14, 30, 74, 75, 85, 108, 109, 116, 131-3
- Diversion and diversionary sacrifices
1, 2, 6, 10, 15, 16, 18, 21, 43, 46, 47, 50-3, 59, 76, 90, 94, 98, 108, 114, 115, 118,
129, 141, 145, 150

- Decoy (attraction)
5, 16, 23, 37, 40, 42, 46, 67, 71, 83, 96, 102, 107, 112, 117, 118, 120, 122, 123, 134, 136, 149
- Discovered check 28, 49, 80, 82, 84, 100, 122
- Double check 7, 23, 40, 57, 65, 89, 91, 94, 96
- Defence-elimination 17, 31, 34, 95, 123, 141
- Blocking 78
- Square- or line-vacating
6, 12, 15, 16, 17-19, 33, 42, 46, 47, 75, 78, 80, 89, 90, 94, 106, 121, 150
- Interference 53, 149
- Utilization of the pin, combinations on the theme of the pin
11, 17, 35, 42, 48, 49, 58-61, 63-6, 72, 73, 77, 97, 104-6, 119, 120, 124, 128, 130
- Release from a pin 51, 52, 64, 125, 146
- Pawn promotion 20, 88, 95, 100, 119, 140, 146
- Exploitation of 'overloading' 93
- 'X-ray' 144
- Weakness of the back rank 72, 76
- Intermediate move in a tactical operation
20, 35, 61, 70, 84, 92, 95, 108-11, 120, 126, 128, 131, 133, 140, 146
- Weakness of the long diagonal 120
- Weakness of the a3-f8 diagonal 57, 143
- Temporary piece sacrifice in the opening 11, 12, 30, 55
- Temporary queen sacrifice, with subsequent gain of material
125, 146
- Restriction and winning of a bishop by pawns 68
- Mate with bishop and knight 34, 44, 51, 52, 59, 108, 109, 137
- Mate with two bishops 81
- Mate with rook and minor pieces 89, 94
- Mate with rook and bishop 64
- Mate with queen and knight 79
- Mate with queen and bishop 110, 111

Index of Players and Analysts

(Numbers refer to Pages)

- | | |
|---|------------------------------------|
| Adams 111 | Blagidze 195 |
| Alapin 4 | Blumenfeld 96 |
| Albin 127 | Bodisko 174 |
| Alekhine 11, 105, 106, 167, 174, 186, 192 | Bogatirev 161 |
| Ambrazaitis 195 | Bogolyubov 26 |
| Andersen 237 | Bokić 258 |
| Anderssen 17, 170 | Boleslavsky 92, 189, 232 |
| Antoshin 255 | Bonch-Osmolovsky 79, 162 |
| Aratovsky 83 | Bondarevsky 224 |
| Arend 118 | Borbély 222 |
| Arianov 33 | Borisenko, V. 11 |
| Arlamowski 195 | Botvinnik 148, 189, 200 |
| Aronin 157, 175, 217 | Brachon 173 |
| Asch 154 | Brainin 253 |
| Averbakh 71, 132 | Bronstein 23, 36, 48, 80, 223, 253 |
| Avram 127 | Browne 7 |
| | Brückner 119 |
| | Bukreyev 179 |
| | Byrne, R. 251 |
| Badestein 237 | |
| Balogh 224, 225 | Canal 117, 171 |
| Baranov 79 | Capablanca 152, 155 |
| Bárczay 139 | Castaldi 90 |
| Barden 111 | Chajes 234 |
| Bastrikov 210 | Chatard 180 |
| Bauer 122, 259 | Chigorin 54, 68, 127, 146, 184 |
| Bekman 42 | Chistyakov 231 |
| Belavyenets 182 | Christensen 110 |
| Belsitzmann 106 | Collijn 136 |
| Benderev 38 | Cunningham 58 |
| Berger 30 | |
| Bernstein 92, 131 | Davidov 33 |
| Bibikov 111 | Davis 246 |
| Bielicki 219 | Dely 201, 219, 242 |
| Bilguer 52, 236 | |

- Denker 127
 Dittman 228
 Doroshkevich 258
 Dubois 144
 Duz-Khotimirsky 60
 Dworzynski 152
 Dykhoff 118
 Dzagurov 161, 162
- Efimov 36
 Endzelins 190
 Enevoldsen 237
 Engels 237
 Estrin 39, 75, 114, 141
 Euwe 25, 177
 Evans 146
- Fajarowicz 245
 Feuer 46
 Field 112
 Fine 174, 234
 Fischer 115, 208, 219
 Flamberg 63
 Fleissig 262
 Flohr 200, 239
 Frese 12
 Friede 47
 Fritz 113
 Fröhlich 30
 Fuderer 81
- Gaprindashvili 212
 Gedult 173
 Geller 155, 223
 Gibaut 245
 Gilg 239
 Gilman 114
 Giplis 72
 Glazkov 52
 Goldberg 149
 Göring 66
 Greco 57, 58, 129
 Greenway 147
 Griffith 253
 Grigoriev 200
 Grünfeld 248
- Halpern 67
 Hamming 13
 Hansen 110
 Harrwitz 146
 Hecht 119
 Heemskerck 57
 Helling 157
 Hermann 104, 228
 Heuer 92
 Hives 171
 Hodges 134
 Hoffer 143
 Holm 79
 Hort 218, 251
- Ilivitsky 260
 Ilyin-Zhenevsky 84, 92
 Imbisch 66
 Ivanov, V. 132
- Jago 62
 Jänisch 58, 109
 Janowski 77, 234
 Jansa 29
 Johner, P. 16, 21
 Jougma 207
- Kan 148, 186, 244
 Karaklajić 6, 81
 Karls 192
 Kashdan 232
 Kashlayev 159
 Katalimov 257, 260
 Kažić 123
 Keres 52, 69, 86, 87, 92, 114, 152, 195,
 237, 240
 Khachaturov 195
 Khasin 40
 Kholmov 80, 244
 Kirillov 200
 Kjelberg 236
 Klamán 141
 Klovan 71, 92
 Kmoch 84
 Knorre 146
 Kofman 20
 Koltanowski 88

- Komoltsev 33
 Kondratiev 112
 Konstantinov 158
 Kopayev 107, 231
 Korbult 134
 Kosheliev 33
 Kostjoerin 195
 Kots 207
 Kovács 222
 Kramer 152, 177
 Krasilnikov 42
 Krause 83
 Krogius 83, 243
 Kujpers 207
 Kunin 183
 Kupper 159
 Kupreichik 257
 Kuznetsov 22
- La Bourdonnais 54
 Lange 170
 Lantsias 195
 Lasker, Ed. 252
 Lasker, Em. 140, 146, 147, 186, 197, 259
 Lazard 245
 Legal 44
 Leonhardt 83
 Leussen 83
 Levenfish 165, 196, 207
 Levin, M. 199
 Levitin 206
 Lilienthal 13, 40
 Linse 236
 Lolli 55
 Loman 25, 188
 Lombardy 159
 Lutikov 80, 89
 Lyangov 210
- McDonnell 54
 Makarov 202
 Marcinkewicz 31
 Marco 91, 166
 Marguardt 206
 Mariotti 200
 Marshall 53, 102, 112, 155, 184
 Martyushov 243
- Matison 154
 Matsukevich 174
 Meder 211
 Medina 23
 Mielcarek 31
 Mieses 68
 Mikenas 175, 232
 Minakov 144
 Mohrlock 152
 Moiseyev 232
 Möller 136
 Monicelli 241
 Morphy 109, 147
 Morton 117
 Müller, H. 122, 197, 229
 Muños 11
 Muratov 52
 Muzio 51
- Nagy 225, 248
 Nakhmanson 118
 Nedeljković 81
 Negyessy 228
 Neishtadt 39, 60, 72, 75, 111, 117
 Nikolić 6
 Nilsson 238
 Nimzowitsch 4, 10, 21, 83, 91, 106, 186,
 259
- O'Kelly 46
 Oksengoit 183
 Olifer 206
 Opocensky 100
 O'Sullivan 243
- Pähtz 216
 Palkin 156
 Panov 76, 181, 200
 Pedersen 205
 Pelikan 118
 Perfilev 113
 Perlis 32
 Petroff 18
 Petrosian 255
 Philippe 24
 Phipps 246
 Piasetski 24

- Pielhal 146
 Pietzsch 238
 Pitskaar 90
 Pleci 190
 Polerio 51, 55
 Polugayevsky 228
 Polyak, E. 107
 Popov, V. 38
 Portisch 139
 Prokeš 241
 Pryanishnikov 229

 Quinteros 7

 Rabinovich, A. 84, 162
 Radjaram 132
 Radulov 218
 Randviir 89, 90
 Ravinsky 114, 196, 209, 239
 Razuvayev 257
 Ree 255
 Reimann 125
 Rejfiř 200
 Relik 171
 Rellstab 104, 118
 Reshevsky 208
 Réti 26, 194
 Rhode 172
 Robatsch 29
 Robine 60
 Roddy 248
 Rokhlin 153
 Romanenko 224
 Romanishin 127
 Romanovsky 247
 Rootare 11
 Rosanes 17
 Rosentreter 143
 Rosit 60
 Rossolimo 224, 243
 Rubin 210
 Rubinstein 102, 104, 106
 Rudsitis 47
 Rundström 79
 Rusakov 77
 Rushnikov 118
 Ryumin 86

 Sakharov, Y. 135
 Sallay 201
 Salvio 227
 Salwe 112
 Šamanek 100
 Sämisch 125
 Sazhayev 127
 Schiffers 95
 Schlechter 32, 77, 262
 Schmid 202
 Schröder 12
 Schuster 192
 Schwarz 206
 Selman 246
 Semenenko 113
 Servaty 212
 Shamkovich 156, 210
 Shapirov 205
 Shaposhnikov 80
 Shimanovsky 99
 Sisman 248
 Smirnov 51
 Smith 117
 Smyslov 240, 244
 Sokolov 118
 Sokolsky 20, 92, 149
 Solmanis 117
 Somov 205
 Soós 205
 Sopkov 159
 Spassky 155
 Spielmann 28, 63, 192, 200
 Stamma 60
 Staunton 20
 Steiner, A. 152
 Steiner, L. 157
 Steinitz 53, 94, 96, 120, 144, 146
 Stoichev 210
 Suetin 114
 Svirbulis 89
 Szabó 205
 Szimanski 18

 Taimanov 75, 217, 228, 237
 Tal 34, 189, 203, 216, 221
 Tarrasch 19, 104, 150, 166, 259
 Tartakower 16, 90, 92, 157, 165, 194

- Tatai 200
 Tatevosian, E. 236
 Tatevosian, M. 236
 Taubenhau 67, 129
 Teichmann 104
 Tenner 112
 Teschner 188
 Thomas 62, 252
 Tikhonov 51
 Tilevich 117
 Torre, C. 61
 Traxler 100
 Tringov 203
 Tseshkovsky 89
 Tsvetkov 255
 Tukmakov 258
 Tylor 88

 Uhlmann 230

 Vadász 242
 Vaganian 189
 van Rhijn 57
 Vasiliev 207
 Verlinsky 77

 Vinkel 117
 Vlagsma 205
 Volk 179
 Volovich 144
 von der Lasa 58
 von Holzhausen 142
 Voronin 257
 Vuković 123

 Wade 230
 Wagner 104
 Wahle 28
 Warren 246
 Wind 205

 Young 53
 Yudovich 181, 234, 258

 Zagoryansky 244
 Zaitsev, A. 153
 Zaitsev, V. 229
 Zitzewitz 172
 Zografakis 205
 Zukertort 67
 Zunker 211