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COMMON SENSE
IN CHESS.

BY

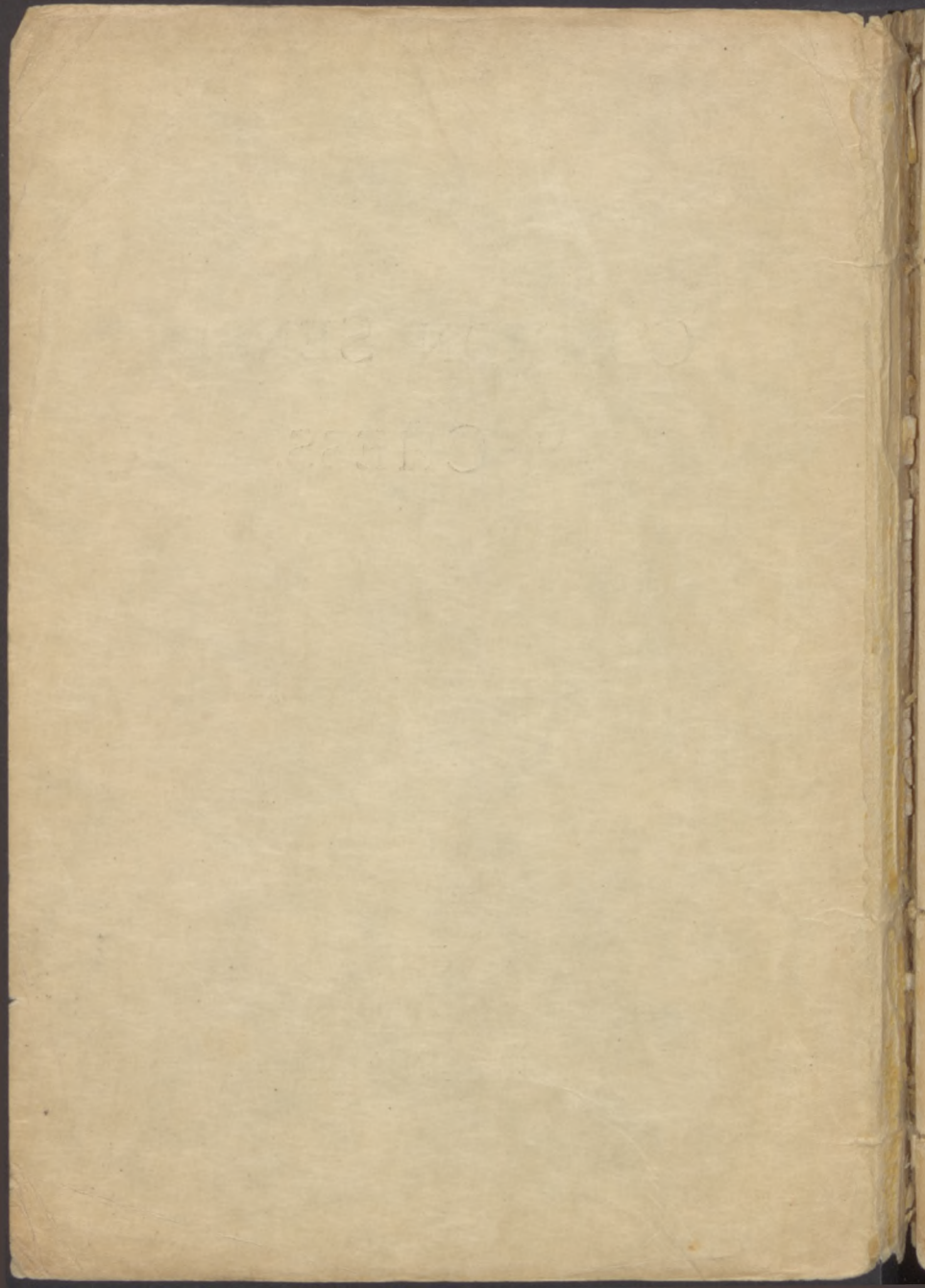
EMANUEL LASKER.

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PREFACE.



The following is an abstract of Twelve Lectures given before an audience of London chess players during the spring of 1895. It may be regarded as an attempt to deal with all parts of a game of chess by the aid of general principles. The principles laid down are deduced from considerations concerning the nature of Chess as a fight between two brains, and their conception is based on simple facts. Their practical working has been illustrated by positions adapted to the purpose, and likely to occur over the board.

It has been my aim to reduce the different rules in number as much as was compatible with clearness. They all, it will be found, have a remote likeness, and it would therefore not have been very difficult to reduce their number still more. Indeed they may ultimately be united in one single leading principle, which is the germ of the theory not only of Chess, but of any kind of fight. This principle is sufficiently indicated here, but it is so general in its conception, and the difficulty of expressing the whole compass of its meaning in definite terms so enormous, that I have not ventured to formulate it.

In a future work, for which the present one shall pave the way, I hope to be able to illustrate the significance of that principle, and its capacity for showing facts in their right relation to one another. For that work I have also deferred the discussion of some points which require very nice differentiation, such as all questions relating to the manœuvring of the King and the exchange of men.

The games and positions given in this book are comparatively few, but they have been selected with care. I therefore would advise the student not to attempt to *read* the matter only, but to *study* it and sink some work into it. The rules deduced are, I believe, very plausible. This need not deceive the student, who will see their significance in a clearer light if he tries to be reasonably sceptical and exacting in the matter of proofs.

As regards the analytical notes about games or openings, I have tried to be short and to the point. Analytical detail is therefore not abundant, but, I think, reliable. The method of enumerating *all* the variations thought possible, or probable, has been laid aside, and in its place an analysis has been given, which makes use of both the consideration of the leading variations *and* general principles. The diction and style of the work are those of a lecturer. Feeling that I have not been able to make them as perfect as I should have desired, I must ask for the lenient judgment of the reader.

I take this opportunity for expressing my hearty thanks to Professor Villin Marmery for his kind assistance in looking over the proofs.

EMANUEL LASKER.

Ilkley, July 25th, 1895.

Common Sense in Chess.

No. 1.

Gentlemen,—It is customary to begin with definitions, but I am sure that all of you are so well acquainted with the essential parts of the history, the rules and the characteristics of Chess, that you will allow me to jump at once *in medias res*. Chess has been represented, or shall I say misrepresented, as a game—that is, a thing which could not well serve a serious purpose, solely created for the enjoyment of an empty hour. If it were a game only, Chess would never have survived the serious trials to which it has, during the long time of its existence, been often subjected. By some ardent enthusiasts Chess has been elevated into a science or an art. It is neither; but its principal characteristic seems to be—what human nature mostly delights in—a fight. Not a fight, indeed, such as would tickle the nerves of coarser natures, where blood flows and the blows delivered leave their visible traces on the bodies of the combatants, but a fight in which the scientific, the artistic, the purely intellectual element holds undivided sway. From this standpoint, a game of Chess becomes a harmonious whole, the outlines of which I will endeavour to describe to you in this course of lectures.

The requisites in Chess are a board of sixty-four squares, and two bodies of men. We have, therefore, one great advantage over the general who is to lead an army into the field - we know where to find the enemy, and the strength at his disposal. We have the gratifying knowledge that as far as material strength is concerned we shall be equal to our opponents. Nevertheless, our first step will be exactly analogous to that of a commander of an army. First of all we shall mobilise our troops, make them ready for action, try to seize the important lines and points which are yet wholly unoccupied. This proceeding will take, as a rule, no more than six moves, as we shall see later on. If we should neglect to do so, our opponent would avail himself of the opportunity thus given him, would quickly assail some vital point, and ere we could rally, the battle would be finished.

Let me, in illustration of my assertions, go over some well known little games, in which mistake and the punishment thereof are clearly traceable.

	WHITE.	BLACK.
1.	P—K4	P—K4
2.	Kt—KB3	P—Q3
3.	B—B4	P—KR3

So far, with the exception of the last move, Black has played quite well. He has opened lines for his two Bishops and the Queen, and now should bring out his QKt to B3. Instead of that, afraid of some premature attack, he quite unnecessarily makes a move that does not give additional force to any of his pieces.

4.	Kt—QB3	B—Kt5
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A mistake. The Knights should be first developed, then the Bishops.

- | | | |
|----|-----------------|------|
| 5. | Kt×P | B×Q |
| 6. | B×Pch | K—K2 |
| 7. | Kt—Q5 checkmate | |

Another tune to the same song.

- | | WHITE. | BLACK. |
|----|--------|--------|
| 1. | P—K4 | P—K4 |
| 2. | Kt—KB3 | Kt—KB3 |
| 3. | Kt×P | Kt—QB3 |

Black evidently believes in the principle of quick development, and even neglects to take White's KP, in order to gain time.

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|----|-------|-------|
| 4. | Kt×Kt | QP×Kt |
| 5. | P—Q3 | B—QB4 |
| 6. | B—Kt5 | |

A mistake; he ought to guard against the threatened Kt—Kt5 with B—K2. Now he is overtaken by a catastrophe.

- | | | |
|----|-------|-----------------|
| 6. | | Kt×P |
| 7. | B×Q | B×Pch |
| 8. | K—K2 | B—Kt5 checkmate |

Another variation.

- | | WHITE. | BLACK. |
|----|--------|--------|
| 1. | P—K4 | P—K4 |
| 2. | P—KB4 | P×P |

White, in order to aid his development, sacrifices a Pawn. Whether with good reason or not, we shall not argue for the present.

- | | | |
|----|------|--------|
| 3. | B—B4 | Q—R5ch |
| 4. | K—B | P—Q4 |

An excellent move. Black also sacrifices a Pawn, to invest it, so to say, in facilities for bringing out his pieces.

- | | | |
|----|--------|--------|
| 5. | B×P | P—KKt4 |
| 6. | Kt—KB3 | Q—R4 |
| 7. | P—KR4 | |

A good move, which gives our Rook something to do. The attack on Black's Pawn, however, is only an apparent one for the moment, because both the Kt and KRP are pinned.

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| 7. | | P—KR3 |
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He ought to develop a piece, for instance B—Kt2. This omission will cost him the game.

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| 8. | B×Pch | Q×B |
|----|-------|-----|

Not K×B, on account of (9) Kt—K5ch.

- | | | |
|-----|----------|-------|
| 9. | Kt—K5 | Q—Kt2 |
| 10. | Q—R5ch | K—K2 |
| 11. | Kt—Kt6ch | K—Q |
| 12. | Kt×R | Q×Kt |
| 13. | P×P | |

And now we have two Pawns and an excellently placed Rook for two pieces, while Black's pieces are all still at home, and his King in an unsafe position. Between fairly even players the issue of the game is therefore decided in favour of White.

Let me go over the moves which frequently occur in games of a close character.

WHITE.	BLACK.
1. P—K4	P—K3
2. P—Q4	P—Q4
3. Kt—QB3	Kt—KB3
4. B—KKt5	B—K2

He ought to first exchange the Pawns, and then bring his Bishop to K2. In such manner he would obtain an almost unassailable position.

5. B×Kt.	B×B
6. Kt—KB3	Castles.

There is no necessity for him to castle so early. His first aim should be to bring his Q side into action. For instance: (6) P×P; (7) Kt×P, Kt—Q2; (8) B—Q3, P—QKt3; (9) Castles, B—Kt2, would be, although not the very best, a sufficiently safe plan for bringing his pieces out.

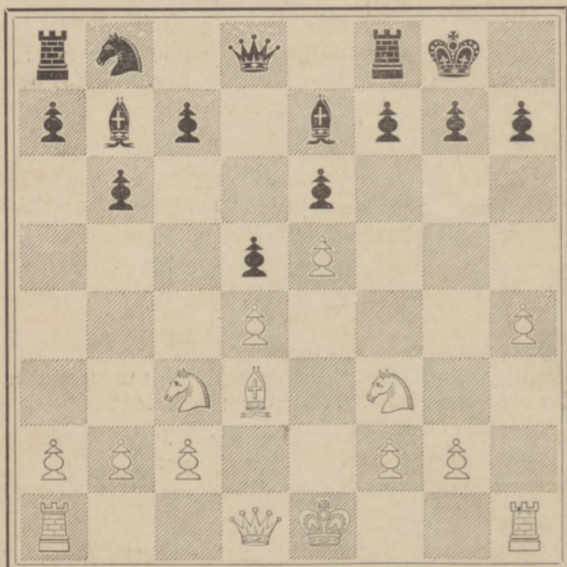
7. B—Q3	P—QKt3
8. P—K5	B—K2
9. P—KR4	

White consistently takes aim against Black's K side. Black's Q side pieces have so little bearing upon the actual scene of battle that his game is already greatly compromised.

9.	B—Kt2
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The only comparatively safe move would have been B—QR3.

BLACK.



WHITE.

10. B×Pch K×B
 11. Kt—Kt5ch K—Kt3

If instead K—Kt sq.; (12) Q—R5, B×Kt; (13) P×B, P—B3; (14) P—Kt6, and mate cannot be avoided.

12. Kt—K2 B×Kt
 13. P×B P—B4

If Q×P; (14) Kt—B4ch., K—B4; (15) Q—Q3ch., K—Kt5; (16) Q—R3ch., K×Kt; (17) Q—B3 mate.

- | | | |
|-----|-------------------|--------|
| 14. | KtP×P <i>e.p.</i> | K—B2 |
| 15. | Kt—B4 | R—Rsq. |

To protect himself against White playing R—KR7. But his defence is of no avail, as his cruel foe does not allow him a moment's repose.

- | | | |
|-----|--------|--------|
| 16. | Q—Kt4! | R×Rch. |
| 17. | K—Q2 | P×P |

What shall he do? If R—R2; (18) Q×KPch., K—B; (19) Kt—Kt6 mate.

- | | | |
|-----|----------|------|
| 18. | Q—Kt6ch. | K—K2 |
| 19. | Q—Kt7ch | K—K |
| 20. | Q—Kt8ch. | K—K2 |
| 21. | Q×Pch. | K—B |

First White drives the Black K into the most dangerous spot, and then comes the finishing stroke—

- | | | |
|-----|-------------------|-------|
| 22. | R×R | K—Kt2 |
| 23. | R—R7ch. | K×R |
| 24. | Q—B7ch. | K—R |
| 25. | Kt—Kt6 checkmate. | |

If we again critically glance over the few variations that we have gone through, we must be struck by one fact, namely, that the losing side had the greater part of his army in positions where they had no bearing whatever upon the questions at issue. They might have been just as well anywhere else but on the board. I have formulated the rules for the development of the pieces according to my own experience over the board, and, I think, also in accordance with established facts, in the following manner:—

- I. Do not move any Pawns in the opening of a game but the K and the Q Pawns.

II. Do not move any piece twice in the opening, but put it at once upon the right square.

(In my practice I have usually found it strongest to post the Kts at B3, where they have a magnificent sway, and the KB somewhere on his original diagonal, if not exposed to exchange, at QB4.)

III. Bring your Kts out before developing the Bishops, especially the QB.

IV. Do not pin the adverse KKt (by B—KKt5) before your opponent has castled.

In regard to Rule I. you will sometimes, especially in Q side openings, find it a better plan to advance the QBP two squares before obstructing it by your QKt. This, however, is the only exception, where the violation of the principles just laid down, is unquestionably justified. You will see that, according to this plan, the mobilisation takes altogether six moves, consumed in the development of two Pawns, the two Knights, and the two Bishops. You may be obliged to spend some of your time in the beginning of a game for the exchange of a pawn or a piece, or it may be necessary to make one or two defensive moves. But the real business of development ought to be accomplished in no more than six separate moves devoted to that purpose.



No. 2.

Gentlemen,—We have given in our former Lecture the theory of the first part of a game of Chess, and have, to a certain extent, attempted to prove and to illustrate it. It now remains to put it to practical test. For this purpose we shall discuss to-day a popular form of opening called the Ruy Lopez, from the name of the Spanish bishop who invented it. It consists in the following three moves:—

WHITE.	BLACK.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—QKt5	

Of course you will at once perceive that the threat, which White's last move seems to imply, viz., B×Kt, followed by Kt×P is only an apparent one, as Black will regain his Pawn easily. We are, therefore, at liberty to make any developing move we please. According to the principles of our last Lecture either (3) P—Q3, or (3) Kt—KB3 should be done. Both of these moves very frequently *are* made, and on the whole with satisfactory results. Personally I favour the immediate development of the Kt, as P—Q3 deprives the KB of the possibility to occupy the file from QB4.

3. Kt—KB3

White's next move may be (4) Kt—QB3, or P—Q3, which would give him a solid and, on the whole,



strong game. But these variations would not present any special difficulty to Black, who could continue for instance with P-Q3 and afterwards adopt exactly the tactics recommended in our first Lecture. White has, however, other continuations at his disposal which give him a harassing attack, which Black must exercise great judgment to meet.

4. Castles

What is Black to do next? According to our principles he may play either B-K2, or B-B4, and actually either of these moves may be made without any real danger. But this is not the question at issue. The Black Kk attacks the White Kp, which White has left unguarded. Is Black to accept the offer? I consider this matter at some length, because it frequently presents itself, for instance, in all gambits.

My answer is this: When you are conscious not to have violated the rules laid down, you should accept the sacrifice of an important Pawn, as the Kp, Qp, or one of the BPs. If you do not, as a rule, the Pawn which you have rejected will become very troublesome to you. Do not accept the sacrifice, however, with the idea of maintaining your material advantage at the expense of development. Such policy never pays in the end. By far the better plan is to give the Pawn up after your opponent has made some exertions to gain it. By the same process, through which your opponent has achieved greater scope for his pieces, you will then always be able to recoup yourself, and, as a rule, be a gainer in the bargain.

I am speaking rather authoritatively in this matter, as I cannot prove my assertions for the moment

However, I do not ask you to believe me blindly. In the course of this Lecture, and in those that are to follow, enough, I trust, will be found to warrant what I said. This principle is the one amendment which I wish to add to the four rules given in the last Lecture.

4. Kt×P

This move exposes Black to some danger, and I do not think it would be right of me to show you only how Black gets out of it with flying colours. We shall come to a fuller understanding of the possibilities of the position when we, in some variations, let Black pay the penalty for his daring.

5. R—Ksq

Not the best move, but one that most naturally suggests itself.

5. Kt—Q3

To gain time by the attack on the White Bishop.

6. Kt—QB3 Kt×B

7. Kt×P

Cunning play. If Black now takes one of the Knights he loses, *e.g.*,

A 7. KKt×Kt

8. Kt×Ktch B—K2

9. Kt×B! Kt×Q

10. Kt—Kt6ch Q—K2

11. Kt×Q and remains a piece ahead

B 7. QKt×Kt

8. R×Ktch B—K2

9. Kt—Q5! Castles

10. Kt×Beh K—Rsq

Now see White's mode of attack, which is rather instructive and of frequent occurrence.

11. Q—R5 P—KKt3

White threatened mate in two by Q×Pch, etc.

12. Q—R6 P—Q3

White mates in two. Which is the move?

13. R—R5 P×R

14. Q—B6 checkmate

Let us now return to the original position, at Black's seventh turn to move.

7. B—K2

We thus intercept the dangerous file against our King and develop a piece—two great advantages.

8. Kt—Q5 Castles

9. Kt×Kt QP×Kt

10. Kt×Beh K—R

11. Kt×B Q×Kt

12. P—Q3 Q—B4

13. B—K3 P—KR3

And Black's game is, if anything, preferable. You see how quickly White's attack has spent itself out. But then he did not make the best of his position at move 5. Let us therefore return to that point.

5. P—Q4

We develop and attack at the same time, while our Pawn cannot be taken, viz: (5) P×P, (6) R—K, (6) P—KB4, (7) Kt×P, threatening P—KB3, and should win.

5. B—K2

Kt—Q3 instead leads to an early exchange of Queens. The resulting position is rather somewhat in favour of White, viz.:—(5) Kt—Q3 ; (6) B×Kt, QP×B ; (7) P×P, Kt—B4 ; (8) Q×Qch, K×Q ; (9) R—Qch, K—K ; (10) Kt—QB3, B—K2 ; (11) P—KR3, B—K3 ; (12) B—KKt5 with an occasional onslaught of the K side Pawns.

6. Q—K2

The last move is more aggressive than P×P at once, which would allow Black time to do anything he pleases, for instance to castle at once, or to advance P—Q4. Consider the following variation as an example of what is likely to follow after : (6) P×P, P—Q4 ; (7) P×P *e.p.*, Kt×P ; (8) B×Ktch., P×B ; (9) Kt—K5, B—Kt2, and in spite of his double Pawn Black's pieces are excellently placed.

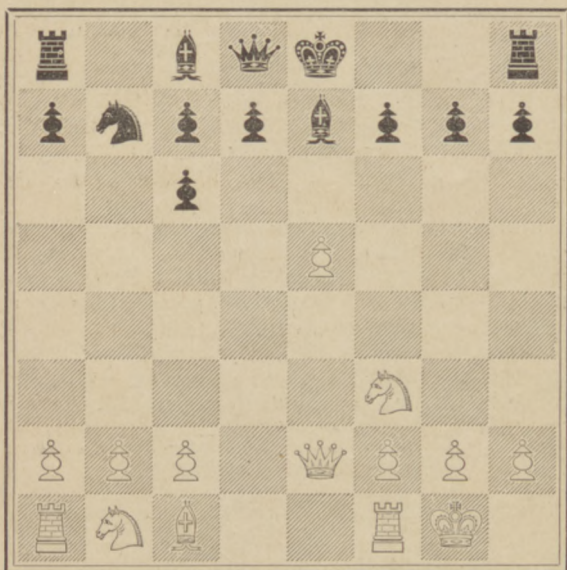
6. Kt—Q3
7. B×Kt KtP×B

not QP×B, which would open the Q file to White's Rook, *e.g.*, (7), QP×B ; (8) P×P, Kt—B4 ; (9) R—Q, B—Q2.

The Black QB and Q are now so badly placed that White has an opportunity of bringing the game to a virtual finish by energetic attack. (10) P—K6, P×P ; (11) Kt—K5, threatening both the Bishop and Q—R5ch., and should therefore win.

8. P×P Kt—Kt2

BLACK.



WHITE.

We have now come to a critical stage. Black's pieces have retired into safety, ready, with one single move, to occupy points of importance. White, on the contrary, has all the field to himself, but he can do nothing for the present, as there is no tangible object of attack. Various attempts have been made to show that White has here the superior position. I do not believe that White has any advantage, and am rather inclined to attribute

the greater vitality to the party that has kept its forces a little back.

Ere we proceed any further let us consider some sub-variations:—(9) Kt—Q4, castles; (10) R—Q, Q—K; (11) R—K (to prevent either P—B3 or P—Q4), Kt—B4 (not to be recommended, although in frequent use); (12) Kt—QB3, B—R3; (13) Q—Kt4, Kt—K3; (14) Kt—B5, K—R; (15) Kt—K4, and Black is quite helpless against the threat R—K3 and R3, etc. Or again: (9) Kt—Q4, castles; (10) R—Q, Q—K; (11) R—K, Kt—B4; (12) KtB3, Kt—K3; (13) Kt—B5, P—Q4; (14) P×P *e.p.*, P×P; (15) Q—Kt4, P—Kt3; (16) B—R6, Kt—Kt2; (17) Kt×Bch, Q×Kt; (18) Q—Q4, and wins at least the exchange.

These variations show that it must be Black's aim to post his KB on a line where he can do some effectual work, and to advance his QP. From this position the following variations suggest themselves:—

9.	Kt—Q4	Castles
10.	R—Q	Q—K
11.	R—K	B—B4!
12.	Kt—Kt3	B—Kt3
13.	Kt—B 3	P—Q4

and, if Black has not the best of the position, at least all danger is past. Another attempt:

9.	Kt—B3	Castles
10.	Kt—Q4	B—B4
11.	B—K3	Q—K
12.	P—KB4	P—Q3

Black's pieces are again all well in play. White

has, to a certain extent, compromised himself by the advance of the KBP.

We can now announce our final judgment. The defence considered, initiated by (3), Kt—KB3, yields, in all respects, a satisfactory game to the second player.



No. 3.

Gentlemen,—Though we have established in our last Lecture a line of play which will yield a good defence to the usual form of the Ruy Lopez, we may nevertheless look at others well worth noticing. Truth derives its strength not so much from itself as from the brilliant contrast it makes with what is only apparently true. This applies especially to Chess, where it is often found that the profoundest moves do not much startle the imagination.

A defence which is frequently played is initiated in the third move by advancing the QRP against our Bishop. I need not dwell on the point that this move is against the principles of our first lecture, just as much as Kt—KB3 is in accordance with them. Neither does it, I believe, lead to an even game—an opinion which I shall attempt to substantiate in the following variations:—

- | | |
|-----------|--------|
| 1. P—K4 | P—K4 |
| 2. Kt—KB3 | Kt—QB3 |
| 3. B—QKt5 | P—QR3 |

White has now the option to exchange his Bishop against the adverse Kt, or to retreat it. As a general rule, it is not good policy to exchange in the early stages of a game the long reaching Bishop against the Knight, whose power does not extend beyond a certain circle. Therefore

- | | |
|----------|--------|
| 4. B—QR4 | Kt—KB3 |
|----------|--------|

(4) P—Q3 is not to be recommended, on account of (5) P—Q4, B—Q2; (6) P—B3, P—B4

(7) $KP \times P$, $P-K5$; (8) $Kt-Kt5$, with an all round healthy position for White.

5. Castles.

Both, (5) $Kt-B3$ or $P-Q3$, would yield White a good game. His chances of success are, however, greatly increased if he adopts a more dashing form of attack.

5. $Kt \times P$

Black cannot well refuse the acceptance of the (momentary) sacrifice, as otherwise White will obtain a good position by $P-Q4$, followed by $P-K5$; or else (5) $P-Q3$; (6) $P-Q4$, $P-QKt4$; (7) $P \times P$ with a good game.

6. $P-Q4$ $P-QKt4$

7. $B-Kt3$ $P-Q4$

Black would be rather venturesome to take the QP , because White could continue with $R-K$ and molest the Black KKt , in fact finally win it.

8. $P \times P$ $B-K3$

9. $P-QB3$

White's last move is an exception to the rule we have hitherto followed, to develop as quickly as possible. The game has assumed already a character of its own, which in consequence adds to the importance of some pieces in preference to others. Our KB is destined to serve as the backbone of our attack against the Black King, in the moment (which must soon arrive) that he castles on the K side. We therefore preserve it against the possible attack of the Black Kts , which are driven into exposed points.

9. $KB-B4$

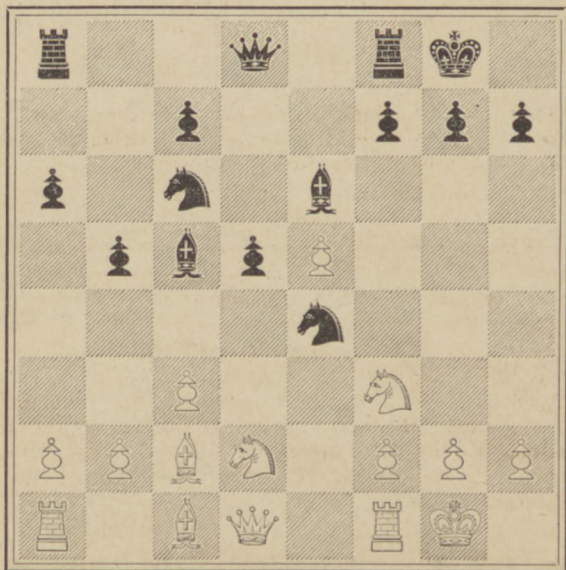
$K2$ would also be a favourable spot for the Bishop, but it seems necessary to reserve this point for the QKt .

Moreover, there is a certain want of protection on the Q side, for which you provide by putting the Bishop into the rear of your Pawns.

No fault is now to be found with Black's *development*, all his pieces being well in play ; but his Pawn position on the Q side is compromised. How White will take advantage of that weakness the following will explain :—

10. Kt—Q2 Castles
 11. B—B2

BLACK.



WHITE.

The position becomes now very instructive. Whether the twice attacked Kt is removed, or exchanged, or guarded, in each case White obtains a splendid game.

A	11.	Kt—Kt4
	12. Kt×Kt	Q×Kt
	13. Kt—K4	Q—K2
	14. Kt×B	Q×Kt
	15. B—K3	Q—K2
	16. P—KB4	

sooner or later threatening P—B5, with a beautiful position.

B	11.	Kt×Kt
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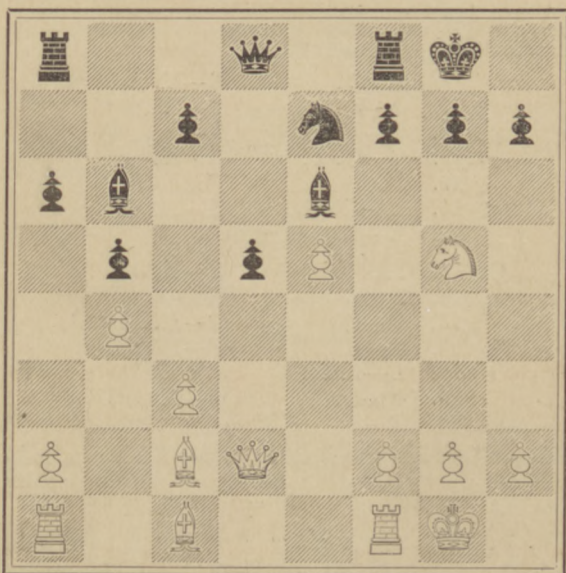
What is the right move now—the move which adds most to the power of our pieces?

12. Q×Kt!

Now we threaten Kt—Kt5. With P—KR3 he cannot defend, as Q—Q3 would force P—KKt3, and thus the gratuitous win of the RP. If B—K2, R—K, to be followed by Kt—Q4, and then speedily P—KB4, would give us the pull; so he plays

	12.	Kt—K2
	13. P—QK34	B—Kt3
	14. Kt—Kt5	

BLACK.



WHITE.

Let us consider some variations in this interesting position :—

- | | | |
|---|--------------|-------|
| A | 14. | P—KR3 |
| | 15. Kt—R7 | R—K |
| | 16. Kt—B6ch. | P×Kt |
| | 17. Q×P | P—B1 |
| | 18. B—Kt5 | |

and Black is without defence.

B	14.	Kt—Kt3
	15. B×Kt	RP×B
	16. Q—B4	
threatening Q—R4, etc.		
	16.	R—K
	17. Q—R4	P—KB3
	18. Q—R7ch.	K—B
	19. Q—R8ch.	B—Kt
	20. P×P	P×P
	21. Kt—R7ch.	K—B2
	22. B—R6 and wins.	
C	14.	B—KB4
	15. B×B	Kt×B
	16. Q—Q3	P—KKt3
	17. Q—R3	P—R3
	18. P—KKt4	P×Kt
	19. P×Kt	Q—K2
	20. R—K	

Now we threaten the advance of our KB Pawn, to be followed up by Q—R6. So Black can do nothing else but

20.	P—KB3
21. P×KtP	P×P
22. R×P	

regardless of expense,

22.	B×Pch.
23. K—R	Q—Kt2
24. Q—K6ch.	K—R
25. R×KtP	winning easily.

What must strike us most forcibly in this variation, is the tremendous power of our K side Pawns, which have swept everything before them, as a matter of fact, totally annihilated the opposing force, while at

the same time Black's Q side Pawns have been lazy spectators of the fight.

Let us go back again to where we left off the examination of our principal line of play.

- | | |
|---------------------|-------|
| 11. | P—KB4 |
| 12. P×P <i>e.p.</i> | |

Also Kt—Kt3 and then QKt—Q4 would be a good continuation.

- | | |
|------------|-------|
| 12. | Kt×P |
| 13. Kt—Kt5 | B—Kt5 |
| 14. QKt—B3 | Kt—K4 |
| 15. B—B4 | Kt×Kt |
| 16. P×Kt | B—B |

B—Q2 would be still worse on account of the rejoinder (17) B—K5.

- | | |
|----------|---------|
| 17. Q—Q3 | P—KKt3. |
|----------|---------|

He has no other mode of defence. If, for instance (17), Kt—K5; (18) Kt×Kt, P×Kt; (19) Q×Q, etc.

- | | |
|----------|------|
| 18. Kt×P | B—B4 |
|----------|------|

Obviously, if (18), K×Kt; (19) Q×Pch, K—R; (20) K—R would speedily decide the issue

- | | |
|-------------------------|------|
| 19. Kt×Ktch. | R×Kt |
| 20. Q—Q2 | B×B |
| 21. B—Kt5 (or else Q×B) | |

with a winning advantage.

My object, in thus diving down into the depths of this position, is not by any means to provide your memory with ballast. All I want to show is that the superior position will perforce become overpowering, whichever turn you may try to give to the game. And why have we got what we

termed the superior position? You see, Black's Q side Pawns do not *work*, they only require protection, while White's Pawns, either actively or only as potentials of future action, are contributing to White's success.

But we must not yet rest satisfied with the analysis. There may yet be a way of escape, at move 11, namely,

- | | |
|------------|-------|
| 11. | B—B4 |
| 12. Kt—Kt3 | B—Kt3 |
| 13. P—QR4 | |

The unfortunate Q side Pawns serve us again as a mark for attack. Now we threaten to exchange the Pawns, then the Rook, and to gain the QP.

- | | |
|----------|-------|
| 13. | R—QKt |
|----------|-------|

This move seems to be the only practicable reply, as otherwise, for instance after Kt—K2, QKt—Q1 would become very dangerous.

- | | |
|------------|-------|
| 14. KKt—Q4 | Kt×Kt |
| 15. Kt×Kt | B×Kt |

or if (15), B—Q2; (16) P×P, P×P; (17) Q—Q3.

- | | |
|---------|--|
| 16. P×B | |
|---------|--|

Now we have obtained our purpose. Firstly, we have two Bishops beautifully bearing down against the adverse K side; then Black's QBP is now kept backward by our Q Pawn, and will never be able to advance.

- | | |
|----------|-------|
| 16. | B—Kt3 |
|----------|-------|

or else P—B3 will win a piece.

17.	P×P	P×P
18.	R—R7	P—QB3
19.	P—B3	Kt—Kt4
20.	R—R6	R—B
21.	B—K3	Kt—K3
22.	P—B4	B×B
23.	Q×B	Q—Q2

A desperate attempt to free himself by (23), P—QB4 would fail against (24) P×P, P—Q5; (25) R—Q6, R×P; (26) Q—Q3.

24.	P—B5	Kt—Q
25.	Q—KB2	

We now want our most powerful piece on the K side.

25.	K—R
26.	Q—R4	Q—Kt2

He must after all try to get something out of his Q side.

27.	P—B6	P—Kt3
28.	Q—R6	Kt—K3
29.	R—R3	R—KKt
30.	B—Q2	Kt—B
31.	B—Kt4	

and Black is quite helpless.

Again I beg to draw your attention to the difference of power exerted by the White and the Black Pawns. Taken all round you will perhaps agree with me when I declare that Black, by choosing the defence (3), P—QR3 to the Ruy Lopez, unnecessarily damages his Q side Pawns, while the development of his pieces gives him no compensation for that disadvantage.

To relieve your chess nerves from the tension which they must have undergone to-day, allow me

to introduce, as a finale, a more pleasing matter. In my match with Mr. Steinitz, that master chose, for a long while, a somewhat close defence to the Ruy Lopez, beginning with (3) P—Q3. The game usually ran as follows:—

- | | |
|-----------|--------|
| 1. P—K4 | P—K4 |
| 2. Kt—KB3 | Kt—QB3 |
| 3. B—Kt5 | P—Q3 |
| 4. P—Q4 | B—Q2 |
| 5. Kt—B3 | KKt—K2 |
| 6. B—QB4 | |

threatening, of course, Kt—KKt5.

- | | |
|---------|-----|
| 6. | P×P |
| 7. Kt×P | |

Now it seems that Black, in order to keep White's Queen at bay, has a good way of developing his KB by means of P—KKt3 and BKt2, where the Bishop certainly would have an excellent diagonal. This little plan, however, was never executed by Mr. Steinitz, the reason appearing in what follows. If

- | | |
|-----------|--------|
| 7. | P—KKt3 |
| 8. B—KKt5 | |

In order to take possession of the diagonal which Black attempts to occupy.

- | | |
|----------|-------|
| 8. | B—Kt2 |
| 9. Kt—Q5 | |

attack and counter-attack.

- | | |
|---------|------|
| 9. | B×Kt |
|---------|------|

Anything else would be clearly disadvantageous. Black, of course, is now under the expectation that White will continue with (10) Kt×Kt, when B×P

would allow Black to get out of danger. But White has a more efficient move at his disposal:

10. Q×B!

This is very awkward for Black. If now (10) Kt×Q; (11) Kt—B6ch., K—B; (12) B—R6 checkmate. So nothing remains but to castle.

- | | | |
|-----|------------------|---------|
| 10. | | Castles |
| 11. | Kt—B6ch. | K—R |
| 12. | Kt—Kt4ch. | Kt×Q |
| 13. | B—B6ch. | K—Kt |
| 14. | Kt—R6 checkmate. | |



No. 4.

Gentlemen,—The Evans gambit, which in accordance with your desire I have chosen to-night as subject of discussion, is constituted by these four moves—

- | | |
|-----------|--------|
| 1. P—K4 | P—K4 |
| 2. Kt—KB3 | Kt—QB3 |
| 3. B—B4 | B—B4 |
| 4. P—QKt4 | |

There is no necessity for Black to accept the offer of the Pawn. On the contrary, if he retires with his Bishop to Kt3 in reply, he will, as White's last move has in no way furthered his development, gain a small but distinct advantage in position. The play which would then ensue will be of the following character:—

- | | |
|------------|--------|
| 4. | B—Kt3 |
| 5. P—QR4 | P—QR3 |
| 6. P—QB3 | Kt—KB3 |
| 7. P—Q3 | P—Q3 |
| 8. Castles | Kt—K2 |

soon to be followed by P—QB3 and PQ4. Black's pieces are all well placed, no matter whether White castles at his eighth turn to move, or defers that yet for some time. If White therefore sacrifices a Pawn by giving the gambit, Black sacrifices the sure prospect of positional advantage by taking it.

The idea of the gambit is very obvious. We want to continue, if $B \times P$ (or $Kt \times P$), with

5. P—QB3

and later on proceed with the advance of the QP, so as to obtain a very strong centre and to open several

lines for the attack of the pieces. The Bishop can retire to either B4, R4, K2, to his own square, or to Q3, where he is not as badly placed as at first sight appears. The best players favour B—R4 or B4, with a preference for the former. If we retire to B4 the Bishop may be attacked again by P—Q4, while on the contrary B—R4 counteracts that advance. On the other hand, the Bishop at R4 will take away from the QKt an important point, from where he might attack the White KB. But taken all round,

5. B—R4

seems to be the preferable move.

White has now two formidable continuations.

6. P—Q4

naturally suggests itself first, although it is not of such lasting effect as another move which we shall consider later on.

Black will answer

6. P×P

7. Castles P×P

The weakest point in Black's camp is the KBP, so we follow up our attack by

8. Q—Kt3

Black can reply with either Q—K2 or Q—B3. From K2 the Q has hardly any move that is not commanded by White's pieces, therefore

8. Q—B3

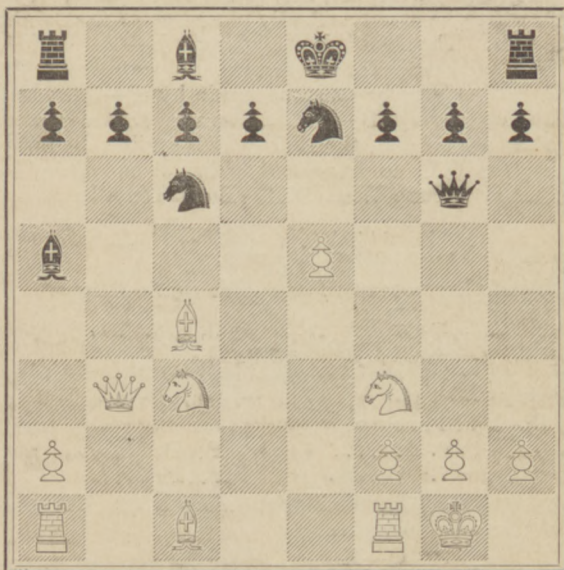
9. P—K5

in the expectation of embarrassing Black's development, as neither the QP nor the KBP can advance for the present without being taken, with the effect that all lines are opened up to our pieces.

9. Q—Kt3

10. Kt×P KKt—K2

BLACK.



WHITE.

In this position we already see that White's attacking moves are pretty well exhausted. He has only a very unsatisfactory continuation.

11. B—R3

which gives to the Bishop a long file merely in exchange for another one.

This position has been subject of analysis for many decades, and several variations have been found

which seem to leave Black with a comparatively safe K position and a Pawn ahead. None of the continuations given seem to be superior to the one that follows.

11. B×Kt.

(This move was suggested by Mr. Lord during the lecture.)

12. Q×B P—QKt3

13. B—Q3 Q—R3

Not Q—R4, as (14) B×Kt, K×B; (15) P—K6, might follow.

14. KR—Q B—Kt2

and it is difficult to see in which way White will make good his minus of two Pawns.

This line of play, the so-called compromised defence of the Evans gambit, leads sometimes to very brilliant combinations. Let me give you an instance of this at move 11 of our principal variation.

11.	Castles
12. QR—Q	KR—K
13. Kt—K4	Q×Kt
14. B×Pch	K—B
15. B—Kt8	P—Q4
16. P×P <i>e.p.</i>	Kt×B
17. Kt—Kt5	Q—B4
18. Q—B7ch.	Q×Q
19. Kt×P mate.	

Instead of (6) P—Q4, the greatest connoisseur of the Evans, Mr. Tchigorin, favours (6) castles, with the object of maintaining his centre. It cannot be doubted that this line of play is more in keeping with the original idea of the gambit.

Black, in accordance with the principles laid down in lecture 1, must either play his QP, or his Kkt. It is usually the best policy when you are subject to a violent attack to move the QP, and when you are the aggressive party to develop your pieces first.

In the position before us

6. P—Q3

appears therefore to be the allowed sounder play.

7. P—Q4 P×P

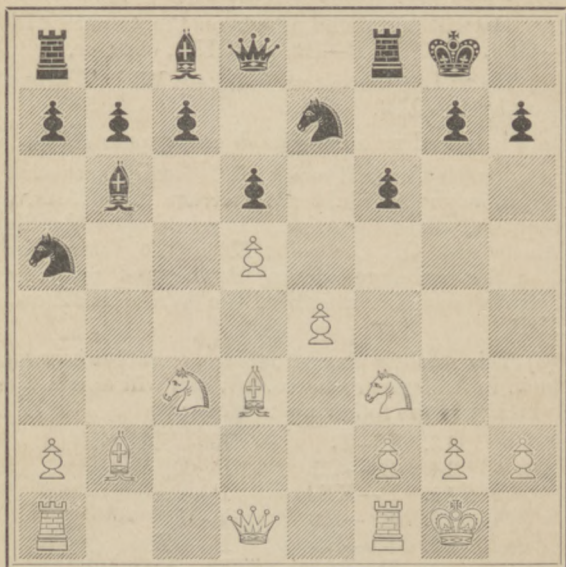
8. P×P B—Kt3

leads to the "normal position" of the Evans. The five Pawns that White has gathered on his K wing against Black's four, exert a considerable amount of pressure on Black's pieces, the more so as Black will be obliged to leave his K on the dangerous side. It is true that Black may establish three pawns to one on the other wing; but then it will take him a great deal of time to force the fighting on that side, while White's pieces will soon be in direction and ready for assault.

Various continuations have recently been recommended as best for White; but it seems to me that the old way of playing is as good as any. The line of play usually followed by the old masters is

9. P—Q5 Kt—R4
 10. B—Kt2 Kt—K2
 11. B—Q3 P—KB3
 12. Kt—QB3 Castles

BLACK.



WHITE.

It is not my intention to analyse the position by the method usually followed, of simply enumerating all possible variations. Such analysis, unless it is very thorough, I contend, is quite useless. It certainly, as the experience of many centuries indisputably shows, would by no means exclude the possibility of committing grave errors, and it usually puts into obscurity the points of view from which the essential characteristics of the position may be deduced.

Without going into details, this much is certain: either

- (a) Black will advance his KBP to B4 ; or,
 (b) He will initiate an attack on the Q side with P—QB4, P—QR3, B—B2, P—QKt4, etc. ; or,
 (c) He will be content to break up White's strong centre by P—QL3.

There is indeed no other *plan de campagne* to follow.

As regards the first point, it is easily seen that such an advance would not increase the defensive strength of Black's position. It would open the file of the White QB, the point K4 to the White Kts (after the exchange of the Pawns) and probably facilitate the joint attack of the White KBP and KKtP.

(b) This was the plan of defence, or rather counter attack, in Anderssen's tierce. White will obtain the advantage in the following manner :

- | | |
|-----------|--------|
| 13. K—R | Kt—Kt3 |
| 14. Kt—Q2 | P—QB4 |
| 15. P—KB4 | P—QR3 |
| 16. Kt—K2 | B—B2 |
| 17. Kt—B3 | P—QKt4 |
| 18. P—B5 | Kt—K4 |
| 19. Kt—B4 | |

This will represent pretty accurately the state of affairs ten or twelve moves after the normal position has been arrived at. It takes at least seven moves to bring the Black Pawns to their destination. In the meantime, White is free to advance his KKt Pawn in two steps to Kt5, and to open up a pernicious attack against Black's K side.

(c) White's policy will be exactly as in (b), to advance his KBP. If Black exchanges the QBP against the QP, the KP will re-take, and the Black QKt will be

unfavourably situated. Black has in this variation practically no chance of winning, in spite of his extra Pawn, while the attack of White is very lasting and dangerous.

It seems then that the normal position will yield to White much better chances of winning than it will to Black.

If you want to simplify matters, I advise you to play

7. B—Kt3

At once, with the object of converting your extra material into positional advantage. If then (8) P×P, P×P; (9) Q×Q, Kt×Q; (10) Kt×P, Kt—KB3. Black's solid Pawns and good, sound development will make it hard to White to keep up the equilibrium, as his QRP, and more so the QBP, require constant care. If, on the other hand, (8) P×P, P×P; (9) Q—Kt3, Q—B3; (10) B—Q5, Kkt—K2; (11) B—Kt5, Q—Kt3; (12) QB×Kt, K×Kt; (13) B×Kt, Q×B; (14) Kt×P, Q—K3; (15) Q—R3, P—QB4 or K—B3, with two Bishops, a healthy development of forces and a solid position.

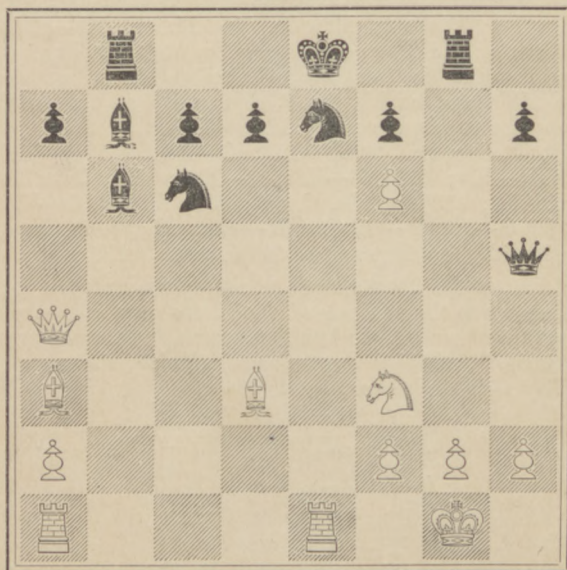
One of the finest games on record was played at a time when the analysis of the Evans gambit was not yet far advanced. It has been named "the evergreen partie." The leader of the White forces was Professor Anderssen.

- | | |
|------------|--------|
| 1. P—K4 | P—K4 |
| 2. Kt—KB3 | Kt—QB3 |
| 3. B—B4 | B—B4 |
| 4. P—QKt4 | B×P |
| 5. P—B3 | B—R4 |
| 6. P—Q4 | P×P |
| 7. Castles | P—Q6 |

A now obsolete defence.

- | | | |
|-----|---------|--------|
| 8. | Q—Kt3 | Q—B3 |
| 9. | P—K5 | Q—Kt3 |
| 10. | B—R3 | KKt—K2 |
| 11. | R—K | P—QKt4 |
| 12. | B×P | R—QKt |
| 13. | Q—R4 | B—Kt3 |
| 14. | QKt—Q2 | B—Kt2 |
| 15. | Kt—K4 | Q—B4 |
| 16. | B×P | Q—R4 |
| 17. | Kt—B6ch | P×Kt |
| 18. | P×P | R—Kt |

BLACK.



WHITE.

19. QR—Q

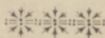
One of the most subtle and profound moves on record.

19.	Q × Kt
20.	R × Ktch	Kt × R
21.	Q × Pch	

Grand!

21.	K × Q
22.	B—B5doublech	K—B3
23.	B—Q7checkmate	

If at move 20 Black continues with (20), K—Q; (21) R × Pch, K—B; (22) R—Q8ch, Kt × R; (23) Q—Q7ch and mates in two more moves.



No. 5.

Gentlemen,—According to the request you made to me last Monday, we shall consider to-day the King's Bishop's gambit, which as you all know, is constituted by these moves :—

- | | |
|----------|------|
| 1. P—K4 | P—K4 |
| 2. P—KB4 | P×P |
| 3. B—B4 | |

If I remind you of Rule III. you will admit that the development of the B is not in accordance with our fundamental principles. Actually the move of the KKt to B3 would be far stronger, as it leads to a fairly even game, while the KB gambit should be lost to the first player.

The defence will, before all, disturb the quiet course of White's development by (3), Q—R5ch., to which White is bound to answer with

4. K—B

According to the principles of development, either the QP or one of the Kts should move. White is threatening to bring forth an enormous force in no more than three moves, to bear upon the centre of the board, namely Kt—KB3, Kt—QB3, P—Q4. Black dare not quietly submit to that, as for the moment his Q is exposed to danger. To keep the White K in his unsound position, to spoil the plan of White, and to aid the quick development of Black's forces, the best policy is the most aggressive

one, that is the one initiated by the sacrifice of the QP.

- | | |
|------------|------|
| 4. | P—Q4 |
| 5. B×P | |

Now, before anything else is undertaken

- | | |
|------------|---------|
| 5. | P—KKt4! |
|------------|---------|

Our Bishops have two long lines; our Kts have only one move to make to occupy points of importance, and to add to the firmness of our position. We can, therefore, spare the time for this advance of the KKtP, destined to protect our KBP against all possible attack, and to render the K side unsafe for White's pieces.

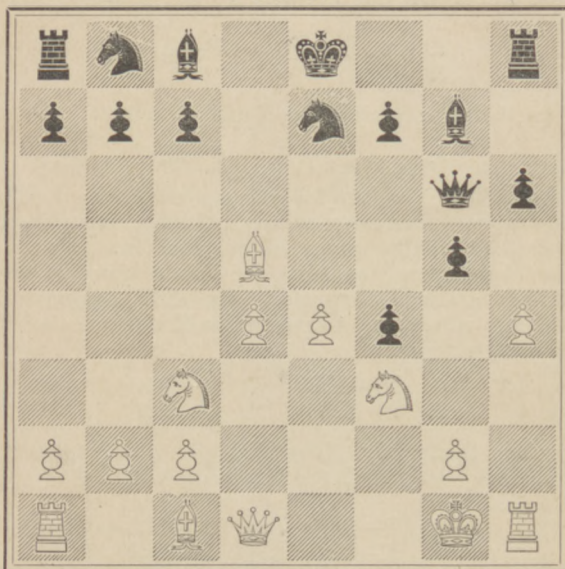
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|-----------|-------|
| 6. Kt—KB3 | Q—R4 |
| 7. P—KR4 | B—Kt2 |

An excellent reply. The Bishop not only protects the Rook, but guards the two centre points, Q4 (Q5), K5 (K4).

- | | |
|------------|-------|
| 8. P—Q4 | P—KR3 |
| 9. K—Kt | Q—Kt3 |
| 10. Kt—QB3 | Kt—K2 |

So far, everything went all right, because White consistently played for the development of his minor pieces. Now it becomes apparent that the White QR is awkwardly placed, and the QB no less. The K position need not give any anxiety, but the Q has somehow no good prospects of serving her cause. At the same time, Black is quite safe—there is only one weak point in his camp, the KBP—and any possible attacks of the White minor pieces in the centre are obviated by the clever sacrifice of the fourth move.

BLACK.



WHITE.

11. Q—Q3
preparatory to B—Q2.

11.

12. B—Kt3

P—QB3

B—Kt5!

Here the QB has a splendid position safe of all possible attack by inferior pieces and with R4 as a safe retreat.

13. B—Q2

Kt—Q2

14. K—B2

Castles Q side.

All the weakness of the White game becomes now at once apparent. His K and QP are exposed to the

most direct attack of the hostile R and Kts, and KB. Try what he may the day is gone. Black threatens B×Kt and Kt—K4. If (15) Kt—K2, Kt—QB4 wins directly. If (15) P×P, P×P; (16) R×R, B×R the danger is not obviated. If finally (15) Q—B4, B×Kt; (16) P×B, Kt—K4; (17) P×Kt, R×Beh.; (18) K—K, KR—Q; (19) Q×P, Q×Q; (20) B×Q, B×P; (21) B—Kt3, B×Kt; (22) P×B, Kt—Kt3, followed by Kt—K4, is at least *one* way of obtaining a great advantage.

Let us return to move 11, and vary White's play.

- | | |
|----------|-------|
| 11. P—K5 | P—QB3 |
| 12. B—K4 | B—KB4 |
| 13. Q—K2 | Kt—Q2 |
| 14. B×B | Kt×B |

White is obliged to undertake some kind of attack, or Black will Castle Q side, and the breakdown of White's centre will be practically certain.

- | | |
|-----------|--------|
| 15. Kt—K4 | P—KKt5 |
|-----------|--------|

Now at last, this advance is justified, because the QP has lost its protection by the Q

- | | |
|--------------|------|
| 16. Kt—Q6ch. | K—B |
| 17. Kt×Kt | P×Kt |

and wins a piece, or (17) P—R5, P×Kt or (17) Kt—K, Q×Kt; (18) P×Kt, B×Pch., and should win.

We must therefore come to the conclusion that the KB gambit is unsound. I will not pretend that there is any right and wrong in Chess from an ethical standpoint, but by what right should White, in an absolutely even position, such as after move 1, when both sides have advanced P—K4, sacrifice a Pawn, whose recapture is quite uncertain, and open up his K side to attack? And then follow up this policy by leaving the check of the

Black Queen open? None whatever! The idea of the gambit, if it has any justification, can only be to allure Black into the too violent and hasty pursuit of his attack. If, therefore, we can obtain by sound and consistent play, the superiority of position, common sense triumphs over trickery, and rightly so.

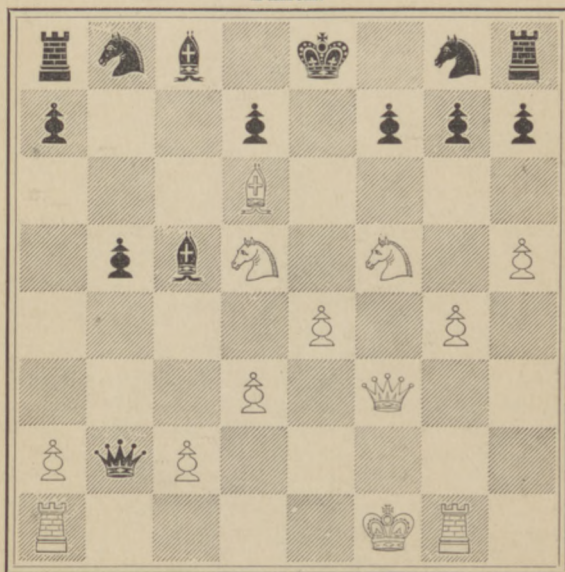
When the analytical and theoretical knowledge of Chess was not so far advanced as at the present time, famous players frequently chose the lively forms of development which are the outcome of gambits. One of these games, though unsound in the highest degree, has been of such exceptionally brilliant character that it was honoured by the players of the time with a special name. We know it as "The Immortal Partie." Here its moves follow :

WHITE	BLACK
Anderssen.	Kieseritzky.
1. P—K4	P—K4
2. P—KB4	P×P
3. B—B4	Q—R5ch
4. K—B	P—QKt4
5. B×P	Kt—KB3
6. Kt—KB3	Q—R3
7. P—Q3	Kt—R4
8. Kt—R4	P—QB3
9. Kt—B5	Q—Kt4
10. P—KKt4	Kt—B3
11. R—KKt	P×B
12. P—KR4	Q—Kt3
13. P—R5	Q—Kt4
14. Q—B3	Kt—Kt
15. B×P	Q—B3
16. Kt—B3	B—B4
17. Kt—Q5	

I have not dwelt on the constant violation of principle by Black. The consequence of his imaginative schemes is that none of his pieces are developed; and here White could have smashed Black up by advancing first P—Q4.

17. Q × P
18. B—Q6 WEED

BLACK.



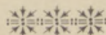
WHITE.

A fine coup.

18. Q × Rch
19. K—K2 B × R
20. P—K5

Obstructing the line from QR8 to KKt2. A glorious finish.

- | | | |
|-----|--------|-----------|
| 20. | | Kt—QR3 |
| 21. | Kt×Pch | K—Q |
| 22. | Q—B6ch | Kt×Q |
| 23. | B—K7 | checkmate |



No. 6.

Gentlemen,—As you have expressed the desire to have one of the close openings discussed, I have chosen to-night as subject of discussion the popular and important French defence, which arises when Black replies to White's P—K4 with P—K3.

1. P—K4 P—K3

This defence had for a long time the reputation of leading to a dull kind of game. In later years it has been found that it gives opportunities for a great many violent attacks of a character which it is difficult to obtain in any other opening.

The difference between Black's first move P—K3 and the other P—K4, commonly chosen, is twofold. The Pawn at K3 blocks the long diagonal of the Black QB reaching up to KR6, which is, I might say, almost naturally open to him. On the other hand, in the ordinary games which open with P—K4 on each side, the White KB can take up a very strong diagonal from QB4 pointing towards the initially weakest point in Black's camp, the square KB2. This line also is obstructed. These two peculiarities give to the French defence a character of its own, which, with good play on the part of White, it should never lose.

The move, which gives to the White pieces as much freedom as can be obtained in one single move, is

2. P—Q4

And just so on the part of Black.

2. P—Q4

As early as this opinions greatly differ as to the best continuation to be chosen by White. The attack has namely the choice—

- a.* To sacrifice the KP.
- b.* To exchange it.
- c.* To advance it.
- d.* To guard it.

(*a*) May be at once dismissed. If we play (3) Kt—KB3, P×P; (4) Kt—Kt5, this may lead to a tricky game, but with sound and energetic play on the part of Black, a great advantage ought to accrue to the second player. (*c*) Is equally inadvisable, as the early advance of Pawns unbacked by pieces always is. This may be the line of play to follow:—

	3.	P—K5	P—QB4
	4.	P—QB3	Kt—QB3
	5.	Kt—KB3	Q—Kt3
	6.	B—K2	KKt—K2
	7.	Castles.	Kt—B4
or	5.	P—KB4	Q—Kt3
	6.	Kt—KB3	BQ2
	7.	P—QKt3	Kt—R3
	8.	B—K3	Kt—B4
	9.	B—B2	P×P
and if	10.	P×P	B—Kt5ch

You see White comes, without compensation, into great difficulties.

(*b*) The exchange of the Pawns in the third move

3. P×P P×P

leads to a very even game, in which the advantage of the first move counts for very little. The game might go on

	4.	Kt—KB3	Kt—KB3
	5.	B—Q3	B—Q3
	6.	Castles	Castles
	7.	B—KKt5	B—K3
	8.	QKt—Q2	QKt—Q2
	9.	R—K	R—K
	10.	Kt—K5	Kt—B
or	10.	P—B3	Kt—B
	11.	Q—B2	P—B3
	12.	R—K2	Q—B2
	13.	B×Kt	P×B
	14.	QR—K	Kt—Kt3
	15.	P—KKt3	

When the advantage of the doubled Rooks on the open file is counterbalanced by the strong position of the two Black Bishops, and Black may even have, on account of the somewhat questionable exchange at move 13, the superior game.

A game well worth knowing is the one played by Blackburne against Schwarz in Berlin, 1881. (1) P—K4, P—K3; (2) P—Q4, P—Q4; (3) P×P, P×P; (4) Kt—KB3, B—Q3; (5) B—Q3, Kt—KB3; (6) Castles, castles; (7) B—KKt5, B—KKt5; (8) Kt—B3, Kt—B3; (9) B×Kt, Q×B. White is greedy to win a Pawn, and voluntarily exchanges B v. pinned Kt—always a great mistake. (10) Kt×P, Q—R3; (11) P—KR3, Kt×P, and Black (Blackburne) won easily, as White's K position is exposed.

The want of *finesse* in variation (b) is accounted for by the Pawn position. The Pawn at Q4 takes away a good square from the KKt; it blocks the file of the B from K3 to R7, or from QB3 to KKt7; it further obstructs the Q file. If the two Pawns on

the Q file could by some means be exchanged, the position would assume a very different character. As it is, they are never to be got rid of, unless with the friendly assistance of your opponent.

(d) The strongest move that comes under this heading is (3) Kt—QB3. A custom has lately sprung up of posting this Kt at Q2, where it obstructs the QB and the Q. A good reply against such sickly policy is always to open up all lines quickly; for instance, in the given case to advance P—QB4. To the move actually chosen Black's answer is, as a rule

3. Kt—KB3

Now most players choose as continuation

4. B—KKt5

A move unquestionably against the rules of development, to which Black ought to reply by

4.	P×P
5. Kt×P	B—K2
6. B×Kt	P×B
7. Kt—KB3	P—KB4
8. Kt—Kt3	P—QB4

And Black will have a very good game.

The better play is the more audacious one,

4. P—K5	KKt—Q2
5. P—KB4	

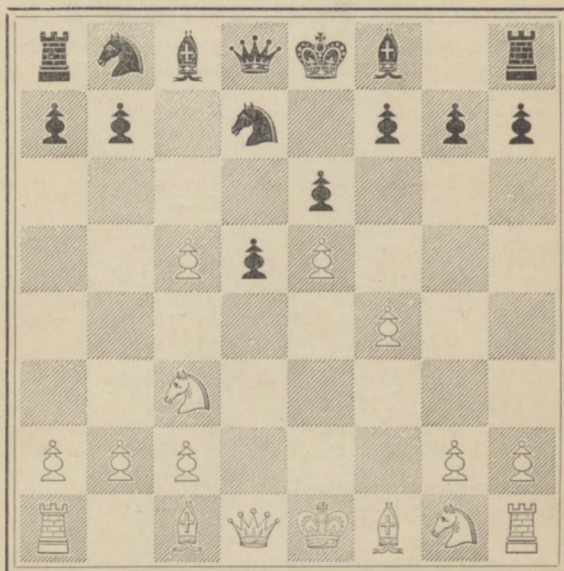
According to one of Mr. Steinitz's principles, which is, whenever you advance your Pawn to K5, back it up by P—KB4 as soon as possible.

5.	P—QB4
6. P×P	

This exchange of Pawns is imperative. In former

years White invariably tried, in close games, to keep his P at Q4 by backing it up by P—QB3. This policy has the two great disadvantages that it leaves a weak Pawn at Q4 open to attack, and that it opens a file (the QB file) for the intervention of the Black Rooks.

BLACK.



WHITE.

- | | | |
|----|-------|---------|
| 6. | | B×P |
| 7. | Q—Kt4 | Castles |
| 8. | B—Q3 | Kt—QB3 |
| 9. | Kt—B3 | |

White now threatens the sacrifice, which is so common in close games, that of B against RP.

- | | |
|------------|--------|
| 9. | P—KB4 |
| 10. Q—R3 | Kt—Kt5 |
| 11. P—KKt4 | |

White has only *one* aim—to make play on the K side, while the development of the Black QB is yet unaccomplished. He therefore does not lose any time by advancing the QRP, and has now a fine attacking game. Assume for instance

- | | |
|-------------|--------|
| 11. | Kt×Bch |
| 12. P×Kt | Kt—Kt3 |
| 13. P—Q4 | B—Kt5 |
| 14. R—KKt | Q—B2 |
| 15. B—Q2 | Kt—B5 |
| 16. P—R3 | Kt×B |
| 17. K×Kt | |

And the White game is altogether preferable—or

- | | |
|-------------|--------|
| 11. | Kt—Kt3 |
| 12. P—QR3 | Kt×Bch |
| 13. P×Kt | B—Q2 |
| 14. P—QKt4 | B—K2 |
| 15. Kt—Q4 | |

To make another attempt

- | | |
|-------------|--------|
| 11. | Q—Kt3 |
| 12. P×P | Kt×Bch |
| 13. P×Kt | R×P |
| 14. Kt×P | |

and should win.

If, then, Black is reduced at move 9 to the necessity

- | | |
|------------|-------|
| 9. | P—KR3 |
|------------|-------|

White can, nevertheless, pursue the policy of aggression by immediately advancing his KKtP.

10. P—KKt4

To take advantage of the opportunity thus offered of opening up the adverse K side.

Black may strengthen his defence at move 6

6. Kt—QB3
7. P—QR3 B×P

The Pawn must be taken now, as otherwise P—QKt4 will save it. To capture it with Kt does not appear to be superior, as the Kt is not very happily placed at B4, and obstructs the KB somewhat.

8. Q—Kt4 Castles

Here Black may defend himself by P—KKt3, when a very difficult game will ensue, in which, however, the Black K side Pawns will furnish White with good objects of attack.

9. B—Q3 P—QR3

It is difficult to suggest a different line of play. Black must do something to bring the White Q side under a certain pressure, as otherwise White would gratuitously obtain a good K side attack. The advance of the QRP and the QKtP seem to be the only means of accomplishing that purpose.

10. Kt—KB3

threatening B×Pch.

10. P—KB4
11. Q—R3 P—QKt4
12. P—KKt4 P—KKt3
13. Q—Kt3

A very important manœuvre, but it is difficult to

say whether this move, or Q—Kt2, will, in the end, prove superior.

13. K—R

Again it is hard to find out better play, as White threatens to obtain a passed K Pawn by P×P.

14. P—KR4

with a first rate attack.

I think you will agree with the proposition that I have to lay down, viz., that (3) Kt—KB3 subjects the defence to a difficult game. As a good reply to (3) Kt—QB3 I advise you to choose the following continuation

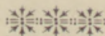
3.	P×P
4.	Kt×P	Kt—KB3
5.	Kt—Kt3	P—QB4
6.	Kt—B3	Kt—B3
7.	B—K3	Q—Kt3
or,	5. B—Q3	P—QB4
	6. P×P	B×P
	7. Kt×B	Q—R4ch
	8. P—B3	Q×Kt
	9. B—K3	Q—B2
	10. Kt—B3	Kt—B3
	11. Castles	P—QKt3

It is dangerous to Castle into the two B files ; so Black first brings out his B—Kt2, R to Q square, and waits with moving his King until White has spent some of his accumulated "potential force" (gathered in the centre). You may vary your tactics at move 5 by playing : (5) Kt—B3 ; (6) P—QB3, P—K4 with a good game.

One word about close games in general. The rules of quick development, as laid down in lecture

1, require *one* amendment, viz., do not obstruct your QBP by your QKt (unless you wish to open the game at once by P—K4), and advance that Pawn as early as you can to QB4.

After the Easter holidays we shall discuss the general principles of the remaining parts of the game, when much that has been said hitherto, will obtain a different and a deeper meaning.



Nos. 7 and 8.

Gentlemen,—So far we have considered the first part of a game of Chess, called the opening, and usually embracing about a dozen moves. The object of development is, as we have seen, to get the pieces into action, and to place them on favourable lines, in order to have them at hand when you intend to make them “work.” The process of making pieces in Chess do something useful (whatever it may be) has received a special name: it is called the attack. *The attack is that process by means of which you remove obstructions.* That is so in every fight, whether it be a battle, or a fight with swords, or a boxing encounter, this definition will always apply.

Let us compare the game of Chess to some other fight—for instance, to a battle. Two armies opposite each other are attempting to destroy, or at least to frighten each other. The armies, if about even in numbers, and also as far as favourable position is concerned, will each have a superiority in some quarter which will enable them not only to hold their opponents there in check, but also to drive them out of their position. Three things determine whether an attack should be made, and, if so, in which manner. First of all the proportion of the attacking force to

that directly opposing it in numbers ; secondly the nature of the surroundings ; thirdly the relation of the forces engaged to the rest of the army.

The third consideration will influence the *time* in which the attack must be executed, whether rapidly (if the advent of reserve force must under all circumstances be avoided) or step by step ; in other words, it determines whether we should make it our object to economise in time, or in material force at our disposal.

The surroundings will, in part, add to the defensive strength of our opponents, and in part take away from it. Their character will determine which part of the hostile force is exposed to the effect of our weapons, and which is shielded ; where we can advance with comparative safety, and which part of the ground we have to traverse rapidly, in other terms, which are the weaknesses to be assailed, and which our strong points towards which to advance. The first consideration will tell us whether, after we have gained, by the methodical destruction of the obstacles in our way, a position of advantage, we are able to destroy or drive away the opposing force ; or whether the object of our attack, if obtained, is a sufficient compensation for the lives sacrificed. If, in any kind of fight, the rules for attack are laid down, the three things mentioned must be studied.

In Chess the soldiers are the men, and the general is the mind of the player. If anything that is subject to the possibility of an attack be a weak point, all men, and especially the King and the heavy pieces (Queen and Rooks),

would be such ; we shall, however, call a weakness only such pieces, or group of pieces, as in proportion to their importance, have a defect in defensive strength, for instance : a Queen, that has only a very limited range of action, or a Pawn that cannot advance nor yet be protected by other Pawns. A weak point is a *square*—not necessarily occupied,—which can only be attacked by heavy pieces like the Queen or the Rooks, so that Pawns, Knights and Bishops, or eventually also, Rooks, protected by other men, are there quite safe. Our opponent's weak points we shall name strong points, speaking from our point of view. If we can occupy a strong point by one of our pieces, which has from there a large sphere of action, the battle is often half decided in our favour.

Obstructions in Chess are pieces of minor importance which intercept the lines of action of our men. It is, as a rule, easier to remove them when they are hostile men, because we may threaten them by so many of our own pieces that we can finally safely capture them ; it is different when, for instance, one of our own Pawns, blocked by one of the Pawns or pieces of the enemy, stands in our way ; and worse still when this Pawn is isolated ; the only way of removing it by force consists then usually in placing a piece under the protection of this Pawn, and forcing the exchange of that piece.

Let us now consider the initial position. The ultimate object of every attack in Chess is given beforehand—it is the capture by force of the hostile King. For that purpose we must command nine squares, the eight around the King and the one he

occupies; we can reduce that number only by driving the King to the edge of the board, or by forcing his own pieces to obstruct his escape. Finally, the checkgiving piece must not be liable to capture, nor must any of the hostile pieces be able to intercept its line of attack. This is the "work to be done," and it is enormous, considering the large amount of force gifted with capacity to capture and obstruct, at the enemy's disposal. This task is still made more difficult by the other one which you have to perform—to protect your own King against your opponent's assaults.

The Chess world went about the task thus voluntarily undertaken, and attempted to solve the problem involved by the humanly most direct method; it simply tried it, piling variation on variation, correcting and re-correcting them, for, say, two thousand years. Many beautiful games were played, and startling discoveries made, but the real problem was never solved. And why, may we ask, have for so long a time the exertions of the best brains of the human race continually failed? There is one answer whose cogency is irresistible, an answer whose truth seems to be proved by experience beyond any doubt, viz., there *is* no solution, and for this reason: the resources on each side are so evenly balanced that the trifling advantage of the first move is not sufficient to force the defence to resignation.

This admitted, we must begin, before entering upon our task, with the supposition that the initial position has been differentiated to such an extent that the win of the game becomes possible to the one or the other party. After having granted this

much, the problem is transformed, and it assumes the following shape: the balance of position and forces has at least been partly disturbed, and to checkmate the King of the inferior force becomes a feasible achievement.

Whether a nearly balanced position allows a forced win to the one or the other party depends usually on the slightest differences, so much so, indeed, that it would be a hopeless undertaking to search for certain rules, or a mathematical formula that would give you its solution without the application of intellectual power in each special case. The question involved is of such a complicated nature that the only way to obtain an answer is to divide the board into parts, to analyse the partial questions by the experimental method, and to finally draw the sum total of all the answers.

Now, given a position in Chess, where, on the one wing (for instance the K side) we have the superiority, on another (the Q side, or the centre) we may be at a disadvantage, but where, on the whole, our advantage is prevailing; in what manner are we to make capital out of that superiority? The answer depends, of course, on the analysis of the position; but if this analysis is methodical it will greatly acquire clearness and sharpness, and the mental labour required will be reduced to a minimum.

The moves in Chess are of three kinds, they are either

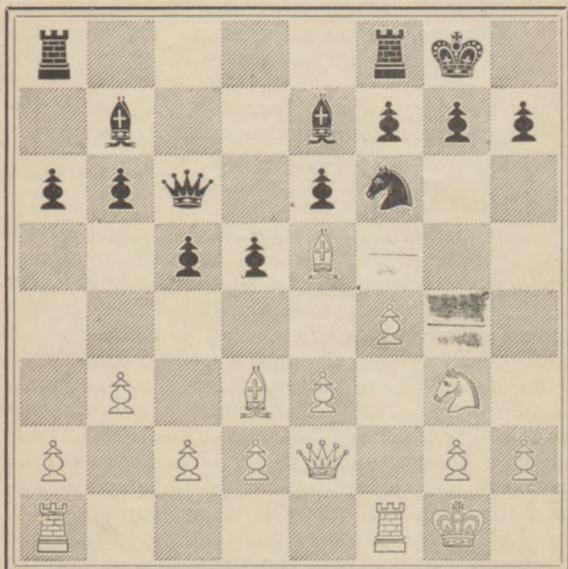
- (a) Developing, *i.e.*, bringing new force into play.

- (b) Attacking, *i.e.*, making pieces threaten the hostile men, give a check, threaten a check-mate, etc., in other words, making pieces *do something*, or *work*.
- (c) Serving defensive purposes, *i.e.*, giving protection to a weak point, obstructing an important line, etc., in other words *undoing* the work of the hostile men.

What kind of move is required is determined by the exigencies of the position. If you have a large superiority of force in a quarter where the enemy has important weaknesses, like the King or the Queen in a bad position, etc., you must assail quickly. Every one of your moves must be intended to do much. Your reserve force must be made useful for the attack with as much gain of time as possible—by attacking, for instance, some weaknesses while on the way—and the reserve forces of the opponent must be kept back, if possible, by obstructions that you can place in their way (think of Morphy's Pawn sacrifices for that purpose). The devices are manifold, but the variations, on account of the many forced moves on the part of the defence, are usually few, and therefore subject to direct analysis. Of such attacks we say that their "pace" is quick.

All the games given (especially the French defence of the previous lecture) have contained attacks of quick pace. Here follows another.

BLACK.



WHITE.

The game (International Tournament, Amsterdam)
went on

- | | |
|------------|-------|
| 1. Kt—R5 | Kt×Kt |
| 2. B×Pch | K×B |
| 3. Q×Ktch | K—Kt |
| 4. B×P | K×B |
| 5. Q—Kt4ch | K—R2 |
| 6. R—B3 | P—K4 |
| 7. R—R3ch | Q—R3 |
| 8. R×Qch | K×R |

- | | | |
|-----|---------|-------|
| 9. | Q—Q7 | B—KB3 |
| 10. | Q×B | K—Kt2 |
| 11. | R - KB | QR—Kt |
| 12. | Q—Q7 | KR—Q |
| 13. | Q—Kt4ch | K—B |
| 14. | P×P | B—Kt2 |
| 15. | P—K6 | R—Kt2 |
| 16. | Q—Kt6 | P—B5 |
| 17. | R×Pch | B×R |
| 18. | Q×Bch | K—K |
| 19. | Q—R8ch | K--K2 |
| 20. | Q—Kt7ch | |

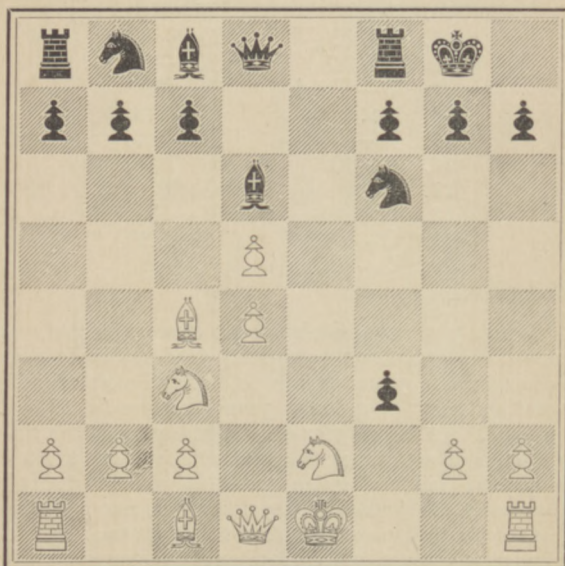
and wins.

When your superiority is not clearly defined, you must be satisfied with attacking in a moderate pace, advancing on your strong points, and methodically creating new ones near your opponent's line of defence. Then the *plan* is everything, and the time a matter of secondary importance (compare the 3rd, 4th, 5th, and 6th game given in these lectures). Generally the "pace" of your attack must slacken down the less pronounced your advantage is. A very good player will seldom give you opportunities for violent and short attacks, which require an amount of acting force that is often underrated.

Some of Morphy's games :—

- | | | |
|----|--------|---------|
| 1. | P—K4 | P—K4 |
| 2. | P—KB4 | P×P |
| 3. | B—B4 | P—Q4 |
| 4. | P×P | B—Q3 |
| 5. | Kt—QB3 | Kt—KB3 |
| 6. | P—Q4 | Castles |
| 7. | KKt—K2 | P—B6 |

BLACK.



WHITE.

The White King stands in an unobstructed file, so Morphy sacrifices his Pawn to prevent the King from castling with safety. It will be remarked that after the sacrifice the defensive power of the White KR and KB Pawn becomes very weak, both of these Pawns being isolated.

8. P×P Kt—R4
 9. P—KR4

It would have been better to defend by a develop-

ing move, such as (9) B—K3, when the following play might ensue (9), R—K; (10) Q—Q2, Q—K2; (11) Kt—K4, B—KB4; (12) B—Q3.

- | | |
|------------|-----|
| 9. | R—K |
| 10. Kt—K4 | |

Occupying one of White's *strong points*, only to be attacked by the KBP or QB, therefore an excellent obstruction.

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|-------------|---------|
| 10. | B—Kt6ch |
| 11. K—Q2 | B—Q3 |
| 12. K—B3 | |

Here he unnecessarily exposes himself to new dangers. P—B3 would have provided a safe retreat to the King.

- | | |
|-------------|--------|
| 12. | P—QKt4 |
|-------------|--------|

Quickly opening up all the lines on the side which the White King has chosen as refuge.

- | | |
|---------|-------|
| 13. B×P | P—QB3 |
|---------|-------|

Now he threatens Q—R4ch, so he indirectly forces White to remove the well posted Kt from K4.

- | | |
|-----------|--------|
| 14. Kt×B | Q×Kt |
| 15. B—R4 | B—R3 |
| 16. R—K | Kt—Q2 |
| 17. P—Kt3 | Kt—Kt3 |
| 18. B×P | QR—B |

Everyone of Black's pieces has now long open files, in consequence of the energetic attacking manœuvres of the last six moves.

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|----------|
| 19. K—Q2 |
|----------|

Black threatened to win a piece by Kt or Q takes Pawn. K—Kt2 would have lost immediately on account of (19) , B×Kt; (20) R×B, R×R;

(21) Q×R, Kt—R5ch, either winning the Queen or checkmating the King in the next move.

19.	R×B
20.	P×R	B×Kt
21.	R×B	Q×Pch
22.	K—K	Q—Kt8ch
23.	K—Q2	R—Qch
24.	K—B3	Q—B4ch
25.	K—Kt2	Kt—R5ch

(26) resigns, for if P×Kt, Q—Kt5mate; if K—Kt, (26) Kt—B6ch, winning first the Queen and then the Rook.

His famous game against Paulsen in the New York Tournament runs as follows:—

	WHITE	BLACK
	Paulsen	Morphy
1.	P—K4	P—K4
2.	Kt—KB3	Kt—QB3
3.	Kt—B3	Kt—B3
4.	B—Kt5	B—B4
5.	Castles	Castles
6.	Kt×P	R—K
7.	Kt×Kt	

This capture only develops Black. It would have been quite as good to retire with the Kt to B3 and to follow this up, if (7), Kt×P by (8) P—Q4.

7.	QP×Kt
8.	B—B4	P—QKt4
9.	B—K2	

The Black Pawns by thus advancing do not of course gain in defensive strength, but Black is so far ahead in development that White will never be able to take advantage of that weakness.

- | | |
|-------------|--------|
| 9. | Kt × P |
| 10. Kt × Kt | R × Kt |
| 11. B—B3 | |

If here (11) P—QB3, which looks at first sight stronger, then Black will assail the castled King, which for the present is the only support of the KR and KKt Pawn. The game might proceed (11) , Q—R5; (12) P—KKt3, Q—R6; (13) B—B3, R—R5; (14) P × R, B—Q3; or (12) P—Q4, B—Q3; (13) P—KKt3, Q—R6; (14) P—KB4, B—Q2; (15) B—B3, R—K2; when Black will double his Rooks on the K file and obtain a sound position with many attacking possibilities.

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|----------|------|
| 11. | R—K3 |
| 12. P—B3 | |

A somewhat elaborate process for so simple an object. First, P—Q3 was the proper play.

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|----------|------|
| 12. | Q—Q6 |
|----------|------|

This is one of the rare cases, in which a heavy piece like the Queen can with success be used for the purpose of obstruction. The Queen cannot be attacked in her present situation by any hostile man but exerts a considerable amount of pressure, preventing, for instance, such moves as Q—B2 or B—K2.

- | | |
|------------|-------|
| 13. P—QKt4 | B—Kt3 |
| 14. P—QR4 | P × P |
| 15. Q × P | B—Q2 |
| 16. R—R2 | |

This move may serve as a preparation for Q—B2. White evidently is beginning to feel the restraint which he suffers through the blockade of his QP by the adverse Queen. His plan, however, is frustrated by Black, whose attack has already become ripe for a decisive blow. If (16) Q—R6 instead, Black's

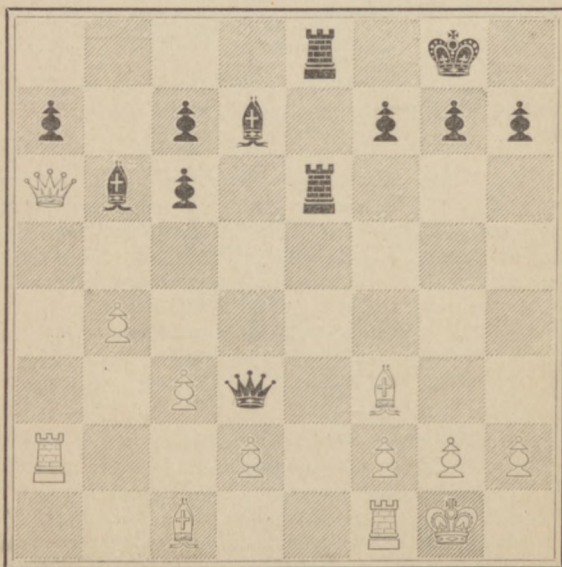
best reply seems to be (16) , Q—B4 ; (17) P—Q4, QR—K ; (18) B—K3, P—QB4 ; (19) KtP×P, B×P ; (20) Q—R5?, R—KKt3, with a winning advantage, for if (21) K—R, Q×B, (22) P×Q, B—B3, leaves White helpless; therefore White's best would be (20) Q—K2, B—Kt3 ; (21) B—Kt4, R×B ; (22) B×Q, R×Q ; (23) B×B with an even ending.

16. QR—K

The strongest move for development and simultaneously for attack. Black threatens now Q×Rch.

17. Q—R6

BLACK.



WHITE.

17. - Q × B

An effective, surprising, and beautiful coup.

18. P × Q R—Kt3ch

19. K—R B—R6

Black threatens B—Kt7ch, followed by B × P mate. R—KKt is no safeguard, as after the exchange of the Rooks the QR will checkmate him. Nor would (20) Q—Q3 mend matters, as Black will answer with P—KB4, and if then (21) Q—B4ch, by K—B.

20. R—Q B—Kt7ch

21. K—Kt B × Pch

22. K—B B—Kt7ch

He might have decided the issue by R—Kt7, with the double threat R × Pch, etc., and R × RP.

23. K—Kt B—R6ch

24. K—R B × P

25. Q—B

His only resource.

25. B × Q

26. R × B R—K7

Again binding the hostile QP to his post.

27. R—R R—R3

28. P—Q4

At last!

28. B—K6

29. Resigns, for if (29) B × B, R(R3) × Pch
(30) K—Kt, R—Kt7 checkmate.

Let us now pass over to more recent times.

WHITE.	BLACK.
Anderssen.	Steinitz.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	Kt—B3
4. P—Q3	P—Q3
5. B×Ktch	

This exchange is decidedly uncalled for. Black's QR gains thereby an open file, as well as the QB. White has no compensation whatever; for to speak in the early stage of a game of the weakness of a double Pawn or an isolated Pawn for end game purposes is nothing but a chimera.

5.	P×B
6. P—KR3	P—Kt3

Black has already the advantage, and can therefore afford to lose a move for development, which will later on support his plan of attack.

7. Kt—B3	B—KKt2
8. Castles	Castles
9. B—Kt 5	P—KR3
10. B—K3	P—B4

An excellent coup. Black's plan, as will be seen, is to make the fighting on the K side with his Pawns; he therefore keeps the White QP back, to preserve the obstructions in the centre.

11. R—Kt

It would have been much more to the interest of White to forestall the imminent attack, for instance, by (11) Q—Q2, K—R2; (12) P—KKt4, Kt—Kt; (13) Kt—R2, P—B4; (14) P—B3.

- | | |
|------------|-------|
| 11. | Kt—K |
| 12. P—QKt4 | P×P |
| 13. R×P | P—QB4 |
| 14. R—R4 | B—Q2 |
| 15. R—R3 | P—B4 |

The White K Pawn, which intercepts the B file from QB3, blocks the KP and holds back the QP, dare not be removed. It is, therefore, an excellent object of attack.

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|-----------|-------|
| 16. Q—Kt | K—R |
| 17. Q—Kt7 | P—QR4 |
| 18. R—Kt | P—R5 |
| 19. Q—Q5 | Q—B |

White's game suffers of want of design. There is no possible object in all this manœuvring of the heavy pieces. His policy should have been one of defence, which he might conduct on the lines Kt—R2, P—KB3 *a.s.o.*, and perhaps successfully.

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|-----------|------|
| 20. R—Kt6 | R—R2 |
|-----------|------|

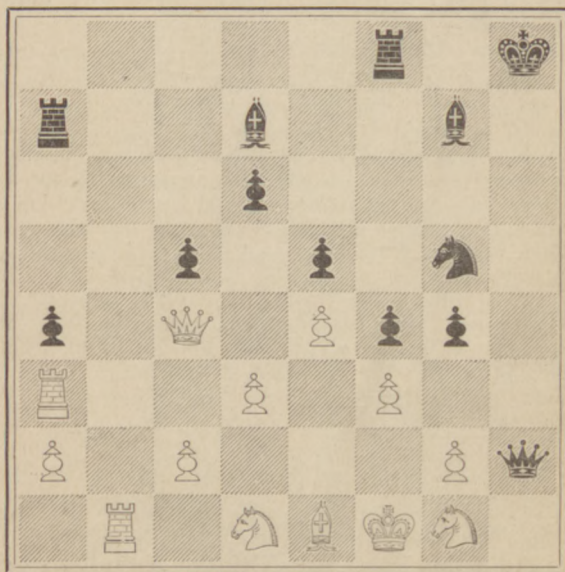
In order to have his Queen free for the following threat (21)...P—B5; (22) B—Q2, B×P; (23) P×B, Q×P; (24) Kt—R2, P—B6, etc.

- | | |
|----------|-------|
| 21. K—R2 | P—B5 |
| 22. B—Q2 | P—Kt4 |
| 23. Q—B4 | Q—Q |
| 24. R—Kt | Kt—B3 |
| 25. K—Kt | Kt—R2 |

The RP shall advance and then the KtP, to be followed by Kt—Kt4, where the Kt will have in conjunction with his advanced Pawns, a commanding sway. Mark how carefully all this is prepared. No strong point is left to the White party in the rear of the Black Pawns, nor in front of them, during the whole of the tedious process.

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|-----|-------|--------|
| 26. | K—B | P—R4 |
| 27. | Kt—Kt | P—Kt5 |
| 28. | P×P | P×P |
| 29. | P—B3 | Q—R5 |
| 30. | Kt—Q | Kt—Kt4 |
| 31. | B—K | Q—R7 |

BLACK.



WHITE.

Here we have the beau ideal of the concluding stages of a King side attack supported by a chain of Pawns. If P×P, all the lines are opened

by P—B6 with tremendous effect. White cannot much improve his position, as his pieces have no space to execute any movements. So Black has any amount of time to prepare the finishing stroke.

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|-----|-------|-------|
| 32. | P—Q4 | P×BP |
| 33. | KtP×P | Kt—R6 |
| 34. | B—B2 | Kt×Kt |
| 35. | P×BP | |

Of course, if (35) B×Kt, B—R6ch wins.

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|-----|-------|--------|
| 35. | | Q—R6ch |
| 36. | K—K | |

or (36) K×Kt, B—KB3 the White King being quite helpless.

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|-----|-------|--------|
| 36. | | Kt×Pch |
| 37. | R×Kt | Q×R |

and Black won easily a few moves later.

Do not overlook how the apparently unimportant sixth move on the part of White was the real reason of all the trouble that he had to undergo later.

	WHITE.	BLACK.
	Steinitz.	Zuckertort.
1.	P—K4	P—K4
2.	Kt—KB3	Kt—QB3
3.	P—Q4	P×P
4.	Kt×P	Kt—B3

According to our rules this should be the strongest reply. It certainly is a move that answers all purposes.

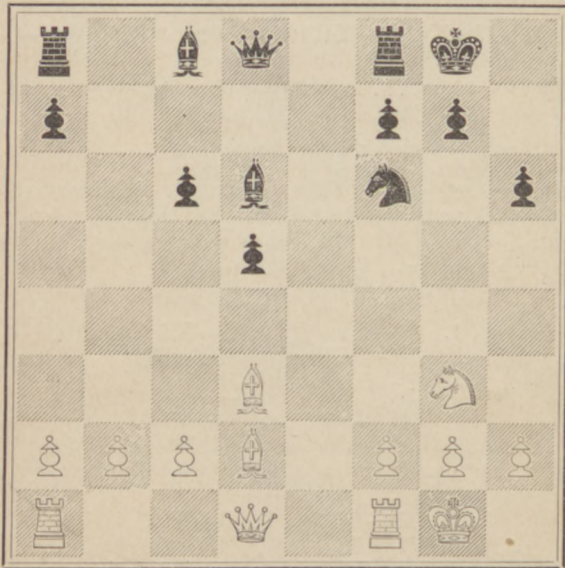
5.	Kt—QB3	B—Kt5
6.	Kt×Kt	KtP×Kt
7.	B—Q3	P—Q4
8.	P×P	P×P

- | | | |
|-----|---------|---------|
| 9. | Castles | Castles |
| 10. | B—Kk5 | P—B3 |
| 11. | Kt—K2 | B—Q3 |
| 12. | Kt—Kt3 | |

The Kt occupies a square which White would do better to reserve for the Bishop. (12) Kt—Q4 seems therefore preferable.

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|-----|-------|-------|
| 12. | | P—KR3 |
| 13. | B—Q2 | |

BLACK.



WHITE.

13. Kt—Kt5

Excellent! Black now threatens Q—R5. If White replies by (14) P—KR3, then Kt×P; (14) K×Kt, Q—R5; (15) Q—B3, P—KB4 winning.

14. B—K2 Q—R5
 15. B×Kt B×B
 16. Q—B B—K7

What he purposes with this is not very clear. He ought to strike hard while White is yet behind in the development of his Rooks, thus: (16), P—KB4; (17) B—B4, B—B4; (18) R—K, P—KKt4; (19) B—K3, B×B; (20) P×B, P—B5, with an excellent attack; or even (16) B—Q2 will give him a lasting attack, difficult to meet.

17. R—K B—R3
 18. B—B3 P—KB4
 19. R—K6 QR—Q
 20. Q—Q2

Now he threatens Q—Q4, or the doubling of the Rooks on the open file; but mark how finely Black frustrates all this.

20. P—Q5
 21. B—R5

Of course he cannot take the Pawn without losing a piece.

21. R—Q2
 22. R×B R×R
 23. B—Kt4 Q—B3
 24. R—Q R—Q4
 25. B×R Q×B
 26. Kt—R5 Q—K
 27. Kt—B4 R—K4

Black is first to take the open file—a great advantage, which White should not have yielded at move 26.

28. P—KR4 P—B4
29. P—R5

This manoeuvre with the RP, which shall make the position of the Kt unassailable, is misplaced. The RP exposes itself only to the attack of the Bishop.

29. R—K5
30. P—QB3

This unnecessary advance is the principal reason of the speedy conclusion that follows. Black's play from now to the end is admirably consistent and strong.

30. Q—Kt
31. P—KKt3 Q—K4
32. Kt—Kt6 Q—Q3
33. Kt—B4 P—Q6
34. P—Kt3

If (34) Kt×P, B×Kt; (35) Q×B, R—K8ch, wins the Rook or Queen.

34. P—B5
35. R—Kt K—R2
36. K—R2 Q—QKt3

First rate; he now threatens R—K7.

37. K—Kt B—Kt2
38. R—Kt2 Q—B3
39. P—B3 Q—B4ch
40. Q—B2 R—K8ch
41. K—R2

or (41) K—Kt2, R—K6

41.	Q×Q
42. R×Q	B×P

Decisive. The QP must now win.

43. P—Kk4	B—K7
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and Black won a few moves later.

If we glance critically over the games given, we find two rules confirmed :

(i.) Don't attack unless you have some tangible superiority, either in the stronger working of your pieces, or in longer reach.

Corollary : If you do the re-action will place your army in a critical position, and the inevitable counter attack will find you in disorder.

(ii.) Let it be the first object of your attack to create strong points as near your opponent's camp as possible, and occupy them with pieces which have from there a large field of action.

Corollary : Try to force your opponent's Pawns to advance on the side where you attack.

WHITE.	BLACK.
Dr. Noa.	Dr. Tarrasch.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	Kt—B3
4. Castles	Kt×P
5. R—K	Kt—Q3
6. B—R4	B—K2
7. Kt×P	Kt×Kt
8. R×Kt	Castles

Now Black's development is excellent, and the Pawn position unassailable.

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|-----|-------|-------|
| 9. | P—Q4 | Kt—B5 |
| 10. | R—K | P—Q4 |
| 11. | P—QB3 | |

White has no time for such a move. (11) B—Kt3, Kt—R4; (12) Kt—B3, Kt×B; (13) RP×B, B—Q3; (14) Q—B3, P—QB3; (15) B—B4, is a sounder line of play.

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| 11. | | B—KB4 |
|-----|-------|-------|

Immediately bearing down on the weak points of White, Q3, QB2.

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|-----|-------|-------|
| 12. | Kt—Q2 | Kt×Kt |
| 13. | B×Kt | B—Q3 |
| 14. | Q—R5 | B—Kt3 |
| 15. | Q—R3 | |

This manœuvre has not much point. (14) B—QB2 is more to the purpose.

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| 15. | | P—QB3 |
|-----|-------|-------|

From here to the end Black's play is simply classical. Mark how finely Black will combine the advantage resulting from the weak position of the White Queen, the slight weakness contained in the loose and ineffective positions of the White Bishops, his own strongly posted QB, and the lack of protection of the White QKtP for a highly logical and successful attack.

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|-----|-------|-------|
| 16. | R—K2 | Q—Kt3 |
| 17. | B—Kt3 | P—QR4 |

Capital! Developing the QR, dislodging the obstruction, and keeping the QKtP in its unsafe position.

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|-----|------|-------|
| 18. | B—K3 | P—R5 |
| 19. | B—Q | KR—K |
| 20. | R—B | P—KB4 |

Grand! He forces White to advance either the KKtP or KBP. In the latter case K5 becomes a very strong point, in the former the Q is obstructed, and the P position weakened.

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|-----|-------|-------|
| 21. | P—KB4 | R—K2 |
| 22. | QR—B2 | QR—K |
| 23. | B—B | Q—Kt4 |

preventing Q—Q3, and again bearing down on the central weak points of the White game.

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|-----|--------|------|
| 24. | Q—B3 | Q—B5 |
| 25. | P—QR3 | R—K5 |
| 26. | P—KKt3 | P—B4 |

To get his reserve force, the KB, into play.

- | | | |
|-----|-------|-------|
| 27. | R×R | BP×R |
| 28. | Q—K3 | Q—Q6 |
| 29. | Q×Q | P×Q |
| 30. | R—B2 | P—Kt4 |
| 31. | B—Q2 | B—K2 |
| 32. | P—B5 | B—B2 |
| 33. | R—B | P×P |
| 34. | P×P | B—B3 |
| 35. | B—QB3 | R—K5 |
| 36. | B—B3 | B×Pch |
| 37. | K—Kt2 | |

A mistake. (37) B×B, R×B; (38) R—Q is by far the preferable policy.

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| 37. | | B×B |
|-----|-------|-----|

Energetic and decisive, but not very difficult to foresee.

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| 38. | B×R | P×B |
| 39. | P×B | B—Kt6 |

and White resigns, for after (40) K—B2, P—Q7;
(41) K—K2, B—B5ch he will lose his Rook.

ONE OF MY MATCH GAMES OF 1892.

WHITE.	BLACK.
Lasker.	Blackburne.
1. P—Q4	P—Q4
2. Kt—KB3	Kt—KB3
3. P—B4	P—K3
4. Kt—B3	QKt—Q2
5. B—B4	P—B3

On account of the last move which is more or less forced (not to allow QKt—Kt5) the development chosen by Black is not advisable.

6. P—K3	Kt—R4
7. B—Kt 5	B—K2
8. B×B	Q×B
9. B—Q3	P—KKt3
10. Q—K2	Castles
11. Castles K side	P—KB4

Attacks on the K side in this opening have usually little hope of success. An inspection of the position will show that the K side does not present weaknesses that could be assailed. The fight is, therefore, in the centre and on the Q side.

12. KR—Q	QKt—B3
13. QR—B	B—Q2
14. Kt—K5	BK
15. Q—B2	

Black has, with his 11th move, stopped the advance of the White KP. The White Q is therefore now available for the Q's wing.

- | | |
|-------------|--------|
| 15. | R—Q |
| 16. P—QR3 | Kt—Q2 |
| 17. Kt—B3 | Kt—Kt2 |
| 18. R—K | |

White intends a Q side attack ; and, therefore, makes first preparations to take advantage of any forward movement that Black might undertake on the K side, beginning with P—B5.

- | | |
|-------------|-------|
| 18. | Kt—B3 |
| 19. P—QKt4 | Kt—K5 |
| 20. Kt—K5 | Kt×Kt |
| 21. Q×Kt | Kt—R4 |
| 22. P—QR4 | Kt—B3 |
| 23. P—Kt 5 | Kt—Q2 |
| 24. Kt—B3 | P×BP |

White threatened now P—B5, followed by P—R5 and P—R6, to establish a dangerous passed Pawn at B5.

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|------------|--------|
| 25. Q×P | Kt—Kt3 |
| 26. Q—Kt 3 | P×P |
| 27. P×P | B—B2 |
| 28. Kt—K5 | R—B |
| 29. R—R | |

The object of White's attack was to keep the QRP back, which is now indefensible.

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|-------------|------|
| 29. | R—R |
| 30. R—K2 | KR—B |
| 31. KR—R2 | Q—B2 |
| 32. P—Kt3 | Q—B6 |

32.	Q×Q	R×Q
34.	R×P	R×R
37.	R×R	R—B2

The attack has now succeeded. White has the advantage of a Pawn plus on the K side. What remains is to convert this into positional superiority—not an easy process, as still there are hardly any assailable points in the Black camp.

36.	K—B	B—K
37.	K—K2	K—B
38.	K—Q2	K—K2
39.	R—R3	K—Q3
40.	P—B3	R—B
41.	P—K4	R—B2
42.	R—R	R—B
43.	P—R4	R—B2
44.	R—QKt	R—B
45.	R—K3	K—K2
46.	P—R5	

The decisive manœuvre. If the P is taken, the two isolated RPs will be a splendid object of attack, well worth the sacrifice.

46.	K—B3
47.	P×P	P×P
48.	R—KR	K—Kt2

Here, after some manœuvres to complete the third hour (we played eighteen moves an hour) the game went on at move 55, the position being unchanged.

55.	P—Kt4	P×KtP
56.	P×P	R—QR
57.	P—Kt5	

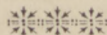
threatening Kt—Kt4—B6. And so on.

57.	R—R6
58.	K—Q2	R—R7 ch.
59.	K—K3	R—R6
60.	K—B4	Kt—Q2
61.	B—B4	Kt—B
62.	R—QB	

The finishing stroke. The Rook will now enter
via B7 into the Black camp.

52.	R—R4
63.	B—Q3	B×P
64.	R—B5	

and White won easily.



No. 9

Gentlemen,—The principles of defence will be the subject of our lecture to-night.

If the attack is the process through which obstructions are brought out of the way, the defence is the art of strengthening them, of giving firmness to your position, and of averting the blow directed against you. When your position is not inferior to that of your opponent, and he nevertheless makes preparations to attack you, disregard them altogether, develop reserve forces, avoid his attack by the slightest defensive movement possible (like a first rate boxer, who in the nick of time and with an almost imperceptible movement evades the blow) and institute a quick counter action. When you, however, have been unfortunate enough to compromise yourself, to give your opponent an undeniable reason for, and tangible object of attack (which may occur to the best and most cautious player, as the result of an unsuccessful attack) you have to act very differently.

Also here common sense tells us exactly how to proceed. Every position will comprise points which

are exposed to the action of the hostile forces and other points which are well guarded. An attack will direct itself in the first instance against your weakest points—for instance against the KRP and KKtP after Castling, or against a Kt at B3, etc. You will, therefore, first of all, vacuate these points, if they are occupied by men of great importance, the Queen, or Rook, for instance, and also frequently a Knight and a Bishop; secondly, you will have to give them support; place the support in points which are not easily accessible by the enemy. The rest of your army is best employed in engaging the reserve force of the enemy—that is, such force which it will take him time and labour to utilise for the purposes of his attack.

The object of your opponent's attack is, generally speaking, to change the position of your men in a certain quarter by force. Abstain from changing it voluntarily, except for most forcible reasons. This is where most chess players fail. In order, for instance, to avoid the approach of a Kt or Bishop to Kt5, they advance the RP to R3, losing a move, and besides, as a general rule, impairing the strength for purposes of defence of the chain of Pawns on the wing; or they advance the KKt Pawn to Kt3, to drive a Kt away posted at KB4, which, however well placed, is usually not half as dangerous as this move; or they retire a piece, because it may be driven away. Wait with all such moves until your antagonist has expended some time, material position, etc.—well, call it, taken altogether, some of the "power" at his disposal—on them.

For the rest your defensive movements must of course be subservient to the objects of the enemy's attack. You may, therefore, revert the rules for attack; let it be your object to prevent your opponent from creating strong points very near your line of defence. That comprises everything, as we shall see in the instances that are to follow.

- | | | |
|----|--------|--------|
| 1. | P—K4 | P—K4 |
| 2. | Kt—KB3 | Kt—QB3 |
| 3. | P—Q4 | P×P |
| 4. | Kt×P | Kt—KB3 |
| 5. | Kt×Kt | KtP×Kt |
| 6. | B—Q3 | P—Q4 |
| 7. | P—K5 | |

Black has followed up to this point the rules of development. He has given to White no object of attack, none of his pieces being in a weak position. White's attacking manœuvre is therefore premature.

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| 7. | | Kt—Kt5 |
| 8. | Castles | B—QB4 |
| 9. | P—KR3 | |

Now follows a clever stroke, which shows how unsound all White's play has been.

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|-----|-------|---------|
| 9. | | Kt×KP |
| 10. | R—K | Q—B3 |
| 11. | Q—K2 | Castles |
| 12. | Q×Kt | Q×Pch |
| 13. | K—R | B×RP |
| 14. | P×B | Q—B6ch |
| 15. | K—R2 | B—Q3 |

and Black wins.

- | | |
|------------|--------|
| 1. P—K4 | P—K4 |
| 2. Kt—KB3 | Kt—QB3 |
| 3. P—Q4 | P×P |
| 4. B—B4 | B—B4 |
| 5. Castles | Kt—KB3 |

(5) P—Q3 would be more in conformity with our rules. The text move is slightly inferior, and gives White the opportunity to a violent onslaught, which however, in the face of Black's splendid development, fails against the best line of defence.

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| 6. P—K5 | P—Q4 |
|---------|------|

The right reply. To remove the Kt would be vastly inferior. If, for instance (6) Kt—K5; (7) B—Q5 would disorganise Black's game; and if (6) Kt—Kt5; (7) B×Pch, K×B; (8) Kt—Kt5ch, might follow.

- | | |
|-----------|------|
| 7. P×Kt | P×B |
| 8. R—K ch | B—K3 |
| 9. Kt—Kt5 | Q—Q4 |

Not Q—Q2, as (10) Kt×B, P×Kt; (11) Q—R5ch, would allow White to gain the KB.

- | | |
|------------|-------|
| 10. Kt—B3 | Q—B4 |
| 11. P—KKt4 | Q—Kt3 |

Black must not take the KBP, as White would answer with (12) Kt—Q5, Q—Q; (13) R×Bch, P×R; (14) Kt×P. Now Black threatens to Castle Q side with a magnificent game, as White through his attacking manœuvres has vastly impaired the solidity of his position.

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|-----|--------|----------------|
| 12. | QKt—K4 | B—Kt3 |
| 13. | P—KB4 | Castles Q side |
| 14. | P—B5 | B×P |
| 15. | P×B | Q×P |

At last White has recouped himself in material, but at what an expense! He is three Pawns behind, his King is in a totally unsafe position, his enemy is brilliantly developed, and the QP and QBP, far advanced and well protected, are ready for decisive action whenever the slightest opportunity is offered. All this for a minor piece.

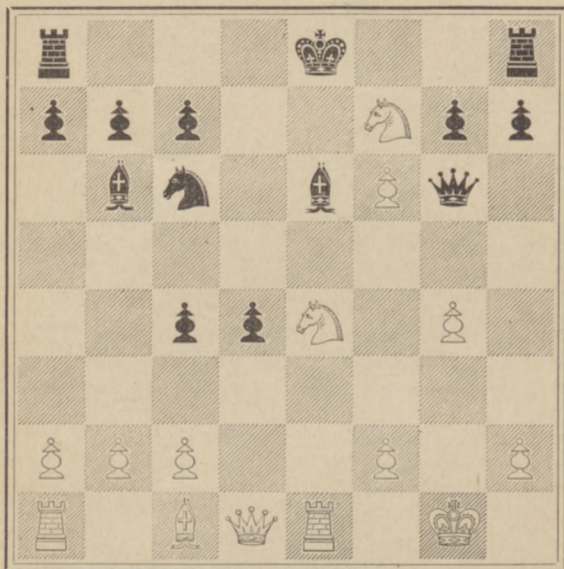
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|-----|--------|--------|
| 16. | P×P | KR—K |
| 17. | Kt—Kt3 | P—Q6ch |
| 18. | B—K3 | B×Bch |
| 19. | R×B | Q—B4 |

or Q×Kt winning. Similar conclusions follow in any variations that White may choose after move 13. Therefore let us go back to that position, and vary the attack.

13. Kt×BP

A bold sacrifice, to maintain the attack. If K or Q takes Kt, Kt—Kt5, will regain the piece with an excellent position. If B×Kt, White must be satisfied with driving the King into a somewhat exposed position by (14) P×P, Q×P; (15) Kt—B6ch, K—Q; (16) Q—B3 with good attacking possibilities against the exposed King. Black, however, has just as bold a reply, which utterly turns the tables and gives him the attack against the weakened K side of White.

BLACK.



WHITE.

13. Castles

Now, at once all of the White pieces become badly placed, and must speedily return to their camp. The tide turns and the reaction sets in.

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|-----|---------|-------|
| 14. | KKt—Kt5 | B—Q4 |
| 15. | P×P | KR—K |
| 16. | Kt—Kt3 | P—KR3 |
| 17. | Kt—R3 | Kt—K4 |

and Black should win ; or perhaps more effectively,

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|-----------|-------|
| 17. | R×R |
| 18. Q×R | R—K |
| 19. Q—Q | K'—K4 |
| 20. Kt—B4 | Q—B3 |

with a brilliant attack.

- | | |
|-----------|--------|
| 1. P—K4 | P—K4 |
| 2. Kt—KB3 | Kt—QB3 |
| 3. P—QB3 | |

The Ponziani opening. I cannot recommend it to you on account of the questionable early advance of the QB Pawn which it involves.

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|---------|------|
| 3. | P—Q4 |
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An excellent answer. By his third move White has weakened the square Q3; so Black tries to open the Q file, to get possession of that very important point.

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|----------|--------|
| 4. Q—R4 | P×P |
| 5. Kt×P | Q—Q4 |
| 6. B—Kt5 | KKt—K2 |
| 7. P—KB4 | |

This is the move given by Staunton. It is intended to keep up the attack, which by the exchange of the minor pieces would be utterly lost. White threatens now B—B4, and Staunton lets Black therefore reply by P×P *e.p.* A fine Liverpool player, looking at the position with the instinct of a true chess player, thought that there must be, against such precipitate attack as White has undertaken, a better reply. And this is how he defeated one of his opponents in a match game.

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| 7. | B—Q2 |
| 8. Kt×B | K×Kt |
| 9. Castles | Kt—B4 |

Black has by far the better development, and now threatens B—B4ch.

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|------------|----------------|
| 10. P—QKt4 | P—QR4 |
| 11. K—R | P×P |
| 12. B×Ktch | P×B |
| 13. Q×R | B—B4 |
| 14. Q×R | Kt—Kt6ch |
| 15. P×Kt | Q—R4checkmate. |

WHITE.

BLACK.

Blackburne.

Burn.

- | | |
|-----------|---------|
| 1. P—K4 | P—K3 |
| 2. P—Q4 | P—Q4 |
| 3. K—QB3 | Kt—KB3 |
| 4. P—K5 | KKt—Q2 |
| 5. P—B4 | P—QB4 |
| 6. P×P | B×P |
| 7. Q—Kt4 | Castles |
| 8. B—Q3 | P—B4 |
| 9. Q—R3 | Kt—QB3 |
| 10. Kt—B3 | R—K |

Black is evidently preparing his K side for a long siege. His last move answers that purpose excellently. The Rook vacates the square KB for the Kt, which is there quite secure, and gives his support to the weakest point, the KRP, besides to K3 and to Kt3, and is always ready to obstruct the KKt file.

- | | |
|------------|--------|
| 11. P—KKt4 | P—KKt3 |
| 12. P—QR3 | |

One of those harmless looking moves, to prevent something that really is no threat at all. Those superfluous defensive moves spoil many a game. Why not at once Q—Kt3, and then a vigorous advance of the KRP?

- | | |
|----------------|--------|
| 12. | B—QR3 |
| 13. B—Q2 | P—QKt4 |
| 14. P×P | KtP×P |
| 15. Castles QR | Kt—B |
| 16. R—Ktch | |

A bold and promising sacrifice, which yields a violent attack very difficult to meet.

- | | |
|------------|--------|
| 16. | B×R |
| 17. R×B ch | Kt—Kt3 |
| 18. Kt—K2 | R—R2 |

Again an excellent defensive manœuvre. The Rook protects several of the weakest points, and can be used as a means of obstructing the open KKt file.

- | | |
|------------|--------|
| 19. Kt—Kt3 | KR—K2 |
| 20. Kt—R5 | K—R |
| 21. Kt—B6 | R—KKt2 |
| 22. Q—R6 | Kt—B |
| 23. Kt—Kt5 | |

Black is practically out of danger, but must yet play very carefully. White intends now to continue with (24) Q×Rch, R×Q; (25) Kt—B7ch, R×Kt; (26) R—Kt8 mate.

- | | |
|-----------|---------|
| 23. | R—Kt3 |
| 24. Q—R5 | QR—KKt2 |
| 25. R—Kt3 | Q—K2 |

Another protection to the KRP. White's attack slackens down because his two Bishops cannot find an opening to add their weight to it.

- | | |
|----------|------|
| 26. B—K2 | R×Kt |
|----------|------|

vigorous and decisive.

- | | |
|-----------|------|
| 27. P×R | Q×BP |
| 28. R—QB3 | B—Q2 |
| 29. Kt—B3 | K—Kt |

White threatened $R \times Kt$, followed by $B-QB3$.

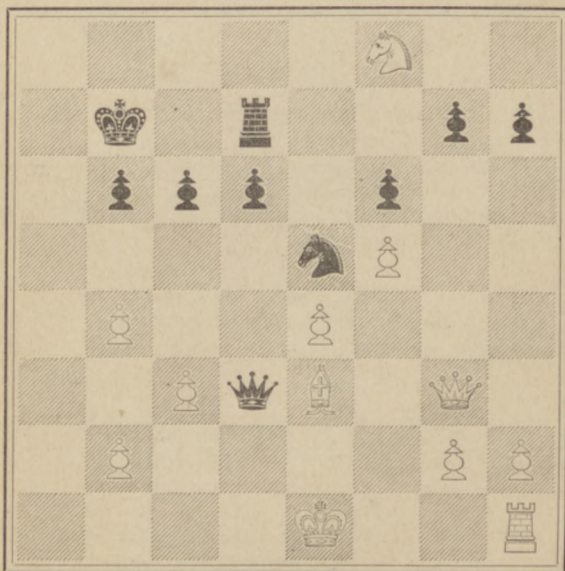
- | | | |
|-----|-----------------|--------------|
| 30. | $Q-R3$ | $Kt-Kt3$ |
| 31. | $Q-R6$ | $Q-K2$ |
| 32. | $R \times Kt$. | $B \times R$ |

A last attempt to neutralise Black's material superiority by attack.

- | | | |
|-----|---------------|-----------------|
| 33. | $B-B3$ | $R-B2$ |
| 34. | $Kt-Kt5$ | $Kt \times P$ |
| 35. | $Kt \times R$ | $Kt \times Bch$ |
| 36. | $K-Q2$ | $Kt \times B$ |

and Black won after a few more moves.

BLACK.—Steinitz.



WHITE.—Lasker.

The annexed position occurred in my match with Mr. Steinitz; White to move. I played somewhat hastily.

1. R—B

being under the impression that Kt×R would lead to a draw by perpetual check. This is, however (as, I believe, first pointed out by Tschigorin) not the case, *e.g.*, (1) Kt×R, Q—Kt8ch; (2) K—Q2, Q×Pch; (3) K—Q, Q—Kt6ch; (4) K—K2, Q—B5ch; (5) K—K! Q×Pch; (6) B—Q2, Q—R8ch; (7) K—K2, and White should easily win.

1.	Q—B7
2. B—Q2	R—K2
3. Kt—K6	Q×Pch

Here White must be extremely careful in selecting his reply. If he plays the plausible (4) K—Q, Q—Kt8ch; (5) B—B, Kt—Q6; (6) Q×QP, Kt×Pch; (7) K—K2, Q—K4ch; (8) B—K3, Q×Beh, equalising the material forces, and with good chances for a draw.

4. Q—K3	Q×KtP
---------	-------

Now follows a very important manœuvre, the key to White's defence.

5. P—Kt3

If (5) Q—K2 instead, Black will answer by Q—Q4, and have all the Q side at his own disposal.

5.	R—K
------------	-----

To take the RP would not be sufficient to keep the balance of forces; White would reply with K—Q

or P—Kt5, and very soon be able to assume the attack.

6. Q—K2 Q—R6

The first symptom of the gradual exhaustion of Black's attack. The Q would be better posted somewhere on the Q side; but Q—Q4 is not playable, as P—B4 would now force the exchange of Queens.

7. K—Q R—QR
8. R—B2 R—R7

Black's pieces are well placed, but they do not threaten anything.

9. P—Kt5 P—B4
10. Kt×KtP PQ4
11. K—B

White threatens to drive the Rook away, in order to bring matters speedily to a climax.

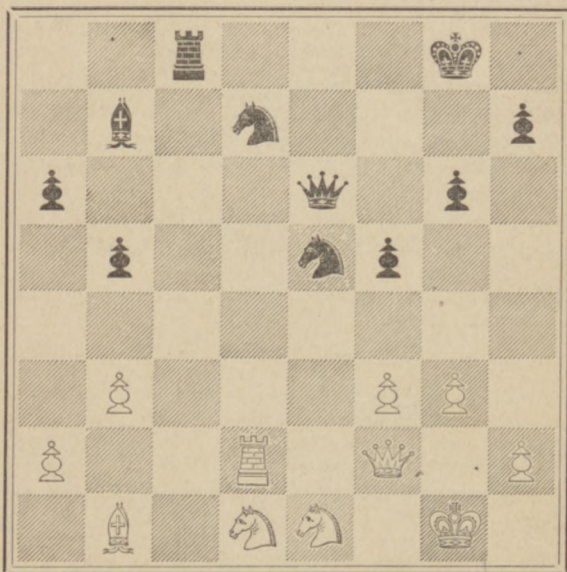
11. Q—Q6

(11) , P—B5 would be answered by (12) P×P, (11) , Kt—Q6ch by K—Kt; and the resulting exchanges leave White always in the possession of his advantage.

12. Q×Q Kt×Qch
13. K—Kt R—Kt7ch
14. K—R R×P
15. R—B3

and White won the ending.

BLACK—Lasker.



WHITE.—Steinitz.

This diagram shows the state of the game No. 18, at move 33, White to play, of my match with Mr. Steinitz. I recommend you the careful study of this position, in which White can keep the balance only by a very ingenious manœuvre of defence. The question concerns *only* the next move of White. Black threatens (1) . . . Kt×Pch; (2) Kt×Kt, B×Kt; (3) Q×B, Q—KSch, winning.

How is White to save his game ?

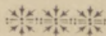
If (1) R—B2, R×R; (2) B×R, Q—B3; (3) K—Kt2, Kt×P; (4) Kt×Kt, Kt—K4, will regain the piece and keep the Pawn plus.

If (1) R—K2, R—B8; (2) B—B2, Q—Q4; (3) Kt—K3, Q×BP, or else (3) R—Q2, Kt×Pch; (4) Kt×Kt, Q×Kt; (5) Q×Q, B×Q; (6) R×Kt, R×B, should win. (1) Kt—K3 may be answered by (1) R—B8; (2) R—Q, Kt×Pch; (3) Kt×Kt, R×Rch; (4) Kt×R, Q—Q4, again remaining a Pawn ahead, with at least an even position.

If (1) K—Kt2, Kt×P; (2) Kt×Kt, Kt—K4; (3) R—Q3, R—B8; (4) R—Q8ch, K—Kt2; (5) Q—R7, Q—B3, will yield an irresistible attack to the second player.

The move actually made, and the only one to save the game (which ended in a draw) was (1) K—B! against which Black must play very cautiously not to be at a disadvantage, as any too violent attack will fail.

You will have sometimes to look very deep into the position to find a good move for the defence. But this much, I believe, I can promise you, that if you follow the rules laid down, you will not search in vain. If you will seek you will find, no matter how dangerous the attack may look.



Nos. 10, 11, 12.

Gentlemen,—When both parties through the struggles of the middle game have held their own, when by the exertions undergone in attack and defence the material forces on both sides have become decimated, and direct attacks on the King have consequently lost any chance of success, the game enters upon a new stage, differing in many points from those preceding it. Of this part of the game, called the end game, it is a characteristic that the King—hitherto the direct or indirect object of attack on the part of your opponent—over whose safety you anxiously watched, and whose power was limited to the protection of a few Pawns needed for his own security, now becomes a powerful weapon of offence and aggression in your hands.

When the game enters this last stage, the general rules for attack and defence are not changed in any particular. Weaknesses will principally be represented by Pawns, which are blocked, or cannot advance for some other reason, and which, besides, cannot be defended by other Pawns. Here again the attack will direct itself against the weaknesses. Our weak points will be such as are open to the enemy's men or King, and not commanded by any

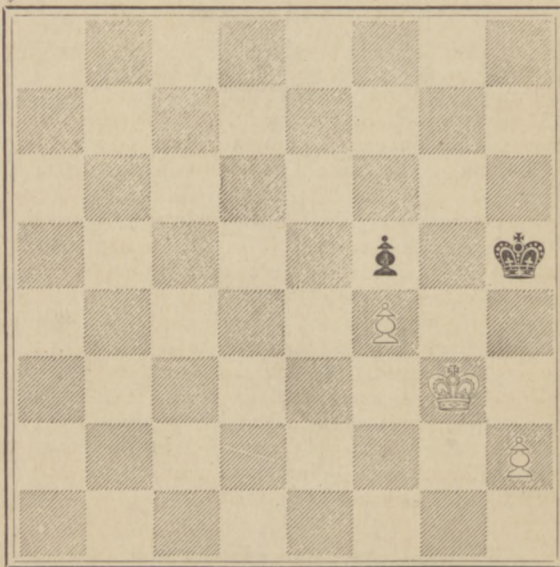
of our own men nor by our King; our opponent's weak points will be our strong points, and again the attack will be directed towards those strong points, and will attempt to create new ones as near the hostile weaknesses as it has the power to do. Here also the attacking party needs, for success, a superiority of some kind. But in combination with all this, two new factors enter into the end game, which give it its peculiar character.

The first is based on the greater facility acquired (in consequence of the exhaustion of the material forces) to lead your passed Pawns to Queen. For that purpose there are never more than five separate moves required, and often less. If the line where the Pawn advances consists entirely of strong points, the enemy will be obliged to engage one of his men, perhaps his King, whose function it will be to command one of these points or to obstruct that line. Points and lines through which the hostile men prevent the advance of the passed Pawn, may be called *points of vantage* in regard to it. The game will very often then present a fight for the command of these points or lines of advance, which may be intercepted by our men, or from which the hostile forces may be driven back. On the other hand, being quite satisfied with the result that part of the hostile army is engaged in watching our passed Pawn, we may undertake an attack with all our forces in some other quarter.

When attack and defence in the very latest stages of the game are so evenly balanced, and both our own men and those of our opponent are so favour-

ably placed, that, unless the adversary voluntarily gives way, neither party can improve his position, when, in other words, the move ceases to be a privilege, "time" (the right to move, that is to do something useful), will assume a new and very different character. In such positions as are very frequent in well contested games, and

BLACK.



WHITE.

the occurrence of which can often with certainty be forecalculated, to have to move means often a *loss* in the working power of your pieces, and it may consequently lose you the game. We shall speak of this as the *principle of exhaustion* (that is, exhaustion of moves to *improve* your position). This principle will manifest itself in the great care with which the two combatants hold back certain moves, which either would improve their position, or at least not affect it harmfully, until a favourable opportunity has arrived for executing them.

The principle of exhaustion may be illustrated by the diagrams.

White, manœuvring on the KR or KKt file, has no chance to force the win; there is not sufficient space at his disposal. For instance, after (1) K—R3, K—R3; (2) K—R4, K—Kt3, he would have to recede; therefore we must leave that quarter of the board to the Black King. Our KRP will consequently be a weakness, and it will be wise to hold it back as long as possible. The best position for the Black King to occupy will be Kt5. Whenever he will occupy that, our King must be ready to march to K3 or K5. From this we deduce the following line of play:

- | | |
|----------|------|
| 1. K—R3 | K—R3 |
| 2. K—Kt2 | K—R4 |
| 3. K—Kt3 | K—R3 |

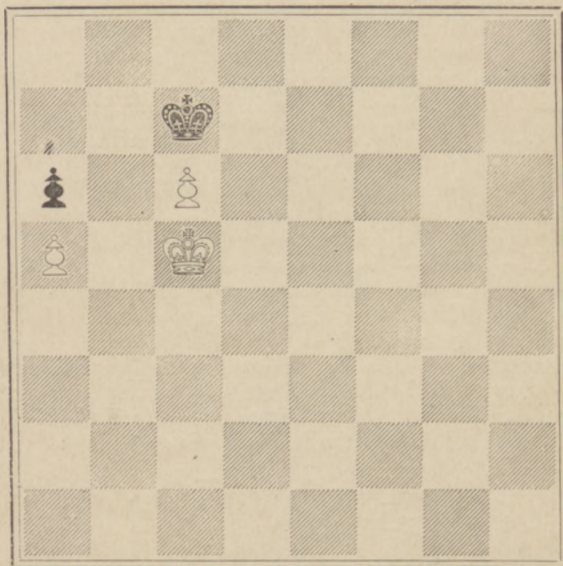
the first manifestation of the principle.

- | | |
|---------|------|
| 4. K—B2 | K—R4 |
| 5. K—K2 | |

Not (5) K—K3, as (5), K—Kt5 would win a Pawn.

- | | | |
|----|-------|----------|
| 5. | | K—R5 |
| 6. | K—Q3 | K—Kt5 |
| 7. | K—K3 | K—R6 |
| 8. | K—Q4 | K×P |
| 9. | K—K5 | winning. |

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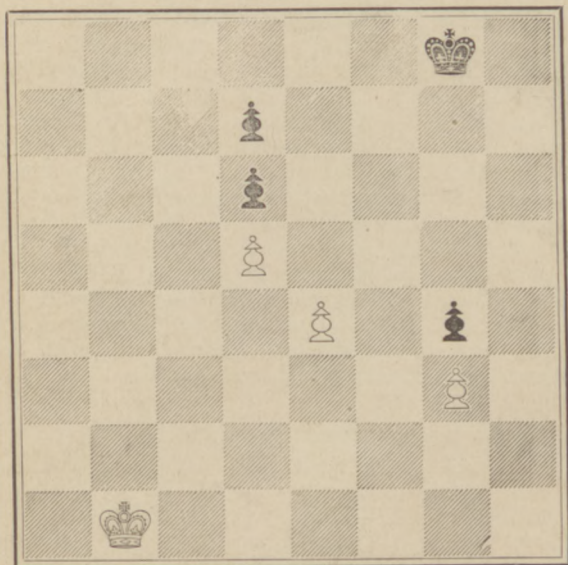
WHITE.

White has two chances of winning, the one based on his passed Pawn, the other on the weakness of

the black RP. The black K occupies at present a position of advantage in regard to both. This is changed by the following manoeuvre :

- | | | |
|----|------|------|
| 1. | K—Q5 | K—B |
| 2. | K—B4 | K—Q |
| 3. | K—Q4 | K—B |
| 4. | K—Q5 | K—B2 |
| 5. | K—B5 | |

BLACK.



WHITE.

Now the move is changed, and White wins easily ; or

- | | |
|------------|-------|
| 4. | K—Q |
| 5. K—Q6 | K—B |
| 6. P—B7 | K—Kt2 |
| 7. K—Q7 | |

and mates in a few more moves.

An ending by Mr. Locoek (page 109).

White has two dangerous attacks ; the one against the weak Black KKtP, the K threatening it from KB4 ; the object of the other is to advance his P—K5, supported by the K at Q4. Therefore, when the White King will be at K3, the Black K must be able to occupy in that moment KKt4 ; and when the White King will stand on Q4, the Black King must prevent the threatened advance by marching to KB3. If then the White King is at Q3, ready to go in one move to either of these squares, the hostile King must stand on Kt3. Thus, the different squares on each side correspond to each other. This mode of reasoning followed up, we shall come to the conclusion that White with the move draws, Black with the move loses.

For example, if Black moves first,

- | | |
|------------|------|
| 1. | K—R |
| 2. K—Kt2 | K—Kt |

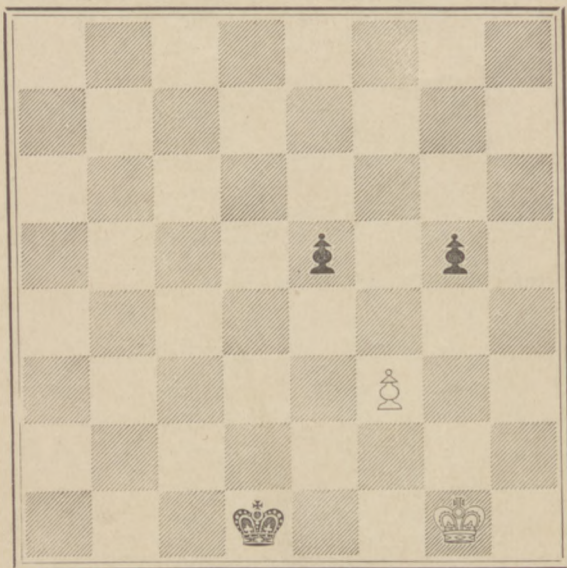
- | | | |
|-----|--------------------|-------|
| 3. | K—Kt3 | K—R2 |
| 4. | K—B2 | K—R3 |
| 5. | K—Q2 | K—R4 |
| 6. | K—B3 | K—Kt4 |
| 7. | K—B4 | K—Kt3 |
| 8. | K—Q3 | K—Kt4 |
| 9. | K—K3 and wins ; or | |
| 8. | | K—B3 |
| 9. | K—Q4 | K—Kt3 |
| 10. | P—K5 | P×Pch |
| 11. | K×P | K—B2 |
| 12. | K—B5 winning. | |

Now let White have the move.

- | | | |
|-----|------|-------------|
| 1. | K—B2 | K—R2 |
| 2. | K—Q2 | K—R3 |
| 3. | K—K2 | K—R4 |
| 4. | K—Q2 | K—R3 |
| 5. | K—B2 | K—R2 |
| 6. | K—B3 | K—Kt2 |
| 7. | K—B4 | K—B2 |
| 8. | K—Q4 | K—B3 |
| 9. | K—Q3 | K—Kt3 |
| 10. | K—K3 | K—Kt4, etc. |

One of the gentlemen present, Mr. McLaren, asked for the explanation of the following position :

BLACK.



WHITE.

This position depends also on the principle of exhaustion. Black's points of advantage, from where he attacks the White Pawn, are three—K7, K6, KB5. The most forward, and therefore, best of these is K7. Whenever the Black King is

there, the White King must be ready to occupy KKt2; and whenever the Black King marches to K6, the White King must take the point KKt3. The game will run therefore—

- | | | |
|----|------------------------|------|
| 1. | K—R | K—Q7 |
| 2. | K—R2 | K—Q6 |
| 3. | K—R3 | K—Q5 |
| 4. | K—Kt4 | K—K6 |
| 5. | K—Kt3 | K—K7 |
| 6. | K—Kt2 | K—Q8 |
| 7. | K—R (or R3) and draws. | |

An attempt to force one of the passed Pawns will fail.

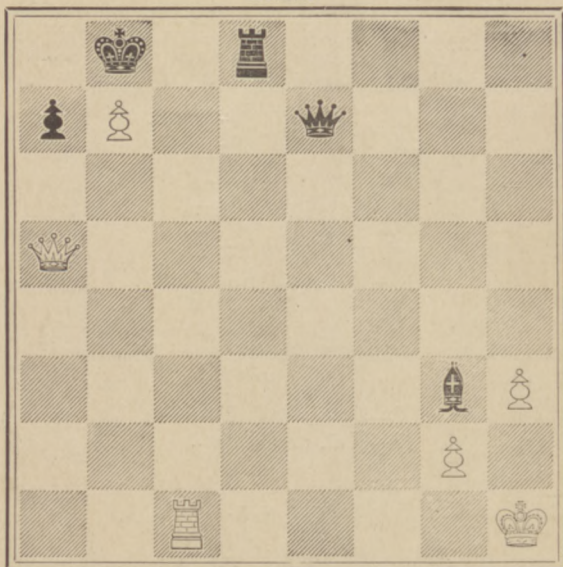
- | | | |
|----|-------------------|-------|
| 1. | K—R | P—Kt5 |
| 2. | K—Kt2, and draws. | |

Black with the move will win.

- | | | |
|----|-------|----------------|
| 1. | | K—K8 |
| 2. | K—Kt2 | K—K7 |
| 3. | K—Kt3 | K—B8 |
| 4. | K—R3 | K—B7 |
| 5. | K—Kt4 | K—Kt7 winning. |

The following positions are illustrative of the power of the passed Pawn :

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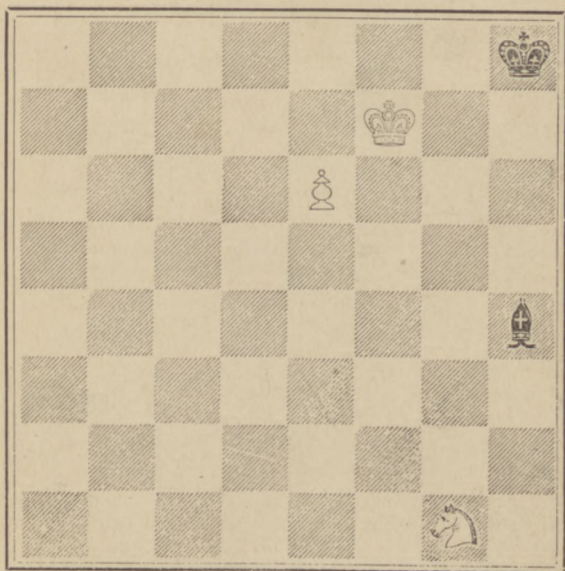
WHITE.

White wins by a clever stroke, in which all the powers of the Pawn at Kt7 are made use of.

1. R-B8 ch R×R
2. Q×P ch K×Q
3. P×R, becomes a Kt, wins the Q
and the game.

The above is more of a mid game combination than an end game type; but even backed by very little force, a passed Pawn can be very dangerous.

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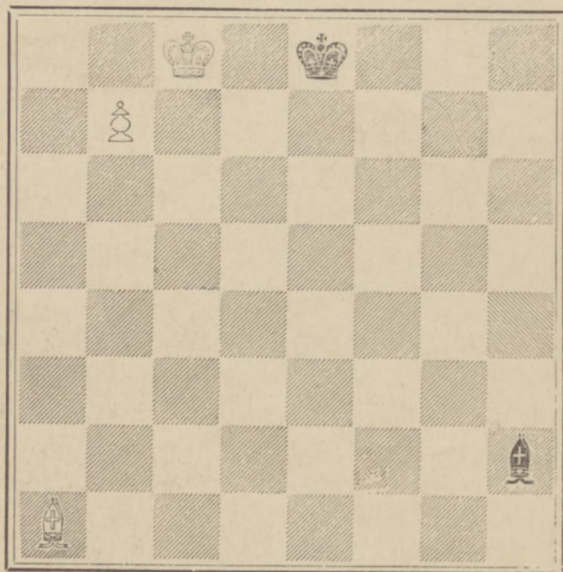


WHITE.

- | | |
|-----------|------|
| 1. Kt—B3 | B—Q |
| 2. Kt—K5 | K—R2 |
| 3. Kt—Kt4 | K—R |
| 4. Kt—B6 | |

and wins, as Black has to move; if (3)... B—R5 (Kt4); (4) Kt—B6 ch would obstruct the Bishop file and therefore win.

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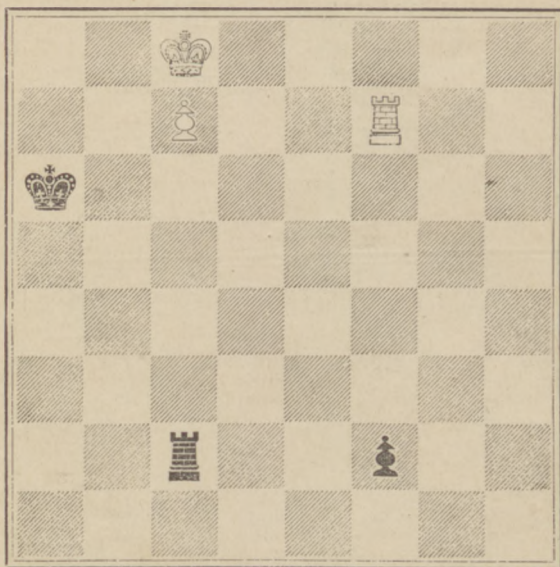


WHITE.

- | | | |
|-----|-------|-------|
| 1. | B—Q4 | B—Kt6 |
| 2. | B—R7 | B—B5 |
| 3. | B—Kt8 | B—K6 |
| 4. | B—B7 | B—R7 |
| 5.* | B—Kt6 | |

and wins in a few more moves. In both of the latter cases the King of the winning party is exceedingly well placed.

BLACK.



WHITE.

The difference in the position of the Kings decides the struggle.

- | | | |
|----|--------|---------|
| 1. | K—Kt8 | R—Kt7ch |
| 2. | K—R8 | R—B7 |
| 3. | R—B6ch | K—R4 |

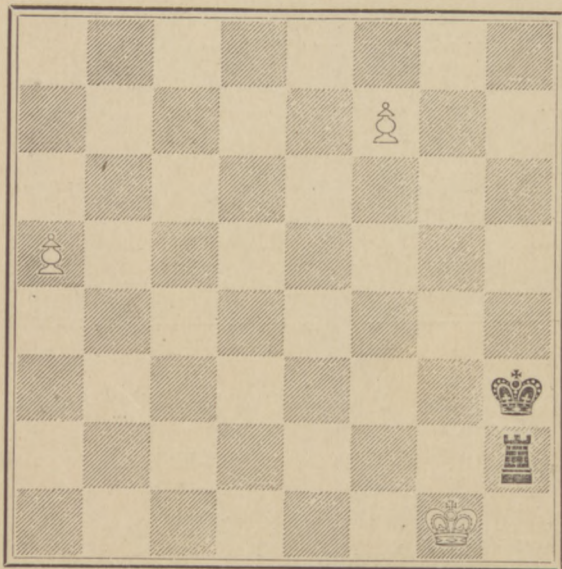
If K—Kt4, (4) K—Kt8 would speedily win.

- | | | |
|----|-------|---------|
| 4. | K—Kt8 | R—Kt7ch |
| 5. | K—R7 | R—B7 |

- | | | |
|-----|--------|---------|
| 6. | R—B5ch | K—R5 |
| 7. | K—Kt7 | R—Kt7ch |
| 8. | K—R6 | R—B7 |
| 9. | R—B4ch | K—R6 |
| 10. | K—Kt6 | R—Kt7ch |
| 11. | K—R5 | R—B7 |
| 12. | R—B3ch | K—R7 |
| 13. | R×F | |

and wins by Queen against Rook.

BLACK.



WHITE.

- | | |
|----------------------|---------|
| 1. | R—Kt7ch |
| 2. K—B | R—Kt5 |
| 3. P becomes a Rook. | |

If P queens instead, R—B5ch, sacrificing itself, would force the stalemate.

- | | |
|----------|-------|
| 3. | R—QR5 |
| 4. R—QR8 | K—Kt5 |

An excellent move. White threatened P—R6—R7, and then a check with his Rook. If now (5) P—R6, K—B6, threatening Mate, will force the draw, for instance (6) K—K, K—K6; (7) K—Q, K—Q6; (8) K—B, K—B6; (9) K—Kt, R—Kt5ch and so on

- | | |
|---------|------|
| 5. K—K2 | K—B4 |
| 6. P—R6 | K—B3 |

not K—K3, as (7) P—R7, K—Q2; (8) R—KR8 would gain the rook.

7. K—Q3.

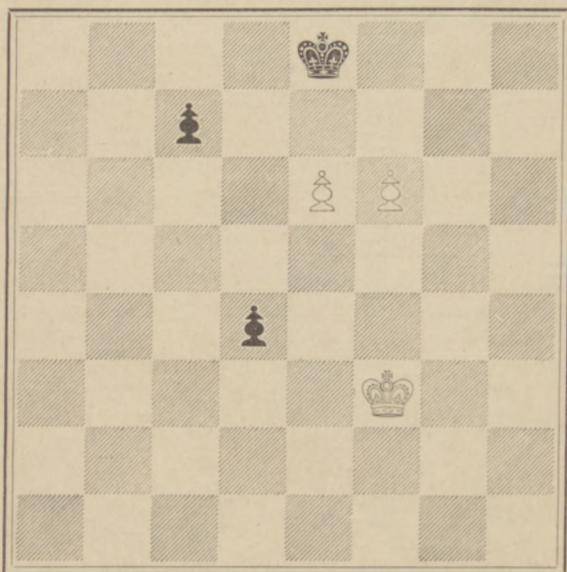
The decisive manœuvre. The King comes now to the support of the Pawn, in order to liberate the Rook, while Black can do nothing to change the position to his advantage. The square QR7 is left free for the King, to allow him a place of safety against the checks of the Black Rook.

- | | |
|-----------|---------|
| 7. | K—Kt2 |
| 8. K—B3 | K—R2 |
| 9. K—Kt3 | R—R4 |
| 10. K—Kt4 | R—R8 |
| 11. K—Kt5 | R—Kt8ch |
| 12. K—B6 | R—B8ch |
| 13. K—Kt7 | R—K18ch |
| 14. K—R7 | |

Without this place of refuge the game would never be won. Now it is a very simple matter.

- | | | |
|-----|-----------------------|-------|
| 14. | | K—Kt2 |
| 15. | R—Kt8 | R—QR8 |
| 16. | R—Kt6 | K—B2 |
| 17. | K—Kt7 winning easily. | |

BLACK.



WHITE.

Here White wins by his superior K position and because his Pawns are further advanced than those of Black.

1. K—B4

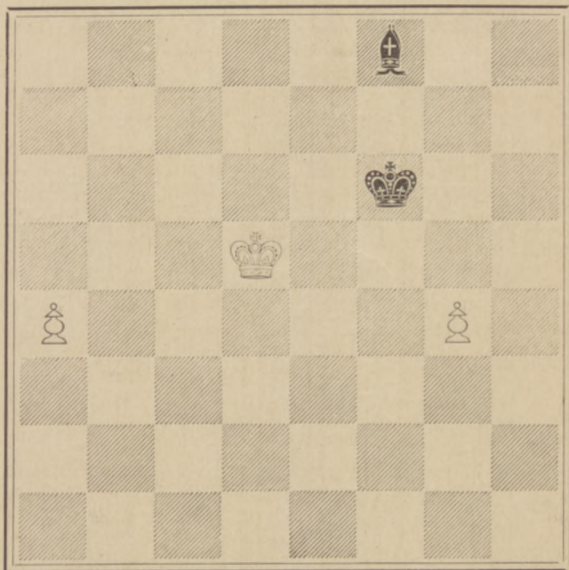
It is necessary to time the winning manœuvre correctly. Therefore we must not at once march to K4.

1.	K—B
2. K—K4	P—B4
3. K—Q3	K—K
4. P—K7	

The right moment for the advance. Now all Black's movements are forced.

4.	K—Q2
5. K—B4	K—K
6. K×P	P—Q6
7. K—Q6	P—Q7
8. K—K6	P queens
9. P—B7	checkmate.

BLACK



WHITE.

1. P—QR5 B—R3

The White QRP has only to pass one more Black Square, and that within two moves; therefore the Bishop must hurry to stop it.

2. P—Kt5ch B×P

Now the Bishop is obstructed by his own King.

3. K—K4 B—R5
4. K—B3

and the Pawn will Queen.

When the end game stage is nearing, the power of the various pieces is altered to a marked degree. Different issues being at stake, different measures must be adopted, and ideas, correct in the early part of the game, become sensibly modified. The value of each piece varies of course with each end game position in a greater or lesser degree; but the men have a certain average value, which will serve as guide. This value will be determined

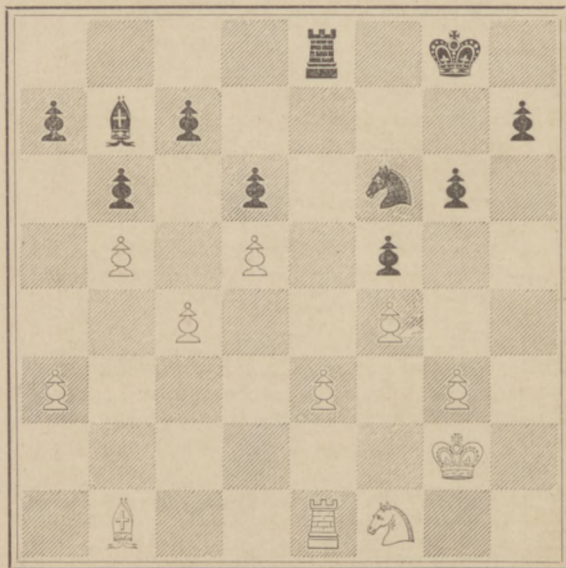
- (a) By their fighting capacity against the adverse King as an aggressive piece
- (b) and against passed Pawns,
- (c) and finally their *reach* or power of offence, when obstructions (as is usual in end games) are few.

Let us first consider the King. Being placed in opposition to the adverse King, he will take three squares from him, and can thus hinder him from advancing. He can, single handed, stop three united passed Pawns, not advanced beyond the sixth row; and two, one of which is on the seventh row. He can attack every square on the board, and that, if he is in a central point, for instance at K4, in no more than three moves.

His reach is totally uninfluenced by obstructions other than the natural limits of the board. He is

therefore a powerful weapon, if well developed in one of the central points or near important points; he can, however, never be used as an instrument of obstruction, never be exposed to any direct attack, which sensibly diminishes his offensive value against strong pieces of offence.

BLACK.—MORPHY.



WHITE.—HARRWITZ.

The annexed position occurred in one of Morphy's match games. The game went on :

- | | | |
|----|-------|-------|
| 1. | | P—QR3 |
| 2. | P—R4 | P×P |
| 3. | RP×P | R—R |

The first advantage, an unopposed open file for the Rook, is now established.

- | | | |
|----|-------|-------|
| 4. | Kt—Q2 | R—R6 |
| 5. | P—K4 | P×P |
| 6. | Kt×P | Kt×Kt |
| 7. | B×Kt | R—QB6 |
| 8. | B—B3 | |

threatening now, of course, R—K8ch—QKt8.

- | | | |
|-----|-------|------|
| 8. | | K—B2 |
| 9. | R—K4 | B—B |
| 10. | B—K2 | B—B4 |
| 11. | R—Q4 | P—R4 |

Through this last move the important point at KB4 becomes strong.

- | | | |
|-----|------|------|
| 12. | K—B2 | K—B3 |
| 13. | R—Q2 | B—B7 |
| 14. | K—K | B—K5 |
| 15. | K—B2 | K—B4 |

The White King is kept back by the Black Rook ; the Black King, however, can advance unchecked.

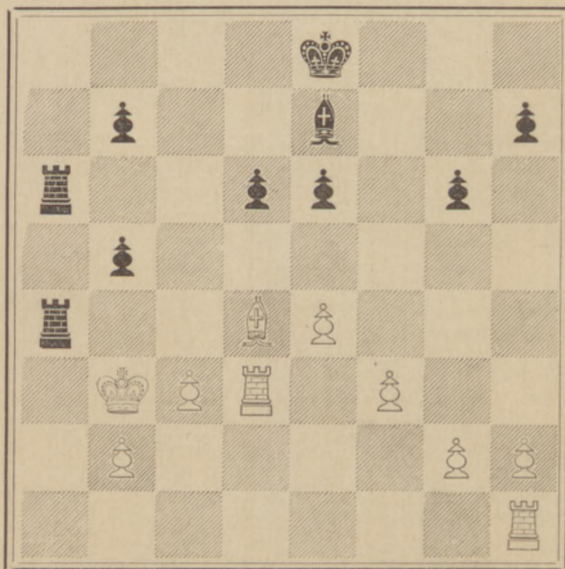
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| 16. | R—R2 | P—R5 |
|-----|------|------|

forcing the way for his King, which will soon become a dangerous assailant.

- | | | |
|-----|------|--------|
| 17. | P×P | K×P |
| 18. | R—R7 | R—KR6 |
| 19. | R×P | R—R7ch |
| 20. | K—K | K—K6 |

crushing every resistance.

BLACK.—Steinitz.



WHITE.—Lasker.

In one of my match games with Mr. Steinitz the above position occurred, White to move.

1 KR—Q P—K4

If K—Q2 at once, P—KB4 will give White a good game.

2. B—K3	K—Q2
3. B—B5	R—R8
4. KR—Q2	K—K3
5. B—R3	P—Kt4
6. R—Q5	R—Kt3
7. K—Kt4	

Now the King actively enters into the fight.

7. P—Kt5

The initiation of a subtle counterattack which nearly succeeded in turning the tables.

8. K—R5

It might have been wiser first to accept the offered Pawn, thus:—(8) P×P, R—K8; (9) K—R5, B—Q; (10) R×P, R—R3ch; (11) K—Kt4, R×Pch; (12) K—Kt3 remaining a Pawn ahead.

8.	R—R3ch
9. K×P	P—R4

(or 9) R—R8; (10) P×P, R—K8; (11) P—R3, R×P; (12) P—B4.

10.	R—Q	R×R
11.	R×R	P×P
12.	P×P	R—R
13.	K—Kt6	R—KKt
14.	K×P	R—Kt7
15.	P—R4	R—R7
16.	K—B6	

This manœuvre makes the Black game untenable.

16.	B×P
17.	R×Pch	K—B2
18.	K—Q5	B—B3

If (18) R—Q7ch; (19) K×P, B—Kt6ch; (20) P—B4, R×R; (21) B×R, P—R5; (22) B—B5, P—R6; (23) B—Kt and the four passed Pawns win easily against the Bishop.

19.	R—Q7ch	K—Kt3
20.	K—K6	

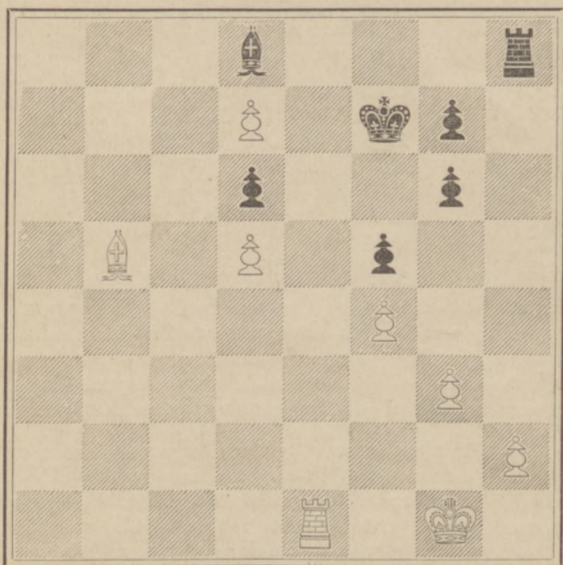
to check the advance of the Black King.

If now (20) K—Kt4; (21) R—KB7, B—Q; (22) R—B8, B—Kt3; (23) B—K7ch, K—Kt3; (24) R—Kt8ch, K—R2; (25) K—B7 followed by B—B6 would draw the Black King into a mating net.

20.	P—R5
21.	R—Q	P—R6
22.	R—Ktch	R—Kt7
23.	R×Rch	P×R
24.	B—B5	

and wins after a few more moves with his passed Pawns.

BLACK.



WHITE.—Morphy.

Another of Morphy's energetic end game attacks.

- | | | |
|----|------|-------|
| 1. | R—K8 | R—B |
| 2. | K—B2 | P—Kt4 |
| 3. | K—K3 | P—Kt5 |
| 4. | K—Q3 | P—Kt4 |
| 5. | B—B6 | P×P |
| 6. | P×P | R—Kt |
| 7. | K—B4 | |

The Black forces being all engaged by the combined action of the White Rook, passed Pawn and Bishop, the co-operation of the King is all that is necessary to decide the day.

7.	R—B
8.	K—Kt5	R—Kt
9.	K—R6	R—B
10.	K—Kt7	R—Kt
11.	K—B8	B—Kt3
12.	R×R	K×R
13.	P Queens	B×Q
14.	K×B	Resigns

Examples concerning the power of the King could be readily multiplied. But we leave this for a future occasion, the King as an assailant, or as strong protective power being an essential element, yea, almost an organic part of each approximately even end game.

Another piece whose power increases the more the end game stage is approaching is the Rook. His fighting capacity against the adverse King is enormous, and exactly what makes him a valuable instrument for attack as well as defence. In conjunction with his own King he can checkmate the hostile K driven to the edge of the board, and in combination with a Kt and P and a single obstruction he can give checkmate to the K on any square of the board (example Rook at B8, Kt at Kt6, P at B5; opponent's King at B7, one of his Pawns at Kt7).

Without any kind of support he can give untold checks to the adverse King, until the same is obliged to approach the Rook, perhaps against the best interests of his game, or forced to protect himself

behind some kind of obstruction. On account of his attacking qualities, he is always a valuable ally when you want to force any obstructions out of the way, for instance, of passed Pawns; but he is less fit for fighting against them, and really too valuable a piece to be given away for such a purpose, if other alternatives are open. The best way to stop an adverse passed Pawn with a Rook is to place the Rook behind it, as his reach will increase the more the Pawn advances. He can stop, and even win (if they are unsupported) two passed Pawns, of which one is on the sixth, the other on the fifth row; but two passed Pawns on the sixth row will Queen against him, if united. Used against advanced Pawns he is therefore not as manageable as the King, or even the Bishop, but he is the more dangerous to the Pawns before they assume a threatening attitude, as his reach is very great, and exactly calculated to serve against Pawns in their strongest position—that is, when they are abreast. He can attack, if unobstructed, any square of the board in one move, and will command thirteen at a time. This enables him to restrict the opposite King to a portion of the board.

The Bishop is very much less fit for assault against the King, or for restricting his approach, than the Rook. The Bishop can take away two squares from the King, and eventually give check and command two squares of the reach of the King. His capacity for yielding support to passed Pawns is not very great, as the line in which the Pawn advances will usually contain some points where obstructions are totally safe against him. His great

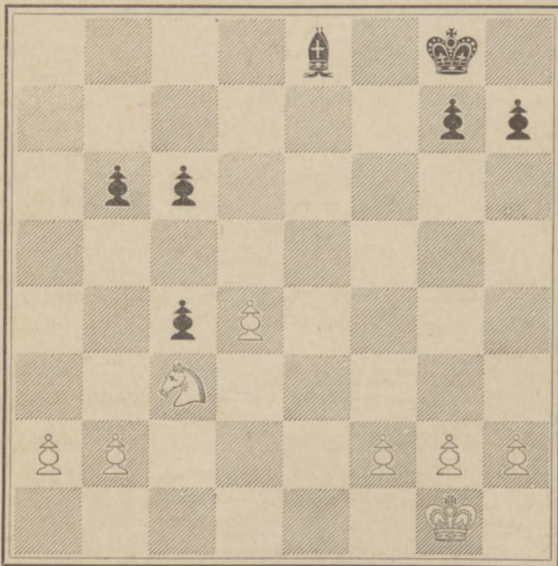
value consists in two things. (1) That he can stop adverse Pawns from a long distance and from a number of squares. (2) That a Pawn and a Bishop may protect each other, so as to make both of them comparatively safe against the King or superior pieces. His chessboard, however, contains only thirty-two squares, and whichever influence they may have on the issue of the game, very much determines his share in it; so that his importance may be exaggerated when you have the superiority of position, or almost annihilated when the opposite is the case.

The Knight is, unless circumstances are very favourable, the weakest piece of all. He may take two squares from the King, or give check and besides take away one square from him; but the adverse King may approach him then, and get rid of him if no more support is near. His great power is that he cannot be obstructed. When obstructions abound, and when he can occupy a strong point near the enemy's line, he can be an invaluable ally. His reach never exceeds eight points, situated in a circle, and he may be obliged to take five moves to cross the board from one point to another (for instance, the two diagonally opposite corner points). On an extended field of battle he must therefore choose the wing to which he will give his support, or very much lose in value.

To refer to the oft mooted question, "Which piece is stronger, the Bishop or the Knight?" it is clear that the value of the Bishop undergoes greater changes than that of the Knight. If experience has shown, that, on an average, during

the opening or middle game, the Bishop will be at least as strong as the Knight, this will be the more true the more obstructions disappear, that is in endings with only a few Pawns scattered about the board. In complicated end game positions, where Pawns partly form blocks, the Knight will find his best chance. The value of two Bishops varies, of course, as they dominate the whole chessboard, very much less than that of one; in consequence, two Bishops are as a rule appreciably stronger than two Kts or a Bishop and a Kt.

BLACK.



WHITE.

From a correspondence game.

- | | | |
|----|-------|--------|
| 1. | Kt—K4 | P—QKt4 |
| 2. | P—QR3 | |

Now all the Black squares on the Q side are in possession of White; nor can this be changed, as the Black King is necessary on the K side to fight against the White Pawns.

- | | | |
|----|---------|-------|
| 2. | | B—Kt3 |
| 3. | P—B3 | K—B2 |
| 4. | K—B2 | K—K3 |
| 5. | K—K3 | P—R3 |
| 6. | P—KKt4 | K—Q4 |
| 7. | Kt—B3ch | K—Q3 |
| 8. | P—B4 | B—K |

It would have been more advisable to keep the Bishop in the rear of the advancing Pawns.

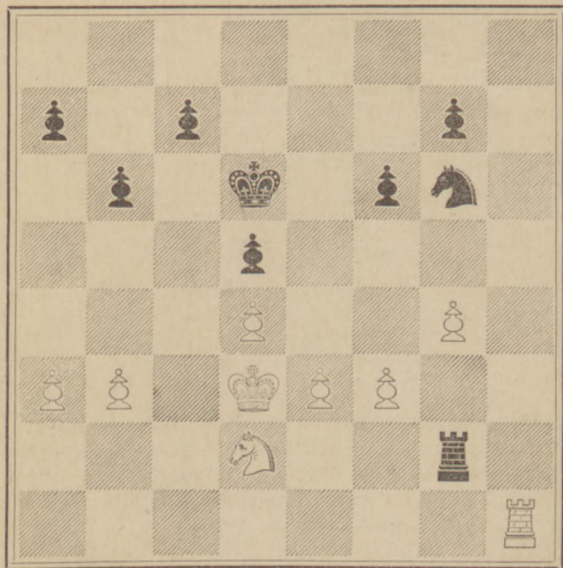
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|-----|---------|------|
| 9. | P—B5 | B—Q2 |
| 10. | Kt—K4ch | K—K2 |

If (10) K—Q4; (11) P—B6 will force the exchange of Kt v. B. and the extra Pawn will easily win.

- | | | |
|-----|-------|---------|
| 11. | K—B4 | B—K |
| 12. | K—K5 | B—B2 |
| 13. | P—KR4 | B—Q4 |
| 14. | P—Kt5 | P×P |
| 15. | P×P | B—Kt |
| 16. | P—Kt6 | Resigns |

as P—B6 will soon prove decisive.

BLACK.



WHITE.

From another game by correspondence.

Black to move.

1. P—QB4

Strong, and embarrassing to White. The Pawn engages the QP, which is the only White piece that commands the point K5. It can therefore not take

the hostile Pawn, as after (2) P×Pch, P×P, White has no means to stop the check at K4, which would soon prove fatal to him.

2. R—R7

unsatisfactory enough; but the Kt cannot move to any square improving his position, and without exposing the White Pawns to the attack of the Rook.

2.	P×P
3.	P×P	Kt—B5ch
4.	K—B3	Kt—K3

Now White can do nothing effectual. If the Rook moves, Black will win the QP.

5.	K—Q3	P—QR4
6.	K—K3	R—Kt8

This manœuvre with the Rook is splendid. He threatens now R—QB8—B6ch winning the QP. White cannot frustrate that plan, *e.g.*, (7) K—Q3, R—QB8; (8) P—R4, Kt—B5ch; (9) K—K3, P—KKt4 (10) K—B2, R—Q8, etc.

7.	R—R8	R—QB8
8.	R—QKt8	R—B6ch
9.	K—B2	Kt×P
10.	R×Pch	K—K4
11.	R—Kt7	K—B5

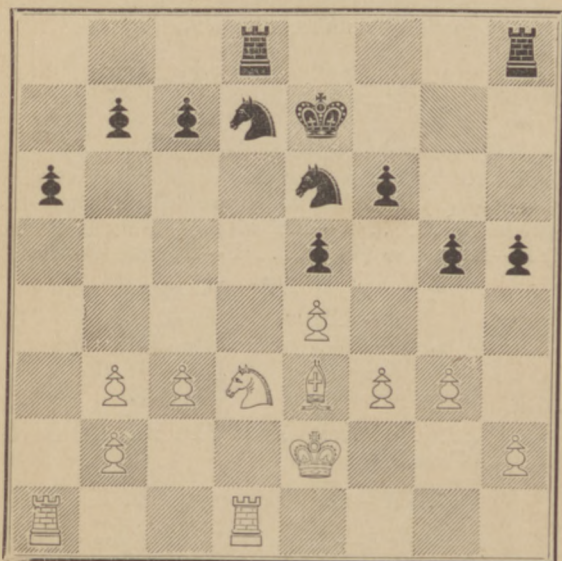
If now (12) R×P, R—B7; (13) K—K, K—K6; (14) R—K7ch, K—Q6; (15) Kt—B, Kt×Pch; (16) K—Q, P—Q5, and White has no satisfactory move left.

12.	P—Kt5	R—K6
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and White resigns, for after (13) P×P, P×P; (14) R—KB7, P—B4, his position becomes altogether untenable.

The following position occurred in a match game at Hastings, 1895, between Messrs. Schlechter and Tchigorine.

BLACK.



WHITE.

It was White's turn to move, and the game went on.

1. P—QKt4

A Pawn move without a clearly defined purpose is to be blamed. The P at Kt4 takes away a good square from the Kt, which that piece ought to have occupied at once in order to threaten Kt—Q5, and to force the advance P—QB3, which would greatly increase the strength of the B. Moreover, it leaves a strong point at QB5 to the black Kts, which White can only guard by another advance of a Pawn.

1. R(Q)—KKt
2. R—KKt

He ought not to leave the important Q file with his Rook. All defensive purposes could be served just as well by (2) P—KR3, which would enable him to reply to (2) P—Kt5 with (3) BP×P, P×P, (4) P—R4 and to (2) P—R5 with P—Kt4.

2. P—Kt5
3. P—KB4 Kt—Q
4. P—B5 Kt—B2
5. Kt—B2 Kt—Q3
6. B—B5 Kt—Kt3

Not (6) Kt×B, as (7) P×Kt, Kt moves (8) P—B6 would follow.

7. Kt—Q.

Now decidedly R—Q was at the right place, when, for instance, (7) R—Q; (8) R×Kt, R×R; (9) R—Q would lead to a probable draw.

- | | |
|------------|------|
| 7. | Kt—B |
| 8. Kt—K3 | K—B2 |

Now the KP has become indefensible.

- | | |
|-----------|-------|
| 9. Kt—Q5 | P—B3 |
| 10. Kt—B7 | Kt×KP |
| 11. QR—Q | Kt×B |
| 12. P×Kt | R—Q |
| 13. Kt—K6 | R×R |
| 14. R×R | K—K2 |
| 15. P—R4 | |

In thus opening up files for the Black Rook he plays Black's game, (15) P—B4 is by far preferable. Neither the Black Kt nor the R will then ever be able to obtain good positions. (15) P—R5 could then, for instance, be answered by (16) P×P, R×P; (17) R—Q8, Kt—R2; (18) R—QR8 winning the piece.

- | | |
|-------------|----------|
| 15. | P×P e.p. |
| 16. R—KR | K—B2 |
| 17. R×P | Kt—K2 |
| 18. P—KKt4 | P—R5 |
| 19. P—B4 | Kt—Kt3 |

A pretty little move which threatens Kt—B.

- | | |
|------------|-------|
| 20. P×Ktch | K×Kt |
| 21. P—Kt7 | R—KKt |
| 22. R×P | R×P |
| 23. K—K3 | K—B2 |

It remains to force the exchange of the last P on the K side, in order to have there all lines free, and a clear superiority.

24. P—Kt4 K—Kt3

If the plausible (24) K—Kt instead, then (25) K—K4, R—R2; (26) R×R, K×R; (27) K—B5, K—Kt2; (28) P—KKt5, P×P; (29) K×KtP, drawing without difficulty.

25. R—R8 P—B5
26. P×Pch K×P
27. R—R5ch

(27) R—B8ch would find its reply in K—K3; (28) R—K8ch, K—Q2; (29) R×P, R—Kt6ch; (30) K moves, R—QKt6 when Black will remain with a winning advantage.

27. K—K3
28. R—R6ch K—Q2
29. P—Kt5 RP×P
30. P×P P×P
31. K—K4 R—K2
32. R—QKt6 K—B2
33. R×P K—B3
34. R—R5 R—K

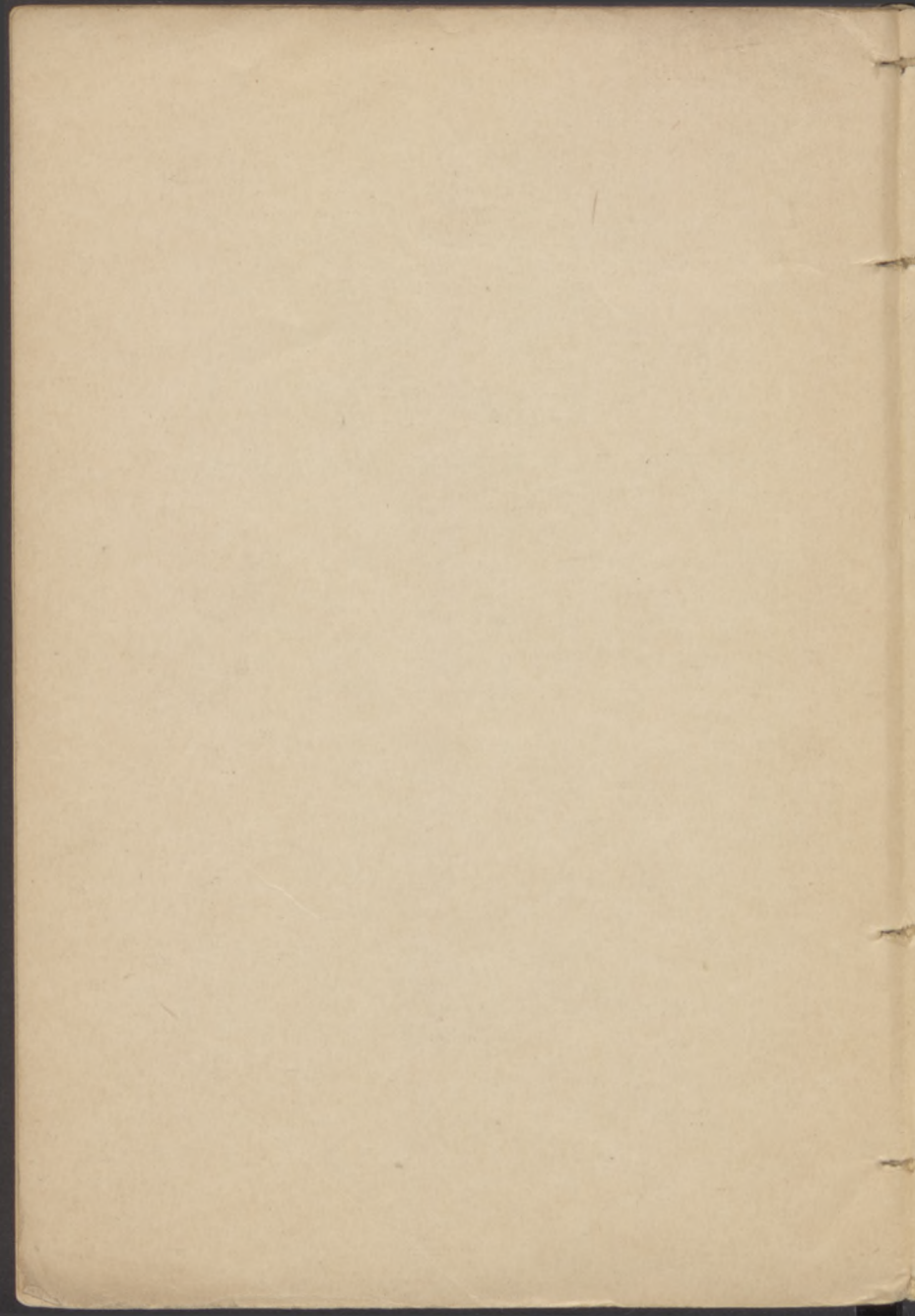
This manoeuvre with the Rook, which wins a move, decides the game. The White King dare not move, as otherwise the Black KP advances still further; so all White's moves are forced.

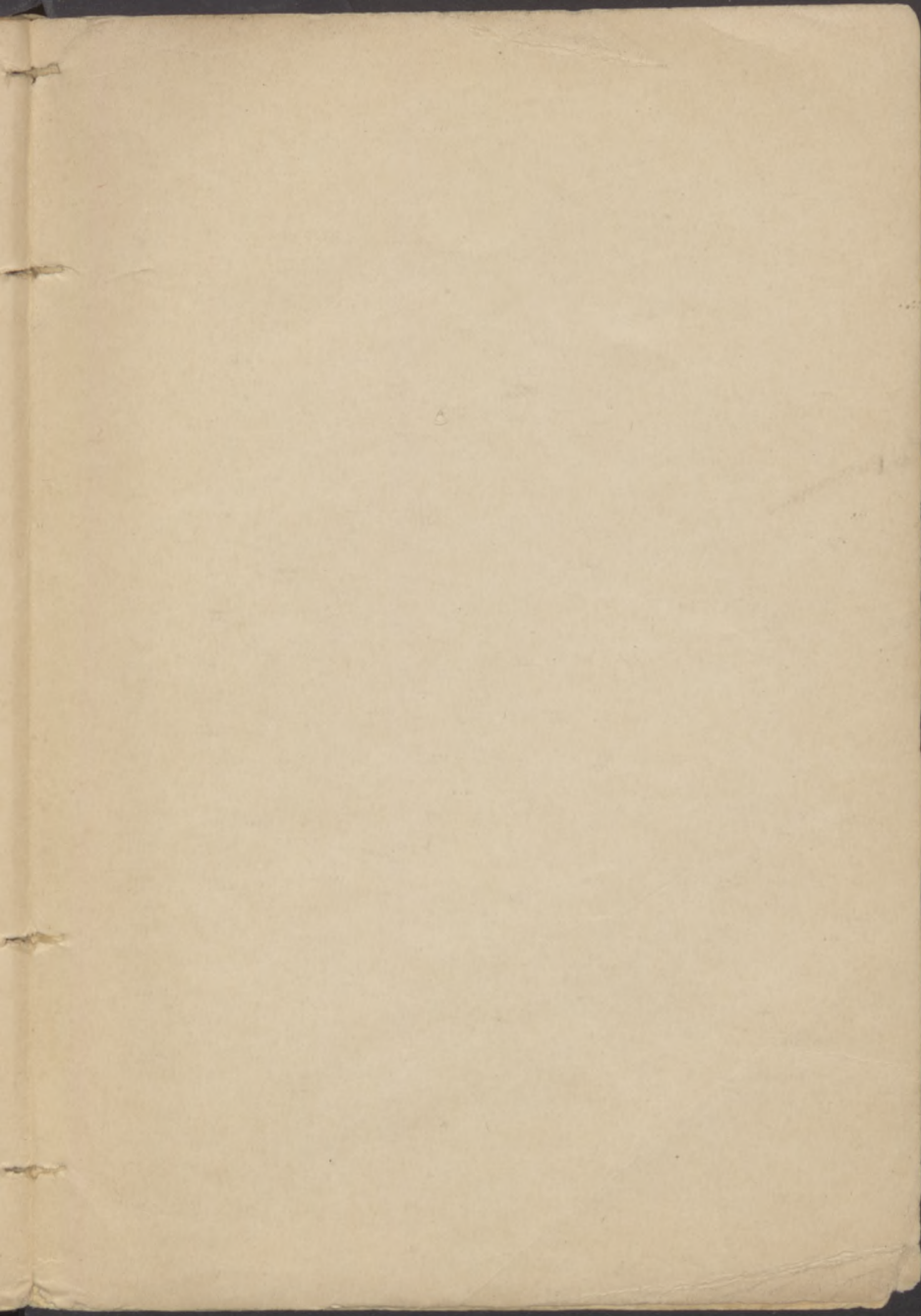
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|-----|--------|--------|
| 35. | R—R7 | R—K3 |
| 36. | R—R5 | R—K2 |
| 37. | R—R | K×P |
| 38. | R—Bch | K—Q3 |
| 39. | R—Qch | K—B3 |
| 40. | R—Bch | K—Q2 |
| 41. | R—B5 | K—Q3 |
| 42. | R—B2 | P—QKt4 |
| 43. | R—QKt2 | K—B4 |

and White resigned the struggle which Black had masterfully conducted.



THE END.

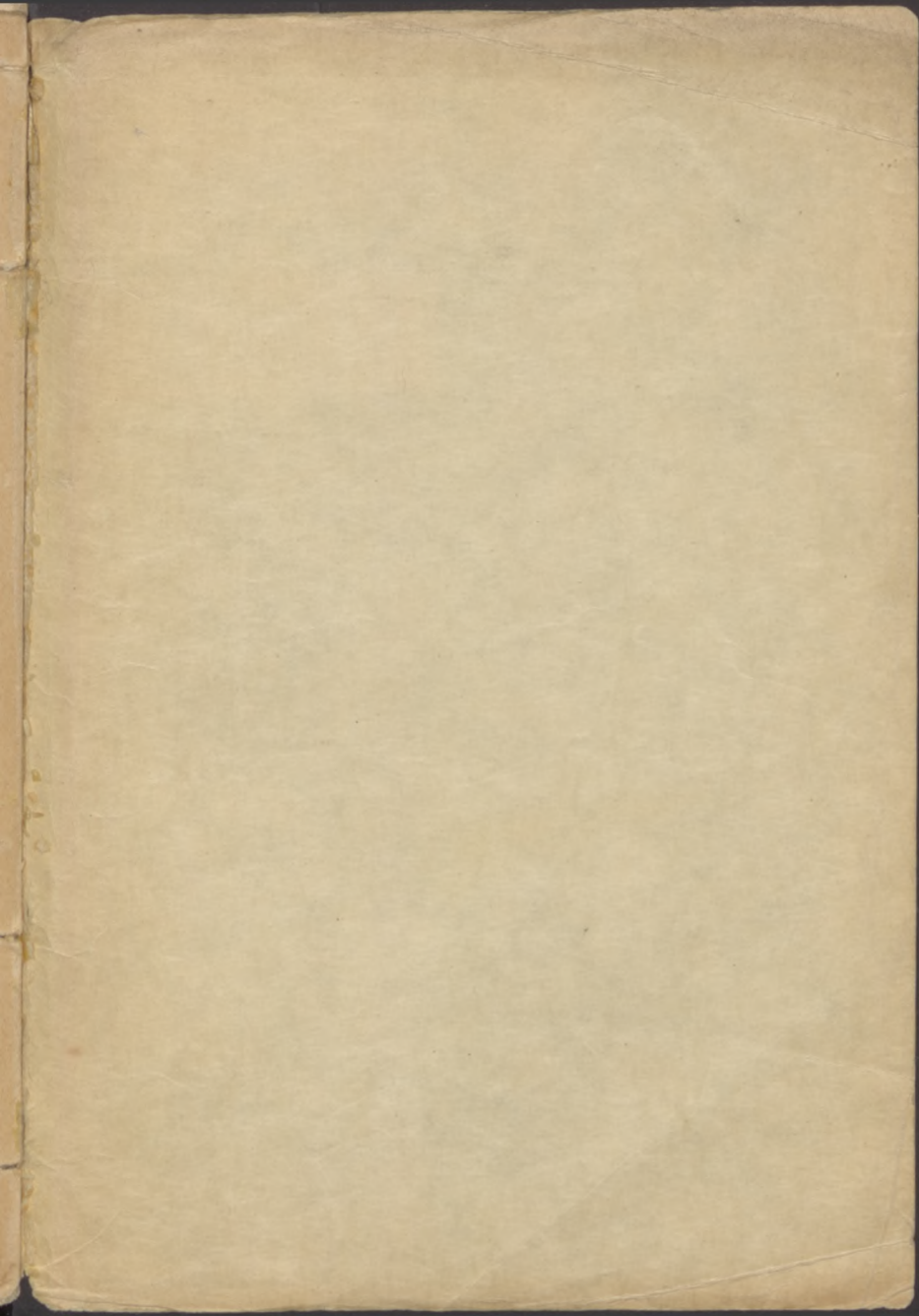




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