KERES' BEST GAMES OF CHESS
1931—1940

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Selected and Annotated by
FRED REINFELD

With a Preface by
PAUL KERES

PHILADELPHIA
DAVID McKAY COMPANY
WASHINGTON SQUARE

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Printed in the United States of America

PREFACE

By Paul Keres

Mr. Reinfeld has asked me to supply an introduction to this collection of my best games. It gives me great pleasure to accede to his wishes, for I feel that the summary of my chess activities up to now, and the views expressed about tourneys I have played in and masters I have met, will also tell the reader something about the games that follow.

I was born on January 7th, 1916, in Narva, a small town in Estonia. My earliest acquaintance with chess was made at the age of four, by looking on when my father played. My "sparring partner" at that time was my brother (three years older than myself), with whom I agreed on a set of rules of play—although I must admit that these only approximated the actual rules of the game! Naturally we had no idea of how to castle, and capturing *en passant* was unheard of; but the main thing was: we played. We could not expect any explanations from our parents, for they were displeased with the attention we gave the game. We did not know of the existence of such things as chess books, since we were not even aware that a game of chess could be recorded! Not until 1924 did we discover this "secret"; at that time we noticed some mysterious chess signs in an Estonian youth magazine and finally deciphered them. This of course led to a hunt for chess literature, which was, however, far from easy to obtain in a small town. Hence I copied down every single game that came my way, ultimately reaching a total of 800 games, each of which I had naturally played over at least twice.*

As one can see, the conditions for my development as a chess player were not very promising; but this was outweighed by my intense interest in the game. The first chess manual on which I laid eyes was, as might be expected, the famous Dufresne. I came across it in 1927, and at once took up the laborious task of copying it out and translating it. I studied it very thoroughly, and in this way acquired the rudiments of chess theory. At that time, then, I was still a pure natural player without any instruction from anyone else. This was the state of affairs when I entered my first open competition in the form of the "lightning-play"† Championship of Parnu in 1929. At first I was denied admittance, but after playing two games with the champion of Parnu and winning one and losing the other, I was allowed to take part. But what a surprise awaited me—and everyone else! I scored 100% in the tournament.

This was a tremendous stimulus for a thirteen-year-old schoolboy, and my chess studies became more zealous than ever. I took part in the Parnu Championship and came second in a strong field, half a point behind the champion. This success led to my being placed on third board

*One is reminded of Charousek, who is said to have copied out the *Handbuch* in its entirety! (F.R.)

†Ten-second chess.

in a team match against Viljandi, where I was paired with I. Raud, who was already well known at that time. The first game ended in a draw, but in the second I reached an ending with two Pawns to the good and fell into a mate ! This defeat made me miserable for a long time, but it taught me a valuable lesson. In 1930 there followed a national students' tournament at Tallinn, with myself as the youngest competitor. I came first, a point and a half ahead of my brother.

These were the initial successes on which my chess career was based. I was eager to increase my tournament experience, but the opportunities for practical play in Parnu were slim. Hence in 1931 I turned to correspondence play and to a certain extent to problem composing. In the following years, I often had as many as 150 games in progress ; this naturally made it impossible for me to play them all well, but had the useful effect of deepening my theoretical knowledge and giving me an insight into all aspects of the game. Later on, this proved of great value to me in tournament play. All in all, I consider correspondence play a valuable means of practice when one is unable to play over the board for a long time. Incidentally, I participated in two more national students' tourneys during this period (Tartu in 1932, Parnu in 1933). I won both, the first one with a clean score.

I had obtained so much practice in correspondence play that by 1933 I felt capable of holding my own with the best players of Estonia. I was unable to take part in the 1932 tournament at Tartu, but I managed to enter the 1933 tournament at Tallinn, where I led the field until the final round. I had black, answering 1. P—Q 4 with ....P—K 4 and eventually losing. This again was a useful lesson, as I realized that one should not adopt in over-the-board play the complicated and risky openings which are suitable for correspondence play. In a tournament at Rakvere in 1934 I succeeded in entering the master class, and in the same year I took part in the Estonian Championship, tieing with Friedemann for first prize and winning the tie-match by 2—1. I have managed to retain the title without interruption to this day.

Thus I had again taken a big step forward, and my next attempt would be in the international field. I had played a number of games with Mikenas (who was born in Estonia) and had not come off so badly. The opportunity came sooner than I had expected ; in the summer of 1935 the German Chess Club in Tallinn celebrated its fiftieth year by staging a small international tournament with Saemisch, Danielsson, Böök, Berg and others. At first I played very timidly, but I soon realized that these masters were not so formidable as I had imagined ; and from that moment things went much more smoothly. Eventually I landed in second place, behind my countryman Schmidt. The Estonian Chess Federation was so pleased with the outcome of the tournament that it decided to send a team to the impending Team Tournament at Warsaw. This was a marvellous prospect, for there one would meet many grand masters, with Alekhine at their head. Again I played too timidly at the start, losing to Alekhine in the second round out of sheer awe, although I had quite a good game. The same experience was repeated against Flohr. Against the other masters, however, I did rather well, ending up with the respectable percentage of 67% on first board. This led to an invitation to play

at Bad Nauheim the following year, the entry including Alekhine, Bogolyubov, Stahlberg, and Vidmar. I resolved to play very cautiously in this tournament, so as to make a creditable showing. I was even fortunate enough to go through the tournament undefeated, dividing first and second prizes with Alekhine. Imagine my joy! But the exertion was too great for an inexperienced player, and the reaction came in the tournament which started two weeks later at Dresden; I tied for eighth place in a field of ten players.

The chess world was now undecided as to whether my good luck at Nauheim had been exceeded by my bad luck at Dresden, and my next task was therefore to repeat my good showing. Hence I accepted an invitation to play at Zandvoort that same summer; the entry included Euwe, Fine, Bogolyubov, Maroczy, Gruenfeld, and Spielmann. By dividing third and fourth prizes with Tartakover, I completely removed the bad impression; and my return to good form was further emphasized by my attaining 77% at first board in the Munich Team Tournament, which took place a short time later.

With these results I had attained a place among the international masters, and my next objective was to strengthen my position. In addition, I wanted to secure more practice and experience, and I therefore determined to take part in as many tournaments as possible in 1937. The round of tourneys began with Margate and continued through Ostend, Prague, Vienna and Kemeri. I did rather well in these contests, succeeding in at least sharing the first prize, with the exception of Kemeri, where I divided fourth and fifth prizes with Alekhine, half a point behind first place. I then played in a small international tourney at Parnu, tieing for second, third and fourth prizes. There followed the Stockholm Team Tourney, in which I achieved 73%.

Thus we come to the greatest chess event of 1937, the Semmering-Baden Tournament of 1937, with Fine, Capablanca, Reshevsky, Flohr, Ragozin, Petrov and Eliskases as competitors. As I had had plenty of practice during this year and ample rest before the beginning of the tourney, I felt that I was in excellent form. I felt that my play had matured considerably; and, as it turned out, I succeeded in winning the tournament. This led to my being frequently mentioned as a candidate for the World Championship; but my own view was that I was not yet ready and still lacked the necessary experience. More tournament play was in order.

After the considerable exertions of 1937, I took a good long rest, which explains why I did not accomplish much in the early part of 1938. I divided the second and third prizes at Hastings, and drew a match with Stahlberg at 4—4. Subsequently I came second at Noordwijk and then returned to my university studies at Tartu, playing no chess for some time prior to the famous "Avro" Tournament.

Before the tournament started, my chances were not assessed as very high; and this judgment was a fair one, for after my Semmering success I had not accomplished anything that could be considered worthy of a World Championship aspirant. In addition, the list of competitors (Alekhine, Botvinnik, Capablanca, Euwe, Fine, Flohr, and Reshevsky) was inconceivably formidable. However, I had not set my heart on the first prize, but merely hoped to make a good showing. I therefore played

a tranquil and solid game, without unnecessary risks. At first it seemed that Fine could no longer be overtaken after his magnificent start of 5½ points out of his first six games, but he relaxed in the second half of the tournament. This unique tournament finally resulted in a tie for first prize between Fine and myself, but through the application of the Berger System I was considered the winner of the tournament and hence the official candidate for a match for the World Championship. Thus I had strengthened the impression created by my Semmering success and the road to a title match was now open. However, I still felt that a match would be premature, as I realized that my play required strengthening in various technical details.

Instead of taking a rest after this fearfully difficult struggle, I repeated the same mistake I had made after the Nauheim tourney of 1936, and went to Russia to play in the Leningrad-Moscow Tournament. The outcome was just what might have been expected : a tie for twelfth and thirteenth places in a field of eighteen players. What a fall after so brilliant an achievement ! Despite my eagerness to redeem myself, I avoided a third repetition of my mistake, and declined an invitation to play in the second Kemeri Tournament. After a pause in which I had had a good rest, I played at Margate, where I succeeded in winning ahead of Capablanca and Flohr. Then I proceeded to the Argentine, obtaining 71% on first board in the Team Tournament, and dividing the first and second prizes with Naidorf in the ensuing tourney. With these contests over, I returned to Europe to meet Dr. Euwe. While our encounter was to be in the nature of a practice match, it was not without its significance for the next World Championship Match. Despite the long ocean voyage and the brevity of the rest period, I managed to defeat this formidable opponent by the narrow margin of 7½—6½, thus consolidating my position as candidate for a title match. I now look forward to a match with Alekhine, but there is, of course, hardly any possibility that this can take place in the near future.

My style is generally considered one that tends toward combinative complications. This was unquestionably true of the period 1935–1937, in which the influence of my correspondence play still dominated. When playing by correspondence, I sought to complicate positions as much as possible, even in the opening stage, as I feared that a positional struggle might become boring. I retained the same policy in my early tournaments, but after several disastrous experiences, I had to change my views. I first adopted a more sensible style in the Semmering Tournament, and with excellent results. In 1938 my chief problem was, therefore, to become more familiar with this new style, which gives preference to the more solid and positional aspects of the game. My experiences have taught me that this is the style which is the proper one against opponents of equal strength. Hence I have become a devotee of the solid openings, and in the middle game I undertake risky attacks only when the chances favour me. My inclination is now toward the accumulation of slight advantages, although to translate these into victory is more arduous than to win—or lose !—by means of direct attack.

As regards outstanding opponents, the chess world seems to be more plentifully supplied with world championship aspirants than ever before.

As a matter of fact, all the participants in the "Avro" Tournament may be considered worthy contenders for the title. It would take too much space to analyse their play in detail, and it would hardly be possible to characterize them with absolute accuracy ; but I should like to give my personal opinions about them. The present world champion, Alekhine, is still the most brilliant and most strikingly inventive of all the masters. He is dangerous at all times, his mastery of every aspect of the game is impressive, and one can always expect a surprise from him. In my opinion his most dangerous rival is Botvinnik, the iron logician. How Botvinnik can ever lose a game when he is in his best form, is something I can hardly conceive of. His finest results have consistently been achieved in Russian tournaments. A match between these two great masters would unquestionably be interesting and exciting. Since his loss of the title to Alekhine, Euwe no longer seems able to attain his best form ; Flohr, for other reasons, is unable to give of his best ; and Reshevsky and Fine have played very little since the "Avro" Tournament. As for myself, I am quite prepared to contest a match for the title with Alekhine, and I believe that he could not take any liberties in such a match. However, these are only my own views, and only the future can tell us whether they are right.

I believe that I have now provided the reader with a suitable background for the following games, which have been so beautifully annotated by Mr. Reinfeld. I hope that the reader will derive much pleasure from these games, especially since their value has been so enhanced by the notes and by the introductory comments.

PAUL KERES

TOURNAMENT RESULTS

		Place	+	−	=
1935	Tallinn	2	6	2	1
1935	Warsaw*	5	11	5	3
1935	Helsingfors	2	6	1	1
1936	Nauheim	1–2	4	0	5
1936	Dresden	8–9	2	4	3
1936	Zandvoort	3–4	5	3	3
1936	Munich*	1	12	1	7
1937	Margate	1–2	6	0	3
1937	Ostend	1–3	5	2	2
1937	Prague	1	9	0	2
1937	Vienna	1	4	1	1
1937	Kemeri	4–5	8	2	7
1937	Parnu	2–4	3	1	3
1937	Stockholm*	2	9	2	4
1937	Semmering	1	6	2	6
1938	Hastings	2–3	4	0	5
1938	Noordwijk	2	4	0	5
1938	"Avro"	1–2	3	0	11
1939	Moscow	12–13	3	4	10
1939	Margate	1	6	0	3
1939	Buenos Aires*	5	8	2	4
1939	Buenos Aires	1–2	7	1	3
			131	33	92

* Indicates Team Tournaments.

ESTONIAN TOURNAMENTS

		Place	+	−	=
1929	Parnu	2	13	4	1
1930	Tallinn	1	7	0	2
1932	Tartu	1	9	0	0
1933	Parnu	1	11	0	1
1933	Tallinn	3–4	5	2	0
1934	Rakvere	2	6	1	2
1935	Tallinn	1–2	6	2	1
1935	Tartu	1	22	0	2
1936	Tallinn	1	8	0	2
1937	Tallinn	1	6	0	3
			93	9	14

MATCHES

		+	−	=
1935	Tartu Kibberman	3	1	0
1936	Parnu Schmidt	3	3	1
1938	Gothenburg Stahlberg	2	2	4
1940	Amsterdam Euwe	6	5	3
		14	11	8

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PART I

STORM AND STRESS

Early Correspondence Games 1931-1936

It may safely be asserted that the games of no other master—not even Morphy or Alekhine—rank with those produced by Paul Keres at the comparable ages of between 16 and 20. Only the games of Alekhine played during the same age span are worthy of comparison.

The three motifs which weave incessantly through the games in this section are : *attack, gambit* and *sacrifice.* While these games appropriately display the mettlesome spirit of a youngster, there are two other reasons for their extraordinary sparkle. When the famous master embarks on a combination, his respectful or intimidated opponents give him the benefit of the doubt, and prefer to decline his sacrifices. When an unknown like the young Keres makes sacrifices, the proffered material is seized greedily and heedlessly. In addition, it must be remembered that correspondence play reinforces a player's combinative ability by giving him time and leisure, and freeing him from the time limitations and nervous strain of international tournament play.

A rapid review of these games offers some interesting conclusions. We note that Keres generally plays gambits whenever the opportunity is given him. In Game No. 4 he makes use of his favourite Pernau Gambit, one of the wildest lines of play in the whole repertoire of King's Gambit variations. Game No. 6 illustrates his innovation 5. Kt—Q 2 ! which has infused new life into White's side of the Falkbeer Counter. He adopts the brilliant and involved Moeller Attack twice (Games No. 5 and 9) ; this is another opening variation which has been enriched by his researches. Against the French Defence (Game No. 7) and Alekhine's Defence (Game No. 10), he is not content to adopt simple positional policies, but boldly turns them into gambits as well !

With the black pieces, the picture is much the same. Keres adopts the Albin Counter Gambit in Game No. 1, and in Game No. 2 he has Black in an almost equally romantic opening (Centre Game), to which he contributes an important opening innovation. In Game No. 8 he adopts the Queen's Pawn Counter Gambit, which has been discredited for almost a century ! In Game No. 3 he adopts the French Defence, conducting an enterprising attack and refraining from castling.

Thus we see how Keres continually goes out of his way in his quest for risky complications ; how he carefully re-examines the extant analyses and eagerly searches for revivifying novelties ; how even the openings and endings are given a combinative turn.

GAME 1

ALBIN COUNTER GAMBIT

Played by Correspondence, 1931-1932.

White's persistent neglect of an elementary developing move brings with it its own appropriately drastic punishment.

A. KARU *White*	P. KERES *Black*
1. P—Q 4	P—Q 4
2. P—Q B 4	P—K 4

Time plays an important part in this "positional gambit." Black offers a Pawn by 3. Q P×P, P—Q 5 with the idea of developing rapidly while White loses time and gets his pieces on awkward squares in attempting to maintain the extra Pawn. However, by concentrating on his development and causing Black to lose time in regaining the K P, it is White who gains the upper hand; and long experience has confirmed this latter view.

3. Kt—Q B 3	K P×P
4. Q×P	Kt—Q B 3

White has selected a different course, but young Keres is not to be cheated of his desired Pawn-sacrifice!

5. Q×Q P	B—K 3
6. Q—Q Kt 5	

Better than 6. Q×Q ch, R×Q after which Black's superior development regains the Pawn advantageously; *e.g.*, 7. P—K 3, Kt—Kt 5; 8. R—Kt 1, Kt—B 7 ch; 9. K—K 2, B×P ch and wins.

6.	P—Q R 3

Continuing in the same vein: if now 7. Q×Kt P, Kt—Q 5; 8. Q—K 4, Kt—K B 3; 9. Q—Kt 1, B—K B 4; 10. P—K 4, Kt×P! 11. Kt×Kt, B—Kt 5 ch; 12. B—Q 2, B×B ch; 13. K×B, Kt—B 7 ch! and wins.

7. Q—R 4	B—Q Kt 5

This move also has its bit of poison: the plausible reply 8. P—Q R 3 is to be met with 8. .... P—Q Kt 4!! 9. P×P, Kt—Q 5! 10. P×P dis ch, P—B 3 and White can resign, as he has no defence against the threatened .... B—Kt 6.

8. B—Q 2

White cautiously decides to return the extra Pawn, but this leaves him burdened with the same tactical difficulties, and no material solace for them. In a game Marshall-Duras, Carlsbad, 1907, White continued 8. P—K 3, furthering his development and guarding the Q B P—in the sensible realization that the weakening of his Pawns by ....B×Kt ch is outweighed by two open files and the superb diagonal Q R 3—K B 8.

8.	B×P
9. P—Q R 3	P—Q Kt 4

Balking White's hope of ridding himself of one of the dangerous Bishops.

10. Q—B 2

Unavoidably losing time, for if 10. Q—Q 1, Kt—Q 5! wins the exchange (threat: ....B—Kt 6!).

10.	Kt—Q 5
11. Q—K 4 ch	B—K 2
12. Kt—B 3	

Again White avoids P—K 3. After 12. P—K 3, Kt—Kt 6; 13. R—Q 1, B×B; 14. B—B 1! (a fine point which Karu doubtless missed),

White could fight on, despite the loss of castling. Or if 12. P—K 3, B×B; 13. P×Kt! B—B 5; 14. Q—B 6 ch etc.

12.	P—Q B 4
13. R—B 1	Kt—K B 3

Further gain of time.

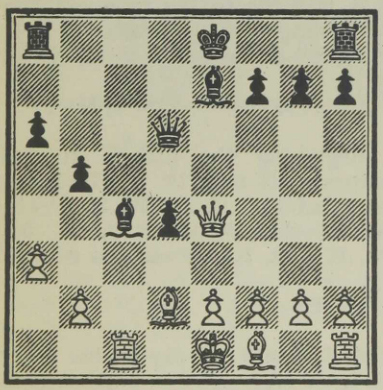
14. Q—Kt 1	Q—Q 3!
15. Kt×Kt	

If 15. P—K 3, Kt×Kt ch; 16. P×Kt, R—Q 1 and 17. ....B—Kt 6 is immediately decisive.

15.	P×Kt
16. Kt—K 4	Kt×Kt
17. Q×Kt	

Now we see the reason for White's 15th move: he menaces the Q R, and also has the simplifying B—Kt 4 in reserve. But Keres must have provided for this when he played his 14th move.

Position after 17. Q×Kt



17.	O—O!

This apparently simple move is part of a striking conception: if now 18. B—Kt 4, Q×B ch! 19. P×Q, B×P ch; 20. K—Q 1 (20. R—B 3 does not propitiate the enemy: 20. ....P×R; 21. P×P, B×P ch; 22. K—Q 1, B—Kt 6 ch; 23. K—B 1, Q R—Q 1 etc.), B—Kt 6 ch; 21. R—B 2, Q R—B 1 with a winning game. Black's lead in development is the decisive factor.

(Or 21. Q—B 2, B×Q ch with a won end game.)

18. B—B 4	Q—Q 1
19. R—Q 1	B—B 3
20. Q—B 3	R—K 1
21. P—Q Kt 3	

White is as far away from P—K 3 as he ever was! The text is intended as a prelude to P—K 3, which if played at once is answered by 21. ....P—Q 6 with a winning game.

21.	P—Q 6!!

Keres offers the piece in order to bring off the following charming combination: 22. P×B, Kt P×P; 23. P—K 4, B—B 6 ch; 24. B—Q 2, B×B ch; 25. R×B, P—B 6! 26. R×P, P—B 7!! 27. R×Q, Q R×R and wins, despite the enormous disparity in material!

If 24. R—Q 2 (instead of 24. B—Q 2 as above), there could follow 24. ....R—Kt 1; 25. Q—Q 1, R×P ch; 26. B—K 3, R—Kt 7 and wins. Again White's backward development tells against him.

22. P—K 4

Refusal is no better.

22.	B—B 6 ch
23. B—Q 2	Q—Q 5

Leaving White no choice.

24. B×B	Q×B ch
25. R—Q 2	R×P ch!

White resigns, for if 26. Q×R, Q—B 8 ch; 27. R—Q 1, P—Q 7 mate. A slick finish.

GAME 2

CENTRE GAME

International Correspondence Tournament, 1932-1933.

(Brilliancy Prize.)

This is the earliest known game in which Keres carries out an attack in the grand manner. One can only marvel at the poise and sophistication of the youthful victor.

BARON M. v. FEILITZSCH *White*	P. KERES *Black*
1. P—K 4	P—K 4
2. P—Q 4	P×P
3. Q×P	Kt—Q B 3
4. Q—K 3	Kt—B 3
5. Kt—Q B 3	B—Kt 5
6. B—Q 2	O—O
7. O—O—O	R—K 1
8. B—Q B 4	

This antiquated opening is rarely seen nowadays, as Black is generally able to seize the initiative.

The text is an attempt to obtain a speculative attack at the cost of a Pawn (8. ....B×Kt; 9. B×B, Kt×P; 10. Q—B 4 etc.; Winawer-Steinitz, Nuremberg, 1896.) But Keres prefers to take the offensive himself!

8.	P—Q 3

Still better, as Keres observes, was ....Kt—Q R 4! at once, making ....P—Q 4 possible.

9. P—B 3	Kt—Q R 4!
10. B—Q 3	P—Q 4

Not only freeing himself at one stroke, but threatening ....P—Q 5.

11. Q—Kt 5	P—K R 3!

If at once 11. ....P—Q 5; 12. Q Kt—K 2, B×B ch; 13. R×B and Black cannot play ....P—B 4. Hence he first forces the Queen off the rank.

12. Q—R 4	P—Q 5!
13. Q Kt—K 2	B×B ch
14. R×B	P—B 4

White is not only sadly backward in his development—he is already menaced by a storming advance of the hostile Pawns against his King. The opening has proved a fiasco.

15. P—Q B 4	

After this White's Bishop is worthless, and Black's Q P, being passed, is more formidable than ever. White discarded P—Q Kt 3 on the grounds that it would weaken his black squares and would restrain the advance of the Pawn avalanche but a short time; but the text likewise sets up only a flimsy barrier.

15.	B—K 3
16. P—Q Kt 3	

It is futile to try to avoid this weakening move (if 16. R—Q B 2, P—Q Kt 4! forces 17. P—Q Kt 3).

16.	P—Q Kt 4!

Beginning the attack in real earnest. If now 17. P×P, Keres intended 17. ....B×P! 18. P×B, Kt×P ch; 19. K—B 2, Kt×R; 20. K×Kt, Kt×P ch and wins.

17. Kt—B 4	

At last making way for the other Knight. 17. R—B 2 would transpose into the text.

17.	P×P
18. Kt×B	R×Kt
19. P×P	R—Kt 1
20. Kt—K 2	Q—Kt 3!

Black's Pawn advance has re-

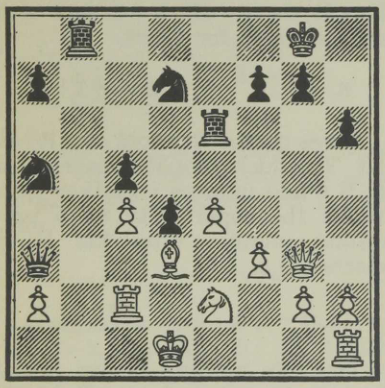
sulted in the opening of the Q Kt file, which he now proceeds to exploit to the utmost. The immediate threat is .... Kt×B P.

21. K—Q 1	Q—Kt 5
22. Q—Kt 3	Kt—Q 2 !

Protecting the Q R and thus freeing his Queen—and also making room for his K R along the third rank. This unobtrusive move is the prelude to some charming combinative play.

23. R—B 2	Q—R 6 !

Position after 23. .... Q—R 6 !



24. P—B 4

This is refuted in elegant style, but Keres disposes of the alternatives as follows :

I. 24. Kt—B 1, R—Kt 8 ; 25. K—K 2, Kt—K 4 ; 26. P—B 4, R—K Kt 3 ! and wins.

II. 24. K—Q 2, Kt×P ch ; 25. B×Kt (if 25. R×Kt, Kt—K 4 ; 26. P—B 4, Kt×R ch ; 27. B×Kt, R—Kt 7 ch, with a winning attack), Q—K 6 ch ; 26. K—Q 1, P—Q 6 ; 27. B×P (or 27. R—Q 2, P×Kt ch ; 28. R×P, Q—Q 5 ch), Q×B ch ; 28. R—Q 2, R—Kt 8 ch ; 29. Kt—B 1, Q—R 6 ! 30. R—Q B 2, R×Kt ch ; 31. R×R, Q—Q 6 ch ; 32. K—K 1, Q—K 6 ch ; 33. K—Q 1, Kt—K 4 ! 34. Q—K 1, R—Q 3 ch ; 35. K—B 2, Q—R 6 ; 36. R—R 1, Q—Q 6 ch and wins.

24.	R—K Kt 3 !
25. Q—B 3	R×P !

Keres shows that this Rook cannot be accepted :

I. 26. Q×R, Q×B ch ; 27. K—B 1, Q—K 6 ch ; 28. K—Q 1 (if 28. R—Q 2, Kt×P ! 29. Kt—Kt 3, Kt×R ; 30. Q×Kt, R—Kt 8 ch ; 31. K—B 2, R—Kt 7 ch !), P—Q 6 ; 29. R—Q 2 (if 29. R—Q B 1, R—Kt 7 !), Kt×P and wins.

II. 26. Q×R, Q×B ch ; 27. R—Q 2, Q—Kt 8 ch ; 28. Kt—B 1, Kt×P ; 29. Q—B 2, Kt×R ! 30. Q×Kt, Q×P and wins.

26. P—K 5

Keeping the Rook under attack, and threatening B—R 7 ch. Keres could extricate himself with the prosaic reply 26. .... R—K Kt 3 ; but instead he chooses a risky-looking continuation which soon leaves *two more* pieces *en prise* !

26.	R—Q Kt 8 ch !
27. R—B 1	

If 27. Kt—B 1, R×R ! 28. B—R 7 ch, K×B ; 29 Q×Q, R (8)× Kt ch ; 30. Q×R, R×Q ch ; 31. K×R, Kt×B P (Keres).

27.	Kt×B P ! !

Again he avoids the safer but slower variation (27. .... R×R ch ; 28. Kt×R, Q—Kt 7 ; 29. B—K 2 etc.).

28. R×R

The alternative 28. B—R 7 ch, K×B is analysed by Keres as follows :

I. 29. Q×Q, Kt×Q and the Rook at Q Kt 8 is protected.

II. 29. Q—K 4 ch, P—Kt 3; 30. Q×Q R (if 30. R×R, Kt—K 6 ch; 31. K—K 1, Q—R 4 ch and wins), R×Kt! 31. K×R, Q—K 6 ch; 32. K—B 1, Kt—Q 7 ch and wins. If 31. R×Kt, Q—K B 6!!

28.	Kt—K 6 ch
29. Q×Kt	

If 29. K—Q 2, Q—B 6 mate (very pretty!) or 29. K—K 1, Q—R 4 ch and mate in two more moves.

29.	P×Q
30. B—B 4	Q—R 5 ch!

White resigns, as he must lose at least a piece: 31. B—Kt 3, Q—K 5! 32. R—Kt 2, R×Kt; or 32. B—B 2, Q—Q 4 ch. Le Lionnais calls this game "a modern Iliad."

GAME 3

FRENCH DEFENCE

International Correspondence Tournament, 1932-1933.

One is accustomed to thinking of this defence as a conservative one, yet it has been favoured by such aggressive players as Spielmann, Alekhine, Reti, Bogolyubov, Botvinnik and Stahlberg. The paradox can doubtless be explained in this way: the French Defence is just passive enough to invite an attack by White, and solid enough to assure Black good prospects of warding off the onslaught with excellent chances of counter attack.

M. Seibold *White*	P. Keres *Black*
1. P—K 4	P—K 3
2. P—Q 4	P—Q 4
3. Kt—Q B 3	Kt—K B 3
4. B—Kt 5	B—Kt 5

This most aggressive form of the defence frequently appears in Keres' early games.

5. P—K 5	P—K R 3
6. B—Q 2	B×Kt
7. B×B	

It is more customary to reply 7. P×B. In that event, White's Pawn position is somewhat weakened, but he has greater attacking possibilities than after the text.

7.	Kt—K 5
8. Q—Kt 4	

Or 8. B—Kt 4, P—Q B 4! 9. B×P (if 9. P×P, Kt×K B P!), Kt×B; 10. P×Kt, Q—R 4 ch with a good game for Black.

8.	K—B 1!

Keres prefers to avoid ....P—K Kt 3, which would weaken his K B 3 and in some variations give White the opportunity for a promising sacrifice after his K B reaches Q 3.

9. B—Q 3

There is nothing to be gained from 9. B—Kt 4 ch, P—B 4! 10. B×P ch (or 10. P×P, Kt—Q B 3), Kt×B; 11. P×Kt, Q—B 2. In either event Black recovers his Pawn with a good game.

9.	Kt×B
10. P×Kt	P—Q B 4
11. P—K R 4	

See the note to move 7. If White were less intent on an aggressive policy, he would have adopted Keres' suggestion 11. Q—Q 1, Q—R 4; 12. Q—Q 2, Kt—B 3; 13. Kt—B 3 with approximate equality.

11.	Q—R 4!

Beginning the attack on White's heel of Achilles. Since 12. Kt—K 2 ? is out of the question (12. .... P—B 5), White must already reconcile himself to the loss of a Pawn.

12. K—Q 2 Kt—B 3

More straightforward would have been 12. ....P×P ; 13. Q×Q P, Kt—B 3 ; 14. Q—K B 4, P—Q 5 ; 15. Kt—K 2, P×P ch ; 16. Kt×P, Q×K P etc.

13. Kt—B 3

Or 13. P×P, P—Q 5 ; 14. Kt—K 2, P×P ch ; 15. Kt×P, Kt×P and White has even less to show for his Pawn minus.

13. ..... P×P
14. Kt×P Kt×P
15. Q—Kt 3

White must now make the most of his lead in development if he is to have any compensation for the Pawn.

15. ..... Kt×B

More accurate is 15. ....P—B 3 ; 16. P—K B 4, Kt×B ; 17. P×Kt, B—Q 2. Black gains time for his development, and the annoying inroad of White's Queen has been averted.

16. Q—Q 6 ch ! K—K 1

In order to provide for the development of his Bishop.

17. P×Kt B—Q 2
18. K R—K 1 Q R—B 1

Black is in no great danger, but with his Rooks disconnected and his King in the centre, his position is rather uncomfortable. The text enables him to consolidate his game.

19. Q R—B 1 Q—B 4 !

Declining the bait with thanks (19. ....Q×R P ch ? 20. R—B 2, Q—R 4 ; 21. Kt—B 5 and wins.)

20. Q—K 5 K—B 1
21. P—Kt 4

White advances his Pawns in order to open a file on the hostile King. Keres follows suit with :

21. .... P—Q Kt 4 !
22. P—K B 4 P—Kt 5
23. P×P

23. P—B 4 is of course simply met by ....P×P.

23. ..... Q×P ch
24. K—K 3 P—B 3 !

Stalemating the hostile Queen. From this point on, the game proceeds along a mounting crescendo of excitement.

25. Q—R 5

Not 25. R×R ch ? B×R and White must resign. Or 25. Kt×P ch ? B×Kt and wins.

25. ..... P—K 4

A more mature player would have selected the simpler and more forcing 25. ....R—K 1, and if 26. R—B 1, K—Kt 1 followed by .... P—K 4. But Keres impetuously chooses the more complicated way.

26. P×P

Not 26. R×R ch ? B×R and wins.

26. ..... R—K 1
27. R—B 1 !

Unfortunately this move is not only obvious—it is also strong !

27. ..... Q—Kt 3 !

If Black intended 27. ....K—Kt 1 ? he now thinks better of the idea ; for there would follow 28. R×P ! P×R ? 29. Q—Kt 6 ch, K—B 1 ; 30. Q×B P ch, K—Kt 1 ; 31. Q—Kt 6 ch, K—B 1 ; 32. R—B 1 ch and mate is unavoidable (Keres).

28. Q R—Kt 1

Black must not be given time for ....K—Kt 1.

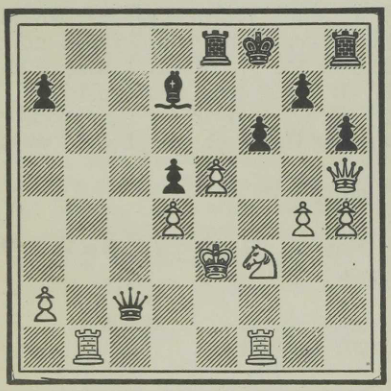
28. ..... Q—B 2
29. Kt—B 3 Q—B 4 ch !
30. P—Q 4

King moves are no better : 30. K—B 4, K—Kt 1 ! 31. P×P ? Q—Q 3 ch ; 32. Kt—K 5, Q×P ch and wins ; or 30. K—Q 2, K—Kt 1 ! 31. P×P, Q—K 6 ch with a winning position.

30. ..... Q—B 7 !

White's Queen is now in greater danger than ever (threat : ....P—Kt 3), so that he must find something to keep the pot boiling.

Position after 30. ....Q—B 7 !



31. Kt—Kt 5 ! P—Kt 3 !
32. R×P ch K—Kt 2
33. R—Kt 7 !

Best ! If 33. R—B 7 ch ? K—Kt 1 and wins.

33. ..... P×Q

Super-caution with 33. ....R—K 2 ? would only draw (34. Kt—K 6 ch ! K—R 2 ; 35. Kt—Kt 5 ch etc.).

34. R×B ch

White could make a more resourceful stab at the draw with 34. *R—B 7 ch*, K—Kt 1 ; 35. R(B 7)×B ! Q—Kt 3 (White threatened mate in two) ; 36. P×P, Q—B 4 (not 36. ....Q×P ? 37. R—Kt 7 ch, K—B 1 ; 38. Kt—R 7 ch, R×Kt ; 39. R×R and White cannot lose !) ; 37. R—Kt 7 ch, K—B 1 ; 38. R(K Kt 7)—B 7 ch, Q×R ; 39. Kt×Q, R—R 2 ; 40. Kt—Q 6 (Keres). But Black wins with 40. ....R×R ; 41. Kt×R (Kt 7), R—Kt 1 ; 42. Kt—B 5, R—Kt 7—although the ending would be quite difficult.

34. ..... K—Kt 1
35. R(6)—B 7

The slightly different position of White's Rooks enables Black to adopt a line of play which is more forcing than the one just indicated. However, it must be calculated with great care.

35. ..... Q—B 6 ch !

Good enough, but more pedestrian, was 35. ....Q—Kt 3 ; 36. P×P, Q×R ; 37. Kt×R, R—R 2 ; 38. Kt—Q 6, R×P ch ; 39. P×R, R×R and wins.

36. K—K 2

If the King goes to the K B file, Black wins at once with ....R—K B 1 or ....Q×P ch followed by ....Q×K P.

36. ..... R×P ch !

A pretty way of winding up the game. *Note that it would not have been available with White's Rooks at Q 7 and Q Kt 7*—for then one of White's Rooks would not have been *en prise* to Black's King, and hence mate (or a ruinous gain of material) would have been constantly threatened.

37. P×R Q×P ch
38. K—Q 3 P×Kt

White's position is still good for a spasmodic kick or two.

39. R—B 5

The chief variation which Keres had had to calculate on move 35 was the following (instead of the text): 39. R(B 7)—K 7, Q—Kt 6 ch; 40. K—K 2 (if 40. R—K 3, Q—Kt 1; 41. R(3)—K 7, Q—K B 1 and wins), Q×P ch; 41. K—K 1 (if the King goes to the K B file, Black gets his Queen to K B 1 and wins), Q×P ch; 42. K—K 2, Q—Kt 5 ch; 43. K—K 1, Q—Kt 5 ch; 44. K—K 2, Q×R ch; 45. R×Q, R—R 2; 46. R—K 5, R—K Kt 2 and wins.

39. ..... Q—K 5 ch

White now resigned because of the following variation submitted by Keres: 40. K—B 3, Q—B 5 ch; 41. K—Q 2, Q—Kt 5 ch; 42. K—K 3 or K—B 1, R P×P; 43. R×P ch, K—B 1; 44. R—Q 8 ch, K—K 2; 45. R×R, Q—B 6 ch regaining the Rook.

Strange!—how long White was able to preserve the Queen, and how he came within an ace of drawing, with only a Knight for the Queen!

GAME 4

PERNAU GAMBIT

International Correspondence Tournament, 1932–1933.

There is sober and saddening truth in Lord Balfour's cynical remark that the history of the human race is "a brief and discreditable episode in the history of a minor planet." For all the seeming unimportance of chess, one can take comfort in such games as the following one. Here it is literally true that "the play's the thing." Although Keres was about 16 when this game was played, it still remains his most remarkable production, and deserves to be far more widely known.

P. KERES *White*	G. MENKE *Black*
1. P—K 4	P—K 4
2. P—K B 4	P×P
3. Kt—Q B 3 ?!	

A relative of the Steinitz Gambit (3. Kt—Q B 3, Kt—Q B 3; 4. P—Q 4, Q—R 5 ch; 5. K—K 2). Both gambits, involving as they do the early move of White's King, are prone to lead to critical situations in short order—which suffices to explain the frequency with which Keres used to adopt this opening!

3. ..... Q—R 5 ch
4. K—K 2 B—Kt 5 ?

Pseudo-development. Keres expresses his preference for 4. .... Kt—Q B 3 or 4. ....P—Q 3 or the most enterprising of all—4. .... P—Q 4; 5. Kt×P, B—Kt 5 ch; 6. Kt—B 3, Kt—Q B 3!

5. Kt—Q 5 B—Q 3
6. Kt—K B 3 Q—Kt 5

Obviously not a good square for the Queen. In the event of 6. .... Q—R 4, Keres intended 7. P—Q 4, P—K Kt 4; 8. P—K Kt 4! with interesting complications.

7. P—Q 4 P—Q B 3
8. Kt—B 3 Kt—K 2
9. K—B 2 O—O

10. P—K 5 B—B 2

The evil results of Black's 4th move are clear: Black has a miserable position, and the mobilization of his Queen-side must be relegated to the far future.

11. P—K Kt 3 ! P—Q 4

To accept the Pawn sacrifice would be even worse: 11. . . . . P×P; 12. P×P (threatening R×P !), P—K R 3 (Keres refutes 12. . . . . P—B 3 with 13. B—B 4 ch, K—R 1; 14. R×P ch ! K×R; 15. Q—R 1 ch ! K—Kt 3; 16. Kt—R 4 ch winning the Queen); 13. B—R 3, Q—Kt 3; 14. Kt—R 4 and Black's Queen must retire to K R 2.

12. P×P *e.p.* ?

Very weak. The obvious 12 P×P, to be followed by K R—Kt 1, would have given White a formidable position.

12. . . . . B×P
13. Kt—K 4 ?

Relatively better was 13. P×P again intending K R—Kt 1—although here Black's prospects would be much improved in comparison to the previous note.

13. . . . . P×P ch
14. P×P ?

There was nothing better than 14. Kt×P, although Black can then continue with . . . . Kt—Q 2 and has precious little to fear. The text is based on a faulty combination.

14. . . . . Kt—B 4

This strong reply wins a second Pawn; but Keres suggests the more decisive line 14. . . . . Q×Kt ! 15. B—Q 3, P—K B 4; 16. B×Q, P×B with three pieces (and a winning attack) for the Queen.

15. B—K B 4 B×B
16. P×B Q×P
17. Q—Q 3

Not 17. B—Q 3, Q—K 6 ch; 18. K—Kt 2, R—K 1; 19. R—K 1, R—K 3 ! (Keres) and White's position collapses.

17. . . . . Kt—Q R 3
18. P—B 3 P—B 4

Black is feeling his oats, and plays strenuously for the attack. The simpler continuation 18. . . . . B—K 3 (intending . . . . B—B 5); 19. R—K 1, B—Q 4, to be followed by . . . . K R—K 1, would have been more effective.

19. R—K 1

If 19. P×P, B—K 3; 20. R—K 1, Q R—Q 1; 21. Q—B 2, Kt×P ! and White's position is desperate; 22. Kt×Kt loses after 22. . . . . Q—Kt 6 ch; 23. K—K 2, B—B 5 ch.

19. . . . . P×P
20. B—R 3 ! ?

Offering a third Pawn—a desperate venture !

20. . . . . Kt—B 4 ? !

Now the advantage suddenly switches to White !

Black has a simple win with 20. . . . . P×P; 21. B×Kt, B×B; 22. R—R 4 (suggested by Keres), B×Kt ! 23. Q×B (if 23. R×B, Kt—B 4 !), Q×Q etc.

21. Kt×Kt Q—Kt 6 ch
22. K—K 2 R—K 1 ch
23. K—Q 2

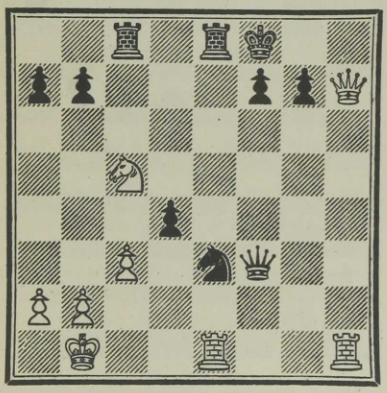
If 23. K—Q 1, Kt—K 6 ch wins; or if 23. Kt—K 4, Kt—Q 3 !

23. . . . . Q—B 5 ch
24. K—B 2 Kt—K 6 ch
25. K—Kt 1 Q×Kt

Finally regaining the piece ; but now his material advantage will be scaled down radically, and his King will be in grave danger—whilst White's King is perfectly safe !

26. B×B Q R×B
27. Q×P ch K—B 1

Position after 27. ....K—B 1



28. P×P !

He spurns the draw and plays for greater complications ! Keres points out that the attack beginning with 28. Q—R 8 ch is good for no more than a draw : 28. ....K—K 2 ; 29. Q—R 4 ch, Q—B 3 (also playable is 29. ....P—B 3 ; 30. Q×P, Q—B 4 ch ; 31. K—R 1, K—B 2 ; 32. R×Kt, R×R ; 33. Q×R, Q×Kt with equality) ; 30. R×Kt ch ! (or 30. Q—K 4 ch, K—Q 1 ! and Black is safe. If instead 30. Q×P, Q×Q; 31. P×Q, K—Q 3 with a level game), P×R ; 31. Q—K 4 ch, K—Q 3 ; 32. R—Q 1 ch, K×Kt ; 33. Q×P, Q—B 4 ch ; 34. K—R 1, P—K 7 ! 35. Q×P ch, K—B 3 ; 36. Q—R 6 ch with perpetual check.

The text maintains the tension, however ; the chief threats are R—R 3 or Q—R 8 ch followed by Q×P.

28. ..... P—B 3 !

Not 28. ....Q—B 4 ch ? ? 29. Q×Q, Kt×Q ; 30. R—R 8 mate.

29. Q—Q 3 P—Q Kt 3 !

Not 29. ....Q—B 4 ? 30. R×Kt.

30. Kt—Kt 3

This quiet retreat is best. Keres gives the following alternatives :

I. 30. Kt—K 6 ch, K—B 2 ! 31. Kt×P (if 31. Kt—Kt 5 ch, P×Kt ; 32. K R—B 1, Q×R !), Q—K 5 ! 32. Q×Q, R×Q ; 33. Kt—B 5, Kt—B 5 ! and Black has just barely managed to maintain equality.

II. 30. Kt—Q 7 ch, K—B 2 ; 31. Q—Kt 3 ch, R—K 3 and the Knight cannot be extricated.

III. 30. R—R 8 ch, K—B 2 ; 31. Q—Kt 3 ch, Q—Q 4 etc.

30. ..... K—B 2
31. Kt—Q 2 Q—Q 4 !

It is true that 31. ....Q—B 3 could have been played here, for if then 32. K R—Kt 1, Q—B 7 ch ! 33. Q×Q, R×Q ! (not 33. ....Kt×Q ? 34. R×R, K×R ; 35. R—Q B 1 and wins) ; 34. R×Kt, R×Kt ! etc. But Black is also courting complications.

32. K R—Kt 1 Kt—B 4 !

Not 32. ....Kt—Kt 7 ? 33. R—K 4 ! R×R ; 34. Q×R ! and White wins a piece !

33. Kt—K 4 ! P—Kt 3 !

Not 33. ....Kt×P ? 34. Kt—Q 6 ch !

34. Q—K B 3 Q R—Q 1 !

Black's defence continues to be on a high plane. If 34. ....K R—Q 1 ? 35. Q—Kt 2 ! Kt—K 2 (or 35. ....P—K Kt 4 ; 36. Kt×P ch, P×Kt ; 37. Q×P, K R—Kt 1 ; 38. Q—R 5 ch, K—B 1 ; 39. R×R ch, K×R ; 40. R—Kt 1 ch, K—B 1 ;

41. Q—R 8 ch and wins); 36. Q—R 2! and Black cannot meet the double threat of Q—R 7 ch and Kt—Q 6 ch.

35. R—R 1!

White's ability to find new threats all the time is amazing. Black cannot play 35. ....R—R 1? 36. R×R, R×R; 37. Kt—Kt 5 ch.

35. ..... Q×P

This move is playable, it is true, but it subjects Black to crushing burdens. He ought therefore to have played 35. ....*K—Kt* 2!! 36. R—R 7 ch? K×R! 37. Kt×P ch, K—Kt 2; 38. Kt×Q (or 38. Kt×R ch, R×Kt! 39. Q×Q, R×R ch; 40. K—B 2, Kt—K 6 ch and wins!), R×R ch; 39. K—B 2, Kt×P ch and wins. Hence Black could have played 35. ....K—Kt 2!! with the reply 36. R—R 7 ch? ruled out of consideration.

36. R—R 7 ch Kt—Kt 2

Forced: if 36. ....K—B 1; 37. Q R—R 1! R×Kt; 38. R—R 8 ch, K—K 2; 39. R×R (Keres), K×R; 40. R—Q 1. 37. ....Q×Kt ch would be better, but probably inadequate. Or if 36. ....K—Kt 1? 37. Q—Kt 3 ch, K×R; 38. Q—B 7 ch and mate follows.

37. Kt—Kt 5 ch K—Kt 1
38. R×R ch

But not 38. Q—Kt 3 ch, Q—Q 4; 39. R—R 8 ch? K×R; 40. R×R ch, Kt×R; 41. Q—R 3 ch, K—Kt 1; 42. Q—R 7 ch, K—B 1 and there is no mate! (Keres).

38. ..... R×R

If instead 38. ....Kt×R? 39. R—R 8 ch! wins.

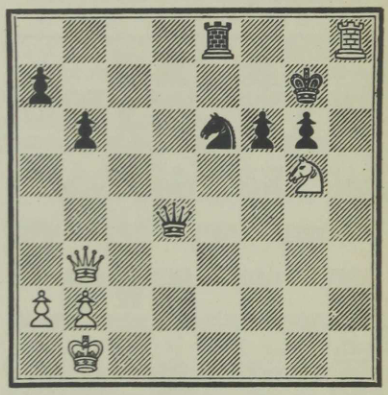
39. Q—Kt 3 ch Kt—K 3

Another forced move (39. .... R—K 3?? 40. R×Kt ch).

40. R—R 8 ch! K—Kt 2!

Black stubbornly continues to hold his own!

Position after 40. ....K—Kt 2!



Most players would now consent to a draw by R—R 7 ch—R 8 ch etc., since both Rook and Knight are *en prise*, and 41. R×R? loses the Queen after ....Q—Kt 8 ch etc. Even Alekhine might very well content himself with a draw in so barren a position. But (as Keres puts it) "White hits on a move which is so madly reckless that he regards it not so much as a serious effort to win, as an attempt to disconcert his opponent."

41. *P—R* 4!!

A move which reveals great ingenuity and profundity.

41. ..... Q—Kt 8 ch
42. K—R 2 R×R

Best; 42. ....K×R?? allows a quick mate by 43. Q—R 3 ch etc.

43. Kt×Kt ch K—R 2?

Up to this point Black has

defended well; but here he succumbs to the manifold difficulties of the position. Strangely enough, he must now lose his Rook!

Keres points out that the seemingly risky 43. ....*K—B* 2!! would have held the position, giving the following analysis: 44. Q—Q 5 (if 44. Kt—Kt 5 dbl ch, K—Kt 2; 45. Q—B 7 ch, K—R 3; 46. Kt—K 6, R—R 2; 47. Q×P, Q—Kt 5 holding the position), K—K 2! 45. Kt—B 4, Q—Kt 5; 46. Q—K 4 ch, K—B 2; 47. Q—B 4 ch, K—K 1! etc.

44. Q—Q 3! Q—B 7!

Relatively best; if 44. ....R—K Kt 1? 45. Q—R 3 mate; and on other Rook moves Keres would have played the variation foreseen on his 41st move: 45. Q—Q 7 ch, K—R 3; 46. Q—Kt 7 ch, K—R 4; 47. Q—R 7 ch, K—Kt 5; 48. Q×P ch winning the Queen.

45. Q—Q 7 ch K—R 3
46. Q—Kt 7 ch K—R 4
47. Q×R ch K—Kt 5

Even after the loss of the Rook, Black does not seem to be so badly off; and as a matter of fact, Keres is able to force the win only by a series of enchanting problem-like moves.

48. Q—R 1!

Threatening to win the K Kt P with Q—K 4 ch. Black cannot meet this threat with 48. ....P—B 4, for then 49. Q—R 6 wins the K Kt P.

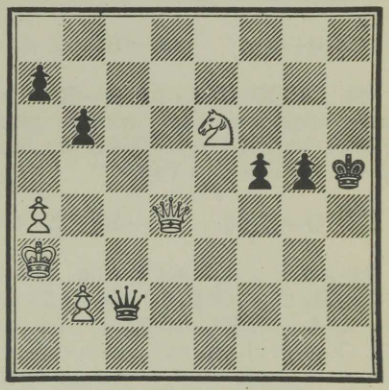
48. ..... Q—B 7
49. Q—Kt 1 ch K—R 4
50. Q—Q 4!

Powerful centralizing moves naturally play an important role in this ending. Black's best reply was .... Q—B 3; for the advance of the King-side Pawns only makes them more vulnerable.

50. ..... P—K Kt 4
51. K—R 3 P—B 4

On ....K—Kt 3; 52. Q—Q 7 is very strong.

Position after 51. ....P—B 4



52. Q—K 3 Q—Kt 7!

The more obvious 52. ....P—B 5 would lose in the following manner: 53. Q—K 5, Q—Q 6 ch; 54. P—Kt 3, Q—Kt 6; 55. Kt—Kt 7 ch, K—Kt 5 (if 55. ....K—Kt 3; 56. Kt—B 5! followed by Q—K 6 ch, Kt—Kt 7 ch and Q—R 6 ch winning the K Kt P); 56. Q—B 5 ch, K—B 6; 57. Kt—K 6! P—Kt 5; 58. Q—Q 3 ch, K—Kt 7; 59. Q—Q 2 ch winning the B P (if 59. ....K—B 6? 60. Kt—Kt 5 mate!) (Keres).

53. P—Kt 3! Q—Kt 5!

Black is almost reduced to *Zugzwang*, as Keres shows:

I. 53. ....P—B 5; 54. Q×B P! etc.

II. 53. ....K—Kt 3; 54. Q—K 5! with a winning position.

III. 53. ....K—R 5; 54. Q—K 5! (threat: Q—R 8 ch followed by Kt×P!), Q—Kt 5; 55. Q—R 2

ch, Q—R 6 ; 56. Q×Q ch, K×Q ; 57. Kt×P ch, K—Kt 5 ; 58. Kt—B 7 ! P—B 5 ; 59. Kt—K 5 ch, K—B 4 ; 60. Kt—B 3 ! K—K 5 (if 60. .... K—Kt 5 ; 61. Kt—K 1 wins) ; 61. Kt—Kt 1 ! and wins.

This last variation points to the ultimate conclusion of the game : White is to give up his Knight for the King-side Pawns, and then win on the other wing.

54. Q—K 5 P—B 5

54. ....K—R 5 ; 55. Q—R 2 ch transposes into the variation just given ; or if 54. ....Q—K 5 ; 55. Q—B 6 winning a Pawn.

55. Q—K 4 ! Q—Kt 8 ?

Or 55. ....Q—Kt 6 ; 56. Kt—Kt 7 ch, K—Kt 5 ; 57. Q—B 5 ch, K—B 6 ; 58. Kt—K 6 ! P—Kt 5 ; 59. Q—Q 3 ch (Keres) and wins, for if 59. ....K—B 7 ; 60. Q—Q 2 ch, K—B 6 (else the B P falls) ; 61. Kt—Kt 5 mate !

56. Kt×P ch ! K—R 5

Capture of the Knight would lose the Queen.

57. Kt—K 2 dis ch Q—Kt 5
58. Q—R 7 ch !

Gains time.

58. ..... Q—R 4
59. Q×Q ch K×Q
60. Kt—Kt 3 ch K—Kt 5
61. Kt—K 4 P—R 4

Or 61. ....K—B 4 ; 62. Kt×P ! K×Kt ; 63. K—Kt 4, K—B 4 (if 63. ....P—R 3 ; 64. P—R 5 !) ; 64. K—Kt 5, K—K 4 ; 65. K—R 6, K—Q 4 ; 66. K×P, K—B 3 ; 67. K—R 6, K—B 4 ; 68. K—Kt 7 and wins (Keres).

62. K—Kt 2 Resigns

This thrilling game has the heroic stature of a saga.

GAME 5

GIUOCO PIANO

International Correspondence Tournament, 1932–1933.

One of the greatest charms of correspondence play is that it affords ideal facilities for experimenting with such delightfully complicated lines as the Rice Gambit, the Moeller Attack, the Budapest Defence and the Vienna Variation in the Queen's Gambit.

P. KERES *White*	F. SACHSENMAIER *Black*
1. P—K 4	P—K 4
2. Kt—K B 3	Kt—Q B 3
3. B—B 4	B—B 4
4. P—B 3	Kt—B 3
5. P—Q 4	P×P
6. P×P	B—Kt 5 ch
7. Kt—B 3 ! ?	

The key-move of the Moeller Attack. More timid natures prefer 7. B—Q 2, which allows Black to equalize without any trouble.

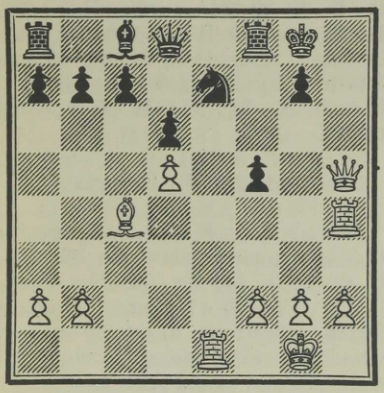
7. ..... Kt×K P
8. O—O B×Kt
9. P—Q 5 B—B 3
10. R—K 1 Kt—K 2
11. R×Kt P—Q 3
12. B—Kt 5 B×B
13. Kt×B O—O
14. Kt×R P ! ?

This sacrifice and the play it entails, are a veritable gold mine for the lover of sparkling combinative play. As a youngster, Keres lavished a great deal of attention on this variation, and one could not imagine a more useful way of schooling oneself in attacking methods.

14. ..... K×Kt
15. R—R 4 ch K—Kt 1
16. Q—R 5 P—K B 4
17. R—K 1 !

At one time it was thought that this move forces the game, but Black has an adequate defence. Current opinion is that Black has a draw (but no more) against White's strongest procedures. For alternatives see Game No. 9.

Position after 17. R—K 1 !



17. ..... Kt—Kt 3 !

A notable correspondence game (Ohls-Wagner, 1929) has shown that the plausible 17. ....R—K 1 is inadequate : 18. R—K 6 ! K—B 1 ; 19. P—K Kt 3 ! P—B 3 ; 20. R—B 6 ch ! P×R ; 21. Q—R 6 ch, K—B 2 ; 22. Q—R 7 ch, K—B 1 ; 23. R—R 6, Kt—Kt 1 (or 23. .... Kt×P ; 24. B×Kt, P×B ; 25. R—Kt 6, R—K 8 ch ; 26. K—Kt 2, B—K 3 ; 27. R—Kt 7 ! Black is a Rook and a Bishop ahead, yet he must resign !) ; 24. R—Kt 6, R—K 8 ch ; 25. K—Kt 2, Kt—R 3 ; 26. R—Kt 7 ! Resigns.

18. R—R 3

But not the superficial 18. Q—R 7 ch ? K—B 2 ; 19. R—R 6, Q—Kt 4 ! 20. R—R 5, Q—Q 7 ; 21. R—K B 1, R—K R 1 and wins.

18. ..... R—B 3 !

Here in turn Black must not snap at 18. ....Kt—B 5 ; for after 19. Q—R 7 ch, K—B 2 ; 20. R(3)—K 3, White's attack outweighs the piece, *e.g.* 20. ....Kt—Kt 3 ; 21. R—K 6 ! Kt—R 1 ; 22. B—K 2 and wins.

19. Q—R 7 ch

Stronger than 19. R—K 6, B×R ; 20. Q—R 7 ch, K—B 1 ! 21. P×B, P—Q 4 ! (Keres) and the attack is dead.

19. ..... K—B 2

If 19. ....K—B 1 ; 20. R—Kt 3, K—B 2 ; 21. R—K 6 ! and White's attack is stronger than in the text.

20. R—K 6 ! ? P—B 3 ?

Playing with fire. The forthright course would be 20. ....B×R ; 21. P×B ch, R×P ; 22. B×R ch, K×B ; 23. Q×Kt ch, Q—B 3 ; 24. R—K 3 ch, K—Q 2 ; 25. Q×Q ch, P×Q and the ending is probably a draw : Black's material advantage is academic.

21. R(3)—K 3 ! B—Q 2 ?

This is a mistake, but only play of the highest order can prove that it *is* a mistake. Keres recommends 21. ....P×P ; 22. R—K 8 ! Q×R ; 23. R×Q, K×R ; 24. Q×P, R—K 3 ; 25. B—Kt 5 ch, K—Q 1. Black would then have a formal advantage in material which would on the whole be outweighed by his undeveloped Q R and White's menacing K R P.

"After the text, White wins by simple, quiet moves which look quite natural but were nevertheless hard to discover." (Keres.)

22. R×R ch ! K×R

Not 22. ....Q×R ; 23. P×P dis ch etc.

23. R—K Kt 3 ! B—K 1

23. ....Q—K 1 would be inadequate because of 24. Q—R 5 ! followed by 25. Q—Kt 5 ch with decisive effect.

24. Q—R 5 ! K—K 2

If instead 24. ....P×P ; 25. B—Q 3 ! (stronger than 25. B×P, R—B 1 !), Q—Q 2 ; 26. Q—Kt 5 ch and wins.

The manner in which White's mobility is made to compensate for Black's extra piece is most interesting.

25. Q×P P×P

No better is 25. ....Q—B 1 ; 26. Q—Kt 5 ch, K—Q 2 ; 27. B—Q 3, Kt—K 2 ; 28. R—K 3, Q—Q 1 ; 29. Q×P (Keres) followed by B—B 5 ch and wins.

26. B×P Q—B 1

There is no other way of meeting the threatened Q—K 6 ch.

27. Q—Kt 5 ch K—Q 2
28. R—Q B 3 !

A very important move, forcing the Queen to an even more disadvantageous square.

28. ..... Q—Kt 1

Very sad !—but if 28. ....Q—Q 1 ; 29. Q—B 5 ch, K—K 2 ; 30. Q—K 6 ch, K—B 1 ; 31. R—B 3 ch etc.

29. R—Q Kt 3 ! P—Kt 3
30. R—K 3 !

This is even more exact than 30. Q—B 5 ch, K—Q 1 ; 31. Q—K 4, Q—B 2 ; 32. R—Q B 3, R—B 1 and Black can still hold out for a while (Keres).

30. ..... P—R 4

Keres dismisses the alternatives as follows :

I. 30. ....Q—B 2 ; 31. B—K 6 ch and mate next move.

II. 30. ....Kt—K 4 ; 31. Q×P ch, K—Q 1 ; 32. Q—B 6 ch, K—Q 2 (or 32. ....K—B 1 ; 33. Q—K 6 ch, B—Q 2—if 33. ....K—Q 1 ; 34. B×R etc.—34. R—B 3 ch and wins. Or 32. ....K—B 2 ; 33. Q—K 7 ch followed by R—B 3 ch) ; 33. Q—K 6 ch, K—Q 1 ; 34. B×R winning easily.

31. Q—B 5 ch ! Resigns

On 31. ....K—B 2 Keres intended an easy win with 32. Q—B 2 ch, K—Q 1 ; 33. R×B ch, K×R ; 34. Q×Kt ch. White's forcing play from move 22 on, is a wonderful example of economical utilization of one's pieces.

GAME 6

FALKBEER COUNTER GAMBIT

International Correspondence Tournament, 1933–1934.

In this game we make the acquaintance of another of Keres' fruitful opening innovations. Here he revives a variation which had been discredited for some time. An ill-considered move in the middle game exposes him to great difficulties, and he is hard-pressed by his opponent, who is one of the top-flight masters of correspondence play. From the 34th move on, White's game hangs by a hair, and he barely manages to escape with a draw.

P. KERES *White*	G. STALDA *Black*
1. P—K 4	P—K 4
2. P—K B 4	P—Q 4
3. K P×P	P—K 5
4. P—Q 3	Kt—K B 3

The alternative line 4. ....P×P; 5. B×P, Q×P received a vicious reception in a later game Keres–Vidmar : 6. Kt—Q B 3 ! Q—K 3 ch (not 6. ....Q×Kt P ? ? 7. B—K 4 etc. Probably best is 6. ....B—Q Kt 5 ; 7. Kt—B 3, Kt—K B 3 ; 8. O—O, Q—B 4 ch ; 9. K—R 1 with a promising attacking game whether Black accepts or declines the proffered Pawn) ; 7. K Kt—K 2, Kt—K B 3 ; 8. O—O, Q—Kt 3 ch ; 9. K—R 1, B—K 2 ; 10. Q—K 1 ! Kt—B 3 ; 11. P—Q R 3, O—O ; 12. P—Q Kt 4, P—Q R 3 ; 13. Q—Kt 3, Kt—Q 5 ; 14. Kt×Kt, Q×Kt ; 15. B—Kt 2, B—K 3 ; 16. Q R—Q 1, Q—Kt 3 ; 17. P—B 5 (the winning move), B—B 1 ; 18. Kt—Q 5, Q—Q 3 ; 19. B—B 4 ! K—R 1 ; 20. Kt×B, Q×Kt ; 21. K R—K 1 winning a piece (International Correspondence Chess Federation Championship 1936).

5. Kt—Q 2 ! ?	

This is the new move. It has the great merit of avoiding a pin by ....B—Q Kt 5.

5.	P—K 6

Not the best, as it presents White with the choice of two advantageous procedures.

6. Kt—B 4	Kt×P
7. Kt×P	

This is of course quite satisfactory, as the K B secures a beautiful diagonal ; but with 7. Q—B 3 or 7. P—K Kt 3, White could preserve his own K B P and confiscate the K P in short order (of course not 7. B×P ? P—Q Kt 4 and White loses a piece).

7.	Kt×P
8. P—K Kt 3	Kt—Kt 3
9. B—Kt 2	B—Q 3
10. Kt—B 3	O—O
11. O—O	Kt—B 3
12. K—R 1	

White's prospects from the positional point of view are quite bright: his K B exercises strong if indirect pressure, his Knights observe the centre squares and his Queen-side majority of Pawns can soon be set in motion.

Hence Stalda strives for counterplay : he advances his K B P in the hope of creating attacking chances.

12.	P—B 4
13. Kt—B 4 !	P—B 5

Resolutely continuing his plan ; if 13. ....B—K 2 ; 13. B—B 4, Kt×B ; 14. P×Kt (Keres) followed by the strongly centralizing occupation of K 5 by a white Knight.

14. Kt×B	P×Kt

If 14. ....Q×Kt ; 15. Kt—Kt 5 ! with an awkward position for Black, for example 15. ....P×P ; 16. R×R ch, Kt×R ; 17. Q—B 3 ! Kt—K 4 (or 17. ....Q—K 2 ; 18. Q—Q 5 ch with advantage) ; 18. Q×K Kt P and White has the better game.

15. B×P	

An important finesse ; if instead 15. P×P Black does not recapture, but plays 15. ....B—Kt 5 with the annoying threat ....Kt—R 5.

15.	Kt×B
16. P×Kt	B—Kt 5

Giving up the Pawn, for 16. .... R×P ; 17. Q—Q 2, R—B 4 ; 18. P—Q 4 ! or 17. ....Q—B 3 ; 18. Kt—Kt 5 ! is in White's favour.

17. Q—Q 2 P—K R 3

Unfortunately he cannot play 17. ....Q—B 3 at once because of 18. Kt—Kt 5 !

18. P—Q 4 ?

This weak move brings great difficulties in its train. He should have played 18. Kt—Kt 1, Q—B 3 ; 19. P—B 3, Q R—K 1 ; 20. Q R—K 1, gradually consolidating his position.

18. ..... Q—B 3
19. P—Q 5 B×Kt !

This shows admirable insight into the position. White's Bishop will have little scope, whilst the Knight will be posted effectively. In addition, White's weak Pawn position will offer convenient targets for Black's well-placed pieces.

20. R×B ! Kt—Q 5
21. R—Q 3 Kt—B 4

A beautiful square for the Knight.

22. R—Q Kt 3

The recapture with the Rook on move 20 was a wise move on White's part, as the Rook is in good play and renders useful service up to the time it is exchanged.

22. ..... P—Q Kt 3
23. B—R 3

If 23. R—K 1, Kt—R 5 ! (better than 23. ....Q R—K 1 ; 24. R—K 6 !), with strong pressure.

23. ..... Q R—K 1 !
24. Q—Q 3

Here or later B×Kt would be quite inferior, as Black's superior mobility would enable him to recover the Pawn with a lasting positional advantage.

24. ..... P—Kt 3 !
25. R—K Kt 1 K—R 2
26. R—Q B 3 R—K 2
27. B—Kt 4 Kt—Kt 2 !

Preparing to double Rooks on the K file. To do this at once would accomplish nothing : 27. ....K R—K 1 ; 28. B×Kt, Q×B ; 29. Q×Q, P×Q ; 30. R(3)—K Kt 3 (Keres) with a satisfactory position for White.

28. R—B 8 !

Keres naturally seizes the opportunity to ease his position a bit.

28. ..... R×R

But not 28. ....Q×B P ? 29. R×R, Q×R ; 30. B—R 5 !

29. B×R Kt—R 4
30. P—B 5

Sad necessity : the flamboyant 30. R×P ? is met by 30. ....Q×R ! 31. B—B 5, R—K 8 ch followed by mate.

30. ..... Kt—B 5 ?

Black's play has been of a high order, but here ....*P—K Kt* 4 first was more exact.

31. Q—K B 3 ?

For it is difficult to see why Keres rejected the continuation 31. P×P ch, K—Kt 2 ; 32. Q—K B 3, Q—K 4 ; 33. R—K B 1, Q×Q P. His fears of this variation were groundless, since he can now continue 34. Q×Q, Kt×Q ; 35. R—Q 1 and White should not lose.

31. ..... P—K Kt 4

Now Black is on the right path again, and Keres is hard put to it to hold the position together.

32. P—K R 4

A Pawn must be lost : if 32. B—K 6, Kt×B ; 33. Q P×Kt, R×P. Or if 32. P—B 3, Q—B 1 ; 33. B—K 6, Kt×B ; 34. Q P×Kt, R×P ; 35. Q—Q 3 ? Q—R 1 ch and mate follows.

32. ..... R—Q B 2
33. B—R 6 R×P
34. Q—K 4 !

Striving for counter-attack. If the Rook retreats from the seventh rank, White plays R—K 1 ; if the Rook remains on the seventh rank but leaves the Q B file, then White takes the file.

34. ..... R—Q 7 ! !

As will be seen, this daring move requires close calculation.

35. R—Q B 1 !

After 35. R—K 1, P—R 4 ! 36. Q—K 7 ch (not 36. Q—K 8 ? P—Kt 5 ! 37. R—K 7 ch, K—R 3 ; 38. K—Kt 1, Q—Q 5 ch ! 39. R—K 3, Kt—R 6 ch ; 40. K—R 1, Q×P ch ; 41. R—K 4, Q×R ch or 39. K—R 1, R—R 7 ch ! and mate follows), Q×Q ; 37. R×Q ch, K—R 3 Black should win the ending.

35. ..... P—R 4 !

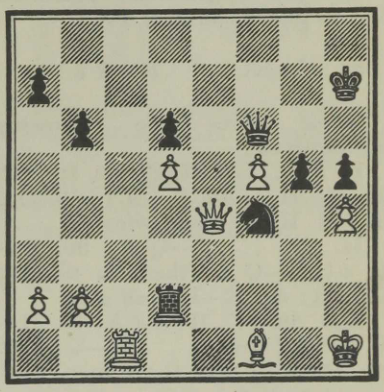
Make way for his majesty !

If instead 35. ....Kt×P ; 36. B—Q 3 ! Q—K 4 ; 37. P—B 6 dis ch, Q×Q ch ; 38. B×Q ch, K—R 1 ; 39. P×P, P×P ; 40. B×Kt ch, R×B ; 41. R—B 7 (Keres) and White has an easy draw.

36. B—B 1 !

The best chance. If for example 36. R—B 7 ch, K—R 3 ; 37. Q—K 8 ? R—Q 8 ch wins. It is vital for the Bishop to be at B 1 to protect K Kt 2 and K R 3 and also to prevent Black's Rook from reaching the last rank *with check*.

Position after 36. B—B 1 !



36. ..... R—Q 5 ? !

In all the intricate play hereabouts, this is the only move on Black's part which can be considered a mistake.

It is true that 36 ....R×Q P is adequately answered by 37. P×P, Q×K Kt P ; 38. R—B 4 ! Q—R 5 ch ; 39. K—Kt 1, Q—Kt 6 ch ; 40. K—R 1 and Black must take a draw by perpetual check (Keres).

But 36. ....*Kt×P !* is much more difficult to meet : 37. P×P, Q×K Kt P ; 38. R—B 8, Q—B 3 (not 38. ....Kt—B 3 ? 39. Q—Kt 7 ch and wins) ; 39. B—B 4, as suggested by Keres, is unsatisfactory because of 39. ....R—Q 5 and wins. 39. R—B 4 (instead of 39. B—B 4) is answered by ....P—Kt 4 !

Or if 36. ....Kt×P ! 37. P×P, Q×K Kt P ; 38. P—B 6 dis ch, Q—Kt 3 and wins.

37. Q—K 8 !

Keres now evolves a wonderful

line of play which combines the maximum of attacking threats with the minimum of risk—despite appearances to the contrary !

37. ..... P—Kt 5

Now the Knight must remain on B 5 to guard the K R P.

38. K—Kt 1 K—R 3 !

Keres gives the following alternatives :

I. 38. ....R×Q P ? 39. R—B 7 ch, K—R 3 ; 40. R—B 7 ! Q—Q 5 ch ; 41. K—R 1 and wins.

II. 38. ....R—Q 7 ; 39. R—B 4 ! R—Q 5 (there is nothing better) ; 40. R—B 7 ch etc.

III. 38. ....R—Kt 5 ; 39. R—K 1 and if now 39. ....Q—Q 5 ch ? 40. R—K 3 and the Queen must return to B 3.

But the text consolidates Black's position, so that he is now ready to play ....R×P followed by ....R×P. White's position has become desperate.

39. R—B 7 ! !

The only move to save the position. Keres comments on the other moves available as follows :

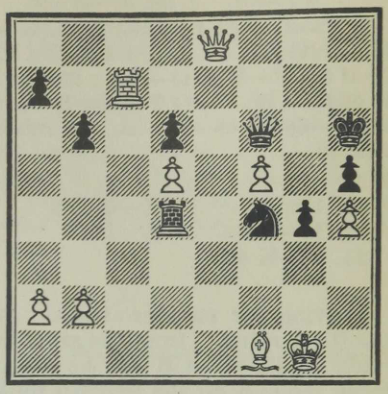
I. 39. R—K 1, R×P ! 40. R—K 4, R×P ; 41. B—Q 3 ? Kt—R 6 ch ! followed by mate. White is lost in any event.

II. 39. Q—K 3, Q—K 4 ! 40. Q×Q (if 40. R—K 1, Q×Q ch ; 41. R×Q, R×P winning easily), P×Q ; 41. R—B 6 ch, K—Kt 2 and wins : 42. R—B 7 ch, K—B 3 ; 43. R×P, R—Q 8 ! 44. R—R 3, P—Kt 6 ! 45. R×P, Kt—K 7 ch and wins.

III. 39. Q—K Kt 8, R×P ; 40. R—B 7 ? Q—Q 5 ch and wins.

"After a thorough analysis of the position, I came to the conclusion that an ending would be lost for me ; hence I must play to complicate the position still more !"

Position after 39. R—B 7 ! !



39. ..... R—Q 8 !

With the murderous threat of ....Q—Q 5 ch, Keres demonstrates that this is the only move meriting serious consideration :

I. 39. ....R×P ? 40. R—B 7 ! Q—Q 5 ch ; 41. K—R 1 and wins !

II. 39. ....R—Q 7 ; 40. R—B 4 ! Kt×P ; 41. R—K 4 ! etc.

III. 39. ....R—Kt 5 ; 40. R—K 7 ! and Black is not making any headway (40. ....Q—Q 5 ch ? 41. R—K 3 !).

40. R—B 4 ! !

Again the only move (Keres) :

I. 40. Q—K 3, Q—K 4 ! 41. R—K 7 (if 41. Q×Q, P×Q with an easy win), Q×Q ch ; 42. R×Q, P—Kt 6 ! and wins.

II. 40. R—Q B 3 (if 40. R—K 7, Q—Q 5 ch or 40. ....P—Kt 6), Q—Q 5 ch ! 41. R—K 3 (if 41. Q—K 3, Q×Q ch followed by ....P—Kt 6), Kt—R 6 ch ; 42. K—Kt 2, R—Q 7 ch ! 43. K—R 1 (if 43. B—K 2 ? R×B ch ; 44. R×R, Q—Kt 8 mate), Q×P ch ; 44. R—K 4, Q×R ch etc.

40. ..... Kt—R 6 ch

Forced : if 40. ....Kt×P ? 41.

R—K 4 ! Kt—B 2 ; 42. Q—Q B 8 ! R—B 8 ; 43. R—K 6 ! wins (Keres).

41. K—Kt 2	Q×P ch
42. B—K 2	R—Kt 8 ch
43. K—R 2	R—R 8 ch !

The upshot of all these nerve-racking complications is that Black *must* take the draw ! Deviations would lose, *e.g.* :

I. 43. ....Q—K 4 ch ? 44. Q×Q, P×Q ; 45. P—Q 6 and the Q P cannot be stopped.

II. 43. ....Q—B 3 ; 44. Q—K 3 ch with at least a draw (Keres).

44. K—Kt 2 !

44. K×R ? Q—Kt 8 ch leads to a quick mate.

44. ..... R—Kt 8 ch

Drawn by perpetual check. A worthy conclusion to a magnificent game.

GAME 7

FRENCH DEFENCE

International Correspondence Tournament, 1934–35.

Now that Keres has attained a mature style of play, many of the critics profess to discern a disappearance of the fiery brilliance which admittedly characterized his early games. Some commentators go so far as to call him a "chess machine" ; such a childish view can only be compared to a predilection for fairy tales and sweets. The pundits forget that now that Keres is famous, his opponents take such elementary precautions as, for example, castling ! In his early games however, when he was still an unknown quantity, his opponents took many liberties and were punished accordingly.

P. KERES	L. LAURENTIUS
White	*Black*
1. P—K 4	P—K 3
2. P—Q 4	P—Q 4
3. P—K 5	

This early advance commits White at once and at the same time calls for the sharpest kind of counter measures. Hence it leads to lively play and was therefore favoured by young Keres.

3.	P—Q B 4
4. Kt—K B 3	Q—Kt 3
5. B—Q 3 ! ?	

Since 5. P—B 3, P×P ; 6. P×P, B—Q 2 is known to give Black the better game because of his pressure on the Q P, and since 5. P×P ? B×P would be embarrassing for White, this interesting Pawn sacrifice is practically compulsory. For other examples of the text and its sequel, see Game No. 14.

5.	P×P
6. O—O	

It is too late for White to change his mind about sacrificing the Q P (6. Kt×P, B—B 4 ; 7. P—Q B 3, Kt—Q B 3 etc.).

6.	Kt—Q B 3
7. Q Kt—Q 2	

Keres considers 7. R—K 1 ! more exact, for then ....P—B 3 (the natural freeing move) would be rather risky.

7. ..... K Kt—K 2

Black should have utilized the opportunity to play ....P—B 3.

8. Kt—Kt 3 Kt—Kt 3

Giving White the opportunity to regain his Pawn with 9. B×Kt, R P×B ; 10. Q Kt×P, Kt×Kt ; 11. Kt×Kt—when, however, Black plays 11. ....B—B 4 with a comfortable game. Keres naturally prefers the following complications.

9. Q—K 2 Q—B 2

Again inviting B×Kt, and again Keres declines.

10. Q Kt×P ! K Kt×P

Black has only a choice of complications, for instance 10. ....Kt×Kt ; 11. Kt×Kt, Q×K P ; 12. B—Kt 5 ch and Black loses the castling privilege ; or 11. ....Kt×P ; 12. B—K B 4, P—B 3 (not 12. .... B—Q 3 ? 13. Kt—Kt 5 and wins) ; 13. R—K 1 and White's pressure is worth at least a Pawn.

11. Kt—Q Kt 5 ! Kt×Kt ch

Likewise after 11. ....Q—Kt 1 ; 12. Kt×Kt, Kt×Kt ; 13. B—K B 4 the outlook for Black's game is poor.

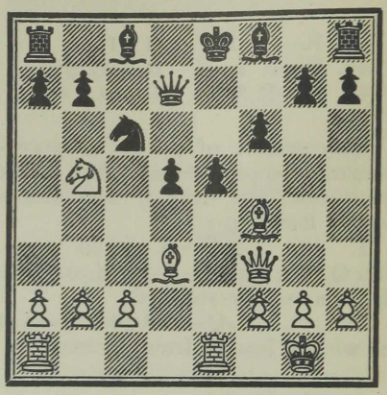
12. Q×Kt Q—Q 2

Black does not relish the possibility of 12. ....Q—Q 1 ; 13. B—K B 4, P—K 4 ; 14. K R—K 1, P—B 3 ; 15. Q—R 5 ch, K—K 2. He therefore plays his Queen to Q 2 in order to be able to interpose at K B 2.

13. B—K B 4 P—K 4
14. K R—K 1 P—B 3

Black cannot deviate from the course he has plotted, for after 14. ....B—K 2 ; 15. B×K P he would have lost his extra material and be left with a bad development and an untenable Q P.

Position after 14. ....P—B 3



For all its dour appearance, Black's position is by no means easy to break down. Consider the following abortive attempts listed by Keres :

I. 15. Q—R 5 ch, K—Q 1 (illustrating another useful point about 12. ....Q—Q 2) ; 16. Q R—Q 1 (so that if 16. ....P×B ? 17. B—B 5 ! P—K Kt 3 ; 18. Q—B 3 ! and wins), Q—Kt 5 ! (illustrating still another useful point about 12 ....Q—Q 2) ; 17. Q—B 7, Q—Q 2 ! and how is White to avoid the exchange of Queens ?

II. 15. Q×P ? Q×Q ; 16. Kt—B 7 ch, K—Q 1 ; 17. Kt×Q, P×B and White has lost a piece.

III. 15. B—Kt 3, B—K 2 ; 16. Q—R 5 ch, K—B 1 again with a view to ....Q—Kt 5. This line is not convincing for White—nor is 16. Q×Q P, Q×Q ; 17. Kt—B 7 ch etc.

IV. 15. P—B 4 ! ? (the original intention), P—Q 5 ! 16. B—K 4, Kt—K 2 ! (not 16. ....P—Q R 3 ? 17. B×Kt, P×B ; 18. Kt×P !) ; 17. Q R—Q 1, P—Q R 3 and Black's game is awkward but evidently playable.

The move actually selected is far more subtle—and effective.

15. *Q R*—Q 1 ! ! B—K 2

If instead 15. ....P—Q R 3; 16. Q—R 5 ch and Keres disposes of Black's defences as follows:

I. 16. ....P—Kt 3; 17. B×P ch, P×B; 18. Q×R, P×Kt; 19. Q×P and wins.

II. 16. ....K—K 2; 17. Kt—B 3! and White's concentration of force against the black King must be decisive.

III. 16. ....K—Q 1; 17. B—K 4! P×Kt (or 17. ....P—Q 5; 18. B×Kt followed by Kt×P!); 18. R×P, P×B; 19. K R—Q 1! and White has a winning game. Keres thinks this last variation might have been preferable to the continuation actually selected by Laurentius.

16. B—B 4!

As a result of the previous move, the K B now comes into powerful play.

16.	P—Q 5
17. B—K 6!	Q—Q 1
18. B×P!	B×B

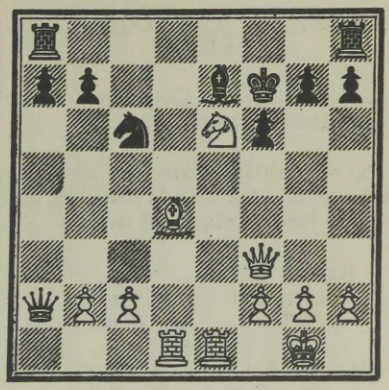
Black has been reduced to helplessness by the hammer blows with the K B. If here 18. ....Kt×B (18. ....P×B ? ? 19. Q—B 7 mate); 19. R×Kt, B×B; 20. R×B and Black's position is hopeless.

19. Kt—B 7 ch	K—B 2
20. Kt×B	Q—R 4
21. B×Q P	

White is a Pawn to the good with a strong attacking position, the chief menace being 22. Q—Q Kt 3! Since 21. ....Kt×B; 22. Kt×Kt only makes matters worse for Black, he chooses a different defence which, however, allows Keres to bring off a very pretty finish.

21. ..... Q×P

Position after 21. ....Q×P



22. B×B P!! B×B

Or 22. ....P×B; 23. Q—R 5 ch, K—Kt 1; 24. Q—Kt 4 ch, K—B 2; 25. Q—Kt 7 ch, K—K 1; 26. Kt—B 7 mate (Keres).

23. R—Q 7 ch Kt—K 2

Keres gives several exquisite alternative variations:

I. 23. ....K—Kt 1; 24. Q×B! forcing mate.

II. 23. ....K—Kt 3; 24. R×P ch! B×R; 25. Q—Kt 4 ch, K—B 2; 26. Q×B ch, K—K 1; 27. Kt—B 5 dis ch and mate follows.

III. 23. ....K—K 1; 24. R×Q Kt P! and the threat of Kt×P dbl ch is conclusive. (If then 24. ....Kt—K 4; 25. Kt×P ch! B×Kt; 26. R×B etc.)

24. R×Kt ch!	K×R
25. Q×P ch	K—Q 3

Or 25. ....K—K 1 and White can win as he pleases, the most efficient way being 26. Kt—Kt 5 dis ch etc.

26. Q—B 7 ch	K—Q 4
27. Q—B 5 mate	

Keres has carried out the attack with heart-warming vigour.

GAME 8

QUEEN'S PAWN COUNTER GAMBIT

International Correspondence Tournament, 1934–1935.

Keres lightly chooses an obsolete defence, and then finds his work cut out for him to stave off defeat.

BARON M. v. FEILITZSCH *White*	P. KERES *Black*
1. P—K 4	P—K 4
2. Kt—K B 3	P—Q 4 ?

Shades of Cochrane and Staunton! The text almost amounts to giving odds.

3. Kt×P

The book line is 3. P×P, P—K 5; 4. Q—K 2, Q—K 2; 5. Kt—Q 4, Kt—K B 3; 6. Kt—Q B 3, Q—K 4; 7. Kt—B 3, Q—K 2; 8. Kt—K Kt 5 and Black has nothing to live for.

3.	P×P
4. B—B 4	Q—Kt 4

He must have counterplay at all cost.

5. B×P ch	K—K 2
6. P—Q 4	Q×P
7. R—B 1	B—R 6
8. B—Q B 4	Kt—K B 3

If instead 8. ....Q×P ? 9. Q—R 5, P—Kt 3; 10. Q—R 4 ch, Kt—B 3; 11. Kt—Kt 4 and wins. After the text, Black is supposed to have the better of it—according to the *Handbuch*. White is evidently unacquainted with that tome, as he secures a superior position in the simplest manner.

9. B—B 4 !

But not 9. Kt—B 7 ? P—Q Kt 4 ! etc.

9.	Q Kt—Q 2
10. Q—Q 2	Kt—Kt 3
11. B—K 2	Q Kt—Q 4
12. Kt—Q B 3	Kt×B
13. Q×Kt	

While Black has taken four moves with his Q Kt and then exchanged it, White's development has made rapid progress. In addition, his King is much more secure. Hence White's prospects are distinctly preferable.

13. ..... B—K 3 !

13. ....P—K Kt 4 ? looks attractive here, as it seems to win the exchange. However, White has the remarkable rejoinder 14. Kt—Q 5 ch ! Kt×Kt; 15. Q—B 7 ch, K—Q 3; 16. P—Q B 4 ! and wins !

14. P—K R 4 !	K R—Kt 1
15. Kt—B 4	K—Q 1
16. O—O—O	B×Kt

Else White forces the Q P down to Q 6.

17. B×B B—Q 3

Hoping to gain time; but White has a good reply.

18. Q—Kt 5 ! Q—B 6 !

Exchanging Queens would cost Black the exchange. His Rook is immune for the moment, as he has ....B—B 5 ch in reserve.

19. Q—Kt 5 P—B 3 !

Keres finds himself in an extraordinarily difficult situation. As he must lose a Pawn, he adds another in the interests of counter-attack.

20. Q×Kt P R—Kt 1

21. Q×R P R—K 1
22. P—Q 5

White judiciously refrains from continuing his marauding expedition, for after 22. Q×P ? R—K 2 ! 23. Q—Kt 1 (not 23. Q—B 8 ch ? ? K—Q 2 winning the Queen), B—B 5 ch, he must interpose his Rook at Q 2.

22. ..... P—B 4
23. Kt—Kt 5 Kt—Q 2
24. Q—R 6

After playing in excellent style, v. Feilitzsch relaxes his grip. 24. Kt×B, Q—B 5 ch ; 25. K—Kt 1, Q×Kt ; 26. Q—R 5 ch followed by R—Kt 1—Kt 3 was far stronger.

24. ..... R—Kt 3
25. Q—R 5 K—K 2
26. Kt×B K×Kt !

Paradoxically enough, Black's King is quite secure now, and it is White who must look to his defences ! He attempts to barricade the Q Kt file ; but Keres finds a way to break through.

27. B—Kt 5 K R—Q Kt 1
28. P—R 4

If 28. B×Kt, R×P ! threatens mate in two.

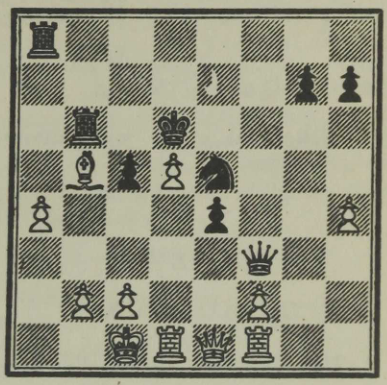
28. ..... Kt—K 4
29. Q—K 1

29. Q—Q 2 is answered in the same way. During the game, v. Feilitzsch suffered from the hallucination that Black could answer 29. Q—Q 2 with 29. .... Kt—B 5 ; 30. B×Kt, Q—Q R 6 ? ? overlooking the saving clause 31. Q—B 4 ch !

29. ..... R—Q R 1 ! ?

A subtle move which sets a number of plausible traps for White.

Position after 29. ....R—Q R 1 ! ?



v. Feilitzsch gives the following ways for White to go wrong :

I. 30. Q—K 3 ? R×B ! 31. Q×Q, Kt×Q ; 32. P×R, R—R 8 mate.

II. 30. Q—K 3 ? R×B ! 31. P×R, R—R 8 ch ; 32. K—Q 2, Kt—B 5 ch etc.

III. 30. P—B 3 ? R×B ! 31. P×R, Kt—Q 6 ch ; 32. R×Kt, R—R 8 ch ; 33. K—B 2, Q×R ch etc.

IV. 30. K—Kt 1 ? R×P ; 31. B×R, R×P ch ! ! 32. K×R, Kt—B 5 ch ; 33. K—Kt 1, Q—Q R 6 and wins.

30. P—Kt 3 R×B !

Still feasible—but White has an adequate defence.

31. P×R R—R 8 ch
32. K—Q 2

Against 32. K—Kt 2, Keres intended to continue with 32. .... Q—B 3 ! ! 33. Q—B 3, Kt—B 5 ch ! 34. P×Kt, R—R 7 ch ; 35. K—Kt 3, R—R 6 ch etc.

32. ..... R×R ch
33. Q×R Q—B 5 ch
34. K—B 3

Or 34. K—K 1, Kt—B 6 ch ; 35. K—K 2, Kt—Q 5 ch and draws.

If 34. K—K 2, Q—B 6 ch ; 35. K—K 1, Q—B 6 ch with perpetual check (36. Q—Q 2 ? Kt—B 6 ch).

34.	Q—B 3 !
35. K—Q 2	Drawn

A delightful game with many curious turns.

GAME 9

GIUOCO PIANO

Correspondence Match, 1935.

The strongest impression left by the games in this book is produced by the ruthless ability of genius to cut through the laboriously constructed variations of the learned treatises. Against such an opponent, it is fatally easy to go astray.

P. KERES *White*	W. E. KUNERTH *Black*
1. P—K 4	P—K 4
2. Kt—K B 3	Kt—Q B 3
3. B—B 4	B—B 4
4. P—B 3	Kt—B 3

If Black wishes to avoid the Moeller Attack, he can play 4. .... Q—K 2.

5. P—Q 4	P×P
6. P×P	B—Kt 5 ch
7. Kt—B 3 ! ?	Kt×K P
8. O—O	B×Kt
9. P—Q 5	B—B 3
10. R—K 1	Kt—K 2
11. R×Kt	P—Q 3
12. B—Kt 5	B×B

Black can castle into "safety" with 12. ....O—O, but after 13. B×B, P×B his King-side is broken up and his extra Pawn hardly matters.

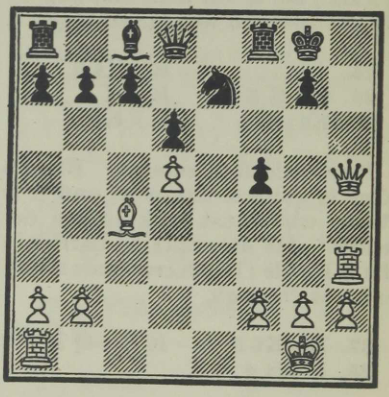
13. Kt×B	O—O

On 13. ....B—B 4 ; 14. Q—R 4 ch ! or 14. B—Kt 5 ch ! is strong.

14. Kt×R P ! ?	K×Kt
15. Q—R 5 ch	K—Kt 1
16. R—R 4	P—K B 4
17. R—R 3 !	

This move, discovered by Keres, is so strong that for some time it was considered good enough to leave Black without a defence. Subsequently, Keres discovered a drawing line ; but the text still remains White's best move at this (much-analysed) juncture.

Position after 17. R—R 3 !



17.	B—Q 2 ?

The right way is 17. ....P—B 5 ! 18. P—K Kt 4 (if 18. B—Q 3, B—B 4 holds the fort. If instead 18. Q—R 7 ch, K—B 2 and White must take a draw with 19. Q—R 5 ch etc.—for if 19. R—K B 3, R—R 1 ! 20. R×P ch, B—B 4 ; 21. R×B ch, Kt×R ; 22. Q×Kt ch, Q—B 3 and the attack has sputtered out), P×P *e.p.* ! (there seems to be no choice, in view of the threatened B—Q 3. Thus if 18. .... Q—K 1 ; 19. Q—R 7 ch, K—B 2 ; 20. R—K 1, B×P ; 21. R—R 4, Q—Q 2 ; 22. B—Q 3 ! R—R 1 ? 23. R×Kt ch ! or 21. ....B—B 4 ; 22. R×P, Q—Q 2 ; 23. B—Q 3 etc.) ;

19. Q—R 7 ch, K—B 2; 20. Q—R 5 ch (of course if 20. R×P, Kt—B 4 ! 21. B—K 2, Kt×R ? 22. B P× Kt ! wins for White; but Black plays 21. ....Q—B 3 ! 22. B—R 5 ch, K—K 2 and White has nothing), K—Kt 1; 21. Q—R 7 ch, K—B 2; 22. Q—R 5 ch and both players must be content with a draw.

Thus if Black plays 22. ....P—Kt 3; 23. Q—R 7 ch, K—K 1; 24. R×P and White has a winning attack. Or if 22. ....Kt—Kt 3; 23. R×P, Q—B 3; 24. B—Q 3 and White should win. The above analysis is due to Keres.

Fine has attempted an improvement in the last variation by substituting 24. R—K B 3 for 24. B—Q 3. But after 24. ....R—R 1 ! 25. R×Q ch, P×R; 26. Q—Q 1, B—R 6 followed by ....Kt—K 4 or ....Kt—B 5 (according to circumstances) and ....Q R—Kt 1 ch Black has a very promising attack.

18. R—K 1 !

White has gained a vital tempo for his onslaught.

18.	R—B 3
19. Q—R 7 ch	K—B 2

19. ....K—B 1 gives a more stubborn defence: 20. R—K Kt 3, P—Kt 3 (if 20. ....R—B 2; 21. R×Kt ! K×R; 22. R—K 3 ch wins. If 20. ....Kt—Kt 3; 21. R×Kt, R×R; 22. Q×R, Q—B 3; 23. Q×Q ch, P×Q; 24. R—K 3 and White wins the ending); 21. P—K R 4 ! ! P—B 5 ! (if 21. .... R—B 2; 22. Q—R 8 ch wins; if 21. ....Q—K 1; 22. R(3)—K 3 wins; if 22. ....B—K 1 or 22. ....Kt—Kt 1; 23. P—R 5 ! wins); 22. R—Kt 5 ! B—B 4 (22. ....Q—K 1 and 22. ....Kt—Kt 1 are also met by 23. P—R 5 !); 23. P—R 5 ! Kt—Kt 1 (23. ....R—B 2 leaves White with a winning attack by 24. Q—R 6 ch); 24. P×P, Q—Q 2 (or 24. ....B×P; 25. R×B and wins); 25. P—Kt 7 ch ! K—B 2; 26. Q—R 5 ch, B—Kt 3; 27. R×B ! R×R; 28. R—K 6 ! Q×R; 29. P×Q ch, K×P (if 29. ....K—B 3; 30. P—K 7 ! wins); 30. B—Q 3 ! R×P; 31. Q—R 7 ch and wins.

This beautiful analysis by Keres abounds in adventurous turns and elegant play. The basic motif is of course the economical utilization of all of White's forces, whilst Black's Q R is out of play.

20. R—K Kt 3 Kt—Kt 3

Better would be 20. ....Q—K Kt 1; 21. R×P ch, Q×R; 22. R×Kt ch, K×R; 23. Q×Q ch, R—B 2; 24. Q—Kt 5 ch, R—B 3; 25. P—K R 4 (Keres). The advantage would still be with White, as his opponent's pieces do not co-operate very well.

21. R—K 6 ! B×R ?

Black misses a subtle defensive point here. Correct was 21. .... P—Kt 4 ! 22. B—Kt 3, B×R ! 23. P×B ch, K—B 1; 24. P—K 7 ch, K×P; 25. Q×P ch, K—K 1; 26. B—Q 5 ! (White cannot play 26. R×Kt because of 26. ....Q—K 2 ! !), Q—K 2; 27. Q×Q ch followed by 28. B×R (Keres) with much the better ending.

22. P×B ch	K—B 1
23. P—K 7 ch !	K×P
24. Q×P ch	K—K 1
25. R×Kt	Resigns

Black cannot play 25. ....Q—K 2 as White simply captures the Rook and answers 26. ....Q—K 8 ch with 27. B—B 1. This explains why Keres recommended 21. .... P—Kt 4 !

GAME 10

ALEKHINE'S DEFENCE

Played by Correspondence, 1935.

Of all the early games played by Keres, none has so strong a kinship

with the games of Morphy. The theme is one which figures so often in the play of the American master: a crucial mistake in the opening leads to a brilliant attack.

P. KERES *White*	SCHAPIRO *Black*
1. P—K 4	Kt—K B 3
2. P—K 5	Kt—Q 4
3. P—Q 4	P—Q 3
4. Kt—K B 3	Kt—Q B 3 ?

....B—Kt 5 is the proper move. After the inexact text Black is no longer able to secure a normal development.

5. P—B 4	Kt—Kt 3
6. P—K 6 !	

Keres at once puts his finger on the weak point. 6. ....B×P is impossible (7. P—Q 5)—hence Black must allow a powerful wedge to be driven into his position.

6.	P×P
7. Kt—Kt 5 !	P—K 4

This turns out badly, but Black has little choice: if 7. ....P—Q 4; 8. P—B 5, Kt—B 5; 9. P—Q Kt 3, Kt(5)—R 4; 10. B—Q 3, P—K Kt 3; 11. Kt×R P ! etc. Similarly, if 7. ....P—K Kt 3; 8. B—Q 3 threatening Kt×R P.

The advanced position of the K Kt is all the more annoying, since it cannot be driven away with 7. ....P—K R 3 (8. Q—R 5 ch).

8. P—Q 5	Kt—Q 5
9. B—K 3	P—K 3

If 9. ....B—B 4 the simplest way for White to maintain his advantage is 10. B×Kt, P×B; 11. B—Q 3 ! Q—Q 2; 12. B×B, Q×B; 13. Kt—K 6 etc.

Black therefore hastens to return the tainted Pawn; but 9. ....Kt—B 4 was a better defence.

10. B—Q 3	Kt—B 4

In order to be able to answer Q—R 5 ch with ....P—Kt 3.

11. Kt×K P	B×Kt
12. P×B	Q—B 3

Not 12. ....Kt×B ? 13. Q—R 5 ch and wins.

13. Q B×Kt !

An important gain of time, as will be seen.

13.	R P×B
14. Q—B 3	Kt—Q 5

Not 14. ....P—K Kt 3 ? 15. P—K Kt 4 etc. Black continues to flounder.

15. Q×P	Q—Q 1
16. Kt—B 3	Q R—Kt 1

Or 16. ....Kt×P; 17. Q—B 6 ch, K—B 2; 18. P—B 4 ! followed by O—O, after which White's Rooks will unfold a devastating activity on the K and K B files (as in the game).

17. Q—Q 5	P—B 3

This attempt to drive away the Queen fails—as it must.

18. Q—K 4	K—K 2

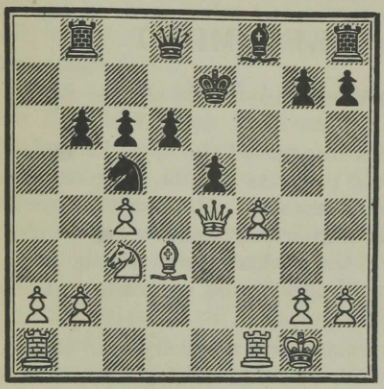
At first sight this move looks queer, but normal moves will not help Black; for example 18. .... P—Kt 3; 19. Kt—K 2 ! and Black will be unable to castle.

19. O—O	Kt×P
20. P—B 4	Kt—B 4

This explains Black's 18th move. He expects 21. Q—K 2, Kt×B; 21. Q×Kt in the hope that this simplification will ease the strain a bit. Even this line of play would be

inadequate, but Keres has a much more elegant refutation.

Position after 20. ....Kt—B 4



21. Q×B P !

Black has evidently considered that this capture could be made *only with check*. The continuation proves the contrary.

21.	Kt×B
22. P×P	Kt×K P

Seemingly the best chance, for if 22. ....P×P ; 23. Kt—Q 5 ch wins the Queen ; or if 22. ....R—B 1 ; 23. P×P ch wins the Rook ; or if 22. ....Kt—B 4 ; 23. P×P ch and wins.

23. Kt—Q 5 ch	K—K 3
24. Q R—K 1	

Threatening mate in three beginning with 25. Kt—B 7 ch : 25. .... K—K 2 ; 26. R×Kt ch, P×R ; 27. Q—K 6 mate. Or 25. ....Q×Kt ; 27. R×Kt ch ! K×R ; 28. Q—Q 5 mate ! (Euwe).

24.	Q—B 1
25. Kt—B 7 ch	K—K 2

Now comes an amusing finish.

26. R×Kt ch !

The soundness of this sacrifice of the exchange depends on the soundness of the following sacrifice of the exchange !

26.	P×R
27. Kt—Q 5 ch	K—Q 1
28. R×B ch !	R×R
29. Q—Q 6 ch	Q—Q 2

Forced !

30. Q×Q R ch

The Rooks could also be disposed of in reverse order, with the same general effect.

30.	Q—B 1
31. Q—Q 6 ch	Q—Q 2

Black's helplessness is pathetic.

32. Q×R ch	Q—K 1
33. Q×P	Resigns

PART II

PROMISE AND FULFILMENT

Tournament Games 1934-1936

Although we find in the earlier games of this period the same insouciant quality that characterized the play of the previous section, we soon note a growing sobriety in the play of the young master. His sacrifices are as sparkling as ever, but they have now lost their improvisatory character, and they are logically developed out of the earlier course of the game. The gambit *treatment* of the openings still appears on occasion, but the gambit opening as such has disappeared.

Aside from gradually increasing experience and maturity, the change is to be credited to the broad differences between correspondence and over-the-board play. The latter gives less scope for combinations because of the severe restrictions of the time limit. Add to this the enormous increase in the strength of Keres' opponents, and his growing reputation as a player, and the increasing emphasis on position play seems quite natural.

The opening play as usual gives us important clues. In the handful of games where his 1. P—K 4 is met by 1. . . . .P—K 4, Keres steers clear of even the mildest gambit, and adopts the solid Ruy Lopez instead. It is true that in Game No. 18, being confronted with weak opposition, he adopts a gambit-like continuation. The remaining Lopez (Game No. 27) introduces one of Keres' most interesting contributions to opening theory —one which has proved quite useful to him on a number of occasions.

Keres continues to cut a wide swath against "irregular" replies to 1. P—K 4. We have one example each of the Alekhine Defence (Game No. 11) and the Nimzovich Defence (Game No. 16); and in each one of these Keres produces enterprising play based on a solid positional foundation. Game No. 11 is particularly interesting, as it is totally lacking in combinations; but it is most attractive because of the original opening play and the consistency with which the advantage is maintained and the pressure is increased.

As for the Sicilian Defence, there is a different story to be told. Game No. 12 begins soberly enough, but soon becomes very wild. Game No. 13 is at once transformed into a kind of Danish Gambit (!), whilst in Game No. 17 we have the earliest form of Keres' revival of the Deferred Wing Gambit. Against the French Defence Keres proceeds in an equally uncompromising manner, adopting 3. P—K 5 (Game No. 14) with its ensuing gambit continuation. Against Bogolyubov (Game No. 21), he revives the romantic Tchigorin move 2. Q—K 2, indicating that he is no longer so certain about the best method of treating the French Defence.

A further indication of Keres' progress is seen in the more frequent

appearance of the dread moves 1. P—Q 4 and 1. Kt—K B 3 in his games. There are three intensely interesting games in which he meets the King's Indian Defence (Game No. 22, against Becker) and the Dutch Defence (Game No. 25). The last game is one in which he works up a furious attack in short order and scores an easy victory. The first two games are, however, splendid battles which show Keres' all-round ability on a very high level.

With the black pieces, Keres seems to have little difficulty in gaining the initiative. See for example No. 24, a Giuoco Piano which again features a novelty by Keres. After falling into a subtle trap, Keres puts up a thrilling struggle in one of the most fascinating endings of recent master chess.

It is particularly interesting to see how Keres fares against 1. P—Q 4, since this move is generally annoying to devotees of the open game. He experiments with the Dutch Defence (Game No. 26), obtaining a good position because of Stahlberg's feeble play; and with a form of the Gruenfeld Defence (Game No. 15, against the same player) which he has occasionally played, though seemingly with little enthusiasm. More felicitous are his efforts with the Nimzoindian Defence, an opening ideally suited to his temperament, since it is a fighting game which gives much scope to resourcefulness and ingenuity. The three examples (Game No. 19 against Alekhine, Game No. 20 against Stahlberg and Game No. 23 against Landau) illustrate varying aspects of this many-sided opening.

While there is a steady growth throughout this period, tangible successes are in convincing if not overwhelming evidence. Keres retains the Estonian Championship with ease; he makes a sensationally good showing at the Warsaw Team Tournament, he acquits himself well in several Baltic tourneys; he ties with Alekhine at Bad Nauheim for first prize (the young master's finest achievement during this period); he falls off badly at Dresden; he divides third prize at Zandvoort with Tartakover; and in the Munich Team Tournament he makes a very fine showing: playing every day in all twenty matches, he makes the best score of all the first board players, outdistancing the others considerably. The following period was to produce an imposing number of brilliant achievements.

GAME 11

ALEKHINE'S DEFENCE

Tallinn, 1935.

Human inertia is often so great that we are apt to take the level-headed defensive play of a Lasker as a matter of course. To appreciate Lasker in all his greatness, one must see how lesser players succumb in the same kind of situation. After his initial mistake in this game, Black has one opportunity to retrieve his game, and two more to make his opponent's task more difficult. All these opportunities are neglected, and the loss of the game thereupon becomes unavoidable.

P. KERES *White*	G. DANIELSSON *Black*
1. P—K 4	Kt—K B 3
2. P—K 5	Kt—Q 4
3. P—Q 4	P—Q B 4 ? !

An experiment with unfortunate consequences. In his eagerness to undermine White's Pawn position, Black disregards the effect on his K Kt and his general development.

4. P—Q B 4	Kt—B 2
5. P—Q 5	

Even after the less energetic 5. P×P, Q Kt—R 3 ; 6. B—K 3, P—K 3 (or ....Kt—K 3) Black's game would not be quite satisfactory, because of the awkward position of his Knights.

5.	P—Q 3
6. P×P	

Deciding on a "safe and sane" policy in preference to the wild-romantic course 6. P—K 6 ! ? P×P; 7. B—Q 3 etc.

6.	P×P ?

Black is not alive to the critical nature of his position. He should play 6. ....Q×P, reserving the policy of obtaining counterplay with ....P—K 3. After the text, his K Kt and K B are doomed to inactivity and the prospects for his other pieces are none too encouraging.

7. B—Q 3 !

Chess history in a time capsule ! He takes away the best square available to Black's Q B (K B 4). This idea, which had to be worked out over a period of years by Tarrasch and then propagated by him for decades to come, is effortlessly acquired by later generations !

7.	B—K 2
8. Kt—K 2	

P—K R 3 (with the same idea as in the previous note) was more exact.

8.	Kt—Q 2 ?

Black fails to take advantage of the opportunity offered : 8. .... B—Kt 5 ; 9. P—B 3, B—R 4 ; 10. Kt—B 4, B—Kt 3 and he has rid himself of one of his chief headaches.

9. P—B 4

Again a preventive move : directed against ....Kt—K 4.

9.	B—R 5 ch
10. Kt—Kt 3	Q—K 2 ch ?

A thoughtless interpolation. 10. ....B×Kt ch ; 12. P×B, Kt—B 3 was best.

11. K—Q 2 ! !	B×Kt

Black has no choice : if 11. .... K—Q 1 ; 12. Kt—B 5, Q—B 3 ; 13. P—K Kt 3 wins a piece ; or if 11. ....O—O ; 12. Kt—B 5, Q—Q 1

(if 12. ....Q—B 3 ; 13. P—K Kt 3 etc.) ; 13. Kt×Q P etc.

The threat of Kt—B 5 explains why Keres selects K—Q 2 ! ! in preference to K—B 2.

12. P×B K—Q 1

As the consequence of his previous shortcomings, Black must renounce castling : since Queen moves would likewise be answered by R—K 1.

13. R—K 1 Q—B 1

Not an attractive square for the Queen, but 13. ....Q—B 3 would only lead to further trouble after 14. Kt—B 3 followed by Kt—K 4.

14. P—Kt 3

The Bishop will have a beautiful diagonal.

14. ..... P—Q Kt 4

Desperately striving for some counterplay—a vain hope.

15. B—Kt 2 P×P
16. P×P Kt—Kt 3
17. Q—K 2 P—B 3

There is added pathos in the cramped position of Black's Knights as one notes the freedom of White's Bishops. The text is played to interrupt the diagonal of White's Q B (if instead 17. ....Kt—R 5 ? 18. B×Kt P ! wins). But Black thereby creates a hole at his K 3, which will soon become the object of White's attentions.

18. Kt—B 3 B—Q 2

How much better off Black would have been to have exchanged this ineffectual piece in the opening !

19. P—Kt 4 !

Preparing for the occupation of K 6 in due course.

19. ..... K—B 1

He cannot prevent White from gaining a foothold on K B 5 (move 21), for if 19. ....P—Kt 3 ; 20. P—Kt 5 etc.

20. P—R 4 P—Q R 4
21. B—B 5 !

Removing one of the pieces that guard Black's K 3.

21. ..... B×B
22. P×B Q—Q 1
23. Q—Q 3 Q—Q 2

Black is almost on the point of playing ....K—Kt 2 followed by an attempt to dispute the K file. But Keres soon puts an end to this possibility.

24. Kt—Kt 5 !

Removing the remaining minor piece that guards Black's K 3. Thus White's mastery of the K file is assured.

24. ..... Kt×Kt
25. R P×Kt P—R 5

Or 25. ....R—K 1 ; 26. R×R ch, Q×R ; 27. R—K 1, Q—Q 2 ; 28. R—K 6, K—B 2 ; 29. Q—K 4 with definitive control of the K file.

26. B—R 3 !

Freeing his Q R for service in the centre. The Bishop has little scope here, but he does his share by scotching any counterchance that might result from a later advance of the Q R P.

26. ..... P—Kt 3

A desperate move which will ultimately involve the loss of a Pawn, as soon as White's Queen need no longer guard the Q B P.

27. R—K 6 ! Q R—Kt 1
28. Q R—K 1

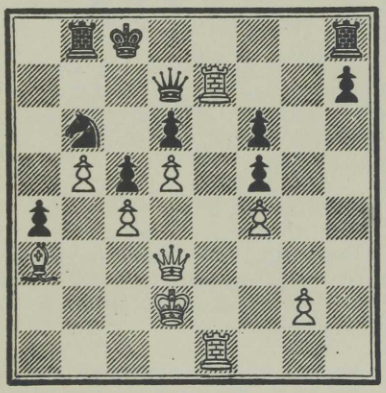
Not 28. R×B P, P×P ; 29. R×B P, Kt×P ch etc.

28. ..... P×P

The inroad of White's Rooks can no longer be restrained, *e.g.*, 28. ....R—Kt 2 ; 29. R×B P, P×P ; 30. R(1)—K 6 etc.

29. R—K 7

Position after 29. R—K 7



29. ..... Kt×P ch

Only this despairing move remains. If 29. ....Q—Q 1 ; 30. Q×P ch, Kt—Q 2 ; 31. R—B 7 wins :

I. 31. ....R—K 1 ? 32. R×Kt ! winning at once.

II. 31. ....Q—R 4 ch ; 32. K—Q 3 ! R—Kt 2 ; 33. R(1)—K 7, R—Q 1 ; 34. R×R + and wins.

III. 31. ....R—Kt 2 ; 32. R(1)—K 7, R—K 1 ; 33. Q—K 6, R×R ; 34. R×R, Q—Kt 3 ; 35. R—K 8 ch, K—B 2 ; 36. Q—K 7 and wins.

30. Q×Kt Q×P
31. Q—B 2

He naturally prefers to continue the attack.

31. ..... Q—R 4 ch
32. K—Q 1 ! R—Kt 6
33. Q×K B P ch K—Kt 1
34. R—K 8 ch R×R
35. R×R ch K—R 2
36. Q—Q 7 ch R—Kt 2
37. Q×Q P R—Kt 8 ch
38. K—B 2 R—Kt 7 ch
39. B×R Resigns

" Crime and Punishment."

GAME 12

SICILIAN DEFENCE

Warsaw Team Tournament, 1935.

This team tournament was the first notable occasion on which Keres' extraordinary ability was made known to the chess world, as distinguished from the few *cognoscenti* who had been following his career up to that point. The sparkling play with the Knights is in line with the effervescent chess produced by Keres at this time.

P. KERES *White*	R. GRAU *Black*
1. P—K 4	P—Q B 4
2. Kt—K B 3	Kt—Q B 3
3. P—Q 4	P×P
4. Kt×P	Kt—B 3
5. Kt—Q B 3	P—Q 3
6. B—K 2	

Evidently Keres had not yet made the acquaintance of the Richter move 6. B—K Kt 5.

6. ..... P—K Kt 3
7. O—O B—Kt 2
8. Kt—Kt 3 O—O
9. P—B 4 B—Q 2

This passive move is hardly calculated to give Black a promising position, and it is no wonder that Keres wastes no time in preparing a vicious (if not quite sound) attack.

More recently, the Russian master Rauzer has discovered the sprightly countermove 9. ....P—Q Kt 4 ! which is made possible by the fact

that White's Q B is not yet at K 3. Thus if 9. ....P—Q Kt 4 ! 10. B×P, Kt×P ! 10. Kt×Kt (or 10. B×Kt), Q—Kt 3 ch etc. Certainly this is a more promising line for Black.

10. P—Kt 4 ! ? Q—B 1

Rabinovich suggests 10. ....K—R 1, so that if 11. P—Kt 5, Kt—K Kt 1. In that event, White's position is two-edged : aggressive but somewhat hollow. But that would be small comfort to Black in his cramped state.

11. P—Kt 5 Kt—K 1
12. Kt—Q 5 P—B 4

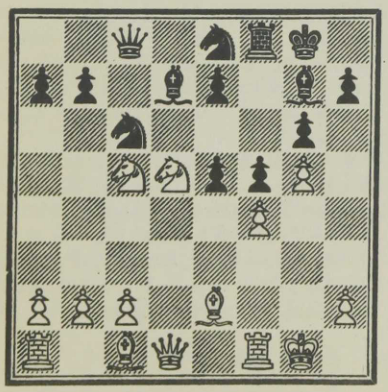
....P—K 3 would banish White's threatened Kt—R 5, but would leave Black's position more crowded than ever, with an additional liability in the form of a weak Q P. However, the text offers a satisfactory defence with proper play.

13. P—K 5 ! ?

Kt—R 5 is met by ....R—B 2 ; hence Keres embarks on a puzzling attack which is hard to meet in over-the-board play.

13. ..... P×P
14. Kt—B 5 !

Position after 14. Kt—B 5 !



White threatens 15. Kt×B, Q×Kt ; 16. Kt—B 6 ch ! Kt×Kt ; 17. P×Kt, Q×Q ; 18. B—B 4 ch ! winning the exchange.

14. ..... P—K 3 ?

This proves inadequate. Likewise unavailing was 14. ....B—K 3 ; 15. Kt×B, Q×Kt ; 16. B—B 4 again winning the exchange because of the threatened Knight checks or Kt—Kt 6.

But there was a satisfactory, albeit complex, defence with 14. ....R—B 2 ! 15. B—B 4, P—K 3 ; 16. Kt—B 6 ch, B×Kt ! (not 16. ....Kt×Kt ; 17. P×Kt and wins); 17. Kt×B, Kt—Q 5 ! Similarly, if 17. P×B, Kt—Q 5 ! After Black lets this opportunity slip through his fingers, the outlook for his game becomes dark indeed.

15. Kt—Kt 6 ! P×Kt
16. Kt×B Q—B 2

16. ....Kt—Q 5 ; 17. Kt×R, B×Kt ; 18. P—B 3, Kt×B ch (Keres) would at least relieve the pressure on Black's game by removing one of the hostile Bishops.

17. Kt×R B×Kt
18. P—B 3 B—B 4 ch

If 18. ....P×P ; 19. B—B 4 ! followed by additional pressure on the weak K P (Q—K 2, R—K 1 etc.).

19. K—R 1 R—Q 1
20. Q—K 1 P—K 5

Now 20. ....P×P is altogether out of the question because of 21. B—B 4 !

21. P—Kt 4 ! B—B 1
22. B—K 3 Kt—Q 3
23. R—Q 1 B—Kt 2
24. Q—B 2 !

Decisive : the power of White's

Bishops and his control of the open Q file soon crush Black.

24.	Kt—B 1
25. R×R ch	Q×R
26. R—Q 1	Q—B 2
27. B—B 4	K—B 2
28. Q—Q 2	Kt(3)—K 2

Or 28. ....K—K 2 ; 29. B×K P ! K×B ; 30. Q—Q 5 ch, K—K 2 ; 31. Q—Kt 8 and the Bishop is lost !

29. B—Kt 3	B×P

If 29. ....Q×Q B P ; 30. Q—Q 7, Q—B 3 ; 31. P—Kt 5 ! Q×Q ; 32. R×Q (Keres) and the win is child's play.

30. Q—Q B 2	Kt—R 2
31. B×P ch	

More elegant than 31. R—Q B 1, which wins a piece.

31.	K—K 1

If 31. ....K×B ; 32. Q—Kt 3 ch, Kt—Q 4 ; 33. Q×Kt ch, K—K 2 ; 34. Q—Kt 8 and wins.

32. P—Kt 5 !	B—K 4
33. Q—B 2 !	Resigns

Poor Black has been outplayed all along the line.

GAME 13

SICILIAN DEFENCE

Warsaw Team Tournament, 1935.

Like all great attacking players, Keres is a master of the art of improvisation ; witness his seventh move, which tears the game out of quiet positional channels and plunges it into a maze of complex tactical problems. Speaking generally, there is usually an adequate defence (as there is here, as well) in such situations. But the burden upon the defending player in the *first example* of such a variation is a heavy one.

This brilliant miniature made Keres world-famous. It was reprinted with admiring comments the world over—not only in Europe and America, but also in South Africa, Iceland and the East Indies !

P. KERES *White*	W. WINTER *Black*
1. P—K 4	P—Q B 4
2. Kt—K B 3	Kt—K B 3

This characteristically venturesome line of play was a prime favourite with Nimzovich. As in the equally impudent Alekhine Defence, Black is likely to be exposed to a sharp attack at the very start.

3. P—K 5	Kt—Q 4
4. Kt—B 3	P—K 3

Preferred by Nimzovich to the more conservative 4. ....Kt×Kt ; 5. Q P×Kt—which gives White an easy initiative. The text has the drawback of leading to a weakness in Black's Pawn formation.

5. Kt×Kt	P×Kt
6. P—Q 4	P—Q 3

In addition to the move now adopted by Keres, White has a choice of two simple procedures, each leaving Black with a good development, but at the cost of an isolated Q P :

I. 7. K P×P, B×P ; 8. P×P, B×B P ; 9. B—Kt 5 ch, Kt—B 3 (Marco-Tartakover, Hague, 1921).

II. 7. B—Kt 5 ch, Kt—B 3 ; 8. Q—K 2, B—K 2 ; 9. K P×P, Q×P ; 10. P×P, Q×B P (Monticelli-Reinfeld, Syracuse, 1934).

7. B—Kt 5 !

Even if it should eventually be decided that the text is not objectively superior to the methods just shown, the text has the great merit of compelling Black to play with the utmost circumspection.

7. ..... Q—R 4 ch

A Queen move is in order, for if 7. ....B—K 2 ? 8. B×B, Q×B ; 9. P×P winning a Pawn.

8. P—B 3 B P×P
9. B—Q 3 !

A fantastic conception : turning the Sicilian Defence into a kind of Danish Gambit !

9. ..... P×B P
10. O—O P×Kt P ?

But here it was time to call a halt (Winter evidently underestimates his youthful opponent).

Fine gives the better line 10. .... Kt—B 3 ; 11. R—K 1, B—K 3 ; 12. Kt P×P (if 12. K P×P, B×P followed by ....O—O with an easy game for Black), P×P ; 13. Kt×P, Kt×Kt ; 14. R×Kt, B—Q 3 ; 15. R—K 3, O—O with an adequate defence. Fine does not deal with the possibility 15. R×B ch ? ! which is presumably refuted by 15. ....P×R ; 16. Q—R 5 ch, K—B 1 ; 17. B×P, Q×B P ; 18. R—Q 1 (other Rook moves are answered by ....Q—Q 6 !), B—K 2 and the attack evaporates.

11. R—Kt 1 P×P ?

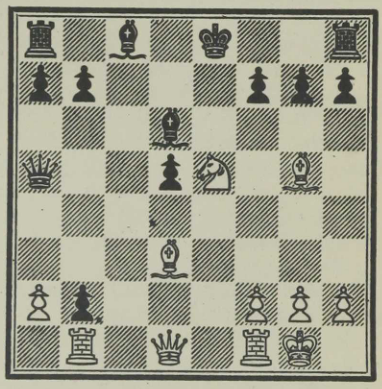
Black's position has already become so dangerous (only his Queen is in play, and his King is in the centre and unable to castle for at least some time to come), that he should have continued his development by 11. ....B—K 3, intending 12. ....Q—B 2 and 13. .... B—K 2.

The text, on the other hand, by bringing White's Knight to a more aggressive position, appreciably advances White's attacking plans.

12. Kt×P B—Q 3

Now it is too late for ....B—K 3. There would follow 13. R—K 1 (threatening Kt×P !), B—Q Kt 5 ; 14. Kt×P ! B×R ; 15. Kt×R and wins (Keres).

Position after 12. ....B—Q 3.



Black is ready to castle (though even in that event he would be subjected to a strong attack), but he is now made to do penance for his former sins.

13. *Kt×P ! !* K×Kt
14. Q—R 5 ch P—Kt 3

Other moves are similarly unavailing :

I. 14. ....K—K 3 ; 15. B—B 5 ch ! K—K 4 (....K×B allows White to win the Queen) ; 16. K R—K 1 ch, K—Q 5 ; 17. B—K 3 ch, K—B 6 ; 18. Q—Q 1 ! and wins.

II. 14. ....K—B 1 ; 15. K R—K 1, B—Q 2 ; 16. Q—B 3 ch, K—Kt 1 ; 17. B—K 7 and wins.

III. 14. ....K—Kt 1 ; 15. Q—K 8 ch, B—B 1 ; 16. B—K 7, Kt—Q 2 ; 17. B—K B 5, P—K R 3 ; 18. B—Kt 6 and wins.

In these variations, as well as in

the remaining play, the dead weight of White's overwhelming lead in development is all too apparent.

15. B×P ch !	P×B
16. Q×R	B—K B 4

On 16. ....Kt—Q 2 Keres intended 17. Q—R 7 ch, K—B 1 ; 18. B—R 6 ch, K—K 1 ; 19. Q×P ch, K—Q 1 ; 20. Q×B with an easy win.

17. Q R—K 1	B—K 5

This closes the K file, but loses in a different way. If instead 17. ....B—K B 1 ; 18. R—K 7 ch ! B×R ; 19. Q—R 7 ch, K—B 1 ; 20. Q×B ch, K—Kt 1 ; 21. B—B 6 wins.

18. R×B ! !	P×R
19. Q—B 6 ch	Resigns

Although Black is still a piece ahead, he cannot avoid mate : 19. ....K—Kt 1 (if 19. ....K—K 1 ; 20. Q—K 6 ch ! K—B 1 ; 21. B—R 6 mate) ; 20. Q×P ch, K—B 1 ; 21. Q×B ch, K—Kt 1 ; 22. Q—K 6 ch ! K—Kt 2 ; 23. Q—K 7 ch ! K—Kt 1 (or 23. ....K—Kt 3 ; 24. Q—B 6 ch, K—R 4 ; 25. Q—R 6 ch, K—Kt 5 ; 26. P—R 3 ch followed by mate) ; 24. B—B 6 etc.

Another triumph of mind over matter !

GAME 14

FRENCH DEFENCE

Warsaw Team Tournament, 1935.

One's understanding of a game is often increased by a knowledge of the surrounding circumstances. The present encounter took place in the penultimate round, with the Swedes making a desperate effort to catch up to the American team. How Keres exploited this circumstance will be seen later on ! This is the first of the many thrilling games that have been produced by Keres and the noted Swedish master.

P. KERES *White*	G. STAHLBERG *Black*
1. P—K 4	P—K 3

Stahlberg is one of the leading exponents of this defence.

2. P—Q 4	P—Q 4
3. P—K 5	P—Q B 4
4. Kt—K B 3	Q—Kt 3

In a game against Keres at Dresden the following year, Stahlberg played 4. ....Kt—K 2 ! (with the same idea as in the present game) ; 5. P×P, K Kt—B 3 ! 6. B—K B 4, Kt—Q 2 ; 7. P—Q R 3, Q—B 2 ! 8. P—Q Kt 4 ? P—Q R 4 ! 9. P—B 4, R P×P ; 10. B P×P, K P×P ; 11. Q×P, Kt×B P ; 12. Kt—Q 4, Kt×Kt ; 13. Q×Kt, Kt—K 3 ; 14. Q—Q 2, B—B 4 ; 15. B—Kt 5 ch, B—Q 2 ; 16. B×B ch, Q×B ; 17. B—K 3, B×B ; 18. Q×B, Kt—Q 5 ! and Black won the exchange by force. This game must have made a strong impression on Keres, for he has never essayed 3. P—K 5 against a first-class player since then.

5. B—Q 3 ! ?	P×P
6. O—O	Kt—Q 2 !

As has already been apparent in Game No. 7, the development of Black's K Kt may be a serious problem. The disposition of Black's Knights in this game follows a suggestion of the Viennese theorist Godai, which makes it possible to post both pieces to good advantage.

7. Q Kt—Q 2	Kt—K 2
8. Kt—Kt 3	Kt—Q B 3
9. R—K 1	P—Kt 3

Unusual in this opening, since it involves a weakening of the black

squares. However, this is outweighed by the additional pressure on White's K P, and by the elimination of all attacks based on the utilization of White's diagonal Q 3 —K R 7.

10. B—K B 4 B—Kt 2
11. Q—Q 2 O—O
12. P—K R 4 ? !

White's previous move foreshadowed 12. B—K R 6 ; but evidently he has come to realize that 12. ....P—B 3 would then leave Black with a satisfactory game. The text is another would-be attacking move which leads to nothing, and in fact only helps Black later on.

12. ..... Q—B 2

....P—B 3 would be premature, because of 13. P×P, Kt×P ; 14. B—Q 6 followed by B—B 5 and White regains the Pawn advantageously.

13. Q—K 2

Admitting that his eleventh move was waste of time ; but the K P must be guarded.

13. ..... P—B 3 ! ?

This leads in short order to a veritable witches' cauldron of complications !

14. P×P Q×B
15. Q×P ch R—B 2
16. P×B Kt(2)—K 4 ! ?

After the more sedate ....Kt—B 3 or ....Kt—Kt 3 followed in due course by ....B—Kt 5, Black would eventually win the K R P ; but this would offer no winning chances because of Black's weak doubled Q P.

The text is based on a psychological consideration : White can force a draw if he wants it—and Stahlberg is convinced that his daring young opponent will not want it ! In that event, he plans a powerful attack which can be defended only by problem moves.

17. Q—K 8 ch K×P
18. R×Kt !

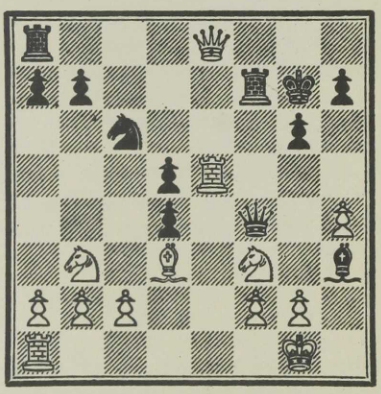
As anticipated, Keres plunges into the complications and spurns the draw with 18. Kt×Kt, Q×P ch ; 19. K—R 1, Q×P ch (not 19. ....B—R 6 ? ? 20. *Q×R ch*) 20. K—Kt 1, Q—B 7 ch etc.

18. ..... B—R 6 ? !

The crisis. Stahlberg in turn declines the draw by 18. ....B—Kt 5 ! 19. Q×R, Kt×R (not 19. ....B×Kt ; 20. R—Kt 5 ! B—Kt 5 ; 21. R—K B 1 etc.) ; 20. Kt×Kt (the position resulting from 20. B—K 2, Kt×Kt ch ; 21. B×Kt, B×B ; 22. P×B, Q×B P is anything but desirable for White), Q×P ch etc.

However, the state of his team's score makes the distinction between a draw and a loss a matter of indifference.

Position after 18. ....B—R 6 ? !



19. Q×R

One would think that Black can

now secure a winning attack with 19. ....B×P. But White has the beautiful parry 20. *R—B 5 ! !* with the following possibilities :

I. 20. ....R×R ; 21. B×R, B×Kt ; 22. Q×P ch, K—R 3 ; 23. B—R 3 ! Q×P ; 24. Q—B 8 ! (threatening ....Q—B 8 ch), Kt—K 4 ; 25. R—K 1 ! and wins (25. ....Kt—Kt 5 ; 26. Q—B 8 ch).

II. 20. ....Q—Kt 5 ; 21. R×R ch, K×R ; 22. Kt—Kt 5 ch with a winning attack : 22. ....K—Kt 2 (or 22. ....K—B 3 ; 23. Q—R 8 ch, K—K 2 ; 24. Q—Kt 7 ch, K—Q 1 ; 25. Q—B 8 ch, K—Q 2 ; 26. Kt—B 5 ch, K—B 2 ; 27. Q—B 4 ch ! If here 24. ....K—Q 3 ; 25. Kt—B 7 ch winning the Queen) ; 23. Q×P ch, K—B 3 ; 24. Q—B 7 ch, K—K 4 ; 25. P—B 4 ch, Q×P ; 26. Q—K 6 mate.

III. 20. ....P×R ; 21. Kt—B 5 ! ! Q×Kt (21. ....Q—Kt 5 is not a sufficient defence against the threatened Kt—K 6 ch because of 22. Kt—K 6 ch, K—B 3 ; 23. Kt—R 2 ! ; or 21. ....R—K 2 ; 22. Kt—Kt 5 ! Q—Kt 5 ; 23. Kt(B 5)—K 6 ch, R×Kt ; 24. Kt×R ch, K—B 3 ; 25. Q—B 8 ch, K×Kt ; 26. B×P ch ! etc.) ; 22. Kt—K 6 ch, K—B 3 (if 22. ....K—R 3 ; 23. Q—K Kt 8 etc.) ; 23. R—K 1 ! ! and Black has no satisfactory reply to the threat of Q—R 8 ch.

An inordinately difficult variation !

19.	Kt×R
20. Q—K 8 !	

Keres naturally loses no time in at once getting the Queen back into the game.

20.	Kt—B 3

20. ....Kt×Kt ch ; 21. P×Kt, Q×B P is easily met by 22. Q—K 5 ch and 23. Q—Kt 3.

21. Q×R ch !

More incisive than 21. Q Kt—Q 2, Q—Kt 5 ; 22. B—B 1, R—K 2 ; 23. Q—R 8, Q—Q 2 ; 24. P×B, R—K 1 ; 25. Q×R, etc.

21.	K×Q
22. Kt—Kt 5 ch	K—B 3
23. Kt×B	Q×P

Keres not only has a material advantage now, but, what is equally important, the attack has changed hands. Stahlberg's nervous attempt at counterplay only makes matters worse.

24. R—K 1	P—K Kt 4
25. Kt—Q 2	Q—R 3

Threatening to win a piece with ....P—Kt 5 ; and also "preventing" Kt—B 3 because of the reply ....P—Kt 5.

26. Kt—B 3 !

It can be played after all ; a bit of close calculation is required.

26.	P—Kt 5
27. Kt(B 3)—Kt 5	Q—R 4

Very pretty is 27. ....P×Kt ; 28. R—K 6 ch, K×Kt ; 29. P—B 4 ch ! K—R 4 ; 30. P—Kt 4 ch etc.

28. Kt×P ch	K—Kt 2
29. Kt—B 4	Q—R 3
30. Kt—Kt 5 !	

The powerfully harmonious co-operation of the Knights must soon be decisive.

30.	Q—Q 3
31. Kt—R 5 ch	K—B 1
32. R—K 6	Q—Kt 5
33. B—Kt 6	Kt—K 2
34. R—B 6 ch	K—Kt 1
35. B—R 7 ch	Resigns

GAME 15

INDIAN DEFENCE (IN EFFECT)

Helsingfors, 1935.

This game is emphatically not one of the best that Keres has played. However, it is so exciting and takes so many diverting turns that it was deemed well worthy of inclusion. This encounter began in a tense atmosphere, as it was played in the last round, in the knowledge that its outcome would determine the allocation of the first three prizes. From the practical point of view, we have here an extraordinarily instructive example of the difference between objective analysis with unlimited time, and over-the-board play, with its preconceptions, oversights, errors of judgment and miscalculations, all of which arise from limited time and accompanying nervous strain.

G. Stahlberg *White*	P. Keres *Black*
1. P—Q 4	P—Q 4
2. P—Q B 4	P—Q B 3
3. Kt—K B 3	Kt—B 3
4. P—K 3	P—K Kt 3

The order of moves seen here is a favourite with players who like to adopt the Gruenfeld Variation but do not care to have to contend (after 1. P—Q 4, Kt—K B 3; 2. P—Q B 4, P—K Kt 3; 3. Kt—Q B 3, P—Q 4) with 4. B—B 4 or 4. Q—Kt 3—either of which leads to an extremely complicated game.

5. Q Kt—Q 2	

Stahlberg is one of those interesting players who know how to evolve a lively attack out of a conservative opening. Nevertheless, since the Knight exerts little pressure on the centre from Q 2 and blocks the Q B, it is apparent that the more usual 5. Kt—B 3, B—Kt 2; 6. Q—Kt 3 is the more effective course.

5.	B—Kt 2
6. B—K 2	O—O
7. O—O	Q Kt—Q 2
8. P×P	Kt×P ?!

....P×P is certainly more logical, as it keeps White's Q Kt out of B 4, restrains the advance of the K P and thus leaves White with the problem of developing his Q B satisfactorily.

The text is the kind of move that would be adopted by a young and inexperienced player. He avoids the blocked position at all cost and in so doing, willingly parts with a number of positional advantages.

9. Kt—B 4	P—Q B 4

Rightly realizing that he must take immediate steps against White's contemplated formation of a formidable centre with P—K 4. 9. ....Q—B 2 would not be satisfactory, for after 10. P—K Kt 3 (if 10. P—K 4, Kt—B 5), P—K 4 (else P—K 4 followed by B—B 4 gives White a decided advantage; nor is 10. ....P—Q Kt 4; 11. Q Kt—Q 2, P—K 4; 12. P—K 4, Kt—K 2; 13. Kt—Kt 3! adequate for Black, because of his weakened Queenside); 11. P—K 4, Kt—Kt 3; 12. Q Kt×P, Kt×Kt; 13. P×Kt, B×P; 14. Kt×B, Q×Kt; 15. B—K B 4 White's strong hold on the black squares gives him much the better game.

10. P—K 4	K Kt—B 3
11. P—K 5	Kt—Q 4
12. Kt—Kt 5	

12. P—K 6, K B P×P; 13. Kt—Kt 5, Q Kt—B 3; 14. P×P, Q—B 2 is unconvincing. White's centre is under strong pressure despite its formidable appearance, and it is no simple task to find the best line.

12. ..... P—K R 3
13. Kt×P ? !

An unsound sacrifice which has little chance of success against an accurate defence. The simple 13. Kt—K 4 would have left White with a positional advantage, *e.g.* 13. ....P—Q Kt 4 ; 14. Kt—K 3 or 13. ....P×P ; 14. Q×P, K Kt—Kt 3 ; 15. P—B 4 etc.

13. ..... K×Kt

Since 13. ....R×Kt allows White to regain his piece with 14. P—K 6, followed by a strong attack on Black's weakened King-side, Keres decides to accept the sacrifice.

14. P—K 6 ch K×P

"What a nerve-racking position for one's King! My extra piece was a little consolation. In complete ignorance of the exact plan of campaign my opponent had in mind, I awaited his next move on tenterhooks" (Keres). This points to the psychological value of the sacrifice as being its chief merit.

15. B—Q 3 ! R—B 3

The apparently safer 15. ....K—B 2 also has its thorns (16. Q—B 3 ch, Q Kt—B 3 ; 17. Kt—K 5 ch, K—Kt 1 ; 18. Kt×P etc.).

16. Kt—K 5 ! ? Kt×Kt

This is not a blunder, but it gives Black a much harder game than he would have after 16. ....P×P !

17. P×Kt K×P

17. ....R—B 1 ? looks safer, but then 18. Q—Kt 4 ch gives White a fine attack.

18. P—Q Kt 4 ? !

Stahlberg continues to play in an inspired "skittles" vein ! Black can even indulge in the risky-looking 18. ....Kt×P, because of a resource pointed out in the following note.

18. ..... K—Q 3
19. B—K 4

Stahlberg commented subsequently that he had discarded 19. B—Kt 2 because of the continuation 19. ....Kt×P ! 20. B×P dis ch, K—B 2 ; 21. B—K 5 ch, *R—Q 3 !*

19. ..... P—K 3
20. B—Kt 2 R—B 2
21. B×B R×B

Despite his understandable agitation, Black is now well on the way to consolidating his position.

22. R—K 1 Q—B 3
23. Q R—B 1 P—Kt 3 ?

One of those "safe" moves which do more harm than a risky continuation. Keres later concluded that he should simply have completed his development with 23. ....B—Q 2 ; 24. R×P, B—B 3.

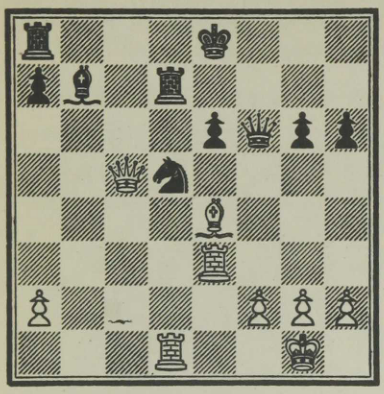
"Now the game becomes touch-and-go once again. To make everything worse, we were both in bad time trouble" (Keres).

24. P×P ch P×P
25. Q—Q 3 B—Kt 2
26. Q—Q R 3 R—Q B 2
27. Q R—Q 1 R—Q 2
28. R—K 3 K—K 2 ?

"Nervous and impatient to bring my King into safety, I commit a fatal blunder. 28. ....P—R 3 followed by ....R—Q B 1 would have held everything. But this was lightning chess, with 12 moves to make in a matter of a few minutes."

29. Q×P ch K—K 1

Position after 29. ....K—K 1.



30. R—Q Kt 3 ?

White could now have demonstrated the weakness of his opponent's 28th move by playing 30. R—K B 3 (not 30. B×Kt, B×B ; 31. R×B ? ? Q—R 8 ch etc.), Kt—B 5 (on 30. ....Q—K 2 or ....Q—Kt 2, White has the devastating reply 31. B×P ch !) ; 31. Q—Kt 5 ! (subsequently discovered by Keres) with a winning position !

30.	Kt—Kt 3
31. B—Q 3	R—B 1

Keres points out the much simpler and more effective line 31. ....Q—Kt 4 ! 32. Q×Q, P×Q ; 33. B—Kt 5, B—Q 4 etc.

32. Q—K 3	K—B 2 ! ?

A time-pressure inspiration which is not quite flawness. Again .... Q—Kt 4 was in order, and if 33. Q×P ch, K—B 1 (threatening .... Q×P mate and also ....B—Q 4) ; 34. Q—R 3, Q R—Q 1 and wins.

33. Q×P	R—R 1
34. B×P ch !	K—Kt 1

If 34. ....Q×B ; 35. R×R ch ! transposing into the following note.

35. Q—B 1 ?

Loses spinelessly.

"I suddenly began to go hot under the collar as I noticed the powerful move 35. *B—B 7 ch !* with the forced continuation 35. ....K×B ; 36. R×R ch, Kt×R ; 37. Q×Q ch, K×Q ; 38. R×B, R—Q Kt 1 ; 39. R×R" and White has good drawing chances. "Fortunately for me, my opponent was in too great time trouble himself to perceive this heaven-sent opportunity."

35.	R—Kt 2

Winning another piece. Black's greatest task now is to come within the time limit at move 40.

36. R—Kt 3	R×B
37. Q—B 7	B—Q 4
38. Q×P	R×R
39. R P×R	

On 39. B P×R, Q—Kt 7 wins at once.

39.	Q—R 3
40. Q—Kt 8 ch	K—Kt 2
41. Q—B 7 ch	K—B 3

White resigns. This game is like an Edgar Wallace shocker : aesthetically imperfect, but one thrill after another !

GAME 16

NIMZOVICH DEFENCE

Estonian Championship, 1935–1936.

Opening play is so much a matter of fashion that often variations flourish for years for no better reason than the predilections of the experts. The Nimzovich Defence is a case in point. Even during the lifetime of this great master, doubt was often expressed about the

objective value of the defence of which he was so fond. Yet he played it with such skill that its adoption became more frequent—with sorrowful results for his imitators! It is an opening which requires the full measure of Nimzovich's rich store of profundity and originality.

P. KERES *White*	A. RAUDVERE *Black*
1. P—K 4	Kt—Q B 3
2. P—Q 4	P—Q 4
3. Kt—Q B 3	P—K 3

The acceptance of the gambit (3. ....P×P; 4. P—Q 5!) leaves Black with an uncomfortable position in which his development is difficult to complete. After the text, we have a kind of French Defence with the unusual feature that Black's Q B P does not play to Q B 4 for quite some time.

4. P—K 5	K Kt—K 2
5. Kt—B 3	Kt—B 4

This Knight is a tower of strength, and if it can be driven away advantageously, Black's game will take a decided turn for the worse. White can accomplish nothing along these lines at the moment, for if 6. P—K Kt 4, Kt—R 5 (7. B—K Kt 5? ? Kt×Kt ch etc.); or if 6 P—K R 4, P—K R 4 (better than 6. ....B—K 2); 7. P—K Kt 4, Kt×R P; 8. R×Kt! B×R; 9. P—Kt 5!

6. Kt—K 2	B—K 2
7. Kt—Kt 3	O—O
8. P—B 3	P—Q Kt 3

....P—B 3 at once was better, for reasons that will soon be apparent.

9. B—Q 3	P—B 3

Black must be ready to lend his K Kt additional support, else 10. Q—B 2 will be embarrassing. Keres now plays very cleverly, with the object of stamping K 5 as a hole, and occupying it with his K Kt.

10. Q—R 4!	Kt—R 4

Virtually forced, since if 10. .... B—Q 2; 11. B×Kt, P×B; 12. P—K 6! B—K 1; 13. Kt×P etc. (Keres).

11. Q—B 2	P×P
12. Kt×P	B—Q 3
13. B—K B 4	P—B 4
14. O—O	P—B 5
15. B×Kt	P×B

Keres has carried out his strategy very ably: he has exclusive control of K 5, Black's Pawn formation is weak (this is particularly true of his Q P) and his Q B is ineffective.

16. Q—Q 2	B—K 2

Threatening to win a piece with ....P—K Kt 4. White's reply parries this, and makes it possible to answer ....P—K Kt 4 with P—B 4!

17. B—K 3	B—Q 2
18. Kt—R 5	B—K 1
19. Q—K 2	P—K Kt 4?

Black may have been confident of being able to barricade the King-side, but this turns out to be a singular lapse of judgment.

20. P—B 4	P—Kt 5

Provoking the unsound sacrifice 21. Kt×Kt P? P×Kt; 22. Q×P ch, B—Kt 3; 23. P—B 5, Q—Q 2. But Keres prefers to sacrifice in his own good time.

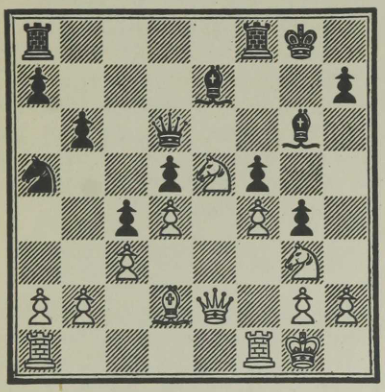
21. Kt—Kt 3	B—Kt 3

White was threatening Kt×B P.

22. B—Q 2	Q—Q 3

One would have to be very subtle indeed to find fault with this move ; but Keres has the requisite amount of subtlety !

Position after 22. ....Q—Q 3



23. Kt×Kt I ! P×Kt
24. P—B 5 B—B 2 !

Relatively better than 24. .... B—K 1, when Keres would have continued with 25. Q×P ch, K—R 1 ; 26. B—B 4 (*the fact that this Bishop can come to the key-square K 5 with a vital gain of time in several variations explains why Black's 22nd move led to the sacrifice*), Q—Q B 3 ; 27. P—B 6 ! B×P ; 28. B—K 5 ! B—Kt 3 ; 29. R×B, R×R ; 30. R—K B 1, R—K B 1 ; 31. Q—Kt 5, K—Kt 2 ; 32. Kt—R 5 ch and wins.

25. B—B 4 !

But now 25. Q×P ch would be less good (25. ....K—R 1 ; 26. B—B 4, Q—Q B 3 and 27. P—B 6 ? is pointless).

25. ..... Q—K B 3

Perhaps 25. ....Q—Q 1 ; 26. B—R 6, B—B 3 ; 27. Q×P ch, K—R 1 ; 28. B×R, Q×B was better for Black. He would have two Bishops for a Rook and two Pawns, and be subjected to considerable pressure. The inactive position of his pieces would eventually tell against him.

26. B—K 5 Q—Kt 4
27. R—B 4 !

An important finesse ; he forces the advance of the K R P, for if 27. P—B 6 at once, then 27. ....B—Q 1 ; 28. R—B 5 (not 28. R—B 4, B—K 3), Q—Kt 3 ; 29. Q—K 3, P—K R 3.

27. ..... P—R 4
28. P—B 6 B—Kt 3

28. ....B—Q 1 would now be inadequate because of the following continuation intended by Keres : 29. R—B 5, Q—R 3 ; 30. B—B 4, Q—R 2 ; 31. R—Kt 5 ch, K—R 1 ; 32. R—Kt 7, Q—Q 6 ; 33. R×B !

29. P×B ! Q×P

The main variation anticipated by Keres runs as follows : 29. .... R×R ; 30. B×R, Q×B ; 31. R—K B 1 !

I. 31. ....Q—Kt 4 ; 32. Q—K 6 ch, K—Kt 2 ; 33. Kt—B 5 ch, B×Kt ; 34. R×B, Q—B 8 ch ; 35. K—B 2 etc.

II. 31. ....Q—Q 3 ; 32. Kt—B 5 ! Q—Q 2 (no better is 32. .... B×Kt ; 33. P—K 8(Q) ch or 32. ....Q—B 2 ; 33. Q—K 6 ch) ; 33. Q—K 5, B×Kt ; 34. R×B etc.

30. Kt×P ! !

Having regained the sacrificed piece, Keres loses no time in re-investing in a Rook sacrifice !

30. ..... B×Kt
31. R×P ch B×R

If instead 31. ....K—R 2 (not 31. ....K—B 2 ? 32. R—Kt 7 ch etc.) ; 32. Q—B 2 ch, K—R 3 ; 33. Q—Q 2 ch, K—R 2 ; 34. R—Kt 7 ch, Q×R ; 35. B×Q, K×B ; 36.

Q—Kt 5 ch, B—Kt 3 ; 37. R—K 1, Q R—K 1 ; 38. R×R, R×R ; 39. Q×P wins for White (a variation suggested by Sidney Bernstein). White's Queen and three Pawns are more than a match for Black's three pieces, especially since Black's Knight is so ineffectual.

32. Q×B ch	K—B 2

....K—R 2 ? allows a quick mate beginning with 33. Q—R 5 ch etc.

33. R—K 1 !	Q—K 3

The Queen cannot be saved.

34. Q—Kt 7 ch	K—K 1
35. B—Kt 3	Q×R ch
36. B×Q	R—Q 1

Keres now forces the win neatly.

37. B—R 4 !	R—Q 2
38. Q—Kt 6 ch !	R(1)—B 2
39. Q—Kt 8 ch	R—B 1
40. Q—K 6 ch	Resigns

Note that after 10. ....Kt—R 4, this piece never moved again from its unfavourable position—permitting White to operate with virtually a piece ahead.

GAME 17

SICILIAN DEFENCE

Helsingfors, 1936.

There are few better examples of Keres' ability to institute a powerful attack with what seems astonishing abruptness. This brusque quality derives from our lower sensitivity to attacking possibilities; it is Keres' unfailing instinct for the most economical utilization of his pieces, and the bold originality of his play, that enable him to spy out opportunities which remain hidden to lesser mortals.

P. KERES *White*	T. GAUFFIN *Black*
1. P—K 4	P—Q B 4
2. Kt—K B 3	P—Q R 3

This move generally transposes into a Paulsen formation (in which it is the characteristic feature). But it is the hallmark of genius not to be content with what has been standard for decades !

3. P—Q Kt 4 ! ?	

The deferred Wing Gambit later popularized by Keres in the form 1. P—K 4, P—Q B 4 ; 2. Kt—K B 3, P—Q 3 ; 3. P—Q Kt 4 ! ? (see Game No. 52). Instead of the fairly slow positional game which Black has anticipated, he is swept along with the turbulence of a typical Keres attack !

3.	P×P
4. P—Q R 3	P—Q 4

In the regular Wing Gambit (1. P—K 4, P—Q B 4 ; 2. P—Q Kt 4, P×P ; 3. P—Q R 3) it is good policy to continue 3. ....P—Q 4 ! But in the present position, White's extra move (*with his K Kt already developed*) makes it imperative for Black to proceed more discreetly.

5. K P×P	Q×P
6. P×P	B—Kt 5

The preferable course is to develop the King side and get the black King into safety.

7. Kt—B 3	Q—K R 4

Black continues to be deceived by the attractions of pseudo-development. Since it soon appears that Black's Queen is badly needed on

the Queen side, he would have been wiser to retreat to Q 1.

8. B—K 2	P—K 3
9. O—O	Kt—K B 3

Black discards the obvious 9. ....B×P, for then 10. P—R 3! would be most embarrassing.

9. ....Kt—Q B 3 is altogether inferior because of the reply 10. P—Kt 5.

10. R—R 5!!

A curious move, but an exceptionally powerful one. Neither 10. ....P—Q Kt 4; 11. B×P ch nor 10. ....Q—Kt 3; 11. R—Kt 5! Q—R 3; 12. P—Q 4 leaves Black with any hope; hence he must play ....

10.	Kt—Q 4
11. P—R 3!	

Another well-timed stroke. Giving up the Bishop would be inadequate, hence Black must reconcile himself to allowing White's K B luxuriate on the long diagonal.

11.	B×Kt
12. B×B	Kt×Kt

In this way Black avoids the opening of the K file, but the Q file proves just as deadly.

13. P×Kt	Q—Kt 3
14. Q—Q 4!	Q—B 3

Black was menaced with the loss of a whole Rook by B×P.

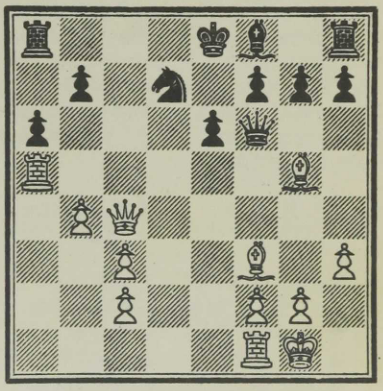
14. ....Kt—B 3 would be refuted quickly by 15. B×Kt ch, P×B; 16. Q—Kt 6, R—B 1; 17. Q×P etc.

15. Q—Q B 4	Kt—Q 2

Unfortunately the inroad of White's Q B cannot be prevented —for if 15. ....P—R 3; 16. Q—B 8 ch, Q—Q 1; 17. Q×P winning the Q R.

16. B—Kt 5

Position after 16. B—Kt 5.



16.	Q—Kt 3

16. ....Kt—K 4 would lead to an exquisite finish: 17. R×Kt! Q×R; 18. Q—B 6 ch! P×Q; 19. B×P mate.

17. B×P	Q R—Kt 1
18. B—Q B 6	B—K 2
19. B×Kt ch	K×B
20. R—Q 1 ch	Resigns

If 20. ....K—K 1; 21. Q—B 7 is crushing; if 20. ....B—Q 3 White can win in many ways, 21. R×B ch doubtless being the quickest.

GAME 18

RUY LOPEZ

Helsingfors, 1936.

When we play over a brilliant game (or rather one with a brilliant finish), the sacrifices and attacking strokes make so powerful an impression on our minds that we are apt to forgo a critical examination of the *defence*. And yet this is the

crucial point; for (as we know but easily forget) all successful attacks are based in greater or lesser degree on the adversary's mistakes.

The defence (no less than the attack) requires a keen eye for attacking possibilities and the ability to make forthright decisions. The cumulative effects of Black's timidity finally expose him to a crushing attack which could have been warded off by a more energetic, seemingly "more risky" policy. And now to our mutton.

P. KERES *White*	E. CANDOLIN *Black*
1. P—K 4	P—K 4
2. Kt—K B 3	Kt—Q B 3
3. B—Kt 5	P—Q R 3
4. B—R 4	Kt—B 3
5. O—O	P—Q Kt 4

For another example of this unusual move, see Game No. 38.

6. B—Kt 3	B—B 4

It was still possible for Black to return to one of the customary variations with 6. ....Kt×P; 7. P—Q 4, P—Q 4 (if 7. ....P×P; 8. R—K 1, P—Q 4; 9. Kt—Kt 5! and Black is in serious difficulties); 8. P×P, B—K 3; 9. P—B 3 and we have transposed into the Tarrasch Defence.

7. P—B 3	

7. Kt×P! is stronger—so much so that it discredits this line of play. This is due to the possibility of White's occupying Q 5 in several variations with a double attack, as in the variation 7. ....Kt×Kt; 8. P—Q 4, B—Q 3? (relatively better is 8. ....B×P; 9. Q×B, Kt—B 3; 10. Q—K 3, P—Q 3 although Black will be badly cramped); 9. P×Kt, B×P; 10. P—K B 4, B—Q 3; 11. P—K 5, B—B 4 ch; 12. K—R 1, Kt—Kt 1; 13. Q—Q 5 and wins.

7.	Kt×P

White can now recover his Pawn with 8. Q—K 2, P—Q 4; 9. P—Q 3, Kt—B 3; 10. P—Q 4! again leading into the Tarrasch Defence. But Keres prefers rather a dubious gambit.

8. P—Q 4?!	P×P
9. P×P	B—K 2
10. P—Q 5	Kt—R 4
11. B—B 2	

Keres has played a true gambit; he has nothing tangible for the Pawn, but Black's position is somewhat unwieldy.

11.	Kt—K B 3
12. B—Kt 5	P—Q 3
13. Kt—Q 4?!	

Beginning a policy of deliberate "swindling" which eventually succeeds.

13.	B—Q 2?

Black's first (but by no means fatal) lapse from grace. 13. .... Kt×P! was perfectly feasible here, and if then 14. R—K 1, O—O!

I. 15. R×B? Kt×R; 16. P—Q Kt 4 (so that if 16. ....Kt—Kt 2? 17. Kt—B 6), P—K B 3.

II. 15. Q—R 5, P—Kt 3; 16. B×B, Kt×B; 17. Q—R 4 and now ....Q Kt—B 3 leaving White embarrassed for a good reply.

14. R—K 1	K—B 1

After the loss of time on his previous move, Black's game has become difficult: if 14. ....O—O; 15. Q—Q 3! is an annoying reply. The threatened 16. B×Kt and 17. Q×P ch can be met only by 15. ....P—Kt 3, whereupon 16. Kt—Q B 3 menaces 17. R×B! leaving Black without a satisfactory continuation.

However, the loss of castling and

the resulting certainty that Black's K R will be out of the game for a long time to come, at last assures White of full value for his Pawn.

15. Q—B 3

Keres knows how to keep his opponent ill at ease. 15. ....Kt× P is to be answered by 16. B—Q 2 ! P—Q B 3 (the only move) ; 17. B—K 4 and White regains one of his Pawns, with Black still subjected to uncomfortable pressure.

15. ..... Kt—B 5
16. B—B 5 Kt—K 4

Black wants to block the K file. If 16. ....Kt×Q P ? 17. B×B ch, Kt×B ; 18. B×B and Black cannot retake.

17. Q—Q Kt 3 Kt—Kt 1

Contrary to appearances, 17. .... Kt×P could have been played here: 18. Q×Kt, K B×B ! (not 18. .... Q B×B ? 19. B×B ch, K×B ; 20. Kt—B 6 ch) ; 19. B×B, Kt×B ; 20. Kt—B 6, Q—B 3 ; 21. Kt—K 5 ! R—Q 1 ! (not 21. ....Kt—Kt 3 ? 22. Kt—Q 7 ch !) ; 22. Kt—B 3. By judicious play Black should be able to weather the storm.

18. B—B 1 B—K B 3
19. Kt—Q B 3 Kt—K 2 ?

Another inexact move which is not quite a mistake. The simple and obvious 19. ....P—Kt 3 would have compelled White to come to a decision about his K B, also saving time for creating a retreat for Black's K B.

20. B×B Kt×B

The otherwise desirable recapture with the Queen has to be rejected because of 21. Kt—K 4 and the threatened subsequent break-up of Black's King-side Pawns.

21. Q—Q 1

It is remarkable how many liberties White can allow himself (both Queen and Q B have retired to their original squares) without coming to any harm thereby !

21. ..... P—R 3

Carefully preparing artificial castling—a fine example of "castling into it." But Black's position is still awkward, especially since his Knight has to be anchored at K 2 to guard Q B 3.

22. Kt—K 4 K—Kt 1

22. ....Kt×P ? is of course out of the question because of 23. Kt—B 6.

23. P—Q R 4 ! B×Kt ?

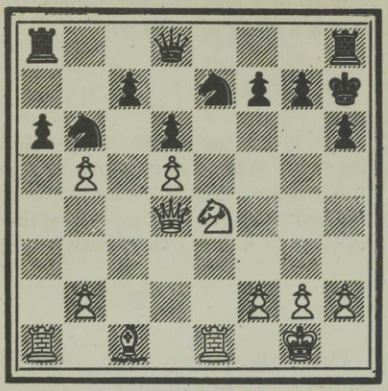
This move seems indicated, since Black's Knight must remain at K 2, and the other Knight must stay on Q 2 so long as the possibility of Kt×B ch exists.

In addition, White's last move threatened 24. Kt×B ch, Kt×Kt ; 25. P×P, P×P ? 26. R×R, Q×R ; 27. R×Kt. Admittedly the situation is difficult, but 23. ....P—Kt 5 ! 24. P—R 5 ! P—Kt 3 would ward off a catastrophe.

24. Q×B K—R 2
25. P×P Kt—Q Kt 3

Black realises that after 25. .... P×P ; 26. R×R, Q×R ; 27. Kt—Kt 5 ch, P×Kt ; 28. R×Kt he would have a lost game. But Black is to be confronted with a terrible surprise !

Position after 25. ....Kt—Q Kt 3.



26. Kt—B 6 ch ! ! P×Kt

The first of the many charming points of this combination appears in its refusal: 26. ....K—Kt 3; 27. Q—Kt 4 ch ! K×Kt; 28. R—K 6 ch ! and mate next move.

27. Q×P

Threatening mate on the move !

27. ..... K—Kt 1

27. ....R—K B 1 would hold out a little longer: 28. B×P ! (not 28. R×Kt ? Q×R !), Kt—B 4; 29. Q×Kt ch, K×B; 30. R—R 3 etc.

28. R×Kt R—R 2
29. R—R 3 ! Resigns

The Q R's first move is fatal ! If 29. ....Q—K B 1; 30. R—Kt 3 ch, R—Kt 2; 31. B×P etc. Or 29. ....Kt×P; 30. R—Kt 3 ch, K—B 1; 31. B×P ch.

GAME 19

INDIAN DEFENCE

Bad Nauheim, 1936.

In his second encounter with the greatest player of modern times, Keres is content to adopt a defensive policy which is, however, not lacking in enterprise. On move 34 he hits on a characteristically drastic solution of an otherwise somewhat onerous problem.

Dr. A. Alekhine	P. Keres
White	*Black*
1. P—Q 4	P—K 3
2. P—Q B 4	B—Kt 5 ch

A favourite move with Keres, who has played it against some of the most celebrated masters, including Alekhine, Euwe, Capablanca, and Flohr. It has no independent character of its own, and can transpose into several possible variations. The elasticity of choice favours Black psychologically, as it is often not easy for White to make up his mind on short notice.

3. Kt—B 3 P—Q B 4
4. P×P ! ?

At once leading to a difficult game. Alekhine deliberately permits the break-up of his Queen-side, relying on the two Bishops and Black's weakness on the Q file as sufficient compensation.

4. ..... B×Kt ch
5. P×B Q—R 4
6. Kt—B 3

Alekhine does not care to bother to defend the weak Pawns. After 6. ....Q×P ch; 7. B—Q 2, Q×P; 8. P—K 3 he would have an impressive lead in development (8. ....Q×B P ? ? 9. R—B 1).

6. ..... Kt—K B 3

Keres naturally avoids the uncongenial Pawn-snatch.

7. P—K 3 O—O
8. Kt—Q 4 ! Kt—K 5 !

Better than 8. ....Kt—R 3 ; 9. Kt—Kt 3 !

9. B—Kt 2

This looks unnatural, but the Q B will go to R 3 later.

9.	Kt×P (4)
10. Kt—Kt 3	Q—B 2
11. Kt×Kt	Q×Kt
12. Q—Kt 3	P—Q 3
13. R—Q 1	R—Q 1
14. B—R 3	Q—K 4

See the note to White's fourth move ; White has achieved his purpose, and Black must play with great care.

15. P—B 5

Else Black blockades the Q B P with ....Kt—R 3—B 4 with a good game.

15.	P—Q 4
16. P—Q B 4	Kt—B 3
17. B—K 2	P×P

Black must ease his game with exchanges.

18. R×R ch	Kt×R
19. Q×B P	Q—Q 4
20. Q×Q	P×Q

In the ending that follows, Black is at a disadvantage, for his Q P requires attention and (says Tarrasch) "he who has the Bishops has the future." But Keres defends very ably.

21. K—Q 2	B—Q 2

....B—K 3 looks more natural, but this square is reserved for the Knight, which will counter-attack against the Q B P, whilst the Bishop at B 3 defends both Q P and Q Kt P.

22. R—Q Kt 1	B—B 3
23. K—B 3	R—B 1
24. K—Kt 4	P—B 3
25. B—Kt 4	R—B 2
26. R—Q 1	R—K 2

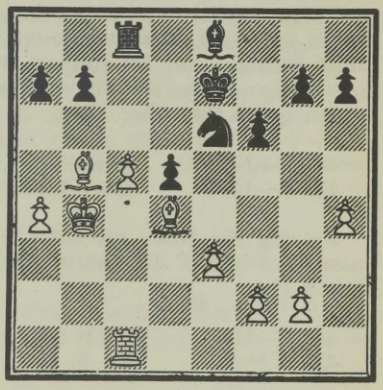
One of the great dangers in fighting against the two Bishops is that the position can be opened up suddenly to good effect. Here, for example, White was threatening 27. P—K 4 !

27. B—B 3	R—Q 2
28. B—Kt 2	K—B 2
29. P—K R 4	Kt—K 3
30. B—K 2	R—Q 1
31. B—Q 4	R—Q B 1
32. P—R 4	K—K 2
33. B—Kt 5	B—K 1

Not 33. ....B×B ? 34. P×B giving White the use of the Q R file and the possibility of securing a passed Pawn.

34. R—Q B 1

Position after 34. R—Q B 1



In this seemingly tranquil position, Keres finds a deep combination which shakes off White's grip.

34.	P—Q Kt 3 ! !
35. P×P	

Alekhine must accept the challenge, for if 35. P—B 6 ? K—Q 3 and Black has the advantage.

35. ..... R×R
36. P—Kt 7

This Pawn must queen. Has Black blundered ? !

36. ..... Kt—Q 1 !
37. P—Kt 8(Q) Kt—B 3 ch
38. B×Kt R—Kt 8 ch
39. K—R 5 R×Q

The combination has netted the exchange ; but White has a Pawn for it, and his Bishops are disagreeable.

40. B×Q P K—Q 3

So that if 41. B×R P, R—Kt 7 ; 42. P—K 4, B—B 3 ; 43. B×B, K×B followed by ....R—K 7.

41. B—B 4 K—B 2

And now 42. B×R P ? would lose after 42. ....R—Q R 1 ; 43. K—R 6, B—B 3 followed by .... B—Kt 2 ch. But now a new danger arises for Black : the two co-operating Bishops are to support the menacing advance of White's Pawn majority on the other wing.

42. P—Kt 4 ! B—B 3
43. P—Kt 5 K—Kt 2

Freeing the Rook for action : if now 44. P×P, P×P ; 45. B×B P, R—K B 1.

44. P—B 4 P×P
45. R P×P R—K 1

Simpler, for drawing purposes, was 45. ....P—Kt 3.

46. P—B 5 B—K 5
47. B—K 6

Now Black seems to be in difficulties, for if 47. ....P—Kt 3 ; 48. P—B 6 ! or if 47. ....R—K 2 ; 48. K—Kt 5, P—R 3 ch ; 49. K—B 5, K—B 2 ; 50. B—K 5 ch followed by K—Q 6 and the draw, if it can still be achieved, will be very arduous.

47. ..... R—K B 1 !
48. B×P R×P ch

The point. The remaining Bishops of opposite colour make White's extra Pawn meaningless.

49. B×R B×B
50. K—Kt 5 B—Q 6 ch
51. K—B 5 K—B 2
52. K—Q 5 K—Q 2
53. B—Q 4 P—Q R 3

Not 53. ....P—Q R 4 ? 54. K—B 5 and White will win the Q R P without losing his own.

54. B—B 5 P—Q R 4

Now this can be played, as the white King's path to the Q R P is blocked.

55. K—K 5 B—B 7

Drawn. A fighting game all the way.

GAME 20

INDIAN DEFENCE

Bad Nauheim, 1936.

It has come to be recognized that a game of chess is not only a combat of skill, but also a struggle of opposing wills and psychological attitudes. White first places an unreasonably heavy emphasis on attack, and then begins to be plagued by doubts. Black, on the other hand, does not permit himself to be intimidated by a possible attack, but proceeds briskly with a view to counterplay.

G. Stahlberg *White*	P. Keres *Black*
1. P—Q 4	P—K 3
2. P—Q B 4	B—Kt 5 ch

Regarding this move see the previous game.

3. Kt—B 3	P—Q B 4
4. P—K 3	Kt—K B 3
5. P—Q R 3	B×Kt ch
6. P×B	O—O
7. B—Q 3	P—Q 4

The opening has transposed into one of the regular variations of the so-called "Nimzoindian" persuasion. White's position looks deceptively conservative and his Queenside Pawn formation deceptively weak. Yet White has won some extraordinarily brilliant games with this line of play, mainly because of the strength inherent in the "push" of the centre Pawns (P—B 3 and P—K 4).

8. B P×P	K P×P

Botvinnik favours the recapture with the Knight, with the idea of tempting advances which will only render White's centre insecure ; or in the event that White holds back his Pawns, Black is to work for .... P—K 4. 8. ....Q×P has been played, with much the same underlying considerations.

9. Kt—K 2	P—Q Kt 3

Rounding out his Pawn structure and also contemplating "putting the question" to the formidable K B.

10. O—O	B—R 3
11. B—B 2	

Apparently an overestimation of the attacking value of this Bishop. White had two preferable courses : (a) 11. P—B 3 with the idea of enforcing P—K 4 at the earliest opportunity ; or (b) 11. B×B, Kt×B ; 12. Q—Q 3 leaving Black with the choice of losing time with his Q Kt or else playing the seemingly powerful .....P—B 5. The latter move would have the drawback of releasing the tension in the centre, and thus strengthening White's reaction with the eventual P—K 4.

11.	Kt—B 3

. . . Whereas after White's awkward withdrawal, Black is able to develop his Q Kt more favourably in a *centralized* manner. The twofold effect is to make White's intended P—K 4 more difficult of execution, and to make possible Black's energetic thrust on move 15.

12. R—K 1	R—K 1
13. P—B 3	Q R—B 1

Black has achieved an ideal development, all his pieces being placed to good advantage.

14. P×P ?

A serious mistake, as Black's vigorous play soon demonstrates. Stahlberg seems to have been under the impression that he could not play 14. Kt—Kt 3, P×P ; 15. B P×P ! because of 15. ....Kt×P (on other moves White plays B—Kt 2, with P—K 4 in the offing). But then White plays *not* 16. P×Kt ? R×R ch ; 17. Q×R, R×B—but 16. B×P ch !

14.	P×P
15. Kt—Kt 3	P—Q 5 !

With this fine move, Keres puts his lead in development to good use.

16. K P×P	P×P
17. R×R ch	Q×R
18. P×P	Kt×P !

Stahlberg may have reconciled himself to the dissolution of the centre on the ground that his Bishop-pair would come to life. However, Keres has seen more profoundly into the position : the potential strength of the Bishops is

negated by the superior activity of Black's pieces.

19. B—R 4

If 19. B—Q 3 ? B×B ; 20. Q×B, Q—K 8 ch ; 21. Q—B 1 (if 21. Kt—B 1, Kt—K 7 ch wins), Q×Q ch followed by ....Kt—Kt 6 winning a piece (Euwe).

Or 19. Q×Kt ? Q—K 8 ch and mate next move.

The text, however, has the disadvantage of letting Black's K Kt in with great effect. Hence 19. B—K 4 seems best.

19. ..... Q—K 4

Gaining time, as ....Kt×P ch is threatened.

20. R—Kt 1 Kt—Q 4
21. B—Kt 2

And not 21. Kt—K 4, B—K 7 ! 22. Q—K 1 (or 22. Q—Q 2 with the same result), B×P !

21. ..... Kt—B 6
22. B×Kt

The plausible 22. Q—K 1 ? would be fatal (22. ....Q—Q B 4 !).

22. ..... R×B
23. K—R 1 P—R 4 !

And not 23. ....R×R P ? 24. Q×Kt etc. The text not only releases Black's pieces for action by creating a loophole for his King—Black also has the advance .... P—R 5—R 6 at his disposal, threatening a rapid disintegration of White's position.

24. B—Q 7

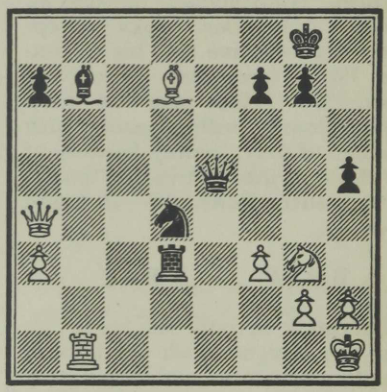
To parry the threat (....P—R 5—R 6), White offers the Q R P. But Keres is after higher game.

24. ..... R—Q 6 !
25. Q—R 4

Too far afield. Romanovsky's suggested 25. Q—K 1, R—K 6 ; 26. Q—B 2, R×R P ; 27. Kt×P, Kt×P ! has the purely negative virtue of holding out a little longer and losing more prosaically.

25. ..... B—Kt 2

Position after 25. ....B—Kt 2.



The position is now very tricky.

Euwe recommends 26. Q—B 4, R—K 6 ; 27. R×B ! R—K 8 ch ; 28. Kt—B 1, Kt—K 7 ; 29. R—Kt 1 ! and wins.

However, Black answers 26. Q—B 4 with 26. ....Q—K 6 ! with a winning attack, *e.g.*, 27. Kt—B 1, Q—K 7 ; 28. B—R 3 (not 28. Kt—Kt 3, R—Q 8 ch), Kt×P ! 29. P×Kt, R×B P ! ! 30. Q×Q, R×Kt mate !

Another possibility would be 26. Q—B 4, Q—K 6 ! 27. B—R 3, P—R 5 ; 28. Kt—B 5 (if 28. Kt—B 1, Q—K 7 with a winning game), Kt×Kt ; 29. B×Kt, R—B 6 ; 30. Q—B 1, P—Kt 3 ; 31. B—R 3, B—R 3 and Black must win.

26. Kt—K 4

Or 26. B—R 3, P—R 5 ; 27. Kt—B 1 (if 27. Kt—K 4, B×Kt ; 28. P×B, R×B ! 29. P×R, Q×K P ch and wins), Q—K 7 and White is

helpless against a sacrifice at his K B 3 (Romanovsky).

26.	B × Kt
27. P × B	Kt—B 6 !

White resigns, either 28. P × Kt or P—Kt 3 being answered by 28. ....R—Q 7 and mate is inevitable. White's risky removal of the Queen at move 25 has been exploited in a drastic manner which few players could emulate.

GAME 21

FRENCH DEFENCE

Dresden, 1936.

Although Bogolyubov is past his prime, he is still a worthy opponent. Thus it comes about that this game is typical of the first meeting between two of the greatest attacking players in the history of the game. Curiously enough, it is the older man who attacks, and the younger player who defends ! The game has its inexactitudes, as is to be expected when both players strive strenuously for the upper hand ; but the piquancy of the combinations evolved is ample compensation.

P. Keres *White*	E. D. Bogolyubov *Black*
1. P—K 4	P—K 3
2. Q—K 2	

At this time Keres was already dissatisfied with the more orthodox methods of dealing with this defence but had not yet begun to adopt his later favourite 3. Kt—Q 2.

2.	P—Q B 4
3. P—K B 4	Kt—K B 3
4. Kt—K B 3	Kt—B 3
5. Kt—B 3	P—Q 4

It is customary to preface this advance with ....P—K 3 and .... B—K 2, so as to be able to retain a Pawn at Q 4 in the event that White captures at Q 5.

6. P × P	Kt × P
7. P—K Kt 3	

As Black's K Kt soon becomes annoying, 7. Kt × Kt suggests itself. However, after 7. ....Q × Kt Keres shows that the natural move 8. P—K Kt 3 would not be feasible because of 8. ....Kt—Q 5 ! 9. Kt × Kt, Q × R ! 10. Kt—B 3 (seemingly the black Queen is trapped), B—Q 2 ; 11. K—B 2, P—B 5 ! (and if 12. B—Kt 2, B—B 4 ch).

7.	K Kt—Kt 5 !

This surprising move creates difficulties for White.

8. P—Q 3	Kt—Q 5
9. Kt × Kt	P × Kt
10. Kt—Q 1	Q—R 4 ?

Premature. Simply 10. ....B—Q 2 was in order, *e.g.*, 11. P—B 3 (if 11. P—Q R 3, Q—R 4 ! and Black has gained valuable time. If 11. B—Kt 2, B—R 5 ! 12. P—Kt 3, R—B 1 ! and White has no good move), B—B 3 ! 12. K R—Kt 1 (if 12. B—Kt 2 ? Kt × P ch or 12. ....B × B followed by ....Kt × P ch), P × P ; 13. P × P, Kt—Q 4 with a position considerably in Black's favour.

11. P—B 3	P × P
12. P × P	Kt—Q 4

Now White escapes with a whole skin. 12. ....Q—Q 4 ; 13. Kt—B 2, Kt—B 3 would leave Black with some positional advantage.

13. B—Q 2	B—K 2
14. B—Kt 2	

If 14. P—B 4 ? Kt—Kt 5 and

White has weakened his position badly.

14. ..... B—B 3
15. P—Q 4

Again P—B 4 ? would be weakening.

15. ..... O—O
16. B—K 4 !

Centralization. White has turned the breathing spell to good account, and as soon as he can play P—B 4 he will have a strong hold on the centre.

16. ..... Q—B 2

White was finally threatening 17. P—B 4, Kt—Kt 5 ; 18. P—Q R 3, B—K 2 ; 18. R—R 2 ! and wins.

17. Q R—B 1 B—Q 2
18. Kt—B 2 B—K 2

An attractive alternative was 18. ....P—Q Kt 4, leaving White with an isolated Q P whenever he advances P—B 4. In that event, however, White can play 19. Kt—Q 3 with the idea of occupying K 5 or Q B 5.

19. P—B 4

Of course not 19. B×Kt, P×B ; 20. Q×B ? K R—K 1 etc.

19. ..... Kt—B 3

A certain amount of weakness is bound to prevail now on White's white squares. If now 20. B—K B 3, B—B 3 ; 21. P—Q 5 ? ! P×P ; 22. P×P, B—R 6 ! 23. P×B, Q R—K 1 and Black recovers the piece advantageously.

20. B—Q 3 B—B 3
21. O—O Q R—Q 1

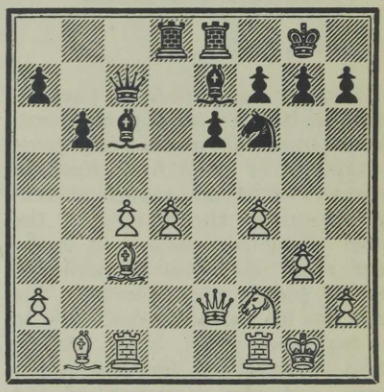
Black naturally wants to keep the hanging Pawns under observation ; at the same time he prepares a retreat for his Q B at Q R 1, in order to place the Queen in front of it for a probing thrust along the diagonal. The game becomes very exciting now.

22. B—B 3 K R—K 1
23. B—Kt 1

Keres prepares an analogous manœuvre !

23. ..... P—Q Kt 3

Position after 23. ....P—Q Kt 3



The position is now extremely critical for White. If 24. Q—Q 3, B—R 1 (or 24. ....P—Kt 3 ; 25. P—Q 5 ? ! B—R 1 with transposition—but not 25. ....P×P ? 26. B×Kt, B×B ; 27. P×P and wins—despite the pin !) ; 25. P—Q 5 ? ! P—Kt 3 ; 26. B—K 5, Q—Kt 2 ; 27. Q—Q B 3, Kt—Q 2 ; 28. Kt—Kt 4, P—B 3 ! 29. Kt×P ch, B×Kt ; 30. B×B, Kt×B ; 31. Q×Kt, P×P and wins, as the further opening up of the long diagonal is fatal for White.

24. Q—B 2

This is no better than 24. Q—Q 3, as will be seen.

24. ..... B—R 1 !

So that if 25. P—Q 5 (threatening B×Kt), then simply 25. ....Q× Q B P !

25. B—Kt 2 Q—B 3 ?

Bogolyubov has played well since his lapse on move 10, but here he goes astray. Keres points out the simple winning line 25. ....Q— Kt 2 ; 26. P—Q 5, P—Kt 3 ! 27. Q—B 3, P×P ; 28. P×P, Q R— B 1 ! (if 28. ....R×P ; 29. B—K 4); 29. Q—Q 4, Q×P etc.

26. P—Q 5 R×P ! ?

This remarkable reply soon steers into a knotty ending. It is questionable whether Black would have been better off after 26. ....P×P ; 27. B×Kt, B×B ; 28. Q×P ch, K—B 1 ; 29. Q—R 8 ch, K—K 2 ; 30. K R—K 1 ch, K—Q 3 ; 31. Q— R 5, P×P (or 31. ....R×R ch ; 32. R×R, P—Kt 3 ; 33. Q—R 7) ; 32. B—K 4 ! and Black's King is in a far worse plight than is White's !

27. P×R Q×P
28. Kt—K 4 !

The only move, but it is more than sufficient. If instead 28. Kt— Q 3 ? Kt—Kt 5 ! and White is helpless ; or if 28. Kt—Q 1 ? B— B 4 ch wins.

28. ..... Kt×Kt

Best ; if 28. ....B—B 4 ch ; 29. Kt×B ! Q—R 8 ch ; 30. K—B 2 (Keres) and Black's attack peters out.

29. Q×Kt Q×Q

If 29. ....B—B 4 ch ? 30. R×B ! Q×R ch ; 31. Q—Q 4 and White is a piece to the good.

30. B×Q B×B

31. K R—Q 1 B—Q 4

It is questionable whether White can accomplish much with his advantage of the exchange. The co-operating Bishops are very strong in such endings ; *cf.* Game No. 19.

32. R—B 7 P—Q R 4
33. P—Q R 4 P—K Kt 4 !

Increasing the scope of his Bishops ; and if P×P, the K P becomes passed. Note that 33. ....B—Kt 6 ? would be a blunder because of 34. R×B !

34. K—B 2 P—R 3
35. B—Q 4 B—Q 1

As will be seen, Black prepares to give up another exchange !

36. R—B 8 P×P !

If 36. ....K—B 1 ; 37. P×P, P×P ; 38. R—Q Kt 1 and Black's Queen-side Pawns fall.

37. B—B 6

Winning the second exchange (but not 37. P×P ? ? B—R 5 ch).

37. ..... P×P ch
38. P×P B×B
39. R×R ch K—Kt 2

Whatever slim winning chances there are now, are with Black ! His Bishops are more formidable than ever, and he has a goodly array of Pawns.

40. R—Kt 8 B—Kt 6
41. R—Q 2 B×P
42. R×P B—B 6
43. R—Q 3 B—Kt 5
44. R×B

Too many Bishops !

44. ..... P×R

45. R—Q 4 P—R 4
46. R×P B—B 7

The game was given up as a draw after twelve more moves. A slashing game, with original play throughout.

GAME 22

INDIAN DEFENCE

Zandvoort, 1936.

White's play in this game illustrates to perfection the rapidity with which the young masters accustom themselves to the exigencies of tournament play. Although Becker is the more experienced player, it is he who succumbs to the difficulties arising from the surprise attack instituted by Keres.

From the psychological point of view, it is interesting to observe that Black's 26th move illustrates a frequently recurring phenomenon: the defender is so plagued by a shortage of time that he plunges into a lost ending in order to rid himself of the complicated task of meeting his opponent's manifold (and sometimes imagined !) threats.

P. KERES *White*	A. BECKER *Black*
1. Kt—K B 3	Kt—K B 3
2. P—B 4	P—K Kt 3
3. P—Q 4	B—Kt 2
4. P—K Kt 3	O—O
5. B—Kt 2	P—Q 3

For another example of the adoption of this defence by an Austrian master, see Game No. 42. The text is viewed askance by the theoreticians, but in actual play it generally gives fair practical chances.

6. O—O Q Kt—Q 2
7. Kt—B 3 P—K 4
8. P—Kt 3 Q—K 2

The customary move is ....R—K 1. The early Queen move comes as a surprise, but Black evidently has in mind the coming transfer of the Queen to K R 4.

9. P—K 4 P×P

Surrendering the centre in order to secure manœuvring space for his pieces. White's mobility is, however, greater on the whole.

10. Kt×P Kt—B 4
11. R—K 1 B—Q 2
12. B—Kt 2 Q R—K 1

Black realizes that ....P—Q R 4 would be futile, for after 13. P—Q R 3, the Q Kt could not be maintained at Q B 4 in any event.

13. Q—Q 2 Q—K 4 ? !
14. P—Q Kt 4 Kt—R 3

This is virtually compulsory, as a result of the hazardous Queen move which preceded it. If 14. .... Kt—K 3 ; 15. Kt—B 3 gives White a winning game to all intents and purposes ; or 14. ....Kt—R 5 ? 15. Kt×Kt, B×Kt ; 16. Kt—B 5, Q—K 3 ; 17. Kt×B, K×Kt ; 18. Q—B 3 ! and Black's position is untenable.

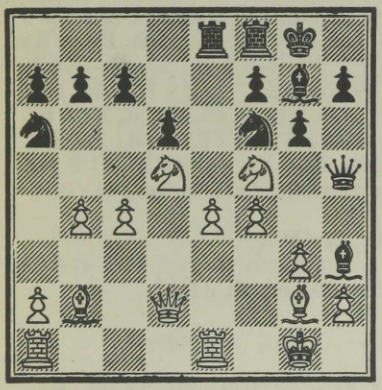
15. P—B 4 Q—K R 4
16. Kt—Q 5 B—R 6

Since White has greatly increased his command of the board in the last few moves, and 16. ....Kt×Kt ; 17. B P×Kt would leave him with a winning positional advantage, there is nothing to be done to avoid the following complications—which Black may even have welcomed in the hope that his relatively inexperienced opponent might blunder.

17. Kt—B 5 !

This involves the temporary "sacrifice" of a piece and the permanent sacrifice of a Pawn—good investments in view of the lack of co-operation among Black's pieces and the resulting weaknesses created in his game. The subsequent complex play taxes the abilities of both players.

Position after 17. Kt—B 5 !



17. ..... P×Kt

Forced : if 17. ....Kt×Kt ? 18. Kt×B wins. Or if 17 ....B×Kt ; 18. Kt×Kt ch ! B×Kt ; 19. B×B and the weakness on the long diagonal should prove fatal for Black.

18. B×Kt Q B×B
19. Q—B 3 !

Calmly heightening the tension—which has the technical value of strengthening the pressure and the psychological value of confronting his opponent with difficult problems.

19. ..... Q—R 3

This seems best, as may be seen from the following alternatives :

I. 19. ....Q—Kt 3 ? 20. P×P, Q—R 3 ; 21. K×B with a winning game.

II. 19. ....B×P ; 20. R×B followed by 21. B×B winning easily ; or 20. B × B, B × Kt; 21. B×R and wins.

III. 19. ....P—B 3 ; 20. B×B, P×Kt ; 21. B×R, R×B ; 22. K×B and wins.

20. K×B P×P

Not 20. ....R×P ? 21. B×B, Q×B ; 22. Kt—B 6 ch, K—R 1 ; 23. Kt×R *protecting the Queen.*

Or if 20. ....P—B 3 ; 21. B×B, Q×B ; 22. Kt—B 6 ch, K—R 1 ; 23. P—K 5 ! with a winning game.

21. P—Kt 4 !

The obvious but very strong continuation made possible by the Pawn sacrifice. Black is threatened with immediate ruin by 22. P—K Kt 5, Q—Kt 3 ; 23. P—B 5, Q×P ; 24. B×B, Q—B 6 ch ; 25. K—Kt 1 ! (25. Q×Q ? allows Black to regain his piece), Q—Kt 5 ch ; 26. K—R 1 and wins.

21. ..... P—B 3 !

So that if 22. P—K Kt 5, Q—Kt 3 ; 23. P—B 5, Q×P ; 24. B×B, Q—B 6 ch ! and no matter how White replies, he must return the extra piece with about an even game.

22. B×B

Keres therefore decides to maintain the pressure by planting his Knight at B 6.

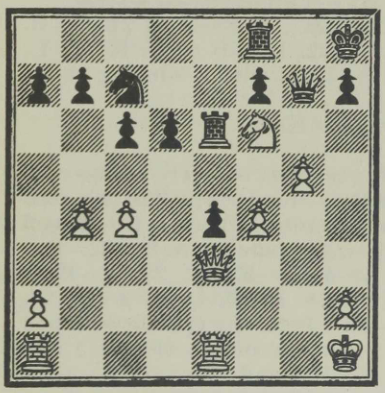
22. ..... Q×B
23. Kt—B 6 ch K—R 1
24. P—K Kt 5 R—K 3
25. K—R 1 !

So that if 25. ....P—Q 4 ; 26. P×P, P×P ; 27. P—Kt 5, Kt—Kt 1 he can continue with 28. Q—B 5 (whereas with White's King at K Kt 2, ...R×Kt would now be feasible).

25. ..... Kt—B 2
26. Q—K 3 !

A many-sided move. Black must forget about the intended 26. .... Kt—K 1, which is answered by 27. Kt—Q 7, R—Kt 1 ; 28. P—B 5 winning at least the exchange with a decisive advantage.

Position after 26. Q—K 3 !



26. ..... P—B 4 ?

Being short of time, Black misses his way. He could have prolonged his resistance considerably with 26. ....P—Q 4 ; 27. P—K B 5 best, R×Kt (Black must part with the exchange : if 27. ....R—Q 3 ; 28. Q—B 4, K R—Q 1 ; 29. P—B 5 wins) ; 28. P×R, Q×P ; 29. P×P, Kt×P (not 29. ....P×P ; 30. Q—B 5, R—B 1 ; 31. Q R—B 1 and the pin is deadly for Black : 31. .... Q×P ; 32. Q—Q 4 ch, P—B 3 ; 33. R—B 1 etc.) ; 30. Q×P, P—Q R 3 and the win, if it can be achieved, will present many technical difficulties.

27. P×P P×P
28. Q×B P R—B 3
29. Q—K 7 R—B 1

Black finds that his unfortunate 26th move has in no wise lightened his burdens, as he is still exposed to all kinds of tactical menaces, and his Queen is bottled up. If 29. .... R×P ; 30. Kt—R 5 ! R—K 1 ; 31. Q×R ch winning the exchange ; or 29. ....R×P ; 30. R×P, R×R ; 31. Q×R with a won game.

30. Q R—Q 1 Kt—K 3

Losing more material ; but if 30. ....Q—B 1 ; 31. Q×K P, Q—Kt 2; 32. Kt—R 5, Q—Kt 3 (if the Queen moves along the diagonal, 33. Kt—B 6 wins) ; 33. Q—K 5 ch, P—B 3 ; 34. P×P ! R—K 3 ; 35. Q—Kt 2, Q—B 2 (if 35. ....Q×Kt ; 36. P—B 7 dis ch wins) ; 36. R×R, Kt×R ; 37. R—Q 7 ! Q×Kt ; 38. P—B 7 dis ch, Kt—Kt 2 ; 39. P—B 8 (Q) ch and mate next move.

31. R×P

Threatening R×Kt !

31. ..... Q—B 1

If 31. ....R(3)—B 2 ; 32. R—Q 8 ch ! ! R×R ; 33. Q×R ch ! If 31. ....R×P ? White can win with 32. R×Kt or 32. R×R, R×R ; 33. R—Q 8 ch (33. Q×Kt also does the trick !) Black's anxiety to exchange Queens is therefore quite natural.

32. Q×Kt P Q—R 6
33. Q—Kt 3 Q×Q

A sorry choice ; but other moves would expose Black to a winning attack. The ending is of course hopeless.

34. P×Q Kt—B 4
35. R—K 3 K—Kt 2

R—R 3 was threatened.

36. P—B 5

Nailing the King down.

36. ..... P—K R 3

37. Kt—R 5 ch K—B 1
38. P—Kt 4 !

The sealed move—and a murderous one.

38. ..... Kt—Kt 2

Or 38. ....Kt—R 5 ; 39. R—R 1, Kt moves ; 40. R × P winning easily.

39. R—Q 7 Kt—Q 1

If 39. ....either R—B 2 ; 40. R × R, R × R ; 41. P × P, K—Kt 1 ; 42. Kt—B 6 ch and mate follows—or 41. ....P—B 3 ; 42. Kt × P, K—B 2 ; 43. P—R 7, R—B 1 ; 44. R—K 8 ! etc.

40. R(3)—Q 3 Resigns

For if 40. ....K—K 1 ; 41. Kt—B 6 ch. A very hard game !

GAME 23

INDIAN DEFENCE

Zandvoort, 1936.

After conducting most of the game with fine position judgment and notable restraint, Keres embarks on a witty end-game combination which makes a very pleasing impression. This little-known game is a significant indication of the evolution of the young master's style.

S. Laudau *White*	P. Keres *Black*
1. P—Q 4	P—K 3
2. P—Q B 4	B—Kt 5 ch
3. Kt—B 3	P—Q B 4
4. P—K 3	P—Q 4
5. B P × P	

Why not simply 5. Kt—B 3 with a good game.

5. ..... K P × P
6. P—Q R 3 B × Kt ch
7. P × B Kt—K B 3
8. P × P ?

The decidedly feeble treatment of the opening by Landau is inexplicable, as we have reached a variation of the Nimzoindian Defence which he usually plays with great skill. Here 8. B—Q 3 was indicated, to be followed by Kt—K 2 and P—B 3, with the same position and problems as in Game No. 20.

8. ..... O—O
9. B—Q 3

White concludes that it is time to continue his development, for while 9. P—Q B 4 would rid him of the weak Pawn, he would be critically in arrears with his development after the simple reply 9. ....B—K 3.

9. ..... Q Kt—Q 2
10. Kt—K 2 Kt × P
11. B—Kt 1

This grotesque move is a further loss of time. It would have been far better to castle, allowing Black to play 12. ....Kt × B ; 13. Q × Kt, Q—B 2 ; 14. Kt—Q 4 and White's game is far more comfortable than after the text.

11. ..... P—Q Kt 3 !

As in Game No. 20, Keres makes grateful use of the deserted diagonal. His Bishop will be posted very effectively.

12. O—O B—R 3
13. R—K 1 R—B 1
14. B—Kt 2 B—B 5

White's miserable position reveals the havoc that has been wrought by his weak play. But from this point on, Landau pulls himself together and puts up a stubborn resistance which deserves high praise. An important feature is *the impenetrability of White's Q* 4, for an

admirably centralized piece on this square will console him for many other aspects of his position.

15. Kt—Q 4	R—K 1
16. B—B 5	R—B 2
17. P—Q R 4	K Kt—K 5
18. B × Kt !	

Surprising, but much better than it seems at first glance. Black removes a piece which menaces his Q B P, and at the same brings about Bishops of opposite colour. The weakness of his Q 3 does not concern him unduly, since Black cannot possibly break through on the Q file.

18.	P × B
19. P—R 5	

This amounts to the loss of a Pawn, which does not seem very serious, as a doubled and isolated R P is usually of little value. Aside from this, the Q R P would soon become vulnerable in any event.

19.	P × P

Now White dare not reply 20. R × P ? because of 20. ....Kt—Q 6. 21. R—K 2, R—Kt 2 and wins. It was not easy to foresee that the insignificant Q R P would eventually win the game for Black !—although it is apparent even at this stage that the Q Kt file will be an important base of operations.

20. B—R 3	Kt—Q 6
21. R—K 2	Q—Q 2
22. R—Q 2	R—Kt 2
23. P—B 4	K R—Kt 1

Keres has been strengthening his position systematically—all that is called for at this stage.

24. P—R 3	R—Kt 3
25. Q—R 5	Q—Q 4
26. Kt—B 5 ?	K—R 1

An obviously necessary preliminary to ....P—Kt 3. Black is now able to force the exchange of Queens, with a resultant lightening of his technical problems.

27. Q—Kt 4	R—Kt 3
28. Kt—K 7	R × Q
29. Kt × Q	R—K Kt 3
30. Kt—K 7	R—K B 3 !
31. P—Kt 4	P—Kt 3 !

The unwisdom of White's 26th move is now clear. The Knight has no moves ; and while it cannot be captured, it cannot be of any use to White. For all that, Keres is made to fight for every inch of progress.

32. K—Kt 2	R(3)—Kt 3
33. K—Kt 3	P—B 3
34. P—R 4	

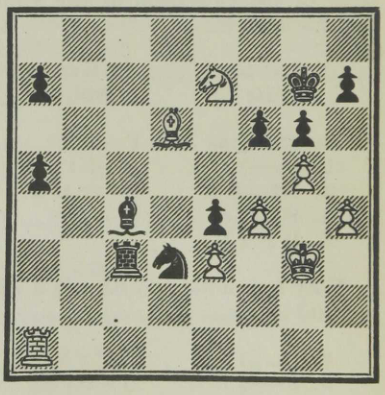
R(2)—Q 1 would prevent the following invasion, but the position of his Knight would ultimately bring about White's downfall.

34.	R—Kt 8
35. R—Q 1	R × R(Q 8)
36. R × R	R—Kt 6
37. B—Q 6	R × P

This appears obvious, but, as will be seen, its consequences have to be calculated with great exactitude.

38. P—Kt 5 !	K—Kt 2 !
39. R—Q R 1	

Position after 39. R—Q R 1



Suddenly it seems that Black's win has evaporated, as the Q R Ps appear doomed. But Keres has worked out an incisive combination of great charm.

39.	Kt—B 8 !
40. P×P ch	

Or 40. K—B 2, R—B 7 ch with an easy win, as White's King will soon succumb to the combined attack of Black's pieces.

40.	K×P
41. B—K 5 ch	

41. R×P loses quickly, a typical variation being 41. ....Kt—K 7 ch ! 42. K—R 2 (if 42. K—R 3, R—B 7 also wins ; likewise 42. K—B 2, R—B 7 ; 43. K—K 1, Kt—B 6 etc.), R—B 7 and White is helpless against the threatened ....Kt—Q 5 dis ch. If for example 43. K—R 1, Kt—Kt 6 ch ; 44. K—Kt 1, B—B 8 and mate follows.

41.	K×Kt
42. B×R	Kt—K 7 ch
43. K—B 2	Kt×B
44. R—Q B 1	

Has Black overlooked this move ? ! The continuation proves that everything has been calculated to a nicety.

44.	K—Q 3
45. R×Kt	K—B 4
46. K—K 1	K—Kt 5

Now we begin to see the effects of the combination. Curiously enough, White is helpless against the advance of the Q R P, as his pieces are situated very awkwardly.

47. K—Q 2	P—R 5

If now 48. K—B 2, P—R 6 and White is in *Zugzwang* !

48. R—B 1	P—R 6

And if now 49. K—B 2, B—Q 6 ch ; 50. K—Q 2, P—R 7 ; 51. R—Q R 1, K—Kt 6 ; 52. K—B 1, K—R 6 and wins.

49. R—Kt 1 ch	B—Kt 6
50. P—R 5	P—R 7
51. R—Q R 1	B—B 5
52. P×P	P×P

White overstepped the time limit here, but he could equally well have resigned, since after 53. K—B 2, K—R 6 ; 54. K—B 1, (or 54. K—B 3, B—Q 6), B—Q 6 he must lose the Rook. An unconventional game throughout.

GAME 24

GIUOCO PIANO

Munich Team Tournament, 1936.

In the restless and wide-ranging re-evaluation to which all chess theory has been subjected in the last twenty years, even the old-fashioned Giuoco Piano has played a part. It has had its face lifted, as a number of new (or rather re-discovered) variations have enriched the opening repertoire.

In the present game we observe one of these innovations in the making. The result is a spirited battle, with the advantage seesawing back and forth and with a well-earned draw at the very end.

J. Foltys *White*	P. Keres *Black*
1. P—K 4	P—K 4
2. Kt—K B 3	Kt—Q B 3
3. B—B 4	Kt—B 3
4. P—Q 3	B—B 4
5. Kt—B 3	P—Q 3
6. B—K Kt 5	P—K R 3

The obvious retort, although 6. ....Kt—Q R 4 ; 7. Kt—Q 5, P—B 3 ! (a later suggestion by Keres)

is also good. In this well-known and rather characterless variation, Black's only danger is carelessness.

7. B×Kt Q×B
8. Kt—Q 5

The strength of this harmless-looking continuation (with the sequel 8. ....Q—Q 1; 9. P—B 3) was first demonstrated by the Peruvian master Canal in the Carlsbad 1929 Tournament, where the variation was a decided success for White. If Black plays with due care, however, he should equalize readily.

8. ..... Q—Kt 3 ! ?

Keres is not interested in equalizing ! The text is an innovation whereby Black makes a determined bid for enterprising play. He does not fear 9. Kt×P ch, K—Q 1; 10. Kt×R—after which he continues with 10. ....Q×P; 11. K R—B 1, B—Kt 5; 12. Kt—R 4, Q—R 6 with a winning position.

9. Q—K 2 B—Kt 5 !

The more staid ....B—Kt 3 was also possible, but Keres prefers rapid development. His Q R is still safe, for if 10. Kt×P ch, K—Q 1; 11. Kt×R, Kt—Q 5; 12. Q—Q 1, B×Kt; 13. P×B, Q—Kt 7; 14. K R—B 1, Kt×K B P ch; 15. K—K 2, Kt×R P etc. again with a winning attack.

10. P—B 3

Preventing ....Kt—Q 5 and thus compelling Black to heed the threat at last. The text has a further significance, as will be seen.

10. ..... B—Kt 3
11. P—Q R 4 !

Very clever. Black dare not castle now on either wing because of the continuation 12. P—R 5 ! B×P; 13. R×B, Kt×R; 14. Kt—K 7 ch.

11. ..... P—B 4

Playing for the opening of new lines. Also possible was the slower continuation (perhaps more forcing in its ultimate consequences) 11. ....K—Q 2 followed by ....Q R—K 1, ...K R—B 1 and then .... P—B 4.

12. Kt—B 4 ? !

Ingenious, but unsatisfactory in the last analysis. Keres recommends 12. P—Kt 4, P—R 3; 13. Kt×B as being in order.

12. ..... Q—R 2 !

A miserable post for the Queen, but only a temporary one. Keres is naturally not content with the prudent repetition of moves 12. ....Q—B 3; 13. Kt—Q 5, Q—Kt 3; 14. Kt—B 4 etc.

13. Kt—K 6 ?

This leads to serious difficulties; hence the return to Q 5 was better, although still leaving Black with the better game.

13. ..... P×P
14. Q×P

If 14. P×P, the advanced Knight at K 6 will be in an even worse plight than after the text.

14. ....B—K B 4 ? would now be a serious blunder because of 15. Q×B.

14. ..... Q×Q ch
15. P×Q R—R 2 !

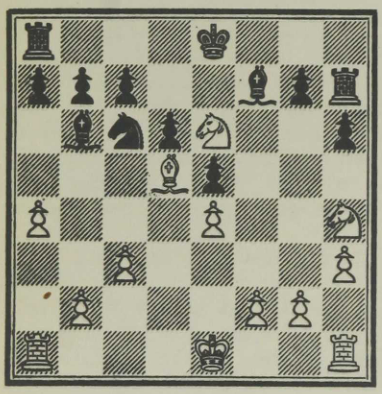
....P—Kt 3 would be less good because it would block the retreat of Black's Q B, as in this variation indicated by Keres: 16. P—R 3, B×K Kt; 17. P×B, K—Q 2; 18.

P—B 4 ! and White can extricate himself.

16. P—R 3	B—R 4
17. Kt—R 4	B—B 2
18. B—Q 5 !	

The plight of the advanced Knight is so desperate that this sly move is the only one which offers any hope.

Position after 18. B—Q 5 !



18.	K—K 2 ?

A hasty move. Had Keres seen through his opponent's plan, he would have played 18. ....P—Q R 4 ! confronting White with the prospect of a fatal loss of material by ....P—Kt 3 followed by .... K—K 2. If 18. ....P—Q R 4 ! 19. Kt—K B 5 (or 19. P—B 4, P×P and White cannot recapture because of ....P—Kt 4 ; meanwhile his Knight at K 6 is still menaced), P—Kt 3 ; 20. Kt(5)—Kt 7 ch, K—K 2 followed by ....R—K Kt 1 and wins.

In this manner Black would have demonstrated the inadequacy of 18. Kt—K 6 ?

19. Kt×Kt P !	R×Kt
20. Kt—B 5 ch	K—B 1
21. Kt×R	K×Kt

A bitter pill for Black ; but if instead 21. ....B×B ; 22. P×B, K×Kt ; 23. P×Kt threatening P—R 5 etc. Now the basic idea of 18. B—Q 5 ! comes to light.

22. B×Kt !	P×B
23. P—R 5	B—B 4

Black will get one Pawn as partial compensation for the exchange, and Keres is to take the Pawn under the most advantageous circumstances. He fights the ending very stubbornly, whereas his opponent misses several chances.

24. P—Q Kt 4	B×P
25. P×B	R—Q Kt 1
26. Q R—Kt 1	

Not 26. Q R—B 1 ? R×P and White cannot capture the B P.

26.	P—B 4
27. P—Kt 5	B—B 5
28. K—Q 2	B×P

Black's position has begun to take on a more friendly aspect. It is already certain that he will obtain two passed Pawns in the centre.

29. P—Kt 3	P—B 3
30. P—B 4	K—B 3
31. K—K 3	P—Q 4
32. K R—Q B 1 !	P—B 5

Keres would of course prefer *to keep the Pawns on black squares, for in this way they preserve their maximum power.* However, if 32. ....P—Q 5 ch ; 33. K—B 2, P—B 5 ; 34. R×P, with a winning game.

33. P×P ch	K×P
34. R—Q 1	P—R 3
35. R—Q 4 ?	

The Tournament Book rightly criticizes this move, which puts the Rook out of action for a good many moves to come, and recommends

35. P—Kt 4, R—Kt 1; 36. R—Kt 2, P—R 4; 37. R—K B 2, P×P; 38. R—B 5 ch, K—K 3; 39. R—K Kt 1. But even then the win would be very difficult, as Black continues with 39. ....P—Kt 6 and if 40. R—B 3, K—K 4 or if 40. K—Q 4, R—Q B 1 ! intending ....P—B 4 ch. However, with 40. R—R 5 ! (to give this Rook elbow room) followed by P×P ch and K—Q 4, White's superiority would gradually assert itself.

35.	R—Kt 1
36. P—Kt 4	P—R 4
37. K P×P	

If 37. R(1)—Q 1, B—R 5 and White must relax his pressure on the Q P.

37.	B P×P
38. R(1)—Q 1	B—B 3
39. R—K B 1	

Again White overlooks a subtle point. Keres comments that 39. R—B 4 ! is stronger, for if then 39. ....B—Q 2; 40. K—B 3 (this last move is impossible after the text, as the Rook at Q 4 has to be guarded); or if 39. ....P×P; 40. 41. R×Kt P ! (likewise impossible in the text continuation).

39.	P×P

If now 40. R×Kt P ? P—Q 5 ch ! 41. R×P, R—Kt 6 ch ! 42. K—B 2, R—B 6 ch and wins.

40. P×P	B—Q 2
41. R(1)—Q 1	B—K 3

As a result of his previous inexactitudes, Foltys now finds himself in difficulties, as the Kt P must fall. However, from this point on, he manages to get his forces in more effective play.

42. R—K R 1

Better than 42. R—K Kt 1, B—B 4 ! followed by ....B—K 5 with a very strong game for Black.

42.	B×P

42. ....R×P looks stronger; but after 43. R—R 5 ch, K—Q 3; 44. R×R, B×R; 45. R—Kt 5 ! B—K 3; 46. K—Q 4 all the winning possibilities would be with White.

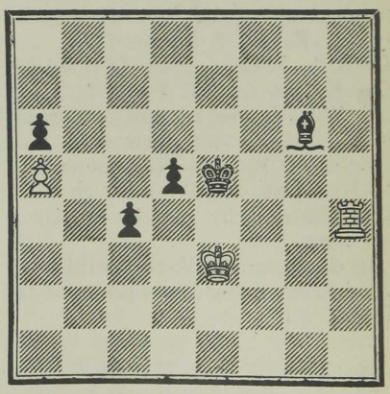
43. R—K Kt 1	B—K 3
44. R×R	B×R
45. R—R 4	B—K 3
46. R—R 5 ch	B—B 4

Black's position is far more favourable here than the one reached in the previous note—so much so that he can actually play for a win. The remaining play requires great care on both sides.

47. R—R 4	B—Kt 3 !

Keres decides to try for a win, although he has a simple draw in view of the limited mobility of White's Rook (which must always be posted in such a way as to prevent ....P—Q 5 ch). There is only one way to *force* this advance, and that is by giving up the R P.

Position after 47. ..... B—Kt 3 !



48. R—R 6

He has no choice, for if 48. R—Q 4 ? P—B 6 forcing ....P—Q 5 ch in short order ; or 48. R—Kt 4 ? B—K 5 ! 49. R—Kt 5 ch, B—B 4 and again .....P—Q 5 ch cannot be prevented.

48. ..... P—Q 5 ch
49. K—B 2 !

Not 49. K—K 2 (if 49. K—Q 2 ? P—B 6 ch gains time), B—Q 6 ch ; 50. K—Q 2 (other King moves would permit ....P—B 6 with a certain win for Black, as he retains the R P), B—K 5 ! 51. R×P, P—B 6 ch ! and wins. The text, *by avoiding the advance of a Black Pawn with check*, provides salvation by thus gaining a tempo for White.

49. ..... B—K 5

There is of course an easy draw by 49. ....K—B 3 ; 50. R—R 4, K—K 4 ; 51. R—R 6, K—B 3 etc. but Keres naturally wishes to explore further winning possibilities.

50. R×P P—B 6
51. R—R 7 ! K—Q 3

Keres shows that the immediate advance of the Pawns is foiled in the following manner : 51. ....P—Q 6 ; 52. K—K 3 ! P—Q 7 ; 53. R—Q 7, B—Q 4 ; 54. K—K 2, B—B 6 ch ; 55. K—K 3 ! ! P—Q 8 (Q) ; 56. R×Q, B×R ; 57. P—R 6 ! B—B 7 ; 58. P—R 7, B—K 5 ; 59. P—R 8 (Q), B×Q ; 60. K—Q 3 and draws ! This exquisite variation shows how effective White's gain of a move (by 49. K—B 2 ! !) has been. White's R P must always be reckoned with.

52. R—K Kt 7 K—B 4

Or 52. ....P—Q 6 ; 53. K—K 3, P—Q 7 ; 54. R—Kt 1 followed by R—Q 1 ! and R×P drawing.

53. P—R 6 P—Q 6
54. K—K 3

Not 54. P—R 7 ? P—Q 7 ; 55. R—Kt 1 (or 55. K—K 2, B—B 6 ch), P—B 7 and wins.

54. ..... P—Q 7
55. R—Q 7

Since White can expect no more than a draw, why not take it at once with 55. R—Kt 1, K—Kt 3 (not 55. ....B—B 7 ? 56. P—R 7) ; 56. R—Q 1 followed by R×P.

55. ..... B—Q 4
56. K—K 2 B—B 6 ch

If now 57. K×B, P—B 7 ; 57. R×P, P—B 8(Q) ; 58. P—R 7, Q—R 6 ch and wins.

57. K—K 3 ! B—Q 4
58. K—K 2 B—B 6 ch

And not 58. ....K—B 3 ? ? 59. R×B ! (a bad blunder in turn would be 59. R—Q 8 ? ? B—B 6 ch ! 60. K—K 3, P—Q 8 (Q) ; 61. R×Q, B×R ; 62. P—R 7, K—Kt 2 and wins), K×R ; 60. P—R 7 and wins.

59. K—K 3 K—B 3
60. R×P Drawn

The delicately balanced play which begins with move 45, provides a fitting conclusion to this exciting game.

GAME 25

DUTCH DEFENCE

Munich Team Tournament, 1936.

This grim struggle between two of the outstanding attacking players of our time has several ironical aspects. The whole game has a clear-cut positional motif : the exploitation of Black's inferior Queenside Pawn formation. The real

fireworks come after the Queens have been exchanged ! While these features may depress the superficial seekers after surface brilliancy, the fact remains that this game is one of the most exciting played by Keres.

P. Keres *White*	K. Richter *Black*
1. Kt—K B 3	P—K B 4

The predominantly positional play of Réti's Opening is not to Richter's taste !

2. P—Q 4	Kt—K B 3
3. P—K Kt 3	P—Q Kt 3

The counter-fianchetto is frequently adopted in analogous positions, but in this variation it has its drawbacks. See the next note.

4. B—Kt 2	B—Kt 2
5. O—O	P—K 3
6. P—B 4	P—Q 4

This leaves the Q B little scope and weakens the black squares ; but the more natural ....B—K 2 can be met effectively with 7. P—Q 5 ! P×P ; 8. Kt—R 4, leaving White with a distinct positional advantage.

7. Kt—K 5	B—Q 3
8. B—B 4	O—O
9. Kt—Q B 3	Kt—K 5

Already beginning to find the pressure on the diagonal annoying.

10. P×P	P×P
11. Q—Kt 3	K—R 1

White threatened to win a Pawn not only by Kt×P, but also by double capture at his K 4.

12. K R—Q 1	P—B 3

White was again threatening Kt ×P, and the alternatives 12. .... B—K 2 ; 13. Q R—B 1 or 12. .... Kt×Kt ; 13. P×Kt followed by P—B 4 are anything but inviting From now on, Black will have to contend with one of his most serious problems in this defence : *how to get his Q B in play.*

13. Kt×Kt	B P×Kt
14. P—B 3	P×P
15. B×P	Q—K 2

Whilst his opponent's forces are all ready for action, Black still has trouble with his development. Thus if 15. ....Kt—Q 2 ? 16. Kt×P etc.

16. Q R—B 1 !	B×Kt

An unavoidable decision—else the development of the Knight will have to be postponed indefinitely. White now has two active Bishops, and Black is saddled with his inferior Bishop. However, Richter's customary ingenuity makes possible a gallant struggle against these handicaps.

17. B×B	Kt—Q 2
18. B—B 4	Kt—B 3

Is Richter's suggestion ....Q R —K 1 (intending to leave the Knight at Q 2) better ? At all events White would retain the initiative.

19. P—Q R 4 !	Kt—K 5
20. P—R 5	P×P

There is little choice, for if 20. ....P—Q Kt 4 ; 21. P—R 6 ! with a winning positional advantage.

21. B×Kt	P—R 5 !

An important tactical finesse : if 21. ....P×B ; 22. P—Q 5 ! with a very strong game despite the Bishops of opposite colours.

22. Q—K 3 !

An equally clever reply. If

instead 22. B—Q 6 ? ! Q×K B ! 23. Q×B, Q—K 6 ch with perpetual check ; or if 22. Q×R P, Q×B ; 23. Q—B 2 ! Q—K 3 ! (after the exchange of Queens, the resulting ending is quite unfavourable for Black) with some counter-chances, as the opponent's white squares are rather weak for middle game play.

22. ..... Q×B

If 22. ....P×B ; 23. P—Q 5 (threatening P×P followed by B—Q 6—or, in the event of 23. .... K R—Q 1, simply 24. P—Q 6 followed by R—B 5) with a dreary position for Black which is quite devoid of any prospects.

23. Q×Q P×Q
24. P—Q 5 !

Offering another Pawn in order to reach the seventh rank.

24. ..... Q R—Q 1

He declines, for if 24. ....P×P ; 25. R—B 7, B—R 3 (not 25. .... Q R—Kt 1 ; 26. B—K 5 ! R—Kt 1 ; 27. R—K 7 winning the exchange) ; 26. B—K 5, R—K Kt 1 ; 27. R×Q P (with R(5)—Q 7 in view) and White's pressure must be decisive.

25. P—Q 6

Obviously not 25. P×P ? R×R ch ; 26. R×R, B×P etc.

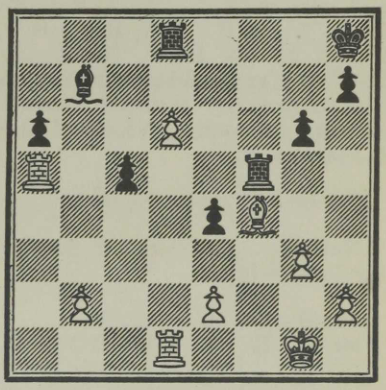
25. ..... R—B 4
26. R—B 4 ! P—B 4

The many weaknesses in Black's camp compel him to play with great care : if for example 26. .... P—Kt 4 ; 27. B—K 3, R—Q 4 ; 28. R×R, P×R ; 29. R—B 7 and wins (29. ....B—B 1 ; 30. B×Kt P, R—B 1 ; 31. R×B ! etc.).

27. R×R P P—Q R 3
28. R—R 5 P—Kt 3

Guarding against P—Q Kt 4. Black has little choice, for if 28. ....B—B 1 ; 29. B—K 3, P—B 5 ; 30. B—Kt 6 ! R×R ; 31. B×R(8) ! and wins.

Position after 28. ....P—Kt 3.



29. P—Q Kt 4 ! !

Beginning a neat combination to force the win of a piece.

29. ..... P×P
30. R×R P×R
31. P—Q 7 ! B—B 3

Else B—B 7 or B—Kt 5 wins at once.

32. R—Q B 1 ! B×P

Again forced.

33. R—Q 1 P—Kt 6

Black's Queen-side Pawns are almost full value for the piece. White will have to play very well to win.

34. B—B 7 R—Q B 1
35. R×B K—Kt 1

Threatening ....P—Kt 7, which cannot be played at once because of B—K 5 ch.

36. B—K 5 R—B 4

A difficult choice ; Richter prefers to retain the Queen-side Pawns, even at the cost of exchanging Rooks. If instead 36. ....R—B 7; 37. R—Kt 7, R×P ; 38. R×Kt P and wins, or 36. ....P—Q R 4 ; 37. R—R 7, R—B 7 ; 38. R×Q R P, P—Kt 7 ; 39. B×P, R×B ; 40. K—B 2 (Keres) and although Black has temporarily restored material equality, he must soon lose both the B P and K P.

37. R—Kt 7 ch K—B 1

Not 37. ....K—R 1 ? 38. B—B 6 ! and wins.

38. B—Q 6 ch K×R
39. B×R K—B 2

....P—Kt 7 would still be premature because of B—K 5 ch.

40. B—R 3 K—K 3
41. K—B 2 K—Q 4
42. K—K 3 K—B 5
43. K—Q 2 P—K 6 ch !

Absolutely essential, else P—K 3 forces Black into *Zugzwang*. The text leads to some exciting moments.

44. K×P !

The daring way is the easier ; as Keres observes, 44. K—B 1, K—B 6 ; 45. B—Kt 2 ch, K—Kt 5 ; 46. B—B 6, P—Q R 4 ; 47. K—Kt 2, P—R 5 ; 48. B—K 7 ch, K—B 5 is less clear.

44. ..... K—B 6
45. K—B 4 ! P—Q R 4

In making his last move, Keres was fully prepared for an attempt at "perpetual check" on his Bishop, thus : 45. ....K—B 7 ; 46. P—Kt 4 ! P×P ; 47. P—K 4, K—Kt 8 ; 48. P—K 5, K—R 7 ; 49. B—B 1, K—Kt 8 ; 50. B—K 3, K—B 7 ; 51. B—Q 4, K—Q 6 ; 52. B—R 1 ! etc.

46. P—Kt 4 !

After the obvious 46. K×P, *Black* queens first ; after the text, *White* queens first—and wins by a tempo !

46. ..... P×P
47. P—K 4 P—R 5
48. P—K 5 P—Kt 7
49. B×P ch K×B
50. P—K 6 P—R 6
51. P—K 7 P—R 7
52. P—K 8(Q) P—R 8(Q)
53. Q—R 8 ch K—R 7
54. Q×Q ch K×Q
55. K×P K—Kt 7
56. K—Kt 5 K—B 6
57. K—R 6 K—Q 5
58. K×P K—K 4

Or 58. ....K—K 5 ; 59. K—Kt 6! (59. P—R 4 ? K—B 4 draws), K—K 4 ; 60. P—R 4 etc.

59. K—Kt 6 Resigns

The whole game is unusually rich in tricky play.

GAME 26

DUTCH DEFENCE

Munich Team Tournament, 1936.

As in Game No. 29, we observe that Keres is renouncing tactical play as an end in itself. Tactics are subordinated here to the larger ends of executing desirable strategical conceptions. In the last analysis, it is Black's careful utilization of the concept of centralization, and White's neglect of this idea, which decide the fate of the game.

G. Stahlberg *White*	P. Keres *Black*
1. P—Q 4	P—K 3
2. P—K 3	

Once more Stahlberg essays an ultra-conservative opening against Keres—this time reaping all the disadvantages and none of the benefits.

2.	.....	P—K B 4

Black has obtained a particularly favourable form of this defence; White's Q B has little scope, and the method generally considered most effective for White (fianchetto of the K B) is questionable here. For if 3. P—K Kt 3, White has lost time with P—K 3 and weakened his white squares as well.

3.	B—Q 3	Kt—K B 3
4.	Kt—Q 2	

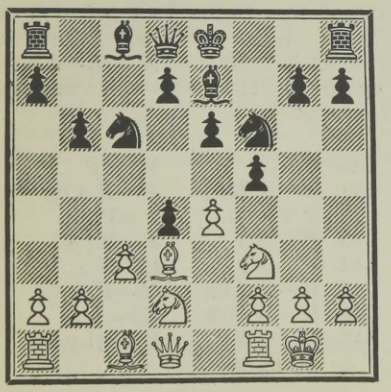
Stahlberg continues his passive policy, instead of adopting the more promising Steinitz line 4. P—Q B 4 to be followed by Kt—Q B 3, K Kt—K 2 and P—B 3.

4.	.....	P—B 4
5.	K Kt—B 3	Kt—B 3
6.	O—O	P—Q Kt 3 !
7.	P—B 3	B—K 2
8.	P—K 4	

The indicated procedure, whereby White will obtain a measure of freedom.

8.	.....	P × Q P

Position after 8. ....P × Q P.



9.	B P × P ?	

Missing an important finesse. The proper course was 9. Kt × P ! Kt × Kt ; 10. P × Kt. P × P ; 11. Kt × P, B—Kt 2 with approximate equality.

The vital point about 9. Kt × P ! is that the plausible reply 9. .... Kt—K 4 ? is strikingly refuted by the Tournament Book's recommendation 10. B—Kt 5 ! threatening Kt × K P as well as simply P × P etc.

9.	.....	Kt—Q Kt 5 !

Now Black seizes the initiative and never relinquishes it.

10.	B—Kt 1	B—R 3
11.	R—K 1	Kt—Q 6

This involves another clever tactical finesse : if now 12. R—K 3 ? Kt × B P ! 13. Q—R 4 (attacking two pieces), Kt(7)—Kt 5 and all is well.

12.	B × Kt	B × B
13.	P × P	

The upshot of the previous exchanging manœuvre is that Black is very strong on the white squares, and has an unassailable centralized square for his pieces at Q 4. 13. P—K 5, while seemingly more aggressive, would be even worse than the text; for then White's remaining Bishop would be painfully ineffective, with so many white Pawns on black squares.

13.	.....	B × P
14.	Kt—B 4	Q R—B 1
15.	Q Kt—K 5	O—O
16.	B—Kt 5	Kt—Q 4

It should be noted that here and later on, Black sedulously avoids ....P—Q 3, which would weaken his K P.

17.	B × B	Q × B
18.	Q—Kt 3	Kt—B 3

Preventing the intended simplification 19. Kt—Kt 6, B×Kt; 20. Q×Kt etc.

19. Q R—B 1	B—K 5

The key-square Q 4 is to be occupied by the Bishop with notable effect, as its guns will be trained on two important diagonals.

20. Kt—Kt 5	B—Q 4
21. Q—K R 3	

This attempted diversion meets with an interesting refutation.

21.	R×R !
22. R×R	P—K R 3 !

Confronting White with a painful choice, for after 23. Kt(Kt 5)—B 3, Q—Kt 5 ! both Queen-side Pawns will fall.

23. Kt—Kt 6	Q—K 1
24. Kt×R	P×Kt
25. R—B 7	Q×Kt

Not 25. ....Q—Kt 1 ? because of 26. Q—Q B 3 etc. Very often the two minor pieces operate rather awkwardly against a Rook—but not here, because the Bishop is posted so effectively.

26. R×R P	Q—Kt 1 !

26. ....Q—B 1 or 26. ....Q—Kt 5 would be less forcing because of 27. Q—Q B 3. The text gains time for a renewed and successful menace of White's Queen-side.

27. R—R 3	Q—B 5 !
28. Q—K 3	

If 28. Q—Q B 3, Kt—Kt 5 wins.

28.	Q—B 4 !
29. R—B 3	

If 29. Q—B 1, Q—K 5 wins easily; but 29. Q—Q 3, Q×Q; 30. R×Q, B×R P would hold out somewhat longer—although the result could not be in doubt.

29.	Q—Kt 8 ch
30. R—B 1	Q×Kt P
31. Q×P	Q×R P

Threatening ....Q×P ch !

32. P—R 4	B—B 3
33. P—R 5	

Losing another Pawn, but on other moves, the advance of the Q Kt P would decide in short order.

33.	Q×P ch
34. K×Q	Kt—K 5 ch
35. K—K 3	Kt×Q
36. P—Kt 4	

After 36. K—B 4 Black can play 36. ....Kt—K 5 with the idea of supporting the advance of his Q Kt P. If then 37. R×B, P×R; 38. K×Kt, K—R 2 with an easy win.

36.	K—B 2
37. K—B 4	K—B 3
38. R—B 2	Kt—B 6
39. R—B 2	P—Q 3
40. P—Kt 5 ch	

Desperation; if 40. R×Kt, B×R; 41. K×B, K—Kt 4 followed by ....P—Kt 4 etc. 40. K—Kt 3, K—Kt 4 or 40. K—K 3, K—Kt 4; 41. R—K Kt 2, Kt—K 4 ! likewise offers no hope.

40.	Kt×P
41. R—Q Kt 2	P—K 4 ch
42. P×P ch	P×P ch
43. K—K 3	P—Kt 4
44. R—B 2	B—K 1
45. R—B 2 ch	K—K 3
46. R—K R 2	Kt—B 2
47. K—Q 2	Kt—R 3
Resigns	

GAME 27

RUY LOPEZ

International Correspondence League Championship, 1936.

One of the most fruitful novelties discovered by Keres occurs in a line of play so hackneyed that it has been given the name of the "Stereotyped Variation." Black is unaware of the pitfalls in store for him, with the result that one little inexactitude follows another, with a cumulative piling up of pressure.

P. KERES *White*	T. DEMETRIESCU *Black*
1. P—K 4	P—K 4
2. Kt—K B 3	Kt—Q B 3
3. B—Kt 5	P—Q R 3
4. B—R 4	Kt—B 3
5. O—O	B—K 2
6. R—K 1	P—Q Kt 4
7. B—Kt 3	P—Q 3
8. P—B 3	Kt—Q R 4

Regarding this variation, see also Games No. 32 and 50. Keres remarks that the text is less accurate than 8. ....O—O ; 9. P—K R 3 (if 9. P—Q 4, B—Kt 5 is troublesome), Kt—Q R 4 ; 10. B—B 2, P—B 4 ; 11. P—Q 4, Q—B 2. If now 12. P—Q R 4, B—Q 2 ! 13. Q Kt—Q 2 (here is an important difference between this line of play and the variation of the text : 13. R P×P, R P×P ; 14. P—Q Kt 4 holds no terrors for Black, *as his Q R is protected*), B P×P ! 14. B P×P, K R—B 1 ! with a fine game for Black.

9. B—B 2	P—B 4
10. P—Q 4	Q—B 2
11. P—Q R 4 !	

This is the finesse discovered by Keres. The chief threat is 12. R P×P, R P×P ; 13. P—Q Kt 4.

11.	P—Kt 5

This solves Black's difficulties for the time being. The conservative 11. ....Q R—Kt 1 also parries the threat, but it leads to a stodgy game without prospects for Black. Note that after 11.....Q R—Kt 1 it would be very dangerous for White to win a Pawn by 12. P×K P, Q P×P ; 13. P×P, P×P ; 14. Kt×P, Q×Kt ; 15. R× Kt because of 15. ....Kt—Kt 5 ! with a strong attack ; for example 16. P—K Kt 3, Q—R 4 or 16. P—K B 4, Q—B 2 ; 17. R—R 1, P—B 5 and White cannot avoid the loss of the exchange.

12. P×Kt P	P×Kt P
13. P—Q Kt 3	

In later games with this variation, Keres adopted the more accurate 13. P—R 3, preventing any annoyance by ....B—Kt 5.

13.	O—O

Here or on the next move, ... B—Kt 5 was in order.

14. B—Kt 2	Kt—B 3

Black continues to play inexactly. For a superior treatment of the black side, study Reshevsky's play in Game No. 50.

15. P—R 3	R—Q 1 ?

Still another pointless move. Since the K R has no useful purpose here, the proper course was .... B—Q 2 followed by ....K R—Q B 1. The neglect of the all-important Q B soon brings its well-merited punishment.

16. Q Kt—Q 2	B—B 1

17. Q R—B 1 Q—K 2

Black's position steadily becomes more difficult. The text is intended to avoid the tactical menaces which would arise from White's unmasking of his Q R by B—Kt 1 ; but the crowded position of Black's pieces augurs badly for him.

18. B—Kt 1 B—Kt 2

....B—Q 2 would at least retain control of Black's K B 4 ; but White would likewise continue with 19. Kt—B 4 with a much superior game.

19. Kt—B 4 Kt—Q 2

Guarding against Kt—Kt 6—Q 5. But what follows is even worse.

20. Kt—K 3 P—B 3

In trying to create a little manœuvring space for his pieces, Black creates a bad weakness on the white squares.

21. B—Q 3

Kt—Q 5 is a very strong alternative.

21. ..... Kt—Kt 3

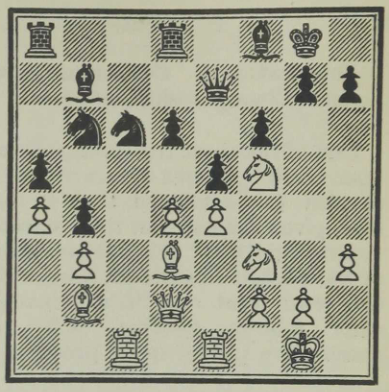
White threatened to win the exchange with 22. Kt—Q 5, Q—B 2 ; 23. Kt—B 7 or 23. B—B 4.

22. Q—Q 2 !

Menacing the Q Kt P by P—Q 5 and thus forcing the advance of Black's Q R P, which makes B—Kt 5 possible in some variations.

22. ..... P—Q R 4
23. Kt—B 5

Position after 23. Kt—B 5



The strength of White's 22nd move would be conclusively demonstrated in a most interesting way if Black were now to play 23. ....Q—Q 2. There would follow 24. B—Kt 5 ! and Black cannot avoid the loss of a piece after 24. ....P×P (forced) ; 25. B×P ! Kt—B 1 ; 26. B—K 3 ! (even better than the obvious B×P followed by Q—Q 5 ch), K—R 1 (White threatened to win a piece at once with Q—Q 5 ch) ; 27. Q—Q 5 and now :

I. 27. ....Kt(3)—K 2 ; 28. B× Q winning a piece by force.

II. 27. ....Kt(1)—K 2 ; 28. Kt ×Kt, Kt×Kt ; 29. Q—B 7 ! winning a piece, as Black must interpose at Q B 3 !

23. ..... Q—K B 2
24. Q—K 3 ! P—Kt 3

....P×P had to be tried. The text is neatly refuted.

25. P—Q 5 ! Kt—Q 5

He has no choice : if 25. ....Kt—Kt 1 (or 25. ....P×Kt ; 26. P×Kt winning a piece) ; 26. Q×Kt, P× Kt ; 27. R—B 7 with a winning position.

26. Kt(5)×Kt P×Kt
27. Q×P Kt—Q 2

28. R—B 7 B—Q R 8

Or 28. ....Q R—Kt 1 ; 29. Q—R 7, B—B 1 ; 30. Kt—Q 4 and Black is helpless.

29. B×B R×B

30. Kt—Kt 5 ! Resigns

For if 30. ....Q—K 2 ; 31. Kt—K 6, R—Kt 1 ; 32. K R—Q B 1 followed by 33. R×Kt and 34. R—B 7.

PART III

THE YOUNG MASTER

Tournament Games 1937

In this section we witness the full flowering of Keres' genius as a chess master. He must now be considered an outstanding contender for one of the high prizes whenever he competes in a tournament. The record of this period speaks for itself : at Margate, first prize *ex aequo* with Fine ; at Ostende, first prize *ex aequo* with Fine and Grob ; at Prague first prize (and some glorious games !) ; at Kemeri he divides fourth and fifth prizes with Alekhine, half a point behind the first prize-winners ; at Pernau, second prize *ex aequo* with Flohr at Stahlberg ; and in the Stockholm Team Tournament he makes one of the best scores on the top board.

The choice of opening variations is again interesting. With his "special" variation of the Ruy Lopez he cuts a wide swath against Tylor (Game No. 32) and Reshevsky (Game No. 50)—the latter being one of his most sensational victories ; Games No. 31 (against Alekhine) and 38 are absorbing on a number of counts, particularly from the theoretical point of view ; but his game with Raud (Game No. 48) owes its value chiefly to the delightfully original middle game play.

Against the French Defence, his attitude is still in the formative stage : Tchigorin's move 2. Q—K 2 appears against Mikenas (Game No. 46) ; and in the crucial Game No. 34 (against Fine) he adopts 3. Kt—Q 2, which is to become his standard weapon against this defence.

The three examples of the Queen's Gambit Declined are all of a somewhat experimental character in the opening (Games No. 35 and 43), one of these being a notable victory over Fine. Another opening of a novel character is seen in Game No. 44 (2. ....Kt—K 5), topped off by a fine ending.

The Indian Defence holds no terrors for him : it is curious that in both examples of the Nimzoindian (Games No. 30 and 36) Alexander and List play the opening inexactly and give him an opportunity for a slashing attack. In Games No. 29 and 42 he achieves fine positional victories against the King's Indian Defence. Game No. 41 (Benoni) and Game No. 40 (Budapest Defence) are of considerable interest throughout.

His skill with 1. Kt—K B 3 and the ensuing transposing possibilities is well exemplified in Game No. 45 against Böök (Catalan) and Game No. 49 against Alexander (eventually a Dutch Defence !).

In the treatment of the black side of the openings, we detect a certain shakiness in Keres' play. Thus against Thomas (Game No. 33) he barely escapes disaster, and in Game No. 37 the necessity of playing for a win in an unconventional form of the King's Indian leads him to take all sorts of risks. But in the remaining games (No. 28, a Dutch Defence by transposition ; No. 39, a French Defence ; and No. 47, a Nimzoindian Defence), his play is very able, clear and forthright. The clarity of these model games foreshadows the coming of the grandmaster.

It is not easy to single out games from the rich proliferation of beautiful play here, but the following are particularly recommended :

Attacking Play : Games No. 30, 35, 37, 41, 48, 50.
Hammer and tongs : Games No. 34, 43.
Position Play : Games No. 29, 47, 49.
Endgame Play : Games No. 35, 44.
Defensive (!) Play : Game No. 44.

GAME 28

DUTCH DEFENCE

Estonian Championship, 1936-1937.

This game is characteristically modern in two respects : in the transformations and transpositions through which the opening gradually evolves, and in the effectiveness of Black's fianchettoed Bishop. Interesting as the attack is, the game is even more instructive when examined from the point of view of White's unsatisfactory defensive play.

L. Laurentius *White*	P. Keres *Black*
1. P—Q 4	P—K 3
2. P—Q B 4	B—Kt 5 ch

A much-played move by Keres ; see for example Games No. 19, 20 and 57.

3. B—Q 2	Q—K 2
4. K Kt—B 3	

Keres remarks that the opening takes on an independent character after 4. P—K 4, P—Q 4 ; 5. P—K 5, Kt—Q B 3 ; 6. Kt—K B 3, P—B 3. So far, however, no one has "dared" to adopt this line of play against him.

4.	P—K B 4
5. Kt—B 3	Kt—K B 3
6. Q—Kt 3	

Unnecessary at this point, and out of place later on (see his 14th move). P—K Kt 3 should have been played, as the fianchetto of the K B is almost always White's most promising procedure against the Dutch Defence.

6.	P—Q Kt 3
7. P—K 3	

Despite the previous loss of time, P—K Kt 3 was still in order.

7.	B—Kt 2
8. B—K 2	O—O

Black's Q B is posted to good advantage now, primarily because of the passive and characterless development of White's K B.

9. O—O	K B × Kt

This Bishop's usefulness is now at an end. It is therefore exchanged, incidentally strengthening Black's hold on his K 5. White's two Bishops are not quite sufficient compensation, since their scope is rather limited.

10. B×B Kt—K 5
11. P—Q 5 ?

Attempting to block the black Bishop's diagonal, but this permits the latter to bring his Q Kt into the game without loss of time. The immediate Q R—Q 1 was in order.

11. ..... Kt—R 3
12. Q R—Q 1 P—Q 3
13. P×P ?

White's play is inconsistent. In order to prevent ....P—K 4 (which would hem in White's Q B and presage a strong counter-action by Black in the centre and on the King-side) he again opens up the diagonal of Black's Bishop.

13. ..... Q Kt—B 4
14. Q—B 2 Kt×P(K 3)
15. P—Q Kt 4 P—Q R 4 !

Since White will naturally be unwilling to push by or play P×P (for then Black's Q B 4 will again be accessible to his Knights), Black secures for himself the option of utilizing the Q R file at some future time.

16. P—Q R 3 P—B 5 !

Initiating a powerful attack based on the pressure against White's K B 3 and KKt 2 *via* the long diagonal. Black's other pieces are admirably placed to increase this pressure.

17. R—Q 3

17. K P×P, Kt×P(5) would give Black a winning attack. Against other moves, the text continuation would likewise be formidable.

17. ..... R P×P
18. R P×P Kt(5)—Kt 4 !

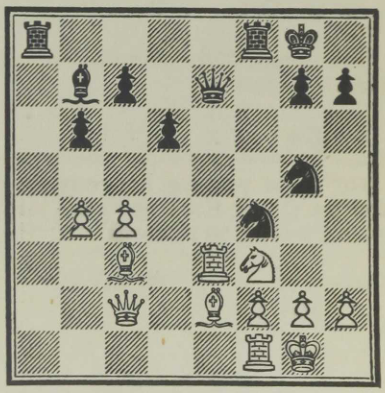
Confronting White with the double threat of ....B—K 5 and the fatal break-up of his King-side.

19. P×P

This should lose in short order, but the alternative 19. Q—Q 1, B—K 5 ! 20. R—Q 2, Kt×Kt ch ; 21. B×Kt, Kt—Kt 4 holds out little hope for White.

19. ..... Kt×P
20. R—K 3

Position after 20. R—K 3.



20. ..... Kt×B ch

Keres comments that 20. .... Kt(Kt 4)—R 6 ch ! is also possible. The continuation might be 21. P× Kt (if 20. K—R 1, Kt×P ch !), Kt×P ch ; 22. K—Kt 2 (if 22. K—R 1, Kt×P ch ! 23. R×Kt. Q×R ; 24. K—Kt 2, R—R 6 with a winning position), Q—Kt 4 ch ! 23. K—R 1 (of course not 23. K×Kt ? ? B—B 1 ch), Kt×P ch ; 24. R×Kt, Q×R ; 25. K—Kt 2, R—R 6 ! 26. B—Q 2, Q—K 3 ! and the double threat of 27. ....Q—Kt 5 ch or 27.

....B×Kt ch ; 28. B×B, R(6)×B is decisive, *e.g.* 27. K—Kt 3, R—B 4 and wins.

21. Q×Kt

White is helpless. If instead 21. K—R 1, Q—Q 1 ; 22. Q×Kt, Kt×Kt ; 23. P×Kt and now Bernstein shows a quick win with 23. ....R×P! 24. R×R, Q—K B 1 ! 25. K—Kt 2, Q—B 4 (threatens ....Q—Kt 5 ch); 26. P—R 3 (or 26. K—Kt 3, Q—Kt 4 ch ; 27. K—R 3, B—B 1 ch), R—K B 1 etc.

21.	Kt×Kt ch
22. P×Kt	

Or 22. Q×Kt, R×Q ; 23. R×Q, R×B etc.

22.	Q—Kt 4 ch
23. K—R 1	R×P !

The successful culmination of Black's attack.

24. R×R

He could prolong his resistance with 24. Q×R, B×Q ch ; 25. R×B, P—Kt 3—but to no avail.

24.	Q—Kt 5
Resigns	

GAME 29

INDIAN DEFENCE

Margate, 1937.

This hitherto obscure game deserves to be better known. It is a convincing example of Keres' growing mastery of strategical play and the technical difficulties of the ending. The opening bristles with problems which lead to an interesting middle game with a characteristically modern theme : *the neutralization of a hostile Queen-side majority of Pawns.*

P. KERES *White*	V. MENCHIK *Black*
1. Kt—K B 3	Kt—K B 3
2. P—B 4	P—K Kt 3
3. Kt—B 3	B—Kt 2
4. P—Q 4	O—O
5. P—K Kt 3	

5. P—K 4 to be followed by the fianchetto, is a more clear-cut way of gaining an advantage for White.

5.	P—Q 4

The availability of this move explains the previous note.

6. P×P	Kt×P
7. B—Kt 2	Kt×Kt

More promising is ....Kt—Kt 3, reserving the possibility of attacking White's imposing centre with such moves as ....B—Kt 5, ... Kt—B 5 (in reply to an eventual B—K 3 after P—K 4), ...Kt—R 3 followed by ....P—Q B 4 and the like.

8. P×Kt	P—Q B 4

The method selected by Black also has its good points, as the K B exerts effective pressure along the long diagonal.

9. O—O	P×P ?

But this is inconsistent with the idea expressed in the previous note. The logical continuation was 9. .... Kt—B 3 ; 10. P—K 3, Q—R 4 maintaining the pressure. If then 11. Q—Kt 3, R—Kt 1 ; 12. B—Q R 3 (both 12. B—Q 2 and 12. Kt—Q 2 have been tried and found wanting), B—K 3 ; 13. Q—Kt 2 and now not 13. ....P×P ? 14. B P×P ! (with a fine game for White, as in Pirc-Bogolyubov, Bad Sliac, 1932), but 13. ....P—Kt 3 ! and if 14. Kt—Kt 5, B—Q 2 and Black stands well.

10. P×P

Good enough. For the radical innovation Kt×P ! see Game No. 54.

10.	Kt—B 3
11. P—K 3	R—Kt 1

Black still has a good game, although the power of the K B has been reduced to some extent. The text is a necessary preliminary to the contemplated fianchetto of the Q B. Once this has been completed, Black hopes to make use of the Queen-side majority.

12. Kt—Q 2 !	Kt—R 4
13. B—Q R 3	P—Kt 3
14. B—Kt 4	B—Kt 2

Not fearing 15. B×Kt, which is to be answered by 15. ....B×B ; 16. K×B (if 16. B×P ? Q—Q 4 etc.) ....Q—Q 4 ch followed by ....Q×B with a very good game.

15. B×B	Kt×B
16. R—B 1	Q—Q 2
17. Q—Kt 3 !	P—Q R 4

....Kt—Q 3 was better. As will be seen, the advance of the Queen-side Pawns only weakens them.

18. B—R 3	P—Q Kt 4
19. B—B 5	P—R 5

Or 19. ....P—Kt 5 ; 20. P—Q R 3 etc. Black cannot avoid being left with a weak Pawn.

20. Q—Kt 4	Kt×B
21. R×B	K R—B 1
22. K R—B 1	R×R
23. P×R !	

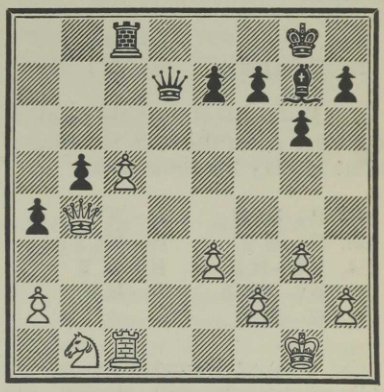
Obtaining a strong passed Pawn, which outweighs the danger of opening the Bishop's diagonal. It is a daring but necessary decision, for if 23. Q×R, P—Kt 5 or 23. R×R, P—K 3 and the threat of ....B—B 1 forces the advance of the Q Kt P.

23.	R—Q B 1

The dangerous Pawn must be restrained ; but now the weakness of the Q Kt P comes to the fore.

24. Kt—Kt 1

Position after 24. Kt—Kt 1



With Kt—R 3 in the offing, Black must now choose between an active and a passive policy, each having its drawbacks. Thus if 24. ....P—K 3 ; 25. Kt—R 3, B—B 1 ; 26. Q×Kt P, Q×Q ; 27. Kt×Q, R×P (if 27. ....B×P ; 28. R—B 4 wins a Pawn) ; 28. R×R, B×R ; 29. Kt—B 3 ! P—R 6 ; 30. K—B 1 and White wins the Q R P.

24.	Q—Q 4
25. Q×Kt P	Q×R P
26. Q—Kt 7 !	R—K 1

If 26. ....Q—K 3 ; 27. P—B 6, B—K 4 ; 28. Q—R 6 winning the Q R P.

27. P—B 6	Q—Kt 7

Black is putting up a hard and ingenious fight to stop the Q B P ; but the Q R P must fall.

28. R—B 4 ! R—Kt 1

Or 28. ....P—R 6 ; 29. Kt×P ! Q×Kt ; 30. P—B 7 etc.

29. Q×Q B×Q
30. R×P

Thus concluding the action against the Queen-side Pawns. Miss Menchik continues her stubborn resistance, but Keres handles the ending that follows, in a very able manner.

30. ..... R—Q B 1
31. R—Q B 4 K—B 1

....B—K 4—B 2 would be more accurate. After the text, the Bishop is out of play for some time.

32. P—B 4 ! P—K 3
33. R—B 2 B—Kt 2
34. Kt—R 3 K—K 2
35. Kt—Kt 5 P—K 4
36. K—B 2

The ultimate penetration of the white monarch will decide the game.

36. ..... P—B 4
37. R—B 4 P×P

Or 37. ....P—K 5 ; 38. K—K 2 and the King eventually arrives at Q Kt 6.

38. Kt P×P K—K 3
39. K—K 2 B—B 3
40. K—Q 3 P—R 3
41. R—B 2 P—Kt 4

Black is helpless. If 41. ....B—K 2 (not 41. ....K—Q 4 ? 42. P—B 7 followed by Kt—R 7) ; 42. P—B 7, K—Q 2 (forced, 42. ....B—Q 3 ? being met by 43. R—B 6) ; 43. K—B 4, B—Q 3 ; 44. K—Q 5 ! B—B 1 (general exchange of pieces leaves White with an easily won King and Pawn ending) ; 45. R—B 6, P—Kt 4 ; 46. R—B 6 etc.

42. P—B 7 K—Q 2

Else Kt—R 7.

43. R—B 5 P×P
44. P×P B—K 2
45. R×P Resigns

Black can only mark time while White prepares the win at his leisure.

GAME 30

INDIAN DEFENCE

Margate, 1937.

It is well known that the modern openings lead as a rule to close positions and refined manœuvring play. The virtuosity displayed in these respects is often the occasion of acute boredom for the amateur.

Yet he must admit in all justice that the slightest deviation from the rules of correct position play is often punished with attacks which are every bit as sparkling and effective as in the beloved Evans Gambits of Morphy, Anderssen, Zukertort and the other magic names of bygone times.

P. KERES *White*	C. H. O'D. ALEXANDER *Black*
1. P—Q 4	Kt—K B 3
2. P—Q B 4	P—K 3
3. Kt—Q B 3	B—Kt 5
4. Kt—B 3	

A move rarely adopted against the Nimzovich Defence, as White thereby neglects the fight for control of the centre, and also runs the risk of burdening himself with a weak Pawn formation.

4. ..... P—Q Kt 3

Better than the immediate ....

Kt—K 5, as may be seen from Game No. 36.

5. P—K Kt 3

Both Alekhine and Botvinnik, who have a certain fondness for this variation, favour 5. B—Kt 5 here, in order to prevent Black from controlling his K 5. The text, on the other hand, is of somewhat doubtful merit.

5. ..... B—Kt 2
6. B—Kt 2

The system of development selected here by White has been under a cloud ever since the Carlsbad 1929 Tournament, in which Nimzovich won a crucial game from Bogolyubov with the following procedure: (1) ....B× Kt ch, in order to weaken White's Pawn structure; (2) ....P—Q 3 and ....P—K 4, in order to secure a satisfactory development; (3) control of K 5 by Black as long as possible; (4) exploitation of White's doubled Q B P in the ending.

6. ..... Q—B 1

While this is not a blunder, it is irrelevant to the wholly desirable plan just outlined. Correct was 6. ....B×Kt ch; 7. P×B, P—Q 3 and now:

I. 8. O—O, Q Kt—Q 2 followed by ....P—K 4; or 8. ....O—O to be followed by ....P—B 4 and .... Kt—B 3.

II. 8. P—Q 5 (this was evidently the move that Alexander's 6. .... Q—B 1 was intended to prevent, as it cannot be played when Black's Q B is guarded), P—K 4! (better by far than 8. ....P×P? 9. Kt—R 4 and White regains the Pawn advantageously). White's doubled Pawn is now completely immobile and a serious positional weakness.

7. O—O P—B 4?

Seemingly an excellent stroke against White's centre—but actually a curious lapse for so able a tactician as Alexander. 7. .... B×Kt was not only imperative, but it would have assured Black of a normal development and excellent prospects.

8. Kt—Q Kt 5!

Naturally Keres seizes upon the proffered opportunity.

8. ..... P×P

Black is already confronted with a catastrophe! The text is practically forced, for Black is menaced not only with Kt—Q 6 ch, but with P—Q R 3 followed by Q—R 4 and P—Q Kt 4 (trapping the K B) as well.

9. B—B 4 Kt—R 3
10. B—Q 6!

White concentrates above all on preventing Black from castling, and is therefore not at all concerned with measly Pawns. Moreover, the energetic text threatens to win a piece with B×B.

10. ..... Q×P

Black must have resorted to this inglorious capture only with extreme reluctance, but he has little choice.

If instead 10. ....B—B 4 Becker suggests the powerful thrust 11. P—Q Kt 4! The continuation would be 11. ....Kt×P (if 11. .... B×P; 12. B×B wins); 12. Kt—K 5! (threatening to win the Queen with Kt—B 7 ch), Q B×B; 13. K× B! (more forcing than 13. Kt—B 7 ch, Q×Kt! 14. B×Q, B×R etc.) and now Black is helpless against the threat of Kt—B 7 ch: if 13. .... Kt—R 3; 14. P—B 3! (if 14. Q—R 4, Kt—K 5!) and Black cannot parry the threat of Q—R 4 followed by Q×Kt. Or if 13. ....Q—Kt 2 ch (instead of 13. ....Kt—R 3);

14. P—B 3 and Black has no defence against the threatened 15. B×B.

11. Q—R 4 !

Keres proceeds with heart-warming vigour. The threats include :

I. 12. P—Q R 3.
II. 12. Q R—B 1.
III. 12. Kt—K 5, Q—B 1 ; 13. Q B×B.

11. ..... B—B 3

Black's only hope is to create complications in which White may miss his way.

12. K Kt×P ! Q B×B
13. Q×Kt !

Now Black's Q B is *en prise* and his Queen is menaced by Kt—B 7 ch.

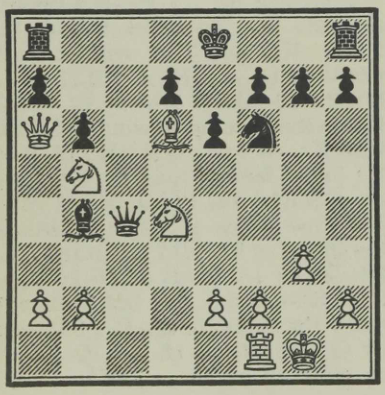
13. ..... B×R

A desperate resolve : he hopes for 14. Kt—B 7 ch, Q×Kt ; 15. B×Q, B—R 6 with fighting chances. But Keres prefers a much more conclusive course :

14. R×B !

Maintains the attack and leaves Black with very little choice.

Position after 14. R×B !



14. ..... Q×Kt(Q 5)

Despair. Becker disposes of possible alternatives as follows :

I. 14. ....Q—B 1 ; 15. Q×Q ch, R×Q ; 16. B×B followed by Kt—Q 6 ch and wins.
II. 14. ....K—Q 1 ; 15. P—Kt 3 winning Black's Bishop.
III. 14. ....Kt—Q 4 ; 15. P—K 4 ! (stronger than 15. Kt—B 7 ch, Kt×Kt ; 16. Q×Q, B×B).
IV. 14. ....Q R—B 1 ; 15. B×B.

15. Kt×Q B×B

From a material point of view, Black's position is passable, as he has Rook, Bishop and Pawn for the Queen ; but his Rooks never have a chance to move, while all of White's pieces are active.

16. Kt—Kt 5 !

Black is not to be allowed to castle into safety.

16. ..... K—K 2

Forced : if 16. ....B—Kt 1 ; 17. Q—Kt 7 ; if 16. ....B—K 4 ; 17. P—B 4 ; if 16. ....Kt—K 5 ; 17. Q—Kt 7.

17. R—Q 1 B—B 4

Again forced : if 17. ....Kt—K 1 ; 18. Kt×B, Kt×Kt ; 19. Q—R 3 ; if 17. ....Kt—Q 4 ; 18. Kt×B, K×Kt ; 19. P—K 4 ; if 17. .... B—K 4 ; 18. P—B 4, B×Kt P ; 19. R—Kt 1.

18. P—Q R 3 ! Kt—K 5

It is impossible to find a good retreat for the hapless Bishop, for if 18. ....P—Q 4 ; 19. P—Q Kt 4, B—Q 3 ; 20. Q—Kt 7 ch, Kt—Q 2 ; 21. Kt×P (Becker) and wins.

Or 18. ....K—Q 1 ; 19. P—Q Kt 4, B—K 2 ; 20. Q—Kt 7, Q R—B 1 ; 21. Kt×P and wins.

The text allows a characteristically crisp Keres finish.

19. R×P ch ! K—B 3

If 19. ....K×R ; 20. Q—Kt 7 ch winning *both* Rooks !

20. Q—Kt 7 Resigns

For if 20. ....Kt—Kt 4 ; 21. P—K R 4 ; if 20. ....Kt—Q 7 ; 21. R×P ch ; if 20. ....Kt×B P ; 21. Q—B 3 ch.

White's refutation of his opponent's opening slip was notable for its economy and elegance.

GAME 31

RUY LOPEZ

Margate, 1937.

This sensational game is probably the shortest ever lost by Alekhine in serious play !

Keres not only outplays his celebrated opponent in the middle game ; the younger master even shows his superiority in an opening variation which is a great favourite with Alekhine.

Another feature is White's adaptation of a move often played by the Czech master Duras during the period 1905-1912.

P. Keres *White*	Dr. A. Alekhine *Black*
1. P—K 4	P—K 4
2. Kt—K B 3	Kt—Q B 3
3. B—Kt 5	P—Q R 3
4. B—R 4	P—Q 3

The so-called Steinitz Defence Deferred, which has shown amazing vitality since its revival about ten years ago.

5. P—B 4

Keres combats the variation with an old move associated with the name of Duras. As compared with the more frequently encountered 5. P—B 3, the text has the psychological advantage of being less familiar to the opponent, and the objective advantage of allowing a normal development of the Q Kt to Q B 3, with resulting control of Q 5.

5.	B—Q 2
6. Kt—B 3	P—K Kt 3

The alternative was 6. ....Kt—B 3 ; 7. P—Q 4 (Duras almost always played *P—Q* 3, which later involved the exchange B×Kt, since the K B was of little value with White's centre Pawns on white squares. But since Black thereby obtains two Bishops and a solid position, the moderns prefer *P—Q* 4), Q Kt×P ; 8. B×B ch, Q×B ; 9. Kt×Kt, P×Kt ; 10. Q×P and the pundits consider that Black has theoretical equality. This is not at all certain, but in any event Black's winning prospects are not even microscopic.

It is very likely, therefore, that it was just this latter variation that Alekhine "feared" ; being compelled by the exigencies of the tournament standing to play for a win, he prefers a risky and difficult variation to a conservative and safe one—for mere safety will avail him nothing !

7. P—Q 4 B—Kt 2

Black might have tried to capitalize on the long diagonal by 7. .... P×P ; 8. Kt×P, B—Kt 2 ; 9. B—K 3, K Kt—K 2. Or 7. ....P×P ; 8. B×Kt, P×B (also possible is the acceptance of a Pawn sacrifice by 8. ....P×Kt ; 9. B×B ch, Q×B ; 10. Q—Q 4, P×P ; 11. B×P, P—B 3 followed by ....B—Kt 2) ; 9. Q×P, Q—B 3 ! and Black's command of the long diagonal augurs well for his chances. In any of the above variations, Black would have had a more promising game than he now obtains.

8. B—K 3 Kt—B 3

This leads to difficulties in short order. Correct was 8. ....P×P; 9. Kt×P, K Kt—K 2 or 8. .... K Kt—K 2.

9. P×P P×P

....Q Kt×P would have eased Black's game considerably, but he is naturally reluctant to allow wholesale exchanges.

10. B—B 5 !

This strong move, preventing Black from castling, explains why Alekhine should have played 8. .... K Kt—K 2. His position is anything but attractive now.

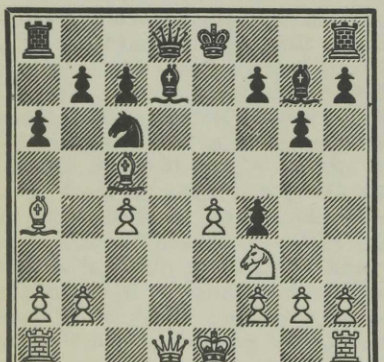
10. ..... Kt—K R 4

With the interesting idea of playing ....Kt—B 5—K 3 followed by ....Q Kt—Q 5. White's next move is obvious, but new problems are created thereby.

11. Kt—Q 5 Kt—B 5
12. Kt×Kt P×Kt

At the cost of worsening his King-side Pawns, Black has finally opened up his K B's diagonal (which he could have accomplished at an earlier stage under much pleasanter auspices !)

Position after 12. ....P×Kt



Keres studied this interesting position for no less than an hour (!) after which he selected the tricky Pawn sacrifice which follows.

Subsequently Lajos Steiner discovered a move for White in the diagrammed position which is so obvious that it is far from easy to discover, namely 13. O—O ! Steiner gives the following variations in *The Chess Review* :

I. 13. ....B×P; 14. R—Kt 1, B—Kt 2; 15. R×P, Kt—R 4; 16. R—Kt 1. Black's position is extremely awkward.

II. 13. ....Q—B 3; 14. B—Q 4 ! Kt×B; 15. B×B ch, K×B (if 15. ....K—K 2; 16. P—K 5, Kt×Kt ch; 17. Q×Kt, Q—Kt 3; 18. Q×B P etc.); 16. P—K 5, Q—Kt 3; 17. Kt×Kt, B×P; 18. Kt—B 3 dis ch, B—Q 3; 19. Q—Q 5, K R—B 1; 20. Kt—K 5 ch, K—K 2; 21. K R—K 1 and Black cannot hold the position.

There are other moves for Black, of course, after 13. O—O, but White invariably seems to get the better game. Fine disposes of some of the possibilities in *Modern Chess Openings* as follows : if 13. ....Kt—K 2; 14. B×B ch, Q×B; 15. Q—Kt 3; or 13. ....P—Kt 3; 14. Q—Q 5 ! P×B; 15. B×Kt; or 13. ....Kt—K 4; 14. Kt×Kt, B×Kt; 15. Q—Q 5; in all these instances, White has much the better of it.

To return to the game :

13. P—K 5 ! ? P—K Kt 4 ?

Later analysis showed that the best rejoinder to the Pawn offer is its acceptance ; whereas Alekhine's refusal soon involves him in troublesome complications which cannot be disposed of satisfactorily.

The protracted analyses to which the acceptance of the Pawn sacrifice was later subjected have been summarised as follows in *Chess* :

I. 13. ....Kt×P (13. ....B×P ? loses a piece); 14. Kt×Kt, B×Kt; 15. Q—K 2, P—K B 3

(but not 15. ....B×B ? 16. Q× Kt ch, K—Q 2 ; 17. O—O and White should win) ; 16. O—O—O, P—B 3 ; 17. B—Q 6 (he must provide against ....Q—R 4), Q—R 4 ; 18. B×B, Q×Q B ! (not 18. .... P×B ; 19. R—Q 5 !) ; 19. Q×Q ch (there seems nothing better), P×Q ; 20. K R—K 1 and Black's position is tenable (analysis by Euwe). Also playable is 16. ....B×B ; 17. R× Q ch, R×R.

II. 13. ....Kt×P ; 14. Q—K 2, P—K B 3 ; 15. O—O—O, P—B 3 ; 16. B—Q 6, Q—R 4 ; 17. Kt×Kt, P×Kt; 18. B×K P ! Q×Q B (if 18. ....B×B ; 19. R—Q 5 ! P×R ; 20. Q×B ch, K—B 2 ; 21. B×B with a powerful attack) ; 19. Q×Q ch, B×Q ; 20. K R—K 1 (now we have the same position as in the previous variation), B—K 3 ; 21. R×B, K— B 2 ; 22. R—Q 4, K—B 3 ; 23. R(5) —K 4, P—K Kt 4 ; 24. R—Q 6, K R—K 1 ; 25. P—B 5, R—K 2 ; 26. B—Kt 3, Q R—K 1 ; 27. R— Kt 4, R(2) moves again with a tenable position (analysis by Keres and Alekhine).

14. Q—Q 5 !

A powerful centralising move whose strength must have been underestimated by Alekhine.

14. ..... B—K B 1

The exasperating Q B must be removed. Had Black played the originally intended 14. ....P— Kt 5 ?, the full scope of White's last move would have been revealed. There would have followed 15. P— K 6 ! (threatening mate !), B×K P (not 15. ....P×P ? ? 16. Q—R 5 mate !) ; 16. B×Kt ch, P×B ; 17. Q×P ch, B—Q 2 ; 18. Q—K 4 ch, B—K 3 ; 19. R—Q 1, Q—B 1 ; 20. Q—B 6 ch, B—Q 2 ; 21. R×B and wins (Euwe). This variation dramatically highlights the shortcomings of Black's previous play.

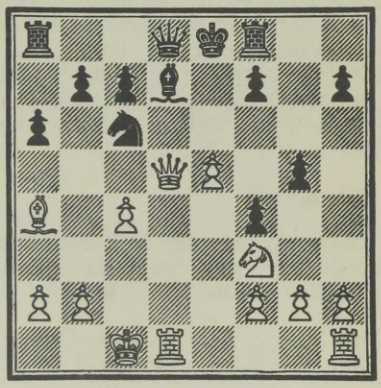
15. B×B !

An important point ! If instead 15. O—O—O, B×B ; 16. Q×B, Q—K 2 ! and Black gains the necessary time for ....O—O—O, holding the position.

15. ..... R×B
16. O—O—O

This prosaic developing move makes possible a stifling grip on the Q file. White threatens Kt×P, and curiously enough, there is no satisfactory way of protecting the K Kt P !

Position after 16. O—O—O



16. ..... Q—K 2

Resigning himself to the inevitable. If 16. ....P—Kt 5 ; 17. P— K 6 ! P×P ; 18. Q—R 5 ch, K— K 2 ; 19. B×Kt, P×B ; 20. Kt—K 5 and wins.

Similarly, if 16. ....K R—Kt 1 ; 17. P—R 4 ! P—R 3 (if 17. .... P—Kt 5 ; 18. P—K 6 ! wins) ; 18. P×P, P×P ; 19. Kt×P ! Or 16. ....P—R 3 ; 17. P—R 4, P—Kt 5 ; 18. P—K 6 ! and wins.

17. B×Kt !

White plays with commendable accuracy. If 17. Kt×P, O—O—O

and Black (who threatens ....Q×Kt or ....Kt×P or ....B—Kt 5) is out of his troubles.

17. ..... B×B

Or 17. ....P×B; 18. Q—Q 3, P—R 3; 19. Kt—Q 4 with a wretched position for Black.

18. Q—Q 3 B—Q 2

Giving up the K R P in order to be able to castle.

There was no satisfactory alternative, for if 18. ....P—R 3; 19. Kt—Q 4, B—Q 2 (not 19. .... B×P? 20. Kt—B 5 winning the Queen); 20. Kt—B 5, B×Kt; 21. Q×B followed by doubling Rooks on the Q file, when Black's position will speedily collapse. Or 18. .... B×Kt; 19. Q×B, Q R—Kt 1 and again the doubling of White's Rooks on the Q file will soon decide the issue.

19. Kt×P

Not only winning a Pawn, but devaluating the remaining Black King-side Pawns.

19. ..... O—O—O
20. Kt—B 3 P—K B 3

He could have put up a longer resistance with ....R—Kt 1. The opening up of the position which the text entails, is all in White's favour.

21. P×P R×P

Or 21. ....Q×P; 22. Q×P, B—B 4; 23. Q—R 4! and Black can resign.

22. K R—K 1 Q—Kt 5?

In his anxiety to avoid 22. .... R—K 3; 23. Q—Q 4! (with the double threat of Q—R 7 or Q×P) or 22. ....Q—Kt 2; 23. Q—Q 4! K—Kt 1; 24. Kt—K 5 and wins, Black loses outright.

23. Q×B ch Resigns

An unusually tense game from the very start.

GAME 32

RUY LOPEZ

Margate, 1937.

Here is a good example of the usefulness of correspondence play in the field of discovering opening novelties. The innovation adopted in Game No. 27 proves its worth on this occasion because Black is not familiar with its finesses and ramifications. From the theoretical aspect the rapid collapse of Black's position after he gives up the centre on move 16, is exceedingly instructive.

P. Keres *White*	T. H. Tylor *Black*
1. P—K 4	P—K 4
2. Kt—K B 3	Kt—Q B 3
3. B—Kt 5	P—Q R 3
4. B—R 4	Kt—B 3
5. O—O	B—K 2
6. R—K 1	P—Q Kt 4
7. B—Kt 3	P—Q 3
8. P—B 3	Kt—Q R 4
9. B—B 2	P—B 4
10. P—Q 4	Q—B 2
11. P—Q R 4!	P—Kt 5
12. P×Kt P	P×Kt P

Regarding the play thus far, see Game No. 27.

13. P—R 3

An improvement on 13. P—Q Kt 3 as played in the game just cited. The pin by ....B—Kt 5 is prevented, thus assuring White greater freedom of action.

13. ..... B—Q 2

See Game No. 50 for a preferable continuation. Black indulges in slight inexactitudes whose cumulative effect may be disastrous.

14. Q Kt—Q 2 O—O
15. Kt—B 1 K R—B 1

Better was 15. ....Kt—B 3 ; 16. B—K 3 (if 16. P—Q 5, Kt—Q 1 followed by ....Kt—Kt 2—B 4 with a good game) and the manœuvre Kt—K 3—Q 5 has become impossible for White.

16. Kt—K 3 P×P ?

A mistake which greatly widens the scope of White's pieces. All the great theorists since Steinitz have warned against the pernicious effects of opening up the centre when one has a cramped game. The customary consequences soon make their appearance.

Relatively best was ....B—B 1 with a patient waiting policy on Black's part.

17. Kt×P Kt—B 3
18. Kt(3)—B 5 B—B 1
19. B—Kt 5 Kt×Kt

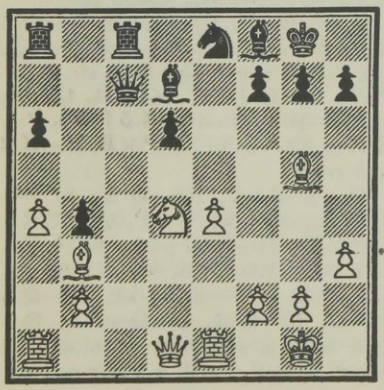
The position is rapidly becoming untenable. If 19. ....B×Kt ; 20. Kt×B followed by Q R—B 1 with a strong game. But this was better than the line actually selected.

20. Kt×Kt Kt—K 1

....B—K 2 was somewhat better.

21. B—Kt 3 !

Position after 21. B—Kt 3 !



After White's simple but powerful last move, his opponent may be said to be in *Zugzwang* ! The following variations, given by Euwe and *The Field*, indicate the gravity of the situation :

I. 21. ....Kt—B 3 ; 22. B×Kt, P×B ; 23. Q—R 5, B—K 1 ; 24. R—K 3 and Black must soon succumb.

II. 21. ....B—B 3 ; 22. Kt×B, Q×Kt ; 23. B—Q 5 winning the exchange.

III. 21. ....R—R 2 ; 22. Q—B 3, B—B 3 ; 23. Q R—B 1, Q—Q 2; 24. Kt×B, R×Kt ; 25. Q×P ch, Q×Q ; 26. B×Q ch followed by 27. R×R.

IV. 21. ....K R—Kt 1 ; 22. Q—B 3, B—B 1 ; 23. Q R—B 1, Q—Q 2 ; 24. B—Q 5, R—R 2 (if 24. ....B—Kt 2 ; 25. Kt—B 6, R—B 1 ; 26. Kt—K 7 ch) ; 25. B—B 6 and wins.

21. ..... K—R 1

Since he is helpless against the fatal move Q—B 3, Tylor decides to surrender the B P at once. But this is likewise inadequate.

22. B×P B×Q R P
23. Q—R 5 !

Threatening not only R×B, but Kt—K 6 and B—Q 5 as well.

23. ..... B—Q 2
24. B—Q 5 R—R 2

Or 24. ....P—Kt 3 ; 25. Q—B 3, B—Kt 2 ; 26. Q—B 7 etc.

25. Q—B 7 Resigns

Black's 16th move has been punished in the most drastic manner ! But in their next meeting, Tylor was to play quite differently.

GAME 33

RUY LOPEZ

Margate, 1937.

Despite the hackneyed character often attributed to the Lopez, this game begins with all the brusque energy of a Beethoven *allegro con brio*. It seems strange that Keres, who has so authoritative a knowledge of this opening, should so often find himself in hot water when playing the black pieces. The explanation is doubtless of a psychological order; he has so much confidence in the Ruy Lopez that he feels constrained to adopt novel and experimental lines against it.

Sir G. A. Thomas *White*	P. Keres *Black*
1. P—K 4	P—K 4
2. Kt—K B 3	Kt—Q B 3
3. B—Kt 5	P—Q R 3
4. B—R 4	Kt—B 3
5. Kt—B 3	

Another one of Tarrasch's favourite opening moves which have not met with the approval of the chess world. It has its points, however, and is well suited to the quiet style of the English master, who has for example achieved a fine victory over Flohr with it.

5.	P—Q Kt 4
6. B—Kt 3	P—Q 3 ? !

As subsequent analysis will show, this move cannot be said to involve Black in a lost game. Nevertheless, it conjures up so many difficulties that it is not suitable for over the board play.

The usual move is 6. .... B—K 2 with the continuation 7. O—O, P—Q 3; 8. P—Q R 4, Q R—Kt 1 (relinquishing the Q R file seems preferable to 8. ....P—Kt 5; 9. Kt—Q 5, Kt—Q R 4; 10. Kt×B, Q×Kt; 11. P—Q 4 ! as in Thomas-Alekhine, Hastings, 1922); 9. P×P, P×P etc.

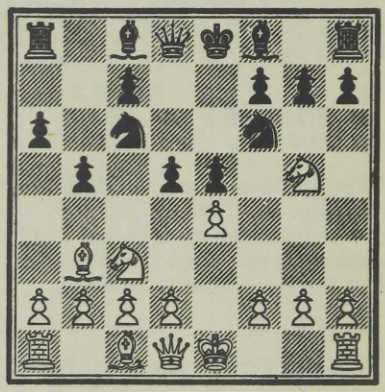
7. Kt—Kt 5

Despite its promising appearance, this move leads to no advantage. Best, therefore, seems 7. P—Q 3.

7.	P—Q 4

Forced. It would now seem that White can gain the advantage in "any number of ways," but this is easier said than done.

Position after 7. ....P—Q 4.



8. Kt×Q P

The alternatives would be:

I. 8. B×P, Kt×B; 9. Kt×Kt (if 9. P×Kt ? Q×Kt; 10. P×Kt, Q×P and wins), Q×Kt; 10. Kt×P ch, K—Q 1; 11. Kt×R, Q×P; 12. R—B 1, B—K Kt 5 ! 13. P—K B 3, Kt—Q 5 ! 14. P×B, B—K 2 and wins.

II. 8. P×P, Kt—Q 5; 9. P—Q 6, Kt×B; 10. P×P, Q×P; 11. R P×Kt, B—Kt 2; 12. O—O, P—R 3; 13. Kt—B 3, P—Kt 5; 14. Kt—Q R 4, P—K 5; 15. Kt—Q 4 (or 15. R—K 1, O—O—O !), B—Q 3 with a splendid development which is well worth a Pawn.

8. ..... Kt—Q 5

Best : White's K B is the chief menace. That Black manages to escape, verges on the miraculous !

9. Kt—K 3

This tame retreat makes a surprising impression, but strangely enough, there is no way of obtaining an advantage :

I. 9. Kt×Kt ch, Q×Kt ; 10. B×P ch, K—K 2 ; 11. P—Q 3, P—R 3 ; 12. P—K R 4, P×Kt ; 13. B×P, Q×B (Dr. Rey).

II. 9. Kt×Kt ch, Q×Kt ; 10. P—Q 3 (if 10. Kt×B P, Kt×B), P—R 3 ; 11. Kt—R 3 (not 11. Kt—B 3, B—Kt 5), B×Kt ; 12. P×B, Kt—B 6 ch ; 13. K—B 1, B—B 4 with a very strong game (Esser-Barton, Cologne, 1911).

9. ..... Kt×B
10. R P×Kt P—R 3
11. Kt—B 3 Kt×P
12. Kt×P

Against 12. P—Q 3, Dr. Rey suggests the ingenious line 12. ..... B—Kt 5 ch ; 13. P—B 3, Kt×Q B P ; 14. P×Kt, B×P ch ; 15. B—Q 2, B×R ; 16. Q×B, Q×P ; 17. Q×P ch, B—K 3 with a very promising game for Black.

12. ..... Q—B 3

Black now obtains a beautiful development, and White's (purely academic) extra Pawn plays no part in the proceedings.

13. Kt—B 3 B—Kt 2
14. Q—K 2 O—O—O
15. O—O

White's King cannot remain in the centre indefinitely, and castling on the Queen's wing is impossible. There remains only the text, which, however, does not prevent Black from unleashing a powerful onslaught.

15. ..... B—Q 3
16. Kt—Kt 4

Although his development remains sadly in arrears, White cannot play 16. P—Q 3, Kt—Kt 4 ; 17. Kt×Kt, P×Kt ; 18. P—R 3 (if 18. P—Kt 3, R×P !), R—R 5 with a winning position.

16. ..... Q—B 4

Almost imperceptibly, Keres has built up an overwhelming attacking position. If now 17. Kt—R 4, Q—R 4 ; 18. P—Kt 3, Kt—Kt 4 (threatening mate in one move !) ; 19. R—K 1, Kt—R 6 ch ; 20. K—B 1, P—K Kt 4 ; 21. Kt—B 5, Kt—B 5 ! and wins.

17. P—Q 3 Kt—Kt 4
18. Kt—R 4

18. Kt×Kt, P×Kt also leaves Black with a winning attack.

18. ..... Q—Q 4
19. P—Q B 4

Immediately fatal. 19. P—KB 3 had to be tried.

19. ..... Kt—R 6 ch !
20. K—R 1 Q—R 4

Decisive.

21. P—B 5 K R—K 1
22. Q—B 2 Q×Kt(R 5)
23. P×B B×P ch !
24. K×B Q×Kt ch
25. K—R 1 Q—B 6 mate

GAME 34

FRENCH DEFENCE

Margate, 1937.

This game (like the curate's famous egg) is good in parts. Its imperfections may be credited to

the circumstance that it was played in the last round and determined the allocation of the first two prizes. Before the game began, Keres and Fine were tied for first place and in no danger of being overtaken by any of the other competitors (including Alekhine !) One would therefore expect a quick draw—and instead we have this embittered struggle !

P. KERES *White*	R. FINE *Black*
1. P—K 4	P—K 3
2. P—Q 4	P—Q 4
3. Kt—Q 2	Kt—K B 3

For the more customary 3. .... P—Q B 4 and detailed comments on this variation, see Game No. 61. Against White's unusual third move (which was to become Keres' favourite weapon against the French Defence), Fine purposely adopts a complicated line, indicating that he contemplates a policy of "do or die."

4. B—Q 3	P—B 4
5. P—K 5	K Kt—Q 2
6. P—Q B 3	Kt—Q B 3

....P—Q Kt 3 has been played in this position, with the idea of trying to remove White's valuable K B, *e.g.* 7. Q—K 2 ? P×P ; 8. P×P, Kt—Q B 3 ; 9. K Kt—B 3, Kt—Kt 5 ! (Abramovich-Botvinnik, U.S.S.R. Championship, 1938).

7. Kt—K 2	P—B 3

This should turn out badly, but it is not easy to suggest a good line for Black. Thus if 7. ....P×P ; 8. P×P, Q—Kt 3 (or 8. ....Kt—Kt 5 ; 9. B—Kt 1, P—Q Kt 3 ; 10. P—Q R 3, Kt—Q B 3 ; 11. B—Q 3); 9. Kt—K B 3, B—Kt 5 ch ; 10. K—B 1 ! and the outlook for Black's game is poor.

8. Kt—K B 4 !

Much stronger than 8. P—K B 4, Q B P×P ; 9. B P×P, P×P and 10. B P×P ? is answered by .... Kt×Q P, whilst 10. Q P×P, B—B 4 is of course quite satisfactory for Black.

8.	Q—K 2

Parrying the double threat of Kt×K P and Q—R 5 ch.

9. Kt—B 3 !

Much stronger than 9. Q—R 5 ch, Q—B 2 ! 10. B—Kt 6, P×B ; 11. Q×R, K B P×P and Black's magnificent position easily outweighs the exchange.

9.	K B P×P
10. Kt(3)×K P ?	

A weak move, 10. Kt—Kt 6 ! being much stronger. If then 10. ....P×Kt ; 11. B×P ch, K—Q 1 ; 12. B—Kt 5, Kt—B 3 ; 13. P×K P etc. and White recovers the piece with a fine initiative.

10.	Kt(2)×Kt
11. P×Kt	P—K Kt 3 !

If 11. ....Kt×P ; 12. Q—R 5 ch with the better game. But the text irretrievably dooms the K P, unless White is willing to accept clear positional inferiority.

12. O—O

Best under the circumstances. If 12. B—Kt 5, B—Q 2 ; 13. B×Kt, B×B with advantage to Black. Or 12. B×P, P×B ; 13. Kt×Kt P, Q—R 2 ! 14. Kt×R, Kt×P and Black should win in due course.

12.	Kt×P
13. R—K 1	B—Kt 2

If 13. ....Kt×B ; 14. Q×Kt and Black cannot prevent the capture of his Q P. Black now hopes to castle into safety.

14. B—Kt 5 ch !

Stronger than 14. Kt×Q P, P×Kt ; 15. P—K B 4, O—O ; 16. P×Kt, B—K 3 and Black's Pawn position is decidedly preferable.

14. ..... B—Q 2
15. Q—R 4 ?

Another curiously weak move. Fine gives 15. B×B ch, Q×B ; 16. Kt×Q P ! P×Kt ; 17. B—B 4 with equality.

15. ..... P—Q R 3

Forcing an exchange which greatly eases the pressure.

16. B×B ch Q×B
17. Q×Q ch K×Q
18. B—K 3 P—Kt 3

"The Black position is now won, but Black, impressed by this fact, proceeds to allow himself the luxury of a series of weak moves. 18. .... Q R—Q B 1 was preferable to the text" (Fine).

18. ....P—B 5 ? would of course be bad because of 19. B—Q 4, K—Q 3 ; 20. Kt×K P etc.

19. P—Q R 4 Kt—B 5

Fine later suggested ....P—Q R 4 as a much safer move. Black's Pawn phalanx looks overwhelming—and it will be, if he surmounts the tactical difficulties which Keres is desperately creating for him.

20. Kt—Q 3 P—K 4 ?

After this hasty move, White's prospects improve considerably. Correct was 20. ....Kt×B ; 21. R×Kt, P—B 5 and Black's technical difficulties will be relatively easy to solve.

21. P—R 5 ! P—Q 5

If 21. ....Kt×R P ; 22. Kt×B P ch is troublesome, while if 21. ....Kt×B ; 22. R×Kt, P—Q 5 ; 23. R—B 3, P—K 5 ; 24. Kt×P ch and White can hold the position.

Another possibility is 21. .... Kt×B ; 22. R×Kt, P—K 5 ; 23. Kt—B 4, B—R 3 ; 24. Kt×Q P !

Or if 21. ....P—K 5 ; 22. Kt—B 4, K—B 3 ; 23. P×P, Kt×P(3) ; 24. R—R 5, B—B 1 ; 25. K R—R 1, K—Kt 2 ; 26. P—Q Kt 4 (Fine) or 26. Kt—K 6 and it is Black who must fight for the draw.

22. B—Kt 5 Kt×R P ?

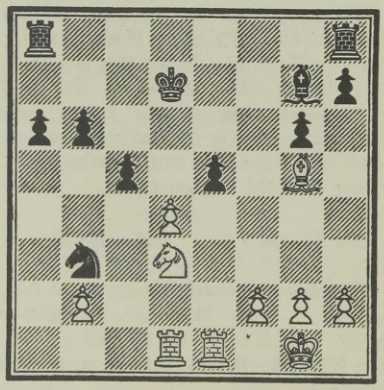
Letting a good winning chance slip through his hands : 22. .... P×B P ; 23. Kt P×P, Kt×P ; 24. Kt×P ch, K—B 3. Black seems to get much the same kind of position after move 24, but there is a decided difference.

23. P×P ! Kt—Kt 6

If 23. ....B P×P ; 24. P—B 4 or Kt×P ch and Black's advantage is purely nominal.

24. Q R—Q 1

Position after 24. Q R—Q 1



24. ..... Kt×P ?

This lets slip Black's last winning

chance. *The Field* recommends 24. ....B P×P; 25. Kt×P ch, B×Kt; 26. R×B, K R—K 1; 27. R—K 3, R×R; 28. P×R (if 28. B×R, K—B 3 saving the Q P), R—Q B 1 followed by ....R—B 7 with a winning ending. Or if 29. R—Q 3, R—B 8 ch; 30. K—B 2, R—B 7 ch followed by ....R×Q Kt P and wins.

25. P—Q Kt 4 !

Keres continues to play ingeniously, so that his opponent's two extra Pawns are of little account. The defence is now extremely onerous, and Fine's time pressure makes the situation even more critical.

25. ..... K—B 3

Possibly ....Q R—Q B 1 was better, in order to prevent White's 27th move; but one can understand Black's eagerness to unpin his Knight. Thus 25. ....P×P ? is quite out of the question because of 26. Kt×P ch and the Knight cannot be salvaged.

26. P×P P×P

Black seems to be out of his difficulties: if 27. Kt×P ch, B×Kt; 28. R×B, K R—K 1; 29. B—K 7, Kt—Kt 6; 30. R—Q 3, P—B 5 with a winning game. But Keres obtains a strong initiative now, so that it is Fine and not he who must strive to hold the position.

27. B—K 7 ! Kt—Kt 6

Black's menaced Pawns must fall, *e.g.* 27. ....B—B 1; 28. B—B 6— or 27. ....Kt—K 3; 28. Kt×P ch, B×Kt; 29. R×B with a powerful position.

28. Kt×B P ! Kt×Kt
29. R—Q 6 ch ! K—B 2

29. ....K—Kt 4 is too dangerous because of 30. R—Kt 1 ch, K—B 5 (if 30. ....K—R 5 ? 31. R (6)—Kt 6); 31. R—B 1 ch, K—Kt 4; 32. R—Q 5, Q R—Q B 1; 33. B×Kt etc. The alternative 29. ....K—Kt 2 ? is disposed of by Fine with 30. R—Kt 1 ch, K—R 2; 31. R—B 6, Kt—Kt 2; 32. B—B 5 ch, Kt×B (if 32. ....K—Kt 1; 33. B—Q 6 ch, K—R 2; 34. R—B 7); 33. R—B 7 ch, Kt—Kt 2; 34. R×Kt mate.

30. R—Q B 1 Q R—Q B 1
31. R—Q 2 !

Surprising at first sight, this move is quite logical. Its purpose is to avoid the exchange of Rooks which would be compulsory after 31. R×Kt ch ? K—Kt 2 and Black wins.

31. ..... K—Kt 2

31. ....B—B 1 ? would be a crass blunder: 32. R×Kt ch, K—Kt 2; 33. R—Kt 2 ch and wins.

32. B×Kt

Threatening to win by R—Q 7 ch etc.

32. ..... B—B 1

This parries the threat, to be sure, but as Fine shows, he would have been better off with 32. .... K R—Q 1 ! 33. R—Kt 2 ch, K—R 1; 34. R—R 1, R—B 3; 35. B—Kt 6, P—K 5 ! compelling White to take an immediate draw by perpetual check (36. R×P ch, K—Kt 2; 37. R—R 7 ch, K—B 1; 38. R—R 8 ch, K—Kt 2 ! etc.). But this is a tricky variation, not easy to calculate in time pressure.

Note, by the way, that 32. .... K—R 1 ? would lose because of 33. R—Q 7 etc.

33. R—Kt 1 ch K—R 1

Or 33. ....K—B 3; 34. B×B, K R×B; 35. R—B 1 ch etc.

34. B×B	K R×B
35. R—Q 6	K—R 2
36. R—R 1	

Stronger was 36. R—Q 7 ch, K—R 1; 37. R×P; for then the superior activity of White's Rooks would tell heavily in his favour, as they can combine menaces against the hostile King with pressure on Black's scattered Pawns. The position is now a legitimate draw.

36.	R—B 7

At last Black's pieces become active.

37. P—B 3	P—K 5 !
38. P×P	R(1)—B 7 ?

Too soon—Black should now lose. Correct was 38. ....R—K 7; 39. R—K 6, R(1)—B 7 and the draw is clear. The text is a mistake because it permits White to trade off a pair of Rooks, remaining with a won ending.

39. R(1)×P ch	K—Kt 2
40. R(Q 6)—Kt 6 ch	K—B 2
41. R—B 6 ch !	

The move that Black overlooked. 41. ....R×R ? would lead to an obviously lost King and Pawn ending.

41.	K—Q 1
42. R×R	R×R
43. R—R 7 ?	

And now Keres goes astray. The proper continuation is 43. R—R 8 ch, K—K 2; 44. R—R 7 ch, K—B 3; 45. R×P, R—K 7; 46. R—R 4, K—Kt 4; 47. P—Kt 3 and White must win, although the procedure to be followed involves some thorny problems.

43.	R—B 5
44. R×P	R×P
45. K—B 2	K—K 1
46. K—B 3	R—Q R 5
47. P—Kt 3	K—B 1

With all the Pawns on one side and Black's King favourably placed, the ending cannot be won.

48. R—Q 7	R—Q Kt 5
49. K—K 3	R—Q R 5
50. P—R 3	R—Q Kt 5
51. R—Q 4	R—Kt 4
52. K—B 4	K—Kt 2
53. R—K 4	K—B 3
54. P—R 4	R—Q R 4
55. P—Kt 4	R—Q Kt 4
56. R—R 4	R—B 4
57. R—R 6 ch	K—B 2
58. R—Q 6	R—Q R 4

Of course not 58. ....R—B 5 ch ? 59. K—Kt 5, R—B 4 ch; 60. K—R 6 and wins.

59. R—B 6	R—Q Kt 4
60. P—Kt 5	

A last try before agreeing to a draw.

60.	R—Kt 5 ch
61. K—K 5	R×P
62. R—B 7 ch	K—Kt 1
63. K—B 6	R—R 5
64. R—K 7	R—Q Kt 5

The game was given up as a draw here, for after 65. K×P, R—Kt 3 ch we have a standard drawing position. A memorable struggle !

GAME 35

QUEEN'S GAMBIT DECLINED

Ostende, 1937.

This game was played in the first round, only three days after the preceding encounter between the same masters. One gets the impres-

sion that Fine has not recovered from the strain of a hard tournament supplemented by the effects of a Channel crossing. Yet the play of Keres (who was subjected to the same conditions) sparkles by comparison.

The variation adopted here by Fine is one with which he has had considerable success. Black exchanges several pieces and obtains the Queen-side majority of Pawns; these factors, in combination with his occupation of the Q B file, give him promising end-game prospects. However, White's attacking possibilities should not be ignored—a point which Keres convincingly drives home.

P. KERES *White*	R. FINE *Black*
1. Kt—K B 3	P—Q 4
2. P—Q 4	Kt—K B 3
3. P—B 4	P—K 3
4. Kt—B 3	P—B 4
5. B P×P	

On 5. B—Kt 5 Black plays 5. ....B P×P; 6. K Kt×P (better than 6. Q×P, which is best answered by 6. ....B—K 2! and not 6. ....Kt—B 3; 7. B×Kt! as in a famous game Pillsbury-Dr. Lasker, Cambridge Springs, 1904), P—K 4. The position then arrived at has some playful possibilities, *e.g.* 7. K Kt—Kt 5, P—Q R 3! 8. Kt×P? P×Kt; 9. Kt×Kt ch, Q×Kt!! (Fine-Yudovich, Moscow, 1937) or 7. K Kt—Kt 5, P—Q 5; 8. Kt—Q 5 (more accurate is 8. B×Kt, P×B; 9. Kt—Q 5), Kt×Kt?! 10. B×Q, B—Kt 5 ch; 11. Q—Q 2, B×Q ch; 12. K×B, K×B; 13. P×Kt (Fine-Winter, Hastings, 1936-37) with a superior game for White.

5.	Kt×P!
6. P—K 4	Kt×Kt
7. P×Kt	P×P
8. P×P	B—Kt 5 ch
9. B—Q 2	B×B ch

Better than 9. ....Q—R 4; 10. Q R—Kt 1! B×B ch; 11. Q×B, Q×Q ch; 12. K×Q, O—O when Rubinstein's move 13. B—Kt 5! gives White a distinct pull.

10. Q×B	O—O
11. B—B 4	

The most aggressive square for the Bishop. In some contingencies P—Q 5 can be played later on with great effect.

11.	Kt—Q 2
12. O—O	P—Q Kt 3
13. Q R—Q 1	B—Kt 2
14. K R—K 1	R—B 1
15. B—Kt 3	Kt—B 3

The exertion of further pressure on the K P is consistent with Black's plan of the game; yet the text may lead to difficulties because it allows White a free hand on the King-side. The best continuation is possibly 15. ....Q—B 3 and if 16. P—K 5, Q—R 3! as played by Fine in an analogous situation in a subsequent game with Reshevsky. After 17. Q×Q, P×Q the disarrangement of Black's King-side Pawns is negligible in comparison with his favourable prospects on the other wing.

16. Q—B 4

Taking advantage of the opportunity to bring his Queen to a more aggressive post. 16. P—K 5 (intending Kt—Kt 5—K 4) would be premature because of 16. ....B×Kt! 17. P×B, Kt—Q 4 with advantage to Black.

16.	Q—B 2

The ending after 17. Q×Q would be very promising for Black; hence he invites it, and hence White declines it.

17. Q—R 4 K R—Q 1

White's centre is somewhat shaky but the potential advance of either Pawn is always in the air and must be neutralised.

18. R—K 3

Keres censures this move, and recommends 18. P—K 5 in its stead. If then 18. ....Kt—Q 4; 19. Kt—Kt 5, P—K R 3; 20. Kt—K 4 and White's Knight obtains an effective post at Q 6. Or 18. P—K 5, Kt—K 1; 19. Kt—Kt 5, P—K R 3; 20. Kt—K 4 with chances for both sides.

Note that after 18. P—K 5, Black must not play 18. ....B×Kt ? because of 19. P×Kt ! B×R; 20. Q—Kt 5, K—B 1 (forced); 21. Q×P ch, K—K 1; 22 R×P ch ! P×R; 23. Q—Kt 8 ch, K—Q 2; 24. Q×P mate. This is an ominous portent of what is to come if White's attacking chances are not curbed in time.

18. ..... P—Q Kt 4 !

Forcing the issue. He threatens to mobilize his Queen-side majority with ....P—Q R 4, at the same time menacing White's Bishop.

19. Q R—K 1 P—Q R 4

Energetically carrying out his plan; but the cautious 19. .... P—K R 3 ought to have been interpolated here.

20. P—Q R 4 P—Kt 5 ?

Even if a satisfactory defence can still be shown after this move, it is impracticable in the sense that it creates intolerable burdens for Black. There was a better defence with 20. ....P×P; 21. B×R P, P—R 3.

21. P—Q 5 ! P×P

Compulsory, for if 21. ....P—K 4; 22. Kt—Kt 5 threatens Kt×R P, Kt×B P or P—Q 6.

22. P—K 5 ! Kt—Q 2 ?

Despite its solid appearance, this retreat offers less defensive chances than 22. ....Kt—K 5; 23. P—K 6 ! P×P; 24. R×Kt ! P×R; 25. Kt—Kt 5 with the following possibilities:

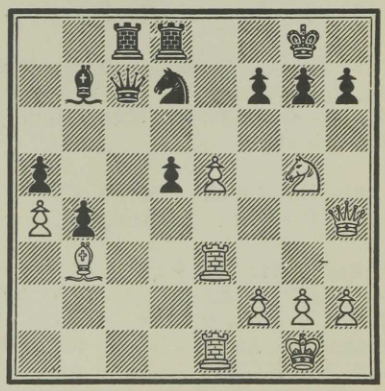
I. 25. ....Q—B 6 (apparently devastating); 26. B×P ch, K—B 1; 27. Q—B 4 ch (this seems best), K—K 2; 28. Q—B 7 ch, K—Q 3; 29. Q—B 4 ch, K—K 2 (if 29. .... Q—K 4 ? ? 30. Kt—B 7 ch. If 29. ....K—B 3; 30. R—Q B 1); 30. Q—B 7 ch and White must evidently be content with a perpetual check.

II. 25. ....Q—K 4; 26. Q×P ch, K—B 1; 27. Kt×P ch, K—K 2; 28. Q—R 4 ch, Q—B 3; 29. Q—Kt 4 "with quite favourable attacking possibilities" (Keres). But there is still plenty of fight left in this position.

23. Kt—Kt 5

Setting Black a problem which cannot be solved satisfactorily.

Position after 23. Kt—Kt 5.



23. ..... Kt—B 1

23. ....P—R 3 leads to more complicated play but to no better result. There follows, according to Keres: 24. P—K 6! P×Kt; 25. P×P ch, K×P; 26. R—K 7 ch with two alternative winning lines:

I. 26. ....K—Kt 3; 27. Q—Q 4! Q—B 6; 28. B—B 2 ch, Q×B (if 28. ....K—R 3; 29. R(1)—K 6 ch, Kt—B 3; 30. R×Kt ch! or 28. ....K—R 4; 29. Q—Q 1 ch, K—R 3; 30. R(1)—K 3 etc.); 29. R×P ch, K—R 4; 30. P—R 4!

II. 26. ....K—Kt 1; 27. Q—R 5! Q—B 6 (if 27. ....R—B 1; 28. Q—Kt 6, Q—B 6; 29. B—B 2!); 28. Q—B 7 ch, K—R 1; 29. R(7)—K 3.

24. Kt×R P!	Kt×Kt
25. R—R 3	Q—B 8

An exciting position!

26. Q×Kt ch	K—B 1
27. R—K 3	P—Q 5

This despairing attempt to make use of the passed Q P only hastens the end because it opens the diagonal of White's Bishop, leading to all kinds of mating threats. The conclusion is vigorous and neatly calculated.

28. Q—R 8 ch	K—K 2
29. Q×P	R—B 1

If 29. ....B—Q 4; 30. Q—B 6 ch, K—Q 2 (or 30. ....K—B 1; 31. P—K 6); 31. B×B threatening Q×P mate.

30. Q—B 6 ch	K—K 1
31. P—K 6!	Resigns

For if 31. ....P×R; 32. P×P ch, R×P (or 32. ....K—Q 2; 33. B—K 6 ch with decisive gain of material); 33. B×R ch, K—Q 2 (33. ...K—B 1 leads to mate in three); 34. B—K 6 ch again winning the Queen and the exchange.

GAME 36

INDIAN DEFENCE

Ostende, 1937.

One of the infallible signs of a great attacking player is the consistent ability to bring off speculative sacrifices successfully. To do this requires a rare combination of sound instinct and cool weighing of subsequent possibilities.

P. Keres *White*	P. List *Black*
1. P—Q 4	Kt—K B 3
2. P—Q B 4	P—K 3
3. Kt—Q B 3	B—Kt 5
4. Kt—B 3	

Regarding this move, see Game No. 30.

4.	Kt—K 5

Despite the impression it gives of being premature, this is quite playable if followed up correctly.

5. Q—B 2	P—Q 4

Not best, as will be seen. The proper course is 5. ....P—K B 4 and if 6. P—K 3, P—Q Kt 3; 7. B—Q 3, B—Kt 2; 8. O—O, Kt×Kt; 9. P×Kt, B×Kt; 10. Kt P×B, B—Q 3 and Black stands well (Winter - Capablanca, Ramsgate, 1929).

6. P—K 3	P—Q B 4
7. B—Q 3	

Confronting Black with a difficult choice, as the "Stonewall" move 7. ....P—B 4 would leave Black's game full of gaping weaknesses.

7.	Q—R 4

Black is reluctant to retreat the Knight, which would be tantamount

to admitting that his opening play is incorrect; nor does he relish the loss of time involved.

One has to sympathise with this point of view, for 7. ....Kt—K B 3; 8. B P×P, K P×P; 9. P×P, B×P; 10. O—O, Kt—B 3; 11. P—K 4! (Euwe-Alekhine, Match, 1937) leaves Black with a singularly unattractive position.

8. O—O!

A clever reply. Since (as will be seen) Black cannot win a Pawn, he will have to lose considerable time in this variation as well.

8. ..... B×Kt

Or 8. ....Kt×Kt; 9. P×Kt, B×P; 10. R—Kt 1 and the Bishop cannot be extricated!

9. P×B Kt—K B 3

A sorry retreat; but either 9. ....Kt×Q B P? 10. B—Q 2 or 9. ....Q×B P? 10. B×Kt loses a piece.

10. R—Kt 1

The Rook is to render valuable service.

10. ..... Q Kt—Q 2
11. Kt—K 5 Q P×P

Black realizes that after 11. .... O—O he will find himself confronted by a standard attacking formation (12. P—B 4 and 13. R—B 3) and therefore tries to loosen up the centre a bit. But his uncastled state proves a serious handicap.

12. Kt×Q B P! Q—B 2
13. P—K 4 P—Q Kt 4?!

This ingenious and not quite adequate move must have been made after a careful study of the position, for all the alternatives are unfavourable:

I. 13. ....O—O? 14. P—K 5 followed by B×P ch etc.

II. 13. ....P×P; 14. P×P, O—O? 15. P—K 5 followed by B×P ch etc.

III. 13. ....P×P; 14. P×P, Kt—Kt 3? 15. P—K 5! K Kt—Q 4 (15. ....Kt×Kt? 16. P×Kt is even worse); 16. Kt—Q 6 ch, K—B 1; 17. Q×Q, Kt×Q; 18. B—R 3, K—Kt 1; 19. K R—B 1 with a winning position.

IV. 13. ....P—K 4; 14. Kt×P, Kt×Kt; 15. P×Kt, Q×P; 16. P—B 4, Q—B 2; 17. P—K 5 and Black's game should speedily prove untenable.

14. R×P!

Although the capture seems obvious enough, it requires careful calculation.

14. ..... B—R 3
15. P—K 5!

But not the "simple" 15. R—Kt 2, for then 15. ....P×P; 16. P×P, Q R—B 1; 17. R—Kt 4 (if the Knight moves, ...Q×Q wins the exchange), Kt—Kt 3 still winning the exchange.

15. ..... O—O

Black must spare the Rook at least temporarily, for if 15. .... B×R? 16. Kt—Q 6 ch followed by Kt×B and P×Kt.

16. Kt—Q 6! P—B 5

The logical continuation, since 16. ....B×R; 17. Kt×B, Q—B 3; 18. P×Kt, P—B 5; 19. B×P ch, K—R 1; 20. P×P ch, K×P; 21. B—K 4, Q×Kt; 22. B×R and Black is two Pawns down without the consolation of the exchange.

17. B×P B×R

18. B×B Kt—Q 4

A difficult position to appraise: White's two Pawns are roughly equivalent to the exchange, but Black's two ineffectual Knights are no match for the far-ranging Bishops.

19. P—Q B 4 Kt—K 2
20. B—R 3 P—Q R 3

....Q—R 4? would be waste of time, White replying 21. Q—Q 3 threatening B×Kt and Kt—Kt 7.

21. B—R 4 P—B 4?

It is understandable that Black strikes out instinctively. But his cramped position requires more careful treatment. He should have tried 21. ....Kt—Q Kt 3; 22. B—Kt 3, K R—Q 1—although the position would remain difficult and unpleasant in any event.

22. P×P e.p. Kt×P

The alternatives are similarly uninviting:

I. 22. ....P×P; 23. Q—K 4 winning the K P (for if 23. ....P—K 4? 24. Q—Kt 4 ch).

II. 22. ....R×P; 23. Kt—K 4, R—R 3 (if 23. ....R—B 2; 24. Kt—Kt 5 wins); 24. B—Q 6 with a powerful game.

23. Q—K 2

Decisive: the K P must fall, so that he obtains a direct material advantage. In addition, his centre Pawns become passed, and the scope of his pieces increases correspondingly.

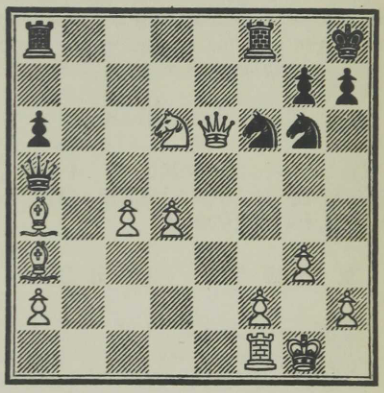
23. ..... Kt—Kt 3
24. Q×P ch K—R 1
25. P—Kt 3!

Calmly disregarding the "threatened" ....Q—R 4. The text prevents ....Kt—B 5 and prepares a possible advance of the K R P—which will further disorganize Black's position.

25. ..... Q—R 4

This excursion is pointless, but Black is at a loss for a move, as the mobility of his pieces is so circumscribed.

Position after 25. ....Q—R 4.



26. B—B 6! Q R—Kt 1

A "soft answer"—but if instead 26. ....Q×B; 27. B×R, R×B; 28. Kt—B 7 ch, K—Kt 1; 29. Kt—R 6 dbl ch, K—R 1; 30. Q—Kt 8 ch! followed by 31. Kt—B 7 mate.

27. B—B 5 Q—B 2
28. R—K 1! P—R 3

What else? 28. ....Q×B? loses the Queen; or if 28. ....Kt—K 2; 29. B—R 4, Kt—Kt 3; 30. Kt—B 5 regaining the exchange.

29. P—K R 4! P—K R 4

White threatened 30. P—R 5, Kt—K 2; 31. B—R 4, Kt—B 3; 32. Kt—B 5 winning the exchange. But the text has the drawback of creating a weakness that will be useful for White's purposes.

30. Kt—K 4 ! Kt×Kt

Losing back the exchange—not that he has any choice :

I. 30. ....R—B 2 ; 31. Kt—Kt 5 etc.

II. 30. ....R—Kt 1 (or other Rook moves along the rank) ; 31. Kt×Kt winning easily.

31. B×R R×B
32. B×Kt Q—R 4

Hallucination—but the game could not have been prolonged much more :

I. 32. ....R—B 3 ; 33. B×Kt ! R×Q ; 34. R×R and wins.

II. 32. ....Kt×P ; 33. P×Kt, Q—B 5 (if 33. ....R—B 5 ; 34. Q—K Kt 6 ! R—Kt 5 ch ; 35. Q×R, P×Q ; 36. B—Kt 6 etc.) ; 34. R—K 2, R—B 3 ; 35. Q—K 8 ch, R—B 1 ; 36. Q×R ch ! Q×Q ; 37. B—Kt 6 and wins (*The Field*).

III. 32. ....Kt—K 2 ; 33. B—Q 3, Kt—Kt 1 (if 33. ....R—K 1 ; 34. Q—B 7 etc.) ; 34. Q—Kt 6, Kt—B 3 ; 35. R—K 5 and wins.

33. B×Kt Resigns

GAME 37

INDIAN DEFENCE

Ostende, 1937.

It is well known that a long tournament means a great strain for the players, if only in terms of physical exhaustion. On the other hand, the result of one game's bad play need not be fatal, as there are many chances to retrieve oneself and catch up to the leaders. In a tourney with only a few participants, however, the nervous tension is often much greater. The slightest oversight and misstep are greatly magnified, for the short duration of the contest may make it impossible to overcome the effect on one's score.

Under such conditions, the player who is competing for a high prize will often be compelled to take the most daring risks in order to keep in the running. This is the background of the following game, of which Keres said, "As I had to play for a win at all costs, I was prepared to play the weirdest kind of opening."

A. Dunkelblum *White*	P. Keres *Black*
1. P—Q 4	Kt—K B 3
2. Kt—K B 3	P—B 4

An unusual move, which is generally answered by 3. P—Q 5. Instead of that aggressive reply, however, White selects a tame continuation, thus giving notice that he intends to take no chances. In this way he exploits Black's desperate need of a win.

3. P—K 3 P—K Kt 3
4. B—K 2 B—Kt 2
5. O—O O—O
6. P—B 4

A change of heart ? ! Evidently White intends P—Q 5 after all.

6. ..... P—Q 4
7. B P×P Kt×P
8. P×P

These exchanges in the centre fit in nicely with White's intentions of avoiding complications. To recover the Pawn without allowing an exchange of Queens is not an easy task.

8. ..... Kt—R 3 ! ?

See the introduction to this game. Black " sacrifices " his Pawn position in order to bring about complications.

9. B×Kt P×B

White can now achieve his heart's desire by playing 10. P—K 4, Kt—Kt 5; 11. Q×Q, R×Q. But in that event, Black would have a winning lead in development, and the pressure on White's Q Kt 2 would be unbearable.

10. Kt—Q 4 Q—B 2
11. Kt—Kt 3 R—Q 1

It will be noted that while Black has just made two developing moves, White has moved the same piece three times, in order to have the Q B P protected. It is clear that White's game has already become uncomfortable.

12. Q—K 2 P—Q R 4 !

Even this seemingly negligible Pawn co-operates in creating difficulties for White. The latter, now fully alive to the situation, adopts an objectively good move, which, however, produces the complications for which Keres has been steering.

13. B—Q 2 ! P—R 5
14. B—R 5 Q—B 3
15. B×R

Forced, in view of Black's threats ....P×Kt and ....B—Q R 3. Keres comments that 15. Kt—Q 4 would not do because of 15. .... B×Kt; 16. P×B, Kt—B 5; 17. Q—B 3, Kt—R 6 ch ! 18. K—R 1, Q×Q; 19. P×Q, R×P with a winning game.

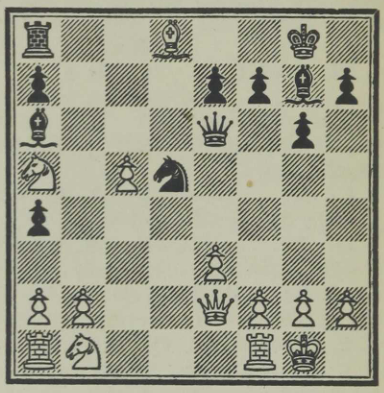
15. ..... B—Q R 3 !

If now 16. Q—Q 2, B×R; 17. K×B, R×B and the position is definitely in Black's favour.

16. Kt—R 5 ! Q—K 3 !

What a position ! And this is the result of White's playing for safety ! The text is necessary to maintain the pressure, for if 16. ....B×Q; 17. Kt×Q, B×R; 18. Kt—Q 2 ! B—Kt 4; 19. Kt×P ch etc. with a satisfactory game for White. The text gives him a better chance to go astray.

Position after 16. ....Q—K 3 !



17. Q—Q 2 ?

This loses. Despite its seemingly risky character, 17. Kt—B 4 ! should have been played. This would lead to inordinately complex play, analysed by Keres as follows : 17. Kt—B 4 ! Kt—B 5 (if 17. .... R×B; 18. Q Kt—R 3 ! and White remains the exchange ahead with nothing to worry about); 18. Q—B 3, B×Kt; 19. Q×R, B—Q 4 ! 20. Q—Kt 8, Kt—K 7 ch (if 20. ....Q—R 6 ? 21. B×P dis ch followed by mate); 21. K—R 1, B×P ch; 22. K×B, Q—Kt 5 ch; 23. Q—Kt 3, Kt×Q; 24. R P×Kt, B×P; 25. Kt—Q 2, B×R; 26. R×B, Q—B 1 ! 27. B×P ! Q—Kt 2 ch; 28. P—B 6 ! Q×B; 29. R—Q B 1 "and White cannot lose. But it would go hard with the combinative player, if his opponent could see everything on the board, with only a limited amount of time at his disposal !" (Keres).

17. ..... B×R
18. Kt—B 3

After this the game is soon over. But 18. K×B, R×B would also leave White with a bad game, for instance 19. Kt—B 3, B×Kt; 20. P×B, Q—R 3 ch; 21. K—Kt 1, Q×Kt; 22. R—Q 1, R—Q 2! 23. P—B 6, R—Q 3 and Black is a piece ahead. Or 19. Kt—B 4, Kt×P ch! and wins. Or 19. K—Kt 1, R—Kt 1; 20. Kt—B 4 (if 20. Kt—B 3, Kt×Kt; 21. P×Kt, Q—R 3 winning a piece), Kt×P! 21. Kt×Kt (or 21. Q×Kt, Q×Kt etc.), B×P etc.

18. ..... B×P!

Threatening above all ....B—B 6.

19. K×B R×B

Threatening ....Kt—B 5 ch. If now 20. Kt×Kt, R×Kt and wins (21. Q—K 2, R×P winning the Knight).

20. K—R 1 P—R 6!

Et tu, Brute! If now 21. Kt×Kt, Q—K 5 ch! 22. P—B 3, R×Kt! 23. P×Q (if 23. Q—K B 2, P×P! wins), R×Q; 24. R—K 1, P×P; 25. Kt—Kt 3, R—Q B 7; 26. K—Kt 1, P—Q R 4 and wins.

21. R—Q 1 P×P!
22. Kt×Kt

Kt—Kt 1 would hold out a bit longer.

22. ..... R×Kt

White resigns, for if 23. Q—B 2, R×R ch; 24. Q×R, Q—K 5 ch and the Pawn queens.

GAME 38

RUY LOPEZ

Prague, 1937.

Many chess concepts have a somewhat ambiguous character. Soundness, for example, does not mean quite the same thing to the analyst and to the player. The analyst chiefly concentrates on the *objective* value of moves, and can therefore frequently demonstrate how a very strong player *should* have lost to a much weaker player. But in actual play, soundness becomes something less tangible, for here disparity in playing strength is the predominating factor.

Zinner's sacrifice on move 12 is ridiculously unsound because it is refuted so crisply by Keres; against a less able tactician, Zinner's 12th move might have been quite feasible!

P. KERES *White*	E. ZINNER *Black*
1. P—K 4	P—K 4
2. Kt—K B 3	Kt—Q B 3
3. B—Kt 5	P—Q R 3
4. B—R 4	Kt—B 3
5. O—O	P—Q Kt 4

This is somewhat questionable, as it leads to difficulties for Black in some variations. 5. ....B—K 2 is the simpler move.

6. B—Kt 3 B—K 2

Transposition into the Tarrasch defence with 6. ....Kt×P; 7. P—Q 4, P—Q 4; 8. P×P, B—K 3 etc., was doubtless preferable.

7. P—Q R 4! Q R—Kt 1

Ceding the Q R file to White; a notable game Johner-Teichmann, Berlin, 1924, demonstrated that White gets the better game after 7. ....P—Kt 5; 8. Q—K 2, O—O; 9. P—R 5! followed by P—B 3 and P—Q 4. This illustrates one of the drawbacks of the early ....P—Q Kt 4.

8. R—K 1 P—Q 3
9. P×P

As the game goes, the Q R file proves exceedingly useful for White.

9.	P×P
10. P—B 3	B—Kt 5
11. P—Q 4	

Threatening to win a piece with P—Q 5.

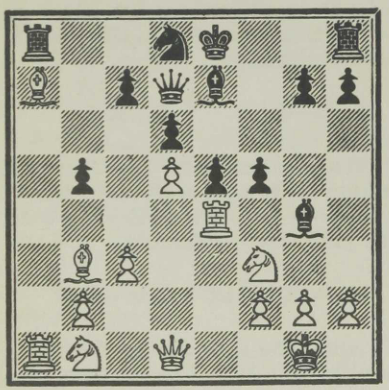
11.	Q—Q 2
12. B—K 3 !	Kt×K P ?

A mistake—but White will have to play well to prove that it *is* a mistake !

13. P—Q 5 !	Kt—Q 1
14. B—R 7	R—R 1
15. R×Kt	P—K B 4

Or 15. ....B×Kt ; 16. Q×B, P—K B 4 ; 17. R—K 1, P—K 5 ; 18. Q—Q 1, P—B 4 ; 19. P×P e.p., Kt×P ; 20. B—Q 5 ! and Black cannot regain the piece.

Position after 15. ....P—K B 4.



16. R—K 1 !

Much better than 16. R×B etc.

16. ..... Q—B 1

Other moves are no better, *e.g.* :
I. 16. ....P—B 4 ; 17. P×P e.p., Kt×P ; 18. B—Q 5 !
II. 16. ....P—B 4 ; 17. P×P e.p., Q—B 2 ; 18. Kt—R 3 !
III. 16. ....P—K 5 ; 17. P—R 3, B—R 4 ; 18. P—Kt 4 etc.

17. R—R 2 ! !

Removing one important danger, as the pin on the Q R file no longer has any sting. The more obvious 17. Q Kt—Q 2 would not save the piece !

17. ..... P—B 5

To cut off the retreat of the Q B—but does it ? !

18. Q—K 2 ! Q—Kt 2

If instead 18. ....B×Kt ; 19. P×B, O—O ; 20. B—B 5 ! and White retains his extra piece, 20. ....P×B being answered by 21. P—Q 6 dis ch. The text is met in a similar manner.

19. B—B 5 ! R×R

Or 19. ....P×B ; 20. R×R, Q×R ; 21. Q×P and wins.

20. B×R Kt—B 2

Black cannot escape his fate : if 20. ....P×B ; 21. Q×P, P—B 3 ; 22. P—Q 6 ! etc. Thus it is the defence that comes off with the combinative honours !

21. B—R 3	P—Kt 4
22. Q Kt—Q 2	P—R 4
23. Q—K 4	R—R 3
24. Kt—Q 4	Q—B 1
25. Kt×P	B—Q 2
26. Kt—Q 4	Resigns

GAME 39

FRENCH DEFENCE

Prague, 1937.

Attacking play is commonly supposed to be based on some such vague faculty as "genius,"

"instinct" and the like. Nevertheless, there is a decided difference between attack lacking a rational motivation and attack grounded in a realistic appraisal of a given situation.

J. Foltys *White*	P. Keres *Black*
1. P—Q 4	P—K 3
2. P—K 4	P—Q 4
3. Kt—Q B 3	Kt—K B 3
4. B—Kt 5	B—K 2
5. B×Kt	B×B

White has adopted an old-fashioned variation recently revived with some success by one of the outstanding modern masters of the attack : Kurt Richter. The relative unpopularity of the text stems from experience which has shown that Black has ample defensive resources, so that his two Bishops carry great weight in a positional struggle.

6. Kt—B 3

But here Richter continues 6. P—K 5, B—K 2 ; 7. Q—Kt 4, which is more likely to favour White's attacking proclivities.

6.	O—O
7. B—Q 3	

Since the game now has a predominantly positional character, Spielmann suggests the more solid 7. B—K 2 with a view to answering an eventual....P—B 4 with K P× P. But White feels himself impelled to pursue an aggressive policy.

7.	P—B 4
8. P—K 5	

See the previous note ! Realizing that after 8. Q P×P Black has a wealth of satisfactory continuations (8. ....Kt—Q 2 or 8. ....B×Kt ch ; 9. P×B, Q—R 4 or 8. ....Q—R 4), Foltys stubbornly continues his quest for complications.

8.	B—K 2
9. P×P	Kt—Q 2 !

Keres prefers to bring another piece into action rather than resort to the hackneyed ....B×P. It is just as well for White to part with the advanced Pawn with good grace, since 10. P—Q Kt 4 is answered effectively by 10. .... P—Q Kt 3 (11. P—B 6 ? B×P).

10. P—K R 4 ?

Threatening the greybearded combination B×P ch etc. This was good enough in 1883, but something more profound is required nowadays ! White should have renounced his romantic preconceptions about an aggressive policy and continued with 10. O—O, retaining a playable game. *The text, on the other hand, commits him to castling on the other wing*, exposing him in short order to a devastating attack.

10.	P—B 4 !

Elementary, my dear Watson ! Keres does not propose to spend half an hour or so to decide whether he can safely permit B×P ch. It is clear that this course would have been extremely risky, as in the following variation shown by Euwe: 10. ....Kt×B P ; 11. B×P ch, K×B ; 12. Kt—Kt 5 ch, K—R 3 ; 13. Q—Q 2, B×Kt ; 14. P×B dbl ch, K—Kt 3 ; 15. Kt—K 2. Black can now play 15. ....P—B 4 and the attack is warded off.

From the point of view of practical play, the move actually played has the merit of greater simplicity.

11. P×P e.p.

If the K B P is allowed to remain

at B 4, White's attacking chances will be at an end. However, Black's K B is now presented with a fine diagonal.

11. ..... B×K B P

And now the sacrifice is quite out of the question, for after 12. B×P ch ? K×B ; 13. Kt—Kt 5 ch Black can play not only 13. ....K—R 3 but also 13. ....K—Kt 1 ! 14. Q—R 5, B×Kt ch ! 15. P×B, Kt—B 3 etc.

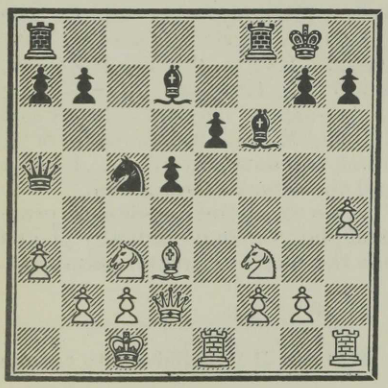
12. Q—Q 2 Kt×P
13. O—O—O Q—R 4 !

At once seizing the initiative. The Q R P is menaced, and the routine 14. K—Kt 1 will not serve (14. ....B×Kt ; 15. Q×B, Q×Q ; 16. P×Q, Kt—R 5). White must therefore weaken his position.

14. P—R 3 B—Q 2
15. Q R—K 1

There seems to be nothing better than this attempt to dam up the K B's powerful diagonal, for if instead 15. Kt—K 2, Q×Q ch followed by ....P—K 4 and Black has a beautiful game. White's previous superficial play is beginning to take its toll.

Position after 15. Q R—K 1.



15. ....Q R—B 1.

Very simple—but formidable !

Black threatens to win a piece with ....P—Q 5, as the Q Kt dare not move because of the reply .... Kt—Kt 6 ch winning the Queen.

16. Kt—K 5

There was no wholly satisfactory move :

I. 16. K—Kt 1, Kt×B followed by ....B×Kt and wins.

II. 16. B—K 2, B×Kt winning at least a Pawn.

16. ..... B×Kt !

Also good 16. ....P—Q 5 ; 17. Kt×B, P×Kt ; 18. Kt×B ch, R×Kt with a won ending in prospect.

17. R×B P—Q 5 !
18. R×Kt

Compulsory, as Knight moves lose a whole Rook after ....Kt× B ch.

18. ..... Q×R !

Having demonstrated the absurdity of his opponent's opening play, Keres does not relax. The retention of the Queens gives a much quicker win than the laborious ending resulting from 18. .... R×R ; 19. Kt—K 4, Q×Q ch ; 20. K×Q etc.

19. Kt—K 4 Q—Q 4
20. K—Kt 1 P—K 4
21. P—K B 3 P—K R 3
22. P—Q Kt 3 B—K 3
23. P—R 5 P—R 4
24. P—R 4 K—R 1
25. R—Kt 1

White's feverish attempt at counterplay only hastens the end.

25. ..... Q R—B 3

26. B—Kt 5 Q R—B 2
27. B—Q 3 B—Q 2
28. P—K Kt 4

28. B—B 4, R×B; 29. P×R, Q×P offers no hope.

28. ..... R×K B P
29. P—Kt 5 B—B 4
30. P×P B×Kt
31. P×P ch R×P
32. R×R

Or 32. Q—R 6 ch, R—R 2 etc.

32. ..... K×R
33. Q—Kt 5 ch K—B 2

White resigns, for if 34. B—B 4, R×P ch etc. "Black's clean-cut and solid play reveals the future World Champion." (Spielmann.)

GAME 40

BUDAPEST DEFENCE

Prague, 1937.

Before the teachings of Steinitz had been thoroughly assimilated, the creation of self-imposed positional weaknesses was regarded with an equanimity which verged on indifference. The emphasis was almost exclusively on attacking play at all cost.

After the turn of the century, however, the exploitation of positional weaknesses produced such a steady stream of practical successes, and reached such undreamed-of heights of virtuosity, that the tendency was completely reversed. An instinctive fear of creating positional weaknesses is deeply ingrained in the mentality of the modern master; he knows that such a weakness will be a millstone around his neck; it may deprive him of the initiative; it commits him to a definite policy of defence; it will very likely plague him in the ending.

One must therefore admire not only Keres' dashing demonstration here of the value of open lines and well-placed pieces; one must also recognise his courage in submitting to a ragged Pawn formation in order to obtain these advantages.

P. KERES *White*	K. GILG *Black*
1. P—Q 4	Kt—K B 3
2. P—Q B 4	P—K 4

This defence is occasionally adopted in order to get off the beaten track and thus confuse White; but it has the drawbacks of losing time and handing over one of the key squares on the board (White's Q 5) into White's control.

3. P×P Kt—Kt 5

The older line. Of late years, the dashing German player Richter has had some success with 3. ....Kt—K 5!? which is best answered by 4. Kt—Q 2.

4. P—K 4 Kt×K P
5. P—B 4 K Kt—B 3

Experience has shown that this centralizing retreat is preferable to 5. ....Kt—Kt 3, where the Knight is not only insecure but has no future. The classic game in this respect (Alekhine-Rabinovich, Baden-Baden, 1925) continued 6. Kt—K B 3, B—B 4; 7. P—B 5, Kt—R 5; 8. Kt—Kt 5, Q—K 2; 9. Q—Kt 4 and Black is already in dire straits.

6. B—K 3 B—Kt 5 ch
7. Kt—B 3

Kt—Q 2 would be safer, as it

would avoid the resulting doubled Q B P.

7.	Q—R 5 ch
8. P—Kt 3	Q—K 2

The interpolated Queen check has not lost any time, as White's P—Kt 3 has no great worth and causes a slight weakness in his King-side. It has already become clear that it will be Black's policy to create and exploit weaknesses in his opponent's Pawn formation.

9. B—Q 3	B×Kt ch
10. P×B	

The future outlines of the play have already become apparent. White will have good play for his pieces (especially his Bishops), but his Pawns will be shaky.

10.	Kt—R 3

Black plays for immediate pressure, for if 10. .....P—Q 3; 11. Kt—K 2, P—B 4; 12. Q—B 2, O—O; 13. B—B 2 (if 13. O—O, R—K 1), P×P; 14. B×K P, P—K Kt 3; 15. O—O followed by K R—K 1 with a fine game. From this we conclude that it is to Black's interest to keep the position from assuming an open character.

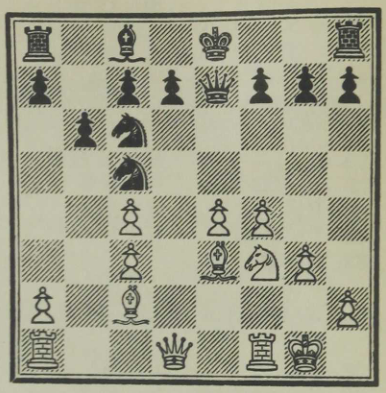
11. B—Q B 2	P—Q Kt 3

If 11. ....Kt—B 4; 12. Q—Q 5 (this was the purpose of White's previous move) and White is able to defend all his weaknesses.

12. Kt—B 3	Kt—B 4
13. O—O ?!	

A speculative Pawn sacrifice, which has the desired effect. The proper course was, however, 13. Q—Q 5.

Position after 13. O—O ?!



13.	B—Kt 2 ?

Black's lack of courage gets him into considerable difficulties later on. The Pawn offer should have been accepted, as the following variations show:

I. 13. ....Kt×P; 14. B×Kt, Q×B; 15. R—K 1, Q×Q B P (also possible is 15. ....O—O; 16. B—B 5, Q×Q B P; 17. B×R, K×B with two Pawns for the exchange); 16. B×P dis ch (if 16. B—Q 4 dis ch, K—B 1 or if 16. B—B 5 dis ch, K—Q 1; and in either event Black seems reasonably safe), K—Q 1 and Black should be able to weather the storm.

II. 13. ....Kt×P; 14. B×Kt P, R P×B; 15. B×Kt, O—O and Black has decidedly the better game.

14. P—K 5	O—O—O

The consequences of 14. ....P—B 3 are rather obscure: 15. Kt—Q 4, P—Kt 3 (if 15. ....P×P; 16. Kt—B 5, Q—B 1; 17. P×P with a powerful attacking position); 16. Kt×Kt, B×Kt; 17. B—Q 4, P—B 4 with chances for both players.

15. Kt—Q 4 !	

Taking the initiative. White's

pieces are now so actively posted that his bad Pawn position completely recedes into the background.

15. ..... P—B 3

Black's indecisive attitude will give him cause for regret subsequently. Better was 15. ....P—Kt 3 and if 16. Kt×Kt, B×Kt with a complicated game not at all to Black's disadvantage.

16. Kt—B 5 Q—B 1

If 16. ....Q—B 2; 17. P×P, P×P; 18. B—Q 4 gives a strong position for White.

17. B—Q 4 !

White supports the advanced K P and at the same time cleverly rearranges his pieces. Naturally, 17. ....Kt×B ? is out of the question because of 18. P×Kt rounding out his Pawns and establishing a powerful Pawn roller in the centre.

17. ..... P—Kt 3
18. Kt—K 3

By a roundabout route the Knight has now arrived at the occupation of the vital square Q 5. But meanwhile Black has worked out a promising scheme for counterplay :

18. ..... P×P
19. P×P Q—R 3
20. Kt—Q 5 Kt—K 3

Black adopts an active policy which has to be met with great care. At the moment he threatens 21. ....Q Kt×B; 22. P×Kt, B×Kt; 23. P×B, Q—K 6 ch winning a Pawn.

21. Q—Q 3 K R—B 1

White is now confronted with the disagreeable alternative of yielding the K B file or of permitting a blood-bath on the K B file.

22. R—B 6 !

There is a third way !

22. ..... Q—R 4

Emboldened by the improvement in his position, Black embarks on a subtle plan which is not easy to refute.

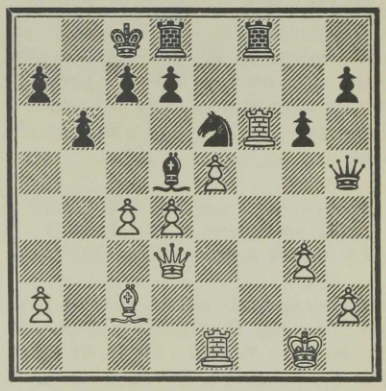
Relatively better was 22. .... Q Kt×B; 23. P×Kt, B×Kt; 24. R×R, R×R; 25. P×B, Kt—Kt 4; 26. R—K B 1 and White's advantage is not so great as in the text continuation.

23. R—K 1 ! Q Kt×B

Black consistently carries out his idea.

24. P×Kt B×Kt

Position after 24. ....B×Kt.



White's position is now very critical : if 25. P×B, R×R; 26. P×R, Q×P and Black has won a Pawn with a strong likelihood of winning another in the near future ; whilst if 25. R×R, R×R; 26. P×B, Kt—Kt 4 with a beautiful attacking position.

25. B—Q 1 ! !

This masterly *Zwischenzug* is the finest move in the whole game, and forces the game into channels evidently unforeseen by Black.

25. ..... B×P

The acceptance of the Pawn sacrifice exposes Black to a sharp attack, but the alternatives are also unsatisfactory :

I. 25. ....Q—Kt 4 (now this square is inaccessible to his Knight !) ; 26. R×R, R×R ; 27. P×B, Kt—Kt 2 (not 27. ....Kt—B 5 ? 28. Q—B 1 ! Kt—R 6 ch ; 29. Q×Kt, Q—Q 7 ; 30. R—B 1, Q—K 6 ch ; 31. K—Kt 2 ! Q—Q 7 ch ; 32. K—R 1 ! and wins) ; 28. B—B 3 and White has much the better game.

II. 25. ....Q—R 3 ; 26. R×R, R×R ; 27. P×B, Kt—Kt 4 ; 28. R—B 1 again with advantage to White.

26. Q×B Q—Kt 4
27. B—B 3

Threatening 28. Q—R 6 ch and mate next move. White's pressure on the diagonal is very powerful—if *e.g.* 28. ....P—B 3 ; 29. B×P ! wins.

27. ..... K—Kt 1
28. Q—Q 5 P—B 3
29. Q—Q 6 ch K—Kt 2

Loses quickly ; but if 29. .... K—B 1 ; 30. R×R, Kt×R (or 30. ....R×R ; 31. B×P !) ; 31. P—Q 5, P—B 4 ; 32. P—K 6, Q—B 3 (if 32. ....P×P ; 33. Q—B 6 ch, K—Kt 1 ; 34. P—Q 6 !) ; 33. B—K 2 ! Q—Q 5 ch ; 34. K—B 1 ! and wins.

30. R×R ! R×R

Or 30. ....Kt×R ; 31. P—K 6 ! Kt×P (if 31. ....Q—B 3 ? 32. P—K 7 !) ; 32. R×Kt, P×R (if 32. ....Q—B 8 ch ; 33. K—Kt 2 and Black's Rook is unguarded) ; 33. Q×P ch, K—R 3 ; 34. B—K 2 ch, K—R 4 ; 35. Q—B 3 ch and mate in two more moves (Euwe).

31. Q×P ch Kt—B 2

If 31. ....K—Kt 1 ; 32. Q—Q 6 ch ! is devastating.

32. Q×P ch Resigns

For if 32. ....K—R 3 ; 33. Q—R 4 mate, whilst 32. ....K—B 1 is met by 33. Q—Kt 7 ch, K—Q 1 (if 33. ....K—Q 2 ; 34. B—B 6 ch etc.) ; 34. Q—Kt 8 ch etc. The slashing onslaught at the end is a colourful contrast to the difficult manœuvring play which preceded it.

GAME 41

BENONI COUNTER GAMBIT

Prague, 1937. (Brilliancy Prize.)

The reader may be mystified by the award of the brilliancy prize for this game, unless he is familiar with the distinction between the *brilliancy prize* of English and American tournaments, and the *Schoenheitspreis* of Continental tournaments.

In our own tournaments, it is customary to reward players for games which are characterised by notable *attacking* play ; in the other tournaments, the criterion is much more general : the emphasis is on the flawless execution of a well-conceived plan.

This game, incidentally, has one extraordinary feature : White's Q B never moves, and on the 36th move, its mere *threat* of moving at once brings about Black's resignation !

P. Keres *White*	K. Hromadka *Black*
1. P—Q 4	Kt—K B 3

2. P—Q B 4 P—B 4

A less promising form of this opening than after 1. P—Q 4, P—Q B 4 ; 2. P—Q 5, P—K 4. In the text continuation, Black ignores what is doubtless his best chance for counterplay : ....P—K 4 followed in due course by ....Kt—K 1 and ....P—K B 4.

3. P—Q 5 P—K Kt 3
4. Kt—Q B 3 P—Q 3
5. P—K Kt 3

An excellent idea : by fianchettoing his K B, Black has virtually served notice that he does not intend ....P—K 4, which would only block the long diagonal. White therefore intends to counter with the judicious plan of playing P—K 4 and P—B 4 with a view to pushing P—K 5. His fianchettoed K B will not only support this thrust, but will lend it added strength by not obstructing White's heavy pieces (which will also support the advance) on the K or Q file.

5. ..... B—Kt 2
6. B—Kt 2 O—O

One of the characteristic features of this defence has already become noticeable : Black will have great difficulty in developing his Queen-side pieces.

7. P—K 4 P—Q R 3

The customary manœuvre for obtaining counterplay : Black hopes to be able to advance ....P—Q Kt 4 later on, giving him a Queen-side initiative. It might have been better to preface the text with ....Kt—R 3—B 2, supporting the contemplated advance.

8. P—Q R 4

Not essential at the moment, but it will be needed eventually, in order to prevent ....P—Q Kt 4.

8. ..... R—K 1
9. K Kt—K 2 P—K 3

This does not turn out well, but there is no really effective plan available—the bitter consequence of having adopted an inferior variation.

10. O—O P×P

Now the game will proceed along the lines indicated in the note to White's fifth move. If instead 10. ....P—K 4 ; 11. P—B 4 and White has all the play.

11. B P×P Q Kt—Q 2

Had White previously omitted P—Q R 4, Black could obtain good counter-chances with ....P—Q Kt 4.

12. P—R 3

The fianchetto development of the other Bishop is tempting but not feasible (12. P—Kt 3 ? Kt× K P !).

12. ..... R—Kt 1
13. P—R 5

Since White cannot prevent .... P—Q Kt 4, he prepares to capture the Q Kt P in passing. This will create weaknesses in Black's Queen-side, for which he will have some compensation in the open Q Kt file.

13. ..... Kt—K 4
14. P—B 4 Kt(K 4)—Q 2 ?

Black timorously recoils from the indicated consequence of his previous move. Correct was 14. .... Kt—B 5 ! 15. Q—R 4 forced, P—Q Kt 4 ; 16. P×P e.p. ! Kt×P (Kt 3) and while Black's position is still inferior, he has a much better

position than the one he gets as the game actually proceeds.

16. Q—R 2 (instead of the prosaic 16. P×P e.p. !) looks better for White, as the hostile Q Kt seems trapped. However, Vukovic has pointed out the ingenious defence 16. ....Kt—Q 2 ! and if 17. P—Kt 3, P—Kt 5 and Black has a good game.

15. P—K Kt 4!

Emboldened by his opponent's loss of several tempi, White proceeds vigorously to exploit the sardine-like position of Black's pieces.

15. ..... P—Q Kt 4
16. P×P e.p.

More accurate seems 16. P—Kt 5, Kt—R 4 ; 17. B—B 3, when Black has nothing better than 17. .... B×Kt ; 18. P×B, Kt—Kt 2 with much the better game for White, who has considerable pressure on the black squares, more effective posts for his pieces, and attacking possibilities with an eventual P—K 5 or P—K R 4—5.

16. ..... Q×P ?

Making good White's previous inexactitude. The proper course was 16. ....Q Kt×P, making room for the retreat of the K Kt to Q 2 *and thus averting the sorry weakness of the black squares* which results from the text.

Black may have feared 17. P—K 5 ? in reply to 16. ....Q Kt×P. In that event there follows 17. .... P×P ; 18. P×P, K Kt—Q 2 ! (not 18. ....R×P ? 19. B—B 4) and White's advance of the K P has been proven premature.

17. P—Kt 5 Kt—R 4
18. B—B 3 B—Q 5 ch
19. K—Kt 2 !

Simpler and much clearer than 19. Kt×B, P×Kt ; 20. Kt—R 4, Q—Kt 5 ; 21. B—Q 2, Q—Kt 6 ! with a complicated game which is not easy to appraise ; B×Kt will break up Black's King-side, but leave White's K P in need of constant protection.

Keres therefore selects a line which produces the desired result (removal of Black's K B and resultant weakening of the black squares) without permitting Black any compensating possibilities. Therein lies the chief weakness of 16. ....Q×P ?—one of those "ingenious" moves which quite ignores the opponent's motivations and intentions.

19. ..... Kt—Kt 2
20. R—R 4 ! B×Kt
21. Kt×B P—B 4

Black forestalls the eventual thrust P—K 5 at the expense of ceding the open K file to White. The game approaches its critical stage.

22. R—K 1 Q—Q 1

In order to be able to dispute the K file, if only temporarily.

23. P—Kt 3 !

This profound move is White's best in the whole game. It seems to be a preparation for B—Kt 2 (at last !)—but turns out to have quite another purpose.

23. ..... Q—Kt 3

Surely, thinks Black, my pressure on the weak Q Kt P will dissuade White from any thoughts about attacking *via* the K file.

24. P×P ! R×R

If 24. ....Q×P ; 25. R×R ch, Kt×R ; 26. Q—K 1 with a winning

position ; whilst 24. ....P×P ; 25. R×R ch, Kt×R ; 26. Q—K 1, Kt—Kt 2 transposes into the actual game.

25. Q×R P×P

Forced : if 25. ....Kt×P ; 26. Q—K 6 ch with a winning game.

26. R—R 2 !

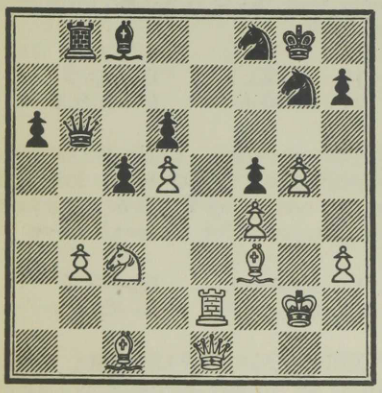
Now the purpose of White's 23rd move is revealed. He is to threaten an inroad on the seventh and eighth ranks, supported by the advance of the R P, which will drive away the Knight at K Kt 2, Black's most important defensive piece. Eventually, White's Q B will enter the fray.

26. ..... Kt—B 1

If instead 26. ....Q×P ; 27. P—R 4 ! and this Pawn advances with decisive effect.

27. R—K 2 !

Position after 27. R—K 2 !



There is no good defence against White's threatened occupation of the seventh rank, as the following variations calculated by Keres demonstrate : if 27. ....B—Q 2 ; 28. R—K 7, R—K 1 ; 29. B—Kt 2 !

I. 29. ....Q×P ; 30. Kt—Q 1, R×R ; 31. Q×R, Kt—K 1 ; 32. B—R 5 and wins.

II. 29. ....Q—Q 1 ; 30. R×Kt ch, K×R ; 31. Kt—K 4 dis ch, K—Kt 1 ; 32. Q—B 3 followed by mate.

27. ..... Q—Q 1
28. P—R 4 !

There is nothing that Black can do to minimize the effects of the advance of this Pawn, which will remove whatever defensive resources he still has.

28. ..... R×P
29. P—R 5 B—Q 2
30. P—R 6 Kt—K 1
31. B—R 5 Kt—Kt 3

Or 31. ....R—Kt 1 ; 32. R—K 7 followed by Kt—Q 1 and B—Kt 2, White winning in much the same way as in the text.

32. B×Kt P×B
33. R—K 7 P—R 4

No better is 33. ....Kt—B 2 (if 33. ....R×Kt ? 34. P—R 7 ch wins outright) ; 34. R—Kt 7 ch, K—B 1 (if 34. ....K—R 1 ; 35. Kt—Q 1 ! wins handsomely) ; 35. R×P and Black can resign.

34. Kt—Q 1 !

With the murderous threat of B—Kt 2.

34. ..... Kt—B 2
35. Q—K 2 !

Keres engineers the finale with great care. He does not play B—Kt 2 until he can retake with his Queen after ....R×B ch.

35. R—Kt 7 ch would also have won quickly.

35. ..... Kt×P

If 35. ....Kt—Kt 4; 36. R—Kt 7 ch, K—R 1; 37. Q—K 7! Q×Q; 38. R×Q and wins!—Black's Bishop being trapped. Still more delightful would be 35. .... Kt—Kt 4; 36. R—Kt 7 ch, K—B 1; 37. Q—K 7 ch! and wins.

36. P—R 7 ch Resigns

Just in time to avoid the first move of White's Bishop, which —to quote Nimzovich's apt phrase —is filled with "black-square malevolence."

GAME 42

INDIAN DEFENCE

Prague, 1937.

Regarding the rather commonplace position arrived at after the thirtieth move, the distinguished commentator, Hans Kmoch, has this to say: "Most players would abandon such a position as drawn; but Keres undertakes a brilliantly conceived and somewhat risky winning attempt, quite in the romantic style for which he is noted. It may as well be pointed out that this plan would not have yielded a positive result if Black had not committed a fatal blunder in time pressure. What interests us here is that we shall be able to observe how a resourceful player conceives a magnificent plan in even the most barren position."

P. KERES	E. ELISKASES
White	*Black*
1. Kt—K B 3	
	1. ..... Kt—K B 3
2. P—B 4	P—Q 3
3. P—Q 4	

An elastic move much favoured by the modern master (and Keres in particular), as it generally permits a transposition into a preferred variation which might not arise after more direct opening play.

Now this is in order, as Keres does not seem to relish the King's Indian Defence with the Black pieces and likes to play against it with White.

3.	P—K Kt 3
4. P—K Kt 3	B—Kt 2
5. B—Kt 2	

Once Black has committed himself with ....P—Q 3, the King fianchetto is one of the most effective continuations at White's disposal.

5.	Q Kt—Q 2
6. O—O	O—O
7. Kt—B 3	P—K 4
8. P—Kt 3	R—K 1
9. P—K 4	P—Kt 3

It is difficult to formulate any promising plan for Black, who must resign himself to a waiting policy; hence one cannot condemn the text strongly, even though it is quite clear that the Q B has no prospects at Kt 2.

10. B—Kt 2	B—Kt 2
11. P—Q 5	P—Q R 4

Taking steps against White's logical plan: P—Q Kt 4 followed in due course by P—B 5. The text also prepares for his next move.

12. Kt—Q 2	Kt—B 4
13. Q—B 2	B—Q B 1

Making room for the Q Kt, which fulfils an important defensive function at Q Kt 2, and also contemplating subsequent counter-action with ....P—B 4.

14. P—Q R 3	Kt—R 4
15. P—Q Kt 4	Kt—Kt 2

16. Kt—K 2 P—B 4
17. P—B 4 K P×P !
18. Kt×P Kt×Kt
19. P×Kt

R×Kt *looks* much more promising, but it is refuted by 19. .... R P×P. Eliskases must have had this clever finesse in mind for some moves back. Modern players are particularly adept in the utilization of such fine points.

19. ..... R P×P
20. R P×P R×R
21. R×R Q—K 2

The recent blood-letting has greatly benefited Black's game. There now ensues a short period of jockeying for position, each player evidently waiting for the other to exchange in the centre.

22. R—K 1 Q—R 5
23. R—K B 1 Q—K 2
24. B—Q B 3 P×P

At last; the opening of the K file involves wholesale exchanges, with approximate equality as the result.

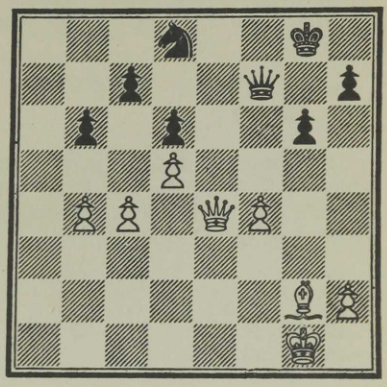
25. Kt×P B—B 4
26. R—K 1 B×B
27. Q×B B×Kt

The necessary consequence of the previous exchange, as the black squares are so weak.

28. R×B Q—B 2
29. Q—K 3 R×R
30. Q×R Kt—Q 1

The position now arrived at is hardly one which seems to offer winning prospects for either side. White's King-side is a bit shaky, while Black's white squares on the Queen-side are rather weak. It is at this point that Keres hits on a remarkable plan.

Position after 30. ....Kt—Q 1.



31. K—B 2 ! K—Kt 2
32. K—K 3 Q—B 3
33. K—Q 3 Kt—B 2
34. K—B 2

The King moves are quite plausible, in view of the rather insecure position of that monarch at K Kt 1.

34. ..... Q—R 5

A punitive expedition which is to exploit the absence of White's King. If now 35. P—R 3, P—K Kt 4 and Black stands well.

35. K—Kt 3

Very mysterious !—he gives away the Pawn for no apparent reason.

35. ..... Q×R P
36. K—R 4 !

At last White's diabolical plan becomes plain : his King is to penetrate into Black's position *via* the weak white squares. The B P will be menaced and Black's Queen will be forced into a defensive position.

36. ..... Q—R 5
37. K—Kt 5 Q—Q 1
38. B—R 3 P—Kt 4 !

An excellent idea : Black's Knight

is to assist in the defence of the beleaguered Queen-side, and is therefore given access to the vital square K 4.

39. K—B 6	P×P
40. K—Kt 7	

The King has ended his exhilarating stroll from K Kt 1 (!) and Black's Queen is now tied to the defence of the Q B P.

40.	Kt—K 4
41. P—B 5 !	Kt P×P
42. P×P	Kt—Q 2
43. Q—Q 4 ch	

43. B×Kt, Q×B ; 44. P—B 6, Q—B 2 leads to no more than a draw, Black having threats of his own.

43.	Q—B 3 ?

A great pity ! Instead of the text (a time pressure blunder which loses) Black should have played 43. ....K—Kt 3. White would then have no better than a draw by perpetual check, as he would be unable to make any significant progress.

44. Q—Kt 1 ch !

Winning the Knight. The rest is easy.

44.	K—B 1
45. B×Kt	P×P
46. Q×P ch	Q—Q 3
47. Q×Q ch	P×Q
48. K—B 7	K—K 2
49. B—Kt 4	P—R 3
50. B—B 3	Resigns

"In judging this game, one must not be influenced too strongly by its unnatural result. The plan of marching his King to Q Kt 7, evolved by the Estonian grandmaster, was truly grandiose and in itself a great achievement." (Kmoch.)

GAME 43

QUEEN'S GAMBIT DECLINED

Prague, 1937.

This is one of the most delightful games ever produced by two masters. It abounds in unconventional situations, bold plans, daring counter-strokes and pretty surprise moves.

P. KERES *White*	J. PELIKAN *Black*
1. P—Q 4	Kt—K B 3
2. P—Q B 4	P—K 3
3. Kt—Q B 3	P—Q 4
4. Kt—B 3	B—K 2
5. B—B 4	

A welcome departure from the more frequently played B—Kt 5, which is, however, objectively stronger.

5.	O—O
6. P—K 3	P—Q Kt 3

Good enough, but Black can equalize even more effortlessly with 6. ....P—B 4 (a move which is not always easy to play after White's B—Kt 5).

7. B—Q 3	B—Kt 2
8. O—O	P—B 4
9. Q—K 2	Kt—B 3
10. Q R—Q 1	Kt—Q Kt 5 ! ?

Keres has selected an aggressive set-up with hopes of a King-side attack. Black does not propose to sit by idly, but takes energetic action against White's rather shaky centre Pawns.

11. B—Kt 1	B—R 3
12. Kt—K 5	

Protecting the Q B P and also menacing P—Q R 3. Black's reply takes care of this threat, and increases the pressure on the Q B P.

12. ..... Q—B 1
13. P—Q R 3 Kt—B 3
14. B—Kt 5

The tension increases move by move. As Black's pieces shift to the Queen-side to intensify his grip there, White's pieces correspondingly take up a more aggressive position on the other wing.

14. ..... B P×P
15. K P×P R—Q 1

15. ....Kt—Q R 4 would be more consistent, but premature: 16. Q—Q 3 ! P—Kt 3 ; 17. Q—B 3 with ample compensating pressure.

Kotov has supplied the following critical variation: 15. ....Kt—Q R 4 ; 16. Q—Q 3, B×P ; 17. Q—R 3, P—Kt 3 ; 18. Q—R 4, Q—Q 1 (if 18. ....B×R ? 19. B×Kt, B×B ; 20. Q×B, B—R 3 ; 21. Kt—Kt 4 wins) ; 19. K R—K 1 threatening (a) 19. Kt—Kt 4 ; (b) R—K 3—R 3; (c) P—Q Kt 4 followed by Kt—B 6.

16. K R—K 1

The alternative 16. B×Kt, B×B; 17. B×P ch ; K—B 1 ! 18. Q—R 5, B×Kt ; 19. P×B, P—Kt 3 ! is more than satisfactory for Black.

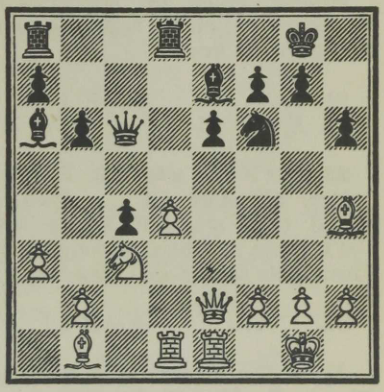
16. ..... P—R 3
17. B—R 4

The crisis nears. Keres has provided against 17. ....Kt—Q R 4 with the following variation: 18. Kt—Kt 4 ! Kt×Kt (or 18. .... B×P ; 19. Q—B 2 ! B—Kt 6 ; 20. Kt×Kt ch, B×Kt ; 21. Q—R 7 ch, K—B 1 ; 22. B×B, P×B ; 23. R—Q 3 with a strong game) ; 19. B×B, R—K 1 ; 20. Q×Kt, R×B ; 21. P×P etc.

17. ..... P×P
18. Kt×Kt ! Q×Kt

Not caring for the foregoing variation, Black has decided to give up the exchange (19. B×Kt, B×B; 20. B—K 4). Instead of choosing this simple line, Keres plunges into an infinitely more complicated (and less powerful !) variation.

Position after 18. ....Q×Kt.



19. P—Q 5 ! ! ? R×P !

The best reply. 19. ....Q—B 1 ? is decidedly inferior because of 20. Q—B 2 and Black's position must soon collapse. Or 19. ....Kt×P ; 20. Kt×Kt, B×B ; 21. Kt—Kt 4, Q—Kt 4 ; 22. Q—K 4, B—B 3 ; 23. Q—R 7 ch, K—B 1 ; 24. B—K 4 ! Q R—B 1 ; 25. Kt—B 6 ! (Kotov).

Hence Black philosophically gives up the exchange under far more favourable circumstances than on the previous move.

20. R×R ? !

Perhaps White's judgment is again at fault in declining the exchange ; after 20. Kt×R, Kt×Kt ; 21. R×Kt (or 21. B×B, Kt×B ; 22. B—K 4, Kt—Q 4 ; 23. B×Kt, P×B with ample resources), B×B Black stands well. But in the parenthetical variation, White has not the slightest chance of losing.

20. ..... P×R !

Pelikan's play hereabouts is very

clever. The "obvious" 20. .... Kt×R loses after 21. Kt×Kt, B×B; 22. Kt—Kt 4, Q—Kt 4; 23. Q—K 4 etc.

21. Q×B ? !

Having given up two Pawns, White has no choice but to go into this dubious line.

21. ..... R—K 1
22. Kt×P ? !

22. B×Kt, B×Q; 23. B×R is better, although 23. ....P—Q 5 would then confront White with the terrible problem of stopping the formidable Queen-side Pawns.

22. ..... K—R 1 !

Again the only correct move (if 22. ....Q×Kt ? 23. Q×R ch forces mate).

23. Q×R ch Kt×Q
24. Kt—Kt 4 Q—Kt 4
25. Kt×B Kt—B 3

Evidently Keres was angling for this position when he played 19. P—Q 5 ! ! ? His three pieces would be more than a match for the Queen, were it not for Black's Queen-side Pawns. He could have avoided all danger on moves 19 and 20, but instead he chose the more interesting (and more risky !) line —indicating that the modern master is not always the soulless machine of popular fancy.

26. Kt—Kt 4 P—Q R 4
27. Kt—B 2 Q×P
28. B×Kt P×B
29. P—Q R 4

Else the Pawns advance irresistibly after ....P—Kt 4. The outlook for White's game has become anything but bright.

29. ..... P—B 4

Probably time pressure. Either ....P—Kt 4, or still better, ... Q—Kt 6, was in order.

30. P—Kt 3 P—Kt 4
31. Kt—K 3

31. P×P had to be tried, although Black's Pawns would still decide the day in his favour.

31. ..... P—Kt 5 !

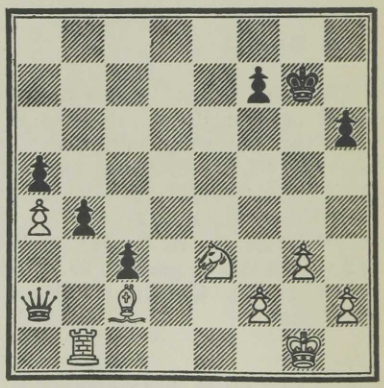
Black has outwitted his redoubtable opponent (if now 32. Kt× Q B P ? Q—B 6; 33. R—K 8 ch, K—Kt 2 and White must lose a piece).

32. B×P P—B 6 ? ?

What a pity ! Up to this point Black has played admirably, and he could now crown the good work with 32. ....Q—R 7 ! 33. R—Kt 1, Q×P; 34. Kt×P, Q—Kt 4 with a winning position. The text, attractive as it looks, allows White to neutralize the passed Pawns.

33. R—Kt 1 ! Q—R 7
34. B—B 2 K—Kt 2

Position after 34. ....K—Kt 2



White now has a win, based on three factors :

(a) As Black's Pawns are no

longer dangerous, the superior power of three pieces against the Queen must now assert itself.

(b) White will in due course be able to obtain a passed Pawn on the King-side, where he has a Pawn majority.

(c) White can bring his King to Q Kt 5, intending K×P followed by the advance of his Q R P.

The indicated procedure is simple and certain of winning, but necessarily slow. The play, nevertheless, has many interesting moments.

35. K—B 1	K—B 3
36. K—K 2	K—K 4
37. K—Q 3	P—R 4

This only facilitates a Pawn exchange which is desirable for White.

38. P—B 4 ch	K—B 3
39. P—R 3	Q—K 3
40. P—Kt 4 !	P×P
41. P×P	Q—Q 3 ch
42. K—K 2	Q—Q 7 ch
43. K—B 3	Q—Q 2
44. R—Q 1	

Now that the Black Pawns are not a serious menace, the Rook can be relieved of its blockade duty and posted more actively.

44.	Q—B 3 ch
45. K—Kt 3	

Threatening a quick win with Kt—B 5.

45.	K—K 2
46. Kt—B 5 ch	K—K 1
47. Kt—Q 4	Q—B 4
48. P—Kt 5	Q—Kt 3
49. K—Kt 4	Q—Kt 2
50. R—K 1 ch	K—B 1
51. R—K 4	Q—Q 4

White has made steady progress, and has placed his pieces to good advantage. P—B 5 (intending P—B 6) would shorten the game by about ten moves, but Keres is too absorbed in the possibilities of a King march (influenced, perhaps, by the course of the previous game ? !).

52. K—B 3	Q—Q 3
53. K—K 3	Q—Q 2
54. K—Q 3	Q—R 6 ch
55. K—B 4	Q—B 8 ch
56. K—Kt 3	Q—B 8
57. K—B 4	Q—B 8 ch
58. K—B 5	Q—B 7
59. B—Kt 3	Q—Q 7
60. K—Kt 6	Q—Q 6
61. B—B 2	Q—Q 7

After making seemingly aimless waiting moves, Black has managed to set up a defence of sorts. Thus if 62. K×P ? ? P—Kt 6 ! wins. But Keres has prepared a crisp finish.

62. P—B 5 !	K—Kt 2

Unfortunately, the Queen cannot guard both wings. If 62. ....Q×P ; 63. K×P wins.

63. P—B 6 ch	K—B 1
64. R—R 4	K—Kt 1

Or 64. ....K—K 1 ; 65. B—B 5 etc.

65. B—R 7 ch !	K—B 1
66. P—Kt 6	P×P
67. B×P	Resigns

If 67. ....K—Kt 1 ; 68. P—B 7 ch, K—Kt 2 ; 69. Kt—K 6 ch etc.

Rarely does a game contain so much play that is off the beaten path.

GAME 44

QUEEN'S PAWN OPENING

Vienna, 1937.

This game was played in a tournament arranged for the purpose of

testing Baron Doery's move 2. .... Kt—K 5 ? ! (see below). The play is interesting from a number of aspects : the opening is novel, the play that follows is very lively and the concluding endgame play is crisp and neatly calculated. Throughout, *time* is of the essence.

P. KERES *White*	A. BECKER *Black*
1. P—Q 4	Kt—K B 3
2. Kt—K B 3	Kt—K 5 ? !

Since this involves moving the same piece twice without any clear advantage, it is not to be recommended for anything more important than experimental purposes. It is usually seen, by the way, after 2. ....P—K 3 ; 3. P—B 4.

3. K Kt—Q 2	P—Q 4

3. ....Kt×Kt ; 4. Kt×Kt would clearly stamp Black's second move as loss of time.

4. Kt×Kt	P×Kt
5. Kt—B 3	B—B 4
6. P—K Kt 4 ! ?	

An unconventional move, greatly fancied in this tournament ; but the more phlegmatic 6. P—K Kt 3 gives White a favourable game : 6. .... P—K 3 ; 7. B—Kt 2, B—Q Kt 5 ; 8. O—O, B×Kt ; 9. P×B, O—O ; 10. R—Kt 1 followed by P—B 3 etc.

6.	B×P
7. Kt×P	P—K 4 !

A bright reply. Black sacrifices a Pawn in order to take the initiative resulting from the following gains of time.

8. P×P	Q×Q ch
9. K×Q	Kt—B 3
10. P—K B 4	O—O—O ch

Keres now finds himself in an onerous defensive position. He cannot play 11. K—K 1, for then .... Kt—Q 5 or ....Kt—Kt 5 regains the Pawn at once.

11. B—Q 2	Kt—Q 5
12. Kt—B 2	P—K R 4

Retreating the Bishop would allow White to free himself with B—R 3 (ch). The text is an invitation to further complications : 13. Kt×B, P×Kt ; 14. B—Kt 2, P—K Kt 4 ! 15. P—K 3, Kt—B 6 ! 16. B×Kt, P×B with ample pressure for the Pawn.

13. B—R 3	B×B
14. Kt×B	B—B 4

With a view to ....Kt—Kt 6 !

15. Kt—Kt 5	

Evidently played with the idea of gaining time for Kt—K 4.

15.	Kt—B 4 !

Becker continues in enterprising vein. If now 16. Kt×P, B—K 6 ; 17. Kt×K R, R×B ch ; 18. K—K 1, Kt—Q 5 with a decisive advantage.

16. K—K 1	R—Q 2
17. P—K 6	

White must make some effort to diminish the pressure. This attempt to cut the Gordian knot should not have been wholly successful.

17.	P×P
18. Kt×P	B—B 7 ch ?

Not the best. Becker later gave 18. ....B—Kt 3 as correct : 19. P—K 4 (on other moves the same reply is still formidable), R—K 1 ! 20. P×Kt, P—Kt 3 and Black must regain the piece advantageously, for instance, 21. K—Q 1, P×P ; 22. Kt—Kt 5, B—K 6 ; 23. Kt—B 3, B×B ; 24. Kt×B, R(1)—Q 1.

19. K×B	R×B
20. K R—Q 1 !	

Keres wastes no time protecting the Q B P, but thankfully takes advantage of the opportunity (at last !) to get his pieces in play.

20. ..... R×P
21. Q R—B 1 !

The most energetic course is the best.

21. ..... R×P

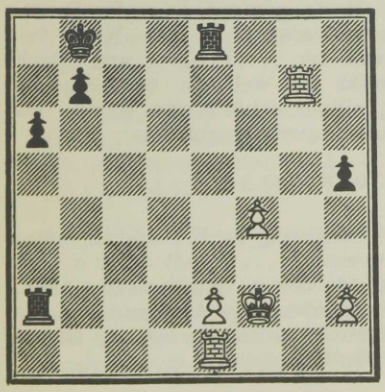
This leads to a clearly lost ending, but there is little choice : if 21. .... R×R ; 22. R×R, P—B 3 (or 22. ....K—Q 2 ; 23. Kt—B 5 ch, K—B 1 ; 24. P—K 4 and White should win) ; 23. R—K Kt 1, R—Kt 1 ; 24. P—K 4, Kt—Q 3 ; 25. K—B 3, Kt—K 1 ; 26. R—Kt 5 winning a Pawn (26. ....P—K Kt 3 ; 27. P—B 5).

22. R×P ch K—Kt 1
23. R(7)—Q 7

Threatening mate. To the uninitiated, the position seems level, both players having a Rook aggressively posted on the seventh rank, with each side about to obtain a brace of passed Pawns.

23. ..... P—R 3
24. Kt×P Kt×Kt
25. R×Kt R—K 1
26. R—K 1 R×P

Position after 26. ....R×P.



The ending that follows is intensely interesting. There seems to be nothing to choose between the respective positions, but this would be a superficial view. White has three important advantages : (a) his King supports his Pawns ; (b) his Pawns are two tempi ahead in the race to queen ; (c) his Rooks co-operate effectively, whereas Black's Rooks are disjointed.

27. K—B 3 R—Kt 7

This is where Black loses a second tempo in the race to queen. Unfortunately, the text is indispensable, for if 27. ....P—R 4 ; 28. P—K 4 and 28. ....P—Q R 5 ? will be answered by 29. R—Q Kt 1.

28. P—K 4 P—R 4
29. P—B 5 R—K B 1

Attempting to hold back the Pawns, so as to gain time for the advance of his own.

30. R—K 2 ! R—Kt 8
31. R—Kt 5 ! P—Q R 5

Bringing the King toward the Pawns would be equally futile, *e.g.* 31. ....K—B 1 ; 32. P—K 5, K—Q 2 ; 33. R—Kt 7 ch, K—K 1 (if 33. ....K—Q 1 ; 34. P—K 6 ! wins) ; 34. R—Q B 2 ! winning.

32. P—K 5 R—B 8 ch
33. K—K 4 P—R 6

Or 33. ....R—B 8 ; 34. P—K 6 etc.

34. P—B 6 P—Kt 4

34. ....R—B 8 is likewise met by 35. R—B 5.

35. R—B 5 ! R—B 8

Or 35. ....R×R ; 36. K×R, P—Kt 5 ; 37. P—K 6, P—Kt 6 ; 38. P—K 7 winning comfortably.

36. P—K 6	K—B 2
37. P—K 7	R—K 1
38. K—Q 3	R—Q 8 ch
39. R—Q 2	R×R ch
40. K×R	P—R 7
41. R—B 1	Resigns

For 42. P—B 7 is fatal. A most instructive ending.

GAME 45

RETI-CATALAN OPENING (in effect)

Kemeri, 1937.

One of the most baneful features of modern tournament play is the tendency of mediocre players to utilize Reti's Opening to avoid tactical complications. Not so Keres! In the following game, he exploits his opponent's inexactitudes in a manner which is clean-cut, elegant, and incisive. All this is accomplished with a brightness and ease which call to mind the paintings of Raphael.

P. KERES *White*	E. BOOK *Black*
1. Kt—K B 3	P—Q 4
2. P—B 4	P—K 3
3. Kt—B 3	

An inaccuracy, as Black could now gain time with 3. ....P—Q 5, obtaining an excellent game.

3.	Kt—K B 3
4. P—Q 4	B—K 2

The alternative 4. ....P—B 4 (for which see Game No. 35) is probably more suitable for equalizing purposes.

5. P—K Kt 3 !

Transposing into the Catalan Variation, which confers certain advantages here, as will be seen.

5.	O—O
6. B—Kt 2	P—B 3

Black has difficulty in finding a completely satisfactory move.

If 6. ....P—B 4; 7. Q P×P! P×P (or 7. ....B×P; 8. P×P transposing into a variation of the Tarrasch Defence which is unfavourable for Black because of his isolated Q P); 8. O—O, B×P; 9. Kt—K 5 and Black's full mobilisation of his Queen-side forces will prove an awkward task.

Or 6. ....P—Q Kt 3; 7. P×P followed by 8. Kt—K 5! In both variations, the *leitmotif* of this opening (pressure of White's K B along the long diagonal) is clearly perceptible. Black therefore reconciles himself to 6. ....P—B 3, which neutralises the power of the hostile K B to some extent.

7. O—O	Q Kt—Q 2

7. ....P×P would be contrary to the spirit of the previous move, and in any event White would at once regain the Pawn advantageously with 8. Kt—K 5.

8. P—Kt 3	P—Q Kt 3
9. B—Kt 2	P—Q R 4 ?

While this move is not a direct blunder, it is wholly out of place (the position of White's Knight at Q B 3 prevents ....P—R 5). Correct was 9. ....B—Kt 2 followed by ....P—B 4 and Black would be well on the way to equality, satisfactorily solving his earlier opening problems.

10. Kt—Q 2 !

Unmasking the K B and therefore preventing ....P—B 4 for a long time to come. At the same time, White opens up the game to his advantage with the forward thrust of the K P.

10. ..... B—R 3 ?

Black persists in his error. He should have resigned himself to a cramped game with 10. ....B—Kt 2; 11. P—K 4, P×K P; 12. K Kt×P, Kt×Kt; 13. Kt×Kt, Kt—B 3. Black should achieve ....P—B 4 in due course, with good equalizing possibilities.

11. P—K 4 P×B P

Consistently carrying out his idea of exerting pressure along the diagonal Q R 3—K B 8. 11. .... P×K P; 12. K Kt×P would also leave Black with a poor game.

12. P—K 5 !

An important interpolation which opens up the K B's diagonal, cramps Black's position and lays the basis for a possible King-side attack.

The plausible 12. P×P would be much more inferior because of 12. ....P—K 4 ! with a considerable improvement in Black's prospects.

12. ..... Kt—Q 4
13. P×P

Not 13. Kt×P ? P—Q Kt 4 ! 14. Kt×Kt (other Knight moves lose the exchange by ....P—Kt 5), B P×Kt and Black has an excellent position.

13. ..... Kt×Kt
14. B×Kt R—B 1
15. R—K 1 !

An extremely important move, directed at Black's two possible attempts to free himself (....P—Q Kt 4 and ....P—B 3).

15. ..... P—Q Kt 4 ?

Black wants to remove his opponent's Pawn control of the important central square Q 5; but the result is that Black's game is only further cramped after the following move.

The Tournament Book recommends the patient continuation 15. ....R—K 1 and 16. ....Kt—B 1, which would at all events prolong Black's resistance.

If 15. ....P—Q B 4; 16. P—Q 5 ! is very strong.

16. P—B 5

Fixing Black's weak Q B P at Q B 3 and preparing for the formidable invasion Kt—K 4—Q 6. The fact that White has relinquished Pawn control of Q 5 is of no consequence, as Black cannot post a piece at his Q 4.

Note that 15. R—K 1 ! was a necessary preliminary to the text, which would otherwise have been met by 16. ....P—Kt 5 winning the exchange.

16. ..... P—B 3

Realising that he has been outplayed positionally, Black makes a desperate attempt to create tactical complications and thus fish in troubled waters—not the sort of policy that can succeed against a combinative genius like Keres !

17. P×P

Note that White's K R is already in a position to attack the hopelessly ailing K P.

17. ..... B×K B P

There is not much choice (if 17. ....Kt×K B P; 18. R×P or if 17. ....R×P; 18. B—R 3 ! Kt—B 1; 19. P—Q 5 !).

18. Kt—K 4

Equally good was 18. B—R 3—but not 18. R×P ? Kt×P ! and Black slips out of his difficulties.

18. ..... P—Kt 5
19. B—Kt 2 P—K 4

Giving up the exchange; but after 19. ....B—K 2; 20. B—K R 3 Black's position is likewise hopeless.

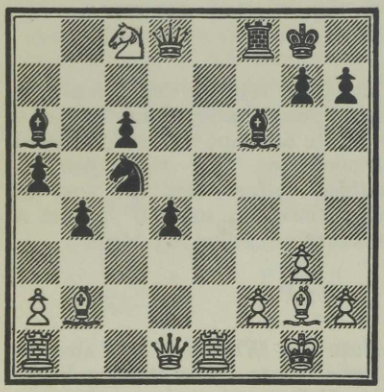
20. Kt—Q 6 P×P

The necessary consequence of his previous move; if the Rook moves, then 21. P×P, B—K 2; 22. Q—Kt 3 ch, K—R 1; 23. Kt—B 7 ch and wins.

21. Kt×R Kt×P ? !

As Black would have no compensation for his material loss after 21. ....Q×Kt, he decides on a *va banque* policy.

Position after 21. ....Kt×P ? !



22. Q—R 5 ! !

22. Kt—R 7, Kt—Q 6; 23. Q—Kt 3 ch would also win, but the method actually adopted by Keres is incomparably more conclusive.

22. ..... Kt—R 5

Both the Knight and the Q B are now menaced, so that it seems that at least one must be lost. Yet they both survive to play important roles in the ensuing mating attack.

23. B—K 4 ! P—K Kt 3

Or 23. ....P—R 3; 24. Q—Kt 6 and Black is helpless.

24. B×Kt P ! P×B
25. Q×P ch K—R 1

If 25. ....B—Kt 2 the resurrection of the Knight with 26. Kt—K 7 ch wins.

26. Kt—K 7 ! B×Kt

Mate on the move being threatened, Black has no choice.

27. R×B ! Resigns

A delightful finish.

GAME 46

FRENCH DEFENCE

Kemeri, 1937.

Once more his fondness for experimenting against this defence involves Keres in a tricky variation which is difficult to appraise. After cleverly extricating himself from the complications of the opening, he conducts the second half of the game with unsurpassable force and artistry.

P. KERES *White*	V. MIKENAS *Black*
1. P—K 4	P—K 3
2. Q—K 2	

Adopting the interesting but rarely encountered move which was so great a favourite with Tchigorin, the illustrious master of the romantic attacking style. See also Game No. 21.

2. ..... P—Q B 4
3. P—K B 4 Kt—Q B 3
4. Kt—K B 3 K Kt—K 2

More natural—and doubtless better—would be 4. ....Kt—B 3 ; 5. P—K Kt 3, P—Q 4 ; 6. P—Q 3, B—K 2 etc., enabling Black to achieve a normal development.

5. P—K Kt 3	P—Q 4
6. P—Q 3	P—Q Kt 3

With the interesting idea of developing the Q B at R 3—an annoying move for White.

7. B—Kt 2	P×P ? !

"The threat is stronger than the fulfilment." It would have been wiser to play ....B—R 3, keeping White in suspense as to the exact time when ....P×P would be played.

It must be admitted that the text continuation has to be met with the greatest care ; hence it has a superficial attraction which might well prove irresistible for over-the-board play.

8. P×P	Kt—Kt 5
9. Kt—R 3	B—R 3
10. Kt—B 4	K Kt—B 3

The position begins to look critical for White : if 11. O—O ? Kt—Q 5 wins. If 11. P—B 3 ? Kt—Q 6 ch wins. Finally, if 11. B—K 3, Kt—Q 5 ; 12. B×Kt, P×B ; 13. R—Q 1, Q—B 2 ! 14. P—Kt 3, P—Q Kt 4 with a winning position (15. Kt—R 3, Q—R 4).

(The Tournament Book disapproves of 10. ....K Kt—B 3 and recommends 10. ....Kt—B 1 in its stead. However, after 11. P—Q R 3 ! Kt—Q 3 ; 12. P—Kt 3 ! B×Kt forced ; 13. P×B, Kt—B 3 ; 14. B—Q 2, R—B 1 ; 15. B—B 3 White's splendid development manifestly outweighs the defects of his Pawn position.)

11. P—Q R 3 !	

Best !—and not so simple as it seems. The resulting exchanges ease White's game, and in addition Keres is initiating a deep plan whose full implications will become clear about ten moves later.

11.	Kt—Q 5
12. Kt×Kt	Q×Kt
13. P×Kt	B×Kt
14. Q—K 3 !	

Suddenly Black finds himself in difficulties. If he retreats the Queen (say 14. ....Q—Q 2 ; 15. P—Kt 3 ! B—Kt 4 ; 16. P—B 4, B—B 3 ; 17. P—Kt 5, B—Kt 2 ; 18. B—Kt 2) White unquestionably has the better of it.

Or 14. ....Q×Q ch ; 15. B×Q, P×P ; 16. P—K 5 ! B—Q 4 ; 17. B×B, P×B ; 18. B×P, P—Q R 3 ; 19. R—R 5 winning a Pawn.

14.	P—Q R 3
15. P×P	B×P
16. Q×Q !	B×Q
17. P—B 3	B—B 4
18. P—Q Kt 4 !	B—K 2
19. B—K 3	

Now the full import of White's plan is revealed : Black's Queenside is irremediably weak and exposed to a variety of attacks.

19.	B—Q 1

An awkward move, but if 19. .... Q R—Kt 1 ; 20. B—K B 1 ! wins a Pawn. Or if 19. ....P—Q Kt 4 ; 20. P—K 5 ! B—Q 4 ; 21. B×B, P×B and White has a won ending : he brings the King to Q 3, the Bishop to Q 4 and doubles Rooks on the Q R file.

Thus Black begins to pay the penalty for his rash attempt at attack.

20. K—B 2	O—O
21. K R—Q 1	B—B 2

Allowing White a free hand on the seventh rank ; but if 21. ....

B—Q Kt 4; 22. B—K B 1! with play similar to the text.

22. R—Q 7 R—R 2

....Q R—B 1 would have offered better defensive possibilities; the position of the Rook at R 2 is extremely unfavourable, as will be seen.

23. B—K B 1!

Once Black's Q B is removed, the weakness of his Q R P becomes more glaring than ever.

23. ..... B×B
24. K×B K R—R 1

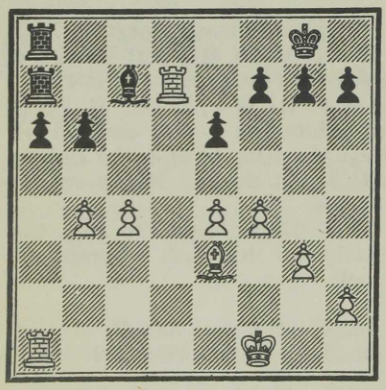
Of course not 24. ....P—Q R 4? 25. P×P and Black cannot recapture either way.

After his last move, Black has hopes of playing ....K—B 1—K 1, neutralising the pressure to a certain extent.

25. P—B 4!

The winning move. The advance of the Queen-side Pawns will effectively exploit the jumbled position of Black's forces.

Position after 25. P—B 4!



25. ..... R—Q B 1

Or 25. ....K—B 1; 26. P—B 5! K—K 1 (if 26. ....P—Q Kt 4? 27. P—B 6 wins); 27. P×P, K×R (if 27. ....B×Kt P; 28. R×R, B×R; 29. R×P wins); 28. P×R, B—Q 3; 29. R×P, B×Kt P; 30. R—Kt 6 and wins.

26. P—Kt 5! P—Q R 4

If 26. ....K R—R 1; 27. R× R P wins.

27. P—B 5! P×P
28. B×P R—Kt 2

If 28. ....R(2)—R 1; 29. P—Kt 6 wins.

29. P—Kt 6 B×Kt P

Or 29. ....R×P; 30. R×B!

30. R×R B×B
31. R—Q B 1 Resigns

The threat is R—Kt 5, or even R×B directly. Magnificent forcing play by Keres.

GAME 47

INDIAN DEFENCE

Kemeri, 1937.

As in Game No. 23, Landau again exhibits the same curious ineptitude in the treatment of an opening variation of which he is a past master. This seems to argue the existence of a malady which might be called "Keres-fear." This does not necessarily take the form of playing too timidly; instead, White's approach is shaky and ill-judged, so that the resulting King-side "attack" is easily repulsed by Keres' self-assured and level-headed position play.

S. Landau *White*	P. Keres *Black*
1. P—Q 4	Kt—K B 3
2. P—Q B 4	P—K 3
3. Kt—Q B 3	B—Kt 5
4. P—K 3	

The considerable success which Landau has had with this quiet move of Rubinstein's, explains in large part its present popularity.

4.	P—B 4
5. B—Q 3	Kt—B 3
6. Kt—B 3	P—Q 4
7. O—O	O—O
8. P—Q R 3	B×Kt

Also playable is 8. ....B P×P; 9. K P×P, P×P; 10. B×P, B—K 2 transposing into a well-known position in the Queen's Gambit Accepted.

Less good is 8. ....B—R 4; 9. B P×P, K P×P; 10. P×P ! B×Kt; 11. P×B, Q—R 4; 12. Q—B 2, Q×B P(4); 13. P—Q R 4 ! (Landau-Flohr, Bournemouth, 1939) with an excellent game for White.

9. P×B	P—Q Kt 3
10. Kt—K 5	

White's first but not yet fateful swerving aside from the normal positional continuation, which consisted in 10. P—Q R 4 with the idea of exerting pressure on Black's centre by means of B—R 3.

10.	Kt×Kt

It is important to capture before White has had time to play P—B 4, making possible the recapture with the K B P.

11. P×Kt	Kt—Q 2
12. P—B 4	P×P
13. B×P	B—Kt 2

Black has thus far obtained two positional advantages: the Queen-side majority of Pawns, and a clear diagonal for his Bishop—as contrasted to White's devalued King-side majority (doubled K P) and the blocked-in Q B.

14. B—Q 3 ?

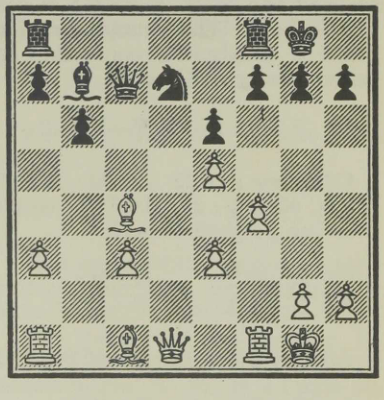
A second positional mistake, and this time of a more serious character. The Tournament Book recommends 14. Q—K 2 ! intending action on the Queen-side by B—R 6 in conjunction with P—Q R 4—5. After Black's indicated reply .... P—Q R 3, White could continue by doubling Rooks on the Q file.

14.	P—B 5 !

Alert play. If now 15. B—B 2, Kt—B 4 followed by ....B—K 5 with considerable advantage to Black.

15. B×P	Q—B 2

Position after 15. ....Q—B 2.



16. Q—K 2

More complicated—but even more unfavourable—would be 16. B—K 2, Q×B P ! 17. Q×Kt, Q×R; 18. Q×B, Q R—B 1; 19. B—Q 2, Q—Kt 7; 20. B—Q Kt 4 (if 20. R—Q 1, Q R—Q 1; 21. B—Q Kt 4, Q×K B !), Q×K B ! 20.

B×R, Q×K P ch; 21. K—R 1, R—B 8; 22. Q—R 6, Q×B P.

16.	Q R—B 1
17. B—R 2	Q×B P
18. B—Q 2 ?	

The third and final positional mistake. 18. B—Kt 2 would be much better, as the Bishop could be brought to Q 4, blocking the Q file; whereas after the text, White's Bishops play a miserable role.

18.	Q—B 3
19. Q R—B 1	Kt—B 4
20. R—K B 3 ?	

This "attacking" manœuvre is quite out of place, as the centre and Queen-side will be the real theatre of action. B—Kt 4 would have been much better.

20.	Q—Q 2
21. R—R 3	Kt—K 5

As a result of the self-imposed exile of the K R, B—Kt 4 is now impossible. White must therefore make a substantial concession by relinquishing a Bishop.

22. B—Kt 1	P—K R 3

Of course not 22. ....Q×B ? 23. Q×Q, Kt×Q; 24. B×P ch with a draw by perpetual check.

23. R×R	R×R
24. B—K 1	R—B 8

All very simple, clear and forceful.

25. B×Kt	B×B

Now the end is only a matter of time, as White's Rook is useless. The immediate threat is ....R—B 7.

26. R—Kt 3	Q—Q 4
27. P—K R 4	

Unfortunately he cannot prevent Black's next move by 27. K—B 2 because of ....R—B 7.

27.	Q—R 4

This brings in the first material reward for Black's well-timed play.

28. K—B 2	Q×R P
29. B—Q 2	

Tempting Black to play 29. .... B—Q 6 ? which would be refuted by 30. B×R. But, aside from such pleasantries, White's game is quite hopeless.

29.	R—B 7
30. R—R 3	B—Q 6 !
31. Q—Q 1	Q—R 7
32. K—K 1	R—Kt 7
33. P—K 4	R—Kt 8
34. R×B	

Or 34. B—B 1, R×B etc.

34.	R×Q ch
35. K×R	Q—Kt 8 ch
36. K—K 2	P—Q R 4
37. P—B 5	Q—Kt 7
38. K—B 3	P—R 5
39. P—B 6	P—R 6
Resigns	

GAME 48

RUY LOPEZ

Pernau, 1937.

We have here still another proof that the player of genius can afford to take liberties which would be fatal for a player of lesser ability. One must continue to marvel at the facility with which Keres gives even the most hackneyed opening variation a sprightly character of his own devising. It is not surprising that Black goes astray in the middle game; for several of Keres'

moves were not only hard to foresee, but puzzling to answer properly.

P. KERES *White*	I. RAUD *Black*
1. P—K 4	P—K 4
2. Kt—K B 3	Kt—Q B 3
3. B—Kt 5	P—Q R 3
4. B—R 4	Kt—B 3
5. O—O	B—K 2
6. R—K 1	P—Q 3

This deviation from the more usual 6. ....P—Q Kt 4; 7. B—Kt 3, P—Q 3 is quite playable.

7. P—B 3	O—O
8. P—Q 4	B—Q 2
9. P—Q 5	

9. Q Kt—Q 2 gives more play. The cramping effect of the text on Black's game is more apparent than real.

9.	Kt—Kt 1
10. B—B 2	P—B 3

Correctly utilizing White's ninth move to open lines for himself. Alekhine thinks highly of this method, as of the alternative .... P—Q R 4 followed by ....Kt—R 3 —B 4 and an eventual ....P—K B 4.

11. P—B 4

11. P×P would undo White's previous work, as Black replies 11. ....P×P with excellent prospects (whereas the recapture with a piece allows White to play for the occupation or control of Q 5).

11.	Q—B 2
12. Kt—B 3	P×P
13. B P×P	R—B 1

Black has played the opening well, and since he need not fear any action on the King-side, he can proceed with ....B—K 1, ... Q Kt—Q 2, ...P—Q Kt 4 and ....Kt—Kt 3 (Belavenets), thus building up a strong Queen-side initiative.

This evidently explains why Keres decides to paraphrase Voltaire with the thought that if complications do not exist, they will have to be invented.

14. B—K 3	Kt—Kt 5
15. B—Q 2	

A Pawn sacrifice which brings on the desired complications.

15.	Q—Kt 3

Black would have done better to complete his development.

16. R—K 2	Q×P
17. R—Kt 1	Q—R 6

White can now recover his Pawn with 18. R—Kt 3, Q—B 4 (not 18. ....Q—R 4; 19. R×P, R×Kt? 20. R—Kt 3); 19. R×P, B—Q 1; 20. P—K R 3 (Belavenets) with approximate equality.

18. R×P!

Keres prefers to maintain the tension.

18.	R×Kt

This seems all the more attractive since White was threatening the annoying move Kt—Kt 1.

Nor would the conservative 18. ....Q—B 4 be satisfactory. There would follow 19. B—R 4! (not 19. Kt—Q R 4? Q×B; 20. Q×Q, R×Q; 21. Kt—Kt 6, R—Kt 7!), K Kt—B 3 (or 19. ....R—B 2; 20. Q—Kt 1! with terrific pressure); 20. Q—Kt 1! followed by B—K 1 and the transfer of the K R to the Queen-side. The development of Black's Q Kt would have to be deferred indefinitely, his Queen

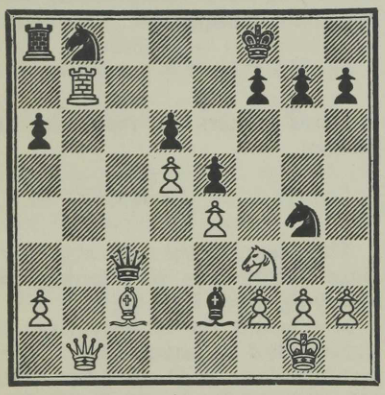
would be exposed to attack, and he would have great difficulty in shaking off White's grip on the Queen-side.

19. B×R	Q×B
20. Q—Kt 1	B—Q Kt 4

Black is not fully alive to the pitfalls which are present in this position. The main variation of Keres' original combination was 20. ....Q—B 1 ; 21. B—Q 3, Q—K 1 ; 22. K R—Kt 2, B—Q Kt 4 ; 23. B×B, P×B ; 24. K R×P, Kt—Q R 3 ; 25. R(5)—Kt 6 and despite Black's nominal material advantage, the position is all in White's favour : the position of his Rooks is menacing, the Q R P is a powerful potential weapon, Black's forces are divided and impotent. But after the text, Black's game goes downhill even more rapidly.

21. R×K B ! !	K—B 1 !
22. R—Kt 7	B×R

Position after 22. ....B×R.



Black appears to have played very cleverly. He is a piece ahead, and if White tries to regain it with 23. R×Kt ch, R×R ; 24. Q×R ch, he is left with a lost game after 24. ....K—K 2 ; 25. Q—Kt 3 (what else ? Black was threatening .... Q×B or ....B×Kt), Q—B 4 etc.

23. Q—Kt 6 ! !

With this fine stroke, Keres not only parries all threats—he definitely exploits the unfortunate position of Black's Q Kt. The basic variations are as follows :

I. 23. ....Q—B 1 ; 24. R—B 7, Q—K 1 ; 25. Kt—Kt 5, Kt—R 3 ; 26. Q×P ch, K—Kt 1 ; 27. Q×K P and wins. If now 27. ....Q—Q 1 or ....Q—K B 1 ; 28. Kt—K 6 ! wins. If 27. ....Kt—Q 2 ; 28. Q×Q ch, R×Q ; 29. R×Kt wins (Belavenets).

II. 23. ....P—Kt 3 ; 24. Q—Q 8 ch, K—Kt 2 ; 25. R×P ch ! ! K×R ; 26. Kt—Kt 5 ch, K—Kt 2 ; 27. Kt—K 6 ch and mate next move.

These pretty variations show a wonderful imaginative grasp of the position, especially since they had to be foreseen no later than move 20.

23.	Kt—Q B 3
24. Q—B 7 !	Kt—R 3
25. Q×Q P ch	K—Kt 1
26. P×Kt	

What a kaleidoscopic change ! White threatens mate, and he will have a second Queen in short order.

26.	K—R 1
27. R—Kt 8 ch	R×R
28. Q×R ch	Kt—Kt 1
29. P—B 7	B—Kt 4

With a mating threat that can be met easily enough.

30. Q—Q 8 !

Always alert ! 30. K—R 1 ? would be much weaker because of 30. ....B—Q 2.

30.	Q×B
31. K—R 1	

A humorous "echo" of Black's 28th move. This is simpler than

31. P—K R 3, Q—B 8 ch ; 32. K—R 2, Q—B 5 ch ; 33. K—R 1 ! Q—B 8 ch ; 34. Kt—Kt 1 with the same kind of position.

31.	P—B 3
32. P—B 8 (Q)	Q—Kt 8 ch
33. Kt—Kt 1	Q×R P
34. Q—B 8	Resigns

A game that crackles with original ideas.

GAME 49

DUTCH DEFENCE
(in effect)

Stockholm Team Tournament, 1937.

The transpositions which occur in the opening play here, exemplify once more the psychological uses to which Keres puts the non-committal 1. Kt—K B 3. At the time this game was played, Alexander was still primarily a tactician and little interested in position play.

The latter phase of the game illustrates Lasker's view that if one plays well strategically, the combinations will sprout of themselves.

	P. KERES *White*	C. H. O'D. ALEXANDER *Black*
1.	Kt—K B 3	Kt—K B 3
2.	P—B 4	P—K 3
3.	P—K Kt 3	P—Q 4
4.	B—Kt 2	B—K 2
5.	O—O	O—O
6.	P—Q 4	

Black's best course is now to go "Catalan," playing 6. ....P—B 4 and if 7. B P×P, Kt×P (better than 7. ....K P×P transposing into the inferior Tarrasch Defence to the Queen's Gambit).

6.	Kt—K 5

The text, however, transposes eventually into the Stonewall Variation of the Dutch Defence. Its two notable characteristics are the weakness of the black squares and the limited scope of the Q B, both of which are to be traced back to the predominance of black Pawns on white squares (*cf.* the position after Black's ninth move).

7. Kt—B 3	Kt×Kt ?

Having just moved the Knight for the second time, Black should have avoided this exchange (which also has the drawback of opening up the Q Kt file for White and giving him an effective battering ram against the "stonewall"), by playing ....P—K B 4.

8. P×Kt	P—Q B 3

8. ....P×P would not only be inconsistent with Black's need to keep the centre closed, but it would permit White to regain the Pawn with a fine game (9. Kt—K 5).

9. Kt—Q 2	P—K B 4

Preventing a possible P—K 4. Even at this stage, it is already apparent that the outlook for Black's game is unpromising.

10. Q—Kt 3	Kt—Q 2
11. P—B 3 !	B—Kt 4

....Kt—B 3 or ....Q—Kt 3 should have been tried. The text ultimately results in the disappearance of the K B—which signifies an intensification of Black's troubles on the black squares.

12. P—K 4	B—K 6 ch
13. K—R 1	Kt—B 3

Black takes no steps to exchange Pawns, for the lines which would be opened in consequence would be in White's hands.

14. B P×P B P×P

14. ....K P×P offers the Q B some future, but then the K P becomes passed after 15. P—K 5.

15. P—K 5 Kt—Q 2
16. P—K B 4 Kt—Kt 3
17. Kt—Kt 1 ! !

A very fine move which reveals mature position judgment. Black's good Bishop is removed, and he is left with the ineffectual Q B.

17. ..... B×B
18. R×B P—Kt 4 ?

This is quite out of place because (a) Black has no attacking prospects, hence the text will only favour White's designs; and (b) Black does nothing to counteract the intended P—B 4, which will give his opponent a powerful grip on the Queen-side.

18. ....Kt—B 5 ! held out far brighter prospects of obtaining a playable game.

19. Kt—Q 2 R—B 2
20. P—B 4 ! Kt P×P

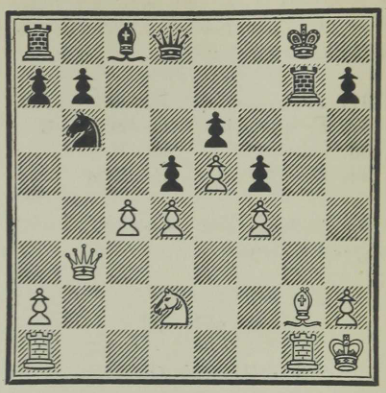
This attempt at counterplay is doomed to futility, but it is understandable in view of White's strong initiative on the other wing. Nevertheless, ...P—Kt 5 should have been tried.

White's advance of the Q B P is not so obvious as it seems, and a number of possibilities (other than the text) have to be considered. If, for example, 20. ....Q P×P; 21. Kt×P, Q×P; 22. Kt—Q 6 regaining the Pawn with a clear positional advantage.

21. Kt P×P R—Kt 2
22. R—K Kt 1 ! !

A very fine move which artfully conceals some beautiful combinative play.

Position after 22. R—K Kt 1 ! !



22. ..... B—Q 2

Giving up two Pawns in the hope of getting his pieces into more active play. Had he attempted to win the Q P by 22. ....P×P; 23. Kt×P, Q×P (if 23. ....Kt×Kt; 24. Q×Kt with a winning advantage) there would have been a dramatic flare-up beginning with 24. Q R—Q 1 ! !:

I. 24. ....Q×Kt; 25. R—Q 8 ch, K—B 2; 26. Q—K R 3 ! Q×B P; 27. Q—R 5 ch, R—Kt 3; 28. Q×R P ch, R—Kt 2; 29. Q—R 8 and wins.

II. 24. ....Q—B 4; 25. R—Q 8 ch, K—B 2; 26. Q—K R 3 ! B—Q 2; 27. Q—R 5 ch, R—Kt 3 (if 27. ....K—K 2; 28. Q—R 4 ch wins easily); 28. Q×R P ch, R—Kt 2; 29. Kt—Q 6 ch, Q×Kt; 30. Q—R 5 ch, R—Kt 3; 31. R×R and wins.

III. 24. ....Q—B 4; 25. R—Q 8 ch, K—B 2; 26. Q—K R 3 ! Kt×Kt; 27. Q—R 5 ch, R—Kt 3; 28. Q×R P ch, R—Kt 2; 29. Q—R 5 ch, R—Kt 3; 30. R—R 8 ! and wins.

23. P—B 5 Kt—R 5
24. Q×Kt P

One of those rare Pawn-grabbing expeditions that are perfectly safe—and strong.

24.	R—Kt 1
25. Q×R P	R—R 1
26. Q—Kt 7	R—Kt 1
27. Q—R 6	R—Kt 7

Keres now winds up the game with a pleasingly simple manœuvre.

28. P—B 6 !	R×Kt

Forced.

29. P×B	Q×P

Again forced; if 29. ....Kt—Kt 3; 30. Q R—Q B 1, R×Q P; 31. R—B 6, R—Kt 7; 32. P—Q R 4 and Black is helpless against P—R 5.

30. Q—R 8 ch	K—B 2
31. B—B 3	Resigns

For R×R ch will be devastating. Thus the Pawn-grabbing expedition led to the King-side after all!

GAME 50

RUY LOPEZ

Stockholm Team Tournament, 1937.

Since Keres and Reshevsky are two of the greatest living masters, their games have the same glamorous quality which pervades the encounters between Labourdonnais and MacDonnell, Morphy and Anderssen, Lasker and Steinitz. Keres in this game was all the more sharply spurred on to produce a masterpiece because Reshevsky had won a beautiful game from him a few months previous at Kemeri.

The present game has the feature for which Keres is noted: steady and surprisingly rapid build-up of a King-side attack, topped off by a strikingly original sacrifice which leaves the opponent helpless.

P. Keres *White*	S. Reshevsky *Black*
1. P—K 4	P—K 4
2. Kt—K B 3	Kt—Q B 3
3. B—Kt 5	P—Q R 3
4. B—R 4	Kt—B 3
5. O—O	B—K 2
6. R—K 1	P—Q Kt 4
7. B—Kt 3	P—Q 3
8. P—B 3	Kt—Q R 4

Regarding this order of moves, see Games No. 27 and 32.

9. B—B 2	P—B 4
10. P—Q 4	Q—B 2
11. P—Q R 4 !	P—Kt 5
12. B P×P	P×Kt P
13. P—R 3	O—O
14. Q Kt—Q 2	B—K 3

Reshevsky adopts a more active and therefore preferable line than the ones seen in the above-quoted games.

15. Kt—B 1	K R—B 1
16. Kt—K 3	P—Kt 3 !

Interesting play. The text prepares for ....Kt—R 4, making possible either ....Kt—K B 5 (after which the K Kt will be well posted) or ....B—B 3 with pressure on White's centre.

The alternative ....Kt—B 5 also has its points.

17. P—Q Kt 3

Preventing ....Kt—Q B 5 and at the same time beginning the mobilization of the Queen-side forces.

17.	Kt—R 4
18. B—Kt 2	B—B 3
19. Q R—B 1	P×P

The vis-a-vis position of White's Q R and Black's Queen has its compensations as well as drawbacks. Thus if now 20. B×P ? B×Kt P ! winning a Pawn.

Less good would have been 19. ....Kt—B 5, for which Keres planned the effective reply 20. Kt—Q 5 !

20. Kt×P Q—Q 2

The Queen goes off the file in order to avoid any annoyance from White's Q R. 20. ....Q—R 2 looks attractive (Black then threatens ....B×Kt P ! once more), but after 21. B—R 1 ! Black's Queen is somewhat out of play and White is on the point of obtaining a very good game with Kt×B or Kt—Kt 4.

21. R—Kt 1

Taking any possible sting out of the pin on the long diagonal.

21. ..... R—B 4
22. Kt(4)—B 5 !

Giving the game a totally new turn. Black cannot very well play ....P×Kt, as White's resulting attack would be too strong.

22. ..... B×Kt
23. P×B B×B
24. R×B R—K 1
25. B—Q 3

Keres later pointed out that 25. Q—Kt 4, Q—Kt 2 ; 26. Q—Q 4 ! would have been stronger. But both players are already badly pressed for time—and the game is just beginning to reach its critical stage !

25. ..... Q—B 3
26. Q—Kt 4 Q—Kt 3

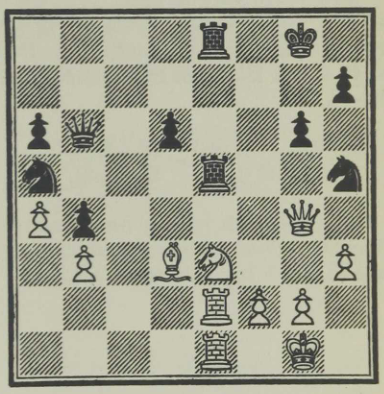
And now it is Black who is inexact. The significance of the previous note lies in the fact that Black need not stop to protect the weak Q Kt P, but can take the initiative on the Queen-side with 26. ....R—B 6 ! If then 27. Q×P, R×B ; 28. Q×Kt, Kt—B 5 ; 29. Q—Kt 4, R—K 5 ! (Keres).

27. Q R—K 2 Q R—K 4

This seems to render Black secure against all discoveries with the Knight (Kt—B 4 or Kt—Q 5). Yet Keres senses the feasibility of a fine sacrifice.

28. P×P B P×P

Position after 28. ....B P×P.



29. B×Kt P ! P×B
30. Q×P ch K—R 1

Equivalent to resignation. However, 30. ....Kt—Kt 2 ; 31. Kt—B 5 ! Q—B 2 ; 32. Kt×Kt, Q×Kt ; 33. Q×R ch ! is also conclusive.

The only way to prolong his resistance somewhat was 30. .... K—B 1 ; 31. Kt—Q 5, Q—B 4 ; 32. R×R, R×R ; 33. R×R, P×R ; 34. Q—B 5 ch, K—Kt 1 ; 35. Q×P, Q—B 8 ch ; 36. K—R 2, Kt—K Kt 2 (if 36. ....Q—Q 8 ; 37. Q—Kt 8 ch followed by Q—B 7 ch and Q×Kt) ; 37. Q—B 6 ! and wins, for example 37. ....Kt×P ; 38. Kt—K 7 ch, K—R 2 ; 39. Q—R 4 ch, Q—R 3 ; 40. Q—K 4 ch, K—R 1 ; 41. Q—R 8 ch forcing mate or winning the Queen.

31. Kt—B 5 !

Effectively exploiting the non-co-operative situation of Black's pieces. Mate in three is threatened.

31.	R(1)—K 3
32. Q × Kt ch	K—Kt 1
33. Q—Kt 5 ch	K—B 1
34. Q—Kt 7 ch	K—K 1
35. Kt × P ch	Resigns

This must have been a particularly satisfying victory for Keres.

PART IV

THE GRAND MASTER

1937-1940

THIS period is characterized in the field of technique by ever-increasing accuracy and sobriety, and in actual results by the notable victories in the Semmering and Avro contests as well as the more recent match with Dr. Euwe. In this section, positional play is no longer in the background, so that there is a corresponding maturity and richness in the games produced by Keres.

His former favourite 1. P—K 4 is no longer so much in evidence. It is met on only one occasion by the Sicilian Defence (Game No. 52), evidently because of the dread which his Deferred Wing Gambit conjures up. The game itself is not convincing from the opening point of view, but abounds in knotty psychological problems of attack and defence. There is likewise only one Caro-Kann (Game No. 72), in which Black pursues the perverse policy of seizing the attack. This is a sparkling game (one of the finest in this volume) and recalls Pillsbury in the ingenuity with which clever tactical details are subordinated to a general strategical plan.

Strangely enough, Keres' opponents continue to adopt the French Defence frequently, although it is a prolific source of his best games. Significantly, however, he does not answer it with 3. P—K 5 (a move which commits White too deeply), but with 3. Kt—Q 2 (a move which promises complications without weakening White's game in any way). There are three beautiful specimens of the play evolving from this move : Game No. 68 (*v.* Petrov), a purely tactical game ; and Games No. 61 and 69 (*v.* Capablanca and Stahlberg), which are among the finest played by Keres, both of these being richly satisfying blends of positional and attacking play. The former of these (an Avro encounter) is one of the most sensational victories ever achieved by Keres.

Keres has generally depended on 1. P—Q 4, however, in this most recent period. We have, for example, four games with the Queen's Gambit Declined. Games No. 67 (Naidorf) and 71 (Guimard) begin with a positional struggle, but conclude with combinative play. Game No. 75 (Euwe), although it involves an exchange of Queens during the first few moves, is extraordinarily complicated ; and it has the additional attraction of harking back in an interesting way to what is in some respects the most remarkable game ever played in a World Championship Match. Game No. 66 (Smyslov) reminds us of the old Keres : as soon as we are out of the formal opening, every move is strewn with possible combinations, there are frequent sacrifices and counter-combinations, the complications become so fabulous that the annotator is kept abnormally busy !

The "Indian complex" also produces instructive games in this section. Thus we have in Game No. 54 (Flohr) a new method of fighting the Gruenfeld Defence, based on Keres' fearless creation of a positional weakness in order to get his pieces into powerful play. In Game No. 55 (one of his most beautiful productions) Keres plays very simply but powerfully against the Queen's Indian, deferring the process of jockeying for position until he has lulled his opponent into forgetfulness of the basic problems. Particularly fresh and attractive position play is seen in Keres' only game against the Nimzoindian Defence (*v.* Euwe, Game No. 74).

In the two Reti Openings which appear here, Keres is opposed on both occasions by Euwe (Games No. 58 and 77). In both instances, superior handling of the opening is the basic factor of his victory.

Now we come to Keres' play with the black pieces. He is seen three times contending against his own favourite Ruy Lopez, the most notable of these games being the life-and-death struggle with Fine, which had so vital a bearing on the ultimate outcome of the Avro Tournament (Game No. 62). The pretty but somewhat inexact play in the ending is characteristic of this stage of Keres' development. In Game No. 56 Keres plays simple and convincing positional chess against Mikenas; in Game No. 64 he plays complicated but equally convincing combinative chess against Levenfish.

Game No. 70 (an old-fashioned Two Knights' Defence) is a delightful example of Keres' mastery of a type of play rarely seen nowadays: he lets his opponent win a Pawn, and then unleashes an energetic series of counter-strokes.

In this section we have one of the rare instances on which Keres refuses to answer 1. P—K 4 with 1. ....P—K 4—a French Defence against Spielmann (Game No. 59) adopted on psychological grounds, and played in the same way. One does not often see Keres deliberately resigning himself to the defensive and courting the attack!

All the great masters are interesting in their defences to 1. P—Q 4, and Keres is no exception. He rarely declines the gambit, but prefers one of the Indian formations. Thus we have two Nimzoindian Defences (Game No. 63 *v.* Tolusch and Game No. 73 *v.* Euwe) which are featured by original opening play, and considerable refinement and dynamic surprises in the later evolution of a counter-attack.

The games in which Keres uses the Queen's Indian are also interesting; for whereas in Game No. 76 (*v.* Euwe) we have a strikingly brilliant game, of the kind universally expected from Keres, in Game No. 53 we have an amazing game in which he "out-waits" Reshevsky, himself no mean practitioner of the art! Game No. 57 shows a related opening, except that the Queen Fianchetto turns up very late in the day (almost like *Hamlet* without the Prince). While the basic combination here is unsound, it touches off some pretty fireworks, and it must have been very gratifying to Keres to administer so resounding a defeat to Stahlberg.

We find during this period a growing tendency on the part of Keres to make use of Gruenfeld formations, but it must strike one as queer that both examples show some inexactitude in the opening by Black. Of

these two games (Nos. 51 and 65)—the first against Petrov and the last against Bondarevsky—are among the most interesting and protracted battles that can be found in the realm of master chess. One cannot realize how much battering a poor position can endure until one has studied these games. They are truly examples of the "Heroic Defence."

The same may be said of the only Dutch Defence in this section, the great Avro battle with Euwe (No. 60). It would be difficult to imagine how more thought and more fight could be packed into the same number of moves.

If the tendency of Keres' play in this period were to be summed up in a sentence, we would say that there is a definite shift toward positional play and the taking of *positional* risks.

GAME 51

INDIAN DEFENCE

Semmering, 1937.

This game is in the grand tradition of "heroic defence" established by Lasker and Nimzovich. Keres loses the opening skirmish for position, for it soon becomes clear that White's reliance on a broad centre shows better judgment than Black's policy of allowing the formation of such a centre in the hope of being able to undermine it. Subsequently, however, Keres almost invariably makes the most of his opportunities, whilst Petrov misses several very good chances. The spectre of time pressure hovers over the crucial play from moves 30 to 40.

V. Petrov *White*	P. Keres *Black*
1. P—Q 4	Kt—K B 3
2. P—Q B 4	P—K Kt 3
3. Kt—Q B 3	B—Kt 2

Unusual for Keres, in that the text allows 4. P—K 4, which is White's best course (to be followed by P—K Kt 3 etc.).

4. P—K Kt 3	P—Q 4

Luckily Black is still able to play this move.

5. B—Kt 2	P×P
6. Q—R 4 ch	

It is characteristic of the modern vogue of transpositions that this opening could have arisen from the Queen's Gambit Accepted or the Catalan Opening.

6.	P—B 3
7. Q×B P	O—O
8. Kt—B 3	B—K 3

The formation Black is striving for is somewhat questionable, as will be seen. Preferable seems 8. ....Q Kt—Q 2 ; 9. O—O, Q—R 4 ; 10. P—K 4, Q—R 4 ; 11. Q—Q 3 (Euwe-Alekhine, Match, 1935), P—K 4 ! etc.

9. Q—Q 3	Kt—R 3
10. O—O	Q—R 4

Black has brought his pieces into play very rapidly. White's centre can easily become shaky, *e.g.*, 11. P—K 4 ? K R—Q 1 ! with strong pressure.

11. Kt—K 5	K R—Q 1

12. R—Q 1 Kt—B 4

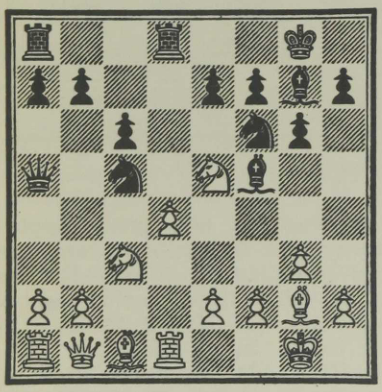
Keres realizes that he must try to create complications before White consolidates his position.

13. Q—Kt 1

Naturally he does not permit .... Kt—Kt 6. But the text requires unusually deep calculation.

13. ..... B—B 4 !

Position after 13. ....B—B 4 !



The first crisis. Black's last move looks nonsensical, since White can now win a piece in the following manner :

I. 14. P—K 4, K Kt×P ? 15. Kt×Kt, Kt×Kt ; 16. B×Kt, B×B ; 17. Q×B, B×Kt ; 18. B—Q 2 !

II. 14. P—K 4, K Kt×P ? 15. Kt×Kt, K B×Kt ; 16. B—Q 2, Q—R 5 ; 17. P×Kt etc.

Yet Becker has shown that 14. P—K 4 ? is actually a mistake because of 14. ....*Q Kt×P !* ; 15. Kt×Kt, Q×Kt ! 16. P×Q, R×R ch ; 17. B—B 1, B×Kt regaining the Queen with a won game.

What, then, is White to do ? !

14. P—Q Kt 4 ! Q—B 2

From the point of view of playing for a win, there is nothing to be gained from 14. ....B×Q ? ! 15. P×Q, K Kt—K 5 ! 16. Kt×B, B×Kt ; 17. P—K 3, B—Kt 2 ; 18. B—Q R 3, P—B 4 ; 19. Kt—Q 2 etc.

15. Q—Kt 2

Not 15. P—K 4 ? Q Kt×P ; 16. Kt×Kt, Kt×Kt ; 17. B×Kt, B×B ; 18. Q×B, B×Kt etc.

15. ..... Kt—K 3

Black's sortie has been repulsed and White's superiority begins to assert itself. Thus if 15. ....Q Kt—Q 2 ; 16. B—B 4, Kt×Kt (not 16. ....Kt—R 4 ? 17. Kt×Kt P !) ; 17. B×Kt followed by 18. P—Q 5 ! with much the better game (Becker).

16. B—K 3

In the interests of completing his development, White leaves the advance of his K P to a later date. But the move will soon be threatened.

16. ..... Kt—Q 2

Hoping to undermine the position of White's troublesome Knight.

17. P—B 4

Phlegmatic and strong. 17. P—Kt 4 ? looks attractive, but is answered convincingly by 17. .... Kt×Kt ! 18. P×B, Kt—Q B 5 etc.

17. ..... P—K Kt 4 ! ?

That Black must have recourse to this rather wild move, shows how unsatisfactory his position is becoming, in view of the anticipated B—B 2, Q R—B 1 and P—K 4, stifling Black's pieces.

18. Q R—B 1 P×P

Trying to lead White astray : if

now 19. Kt—Q 5, Q—Q 3 ; 20. Kt—B 4, Q×Kt ! 21. B×Q, P×B winning another piece, with three pieces for the Queen.

19. P×P	Kt(2)—B 1
20. Kt—K 4	

20. Kt—Q 5, Q—Q 3 ; 21. Kt—B 4, Q—Q 2 leads to nothing.

20.	P—B 3

White was threatening to win a piece with Kt—Kt 3. 20. .... Q B×Kt ; 21. B×B, P—B 3 would not do because of 22. Kt×P ! P×Kt ; 23. B×P, Q R—B 1 ; 24. P—B 5 and the Knight cannot move because of B—Q 5 ch (Becker).

21. Kt—Kt 3

Petrov finds it necessary to sacrifice a Pawn, for if 21. Kt—Q 3, B×Kt ; 22. B×B, P—K B 4 ! and Black achieves his great ambition of winning the Q P.

21.	B—Kt 3

One can understand that Keres does not relish the disagreeable situation that would arise after 21. ....P×Kt ; 22. Kt×B, P×B P ; 23. Kt×B, Kt×Kt best ; 24. B—B 2 followed by P—Q 5, when White's Bishops easily compensate for the Pawn minus. But the position that results from the text is even more dismal for Black.

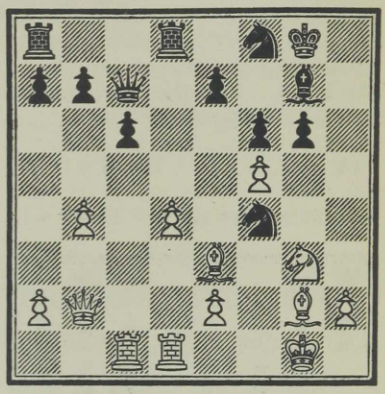
22. Kt×B

The simplest course was 22. Kt×P ! P×Kt ; 23. R×P, Q—Q 2 ; 24. P—B 5 remaining a Pawn ahead with a splendid position. The move actually made, also has its points.

22.	P×Kt
23. P—B 5	Kt—B 5

Somewhat better was 23. .... P×P ; 24. Kt×P—although it is very doubtful whether Black's position would be tenable.

Position after 23. ....Kt—B 5.



24. B—B 3 ?

Missing his last grand opportunity. 24. Q—Kt 3 ch ! was correct. If then 24. ....K—R 1 or ....K—R 2 (interposition loses a piece : 24. ....Kt—Q 4 ? 25. B×Kt ch or 24. ....P—K 3 ? 25. B×Kt, Q×B ; 26. P×K P etc.) ; 25. R—B 1 ! Kt×B ; 26. K×Kt (threatening R—K B 4), P—K Kt 4; 27. P—K R 4 with a winning game.

24.	Kt—Q 4
25. Q—Kt 3	P—K 3 !
26. P×K P	Q—K 2

Since White's lapse on move 24, Black's game has taken a decided turn for the better.

27. B—B 2	B—R 3

The Bishop is placed on a more effective diagonal.

28. R—Kt 1	Kt×K P
29. P—K 4	

At last this thrust is possible ; but much of its potency has disappeared.

29. ..... Kt(4)—B 5
30. P—Q 5 Kt—Kt 4

Black must lose a Pawn, and prefers to lose it in this manner—which is less disadvantageous than 30. ....P×P ; 21. P×P, Kt—Kt 4; 22. P—Q 6 dis ch, Q—B 2 ; 23. B× Kt P etc.

31. P×P dis ch K—Kt 2

....K—R 2 was a bit more accurate, so that the King would not be exposed to check later on.

32. P×P Q×Kt P
33. B—Kt 2 P—B 4

The position is about even, as White's extra Pawn cannot be held. As he is in great time pressure and his advantage has evaporated, the sensible course would be 34. R×R, R×R ; 35. R—Q 1 with a drawn ending in prospect. Instead we get a time pressure orgy of mistakes.

34. Q R—B 1 ? K—R 2 ?

Missing White's invitation to ....Kt(Kt 4)—R 6 ch winning the exchange.

35. P—K R 4 ?

But this summons is too urgent . . .

35. ..... Kt(Kt 4)—R 6 ch

The Knight must be captured, for if 36. K—B 1 ? Q—Kt 4 ch is fatal.

36. B×Kt Kt×B ch
37. K—Kt 2 Kt×B
38. K×Kt B×R
39. R×B P×P

This natural move has been criticized ; but Black's instinctive reaction (exposing White's King to attack) is quite sound.

40. P—R 5

The position is untenable in any event.

40. ..... R—B 1 ch

If now 41. K—Kt 2, P—K 6 dis ch and White can resign. At last the time difficulties are over !

41. K—K 2 Q—Kt 4 ch ?

Probably playing rapidly out of inertia ! According to Becker, 41. ....R—B 6 would not do because of 42. P×P ch, K—Kt 2 ; 43. Q—K 6. But in that event Black wins at once with 43. ....Q—Kt 4 ch ! (not 43. ....R×Kt ; 44. Q—K 5 ch) ; 44. R—B 4 (if 44. K—K 1, Q×P ch ; 45. K—K 2, Q—Kt 7 ch and wins), R—K 1 winning easily ; if now 45. Kt—R 5 ch, Q×Kt etc. If, however, 43. Kt—R 5 ch (instead of 43. Q—K 6) then 43. ....K—R 3 ; 44. Q—B 4, Q—Kt 3 ! 45. Q—B 5, Q×K Kt P ; 46. R—K Kt 1, Q×Kt and wins.

42. Q—B 4 !

Good ; White's best chance is the removal of the Queens.

42. ..... Q×Q ch

Unfortunately there is no time for 42. ....Q—Kt 4 because of 43. P×P ch and Black is in serious trouble, *e.g.* 43. ....Q×P ? 44. R—R 1 ch, K—Kt 2 ; 45. Kt—R 5 ch and wins ; or 43. ....K×P ? 44. Q×P ch, K—Kt 2 ; 45. R—B 7 ch, R—B 2 ; 46. Kt—B 5 ch ! Q× Kt ; 47. Q×Q, R—K 1 ch ; 48. K—B 1, R×R ; 49. Q—Kt 5 ch winning a Rook ; or 43. ....K—Kt 2 ! 44. Q—Q 4 ch, K—K Kt 1 ; 45. Q—B 4 ch, K—Kt 2 ; 46. Q—Q 4 ch with perpetual check.

43. R×Q P×P

A win for Black is practically out of the question now, as his remaining Pawns are so weak and the foregoing simplification has left him so little material to work with.

44. Kt×R P

The K R P is by far the more dangerous one. After 44. R×P ? Q R—K 1 White would be lost.

44. ..... Q R—K 1
45. Kt—Kt 3 ?

Loses with amazing rapidity. Decidedly better was 45. R—B 6, R—K 2 (the only move which saves the exchange *and* the K P) ; 46. Kt—B 6 ch, K—Kt 2 ; 47. Kt—R 5 ch, K—B 2 ; 48. K—K 3 and it is not easy to see how Black is to make headway (Becker).

45. ..... R—B 5
46. Kt—R 5

If 46. R—B 7 ch, K—Kt 3 ; 47. R×P, P—K 6 and the K P decides long before White can accomplish anything with the Queen-side Pawns. Or if 46. Kt—B 1. K—Kt 3; 47. Kt—Q 2, K—B 4 etc. with an easy win.

46. ..... R—B 6 !

Contemplating with equanimity the disappearance of his K P, for if 47. R×P, R×R ch; 48. K×R, R×P and the remaining White Pawn is lost (49. Kt—B 6 ch, K—Kt 3 ; 50. Kt—K 4, R—R 5 ; 51. Kt—B 3 ? R—R 6).

47. P—R 3 Q R—K B 1 !

Disregarding the K P entirely, for he is off on a new tack : trapping the Knight.

48. R×P K—Kt 3

If now 49. R—K 5, R—R 6 wins.

49. R—K R 4 R(1)—B 4 !

White resigns, as he is helpless against ....R×P followed by .... R×Kt. Amusing would be 50. P—R 4, R—Q R 6 ; 51. Kt—B 4 ch, K—Kt 4 ; 52. Kt—Kt 2, R—R 7 ch etc.

GAME 52

SICILIAN DEFENCE

Semmering, 1937.

Many amateurs have a tendency to judge the strength of a given opening variation by the result of one game. They do not stop to realize that very often such variations may depend on the individual treatment which is given a speculative sacrifice.

To play a speculative sacrifice implies a willingness to wage a "war of nerves." For the attacker is, in effect, deliberately creating complications which cannot be calculated to their ultimate conclusion; he is challenging his opponent to a do-or-die struggle ; and the defender is subtly being told that if the sacrifice is not quite good enough, he is being depended on to miss the best continuation or to blunder outright.

The earlier such a sacrifice is made, the sooner the game takes on a tense character, and the more chance there is that the defender will become hesitant, confused or scared, with consequent frittering away of valuable time. These words of warning are essential for a true understanding of such games as this one ; for it would be a great mistake to imagine that after White's third move he "wins by force," or that "Black is lost," or that Black's game "is too uncomfortable to be held," and the like. The whole problem is : will Black (the defender) rise to the occasion and play

flawlessly ? The game provides the answer.

P. KERES *White*	E. ELISKASES *Black*
1. P—K 4	P—Q B 4
2. Kt—K B 3	P—Q 3
3. P—Q Kt 4 ! ?	

The speculative sacrifice makes its appearance !

3.	P×P
4. P—Q 4	Kt—K B 3
5. B—Q 3	P—Q 4
6. Q Kt—Q 2	P×P

Black makes his first important decision : after 6. ....P—K 3 ; 7. P—K 5 his position would be more secure, but he would have trouble completing his development.

7. Kt×P	Q Kt—Q 2

7. ....Kt×Kt ; 8. B×Kt, Kt—Q 2 followed by ....Kt—B 3 was more accurate. But it was not easy to foresee White's novel reply.

8. Q Kt—Kt 5 ! ?	Q—B 2

If 8. ....P—K R 3 ; 9. Kt—K 6 ! Q—Kt 3 (not 9. ....P×Kt ? ? 10. B—Kt 6 mate !) ; 10. Kt×B, Kt×Kt and Black's development will be cumbersome.

9. P—B 4 !	

Another surprise move. 9. .... P×P e.p. ? would be inferior because of 10. Q—Kt 3, P—K 3 ; 11. Kt×B P !

9.	P—K R 3

Forcing White's reply, as 10. Kt—K 4 would lose the Q B P.

10. Kt—R 3	P—K Kt 4

This has its points, as ....P—Kt 5 is threatened. But the move will later on subject Black to a dangerous attack ; whereas after 10. ....P—K 3 followed by ....B—Q 3 Black could eventually achieve a normal development—although the fact that his K R P has been advanced might give rise to sacrificial combinations after he has castled.

This reasoning shows how Black must consider far-reaching alternatives which are at present in a nebulous state.

11. Kt(R 3)—Kt 1	B—Kt 2
12. Kt—K 2	

What an Odyssey this Knight has had !

12.	P—K 4

Much the same kind of move as his tenth. The text is plausible, as it presages an extension of Black's power on the long diagonal ; but his K B 4 is now exposed to the invasion of White's forces.

13. Kt—Kt 3	O—O

Threatening to win a piece with ....P—K 5.

14. O—O	P—K 5
15. Kt×K P	Kt×Kt
16. B×Kt	Q×P
17. B—Q 3	Q—Q 4

The pressure on White's Q P is troublesome, for if he stops to guard it with 18. P—K R 3, Black simply completes his development with ....Kt—Kt 3, ...B—B 4 etc. with an excellent game. For Keres it must therefore be a case of "all or nothing."

18. R—K 1 ! ?	P—Kt 5
19. Kt—R 4	Kt—Kt 3

He sees ghosts. 19. ....Q×Q P was feasible, for if then 20. Kt—B 5 ? (20. R—Kt 1, Kt—B 4 etc.

leaves White nothing to play for), Q×R (less good is the conservative 20. ....Q—B 3, when White continues with 21. R—Kt 1 ! Kt—K 4 ; 22. R×Kt ! but not 21. Q×P ? Kt—K 4) ; 21. Q×P, K—R 1 ! and White's attack is spent.

Eliskases must have reckoned exclusively on the following variation indicated by Euwe : 19. .... Q×Q P ; 20. Kt—B 5 ? Q×R ; 21. Q×P, Kt—B 4 ? 22. Kt×P ch, K—R 1; 23. Kt×P ch! K—Kt 1 (23. ....R×Kt is met by 24. Q—R 5 ch, K—Kt 1 ; 25. B—R 7 ch, K—B 1 ; 26. Q×Kt ch and mate follows) ; 24. Kt—R 6 ch, K—R 1 ; 25. Q—R 5 and wins.

20. R—Kt 1 B—Q 2

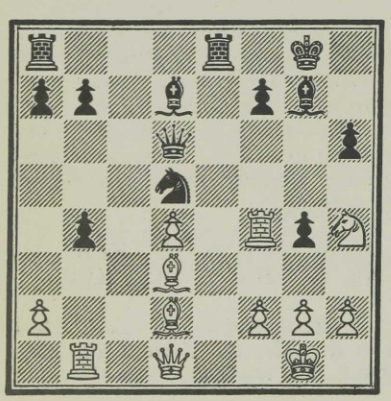
Black has had a change of heart. He is ready to return the extra Pawn, concentrating on the completion of his development. But then he need not have weakened himself on move 18.

21. R—K 4 K R—K 1
22. R—B 4 Q—Q 3

Botvinnik recommends 22. .... Kt—R 5 ; 23. Q R×P, Kt—B 6 ; 24. Q—Q 2, Q R—B 1 with an inscrutable position in which both sides have chances.

23. B—Q 2 Kt—Q 4

Position after 23. ....Kt—Q 4.



24. R×K Kt P !

Now that he has all his pieces in good play, Keres decides that the time has come for direct action.

24. ..... B×R ?

Poor judgment. Black's King is so badly exposed and White's Bishops are so powerful that the attack is bound to succeed.

Botvinnik recommends 24. .... Kt—B 6 ! 25. B×Kt, P×B (not 25. ....B×R ? 26. Q×B, P×B ; 27. Q×B ch etc.) ; 26. B—B 5, Q R—B 1 ; 27. Q—B 2, K—R 1 with a wild position in which both sides have chances.

25. Q×B Q—K B 3

White threatened Q×B ch.

26. Kt—B 5 K—B 1

If 26. ....K—R 1 ; 27. Q—R 5 gives a winning attack.

27. Kt×B Q×Kt
28. Q—R 5 Kt—B 3

The double attack on the Knight and K R P left Black no choice, for if 28. ....Q×P ; 29. Q×R P ch, K—K 2 (or 29. ....Q—Kt 2 ; 30. Q—Q 6 ch and wins) ; 30. R—K 1 ch, K—Q 2 ; 31. B—Kt 5 ch and wins ; or 30. ....K—Q 1 ; 31. Q—Q 6 ch etc.

29. Q—R 4 P—K R 4
30. R×P !

B×P ch is the obvious move. The text is stronger, however, as it brings the Rook into action.

30. ..... Q R—B 1
31. P—K R 3 !

White wants to make certain he is in no danger on the first rank ; this proves useful in at least one variation.

31. ..... R—B 2
32. R—Kt 5 R—K 3

So as to answer B—Kt 4 ch with .... K—K 1. But White has a stronger line :

33. R×R P ! Resigns

Euwe gives the following lines to show that Black is helpless against the threatened win of the Queen by R—K Kt 5 :

I. 33. ....Kt×R ; 34. Q—Q 8 ch, R—K 1 ; 35. B—Kt 4 ch and mate in three.

II. 33. ....K—K 2 ; 34. B—Kt 4 ch, K—Q 1 ; 35. R—K Kt 5 winning the Queen.

III. 33. ....K—K 1 ; 34. R—R 8 ch, Kt—Kt 1 (or 34. ....K—Q 2 ; 35. B—Kt 5 ch, R—B 3 ; 36. P—Q 5) ; 35. B—Kt 5 ch and wins.

Black's inconsistent defensive play proved his undoing.

GAME 53

INDIAN DEFENCE

Semmering-Baden, 1937.

This game is one of the most significant in Keres's career, as it is an impressive example of the trend from adventurous tactical play to sober and carefully planned positional play.

The game was an ominous portent for those of his admirers who like to think of him as a noble savage who has nothing but contempt for the subtleties of modern tournament play.

S. Reshevsky *White*	P. Keres *Black*
1. Kt—K B 3	Kt—K B 3
2. P—Q 4	P—K 3
3. P—B 4	P—Q Kt 3
4. P—K Kt 3	B—Kt 2
5. B—Kt 2	B—Kt 5 ch

It is surprising to see Keres adopting this simplifying line, which generally leads to a passive type of game for Black.

6. B—Q 2	B×B ch
7. Q×B	O—O
8. O—O	P—Q 3
9. Q—B 2	Q Kt—Q 2

This leads to a very cramped game, aside from the fact that it runs counter to the spirit of the defence, which calls for ....B—K 5 at this point.

10. Kt—B 3	Q—K 2
11. P—K 4	Q R—B 1 !

A "mysterious Rook move" *a la* Nimzovich.

12. K R—K 1 P—K 4

If now 13. Kt—Q 5, Kt×Kt ; 14. B P×Kt, P—Q B 3 ! at once ridding himself of the backward Q B P (this was the underlying idea of 11. ....Q R—B 1 !).

13. Q R—Q 1 P—B 3

Gives Black a weakness at Q 3 and blocks his Bishop ; on the other hand, Kt—Q 5 is permanently prevented and Black gains some manœuvring freedom.

14. Q—R 4

Hereabouts White seems to lose the thread of the game. A good idea was P—Q Kt 4 followed by Q—Kt 3, or doubling the Rooks on the Q file.

14. ..... R—B 2

So that if 15. Q×R P ? ? R—R 1 trapping the Queen.

15. Q—R 3 R—K 1

16. P—Kt 3 P—Kt 3
17. P×P

A palpable strategical error which violates one of Tarrasch's most important rules for the exploitation of cramped positions : *the aggressor* (in this case White) *should not open up the file on which he intends to exert pressure until he has arranged his pieces with the maximum of efficiency.*

In the present position, this points to the doubling of the Rooks on the Q file and the interpolation of B—R 3.

Still another rule which White disregards here, is that exchanges are desirable for the player who has a cramped game, but undesirable for the player who has a free position.

17. ..... P×P
18. Q×Q R×Q

White's hope of making an inroad on the Q file is doomed to disappointment, as every point can be adequately guarded by Black. Ironically enough, White has a weak point (Q 4) which may conceivably be a cause of embarrassment to him later on.

19. B—R 3 B—B 1
20. P—Q Kt 4 Kt—B 1
21. B×B R×B
22. R—Q 6 Kt—K 1
23. R—Q 3 P—B 3 !

Finally consolidating his position, which is now perfectly secure. The K P need no longer be protected by pieces, and Black's King can now take an active part in the game.

The position is now level, but Reshevsky evidently feels that he still has the better of it.

24. K R—Q 1 K—B 2
25. P—Q R 4 K—K 3
26. R—Q 8 R(2)—Q B 2
27. K—B 1 K—K 2

Driving back the invader.

28. R(8)—Q 3 R—Q 2
29. R×R ch Kt×R
30. K—K 2 Kt—Q 3 !

Now Keres takes the initiative.

31. Kt—Q 2 Kt—B 1 !

Aiming for his Q 5. White is not yet in any real danger, but his perennial time pressure accounts for the coming mistake.

32. R—Q R 1 Kt—K 3
33. P—R 5 P—Q Kt 4
34. P×P ?

Opening an important file for Black and giving his Knights some good squares. He should have blocked the position with P—B 5.

34. ..... Kt—Q 5 ch !

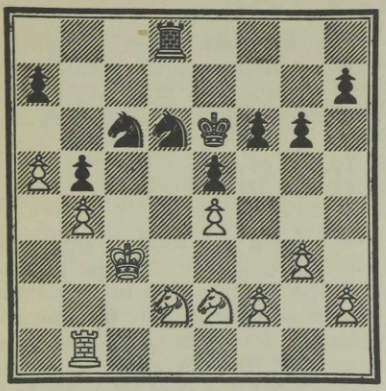
Having been given the opportunity, Keres plays the remaining part of the game with delightful vigour and economy.

35. K—Q 3 P×P
36. R—Q B 1

In order to simplify with Kt—Q 5 ch. It would not be good to play 36. Kt—Q 5 ch, for after 36. ....K—K 3 Black would be threatening ....R—B 7 followed by ....R×Kt ! *Note that none of these and the following difficulties could have arisen if White had blocked the Q B file* (34. P—B 5).

36. ..... K—K 3 !
37. Kt—K 2 Kt—B 3 !
38. R—Q Kt 1 R—Q 1
39. K—B 3

Position after 39. K—B 3.



39. ..... P—B 4 !

The decisive break. If now 40. P—B 3, P×P ; 41. P×P (if 41. Kt×P, Kt×Kt ch ; 42. P×Kt, R—K B 1), R—K B 1 with a winning position because of the formidable threat of ....R—B 7. If 42. R—K B 1, Kt×P ch. Or 42. Kt—Kt 1, R—B 7 ; 43. Kt(1)—B 3, Kt×P ch just the same.

40. P×P ch P×P
41. P—B 3 R—Q B 1
42. K—Q 3 Kt—K 1 !

In order to attack the Q Kt P a second time.

43. Kt—B 3 Kt—B 3 !

So that if 44. Kt×P, Kt—Q 4 recovers the Pawn with considerable advantage.

44. R—Kt 2 P—Q R 3
45. P—Kt 4

Hoping for useful simplification by 45. ....P×P ; 46. P×P, Kt×P ; 47. Kt(2)—K 4 ! R—Q R 1 ; 48. Kt—B 5 ch and the game has taken a very satisfactory turn for White. But Keres replies in such a way that White is denied access to his K 4.

45. ..... P—K 5 ch !

The winning move : it forces a victorious Pawn majority on the King-side, for if now 46. K—K 3 (46. K—K 2 or K—B 2 is met by ....Kt—Q 5 ch), Kt—K 2 ! ! and wins.

46. P×P Kt—K 4 ch !
47. K—B 2 P×Kt P
48. K—Kt 3 Kt—B 5 !

Important simplification which assures the entry of his Rook at B 5.

49. Kt×Kt

Even worse would be 49. R—B 2 ? Kt×Kt ch ; 50. R×Kt, R×Kt ch !

49. ..... R×Kt
50. R—K 2 K—K 4

The finishing touch. Black can now proceed with his queening intentions.

51. R—K 1 P—R 4
52. R—Q 1 P—R 5
53. R—Q 8 P—Kt 6
54. P×P P×P
55. R—Q 3 P—Kt 7 !

This cannot be answered by 56. R—Kt 3 because of 56. ....R×Kt ch !

56. Kt—K 2 R×P
57. Kt—Kt 1 R—K 8 !

White resigns, for if 58. Kt—B 3 ch, K—K 5 ; 59. Kt×R, P—Kt 8 (Q). A very pleasing finish.

GAME 54

INDIAN DEFENCE

Semmering, 1937.

This game is distinctive for the spontaneity and sublime self-con-

fidence of Keres' play. The whole game (from his side of it) reminds one of those incredibly brilliant improvising feats of young Mozart at the piano. With Flohr, on the other hand, matters stand quite differently in this game. He is plagued by uncertainty, and his lack of poise is evident at a number of points.

P. KERES *White*	S. FLOHR *Black*
1. P—Q 4	Kt—K B 3
2. P—Q B 4	P—K Kt 3
3. Kt—K B 3	B—Kt 2
4. P—K Kt 3	P—B 3

As will be seen from the comments on the opening play in Game No. 29, this move is superfluous and ....P—Q 4 may be played directly.

5. B—Kt 2	P—Q 4
6. P×P	

More aggressive is Q—Kt 3 followed by Kt—B 3 with a kind of Gruenfeld variation in the form which results from 4. Q—Kt 3.

6.	Kt×P

. . . For Black, if so inclined, could now reply 6. ....P×P with a dull game and level prospects.

7. O—O	O—O
8. Kt—B 3	

8. P—K 4, Kt—Kt 3 (or even ....Kt—B 2) would allow Black to secure strong counterplay in the centre (as explained in Game No. 29).

8.	Kt×Kt

Judging from the later play, it would have been wiser to retreat the Knight as indicated in the previous note.

9. P×Kt	P—Q B 4
10. B—Q R 3	

Due to Black's loss of time in taking two moves to advance the Q B P, White is able to force an immediate clearance of the centre.

10.	P×P
11. Kt×P !	

Typifying the kind of policy to which Dr. Euwe alludes in the following game. Up to this time, White had invariably recaptured with the Pawn in analogous positions ; but Keres is willing to saddle himself with a weak Q B P, because of the opening up of lines and the resultant superior mobility of his forces. The Q B P will of course be a terrible weakness in the ending (especially against so able a technician as Flohr) ; but Keres has no intention of letting it come to an ending !

11.	Q—B 2
12. Q—Kt 3	B—B 3

This clumsy-looking move prepares for ....Kt—Q 2. The recommended alternative ....Kt—B 3 also has its thorny features.

13. K R—Q 1	Kt—Q 2
14. P—Q B 4	

Q 5 is to be used as a point of support for White's pieces later on.

14.	Kt—B 4
15. Q—Kt 4	Kt—K 3 ?

Improbable as it seems, this move is much inferior to ....Kt—R 3. After the text, Black is never given a chance to complete his development.

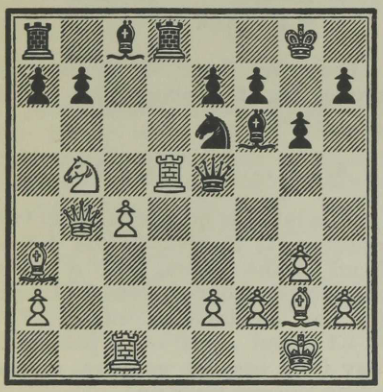
16. Kt—Kt 5	Q—K 4
17. Q R—B 1	R—Q 1

Kmoch has shown that the cap-

ture of the K P would be too dangerous : 17. ....Q×P ? 18. Kt—B 3 ! B×Kt (on Queen moves 19. Kt—Q 5 yields a winning attack) ; 19. Q×B (attacking the K P and also threatening B—Kt 2). Black's precarious state would be highlighted dramatically by 19. .... Q×R P ? ? 20. B—Kt 2, P—B 3 ; 21. R—R 1 and the Queen is lost.

18. R—Q 5 !

Position after 18. R—Q 5 !



18. ..... R×R

After 18. ....Q—Kt 1 ; 19. Q R—Q 1 the constriction of Black's game would leave him without any prospects.

The only remaining alternative is 18. ....Q×K P, which is disposed of convincingly in the following intricate analysis submitted by Sidney Bernstein : 19. Kt—B 7, R—Kt 1 ; 20. R—K 1, Q×R P (if 20. ....Q—Kt 5 ; 21. P—R 3 !) ; 21. R×R ch, Kt×R ; 22. R×P ! B×R ; 23. Q×B with an irresistible attack :

I. 23. ....Kt—K 3 ; 24. Q—K 8 ch, K—Kt 2 ; 25. Kt×Kt ch, B×Kt (if 25. ....P×Kt ; 26. Q—B 8 mate) ; 26. B—B 8 ch, K—B 3 (if 26. ....K—Kt 1 ; 27. Q×R etc.); 27. Q—K 7 ch, K—B 4 (if 27. .... K—K 4 ; 28. B—Kt 7 ch, K—B 4 ; 29. Q—B 6 ch, K—Kt 5 ; 30. Q—B 4 ch and mate next move); 28. Q—B 5 ch, K—B 3 ; 29. Q—Q 4 ch ! K—B 4 ; 30. Q—B 4 mate.

II. 23. ....Q—R 8 ch ; 24. B—K B 1, Kt—K 3 ; 25. Q—K 8 ch, K—Kt 2 ; 26. Kt×Kt ch, B×Kt ; 27. B—B 8 ch, K—B 3 ; 28. Q×R, B—R 6 (if 28. ....B×P ; 29. Q—B 4 ch, and 30. Q×B ch) ; 29. Q—Q 8 ch, K—B 4 (if 29. ....K—K 4 ? 30. B—Kt 7 ch) ; 30. Q—B 8 ch winning the Bishop.

III. 23. ....Q—Kt 8 ch, in order to avoid the loss of the Queen on move 30, after proceeding as in Variation II. However, White answers 29. ....K—K 4 (after 23. ....Q—Kt 8 ch) with 30. B—Kt 7 ch, K—B 4 ; 31. Q—B 6 ch, K—K 5 ; 32. Q—B 4 mate.

19. P×R P—Q R 3

This permits a surprising refutation. If, however, 19. ....Kt—Q 5 ; 20. Kt×Kt, Q×Kt ; 21. Q×Q, B×Q ; 22. B×P and the advance of the Q P wins in short order.

Bernstein points out that 19. .... Kt—Q 1 or ....Kt—Kt 2 is refuted by 20. Kt×P ; but that 19. .... Kt—B 1 would be met by 20. Kt—B 7 ! (stronger than 20. Kt×P, R×Kt ; 21. R×B, Q—R 8 ch !—or 20. P—Q 6, P×P ; 21. Kt×Q P, B—K 2 !), R—Kt 1 ; 21. Kt—K 8, Kt—Q 2 (or 21. ....B—Kt 4 ; 22. P—B 4, Q—K 6 ch ; 23. K—B 1, B—R 3 ; 24. Q×K P etc.) ; 22. Kt×B ch, P×Kt ; 23. Q—R 5 winning a Pawn with considerable advantage.

20. Kt—R 7 ! ! Kt—Q 5

Resigning himself to the inevitable. If 20. ....R×Kt ; 21. R×B ch, Kt—B 1 ; 22. Q—Kt 6, Q—Q 5 ; 23. B—B 5 etc.—a drastic demonstration of White's domination of the board.

21. R×B ch R×R
22. Kt×R Q×K P

23. P—R 4	Kt—B 4
24. Q—K 4	Resigns

GAME 55

INDIAN DEFENCE

Semmering-Baden, 1937.

Dr. Euwe has given an enlightening description of Keres' style at the time this game was played.

"The essential difference between the classical and the modern styles," he writes, "is that the older masters always aimed to keep the position open, while the moderns have a preference for close positions. Without attempting to weigh the merits of these two contrasting views, it will be interesting to study a game which illustrates them very clearly. Keres' style shows many resemblances to the play of the classicists of 1895 or thereabouts. This is not shown so clearly in the choice of openings—although Keres likes to play a gambit now and then—as in the *manner* in which Keres handles certain positions.

"Whereas modern masters rely on a solid Pawn formation and consider it the basis for all their plans and undertakings, Keres, on the contrary, relies on the mobility of his pieces and on the possibility of opening up new lines. The following game indicates how the classical principles may be successfully applied in a modern opening."

P. KERES *White*	V. PETROV *Black*
1. P—Q 4	P—K 3
2. Kt—K B 3	Kt—K B 3

Deciding against the Dutch Defence, which he may have contemplated previously.

3. B—Kt 5	

Rarely seen nowadays, as Black can generally equalize against this move more easily than against 3. P—B 4.

3.	P—Q Kt 3

Preferable is 3. ....P—B 4; 4. P—K 3, Q—Kt 3; 5. Q—B 1, Kt—K 5; 6. B—K B 4, P—Q 4 followed by ....B—Q 3 and Black has a perfectly satisfactory game.

4. P—K 3	B—Kt 2
5. B—Q 3	B—K 2
6. Q Kt—Q 2	

Preparing for P—K 4 and also preventing the simplifying move ....Kt—K 5.

6.	P—Q 3

This move is questionable on two counts: (1) it gives White a free hand in the centre, with a correspondingly cramped game for Black; (2) the combination of ....P—Q Kt 3 and ....P—Q 3 paves the way for a possible weakness on the white squares later on.

Black would have done better to play 6. ....P—Q 4 transposing into an old-fashioned Q P opening. If then 7. O—O, O—O; 8. Q—K 2, Q Kt—Q 2; 9. P—B 3, P—B 4; 10. Kt—K 5, Kt—K 5! Nor should Black have difficulty in obtaining a fair game after any other continuation following 6. ....P—Q 4; the merit of this move is that it opposes White's further advance of the K P and supports the valuable simplifying move ....Kt—K 5.

7. O—O	Q Kt—Q 2
8. P—K 4	P—K 4

Now the white squares become even more vulnerable; but Black is naturally loath to permit P—K 5 with the resultant cramping of his position.

It had already become too late

to try for counterplay against White's centre with 8. ....P—B 4; there would have followed 9. P—K 5 and White's Q Kt would reach Q 6 via Q B 4.

9. R—K 1

And not 9. P—Q 5 ? Kt×Q P etc.

9. ..... Kt—Kt 5

Forcing an exchange which will free his uncomfortable position somewhat.

10. B×B Q×B
11. Kt—B 4 !

It would be a mistake to stabilize the centre with P—Q 5 (here or later on) for then Black could soon organize his forces for a healthy counter-thrust with ....P—K B 4.

The avoidance of Q 5 has also the further advantage of reserving two welcome possibilities: (1) opening of the Q file and (2) control or occupation of Q 5.

11. ..... O—O

Black must not give up the centre with ....P×P ? which would give White's K Kt access to a number of weak white squares. Black stands to benefit greatly by P—Q 5, but unfortunately he cannot *force* this advance.

12. Q—Q 2 Q R—K 1 ?

A strategical error. Black still hopes (quite baselessly) for P—Q 5, when he can prepare for ....P—K B 4 and his last move will have meaning.

But since White's policy will clearly be oriented around play in the centre and on the Queen-side, Black would have been well-advised to keep the Q R at home for the protection of his Queen-side, proceeding here with ....K R—K 1.

13. P—K R 3 K Kt—B 3
14. P—Q R 4 !

Emphasising his opponent's faulty judgment on move 12. The threatened opening of the Q R file is not pleasant for Black to contemplate.

14. ..... P—Q R 3

This turns out badly, but 14. .... P—Q R 4; 15. P—B 3 ! followed by P—Q Kt 4 would be little better for Black.

Petrov should probably have swallowed his pride and played 14. ....R—R 1, although 15. Q—B 3 or P—R 5 would then leave White with an easy initiative.

15. Q—B 3 !

A fine move of twofold significance: Black naturally does not want to give up the centre with .... P×P as already explained; he must therefore keep his Queen, Q R and Q Kt tied to their present posts. In addition, White contemplates action against the hostile Q B P.

15. ..... P—Kt 3
16. Q Kt—Q 2 ! R—B 1

....P—B 4 here or on the next few moves would lead to the same kind of position that arises after Black's 20th move.

17. B—B 4 Kt—R 4 ?

Black underestimates the effect of White's next move. 17. ....K R—K 1 was by far preferable.

18. B—Q 5 ! P—B 3

18. ....B×B results in a serious weakening of the white squares, with the following plausible continuation suggested by Euwe: 18. ....B×B; 19. P×B, P—K B 3; 20. P—R 5 ! P—Q Kt 4; 21. Q—

B 6, Kt—Kt 1; 22. Q—Kt 7! followed by P—B 4 with a decisive bind.

19. B—B 4 Kt—B 5

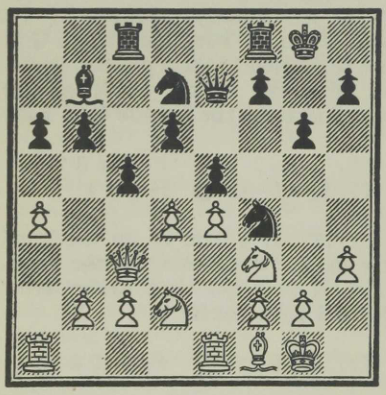
If 19. ....P—Q 4; 20. B—Kt 3! and Black cannot hope to maintain his precarious centre successfully.

20. B—B 1 P—Q B 4

Forcing White to stabilize the centre in one way or another, but the results are most unpleasant for Black.

It is difficult to suggest a satisfactory alternative, for if 20. .... P—B 3; 21. Q R—Q 1 to be followed in due course by P×P and Kt—B 4 is favourable to White; or if 20. ....P—Q Kt 4; 21. Kt—Kt 3 intending Kt—R 5.

Position after 20. ....P—Q B 4



21. P×K P

This simple reply gives White a clear-cut advantage.

After 21. P—Q 5? on the other hand, Black would have obtained a fine game with 21. ....P—B 4.

21. ..... Kt×K P

This loses a Pawn out of hand, but it can hardly be called a mistake, since after 21. ....P×P Euwe demonstrates a clearly winning game for White with 22. Kt—B 4, P—B 3; 23. Q R—Q 1 threatening R×Kt followed by Kt×Kt P, as well as Kt—Q 6 followed by Kt×B and B×P.

22. Kt×Kt P×Kt

Or 22. ....Q×P; 23. Q×Q, P×Q; 24. Kt—B 4 and the Pawn falls.

23. Kt—B 4 R—B 3
24. P—K Kt 3 Kt—R 4
25. Kt×K P R—Q 3

25. ....R—K 3 is futile because of 26. Kt—Kt 4! threatening Kt—R 6 mate.

26. Kt—B 4 R—K 3
27. P—K 5

With the strong threat of 28. Kt—Q 6 followed by B—B 4. Hence Black must undermine the position of the K P; but this leads to further simplification.

27. ..... P—B 3
28. P×P Q×P

The ending which follows is easily won for White, but Black has no good alternative: if 28. ....Kt×B P; 29. Kt×P—or if 28. .... R(1)×P; 29. Kt—K 3! (29. Kt×P is also playable) and Black is helpless against the double threat of B—B 4 or Kt—Kt 4.

29. Q×Q R(3)×Q.
30. R—K 2 P—R 4
31. B—Kt 2 B—R 3
32. B—Q 5 ch K—R 1
33. Q R—K 1 R—B 4

Hoping for 34. R—Q 2? or R—Q 1? which can be answered by ....R×B!

34. B—K 6 R(4)—B 3

With the threat of ....R×B—which White meets easily enough.

35. P—Kt 3	Kt—Kt 2
36. B—Q 5	Kt—B 4

36. ....R—B 4; 37. R—Q 2, R—Q 1; 38. R(1)—Q 1 likewise offers no hope.

37. R—K 6	Kt—Q 5

Black could stave off defeat for some time with 37. ....R×R; 38. R×R, B×Kt; 39. B×B, R—Q Kt 1; 40. P—Q B 3—but there could be no possible doubt about the outcome.

After the text, however, White gets a direct mating attack.

38. R×R	R×R
39. R—K 8 ch	K—Kt 2
40. Kt—K 5	P—R 4

White threatened to win with 41. R—Kt 8 ch, K—R 3; 42. Kt—Kt 4 ch, K—Kt 4; 43. P—B 4 ch (43. ....K—B 4; 44. Kt—K 3 mate or Kt—R 6 mate!).

41. R—K 7 ch	K—R 1

If 41. ....K—R 3; 42. Kt—B 7 ch, K—Kt 2; 43. Kt—Kt 5 ch, K—B 1 (or 43. ....K—R 3; 44. P—R 4); 44. R—Q R 7 etc.

41. ....K—B 1 is refuted by 42. R—Q R 7.

42. Kt—B 7 ch	K—Kt 2
43. Kt—Kt 5 ch	K—B 1
44. R—Q R 7	Resigns

A neat finish which sets off the superior mobility maintained by White throughout the game.

GAME 56

RUY LOPEZ

Match: Lithuania-Estonia, 1937.

Legend has it that Tchigorin, the great Russian master of a bygone age, played 1. P—K 4 when he had the white pieces, with the thought that he had somewhat the better game; with the black pieces he answered 1. P—K 4 with 1. .... P—K 4, with the sincere conviction that he had at least an even game!

This seemingly naïve attitude is not so paradoxical as it seems. If we examine the games played by Keres with the white pieces in the Ruy Lopez, we find that he generally obtained an advantage in the opening; whereas with the black pieces his success rests on superior middle game play.

V. Mikenas *White*	P. Keres *Black*
1. P—K 4	P—K 4
2. Kt—K B 3	Kt—Q B 3
3. B—Kt 5	P—Q R 3
4. B—R 4	Kt—B 3
5. O—O	B—K 2
6. R—K 1	P—Q Kt 4
7. B—Kt 3	P—Q 3
8. P—B 3	O—O
9. P—K R 3	Kt—Q R 4
10. B—B 2	P—B 4
11. P—Q 4	Q—B 2
12. P—Q 5	

Unusual at this point. The text has two merits: it peremptorily dismisses the possibility of Black's obtaining counterplay by ....B P×P followed by ....B—Q 2 and ....K R—B 1; and it tends to leave Black's Q Kt somewhat out of play. On the other hand, Black benefits by knowing at once what the general course of the game will be.

12.	B—Q 2
13. Q Kt—Q 2	P—B 5

The Q Kt is to secure a good post at Q B 4.

14. Kt—B 1	Kt—Kt 2
15. B—K 3	

For over three decades, P—

K Kt 4 was almost invariably played in analogous positions—until Flohr (popularly considered the embodiment of orthodoxy and routine) discovered the forceful counter ....P—K R 4 !

15.	Kt—B 4
16. Kt(3)—Q 2	

As a result of his early stabilization of the centre, White suffers from a lack of promising plans. The text is played with a view to P—B 4, which, however, has a number of clearly defined drawbacks : it leaves the K P rather weak, it gives Black a fine square at K 4 for his pieces, it leaves White with the inferior K B and—worst of all—it is not even certain that it is White who will get the most value out of the K B file !

16.	P—Kt 3
17. P—B 4	P×P
18. B×P	Kt—R 4 !

Keres is of course thoroughly familiar with the considerations set forth in the note to White's 16th move.

19. B—R 6

Keres comments that the alternative procedure 19. B—R 2, Kt—K Kt 2 ; 20. P—K 5, B—B 4 ! gaining Q 6 for the Q Kt and ultimately leaving White with a weak Q P, is likewise very satisfactory for Black.

19.	Kt—K Kt 2
20. Kt—K 3	B—K B 3
21. K R—B 1	Q—Q 1
22. Q—B 3 ?	

A serious positional mistake. 22. Kt—Kt 4, B×Kt ; 23. Q×B, Kt—Q 2 would also leave Black with a good game ; nevertheless, his advantage would not be so great as after the text.

22.	B—Kt 4 !

Forcing the removal of White's valuable Q B.

23. B×B	Q×B

Black's mastery of the black squares, the possibility of ....P—B 4 and the somewhat insecure position of White's Knights—all these factors combine to give Black the initiative.

24. P—Q Kt 4

The attempt to drive away Black's Q Kt only creates new weaknesses. Q R—K 1 deserves preference.

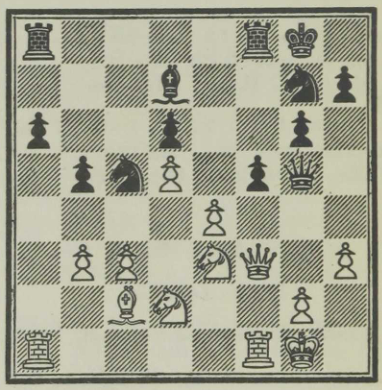
24.	P×P e.p.
25. P×P	

If 25. Kt×P, Kt—R 5 ! with an excellent game.

25.	P—B 4 !

The resulting opening up of new lines is bound to be in Black's favour.

Position after 25. ....P—B 4 !



26. P×P Q R—K 1

Even stronger than 26. ....Kt×B P.

27. Q R—K 1	Kt×B P
28. B×Kt	

If 28. Kt×Kt, R×R ! 29. R×R, B×Kt ; 30. B×B, Q×Kt and wins.

28.	B×B
29. Kt×B	

White is no longer able to ward off decisive disadvantage, as his pieces are posted so awkwardly. Black was threatening 29. ....B—Q 6 ; and if 29. R—B 2, Kt—Q 6.

29.	R×R !
30. R×R	Q×Kt(Q 7) !

White must now lose some material. The following attempt to fish in troubled waters is met more than adequately.

31. Kt—K 7 ch

Or 31. R—Q 1, Q—Kt 4 etc.

31.	K—Kt 2

White can now save the piece with 32. Q—K 3, Q×Q ch ; 33. R×Q, Kt×P ; but in that event the ending would be quite hopeless.

32. Q—Kt 3	Kt—Q 6 !
33. R—K 4	

Other moves are no better :

I. 33. R—R 1, Q×P ; 34. R×P, Q—Q 5 ch ; 35. K—R 2, R—B 8 ; 36. Q—Kt 5, Kt—K 4 ! with the deadly double threat of 37. ....Kt—B 6 ch or 37. ....Q—Kt 8 ch and 38. ....R—B 6 ch (Keres).

II. 33. R—K 3, Kt—B 5 ! 34. K—R 2, Kt—K 7 ; 35. Q—Kt 5, Q—B 8 and wins.

33.	Kt—B 7 !

Leaving White helpless because of the threatened mate beginning with ....Q—Q 8 ch etc.

34. Kt—B 5 ch	R×Kt
35. R—K 7 ch	K—B 1

Another way is 35. ....R—B 2 ! 36. R×R ch, K×R ; 37. Q×Kt ch (not 37. Q×P ? Q—K 8 ch winning the Queen), Q×Q ch ; 38. K×Q, P—Q R 4 ! winning easily.

36. Q×Q P	Kt×P ch !
37. K—R 2	

If 37. P×Kt, Q—B 7 ch followed by mate in five.

37.	Q—B 5 ch
38. Q×Q	Kt×Q
39. R×P	R×P

Still simpler is 39. ....R—R 4 ch ; 40. R×R, P×R ; 41. P—B 4, P×P ; 42. P×P, P—R 4 followed by ....P—Q R 5. But White could resign equally well after the text.

40. R—R 7	R—Q 3
41. P—B 4	P×P
42. P×P	R—Q B 3
43. K—Kt 3	Kt—Q 6
44. K—B 3	Kt—Kt 5
45. K—K 4	R×P ch
46. K—K 5	Kt—B 3 ch
Resigns	

GAME 57

INDIAN DEFENCE

Match, 1938.

This game takes a diametrically opposite course from that of Game No. 38 : there, an unsound sacrifice was refuted ; here, it proves decisive—because it is declined. A curious feature is the lack of balance in White's development. First his pieces are too heavily concentrated

on the Queen-side, leaving the other wing in somewhat a vulnerable state; then when he hurriedly switches his forces to the King-side, Black has an easy win by devoting his attention to the deserted Queen-side.

G. Stahlberg *White*	P. Keres *Black*
1. P—Q 4	P—K 3
2. P—Q B 4	B—Kt 5 ch
3. B—Q 2	

Doubtless still retaining a grim recollection of their Bad Nauheim encounter, Stahlberg adopts a more modest opening policy this time.

3.	Q—K 2
4. Kt—K B 3	Kt—K B 3

For a transposition of this line into a Dutch Defence, see Game No. 28.

5. P—K Kt 3	B×B ch
6. Q Kt×B	

The recapture with the Queen is usually better in such positions; but here Black can answer 6. Q×B with 6. ....Kt—K 5; 7. Q—B 2, Q—Kt 5 ch; 8. Q Kt—Q 2, Kt×Kt; 9. Kt×Kt, Kt—B 3 with an excellent game. White must then weaken his Pawn structure with P—K 3 or Q—B 3.

6.	P—Q 3
7. B—Kt 2	P—K 4

Black is now well on the way towards achieving equality.

8. Q—Kt 3

This surprising move is excellent. It prevents ....P—K 5—K 6 and also serves to restrain the development of Black's Bishop—at least for some time to come.

8.	O—O
9. O—O	R—K 1

It would of course be a serious blunder to go after the K P: 9. .... P×P; 10. Kt×P, P—B 4; 11. K Kt—B 3, Q×P ? ? 12. K R—K 1 and the Queen is lost.

10. P—K 3

Evidently with the intention of answering an eventual ....P×P with P×P, thus preventing Black's Q Kt from reaching K 4 or Q B 4. In addition, ...P—K 5—K 6 is again restrained. The text has, however, the slight drawback of tending to weaken the white squares, thus making the retention of White's Bishop very desirable.

10.	Q Kt—Q 2
11. Q R—B 1	P—B 3

Preparing for the development of the Bishop by ....Kt—B 1 etc.

12. P—B 5

White opens up the position in the hope of turning his greater mobility to account.

12.	Q P×P
13. P×K P	Kt×P
14. Kt×Kt	Q×Kt
15. Q—R 3	Q—K 2 !

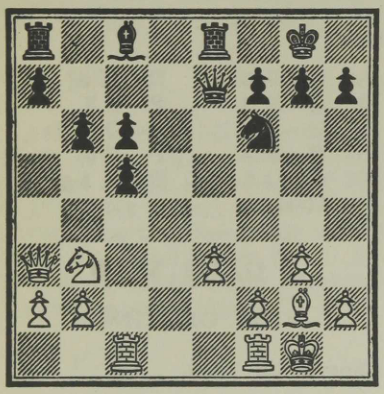
Keres is not interested in maintaining the extra Pawn by 15. .... Kt—Q 2; 16. Kt—B 4, Q—K 2; 17. K R—Q 1 and White exercises lasting pressure on Black's game.

16. Kt—Kt 3

This move has been unjustly criticized because Black's next move has been evaluated incorrectly. 16. Q×B P would have led to approximate equality; but Stahlberg is anxious to obtain the initiative by posting the Knight strongly at B 5.

16. ..... P—Q Kt 3 ? !

Position after 16. ....P—Q Kt 3 ? !



Black's sacrifice of the exchange is attractive because it results in the elimination of White's Bishop, with a consequent weakening of White's King-side, whether or not the sacrifice is accepted. The offer seems all the more correct since two of White's pieces are temporarily out of play ; *and yet the sacrifice is unsound !*

17. B×P B—Kt 2
18. B×B ?

This mistake justifies Black's play. Correct was 18. B×R ! Q—K 5 ; 19. B×P ch ! K×B ; 20. P—B 3, Q×P ch ; 21. R—B 2 and Black's attack is inadequate, *e.g.* 21. ....B×P ? 22. R—B 3, Q—K 8 ch ; 23. R—B 1 winning a piece ; or 21. ....R—K 1 ; 22. Q×P etc.

18. ..... Q×B
19. Q—R 4

White is now punished for his lack of enterprise. It is imperative to get the Queen into the game, but it is also important to avoid the dangerous consequences of ....Kt—K 5—Kt 4. If, however, 19. Kt—Q 2, Q R—Q 1 ; 20. Q R—Q 1, R—Q 4 and Black's game is clearly superior : he has the Queen-side majority, attacking prospects and control of the Q file (....K R—Q 1).

19. ..... Q R—Q 1
20. K R—Q 1

He must of course try to dispute the Q file.

20. ..... Kt—K 5 !

The threatened ....Kt—Kt 4 is all the more menacing because White cannot reply 21. P—R 4 or 21. P—B 4 ; for then would follow 21. ....Kt×P ! 22. P×Kt, Q—B 6 with a winning game.

21. Kt—Q 2

Explaining one of the purposes of White's 21st move : Black's K R is *en prise* to the Queen.

21. ..... Kt—Kt 4

21. ....P—Q Kt 4 ; 22. Q—B 2, Kt—Kt 4 is also possible. If then 23. P—K 4 (what else ?), R×Kt ; 24. R×R, Kt—B 6 ch ; 25. K—Kt 2 (if 25. K—B 1, then Black will be threatening mate on move 27), Kt×R ; 26. Q×Kt, Q×P ch and wins.

22. Q—K Kt 4

Or 22. P—R 4, Kt—R 6 ch ; 23. K—B 1, Q—R 8 ch (if 23. ....R×P ? 24. Kt—K 4 ! winning outright—of course not 24. P×R ? ? Q—R 8 ch and mate in two more moves) ; 24. K—K 2, Q—Kt 7 ; 25. R—B 1 (if 25. Kt—K 4, P—Q Kt 4 ! 26. R×R, R×R ; 26. Q—B 2, Kt—Kt 8 ch and wins), Kt×P ! 26. R×Kt, R×Kt ch and wins.

22. ..... R×Kt !

This stratagem exacts the penalty for White's previous faulty play.

Black gets a strong grip on the seventh rank and wins a Pawn by force.

23. Q×Kt	Q—Q 2 !
24. R×R	

Yielding to the inevitable ; if 24. Q—R 5, R—Q 1 ! and White must give way.

24.	Q×R
25. R—B 4	Q×Kt P

Decisive ; as will be seen, Black can safely disregard his opponent's desperate efforts to obtain a counterattack.

26. R—Q R 4	P—Q R 4
27. Q—Kt 4	R—Q 1

Not permitting the troublesome move Q—Q 7.

28. K—Kt 2	Q—Q 7
29. Q—R 4	P—R 3 !

After 29. ....P—Q Kt 4 ; 30. R—Q 4, R×R ; 31. P×R, Q×Q P ; 32. Q—K 7 White regains one of the Pawns with some chances of fishing in troubled waters.

30. R—K Kt 4

. . . Whereas now 30. R—Q 4 would be quite hopeless (30. .... R×R ; 31. P×R, Q×Q P ; 32. Q×Q, P×Q ; 33. K—B 3, P—B 4 ; 34. K—K 2, K—B 2 ; 35. K—Q 3, K—K 3 ; 36. K×P, K—Q 3 ; 37. P—Q R 4, K—B 3 ; 38. K—B 4, P—Kt 4 ; 39. P—R 3, P—R 4 ; 40. P—B 4, P×P ; 41. P×P, P—R 5 and wins).

30.	Q—Q 4 ch !
31. P—K 4	

Leaving his Queen-side defenceless ; but after 30. K—Kt 1, R—Q 3 (protecting the K R P and threatening ....Q—B 6) the game could not go on much longer.

31.	Q—Q 8
32. P—R 4	R—K 1 !

Relieving Black's Queen of the task of being nursemaid to the Rook.

33. Q—R 5	R—K 4
34. Q—R 3	P—B 5
35. R—B 4	Q—Q B 3
36. Q—R 4	P—B 6
37. Q—Q 8 ch	R—K 1
Resigns	

GAME 58

RETI OPENING

Noordwijk, 1938.

This game is of vital importance for opening theory, as it sheds valuable light on several thorny problems.

The move 2. ....P—Q 5 has now been the subject of endless controversy for more than fifteen years. Those who favour the move, argue that it seizes the initiative, gives Black a good development and cramps White's game. Those who decry 2. ....P—Q 5, claim that it gives White an immediate point of attack, making it easy for him to open useful lines and create new objects of attack.

No definitive answer has yet been given ; but it is true that 2. .... P—Q 5 is a move which commits Black to an active, alert policy because it leads to critical positions in which one opening move may determine the whole future course of the game.

P. Keres	Dr. M. Euwe
White	*Black*
1. Kt—K B 3	P—Q 4

Another (totally different) method is to reply 1. ....Kt—K B 3, with the intention of switching to one of the Indian Defences.

2. P—B 4 P—Q 5

Black can also adopt the more conservative moves 2. ....P—K 3 or 2. ....P—B 3.

3. P—K 3 Kt—Q B 3

After 3. ....P—Q B 4 ; 4. P×P, P×P White can either play for pressure on the long diagonal with 5. P—K Kt 3 etc. ; or else he can advance on the Queen-side with 5, P—Q Kt 4, and if then 5. ....P—K B 3, he might adopt Alekhine's interesting suggestion 6. P—B 5 ! ?

4. P×P

Keres has on occasion experimented with the wild move 4. P—Q Kt 4 ? but with no success, for example :

I. 4. ....Kt×P ; 5. P×P, P—K 4 ! 6. P—Q R 3 (if 6. P×P, B—K B 4 with a very good game), P—K 5 ! 7. P×Kt, P×Kt (Keres-Flohr, Pernau, 1937).

II. 4. ....P×P ; 5. B P×P, Kt×P ; 6. P—Q 4, P—K 4 ! 7. P—Q R 3 (not 7. Kt×P ? Q—R 5 ch), Kt—Q B 3 ; 8. P—Q 5, P—K 5 ! 9. K Kt—Q 2, Kt—K 4 ; 10. Kt×P, Q—R 5 ch (Keres-Stahlberg, Match, 1938).

In both cases, Black has a fine initiative.

4. ..... Kt×P
5. Kt×Kt Q×Kt

An interesting position. Black hopes to keep the Q P backward, while White intends to force the advance of this Pawn with gain of time (attacks on Black's Queen).

6. Kt—B 3 B—Kt 5 !

A quiet course is of little value to Black, *e.g.* 6. ....Kt—B 3 ; 7. P—Q 3, P—B 3 ; 8. B—K 3, Q—Q 2 ; 9. P—Q 4 (White has succeeded in his aims), P—K Kt 3 ; 10. B—K 2, B—Kt 2 ; 11. P—K R 3, O—O ; 12. O—O, P—Kt 3 ; 13. P—Q R 4 (Alekhine-Euwe, Match, 1937) and White's prospects are decidedly preferable.

7. Q—R 4 ch

Still another of Alekhine's countless suggestions. After 7. B—K 2 the weakness of White's position on the Q file is pronounced, giving Black easy counterplay.

7. ..... P—B 3 ?

Too passive. Correct was 7. .... B—Q 2 ! 8. Q—Kt 3 (if 8. Q—B 2, P—K Kt 3 ! preparing to fianchetto the K B and gaining support for ....B—B 4 as well), Q—K 4 ch ! 9. B—K 2, B—B 3 ; 10. O—O, O—O—O ; 11. P—Q 3, P—K 3 ; 12. B—K 3, B—B 4 with a very fine game for Black.

8. P—Q 3 Kt—B 3
9. B—K 3 Q—Q 2
10. P—Q 4

White has again achieved his goal. He has driven away the hostile Queen and commands more terrain.

10. ..... P—K 3

This matter-of-fact developing move brings to light another drawback of Black's thoughtless seventh move. Black's Q B is now situated very awkwardly on the King-side.

11. P—B 3 ! B—K B 4
12. O—O—O

It would have been more exact to play 12. P—K Kt 4 at once.

12. ..... B—Q 3 ?

For now Black could still have obtained a relatively playable game with 12. ....P—K R 4 ! averting

the difficulties which now begin to plague him.

13. P—K Kt 4 B—Kt 3
14. P—K R 4

Now the damage wrought by Black's previous inexactitudes is clear.

14. ..... P—K R 4 ?

Black avoids 14. ....P—K R 3 because his subsequent ....O—O would be met by P—Kt 5 opening a file. But this danger was infinitely preferable to the consequences of the text, which renders hopeless any prospect of successful resistance.

15. P—Kt 5 Kt—R 2

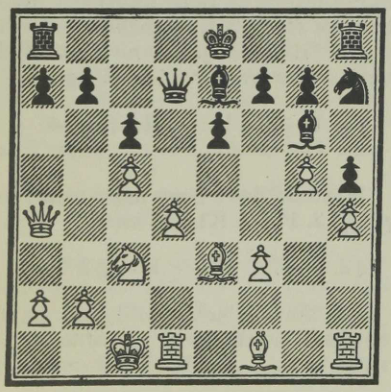
One can see that the problem of bringing this Knight into effective play is already insoluble. Thus Black has two pieces completely removed from the chief scene of action.

16. P—B 5 !

The immediate 16. P—Q 5, B P× P ; 17. Q×Q ch would also be favourable, but the dynamic method adopted by Keres is even more forcing.

16. ..... B—K 2

Position after 16. ....B- -K 2.



17. P—Q 5 ! !

This thrust is decisive. Black must not play 17. ....B P×P ? ? because of 18. B—Kt 5, whilst if 17. ....K P×P ; 18. Kt×P with a winning game.

17. ..... O—O

There is no better reply to the threatened P×B P. If for example 17. ....Q—B 1 ? 18. P—Q 6 wins a piece.

18. P×B P !

The simplest and strongest continuation, as Black has absolutely no chance in the ensuing endgame.

18. ..... Q×P
19. Q×Q P×Q
20. R—Q 7

A new positional advantage—and all with gain of time !

20. ..... K R—K 1
21. B—R 6 !

Another powerful stroke, which forces the win of the Q B P. Now Black must do penance for the absence of his misplaced pieces.

21. ..... P—K 4

Beginning a laborious but necessary defensive manœuvre.

22. R—B 7 Kt—B 1
23. B—Kt 7 Q R—Kt 1
24. B×P Kt—K 3

Relatively best ; if 24. ....Q R—B 1 ? 25. B×R, R×R ; 26. Kt—Q 5, R—Kt 2 ; 27. P—B 6 and wins. Or 24. ....K R—B 1 ; 25. R×B, R×B ; 26. R×R P with an easy win.

25. B×R Kt×R
26. B—Q 7 P—R 4

27. P—B 6 R—Kt 5

Euwe puts up a good fight under the circumstances ; but his position is a lost cause.

28. P—Kt 3 P—B 3
29. K—Kt 2 P×P
30. P×P B—B 2
31. R—Q 1

With the active participation of this Rook, the end is in sight.

31. ..... R—K R 5
32. R—Q 2 R—R 8

Or 32. ....K—B 1 ; 33. B—Kt 6 ! B—Q 1 (if 33. ....B×K Kt P ; 34. B×Kt ! B×R ; 35. B—Q 6 ch, K—Kt 1 ; 36. P—B 7 and wins) ; 34. B—K B 5, K—K 1 ; 35. P—Kt 6, B—Kt 1 ; 36. R×B ch etc.

33. P—B 4 !

Winning another Pawn, for if 33. ....P×P ; 34. B×P, B—Q 1 ; 35. B—B 5 and Black must lose a piece.

33. ..... B—Kt 5
34. P×P B—Kt 3
35. P—R 3 B×Kt ch
36. K×B P—K R 5
37. P—K 6 R—K 8
38. K—Q 4

Keres has handled the technical part very simply and ably ; he now concludes neatly with a King march.

38. ..... K—B 1
39. B—B 2 ! Kt×P ch
40. K—Q 5 Kt—B 2 ch

Or 40. ....K—K 2 ; 41. B×Kt, R×B ; 42. B—B 5 ch, K—B 2 ; 43. R—B 2 ch etc.

41. K—B 5 Resigns

GAME 59

FRENCH DEFENCE

Noordwijk, 1938.

Here we see Keres in the (thus far !) unusual role of defender ! He contributes the following interesting explanation of his choice of opening : "For a better understanding of the following play, it should be pointed out that Spielmann had a bad score at this stage, and was naturally inclined to play for a win in the most aggressive manner. Since this was obvious, I avoided the more complex move 1. .... P—K 4 (which I adopt almost invariably against 1. P—K 4)."

R. Spielmann	P. Keres
White	*Black*
1. P—K 4	P—K 3
2. P—Q 4	P—Q 4
3. Kt—Q B 3	Kt—K B 3
4. P—K 5	

Although this continuation was a great favourite with Steinitz, it has been considered inferior for many years.

4. ..... K Kt—Q 2

Reviving the old discredited system 5. Q Kt—K 2, P—Q B 4 ; 6. P—Q B 3, P—B 3 ; 7. P—K B 4, Spielmann had scored brilliant victories against Miss Menchik in the most recent Hastings Tournament and against Schmidt in an earlier round of the Noordwijk Tournament.

Keres was all set to meet this line with the Pirc analysis 7. .... Q B P×P ; 8. B P×P, P×P ; 9. B P×P, B—Kt 5 ch ! and White is in a quandary because of the threatened ....Q—R 5 ch ! This refutation is as logical as it is convincing : with 5. Q Kt—K 2 White undertakes to support his Pawn-chain. But Black, by attacking the Pawn-chain, creates valu-

able arteries of development, and gains time during the process.

5. P—B 4

Declining the bait, he adopts a more conservative move—after which Black still has no difficulty in securing a perfectly satisfactory game.

5. ..... P—Q B 4
6. P×P

We now perceive the basic distinction between this variation and the one resulting from 5. Q Kt—K 2 : in the latter variation White attempts the ambitious project of setting up a formidable Pawn-chain in the centre, based in the main on the all-important Pawn at Q 4. In the text variation (after 5. P—B 4) *the accent shifts to the occupation of White's Q 4 by a piece.* However, Black's position is elastic and prolific in resources.

6. ..... Kt—Q B 3
7. P—Q R 3

Presumably to guard against a subsequent ....Kt—Kt 5, which in some eventualities (with White's Queen at K Kt 4 and his K B at Q 3) would force the removal of White's highly prized K B.

7. ..... B×P
8. Q—Kt 4 P—K Kt 3 !

It is characteristic of the great master that he does not play even the most familiar variations by rote. The customary move is 8. .... O—O, after which White has some attacking chances (9. B—Q 3 etc.). It is true that master practice shows a preponderance for Black in the centre and on the Queen-side ; but the text deprives White of practically any attacking prospects.

9. Kt—B 3 P—Q R 3

Preparing for ....P—Q Kt 4, which should discourage any intention on White's part to castle Queen-side.

10. B—Q 3 P—Q Kt 4

Now White is faced with the unpleasant possibility of ....P—Kt 5, whereby Black would gain valuable ground on the Queen-side.

11. P—Kt 4

The necessity for this move is explained by the previous note ; but the text weakens White's Pawn position and renders O—O—O virtually impossible.

11. ..... B—R 2
12. P—K R 4 P—K R 4
13. Q—Kt 3 Q—K 2

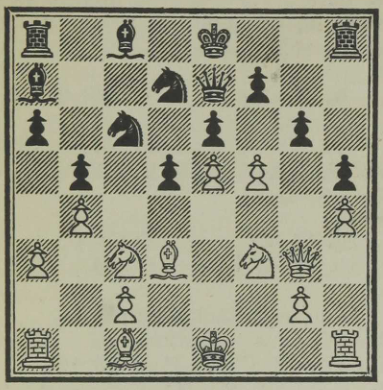
Black is now ready to play .... B—Kt 2 followed by ....O—O—O with a good game. White's best course is doubtless to permit this and continue with Kt—K 2 and B—Kt 2 with a view to occupying Q 4, although Black's game would be preferable.

14. P—B 5 ? !

True to his mercurial style, Spielmann tries to give the game a lively turn with a sacrifice which will create confusion in the enemy's ranks. His intention is to answer 14. ....Kt P×P with 15. B×B P, P×B ; 16. Kt×Q P, Q—B 1 (not 16. ....Q—K 3 ? ? of course. If 16. ....Q—Q 1 ; 17. P—K 6 is very strong) ; 17. Kt—B 7 ch with a dangerous attack.

Black's game seems to be in a very precarious state !

Position after 14. P—B 5 ? !



14. ..... B—Kt 1 ! !

Kmoch calls this the "strongest, most surprising and most effective move in the whole tournament" ! There is no wholly satisfactory reply :

I. 15. B—K B 4, Kt P×P ; 16. B×B P ? P×B ; 17. Kt×Q P, Q—K 3 (this is now possible as his Q B 2 is guarded) and White has no compensation for the piece.

II. 15. P—B 6 ? Q×B P ! etc.

III. 15. B—Kt 5, K Kt×P ! (threatening ....Kt×B ch followed by ....B×Q ch) ; 16. Kt×Kt, B×Kt ; 17. Q×B, Kt×Q ; 18. B×Q, K×B with a Pawn ahead.

15. P×Kt P

Thus Spielmann maintains material equality ; but in so doing, he must open the K B file for Black and relinquish important lines because of the disappearance of the K P.

15. ..... K Kt×P
16. P×P ch Q×P

White is now threatened with immediate extinction *via* ....Kt×B ch.

17. Kt—Kt 5

If 17. Q—B 2, Q—Kt 2 ! (with the double threat of ....Kt×B ch followed by ....B—Kt 6 or .... Q×Kt ch).

17. ..... Q—B 3
18. R—B 1 ?

Leads to his immediate downfall. 18. B—Q 2, Kt—Q 5 (threatening 19. ....Kt(4)—B 6 ch) ; 19. Q—R 3 was necessary.

18. ..... Kt—Kt 5 !

Wins a piece !

19. Q—B 3 Q×Kt ch
20. K—Q 1 Q—Kt 2 !

Simpler than 20. ....Q×R ; 21. Q—B 7 ch, K—Q 1 ; 22. Kt×P ch, B×Kt ; 23. Q×B and while White's attack is inadequate, it requires some attention.

21. Q—K 2 R—B 1 !

Simplifying. If now 22. Kt×P ? R×R ch and White can resign.

22. R×R ch K×R
23. Kt×P ch B×Kt
24. Q×B Kt—B 7 ch
25. K—K 1 Kt×B ch
26. P×Kt

White resigned without waiting for 26. ....Q×R. Keres has played with admirable restraint throughout.

GAME 60

DUTCH DEFENCE

Avro Tournament, 1938.

This is one of the narrowest escapes Keres has ever had from a lost game. The manner in which he extricates himself is correspondingly ingenious. Acute time pres-

sure, as usual, explains the lapses that occur after the thirtieth move.

A piquant feature of the game is the way in which both Kings are reciprocally threatened by the long-range Q B probing along the weak squares of the long diagonal.

Dr. M. Euwe *White*	P. Keres *Black*
1. P—Q 4	P—K 3
2. P—Q B 4	B—Kt 5 ch
3. Kt—B 3	P—K B 4

With 3. ....Kt—K B 3 Black could transpose into the Nimzo-indian Defence; the text indicates that he is in an even more enterprising mood. It might have been worth while, however, to interpolate 3. ....B×Kt ch before ....P—K B 4, in order to weaken White's Queen-side Pawns.

4. Q—Kt 3	Q—K 2
5. P—Q R 3	

It is best to clear the situation at once: if 5. P—K Kt 3, Kt—Q B 3! threatening ....Kt×P (even in answer to 6. P—Q R 3) and .... Kt—R 4 as well. If 5. Kt—B 3, Kt—K B 3 with a good game.

5.	B×Kt ch
6. Q×B	Kt—K B 3

As compensation for his slight loss of time, White has the two Bishops; as compensation for the two Bishops, Black has at least temporary control of K 5.

7. P—K Kt 3	P—Q 3

....Kt—K 5 cannot be considered as long as White has not yet played Kt—B 3, for he can always drive Black's Knight away later on with P—B 3.

8. Kt—B 3	P—Q Kt 3

It would have been a good idea to play ....P—Q R 4, making possible an exchange of Rooks in the event of White's P—Q Kt 4.

9. B—Kt 2	B—Kt 2

....Kt—K 5 would lead to difficulties after Q—B 2 with a view to Kt—Q 2

10. O—O	Q Kt—Q 2
11. P—Q Kt 4	O—O

Whether Black should play .... P—K 4 is questionable. There follows 12. P×P, P×P (if 12. .... Kt×P; 13. Kt—Q 4 gives White an excellent game); 13. B—Kt 2 (13. Kt—R 4 is inconclusive, for Black does not reply 13. ....B×B? allowing 14. Kt×P! but plays instead 13. ....Kt—K 5; 14. Q—K 3, P—Kt 3 or 14. B×Kt, P×B with a position that is difficult to assess) with strong pressure on Black's centre.

12. B—Kt 2	Q R—B 1

Lending the coming ....P—B 4 additional force.

13. K R—Q 1	

White intends to exert pressure on the Q file after the Pawn exchange which is on the horizon.

13. Q....	P—B 4
14. P×P	

Best. If 14. Kt P×P, Kt P×P and ....Kt—Kt 3 promises to be annoying.

14.	Kt P×P

This leaves a weak Q P and gives White the Queen-side majority, but 14. ....Q P×P also has its drawbacks, as 15. Kt—K 5 leads to general exchanges, after which White's remaining Bishop will be more useful than Black's Knight.

15. Q—Q 3

Missing a fine point and losing time in consequence. More accurate was 15. P—Kt 5, Kt—Kt 3; 16. P—Q R 4 gaining a move in comparison to the text play.

15. ..... Kt—Kt 3 !

For if 16. Q×Q P, Q×Q; 17. R×Q, Kt×P; 18. B×Kt, Kt×R; 19. B—K 7 with approximate equality.

16. P—Kt 5 K R—Q 1

Here or on the next move, ... P—K 4 is probably better, despite the resulting backwardness of the Q P. The point is, that Black would obtain a strong position in the centre and the position would be relatively close, so that White's Bishops would play a minor role. The text policy of playing for .... P—Q 4 leads to an opening of the position, with enhanced value of the Bishops as a result.

17. P—Q R 4 P—Q 4

....P—K 4 ! was still possible.

18. P×P R×P

....Q Kt×P is more aggressive.

19. Q—B 2 R×R ch
20. Q×R !

The unthinking 20. R×R would be answered by 20. ....B—K 5 and all of White's advantage is gone: 21. Q—Kt 3, B—Q 4; 21. Q—B 2, B—K 5; 22. Q—Kt 3, B—Q 4 and White must either take a draw by repetition or go in for 23. Q—R 3, Kt—B 5; 24. Q—R 1, leaving Black with a good game.

20. ..... Kt—B 5

Since Black's strategical disadvantage still remains (although in attenuated form), he must adopt an active policy.

21. B—B 1

This is rather slow, but if 21. B×Kt, Q×B; 22. R—B 1, ... B—Q 4 and Black stands well.

21. ..... P—K 4 ?

But this allows White's Bishops to come to life. 21. ....Kt—K 5 followed by ....Q—B 3 was in order, with about even chances.

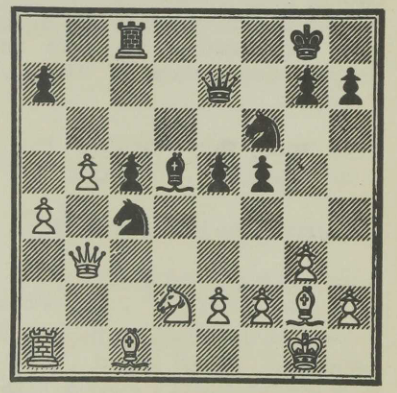
22. Q—Kt 3 ! B—Q 4

Forced, as ....Q—K 3 ? or .... Q—B 2 ? is refuted by Kt—Kt 5. The game now enters on an inordinately difficult phase for Black.

23. Kt—Q 2 !

Stronger than 23. Kt—R 4, which is met by 23. ....P—K 5 and the Knight is out of play and all the pressure is relieved (if 24. Kt× P ? Q—K 4).

Position after 23. Kt—Q 2 !



23. ..... P—K 5 !

The best move. If 23. ....Kt× Kt ? 24. B×B ch, K—B 1 (if 24.

....K—R 1 ; 25. B×Kt, Q—Q 3 ; 26. B—K 6, R—K 1 ; 27. B—B 7 or 25. ....R—Q 1 ; 26. B—Kt 5) ; 25. B×Kt, Q—Q 3 ; 26. B—B 6, Q×B ; 27. Q—K 6 and wins.

If 23. ....Q—K 3 ? or ....Q—B 2 ? 24. B×B wins a piece.

Finally, if 23. ....Kt—Kt 3 ; 24. B×B ch, Kt(Kt 3)×B (not 24. .... Kt(B 3)×B? 25. P—R 5, P—QB5; 26. Q—K B 3, P—K 5 ; 27. Q× B P, R—B 1 ; 28. Q×P and wins) ; 25. P—R 5 with considerable advantage.

24. Kt×Kt Q—K 3

Keres has been criticized for this move, with 24. ....Q—B 2 recommended in its stead—the idea being that after 25. B—K R 3, B×Kt, Black's Bishop can retreat to K 3, sparing the Queen the menial task of guarding the K B P and thus avoiding the later ....P—Kt 3 with its debilitating effects.

However, the annotators overlook what Keres must have seen : that after 24. ....Q—B 2, 25. B—K R 3 ! B×Kt ; 26. Q—Kt 2 ! B—K 3 ; 27. Q—K 5 ! Kt—Q 2 ; 28. Q—Q 6 Black's game becomes unbearably difficult (P—R 5 is in the offing).

Both in this variation and in the text continuation, we note the serious consequences of 21. .... P—K 4 ?

25. B—K R 3 B×Kt
26. Q—B 2 B—Q 4

Parrying the threat of B×P.

27. P—R 5 B—Kt 2

Another drawback to the recommended ....Q—B 2 and ....B—K 3 is that Black's Bishop would have been unable to restrain White's Queen-side Pawns.

28. B—Q Kt 2 Kt—Q 4

If 28. ....P—Q B 5 ; 29. B—Q 4 is troublesome. But now White establishes an annoying pin.

29. Q—B 4 ! P—R 4
30. P—K 3

The K B is to be brought into play very strongly.

30. ..... K—R 2

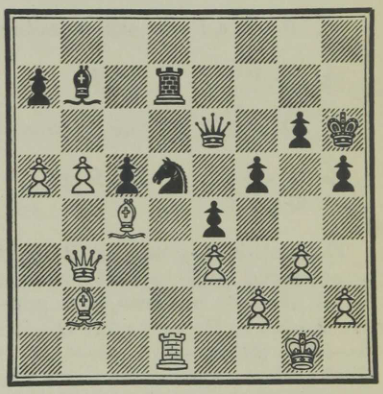
Alatortsev has suggested .... K—B 2 followed by ....P—R 5. But this sounds more promising than it actually is, and Black's King would still be insecure.

31. R—Q 1 P—Kt 3

This has all the earmarks of a time pressure move. It renders Black superficially safe on the King-side, but opens up devastating vistas for White's Q B.

32. B—K B 1 R—B 2
33. Q—Kt 3 R—Q 2
34. B—B 4 K—R 3

Position after 34. ....K—R 3.



The position is now ripe for some pretty play. White's proper course was 35. B—R 1 ! threatening Q—Kt 2. As an example of the resulting possibilities, Alatortsev gives 35. B—R 1 ! Q—Kt 1 ; 36. Q—

Kt 2 ! (threatening Q—K 5) ; Q—K 1 (if 36. ....R—K 2 ; 37. B×Kt, B×B ; 38. R×B, Q×R ; 39. Q—R 8 ch, R—R 2 ; 40. B—Kt 7 ch, K—Kt 4 ; 41. P—R 4 ch ! K—Kt 5 ; 42. Q×R, Q—Q 8 ch ; 43. K—R 2, P—Kt 4 ; 44. Q—Kt 6 !) ; 37. K—Kt 2 ! followed by exchanges on Q 5 which must win, *e.g.* 37. ....Kt× P ch ; 38. P×Kt, R×R ; 39. Q—Kt 7 ch, K—Kt 4 ; 40. B—B 6 ch, K—Kt 5 ; 41. P—R 3 mate.

35. P—R 4 ?

Being in great time pressure, White decides to play "simply," but he complicates the position even more, and allows Black dangerous counter-chances.

35. ..... P—B 5 !

A time pressure inspiration ! It should still lose, but it is the only move that holds out any hope.

36. K P×P ?

Kmoch has remarked acutely that since Black has nothing to lose by creating diversions, he plays energetically ; whereas White, who has everything to lose by the time pressure, cannot easily make up his mind.

Pirc has shown that White has rather a long-winded but certain win with 36. B×Kt ! R×B (if 36. ....B×B ; 37. Q—B 3 ! threatening Q—R 8 ch or K P×P or Q×P ; or if 36. ....Q—Kt 5 ; 37. B—K 5 !) ; 37. R×R, Q×R (if 37. .... B×R ; 38. Q—B 3 etc.) ; 38. Q×Q, B×Q ; 39. Kt P×P ! (White's King must have access to K Kt 3). Contrary to one's reasonable expectations, the ending is now won for White :

I. 39. ....K—R 2 ; 40. K—Kt 2, K—Kt 1 ; 41. K—Kt 3, K—B 2 ; 42. P—B 5 ! P×P forced ; 43. K—B 4, K—Kt 3 ; 44. K—K 5 and wins ; or 43. ....K—K 3 ; 44. K—Kt 5 winning the K R P.

II. 39. ....B—B 5 ; 40. P—Kt 6, P×P ; 41. P×P, B—R 3 ; 42. K—Kt 2, P—B 5 (if 42. ....P—Kt 4 ! ? 43. B P×P ch, K—Kt 3 ; 44. K—Kt 3, K—B 4 ; 45. P—Kt 6 !) ; 43. K—Kt 3, B—Kt 2 ; 44. B—B 6 ! (not 44. P—B 5 ? P—Kt 4 ! and draws), B—R 1 ; 45. P—B 5, P×P (if 45. ....P—B 6 ; 46. B×P ! P—Kt 4 ; 47. B—B 6, P×P ch ; 48. B×P ! and wins by K—B 4—K 5—Q 6—B 7) ; 46. K—B 4, K—Kt 3 ; 47. B—B 3, B—Kt 2 ; 48. K—K 5, B—R 1 ; 49. B—Kt 2, B—Kt 2 ; 50. K—Q 6, P—B 5 (the only chance) ; 51. K—B 7, B—Q 4 ; 52. P—Kt 7, B×P ; 53. K×B, K—B 4 ; 54. K—B 6, K—Kt 5 ; 55. K—Q 5, K×P (if 55. ....P×K P ; 56. P×P, K—B 6 ; 57. B—B 1, P—B 6 ; 58. K—B 4 etc. Or 55. ....K—B 6 ; 56. K P ×P ! etc.) ; 56. B—K 5 ! K—R 6 ; 57. K×B P, P—B 6 ; 58. K—Q 4, P—R 5 ; 59. B—B 6 ! K—Kt 5 ; 60. B×P (or even 60. B—Q 8) and wins.

This analysis is quoted because of its uncommonly instructive character ; it would be absurd to imagine that either of the players could have seen even its main outlines in time pressure.

36. ..... P—K 6 !

The advance of the Pawn saves the game.

37. B×Kt

Best. The game has become so critical that White can easily go wrong :

I. 37. P×P ? Q—R 6 ; 38. B× Kt (if 38. P—K 4, Kt×B P wins. If 38. R—Q 2, Kt×B P ! still wins), Q×P ch ; 39. K—B 1, B×B and wins (40. R×B, Q—B 6 ch etc. or 40. Q—B 2, B—Kt 7 ch etc.).

II. 37. P—B 3, Q—R 6 ; 38. B×

Kt, Q×P ch; 39. K—R 1, R×B! and wins.

III. 37. B—K 5, Q—R 6! 38. B×Kt (or 38. B—B 1, P×P ch; 39. K×P, Q—R 7 ch; 40. K—K 1, Q—Kt 8! with a strong attack, the chief threat being ....P—B 5), P×P ch; 39. K×P, Q—R 7 ch; 40. K—B 1, B×B and wins.

37.	P—K 7!!
38. R—K 1	Q×B

But not 38. ....B×B? 39. Q—Q B 3. Or 38. ....R×B? 39. Q—Q B 3! Q—Kt 1; 40. P—B 3 (not 40. R×P? R—Q 8 ch; 41. R—K 1, R×R ch; 42. Q×R, Q—Q 4 and Black draws), R—Q 8; 41. K—B 2 etc.

39. Q×Q	R×Q

Capture of the K P would now lead to mate in three.

40. P—B 3	R—Q 8
41. K—B 2	Drawn

The complications and the time pressure have ended simultaneously! After 41. ....B×P; 42. B—B 3, R—Q 6 a draw is the proper outcome. A tense, exciting game, full of unusually interesting points, despite its imperfections.

GAME 61

FRENCH DEFENCE

Avro Tournament, 1938.

While chess technique continues to undergo ever greater refinements, psychological factors are by no means receding into the background. In fact, as technique becomes more widespread, psychological differences become more significant. In modern chess, they make their presence felt in two particularly important ways:

(1) In the old days, a "prepared variation" was one which dealt with a new series of moves; to-day, a "prepared variation" consists of old moves which have been discarded for anywhere from ten to fifty years! The modern master realises that *if these old variations are met by the best defence*, he can expect no more than equality. But here the psychological element plays its part: the opponent may fear that a new wrinkle has been introduced into the old variation; or that he is not fully conversant with the "obsolete" variation. The result is doubt, uncertainty, worry, confusion. Valuable time is consumed, and the hesitant attitude is carried over into the middle game.

(2) To-day, all first-rank masters are familiar with Lasker's doctrine of having faith in the defensive resources of difficult positions. Again and again a surprise defensive move, or a stubborn resistance, will save a player from the consequences of a bad opening. But in the present game we can almost sense how Capablanca's unsureness in the opening leads him astray in the middle game, despite the availability of defensive possibilities which would make White's task much more difficult.

P. KERES	J. R. CAPABLANCA
White	*Black*
1. P—K 4	P—K 3
2. P—Q 4	P—Q 4
3. Kt—Q 2	

A move which was a strong favourite with the late Dr. Tarrasch in the early '90s. Subsequently, when Tarrasch had evolved one of his most important theories about terrain (that Knights are almost always more effective at K B 3 than at K 2, and at Q B 3 than at Q 2, because of the greater command of the centre exercised from the third

rank), he was consistent enough to discard the text move.

Despite this objective drawback, 3. Kt—Q 2 has been played by the Russian masters, by Spielmann and by Keres with very fair success !

3. ..... P—Q B 4

This would obviously be a poor move against the normal 3. Kt—Q B 3 ; but it can be ventured safely against 3. Kt—Q 2. An interesting example of Tarrasch's theory.

For 3. ....Kt—K B 3 see Game No. 34.

4. K P×P K P×P

Played almost invariably. 4. .... B P×P ? is met by 5. B—Kt 5 ch, B—Q 2 ; 6. P×P ! leaving Black with a poor game. However, the alternative 4. ....Q×P is probably good enough, despite its dubious appearance, to obtain equality ; for example 5. K Kt—B 3, P×P ; 6. B—B 4, Q—Q 1 ; 7. O—O, Kt—Q B 3 ; 8. Kt—Kt 3, Kt—B 3 ; 9. Q—K 2, B—K 2 ; 10. R—Q 1, O—O ; 11. Q Kt×P, Q—B 2 ! (important, to prevent B—B 4) ; 12. Kt×Kt, P×Kt ; 13. B—K Kt 5, B—Kt 2 ; 14. Q—K 5 leading to a somewhat better ending for White (Keres-Eliskases, Noordwijk, 1938).

5. K Kt—B 3

The problem now presented to both players is a most interesting one. Black will be left with an isolated Q P, but as compensation he will secure a free and promising development for his pieces. As the sequel shows, however, Capablanca is evidently uneasy about the isolated Pawn, and does not select the best possible development.

5. ..... Kt—Q B 3

Already a slight inexactitude. Keres points out that 5. ....Kt—K B 3 (so as to answer 6. B—Kt 5 ch with ....B—Q 2) was preferable.

5. ....P—B 5 would avoid an isolated Q P, but would leave a weak Pawn formation.

6. B—Kt 5 Q—K 2 ch

A poor move based purely on psychological considerations. Black evidently expects 7. Q—K 2, Q×Q ch with a quick draw in the offing.

If Black had not been following this will-o'-the-wisp, he could have obtained a normal development with 6. ....B—Q 3 ; 7. O—O, Kt—K 2 ; 8. P×P, B×P ; 9. Kt—Kt 3, B—Kt 3 etc.

7. B—K 2 !

Keres has no desire for an early draw, especially after Black's loss of time—and the attitude indicated by Black's last move.

7. ..... P×P
8. O—O Q—B 2

Doing penance for his sixth move.

9. Kt—Kt 3 B—Q 3

Still another inexactitude, which leads to a worsening of Black's Pawn position in due course. Keres expected 9. ....Kt—B 3 ; 10. Q Kt×P, B—K 2, leaving Black with a somewhat inferior but defensible game.

10. Q Kt×P P—Q R 3

Practically forced ; Black cannot very well allow Kt—Q Kt 5, which would enhance White's position considerably by giving him two Bishops plus the pressure on the Q P ; while there is hardly time for 10. ....Kt×Kt because of 11. Q×Kt, Kt—B 3 ; 12. B—Kt 5 ch, B—Q 2 ; 13. R—K 1 ch, B—K 2 ; 14. B—K B 4 (Blumenfeld) with a strong initiative for White.

11. P—Q Kt 3 !

A novel move which speaks well for the freshness of Keres's play. The Q B will be a permanent menace on the long diagonal, and is therefore much more effective here than after the hackneyed B—K 3.

11. ..... K Kt—K 2
12. B—Kt 2 O—O

....Kt—K 4 would have set White more difficult problems.

13. Kt×Kt !

Another unexpected move, because it seems to unite Black's Pawns.

13. ..... P×Kt
14. P—B 4 !

Now White's plan is clear : Black must either submit to an isolated Q P again, with the added inconvenience of ceding control of the Q B file to White ; or else he must resign himself to a backward Q B P on the open Q B file—with his weak Q R P likewise subject to pressure.

14. ..... B—K 3

The attractive-looking 14. .... B—K Kt 5 ? ? would be a gross blunder because of 15. Q—Q 4.

15. Q—B 2 ! P×P

Black's position is most uncomfortable. If 15. ....P—R 3 ; 16. Q—B 3, P—B 3 and new weaknesses have been created in Black's game. Or 15. ....K R—Q 1 ; 16. Q—B 3, P—B 3 ; 17. K R—K 1 with a difficult game for Black.

16. B×B P B×B
17. Q×B K R—Kt 1

Intending an interesting manœuvre to guard the fourth rank and also the Queen-side Pawns. The absence of the K R from its natural protective square K B 1 makes itself felt later on, however ; hence 17. ....P—Q R 4 might have been ventured here. The attack with 18. Q—K Kt 4, Kt—Kt 3 ; 19. P—K R 4 would then be premature because of 19. ....Kt—K 4 ! (not 19. ....Q—B 1 ? ? 20. Q—Q 4 !).

18. P—K R 3

Freeing his Knight from the defence of the K R P. This piece is destined to make an extraordinary tour !

18. ..... R—Kt 4

Now that White's Knight is available for attack, Black questions the feasibility of ....P—Q R 4 and prefers to prevent Kt—Kt 5.

19. Q R—B 1 R—Q B 1

There is not much choice : if 19. ....R—Q B 4 ; 20. Q—Q 4, Kt—B 4 ; 21. Q—K 4 ; or 19. ....P—Q R 4 ; 20. Q—K Kt 4 (20. Q×R leads to nothing definite), Kt—Kt 3; 21. Kt—Q 4. In either event, White has a winning position.

20. K R—Q 1

Q—K Kt 4 was a fine alternative. The text is played with a view to utilizing the Q file, which Black cannot dispute because of the necessity for guarding his weak Pawns.

20. ..... Kt—Kt 3

Because of the possibility mentioned in the next note, it has been suggested that Black should have played 20. ....B—B 5 (disconnecting White's Rooks) ; 21. R—B 2, Kt—Kt 3 ; 22. Kt—Q 4, R—

Q 4 ! and Black's Q B P and Q R P are immune from capture.

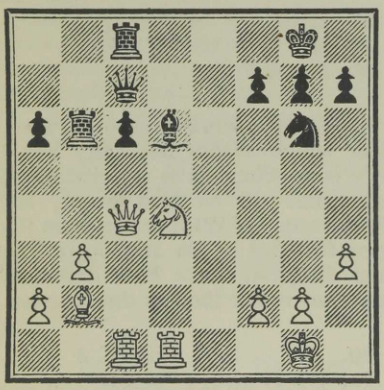
However, after 22. B—B 1 ! White would be able to double Rooks on the Q file or the Q B file, in either case to good effect.

21. Kt—Q 4 R—Kt 3

On 21. ....R—Q 4 White can play either 22. Q×R P or else 22. Kt×P ! R×R ch ; 23. R×R, Q×Kt ; 24. R×B !

One would now think that Black has set up a satisfactory defence, as he is still holding in reserve .... B—B 1 to complete the protection of his King-side. But now comes one of those dynamic moves for which Keres is famous !

Position after 21. ....R—Kt 3.



22. Kt—K 6 ! ! Q—Kt 1 !

This interesting move is the best defence, as may be seen from the following :

I. 22. ....P×Kt ; 23. Q×P ch followed by the capture of the Bishop with a dominating position and a Pawn to the good for White.

II. 22. ....B—R 7 ch ; 23. K—R 1 and now :

(a) 23. ....P×Kt ; 24. Q×P ch, K—R 1 ; 25. R—Q 7 and wins.

(b) 23. ....Kt—K 4 ; 24. B×Kt, Q×B ; 25. Kt—B 5 and White wins a Pawn, remaining with an immensely superior position.

23. Kt—Kt 5

During the game Keres was under the impression that he could not play 23. Kt×P because of 23. .... B—K 4 ; 24. R—Q 7, R—B 1 ; 25. Kt—B 5, B×B ; 26. Kt—R 6 ch, K—Kt 2 ; 27. Kt×P, R—Kt 2 and White's attack is spent. This is correct, but both Keres and the annotators were wrong in assuming that after 23. Kt×P, B—K 4 ; 24. B×B, Q×B White's Knight is lost ! For Blumenfeld's move 25. Q—K Kt 4 ! rescues the Knight.

Should Black play 24. ....Kt×B (after 23. Kt×P, B—K 4 ; 24. B×B), White could continue 25. Q—B 3, K×Kt ; 26. P—B 4 and he should win the resulting ending.

It must be admitted that such involved lines of play are difficult to calculate with limited time at one's disposal ; in any event, the move actually adopted by Keres is also quite good, as Black's forces have been driven back and disorganised.

23. ..... R—Kt 2
24. Q—K Kt 4

Not 24. Q×R P ? B—B 5 etc. The text threatens 25. R×B.

24. ..... B—B 5

The only move : if 24. ....B—B 1 ; 25. Q—R 5, P—R 3 ; 26. Kt×P !

25. R—B 4

With the piquant threat of 26. Kt×R P ! K×Kt ; 27. R×B !

25. ..... R—Kt 4

Although this loses a Pawn, it can hardly be labelled a mistake ;

for the recommended alternative 25. ....B×Kt; 26. Q×B leaves White with a clearly winning game: he can double on the Q file or Q B file with decisive effect, his Bishop is infinitely more useful than Black's Knight, and the advance of his K R P will further enhance his attacking chances.

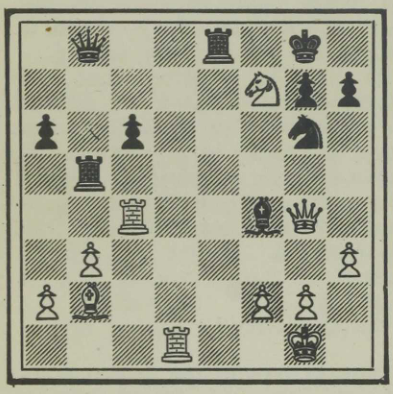
26. Kt×B P!

Again this fatal Knight!

26. ..... R—K 1

If 26. ....K×Kt; 27. R—Q 7 ch wins quickly. Or if 26. ....R—B 1, then simply 27. Kt—Q 6!

Position after 26. ....R—K 1.



27. P—Kt 3! Q—B 1

Being in time pressure, Capablanca is anxious to remove the chief attacking piece. If for example 27. ....B—B 2; 28. R×P wins easily; or 27. ....K×Kt; 28. R×B ch, K—Kt 1 (if 28. ....Kt×R; 29. Q×P ch and mate next move); 29. R—Q 7 and wins.

Keres and other annotators have recommended as Black's best chance 27. ....B×P; 28. Q×B? Q×Q ch; 29. P×Q, K×Kt etc.; but despite his time difficulties, Capablanca rightly avoids this variation. After 27. ....B×P it is rather pointless for White to give up his beautiful attacking position with 28. Q×B? when he has the much stronger reply 28. P×B! Since 28. ....K×Kt? would thereupon lose in short order (29. R—Q 7 ch), Black must have recourse to 28. ....Q—R 2 ch; 29. R(4)—Q 4! giving the following interesting variations:

I. 29. ....K×Kt; 30. K—Kt 2, Q—B 4 (if 30. ....R—K 2; 31. R—B 1 ch wins at once; if 30. .... Q—Kt 1; 31. R—Q 7 ch is decisive); 31. R—Q 7 ch, R—K 2; 32. R×R ch and wins.

II. 29. ....Q×Kt; 30. R—Q 7, R—K 2 (if 30. ....Kt—K 2; 31. R—K 1 wins); 31. R—Q 8 ch! R—K 1; 32. Q—B 8, R×R; 33. R×R ch, Kt—B 1; 34. B—R 3 and wins.

28. R×B Q×Q
29. R×Q K×Kt
30. R—Q 7 ch

Forcing the win of a second Pawn, after which White naturally has a very easy win. It is interesting to note that up to this point, the effectiveness of White's Rook on the open file and of his Bishop on the long diagonal, *have been expressed in threats rather than in direct action.*

30. ..... R—K 2
31. R×R ch K×R
32. B×P R—Q R 4
33. P—Q R 4 R—Q B 4
34. R—Kt 4 K—K 3
35. K—Kt 2 P—K R 4
36. R—Q B 4 R×R
37. P×R K—Q 3
38. P—B 4 Resigns

For if 38. ....K—B 4; 39. P—B 5, Kt—K 2; 40. B—B 8 etc.

A fine game by Keres. This inordinately complex struggle is particularly notable for White's bright opening play, for the ingen-

ious Knight pirouettes and for the many combinations that did not occur !

GAME 62

RUY LOPEZ

Avro Tournament, 1938.

The following game is notable from several points of view.

It was the crucial game which ultimately decided the allocation of the first and second prizes in what many consider the outstanding tournament of modern times.

It is one of the most important theoretical games ever played with this opening. In it Keres rehabilitates, paradoxically enough, an important defence to his favourite opening !

Finally, the game illustrates the stresses and tensions of modern tournament play, with their resulting imperfections and inexactitudes. For all that, the reader cannot help but feel that this is a great fighting game, worthy of the momentous occasion on which it was contested.

R. Fine	P. Keres
White	*Black*

1. P—K 4

Fine came to this tournament with the unique resolve of playing 1. P—K 4 in every game where he had White, and answering 1. P—K 4 with 1. ....P—K 4 in every game where he had Black ! He deviated only once from this course.

1.	P—K 4
2. Kt—K B 3	Kt—Q B 3
3. B—Kt 5	P—Q R 3
4. B—R 4	Kt—B 3
5. O—O	B—K 2
6. Q—K 2	

The Worrall Attack, a welcome variant from the more frequently encountered 6. R—K 1

6.	P—Q Kt 4
7. B—Kt 3	P—Q 3

The Pawn sacrifice 7. ....O—O ; 8. P—B 3, P—Q 4 ! ? is still unclear in its ultimate implications.

8. P—Q R 4	B—Kt 5

Instead of spinelessly relinquishing the Q R file to his opponent, with 8. ....Q R—Kt 1, Black resorts to combinative finesse to dispute this file.

8. ....P—Kt 5 ? is of course refuted by 9. B×P ch or 9. Q—B 4.

9. P—B 3

Not 9. P×P ? Kt—Q 5. But after the text, it seems that Black will have to swallow his pride and play 9. ....Q R—Kt 1 after all.

9.	O—O !

This temporary Pawn sacrifice has to be calculated with the utmost care, as will be seen.

10. P×P	P×P
11. R×R	Q×R
12. Q×P	

While it would be too harsh to call this move a blunder, the subsequent course of the game indicates that White would have been well advised to avoid the following complications by playing 12. P—R 3 or R—Q 1 or P—Q 3.

12.	Kt—R 2 !

An important improvement. After the routine continuation 12. ....Kt—Q R 4 ? 13. B—B 2, Kt×P White has 14. Kt×P ! R—Kt 1 (or 14. ....P×Kt ; 15. Q×K P and wins) ; 15. B×Kt, R×Q ; 16. B×Q

etc. (Böök—Alexander, Margate, 1938).

13. Q—K 2

White concludes that discretion is his best course, for after 13. Q—R 5 (if 13. Q—R 6, Black can simply play ....Kt×P with the better game), Q×P ; 14. Q×Kt, B×Kt ; 15. P×B, Q×Kt ; 16. Q×P, Q—Kt 3 ch ; 17. K—R 1, Q—Q 6 Black has a winning attack :

I. 18. K—Kt 2, Kt—R 4 ! and wins.

II. 18. R—Kt 1, Q×P ch ; 19. R—Kt 2, Kt—Kt 5 ! and wins.

13.	Q×P

....Kt×P is not convincing because of 14. Q—K 3. The text leads to an ending in which Black has a comfortable initiative because of White's weak Pawns and retarded development.

14. Q×Q	Kt×Q
15. P—Q 4	

The ensuing doubling of White's Pawns must have been distasteful to him ; but if 15. B—Q 1, Kt—B 4 with the unpleasant possibility of ....Kt—Q 6.

15.	B×Kt
16. P×B	Kt—K Kt 4
17. K—Kt 2 ?	

White could have achieved approximate equality with 17. B×Kt, B×B ; 18. P×P, P×P, 19. R—K 1, B—B 5 ; 20. R—K 2. The text, on the other hand, involves him in new difficulties.

17.	R—Kt 1
18. B—Q B 4	P×P
19. P×P	Kt—K 3

White has retained his Bishop-pair, but his Q P and Q Kt P are now stamped as definite weaknesses.

20. P—Q 5

If 20. B×Kt, P×B and Black can still train his guns on the weak Pawns by means of ....B—B 3 and ....Kt—B 3 (or ....Kt—Kt 4 in some instances). Or 20. R—K 1, B—B 3 ; 21. B×Kt, P×B ; 22. R×P, K—B 2 ! (better than 22. ....B×P ; 23. R—K 7) ; 23. R—K 2 (if 23. R—K 4, P—Q 4 regains the Pawn advantageously), B×P and Black has much the better ending.

20.	Kt—B 4
21. Kt—B 3	Kt—B 1

The fact that Black has been able to dispense with the services of this Knight for so many moves is an indication of how badly White's development has been in arrears. The Knight returns from his exile and is to menace White's weak Q P.

22. R—K 1	K—B 1
23. R—K 2	P—B 4 ?

Up to this point Black has played extremely well, but his last move is an inconsistency which might have cost him most of his advantage. Keres points out that Black's proper course was 23. ....R—Kt 5 ; 24. B—Kt 5, Kt—R 2 ; 25. B—B 6 (the Bishop has no other square !), Kt×B ; 27. P×Kt, R—Q B 5 ; 28. Kt—Q 5, Kt—K 3 winning a Pawn, with a very likely win.

If 24. B—R 2 (after 23. ....R—Kt 5), then 24. ....Kt—Q 6 wins a Pawn.

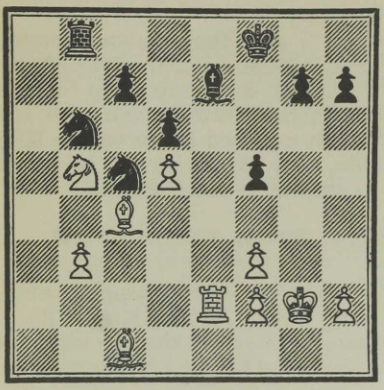
24. Kt—Kt 5

He prevents ....R—Kt 5, and seeks counterplay.

24.	Kt—Kt 3
25. P—Kt 3	

Black must now strain every effort to maintain the advantage.

Position after 25. P—Kt 3.



25. ..... Kt×Q P !

An interesting move which creates complications. Although it should not have succeeded, it is now Black's best practical chance, after his mistake on move 23.

The alternative line 25. ....P—B 3 ; 26. P×P, P—Q 4 is dismissed by Keres with 27. P—Kt 4 ! Kt×B ; 28. P—B 7 followed by 29. P×Kt and it is White who has the advantage !

26. Kt—Q 4

Better than 26. Kt × Q P, B×Kt ; 27. B×Kt, Kt×P ; 28. R—Kt 2, B—R 6 ; 29. R×Kt, R×R ; 30. B×R, B×B and despite the Bishops of opposite colours, Black has some winning chances with his extra Pawn (Keres).

26. ..... Kt—Kt 5

The only correct move, ... Kt—Kt 3 or ....Kt—B 3 being answered by 27. R×B etc.

27. B—Q 2 ?

Very plausible because of the threatened 28. B×Kt, R×B ; 29. Kt—B 6 etc. But Keres refutes this with a beautiful combination, and hence 27. Kt×P, B—B 3 ; 28. B—B 4 was decidedly preferable.

27. ..... P—Q 4 ! !
28. B×Kt

He has no choice : he must continue with his plan.

28. ..... R×B

Not 28. ....P×B ; 29. R×B, R×B ; 30. P×P, R×P ; 31. R× B P and Black has nothing.

29. Kt—B 6

It is clear that after 29. R×B, K×R ; 30. Kt—B 6 ch, K—Q 3 ; 31. Kt×R, P×B ; 32. P×P, Kt—Q 2 (Keres) Black would win the Q B P with an easy win in prospect.

29. ..... P×B
30. Kt×R P×P

Black has carried out the plan initiated with his 27th move : he has two Pawns for the exchange, and his Knight is capable of performing miracles ! White cannot hold the position.

31. Kt—Q 5

White must do something about the threat of ....B—B 3 followed by the advance of the Q Kt P. Now that the game has reached its most exciting stage, both players are afflicted with time pressure, White being worse off in this respect than his opponent.

31. ..... Kt—Q 6 !

Very pretty ; if 32. Kt×B, Kt—B 5 ch wins ; if 32. R×B, P—Kt 7 wins.

32. R—Q 2 P—Kt 7
33. R—Q 1

If 33. Kt—B 3, Kt—B 5 ch ! 34. K—Kt 3, Kt—R 4 ch ; 35. K—Kt 2, B—Kt 5 and wins.

33. ..... P—B 4 ?

An inexactitude, although the game is still won.

There was a much simpler and

quicker win with 33. ....Kt—B 8 ; 34. Kt—B 3, B—Kt 5 ; 35. Kt—Kt 1, P—B 4 ; 36. K—B 1, P—Q B 5 and White is helpless, as his King is confronted with a "No Trespassing" sign.

34. R—Q Kt 1

Taking advantage of his opponent's lapse.

34. ..... P—Q B 5
35. K—B 1

Now the King can take a hand, considerably prolonging White's resistance.

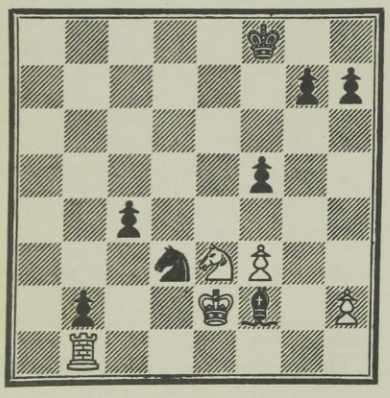
35. ..... B—B 4
36. K—K 2

The Pawn must fall, for if 36. Kt—K 3 ? B×Kt ; 37. P×B, P—B 6 wins at once. Thus Black now gets a third Pawn for the exchange.

36. ..... B×P
37. Kt—K 3 !

White is putting up a fine fight despite his time troubles. The text move attacks two Pawns, and thus seems to force 37. ....B×Kt, after which both Black's passed Pawns become untenable. Black is now in need of problem moves !

Position after 37. Kt—K 3 !



37. ..... P—B 6 !

. . . And they are forthcoming ! If now 38. K×Kt, B×Kt ; 39. K×P, B—B 8 bottling up White's Rook; Black would sooner or later obtain a passed Pawn on the King-side, and White would be unable to stop both black Pawns.

38. Kt—B 2

Black was threatening to win at once with ....B×Kt. For a moment it seems that he must lose a piece, but he has a clever resource :

38. ..... Kt—K 8 ! !
39. Kt—R 3

Of course not 39. K×B ? Kt×Kt followed by ....Kt—R 6 and wins. Or 39. Kt×Kt, B×Kt ; 40. K—Q 3 (not 40. K×B ? ? P—B 7), B—Q 7 with an ending similar to that in the text continuation.

39. ..... B—B 4 ?

After a series of beautiful moves, Black commits another inexactitude. 39. ....B—R 5 (threatening ....P—B 7) ; 40. K—Q 1, Kt×P would have been far more conclusive.

40. K×Kt

It would have been more exact to play 40. R×Kt, B×Kt ; 41. K—Q 3, B—Kt 5 ; 42. K—B 2 with greater technical difficulties for Black than in the game.

40. ..... B×Kt
41. K—Q 1 B—Q 3
42. K—B 2

The time pressure is over, but White's position is still lost. If 42. P—R 3, B—B 5 ; 43. K—B 2, B—B 8 with an easily won ending as in the note to move 37.

42. ..... B×P
43. R—K R 1

Relatively best ; if 43. K×P, B—K 4 ch and the three Pawns to one on the King-side assure Black an easy victory.

43. ..... B—K 4 ?

Another slovenly move, which makes the ending much more difficult than it should have been. More exact was 43. ....B—B 5 ; 44. R×P (if 44. K×P, B—K 4 ch followed by ....K—Kt 1), B—Q 7 and Black's King will make a decisive entry at K B 5, either winning White's remaining Pawn, or escorting a passed Pawn of his own.

44. R×P K—B 2
45. R—R 1 P—Kt 4
46. R—K 1 K—B 3
47. R—K Kt 1 K—Kt 3
48. R—K 1 B—B 3
49. R—K Kt 1

If now 49. ....K—B 2 ; 50. R—K 1 preventing Black's King from penetrating via the K file. Had Black played to have his Bishop on Q 7, he would be able to force .... K—K 4—B 5 or else the advance of his K Kt P without any sacrifice. However, there is still a win :

49. ..... P—Kt 5 !

The only way ; if 49. ....K—R 4; 50. R—R 1 ch or if 49. ....B—Q 5 ; 50. R—Q 1 etc.

50. P×P P—B 5
51. P—Kt 5

Else Black plays ....K—Kt 4 followed by ....P—B 6.

51. ..... B—Q 5

Of course not 51. ....B×P ? ? 52. K×P and draws.

52. R—Q 1 B—K 6 !

Giving up another Pawn ; now the win is certain.

53. K×P B—B 8
54. R—Q 6 ch

Or 54. K—B 2, K×P and the advance of the B P leads to a similar conclusion.

54. ..... K×P
55. R—Kt 6 P—B 6
56. K—Q 3 K—B 5
57. R—Kt 8 K—Kt 6

White resigns. The likely conclusion, as indicated by Keres, would have been 58. R—Kt 8 ch, K—B 7 ; 59. K—B 2, K—K 7 ; 60. R—K 8 ch, K—B 8 ; 61. R—K B 8, P—B 7 ; 62. R—B 7, K—K 7 ; 63. R—K 7 ch, K—B 6 ; 64. R—B 7 ch, B—B 5 and wins. A superb struggle !

GAME 63

INDIAN DEFENCE

Leningrad-Moscow, 1939.

White plays for the two Bishops, but discovers later on that they have altogether too slight a scope. Keres is content to let the game proceed along positional lines, until he has set the stage for a surprising Pawn sacrifice, which is followed by a more surprising sacrifice of the exchange—which is in turn followed by an even more surprising mating combination while his opponent threatens mate on the move !

A. Tolusch *White*	P. Keres *Black*
1. P—Q 4	Kt—K B 3
2. P—Q B 4	P—K 3
3. Kt—Q B 3	B—Kt 5
4. Q—Kt 3	Kt—B 3

A good alternative to the more frequently played 4. ....P—B 4.

5. Kt—B 3 O—O
6. P—K 3

Rather passive. Other worthwhile possibilities in this position are 6. B—Kt 5 or 6. P—Q R 3, B×Kt ch; 7. Q×B, P—Q 3; 8. P—Q Kt 4, R—K 1; 9. P—Q Kt 4, P—K 4; 10. P—Q 5. In this latter position, White's Bishops can probably be more useful than in the text.

6. ..... P—Q 4

The combination of this move with ....Kt—Q B 3 is due to the Russian masters, particularly Rogozin. One of the main ideas is transposing into a favourable variation of the Queen's Gambit Accepted.

7. B—Q 2

7. P—Q R 3 would be answered in the identical manner.

7. ..... P×P!

Seemingly a gain of time for White.

8. B×P B—Q 3!

With the twofold object of .... P—K 4 or ....Kt—Q R 4—making up for the previous loss of time.

9. Kt—Q Kt 5

Or 9. B—K 2, P—K 4; 10. P—Q 5, Kt—K 2 and Black has a good game.

9. ..... Kt—K 5

White's *decentralization* of his Q Kt leads to more centralization for Black.

10. Kt×B P×Kt

Neutralizing any possible pressure which White might subsequently exert along the Q B file, and at the same time strengthening the centre.

11. O—O

11. P—Q 5 looks more promising than it is in actuality. There would follow 11. ....Kt—R 4! with a good game.

11. ..... P—Q Kt 3

....Kt×B would deprive White of the Bishop-pair, but Keres avoids the move because it is too simplifying.

12. B—K 1

12. P—Q 5 is premature, *e.g.* 12. Kt×B; 13. Kt×Kt, Kt—Q R 4; 14. Q—R 3! Q—K 2 (14. ....Kt×B; 15. Kt×Kt only highlights the weakness of the Q P); 15. P×P, P×P.

12. ..... Kt—K 2

After White's last move, P—Q 5 had to be guarded against.

13. Kt—Q 2

White brings about simplification after all.

13. ..... Kt×Kt
14. B×Kt B—Kt 2
15. K R—Q 1

Euwe remarks that this is futile, since White has no prospects on the Q file. He recommends P—Q R 4 or Q—Q 3 as preferable.

15. ..... Kt—B 4

This explains why Keres has been at so much pains to keep the long diagonal open. He is now on the point of playing ....Q—Kt 4 and ....Kt—R 5 with a very uncomfortable game for White.

16. P—Q 5

White therefore closes the diagonal of Black's Bishop, but in so

doing he decreases the scope of his own Bishops.

16. ..... P—K 4
17. Q—Q 3 Kt—R 5
18. P—B 4

18. P—K 4 would prevent .... Q—Kt 4, but would allow Black to counter strongly with ....P—B 4. The text opens up a future for the Q B when it goes to Q B 3.

18. ..... R—B 1
19. B—Kt 3

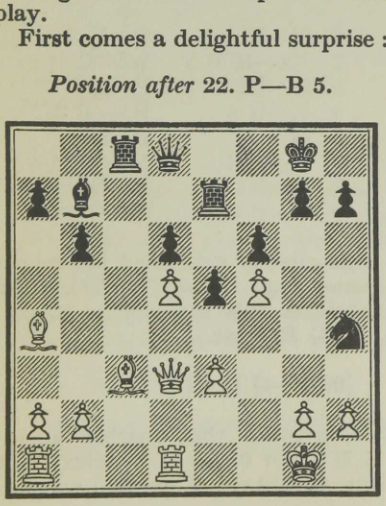
19. P×P ? would be refuted by 19. ....Q—Kt 4 ; 20. P—K Kt 3 (or 20. Q—K 2, R×B), Kt—B 6 ch followed by ....Kt×K P winning a piece.

19. ..... R—K 1
20. B—B 3 P—B 3
21. B—R 4 R—K 2
22. P—B 5

This looks attractive, as the Knight is now menaced by 23. Q—K 4, P—K Kt 4 ; 24. P—K Kt 3. As will be seen, however, Black has no trouble in rendering secure the position of the Knight, so that this tactical possibility is outweighed by the further blocking of the position, leaving the white Bishops even less play.

First comes a delightful surprise :

Position after 22. P—B 5.



22. ..... P—Q Kt 4 !

A clever Pawn sacrifice which leads to critical play. The acceptance of the Pawn would give Black a good game after 23. B×Kt P, P—K 5 ; 24. Q—B 1, R—B 4 ; 25. P—R 4 (if 25. B—B 4, Q—B 1 regains the Pawn with the better game ; likewise after 25. B—R 4, Q—B 1 ; 26. P—K Kt 4, Kt—B 6 ch ; 27. K—Kt 2, B—R 3, 28. Q—B 2, B—B 5 ; 29. B—Kt 3, B×B ; 30. P×B, Q—Kt 2. Or 25. B—Kt 4, R—B 7 with the same result ; whilst 25. B—Q 4, R—B 7 leads to a very poor game for White), Q—Q B 1 ; 26. P—K Kt 4, Kt—B 6 ch ; 27. K—Kt 2, Kt—K 4 etc. as Black would recover the Pawn and remain with the better position.

23. B—Kt 3 P—K 5
24. Q—B 1

If instead 24. Q×Kt P, Kt×P ; 25. Q—K 2, Kt—R 3 and Black continues with ....Kt—B 2—K 4.

24. ..... Q—Q 2

This was made possible by 22. ....P—Q Kt 4 !

White is now confronted with a difficult choice : if 25. P—Kt 4, Kt—B 6 ch ; 26. K—R 1, P—K R 4 with a powerful attack. He finds an ingenious resource.

25. Q—B 4 ! ? Kt×B P
26. R—K B 1

26. ....Kt—R 3 is seemingly forced, allowing White to play 27. B×P ! R—K B 2 ; 28. Q—Kt 5 with a strong game.

26. ..... R×B !

A second surprise ! Keres removes the stronger of the white Bishops, gaining the priceless square K 4 for his pieces, with good play against White's ragged Pawns.

27. P×R R—K 4
28. P—Q R 4

Too aggressive. 28. P—B 4, P×P; 29. B×P, Q—R 5 would doubtless lead to a draw.

28. ..... Q—Q B 2 !
29. P×P ?

The losing move, Q R—B 1 being necessary. White overestimates the strength of his Rook's position on the seventh rank, not realizing that the power of Black's subsequent passed K P will be even greater.

29. ..... Q×P

Attacking both the Bishop and the K P and therefore leaving White no choice.

30. R×P Kt×P !
31. R×B

A pretty possibility. is 31. R—Kt 1, Q—Q 5 ! 32. R×B, Kt—Kt 5 dis ch ; 33. K—B 1 (or 33. K—R 1, Kt—B 7 ch ; 34. K—Kt 1, Kt—R 6 dbl ch winning the Queen), R—B 4 ! winning the Queen.

31. ..... Kt×R
32. Q×Kt

If 32. B—Q 1, Kt—K 6 wins. If 32. B—R 4, Kt—K 6 or ....P—K 6 wins.

32. ..... Q×B
33. Q—B 1

A last desperate mating attack, which is cleverly disposed of.

33. ..... P—R 4
34. P—R 4 P—K 6 !
35. K—R 2

If 35. Q—B 7, Q—Q 8 ch ; 36. K—R 2, Q—Kt 5 followed by .... P—K 7 etc.

35. ..... P—K 7 !
36. Q—B 7

Has Black overlooked this ? !

36. ..... Q—Kt 6 ch !

White resigns, mate in four being forced. A keen finish.

GAME 64

RUY LOPEZ

Leningrad-Moscow, 1939.

"To foresee," says Pascal, "is to rule." One could give no more concise definition of the art of the grand master, and no finer example of it than his ability to make sacrifices of the exchange based on positional considerations.

Incidentally, we have already had occasion to note that Keres is prone to play shakily against his own favourite Ruy Lopez. This is not true of the present game, in which he seizes the initiative at an early stage.

G. Levenfish *White*	P. Keres *Black*
1. P—K 4	P—K 4
2. Kt—K B 3	Kt—Q B 3
3. B—Kt 5	P—Q R 3
4. B—R 4	Kt—B 3
5. O—O	B—K 2
6. R—K 1	P—Q Kt 4
7. B—Kt 3	P—Q 3
8. P—B 3	O—O

As already explained in previous games (*e.g.* Game No. 27), Keres considers this superior to 8. .... Kt—Q R 4 etc.).

9. P—Q R 4 ! ?

Convinced that neither 9. P—K R 3 nor 9. P—Q 4 yields White any advantage, Levenfish adopts a

novelty with which Rogozin had won a fine game from Keres earlier in the tournament.

9. ..... P—Kt 5

The most aggressive reply, which is not so simple as it looks. Thus if now 10. B—Q 5, B—Q 2; 11. P×P, R—Kt 1 and Black regains the Pawn with a good game.

10. P—Q 4

This cannot be answered by 10. ....B—Kt 5 ? (as in the line 9. P—Q 4, B—Kt 5 !) because of 11. B—Q 5 winning a Pawn.

10. ..... K P×P

Keres has since concluded that 10. ....Kt P×P; 11. Kt P×P, P×P; 12. P×P, P—Q 4 is more accurate.

11. P×Q P B—Kt 5
12. B—K 3

For White could now get a good game with P—R 5 ! transposing into the Rogozin-Keres game.

12. ..... Kt Q R 4 !

Decidedly preferable to 12. .... P—Q 4; 13. P—K 5, Kt—K 5; 14. P—R 5 ! Kt—R 2; 15. Q Kt—Q 2, K—R 1; 16. B—K B 4, P—K B 4; 17. P×P e.p. (Rogozin-Keres) with a very poor game for Black.

13. B—B 2 P—B 4

White's game is already uncomfortable. His next move is practically compulsory, since he does not relish the unpleasant possibility of ....P—B 5. Nor would 14. P×P, P×P be satisfactory, as Black's mobilized Queen-side majority gives him the superior position.

14. P—Q Kt 3 Kt—Q 2 !

Preparing to exert troublesome pressure on the long diagonal.

15. Q Kt—Q 2 B—B 3
16. Q—Kt 1

Eliminating the pin, so that .... P×P is no longer a threat, and White in turn threatens P—K 5.

16. ..... P—R 3
17. R—R 2 Kt—B 3
18. B—B 4 ?

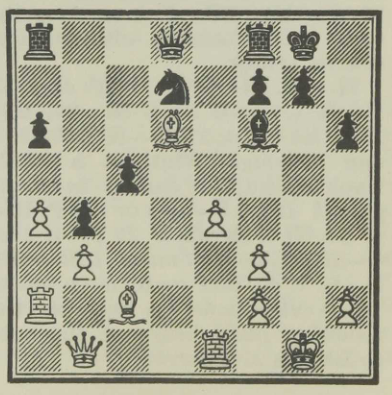
Despite the left-handed character of his last two moves, White was on the way to consolidating his position, and would have had a fair game after the indicated 18. P—Q 5, the chief drawback being the unfavourable state of his K B, hemmed in by Pawns on white squares. The text disregards not only this strategical consideration, but loses sight of some brilliant tactical possibilities.

18. ..... B×Kt
19. Kt×B Kt×P !
20. B×Q P

To his dismay, Levenfish notes that 20. Kt×Kt, B×Kt; 21. B×Q P loses a Pawn after 21. ....B×P ch ! He therefore decides on the text, evidently considering that 21. ....Kt×Kt ch; 22. P×Kt, R—K 1; 23. P—B 4 will give quite a bit of play for his hitherto cooped-up pieces.

20. ..... Kt×Kt ch
21. P×Kt

Position after 21. P×Kt.



21. ..... B—K 4 !

This surprise sacrifice of the exchange is based on the following aspects of the position : (a) the exposed position of White's King ; (b) the inactive position of White's pieces, which makes it impossible for them to render effectual assistance ; (c) the helplessness of White's K B, blocked by the Pawns on white squares ; (d) Black's superb grip on the black squares, particularly his Q 5 and K B 5.

22. B×R

Declining the sacrifice will not help much : 22. B×B, Kt×B ; 23. Q—Q 1 (or 23. B—Q 1, Kt—Q 6 ; 24. R—K 3, Kt—B 5 and .... Q—Kt 4 ch forces the game), Q—B 3 ; 24. R—K 3, Q R—Q 1 ; 25. Q—K 2, R—Q 3 followed by .... K R—Q 1 and wins.

22. ..... Q—R 5
23. B—Q 3

The tempting 23. B—K 7 ? ! leads to some pretty possibilities after 23. ....Q—R 6 !

I. 24. P—B 4, B×P ; 25. P—B 3, Q×P ch ; 26. K—B 1, Q—R 6 ch ; 27. K—Kt 1 (if 27. K—K 2 ? Q—Kt 7 ch and mate next move), Q—Kt 6 ch ; 28. K—B 1, Q×P ch ; 29. K—Kt 1, R—K 1 winning the Q B and remaining with an irresistible attack.

II. 24. B—Q 3, B×P ch ; 25. K—R 1, B—B 5 dis ch ; 26. K—Kt 1, Kt—K 4; 27. R—K 3, R—K 1 and although White is a whole Rook ahead, he cannot save the game ! If 28. B—Q 6 or B×P, R—K 3—Kt 3 ch wins. If B—B 1 or Q—K B 1, Q—R 7 mate. If B—K 2, Q—R 7 ch and mate next move. These variations (as well as the following play) bear out the note to Black's 21st move.

23. ..... Q×R P ch
24. K—B 1 Kt×B

The Knight is now headed for K B 5 or Q 5.

25. K—K 2 Kt—K 3
26. B—B 4 Kt—B 5 ch
27. K—Q 1 R—Q 1 ch
28. B—Q 5

A propitiatory gesture which staves off loss for a while. Other moves lose even more quickly, *e.g.* :

I. 28. R—Q 2, R×R ch ; 29. K×R, Q×P ch ! 30. R—K 2, B—B 6 ch and wins.

II. 28. K—B 1, Kt—Kt 7 ! 29. K R—K 2 (if 29. R—Q 1, R×R ch ; 30. K×R, Q—Kt 8 ch and mate follows), Q—B 5 ch ; 31. K—B 2, Q×P ; 32. Q—K B 1, P—K R 4 and the K R P decides the game.

28. ..... Q—Kt 7 !
29. R—Q 2 Q×P ch
30. K—B 2 Kt×B
31. P×Kt B—B 6
32. R—K 3 Q—B 4 ch
33. R(2)—Q 3 Q×P ch

White has saved the exchange, but at what a cost !

34. K—Q 1 P—B 4
35. Q—B 1 P—K B 5
36. R—K 7

Or 36. R—B 3, Q—K 8 ch ; 37. K—B 2, Q—K 7 ch ; 38. K—Kt 1, R×P etc.

36. ..... R—Q 3

Threatening instant ruin with ....R—K Kt 3—Kt 8 ch.

37. R—K 6 R×R
38. P×R Q—K 8 ch
39. K—B 2 Q—K 7 ch
Resigns

GAME 65

INDIAN DEFENCE

Leningrad-Moscow, 1939.

This game is so bitterly fought and contains so many instructive finesses that even the sternest critic would forgive the errors of judgment which it contains. When we at last reach the 97th (!) move, we are reminded of Alan Breck's proud remark in Stevenson's *Kidnapped*: "An I no a bonny fighter ?"

Since this game is doubtless the most instructive and interesting one in the whole volume, the student could not do better than play over the game again and again.

V. Bondarevsky *White*	P. Keres *Black*
1. P—Q 4	Kt—K B 3
2. P—Q B 4	P—K Kt 3
3. Kt—Q B 3	P—Q 4
4. P—K 3	

Returning to the old continuation, since the highly recommended 4. B—B 4 has not yielded convincing results. But the text is far from being conservative !

4.	B—Kt 2
5. Q—Kt 3	P—B 3
6. Kt—B 3	O—O
7. B—Q 2	P—K 3
8. B—Q 3	P—Kt 3

More exact, Keres observes, than 8. ....Q Kt—Q 2; 9. O—O, P—Kt 3; 10. P×P, K P×P; 11. P—K 4 opening up the position advantageously because of the absence of black's Bishop from Q Kt 2.

9. O—O	B—Kt 2

. . . Whereas if now 10. P×P, K P×P; 11. P—K 4, P—B 4 ! destroying White's centre and leaving Black with a dynamic position full of promise.

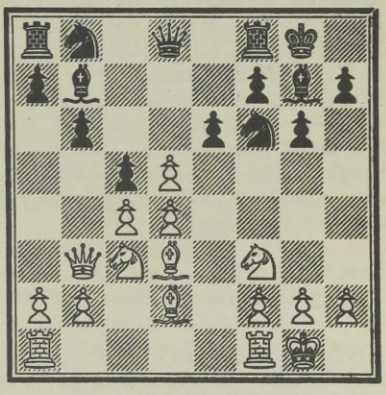
10. P—K 4

More accurate is 10. Q R—Q 1, Q Kt—Q 2; 11. P×P, K P×P; 12. P—K 4 (Reshevsky - Flohr, Avro, 1938) for then White's preliminary Rook move has drawn all the venom out of a possible .... P—B 4.

10.	P—B 4 !
11. K P×P	

Black's last move has created a delightfully complicated position. The text is preferable to 11. P—K 5, Kt—K 5 ! when White's centre is headed for early dissolution.

Position after 11. K P×P



11.	B P×P

The first crisis. The text complicates matters unduly, and is inferior to 11. ....K P×P; 12. P×B P; Kt—R 3 ! 13. P×Kt P (or 13. Kt—Q R 4, Kt—K 5 !), Kt—B 4; 14. Q—B 2, Kt×B; 15. Q×Kt, Q P×P; 16. Q×Q, K R×Q; 17. Q R—Q 1 (Black threatened to win a piece with ....B×Kt. If 17. B—K 3, Kt—Kt 5; 18. P×P, Q B×Kt; 19. P×B, Kt×B; 20. P×Kt, R×P followed by pressure on

the Q Kt file and Black's positional advantage is at least the equivalent of the extra Pawn), P×P and Black stands well (18. B—K 3, Kt—Q 4 ! 19. Kt×Kt, R×Kt ! 20. B×P, R×R ; 21. R×R, B×Kt ; 22. P×B, B×P etc.).

12. Kt—Q R 4 !

A surprising move at first sight, as the Knight may be out of play. However, if 12. Kt×P (or Kt—K 4), P×P with an excellent game for Black.

12. ..... P—K 4 ?

Allowing himself to be intimidated by White's reply to 12. .... P×P, namely 13. P—B 5. Keres subsequently discovered that this seemingly powerful move can be answered effectively by 13. .... B—B 3 ! 14. P×P (or 14. B—Q Kt 5, Kt—K 5 !), P×P ; 15. Kt×Kt P, R—R 2 threatening ....R—Kt 2. The continuation might be 16. P—Q R 4, R—Kt 2 ; 17. P—R 5, K Kt—Q 2 and the sally of the Knight ends ingloriously—whereas after the text, White's manœuvre achieves its object.

13. Kt×K P Kt×P
14. Kt—B 5 !

What a position ! The unprotected state of Black's Q R is a source of difficulty to him, both at this point and later on as well.

14. ..... Kt—K 2 !

A clever reply. Keres realizes that after 14. ....P×Kt ; 15. Q×B, Kt—Kt 3 ; 16. K R—K 1 he would have a definitely inferior game, whilst 14. ....B—B 1 ; 15. B—K 4 is even worse for him.

15. Kt×B Q—B 2
16. Kt—Kt 4 ?

But now White makes a bad mistake. 16. Kt—B 3, Q×Kt ; 17. K R—K 1 was in order, leaving him with a fine game.

16. ..... P—K R 4 !

So that if 17. Kt—R 6 ch, K—R 2 (now it seems as if both Knights are trapped) and White must transpose into the text continuation with 18. Kt—Q 6 !

17. Kt—Q 6 !

Beginning an ingenious manœuvre to extricate himself, which will, however, cost a Pawn.

17. ..... Q×Kt

....P×Kt ; 18. Kt—Kt 5, Q—Q 2 can also be played, but Keres prefers the text because it wins a Pawn and at the same time sets two subtle traps.

18. P—B 5 !

Avoiding the following pitfalls indicated by Keres :

I. 18. B—Kt 4, Q—B 2 ; 19. B—K 4, Q Kt—B 3 ; 20. Q B×Kt, Kt×B ; 21. B×R, R×B ; 21. Q—K B 3, Q—B 3 ; 22. K R—K 1, Q×Q ; 23. P×Q, Kt—B 3 and the Knight is still lost !

II. 18. Kt—R 6 ch, K—R 2 ; 19. B—Kt 4, Q—K B 3 ; 20. B—K 4, Q Kt—B 3 ; 21. Q B×Kt, Kt×B ; 22. B×R, R×B and again the Knight cannot escape.

18. ..... P×P
19. Kt—R 6 ch B×Kt

Now ....K—R 2 is not available because of 20. Kt×P.

20. B×B R—Q 1

Now that White has two Bishops and Black's King-side is weakened,

White has some compensation (but not quite enough) for the Pawn.

21. B—Q B 4 K—R 2 ?

Once more his advantage will disappear! The text, despite its plausible aspect, is a mistake, and should have been replaced by 21. ....Kt—Q 4; 22. B—K Kt 5, R—Q 2.

22. B—Q 2 Q Kt—B 3

That Black relinquishes the Pawn at once seems strange, but there is nothing to be done about it: if 22. ....Kt—Q 4; 23. Q—Kt 7 or if 22. ....P—B 3; 23. K R—K 1 with decisive pressure.

23. B×P Q R—Kt 1
24. Q—K R 3

Q—Q R 3 looks better, since there does not seem to be any good reason for leaving the Q Kt P to its fate.

24. ..... Kt—K 4 ?

This is not only a mistake because it leads to the virtually compulsory loss of a Pawn, but because .... R×P is perfectly feasible. Aside from that, 24. ....Q—B 3; 24. B—Kt 3, Kt—K 4 was preferable to the text.

25. B—K B 4 R—K B 1

Keres did not relish 25. ....Q—K B 3; 26. B×Kt, Q×Q B; 27. B—Kt 3 with a poor game for Black. His centre Pawns are immobilized, and White has strong play on the K file.

26. Q R—K 1 Kt(2)—B 3
27. B×P ch !

This pretty stroke must have come as a surprise.

27. ..... Q×B

Not 27. ....K×B; 28. Q—Kt 3 ch, K—B 3; 29. Q—Kt 5 ch, K—K 3; 30. B×Kt, Kt×B; 31. P—B 4 and wins.

28. B×Kt Q R—K 1 ?

Another weak move; time pressure is rearing its ugly head. Best was 28. ....Q R×P, for the two connected passed Pawns would compel White to proceed discreetly, *e.g.* 29. Q—Q 7 ch, R—B 2; 30. Q—K 8, Kt×B; 31. R×Kt, R×R P; 32. R—K 6 (not 32. R×P ? R(R7)×P ! and wins, for if 33. R×P ch, Q×R; 34. R×R, Q—Q 8 ch and mate follows), Q—B 4; 33. R—K 5, Q—Kt 3; 34. R—K 6 etc. The open position of his King would make it futile for Black to play for a win.

The text allows another elegant surprise move.

29. B—Q 6 ! R×R

Even worse would be 29. .... Q×B ? 30. R×R, R×R; 31. Q×P ch etc.

30. R×R Q×B
31. R—K 6 Q—Q 4
32. Q—Q 3 ch Q—B 4

The only chance, for if 31. .... R—B 4 (31. ....K—Kt 2 ? 32. Q—Kt 6 ch, K—R 1; 33. Q—R 6 ch, K—Kt 1; 34. R—Kt 6 ch, K—B 2; 35. R—B 6 ch is altogether out of the question); 32. R×Kt, Q×R (if 32. ....Q—K 4; 33. K—B 1 with an easier ending than after the text); 33. Q×R ch, K—R 3; 34. P—K R 4 and wins.

33. Q×Q ch R×Q
34. R×Kt

This ending must be won for White with best play, but it contains many pitfalls whose existence White does not seem to suspect. Keres, on the other hand, plays the whole ending admirably, despite its inordinate difficulty.

34. ..... R—K 4 !

The first finesse : 34. ....R—Q 4 looks attractive, but proves inadequate after 35. K—B 1, P—Q 6 ; 36. K—K 1, R—K 4 ch (....P—Q 7 ch ? is bad, as the Q P would eventually be lost without compensation) ; 37. K—Q 2, R—K 7 ch ; 38. K×P, R×B P (if 38. ....R× Kt P; 39. K—K 3 wins); 39. R×P, R×Q Kt P (if 39. ....K—Kt 3 ; 40. R—B 2 wins ; or if 39. ....R× K Kt P ; 40. R×P ch, K—Kt 3 ; 41. R—Kt 5 wins) ; 40. R×P ch, K—Kt 3 ; 41. P—Kt 4 with a familiar book win.

35. K—B 1 P—Q 6
36. R—Q 6 P—B 5
37. P—Q Kt 3 R—Q Kt 4 !

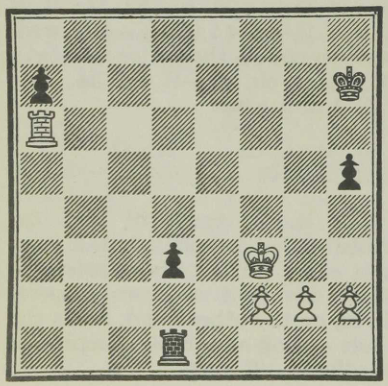
Forcing the removal of White's Queen-side Pawns.

38. K—K 1 P×P
39. P×P R×P
40. K—Q 2 R—Kt 7 ch
41. K—K 3 R—K 7 ch
42. K—B 3

The equality in material is purely temporary, Black's Pawns being so weak. The key to Black's defence is the Q P, hence Black must strive to hold it—and White to win it.

42. ..... R—Q 7
43. R—R 6 R—Q 8

Position after 43. ....R—Q 8.



44. K—Kt 3 ?

White's play is deplorably weak —all the more so since he has had the benefit of adjournment at move 41. It is easy to see that White's task is to force the Q P to advance one square, *and then to win it in such a way that his own Pawns are left intact.*

The following winning method was later shown by Keres : 44. R× P ch, K—Kt 3 ; 45. R—R 2 ! (not 45. R—Q 7, K—B 4 ; 46. K—K 3, R—K 8 ch ! etc. or 46. R—Q 4, K—K 4 ! 47. R—K R 4, R—K 8 !), P—Q 7 (White threatened K—K 3 followed by R—Q 2) ; 46. R—R 6 ch, K—B 4 ; 47. R—Q 6, K—K 4 ; 48. R—Q 8, K—B 4 ; 49. P—Kt 3 ! P—R 5 (he must not allow P—R 4); 50. P—Kt 4 ch, K—K 4 ; 51. K— K 2, R—K R 8 ; 52. R×P, R×P ; 53. K—K 3 and wins. White's two *connected* passed Pawns are irresistible, whilst the R P can easily be held back, and, in fact, will soon go lost.

44. ..... K—Kt 2
45. R×P ch K—B 3
46. R—Q 7 K—B 4
47. K—B 3 P—R 5
48. P—R 3 ? ?

48. P—Kt 3 ! still wins, for in that event Black can only win the R P in return for the Q P, as in the previous note ; whereas after the text, White will come out with two Pawns ahead, to be sure, but they will not be *connected.*

48. ..... P—Q 7 !

Circumstances alter cases. The advance was bad before, but now it is excellent. The point is that if 49. P—Kt 4 ch, P×P e.p. ! 50. P×P, R—K R 8 draws at once.

49. R—Q 8 K—B 3 !

Keres is on the alert. If 49. .... K—K 4 ? 50. K—K 3, R—K Kt 8 ; 51. R×P, R×P ; 52. P—B 4 ch and wins.

50. R—Q 3

White now realizes that he will have to relinquish the Kt P in return for the Q P. Knowing that this is a book draw, he puts off the evil hour.

50.	K—B 4
51. R—Q 6	K—K 4
52. R—Q 8	K—B 3
53. R—Q 4	K—B 4
54. R—Q 7	K—K 3
55. K—K 2	R—K Kt 8
56. R×P	R×P
57. R—Q 4	K—B 4
58. R×P	R—Kt 8

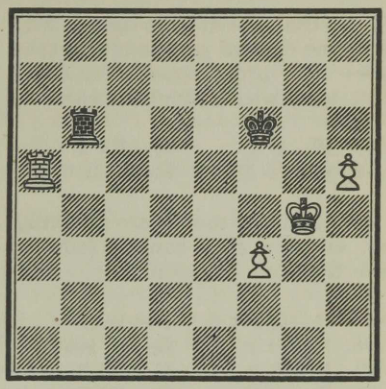
While this ending is known to be a draw, the process is one of great difficulty ; hence the following play is most instructive. For the present, a waiting policy on Black's part is called for, as the Pawns cannot be restrained from advancing to the fifth rank.

59. K—B 3	R—Q R 8
60. R—K Kt 4	R—R 6 ch
61. K—Kt 2	R—Kt 6
62. P—B 3	R—Kt 7 ch
63. K—Kt 3	R—Kt 8
64. P—R 4	R—Kt 8 ch
65. K—R 3	R—Kt 8
66. K—Kt 2	R—Kt 7 ch
67. K—Kt 3	R—Kt 8
68. P—R 5	R—Kt 3

Not 68. ....R—Kt 8 ch ; 69. K—R 2 !

69. R—K R 4	R—K R 3
70. R—R 4	R—Q Kt 3
71. R—R 5 ch	K—B 3
72. K—Kt 4	

Position after 72. K—Kt 4.



Before we proceed with this ending, it must be explained that White's only winning hope is to let Black's King capture the R P, in the hope that the B P can then be utilized for a win. The resulting play will then pivot about three crucial positions :

(a) *White :* King on K 7, Rook on K 6, Pawn on K B 6 ; *Black :* King on K R 2, Rook in the area Q R 8—Q B 8—Q B 4—Q R 4. *If it is White's move*, he wins with P—B 7 ; *if it is Black's move*, he draws with ....R to Black's first rank.

(b) Same as the previous position, but with Black's Rook on Q R 1, Q Kt 1, or Q B 1. Definitely a draw, *if Black moves the Rook along the first rank ; if he checks along the second rank*, he loses.

(c) Same as (b) except that White's Rook is on one of the squares between K 1 and K 5. Black draws either with a check on the second rank, or by playing along his first rank.

72.	R—Kt 8
73. R—R 6 ch	K—Kt 2
74. P—B 4	R—Kt 8
75. K—B 5	R—K R 8 !
76. P—R 6 ch	K—R 2
77. R—K 6	R—Q Kt 8
78. K—K 5	R—Kt 4 ch
79. K—K 4	R—Kt 8

80. P—B 5 R—Kt 7

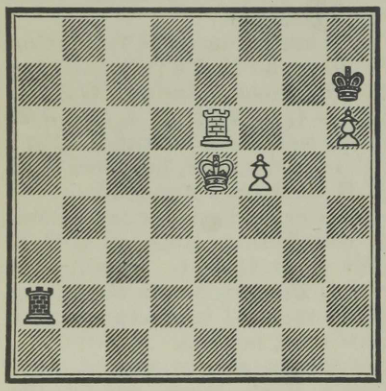
Now that the B P is on the fifth rank, the critical positions will soon make their appearance, and Black must play with redoubled care.

81. K—B 4 R—Kt 7
82. K—K 5 R—Q R 7

The next few moves are meaningless, and the play can be followed from the next diagram.

83. R—Q Kt 6 R—R 8
84. K—B 4 R—K Kt 8
85. R—R 6 R—Kt 7
86. R—Q B 6 R—Kt 8
87. R—Q 6 R—Kt 7
88. R—R 6 R—Kt 8
89. R—K 6 R—Kt 7
90. K—K 5 R—Q R 7

Position after 90. ....R—Q R 7.



Now comes the last winning attempt.

91. K—Q 6

The alternative 91. K—B 6, K×P produces some delicate problems :

I. 92. K—B 7 dis ch, K—R 2 ; 93. P—B 6, R—R 1 ; 94. R—K 7 (if 94. R—K 8, R—R 2 ch ; 95. K—B 8, K—Kt 3 ; 96. R—K 6, R—R 1 ch etc. This is a (c) position), R—Q Kt 1 ! (now we are in the realm of (b)) ; 95. R—Q 7, R—Q R 1 ! 96. K—K 7, K—Kt 3 ; 97. P—B 7, K—Kt 2 and draws.

II. 92. K—K 7 dis ch, K—R 2 ! 93. P—B 6 ! R—R 1 ! (position (a) ; because White's Rook is on K 6, 93. ....R—R 2 ch ? would lose : 94. K—B 8, K—Kt 3 ; 95. P—B 7 *dis ch* and wins. Now we see why *Black must never check on the second rank when the white Rook is on K* 6. Another possibility is 94. K—B 8, R—R 1 ch, hoping for 95. K—K 7 ? or 95. K—B 7 ? when 95. ....R—Q Kt 1 ! or a similar move draws. But White gains a winning tempo with 95. R—K 8 ! There follows 95. ....R—R 2 ; 96. P—B 7, K—Kt 3 ; 97. R—K 6 ch and wins) ; 94. R—K 2 (if 94. R—Q 6, K—Kt 3 and White can make no progress), R—R 2 ch (very interesting, now that White's Rook is gone from K 6, we are in the realm of position (c), so that the text is perfectly feasible !) ; 95. K—K 8, R—R 1 ch ; 96. K—B 7, R—R 2 ch ; 97. R—K 7, R—R 1 with the same position as in Variation I. Or 97. K—B 8, K—Kt 3 and draws. This last is a (c) position ; as White's Rook is not on K 6 (which would permit P—B 7 dis ch) the game is now drawn.

91. ..... R—R 4 !
92. P—B 6 K—Kt 3

Super-caution. It is true that 92. ....K×P ; 93. K—K 7, R—R 2 ch ? would lose after 94. K—B 8, for Black has violated the cardinal rule of position (b) ; but 93. .... R—R 1 ! draws, as already shown.

The method selected by Keres likewise forces the draw, but in a rather unorthodox manner.

93. R—K 8

Keres gives the interesting alternative 93. K—K 7, R—R 2 ch ; 94. K—B 8, R—R 1 ch ; 95. R—K 8, R×R ch (here this is feasible be-

cause the black King is at Kt 3 instead of at R 3 or R 2) ; 96. K×R, K×B P !

93.	R—R 3 ch
94. K—K 7	R×P !
95. R—Kt 8 ch	K—R 2
96. R—Kt 7 ch	K—R 1
97. K×R	Drawn !

"Only" a draw ; this magnificent struggle required more than eleven hours of play !

GAME 66

QUEEN'S GAMBIT DECLINED

Leningrad-Moscow, 1939.

International chess is never stagnant. A few years ago, Keres was an almost incredibly youthful genius who startled us with his chess precocity. In the interim several new personalities of a similar character have made their appearance in tournament play. One of the most spectacular of these is Smyslov (born in 1921), who has already distinguished himself in tournaments with many of the U.S.S.R.'s strongest masters.

The following encounter between Keres and Smyslov is therefore not lacking in piquant qualities. It is, however, the older (not elderly !) player who shows to advantage.

P. Keres *White*	V. Smyslov *Black*
1. P—Q 4	Kt—K B 3
2. P—Q B 4	P—K 3
3. Kt—Q B 3	P—Q 4
4. B—Kt 5	B—K 2
5. P—K 3	O—O
6. Kt—B 3	P—Q Kt 3

The " old-orthodox " Defence, which is rarely seen nowadays. Black saddles himself with a weakness in his Queen-side Pawn formation for which he has no compensation. This weakness, it is true, is generally defensible ; but the modern masters rightly prefer defences which either (1) have an aggressive character which balances their organic defects or (2) have a passive character which is not aggravated by organic defects.

7. P×P	P×P

The alternative 7. ....Kt×P ; 8. B×B, Kt×B has the pleasant objective of giving the Q B a clear diagonal ; in practice, however, this would amount to either giving up the centre and allowing White strong King-side attacking prospects or else permitting White to exert strong pressure on the Q B file (and after ....P—Q B 4, on the Q file as well).

8. B—Q 3	B—Kt 2

Black misses the whole point of the delayed development of his Q Kt. Instead of the hackneyed text-move, Tartakover introduced ....B—K 3 ; after the eventual ....P—B 4, the Q B can defend the "hanging Pawns" just as well from K 3 as from Q Kt 2, with the important difference that this piece is more actively posted at K 3 than at Q Kt 2.

9. Q—B 2	Q Kt—Q 2
10. O—O	

In his *Sturm und Drang* period, one would have expected the more aggressive O—O—O from Keres at this point ; but he is evidently determined to play a " safe and sane " strategical game !

10.	P—K R 3

If 10. ....Kt—K 5 ; 11. B—K B 4 ! and Black has yet to make appreciable progress toward the goal of freeing his game.

Or if 10. ....P—B 4; 11. Kt—K 5! leaving Black with a most uncomfortable position.

11. B—K B 4!

Decidedly stronger than 11. B—R 4, Kt—K 5, when at least one freeing exchange is unavoidable.

11. ..... P—R 3

Preventing Kt—Q Kt 5. The possibly intended 11. ....Kt—R 4 does not turn out satisfactorily after 12. B—K 5! Kt×B (or 12. ....P—K B 3; 13. B—Kt 3, Kt×B; 14. B P×Kt and the weakness of Black's white squares on the King-side must be fatal—the immediate threat being B—R 7 ch followed by Kt—K R 4); 13. P×Kt! P—Kt 3; 14. Q R—Q 1 and Black's position is very difficult.

Kmoch recommends ....R—B 1 here; as the game goes, Black's Q R is an innocent bystander to the very last.

12. K R—Q 1

Discouraging the freeing move 12. ....P—B 4, which would at once expose Black's Q P to attack. Smyslov therefore hits on a more laborious method of freeing his game.

12. ..... Kt—K 1

In this way Black hopes to minimize the pressure on his Q B P and at the same time prepare to develop his Queen (....B—Q 3).

13. Q R—B 1 B—Q 3
14. Kt—K 2

Unmasking his pressure on the Q B file, and also hoping to put this Knight to work on the other wing.

14. ..... Q—K 2
15. B×B Q×B

Decidedly better was 15. .... Kt×B! at once centralizing the Knight, with its valuable access to the important squares K 5 and K B 4, and also opening up the back rank for his Rooks. Can Black have overlooked that 16. Q×P?? would cost White his Queen?!

16. Kt—Kt 3 P—Kt 3

The results of Black's unfortunate choice begin to make themselves felt. The text weakens Black's King-side perceptibly, but otherwise White's Kt—B 5 is a most unpleasant eventuality to have to be reckoned with.

17. P—K R 4!

The old war-horse begins to smell the smoke of battle! The thrust of the K R P threatens P—R 5, forcing Black to cede K B 4 to his opponent after all.

17. ..... P—K R 4

Preventing P—R 5, but only at the cost of a new weakness.

Keres later pointed out that from the objective point of view, White's best course is now 18. P—K 4! P×P (virtually compulsory, as P—K 5 cannot be permitted); 19. B×P, B×B; 20. Kt×B followed by Q—B 6 with a vastly superior position. Instead, he succumbs to the temptation of initiating a formidable attack which is not quite conclusive; but in justice to both players it must be said that this could hardly be foreseen at the present juncture!

18. Kt—Kt 5!? P—Q B 4

While Black's position is still tenable after this move, he becomes involved in difficulties which impose an almost intolerable burden for over-the-board play. Better therefore was Golombek's recommenda-

tion of 18. ....P—K B 4 ; 19. Q—K 2 (not 19. B×B P, P×B ; 20. Kt×B P, Q—K B 3 ; 21. Kt—R 7, K×Kt !), Kt—Kt 2 and Black's King-side is very solid.

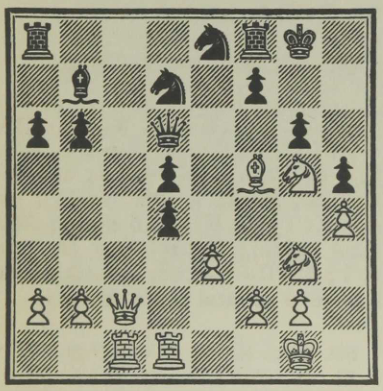
19. B—B 5 !

This beautiful move not only threatens B×Kt followed by P×P or Kt×R P ; it is the prelude to an even more startling *coup*.

19. ..... P×P

And not 19. ....P×B ? 20. Kt×B P, Q—B 2 (if 20. ....Q—Q B 3 or ....Q—Kt 3 ; 21. Kt—K 7 ch wins the Queen ; or if 20. ....Q—K B 3 ; 21. Kt—K 7 ch followed by mate) ; 21. Kt—K 7 ch, K—Kt 2 ; 22. Q—R 7 ch, K—B 3 ; 23. Kt—Kt 8 ch ! R×Kt ; 24. Q×P mate !

Position after 19. ....P×P.



20. B—K 6 !

This not only threatens mate (Q×P ch etc.), but it is the only way of carrying on the attack. The rapidity with which White has conjured up so powerful an attack, shows the hand of a great master.

20. ..... P—Q 6 !

An important interpolation which gains a precious tempo.

If instead 20. ....Kt—K 4 ; 21. P×P, P×B ; 22. P×Kt with a devastating attacking position ; or 20. ....K—Kt 2 ; 21. Kt×P ch ! K—R 3 (if 21. ....K—R 1 ; 22. B×B P !) ; 22. Kt—B 4 !

21. Q×P Kt—K 4
22. Q—Kt 1 ! P×B

Black has little choice, for, as Keres points out, 22. ....K—Kt 2 would be met by 23. B×Q P, B×B ; 24. P—K 4, whilst if 22. ....Kt—B 2 ; 23. Kt—B 5 ! Q—Q 1 ; 24. Kt—R 6 ch, K—Kt 2 ; 25. Kt(R 6)×P ! Kt×Kt ; 26. B×Kt, R×B ; 27. R×Kt ! wins.

23. P—B 4 K—Kt 2
24. P×Kt

Not 24. Kt×P ch ? K—R 3 ! and Black beats off the attack with a piece to the good.

24. ..... Q×P

Black seems to have fared very well, as he is a Pawn ahead, and all signs of attack have disappeared.

25. R—B 1 ! !

A superb resource which freshens up the attack just in time !

25. ..... R×R ch

To yield the open file in this way seems questionable, but a careful examination of the position reveals that there is nothing better :

I. 25. ....Q×Kt(Kt 6) ? 26. Kt×P ch and wins.

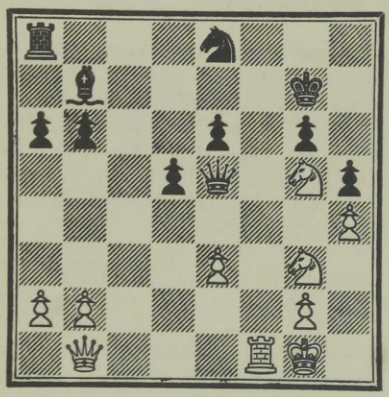
II. 25. ....Kt—B 3 ; 26. R—B 7 ch ! K—R 3 ; 27. R×Kt ! and wins.

III. 25. ....Q×P ch ; 26. K—R 2, R×R ; 27. R×R, Kt—B 3 ; 28. R×Kt ! K×R ; 29. Q—B 1 ch, K—K 4 ; 30. Q—B 7, B—B 1 ; 31. Q—B 7 ch, K—Q 5 (if 31. ....K—B 3 ; 32. Kt—R 7 mate) ; 32. Kt—

B 3 ch, K—Q 6 ; 33. Q—B 3 mate. Or 27. ....Kt—Q 3 ; 28. R—K 1, Q—Q 7 ; 29. R×P and wins.

26. R×R

Position after 26. R×R.



26. ..... Kt—Q 3 ?

This loses, as would also 26. .... Q×Kt (Kt 6) ? 27. R—B 7 ch ; or 26. ....Q×P ch ; 27. K—R 2 (see above).

It is a pity that after having defended so ably, Black now misses the proper defence, which consisted in 26. ....Kt—B 3 ! White must then play 27. R×Kt ! K×R ! (not 27. ....Q×R ; 28. Kt×P ch ! P×Kt ; 29. Q—R 7 ch, K—B 1 ; 30. Q×B and wins because of the double threat Kt—R 7 ch and Q×R ch); 28. Q—B 1 ch, K—K 2 forced ; 29. Q—B 7 ch, K—Q 3 ; and now Kmoch shows that Black can just manage to escape with his life.

I. 30. Q×B, Q×Kt (Kt 6) ; 31. Q×P ch, K—Q 2 ; 32. Q—Kt 7 ch, K—Q 3 ; 33. Q×R, Q×K P ch ; 34. K—B 1, Q—B 8 ch and White cannot avoid a perpetual check !

II. 30. Kt (Kt 3)—K 4 ch ! ? K—B 3 (not 30. ....P×Kt ? 31. Q×B and Black is helpless against the triple threat of Kt—B 7 ch, Kt×P ch or Q×R) ; 31. Kt×P, P×Kt (if 31. ....Q×Kt (K 5) ? 32. Q—B 7 ch wins !) ; 32. Kt—Q 4 ch, K—B 4 ; 33. Q×B and now Black has a saving clause in 33. .... Q—K 1 ! ! Even in this event, White has strong winning chances with 34. Q—B 7 ch, K—Q 4 ; 35. Q×P etc.

One can hardly criticize Black for having missed these fantastic variations !

27. Kt×R P ch !

Keres is now in a position to wind up the game with his customary dispatch.

27. ..... K—R 3
28. Kt—B 6 Q×P ch

If 28. ....K—Kt 2 ? 29. Kt—Kt 4 ! 30. R—B 6, Kt—B 4 or K 5 ; 31. R—B 7 ch, etc.

29. K—R 1 Q—Q 5

Or 29. ....K—Kt 2 ; 30. Kt—Kt 4 ! Q—K 7 ; 31. R—B 6, Kt—K 5 (if 31. ....Kt—B 4 ; 32. R—B 7 ch, K—R 1 ; 33. R—R 7 ch, K—Kt 1 ; 34. Kt—B 6 ch and mate next move) ; 32. R—B 7 ch, K—R 1 ; 33. R—R 7 ch, K—Kt 1 ; 34. Kt—B 6 ch and mate follows.

30. Kt×K P Q×P ch
31. K—Kt 1 P—Q 5

If 31. ....R—Q B 1 (to prevent Q—B 1 ch) ; 32. R—B 4, Q—Kt 6 ; 33. R—B 3 wins.

32. Q—B 1 ch P—Kt 4
33. Q—B 7 Resigns

Mate is forced. This beautiful game (with its even more beautiful variations !) is a welcome addition to the store of choice combinative masterpieces.

GAME 67

QUEEN'S GAMBIT DECLINED

Margate, 1939.

Keres concentrates his attention here on strategical goals. Even the final combination, neat as it is, concerns the Queen-side exclusively. Keres thus outcombines a master who is noted for his tactical ability.

P. KERES *White*	M. NAIDORF *Black*
1. P—Q 4	Kt—K B 3
2. P—Q B 4	P—K 3
3. Kt—Q B 3	P—Q 4
4. B—Kt 5	B—K 2
5. P—K 3	O—O
6. Kt—B 3	Q Kt—Q 2
7. P×P	P×P

This is the famous " Exchange " Variation, which is so great a favourite with Flohr and Reshevsky. The text is played before the customary R—B 1, since White is not yet certain about which side he will castle on ; and in addition, if he castles K side, he will want to carry out the "minority attack" (P—Q Kt 4—5), in which case his Q R might very possibly be more useful at Q Kt 1.

8. B—Q 3	P—B 3
9. Q—B 2	R—K 1
10. P—K R 3	

If instead 10. O—O, Kt—B 1 ; 11. Kt—K 5, Black frees himself nicely with 11. ....Kt—Kt 5. The initial amount of restraint which White can exercise in this line of play, coupled with his later advance on the Queen-side, has given rise to an exaggerated opinion of the strength of the variation : Black is not lacking in facilities for counterplay, but he must be on the alert at all times.

10.	Kt—B 1
11. O—O	

Keres decides on the safe positional method. After 11. O—O—O, Black could work up a counter-attack with ....B—K 3 followed by ....P—Q R 3, ...R—B 1 and ....P—B 4.

11.	Kt—R 4

Black loses time with this Knight. He is anxious to exchange Bishops, which he thinks White can avoid after 11. ....Kt—K 5 with 12. B—K B 4. But then comes 12. .... Kt×Kt ; 13. Q×Kt, B—Q 3 and the exchange is unavoidable.

12. B×B	Q×B
13. Q R—Kt 1	

See the first note. White is now ready for his Queen-side advance.

13.	Kt—B 3

He is naturally eager to get this Knight back into the game, but this could be postponed a bit in favour of 13. ....P—R 4 ! If White then plays P—R 3 and P—Q Kt 4, he opens the Q R file for Black, and risks a certain amount of simplification which will take the sting out of his Queen-side attack.

Or if 13. ....P—R 4 ! 14. Kt—Q R 4, P—K Kt 3 ! 15. Kt—B 5, Kt—Kt 2 ; 16. P—R 3, B—B 4 ! and Black rids himself of the Bishop, which is not likely to have more than mere defensive value.

14. P—Q Kt 4	B—K 3
15. Kt—Q R 4	

Allowing Black's ingenious reply. Keres later concluded that 15. K R B 1 would have been more exact.

15.	Kt—K 5 !

A clever move. If now 16. B×

Kt, P×B ; 17. Q×K P, Q—B 3 ! (Keres) threatening above all .... B—Kt 6. If then 18. Q—R 4 (what else), Q×Q ; 19. Kt×Q, B×Q R P ; 20. R—R 1, B—B 5 with a good game.

If, however, 17. ....B×Q R P ; 18. Q×Q, R×Q ; 19. R—R 1, B—B 5 ; 20. K R—B 1 (Keres) and Black is in great difficulty ; for 20. ....B—R 3 is answered by 21. Kt—B 5, and other Bishop moves are met by 21. Kt—Kt 6.

16. Kt—B 5 Kt—Q 3

The Knight is beautifully posted here, as it commands K 5, Q B 5 and Q Kt 4 and guards the Q Kt P.

17. P—Q R 4 P—B 3

Providing a retreat for his Bishop and also taking away a useful square from White's K Kt.

18. K R—B 1 B—B 2
19. Kt—Q 2 P—K Kt 3

Freeing his Q Kt, which can now leave his modest post at K B 1.

20. P—Kt 5 P×P
21. P×P

This mode of recapture envisages the further weakening of Black's Pawns with P—Kt 6, leaving Black's Q Kt P exposed to attack, or else creating a point of invasion for White at Q B 7.

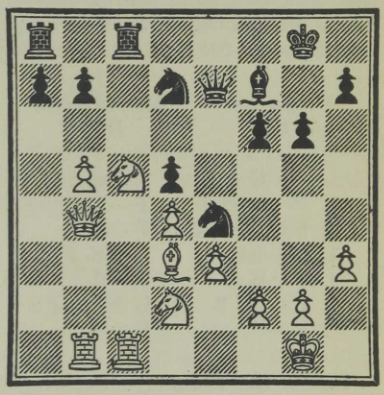
Keres admits, however, that he was undecided about the respective merits of the text and the alternative 21. B×Q Kt P, which would have left Black's Q Kt P subject to pressure on the resulting open file.

21. ..... K R—B 1
22. Q—Kt 3 Kt—Q 2
23. Q—Kt 4 Kt—K 5 ?

Naidorf has defended tenaciously and well thus far, but here he tail-spins into an unsound combination which is elegantly refuted.

A far better reply to the threatened 24. Kt×P is 24. ....Kt—K 1 ! (suggested by Keres, who adds that it would give Black "excellent chances to save the game").

Position after 23. ....Kt—K 5 ?



24. Kt(2)×Kt P×Kt
25. B×P ! P—Kt 3

This is the move by which Black stands or falls.

26. B×R

26. Kt×Kt ? looks plausible, for if then 26. ....Q×Q ; 27. R×R ch wins, or if 26. ....Q×B ? 27. Kt×P ch etc. But on 26. Kt×Kt ? Black plays 26. ....R×R ch ; 27. K—R 2, Q×Q ; 28. R×Q, Q R—Q B 1 ; 29. Kt×P ch, K—Kt 2 followed by ....Q R—B 5 and Black will win the ending.

26. ..... P×Kt

It seems that Black must now win the Bishop (even this part of his calculations seems faulty, since after 27. P×P, R×B ; 28. P—Kt 6 ! it appears that White has a winning game. However, the continuation selected by Keres is more incisive).

27. R×P ! Kt×R

Alas ! If 27. ....R×B ; 28. R—B 8 ch ! wins.

28. B—B 6 !

Another neat point. The pinned Knight cannot move, and Black is two Pawns down with no compensation.

28. ..... P—Q R 3
29. P×Kt P×P
30. Q×P Resigns

A bit premature. But if 30. .... Q—B 2 ; 31. B—Q 7 ! followed by P—B 6 and White wins easily enough.

GAME 68

FRENCH DEFENCE

Team Match : Estonia-Latvia.

In examples of heterogeneous castling, we are accustomed to seeing an exciting struggle between attacks feverishly organized on opposite wings. Here, however, the attack is one-sided. Black is able to avoid an extraordinary number of pitfalls, but eventually he must succumb to the drumfire which Keres directs against his castled King.

P. Keres *White*	V. Petrov *Black*
1. P—K 4	P—K 3
2. P—Q 4	P—Q 4
3. Kt—Q 2	P×P

Transposing into a defence which is so confining that only one player (Rubinstein) has ever been able to use it with even temporary success. 3. ....P—Q B 4 is better.

4. Kt×P Kt—Q 2
5. Kt—K B 3 B—K 2

The immediate ....Kt—K B 3 is somewhat preferable.

6. B—Q 3 K Kt—B 3
7. Q—K 2 Kt×Kt

Either ....P—Q B 4 or ....O—O would be more accurate.

8. B×Kt Kt—B 3 ?

And this is a direct blunder. ....P—B 4 was better.

9. B—Q 3

Objectively stronger was the exploitation of Black's lapse : 9. B× Kt P ! B×B ; 10. Q—Kt 5 ch etc. The omission of such an obvious stratagem may be justly attributed to an oversight in the course of a game between amateurs ; but masters like Alekhine, Spielmann and Keres will often avoid the win of a Pawn in this manner if it interferes with their contemplated attacking policies.

9. ..... P—B 4

This natural move is necessary if Black is to obtain some freedom for his pieces ; but it strengthens White's hold on the Q file once he has castled.

10. P×P Q—R 4 ch

10. ....B×P ; 11. B—K Kt 5, O—O (or 11. ....B—K 2 ; 12. O—O—O, Q—B 2 ; 13. B—Kt 5 ch etc.) ; 12. O—O—O leads to difficulties for Black because of the threatened B×P ch.

11. B—Q 2 Q×B P
12. O—O—O

White's omission of matter-of-fact King-side castling on earlier moves was of course deliberate.

Keres now works up a devastating attack in short order.

12. ..... O—O

Petrov is doubtless aware of the tribulations which will be in store for him; but 12. ....B—Q 2; 13. Kt—K 5, K R—B 1 also leaves him with a difficult game. White might, for example, venture 14. Kt×B, Kt×Kt; 15. B×P! P—K Kt 3; 16. B×P, P×B; 17. Q×P with a winning attack or an ample material advantage (17. ....Q—Q 3; 18. Q—K 4, R—B 2; 19. Q×Q Kt P or 18. ....O—O—O; 19. B—R 6 etc.).

13. Kt—K 5 P—Q Kt 3

If 13. ....B—Q 2; 14. B—K Kt 5, Q R—Q 1; 15. B×Kt, B×B; 16. Kt×B, R×Kt; 17. B×P ch and wins.

14. P—K Kt 4!

An important thrust which robs Black's King-side of its best defender.

14. ..... B—Kt 2

14. ....P—K R 3? would only meet White half-way (15. P—K R 4 etc.).

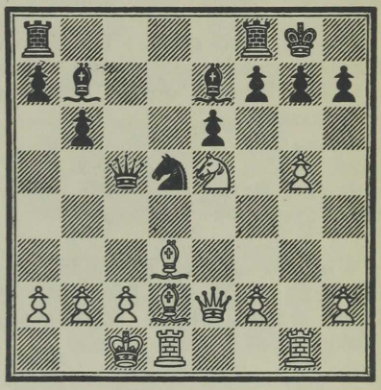
15. P—Kt 5! Kt—Q 4

Alas! Black can do nothing about his opponent's scornful disregard of the "threat" against White's K R. Thus if 15. .... B×R? 16. P×Kt, B×P (if 16. ....P×P? 17. R—Kt 1 ch, K—R 1; 18. Q—R 5, P—B 4; 19. Kt×P ch, R×Kt; 20. Q×R and wins); 17. Kt—Q 7, Q—B 3; 18. Kt×B ch, P×Kt; 19. Q—Kt 4 ch, K—R 1; 20. B—B 3, P—K 4; 21. Q—B 5 and wins.

16. K R—Kt 1!

16. Kt—Q 7, Q—B 2; 17. Kt×R leads to nothing because of ....Kt—B 5!

Position after 16. K R—Kt 1!



16. ..... Q—B 2

Affording an indirect but much-needed defence of the King-side. The seemingly plausible 16. .... Kt—Kt 5 (getting rid of an important attacking piece) would lead to the following delightful finish indicated by Yudovich: 17. B×Kt, Q×B; 18. R—Kt 4! Q—B 4; 19. B×P ch! K×B; 20. R—R 4 ch, K—Kt 1; 21. Q—R 5, B×P ch; 22. Q×B, P—B 3; 23. Q×P ch! K×Q; 24. R—Kt 1 ch and mate next move.

17. R—Kt 4!

Again threatening B×P ch. As Horowitz demonstrates, immediate attacks would be futile:

I. 17. B×P ch? K×B; 18. Q—R 5 ch, K—Kt 1; 19. R—Kt 3, Q×Kt; 20. R—R 3, P—B 3 with a satisfactory defence.

II. 17. P—Kt 6? R P×P; 18. Kt×Kt P, P×Kt; 19. Q×P ch, R—B 2; 20. B×P, R—K B 1; 21. Q—R 3, Kt—B 3 and Black is safe.

III. 17. Q—R 5, P—Kt 3; 18. Kt×Kt P, B P×Kt; 19. B×P, B—Q 3! etc.

In all these variations, the position of Black's Queen at B 2 proves useful. Keres therefore strengthens his attack with the text before coming to grips with Black's King-side.

17. ..... P—Kt 3

The alternative 17. ....P—B 4 has little value, as White simply plays 18. P×P e.p. with a beautiful attacking position on the K Kt file.

18. R—K R 4 B—Q 3

The threat was 19. R×P ! K×R ; 20. Q—R 5 ch, K—Kt 1 ; 21. Kt× Kt P and mate follows.

19. Kt—Kt 4

Fastening his attention on the weakened black squares. 19. R×P would be met by ....B×Kt.

19. ..... K R—B 1

There is no good defence. If 19. ....B—B 5 ; 20. Kt—B 6 ch, Kt× Kt ; 20. B×B wins.

20. K—Kt 1

Threatening P—Q B 4 followed by Kt—B 6 ch etc.

20. ..... P—Kt 4
21. R—Kt 1

Intending 22. Kt—B 6 ch, Kt× Kt ; 23. P×Kt when he will threaten 24. R×P etc. !

21. ..... B—K 2

If instead 21. ....Q—K 2 ; 22. Q—B 1 ! (else Q—R 3), Q—B 1 ; 23. Kt—B 6 ch, Kt×Kt ; 24. P×Kt and White's attack is irresistible.

22. Kt—R 6 ch K—B 1
23. Kt×P !

At last he is ready for the break-through.

23. ..... B—B 4

Or 23. ....K×Kt ; 24. R×P ch, K—Kt 1 ; 25. Q×P ch ! etc.

24. R×P B—Q 5
25. Q×P B—Kt 2
26. Kt—Q 6

Good enough, but 26. Kt—R 6 or Kt—R 8 would force Black's resignation.

26. ..... R—Q 1
27. Kt×B Q×Kt
28. B×K Kt P Q—K 2
29. Q×Q ch Kt×Q
30. B—Kt 4 R—Q 2
31. R—K 1 Q R—Q 1
32. B—Q 3 Resigns

Now that his mating threat has been disposed of, he must lose two pieces for a Rook (White threatens R×Kt or R×B).

GAME 69

FRENCH DEFENCE

Buenos Aires Team Tournament, 1939.

In the series of magnificent struggles between these two masters the present game occupies a worthy place. There is much to be learned from the methodical manner in which Keres goes to work to exploit the weakness in Black's Pawn position—and even more instructive, perhaps, is the way in which he repulses Stahlberg's subsequent ingenious attempt to create tactical diversions. The final phase, in which a mating attack is conjured up with a slight amount of material, is particularly interesting.

P. KERES *White*	G. STAHLBERG *Black*
1. P—K 4	P—K 3
2. P—Q 4	P—Q 4
3. Kt—Q 2	

After the crashing defeat he suffered against Stahlberg in 1936 with 3. P—K 5 (see Game No. 14), Keres had up to this game avoided 1. P—K 4 against him. But now he is ready for another attempt.

3.	P—Q B 4
4. K Kt—B 3	

This developing move has been found to be even more effective than 4. K P×P (as, for example, in Game No. 61).

4.	Kt—Q B 3
5. K P×P	

Also good is 5. B—Kt 5, B—Q 2 ; 6. K P×P, Kt×P ? 7. Kt×Kt, P×Kt ; 8. P×P ! B×B ; 9. Q—R 5 with advantage (Alekhine-Sanchez, Bogota, 1939).

5.	K P×P

This is likely to lead to an isolated Q P, but if 5. ....Q×P ; 6. B—B 4, Q—Q 1 ; 7. Kt—Kt 3 with a considerable lead in development.

6. B—Kt 5	P—B 5

Black wants to be rid of all the uncertainties of a fluid centre. If for example 6. ....Q—Kt 3 ; 7. Q—K 2 ch, B—K 3 ; 8. P×P, B×P; 9. O—O followed by Kt—Kt 5 or Kt—Kt 3—Q 4 with rather troublesome pressure.

The text, on the other hand, has the drawback of weakening Black's Pawn position—though not in an obvious way.

7. O—O	B—Q 3
8. P—Q Kt 3 !	

Black was just on the point of playing ....Kt—K 2 followed by ....P—Q R 3, compelling B×Kt ch at a moment when the other Knight can retake. But the text spoils this plan, as White's K B will have a retreat. At the same time the text is useful in opening the Q R file for White.

8.	P×P

Not 8. ....P—B 6 ? 9. Kt—Kt 1 winning the Q B P (9. ....Q—R 4 ; 10. Q—K 1 ch).

9. R P×P	Kt—K 2
10. R—K 1	O—O
11. Kt—B 1	B—K Kt 5

This has the appearance of being most effective, as it threatens a weakening of White's King-side Pawns by ....B×Kt. But the threat is easily parried, and Black's Q B will soon be embarrassed.

12. P—B 3	Q—B 2
13. B—R 3 !	

Well played. This forces the exchange of Black's most useful minor piece, after which his black squares will be weak and he will be left with the inferior Bishop.

13.	K R—Q 1
14. B—Q 3	

Getting this piece into more effective play without loss of time, as B×P ch is threatened.

14.	B×B

Golombek recommends 14. .... B—K B 4 ! 15. Kt—K 3, B—Kt 3. The text falls in with White's plans.

15. R×B	Q—B 5

Another aggressive demonstration which will be repulsed in due course.

16. B—K 2 Kt—Kt 3

This move is to be recommended only when the Knight will have access to K B 5—which is clearly not the case here. The alternative 16. ....Kt—B 4 (intending .... Kt—Q 3—K 5) is met by 17. P—R 3, B×Kt; 18. B×B with an obviously better game for White.

17. Kt—K 3 B—K 3
18. P—Kt 3 Q—Q 3

Black has been driven back appreciably in the last two moves. White has had to weaken his King-side a bit in the process, and the consequences will appear later on.

19. R—R 2 P—K R 3

Else Kt—Kt 5 (in conjunction with B—B 3) might become annoying. But the weakening induced by this move subsequently proves troublesome.

20. B—Q 3 B—R 6 ?

Pointless. He should have played either Knight to K 2, although White would still have somewhat the better of it.

21. Kt—Q 2 !

The weakness of Black's Q P is beginning to become more noticeable. The text is played with a view to 22. Q—R 5, B—B 1 forced; 23. P—K B 4 followed by Kt—B 3—K 5 with a strong initiative.

21. ..... Q Kt—K 2
22. P—K B 4

This useful move is made with gain of time, as White threatens to win the Bishop with P—B 5 followed by Q—R 5—the final comment on 20. ....B—R 6 ?

22. ..... B—Q 2
23. Kt—B 3

Creating a new problem for Black, as he cannot very well permit White to play P—B 4. True, this would eliminate the weak Q P, but would leave White with a strong centre, and less mobility than ever for Black's pieces.

23. ..... P—Kt 4

Preventing the advance, and at the same time fixing White's Q B P, with a possibility of exerting pressure *via* the Q B file.

24. Kt—K 5 Kt×Kt

This exchange is for the best, the position of his Knight at Kt 3 having been weakened by the previous advance of his K R P.

25. B P×Kt Q—Q Kt 3

Threatening ....P—Kt 5. Up to this point the play has been of a predominantly strategical character; but from now on it becomes more and more exciting.

26. P—Q Kt 4 P—Q R 4

The alternative was 26. ....K R—Q B 1; 27. Q—Kt 3, B—K 3; 28. K R—R 1, P—R 3; 29. B—B 1 followed by B—Kt 2. Each side would have weak Pawns, but on the whole White's prospects would be preferable, because he has less weaknesses and weak points, and because his pieces are more active. Under the circumstances, one should hardly wonder at Stahlberg's choice of a more enterprising line of play.

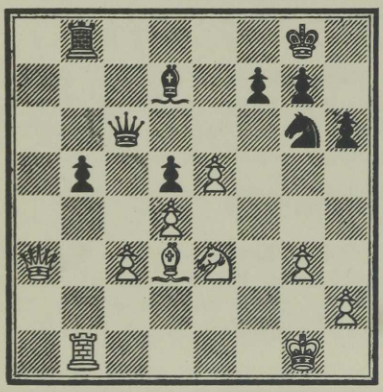
27. P×P R×P
28. Q—Kt 3 R×R
29. Q×R Q—Q B 3

Golombek suggests ....B—B 3, enabling the Bishop to defend both

weak Pawns. But Stahlberg rejects the move because he hopes to keep the Bishop in active play—whereas ....B—B 3 would bury the Bishop.

30. Q—R 3 Kt—Kt 3
31. R—Kt 1 R—Kt 1

Position after 31. ....R—Kt 1



32. Q—Kt 4 Kt—B 1

Losing a Pawn, but this had already become unavoidable. If for example 32. ....R—Kt 2 ! ? 33. Kt—B 5 ! (not 33. B×Kt, Q×B ; 34. Kt×Q P, B—B 3 ! threatening ....Q—K 5. If now 35. P—B 4, Q—K 5 ! but not 35. ....P×P ? 36. Q×R ! This latter variation shows how careful White must be because of his weakened King-side), B×Kt (else Kt—Q 6) ; 34. B×B, R—B 2 (White threatened B—Q 3) ; 35. R—Kt 3, Q—B 5 (again B—Q 3 was threatened) ; 36. Q×Q with a won ending.

33. Q—Kt 3 ! B—K 3

Black is reduced to the last extremity of combinative protection of his weaknesses. If now 34. B×P, R×B ; 35. Q×R, Q×P and Black cannot possibly lose, as he must annex both centre Pawns.

34. K—B 2

Protecting the Knight and thus ruling out the above variation.

34. ..... P—Kt 5

Since he must lose the Pawn in any event, he parts with it in such a way as to make a counter-attack possible. But the resulting passed Q Kt P will play an important if unobtrusive role in White's ultimate victory.

35. P×P Q—Kt 3
36. Q—Kt 2 Kt—Q 2
37. P—Kt 5 P—B 3

With his usual tactical adroitness, Stahlberg opens up the K B file in the hope of smoking out White's King.

38. P×P Kt×P
39. R—Q B 1 B—Q 2

A necessary preliminary to .... R—K B 1, which is not feasible at once because of R—B 6.

40. K—Kt 1 R—K 1

But not 40. ....B×P ? 41. B×B, Q×B ; 42. R—B 8 ch etc.

41. Kt—Kt 2 Kt—K 5
42. Kt—B 4 Kt—Kt 4
43. K—Kt 2

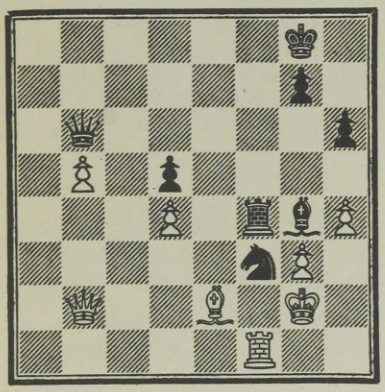
Golombek suggests the clever alternative 43. Kt×P ! Q×P ch (43 ....Q—K 3 looks more dangerous than it is, *e.g.* 44. B—B 4, Kt—R 6 ch ; 45. K—R 1, Q—K 5 ch ; 46. Q—Kt 2 etc.) ; 44. Q×Q, Kt—B 6 ch ; 45. K—Kt 2, Kt×Q ; 46. P—Kt 6 and the Q Kt P will decide the game with ease. The text seems simpler for purposes of over-the-board play, but actually turns out to be more complex !

43. ..... B—Kt 5
44. R—B 1 R—K B 1
45. P—R 4 Kt—B 6 !

The only way to maintain the complications. If now 46. R×Kt ? B×R ch ; 47. K×B, P—Kt 4 etc. There follows some highly ingenious play.

46. B—K 2 R×Kt ! ?

Position after 46. ....R×Kt ! ?



The necessary and intended consequence of the previous play.

47. B×Kt ! ?

47. P×R, Kt×P ch ; 48. K—R 2 (if 48. K—Kt 3, Kt—B 4 ch ! and the Bishop is immune), Q—K 3 (or ....Q—Kt 3) ; 49. R—B 2 ! is also good.

47. ..... R×P

Black is confronted with an inexorable set of losing variations after 47. ....B×B ch ; 48. R×B :

I. 48. ....Q×Q P ; 49. Q×Q, R×Q ; 50. R—Kt 3, R—Q B 5 ; 51. P—Kt 6, R—B 1 ; 52. P—Kt 7, R—Kt 1 ; 53. K—B 3, K—B 2 ; 54. K—K 3, K—K 3 ; 55. K—Q 4, K—Q 3 ; 56. R—Kt 5, K—B 3 ; 57. R—B 5 ch (Golombek) and wins.

II. 48. ....R×Q P ; 49. Q—K B 2 ! (threatening 49. R—B 8 ch, K—R 2 ; 50. Q—B 5 ch, Q—Kt 3 ; 51. R—R 8 ch), Q—B 4 ; 52. P—Kt 6 ! R—Q B 5 (if 52 ....Q×P ; 53. R—B 8 ch as above) ; 53. Q×Q, R×Q ; 53. R—Kt 3 transposing into Variation I.

48. B×B R×B
49. Q—K 5 !

This powerful centralizing move sets off White's advantage effectively. Black's King (despite the few remaining pieces !) is exposed to a mating attack which cannot be successfully parried.

49. ..... Q—Kt 3

Of course if 49. ....P—Q 5 ? 50. Q—K 8 ch, K—R 2 ; 51. R—B 8 is fatal.

Against 49. ....Q—Q 5 Euwe points out a fine win : 50. Q—K 6 ch, K—R 2 ; 51. Q—B 5 ch, K—Kt 1 ; 52. Q—Q B 8 ch, K—R 2 ; 53. R—B 8, Q—K 5 ch ; 54. K—R 2 ! (not 54. K—R 3 ? Q—R 8 ch ! 55. K×R, Q—K 5 ch and a draw is in order, for if 56. R—B 4 ? P—R 4 ch ! followed by mate), Q—K 7 ch ; 55. K—R 3, P—R 4 ; 56. R—R 8 ch, K—Kt 3 ; 57. Q—B 6 ch etc.

50. P—Kt 6 ! R—Kt 5

There is nothing else, for if 50. ....Q×P ; 51. Q—K 8 ch, K—R 2 ; 52. R—B 8 etc.

51. Q×Q P ch K—R 2
52. R—B 8 Q—B 7 ch

Some pretty play would result from 52. ....Q—Kt 5, with two winning methods at White's disposal :

I. 53. Q—Q 3 ch, P—Kt 3 ; 54. Q—Q B 3, R—Q 5 (if 54. ....Q—K 5 ch ; 55. K—B 2. If 54. .... Q—K 7 ch ; 55. R—B 2, Q—K 5 ch ; 56. K—R 2) ; 55. P—Kt 7, Q—K 7 ch (if 55. ....Q—K 5 ch ; 56. K—B 2) ; 56. R—B 2, Q—K 5 ch ; 57. K—R 2 and wins (*The Field*).

II. 53. Q—Kt 8 ch, K—Kt 3 ;

54. P—R 5 ch ! K×P (if 54. .... Q×P ; 55. Q—B 7 ch wins) ; 55. Q—B 7 ch, Q—Kt 3 (if 55. ....P—Kt 3 ; 56. Q—Q 5 ch, Q—Kt 4 ; 57. Q—Q 1 ch, Q—Kt 5 ; 58. Q×Q ch, K×Q ; 59. R—B 4 ch etc.) ; 56. Q—Q 5 ch, K—Kt 5 (or 56. .... Q—Kt 4 ; 57. R—B 5) ; 57. Q—Q 1 ch, K—Kt 4 ; 58. Q—Q 2 ch and wins.

53. K—R 3

Threatening P—R 5 followed by Q—Kt 8 mate.

53. ..... R—Kt 7

Giving Keres the opportunity of demonstrating the mate in reverse order !—but there was no way out.

54. Q—Kt 8 ch K—Kt 3
55. P—R 5 ch ! K×P

Or 55. ....K—Kt 4 ; 56 Q×Kt P ch etc.

56. Q—B 7 ch Resigns

For interpositions are answered by 57. P—Kt 4 ch and 58. Q—B 4 mate. An exceptionally arduous game. *Cf.* the final phase with that of Game No. 74.

GAME 70

TWO KNIGHTS' DEFENCE

Buenos Aires, 1939.

So great is Keres' mastery of the old-fashioned type of wide-open game that it seems foolhardy to attempt to worst him in this kind of play. Yet the attempt is made from time to time, leading to the trenchant refutation which Keres knows so well how to administer. This game is a case in point : White's development suffers, his Pawn position is ruined, he cannot castle, and his King is ultimately left shivering in the cold.

M. Luckis *White*	P. Keres *Black*
1. P—K 4	P—K 4
2. Kt—K B 3	Kt—Q B 3
3. B—B 4	Kt—B 3

A psychological challenge—which White accepts by going after the Pawn.

4. Kt—Kt 5	P—Q 4
5. P×P	Kt—Q R 4
6. P—Q 3	P—K R 3
7. Kt—K B 3	P—K 5
8. Q—K 2	Kt×B
9. P×Kt	B—Q B 4
10. K Kt—Q 2	

If 10. P—B 3, P—Q Kt 4 !

10. ..... O—O
11. Kt—Kt 3

White has to prepare for the development of his Queen-side forces—but this is easier said than done.

11. ..... B—Kt 5
12. Q—B 1

Very awkward, but Q—Q 2 will not do because of ....P—K 6 ! The tendency of the K P to self-immolation in this manner is one which requires White's constant attention.

12. ..... B—Kt 5 ch
13. Kt—B 3

The manner of White's interposition determines the coming course of the game. The alternatives are :

I. 13. B—Q 2, B×B ch ; 14. Q Kt×B, R—K 1 ; 15. P—K R 3, P—K 6 ! and if 16. P×P, R×P ch ; 17. K—B 2, R—K 7 ch ; 18. K—Kt 1, Q—K 2 ! with the possibility 19. P×B ? Q—K 6 ch ; 20. K—R 2, Kt×P mate.

II. 13. P—B 3, B—K 2 ; 14. P—K R 3, B—R 4 ; 15. P—Kt 4, B—Kt 3 ; 16. B—K 3, Kt—Q 2 ; 17. Q Kt—Q 2, Kt—K 4 ; 18. O—O—O,

P—Kt 4 ! 19. P×P, Kt—Q 6 ch ; 20. K—Kt 1, Q×P (from a famous game Salwe-Marshall, Vienna, 1908) and Black has much the better game.

13. ..... P—B 3 !

Die Hypermoderne Schachpartie gives 13. ....P—Q Kt 4 ; 14. P—K R 3, B—K R 4 ; 15. P—Kt 4, B—Kt 3 ; 16. B—Q 2, B×Kt ; 17. B×B, P×P ; 18. Q×P, Q×P ; 19. Q×Q, Kt×Q with equality. But this is not enough for Keres.

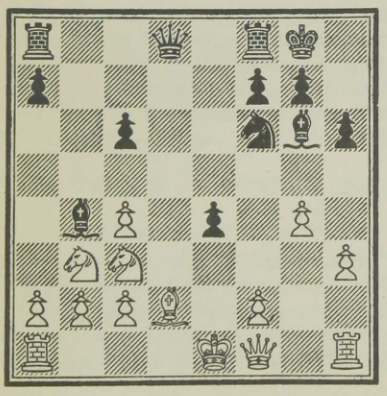
14. P×P P×P

Black's Pawn sacrifice offers considerable benefits and has no drawbacks, since the possibility of .... B×Kt ch will reduce White's Queen-side Pawn position to a shambles. Meanwhile, Black has obtained two open files, the Q file being of special importance since White will be unable to castle into safety.

15. P—K R 3 B—K R 4
16. P—Kt 4 B—Kt 3
17. B—Q 2 ?

Disregarding the danger signals. B—K 3 had to be played, for better or worse.

Position after 17. B—Q 2 ?



17. ..... P—K 6 !

"Played in true Morphy style," is Golombek's apt comment.

18. P×P

A sorry choice. If 18. B×P, Kt—K 5 ; 19. R—Q 1 (or 19. B—Q 2, Kt×B ; 20. Kt×Kt, B×P followed by ....R—K 1 ch with deadly effect), Q—K 2 with a powerful attack.

18. ..... B×Kt
19. P×B

Or 19. B×B, Kt—K 5 ; 20. K R —Kt 1, R—K 1 and White's position is in ruins.

19. ..... B×P

An important move, to prevent White from castling. He is now helpless against White's next move, for if 20. R—B 1, B×Kt ; 21. P×B, Kt—K 5 followed by ....Q—R 5 ch and wins.

20. Kt—Q 4 Kt—K 5 !

" Protecting " the Bishop and threatening ....Q—R 5 ch and also ....Kt—Kt 6.

21. P—K R 4

Or 21. K R—Kt 1, B—Q 6 ! 22. Q—K Kt 2 (if 22. Q×B, Q—R 5 ch wins), Q—R 5 ch ; 23. K—Q 1, P—Q B 4 ; 24. Kt—B 3, Q—B 3 ; 25. Q R—B 1, Q R—Q 1 and the position is untenable.

21. ..... P—Q B 4
22. Kt—B 3 Kt—Kt 6
23. Q—Kt 2 Kt×R
24. Q×Kt B—K 5

White resigns. He is behind in material, and Black still has too many threats.

GAME 71

QUEEN'S GAMBIT DECLINED

Buenos Aires, 1939.

This game abounds in surprises. The opening play is novel, the key to the middle game is one of the most profound moves ever played by Keres, and the decisive concluding phase is quite piquant.

Such originality is all the more remarkable since the encounter occurred in a tourney which followed close on the heels of the long grind of the team tournament.

P. KERES *White*	G. GUIMARD *Black*
1. P—Q 4	Kt—K B 3
2. P—Q B 4	P—K 3
3. Kt—Q B 3	P—Q 4
4. B—Kt 5	B—K 2
5. P—K 3	O—O
6. Kt—B 3	P—K R 3
7. B—R 4	Kt—K 5

This defence (originated by Atkins and Dr. Lasker) is to-day considered one of the most satisfactory at Black's disposal. He exchanges two minor pieces with excellent prospects of obtaining a good development and freedom from the pressure exercised by White in so many variations of this opening.

Black's 6th move is a recent improvement whereby Black gains a tempo by giving himself a "loophole" without any loss of time.

8. B×B	Q×B
9. Q—B 2	

The alternative line is 9. P×P, Kt×Kt; 10. P×Kt, P×P; 11. Q—Kt 3, Q—Q 3! 12. P—B 4, P×P; 13. B×P, Kt—B 3; 14. Q—B 3, B—Kt 5; 15. O—O (a manœuvre which deserves consideration is Kt—Q 2—Kt 3, avoiding the doubled K B P and keeping Black's Queen-side under pressure), B×Kt; 16. P×B (Euwe-Eliskases, Noordwijk, 1938). The merits of this variation will be discussed later on.

9.	Kt—K B 3

By avoiding the indicated simplifying move ....Kt×Kt, Black goes counter to the spirit of the defence in seeking the better at the expense of the good. After 9. .... Kt×Kt; 10. Q×Kt, P—Q B 3; 11. B—Q 3, P×P; 12. B×P, Kt—Q 2; 13. O—O, P—Q Kt 3 Black frees his game with ....B—Kt 2 and eventually ....P—Q B 4.

10. P×P	

Intending a minority attack later on with much the same kind of play as in Game No. 67.

10.	P×P
11. B—Q 3	Kt—B 3 ? !

A clever tactical stroke, but its strategic superficiality soon comes to light. The immediate purpose is ....Kt—Q Kt 5.

12. P—Q R 3	B—Kt 5

The logical sequel to his previous move; since ....B×Kt followed by ....Kt×P is menaced, White cannot avoid the doubling of his K B P. But since this is far from being a hardship in the present position, we may conclude that Black would have been better off with the more orthodox continuation 11. ....P—B 3 and 12. ....Q Kt—Q 2.

13. O—O	B×Kt
14. P×B	

The position now arrived at is very similar to that of the Euwe-Eliskases game previously quoted; yet the noted analyst Kmoch points out that *there is a vital difference*

because of the presence of Black's Q P at Q 4.

In the earlier game, says Kmoch, Black had the square Q 4 at the disposal of his pieces, and he was able to exert pressure on White's Q P, thus restraining the advance of the latter's K P. In the present game, however, Black's Q 4 is already occupied, taking away a valuable central square from his pieces and also preventing any concentration on White's Q P, so that an eventual P—K 4 has to be reckoned with.

14. ..... Kt—Q 1

It is already apparent that Black's Knights will have little scope for effective action. White's position, on the other hand, is very promising: he can operate on the K Kt file, or aim for a break-through in the centre with P—K 4 or establish a strong outpost at Q B 5. White's next few moves are therefore easy to follow.

15. P—Kt 4 Kt—K 3
16. K—R 1 P—B 3
17. Kt—R 4 Kt—Kt 4
18. B—K 2

Of course not 18. P—B 4, Kt(4)—K 5 giving Black a fine square for a Knight at K 5 and indefinitely postponing a possible P—K 4.

18. ..... Kt—K 1

Or 18. ....Q—Q 2; 19. R—K Kt 1, Q—R 6? 20. R—Kt 3. Black cannot find a good plan.

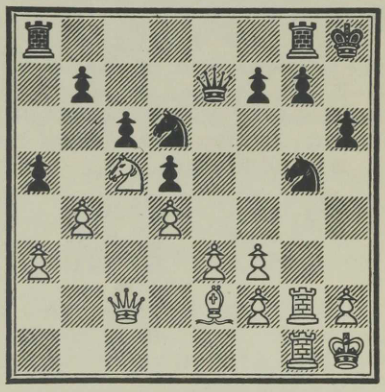
19. R—K Kt 1 Kt—Q 3
20. R—Kt 2 K—R 1

Since Black wants to avoid the weakening ....P—K Kt 3, which would leave an admirable target for White's attack after 21. Q R—K Kt 1, he must tuck the King away in the corner. If instead 20. ....P—K B 4 (intending ....P—B 5); 21. P—B 4, Kt(4)—K 5; 22. Q R—K Kt 1, R—B 2; 23. Kt—B 5! to be followed by Kt—Q 3—K 5, P—B 3 and B—Q 3, with an untenable position for Black.

21. Q R—K Kt 1 R—K Kt 1
22. Kt—B 5 P—Q R 4

Guimard has played well in the last few moves. The King-side is well fortified, and P—K 4 is prevented—at least for the time being. He therefore hopes to take the initiative on the Queen-side. Keres smothers this ambition with a profound reply.

Position after 22. ...P—Q R 4.



23. P×P!!

Very surprising, since the Q R P seems to become very weak. However, it can be protected with unexpected ease, permitting White to carry out his plans on the other side of the board. Other moves would have permitted Black to play .... P—Kt 4! followed by ....Kt—B 5.

23. ..... R×P
24. P—Q R 4 R—R 2

If at once 24. ....P—Q Kt 3; 25. Kt—Kt 3! followed by Q×P and Black's Queen-side disintegrates.

25. B—Q 1 !

Another good move, which renders the Q R P absolutely secure, makes room for the Q R at K 1 and tempts Black to play a poor move.

25. ..... Kt—B 5

Very tempting, especially since Black has no good move at his disposal. But now White's Queen switches to the other wing, making possible a deadly attack.

26. Q—B 5 ! P—K Kt 3

Keres exploits this weakening move in masterly fashion later on, but Black must do something about the threatened 27. R × Kt ! P × R ; 28. Q—R 3 mate !

If 26. ....P—Q Kt 3 ; 27. R × Kt ! (stronger than 27. Kt—Q 3 ? Q—K 3 !), P × Kt ; 28. Q—R 3 ! threatening Q × P ch ! or R × Kt P!), P—B 3 ; 29. R—R 5 followed by B—B 2 and R × P ch.

27. Q—Kt 4 P—Kt 3
28. Kt—Q 3 Q—K 3
29. Q—Kt 3 Kt—K R 6

It is hopeless to chase White's Queen (29. ....Q—R 6 ; 20. Q—B 4, Q—B 4 ? 21. Q × Q, P × Q ; 21. P—R 4 and wins).

30. R—K 1 ! Kt—Kt 4
31. P—K 4 !

One of those delightful moves which Keres is always able to find in such positions. If now 31. .... P × P ; 32. P × P, Kt × P ? 33. Q—R 4, P—K B 4 (White was menacing the Knight and mate at the same time !) ; 34. P—B 3 and wins.

31. ..... Q—B 3
32. P—K 5 Q—B 4
33. P—B 4 ! Kt—K 5

Any other Knight move loses the Queen ! (34. B—Kt 4).

34. Q—R 4 ! P—K Kt 4

Since White was threatening mate by 35. Q × P ch or win of the Queen by 35. B—Kt 4, the despairing text is the only alternative to resignation.

35. Q × P ch Q—R 2
36. Q × B P Kt—B 6

Or 36. ....R—Q 1 ; 37. P—B 3, Kt—B 6 ; 38. R × P etc.

37. Q—B 6 ch Q—Kt 2
38. R—Kt 3 ! Resigns

As Euwe shows, mate cannot be staved off for very long. The threat is 39. R—R 3 mate, and if 38. .... Q × Q ; 39. P × Q, K—R 2 ; 40. P—B 5, P—Kt 5 ; 41. B × P, K—R 3 ; 42. P—B 4 etc. Or 39. ....R—Q 1 ; 40. R × P, Kt—K 5 ; 41. R—R 5 ch etc. Of course, if 39. .... R—Kt 3 ; 40. R—R 3 ch (and not 40. R—K 8 ch) forces mate.

GAME 72

CARO-KANN DEFENCE

Buenos Aires, 1939.

Keres had to win this game in order to tie for first prize, but he did not allow himself to be unnerved by the crucial nature of the game. While he plays with quiet determination, Black's play is altogether too risky. The latter's moves are tactically clever, but neglect positional considerations, whereas Keres makes moves which are just as clever, but which also have a sound strategical basis.

P. Keres *White*	M. Czerniak *Black*
1. P—K 4	P—Q B 3
2. P—Q 4	P—Q 4
3. P × P	P × P
4. P—Q B 4	

This continuation is now the one most frequently seen against the Caro-Kann, the idea being to create complications, thereby tearing the game out of its usual orbit of uneventful positional play.

4. ..... Kt—K B 3
5. Kt—Q B 3 Kt—B 3

The more conservative ....P—K 3 is generally played here.

6. B—Kt 5 Q—R 4 ? !

This is based on one of those sacrifices which are good if accepted, but which react unfavourably if they are declined.

7. Q—Q 2 !

Naturally he avoids 7. B×Kt, K P×B ; 8. P×P, B—Q Kt 5 ! 9. P×Kt, B×Kt ch ; 10. P×B, Q×P ch ; 11. K—K 2, O—O and Black's attack is worth at least a draw, *e.g.* 12. P—B 3 (the threat was ....R—K 1 mate), R—K 1 ch ; 13. K—B 2, Q—K 6 ch ; 14. K—Kt 3, Q—Kt 4 ch with perpetual check.

7. ..... P×P

Developing White's game, but it is consistent with Black's plan. If instead 7. ....Kt—K 5 ; 8. Kt×Kt, P×Kt ; 9. Q×Q and White is ahead in development and has the better Pawn position.

8. B×B P P—K 4

The second point of 6. ....Q—R 4 ? ! Black's attempt to force the issue must be met with great care.

9. P—Q 5 Kt—Q 5
10. P—B 4 !

Accepting Black's challenge by playing to undermine the aggressive position of his Q Kt.

10. ..... B—Q 3

Likewise if 10. ....B—K B 4 ; 11. R—B 1, B—Q 3 ; 12. K Kt—K 2, Kt×Kt ; 13. Q×Kt White has the better of it.

11. K Kt—K 2 !

With the interesting point that if 11. .....Kt×Kt ; 12. Q×Kt, O—O ; 13. P×P, B×P (if 13. .... R—K 1 ; 14. B×Kt, P×B ; 15. O—O and Black's King is in a bad way) ; 14. Q×B, R—K 1 ; 15. B×Kt, R×Q ch ; 16. B×R with three pieces for the Queen.

11. ..... Kt—B 4

Black has made two extra moves with this piece, without any compensating benefit.

12. B—Kt 5 ch ! B—Q 2
13. B×Kt !

Just at the right moment, for if 13. ....B×B ; 14. B×K P winning a Pawn. Black must therefore renounce castling.

13. ..... P×B
14. B×B ch K×B
15. O—O

The upshot of Black's devil-may-care policy is that his Pawn position is shattered and his King badly exposed. The immediate threat is P×P.

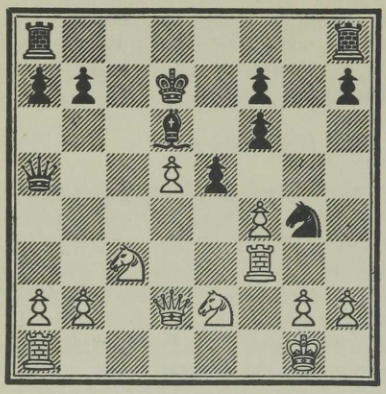
15. ..... Kt—K 6

Always ingenious ! Of course if 16. Q×Kt ? ? B—B 4. But the Knight move has a worthier purpose.

16. R—B 3 Kt—Kt 5

....B—B 4 ch promises to be troublesome. Keres finds a fine reply.

Position after 16. ....Kt—Kt 5.



17. Q—Q 3 ! Q R—K Kt 1

The main variation was 17. .... Q—Kt 3 ch ; 18. K—R 1, Kt—B 7 ch ; 19. R × Kt, Q × R ; 20. Q—Kt 5 ch, K—B 2 (if 20. ....K—K 2 ? 21. Q × P ch is deadly. If 20. .... K—Q 1 ; 21. Kt—K 4 wins) ; 21. Kt—K 4 followed by 22. R—B 1 ch and wins.

Or if 17. ....B—B 4 ch ; 18. K—R 1, Kt—B 7 ch ; 19. R × Kt, B × Kt ; 20. P × P, B—B 4 (Q—B 5 ch was threatened) ; 21. Q—B 5 ch, K—B 2 ; 22. P—Q 6 ch with a winning game.

18. K—R 1 Q—Kt 3
19. Q R—K B 1 K—B 1

At long last the King is moved to a position of relative safety.

20. P—K R 3 !

Keres never loses sight of the positional landmarks. He wants to drive the Knight away, so that he can exploit Black's weakness in the K B file.

20. ..... P—K R 4

It is Black's misfortune that he must continue to rely on moves that are only stop-gaps and have no long-term value. Keres simply ignores the Knight, knowing that it must soon give way.

21. Kt—K 4 K—Kt 1
22. Q—Kt 3 !

This leads to a decisive positional advantage. Black must not exchange Queens, for if 22. ....Q × Q? 23. R × Q menacing not only the Bishop, but P × Kt as well (see the previous note !) and therefore winning a piece. In addition, White threatens Q × Q himself, likewise winning a piece.

22. ..... Q—R 3

This counter-attack looks promising, but now Keres infuses some life into his Knights for a decisive intermezzo.

23. Kt(2)—Kt 3 ! P × P
24. Kt—K B 5 ! Kt—K 6

Compulsory, for if 24. ....B—K 4 ? 25. Kt—B 5 ! wins (25. .... Q—Kt 3 ; 26. Kt—Q 7 ch) ; or 24. ....B—B 1 ; 25. R × P forcing back the Knight and thus winning the B Ps.

25. Kt × Kt P × Kt
26. Q × P B—K 4
27. Kt × P B × Kt
28. R × B

At last the fruit can be plucked.

28. ..... Q × P
29. Q—K 5 ch K—R 1
30. R × P Q—B 5

White threatened Q × R ! followed by R—B 8 ch and mate. White has now consolidated his position and is a powerful passed Pawn to the good. The end is in sight.

31. P—Q Kt 3 Q—B 7

Not 31. ....Q×Kt P ? ? 32. Q× R etc.

32. R(1)—B 2 Q—B 4

Allowing White to force the exchange of Queens, but other moves are no better.

33. Q—K 7 Q×Q

If 33. ....Q×P ? 34. R—B 8 ch etc. If 33. ....Q—B 1 ; 34. P—Q 6 winning very quickly.

34. R×Q R—Q 1
35. R—B 5 P—R 5
36. K—Kt 1

Simply threatening to march the King to K 5. Black is helpless—although the following Rook manœuvre hastens the end.

36. ..... R—Q B 1
37. P—Q 6 R—B 8 ch
38. K—B 2 R—Q 8
39. P—Q 7 ! R—Q 1

Now comes a smart finish.

40. R—K 8 ! R×P
41. R(5)—B 8 ! Resigns

He must lose a Rook. A truly great game.

GAME 73

INDIAN DEFENCE

Match, 1939-1940. (Fifth Game.)

This game (like Game No. 75) reveals a particularly delightful aspect of the great master's art: the so-called "middle game without Queens." The ability to play this type of game well is a convincing proof of a player's ability, for in the absence of the Queen the attack with the remaining pieces must be conducted with the utmost economy and alertness.

The earlier play is also interesting as showing how Keres can bewilder even the most formidable opponent by a determined bid for the initiative.

Dr. M. Euwe *White*	P. Keres *Black*
1. P—Q 4	Kt—K B 3
2. P—Q B 4	P—K 3
3. Kt—Q B 3	B—Kt 5
4. Q—B 2	O—O

This move has enjoyed a certain vogue in recent master play, primarily because of its elasticity (Black still has the option of choosing among several plans) and also because 5. P—K 4 is considered premature in view of the excellent reply 5. ....P—B 4 !

5. B—Kt 5

Suggesting a drawback to Black's early castling. The pin will be troublesome, as Black cannot very well weaken his castled position by playing ....P—K R 3 and .... P—K Kt 4.

5. ..... P—K R 3
6. B—R 4 Kt—B 3
7. P—K 3

Rather tame. In the following game, Keres (playing White) boldly continued with Kt—B 3 (by transposition), not fearing the possible loss of a Pawn after ....P—K Kt 4—5 because of the ensuing exposed state of Black's King.

7. ..... R—K 1
8. B—Q 3

Another slow move. White is courting trouble.

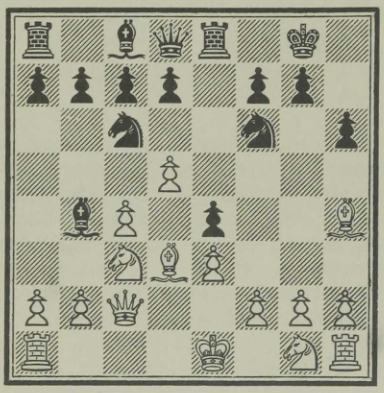
8. ..... P—K 4 !

Achieving freedom. If now 9. P×P, Kt×P ; 10. Kt—K 2, P—

Q 4 ! or 9. B×Kt, Q×B ; 10. P—Q 5, P—K 5 ! with an excellent game for Black in either event.

9. P—Q 5 P—K 5 !

Position after 9. ....P—K 5 !



10. P×Kt

A disagreeable position for White, as may be seen from the following alternatives indicated by Euwe :

I. 10. B—K 2, Kt—K 4 and White has difficulty in completing his development (11. B×Kt, Q×B; 12. Q×P ? B×Kt ch ; 13. P×B, Kt—B 6 ch ; 14. Q×Kt, Q×P ch and wins).

II. 10. B×Kt, Q×B (....K P×B is also good) ; 11. B×P, B×Kt ch ; 12. P×B, R×B ; 13. P×Kt (13. Q×R leads to the loss of a piece after 13. ....Q×Q B P ch ; 14. K—K 2, Q—Kt 7 ch ! 15. K—B 3, Kt—K 4 ch !), Q×P with decisive advantage for Black.

III. 10. B×P, B×Kt ch ; 11. Q×B (11. P×B transposes into the previous variation), P—K Kt 4 ; 12. P×Kt, Kt×B ; 13. P×Kt P, B×P ; 14. Q—Kt 4, R—Kt 1 ; 15. B—Kt 3, Kt×B ; 16. R P×Kt, B×P and wins.

10. ..... P×B

11. Q×P Q P×P

Also good was 11. ....Kt P×P, having in view ....B—R 3 followed by ....P—Q 4.

12. Q×Q

White seeks salvation in simplification. If instead 12. O—O—O, Q×Q ; 13. R×Q, B—K B 4 followed by ....B×Kt, leaving White with a critically weak Queen-side. Or 12. Q—B 2, P—K Kt 4 (here this advance involves no risk, as Black has the initiative) ; 13. B—Kt 3, Kt—K 5 ; 14. Kt—K 2, B—K B 4 with a powerful position.

12. ..... B×Kt ch !

With this alert interpolation, Black maintains the initiative. If now 13. P×B, R×Q ; 14. B×Kt, P×B ; 15. Kt—B 3, B—K 3 ; 16. Kt—Q 2, R—Q 6 ; 17. Q R—B 1, Q R—Q 1 ; 18. R—B 2, B×P ! (Euwe) and wins.

13. Q—Q 2 B×Q ch
14. K×B Kt—K 5 ch
15. K—K 2

Best under the circumstances ; if 15. K—B 2, B—B 4 is annoying, whilst a retreat to the first rank would disconnect the Rooks.

15. ..... B—K 3

Black must make every move tell, else his doubled Pawns and the Bishops of opposite colour will enable White to equalize gradually.

16. R—Q B 1

At first sight P—Q Kt 3 suggests itself, so as to have this Rook free to dispute the control of the Q B file ; but then R—Q 1 will be impossible owing to ....Kt—B 6 ch.

16. ..... P—K Kt 4
17. B—Kt 3 Q R—Q 1
18. Kt—B 3

The Field disposes of alternatives as follows :

I. 18. B×P, R—Q 7 ch with a winning position (if 19. K—B 3, R×P ch ; 20. K×Kt, B—Q 4 ch etc.).

II. 18. P—B 3, R—Q 7 ch ; 19. K—K 1, Kt×B ; 20. K×R, Kt×R ; 21. K—K 1, P—Kt 5 ! (threatening ....P—Kt 6). White will be able to capture the Knight (if at all) only at the expense of a lost ending.

18. R—B 2 would also be futile because of 18. ....B—B 4.

18. ..... P—Q B 4 !

White's Knight must not be allowed to blockade the Q file with Kt—Q 4.

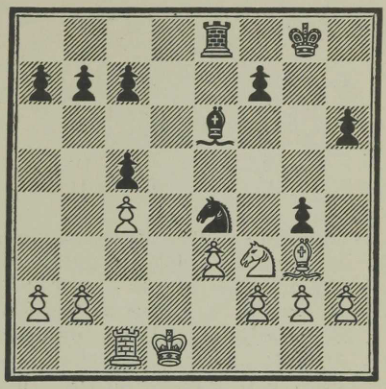
19. K R—Q 1

After a long study of the position, Euwe decides to decline the Pawn. This refusal is based on the following considerations : if 19. B×P, R—Q 2 (on 19. ....P—Kt 5 ; 20. B×R, R×B ; 21. Kt—K 5, R—Q 7 ch ; 22. K—K 1, R×Kt P Black has a fine game ; but White plays 21. K R—Q 1 ! P×Kt ch ; 22. P×P, Kt—Q 3 ; 23. P—K 4 with good counterchances, as indicated by Euwe) ; 20. B—R 5 ! (better than 20. B—Kt 3, P—Kt 5 ; 21. Kt—K 5, R—Q 7 ch ; 22. K—K 1, R×Kt P etc.), P—Kt 3 ; 21. B—K 1, K R—Q 1 threatening 22. ....P—Kt 5 ; 23. Kt—K 5, R—Q 7 ch ! 24. B×R, R×B ch ; 25. K—K 1, R×B P etc.

Euwe adds that subsequent analysis tended to show that Black would have strong pressure, leaving White with a difficult game.

19. ..... R×R
20. K×R P—Kt 5

Position after 20. ....P—Kt 5.



21. Kt—Kt 1 ?

This soon leads to a clearly lost game. Euwe holds that 21. Kt—R 4 was relatively best, as other Knight moves are hopeless :

I. 21. Kt—K 1 ? R—Q 1 ch followed by ....R—Q 7 ch.

II. 21. Kt—Q 2 ? R—Q 1 ; 22. R—B 2, B—B 4 ! 23. B—R 4, R—Q 2 ; 24. P—Q Kt 3, P—Kt 6 ! ! and wins.

III. 21. Kt—K 5 ? Kt×B ; 22. R P×Kt, B—B 4 ; 23. P—B 4, P—K B 3 ; 24. P—K 4, P×Kt ; 25. P×B, P×P ; 26. P×P, R—K 5 and wins.

IV. 21. Kt—R 4 best, R—Q 1 ch ; 22. K—K 1, Kt×B ; 23. R P×Kt, R—Q 3 ; 24. P—Kt 3 (24. P—B 3 would be premature because of ....R—R 3 ; 25. P—R 3 ; R—R 5), P—R 4. Black should win the ending, but White can put up a better fight than in the other variations.

21. ..... R—Q 1 ch
22. K—K 1 R—Q 7 !

If now 23. R—Kt 1, B×P ; 23. P—B 3, R×Kt P etc. Hence White plays for his only drawing chance : the Bishops of opposite colour.

23. P—B 3 R×K Kt P !

24. P×Kt

If 24. K—B 1, P×P ; 25. Kt×P, R×Kt P, winning easily.

24.	R×Kt ch
25. K—Q 2	R×R
26. K×R	B×P
27. P—Kt 3	B—Q 6
28. B×P	P—K R 4 !

The ending, while not so exciting as the previous play, is quite absorbing because of the clever way in which Keres forces a decision. As he already has a Pawn majority on the Queen-side, he now threatens to obtain a free Pawn on the other wing, creating an impossible defensive task for White.

29. K—Q 2	B—Kt 8
30. K—B 3	P—R 5

30. ....B×R P ? would of course lose the Bishop. The text nails White's Bishop to the diagonal K R 2—Q Kt 8, else Black can win with ....P—Kt 6.

31. P—R 4

Thus if 31. P—K 5 ? P—Kt 6 ! 32. P×P, P—R 6 and wins. Euwe therefore tries to exchange off as many Pawns as possible.

31.	B×P
32. K—B 4	P—Kt 3
33. P—R 5	

B—Kt 8 would be pointless, as he could not capture the R P.

33.	P×P
34. K×P	B—B 7 !

Assuring himself of being left with a passed Pawn on the Queen-side.

35. K—Kt 5	B×P
36. K×P	K—Kt 2
37. K—R 6	K—Kt 3
38. P—K 4	

If 38. K×P, K—B 4 and the King arrives at K Kt 7 with an easy win.

38.	P—Kt 6 !
39. P×P	P—R 6

White resigns, as after 40. P—Kt 4, K—Kt 4 etc. he will have to give up his Bishop for the R P. A beautiful ending by Keres.

GAME 74

INDIAN DEFENCE

Match, 1939-40 (Sixth Game).

With characteristic sportsmanship, Dr. Euwe has paid generous tribute to his opponent's exemplary position play in this game. While there is a great deal for the student to learn here about the creation of an advantage and the process of nursing it along until it reaches decisive proportions, the play is even more instructive from the psychological angle. That is to say, one must realize how important an element of defensive skill is comprised in will-power, in stubborn perseverance, in unflagging concentration. Note how Euwe's slip on move 43 completely nullifies all his previous efforts.

Keres considers this and Game No. 76 his best achievements in the match.

P. Keres *White*	Dr. M. Euwe *Black*
1. P—Q 4	Kt—K B 3
2. P—Q B 4	P—K 3
3. Kt—Q B 3	B—Kt 5
4. Q—B 2	Kt—B 3
5. Kt—B 3	

5. P—K 3 has also been tried by Keres.

5. ..... O—O

For a discussion of early castling in this variation, see the previous game.

6. B—Kt 5 ! P—K R 3
7. B—R 4

Since Black has committed himself by early castling and must therefore be discreet about eliminating the pin with ....P—K Kt 4, White rightly avoids the prosaic alternative B × Kt.

7. ..... P—Q 3

If 7. ....P—K Kt 4 ; 8. B—Kt 3, P—Kt 5 ; 9. Kt—R 4, Kt × P ; 10. Q—Q 2 regaining the Pawn favourably and leaving Black's King-side in a badly exposed state.

8. P—K 3

Here—and later on as well—O—O—O merits consideration. Black will then have trouble in playing ....P—K 4, and in any event will have to precede this move with ....B × Kt, in order to prevent Kt—Q 5.

The seemingly aggressive 8. P—K 4 permits Black to obtain an excellent position with 8. ....B × Kt ch ! 9. P × B, P—K 4 etc.

8. ..... Q—K 2
9. B—K 2

This piece would be somewhat insecure after 9. B—Q 3, P—K 4.

9. ..... P—K 4
10. P—Q 5 Kt—Kt 1
11. Kt—Q 2 !

An important move. If instead 11. O—O, B × Kt ; 12. Q × B (or 12. P × B, P—K Kt 4 ; 13. B—Kt 3, Kt—R 4 followed by ....P—K B 4 and ....Kt—Q 2—B 4 with a fine game), P—K Kt 4 ; 13. B—Kt 3, Kt—K 5 ; 14. Q—B 2, P—K B 4 with a splendid position for Black.

11. ..... Q Kt—Q 2

This obvious-looking move was made only after considerable reflection. Black cannot yet play .... P—K Kt 4, as the possibility of Queen-side castling is still available to White. Furthermore, the advance of Black's K Kt P is pointless so long as it cannot be followed up by ....Kt—R 4 or ....Kt—K 5.

Nor can Black venture on 11. ....B × Kt ; 12. Q × B (far better, of course, than 12. P × B ? Q Kt—Q 2 followed by ....Kt—B 4), Kt—K 5 ? 13. B × Q, Kt × Q ; 14. B × R and wins.

11. ....R—K 1 suggests itself as a preparatory move, but then comes 12. B × Kt ! and the indicated 12. ....Q × B ? would be a gross blunder because of 13. Q—R 4 ! (Note that without 11. Kt—Q 2 ! Black would have the resource of ....B × Kt ch in this variation.)

12. O—O P—Q R 4

....P—K Kt 4 is now out of the question, as it would enable White to open up the K B file with decisive effect.

13. Q R—K 1 R—K 1

With his attention fixed on the uncomfortable advance of White's K B P, Euwe prepares for simplification.

14. P—B 4 B × Kt

Relatively best. 14. ....P × P ; 15. P × P would give White a tremendous superiority in position, as he would soon secure exclusive control of the K file.

15. Q × B Kt—K 5

Best ; after 15. ....P—K 5 ? 16.

P—B 5 followed by R—B 4, the K P would soon fall.

16. Kt×Kt

16. B×Q ? would be a mistake because of 16. ....Kt×Q ; 17. P×Kt (if 17. R—R 4 ? Kt×B ch ; 18. R×Kt, P×P and White cannot recapture), R×B and Black's superior Pawn position gives him a promising ending.

16. ..... Q×B
17. P—K Kt 3 Q—K 2
18. B—Kt 4 !

This shows fine position judgment. White wants to play P—K B 5, but without being left with the Bishop, which would be hemmed in by white Pawns on white squares.

18. ..... Kt—B 3

After 18. ....P×P ; 19. K P×P Black would himself be in a terribly cramped position.

18. ....Kt—B 4 would lead to much the same position as does the text, after 19. Kt×Kt, P×Kt (not 19. ....B×B ; 20. Kt×P) ; 20. B×B, Q R×B ; 21. P—K B 5 ! (21. Q×R P, R—R 1 leads to nothing) —with this difference, that Black would have an additional weakness on the Queen-side.

19. Kt×Kt ch Q×Kt
20. B×B Q R×B

On 20. ....K R×B Euwe feared 21. P×P, Q×P ; 22. Q×Q, P×Q ; 23. P—K 4 and White's Queen-side majority is dangerous—all the more so since Black is condemned to passivity for the most part.

Despite all the foregoing simplification, the pressure on Black's game has not been fully neutralized.

21. R—B 2

Threatening Q×P. If instead 21. Q×P, P×P ; 22. Q—Kt 4, P—B 6 ! with a good game.

21. ..... P—Q Kt 3
22. Q R—K B 1 Q—Kt 3

A difficult situation ; White was threatening 23. P×P, Q×P ; 24. Q×Q, R×Q ; 25. R×P, R×P ; 26. R—Q 7 with a view to doubling on the seventh rank.

22. ....P×P would not do because of 23. Q×Q, P×Q ; 24. R×P, R×P ; 25. R×P winning a Pawn.

23. P—K B 5 !

Carrying out his objective. 23. P×P, R×P ; 24. R×P, Q×R ; 25. R×Q, K×R would give Black at least an even game, as the extra Pawn would be of no importance.

23. ..... Q—B 3
24. P—K 4

White's strategical aim is now to advance the King-side Pawns so as to open a file eventually with P—Kt 5 (utilizing the target created by Black's 6th move).

24. ..... P—B 3

In order to obtain more manœuvring room for his pieces, but he creates new weaknesses on the white squares, weakens the Q P and creates important points of invasion on the Q file.

25. P×P R×P
26. P—Q R 4 K—B 1

The King is to be removed from the danger zone, so that White's King-side advance, when it is finally carried out, will have only strategical significance.

27. R—Q 1 K R—B 1
28. P—Kt 3 K—K 2
29. Q—B 3 K—Q 2

30. P—R 4 K—B 2
31. K—B 1

As White intends to operate on the K Kt and K R files, his King will be safer in the centre !

31. ..... K—Kt 2
32. K—K 2 R(1)—B 2
33. R—R 2 Q—Q 1
34. P—K Kt 4 P—B 3

....Q—K R 1 would avoid the opening of a file ; but in that event White could switch his Rook from R 2 to Q 2 (or Q Kt 2) with several promising possibilities on the Queenside (Black's King cannot escape his fate !), whilst Black's Queen performs a menial task on the other wing.

35. R—Kt 2 R—B 1
36. R—Kt 3 Q—Q 2
37. Q—Q 3 Q—K B 2
38. R—K R 1 R—K R 1

White has almost reached his strategical goal (P—Kt 5) and has his opponent under severe pressure ; but it is not easy to turn the advantage to account.

39. R(1)—R 3 R(3)—B 1

He intends to open the K R file and wishes to be in a position to dispute its control. In the event of 40. Q×P, K R—Q 1 followed by ....R—Q 5 will provide formidable counterplay.

40. P—Kt 5 ! R P×P
41. P×P Q—B 2
42. Q—Q 5 ch

Black's dearth of moves has allowed the Queen to reach this commanding post.

42. ..... K—R 2

If 42. ....Q—B 3 ; 43. P×P ! leads to a winning ending : 43. .... Q×Q (not 43. ....P×P ; 44. R—Kt 7 ch winning a Rook !) ; 44. K P×Q, R×R ; 45. R×R, P×P ; 46. R—R 6, R—B 1 ; 47. R—R 7 ch, K—B 1 ; 48. K—Q 3 and White will win the ending.

43. R—Q 3 R×R ?

The sealed move (as in so many instances) proves a serious error. Black should have played 43. .... P×P and if 44. R×R, R×R ; 45. Q×Q P, Q×Q ; 46. R×Q, R—R 5 ! and it is very questionable whether White can win the ending. The drawback to the text is that it cedes the K R file to White, enabling him to obtain too great a lead in mobility.

44. R×R P×P
45. R—R 7 Q—K 2

To prevent P—B 6.

46. K—B 3 ! R—B 1

If 46. ....R—B 4 ; 47. Q—K 6 with a winning game.

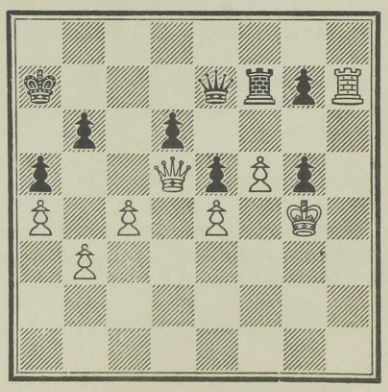
47. K—Kt 4

One can now appreciate the baneful effects of Black's mistake on move 43.

His game is badly constricted, the moves of his pieces considerably circumscribed, and White's King is poised for a victorious invasion in the event that any pieces are exchanged.

47. ..... R—B 2

Position after 47. ....R—B 2.



48. P—Kt 4 ! !

This break-through has been well prepared and is elegantly carried out.

48. ..... P×P

He has little choice : if 48. .... Q—B 2 ; 49. R—R 8, Q—Kt 2 ; 50. P×P, Q×Q ; 51. P×P ch and the subsequent ending is child's play for White.

49. P—R 5 ! Q—Kt 2

Other moves are no better, for instance :

I. 49. ....P—Kt 6 ; 50. R—R 3, P—Kt 7 ; 51. P×P ch, K—Kt 1 ; 52. R—R 3, Q—Kt 2 ; 53. Q×Q ch, K×Q ; 54. R—Q Kt 3 and wins.

II. 49. ....P×P ; 50. Q×P ch, K—Kt 2 ; 51. Q×P ch, K—B 1 ; 52. R—R 3, Q—Kt 2 (if 52. .... K—Q 2 ; 53. Q—Kt 7 ch wins) ; 53. Q×Q ch followed by K×P and the win of the Kt P, when the advance of White's K B P decides.

50. P×P ch K×P
51. Q×P ch K—R 2

Or 51. ....K—R 4 ; 52. Q× K P ch, K—R 3 ; 53. R—R 1 and wins, for Black cannot play 53. .... R—K 2 because of 54. R—R 1 ch, K—Kt 3 ; 55. Q—Q 6 ch.

52. Q×K P ! P—Kt 6

A last try. If 52. ....R—K 2 ; 53. Q—R 5 ch, Q—R 3 ; 54. Q—B 5 ch etc.

53. R—R 3 ! R—B 3

White threatened to win the Q Kt P by means of Q—R 5 ch etc. But the text doesn't help.

54. Q—Q 4 ch ! R—Kt 3

Or 54. ....Q—Kt 3 (54. .... K—R 3 ; 55. Q—R 1 ch winning the Queen) ; 55. Q—Q 7 ch, Q—Kt 2 ; 56. Q×Q ch followed by R×P ch etc.

55. R×P Resigns

A superb ending.

GAME 75

QUEEN'S GAMBIT DECLINED

Match, 1939-1940 (Eighth Game).

This game takes a curious course : in the opening stage, it promises to become extremely exciting ; then comes the exchange of Queens, with a placid interval indicated ; then complications arise after all, with intricate play which is brusquely concluded with a piquant mating attack.

P. KERES	DR. M. EUWE
White	*Black*
1. P—Q 4	P—Q 4

Having had difficulties in the opening in the previous game, Euwe returns to his favourite Slav Defence.

2. P—Q B 4 P—Q B 3
3. Kt—Q B 3

If Black replies 3. ....Kt—B 3 or ....P—K 3 we generally get a transposition into the normal lines of the Slav ; whereas the reply he actually selects, creates unique problems.

3. ..... P×P ! ?
4. P—K 4 P—K 4 ! ?

4. ....P—Q Kt 4 allows White to regain the Pawn with 5. P—Q R 4. Black therefore discards—temporarily, at all events—the idea of protecting the gambit Pawn.

5. Kt—B 3

Stronger than 5. P×P, Q×Q ch; 6. Kt×Q, B—K 3 with an excellent game for Black.

5. ..... P×P
6. Q×P!

The reader will recall that in the fateful sixth game of the return match between Alekhine and Euwe, the Russian played the surprise move 6. B×P?! offering a piece which Euwe declined, only to resign in 23 moves. It has generally been assumed that the sacrifice is sound, but since that time Alekhine has demonstrated with commendable objectivity (in his *My Best Games of Chess*, 1924-1937) that the acceptance of the sacrifice leads to a kind of game which favours Black: 6. ....P×Kt; 7. B×P ch, K—K 2; 8. Q—Kt 3, P×P! 9. B×P, Q—Kt 3! 10. B×Kt, R×B; 11. Q×R (or 11. B—R 3 ch, P—B 4), Q—Kt 5 ch; 12. Kt—Q 2, Q×B.

In view of this variation, Euwe is justified in inviting the sacrifice, and Keres is equally justified in rejecting it.

6. ..... Q×Q
7. Kt×Q B—Q B 4

The ending is difficult to appraise. Black has the Queen-side majority of Pawns, but White has more mobility and a more rapid development, which may enable him to stamp the enemy Pawns' advance as weakening. The practical prospects therefore incline somewhat in White's favour.

8. B—K 3 Kt—B 3
9. P—B 3

Not only preventing ....Kt—Kt 5, but also giving the K P needed protection.

9. ..... P—Q Kt 4
10. P—Q R 4 P—Kt 5
11. Kt—Q 1 B—R 3
12. R—B 1

Still following Alekhine's analysis. White could regain the Pawn at once with 12. Kt×P, Kt×Kt (although this yields the two Bishops, it is preferable to 12. .... B×B; 13. Kt×Kt, R×Kt; 14. Kt×B winning the Q B P); 13. B×B, but Black would simply play 13. ....Kt—Q 2. In that event he has caught up with his development and his Pawns are menacing; hence the text is preferable.

12. ..... K Kt—Q 2
13. P—B 4

Since Black's Knights are so badly cramped, Keres removes one of the most useful squares on the board from their jurisdiction.

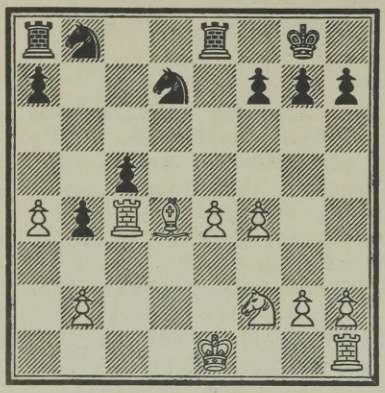
13. ..... O—O
14. B×P R—K 1
15. Kt—K B 2 B×Kt

A disagreeable necessity, as there is no other way of completing his development, *e.g.*, 15. ....B×B; 16. R×B, P—Q R 4; 17. K—K 2 and Black's Q Kt is still glued to his original square; or 16. .... Kt—R 3; 17. K—K 2, Q R—B 1; 18. K R—Q B 1 and Black's position is terribly uncomfortable.

16. Q B×B B×B
17. R×B P—Q B 4!

The point of move 15. The Q B P is taboo, *e.g.* 18. B×B P? R—Q B 1; 19. Kt—Q 3, Kt—R 3; 20. K—K 2, Kt(2)×B; 21. K R—Q B 1, R—B 2; 22. Kt×Kt, Q R—Q B 1 winning the exchange. An amusing variation, in which the pin changes hands three times!

Position after 17. ....P—Q B 4 !



18. B—K 3 Kt—Kt 3 ?

This looks attractive, as Black at once rids himself of the sickly Q B P.

Yet it would have been more to the point to continue his development with 18. ....Kt—Q B 3. In that event, 19. B×P ? would lose because of 19. ....Kt—R 4 ; 20. R—B 2 (or 20. R—Q B 1, Kt—Kt 6), Q R—B 1 etc. Kmoch adds that if 18. ....Kt—Q B 3 ; 19. K—K 2, Q R—B 1 ; 20. R—Q 1, Kt—Kt 3 ; 21. R×P, Kt×P winning the Q Kt P (for if 22. R—B 2 ? Kt—Q 5 ch !). However, the substitution of 19. O—O for 19. K—K 2 makes this line playable for White.

19. R×P Kt×P
20. R—B 2 Kt—Q 2
21. K—K 2 P—Q R 4

As a result of the foregoing disappearance of his Q B P, Black's Knights are insecure, and the same is true of his Queen-side Pawns. The text cannot be avoided indefinitely, for example 21. ....Q R—B 1 ; 22. K R—Q B 1, Kt(2)—Kt 3 ; 23. R×R, R×R ; 24. R×R ch, Kt×R ; 25. P—Q Kt 3, Kt—B 6 ch ; 26. K—Q 3 and White will be able to exploit the hostile weaknesses decisively.

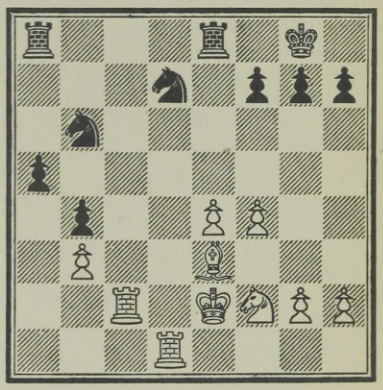
22. R—Q 1 Kt(5)—Kt 3

Black's position has become terribly shaky, and he must proceed with the greatest care. Thus if 22. ....Kt—B 1 ? 23. R—Q R 1 wins a piece. Or if 22. ....Q R—Q 1 ? 23. R(2)—Q 2, R—K 2 ; 24. R—Q R 1 likewise winning a piece.

23. P—Q Kt 3 !

Setting up a curious quasi-*Zugzwang* position. Neither Knight can move, and the threatened posting of a white Rook on the sixth rank promises to be troublesome.

Position after 23. P—Q Kt 3 !



23. ..... P—R 5 ? !

Giving up a piece in the hope of adequate counterplay. The most likely alternatives were :

I. 23. ....K R—Q B 1 ; 24. R(2)—Q 2 ! at once winning both Knights for a Rook, since 24. .... R—B 2 and 24. ....R—R 2 and 24. ....R—Q 1 are all refuted by B×Kt.

II. 23. ....Q R—B 1 ; 24. R(2)—Q 2, R—B 2 ; 25. R—Q 6, R—Kt 2 (if 25. ....R—K 3 ; 26. B×Kt wins) ; 26. R—Q R 1, R—R 1 ; 27. B×Kt, Kt×B ; 28. R×P wins.

24. P×P R×P

25. R—B 6 ! R—R 7 ch

There is no way to ward off material disadvantage, *e.g.* :
I. 25. ....R—R 3 ; 26. R(1)×Kt etc.
II. 25. ....R—Kt 1 ; 26. B×Kt, Kt×B ; 27. R×Kt etc.
III. 25. ....R—K 3 ; 26. R(6)×Kt etc.

26. K—K 1 ?

Correct was 26. K—B 1 ! ; or even 26. K—B 3, R—R 6 ; 27. R—Q 3—which is good enough.

26. ..... P—B 4 !

Relatively the least unfavourable way of losing the piece.

27. P—K 5 Kt×P
28. P×Kt R×P

Hoping for 29. R×Kt ? R×B ch ; 30. K—B 1, R(6)—K 7 and Black should no longer lose. But—incredible as it may seem !—White now has mating possibilities at his disposal.

29. R—Q 8 ch ! K—B 2
30. R—B 7 ch K—Kt 3

Black has little choice, as .... R—K 2 would lose the Knight.

31. R—Q 6 ch K—R 4
32. P—Kt 4 ch ! ! ?

This clever stroke banishes the possibility of ....P—B 5 in an essential variation.

32. ..... K—R 5 ?

He should have played 32. .... P×P ; 33. Kt—Q 1, R—R 8 ! and draws. The text is a time pressure mistake which loses.

33. R×P !

With Black's King no longer at his K R 4, this move is now in order—another useful feature of 32. P—Kt 4 ch ! ! ?

33. ..... R×B ch
34. K—B 1 P—R 4
35. R—K R 6 ! Resigns

For if 35. ....P×P ; 36. R×Kt P mate !—an elegant conclusion in keeping with the numerous pretty points that have cropped up since the "simplifying" exchange of Queens !

GAME 76

INDIAN DEFENCE

Match, 1939-1940 (Ninth Game).

Keres now takes the lead for the first time in this match with a truly immortal game. Despite the strikingly brilliant character of the latter half of the game, the basic reason for Black's victory is to be found in the series of surprise moves which he plays in the early middle game.

This may sound paradoxical, but it is consistent with the oft-heard statement that modern chess is in some ways less brilliant than that of earlier eras, because the rise in playing strength has made it infinitely more difficult to bring off large-scale brilliancies. It stands to reason that a player of Dr. Euwe's superlative ability cannot be defeated in this convincing manner unless his will-power and self-confidence have been rendered unstable by moves which ultimately have the effects of causing him to distrust his appraisal of the position and to take a warped view of a critical situation.

Dr. M. Euwe	P. Keres
White	*Black*
1 P—Q 4	Kt—K B 3

2. P—Q B 4 P—K 3
3. Kt—K B 3 P—Q Kt 3
4. P—K Kt 3 B—Kt 2
5. B—Kt 2 B—K 2

For the alternative 5. ....B—Kt 5 ch, see Game No. 53.

6. O—O O—O
7. Kt—B 3 Kt—K 5
8. Q—B 2 Kt×Kt
9. Q×Kt P—Q 3

....B—K 5 has also been played here, although it seems to lack point because of the indicated reply 10. Kt—K 1.

10. Q—B 2 P—K B 4

Guarding against White's tactical threat of Kt—Kt 5 and his strategical threat of P—K 4.

11. Kt—K 1

The logical continuation. He neutralizes the influence of the hostile Q B so as to be able to advance P—K 4, which should bring to light weaknesses in Black's centre.

11. ..... Q—B 1 !

An improvement on the customary 11. ....B×B ; 12. Kt×B which gains time for White by assisting his Knight to a useful square and facilitating the communication of his Rooks. After the text, this is not so easy to achieve.

12. P—K 4 Kt—Q 2

Relatively best, since after 12. ....P×P ; 13. B×P, B×B ; 14. Q×B, Kt—R 3 ; 15. P—B 4 Black's Knight is poorly placed, his K P is backward and White's Queen has a commanding position.

13. P—Q 5

Despite the promising appearance of this move and its strategical desirability (if 13. ....P—K 4 ; 14. P—B 4 ! with a fine game) its effect is nullified by the fact that Black has more pieces in play.

Better was 13. P×P, P×P ; 14. Kt—Q 3, B—K B 3 ; 15. P—Q 5 and Black will be confronted with serious difficulties in guarding his K 3 adequately, especially since it is in an open file.

13. ..... B P×P !

But now this move is quite good, as Black's pieces soon become active.

14. Q×P

If 14. B×P, Kt—B 3 and White's Q P is very weak. Or 14. P×P, Kt—B 4 ; 15. P—Q Kt 4, Kt×P ; 16. B×P (16. B—K R 3, B—K B 3 followed by ....Q—K 1 leaves Black with a Pawn ahead and an excellent game), B×B ; 17. Q×B, B—B 3 and Black's position is quite satisfactory.

14. ..... Kt—B 4
15. Q—K 2

After Q—B 2 (which would be answered in the same way) White's Queen would be more secure, but the pressure on the K P would be slighter. The text, on the other hand, has the drawback of exposing the Queen to attack.

15. ..... B—K B 3 !

It is clear that after 15. ....P—K 4 ; 16. P—Q Kt 4 White would have the initiative. Yet the text required considerable calculation, because the following pinning manœuvre promises to be very troublesome.

16. B—R 3

This has been criticized as being

"too" logical ; 16. P×P, B×B ; 17. Kt×B, Kt×P ; 18. B—K 3 is safer, but not inviting from the standpoint of striving for the initiative.

16. ..... R—K 1

Actually threatening ....P×P !

17. B—K 3

Parrying this last threat, and in turn menacing the win of the exchange by B×Kt followed by B×P ch.

17. ..... Q—Q 1 !

A tricky reply.

18. B×Kt P×P
19. B—K 6 ch ?

White's consistency spells his downfall. Kmoch recommends 19. B—K 3, P—Q 5 ; 20. B—Kt 2, B×B ; 21. Kt×B, P×B ; 22. Kt×B, B—Q 5 ; 23. Q—Q 2, B×Kt ; 24. P×B and White's Pawn weakness is not fatal. One must admit that such an alternative must appear distasteful in the heat of the battle.

19. ..... K—R 1
20. R—Q 1

If 20. P×P, B×Q P ; or 20. B—Q R 3, Q—K 2 ; 21. P×P, B×Q P and Black wins in either event.

20. ..... Q P×B

The alternative 20. ....Kt P×B; 21. P×P, B×Q P ! 22. R×B, Q—K 2 ! has been recommended as simpler. However, Keres must have had some doubts as to the value of the doubled Q B P—a factor which would be admittedly difficult to estimate.

21. Kt—Kt 2

Again, if 21. P×P, B×Q P ! 22. R×B, Q—K 2 ! wins. There is a mordant irony in the way that the pin has switched from White to Black.

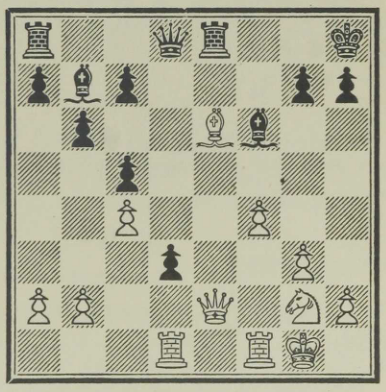
21. ..... P—Q 5
22. P—B 4 ?

Evidently intending to support the Bishop with P—B 5, but this proves faulty. If, however, 22. Q—Kt 4, Q—Q 3 ; 23. B—B 5, P—Kt 3 followed by doubling the Rooks on the K file and Black wins in due course.

22. ..... P—Q 6 ! !

Beginning a magnificent combination which is evidently inspired by the wish to stir up complications as long as White's Bishop " hangs."

Position after 22. ....P—Q 6 ! !



23. R×P Q×R ! !
24. Q×Q B—Q 5 ch

The foregoing sacrifice is justified, as will be seen, by the superb cooperation of Black's remaining pieces. Thus, if now 25. K—R 1, R×B and there is nothing that White can do about Black's contemplated ....Q R—K 1 followed by ....R—K 7. Or if 25. Kt—K 3,

R×B ; 26. R—K 1, Q R—K 1 and wins.

25. R—B 2	R×B
26. K—B 1	Q R—K 1 !

Played in the grand manner. Black's pieces are so much more effective than those of his opponent that he avoids exchanges.

27. P—B 5

If at once 27. R—Q 2, B—K 5 ; 28. Q—Kt 3, B—B 4 followed by B—R 6 with a winning position.

27.	R—K 4
28. P—B 6	

To prevent Black from later utilizing the K B file. If instead 28. R—B 4, R—K 7 wins easily.

28.	P×P
29. R—Q 2	B—B 1 !

Threatening 30. ....B—R 6 ; 31. R—Q 1 (else ....R—K 8 mate), R—B 4 ch etc.

30. Kt—B 4

Preventing the inroad of the Q B, but now the catastrophe arrives in another form.

30.	R—K 6 !
31. Q—Kt 1	

31. Q—B 2 is answered in the same way.

31.	R—B 6 ch
32. K—Kt 2	R×Kt !

A sparkling finish.

33. P×R	R—Kt 1 ch
34. K—B 3	B—Kt 5 ch

White resigns, for if the King goes to the Kt file, ...B—B 4 ch wins. If 35. K—K 4, R—K 1 ch and Black mates with the Q B. What Bishops !

GAME 77

RETI OPENING

Match, 1939-1940 (Twelfth Game).

Although Dr. Euwe is one of the greatest living authorities on opening theory, he seems to possess little elasticity of outlook when he encounters opening variations which take an unexpected turn. Alekhine frequently took advantage of this serious weakness in the Championship Matches, and Keres evidently determined to follow his example in exploiting this vulnerable point in Euwe's technique.

P. Keres	Dr. M. Euwe
White	*Black*
1. Kt—K B 3	P—Q 4
2. P—B 4	P×P

Recalling that 2. ....P—Q 5 led to disagreeable consequences in Game No. 58, Euwe selects a different move this time.

3. P—K 3

Keres prefers this to the alternatives Kt—R 3 or Q—R 4 ch. The opening is now likely to transpose into the Queen's Gambit Accepted, although this is not absolutely certain.

3.	P—Q B 4
4. B×P	Kt—K B 3
5. O—O	P—Q R 3

5. ....B—Kt 5 ? would be too "aggressive," allowing the devastating reply 6. B×P ch !

6. P—Q Kt 3

6. P—Q 4, P—K 3 ; 7. Q—K 2, Kt—B 3 would have brought about a transposition into the Queen's Gambit. But the text shows clearly enough that White has different ideas.

6. ..... P—Q Kt 4 ?

But Black proceeds as he would in the Queen's Gambit, forgetting that this advance is unfavourable when White's Q Kt is still at home.

7. B—K 2 B—Kt 2
8. B—Kt 2 Q Kt—Q 2
9. P—Q R 4 !

So that if 9. ....P—Kt 5 ; 10. P—Q 4 and White's Q Kt reaches the commanding post Q B 4 in only two moves. Had White's Q Kt already been developed at Q B 3, the Knight would have had to make four moves in all to reach Q B 4.

9. ..... Q—Kt 3 ?

Black is reluctant to advance the Q Kt P, which would weaken his Queen-side, and give White the benefit of a gain of time, as just explained. These considerations suffice to condemn his sixth move. However, the text is no better ; as it loses time, it does not prevent a weakening of the Queen-side Pawns, nor does it prevent White from bringing out his Q Kt with gain of time !

9. ....P—Kt 5 was therefore better. Black would then be saddled with a distinct but not decisive positional disadvantage.

10. P×P ! P×P
11. R×R ch B×R
12. Kt—R 3

Again we see the value of delayed development of the Q Kt. If 12. ....P—Kt 5 ; 13. Kt—B 4 gaining another tempo and proving Black's ninth move a waste of time. But this was still the best chance.

12. ..... B—B 3

False pride : he refuses to admit his mistake.

13. P—Q 4 !

According to Tartakover, the essence of hyper-modern chess consists in advancing the Q P to Q 4 on move 15 instead of on the first move. At any rate, the text is well-timed ; for since White is ahead in development and mobility, further opening up of the position is to his advantage.

13. ..... P—K 3
14. P×P B×P
15. Kt—Q 4 B×K Kt

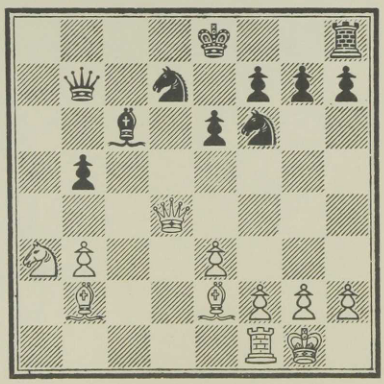
Bad as this looks, one cannot find a better move. Thus, if 15. .... O—O ; 16. Kt×B, Q×Kt ; 17. B×P etc. If 15. ....B×Q Kt ; 16. B×B, P—Kt 5 ; 17. B×P etc.

16. Q×B Q—Kt 2 ?

Loses in surprisingly short order. Best was 16. ....Q×Q ; 17. B×Q, P—Kt 5 ; 18. Kt—B 2, P—K 4 ; 19. B—Kt 2, K—K 2. Black loses a Pawn, but he can put up a protracted resistance and in fact has fair drawing chances.

The text has the appearance of being a useful resource, since Black will now be able to castle while White spends a move protecting the K Kt P.

Position after 16. ....*Q—Kt 2 ?*



17. Q—Q Kt4 !

. . . But he does nothing of the sort. With Black's King helplessly pinioned in the centre, he cannot hold out very long.

17. ..... Kt—Q 4

Too late he realizes that if 17. ....B×P ; 18. Kt×P, Q—B 3 (the only Queen move on the diagonal which does not lose the Queen !) ; 19. R—B 1 is deadly. Or 18. .... K—Q 1 ; 19. B—R 3, Kt—Q Kt 1 ; 20. R—Q 1 ch and Black can resign.

18. Q—Q 6 Kt—K 2

If 18. ....Kt(2)—B 3 ; 19. R—B 1, B—Q 2 ; 20. B×Kt, Kt×B ; 21. Kt×P and wins.
Or 18. ....Q—B 2 ; 19. Q×Q, Kt×Q ; 20. R—B 1, Kt—Kt 1 ; 21. Kt×P ! etc.

19. R—B 1

Planning the beautiful mating variation 19. ....P—R 4 ; 20. Kt×P ! B×Kt ; 21. R—B 7, Q—Kt 1 ; 22. B×B, Q×B ; 23. B—R 3, Kt—K B 4 ; 24. R—B 8 mate.

19. ..... P—Kt 5

In order to prevent the Q B from coming to R 3, Black has to have recourse to this move after all.

20. Kt—B 4 Kt—K B 4
21. Q—B 4

With the murderous double threat of P—Kt 4 (winning the Knight) or Kt—R 5 (winning the Bishop).

21. ..... B×P
22. Kt—Q 6 ch !

Delightful simplicity.

22. ..... Kt×Kt
23. Q×Kt Resigns

Black is helpless against the threats of R—B 7 and B—Kt 5. If 23. ....B—R 8 ; 24. P—B 3 etc. A most instructive game, although by no means representative of Euwe's skill.

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Chess

Keres Wins at Stockholm

By AL HOROWITZ

THE veteran grand master, Paul Keres of the Soviet Union, captured first prize in a recent international chess tournament played in Stockholm. Scoring 8-1 in a strong field of 10, Keres topped his nearest rival, Martin Johansson of Sweden, by 2½ points.

Grand Master Bent Larsen of Denmark, off to a doleful start when he lost his first four games, made a fine recovery and finished 4½-4½ to tie for third place. Finishing with the same score were Eero Book of Finland and Ove Kinmark of Sweden.

Then followed Bengt Horberg and Kristian Szold, both of Sweden, each with 4-5; Kune Litsberger and Gideon Stahlberg, both also of Sweden, each with 3½-5½, and Svein Johanessen of Norway with 3-6. Stahlberg had been ill, and it was amazing he could play at all.

The following first three games are from the event.

In the Sicilian Defense, Keres vs. Johansson, White's opening moves, seemingly routine, lull Black into the ill-considered 9 . . . P-Q3; 10 NxN. Now, Black must capture with the pawn. If 10 . . . QxN, 11 P-K5 follows.

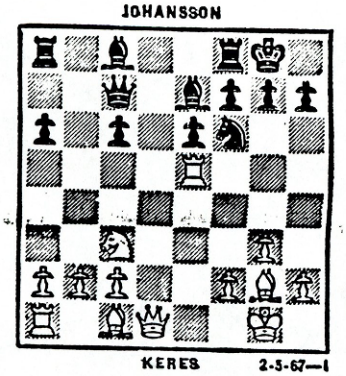
Hence, the queen side is shattered. And White exploits the situation with sharp tactics while advancing his development.

Note 13 . . . Q-N2—a sorry spot for the queen. But 13 . . . B-Q3 is rebuffed by the brilliant 14 RxP. The counter, 20 . . . N-Q4, comes too late, and the queen flees to an ignoble post. In turn, this leads to a win of a pawn by White with 24 RxP. And Black's attempt to regroup by 24 . . . R/1-Q1 meets with immediate disaster after 25 B-N5.

SICILIAN DEFENSE

Keres White	Johansson Black	Keres White	Johansson Black
1 P-K4	P-QB4	7 B-N2	N-B3
2 N-KB3	P-K3	8 O-O	B-K2
3 N-B3	N-QB3	9 R-K1	P-Q3
4 P-Q4	PxP	10 NxN	PxN
5 NxP	Q-B2	11 P-K5	PxP
6 P-KN3	P-QR3	12 RxP	O-O

JOHANSSON



KERES 2-5-67—1

13 B-B4	Q-N2	20 N-B5	N-Q4
14 N-R4	R-Q1	21 P-QR4	Q-N3
15 B-Q2	R-N1	22 P-R5	Q-R2
16 Q-K1	B-Q3	23 NxB	RxN
17 R-K3	Q-N4	24 RxP	R/1-Q1
18 P-N3	B-B2	25 B-N5	R-N1
19 R-QB3	B-Q2	26 RxKP	Resigns

The bizarre Nimzovich Defense, Keres vs. Larsen, is marked by the experimental 2 . . . P-Q4. Perhaps better is 2 . . . P-K4.

As the game goes, Black temporarily nets a pawn at the cost of a few tempos. The move, 6 B-B4; threatens 7 N-N5 with a stringent bind, and this invites 6 . . . P-QR3, a prelude to a counter demonstration. Thus, after 9 . . . NxP, Black remains a pawn plus.

White harasses the black queen by 11 B-Q2 and follows with the startling stroke, 12 NxKP! If 12 . . . NxQ; 13 BxQ, wins. If 12 . . . NxN; 13 BxQ, White's queen is immune.

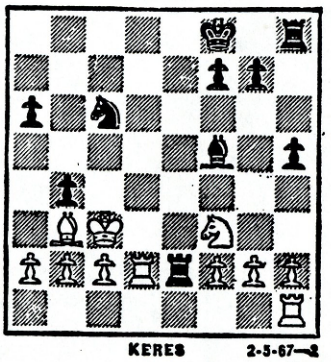
White's sharp intermezzo, 14 B-N4, leads to many exchanges and the ultimate win of material. But, with 20 . . . R-K7ch, Black seems to have an initiative. It is only a short-lived spurt; for 21 K-B3 forces the retreat, 21 . . . N-B3. Black, however, is not without resource when he plays 31 . . . R-KN4. He hopes for the obvious 32 P-KB4, when 32 . . . N-B5ch secures mate.

As the game goes, White has one move to keep his edge, 32 K-R4. But then he wins by attrition.

NIMZOVICH DEFENSE

Keres White	Larsen Black	Keres White	Larsen Black
1 P-K4	N-QB3	12 NxKP	Q-Q1
2 P-Q4	P-Q4	13 Q-K3	NxN
3 N-QB3	PxP	14 B-N4	P-K4
4 P-Q5	N-N1	15 BxB	KxB
5 B-KB4	N-KB3	16 QxN	B-B4
6 B-B4	P-QR3	17 QxP	Q-K1
7 Q-K2	P-QN4	18 QxQch	RxQch
8 B-QN3	P-B4	19 K-Q2	P-KR4
9 PxPe.p.	NxP	20 N-B3	R-K7ch
10 R-Q1	Q-R4	21 K-B3	N-B3
11 B-Q2	N-Q5	22 R-Q2	P-N5ch

LARSEN



KERES 2-5-67—2

23 K-B4	R-K1	31 P-N3	R-KN4
24 B-R4	R-R3	32 K-R4	R-KN3
25 N-Q4	N-K4ch	33 P-QB4	R/3-N3
26 K-N3	B-Q2	34 R-QB1	K-N1
27 BxB	NxB	35 P-B5	R-N5ch
28 KxP	R-KN3	36 K-R3	P-R4
29 P-KN3	R-N1ch	37 P-B4	N-N5
30 K-R3	N-K4	38 N-B6	Resigns

Offbeat openings usually yield dividends to Larsen when his opponents use up too much in wading through unfamiliar lines. Against Stahlberg, he plays 1 P-KN3. Larsen himself has dubbed this debut "the call it what you like opening."

Stahlberg takes it all in stride and certainly achieves equality after 15 . . . RxP.

Beginning with 17 P-N4, White's incipient attack is halted by 17 . . . N-Q5. Black aims for pressure along his diagonal QR1-KR8. But then comes the turning point, 20 . . . P-K4. The salient question here is: Is Black's move a psychological trap?

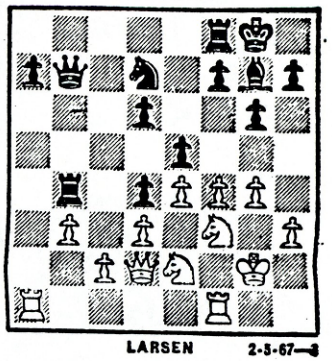
Anyway, White does blunder with 23 QxP/6. For, 23 . . . B-B1 forces the issue. The alternative, 24 Q-Q5, is met by 24 . . . R-B4 with a result similar to the game. If he wishes to continue, White must part with the exchange, and he does. But his respite is short.

Resignation is understandable in view of 31 QxB, Q-N6ch, etc.

KING'S FIANCHETTO

Larsen White	Stahlberg Black	Larsen White	Stahlberg Black
1 P-KN3	P-QB4	11 B-K3	R-N1
2 B-N2	P-KN3	12 Q-Q2	BxB
3 N-QB3	B-N2	13 KxB	P-QN4
4 P-Q3	P-Q3	14 P-R3	P-N5
5 P-B4	N-QB3	15 PxP	RxP
6 N-B3	N-B3	16 P-N3	Q-N2
7 O-O	B-Q2	17 P-N4	N-Q5
8 P-K4	Q-B1	18 BxN	PxB
9 R-N1	O-O	19 N-K2	N-Q2
10 P-QR3	B-R6	20 R-QR1	P-K4

STAHLBERG



LARSEN 2-5-67—3

21 RxP	QxR	27 K-N3	R-K6
22 QxR	R-B1	28 P-K6	Q-N8ch
23 QxP/6	B-B1	29 K-B4	P-N4ch
24 R-QR1	QxR	30 NxP	B-Q3ch
25 QxN	RxP	Resigns	
26 PxP	RxNch		

The Nimzo-Indian Defense, A. Tolusch vs. Keres, is from the Leningrad-Moscow match of 1939, when Keres was considered one of the candidates for the world championship. In the beginning, Black allows White to play for the two bishops, but he sees to it that their scope is limited.

White loses ground with 15 KR-Q1, since he has dim prospects on the queen file. Probably better is 15 P-QR4.

With 22 . . . P-QN4, Black upsets White's strategy. The pawn offer is not accepted by White. For, if 23 BxNP, P-K5; 24 Q-B1, R-B4, etc.

The move, 26 R-KB1, seemingly forces 26 . . . N-R3, after which White can continue strongly with 27 BxP, R-KB2; 28 Q-N5. But with 26 . . . RxB gaining the key square, K4, for his pieces, Black nips White's plan in the bud, even at the cost of the exchange.

White returns the exchange and, with a last, desperate mating attack, plays 33 Q-B1, which leads to 36 Q-B7. Mate seems inevitable. But, in turn, 36 . . . Q-N6ch forces resignation. Mate in four must follow.

NIMZO-INDIAN DEFENSE

Tolusch White	Keres Black	Tolusch White	Keres Black
1 P-Q4	N-KB3	20 B-B3	P-B3
2 P-QB4	P-K3	21 B-R4	R-K2
3 N-QB3	B-N5	22 P-B5	P-QN4
4 Q-N3	N-B3	23 B-N3	P-K5
5 N-B3	O-O	24 Q-B1	Q-Q2
6 P-K3	P-Q4	25 Q-B4	NxBP
7 B-Q2	PxP	26 R-KB1	RxB
8 BxP	B-Q3	27 PxR	R-K4
9 N-QN5	N-K5	28 P-QR4	Q-QB2
10 NxB	PxN	29 PxP	QxP
11 O-O	P-QN3	30 RxP	NxP
12 B-K1	N-K2	31 RxB	NxR
13 N-Q2	NxN	32 QxN	QxB
14 BxN	B-N2	33 Q-B1	P-R4
15 KR-Q1	N-B4	34 P-R4	P-K6
16 P-Q5	P-K4	35 K-R2	P-K7
17 Q-Q3	N-R5	36 Q-B7	Q-N6ch
18 P-B4	R-B1	Resigns	
19 B-N3	R-K1		