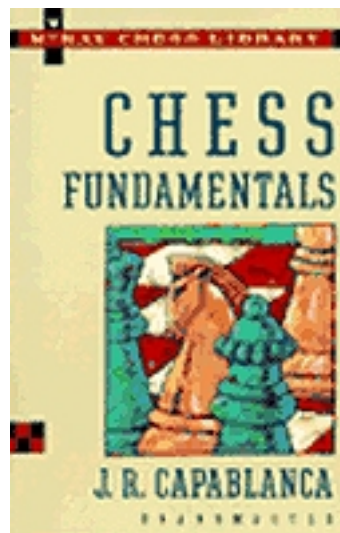


JOSE' R. CAPABLANCA

CHESS

Fundamentals



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BY

JOSE' R. CAPABLANCA

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Preface

Chess Fundamentals was first published thirteen years ago. Since then there have appeared at different times a number of articles dealing with the so-called Hypermodern Theory. Those who have read the articles may well have thought that something new, of vital importance, had been discovered. The fact is that the Hypermodern Theory is merely the application, during the opening stages generally, of the same old principles through the medium of somewhat new tactics. There has been no change in the fundamentals. The change has been only a change of form, and not always for the best at that.

In chess the tactics may change but the strategic fundamental principles are always the same, so that Chess Fundamentals is as good now as it was thirteen years ago. It will be as good a hundred years from now; as long in fact as the laws and rules of the game remain what they are at present. The reader may therefore go over the contents of the book with the assurance that there is in it everything he needs, and that there is nothing to be added and nothing to be changed. Chess Fundamentals was the one standard work of its kind thirteen years ago and the author firmly believes that it is the one standard work of its kind now.

J. R. Capablanca
New York
Sept. 1, 1934

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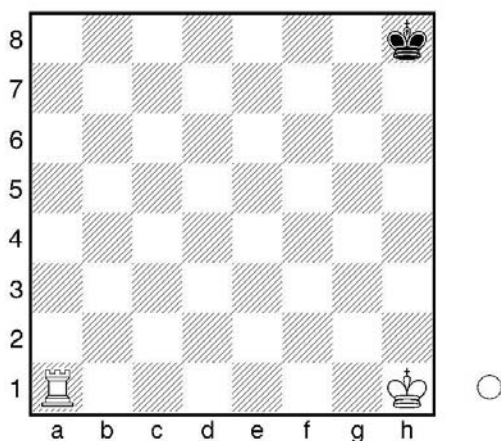
Chapter 1

First Principles Endings, Middlegame and Openings

1. Simple Mates

The first thing a student should do, is to familiarize himself with the power of the pieces. This can best be done by learning how to accomplish quickly some of the simple mates.

□ Simple Mates
■ Rook & King
Example 1
[Capablanca, J. R.]



1.Ra7 [In this position the power of the Rook is demonstrated by the first move, which immediately confines the Black King to the last rank, and the mate is quickly accomplished.] **Kg8 2.Kg2** [The combined action of King and Rook is needed to arrive at a position in which mate can be forced. The general principle for a beginner to follow is to keep his King as much as possible on the same rank, or, as in this case, file, as the opposing King. When, in this case, the King has been brought to the sixth rank, it is better to place it, not on the same file, but on the one next to it towards the center.] **Kf8 3.Kf3 Ke8 4.Ke4 Kd8 5.Kd5 Kc8**

[On move 5 Black could have played 5...Ke8 and, according to principle, White would have continued 6.Kd6 Kf8 (the Black King will ultimately be forced to move in front of the White King and be mated by ♔a8) 7.Ke6 Kg8 8.Kf6 Kh8 9.Kg6 Kg8 10.Ra8#]

6.Kd6

[Not 6.Kc6 because then the Black King will go back to Kd8 and it will take much longer to mate.]

6...Kb8

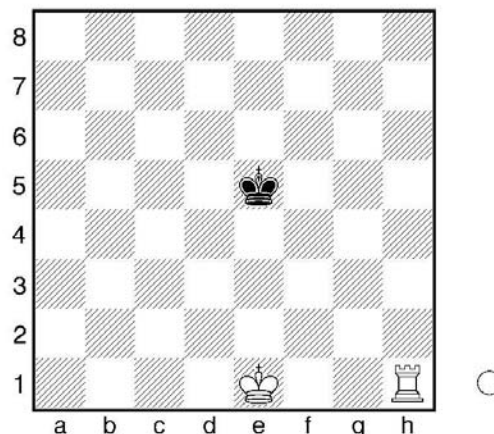
[If now the King moves back to 6...Kd8 7.Ra8# mates as once.]

7.Rc7 Ka8 8.Kc6 Kb8 9.Kb6 Ka8 10.Rc8#

[It has taken exactly ten moves to mate from the original position.]

In the ending of Rook and King against King, the principle is to drive the opposing King to the last line of any side of the board.

□ Simple Mates
■ Rook & King
Example 2
[Capablanca, J. R.]



1.Ke2 [Since the Black King is in the center of the board, the best way to proceed is to advance your own King.] **Kd5 2.Ke3** [As the Rook has not yet come into play, it is better to advance the King straight into the center of the board, not in front, but to one side of the other King.] **Kc4**

[Should now the Black King move 2...Ke5 the Rook drives it back by 3.Rh5+]

3.Rh5 Kc3

[If instead 3...Kb4 there follows 4.Kd3]

4.Rh4 [Keeping the King confined to as few squares as possible. Now the ending may continue as follows.]

Kc2 5.Rc4+ Kb3 6.Kd3 Kb2 7.Rb4+ Ka3 8.Kc3

Ka2 [It should be noticed how often the White King has moved next to the Rook, not only to defend it, but also to reduce the mobility of the opposing King. Now White mates in three moves.] **9.Ra4+ Kb1 10.Ra5** [Or any square on the a-file, forcing the Black King in front of the White.] **Kc1 11.Ra1#**

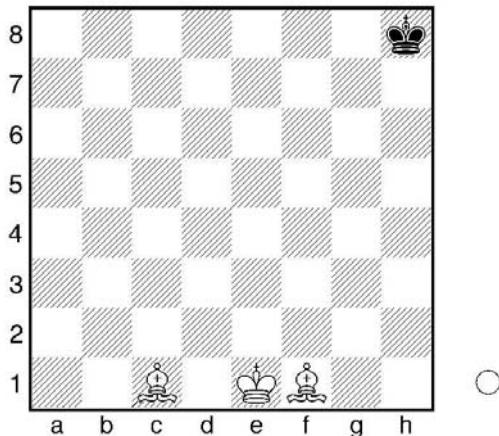
In this position it took eleven moves to mate, and, under any conditions, I believe it should be done in under twenty. While it may be monotonous, it is worth while for the beginner to practice such things, as it will teach him the proper handling of his pieces.

□ Simple Mates

■ Two Bishops

Example 3

[Capablanca, J. R.]



[Since the Black King is in the corner, White can play as follows.] **1.Bd3 Kg7 2.Bg5 Kf7 3.Bf5**
 [Already the Black King is confined to a few squares. If the Black King, in the original position, had been in the center of the board, or away from the last row, White should have advanced his King, and then, with the aid of his Bishops, restricted the Black King's movements to as few squares as possible.] **4.Kf2**
 [In this ending the Black King must not only be driven to the edge of the board, but he must also be forced into a corner, and, before a mate can be given, the White King must be brought to the sixth rank and, at the same time, in one of the last two files; in this case either h6, g6, f7, or f8; and as h6 and g6 are the nearest squares, it is to either of these squares that the King ought to go.] **5.Kf7 5.Kg3 Kg7 6.Kh4 Kf7 7.Kh5 Kg7 8.Bg6 Kg8 9.Kh6 Kf8** [White must now mark time and move one of the Bishops, so as to force the Black King to go back.] **10.Bh5 Kg8 11.Be7 Kh8**
 [Now the White Bishop must take up a position from which it can give check next move along the White diagonal, when the Black King moves back to g8.] **12.Bg4 Kg8 13.Be6+ Kh8 14.Bf6#**

Now we come to two Bishops and King against King. Here it has taken fourteen moves to force the mate and, in any position, it should be done in under thirty.

In all endings of this kind, care must be taken not to drift into a stalemate.

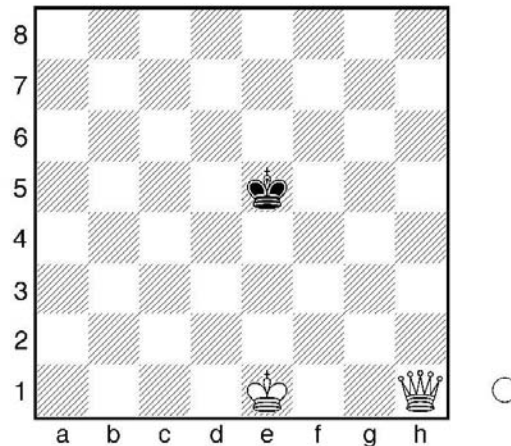
In this particular ending one should remember that the King must not only be driven to the edge of the board, but also into a corner. In all such endings, however, it is immaterial whether the King is forced on to the last rank, or to an outside file, e.g. h4 or a5, e8 or d1.

□ Simple Mates

■ Queen & King

Example 4

[Capablanca, J. R.]



1.Qc6 [A good way to begin is to make the first move with the Queen, trying to limit the Black King's mobility as much as possible.] **Kd4 2.Kd2**
 [Already the Black King has only one available square.] **3.Ke5 3.Ke3 Kf5 4.Qd6 Kg5**
 [Should Black play 4...Kg4 then 5.Qg6+] **5.Qe6 Kh4 6.Qg6 Kh3 7.Kf3 Kh4**
 [However the King moves the Queen mates, e.g. 7...Kh2 8.Qg2#] **8.Qg4#**

We now come to Queen and King against King. As the Queen combines the power of the Rook and the Bishop, it is the easiest mate of all and should always be accomplished in under ten moves.

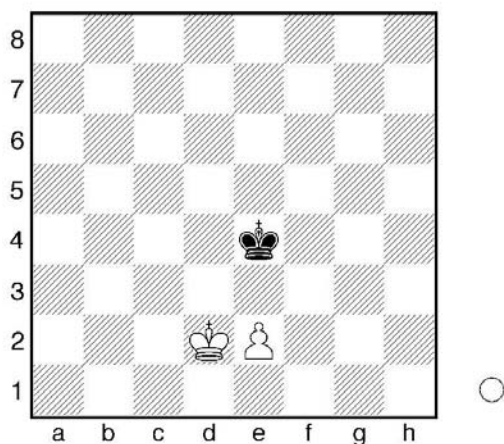
In this ending, as in the case of the Rook, the Black King must be forced to the edge of the board; only the Queen being so much more powerful than the Rook, the process is far easier and shorter. These are the three elementary endings and in all of these the principle is the same. In each case the cooperation of the King is needed. In order to force a mate without the aid of the King, at least two Rooks are required.

2. Pawn Promotion

The gain of a pawn is the smallest material advantage that can be obtained in a game; and it often is sufficient to win, even when the pawn is the only remaining unit, apart from the Kings. It is essential, speaking generally, that the King should be in front of his pawn, with at least one intervening square.

If the opposing King is directly in front of the pawn, then the game cannot be won. This can best be explained by the following examples.

□ Pawn Promotion
 ■ 1:0 Pawns
 Example 5
 [Capablanca, J. R.]

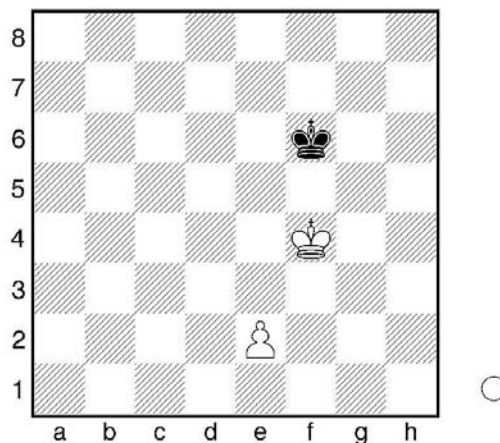


1.e3 Ke5 [The position is drawn, and the way to proceed is for Black to keep the King always directly in front of the pawn, and when it cannot be done, as for instance in this position because of the White King, then the Black King must be kept in front of the White King.] **2.Kd3 Kd5** [This is a very important move. Any other move would lose, as will be shown later. As the Black King cannot be kept close up to the pawn, it must be brought as far forward as possible and, at the same time, in front of the White King.] **3.e4+ Ke5 4.Ke3 Ke6 5.Kf4 Kf6** [Again the same case. As the White King comes up, the Black King must be kept in front of it, since it cannot be brought up to the pawn.] **6.e5+ Ke6 7.Ke4 Ke7 8.Kd5 Kd7 9.e6+ Ke7 10.Ke5 Ke8 11.Kd6 Kd8** [If now White advances the pawn, the Black King gets in front of it.] **12.e7+** [If instead of advancing the pawn White withdraws his King, Black brings his King up to the pawn and, when forced to go back, he moves to e8 in front of the pawn ready to come up again or to move in front of the White King, should the latter advance.] **Ke8 13.Ke6** [White must either give up the pawn or play this move, and a stalemate results.]

The whole mode of procedure is very important and the student should become thoroughly conversant with its details; for it involves principles to be taken up later

on, and because many a beginner has lost identical positions from lack of proper knowledge. At this stage of the book I cannot lay too much stress on its importance.

□ Pawn Promotion
 ■ 1:0 Pawns
 Example 6
 [Capablanca, J. R.]



1.Ke4 Ke6 [Black does not allow the White King to advance, therefore White is now compelled to advance his pawn so as to force Black to move away. He is then able to advance his own King.] **2.e3 Kf6 3.Kd5 Ke7**

[If Black had played **3...Kf5** then White would be forced to advance the pawn **4.e4+** since he could not advance his King without leaving Black the opportunity to play **4...♔e4**, winning the pawn. Since he has not done so, it is better for White not to advance the pawn yet, since its own safety does not require it, but to try to bring the King still further forward.]

4.Ke5 Kd7 5.Kf6 Ke8 [Now the White pawn is too far back and it may be brought up within protection of the King.] **6.e4 Kd7 7.e5**

[Now it would not do to play **7.Kf7** because Black would play **Kd6** and White would have to bring back his King to protect the pawn. Therefore he must continue.]

7...Ke8

[Had he moved anywhere else **7...Kd8** White could have played **8.Kf7** followed by the advance of the pawn to e6, e7, e8; all these squares being protected by the King. As Black tries to prevent that, White must now force him to move away, at the same time always keeping the King in front of the pawn.]

8.Ke6

[**8.e6** would make it a draw, as Black would then play **Kf8** and we would have a position similar to the one explained in connection with Example 5.]

8...Kf8 9.Kd7 [King moves and the White pawn advances to e8, becomes a Queen, and it is all over.]

In this position White wins, as the King is in front of his pawn and there is one intervening square. The method to follow is to advance the King as far as is

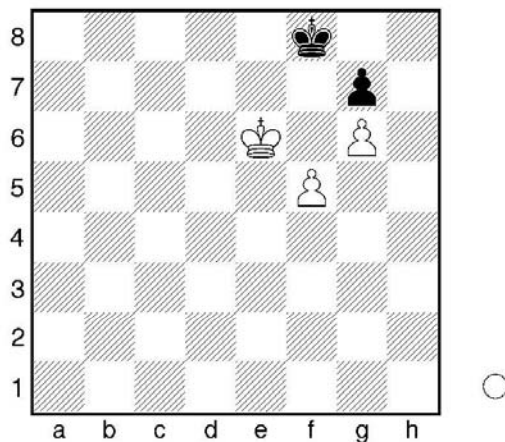
compatible with the safety of the pawn and never to advance the pawn until it is essential to its own safety.

This ending is like the previous one, and for the same reasons should be thoroughly understood before proceeding any further.

3. Pawn Endings

I shall now give a couple of simple endings of two pawns against one, or three against two, that the reader may see how they can be won. Fewer explanations will be given, as it is up to the student to work things out for himself. Furthermore, nobody can learn how to play well merely from the study of a book; it can only serve as a guide and the rest must be done by the teacher, if the student has one; if not, the student must realize by long and bitter experience the practical application of the many things explained in the book.

□ Pawn Endings
 ■ 2:1 Pawns
 Example 7
 [Capablanca, J. R.]

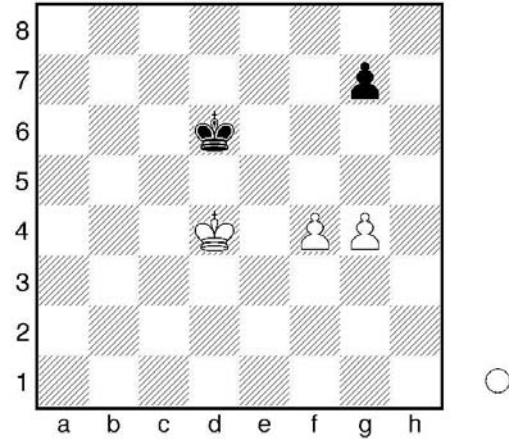


1.Kd7

[White cannot win by playing In this position White cannot win by playing 1.f6 because Black plays, not 1...gxf6, which would lose, but Kg8 and if then 2.fxg7 (If 2.f7+ Kf8 and White will never be able to Queen his pawn without losing it ;if 2.Ke7 gxf6 3.Kxf6 Kf8 and draws.) 2...Kxg7 and draws, as shown in a previous case. White, however, can win in the original position by playing 1.♔d7.]

1...Kg8 2.Ke7 Kh8 3.f6 gxf6
 [If 3...Kg8 4.f7+ Kh8 5.f8Q#]
 4.Kf7 f5 5.g7+ Kh7 6.g8Q+ Kh6 7.Qg6#

□ Pawn Endings
 ■ 2:1 Pawns
 Example 8
 [Capablanca, J. R.]



1.Ke4

[In this position White can't win by 1.f5 Black's best answer would be g6 draws. The student should work this out]

[He cannot win by 1.g5 because g6 draws. This, because of the principle of the "opposition" which governs this ending as well as all the pawn endings already given, and which will be explained more fully later on. White can win, however, by playing 1.♔e4.]

1...Ke6

[If 1...g6 2.Kd4 Ke6 3.Kc5 Kf6 4.Kd6 Kf7 5.g5 Kg7 6.Ke7 Kg8 7.Kf6 Kh7 8.Kf7 and White wins the pawn.]

2.f5+ Kf6 3.Kf4 g6 [If this pawn is kept back we arrive at the ending shown in Example 7.] 4.g5+ Kf7 5.f6 Ke6 6.Ke4 Kf7 7.Ke5 Kf8 [White cannot force his f-pawn into a Queen (find out why), but by giving his pawn up he can win the other pawn and the game.] 8.f7 Kxf7 9.Kd6 Kf8 10.Ke6 Kg7 11.Ke7 Kg8 12.Kf6 Kh7 13.Kf7 Kh8 14.Kxg6 Kg8 [There is still some resistance in Black's position. In fact, the only way to win is the one given here, as will easily be seen by experiment.] 15.Kh6 Kh8 16.g6 Kg8 17.g7 Kf7 18.Kh7 [And White Queens the pawn and wins.]

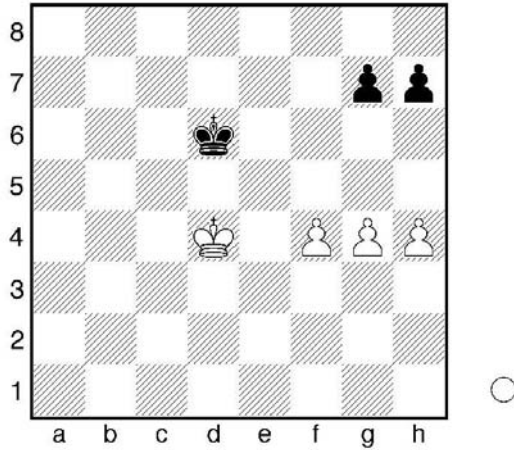
This ending, apparently so simple, should show the student the enormous difficulties to be surmounted, even when there are hardly any pieces left, when playing against an adversary who knows how to use the resources at his disposal, and it should show the student, also, the necessity of paying strict attention to these elementary things which form the basis of true mastership in Chess.

□ Pawn Endings

■ 3:2 Pawns

Example 9

[Capablanca, J. R.]



1.f5 Ke7

[If 1...g6 2.f6 and we have a similar ending to one of those shown previously]

[If 1...h6 2.g5]

2.Ke5 Kf7 3.g5 Ke7

[If 3...g6 4.f6]

[and if 3...h6 4.g6+ and in either case we have a similar ending to one of those already shown.]

4.h5 [And by following it up with g5-g6 we have the same ending previously shown. If Black should play 4...g6 himself we have the following.] g6 5.hxg6

hxg6 6.f6+ [With the same result.]

In this ending White can win by advancing any of the three pawns on the first move, but it is convenient to follow the general rule, whenever there is no good reason against it, of advancing the pawn that has no pawn opposing it.

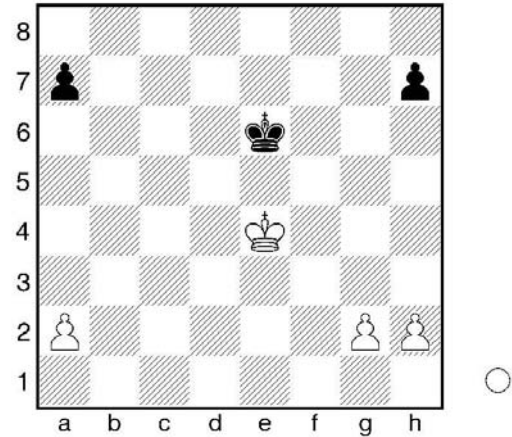
Having now seen the case when the pawn are all on one side of the board we shall now examine a case when there are pawns on both sides of the board.

□ Pawn Endings

■ 3:2 Pawns

Example 10

[Capablanca, J. R.]



1.g4 [It is generally advisable to advance the pawn that is free from opposition.] a5 [Black makes an advance on the other side, and now White considers whether or not he should stop the advance. In this case either way wins, but generally the advance should be stopped when the opposing King is far away.] 2.a4 Kf6 3.h4 Ke6

[If 3...Kg6 then the simple counting will show that White goes to the other side with his King, wins the pawn at a5, and then Queens his single pawn long before Black can do the same.]

4.g5 Kf7 5.Kf5 Kg7 6.h5 Kf7

[If 6...h6 7.g6 and then the two pawns defend themselves and White can go to the other side with his King, to win the other pawn.]

7.Ke5 [Now it is time to go to the other side with the King, win the Black pawn and Queen the single pawn. This is typical of all such endings and should be worked out by the student in this case and in similar cases which he can put up.]

In these cases the general rule is to act immediately on the side where you have the superior forces.

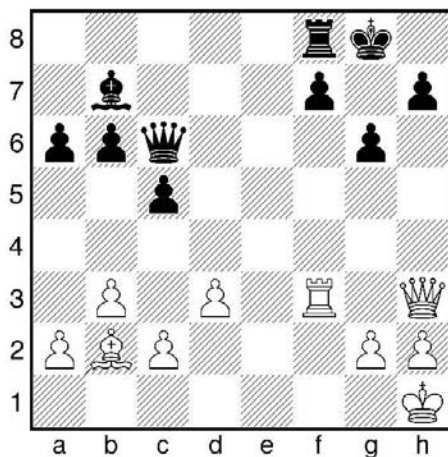
4. Some Winning Positions in the Middlegame

By the time the student has digested all that has been previously explained, he, no doubt, is anxious to get to the actual game and play with all the pieces. However, before considering the openings, we shall devote a little time to some combinations that often arise during the game, and which will give the reader some idea of the beauty of the game, once he becomes better acquainted with it.

Winning Middlegames

Example 11

[Capablanca, J. R.]



1...Re8 [White now uncovers his real and most effective threat.] **2.Qxh7+ Kxh7 3.Rh3+ Kg8 4.Rh8#**

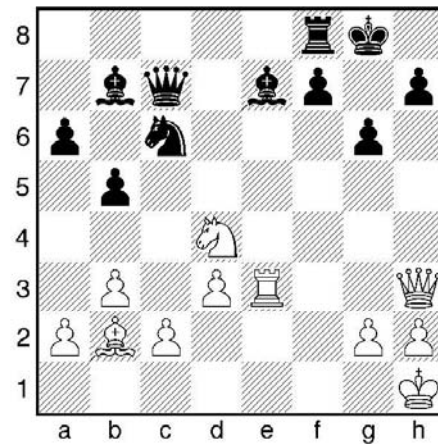
It is Black's move, and thinking that White merely threatens to play 2.Qh6 and to mate on g7, Black plays 1...Re8 threatening mate by way of 2...Re1#. White now uncovers his real and most effective threat.

The same type of combination may come as the result of a somewhat more complicated position.

Winning Middlegames

Example 12

[Capablanca, J. R.]



1.Nxc6 Bg5

[He cannot take 1...Qxc6 because White threatens mate by 2.Qxh7+ followed by 3.♞h3+.]

2.Ne7+ Qxe7

[Again if 2...Bxe7 3.Qxh7+ Kxh7 4.Rh3+ Kg8 5.Rh8#]

3.Rxe7 Bxe7 4.Qd7 [White wins one of the two Bishops, remains with a Queen and a Bishop against a Rook and a Bishop, and should therefore win easily.]

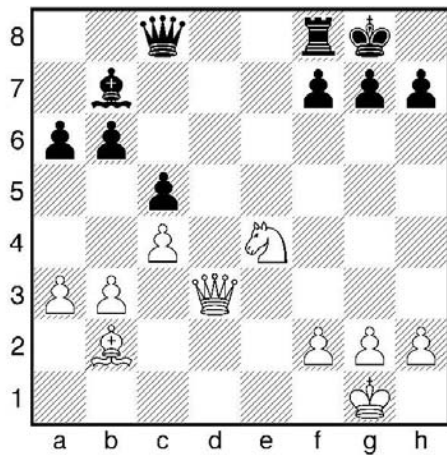
White is a piece behind, and unless he can win it back quickly he will lose.

These two examples show the danger of advancing the g-pawn one square, after having castled on that side.

Winning Middlegames

Example 13

[Capablanca, J. R.]



1.Nf6+ gxf6

[Forced, otherwise 1...Kh8 2.Qxh7# mates.]

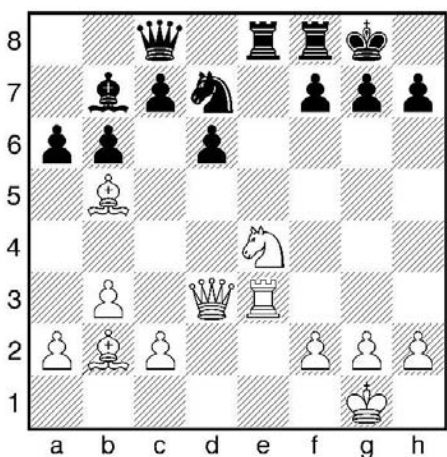
2.Qg3+ Kh8 3.Bxf6#

This is another very interesting type of combination. Black has a Rook for a Knight and should therefore win, unless White is able to obtain some compensation immediately. White, in fact, mates in a few moves.

Winning Middlegames

Example 14

[Capablanca, J. R.]



1.Bxd7 Qxd7

[If 1...Bxe4 2.Qc3 threatens mate, and therefore wins the Queen, which is already attacked.]

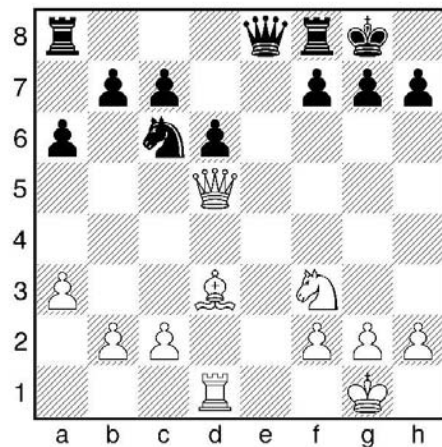
2.Nf6+ gxf6 3.Rg3+ Kh8 4.Bxf6#

The same type of combination occurs in a more complicated form in this position.

Winning Middlegames

Example 15

[Capablanca, J. R.]



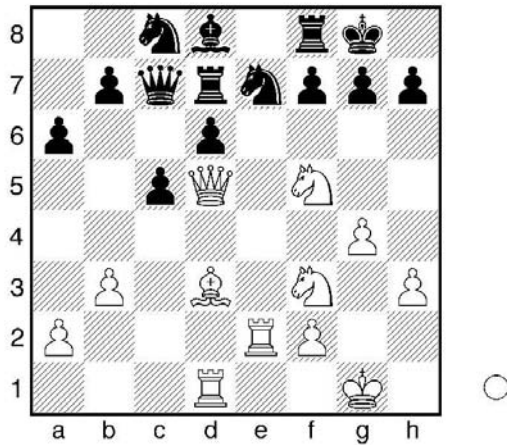
1.Bxh7+ Kxh7 2.Qh5+ Kg8 3.Ng5 [Black cannot stop mate at h7 except by sacrificing the Queen.] Qe4 4.Nxe4 [White is left with a Queen for a Rook.]

A very frequent type of combination is shown in this position. Here White is the Exchange and a pawn behind, but he can win quickly.

Winning Middlegames

Example 16

[Capablanca, J. R.]



1.Nxe7+ [This clears the line for the Bishop.] **Bxe7**
[To stop the Knight from moving to g5 after the sacrifice of the Bishop] **2.Rxe7 Nxe7** [Best.]
3.Bxh7+ Kxh7
[If 3...Kh8 4.Qh5 g6 5.Bxg6+ Kg7 6.Qh7+ Kf6 7.g5+ Ke6 8.Bxf7+ Rxf7 9.Qe4#]
4.Qh5+ Kg8 5.Ng5 Rc8 6.Qh7+ Kf8 7.Qh8+ Ng8 8.Nh7+ Ke7 9.Re1+ Kd8 10.Qxg8#

The same type of combination is seen here in a more complicated form.

This combination is rather long and has many variations, therefore a beginner will hardly be able to fathom it; but, knowing the type of combination, he might under similar circumstances undertake and carry out a brilliant attack which he would otherwise never think of. It will be seen that all the combinations shown have for a foundation the proper coordination of the pieces, which have all been brought to bear against a weak point.

5. Relative Value of the Pieces

Before going on to the general principles of the openings, it is advisable to give the student an idea of the proper relative value of the pieces. There is no complete and accurate table for all of them, and the only thing to do is to compare the pieces separately.

For all general theoretical purposes the Bishop and the Knight have to be considered as of the same value, though it is my opinion that the Bishop will prove the more valuable piece in most cases; and it is well known that two Bishops are almost always better than two Knights.

The Bishop will be stronger against pawns than the Knight, and in combination with pawns will also be stronger against the Rook than the Knight will be.

A Bishop and a Rook are also stronger than a Knight and a Rook, but a Queen and a Knight may be stronger than a Queen and a Bishop.

A Bishop will often be worth more than three pawns, but a Knight very seldom so, and may even not be worth so much.

A Rook will be worth a Knight and two pawns, or a Bishop and two pawns, but as said before, the Bishop will be a better piece against the Rook.

Two Rooks are slightly stronger than a Queen. They are slightly weaker than two Knights and a Bishop, and a little more so than two Bishops and a Knight. The power of the Knight decreases as the pieces are changed off. The power of the Rook, on the contrary, increases.

The King, a purer defensive piece throughout the middlegame, becomes an offensive piece once all the pieces are off the board, and sometimes even when there are one or two minor pieces left. The handling of the King becomes of paramount importance once the endgame stage is reached.

6. General Strategy of the Opening

The main thing is to develop the pieces quickly. Get them into play as fast as you can.

From the outset two moves, 1.e4 or 1.d4, open up lines for the Queen and a Bishop. Therefore, theoretically one of these two moves must be the best, as no other first move accomplishes so much. Suppose we begin 1.e4:

General Strategy of Opening

Example 17

[Capablanca, J. R.]

1.e4 e5 2.Nf3 [This is both an attacking and a developing move. Black can now either reply with the identical move or play as follows.] **Nc6** [This developing move at the same time defends the e-pawn.] **3.Nc3 Nf6** [These moves are of a purely developing nature.] **4.Bb5** [It is generally advisable not to bring this Bishop out until one Knight is out, preferably the King's Knight. The Bishop could also have been played to e4, but it is advisable whenever possible to combine development and attack.] **Bb4** [Black replies in the same manner, threatening a possible exchange of Bishop for Knight with ... ♗xe4 to follow.] **5.0-0** [An indirect way of preventing 5... ♗xc3, which more experience or study will show to be bad. At the same time the Rook is brought into action in the center, a very important point.] **0-0** [Black follows the same line of reasoning.] **6.d3 d6** [These moves have a two-fold object, viz.: to protect the e-pawn and to open the diagonal for the development of the Queen's Bishop.] **7.Bg5** [A very powerful move, which brings us to the middlegame stage, as there is already in view a combination to win quickly by ♗d5. The threat makes it impossible for Black to continue the same course. There is a long analysis showing that Black should lose if he also plays 7... ♗g4.] **Bxc3** [He is now forced to play this capture, as experience has shown, thus bringing up to notice three things.]

This example brings to our notice three things.

First, the complete development of the opening has taken only seven moves. (This varies up to ten or twelve moves in some very exceptional cases. As a rule, eight should be enough.) Second, Black has been compelled to exchange a Bishop for a Knight, but as a compensation he has isolated White's a-pawn and doubled a pawn. (This, at such an early stage of the game, is rather an advantage for White, as the pawn is doubled towards the centre of the board.) Third, White by the exchange brings up a pawn to control the square d4, puts Black on the defensive, as experience will show, and thus keeps the initiative, an unquestionable advantage. The value of the initiative is explained in Chapter 4.

The strategical principles expounded above are the same for all the openings, only their tactical application varies according to the circumstances.

Before proceeding further I wish to lay stress on the following point which the student should bear in mind.

Before development has been completed no piece should be moved more than once, unless it is essential in order to obtain either material advantage or to secure freedom of action.

The beginner would do well to remember this, as well as what has already been stated: viz., bring out the Knights before bringing out the Bishops.

7. Control of the Centre

The four squares, e4, e5, d4, and d5 are the centre squares, and control of these squares is called control of the centre. The control of the centre is of great importance. No violent attack can succeed without controlling at least two of these squares, and possibly three. Many a manoeuvre in the opening has for its sole object the control of the centre, which invariably ensures the initiative. It is well always to bear this in mind, since it will often be the reason of a series of moves which could not otherwise be properly understood. As this book progresses I shall dwell more fully on these different points. At present I shall devote some time to openings taken at random and explain the moves according to general principles. The student will in that way train his mind in the proper direction, and will thus have less trouble in finding a way out when confronted with a new and difficult situation.

Control of the Center

Example 18

[Capablanca, J. R.]

1.e4 e5 2.Nf3 d6 [A timid move. Black assumes a defensive attitude at once. On principle the move is wrong. In the openings, whenever possible, pieces should be moved in preference to pawns.] **3.d4** [White takes the offensive immediately and strives to control the center so as to have ample room to deploy his forces.] **Nd7**

[Black does not wish to relinquish the center and also prefers the text move to 3...Nc6 which would be the more natural square for the Knight. But on principle 3...♘d7 is wrong, because it blocks the action of the Queen's Bishop, and instead of facilitating the action of Black's pieces, tends, on the contrary, to cramp them.]

4.Bc4 h6

[Black is forced to pay the penalty of his previous move. Such a move on Black's part condemns by itself any form of opening that makes it necessary. White threatened 5.♗g5 and Black could not stop it with 4...Be7 because of 5.dxe5 Nxe5 (if 5...dxe5 6.Qd5) 6.Nxe5 dxe5 7.Qh5 and White wins a pawn and has besides a perfectly safe position.]

5.Nc3 Ngf6 6.Be3 Be7 7.Qe2 [It should be noticed that White does not castle yet. The reason is that he wants to deploy his forces first, and through the last move force Black to play 7...c6 to make room for the Queen as White threatens 8.♙d1, to be followed by 9.dxe5. Black's other alternatives would finally force him to play ...exd4, thus abandoning the center to White.] **c6 8.Rd1 Qc7 9.0-0** [With this last move White completes his development, while Black is evidently somewhat hampered. A simple examination will suffice to show that White's position is unassailable. There are no weak spots in his armour, and his pieces are ready for any maneuver that he may wish to carry out in order to begin the attack on the enemy's position.]

The student should carefully study this example. It will show him that it is sometimes convenient to delay castling. I have given the moves as they come to mind without following any standard book on openings. Whether the moves given by me agree or not with the standard works, I do not know, but at the present stage of this book it is not convenient to enter into discussions of mere technicalities which the student will be able to understand when he has become more proficient.

Control of the Center

Example 19

[Capablanca, J. R.]

1.e4 e5 2.Nf3 d6 3.d4 Bg4 [A bad move, which violates one of the principles set down, according to which at least one Knight should be developed before the Bishops are brought out, and also because it exchanges a Bishop for a Knight, which in the opening is generally bad, unless there is some compensation.]

4.dxe5 Bxf3

[4...dxe5 loses a pawn.]

5.Qxf3 dxe5 6.Bc4 Qf6

[If 6...Nf6 7.Qb3 wins a pawn.]

7.Qb3 b6 8.Nc3 c6 [To prevent 9.♘d5. Black, however, has no pieces out except his Queen, and White, with a Bishop and a Knight already developed, has a chance of obtaining an advantage quickly by playing 9.♘d5 anyway. The student is left to work out the many variations arising from this position.]

These examples will show the practical application of the principles previously enunciated. The student is warned against playing pawns in preference to pieces at the beginning of the game, especially pawn to Rook's third, which are moves very commonly indulged in by beginners.

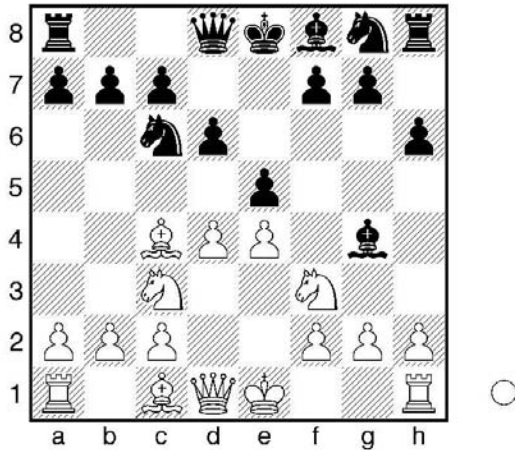
8. Traps

I shall now give a few positions or traps to be avoided in the openings, and in which (practice has shown) beginners are often caught.

Opening Traps

Example 20

[Capablanca, J. R.]

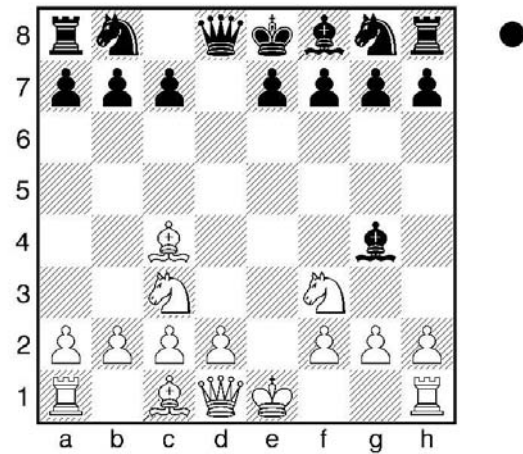


1.dxe5 Nxe5 [Black should have recaptured with the pawn.] 2.Nxe5 Bxd1 3.Bxf7+ Ke7 4.Nd5#

Opening Traps

Example 21

[Capablanca, J. R.]



1...Nf6

[Black, having the move, should play 1...e6. But suppose he plays 1...Nf6 instead.]

2.Bxf7+

[2.Ne5 would also give White the advantage, the threat being of course if 1...Qxd1 2.Qxf7 mate. Nor does Bh5 help matters, because of 3.Qxh5 and 1...Qe6 leaves Black with the inferior position. But White's move in the text secures an immediate material advantage, and the beginner at any rate should never miss such an opportunity for the sake of a speculative advantage in position.]

2...Kxf7 3.Ne5+ Kg8 4.Nxg4 [And White has won a pawn besides having the better position.]

There are a good many other traps - in fact, there is a book written on traps on the chess board; but the type given above is the most common of all.

Chapter 2

Endgame Principles

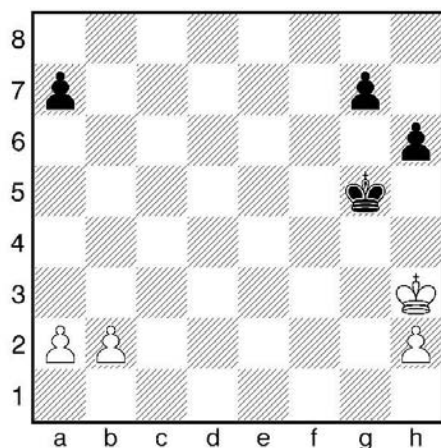
We shall now go back to the endings in search of a few more principles, then again to the middle game, and finally to the openings once more, so that the advance may not only be gradual but homogeneous. In this way the foundation on which we expect to build the structure will be firm and solid.

9. A Cardinal Principle

A Cardinal Principle

Example 22

[Capablanca, J. R.]



1.a4 a5 2.Kg2 Kf4 [Best; see why.] 3.b4 [Best.] axb4 4.a5 b3 5.a6 b2 6.a7 b1Q 7.a8Q Qe4+ 8.Qxe4+ Kxe4 [This brings the game to a position which is won by Black, and which constitutes one of the classical endings of King and pawns. I shall try to explain the guiding idea of it to those not familiar with it.]

In the position shown above, White can draw by playing 1.b4 according to the general rule that governs such cases, i.e. to advance the pawn that is free from opposition. But suppose that White, either because he does not know this principle or because he does not, in this case, sufficiently appreciate the value of its application; suppose, we say, that he plays 1.a4. Then Black can win by playing 1...a5, applying one of the cardinal principles of the high strategy of chess:

A unit that holds two.

In this case one pawn would hold two of the opponent's pawns. The student cannot lay too much stress on this principle. It can be applied in many ways, and it constitutes one of the principal weapons in the hands of a master.

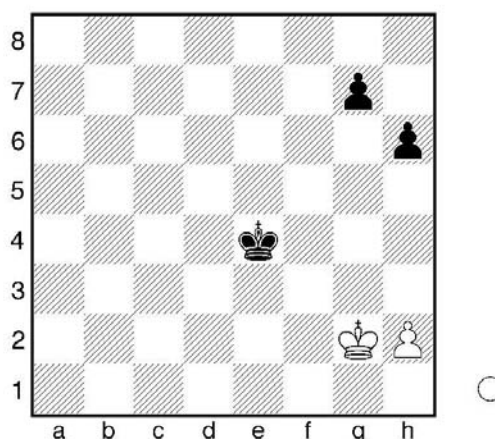
The example given should be sufficient proof. We have given a few moves of the main variation after 1.a4.

10. A Classical Ending

A Classical Ending

Example 23

[Capablanca, J. R.]



1.Kg3 Ke3 2.Kg2

[If 2.Kg4 Kf2 3.h4 g6 will win.]

2...Kf4 3.Kf2 Kg4 4.Kg2 Kh4 5.Kg1 Kh3

[The first part has been completed. The second part will be short and will consist in advancing the h-pawn up to the King.] 6.Kh1 h5 7.Kg1 h4 [This ends the second part. The third part will consist in timing the advance of the g-pawn so as to play ...g4-g3 when the White King is at h1. It now becomes evident how necessary it is to be able to move the g-pawn either one or two squares according to the position of the White King, as indicated previously. In this case, as it is White's move, the pawn will be advanced two squares since the White King will be in the corner, but if it were now Black's move the g-pawn should only be advanced one square since the White King is at g1.]

8.Kh1 g5 9.Kg1 g4 10.Kh1 g3 11.hxg3

[If 11.Kg1 g2]

11...hxg3 12.Kg1 g2 13.Kf2 Kh2 [And wins.]

In this position White's best line of defence consists in keeping his pawn where it stands at h2. As soon as the pawn is advanced it becomes easier for Black to win. On the other hand, Black's plan to win (supposing that White does not advance his pawn) may be divided into three parts. The first part will be to get his King to h3, at the same time keeping intact the position of his pawns. (This is all important, since, in order to win the game, it is essential at the end that Black may be able to advance his rearmost pawn one or two squares according to the position of the White King.)

It is in this analytical way that the student should try to learn. He will thus train his mind to follow a logical

sequence in reasoning out any position. This example is excellent training, since it is easy to divide it into three stages and to explain the main point of each part.

The next subject we shall study is the simple opposition, but before we devote our time to it I wish to call attention to two things.

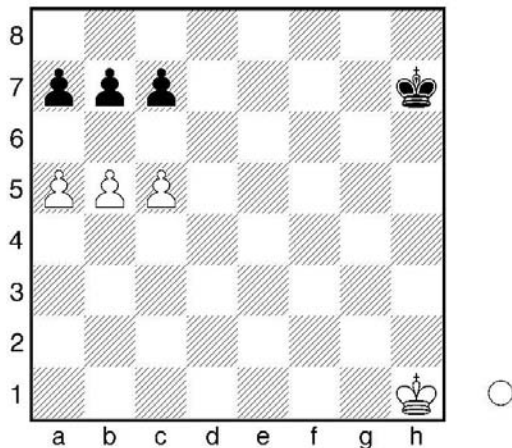
11. Obtaining a Passed Pawn

When three or more pawns are opposed to each other in some such position as the one in Example 24, there is always a chance for one side or the other of obtaining a passed pawn.

Obtaining a Passed Pawn

Example 24a

[Capablanca, J. R.]



1. **b6 axb6**

[If 1...cxb6 2.a6]

2. **c6 bxc6 3.a6** IAs in this case the White pawn is nearer to Queen than any of the Black pawns, White will win.]

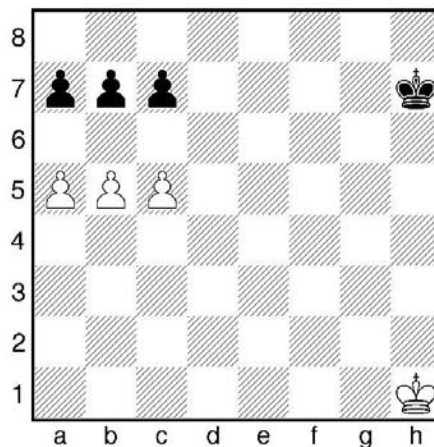
In this position the way of obtaining a passed pawn is to advance the centre pawn.

Now if it had been Black's move, see this example:

Obtaining a Passed Pawn

Example 24b

[Capablanca, J. R.]



1...**b6 2.cxb6 cxb6** [It would not be advisable to try to obtain a passed pawn because the White pawns would be nearer to Queen than the single Black pawn.]

3.**axb6 axb6** [The game properly played would be a draw. The student should work this out for himself.]

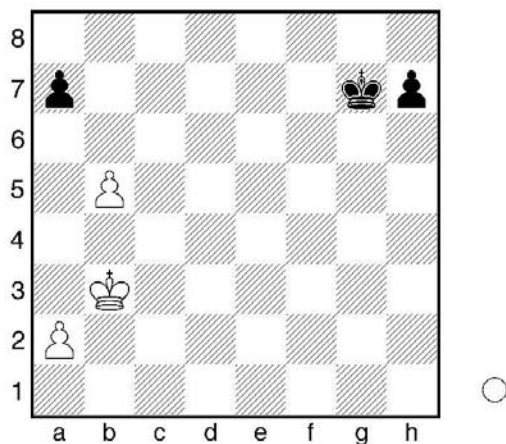
12. How to find out Which Pawn will be First to Queen

When two pawns are free, or will be free, to advance to Queen, you can find out, by counting, which pawn will be the first to succeed.

Which Pawn Queens First?

Example 25

[Capablanca, J. R.]



1.a4 h5 2.a5 h4 3.b6 axb6 [Now comes a little calculation. White can capture the pawn, but if he does so, he will not, when Queening, command the square where Black will also Queen his pawn. Therefore, instead of taking, he pushes.] **4.a6 h3 5.a7 h2 6.a8Q** [And wins.]

In this position whoever moves first wins. The first thing is to find out, by counting, whether the opposing King can be in time to stop the passed pawn from Queening. When, as in this case, it cannot be done, the point is to count which pawn comes in first. In this case the time is the same, but the pawn that reaches the last square first and becomes a Queen is in a position to capture the adversary's Queen when he makes one.

The student would do well to acquaint himself with various simple endings of this sort, so as to acquire the habit of counting, and thus be able to know with ease when he can or cannot get there first. Once again I must call attention to the fact that a book cannot by itself teach how to play. It can only serve as a guide, and the rest must be learned by experience, and if a teacher can be had at the same time, so much the faster will the student be able to learn.

13. The Opposition

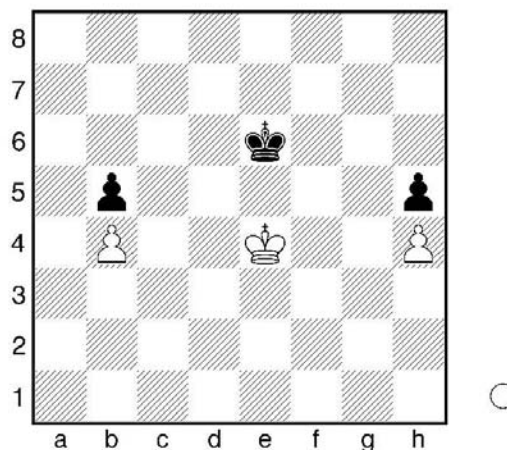
When Kings have to be moved, and one player can, by force, bring his King into a position similar to the one shown in the following diagram (see Example 26 for more), so that his adversary is forced to move and

make way for him, the player obtaining that advantage is said to have the opposition.

The Opposition

Example 26

[Capablanca, J. R.]

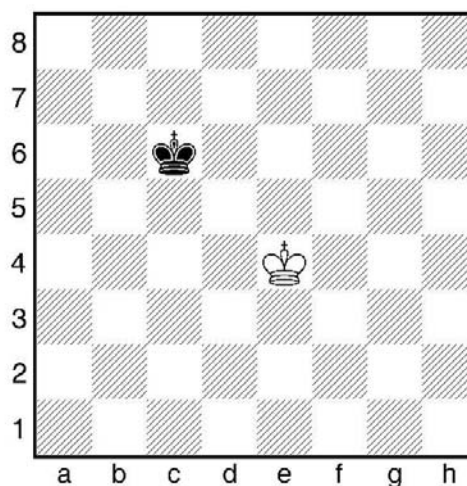


1.Kd4 Kd6

[Here Black had the option of either opposing the passage of the White King by playing 1...♙d6 or, if he prefers, he can pass with his own King by replying 1...Kf5.]

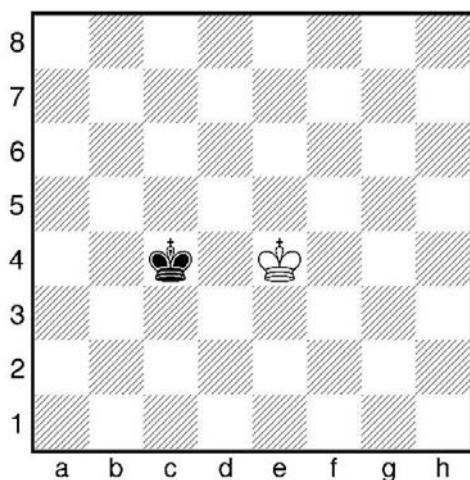
Notice that the Kings are directly opposed to each other, and the number of intervening squares between them is odd - one in this case.

The opposition can take the form show above, which can be called actual or close frontal opposition; or this form:



which can be called actual or close diagonal opposition.

Or again, this form:



which can be called actual or close lateral opposition.

In practice they are all one and the same. The Kings always on squares of the same colour, there is only one intervening square between the Kings, and the player who has moved last "has the opposition".

Now, if the student will take the trouble of moving each King backwards as in a game in the same frontal, diagonal or lateral line respectively shown in the diagrams, we shall have what may be called distant frontal, diagonal and lateral opposition respectively.

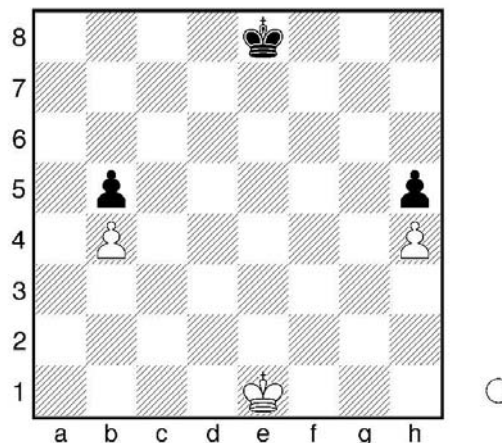
The matter of the opposition is highly important, and takes at times somewhat complicated forms, all of which can be solved mathematically; but, for the present, the student should only consider the most simple forms. (An examination of some of the examples of King and pawns endings already given will show several cases of close opposition.)

In all simple forms of opposition, when the Kings are on the same line and the number of intervening squares between them is even, the player who has the move has the opposition.

The Opposition

Example 27

[Capablanca, J. R.]



1.Ke2 Ke7

[The process is comparatively simple in the variation given above, but Black has other lines of defense more difficult to overcome. Let us begin anew with 1...Kd8 Now if 2.♘d3 ♘d7, or if 2.♘e3 ♘e7, and Black obtains the opposition in both cases. (When the Kings are directly in front on one another, and the number of intervening squares between the Kings is odd, the player who has moved last has the opposition.)

Now in order to win, the White King must advance. There is only one other square where he can go, f3, and that is the right place. Therefore it is seen that in such cases when the opponent makes a so-called waiting move, you must advance, leaving a rank or file free between the Kings. Therefore we have 2.Kf3 Ke7 Now, it would be bad to advance, because then Black, by bringing up his King in front of your King, would obtain the opposition. It is White's turn to play a similar move to Black's first move, viz.: 3.Ke3 when brings the position back to the main variation shown. The student would do well to familiarize himself with the handling of the King in all examples of opposition. It often means the winning or losing of a game.]

2.Ke3 Ke6 3.Ke4 Kf6 4.Kf4

[White can exercise the option of either playing 4.Kd5 and thus passing with his King, or of playing the text move and prevent the Black King from passing, thereby keeping the opposition. Mere counting will show that the former course will only lead to a draw, therefore White takes the latter course.]

4...Kg6

[If 4...Ke6 5.Kg5 will win.]

5.Ke5 Kg7 [Now by counting it will be seen that White wins by capturing Black's b-pawn.]

The above position shows to advantage the enormous value of the opposition. The position is very simple. Very little is left on the board, and the position, to a beginner, probably looks absolutely even. It is not the

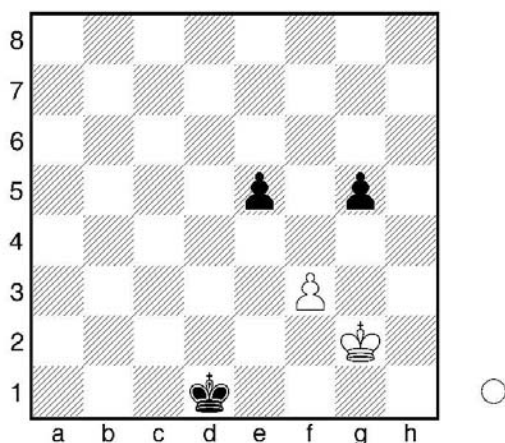
case, however. Whoever has the move wins. Notice that the Kings are directly in front of one another, and that the number of intervening squares is even.

Now as to the procedure to win such a position. The proper way to begin is to move straight up, as given in the example.

The Opposition

Example 28

[Capablanca, J. R.]



1.Kh1!

[The position of the pawns does not permit White to draw by means of the actual or close opposition, hence he takes the distant opposition: in effect, if 1.Kf1 (actual or close opposition) Kd2 2.Kf2 Kd3 and White cannot continue to keep the lateral opposition essential to his safety, because of his own pawn at f3.]

1...Kd2

[If 1...g4 2.Kg2 (White does not play 2.fxg4 because e4 will win.) 2...Kd2 (If 2...gx3+ 3.Kxf3 followed by 4.♙e4, will draw.) 3.fxg4 e4 and mere counting will show that both sides Queen, drawing the game.]

2.Kh2 Kd3 3.Kh3! Ke2 4.Kg2 Ke3 5.Kg3 Kd4

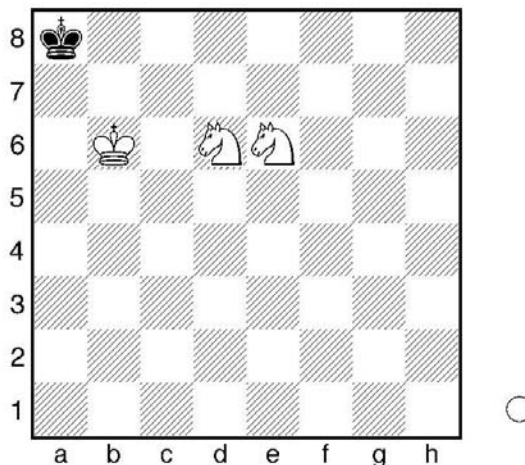
6.Kg4 [Attacking the pawn and forcing Black's answer.] Ke3 7.Kg3 [White can come back to g3, as already shown, and always keep the opposition.]

This position is an excellent proof of the value of the opposition as a means of defence. White is a pawn behind and apparently lost, yet he can manage to draw.

If the student will now take the trouble to go back to the examples of King and pawns which I have given in this book, he will realize that in all of them the matter of the opposition is of paramount importance; as, in fact, it is in nearly all endings of King and pawns, except in such cases where the pawn position in itself ensures the win.

14. The Relative Value of Knight and Bishop

Before turning our attention to this matter it is well to state now that two Knights alone cannot mate, but, under certain conditions of course, they can do so if the opponent has one or more pawns.

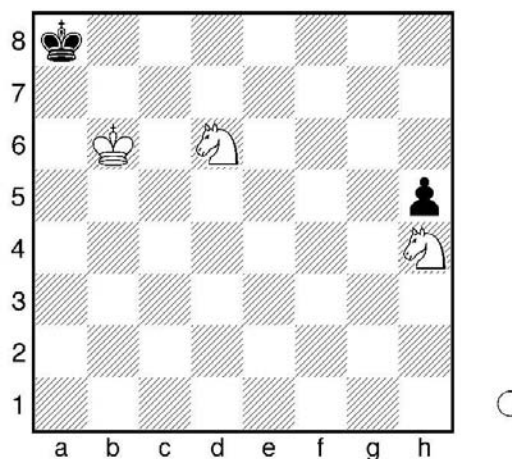


In the above position White cannot win, although the Black King is cornered, but in the following position, in which Black has a pawn, White wins with or without the move.

Two Knights vs Pawn

Example 29

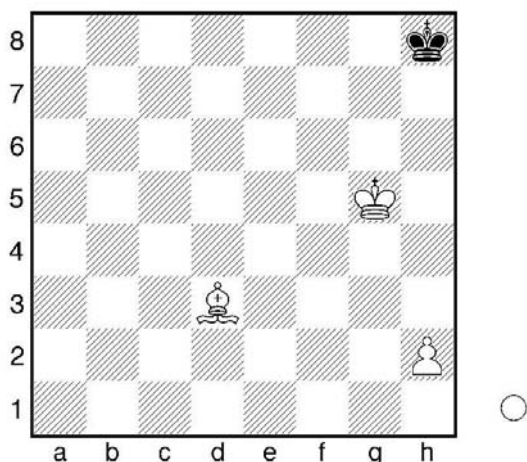
[Capablanca, J. R.]



1.Ng6 h4 [White cannot take the pawn because the game will be drawn, as explained before.] 2.Ne5 h3 3.Nc6 h2 4.Nb5 h1Q 5.Nc7#

The reason for this peculiarity in chess is evident. White with the two Knights can only stalemate the King, unless Black has a pawn which can be moved.

Although he is a Bishop and a pawn ahead the following position cannot be won by White.

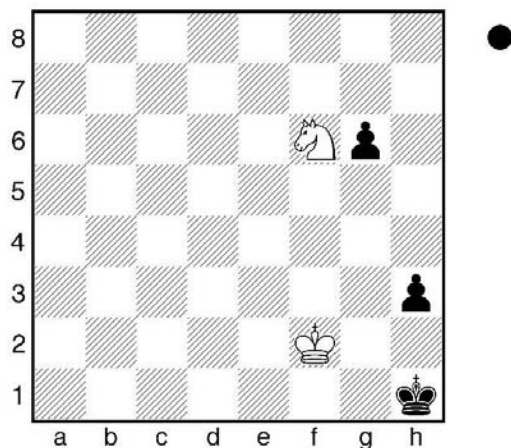


It is the greatest weakness of the Bishop, that when the h-pawn Queens on a square of opposite colour and the opposing King is in front of the pawn, the Bishop is absolutely worthless. All that Black has to do is to keep moving his King close to the corner square.

Knight vs Two Pawns

Example 31

[Capablanca, J. R.]

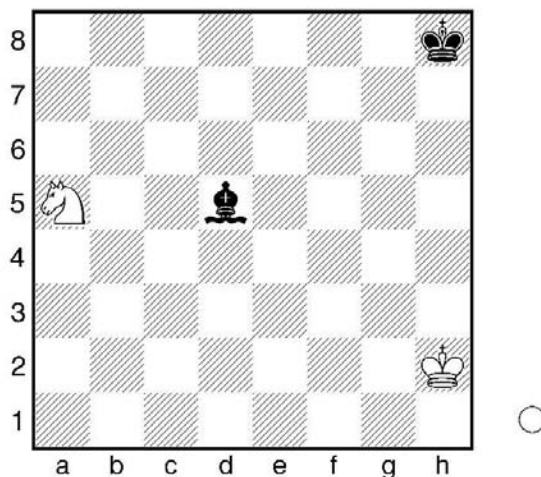


1...Kh2 2.Ng4+ Kh1 3.Kf1 g5 4.Kf2 h2 5.Ne3 g4 6.Nf1 g3+ 7.Nxg3#

In the above position White with or without the move can win. We have taken the most difficult variation.

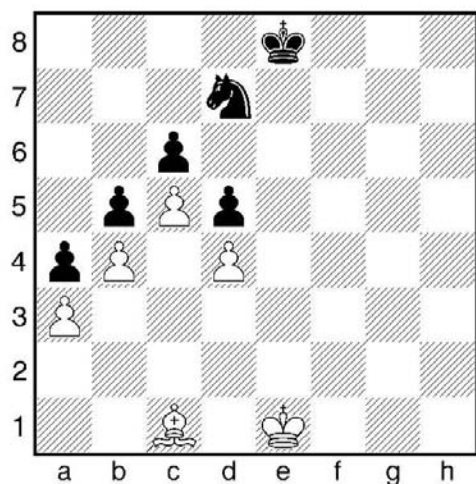
Now that we have seen these exceptional cases, we can analyse the different merits and the relative value of the Knight and the Bishop.

It is generally thought by amateurs that the Knight is the more valuable piece of the two, the chief reason being that, unlike the Bishop, the Knight can command both black and white squares. However, the fact is generally overlooked that the Knight, at any one time, has the choice of one colour only. It takes much longer to bring a Knight from one wing to the other. Also, as shown in the following example, a Bishop can stalemate a Knight; a compliment which the Knight is unable to return.



The weaker the player the more terrible the Knight is to him, but as a player increases in strength the value of the Bishop becomes more evident to him, and of course there is, or should be, a corresponding decrease in his estimation of the value of the Knight as compared to the Bishop. In this respect, as in many others, the masters of today are far ahead of the masters of former generations. While not so long ago some of the very best among them, like Pillsbury and Tchigorin, preferred Knights to Bishops, there is hardly a master of today who would not completely agree with the statements made above.

This is about the only case when the Knight is more valuable than the Bishop:



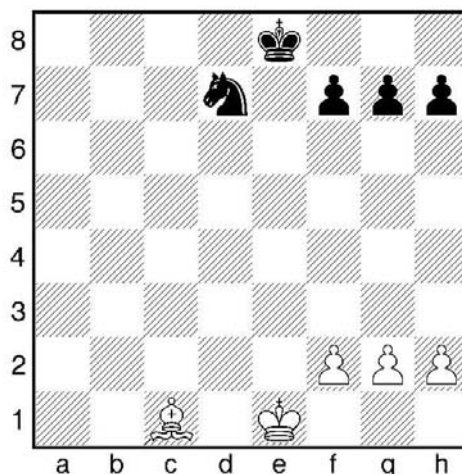
It is what is called a "block position", and all the pawns are on one side of the board. (If there were pawns on both sides of the board there would be no advantage in having a Knight.) In such a position Black has excellent chances of winning. Of course, there is an extra source of weakness for White in having his pawns on the same colour squares as his Bishop. This is a mistake often made by players. The proper way, generally, in an ending, is to have your pawns on the squares of opposite colour to that of your own Bishop. When you have your pawns on squares of the same colour the action of your own Bishop is limited by them, and consequently the value of the Bishop is diminished, since the value of a piece can often be measured by the number of squares it commands. While on this subject, I shall also call attention to the fact that it is generally preferable to keep your pawns on squares of the same colour as that of the opposing Bishop, particularly if they are passed pawns supported by the King. The principles might be stated thus:

When the opponent has a Bishop, keep your pawns on squares of the same colour as your opponent's Bishop.

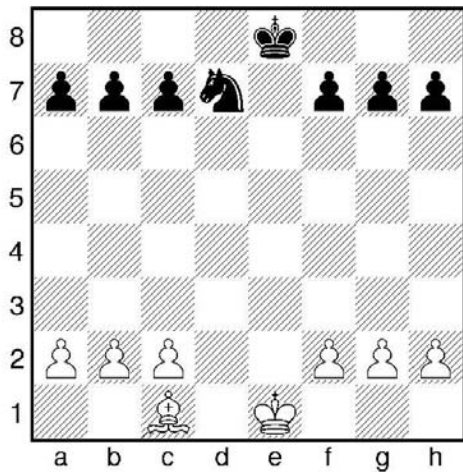
Whenever you have a Bishop, whether the opponent has also one or not, keep your pawns on squares of the opposite colour to that of your own Bishop.

Naturally, these principles have sometimes to be modified to suit the exigencies of the position.

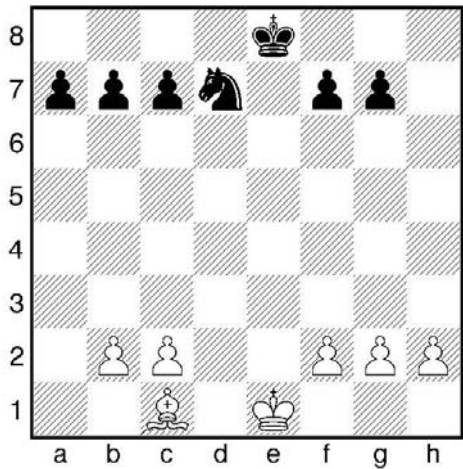
In the following position the pawns are on one side of the board, and there is no advantage in having either a Knight or a Bishop. The game should surely end in a draw.



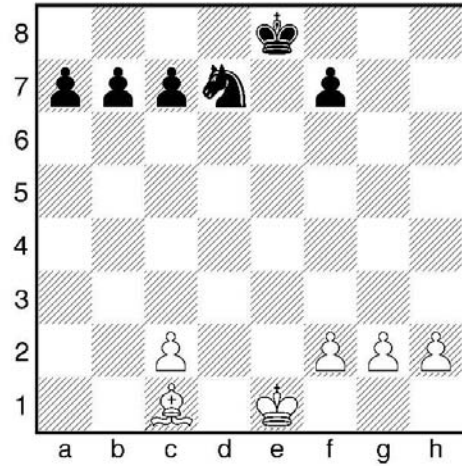
Now let us add three pawns on each side to the above position, so that there are pawns on both sides of the board.



It is now preferable to have the Bishop, though the position, if properly played out, should end in a draw. The advantage of having the Bishop lies as much in its ability to command, at long range, both sides of the board from a central position as in its ability to move quickly from one side of the board to the other.

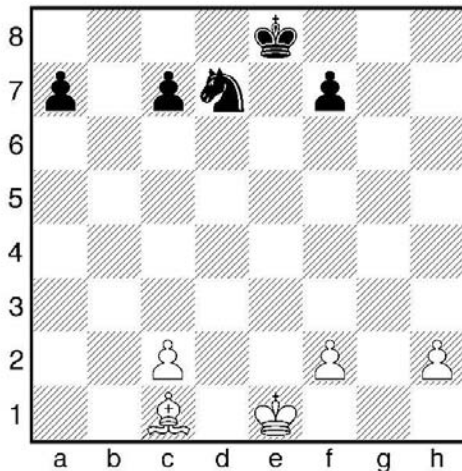


In the above position it is unquestionably an advantage to have the Bishop, because, although each player has the same number of pawns, they are not balanced on each side of the board. Thus, on the Kingside, White has three to two, while on the Queenside it is Black that has three to two. Still, with proper play, the game should end in a draw, though White has somewhat better chances.



Here is a position in which to have the Bishop is a decided advantage, since not only are there pawns on both sides of the board but there is a passed pawn (h-pawn for White, a-pawn for Black). Black should have extreme difficulty in drawing this position, if he can do it at all.

Again Black would have great difficulty in drawing this position.



The student should carefully consider these positions. I hope that the many examples will help him to understand, in their true value, the relative merits of the Knight and Bishop. As to the general method of procedure, a teacher, or practical experience, will be best. I might say generally, however, that the proper course is these endings, as in all similar endings, is: Advance of the King to the centre of the board or towards the passed pawns, or pawns that are susceptible of being attacked, and rapid advance of the passed pawn or pawns as far as is consistent with their safety.

To give a fixed line of play would be folly. Each ending is different, and requires different handling, according to what the adversary proposes to do.

Calculation by visualising the future positions is what will count.

15. How to Mate with a Knight and a Bishop

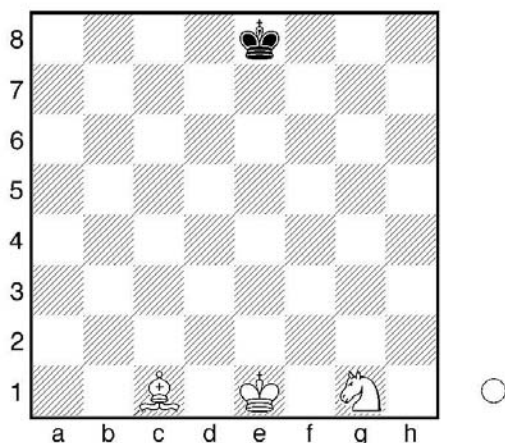
Now, before going back again to the middle game and the openings, let us see how to mate with Knight and Bishop, and, then, how to win with a Queen against a Rook.

With a Knight and a Bishop the mate can only be given in the corners of the same colour as the Bishop.

Mate with Knight & Bishop

Example 39

[Capablanca, J. R.]



1.Ke2 Kd7 [Black, in order to make it more difficult, goes toward the white-squared corner.] 2.Kd3 Kc6 3.Bf4 Kd5 4.Ne2 Kc5 5.Nc3 Kb4 6.Kd4 Ka5 7.Kc5 Ka6 8.Kc6 Ka7 9.Nd5 Ka8 [The first part is now over; the Black King is in the white-squared corner. The second and last part will consist in driving the Black King now from a8 to a1 or h8 in order to mate him. In this position a1 will be the quickest.] 10.Nb6+ Ka7 11.Bc7 Ka6 12.Bb8 Ka5 13.Nd5 Ka4 14.Kc5!

[Black tries to make for h1 with his King. White has two ways to prevent that, one by 14.Bc5 Kb3 15.Ne3 and the other which I give as the text, and which I consider better for the student to learn, because it is more methodical and more in accord with the spirit of all these endings, by using the King as much as possible.]

14...Kb3 15.Nb4 Kc3 16.Bf4 Kb3 17.Be5 Ka4 18.Kc4 Ka5 19.Bc7+ Ka4 20.Nd3 Ka3 21.Bb6 Ka4 22.Nb2+ Ka3 23.Kc3 Ka2 24.Kc2 Ka3 25.Bc5+ Ka2 26.Nd3 Ka1 27.Bb4 Ka2 28.Nc1+ Ka1 29.Bc3#

In this example we must mate either at a1 or h8. The ending can be divided into two parts. Part one consists in driving the Black King to the last line. We might begin, as is generally done in all such cases, by advancing the King to the centre of the board.

It will be seen that the ending is rather laborious. There are two outstanding features: the close following by the King, and the controlling of the squares of the opposite colour of the Bishop by the combined action of the Knight and King. The student will do well to exercise himself methodically in this ending, as it gives a very good idea of the actual power of the pieces, and it requires foresight in order to accomplish the mate within the fifty moves which are granted by the rules.

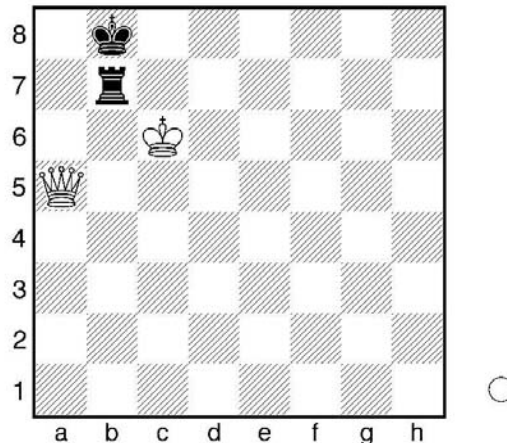
16. Queen against Rook

This is one of the most difficult endings without pawns. The resources of the defence are many, and when used skilfully only a very good player will prevail within the limit of fifty moves allowed by the rules. (The rules is that at any moment you may demand that your opponent mate you within fifty moves. However, every time a piece is exchanged or a pawn advanced the counting must begin afresh.)

Queen against Rook

Example 40

[Capablanca, J. R.]



1.Qe5+

[Not 1.Qa6 because Rc7+ 2.Kb6 Rc6+ 3.Kxc6 Stalemate. The beginner will invariably fall into this trap.]

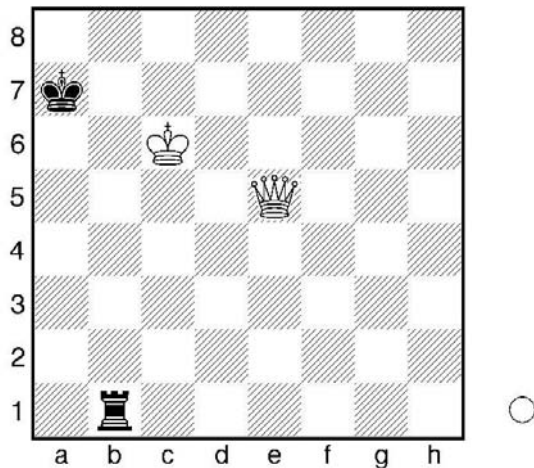
1...Ka8 2.Qa1+ Kb8 3.Qa5 [In a few moves we have accomplished our object. The first part is concluded. Now we come to the second part. The Rook can only go to a white square, otherwise the first check with the Queen will win it.] Rb3

[The student should find out by himself how to win if 3...Rb1 4.Qe5+ Ka7 See example 41.]

4.Qe5+ Ka8 [Best.] 5.Qh8+ Ka7 6.Qh7+ Ka8 7.Qg8+ Rb8 8.Qa2#

This is one of the standard positions which Black can often bring about. Now, it is White's move. If it were Black's move it would be simple, as he would have to

move his Rook away from the King (find out why), and then the Rook would be comparatively easy to win. We deduce from the above that the main object is to force the Black Rook away from the defending King, and that, in order to compel Black to do so, we must bring about the position in the diagram with Black to move. Once we know what is required, the way to proceed becomes easier to find.



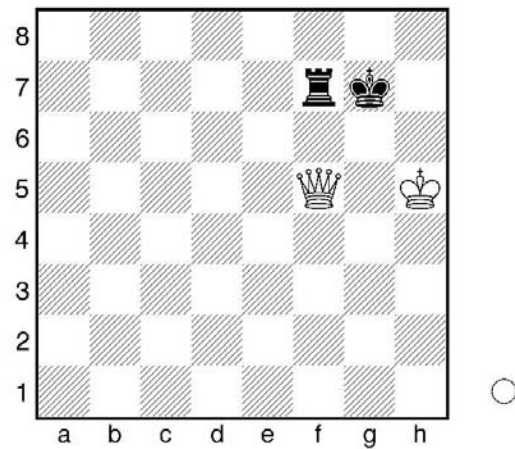
The procedure here is very similar. The things to bear in mind are that the Rook must be prevented from interposing at b8 because of an immediate mate, and in the same way the King must be prevented from going either a6 or c8.

We shall now examine a more difficult position.

Queen against Rook

Example 42

[Capablanca, J. R.]



1. Qg5+

[Suppose we play 1. Qe5+ Kf8 2. Kg6 Rd7

The only defense, but, unfortunately, a very effective one, which makes it very difficult for White, since he cannot play 3. Qe6 (Nor can he win quickly by 3. Qc5+ because Ke8 4. Kf6 Rd6+ driving back the King.) because of 3... Rg7+ 4. Kf6 Rg6+ draws. Now that we have seen the difficulties of the situation let us go back. The best move is 1. ♕g5+.]

1... Kh8

[If 1... Kh7 2. Qg6+ Kh8 3. Kh6! Let us go back again]

[1... Kf8 2. Qd8+ Kg7 3. Kg5 Rf3 (The best place for the Rook away from the King. Instead 3... Kh7 4. Qd4 Rg7+ 5. Kf6 would lead to positions similar to those already seen.) 4. Qd4+ Kf8 5. Kg6 (5. Qd6+ Kg7 6. Qe5+ Kf8 7. Kg6 would also win the Rook. The text move, however, is given to show the finesse of such endings. White now threatens mate at d8.) 5... Rg3+ 6. Kf6 Rf3+ 7. Ke6 Rh3 White threatened mate at h8. 8. Qf4+ and the Rook is lost.]

2. Qe5+ Kh7 [Best.] 3. Kg5 Ra7!

[Best. If 3... Rg7+ then 4. Kf6 leads to a position similar to those in examples 40 and 41.]

4. Qe4+ Kg8 5. Qc4+ Kh7 6. Kf6 Rg7 7. Qh4+ Kg8

8. Qh5 [And we have the position of Example 40 with Black to move.]

Many players would be deceived by this position. The most likely looking move is not the best.

Note, in these examples, that the checks at long range along the diagonals have often been the key to all the winning manoeuvres. Also that the Queen and King are often kept on different lines. The student should carefully go over these positions and consider all the possibilities not given in the text.

He should once more go through everything already written before proceeding further with the book.

Chapter 3

Planning a Win in Middlegame Play

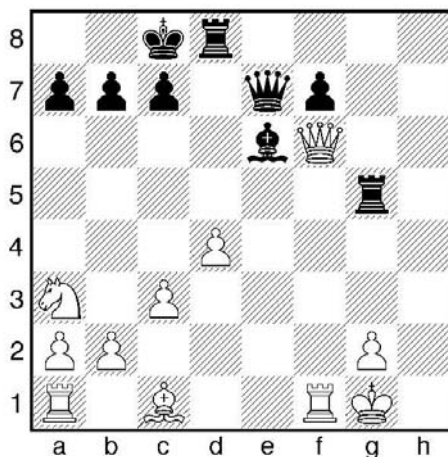
I shall now give a few winning positions taken from my own games. I have selected those that I believe can be considered as types, i.e. positions that may easily occur again in a somewhat similar form. A knowledge of such positions is of great help; in fact, one cannot know too many. It often may help the player to find, with little effort, the right move, which he might not be able to find at all without such knowledge.

17. Attacking Without the Aid of Knights

Attacking without Knights

Example 43

[Capablanca, J. R.]



1...Rdg8! 2.Rf2

[If 2.Qxe7 Rxg2+ 3.Kh1 Bd5 and mate follows in a few moves.]

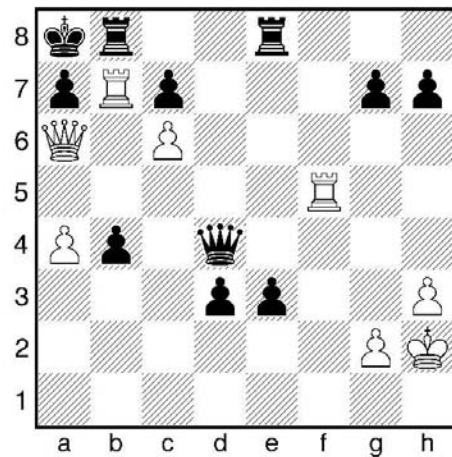
2...Rxg2+ 3.Kf1 Bc4+ 4.Nxc4 Rg1#

It is Black's move, and as he is a Knight and pawn behind he must win quickly, if at all.

Attacking without Knights

Example 44

[Capablanca, J. R.]



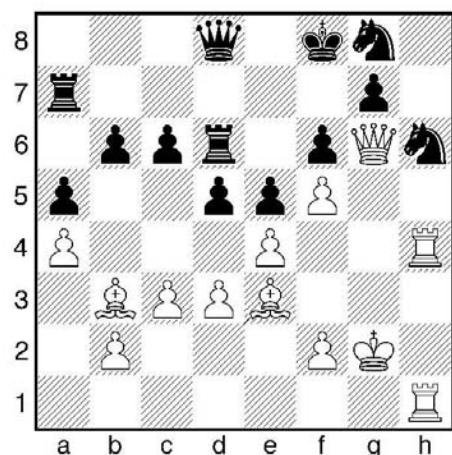
1.Rxa7+ Qxa7 2.Ra5 [And Black moves; White mates.]

Black's last move was ...e4-e3, played with the object of stopping what he thought was White threat, viz.: 1.Ra5, to which he would have answered 1...Qf4+ and drawn by perpetual check. White, however, has a more forceful move, and he mates in three moves.

Attacking without Knights

Example 45

[Capablanca, J. R.]



1.Rxh6! gxh6 2.Bxh6+ Ke7

[If 2...Nxb6 3.Rxb6 and Black would be helpless.]

3.Qh7+ Ke8 4.Qxg8+ Kd7 5.Qh7+ Qe7 6.Bf8

Qxh7 7.Rxh7+ Ke8 8.Rxa7 [Black Resigns]

White has a beautiful position, but still he had better gain some material, if he can, before Black consolidates his defensive position.

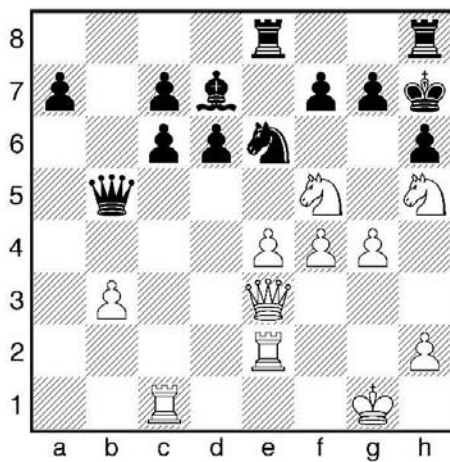
In these few examples the attacking is being done by Rooks and Bishops in combination with the Queen. There are no Knights to take part in the attack. We shall now give some examples in which the Knights play a prominent part as an attacking force.

18. Attacking with Knights as a Prominent Force

Attacking with Knights

Example 46

[Capablanca, J. R.]



1.Nfxg7 Nc5

[Evidently an error which made the winning easier for White, as he simply took the Rook with the Knight and kept up the attack. Black should have played 1...Nxc7 Then would have followed 2.Nf6+ Kg6 3.Nxd7 f6 (Best.) 4.e5 Kf7 5.Nxf6 Re7 6.Ne4 and Black should lose.]

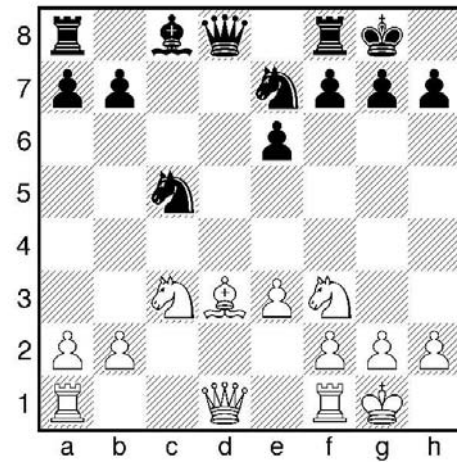
2.Nxe8

White is two pawns behind. He must therefore press on his attack.

Attacking with Knights

Example 47

[Capablanca, J. R.]



1.Bxh7+ Kxh7 2.Ng5+ Kg6

[Best. If 2...Kh6 3.Nxf7+ wins the Queen]

[and if 2...Kg8 3.Qh5 with an irresistible attack.]

3.Qg4 f5 4.Qg3 Kh6 [White finally won. This position is elaborated under Example 50.]

The student should carefully examine the position, as the sacrifice of the Bishop in similar situations is typical, and the chance for it is of frequent occurrence in actual play.

19. Winning by Indirect Attack

We have so far given positions where the attacks were of a violent nature and directed against the King's position. Very often, however, in the middlegame attacks are made against a position or against pieces, or even pawns.

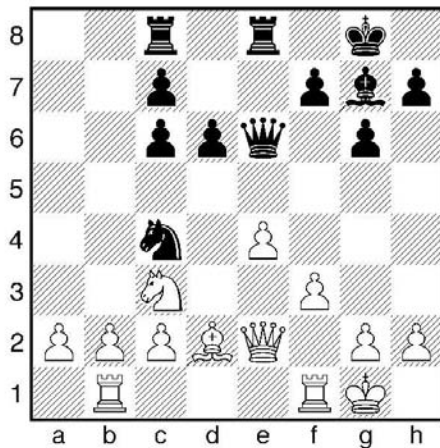
The winning of a pawn among good players of even strength often means the winning of the game.

Hence the study of such positions is of great importance. We give below two positions in which the attack aims at the gain of a mere pawn as a means of ultimately winning the game.

Winning by Indirect Attack

Example 48

[Capablanca, J. R.]



1...Ra8 2.a4

[White's best move was 2.b3 when would follow Nxd2 3.Qxd2 Ra3 and Black would ultimately win the a-pawn, always keeping a slight advantage in position. The text move makes matters easier.]

2...Nxd2 3.Qxd2 Qc4 4.Rfd1 Reb8

[Black could have regained the pawn by playing 4...Bxc3 but he sees that there is more to be had, and therefore increases the pressure against White's Queenside. He now threatens, among other things, 5...Bxb2.]

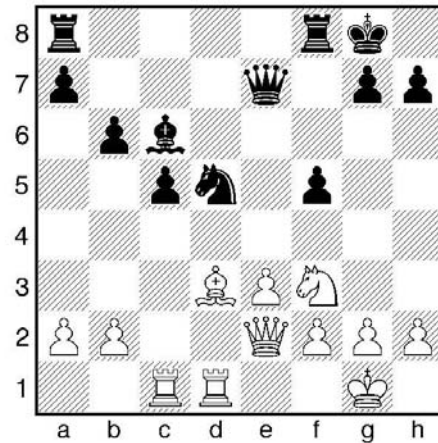
5.Qe3 Rb4 [Threatening to win the Exchange by 6...Bd4.] 6.Qg5 Bd4+ 7.Kh1 Rab8 [This threatens to win the Knight, and thus forces White to give up the Exchange.] 8.Rxd4 Qxd4 9.Rd1 Qc4 [Now Black will recover his pawn.]

Black is a pawn behind, and there is no violent direct attack against White's King. Black's pieces, however, are very well placed and free to act, and by co-ordinating the action of all his pieces he is soon able not only to regain the pawn but to obtain the better game. The student should carefully this position and the subsequent moves. It is a very good example of proper co-ordination in the management of forces.

Winning by Indirect Attack

Example 49

[Capablanca, J. R.]



1.Nd4!

[The obvious move 1.Bc4 might be good enough, since after Rad8 2.b4 would make it difficult for Black.]

1...cxd4 2.Rxc6 Nb4 [There is nothing better, as White threatened 3.Bc4.] 3.Bc4+ Kh8 4.Re6 d3 5.Rxd3 [And White, with the better position, is a pawn ahead.]

An examination of this position will show that Black's main weakness lies in the exposed position of his King, and in the fact that his Queen's Rook has not yet come into the game. Indeed, if it were Black's move, we might conclude that he would have the better game, on account of having three pawns to two on the Queenside, and his Bishop commanding the long diagonal. It is, however, White's move, and he has two courses to choose from. The obvious move, 1.Bc4, might be good enough (see note in example). But there is another move which completely upsets Black's position and wins a pawn, besides obtaining the better position.

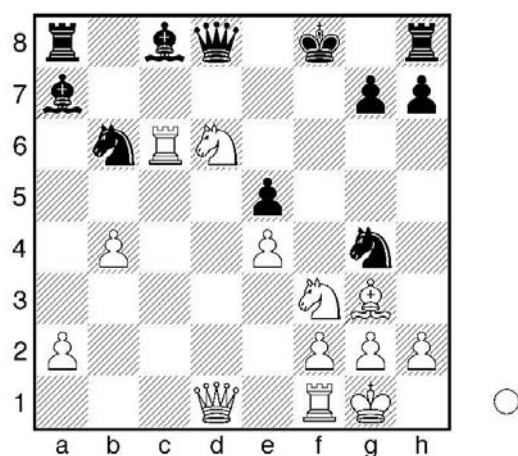
These positions have been given with the idea of acquainting the student with different types of combinations. I hope they will also help to develop his imagination, a very necessary quality in a good player. The student should note, in all these middlegame positions, that once the opportunity is offered, all the pieces are thrown into action en masse when necessary; and that all the pieces smoothly co-ordinate their action with machine-like precision.

That, at least, is what the ideal middlegame play should be, if it is not so altogether in these examples.

Direct Attacks en Masse

Example 51

[Capablanca, J. R.]



21.Bh4 Qd7 22.Nxc8 Qxc6 23.Qd8+ Qe8 24.Be7+ Kf7 25.Nd6+ Kg6 26.Nh4+ Kh5 27.Nxe8 Rxd8 28.Nxg7+ Kh6 29.Ngf5+ Kh5 30.h3! [The climax of the combination started with 21. ♖h4. White is still threatening mate, and the best way to avoid it is for Black to give back all the material he has gained and to remain three pawns behind.]

In this position the simple move 1.Nxe5 would win, but White looks for complications and their beauties. Such a course is highly risky until a wide experience of actual master play has developed a sufficient insight into all the possibilities of a position. This game won the brilliancy prize at St. Petersburg in 1914.

The student should note that in the examples given the attack is carried out with every available piece, and that often, as in some of the variations pointed out, it is

the coming into action of the last available piece that finally overthrows the enemy. It demonstrates the principle already stated:

Direct and violent attacks against the King must be carried en masse, with full force, to ensure their success. The opposition must be overcome at all cost; the attack cannot be broken off, since in all such cases that means defeat.

22. The Force of the Threatened Attack

Failing an opportunity, in the second case, for direct attack, one must attempt to increase whatever weakness there may be in the opponent's position; or, if there is none, one or more must be created. It is always an advantage to threaten something, but such threats must be carried into effect only if something is to be gained immediately. For, holding the threat in hand, forces the opponent to provide against its execution and to keep material in readiness to meet it. Thus he may more easily overlook, or be able to parry, a thrust at another point. But once the threat is carried into effect, it exists no longer, and your opponent can devote his attention to his own schemes. One of the best and most successful manoeuvres in this type of game is to make a demonstration on one side, so as to draw the forces of your opponent to that side, then through the greater mobility of your pieces to shift your forces quickly to the other side and break through, before your opponent has had the time to bring over the necessary forces for the defence.

A good example of positional play is shown in the following game.

□ Capablanca, Jose Raul

■ Blanco, R

Masters Havana

1913

[Capablanca, J. R.]

1.e4 e6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Nd7 5.Nf3 Ngf6 6.Nxf6+ Nxf6 7.Ne5 [This move was first shown to me by the talented Venezuelan amateur, M. Ayala. The object is to prevent the development of Black's Queen's Bishop via b7, after ...b7-b6, which is Black's usual development in this variation. Generally it is bad to move the same piece twice in an opening before the other pieces are out, and the violation of that principle is the only objection that can be made to this move, which otherwise has everything to recommend it.] **Bd6 8.Qf3**

[8.Bg5 might be better. The text move gives Black an opportunity of which he does not avail himself.]

8...c6

[8...c5 was the right move. It would have led to complications, in which Black might have held his own; at least, White's play would be very difficult. The text move accomplishes nothing, and puts Black in an altogether defensive position. The veiled threat 9...Qxe5 followed by 10...Qa5+ is easily met.]

9.c3 0-0 10.Bg5 Be7 [The fact that Black has now to move his Bishop back clearly demonstrates that Black's plan of development is faulty. He has lost too much time, and White brings his pieces into their most attacking position without hindrance of any sort.]

11.Bd3 Ne8

[The alternative was 11...Nd5 Otherwise White would play 12.Qh3, and Black would be forced to play 12...g6 (not 12...h6, because of the 13.Qxh6 sacrifice) seriously weakening his Kingside.]

12.Qh3 f5 [White has no longer an attack, but he has compelled Black to create a marked weakness. Now White's whole plan will be to exploit this weakness (the weak e-pawn), and the student can now see how the principles expounded previously are applied in this game. Every move is directed to make the weak e-pawn untenable, or to profit by the inactivity of the Black pieces in defending the pawn, in order to improve the position of White at other points.]

13.Bxe7 Qxe7 14.0-0 Rf6 15.Rfe1 Nd6 16.Re2 Bd7 [At last the Bishop comes out, not as an active attacking piece, but merely to make way for the Rook.]

17.Rae1 Re8 18.c4 Nf7 [A very clever move, tending to prevent c4-c5, and tempting White to play Qxd7.] **19.d5!**

[But it always happens in such cases that, if one line of attack is anticipated, there is another; and this is no exception to the rule, as will be seen. 19.Nxd7 Qxd7 followed by 20.Bxf5 would be bad, as the following variation shows: Ng5 21.Qg4 Rxf5 22.h4 h5 23.Qxf5 exf5 24.Rxe8+ Kh7 25.hxg5 Qxd4]

19...Nxe5

[Apparently the best way to meet the manifold threats of White. 19...cxd5 would make matters worse, as the White Bishop would finally bear on the weak e-pawn via c4.]

20.Rxe5 g6 21.Qh4 Kg7 22.Qd4 c5 [Forced, as White threatened 23.dxe6 and also 23.Qxa7.] **23.Qc3 b6**

[23...Qd6 was better. But Black wants to tempt White to play 24.dxe6, thinking that he will soon after regain his pawn with a safe position. Such, however, is not the case, as White quickly demonstrates. I must add that in any case Black's position is, in my opinion, untenable, since all his pieces are tied up for the defence of a pawn, while White's pieces are free to act.]

24.dxe6 Bc8 25.Be2! [The deciding and timely maneuver. All the Black pieces are useless after this Bishop reaches d5.] **Bxe6 26.Bf3 Kf7 27.Bd5 Qd6**

[Now it is evident that all the Black pieces are tied up, and it only remains for White to find the quickest way to force the issue. White will now try to place his Queen at h6, and then advance the h-pawn to h5 in order to break up the Black pawns defending the King.]

28.Qe3 Re7

[If 28...f4 29.Qh3 h5 30.Qh4 Re7 31.Qg5 Kg7 32.h4 Qd7 33.g3 fxg3 34.f4 and Black will soon be helpless, as he has to mark time with his pieces while White prepares to advance a2-a4-a5, and finally at the proper time to play Qxe6.]

29.Qh6 Kg8 30.h4 a6 31.h5 f4 32.hxg6 hxg6

33.Rxe6 [Black resigns. Commenting on this game, Dr. E. Lasker said at the time that if White's play were properly analyzed it might be found that there was no way to improve it upon it. These apparently simple games are often of the most difficult nature. Perfection in such cases is much more difficult to obtain than in those positions calling for brilliant direct attack against the King, involving sacrifices of pieces.]

1-0

23. Relinquishing the Initiative

In the third case, there is nothing to do, once the material advantage is obtained, but to submit to the opponent's attack for a while, and once it has been repulsed to act quickly with all your forces and win on material. A good example of this type of games is given below.

□ Capablanca, Jose Raul

■ Janowski, David Markelowicz

Masters Havana

1913

[Capablanca, J. R.]

1.e4 e5 2.Nf3 Nc6 3.Bb5 Nf6 4.0-0 d6 5.Bxc6+
bxc6 6.d4 Be7 7.Ne3

[7.dxe5 might be better, but at the time I was not familiar with that variation, and therefore I played what I knew to be good.]

7...Nd7 8.dxe5 dxe5 9.Qe2 0-0 10.Rd1 Bd6
11.Bg5 Qe8 12.Nh4 g6 [Black offers the Exchange in order to gain time and to obtain at attack. Without considering at all whether or not such a course was justified on the part of Black, it is evident that as far as White is concerned there is only one thing to do, viz. , to win the Exchange and then prepare to weather the storm. Then, once it is passed, to act quickly with all forces to derive the benefit of numerical superiority.]
13.Bh6 Nc5 14.Rd2 Rb8 15.Nd1 Rb4 [To force White to play 16.c4, and thus create a hole at d4 for his Knight. Such grand tactics show the hand of a master. A "hole" in chess parlance has come to mean a defect in pawn formation which allows the opponent to establish his forces in wedge formation or otherwise without the possibility of dislodging him by pawn moves. Thus, in the present position, Black has two "holes" at f6 and h6, where forces, e.g. at Knight or Bishop, could establish themselves, supported by pieces or pawns.] 16.c4 Ne6 17.Bxf8 Qxf8 18.Ne3

[18.Nf3 was better.]

18...Nd4 19.Qd1 c5 [In order to prevent 20.♖xd4 giving back the Exchange, but winning a pawn and relieving the position.] 20.b3 Rb8 [In order to play ... ♗b7 without blocking his Rook. Black's maneuvering for positional advantage is admirable throughout this game, and if he loses it is due entirely to the fact that the sacrifice of the Exchange, without even a pawn for it, could not succeed against sound defensive play.]

21.Nf3 f5 22.exf5 gxf5 [The position begins to look really dangerous for White. In reality Black's attack is reaching its maximum force. Very soon it will reach the apex, and then White, who is well prepared, will begin his counter action, and through his superiority in material obtain an undoubted advantage.] 23.Nf1 f4 24.Nxd4 cxd4 25.Qh5 Bb7 26.Re1 c5

[He could not play 26...Re8 because of 27.Rxd4 Besides, he wants to be ready to play ...e5-e4. At present White cannot with safety play 27.♗xe5, but he will soon prepare the way for it. Then, by giving up a Rook for a Bishop and a pawn, he will completely upset Black's attack and come out a pawn ahead. It is on this basis that White's whole defensive maneuver is founded.]

27.f3 Re8 28.Rde2 Re6 [Now the Black Rook enters into the game, but White is prepared. It is now time to give back the Exchange.] 29.Rxe5 Bxe5 30.Rxe5 Rh6 31.Qe8 Qxe8 32.Rxe8+ Kf7 33.Re5 Rc6

34.Nd2

[34.Rf5+ might have been better. The text move did not prove as strong as anticipated.]

34...Kf6 35.Rd5 Re6 36.Ne4+ Ke7

[36...Rxe4 would lose easily.]

37.Rxc5 d3! [Very fine.] 38.Kf2

[White cannot play 38.Rc7+ because of Kd8 39.Rxb7 Rxe4 winning.]

38...Bxe4 39.fxe4 Rxe4 40.Rd5 Re3 [The ending is very difficult to win. At this point White had to make the last move before the game was adjourned.] 41.b4! Re4 42.Rxd3 Rxc4 43.Rh3 Rxb4 44.Rxh7+ Kf6 45.Rxa7 Kf5 46.Kf3 Rb2 47.Ra5+ Kf6 48.Ra4 Kg5 49.Rxf4 Rxa2 50.h4+ Kh5 51.Rf5+ Kh6 52.g4 [Black resigns.]

1-0

I have passed over the game lightly because of its difficult nature, and because we are at present concerned more with the opening and the middle-game than we are with the endings, which will be treated separately.

24. Cutting Off Pieces from the Scene of Action

Very often in a game a master only plays to cut off, so to speak, one of the pieces from the scene of actual conflict. Often a Bishop or a Knight is completely out of action. In such cases we might say that from that moment the game is won, because for all practical purposes there will be one more piece on one side than on the other. A very good illustration is furnished by the following game.

□ Winter, W
■ Capablanca, Jose Raul
Victory Tournament
[Capablanca, J. R.]

C49

1919

1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Bb5 Bb4 5.0-0 0-0 6.Bxc6 [Nimzowitch's Variation, which I have played successfully in many a game. It gives White a very solid game. Nimzowitch's idea is that White will in due time be able to play f2-f4, opening a line for his Rooks, which, in combination with the posting of a Knight on f5, should be sufficient to win. He thinks that should Black attempt to stop the Knight from going to f5, he will have to weaken his game in some other way. Whether this is true or not remains to be proved, but in my opinion the move is perfectly good. On the other hand, there is no question that Black can easily develop his pieces. But it must be considered that in this variation White does not attempt to hinder Black's development, he simply attempts to build up a position which he considers impregnable and from which he can start an attack in due course.] **dx6**

[The alternative 6...bxc6 gives White the best of the game, without doubt. See the game Capablanca-Kupchick, from the Havana International Masters Tournament Book 1913 (by J.R. Capablanca); or a game in the Carlsbad Tournament of 1911, Vidmar playing Black against Alekhine.]

7.d3 Bd6 8.Bg5 [This move is not at all in accordance with the nature of this variation. The general strategical plan for White is to play h2-h3, to be followed in time by the advance of g2-g4, and bringing the Knight to f5 via ♖c3-e2-g3-f5 (or ♖c3-d1-e3-f5). Then if possible, the placing the other Knight at either h4, g3 or e3 as the occasion demands. The White King sometimes remains at g1, and other times it is placed at g2, but mostly at h1. Finally, in most cases comes f2-f4, and then the real attack begins. Sometimes it is a direct assault against the King (see Nimzowitch's game in the All-Russian Masters Tournament 1914, at St. Petersburg, against Levitzki, I believe), and at other times it comes simply to finessing for positional advantage in the endgame, after most of the pieces have been exchanged. See the Capablanca-Janowski game, New York 1913.] **h6**

9.Bh4 c5 [To prevent d3-d4 and to draw White into playing 10.♗d5, which would prove fatal. Black's plan is to play ...g7-g5, as soon as the circumstances permit, in order to free his Queen and Knight from the pin by the Bishop.] **10.Nd5** [White falls into the trap. Only lack of experience can account for this move. White should have considered that a player of my experience and strength could never allow such a move if it were good.] **g5** [After this move White's game is lost.]

11.Nxf6+

[White cannot play 11.Nxg5 because Nxg5 will win a piece. Therefore he must play ♗g3 either before or after ♗xf6+, with disastrous results in

either case, as will be seen.]

11...Qxf6 12.Bg3 Bg4 13.h3 Bxf3 14.Qxf3 Qxf3 15.gxf3 f6 [A simple examination will show that White is minus a Bishop for all practical purposes. He can only free it by sacrificing one pawn, and possibly not even then. At least it would lose time besides the pawn. Black now devotes all his energy to the Queenside, and, having practically a Bishop more, the result cannot be in doubt. The rest of the game is given, so that the student may see how simple it is to win such a game.] 16.Kg2 a5 17.a4 Kf7 18.Rh1 Ke6 19.h4 Rfb8 [There is no necessity to pay any attention to the Kingside, because White gains nothing by exchanging pawns and opening the h-file.] 20.hxg5 hxg5 21.b3 c6 22.Ra2 b5 23.Rha1 c4 24.axb5 [If White takes the proffered pawn with 24.bxc4 bxc4 25.dxc4 Black regains it immediately by Rb4] 24...cxb3 25.cxb3 Rxb5 26.Ra4 Rxb3 27.d4 Rb5 28.Rc4 Rb4 29.Rxc6 Rxd4 [White resigns.] 0-1

25. A Player's Motives Criticized in a Specimen Game

Now that a few of my games with my own notes have been given, I offer for close perusal and study a very fine game played by Sir George Thomas, one of England's foremost players, against Mr. F.F.L. Alexander, in the championship of the City of London Chess Club in the winter of 1919-1920. It has the interesting feature for the student that Sir George Thomas kindly wrote the notes to the game for me at my request, and with the understanding that I would make the comments on them that I considered appropriate. Sir George Thomas' notes are in quotation marks ("") and thus will be distinguished from my own comments.

D52

□ Alexander, F F L

■ Thomas, George

London CC ch

[Capablanca, J. R.]

1919

1.d4 d5 2.Nf3 Nf6 3.c4 e6 4.Nc3 Nbd7 5.Bg5 c6 6.e3 Qa5 ["One of the objects of Black's method of defence is to attack White's Knight at c3 doubly by ... ♖e4, followed by ...dxc4. But 7.♗d2 is probably a strong way of meeting this threat." There are, besides, two good reasons for this method of defense; first, that it is not as much played as some of the other defenses and consequently not so well known, and second that it leaves Black with two Bishops against Bishop and Knight, which, in a general way, constitutes an advantage.] **7.Bxf6 Nxf6 8.a3 Ne4 9.Qb3 Be7** [This is not the logical place for the Bishop which should have been posted at d6. In the opening, time is of great importance, and therefore the player should be extremely careful in his development and make sure that he posts his pieces in the right places.] **10.Bd3 Nxc3 11.bxc3 dxc4 12.Bxc4 Bf6**

"I did not want White's Knight to come to e5, from where I could not dislodge it by ...f7-f6 without weakening my e-pawn." The same result could be accomplished by playing 12...Bd6. Incidentally it bears out my previous statement that the Bishop should have been originally played to d6.]

13.0-0

[The alternative was 13.e4 followed by e4-e5, and then 0-0. White would thereby assume the initiative but would weaken his pawn position considerably, and might be compelled to stake all on a violent attack against the King. This is a turning point in the game, and it is in such positions that the temperament and style of the player decide the course of the game.]

13...0-0 14.e4 e5 15.d5

"White might play 15.Rfd1 keeping the option of breaking up the center later on. I wanted him to advance this pawn as there is now a fine post for my Bishop at c4"]

[By playing 15.d5 White shows that he does not understand the true value of his position. His only advantage consisted in the undeveloped condition of Black's Bishop on e8. He should therefore have made a plan to prevent the Bishop from coming out, or if that were not possible, then he should try to force Black to weaken his pawn position in order to come out with the Bishop. There were three moves to consider: first, 15.a4 in order to maintain the White Bishop in the dominating position that it now occupies. This would have been met by Qc7]

[second, either of the Rooks to d1 15.Rad1 in order to threaten 16.dxe5 ♗xe5 17.♗xe5 ♖xe5 18.♗xf7+. This would have been met by Bg4] [and third 15.h3 to prevent 15...♗g4 and by playing either Rook to d1, followed up as previously stated

to force Black to play ...b7-b5, which would weaken his Queenside pawns. Thus by playing 15.h3 White would have attained the desired object. The text move 15.d5 blocks the action of the White Bishop and facilitates Black's development. Hereafter White will act on the defensive, and the interest throughout the rest of the game will center mainly on Black's play and the manner in which he carries out the attack.]

15...Qc7 16.Bd3 ["This seems wrong, as it makes the development of Black's Queen wing easier. He could not have played 16...b6, because of the reply 17.dxc6 followed by 18.♗d5."] **b6 17.c4 Bb7 18.Rfc1** ["With the idea of 19.♖ab1 and 20.c5. But it only compels Black to bring his Bishop to c5, which he would do in any case."] **Be7 19.Rc2 Bc5 20.Qb2 f6**

["It would have been better, probably, to play 20...Rfe8 with the idea of ...f7-f5 presently"]
[Black's play hereabout is weak; it lacks force, and there seems to be no well-defined plan of attack. It is true that these are the most difficult positions to handle in a game. In such cases a player must conceive a plan on a large scale, which promises chances of success, and with it all, it must be a plan that can be carried out with the means at his disposal. From the look of the position it seems that Black's best chance would be to mass his forces for an attack against White's center, to be followed by a direct attack against the King. He should, therefore, play 20...Rae8 threatening 21...f5. If White is able to defeat this plan, or rather to prevent it, then, once he has fixed some of the White pieces on the Kingside, he should quickly shift his attack to the Queenside, and open a line for his Rooks, which, once they enter in action, should produce an advantage on account of the great power of the two Bishops.]

21.Rb1 Rad8 22.a4 Ba6 23.Rd1 ["White has clearly lost time with his Rook's moves."] **Rfe8 24.Qb3** ["To bring his Queen across after ♖h4 and ♗e2."] **Rd6 25.Nh4 g6 26.Be2 cxd5** ["I thought this exchange necessary here, as White is threatening to play his Bishop via g4 to e6. If he retook with the c-pawn I intended to exchange Bishops and rely on the two pawns to one on the Queen's wing. I did not expect him to retake it with the e-pawn, which seemed to expose him to a violent Kingside attack."]]

[Black's judgment in this instance I believe to be faulty. Had White retaken with the c-pawn, as he expected, he would have had a passed pawn well supported on the Queenside. His only advantage would lie in his having a very well posted Bishop against a badly posted Knight, and on the fact that in such positions as the above, the Bishop is invariably stronger than the Knight. He could and should have prevented all that, by playing 26...Bc8 as, had White then replied with 27.Qg3 he then could play cxd5 and White would not have been able to retake 28.cxd5 on account of Bxf2+ winning the Exchange.]

27.exd5 e4 28.g3 e3

[I do not like this move. It would have been better to hold it in reserve and to have played 28...f5 to be followed in due time by ...g6-g5 and ...f5-f4, after having placed the Queen at d7, f7, or some other square as the occasion demanded. The text move blocks the action of the powerful Bishop at c5, and tends to make White's position safer than it should have been. The move in itself is a very strong attacking move, but it is isolated, and there is no effective continuation. Such advances as a rule should only be made when they can be followed by a concerted action of the pieces.]

29.f4 Bc8 30.Nf3 Bf5 31.Rb2 Re4 32.Kg2 Qc8 33.Ng1 g5 34.fxg5

["If now 34.Bf3 gxf4 35.Bxe4 Bxe4+ with a winning attack."]

34...fxg5 35.Rf1 g4

[35...Rh6 was the alternative. White's only move would have been 36.Kh1 The position now is evidently won for Black, and it is only a question of finding the right course. The final attack is now carried on by Sir George Thomas in an irreproachable manner.]

36.Bd3 Rf6 37.Ne2 Qf8 38.Rbb1

[If 38.Nf4 e2! (If, however, Black plays 38...Qh6 and White 39.Qc2 I take pleasure in offering the position to my readers as a most beautiful and extraordinary win for Black, beginning with Qh3+!! I leave the variations for the student to work out.) 39.Nxe2 Rxe2+ 40.Rxe2 Be4+ 41.Bxe4 (Best.) Rxf1 and White is lost.]

38...Qh6 ["Again preventing 39.♗xe4 by the masked attack on White's Rook. White therefore protects his Rook."] **39.Qc2** ["Making a double attack on the Rook - which still cannot be taken - and preparing to defend the h-pawn." If either the Rook or Bishop are taken White would be mated in a few moves.] **Qh3+ 40.Kh1 Rxc4!!**

["If 40...Rh6 41.Ng1 Qxg3 42.Qg2

Black therefore tries to get the Queen away from the defense." A very beautiful move, and the best way to carry on the attack.]

41.Qxc4

["The best defense was 41.Rxf5 but Black would emerge with Queen against Rook and Knight."]

41...Bxd3

["Again, not 41...Rh6 because of 42.d6+ "]

42.Rxf6

["If 42.Qxd3 then, at last Rh6 wins."]

42...Bxc4 43.Nf4 e2! ["The Queen has no escape, but White has no time to take it."] **44.Rg1 Qf1**

[White resigns. A very fine finish.]

0-1

Chapter 5

Endgame Strategy

We must revert once more to the endings. Their importance will have become evident to the student who has taken the trouble to study my game with Janowski (Example 53). After an uneventful opening - a Ruy Lopez - in one of its normal variations, my opponent suddenly made things interesting by offering the exchange; an offer which, of course, I accepted. Then followed a very hard, arduous struggle, in which I had to defend myself against a very dangerous attack made possible by the excellent manoeuvring of my adversary. Finally, there came the time when I could give back the material and change off most of the pieces, and come to an ending in which I clearly have the advantage. But yet the ending itself was not as simple as it at first appeared, and finally - perhaps through one weak move on my part - it became a very difficult matter to find a win.

Had I been a weak end-game player the game would probably have ended in a draw, and all my previous efforts would have been in vain. Unfortunately, that is very often the case among the large majority of players; they are weak in the endings; a failing from which masters of the first rank are at times not free.

Incidentally, I might call attention to the fact that all the world's champions of the last sixty years have been exceedingly strong in the endings: Morphy, Steinitz, and Dr. Lasker had no superiors in this department of the game while they held their titles.

26. The Sudden Attack from a Different Side

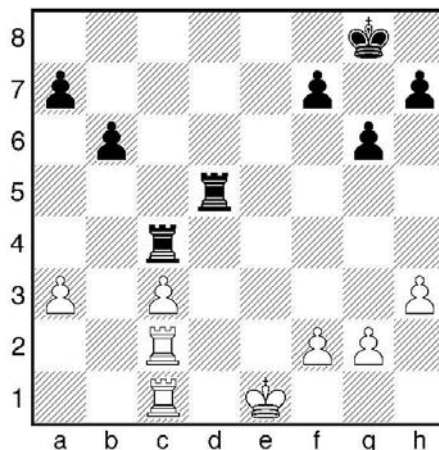
I have previously stated, when speaking about general theory, that at times the way to win consists in attacking first on one side, then, granted greater mobility of the pieces, to transfer the attack quickly from one side to the other, breaking through before your opponent has been able to bring up sufficient forces to withstand the attack. This principle of the middlegame can sometimes be applied in the endings in somewhat similar manner.

In the position below I, with the Black pieces, played as follows:

Attack Different Side

Example 56

[Capablanca, J. R.]



1...Re4+ 2.Re2 Ra4 3.Ra2 h5 [The idea, as will be seen very soon, is to play ...h5-h4 in order to fix White's Kingside pawns with a view to the future. It is evident to Black that White wants to bring his King to b3 to support his two weak isolated pawns, and thus to free his Rooks. Black, therefore, makes a plan to shift the attack to the Kingside at the proper time, in order to obtain some advantage from the greater mobility of his Rooks.] **4.Rd1 Rda5** [In order to force the Rook to a1, keeping both Rooks tied up.] **5.Rda1 h4 6.Kd2 Kg7 7.Kc2 Rg5** [Black begins to transfer his attack to the Kingside.] **8.Rg1**

[A serious mistake, which loses quickly. White should have played 8.Kb3 when Black would have answered Raa5 9.f3 and Black would have obtained an opening at g3 for his King, which in the end might give him the victory.]

8...Rf4 9.Kd3

[Now the King cannot go 9.Kb3 because of Rb5+]

9...Rf3+ 10.Ke2

[If 10.gxf3 Rxf3 followed by 11...♖h1 winning.]

10...Rxf3 [And Black won after a few moves.]

0-1

Another good example, in which is shown the advantage of the greater mobility of the pieces in an ending, is the following from a game Capablanca-Kupchik played at the Havana Masters Tournament, 1913. The full score and notes of the game can be found in the book of the tournament.

C49

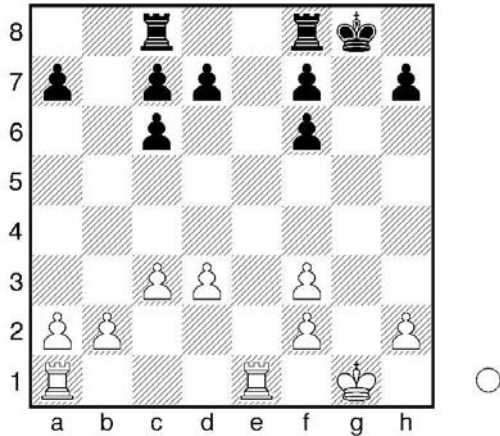
□ Capablanca, Jose Raul

■ Kupchik, Abraham

Masters Havana

[Capablanca, J. R.]

24.02.1913



17.Re4 Rfe8 [With the object of repeating White's maneuver, and also not to allow White the control of the open file.] **18.Rae1 Re6 19.R1e3 Rce8 20.Kf1 Kf8**

[Black wants to bring his King to the center of the board in order to be nearer to whatever point White decides to attack. The move is justified at least on the general rule that in such endings the King should be in the middle of the board. He does nothing after all but follow White's footsteps. Besides, it is hard to point out anything better. If 20...d5 21.Rg4+ followed by 22.♞e2, would leave Black in a very disagreeable position]

[If 20...f5 21.Rd4! Rxe3? 22.fxe3 Rxe3 23.Kf2 Re7 24.Ra4 winning the a-pawn, which would practically leave White with a passed pawn ahead on the Queenside, as the three pawns of Black on the Kingside would be held by the two of White.]

21.Ke2 Ke7 22.Ra4 Ra8 23.Ra5! [This move has a manifold object. It practically fixes all of Black's pawns except the d-pawn, which is the only one that can advance two squares. It specially prevents the advance of Black's f-pawns, and at the same time threatens the advance of White's f-pawns to f4 and f5. By this threat it practically forces Black to play 23...d5, which is all White desires, for reasons that will soon become evident.] **d5 24.c4! Kd6**

[Evidently forced, as the only other move to save a pawn would have been 24...dxc4 which would have left all Black's Pawns isolated and weak]

[If 24...d4 25.Re4 Kd6 26.b4! Re5 27.Ra6 and Black's game is hopeless.]

25.c5+ Kd7 26.d4 f5

[Apparently very strong, since it forces the exchange

of Rooks because of the threat 27...♞h6; but in reality it leads to nothing. The best chance was to play 26...Rg8]

27.Rxe6 fxe6 28.f4

[Up to now White had played with finesse, but this last move is weak. 28.Ra6 was the proper way to continue, so as to force Black to give up his a-pawn or c-pawn.]

28...Kc8 29.Kd2

[Again a bad move. 29.Ra3 was the proper continuation, and if then Rb8 30.b3 Kb7 31.b4 Ka8 32.Rb3 with excellent winning chances; in fact, I believe, a won game.]

29...Kb7

[Black misses his only chance. 29...Rb8 would have drawn.]

30.Ra3 Rg8 31.Rh3 Rg7 32.Ke2 Ka6 33.Rh6 Re7

34.Kd3 Kb7 [He goes back with the King to support his e-pawn, and thus be able to utilize his Rook. It is, however, useless, and only White's weak play later on gives him further chances of a draw.] **35.h4 Kc8 36.Rh5** [To prevent the Black Rook from controlling the open file.] **Kd7 37.Rg5 Rf7 38.Kc3 Kc8**

[He must keep his King on that side because White threatens to march with his King to a6 via b4.] **39.Kb4 Rf6 40.Ka5 Kb7 41.a4 a6 42.h5 Rh6** [He can do nothing but wait for White. The text move stops White from moving his Rook, but only for one move.] **43.b4 Rf6**

[The only other move was 43...Ka7 when White could play 44.Rg7 or even 44.b5.]

44.b5

[A weak move, which gives Black a fighting chance. In this ending, as is often the case with most players, White plays the best moves whenever the situation is difficult and requires careful handling, but once his position seems to be overwhelming he relaxes his efforts and the result is nothing to be proud of. The right move was 44.Rg7]

44...axb5 45.axb5 Rf8! 46.Rg7 Ra8+ 47.Kb4 cxb5 48.Kxb5 Ra2 49.c6+ Kb8 50.Rxh7 Rb2+ 51.Ka5 Ra2+ 52.Kb4 Rxf2

[Black misses his last chance: 52...Rb2+ forcing the King to c3, in order to avoid the perpetual, would probably draw. The reader must bear in mind that my opponent was then a very young and inexperienced player, and consequently deserves a great deal of credit for the fight he put up.]

53.Re7 Rxf4

[53...Rb2+ followed by 54...♞h2 offered better chances.]

54.h6! Rxd4+ 55.Kb5 Rd1 56.h7 Rb1+ 57.Kc5

Rc1+ 58.Kd4 Rd1+ 59.Ke5 Re1+ 60.Kf6 Rh1

61.Re8+ Ka7 62.h8Q Rxh8 63.Rxh8 Kb6 64.Kxe6

Kxc6 65.Kxf5 Kc5 66.Ke5 c6 67.Rh6 Kb5 68.Kd4 1-0

White's only advantage in the above position is that he possesses the open file and has the move, which will secure him the initiative. There is also the slight advantage of having his pawns on the Queenside united, while Black has an isolated a-pawn. The proper

course is to bring the Rooks forward, so that at least one of them may be able to shift from one side of the board to the other, and thus keep Black's Rooks from moving freely. What this means in general theory has been stated already; it really means: keep harassing the enemy; force him to use his big pieces to defend pawns. If he has a weak point, try to make it weaker, or create another weakness somewhere else and his position will collapse sooner or later. If he has a weakness, and he can get rid of it, make sure that you create another weakness somewhere else.

This ending shows how easy it is to make weak moves, and how often, even in master play, mistakes are made and opportunities are lost. It shows that, so long as there is no great advantage of material, even with a good position, a player, no matter how strong, cannot afford to relax his attention even for one move.

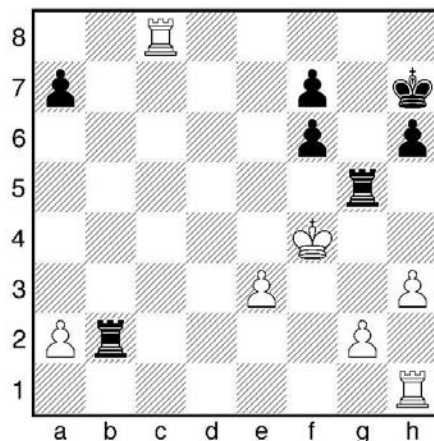
27. The Danger of a Safe Position

A good proof of the previous statement is shown in the following ending between Marshall and Kupchik in one of their two games in the same Tournament (Havana, 1913).

Danger of a Safe Position

Example 58

[Capablanca, J. R.]



1.g4 Rxa2

[The mistakes begin. This is the first. Black sees that he can take a pawn without any danger, and does not stop to think whether there is anything better. Instead 1...Rf2+ was the right move. If then 2.Kg3 (If White played 2.Ke4 instead, then Re5+ followed by 3...Bxa2.) 2...Rxa2]

2.Rd1 Ra4+

[Mistake number two, and this time such a serious one as to almost lose the game. The proper move was to play 2...f5 in order to break up White's pawns and at the same time make room for the Black King, which is actually in danger, as will soon be seen.]

3.Rd4 Raa5

[Mistake number three and this time fatal. His best move was 3...Rga5 After the text move there is no defense. Black's game is lost. This shows that even an apparently simple ending has to be played with care. From a practically won position Black finds himself with a lost game, and it has only taken three moves.]

4.Rdd8 Rg7

[If 4...f5 5.Rh8+ Kg6 6.Rcg8+ Kf6 7.Rxh6+ Rg6 8.g5+ Ke7 9.Rhxg6 f5 10.Rg7+ Ke8 11.Rxg6 and wins easily.]

5.h4 h5 6.Rh8+

[6.Rh8+ and Black resigns. The reason is evident. If Kg6 7.gxh5+ Rxh5 8.Rxh5 Kxh5 9.Rh8+ Kg6 10.h5#]

1-0

It is evident that Marshall (White) is under great difficulties in the above position. Not only is he bound to lose a pawn, but his position is rather poor. The best he could hope for was a draw unless something altogether unexpected happened, as it did. No reason

can be given for Black's loss of the game except that he felt so certain of having the best of it with a pawn more and what he considered a safe position, that he became exceedingly careless and did not consider the danger that actually existed.

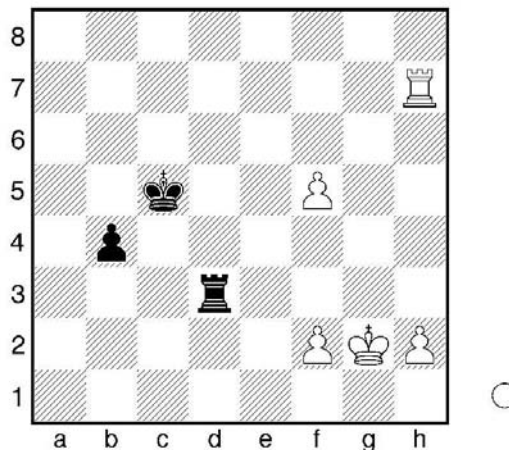
28. Endings with One Rook and Pawns

The reader has probably realized by this time that endings of two Rooks and pawns are very difficult, and that the same hold true for endings of one Rook and pawns. Endings of two Rooks and pawns are not very common in actual play; but endings of one Rook and pawns are about the most common sort of endings arising on the chess board. Yet though they do occur so often, few have mastered them thoroughly. They are often of a very difficult nature, and sometimes while apparently very simple they are in reality extremely intricate. Here is an example from a game between Marshall and Rosenthal in the Manhattan Chess Club Championship Tournament of 1909-1910.

Endings with Rook + Pawns

Example 59

[Capablanca, J. R.]



1.f6

[1.Rc7+ wins.]

1...Rd6! [Now White has two continuations.] 2.f7

[Or 2.Rc7+

A) Now suppose that Black did not realize that 2...♔d4 was the only move to draw, and consequently played 2...Kb6 instead. Now the best continuation would be 3.f7 Rg6+ (Best.) 4.Kf1 Rf6 5.Re7 Kc5 Best. White threatened to check with the Rook at e6. 6.Ke2

A1) Best. If 6...Kc4 both 7.h4 (and 7.Ke3 will win; this last-named move particularly would win with ease.);

A2) 6...b3 7.Re3 b2 (Best.) 8.Rb3 Rxf7 9.Rxb2 Rh7 10.Rd2 Rxb2 11.Ke3

This position we have arrived at is won by White, because there are two files between the opposing King and the Pawn from which the King is cut off by the Rook, and besides, the pawn can advance to the fourth rank before the opponent's Rook can begin to check on the file. This last condition is very important, because if the Black Rook were at h8, and Black had the move, he could draw by preventing the advance of the pawn, either through constant check or by playing ...♟f8 at the proper time. Now that we have explained the reasons why this position is won, we leave it to the student to work out the correct solution. ;

B) 2...Kd4! 3.f7 Rg6+! (a very important move, as against 3...Rf6 4.Re7 wins.) 4.Kf1 Rf6 5.Rb7 Kc3 and White will finally have to sacrifice the Rook for the pawn, or draw by perpetual check.]

2...Rd8!

[If there were nothing more in the ending it would not be of any great value, but there are other very

game completely paralyzed. Black now finally awakens to the danger, and tries to save the day by the counter-demonstration on the Kingside, which he should have started before.]

29.h4! g4

[Black is now in a very disagreeable position. If he played 29...gxh4 30.Rxh4 would leave him in a very awkward situation, as he could not go back with the King, nor could he do much with either Rook. He practically would have to play h6 when White would answer 31.b4 threatening to win a pawn by 32.b5, or, if that were not enough, he might play ♖d4, to be followed finally by the entry of the King at c5 or e5.]

30.Ke2 gxf3+

[Again he cannot play 30...h5 because 31.f4 would leave him paralyzed. The advance of his h-pawn would make White's h-pawn safe, and consequently his King's Rook would have to retire to f7 to defend the a-pawn. That would make it impossible for his King to go to d7, because of the a-pawn, nor could he advance a single one of his pawns. On the other hand, White would play b3-b4, threatening to win a pawn by b4-b5, or he might first play ♖d4 and then at the proper time b3-b4-b5, if there was nothing better. Black meanwhile could really do nothing but mark time with one of his Rooks.]

31.Kxf3 Rff7 32.Ke2

[Probably wrong. The text move gives Black good chances of drawing. 32.b4 at once was the right move.]

32...Kd6 33.b4 Rb7 [This could never have happened had White played 32.b4, as he could have followed it up by 33.b5 after Black's 32...♖d6.] **34.h5**

[Not good. 34.f4 offered the best chances of winning by force. If then Rg7 35.h5 Rg2+ 36.Kd3 Rh2 37.Rxa7 Rxa7 38.Rxa7 Rxh5 39.Ra6 with winning chances.]

34...h6

[Black misses his last chance. 34...f4 would draw. If then 35.exf4 Rbe7+! 36.Kf1 Rxf4 37.Rxa7 Re3!]

35.f4 Rg7 36.Kd3 Rge7 37.Ra1 Rg7 38.Kd4 Rg2 39.R6a2 Rbg7

[39...Rgg7 would have offered greater resistance, but the position is lost in any case (I leave the student to work this out).]

40.Kd3! Rxa2 41.Rxa2 Re7

[Nothing would avail. If 41...Rg1 42.Ra6! Rd1+ 43.Kc2 Rh1 44.b5 Rxh5 45.Rxc6+ Kd7 46.Ra6 and White will win easily.]

42.Rg2 Re6 43.Rg7 Re7 44.Rg8 c5 [Black is

desperate. He sees he can no longer defend his pawns.]

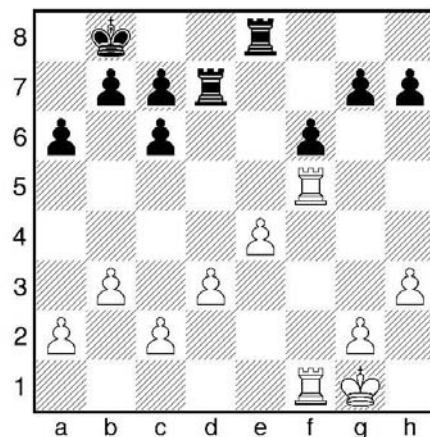
45.Rg6+ Re6 46.bxc5+ Kd7 47.Rg7+ Kc6 48.Rxa7 Kxc5 49.Rf7

1-0

It is Black's move, and no doubt thinking that drawing such a position (that was all Black played for) would be easy, he contented himself with a waiting policy. Such conduct must always be criticised. It often leads to disaster. The best way to defend such positions is to assume the initiative and keep the opponent on the defensive.

□ Capablanca, Jose Raul
 ■ Janowski, David Markelowicz
 National New York
 [Capablanca, J. R.]

22.01.1913



27.g4 [Already preparing to play g4-g5 when the time comes.] **b6** [Black wants to play ...c6-c5, but White, or course, prevents it.] **28.b4! Kb7** [This King should come to the Kingside, where the danger lurks.] **29.Kf2 b5** [With the object of playing ...♖b6 and ...a6-a5, followed by ...axb4, and thus have an open file for his Rook and be able to make a counter-demonstration on the Queenside in order to stop White's advance on the right. White, however, also prevents this.] **30.a4! Rd4** [Of course if 30...bxa4 Black will have all his pawns on the Queenside disrupted and isolated, and White can easily regain the lost pawn by playing either Rook on the a-file.]

31.Rb1 Re5 [He still wants to play ...c6-c5, but as it is easy to foresee that White will again prevent it, the text move is really a serious loss of time. Black should bring his King over to the other side immediately.]

32.Ke3 Rd7 33.a5 [The first part of White's strategic plan is now accomplished. Black's pawns on the Queenside are fixed for all practical purposes.] **Re6** [If 33...Rxf5 34.gxf5 would have given White a very powerful center. Yet it might have been the best chance for Black.]

34.Rbf1 Rde7 35.g5 fxe5 36.Rxe5 [The second part of White's strategical plan is now accomplished. It remains to find out if the advantage obtained is sufficient to win. White not only has a passed pawn, but his King is in a commanding position in the center of the board ready to support the advance of White's pawns, or, if necessary, to go to c5, or to move to the right wing in case of danger. Besides, White holds the open file with one of his Rooks. Altogether White's position is superior and his chances of winning are excellent.] **Rh6 37.Rg3 Rhe6** [To prevent 38.d4.

Also Black fears to keep his Rook in front of his two Kingside pawns which he may want to utilize later.]

38.h4 g6 39.Rg5 h6

[White threatens 40.h5, which would finally force Black to take, and then White would double his Rooks against the isolated pawn and win it, or tie up Black's Rooks completely. The text move, however, only helps White; therefore Black had nothing better than to hold tight and wait. 39...Re5 would not help much, as White would simply answer 40.Rf8 Re8 41.Rxe5 and whichever Rook Black took, White would have an easy game. The student should carefully study these variations.]

40.Rg4 Rg7 41.d4 Kc8 42.Rf8+ Kb7

[42...Kd7 would not help much, but since he made the previous move he should now be consistent and play it.]

43.e5 g5 44.Ke4 Ree7 45.hxg5 hxg5 46.Rf5 Kc8 47.Rgxg5 Rh7 48.Rh5 Kd7 49.Rxh7 Rxh7 50.Rf8 Rh4+ 51.Kd3 Rh3+ 52.Kd2 c5 53.bxc5 Ra3 54.d5
[Black resigns.]

1-0

Black's game has the disadvantage of his double c-pawn, which, to make matters worse, he cannot advance, because as soon as Black plays ...b7-b6, White replies b3-b4. It is on this fact that White builds his plans. He will stop Black's Queenside pawns from advancing, and will then bring his own King to e3. Then in due time he will play d3-d4, and finally e4-e5, or g2-g4-g5, thus forcing an exchange of pawns and obtaining in that way a clear passed pawn on the e-file. It will be seen that this plan was carried out during the course of the game, and that White obtained his winning advantage in that way. The play was based throughout on the chance of obtaining a passed pawn on the e-file, with which White expected to win.

The winning tactics in all these endings have merely consisted in keeping the opponent's Rooks tied to the defence of one or more pawns, leaving my own Rooks free for action. This is a general principle which can be equally applied to any part of the game. It means in general terms:

Keep freedom of manoeuvre while hampering your opponent.

There is one more thing of great importance, and that is that the winning side has always had a general strategical plan capable of being carried out with the means at his disposal, while often the losing side had no plan at all, but simply moved according to the needs of the moment.

30. Rook, Bishop and Pawns vs Rook, Knight and Pawns

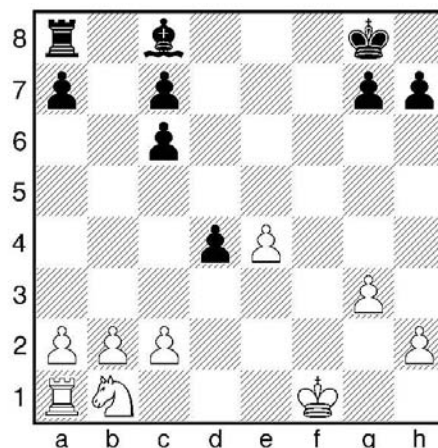
A final example of preserving freedom whilst imposing restraint. We shall now examine an ending of Rook, Bishop and pawns against Rook, Knight and

pawns, where it will be seen that the Rook at times is used in the same way as in the endings already given.

R + B vs R + N

Example 62

[Capablanca, J. R.]



1...Rb8 2.b3 [Forced, but which blocks b3 for the White Knight.] **Rb5** [Bringing the Rook to attack the Kingside pawns so as to force the King to that side to defend them, and thus indirectly making more secure the position of Black's Queenside pawns.] **3.c4 Rh5 4.Kg1 c5** [Note that the White Knight's sphere of action is very limited, and that after 5.♠d2 White's own pawns are in the way.] **5.Nd2 Kf7 6.Rf1+**

[This check accomplishes nothing. It merely drives Black's King where it wants to go. Consequently it is a very bad move. 6.a3 at once was the best move.] **6...Ke7 7.a3 Rh6** [Getting ready to shift the attack to the Queenside, where he has the advantage in material and position.] **8.h4 Ra6** [Notice how similar are the maneuvers with this Rook to those seen in the previous endings.] **9.Ra1 Bg4** [Paralyzing the action of the Knight and fixing the whole Kingside.] **10.Kf2 Ke6 11.a4**

[White cannot answer 11.Nf3 because Bxf3 followed by 12.Kxf3 Ke5 will win a pawn, on account of the check at f6 which cannot be stopped.] **11...Ke5 12.Kg2 Rf6 13.Re1 d3 14.Rf1 Kd4** [Now the King attacks White's pawns and all will soon be over.] **15.Rxf6 gxf6 16.Kf2 c6** [Merely to exhaust White's move, which will finally force him to move either the King or the Knight.] **17.a5 a6 18.Nf1 Kxe4 19.Ke1 Be2 20.Nd2+ Ke3 21.Nb1 f5 22.Nd2 h5 23.Nb1 Kf3 24.Nc3 Kxg3 25.Na4 f4 26.Nxc5 f3 27.Ne4+ Kf4** [The quickest way to win. White should resign.] **28.Nd6 c5 29.b4 cxb4 30.c5 b3 31.Nc4 Kg3 32.Ne3 b2** [White resigns. A very good example on Black's part of how to conduct such an ending.]

0-1

From the first game of the Lasker - Marshall Championship Match in 1907. In this position it is Black's move. To a beginner the position may look like a draw, but the advanced player will realise immediately that there are great possibilities for Black

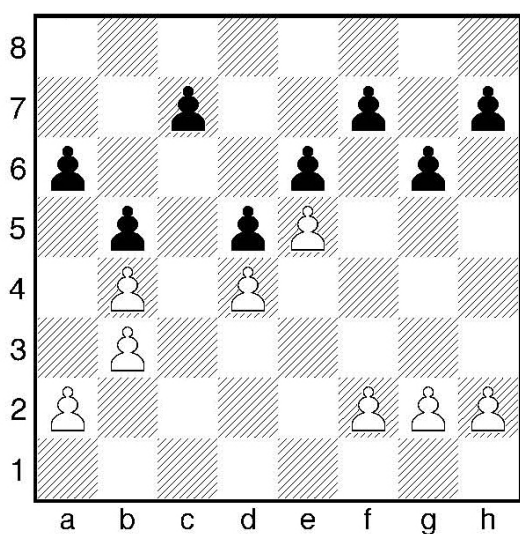
to win, not only because he has the initiative, but because of White's undeveloped Queenside and the fact that a Bishop in such a position is better than a Knight (see Section 14). It will take some time for White to bring his Rook and Knight into the fray, and Black can utilize it to obtain an advantage. There are two courses open to him. The most evident, and the one that most players would take, is to advance the pawn ...c6-c5-c4 immediately in conjunction with the Bishop check at a6 and any other move that might be necessary with the Black Rook. The other, and more subtle, course was taken by Black. It consists in utilizing his Rook in the same way as shown in the previous endings, forcing White to defend something all the time, restricting the action of White's Knight and White's Rook, while at the same time keeping freedom of action for his own Rook and Bishop.

Chapter 6

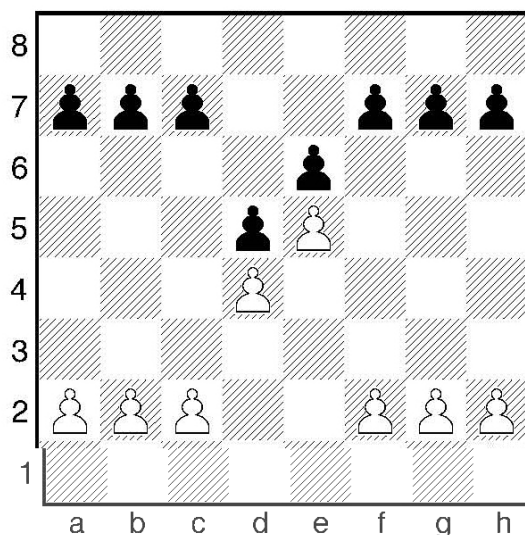
Further Openings and Middlegames

31. Some Salient Points about Pawns

Before going back to the discussion of openings and middlegame positions, it might be well to bear in mind a few facts concerning pawn positions which will no doubt help to understand certain moves, and sometimes even the object of certain variations in the openings, and of some manoeuvres in the middle games.



In the position of the diagram we have an exceedingly bad pawn formation on Black's side. Black's c-pawn is altogether backward, and White could by means of the open file concentrate his forces against that weak point. There is also the square c5, which is controlled by White, and from where a White piece once established could not be dislodged. In order to get rid of it, Black would have to exchange it, which is not always an easy matter, and often when possible not at all convenient. The same holds true with regard to Black's e-pawn, f-pawn and g-pawn, which create what is called a "hole" at f6. Such pawn formations invariably lead to disaster, and consequently must be avoided.



In this position we might say that the White centre pawns have the attacking position, while the Black centre pawns have the defensive position. Such a formation of pawns occurs in the French Defence. In such positions White most often attempts, by means of f2-f4 and f4-f5, to obtain a crushing attack against Black's King, which is generally castled on the Kingside. To prevent that, and also to assume the initiative or obtain material advantage, Black makes a counter-demonstration by ...c7-c5, followed by ...cxd4 (when White defends the pawn by c2-c3), and the concentrating of Black's pieces against the White pawn at d4. This in substance might be said to be a determined attack against White's centre in order to paralyze the direct attack of White against Black's King. It must be remembered that at the beginning of the book it was stated that control of the centre was an essential condition to a successful attack against the King.

In an abstract way we may say that two or more pawns are strongest when they are in the same rank next to one another. Thus the centre pawns are strongest in themselves, so to speak, when placed at e4 and d4 (or e5 and d5), hence the question of advancing either the one or the other to the fifth rank is one that must be most carefully considered. The advance of either pawn often determines the course the game will follow.

Another thing to be considered is the matter of one or more passed pawns when they are isolated either singly or in pairs. We might say that a passed pawn is either very weak or very strong, and that its weakness or strength, whichever happens to be in the case to be considered, increases as it advances, and is at the same time in direct relation to the number of pieces on the board. In this last respect it might be generally said that a passed pawn increases in strength as the number of pieces on the board diminishes.

Having all this clear in mind we will now revert to the openings and middlegame. We will analyze games carefully from beginning to end according to general principles. I shall, whenever possible, use my own games, not because they will better illustrate the point, but because, knowing them thoroughly, I shall be able to explain them more authoritatively than the games of others.

32. Some Possible Developments from a Ruy Lopez

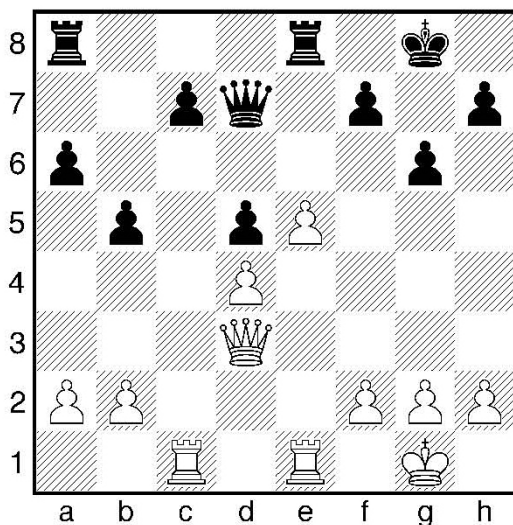
That some of the variations in the openings and the manoeuvres in the middlegame are often based on some of the elementary principles just expounded can be easily seen in the following case.

C82

From a Ruy Lopez
 Example 65
[Capablanca, J. R.]

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0
 Nxe4 6.d4 b5 7.Bb3 d5 8.dxe5 Be6 9.c3 Be7
 10.Re1 Nc5 11.Bc2 Bg4 12.Nbd2 0-0 13.Nb3 Ne6
 [So far a very well known variation of the Ruy Lopez.
 In fact, they are the moves of the Janowski-Lasker
 game in Paris, 1912.] 14.Qd3 g6

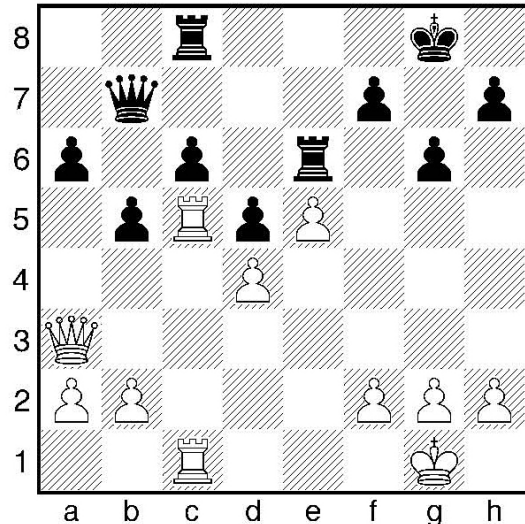
Let us suppose the game went on, and that in some way White, by playing one of the Knights to d4 at the proper time, forced the exchange of both Knights, and then afterwards both the Bishops were exchanged, and we arrived at some such position as shown in the following diagram. (I obtained such a position in a very similar way once at Lodz in Poland. I was playing the White pieces against a consulting team headed by Salwe.)



Now we would have here the case of the backward c-pawn, which will in no way be able to advance to c5. Such a position may be said to be theoretically lost,

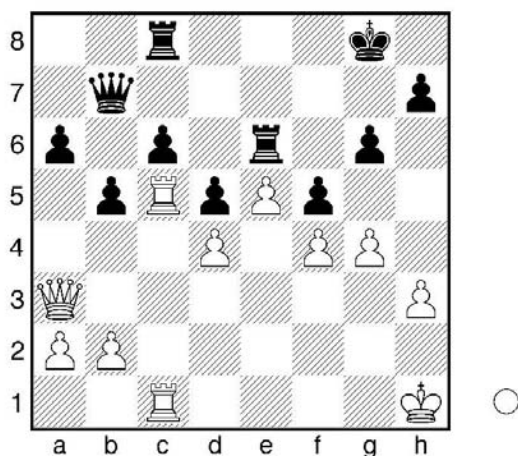
and in practice a first-class master will invariably win it from Black. (If I may be excused the reference, I will say that I won the game above referred to.)

After a few moves the position may be easily thus:



The Black pieces can be said to be fixed. If White plays 1.Qc3, Black must answer 1...Qd7, otherwise he will lose a pawn, and if White returns with the Queen to a3 Black will again have to return with 2...Qb7 or lose a pawn. Thus Black can only move according to White's lead, and under such conditions White can easily advance with his pawns to f4 and g4, until Black will be forced to stop f4-f5 by playing ...f7-f5, and we might finally have some such position as the following:

From a Ruy Lopez
 Example 66
 [Capablanca, J. R.]



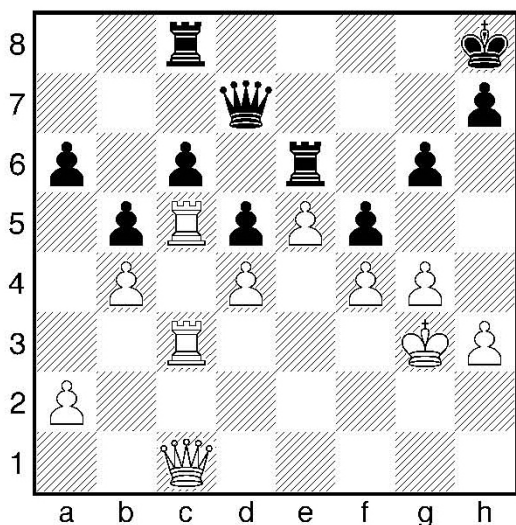
[In this situation the game might go on as follows.]

1.gxf5 gxf5 2.Qf3 Qd7

[White threatened to win a pawn by 3.♖xd5, and Black could not play 2...Rf8 because 3.Rxc6 would also win a pawn at least.]

3.R5c2 Rg6 4.Rg2 Kh8 5.Rog1 Rcg8 6.Qh5 Rxc2
 7.Rxc2 Rxc2 8.Kxg2 Qg7+ 9.Kh2 Qg6 10.Qxg6
 hxg6 11.b4 [And White wins.]
 1-0

Now suppose that in the position in the preceding diagram it were Black's move, and he played 1...Rf8. White would then simply defend his f-pawn by some move like 2.Qf3, threatening 3.Rxc6, and then he would bring his King up to g3, and when the time came, break through, as in the previous case. White might even be able to obtain the following position.



Black would now be forced to play 1...Rc8, and White could then play 2.Qc2, and follow it up with 3.Kf3, and thus force Black to play ...fxg4, which would give White a greater advantage.

A careful examination of all these position will reveal that, besides the advantage of freedom of manoeuvre on White's part, the power of the pawn at e5 is enormous, and that it is the commanding position of this pawn, and the fact that it is free to advance, once all the pieces are exchanged, that constitute the pivot of all White's manoeuvres.

I have purposely given positions without the moves which lead to them so that the student may become accustomed to build up in his own mind possible positions that may arise (out of any given situation). Thus he will learn to make strategical plans and be on his way to the master class. The student can derive enormous benefit by further practice of this kind.

33. The Influence of a "Hole"

The influence of a so-called "hole" in a game has already been illustrated in my game against Blanco (Example 52), where has been shown the influence exercised by the different pieces posted in the hole created at e5.

In order to further illustrate this point, I now give a game played in the Havana International Masters Tournament of 1913.

D53

□ Janowski, David Markelowicz

■ Kupchick, A

Masters International

1913

[Capablanca, J. R.]

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bg5 Be7 5.e3 Nbd7
6.Bd3 dxc4 7.Bxc4 Nb6

[Of course the idea is to post a Knight at d5, but as it is the other Knight which will be posted there this maneuver does not seem logical. The Knight at b6 does nothing except to prevent the development of his own Queen's Bishop. The normal course 7...0-0 followed by ...c7-c5, is more reasonable. For a beautiful illustration of how to play White in that variation, see the Janowski-Rubinstein game of the St. Petersburg Tournament of 1914.]

8.Bd3

[8.Bb3 has some points in its favor in this position, the most important being the possibility of advancing the e-pawn immediately after Nfd5 9.Bxe7 Qxe7]

8...Nfd5 9.Bxe7 Qxe7 10.Nf3

[Had White's Bishop been at b3 he could now play 10.e4 as indicated in the previous note, a move which he cannot make in the present position, because of Nf4 threatening, not only the g-pawn, but also 11...xd3+. As White's King's Bishop should never be exchanged in this opening without a very good reason White therefore cannot play 10.e4.]

10...0-0 11.0-0 Bd7 12.Rc1

[12.Rc1 White is perfectly developed, and now threatens to win a pawn as follows: -- 13.Nxd5 Nxd5 14.e4 followed by 15.xc7.]

12...c6

[The fact that Black is practically forced to make this move in order to avoid the loss of a pawn is sufficient reason in itself to condemn the whole system of development on Black's part. In effect, he plays ...d7, and now he has to shut off the action of his own Bishop, which thereby becomes little more than a pawn for a while. In fact, it is hard to see how this Bishop will ever be able to attack anything. Besides, it can be easily seen that White will soon post his two Knights at e5 and c5 respectively, and that Black will not be able to dislodge them without seriously weakening his game, if he can do it at all. From all these reasons it can be gathered that it would probably have been better for Black to play 12...Nxc3 and get rid of one of the two White Knights before assuming such a defensive position. In such cases, the less the number of pieces on the board, the better chances there are to escape.]

13.Ne4 f5 [This practically amounts to committing suicide, since it creates a hole at e5 for White's Knight, from where it will be practically impossible to dislodge him. If Black intended to make such a move he should have done it before, when at least there would have been an object in preventing the White Knight from reaching c5.] 14.Nc5 Be8 15.Ne5

[The position of White's Knights, especially the one at e5, might be said to be ideal, and a single glance shows how they dominate the position. The question henceforth will be how is White going to derive the full benefit from such an advantageous situation. This we shall soon see.] Rb8

[There is no object in this move, unless it is to be followed by ...d7. As that is not the case, he might have gone with the Rook to 15...Re8 as he does later.]

16.Re1 Rf6 17.Qf3 Rh6 18.Qg3 Rc8

[White threatened to win the Exchange by playing either 19.f7 or 19.g4.] 19.f3 Rc7 20.a3 Kh8

21.h3 [Perhaps all these precautions are unnecessary, but White feels that he has more than enough time to prepare his attack, and wants to be secure in every way before he begins.] g5 22.e4 f4 23.Qf2 Ne3

[He had better have played 23...Nf6 and later try to get rid of White's Knights by means of ...d7.]

24.Rxe3 [With this sacrifice of the Rook for a Knight and pawn White obtains an overwhelming position.]

fxe3 25.Qxe3 Nc8

[25...Nd7 was better in order to get rid of one of the two White Knights. There were, however, any number of good replies to it, among them 26.Ncxd7 Bxd7 27.Qxg5 Qxg5 28.Nf7+ Kg7 29.Nxg5 and with two pawns for the Exchange, and the position so much in his favor, White should have no trouble in winning.]

26.Ng4 Rg6 27.e5 Rg7 28.Bc4 Bf7 [All these moves are practically forced, and as it is easily seen they tie up Black's position more and more. White's maneuvers from move 24 onwards are highly instructive.] 29.Nf6 Nb6 [This wandering Knight has done nothing throughout the game.] 30.Nce4 h6

31.h4 Nd5 32.Qd2 Rg6 33.hxg5 Qf8

[If 33...hxg5 34.Kf2 and Black would be helpless.]

34.f4 Ne7 35.g4 hxg5 36.fxg5

[After 36.fxg5 Black resigns. There is nothing to be done. If Bg8 37.Qh2+ Kg7 38.Bxe6 The student should notice that, apart from other things, White throughout the game has had control of the Black squares, principally those at e5 and c5.]

1-0

Chapter 7

Illustrative Games

From now on to the end of the book I shall give a collection of my games both lost and won, chosen so

as to serve as illustrations of the general principles laid down in the foregoing pages.

Game 1

Marshall, F – Capablanca, J 1-0

Game 2

Rubinstein, A - Capablanca, J 1-0

Game 3

Janowski, D - Capablanca, J 1-0

Game 4

Capablanca, J - Znosko Borovsky, E 0-1

Game 5

Lasker, E - Capablanca, J 1-0

Game 6

Chajes, O - Capablanca, J 1-0

Game 7

Capablanca, J - Burn, A 1-0

Game 8

Mieses, J - Capablanca, J 0-1

Game 9

Capablanca, J - Teichmann, R 1-0

Game 10

Capablanca, J – Marshall, F 1-0

Game 11

Capablanca, J - Janowski, D 1-0

Game 12

Capablanca, J – Chajes, O 1-0

Game 13

Morrison, J - Capablanca, J 0-1

Game 14

Marshall, F - Capablanca, J 0-1

□ Marshall, Frank J
 ■ Capablanca, Jose Raul

match Scranton
 [Capablanca, J. R.]

01.05.1909

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bg5 Be7 5.e3 Ne4

[I had played this defense twice before in the match with good results, and although I lost this game I still played it until the very last game, when I changed my tactics. The reason was my total lack of knowledge of the different variations in this opening, coupled with the fact that I knew that Dr. E. Lasker had been successful with it against Marshall himself in 1907. I thought that since Dr. Lasker had played it so often, it should be good. The object is to exchange a couple of pieces and at the same time to bring about a position full of possibilities and with promising chances of success once the endgame stage is reached. On general principles it should be wrong, because the same Knight is moved three times in the opening, although it involves the exchange of two pieces. In reality the difficulty in this variation, as well as in nearly all the variations of the Queen's gambit, lies in the slow development of the Black Queen's Bishop. However, whether this variation can or cannot be safely played is a question still to be decided, and it is outside the scope of this book. I may add that at present my preference is for a different system of development, but it is not unlikely that I should some time come back to this variation.] **6.Bxe7 Qxe7 7.Bd3**

[7.cxd5 is preferable for reasons that we shall soon see.]

7...Nxc3 8.bxc3 Nd7

[Now 8...dxc4 would be a better way to develop the game. The idea is that after 9.Bxc4 b6 followed by ...Bb7, would give Black's Bishop a powerful range. For this variation see the eleventh game of the match.]

9.Nf3 0-0

[No longer would 9...dxc4 10.Bxc4 b6 be good, because 11.Bb5 would prevent Bb7 on account of 12.Ne5]

10.cxd5 exd5 11.Qb3 Nf6 12.a4 c5

[Played with the intention of obtaining the majority of pawns on the Queenside. Yet it is doubtful whether this move is good, since it leaves Black's Queenside pawns disrupted in a way. The safer course would have been to play 12...c6]

13.Qa3 b6

[This exposes Black to further attack by a4-a5 without any compensation for it. If I had to play this position nowadays I would simply play 13...Re8 Then after 14.Qxc5 (If, instead, White played 14.dxc5 then Bg4 would give Black an excellent game.) 14...Qxc5 would follow and I believe that Black would regain the pawn.]

14.a5 Bb7 15.0-0 Qc7 16.Rfb1 Nd7

[Black's position was bad and perhaps lost in any

case, but the text move makes matters worse. As a matter of fact I never saw White's reply 17.f5. It never even passed through my mind that this was threatened. Black's best move would have been 16...Rfb8 If that loses, then any other move would lose as well.]

17.Bf5 Rfc8

[From bad to worse. 17...Nf6 offered the only hope.]

18.Bxd7 Qxd7 19.a6 Bc6 20.dxc5 bxc5 21.Qxc5 Rab8 [The game was lost. One move was as good as another.] **22.Rxb8 Rxb8 23.Ne5 Qf5 24.f4 Rb6 25.Qxb6!**

[Black resigns. Of course, if 25.Nxc6? Rb1+ would have been drawn. The text move is pretty and finishes quickly. A well played game on Marshall's part.]

1-0

D33

□ Rubinstein, Akiba K
■ Capablanca, Jose Raul

San Sebastian

13.03.1911

[Capablanca, J. R.]

1.d4 d5 2.Nf3 c5 3.c4 e6 4.cxd5 exd5 5.Nc3 Nc6
6.g3 Be6

[6...Nf6 is the normal move in this variation. White's development was first introduced by Schlechter and elaborated later on by Rubinstein. It aims at the isolation of Black's d-pawn, against which the White pieces are gradually concentrated. In making the text move I was trying to avoid the beaten track. Being a developing move there should be no objection to it in the way of general principles, except that the Knights ought to come out before the Bishops.]

7.Bg2 Be7 8.0-0 Rc8

[In pursuance of the idea of changing the normal course of this variation, but with very poor success. The move in theory ought to be unsound, since the Black King's Knight is yet undeveloped. I had not yet learned of the attack founded on ♖g5 and the exchange of the Bishop at e6. Either 8...Nf6]

[or 8...h6 to prevent either ♗g5 or ♗g5, was right.]

9.dxc5 Bxc5 10.Ng5 Nf6 11.Nxe6 fxe6 12.Bh3
Qe7 13.Bg5 0-0?

[This is a mistake. The right move was 13...Rd8 in order to get the Rook away from the line of the Bishop at h3 and at the same time to support d5. Incidentally it shows that White failed to take proper advantage of Black's weak opening moves. Against the text move White makes a very fine combination which I had seen, but which I thought could be defeated.]

14.Bxf6 Qxf6

[I considered 14...gxf6 which it seemed would give me a playable game, but I thought White's combination unsound and therefore let him play it, to my lasting regret.]

15.Nxd5! Qh6 16.Kg2!

[This is the move which I had not considered. I thought that Rubinstein would have to play 16.Bg2 when I had in mind the following winning combination: Ne5! 17.Nf4 (if 17.Rc1 Qxc1 18.Qxc1 Bxf2+ wins) 17...Ng4 18.h3 (if 18.Nh3 Bxf2+ wins the Exchange) 18...Nxf2 19.Rxf2 Bxf2+ 20.Kxf2 g5 and Black should win. It is curious that this combination has been overlooked. It has been taken for granted that I did not see the move 17.♙c1.]

16...Rcd8 [After White's last move there was nothing for me to do but submit to the inevitable.] 17.Qc1!
exd5 18.Qxc5 Qd2 19.Qb5 Nd4 20.Qd3 Qxd3
21.exd3 Rfe8 22.Bg4

[This gives Black a chance. He should have played 22.Rfe1 If then Nc2 23.Rxe8+ Rxe8 24.Rc1 Re2 25.Kf1 Nd4 (if 25...Rd2 26.Be6+ Kf8 27.Bxd5 would win) 26.Rc8+ Kf7 27.Rc7+ Re7 28.Rc5

wins.]

22...Rd6 23.Rfe1 Rxe1 24.Rxe1 Rb6 25.Re5 Rxb2
26.Rxd5 Nc6 27.Be6+ Kf8 28.Rf5+ Ke8 29.Bf7+
Kd7 30.Bc4 a6

[A bad move, which gives away any legitimate chance Black had to draw. It loses a very important move. In fact, as the course of the game will show, it loses several moves. The proper way was to play 30...Kd6 If then 31.Rb5 Rxb5 32.Bxb5 Nd4 followed by ...b7-b5; and White would have an exceedingly difficult game to draw on account of the dominating position of the Knight at d4 in conjunction with the extra pawn on the Queenside and the awkward position of White's King. (See how this is so.)]

31.Rf7+ Kd6 32.Rxg7 b5 33.Bg8 a5 34.Rxh7 a4
35.h4 b4 36.Rh6+ Kc5 37.Rh5+ Kb6 38.Bd5

[With these last three moves White again gives Black a chance. Even before the last move 38.Bc4 would have won with comparative ease, but the text move is a downright blunder, of which, fortunately for him, Black does not avail himself.]

38...b3

[38...Rxa2 would make it practically impossible for White to win, if he can win at all. White's best continuation then would have been 39.Bc4 Rc2 40.Rb5+ Kc7 41.Bg8 a3 42.h5 a2 43.Bxa2 Rxa2 and if there is a win it is very difficult to find it, as against 44.h6 Ra6! offers excellent chances for a draw.]

39.axb3 a3 40.Bxc6 Rxb3

[If 40...a2 41.Rb5+ Ka6 42.Rb8]

41.Bd5 a2 42.Rh6+ [Resigns. As an endgame, this is rather a sad exhibition for two masters. The redeeming feature of the game is Rubinstein's fine combination in the middlegame, beginning with 14.♗xf6.]

1-0

□ Janowski, David Markelowicz

■ Capablanca, Jose Raul

Havana

22.02.1913

[Capablanca, J. R.]

1.d4 Nf6 2.Nf3 d6 3.Bg5 Nbd7 4.e3 e5 5.Nc3 c6
6.Bd3 Be7 7.Qe2 Qa5 8.0-0 Nf8 9.Rfd1 Bg4

[At last Black is on his way to obtain full development. The idea of this irregular opening is mainly to throw White on his own resources. At the time the game was played, the system of defense was not as well known as the regular forms of the Queen's Pawn openings. Whether it is sound or not remains yet to be proved. Its good features are that it keeps the center intact without creating any particular weakness, and that it gives plenty of opportunity for deep and concealed maneuvering. The drawback is the long time it takes Black to develop his game. It is natural to suppose that White will employ that time to prepare a well-conceived attack, or that he will use the advantage of his development actually to prevent Black's complete development, or failing that, to obtain some definite material advantage.] 10.h3 Bh5 11.dxe5 dxe5
12.Ne4 Nxe4

[A very serious mistake. I considered 12...0-0-0 which was the right move, but desisted because I was afraid that by playing 13.Bxf6 gxf6 14.Ng3 Bg6 15.Nf5 White would obtain a winning position for the endgame. Whether right or wrong this shows how closely related are all parts of the game, and consequently how one will influence the other.]

13.Bxe7 Kxe7 14.Bxe4 Bg6

[Not good. The natural and proper move would have been 14...Ne6 in order to bring all the Black pieces into play]

[14...Bxf3 at once was also good, as it would have relieved the pressure against Black's e-pawn, and at the same time have simplified the game. Here it is seen how failure to comply with the elementary logical reasons, that govern any given position, often brings the player into trouble. I was no doubt influenced in my choice of moves by the fear of ♕f5, which was a very threatening move.]

15.Qc4 Ne6 16.b4 Qc7 17.Bxg6 hxg6 18.Qe4 Kf6
19.Rd3

[19.h4 to be followed by g2-g4, might have been a more vigorous way to carry on the attack. Black's weak point is unquestionably the pawn at e5, which he is compelled to defend with the King]

[The text move 19.Rd3 aims at doubling the Rooks, with the ultimate object of placing one of them at d6, supported by a pawn at c5. Black could only stop this by playing ...c6-c5, which would create a "hole" at d5; or by playing ...b7-b6, which would tie the Black Queen to the defense of the c-pawn as well as the e-pawn, which she already defends. Black, however, can meet all this by offering the exchange of Rooks, which destroys White's plans. For this

reason 19.h4 appears the proper way to carry on the attack.]

19...Rad8 20.Rad1 g5 [This move is preparatory to ...g7-g6, which would make Black's position secure. Unfortunately for Black, he did not carry out his original plan.] 21.c4 Rxd3

[21...g6 would have left Black with a perfectly safe game.]

22.Rxd3 Rd8

[A very serious mistake, which loses a pawn. 22...g6 was the right move, and would have left Black with a very good game. In fact, if it should come to a simple ending, the position of the Black King would be an advantage.]

23.Rxd8 Nxd8 24.h4 [This wins a pawn, as will soon be seen.] gxh4

[Black cannot reply 24...Ne6 because 25.hxg5+ Nxe5 26.Qh4 wins the Knight.]

25.Qxh4+ Ke6 26.Qg4+ Kf6 27.Qg5+ Ke6

28.Qxg7 Qd6 29.c5 Qd5 30.e4! Qd1+ 31.Kh2 f6

32.Qg4+! Ke7 33.Nxe5 Qxg4 34.Nxg4 Ne6 35.e5

fxe5 36.Nxe5 Nd4 [The game went on for a few more moves, and, there being no way to counteract the advance of White's two passed pawns, Black resigned.

] 37.g4 Ke6 38.f4 a5 39.bxa5 Kd5 40.g5 Kxc5

41.g6 Nf5 42.Kh3 Kd5 43.Kg4 Ng7 44.Kg5 c5

45.Nd7 c4 46.Nb6+ Kd4 47.Nxc4 Kxc4 48.f5 Kd5

49.f6 Ne6+ 50.Kh6

1-0

□ Capablanca, Jose Raul
■ Znosko Borovsky, Eugene
St. Petersburg m
[Capablanca, J. R.]

C12
18.12.1913

1.d4 e6 2.e4 d5 3.Nc3 Nf6 4.Bg5 Bb4

[This constitutes the McCutcheon Variation. It aims at taking the initiative away from White. Instead of defending, Black makes a counter demonstration on the Queenside. It leads to highly interesting games.]

5.exd5

[At the time this game was played the variation 5.e5 was in vogue, but I considered then, as I do now, the text move to be the stronger.]

5...Qxd5 [This is considered superior to 5...exd5. It has for its object, as I said before, to take the initiative a way from White by disrupting White's Queenside.

White, however, has more than ample compensation through his breaking up Black's Kingside. It might laid down as a principle of the opening that the breaking up of the Kingside is of more importance than a similar occurrence on the Queenside.] 6.Bxf6 Bxc3+ 7.bxc3 gxf6 8.Nf3 b6 [The plan of Black in this variation is to post his Bishop on the long diagonal so as to be able later on, in conjunction with the action of his Rooks along the open g-file, to make a violent attack against White's King. It is, of course, expected that White will castle on the Kingside because of the broken-up condition of his Queenside pawns.] 9.Qd2 Bb7

10.Be2 Nd7 11.c4 Qf5 12.0-0-0 [An original idea, I believe, played for the first time in a similar position in a game against Mr. Walter Penn Shipley, of Philadelphia. My idea is that as there is no Black Bishop and because Black's pieces have been developed with a view to an attack on the Kingside, it will be impossible for Black to take advantage of the apparently unprotected position of White's King. Two possibilities must be considered. Firstly: If Black castles on the Queenside, as in this game, it is evident that there is no danger of an attack. Secondly: If Black castles on the Kingside, White begins the attack first, taking advantage of the awkward position of the Black Queen. In addition to the attacking probabilities of the text move, White in one move brings his King into safety and brings one of his Rooks into play. Thus he gains several moves, "tempi" as they are called, which will serve him to develop whatever plan he may wish to evolve.] 0-0-0 13.Qe3 Rhg8 14.g3 Qa5

[Unquestionably a mistake, overlooking White's fine reply, but a careful examination will show that White already has the better position.] 15.Rd3! Kb8

16.Rhd1 Qf5 17.Nh4 [This move has been criticized because it puts the Knight out of the way for a few moves. But by forcing 17...g5, White gains a very important move with f2-f4, which not only consolidates his position, but also drives the Queen away, putting it out of the game for the moment. Certainly the Queen is far more valuable than the

Knight, to say nothing of the time gained and the freedom of action obtained thereby for White's more important pieces.] Qg5 18.f4 Qg7 19.Bf3

[In such positions it is generally very advantageous to get rid of the Black Bishop controlling a6 and c6, which form "holes" for White's pieces. The Bishop in such positions is of very great defensive value, hence the advantage of getting rid of it.] Rge8 20.Bxb7 Kxb7 21.c5! c6 [White threatened 22.c6+.] 22.Nf3 Qf8 [To prevent the Knight from moving to d6 via d2 and e4 or c4. It is self-evident that White has a great advantage of position.] 23.Nd2?

[I had considered 23.Rb3 which was the right move, but gave it up because it seemed too slow, and that in such a position there had to be some quicker way of winning.]

23...bxc5 24.Nc4

[24.♗e4 or 24.Nb3 would have brought about an ending advantageous to White.]

24...Nb6 25.Na5+ Ka8 26.dxc5 Nd5 27.Qd4 Rc8 [If 27...Rb8 28.Nxc6 Rbc8 29.Nxa7 would win.] 28.c4

[28.Nc4 was the right move. I was, however, still looking for the "grand combination", and thought that the pawn I would later on have at d6 would win the game. Black deserves great credit for the way in which he conducted this exceedingly difficult defense. He could easily have gone wrong any number of times, but from move 22 onwards he always played the best move.]

28...e5! 29.Qg1 e4 30.cxd5 exd3 31.d6 Re2 32.d7 Rc2+ 33.Kb1 Rb8+ 34.Nb3 Qe7 35.Rxd3

[The position is most interesting. I believe I lost here my last chance to win the game, and if that is true it would vindicate my judgment when I played 28.c4. The student can find out what would happen if White plays 35.Qd4 at once. I have gone over the variations following Rxh2 (of course if 35...Rxc5 36.d8Q wins) 36.Qxd3! Rd8 37.Qa6 Kb8 (best, for if 37...Qe4+ 38.Kal Kb8 39.Rb1 wins) 38.Qxc6 and White will at least have a draw.]

35...Re2 36.Qd4 Rd8 37.Qa4 Qe4 38.Qa6 Kb8

[There is nothing to be done against this simple move.] 39.Kc1

[White cannot play 39.Nd4 because Qh1+ mates.]

39...Rxd7 40.Nd4 Re1+ [White resigns. A very interesting battle.]

0-1

□ Lasker, Emanuel

■ Capablanca, Jose Raul

finals St. Petersburg

18.05.1914

[Capablanca, J. R.]

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Bxc6 [The object of this move is to bring about speedily a middlegame without Queens, in which White has four pawns to three on the Kingside, while Black's superiority of pawns on the other side is somewhat balanced by the fact that one of Black's pawns is doubled. On the other hand, Black has the advantage of remaining with two Bishops while White has only one.] dxc6 5.d4 exd4 6.Qxd4 Qxd4 7.Nxd4 Bd6 [Black's idea is to castle on the Kingside. His reason is that the King ought to remain on the weaker side to oppose later the advance of White's pawns. Theoretically there is very much to be said in favor of this reasoning, but whether in practice that would be the best system would be rather difficult to prove. The student should notice that if now all the pieces were exchanged White would practically be a pawn ahead, and would therefore have a won ending.] 8.Nc3 Ne7 [A perfectly sound form of development. In any other form adopted the Black Knight could not be developed either as quickly or as well. The natural position for the Black Knight is e7 in this variation, in order not to obstruct Black's pawns, and also, in some eventualities, in order to go to g6. There is also the possibility of its going to d4 via c6 after ...c6-c5.] 9.0-0 0-0 10.f4 [This move I considered weak at the time, and I do still. It leaves the e-pawn weak, unless it advances to e5, and it also makes it possible for Black to pin the Knight by ...♗c5.] Re8 [The text move 10...Re8 is best. It threatens 11.--Be5 12.Be3 Nd5]

11.Nb3

[It also prevents 11.Be3 because of Nd5 or 11...♗c5.]

11...f6 [Preparatory to ...b7-b6, followed by ...c6-c5 and ...♗b7 in conjunction with ...♗g6, which would put White in great difficulties to meet the combined attack against the two center pawns.] 12.f5 [It has been wrongly claimed that this wins the game, but I would like nothing better than to have such a position again. It required several mistakes on my part finally to obtain a lost position.] b6 13.Bf4 Bb7

[Played against my better judgment. The right move of course was 13...Bxf4 Dr. Lasker gives the following variation: 14.Rxf4 c5 15.Rd1 Bb7 16.Rf2 Rad8 (But, as Nimzowitsch pointed out immediately after the game, 16...♗ad8 given in Dr. Lasker's variation, is not the best. If 16...Rac8! then White will have great difficulty in drawing the game, since there is no good way to stop Black from playing ...♗c6, followed by ...♗e5, threatening ...♗c4. And should White attempt to meet this maneuver by withdrawing the Knight at b3, then the Black Knight can go to d4, and the White pawn at e4

will be the object of the attack.) 17.Rxd8 Rxd8 18.Rd2 Rxd2 19.Nxd2 and he claims that White has the best of it. Taking Dr. Lasker's variation, however, whatever advantage there might be disappears at once if Black plays Nc6 threatening 20...♗b4 and also 20...♗d4, neither of which can be stopped. If White answers 20.Nd5 then Nd4 for Black will at least draw. In fact, after 19...♗c6 Black threatens so many things that it is difficult to see how White can prevent the loss of one or more pawns.]

14.Bxd6 cxd6 15.Nd4 [It is a curious but true fact that I did not see this move when I played 13...♗b7, otherwise I would have played the right move 13...♗xf4.] Rad8 [The game is yet far from lost, as against the entry of the Knight, Black can later on play ...c6-c5, followed by ...d6-d5.] 16.Ne6 Rd7 17.Rad1 Nc8 [I now was on the point of playing 17...c5 to be followed by ...d6-d5, which I thought would give me a draw, but suddenly I became ambitious and thought that I could play the text move and later on sacrifice the Exchange for the Knight at e6, winning a pawn for it, and leaving White's e-pawn still weaker. I intended to carry this plan either before or after playing ...g7-g5 as the circumstances demanded. Now let us analyze: If

A) Again 18.Rf2 d5 19.exd5 Bxd5 20.Nxd5 (best, since if 20.Rfd2 Bxe6 gives Black the advantage) 20...Rxd5 21.Rxd5 Nxd5 and there is no good reason why Black should lose. ;

B) 18.Nd5 Bxd5 19.exd5 b5 and a careful analysis will show that Black has nothing to fear. Black's plan in this case would be to work his Knight around to e5 via c8, b6, and c4 or d7.]

18.Rf2 b5 19.Rfd2 Rde7 20.b4 Kf7 21.a3 Ba8

[Once more changing my plan and this time without any good reason. Had I now played 21...Rxe6 22.fxe6+ Rxe6 as I intended to do when I went back with the Knight to c8, I doubt very much if White would have been able to win the game. At least it would have been extremely difficult.]

22.Kf2 Ra7 23.g4 h6 24.Rd3 a5 25.h4 axb4 26.axb4 Rae7

[This, of course, has no object now. Black, with a bad game, flounders around for a move. It would have been better to play 26...Ra3 to keep the open file, and at the same time to threaten to come out with the Knight at b6 and c4.]

27.Kf3 Rg8 28.Kf4 g6

[Again bad. White's last two moves were weak, since the White's King does nothing here. He should have played his Rook to g3 on the 27th move. Black now should have played 28...g5+ After missing this chance White has it all his own way, and finishes the game most accurately, and Black becomes more helpless with each move. The game needs no further comment, excepting that my play throughout was of an altogether irresolute character. When a plan is made, it must be carried out if at all possible. Regarding the play of White, I consider his 10th and

12th moves were very weak; he played well after that up to the 27th move, which was bad, as well as his 28th move. The rest of his play was good, probably perfect.]

**29.Rg3 g5+ 30.Kf3 Nb6 31.hxg5 hxg5 32.Rh3
Rd7 33.Kg3! Ke8 34.Rdh1 Bb7 35.e5 dxe5
36.Ne4 Nd5 37.N6c5 Bc8 38.Nxd7 Bxd7 39.Rh7
Rf8 40.Ra1 Kd8 41.Ra8+ Bc8 42.Nc5**

[Black resigns.]

1-0

□ Chajes, Oscar

■ Capablanca, Jose Raul

Rice Memorial

08.02.1916

[Capablanca, J. R.]

1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.Bg5 Bb4

[Of all the variations of the French Defence I like this best, because it gives Black more chances to obtain the initiative.] 5.e5

[Though I consider 5.exd5 the best move, there is much to be said in favor of this move, but not of the variation as a whole, which White adopted in this game.]

5...h6 6.Bd2 Bxc3 7.bxc3 Ne4 8.Qg4 Kf8

[By the text move Black gives up castling, but gains time for an attack against White's center and Queenside. The alternative 8...g6 leaves Black's Kingside very weak. White by playing 9.h4 would force Black to play h5 and later on, White's Bishop by going to d3 would threaten the weakened g-pawn.]

9.Bc1 c5 [Threatening 10...♞a5 and stopping thereby White's threat of ♜a3. It demonstrates that White's last move was a complete loss of time and merely weakened his position.] 10.Bd3 Qa5 11.Ne2 cxd4

12.0-0 dxc3 13.Bxe4 dxe4 14.Qxe4 Nc6

[Black has come out of the opening with a pawn to the good. His development, however, has suffered somewhat, and there are Bishops of opposite color, so that it cannot be said as yet, that Black has a won game; but he has certainly the best of the position, because, besides being a pawn to the good, he threatens White's e-pawn, which must of course be defended, and this in turn will give him the opportunity to post his Knight at d5 via e7. When the Black Knight is posted at d5, the Bishop will be developed to c6 via d7, as soon as the opportunity presents itself, and it will be Black that will then have the initiative, and can consequently decide the course of the game.] 15.Rd1

[15.Rd1 was played to prevent Ne7 which would be answered by 16.Nxc3 or still better by 16.♞a3. The move, however, is strategically wrong, since by bringing his pieces to the Queenside, White loses any chance he might have of making a determined attack on the Kingside before Black is thoroughly prepared for it.]

15...g6 16.f4 Kg7 17.Be3

[Better would have been 17.a4]

17...Ne7 18.Bf2 Nd5 [This Knight completely paralyzes the attack, as it dominates the whole situation, and there is no way to dislodge it. Behind it Black can quietly develop his pieces. The game can now be said to be won for Black strategically.] 19.Rd3 Bd7 20.Nd4 Rac8 21.Rg3 Kh7 22.h4 Rhg8 23.h5 Qb4

[In order to pin the Knight and be ready to come back to either e7 or f8. Also to prevent 24.♞b1. In reality nearly all these precautions are unnecessary,

since White's attack amounts to nothing. Probably Black should have left aside all these considerations, and played 23...Qa4 now, in order to follow it up with ...f7-f5, as he did later, but under less favorable circumstances.]

24.Rh3 f5

[Not the best, as White will soon prove. 24...Qf8 would have avoided everything, but Black wants to assume the initiative at once and plunges into complications. However, as will soon be seen, the move is not a losing one by any means.]

25.exf6 Nxf6 26.hxg6+ Rxg6 27.Rxh6+

[This wins the Queen.] Kxh6 28.Nf5+ exf5 29.Qxb4 [The position looks most interesting.] Rcg8

[I thought it would be possible to get up such an attack against the White King as to make it impossible for him to hold out much longer, but I was wrong, unless it could have been done by playing 29...Bc6 first, forcing 30.g3 and then playing Kh5 I followed a similar plan, but lost a very important move by playing 29...♞cg8, which gave White time to play 30.♞d1. I am convinced, however, that 29...♞c6 at once was the right move. White would be forced to play 30.g3, and Black would reply with either 31...♞h5 as already indicated, which looks the best (the plan, of course, is to play 32...♞h8 and follow it up with ...♞g4, threatening mate, or some other move according to circumstances. In some cases, of course, it will be better to first play ...♞g4), or 31...♞e4, which will at least give him a draw. There are so many possibilities in this position that it would be impossible to give them all. It will be worth the reader's time to go carefully through the lines of play indicated above.]

30.g3 Bc6 31.Rd1 Kh5

[The plan, of course, as explained above, is to go to g4 in due time and threaten mate at h1, but it is now too late, the White Rook having come in time to prevent the maneuver. Instead of the text move, therefore, Black should have played 31...Ne4 which would have given him a draw at the very least. After the text moves the tables are turned. It is now White who has the upper hand, and Black who has to fight for a draw.]

32.Rd6 Be4

[32...Ne4 was still the right move, and probably the last chance Black had to draw against White's best play.]

33.Qxc3 Nd5 34.Rxg6 Kxg6

[34...Nxc3 35.Rxg8 Nxa2 was no better.]

35.Qe5 Kf7 36.c4 Re8 37.Qb2 Nf6 38.Bd4 Rh8 39.Qb5 Rh1+ 40.Kf2 a6 41.Qb6 Rh2+ 42.Ke1 Nd7 43.Qd6 Bc6 44.g4 fxg4 45.f5 Rh1+ 46.Kd2 Ke8 47.f6 Rh7 48.Qe6+ Kf8 49.Be3 Rf7 50.Bh6+ Kg8 51.Bg7

[Most players will be wondering, as the spectators did, why I did not resign. The reason is that while I knew the game to be lost, I was hoping for the

following variation, which Chajes came very near playing: 51.Qxg4+ Kh7 52.Qh5 Rxf6 53.Bg5+ Kg7 54.Bxf6+ Kxf6 and while White has a won game it is by no means easy. If the reader does not believe it, let him take the White pieces against a master and see what happens. My opponent, who decided to take no chances, played 51...g7, and finally won a shown below.]

**51...g3 52.Ke2 g2 53.Kf2 Nf8 54.Qg4 Nd7
55.Kg1 a5 56.a4 Bxa4 57.Qh3 Rxf6 58.Bxf6 Nxf6
59.Qxg2+ Kf8 60.Qxb7 [And after a very few moves
Black resigned.] Be8 61.Qb6 Ke7 62.Qxa5 Nd7
63.Kf2 Bf7 64.Ke3 Kd6 65.Kd4 Kc6 66.Qf5**

[A very fine game on Chajes' part from move 25 on, for while Black, having the best of the position, missed several chances, White, on the other hand, missed none.]

1-0

□ Capablanca, Jose Raul

■ Burn, Amos

San Sebastian

[Capablanca, J. R.]

C77 39.Rc3 Bc5 40.Rf3+ Kg7 41.b3 Bd4 42.Kg2 Ra8
43.g5 Ra6 44.h5 Rxc4 45.bxc4 Rc6 46.g6
[Black resigns.]
1-0

23.02.1911

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.d3

[This is a very solid development, to which I was much addicted at the time, because of my ignorance of the multiple variations of the openings.] d6 6.c3 Be7

[In this variation there is the alternative of developing this Bishop via g7, after 6...g6]

7.Nbd2 0-0 8.Nf1 b5 9.Bc2 d5 10.Qe2 dxe4
11.dxe4 Bc5

[Evidently to make room for the Queen at e7, but I do not think the move advisable at this stage.

11...Be6 is a more natural and effective move. It develops a piece and threatens 12...♗c4, which would have to be stopped.]

12.Bg5 Be6 [Now it is not so effective, because the White Queen's Bishop is out, and the Knight, in going to e3 to defend the square c4, does not block the Queen's Bishop.] 13.Ne3 Re8 14.0-0 Qe7

[This is bad. Black's game was already not good. He probably had no choice but to take 14...Bxe3 before making this move.]

15.Nd5 Bxd5 16.exd5 Nb8 [In order to bring it to d7, to support the other Knight and also his e-pawn. White, however, does not allow time for this, and by taking advantage of his superior position is able to win a pawn.] 17.a4 b4

[Since he had no way to prevent the loss of a pawn, he should have given it up where it is, and played 17...Nbd7 in order to make his position more solid. The text move not only loses a pawn, but leaves Black's game very much weakened.]

18.cxb4 Bxb4 19.Bxf6 Qxf6 20.Qe4 Bd6

21.Qxh7+ Kf8 [With a pawn more and all his pieces ready for action, while Black is still backward in development, it only remains for White to drive home his advantage before Black can come out with his pieces, in which case, by using the open h-file, Black might be able to start a strong attack against White's King. White is able by his next move to eliminate all danger.] 22.Nh4 Qh6

[This is practically forced. Black could not play 22...g6 because of 23.Bxg6 and White meanwhile threatened 23.♖h8+ followed by ♜f5+ and ♖xg7.]

23.Qxh6 gxh6 24.Nf5 h5 25.Bd1 Nd7 26.Bxh5
Nf6 27.Be2 Nxd5 28.Rfd1 Nf4 29.Bc4 Red8

30.h4 a5 [Black must lose time assuring the safety of this pawn.] 31.g3 Ne6 32.Bxe6 fxe6 33.Ne3 Rdb8

34.Nc4 Ke7 [Black fights a hopeless battle. He is two pawns down for all practical purposes, and the pawns he has are isolated and have to be defended by pieces.]

35.Rac1 Ra7 [White threatened 36.♕xd6, followed by 37.♖c7+.] 36.Re1 Kf6 37.Re4 Rb4 38.g4 Ra6

[If 38...Rxa4 39.Nxd6 of course would win a piece.]

□ Mieses, Jacques
 ■ Capablanca, Jose Raul
 Berlin
 [Capablanca, J. R.]

18.11.1913

1.e4 e5 2.d4 exd4 3.Qxd4 Nc6 4.Qe3 Nf6 5.Nc3
 Bb4 6.Bd2 0-0 7.0-0 Re8

[In this position, instead of the text move, 7...d6 is often played in order to develop the Queen's Bishop. My idea was to exert sufficient pressure on the e-pawn to win it, and thus gain a material advantage, which would, at least, compensate whatever slight advantage of position White might have. The plan, I think, is quite feasible, my subsequent difficulties being due to faulty execution of the plan.]

8.Qg3 Nxe4 9.Nxe4 Rxe4 10.Bf4 Qf6

[White's threat to regain the pawn was merely with the idea of gaining time to develop his pieces. Black could have played 10...d6 opening the way for his Queen's Bishop, when would have followed 11.Bd3 Re8 12.Nf3 and White would soon start a powerful direct attack against Black's King. With the text move Black aims at taking the initiative away from White in accordance with the principles laid down in this book.]

11.Nh3

[If 11.Bxc7 d6 and White's Bishop would be completely shut off, and could only be extricated, if at all, with serious loss of position. The text move aims at quick development to keep the initiative.]

11...d6 [This now is not only a developing move, but it also threatens to win a piece by 12...hx3.] 12.Bd3 Nd4

[This complicates the game unnecessarily. 12...Re8 was simple, and perfectly safe.]

13.Be3 Bg4

[This is a serious mistake. The position was most interesting, and though in appearance dangerous for Black, not so in reality. The right move would have been 13...Rg4 when we would have 14.Bxd4 Rxd4 15.c3 Bxc3 16.bxc3 Rg4 17.Qe3 (best) Qxc3+ 18.Bc2 Qxe3+ 19.fxe3 Rxe2 and Black has the best of the game with four pawns for a Knight, besides the fact that all the White pawns are isolated.]

14.Ng5! Rxe3 [There is nothing better.] 15.Qxg4!
 Ne2+ 16.Bxe2! Rxe2 17.Ne4! Rxe4 18.Qxe4 Qg5+
 19.f4 Qb5 20.c3 Bc5 21.Rhe1 Qc6 22.Rd5

[22.Qxc6 would have given White a decided advantage, enough to win with proper play. Mieses, however, feared the difficulties of an ending where, while having the Exchange, he would be a pawn minus. He preferred to keep the Queens on the board and keep up the attack. At first sight, and even after careful thought, there seems to be no objection to his plan; but in truth such is not the case. From this point the game will gradually improve in Black's favor

until, with the Exchange ahead, White is lost.]
 22...Qd7 23.f5 c6 24.Rd2 d5 [My plan for the moment is very simple. It will consist in bringing my Bishop around to f6. Then I shall try to paralyze White's attack against my King by playing ...h7-h6, and also prevent White from ever playing g2-g4-g5. Once my King is safe from attack I shall begin to advance my Queenside pawns, where there are four to three; and that advantage, coupled with the enormous attacking power of my Bishop at f6, will at least assure me an even chance of success.] 25.Qf3 Be7 26.Rde2 Bf6 27.Qh5 h6 28.g4 Kh7!

[28...Kh7 prevents 29.h4 which I would answer with g6 winning the Queen. It can now be considered that my King is safe from attack. White will have to withdraw his Queen via h3, and Black can use the time to begin his advance on the Queenside.]

29.Kb1 Rd8 30.Rd1 c5 [Notice that, on assuming the defensive, White has placed his Rooks correctly from the point of view of strategy. They are both on white squares free from the possible attack of the Black Bishop.] 31.Qh3 Qa4 [This gains time by attacking the Rook and holding the White Queen at h3 for the moment, on account of the g-pawn. Besides, the Queen must be in the middle of the fray now that the attack has to be brought home. White has actually more value in material, and therefore Black must utilize everything at his command in order to succeed.] 32.Red2 Qe4+ 33.Ka1 b5 [Threatening ...b5-b4, which would open the line of action of the Bishop and also secure a passed pawn.] 34.Qg2 Qa4

[34...Qa4 indirectly defends the d-pawn, which White cannot take with 35.Rxd5 on account of Qxd1+]

35.Kb1 b4 [The attack increases in force as it is gradually brought home directly against the King. The position now is most interesting and extremely difficult. It is doubtful if there is any valid defense against Black's best play. The variations are numerous and difficult.] 36.cxb4 Qxb4 [Black has now a passed pawn, and his Bishop exerts great pressure.] 37.a3

[White cannot very well play now 37.Rxd5 because of Rxd5 38.Rxd5 Bxb2 and White could not take 39.Qxb2 because Qe4+ would win the Rook, leaving Black a clear passed pawn ahead.]

37...Qa4! 38.Rxd5 Rb8 39.R1d2 c4 40.Qg3 Rb3 41.Qd6 c3

[41...Bxb2 would also win, which shows that White's game is altogether gone. In these cases, however, it is not the prettiest move that should be played, but the most effective one, the move that will make your opponent resign soonest.]

42.Rc2 cxb2 43.Rd3 Qe4 44.Rd1 Rc3

[Of course after 44...Rc3 White must play 45.Qd2 and then Black plays Rxa3]

0-1

□ Capablanca, Jose Raul
■ Teichmann, Richard

Berlin

[Capablanca, J. R.]

1.d4 d5 2.Nf3 Nf6 3.c4 e6 4.Bg5 Be7 5.Nc3
Nbd7 6.e3 0-0 7.Rc1 b6 8.cxd5 exd5 9.Bb5

[An invention of my own, I believe. I played it on the spur of the moment simply to change the normal course of the game. Generally the Bishop goes to d3, or a6 after ♖a4. The text move is in the nature of an ordinary developing move, and as it violates no principle it cannot be bad.] Bb7 10.0-0 a6 11.Ba4 Rc8 12.Qe2 c5 13.dxc5 Nxc5

[If 13...bxc5 14.Rfd1 and White would play to win one of Black's center pawns. The drawback to the text move is that it leaves Black's d-pawn isolated, and consequently weak and subject to attack.]

14.Rfd1 Nxa4

[The alternative would have been 14...b5 15.Bc2 b4 16.Na4 Nce4]

15.Nxa4 b5 16.Rxc8 Qxc8 17.Nc3 Qc4

[Black aims at the exchange of Queens in order to remain with two Bishops for the ending, but in this position such a course is a mistake, because the Bishop at b7 is inactive and cannot come into the game by any means, unless Black gives up the isolated d-pawn which the Bishop must defend.] 18.Nd4

[Not, of course, 18.Rd4 because of Qxe2 19.Nxe2 Rc8 and there is no good way to prevent 20...♙c2.]

18...Qxe2 19.Nxe2! [Notice the coordination of the Knights' moves. They are maneuvered chain-like, so to speak, in order to maintain one of them, either at d4 or ready to go there. Now White threatens to take the open file, and therefore forces Black's next move.] Rc8 [The student should examine this position carefully. There seems to be no particular danger, yet, as White will demonstrate, Black may be said to be lost. If the game is not altogether lost, the defense is at least of the most difficult kind; indeed, I must confess that I can see no adequate defense against White's next move.] 20.Nf5! Kf8

[If 20...Bd8 21.Nd6 Rc7 22.Nxb7 Rxb7 23.Bxf6 Bxf6 24.Rxd5 Rc7 25.Rd2 and White is a pawn ahead. If the Bishop moves anywhere else, then 21. ♙xf6, doubling the f-pawns and isolating all of Black's Kingside pawns.]

21.Nxe7 Kxe7 22.Nd4 g6 [This is practically forced, as White threatened 23. ♖f5+. Notice that the Black Knight is pinned in such a way that no relief can be afforded except by giving by the h-pawn or abandoning the open file with the Rook, which would be disastrous, as White would immediately seize it.]

23.f3! h6 [Black could do nothing else except mark time with his Rook along the open file, since as soon as he moved away White would take it. White, on the other hand, threatens to march up with his King to e5 via f2-g3-f4, after having, of course, prepared the way.

D63

Hence, Black's best chance was to give up a pawn, as in the text, in order to free his Knight.] 24.Bxb6 Nd7 25.h4 Nc5 26.Bf4 Ne6 [Black exchanges Knights to remain with Bishops of opposite colors, which gives him the best chance to draw.] 27.Nxe6 Kxe6

[27...fxe6 would be worse, as White would then be able to post his Bishop e5.]

28.Rd2 Rh8

[Black wants to force ♗g3. The text move is weak, however, as will soon be seen. His best chance was to play 28...b4 and follow it up with ...a6-a5 and ... ♗a6. White meanwhile could play 29.g4 and h4-h5, obtaining a passed pawn, which, with proper play, should win.]

29.Rc2!

[29.g3 would be bad, on account of d4 which would get the Black Bishop into the game, even though White could answer 30.e4]

29...Rc8 30.Rxc8 Bxc8 [There are now Bishops of opposite color, but nevertheless White has an easily won game.] 31.Kf2 d4 [Practically forced. Otherwise the White King would march up to d4 and then to e5 and win Black's Queenside pawns. If Black attempted to stop this by putting his King at c6 then the White King would enter through e5 into Black's Kingside and win just as easily.] 32.exd4 Kd5 33.Ke3 Be6 34.Kd3 Kc6 35.a3 Bc4+ 36.Ke3 Be6 37.Bh6

[It is better not to hurry 37.g4 because of f5 for although White could win in any case, it would take longer. Now the White King threatens to help by going in through f4 after posting the Bishop at g7, where it not only protects the d-pawn, but indirectly also the b-pawn.]

37...Kd5 38.Bg7 Black resigns. The student ought to have realized by this time the enormous importance of playing well every kind of ending. In this game again, practically from the opening, White aimed at nothing but the isolation of Black's d-pawn. Once he obtained that, he tried for and obtained, fortunately, another advantage of position elsewhere which translated itself into the material advantage of a pawn. Then by accurate playing in the ending he gradually forced home his advantage. This ending has the merit of having been played against one of the finest players in the world.]

1-0

□ Capablanca, Jose Raul

■ Marshall, Frank J

finals St. Petersburg

[Capablanca, J. R.]

C42
14.05.1914

1.e4 e5 2.Nf3 Nf6 3.Nxe5 d6 4.Nf3 Nxe4 5.Qe2 Qe7 6.d3 Nf6 7.Bg5 [Played by Morphy, and a very fine move. The point is that should Black exchange Queens he will be a move behind in development and consequently will get a cramped game if White plays accurately.] Be6

[Marshall thought at the time that his was the best move and consequently played it in preference to 7...Qxe2+]

8.Nc3 h6 9.Bxf6 Qxf6 10.d4 Be7 11.Qb5+ Nd7 12.Bd3! [It is now time to examine the result of the opening. On White's side we find the minor pieces well posted and the Queen out in a somewhat odd place, it is true, but safe from attack and actually attacking a pawn. White is also ready to castle. White's position is evidently free from danger and his pieces can easily maneuver. On Black's side the first thing we notice is that he has retained both his Bishops, unquestionably an advantage; but on the other hand we find his pieces bunched together too much, and the Queen in danger of being attacked without having any good square to go to. The Bishop at e7 has no freedom and it blocks the Queen, which, in its turn, blocks the Bishop.] g5

[To make room for his Queen, threatening also ...g5-g4. Besides, Black cannot castle on the Kingside with 12...0-0 because 13.Qxb7 Rfb8 14.Qe4 threatening mate, wins a pawn]

[Nor can he castle on the Queenside with 12...0-0 because 13.Qa5 would put Black's game in imminent danger, since he cannot play a6 (nor can he play 13...Kb8 because of 14.Nb5) because of 14.Bxa6 Consequently we must conclude that the opening is all in White's favor.]

13.h3

[13.h3 makes it difficult for Black to find a move, as White threatens -- 14.Ne4 and should Black go Qg7 then 15.d5 Bf5 16.Nxd6+ followed by 17.♙xf5.]

13...0-0 [Giving up a pawn in an attempt to free his game and take the initiative.] 14.Qxb7 Rab8 15.Qe4 Qg7 16.b3 c5 [In order to break up White's center and bring his Knight to e5 and thus lay the foundation for a violent attack against White's King. The plan, however, fails, as it always must in such cases, because Black's development is backward, and consequently his pieces are not properly placed.]

17.0-0 cxd4 18.Nd5! [A simple move, which destroys Black's plan utterly. Black will now have no concerted action of his pieces, and, as his pawns are all weak, he will sooner or later lose them.] Bd8

19.Bc4 Nc5 20.Qxd4 Qxd4 [The fact that he has to exchange Queens when he is a pawn behind shows that Black's game is lost.] 21.Nxd4 Bxd5 22.Bxd5

Bf6 23.Rad1 Bxd4 [The Knight was too threatening. But now the ending brought about is one in which the Bishop is stronger than the Knight; which makes Black's plight a desperate one. The game has no further interest, and it is only because of its value as a study of this variation of the Petroff that I have given it. Black was able to fight it out until the sixtieth move on account of some poor play on White's part. The rest of the moves are given merely as a matter of form.] 24.Rxd4 Kg7 25.Bc4 Rb6 26.Re1 Kf6 27.f4 Ne6 28.fxc5+ hxc5 29.Rf1+ Ke7 30.Rg4 Rg8 31.Rf5 Rc6 32.h4 Rgc8 33.hxc5 Rc5 34.Bxe6 fxe6 35.Rxc5 Rxc5 36.g6 Kf8 37.Rc4 Ra5 38.a4 Kg7 39.Rc6 Rd5 40.Rc7+ Kxg6 41.Rxa7 Rd1+ 42.Kh2 d5 43.a5 Rc1 44.Rc7 Ra1 45.b4 Ra4 46.c3 d4 47.Rc6 dxc3 48.Rxc3 Rxb4 49.Ra3 Rb7 50.a6 Ra7 51.Ra5 Kf6 52.g4 Ke7 53.Kg3 Kd6 54.Kf4 Kc7 55.Ke5 Kd7 56.g5 Ke7 57.g6 Kf8 58.Kxe6 Ke8 59.g7 Rxg7 60.a7 Rg6+ 61.Kf5 [Black resigns.]

1-0

□ Capablanca, Jose Raul

■ Janowski, David Markelowicz

prelim St. Petersburg

[Capablanca, J. R.]

C68 26.exd5 Qxd5 27.c6+ Kb8 28.cxd7 Qxd7 29.d5
Re8 30.d6 cxd6 31.Qc6 [Black resigns.]
1-0

03.05.1914

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Bxc6 dxc6 5.Nc3

[I played this move after having discussed it with Alekhine on several occasions. Alekhine considered it, at the time, superior to 5.d4 which is generally played. He played it himself later on in the Tournament, in one of his games against Dr. E. Lasker, and obtained the superior game, which he only lost through a blunder.]

5...Bc5

[5...f6 is probably the best move in this position. I do not like the text move.]

6.d3 Bg4 7.Be3 Bxe3 [This opens the f-file for White, and also reinforces his center, but Black naturally did not want to make a second move with this Bishop.] 8.fxe3 Qe7 9.0-0 0-0-0 [Bold play, typical of Janowsky.] 10.Qe1 Nh6 [The problem for White now is to advance his b-pawn to b5 as fast as he can.] 11.Rb1!

[If he plays 11.b4 at once, Black simply takes it]
[If he plays first 11.a3 and then b2-b4, he will still have to protect his b-pawn before he can go on and play a3-a4 and b4-b5. As a matter of fact White played a rather unusual move, but one which, under the circumstances, was the best, since after it he could at once play b2-b4 and then a2-a4 and b4-b5.]

11...f6 12.b4 Nf7 13.a4 Bxf3 [He simplifies, hoping to lighten White's attack, which will have to be conducted practically with only the heavy pieces on the board. He may have also done it in order to play ... ♠f7-g5-e6.] 14.Rxf3

[Taking with 14.gxf3 would have opened a possibility for a counterattack.]

14...b6

[He is forced to this in order to avoid the breaking up of his Queenside pawns. The only alternative would have been 14...b5 which on the face of it looks bad.]

15.b5 cxb5 16.axb5 a5 17.Nd5 Qc5 18.c4

[The White Knight is now a tower of strength. Behind it White will be able to prepare an attack, which will begin with d3-d4, to drive away the Black Queen and thus leave himself free to play c4-c5. There is only one thing to take care of and that is to prevent Black from sacrificing the Rook for the Knight and a pawn.] Ng5 19.Rf2

[Had White played 19.Rf1 instead of 19.♞f2, Black could have played Ne6 20.Qc3 and now Rxd5 (instead of the text move 20...Rd7) 21.exd5 Qxe3+ followed by 22...♠c5 with a winning game.]

19...Ne6 20.Qc3 Rd7 21.Rd1 Kb7

[The text move loses very rapidly. It would have been better for Black to play 21...Kd8]

22.d4 Qd6 23.Rc2 exd4 24.exd4 Nf4 25.c5 Nxd5

□ Capablanca, Jose Raul

■ Chajes, Oscar

New York

26.10.1918

[Capablanca, J. R.]

1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.Bd3 [Not the most favored move, but a perfectly natural developing one, and consequently it cannot be bad.] **dx**e4

[4...c5 is generally play in this case instead of the text move.]

5.Nxe4 Nbd7 6.Nxf6+ Nxf6 7.Nf3 Be7 8.Qe2

[This is played to prevent ...b7-b6 followed by ...♗b7, which is the general form of development for Black in this variation.] 0-0

[If Black now plays 8...b6 9.Bb5+ Bd7 10.Ne5 and White obtains a considerable advantage in position.]

9.Bg5 h6

[Of course Black could not play 9...b6 because of 10.Bxf6 followed by Bxf6 11.Qe4]

10.Bxf6 Bxf6 11.Qe4 g6

[This weakens Black's Kingside. 11...Re8 was the right move.]

12.h4 e5

[This is merely giving up a pawn in order to come out quickly with his Queen's Bishop. But as he does not obtain any compensation for his pawn, the move is bad. He should have played 12...Qd5 and tried to fight the game out that way. It might have continued thus: 13.Qf4 Bg7 14.Qxc7 Bxd4 15.Nxd4 Qxd4 16.0-0-0 with considerable advantage of position for White. The text move might be considered a mild form of suicide.]

13.dxe5 Bf5 14.Qf4 Bxd3 15.0-0-0 Bg7 16.Rxd3

Qe7 17.Qc4 [In order to keep the Black Queen from coming into the game.] **Rad**8 18.Rhd1

[A better plan would have been to play 18.Re1 threatening e5-e6.]

18...Rxd3 19.Rxd3 Re8 20.c3 c6

[Black with a pawn minus fights very hard. Of course if 20...Bxe5 21.Nxe5 Qxe5 22.Re3]

[With Black's 20...c6 the pawn has now to be defended, because after 21.-- Bxe5 22.Nxe5 Qxe5 23.Re3 Black could play Qb8 defending the Rook.]

21.Re3 c5 22.Kc2 b6 23.a4 [White's plan now is to fix the Queenside in order to be able to manoeuvre freely on the other side, where he has the advantage of material.] Qd7 24.Rd3 Qc8 25.Qe4 Qe6 26.Rd5

Kf8 27.c4 Kg8 [Black sees that he now stands in his best defensive position, and therefore waits for White to show how he intends to break through. He notices, of course, that the White Knight is in the way of the f-pawn, which cannot advance to f4 to defend, or support rather, the pawn at e5.] 28.b3 Kf8 29.Kd3

Kg8 30.Rd6 Qc8 31.Rd5 Qe6 32.g4 Kf8 33.Qf4

Kg8 34.Qe4 Kf8 [Black persists in waiting for developments.] 35.Ke2

[Black sees that if 35.h5 gxh5 36.gxh5 the Queen

goes Qh3 and White will have to face serious difficulties. In this situation White decides that the only course is to bring his King to g3, so as to defend the squares h3 and g4, where the Black Queen might otherwise become a source of annoyance.]

35...Kg8 36.Kf1 Kf8 37.Kg2 Kg8 38.Kg3 Kf8

[Now that he has completed his march with the King, White is ready to advance.] 39.h5 gxh5

[39...g5 would be answered by 40.Qf5 with a winning game.]

40.gxh5 Qe7

[Against 40...Kg8 White would play 41.Qg4 practically forcing the exchange of Queens, after which White would have little trouble in winning the ending, since Black's Bishop could not do much damage in the resulting position.]

41.Qf5 Kg8

[Black overlooks the force of 42.♞d7. His best defense was 41...Rd8 against which White could either advance the King or play 42.Nh4 threatening 43.♞g6+.]

42.Rd7 Bxe5+ [This loses a piece, but Black's position was altogether hopeless.] 43.Kg4 Qf6

44.Nxe5 Qg7+ 45.Kf4 [The interest of this game centers mainly on the opening and on the march of the White King during the final stage of the game. It is an instance of the King becoming a fighting piece, even while the Queens are still on the board.]

1-0

□ Morrison, John Stuart
■ Capablanca, Jose Raul
New York
[Capablanca, J. R.]

C62
03.11.1918

1.e4 e5 2.Nf3 Nc6 3.Bb5 d6 4.Nc3 Bd7 5.d4
exd4 6.Nxd4 g6 [In this form of defense of the Ruy
Lopez the development of the King's Bishop via g7 is,
I think, of great importance. The Bishop at g7 exerts
great pressure along the long diagonal. At the same
time the position of the Bishop and pawns in front of
the King, once it is castled, is one of great defensive st
rength. Therefore, in this form of development, the
Bishop, we might say, exerts its maximum strength.
Compare this note with the one in the Capablanca-
Burn game at San Sebastian.] 7.Nf3 Bg7 8.Bg5 Nf6
[Of course not 8...Nge7 because of 9.Nd5]
[The alternative would have been 8...f6
to be followed by ...g7; but in this position it is
preferable to have the Knight at f6.]

9.Qd2 h6 10.Bh4

[An error of judgment. White wants to keep the
Knight pinned, but it was more important to prevent
Black from castling immediately. 10.Bf4
would have done this.]

10...0-0 11.0-0-0 [Bold play, but again faulty
judgment, unless he intended to play to win or lose,
throwing safety to the winds. The Black Bishop at g7
becomes very powerful attacking piece. The strategical
disposition of the Black pieces is now far superior to
White's, therefore it will be Black who will take the
offensive.] Re8 12.Rhe1 [White wanted to keep his
Queen's Rook on the open file, and consequently
brings over his other Rook to the center to defend his e-
pawn, which Black threatened to win by 12...g5
followed by 13...xe4.] g5! [Now that the King's
Rook is in the center, Black can safely advance, since,
in order to attack on the Kingside, White would have
to shift his Rooks, which he cannot do so long as
Black keeps up the pressure in the center.] 13.Bg3
Nh5 14.Nd5

[By uncovering the Bishop, which now acts along
the long diagonal, Black has at the same time
prevented 14.e5 which would be answered by Nxc3
15.hxc3 Nxe5 etc., winning a pawn.]

14...a6 [Black drives the Bishop away so as to unpin
his pieces and be able to maneuver freely.] 15.Bd3
Be6 [Preparing the onslaught. Black's pieces begin to
bear against the King's position.] 16.c3 [With the last
move White not only blocks the action of the Black
King's Bishop, but he also aims at placing his Bishop
at b1 and his Queen at c2, and then advancing his e-
pawn, to check at h7.] f5! [Initiating an attack to
which there is no reply, and which has for its ultimate
object either the winning of the White Queen's Bishop
or cutting it off from the game. Compare this game
with the Winter-Capablanca game at Hastings.] 17.h4
f4 [The Bishop is now out of action. White naturally

counterattacks violently against the seemingly exposed
position of the Black King, and, with very good
judgment, even offers the Bishop.] 18.hxg5! hxg5!
[Taking the Bishop would be dangerous, if not actually
bad, while the text move accomplishes Black's object,
which is to put the Bishop out of action.] 19.Rh1 Bf7
20.Kb1

[This move unquestionably loses time. Since he
would have to retire 20.Bh2 sooner or later, he
might have done it immediately. It is doubtful,
however, if at this stage of the game it would be
possible for White to save the game.]

20...Ne5 21.Nxe5 Rxe5 [It was difficult to decide
which way to retake. I took with the Rook in order to
have it prepared for a possible attack against the King.
] 22.Bh2 Nf6 [Now that the White Bishop has been
driven back, Black wants to get rid of White's strongly
posted Knight at d5, which blocks the attack of the
Bishop at f7. It may be said that the Knight at d5 is
the key to White's defense.] 23.g3

[White strives not only to have play for his Bishop,
but also he wants to break up Black's pawns in order
to counterattack. The alternative would have been
23.Nxf6+ Qxf6 and Black would be threatening 24...
a5 and also 24...e6. The student should notice
that Black's drawback in all this is the fact that he is
playing minus the services of his Queen's Rook. It is
this fact that makes it possible for White to hold out
longer.]

23...Nxe4 24.Bxe4 Rxe4 25.gxf4 c6 26.Ne3

[26.Nb4 was the alternative, but in any event White
could not resist the attack. I leave it to the reader to
work this out for himself, as the variations are so
numerous that they would take up too much space.]

26...Qa5 27.c4 Qxd2 28.Rxd2 gxf4 29.Ng4 Bg6
[This forces the King to the corner, where he will be in
a mating net.] 30.Ka1 Rae8 [Now at last the Queen's
Rook enters into the game and soon the battle is over.]
31.a3

[If 31.Rxd6 Re1+ 32.Rd1 R8e2]

31...Re1+ 32.Rxe1 Rxe1+ 33.Ka2 Bf7 34.Kb3 d5
[The quickest way to finish the game.] 35.Bxf4 dxc4+
36.Kb4 c3 37.bxc3 Re4+ 38.Ka5 Rxf4 39.Rd8+
Kh7 40.Rd7 Be6 [White resigns. A very lively game.
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□ Marshall, Frank J
 ■ Capablanca, Jose Raul

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[Capablanca, J. R.]

1.d4 d5 2.Nf3 Nf6 3.c4 e6 4.Nc3 Nbd7 5.Bg5 Be7 6.e3 0-0 7.Rc1 c6 [This is one of the oldest systems of defense against the Queen's Gambit. I had played it before in this tournament against Kostic, and no doubt Marshall expected it. At times I change my defenses, or rather systems of defense; on the other hand, during a tournament, if one of them has given me good results, I generally play it all the time.] 8.Qc2 dxc4 9.Bxc4 Nd5 10.Bxe7 Qxe7 11.0-0 Nxc3 12.Qxc3 b6 [This is the key to this system of defense. Having simplified the game considerably by a series of exchanges, Black will now develop his Queen's Bishop along the long diagonal without having created any apparent weakness. The proper development of the Queen's Bishop is Black's greatest problem in the Queen's Gambit.] 13.e4 Bb7 14.Rfe1 Rfd8

[The developing stage can now be said to be complete on both sides. The opening is over and the middlegame begins. White, as is generally the case, has obtained the center. Black, on the other hand, is entrenched in his first three ranks, and if given time will post his Queen's Rook at c8 and his Knight at f6, and finally play ... c6-c5, in order to break up White's center and give full action to the Black Bishop posted at b7. In this game White attempts to anticipate that plan by initiating an advance on the center, which, when carefully analysed, is truly an attack against Black's e-pawn.] 15.d5 Nc5!

[Against Kostic in a previous game I had played 15...Nf8 It was carelessness on my part, but Marshall believed differently, otherwise he would not have played this variation, since, had he analyzed this move, he would, I think, have realized that Black would obtain an excellent game. Black now threatens not only 16...cxd5, but also 16...dxe4 followed by 17...cxd5. The position is very interesting and full of possibilities.]

16.dxe6 Nxe6 17.Bxe6 Qxe6 [Played under the impression that White had to lose time in defending his a-pawn, when I could play 18...c5, obtaining a very superior game. But, as will be seen, my opponent had quite a little surprise for me.] 18.Nd4! Qe5!

[Of course, if 18...Qxa2 19.Ra1 would win the Queen. The text move is probably the only satisfactory move in the position]

[The obvious move would have been 18...Qd7 to defend the c-pawn, and then would come 19.Nf5 f6 20.Qg3 (threatening 21.♖cd1) Kh8 21.Rcd1 Qf7 22.h4 with a tremendous advantage in position. The text move, on the other hand, assures Black an even game at the very least, as will soon be seen.]

19.Nxc6 Qxc3 20.Rxc3 Rd2 21.Rb1

[A very serious error of judgment. White is under the impression that he has the better game, because he is

a pawn ahead, but that is not so. The powerful position of the Black Rook at d2 fully compensates Black for the pawn minus. Besides, the Bishop is better with Rooks than the Knight (see Examples 29-38, where the relative values of the Knight and Bishop are compared), and, as already stated, with pawns on both sides of the board the Bishop is superior because of its long range. Incidentally, this ending will demonstrate the great power of the Bishop. White's best chance was to take a draw at once, thus: 21.Ne7+ Kf8 22.Rc7 Re8 (not 22...Bxe4 because 23.f3 would give White the best of it) 23.Rxb7 (best, and not 23.Ng6+ because of f3g6 followed by 24.Rxb7 Rxe4) 23...Rxe7 24.Rb8+ Re8 25.Rxe8+ Kxe8 and with proper play White will draw. It is curious that, although a pawn ahead, White is the one is always in danger. It is only now, after seeing this analysis, that the value of Black's move 18...♖e5 can be fully appreciated.]

21...Re8 [With this powerful move Black begins, against White's center, an assault which will soon be shifted against the King itself.] 22.e5

[White is afraid to play 22.f3 because of f5]

22...g5 [To prevent f2-f4. The White Knight is practically pinned, because he does not dare move on account of ...♗xe5.] 23.h4 [This is a sequel to the previous move. White expects to disrupt Black's pawns, and thus make them weak.] gxh4

[Though doubled and isolated this pawn exercises enormous pressure. Black now threatens 24...♗e6; to be followed by ...♗g6 and ...h3-h2 at the proper time.]

24.Re1 [White cannot stand the slow death any longer. He sees danger everywhere, and wants to avert it by giving up his Queenside pawns, expecting to regain his fortunes later on by taking the initiative on the Kingside.] Re6! [Much better than taking pawns. This forces White to defend the Knight with the Rook at e1, because of the threat 25...♗g6.] 25.Rec1 Kg7

[Preparatory to ...♗g6. The game is going to be decided on the Kingside, and it is the isolated double pawn that will supply the finishing touch.] 26.b4 b5 [To prevent b4-b5, defending the Knight and liberating the Rooks.] 27.a3 Rg6 28.Kf1 Ra2 [Notice the remarkable position of the pieces. White cannot move anything without incurring some loss.] 29.Kg1

[His best chance would have been to play 29.e6 but that would only have prolonged the game, which is lost in any case.]

29...h3 30.g3 a6 [Again forcing White to move and to lose something thereby, as all his pieces are tied up.]

31.e6 Rxe6 32.g4

[Not even now can White move the Knight because 32.Na5 h2+ 33.Kxh2 Rh6+ 34.Kg1 Rh1#]

32...Rh6 33.f3

[If 33.g5 h2+ 34.Kh1 Rxc6 35.Rxc6 Rxf2 winning easily.]

33...Rd6 34.Ne7 Rdd2 35.Nf5+ Kf6 36.Nh4 Ke5 37.Nf5 Rg2+ 38.Kf1 h2 39.f4+ Kxf4

[White resigns. An ending worth very careful study.]
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