THE GAMES

IN THE

St. Petersburg Tournament

—✳ 1895-96, ✳—

WITH

Copious Notes and Critical Remarks

BY

Messrs. JAMES MASON and W. H. K. POLLOCK,

AND ILLUSTRATED BY

Numerous Diagrams of Interesting Positions

TOGETHER WITH

Portraits and Biographical Sketches

OF THE PLAYERS,

HERR LASKER, MR. STEINITZ,

MR. PILLSBURY, AND M. TCHIGORIN.

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CONTENTS.

The St. Petersburg Tournament,

1895-96.

EMANUEL LASKER.

HERR Emanuel Lasker was born in Berlinchin, a small town in Prussia, on the 24th December, 1868. He learnt the moves of the game when 12 years old, his brother, Dr. Lasker, being his tutor. At the age of 15 he entered seriously upon the scientific study of chess. Lasker was first heard of publicly as a player in 1889, as, in the June of that year, he carried off first prize in a tournament held at the Kaiserhoff, in Berlin, without losing a single game. In the July of the same year he competed in the Minor Tournament of the German Chess Association, at Breslau, where he carried off the first prize after tying with Herr V. Feyerfeil, whom he defeated in the tie-match, and this, according to German rule (a most excellent one), entitled him to rank as a master. At the Amsterdam International Tournament of the same year he won second prize (with a score of 6 games out of a possible 8), Burn taking first prize; Van Vliet was the only player who defeated him on that occasion, whilst Burn and Mason drew their games with him. In July, 1890, he tied with his brother, Dr. Lasker, for first and second prizes at the Berlin National Tournament. In August, 1890, he won third prize at the International Tournament with a score of 4 out of 6.

In 1891, Lasker came to London and gave performances of exhibition play at the German Exhibition. In 1892, he took the first prize in the National Master Tournament of the British Chess Association, Mason being second. Then followed the famous quintangular match, when against the best players resident in England—Messrs. Bird, Blackburne, Gunsberg, and Mason—he secured first prize with the excellent score of 6½ out of a possible 8. In this contest he did not lose a single game, but drew twice with Mason and once with Gunsberg. Then followed his match with Blackburne in London, whom he defeated by 6 to 0, with 4 draws, and his match with Bird at Newcastle-onTyne, whom he beat by 5 to 0.

In September. 1892, he went to the United States, where he continued his successes both in match and tournament play, until in 1894 he finally defeated Steinitz in a set match by 10 to 5, with 4 draws, thus winning the title of chess champion of the world. We give some particulars of this important match in our sketch of Mr. Steinitz's career.

Soon after his victory over Mr. Steinitz, Herr Lasker returned to Europe, and, after a short sojourn in the Fatherland again visited England, where he received a most cordial welcome. He did not enter into any public play of importance, but restricted himself to simultaneous exhibitions and friendly chess. Towards the end of the year he was, unfortunately, stricken down with a severe attack of typhoid fever, and at one time his recovery was regarded as almost doubtful. Thanks to the great attention of his brother, Dr. Lasker (who came over specially from Germany), he recovered, and slowly regained strength. He subsequently delivered a series of lectures in London, on the theory of the chess openings, and these were afterwards published in book form, under the title *Common Sense in Chess.* When the Hastings Tournament was announced, Herr Lasker entered his name, but his friends were afraid that his weak health would not permit him to play. In this, however, they were agreeably disappointed, as he recovered more strength, and played throughout the contest. He was not completely successful in the first few rounds, but he held a good position in the score list, and for some time he and Mr. Pillsbury and M. Tchigorin ran each other very close indeed for first prize. The ultimate result was that Herr Lasker finished third with 15½, Pillsbury being first with 16½, and Tchigorin second with 16. Below Herr Lasker were Tarrasch 14, Steinitz 13, Schiffers 12, Bardeleben 11½, Teichmann 11½, and Schlechter 11

The next event was the celebrated St. Petersburg Quadrangular Match, between the chief prize winners at Hastings. In this Lasker fully maintained his chess reputation. Opening somewhat tamely, he was for some time in the rear of the Hastings winner Pillsbury, but his steady play was a source of strength to him, and, at length, he drew ahead and kept the lead to the end and secured the first prize with 11½, Mr. Steinitz being second with 9½, Mr. Pillsbury third with 8, and M. Tchigorin fourth with 7. In his personal encounters with his three opponents Herr Lasker defeated Steinitz by 4 to 2, and Tchigorin by 5 to 1, but was defeated by Pillsbury by 3½ to 2½. He tied for first place in four out of the six rounds played, but was not absolute winner in any one round.

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HERR LASKER'S RECORD.
IN MATCH PLAY.

Date.	Opponent's Name.	Result.
1889 ...	Bardeleben—match	Lasker 2½ out of 4.
1890 ...	Mieses—match	Lasker 6½ out of 8.
1890 ...	Bird—match	Lasker 9 out of 13.
1890 ...	Miniati—match	Lasker 4 out of 5.
1891 ...	Lee—match	Lasker 1½ out of 2 (Lee resigned on the plea of illness).
1892 ...	Blackburne—match	Lasker 6, Blackburne 0, drawn 4.
1892 ...	Bird—match	Lasker 5, Bird 0.
1892 ...	Eight strongest players of Manhattan C.C., including Delmar, Hodges, Hanham, Ryan, &c., three games each	Lasker 21½ out of 24.
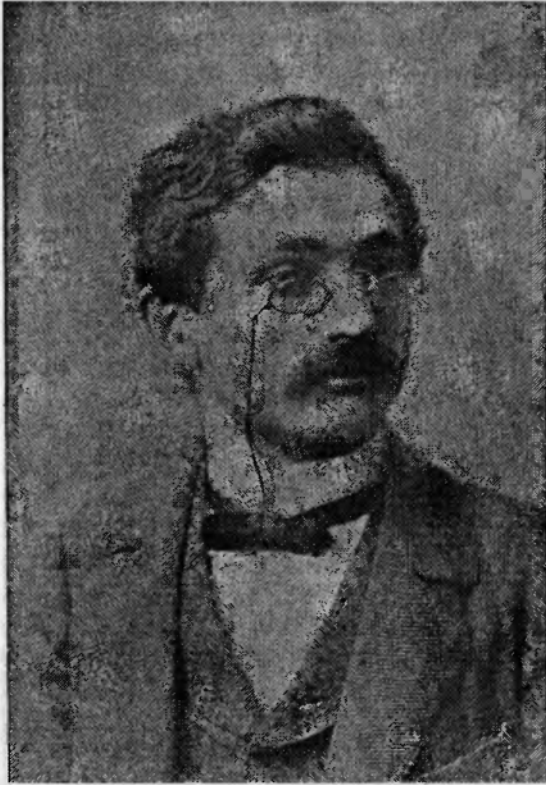
Herr Emanuel Lasker
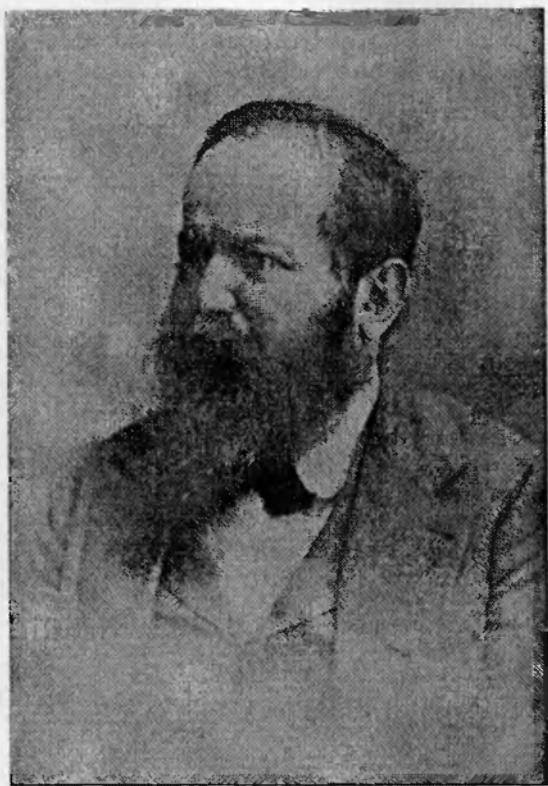
Mr. Wilhelm Steinitz

1892 ... Three strongest players of Brook-
        lyn C.C., two games each   ...   Lasker 5½ out of 6.
1893 ... Five strongest players of Philadel-
        phia C.C., two games each ..   Lasker 9 out of 10.
1893 .. Golmayo—series of games ...   ...   Lasker 3, Golmayo 2, drawn 1.
1893 ... Vazquez—series of games   ...   ...   Lasker 3, Vazquez o.
1893 ... Showalter—match ... ...   Lasker 6, Showalter 2, Drawn 2.
1893 ... Ettlinger-match at odds of the draw   Lasker 5, no draws.
1894 ... Steinitz—championship match   ...   Lasker 10, Steinitz 5, drawn 4.

IN TOURNAMENT.

Date.	Tournament.	Result.
1889 ...	Kaiserhof, Berlin	Lasker 1st, without losing a game.
1889 ...	Minor Tournament, G.C.A., Breslau	Lasker 1st, after a tie with Feyerfeil.
1889 ...	Master Tournament, Amsterdam...	Lasker 2nd, Burn 1st.
1890 ...	Berlin National	E. Lasker and Dr Lasker tie for 1st and 2nd
1890 ...	Graz International	Lasker third
1892 ...	B.C.A. Tournament, London ...	Lasker 1st, Mason 2nd.
1892 ...	Quintangular Tournament	Lasker 1st, Blackburne 2nd, Mason 3rd. Lasker did not lo e a game.
1893 ...	New York	Lasker 1st, Albin 2nd, Delmar 3rd. Lasker won every game he played, 13 out of 13.
1895 ...	Hastings International	Lasker 3rd, after Pillsbury and Tchigorin, but before Tarrasch and Steinitz.
1895-6	St. Petersburg Quadrangular ...	Lasker 1st, Steinitz 2nd, Pillsbury 3rd, Tchigorin 4th.

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WILHELM STEINITZ.

THE chess career of Herr Wilhelm Steinitz—or as he prefers to call himself, now he is an American citizen, Mr. William Steinitz—has been a long and successful one, and his defeats in recent years do not overshadow his splendid and certainly unparalleled record in match and tournament play. That record has been firmly established, and recent defeats at the hands of youthful aspirants matter little so far as his chess reputation stands. "Youth will be served," and there comes to every man the time when he must give up to younger hands the power wielded for years—it is so in everything in the world. Philidor, at the age of 29, defeated his old master, Legalle, twenty years his senior. De La Bourdonnais defeated Deschapelles, who was his senior by seventeen years. La Bourdonnais died unconquered at the comparatively early age of forty-three : but his pupil and successor, St. Amant, was in 1843 defeated by Staunton, who was ten years his junior. Staunton in his turn had (in 1851) to give way to Anderssen, who, however, was but eight years younger than the great Englishman. Then in 1858, Anderssen had temporarily to give way to the youthful Morphy ; and finally, in 1866, had to resign to Steinitz, then thirty years old, or eighteen years younger than the great German player. Now Steinitz, at the age of sixty, succumbs to Lasker,

who is only in his twenty-eighth year. Whether Lasker in actual play could have beaten Steinitz in his prime is a point that can never be settled, any more than whether Steinitz could have beaten Anderssen in his prime. A man cannot put off his age, and added years do not bring added strength to the chess player. Suffice it that Lasker, at twenty-eight. has proved himself a more consistent player than Steinitz, at sixty. Any other comparison must always be speculative, and the conclusion arrived at must he largely tinged by the personal equation of the enquirer.

William Steinitz was born in the city of Prague, Bohemia, on the 17th May, 1836. He learned the moves of the game in his native place, and when quite a boy was acknowledged as the best chess player in the city—the champion of Prague in fact. At school he advanced rapidly, and distinguished himself—in mathematics especially. Later he removed to Vienna, and was enrolled as a student in the Polytechnic Institute of that city. Here, however, his studies were considerably interfered with by lung and eye difficulties. In 1860, he fisst became associated with the press by joining the editorial staff of the *Constitutionellen Oesterreichischen Zeitung.* Thus early, therefore, had "destiny" shaped young Steinitz's path in life, and blended together chess and journalism. His studies at Vienna had not interrupted his pursuit of chess, and he had become a member of the Vienna Chess Club, then one of the strongest on the Continent, and he at once began to establish a local reputation. In 1859, he won the third prize in the Vienna Tournament (local), Hamppe being first, and Jenai second. In 1860, he took second prize in the Local Tournament, Hamppe being first; and in 1861 he carried off the first prize, having only lost one game out of thirty-four played. During these few years he had much practice with Herr Hamppe, the inventor of the opening named sometimes after himself. sometimes after the city wherein he lived. Hamppe frequently played out his King towards the centre of the board, in certain phases of the opening. Here undoubtedly is to be traced the original inception of the "Steinitz Gambit," to the improvement of which the great player has devoted so much labour.

The year 1862—Steinitz being then twenty-six years of age—marked the starting point of his career as a great chess player. Up to then he was a great Viennese player; from that date he was to become a great European player, and to take his place with the master players of the world. In that year an International Tournament was to be held in London, and it became a question in Vienna chess circles as to the choice of a player to represent them at the tournament; their choice fell upon Steinitz, and in London he for the first time found himself face to face with the leading European masters. He gave a fairly good account of himself in this his first important encounter with foreign masters, for at the end of the tournament he was the winner of the sixth prize, the other prize-winners being Anderssen, Paulsen, Owen, MacDonnell, and Dubois, in the order named.

Having thus established himself as a master player, he elected to make London his dwelling-place, and for more than twenty years he was identified with English chess, and his reputation grew rapidly.

In 1866, Steinitz won his first really great match—that with Herr Anderssen, who at that time was regarded as the strongest living chess

player. The match was for £100 a-side, and informally involved the right to the championship of the world. The Prussian made a gallant fight, but Steinitz won by 8 games to 6.

From this point Steinitz's career is intimately blended with the history of the world's chess. For nearly three decades he has been the greatest match player and one of the most successful tournament players of the century. Space fails us to do more than give a tabulated record of his public performances since 1862, which will be found at the end of this sketch.

Everyone must acknowledge that this record is a noble one, and stamps Steinitz as a player of the highest rank. Amidst his many victories, some, of course, are more remarkable than others. Such was his defeat of the great Anderssen in 1866, the then champion of the world. Such were his decisive defeats of Blackburne by 7 to 1 on one occasion, and by 7 to 0 on another. Such were his two defeats of Zukertort—that of 1872, when the latter came to England with a wonderful reputation, having beaten all the strong German masters, but who yet went down before Steinitz with a score of 7 to 1, and in 1886, after he had attained the height of his fame as the winner of the memorable London Tournament of 1883. Such were also his defeats of Gunsberg and Tchigorin.

The great match of his career, and the one by which the sceptre of chess was transposed to other hands, was played in 1891, when he met Herr Emanuel Lasker, who had for some time previous been gradually forcing himself to the head of the chess world, and had at last formally challenged Steinitz to a match for the championship of the world. After some time spent in negotiations, Mr. Steinitz accepted the challenge, and the articles of agreement for this important encounter were signed on the 3rd March, 1894, by the two contracting parties. at the Manhattan Chess Club, New York. The chief points were: the winner of the first ten games to be the winner of the match, draws not to count. The time-limit to be 15 moves per hour. Three games per week to be played. The match to be played in three divisions: first in New York, where a total of eight games were to be played, or until one of the players had scored four games; second in Philadelphia, where not more than five games were to be played, or until one player had scored a total of seven games; third in Montreal. where the match was to be completed. Between the New York and Philadelphia play there was to be a week's intermission. and a similar intermission took place between the Philadelphia and Montreal play.

The stakes were fixed at 2,000 dollars a-side, or £800 in all, and the Championship of the World. Certain rest days were also provided for.

Play in the match commenced at New York, on the 15th March, and proceeded until the 6th April, when the requisite eight games had been completed, and the score stood Lasker 4, Steinitz 2, drawn 2. Play in the second portion of the match commenced at Philadelphia, on 14th April, and concluded on the 21st April, when Lasker had scored the requisite total of 7 won games; score, Lasker 7, Steinitz 2, drawn 2. The concluding portion of the match commenced at Montreal, on 3rd May, and concluded on 26th May, when the final score was Lasker 10, Steinitz 5, drawn 4; and Steinitz had for the first time in thirty years been defeated in a set match for the championship of the world.

Soon after his defeat he in turn challenged Lasker to a championship match, but nothing came of it, and in 1895 Mr. Steinitz once more visited England, and was received very warmly by many friends, old and new. His chief object in this visit was to take part in the International Master Tournament, at Hastings, played during August of 1895 This important contest attracted the very strongest players of the world. and to some extent might fittingly be called "a battle of giants." Mr. Steinitz did very well the first week, tying for first place with Tchigorin with 4 each. The second week proved most disastrous to him, owing to an attack of insomnia, and he lost ground ; but with his accustomed tenacity he gradually forged ahead in the latter part of the contest, and at its conclusion was fifth prize-winner with a score of 13. Above him were Messrs. Pillsbury first with 16½, Tchigorin second with 16, Lasker third with 15½, and Tarrasch fourth with 14. Below him were Schiffers (12), Bardeleben (11½), Teichmann (11½), Schlechter (11), and Blackburne (10½), in the order named. Mr. Steinitz was also awarded the special prize for brilliancy for a beautiful game he won from Von Bardeleben.

After the conclusion of the Hastings Tournament, Mr. Steinitz visited France, and then proceeded on to St. Petersburg, to take part in an Invitation Tournament between Lasker, Pillsbury, Tchigorin and himself. Dr. Tarrasch was also invited by the St. Petersburg Club, but was unable to be present owing to professional engagements. This memorable contest commenced on the 13th December, and was not concluded until 21st January, 1896, during which period each competitor had played six games with each of the other three, making thereby a total of thirty-six games for the entire tournament. At first Steinitz opened very badly, scoring 1 only in the first round, and 1½ in the second. In the third round he did better as he scored 2, but at this the completion of one-half of the tournament he only stood third with 4½ ; Pillsbury being first with 6½, and Lasker second with 5½. Again, however, the veteran's tenacity did him good service. for he continued to more than maintain his position, until at the conclusion of play he was second with 9½ ; Lasker being first with 11½, Pillsbury third with 8, and Tchigorin fourth with 7. In his personal encounters with the three different players he defeated Pillsbury most decisively, their score being Steinitz 5, Pillsbury 1, made up of 2 draws. Lasker, however, defeated him by 4 to 2, and Tchigorin defeated him by 3½ to 2½. It is noteworthy too that though he tied for first place in several of the six rounds, he never absolutely won one. This St Petersburg performance of the veteran player, however, will ever remain amongst his triumphs, when his age and the skill of his opponents are kept in view ; beside which some of his games, especially in the latter part of the contest, reminds us of the Steinitz of twenty years ago.

Of all the great players of his day. Morphy and Staunton alone, were never met by Steinitz in actual play ; all the rest he defeated either in match or tournament play. As to Staunton it matters little, for he was then long past his prime, and had ceased to be the Staunton who had conquered St. Amant, Harrwitz. and Horwitz. With Morphy, however, it is somewhat different, for his career had been so brilliant, if so short, that men would fain make his play the standard by which to judge that of others, and

therefore it remains a blank in chess doings that Morphy, the victor of Anderssen in 1857, never played Steinitz, the victor of Anderssen in 1866. When Morphy disappeared so suddenly from the chess arena, there was no falling off in his marvellous chess powers, and as both men were about the same age, there is nothing unreasonable in supposing that fate might have brought them face to face over the chess-board, and so have settled the vexed question of their relative supremacy. This, however, was not to be, and the matter must remain a thing of speculation—possibly a not over profitable one ; but still the speculation runs on. So far as record goes Steinitz holds the palm, but then Steinitz has played master chess for more than thirty-two years, whilst Morphy's whole chess career occupied but the short space of two years. Steinitz himself, in the *Figaro*, so far back as 1878—when he was contemplating retiring from chess—claims that his record was then better than Morphy's, but left the question of genius an open one. Whether the analytical skill. the patience, the tenacity, the coolness, and all the other resources of Steinitz would have prevailed against the blinding brilliancy of Morphy is an open question. The American vaulted into his place at one bound, whilst the Bohemian has attained his by slow and patient climbing; but whether the former could have maintained his position for the length of time that Steinitz has done is questionable.

We can, however, judge of the different effects the two great players have had upon the play of their respective epochs. Morphy revolutionised chess; Steinitz has remodelled it. Morphy brought life. and dash, and beauty into the game, at a time when an age of dulness seemed about to set in, and he did this at a stroke; Steinitz has given it order, and method, and directness, at a time when these were beginning to be lost in the search for brilliancy. Morphy issued imperial edicts; Steinitz laboriously constructs Acts of Parliament, and carefully builds them up clause by clause. Morphy stood like a wizard, and with one wave of his wand produced magical effects, one knows not how, and hardly stops to enquire; Steinitz is the scientist in his laboratory, and he shews us how he works, and how he experiments. Morphy is at once the Cæsar and the Napoleon of chess. Like the former, his motto was *"veni, vidi, vici"*; like the latter, he launches a fierce cavalry charge upon the ranks of his foe, and trusts to carry everything by a *coup de main*. Steinitz, on the other hand, is the Wellington or the Von Molke of chess. With the former, he throws up his lines of Torres Vedras. and with the latter, he has his plan of campaign carefully docketed and put away until occasion. calls for it.

In 1862, Anderssen told Steinitz he was no Morphy; in 1866 he put him far above Morphy. Burn and Tarrasch place Steinitz above Morphy. In 1882, after the Vienna Tournament, Allen in the *Turf, Field, and Farm*, placed Steinitz and Winawer on a higher level than Morphy. One fact must be borne in mind, that Morphy was champion for twenty-eight weeks, and that Steinitz has been champion for twenty-eight years. Nevertheless their relative genius for the game and strength in play is an open question, to which everyone can give an answer that best suits himself.

But Steinitz is not only a great player, he is a great writer on the game When he assumed the editorial pen, and took charge of the chess column

of the *Field,* a new era in chess annotation commenced. The care, the painstaking industry, the analytical skill he constantly displayed were simply astounding ; nothing like it had been seen before. His labours in the field of analytical research have been unceasing, and will remain a monument to his skill and industry. As a player he has often injured his chances both in matches and tournaments by resolutely testing some pet theory, until defeat after defeat warned him that there was some inherent weakness in his new line of play which his own examination had failed to discover. Whether he has founded a new school of chess, or no, one thing is clear, that he has lifted chess out of the old empirical rut and placed it on something like a scientific basis.

Amidst all his labours at the desk and over the board, it must not be thought that Steinitz is a very robust man. This is far from being the case, for he has been somewhat ailing from his youth upwards. In 1867 he had an attack of sunstroke, which greatly impaired his memory, and to some extent injured his constitution. Whilst engaged in important matches he is apt to suffer much from insomnia, especially at the commencement of the contest ; and this, to some extent, may account for the poor start he has made in most of his matches.

Since 1884 he has been a resident in the United States, where he has played all his matches of late years, and where he published the *International Chess Magazine* from 1885 to 1891, and the *Modern Chess Instructor,* part I. and part II.

Mr. WILLIAM STEINITZ'S RECORD.

In Match Play.

Date.	Opponent's Name.	Final Score.
1862 ...	Dubois—match	Steinitz 5, Dubois 3, drawn 1.
1863 ...	Deacon—match	Steinitz 5, Deacon 1.
1863 ...	Mongredian—match	Steinitz 7, Mongredian 0.
1863 ...	Blackburne—match	Steinitz 7, Blackburne 1, drawn 2.
1863 ...	Green—match	Steinitz 7, Green 0, drawn 2.
1866 ...	Anderssen—championship match...	Steinitz 8, Anderssen 6.
1366 ...	Bird—match	Steinitz 7, Bird 5, drawn 5.
1867 ...	Fraser—match...	Steinitz 3, Fraser 1, drawn 3.
1870 ...	Blackburne—series of games... ...	Steinitz 5, Blackburne 0, drawn 1.
1872 ...	Zukertort—match	Steinitz 7, Zukertort 1, drawn 4.
1876 ...	Blackburne—match	Steinitz 7, Blackburne 0.
1882 ...	Martinez—series of games	Steinitz 7, Martinez 0.
1882 ...	Martinez—series of games	Steinitz 3, Martinez 1, drawn 3.
1882 ..	Sellman—series of games	Steinitz 3, Sellman 0, drawn 2.
1883 ...	Mackenzie—series of games	Steinitz 3, Mackenzie 1, drawn 2.
1883 ...	Golmayo—series of games	Steinitz 8, Golmayo 1, drawn 2.
1883 ...	Msrtinez—series of games	Steinitz 0, Martinez 0, drawn 2.
1885 ...	Sellmann—series of games	Steinitz 3, Sellman 0.
1886 ...	Zukertort—championship match ..	Steinitz 10, Zukertort 5, drawn 5.
1889 ...	Tchigorin—championship match ...	Steinitz 10, Tchigorin 6, drawn 1.
1889 ...	Carvajal—series of games	Steinitz 4, Carvajal 1.
1889 ...	Golmayo—series of games	Steinitz 5, Golmayo 0.

1889 ...	Vazquez—series of games	Steinitz 5, Vazquez 0.
1890-1	Gunzberg—championship match ...	Steinitz 6, Gunsberg 4, drawn 9.
1892 ...	Tchigorin—championship match...	Steinitz 10, Tchigorin 8, drawn 5.
1894 ...	Lasker—championship match ...	Lasker 10, Steinitz 5, drawn 4.

MATCHES AT ODDS.

1865 ...	De Vere—odds of P and move ...	De Vere 7, Steinitz 3, drawn 2.
1867 ...	Fraser—odds of P and move ...	Steinitz 7, Fraser 1, drawn 1.
1882 ...	Meitner — Steinitz played blind- fold, but received draws ...	Steinitz 2, Meitner 0, drawn 0.

IN MASTER TOURNAMENTS.

Date.	Tournaments.	Result.
1862 ...	London—International	Steinitz 6th, Anderssen 1st.
1867 ...	Paris—International	Steinitz 3rd, after Kolisch and Winawer.
1867 ...	Dundee—National	Steinitz 2nd, after Neumann 1st.
1870 ...	Baden-Baden—International ...	Steinitz 2nd, ½ point below Anderssen 1st.
1872 ...	London—National	Steinitz 1st, Blackburne 2nd, Zukertort 3rd. Steinitz had a clean score, 7 out of 7.
1873 ...	Vienna—International	Steinitz 1st, after a tie with Blackburne. Steinitz won 16 games straight off.
1882 ...	Vienna—International	Steinitz and Winawer tie for 1st and 2nd.
1883 ...	London—International	Steinitz 2nd, Zukertort 1st, Blackburne 3rd.
1895 ...	Hastings—International	Steinitz 5th, after Pillsbury, Tchigorin, Lasker, and Tarrasch.
1895-6	St. Peterburg—Quadrangular ...	Steinitz 2nd, after Lasker, but above Pillsbury and Tchigorin.

IN HANDICAP TOURNAMENTS.

1865 ...	Dublin Handicap	Steinitz 1st, MacDonnell 2nd.
1866 ...	B.C.A. Handicap, London	Steinitz 1st.
1867 ...	B.C.A. Handicap, Dundee	Steinitz and Dr. Fraser tied for 1st and 2nd.
1868 ...	B.C.A. Handicap, London	Steinitz 1st
1871 ...	City of London Handicap	Steinitz 1st, he won 12 games straight away.
1872 ...	London Handicap	Played on the pairing system, and Zukertort threw Steinitz out on the second round.

CORRESPONDENCE PLAY.

1871 ...	City of London C.C. *v.* Vienna C.C.	London games conducted by Steinitz and Potter; score, London 1, Vienna 0, drawn 1.
1890 ...	Tchigorin...	Two games to test moves in Two Kts and Evans; Steinitz lost both games.

HARRY NELSON PILLSBURY.

HARRY Nelson Pillsbury was born in Somerville (Mass.), on the 5th December, 1872. The men of the New England States are proverbially cool and calculating, and generally may be classed as long-headed, and it is from this stock that Pillsbury has sprung. In Morphy there was not a little of the fervent temperament of the Sunny South, and his play displayed many of the qualities that belong to natives of warm climates. Vivid imagination,

brilliancy of style, were characteristics of the Southern player.   Mr.
Pillsbury comes from a colder climate. and his play is more severe and
cautious than that of his great predecessor, but he too is not without fire
and imagination when opportunity affords.

Like most of the great masters, Mr. Pillsbury became acquainted with
chess during his youth.   He learnt the rudiments of the game about the
age of sixteen, and he soon afterwards began to study the game more
scientifically, under the able tuition of Mr. Addison Smith, of Boston
(Mass.).   Boston—that is the American city so called—is known far and
wide as "the hub of the Universe," but though it hardly bears out this
proud designation so far as chess is concerned, it has always possessed some
very strong local players, and therefore when Mr. Smith came to Somerville,
young Pillsbury found in him a very able preceptor, and he soon made
rapid strides in his knowledge of the game.

In 1889, Pillsbury went to Boston, to embark upon a commer-
cial pursuit. and at once identified himself with the Deschapelles
Chess and Whist Club of that city.   The stronger members of the club,
at first, gave him the odds of the Kt; but in 1890 the young player defeated
one of the strongest players of the club—Mr. H. N. Stone—by 5 to
2.   In this match young Pillsbury played the Evans Gambit against the
"Stoneware Defence."   Still making rapid progress, he at length defeated
the New England champion—Mr. J. F. Barry—by 5 games to 4.   Next
he essayed his strength against the then champion of the world, Mr. W.
Steinitz, the latter yielding him the odds of P and move.   But as in his
match with De Vere, the older player soon discovered that he was not able
to yield such odds, the final score being Pillsbury 2, Steinitz 1.   In the
spring of 1893, the young German master, Herr Walbrodt, paid a visit to
Boston, and a short match was played between him and Pillsbury, with the
final score Pillsbury 2, Walbrodt 0, drawn 1.   A little later in the same
year Pillsbury played a simultaneous match against Herr Schottlander.

In 1893, Mr. Pillsbury took part in the Impromptu Master Tourna-
ment, held in New York, but was not very successful, as he was only
seventh, with a score of 7 out of a possible 13.   Lasker winning the first
prize with the magnificent score of 13 out of a possible 13, the other
leaders being Albin (8½), Delmar (8), Lee (8), Showalter (8), and Hanham
(7½).   Shortly afterwards the New York City Tournament was held, and
Mr. Pillsbury was one of the competitors, coming in first with a total score
of 7 out of a possible 9, followed by Hodges (6), Showalter (5½), and
Albin (5), after a very keen contest.

This excellent record did not, however, prepare the general body of
chess players for the brilliant performance which was to mark Mr. Pillsbury's
next public appearance in the Hastings International Master Tournament.
The list of entrants comprised almost all the very strongest living players.
There was the gifted Lasker, the world's champion; the redoubtable
Steinitz. the ex-champion; the almost invincible Tarrasch, winner of four
successive International Master Tournaments; the brilliant Tchigorin, by
many regarded as the most gifted player of all; not to mention such players
as Bardeleben, Blackburne, Burn, Gunsberg, Mason, Marco, and Walbrodt.
What chance would the young Bostonian have amidst such a galaxy of

Mr. Harry N. Pillsbury

stars of the first magnitude? Yet the unexpected happened, the youthful New Englander led the van, and once more a player of the Anglo-Saxon race took his place at the head of the chess world. The first round of the tournament was played on the 5th of August. and Pillsbury had to play "the lion of the North," M. Tchigorin. He played and lost; not a good beginning by any means. The next round saw him face to face with Dr. Tarrasch and people thought to see Pillsbury again defeated; but contrary to expectation, the anticipated victor was defeated. In the next round Mr. Pillsbury drew with Marco, and then went on adding to his score win after win —including one from Steinitz—until his score on the eleventh round stood at 9½. In the next round he lost to Lasker, one of his most formidable competitors, and it seemed as if his career of success was to be brought to an end, and this seemed confirmed when he only drew with Blackburne in the succeeding round. He, however, kept fairly in the front until on the completion of the twentieth round, when the scores of the three leading players were Tchigorin 15, Lasker 14½, Pillsbury 14½, and expectation ran high. The next round placed Pillsbury absolutely at the top, for he beat Vergani (one of the weakest of the players), whilst both Lasker and Tchigorin lost, the former to Mr. J. H. Blackburne, and the latter somewhat easily to M. Janowski, leaving the first prize still hanging in the balance. In the twenty-second and last round all three leaders won their games, thus giving Pillsbury the absolute victory in the tournament. His defeat of Gunsberg in the final round was brought about by a series of masterly moves in a very fine end-game, and was a fitting climax to a splendid tournament performance. Mr. Pillsbury's final score was 16½ out of a possible 22, Tchigorin being second with 16, Lasker third with 15¼.

This victory at once placed the young American player at the very head of the chess world, and it was clearly recognised that one, not unworthy to occupy even Morphy's position, had appeared. Congratulations poured in upon him from the States, and when he returned to his native country, after a brief sojourn in London, he was received with the utmost enthusiasm by his admiring countrymen, and numerous banquets were organised in his honour.

Early in December, 1895, Messrs. Pillsbury and Steinitz arrived in St. Petersburg, to take part in the Invitation Tournament, and on the 9th, the players of that city welcomed them by a splendid banquet, at which Herr Lasker's absence, owing to passport difficulties on the frontier, was greatly regretted.

Play in the tournament commenced on the 13th December, and proceeded until the 27th January, 1896, when the last round was completed. The tournament in all consisted of eighteen rounds, during which each pair of players met each other six times. At first Mr. Pillsbury was very successful, and at the end of the ninth round he was leading, his score being 6½, whilst Lasker was 5½ Steinitz 4½, and Tchigorin 1½. The next three games, however, were very unfortunate for him. as he did not score a single win, and as Lasker scored two the American player had to be content with second place. The following three games proved but little less disastrous, as he only scored ½ point. In the last three rounds he only scored 1, and the final result was that he finished third, with 8 points, Lasker

M. Michael I. Tchigorin

being first with $11\frac{1}{2}$, Steinitz second with $9\frac{1}{2}$, and Tchigorin fourth with 7. In the individual play with each of his competitors the record does not come out badly, as he defeated Lasker by $3\frac{1}{2}$ to $2\frac{1}{2}$, and Tchigorin by exactly the same score. He was however defeated by Steinitz by 1 to 5, against whom indeed he was not able to score a single game, his one point being made up of two draws.

Mr. Pillsbury's play is almost classical in its severity and correctness, and it is rare that he blunders. His treatment of the openings is based upon sound principles of development, whilst in the mid-game he generally displays a complete mastery of tactics. He seldom risks much for the sake of a grand *coup*, but he is ever watchful for the opportunity for safely bringing about a winning combination. Though a cautious player he is none the less a fighting one; he loves a sharp rally, and is not afraid of a pitched battle "in the open". He is perfectly at home in all forms of the "close game," which he handles with that delicacy of touch which is imperative on the part of the master, if he would succeed in this form of play, where finesse, reserve, and a critical eye for far away consequences are absolutely necessary. Especially noticeable was his handling of the Petroff at St. Petersburg, which has done not a little to somewhat rehabilitate this opening. In the end-game his play is almost perfection. A great player was once asked to give his ideas as to how a master ought to play. "In the opening," was his reply, "a master should play like a book; in the mid-game he should play like a magician ; in the ending he should play like a machine." Without perhaps actually attaining to this ideal of perfection, Mr. Pillsbury comes very near to it. As to his skill as an end-player, his victory over Gunsberg, at Hastings, will ever stand as a lasting monument.

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MICHAEL IVANOWITZ TCHIGORIN.

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ICHAEL Ivanowitz Tchigorin was born on the 31st October, 1850. He commenced to play chess early in life, having been taught the moves at college by one of the professors. On the completion of his college studies, he became a government official at St. Petersburg, but gave up his appointment some years ago, and has since devoted himself to chess.

In 1873, Tchigorin began to be heard of in Russian chess circles. In that year he won the third prize in a handicap at the St. Petersburg Chess Club, being handicapped as second-class, and receiving Pawn and move from Schoumoff and Schiffers. He then won a match on even terms with Schoumoff, but lost a match to Winawer. He steadily fought his way upwards, until in 1880 he was looked upon as the best Russian player, having beaten Schiffers and other leading players.

The next year saw Tchigorin enter the arena to meet the masters of the world, for in 1881 he went to Berlin to take part in the International Master Tournament held in that city, and in the contest he did himself honour, as he made an equal score with Winawer, and thereby tied for third and fourth prizes.

His most important matches have been that with Steinitz, in Havana, in 1889, when he was defeated by the latter by 10½ to 6½, and that with Gunsberg, in Havana, in 1890, which ended in a draw, each scoring 9 wins, whilst 5 games were drawn.

His next important match was his second encounter with Steinitz, in January and February, 1892. In the early part of this conflict he displayed great ability, and for some time held the lead, but subsequently Steinitz equalised matters and passed him by one game, until the score stood Steinitz 9, Tchigorin 8, draws 5. By the terms of the match, had the Russian player won the next game the match would have been drawn, but this he failed to do, the final score being Steinitz 10, Tchigorin 8, drawn 2. In 1893, M. Tchigorin defeated a strong St. Petersburg player, M. A. Belini, at the odds of Pawn and move, by 5 to 2.

In October, 1893, M. Tchigorin played his hard-fought match against Dr. Tarrasch, in St. Petersburg. Dr. Tarrasch won the first game and maintained the lead during the greater part of the match; but towards the end the Russian master succeeded in drawing up level, each player scoring 9, with 4 draws, and the match, according to the conditions, was declared a draw.

Noteworthy too was the part he bore in the celebrated correspondence match of two games between St. Petersburg and the British Chess Club, in 1888, won by the former club in fine style. His victory over Steinitz in the two games contested by cable must not be forgotten. It is true that Steinitz deliberately bound a cord round his leg by the lines of play he adopted, but Tchigorin's play for all that was of the highest order.

In 1895, M. Tchigorin visited England, and took part in the great International Tournament, at Hastings. From the first he made a good show, beating Pillsbury in the first round, Lasker in the second, and Mason in the third. In the fourth round he was beaten by his countryman, M. Schiffers, but in the following rounds he defeated Tarrasch, Teichmann, Burn, Blackburne, and Gunsberg. This splendid run was followed by a draw with Bird. Still continuing his successful career, it became manifest that he was likely to secure first prize, despite his defeat at the hands of Steinitz in the thirteenth round. By this time it was a race between Lasker, Pillsbury, and Tchigorin, the latter being favourite. An unlucky defeat at the hands of Monsieur Janowski, in the twentieth round, was a great disappointment, as it really threw him out for the first prize—the final result being Pillsbury first with 16½ points, and Tchigorin second with 16, followed by Lasker 15½, Tarrasch 14, Steinitz 13, Schiffers 12, Bardeleben 11½, and Teichmann 11½.

Immediately the Hastings meeting was over, M. Tchigorin suggested a tournament amongst the prize winners, and stated that the St. Petersburg players would gladly provide prizes for such an encounter. This tournament was carried out, and the contest commenced on the 13th December, 1895. At the first Tchigorin showed very bad form, scoring only 1½ out of the first 9 played. Later on, however, he did much better, scoring no less than 5½ out of the last 9 games. This however left him still last with 7 points. In the individual encounters he defeated Steinitz by 3½ to 2½, but he was defeated by Lasker by 5 to 1, and by Pillsbury by 3½ to 2½. He was the absolute winner in the fifth round, scoring 2½ out of a possible 3.

Tchigorin is essentially a brilliant player, daring and fearless. which however he rarely allows to degenerate into rashness. He has a profound knowledge of the game, and whilst he accepts many of the principles of the so called "modern school," of which Steinitz is the prophet. he does not allow them to act as fetters on his genius. His conceptions are grand, his ideas magnificent, his style chaste.

M. I. TCHIGORIN'S RECORD.

IN TOURNAMENT PLAY.

Date.	Tournament.	Result.
1881 ...	Berlin	Tchigorin tied with Winawer for 3rd and 4th prizes, Blackburne being 1st and Zukertort 2nd.
1882 ...	Vienna	Tchigorin was not placed, his score being a somewhat disappointing one—13 out of a possible 34.
1883 ...	London	Tchigorin came in 4th, Zukertort, Steinitz, and Blackburne being ahead of him.
1889 ...	New York	Tchigorin tied with Max Weiss for 1st and 2nd places.
1895 ...	Hastings	Tchigorin was 2nd with 16, Lasker being 1st with 16½.
1895-6	St. Petersburg	Tchigorin fourth with 7, after Lasker first 11½, Steinitz second 9½, Pillsbury third 8.

St. Petersburg Tournament

GAME No. I.

Played on December 13th, 1895.

Petroff's Defence.

NOTES BY JAS. MASON.

WHITE.	BLACK.
Herr LASKER.	Mr. H. N. PILLSBURY.
1 P—K 4	1 P—K 4
2 K Kt—B 3	2 K Kt—B 3
3 Kt × P	3 P—Q 3
4 K Kt—B 3	4 Kt × P
5 P—Q 4	5 P—Q 4
6 B—Q 3	6 B—K 2
7 Castles	7 Q Kt—B 3

............Now considered the best move, better than 7..., Castles. But its value has yet to be fully tested.

| 8 R—K sq | 8 B—K Kt 5 ! |
| 9 P—B 3 | |

This, with the following *sortie* of the Queen, is rather doubtful. At such an early stage White can win no Pawn without incurring grave danger.

	9 P—B 4
10 Q—Kt 3 ?	10 Castles !
11 B—K B 4	

Position after White's 11th move :—

B—K B 4.

BLACK (MR. PILLSBURY).
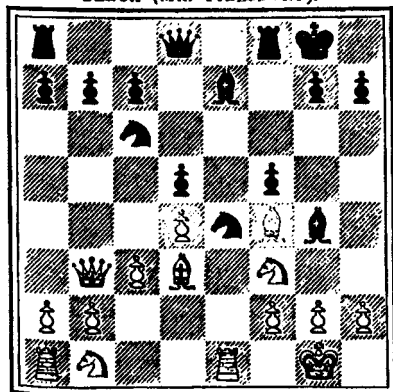
WHITE (HERR LASKER).

If 11 Q × P, R—B 3 ; 12 Q—Kt 3, R—Kt sq ; 13 Q—Q sq, R—K Kt 3 ; it would be a question. As it is, White changes his plan, and suffers accordingly. His King side is quite disorganized, with nothing to show for it, not even a Pawn.

	11 B × Kt
12 P × B	12 Kt—Kt 4
13 K—Kt 2	13 Q—Q 2
14 Q—B 2	

It would be better to retire all the way. B × Kt would be bad. The Black Bishop would come in very strong, probably at B 5 ; and, what with Queen and Rooks playing upon the King, his position would soon be intolerable.

	14 Kt—K 3 !
15 B—Q B sq ?	15 B—Q 3
16 Kt—Q 2	

Evidently B × P would lose the Bishop. Why the Queen should have gone all the way back, supporting Rook and other Bishop Pawn, soon becomes also evident.

| | 16 Q R—K sq |
| 17 Kt—B sq ? | 17 Kt (K 3) × P |

..............Black has it all his own way from this point, and misses no opportunity.

18 Q—Q sq	18 R × R
19 Q × R	19 Kt × P !
20 K × Kt	20 P—B 5 !
21 Q—Q sq	21 Kt—K 4 ch
22 K—K 2	

To go the other way would be still worse, for in that case absolute mate in a few moves would be hardly avoidable.

| | 22 Q—Kt 5 ch |
| 23 K—Q 2 | 23 Q × Q ch |

A

24	K × Q	24	Kt × B
25	K—K 2	25	Kt—K 4

..............With two Pawns more, in such a position, it is a mere question of exhaustion. A game boldly and beautifully played by Mr. Pillsbury, but one much below the champion's average—even as a loser.

| 26 | P—B 3 | 26 | R—K sq |

27	P—Kt 3	27	Kt-Kt 5 dis. ch
28	K—Q 2	28	Kt—K 6
29	B—Kt 2	29	Kt—Kt 7
30	P—K R 3	30	B—B 4
31	Kt—R 2	31	B—B 7
32	P—B 4	32	P × P
33	P × P	33	P—K R 4 !
34	Resigns.		

GAME No. II.

Played on December 13th, 1895.
Queen's Pawn Opening.

NOTES BY JAS. MASON.

	WHITE.		BLACK.
	Mr. STEINITZ.		M. TCHIGORIN.
1	P—Q 4	1	P—Q 4
2	K Kt—B 3	2	K Kt—B 3
3	P—B 4	3	P—K 3
4	Kt—B 3	4	B—K 2
5	B—B 4	5	P—B 3 ?

..............More often waste of time than not. The difficulty of action for the Bishop may be serious, and the tendency of the opening appreciably against the defence.

| 6 | P—K 3 | 6 | Q Kt—Q 2 |
| 7 | P—K R 3 | | |

Exchanging would free the adverse Bishop, in due course, and is therefore avoided. Also, he wants to retain his own, now bearing importantly on the enemy's ground.

		7	Castles
8	B—Q 3	8	P × P
9	B × B P	9	Kt—Q 4
10	B—R 2	10	Q – R 4
11	Q R—B sq	11	Kt(Q 2)—Kt 3
12	B—Q Kt 3	12	B—Kt 5
13	Q—B 2		

Ao error, seemingly. 13 Q—Q 2 or 13 Q—Q 3, giving the Rook play on the file, should Black proceed as in the actual case, would be better. 13..., Kt—R 5 should not hurt much ; not enough to demand its prevention at the cost of a Pawn. This is where White goes a little wrong in relation to his preceding strategy ; and his opponent's questionable operations on the Queen's wing are justified accordingly.

		13	Kt × Kt
14	P × Kt	14	B—R 6
15	R—Q sq	15	Kt—Q 4
16	R—Q 3	16	P—K 4

..............Inflicting the penalty for faulty play of Queen and Rook. White must let the Pawn go—or the exchange.

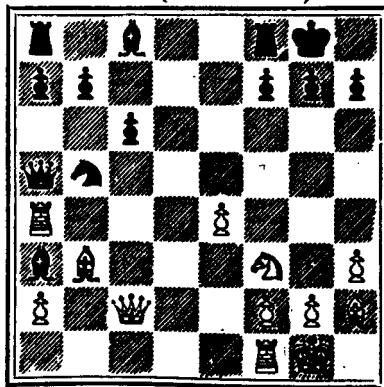| 17 | P—K 4 | 17 | Kt × P |
| 18 | Castles | | |

The most cursory examination proves R × Kt to be easily bad. The King must secure himself whatever else happens.

		18	P × P
19	R × P	19	Kt—Kt 4
20	R—R 4		

Position after White's 20th move :—

R—R 4.

BLACK (M. TCHIGORIN).

WHITE (MR. STEINITZ).

20 Q—Kt 3

... .Now ..., Q—Q sq, and afterwards ..., Q—K 2, would be comparatively prudent. A troublesome attack on his King follows from 21 Kt—Kt 5 (threatening 22 Kt × B P, and, if 22..., R × Kt, 23 Q—B 4, among other things) ; and his position weakens so much that the advantage of the Pawn is hardly more than an equivalent.

21 Kt—Kt 5 !   21 Q—B 4

...........Guarding against 22 Kt × B P, &c., above mentioned. His situation is more difficult than would readily appear at first sight.

22	Q—Q 2	22	P—K R 3
23	Kt—B 3	23	Q—-K 2
24	P—K 5	24	P—Q R 4

.... A futile attempt to shut in the Rook, even for a moment. He flies away, forthwith ; becoming more unpleasant than before. The inactivity of Black Queen Bishop, so far, is noteworthy.

25 R—R 4 !   25 B—Q Kt 5
26 Q—B 2

Probably, 26 Q—B sq, keeping pressure on the Rook Pawn, was only taken into account. Yet it seems to be the correct play. However this may be, his next move is bad, and should have lost the game.

26 K—R sq

27 B—K B 4 ?   27 P—K B 4

..................Now 27..., Kt—Q 5 should lead to a win easily enough. Also, if 28 Q—B sq, threatening 29 B × P, &c., 28..., Kt—Q 5 would be good play.

28	P × P *e.p.*	28	R × P
29	B—Kt 5	29	B—K B 4 !
30	Q—B sq	30	Q R—K B sq
31	P—R 4		

Expecting too much ; or, what is more likely, overlooking the force of the reply. It would be best to take the Rook ; although with that the chances would not be too favourable. Instead of winning the exchange, he loses it ; and then there is no real game.

		31	Kt—B6 !
32	K—R sq	32	B—Q 6
33	R—K sq	33	Kt—K 7
34	Q—Q sq	34	B × R
35	Q × Q B	35	R × Kt !
36	P × R	36	Q × B
37	R—K Kt 4	37	Kt—B 8 !
38	Q—K 4	38	Q—K B 4 !
39	Resigns.		

GAME No. III.

Played on December 15th, 1895.

Petroff's Defence.

NOTES BY JAS. MASON.

WHITE.	BLACK.
M. TCHIGORIN.	Mr. H. N. PILLSBURY.
1 P—K 4	1 P—K 4
2 K Kt—B 3	2 K Kt—B 3
3 Kt—B 3	3 Kt—B 3
4 B—Kt 5	4 B—Kt 5
5 Castles	5 Castles
6 P—Q 3	6 P—Q 3
7 B—Kt 5	

In this familiar "double Lopez" predicament, 7 B × Kt is highly recommended, if a dull but durable kind of game is desired.

| | 7 B × Kt |
| 8 P × B | 8 Kt—K 2 |

...........Something like a leap in the dark. If the doubled Pawn can be "dissolved" betimes, or the open file well used in attack, a safe landing may be confidently expected.

9 B × Kt	9 P × B
10 Q—Q 2	10 Kt—Kt 3
11 K—R sq	

More or less necessary, sooner or later. Black does not attempt to dissolve, just here ; for then Q—R 6, threatening Kt—Kt 5, might be uncomfortable.

	11 K—R sq
12 P—Q 4	12 R—K Kt sq
13 B—Q 3	13 Q—K 2
14 Q R—Kt sq	

Routine—indirectly inducing the questionable 16 P—Q 5? At once Kt—Kt sq, to be speedily followed by P—Kt 3 and P—K B 4, would have given the matter another and perhaps very different complexion.

14 P—Kt 3

15 Kt—Kt sq	15 B—K 3 !
16 P—Q 5 ?	16 B—Q 2
17 P—Kt 3	17 R—Kt 2
18 Q R—K sq	18 Q R—K Ktsq

...........The difference is in favour of the young American representative who presses it fully.

19 P—B 3

Manifestly weakening. The Russian champion feels himself on the defensive, and at a loss how to continue.

Thus the text move may be as good as any other.

	19 P—K R 4 !
20 R—K 2	20 Kt—B sq
21 P—K B 4	21 P × P
22 Q × P	22 Kt—R 2
23 Kt—B 3	23 B—Kt 5
24 Kt—Q 4	

24 Kt—R 4 would be much stronger, the importance of halting the advancing Rook Pawn duly considered. Going from bad to worse, the downright blunder two moves later caps the climax—and more need not be said.

	24 P—R 5 !
25 R—K 3	25 Q—K 4
26 P × P ?	26 B—B 6 ch !
27 Resigns.	

GAME No. IV.

Played on December 15th, 1895.

Ruy Lopez.

NOTES BY JAS. MASON.

WHITE. Herr LASKER.	BLACK. Mr. W. STEINITZ.
1 P—K 4	1 P—K 4
2 K Kt—B 3	2 Q Kt—B 3
3 B—Kt 5	3 P—Q R 3
4 B—R 4	4 P—Q 3

....Notwithstanding his defeat in the championship match by his present opponent, Mr. Steinitz apparently still believes in this hybrid system of defence.

5 P—Q 4	5 B—Q 2
6 P—B 3 !	6 Kt—B 3
7 Q Kt—Q 2	7 B—K 2

...............Much good time is lost over this Bishop. It is best stationed at Kt 2 as soon as possible.

8 Castles	8 Castles
9 R—K sq	9 R—K sq
10 Kt—B sq	10 B—K B sq
11 Kt—Kt 3	11 P—K Kt 3
12 P—K R 3 !	12 B—Kt 2
13 B—B 2	13 B—Q B sq
14 P—Q 5	14 Kt—K 2
15 B—K 3	15 R—B sq

..............All this is very remarkable. White's play is consistently progressive, whereas Black shifts about on the "as you were" principle, in search of a fair line of departure. Nearly half-a-dozen moves have been expended in getting "no forrarder" in preparation to receive the contemplated advance of the enemy.

16 Q—Q 2	16 Kt—K sq
17 B—R 6	

Beginning of a dangerous attack, the first step in which it is to be rid of the sturdy defensive Bishop.

	17 K—R sq
18 Q R—Q sq	18 Kt—Kt sq
19 B × B ch	19 Kt × B
20 P—B 4 !	20 P—K B 4
21 Q—B 3	21 P × P

...................It seems better to push on. There might be trouble with the badly placed Knights — and on the Queen side ; but the King would be safe, and some attack on his own account not improbable. Ordinarily, the opening of the file would be the thing ; but here, it appears, there are more than counterbalancing drawbacks.

22 B × P	22 Kt—B 3
23 Q—K 3	23 Kt × B
24 Kt × Kt	24 R—B 5

............An unfortunate manœuvre.

25 P—B 5   25 B—B 4 ?
26 Kt (B3)—Kt 5

Gaining at least the exchange, what-ever the reply. As, *e.g.*, 26..., B × Kt ; 27 Q × R !, &c. The termination is brilliant.

SEE DIAGRAM.

                26 Q—Q 2
27 Q × R !   27 P × Q
28 Kt—B 6   28 Kt—K 3

...............If 28..., R—Q sq (en-deavouring to keep White Rook from the 7th), then 29 Kt × Q, R × Kt; 30 P—B 6 !, &c. The Queen cannot be saved, and ruinous loss of force follows.

29 Kt × Q   29 Kt × Kt
30 R—K 7   30 K—Kt sq
31 Kt—B 6 ch   31 K—B sq
32 R × B P   32 Resigns.

Position after White's 26th move :—

Kt (B 3)—Kt 5.

BLACK (MR. STEINITZ).
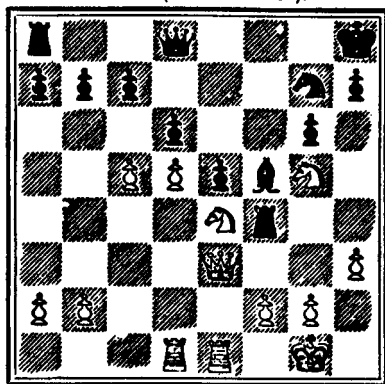
WHITE (HERR LASKER).

GAME No V.

Played on December 17th, 1895.

Evans Gambit.

NOTES BY JAS. MASON.

WHITE. M. TCHIGORIN.	BLACK. Herr LASKER.
1 P—K 4	1 P —K 4
2 K Kt—B 3	2 Q Kt—B 3
3 B—B 4	3 B—B 4
4 P—Q Kt 4	4 B × Kt P
5 P—B 3	5 B—B 4
6 Castles	6 P—Q 3
7 P—Q 4	7 B—Kt 3

...............Herr Lasker holds this to be the common sense procedure at this juncture, knocking all the romance out of the *Evans*. So it may, if White occupies himself directly with recovery of the Gambit Pawn.

8 P—Q R 4

But as that involves exchange of Queens—8 P × P, P × P !; 9 Q × Q+, &c., with straggling Pawns for the ending—it is scarcely wise to look in any such direction for return of bread cast upon the waters only a little while before. Still, the difficulties of attack are not diminished ; the usual play of

Queen, Knight, Bishop, or Pawn, being visibly lessened in effect. Per-haps now B—K 3, with Q—B 2, Q Kt—Q 2, &c., would be the better course.

                8 Kt—B 3
9 B—Q Kt 5   9 P—Q R 3
10 B × Kt ch   10 P × B
11 P—R 5   11 B—R 2
12 P × P ?

Shattering the centre, and entailing other positional disadvantages which soon became self-evident. At all events its only discernible justification appears to lie in following 13 Q—R 4, recover-ing the Pawn, with a tolerably fair game.

                12 Kt × P
13 Q—K 2 ?   13 P—Q 4
14 Kt—Q 4

A decisive error. After this it is all uphill work—and nothing at the top.

                14 Kt × Q B P !
15 Kt × Kt   15 B × Kt
16 Q—Q 3   16 P—Q B 4 !
17 Q—Kt 3   17 B—K 3

Position after Black's 17th move :—

B—K 3.

BLACK (HERR LASKER).
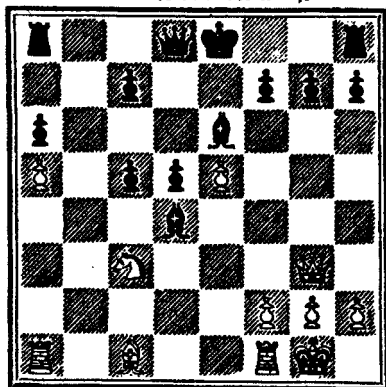
WHITE (M. TCHIGORIN).

....Doubtless intending 18...,
K—Q 2; if 18 Q × P. The King
would be safe enough; and, what with
soon ..., R—K Kt sq, ..., Q—R 5,
&c., his attack would be irresistible.

18	B—Kt 5	18	Q—Q 2
19	Q R—B sq	19	P—K B 3 !
20	P × P	20	P × P
21	B—B 4	21	R—K Kt sq
22	Q—B 3	22	Castles
23	K R—K sq	23	P—B 5 !
24	Q—K 2	24	B—K B 4
25	Q—R 2 ?	25	R × P ch

....A pretty finish. If 26
K × R, then 26..., B—R 6+; 27 K—
R sq. Q—Kt 5, and the mate is forced.
An extremely poor *Evans* on the part
of White.

| 26 | K—R sq | 26 | R × B P |
| 27 | Resigns. | | |

——•◦•——

GAME No. VI.

———

Played on the 17th December, 1895.

Petroff's Defence.

NOTES BY JAS. MASON.

WHITE.	BLACK.
Mr. STEINITZ.	Mr. H. N. PILLSBURY.
1 P—K 4	1 P—K 4
2 K Kt—B 3	2 K Kt—B 3
3 P—Q 4	

The *Petroff* has been looking up of
late, and is thought not to be quite so
much of a *defence* as it used to be,
thanks to recent investigations by some
of the leading American players.
Compare Lasker *v.* Pillsbury, pre-
ceding.

		3	P × P
4	P—K 5	4	Kt—K 5
5	Q—K 2	5	B—Kt 5 ch

...................5.. , Kt—B 4 does not
do very well. Formerly this check
was condemned, on account of the
exposed situation of the Bishop, and
the necessity of so riskily backing up
the Knight, after 6 K—Q sq, as in the
text. For of course if 6..., Kt—B 4,
then, 7 P—Q R 3, &c., wins.

6	K—Q sq	6	P—Q 4
7	P × P *(e.p.)*	7	P—K B 4
8	Kt—Kt 5	8	Castles

....This is a point supposed
recently established, that Black can
thus Castle, with attack in full com-
pensation for the piece, should his
adversary choose to take it.

| 9 | Q—B 4 ch | 9 | K—R sq |
| 10 | Q × B | | |

As now, by exchanging Knights, he
may easily do. Rather than this,
however, White himself makes a sacri-
fice, and an extraordinarily compli-
cated, difficult, and interesting contest
results.

10. Kt—Q B 3 !

............10..., P—B 4 is worthy of
regard, if the text move cannot be
proved satisfactory. If 11..., Kt ×
Kt; then 12 P × P !

11	Q—R 3 !	11	Kt × P ch
12	K—K sq	12	Kt × R
13	P × P	13	Q—K sq ch

14	B—K 2	14	P—B 5
15	K—B sq	15	B—Q 2
16	Kt—Q 2	16	Kt—K 4

...............A great object is to safeguard the imprisoned Knight. Many curious things might happen about here. For one, 17 K—Kt sq, Kt—Kt 5; 18 Q—K B 3, Q—K 6+; and the Knight will not fall in vain.

17	Q Kt—B 3	17	Kt—Kt 5
18	B—Q 3	18	Kt (R 8)—B 7
19	B × R P !	19	B—Kt 4 ch
20	K—Kt sq	20	Q—K 7
21	B—Q 2	21	Kt—Q 8
22	B—Q 3 !		

Position after White's 22nd move :—

B—Q 3 !

BLACK (MR. PILLSBURY).
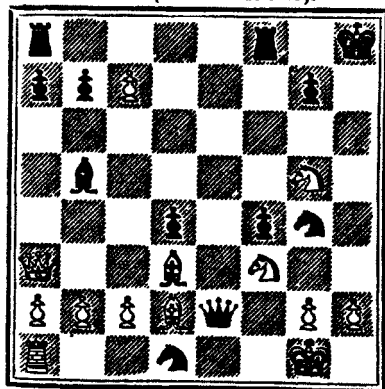
WHITE (MR. STEINITZ).

22 B × B

....Strange how the tide of battle sets against Black from this point onward! He must beware of the passed Pawn, and danger to his King and Queen is not small. Suppose 22..., Q—B 7+; 23 K—R sq, Kt (Kt 5)—K 6; 24 B × Kt, Kt × B; 25 R—K Kt sq, B—B 3; 26 Q—Q 6, threatening 27 Q—Kt 6, and with excellent general prospects. But 27 Kt—R 3 would not catch the Queen, except for much worth, because of 27..., Q × Kt ! Much of the remaining play is virtually forced, and requires little comment.

23	Q × B	23	Q × Q
24	P × Q	24	Kt × Kt P
25	R—Kt sq	25	Kt × Q P
26	R × P	26	Kt—B 4
27	R—Kt 5	27	Kt—Q R 3
28	Kt—K 6	28	R—B 3
29	Kt (B3) × P	29	R—K sq

.................Mr. Pillsbury has still some notion of winning, may be; 29..., R—Q B sq seems far better. With the exchange, and, in certain circumstances, a minor piece at his disposal, a draw should be the first thing probable—if the first thing desired.

30 R—R 5 ch

Now R—Q R 5 is also a good move.

		30	K—Kt sq
31	R—K Kt 5	31	Kt—K 6
32	Kt × Kt P	32	R—Q B sq
33	Kt—K6disch	33	K—R sq
34	B—R 5	34	R—B 2
35	Kt—K 2	35	R—B 4
36	B—B 3 ch	36	K—R 2
37	R—Kt 7 ch	37	K—R 3
38	Kt (K 2) × P	38	Kt × B P
39	R—Kt 6 ch	39	K—R 2
40	Kt—Kt 5 ch	40	R × Kt
41	R × R	41	Kt—K sq
42	B—Q 4	42	Kt—Q 8
43	R—R 5 ch	43	K—Kt sq
44	R—R 8 ch	44	K—B 2
45	R—R 7 ch	45	K—Kt sq
46	R—K 7	46	R—Q sq
47	Kt—K 6	47	R—Q B sq
48	P—K R 4	48	Kt—B 6
49	B × Kt	49	R × B
50	R × Kt ch	50	K—B 2
51	R—Q R 8	51	K × Kt
52	R × P	52	K—B 4
53	R—R 4	53	R—B 7
54	K—R 2	54	R—Q 7
55	K—R 3	55	R—Q 6 ch
56	P—Kt 3	56	R—Q B 6
57	R—R 5 ch	57	K—Kt 3
58	P—Q R 4	58	R—B 5
59	R—R 6 ch	59	K—R 4
60	P—R 4 ch	60	Resigns.

GAME No. VII.

Played on December 19th, 1895.

Q P Opening.

NOTES BY JAS. MASON.

WHITE. Mr. STEINITZ.	BLACK. Herr LASKER.
1 P—Q 4	1 P—Q 4
2 P—Q B 4	2 P—K 3
3 Kt—Q B 3	3 Kt—K B 3
4 B—B 4	

As second move in the *Q P Opening*, this play of the Bishop is unexceptionable. But where the Gambit has been offered as here, the move necessary, Kt—K B 3 should usually come first.

	4 B—K 2
5 P—K 3	5 Castles
6 R—Q B sq	6 P—Q B 4

....There is boldness in thus caring naught for the isolated Pawn; or, rather, in trusting it to take care of itself.

7 Q P × P	7 B × P
8 P × P	8 P × P
9 Kt—K B 3	

Why not now Kt × P, or on the next move? There would be some risk, of course; but the Pawn should be worth it.

	9 Kt—Q B 3
10 B—Q 3	10 P—Q 5 !
11 P × P	11 Kt × P
12 Castles	

It would be hardly better to avoid the "pin," by 12 Kt × Kt. The subsequent play is exceptionally intricate and worthy of attention.

	12 B—K Kt 5 !
13 Kt—Q Kt 5	13 B × Kt
14 P × B	14 Kt—K 3
15 B—K 5 ?	15 Kt—R 4 !
16 K—R sq	16 Q—Kt 4
17 B—Kt 3	

The alternative would be to face *all* the consequences of the "shattered King's wing"; retiring B—B 3, in the hope of attack through R—K Kt sq, &c. But this would probably be too dangerous. Instead of going to K 5 at move 15, the Bishop should have retired as here

	17 Q R—Q sq
18 Q—B 2	18 Q—R 3 !
19 Q R—Q sq	19 R—B sq
20 Q—Kt 3	20 P—Q R 3
21 Kt—B 3	21 Kt—Q 5 !
22 Q × Kt P	22 Kt × B ch
23 P × Kt	23 R—Kt sq
24 Q × R P	24 R—Kt 3

Position after Black's 24th move :—

R—Kt 3.

BLACK (HERR LASKER).
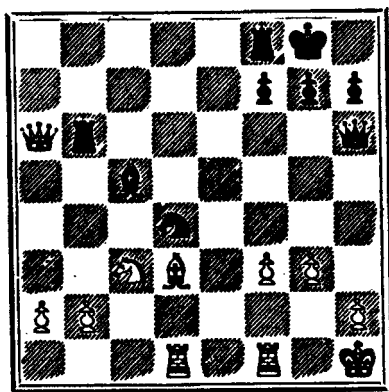
WHITE (MR. STEINITZ).

...............Black's attack looks like a winning one; when he gets the Rook at the 7th, the defence is very difficult.

25 Q—B 4	25 R × P
26 P—K R 4	

This appears to lose. 26 Kt—K 2, as suggested by M. Tchigorin at the conclusion of the game, is the better alternative.

	26 B—R 2					31	B—K 6
27	B—K 4	27	Q—Q 3 !	32	R—B 3	32	R × B
28	P—B 4 ?	28	Q—Q 2 !				
29	B—Kt 2	29	Q—Kt 5				
30	Q—Q 3						

..................The rest is a natural procession.

If 30 R × Kt, then, 30..., Q × Kt P, &c.; Black having in every way a winning advantage.

		33	Kt × R P ch
		34	Kt × R ch
	30 Kt—B 4 !	35	Kt—R 5 ch
31	Kt—K 4		

33	K × R	33	Kt × R P ch
34	K—R 2	34	Kt × R ch
35	K—Kt 2	35	Kt—R 5 ch
36	K—R 2	36	Kt—B 4
37	R—Q Kt sq	37	P—R 4 !
38	R—Kt 4	38	R—R sq !
39	P—R 3	39	R × P !
40	Resigns.		

If 31 Kt—Kt 5, Black has mate in two by 37..., Q × P +, &c.

GAME No. VIII.

Played on December 19th, 1895.

Q P Opening.

NOTES BY JAS. MASON.

WHITE.	BLACK.
Mr. H. N. PILLSBURY.	M. TCHIGORIN.

1	P—Q 4	1	P—Q 4
2	P—Q B 4	2	Kt—Q B 3 ?
3	Kt—K B 3	3	B—Kt 5
4	P × P	4	B × Kt
5	P × Kt	5	B × P (B 3)
6	Kt—B 3	6	P—K 3
7	P—K 4	7	Kt—B 3
8	P—K B 3		

White obtains the superior development. M. Tchigorin's manner of conducting the defence as from move 2 is peculiar and not to be commended.

	8 B—K 2		8 B—K 2
9	B—K 3	9	Castles
10	B—Q 3	10	P—Q Kt 3
11	Castles	11	B—Kt 2
12	Q—B 2	12	K—R sq

....Good moves are already scarce. If, however, 13 P—K 5, Kt—Q 4; 14 Kt × Kt, B × Kt; 15 B × P, P—Kt 3; taking the Bishop for three Pawns—which would be a comparatively fair stroke of business.

13 R—Q B sq

But the adversary does not agree; pursuing his advantage elsewhere in preference.

13	R—Q B sq	13	R—Q B sq
14	Kt—Kt 5 !	14	P—Q B 4

...............Loss of force is hardly avoidable. If 14..., P—Q R 3; 15 Kt—R 7, R—R sq; 16 Kt—B 6, B × Kt; 17 Q × B, Kt—K sq; &c., the defence would probably be too abject to succeed in the end. But if 14..., P—Q R 3; 15 Kt × P? Kt—K sq !; 16 B—K B 4, Kt × Kt; 17 B × Kt, Q—Q 2; and White would be hard put to it to hold his own. On the whole, 14..., P—R 3 seems best, the complications ensuing upon the actual play proving speedily and decisively unfavourable.

15	Kt × R P	15	R—R sq
16	Kt—Kt 5	16	P × Kt
17	B × P	17	R × P
18	K—R Q sq !	18	Kt—Q 2
19	Kt—B 3	19	R—R 2
20	B—Kt 5		

Gaining something or other, whatever the adverse precautions.

20 B—R 3

...............This loses the exchange at least; or a piece as it happens. The masked attack upon the Queen, in conjunction with the threatening check, is too grievous a burden. If 20..., B—R sq; then, probably, 21 Q—B 2, or 21 Kt—R, 4, and the doom of the Pawn would be sealed.

21	R—R sq !	21	Q—B sq
22	R × B !	22	R × R
23	B × Kt	23	Q—B 2

24 B—Kt 5	24 R—R 4
25 Q—B 2 !	25 R—Q sq
26 B × P	26 R × R ch
27 Kt × R	27 Q—B 8
28 B—K 2	

Position after White's 28th move :—
B—K 2.

BLACK (M. TCHIGORIN).
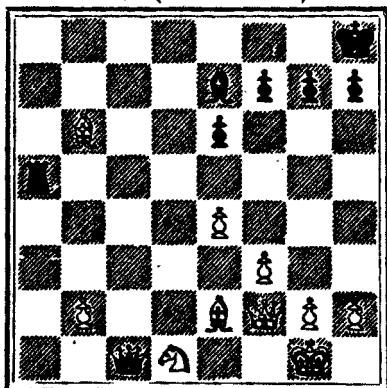
WHITE (MR. PILLSBURY).

.............Of course not 28 B × R?
And if 28 Q—K 2 ? then 28..., B—B
+4 wins a Bishop.

	28 R—R 8
29 Q—Kt 3 !	29 P—R 3
30 B—Q 4	30 P—B 3
31 Q—K sq	31 B—B 4
32 B × B	32 Q × B ch
33 K—B sq	33 Q—Q 5
34 P—Q Kt 4 !	34 R—Q Kt 8

35 P—Kt 5	35 K—Kt sq
36 P—K Kt 3	36 K—B 2
37 K—Kt 2	37 P—Kt 4
38 P—R 3	38 P—K 4
39 Q—B 3	

Victory is a mere matter of care and
time. Yet the *modus operandi* of it is
most entertaining and instructive.

	39 K—Kt 3 !
40 Q—B 2	40 R—R sq
41 Q—Kt 3 !	41 K—Kt 2
42 P—Kt 6	42 R—R sq
43 P—Kt 7	43 R—Kt sq
44 Kt—K 3	44 Q—Q 2
45 Kt—B 5 ch	45 K—Kt 3
46 B—R 6	46 Q—Q 7 ch
47 K—B sq	47 Q—B 8 ch
48 K—K 2	48 Q—B 4
49 P—R 4 !	49 P × P
50 P × P	50 P—R 4
51 Q—K 3 !	51 Q—B 7 ch
52 Q—Q 2	52 Q—B 4
53 K—B sq	

If Queen checks, King reaches K 3,
with probable prolongation of the
agony. The object of this is to get
the King to Kt 2; when, as Black
stands, checks with Queen and Bishop
would be fatal.

	53 Q—B sq
54 Q—Q 6	54 K—B 2
55 B—B 4 ch	55 K—Kt 3
56 Q × Q	56 R × Q
57 Kt—K 7 ch	57 Resigns.

GAME No. IX.

Played on December 23rd, 1895.

Ruy Lopez.

NOTES BY JAS. MASON.

WHITE. Herr LASKER.	BLACK. M. TCHIGORIN.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—Kt 5	3 P—Q R 3
4 B—R 4	4 Kt—B 3
5 P—Q 4	

The stronger move here is generally
considered to be P—Q 3 or Kt—B 3.
This P—Q 4 is not effective in the
Lopez, as against the 3..., P—Q 3
defence, with the Bishop standing at K
4 ; and, accordingly, it has been little
used during the last twenty years.
But later, if .. , P—Q 3 has been
played, it is good enough.

5 P × P

6 Castles	6 B—K 2
7 P—K 5	7 Kt—K 5
8 R—K sq	8 Kt—B 4
9 B × Kt	9 Q P × B
10 Kt × P	10 Castles
11 Kt—Q B 3	11 R—K sq

............So far,—precedent. Black has a safe and easy game.

12 B—B 4

Or B—K 3, or P—B 4. But in no way can attack of any consequence be fairly expected to accrue to White.

	12 Kt—K 3
13 Kt × Kt	13 Q × Q
14 Q R × Q	14 B × Kt
15 P—Q R 3	15 Q R—Q sq
16 P—R 3	16 R × R
17 Kt × R	17 R—Q sq
18 Kt—K 3	18 R—Q 5 !
19 B—Kt 3	19 P—Q Kt 4

Position after Black's 19th move:—

P—Q Kt 4.

BLACK (M. TCHIGORIN).
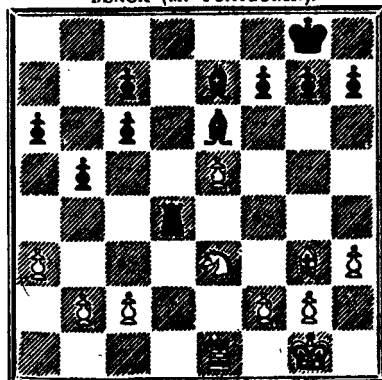
WHITE (HERR LASKER).

.................19..., B—Kt 4 would be advisable, to prevent R—Q sq if nothing more. The following exchange of Rooks portends the eventual draw.

20 R—Q sq !	20 P—Q B 4
21 P—Q B 3	21 R × R ch
22 Kt × R	22 P—Q R 4

....Pushing on ..., P—Kt 5, immediately, seems more energetic. When White brings his Bishop round

to Q 2, and posts his Knight at K 3, the drawing position is certainly established. The Knight cannot be got rid of except by leaving Bishops running on different colours — with the draw if possible more certain than before.

23 K—B sq	23 P—R 5 ?
24 B—B 4 !	24 K—B sq
25 B—Q 2	25 K—K sq
26 P—K B 4	26 B—B 5 ch
27 K—B 2	27 B—Q 6
28 Kt—K 3 !	

Position after White's 28th move :—

Kt—K 3 !.

BLACK (M. TCHIGORIN).
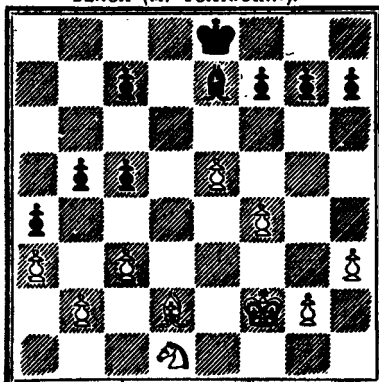
WHITE (HERR LASKER).

	28 K—Q 2
29 K—B 3	29 K—K 3
30 B—K sq	30 P—Kt 3
31 P—K Kt 4	31 P—R 3
32 P—R 4	32 P—Q B 3
33 P—Kt 5	33 P—R 4
34 B—Q 2	34 B—Kt 8
35 B—K sq	35 B—R 7
36 B—Q 2	36 B—Q sq
37 B—K sq	37 B—Kt 3
38 B—Q 2	38 B—Kt 6
39 B—K sq	39 B—Q 4 ch
40 K—K 2	40 B—K 5
41 B—Q 2	41 P—B 5
42 B—K sq	42 B—Q 4
43 B—Q 2	43 B × Kt
44 K × B	

Drawn game.

GAME No. X.

Played on December 21st, 1895.

Queen's Gambit Declined.

NOTES BY JAS. MASON.

WHITE.	BLACK.
Mr. H. N. PILLSBURY.	Mr. W. STEINITZ.
1 P—Q 4	1 P—Q 4
2 P—Q B 4	2 P—K 3
3 Kt—Q B 3	3 Kt—K B 3
4 Kt—B 3	4 P × P ?
5 P—K 3	5 P—B 4

...............A difficult if not doubtful process of defence is begun here. It would be simpler to accept the Gambit at the outset. As it happens the deferred action of Bishop and Rook is conspicuous and a danger to his game.

6 B × P	6 Kt—B 3
7 Castles	7 P × P
8 P × P	

The isolation of the Pawn goes for next to nothing. Almost surely it can be exchanged in good time, if necessary. Meanwhile the greater freedom of position is no small consideration.

	8 B—K 2
9 B—B 4	9 Castles
10 R—B sq	10 Q—R 4

...............Doubtless intending what presently follows, but dubious all the same. 10..., P—Q R 3 should be no worse.

11 Q—K 2

Some very complicated play would naturally ensue upon 11 Kt—Q Kt 5. But, after 11..., P—Q R 3, it does not appear that either 12 Kt—B 7 or 12 B—B 7 would really effect much in the way of enlarging White's prospects.

| | 11 R—Q sq |
| 12 K R—Q sq | 12 P—Q R 3 |

....This ought to be omitted now in favour of 12..., Kt—Q Kt 5, to retire to Q 4 directly. Black is in trouble about his Bishops, and the probability that his opponent may ultimately establish a Rook at the 7th with advantage.

13 B—Q Kt 3	13 Kt—Q Kt 5
14 Kt—K 5	14 Kt(Kt5)—Q 4
15 B—Kt 5	15 Kt × Kt
16 R × Kt	

Purposing attack upon the King, and keeping open file for his Rooks, useful in certain eventualities.

	16 B—Q 2
17 R—Kt 3	17 B—K sq
18 P—K R 3 !	18 Q—Kt 3

...............Anticipating 19 Q—B 3, threatening piece and Pawn.

19 Kt—Kt 4 !	19 Kt—Q 4 !
20 B × B	20 Kt × B
21 P—Q 5 !	21 Kt—B 4

Position after Black's 21st move :—
Kt—B 4.

BLACK (MR. STEINITZ).
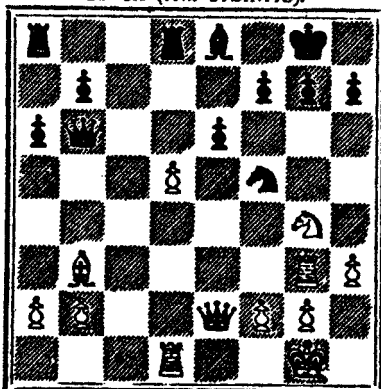
WHITE (MR. PILLSBURY).

...............If 21.. , Kt × P; 22 B × Kt, P × B; 23 Q—K 7, the position would be untenable. For, if 23..., Q—Q 3, then 24 Kt—B 6+ and 25 R × P !, winning the Queen or mating immediately; or, 23..., P—Kt 3; 24 Q—K 5, and the difficulties of defence would be excessive.

22 R—Q B 3	22 B—Kt 4
23 Q—K 5	23 R—Q 3
24 P × P	24 R × R ch
25 B × R	25 Q × P

26 B—Kt 3 !   26 Q × Q
27 Kt × Q .   27 Kt—Q 3
28 R—B 7

Clearly, Mr. Pillsbury had this in mind almost from the beginning. It implies his sole advantage, still securing him in the attitude of a safely attacking party, with many chances in his favour.

28 B—K sq
29 B—Q 5   29 R—Kt sq
30 P—B 4   30 P—Q Kt 4 ?

Position after Black's 30th move :—
P—Q Kt 4.

BLACK (MR. STEINITZ).
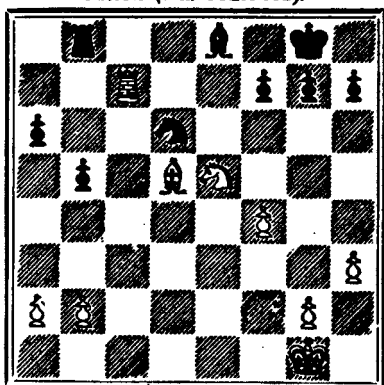
WHITE (MR. PILLSBURY).

31 K—B 2

Here, somehow, he seems to miss a very fair opportunity.   31 R—R 7 would gain the Pawn.   Black could not save it by 31..., R—Kt 3; as in that case 32 R—R 8 would subject him to much greater loss.   The Black

Pawn should have moved one square only ; a circumstance strangely enough overlooked by both players.

31 P—Kt 5
32 K—K 3   32 P—Q R 4
33 P—Kt 4   33 P—R 5
34 P—B 5   34 P—R 6

...............Once these Pawns are properly disposed of there is not much to fear.

35 P × P   35 P × P
36 R—B 3   36 R—Kt 4
37 K—Q 4   37 R—Kt 7 !
38 R—K 3   38 K—B sq
39 K—B 5   39 Kt—Kt 4
40 B—Kt 3   40 P—R 4 !
41 P × P   41 R—K B 7
42 R—K B 3

The contest is continued to the bitter end.   To the very last White maintains his ascendency, but it proves insufficient for more than an instructive drawn ending to a most instructive game.

42 R × R
43 Kt × R   43 K—K 2
44 K—Kt 4   44 Kt—Q 3
45 K × P   45 Kt × P
46 B—R 4   46 Kt—Kt 6
47 B × B   47 K × B
48 K—Kt 4   48 Kt × P
49 P—Q R 4   49 K—Q sq
50 P—R 5   50 K—B 2
51 Kt—Kt 5   51 Kt—B 5
52 Kt × P   52 Kt × P
53 K—Kt 5   53 Kt—B 5
54 P—R 6   54 Kt—K 3

Drawn.

GAME No. XI.

Played on the 27th December, 1895.
Evans Gambit.

NOTES BY JAS. MASON.
WHITE.   BLACK.
M. TCHIGORIN.   Mr. W. STEINITZ.
1 P—K 4   1 P—K 4
2 Kt—K B 3   2 Kt—Q B 3
3 B—B 4   3 B—B 4
4 P—Q Kt 4   4 B × P
5 P—B 3   5 B—R 4
6 Castles

Apparently M. Tchigorin has been convinced that there is little or no getting over the "Compromised Defence" in the *Evans,* or he would not defer P—Q 4 in favour of Castling at this point.   But 6 Castles admits of a variety of defence more successful in practice than the "Compromised" has yet been shown to be, the Russian champion's own published experience

(as *e.g.* with his present opponent) to the contrary notwithstanding.

6   P—Q 3 ?

7   P—Q 4   7   P × P

...............7..., B—K Kt 5, formerly recommended by Mr. Steinitz himself, seems as good as anything else. The query is whether 6..., P—Q 3, or 6..., Kt—B 3 should be preferred.

8   P × P

Perhaps under the impression that Black would go in for the "normal" 8..., B—Kt 3. But the advantage of 5..., B—R 4 over 5..., B—B 4 consists partly in this, that he can now well do otherwise. 8 Q—Kt 3 is a proved good move, entirely in the spirit of the Gambit,—attack the King, directly, at all reasonable hazards.

8   Kt—B 3

9   Q—R 4

Between the same players, in the Hastings Tournament, the continuation 9 P—K 5, P × P; 10 B—R 3, B—K 3; 11 B—Kt 5, &c., was found not to be satisfactory to White. It is, however, a question whether this variation is any improvement. The obvious reply to 10 P—Q 5 is of course 11..., Kt—K 4; and to B × P+, with after P—Q 5, promises little or nothing.

        9   B—Q 2 !

10   Q—R 3   10   B—Kt 3

11   P—K 5   11   P × P

.... Now 11..., Kt × Q P; 12 P × Kt, Q × P, &c., coming out with three Pawns and some counter attack for the piece would be extremely interesting. A very similar thing occurred to these old-time opponents, about four years since, in their last match at Havana.

12   P × P   12   Kt—K 5

13   B—Q 5   13   B—K B 4

14   Kt—B 3 !   14   Kt × Kt

15   B × Kt ch   15   P × B

16   Q × Kt   16   Q—Q 4

17   B—Kt 5

If 17 B—R 3, Black could Castle safely enough. And so he can in reply to this, or instead of going on with his advance upon the Bishop.

        17   P—K R 3

18   B—R 4   18   P—Kt 4 ?

19   P—K 6 !   19   Castles Q R

20   P—K 7   20   Q R—K sq

21   B—Kt 3   21   K R—Kt sq

22   Q R—B sq

White stands very well now, all considered. There is the Pawn against him to be sure; but he is attacking still, and more likely to benefit by accident than his adversary.

        22   B—K 5

23   K R—Q sq   23   Q—R 4

24   Q—K B 6   24   Q—K B 4

25   B—K 5

Position after White's 25th move:—
B—K 5.

BLACK (MR. STEINITZ).
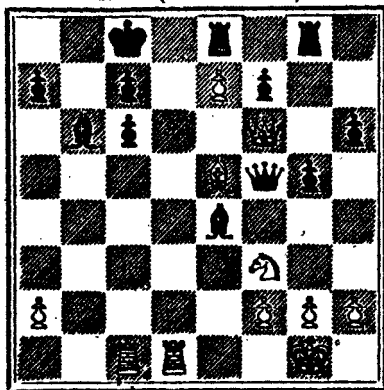
WHITE (M. TCHIGORIN).

25   Q—Kt 3

...............Almost needless to say, he could not now exchange and follow with .., R—Kt 3, nor could he make the latter move here, because of R—Q 8+ winning.

26   Kt—Q 2

A serious error. 26 Kt—Q 4, playing at once for Bishops of opposite colours and the draw, would be far stronger. He presently finds himself playing a drearily hopeless game.

        26   B—Q 4 !

27   Kt—B 4   27   Q × Q

28   B × Q   28   R—Kt 3

29   Kt × B ch   29   R P × Kt

30   B—Q 4   30   K—Kt 2 !

31   R—Q 2   31   R × P

32   P—B 3   32   R—K sq

33   P—Q R 3   33   R—Q R sq

34   R—B 3   34   R—R 5

35   K—B 2   35   R—K 3

36   B—K 3   36   R—K sq

37   R—Q 4   37   R—R 4

.... Properly biding his time in exchanging. The game will not win of itself, without a little careful handling,—for there are the Bishops of opposite colours. But in any fair course of events the mass of Pawns on the Queen side are irresistible.

38	P—K R 4	38	B—K 3
39	P × P	39	P × P
40	P—Kt 4	40	K R—Q R sq
41	B—B sq	41	P--Q B 4
42	R—K 4	42	P—B 5
43	P—B 4	43	P × P
44	R × K B P	44	P—Q B 4
45	P—Kt 5	45	R—K Kt sq
46	R—K 4	46	Q R—Q sq
47	R—K 5	47	Q R—Q sq
48	R—K Kt 3	48	R—Kt 3
49	R(Kt 3)—K 3	49	K—B 3

50	R—K sq	50	K R—Kt sq
51	R—Kt sq	51	R—Q 4
52	R × R	52	B × R
53	B—Q 2	53	B—K 5
54	R—K sq	54	K—Q 4
55	K—K 2	55	R—Q R sq
56	B—B sq	56	P—B 6
57	R—B sq	57	B—Kt 3
58	R—B 6	58	P—Kt 4
59	R—Kt 6	59	K—B 5
60	R--Q B 6	60	B—Q 6 ch
61	K—B 3		

If 61 K—K sq, then also 61..., R—K sq, threatening mate and winning easily.

		61	R—K sq
62	R—B 7	62	P—B 7 !
63	Resigns.		

GAME No. XII.

Played on the 25th December, 1895.

Ruy Lopez.

NOTES BY JAS. MASON.

WHITE.   BLACK.
Mr. H. N. PILLSBURY.   Herr E. LASKER.

1	P—K 4	1	P—K 4
2	Kt—K B 3	2	Kt—Q B 3
3	B—Kt 5	3	Kt—B 3
4	Castles	4	Kt × P
5	P—Q 4	5	B—K 2
6	Q—K 2	6	Kt—Q 3
7	B × Kt	7	Kt P × B
8	P × P	8	Kt—Kt 2
9	P—Q Kt 3		

................The ordinary 9 Kt—Q 4, Castles; 10 R—Q sq, &c., is so worn that the variation here initiated by Mr. Pillsbury may be considered us a relief. It will not, however, supersede the more usual procedure, the latter being intrinsically superior,—both as to possibilities of direct attack npon the King and probabilities of a winning ending.

	9	Castles	
10	B—Kt 2	10	P—Q 4

...................White, it appears, can do no better than take this Pawn as he does. if anything good is to come of his *Fianchetto*. The Black centre Pawns seem slightly weak, but mat-

ters are simplified generally; so that the defence is less arduous than it commonly is at this stage of the game.

11	P × P *e.p.*	11	P × P
12	Q Kt—Q 2	12	B—B 3 !
13	B × B	13	Q × B
14	K R—K sq	14	Kt—B 4
15	Kt—K 4	15	Kt × Kt
16	Q × Kt	16	B—Q 2
17	P—B 4	17	K R—K sq
18	Q—Q 4		

A prudent proposal. With the Queens remaining, the better prospect of attack would be with the adversary. The Bishop might become unpleasant on the long diagonal or otherwise in conjunction with the Queen; more so than Queen and Knight in this comparatively open position.

		18	R × R ch
19	19 R × R	19	Q × Q

................Forced, else some Pawn must fall. The Knight *v.* Bishop business is unavoidable, as a strong probability. But it is not at all formidable; and, barring accident, the draw should be there.

20	Kt × Q	20	K—B sq
21	K—B sq		

Position after White's 21st move :—
K—B sq.
BLACK (HERR LASKER).
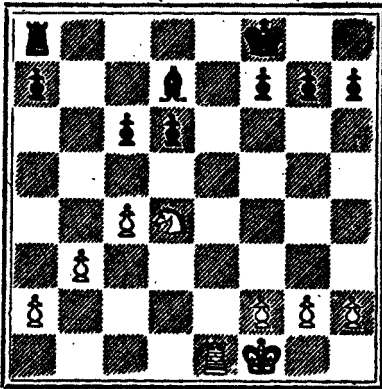
WHITE (MR. PILLSBURY).

21 P—Q R 4

.............Unnecessary, except in hopes of winning. As a consequence, the Knight cannot be dislodged. He would be rather more inconvenient at Q—Kt 5. It would hardly do to capture him there, beeause of the resulting passed Pawn.

22	P—Q R 4	22	R—K sq
23	R × R ch	23	K × R
24	K—K 2	24	K—Q sq
25	K—Q 2	25	K—B 2
26	K—B 3	26	K—Kt 3
27	P—B 4	27	P—R 4
28	P—R 3	28	K—B 4
29	P—B 5	29	P—Kt 3
30	P—B 6		

To play sometime Kt—K Kt 5. Any effort in the direction of a win should not succeed ; and it would not, but that Black seeks this Pawn for nothing —an attempt in the like direction.

		30	P—Q 4
31	P × P	31	K × P ?
32	Kt—B 3	32	K—K 3
33	Kt—Q 2	33	K × P

...............Later, the Bishop Pawn has to be given up. It would be better to advance it now, following with ..., B—B 3. The draw ought not to be difficult. He tries for more.

34	Kt—B 4	34	P—R 5
35	Kt × P	35	K—K 4
36	Kt—B 4 ch	36	K—B 5
37	Kt—Kt 6	37	B—B 4
38	K—Q 4	38	B—K 5
39	P—R 5		

Blocking the Pawn suggests itself. But it is better to push on, as the Bishop could not be effectually shut out from intercepting the Pawn going to Queen.

		39	P—B 4 ch !
40	K × P	40	B × P
41	P—R 6	41	P—Kt 4
42	Kt—Q 5 ch	42	K—K 4
43	Kt—K 3	43	B—B 6
44	P—Kt 4	44	K K 3
45	P—Kt 5	45	B—K 7
46	Kt—Q 5		

Queening easily. A struggle *à outrance*, in which fortune favoured the winner.

46 Resigns.

GAME No. XIII.

Played on the 29th December, 1895.
Giuoco Piano.

NOTES BY JAS. MASON.

WHITE.		BLACK.	
M. TCHIGORIN.		Herr E. LASKER.	
1	P—K 4	1	P—K 4
2	Kt—K B 3	2	Kt—Q B 3
3	B—B 4	3	B—B 4
4	P—B 3	4	Kt—B 3
5	P—Q 3	5	P—Q 3
6	Q Kt—Q 2	6	P—Q R 3
7	P—K R 3	7	B—R 2
8	B—Kt 3	8	Kt—Q 2

....A systematic comparison of the openings in this tourney, at least so far as they are similar, should be highly instructive to the student. Presumably representing the best at present known, in their various directions, it appears how greatly principle may be safely modified in detail ; when *both* poth parties equally enter the field of experiment and compromise,—each falling in somewhat with the plans of his opponent, in order the better to forward his own. This is not a model

Ginoco, by any means ; but, no doubt it was well suited to the occasion, and the feelings of the players at the time.

9	Kt—B sq	9	Kt—B 4
10	B—B 2	10	P—Q 4
11	Q—K 2	11	P—Q 5
12	P—B 4	12	P—B 3
13	B—Q 2	13	Kt—K 3
14	Kt—Kt 3	14	P—Q Kt 4
15	P × P	15	P × P
16	B—Kt 3	16	Kt—K 2
17	Kt—R 4		

The position is a strange one, and the wandering of the Knights, on both sides, very curious. Inasmuch as Black must first commit himself on the King side by Castling or otherwise, if there is any advantage that way it probably lies with White.

		17	Kt—Q B 4
18	B—B 2	18	B—K 3
19	Kt—R 5	19	Castles
20	P—K Kt 4		

On the other hand, his Queen side is weak. P—Q Kt 4, driving off the Knight, before venturing upon this, would not increase that weakness, and seems commendable here. The exchange of Bishop for Knight a little later is comparatively unfavourable.

		20	B—Kt 3
21	P—Kt 4	21	Kt—Kt 6 !
22	B × Kt	22	B × B
23	Castles		

Position after White's 23rd move :—
Castles.

BLACK (HERR LASKER).

WHITE (M. TCHIGORIN).

23	B—B 2		

............Taking the Pawn would be imprudent. There would be B—R 6, with strong attack ; in the course of which the Pawn or more would have to be very soon returned. Presently, when the threatening Knights are properly disposed of, the capture is in order, after which White slowly but surely goes to the wall.

24	Kt—B 5	24	Kt × Kt
25	Kt P × Kt	25	Q—K sq
26	Kt—Kt 3	26	R × P
27	R × R	27	B × R
28	K—R 2	28	B—B 2
29	R—K Kt sq	29	K—R sq
30	Q—Kt 4	30	R—Kt sq
31	P—B 4	31	P—B 4
32	P × K P	32	P × K P
33	B—Kt 5	33	B—Q sq

............Fearing P—B 6, which would, in truth, be very dangerous.

34	P × P	34	P—Kt 5
35	P—Q B 6		

Keeping up the attack for what it is worth. But the defence is adequate, and Black's diversion, by means of his passed Pawn, secures him the victory.

		35	Q × P
36	B × B	36	R × B
37	Q—Kt 5		

If 37 Kt—R 5, then 37..., Q—K R 3, or 37..., R—K Kt sq ; and there would be no possibility of Kt (or Q) × P, without speedy loss.

		37	Q—B 3
38	Q—B sq	38	Q—K 2
39	P—B 6	39	P × P
40	Kt—B 5	40	Q—B sq
41	Q—B 7	41	R—B sq
42	Q—Kt 6	42	B—Kt 3
43	Kt—R 4	43	B—K sq
44	Kt—B 5	44	B—Q 2
45	Kt—R 4		

Here the attack comes to an abrupt conclusion. 45 Kt—Q 6 would be slightly better. Black could not reply 45..., R—B 3, because of 46 Q—Q 8 ! But he could check, and play B—K 3, with an ultimately winning advantage.

		45	Q—R 3 !
46	Q—Q 6	46	Q × Kt
47	Q × B	47	Q—B 5 ch !
48	Resigns.		

GAME No. XIV.

Played on December 29th, 1895.
Petroff's Defence.

NOTES BY JAS. MASON.

WHITE.	BLACK.
Mr. W. Steinitz.	Mr. H. N. Pillsbury.

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

Compare *Petroff* in the third round, *B.C.M.*, vol. xvi., p. 33. As far as these two games are any criterion, the revival of 3..., P × P is sufficient of a success to cause the attack from 3 P—Q 4 to be fully reconsidered.

	8 Q × P
9 Kt × P	9 Kt—Q B 3 !

Position after Black's 9th move :—
Kt—Q B 3.
BLACK (MR. PILLSBURY).
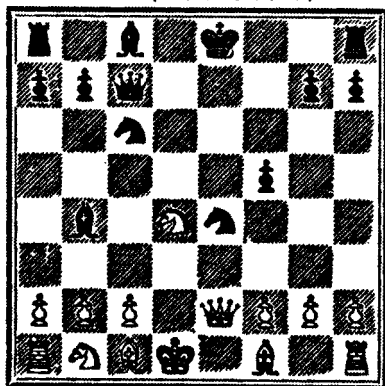
WHITE (MR. STEINITZ).

10 P—Q B 3

Should he attempt to gain the piece: 10 Kt × Kt, P × Kt; 11 P—K B 3, B—R 3 !; 12 Q × B, Kt—B 7+; 13 K—K 2, Q—K 4+: 14 B—K 3, P—B 5; 15 Q × P+, K—K 2; 16 Q—Kt 7+, K—B 3; 17 Q—B 6+, B—Q 3; 18 Q—B 3, Kt × R; and, though White has a couple of Pawns for the exchange, after 19 Q × Q+, B × Q, the position is greatly against him,

10 Kt × Kt	
11 P × Kt	11 Q—Q 3 !
12 P—B 3	12 Q × P ch
13 Kt—Q 2	

If 13 K—B 2, then 13..., B—K 3, &c., with decisive advantage. All along here it is evident that the play of the affair, the amusing business, has been with Black. With the following reduction of forces, however, the parties take level ground.

	13 B × Kt
14 B × B	14 Q × B ch
15 Q × Q	15 Kt × Q
16 K × Kt	16 B—K 3
17 B—Q 3	17 K—B 2
18 K R—Q B sq	18 Q R—Q B sq
19 R—B 3	19 R × R
20 K × R	20 R—B sq ch
21 K—Kt 4	21 K—B 3
22 P—Q R 4	22 P—K R 4
23 P—R 5	23 P—R 3
24 R—Q sq	24 P—R 5
25 R—Q 2	25 R—Q sq

.............With some notion of winning, perhaps. A slight risk, to let the King in as this does.

26 K—B 5	26 R—Q 4 ch
27 K—Kt 6	27 B—Q 2 !
28 K × P	

Also with a notion of winning. The ending is noteworthy.

	28 B—Kt 4
29 B × B	29 R × R
30 K × P	30 R × Q Kt P
31 K—Kt 6	31 R × P
32 P—R 6	32 R—R 7 !
33 P—R 7	33 R × Q R P
34 K × R	34 K—K 4
35 K—Kt 6	35 K—B 5

..............The exchange of all the Pawns is a straightforward road to a draw.

36 B—B 6	36 P—Kt 4
37 K—B 5	37 P—R 6

Drawn game,

GAME No. XV.

Played on December 31st, 1895.
Queen's Gambit.

NOTES BY JAS. MASON.

WHITE.	BLACK.
Mr. W. STEINITZ.	M. TCHIGORIN.
1 P—Q 4	1 P—Q 4
2 P—Q B 4	2 P × P
3 Kt—K B 3	3 P—K 3
4 P—K 3	4 B—Kt 5 ch

..............M. Tchigorin opens very indifferently. A manifest superiority soon rests with his opponent.

| 5 B—Q 2 | 5 B × B ch |
| 6 Q Kt × B | 6 Kt—K B 3 |

...............Any attempt to maintain the l'awn, as earlier, at move 3, would be futile. After a little while, the important Bishop, so lightly exchanged previously, is sadly missed.

7 B × P	7 Castles
8 Castles	8 Q Kt—Q 2
9 Kt—Kt 3	

As reply to this, 9..., P—Q Kt 3 looks best. 9 R—Q B sq, leaving the Knight free to play elsewhere, if necessary, might well be preferred. But all's well that ends well, and this manœuvre proves remarkably effective.

	9 Q—K 2 ?
10 R—B sq	10 R—Q sq
11 B—Q 3 !	11 P—B 3
12 Q—Q 2	12 Kt—B sq
13 Kt—R 5 !	13 Kt—Kt 3
14 K R—Q sq	14 R—Kt sq
15 Kt—B 4	

Having done good service in retarding the adversary's Queen side development, the Knight will settle himself at Q 6, given a fair opportunity.

	15 B—Q 2
16 P—K 4	16 B—K sq
17 P—K 5	17 Kt—Q 4
18 B × Kt	18 R P × B
19 Kt—Q 6	19 P—B 3

...............Better take Knight and Pawn for the Rook. In that transaction there would not be necessarily fatal loss.

20 P—K R 4 !

Position after White's 20th move :—

P—K R 4.
BLACK (M. TCHIGORIN).
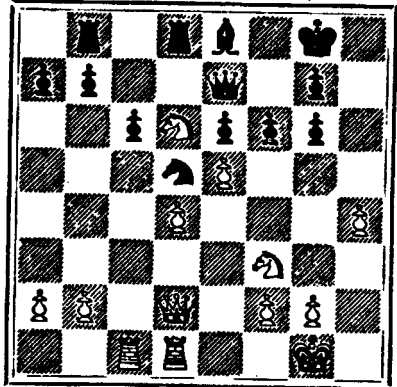
WHITE (MR. STEINITZ).

20 Kt—Kt 3 ?

............Useless. White's answer stops ..., Kt—B sq; for in that case there would be Kt × B and P × P, attacking the unsupported Rook.

| 21 Q—B 4 ! | 21 B—B 2 |
| 22 Kt—Q 2 | 22 R—K B sq |

...............Now it is of course too late to take the Knight. For the rest, he can only keep moving, awaiting events however unpleasant.

23 Q—Kt 3	23 Q R—Q sq
24 Kt(Q2)—K 4	24 Kt—Q 4
25 Q—Q 3	

Or 25 Kt × B, Q × Kt ; 26 Kt—Q 6, &c. But there is no hurry. Black can hardly do else than drift or drive into a worse position,

	25 B—K sq
26 R—Kt 3	26 P—Kt 3
27 R—R 3	27 P × P ?
28 Q × K P	28 Kt—B 5
29 R—K sq	29 Q × P

...............And he drives into it ; losing a piece and the game.

30 P—K Kt 3	30 Kt—R 6 ch
31 K—Kt 2	31 Q—K 2
32 K × Kt	32 P—K Kt 4
33 Kt × B	33 R—Q 4
34 Q × P ch	34 Resigns.

GAME No. XVI.

Played on December 31st, 1895.

Petroff's Defence.

NOTES BY JAS. MASON.

	WHITE.		BLACK.
	Herr E. LASKER.		Mr. H. N. PILLSBURY.
1	P—K 4	1	P—K 4
2	Kt—K B 3	2	Kt—K B 3
3	Kt × P	3	P—Q 3
4	Kt—K B 3	4	Kt × P
5	Q—K 2		

Leading straight to equality, 5 P—Q 4 is generally preferable.

		5	Q—K 2
6	P—Q 3	6	Kt—K B 3
7	B—Kt 5	7	Kt—B 3

............Exchanging Queens now would of course make drawing a really simple matter.

| 8 | Kt—B 3 | | |

Doubling the Pawn promises nothing. Or, rather. it would hardly be good, if Castles Q R is intended ; for then the hostile Bishop would come out strongly at R 3; while as to action for his own Bishop there would not be so fine a prospect.

		8	B—K 3
9	Castles	9	Castles
10	P—Q 4	10	P—Q 4
11	Kt—K 5	11	Q—K sq
12	Q—B 3	12	B—K 2
13	B—Kt 5	13	Kt × Kt

............Not to be too crowded. A little judicious reduction follows, and all is equality.

14	P × Kt	14	Kt—Q 2
15	B × Kt ch	15	Q × B
16	B × B	16	Q × B
17	Kt × P	17	Q—B 4 !
18	Kt—B 3	18	Q × K P
19	Q R—K sq	19	Q—Q R 4..
20	P—Q R 3	20	R—Q 5
21	Q—K 3	21	K R—Q sq.
22	R—Q sq	22	Q—Kt 3
23	R × R	23	Q × R
24	Q × Q	24	R × Q
25	R—Q sq	25	R × R ch
26	K × R	26	K—Q 2
27	K—Q 2	27	P—Q R 3
28	K—K 3	28	B—B 4
29	Kt—K 4		

All for the draw. With the obliteration of the "trade mark" (Knight *v.* Bishop) the readings become identical. One of the very few perfunctory contests in this Tournament, due most likely to common indisposition of the players.

		29	B × Kt
30	K × B	30	K—K 3
31	P—K B 4	31	P—K B 4 ch

Drawn game.

GAME No. XVII.

Played on January 2nd, 1896.

Ruy Lopez.

NOTES BY W. H. K. POLLOCK.

	WHITE.		BLACK.
	Herr LASKER.		Mr. STEINITZ.
1	P—K 4	1	P—K 4
2	Kt—K B 3	2	Kt—Q B 3
3	B—Kt 5	3	B—B 4
4	P—B 3	4	Q—B 3

..............Q—K 2 is the move of olden days, as played in some celebrated games, &c., by Boden against Morphy, and by Rosenthal against Steinitz (London, 1883). We do not recollect any important game in which the present position occurs, and therefore hesitatingly duh the text move as Mr. Steinitz's property.

5 Castles	5 K Kt—K 2
6 P—Q 4	6 P × P
7 B × Kt	

After prolonged examination we cannot] find that 7 B—Kt 5 would yield White any decided advantage, *e.g.*, 7 B—Kt 5, Q—Kt 3 ! ; 8 B × K Kt (8 P × P, Kt × P), B × B ; 9 P × P, Castles ; 10 Kt—B 3 or P—Q 5.

	7 Kt × B
8 P—K 5	8 Q—Kt 3
9 P × P	9 B—K 2
10 P—Q 5	

It is generally advisable to push an advanced and unsupported Pawn centre, but developing the Q Kt was better at the present juncture, although it was very difficult to foresee the result.

	10 Kt—Kt 5 !
11 Kt—B 3	11 Castles
12 P—Q R 3	12 Kt—Q 6
13 P—Q 6	

Position after White's 13th move :—

P—Q 6.

BLACK (MR. STEINITZ).
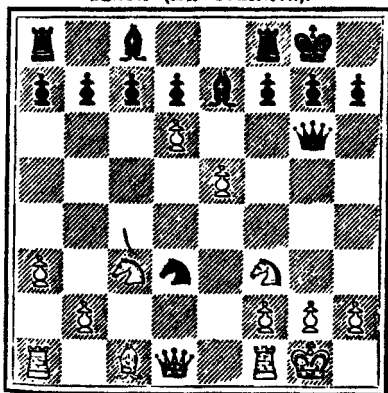
WHITE (HERR LASKER).

13 P × P

..............B—Q sq ; 14 Kt—Q 5, P × P ; 15 P × P, produces the same position.

14 Kt—Q 5	14 B—Q sq
15 P × P	15 P—Kt 3

..............The Pawn is not worth gaining ; for instance, Kt × B ; 16 Kt—K 7 ch. B × Kt ; 17 P × B, R—K sq ; 18 R × Kt, R × P ; 19 Q—Q 4, P—K R 3 ; 20 K R—K sq.

16 Kt—B 4	16 Kt × Kt
17 B × Kt	17 B—Kt 2
18 B—Kt 3	

To release the Knight, which cannot yet be moved on pain of mate. It seems, however, that he ought to have seized the open Q B file at once.

	18 B—K B 3
19 R—B sq	

The Pawn cannot be saved except by the very awkward expedients, Q—Kt 3 or R—R 2. The game in consequence quickly assumes a drawn aspect.

	19 B × P
20 R—B 7	20 B—Q B 3
21 Kt—Q 4	21 B × Kt

....If B × R P, 22 Kt × B, P × Kt ; 23 R × P, and White's passed Pawn will be very dangerous.

22 Q × B	22 Q—B 7

.... To prevent danger from R × B.

23 P—K R 4	23 K R—K sq
24 P—B 3	24 P—K R 4
25 K—R 2	25 Q—R 5
26 Q—B 3	26 P—B 3
27 R—B 2	27 Q—Kt 4
28 R—Kt 2	28 Q—Q 4
29 R—Q 2	29 Q—Q Kt 4
30 R—Kt 2	

If 30 R × B, Q × R ; (or P × R) ; 31 Q × Q, P × Q ; 32 P—Q 7, K R—K sq ; 33 B—B 7, K—B 2 ; 34 B × R, R × B, with the advantage.

	30 Q—Q 4
31 R—Q 2	31 Q—Q Kt 4
32 R—Kt 2	

Drawn game.

Black correctly persists in keeping guard over his Bishop. If, for instance, 31..., Q—K 3 ; 32 R × B, P × R ; 33 P—Q 7, K R—Q sq ; 34 R—Q 6, Q—K 2 ; 35 Q × Q B P, followed presently by R—Q 5 and B—B 7, winning.

GAME No. XVI.

Played on December 31st, 1895.

Petroff's Defence.

NOTES BY JAS. MASON.

WHITE.	BLACK.
Herr E. LASKER.	Mr. H. N. PILLSBURY.

1	P—K 4	1	P—K 4
2	Kt—K B 3	2	Kt—K B 3
3	Kt × P	3	P—Q 3
4	Kt—K B 3	4	Kt × P
5	Q—K 2		

Leading straight to equality, 5 P—Q 4 is generally preferable.

		5	Q—K 2
6	P—Q 3	6	Kt—K B 3
7	B—Kt 5	7	Kt—B 3

.............Exchanging Queens now would of course make drawing a really simple matter.

8 Kt—B 3

Doubling the Pawn promises nothing. Or, rather, it would hardly be good, if Castles Q R is intended ; for then the hostile Bishop would come out strongly at R 3 ; while as to action for his own Bishop there would not be so fine a prospect.

		8	B—K 3
9	Castles	9	Castles
10	P—Q 4	10	P—Q 4
11	Kt—K 5	11	Q—K sq
12	Q—B 3	12	B—K 2
13	B—Kt 5	13	Kt × Kt

.............Not to be too crowded. A little judicious reduction follows, and all is equality.

14	P × Kt	14	Kt—Q 2
15	B × Kt ch	15	Q × B
16	B × B	16	Q × B
17	Kt × P	17	Q—B 4 !
18	Kt—B 3	18	Q × K P
19	Q R—K sq	19	Q—Q R 4 . .
20	P—Q R 3	20	R—Q 5
21	Q—K 3	21	K R—Q sq.
22	R—Q sq	22	Q—Kt 3
23	R × R	23	Q × R
24	Q × Q	24	R × Q
25	R—Q sq	25	R × R ch
26	K × R	26	K—Q 2
27	K—Q 2	27	P—Q R 3
28	K—K 3	28	B—B 4
29	Kt—K 4		

All for the draw. With the obliteration of the "trade mark" (Knight *v.* Bishop) the readings become identical. One of the very few perfunctory contests in this Tournament, due most likely to common indisposition of the players.

		29	B × Kt
30	K × B	30	K—K 3
31	P—K B 4	31	P—K B 4 ch

Drawn game.

GAME No. XVII.

Played on January 2nd, 1896.

Ruy Lopez.

NOTES BY W. H. K. POLLOCK.

WHITE.	BLACK.
Herr LASKER.	Mr. STEINITZ.

1	P—K 4	1	P—K 4
2	Kt—K B 3	2	Kt—Q B 3
3	B—Kt 5	3	B—B 4
4	P—B 3	4	Q—B 3

.............Q—K 2 is the move of olden days, as played in some celebrated games, &c., by Boden against Morphy, and by Rosenthal against Steinitz (London, 1883). We do not recollect any important game in which the present position occurs, and therefore hesitatingly dub the text move as Mr. Steinitz's property.

19 Kt—K 4   19 Kt—K 2

.. ..His game is too bad for B—K 2, while if Kt—Kt 3; 20 Kt × B, or P—Q B 4; 20 B × P.

20 K R—K sq ! 20 Q—Kt 3
21 B × P   21 Q R—K sq

.... R—R sq (to recover the Q R P) would cost a piece by 22 Kt × B.

22 Kt × B

The annotators recommend here B—B 5.

22 P × Kt

23 P—B 4

And here Q—K 4 would have forced the exchange of Queens.

23 P—Q B 4

...............Black makes the utmost of his scant opportunities, with the possible exception of his 14th move.

24 B—Kt 6

24 Q—K 3 looks *very* tempting. The only reply would be P—K R 3 or 4. But then, while White might try to Queen his passed Pawn, Black would play Kt—B 4, and if Q × R, &c., obtain at least a draw by Kt—R 5. 24 Q—Kt 3, then, seems better than moving the Bishop.

24 Kt—B 4

25 B—B 7

Once more the Bishop seems to have been moonstruck. Although if 25 B—R 5, R—R sq. Tchigorin seems quite unconscious of danger, and we can fully give credence to the report that his health had temporarily given way under the strain of the contest.

25 Kt—Q 5
26 Q—Q 5   26 Kt—K 7 ch
27 K—B sq   27 Kt—B 6

Position after Black's 27th move :—
Kt—B 6.
BLACK (MR. PILLSBURY).
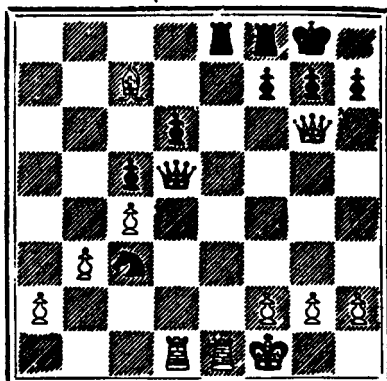
WHITE (M. TCHIGORIN).

28 Q × Q P

The players give the following variations : 28 Q—B 6, R × R ch ; 29 R × R, Q—Q 6 ch : 30 K—Kt sq, Kt—K 7 ch ; 31 K—R sq, Q—Q 7 ; 32 R—K B sq, Q × P ; 33 B × P, R—Q sq; 34 B × P, Q × P ; 35 B—K 3, and White should win.

28 Kt × R
29 R × Kt   29 R—K 3
30 Q—Q 3   30 Q—B 3
31 P—Q R 4   31 K R—K sq
32 P—R 5

This time an oversight which is absolutely fatal. 32 B—R 5 might still have saved the game.

32 Q—K 2

33 Resigns.

A finely played game on the part of the Russian up to an almost certain victory and a very plucky uphill fight on the part of the American player.

——•——

GAME No. XIX.

———

Played on January 4th, 1896.
Queen's Gambit Declined.

NOTES BY W. H. K. POLLOCK.

WHITE.   BLACK.
Mr. H. N. PILLSBURY.   Herr LASKER.

1 P—Q 4   1 P—Q 4
2 P—Q B 4   2 P—K 3
3 Kt—Q B 3   3 Kt—K B 3
4 Kt—B 3

Mr. Pillsbury usually plays 4 B—Kt 5 at once. The reply P—B 4 is then somewhat hazardous. Compare the game, Pillsbury *v.* Steinitz, played December, 1895. As a general rule,

the attack B—K Kt 5 in the close openings should be made as early as possible, and Bishop exchanged boldly for Kt, as Tchigorin has amply demonstrated, especially with Black.

4   P—B 4

..............Although it has been the fashion with the greatest players of late to adopt such cramping moves as P—B 3, B—K 2 and even Q Kt—Q 2, the text move seems the only really good one, most of the others yielding White a splendid opening, as he has the choice of B—K Kt 5 or B—K B 4.

5   B—Kt 5

The isolation of Black's Q P by 5 Q P × P, B × P; 6 P × P, is of no great consequence. That the pinning of the Knight is now amiss seems all but proved, and that it would be better to conduct the attack in the old way by P—K 3, followed by P—Q Kt 3 and B—Kt 2.

	5	B P × Q P !
6 Q × P	6	Kt—B 3 !

....................6 Kt × P might be suggested.

7   Q—R 4

This *looks* bad. The alternative 7 B × Kt, P × B (best), would still oblige White to play the Queen to this square, so as to answer P—Q 5 by castling. We do not recollect a finer example of the danger of castling on a weak wing where the Queen is not in good action immediately on that wing, than in the present noble game.

	7	B—K 2

8   Castles

He may as well agree to this measure, which would be forced upon him presently by Q—Q Kt 3 or P—Q 5.

	8	Q—R 4
9 P—K 3	9	B—Q 2
10 K—Kt sq !	10	P—K R 3

............An important little move, obliging the White Queen to remain in her false position. If, for instance, R—Q B sq or Castles, K R, White might escape by P × P and Q—Q R 4.

Position after Black's 10th move :—

P—K R 3 !.

BLACK (HERR LASKER).
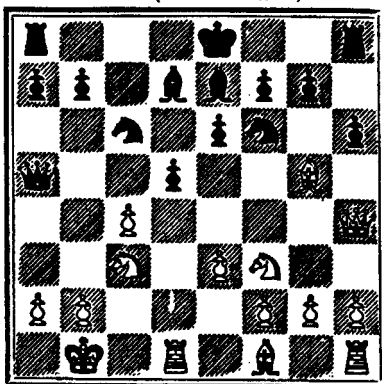
WHITE (MR. PILLSBURY).

11   P × P

If Kt—Q 4 at once Black would play P × P, opening up on the Q B with Q.

11   P × P

12   Kt—Q 4

If 12 B × Kt, B × B; 13 R × P, Q × R; 14 Kt × Q, B × Q; 15 Kt—B 7 ch, K—Q sq; 16 Kt × R, B × P and Black wins the imprisoned Knight without much difficulty. Or Black could simply play 12...B × Q, remaining with the exchange against a Pawn.

	12	Castles K R
13 B × Kt	13	B × B
14 Q—R 5		

The correct move at this point appears to be 14 Q—B 4, and after Kt × Kt; 15 P × Kt, Q R—B sq, there would be an opportunity for 16 B—Q 3, and if B—K Kt 4; 17 Q—B 3, with a good defence. Black now in a twinkling turns his weak centre Pawn into a fairly strong one, and the opponent's strong Pawn into an isolated target.

	14	Kt × Kt
15 P × Kt	15	B—K 3

....The calm before the storm.

Position after Black's 15th move :—

B—K 3.

BLACK (HERR LASKER):
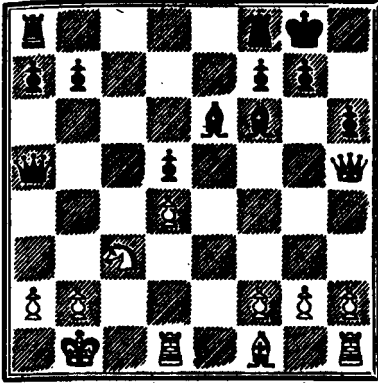
WHITE (MR. PILLSBURY).

16 P—B 4

The charm of the position is its surface innocence. Though Mr. Pillsbury appears to have only half suspected the presence of the quicksands, it would be hardly possible to improve upon his defence, albeit after his 16th and 17th moves we believe the game is not to be saved, the Black K B remaining worth the exchange, and White's Pawn position being inferior and his King under attack. It has been assumed that White cannot play his Bishop, nor has it apparently been properly explained that, without doing so, his Rooks will be paralysed as defensive agents. 16 B—Kt 5 is worse than useless, in face of R—B sq. 16 B—K 2 is slow, and after Q R—B sq; 17 Q—B 3, K R—Q sq (threatening Q—Kt 3); 18 R—Q 2, R—B 5; 19 K R—Q sq, Q—Kt 3, Black has a strong attack. There remain two other moves, to which we append variations: (A) 16 B—B 4, P—K Kt 3; 17 Q—B 3, B—B 4 ch; 18 B—Q 3, B × P; 19 B × B, B × Kt; 20 B—B 2, B moves; 21 R × P =; (B) 16 B—Q 3, B × P; 17 B—R 7 ch, K × B; 18 R × B, K R—Q sq; 19 K R—Q sq, regaining the Pawn.

16 Q R—B sq

17 P—B 5 ?   17 R × Kt !!

...............A problem, in half the moves of the entire game, mentally

composed and solved in a manner worthy of the champion of the world !

18 P × B

It was no wonder White failed to grasp the idea of the sacrifice of a whole Rook, beautifully extended in the next move, the theme being the cornering of the King by B × Q P and the other R—Q B sq, &c. He had hardly a better defence in 12 P × R, Q × B P; 19 Q—B 3 ! (if 19 P × B, Q—Kt 5 ch; 20 K—R sq, R—B sq and wins). Black has now two continuations, each of which however leave White considerable fight, in spite of the exposed position of his King. (A) Q —Kt 5 ch; 20 Q—Kt 3 !, B × P ch; 21 B—Q 3, Q × Q ch; 22 P × Q, B—Kt 5; 23 R—Q B sq, B × P; 24 R—B 7, R—K sq; 25 R—K B sq, R—K 6 and should win. (B) B × P ch; 20 Q × B, B × P; 21 R × B, Q × R, with a more doubtful result perhaps.

18 R—Q R 6

Position after Black's 18th move :—

R—Q R 6 !!!

BLACK (HERR LASKER).
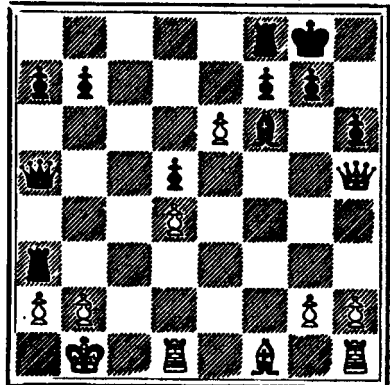
WHITE (MR. PILLSBURY).

19 P × P ch

Messrs. Steinitz and Pillsbury adduce the following variation : 19 P—K 7, R —K sq; 20 P × R, Q—Kt 3 ch ; 21 K —B 2, R—B sq ch ; 22 K—Q 2, B × Q P !; 23 P—K 8 qu. ch, R × Q ; 24 B—Q 3, Q—R 4 ch ; 25 K—B sq, R —B sq ch ; 26 B—B 2, R × B ch and wins.

19 R × P

20 P × R   20 Q—Kt 3 ch

21 B—Kt 5

If 21 K—R sq, B × P ch ; 22 R × B, Q × R ch ; 23 K—Kt sq, R—B 7 ; 24 Q—K 8 ch, K—R 2 ; 25 B—K 2, Q—Q 7 and must win. And if 21 K—B 2, R—B 2 ch ; 22 K—Q 2, Q × P ch ; 23 K—K sq (23 B—Q 3, R—B 7 ch, the position being different from that given in note to move 19, where the R does not command the K file), Q—B 6 ch ; 24 R—Q 2, B—Kt 4 and wins.

21 Q × B ch

22 K—R sq

The point of White's sacrifice of the B is seen here ; Black cannot capture the Q P with a check.

22 R—B 2

...............Q—B 5 at once is a little more direct.

23 R—Q 2   23 R—B 5

............If R—B 7, White replies 24 R—Q Kt sq.

24 K R—Q sq

If 24 R—Q Kt sq, the answer is simply Q—B 4, winning the Q P. But not R × P ; 25 R × Q, R—Kt 5 ch ; 26 R—Kt 2.

24 R—B 6 !

25 Q—B 5

25 Q—K 2 would be prettily met by B × P.

25 Q—B 5

26 K—Kt 2

It is worth recording that both sides were pressed for time hereabouts. K—Kt sq is a better move, though not obviously so.

26 R × P

...............Another beautiful prob-lem, and curiously enough, with the same key-move as on the 18th.

Position after Black's 26th move :—

R × P !

BLACK (HERR LASKER).
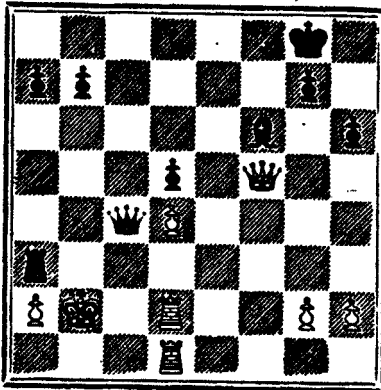
WHITE (MR. PILLSBURY).

27 Q—K 6 ch   27 K—R 2

28 K × R

The only defence was 27 K—Kt sq, and Black could then play B × P ; 29 Q—B 5 ch, P—Kt 3 ; 30 Q—B 7 ch, B—Kt 2.

Black now gave mate in five moves.

In spite of his opponent's being out-played in the opening and being sur-prised several times late in the game, this will be reckoned, on account of its many subtle and beautiful points, as one of the most brilliant victories of the champion chess player.

GAME No. XX.

Played on January 6th, 1896.

Evans Gambit.

NOTES BY W. H. K. POLLOCK.

WHITE.	BLACK.
M. TCHIGORIN.	Mr. W. STEINITZ.
1 P—K 4	1 P—K 4
2 Kt—K B3	2 Kt—Q B 3
3 B—B 4	3 B—B 4
4 P—Q Kt 4	

It is noteworthy that Mr. Tchigorin's opponents in this tournament are men who generally accept the Evans Gambit, if arrived at, and that each of them

has a very peculiar system of defence. So far the Russian master has played the attack with varied fortune, in recent encounters.

		4	B × Kt P
5	P—B 3	5	B—R 4
6	Castles	6	P—Q 3
7	P—Q 4	7	P × P
8	P × P	8	Kt—B 3

.........This defence was revived by Steinitz, against his present opponent, st Hastings, in the International Tournament, Nov. 1895.

9 **P—K 5**

9 Q—R 4 (threatening to win a piece by P—Q 5) would be adequately met by B—Q 2 (for if Kt × P or P—Q R 3 ; 10 B—Q 5) and if then 10 P—Q 5, Kt —K 4 ; 11 Q × K B, Kt × B ; 12 Q— B 3, P—Q Kt 4, with a fairly safe game.

9 **P × P**

10 **B—R 3**

A much better move at this point appears to lie in Q—Kt 3, especially in consideration the sequel of 10 B-- R 3 in each of the games under notice. The latter move, presuming the defence is accurate, will be found to lead to a kind of game in which White never gets a chance to develop his Q Kt favourably.

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

SEE DIAGRAM.

....Diverging from the Hastings track, where Black castled. Tchigorin appears to have stated earlier in the pending tournament that he feared most 12..., Kt—Q, which however does not seem at all the best for Black.

13 **P × P**   13 **P—Q R 3**

....Certainly very well played, although the only alternative, 13..., Kt × P, would have given White twice the attack, commencing with 14 Q × B, Kt × Kt ch 1 ; 15 P × Kt, Q × B ; 16 Q × B P.

14 **P × Kt**

Position after Black's 12th move :—
B—Q 2 !.

BLACK (MR. STEINITZ).
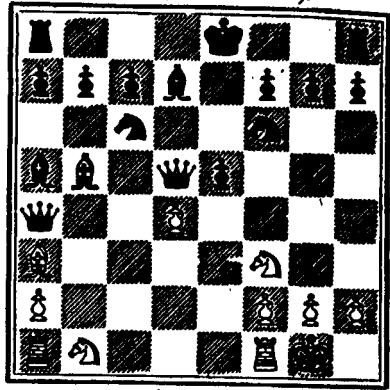
WHITE (M. TCHIGORIN).

After 14 B × Kt, B × B ; 15 Q—R 4, Kt—Kt sq, it is not easy for White to continue the attack, on account of the difficulty of playing out his Q Knight.

14 **P × B**

15 **P × P**

The *Daily News* points out that here 15 Kt—B 3 would be best met by, P × Q ; 16 Kt × Q, P—K Kt 3.

15 **R—K Kt sq**

16 **Q—R 4**

Whereas if now 16 Kt—B 3, the *coup juste* would be Q × Kt instead.

16 **R × P**

17 **Q—B 6**

With a view to Kt—Q B 3, as well as to guard the K Kt, now threatened by the Queen. If 17 Q—R 6, R—K Kt sq ; 18 Q × P, Castles.

17 **R—K Kt sq**

18 **B—-Kt 2**

If 18 Kt—B 3, B × Kt ; 19 Q × B, P—Kt 5 ; with the better game, as White dare not take with B on account of 20 .., Kt × B ; 21 Q × Kt, Q × Kt.

18 **R—Kt 3 !**

...............The object of this timely and clever move is to castle, after which Black ought certainly to win. If 19 Q—R 8 ch, K—K 2 ; 20 Q × R, Q × Kt ; 21 B—R 3 ch, P—Kt 5 ; 22 R—K sq ch, B—K 3 ; 23 P—Kt 3, P × B and must win.

Position after Black's 18th move :—
R—Kt 3 !
BLACK (MR. STEINITZ).
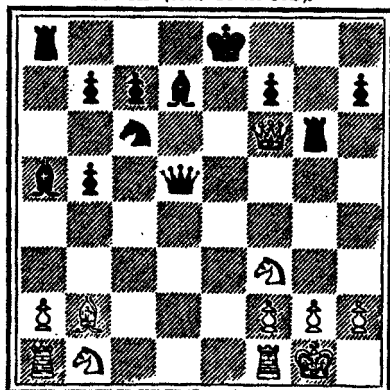
WHITE (M. TCHIGORIN).

19 Kt—B 3	19 B × Kt	
20 Q × B	20 Castles	
21 K R—Q sq	21 Q—R 4	
22 Q R—B sq	22 Q R—Kt sq	
23 P—Kt 3	23 B—Kt 5	
24 R—Q 3		

White has certainly done the utmost he could do since what might be called the laying of the foundation, ending with his 10th move, unless he and the annotators have overlooked something lying immediately after that move. The glaring error in his plan appears to be the non-provision for the development of his Q Kt, glaring inasmuch as every player of the Evans Gambit knows how many a likely attack fails from this cause when Black has retreated his K B to Q R 4 and left it there.

24 R—R 3

..............This move should clearly have been preceded by B × Kt, when Black's road to victory would have been a smooth one.

25 Kt—R 4   25 Q × Kt

....This is a blunder of the kind not infrequent in Mr. Steinitz's games, the kind that seems to attend the extraordinary mental application necessary for evolving entirely new lines of play in difficult openings. The sacrifice would have been quite correct were the K R still at Kt 3. 25..., P —Kt 5 or B—Q 7 followed by B—B 5 would have preserved White's winning superiority.

26 P × Q   26 Resigns.

..............A game in which it will be agreed that the chief kudos belongs to the loser.

GAME No XXI.

Played on January 8th, 1896.
Queen's Gambit Declined.

Notes by W. H. K. Pollock.
WHITE.   BLACK.
Mr. H. N. Pillsbury.   M. Tchigorin.

1 P—Q 4	1 P—Q 4
2 P—Q B 4	2 Kt—Q B 3
3 Kt—K B 3	

3 Kt—Q B 3, and if P × P (in order to play P—K 4), 4 P—Q 5, prevents Tchigorin's favourite attack, though indeed there seems to be no object in preventing it.

	3 B—Kt 5
4 P × P	4 B × Kt
5 P × Kt	

We still hold the Bishop to be better worth capturing than the Knight, as indeed experience seems to have proved.

5 B × B P

6 Kt—B 3	6 P—K 3
7 P—K 4	7 B—Kt 5

....Compare game 1,457, in the fourth round, between the same opponents. Black here improves his play in a most ingenious manner.

8 P—B 3

Against Kt—B 3 this was *the* move. And, as a rule, this method of preserving the K P is the best one in cases where there is no danger from the adverse K B commanding the diagonal (a 7 —g 1) against the Castled King. The question is, *is* there any such danger ? The answer is not far to seek.

8 P—B 4

............Exceedingly vigorous play and evidently well considered.

Position after Black's 8th move :—

P—B 4 !.

BLACK (M. TCHIGORIN).
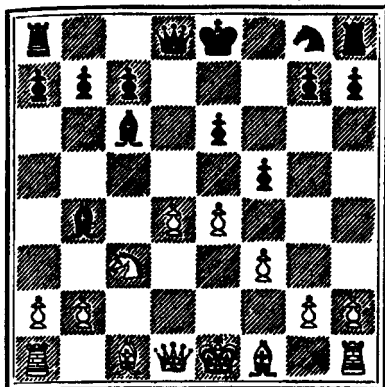
WHITE (MR. PILLSBURY).

9 P—K 5

P × P, however followed up, is highly unsatisfactory, Black shortly Castling Q R and at acking the Q P. There remains but the heroic course.9 B –Q B 4, P × P ; 10 Castles, P × P ; 11 B × P, P × P ? ; 12 R—K sq.

9 Kt—K 2

10 P—Q R 3

As the opening has clearly not gone the way intended by White, it would be safer policy to aim at an even game by developing 10 B—Q B 4, followed if Kt—Q 4 by B × Kt, Castles, and if necessary B— K 3. Anyway there seems no reason for making the adverse Bishop move away to a better square.

10 B—R 4

11 B—Q B 4

Alternative (quoted) : 11 P—Q Kt 4, B—Kt 3 ; 12 B—K 3, Kt—Q 4 ; 13 Kt × Kt, Q × Kt ; 14 R—Q B sq, Castles K R ; 15 B—Q B 4, Q—Q 2 ; 16 Q—Kt 3, B—Q 4 ; 17 Castles. The Q P, however, remains weak.

11 B—Q 4

.... With the B at Q Kt 5 this could have been answered with Q—R 4 ch, Kt—B 3 ; B × Kt, Q × B ; Q × Kt.

12 Q—R 4 ch   12 P—B 3

13 B—Q 3

13 B—K 2 would have saved valuable time, if the piece is to be played eventually to Q sq.

13 Q—Kt 3

.. ..Black's chess is clever indeed. This primarily threatens the very pretty win by B—Kt 6.

Position after Black's 13th move :—

Q—Kt 3 !

BLACK (M. TCHIGORIN).
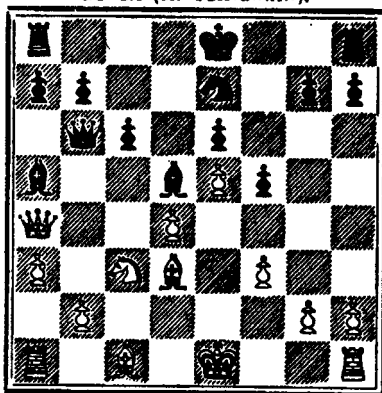
WHITE (MR. PILLSBURY.)

14 B—B 2   14 Q—R 3

....Threatening to win the Q by P—Q Kt 4.

15 B—Q sq

Here White had apparently a chance of equalizing matters as follows :—15 P—Q Kt 4, Q—B 5 ; 16 B—Kt 2, B— Kt 3 ; 17 Kt × B, Q × Kt ; (or A) 18 Q—Kt 3. (A) Kt × Kt ; 18 Q—Kt 3, Q × Q ; 19 B × Q, Kt—B 5 ; 20 Castles Q R, R—Q sq ; 21 P—Kt 3, Kt— K 7 ch ; 22 K—Kt sq, Kt × P ; 23 B × Kt, B × B ; 24 B × P, &c.

15 B—B 5

16 P—B 4 ?   16 Castles Q R

17 B—K 3   17 Kt—Q 4

18 B—Q 2   18 Kt—Kt 3

..............The Q P now falls, and White gets nothing in return for it.

19 Q—B 2   19 R × P

20 R—Q B sq   20 B—Q 6

..............Preventing P—Q Kt 4, which White's move threatened.

21 Q—Kt 3	21 Kt—B 5

.................Winning a piece, play as White may.

Position after Black's 21st move :—
Kt—B 5.

BLACK (M. TCHIGORIN).
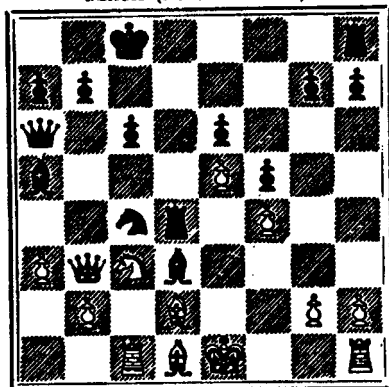
WHITE (MR. PILLSBURY).

22 K—B 2	22 Kt × B
23 Q × K P ch	23 K—Kt sq
24 B—B 3	24 Q—Kt 3
25 K—Kt 3	25 Kt × B

26 P × Kt	26 B—B 5
27 Q × K B P	27 B × Kt
28 P × B	28 R—Q 7
29 Q—R 3	29 P—Kt 3
30 K—R 4	30 P—K R 3
31 Q—Kt 4	

White is exercising the principle that no game is lost until it is won. With the last two moves Black threatened to win the Queen.

	31 Q—B 7 ch
32 Q—Kt 3	

If 32 K—R 3, B—K 3, mating in five moves if Q × B.

	32 P—Kt 4 ch
33 K—Kt 4	33 P—R 4 ch
34 K—B 5	34 B—Q 6 ch
35 K—K 6	35 Q—Kt 3
36 Q × P	36 P—B 4 dis. ch
37 K—B 7	37 B—B 5 ch
38 K—Kt 7	38 R—Kt sq ch
39 Resigns.	

A very pronounced case of checkmate indeed. This fine game redounds to the credit of the winner, and the young American's hollow victory at the same opening meets with an ample requital at the hands of Fortuna Caissæ !

GAME No. XXII.

Played on January 8th, 1896.

Queen's Gambit Declined.

NOTES BY W. H. K. POLLOCK.

WHITE. Mr. W. STEINITZ.	BLACK. Herr E. LASKER.
1 P—Q 4	1 P—Q 4
2 P—Q B 4	2 P—K 3
3 Kt—Q B 3	3 Kt—K B 3
4 B—K B 4	4 B—K 2
5 P—K 3	5 Castles
6 P—B 5	6 Kt—K 5
7 Kt × Kt	7 P × Kt

...............The game early assumes features quite distinct from the ordinary Q P Opening. Black's sixth move is a very dangerous experiment, for the first player is able in a manner to force certain defensive measures upon him, rendering his Castling on the K side an unsound operation.

8 Q—B 2 !	8 P—B 4
9 B—B 4	

Depriving the opponent of the option of Kt—Q 2 and Kt—K B 3, which would have strengthened his position generally.

	9 Kt—B 3
10 P—Q R 3	10 B—B 3

............The utter impracticability of advancing upon the Q B here is a note of warning to Black not to attempt it afterwards without much deliberation. Thus : P—K Kt 4 ; 11 B—K Kt 3, P—B 5 ; 12 Q × P, P × B ; 13 R P × P, R—B 2 ; 14 P—Q 5, Kt—R 4 ; 15 P × P, R—Kt 2 ; 16 B—Q 3, and must win.

11 Castles	11 K—R sq

...............Necessary, as P—Q 5 was immediately threatened.

| 12 | P—B 3 | 12 | Q—K 2 ! |
| 13 | B—K Kt 3 ! | | |

Well played on both sides; if 13 P × P, P—K 4, and Black would actually have the better game.

| 1 | P—B 5 |

...............The intention is, if 14 B × B P, to play P—K 4 or B × Q P with advantage, or if 14 B—B 2, P × K P ; 15 Q B × P, P—K 4, &c. But, as White would clearly not play his Q B, Black probably contemplated the ensuing sacrifice, having dismissed as unsatisfactory 13..., P × P ; 14 Kt × P, P—B 5 ?; 15 B × B P, or P—K 4 ?; 15 P—Q 5. See diagram.

Position after Black's 13th move :—

P—B 5.

BLACK (HERR LASKER).
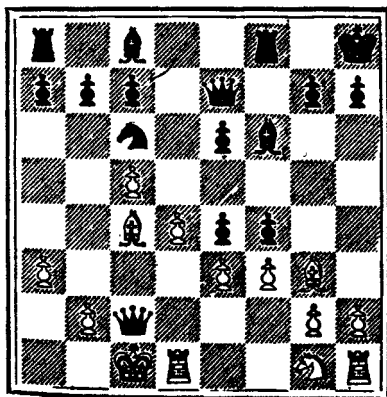
WHITE (MR. STEINITZ).

14 Q × P

The sacrifice appears quite sound, the merit being rather in the solid construction of White's game. It cannot be "dodged" by the reply P—K 4, which would simply cost a Pawn by K P × P, but not 15 P—Q 5 on account of Q × P !.

| | | 14 | P × B |
| 15 | P × P | 15 | P—K Kt 3 |

...............Although this looks like a vexatious little blunder, it is possibly better than P—K Kt 4, which would save a Pawn. After the latter move there seems nothing to prevent White from establishing an invulnerable position and, by a long-winded process indeed, gradually bringing his entire force to the assault upon the vital point, the K R P. As a very rough sketch of this plan, suppose 15..., P—K Kt 4; 16 B—Q 3, R—B 2 ; 17 P—B 4, P—Kt 5; 18 Kt—K 2, B—Q 2 ; 19 R—R 6, R—K Kt sq ; 20 Q R—R sq, R—Kt 2; 21 P—Q Kt 4. and White should be able to block the Q side, subsequently entering with Kt—B 3, Kt—Q sq, Kt—B 2 and either Kt—K 4 or by attacking the K Kt P to Kt 4.

| 16 | Q × Kt P | 16 | B—Q 2 |
| 17 | P—B 4 | | |

So long as the B occupies Q B 4, there is not much fear of Black playing P—K 4, which the text move is chiefly meant to forestall. Therefore 17 Kt—K 2 deserves consideration. If R or B then attacks Q, 18 Kt—B 4, or if Q—Kt 2 ; 18 Q—K 4 followed by Kt—B 4. (17 Kt—K 2, R—K Kt sq ; 18 Kt—B 4, P—K 4 ; 19 R × P ch, Q × R ; 20 Q × B ch, R—Kt 2 ; 21 P × P, &c.).

| | | 17 | R—B 2 |

....Here there was a fair chance of raising the siege by R—K Kt sq ; if 18 R × P ch, Q × R ; 19 Q × B ch, Q —Kt 2, and White must draw by Q—R 4 ch, &c. If, however, R—Kt 2, 20 B—Q 3, Q—R 4 ; 21 P—K Kt 4, Q × K t P ; 22 Kt—B 3, Q × Kt P; 23 R—Kt sq, or K—Kt sq ; 23 Kt—Kt 5 and wins.

| 18 | P—K Kt 4 ! | 18 | R—Kt 2 |
| 19 | Q—R 6 | 19 | R × P |

.. ..There are other moves, such as Q—B 2 or the desperate course of P—K 4, but they would not save the game. In the former case the position would be practically identical with the actual sequel.

20	B—Q 3	20	R—Kt 2
21	Kt—B 3	21	Q—B 2
22	P—K Kt 4	22	Q R—K Kt sq
23	P—Kt 5	23	B—Q sq

24 R—R 2	24 R—Kt 3
25 Q—R 5	

Taking the Rook would only be a waste of time.

	25 R(Kt 3)—Kt2
26 Q R—K R sq	26 Q × Q
27 R × Q	27 R—B sq

SEE DIAGRAM.

28 R × P ch

28 B × P is even more expeditious. Mr. Steinitz, however, finishes it off prettily enough.

	28 R × R
29 R × R ch	29 K—Kt sq
30 R × B	30 R—B 2
31 B—B 4 !	31 Resigns.

............If R × R; 32 B × P ch, R—B 2 ; 33 P—Kt 6.

Position after Black's 27th move :—

R - B sq.

BLACK (HERR LASKER).
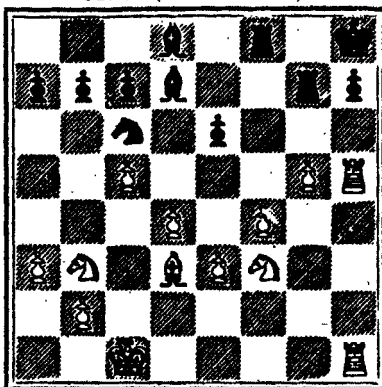
WHITE (MR. STEINITZ).

GAME No. XXIII.

Played on January 12th, 1896.

Queen's Gambit Declined.

NOTES BY W. H. K. POLLOCK.

WHITE.	BLACK.
Mr. H. N. PILLSBURY.	Mr. W. STEINITZ.
1 P—Q 4	1 P—Q 4
2 P—Q B 4	2 P—K 3
3 Kt—Q B 3	3 Kt—K B 3
4 Kt—B 3	4 P × P
5 P—K 3	

If 5 P—K 4, B—Kt 5 ; 6 B—Kt 5, P—Kt 4 : 7 P—K 5, P—K R 3 ; 8 P × Kt, P × B ; 9 P × P, R—Kt sq, and Black will remain a Pawn ahead.

5   P—B 4

6 B × P.

Or 6 P × P, Q × Q ch ; 7 K × Q, B × P ; 8 B × P, Castles ; 9 K—K 2, similarly to Lasker's variation against Steinitz in the late match for the championship.

	6 Kt—B 3
7 Castles	7 P × P
8 P × P	8 B—K 2
9 B—B 4	9 Castles
10 R—B sq	10 Q—Kt 3

11 Q—Q 2	11 R—Q sq
12 K R—Q sq	12 B—Q 2
13 Q—K 2	13 B—K sq
14 B—Q 3	

A simplifying course would be 14 P—Q 5, P × P ; 15 Kt × P, K1 × Kt ; 16 B × Kt, B—B 3 ; 17 B—Q Kt 3, Kt—Q 5 ; 18 Kt × Kt, R × Kt. For this and much of the succeeding analysis we are indebted to the notes of the players themselves. They remind us that up to Black's 11th move the game is identical with Pillsbury v. Steinitz, City Chess Club "Impromptu" Tournament, New York, 1894.

14   Q R—B sq

............Manifestly if Kt × P ; 15 Kt × Kt, R × Kt ; 16 B—K 3 or Q × Kt ; 16 B × P ch.

15 P—K R 3   15 Q Kt—Q Kt 5

............The White K B is a very strong piece: Black cannot here double Rs on the Q file, for if R—Q 2 ; 16 P—Q 5, P × P ; 16 B—B 5.

16 B—Kt sq	16 Q Kt—Q 4
17 B—K 5	17 B—B 3

.............If Kt × Kt, White retakes with R (best) with an excellent prospect. The earlier part of this game is admirably played by both masters, and the opening may fairly be classed as a standard one.

18 Kt—K Kt 5

A powerful attacking move, threatening primarily Kt × Kt, followed by B × Kt and Q—R 5.

Position after White's 18th move :—

Kt—K Kt 5.

BLACK (MR. STEINITZ).
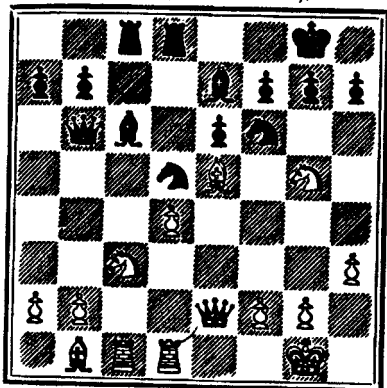
WHITE (MR. PILLSBURY).

18 P—K R 3

19 K Kt—K 4

The able annotators say: "Any attempt to sacrifice the White Kt would fail." We have failed to decipher the analysis quoted, a move on each side having apparently been mislaid. But it begins with 19 Kt × K P. It seems to us that the initial step should be 19 Kt × Kt !, instead. Black is in consistence bound to reply Kt × Kt, for if P × Kt, White could withdraw the Kt (or at a pinch hazard 20 P—K R 4, P × Kt; 21 P × P, Kt—K 5; 22 Q—R 5, for 23 P—B 3). Or if R × Kt; 20 Kt × K P, P × Kt; 21 B × Kt, B × B; 22 Q × P ch, and wins. Or if B × Kt; 20 R × R, R × R; 21 Q—Q 3, P × Kt; 22 B × Kt, B × B; 23 Q—R 7 ch, and wins the exchange.

Therefore: 19 Kt × Kt, Kt × Kt; 20 B—R 7 ch, K—R sq (if K—B sq, 21 Kt—K 4, menacing Q—Kt 4 with a winning game); 21 Kt × P ch, K ×

B ; 22 Q—Kt 4, Kt—B 3 ; 23 Q × K P, R—K sq ; 24 Q—B 5 ch, with two Pawns for a Bishop and a strong attack. But even if White elect to keep the piece, 19 Kt × Kt seems preferable to the retreat in the text.

		19	Q Kt × Kt
20	P × Kt	20	Kt × Kt
21	B × Kt	21	B × B
22	Q × B	22	Q—B 3
23	Q—Kt 4	23	B—B sq

....Best ; if P—B 3 ; 24 B—B 4, K moves ; 25 R—K sq, with the advantage.

24	P—Q B 4	24	P—B 4
25	Q—Kt 6	25	Q—K sq
26	Q—Kt 3	26	P—Q Kt 3
27	Q—Kt 3	27	Q—B 3
28	P—Q R 4	28	P—Q R 4
29	R—B 3		

All this is very fine but very difficult chess, and for elucidation of the play we prefer to trust to a diagram and the explanatory note of the players themselves.

Position after White's 29th move :—

R— B 3.

BLACK (MR. STEINITZ).
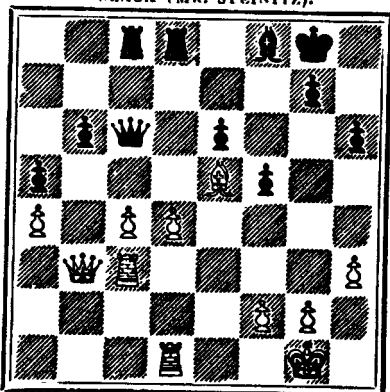
WHITE (MR. PILLSBURY).

"After 29 B—B 4, Q—K 5 (the only good move), White may continue 30 Q—K 3 or adopt the bolder course 30 P —K Kt 3, and if R × Q P: 31 R × R, Q × R ; 32 P—B 5, R × P (best) ; 33 Q × P ch, with a fine attack. Black's

C

29th move in the foregoing is sound. If for instance 29 .., B—Kt 5 ; 30 P—Q 5, Q—Q 2 ; 31 P—B 5, with a winning game ; for if P×Q P, 32 P×Kt P, R×R ; 33 R×R, threatening B—B 7 and P—Kt 7." It should be explained that White's object is to push the Q P, and 29 B—B 4 would be to protect the Q R, for if 29 P—Q 5, P×P ; 30 P×P, Q×R ; 31 R×Q, R×R ch, with at least equal chances.   29 R—B 3 also comes under the support of the B after P—Q 5.

		29	B—Q 3
30	P—Q 5	30	Q—B 2
31	B×B	31	Q×B
32	R—K 3		

32 R—B 3 prevents the text advance, which apparently turns the tables slightly in Black's favour.

		32	P—K 4
33	R—Kt sq	33	P—K 5
34	R—Q B 3		

White sees no reason for surrendering a Pawn by 34 Q × P, the result of which would probably be a draw, with four Rooks left on the field.

		34	Q—K 4

.............This, besides defending the Q Kt P, threatens R × Q P.

		35	R—Q 3
35	R—B 2		
36	R (Kt sq)—	36	P—B 5 !
	Q B sq		
37	P—B 5		

SEE DIAGRAM.

Pursuing his own plans, half mindful of the stealthy advance on the K side. Messrs. S. and P. give : ".37 R—K sq, R—Kt 3 : 38 Q—B 3 (if 38 R (B 2)—K 2, Q—Kt 4 ; 39 P—B 3, P—K 6, and should win), P×Q ; 39 R×Q, R×P ch ; 40 K—B sq, R—R 7 ; 41 K—K sq, R×R P ; 42 R—K 6, R—R 8 ch ; 43 K —Q 2, with fair drawing chances, although Pawns are minus, owing to the activity of the King."

		37	P × P
38	R × P	38	R × R
39	R × R	39	P—B 6

Position after White's 37th move :—
P—B 5.
BLACK (MR. STEINITZ).
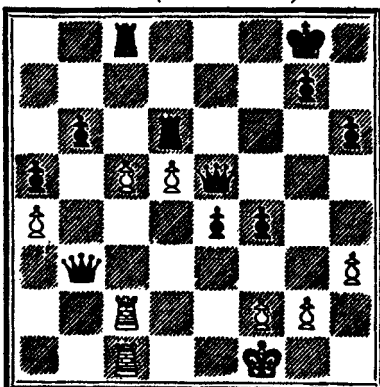
WHITE (MR. PILLSBURY).

..............The move that wins, but not yet perforce, as White might still make a hard fight of it by 40 Q—Kt 8 ch, followed by R—B 8.

Position after Black's 39th move :—
P—B 6 !
BLACK (MR. STEINITZ).
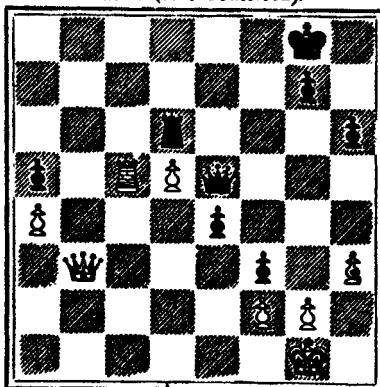
WHITE (MR. PILLSBURY).

40	Q—Q sq	40	R—K Kt 3
41	P—Kt 4	41	P—K 6
42	Q—K sq	42	P—K 7
43	R—B sq	43	Q × P
44	Q—B 3	44	R—Q B 3 !
45	Resigns.		

GAME No. XXIV.

Played on January 13th, 1896.

Ruy Lopez.

NOTES BY W. H. K. POLLOCK.

WHITE.	BLACK.
Herr E. LASKER.	M. TCHIGORIN.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—Kt 5	3 P—Q R 3
4 B—R 4	4 Kt—B 3
5 Castles	5 P—Q 3
6 P—Q 4	6 Kt—Q 2

............This defence was repeatedly employed by M. Tchigorin in his match with Dr. Tarrasch.

7 P × P

7 P—Q 5 would cause merely a temporary cramp. It would not be well to support the centre by P—B 3, obstructing the Q Kt. Dr. Tarrasch overcame this difficulty by playing Q Kt—B 3, Q Kt—K 2, and P—B 3, deferring Castling. White can of course play 7 B × Kt and isolate the Pawns.

	7 Q Kt × P
8 Kt × Kt	8 P × Kt
9 Kt—B 3	9 B—Q 3
10 Q—Kt 4	

Vigorous policy, the chief object being to arrive quickly at a favourable position for the end-game, White having apparently failed to make the most of the opening.

	10 Castles
11 B—R 6	11 Q—B 3
12 B × Kt	

The *Standard* suggests here 12 Kt—Q 5, Q × B; 13 B × Kt, B × B; 14 Q × B, followed by Kt—K 3, with the object of reaching K B 5. This refinement might however be nipped in the bud by 12..., Q—Kt 3 (White of course must not play 12 B × P, Q × B; 13 B × Kt, on account of Q × Q, winning a piece for a Pawn).

12 Q × B

............On the other hand if B × B; 13 B × P !.

13 B × B	13 Q R × B
14 Q R—Q sq	14 Q—Kt 3
15 Q—K 2	15 Q—K 3
16 R—Q 3	16 Q R—Q sq

............The game is now quite even : Black has repulsed the attack on the K side and taken the proper precautions to prevent any dangerous occupation of the open Q file.

17 K R—Q sq	17 B—K 2
18 Kt—Q 5	18 P—Q B 3
19 Kt × B ch	19 Q × Kt
20 P—Q R 3	20 K R—K sq
21 Q—Q 2	21 R × R
22 Q × R	22 K—B sq
23 R—Q 2	23 P—R 3

............In order to play R—B sq without fear of Q—K R 3. Another means of disputing possession of the open file was by Q—B 2, R—K 2, K—K sq, &c.

24 P—Kt 3	24 R—B sq
25 Q—Q 7	25 R—B 2
26 Q—B 5	26 P—K Kt 3

............Q—Kt 4 forces the exchange of Queens, when drawing would be a simple matter.

27 Q—B 3   27 K—K sq

............Just as in game 1,452, against Pillsbury, the Russian master evinces symptoms of utter mental exhaustion before the 30th move, and misjudges the position hopelessly. Here R—Q 2 left him with a simple draw.

28 Q—K 3 !   28 Q—Kt 4 ?

............P—K Kt 4 was at all events now better. The text move gives White a very subtle and probably a winning resource.

Position after Black's 28th move :—

Q—Kt 4 ?.

BLACK (M. TCHIGORIN).
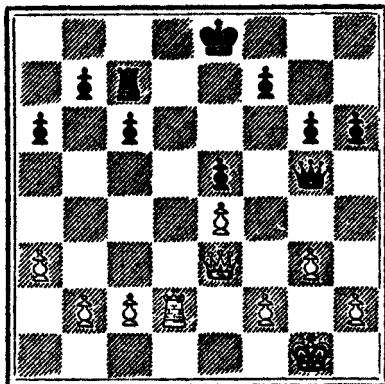
WHITE (HERR LASKER).

29 P—K B 4 !   29 P × P ?

....Being by this time com-
pletely "chess-blind," nothing short
of a miracle could have saved him. It
is however by no means easy to point
out the winning process for White after
29..., Q—K 2. The following one
has appeared in the daily press: 30
P—B 5, P—K Kt 4 ; 31 Q—R 7, P—
B 3 ; 32 Q—Kt 8 ch, K—B 2 ; 33
Q—K R 8, Q—B sq ; 34 Q × Q ch,
K × Q ; 35 R—Q 8 ch, and White
should win by entering by Q 5 or Q B
5 with his K, the Black K and R being
tied up guarding the Pawns on each
wing. If, however, Black plays 31...,
R—B sq, the process might be more
gradual. After 32 P—B 6, Q—B 2 ;
33 Q—B 5, P—Kt 3 ; 34 Q—Q 6,
Black will be forced to move his Pawns
unfavourably, and must not allow of
R—Q 5, the White K meantime enter-
ing on the Q side.

30 Q—Q 4   30 Resics.
...............If P × P, White mates in
three moves.

GAME No. XXV.

Played on January 14th, 1896.
Ruy Lopez.

NOTES BY W. H. K. POLLOCK.

WHITE.	BLACK.
Herr E. LASKER.	Mr. W. STEINITZ.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—Kt 5	3 P—Q 3
4 P—Q 4	4 B—Q 2
5 Kt—B 3	5 K Kt—K 2
6 P × P	6 P × P
7 B—Kt 5	7 P—K R 3

............P—B 3 (followed if neces-
sary by Kt—B sq and Kt—Q 3) is more
after Mr. Steinitz's style, and certainly
far better than the text move. But we
believe the move of P—K B 3 ought
to be played in answer to 5 Kt—Q B 3,
as Black can manœuvre his pieces in
their somewhat cramped condition with
far greater safety while the Q file
remains blocked.

| 8 B × Q Kt | 8 P × B |

..............Any other move loses a
Pawn without compensation.

| 9 B—K 3 | 9 Kt—Kt 3 |
| 10 Q—Q 3 | 10 B—Q 3 |

| 11 Kt—Q 2 | 11 Kt—K 2 |

...............Only the inspiration of a
fearlessness born of extreme terror can
explain such a panic-stricken retreat
as this. It would be infinitely less
hazardous to advance, even if a Pawn
is ultimately to be lost. Suppose 11...,
Castles ; 12 Kt—B 4, B—K 3 ; 13
Kt × B, P × Kt ; 14 Castles Q R, Q—
R 4 ; 15 Q × P, B × P ; 16 Q × B P, or
safer perhaps 13..., Q × Kt, with about
an even game.

12 Kt—B 4	12 Kt—B sq
13 Castles Q R	13 Q—K 2
14 P—B 4	14 P—B 3

............If P × P, an 'old-fashioned'
attack of the following nature might
ensue : 15 Kt × B ch, Q × Kt ; 16 Q—
R 6, Q—Kt 5 ; 17 P—Q R 3, Q—Kt
sq ; 18 B—B 5, Kt—Kt 3 ; 19 Q—Q
3 or R—Q 4.

15 P × P	15 P × P
16 K R—B sq	16 Q—K 3
17 Kt—R 4 !	17 Q—K 2
18 B—B 5	

White works out his problem with great skill and exactitude, the handling of the Knights being especially pleasing.

		18	B × B
19	Kt × B	19	B—Kt 5 !
20	R—Q 2	20	Kt—Kt 3
21	Kt—R 6 !	21	R—K B sq
22	Kt—R 5		

The gain of material is now distinctly visible, and in spite of Black's heroic struggles the rest of the game is but a funeral procession.

Position after White's 22nd move :—

Kt—R 5.

BLACK (MR. STEINITZ).
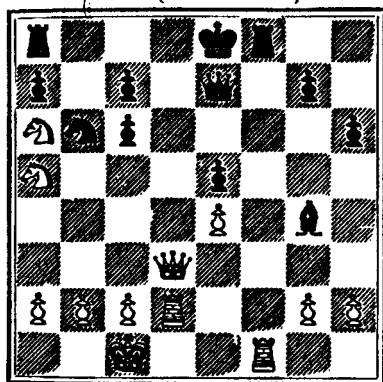
WHITE (HERR LASKER).

		22	R × R ch
23	Q × R	23	R—Q sq
24	K Kt × P !	24	R × R
25	Kt × Q	25	R—Q 8 ch
26	Q × R	26	B × Q
27	Kt—B 6	27	B—K 7
28	Kt—B 5	28	B—B 8
29	P—K Kt 3	29	Kt—B 5
30	Kt × R P	30	B—Kt 7
31	Kt—B 6	31	Kt—Q 3
32	Kt × P	32	Kt × P
33	Kt × Kt	33	B × Kt
34	Kt—Q 3	34	K—Q 2
35	K—Q 2	35	K—Q 3
36	K—B 3	36	B—Q 4
37	K—Q 4	37	P—Kt 4

...............If B × P; 38 P—Kt 3, followed by K—B 3, easily traps the Bishop.

38	P—B 4	38	B—Kt 7
39	P—Q Kt 4	39	P—R 4
40	P—Kt 5	40	P—R 5
41	P × P	41	P × P
42	P—B 5 ch	42	K—Q 2
43	P—R 4	43	K—B sq
44	P—B 6	44	K—Kt sq
45	Kt—K 5	45	K—R 2
46	K—B 5	46	B—R 6
47	Kt—Q 7	47	Resigns.

GAME No. XXVI.

Played on January 14th, 1896.

Ruy Lopez.

NOTES BY W. H. K. POLLOCK.

WHITE.   BLACK.
M. TCHIGORIN.   Mr. H. N. PILLSBURY.

1	P—K 4	1	P—K 4
2	Kt—K B 3	2	Kt—Q B 3
3	B—Kt 5	3	P—K Kt 3

...............Mr. Pillsbury deserves the credit of having revived this defence, which he plays with considerable success.

4	Kt—B 3	4	B—Kt 2
5	P—Q 3		

Many players prefer this line to 4 P—Q 4 (as also against the Sicilian Defence), on the ground of allowing the "fianchettoed" Bishop less liberty of action.

		5	K Kt—K 2
6	B—Kt 5	6	P—B 3
7	B—K 3	7	P—Q R 3
8	B—R 4	8	P—Q Kt 4
9	B—Kt 3	9	Kt—R 4
10	Q—Q 2	10	Kt × B
11	R P × Kt	11	B—Kt 2
12	B—R 6	12	Castles

.. ..Thus far the game is identical with one played between Mr. Pillsbury and an opponent at Philadelphia, in 1893. The moves are natural, and neither party is guilty of any direct loss of time.

13 P—R 4

An adventurous policy which commits him to Castling Q R sooner or later.

13 P—Q 3

............The K P seems to require additional support on account of the following variation : 13..., P—Q 4 ?; 14 P—R 5, P—Kt 4; 15 B × B, B × B; 16 Kt × Kt P, P × Kt; 17 Q × P ch, K—B 2; 18 Q × K P, with three Pawns for a piece.

14 Castles Q R   14 P—Q B 4
15 P—K Kt 4   15 P—Kt 5
16 Kt—Q Kt sq

Necessary : if 16 Kt—Q R 4, B—B 3; followed by Q—R 4 and B × Kt, winning a Pawn and eventually threatening mate at R 8.

16 P—R 4
17 Q R—Kt sq   17 P—R 5
18 P × P   18 R × P
19 Q—K 3

Object, either to make room for the King or for the K Kt at Q 2 in case of pressure. The pressure is threatened by R—R 8, Q—R 4, and either Q—R 7 or R × Kt ch, followed by K R—R sq. White's shattering of the adverse K side on the other hand looks, from this point, a slower process, and the forecast is certainly more difficult. We believe, however, that White "gets there" first, and in consequence the move of Q—K 3 is loss of time. Thus, following the attack as per the text, suppose 19 B × B, K × B; 20 P—Kt 5, R—R 8; 21 P—R 5, Q—R 4 (plainly Black will lose if he allows the Q to escape from Q 2 *without* losing time); 22 R P × P, Q—R 7; 23 P × P ch, R × P; 24 Q—R 6 ch and wins.

19 Kt—B 3
20 B × B   20 K × B
21 P—Kt 5   21 Kt—Q 5
22 P—R 5

Taking into consideration the necessary sequence, this involves the sacrifice of a whole Rook, and must be pronounced the most daring and hazardous combination of the tournament.

Position after White's 22nd move :—

P—R 5.

BLACK (MR. PILLSBURY).
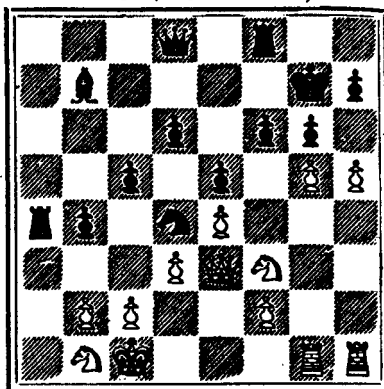
WHITE (M. TCHIGORIN).

22 Kt × Kt
23 R P × P   23 Kt × R

............Black must accept. If Kt × P; 24 R × Kt, P × R; 25 R × P ch, K—Kt sq (K × P; 26 Q—R 3); 26 P—Q 4 !, B—B 3; 27 P × K P (threatening Q—K R 3), P × P; 28 Q—Kt 3 ch, and wins. While if B P × P; 24 R × P ch, K × P; 25 Q R—R sq, Kt—R 5; 26 Q R × Kt, P × R; 27 Q—R 6 mate.

24 P × P ch   24 K × B P

............If K × Kt P, mate in six moves by Q—R 6 ch, Q—R 5 ch, &c.

25 P × P   25 K—K 3

....If K—Kt 2; 26 R × Kt ch, K—R sq ; 27 Q—Kt 3, or K—B 2 ; 27 Q—B 3 ch, and wins. Messrs. Pillsbury and Steinitz, however, propose a road of escape by K—B 2; 26 R × Kt, Q—B 3; 27 Q—R 3, B—B sq; 28 Q—R 5 ch, K—K 2; 29 R—Kt 8, Q—B 5 ch; 30 K—Q sq, R—R 8; 31 R × R, R × Kt ch; 32 K—K 2, B—Kt 5 ch; 33 P—B 3, B × P ch; 34 Q × B, Q × Q ch; 35 R × Q, R—K R 8, &c. Apart from the almost impossibility of seeing to the end of this thread, which after all only draws, and might be defeated by P—Q Kt 3 somewhere, Mr. Pillsbury was very short of time. Further-

more, the move selected gives good chances of a win, though after many more dangerous passes.

26	R × Kt	26	K—Q 2
27	Q—R 3 ch	27	K—B 3

...............Better than K—B 2, for the King must not retreat to Kt sq, R—Q R sq being presently necessary in face of Q—K 6, followed by Q or R—Kt 8 winning a piece for the advanced Pawn.

28	Q—K 6	28	R—Q R sq
29	R—Kt 7	29	K—Kt 3

..............To get out of the way of Q—Q 5 ch.

30 Kt—R 3

The assault is kept up most unflinchingly, and naturally this fresh factor would not be overlooked.

Position after White's 30th move :—

Kt—R 3 !

BLACK (MR. PILLSBURY).
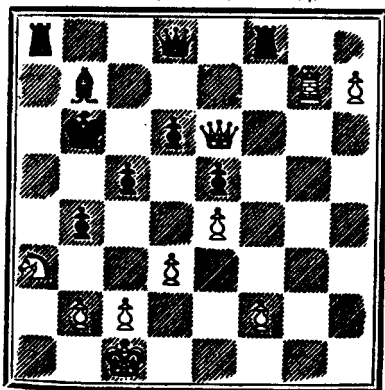
WHITE (M. TCHIGORIN).

30 B—R 3 ?

...............After P × Kt the *modus operandi* seems to be 31 Q—Kt 3 ch, K—R 3 !; 32 Q × B ch, K—R 4; 33 P—Kt 4 ch !, P × P !; 34 Q—Q 5 ch, K—R 3; 35 Q—B 4 ch, K—R 4; 36 R—Kt 7, Q—Kt 3; 37 Q—Q 5 ch, and should win.

Through pressure of time Black overlooked the force of R—B 3; if 31 Q—Kt 8, R—K R 3; 32 Q—B 7, B—B 3; 33 Kt—B 4 ch, K—R 3, and should win. After the next move, however, Black's game is by no means hopeless.

31 R—Q 7 31 Q × R

...............There is no resource to be found in Q—Kt 4 ch, whether followed by Q—Kt 8 ch, and B—B 5 ch, or by R—B 3. In the latter case White may simply Queen the Pawn at once.

32	Q × Q	32	Q R—Q sq
33	Q—K Kt 7	33	P × Kt
34	P × P	34	P—B 5 !
35	P—Q 4 !	35	R × P

.... A sheer blunder, by which he loses the game definitely, in the blind attempt to win it. However, P—B 6 afforded very little prospect, on account of 36 P—Q 5, R × P ?; 37 Q—Kt sq, Q R—K B sq; 38 P Queens. His best chance was P × P.

36	P—R 8 qu.	36	R × Q
37	Q × R	37	R—B 8 ch
38	K—Kt 2	38	P × P
39	Q × P ch	39	K—B 2
40	P—R 4	40	R—B 2
41	P—R 5	41	K—B sq
42	Q × Q P	42	R—Kt 2 ch
43	K—B 3	43	B—Kt 4
44	P—R 6	44	R—Q B 2
45	P—R 7	45	Resigns.

GAME No. XXVII.

Played on January 16th, 1896.

Petroff's Defence.

NOTES BY W. H. K. POLLOCK.

WHITE.	BLACK.
Mr. STEINITZ.	Mr. H. N. PILLSBURY.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—K B 3

3	P—Q 4	3	P × P
4	P—K 5	4	Kt—K 5
5	Q × P	5	P—Q 4
6	P × P *e.p.*	6	Kt × Q P
7	B—K Kt 5		

In this position a new move which has no great merits, judging from Mr. Pillsbury's treatment of the case.

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

Both players conduct this opening with admirable nicety. True, it is not new ground to either, but the proper disposition of each piece is a study. Here a harmless looking move like 10 Kt—B 3 might give Black a point of attack by Kt—Kt 5, or better, Kt—K 5. The general rule of course holds good here, to play B—K 2 as soon as possible, when the Q leaves her own square prematurely.

		10	Q—K 2
11	Castles	11	Castles
12	R—K sq		

The only good move. Still, if 12 Kt – B 3, Kt—K 5.

| | | 12 | Kt—K 5 |

..............Q—B 2 is not only the right move in respect of the "masked batteries," but in every other way superior. White's Q Kt would still be embarrassed.

| 13 | Q—B sq ! | 13 | P—K Kt 4 ? |
| 14 | B—Q 3 ! | 14 | B—R 3 |

....Mr. Steinitz takes advantage of the opponent's errors on moves 12 and 13 in masterly fashion, more than regaining the ground which the latter had undoubtedly won in the immediate opening. The text move is chiefly admirable from the resistance to temptation evinced. The players here say: "Should White attempt to win the piece by 15 B—Kt 3, then might follow Q—Kt 2 ; 16 B × Kt, B × B ; 17 R × B, P—B 4 ; 18 R—K 6 (18 B—K 5, Kt × B; 19 R × Kt, P—Kt 5, and should win), P—B 5 ; with a fine attack."

It appears, however, that they have overlooked a more important variation, which might have led to some extraordinary complications. See diagram.

Position after Black's 14th move :—
BLACK (MR. PILLSBURY).
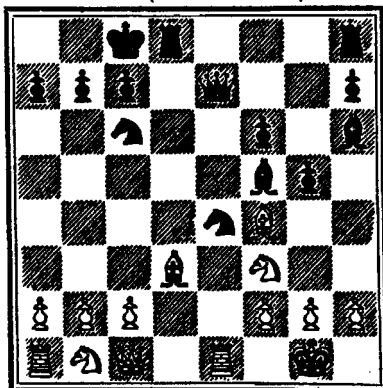
WHITE (MR. STEINITZ).

Suppose here 15 Kt—R 4. The only reply is P × Kt, for if Q—Q 2 ; 16 Kt × B, Q × Kt; 17 B – Kt 3. After P × Kt then ; 16 B × B, K R—Kt sq ! ; this beautiful resource apparently saves the game (Black having been threatened with Q—B 4, Kt—B 3 or P—K B 3). If now 17 Q—B 4, R × P ch ! (again the only move) ; 18 K × R, R—Kt sq ch ; 19 K—R sq (or A) Kt—Kt 6 ch ! ; 20 R P × Kt, Q × R ch ; 21 K—R 2, P × P ch ; 22 P × P, B × B ; 23 P × B, Kt—K 4 and wins. (A) 19 K—B 3 (if K—B sq, mate in two), B—Kt 5 ch ; 20 K—Kt 2, B—K 7 ch ; 21 K—R sq, B × B ; 22 Q × B, Kt—Kt 6 ch, and the position is almost identical. There is one more variation which looks promising : 15 Kt—R 4, P × B ; 16 B × B, K R—Kt sq ; 17 Q—K 3, Q R—Q sq ; 18 Kt—B 3, Kt—Q 3 ; 19 Q × Q, Kt × Q ; 20 B × B ch, Kt (Q 3) × B ; but the game is hardly in White's favour.

15	Kt—B 3 !	15	P × B
16	B × Kt	16	B × B
17	R × B	17	Q—Kt 2
18	Q—B sq	18	K R—Kt sq
19	Q R—K sq	19	Q—Kt 5
20	K—R sq	20	B—B sq
21	R—K 8	21	B—Kt 5

....................On the principle that Knights are very effective against doubled Pawns.

| 22 | R × R ch | 22 | Kt × R |

................If K × R ; 23 R—Q sq ch, releasing the Knight.

23 P—K R 3

Nothing particular accrues from Kt—Q 5.

          23 Q—Kt 3

24 Kt—Q 5 !   24 B—Q 3
25 P—B 4   25 Kt—B 3
26 R—K 6 !   26 R—B sq !
27 Q—K 2

If 27 P—Q Kt 4, Q—B 7; 28 P—B 5, Q × R P; or 28 P—Kt 5, Kt--Q sq, &c.

          27 K—Q 2 !

............Kt—K 4 is dangerous on account of 28 Kt × Kt, Q—Kt 8 ch; 29 K—R 2, P × Kt; 30 R × B !, P × R; 31 Q—Kt 4 ch, and wins. The defence, for defence it is, is snperbly conducted. Some beautiful play now follows.

28 P—B 5

Position after White's 28th move :—
P—B 5 !.
BLACK (MR. PILLSBURY).
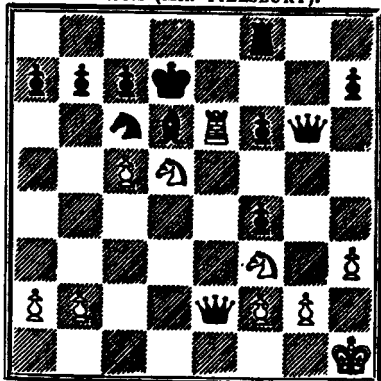
WHITE (MR. STEINITZ).

         28 Q—Kt 8 ch

............The object of this is apparently to drive the King upon the ray of the Bishop. If nnt absolutely necessary it prettily and effectually frustrates Kt—K 4 on White's 30th move.

29 K—R 2   29 Q—B 4 !
30 Kt × P ch ! 30 R × Kt
31 R × R   31 Q × R
32 P × B   32 P × P

............If Q × P; 33 Q—Kt 5, with more effect.

33 Q—Kt 5   33 K—B 2
34 P—Q Kt 3 34 P—Q R 4

............Black's Pawns are now badly scattered, and the advance on the Q side is surely more risky than Q—Kt 7. The nature of the forces however is such that either side should be able to keep the draw in hand.

35 Q—Q 3   35 P—R 3
36 Q—Q 2   36 P—Kt 4
37 P—Q R 4 ! 37 P—Kt 5
38 Q—Q 5   38 Q—Kt 7
39 K—Kt sq   39 Q—B 8 ch
40 K—R 2   40 Q—Kt 7
41 K—Kt sq   41 Q—B 8 ch
42 K—R 2   42 Q—Kt 7

............The time-limit being 15 moves, the near repetition of moves brings each player the beginning of his "fourth hour."

43 Kt—Q 2   43 Q—Q 5
44 Q—B 7 ch 44 K—Kt 3

............Messrs. Pillsbury and Steinitz note : "Missing an easy draw hy K--Kt sq. If then 45 Kt—B 4, Q × P; and the Black Knight cannot be captured with a check ; if it be otherwise taken, Black draws by perpetual check." The text move is a fatal error, probably due to fatigue.

45 Kt—B 4 ch 45 K—B 4 !
46 Q—B 7 !   46 Q × Kt

............A desperate measure; but the only one. The Queen cannot defend the Kt without leaving a mate on the move, Q × P loses the Q, and if P—B 6 ; 47 Q—Kt 6 ch, K—Q 4 : 48 Kt—K 3 ch, &c.

Position after Black's 46th move :—
Q × Kt.
BLACK (MR. PILLSBURY).
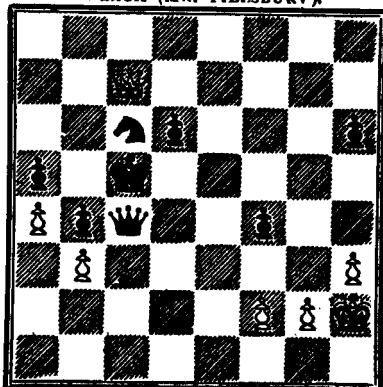
WHITE (MR. STEINITZ).

47 P×Q	47 P—Kt 6	56 Q×Kt	56 P—Q 4
48 Q—B 7	48 Kt—Kt 5	57 Q—B 6 ch	57 K—Kt 5
49 Q×P	49 Kt—R 7	58 Q—Kt 5 ch	58 K—R 6
50 Q—Q 2	50 K×P	59 Q×R P	59 P—Kt 7
51 P—B 4 !	51 Kt—B 6	60 Q—Kt 5	60 P—Q 5
52 P—B 5	52 Kt—K 5	61 K—Kt 3	61 K—R 7
53 Q—K 2 ch	53 K—Q 5	62 K—B 3	62 P—Kt 8 qu.
54 P—B 6 !	54 Kt×P	63 Q×Q ch	63 K×Q
55 Q—Kt 2 ch	55 K—B 5	64 K—K 4	64 Resigns.

GAME No. XXVIII.

Played on January 16th, 1896.
Two Knight's Defence.

NOTES BY W. H. K. POLLOCK.

WHITE.	BLACK.
M. TCHIGORIN.	Herr E. LASKER.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—B 4	3 Kt—B 3
4 P—Q 3	4 B—B 4
5 P—B 3	5 P—Q 3
6 Q Kt—Q 2	6 Castles

...............A question arises here : To what degree is White's sixth move an infraction of the principles of development, and would Black be justified in assuming the initiative by Kt—K Kt 5? White's best reply might then be 7 R —B sq, as after castling his pieces would be awkwardly blocked. In a previous game (Round vii.) Lasker continued P —Q R 3 and B—R 2.

7 Kt—B sq

Messrs. Pillsbury and Steinitz here prefer 7 B—Kt 3, and if P—Q 4; 8 Q —K 2, prior to moving the Knight.

	7 P—Q 4 !
8 P×P	8 Kt×P
9 B—K 3	

Somewhat unexpected. The result is a game full of battle-fire to the end of the scene.

	9 Kt×B
10 P×Kt	10 P—K 5 !
11 P×P	11 Q—K 2
12 Q—B 2	12 Kt—K 4

..................To prevent Kt—Q 4, which would improve White's stock. The Kt must be taken, for if 13 B—K 2, Kt—Kt 5 or 13 B—Kt 3, R—Q sq; 14 R—Q sq, R×R ch; 15 K×R, Kt —Kt 5; 16 K—K 2 (16 Q—Q 3, Q× P); 17 P—Q Kt 3, P—K R 3; 18 B —R 3 ch, P—B 4; 19 Kt—B 3, regaining the pawn with a very superior game.

13 Kt×Kt	13 Q×Kt
14 Castles	14 P—B 3
15 R—K sq	15 P—Q Kt 4
16 B—Q 3	16 R—Q sq
17 Kt—Q 2 !	

17 Q—K 2, preparatory to the text move, might be met with B—K Kt 5, when if 18 Q×B, R×B; 19 Q—B 5?, R×P ch; 20 P×R, Q×P ch; 21 K —Q sq, Q—Q 6 ch; 22 Kt—Q 2, R —Q sq; 23 Q—B 2, B—Kt 5 and wins. White now plays with great spirit.

	17 Q—Kt 4
18 Kt—B 3	18 B×P ch
19 K—Kt sq	19 Q—Q B 4
20 K R—B sq	20 P—Q R 4
21 Q—K 2	

If 21 P—K 5, P—Kt 3; and White must play 22 K—R sq (losing a move) to avoid K×B, followed if Q×R by B—K B 4, winning the Q.

	21 B—K R 3
22 Kt—Q 4 !	22 P—Kt 5
23 B—B 4	23 P×P
24 Kt—Kt 3	24 Q—K 4 !
25 R×P	25 K—R sq
26 Q—B 3	26 B—K 3

Position after Black's 26th move :—

B—K 3 !

BLACK (HERR LASKER).

WHITE (M. TCHIGORIN).

27 R—K 7 ?

We have now arrived at a small series of those "blunders" which are to a great extent inseparable from the kind of chess which produces splendid positions in the most arduous contests, but which are so easy to anathematize in the purlieus of the Strand ! It may be assumed that Tchigorin saw a probable draw by (the really necessary) 27 B × B, Q × B; 28 R—K B sq, P—R 5; 29 R—B 8 ch, R × R ; 30 Q × R ch, Q

—Kt sq ; 31 Q × Q ch, K × Q ; 32 Kt —B 5, but elected to play for a higher stake.

27 P—B 7 ch

…………… ..Immediately after the game the following beautiful win was demonstrated by Lasker: 27 .., P—R 5 ; 28 R × B, P × Kt ; 29 R × Q and Black mates in two moves. In the foregoing variation, if 29 B × P, P—B 7 ch ; 30 K—R sq !, Q—Q B 4 and wins. On 29 Q × P, Q × Q ; 30 P × Q, P × P ch ; 31 B × P !, K R—Kt sq ch ; 32 K—R sq, B—Q 7 and wins. Black's actual combination is also very fine, but as will be seen it gives the opponent a loophole, on his 30th move.

28	K × P !	28	P—R 5 !
29	R × B	29	P × Kt ch
30	Q × P !		

If 30 K—Kt sq, Q—Q R 4 and wins, or 30 B or P × P, R—Q ch and wins.

		30	Q × R P
31	K—Kt sq	21	Q × P
32	R × P	32	Q R—Kt sq
33	Q—B 3	33	B—Kt 4
34	B—Kt 3	34	B—R 5
35	R—Q B sq	35	B—Kt 4
36	R—K sq	36	B—R 5
37	R—Q B sq		

Drawn game.

GAME No. XXIX.

Played on January 19th, 1896.

Queen's Gambit Declined.

NOTES BY W. H. K. POLLOCK.

WHITE. Herr LASKER.	BLACK. Mr. H. N. PILLSBURY.
1 P—Q 4	1 P—Q 4
2 P—Q B 4	2 P—K 3
3 Kt—Q B 3	3 Kt—K B 3
4 Kt—B 3	4 B—K 2
5 P—K 3	

Steinitz usually plays here B—B 4, while Showalter, in his recent match with Lipschutz, followed that move with 6 Q—B 2, obtaining a rapid and safe development.

		5	Castles
6	B—K 2	6	P—Q Kt 3
7	Castles	7	B—Kt 2

……………Black's intention being to support his K 5 square as strongly as possible, he does not exchange pawns for the sake of keeping the long diagonal open.

8	P—Q Kt 3	8	Q Kt—Q 2
9	B—Kt 2	9	Kt—K 5
10	Kt × Kt	10	P × Kt
11	Kt—Q 2	11	P—K B 4

12	P—B 3	12	B—Kt 4
13	P—B 4	13	B—K B 3
14	R—B 2		
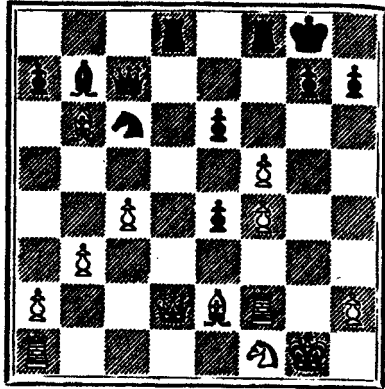
14 P—Q Kt 4, followed, tf P—B 4, by 15 Q—Kt 3, deserves consideration. Black "gets through" by the process adopted, but the variations below seem to prove it *just* too slow. This being so, the question arises whether *now* was not the proper time for P—K Kt 4. If Black replied with P—Q B 4 he might be subjected to a dangerous attack by 15 P—Kt 5, B—K 2 ; 16 Q—B 2, threatening 17 Q—B 3 and P—Q 5, when the mate could not be stopped by R—B 2 on account of B—K R 5.

		14	P—B 4
15	Kt—B sq	15	Q—B 2
16	Q—Q 2	16	Q R—Q sq
17	P—K Kt 4		

Being harassed in regard to his pawn-centre, White is justified in adopting this risky course. In any case Black's centre pawn will be free, and the long diagonal opened for his Q B. If 17 R —Q sq, Kt—Kt sq : 18 Q—B sq, P × P ; 19 P × P, (19 B × P would have a defenceless Q P after exchange of Rs and Bs) Kt—B 3 ; 20 Q—K 3, R—Q 2 ; followed by K R—Q sq, winning the pawn.

| | | 17 | P × Q P |
| 18 | K P × Q P | | |

If 18 B × P, P—K 4 with a strong attack.

| | | 18 | Kt—Kt sq ! |
| 19 | P × P | | |

19 Q—K 3 followed by R—Q sq will not save the pawn.

		19	B × P !
20	B × B	20	Kt—B 3
21	B × Q Kt P	21	P × B

............Messrs. Pillsbury and Steinitz say in their notes : "21..., Q × B ; 22 Q—K 3 (22 Q—B 3, P—K 6 ; 23 Kt × P, Kt—Q 5 ; threatening Q— B 3, 24 P × P, R × P with a winning attack), Kt—Q 5 ; and if 23 P × P, R × P appears to win here, or if 23 B— Kt 4, P × P ; 24 B—Q sq, P—K Kt 4, etc."

Position after White's 21st move :—
B × Q Kt P.

BLACK (MR. PILLSBURY).

WHITE (HERR LASKER).

| 22 | Q—K 3 | 22 | Kt—Q 5 |
| 23 | R—Q sq | 23 | Kt × B ch |

............."There is,' write the same authorities, 'also a win here, but very remote, by 23..., Kt × B P ; 24 Q —B 3, R × R ; 25 B × R, Q—B 3 ; 26 Kt—K 3. R—Q sq ; 27 B—K 2 (if 27 R—Q 2, R—Q 6 ; 28 R × R, P × R ; 29 Q × P, Kt × Kt, etc.), R—Q 6 ; 28 B × R, P × B ; 29 Kt—Q 5 (or 29 Kt —Kt 2, Kt—R 5 ; 30 Q × P, Kt × Kt ; 31 Q—Q 8 ch, K—B 2 ; 32 P—B 5, Kt—B 5 ; 33 P × P ch, K—Kt 3), P × Kt ; 30 Q × P, P—Q 5 ; 31 K—B sq, Q—R 8 ch ; 32 K—K 2, B—K 5 ; 33 Q—Q sq, Q × Q ch : 34 K × Q, K —B 2, and the carefully-prepared advance of the Q P should win."

24	Q × Kt	24	P × P
25	Kt—K 3	25	R × R
26	Q × R	26	P—R 3 ?

.................Hereabouts Black was hard pressed by the time-limit. He could do no better than P—Kt 3, 26..., R—Q sq leading to a draw by 27 R— Q 2, R × R ; 28 Q × R, Q × K B P ; 29 Q—Q 8 ch.

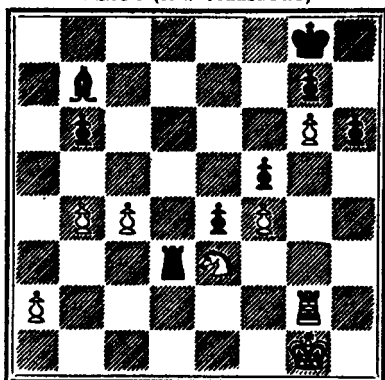| 27 | P—Kt 4 ! | 27 | K—R 2 |
| 28 | P—K R 4 | 28 | Q—K 2 |
| 29 | R—K Kt 2 | 29 | R—B 2 |

.................Of course if Q takes either pawn, 30 Q—Q 7 wins

30	Q—K sq	30	Q—B 3
31	P—R 5	31	R—Q 2
32	Q—Kt 3	32	R—Q 6
33	Q—Kt 6 ch	33	Q × Q
34	P × Q ch	34	K—Kt sq

Position after Black's 34th move :—

K—Kt sq.

BLACK (MR. PILLSBURY).

WHITE (HERR LASKER).

35 R—K 2

Forced. If 35 Kt × P, P—K 6 attacking the Rook); 36 R—K 2, R —Q 8 ch; 37 K—R 2, R—Q 7; 38 Kt—Kt 3, B—B 6 and wins. On 36 Kt—K 7 ch, K—B sq; 37 Kt—Q 5, B × Kt; 38 P × B, R—Q 8 ch; 39 K —R 2, R -Q 7; 40 K—Kt 3, P—K 7; 41 R—Kt sq, R—Q 8 and wins.

35   R—Q 3

36	Kt × P	36	R—K B 3

..............Well played. for if R × P ch; at once, 37 R—Kt 2, R × R ch; 38 K × R, followed by Kt—Q 6 and White will win.

37	Kt—K 3	37	R × P ch
38	K—B 2	38	R—K B 3
39	K—Kt 3	39	R—Kt 3 ch
40	K—B 2	40	R—K B 3
41	K—Kt 3		

White naturally cannot afford to lose his isolated pawn, and is willing to draw. Black runs the proverbial risk of losing through trying to win a drawn game, but, playing with fine nerve and coolness, contrives to keep the *remise* in sight.

		41	R—Q 3
42	P—K B 5	42	K—B 2
43	K—B 4	43	P—Kt 4 ch
44	P × P (e.p.) ch	44	R × P
45	Kt—Q 5		

If 45 Kt—Kt 4, K—K 2 ; 46 R— R 2, B—B sq ; 47 Kt × P, B—K 3, drawing.

		45	B × Kt
46	P × B	46	K—K 2
47	R—Q B 2	47	P—K 6

............" The only move to force the draw." (Messrs. P. and S.)

48	K × P	48	R—Kt 5
49	R—B 6	49	R × P
50	R × P		

Drawn game.

GAME No. XXX.

Played on January 19th, 1896.

Queen's Gambit Declined.

NOTES BY W. H. K. POLLOCK.

WHITE. Mr. STEINITZ.	BLACK. M. TCHIGORIN.
1 P—Q 4	1 P—Q 4
2 P—Q B 4	2 P—K 3
3 Kt—Q B 3	3 Kt—K B 3
4 Kt—B 3	4 P—B 3

..................No one can reasonably complain of lack of variety in the openings chosen in the tournament.

The favourite ones have been preferred, the Queen's Gambits have almost invariably differed, in the six Rny Lopez games five separate defences have been adopted on the third move, and yet a margin has been found for some magnificent " Petroff's " (a delicate tribute by the American player to the memory of the Russian master), lively Evans Gambits, and other fancies. And all out of the 36 games. The object of Black's 4th move is to play P × P, supporting by P—Q Kt 4.

5 P—K 3

Young players will observe that 5 P
—B 5 might be broken up by P—Q Kt
3; 6 P—Q Kt 4, P—Q R 4; 7 Kt—
Q R 4, Q Kt—Q 2; 8 Kt—K 5, P—
Q Kt 4; 9 Kt×Q B P?, Q—B 2; or
9 Kt—Kt 2, P×P; 10 Kt×Kt, Kt×
Kt; 11 B—Q 2, Q—B 3.

5 Q Kt—Q 2

6 B—Q 2 ?

This move is hard to explain, as B—
Q 3 has been found perfectly trustworthy
here, and previously played by Steinitz
against Lasker and Tchigorin.

6 B—Q 3 !

7 B—Q 3   7 Castles
8 Castles   8 R—K sq

.... The more involved the
maze, the better pleased the Russian
expert.   Many players would prefer to
assume the initiative here by P—K 4.

9 P—K 4 !   9 P×B P
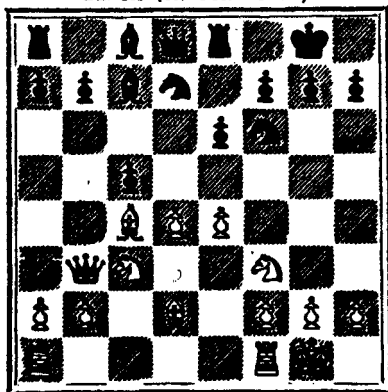10 B×P   10 B—B 2
11 Q—Kt 3

A tempting prospect of attack is here
presented by 11 P—K 5, but we believe
the advance would be still stronger on
the 12th move.

11 P—B 4

Position after Black's 11th move :—
P—B 4.
BLACK (M. TCHIGORIN).

WHITE (MR. STEINITZ).

12 P—Q 5

Suppose now 12 P—K 5, P×P; 13
P×Kt, P×Kt; 14 Q B×P, Kt×P;
15 B—Kt 5 !, Kt—Q 2 (B—Q 2; 16

B×Kt, or R moves : 16 B—Kt 4 and
wins); 16 Q—R 4 and wins.   Again,
12 P—K 5, P×P; 13 P×Kt, P×Kt;
14 Q B×P, P×P; 15 Q R—Q xq, or
perhaps 15 K R—Q sq with a splendid
game.   On 14..., Kt—B 4; 15 Q—B
2, P×P; 16 P—Q Kt 4, Kt—Q 2; 17
Q R—Q sq, Q—K 2; 18 K R—K sq
and should win.

12 Kt—K 4
13 Kt×Kt   13 B×Kt
14 K R—K sq   14 P—Q R 3
15 P—Q R 4   15 Q—B 2
16 P—R 3   16 R—Kt sq
17 P—R 5   17 P—Q Kt 4
18 P×P (e.p.)   18 R×P
19 Q—B 2   19 B—Q 5
20 Kt—R 4 ?   20 R—Kt sq
21 B—B 3   21 P×P
22 P×P   22 B—Kt 2
23 Q—Q 3   23 B×P
24 Q B×B   24 P×B
25 B×B   25 Kt×B
26 Q×Q P   26 Kt—B 5

.... Free exchanges have now
thinned the game down to a level, and
with equal play it should be drawn.

27 Kt—B 3   27 K R—Q sq
28 Q—K 3   28 P—R 3
29 R×P?

A purely physical oversight, which
is of course fatal.   Q—K 5 kept the
game equal, as also on White's pre-
ceding move.

29 Q—Kt 2
30 Q×Kt   30 Q×R
31 R—K 7   31 Q—K Kt 3
32 P×Q Kt 4   32 Q R—B sq
33 R—K 3   33 R—Q 6
34 Kt—K 4   34 R×R
35 P×R   35 R—B 7
36 Kt—Kt 3   36 Q—Q B 3
37 Kt—K 4   37 R—B 5
38 Q—Kt 8 ch   38 Q—B sq
39 Q—K 5   39 Q—K 3
40 Q—Kt 8 ch   40 K—R 2
41 Kt—Kt 3   41 Q×P ch
42 K—R 2   42 R—B 8
43 P—R 4   43 R—B 5
And White Resigns.

GAME No. XXXI.

Played on January 21st, 1896.

Q P Opening.

NOTES BY W. H. K. POLLOCK.

WHITE.	BLACK.
Herr E. LASKER.	M. TCHIGORIN.
1 P—Q 4	1 P—Q 4
2 Kt—K B 3	2 Kt—K B 3
3 B—K B 4	3 Q Kt—Q 2
4 Kt—B 3	

How many hundreds, nay thousands of games, might one play over without meeting this exact position again ! And yet who shall describe any one of these seven moves as a bad one?

4 P—B 3

...............The proper reply here is P—Q R 3 !, the position being quite different from usual, as White is not using his Q B P. If then 5 P—K 3, P—K 3; 6 B—Q 3, P—B 4, with a good game.

5 P—K 3	5 P—K 3
6 B—Q 3	6 B—Kt 5

............Now essential, to prevent White obtaining a splendid game by P—K 4.

7 Castles	7 P—K R 3

....The expediency of this alone proves a weakness in Black's opening. After 7..., Castles; 8 B—K Kt 5, threatening P—K 4, would be highly advantageous to White. Nor is Kt—R 4 feasible, on account of the same reply, while B × Kt, followed by Kt—K 5 is out of the question. Black's Q B is out of court, and indeed this is one of his principal grievances, and in part a consequence of his fourth move.

8 Q—K 2

The simple continuation here adopted implies a very deep insight of the position indeed, however much that insight may be strengthened by experience of similar positions. The free exchanges are bound to leave Bishops of opposite colours, but when we consider the enormous difficulty of finding *any* satisfactory course for Black against the steady advance of the Rs and Bs, from his 13th move onwards, in face of the bad arrangement of his Pawns for any forward march to free his pieces, we shall appreciate the wisdom of Herr Lasker's plan of battle. Compare also the diagram below.

	8 Castles
9 P—K 4	9 B × Kt
10 P × B	10 P × P
11 B × K P	11 Kt × B
12 Q × Kt	12 Kt—B 3
13 Q—Q 3	13 Kt—Q 4
14 B—Q 2	14 Kt—K 2
15 K R—K sq	15 Kt—Kt 3

Position after Black's 15th move :—

Kt—Kt 3.

BLACK (M. TCHIGORIN).
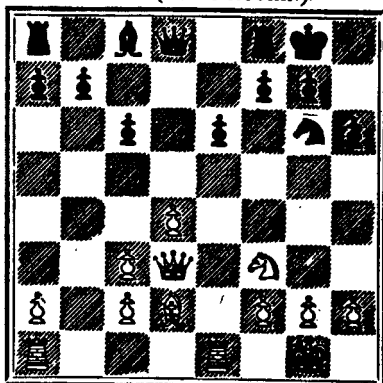
WHITE (HERR LASKER).

16 Kt—K 5	16 Kt × Kt
17 R × Kt	17 P—B 3
18 R—K 3	18 P—K B 4
19 R—Kt 3	19 Q—R 5

...............Moving the King would increase his peril, and if ...Q—B 3; 20 B—B 4, R—B 2; 21 B—K 5, Q—K 2; 22 R—Kt 6, B—Q 2; 23 Q—R 3, K—R 2 (K—B sq; 24 Q—Kt 3); 24 B × P and wins. The text move is also a desperate hope to escape from the toils by P—B 5.

20 R—R 3 !	20 Q—K 2

..............If Q—Kt 5; 21 B × P,
P × B; 22 R — Kt 3, winning the
Queen.

21	R—K sq	21	R—B 3
22	B—B 4	2 1	B—Q 2

..................If Q R—K B sq; 23
Q—Kt 3, threatening all points of the
compass. Or if R—Kt 3; 23 Q × P,
while if Q—R 6? the game might
finish prettily by 23 Q—Kt 3, K—R 2;
24 B—K 5, R—Kt 3; 25 R × P ch.
These variations are not important,
but may save time in making a survey
of the many traps and mating nets
possible.

23	R—Kt 3		

Threatening by B—K 5, R—Kt 6
and Q—R 3 or Kt 3; to corner the K
side permanently, as per note to 19···,
Q—R 5.

		23	B—K sq
24	P—B 4	24	Q—Q 2
25	K R(Kt3)—K3	25	P—Q Kt 3
26	B—K 5 !	26	R—Kt 3
27	P—K B 3	27	B—B 2

··· ···..... ...Black's R is now badly
wedged in, and for practical purposes
is hardly better than a Pawn at Kt 3.

28	Q—R 3	28	P—Kt 4
29	P × P	29	P × P
30	R—B 3 !	30	R—Q B sq
31	Q R—K 3	31	R—B 5

............It is otherwise impossible
to prevent White from establishing a
Rook at Q B 7 presently.

32	R × R	32	P × R
33	Q—Kt 4 !	33	Q—Q sq

...............Black's play from this
point is most ingenious, and demands
the utmost vigilance.

34	Q × P	34	Q—R 4 !
35	R—B 3	35	K—R 2
36	P—K R 3	36	B—K sq !
37	P—Q R 3	37	B—Kt 4
38	Q—Kt 4	38	Q—R 3

Here and on the next move Black
threatens R × P ch, winning (after K ×
R) in the first instance by B—B 8 ch,
followed by Q—K 7, and at least draw-
ing in the second by Q—K 7 ch. The
Pawn is regained, but as will be seen
White can spare it.

Position after Black's 38th move :—

Q—R 3 !

BLACK (M. TCHIGORIN).
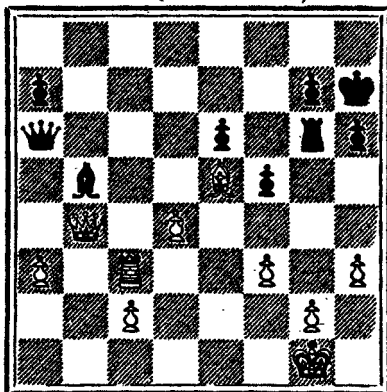
WHITE (HERR LASKER).

39	R—B 7 !	39	B—B 3 !
40	P—Q B 4	40	B × P
41	P—Kt 3	41	Q—Kt 3
42	K—B 2	42	B—K 5
43	Q × Q	43	P × Q
44	P—Q R 4	44	P—R 4
45	P—R 4 !		

Not 45 P—B 5, P × P; 46 P × P,
P—R 5; 47 P—B 6, P × P ch; 48
B × P, P—K 4 !.

		45	R—Kt 5
46	K—K 3 !	46	B—Kt 7
47	K—Q 3	47	K—Kt sq
48	K—B 3	48	K—B sq
49	B—B 4	49	K—K sq
50	R—R 7	50	P—K Kt 4 !

.... A desperate resource,
but the only possible way to make use
of his Rook. If 51 P × P, P—R 5 !.

51	B × P	51	R × P ch
52	K—Kt 4	52	R × B

...............There was no other way
of preventing the loss of two Pawns
by R—K 7 ch, &c.

53	P × R	53	P—R 5
54	R—R 7	54	P—R 6
55	P—Kt 6	55	Resigns.

GAME No. XXXII.

Played on January 22nd, 1896.

Queen's Gambit Declined.

Notes by W. H. K. Pollock.

WHITE.	BLACK.
Mr. H. N. Pillsbury.	Mr. W. Steinitz.
1 P—Q 4	1 P—Q 4
2 P—Q B 4	2 P—K 3
3 Kt—Q B 3	3 P × P
4 P—K 3	4 Kt—K B 3
5 Kt—B 3	5 P—B 4
6 B × P	6 Kt—B 3
7 Castles	7 P × P
8 P × P	8 B—K 2
9 B—B 4	9 Castles
10 R—B sq	10 Q—Kt 3
11 Q—Q 2	11 R—Q sq
12 K R—Q sq	12 B—Q 2
13 Q—K 2	13 Q R—B sq

...............With this move the game diverges from that between the same opponents in the twelfth round, where Mr. Steinitz played 13..., B—K sq.

14 P—Q 5

Recommended by the two players in their notes to the aforesaid game.

14 P × P

15 B × P

As good, and more enterprising than Kt × P. Mr. Pillsbury at this stage of the tournament was half a point below Mr. Steinitz, and in the present game plays hard for a win, in order to stand second. He here avoids an exchange, for Kt × B would lose a piece.

15 K—B·sq

...............Very well played.

16 B—K 3	16 Q—R 4
17 B—Kt 3	17 B—K sq
18 Kt—Q 4	

18 K—K sq has been suggested. The positions however are so perfectly constructed that there is no point of attack—pieces are opposed by pieces, and the Pawns are immovable.

	18 Kt × Kt
19 B × Kt	19 B—B 3
20 R—K sq	20 R—K sq
21 Q—Q 3	

Threatening B × Kt. White must be very careful here ; 21 B × Kt, B × B ; 22 Q—B 4, Q—R 4 would transfer the attack to the second player, as indeed does the plan adopted, though in the latter case avoiding decimating exchanges.

	21 Q—K Kt 4
22 P—Kt 3	22 Q—K R 4
23 R—K 5	23 Q—R 6
24 P—B 3	24 B—Q 3 !
25 R × R ch	25 Kt × R

....25..., R × R ; 26 B × Kt, B × Kt P was safe enough for Black.
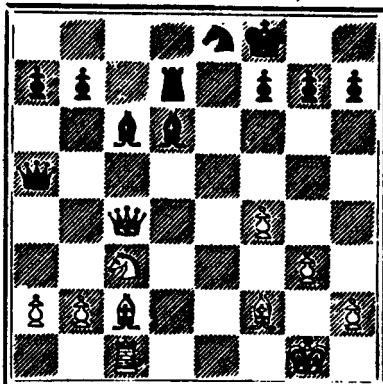
26 B—K B 2	26 R—Q sq
27 Q—B 4	27 Q—B 4
28 P—B 4	28 R—Q 2
29 B—B 2	

A question arises here : Why (if the moves are reported correctly) did not Black play 27..., Q—R 4 instead of Q—B 4 ? And then why did not White capture the Q R P on his 29th move? In the former case he would not have had the chance, *e.g.*, 29 B × Q R P, Q—B 6; 30 Kt—Q 5, Kt—B 3, &c.

29 Q—Q R 4

Position after Black's 29th move :—
Q—Q R 4.

BLACK (MR. STEINITZ).

WHITE (MR. PILLSBURY).

D

30 B × K R P

A somewhat rash capture, owing to the White K being so much exposed to attack, leading to the successful corralling of the B. It was not easy to analyse, and doubtless Mr. Pillsbury, as on other occasions about the 30th and 45th move, was short of time. As a quiet move, 30 R—Q sq might be suggested.

	30 P—K Kt 3
31 Q—Q 4	31 Kt—Kt 2
32 P—K Kt 4	

White could obtain three Pawns for the piece by B × P. This would give time to prevent R—Q 7, and Black must first play B—K 2.

	32 B—K 2
33 Q × P	33 Q × Q
34 B × Q	34 R—Q 7
35 P—B 5	

There is no time for B—B 2, on account of Kt—K 3.

	35 R—Kt 7 ch
36 K—B sq	36 R × K Kt P

...............Very soundly played, for if instead 36..., R × K R P, there might follow 37 P × P, R—R 8 ch ; 38 B—Kt sq, B—B 4 ; 39 K1—K 2, B—Kt 3 ; 40 R × B, P × R ; 41 K—Kt 2, R—R 3 ; 42 P—Kt 5, &c.

37 P × P	37 P × P
38 P—K R 3 !	38 R—B 5 ch
39 K—K 2	39 K—B 2
40 R—K Kt sq	40 R—B 3
41 P—R 3	41 Kt—K 3
42 B × P ch	42 R × B
43 R × R	43 K × R
44 P—Kt 4	

White's K R P will fall, and his object is now to exchange off Black's remaining Pawn, when the game would be drawn. The chances are a little against him, as it is not easy to advance the Pawns. The ending is a study fit for Horwitz and Kling.

	44 B—B 3
45 K—Q 2	45 Kt—B 5
46 K—B 2	46 B × Kt
47 K × B	47 Kt—K 3
48 B—Kt 6	48 Kt—B sq

...............Preparing to dislodge the Bishop.

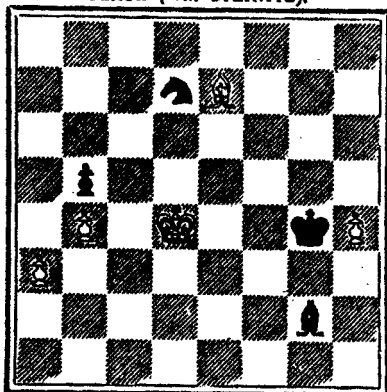| 49 K—B 4	49 Kt—Q 2
50 B—Q 8	50 P—Kt 4 ch
51 K—Q 4	51 B—Kt 7
52 P—K R 4	

Hereabouts White appears to have a good chance of a draw by sacrificing the Q R P. Suppose 52 P—Q R 4, P × P; 53 P—Kt 5, B × P; 54 K—B 3, B—Kt 5; 55 K—Kt 4, B—Q 8; 56 P—Kt 6.

	52 K—R 4
53 B—K 7	53 K—Kt 5

...................Here an adjournment was taken until the following day.

Position after Black's 53rd move :—
K—Kt 5.
BLACK (MR. STEINITZ).

WHITE (MR. PILLSBURY).

54 B—Q 8	54 B—B 6

....The sacrifice indicated is now too late.

55 B—K 7	55 B—Q 8
56 K—Q 5	56 B—R 5
57 K—Q 6	57 Kt—Kt 3
58 K—K 6	58 Kt—B 5
59 K—Q 5	59 Kt × P
60 K—Q 4	60 Kt—B 7 ch
61 K—K 4	61 Kt—K 8
62 B—Q 8	62 Kt—Kt 7
63 B—K 7	63 Kt × P
64 B—B 8	64 Kt—B 4
65 B—B 5	65 Kt—Kt 6 ch
66 K—K 3	66 K—B 4

...............Black was here probably applying the fifty-move rule, his adversary being obliged to make a capture before the 114th move or draw.

67	B—Q 6	67	Kt—K 5
68	B—Kt 8	68	Kt—B 3
69	K—Q 4	69	K—K 3
70	B—Kt 3	70	B—Kt 6
71	B—K sq	71	K—B 4
72	B—Kt 3	72	Kt—Q 4
73	B—Q 6	73	B—B 5
74	B—Kt 8		

The Pawn would be captured in any case in about half a dozen moves with the aid of the King.

		74	Kt × P
75	K—B 3	75	Kt—B 3
76	B—Q 6	76	K—K 3
77	B—B 5	77	K—Q 4
78	B—B 8	78	K—K 5
79	B—B 5	79	Kt—K 4
80	B—B 8	80	Kt—Kt 5
81	B—B 5	81	Kt—K 6
82	B—B 8	82	Kt—Q 4 ch

83	K—B 2	83	K—Q 5
84	B—Kt 7 ch	84	K—B 4
85	B—B 8 ch	85	K—Kt 3
86	K—Kt 2	86	K—R 4
87	K—R 3	87	P—Kt 5 ch
88	K—Kt 2	88	K—R 5
89	B—Kt 7	89	B—R 3
90	B—Q 4	90	B—B sq
91	B—B 5	91	Kt—B 5
92	B—Q 4	92	Kt—Q 6 ch
93	K—Kt sq	93	K—Kt 6
94	B—Kt 7	94	B—Kt 5
95	B—B 6	95	B—Q 8
96	B—Kt 7	96	B—B 7 ch
97	K—R sq	97	Kt—B 4
98	B—B 8	98	Kt—R 5
99	B—Kt 7	99	B—Q 6
100	B—B 8	100	K—B 6

And White Resigns.

The Pawn must now advance, and White will have to sacrifice his Bishop for it, when Black will mate in about 27 moves.

GAME No. XXXIII.

Played on January 23rd, 1896.

Ruy Lopez.

NOTES BY W. H. K. POLLOCK.

WHITE.	BLACK.
Mr. H. N. PILLSBURY.	Herr LASKER.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—Kt 5	3 Kt—B 3
4 Castles	4 Kt × P
5 P—Q 4	5 Kt—Q 3
6 B—Kt 5	

6 B × Kt or 6 P × P, Kt × B; 7 P—Q R 4 is more usual.

6 B—K 2

..................Interposing the Pawn would give Black a very difficult and complicated game, in which most probably White would have the advantage of experience. The variations are interesting : for instance, 6.... P—B 3; 7 B × Kt, Q P × B; 8 P × P, P × B; 9 P × Kt, P × P; 10 R—K sq ch, B—K 2; 11 Q—K 2 !, B—Kt 5; 12 Q Kt—Q 2, R—K B sq; 13 Q R—Q sq, with a strong attack. Or 9..., B × P; 10 R—K sq ch, K—B 2; 11 Kt—B 3, &c.

7	B × Kt	7	B × B
8	P × P	8	Q P × B
9	Kt × B		

If 9 P × Kt, B—B 3 !, with the superior game.

		9	Q × Kt
10	P × Kt	10	P × P
11	R—K sq ch	11	B—K 3

...............The Pawn must be left to its fate, for K—Q 2; 12 Kt—B 3 (threatening Q × P ch if nothing better), P—Q 4; 13 Kt—K 4, followed by P—Q B 4 with a winning attack.

12	Q × P	12	R—Q sq

.... Black has probably no better than Q—K 2 at once, as he is obliged to give back the time gained here, by making a weakening advance on his next move.

13 Q—R 3   13 P—Q R 3
14 Kt—B 3   14 Q—K 2

.............Castling would be fatal, on account of 15 Kt—Q 4, followed probably by Kt—B 5.

15 Q × Q ch   15 K × Q
16 Kt—K 4   16 P—Q Kt 3
17 Kt—Kt 5   17 R—Q 4

.............R—Q 7 was certainly to be expected here.

18 Kt × B

For now White apparently would reap some advantage by delaying this capture, by 18 P—K B 4. This would keep the Q R on the fourth rank (for fear of P—B 5), thus gaining time for R—K 2 or else induce Black to lose a move by P—K R 3 or P—K Kt 3 (?). Perhaps, after 17..., R—Q 7; 18 P—K B 4 might still be useful, for if then K—Q 2; 19 Q R—Q sq !, but after R × R ; 20 R × R ch, K—B 2, there would hardly be more than a draw.

          18 P × Kt
19 R—K 2   19 K R—Q sq
20 Q R—K sq

We have now a battle of Rooks and Pawns—a most difficult branch of the game even to experts. The chief points to be remembered are that there are no problems to be made as a rule, except in the construction of mating nets with K and R, that " Rooks eat many Pawns," and that it is more than ever wise to "keep the draw in hand."

          20 K R—Q 3
21 P—K B 4   21 R—Q 7
22 K—B 2   22 K—B 3
23 K—B 3   23 R × R
24 R × R   24 R—Q 4

.............Threatening primarily to get rid of the isolated Pawn by advancing it. Note that Q 4 is the only square on the board from which this R commands his full complement of squares, fourteen, except Q 8.

25 P—K Kt 4   25 P—Q R 4
26 R—K 3   26 R—Q 7

27 R—B 3   27 P—B 4
28 R—Kt 3   28 R × R P

....The very safe course would be R—Q 3.

29 R × P   29 P—Kt 3
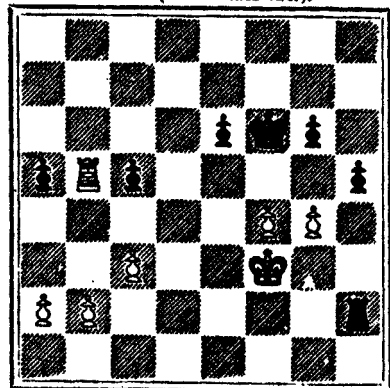
..................Necessary, to prevent P—B 5.

30 P—B 3   30 P—R 4
31 R—Kt 5

This is the safest course, after which the draw is practically assured. In spite of his marked inferiority in the early stages of the game, Black by his consummate powers of calculation has contrived to render himself all but dangerous, through his (virtually) passed Pawn on the K R file. Both sides indeed try hard to win.

Position after White's 31st move :—

R—Kt 5.

BLACK (HERR LASKER).

WHITE (MR. PILLSBURY).

          31 P × P ch
32 K—Kt 3 ?   32 R—Q 7
33 P—R 4   33 P—B 5
34 R × P   34 R × P
35 R—Q B 5   35 R—Q R 7
36 R × P   36 P—Kt 4
37 P × P ch   37 K × P
38 R × P ch   38 K—B 4
39 K—B 3   39 R—R 6
40 R—Q B 4   40 K—K 4
41 K—K 3   41 K—Q 4

42	K—Q 3	42	P—K 4
43	R—Q Kt 4	43	R—R 7
44	P—B 4 ch	44	K—B 3
45	K—B 3	45	P—K 5
46	K—Kt 3	46	R—R 8

47	R—Kt 5	47	P—K 6
48	R—K 5	48	R—Kt 8 ch
49	K—B 3	49	R—Q R 8
50	R × P	50	R × P

Drawn game.

————•••————

GAME No. XXXIV.

Played on January 24th, 1896.

Evans Gambit.

NOTES BY W. H. K. POLLOCK.

WHITE.	BLACK.
M. TCHIGORIN.	Mr. W. STEINITZ.

1	P—K 4	1	P—K 4
2	Kt—K B 3	2	Kt—Q B 3
3	B—B 4	3	B—B 4
4	P—Q Kt 4	4	B × Kt P
5	P—B 3	5	B—R 4
6	Castles	6	P—Q 3
7	P—Q 4	7	P × P
8	P × P	8	Kt—B 3
9	Q—R 4	9	B—Q 2
10	P—Q 5		

This line of play was touched upon in our notes to game No. xx., Tchigorin *versus* Steinitz.

		10	Kt—K 4
11	Q × B	11	Kt × B
12	Q—Kt 4 !	12	Kt—Kt 3 !
13	P—Q R 4		

For once, the Russian champion obtains a really good opening against his present opponent, and all his pieces are quickly brought into active co-operation.

		13	P—Q R 4
14	Q—Q 4	14	Castles
15	B Kt 5	15	P—R 3 ?
16	B—R 4	16	B—Kt 5
17	R—R 3 !	17	Q Kt—Q 2

We do not think that a better defence lies in B × Kt, if White retakes with the *Pawn*. Thus, B × Kt ; 18 P × B, R—K sq (to prevent 19 P—B 4, which would now be answered by R ×

P, and if 20 Q × R, Kt × Q ; 21 B × Q, R × B ; and Black has the advantage) ; 19 R—K 3, with an overwhelming attack.

18	Q Kt—Q 2	18	R—K sq
19	K—R sq		

An admirable move. suiting every contingency. If now Kt—K 4 ; 20 Kt × Kt, P × Kt ; 21 Q—Kt 2, and Black's situation is bad.

		19	R—R 3

.................This is ingenious and deserves success, but its object in part, the attack on the K P, has been provided against.

20	K Kt—Kt sq	20	R—Kt 3
22	P—B 3	21	B—R 4

.................A persistence in the combination with the Q R is tempting but imprudent. For example : K—Kt 5 ; 22 Q—R sq, B—R 4 ; 23 Kt—Kt 3, Q—R sq (to defend the Q R P); 24 B—K sq. Kt—B 4 ; 25 Kt × Kt !, P × Kt ; 26 B × R, R P × B ; 27 R—Kt 3, P—Q Kt 3 ; 28 Kt—R 3, Black's passed Pawns are largely counterbalanced by White's centre, nor can the former be easily assisted by those behind them, while the Bishop is unfavourably posted. Therefore the sacrifice of the exchange would be hardly justified.

22	Kt—B 4	22	R—R 3
23	R—Kt sq	23	Q—R sq

.................P—Q Kt 3 seems to relieve the pressure on the Q side, enabling Black to withdraw his Q R from its strange position, and to con-

centrate his forces on the other flank. At all events Black now drifts into rocky waters.

24 Kt—K 2

A snare! If Kt × K P; 25 P × Kt (not 25 P—Kt 4, B—Kt 3; 26 P × Kt, R × P, &c.), B × Kt; 26 R—K Kt 3, Kt—K 4; 27 B—B 6, recovering the Pawn with a strong attack.
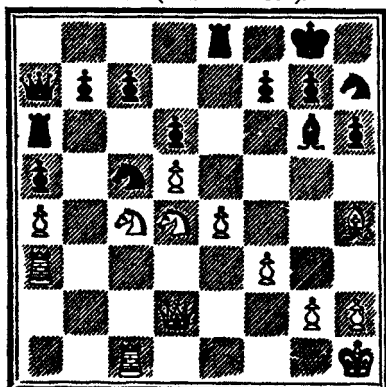
		24	Q—R 2
25	Q—Q 2	25	B—Kt 3
26	R—Q B sq !	26	Kt—R 2
27	Kt—Q 4	27	Kt—B 4

...............Threatening Kt × K P. We give a diagram of this most difficult situation.

Position after Black's 27th move :—

Kt—B 4.

BLACK (MR. STEINITZ).

WHITE (M. TCHIGORIN).

28	B—Kt 3	28	Kt—B 3

...............The projected sacrifice of the Knight is the best means, although a somewhat desperate one, of meeting the threatened disruption by P—K 5. For if P—K B 3; 29 Kt—Kt 5, Q—Kt sq; 30 Kt (B 4) × Q P, P × Kt; 31 R × Kt, R—Q sq; 32 Q R—B 3 and must win.

29	Kt—Kt 5	29	Q—Kt sq
30	P—K 5	30	Kt(B3)—K5!
31	P × Kt	31	Kt × P
32	Q—Q 4	32	Kt × B ch
33	R × Kt		

As will presently be seen, 38 P × Kt is the correct move, making a vent for the King.

		33	P × P
34	Kt × K P	34	P—Q B 4
35	P × P *e.p.*	35	Q × Kt

..................Had White played 33 P × Kt, Black's last move could not have been made, on account of 36 P × P compelling Black to give up a Rook.

36	Q × Q	36	R × Q
37	P—B 7		

Whereas, if now 37 P × P, R—Kt 3 and 38 R—B 8 ch is useless, owing to the mate threatened by Black. However, White once more emerges a piece to the good, though victory is more remote.

		37	B—B 4
38	P—B 8 qu. ch	38	B × Q
39	R × B ch	39	K—R 2
40	P—R 3	40	R—Q B 3
41	R(Kt3)—QB3	41	R × R (B sq)
42	R × R	42	R—K 5
43	Kt—B 3	43	R—Q Kt 5
44	K—Kt sq	44	P—B 4
45	R—B 5	45	R—Kt 6
46	Kt—K 2	46	P—B 5

....All very clever, if 47 Kt × P, R—Kt 5.

|			
47	K—B 2	47	P—Q Kt 3
48	R—B 6		

The idea now formed by White, viz., to weave a mating net with K, R, and Kt, is a very pretty one and, although it fails, it does not cause the loss (nor should have caused the drawing) of the game.

		48	P—K Kt 4
49	Kt—B 3	49	R—Kt 7 ch
50	K—B 3	50	R—Q 7
51	Kt—K 4	51	R—R 7

The mating, if mating there is, must be done on the K side of the board, where the action of the White K is under cover of the adverse Pawns. Consequently Black should not have been driven further to the left than his K B file. See diagram.

Position after Black's 51st move :—
R—R 7.

BLACK (MR. STEINITZ).
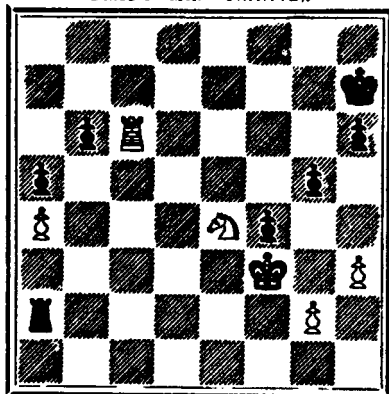
WHITE (M. TCHIGORIN).

52 Kt—B 6 ch

Suppose 52 K—Kt 4, K—Kt 2 ; 53
K—B 5, K—B sq or 2 ; 54 R—K 6,
R—Q B 7 (R—R 7 ; 55 Kt × P) ; 55
Kt—Q 6, R—B 2 ; 56 K –B 6, K—
Kt sq ; 57 K—Kt 6, R –Kt 2 ch ; 58
K × P, R—R 2 ch ; 59 K × P and wins.
Or 52 K—Kt 4, R × P ch ; 53 K—B
5, K—Kt 2 ; 54 R—B 7 ch, K—B sq ;
55 Kt—B 6, P—Kt 5 ; 56 P—R 4,
followed by K—B 6 and wins.

		52	K—Kt 2
53	K—Kt 4	53	K—B 2
54	K—B 5	54	K—K 2
55	R—K 6 ch	55	K—Q sq
56	Kt—Q 5	56	K—B sq
57	K – K 5	57	P—R 4
58	R—K Kt 6	58	R × Kt P
59	Kt × K B P	59	R—Kt 6
60	Kt—Q 5	60	R × P
61	K—Q 6	61	R—R 5

..............The battle rages keenly ;
this is to stop K—B 6 at once, which
would be fatal.

62	R—Kt 8 ch	62	K—Kt 2
63	R—Kt 7 ch	63	K—Kt sq
64	Kt × P	64	R—R 8
65	K—B 6	65	R—B 8 ch
66	K—Kt 5	66	R—B 2
67	R × P	67	R—K R 2
68	Kt—Q 5		

Position after White's 68th move :—
Kt—Q 5.

BLACK (MR. STEINITZ).
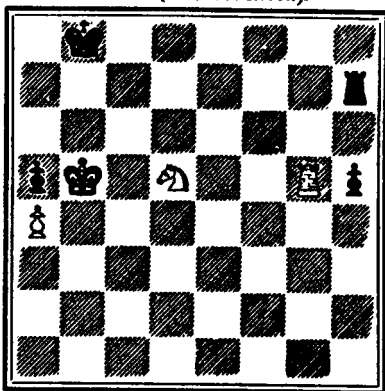
WHITE (M. TCHIGORIN).

After 68 K × P, P—R 5 ; 69 R—Kt
2, P—R 6 ; 70 R—R 2, the Q R P
will be lost if the Kt crosses to capture
the remaining Black Pawn. But by
leaving the Q R P, White could effect
the capture of the other, by 68 R—
Kt 3, P—R 5 ; 69 R—K R 3, and then
crossing with Kt. In the latter varia-
tion it is curious how the Black Pawns
would keep the K and R respectively
from Q R 4 and K R 5. After the
text move the game is legitimately
drawn.

		68	P—R 5
69	R—Kt 6	69	P—R 6
70	K—Kt 6	70	R—Kt 2 ch
71	K—B 6	71	R—K R 2
72	K—Kt 6	72	R—Kt 2 ch !
73	K × P	73	R—R 2
74	K—Kt 6	74	R—Kt 2 ch
75	K—R 6	75	R—R 2 ch
76	K—Kt 6	76	R—Kt 2 ch
77	K—B 5	77	R—K R 2
78	R—Kt sq	78	P—R 7
79	R –K R sq	79	R—R 6
80	Kt—B 6	80	R—R 5
81	K—Kt 5	81	K—R 2
82	Kt—Q 7	82	R—R 2
83	Kt—B 5	83	R—R 5
84	Kt—Q 3	84	R—R 4 ch
85	K—Kt 4	85	R—R 5 ch
86	K—Kt 3	86	R—R 6
87	K—B 2	87	K—R 3

88 Kt—B 2	88 R—R 5	95 K—B 3	95 K—Kt 5
89 Kt—Q sq	89 R—R 6	96 K—Kt 3	96 R—R 2
90 Kt—Kt 2	90 K—R 4	97 Kt—Kt 4	97 K—B 5
91 K—Q sq	91 K—Kt 5	98 R—B sq ch	98 K—Q 5
92 K—K 2	92 K—R 6	99 Kt × P	
93 Kt—Q 3	93 K × P		
94 Kt—B 2	94 R—R 5		

And after 15 more moves the game was abandoned as drawn.

GAME No. XXXV.

Played on January 27th, 1896.

Queen's Gambit Declined.

Notes by W. H. K. Pollock.

WHITE.	BLACK.
Mr. H. N. Pillsbury.	M. Tchigorin.
1 P—Q 4	1 P—Q 4
2 P—Q B 4	2 Kt—Q B 3
3 Kt—K B 3	3 B—Kt 5
4 P—K 3	4 P—K 3
5 Kt—B 3	5 B—Kt 5
6 Q—Kt 3	6 Q B × Kt
7 P × B	7 K Kt—K 2
8 B—Q 2	8 Castles
9 P—B 4	

To prevent Black from breaking through with P—K 4.

9 R—Kt sq

...............M. Tchigorin's instinct for attack is truly remarkable. White, however, encourages it hy his plan of Castling Q R. We have found no methods for White in this peculiar opening so reliable or so much in accord with principle as those adopted in the consultation game at Hastings, *vide British Chess Magazine,* November, 1895. In that game the White allies observe the principle that the Knights fight best on a crowded and the Bishops on a free board.

10 Castles	10 P × P
11 B × P	11 P—Q Kt 4
12 B—Q 3	

B or Kt × P would cost White a piece.

	12 B × Kt
13 Q × B !	13 R—Kt 3

.................To release the King's Knight, also threatening a pretty little attack by Kt—K 4.

14 K—Kt sq	14 P—Q R 4
15 K R—Kt sq	15 Kt—Kt 5
16 B—K 4	16 K Kt—Q 4
17 Q—B 5	17 Q—R sq

....Black plays with wonderful spirit. This move, first of all, threatens another pretty little surprise by Kt—B 6 ch !. Secondly, the Q makes way for the second R at Q Kt sq, after R—B 3, Q × Kt P. In the third place, all this obliges White to exchange off his Bs for Kts. In so doing White gains a Pawn, but for all that White retains a strong attack. All proofs of the vulnerability of a K Castled on the Q's side.

Position after Black's 17th move :—
Q—R sq.

BLACK (M. TCHIGORIN).
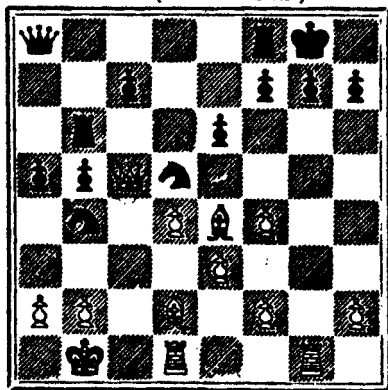
WHITE (MR. PILLSBURY).

18	Q B × Kt	18	P × B
19	B × Kt	19	P × B
20	Q × Kt P	20	R—Q R 3 !
21	Q—Kt 3		

If 21 P—Q R 3, R—R 5 ; followed by P—Kt 5. There is in this case no attack for White by 22 Q—K 7, threatening R × P ch, as the R can always return for defence to Q R 3.

<div style="text-align:center">21   R—Kt sq</div>

22 R—Kt 5

There is nothing prettier in the way of gaining time in chess than the *double entendre* (if the expression is allowed), except the *triple entendre*. Here White primarily attacks the Q P, at the same time preparing to double his Rooks, and further, causes the opponent in defence to cut his Q R off from the K side. More than that, Black's Q B 3 square itself might in certain cases have proved a very good post for a Q or R.

		22	P—Q B 3
23	Q R—Kt sq	23	P—Kt 3
24	P—B 5	24	P—Kt 5
25	P × P	25	R P × P

The *Standard* gives the following variation, shewing how accurately Black plays here : If 25..., B P × P ; 26 Q—Q 3, R × P ; 27 R × P ch, K—R sq ; 28 Q—B 5, R—R 8 ch ; 29 K—B 2, P—Kt 6 ch ; 30 K—Q 2, Q—R 4 ch ; 31 K—K 2, Q—R 3 ch ; 32 K—B 3 and wins.

26 Q—Q 3 !

Escaping R—R 6 as well as threatening R × P ch.

		26	K—B sq !
27	R × Kt P !	27	R × P
28	R—Kt 8 ch	28	K—K 2
29	R × R		

<div style="text-align:center">SEE DIAGRAM.</div>

<div style="text-align:center">29   Q—R 5 !</div>

................This splendid resource practically brings to a close a chapter of brilliant incidents, equally creditable to both combatants. *Accidents* there are none in this game, although the extraordinary situation of the Kings and the hair's-breadth escape of each

from mate would be worth a diagram if it had been brought about by hap-hazard play.

Position after White's 29th move :—
<div style="text-align:center">R × R.</div>

<div style="text-align:center">BLACK (M. TCHIGORIN).</div>
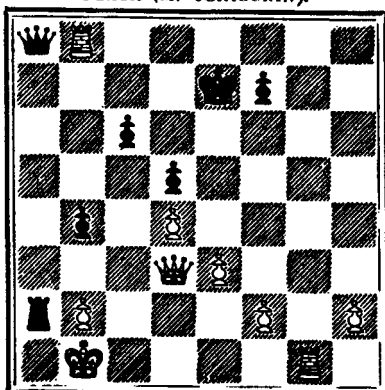
<div style="text-align:center">WHITE (MR. PILLSBURY).</div>

30	R—Kt 7 ch	30	K—K 3
31	K—B sq !		

One more point—here 31 R—Kt 6 ch loses on account of P—B 3, and now White cannot even draw by sacrificing both Rooks, the K eventually escaping from the Q to Q Kt 4 and Q B 5. This too is very curious.

		31	R—R 8 ch
32	K—Q 2	32	R × R
33	Q—B 2		

With this move the draw is forced, and this result secured Mr. Pillsbury the third prize. The remainder of the play is not unworthy of perusal, as M. Tchigorin would naturally make the utmost effort to reverse this decision, even in the face of impossibility.

		33	Q × Q ch !
34	K × Q	34	R—Kt 7
35	R × Kt P	35	R × R P
36	R—Kt 7	36	R × P ch
37	K—Q 3	37	P—K B 4
38	R—Q B 7	38	K—Q 3
39	R—K B 7	39	P—B 4
40	P × P ch	40	K × P

41 R—B 7 ch	41 K—Q 3	52 K—K 2	52 K—K 4
42 R—B 2	42 K—B 6	53 R—Q 4	53 R—Kt 6
43 K—Q 4	43 R—R 6	54 R—K B 4	54 R—B 6
44 R—B 2	44 K—K 3	55 K—Q 2	55 R—B sq
45 P—Kt 4	45 R—R 5 ch	66 K—Q 3	56 R—B 8
46 R—B 4	46 R—R 8	57 K—Q 2	57 R—Q R 8
47 K—B 5	47 R—B 8 ch	58 K—K 2	58 R—R 7 ch
48 K—Q 4	48 R—Q Kt 8	59 K—Q 3	59 R—K Kt 7
49 K—B 3	49 R—K 8	60 K—B 3	60 R—K 7
50 K—Q 2	50 R—Q R 8	61 K—Q 3	61 R—Q R 7
51 K—Q 3	51 R—R 6 ch	62 K—B 3	62 Drawn.

GAME No. XXXVI.

Played on January 27th, 1896.

Queen's Gambit Declined.

NOTES BY W. H. K. POLLOCK.

WHITE. Mr. STRINITZ.	BLACK. Herr LASKRR.
1 P—Q 4	1 P—Q 4
2 P—Q B 4	2 P—K 3
3 Kt—Q B 3	3 Kt—K B 3
4 B—B 4	4 P—B 4

...............Compare game No. vii., Steinitz *versus* Lasker.

| 5 P—K 3 | 5 Kt—B 3 |
| 6 Kt—B 3 | 6 P—Q R 3 |

...............This is not compulsory, as P × Q P or P × B P may be played, and the threat of Kt—Kt 5 rendered harmless in other ways afterwards.

7 Q P × P	7 B × P
8 P × P	8 Kt × P
9 Kt × Kt	9 P × Kt
10 B—Q 3	

A bold course, which gives Black some attack. 10 P—Q R 3 however was not to be thought of.

| | 10 B—Kt 5 ch |
| 11 K—K 2 | 11 P—Q 5 |

... .Spirited play, though B—K Kt 5 at once is probably sounder, reserving P—Q 5 until after Castling.

| 12 P × P | 12 B—Kt 5 |

...............Kt × P ch would of course lose a piece after 13 Kt × Kt, as Q cannot retake. Black can easily recover the Pawn however.

| 13 B—K 3 | 13 Q—Q 4 ? |

...............Castles, followed by R—K sq, appears to be stronger. We cannot see any virtue at all in the Queen's move.

14 Q—Kt 3	14 Kt × P ch
16 B × Kt	15 Q × B
16 K R—Q sq	

White has now a fair position, and there is nothing better for the opponent than to retire the threatened Q to K 3. He obviously dare not Castle on either side, but his move of the K is very dangerous.
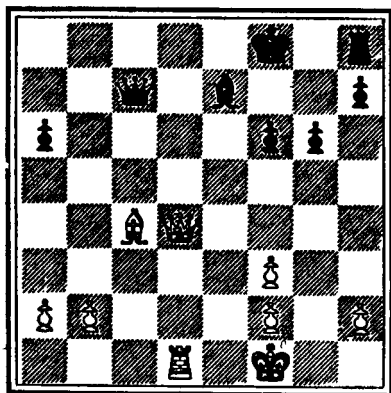
	16 K—B sq ?
17 B—B 4	17 B × Kt ch
18 P × B	18 Q—K 4 ch
19 K—B sq	19 B—K 2 !
20 R—Q 7	20 R—Q sq
21 R × R ch	21 B × R
22 Q × P	22 Q—B 2
23 Q—Q 5	23 P—Kt 3
24 Q—Q 4	24 P—B 3
25 R—Q sq	25 B—K 2

Position after Black's 27th move :—

B—K 2.

BLACK (HERR LASKER).

WHITE (MR. STEINITZ).

26 B × P

This is the key Pawn to the problem of victory no doubt, but White must play so as to capture it without losing his own K R P in return. The following analysis (taken mainly from the *Standard*, to which great credit is due) seems pretty clearly to prove that White had here a winning attack by Q—Q 5 !. Thus, 26 Q—Q 5, K—Kt 2 (if B moves, White simply exchanges Queens and Rooks and captures the Q R P. It will be noticed that in case of a sacrifice of the Black B eventually White's Q R P is the stronger for its Queening on a square commanded by his B, eliminating various chances of a draw); 27 Q—B 7 ch, K—R 3; 28 R—Q 4 !, P—Kt 4 (if P—B 4; 29 R—R 4 ch, K—Kt 4; 30 Q—Kt 7, P—B 5 !; 31 Q—R 6 ch, K—B 4 !; 32 B—Q 3 ch, K—K 3 ; 33 R × P and wins. White threatens principally 29 R—R 4 ch. followed by Q—Kt 7, to prevent which B—Q sq would not do, on account of 29 R—Q 7, while if K

moves ; 29 Q—Kt 7, or if R moves : 29 R—R 4 ch, &c.) ; 29 P—K R 4, R—K B sq (30 P × P, P × P; 31 R — K 4 being now the threat) ; 30 Q—K 6, R—Q sq (or A) ; 31 P × P ch, K × P ; 32 R—Kt 4 ch, and mates in three more moves.

A.—30..., Q—K 4 ; 31 P × P ch, K —Kt 2 (or loses the Q) ; 32 P × P ch, B × P (Q × P; 33 R—Kt 4 ch, K—R 3; 34 Q—K 3 ch, K—R 4 ; 35 B—K 2 ! and wins) ; 33 R—Q 7 ch !, K—R sq; 34 Q—R 3, B—Kt 2 ; 35 B—Q 3, P— R 3 ; 36 Q—Kt 4, Q × P ; 37 Q—K 4, Q—B 8 ch ; 38 K—K 2, Q—Kt 7 ch; 39 K—Q sq, Q—R 8 ch ; 40 B—Kt sq and wins.

After the text move White can no longer win, for now as fast as he spreads his mating nets he falls into a vortex of checks which destroy his plans.

		26	Q × P
27	Q—Q 7	27	Q—B 5
28	B—Kt 5	28	K—B 2
29	R—Q 4	29	Q × P
30	B—B 4 ch	30	K—B sq
31	Q—K 6	31	Q—R 8 ch
32	K—K 2	32	Q—R 4 ch
33	P—B 3		

The exchange of Queens cannot be avoided.

		33	Q—K 4 ch
34	Q × Q	34	P × Q
35	R—Q 7	35	P—R 4
36	R—Kt 7	36	R—R 3
37	K—B sq	37	P—Kt 4
38	R—Kt 8 ch	38	K—Kt 2
39	R—Kt 8 ch	39	K—B 3
40	K—Kt 2	40	K—B 4
41	B—Q 3 ch	41	K—B 5
42	R—Kt 6	42	R—R sq
43	R—Kt 7	43	B—B 4
44	B—Kt 6	44	R—Q sq
			Drawn.

FULL SCORE OF THE TOURNAMENT.

Players.	Lasker.	Steinitz.	Pillsbury.	Tchigorin.	Total won.
Herr Lasker	——	1 1 ½ 0 1 ½	0 0 ½ 1 ½ ½	1 ½ 1 1 ½ 1	11½
Mr. Steinitz	0 0 ½ 1 0 ½	——	1 ½ ½ 1 1 1	0 1 1 0 0 ½	9½
Mr. Pilllsbury ...	1 1 ½ 0 ½ ½	0 ½ ½ 0 0 0	——	1 1 1 0 0 ½	8
M. Tchigorin......	0 ½ 0 0 ½ 0	1 0 0 1 1 ½	0 0 0 1 1 ½	——	7
Total lost...	6½	8½	10	11	36

According to the conditions. the prizes were :—first £50, second £30, third £20, fourth £10 ; further, for each game won £4, for a draw £2, for a lost game £1. Lasker therefore received £99, Steinitz received £74, Pillsbury received £59, and Tchigorin received £47, besides travelling expenses and all incidental expenses of the tournament.

————•◆•————

THE chief honours rest with Herr Lasker, who by his total aggregate score maintains his right to the championship of the world. If, however, the Tournament is considered as a series of individual matches, Mr. Pillsbury may reasonably point to the result of their personal encounters and fairly claim that he is the better match player. Extending this view of the Tournament, and strictly regarding it as a series of matches, we have the following results. Herr Lasker won two matches— defeating Mr. Steinitz by 4 to 2, and M. Tchigorin by 5 to 1, and losing to Mr. Pillsbury by 2½ to 3½. Next to Herr Lasker comes Mr. Pillsbury, who also won two matches, one each against Lasker and Tchigorin, both of whom he defeated by 3½ to 2½, but he lost to Mr. Steinitz by 1 to 5. Mr. Steinitz is third with one match won, that against Pillsbury by 5 to 1, and two lost— to Lasker by 2 to 4, and Tchigorin by 2½ to 3½. Finally we have M. Tchigorin who defeated Mr. Steinitz by 3½ to 2½, but lost to Lasker by 1 to 5, and to Pillsbury by 2½ to 3½. It is noteworthy that no match was drawn ! Mr. Pillsbury, who did not win a single game against Steinitz. defeated Lasker by 3½ to 2½, though the latter defeated Steinitz by 4 to 2 !

Viewing the contest as a series of six tournaments, quite another phase of the play presents itself. In the first of these six tournaments Lasker and Pillsbury are equal with 2 points each, and Steinitz and Tchigorin "tie" with 1 each. In the second tournament Pillsbury is first with 2½, Lasker and Steinitz second and third *ex æquo* with 1½, Tchigorin fourth with ½ only. In the third tournament Lasker, Pillsbury, and

Steinitz scored 2 each, Tchigorin *nil.* In the fourth tournament Lasker, Steinitz, and Tchigorin tied with 2 each, Pillsbury *nil.* In the fifth tournament Tchigorin was the absolute winner with 2½, Lasker coming next with 2, followed by Steinitz with 1, and Pillsbury with ½. In the last tournament Lasker and Steinitz are equal with 2 points each, Pillsbury and Tchigorin 1 each. It is curious to note that neither Lasker nor Steinitz absolutely won any of the six tournaments, whilst Pillsbury and Tchigorin, who were ultimately placed third and fourth in the aggregate scores, each won absolute first place in the smaller tournaments. This again helps to throw a side-light on Lasker's performance, for it becomes clear, from an inspection of the figures, that he maintains a more exact level than his competitors, for he again and again comes out with 2 points, only once falling below that score, when his total was 1½. On the other hand both Pillsbury and Tchigorin achieved most erratic results, ranging in each case from ½ to 2½. This levelness of results is highly characteristic of Herr Lasker's play throughout his career, as will easily be seen by going through the records of his earlier performances. It would perhaps not be an unfair summary to say that he is the most consistent player we have; but this is only another way of stating that he commits the fewest blunders in his play. Had the Tournament been restricted to the three first rounds, the competitors would have come out in the following order : Pillsbury first with 6½, Lasker second with 5½, Steinitz third with 4½ (or exactly 50 per cent.), and Tchigorin fourth with 1½. On the other hand, if the last three rounds had formed a complete tournament, the result would have been Lasker first with 6, Tchigorin a good second with 5½, Steinitz third with 5, Pillsbury last with 1½. The relative positions of Messrs. Pillsbury and Tchigorin in the two halves of the Tournament are very striking, and the cause may probably have to be sought in questions of health at the time of play, and this again would tend to show that the absolute supremacy of any one over the others is not so marked as the surface figures show. That is to say, had Lasker come out the winner of each separate Tournament, and therefore had he come out the winner in each half of the entire Tournament, then we should have said that he was the absolute best player of the four so far as this Tournament is concerned. As it stands this can hardly be alleged with absolute certainty. It is curious too to notice that Herr Lasker did not lose a single game to M. Tchigorin—winning 4 and drawing 2 ; whilst Mr. Steinitz occupied the same position with respect to Mr. Pillsbury, and by exactly the same score, 4 wins and 2 draws. Yet Tchigorin defeated Steinitz by 3½ to 2½, and Pillsbury defeated Lasker by exactly the same score.

Passing from the players to the play, it is a disappointing fact that so few openings were adopted. Practically four only were used, and of these two were of a close type.

OPENINGS.	Times Played	W. wins	Result. B. wins	Draws	Points W.	B.	Per centage W. wins
Q's Pawn (in various forms)	15 ...	4	7	4 ...	6	9	... ·40
Ruy Lopez	8 ...	5	0	3 ...	6½	1½	... ·81
Petroff	6 ...	2	2	2 ...	3	3	... ·50
Evans	4 ...	1	2	1 ...	1½	2½	... ·37

Giuoco Piano	1	...	0	1	0	...	0	1	... ·00
Four Knights	1	...	0	1	0	...	0	1	... ·00
Two Knights	1	...	0	0	1	...	½	½	·.. ·50
	—		—	—	—		—	—	
	36		11	14	11		16½	19½	·46

It will be seen that the Queen's Side Opening, in its various phases, still holds the foremost place, and that next to it comes the Ruy Lopez, as was the case at the Hastings Tournament; the third place, however, is now taken by the Petroff, once an almost discarded opening. The most noticeable absentee is the French, once a favourite defence in important encounters. The Ruy Lopez, despite all the efforts of the analysts, still remains as the most formidable weapon in the hands of the first player, yielding him in this Tournament nearly double the per centage of wins that either the Queen Side Opening or the Petroff does. Indeed it is pretty manifest that the Petroff was mainly adopted to try to avoid the thraldom imposed by the dreaded Ruy Lopez. The principal point in the Petroff is Mr. Pillsbury's treatment of the opening when White plays 3 P—Q 4. The young American meets this very successfully by 3..., P × P, and although he lost a game in this form to Steinitz, he had a perfectly even game for many moves, and it was not till the twenty-first move that Steinitz obtained an advantage. As the advance of the P to Q 4 on the third move has been held to give White the better game, this will cause the analysts to investigate further. Steinitz tried his defence in the Ruy Lopez, 3..., P—Q 3, but not with much success, and later on he abandoned it, and the Ruy Lopez stands pretty much where it was. Tchigorin in one or two instances tried to hold the attack back, but not much came of it. Tchigorin also strove to prove that in the Q P Opening two Knights are better than two Bishops, that the latter should always be pinned at the earliest opportunity by the second player, who should also play the Q Kt in front of the B P, as well as the K Kt, unless the latter finds a place at K 2. In one game, Lasker, with White, played the Q Kt thus against Tchigorin. All the players, except M. Tchigorin on one or two occasions, made strenuous efforts to be the first to advance P—K 4 in the Queen's Gambits. These games seem to us to be the most liberally varied and instructive of any one collection of this opening up to date. Castling on the Q side was adopted on several occasions, and this is very uncommon. Pillsbury and Steinitz, by the way, are reported to have played the Q P Opening by mutual agreement in three of their games. Pillsbury did not profit by this bargain, but that is their own business.

The lessons to be learnt from the various and peculiar styles of the players are of a valuable kind. as is only to be expected from such absolute masters of theory. Lessons are to be learnt from their errors—from the severe punishments administered for faults against principle. The broad morals of opening a game, rather than strings of "best book moves," are what we carry away with us *au bon marché* from the rifled granaries of these four great husbandmen of the fields of intellect. The cardinal rules, so hard to keep in mind during the heat of the battle, have been well emphasised and stamped with the characters of the individuals. Idiosyncracies

have been moulded, subdued and toned down by the necessities of safety and prudence. Rare are the openings in which the laws of development have not been respected—attacks have been prematurely but not rashly formed—the Pawn centre has been carefully attended to, open files seized, counter assaults resorted to under heavy pressure, drawn games kept well in hand, and all the rest of it. Mistakes have been mainly of the nature of oversights or due to fits of "chess-blindness."

Occasional glaring examples of violation of leading principles have been as much the property of the accurate and vigilant first-prize winner and the Modern Schoolmaster as of the youthful American or the impetuous Russian, witness the move Kt—K 5 of the champion in the 11th round, or his handling of the pieces on the Q side in the *Petroff* won by Mr. Pillsbury, or, it might even be, his move of 4 Kt—Q B 3 in his final encounter with M. Tchigorin, supposing any truth in Mr. Pollock's note to the reply of the latter in these pages.

As to actual *blunders*, it hardly appears as if Lasker had made any at all, while Steinitz and Pillsbury had the lion's share of these grievous parasites of good chess in all its branches. Tchigorin's errors of omission and commission were of a somewhat different kind, occasional accessions of physical disability producing most helpless groping in imaginary darkness, very rare in his play and largely due to his superlative exertions. Pillsbury was a sufferer in this way, but not to the same extent, his errors (rare indeed in his general play) being more accentuated and more evidently caused by pressure of time, and no doubt to external influences, to which the older warriors should be and probably are more impervious.

Possibly the most unexpected result was Tchigorin's final position at the very end of the score. But we do not think that this shows his true form, neither do we believe there is that disparity between his play and Lasker's as the personal encounters during the tournament shews. A score of 4 wins to o, with 2 draws, would on the surface indicate a very great superiority on the part of the winner, but we remember the respective positions of these two players in the Hastings Tournament, and we cannot accept these figures as absolutely showing the relative strength of the two masters.

Pillsbury too seems to us to come out below his true form, for we do not believe that the result of the games played between Steinitz and Pillsbury is a fair index of the relative strength of the two masters. Indeed a careful analysis of the Pillsbury games shew that he ought to have done better. Certainly Pillsbury lost three games to Steinitz that ought to have had a better termination. And it would have made a great difference in his final position if he had not let these chances slip. The fact that he did so well against Lasker amply proves that he possesses the highest chess abilities, and we can only suppose that his defeat by Steinitz was owing to causes which possibly may not recur when these two redoubtable players meet again. Anyhow Pillsbury is still young, and the chess world is all before him. A match between Lasker and Pillsbury would be interesting from many points of view.

The proceedings commenced with a dinner, and were concluded with a similar function, the St. Petersburg Chess Club giving a farewell dinner to the four masters. This enterprising chess club is to be congratulated on the success of the tournament,
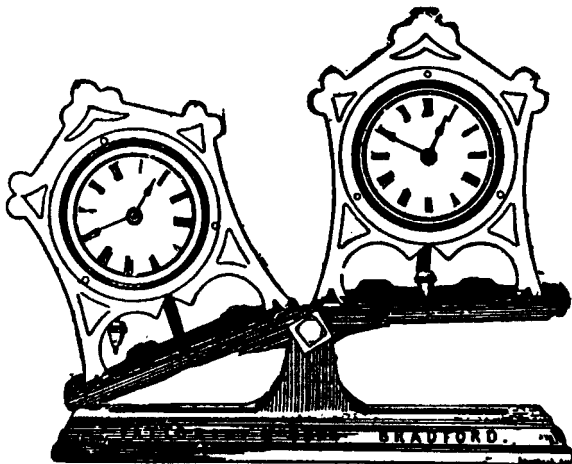
LASKER. STEINITZ. PILLSBURY. TCHIGORIN.