



José Raul Capablanca



World's
Championship Matches,
1921 and 1927

JOSÉ RAUL CAPABLANCA

**World's Championship
Matches, 1921 and 1927**

With a New Introduction by
IRVING CHERNEV

DOVER PUBLICATIONS, INC., NY

**TOURNAMENT
CHESS SUPPLIES**



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POTTERS BAR, EN6 3HA

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Published in Canada by General Publishing Com-
pany, Ltd., 30 Lesmill Road, Don Mills, Toronto,
Ontario.

Published in the United Kingdom by Constable
and Company, Ltd., 10 Orange Street, London
WC2H 7EG.

This Dover edition, first published in 1977, is an
unabridged republication of the following works:

*The World's Championship Chess Match Played
at Havana between José Raul Capablanca and Dr.
Emanuel Lasker with an introduction, the scores
of all the games annotated by the champion, to-
gether with statistical matter and the biographies
of the two masters, 1921.*

*Games Played in the World's Championship
Match between José Raul Capablanca (Holder of
the title) and Alexander Alekhin (Challenger) with
Annotations by F. D. Yates (British Champion) and
W. Winter, as published by Printing-Craft Ltd.,
34, Red Lion Square, Holborn, London in 1928.*

A new introduction has been written by Irving
Chernev especially for the Dover edition.

*International Standard Book Number: 0-486-23189-5
Library of Congress Catalog Card Number: 76-28101*

Manufactured in the United States of America
Dover Publications, Inc.
180 Varick Street
New York, N.Y. 10014

INTRODUCTION TO THE DOVER EDITION

The Lasker-Capablanca Match

The match played in 1921 for the Chess Championship of the World brought together the champion Emanuel Lasker, and the challenger José Capablanca. Considering their spectacular achievements, the titleholder seemed to be invincible, while his opponent seemed to be irresistible.

Lasker had won the title in 1894 from William Steinitz, a man who has been described as the "Michelangelo" of chess, the most original thinker, the most courageous player, and the most remarkable personality that the chess world has produced. Steinitz himself had held the title for twenty-eight years, and in that time had beaten off a host of challengers, among them such luminaries as Blackburne, Gunsberg, Zukertort and Tchigorin.

Lasker had emulated Steinitz's feat in defending his championship for twenty-seven years. He had defeated such contenders for the throne as Steinitz himself in a return match, as well as Blackburne, Tarrasch, Marshall and Janowsky. Only one man had dented his armor, and that was Schlechter, who had succeeded in drawing a ten-game match.

In tournament play, Lasker's record was equally impressive. At the 1895-96 Tournament at St. Petersburg, where each man played six games against every other master, Lasker scored $11\frac{1}{2}$ points against Steinitz's $9\frac{1}{2}$, Pillsbury's 8 and Tchigorin's 7 points. The opposition, as one can see, was formidable. In the same year Lasker won the strong Nuremberg Tournament, ahead of Maróczy, Pillsbury, Tarrasch, Steinitz and Tchigorin. Three years later, at London he won first prize in the double-round Tournament. His score of $23\frac{1}{2}$ points was far ahead of his nearest rivals, Janowsky, Pillsbury and Maróczy, each of whom wound up with 19 points.

At St. Petersburg in 1909, Lasker tied for first with Rubinstein. It was a notable achievement, as the great Akiba Rubinstein was at the top of his form, and both men produced some fine games.

Perhaps most striking of all Lasker's tournament victories was his clinching the first prize at St. Petersburg in 1914, ahead of the new stars Capablanca and Alekhine, and the older masters Tarrasch and Marshall. What sweetened his victory was winning the black side of the Exchange Variation of the Ruy Lopez against Alekhine, and then beating Capablanca in the next round with the white side of the same variation!

So much for the highlights of Lasker's career. Now what about the challenger?

Despite a much shorter career, José Raul Capablanca had astonished the chess world with his exploits:

In 1900, at the age of twelve, Capablanca beat Juan Corzo for the Championship of Cuba, and did it in masterly style. In 1909 Capablanca challenged United States Champion Frank Marshall to a match. At that time Capablanca had only the match with Corzo to his credit, and no tournament record at all. It was true that he had toured the United States and had made short work of all opposition in simultaneous and man-to-man play. Out of a total of 720 games, Capablanca had run up 686 victories and 20 draws, and had lost only 14 games. Of course this was nothing like facing a tough, fearless master like Marshall in a long, hard match. It may have seemed a one-sided encounter to Marshall, but the result must have been a rude shock. Capablanca won the match with almost ridiculous ease, scoring

eight wins to one loss, with fourteen games drawn. What was notable was the manner in which Capablanca handled all aspects of the game. He played the openings with the effortless ease of a Pillsbury, the midgame complications with the strategic skill of a Lasker, and the endings with the simple logic of a Rubinstein. He sustained the fiercest of Marshall's attacks (such as his onslaught in the eleventh game) with the hard-bitten tenacity of a Steinitz. It was clear that a star had been born!

In 1911 Capablanca was invited to play in the strong international tournament to be held at St. Sebastian. The result made everybody sit up and take notice. Despite the entry of such formidable masters as Rubinstein, Marshall, Vidmar, Nimzovich, Schlechter and Tarrasch, it was the young Capablanca who carried off the first prize, to say nothing of the first brilliancy prize as well.

Two years later, at New York, Capablanca duplicated Lasker's feat at New York in 1893 by also winning 13 games in a row, without allowing a single draw to be scored against him. At St. Petersburg in 1914, Capablanca had to be content with second place, $\frac{1}{2}$ point behind World Champion Lasker, and ahead of Alekhine, Marshall and Tarrasch.

Altogether, Capablanca played in a dozen tournaments (before the match with Lasker) with uniformly excellent results. He won first prize nine times, and second prize the other three times.

Although Lasker and Capablanca were undoubtedly the two strongest players in the world in 1921 (Alekhine not yet having reached the heights), their styles of play were dissimilar.

Lasker's style is not easy to describe. He was a strategist thoroughly familiar with the art of position play. He was a brilliant tactician who could thread his way confidently through a maze of complications. He was one of the greatest endgame players in the history of chess.

Despite this, he managed often to get into lost positions—and win them! For example, in the Nuremberg 1896 Tournament, Lasker had lost games against Albin, Schallopp, Schiffers, Showalter and Tchigorin—yet he wriggled out of trouble and won all five. Lasker had a reputation for deliberately bringing about complications, trusting his ability to outwit his opponent and come out on top.

The critics admitted they could not understand the secret of Lasker's strength, and took refuge in aphorisms, such as:

It is no easy matter to reply correctly to Lasker's bad moves.—*Pollock*.

It is remarkable, and deserves special mention, that the great masters, such as Pillsbury, Maróczy and Janowsky play against Lasker as though hypnotized.—*George Marco*.

Lasker may lose a game sometimes, but never his head.—*Tarrasch*.

One nameless critic said that Lasker played 1 P-K4 with a view to the endgame, while another one said that Lasker's style was like pure limpid water—with a drop of poison in it!

All were agreed that Lasker was the supreme fighter of the chessboard.

The smooth, easy elegance of Capablanca's play made one think that perhaps he had sold his soul to the Devil (as they said about Paganini) in

exchange for the ability to be the supreme virtuoso of his art, for good moves seemed to flow from Capablanca's fingertips almost effortlessly. He rarely had to spend much time thinking, but seemed to find the right line of play almost instantaneously.

Capablanca did not seek combinations or complexities in the midgame, but neither did he avoid them. Unlike Lasker, however, he preferred the simpler life, the positions where he had an advantage almost infinitesimal. He then carried this tiny advantage over to the endgame where, with the skill of a magician, he turned it into a win. Capablanca's endings, even early in his career, were legendary.

What was most impressive about Capablanca's play was that he could turn out masterpieces of midgame and endgame play almost at will.

Take, as example, his match against Marshall. The fifth, sixth, eighth, eleventh and twenty-third games are marvels of accuracy in play, and could serve as textbook examples of strategy and tactics.

If we measure Capablanca's skill by his accomplishments in the powerful St. Petersburg 1914 Tournament, we find him defeating such masters as Tarrasch, Alekhine, Nimzovich, Janowsky, Blackburne and Bernstein in classic style. Though each man was dangerous, and they all differed in their styles of play, it didn't seem to matter; Capablanca disposed of them all easily and efficiently. Of the two games he lost, one was against Tarrasch, where he hastily moved the wrong Rook to Q1 and lost a piece, and the other to Lasker. Despite his loss of a piece early in the game with Tarrasch, it took the German master 83 moves to subdue Capablanca. As for the other loss, it was no disgrace to lose to the World Champion. (Lasker defeated Capablanca only one other time, and that was twenty-one years later.)

An indication of Capablanca's attitude was the reply he made when, after his first game with Lasker, someone asked him whether he was nervous at the prospect of playing the World Champion. Capablanca's answer was, "If there was any nervousness it was on the other side of the board."

All these great deeds intensified the chess world's eagerness for a match between the two men. Was Lasker still the fastest gun in the West, or would Capablanca beat him to the draw?

There had been talk of a match shortly after the San Sebastian Tournament of 1911, and Lasker had been sounded out on the possibility of his defending the title. Lasker made the following statement in his column in the New York *Evening Post* for March 15, 1911:

Capablanca's compatriots have a desire to see him contest the world's championship. Today (February 28th) I received a letter from Senor Paredes of the Habana Chess Club, asking me to play with Capablanca in the Cuban city a match of ten games up, draws not to count. *This proposition is not acceptable.* In the present period of draw-making, such a match might last half a year and longer. I am, of course, deliberating upon my reply, but I do not think that I shall care to play in a semi-tropical climate more than a few games.

Several months later however, Lasker drew up terms for a match, the most important of which were:

Six won games by either player were to decide the issue, with a maximum of 30 games to be played.

The match to be drawn if the score were even at the end of 30 games, or

if one player were to lead by one point only.

The Champion to decide the place and time of the match, and the amount of the stakes, provided they were no higher than in previous World's Championship matches.

The challenger must deposit \$2000 as forfeit money.

The time-limit to be 12 moves per hour.

The rights for publishing the games to be the property of the title-holder, in this case Dr. Lasker.

Play to proceed no more often than five days per week, each day to consist of two sections of 2½ hours each.

In all, there were seventeen conditions, of which Capablanca found no more than half a dozen satisfactory. Among those he found unsatisfactory were the time limit, the stakes, the playing time (which he thought too short) and most especially, the limit of 30 games. This, he felt, would increase the likelihood of a drawn match, in which case Dr. Lasker would retain his title. "The unfairness of this condition," said Capablanca, "is obvious."

I cannot agree to your provision that should the match be won by a score of 1 to 0, 2 to 1, 3 to 2, it would be declared drawn, and you retain your title. For, in chess, as in all other sports and contests, a win is always a win, and must be so considered, no matter how slight the margin. And should the match end with one of these scores, it would be looked upon by the chess public as a match won and lost, regardless of what we might agree to call it. Moreover, such a match would not be an even match, but would be more in the nature of a handicap contest, wherein I, as the challenger, would be compelled to give you a handicap of one game. I do not presume to be able to do that, nor do I believe that you will insist on my doing it. And to consider this question from the opposite standpoint, what have I to gain by such an agreement? Should you beat me by a score of 3 to 2, for example, I would be beaten, would consider myself beaten, and would be so considered by all the world. Nor would I, in such a case, gain anything whatever, in money, in title or in reputation by your agreeing to *call* the match drawn, for the fact that I had been beaten would still remain.

This reply was accompanied by the following letter:

December 20, 1911

Dr. Emanuel Lasker:

Dear Sir—I am in receipt of your communication of November 21, enclosing conditions for a match with me, and asking whether I maintain my challenge. In reply I will say that I do maintain my challenge, but that I take exception to some of the conditions that you have seen fit to impose.

Frankly, these conditions came as a great surprise to me. I expected that you might ask for somewhat higher stakes, and I was prepared to meet that demand. I also thought you might stipulate that fewer wins would be required. But I took it for granted that the fundamental conditions of the match would be similar to, if not identical with those that have prevailed in practically all the important matches of the past. I had even hoped that your conditions might be such that I would be able to accept them in every detail without comment or objection, and I very much regret to observe that you have made that impossible.

In preparing my answer I have endeavored to state my case and make plain my objections without being offensive; nor do I mean to jockey you for minor advantages. All I ask is a square deal and an even chance—that the best man may win.

Sincerely yours
J. R. Capablanca

Dr. Lasker took exception to Capablanca's saying that one of the conditions was "obviously unfair," and asked his friend Walter Penn Shipley to judge the merits of the case. Mr. Shipley replied:

From the published correspondence, I do not see that Capablanca intended to charge you with being unfair, or to strike a blow against your professional honor. In fact, it is my belief that he had no such intention, and while the language used in portions of Capablanca's reply may be somewhat undiplomatic, I think such portions are capable of a reasonable and not unfriendly explanation.

There are many important points where you and Capablanca naturally differ as to the terms of a match, and I can readily understand it will be extremely difficult to draw up a set of resolutions governing a championship match that will be perfectly fair to you both. It is not necessary for me to go further into this matter at this time.

I will state, as I have stated before, that while I am not anxious to assume the position of arbitrator in this matter, nevertheless if it is the desire of you and Capablanca that I should so act, and you are willing to leave the matter in my hands, I will do the best I can to draw up a set of rules and regulations to cover the match. If, therefore, you wish that I should so act, I will prepare an agreement to be signed by you both, setting forth the points at issue, as I understand them, that are to be placed before me for my decision. This agreement will provide that my decision on all points will be accepted by you both, with, however, the privilege that any of the rules and regulations named by me may be changed, amended, altered, by the unanimous consent of both you and Capablanca.

I have forwarded a copy of this letter to Capablanca.

Yours sincerely
Walter Penn Shipley

Apparently Lasker was not content to accept Mr. Shipley's offer, as he replied:

Capablanca has not protested in the proper manner, and I therefore have the formal right to end these negotiations. Of that right, I make use. Capablanca's way of writing may in general have been merely undiplomatic, but in one point it was more than that. He has charged me with having put an obviously unfair condition. Obviously unfair is the same as deliberately unfair. In future I shall consider Capablanca as one who has challenged me with the purpose of raising a quarrel.

This letter not only put an end to negotiations for a match, but brought about a situation where the principals didn't speak to each other for years. Reconciliation came about after the end of the St. Petersburg 1914 Tournament. Dr. Lasker describes the victory supper:

After the games were finished the committee invited the players to meet at 10 P.M. Many amateurs came at the appointed time, and the room presented then the aspect of a meeting. The seven members of the committee sat behind a large table covered with green cloth, with papers and with five souvenirs worked in gold by Caucasian artisans. In a row before the table the five masters sat. [These were the finalists in the tournament—Lasker, Capablanca, Alekhine, Tarrasch and Marshall—who, incidentally, had the title of Grandmaster of Chess conferred on them by the Czar of Russia.] And the crowd sat or stood behind and beside them. Many speeches were made in the Russian language. I understood only the names of the players and a few simple words, but the meaning of the orations was fairly evident, as in a pantomime. When my name was uttered the crowd applauded. I shook hands with the committee, signed my name in a book, and

received my honorarium and prizes. This ceremony was gone through with all five winners nearly in the same manner.

After that a supper table was prepared. We sat down to an elaborate meal at 11:30. Vodka was drunk out of small glasses, the "Sakuska" was eaten, which consisted of various kinds of hors d'oeuvres, for instance, salads, smoked fish, herring, etc., and then fish and meat were served hot. Then glasses were filled with champagne and toasts were given.

First, the toast on the five winners of the tourney. Then I spoke on the committee, praising their unselfish labors. Then Mr. Saburow began a series of toasts on each of the winners, in the order of their rank. I was hailed as the prize winner, and many came to drink my health. And then Capablanca's health was drunk. While people were going to shake hands with him Mrs. Lasker came to me and proposed that I shake hands with him, too. And I thought in that moment that he, being vanquished, could not well come to me without humiliation. So I stood up, went to him, and drank his health. And he shook hands with me warmly. Then the diners became frenzied. They crowded round us, and then round Mrs. Lasker, hailing her as the peacemaker.

The dinner then became very enjoyable. Everybody was in good spirits, and did his best to entertain the others. And it was 4 o'clock before Mrs. Lasker and myself departed. Many stayed even later, some until 7 in the morning, drinking, talking, singing.

All seemed serene now, and conditions meet for resuming talks about a match, but as Thomas à Kempis acutely said almost five hundred years ago, "Man proposes, but God disposes." World War One intervened and negotiations were halted. The war put a temporary end to international chess tournaments and nearly all local tournaments and matches between masters.

When peace came attempts were made once more to promote this greatly desired match, but it was not until January of 1920 that terms apparently agreeable to both were provisionally decided upon. The chess public, however was not satisfied with the terms, as they thought them still too favorable to Lasker. In what may have been a fit of pique, Lasker sent this letter to Capablanca:

From various facts I must infer that the chess world does not like the conditions of our agreement. I cannot play the match, knowing that its rules are widely unpopular. I therefore resign the title of the world's champion in your favor. You have earned the title, not by the formality of a challenge, but by your brilliant mastery. In your further career I wish you much success.

The decision did not find favor with Capablanca or the chess world. Capablanca wanted the title, not as a gift but by fighting for it. Years earlier he had said, "I hope the match will come, the sooner the better, as I don't want to play an old man, but a master in the plenitude of his powers."

Nor did the critics think it proper for Lasker to bestow the title on whomever he chose, no matter how worthy the recipient, Amos Burn, commenting on it in *The Field*, said:

The question now arises as to whether a holder of the world's championship has the right, upon resigning, to transfer it to any nominee at all. The consensus of opinion is undoubtedly in favor of Capablanca's being the ex-champion's greatest rival, but when we divest the Cuban's chess reputation of the glamor which attaches to it and examine his actual record in international tournaments, we find it not only not superior to those of a number of other masters, but in some cases actually inferior, notably so when compared with those of Dr. Tar-

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rasch, Rubinstein and Maróczy. We would therefor suggest that the title of world's champion be for the present left in abeyance, and that it be decided at an early date by a double-round tournament between, say, six of the world's leading masters. Most of the best European masters, among them Tarrasch, Rubinstein, Maróczy, Teichmann and Duras, will compete in the international tournament commencing at Gothenburg on August 1; and it might be agreed that the first three prize winners in that contest should be included among the six, one of whom would, of course, be Capablanca, to be selected from the few first-class masters, such as Bernstein, Vidmar and Marshall, the American champion, who have not been able to compete at Gothenburg.

Capablanca, still hoping for the chance to play for the title, visited Holland in August of 1920 to try to persuade Lasker to retract his resignation. He said that Havana had made an offer of \$20,000 for the match to be played there, provided one or two of the clauses of the agreement signed by both masters at the Hague be slightly changed. Lasker finally consented to play the match, but demanded an advance payment of his share of the purse before leaving Europe, and another payment before starting play.

This demand met the approval of the underwriters of the match, who got things under way when they sent this message to Dr. Lasker: "Will wire \$3000 provided you cable back you will come, giving date for match to begin. Weather fine here till end of April. Capablanca already here. Our answer delayed due to absence of principal contributors." Lasker's answer was short and sweet, "Begin March 10."

The match finally got under way, on March 15, 1921, in the large hall of the Union Club of Havana. Capablanca won the toss for the first move, and opened with the Queen's Gambit, which Lasker declined with the Orthodox Defence, fianchettoing his Queen Bishop. This game was eventually drawn, as were the next three others. In the fifth game (another Queen's Gambit Declined) Lasker sacrificed a Pawn and then the exchange, as the only means of obtaining a draw. Unfortunately he made an error at his 45th move, and lost what probably should have been a drawn game. Four more drawn games followed. In the tenth game Capablanca simplified the midgame complications while forcing Lasker to retreat further and further back. He then weakened Lasker's Pawns, and placed his own pieces on strikingly effective squares. Almost in zugzwang, Lasker was forced to lose a Pawn without being able to release himself from the toils, while a clever little trap that he set was nonchalantly disregarded.

This masterpiece was followed by another one, a game that was undoubtedly the best game of the match. In the early midgame Capablanca initiated a minority attack by his Queenside Pawns, which together with various tactical threats forced weaknesses in his opponent's position. This enabled Capablanca to go over quickly to a direct attack on the King. Lasker defended as well as was humanly possible, but to no avail. He was forced to capitulation.

Two uneventful draws followed, and the fourteenth game opened with Lasker playing White. He had apparently obtained a fairly good position in the midgame, when he allowed a check at his 29th move, followed by a Knight fork which cost him the loss of the exchange. According to the *Brooklyn Eagle*, this was deliberately planned, and not a blunder. If so, it brought Lasker no compensation for the sacrifice of the exchange, as it led to the loss of the game.

Lasker was four games down at this point, with ten games to go. He considered it hopeless to catch up to the Cuban, who was playing in magnificent form. So, pleading ill health, he resigned the match and with it the Championship.

Commenting on this match years later, Dr. Euwe considered Lasker's play surprising in many respects. His handling of the opening was often weak, his position judgment not convincing, and his play marked by egregious errors. There was also the fact that he had made little preparation for the match. And this was fatal in facing an energetic Capablanca, at the height of his technical mastery. Against such a formidable opponent, Lasker, even at the top of his form, would have been beaten.

When interviewed, Lasker had nothing but praise for Capablanca, saying that his play was beyond reproach.

At the end of the match, Capablanca stated that no one could say that he had been favored by luck at any point, and that in no single game had he been in a losing position.

We may never know whether Alekhine would have beaten Morphy, or whether Botvinnik would have defeated Steinitz, or whether Fischer could have subdued Capablanca (wouldn't that be a great match, though!) but we do have the results of a Lasker-Capablanca match, and we can play out every move of each game on our own boards as clearly as if we were in Havana in 1921, sitting close to the contestants.

And for that we should be truly grateful.

The Capablanca-Alekhine Match

During the next few years after the conclusion of the Lasker-Capablanca match, the players most impressive in their achievements on the chessboard were Alekhine, Rubinstein, Nimzovich and Bogolyubov. Of these four, Alekhine had by far the most first and second tournament prizes to his credit, but all were undoubtedly worthy contenders. In accordance with new rules drawn up in 1922 by most of the masters participating in the London International Tournament, the challenger had to post \$500 as a guarantee of good faith, and another \$500 three months before the beginning of the match.

Rubinstein was the first to issue a challenge for the title, but unfortunately he could not obtain the requisite financial support. Similarly, Nimzovich could not raise the money necessary as forfeit-money. It was not until 1927 that a match for the World's Championship seemed a likely prospect, when Alekhine substantiated his challenge by depositing the forfeit money of \$1000.

The purse was to be \$10,000, of which 20 percent was to be a fee for the holder of the title, while the remaining \$8,000 was to be divided, so that 60 percent went to the winner of the match, and 40 percent to the loser. In the event of illness preventing the Champion from playing the match, the title was to pass on to the challenger.

In picking a winner in the coming match between Alekhine and Capablanca, the experts looked at it this way:

Capablanca and Alekhine had met four times in tournament play. In each of the four tournaments, Capablanca had come out ahead of Alekhine. Of the ten games they had played together Capablanca had scored three wins,

Alekhine none, and seven games had been drawn. These three wins, together with two victories in exhibition games, meant that Capablanca had beaten Alekhine five times in the past, while Alekhine had not yet won a game from Capablanca.

The experts also recalled that Capablanca had also defeated Lasker by a crushing score—four to nothing, with ten games drawn—in winning the title. Add to this Capablanca's play, which seemed perfection itself, and the Champion seemed invincible. Spielmann was of the opinion that Alekhine would not win a single game, while the optimistic Bogolyubov granted that Alekhine might possibly win two games. Altogether, Alekhine looked like a long shot.

What indeed were Alekhine's chances? What were his exploits and triumphs? What was in his record and his manner of play that warranted his challenging Capablanca?

Here are some of his credentials:

Alekhine had won first prize outright fifteen times in tournament play; in ten of these tournaments he had not lost a single game.

Among his match achievements were victories over Teichmann and Euwe.

He had beaten in brilliant style men who were tough, and rarely beaten in brilliant style. For example——

Rubinstein at the Hague in 1921, at London in 1922, at Carlsbad in 1923, at Semmering in 1926 and at Dresden in 1926;

Nimzovich at Vilna in 1912, St. Petersburg in 1914, San Remo in 1930, and Bled 1931;

Bogolyubov at Triberg in 1921, Hastings 1922 (two games) and Budapest 1921;

Tarrasch at St. Petersburg in 1914 (two games) Mannheim in 1914, Pistyan in 1922, Hastings in 1922, Carlsbad in 1923 and Baden-Baden in 1925;

Yates at Hamburg in 1910, the Hague in 1921, London in 1922 and San Remo in 1930;

Réti at New York in 1924 and Baden-Baden in 1925.

All of these victories (and many more) were brought about in brilliant, and one might even say, in spectacular style.

These accomplishments were indeed impressive, and yet there were skeptics who found fault with Alekhine's style. They thought he took unnecessary gambles at times in his search for the extraordinary. Weren't some of his combinations unsound? And weren't some of his moves eccentric?

Alekhine laid to rest some of these speculations with the publication of his book *My Best Games of Chess* in the fall of 1927. The critics saw that Alekhine's combinations were far from unsound. They were profound, and based on a thorough understanding and appreciation of the position.

It was true for example that in his match against Rubinstein at the Hague in 1921, Alekhine had moved his Queen Bishop Pawn three times, his King Rook Pawn three times and his Queen Bishop four times in the first thirteen moves, and it was true that he had moved his Queen several times in the first few moves of his game against Wolf at Pistyan in 1922, but these moves were not eccentric at all. *They conformed with the requirements of the position*, and this is what counted.

Alekhine explained this and his other ideas beautifully, for he was a mag-

nificent annotator. It was Alekhine's own comments that revealed the depth, subtlety and brilliance of his play. It was no wonder that even years after the Championship match, Reuben Fine was moved to say, "Mirror, mirror on the wall, who was the strongest of them all? The Capablanca-Alekhine controversy will remain a fascinating subject for speculation for a long time to come."

So perhaps Alekhine did have the credentials, and was entitled to have a shot at the title.

This could be The Dream Match!

Capablanca, in accordance with his usual custom, made no preparation for the match. He relied on his innate ability, knowledge and experience to see him through. Moreover, hadn't he beaten Alekhine recently in the big New York tournament, and come out $2\frac{1}{2}$ points ahead of him in the final standings? Hadn't he also shown his superiority to Alekhine in their previous encounters?

Alekhine, on the other hand, did everything possible to increase his chances of dethroning the Champion. He subjected Capablanca's games (especially those in the New York Tournament) to fierce, relentless analysis in the search for the secret of Capablanca's strength, and to discover, if possible, any weaknesses that he could exploit.

Alekhine did not underrate Capablanca, but he had confidence in his own powers. Shortly before the match, he made this comment, which attests to his attitude: "Yes it is difficult to picture Capablanca losing six games, but I find it more difficult picturing Capablanca beating me six games."

The great match began at Buenos Aires on September 16, 1927.

Capablanca opened with 1 P-K4, and Alekhine replied with 1 . . . P-K3, the French Defence. At his 17th turn, Alekhine captured a Knight with his Queen, the superiority of this to 17 . . . BxKt being possibly overlooked by Capablanca, and won a Pawn thereby. Theoretically he had a won game—and Alekhine did win it in 43 moves by careful, exact play.

The result of the first game was a shock! No one expected Capablanca to lose the first game—not even the most avid Alekhine supporters.

The second game was a short draw. In the third game, Capablanca dazzled the spectators by uncorking a brilliancy. He gave up his Queenside Pawns to unleash a Kingside attack which was irresistible. The next three games were drawn, with Capablanca having the initiative in the first two games, while Alekhine enjoyed that pleasure in the third.

In the seventh game Capablanca again sacrificed a Pawn to initiate a brilliant Kingside attack which brought him victory after 36 moves. At this point the critics were agreed that Capablanca had found his stride, and that Alekhine would be forced to pay the consequences of his presumption in winning the first game.

Three more drawn games followed, and the eleventh game found Capablanca forcing matters until his 26th move, when he missed the strongest continuation, one which would have compelled Alekhine to sacrifice the exchange and fight for a draw. Alekhine got the upper hand shortly thereafter, and Capablanca found himself fighting hard for a draw. He missed his chance on his 47th move, as Alekhine later pointed out, when the risky-looking 47 R-Q7 instead of 47 Q-Q7 would have done the trick. He fought on bravely in a most difficult position, and finally resigned when there were

four Queens on the board! A long, hard game, and in spite of some errors on both sides, a genuine masterpiece of fighting chess.

In the 12th game, Capablanca made a rare miscalculation (or perhaps an error of judgment) when he let a Rook stray too far into enemy territory. Alekhine of course pounced on the error, and forced resignation shortly afterwards. Another shock for the chess world! Capablanca losing two games in a row! Unbelievable!

A series of drawn games followed, of which the 17th and 20th were the most interesting, and the 21st found Alekhine in an inspired mood. In this game (which, together with the 34th, Alekhine considers his best in the match) Alekhine simply outplayed Capablanca, who apparently committed no tangible error.

The next game was a draw, but not a routine draw! It was as great a fighting game as any one has ever seen on a chessboard. It was featured by what one critic called, "Capablanca's superhuman patience and defensive genius." The ending found Capablanca's Knight beating off a swarm of Pawns—successfully. A gigantic struggle!

After two more drawn games, Capablanca missed a win (a rare lapse for him) at his 38th move when he moved his King to B2 instead of K2. Alekhine himself said that Capablanca should have brought off a well-merited victory.

Following another draw, Capablanca put on the pressure right from the start in the 29th game. Alekhine was left with a lone, isolated Pawn on the Queen side, and this Pawn fell on the 28th move. After a great deal of complex maneuvering a position was reached wherein Alekhine had Bishop and three Pawns against Capablanca's Knight and four Pawns. Capablanca was in his element, and handled the ending in his customary elegant style. His Knight danced about, preparing the way for his passed Pawn to advance, and Alekhine's King was forced further and further back, until it could retreat no more. Capablanca won the ending as neatly and efficiently as though he were demonstrating an endgame study.

The 30th game was a model draw. The 31st game offered Capablanca a golden opportunity—which he missed! At his 37th turn he moved 37 P-QR5, overlooking the strength of 37 P-KR4, which would have fixed Alekhine's Kingside Pawns. This would have given him definite winning chances, as he was a Pawn ahead at the time.

The next game found Alekhine in superb form, and his conduct of the game was irresistible. His endplay sparkled, and once again he bequeathed a masterpiece of play to the world.

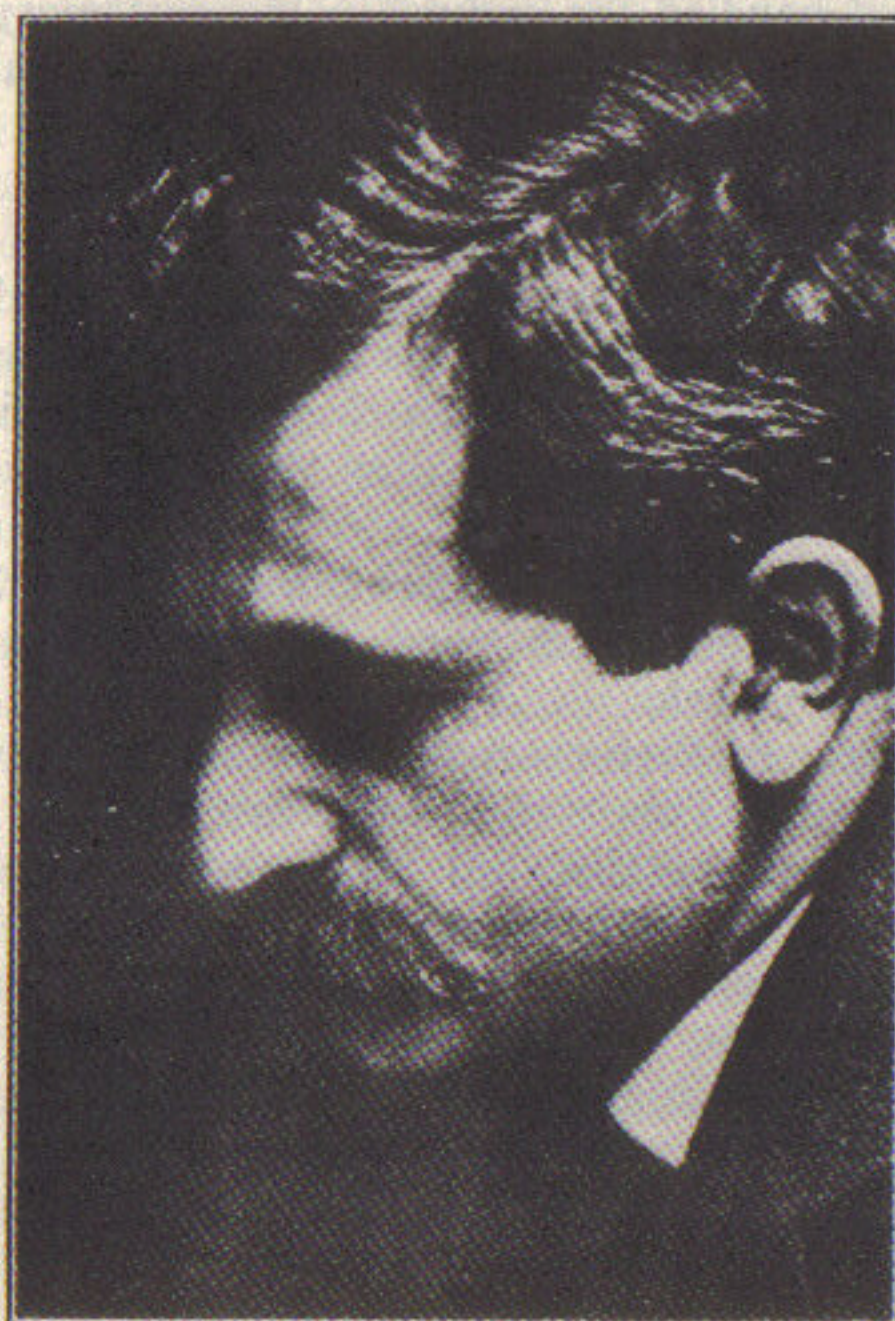
A short draw followed, and then came the 34th, and what turned out to be the final game of the match. This was a long, hard game of 82 moves, and it bristled with fascinating combinations and subtle positional maneuvers. The game is a masterpiece in every respect, and undoubtedly Alekhine's best game in the match. Capablanca fought hard, as befitted a Champion defending himself, but eventually had to resign the game, and with it his title.

Alekhine was now the new King of chess.

It was a splendid and exciting match, one which enriched the world with some magnificent games, the happy consequence of a great struggle between two of the greatest players who ever lived.



José Raul Capablanca



Emanuel Lasker

INTRODUCTION.

The championship chess match, to which the whole chess world has been looking for with the keenest possible interest, the contest for world's chess supremacy, is a thing of the past, and today Jose Raul Capablanca is the new champion, having wrested the coveted title from Dr. Emanuel Lasker, who occupied the chess throne for over twenty-seven years. It is not necessary to dwell here on the details of the contest, which are given in full below. Suffice it to say that the young champion may be proud of his achievement, because he went through the fight without losing a single game, while placing four wins to his credit from a Lasker, who never before in any of his matches or tournaments had four points on the debit side of his score. This fact alone speaks volumes to the credit of the new champion. While a great many of Capa-

blanca's friends were sure that he would be victorious, an equal number of chess devotees, if not a majority, were equally certain that Lasker would add another victory to his score. The people thought that his long experience and his remarkable record to date would be too much for the young adversary who, although having splendid victories to his credit, was not looked upon as a dead certainty, and only a few of his most ardent admirers were sure that the verdict would be in his favor.

When Dr. Lasker challenged the late W. Steinitz, the most remarkable thing happened, namely, that he could not find sufficient backing among his friends in New York and, but for the financial support he received from three New York newspapers, it was rather doubtful whether the match would have come off at the date set in the articles. Among

the members of the Manhattan Chess Club, for instance, the sentiment was almost exclusively in favor of Steinitz, who succeeded in getting the amount of his backings at once, and scarcely anybody could be found to stake his faith upon the then rather youthful Lasker, for the simple reason that his record could not be compared very favorably with that of his rival; but the knowing ones were altogether wrong, and Lasker became the new champion. The land lay somewhat different in the case of the Lasker-Capablanca contest. While the latter's record was not as good as that of Lasker, Capablanca was looked upon as one of the greatest chess geniuses ever, and hence it is easily explained that in this case more confidence was placed in him than Lasker received in his match with Steinitz.

Chess players of former generations will well remember the almost unsurmountable difficulties in order to have the match between the late W. Steinitz and J. H. Zukertort arranged, while Dr. Lasker repeatedly told the story about the difficulties he experienced in getting to terms with Steinitz, but the difficulties in arranging these matches were nothing in comparison with those in the match which was just concluded. In November of 1919 Capablanca received a letter from the Dutch Chess Federation, when at London, asking him whether he would be willing to play a match with Dr. Lasker and under what conditions. He replied by return mail that he would be but too pleased to play such a match, but he could then not name any conditions without knowing Dr. Lasker's ideas about such a contest. He suggested, therefore, that a meeting should be arranged at The Hague be-

tween Dr. Lasker and himself in order to save time. Unfortunately, Dr. Lasker took several weeks before answering a letter from the Dutch Chess Federation. He, however, when the answer came, agreed upon such a meeting on principle and fixed a date for it. The meeting duly took place and, after a great deal of arguing and discussion, articles were finally signed. When the players met at Havana they agreed upon a code of rules and regulations to govern the match. These will be found on another page of this book.

No sooner did it become known that the articles had been signed than Capablanca got several offers for financing the match. One came from Spain, another from the United States and, finally, one from Havana, which city offered the biggest amount ever offered for a similar contest. When about to inform Dr. Lasker thereof, word came from the latter that he had resigned the championship title, transferring it to Capablanca, and he gave as reason for such a step that the chess world at large did not take a sufficient interest in the matter.

As soon as Capablanca could conveniently arrange it, he left Havana, went straight to Europe, saw Dr. Lasker again and finally succeeded in persuading him to accept the offer of Havana, and they agreed to begin the match at Havana on January 1, 1921. New articles were signed, after a somewhat stormy meeting at The Hague, in which city at one time Capablanca practically had given up all hopes for a match before articles were signed. Everything seemed to be settled now, when Dr. Lasker made new demands, which were, however, not provided for in the

articles. Now things were again up in the air. However, Capablanca succeeded in obtaining permission from Havana to meet Dr. Lasker's new demands. Then Dr. Lasker set the date for the beginning of the match for March 10. Why he fixed the date in the advanced season, when a cable was sent to him on December 25th, assuring him that his new demands would be met, he alone can tell. People here were amazed, and still more so when they were told that his friends in Europe warned him against playing the match in March and April, when he could easily have begun play in February. Still he was assured in Havana that the weather conditions would be all that could be desired until the end of April.

When everything, therefore, seemed to be on easy street, another trouble set in. The American commissioner at Berlin refused to vize Dr. Lasker's passport to travel via New York, or any other American port, to Cuba and, when the correspondent of the Associated Press cabled the news to New York, he added that, unless he could travel via New York he would not go to Havana at all. Now Mr. Herbert R. Limburg, the president of the Manhattan Chess Club, wired and wrote to the Secretary of State at Washington, asking him to rescind his decision and inform the American commissioner at Berlin to vize his passport accordingly. But when the Secretary of State did rescind his first order and cabled to Berlin to vize the passport, Dr. Lasker had already made arrangements to go via Amsterdam direct to Havana, and so at last all difficulties were overcome.

Right here it must be stated that never in the history of chess did one of

the principals in a great chess match have to go through so much trouble, loss of time and expense as did Capablanca in arranging this contest and, seeing that the whole chess world was interested and most anxious to see the fight between the two giants, they ought to be mighty grateful to the Cuban master to have successfully brought about the most important battle of modern times.

According to my experience, true enough, there were rather some very warm days during the progress of the match, but the evenings were always ideal. I never felt the influence of the days, because I took great care not to expose myself to the sun during the noon or early afternoon hours, practically keeping a siesta until the late hours in the afternoon. I found the food good in every respect and, of course, I avoided eating much meat and practically abstained from taking alcoholic beverages. I never had any complaints to make and kept in perfect health and temper during the whole of my nine weeks' stay at Havana.

As regards the venue of action, I found it the most ideal for a chess match. The players were situated in an absolutely private room, nobody but the referee and seconds being admitted. The room, with a ceiling over twenty feet high, had an exit to the gardens where the players could walk about when not engaged at the board and waiting for the adversary's move. Refreshments of whatever sort were instantly furnished by a waiter, who was assigned to the players, referee, seconds and reporters exclusively. In short, there never was a chess match played under more ideal surroundings, free

from tobacco smoke and noises; the Doctor was so much pleased as to specially refer to the noiseless way in which the director of play, referee and umpires walked about, never a whisper disturbing either player in their studies on the board.

A highly interesting feature must not be overlooked here, namely, the exceedingly friendly intercourse between the principals. During my long experience in witnessing important matches and tournaments, I have never before seen a more courteous intercourse between players than on this occasion. There never was the slightest dispute over the rules or anything else and, whenever any doubtful matter arose, the players at once agreed one way or the other, never appealing to either referee or seconds. Even when Dr. Lasker decided to take his last day off, on Friday, March 22, and arrived at the Casino on the Saturday following and in an interview with the referee, Judge Alberto Ponce, stated that he was sick and could not possibly play that night, Capablanca said: "Very well;" and so Dr. Lasker, with the permission of the referee and Capablanca, got leave of absence to the Tuesday evening following. Surely, more courtesy could not possibly have been expected.

The final scenes of the match can be briefly described as follows:

Instead of presenting himself for play on Tuesday, March 26, a letter from the Doctor was received by Mr. Ponce, in which he desired to resign the championship to Capablanca, have the match declared concluded, etc. In reply he was advised that the reasons given by him to abstain from further play in the match were not acceptable and that the

referee would order play in the match to proceed, but if he would consent to send another letter, the committee in charge, the referee and Capablanca would be pleased to take matters again into consideration. Finally, Dr. Lasker wrote the following letter:

"Senor Alberto Ponce,
Havana Chess Club:

"Dear Sir—In your capacity as referee of the match I beg to address this letter to you, proposing thereby to resign the match. Please advise me if this determination is acceptable to my adversary, the committee and yourself. Sincerely yours,

(Signed) EMANUEL LASKER.

"Havana, April 27th, 1921."

To this letter Mr. Ponce made the following reply:

"Esteemed Dr. Lasker:

"Replying to your letter, proposing to resign the match you were engaged in with Mr. Capablanca, I am pleased to inform you that, after informing Mr. Capablanca and the committee of your intention, and inasmuch as neither the committee nor Mr. Capablanca had any objections thereto, I have no hesitation in also accepting your proposition. I remain, sincerely yours,

(Signed) "ALBERTO PONCE."

On Wednesday evening, April 27, in the small reception room of the Union Club, the principals, referee and seconds met and, after a brief discussion, declared the match officially at an end. It was then that Capablanca was declared to be the winner and the new world's champion. Just as the match was started at the Union Club on March 15 without any ceremonies whatever, the

contest was also concluded at the Union Club without indulging in any formalities.

It really would be a grave omission if the generosity of the committee in charge were not acknowledged here. If this match had been played anywhere except in Havana, it is very doubtful if Dr. Lasker would have received the full amount of the sum guaranteed to him in the articles. It was no fault of the committee that they were deprived of witnessing the full number of games, namely, twenty-four, and they might rightly have refused to pay Dr. Lasker

the full amount. There was a rumor afloat that the committee would insist upon a reduction of the fee, but I am happy to say that it was altogether groundless, the committee never intending to thus darken their well-known generosity.

In conclusion, there is scarcely any apology needed for the decision of Mr. Capablanca to publish this little volume, containing all the games of the match, with analytical notes by the victor.

HARTWIG CASSEL.

Havana, May, 1921.

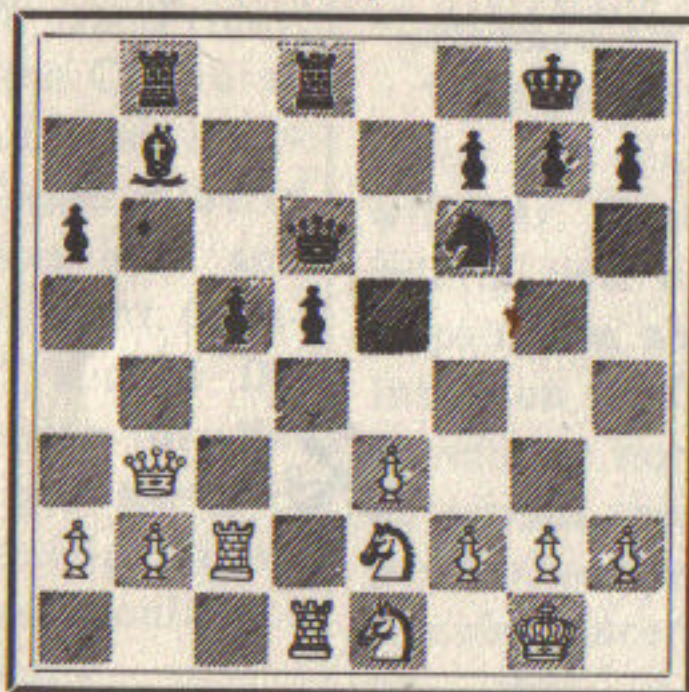


First Game—Queen's Gambit Declined.

Played at the Union Club of Havana.

Capablanca. White:	Lasker. Black:	Capablanca. White:	Lasker. Black:
1. P—Q4	P—Q4	11. BxQKt	KtxB
2. Kt—KB3	P—K3	12. BxB	QxB
3. P—B4	Kt—KB3	13. Q—Kt3(c)	Q—Q3(d)
4. B—Kt5	B—K2	14. Castles	KR—Q
5. P—K3	QKt—Q2	15. KR—Q	QR—Kt
6. Kt—B3	Castles	16. Kt—K(e)	Kt—B3
7. R—QB	P—QKt3	17. R—B2	P—B4
8. PxP	PxP	18. PxP	PxP
9. B—Kt5(a)	B—Kt2	19. Kt—K2	. . .
10. Q—R4	P—QR3(b)		

Lasker (Black)—12 Pieces.



Capablanca (White)—12 Pieces.

19. . . .	Kt—K5(f)	29. Q—K2	Q—Q3
20. Q—R3	QR—B	30. K—R2	Q—Q4
21. Kt—Kt3	KtxKt	31. P—Kt3	Q—B4
22. RPxKt	Q—QKt3	32. P—KKt4	Q—Kt4
23. QR—Q2(g)	P—R3	33. P—Kt3	R—Q3(h)
24. Kt—B3	P—Q5	34. K—Kt2	P—Kt3
25. PxP	BxKt	35. Q—B4	R—K3
26. QxB	RxP	36. QxBP	QxP
27. R—B2	RxRch	37. P—B3	Q—Kt4
28. QxR	R—Q	38. QxQ	PxQ

39. K—B2	R—Q3	45. K—K2(j)	R—QR8
40. K—K3	R—K3ch	46. K—Q3(k)	K—Kt2
41. K—Q4	R—Q3ch	47. P—Kt4	R—KB8(l)
42. K—K3(i)	R—K3ch	48. K—K3(m)	R—QKt8
43. K—B2	R—Q3	49. R—B6	RxP
44. P—KKt4	R—Q8	50. RxRP	R—Kt7

Drawn.

Capablanca: 2h. 44m.; Lasker: 2h. 35m.

(a) A new move which has no merit outside of its novelty. I played it for the first time against Teichmann in Berlin in 1913. The normal move is B—Q3, but Q—R4 may be the best, after all.

(b) P—QB4 at once is the proper continuation.

(c) With the idea of preventing P—QB4, but still better would have been to castle.

(d) Black could have played P—QB4. In the many complications arising from this move, I think, Black would have come out all right.

(e) The object was to draw the Kt away from the line of the B, which would soon be open, as it actually occurred in the game.

(f) All the attacks beginning either with Kt—Kt5 or P—K5 would have failed.

(g) R(Q)—B would not have been better, because of the rejoinder P—Q5, etc.

(h) Unquestionably the best move; with any other move Black would, perhaps, have found it impossible to draw.

(i) K—B5 was too risky. The way to win was not at all clear and I even thought that with that move Black might win.

(j) K—K3 was the right move. It was perhaps the only chance White had to win, or at least come near it.

(k) Had the K been at K3 he could go to Q4, which would have gained a very important move.

(l) Best. Black, however, would have accomplished nothing with this move, had the white K been at Q4.

(m) The remainder of the game needs no comments.

Second Game—Queen's Gambit Declined.

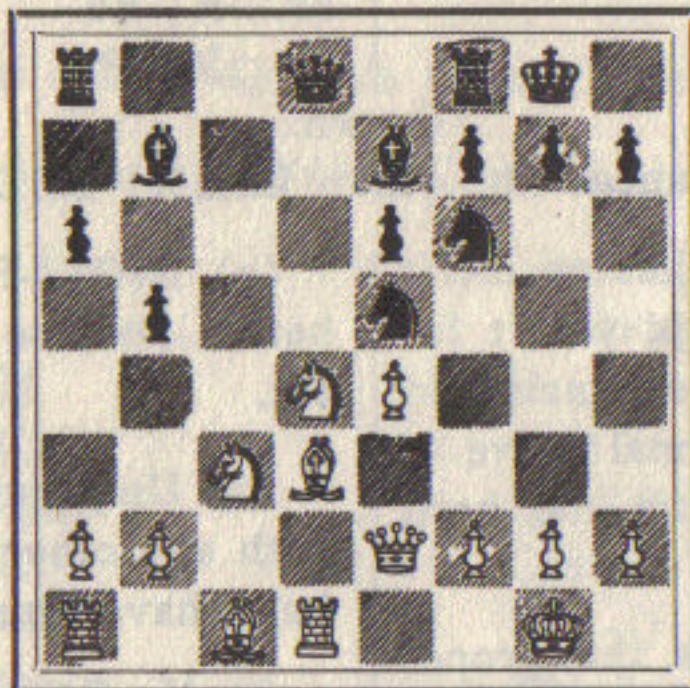
This and all the following games were played at the Casino de la Playa de Marianao at Marianao on the dates given in the statistical tables on another page.

Lasker. White:	Capablanca. Black:	Lasker. White:	Capablanca. Black:
1. P—Q4	P—Q4	5. P—K3(a)	B—K2
2. P—QB4	P—K3	6. B—Q3	Castles
3. Kt—QB3	Kt—KB3	7. Castles	PxP
4. Kt—B3	QKt—Q2		

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8. BxP	P—B4	11. B—Q3	B—Kt2
9. Q—K2	P—QR3	12. P—K4(b)	PxP
10. R—Q	P—QKt4	13. KtxP	Kt—K4

Black—14 Pieces.



White—14 Pieces.

14. Kt—Kt3(c)	KtxB	29. R—K	R—B7(i)
15. RxKt	Q—B2	30. Q—B3	B—K2(j)
16. P—K5(d)	Kt—Q4	31. R(K3)—K2	RxR(k)
17. R—Kt3	KtxKt	32. RxR	Q—Kt8ch
18. RxKt	Q—Q2(e)	33. K—Kt2	B—B
19. R—Kt3	KR—Q	34. B—B4	P—R3
20. B—R6	P—Kt3	35. P—KR4	P—Kt5
21. B—K3	Q—Q4(f)	36. Q—K4	QxQ
22. Kt—R5	QR—B	37. RxQ	K—Kt2
23. KtxB	QxKt	38. R—B4	B—B4
24. B—R6	Q—Q4	39. K—B3	P—Kt4
25. P—Kt3	Q—Q5(g)	40. PxP	PxP
26. R—KB	R—Q4	41. BxP	Drawn
27. R—K3	B—R6(h)	2 hrs., 36 min.	2 hrs., 37 min.
28. P—Kt3	Q—Kt7		

(a) On general principles it is better to bring the Queen's Bishop out first.

(b) Played in order to develop the Queen's Bishop and thereby condemning his whole plan of development, since he could have done that before, as indicated in the previous note, and the only reason he could have had for playing P—K3 on the fifth move would have been to develop this Bishop via QKt2.

(c) The combinations beginning with BxP, followed by KtxKP, are wrong, viz., 14. BxP, PxB; 15. KtxKP, PxKt; 16. RxQ, QRxR; 17. QxP, KtxP, and Black has a won game.

(d) White could not play B—Kt5 because of the rejoinder, KtxP.

(e) It was my impression that, after this move, Black had a very superior game.

(f) This leads to the exchange of

one of the two Bishops, but it would be very difficult to find a better move.

(g) It was probably here where Black failed to make the best move. 25...B—Kt5—was the better move.

(h) B—B was better, as White could not very well afford to take the Bishop; he would be compelled to play first R—K4, to be followed later on by B—B4.

(i) QxQ, followed by B—Kt5, was the proper course to follow.

(j) This was my thirtieth move; I was very much pressed for time and I could not make the necessary analysis to find out whether B—B would have been a winning or a losing move. If 30...B—B; 31. BxB, KxB; 32. Q—B6, K—Kt; 33. P—KR4, and Black would have a very difficult position to defend.

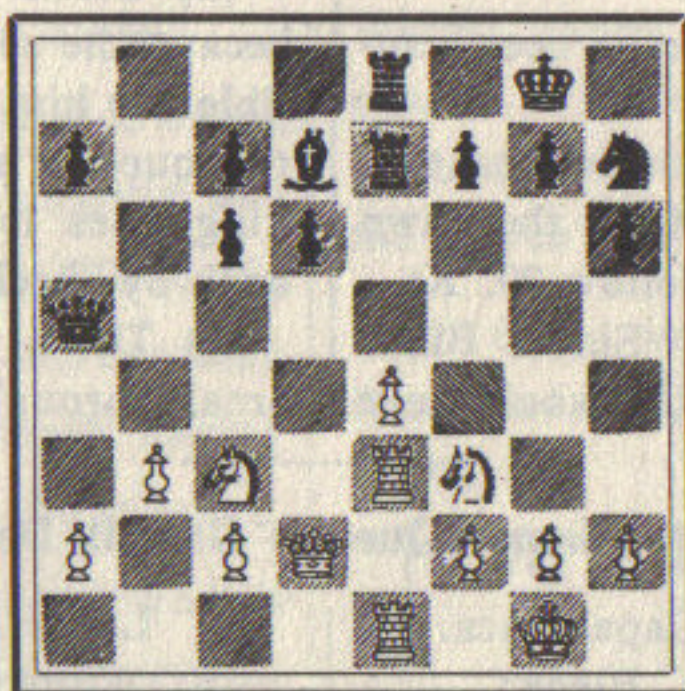
(k) QxP now would lose because of 32. RxR, QxR; 33. R—QB, followed by R—B8ch, etc.

Third Game—Four Knights' Opening.

(Ruy Lopez in fact.)

Capablanca. White:	Lasker. Black:	Capablanca. White:	Lasker. Black:
1. P—K4	P—K4	10. B—Kt5	P—KR3
2. Kt—KB3	Kt—QB3	11. B—R4	R—K
3. Kt—B3	Kt—B3	12. Q—Q3	Kt—R2
4. B—Kt5	P—Q3	13. BxB(a)	RxB
5. P—Q4	B—Q2	14. R—K3	Q—Kt
6. Castles	PxP	15. P—QKt3(b)	Q—Kt3
7. R—K	B—K2	16. QR—K	QR—K
8. KtxP	Castles	17. Kt—B3	Q—R4
9. BxKt	PxB	18. Q—Q2	. . .

Black—Thirteen Pieces.



White—Thirteen Pieces.

18. . . .	Kt—Kt4(c)	21. R—Q	B—B
19. KtxKt	PxKt	22. R—Q3	Q—Kt3
20. P—KR3	R—K4	23. K—R2	QR—K3

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24.	R—Kt3	R—B3
25.	K—Kt(d)	K—B
26.	Kt—R4	Q—R4
27.	QxQ	RxQ
28.	R—QB3(e)	B—Kt2
29.	P—KB3	R—K3
30.	R(B3)—Q3	B—R3
31.	R—Q4	P—B3
32.	R—QB	P—QB4
33.	R—Q2	B—Kt4
34.	Kt—B3	B—B3
35.	P—QR4	R—R3
36.	K—B2	R—Kt3
37.	Kt—Q	K—B2(f)
38.	Kt—K3	R—Kt
39.	R—KR	R(K3)—K
40.	R(Q2)—Q	R—KR
41.	P—KKt4(g)	B—Q2
42.	Kt—Q5	R—Kt2
43.	K—Kt3	R—R5
44.	R—Q3	B—K3

45.	P—QB4	R—R
46.	R—QB	K—K
47.	Kt—K3	K—Q2
48.	Kt—Kt2	QR—Kt
49.	R—K	K—B3
50.	Kt—K3	R(Kt)—K
51.	R—QKt	R—R2
52.	R—Q2	R—QKt
53.	R—Q3	R(Kt)—KR
54.	R—KR	K—Kt3
55.	R—R2	K—B3(h)
56.	R—R	R—QKt
57.	R—R2	R—KB
58.	R—R	K—Q2
59.	R—R2	B—B2
60.	Kt—B5	R(B)—KR
61.	Kt—K3	K—K3
62.	Kt—Q5	R—QB
63.	Kt—K3	Drawn(i)
3 hrs. 59 m.		4 hrs. 20 m.

(a) An old move, generally played by all the masters. I believe, however, that B—Kt3 is the best continuation.

(b) Unnecessary at this point, since Black can not take the pawn.

(c) A very good move, which gives Black the better position.

(d) P—B3 would have been answered by Q—B4.

(e) Played under the impression that Black would have to defend the pawn by B—Q2, when would follow 29. Kt—B5, B—K; 30. P—K5. Since Black could play the text move, it would have

been better for White to have played 28. P—QB4.

(f) Of course, if P—B5, Kt—K3.

(g) Of very doubtful value. It would have been better to play K—Kt3, threatening P—R4.

(h) Black goes back with the king because he sees that it would be impossible for him to go through with it on the queen's side, since as soon as the king goes to Q—Kt5 White drives it back by checking with the Kt at B2.

(i) There is no way for Black to break through.

Fourth Game—Queen's Gambit Declined.

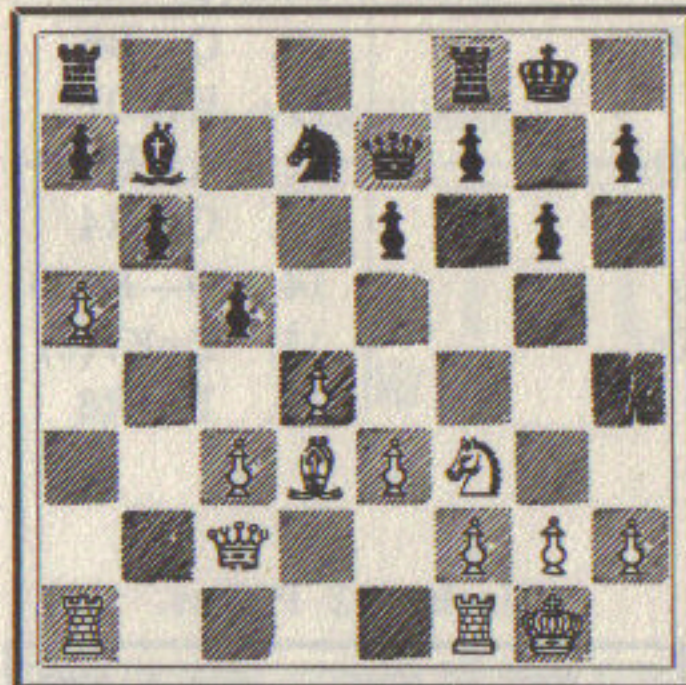
Lasker.		Capablanca.	
White:		Black:	
1.	P—Q4	P—Q4	
2.	P—QB4	P—K3	
3.	Kt—QB3	Kt—KB3	
4.	B—Kt5	B—K2	

Lasker.		Capablanca.	
White:		Black:	
5.	P—K3	Castles	
6.	Kt—B3	QKt—Q2	
7.	Q—B2	P—B3(a)	
8.	B—Q3(b)	PxP	

9. BxP Kt—Q4
 10. BxB QxB
 11. Castles KtxKt
 12. PxKt P—QKt3

13. B—Q3 P—Kt3
 14. P—QR4 B—Kt2
 15. P—R5 P—QB4

Black—13 Pieces.



White—13 Pieces.

16. Kt—Q2(c) P—K4(d)
 17. B—K4 BxB
 18. QxB QR—K
 19. PxKtP RPxP
 20. R—R7 KPxP
 21. Q—B6(e) R—Q
 22. BPxP PxP
 23. PxP(f) Q—B3

24. QxQ KtxQ
 25. Kt—B3 Kt—Q4
 26. R—Kt P—B3
 27. K—B R—B2
 28. KR—R QR—Q2
 29. RxR RxR
 30. P—KKt3 Drawn(g)
 2 hrs. 4 m. 2 hrs. 16 m.

(a) P—QB4 is the proper move.

(b) Castles on the Queen's side would have been a much more energetic way of continuing, but probably White did not want to take the risk of exposing himself to a Queen's side attack, having then his King on that side of the board.

(c) This may not have been White's best move. Yet it is extremely difficult to point out anything better.

(d) Probably the only move to save the game. It was essential to break up

White's center and to create a weakness in White's game that would compensate Black for his own weakness on the Queen's side of the board.

(e) QxQ was slightly better, but Black had, in that case, an adequate defense.

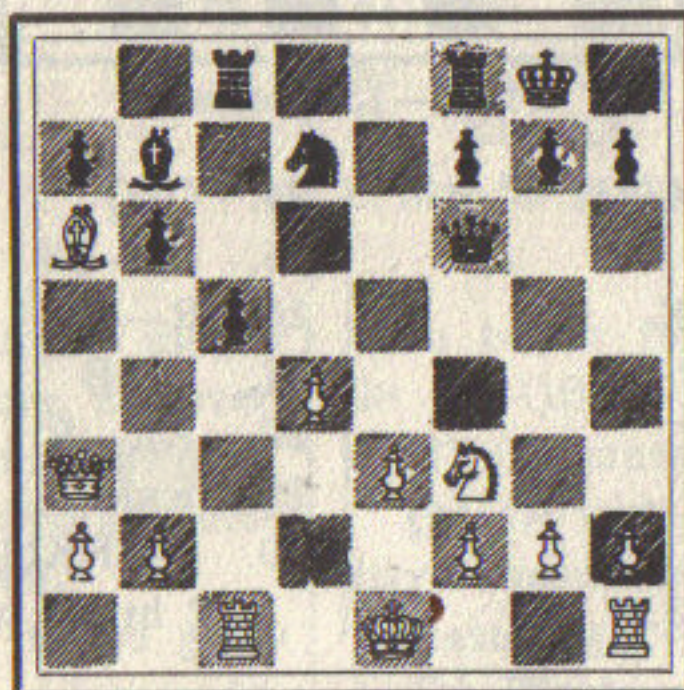
(f) Not 23. Kt—K4, because of Kt—Kt!

(g) There was no reasonable motive to continue such a game, as there was not very much to be done by either player.

Fifth Game—Queen's Gambit Declined.

Capablanca. White:	Lasker. Black:	Capablanca. White:	Lasker. Black:
1. P—Q4	P—Q4	9. Q—R4	P—QB4(a)
2. Kt—KB3	Kt—KB3	10. Q—B6	R—Kt
3. P—B4	P—K3	11. KtxQP	B—Kt2
4. B—Kt5	QKt—Q2	12. KtxBch	QxKt
5. P—K3	B—K2	13. Q—R4	QR—B
6. Kt—B3	Castles	14. Q—R3(b)	Q—K3
7. R—B	P—QKt3	15. BxKt(c)	QxB
8. PxP	PxP	16. B—R6

Black—12 Pieces.



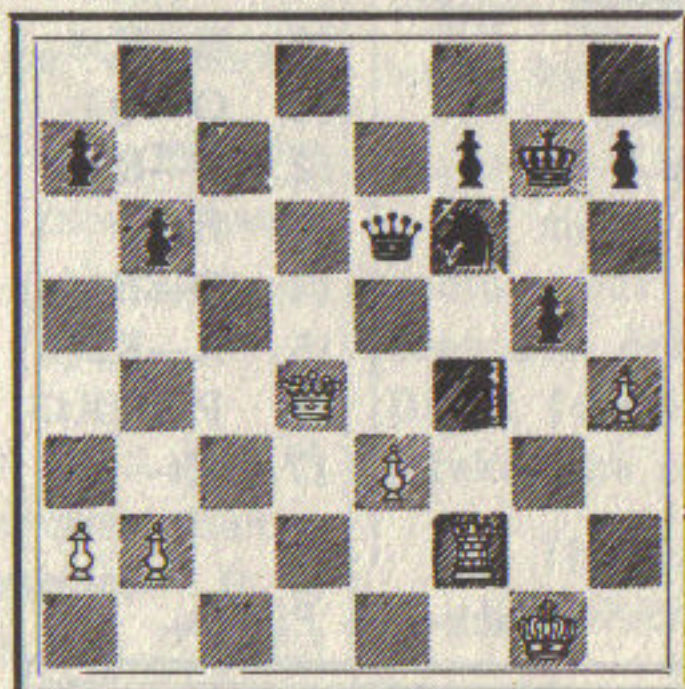
White—13 Pieces.

16.	BxKt(d)	29. PxP	Q—K3
17. BxR	RxB	30. Q—KB2	P—KKt4
18. PxB	QxBP	31. P—KR4	PxP(g)
19. R—KKt	R—K	32. QxRP	Kt—Kt5
20. Q—Q3	P—KKt3	33. Q—Kt5ch	K—B
21. K—B(e)	R—K5	34. R—B5(h)	P—KR4
22. Q—Q	Q—R6ch	35. Q—Q8ch	K—Kt2
23. R—Kt2	Kt—B3	36. Q—Kt5ch	K—B
24. K—Kt	PxP	37. Q—Q8ch	K—Kt2
25. R—B4(f)	PxP	38. Q—Kt5ch	K—B
26. RxR	KtxR	39. P—Kt3	Q—Q3
27. Q—Q8ch	K—Kt2	40. Q—B4	Q—Q8ch
28. Q—Q4ch	Kt—B3	41. Q—B	Q—Q2

42. RxRP	KtxP	45. Q—Kt7ch	K—B(j)
43. Q—B3	Q—Q5	46. Q—Kt8ch	Resigns
44. Q—R8ch(i)	K—K2	2 hrs., 55 min.	2 hrs., 45 min.

Position after White's 31st move.

Black—8 Pieces.



White—7 Pieces.

(a) Considered up to now the best answer for Black, but I believe to have had the pleasure of finding over the board in this game the one way to knock it out.

(b) This move might be said to be the key of White's whole plan. The main point was to be able to play B—R6.

(c) This exchange had to be made before putting the plan into execution.

(d) Dr. Lasker thought for over half an hour before deciding upon this continuation. It is not only the best, but it shows at the same time the fine hand of the master. An ordinary player would never have thought of giving up the exchange in order to keep the initiative in this position, which was really the only reasonable way in

which he could hope to draw the game.

(e) The play here was extremely difficult. I probably did not find the best system of defence. I can not yet tell which was the best defence here, but it is my belief that with the best play White should win.

(f) The move with which I counted upon to check Black's attack.

(g) This was Lasker's sealed move. It was not the best. His chance to draw was to play K—Kt3. Any other continuation should lose.

(h) Not the best. R—Q2 would have won. The text move gives Black a chance to draw the game.

(i) Not the best. K—R offered better chances of success.

(j) A blunder, which loses what would otherwise have been a drawn

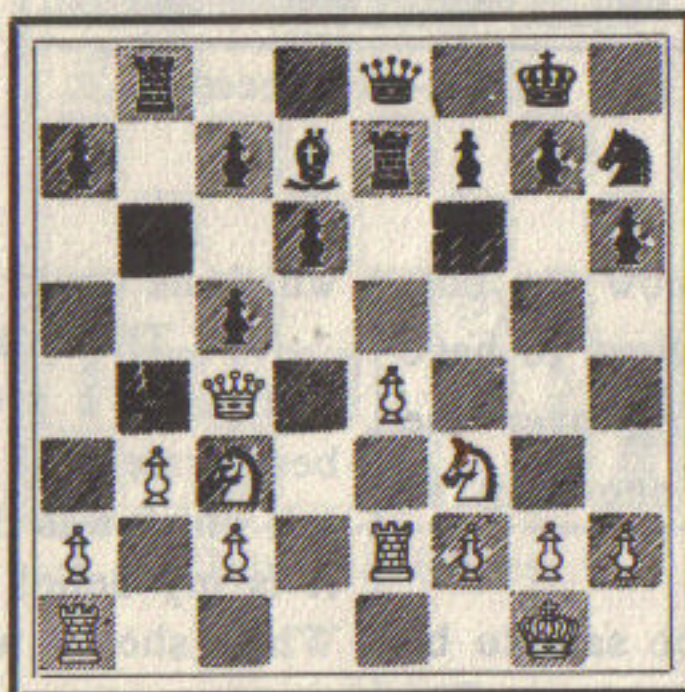
game. It will be noticed that it was Dr. Lasker's forty-fifth move. He had very little time to think and, furthermore, by his own admission, he entirely

misjudged the value of the position, believing that he had chances of winning, when, in fact, all he could hope for was a draw.

Sixth Game—Ruy Lopez.

Lasker. White:	Capablanca. Black:	Lasker. White:	Capablanca. Black:
1. P—K4	P—K4	10. B—Kt5	R—K
2. Kt—KB3	Kt—QB3	11. Q—Q3	P—KR3
3. B—Kt5	Kt—B3	12. B—R4	Kt—R2
4. Castles	P—Q3	13. BxB	RxB
5. P—Q4	B—Q2	14. Q—B4(a)	Q—K
6. Kt—B3	B—K2	15. R—K2(b)	R—Kt
7. R—K	PxP	16. P—QKt3	P—QB4
8. KtxP	Castles	17. Kt—B3	
9. BxKt	PxB		

Black—13 Pieces.



White—13 Pieces.

17.	B—Kt4(c)	28. P—KB4	Kt—Q2
18. KtxB	QxKt	29. K—K2	Kt—Kt3
19. QxQ	RxQ	30. K—Q3	P—B3
20. K—B	Kt—Kt4	31. R(R)—K	K—B2
21. Kt—Q2	Kt—K3(d)	32. Kt—B4(g)	KtxKt
22. P—QB3	P—KB3	33. KxKt	R—K3(h)
23. Kt—B4	Kt—B5(e)	34. P—K5	BPxP
24. R—K3	Kt—Kt3	35. PxP	P—Q4ch
25. Kt—Q2	R—Kt	36. KxP	RxKtP
26. P—KKt3	P—QR4	37. P—B4(i)	PxP
27. P—QR4(f)	Kt—K4	38. R—K4(j)	P—B6

39. R—QB4 P—KR4
 40. R—K3 R—Kt7
 41. R(B4)xP RxRP
 42. K—Kt6 R—Kt7ch

43. KxP P—Kt4(k)
 Drawn.
 2 hrs., 30 min. 2 hrs., 30 min.

(a) Up to this point the game was identical with the third. Here Lasker changed the course of the game.

(b) R—K3 had also to be considered.

(c) Not the best. Kt—Kt4 was the right move. The text move leaves Black with an exceedingly difficult ending.

(d) The maneuvers of this knight are of much greater importance than it might appear on the surface. It is essential to force White to play P—QB3 in order to weaken somewhat the defensive strength of his queen's knight's pawn.

(e) Again the moves of the knight have a definite meaning. The student would do well to carefully study this ending.

(f) It is now seen why Black had to

compel White to play P—QB3. With the white pawn at QB2 Black's game would be practically hopeless, since White's QKtP would not have to be protected by a piece, as is the case now.

(g) P—K5 would have lead to a much more complicated and difficult ending, but Black seems to have an adequate defense by simply playing BPxP, followed by P—Q4, when White retakes the pawn.

(h) This is the best move, and not K—K3, which would be met by R—Q3.

(i) Not the best, but at any rate the game would have been a draw. The best move would have been R—KBch.

(j) Probably the only way to obtain a sure draw.

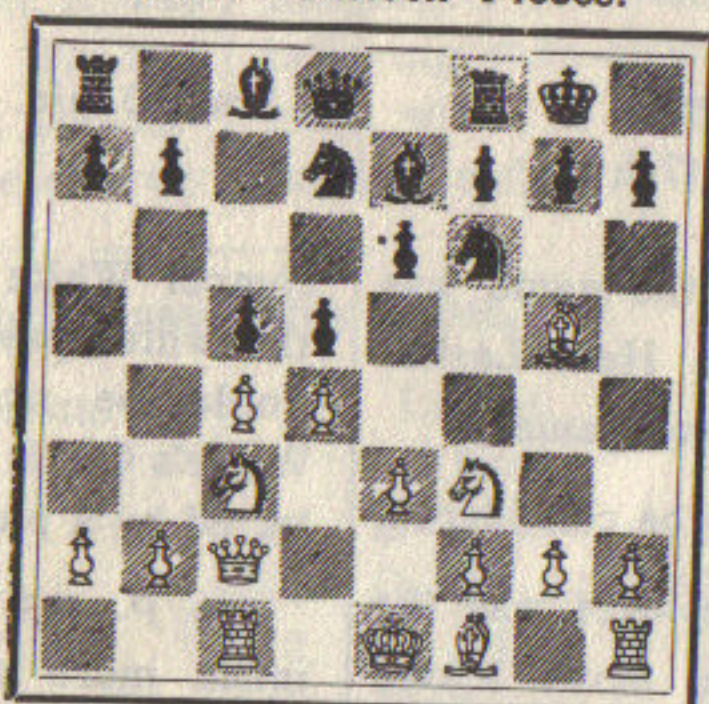
(k) There was not any object for either player to attempt to win such a game.

Seventh Game—Queen's Gambit Declined.

Capablanca. White:	Lasker. Black:
1. P—Q4	P—Q4
2. Kt—KB3	P—K3
3. P—B4	Kt—KB3
4. B—Kt5	B—K2

Capablanca. White:	Lasker. Black:
5. P—K3	QKt—Q2
6. Kt—B3	Castles
7. R—B	P—B3
8. Q—B2	P—B4(a)

Black—Sixteen Pieces.



White—Sixteen Pieces.

- | | |
|-------------|-----------|
| 9. R—Q(b) | Q—R4 |
| 10. BPxP | KtxP |
| 11. BxB | KtxB |
| 12. B—Q3 | QKt—B3 |
| 13. Castles | PxP |
| 14. KtxP(c) | B—Q2 |
| 15. Kt—K4 | Kt(K2)—Q4 |
| 16. Kt—QKt3 | Q—Q |
| 17. KtxKtch | KtxKt |

- | | |
|-----------|----------|
| 18. Q—B5 | Q—Kt3(d) |
| 19. R—B | KR—B |
| 20. QxQ | PxQ |
| 21. RxRch | RxR |
| 22. R—B | RxRch |
| 23. KtxR | K—B |

Drawn.

1 hr. 22 m.

1 hr. 20 m.

(a) This move is not to be recommended.

(b) PxQP would have been proper to continue.

(c) PxP was the alternative. It would have led, however, to a very difficult game where, in exchange for the attack,

White would remain with an isolated Queen's Pawn; leading at this stage of the match by one point, I did not want to take any risks.

(d) With this move Black neutralizes whatever little advantage White might have had. The draw is now in sight.

Eighth Game—Queen's Gambit Declined.

- | Lasker.
White: | Capablanca.
Black: |
|-------------------|-----------------------|
| 1. P—Q4 | P—Q4 |
| 2. Kt—KB3 | Kt—KB3 |
| 3. P—B4 | P—B3 |
| 4. P—K3(a) | B—B4 |
| 5. Kt—B3 | P—K3 |
| 6. B—Q3 | BxB |
| 7. QxB | QKt—Q2 |
| 8. Castles | B—Q3 |
| 9. P—K4 | PxKP |
| 10. KtxP | KtxKt |

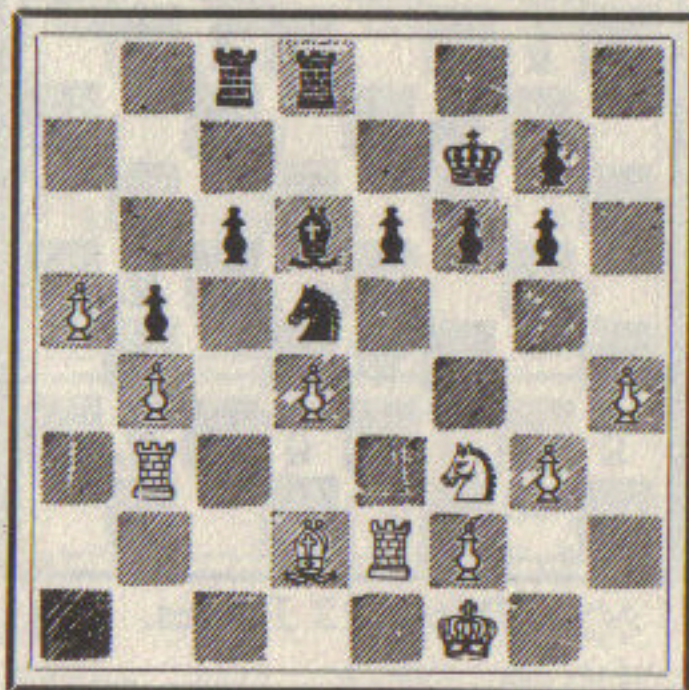
- | Lasker.
White: | Capablanca.
Black: |
|-------------------|-----------------------|
| 11. QxKt | Castles |
| 12. B—Q2 | Q—B3 |
| 13. QR—Q | Q—Kt3 |
| 14. QxO | RPxQ |
| 15. B—B3 | KR—Q |
| 16. KR—K | B—B2 |
| 17. K—B | Kt—B |
| 18. B—Q2 | K—B2 |
| 19. P—KR4 | Kt—Q2 |
| 20. P—KKt3 | P—B3 |

P-B3
K-B2
N-Q2

21. B—K3 Kt—Kt3
 22. R—B Kt—B
 23. R—K2 Kt—K2(b)
 24. R—B3 P—QR3
 25. P—QR4 QR—Kt

26. P—QKt4 P—QKt4(c)
 27. BPxP RPxP
 28. P—R5 B—Q3
 29. R—Kt3 Kt—Q4
 30. B—Q2 QR—B(d)

Black—11 Pieces



White—11 Pieces.

Drawn.

2 hrs. 7 m.

1 hr. 48 m.

(a) This allows Black to bring out the Queen's Bishop without any difficulty.

(b) All these maneuvers with the Kt are extremely difficult to explain fully. The student would do well to carefully analyze them. Black's position might now be said to be unassailable.

(c) B—Q3 was better, as it gave Black some slight winning chances.

(d) The game was given up for a draw, because having analyzed the game during the twenty-four hours' interval, we both came to the conclusion that it was impossible to win the game for either side.

Ninth Game—Queen's Gambit Declined.

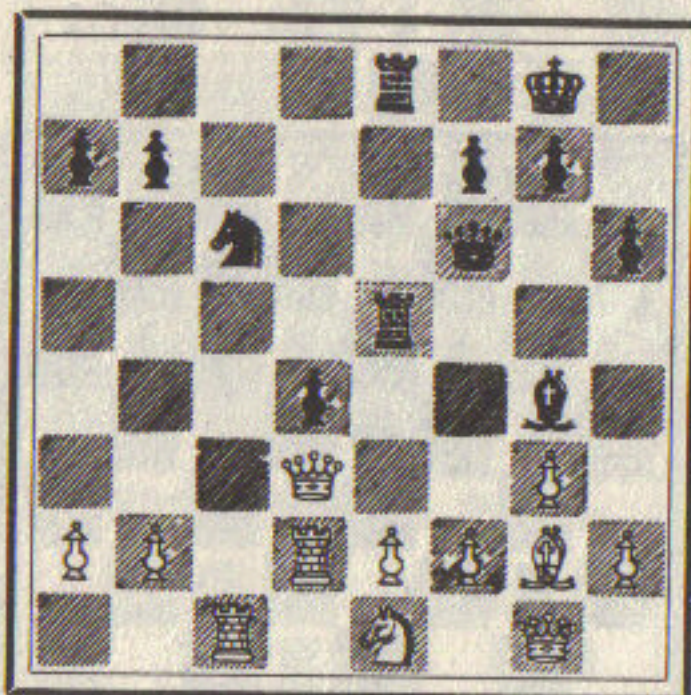
Capablanca. White:	Lasker. Black:	Capablanca. White:	Lasker. Black:
1. P—Q4	P—Q4	11. Kt—K4	B—K2
2. Kt—KB3	P—K3	12. KtxKtch	BxKt
3. P—B4	P—QB4	13. BxB	QxB(b)
4. PxQP	KPxP	14. Q—R4	Castles
5. Kt—B3	Kt—QB3	15. Q—Kt5(c)	QR—Kt
6. P—KKt3	Kt—B3	16. KR—Q	P—KR3
7. B—Kt2	B—K3	17. Kt—K	KR—K
8. Castles	B—K2	18. R—Q2(d)	B—Kt5
9. PxP	BxP	19. R—B	R—K4
10. B—Kt5	P—Q5(a)	20. Q—Q3(e)	QR—K

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21. B—B3 BxB(f)
22. KtxB R—K5
23. R—B4 Q—K3

24. KtxP KtxKt
Drawn.
1 hr. 55 m. 1 hr. 37 m.

Black—12 Pieces.



White—12 Pieces.

(a) I had never seen this variation before and I therefore thought for a long time in order to make up my mind as to whether I should play BxKt or Kt—K4. I finally decided upon the latter move as the safest course.

(b) It is my impression that this position is not good for Black, though perhaps there may be no way to force a win.

(c) Threatening not only the QKtP, but also Q—Kt5, exchanging Queens.

(d) BxKt would only lead to a draw, viz. 18. BxKt, PxB; 19. QxP, KR—QB, followed by RxP.

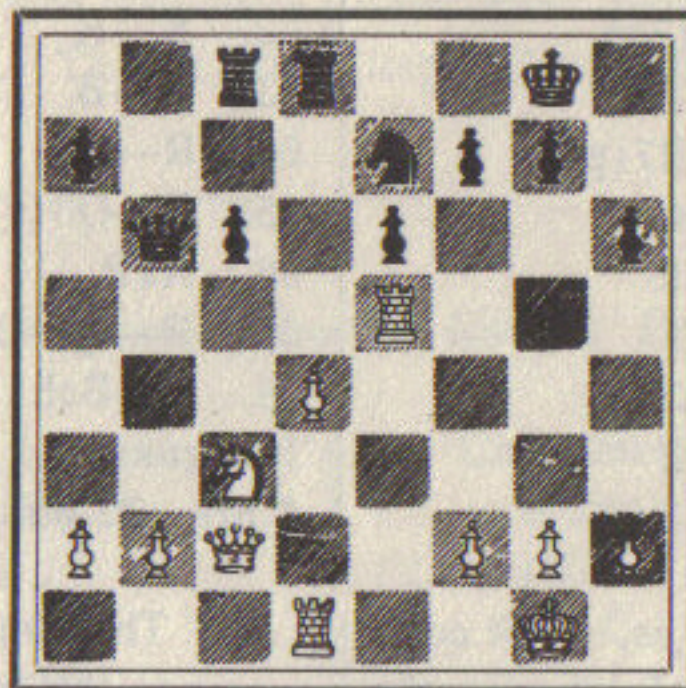
(e) If R—B5, Q—Kt4, with a winning game.

(f) Black could have tried to keep up the attack by playing P—KR4. The text move simplifies matters and easily leads to a draw.

Tenth Game—Queen's Gambit Declined.

Lasker. White:	Capablanca. Black:	Lasker. White:	Capablanca. Black:
1. P—Q4	P—Q4	12. BxP	Kt—Kt3
2. P—QB4	P—K3	13. B—QKt3	B—Q2
3. Kt—QB3	Kt—KB3	14. Castles(a)	QR—B
4. B—Kt5	B—K2	15. Kt—K5	B—Kt4(b)
5. P—K3	Castles	16. KR—K	Kt(Kt3)—Q4
6. Kt—B3	QKt—Q2	17. BxQKt	KtxB
7. Q—B2	P—B4	18. BxB	KtxB
8. R—Q	Q—R4	19. Q—Kt3	B—B3(c)
9. B—Q3	P—KR3	20. KtxB	PxKt
10. B—R4	BPxP	21. R—K5	Q—Kt3
11. KPxP	PxP	22. Q—B2	KR—Q

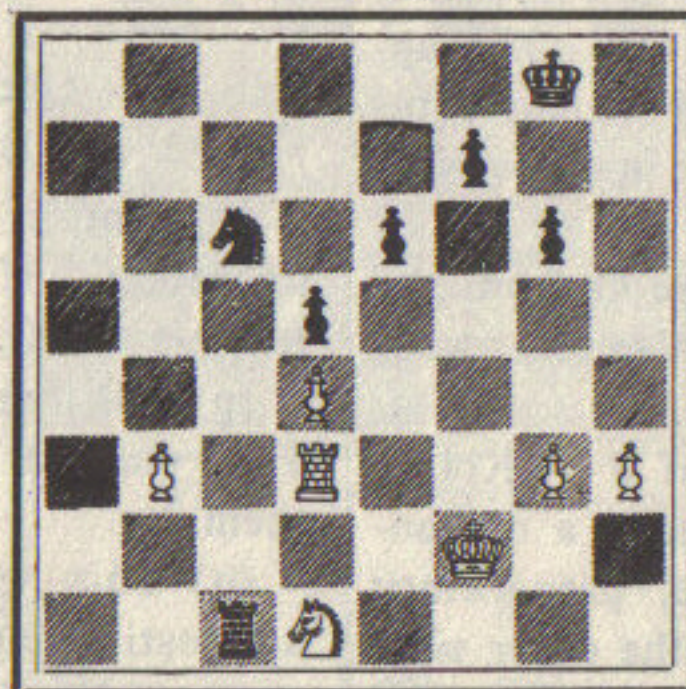
Black—11 Pieces.



White—11 Pieces.

23. Kt—K2(d)	R—Q4	34. RxQ	PxP
24. RxR	BPxR(e)	35. PxP	R—Kt3(l)
25. Q—Q2	Kt—B4	36. R—Q3	R—R3
26. P—QKt3(f)	P—KR4(g)	37. P—KKt4	PxPe.p.
27. P—KR3(h)	P—R5(i)	38. PxP	R—R7
28. Q—Q3	R—B3	39. Kt—B3	R—QB7
29. K—B	P—Kt3	40. Kt—Q(m)	Kt—K2
30. Q—Kt	Q—Kt5	41. Kt—K3	R—B8ch
31. K—Kt(j)	P—R4	42. K—B2	Kt—B3
32. Q—Kt2	P—R5(k)	43. Kt—Q	
33. Q—Q2	QxQ		

Black—7 Pieces.



White—7 Pieces.

43. . . .	R—Kt8(n)	47. Kt—K2	Kt—B4ch
44. K—K2(o)	RxP	48. K—B2	P—Kt4
45. K—K3	R—Kt5	49. P—Kt4	Kt—Q3
46. Kt—B3	Kt—K2	50. Kt—Kt	Kt—K5ch

51.	K—B	R—Kt8ch
52.	K—Kt2	R—Kt7ch
53.	K—B	R—B7ch
54.	K—K	R—QR7(p)
55.	K—B	K—Kt2
56.	R—K3	K—Kt3
57.	R—Q3	P—B3
58.	R—K3	K—B2
59.	R—Q3	K—K2
60.	R—K3	K—Q3

61.	R—Q3	R—B7ch
62.	K—K	R—KKt7
63.	K—B	R—QR7
64.	R—K3	P—K4(q)
65.	R—Q3(r)	PxP
66.	RxP	K—B4
67.	R—Q	P—Q5
68.	R—Bch	K—Q4
Resigns(s)		
4 hrs., 20 min.		4 hrs., 20 min.

(a) The development is now complete. White has a lone QP, but, on the other hand, Black is somewhat hampered in the manoeuvring of his pieces.

(b) With this move and the following, Black brings about an exchange of pieces, which leaves him with a free game.

(c) Not B—R3 because of Kt—Q7, followed by Kt—B5.

(d) Probably White's first mistake. He wants to take a good defensive position, but he should instead have counter-attacked with Kt—R4 and R—B5.

(e) Black has now the open file and his left side pawn position is very solid, while White has a weak QP. The apparently weak Black QRP is not actually weak because White has no way to attack it.

(f) In order to free the Q from the defense of the QKtP and also to prevent R—B5 at any stage.

(g) In order to prevent P—KKt4 at a later stage. Also to make a demonstration on the K's side, preparatory to further operations on the other side.

(h) Weak, but White wants to be ready to play P—KKt4.

(i) To tie up White's K side. Later on it will be seen that White's is compelled to play P—KKt4 and thus further weaken his game.

(j) This was White's sealed move. It was not the best move, but it is doubtful if White has any good system of defense.

(k) Now Black exchanges the pawn and leaves White with a weak, isolated QKtP, which will fall sooner or later.

(l) In order to force R—Q3 and thus prevent the White rook from supporting his QKtP by R—QKt2 later on. It means practically tying up the White R to the defense of his two weak pawns.

(m) The alternative, Kt—R4, was not any better. White's game is doomed.

(n) Not Kt—Kt5 because of 44. R—Q2, R—Kt8; 45. Kt—Kt2, RxKt; 46. RxR, Kt—Q6ch; 47. K—K2, KtxR; 48. K—Q2, and Black could not win.

(o) Not a mistake, but played deliberately. White had no way to protect his QKtP.

(p) All these moves have a meaning. The student should carefully study them.

(q) This was my sealed move and unquestionably the best way to win.

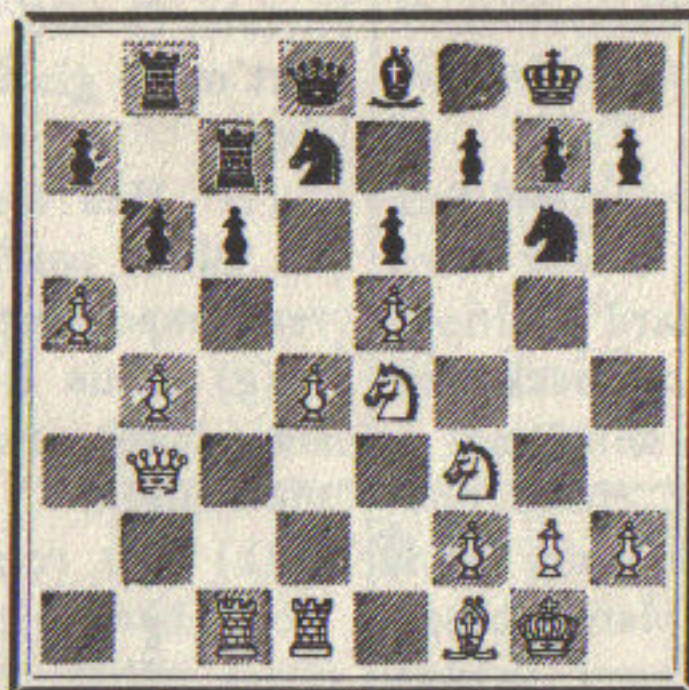
(r) If 65. Kt—K2, Kt—Q7ch; 66 K—B2, P—K5; 67. R—QB3, Kt—B6; 68. K—K3, Kt—K8; 69. K—B2, Kt—Kt7, and White would be helpless. If 65. Kt—B3, Kt—Q7ch, exchanging knights wins.

(s) There is nothing left. The Black pawn will advance and White will have to give up his Kt for it. This is the finest win of the match and probably took away from Dr. Lasker his last real hope of winning or drawing the match.

Eleventh Game—Queen's Gambit Declined.

Capablanca. White:	Lasker. Black:	Capablanca. White:	Lasker. Black:
1. P—Q4	P—Q4	12. Castles	Kt—B
2. Kt—KB3	P—K3	13. KR—Q	B—Q2(a)
3. P—B4	Kt—KB3	14. P—K4	Kt—QKt3(b)
4. B—Kt5	QKt—Q2	15. B—B	R—B
5. P—K3	B—K2	16. P—QKt4(c)	B—K
6. Kt—B3	Castles	17. Q—Kt3(d)	R(K2)—B2
7. R—B	R—K	18. P—QR4	Kt—Kt3
8. Q—B2	P—B3	19. P—R5	Kt—Q2
9. B—Q3	PxP	20. P—K5	P—Kt3
10. BxP	Kt—Q4	21. Kt—K4	R—Kt
11. BxB	RxB		

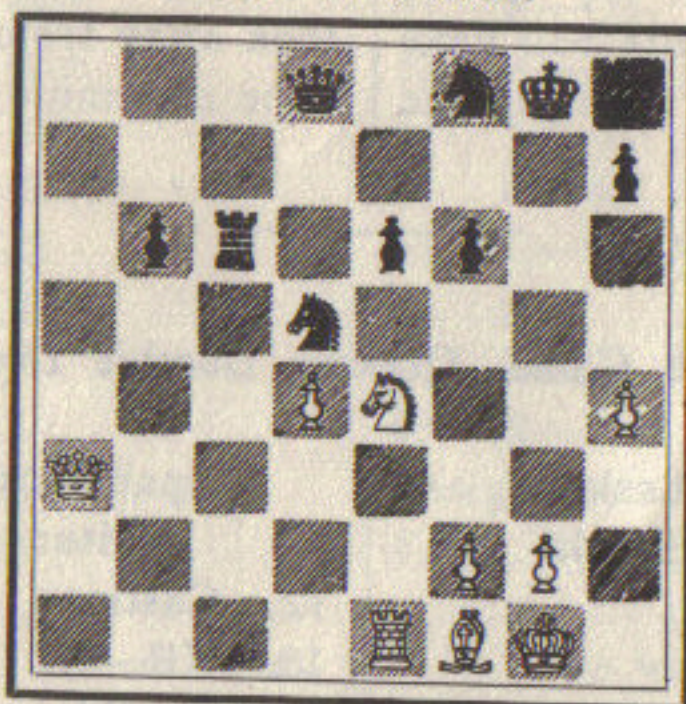
Black—14 Pieces.



White—14 Pieces.

22. Q—B3(e)	Kt—B5	29. RxR	RxR
23. Kt—Q6	Kt—Q4(f)	30. PxP	PxP
24. Q—R3	P—B3	31. R—K(j)	Q—QB
25. KtxB(g)	QxKt	32. Kt—Q?(k)	Kt—B(l)
26. PxBP	KKtPxP(h)	33. Kt—K4(m)	Q—Q
27. P—Kt5(i)	R(Kt)—B	34. P—R4	. . .
28. PxBP	RxP		

Black—9 Pieces.



White—9 Pieces.

34. . . . R—B2(n)
 35. Q—QKt3(o) R—KKt2
 36. P—Kt3 R—R2
 37. B—B4 R—R4
 38. Kt—B3 KtxKt
 39. QxKt K—B2
 40. Q—K3 Q—Q3
 41. Q—K4 R—R5(p)

42. Q—Kt7ch K—Kt3(q)
 43. Q—B8 Q—Kt5
 44. R—QB Q—K2(r)
 45. B—Q3ch K—R3(s)
 46. R—B7 R—R8ch
 47. K—Kt2 Q—Q3
 48. QxKtch Resigns
 3 hrs. 3 hrs. 5 m.

(a) I do not consider the system of defense adopted by Dr. Lasker in this game to be any good.

(b) KtxKt would have simplified matters somewhat, but it would have left Black in a very awkward position. The text move, by driving back the Bishop, gains time for the defense.

(c) To prevent P—QB4, either now or at a later stage. There is no Black Bishop and White's whole plan is based on that fact. He will attempt, in due time, to place a knight at Q6, supported by his Pawn at K5. If this can be done without weakening the position somewhere else, Black's game will then be lost.

(d) White might have played P—QR4 at once, but wanted at first to prevent the Black Queen from coming out via Q3 and KB5.

(e) Q—R3 at once was best. The text move gives Black a chance to gain time.

(f) Had the White Queen been at R3 Black could not have gained this very important tempo.

(g) This Bishop had to be taken, since it threatened to go to R4, pinning the Knight.

(h) To retake with either Knight would have left the KP extremely weak.

(i) With this move White gets rid of his weak Queen's side Pawns.

(j) B—QKt5 was better.

(k) This was my sealed move and unquestionably the only move to keep the initiative.

(l) R—B6 would have been met by Q—R.

(m) The White Knight stands now in a very commanding position. Black's

game is far more difficult than appears at first glance and I believe that the only good system of defense would have to be based on P—KB4, after P—KR3, driving back the White Knight.

(n) This might be said to be the losing move. Black had to play P—KR3 in order to be ready to continue with P—KB4, forcing the White Knight to withdraw.

(o) White's plan consists in getting rid of Black's powerfully posted Knight at Q4, which is the key to Black's defense.

(p) Neither one of us had very much time left at this stage of the game.

Black's alternative was R—R2, which would have been met by P—Q5, leaving Black with what in my opinion is a lost position.

(q) If 42... Q—K2; 43. Q—B6 wins.

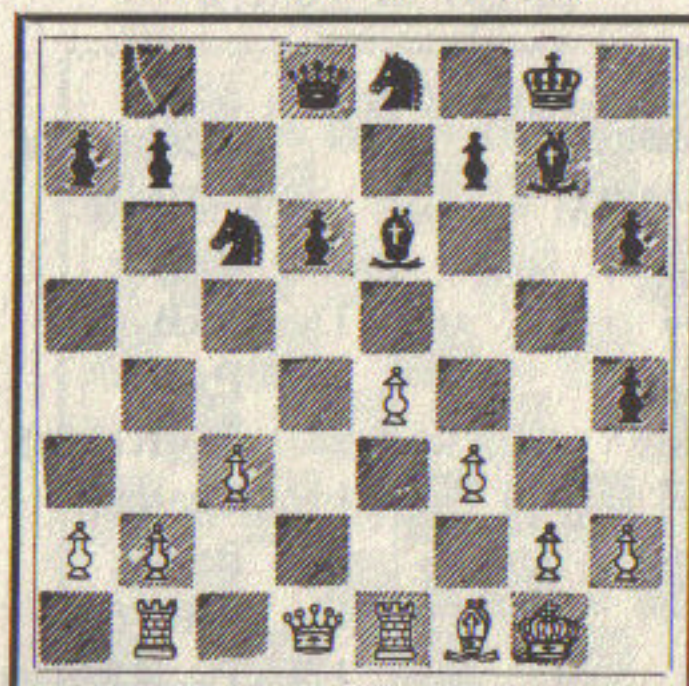
(r) Black's game was now hopeless; for instance 44... Q—R6 (best); 45. B—Q3!ch, P—B4 (best); 46. Q—K8ch, K—R3; 47. R—K, R—R; 48. RxPch, KtxR; 49. QxKtch, K—Kt2; 50. Q—K5ch, etc. In practically all the other variations the check with Bishop at Q3 wins.

(s) P—KB4 would have prolonged the game a few moves only. 46. R—B7 would always win.

Twelfth Game—Ruy Lopez.

Lasker. White:	Capablanca. Black.	Lasker. White:	Black: Capablanca.
1. P—K4	P—K4	11. B—KKt5	P—KR3
2. Kt—KB3	Kt—QB3	12. B—R4	P—KKt3
3. B—Kt5	Kt—B3	13. Kt—Q5	B—Kt2(a)
4. Castles	P—Q3	14. Kt—Kt5(b)	P—Kt4
5. P—Q4	B—Q2	15. Kt(Q5)xP(c)	PxB
6. Kt—B3	B—K2	16. KtxQR	QxKt
7. R—K	PxP	17. Kt—B7	Q—Q
8. KtxP	Castles	18. KtxR	KtxKt
9. B—B	R—K	19. R—Kt	B—K3
10. P—B3	B—KB	20. P—B3	. . .

Black—Twelve Pieces.



White—Twelve Pieces.

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20. . . .	BxRP(d)
21. R—R	B—K3
22. Q—Q2	P—R3(e)
23. Q—KB2	P—KR4(f)
24. P—KB4	B—R3
25. B—K2	Kt—B3
26. QxP	KtxP

27. QxQ	KtxQ
28. BxQRP	P—Q4
29. B—K2	BxP
30. BxP	B—B2
31. QR—Q(g)	Drawn.
2hrs. 5 m.	1 hr. 54 m.

(a) I cannot very highly recommend the system of defense adopted by me in this variation.

(b) The combinations beginning with this move are all wrong. White's proper move was simply to hold the position by playing P—QB3. After the text move, Black should get the better game.

(c) If 15. B—B2, KtxKt would give Black the better game. The combination indulged in by White is good only in appearance.

(d) A mistake. Black had here a won game by playing B—K4. The question of time at this point was not properly

appreciated by Black, who went in to recover a Pawn, which was of no importance whatever. Worse yet, the capture of the Pawn only helped White.

(e) P—R6 was better. After the text move Black has an extremely difficult game to play.

(f) Q—Kt4 would have given Black better chances to win. After the text move there is nothing better than a draw.

(g) Having had twenty-four hours to consider the position, we both came to the conclusion that there was nothing in it but a draw.

Thirteenth Game—Queen's Gambit Declined.

Capablanca. White:	Lasker Lasker
1. P—Q4	P—Q4
2. Kt—KB3	Kt—KB3
3. P—B4	P—K3
4. B—Kt5	B—K2
5. P—K3	QKt—Q2
6. Kt—B3	Castles
7. R—B	R—K
8. Q—B2	P—KR3
9. B—R4	P—B4

Capablanca. White:	Black. Black.
10. PxQP	KtxP
11. BxB	KtxB
12. PxP	KtxP
13. B—Kt5(a)	B—Q2
14. Castles	Q—Kt3
15. BxB	KtxB
16. KR—Q	KR—Q
17. P—KR3(b)	QR—B
18. Q—R4	Kt—QB3

19. Q—Kt5 P—R3
20. QxQ KtxQ
21. RxRch KtxR
22. Kt—K2 K—B

(a) Not best. P—QKt4 was more energetic and perfectly safe.

(b) Loss of time. Q—R4 at once was the proper move.

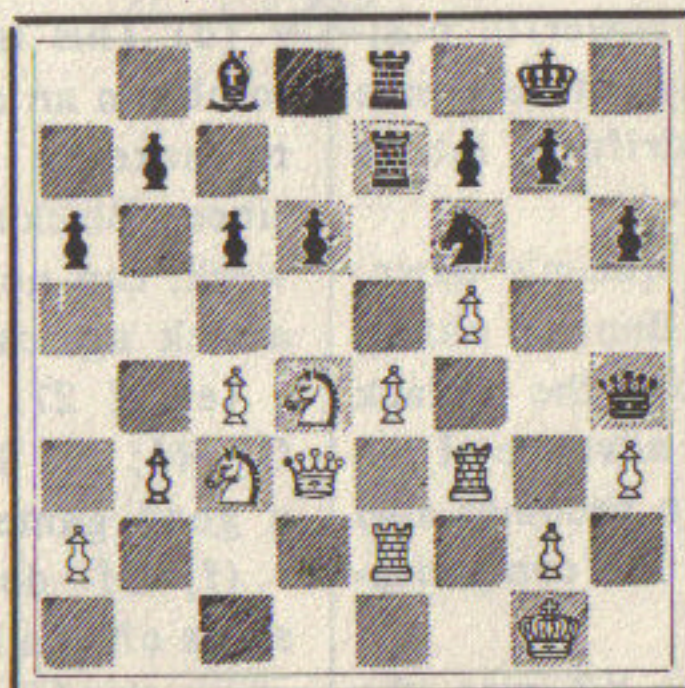
23. RxR KtxR(c)
Drawn.
1 hr. 5 m. 1 hr. 15 m.

(c) Not much of a game. With three points to the good, I took matters too easy. My opponent, having the Black pieces, could not have been expected to do much.

Fourteenth Game—Ruy Lopez.

Lasker. White:	Capablanca. Black:	Lasker. White:	Capablanca. Black:
1. P—K4	P—K4	15. P—QB4(a)	R—K
2. Kt—KB3	Kt—QB3	16. P—B4	P—QB3(b)
3. B—Kt5	Kt—B3	17. Kt—QB3	Q—Kt3
4. Castles	P—Q3	18. P—QKt3	QR—Q(c)
5. P—Q4	B—Q2	19. K—R	Kt—B3
6. Kt—B3	B—K2	20. P—KR3	B—B
7. BxKt	BxB	21. R—Q(d)	R—K2
8. Q—Q3	PxP	22. KR—K	QR—K
9. KtxP	B—Q2	23. R—K2	Q—R4
10. B—Kt5	Castles	24. R—KB	Q—R4
11. QR—K	P—KR3	25. K—Kt	P—R3
12. B—R4	Kt—R2	26. R(B)—B2	Q—Kt3
13. BxB	QxB	27. R—B3(e)	Q—R4
14. Kt—Q5	Q—Q	28. P—KB5(f)	Q—R5

Black—13 Pieces.

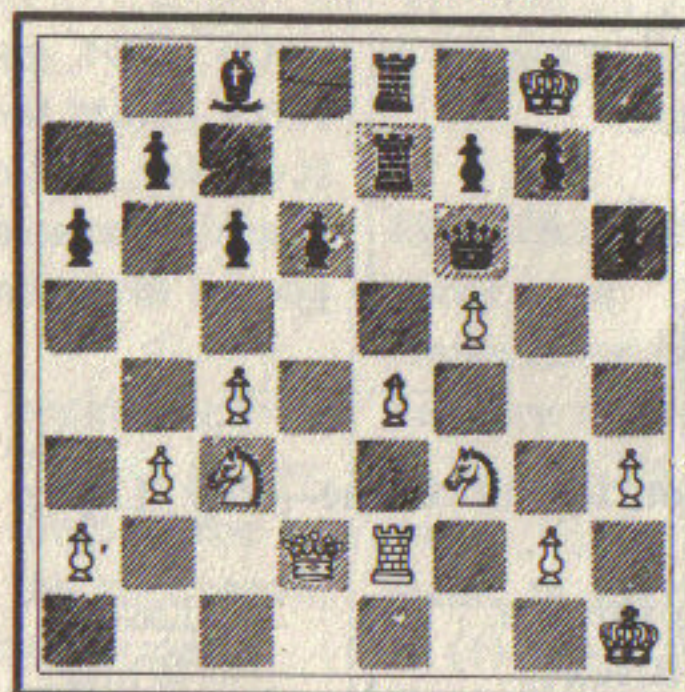


White—13 Pieces.

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29. K—R2(g)	Kt—Kt5ch	31. Q—Q2	KtxR
30. K—R	Kt—K4	32. KtxKt	Q—B3(h)

Black—12 Pieces.



White—12 Pieces.

33. P—QR4(i)	P—KKt3	46. K—R2	R—QKt2
34. PxP	PxP	47. P—B5(l)	PxP
35. R—K3	B—B4	48. Kt—B4	R—R8
36. Q—Q3(j)	P—KKt4	49. Kt—K5	R—QB8(m)
37. Kt—Q2	B—Kt3	50. P—R4(n)	R—K2
38. P—QKt4(k)	Q—K3	51. KtxP	R—K3
39. P—Kt5	RPxP	52. Kt—Q8	PxP
40. RPxP	R—R	53. R—Q3	R—KB3(o)
41. Q—Kt	Q—K4	54. R—Q7ch	K—R
42. Q—K	K—R2	55. Kt—Q5	R(B3)—B8
43. PxP	PxP	56. K—R3	BxP
44. Q—Kt3	QxQ	Resigns	
45. RxQ	R—R6	3 hrs., 30 min.	3 hrs., 40 min.

(a) White has now a powerful position and Black has to play with extreme care in order to avoid drifting into a hopeless position.

(b) This weakens the queen's pawn, but something had to be done to obtain maneuvering space for the Black pieces. Besides, with the advance of the KBP, White's king's pawn becomes also weak, which is somewhat of a compensation.

(c) Unnecessary. R—K2 was the proper move.

(d) This is waste of time. In order to obtain an advantage, White will have to make an attack on the king's side, since Black's queen's pawn, though weak, can not be won through a direct attack against it.

(e) If 27. Kt—B5, BxKt; 28. PxP, Q—R4; 29. RxR, RxR, and Black has a good game.

(f) Of doubtful value. While it shuts off the bishop, it weakens furthermore the king's pawn and also creates a hole on K4 for Black's pieces. The

position, at first glance, looks very much in favor of White, but careful analysis will show that this is much more apparent than true.

(g) A blunder, made under time pressure combined with difficulties attached to the position.

(h) Q—Kt6 was dangerous and might lead to the loss of some material.

(i) To prevent P—QKt4. There are a number of variations where White would regain the quality in exchange for a pawn had he played 33. P—KKt4, to be followed by P—K5 and Kt—K4, but the resulting ending would be so much in favor of Black that the course pursued by White may be considered the best.

(j) There were some very interesting variations beginning with 36. R—Q3, viz., 36. . . . BxP; 37. RxP, Q—Kt2; 38. Kt—R4, B—B4; 39. KtxB, PxKt; 40. RxP, R—K8ch; 41. K—R2, Q—K4ch; 42. P—Kt3, QxKt, and White is lost.

(k) White's idea is to change off as many pawns as possible, hoping to reach an ending where the advantage of the exchange may not be sufficient to win.

(l) Forced, as R—Kt7, winning a piece, was threatened.

(m) The moves of this rook are worth studying. I believe that Black had no better way to play.

(n) This brings the game to a climax, for which Black is now ready.

(o) The key to Black's defense. The holding of the KB file.



THE SUMMARY.

DATE.	GAMES.	OPENINGS.	NO. OF. MOVES.	RESULT.	TIME.
March 15, 16	1	Queen's Gambit Declined.	50	Drawn	Capablanca, 2h. 44m. Lasker, 2h. 35m.
March 17, 18	2	Queen's Gambit Declined.	41	Drawn	Lasker, 2h. 36m. Capablanca, 2h. 37m.
March 19, 20, 21	3	Four Knights.	63	Drawn	Capablanca, 3h. 59m. Lasker, 4h. 20m.
March 23	4	Queen's Gambit Declined.	30	Drawn	Lasker, 2h. 4m. Capablanca, 2h. 16m.
March 29, 30	5	Queen's Gambit Declined.	46	Won by Capablanca	Capablanca, 2h. 55m. Lasker, 2h. 45m.
March 30, April 1	6	Ruy Lopez.	43	Drawn	Lasker, 2h. 30m. Capablanca, 2h. 30m.
April 2	7	Queen's Gambit Declined.	23	Drawn	Capablanca, 1h. 22m. Lasker, 1h. 20m.
April 3, 4	8	Queen's Gambit Declined.	30	Drawn	Lasker, 2h. 7m. Capablanca, 1h. 48m.
April 6	9	Queen's Gambit Declined.	24	Drawn	Capablanca, 1h. 55m. Lasker, 1h. 37m.
April 8, 9, 10	10	Queen's Gambit Declined.	68	Won by Capablanca	Lasker, 4h. 20m. Capablanca, 4h. 20m.
April 13, 14	11	Queen's Gambit Declined.	48	Won by Capablanca	Capablanca, 3h. Lasker, 3h. 5m.
April 16	12	Ruy Lopez.	31	Drawn	Lasker, 2h. 5m. Capablanca, 1h. 54m.
April 19	13	Queen's Gambit Declined.	23	Drawn	Capablanca, 1h. 5m. Lasker, 1h. 15m.
April 20, 21	14	Ruy Lopez.	56	Won by Capablanca	Lasker, 3h. 30m. Capablanca, 3h. 40m.

Final Score—Capablanca, 4; Lasker, 0; drawn, 10. Number of games, 14. Number of moves, 576. Time, Capablanca, 35 hours 55 minutes; Lasker, 36 hours 9 minutes; total, 72 hours 4 minutes.

Games Nos. 4, 9, 12 and 13 were played in one session; games Nos. 2, 5, 8, 11, 14 in two sessions; games Nos. 3, 10 in three sessions.

Openings adopted—10 Queen's Gambit Declined, 3 Ruy Lopez and 1 Four Knights.

JOSE RAUL CAPABLANCA.

(Reprinted from the book of the international tournament, played at the Manhattan Chess Club in 1918.)

As has been aptly said before, the name of Jose R. Capablanca is surely one to conjure with. The winner of the Manhattan Chess Club's tournament, now in his thirty-first year, is in the heyday of his fame and in line for succession to the proud title of world's champion, which, on the score perhaps that youth must be served and but for the outbreak of the war, might even now be in his possession. Dr. Emanuel Lasker himself, with whom the talented Cuban made his peace at the close of the memorable St. Petersburg tournament early in 1914, wrote interestingly concerning his youthful rival's exploits at San Sebastian for the New York "Evening Post" as follows:

"This is a great moment in his life. His name has become known everywhere; his fame as a chess master has become firmly established. The 'Berliner Tageblatt' published his biography; the 'Lokal-Anzeiger' his picture; countless newspapers, chess columns and chess periodicals will speak of him, the man and the master. And he is twenty-three years of age. Happy Capablanca! His style of play has pleased. It is sound and full of ideas. It has a

dash of originality. No doubt that the chess world would not like to miss him, now that it has got to know him. In the beginning of his career, eight years ago, there were those who were fearful of his becoming what he is. They wanted him to have a profession, and be a chess master besides. Happily, nature was stronger than their influence. The world would have gained little had he become an engineer; the chess world would certainly have been poorer thereby."

Capablanca was born in Havana, November 19, 1888. In chess, as is well known, he was a most precocious youngster, learning the moves at the tender age of four and, like Morphy, making the most astonishing progress. When twelve, he was champion of Cuba, after defeating Juan Corzo by 4-2, with 6 draws. In 1914 he came to the United States to complete his education, attending first a preparatory school and later, Columbia University, which he represented in 1907, when that university won the intercollegiate championship from Harvard, Yale and Princeton with the record of 11½ out of a possible 12 points. The same year, he figured in the American college cable team

in the annual match against Oxford and Cambridge for the I. L. Rice international trophy, drawing with Rose of Oxford at Board No. 1.

During the season of 1908-9, Capablanca determined to launch upon his professional chess career, and the "American Chess Bulletin" arranged for him his first tour. He established a new record by playing 734 games, of which he won 703, drew 19 and lost only 12. In the spring of 1909 he created a veritable sensation and opened the eyes of the world to the real possibilities of his remarkable genius for the game by defeating Frank J. Marshall, United States champion and America's most representative international player, in a set match by the surprisingly one-sided score of 8-1, with 14 draws. Such a feat was assuredly unparalleled and gave him the right to be known as the Pan-American chess champion.

Next, in the season ensuing, came his second American tour, which yielded him further laurels as an exhibition player of consummate skill. In 1910 Capablanca won the New York State championship, with Marshall competing, and, early in 1911, he took part in his first masters' tournament, only to be placed second, with a score of $9\frac{1}{2}$ - $2\frac{1}{2}$, to Marshall, who made 10-2.

However, it proved to have been an experience in every way well worth while, for, making his European debut at San Sebastian in Spain immediately after, Capablanca, like Pillsbury at Hastings, came through with flying colors and carried off the chief prize before the astonished gaze of some of the greatest players of the day. His score here was $9\frac{1}{2}$ - $4\frac{1}{2}$, just enough to beat Rubinstein and Vidmar, with 9-5 each,

and Marshall, with $8\frac{1}{2}$ - $5\frac{1}{2}$. The Cuban won six games, drew seven and lost but one, to Rubinstein.

Straightaway the name of Capablanca was in everyone's mouth as that of the logical candidate for world's championship honors. As a matter of fact, negotiations with Dr. Emanuel Lasker were entered upon during 1912, but proved unsuccessful, actually causing a breach between the two great players.

Naturally, the victory at San Sebastian was followed by a tour of the chief chess centers of Europe, and on this trip he played 305 games, of which he won 254, drew 32 and lost 19. After that he obeyed a summons to South America, going direct to Buenos Aires from Europe and repeating his successes in that distant part of the world.

The second American National Tournament, held in New York early in 1913, yielded Capablanca still another triumph. In this contest he made a score of 11-2, his chief rival, Marshall, following with $10\frac{1}{2}$ - $2\frac{1}{2}$. The tables were turned, however, in the masters' tournament arranged for the following month in his native city, where Marshall disappointed the young master's enthusiastic compatriots by winning the Havana tournament with a score of $10\frac{1}{2}$ - $3\frac{1}{2}$, as against Capablanca's 10-4.

Later, the same year (1913), Capablanca, with Marshall absent, made a "clean sweep" in the Rice Chess Club's masters' tournament, scoring 13-0, identical with the record of Dr. Lasker in the New York Impromptu Tournament of 1893. Oldrich Duras was second, with $10\frac{1}{2}$ - $2\frac{1}{2}$, and R. T. Black third, with 10-3.

This brings us to the never-to-be-forgotten tournament at St. Petersburg

in 1914, nearly four months before the outbreak of the war, to which the hapless Czar himself contributed 1,000 roubles. Here Capablanca and Dr. Lasker were brought face to face for the first time. Capablanca, unbeaten throughout the preliminary and well on into the final stage, looked like a winner, after drawing his first two games against the champion, who had lost to Rubinstein. Then something happened: Capablanca lost his third game to his only rival, succumbed to Dr. Tarrasch the very next day, while Dr. Lasker, playing as he had rarely done before, went through to a successful finish and gained first place with $13\frac{1}{2}$ - $4\frac{1}{2}$. Capablanca's score was 13-5. So near and yet so far, but the voice of the chess world for a Lasker-Capablanca match was by no means stilled.

Then, as war was declared, Capablanca left Europe for a second trip to South America. New York provided still another masters' tournament in April, 1915, really taking the place of a contemplated New York-Havana congress, which was doomed to failure. Once more Capablanca was placed first with 13-1, followed by Marshall with 12-2, neither master losing a game and easily outranking all of the other six competitors.

His most successful simultaneous exhibition was given on February 12, 1915, against 84 opponents at 65 boards in

the auditorium of the "Brooklyn Daily Eagle," which was crowded to the very doors. In six and three-quarter hours of continuous play he made a score of 48 wins, 12 draws and 5 losses.

In the Rice Memorial Tournament, January, 1916, held in honor of Professor Isaac L. Rice, who had died in November, 1915, Capablanca again had it all his own way, being placed first with 14-3. Janowski, 11-6, was the second prize winner.

It is worthy of note that the young master has invariably been either first or second and for the most part first. When second, he was in every case only half a point behind the winner.

Practically all of 1917 was spent by Capablanca in Cuba, during which time he abstained from important chess, appearing only twice in public. This included the Manhattan Chess Club's masters' tournament during October and November, in which his score was $10\frac{1}{2}$ - $1\frac{1}{2}$, with Kostich, 9-3, second.

The Victory Tournament at Hastings, England, August, 1919, attracted the entry of Capablanca and the result was a repetition of the Manhattan C. C. contest, the final scores being Capablanca, first, with $10\frac{1}{2}$ - $1\frac{1}{2}$, and Kostich second, with $9\frac{1}{2}$ - $1\frac{1}{2}$. A brilliantly successful tour of the United Kingdom followed and that brings the record up to the climax of his career, which is the reason for this book.

DR. EMANUEL LASKER.

Dr. Emanuel Lasker was born at Berlinchen, province of Brandenburg, Prussia, Germany, on December 12, 1868. After graduating from the Real-Gymnasium at Landsberg, on the Warthe, he studied mathematics at the universities of Berlin and Goettingen, in which latter school of learning he did not, however, finish his studies. These he completed at Heidelberg in 1897, where he received the degree of doctor of mathematics. Chess he began to study when quite a boy, twelve years old, but in later years he took up real studies with his older brother, Dr. Berthold Lasker. In due course and after he had given much time and study to the game, he became a professional player in 1890. One year later he gave exhibitions of his skill at a German exposition in London. He spent seven years in England, making a great name for himself by his exhibitions in various London and provincial clubs.

Following is his most remarkable record at chess:

Tournaments.

After a tie with Emil Feyerfeil, he won the Hauptturnier at Breslau in 1889 and thus received the degree of

German master. A few months later in the same year he entered the Amsterdam international tourney, being awarded the second prize. In 1890 he divided first and second prizes in a national masters' tourney at Berlin and in the same year he obtained third prize in an international minor contest at Graz, Styria.

In 1892 he secured two first prizes in London—first in a national tournament and next in a quintangular contest.

In the impromptu international tournament in New York, played in 1893, he made the remarkable record of winning every one of the thirteen games he played, but at Hastings in 1895 he only was placed third in an international tournament.

In 1896 he secured first prize in the quadrangular tournament at St. Petersburg, his competitors being Steinitz, Tschigorin and Pillsbury, and in the same year he captured the first prize in the Nuremberg international tournament and repeated this achievement four years later in the London international contest. After absenting himself from the arena for nine years, he entered the St. Petersburg tourney, but this time he had to be content to divide first and second prizes with Rubinstein.

The same year, at Paris, he again carried away chief honors, as he did in the last St. Petersburg tournament in 1914.

During the war he won the first prize in a tourney with Schlechter, Rubinstein and Dr. Tarrasch also in the ring. This contest took place at Berlin.

Matches.

He beat Bardeleben in 1889 with 2 to 1 and 1 drawn; in 1890 he beat Bird with 7 to 2 and 3 draws, Miniati with 3 to 0 and 2 draws, Mieses with 5 to 0 and 3 draws, Englisch with 2 to 0 and 3 draws, while Lee was beaten by him in the following year by 1 to 0 and 1 draw. In 1892 he beat Blackburne by 6 to 0 and 4 draws and Bird by 5 to 0.

At Havana he beat Vazquez by 3 to 0 and Golmayo by 2 to 0 and 1 draw. These matches were played in 1893, and returning from Havana, he beat Showalter the same year by 6 to 2 and 1 draw and Ettlinger by 5 to 0.

In 1894 he beat Steinitz in the match

for the championship of the world by 10 to 5 and 4 draws and three years later a second time by 10 to 2 and 5 draws.

In 1907 Marshall ventured into the lion's path, but was swept aside to the tune of 8-0 and 7 draws. Next, a year later, came Dr. Tarrasch, who made a better showing (8-3 and 5 draws).

Janowski twice encountered the champion during 1909, the first time in a series of four games, in which both won two, but the subsequent match was won by Dr. Lasker by 7-1 and 2 draws.

In 1910 came the memorable match with Schlechter. It was restricted to ten games, draws counting. The final score was: Dr. Lasker, 1; Schlechter, 1; drawn, 8. Schlechter won the fifth game and Dr. Lasker the tenth.

The same year Janowski re-entered the arena and lost by 8-0 and 3 draws.

During the war Dr. Lasker defeated Dr. Tarrasch once more and this time by 5-0 and 1 draw.

THE RULES AND REGULATIONS.

A few days after the arrival of Dr. Emanuel Lasker at Havana, the players agreed upon Judge Alberto Ponce as referee and, after a conference with him, the following rules and regulations were agreed upon:

1. The match to be one of eight games up, drawn games not to count, but if, after 24 games, neither player has scored eight games, then the player having the greater number of points to be declared the winner.

2. One session of play of four hours' duration. (The original agreement called for a second session of two hours after an interval of at least three

hours). Originally it was agreed to have six play days each week, but at Havana this rule was changed to five play days each week.

3. Time limit: fifteen moves an hour.

4. Referee: Judge Alberto Ponce.

5. The \$20,000 purse to be divided as follows: Dr. Lasker to receive \$11,000, Capablanca \$9,000, win or lose or draw.

After five games had been played, the "Commission for the encouragement of touring throughout Cuba" gave an extra prize of \$5,000, of which \$3,000 should go to the winner of the match and \$2,000 to the loser.

World's Championship Match

Buenos Aires, 1927

JOSÉ RAUL CAPABLANCA vs.
ALEXANDER ALEKHIN

With Annotations by F. D. Yates and W. Winter

World's Championship Match

Buenos Aires, 1927

JOSE RAUL CAPABLANCA vs

ALEXANDER ALERIK

With Annotations by F. D. Yates and W. Winter

THE STORY OF ALEKHIN.

Russian Player's Varied Career.

There are landmarks in the long history of Chess, and one is clearly shown in the termination of the protracted brain-to-brain struggle just ended in Buenos Aires. The two most striking Chess personalities, Capablanca and Alekhin, have been engaged in a contest for nearly three months. The match began on September 10th, and has ended in what those who admire the competitive spirit love to see—a challenger's victory.

The story of world-championship Chess is mainly one relating to those who seek the honour rather than those few who have already attained it. The difficulties are that in some ways it is a self-sufficing ambition, and aspirants have little reward except the confidence that comes from the knowledge that they can do something better than others.

Alekhin, like previous challengers, had to wait years until he had so impressed the Chess world with his fighting personality and genius, to enable him to gather the support necessary for the arrangements for such an expensive match. In the Hamburg Tournament, where I first met him in 1910, he was a youth of 17 from a rich Moscow family, and then it was seen that a new Chess star had arisen. Genius does not stand still, and before the war, in a great tournament in St. Petersburg, which had the patronage of the late Czar, he finished third behind Lasker and Capablanca.

When in Germany, at the 1914 Mannheim Tournament, which was suddenly ended by the outbreak of war, he was, as were all the other Russian competitors, interned.

HIS PART IN THE WAR.

He was the only one to escape—a sign of his mettle. He returned to Russia, and took part in the war, in the Army Medical Corps. After the revolution, he joined the Russian Colony in Paris, and has now finally received his French naturalisation papers.

Bearing the stamp of a real Chess enthusiast—for it is obvious to those fortunate enough to know him intimately what is his grand mental passion—he yet is active physically, and evidently believes that one thing helps another, for he continued his studies in the law in which he recently took his doctorship at the Sorbonne.

His charming wife, who nearly always accompanies him to Chess tournaments in different countries, and who is the widow of a Russian admiral, admitted that his studies helped his Chess.

The disciplined mind again. It goes a long way when one is preparing to face the most peaceful yet the most strenuous of all tests. It gives a kind of break-power that one can imagine is needed in what the world has just seen—a ten weeks' fight, and also it gives the restraint which, at least in play, is the sign of a Chess master.

After many encounters with Alekhin personally, I can say he has the pure love of the beauty of the combinations of the game, evolved only through the clash of mind conspiring against mind. I have won brilliancy games against him, and he has won more against myself.

In Chess, attacking players always produce the best specimens of the game, but if the game is good, then to the artist, such as Alekhin, there is no remorse in it, even if it should be lost.

He is one of the big influences in moulding the style in which the game will be played for many years to come. It is good for Chess players to think that the play will never be thrown on the side of dull Chess, but that many wonderful strategic plans of attack will yet be explored.

His name is already attached to one system of defence. One cannot tell how long his name will endure in the minds of men. Ruy Lopez, the Spanish priest of the Fifteenth Century, is still a classic name in Chess.

F. D. YATES.

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SUMMARY OF RESULTS

The following tables summarise Alekhin's successes in tournament and match-play, the figures in the last four columns representing the number of games played, won, drawn, and lost respectively.

TOURNAMENTS.

Date.		Prize.	Played.	Won.	Drawn.	Lost.
1909	St. Petersburg Amateur Tournament ..	1	16	12	2	2
1910	Hamburg	7 eq.	16	5	7	4
1911	Carlsbad	8 eq.	25	11	5	9
1912	Stockholm	1	10	8	1	1
1912	Vilna All-Russian Tournament ..	6 eq.	18	7	3	8
1913	St. Petersburg Quadrangular Tournament ..	1 eq.	4	2	—	1
1913	Scheveningen	1	13	11	1	1
1913	St. Petersburg All-Russian Tournament ..	1 eq.	17	13	1	3
1914	St. Petersburg International Tournament ..	3	18	6	8	4
1914	Mannheim	1	11	9	1	1
1920	Moscow All-Russian Tournament ..	1	15	9	6	—
1921	Triberg	1	8	6	2	—
1921	Budapest	1	11	6	5	—
1921 1921	The Hague	1	9	7	2	—
1922	Pistyan	2 eq.	18	12	5	1
1922	London	2	15	8	7	—
1922	Hastings	1	10	6	3	1
1922	Vienna	4 eq.	14	7	4	3

1923	Margate	2 eq.	7	3	3	1
1923	Carlsbad	1 eq.	17	9	5	3
1923	Portsmouth	1	12	11	1	—
1924	New York	3	20	6	12	2
1925	Paris	1	8	5	3	—
1925	Berne	1	6	3	2	1
1925	Baden-Baden	1	20	12	8	—
1926	Hastings	1 eq.	9	8	1	—
1926	Semmering	2	17	11	3	3
1926	Dresden	2	9	5	4	—
1926	Scarborough	1	8	7	1	—
1926	Birmingham	1	5	5	—	—
1927	New York	2	20	5	13	2
TOTALS ..			406	235	119	51

MATCHES.

Date.		Played.	Won.	Drawn.	Lost.
1903	v. Blumenfeld	8	7	1	—
1911	v. Levitski	10	7	—	3
1921	v. Teichmann	6	2	2	2
1921	v. Sämisch	2	2	—	—
1923	v. Muffang	2	2	—	—
1927	v. Euwe	10	3	5	2
TOTALS ..		38	23	8	7

CAPABLANCA.

It is doubtful whether any Chess player ever became so widely known as J. R. Capablanca. He combines in a very rare degree a strong personality—that is to say, he can get his way—with a genius for Chess, and the results of his application to the game can be clearly seen, though in their extent not yet quite appreciated. If the mastery of anything lies in the power to bring it under command, then Capablanca is, par excellence, a master, for he more than any other has brought Chess complications somewhat nearer to simplification.

This is his Chess individuality as many of his nearest rivals have seen it, and his lesson. They found out that there was still something to be learnt in the art of exchanging the Chess pieces; a way of solving the problems set in practical Chess. It is not merely playing for the draw, for it gives the stronger player greater control of his game, and the better tactician more opportunities of coming into favourable end-games.

His most marked characteristic is an almost infallible sense of the timing of moves, the importance of which cannot be over-estimated, for a strong move at Chess is only strong when made at the right time.

Beginning the game at a remarkably early age, Capablanca, like Morphy, was a strong player while yet a boy at school; even then he could play a stronger game than the majority of the players in Cuba, and at the age of twelve defeated Corso, then Champion of the Island. While at Columbia University, he practised the game assiduously, and joined in the strong Chess atmosphere to be found in the New York Chess Clubs, in which all that is best in New York Chess is to be found. Here he made something of a sensation, being able to hold his own easily with the very best talent.

His remarkable achievements as a simultaneous player also attracted a great deal of attention, and ultimately led to his admirers arranging a match between him and the famous American champion, F. J. Marshall. Many people thought at the time that, brilliant as was Capablanca's promise, he was taking on too formidable a proposition, but the result, an overwhelming victory, more than justified the confidence of his supporters.

Like Morphy, he now turned his attention to the European fields and appeared in the International Tournament at San Sebastian in 1911, in which nearly all the greatest European experts took part. His play was still unfamiliar to many of the latter, who were inclined to doubt the full story of his prowess. It is related that prior to the tournament, a well-known player remarked to him, "Unknown young men should not interfere when masters of repute are analysing a position." After the tournament, however, no one could describe him as an unknown young man, for he emerged a brilliant first.

The first time he encountered Lasker was at St. Petersburg in 1914, where he was second to his life's adversary, after leading the tournament almost to the end. A match between the two was now on everybody's lips, when came the interregnum of the war. When peace was declared, he showed that there was no decline in his former strength by defeating Kostic by 5—0, and winning the Hastings Victory Tournament without losing a game. The long expected match for the World's Championship took place at last, at Havana, in 1920, and resulted in a signal victory, Lasker resigning after losing four games and drawing ten. Almost immediately after came his marriage to a beautiful Spanish lady, who accompanied him on his next big trial of strength, the London Tournament of 1922, where he easily won first prize, his recent conqueror being second.

The next two great Tournaments in which he took part, New York 1924, and Moscow 1925, show a slight decline from his zenith, but at the Quadrangular New York Contest of 1927, he obtained possibly his greatest Tournament success, winning first prize without loss of a game, and

individually defeating each of his five opponents, Alekhin, Nimzowitch, Vidmar, Spielmann and Marshall, in their respective series of four games.

Capablanca has a very likeable personality, and his whole bearing suggests a cultured man of the world. His interests are by no means confined to Chess. As a member of the Cuban Diplomatic Service, he has carried out important missions, and this year received the honour of being appointed Ambassador Extraordinary to the world at large, with the title of Excellency, by the Cuban Government.

He has always maintained the highest traditions of this gentle and knightly game, and it is our hope and trust that he will continue to do so for many years to come.

F. D. YATES.

TABLE OF OPENINGS.

With the exception of the first game, both players invariably adopted the Queen's Pawn openings.

The games, nevertheless, are of great theoretical interest, several original lines having been adopted by both masters, notably in the Cambridge Springs defence, and in the 7 P—QR3 defence in the "normal" variation.

This latter, which had been almost obsolete for some time prior to the match, does much to rehabilitate the "normal" system of defence. Of the nine decided games, six were won by White and three by Black, one of the latter being the first game, where Capablanca opened 1 P—K4. The Cuban failed to win any game with Black, largely, in our opinion, through his constant adoption of the "normal" defence with 7 P—QB3, which leads to a cramped and lifeless game.

W. WINTER.

The openings, in spite of some transpositions of moves, can be fairly classified under the following headings:—

(1).—French defence. Game No. 1.

(2).—Queen's Gambit (normal defence) with 7 P—QB3, i.e.,
1 P—Q4, P—Q4; 2 P—QB4, P—K3; 3 Kt—QB3, Kt—KB3; 4 B—Kt5,
QKt—Q2; 5 P—K3, B—K2; 6 Kt—B3, Castles; 7 R—B1, P—B3;
Games No. 2, 4, 6, 12, 14, 16, 18, 20, 22, 24, 26, 28, 30.

(3).—Normal defence with 7 P—QR3.
Games No. 13, 15, 17, 19, 21, 23, 25, 27.

(4).—Normal defence with 7 Q—B2 attack. Games No. 8, 10.

(5).—Cambridge Spring's Defence. 1 P—Q4, P—Q4; 2 P—QB4,
P—K3; 3 Kt—QB3, Kt—KB3; 4 B—Kt5, QKt—Q2; 5 P—K3, P—B3;
6 Kt—B3, Q—R4. Games No. 7, 11, 29.

(6).—Cambridge Spring's defence evaded.
(a)—1 P—Q4, P—Q4; 2 P—QB4, P—K3; 3 Kt—QB3, Kt—KB3;
4, B—Kt5, QKt—Q2; 5 P—K3, P—B3; 6 P—QR3.
Games No. 5, 34.

(b)—The same with 6 Q—B2.
Game No. 9.

(c)—The same with 6 B—Q3.
Games No. 31, 33.

(d)—The same with 6 P×P.
Game No. 32.

(7).—Queen's Fianchetto defence.
1, P—Q4, Kt—KB3; 2 Kt—KB3, P—QKt3.
Game No. 3.

THE HISTORY OF WORLD'S CHAMPIONSHIP MATCHES.

The list of world's Chess Champions may be said to have begun with the brilliant Frenchman, Louis Charles de la Bourdonnais, who, in the early nineteenth century defeated the British representative, A. McDonnell, by a considerable majority in a match extending to more than 100 games.

Although not officially regarded as a world's championship match, the two players stood out above all their contemporaries, and the length of the struggle, as well as the general brilliance of the play, fully entitled the winner to rank as Chess Champion of the World. The premature death of both La Bourdonnais and McDonnell left the title vacant until Howard Staunton gained it for England by defeating St. Amant, of Paris, by eleven games to seven. It is rather remarkable to note that in those days England and France stood supreme as Chess playing countries. Der Lasa and Bilguer were just laying the foundations of that great school of German speaking players who afterwards dominated the game for so many years, and Paul Morphy, whose brilliant achievements did so much to establish the game in America, was still a boy at school.

The Staunton—St. Amant match is principally remarkable for the close character of the openings adopted which bore a striking similarity to the hyper-modern style so much in vogue at the present day. The move 1 P—QB4 obtained the name of the English opening from its frequent adoption by Staunton in this match.

It is a moot point whether Paul Morphy was ever entitled to rank as Champion of the World. As is well known, Staunton consistently evaded the challenges of the American genius, who defeated all the lesser lights of his time with consummate ease. Many people considered that Staunton automatically forfeited his title by his refusal to play, as the following couplet addressed to Morphy, after his victory over Anderssen in 1858, shows :—

" But one remains, the noblest heart
At him thy dart be hurled,
Der Lasa conquered, then thou art
The Champion of the World."

But Der Lasa, by this time, had practically given up Chess for a diplomatic career, and Morphy, after proudly offering to give any player in Europe the odds of pawn and move, took a distaste for the game, so that Staunton was again left in possession of the field. He did not reign for long. Ever since the St. Amant match his play had been on the down grade. He practised little and when he finally encountered Anderssen his defeat was almost a foregone conclusion. Anderssen, who will always be remembered as the creator of some of the most brilliant combinations ever seen on the Chess board, was the first of the line of German speaking Champions, who enjoyed an unbroken rule until Lasker met his Waterloo at Havana, in 1920. Steinitz succeeded Anderssen, defeating him in a match which will always be regarded as one of the great landmarks in the history of the game, marking as it did the first triumph for the modern positional school of play as opposed to the old purely combinative methods. The new school did not succeed without a desperate struggle. Anderssen's famous Evans' gambit won several brilliant games, and, but for the veteran's obstinacy in persisting in defending the Kieseritzky gambit by an obsolete method, the result might easily have been different.

Steinitz is in some ways the most striking figure of all the world's champions. Throughout his reign, the longest in the history of the Championship, he stood absolutely head and shoulders above his rivals, being able to play all sorts of weird experiments in the openings and still succeed, even against his most dangerous opponents.

The Steinitz gambit and the Q—B3 defence to the Evans are cases in point. It must be admitted, however, that owing to the small number of International Tournaments played, the list of really first class Masters was much less than at the present day. Steinitz's principal victims were Blackburne, Zukertort, Gunsberg, and Tchigorin, whom he defeated twice. He finally succumbed to Lasker in 1894, being then 58 years of age. Two years later, he tried to regain the title but as may be expected his powers were declining and he suffered a heavy defeat.

Lasker proved in every way a worthy successor. He defeated both Marshall and Janowski without losing a game, and Tarrasch, in spite of his unsurpassed tournament record, failed to make much impression on the happy blend of soundness and originality which marked the play of the new champion. In 1910, however, he suffered a partial set-back at the hands of the Austrian, Carl Schlechter, who succeeded in drawing a match of ten games, the score being one game each with eight draws.

A longer match between the two unfortunately never materialised, and all hope was finally destroyed by Schlechter's untimely death in the early years of the war. The final stages of Lasker's reign were unhappily marred by considerable bickerings between him and the rising Cuban star, Capablanca, which culminated in Lasker resigning his title to the Cuban. Capablanca, however, had no wish to become World's Champion on such terms, and the long expected match between the two was finally arranged at Havana in 1920. The result proved a sad disappointment to Lasker's many admirers. From start to finish he seemed outplayed, and resigned after losing four games. It was after this match that he acclaimed his conqueror as "unbeatable."

The difference between Tournament and Match play, however, is shown by the fact that Lasker has since won the New York Tournament against both Capablanca and Alekhin and also came out ahead of the holder of the title at Moscow in 1925.

The recent match with Alekhin at Buenos Aires is Capablanca's only essay at defending his title, which he has thus lost at the first challenge.

Unlike previous champions, however, he is still in the prime of life and it is quite on the cards that he may break all records by regaining his title. At any rate the projected return match between the two in 1929 is certain to produce a titanic struggle.

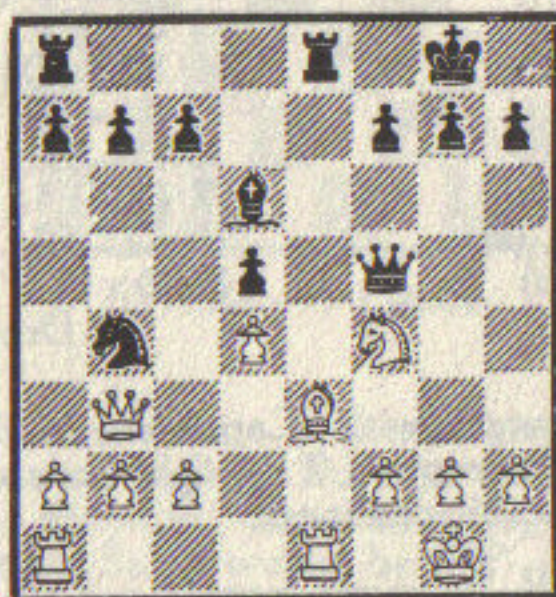
W. WINTER.

THE GAMES OF THE MATCH.

FIRST GAME.

White Capablanca.	Black. Alekhin.	White Capablanca.	Black. Alekhin.
1 P—K4	P—K3	23 B—B3	R—Q6
2 P—Q4	P—Q4	24 B—K5	K—Q1
3 Kt—QB3	B—Kt5 (a)	25 B×B	K×B
4 P×P	P×P	26 R—K5	Q—B6
5 B—Q3	Kt—QB3	27 R×RP	Q×R
6 Kt—K2	KKt—K2	28 R—K8ch.	K—R2
7 Castles	B—KB4	29 Q×Rch.	O—Kt3
8 B×B (b)	Kt×B	30 Q—Q1	R—K3 (i)
9 Q—Q3	Q—Q2	31 R—QR8	R—K4
10 Kt—Q1 (c)	Castles KR	32 R×P	P—QB4
11 Kt—K3	Kt×Kt	33 R—Q7	Q—K3
12 B×Kt	KR—K1	34 Q—Q3ch.	P—Kt3
13 Kt—B4	B—Q3	35 R—Q8	P—Q5
14 KR—K1 (d)	Kt—Kt5!	36 P—R4	R—K8ch.
15 O—Kt3 (e)	O—B4	37 K—Kt2	Q—B3ch.
16 OR—B1	Kt×BP!	38 P—B3 (j)	R—K6
17 R×Kt (f)	Q×Kt	39 Q—Q1	Q—K3
18 P—Kt3	Q—B4	40 P—Kt4	R—K7ch.
19 QR—K2	P—QKt3	41 K—R3 (k)	Q—K6
20 O—Kt5	P—KR4! (g)	42 O—KR1	O—B5
21 P—KR4	R—K5 (h)	43 P—KR5	R—KB7
22 B—Q2	R×QP	Resigns.	

Position after Black's 15th move.
Black.—13 Pieces.



White.—13 Pieces.

(a)—This move has come into favour of late. It practically compels 4 P×P, and so liberates Black's QB. The attack by 4 QKt4 fails against 4 Kt—KB3; 5, Q×KtP, R—Kt1; followed by Kt×KP.

(b)—This helps Black's KKt to a good position. 8, B—KB4 might be tried.

(c)—In view of the possibility of Black castling QR, 10 P—QR3 would be a favourable alternative. This move would also thwart Black's

remarkable scheme of attacking the QBP, which actually occurred in the game.

(d)—White has already the inferior game. If 14 P—QB3, Black, by 14 R—K5, obtains an enduring attack, or if 14 Kt×P, 14 B×Pch.; 15 K×B, Q×Kt; White is still uncomfortable on account of the exposed condition of his king.

(e)—16 Q—Q2, Q—B4; 17 KR—QB1 would hold the position for a time, but it would be a startling confession of weakness on the part of Capablanca to lose so much time with his KR.

(f)—17 Q×Kt, Q×Q; 18 R×Q, B×Kt is still worse for White. Black's reply is best, if 17 B×Kt; 18 R—B5, with chances of regaining the pawn.

(g)—A typical Alekhin attack menacing P—R5 and R6.

(h)—Threatening R×RP with mate in four to follow the capture of the rook. White's reply threatening R—K8ch. gives the king a flight square.

(i)—With this move Alekhin decides to give back the pawn in order to utilise the open line.

(j)—Forced. If 38 Q—B3, 38 R—Kt8ch.

(k)—If 41 K—B1, R—KR7; 42 K—Kt1, Q—K4; wins at once.

SECOND GAME.

White Alekhin	Black. Capablanca.	White Alekhin.	Black. Capablanca.
1 P—Q4	Kt—KB3	11 B—K2	R—K1
2 P—QB4	P—K3	12 Castles (d)	Kt×Kt
3 Kt—QB3	P—Q4	13 Q×Kt	P—K4
4 B—Kt5	B—K2	14 KR—Q1	P×P (e)
5 P—K3	Castles.	15 Kt×P	Kt—B3
6 Kt—B3	QKt—Q2	16 B—B3	B—Kt5
7 R—B1	F—B3	17 B×B	Kt×B
8 Q—B2	F—QR3 (a)	18 Kt—B5	Q—B3
9 P×P	Kt×P (b)	19 Q×Q	Kt×Q
10 B×B (c)	Q×B	Drawn.	

(a)—Lasker, in his match with Capablanca, played here 8 P—B4; to which his opponent replied 9 R—Q1, transposing into the 7 Q—B2 variation of the Queen's Gambit declined.

(b)—9 KP×P is more usual, but the move played seems fairly satisfactory, as Black can eventually free his game by P—K4

(c)—Not 10 Kt—K4, because of 10 Q—R4ch. 11 Kt—B3, Kt—Kt5; 12 Q—Kt3, B×B; 13 Kt×B, Kt×RP, winning a pawn.

(d)—If 12 Kt—K5 (to stop P—K4); 12 Kt×Kt; 13 P×Kt, Q—Kt4.

(e)—Playing for simplification. A more aggressive line would be 14 P—K5; 15 Kt—Q2, Kt—B3.

THIRD GAME.

White Capablanca.	Black. Alekhin.	White Capablanca.	Black. Alekhin.
1 P—Q4	Kt—KB3	22 P—K3 (e)	Q—R5
2 Kt—KB3	P—QKt3	23 Q×P	R—B7 (f)
3 P—KKt3	B—Kt2	24 R—Q2	R×RP (g)
4 B—Kt2	P—B4	25 R×R	Q×R
5 Castles.	P×P (a)	26 Q—B6	R—KB1
6 Kt×P	B×B	27 Kt—Q4	K—R1
7 K×B	P—Q4 (b)	28 B—K5 (h)	P—B3
8 P—QB4!	P—K3	29 Kt—K6	R—KKt1
9 Q—R4ch.	Q—Q2	30 B—Q4	P—KR3 (i)
10 Kt—Kt5	Kt—B3	31 P—KR4!	Q—Kt8
11 P×P	P×P (c)	32 Kt×P	Q—Kt3 (j)
12 B—B4	R—B1	33 P—R5	Q—B2
13 R—B1	B—B4	34 Kt—B5	K—R2
14 P—QKt4!	B×KtP (d)	35 Q—K4	R—K1
15 R×Kt	R×R	36 Q—B4	Q—B1
16 Q×B	Kt—K5	37 Kt—Q6	R—K2
17 Kt—Q2	Kt×Kt	38 B×BP	Q—R1ch.
18 Q×Kt	Castles.	39 P—K4	R—KKt2
19 R—Q1	R—B4	40 B×R	K×B
20 Kt—Q4	R—K1	41 Kt—B5ch.	K—B2
21 Kt—Kt3	R(B4)—B1	42 Q—B7ch.	Resigns.

Position after Black's 31st move.
Black.—8 Pieces.



White.—8 Pieces.

(a)—This move, which removes a centre pawn and exchanges White's fianchettoed bishop, appears strong, but the course of the game goes to prove that White can speedily take advantage of the weaknesses of his opponent's Queen's wing. Safer would be 5 P—K3.

(b)—7 Kt—B3 might be slightly better though Black would have difficulties with his QP after 8 P—QB4.

(c)—If 11 Q×Pch; 12 P—K4, Q—Q2; 13 R—Q1, Q—Kt2 best; 14 B—B4, R—B1; 15 R—QB1, P—QR3 (if 15 B—B4; 16 R×B); 16 Kt—B7ch., winning the exchange, or 11 Kt×P; 12 R—Q1, leading to similar variations.

(d)—Obviously if 14 Kt×P; 15, Kt—Q6ch.

(e)—22 Q×P, Q×Q; 23 R×Q, R×P; would greatly relieve Black. After the move played the QP becomes indefensible.

(f)—If 23, Q×P; 24 R—QR1, Q moves; 25 R×P, etc.

(g)—If 24 Q×P; 25 Q—Q7, R—KB1 (not 25, R—QB1; because of 26 Q×Rch!); 26 R×R, Q×R; 27 Kt—Q4, with a speedier attack than as actually played.

(h)—Threatening 29 B×Pch, K×B; 30 Kt—B5ch, with mate to follow.

(i)—It is necessary to make room for the king in view of the threat 31 Kt×KtP, K×Kt; forced. 32 Q×BP, Q—Kt1 (if 32, Q—Q4ch.; 33 P—K4, Q×Pch.; 34 K—R3, and Black has no defence); 35 P—R4, and black is helpless against the threat of P—R5 and R6.

(j)—If 32, R×Kt; 33 Q×BP, Q—R2; 34 Q—B8ch., Q—Kt1; 35 B×Rch and wins.

FOURTH GAME.

White Alekhin	Black. Capablanca.	White Alekhin.	Black. Capablanca.
1 P—Q4	Kt—KB3	26 P—R3 (h)	Kt—K5
2 P—QB4 (a)	P—K3	27 Kt—K2	Q—K4
3 Kt—QB3	P—Q4	28 R—B1	R×R
4 B—Kt5	B—K2	29 Q×R	Q—QB4
5 P—K3	Castles.	30 Q×Q	Kt×Q
6 Kt—B3	QKt—Q2	31 Kt—Q4	K—B1
7 R—B1	P—B3	32 P—OKt4	Kt—R5
8 P—QR3	P—QR3	33 K—B1	Kt—Kt3
9 Q—B2	R—K1	34 Kt—Kt3	Kt—B5
10 B—Q3	P—KR3	35 Kt—B5 (i)	Kt×RP
11 B—B4	P×P	36 Kt×RP	K—K2
12 B×P	P—QKt4	37 K—K2	K—O3
13 B—R2	B—Kt2 (b)	38 K—Q3	Kt—B5
14 Castles (c)	P—B4	39 Kt—B5	P—B4
15 P×P	Kt×P	40 K—B3	K—Q4
16 KR—Q1	O—Kt3	41 Kt—R6	K—O3
17 B—K5	QR—B1 (d)	42 Kt—B5	Kt—Kt3
18 Q—K2	Kt(B4)—K5	43 Kt—Q3	P—K4
19 B—Q4	B—B4	44 K—Kt3	Kt—B5
20 Kt×Kt	B×B (e)	45 K—B3	K—O4
21 Kt×B	B×Kt	46 Kt—B5	Kt—Kt3
22 B—Kt1 (f)	R×R	47 K—Q3	P—Kt3
23 R×R	B×B	48 Kt—R6	P—K5ch.
24 R×B	R—OB1	49 K—B3	K—B3
25 Q—K1	Q—B2 (g)		

Drawn.

(a)—The best. If 2 Kt—KB3; 2 P—Q4; 3 P—B4, P—B4; 4 BP×P, BP×P; 5 Kt×P, Kt×P; 6 P—K4, Kt—Kt5; threatening 7 Q×Kt, and Black has an equal game.

(b)—On general principles 13, P—B4 would be better. In such positions the rule is that P—B4 must be played whenever White threatens P—K4.

(c)—14 P—K4 is stronger, for if then 14 P—B4; 15 P—K5, Kt—Q4 (15 Kt—R4; 16 B—K3, leaves the Kt in the air); 16 B—Kt1, Kt—B1; 17 Kt×Kt, Q or B×Kt; 18 P×P, winning a pawn with a safe game. Other 14th moves for Black do not relieve his cramped position.

(d)—Counteracting White's threat of a mating attack on KR7. Obviously 18 B—Kt1 could now be met by Kt(B4)—K5.

(e)—Best 20 Kt×Kt; would be answered by 21 R×B, and 22 P—QKt4.

(f)—In this position White's attacking chances are reduced to a minimum. His pawn position is perfect and any pawn move would only produce a weakness. Nevertheless this move, which gives Black command of the QB file seems doubtful; 22 Q—Q2, followed by R×R and R—QB1 seems preferable.

(g)—Sitting on the file.

(h)—If 26 Kt—K2, in order to challenge the file, then 26 Kt—Kt5 is disagreeable for White.

(i)—Black has gained two moves, since in a symmetrical position it is his turn to play. The advantage, however, is too slight to win.

FIFTH GAME.

White Capablanca.	Black. Alekhin.	White Capablanca.	Black. Alekhin.
1 P—Q4	P—Q4	22 Q—Q1	Q—K4
2 P—QB4	P—K3	23 Q—Q2	P—QR4
3 Kt—QB3	Kt—KB3	24 R—Q7	P—QKt4
4 B—Kt5	QKt—Q2	25 Q—B3	Q×Q
5 P—K3	P—B3	26 P×Q	R—B1
6 P—QR3 (a)	B—K2	27 K—B1	K—Kt2
7 Kt—B3	Castles.	28 R—R7	P—R5
8 B—Q3	P×P	29 P—QR4 (e)	K—B3
9 B×P	Kt—Q4	30 R—R5	K—K3
10 B×B	Q×B	31 K—K2 (f)	P×P
11 QR—B1 (b)	Kt×Kt	32 R—B5 (g)	K—Q3
12 R×Kt	P—K4	33 R×P (B4)	R—QR1
13 P×P	Kt×P	34 R—Q4ch	K—K3
14 Kt×Kt	Q×Kt	35 K—Q3	P—QB4
15 Castles.	B—K3	36 R—R4	P—R4
16 B×B (c)	Q×B	37 P—Kt4	P×P
17 R—Q3	Q—B3	38 R×P	K—Q3
18 Q—Kt3	Q—K2	39 R—KB4	P—B4
19 KR—Q1	QR—Q1 (d)	40 R—R4	K—Q4
20 P—R3	R×R	41 K—B2 (h)	R—R3
21 R×R	P—KKt3	42 K—B3	Drawn.

(a)—Avoiding the Cambridge Springs variation at the cost of a developing move.

(b)—11 Kt—K4 might have been tried as Colle's variation, 11 P—K4; 12 P×P, Kt×P; 13 B×Kt, P×B; 14 Q×P, Kt×Ktch.; 15 P×Kt, B—K3 or R6 is not so effective when the White pawn stands on QR3 as Black cannot check on Kt5.

(c)—16 B—Q3 intending Q—B1 and P—B4 seems his last chance of getting up any attack.

(d)—Not 19 KR—Q1 because of 20 Q×KtP!

(e)—White retains the initiative and with this move threatens to break up Black's pawn skeleton on the Queen's side. Alekhin, however, defends himself with great accuracy.

(f)—Not 31 $P \times P$, $P \times P$; 32 $R \times P$, because of 32 $R-B6$.

(g)—If 32 $R \times P$, $K-Q4$; 33 $R-R7$, $R-QKt1$; 34 $R \times P$, $R-Kt7ch.$; 35 $K-Q1$, $K-K5$; with good prospects.

(h)—A last trap. If Black replies 41, $P-B5$; 42 $K-B3$, $R-QB1$; 43 $R-Q4ch.$ and wins the pawn.

SIXTH GAME.

White. Alekhin.	Black. Capablanca.	White. Alekhin.	Black. Capablanca.
1 $P-Q4$	$Kt-KB3$	20 $P-K4$	$Kt-Q2$
2 $P-QB4$	$P-K3$	21 $Kt-B4$	$Kt-Kt3$ (d)
3 $Kt-QB3$	$P-Q4$	22 $Kt-K3$	$R-Q2$
4 $B-Kt5$	$QKt-Q2$	23 $P-QR4$	$QR-Q1$
5 $P-K3$	$B-K2$	24 $P-R5$	$Kt-R1$
6 $Kt-B3$	Castles.	25 $P-Q5$	$BP \times P$ (e)
7 $R-B1$	$P-B3$	26 $P \times P$	$R-B2$
8 $B-Q3$	$P \times P$	27 $P \times P$	$R(Q1) \times R$
9 $B \times P$	$Kt-Q4$	28 $Kt-B5ch$	$K-B3$
10 $B \times B$ (a)	$Q \times B$	29 $R \times RQ1$	$P \times P$ (f)
11 $Kt-K4$ (b)	$Q-Kt5ch.$	30 $Kt-Q6$	$B-Kt3$
12 $Q-Q2$	$Q \times Qch.$	31 $R-Q4$	$R-B4$
13 $K \times Q$	$R-Q1$	32 $R-QKt4$	$P-Kt3$
14 $KR-Q1$	$QKt-B3$ (c)	33 $P \times P$	$Kt \times P$ (g)
15 $Kt \times Ktch.$	$Kt \times Kt$	34 $K-Q2$	$K-K2$
16 $B-Kt3$	$K-B1$	35 $Kt-K4$	$B \times Kt$
17 $K-K2$	$K-K2$	36 $R \times B$	$Kt-Q4$
18 $Kt-K5$	$B-Q2$	37 $B \times Kt$	$R \times Bch.$
19 $P-B3$	$B-K1$	38 $K-B3$	$P-QR4$

Drawn.

(a)—An interesting line is 10 $P-KR4$, as played by Jancowsky against Capablanca at New York.

(b)—The Rubinstein variation, 11 Castles, $Kt \times Kt$; 12 $R \times Kt$, $P-K4$; 13 $Kt \times P$, $Kt \times Kt$ 14 $P \times Kt$, $Q \times P$; 15 $P-B4$, has gone out of favour on account of 15, $Q-K5$; 16 $Q-K2$, $R-Q1$; 17 $B-Q3$, $B-Kt5$; with an advantageous game.

(c)—Black has great difficulty in developing his queen's bishop. For instance 14, $P-K4$ would be wrong because of 15 $B \times Kt$, $P \times B$; 16 $Kt-Q6$ threatening $R-B7$.

(d)—Necessary, to stop 22 $Kt-R5$, $QR-Kt1$; 23 $P-Q5$ with a powerful attack.

(e)—Capablanca remarked that he could also safely play 25, $Kt-B2$.

(f)—If 29, $K \times Kt$; 30 $R-Q8$ regaining the piece with advantage.

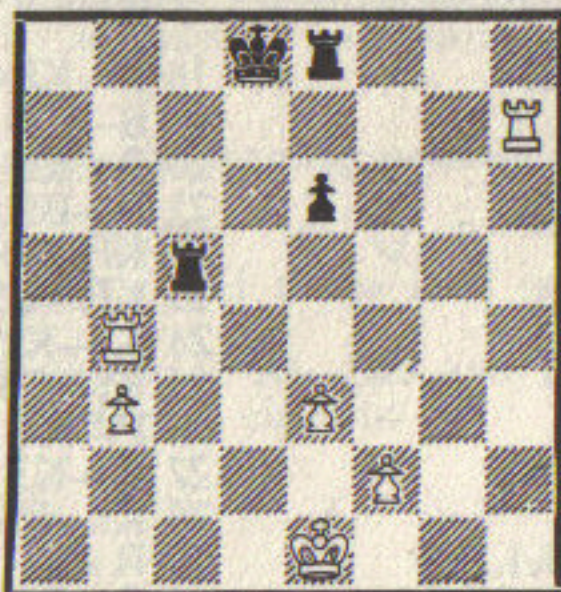
(g)—At last the knight comes out in comparatively good play. This game shows Capablanca's defensive genius in its best light as his position throughout bristled with difficulties.

SEVENTH GAME.

White. Capablanca.	Black. Alekhin.	White. Capablanca.	Black. Alekhin.
1 P—Q4	P—Q4	19 B—Q3 (h)	Q×KtP
2 P—QB4	P—K3	20 B×Pch.	K—B1 (i)
3 Kt—KB3	QKt—Q2 (a)	21 B—K4	Q—R6
4 Kt—B3	KKt—B3	22 Q—Q2	B—K3
5 B—Kt5	P—B3	23 P—QB4	P—R4
6 P—K3	Q—R4	24 R—Kt1 (j)	Q×RP
7 Kt—Q2 (b)	B—Kt5	25 R—R1	Q—B2
8 Q—B2	Castles.	26 Q—Kt2 (k)	Q—B4
9 B—R4 (c)	P—B4 (d)	27 B—Q5	R—R3
10 Kt—Kt3	Q—R5	28 R—K4 (l)	R—Q3
11 B×Kt	Kt×B	29 R—R7 (m)	K—K2
12 QP×P	Kt—K5	30 Q×P	K—Q1
13 P×P	B×Ktch.	31 B×B	P×B
14 P×B	Kt×P(B5) (e)	32 Q×P	O—Kt5ch.
15 R—Q1	P×P	33 O×Q	P×O
16 R×P	Kt×Kt (f)	34 P—B5	R—B3
17 P×Kt	O—B3	35 R×KtP	R×P
18 R—Q4 (g)	KR—K1	36 R—QR7 (n)	Resigns.

Position after Black's 35th move.

Black.—4 Pieces.



White.—6 Pieces.

(a)—This move gives the option of a variety of defences; particularly the Cambridge Springs, as in this game, or the New York defence of a speedy B—QKt5 and P—QB4.

(b)—The old move, which has again come into fashion since it was discovered that 7 P×P can be answered advantageously by 7 Kt×P; 8 Q—Kt3 (not 8 Q—B2, because of 8 B—Kt5; 9 R—B1, Q×RP); 8 B—Kt5; 9 R—B1, P—K4; with two interesting variations, i.e., 10 P×P, Kt—B4; 11 Q—B2, Kt—R5; etc., or 10 Kt×P, Kt×Kt; 11 P×Kt, B—K3 with a strong attack.

(c)—An interesting innovation. It is obvious that 9 B—Q3 loses a piece by 9 P×P, and if 9 B—K2, 9 P—K4; 10 P×KP, Kt—K5; 11 KKt×Kt, P×Kt; 12 Castles, B×Kt; 13 P×B, Kt×P; 14 Q×P, P—B3; 15 B—B4? (B—R4), B—B4; and the Queen is lost.

(d)—This move, a complicated attempt to isolate White's queen's pawn does not turn out well. 9 P—K4 leads to interesting possibilities.

- (e)—He cannot regain the pawn. If 14, P×P; 15 B—Q3, etc.
 (f)—If 16, P—QKt3; 17 R—Q4, followed by Kt×Kt.
 (g)—This rook on Q4 is a veritable fortress.
 (h)—A finely conceived attack. Safe would also have been 19 P—K4.
 (i)—20, K—R1; would be inferior on account of 21 B—K4, Q—R6; 22 R—Kt1 and Black can never take the rook's pawn.
 (j)—Again very good. White surrenders the extra pawn in order to utilise the KR file.
 (k)—Threatening immediate destruction by R—R8ch., and Q—R3ch.
 (l)—Black cannot now defend his KKtP. If 28, P—B3; 29 R—R8ch. wins a piece; if 28, P—Kt3; 29 Q—B6 and mate follows.
 (m)—Threatening Q×Pch., followed by Q×BPch.
 (n)—A surprisingly elegant way to conclude. If Black plays 36, R—QB1 to prevent the double exchange of rooks 37 R—Q4 mate.

EIGHTH GAME.

White. Alekhin.	Black. Capablanca.	White. Alekhin.	Black. Capablanca.
1 P—Q4	Kt—KB3	18 P—KB4	Kt—B3
2 P—QB4	P—K3	19 B—Kt5	K—K2
3 Kt—QB3	P—Q4	20 B×Kt	P×B
4 B—Kt5	QKt—Q2	21 R—B5	P—QR4
5 P—K3	B—K2	22 KR—OB1	K—Q3
6 Kt—B3	Castles.	23 KR—B3	R—R3
7 Q—B2	P—B4	24 Kt—Kt5ch	K—K2
8 BP×P	BP×P	25 Kt—Q4	K—Q3
9 Kt×P (a)	Kt×P	26 P—K4	P×P
10 B×B	Q×B	27 K—K3	R—QKt1 (e)
11 Kt×Kt	P×Kt	28 Kt—B5ch.	B×Kt
12 B—Q3	Q—Kt5ch.	29 R×B	P—B3
13 Q—Q2 (b)	Kt—K4 (c)	30 R—B4	R—Kt4
14 B—K2	Q×Qch.	31 R—Q4ch.	K—K3
15 K×Q	B—Q2	32 R×R	P×R
16 QR—B1	KR—B1 (d)	33 R×Pch.	K—B2 (f)
17 P—QKt3	K—B1	Drawn.	

(a)—Not 9 P×KP because of 9, P×Kt; 10 P×Kt, P×KtP with advantage.

(b)—These exchanges are designed to mould the game into an action against the isolated queen's pawn.

(c)—Seemingly best as it practically forces the bishop off the long diagonal.

(d)—More exact than 16, QR—B1 as it allows the Black king to play to the centre, an important point in end-game play; and also gives him chances of counter attack by advancing P—QR4.

(e)—After 27, R—K1. The probable continuation would be 28 R—R5, P—R3; 29 R(B3)—B5, P—R5; 30 P—QKt4, threatening both P—Kt5 and R—QR5.

(f)—The draw was agreed after nine more moves.

NINTH GAME.

White. Capablanca.	Black. Alekhin.	White. Capablanca.	Black. Alekhin.
1 P—Q4	P—Q4	18 B—K2 (d)	Q—K2
2 P—QB4	P—K3	19 Castles	Kt—B4
3 Kt—QB3	Kt—KB3	20 Q—K3	B—Kt5
4 B—Kt5	QKt—Q2	21 P—R3	B×Kt
5 P—K3	P—B3	22 B×B	KR—Q1
6 Q—B2 (a)	Q—R4	23 KR—Q1	Kt—K3
7 P×P (b)	Kt×P	24 R×Rch.	R×R
8 P—K4!	Kt×Kt	25 Q—R7	R×Rch.
9 B—Q2	Q—R5	26 B×R	Q—B2
10 Q×Kt	P—QR4	27 B—Kt3	P—R3
11 Kt—B3	B—Kt5	28 B×Kt	P×B
12 Q—B1	Castles.	29 Q—Q4	P—B4
13 P—QR3	B×Bch.	30 Q—B4	Q—K4
14 Q×B	P—K4! (c)	31 P—B4	Q×BP
15 R—B1!	P×P	32 Q×Pch.	K—R2
16 R—B4	Q—Kt4	33 Q—Q5	Q—B8ch.
17 R×QP	Q—QB4		Drawn.

(a)—An interesting move which avoids the complications of the Cambridge Springs defence.

(b)—The point. If Black replies 7 KP×P, White with B—Q3 can transpose into a favourable variation of the Cambridge Springs, and after 7, Kt×P, as played, he obtains a strong centre by a subtle combination.

(c)—The saving clause, challenging possession of the centre.

(d)—If 18 R×Kt, B×R; 19 Q×B, QR—Q1; 20 Q moves, Q—B7; 21 B—K2, Q—B8ch.; and mates next move.

(e)—With a double threat of Kt—Kt6 and Kt×P, Black has extricated himself from his difficulties very cleverly.

TENTH GAME.

White. Alekhin.	Black. Capablanca.	White. Alekhin.	Black. Capablanca.
1 P—Q4	Kt—KB3	11 B—Q3	P—KKt3 (d)
2 P—QB4	P—K3	12 P×P (e)	Kt×P
3 Kt—QB3	P—Q4	13 QR—B1	Kt×Bch.
4 B—Kt5	QKt—Q2	14 Q×Kt	B—B4!
5 P—K3	B—K2	15 Q—Q4 (f)	B—K5
6 Kt—B3	Castles.	16 Castles.	B×Kt
7 Q—B2 (a)	P—B4	17 P×B	Q—Kt4ch.
8 P×QP	Kt×P (b)	18 K—R1	O—B4
9 Kt×Kt	P×Kt (c)	19 K—Kt2	O—Kt4ch.
10 B×B	Q×B	20 K—R1	Q—B4
			Drawn.

(a)—It is rather surprising that, in this and the eighth game, Alekhin chooses this move, which is supposed to lead only to equality rather than persevere with 7 R—B1 as in the 6th game.

(b)—Simpler than 8, $BP \times P$ as in the 8th game.

(c)—If 9, $B \times B$; a promising continuation would be 10 $P-KR4$.

(d)—It is always difficult to decide in such positions whether $P-KR3$ or $KKt3$ is preferable. In the present case the move played seems the more correct as the Black Bishop can come to $B4$ later with gain of time.

(e)—Practically forced as $P-B5$ is threatened.

(f)—If 15 $Q \times P$, 15, $KR-Q1$; 16 $Q-K5$ best, $Q \times Q$; 17 $Kt \times Q$, $QR-B1$; 18 Castles, $R \times R$; 19 $R \times R$, $R-Q7$; 20 $Kt-B4$, $R-K7$; 21 $P-QR4$ (to stop $P-QKt4$), $B-K3$; 22 $P-QKt3$, $B \times Kt$; 23 $P \times B$, $R-R7$; regaining the pawn with the better ending.

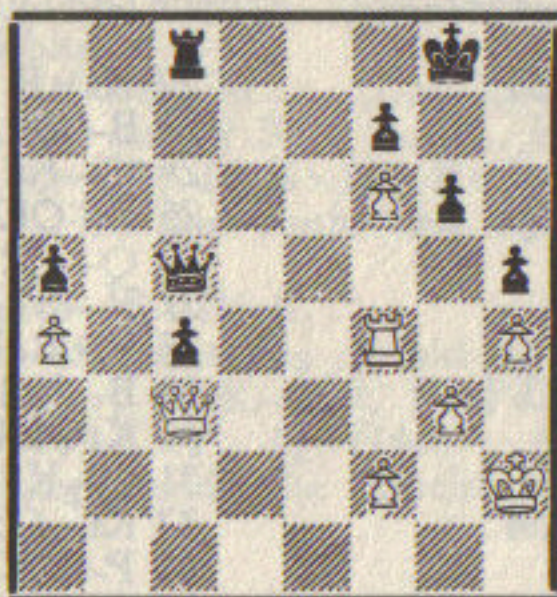
ELEVENTH GAME.

White. Capablanca.	Black. Alekhin.	White. Capablanca.	Black. Alekhin.
1 $P-Q4$	$P-Q4$	34 $R \times R$	$B-B3$
2 $P-QB4$	$P-K3$	35 $R-K1$	$Q-B4$
3 $Kt-QB3$	$Kt-KB3$	36 $R-K3$	$P-B5!$
4 $B-Kt5$	$OKt-Q2$	37 $P-R4$	$P-R4! (i)$
5 $P-K3$	$P-B3$	38 $B-Kt2$	$B \times B$
6 $Kt-B3$	$Q-R4$	39 $K \times B$	$Q-O4ch.$
7 $Kt-Q2$	$B-Kt5$	40 $K-R2$	$Q-KB4$
8 $Q-B2$	$P \times P (a)$	41 $R-B3 (j)$	$O-B4$
9 $B \times Kt$	$Kt \times B$	42 $R-B4$	$K-R2! (k)$
10 $Kt \times P$	$O-B2$	43 $R-Q4$	$Q-B3$
11 $P-QR3$	$B-K2$	44 $Q \times RP$	$P-B6$
12 $B-K2$	Castles	45 $O-R7$	$K-Kt1 (l)$
13 Castles	$B-Q2$	46 $O-K7$	$O-Kt3$
14 $P-QKt4 (b)$	$P-QKt3$	47 $O-Q7$	$O-B4$
15 $B-B5$	$OR-B1$	48 $R-K4 (m)$	$O \times Pch.$
16 $KR-Q1$	$KR-Q1 (c)$	49 $K-R3$	$Q-B8ch.$
17 $QR-B1$	$B-K1$	50 $K-R2$	$O-B7ch.$
18 $P-Kt3$	$Kt-Q4$	51 $K-R3$	$R-B1$
19 $Kt-Kt2$	$O-Kt1$	52 $O-B6$	$O-B8ch.$
20 $Kt-Q3$	$R-Kt4! (d)$	53 $K-R2$	$O-B7ch.$
21 $R-Kt1$	$O-Kt2$	54 $K-R3$	$O-B6$
22 $P-K4$	$Kt \times Kt$	55 $K-R2 (n)$	$K-R2$
23 $Q \times Kt$	$O-K2$	56 $O-B4$	$O-B7ch.$
24 $P-KR4$	$B-R3$	57 $K-R3$	$O-Kt8$
25 $Kt-K5 (e)$	$P-Kt3$	58 $R-K2 (o)$	$O-B8ch.$
26 $Kt-Kt4$	$B-Kt2$	59 $K-R2$	$O \times P$
27 $P-K5$	$P-KR4$	60 $P-R5 (p)$	$R-O1$
28 $Kt-K3$	$P-OB4!$	61 $P-R6$	$Q-B8$
29 $KtP \times P (f)$	$P \times P$	62 $O-K4$	$R-O7$
30 $P-O5 (g)$	$P \times P$	63 $R \times R$	$P \times R$
31 $Kt \times P$	$O-K3 (h)$	64 $P-R7$	$P-O8=Q$
32 $Kt-B6ch.$	$B \times Kt$	65 $R-R8=Q$	$O-Kt8ch.$
33 $P \times B$	$R \times Rch.$	66 $K-R3$	$Q(Q8)-B8ch.$
		Resigns (q)	

(a)—Varying from the 7th game where he played 8, Castles; and White replied 9 $B-R4$.

Position after White's 42nd move.

Black.—8 Pieces.



White.—8 Pieces.

(b)—Otherwise Black frees his game by P—B4.

(c)—16 P—B4; could be answered by 17 QP×P, P×P; 18 P—Kt5, with a comfortable game.

(d)—A strong move preventing P—K4 and threatening a sacrifice on K6.

(e)—Forcing 25 P—Kt3; as it is clear Black could not stand the breach in his pawn position after Kt—Kt4 and Kt×B.

(f)—29 QP×P, P×P; 30 P—Kt5 would be slightly better.

(g)—Forced. If 30 P×P, 30 R×Rch.; 31 R×R, R×P winning the king's pawn. Now Black's passed QBP becomes very menacing.

(h)—Obviously not 31 Q×P; 32 Q×Q, B×Q; 33 Kt—K7ch.

(i)—If 37 B×P; 38 R—K7 (threatening B—K4 and B×KtP); 38 Q—Q6; 39 Q×Q, P×Q; 40 R×RP, and Black has by no means an easy win.

(j)—If 41 K—Kt2, 41 R—B3; 42 R—B3, Q—Q4; threatening R—Kt3 and Kt6.

(k)—The tempting 42 Q—Kt5 would be answered by 43 Q—K3, Q×P (or, 43 Q—B4; 44 R×P, threatening Q—R6, and wins); 44 R—Kt4!, Q—Ksq. (forced for if 44 K—R2; 45 R×KtP, and mate in two moves, or, if 44 Q—Kt5; 45 R×Pch., P×R; 46 Q—K6ch., K—B1; best 47 Q—Q7, and wins, or if 44 Q—B3; 45 R×BP, Q—K1; 46 Q—R6, Q—B1; 47 R×R and mates next move); 45 Q—R6, Q—B1; 46 R×Pch., and draws by perpetual check.

(l)—If 45 R—B2; 46 Q—Kt8, P—B7?; 47 R—Q8, etc.

(m)—He has no other move. To other moves 48 P—B7 is fatal.

(n)—If 55 R—QB4; 55 Q—B8ch.; 56 K—R2, R—Q1; and wins.

(o)—If 58 Q—K2, 58 Q—R8ch. wins the rook.

(p)—If 60 R—QB2, 60 R—K1; 61 Q×P, R—K7ch. and wins, or if, in this, 61 R×P, 61 Q—B7ch. and wins.

(q)—For if 67 Q—Kt2, 67 Q—R8 mate.

A splendid combination game.

TWELFTH GAME.

White. Alekhin.	Black. Capablanca.	White. Alekhin.	Black. Capablanca.
1 P—Q4	Kt—KB3	22 Kt×B	Q×Kt
2 P—QB4	P—K3	23 B—Q3	R—B2
3 Kt—QB3	P—Q4	24 Q—K2	R(K1)—QB1
4 B—Kt5	QKt—Q2	25 P—QKt3	Kt—Q3
5 P—K3	B—k2	26 Q—Q2	Q—Kt3 (g)
6 Kt—B3	Castles.	27 R—B1	K—Q2
7 R—B1	P—B3	28 R×Rch.	R×R
8 Q—B2	P—QR3 (a)	29 B—Kt1	B—K2
9 P—QR3	P—R3	30 Kt—B4	K—B1 (h)
10 B—R4	R—K1	31 Q—K2 (i)	P—Kt3
11 R—Q1 (b)	P—QKt4	32 Kt—Q3	Kt—K5
12 P×QP (c)	BP×P	33 P—QKt4	R—B6?
13 B—Q3	B—Kt2	34 Q—Kt2	Q—B2? (j)
14 Castles.	R—B1	35 K—B5	B×Kt
15 Q—Kt1 (d)	Q—R4	36 QP×Kt (k)	Q—K4 (l)
16 Kt—K2	Kt—Kt3	37 P—B4	Q—Kt2 (m)
17 Kt—K5	Kt—B5	38 B×Kt	P×B
18 B×KKt	B×B	39 K—B2	Q—B3
19 B—K7ch.	K—B1	40 P—Kt3	P—Kt4
20 Kt—Q7ch.	K—K2	41 R—QB1	Resigns (o)
21 Kt—B5 (e)	Q—Kt3 (f)		

Position after White's 34th move.

Black.—12 Pieces.



White.—12 Pieces.

(a)—Formerly this move was condemned on account of the reply 10 P—B5, but recent analysis has proved that Black gets a satisfactory game by 10 P—B5, P—QKt3; 11 P—QKt4, P—QR4; 12 P—QR3, RP×P; 13 RP×P, P×P; 14 KtP×P, R—R6.

(b)—Now 11 P—B5 would be answered by 11 P—K4; 12 P×P, Kt—Kt5.

(c)—On the principle of taking towards the centre.

(d)—Removing the Queen from the file of the rook and still preventing Kt—K5.

(e)—21 Kt×B, P×Kt; would give Black chances of counter attack on the KKt file.

(f)—The plausible 21 R×Kt, intending to win knight and two pawns for the rook, would be met simply by 22 P—QKt4

(g)—To stop 27 Q—R5.

(h)—Anticipating a possible check on K5 or B5.

(i)—Threatening Q—Kt4, winning a pawn.

(j)—A rare miscalculation on the part of Capablanca. After this move loss of material is unavoidable. His only line was 34, R—B2, followed by Kt—Q3 and B5, though even then the Black is beset with more danger than the White.

(k)—Otherwise if 36 KtP×B; 36, Q—R4.

(l)—Menaced with B×Kt and if 36, R—B5; 37 B—Q3.

(m)—If 37, Q—B3; 38 B×Kt, P×B; 39 R—K2, followed by R—QB2 wins the rook. This line could also have been adopted in reply to the move played.

(n)—Necessary to prevent Q—R5ch.

(o)—A forlorn hope of resistance would be 41, P×P; 42 R×R best, P×KtP. dis. ch.; 43 K—Kt1, P×Pch.; 44 K—R1, Q—B6ch.; 45 Q—Kt2, Q—Q8ch.; 46 K×P, Q—R4ch.; 47 K—Kt1, Q—Q8ch.; 48 Q—B1, and the White king avoids the checks.

THIRTEENTH GAME.

White. Capablanca.	Black. Alekhin.	White. Capablanca	Black. Alekhin.
1 P—Q4	P—Q4	15 B×B	Kt×B
2 P—QB4	P—K3	16 P—QKt4	Kt—K5
3 Kt—QB3	Kt—KB3	17 Kt×Kt	B×Kt
4 B—Kt5	QKt—Q2	18 B—B3	B×B
5 P—K3	B—K2	19 Q×B	Q—Q2
6 Kt—B3	Castles.	20 Kt—B6	QR—B1
7 R—B1	P—QR3 (a)	21 Kt×Ktch.	Q×Kt
8 P—QR3	P—R3	22 R—B6	Q—Kt2
9 B—R4	P×P	23 R(B1)—B1	R(B1)—Q1
10 B×P	P—B4	24 P—R3 (d)	R×R
11 P×P	Kt×P (b)	25 Q×R	Q×Q
12 B—K2 (c)	P—QKt3	26 R×Q	R—Q8ch.
13 Castles.	B—Kt2	27 K—R2	R—Q6
14 Kt—Q4	Kt—Q4	Drawn.	

(a)—Foreshadowing an intention to advance his queen's side pawns. If White attempts to block the queen's wing by P—B5, Black will break through on the lines set out in Note (a), game 12.

(b)—Easily equalising the game. If Black had sought complications he could have tried 11, Q—B2, and if 12 P—QKt4, P—QKt3.

(c)—Too passive, apparently playing for a draw.

(d)—Obviously if 24 R×R, R×R; threatening mate.

FOURTEENTH GAME.

White. Alekhin.	Black. Capablanca.	White. Alekhin.	Black. Capablanca.
1 P—Q4	P—Q4	14 Castles.	Kt(R4)—B3
2 P—QB4	P—K3	15 P—R3	Kt—K1
3 Kt—KB3	Kt—Q2	16 Kt—K2	Kt—Q3
4 Kt—B3	KKt—B3	17 Kt—Kt3	Kt—B1 (d)
5 B—Kt5	B—K2	18 Kt—K5	P—B3
6 P—K3	Castles.	19 Kt—Kt6	Kt×Kt
7 R—B1	P—B3	20 B×Kt	B—K3
8 Q—B2	P—QR3	21 Kt—K2	Q—Q2
9 P—QR3 (a)	P—R3	22 Kt—B4	B—B4 (e)
10 B—R4	R—K1	23 B×B	Q×B
11 P×P	KP×P	24 Q×Q	Kt×Q
12 B—Q3	Kt—R4	25 Kt—Q3	Kt—Q3
13 B×B	R×B	Drawn.	

(a)—This move the idea of which is to delay moving the King's bishop as long as possible waiting on Black's possible P×P, has been popular through the match.

(b)—White has yet another waiting move available in 11 P—KR3, but prefers to clarify the position at once.

(c)—A far-sighted move, having already in view the future of his KKt, which can travel to Q3 via KB3 and K1.

(d)—If 17 Kt—B3, the White knight establishes itself at K5.

(e)—Just in time. The game now quickly resolves itself into a draw.

FIFTEENTH GAME.

White. Capablanca.	Black. Alekhin.	White. Capablanca.	Black. Alekhin.
1 P—Q4	P—Q4	16 Kt—Q2	Kt×Kt
2 P—QB4	P—K3	17 R×Kt	Kt—K5
3 Kt—QB3	Kt—KB3	18 Kt×Kt	B×B
4 B—Kt5	QKt—Q2	19 Kt—Q6	B—Q4
5 P—K3	B—K2	20 P—K4	KR—Q1 (c)
6 Kt—B3	Castles.	21 Kt×P	K×Kt
7 R—B1	P—QR3	22 P×B	R×F
8 P—QR3	P—R3	23 R×R	P×R
9 B—R4	P×P	24 R—Q1	B—B3 (d)
10 B×P	P—B4	25 B—B3	R—OB1
11 P×P	Kt×P	26 B×Pch.	K—K2
12 B—K2	P—QKt3	27 P—QKt3	B—Kt7
13 O×Q (a)	B×O (b)	28 P—QR4	R—B8
14 Castles.	Kt—Kt6	29 R×R	B×R (e)
15 R(QB1)—Q1	B—Kt2	Drawn.	

(a)—So far essential with the 13th game, but there White castled.

(b)—If 13 R×Q; 14 P—QKt4 and the knight has no happy square. After the move played he can go to K5.

(c)—Best. The Bishop has no satisfactory square and 20 QR—Q1 leaves his QRP in the air.

(d)—The alternative is 24 K—K3 for if then 25 R×P, K×R; 26 B—B3ch., K—B5 etc.

(e)—With only bishops of opposite colour left the extra pawn has no value.

SIXTEENTH GAME.

White. Alekhin.	Black. Capablanca.	White. Alekhin.	Black. Capablanca.
1 P—Q4	Kt—KB3	13 Q—Q2	O×Qch.
2 P—QB4	P—K3	14 K×Q	P—OKt3
3 Kt—QB3	P—Q4	15 P—K4	R—O1
4 B—Kt5	QKt—Q2	16 P—K5	Kt—K1 (a)
5 P—K3	B—K2	17 K—K3	B—Kt2
6 Kt—B3	Castles.	18 KR—Q1	P—OB4
7 R—B1	P—B3	19 P—O5	P×P
8 B—Q3	P×P	20 B×P	B×B
9 B×P	Kt—Q4	21 R×B	Kt—B2
10 B×B	O×B	22 R—Q2	Kt—B1
11 Kt—K4	Kt(O4)—B3	23 R(B1)—Q1	R×R
12 Kt—Kt3	Q—Kt5ch.	24 R×R	Drawn (b).

(a)—If 16 Kt—Q4; 17 B×Kt, BP×B; 18 R—B7 hampers Black's development.

(b)—An uneventful draw.

SEVENTEENTH GAME.

White. Capablanca	Black. Alekhin.	White. Capablanca.	Black. Alekhin.
1 P—Q4	P—Q4	31 Kt—Q4	K—Kt3
2 P—QB4	P—K3	32 P—B4	B—B2
3 Kt—QB3	Kt—KB3	33 K—B2	R—R4
4 B—Kt5	QKt—Q2	34 R×R	B×R
5 P—K3	B—K2	35 P—KKt4	P—R4
6 Kt—B3	Castles.	36 P×Pch.	K×P
7 R—B1	P—QR3	37 K—B3	R—KKt1
8 P—QR3	F—QKt3	38 R—Kt2 (h)	R×R
9 P×P	P×P	39 K×R	K—Kt5
10 B—Q3	B—Kt2	40 P—R3ch.	K—R5
11 Castles.	P—B4	41 Kt—B5ch.	K—R4
12 P×P	P×P	42 K—Kt3	B—Kt5 (i)
13 Q—K2 (a)	R—K1	43 Kt—Q4	K—Kt3
14 B—B2 (b)	Q—Kt3	44 K—Kt4	P—B4ch.
15 KR—Q1	QR—Q1 (c)	45 K—Kt3	K—B3
16 Kt—QR4	Q—Kt4	46 Kt—B3	B—B4
17 Q×Q	P×Q	47 K—B2	B—Kt5
18 Kt—B3	B—B3	48 Kt—KKt5	B—Q3
19 B—Q3	P—B5 (d)	49 Kt—B3	B—Kt5
20 B—B5	P—Kt5 (e)	50 P—R4	K—Kt3
21 P×P	B×P	51 Kt—K2	B—QB1
22 Kt—Q4	B—Kt2	52 Kt—Kt3	B—K3
23 KB×Kt	R×B	53 P—R5ch.	K—R3
24 B×Kt	P×B	54 K—K2	B—K2
25 Kt(Q4)—K2	B—Q3 (f)	55 K—Q2	B—Q1
26 R—B2	B—K4	56 Kt—Q4	B—B1
27 R(B2)—Q2	R—B2 (g)	57 K—B2	B—R4
28 R—R1	K—Kt2	58 K—Q1 (j)	B—Kt5
29 P—KKt3	R—B4	59 K—K2	B—Q2
30 R—R7	R—QKt1	Drawn.	

(a)—In the queen's pawn game this is usually the best square for the queen. White is now in a position to exert strong pressure on Black's two centre pawns.

(b)—In this game White finesses a good deal with the King's Bishop. 14 KR—Q1 would be the natural play.

(c)—Black has admirably posted his rooks for the purpose of advancing P—Q5.

(d)—This move lets White's KKt powerfully into the game. The alternative was 19, R—Kt1.

(e)—Clever positional play dissolving one of his own weak pawns and weakening his opponent QKtP.

(f)—Preventing Kt—B4 and bringing the Bishop to K4, where it exerts indirect pressure on the QKtP.

(g)—Avoiding all danger from an advance of White's KP. He is naturally willing to exchange his QP for White's QKtP.

(h)—On general principles it is advisable to exchange rooks in end-games when one has Knights against Bishops.

(i)—White threatened 42 Kt—K7 with improved chances.

(j)—He cannot win. If 58 Kt(Q4)×Pch., B×Kt; 59 Kt×Bch., K×P; 60 Kt—K7, K—Kt5; 61 Kt×P, K—B6; 62 P—Kt3, best P×Pch.; 63 K×P, B—Q7 etc.

EIGHTEENTH GAME.

White. Alekhin.	Black. Capablanca.	White. Alekhin.	Black. Capablanca.
1 P—Q4	Kt—KB3	15 K—K2 (a)	P—QKt3
2 P—QB4	P—K3	16 KR—Q1	B—Kt2
3 Kt—QB3	P—Q4	17 R—Q2	K—B1
4 B—Kt5	QKt—Q2	18 QR—Q1	K—K2
5 P—K3	B—K2	19 P—K4	P—KR3 (b)
6 Kt—B3	Castles.	20 P—KR3	P—KKt4
7 R—B1	P—B3	21 R—Q3 (c)	P—B4
8 B—Q3	P×P	22 P×P (d)	Kt×P
9 B×P	Kt—Q4	23 R×R	R×R
10 B×B	Q×B	24 R×R	K×R
11 Kt—K4	Kt(O4)—B3	25 Kt—K5	K—K2
12 Kt—Kt3	Q—Kt5ch.	26 P—B3	Kt(B3)—Q2
13 Q—Q2	Q×Qch.	27 Kt×Kt	Kt×Kt
14 K×Q	R—Q1	28 K—Q3	Drawn.

(a)—In such positions the essence of the strategy lies in the order in which the moves are made. This has been well-known to his nearest rivals to be the secret of Capablanca's success. This match, however, proves that at these tactics Jack is as good as his master. The optional moves to be considered at this point are 15 KR—Q1, 15 P—K4, 15 B—Q3, and the move actually played. Sooner or later each is played in turn.

(b)—19 P—B4 could be played but after 20 P×P, Black cannot profitably capture the KP with the Kt, owing to 20 Kt×KP; 21 Kt×Kt, B×Kt; 22 Kt—Kt5, B×KtP; 23 Kt×BP with advantage.

(c)—Giving the rook mobility along the rank in case Black continues to adopt waiting tactics.

(d)—Leading to a clear cut draw, after the exchange.

NINETEENTH GAME.

White. Capablanca.	Black. Alekhin.	White. Capablanca.	Black. Alekhin.
1 P—Q4	P—Q4	12 Kt×P	Kt—Kt3
2 P—QB4	P—K3	13 B—Kt3	QKt—Q4
3 Kt—QB3	Kt—KB3	14 Kt×Kt (a)	Kt×Kt
4 B—Kt5	QKt—Q2	15 Castles.	B—B3
5 P—K3	B—K2	16 Q—Kt3	B×Kt
6 Kt—B3	Castles.	17 P×B	P—QKt3
7 R—B1	P—QR3	18 B—B3	B—Kt2
8 P—QR3	P—R3	19 B—B7	Q—Q2
9 B—R4	P×P	20 B×Kt (b)	Q×B
10 B×P	P—B4	21 Q×Q	B×Q
11 B—K2	P×P		Drawn (c)

(a)—The second player relieves his cramped position by forcing an exchange. White cannot comfortably castle on account of Kt×Kt; R×Kt, Kt—K5.

(b)—If 20 B×P, Black has a smart counter in 20 Kt×B; 21 Q×Kt, B×B; 22 P×B, KR—Kt1 with advantage.

(c)—After 22 B×P Black recovers the pawn by KR—Kt1.

TWENTIETH GAME.

White. Alekhin.	Black. Capablanca.	White. Alekhin.	Black. Capablanca.
1 P—Q4	Kt—KB3	23 K×P	K—K3 (f)
2 P—QB4	P—K3	24 Kt—K2	K×P (g)
3 Kt—QB3	P—Q4	25 Kt—Q4	B—Kt2
4 B—Kt5	OKt—Q2	26 B×P	P—B4
5 P—K3	B—K2	27 Kt—B3ch.	K—B3
6 Kt—B3	Castles	28 B—Q3 (h)	R—K1
7 R—B1	P—B3	29 R—K1	B×Kt (i)
8 B—Q3	P×P	30 P×B	R—R1
9 B×BP	Kt—Q4	31 R—K2	R—R5
10 B×B	Q×B	32 B—K4	R—Q1 (j)
11 Kt—K4	KKt—B3	33 P—R4	P—Kt4
12 Kt—Kt3	Q—Kt5ch.	34 P—R5	P—Kt5
13 Q—Q2	O×Qch.	35 P×P (k)	R×KtP
14 K×Q	R—Q1	36 B—Q3	R—QR5
15 B—Q3 (a)	P—K4	37 R—B2ch.	K—K2
16 P×P	Kt—Kt5	38 P—R6	R—KB1
17 P—K6 (b)	OKt—K4	39 R—Kt2	P—B5 (l)
18 Kt×Kt (c)	Kt×Kt	40 B×P	R—B1
19 P×Pch.	K×P	41 P—Kt3	R×P
20 R—B3	P—OKt4	42 P—K4	R—R8
21 P—B4 (d)	P—Kt5	43 K—Q4	R—KR1
22 P×Kt (e)	P×Rch.		Drawn.

(a)—This seems the least favourable of the alternatives alluded to in the 18th game as it allows Black immediately to take the initiative.

(b)—17 K—K2 would be safer as it frees the masked pin on the bishop.

(c)—Forced, for if 18 R—B3, 18....., Kt×B; 19 R×Kt, R×Rch; 20 K×R, Kt×Pch; and wins.

(d)—If 21 P—Kt4 (to stop P—Kt5); 21, P—QR4; 22 P—QR3, P×P; 23 P×P, R—R7ch., winning a piece.

(e)—Best. If 22 R—Kt3; 22,, Kt—B5ch.; 23 K—K2, B—Kt5ch.; 24 K—B2, Kt—R4, winning the exchange under more favourable circumstances than in the actual game.

(f)—If 23, P—KR3, White's KP becomes a dangerous factor in the game. For instance 23, P—KR3, 24 Kt—K4, K—K3; 25 Kt—Q6 safeguarding the pawn by the threat of the fork on the K and R and menacing B—B4ch.

(g)—He must surrender the RP for the passed KP. If 24, P—R3; 25 Kt—Q4ch.

(h)—Black threatened P—KKt3.

(i)—In positions where the forces are so reduced every exchange diminishes the winning chances.

(j)—If 32 QR—R1; 33 R—Q2, with a counter attack on Black's wing pawns.

(k)—35 P—B4 would be a mistake on account of 35, R—R6, threatening QR—R1, winning the RP and making the Black KtP very dangerous.

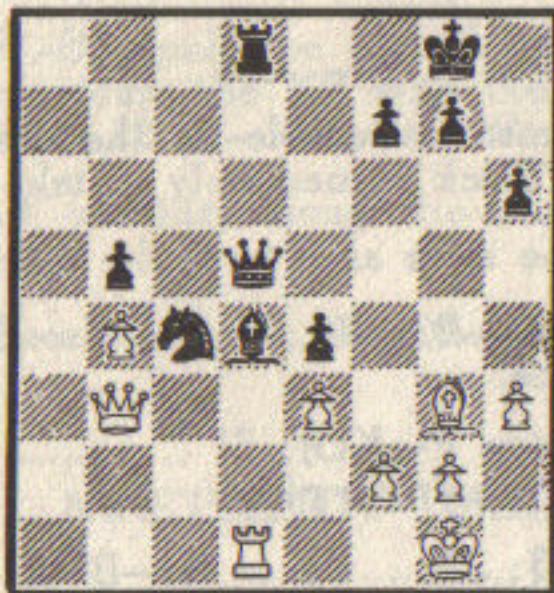
(l)—Winding the position up to a draw; probably his wisest course as White's pawns are ample compensation for the exchange.

TWENTY-FIRST GAME.

White. Capablanca.	Black. Alekhin.	White. Capablanca.	Black. Alekhin.
1 P—Q4	P—Q4	17 Q—Kt3	Kt(B3)—Q4
2 P—QB4	P—k3	18 B—B3	R—B5 (c)
3 Kt—QB3	Kt—KB3	19 Kt—K4	Q—B1
4 B—Kt5	QKt—Q2	20 R×R	Kt×R
5 P—K3	B—K2	21 R—B1	Q—R1 (d)
6 Kt—KB3	Castles	22 Kt—B3	K—B1 (e)
7 R—B1	P—QR3	23 Kt×Kt	B×Kt
8 P—QR3	P—KR3	24 B×B	Q×B
9 B—R4 (a)	P×P	25 P—QR4	B—B3
10 B×P	P—QKt4	26 Kt—B3 (f)	B—Kt7
11 B—K2	B—k2	27 R—K1 (g)	R—Q1
12 Castles	P—B4	28 P×P	P×P
13 P×P	Kt×P	29 P—KR3	P—K4
14 Kt—Q4	QR—B1	30 R—Kt1	P—K5
15 P—QKt4	Kt(B4)—Q2	31 Kt—Q4 (h)	B×Kt
16 B—Kt3 (b)	Kt—Kt3	32 R—Q1	Kt×P
		Resigns (i)	

Position after White's 32nd move.

Black.—10 Pieces.



White.—9 Pieces.

(a)—Generally played in this match, but Lasker prefers B—B4, increasing the pressure on the QB file.

(b)—16 Kt—Kt3 intending Kt—R5 would probably be his best course. Black has conducted his defence in ultra-modern style, and has secured absolute control of two vital central squares Q4, covered five times, and QB5.

(c)—A strong move which increases Black's mobility.

(d)—Threatening Kt×KtP, gaining a pawn.

(e)—Threatening Kt—Q7.

(f)—Not 26 R—Q1 because of 26 Kt×KP; 27 Q×Q. (If 27 P×Kt, 27 B×Kt; 28 Q×Q, B×Pch. etc., or 27 Q×Kt, 27 B×Kt; 28 Q×B, Q×Q; 29 R×Q, R—B8ch.); 27 Kt×Q, having gained a pawn.

(g)—27 R—Kt1 would have saved a move. 27 R×Kt is not playable because of 27 R×R; 28 Q×B? Q—Q8ch.; or if 27 R—Q1, 27 Kt×KP; 28 R×Q! R—B8ch., etc.

(h)—This loses at least a pawn but if 31 Kt—R2, 31 Q—Q6; 32 R×B (not 32 Q×Q because of 32 P×Q; and the P cannot be stopped without loss); 32 Q×Q; 33 R×Q, R—Q8ch.; 34 Kt—B1, Kt—Q7; 35 R—R3, Kt×Kt; winning the KP.

(i)—A piece is lost. After 33 Q×Q, R×Q; 34 P×Kt, B×Pch. wins a rook.

TWENTY-SECOND GAME.

White. Alekhin.	Black. Capablanca.	White. Alekhin.	Black. Capablanca.
1 P—Q4	Kt—KB3	44 P—R5	K—Q2
2 P—QB4	P—K3	45 P—R6 (h)	Kt×P
3 Kt—QB3	P—Q4	46 K×Kt	Kt—K3ch.
4 B—Kt5	QKt—Q2	47 K—K3	P—B5ch.
5 P—K3	B—K2	48 K—B2	P×Ktch.
6 Kt—B3	Castles	49 K×P	R—KR1
7 R—B1	P—B3	50 R—Q5ch.	K—K2
8 B—Q3	P×P	51 P—B5	R×P
9 B×BP	Kt—Q4	52 P—B6	Kt—B1 (i)
10 B×B	Q×B	53 R—B5	K—Q1
11 Kt—K4	KKt—B3	54 K×P	R—Kt3ch.
12 Kt—Kt3	Q—Kt5ch.	55 K—B3	K—B2
13 Q—Q2	Q×Qch.	56 P—Kt4	Kt—K3 (j)
14 K×Q	R—Q1	57 R—Q5	Kt—B1
15 KR—Q1	P—QKt3	58 R—B5	Kt—K3
16 P—K4	B—Kt2	59 R—Q5	Kt—B1
17 P—K5	Kt—K1	60 R—R5	R×BP
18 K—K3	K—B1	61 K—K4	R—B8
19 Kt—Kt5	P—KR3	62 R—R7ch.	K—B3
20 Kt(Kt5)—K4 (a)	K—K2	63 R—R6ch.	K—Q2
21 P—B4	P—KB4 (b)	64 R—R7ch.	K—K3
22 Kt—B3	Kt—B2	65 R—R6ch.	K—K2
23 Kt(Kt3)—K2	P—KKt4	66 P—R4	Kt—Q2
24 P—KR4	P—Kt5 (c)	67 R—R6	R—K8ch.
25 Kt—Kt3	P—QR4	68 K—Q4	Kt×P
26 B—Kt3	QR—B1	69 P—R5	Kt×P
27 P—R3	R—B1	70 R—R7ch.	K—Q3
28 R—Q2	B—R1	71 P—R6	R—QR8
29 R(Q2)—QB2	P—B4	72 P—R7	Kt—B3
30 P×P	Kt×BP	73 R—QKt7	Kt—Q2
31 Kt—R4	Kt(B2)—R3 (d)	74 R—Kt2	R×P
32 B×P	K×B	75 R—Q2	Kt—B4
33 Kt×KtP	R—QKt1	76 R—KB2	K—B3
34 Kt×B	R—Kt6ch (e)	77 R—KR2	R—R5ch.
35 R—B3	R×Rch.	78 K—B3	R—KKt5
36 P×R (f)	R×Kt	79 K—Q2	R—Kt6
37 R—Q1	R—KB1	80 R—R5	K—Kt4
38 R—Q6ch.	K—K2	81 K—K2	K—B5
39 R×P	Kt—B2	82 R—R4ch.	K—B6
40 R—R7ch.	K—Q1	83 K—B2	R—Q6
41 P—B4	Kt(B2)—K3	84 R—KB4	K—Q7
42 R—R7	Kt—B2 (g)	85 K—Kt2	R—Q4
43 R×P	Kt(B4)—K3	86 K—B3	K—Q6

Drawn.

(a)—This game probably represents the last word in accurate play in this particular variation of the queen's pawn.

(b)—This move creates a weakness on his King's wing, but it is essential to prevent P—B5.

(c)—Better than 24, R×RP; 25 R—KR1.

(d)—If 31, Kt×B; 32 R×Ktch. gives White a great end-game advantage. White cannot reply to the text move by 32 Kt×KtP on account of 32, R—Kt1; 33 Kt×B, R×Bch. White, however, takes advantage of the weakness of his opponent's pawns by a far-seeing sacrifice.

(e)—The saving clause. If 34, R×Kt; 35 R×Kt, Kt×R; 36 R×Kt, White has more than an equivalent for the exchange. The move played forces an exchange of Rooks for if White replies 35 K—B2, 35, Kt—Q6 etc.

(f)—To take possession of the Q file, the importance of which must have been foreseen at the beginning of this wonderful combination.

(g)—Black's intention is Kt×BP followed by Kt—K3ch., and P—B5ch. This could not be played immediately or on the 44th move, because of R—R8ch. Hence the complicated manœuvring of the Kt's.

(h)—White now cannot stop the threat by 45 Kt—K2 because of 45, R—KR1, or by 45 R—R7, because of 45, K—B3

(i)—Cold blooded defence. If 53 P—B7, 53, R—QB3.

(j)—If 56, R×P; 57 R×Rch., K×R; 58 K—K4, White should win.

TWENTY-THIRD GAME.

White. Capablanca.	Black. Alekhin.	White Capablanca.	Black. Alekhin.
1 P—Q4	P—Q4	25 Kt—K5	Q—B2
2 P—QB4	P—K3	26 R—K1	Q—Kt3
3 Kt—QB3	Kt—KB3	27 Q×Q	Kt×Q
4 B—Kt5	QKt—Q2	28 Kt—B3	K—B1
5 P—K3	B—K2	29 R—K3	Kt—B5
6 Kt—B3	Castles	30 R—B3	Kt—Q3 (b)
7 R—B1	P—QR3	31 K—B1	P—B3
8 P×P	P×P	32 K—K2	Kt—Kt4
9 B—Q3	P—B3	33 R—B4	K—K2
10 Castles.	Kt—K1	34 K—Q3	K—K3
11 B×B	Q×B	35 R—B1	R—Q4
12 P—K4 (a)	P×P	36 P—QR4	Kt—B2
13 Kt×P	Kt(Q2)—B3	37 Kt—Q2	K—K2
14 Q—B2	Kt×Kt	38 Kt—Kt3	Kt—K3
15 B×Kt	Kt—B3	39 K—K3	K—Q3
16 B—B5	B×B	40 R—B2	P—KR4
17 Q×B	QR—Q1	41 P—KR4	P—KKt3
18 KR—K1	O—Kt5	42 P—B3	P—Kt3
19 Q—B2	KR—K1	43 P—Kt4	P—R4
20 P—QR3	Q—Q3	44 R—Kt2	P—KKt4
21 Q—Kt3	R×Rch.	45 R—R2 (c)	RP×P
22 R×R	O—O2	46 BP×P	P×P
23 P—R3	P—R3	47 R×P	R—KKt4
24 R—K3	Kt—Q4	48 Kt—Q2	Drawn (d)

(a)—Varying from his previous play but the innovation seems no improvement on Q—B2.

(b)—If 30, Kt×P; 31 R—Kt3, Kt—B5; 32 R×P, Kt×P; 33 R—Kt6, regaining the pawn.

(c)—45 P×RP, P×RP is in favour of Black.

(d)—This game presents few features of interest and appears to have been played somewhat passively on both sides.

TWENTY-FOURTH GAME.

White. Alekhin.	Black. Capablanca.	White. Alekhin.	Black. Capablanca.
1 P—Q4	Kt—KB3	22 Kt—B5	Kt—B2
2 P—QB4	P—K3	23 Kt(Kt3)—K2	P—KKt4
3 Kt—KB3	P—Q4	24 P—KR4	P—Kt5
4 B—Kt5	QKt—Q2	25 Kt—Kt3	P—QR4
5 P—K3	B—K2	26 B—Kt3	P—Kt4 (a)
6 Kt—B3	Castles	27 P—Q5 (b)	BP×P
7 R—B1	P—B3	28 Kt(B3)—K2	QR—B1
8 B—Q3	P×P	29 Kt—Q4	Kt—Kt3
9 B×P	Kt—Q4	30 R—B5	P—R5
10 B×B	Q×B	31 B—B2	Kt—Q2
11 Kt—K4	KKt—B3	32 R—B3	P—Kt5
12 Kt—Kt3	Q—Kt5ch.	33 R—B6 (c)	B×R
13 Q—Q2	Q×Qch.	34 Kt×Bch.	K—K1
14 K×Q	R—Q1	35 Kt×R	K×Kt
15 KR—Q1	P—QKt3	36 B×RP	Kt—Kt3
16 P—K4	B—Kt2	37 B—Kt3	Kt—R3
17 P—K5	Kt—K1	38 Kt—K2	K—Q2
18 K—K3	K—B1	39 R—Q4	R—B4
19 Kt—Kt5	P—KR3	40 K—Q2	R—B1
20 Kt(Kt5)—K4	K—K2	41 K—K3	Drawn.
21 P—B4	P—KB4		

(a)—Up to this point the game is identical with the 22nd game, in which Black played here 26, QR—B1. The text move is probably the outcome of "midnight oil." But Black still appears to have a cramped game. The constant adoption of this form of defence, in which Black can hardly hope for more than a draw was probably a contributory cause of the loss of the match.

(b)—A most profound pawn sacrifice, relying on permanent possession of a centre Q4, pressure on the QB file, and many possibilities of a sacrifice at KB5.

(c)—Had this move been played previously it would only have led to exchanges. Now it wins the QRP, as if Black instead of taking the R plays for instance 33, Kt—QKt1; 34 Kt(Kt3)×Pch., P×Kt; 35 Kt×Pch., with a very promising attack.

TWENTY-FIFTH GAME.

White. Capablanca.	Black. Alekhin.	White. Capablanca.	Black. Alekhin.
1 P—Q4	P—Q4	22 Kt—Q2	R—B2
2 P—QB4	P—K3	23 Kt—Kt3	B—R4 (d)
3 Kt—QB3	Kt—KB3	24 Kt—B5	Kt×Kt
4 B—Kt5	Q/Kt—Q2	25 Q×Kt	Q—B3
5 P—K3	B—K2	26 P—Kt5	RP×P (e)
6 Kt—B3	Castles.	27 P×P	B—Kt3
7 R—B1	P—QR3	28 B×B	Q×B
8 P×P (a)	P×P	29 R—R1	R(R1)—QB1
9 B—Q3	P—B3	30 P—Kt6	R—Q2
10 Q—B2	R—K1	31 R—R7	K—R2
11 Castles.	Kt—B1	32 KR—R1	P—B4
12 KR—K1 (b)	B—K3	33 Q—B2	R—K2
13 Kt—QR4	Kt(B3)—Q2	34 P—Kt3	R(B1)—K1
14 B×B	Q×B	35 R—R8	R—K5 (f)
15 Kt—B5	Kt×Kt	36 R×R	R×R
16 Q×Kt	Q—B2	37 R—R7	R—QKt1
17 P—QKt4	Kt—Q2	38 P—R4	P—R4
18 Q—B2	P—R3	39 K—Kt2	Q—K3
19 P—QR4	Q—Q3 (c)	40 Q—Q3	K—Kt3
20 R—Kt1	KR—QB1	41 K—R2	Drawn.
21 KR—QB1	B—Kt5		

(a)—This seems simpler than 8 P—QR3 as in previous games.

(b)—A waiting positional move. If 12, Kt—K5 Black can reply 12, Kt—K5; 13 B×B, Q×B; and White cannot win a pawn by exchanges on K4 on account of the ultimate P—B3.

(c)—Taking the queen out of the fire of the masked battery on the QB file.

(d)—With the object of forcing an exchange of Bishops 23, Q×KtP would be bad on account of 24 Kt—B5

(e)—Compulsory. If 26, B—Kt3; 27 B×B, Q×B; 28 P×BP, P×P; 29 R—Kt6 winning at least a pawn.

(f)—Threatening P—B5.

TWENTY-SIXTH GAME.

White Alekhin.	Black. Capablanca.	White. Alekhin.	Black. Capablanca.
1 P—Q4	Kt—KB3	12 B×P	P—QKt4
2 P—QB4	P—K3	13 B—K2	B—Kt2
3 Kt—KB3	P—Q4	14 Castles (b)	P—B4
4 B—Kt5	QKt—Q2	15 P×P	Kt×P
5 P—K3	B—K2	16 KR—Q1	Q—Kt3
6 Kt—B3	Castles.	17 B—K5	QR—B1
7 R—B1	P—B3	18 B—Q4	B×Kt
8 Q—B2	P—QR3	19 B×B	Q—Kt1
9 P—QR3	R—K1	20 B×Kt(B4) (c)	R×B
10 B—Q3	P—R3	21 Q—Kt1	KR—QB1
11 B—B4 (a)	P×P	22 Kt—K4	Drawn (d).

(a)—After this move, Black cannot continue with line he adopted in a similar position in the 12th game, viz.: P—QKt4; because of 12 P×KtP, BP×P; 13 Kt×KtP, and if 13, P×Kt; 14 B—B7 winning the queen.

(b)—If 14 P—QKt4 (to stop P—B4); 14 P—QR4 opening up a wing attack.

(c)—Leading to a draw but he seems to have no promising line. 20, Kt—R5 followed by P—K4 has to be reckoned with.

(d)—Either side can force off the minor pieces, leaving Q and B'S of opposite colour.

TWENTY-SEVENTH GAME.

White. Capablanca.	Black. Alekhin.	White. Capablanca.	Black. Alekhin.
1 P—Q4	P—Q4	20 P×Kt	Kt—Kt4
2 P—QB4	P—K3	21 P—R4	Kt—B2
3 Kt—QB3	Kt—KB3	22 B—Kt1 (b)	B—B1
4 B—Kt5	QKt—Q2	23 Kt—B3	Kt—K3
5 P—K3	B—K2	24 P—K4	P×P
6 Kt—B3	Castles.	25 R×P	R—K2
7 R—B1	P—QR3	26 QR—K1	B—Q2 (c)
8 P×P	P×P	27 Q—B2 (d)	P—KKt3
9 B—Q3	P—B3	28 B—R2	Q—KB1
10 Q—B2	P—KR3	29 Kt—K5	Q—Kt2 (e)
11 B—R4	Kt—K1	30 Kt×B	R×Kt
12 B—Kt3	B—Q3	31 B×Kt (f)	P×B
13 Castles	B×B	32 R—KKt4	K—R2
14 RP×B	Kt—Q3	33 QR×P	R—KKt1
15 Kt—QR4 (a)	R—K1	34 Q—K4	R—KB2
16 KR—K1	Kt—B3	35 P—B4	Q—B1
17 Kt—K5	Kt(B3)—K5	36 KR×P (g)	Q×Pch.
18 Q—Kt3	B—K3	37 K—B1	Q—B8ch.
19 Kt—B5	Kt×Kt	38 K—B2	Q—Q7ch.
		Drawn.	

(a)—The most straightforward method of taking advantage of the minute weakness on Black's queen's wing caused by the position of his pawns.

(b)—If 22 Q×KtP, 22, B—B1 wins a piece.

(c)—Not 26, Kt×P, because of 27 R×R. White has now much the freer game.

(d)—A strong move which defends the BP and threatens R—QKt4.

(e)—The pawn cannot be saved if 29, B—K1; 30 Kt×KtP.

(f)—This apparently strong attack with the rooks on Black's KKtP proves insufficient. 31 R×Kt, P×R; 32 B×Pch., K—R2 (or 32 R—B2; 33 Q—Kt3, K—B1; best 34 B×R, Q×B; 35 Q×Qch, K×Q; 36 R—Q1, with good prospects in the end-game); 33 B×R, Q×B; 34 R—Q1, followed by R—Q6 seems White's best chance of forcing a win.

(g)—There is no more than a draw. If 36 P—Kt4; 36 R—B3 and the White rook at Kt4 is demobilised for a long time. The move played allows Black perpetual check.

TWENTY-EIGHTH GAME.

White. Alekhin.	Black. Capablanca.	White. Alekhin.	Black. Capablanca.
1 P—Q4	Kt—KB3	23 P×P	Kt×P
2 P—QB4	P—K3	24 R×R	R×R
3 Kt—QB3	P—Q4	25 P—Kt4	Kt(B4)—R3
4 B—Kt5	QKt—Q2	26 P—R3	P—QKt4
5 P—K3	B—K2	27 B—Kt3	B—Q4
6 Kt—B3	Castles	28 B×B	Kt×Bch.
7 R—B1	P—B3	29 K—K4	Kt—Kt3
8 B—Q3	P×P	30 P—B5	Kt—B5
9 B×BP	Kt—Q4	31 P×P	P×P (b)
10 B×B	Q×B	32 Kt—Kt6ch.	K—K1
11 Kt—K4	Q—Kt5ch.	33 Kt—K2	Kt—Q7ch. (c)
12 Q—Q2	Q×Qch.	34 K—B4	Kt—B5
13 K×Q	Kt(Q4)—B3	35 K—K4	Kt—Q7ch.
14 Kt—Kt3	R—Q1	36 K—B4	Kt—B5
15 KR—Q1	P—QKt3	37 K—Kt4	Kt—B2
16 P—K4	B—Kt2	38 P—R4	P—R3
17 P—K5	Kt—K1	39 P×P	P×P
18 K—K3	K—B1	40 R—QR1	R—Q6
19 P—KR4 (a)	K—K2	41 Kt(K2)—B4	R—Kt6
20 P—R5	P—KR3	42 R—R7	K—Q1
21 Kt—R4	P—QB4	43 P—Kt3	Drawn (d)
22 P—B4	Kt—B2		

(a)—In previous games at this variation Alekhin has played Kt—Kt5 and K4 to which Black replied with an eventual advance of his KKtP. This move played here holds back Black's King's side pawns, but allows time for a break in the centre. In this game Black secures equality much sooner than in the previous examples.

(b)—31 K×P would be inferior on account of Kt(Kt3)—B5.

(c)—Obviously he cannot take the RP on account of 34 R—QR1.

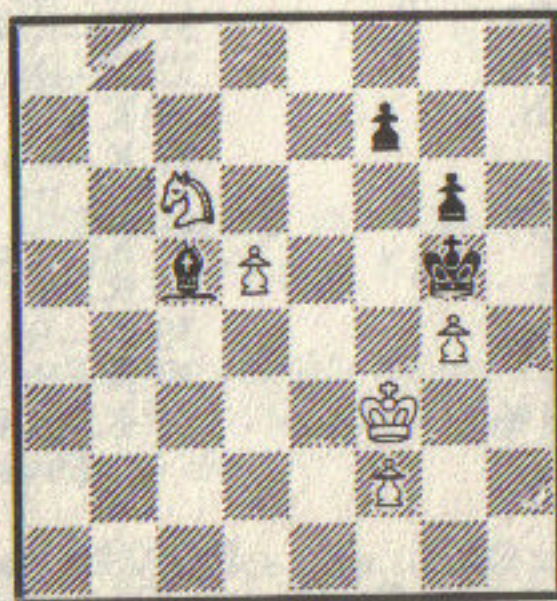
(d)—There is still plenty of play in the game but, accurately conducted, it should result in a draw.

TWENTY-NINTH GAME.

White. Capablanca.	Black. Alekhin.	White. Capablanca.	Black. Alekhin.
1 P—Q4	P—Q4	36 R—R6	B—B1
2 P—QB4	P—K3	37 R—B6	R—B2 (g)
3 Kt—QB3	Kt—KB3	38 R×R	Q×R
4 B—Kt5	QKt—Q2	39 Kt—K5	B—Kt2
5 P—K3	P—B3	40 Q—R8ch	K—R2
6 Kt—B3	Q—R4	41 Kt—B3	B—B3
7 Kt—Q2	B—Kt5	42 Q—R6	K—Kt2
8 Q—B2	P×P	43 Q—Q3	Q—Kt2
9 B×Kt	Kt×B	44 P—K4	Q—B3
10 Kt×P	Q—B2	45 P—R3	Q—B2
11 P—QR3	B—K2	46 P—Q5	P×P
12 P—KKt3 (a)	Castles (b)	47 P×P	Q—B6 (h)
13 B—Kt2	B—Q2	48 Q×Q	B×Q
14 P—QKt4	P—QKt3	49 K—B1	K—B3
15 Castles	P—QR4	50 K—K2	B—Kt5
16 Kt—K5	P×KtP	51 Kt—Q4	B—B4
17 P×P	R×R	52 Kt—B6	K—B4
18 R×R	R—QB1 (c)	53 K—B3	K—B3
19 Kt×B	Q×Kt	54 P—Kt4	P×Pch.
20 Kt—R4	Q—Q1 (d)	55 P×P	K—Kt4
21 Q—Kt3	Kt—Q4	56 Kt—K5 (i)	B—Q5
22 P—Kt5	P×P	57 Kt×BPch.	K—B3
23 Q×P	R—R1	58 Kt—Q8	B—Kt3
24 R—B1	R—R4	59 Kt—B6	B—B4
25 Q—B6	B—R6 (e)	60 K—B4	B×P
26 R—Kt1	B—B1 (f)	61 P—Kt5ch.	K—B2
27 B×Kt	R×B	62 Kt—K5ch.	K—K2 (j)
28 Kt×P	R—Q3	63 Kt×Pch.	K—Q3
29 Q—Kt7	P—KR4	64 K—K4	B—Kt6
30 Kt—B4	R—Q2	65 Kt—B4	K—K2
31 Q—K4	R—B2	66 K—K5	B—K8
32 Kt—K5	Q—B1	67 P—Q6ch.	K—Q2
33 K—Kt2	B—Q3	68 P—Kt6	B—Kt5
34 R—QR1	R—Kt2	69 K—Q5	K—K1 (k)
35 Kt—Q3	P—Kt3	70 P—Q7ch.	Resigns.

Position after Black's 55th move.

Black.—4 Pieces.



White.—5 Pieces.

(a)—An improvement on his play in the 11th game, where he played B—K2 and B3, losing considerable time.

(b)—12, P—QB4 would be answered by 13 B—Kt2, P×P; 14 Kt—Kt5.

(c)—If 18, B×P; 19 Kt—Kt5, Q—Q1; 20 B×P; with a powerful game.

(d)—Of course not 20, P—QKt4, because of Kt—Kt6. The Black pawns now prove weak.

(e)—The pawn cannot be saved. If 25, P—QKt4; 26 Q—Kt7, threatening R—B8.

(f)—Or if now 26, P—QKt4; 27 R×P, R×Kt; 28 R×Kt.

(g)—If 37, Q—R1; 38 R—B7, R—R2; 39 Q×Q, R×Q; 40 Kt—K5 wins easily.

(h)—The exchange of Queens is the best policy for Black to pursue in such an ending for then his efforts to counter the passed pawn are not complicated by a queen and knight attack on the king.

(i)—Winning another pawn, for if Black replies 56, K—B3; 57 Kt—Q7ch.; if 56, P—B4; 57 P—Q6, P×Pch.; 58 K—Kt2, and the pawn costs the bishop, or if 56, B—Kt3; 57 P—Q6 is equally decisive, or, if 56, B—R6; 57 P—Q6, K—B3; 58 P—Q7, K—K2; 59 Kt×BP, K×P; 60 Kt—K5ch. and wins.

(j)—If 62, K—Kt2, the queen's pawn has almost a clear course.

(k)—A fine example of Capablanca's incisive end-game play.

THIRTIETH GAME.

White. Alekhin.	Black. Capablanca.	White. Alekhin.	Black. Capablanca.
1 P—Q4	Kt—KB3	21 Kt—K4	P—QB4 (b)
2 P—QB4	P—K3	22 P×P	B×Kt
3 Kt—QB3	P—Q4	23 K×B (c)	Kt×Pch.
4 B—Kt5	QKt—Q2	24 K—K3	R×R
5 P—K3	B—K2	25 R×R	P—QKt4
6 Kt—B3	Castles.	26 B—Kt3 (d)	R—OB1
7 R—B1	P—B3	27 Kt—Q4	Kt×B
8 B—Q3	P×P	28 P×Kt	Kt—O4ch.
9 B×P	Kt—Q4	29 K—K4	P—OR3
10 B×B	Q×B	30 R—OR1	Kt—Kt5
11 Kt—K4	KKt—B3	31 P—Kt4	P—B3
12 Kt—Kt3	Q—Kt5ch.	32 P—B4	P×P
13 Q—Q2	O×Qch.	33 K×P	R—B4ch.
14 K×Q	R—Q1	34 K—K4	P—R3
15 KR—Q1	P—QKt3	35 P—B5	P×P
16 P—K4	B—Kt2	36 Kt×Pch.	K—B3
17 P—K5	Kt—K1	37 R—Q1 (e)	R—K4ch.
18 K—K3	K—B1	38 K—B3	R—O4
19 P—KR4	K—K2	39 R×R	Kt×R
20 P—R5	Kt—B2 (a)	40 K—K4	Kt—Kt5

Drawn (f)

(a)—In the 28th game, 20, P—KR3 was played, probably with the intention of preventing 21 P—R6. This move, however is only apparently strong, as after 21 P—R6, P—Kt3; 22 Kt—Kt5, P—QB4; White

cannot now advantageously capture the RP because of R—R1, and his pawn position is weakened.

(b)—The key move of Capablanca's system of defence. Black has now an equal game as 22 Kt—Q6 would be answered satisfactorily by 22 B×Kt.

(c)—The alternative 23 P×P promises only equality after 23 B×Kt; 24 P×Kt, B×R; 25 P×R=Qch., R×Q; 26 R×B, Kt×P.

(d)—Well played. In this position the doubled pawns are no disadvantage to White, while if he allowed Kt—Q4ch. the two knights would occupy dominating positions.

(e)—Threatening 38 R—Q6ch., and if 38 K—Kt4? 39 R—Kt6 mate.

(f)—Cleverly drawn. Any attempt by either party to capture the wing pawns would be counterbalanced on the other side.

THIRTY-FIRST GAME.

White. Capablanca.	Black. Alekhin.	White. Capablanca.	Black. Alekhin.
1 P—Q4	P—Q4	22 P—Kt3	Kt—R6 (g)
2 P—QB4	P—K3	23 B—Q3	Kt—Kt4
3 Kt—QB3	Kt—KB3	24 B—K5	P—B4
4 B—Kt5	QKt—Q2	25 B—QB4	KR—Q1
5 P—K3	P—B3	26 R—K1	Q—Kt3
6 B—Q3 (a)	Q—R4	27 Q—Q2	Q—Kt2 (h)
7 B—R4	P×P	28 B×Kt(Q4)	Q×B
8 B×BP	P—QKt4	29 Q×P	R—B7
9 B—QKt3	B—Kt2	30 Q—K7	Q—Q2
10 Kt—B3	P—B4 (b)	31 Q×Q (i)	R×Q
11 P×P	B×P	32 K—B1	K—B2
12 Castles.	Castles	33 P—QR4	Kt—B6
13 Kt—Q4	P—QR3	34 QR—B1	R×R
14 Q—K2 (c)	P—QKt5	35 R×R	Kt—O4
15 Kt—R4	B×Kt	36 R—B6	R—R2
16 P×B	Kt—Q4	37 P—R5	P—Kt4
17 B—Kt3	B—B3	38 P—R3	P—R4
18 Q—B2	B×Kt (d)	39 K—K2	P—Kt5
19 B×B	QR—B1	40 R—B8	R—Kt2
20 Q—Q1 (e)	Kt(Q2)—Kt3	41 R—QKt8	Drawn (j)
21 B—B2	Kt—QB5 (f)		

(a)—A method of counteracting the Cambridge Springs Defence by leaving the KKt the option of playing to K2.

(b)—If 10 B—Kt5, a possible continuation could be : 11 R—QB1, Kt—K5; 12 Castles, Kt×Kt; 13 P×Kt, B×P; 14 B×KP, P×B; 15 Q—Kt3, regaining the piece with a good game.

(c)—The sacrifice of the piece by 14 Kt×KP would be distinctly hazardous on account of 14 P×Kt; 15 B×Pch., K—R1; 16 B×Kt, QR—Q1; and will gain the Bishop.

(d)—A variation might be 18 QR—B1; 19 KR—B1, B×Kt; 20 Q×R, R×Q; 21 R×Rch., Kt—B1 22 B—Q6, with two rooks for the queen, and a promising game.

(e)—Obviously 20 Q—Kt3 would lose a piece by 20 Kt(Q2)—Kt3.

(f)—On the modern theory that certain squares are weak in different openings, it is interesting to note that in several games Alekhin aims directly to post his knights at Q4 and QB5.

(g)—22 Kt(B5)—K6 would not be good on account of 23 B×Pch.

(h)—The Kt cannot be defended without loss. For instance, 27 P—QR4; 28 Q—Kt5, R—Q2; 29 B×Kt(Q4) winning the KBP.

(i)—31 Q—Kt5 threatening B×KtP is a promising alternative.

(j)—Black has manoeuvred very cleverly with his pawns which in conjunction with the knight blockade White's king on the king's side. After the exchange of rooks Black will bring his king to QB3, neutralising the extra pawn.

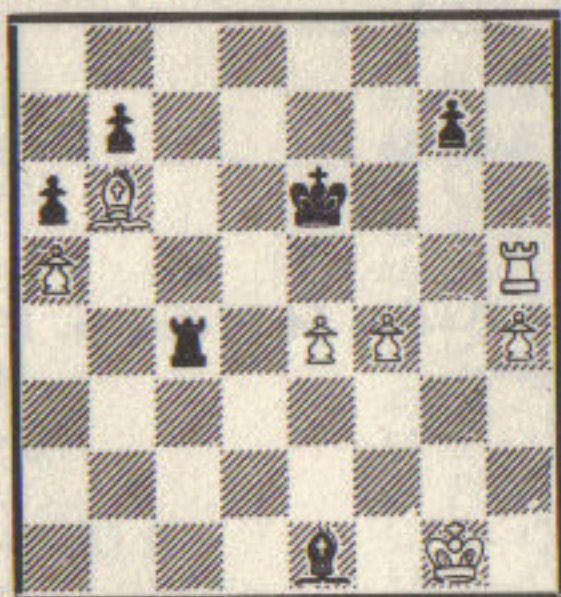
THIRTY-SECOND GAME.

White. Alekhin.	Black. Capablanca.	White. Alekhin.	Black. Capablanca.
1 P—Q4	Kt—KB3	33 R—B5	K—K3
2 P—QB4	P—K3	34 P—K4!	B×P (j)
3 Kt—QB3	P—Q4	35 R×P	B—B6
4 B—Kt5	QKt—Q2	36 R×P	P—R3 (k)
5 P—K3	P—B3	37 B—B7	B—K8ch.
6 P×P (a)	KP×P	38 K—Kt4	R—Kt7ch.
7 B—Q3	B—K2	39 K—R3	R—KB7
8 KKt—K2 (b)	Castles.	40 K—Kt4	R—Kt7ch.
9 Kt—Kt3	Kt—Ksq. (c)	41 K—R3	R—KB7
10 P—KR4 (d)	Kt(Q2)—B3	42 P—B4	R—B6ch.
11 Q—B2	B—K3	43 K—Kt2	R—B7ch.
12 Kt—B5 (e)	B×Kt	44 K—R3	R—B6ch.
13 B×B	Kt—Q3	45 K—Kt2	R—B7ch.
14 B—Q3	P—KR3	46 K—Kt1	R—QB7
15 B—KB4	R—Bsq.	47 B—Kt6	R—B5
16 P—KKt4	Kt(B3)—K5 (f)	48 K—Kt2! (l)	P—Kt3
17 P—Kt5	P—KR4 (g)	49 R—K5ch.	K—Q2
18 B×Kt(K5)	Kt×B	50 P—R5!	P×P
19 Kt×Kt	P×Kt	51 K—B3	P—R5
20 Q×KP	Q—R4ch.	52 R—R5	R—B6ch.
21 K—B1	Q—Q4	53 K—Kt4	R—B5
22 Q×Q	P×Q	54 K—B5	B×P
23 K—Kt2	R—B7	55 R—R7ch (m)	K—B3
24 KR—QB1	KR—B1 (h)	56 B×B	R—B4ch.
25 R×R	R×R	57 K—K6	R×B
26 R—OKt1	K—R2	58 P—B5	R—R6
27 K—Kt3	K—Kt3	59 P—B6	R—KB6
28 P—B3	P—B3	60 P—B7	P—Kt4
29 P×P	B×P	61 R—R5	P—R6
30 P—QR4	K—B4	62 R—KB5	R×R
31 P—R5	R—K7 (i)	63 P×R	Resigns (n)
32 R—QB1	R×KtP		

(a)—Intending to play B×Q3 without loss of time. 6 Kt—KB3, B—K2; 7 R—B1 does not necessarily transpose into the normal variation as Black can reply Kt—K5 with a stonewall formation (P—KB4) to follow.

Position after Black's 47th move.

Black.—6 Pieces.



White.—7 Pieces.

(b)—An original method of deployment which seems effective. Black's reply 8 Castles; seems to run into danger; 8 Kt—K5 and if 9 B×B, Kt×Kt; might be worthy of trial.

(c)—Now 9 Kt—K5 is impossible on account of 10 B×B, Kt×QKt; 11 B×Pch. etc.

(d)—Alekhin in this game returns to his typical style of attack. Obviously if Black replies 10 B×B, the attack along the open Rooks' file would be overwhelming; e.g., 10 B×B; 11 B×Pch., K×B; 12 P×B dis. ch., K—Kt1; 13 Q—R5, P—B3; 14 P—Kt6 and mate follows.

(e)—Threatening Kt×B and B×Pch.

(f)—This results in the loss of a pawn but there seems no other way to stave off the deadly advance of the King's side pawns. If 16 Kt×P; 17 B×Kt, B×B; 18 B—B5 wins the exchange.

(g)—If 17 P×P; 18 P×P, B×P; (If 18 Kt×P; 19 B—R7ch., K—R1; 20 B×Kt(Kt4), B×B; 21 B—Kt8 dis. ch. and mates next move); 19 B×Kt(K5), with a very strong attack.

(h)—If 24 R×KtP, White would have a compensating advantage in the possession of the open Bishop's file. He might continue by 25 P—QR4, threatening to open up lines of attack on Black's QKtP and QP.

(i)—This move must be played sooner or later as White will eventually play R—Ksq., followed by P—K4.

(j)—If 34 P×P; 35 P—Q5ch., K—B4; 36 P—Q6ch., K—K3; 37 P×P and White stands even better than as actually played.

(k)—Threatening R—QKt4.

(l)—An ingenious method of defending the KP for if 48, R×P;
49 K—B3, R moves; 50 R—K5ch., etc.

(m)—If 55 B×B, Black wins by 55, R—B4ch.; 56 K—Kt4, R×R;
57 K×R, P—R6.

(n)—For if 63, P—R7; 64 P queens, P queens; 65 Q—QR8ch.
A splendidly contested game.

THIRTY-THIRD GAME.

White. Capablanca	Black. Alekhin.	White. Capablanca.	Black. Alekhin.
1 P—Q4	P—Q4	11 B×Kt (c)	Kt×B
2 P—QB4	P—K3	12 P—QR3(d)	Q—Kt3
3 Kt—QB3	Kt—KB3	13 Kt—K4 (e)	Kt×Kt
4 B—Kt5	QKt—Q2	14 B×Kt	P—QB4
5 P—K3 (a)	P—B3	15 P×P	B×P
6 B—Q3	Q—R4	16 B×B	Q×B
7 B—R4	P×P	17 Castles	Castles
8 B×BP	P—QKt4	18 R—B1	QR—B1
9 B—Q3 (b)	B—Kt2		
10 KKt—K2	P—QR3		Drawn (f)

(a)—For the benefit of the novice White cannot win a pawn by 5 P×P, P×P; 6 Kt×P, because of 6, Kt×Kt; 7 B×Q, B—Kt5ch., winning a piece.

(b)—It is a moot point whether this or 9 B—Kt3, as in the 31st game, is superior.

(c)—Possibly so that, after Black's P—QB4, P×P, he shall not be able to recapture with the Kt.

(d)—Again holding back P—QB4 because of the reply P×P, B×P; P—QKt4.

(e)—If 13 P—QKt4; 13, P—QR4 with a wing attack.

(f)—Considering that Capablanca was at this stage within a point of losing the match, it is surprising that he did not attempt to complicate this game, especially as he had the White pieces.

THIRTY-FOURTH GAME.

White. Alekhin.	Black. Capablanca.	White. Alekhin.	Black. Capablanca.
1 P—Q4	P—Q4	42 K—R2	Q—Kt1ch.
2 P—QB4	P—K3	43 P—Kt3	R—KB4
3 Kt—QB3	Kt—KB3	44 Q—Q4	Q—K1 (k)
4 B—Kt5	QKt—Q2	45 R—Q5	R—B6 (l)
5 P—K3	P—B3	46 P—R4 (m)	Q—KR1
6 P—QR3	B—K2	47 Q—Kt6	Q—R8 (n)
7 Kt—B3	Castles	48 K—Kt2	R—B3
8 B—Q3	P×P	49 Q—Q4	Q×Q
9 B×P	Kt—Q4	50 R×Q	K—Kt2
10 B×B	Q×B	51 P—QR5	R—R3
11 Kt—K4	Kt(Q4)—B3 (a)	52 R—Q5	R—QB3 (o)
12 Kt—Kt3	P—B4	53 R—Q4	R—R3
13 Castles	Kt—Kt3 (b)	54 R—R4	K—B3
14 B—R2	P×P	55 K—B3	K—K4
15 Kt×P (c)	P—Kt3 (d)	56 K—K3	P—R4
16 QR—B1	B—Q2	57 K—Q3	K—Q4
17 Q—K2	QR—B1 (e)	58 K—B3	K—B4
18 P—K4	P—K4 (f)	59 R—R2	K—Kt4
19 Kt—B3	K—Kt2	60 R—Kt2ch.	K—B4
20 P—R3	P—KR3	61 R—R2	K—Kt4
21 Q—Q2	B—K3 (g)	62 K—Q4	R—Q3ch.
22 B×B	Q×B	63 K—K5	R—K3ch.
23 Q—R5	Kt—B5	64 K—B4	K—R3
24 Q×RP	Kt×KtP	65 K—Kt5	R—K4ch.
25 R×R (h)	R×R	66 K—R6	R—KB4 (p)
26 Q×P	Kt—B5	67 P—B4	R—B4
27 Q—Kt4	R—QR1	68 R—R3	R—B2 (q)
28 R—R1	Q—B3	69 K—Kt7	R—Q2
29 P—QR4	Kt×P (i)	70 P—B5 (r)	P×P
30 Kt×P	Q—Q3	71 K—R6	P—B5
31 O×Kt	Q×Kt	72 P×P	R—Q4
32 R—K1	Kt—Q3	73 K—Kt7	R—KB4
33 Q—QB1	O—B3	74 R—R4	K—Kt4
34 Kt—K4	Kt×Kt	75 R—K4	K—R3 (s)
35 R×Kt	R—OKt1	76 K—R6	R×RP
36 R—K2	R—QR1	77 R—K5	R—R8
37 R—R2	R—R4	78 K×P	R—KKt8
38 O—B7	O—R3	79 R—KKt5	R—KR8
39 Q—B3ch.	K—R2	80 R—KB5	K—Kt3
40 R—Q2 (j)	O—Kt3	81 R×P	K—B3
41 R—Q7	Q—Kt8ch.	82 R—K7 (t)	Resigns.

(a)—This move is less effective now that White has played P—QR3, as Black has no check at Kt5; 11 P—QKt3 is a possible alternative as White has yet no pressure on the QB file.

(b)—In the queen's pawn game, Black's Kt is usually badly posted on QKt3. An attempt to develop the QB by 13 P—QR3 or 13 P—QKt3 is worthy of consideration.

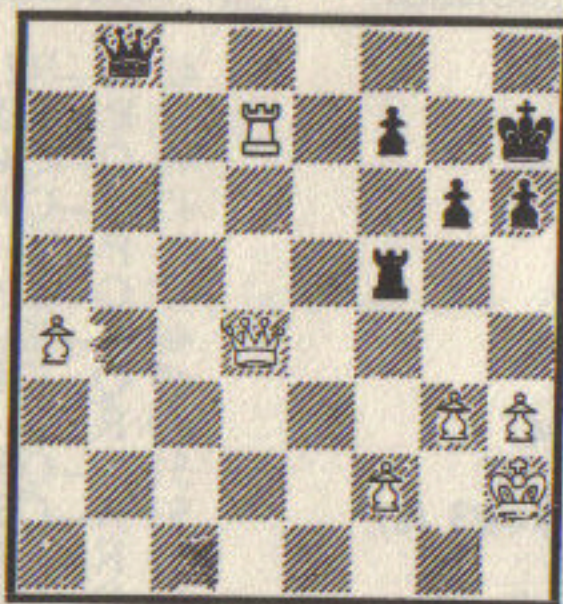
(c)—If 15 P×P Black retains an immovable post for his knight on Q4

(d)—Foreseeing the necessity of a subsequent P—K4, he guards the square KB4

(e)—In view of the subsequent attack on his QRP, 11 KR—B1 might have been better!

Position after White's 44th move.

Black.—6 Pieces.



White.—7 Pieces.

(f)—It would be dangerous to allow P—K5 as White's queen's knight would have a big future at Q6 or KB6.

(g)—This results in the loss of a pawn, but Black's position is already inferior. The double attack on the QRP and KP is difficult to parry.

(h)—Better than Q×KtP at once as Black could then gain position by R—QKt1.

(i)—Apparently regaining the pawn but White retains the extra material by brilliant interplay between the minor pieces.

(j)—Threatening to win at once by R—Q8.

(k)—Practically the only way to meet the deadly threat of 45 R—Q8, which would now be answered by 45 R×Pch.

(l)—An exchange of rooks would simplify White's task.

(m)—If 46 K—Kt2, R—R6; 47 R—Q8, R×RP.

(n)—If 47 Q—R1, white might play 48 R—Q8, and, if then 48 Q×RP; 49 Q—Kt2 and wins.

(o)—The intention is to play the Black rook behind the passed pawn, where its powers have more elasticity.

(p)—It is obvious that he cannot take the rook's pawn.

(q)—After 68 R—KB4; 69 K—Kt7, Black has no moves with the rook or pawns.

(r)—White has cleverly manœuvred into position for this break. A rarely instructive example of how to turn a minute advantage into a win.

(s)—Clearly 75 K×P loses at once after 75 R—K5ch.

(t)—Cutting off the king. In this position the Bishop's pawn alone would be sufficient.

Final Score.

Alekhin	6
Capablanca	3
Drawn	25

Game 1st Round

Game 2nd Round

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32

Game 3rd Round

Game 4th Round

Game 5th Round

Final Score

Game 6th Round

Game 7th Round

Game 8th Round

Game 9th Round

Game 10th Round

Game 11th Round

Game 12th Round

Game 13th Round

Game 14th Round

Game 15th Round

Game 16th Round

Game 17th Round

Game 18th Round

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