

MORPHY'S GAMES
OF
CHESS

BEING

THE BEST GAMES PLAYED BY THE DISTINGUISHED
CHAMPION IN EUROPE AND AMERICA

WITH ANALYTICAL AND CRITICAL NOTES

BY

J. LÖWENTHAL



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55. P. to R's 6th.

55. Q. to her 4th.

The only correct reply.

56. P. to R's 7th.

56. Q. takes P. (ch.)

57. K. to Kt's sq.

57. Kt. to his 4th.

58. P. to R's 8th (Queens)

58. Q. takes Q.

59. Q. takes Kt.

59. Q. to her 5th (ch.)

And the game, after having been prolonged for upwards of seventy moves, was eventually won by Black.

GAME II.—RUY LOPEZ KNIGHTS' GAME.

WHITE. (Mr. A.)

BLACK. (Mr. M.)

1. P. to K's 4th.

1. P. to K's 4th.

2. Kt. to K. B's 3rd.

2. Kt. to Q. B's 3rd.

3. B. to Kt's 5th.

3. P. to Q. R's 3rd.

4. B. to R's 4th.

4. Kt. to B's 3rd.

5. P. to Q's 3rd.

This is not the correct move, being of a defensive, in place of an aggressive character; Castles, or P. to Q's 4th, is to be more strongly recommended. The Ruy Lopez attack, if properly conducted, is one of the strongest known. The defence is protracted and difficult, and the second player can but slowly develop his game. White's last move, however, allows Black at once to bring out his K's B., and neutralize the advantage in position which the first player should here possess.

6. P. to B's 3rd.

5. B. to B's 4th.

6. P. to Q. Kt's 4th.

The student will perceive the importance of P. to Q. R's 3rd on the third move in the defence, since with P. to Q. Kt's 4th subsequently, the adverse Bishop is forced to a square on which he is rendered comparatively harmless.

7. B. to B's 2nd.

We much prefer B. to Kt's 3rd.

8. P. takes P.

7. P. to Q's 4th.

9. P. to K. R's 3rd.

8. Kt. takes P.

10. Castles.

9. Castles.

11. P. to Q's 4th.

10. P. to R's 3rd.

12. P. takes P.

11. P. takes P.

13. Kt. to B's 3rd.

12. B. to Kt's 3rd.

14. B. to Kt's sq.

13. K. Kt. to Q. Kt's 5th

14. B. to K's 3rd.

If—

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| 15. B. to K's 4th. | 14. Kt. takes P.* |
| 16. P. to R's 3rd. | 15. P. to Q. B's 3rd (best.) |
| 17. Q. takes Kt. | 16. Kt. takes Kt. (ch.) |
| 18. Kt. takes Kt. | 17. Kt. to Q's 4th. |
| 19. B. takes P. | 18. P. takes Kt. |

And White has at least as good a game as Black.

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| 15. P. to R's 3rd. | 15. Kt. to Q's 4th. |
| 16. Kt. to K's 2nd. | |

With the object of defending the Q's P., and threatening at the same time the terrible move of Q. to B's 2nd, which would win a piece

16. Kt. to B's 3rd.

The best move, opening an advantageous path for the Q's B., besides frustrating the designs of the adversary.

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| 17. B. to K's 3rd. | 17. R. to K's sq. |
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B. to Q's 4th might also have been played, though we prefer the move adopted.

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| 18. Kt. to Kt's 3rd. | 18. B. to his 5th. |
| 19. Kt. to B's 5th. | |

Mr. Anderssen preferred the sacrifice of the exchange to giving up the command of the diagonal occupied by his K's B., which he would have

* If Black were to take Pawn with Bishop, White would equally regain the Pawn by B. to K's 4th. The position being one of interest, we give a diagram in illustration of it, after White's 14th move —

BLACK.



WHITE.